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The Deep Mines

A Four Against Darkness Supplement

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Additional Tables to add to your Four Against Darkness core rulebook by Ganesha Games. This supplement doesn't change any of the rules of the game, it merely adds a different flavor to the randomness of your dungeons. ENJOY!

The Deep Mines

Hello and thanks for taking the time to look at my supplement for the wonderful game that is Four Against Darkness. It took me some time to get put together, but I did enjoy it immensely.

That being said if you see anything in here that needs change, added to or you have ideas for more stuff feel free to get a hold of me. My email address is jonnielawman@gmail.com.

There isn't much to explain about this supplement. I will note that this supplement merely replaces the Vermin, Minion, Boss, Weird Monster, Special Events, Special Features, Quests and Epic Rewards tables in the Four Against Darkness core rules book. You are still going to have to have the core rule book to play the game.

I have not tested this supplement, so it could be easy or really hard...feedback would be appreciated.

I have added a few new effects, hopefully they make sense, but if not let me know.

I am pretty sure everything in here is compatible with everything Ganesha Games has produced so far. For that I

will thank them for this game and thank you for playing it.

Well enjoy. I am planning on doing something with town, in the future, to make it more adventuresome, we will see.

Dale.

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Vermin Table (d6)

1	3d6 Spider Swarm. Level 1. No treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to mild poisoning. Reaction (d6): 1-3 flee, 4-6 fight.
2	3d6 UMBERLING HATCHLINGS. Level 1. Treasure -1. Morale -1. Reaction (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
3	D6 Large Scorpions. Level 3. No treasure. Any character wounded must save vs Level 2 poison or suffer 1 additional life. Reaction (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
4	D6 Fire Beetles. Level 4. No treasure. If any fire beetles are killed during the encounter their corpses may be harvested for the shining orb located on their antenna. These orbs shine as bright as a lantern without the drawback of being extinguishable. Reaction (d6): 1 flee, 2-4 fight, 5-6 fight to the death.
5	2d6 Giant Rats. Level 3. Treasure normal. Characters damaged by the Giant Rats must save vs. level 2 disease or suffer another 1 point of damage. Halflings add their level to save. Reaction (d6): 1-2 flee, 3-6 fight.
6	2d6 Wretched Survivors. Level 3. Treasure none. Reaction (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight.

Vermin are a sub-class of minions. Defeating them gives no XP roll.

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Minion Table (d6)

1	D6+2 Ghoulings. Level 3 Undead. No treasure. Slashing weapons add +1 to attack rolls. Reaction (d6): fight to the death
2	D6 Deep Gnomes. Level 4. Treasure normal. Reaction (d6): 1 flee, 2-4 bribe (15 gp per gnome), 5-6 fight
3	D3 Dark Dwarf Shield Wall. Level 5. Treasure normal. All characters suffer -2 to Attack Roll while 2 or more Dark Dwarf Shield Wall members are alive. Reaction (d6): 1 bribe (all the parties gold and gems), 2-3 fight, 4-6 fight to the death
4	D6+3 Dark Elf Warriors. Level 3. Treasure -1. When encounter Dark Elf Warriors get to fire off a volley of hand crossbow bolts if the party chooses to attack instead of waiting for reaction. The Defense roll on this is at a +1 due to the small size of the hand crossbow bolts. Reaction (d6): 1 flee, 2-3 bride (10 gp per elf), 4-6 fight.
5	2d6 Dark Dwarf Lunatics. Level 3. Treasure -1. The party, on the first turn suffers a -1 to Defense roll. Reaction (d6): 1-3 flee, 4-6 fight to the death.
6	D6+1 Cave Apes. Level 4. Treasure -2. Cave apes are afraid of magic. Each time magic is used against them check morale. When below 50% of apes remaining morale check is at a -2. Reaction (d6): 1-2 flee, 3-5 fight, 6 fight to death

Keep a tally of how many minion encounters you have. Surviving 10 encounters with minions gives you one (1) XP roll at a -1.

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Boss Table (d6)

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| 1 | <p>Cave Bear. Level 5. Life 5. Treasure -1. 2 Attacks. On a failed DEF roll the character suffers 1 additional damage. The character is entrapped and unable to act by a bear hug. Cave Bear will continue to hug the character, causing 1 damaged every round until hit. The cave bear will then release its bear hug.</p> <p>Reaction (d6): 1 flee, 2-5 fight, 6 fight to the death.</p> |
| 2 | <p>Umbering Hulk. Level 6. Life 5. Treasure normal. Before the first combat roll each character must save vs a Level 4 Confusion or be confused by the Hulk's gaze. Confused characters will (roll a d6): 1-2 take no actions until Hulk is killed, 3-5 Wander to an adjacent explored room or 6 Attack their former party.</p> <p>Reaction (d6): 1 flee if outnumbered, 2 fight, 3-6 fight to the death.</p> |
| 3 | <p>Ghoul. Undead, Level 5. Life 4. 2 Attacks. Treasure normal.</p> <p>Any character hit by a Ghoul must save vs Level 4 Paralysis. If failed save the character is paralyzed until a Blessing is cast on them or the Ghoul is killed.</p> <p>Reaction (d6): 1 flee, if a cleric is in the group, 2-6 fight to the death.</p> |
| 4 | <p>Dark Elf Bladeslinger. Level 4. Life 4. 3 Attacks. Treasure +1. All characters suffer -1 on their Defense roll.</p> <p>Reaction (d6): 1 flee, 2 bribe (100 gp), 3 Quest, 4-6 fight.</p> |
| 5 | <p>Deep Gnome Illusionist. Level 4. Life 4. 2 Treasure rolls. On each turn of the Deep Gnome Illusionist roll a d6 before attacking to determine which spell is cast. 1-3 Hallucination (characters must save vs Level 4 Hallucination or suffer -1 to Attack and Defense rolls until the Deep Gnome Illusionist is killed or flees) 4-5 Displacement (characters must save vs Level 3 displacement or suffer a -2 on their next attack roll), 6 Terror (a random character must save vs Level 6 Terror, adding ½ their level to save or flee the room in terror, they flee to an explored room.)</p> <p>Reaction (d6): 1-2 quest, 3 bribe (20gp per character), 4-6 fight.</p> |
| 6 | <p>Eyed Orb. Level 6. Life 5. 2 Attacks. 2 Treasure rolls at +1. On each turn of the Eyed Orb, roll a d6, on a 1 or 2 the Eyed Orb uses one of the following eyestalk effect: 1 Death Ray (2 random characters roll save vs Level 6 Death Ray or suffer 2 damage, characters add ½ level to save roll), 2-4 Slow Ray (1 random character must save vs Level 4 Slow, if failed a character can only act once every other round.) 5-6 Sleep Ray (all characters must save vs level 3 Sleep or they fall asleep as per the Spell, characters add ½ level to save roll.)</p> <p>The Eyed orb cannot be a random Boss monster, same rules as for the Small Dragon from the Core rulebook.</p> <p>Reaction (d6): 1 floats past the party +2 to attack if party decides to attack, 2 bribe (all the parties gear, gold, gems, etc.), 3-5 fight, 6 quest.</p> |

Defeating a boss gives one (1) XP roll.

Weird Monster (d6)

- 1 Gibbering Miner.** Level 5. Life 6. 2 Attacks. Treasure +1. The first attack of the Gibbering Miner results in a -2 to Defense roll. Any character damaged by the Gibbering Miner, must save vs level 2 tetanus or suffer tightening of the libs which results in actions being taken every other round by the afflicted character. This is cured by a Blessing spell.

Reaction (d6): 1 flee, 2 bribe (will take any item), 3 gives the party 2d6 gold, 4 quest, 5 fight to the death or 6 commits suicide, party must save vs a Level 4 falling ceiling or suffer 1 point of damage.

- 2 Lumbering Fungi-noid.** Level 3. Life 8. 3 Attacks. Treasure normal.

Reaction (d6): 1 flee, 2-5 fight, 6 fight to the death.

- 3 Horror-ed Hook.** Level 5. Life 4. 2 Attacks. Treasure normal. Just prior to the party attack the Horror-ed Hook emits a keening screech, the first Defense roll against a Horror-ed Hook is at a -1.

Reaction (d6): always fights (you are FOOD).

- 4 Inhabited Earth.** Level 4. Life 4. 2 Attacks. No treasure. If attacked, prior to the party rolling for attack the Inhabited Earth flings globs of mud at the party. Each character must save vs Level 4 sticky mud or suffer a -1 to their Defense rolls. Due to the stickiness of the mud the party cannot flee this encounter unless they case a Fireball spell which dries the mud out.

Reaction (d6): 1-2 quest, 3 flee, 4-6 fight.

- 5 Dead Ringer. *Special*.** When the Dead Ringer is encounter it will look exactly like a random party member. The group cannot tell the difference. The Dead Ringer will have the exact stats of the character it is mimicking. The party can attack the suspected Dead Ringer (this plays out as a normal encounter, except using the stats of the character in question), they may let the 2 mirror image characters fight it out (roll a d6 that is how many rounds it takes for one character to kill the other) or the party may leave both characters behind to fend for themselves.

Since the player does not know if they ended up with a Dead Ringer, every **other** encounter with a Boss or Weird Monster, the player rolls a d6, on a roll of 1 the character is exposed as a Dead Ringer. If exposed as a Dead Ringer, it flees. If the party makes it out of the dungeon the character, in question, is the actual character and this effect ends.

Reaction (d6): You most likely were fooled!

- 6 Flayer of the Mind.** Level 5. Life 3. Treasure +1. Flayer of the mind does not engage in melee attacks against the group, instead it tries to turn party members against each other. Every round the Flayer of the Mind acts each character must save vs Level 5 Mind control, if failed the player joins the Flayer of the Mind and fights the party, they function exactly like a boss monster in game terms. The Flayer of the Mind will only control up to 2 party members at a time. Party members that are Mind Controlled recover if a Blessing is cast on them or the Flayer of the Mind is killed or flees.

Reaction (d6): 1 flee, 2-3 bribe (one party member), 4-6 fight

Weird monsters are equivalent to bosses. Defeating a weird monster gives one (1) XP roll.

Special Events (d6)

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| 1 | Trap. Roll on the Traps table from the Four Against Darkness core rule book. |
| 2 | Howling Gust. A wind rips thru the corridor/room. This wind blows the lantern out. Roll a d6. It takes this many turns to re-light the lantern. For each turn roll a d6, on a roll of 1, a Wandering Monster stumbles into the group. |
| 3 | Lost! Somehow the party got turned around and is lost. Roll a d6. The number rolled is the number of already explored rooms, in a random direction away from the entrance, that you end up in. Roll a second d6 on a roll of 1 the party encounters a Wandering Monster. |
| 4 | Wandering Party. The group encounters another group of explorers. This group on a roll of a d6 does the following:

1 – Buys the parties excess gear like a merchant in town
2 – Allow their cleric to heal or bless any member of your party, up to three (3) times.
3 – Show the group a secret door to a room which is an exit out of the dungeon.
4 – Agrees to guard the party, so the party can rest, BUT
roll a d6 1-4 They do what they said all is good
5-6 You awaken to find all your gold is gone!!
5 – 6 They pass the time of day with you and then leave. |
| 5 | Collapse! The far end of the corridor/room collapses as the party enters the area. The party can spend d6 rounds removing the rubble, for each round taken roll a d6 on a 1 the party is surprised by a wandering monster attracted by the noise, or you can ignore the collapsed ceiling and go about exploring other rooms. |
| 6 | Earthquake!!!! A violent underground earthquake rocks the dungeon. Roll a d6: 1-3 each party member save vs Level 3 shake or suffer 1 point of damage from being slammed around, 4 a secret door is revealed, 5 a Treasure is uncovered (roll on the Treasure chart) or 6 a group of Vermin coming tumbling into the area (roll on the Vermin table). |

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Special Features (d6)

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| 1 | Deep Chasm. A deep crevice runs across the room/corridor. This chasm blocks the far area of the dungeon room/corridor. In order for this chasm to be negotiated each character may jump vs a Level 6 Chasm, if the character/party has a rope it is a climb vs a Level 2 Chasm. Failure on either results in death, by falling down an unfathomably deep hole. |
| 2 | Underground Water. A pool of water is located in the room or corridor. The party can choose to drink from it or not. If they drink from it roll a d6. On a 1 to 4 the water is clean, restoring 1 life, on a 5-6 it is poisonous resulting in the loss of 1 life. |
| 3 | Laboratory. A room full of beakers, tubes and flames greets the party. If the party sends a round looking through the furnishings roll a d6: 1-2 they find d3 potions of SPEED (when used get double attack rolls for one combat round), 3-5 they burn themselves (suffer 1 point of damage to random character), 6 the lab blows up save vs Level 5 Fireball or suffer d6 damage, save for half damage. |
| 4 | Barracks. A room full of beds and other furnishings. The party can rest here, once, and regain d3 Life. The party can loot the area. Roll d6 on the Treasure table -2. If used to rest roll a d6, on a 1 a wandering monster has stumbled into the Barracks, but you surprise it instead of it surprising you. The party goes first. |
| 5 | Smithy. The party has stumbled upon a smithy used to produce equipment for the now defunct mine. The party may spend d6 round to produce any metal weapon. For every round spent, roll a d6, on a 1 a wandering monster is encountered. |
| 6 | Chapel. The party has discovered an ancient chapel. Roll a d6, 1-3 Good Deity, 4-5 Evil Deity or 6 Inactive. If a Good Deity, this is a sheltered place where the party may rest and recover their wounds. If an Evil Deity, this is an unholy sanctum, roll on the Weird Monster chart. An inactive Chapel has no effect |

Quest Table (d6)

- 1 **Can you find it?** The party is tasked with finding a MacGuffin for the quest giver. Roll a d3 + 2, this is the number of clues the party must find to complete this quest. Once all clues are collected the party must return to the room the quest was given in.
- 2 **Get me outta here.** To complete this quest the party must escort the quest giver to the entrance of the Dungeon. For every room/corridor the party passes through roll a d6, adding the number of corridors already cleared to the roll. On a 5+ the party encounters the quest givers "friends" (they are the same as the quest giver). They miss their "friend". This is always a fight encounter. The quest giver will not fight.
- 3 **They took it!** Roll on the Boss table. That boss took something from the quest giver. Whenever a Minion, Boss or Weird Monster encounter occurs roll a d6, on a 4+ it is instead the Boss monster rolled for earlier. This Boss monster may be bribed (if allowed) x3 to give up the item or it may be fought. Either way the item is collected from the Boss at the end of the encounter, if successful. The party must return the item to the room where the quest was given.
- 4 **I don't want them here.** Roll on the Minion table. The quest giver wants the party to clear those Minions from the dungeon. Roll a d3 +3. That is the number of minion encounters the party must overcome to complete this quest. Each Monster encounter, after this quest is given, involves these minions until that quest number is met. Once complete, Minions of this type are no longer encountered in this dungeon. To complete the quest return to the room where the quest was given.
- 5 **Pest Control.** The quest giver is appalled by the number of Vermin in its lair. The party is tasked with killing a d6 +6 encounters worth of vermin from the dungeon. When a monster encounter is roll, except for Vermin, roll a d6. On a 4+ the encounter is instead a Vermin encounter. Once the party completes the quest, the quest giver shows up, thanks the party and then shoos them out of the dungeon. The party must leave the dungeon, but hey they get a reward.
- 6 **Make'em Dance.** The quest giver wants to determine who the better adventuring party is, so they want you to have a battle royal with an opposing NPC party. If the party agrees, an encounter with an adventuring party happens.
 NPC Adventuring Party - Level 6, Life 6. 2 actions, selected by rolling a d6, 1 - Fireball, 2 or 3 - Attack, 4 or 5 - Heal 1 life, 6 - Lightning Bolt.
 The party can refuse the quest and instead just fight the quest giver, but the quest giver goes first and for the 1st round the party suffers a -2 to their defense rolls.

When a quest is completed, roll on the Epic Rewards table.

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Epic Rewards (d6)

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| 1 | Quick Weapon. This weapon is enchanted to allow for 2 attack rolls when equipped (2 nd attack roll is at a -1). Roll a d6 to determine the type of weapon: 1 Light Slashing Hand Weapon, 2 Light Crushing Hand weapon, 3 Slashing Hand Weapon, 4 Crushing Hand Weapon, 5 2 handed Slashing Weapon or 6 2 handed Crushing Weapon. |
| 2 | Armored Armor. This armor is enchanted to add additional protection to the wearer. The armor adds a +1 to Defense Roll on top of the armor's normal defense roll. Roll a d6: 1-2 Light Armor, 3-4 Heavy Armor, 5 Shield or 6 Clothing. |
| 3 | Rod of Power. This rod is enchanted to add a +2 to spell rolls. The Rod has d6 charges. One charge is expended each time this item is used. When empty the spell caster may expend d3 spells to recharge the rod to full charges. |
| 4 | Never-ending Potion. The never-ending potion is a guessing game each time it is used. It may be used by 1 party member, once per adventure. When used roll a d6: 1 – Potion of Speed (gain double attack rolls for 1 round), 2-4 – Potion of Healing, 5 – Plain old water (no effect), or 6 – Potion of Might (adds +2 to attack rolls for 1 round). After each use roll a d6, on a roll of 1, the potion is empty. |
| 5 | Covert Cloak. The wearer of this cloak cannot be target by enemies. After each encounter this item is involved in roll a d6, on a roll of a 1 the item loses its magic properties and falls to pieces. |
| 6 | Flying Ring. This ranged weapon looks like a sharpened flat ring. When used as a ranged attack add +2 to the attack roll. This ring will return to the owner and may then be used as a Light Slashing Hand Weapon, with a +2 to attack rolls. |

Each epic reward can happen only once per campaign. Mark the reward when it is rolled. If it is rolled again, re-roll until a different reward is selected.