



A Dungeon supplement for the use of The Deep Mines (v.1)

Use of this supplement requires both The Deep Mines and Four Against Darkness, both written by Jonnie Lawman and Andrea Sfiligoi. The Deep Mines may be downloaded from here: <https://boardgamegeek.com/filepage/144899/deep-mines-supplement-4ad>

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Deep Mines Room Contents Table

	<< If a Corridor	Roll D66 for room. Then roll 2D6 on Room Contents Table.	If a Room >>	
	Roll D6	2	(Locked*)	

	Treasure Table		Roll D6 Treasure Table	
If survive, roll D6 Treasure Table	Roll D6 Traps Table	3	Roll D6 Traps Table	If survive, roll D6 Treasure Table
Can Search	Empty	4	Roll D6 Special EventsTable.	
Can Search	Empty. Roll D6 Special Features Table	5	Empty. Roll D6 Special Features Table	Can Search
If win, roll D6 Treasure Table	Roll D6 Vermin Table	6	Roll D6 Vermin Table	If win, roll D6 Treasure Table
If win, roll D6 Treasure Table	Roll D6 Minions Table	7	Roll D6 Minions Table	If win, roll D6 Treasure Table
Can Search	Empty	8	Roll D6 Minions Table	If win, roll D6 Treasure Table
Can Search	(*Locked) Empty	9	(*Locked) Empty	Can Search
Can Search	Empty	10	Roll D6 Weird Monster Table	If win, roll D6 for <u>leveling up</u> + D6 Treasure Table
If win, roll D6 for <u>leveling up</u> + D6 Treasure Table	Roll D6 Boss Table	11	Roll D6 Boss Table	If win, roll D6 for <u>leveling up</u> + D6 Treasure Table
Can Search	Empty	12	Lair of Beholding** (Boss Table)	If win, roll D6 for <u>leveling up</u> + D6 Treasure Table

*This door is locked. A rogue may lockpick it (it's a level 3 lock). If there is no rogue, or if he fails, the door can be bashed (see page 60 in the Four Against Darkness book), in which case the door is treated as level 5. Remember that this might attract wandering monsters.

**The final boss is always beheld as the Evil Orb.

Traps Table (D6)
1. Falling Ceiling: Party must save vs a Level 4 falling ceiling or suffer 1 point of damage.
2. Mud Hole: Each character must make a Level 4 save against a deep sticky mud hole or suffer a -1 Defense roll on the first round of their next encounter. What is more, characters affected may not flee from the next battle. Fireball may be cast on the Mud Hole the character is stuck in against a Level 4 roll (adding level if caster is a Wizard or Elf), if successful, these setbacks are negated, as the mud has dried up, if fail, these effects are still negated, but the hero stuck in the mud suffers 1 burn damage (2 damage if roll was a 1).
3. Silent Alarm: A silent alarm is triggered. Roll on the Minions table. These monsters will appear as wondering monsters.
4. Bear Trap: Bear Trap level 4 hitting the hero leading the marching order.
5. Trapped by an Alchemist: One random character triggers an explosive laid by a mad Alchemist. They must make a Fire save and consult the Table:
1- Suffer 2 points of damage, and all other heroes must roll to save themselves from being caught in the blast. On a roll 1-3, that party member suffers 1 damage*. 4-6, they escape the blast radius. 2- Suffer 2 points of damage. 3-4- Suffer 1 damage.

5-6- clear the blast radius and suffer no damage.

*Unless a Rogue attempted to disarm the trap, and failed, a Rogue may add his or her L when attempting to outrun the blast radius.

6. Remnants of an Illusionist's spell: In the recent past, Marcus, an Illusionist adventurer, was here and cast an illusion spell on this room to help aid in his escape from Wandering Monsters who were pursuing him. On a roll of D6, that many rooms/corridors have been affected by this spell. In the next D6 rooms/corridors the party enter, before rolling the contents table, the party must first make a Wandering Monster's check on a D6 where 1-2* count as the Wandering Monsters who were chasing Marcus. Players must resolve this combat, first, before rolling the contents for that area. After the battle, roll contents as normal.

*1-3, or greater, for the number of Rings of Power the party have.

Treasure Table (D6)
0 or less , no treasure found.
1 Minor Dwarven toy worth D6 gp back in the market.
2 You have found an Elven weapon of lesser make. Roll D6: 1-2: light hand weapon (slash) 3-4: hand weapon (slashing) 5: Bow 6: Bow with 2D6 arrows* Each can be sold back at the market for 2D6 gp. * Each arrow sold gives an addition 1 gp of value.
3 May find 1 scroll with a random spell on it or 1 two handed Dwarven War Axe worth 6D6 gp.
4 Roll D6: 1-3: You have found 2D6 x 5 of Elven Gold Pieces 4-6: You have found fine Elven robes worth 2D6 x 5 gp's (robes have no weight value).
5 Roll D6: 1-3: You have found 3D6 x 10 Dwarven Gold Pieces 4-6: You have found the lost golden ring to a Dwarf Lord worth 3D6 x 10 gp's of value*. This ring is not magical. * Treat the ring as a weight of 5gps.
6 or better roll on Magic Treasure Table.

Random Spell Table (D6)

1. Floating Disc: This spell creates a horizontal platform the size of a small shield. It can carry up to 200 gp worth of weight on it (or extra weapons). It cannot be created if monsters are present. The disk always floats by the caster's waist and automatically follows within six feet. It can never be used to block an attack. Disc can only remain corporal for 1 hour's time (i.e. 6 rooms/corridors after being cast). When the duration ends, the floating disc disappears, suddenly dropping anything upon it. If carrying more than 100 gp worth of weight, roll a wandering monster check at -1, as the loud crash of gold clanging to the ground will most likely reach the ears of lurking Wandering Monsters and other persons of greed. Disk will also dissipate the moment caster is killed, also requiring the above Wandering Monster roll.

2. Ventriloquism: When a Wandering Monster appears, before they attack, caster may cast Ventriloquism against the level of the creature (adding level if cast by a magic user) if a success is rolled, the band of Wandering Monsters are fooled by the trick and look for the party in the opposite direction.

3. Shocking Grasp: If hit, will kill 3 Vermin, 2 Minions, or 1 life point off of a Boss Monster.

4. Web: If casting is successful, D6 (+ L if Elf or Wizard) monsters are caught in sticky web and must spend their next attack freeing themselves. If a 6 was rolled on the D6, when it comes time for the monsters to make a moral check, they will make that moral at a minus 1, as some of them have gotten re-stuck into the web when they tried to flee.

5. Infravision: For the duration of 1 hour + the hero's level (6 rooms/corridors x L), the hero can see in the dark without the use of a lantern. If hero is not a magic user (Wizard, Cleric, or Elf), this will only last for 1 hour. When underground, Elves and Dwarves may add an additional 30 minutes to this duration (3 extra rooms/corridors) to account for having exceptional eyesight in such a location.

6. Polymorph Self: This spell gives the caster the physical form of any creature the same, or less, level than his or her own. Polymorph does not change the caster's life points. Benefits gained only lasts for 1 encounter/combat. Caster may only polymorph self into a character/creature they currently can see*. If polymorphed into a monster, that monster will still treat you as an enemy, however, you will temporarily gain the abilities of that monster; however, the caster may never copy the number of attacks a monster has. Caster can also polymorph into the class of another party member. If so, this hero gains any class abilities that hero's class normally grants. Therefore, Polymorph can be cast on the caster to turn him or herself into a Rogue for the purpose of disarming a trap, however, any items required to do the feat, such as a lockpicking kit to open the door, must be already possessed by the caster**. Narratively, the caster can not look identical to another character. He or she will still have a face that very much resembles their own.

*If the caster has encountered a monster more than 10 times, however, they can polymorph themselves into that previously encountered monster.

** If cast into the form of another spell caster, the caster will not get any additional spells. For example, if polymorphed into a cleric, the caster does not gain 3 Blessings or Healing spells, but they can add L to attack undead.

Magic Treasure Table (D6)

1. Ring of Powerful: *Three Rings to Rule them all.* Roll a D6 to determine which Ring of Power you have found (each ring may only be found once, a reroll is needed if rolled twice):

1-2 Leveling: The bearer of this ring no longer applies a minus 1 to rolls when leveling up after fighting 10 minions.

3-4 Escaping: If the bearer of this ring is in the front of the marching order, any effects that apply to this player may be negated to another player of choice.

5-6 Power: Whenever the bearer of this ring rolls a natural 1, they may count it as an ordinary 1 instead of an automatic fail.

Each Ring of Power is haughtily sought by the enemy, therefore, whenever rolling a Wandering Monster, always count an extra number as equaling a Wandering Monster. This would mean that both rolling both a 1 and 2 would trigger a Wandering Monster table roll. Such is the cost of great power.

2. The Helm of Mythrole: This ancient Dwarven helm hails from an ancient legend that every Dwarf in your party knows, and will laboriously tell it once found. Only Dwarves can wear this helm, if they do, this helm will grant a +1 to their defense rolls against Boss Monsters and Weird Monsters. This is in addition to any bonus granted by shields, armor, or anything else granting a defense bonus. Surely, many an epic battle is in that Dwarf's future...

3. Gnome Alchemist Satchel: Inside the party will find D6 gp and 1 Potion.

Potion: Roll D6:

1-3, the potion is a Potion of Speed: gain double attack rolls for 1 round,

4-6, the potion is a potion of Might: adds +2 to attack rolls for 1 round.

4. Bruggo's Missing Rope: How Bruggo "acquired" and then lost this rope of fine make is a story told for another time, what is important to know is that this rope always allows its user a +1 to any saves when this rope is in use.

5. Cape of Illusion: The magical properties of this cape can only be used **3 times**. When worn, the effects of being paralyzed, hypnotized, or mind controlled are negated.

6. Halfling Short Sword of Elven Make: Sword glows when in the presence of goblins, orcs, hobgoblins, or spiders, allowing the the bearer to add a +1 to attacks against these creatures. May only be used by Halflings.

Hidden Treasure Complication Table (D6)

1-2 An **Alarm** goes off attracting wandering monsters. Roll Wandering Monsters table.

3-5 A Poison Trap is triggered. The value of the trap is the same as the number rolled on table (3-5). If you have a Rogue, he may try to disarm the trap. If he fails the trap hits him or her. If no Rogue, then the trap targets a random character. If the save fails, in incurs one health, if a 1 is rolled, then two life are taken.

6 A Bugged Bear(D3 +1) protects this treasure. If party has a Barbarian, he or she may try to challenge the the annoyed hibernator to a stare down, rolling its level, if the Barbarian succeeds, the Bear is no longer bugged and either falls back asleep or just wanders off, if not, or if the party has no Barbarian, all members receive one damage.

Wandering Monster Table (D6)
1. Roll on the Vermin Table
2. Roll on the Minions Table
3-4. Roll on the Minions Table. Add +1 to how many are encountered.
5. Roll Weird Monster Table
6. Roll Boss Monster Table. Reroll on a 6. An Eye Orb cannot be encountered as a Wandering Monster.