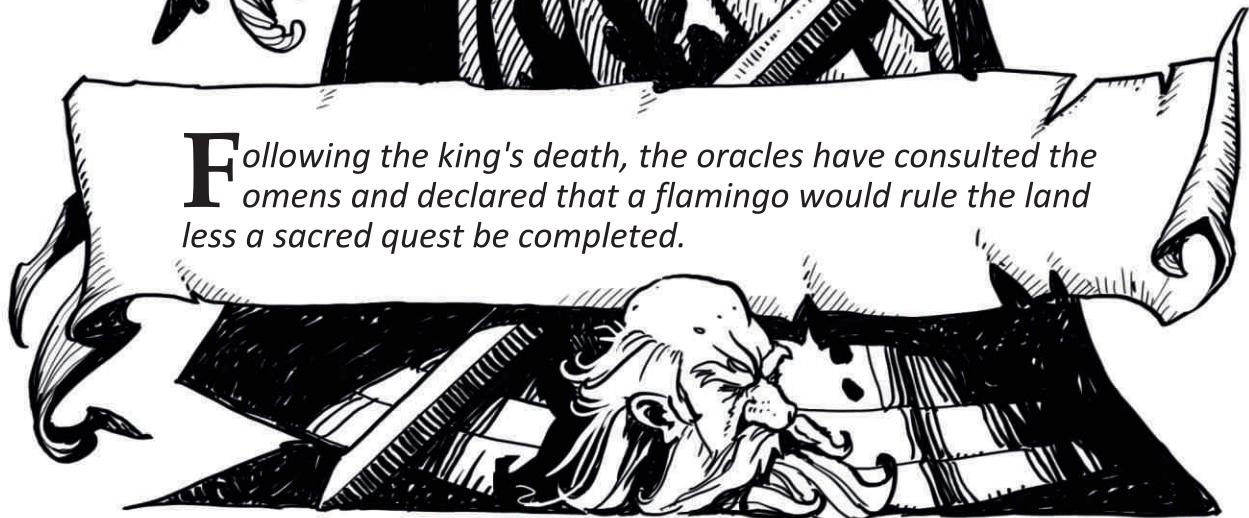# Querimonious Quests
## of Queenly Querulence

by Erick N. Bouchard

Art by Alexey Aparin

An Unofficial
Adventure for

**Four
Against
Darkness**

Following the king's death, the oracles have consulted the omens and declared that a flamingo would rule the land less a sacred quest be completed.

# THE QUEEN'S QUEST

The queen, unwilling to share her throne (not to mention her bed) with waterfowl, sacred though they may be, has given you a random quest to complete within **10+2d6 days** (roll on 4AD's quest table). Reroll peaceful quests, because the queen is in a killing mood.

If you found the right card, but there is no dungeon on it, keep drawing cards until you get a card with a dungeon.

Then shuffle the discarded cards with the rest of your deck.

*You will need 2d6, 2d10 and a counter (preferably flamingo-shaped) to count the passing of the days. If you must, dice could work too. If you actually use a flamingo token to measure the passage of time, this pleases the gods. In their mercy, you get 1d6 additional days to complete your quest.*

Don't like queens and flamingos? Roll 2d10 for substitutes:

| FIRST D10 | | OTHER D10 | |
|---|---|---|---|
| 1 | A wizard and... | 1 | A flying cat |
| 2 | A fairy and... | 2 | A paper doll |
| 3 | An old sage and... | 3 | A magic clock |
| 4 | A baron and.. | 4 | A mechanical owl |
| 5 | A priestess and... | 5 | A unicorn |
| 6 | A knight and... | 6 | An ostrich |
| 7 | A pope and... | 7 | A holy book |
| 8 | A princess and... | 8 | A magic mirror |
| 9 | A troll and... | 9 | A trollop |
| 10 | A shoemaker and... | 10 | A talking tax form |

# MISSION RULES

Generate a random map as you go, one card at a time, using the „Pocket Lands: Kingdom" cards (or b&w sample cards, p.5) and rules* for traveling the wilderness. You must have a Location icon ❶ on your first card: this is the querulent queen's palace. You must return there to fulfill your quest.

* PocketLands_GeomorphCards_Rules.pdf
http://pocketlands.com/downloads

# QUEST TARGET

Roll 1d10 the first time you come upon a given card. Roll 2d10 if your party includes a wilderness class (beastmaster, cleric of a nature deity, druid, moose folk, tree folk, wilderness guide, wood elf). If either d10 matches the card's unique number ❷ (one or two digits), the quest target has been found! When found, the quest target is ALWAYS in the nearest unexplored dungeon (see Locations Table, p.4). For a longer game, you could decide that the Final Boss cannot be met until at least 6 cards are explored.

# RANDOM ENCOUNTERS

Once per day, before stopping for the night, roll 2d6. If either die matches the number atop the terrain card ❸, an encounter occurs. Roll for random area (or "room") content on a table based on the type of the last square you traveled (see Encounters Table, p.4).

# VICTORY CONDITIONS

You must return to your starting point with the quest target.

If you complete the quest in time, get an Epic Reward, a random magic item or lifelong tax exemption. If you fail, things will get... interesting in the kingdom as fields are abandoned for shrimp fishing and the weirdest laws get enacted by your new pink feathered sovereign. Oh, and the angry queen will have you fed to her new flamingo husband, too, out of pure spite.

# LOCATIONS TABLE

Roll **d10** when you enter a Location square for the first time:

| | | |
|---|---|---|
| **1-2** | **Undead Dungeon*** | Digressions of the Devouring Dead or Four Against Darkness, reroll non-undead foes |
| **3-4** | **Chaos Dungeon*** | Caverns of Chaos or Four Against Darkness, reroll undead foes |
| **5-7** | **Classic Dungeon*** | d3: 1 Four Against Darkness, 2 Warlike Woes, 3 Fiendish Foes |
| **8-9** | **Inn** | Rest safely for 1 gp per day |
| **10** | **Town** | Buy supplies, rest safely for 1 gp per day |

\* If you don't want to generate a random dungeon, simply generate d6 random encounters per dungeon. Use a d6 to count them. The last encounter is always a Final Boss.

# ENCOUNTERS TABLE

Always use the Room Content table or the Area Content table from the book you're using.
In Man-Eater!, use the tables for clear terrain.

| Square Type | Recommended Tables | Substitute Tables / Encounters |
|---|---|---|
| **Grassland** | Man-Eater! | Three Rings, Crucible of Classic Critters, Four Against Darkness |
| **Hill** | Fiendish Foes | More Mountainous Mayhem, Warlike Woes, Crucible of Classic Critters, Four Against Darkness |
| **Forest** | Crucible of Classic Critters | Three Rings, Man-Eater!, Four Against Darkness |
| **Mountain** | More Mountainous Mayhem (Crags Area table) | Four Against Darkness, Four Against the Abyss, Digressions of the Devouring Dead, Crucible of Classic Critters |
| **Swamp** | Swamps of the Slithering Snakemen | Digressions of the Devouring Dead, Crucible of Classic Critters, Four Against Darkness |
| **Road** | Warlike Woes | Four Against Darkness, Fiendish Foes, Man-Eater! |
| **River** | Dark Waters (Hideout) | The Courtship of the Flower Demons, Four Against Darkness |
| **Shallow** | Dark Waters | Warlike Woes, Four Against Darkness |

## TIME LIMIT

Ignore the time limit if you wish, or double it, or add 1d6 days for every flamingo-themed item in the room where you're playing.

## FORAGING

The scale of the wilderness books for Four Against Darkness published so far, Crucible of Classic Critters and More Mountainous Mayhem, is the same as a dungeon. It takes a single day to go through a single map as per the rules as written, so no rules for harvesting were provided. At the date of this publication, rules for foraging can be found in Four Against the Netherworld and Fortress of the Warlord. You could also just say the party needs to Rest one day and, to get 1 ration for themselves, characters need to win a level 4 fishing or hunting save, with double the food harvested if they double the save's level, and so on. Appropriate classes from the relevant wilderness environment (barbarians, wood elves, fish folk, bear folk, moose folk, etc.) would add their level. Halflings can also be eaten for 10 food rations each (see Warlike Woes).

## TOWN CONTENT

When a town is encountered, you can generate it randomly using Treacheries of the Troublesome Towns (upcoming) or use the simple settlement rules in either Treasure Hunters of Charlemagne, Four Against the Titans or Four Against Ragnarok.

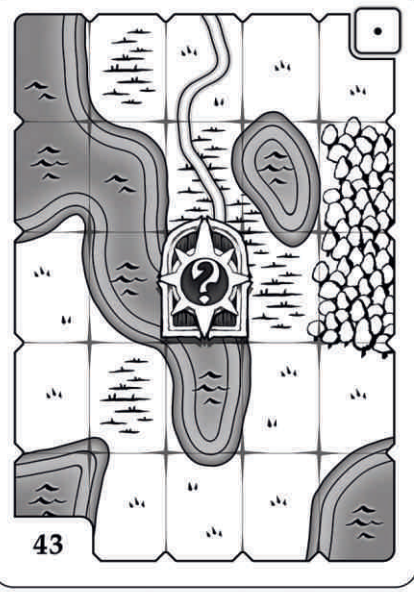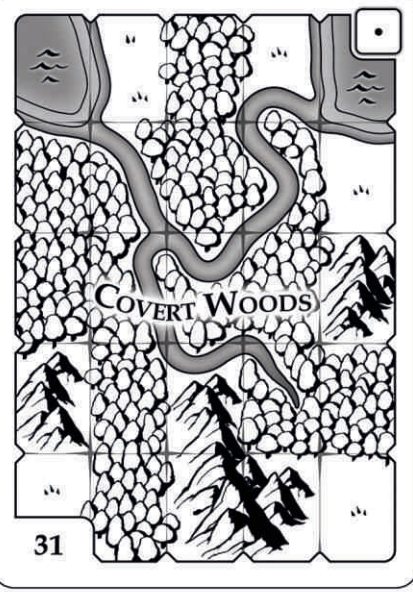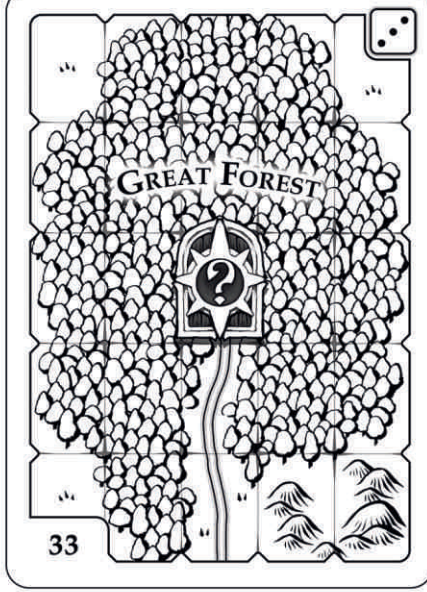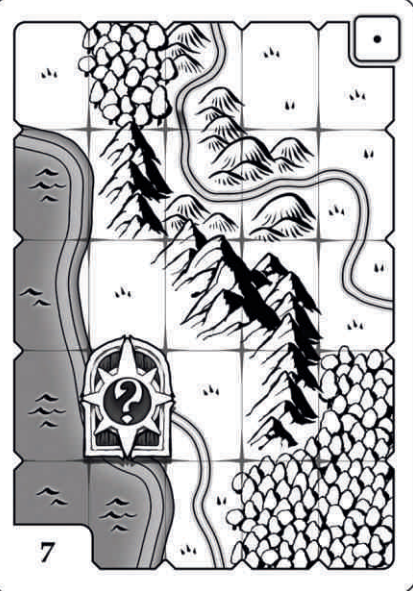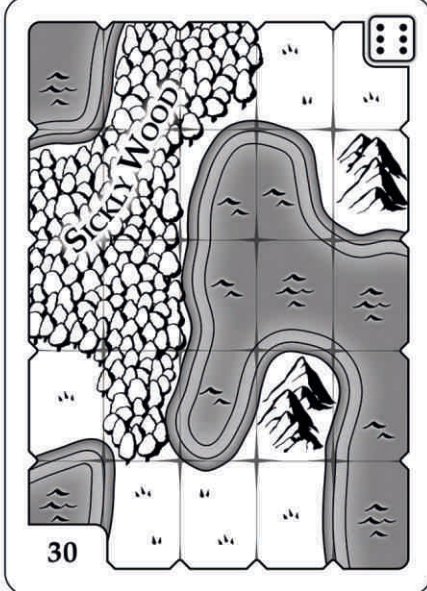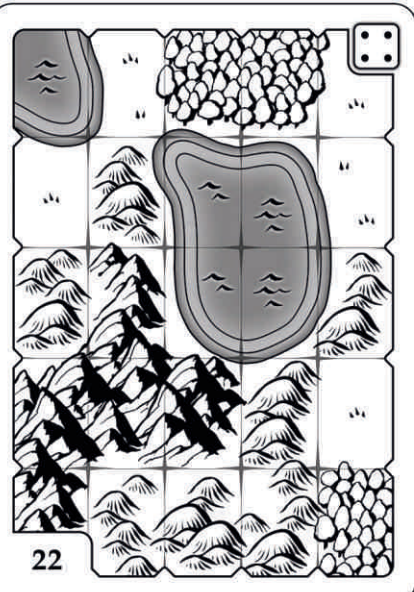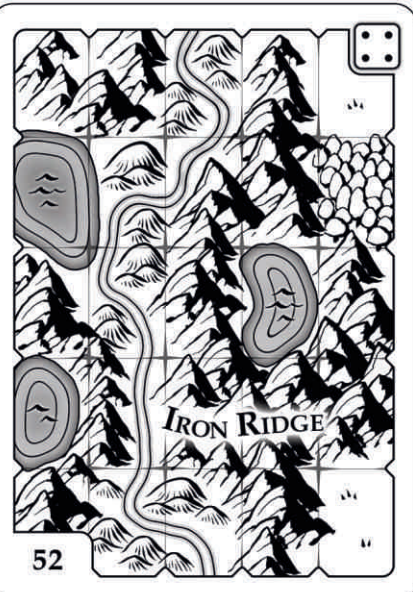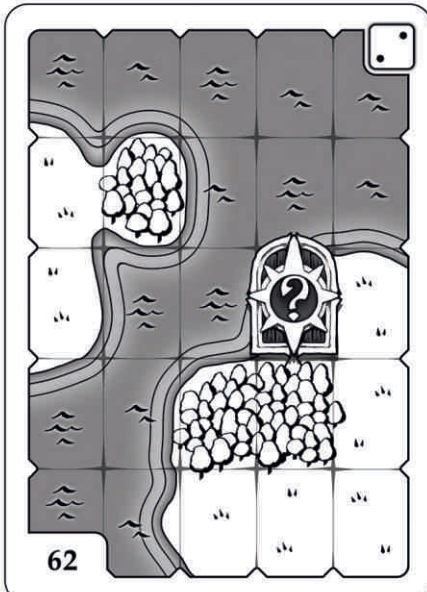## MINIDUNGEONS

You could use the mini dungeons from Greedy Gifts of the Guildmasters or Lairs, Dens & Burrows (LDB), for example, for dungeons which are not your quest target. Feel free to invent new rules, twist and improvise. We're giving you the basics. For example, when you run into a dungeon in a tile that's not a quest target, you could shuffle your books and pick one at random, or pick from LDB, or use only White Titled-books because they're so amazing (though the rest are quite good too)!

## CLUES

Clues you get from the clear terrain table in Man-Eater! or encounters in other books, can be another way to get the location of the dungeon you seek. Spending 3 clues would let you forgo the d10 roll to see where the dungeon is located.

Use this as a map for your adventure or print and cut cards to deal a random landscape.
More cards are available at PocketLands.com.



IRON RIDGE

SICKLY WOOD

GREAT FOREST

COVERT WOODS

62

52

22

30

7

20

33

31

43

# POCKET LANDS:
## GEOMORPH CARDS

**HIGH SEAS**

**KINGDOM**

POCKET LANDS:
GEOMORPH CARDS

PocketLands.com

Y ou never know where your party is going to travel next. Whether you're preparing for a campaign or mapping the adventure as it unfolds, geomorph cards help you create attractive maps in no time. Make a Never-Ending game world map! Be open, be creative, and be spontaneous, for your character and as a group!

## EACH SET FEATURES:

- **68** highly detailed minimap cards
- Standard poker size
- 5 x 5 grid with iconic terrain
- The maps work cohesively with each other