

Challenging Opponents for
Four Against Darkness, Levels 3 to 5

Fiendish Foes



By Victor Jarmusz

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A micro-supplement for *Four Against Darkness*

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Introduction

With the success of your party, word spreads throughout the lands of the riches to be made in the many hidden dungeons and lairs. You soon discover that others now explore the dungeons for magic items and wealth; from the militaristic hobgoblin clans to the greedy lords of chaos. But amongst the usual collection of scavengers and oddities, you also hear rumors that powerful reptilians make sport by preying upon those who dare enter these dungeons.

What Next?

You may find that, as your party gains experience, it becomes too easy defeating standard monsters.

If all characters have reached at least level 3 after exiting their last dungeon, you can start using the new tables presented here.

This can be done earlier if you wish, but it will be deadly for lower level characters.

When you are ready to start your next dungeon, simply replace the following standard tables from *Four Against Darkness* with their *Fiendish Foes* equivalent: the Vermin Table, Minions Table, Boss Table, Weird Monsters Table, Treasure Table

and Magic Items Table. All other tables remain the same.

Resting

Once per adventure, the party may rest in a room that has been cleared of monsters. Any adjacent rooms or corridors must also have been explored and cleared.

The room must have doors which can be nailed shut. It takes one bag of nails for each door. These can be bought between adventures for 4 gold pieces a bag. Each bag is a one use item, and you may purchase as many bags as desired (you are still limited to use the resting rules once per adventure).

When resting, each character can recover one life point and one spent wizard spell or cleric power.

However, you must make one wandering monster roll when resting. Monsters will appear behind a random door. Roll for the type of monster met.

If you have nailed the door shut, they will try to open it, which will alert the party. You can get the first attack. Even if the monster has a natural ability to get surprise, assume it fails that roll. If you did not nail the door shut, the wandering monsters attack first.

Fiendish Foes

Wandering monsters do not cancel the rest. Healing and spell recovery still occurs.

Bosses with Minions or Vermin

You can end up with a boss and minion or vermin in the same room. If this happens, you must split the party. Choose which characters fight each enemy, playing the fights simultaneously, one round at a time. As soon as one enemy is killed, the freed up character/s join the others. The enemy can do the same. The two enemy groups test their own morale separately, if applicable. So it may happen that some of your characters free up because their enemies flee, and they can join the others. Joining a fight in the same room does NOT require an action – just perform your attack roll. The movement is supposed to take place with the attack.

Gain 2 XP rolls for this type of encounter. Do not perform treasure rolls for these minions or vermin.

Gaining Experience

XP rules remain the same as in standard *Four Against Darkness* games, except that vermin are more deadly. Add the number of vermin encounters from *Fiendish Foes* to minion encounters, and make an XP roll once the total of both is 10.



Fiendish Foes

Fiendish Foes Vermin table (d6)

- 1 3d6+3 Spiders** Level 3, treasure -1 (caught in webs). Due to the webs, the party may not withdraw from this fight unless they cast a fireball spell during the fight which, in addition to its normal damage effect, burns the webs. Any characters taking a wound must save vs level 3 poison at the end of the fight, or lose another life. Crushing weapons attack Spiders with a +1 bonus.

Reaction: always fight

- 2 2d6+2 Stirges**, level 4, no treasure. A character wounded by a stirge will automatically lose 1 life every turn (when you are defending against them) until all the stirges are defeated. This simulates these swarming creatures inserting their proboscis and draining blood.

Reaction: always fight

- 3 d6+4 Giant snakes**. Level 5, normal treasure. Every time a character is wounded, they must save vs level 4 poison or lose 1 additional life.

Reactions (d6): 1-2 peaceful, 3-6 fight.

- 4 d6+4 Giant toads**. Level 5, no treasure. When a toad is killed, putrid boils on their skin burst. The character killing it must save vs level 3 poison or lose 1 life, unless a ranged weapon or spell was used.

Reactions (d6): 1-3 peaceful, 4-6 fight.

- 5 2d3+4 Armored skeletons**. Level 5 undead, treasure -1. Due to their armor, crushing weapons do not get any bonus. Arrows are at -1.

Reaction: always fight to the death

- 6 2d3+1 Goatmen**. Level 6, normal treasure, morale +2. Goatmen fanatically charge into battle. Treat them as level 8 in the first round of combat (either if you are attacking or defending).

Reactions (d6): 1 bribe (30 gp each), 2-5 fight, 6 fight to the death.



Fiendish Foes

Fiendish Foes Minions table (d6)

- 1 d6+6 Orc looters.** Level 5, 3 treasure rolls -1. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1.

Reactions (d6): 1 bribe (40 gp each), 2 fight, 3-6 fight to the death

- 2 d3+4 Cockatrices.** Level 5, normal treasure. Every time a character is wounded by a cockatrice, they must save vs level 2 petrification or be turned to stone. A bless spell can reverse the effects.

Reaction: fight to the death.

- 3 d6+3 Possessed dwarves.** Level 5 undead, normal treasure. These scythe-wielding, demon possessed dwarves are hard to kill. If killed, roll a d6, on a 3 or more, the dwarf will attack again on its next turn. After this, it stays dead.

Reactions (d6): 1-2 bribe (30gp each), 3-5 fight, 6 fight to the death

- 4 2d3+4 Gnolls.** Level 6, normal treasure, morale +1. Gnolls (or hyena-men) fighting against a wounded character will become frenzied. In this case, treat them as one level higher (level 7) when you are defending.

Reactions (d6): 1-2 bribe (20gp each), 3-4 fight, 5-6 fight to the death.

- 5 2d3+2 Hobgoblin blademasters.** Level 6, one treasure roll +1. These hobgoblins are skilled in the use of deadly yatagans. If a 1 is rolled in attack against them (does not apply to ranged weapons or spells), the character suffers an immediate, out-of-sequence attack, and must make a defense roll.

Reactions (d6): 1-3 bribe (30gp each), 4-5 fight, 6 fight to the death.

- 6 2d3+2 Chaos slavers.** Level 7, two treasure rolls, morale +1. The cruel slavers have set up a trap. Before the fight begins, resolve the Bear trap (level 4) on the Traps Table. Rogues have the usual chance to detect the trap. If met as a wandering monster, the slavers will not have the trap.

Reactions (d6): 1-3 bribe (40gp each), 4-6 fight.



Fiendish Foes

Fiendish Foes Boss table (d6)

- 1 Chaos lord.** Level 6, 7 life, 3 attacks, 3 treasure rolls. Before the fight begins, roll for the lord's powers: 1-4 evil eye (all characters save vs level 4 magic or be at -1 on all defense rolls until the lord is slain), 5 energy drain (any character wounded by the lord must save vs level 4 magic or lose 1 level), 6 hellfire blast (before combat, all characters must save vs level 5 magic or lose 2 life; Clerics add ½ level). If you win, you can free the captured slaves. If so, gain a clue, but roll for wandering monsters as they noisily run off.

Reactions (d6): 1-2 bribe (200gp), 3-6 fight to the death.

- 2 Skeletal demon.** Level 7 undead, 8 life points, 2 attacks, 3 treasure rolls, morale +1. This hideous creature wields a cursed quarterstaff. For every wound inflicted on your characters, their spilt blood spawns 1 armored skeleton from the Fiendish Foes Vermin Table, arriving in your attack turn.

Reactions (d6): 1-2 magic challenge, 3-5 fight, 6 quest.

- 3 Hobgoblin leader.** Level 7, 8 life points, 2 attacks, 2 treasure rolls. The leader uses a noisy rattleblade. Each time he attacks, there is a 3 in 6 chance of hobgoblin blademasters from the Fiendish Foes Minion Table arriving in your attack turn. Once arrived, do not test for this anymore.

Reactions (d6): 1-3 bribe (400gp), 4-6 fight to the death.

- 4 Wraith.** Level 7 undead, 6 life, 2 treasure rolls. Before the fight starts, there is a 2 in 6 chance that all lanterns are extinguished till the end of the fight. If the wraith hits, save vs level 4 magic or lose 1 level. A wraith can only be hit by magic or silvered weapons, spells, holy water (they lose 1 life per vial thrown), or attacks that inflict 2+ wounds with a single blow.

Reactions (d6): 1-2 bribe (one magic item), 3 quest, 4-6 fight.

- 5 Large troll.** Level 8, 7 life, 2 attacks, 4 treasure rolls. Crushing attacks are -1 against the troll, and it regenerates 1 life during its own attack turn. It does not regenerate on a turn after it was damaged by a wizard's fireball, acid, or if an attack with a slashing melee weapon is used to chop it while it is at zero life points.

Reactions (d6): 1-4 bribe (250gp), 5-6 fight to the death.

- 6 Young red dragon.** Level 9, 8 life, 2 attacks, 4 treasure rolls at +1. As its first attack, this reptilian will breathe fire, all characters must save vs level 7 dragon breath (all characters add ½ level), or take d3 damage. Thereafter, it has 2 attacks. Young red dragons are never met as wandering monsters.

Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2-3 bribe (300gp), 4-5 fight, 6 quest.

Fiendish Foes

Fiendish Foes Weird Monsters table (d6)

Doppelganger. Level 5, 5 life, normal treasure. Before the party attacks, the doppelganger takes the form of a random character. Each turn, a save vs level 4 confusion must be made by the other characters. On a failure,
1 they will not attack, being confused about who is real. The mimicked character may attack as normal. The doppelganger attacks the mimicked character. If that character dies, the doppelganger flees.
 Reaction: fight.

Lurking Mantlebeast Level 6, 5 life, no treasure, no attacks (but see below). This manta-like monster hides on a ceiling and cannot be met as a wandering monster. You have a 2 in 6 chance (4 in 6 if you have a Rogue) to spot it. If so, you can turn back. If you don't turn back, or fail to spot, the
2 beast drops upon the party. All must save vs level 3 dodge (-1 if wearing heavy armor, +1 if Elf or Rogue). Those who failed cannot attack and lose 1 life every defense turn until the lurker is killed by characters who passed, who can attack it without needing to defend.
 Reaction: fight to the death (it is unintelligent and never flees).

Green slime. Level 6, 8 life, 3 attacks, no treasure. If the green slime hits, it does no damage, but the character must save vs level 4 green slime disease (Halflings add ½ level). In future, whenever a life point is lost by an
3 affected character, they lose another life point. This affliction can be cured with a bless spell. If killed while uncured, the affected character becomes another green slime and attacks the party.
 Reaction: fight to the death.

Acid cube. Level 6, 6 life, 3 treasure rolls. The cube is transparent and has a 3 in 6 chance of attacking first. It does no damage, but each character must save vs level 2 engulf each turn (level 4 if that character attacked it with a hand melee weapon last turn). An engulfed character cannot attack.
4 A character is freed if the cube is killed. A rogue does not get an outnumbering bonus against a cube. The cube is immune to sleep and lightning spells.
 Reaction: fight to the death

Flesh Golem. Level 7, 8 life, normal treasure, 2 attacks, morale +2. The golem is immune to crushing weapons and all spells except fireball. The
5 golem inflicts 2 wounds if you roll 1 in defense.
 Reactions (d6): 1-2 peaceful, 3-6 fight.

Scimitar monster. Level 8, 12 life, 2 attacks, 2 treasure rolls +1. This reptilian has two scimitar-like arms. If there is a dwarf in the party, it will
6 fight to the death. It is immune to sleep spells.
 Reactions (d6): 1-2 Bribe (250gp), 3-4 fight, 5-6 fight to the death.

Fiendish Foes

Fiendish Foes Treasure table (d6)

**0 or
less**

No treasure found.

1

2d6 x 2 gold pieces.

2

2d6 x 5 gold pieces.

3

Choose, either (1) find a scroll with a random spell, or (2) find any non-magical weapon of your choice. There is a 2 in 6 chance that weapon is silvered and you can attack wraiths with it. If it is silvered, the value increases by 20gp, or 40gp if two handed.

4

One gem worth 2d6 x 10 gold pieces.

5

One item of jewelry worth 2d6 x 20 gold pieces.

**6 or
more**

One random item from the Fiendish Foes Magic Treasure table.



Fiendish Foes

Fiendish Foes Magic Treasure table (d6)

1 Magic weapon. Roll a d6, on a 1-4 it has a +1 attack bonus, 5-6 a +2 attack bonus. This is permanent. Roll d6 to determine its type; 1 slashing light hand weapon, 2 crushing hand weapon, 3-4 slashing hand weapon, 5 crushing two handed weapon, 6 slashing two handed weapon.

2 Magic armor. Roll a d6, on a 1-4 it has a +1 defense bonus, 5-6 a +2 defense bonus. This is permanent, and only works against attacks from a physical weapon, not against other saves. Roll another d6 to determine its type; 1-2 shield, 3 light armor, 4-5 heavy armor, on a 6 it is a ring of protection usable by any class except barbarians.

3 1d3+1 Vials of liquid. Roll a d6 for each vial to determine contents; 1-3 Healing potion. It can be swallowed at any moment, healing all lost life to a single character. This does not require an action. This is a one-use magic item, usable by all classes except barbarians. No character may drink more than one potion of healing per adventure. 4-5 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. 6 Holy water. If thrown against a wraith or skeletal demon, it inflicts 1 wound automatically. This action is equivalent to performing an attack roll, but does not require a roll to hit the target

4 Wand of power. This is only usable by wizards, and has 2d3 charges. Each charge adds 1 level to any cast spell. You can also add multiple charges to a single spell. For example, a 5th level wizard casts a sleep spell using 2 charges - the spell is cast as if by a 7th level wizard.

5 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 15gp in value. Liquids cannot be drawn. Each time the paint is used, roll a d6; on a 1, it runs out.

6 Prayer beads. This is a necklace with d6 beads. Each bead is one use only. When used while a cleric performs a bless or heal, roll a d6; on a 4 or more, the bless or heal power is not counted as "spent", and may be used again in the current adventure. One bead is used up with each roll, even if the 4+ roll fails.