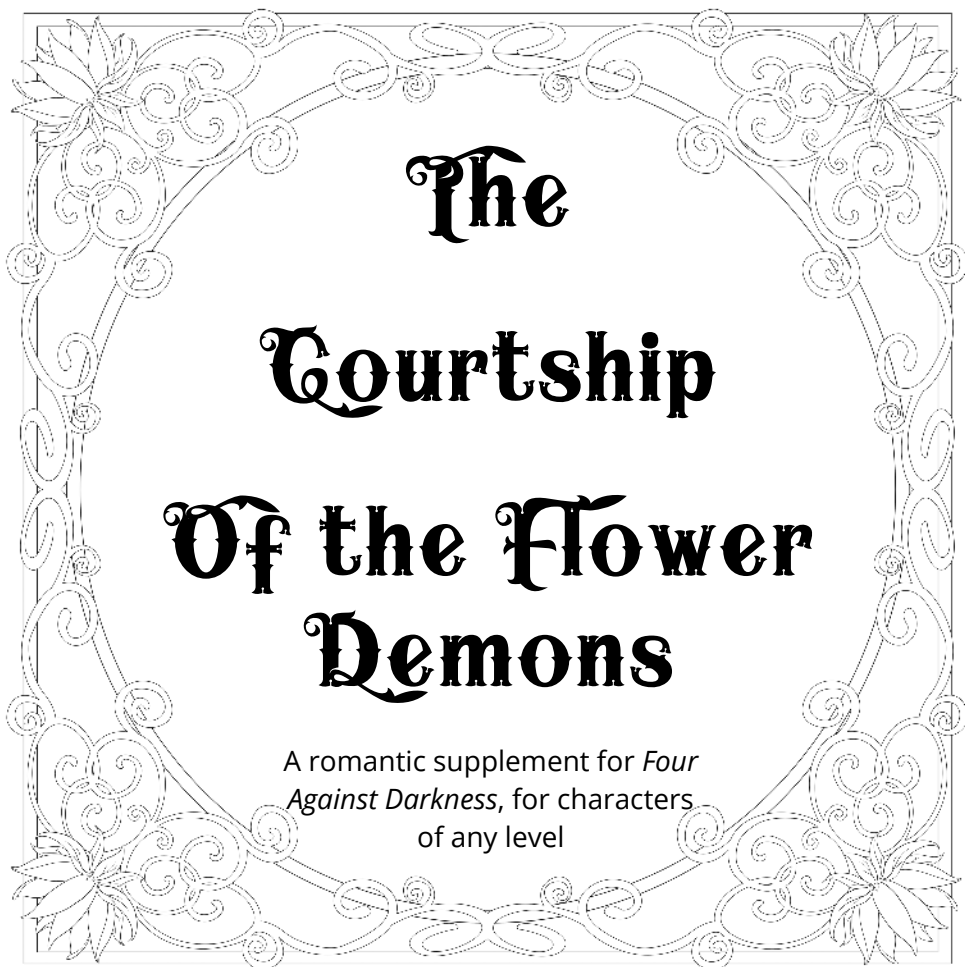


The Courtship of the Flower Demons

A romantic supplement for *Four Against Darkness*, for characters of any level



Written by Erick N. Bouchard



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Dedicated to the memory of Clark Ashton Smith and John Buckland-Wright

This book contains mature themes and nude art. It is intended for audiences of appropriate age.

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The Courtship of the Flower Demons

Introduction

Beyond Norindaal (the default world of *Four Against Darkness*) and the known worlds, there exist many alternate realities which scholars refer to as “demonworlds”. While the cruellest of these is perhaps the Netherworld, the afterlife where the souls of the dead are harvested and ground by gruesome demons, a subtle yet strangely pervasive demonworld is the Blossoms’ Demesne, the so-called demonworld of flowers.

This heavenly realm of purity, with its lush blooming woods and beautiful, ageless maidens, is a haven both for poets and apothecaries, who find there an abundance of rare materials for brewing enchanted elixirs. And yet a demonworld it is, though its greatest dangers lie not in violence, but in the twisted contraptions of desire, melancholy and love.

This realm is a powerful feminine force, irresistible yet ultimately deadly. Here can be found, extracted and harvested its most precious resources: the ingredients for concoctions of healing, eternal youth and even resurrection. But mortals are vulnerable to its lure, not by force of arms, but tenderness, passion and, yes, lust.

Those whom the demons find unsuitable for wooing are protected against most of their powers. They can, by force of arms if necessary, defend their companions from the carnal attentions of the dryads and the tender doting of the Ladies.

About this Book

The Courtship of the Flower Demons is a setting and adventure supplement for *Four Against Darkness* and is intended for characters of any level. The book itself comprises four parts:

- First, the rules themselves, including new rules to explore the Blossoms’ Demesne, wooing its lovely inhabitants and new classes to boot, as well as extensive rules for making potions from ingredients and guidelines to invent your own;
- Second, the Book of Secrets, a collection of entries that are not to be read unless specifically directed to;
- Third, the various tables used to play in the Blossoms’ Demesne, including encounter tables for each region, the Blossoms Spell Scrolls table, the Blossoms Magic Item table and the Keyword Scorecard.

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- Fourth, the Apothecary Cookbook, which includes rules, ingredients lists and recipes for creating many potions if your group includes a wizard or a wandering alchemist.

Only the rules from *Four Against Darkness* are necessary to use this book. However, players will find additional options for crafting potions, notably with the new wandering alchemist class, in *Four Against the Abyss*.

Classes and adventurers

Adventures in this demonworld are played as regular games of *Four Against Darkness* except as noted otherwise. All classes are welcome. No class is mandatory nor prohibited. Halflings and swashbucklers will fare quite well, while elves will face unique challenges. Wandering alchemists and satyrs (new to this book) as well as demonologists (from *Four Against the Netherworld*) will find their abilities especially useful.

Unusual Die Types

For a d3, roll a six-sided die (d6) and divide by half (round down). If a d4 roll is called for, and you have no pyramidal dice, roll an eight-sided die (d8) and divide by half (round down) or roll a d6 and reroll any

result of 5 or 6. When asked for a d66 roll, roll a d6 for tens and a d6 for units.

Acronyms

Only the *Four Against Darkness* core book (4AD) is required to play *The Courtship of the Flower Demons* (TCOTFD). The following acronyms refer to other books in the *Four Against Darkness* line: *Four Against the Abyss* (4AA), *Caves of the Kobold Slave-Masters* (CKSM), *Dark Waters* (DW), *Three Rings* (TR), *Knight of Destiny* (KD), *Fiendish Foes* (FF), *Treasure Hunters of Charlemagne* (THOC), *Buried Secrets* (BS), *Caverns of Chaos* (CoC), *Man-Eater!* (ME), *Four Against the Netherworld* (4ATN), *Breachers of the Bone Belfry* (BBB), *Digressions of the Devouring Dead* (DDD) and *The North Beyond the World* (TNBTW). Note that some of these supplements have not been published yet at the moment of sending TCOTFD to print.

Caveat

Sex, gender identity and reproduction have become controversial and divisive political subjects in our times. Treating the subject by any angle, even in a pen and paper dice game, even with humor, is bound to offend someone. **This is just a light-**

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hearted game about fertilizing and killing imaginary plant creatures. In your own games, if you want your flower demons to be fertilized and wooed in other ways (or not at all), feel free to invent your own house rules. It's your game. Play it as you please.

Acknowledgements & 'Appendix N'

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The author thanks Andrea Sfiligoi ("Four Against Darkness"), Charles Perreault ("Bluebeard"), Tanith Lee ("Tales From The Flat Earth"), Jack Vance ("Dying Earth"),*

Howard Philip Lovecraft ("Celephais", "The Quest of Iranon"), Lord Dunsany ("The Gods of Pegana"), James Edward Raggi IV ("Lamentations of the Flame Princess"), New Big Dragon Games Unlimited ("Petty Gods"), and most especially Clark Ashton Smith ("The Demon of the Flower", "The Flower-Women") for inspiration, as well as John Austen, Aubrey Beardsley, John Buckland-Wright and Harry Clarke for their beautifully dreamy engravings and posthumous contributions to this book.



New Classes

The following classes are designed especially for exploring the demonworld of flowers. They are also available for any other adventure unless the adventure has been designed for a specific character type (e.g. *Buried Secrets* or *Knight of Destiny*).

Wandering Alchemist

Wandering alchemists are enterprising professionals who venture into dangerous areas to collect rare ingredients, preferably alongside an armed escort. They tend to consider the other party members as their bodyguards, if not their hirelings, and usually prefer to avoid exposing themselves too much, both in fighting and wooing. In the Blossoms' Demesne, wandering alchemists excel at finding ingredients, providing medicinal aid and above all at mixing potions.

A wandering alchemist can join a party of four as a fifth character without incurring any penalties. You can take also take them as usual characters or even form a party of five wandering alchemists if you prefer.



Traits: Wandering alchemists have no bonuses to Attack or Defense. They all know the Flower Portal spell and can cast it once per level per adventure (see Blossoms spells).

During adventures, wandering alchemists can always re-roll on the Common or Uncommon

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Ingredients tables. Re-rolls cannot be re-rolled and the result of the second roll must be kept.

Between adventures, alchemists can brew potions (see the Apothecary Cookbook). Given the proper ingredients, an alchemist can prepare one potion per level between adventures. In the mundane world, only the base cost listed in *Four Against the Abyss* (50 gold) need be paid for services if all the ingredients are provided (see the Apothecary Charts in the appendix). Only half that cost is required if the adventurers accompanied the alchemist in the demonworld.

In the Blossoms' Demesne, where time flows differently, alchemists can brew potions during adventures. This can be done at any moment between encounters as long as they have the ingredients and a mortar and pestle. The basic 50 gold cost is waived as conditions in the floral demonworld are optimal for this task. A roll must still be made against the potion's difficulty when brewing one (see Apothecary Charts), to which the alchemist's level is added. On a failed check, another attempt can only be made after another encounter in the Blossoms'

Demesne or after another adventure in the mundane world.

Unless otherwise noted, wandering alchemists are considered halflings for the purpose of saves and game effects. If a save bonus or penalty or other game condition applies to halflings, it also applies to alchemists. That also means they can buy the "Secret diet" (4AD p. 56) or "I can cook this, and it's yummy" secrets (4AA p. 13) with clues.

Armor allowed: None.

Weapons allowed: Light weapons and slings only.

Expert skills: Starting at level 1, all wandering alchemists can acquire the following skills instead of gaining a level: Arcane Tanner, Create Holy Water, Poison Resistance, Protective Incense and Spore Alchemy. From Expert level onwards, they can also learn the same skills as halflings except Combat Acrobatics, Deadly Accuracy, Dead Shot and Knife Throwing.

In addition, wandering alchemists of Expert level can also spend 1 XP to be trained either as a Surgeon, an Herbalist or a Poison Expert as per the rules for hirelings in *Four Against the Abyss*. Each of these counts as a distinct skill. These services are provided to the party

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for free. However, to serve as Poison Experts, alchemists need to have arsenic (a mineral ingredient) in their inventory.

Starting equipment: light weapon, mortar and pestle, several unbreakable containers, apothecary charts and d3+1 soul cubes.

Starting wealth: 6d6 gold pieces.

Life: 3+level. A first level wandering alchemist has 4 life.

Note: If you meet a wandering alchemist in a dungeon as the result of the Special Events table in 4AD or otherwise, and your party has no more than four characters (not counting retainers), you can add him or her to your party as a level 1 wandering alchemist as per the present rules. A fee of 50 gold is required to entice the wandering chap to join.



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Satyr

Satyrs are fairy folk from Norindaal, parents to brownies and redcaps who mostly live in old woods and distant places. While normally disinterested in human affairs, satyrs are obsessed with the inhabitants of the Blossoms' Demesne's and will put great effort to seize any opportunity to join an expedition. Gifted with the blessings of stamina, a magical pheromone and a capacity to not take no for an answer, satyrs are the most persistent suitors and

woosers to grace the planes. While they couldn't care less about potions, they are exceptionally good at providing a party with rare ingredients which the flower demons offer their lovers as gifts.

Traits: Satyrs are lovers, not fighters, but quick and springy. They add their level to their Defense rolls. More importantly, they always add twice their level to Withholding and Giving rolls. They also add twice their level when saving against flower demons



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(plants, Maidens and Ladies). However, satyrs always fail their mesmerizing saves against Maidens and Ladies: fighting a woman goes against their very nature.

Satyrs have another uncanny ability similar to the flower demons of the demonworld. The pheromones of satyrs have a mesmerizing effect on humanoid and near-humanoid females, including monsters such as medusas, vampires, she-orcs and ogresses, but not dragons, invisible gremlins, ghosts or chimeras. Monsters encountered in dungeons have a 1–3 in 6 chance of being of either sex, except noted otherwise (e.g. medusas and salamandrine oracles are always female, while satyrs and minotaurs are always male). When groups of humanoid minions or vermin are encountered, a satyr can only attempt to woo them if all of the creatures encountered are eligible to wooing. In his case, the satyr must woo them all simultaneously. Only other satyrs may assist. The rest of the party will be assumed to be watching for monsters, rearranging their gear and telling the satyr to quicken up.

Artificial beings (such as golems) are immune to the satyr's mesmerizing. Whenever an eligible

female is encountered, roll a die +the satyr's level against her level. If the result is equal to or over her level, her reaction is automatically changed to seduce. This ability is both automatic and uncontrollable on the satyr's part, and likely to cause amusing trouble. The satyr will then have to seduce the creature as per the wooing rules. A mesmerized creature automatically comes to her senses if attacked. Outside the Blossom's Demesne, a she-monster pleased by a satyr will freely give him her treasure, ending the encounter with a few parting tears (flower-demons offer gifts instead). Further encounters with her will be treated as "peaceful" as long as the satyr remains in the party. Failing a Withholding roll outside the Blossoms' Demesne causes no Melancholy; the character loses 1 life from exhaustion instead.

Finally, once per level, satyrs can cast a single Blossoms spell, adding their level to the spellcasting roll. They have no spellbook and do not need to memorize spells ahead.

Unless otherwise noted, satyrs are considered barbarians for the purpose of saves and game effects (notably in regards to 4AD books previously published). If a save bonus or penalty or other game

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condition applies to barbarians, it also applies to satyrs. Satyrs can use magic items and scrolls normally and do not rage.

Armor allowed: None.

Weapons allowed: Light weapons, bows and slings only.

Expert skills: As elves, except satyrs are not eligible to take Orcslayer, Scroll Maker, Spore Alchemy. Spellcasting skills only apply to Blossoms spells.

Starting equipment: Light weapon or sling, pan flute and d6 common ingredients.

Starting wealth: d6 gold pieces.

Life: 7+level. A first level satyr has 8 life.

Note: Satyrs are very specialized characters whose main feature is the ability to use the wooing rules outside the Blossoms' Demesne. While likely to win many gifts from Maidens and Ladies, a satyr's role in dungeon environments is limited. Undead satyrs (such as those raised with the Lesser Necromancy Expert skill in 4AA) lose their mesmerizing abilities and cannot woo. They

will kill themselves at the first opportunity (at the very least, at the adventure's end).



Conservationist

Wizards and witches come from various backgrounds, from the exotic to the mundane. Many learn their trade through a formal education at colleges, such as the famous wizards' guild at Pigblister or Sphillix's School for Sorcerers, while others learn from tribal traditions or as an apprentice to a hermit. A rare few, called conservationists, focus on the gentle art of botany, finding a role somewhere between the alchemist and the druid. Bound by an oath to preserve life and nature, they follow the peaceful ways of both the Life and Light temples.

Traits: Conservationists are considered wizards in all ways except for the following differences:

- They can cast one more spell per adventure than common wizards (starting with three spells instead of two, plus their level).
- They can only cast Blossoms spells, defensive spells and healing spells. This includes, in addition to all the Blossoms spells, Blessing, Escape and Protect (from the 4AD basic spell list), Magic Mist (from Buried Secrets) and the Expert spells Lifeforce Control, Healing Surge, Mass Teleport and Reverse Gaze (which they must learn normally). Blossoms spells and Magic Mist can be chosen normally at level 1 or when the character levels up. They must spend XP to learn Expert spells like other wizards do.
- They cannot cast any spell that causes a negative effect or harm on another being (except for themselves), including Sleep, Fireball, Lightning Bolt and the Expert spells Infallible Missile, Aura of Terror, as well as all Netherworld spells (from 4ATN) and all necrotic spells (from DDD) are forbidden to them. If you are unsure about a spell, they can't learn it.
- Their available skills at Expert levels (level 6+, see 4AA) are similar to wizards. They cannot learn Lesser Necromancy, Knife Throwing or Stabbing Attack. However, Conservationists of Expert level or above can spend 1 XP to be trained either as a Surgeon or an Herbalist as per the rules for hirelings in the 4AA book. Each of these counts as a

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distinct Expert skill. These services are provided to the party for free. Unlike wandering alchemists, conservationists cannot learn to become Poison Experts.

- Because of their vow, they never

suffer curses from the gods and goddesses aligned with Light or Life nor adverse effects from druid spells (from future supplements). Conservationists who break their vow by casting an offensive spell (including from scrolls or magic items) suffer the Curse of Tamas Zeya, goddess of oaths (see entry 16 in the Book of Secrets).



The Blossoms' Demesne

A World of Dreams

There is no need for maps, the measuring neither of hexes nor of accounting for provisions. The Blossoms' Demesne is as hospitable as it is beautiful, with fruit trees and watery ponds plentiful. Since the demonworld seemingly keeps rearranging itself, explorers have abandoned all hopes of mapping it (but see p.42), though it is thought to be small, perhaps no more than a valley, and yet none have accounted for its limits. Gold is of little use here, except for the odd dimensional trader or the offering of jewels and gems as tokens of affection. There is little to buy and what there is to take – and there is much to – is as often taken by a kiss than by a sword.

The Prizes

The Blossoms' Demesnes' rarest and most precious resources' can only be retrieved from the demon flowers, a discourteous term that encompasses both carnivorous plants, deadly flowers and the realm's inhabitants, be they Maidens or Ladies.

Some of the most precious ingredients – notably, those used for resurrection potions – cannot be recovered by violence alone, but only given as a favour to her lover by a wooed Lady.

Each Lady is unique and has but one treasure, which can only be obtained by violence. Gifts can be given several times over different encounters.

Treasure in the Blossoms' Demesne

When rolling for treasure in the Blossoms' Demesne, use the treasure table that corresponds to your party's level and die type (e.g. the Treasure table from 4AD for parties of level 1 to 5 or the Abyssal Treasure table from 4AA if your Expert party is between levels 6 to 9). However, always roll on the Blossoms Spell Scrolls table for scrolls and the Blossoms Magic Item table for magic items (see the appendix).

You may get a Lady's gifts several times, but you can only get a Lady's treasure once per visit in the demonworld.

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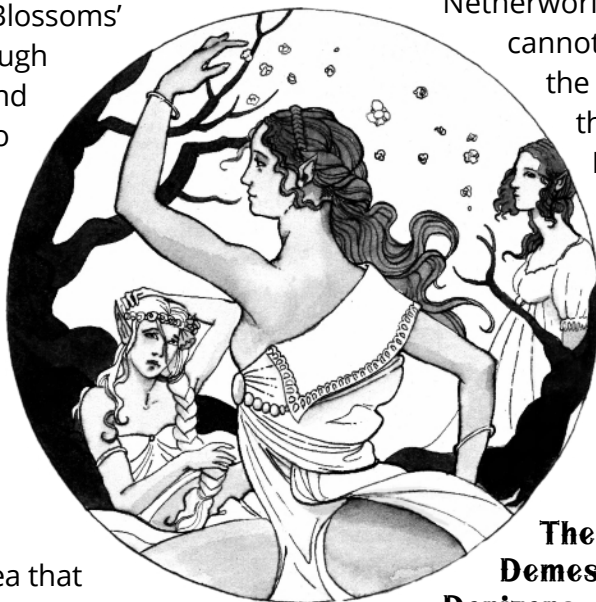
The Predicament of Elves

The faerie-like nature of this demonworld is confusing and alarming to elves. While it shares on the surface many similarities with the glamour of the fay, its true nature is inherently demonic. Elves cannot help but suffer imminent dread and gloom as they walk the Blossoms' Demesne. Though the Maidens and Ladies claim no parentage to the gods of Norindaal, some demonologists of note have argued, quoting from the Book of Skalitos, the outrageous idea that the flower demons are the divine spawn of Xichtul the Formless One, patron of chaos, and Elidra, goddess of elves. Needless to say, elves consider the thought abhorrent.

In game terms, because their magical nature is disturbed by the Demesne's very essence, elves never benefit from any bonus to

their saves in the Demesne of Blossoms. Elves of Expert level or above (6+) gain 1 Madness each time they enter the Blossoms' Demesne (see Madness under New Rules). Moreover, wooing elves above level 5 also gain 1 Madness each time they gain 1 Melancholy (see Melancholy). As in the

Netherworld, elves cannot hide from the denizens of the Blossoms' Demesne as their inner light shines brightly to the flower and plant demons.



The Demesne's Denizens

There are vermin, minions, Weird Monsters and Bosses in the Blossoms' Demesne. A notable difference is the animate plants and flowers that dwell there, and the strange demons of the Mountain, as no animal sets foot in this strange demonworld. However, such crude epithets are improper for Maidens and Ladies.

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While Maidens behave, when violence is forced upon them, as "minions" and Ladies as "Bosses", both would take offence from these uncouth terms. Moreover, romantic affairs are settled by quite a different set of rules.

Though near-human in appearance, the Maidens and Ladies have subtle differences that show their fay-like, demonic heritage. Intense eyes of impossible colours, oddly shaped freckles, hypnotizing lashes, perfect skin. Their incredibly bright, colourful hair stands out the most: impossibly long, it seems alive and even playful, and what may seem to be a crown of flowers is actually grown from the hair itself. They are too beautiful, too perfect. Unnatural. Elves feel this awkward wrongness to a painful level. And perhaps with some jealousy.

As any cleric would remind you, all monsters and creatures in the Blossoms' Demesne count as demons, including the Ladies and Maidens, for the purpose of the rules (including spells as well as demonologist and paladin traits).

Fertilization

For reasons unknown, the denizens of the Blossoms' Demesne avidly seek to mate with non-demonic alien species to fertilize them. Whimsical and playful, the demons delight in the courtship process as much as fertilization itself. As incentives or in gratitude, they reward their lovers with gifts. None have been known to forge long-term bonds with their partners. True love, according to the Book of Skalitos, is not within their nature.

Only creatures capable of fertilizing a humanoid female can engage in wooing with a flower demon. However, those same potential "fertilizers" are very vulnerable to the plant demons' mesmerizing effect, including that of death orchids and corrosive shrubs.

Conversely, the Ladies and Maidens have no interest whatsoever in creatures incapable of fertilizing them, over which their mesmerizing power has no effect. Somehow, the flower demons know if a potential partner is able to fertilize them and will react accordingly: physical attractiveness is irrelevant.

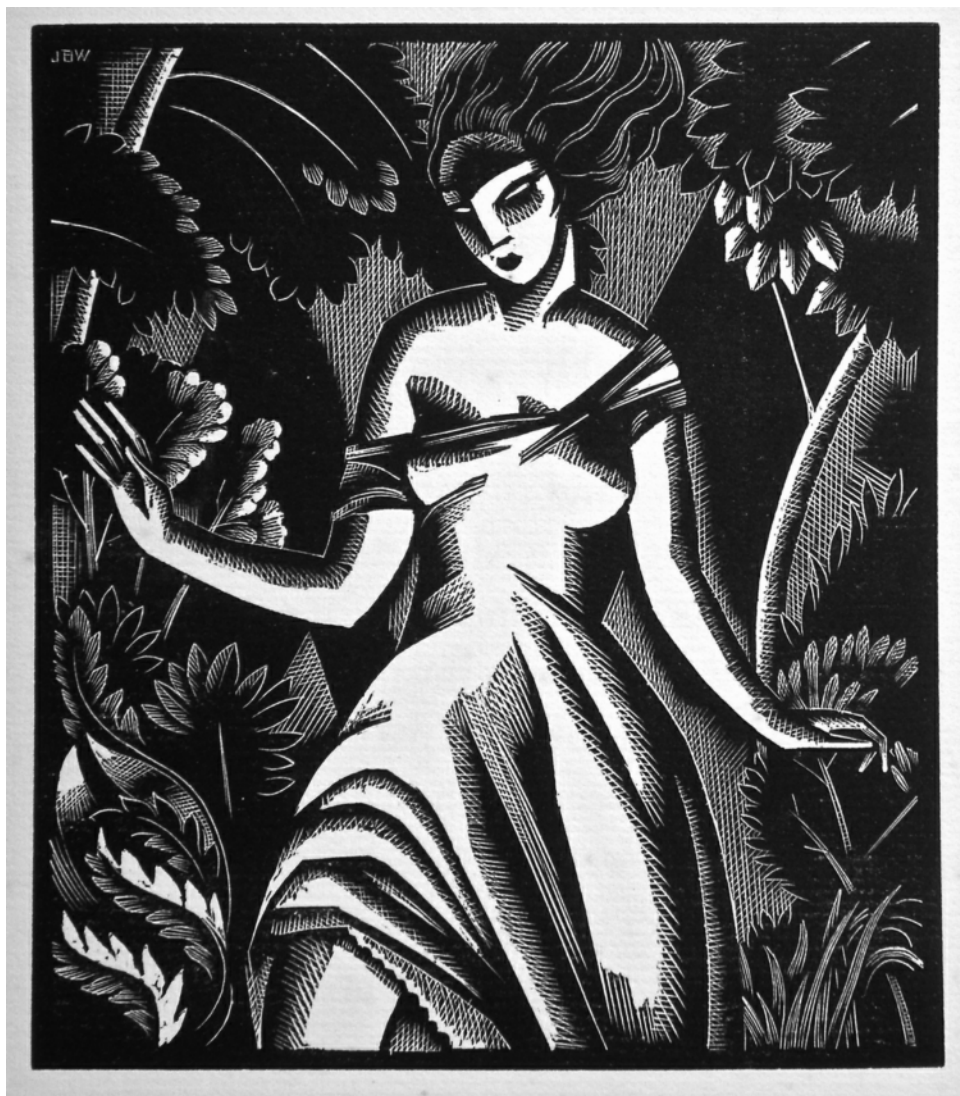
Note that several potions allow to increase or decrease fertility, with the additional effect of making a

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character more attractive to flower demons or, on the opposite, more resistant or immune to mesmerizing (see the Apothecary's Cookbook in the appendix.)

Potential Mates

Potential mates include humans, halflings, dwarves, elves, satyrs, goblins (from CKSM), cambions (from 4ATN), ice elf wizards and xwarts (from TNBTW) and all other humanoids who secrete spermatozoa, including retainers.



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The flower demons will not mate with eunuchs, the infertile, characters under the effects of an analgesic of contraception or any other contraceptive, Blasphemous Ones and Salamandrine Men (from 4ATN), undead (including vampires and those raised with the Lesser Necromancy skill), moonbeasts (from TNBTW), full-blooded demons (including succubi, from BBB), artificial beings (including flesh golems and chest monsters), conjured entities, doppelgangers, fungus men, those infected with permanent diseases (including the Dark Plague and lycanthropy) or touched by Chaos (CoC p. 19), illusions, dead characters (at any stage of decomposition), shape-changed creatures, non-humanoids, and all other humanoid beings which do not secrete spermatozoa. When unsure, assume a given being falls into this category. All of these are also immune to the mesmerizing powers of the flower demons.

While elves of all varieties can fertilize a flower demon and are therefore vulnerable to their mesmerizing, their great unease at the latter's eerie nature makes them less suited to wooing. Priests of the death god Zur, who are under vows not to procreate,

breach their vows should they engage in wooing, voluntarily or not (4ATN p. 11).

Characters incapable of fertilizing the flower demons cannot engage in wooing with them at all. Somehow, the ladies know by instinct if a potential partner is suitable. Demonologists differ in opinion as to whether this keen selection by the flower demons is due to biological imperatives, some sort of psychic parasitism or simply capriciousness. The demons do not care to explain their motives.

The Unwooable

Strangling seaweed, death orchids, corrosive shrubs, pitcher plants, giant sundews and Venus flytraps cannot be wooed. This is irrelevant to mesmerizing abilities they may or not have. However, characters capable of fertilizing a flower demon are vulnerable to their mesmerizing; all others are not (see Potential Mates). Based on pheromones, this is irrespective of attraction.

Stone fiends and ropers are not flower demons. They are unquestionably unwooable. They do not mesmerize and cannot be wooed under any circumstances. All wooing attempts recorded so far

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have failed miserably (and fatally). The famous grimoire of the great Skalitos retells the ill-fated attempt by Sotai the jester to seduce a stone roper, ending in his gruesome devourment.

Fighting the Denizens

Encounters with unwooable entities usually, but not always, result in combat. In addition, some of the choices you will make may force you to mark certain keywords (such as PANDORA) that cause flower demons to become hostile. This is expressed by a +6 reaction penalty on your reaction dice, meaning your minimum adjusted roll of d6 will be a 7. In such a case, wooing is impossible: only combat is an option.

Unfortunately, characters capable of fertilizing a flower demon remain vulnerable to their mesmerizing aura. If they fail to reach or beat the demons' level each turn (see Mesmerizing), they will be paralyzed and incapable of rolling dice to attack or defend themselves for the next turn. Characters not eligible to wooing are unaffected and can fight normally. As a result, a party should strike a balance between "woosers" and "non-woosers" in order to both

collect gifts and defend themselves should the need arise.

Unless mentioned otherwise, fleeing is impossible in the Blossoms' Demesne as there are no doors in the demonworld. (This is not exactly true. There is one door, in the queen's palace. You can find it by rolling on the Queen's Palace Garden table.)

When a fight is done, wrap up the encounter, take the treasure as usual (if any), and then roll again on the encounter table.



New Rules

Keywords

This adventure makes use of keywords to keep track of your choices. Keywords unlock dialogue options, alter some events or modify probabilities in your favor or disfavor. Mark them with a pencil when the text tells you to. A keyword scorecard is provided in appendix. Keywords are normally applicable to your entire group: you keep them as long as at least one character remains from the original party that gained the keyword. The TRUELOVE keyword is an exception: only a single character can have it, and maintaining it implies specific conditions which will be mentioned in the text, should you check it.

Highest Character Level

Unlike previously published 4AD books, the levels of monsters and entities in the Blossoms' Demesne are not absolute but relative to the highest character level (HCL) in the group. For example, against a party encompassing characters of level 7, 3 and 1, a dryad's level (HCL+2) is a 9 (7+2) while the Lady of Lament's level (HCL+5) is 12 (7+5). This is due

to the demonworld's dreamlike nature.

A monster's HCL (including Maidens and Ladies) is determined at the beginning of every encounter: this means a given monster's level rises or lowers as members of the party come and go. The greater the discrepancy between the levels in the party, the harder lower-level characters will find overcoming challenges. In the example above, if the level 7 character dies, the dryad's level will remain a 9 for the duration of the encounter. However, if met again by the same party (whose highest level character is now level 3), the same dryad's level will be 5 (3+2).

Melancholy

Melancholy occurs from the despair born out of impossible love. It is ennui born out of overexposure to surreal beauty not made for mankind, a sweet torment of the soul, a tender gloom. In the end, Melancholy causes an adventurer to lose himself in the demonworld, never to be seen again or, if taken forcibly away from the Flower Realm, to fade away in depression and, ultimately, suicide. It is the main threat that characters face in this demonworld.

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Mechanically, Melancholy is an afflicting sorrow that is tracked separately for each character. When a character's Melancholy rises, the risk increases that he will refuse to leave the Blossoms' Demesne and do anything to stay with current lover. (See entry 1 in the Book of Secrets when your group attempts to leave the demonworld.) The lovesick lover will flee with his last lover(s) into the wilds, swearing never to leave her or their side, and will never be seen again, pursuing the rest of his life (presumably) happily ever after in content bliss. The character or retainer will be gone the next time you return to his last seen location.

Melancholy checks are made by rolling a 2d6 for each character concerned. If the roll is above or equal to the character's current Melancholy score, he gains 1 Melancholy. Otherwise, the test is passed. A roll of 2 is an automatic success, 12 an automatic failure.

Therefore, a character's initial Melancholy will quickly increase then gradually its progress slows down (around 7 points and above) as he becomes more blasé.

Characters who cannot woo are never affected by Melancholy points and ignore them.

The most frequent occurrence of Melancholy checks is failing a Withholding roll while engaging in wooing with Maidens or Ladies, which in game terms equates with an increase of emotional vulnerability and attachment.

Time is the only known cure for this despondency. All characters reset their Melancholy to zero each time they exit the Blossoms' Demesne by their own will (e.g. when not forced by their fellow characters, such as by a Sleep or Mass Teleport spell, or a beating).

Characters leaving the demonworld lose 1 Melancholy for each dungeon completed (successfully or not) outside the Blossoms' Demesne (or adventures, in the case of missions outside of dungeons). For example, if two characters forcibly expelled from the demonworld complete a dungeon with two levels and the Three Rings adventure after leaving the Blossoms' Demesne, they lose 3 Melancholy. Going through any adventure in the Netherworld is such a horrible experience that it resets Melancholy levels to zero for all partaking characters.

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New Reaction: Seduce

Available only for Maidens or Ladies, this is a flirtatious invitation to wooing if the party includes any characters eligible to wooing. Those eligible characters must immediately make a Withholding roll against their lovers' level: failure means they must engage in wooing at least once before breaking away (see Breaking Off in the Wooing section). The stance chosen for the Withholding roll will apply to the entire first turn of wooing. Characters who do not partake in wooing simply treat the flower demons as peaceful.

Seduced characters are considered to be mesmerized (see below).

Mesmerizing

All Maidens and Ladies, and some other plants in the demonworld of flowers, have the ability to mesmerize men with their glamour. Mesmerized characters or retainers cannot attack or flee, and defend themselves at a penalty equal to their Melancholy. To resist this effect, a magic save must be made each turn against the entity's level, at the start of each round. Characters add their level to the save except elves, who do not, and satyrs, who always fail. Wizards, halflings and druids add their level

+2 to the save. Demonologists add twice their level. Paladins may spend prayer points on this save.

Mesmerized characters are not paralyzed. They can still woo flower demons and will indeed do so wholeheartedly, whatever their usual preferences in partners, marital vows or other conditions. This effect is hormonal, not magical.

Characters ineligible for wooing are immune to mesmerizing and can always choose to attack Maidens and Ladies first, even if their companions are mesmerized.

Mesmerizing Saves	
Save bonus	Class
Level x 2	Demonologists
Level +2	Wizards, halflings and druids
+Level	All other characters and retainers
No bonus	Elves
Always fail	Satyrs



Resurrection for the Flower Demons

The Ladies can be vanquished in combat, but they cannot be permanently killed as long as the Blossoms' Demesne endures. The only exception is if the killing blow was dealt with a demonic weapon (4ATN p. 61) OR by a character under the effect of a Salve of serendipitous deity (see the Apothecary Charts in appendix). Their treasure can be taken as usual. Should they be met again, they will react violently if any members of the party previously harmed them (+6 penalty to reactions), fighting "to the death" (figuratively, as they cannot permanently die). If defeated once more, the only treasure they will have will be their ingredients, not any gold, jewel, clue or magic item.

Abyss and Netherworld Rules

The rules below summarize the rules for Madness and the Dark Plague found in *Four Against the Abyss* and those for soul cubes from *Four Against the Netherworld*.

Madness

Madness stands for a character's gradual descent into insanity. Those with 1 or more Madness

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

Madness is distinct from Melancholy and tracked separately for each character.

You may choose to ignore the Madness rules for characters under level 6. Instead, when a character of level 1–5 would gain Madness, 1 life is lost instead.

Dark Plague

Characters exposed to the Dark Plague must save versus a level 10 disease or catch it. Halflings add half their level to this roll. Infected characters have a 1 in 8 chance of losing a life point each time they step into a new room or (outdoors) hex or location. Upon reaching zero life, the character is dead and removed from play. They will also infect other party members, who must also save (level 10) for each new room or hex. Curing the Dark Plague requires a Blessing spell with a casting roll of 10 or better.



Soul Cubes

Demons burn the souls of the dead into soul cubes using soul furnaces. A single soul cube can restore one

charge to any magic item. They are worth 50 gold (or 50 necros, in the currency of the Netherworld).

Blossoms Spells

Except for the Flower Portal spell, known to all wandering alchemists, the following spells can only be acquired from scrolls found as treasure in the Blossoms' Demesne. Wizards and Conservationists (only) can transcribe them in their spellbooks (satyrs have no need for spellbooks).

Because halflings are the chosen people of the gentle goddess Lavra Everdale, they always add their level when casting Blossoms spells from scrolls.

Aetheric Conversion: The caster can attempt to transform the very nature of a substance by spending 150 gold in materials to create a single rare ingredient. A spellcasting roll of level 10 or more is required (add the caster's level). If successful, the materials are permanently transformed into the desired ingredient. If the spell fails, a cataclysmic chain reaction ensues, causing the melange to explode: the caster and all in the same room suffer d6 wounds. This d6 has a chance to explode: increase the damage by d6 each time a 6 is rolled. If the damage reaches 10 or more, the surrounding area is set aflame.

If this occurs, all the character's belongings are destroyed and a wandering monster is summoned. In settlements, 2d6 hostile level 4 city guards (minions) are summoned. Spellcasting rolls of 1 and 2 always fail.

Bountiful Harvest: The caster must roll a spellcasting roll against level 5 (wizards add their level). If successful, you can grow d6 common ingredients or d3 uncommon ingredients of your choice. If the roll fails, the spell grows a plant monster instead (roll a d6): 1 strangling seaweed, 2 Venus flytrap, 3 giant purple pitcher plant, 4 giant sundew, 5 corrosive shrub, 6 death orchid. Grown plant monsters only have ingredients for treasure.

Flower Portal: This spell creates a two-way portal between the Blossoms' Demesne and your homeworld (the world of Norindaal, the official 4AD setting) by spending 1 soul cube (found in treasures). It can be cast from anywhere adjacent to a large body of water, such as a lake or a river. In the Blossoms' Demesne, it can only be cast at the Seaside or the Riverside. No casting roll is necessary, but go to entry 1 in the Book of Secrets when

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attempting to exit the demonworld. Though time is immaterial there, the portal lasts a single day in the “real world”. Casting the spell to open a portal between the Blossoms’ Demesne and another demonworld, such as the Netherworld, requires both a water landscape, the spending of 3 soul cubes and a level 9 casting roll from the caster (only wizards add their level, as do demonologists casting from a scroll). On a result of 10, only 2 soul cubes are spent, while only 1 soul cube is spent on a result of 11 or greater.

This spell is known to all wandering alchemists and a scroll of Flower Portal can be bought from alchemy shops for 150 gold.

Fools’ Gold: The caster can brew an enchanted mixture by combining any 5 mineral ingredients and 3 common ingredients to create fools’ gold (4AD p. 34). A mortar and pestle (available at alchemy shops for 50 gold) is needed. A spellcasting roll against level 6 or more is needed (wizards add their level). If the spell is successful, one use of fool’s gold is created. The false gold lasts for the duration of a single adventure, after which it is wasted. The ingredients are wasted if the roll fails.

Libidinal Enhancement: For the duration of a single encounter, the target can re-roll any Giving rolls (once) while wooing. Each re-roll costs him 1 life. If used in conjunction with pills of virile might (see the Apothecary Charts), the target must succeed a level 5 poison save or lose d6 life from a heart attack.

Song of Charm: The caster makes a music check against the monsters’ level, adding his level. If successful, you may pick the monsters’ reaction from those available. Casting this spell requires the caster to play a musical instrument and therefore must have at least one free hand to do so.



Wooing

or out of impulse, unable to resist their unearthly allure.



Characters can engage either peacefully with Maidens and Ladies, or resort to violence as per the rules in *Four Against Darkness*. Those whom the flower demons find suitable for fertilization (see Potential Mates) can engage in seduction with a Lady or a Maiden (but not with stone fiends, ropers or other plant demons). In that case, use the rules indicated as “for wooing” in the creatures’ profiles. Mesmerized characters have no choice but to partake in wooing as long as they remain mesmerized.

With Maidens, such as dryads or naiads, wooing can be the affair of many. With Ladies, it

An old term from a more romantic age, the act of wooing includes flirting, courtship, “amour courtois”, love play and perhaps even more. Adventurers engage in wooing to win a flower demon damsel’s favor

is intimate and occurs only between two lovers.

When resorting to violence, use the mechanics for “in combat” as per the usual rules.

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You may find that your flower demons pose a very different challenge when interactions turn to violence rather than wooing, and vice-versa. Likewise, treasures can usually only be acquired by combat, and gifts by wooing, making the rewards different.

Whether a lover is seduced or takes the initiative, he always gives first: the Blossoms' Demesne inhabitants are an old-fashioned lot and to do otherwise would not be proper. Maidens and Ladies who flee cannot be courted and never leave their treasures behind. Morale rolls are never made while wooing – why would they?

Finally, during an encounter in which wooing occurs, the other characters are assumed to stand guard, feed and rest (regaining 1 life in the process).

Steps of Wooing

The following steps of wooing are described in more detail in the sections that follow. Here is a summary:

1. Allocate partners: When several characters engage in wooing a group of flower demons (usually Maidens), each character must woo at least one flower demon. Unless mentioned otherwise (such as for

the Princess of Tides), Ladies can only be wooed by a single lover at a time. Characters ineligible to wooing do not participate and regain 1 life instead.

2. Giving rolls: All wooers make adjusted Giving rolls to reach their lovers' level. Each successful roll either pleases a Maiden or lowers a Lady's level by 1. Pleased Maidens no longer partake in wooing. Ladies keep on being wooed until their level reaches zero, at which time they are pleased, or their lovers break off.

3. Withholding rolls: All wooers make adjusted Withholding rolls to go over their lovers' level. Each failure incurs one Melancholy check. Lovers may break off only after making a Withholding roll. This demands another Withholding roll.

4. Giving in to Melancholy: Characters whose Melancholy scores exceed their character level withdraw from the game and are permanently removed from the party's roster.

5. Gift giving: When all the Maidens or Ladies partaking in wooing are pleased, they offer their lovers a gift. Ladies offer one or more gifts to their lover. Groups of Maidens offer a single gift (not one per Maiden), usually a keepsake.

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6. Experience: Each time a Lady is pleased, her lover makes an experience (XP) roll. For each Maiden group pleased, mark off one group of minions “killed” for XP purposes.

Wooing Is Not Combat

Wooing is not combat. No combat bonus or penalty, skill or ability applies to wooing.

Although wooing is not combat, it is a challenge, and the mechanics of wooing and war therefore share similarities. There are, however, important differences.

First, lovers overcome are not defeated but pleased, and offer their paramour a gift. Gifts are distinct from treasures, and cannot be recovered by force. You can visualize them as keepsakes and jewels.

Treasures in the demonworld of flowers, in comparison, are most often body parts (such as naiads’ teeth) that can only be retrieved by slaying (fleeing doesn’t count). Unfortunately, violence is the only known way to harvest some of the unique ingredients necessary to make the most exotic potions, such as the potion of long life.



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For the purpose of wooing, your current level cannot go above your current life points.

Armour, magic items, spells, curses, potions and other game effects relative to combat have no actionable bonuses on wooing except if specially indicated (e.g. pills of virility).

Giving and Withholding Rolls

Wooing is a game of cat-and-mouse where one lover teases the other, involving complex mating rituals which humanity still begs to fathom after millennia of experimentation. You can visualize Giving rolls as the offering of presents, attempting to impress or dancing, or more intimate things. Conversely, Withholding rolls are more about keeping one's head cool, emotional detachment and asking or inviting your lover to give.

A Giving roll is a d6 (or a d8, at Expert level) check plus the relevant class modifier and any other noted modifiers. A roll of 1 is an automatic failure, the maximum result on your die is an automatic success (e.g. 6 on a d6) and the dice explode. The same goes for Withholding rolls.

Class Modifiers for Wooing

- Barbarians, warriors, rangers (from future supplements) and other fighting classes, except paladins, add their level to Giving rolls.
- Dwarves, cambions, rogues and other greedy or sneaky classes add their level to Withholding rolls.
- Satyrs add twice their level to both.
- Halflings, wandering alchemists, swashbucklers and bards (from future supplements) and other merry classes add their level once to both.
- Clerics, elves, paladins (of all types), xwarts and goblins have no bonus to either.
- Wizards, druids, demonologists and all other classes eligible to wooing add ½ their level to both Giving and Withholding.

Elves are disturbed by the Demesne's unnaturalness, while the priestly classes devote themselves to their deity first and foremost. As for goblinkind... it's just not their thing.

Lucky Wooers

Because they're charming and cute, halflings can always spend Luck points on Giving or Withholding rolls.

Stances for Wooing

Each turn, a choice between three stances must be made by a character engaged in wooing: **romantic**, **passionate** or **dominant**. Some stances are not allowed for certain classes and, likewise, refused by some Maidens and Ladies.

Passionate stances are considered default, with no bonus or penalty.

Romantic stances give a +2 bonus to Giving, but a -2 penalty to Withholding. Barbarians can never be romantic.

Dominant stances give a +2 bonus to Withholding, but a -2 penalty to Giving. Demonologists are always dominant.

Pleasing Maidens

Pleasing Maidens is a short, carefree thing and follows the impulse of the moment. Multiple eligible characters can engage in wooing a group of Maidens simultaneously. A single Maiden is pleased each time the result of a Giving roll (with adjustments) is equal to or over her level. Each character who is wooing makes a single Giving roll.

As when fighting Minions, multiple Maidens can be pleased simultaneously if the Giving roll is a

multiple of their levels. For example, a Giving roll of 15 would please up to three level 5 Maidens simultaneously, or two Maidens of level 6 or 7, or a single level 8 Maiden. Unlike combat, nothing special happens when half of the Maidens are pleased (except for demands by the rest to be pleased, and perhaps some pouting).

After rolling for Giving, each lover must make a Withholding roll for each Maiden not yet pleased. The number of the roll must beat the Maidens' level, as with Defense rolls in combat. Each failure has the lover make a Melancholy check. When a group of Maidens is entirely pleased, they will offer their lovers a single gift, listed on their profile.

Splitting off of characters and Maidens into groups does not affect how many are affected by a result that is multiple times over the level of the Maidens, as it is simply assumed that groups are rearranged during the turn. Wooing Maidens remains a single encounter and is played as such under the game's mechanics, but feel free to narrate the results as you wish.

No matter the number of checks made or the number of lovers, a character can only gain 1 Melancholy per turn.

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Only one gift is acquired from pleasing a Maiden group and then only if all of them are rightly pleased.

Check one Minion XP mark when a group of Maidens is pleased.

Example: A party comprising two wooing characters, say a satyr (level 2) and a halfling (level 1), and two unwooable characters (a level 2 undead dwarf arisen by the Lesser Necromancy skill and a level 3 Blasphemous One from the Netherworld), meet five friendly lorelei. The zombie dwarf grinds her axe while the Blasphemous One cleans its tentacles: both regain 1 life for resting. Meanwhile, the satyr and the halfling fall to the lorelei's mesmerizing and engage in wooing. The satyr invites four of them to a game while the halfling takes a walk with the remaining one.

Since the highest character level in the party is 3, the lorelei's level (HCL+2) is 5. Each turn, the satyr and the halfling must make a single Giving roll with a d6 (+4 for the satyr, +1 for the halfling) against level 5.

Narratively speaking, you decide the satyr's approach to wooing is playing music on a pan flute, while the halfling tells funny jokes from home.

The satyr takes a romantic stance (Giving +2, Withholding -2) and rolls a 6, which explodes to a 7. Added to his +4 class bonus, the total Giving roll is 13, meaning two maidens are pleased. On their turn, the two unsatisfied lorelei invite him to come closer, forcing him to make two Withholding saves over level 5. He rolls a 2 and a 3, which considering his reduced +2 Withholding bonus (+4 class bonus, -2 for stance) means he fails both rolls and must therefore make two Melancholy checks. One of the checks fails, causing the satyr to realize how much the left maiden's smile reminds him of his first love. His Melancholy increases by 1. Because he has already gained 1 Melancholy this turn, the other check is unnecessary. In the next round, he plays a new melody on his flute, still in romantic stance, rolling a 6 this time: an exploding die! He rolls again, a

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2, which added to his +6 bonus makes for a Giving roll of 14: the remaining two ladies are pleased. All four applaud his performance.

Meanwhile, the halfling, taking a passionate stance (no bonuses or penalties), wholeheartedly tells a long-winded joke as the lorelei plays with his curly hair. He rolls a 4 which, given his +1 class bonus, gets a laugh from the flower demon. As they return, still flirting, to the satyr's concert, the Maidens agree to give the party some blushing anemones before they take the road again. The party takes the gift and marks one "Minion encounter" before rolling again on the Riverside table.

Pleasing Ladies

Each Lady is unique and love with them is a more involved affair. As the ruling aristocracy of the Blossoms' Demesne, Ladies have higher expectations than Maidens. They require a much more elaborate courting before offering a lover their gifts. Only a single lover can woo a Lady at a time, but they are not averse to being wooed successively

by several suitors, but on different encounters. In fact, they expect and delight in it.

Each time the Giving roll is higher than or equal to a Lady's level, her level is reduced by one. This is followed by the lover's Withholding roll against her newly revised level (if applicable). If the Giving roll is a multiple of her current level, mark down her level by that number of multiples. Losing a Withholding roll incurs a Melancholy check. A character cannot gain more than 1 Melancholy per turn.

When a Lady's level is reduced to zero, she is pleased and graciously offers her lover all of her gifts (but not her treasure). A Lady's treasure, which is usually made of heirlooms or body parts (such as her hair, heart or worse), can only be taken by force in combat.

A Lady can only be pleased once during an encounter, but you may try another time if you encounter them again.

Pleasing a Lady is worth 1 XP check.

Example: If the Lady's level is 5 and you roll a 12 (doubling her level), you lower her level by 2, to 3 (5 - 2). If your next roll is 12 again (four times her current level), you lower her

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level by -4, to under zero. Pleased, she then surrenders her gift. Gain a gift and make an XP check each time a Lady is pleased. Her level will be restored to its original value the next time your party meets her.

You can please Ladies only once during an encounter, but you may try another time if you encounter them again.



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Breaking Off

Characters who want to break off from wooing must do so after making a Withholding roll. To break off, they must succeed another Withholding roll (at their current stance) at the end of a round, as if they were breaking from combat. A failed result on this second roll means making a Melancholy check. Failure forces the character to continue for another turn. A character who succeeds the second Withholding roll just exits the interaction and leaves; any remaining continue on. A new attempt to break off can be made at the end of each turn, after the Withholding roll.

Should a character change his mind and reattempt to convince a spurned Lady to re-engage in wooing, he must succeed at a persuasion save against her level. This represents the character pleading, cajoling and otherwise convincing his lover that it was all a misunderstanding and promising this will never happen again. All characters add their level to this save, except elves; halflings, swashbucklers and druids add their level +2. Satyrs, who are unbelievably good at this, add twice

their level. Add an additional +1 to that save for each of the Commanding Presence and Negotiator skills your character has (from 4AA). Success means she forgives him. If failed, she will never again concede to be wooed by this lover again.

Maidens have no such qualms and readily take back a casual lover, putting fertilization over pride.

Gifts and Treasures

As in other 4AD books, treasures can be found or taken from defeated enemies. Gifts, comparatively, can only be given by Maidens or Ladies as the result of wooing. You cannot have both from the same entity during a given encounter.



How To Play

Your Objective In Exploring the Demesne

Broken down to its basic elements, this is a harvesting game. The goal of exploring the Blossoms' Demesne is to harvest ingredients necessary to make expensive potions and either sell them for a king's ransom upon your return or pay an alchemist to brew potions for your party. If you opt for the latter, it is recommended you look at the Apothecary Charts to identify what you seek before you go ahead on your journey.

Just like the friendly flower demons see your party as, ultimately, fertilizing resources, they are themselves the most precious resource to be harvested, either in the form of gifts or treasures. Lesser ingredients can be harvested by plucking or plowing them from the ground or from giant carnivorous plant monsters such as pitcherplants or Venus flytraps.

Example: The making of a potion of long life (worth 1,000 gold) requires several ingredients. The Queen's maidenhead and her blue regal hair can only be found at her Palace, while a Colleen's ambergris is found at the Riverside. You will therefore have to explore both these locations, at a minimum, to collect these ingredients.

Common and most uncommon ingredients, such as powder of Ibn Ghazi or puking tree nuts, can be found almost everywhere (except the Mountain). Some ingredients, such as a salamandrine oracle's sternum or a medusa's coils, are not indigenous to this demonworld and need to be found in dungeons instead.

Starting at the Seaside, the game plays out by rolling dice on various regions' encounter tables in order to collect ingredients, gifts, treasure, then finding a pathway to another region to find more of those but of a different variety.

When your harvesting is done, either because you found all you needed, because your party's life points are dangerously low or, conversely, the

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Melancholy scores of one or more party members have risen to alarming levels, you will need to retrace your steps back (by finding pathways, again, on the encounter tables) until you return to the Seaside and, from there, enter the portal that leads back to your world.

Events and creatures will conspire to make your journey difficult or even deadly by presenting you with

serious challenges on your road to riches.

Step-by-Step Exploration

Step 1. Enter at the Seaside: Each time your party enters the Blossoms' Demesne, you walk out from a dimensional portal at the Seaside. Go to the Seaside Encounter table in the appendix and follow step 2.



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Step 2. Roll on the Seaside

Encounter table: Your first action as you start the game will be to roll on the Seaside Encounter table and see what happens (see Using the Encounter Tables below). You will encounter harvesting opportunities, collect clues and face adversity, all of whom – except a rare few – are flower demons. Some, like the lorelei and the naiads, are normally peaceful, while others (like strangling seaweed) are always hostile. When an encounter is complete, you roll again on the same table until a pathway to another location is found. You can also skip and go to Step 5 at any time if you want to return to your homeworld immediately, but only while in the Seaside region.

Step 3. Read from the Book of Secrets

Some table entries will tell you to read from the Book of Secrets, from which new instructions will be given. **Read only the entries to which you are directed.** Doing otherwise would spoil your fun.

Step 4. Use a pathway to another

region: To explore another location, you will need to find a pathway by

rolling on the encounter table for the region which your party is currently exploring (see Moving Between Locations). All regions have their dangers, and each has unique things to find. You can, of course, choose to remain in your given location for as long as you like. Food and water are always plentiful and you need not concern about the weather.

Step 5. Roll on the encounter

tables: As in step 2, roll two dice (2d6) and read the corresponding entry in the encounter table appropriate to your location.

Step 6. Returning Home: As long as your party is in the Seaside, it can return to your portal to go back to your homeworld anytime (see Leaving the Blossoms' Demesne). Alternately, another exit would be to create a new portal at the Riverside by using the Flower Portal Spell from either a scroll or a learned spell. Other conditions (mentioned in the text) may allow you to leave the Blossoms' Demesne by other ways. Read entry 1 in the Book of Secrets when you attempt to leave the demonworld.

Using the Encounter Tables

When you reach a given region, roll two dice (2d6), add their results and check the corresponding value on the encounter table that corresponds to this region (e.g. the Seaside Encounter table at the Seaside, and so on). Sometimes, an encounter's description invites you to read a given entry in the Book of Secrets. Unless the book's indications lead you to a new region, apply the results, and then roll again on your current region's encounter table.

Because each region has distinct ingredients, you will want to explore several regions (if not all of them) to widen your range of ingredients collected. Mineral ingredients, for example, are normally only available in the Mountain. Likewise, each region has its own inhabitants: for example, to get the unique gifts of the Lady of Summer or the Maypole Dancers, or to gather frost roses, you will have to explore the Meadows.

Some of the most precious ingredients, such as those required to create an elixir of long life (that allows to resurrect the dead), are only available from the Queen's Garden Palace, and need

components from the blue-haired queen herself. If your encounter results in wooing, follow the rules for "in wooing" in the creature's description (see Wooing in the New Rules section). If you are attacked, or choose to attack first, use the rules for "in combat" in its description.

Moving Between Locations

There are six distinct locations in the Blossoms' Demesne, all of which corresponding to a special encounter table in the appendix:

- **the Seaside;**
- **the Riverside;**
- **the Meadows;**
- **the Woods;**
- **the Mountain;**
- **the Queen's Palace Garden.**

You can only move from one region to another by finding a pathway. To do this, you must roll a 9 on the Seaside table. This will allow you to travel either to the Riverside or to the Meadows. As soon as you get there, roll either on the Riverside Event table or the Meadows Event table and follow the entry's

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instructions. Likewise, to return to the Seaside, you will need to find a pathway again.

The number required on a given encounter table to find a pathway varies across the regions. For example, this will be harder in the Meadows (requiring an 11 on 2d6) than in the Riverside (9 on 2d6), whereas altitude makes it easy to find a path from the Mountain (6 on 2d6). You cannot use your previous pathway to return to the Seaside because the Blossoms' Demesne geography is constantly changing, in imperceptible but major ways.

Despite the constant subtle changes to the landscape, some things seem stable if not permanent:

- The dimensional gate from which you enter the Blossoms' Demesne always opens on the Seaside;
- The Seaside leads to Riverside and the Meadows;
- The Riverside leads to the Seaside and the Woods;
- The Woods lead to the Riverside and the Mountain;
- The Mountain only leads to the Woods and back;

- The Meadows lead both to the Seaside and the Queen's Garden Palace;

- To exit the Queen's Garden Palace, you must find your way across a maze (see below) before reaching the Meadows.

Spending Clues to Find Pathways

Finding a pathway is not just a matter of chance. Finding your way inside the Blossoms' Demesne requires you to search for clues, which in turn leads to finding pathways from one location to another. In game terms, you need to roll the right entry ("Pathway") on a given encounter table to move to another location. As you explore a region by rolling on its encounter table, you will find clues.

Clues can be spent to either re-roll the result of your two dice on the encounter table (always re-roll both) or to "shift" the result one entry up or down on the table. For example, from 8, you could shift to 7 or 9 with a single clue.

You can spend as many clues as you like to shift a result but you can only re-roll once. For example, you could spend 10 clues to shift a result of 2



Forest



Mountain



Riverside



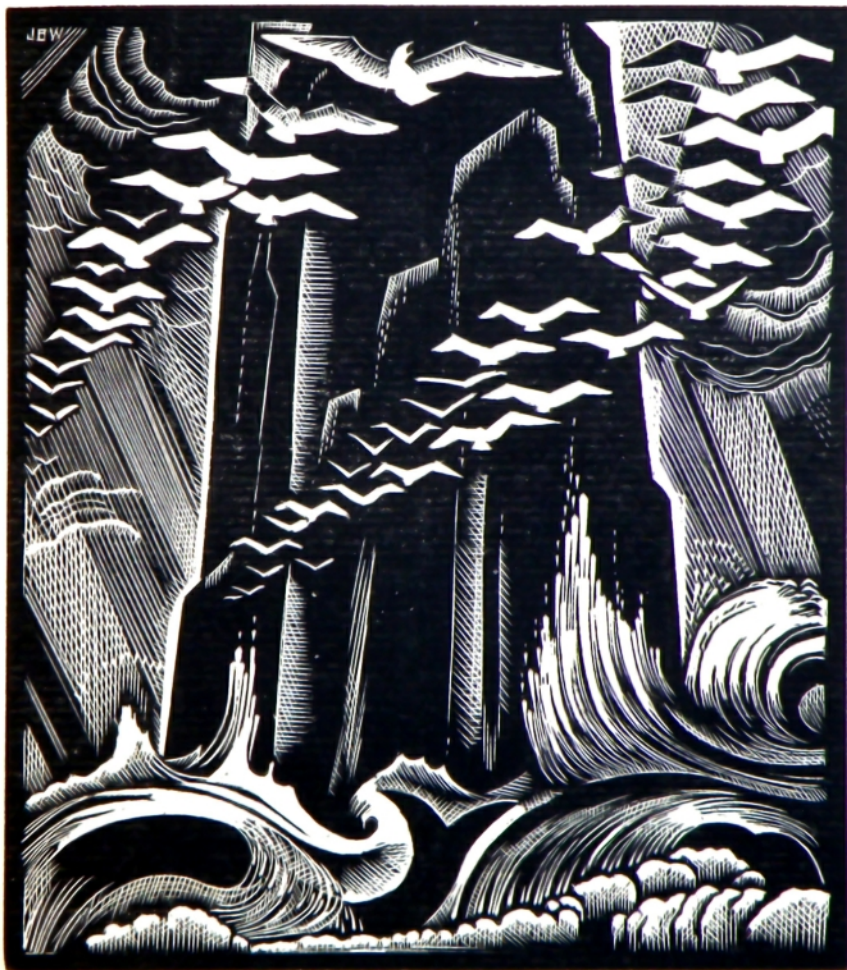
Seaside



Meadows



Palace



to a 12, at the opposite end of the table. Clues gained outside the demonworld can also be spent in this manner.

The Mountain

The Mountain and the Palace seem apart from other locations. In the Mountain live terrible creatures, hostile and alien. It is only accessible

from the Woods and back. There are no flower demons there. A legendary creature of incredible age, the Occlith, is known to reside there. The Occlith is said to have existed even before the Blossoms' Demesne and to know the secrets of the gods. It appears to be honored, and possibly worshipped, by the stone fiends and ropers that dwell in the

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Mountain. The flower demons give the Occlith a wide berth and never venture in this region.

The Mountain is the only known place in this world where mineral ingredients can be harvested.

The Palace

In the Palace gathers the queen's court, an assortment of art and beauties unlike anything in the world, before which the greatest works of the elves pale in comparison. The ugliest of the queen's maids would make the most exquisite elf red with envy. The



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palace is inhabited by friendly Maidens, which can be fought or wooed, but also fraught with dangers, and features the only known door in the demonworld.

Seemingly endless, the palace is a wondrous maze but a maze nonetheless. Entering the palace is much easier than leaving. To exit the palace, the party must find the Maze of Wondrous Awe by rolling 4 or 5 on the Queen's Palace Garden table (with or without spending clues) and winning the challenges as indicated in that entry. The exit of the maze leads to the Meadows; roll on the Meadows Encounter table for your next event.

You can, of course, return to the palace again, in which case you must roll on the Queen's Palace Garden table for your next encounter. However, you will have to defeat the maze again each time you want to leave.



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Leaving the Blossoms' Demesne

Demonworlds are notoriously harder to leave than to enter. Go to entry 1 in the Book of Secrets when you are ready to leave the Blossoms' Demesne and take the portal back to your home world.

When you enter this world, it is as if time had stopped in the other. The

Maidens say it is because Tauramin, the time god, has never set foot in the Blossoms' Demesne. For this reason, any condition based on time acquired outside of the Blossoms' Demesne – such as the Dark Plague – is temporarily stopped while inside this unnatural dimension.

The Book of Secrets

~ 1 ~

If one of your characters has the TRUELOVE keyword, go to entry 10. Otherwise, all characters eligible to wooing who have Melancholy scores must make an inverted Melancholy roll. Roll 3d6 for each character and retainer. If the result reaches or is above his Melancholy, he may leave freely. If the roll goes under his Melancholy score, he refuse to leave the Blossoms' Demesne as he is overcome by an irresistible desire to stay here, to spend eternity with his lover. (For example, if a warrior's Melancholy is 6, he needs to roll 6 or more on 3d6 to pass.) Roll separately for each character. A roll of 18 is an automatic success. A roll of 3 is an automatic failure.

If you wish, your other characters can force those who fall to Melancholy's lure to leave by using magic, such as with a Sleep or Mass Teleport spell (roll a casting save against their level +3), or by beating them senseless with unarmed attacks (-2 penalty). In the latter

case, treat your Melancholy-afflicted characters as monsters of their level +3, to which you must add their current Defense bonus. For example, a level 5 rogue with light armor defends as a level 14 monster, while a level 4 warrior with the same armor defends as a level 8 monster. Your melancholic companions will not strike back, cast spells, use special abilities nor react with violence but attempt to flee instead, which they will succeed if they can pass an entire combat turn without being hit. Characters and retainers who flee at this point are never seen again. Cross them off your party's sheet.

Returning Home

The rest of your party safely returns home, richer from the experience, but memories slowly fade after leaving the Blossoms' Demesne. The number of clues that a character can bring back from the demonworld cannot exceed that character's Melancholy. As for Melancholy itself, it goes down by 1 for each adventure spent elsewhere than in the Blossoms' Demesne.

Gain 1 XP if you brought back at least five rare ingredients from your journey.

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~ 2 ~

*"Heaven has no Rage, like Love
to Hatred turned, Nor Hell a
Fury, like a Woman scorned."*

- William Congreve, *The
Mourning Bride* (1697)

As you flee the queen's vault, her court launches at you in pursuit with rage, nails like razors, shrieking like banshees. Their flowing hair, once so perfect, changed into a forest of razor-sharp thorns.

Reset the Melancholy of all characters present to zero and mark the PANDORA keyword. From now on, add a +6 penalty to all your reaction rolls within the Blossoms' Demesne (except the Lady of Lament.) Its inhabitants, now fiercely hostile will relentlessly pursue you until you either leave the demonworld or die trying.

Until all your characters meet their final deaths, all flower demons that live within the Blossoms' Demesne, except for the Lady of Lament (and not including stone fiends, ropers, the Occlith, Lex and other visitors or inhabitants), will always choose a "fight to the death" reaction towards your party and will no longer engage

in wooing with any of them. Their mesmerizing abilities still operate, however, making wooing characters very vulnerable against the flower demons' vindication. The mesmerizing occurs first, then reaction roll penalty, then the fight to the death reaction.

To escape back to your homeworld, you will have to find your way from the Maze of Wondrous Awe (entry 4-5 in the Queen's Garden Palace table) to the Meadows, and from then find a path to the Seaside (entry 11 in the Meadows table), and finally cross the dimensional portal (go to entry 1 above).

If you ever return to the Blossoms' Demesne with an entirely new group, with no knowledge of the demonworld's secret, remove all keywords from your records: everything will have returned to its peaceful, lovely semblance. Should even one original character remain in the party, the demonworld's inhabitants will remain viciously hostile and will do anything to safeguard their secret.

~ 3 ~

At first you cannot see anything clearly, because of the overpowering

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darkness. After some moments you begin to perceive that the floor is covered in clotted blood, on which lie the boneless bodies of several dead men, hundreds or maybe more, ranged against the walls. Each of them is hung from the ceiling by a forest of fine tendrils, slowly pumping fluids in a rhythmic, passionless fashion. Slowly, blindly, some of the tendrils draw towards you... Many are blue, but some are black, others blonde, others ginger. For all their disgusting ravenousness, they seem awkwardly familiar. Hair. The flowery maidens' beautiful, perfect hair...

Quickly, you turn back, but the blood on your boots leave unmistakable tracks on the mirror floor tiles. As you turn around a flight of stairs, you notice the queen and her handmaidens, their perfect visages deformed by an inhuman frown, eyes filling with pure hatred. (If you previously killed her, she seems even more annoyed.)

"You have betrayed our hospitality. We offered you everything. All your dreams, all your desires, all for free. All that was forbidden was that little closet. Very well, my lords; you shall go back, and take your place among our former lovers you saw there."

But you have other priorities right now.

* * *

All characters must make a Madness check by rolling a die over their current Madness level or gain 1 Madness immediately (2 for elves). Cambions and succubi add their level to the save. Characters under level 6 lose 1 life instead if they fail a level 4 fear save (wizards add ½ their level).

The Blue-Haired Queen of Flowers (entry 10 in the Queen's Palace Garden table) and her retinue of d3+3 Handmaidens (entry 8) then attack and will fight you to the death (see the Queen's Garden Palace table). You cannot flee. Unfortunately, the queen regenerates to d6 life one turn after being killed, and you have already spent your acid to open the door. If you win, you have gained just enough time to flee before the queen's court is at your throat.

Go to entry 2.

~ 4 ~

Roll a d6 each time you use one of Lex's items. If you roll a 6, the item works perfectly and costs you no

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charge, but an innocent dies somewhere in the world of Norindaal and Lex eats this soul. If you roll a 1, your character dies and Lex eats his soul. Any character who opposes him is struck by the Curse of Tamas Zeya (note their names and go to entry 16).

Return to the Meadows Encounter table and roll again.

~ 5 ~

Occlith. *Level HCL+6 demon, life HCL+d6, 4 attacks, treasure: 3d6 mineral ingredients, never checks morale, never pursues, immune to Sleep and Fireball. Attacks cause no immediate wounds but irradiate (level HCL+5 poison save or catch the Dark Plague). The entity will have resurrected the next time you return to its location (roll again for its current life).*

Roll on the Mountain Encounter table to exit the entity's lair.

~ 6 ~

Mark the OCCLITH keyword. From a deep crater rise columns and fluted

walls of immense height, on which arises a cross-like structure of blue stone. A shining aura permeates the thing, and two eye-like pinpoints of silver light shine brightly from its wider extremities.

After a long silence, the entity speaks with a grinding voice, telling you how to harvest the acid from the pit.

"Beware the hissing springs. No lock nor plant of this world will resist this acid... But I do not advise you to visit the queen's castle."

Return to the Mountain Encounter table and roll again.

~ 7 ~

Lex the Cambion Trader *(Weird Monster). Level HCL+6 demon, HCL+3 life, morale +1, 2 attacks, each attack causes 1 wound and forces the target to roll a level HCL+4 save or fall asleep. Treasure: d6 Blossoms spell scrolls, d6+1 soul cubes and a portable soul furnace (4ATN p.61). Each turn, a host of horrid insects flow from Lex's cowl, forcing all characters to succeed at a level HCL+4 fear save or suffer a non-cumulative - 1 modifier to all actions until the end of the*

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~ 8 ~

fight. Should a character roll unmodified 6s both for Attack and Defense on the same turn, he is struck by the Curse of Tamas Zeya (see entry 16).

Reactions: trade (see entry 12 in the Meadows Encounter table).

Return to the Meadows Encounter table and roll again when this encounter is complete.

The Matron of Summer presses her warm, curvaceous body against yours in delight. "Will you be my questing knight, lover? My wicked stepsister, the Lady of Lament, has wronged me greatly. Bring me her head and your reward will be kingly." If you complete this quest and return the Lady's decapitated head to the Matron, pick the reward of your choice on the Epic Rewards table or the Blossoms Magic Items table.

Return to the Meadows Encounter table and roll again.



~ 9 ~

As you lay in her perfumed cottage, she rests her head on your lap and weeps. "Be faithful, O love, be mine, and I will cherish you 'till the end of my days. Will you be my one true love?"

The character who pleased her, and him alone, marks the TRUELOVE keyword. If he ever engages in wooing with another (including succubi, strumpets and even platonic love), erase your ticks for the Keepsake, Rosebud and Truelove keywords. This includes Giving or Withholding under the mesmerizing power of a Maiden or a Lady, but not a plant monster (such as a death orchid or corrosive bush).

In addition, if this happens, her own cracked heart of Lament (in her "treasure") is replaced by a broken heart of Lament. It also includes any form of mating or even kissing outside the Blossoms' Demesne (such as engaging in breeding saves in TNBTW, successful or not). The Lady of Lament is a jealous lover. A satyr, being incapable of resisting the call of nature, can never be her one, true love.

As long as he remains faithful, you can keep the TRUELOVE keyword active on your character sheet should he return to the Blossoms' Demesne', as well as in future supplements. She will be waiting.

Before you leave, she drops one last kiss on her faithful lover's lips and whispers: "For the love of me, I forbid you, never open the queen's locked vault, and I forbid it in such a manner that, if you happen to open it, you will break my cracked heart." She will say no more.

Roll on the Woods Encounter table when you leave her side, then roll again.

~ 10 ~

As per her habit, the Lady of Lament appeared out of nowhere, eagerly awaiting for you with hungry, desperate eyes of scarlet. "I know you must leave, my love. I will miss you, and cry my soul away, but it is for the best, for the worlds of demons are not meant for men. You cannot tarry too long here, less you lose the will to leave." Carefully, tenderly, she places a platinum ring in your palm. An engagement ring. Its three rubies sparkle like her eyes. "Remain faithful to me, always, and



I shall find a way, someday, to be by your side, in your world"

She takes her true love's Melancholy away with a passionate parting kiss. Reset the Melancholy rating of the character with the TRUELOVE keyword, and him only, to zero. Unfortunately, he also loses all clues he has as his memories partly fade away.

Return to entry 1.

~ II ~

The Lady of Lament pounces from the shadow, her scarlet eyes wide in fear. "Come, my love, quickly! You are in danger!" She takes you by the

hand and carries you away. It seems as if nature itself changes around her as she takes you through strange secret passages that weren't there before. The Lady hurries the party safely to the next location in line towards the dimensional gate to Norindaal, your world. From the Queen's Garden Palace, she takes you to the Meadow. If you are in the Meadows, she takes you to the Seaside. From the Mountain, she takes you to the Woods, and if you are in the Woods, she guides you to the Riverside, and from the Riverside to the Seaside.

As you cross one location to the second, angry shrieks rise from afar.

"Go to the gate, my sweetheart! I will mislead them as long as I can, but they will come for you. Do not tarry."

She divides her image once again, splitting in three separate directions to drive away your pursuers.

Add 1 clue and roll on the encounter table of your current location.

- If at Queen's Garden Palace, go to the Meadow Encounter table
- If at Meadows, go to the Seaside Encounter table
- If at the Mountain, go to the Woods Encounter table
- If at the Woods, go to the Riverside Encounter table
- If at the Riverside, go to the Seaside Encounter table.

~ 12 ~

These are the forbidding vaults your soul mate, the Lady of Lament, warned you about. If you heed her warning, pick any other result of your choice on the Queen's Mirror Palace table. If curiosity takes the better of you, and you have the ACERBIC keyword, go to 3. Otherwise, return to Queen's Garden Palace Encounter table.

~ 13 ~

The Woods grow deep and darker. Down the crags unfolds a rocky path to a flowery Meadows. (Roll on the Meadow Encounter table if you decide to go there.) At the opposite, in the darkest parts of the Woods, you see a clearing and a small lake where a unicorn drinks besides a shining surface. If you have *Breachers of the Bone Belfry*, you may go to its entry 60. Otherwise, you can't find the path and must either return to the Woods or go to the Meadows.

From this point, pick a region and roll either on the Meadows Encounters table or the Woods Encounters table.

~ 14 ~

You can feel a forbidding, dangerous dweomer emanating from the queen's palace, despite its eerie beauty. What lies there is ancient, very ancient, perhaps even more than the gods themselves.

Above all else, you feel that a vow was made before Tamas Zeya, goddess of oaths, by an unspoken entity of eldritch power. A wind-like voice in your ears whispers: "Beware

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of breaking that which should not be broken.”

Return to entry #11 on the Meadows Encounter table and make your choice.

~ 15 ~

You realize the mysterious author of the letter penned her calligraphy in the shape of frost rose petals. You can take a bouquet of these (mark the ROSEBUD keyword). A wooing

character can give them at any time to a Maiden or Lady to add a +3 bonus to Giving for the entire encounter. This is a one-use item.

Return to the Meadows Encounter table and roll again.

~ 16 ~

Curse of Tamas Zeya (Goddess of Oaths): The character is transported to the Trenches of Harrowing, a dreadful location set in another



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demonworld – the feared Netherworld (e.g., 4ATN p. 33). If you do not have that book, simply know that demon hands rise from the ground to rip his soul apart. He cannot be resurrected. This character is now lost forever, remove him from your records, including all equipment that was with him. Any hirelings will run off screaming and be lost immediately in the surrounding locations.

Return whence you came.

~ 17~

Only a single dose of acid can be carried at a time, and it serves only once, but on all plant entities within this demonworld (everything except stone entities) it works as a Fireball spell cast by a level 10 wizard. Once the acid is spent, mark off the ACERBIC keyword. You can return to the spring multiple times.

Return to the Mountains Encounter table and roll again.

~ 18~

Targets hit by the mirror demon suffer no wound but are dragged towards the ballroom's mirrors. If the monster is not killed before the

end of the third round after hitting a character, it drags its targets inside the mirror and disappears with them, never to be seen again. All characters who see this must succeed a level HCL+3 fear save or gain 1 Madness.

Return to the Queen's Palace Garden table and roll again.

~ 19~

In combat, the Lady attempts to drown her aggressors. Each successful attack inflicts 1 wound from drowning and forces her opponent to roll again until succeeding (losing 1 more life for each failure) or dying. The save's level increases by +1 for each failure after the first as the character continues to drown.

Return to the Seaside Encounter table and roll again.

~ 20~

In combat, the queen's impossibly long blue hair grows into tendril-like thorns that whip like razors. She has one attack per character, each inflicting d3 damage (exploding dice; if the damage is 3, roll a d3 again and so on). She will be aided by d3

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handmaidens at the end of each turn. If you roll a Defense of 1–2 or if you flee, the thorns permanently blind the character (–2 to all rolls). If all your characters are blinded, your adventure ends here.

If you kill the queen, you notice she regenerates even the most grievous wound at an alarming speed. One turn later, she will be back at d6 life. You can fight her again or flee, in which case go to entry #4–5 in the Queen's Palace Garden table, the Ballroom of Countless Reflections, in the Queen's Mirror Palace table. You only earn XP for defeating the queen the first time you bring her to zero life.

simultaneously and alone (for she is jealous). Subtract 1 from her level with a romantic stance. In combat, two doubles also fight alongside her (as Minions of her level), but she flees at the first opportunity, leaving the doubles to fight in her stead.

The Lady of Lament can “respawn” her doubles (which are advanced illusions) at the beginning of each new encounter if either wooing or combat occurs. She loathes satyrs and will always refuse their advances. A satyr can therefore never get the TRUELOVE keyword.

If she is pleased in wooing, go to 9. If she is defeated in combat, return to the Woods Encounter table.

~ 21~

Lady of Lament (Lady). Level HCL+5 demon, life HCL+2, morale +2, mesmerize, treasure: random Blossoms magic item and a cracked heart of Lament (broken, if you once had the TRUELOVE keyword), gift: tears of solace, a cherished token and d6 clues.

In wooing, she conjures two doubles (which count as distinct Maidens of her level, with no treasure and who never check morale): her lover must please all three of them

~ 22~

Make a level 5 magic save for each character eligible to wooing. Wizards, cambions and demonologists add their level. Elves subtract ½ their level (round down). The character who fails by the greatest margin is enraptured with lust and religious fervor by the Altar of Rebirth. Your other characters must fight that character (as a monster of his level +3) for 2d3 turns until he regains control of himself. If no attack hits him for a full turn, he

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touches the altar and is transformed into a Dark Lord of Xichtul (if your group is Expert level or above; see 4AA, p. 55) or a small dragon (otherwise; see 4AD p. 37), mutated and tentacled, as the altar liquefies his flesh and consumes him, screaming in pain and horror. The Dark Lord or dragon attacks the party immediately. All characters must succeed at a level 5 fear save upon seeing this or gain 1 Madness.

Return to the Riverside Encounter table and roll again.

~ 23 ~

The Matron's rotund belly splits into a fanged vertical maw as countless tongues erupt from it to pull you inside. Each of her attacks forces the character hit to succeed a level 5 strength save (barbarians add 1/2 level, halflings roll at -1) or be engulfed, suffering an automatic attack each turn (losing 1 life) until she dies.

Return to the Meadows Encounter table and roll again.

~ 24 ~

The maypole dancers turn into nightmarish, gaunt assemblages of

muscle, spines and fangs. If the party flees, they will track them relentlessly to their next location (3 in 6 chance to surprise). Each time a character dies, the dancers stop attacking for one turn to feast on the dead (who cannot be resurrected), draining them of all fluids. Characters under Expert level (levels 1 to 5) must succeed a level 4 fear save or be paralyzed for the next round. Characters of Expert level gain 1 Madness instead. Return to the Meadows Encounter table and roll again.

~ 25 ~

When infuriated, the naiads grow shark teeth and expand their maws to their ears. Bitten characters lose 1 life and must succeed a level 3 amputation save or also lose a hand. One-handed characters cannot use two-handed weapons. Characters who lost both hands cannot engage in wooing nor attack, use shields, harvest ingredients, open doors, lockpick, disarm traps or use items. They can cast memorized spells and talk.

Return to the Seaside Encounter table.

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~ 26~

The gingers burst aflame. If the Defense roll is a multiple of 4, even if successful, the target must save versus fire (level HCL+1) or catch fire, losing 1 life and forcing another similar save each following turn until successful. Targets aflame have a 2 in 6 chance of losing any scroll or book carried each turn, and lose d3 random common or uncommon ingredients (not mineral ingredients). In addition, the ginger demon's mad cackle causes a -1 penalty to spellcasting rolls.

Return to the Riverside Encounter table and roll again.

~ 27~

When fighting the lorelei, each failed Defense causes a character to nearly slip into water and be stripped away first of shield, weapons, then armor to keep balance. In addition, unmodified Defense rolls of 1-2 cause a character to actually fall in the water and lose his next action. After the combat, each lost item requires a search roll (a result of 5+ on a d6, which may be adjusted if a character has relevant Expert skills) to be found in the sea. If you roll a 1

on this search roll, you instead experience a random encounter: see entry 4-5.

Return to the Seaside Encounter table and roll again.

~ 28~

The Colleen's hair extends into a forest of tendrils that lash violently, with a strident whistling. She has 1 attack per character and inflicts d3 wounds (exploding dice; if the damage is 3, roll a d3 again and so on). In addition, whenever a character loses 6 life, he must pass a level HCL+2 magic save or lose one level. Those killed transform into either giant purple pitcherplants (if under level 5) or corrosive shrubs (if level 5 or more). They cannot be resurrected.

~ 29~

Eldritch rituals have thinned the dimensional veil here between the demonworld and a circle of enchanted stones in an area known as the Forest of Shokoti, in the North Beyond the World (see TNBTW). The frost roses have a surreal connection with their kind in the other universe: the Flower Portal

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spell can be cast from any of these locations to open a two-way portal to the other and back without needing to spend any soul cubes. The spell still needs to be spent.

~ 30 ~

When wooing the boisterous and plump Matron of Summer, characters suffer no Melancholy but gain both 1 Madness (2 for elves) and 1 life from unearthly pleasures. The first gain of Madness and life points is permanent. Subtract 1 from her level while taking a passionate stance.

Return to the Meadows Encounter table and roll again.

~ 31 ~

You meet a carousing nobleman from Kardalok, Harros Davanzu, and his escort of inebriated guards, all drinking and singing merrily with a gathering of lovely Maypole Dancers. He calls at you and invites you to join in. If you agree, each partying character regains up to d3 lost life but suffers a -2 penalty on all rolls for your next encounter because of drunkenness. In addition, if you brought him back all

his missing rings (in the Three Rings adventure), Davanzu offers you d3+1 uncommon ingredients of your choice in gratitude. All can partake in the merriment, regardless of wooing. If any characters refuse, Davanzu is insulted and sends his guards (d6 level HCL+2 minions, treasure: 2d6 gold each) to give them a lesson. The entire party can fight. Unless they suffered mortal casualties, the guards will not kill party members and stop fighting characters when their life is down to 2 or less. After this encounter, you can choose to automatically meet the Maypole Dancers (as per table entry #8) or roll on the Meadows Encounter table as usual.

~ 32 ~

Lex sells any three magic items from either the TCOTFD, 4AD, 4AA, DW, FF, DDD, CoC or 4ATN magic item tables (excluding artifacts and unique items) for 300 gold and your oath before the goddess Tamas Zeya that the by-products of any of these items will be his. If you buy any, go to entry 4 the first time you use them. He also sells Netherworld Portal scrolls for 15 life points' worth of blood (see 4ATN p.57). Go to entry 7 if you attack Lex instead. The next

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time you roll this result on the Meadows Encounter table, refer to the result for 6 instead.

~ 33 ~

Choose a single character to make a level HCL+5 puzzle save or become lost in the palace. Wizards add twice their level. Halflings and demonologists add their level +2. All other characters except elves add their level. If you fail, the character who failed the save loses 1 clue and either gains 1 Melancholy (if eligible to wooing) or 1 Madness (if not). If

you have the KEEPSAKE keyword, the keepsake guides its carrier like a compass and no Melancholy or Madness gain occurs, though a clue is still lost each time. Elves suffer twice these effects. Halflings can spend a Luck point to re-roll the save.

If the save fails you must roll again, with the same consequences each time, until a success is achieved. You can choose another character if you want. In addition, make a wandering monster check each time you fail the puzzle save: on a roll of 1-2, you encounter the queen's maids (entry

#7 in the Queen's Palace Garden table).

Characters who are lost to Madness disappear forever along with everything they carry.

Characters who succeed at crossing the maze may leave the Queen's Palace: return to the Meadows Encounter table and roll for your next encounter.



Seaside Encounter table (2d6)*

From this location, you can return to your homeworld through the dimensional portal (go to entry 1 in the Book of Secrets).

2	Heartbreaking Sunset: Gain 1 Melancholy. Elves gain 1 Madness instead at the eerie sight.
3-4	Strangling Seaweed: It attacks d3 random characters. Make a save against the seaweed's level (HCL+d3) or lose d3 life. Halflings and druids add +1, rogues and swashbucklers add their level.
5	Strange Marks in the Sand: Gain d3 clues.
6	d6+3 Lorelei (Maidens). Level HCL +2 demons, mesmerize, treasure: 1d3 pearls (worth 2d6 gold each) +lorelei scales, gift: blushing anemones. <i>In wooing, their lovers give at -1 and cannot be dominant, except for swashbucklers (because lorelei love seamen).</i> In combat, see entry 27. Reactions (d6) 1-2 seduce, 3 peaceful, 4-6 flee, 7+fight to the death.
7	Harvest: Roll a d6 for all characters who succeed a HCL+4 level save**: 1-4 gain d3 pearls (worth 2d6 gold each), 5-6 gain 1 common ingredient. Add 1 more pearl or ingredient of that type each time the save's level is doubled. If one or more saves fail, the party is attacked by strangling seaweed (as wandering monsters).
8	Pathway: You found a one-way path to either the Riverside or the Meadows. You can move to one of these locations or stay here.
9	d3+2 Naiads (Maidens). Level HCL+3 demons, mesmerize, normal treasure +naiads' teeth, gift: black pearls. <i>In wooing, their merry laughter forces any lover with a dominant stance to succeed a save against their level (all characters add their level, except elves; halflings and satyrs add twice their level) or chose a passionate stance for the next turn.</i> In combat, see entry 25. Reactions (d6): 1-6 seduce, 7+fight to the death. ***
10	Princess of Tides (Lady). Level HCL+3 demon, life HCL+4, 1 attack per opponent, mesmerize, treasure: jewels (2d6 x10 gold), marrow cream, sea princess' eggs, d3 soul cubes and 1 random Blossoms magic item, gift: jewels (as above) and seamen's brew. <i>In wooing, she flirtatiously attempts to seduce all wooing characters simultaneously****. Subtract 1 from her level while taking a dominant stance. Pleased, she rejuvenates her lover d3 life and one year.</i> In combat, go to entry 19. If you kill her, she lives again but is furious (+6 to reactions). Reactions (d6): 1 quest (bring her frost roses), 2 offer food and rest, 3-5 seduce, 6 puzzle (seduce if successful, flee if failed), 7+fight to the death.
11	Cracked Skull (unique): Brought ashore by the tide, it broke from concussion. Gain d6 clues. Treat as #5 (Strange Marks in the Sand) if you roll this result again.
12	Love Letter (unique): You find a shredded letter handwritten with a beautiful calligraphy, its 'L' fashioned like verbena flowers: <i>"One day, my True Love will come from me."</i> Mark the KEEPSAKE keyword. Treat as #11 if you roll this result again.

* Spend 1 clue to re-roll on this table (once) or to shift the result by one (up or down). You can spend up to your highest Melancholy level in clues this way.

** Halflings, swashbucklers, wandering alchemists, rangers and druids add their level +2, others (except elves) add only their level.

*** The gift of a conch shell (from DW) reduces the naiads' level by 2 for the purposes of wooing.

**** This is an exception to the usual wooing rules. There is no limit to the number of lovers she can engage with.

Riverside Encounter table (2d6)*

From this location, you can cast the Flower Portal spell (go to entry 1 in the Book of Secrets).

2-3	Wistful Waterfall: Make a Melancholy check. If failed, gain 1 Melancholy.
4	Corrosive Shrub (horde, Weird Monster). Level HCL+4 demon, HCL+4 life, 1 attack per character, treasure +1 plus corrosive shrub stem and d2 soul cubes. Mesmerizes (+2 to resist), never checks morale nor pursues, immune to Sleep. Attacks deal no damage but roll a d6: 1-2 the character must save vs. poison (level HCL+4) or be paralyzed until a Blessing spell is cast, 3-6 a random object carried in the character's backpack is destroyed. Reaction: always fight to the death
5	d6+2 Giant Purple Pitcherplants (minions). Level HCL+2 demons, treasure: d6 giant purple pitcherplant leaves, d3 uncommon ingredients and 1 clue. Never checks morale nor pursues, immune to Sleep. Wounded characters automatically lose 1 life at the start of the monster's turn until all are slain. Reaction: always fight to the death.
6	d3+2 Giggling Gingers (Maidens): Level HCL+2 demons, mesmerize, treasure: normal, plus gingers' scalp, gift: oyster ditch. <i>In wooing, their incessant giggling prevents their lovers from taking a dominant stance and causes a -2 penalty to Giving rolls.</i> In combat, see entry 26. Reactions (d6): 1-6 seduce, 7+fight to the death.
7	Harvest: Roll a d6 for all characters who succeed a HCL+3 level save**: 1-4 gain 1 common ingredient, 5-6 gain 1 uncommon ingredient. Add 1 more identical ingredient each time the save's level is doubled. If one or more saves fail, the party is attacked by giant purple pitcherplants (as wandering monsters). If you have both the TRUELOVE and PANDORA keywords, go to 11.
8	Pathway: You found a one-way path to either the Seaside or the Woods. You can move to one of these locations or stay here.
9	Ominous Omen: If you get this result for the first time, go to entry 31 in the Book of Secrets. Otherwise, you find a desiccated corpse without eyes. Gain d3 clues.
10	Colleen of Lilies (Lady). Level HCL+3 demon, life HCL+5, mesmerize, normal treasure +1, d3 soul cubes and colleen's ambergris, gift: lolly and normal treasure +1. <i>In wooing, her lover regains 1 life point for each successful Giving roll but loses 1 for each failed Withholding roll from the energetic courtship. Subtract 1 from her level while taking a dominant stance.</i> In combat, see entry 28. Reactions (d6): 1-2 flees, 3-6 seduces, 7+fight to the death.
11	Inexplicable Marks: They hint of the passing of hundreds of snakes or appendages on the forest soil. Make a search roll (5 or higher on a d6, modified by certain Expert skills). Gain d3 clues if successful.
12	Disturbing Altar (unique): Runes etched upon it praise the glory of Xichtul. Go to entry 22 to examine it. Treat as #11 if you roll this result again.

* Spend 1 clue to re-roll on this table (once) or to shift the result by one (up or down). You can spend up to your highest Melancholy level in clues this way.

** Halflings, swashbucklers, wandering alchemists, rangers and druids add their level+2, others (except elves) add their level once.

Woods Encounter table (2d6) *	
2-3	Enchanting Cascade: Drinking heals d6 life but add 1 to Melancholy.
4	Grisly Findings: You find a mummified arm grasping blue hairs. Gain d3 clues.
5	Death Orchid (Weird Monster). Level HCL+4 demon, life HCL+6, 3 attacks, normal treasure+death orchid petals and d3 uncommon ingredients and 1 clue. Mesmerizes, never checks morale nor pursues, immune to Sleep. Roll a d6 each turn: on a 1–2 instead of attacking, the orchid shoots seeds that infect all characters with the Dark Plague** (see Abyss rules above) unless a level HCL+3 poison save is made (halflings and druids add double their level, all others – except elves – add their level). Reaction: always fight to the death.
6	d6+4 Giant Sundews (minions). Level HCL+3 demons, treasure: d3+1 giant sundew shoots and d3 uncommon ingredients. Never checks morale nor pursues, immune to Sleep. Make a level HCL+4 poison save when hit or be paralyzed for the combat's duration (Blessing cancels this effect). Crushing weapons strike at –1. Reaction: always fight to the death.
7	Harvest: All characters who succeed a HCL+4 level save* gain 1d2 common ingredients. Add 1 more identical ingredient each time the save's level is doubled. If one or more saves fail, the party is attacked by strangling giant sundews (as wandering monsters). If you have both the TRUELOVE and PANDORA keywords, go to entry 11.
8	Pathway: You found a one-way path to either the Riverside or the Mountain. You can move to one of these locations or stay here. You can also spend 1 clue to find a secret trail to entry 13.
9	d3+2 Dryads (Maidens). Level HCL+3 demons, mesmerize, treasure: normal +1 and dryads' nails, gift: marrow pudding. <i>In wooing, each failed Withholding roll causes a cumulative –1 penalty to withhold for the remainder of the encounter, and their lovers can never break out.</i> In combat, tree branches cause each character to suffer 2 attacks per dryad. Reactions (d6): 1–2 flee, 3–6 seduce, 7+fight to the death.
10	Mistress of Black Lashes (Lady). Level HCL+4 demon, life HCL+3, mesmerize, treasure: 3d6 x 10 gold in gems, d3 soul cubes, flayed fay skin, scorched heart and 1 Blossoms spell scroll, gift: whipped fanny. <i>In wooing, her lover never gains Melancholy but loses 1 life each time a Withholding roll fails. Add 1 to her level against a dominant stance.</i> In combat, her whip disarms her opponent whenever the Defense roll is under 4 (the weapon can be retrieved after the combat). If you kill her, she lives again but is furious (+6 to reactions). Reactions (d6): 1–2 quest (bring her 3 rare ingredients), 3–6 seduce, 7+fight to the death.
11	Macabre Art: An array of several polished bones, but no skulls, are arranged in a spiral pattern, carefully hidden. Make a search roll (5+ on a d6, adjusted for skills where applicable). Gain d6 clues if successful. Gain 1 clue if the roll fails.
12	Lady of Lament (Lady). Reactions (d6, –6 if you have the KEEPSAKE keyword, +12 if you have the TRUELOVE keyword): 1 seduce, 2–6 always flee, 7+ show you a secret passage to the Riverside. Go to entry 21 if you roll a 1 or if you have the KEEPSAKE keyword. Treat as #5 if you killed her (you never meet her again).

* Spend 1 clue to re-roll on this table (once) or to shift the result by one (up or down). You can spend up to your highest Melancholy level in clues this way.

** Halflings, swashbucklers, wandering alchemists, rangers and druids add their level+2, others (except elves) add their level once.

Mountain Encounter table (2d6) *	
2-3	Deadly Fall: You fall into an acid pool. Make a level 4 agility save. Halflings and elves add+1, dwarves and heavily armored characters subtract 1. Rogues add their level. Failure causes d6 wounds.
4	d6+2 Necrogaunts (minions): Level HCL+2 demons, no treasure, morale -1. Their attacks inflict no damage. Instead, if two or more attacks succeed against a single character, that character must succeed a Defense roll against level 4 or be swept away in the air by the necrogaunts, never to be seen again. The characters have a single combat turn to kill the monsters carrying their companion with a bow, sling or spell. Any attack roll of 1 hits their unfortunate companion instead. Reactions (d6): 1-3 flee if outnumbered, 4-6 fight.
5	Rockslide: All characters must succeed a level HCL+2 Defense roll (no bonus) or lose d3 random items (excluding armour) as they jump to avoid being crushed. Lose 1 life on a save roll of 1. Gain 1 clue on a save roll of 6+.
6	Harvest and Pathway: Gain 1 clue. All characters who succeed a HCL+4 level save gain 1 mineral ingredient. Alchemists and dwarves add their level+2, others (except elves) add their level once. Add 1 more mineral ingredient each time the save's level is doubled. If one or more saves fail, the party is attacked by stone fiends (as wandering monsters). You can return to the Woods from this point or keep exploring the Mountain. If you have both the TRUELOVE and PANDORA keywords, go to 11.
7	Hue-Less Mineral Spring: Its sizzling acid is deadly to all plant-life in this world. If you have the OCCLITH keyword, you can harvest it without danger. Otherwise, a character must succeed a level HCL+5 poison save or suffer d6 damage (do NOT add the character's level to this roll). Mark the ACERBIC keyword and go to 17 if you harvest the spring's acid.
8	d6+2 Stone Fiends (minions). Level HCL+3 demons, immune to slashing weapons and Sleep, morale+1, treasure 4d6 x 3 gold (in gems) and d3+3 mineral ingredients and 1 clue. When hit, characters lose their shield or armour (in this order) to the fiends' acid spittle. Magical ones get a level 3 acid save to avoid this. Reactions (d6) 1-2 quest (kill a Lady or 10 Maidens), 3 puzzle, 4-6 fight to the death.
9	Harvest: All characters who succeed a HCL+5 level save gain d3 mineral ingredients. Alchemists and dwarves add their level+2, others (except elves) add their level once. Add 1 more mineral ingredient each time the save's level is doubled. If one or more saves fail, the party is attacked by necrogaunts. You can return to the Woods from this point or keep exploring the Mountain.
10	Stone Roper (Weird Monster). Level HCL+5 demon, HCL+5 life, 4 attacks, immune to slashing weapons and Sleep, morale+2, treasure 5d6 x 5 gold (in gems), roper's eye, d3 soul cubes and 2d6 mineral ingredients. 5 in 6 chance of surprise. Characters who fail a Defense roll are caught in its tendrils and automatically lose 1 life per turn until it dies, or they use a spell (Escape, Chaos Teleport, Mass Teleport) to break free. Magic attacks against the monster inflict the same damage to entangled targets. Reaction: always fights to the death.
11	Ancient Runes: Make a search roll (d6, add+1 for Stone Mastery). Gain d3+1 clues if successful (on a modified 5+), 1 clue if not.
12	The Occlith: You have found the crater where the ancient and formidable alien intelligence lairs. To attack it, go to entry 5. To talk to it, go to entry 6.

* Spend 1 clue to re-roll on this table (once) or to shift the result by one (up or down). You can spend up to your highest Melancholy level in clues this way.

Meadows Encounter table (2d6)*	
2-3	Haunting Vision: In the space of an instant, you have a horrible vision of countless cerulean tendrils dragging a bloody form at great speed through the high grass. All characters must succeed at a level 5 fear save or gain 1 Madness.
4	Baobhan Sith (Scottish vampire). Level HCL+4 undead, HCL+3 life, 2 treasures and 1 Blossoms spell scroll. Those who see her must succeed a level 4 mesmerizing save or be paralyzed for d3 turns. (Characters ineligible to wooing are immune.) Her crow form has a 4 in 6 chance of surprise. Those bitten must succeed a level 4 magic save or lose 1 permanent life. Weapons of iron (not magical) attack at +1. Reactions (d6): 1-2 offer food and drink, 3-6 fight.
5	d6+d3+1 Venus Flytraps. Level HCL+4 demons, never checks morale nor pursues, crushing weapons strike at -1, never pursues, treasure: normal treasure, d3+1 Venus flytraps buds and 1 uncommon ingredient and 1 clue. Reaction: always fight to the death.
6	d6+2 Maypole Dancers (Maidens): Level HCL+2 demons, mesmerize, never check morale, normal treasure, plus hag's hair, gifts: freckled buns and 1 clue. <i>In wooing, their energy inflict upon their lovers a cumulative -1 penalty for the duration of the encounter to Giving each turn after the first.</i> In combat, see entry 24. REACTIONS (D6): 1-2 OFFER FOOD AND DRINK, 3-6 SEDUCE, 7+FIGHT TO THE DEATH.
7	Harvest: Roll a d6 for all characters who succeed a HCL+2 level save**: 1-5 gain d2 common ingredients, 6 gain 1 uncommon ingredient and 1 clue. Add 1 more identical ingredient each time the save's level is doubled. If one or more saves fail, the party is attacked by strangling Venus flytraps (as wandering monsters). If you have both the Truelove and Pandora keywords, go to entry 11.
8	Netherworld Cromlech: Make a search roll. Gain d3+1 clues if successful. 1 if not.
9	Matron of Summer (Lady). Level HCL+4 demon, life HCL+3, 4 attacks, mesmerize, 2 treasures +2 and d3 soul cubes, succubus' ovaries, gift: pearls of dew and d6+1 common ingredients of your choice. In wooing, see entry 30. If she is pleased, see entry 8. In combat, see entry 23. If you kill her, she lives again but is furious (+6 to reactions). Reactions (d6): 1-2 offer food and drink, 3-6 seduce, 7+ fight to the death.
10	Hidden Pathway: You found a one-way path to either the Seaside or the Queen's Garden Palace. You can move to one of these locations or stay here. If your group includes a cleric of Tamas Zeya, a paladin, a cambion or a succubus, go to entry 14.
11	Frost Roses: These rare flowers, normally found only in the far north of Norindaal, provoke vivid hallucinations, sometimes prophetic. All characters over level 5 must roll d6 against their Madness** score. Those who roll under their Madness level recover d3 life and lose 1 Madness. The rest gain 1 Madness (2 for elves). Characters under level 6 are unaffected. Halflings may re-roll. If you have the Keepsake keyword, go to entry 15.
12	Lex the Cambion (unique): A mysterious horned figure, his face hidden in a dark blue hood, sells various magic items. Go to 32 if you want to trade, otherwise roll again.

* Spend 1 clue to re-roll on this table (once) or to shift the result by one (up or down). You can spend up to your highest Melancholy level in clues this way.

** Halflings, swashbucklers, wandering alchemists, rangers and druids add their level +2, others (except elves) add their level.

Queen's Garden Palace table (2d6)*

2-3	Mirror Demon (Weird Monster): Level HCL+5 demon, 6 life, 3 attacks, immune to slashing weapons and Sleep, never checks morale, 4 in 6 chance of surprise, 2 treasures+1 and d3 clues. Go to entry 18 the first time a character is hit. Reaction: always fights to the death.
4-5	Maze of Wondrous Awe: You're lost. Go to entry 33 in the Book of Secrets.
6	Ballroom of Countless Reflections: Make a level HCL+5 save to gain d3 clues. If failed, gain 1 clue but make a Melancholy check for all characters eligible to wooing. If you have both the TRUELOVE and PANDORA keywords, go to entry 11.
7	d6+1 Queen's Maids (Maidens). Level HCL+3 demons, morale+1, mesmerize, treasure+1 and goldenseal, gift: buckthorn, 1 Blossoms spell scroll and d3 clues. <i>In wooing, their lovers lose 1 life for each full multiple of 6 in their modified Withholding rolls, rounded down (e.g. rolls of 13 cause 2 wounds to their lovers).</i> In combat, their poisoned nails force those hit to save versus level 3 poison or lose 1 life each time he rolls a 1 on his Attack roll, for the remainder of the encounter. Halflings, barbarians and satyrs save at+1. Reactions (d6): 1-6 seduce, 7+fight to the death.
8	d3+3 Queen's Handmaidens (Maidens). Level HCL+5 demons, morale+2, mesmerize, treasure+2, 2 uncommon ingredients and 2 clues, gift: fay menstruum, 1 Blossoms magic item and 1 clue. In wooing, each failed Withholding roll causes the loss of 1 life instead of gaining Melancholy. In combat, the Handmaidens' blurring causes a -1 attack penalty to all ranged weapons. A successful Lightning spell cancels this effect. In addition, Defense rolls of 1 cause d3 random ingredients in the party's inventory to spoil. Reactions (d6): 1-6 seduce, 7+ fight to the death.
9	Damsel of Teeming Roses (Lady). Level HCL+2, life HCL+5, mesmerize, treasure: normal+2, d3 soul cubes and blooded roses, gift: milk of tenderness, jewel worth 2d6 x 5 gold. <i>In wooing, each successful Giving roll causes her lover to lose 1 life or gain 1 Madness** (your choice). Add 1 to her level while taking a dominant stance.</i> In combat, those that hit her in melee lose 1 life for each multiple of 5 in their modified Attack rolls (e.g., an Attack roll of 15 cause 3 wounds to her attacker.). Reactions (d6): 1-6 seduce, 7+ fight to the death.
10	The Blue-Haired Queen of Flowers (Lady). Level HCL+6, life HCL+7, mesmerize, immune to Sleep, treasure: 3 treasures, blue regal hairs, d6 soul cubes and one Blossoms treasure+2, gift: queen's maidenhead. In wooing, your party will have to please both the queen and d3+3 of her maids simultaneously. Add 1 to her level while taking a dominant stance. In combat, go to entry 20. Reactions (d6): 1-6 seduce, 7+fight to the death.
11	Strange Follies: Make a search roll (d6, add+1 for Stone Mastery and Detective skills). If successful (on a modified 5+), gain d3 clues and go to entry 12 (Queen's Locked Vault). If not, gain 1 clue and re-roll on this table.
12	Queen's Locked Vault: A secret spiral staircase leads to a heavily chained door of pure silver. If you have the ACERBIC keyword and you want to break the door's lock, go to entry 3. If you have the TRUELOVE keyword, go to entry 12. Otherwise, you cannot open the door, try as you might. All wooing characters must make a Melancholy check.

* *Spend 1 clue to re-roll on this table (once) or to shift the result by one (up or down). You can spend up to your highest Melancholy level in clues this way.*

** *If you do not use the 4AA rules, ignore Madness gains: characters lose 1 life instead.*

Blossoms Spell Scrolls table (d6)	
1	Ætheric Conversion
2	Bountiful Harvest
3	Flower Portal
4	Fools' Gold
5	Libidinal Enhancement
6	Song of Charm

Blossoms Magic Item table (d6)	
1	Magic Shovel: When rolling for on the Common or Uncommon Ingredients tables, the carrier can always substitute another ingredient of his choice from the same table. Moreover, the shovel allows a party to bury a stash of materials outdoors for later retrieval. 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 in the same location (hex or otherwise) has a 2 in 6 chance of finding the stash (add+1 for the Detective skill). Halflings can spend a Luck point to re-roll. Except in snowy climes, rations and other perishable substances have a 3 in 6 chance of spoiling if buried. The shovel also can be used as a magic light bludgeoning weapon.
2	Talisman of Impotence: Makes the character incapable of succeeding Giving rolls and fathering children. Also gives a+2 bonus to mesmerizing saves. Satyrs wearing this item suffer d6 wounds per encounter. Used in combination with an application of impotence (see Apothecary Charts), the total mesmerizing save bonus is+4.
3	Karmic Calcinator: This heating apparatus doubles the duration of all potions created. Roll a d6 upon each use: on a 1, its magic is depleted and cannot be used again.
4	Enchanted Alembic: The user can cast the Bountiful Harvest spell like a level 5 wizard. It has d6 charges and can be recharged (add another d6 charges when it is empty) by spending a soul cube.
5	Mortar of Souls: By spending 1 soul cube, the mortar allows the user to cast any Blossoms Spell like a level 5 wizard. Roll a d6 upon each use: on a 1, its magic is depleted and cannot be used again.
6	Foldable Pavilion: Useable only outdoors. The magic pavilion appears to be a small camping tent and counts as a one-handed weapon for encumbrance purposes. When deployed, its insides become as large as a mansion with all the comforts of home, except for water and food. Its occupants, while inside, are immune to adverse environment conditions such as cold or heat, as if they were inside a house. It can be used for rest during treks (1 life healed and one spell memorized per day of rest). Alchemists can also brew potions inside. The foldable pavilion has a 2 in 6 chance of being destroyed if it or its carrier is exposed to intense fire (such as dragon's breath, a fireball spell or a lava river).

Keyword Scorecard

ACERBIC

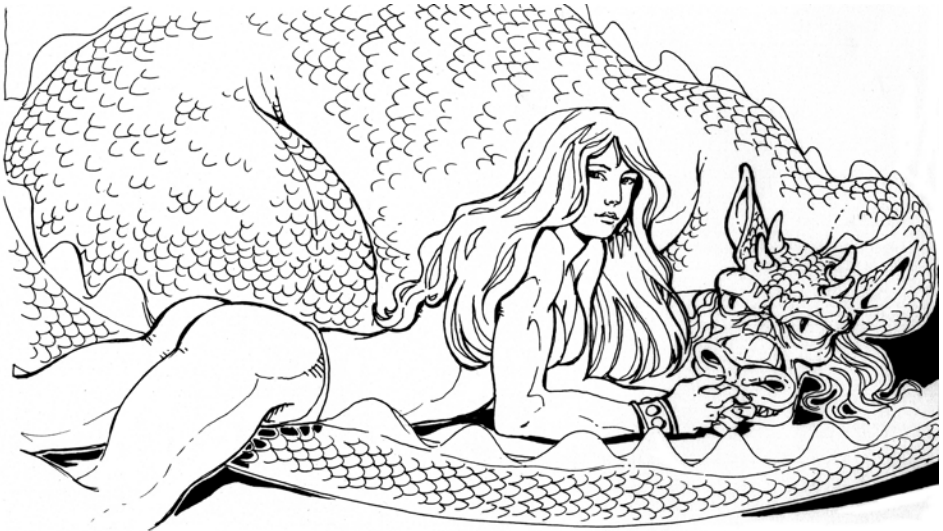
KEEPSAKE

PANDORA

OCCLITH

ROSEBUD

TRUELOVE



The Apothecary Cookbook

Potion Making

The following appendix presents the ingredients tables and the Apothecary Charts from which you can craft potions with either a wandering alchemist or a wizard character. The tables below double as inventories, which is why they are set apart from the other tables from *The Courtship of the Flower Demons*. Mark the quantities gathered with a pencil mark in the inventory. When gathering ingredients to craft a given set of potions, you can also mark the ingredients gathered so far in the apothecary charts, using them as a shopping list.

Unlike wandering alchemists, wizards do not add their level to the difficulty roll when making potions. As they lack the alchemists' specialization, and have other matters to attend too (such as studying magic), making potions between adventures often takes more time for wizards. The basic costs, materials, equipment and conditions for brewing potions are the same as for wandering alchemists. Mortars and pestles are

available at alchemy shops for 50 gold.

As a note, some of these ingredients can be harvested only from special or unique creatures in other 4AD books. Some (such as a giant's toes) are not always indicated in a monster's treasure, which demands your vigilance to remember harvesting them after encounters. Body part ingredients can only be retrieved once a monster is slain, not if they flee or regenerate (e.g. a Blasphemous One's heart).

While most of the ingredients listed below are available in the Blossoms' Demesne, some special ingredients can only be found in dungeons (such as a medusa's coils or a minotaur's abomasum) or other 4AD books, such as cockatrice feathers (FF), watermelon or a giant's toes (3R), a Blasphemous One's heart or bloated maggots putty (4ATN) or Pandalatra's feather (TNBTW).

The Courtship of the Flower Demons



Buying Potions

To buy a given potion, you must go to an alchemist's shop before an adventure and state the specific potion which you want. The alchemist will prepare the potion during your adventure: the cost is 50 gold, payable in advance, plus the ingredients or, if you don't provide them, the potions' cost (as indicated in the Apothecary Charts). When the adventure ends, roll a d6 and add the alchemist's level (by default, non-player character alchemists are level 0): the potion will be ready if the number rolled is equal to or over the potion's difficulty. If not, roll again after the next adventure. (See 4AA p. 30-31 for details). When a potion does not have a difficulty level, is it treated as zero and it will always be ready when checked.

Inventing Your Own Potions

If your group includes a wandering alchemist or a wizard, you can use the structure below to create your own potions. Start by fixing a selling cost, based on the other potions available, and then assign a number of ingredients of each type based on the structure below:

C: common (5 gold),

U: uncommon (10 gold),

M: mineral (20 gold),

R: rare (200 gold).

Combinations are of course possible. Components for new recipes can be determined randomly or by design (e.g. aloe is a pain reliever, while ginseng is a stimulant), but must remain constant. Potions with a selling cost above 200 gold must always have at least one rare element, either chosen from the list (see Inventory of Ingredients) or a body part from a Boss monster of at least level 7, such as those described in 4AA. At least one rare ingredient must be involved for every 200 gold, in addition to at least two more ingredients of lesser value. New potions worth 300 gold or more must have body parts from a Boss monster of at least level 8. Add+1 to the required Boss' level for each 100 gold above that price (e.g. potions worth 600 to 699 gold require parts from a Boss of level 11 or more). You are encouraged to innovate and play with this system and to share your original potions with the community of *Four Against Darkness* players.

Potion Design Matrix

5 gold or less = 1C

10 gold = 2C

15 gold = 3C

20 gold = 2M or M+2C

25 gold = U+C or M+3C

35 gold = U+M or U+3C

40 gold = U+2M or U+M+2C or U+4C or 4M

50 gold = 2U+2C or U+2M+2C

60 gold = 2U+M+2C or 2U+2M

100 gold = 3U+2M+4C or 4U+4C

200 gold = 6U+4M+8C

400 gold = 2R+6U+6M+4C

500 gold = 2R+3U+2M+4C

1000 gold = 5R+6U+5M+6C

2000 gold = 10R+10U+12M+16C



Ingredients Tables and Inventory

The Common and Uncommon Ingredients tables offer you a choice among three or four options. Choose one freely from the list when you roll that number. If several ingredients are rolled for after an encounter, you may choose to roll only once and pick all your ingredients from the same short-list or roll separately for each ingredient.

Common Ingredients table (d6)*

- 1 Aloe, arnica, barley or white buttercup
- 2 Chasteberry, white hallows, yeast or yucca
- 3 Corked onion, ginseng, hormones or horseradish
- 4 Devil's claw, adonis vernalis, feverfew or hops
- 5 King's foil, lobelia, malt or santonica
- 6 Mandrake, myrrh, lotus flower or hollyhock

**Worth d6 gold each.*

Uncommon Ingredients table (d6)*

- 1 Black mercy, celandine or cinchona bark
- 2 Eladra's mirth, wolfsbane, or whittlebranch
- 3 Gillyweed, hazia roots or snakeweed
- 4 Gnarltree seed, mindworth juice or myrtling
- 5 Puking tree nuts, bitter-wood or snowdrop
- 6 Screechsnap, oyster oil or grey slime

**Worth 5d6 gold each.*

Other Uncommon Ingredients*

Black iron bells (from chime bearers) (from 4ATN)
Black pearls
Bloated maggots putty (bundle of ten) (from 4ATN)
Blue ogres' fat (from TNBTW or BBB)
Blushing anemones
Boulder beast's liver (from TR)
Buckthorn
Catoplebas kidneys (from 4AD)
Chaos beasts' spleen (from CoC)
Chaos crystal (from CoC)
Chaos gremlin's gums (from CoC)
Chaos psyker's arachnea (from CoC)
Chaos wasps' stings (bundle of 10, from CoC)
Cockatrice feathers (from FF)
Coral golem's scales (from DW)
Corrosive shrub stem
Doppleganger's gallbladder (from FF)
Dragon's tongue (from various books)
Dryads' nails
Electric eel organs (from DW)
Elf blood (5 life points)
Elven ghouls' marrow (from BBB)
Fay menstruum
Foetal wraiths' placentas (from 4ATN)
Freckled buns
Fungus men stems (from 4AD and TR)
Gandgees' ectoplasm (from TNBTW)
Garrulous foetors' spine dust (from 4ATN)
Ghoul fangs (from 4AA)
Giant sundew shoots
Gingers' scalp
Goldenseal

The Courtship of the Flower Demons

Hag's hair (from TR or DW)
Ice troll kidneys (from TNBTW)
Intestinal rot demon (from BBB or DDD)
Jellyfish stew (from DW)
Jellyfish stew (from DW)
Kraken's eye (from DW)
Lictor's eyes (bundle of ten) (from 4ATN)
Lorelei scales
Maggot Man bile (from 4ATN)
Manticore's venom (from CoC or TNBTW)
Mantlebeast's ciliae (from FF)
Marrow cream
Matanagar's cap (from TR)
Medusa's coils (from 4AD)
Minotaur's abomasum (from 4AD)
Moonbeasts' feeders (bundle of 5, from TNBTW)
Mummy fungus (from 4AD and 4ATN)
Naiads' teeth
Nether Man's kidneys (from DDD)
Octopus' suction cups (from DW)
Pitcherplant leaves
Roper's eye
Shark's teeth (from DW)
Soul cube (from 4ATN or TCOTFD)
Stirges' proboscis (from FF)
Succubi's (or necrosuccubi's) ovaries
Venus flytrap buds
Watermelon
Wight bladder (from CKSM)
Witherer's tongues (from DDD)

**Not available by foraging. Worth 5d6 gold each.*

Mineral Ingredients table (d6)*

- 1 Aqua regia or arsenic
- 2 Charcoal or cinnabar
- 3 Massicot or quicksilver
- 4 Saltpeter or silver
- 5 Stibnite or sulfur
- 6 Vitriol or powder of Ibn Ghazi

**Worth 3d6 gold each.*

Rare Ingredients table*

Blasphemous One's heart (from 4ATN)
Blooded roses
Bloodmaw's tongue (from DDD)
Blue regal hairs
Bodak's heart (from DDD)
Chaos dragon's cloaca (from 4AA)
Chaos ghoule queen's bladder (from TNBTW)
Chest monster's glands (from 4AA)
Clockward Keeper's quintessence (from BBB)
Colleen's ambergris
Cracked or broken heart of Lament
Death orchid petals
Demonic Zombie Unicorn's horn (from BBB)
Drottning's hippocampus (from TNBTW)
Enraptured heart
Flayed fay skin
Ghoul fangs (from 4AA)
Giant's toes (from TR)
Grave shifter's knuckles (from 4ATN)
Infected sharkmen's bladder (from TNBTW)
Lictor's brain (from 4ATN)
Lolly

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Luck dragon's nerves (from 4AA)
Luminescent heptahedron's jelly (from BBB)
Man-tiger of Thraa's guts (from ME)
Milk of tenderness
Mind screamer's pharynx (from 4AA)
Mirage drake's appendix (from 4AA)
Pandalatra's feather (from TNBTW)
Psionic brain cannon's hypothalamus (from 4ATN)
Purple dragon's stomach (from 4AA)
Salamandrine oracle's sternum (from 4ATN)
Sea princess' eggs
Seamen's brew
Shokoti's tongue (from BBB)
Skull of Darran Dur (from DDD)
Tears of solace
Tentacled brain's stem (from 4AA)
Time feeder's pineal gland (from 4ATN)
Void monster's nodules (from 4AA)
Void Walker's claws (from TNBTW)
Werewolf fangs (from 4AA)
Xichtul's jawbones

**Not available by foraging. Worth 5d6 x 10 gold each.*

Apothecary List

When collecting ingredients or allocating them to potions, write their number in pencil next to their name. Potions marked with an asterisk (*) are never for sale but can be sold by a character for 1d6 x 100 gold.

Most potions follow the same rules. Normally, drinking a potion requires one action (so, if you want to do it in combat, the imbiber will have to forfeit one attack.) The character is assumed to use the action to sheathe his weapon, take the potion from a belt or bag, drink it and take back the weapon in his hand. Even if a character already has a free hand, drinking the potion will still require one action.

Potions that give a bonus to save rolls are considered automatically imbibed as soon as the character is required to roll the Save. Refer to the individual descriptions for more rules. Some potions reference rules found in other books, that are not repeated here for the sake of brevity.

Potions with a Difficulty of normal can be created automatically by a wandering alchemist. Those with a Difficulty number require the Alchemist to roll that number or higher in order to create the potion. For more details, see the Wandering Alchemist class description.

Formula of humidity: Causes the flames on a character set on fire to quench, immediately preventing all future damage. It takes one action to use the potion. A character may use the formula on himself or on another character.

Duration: immediate.

Cost: 10 gp

Difficulty: normal.

Ingredients: Yeast, yucca.

Lotion of Aglet: This lotion repairs frayed ropes and makes ropes indestructible for one day. It takes one action to affect ALL the ropes carried by a character.

Duration: one day.

Cost: 10 gp.

Difficulty: normal

Ingredients: Barley, aloe.

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Powder of sobriety: Taking this powder cancels the effects of alcohol, including the effects of magical brews/ales done by dwarves and any other game effect caused by drunkenness. The potion may also be imbibed prior to drinking alcohol, and will make the user immune to drunkenness for a whole night of drinking.

Duration: immediate.

Cost: 10 gp.

Difficulty: normal.

Ingredients: Yeast, lobelia.

Pills of serene sleep: The imbibitor must save vs. level 3 poison or fall asleep. Victim may be woken up normally by another character, but will sleep 8 hours if undisturbed. If the character sleeps for at least 4 hours, he will wake up refreshed and any modifier due to tiredness will disappear.

Duration: 8 hours.

Cost: 10 gp.

Difficulty: 2.

Ingredients: Barley, arnica.

Ointment of hairiness:

Causes the character's body hair to double in length.

Duration: permanent (hair takes 20 minutes to grow) until hair is cut.

Cost: 10 gp

Difficulty: 2.

Ingredients: Hormones, hollyhock.

Analgesic of contraception:

Makes the character temporarily sterile.

Duration: one day.

Cost: 15 gp.

Difficulty: normal.

Ingredients: Myrtle, malt.

Application of impotence:

Makes the character incapable of succeeding Giving rolls and fathering children, but gives the user a +2 bonus against mesmerizing saves. Satyrs using the Application immediately lose d6 Life.

Duration: d6 encounters.

Cost: 15 gp.

Difficulty: normal.

Ingredients: Ginseng, arnica, santonica.

Fireproofing unguent: This waxy substance makes a single item (such as a scroll or

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book) invulnerable to fire. This includes protection from magical sources of fire, like a Fireball spell, and dragon breath. The effect is permanent but the user may remove the fireproofing if desired. The unguent may not be used in combat.

Duration: permanent.

Cost: 15 gp.

Difficulty: normal.

Ingredients: Feverfew, devil's claw, myrrh.

Cure against bone cough: As the name says.

Duration: immediate.

Cost: 15 gp

Difficulty: 2.

Ingredients: Ghoul fangs, chasteberry, barley, feverfew.

Drink of cacophony: This liquid causes the drinker to become incapable of coherent speech. While the effect lasts, drinker is incapable of casting spells, reading scrolls, using bardic abilities or any ability that affects Reactions. The imbiber is also unable to bribe any creature encountered. However, it is assumed that

other members of the party will take on these duties, so this will not affect play unless the imbiber is alone. While the drink is in effect, character gains a +2 on all saves to resist charm, hypnotism or any form of mind control.

Duration: d6 encounters.

Cost: 15 gp.

Difficulty: 2.

Ingredients: white buttercup, mandrake.

Unguent of normality: User gets a +1 on all Defense rolls vs. melee and ranged attacks performed by mutants. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is attacked by a mutant (any creature with the words "mutant" or "chaos" in its name). The potion works against all classes of creatures (vermin, minion, boss, etc) including mutant dragons.

Duration: one encounter.

Cost: 15 gp.

Difficulty: 2.

Ingredients: Sulphur, flytrap buds, buckthorn.

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Balm of sleeplessness: The user will have no need to sleep. It has no effect on creatures that do not need to sleep like automatons and undead.

Duration: 1 day.

Cost: 20 gp

Difficulty: 2.

Ingredients: Cinnabar, ginseng.

Pink elixir of digestion: The user becomes immune to the negative effects of spoiled food and banquets, and gains +2 on all saves vs ingested poisons.

Duration: one day.

Cost: 20 gp

Difficulty: normal.

Ingredients: Wolfesbane, myrtle.

Lenitive of hope: When the bottle is opened and the lenitive is used, its smell will force demons of despair (from 4ATN or BBB) to make a morale save or flee. This uses up the Lenitive.

Duration: immediate.

Cost: 20 gp.

Difficulty: 2.

Ingredients: Corked onion, aloe, lobelia, hormones.

Cordial of anosmia: Using this cordial makes the character completely oblivious to smells, including nefarious effects (e.g., garrulous foetors) and banquets.

Duration: 2d6 encounters.

Cost: 20 gp.

Difficulty: 3.

Ingredients: White buttercup, ginseng, yeast, lotus flower.

Callipygian powder: The user gains +2 to seduction saves.

Duration: d6 encounters.

Cost: 20 gp.

Difficulty: 2.

Ingredients: King's foil, hops, horseradish, yucca.

Decanter of dyspareunia:

Thrown at a target (using an attack action to do so), it neutralizes its ability to mesmerize. No attack roll is needed.

Duration: one encounter.

Cost: 20 gp.

Difficulty: 2.

Ingredients: Myrrh, white hallows, chasteberry, adonis vernalis.

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Perfume of foul taste: The user will NOT be swallowed by any monster with such ability in its description (e.g. the Dust Wyrms in 4ATN). Characters need only to carry the potion as it is assumed it will be drunk when the monsters attempt to swallow them.

Duration: one encounter.

Cost: 20 gp.

Difficulty: 2.

Ingredients: Chasteberry, horseradish x 3

Pills of virile retention: These pills cure male erectile disorder, and gives +2 to Withholding rolls and +1 to breeding saves (this is explained in TN-BTW).

Duration: 1 encounter.

Cost: 25 gp.

Difficulty: 2.

Ingredients: Ginseng, adonis vernalis, oyster oil.

Pills of virile might: These pills cure male erectile disorder, and gives +2 to Giving rolls and +1 to breeding saves (this is explained in TNBTW).

Duration: 1 encounter.

Cost: 25 gp.

Difficulty: 2.

Ingredients: grey slime, ginseng.

Pomade of animal friendship: Natural animals (any creatures that also exist in the real world) will automatically have a peaceful reaction to the party if a dose of this pomade is used. The pomade will work against vermin, minions or boss monsters, as long as they are animals that exist in the real world.

Duration: one encounter.

Cost: 25 gp.

Difficulty: 2.

Ingredients: Naiad's teeth or mummy fungus, flytrap buds, feverfew.

Phial of apoptosis: The imbiber must save vs. level 5 poison. Halflings add half their level to this roll. If successful, the imbiber loses 1 Madness point. If the roll fails, the imbiber loses d6 Life instead.

Duration: immediate.

Cost: 25 gp.

Difficulty: 2.

Ingredients: Arsenic, lotus flower.

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Tonic of dexterity: If imbibed right before attempting a disarm traps save, this tonic provides a +4 bonus to the roll.

Duration: 1 encounter.

Cost: 30 gp.

Difficulty: 3.

Ingredients: Marrow cream or bloodmaw's tongue, corked onion x2, sulphur x3.

Dose of causticity: Prevents the regeneration powers of a single monster or group of monsters from working.

Duration: one encounter.

Cost: 25 gp.

Difficulty: 2.

Ingredients: Eladra's mirth, gillyweed, hops.

Oil of slipperiness: Immunizes to being grabbed. The user may withdraw from a fight even if a special ability of a monster states that he cannot leave the melee engagement. This may cause a situation where only one party member can flee an encounters and the others must continue fighting.

Duration: one encounter.

Cost: 25 gp.

Difficulty: 2.

Ingredients: Barley x2, santonica, devil's claw, horseradish.

Gunpowder: Allows the character to replenish a firearm that has run out of gunpowder.

Duration: 1 adventure

Cost: 30 gp.

Difficulty: normal.

Ingredients: Charcoal, saltpeter, sulphur.

Migraine tonic: When thrown at a single target (by spending one action), the tonic will reduce the target's level by -1. No attack roll is necessary. Effects are not cumulative, so multiple doses will not have any additional effect upon the target.

Duration: one encounter.

Cost: 25 gp.

Difficulty: 2.

Ingredients: Wight bladder or jellyfish stew, white hallows, mandrake, myrrh, malt, king's foil.

Unguent of cold resistance: The imbiber gains immunity to the effects of cold weather and

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+4 to saves vs. cold attacks, including the ranged attacks of cold-breathing dragons and ice giants.

Duration: 1 encounter.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Minotaur's abomasum, ice troll kidneys x2, arnica x2.

Remedy of timelessness:

Time feeders cannot place death mark tokens on the character as long as the Remedy is in effect.

Duration: Normally, the effect lasts d6+2 encounters. If you add the guts of the man-tiger of Thraa's as an ingredient, the effect becomes permanent.

Cost: 40 gp.



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Difficulty: 2.

Ingredients: Hag's hair, catoblebas kidneys, electric eel organs, man-tiger of Thraa's guts (optional).

Cream of gremlin aversion:

Causes gremlins to flee immediately. The effect is automatic, uses up a dose of the cream but requires no action on the part of the character. Yes, this includes invisible gremlins from the core 4AD book!

Duration: one encounter.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Brain cannon's hypothalamus or witherer's tongues, stibnite, buckthorn.

Unction of truth: the user gains a +4 bonus on saves vs. illusions. The bonus is immediately gained and a dose of the unction used up whenever the player decides to use it, without having to spend one action.

Duration: one encounter.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Mantlebeast's ciliae, maggot men's bile, licitor' eyes (10), massicot.

Dram of unicity: Immunizes against the special abilities of doppelgangers. It temporarily cancels the DUPLICATE keyword.

Duration: one encounter.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Doppelganger's gallbladder, massicot, pitcher-plant leaves, buckthorn.

Enema of elflessness: Causes all NPC elves to make a morale check. Elves in the party do not flee but suffer a -1 penalty to all fear and Madness saves if they fail a save vs level 4 fear.

Duration: one encounter.

Cost: 80 gp.

Difficulty: 2.

Ingredients: Void monster's nodules or fay menstruum, corked onion, white buttercup, barley, aloe.

Ale of chaos: Drinking this ale causes the drinker to be Touched By Chaos (see CoC p.19).

Duration: permanent.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Black iron bells, hops, malt, mead, yeast.

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Demulcent of airlessness: Immunizes to gases and drowning. It includes immunity to any breath weapon, natural danger or man-made trap that is described as gas or vapour. Using the Demulcent is an immediate action that can be performed even as a response to falling into a trap or being attacked by a gas effect, but the player must decide to use the Demulcent BEFORE rolling any save roll for the effect type.

Duration: d3 encounters.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Aqua regia, minotaur's abomasum, corrosive shrub stem.

Mixture of plant control: Using one dose of the mixture automatically changes the reactions of plant monsters (including treemen and flower demons) to "peaceful". You must choose to use this potion instead of rolling for an encounter's reactions. Of course, the user's friends may NOT attack while he uses the Mixture.

Duration: one encounter.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Boulder beast's liver or freckled buns x3, fay menstruum, stibnite.

Distillation of merriment:

The imbiber must save vs level 4 poison; if the save is successful, the user may remove 1 Melancholy point. If the save fails, the user loses d3 life.

Duration: immediate.

Cost: 40 gp.

Difficulty: 3.

Ingredients: Mindworth juice, barley, hops, malt, yeast.

Brew of agility: The imbiber gains +4 to jump and climbing saves. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is required to roll such a save.

Duration: 1 encounter.

Cost: 50 gp.

Difficulty: 4.

Ingredients: Black mercy, garulous foetors' spine dust, ginseng x2, grey slime.

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Potion of soul substitution:

This potion is the witch Cÿak-Drää's latest attempt to create an alternative for soul cubes. Even if the ingredients are right, there is always a 1–2 in 6 chance it will not work (roll when the potion is used). If it works, the potion counts as a soul cube (for any purpose).

Duration: Instantaneous.

Cost: 50 gp.

Difficulty: 4.

Ingredients: Chaos psyker's arachnea, moonbeasts' feeders (5), oyster oil, grey slime.

Liquor of demonic appease-

ment: Using this liquor removes the need to feed a portable Soul Furnace (from 4ATN).

Duration: 66 days.

Cost: 50 gp.

Difficulty: 4.

Ingredients: Witherer's tongues, soul cubes x 2, moonbeasts' feeders (5), marrow cream.

Concoction of fearlessness:

The imbiber becomes immune to fear, automatically passing any check or save described as

a roll vs fear or terror, including magically caused fear or fear caused by monsters. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is required to save vs fear or terror.

Duration: d6 encounters.

Cost: 60 gp.

Difficulty: 4.

Ingredients: Bloated maggots putty, dryads' nails or shark's teeth x4, corrosive shrub stem, quicksilver.

Liquor of hardskin: The imbiber gains a +1 to Defense rolls. Drinking multiple doses does not have a cumulative effect. Drinking this potion in combat requires the expenditure of an action.

Duration: 1 encounter.

Cost: 60 gp.

Difficulty: 4.

Ingredients: Black iron bells, lorelei scales x2 or coral golem's scales, myrrh, quicksilver, santonica.

Pheromones of charisma:

The imbiber gains a –2 to reactions vs. humans and +4 to persuasion saves. "Humans"

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include only non-player characters which could live in the real world (e.g. not mutants or flower demons, but including barbarians, rogues, pirates, etc.) The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion encounters some humans. No action expenditure is required.

Duration: 1 encounter.

Cost: 70 gp.

Difficulty: 4.

Ingredients: Chest monster's glands or goldenseal, blushing anemones, mindworth juice, puking tree nuts.

Nip of detoxification: The imbiber gains a +4 to poison saves. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is required to Save vs poison. No action expenditure is required.

Duration: 1 encounter

Cost: 60 gp.

Difficulty: 4

Ingredients: Kraken's eye or stirges' proboscis, pitcher plant leaves, flytrap buds, gingers' scalp or stirges' proboscis x5.

Drug of dweomer: This drug gives wizards and elves a +2 bonus to all spellcasting rolls. It has no effect on other types of spellcasters. Drinking the potion in combat requires the expenditure of one action. Multiple doses may be taken. They do not give a cumulative bonus but extend the duration (one encounter per potion imbibed).

Duration: one encounter.

Cost: 60 gp.

Difficulty: 3.

Ingredients: Snakeweed, black pearls, screechsnap, adonis vernalis, king's foil x2.

Pharmacon of ascension: This Pharmacon gives clerics a +2 bonus to spellcasting. It has no effect on other types of spellcasters but it works on spells cast via scrolls, artifacts, religious relics or magic items.

Duration: one encounter.

Cost: 60 gp.

Difficulty: 3.

Ingredients: Goldenseal or gandgees' ectoplasm, massicot, hazia, roots, malt, mandrake.

Panacea of verminous repul-

sion: All vermin creatures under level 3 will always flee from the character once the panacea is used. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion encounters vermin creatures, and no action expenditure is required.

Duration: d6+2 encounters.

Cost: 60 gp.

Difficulty: 3.

Ingredients: Dryads' nails or chaos wasps' stings (5), powder of Ibn Ghazi, silver, yeast, horseradish.

Poultice of disease preven-

tion: The imbiber gains a +4 bonus on all save rolls versus diseases, excluding the Dark Plague. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion must save to avoid contracting a disease.

Duration: six encounters.

Cost: 60 gp.

Difficulty: 3.

Ingredients: Death orchid petals or goldenseal, wolfsbane, yeast.

Halfling luck restoration:

Drinking this potion restores a halfling's Luck points to their original level. The potion has no effect on other character types. Drinking the potion in combat requires the expenditure of an action.

Duration: The effect is immediate, and it lasts until the Luck points are spent again.

Cost: 80 gp.

Difficulty: 3.

Ingredients: Luck dragon's nerves, tentacled brain's stem, quicksilver, king's foil x 3.

Serpentine sedative: This sedative may be used only indoors. As the dose is used, it reduces the level of all serpent creatures by d3. A creature reduced to level 0 or below falls asleep or is knocked out and can be automatically killed or captured, if desired. Multiple doses of the Sedative do not have a cumulative effect. Serpent creatures are all those with the words snake, serpent or serpent people in their names. When used on multiple creatures in the same encounter, roll once for every class of creature. For example, in an

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encounter with 6 serpent people minions and 1 serpent people leader, roll once for all the minions (applying the same level loss to all the minions) and once for the leader.

Duration: one encounter.

Cost: 60 gp.

Difficulty: 3.

Ingredients: Quicksilver, massicot, grave shifter's knuckles, arnica, yeast.

Balm of fire resistance: The imbiber gains total immunity to hot weather and a +4 bonus to all save rolls vs. fire and fire-based attacks, including spells like fireball and dragon breath types described as fire, lava, hot steam or flames. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is required to resist the effects of heat or fire, or to roll a save vs fire.

Duration: 1 encounter.

Cost: 70 gp.

Difficulty: 4.

Ingredients: Pitcherplant leaves, mirage drake's appendix, stibnite x2, sulphur.

Demonic beer: The imbiber gains +4 to saves vs. demonic powers. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is required to roll such a save.

Duration: 1 encounter.

Cost: 70 gp.

Difficulty: 4.

Ingredients: 1 soul cube, barley, hops, malt, yeast.

Drink of cunning: The imbiber gains a +4 bonus to puzzle saves.

Duration: 1 encounter.

Cost: 70 gp.

Difficulty: 4.

Ingredients: Seamen's brew, oyster oil, screechsnap.

Elixir of nourishment: The imbiber will have no need to eat or drink while the effect lasts.

Duration: d6 days.

Cost: 70 gp.

Difficulty: 4.

Ingredients: Sea princess' eggs or infected sharkmen's bladder, Devil's claw, feverfew x2, gingers' scalp or Nether man's kidneys, sulphur, massicot.

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Spirits of spellcasting: The imbibor gains a +2 to spell rolls. This bonus is not cumulative with other potions that give bonuses to spell rolls. The spirits may be used by any character except barbarians and the bonus would apply to any spell cast through a scroll or through any magic item used by the character.

Duration: 1 encounter.

Cost: 70 gp.

Difficulty: 4.

Ingredients: Lolly, king's foil, malt.

Draft of non-tentacularity:

Using this potion gives creatures with tentacles -2 to morale checks.

Duration: one encounter.

Cost: 70 gp.

Difficulty: 3.

Ingredients: Roper's eye, black iron bells, arsenic, sundew shoots, white buttercup, yeast.

Nip of dwarflessness: Causes dwarves to be repulsed by the smell of gold (-1 to morale checks and fear saves for the duration of the effect).

Duration: 2d6 encounters.

Cost: 70 gp.

Difficulty: 3.

Ingredients: Tears of solace, hops x2, mandrake, yeast.

Perfume of rabbit summoning:

As soon as the perfume bottle is poured on the ground, an awful lot of rabbits will appear. You can catch enough before they flee to make 3d6 food rations. You may also use the Perfume to bribe any creature who accepts food or live animals as a bribe, and you may use the rabbits as material components for any spell requiring an animal sacrifice. This potion does not work in demonworlds such as the Blossoms' Demesne or the Netherworld.

Duration: one encounter.

Cost: 70 gp.

Difficulty: 3.

Ingredients: manticore's venom, black iron bells, dryads' nails or wight bladder, feverfew, white buttercup.

Aromatic of perception: This liquid temporarily confers the Acute Hearing Expert skill upon

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its user. The player may decide to use it whenever an hearing save roll is required, or whenever the Acute Hearing Expert skill would come into play, without using an action to do so.

Duration: one encounter.

Cost: 70 gp.

Difficulty: 3.

Ingredients: Mantlebeast's ciliae, lictor' eyes (10), sulphur, malt, screechsnap, king's foil.

Embrocation of dragon

charm: When the character encounters a dragon and waits for its reaction, the user may choose to apply the Embrocation as a free action, getting a -1 bonus to reaction rolls vs dragons. If a 1 is rolled, however, the dragon is infuriated. An infuriated dragon will fight and gains a +2 bonus to its level until the end of the encounter.

Duration: one encounter.

Cost: 70 gp.

Difficulty: 3.

Ingredients: Dragon's tongue, succubus' ovaries, arsenic, hops, white hallows x2.

Balm of Nicodemus: Using this balm cancels an undead monster's immunity to non magical weapons. Using the Balm takes one combat action, but the effect is automatic, even on undead that are only partially solid like ghosts and phantasms.

Duration: one encounter.

Cost: 75 gp.

Difficulty: 3.

Ingredients: Hag's hairs, lotus flowers or black pearls (3 in 6 chance either works).

Inoculation of forgetfulness:

Taking this inoculation erases all memories of the last 30 minutes. This is the equivalent of 3 encounters; delete any Madness or clues gained by the user in that period, and also lose any levels gained with a successful XP roll during that period.

Duration: immediate.

Cost: 80 gp.

Difficulty: 3.

Ingredients: Whipped fanny, saltpeter, bitter-wood x2, stibnite.

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Dressing of smoothness:

gives smooth skin and +4 to save rolls to resist being turned to stone (from medusas, basilisks, cockatrices and others).

Duration: d6 encounters.

Cost: 80 gp.

Difficulty: 4.

Ingredients: Medusa's coils, cockatrice feathers, gnarl tree seed, chasteberry x2.

Emollient of lawfulness:

When thrown, causes d3 damage on chaos creatures. Against chaos minions or vermin, it would automatically kill d3 creatures. Against foes with multiple Life points, it would inflict d3 wounds on a target of the user's choice.

Duration: immediate.

Cost: 80 gp.

Difficulty: 4.

Ingredients: Purple dragon's stomach, cinnabar, mindworth juice, screechsnap, wolfsbane, yeast, crumpet bits.

Brew of confusion: Thrown with an attack action, it reduces the enemy's level by 2 for purposes of affecting that enemy with spells, including spells

cast from scrolls or magic items.

Duration: one encounter.

Cost: 80 gp.

Difficulty: 3.

Ingredients: Matanagar's cap or Nether man's kidneys, powder of Ibn Ghazi, celandine, snowdrop, horseradish, yucca.

Compound of levitation: Allows drinker to avoid floor traps and lava rivers.

Duration: one encounter.

Cost: 80 gp.

Difficulty: 4.

Ingredients: Enraptured heart, black mercy, gnarl tree seed, gillyweed, yeast, adonis vernalis.

Oil of strength: The imbiber gains +1 to attack rolls and +4 to strength saves (any roll that is described as an attempt to lift a weight, bend bars, smash through a door or other obstacle). Multiple doses do not have a cumulative effect. The potion is considered automatically imbued (if the player desires) as soon as the character carrying the potion is required to pass a strength save or to bash through a door.

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Duration: 1 encounter.

Cost: 100 gp.

Difficulty: 4.

Ingredients: Giant's toes (10), hazia roots, myrtling, holly-hock, yeast.

Treatment of amphibology:

Unknown effect (mark the DUPLICATE keyword).

Duration: 1 encounter.

Cost: 100 gp.

Difficulty: 4.

Ingredients: 1 soul cube, buckthorn, sundew shoots.

Liniment of blessing: As per the Blessing spell.

Duration: as per the blessing spell.

Cost: 100 gp.

Difficulty: 4.

Ingredients: Nether man's kidneys or chaos gremlin's gums x4, chaos beasts' spleen or gingers' scalp x2, flytrap buds, salpeter x2.

Demulcent of fecundity: Allows an infertile female, or a female mating with a male of an incompatible species, to conceive and bear a child to term.

Duration: one pregnancy.

Cost: 100 gp.

Difficulty: 3.

Ingredients: Time feeder's pineal gland or chaos psyker's arachnea x2, freckled buns or chaos wasps' stings (50), saltpeter, sundew shoots.

Libation of exorcism: Works as a Blessing cast by a level 5 cleric. It may be used in combat, but it takes one action to drink the Libation. The effect is immediate: the user does not need to use another action to cast the Blessing.

Duration: immediate.

Cost: 100 gp.

Difficulty: 4.

Ingredients: Manticore's venom, corrosive shrub stem, black pearls, marrow pudding, arsenic, sulphur, Eladra's mirth, yeast x4.

Cup of purity: When thrown (with a successful attack roll against the target's level), this liquid cancels the effect of one random Blasphemous Gift. In addition, this liquid works as holy water against demons.

Duration: immediate.

Cost: 80 gp.

Difficulty: 4.

The Courtship of the Flower Demons

Ingredients: Manticore's venom, corrosive shrub stem, black pearls, marrow pudding, arsenic, sulphur, Eladra's mirth, yeast x4.

Brownie nip: Using this preparation is a free action that causes all brownies to flee immediately.

Duration: one encounter.

Cost: 100 gp.

Difficulty: 4.

Ingredients: Brain cannon's hypothalamus or matanagar's cap, witherer's tongues or lorelei scales x2, arsenic x2, snowdrop, white buttercup x2, devil's claw, feverfew.

Lotion of argle-bargle: This must be thrown with a successful attack roll against the target's level. If hit, the target loses the ability to cast spells. No matter if the attack hits or misses, in any case the Lotion is wasted.

Duration: one encounter.

Cost: 120 gp.

Difficulty: 3.

Ingredients: Chaos dragon's cloaca, fungus men stems, oyster ditch, saltpeter, barley, stibnite, lotus flower.

Mixture of sleep: This mixture must be thrown at a target. Treat as a ranged attack. If the target is hit, the mixture works like a Sleep spell cast by a level 1 spellcaster. If the mixture misses, it has no effect. In any case, throwing the mixture uses it.

Duration: 1 encounter.

Cost: 150 gp.

Difficulty: 5.



The Courtship of the Flower Demons

Ingredients: Fay menstruum, corrosive shrub stem, luck dragon's nerves, giant sundew shoots x2, white hallows x3.

Salve of aa: Turns a river of lava into a hard inoffensive substance. It takes one action to pour the liquid over the river if this is attempted in combat. For the duration of the formula, all party members (and any NPCs) will treat lava rivers as normal terrain.

Duration: d6 encounters.

Cost: 150 gp.

Difficulty: 4.

Ingredients: Marrow pudding or man-tiger of Thraa's guts, buckthorn x2, sulfur x4, arsenic x3, snowdrop, cinchona bark.

Laxative of absquatulation: Using this preparation has the same effect as the Escape spell.

Duration: immediate.

Cost: 150 gp.

Difficulty: 4.

Ingredients: Fay menstruum, quicksilver x4, sulfur, celandine, gillyweed, mindworth juice, gnarl tree seed, snake-weed, yucca x5.

Preparation of flatulence:

The effect of the preparation is equivalent to a Sleep spell (but smellier) cast by a level d3 spellcaster (determine the level when the preparation is used). Using the preparation does not require a successful attack roll but requires the expenditure of an attack action.

Duration: one encounter.

Note: Characters proficient in the Spore Alchemy skill know a simpler recipe with similar effects. See Spore Alchemy in 4AA.

Cost: 150 gp.

Difficulty: 4.

Ingredients: Fungus men stems x2, cinnabar x2, whittle-branch, puking tree nuts x2, black mercy, hazia roots, salamandrine oracle.

Balm of gaseous form: Allows the user to know the content of one room before entering it (the user turns into gaseous form and peeks into the room through an entrance) or works as the Escape spell (in this case, the user immediately turns to gaseous form and flees, but all of his equipment is left behind).

The Courtship of the Flower Demons

Duration: one encounter.

Cost: 150 gp.

Difficulty: 4.

Ingredients: Void monster's nodules, aqua regia x2, oyster oil, screechsnap, hazia roots, snakeweed x2.

Wash of dragonlessness: The imbiber gains +4 to saves vs. all forms of dragon breath.

Duration: 1 encounter.

Cost: 170 gp.

Difficulty: 4.

Ingredients: Sea princess' eggs or mantlebeast's ciliae x2, foetors' spine dust, white but-tercup.

Libation of learning: The character imbibing this preparation may re-roll his next failed level check.

Duration: 1 encounter.

Cost: 200 gp.

Difficulty: 5.

Ingredients: Blue regal hair, brain cannon's hypothalamus, lobelia x3, chasteberry x4, gnarltree seed, gingers' scalp or chaos gremlin's gums x3, roper's eye x2, quicksilver x3, powder of Ibn Ghazi x4.

Clyster of fitness: Cures all non-magical diseases (excluding the Dark Plague). The addition of tears of solace cures the Dark Plague too.

Duration: immediate.

Cost: 200 gp.

Difficulty: 4.

Ingredients: Intestinal rot demon or queen's maidenhead, minotaur's abomasum, oyster ditch, arnica, devil's claw x2, king's foil, tears of solace (optional).

Cerate of total recall: Allows to cast again one spell already spent. It takes one action to use this preparation.

Duration: immediate.

Cost: 220 gp.

Difficulty: 5.

Ingredients: Blooded roses or tentacled brain's stem, blue ogres' fat or flayed fay skin, black pearls, lotus flower, snakeweed.

Remedy against mutation: Remove the effects of the Touched by Chaos table (see CoC p.19).

Cost: 250 gp.

Difficulty: 5.

Ingredients: Whipped fanny

The Courtship of the Flower Demons

or chaos crystal x3, chaos monster's liver, Eladra's mirth, whittlebranch, yucca.

Antidote of magic immunity:

Makes the character completely unaffected by magic (including beneficial effects and the effects of items worn, but not to dragon breath).

Duration: one encounter.

Cost: 250 gp.

Difficulty: 5.

Ingredients: Time feeder's pineal gland or Void Walker's claws, lolly x2 or demonic zombie unicorn's horn, aloe, wolfsbane.

Truth serum: Drinker must save vs. level 3 poison or always tell the truth when asked. If the truth serum is given to a non-player character, for example to a captured monster, you gain 1 clue.

Duration: one encounter.

Cost: 250 gp.

Difficulty: 4.

Ingredients: Blooded roses, time feeder's pineal gland or flayed fay skin, mindworth juice or moonbeasts' feeders, yucca, arsenic, oyster ditch.

Philter of level restoration:

Drinking this philter immediately restores 1 level drained by a monster or any other game effect. A 1st level character reduced to 0 level is considered to have enough time to drink this potion and save his life, remaining at 1st level. The potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion receives any effect that reduces his Level.

Duration: permanent, until Level is lost again due to the same cause or any other cause.

Cost: 300 gp.

Difficulty: 5.

Ingredients: Cracked heart of Lament or salamandrine oracle's sternum, colleen's ambergris or Shokoti's tongue, bitter-wood, screechsnap, adonis vernalis x2.

Balsam of regrowth: As soon as this balsam is applied, the user regrows one lost limb (random if many are missing).

Duration: the regrowth takes d6 weeks.

Cost: 300 gp.

The Courtship of the Flower Demons

Difficulty: 5.

Ingredients: Lictor's brain or blue ogres' fat x3, silver, fay menstruum, gingers' scalp x2 or octopus' suction cups x2, death orchid petals, hazia roots, gillyweed, white hallows x2.

Liquor of antimatter: When thrown, causes d6 damage to all within the room. On a roll of 1, only the thrower is affected. On a 6+, only the target is affected. On a 12+, targets in all adjacent rooms also lose d3 life and all are affected by a rock-slide (see entry 5 on the Mountain Encounter table).

Duration: immediate.

Cost: 300 gp.

Difficulty: 5.

Ingredients: Blasphemous One's heart, blooded roses or luminescent heptahedron's jelly, lictor's brain or roper's eye x3, Bodak's heart or naiads' teeth x4, charcoal, saltpeter, sulphur x4, hormones x2, corrosive shrub stem x2.

Youth tube: Reduces aging by 5 years.

Duration: Immediate.

Cost: 100 gp.

Difficulty: 5.

Ingredients: Clockward Keeper's quintessence or salaman-drine oracle's sternum x2, elven ghouls' marrow or blooded roses x2, lictor's eyes (10), maggot men's bile, lorelei scales x2 or bloodmaw's tongue x3, stibnite, quicksilver, Eladra's mirth, screech-snap, hops x2.

Salve of serendipitous deity:

Unknown effect (write the GOD-MODE keyword on your character sheet).

Duration: unknown.

Cost: N/A*

Difficulty: 5.

Ingredients: Xichtul's jawbone, fay menstruum, hairy shell x2, man-tiger of Thraa's guts, powder of Ibn Ghazi, bitter-wood, stibnite.

Dung of niadetics: Turns a humanoid minion into a mind-controlled slave ("pacify" reaction). Useless on Final Bosses, demons and undead.

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Using it counts as an attack action.

Duration: 1 encounter.

Cost: 200 gp.

Difficulty: 5.

Ingredients: Milk of tenderness or succubi' ovaries x5, flayed fay skin or kraken's eye x3, mindworth juice x2, devil's claw.

Cream of flight: Confers the ability to fly (triple outdoors movement, such as in the Netherworld or in other supplements where character movement is measured in hexes, and ability to ignore trapdoors and floor obstacles indoors).

Duration: Permanent.

Cost: N/A*.

Difficulty: 5.

Ingredients: Pandalatra's feather, scorched heart or Drottning's hippocampus, tears of solace, time feeder's pineal gland, giant's toes, grave shifter's knuckles x2, man-tiger of Thraa's guts, lotus flower x6, corked onion x4, death orchid petals x2, feverfew x4, foetal wraiths' placentas x2, powder of Ibn Ghazi x4, salamandrine oracle's ster-num, grey slime x3, stibnite x7, sundew leaves x2, Eladra's mirth x2.



Potions Available in Other 4AD Books

Elven bread: Any character eating a loaf heals 1 life or removes the Dark Plague. Elves eating a loaf heal 3 life. A character may benefit from eating elven bread only once per adventure. Elven bread is not considered a magic item so barbarians and characters immune to magic may use it. (4AA p.61)

Duration: immediate.

Cost: 10 gp.

Difficulty: Only elf characters with the Spore Alchemy Expert skill may prepare this.

Ingredients: Adonis vernalis, malt, yeast.

Herbalist remedies: The character has a +1 bonus to any save roll versus poison or disease. (4AA p.32)

Duration: one week.

Cost: 10 gp.

Difficulty: normal

Ingredients: King's foil, white hallows.

Potion of vigor: The character drinking this potion will be at +1 on any save roll versus poison or gas and will be immune to the Dark Plague. (4AA p.31)

Duration: one week.

Cost: 10 gp.

Difficulty: 2.

Ingredients: Ginseng, myrrh

Wolvesbane: This dried herb may be thrown against a were-creature or a wolf, causing the monster a morale roll. Throwing the wolvesbane requires the character to forfeit his Attack roll but hits automatically. (4AA p.61.)

Duration: immediate.

Cost: 10 gp.

Difficulty: Normal

Ingredients: Wolvesbane x2

Potion of darksight: The character drinking this liquid can see in the dark. He will be immune to the -2 attack and Defense roll modifiers when fighting without a lantern. (4AA p.31)

Duration: one day.

Cost: 15 gp.

Difficulty: 2.

Ingredients: Devil's claw x2, wolvesbane.

Acid: This can be thrown at enemy instead of a normal attack. Roll a d6; on a 1 it breaks and splashes on the thrower for 1 life damage. If 2 or more is rolled, it inflicts 1 wound on a Boss or Weird Monster, or kills 1 minion or vermin. It does not affect undead or golems. Trolls do not regenerate on a turn after being damaged by acid. (Fiendish Foes p.9)

Duration: immediate.

Cost: 20 gp.

Difficulty: 2.

Ingredients: Vitriol x 2.

Powdered silver: The character wearing this silver powder on his body will have a +1 to all Defense rolls against werewolves. Applying the powder is a long process and may not be performed once the adventure has began. (4AA p.31)

Duration: one week.

Cost: 20 gp.

Difficulty: 5.

Ingredients: Silver x2.

Poison: The poison can only be used by a rogue, assassin, harlequin or goblin (from future supplements) of level 5 or higher, to coat a slashing weapon or a single arrow or crossbow bolt. The first attack from that blade will be at +1 against a minion or a vermin who is not an undead or otherwise immune to poison. Against a Boss or a Weird Monster, the character makes an Attack roll + his level against the monster's level. On a success, the poison reduces the monster's level by 1 until the end of the encounter. The poison wears off after a single use. Multiple doses against the same monster will not have any additional effects once the monster's level has been reduced by 1. Undead monsters, dragons, elementals, and golems are immune to poison. (4AA

p.32)

Duration: one week (until used).

Cost: 20 gp.

Difficulty: 5.

Ingredients: Arsenic, mandrake.

Elfblood ointment: A character applying this ointment before an adventure is immune to the paralysis of any ghoul or ghoulish dragon. It does not protect against paralysis from other monsters. (4AA p.31)

Duration: one week.

Cost: 35 gp.

Difficulty: 3.

Ingredients: Elf blood* (5 life points), feverfew, lobelia, mandrake.

** Only works with a living high elf's blood. The blood of half-elves, ice elves and other breeds doesn't work.*

Curative kelp: This foul-tasting paste can be eaten at any moment, healing all lost life points to a single character. It does not require an action. Curative kelp is not magical and can be used by all classes, including barbarians. Eating it more than once per week has no effect. (DW p.30.)

Duration: immediate.

Cost: 40 gp.

Difficulty: normal.

Ingredients: Medusa's coils or blushing anemones x2, white buttercup, massicot, santonica.

Oozebane: This powder may be thrown against any acid cube, sludge, ooze, mold, slime, mushroom or fungus creature, automatically inflicting 2 wounds on the monster. Against minions or vermin, the powder will automatically slay two creatures. Throwing the powder requires one action. Oozebane is not magical and barbarians may use it. (CoC p.25)

Duration: immediate.

Cost: 40 gold.

Difficulty: 2.

Ingredients: Brain screamer's pharynx, black mercy, snowdrop, white hallows.

Philter of mental calm: This potion removes up to 2 Madness points from the drinker. It may not be used in combat, however, as it requires the drinker to be in a peaceful state of mind. (CoC p.17)

Duration: permanent.

Cost: 50 gp.

Difficulty: 2.

Ingredients: Chaos crystal, fungus men stems, celandine, cinchona bark, barley, horseradish.

Mindworth extract: Mindworth is a rare wild herb that grows only on Mount Larunn. A character drinking this bitter juice will be at +2 to defend against psychic attacks from mind screamers. In addition, the character

will have +2 to save rolls versus the power of tentacled brains. (4AA p.31)

Duration: one week.

Cost: 60 gold.

Difficulty: 4.

Ingredients: Mindworth juice x2, devil's claw, santonica, hollyhock, chasteberry.

Healing potion: Drinking the content of this vial, even in the middle of an encounter, will restore a character's life to its initial level. Drinking more than one potion per day has no effect. (4AD p.18)

Duration: immediate.

Cost: 100 gp.

Difficulty: normal.

Ingredients: Tears of solace or dryads' nails x2 or medusa's coils x2, giant sundew shoots, Venus flytrap buds, aloes x2, arnica x2.

Lycanthropy balm: Used in the ritual for curing lycanthropy. To be effective, the balm must be used in conjunction with meditation and prayer under the supervision of monks (see 4AA p.39 for details). The balm does not protect a cured character against further lycanthropic infections.

Duration: permanent.

Cost: 400 gp.

Difficulty: normal.

Ingredients: Death orchid petals, werewolf fangs, minotaur horn dust,

black mercy, celandine, hazia roots, wolvesbane x3.

Enchanted paint: Whatever is painted becomes real. If you draw a door on a wall, an actual door will appear. You can then roll for a room as normal, or connect two existing rooms. You can also draw normal weapons, armor or equipment and they will become real. The item drawn must be non magical and no more than 15 gp in value. Liquids cannot be drawn. Each time the paint is used, roll a d6; on a 1, it runs out. (Fiendish Foes p.9.)

Duration: permanent.

Cost: 500

Difficulty: 5.

Ingredients: Scorched heart of the Mistress of Black Lashes or Dark Lord of Xichtul's spine, milk of tenderness, aqua regia x2, snowdrop, gillyweed, gnarltree seed, hops x2, hormones x2.

Elixir of long life: Upon drinking this concoction, the character will be infused with an unnatural vigor. If the character is killed, roll d6 and add the character's level. On a 6 or better, the character does not die, but immediately heals d6 lost life points (up to his maximum life point total as per his level and class). Possibly the most potent potion ever created, its ingredients are extremely rare and hard to find. (4AA p.31)

Cost: 1,000 gold.

Difficulty: 5.

Ingredients: Queen's maidenhead or skull of the Lich Lord Darran Dur (from DDD), broken heart of Lament or mirage drake's appendix, colleen's ambergris or bodak's heart x3, blue regal hair, salamandrine oracle's sternum, sundew shoots x2, pitcherplant leaves x2, flytrap buds x2, powder of Ibn Ghazi x4, puking tree nuts x2, snakeweed x3.



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