

A supplement for *Four Against Darkness*, for characters of levels 2+

Warlike Woes



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Four Against Darkness game by Andrea Sfiligoi

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*For more information about Norindaal, the official setting for Four Against
Darknes, visit <https://sites.google.com/site/norindaal/>*

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Introduction

This book offers new tables for monsters, treasure and magic items (potions) fit for adventurers of level 2 or more. If all characters have reached at least level 2 after exiting their last dungeon, you can use the new tables presented here. At your discretion, this can be done earlier, but it will be more challenging for lower level characters.

Just as you are about to start your next dungeon, just replace the monster, treasure and magic item tables from the corebook with those in this book.

All other tables remain the same. Likewise, all the rules from the *Four Against Darkness* core books and its supplements apply unless noted otherwise.

Gaining Experience

XP rules remain the same as in standard *Four Against Darkness* games, except that the vermin presented in *Warlike Woes* are more deadly. Add the number of vermin encounters from this book to the number of minion encounters. You gain 1 XP roll once the total of both is 10.

New Rules

Faction Scores

Some monsters have associated factions. If you complete a quest for a

Boss monster from a given faction, you gain 1 faction point with them (max +5).

If you kill a Boss from a given faction, you lose 1 faction point with that faction. Subtract your faction score when rolling for reactions. If it's negative, add it. Lower reaction rolls are friendlier, higher rolls usually involve violence. If several faction scores apply, add all modifiers (max +5/-5).

The factions mentioned here also appear in other books, unlocking special options described therein. You may wish to keep track of your faction scores from one adventure to another. As long as a single party member remains, the scores tag along the party's reputation.

MURDERER keyword

Killing people is frowned upon in civilized society. After each adventure, or whenever you enter a town, roll a d6: if the roll is equal to or under your number of MURDERER ticks your party has, you are refused entry into town. Between adventures, this means that your party cannot buy or sell equipment, and only half the life points lost can be healed.

Moreover, increase by 20% the price of all goods and services from towns per MURDERER tick.

The maximum number of MURDERER ticks is 5. The minimum is 0.

New Reactions

Gamble

The gamblers invite you to play a game of chance: roll on the Gambling Games table to determine which.

If you refuse to play at least once, they might be angered. Choose a character to make a persuasion save against their level. Halflings, succubi and strumpets add +½ L, bards add +L. If you succeed, they are peaceful. If you fail, treat their reaction as the next highest result on their reaction chart.

At this point, you can't change your mind by wanting to gamble. It's too late – you must face the consequences.

Inquisition Trials

Some encounters will require your party to pass the grueling ordeals of the Inquisition of Law and Light. Choose a character for the trial and make a single roll for the party. The purity save's difficulty for this test is equal to the number of Scum (see below) in your party. Rolls of 1 always fail. If the roll fails, the character loses 1 life and must attempt the trial again until either it is passed, death ensues or you choose to attack the Inquisition agents. Moreover, if the test fails any character wearing a seal of purity has it confiscated and destroyed.

Puritans: Puritans come from the religious classes devoted to the gods of Law and Light – clerics, monks,

paladins, witchhunters, templars, hierodules, leather nuns, flagellants and others – as well as censors and shrews. Servants of the other deities are either Seculars or Scum. Puritans are respected by the Inquisition.

Scum: The subjective concept of "Scum" includes all nonhumans and all spellcasters (ex. wizards) except for clerics, unless that cleric is dedicated to a deity of Chaos or Demons. Half-humans, atrocities, druids, dwarves, elves, gnomes, halflings, martial mystics, mutants, conservationists and undead are also considered Scum.

Seculars: All humans who are neither Scum nor Puritans are Seculars. Barbarians, rogues, assassins, harlequins and marksmen are all Seculars. Generic clerics and paladins, who are not devoted to a specific deity and therefore assumed to worship the pantheon as a whole, are paradoxically considered Seculars by the Inquisition.

Philander

When this reaction is rolled, the creatures encountered offer expedited fornication to all party members, except sexless ones (e.g. golems). Clerics and monks (except those who serve the Life gods), paladins of Zur, shrews and characters married to them must decline.

This lasts d3 x 10 minutes; roll for wandering monsters every 10 minutes. Those who partake in the merriment

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heal either 1 life or 1 Madness (your choice).

If philandering is refused by all party members, treat their reaction as the next highest result on their reaction chart.

At your discretion, if philandering makes you uncomfortable, simply replace this reaction by "peaceful".

Pickpocket

Make a level 3 pickpocket save for each character or lose d6 gp. If you roll a 1, multiply this amount by your character's level (e.g. a level 5 character would lose d6 x 5 gp). Rogues and beggars add their level to the save. Halflings can spend a Luck point to re-roll. If all characters succeed, you notice the pickpocket attempt (they flee).

New Gear

Booze (1 gp): This big bottle of low-quality alcohol is made from ingredients best left undescribed. The most obvious use for booze is to drink oneself into stupor. Treat this as Sleep spell cast on oneself: the character passes out for d3 encounters time (make wandering monster rolls as appropriate) but loses 1 Madness.

If used more than once per adventure, each further booze bottle after the first reduces both Madness and character level by 1 as a result of permanent brain damage. Characters reduced to

level 0 become alcoholic vagrants and leave the party.

Booze can also be used to bribe boozer bandits and other unsavory monster types.

Each character can carry up to 5 booze bottles before suffering encumbrance penalties, not counting those imbibed.

Falsified Writ (100 gp): These official-looking papers bear a seal of the Inquisition of Law and Light, likely stolen from a murdered Inquisitor. The well-forged papers allow the party to add +2 to purity saves. However, if the save fails, the papers are discovered to be false and shredded by the Inquisition's agents (remove them from your party sheet), who will fight to the death. Only rogues can buy this item, but it can be used by anyone. You can only carry one set at a time.

Seal of Purity (50 gp): Provides a +1 save bonus vs demons and to purity saves. Cambions (from *Four Against the Netherworld*) wearing it add +L when attacking (not + ½ L) but lose 1 life when they cast a Nether spell.

Characters with a purity seal can adventure with any other class without restriction (e.g., paladins with demonologists or witchhunters with wizards), since the seal is only given by the authorities to those who have proven their moral merit. Of course, the moral merit of the authorities themselves is highly subjective and variable, and anyone with the right connections who can pay the price can get a seal.



Wary & Wild Witchhunter of Woefully Wicked Wits

Warlike Woes Vermin table (d6)*

1 3d6 Halfling Highwaymen*. Level 2, 3 Warlike Woes treasure rolls -3. Unless your reaction roll is 1-3, they have set up a bomb trap that falls on the first character in the marching order (save vs L d6 trap or lose d3 wounds from the fire). Rogues save at +L. When dead, these halflings make for 10 tasty food rations each: once per adventure, eating 10 such rations heals 1 life.

Reactions (d6): 1 quest, 2 philander, 3 gamble, 4-6 fight.

2 2d6 Jabbering Jackalopes. Level 2, no treasure. Melee attacks against these fast buggers are at -1. All jackalopes strike simultaneously at same target, picking the first character in the marching order, goring with their antlers.

Reactions (d6): 1-2 flee, 3 bribe (1 food each), 4-6 fight to the death.

3 3d6 Sneezing Sporelings. Level 2 fungi folk, never check morale, no treasure. Place a poison token for each wound suffered by a party member. At the end of the fight, roll a d6: if the result is less than the number of poison tokens he has taken, the target loses 1 additional Life.

Reaction: always fight to the death.

4 d6+3 Wanton Wenches*. Level 3, morale -2, Warlike Woes treasure -1. Whatever their initial reaction, unless the encounter ended in violence, roll d6 as your party departs: on a 1-3, also apply the result for the "Pickpocket" reaction. Mark the MURDERER keyword if you kill them.

Reactions (d6): 1 quest, 2-4 philander (costs 2d6 gp per character), 5-6 pickpocket. Add the number of Puritans in the party to this roll.

5 2d6 Jarring Jackals. Level 2, morale -1, Warlike Woes treasure -2. The jackals' barking has a 1-3 in 6 chance of attracting d6 more jackals every 3rd turn. Check morale when one of them is killed by fire.

Reactions (d6): 1 flee, 2-4 bribe (1 ration per jackal), 5-6 fight.

6 3d6+2 Putrefied Penitents*. Level 2 undead, never check morale, no treasure. These reanimated penitents and heretics were brought back by the Inquisition's necromancers to purge their sins by serving until their bodies are torn apart. They hate Scum. Factions: Inquisition, Law, Light.

Reactions (d6): 1 offer food & drink, 2-5 Inquisition trials, 6 fight.

* Roll 2d6 for their faction (except for Penitents): 2 Theocracy of Xichtul (Chaos), 3 Van Pontoretto, 4 Sea King's Orcas, 5 Bahadur's Buccaneers, 6 Murazzo, 7 independent, 8 Withering Warlord, 9 Sharat, 10 Voor, 11 Red Reavers, 12 Damasuu. If their reaction is peaceful, but you kill a vermin with an asterisk nevertheless, mark 1 MURDERER tick (max. 5).

Warlike Woes Minions table (d6)*

d6+1 Egregious Elves. Level 5/3 minions, Warlike Woes treasure. On odd turns, their level is 5 as they shoot arrows. On even turns, it is 3 as they fight with their knives.

- 1 They hate orcs, otherwise assign any extra attack to clerics and wizards.

Reactions (d6): 1 quest, 2 philander, 3 gamble, 4 bribe (one gem or one orc head each), 5-6 fight.

d6+1 Naughty Nixies. Level 4 fairies, morale -1, either 1 Warlike Woes treasure or 1 aquatic treasure (from *Dark Waters*). For every philanderer, make a level 4 breeding save (+1 for swashbucklers, +L for satyrs) : if successful, her partner recovers 2 life or loses 1 Madness. On a roll of 1, the character catches elfscrotch (-1 to all rolls until Blessed). Should a character triple a nixie's level when rolling for a breeding save, she falls madly in love with him and kidnaps him to service her in her underwater lair. That character will be unavailable for the next d6 adventures. Faction: Life.

- 2

Reactions (d6): 1-3 philander, 4-5 pickpocket (one random gem or jewel per character), 6 flee.

d6+2 Sickening Swine-Men. Level 4, Warlike Woes treasure. Attack rolls of 1 require a level 2 disease save. Failure infects the party with elfscrotch (-1 to all rolls until Blessed). Faction: Chaos.

- 3

Reactions (d6): 1 flee, 2-3 bribe (d3 booze or 2d6 food each), 4-6 fight.

d6+1 Boozer Bandits and d3 Dumb Dogs*. Level 3, treasure: 2d6 x 5 g.p. If no dog manages to hit for a turn, the alcoholic mongrels are confused and lose all attacks on their next turn. The dogs' barking has a 1-2 in 6 chance of attracting d3 more dumb dogs at the end of the fight.

- 4

Reactions (d6): 1 quest, 2 philander, 3 gamble, 4-5 bribe (1 booze or 6d6 g.p. per bandit), 6 fight.

d3+1 Ostrichian Knights. Level 7, Warlike Woes treasure +1. Fighting in ferocious phalanx formations, they increase their level by +1 vs foes with two-handed weapons. Increase their morale to +2 if they number 2 or less. These stern avians from Kardalok, heavily armored and black-caped, are on a mission of murder to settle an ancient grudge. For their Inquisition trials, treat all humans as Scum and bird folk as Puritans. Faction: Black Capes.

- 5

Reactions (d6): 1-2 quest (always "Bring me his head!"), 3 puzzle, 4-5 Inquisition trial, 6 fight to the death.

d3+3 Wary Witchhunters and d6 Warhounds. Level 3, treasure 6d6 g.p. They hate female wizards. Unless the hounds (level 4 vermin) are killed in the 1st round, once the fight is over, their barking will attract another group of witchhunters on a d6 roll of 1-2. Factions: Inquisition, Law, Light.

- 6

Reactions (d6): 1 peaceful, 2 bribe (d6 booze or 3d6 g.p. each), 3-6 Inquisition trials.

* Roll 2d6 for their faction (see p.7). If their reaction is peaceful, but you kill a minion with an asterisk nevertheless, you gain 1 MURDERER tick (max. 5).

Warlike Woes Weird Monsters table (d6)

- 1 Wolf in Sheep's Clothing.** Level 5 plant, 5 life, 2 Warlike Woes treasure rolls. Immune to Sleep and Lightning Bolt. This creature looks like a bunny sitting on a tree stump, but is actually a vicious predator whose roots strangle the unwary. It always strikes first: on each of its turns, make a Defense roll for each party member, plus one more for each child, damsel-in-distress, elf, halfling or ogre in your party, for they all love bunnies (for different reasons). A Defense roll of 1 mean the character is entangled and cannot attack or flee until the creature is killed. If all characters are entangled, the monster automatically devours them.

Reaction: always fight to the death.

- 2 Flail Slug.** Level 4, 5 life, d6+1 attacks, Warlike Woes treasure. Salt (from *Fiendish Foes*) causes it 1 wound. The slug must make a morale roll each time a fire spell or a lantern bearer hits it. Its mirror-like shell causes Lightning spells to bounce off the monster. Roll d6: on a 1 the spell bounces back and strikes a random hero. On a 2, the spell just bounces away. On a 3+, the spell hits normally. Roll a d6 at the beginning of its turn: on a 1-3, the slug heals 1 life. Its shell is destroyed when it loses 3 or more life from blunt weapon attacks. The slug cannot regenerate wounds from blunt weapons.

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

- 3 Penguin-Bear.** Level 5, 4 life, Warlike Woes treasure -1. When inspiring cuteness, a level 3 cuteness save must be made. Party members who fail the save offer all their food and d6x10% of their gold (gems are also accepted) to the monster before leaving peacefully.

Reactions (d6): 1-3 special: inspire cuteness, 4-6 fight.

- 4 Landshark.** Level 6, 7 life, 2 attacks, treasure: jewels worth 2d6 x 5 g.p. Landsharks frenzy when they smell blood. Heroes hit by a landshark must perform a second Defense roll to see if they lose another life point. Landsharks always attack the most wounded character.

Reactions (d6) 1-3 bribe (6d6 food rations), 4-6 fight.

- 5 Pair of Assassin Bugs.** Level 5, 3 life each, never checks morale, Warlike Woes treasure +1. They have a 3 in 6 chance of surprise. The male's attacks will paralyze the target unless a level 4 poison save is made (halflings and trolls add + ½ L, elves subtract 1, ogres and barbarians save at +1). The female does not paralyze but is attacked at -2 unless ranged weapons or spells are used. If a target is paralyzed, the female will implant her eggs in him automatically on the next turn unless killed (no penalties to attack her in melee during that turn). An infected target will die after d6+1 encounters unless a Blessing spell is cast. Both bugs will flee once a target is successfully implanted. Assassin bugs do not check morale but a bug automatically flees if its partner dies.

Reaction: always fight.

- 6 Chaotic Pillar of Flesh.** Level 7, d3+4 life, 2 attacks, never checks morale, Warlike Woes treasure. Roll a d6 each turn: on a roll of 1-2, it lashes with tentacles instead of its normal attacks. All characters must succeed a level 3 obscenity save or become incapable to attack or cast spells during the next turn (clerics, paladins and monks roll at -1; succubi and strumpets add +L). The monster always strikes the character with the least current life point total. Clerics of Xichtul or Akerbeltz can change its reaction to "peaceful" by spending one action and making a L6 persuasion save (they add + ½ L; only one such attempt per encounter is possible). Factions: Chaos, Life.

Reactions (d6): 1 philander (level 3 save or gain 1 Madness), 2 pickpocket, 3-6 fight.

Warlike Woes Boss table (d6)

- 1 Goblinogre.** Level 5, 5 life, 2 attacks, Warlike Woes treasure roll at +2. The goblinogre surprises the party on a d6 roll of 1-3 because he looks fragile and innocuous. If its first attack hits, the monster bites off the head of the second character in the marching order, who dies in a gruesome shower of blood. When this happens, all heroes must make a level 3 fear save or flee immediately to the former room.

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

- 2 Ettin.** Level 7 Boss, 6 life, 2 attacks, 3 Warlike Woes treasure rolls at -2. Each attack from this two-headed misshapen giant inflicts 2 wounds. If none of its attacks hit during a turn, reduce the ettin's level by 1 for the next turn as its two heads argue with each other. The first time the monster's level is doubled by a slashing weapon, the blow cuts off one head. A one-headed ettin loses 1 attack and 1 level but will no longer argue. It will fight to the death, directing all its blows against its twin's killer.

Reactions (d6): 1-2 gamble, 3-4 bribe (10 booze, 1 gem or jewel worth 60 or more gp), 5-6 fight.

- 3 Crying Angel of Peace.** Level 4 Boss, 6 life, no attacks, Warlike Woes treasure. Each turn, all heroes who ever killed a monster must save versus level 3 regret or gain 1 Madness. Cambions, atrocities, succubi, demonologists and assassins are immune. Characters whose Madness score surpasses their level retire from adventuring and become reclusive gardeners. If you do not remember if a character has ever killed a monster, assume he has!

Reaction: always cry.

- 4 Quarterlich.** Level 7 undead, 4 life, d6 attacks (roll each turn), never checks morale, 3 Warlike Woes treasure rolls at +1. Immune to non-magical weapons. The quarterlich's attacks cause no wounds but any target hit must succeed a level 4 will save (clerics add +1) or his next attack will hit a random friend instead of the monster. Clerics serving a deity of the quarterlich's faction subtract 2 from its reactions. Faction (d6): 1-3 Ter Za Necht (Chaos), 4-5 Xichtul (Chaos), 6 Zur.

Reactions (d6): 1 quest, 2 gamble, 3 puzzle, 4 magic challenge, 5-6 fight.

- 5 Cyclops.** Level 4, 8 life, 2 attacks, d3 Warlike Woes treasure rolls. If it surprises the party, its first attack is to throw a huge rock (inflicting d3 wounds) at a random target. A hostile cyclops can be pacified by music if it wasn't attacked: have a character make a level 5 music save (elves and halflings add +1, harlequins add +L, bards add +2L). On a roll of 10+, the cyclops falls asleep and you may steal its treasure.

Reactions (d6): 1 quest, 2-3 bribe (50 rations or 1 party member of your choice, to be eaten), 4 puzzle, 5-6 fight.

- 6 Lesser Mykityad.** Level 4 flower demon, 3 life, Warlike Woes treasure roll. This mushroom fairy causes plants to rise from the ground and bind weapons, forcing her opponents to fight unarmed if they fail a level 4 save (ogres, trolls and barbarians save at +1). All bound weapons are recovered at the end of the encounter if the mykityad is killed. Faction: Life, Underoot.

Reactions (d6): 1 quest, 2-3 philander, 4 puzzle, 5 magic challenge, 6 fight.

Warlike Woes

Warlike Woes Treasure table (d6)

0	Roll a d6: 1-2 broken teeth (2d6), 3-4 twigs, 5 dirty rags, 6 soiled loincloth
1	3d6 g.p. or any item from <i>Four Against Darkness</i> worth up to 15 gp.
2	Trinkets worth 2d6 x 3 g.p. or 2d6 food rations*
3	A random spell scroll or any item from any book worth up to 50 gp.*
4	A gem worth 2d6 x 8 gp. or roll once on the Warlike Woes Potions table
5	A jewel worth 2d6 x 12 gp. or roll d3 times on the Warlike Woes Potions table
6	A falsified writ or roll d3+3 times on the Warlike Woes Potions table or roll on the Warlike Woes Magic Items table
7+	A magic weapon +1, a magic shield +1 or an item of your choice on this table, or roll on the Warlike Woes Magic Items table.

* Parties with an alchemist can find either 2d6+L Common, d3+L Uncommon or 1 Rare alchemical ingredients of their choice instead (see *The Courtship of the Flower Demons*).



Warlike Woes Magic Treasure table (d6)

1	High Elven Bag: All the gold coins carried in this bag do not count for purposes of weight carried. Other objects carried in the bag count normally for weight purposes. The bag can contain up to 1500 gp without encumbering the carrier. The bag counts as a single magic item. If it is lost, for example if it is stolen by invisible gremlins, all the coins in it are lost. The bag can be sold for 60 gp.
2	Gnome Tax Collector's Piggy-Bank: This is an earthen money-box, typically in the shape of a pumpkin or piglet. The number of gp put in the piggy-bank increases by 10% when the piggy-bank is broken. The extra coins do not count for encumbrance purposes as long as they are in the piggy-bank. For example, if the piggy-bank contains 200 gp, it will weight like 200 gp, but when you break it you will find 220 gp inside. If the piggy-bank is lost, for example if it is stolen by invisible gremlins, all the coins in it are also lost. Even if it is a magic item, its magical nature is not evident and it can be carried and used even by barbarians (most barbarians aren't terribly good at math anyway and won't realize that the piggy-bank magically creates additional coins). If not broken, the piggy-bank may be sold for 50 gp, plus the gp in it. Once broken, it loses all its magic powers. The piggy-bank can contain a maximum of 1500 gp plus its extra 10%. Dwarves will insist on carrying the piggy-bank.
3	Miniature dagger: This tiny pendant is shaped like a dagger. At any moment, with one action it can be transformed into a +1 dagger (slashing light weapon +1, for a total modifier of +0). When carried in its miniature form, the knife may not be disarmed, dropped or stolen by any game effect (for example, it may not be stolen by invisible gremlins). The character using the dagger can at any time spend 1 action to transform it again into its miniature form. The miniature dagger can be sold for 50 gp.
4	Blessed Sling: This sling hits undead targets at +3. Its final modifier is -1 against regular targets (because it is a light weapon) and +2 against undead (-1 because it is a light weapon, +3 magical bonus, total +2). As soon as you roll a 1 on the sling's attack roll, the magic fades and the sling becomes a normal sling. While its magic is still working, the sling may be sold for 20 gp.
5	Miniature Automaton: This tiny figurine has the shape of a tiny iron golem. Upon command, it turns into a human-sized iron warrior for the duration of a whole encounter. Treat it as a 1 st level warrior with heavy armor and two-handed weapon (your choice of crushing or slashing). The warrior is immune to the Sleep spell, to gas, poison and disease. At the end of the combat, its magic charge fades and the automaton becomes just a lump of iron. If its power has not been used, the miniature automaton may be sold for 150 gp.
6	Sigilmaster's Spectacles: Every time a character wearing these glasses casts a spell from a scroll, roll a d6. There is a 2 in 6 chance that the spell is cast from the scroll without destroying the scroll. This will let you cast the spell from the scroll again and again, as long as you roll a 1 or 2 on this d6 roll every time you read from a scroll. The spectacles have no effect if a character reads a spell from a scroll to add it to his repertoire (the spell is deleted from the scroll in that case). The spectacles can be sold for 100 gp. A character may benefit only from one pair of spectacles at a time. The spectacles also work with expert spells.

Warlike Woes Potions table (d6)*

- 1 **Phial of Apoptosis:** The imbiber must save vs. level 5 poison. Halflings add +½ L to this roll. If successful, the imbiber loses 1 Madness point. If the roll fails, the imbiber loses d6 life instead. Selling price: 12 g.p.
- 2 **Drink of Cunning:** The imbiber gains a +4 bonus to puzzle saves. Duration: 1 encounter. Selling price: 35 g.p.
- 3 **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. Selling price: 35 g.p.
- 4 **Spirits of Spellcasting:** This drink is made of strong spirits – literally. The imbiber 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. The bonus applies to any spellcasting, including by scrolls or magic item. Duration: 1 encounter. Cost: 70 g.p.
- 5 **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. Selling price: 37 g.p.
- 6 **Emollient of Lawfulness:** When thrown, the emollient causes d3 damage on Chaos creatures. Against chaos minions or vermin, it automatically kills d3 creatures. Against foes with multiple Life points, it inflicts d3 wounds on a target of the user's choice. Duration: immediate. Selling price: 40 g.p.

* See *The Courtship of the Flower Demons* for rules to brew more of these potions.



Warlike Woes' Gambling Games table (d6)

1-2 **Dagger Dance:** Make a level 5 dexterity save. Rogues, swashbucklers, assassins and harlequins add +½ L. If you fail, you cut a finger off. If you succeed, you gain 6d6 gp. A character who loses 3 or more fingers in the same hand cannot use items with this hand or use that hand to cast spells. Characters without fingers cannot play. Creatures with regeneration powers like green trolls are not allowed to play dagger dance.

3-4 **The Idol's Kiss:** The game consists of kissing in a specific order the face of an idol representing an ancient deity. You must bet 10 gp to play. You get 100 gp if you win. Make, four times, a level 4 puzzle save (wizards add +L to the roll). If you fail even once, the idol spits a poisoned arrow as you kiss its lips: make a L6 poison save or die (halflings and plague doctors add +½ L). Even if you succeed, you still lose d3 life from the poison.

5-6 **Davlok*:** The gamblers invite you to a game of davlok, a popular pastime with dwarves that involves dice, chess and ale. The ante is 5d6 g.p. You must succeed either a level 5 strategy save or a level 3 cheating save to win. Winning gets you twice your bet. When using strategy, dwarves and wizards add +L; rogues and swashbucklers add +1. When cheating, harlequins, swashbucklers and rogues add +L while dwarves and goblins add +2. If you cheat and fail the save, the gamblers' reaction changes to "fight".

** Most dwarves are compulsively crazy about davlok. When you encounter dwarves of any kind, including chaos dwarves (from Caverns of Chaos) or even the undead Thralls of the Lichlord (from Digressions of the Devouring Dead), a dwarf character can convince them to play davlok by succeeding a persuasion save against their level. If successful, change their reaction to "davlok". This only works on Final Bosses if you double their level at this persuasion save. The dwarf character must carry a davlok set, that can be bought for 10 gp in any town.*

Herbal Remedies table (d6)

	Purifying Poultice: Cancels the effects of any infection. The user also heals
1	1 Life lost to poison, venom, infection or disease (rat bite etc.). Selling price: 20 gp. Expiry date: 3 adventures.
	Berry of Boldness: A character swallowing this berry gains a +1 bonus to
2	melee attack rolls. Duration: 3 turns. Selling price: 25 gp. Expiry date: 2 adventures.
	Fresh Purple Lotus: Characters eating these petals will enjoy a +2 bonus
3	to their next save of any kind, but will also be at -1 on all ranged attack rolls until the end of the adventure. Selling price: 30 gp. Expiry date: 1 adventure.
	Tormenting Dust: This vial of dust can be thrown at a major monster (Weird
4	or Boss) with one action. It hits automatically. All characters gain a +1 on their Defense roll against that monster until the end of the encounter. Duration: 1 encounter. Selling price: 45 gp. Expiry date: 5 adventures.
	Pantacarvi Eye Balm: After application, the character will be able to see
5	invisible gremlins and avoid them (reroll all encounters with invisible gremlins). Unfortunately, the character's eyes will be so irritated that the character will not be able to read or use scrolls until the end of the adventure, or until Healing is used. Selling price: 50 gp. Expiry date: 1 adventure.
	Blade Poison: This may be applied to a single slashing weapon or
6	arrow/crossbow bolt. That weapon's next attack will be at +1, except against unliving targets unaffected by toxins (elementals, automata, golems, undead, etc.). Selling price: 25 gp. No expiry date.

You may roll on this table every time you find a potion or scroll. These herbal remedies are not considered magical or alchemical. They may not be applied during combat. Since they are not magical, they can be used by barbarians and by other classes that may not use magic. Characters who do not eat or cannot use potions or who are undead or not organic (golems, kuklas, elementals, automatons, etc.) may not use them. Remedies have an expiration date, expressed as a number of adventures. If you do not use the remedy within the expiration date, it will become useless and may not be sold. As a reminder of the expiry date, put a checkmark next to the remedy's name at the end of every adventure. The effect of more doses of remedies is NOT cumulative (i.e., if you throw two vials of tormenting dust at a monster, you will NOT gain a +2 to your Defense rolls against that monster) but multiple attacks with a poisoned blade will all have their bonus against a target affected by poison.



A lava elemental from the Everflame volcano in Andamon.

Warlike Woes Special Events table (d6)

Mysterious sounds: Eerie sounds come from a neighboring room. You may ignore them or try a Level 6 hearing save to guess their nature. Wizards add +1/2 L, elves and barbarians +1, rogues +L, light goblins +Lx2. You may roll only once, using the character with the best bonus. If the save fails, nothing happens. If the save succeeds, you may ignore any surprise effect from the

- 1 next encounter (including wandering monsters: you will still encounter them, but the monsters will NOT gain the initiative) and may reroll the content of next room before entering it. If the save roll is a 1, the party is attacked by wandering monsters, and the listener (the character whose bonus you added to the save) is at -1 on his Defense rolls on that encounter's first turn.

Wandering monsters attack the party: Roll d6. On a result of 1-2 roll on the Vermin table, 3-4 roll on the Minions table, 5 on the Weird Monsters table, 6 on the Boss table, rerolling any dragon. A Boss or Weird Monster encountered as a wandering monster may NOT be the Final Boss. All monsters met as wandering monsters carry no treasure.

- 2 **A lady in purple appears** and asks you to kill a monster that is tormenting her. In the next three rooms you visit, you may alter the room content roll by 1 or 2 if this lets you meet a Boss or Weird Monster. If you encounter at least one Boss or Weird Monster and defeat it, and then return to the room
- 3 where the lady appeared, a character of your choice will receive a +1 to his Defense rolls until the end of the adventure OR will get a chance to philander twice with the lady in 10 minutes. This modifier is cumulative: you may meet the lady multiple times during the adventure. If you do not meet any major monsters in the next three rooms, nothing happens.

- 4 **Trap:** Roll on the Warlike Woes Trap table on page 22.

- 5 **Wandering scribe:** You meet a mystic literate who offers to copy one of your scrolls, asking only for 5 gp to pay for the writing materials. You may choose a single scroll in your possession and gain an additional copy of that spell. If the party has no scrolls or does not want to pay, the scribe will not copy any scroll. You may encounter the scribe only once per adventure. If you roll this result a second time, reroll.

Wandering apothecary: For 25 gp, you can buy a dose of blade poison (see the herbal remedies table in this book) or a poison antidote (any character drinking it will have a +3 to saves versus poison and gas in the next 6 rooms).

- 6 The apothecary will carry a maximum of d3 vials of poison and d6 antidotes, but in any case won't sell more than one vial per character. You may encounter the apothecary only once per adventure. If you roll this result a second time, reroll.

Warlike Woes Minions table 2 (d6)

d6+2 Frozen Abyssal Shades. Level 3, undead, treasure +1, never tests morale.

Shades hate light and any extra attacks must be directed at the party's lantern bearer or to other characters carrying other sources of light. However, any character carrying a light source (lantern, torch or magic item that counts as a light source) attacks shades at +1 in melee. A vial of holy water thrown at these undead creatures will automatically kill a shade.

Reactions: Always fight to the death.

d6 Raiders: Level 3, 2 treasure rolls, morale -1. Each of these cutthroats is equipped with light armor and a light weapon (roll a 50% chance of dagger or club) that the party may pick up after the fight.

Reactions (d6): 1-4 bribe (25 gp per raider, or all the treasure carried by the party if it is less than this), 5-6 fight.

d6+1 Acolytes of S'sikliss: Level 4, normal treasure, morale +1. These worshippers of the serpent goddess will accept donations in coin or blood! They are equipped with poisoned flails (shields give no Defense bonuses against them). A character wounded by a flail must save vs L4 poison (barbarians and halflings add +1). The first failed poison save inflicts a -1 modifier to all their Attack rolls until the end of the encounter. Additional failed saves inflict 1 Life each.

Reactions (d6): 1-3 bribe (15 gp or 1 Life per character), 4-5 fight, 6 fight to the death.

2d6+3 Kobold Scouts: Level 2, treasure -1, morale -1. Half of them, rounded down, will be equipped with javelins and will throw these against the party before the melee.

Reactions (d6): 1 flee, 2 flee if outnumbered, 3 peaceful, 4 bribe (5 gp each), 5-6 fight.

d6+1 Jackal Men: Level 4, treasure +1, morale -1. Every time a jackal man dies, it lets out a dying howl. Roll d6. On a 1, d3 additional jackal men arrive on the following turn. Jackal men defeated by a Sleep spell do not howl.

Reactions (d6): 1-2 bribe (all of the party's treasure), 3-6 fight.

d6 Hags of the Deep: Level 5, treasure +1. Roll a d6 at the beginning of the encounter. If the result is equal to or lower than the number of hags in play, one random hero will be bewitched and will have a -2 on all Attack rolls until the end of the encounter or until someone casts a Blessing on the character. Faction: Chaos.

Reactions (d6): 1-2 special (sell information: spend 50 gp to buy a single Clue; if you don't spend this money, the hags will attack), 3 philander OR peaceful (your choice), 4-6 fight.

You may roll on this table every time you are asked to roll on the minions table in *Four Against Darkness*. 10 encounters with these minions are worth 1 XP roll as usual.

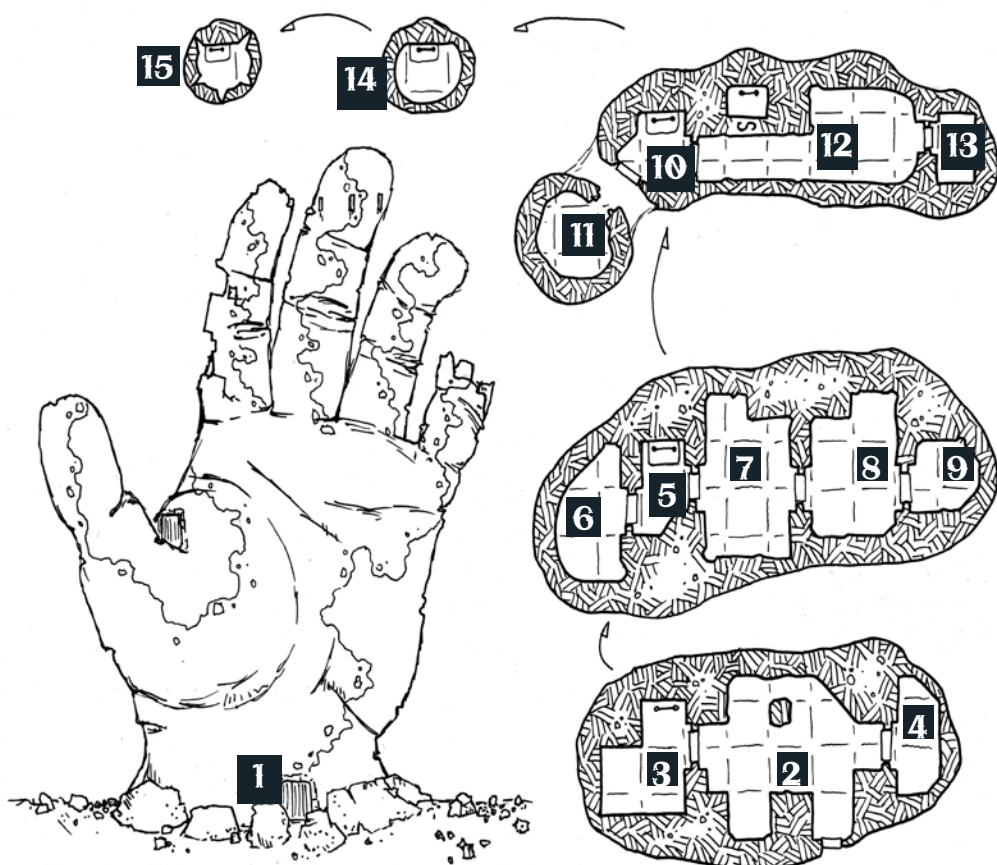
Warlike Woes Boss table 2 (d6)

1	Mummified Kobold Guardian. Level 4 undead, 4 life, 2 attacks, treasure +2, never tests morale. The Fireball spell hits it at +2. It is armed with a mace and a serrated scimitar, and attacks two random characters unless a cleric is available as a target (in that case, it will attack the cleric). Any hero rolling a 1 on a Defense roll against the scimitar loses 1 additional life point as the serrated blade opens a gaping wound. Any target rolling a 1 on a Defense roll against the mace attack is stunned and loses his next action. If picked up by the party, these weapons count as normal slashing and crushing hand weapons. <i>Reactions: always fights to the death.</i>
2	Six-headed Giant Spider. Level 5, 6 life, 6 bite attacks, treasure +1, normal morale. Each bite of the spider requires the target to roll d6. If the result is higher than the character's Level, the target must choose whether to lose an additional life point or lose his next action due to the excruciating pain. The spider loses 1 attack for every life point it loses. <i>Reactions (d6): 1-2 peaceful (it has just eaten), 3-6 fights.</i>
3	Scissor Monster. Level 3, 4 life, 1 attack, normal treasure, morale +1. Immune to Sleep spell. It always attacks a random target. If the target rolls a 1 on a Defense roll, the target loses 2 life. Roll d6 to determine hit location: 1) head, 2) right arm, 3) left arm, 4) right leg, 5) left leg, 6) shield or other carried item chosen by the player. An object or shield hit by the monster is destroyed (unless it is magic item described as indestructible). A limb may not be used until the 2 life points of the wound are healed. A hero with a crippled leg may not flee from combat. A hero with both legs crippled may not move and defends at -2. A character with both arms crippled may attack only by kicking (attack is at -2 and the character is knocked down, losing his next attack, each time he rolls a 1 on the attack roll). A character who is hit on the head dies immediately unless another character uses a Healing spell or other form of magical healing on him. <i>Reactions (d6): 1-2 bribe (30 gp), 3-6 fights.</i>
4	Elephant Man. Level 6, 6 life, 1 attack, normal treasure, morale +1. The elephant man fights with a two-handed crushing weapon that inflicts 2 wounds with every blow. Every attack hitting this monster has a chance to bounce off its hide. Roll d6. Melee blows bounce on a 1 or 2, arrows and sling bullets bounce with a 1, 2 or 3. Bouncing blows inflict no damage. Spells never bounce. The creature's weapon may be picked up and used by any hero who can use two-handed weapons. <i>Reactions (d6): 1 offers food and rest, 2 peaceful, 3 quest, 4-6 fights.</i>
5	Greed Demon. Level 4, 5 life, 8 attacks, 4 treasure rolls at +2, normal morale. For every blow inflicted by the demon, the target character will lose 1 Life and 3d6 gp from his treasure (until all his treasure is gone). The disappeared gold will be recovered if the monster is killed, but it is all lost if the monster flees. <i>Reactions: always bribe (all of the party's treasure).</i>
6	Slumber Spirit: Level 3 elemental, 4 life, normal treasure, morale -1. Immune to Sleep spell and all ranged attacks. This spirit is an air elemental carrying a powerful sleep gas in its whirlwind-like body. Armor and shields do not protect against its attacks. Any hero hit by the slumber spirit does not lose Life points but must make a successful Level 3 save (halflings, dwarves and barbarians roll at +1, elves at -1) or fall asleep till the end of the encounter. If all characters fall asleep, they will wake up one hour later without any treasure or equipment. <i>Reactions (d6): 1-2 flees, 3-6 fights.</i>

You may roll on this table every time you are asked to roll on the Boss Monster table in *Four Against Darkness*. These monsters use the treasure table from 4AD.

Sample Dungeon: Murazzo's Mitt of Misery

The bandit king's reach is long. Too long. His cutthroats have been mugging the caravans of western Kardalok far beyond what the Van Pontoretto Company can tolerate. The Company offers you a reward of 200 g.p. for the head of Murazzo's brutal lieutenant, the two-heated ettin Yrny-Byrny.



Art & map courtesy of Dyson Logos

1. Halfling Highwaymen

Hidden behind boulders, the malicious midgets guard the door.

2. Jarring Jackals

Dirty hounds lay in feces all around.

3. Kobold scouts

Cooking rabbits they've just skinned.

4. Mysterious sounds + treasure

A thumping sound, and shiny gold.

5. Goblin explosive charge

A burning trap for intruders.

6. Raiders

Lecherous and arm-wrestling, they hail their spoils with bawdy songs.

7. Boozer Bandits & Dumb Dogs

Too drunk to care much either way.

8. Wanton Wenches

Counting the gold paid by the bandits for their toothless kisses.

9. Wandering apothecary

A chained captive with hours to live, but a well-hidden cache of vials.

10. Random Trap

The kobolds forgot they set it.

11. Naughty Nixies

The elves' nasty girlfriends.

12. Egregious Elves

Pedantic, cruel mercenaries.

14. Rain of Fire

A surprise set by elven magic.

15. Yrny-Byrny the Ettin

Final Boss: Roll on the Boss Lair Feature Table when encountered.

Warlike Woes Trap table (d6)

1	Rain of Fire (trap level 5): A wizard (and ONLY a wizard, not an elf or another character with a scroll) may nullify this trap using a Fireball spell to absorb its flames. If this is not done, all characters must save versus level 5 fire or lose 2 life. Shield carrying characters save at +1, but on a roll of 1 a non-magical shield is destroyed by the flames.
2	Teleportation trapdoor (trap level 6): Choose a character in marching order position 1 or 2. That hero must save versus level 6 magic (wizards add +L, elves +½ L, rogues +1). On a failure, that character will be teleported to the dungeon's first room (the entrance) and must immediately roll a 2 in 6 chance of encountering wandering monsters there. If desired, the character falling into the trapdoor may voluntarily fail this save and be teleported to the entrance room, but the chance to meet wandering monsters remains. Once triggered, the trap's magic disappears, so it will not be possible for others to follow the character who fell into the trapdoor.
3	Bottomless Pit (trap level 4): A hole opens under a random character's feet. The character will fall into the pit if he fails a level 4 save versus traps (rogues add +L, elves and halfling add +1, dwarves roll at -1, characters in heavy armor roll at -1). A friend with a rope can help the character out of the pit. Otherwise, the fallen character must repeat the save, using the same modifiers as above, once every turn, losing 1 Life on each failure, until he succeeds and climbs out of the pit or drowns in the pit's water. In any case, all scrolls carried by the character have a 3 in 6 chance of being destroyed by the water (roll separately for each scroll).
4	Snare of the Invisible Gremlins (trap level 6): A random character must save versus a Level 6 trap (wizards and rogues roll at +1). On a failure, one of the objects carried in his hands will disappear. If he is carrying two items, for example a shield and a weapon, the player chooses which object disappears.
5	Goblin Explosive Charge (trap level 3): All characters must save versus a Level 3 trap or lose d3 life to an explosion. Roll damage for every character separately. Dwarves, goblins, gnomes, harlequins and rogues roll at +1. The loud explosion immediately triggers a 3 in 6 chance of an encounter with wandering monsters.
6	Malodorous Spray (trap level 3): This trap sprays a malodorous chemical upon the party. All characters must save versus Level 2 stench. If even a single character fails the save, the party's chances to meet wandering monsters will increase by 1 (for example, a 2 in 6 chance will become a 3 in 6 chance) until all sprayed characters wash thoroughly in a fountain, basin, river, stream, pool or other body of water.

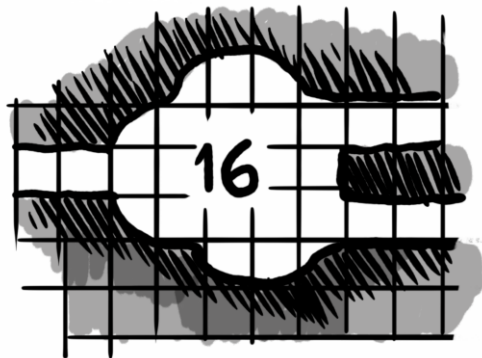
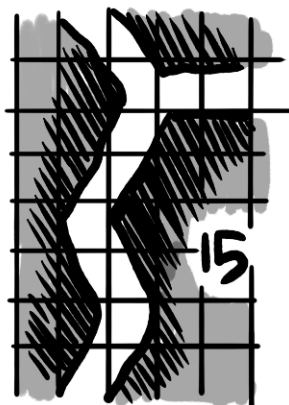
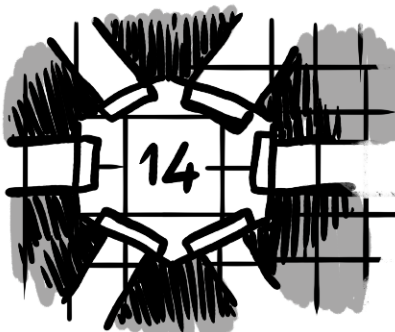
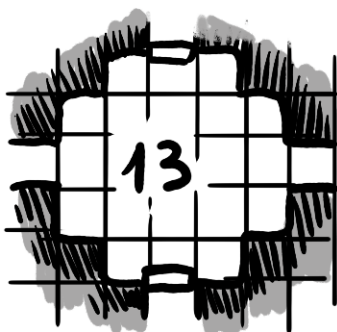
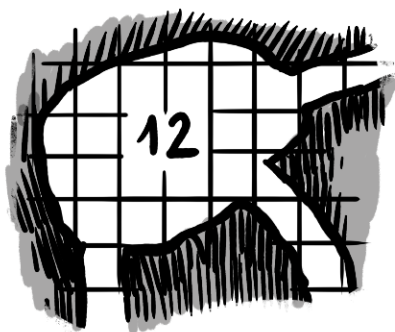
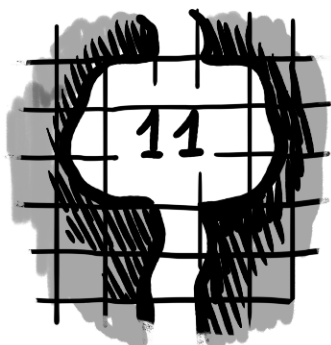
When you are requested to roll on the trap table in *Four Against Darkness*, roll randomly to determine if you will use the table in that book or the alternative trap table above.

As always, a rogue in positions 1 or 2 of the marching order gets a chance to detect the trap or warn the party before the trap is triggered. Roll the rogue's chance to disarm or otherwise nullify the trap before resolving its effects.

Warlike Woes

Alternative Room Shapes

You can use these 6 new room shapes to bring some variation to your random dungeon design. Use these when you roll up their number when generating a dungeon layout with the rules in *Four Against Darkness*. Room 15 is a corridor. The doors of room 14 are all locked (treat them as Level 3 to unlock, Level 4 to bash down). Rooms 11, 12 and 16 are natural caves, and you should roll a 1 in 6 chance that the floor is slippery because of dampness and moss/fungal growth. Characters fighting in a slippery room fall down if they roll a 1 on any Defense roll (in addition to any other effects that rolling a 1 may have). A knocked down character has a -1 on all Attack and Defense rolls until he spends 1 action to stand up. A knocked down character may not withdraw or flee from a room but may cast spells as usual.





Elephant men can be fearsome opponents. They are often encountered as guardians of ancient ruins. However, they are not always hostile. A few of them, as part of their religious duties, offer to weary travellers delicious sweets made from goat cheese, sugar, and a banana-like fruit called *shilgam*.

Roll d66 on this table to spice up your encounter with a final boss as soon as you know which boss you are facing.

Boss Lair Feature table (d66)

11	Hoard: Choose one of the following: 1) The number of gp found in this lair is doubled; 2) Roll twice on the alternative magic treasure table; 3) Disregard all the treasure rolled and take a single gem worth 500 gp instead. Choose after rolling the boss' treasure. Dwarves must save versus greed of Level equal to the boss. On a success, play proceeds as normal. On a failure, the dwarves will not be able to withdraw or flee from this combat, even if the rest of the party runs away.
12	Defensive Position: Due to obstacles and physical barriers in the room, this boss may not be hit by ranged attacks. However, the heroes will get a +1 modifier to all saves and Defense rolls against any ranged attacks (including gaze and breath attacks) that this boss may have.
13	A medusa lived here: The lair contains d6 statues. These once were level 1 warriors who were turned to stone by a medusa. The party may cast blessings to break the petrification. Any restored warrior will join the fight against the final boss. Treat them as warriors armed with a hand weapon, shield and light armor. If at least 3 warriors are brought back to life and out of the dungeon alive, you gain 1 additional XP roll.
14	The writing is on the wall: A previous occupant of this room scribbled some secrets on the walls. At the end of the combat, you may gain 1 Clue.
15	Slippery: The floor is slippery. Any character rolling a 1 on a Defense roll will fall down. See the rules for slippery rooms on p.20.
16	Low magic area: The lair is in a low-mana zone. All spells are cast at 1 level lower. However, spells cast from scrolls and magic items are unaffected. The boss will have an additional 3d6 gp in treasure (apply this bonus after all other calculations).
21	It's a trap! The lair is protected by a HCL trap (the trap's Level is equal to the highest character level in your party). Roll on the Walike Woes Traps table to determine its type, but use HCL for its level. In addition to the boss' treasure, the room will also contain an item of jewelry of your choice worth HCLx20 gp.
22	Heavily Guarded: In addition to the boss, the room contains a random minion encounter. These minions have normal treasure for their type. The minions will not test morale and will shield the boss: you may NOT attack the boss, not even with spells, until you have defeated ALL the minions, but the boss will be able to attack your characters as normal. As soon as there are fewer minions than characters, you may direct your extra attacks against the boss.
23	Trapped with the monster: As soon as the party enters the room, metal grates slam shut or stone slabs fall from the ceiling, blocking every exit. It is not possible to run away from this final encounter. The doors open automatically when the boss is defeated. In addition to any other treasure, you will find a trinket worth 2d6x10 gp.
24	Necromantic Aura: All Healing cast in the room will heal 1 less life than normal. However, bosses with regenerative or healing powers will not be able to use them, and necromancers and necromingos will have +1 to their spellcasting rolls until the end of the encounter. Green trolls may not regenerate until they exit this room.

Boss Lair Feature Table (continued from previous page)

25	Magic resistant area: All spells cast in the room by your characters have a 1 in 6 chance of failing. Roll a d6 each time a spell is cast (in addition to the spellcasting roll). On a 1, the spell is wasted and has no effect. If the boss has spell-like abilities, assume the boss has found a way to negate this magic resistance.
26	Surprise element: The boss has a 3 in 6 chance of gaining initiative against your party. If you have any characters with the Danger Sense skill, reduce this chance to 2 in 6.
31	Double boss: The lair contains two bosses of the same type, but their level is NOT increased for being final bosses. You may split your characters' attacks against the two bosses as you see fit. At the end of the combat, you gain 1 additional XP roll. Roll for treasure once for both bosses, using the usual final boss modifiers on treasure.
32	A secret is revealed: If you spend 2 clues (not 3 as usual), you may gain 1 secret as soon as you enter the room. If you do not have any clues available, you may not use this feature.
33	Windy: The room is swept by strong gusts of wind. All your ranged attacks are at -1 (this does not apply to ranged attacks performed by barbarians and with firearms). If the lantern carrier ever rolls a 1 on any Defense roll, the lantern goes off. The lantern bearer may light the lantern by spending one action, but your party must spend at least one turn in the darkness before the lantern bearer can do so.
34	Blood for the gods of battle: The lair is infused with the primal energies of battle lust. All barbarians may use their rage ability once for free during this encounter. Barbarians, ogres and trolls have +1 to their melee Attack rolls until the end of the encounter. All characters have the option to gain a temporary +4 to their first melee attack roll if they accept a -1 on their Defense rolls for the rest of the encounter.
35	Long Shadows: All rogues, halflings and assassins add +L to their Attack rolls (melee or ranged) in this room. However, all ranged attacks except Lightning and Fire-based spells against the boss are at -2. Halflings add +L to their Defense rolls if withdrawing from this encounter.
36	Library of spells: You may change whatever treasure you rolled for the final boss to a collection of 6 scrolls containing any spell you desire from the lists in any book you own. If you are not interested in spells, you may increase the monster's monetary treasure by an additional 2d6 x 2d6 gp.
41	Water everywhere: The room is flooded. All characters must wade through water and have -1 on their Defense and melee Attack rolls. All fire-based spells and magic attacks are at -1. Any scrolls rolled in the monster's treasure are automatically ruined. Scrolls carried by your party have a 1 in 6 chance to be destroyed when you enter the room.
42	White magic aura: All Healing cast in the room heal 1 additional life than normal. Bosses with regenerative or healing powers have 2 additional Life points, and necromancers and necromingos have -1 to their spellcasting rolls until the end of the encounter.

Boss Lair Feature table (continued from previous page)

	Faerie Realm: The lair is inhabited by invisible, mischievous faerie folk. At the end of every turn, each character who does not hit the boss or successfully casts a spell has a 1 in 6 chance of being sprinkled with fairy dust that will either increase or decrease 43 his level by 1 (50% chance of each). A character falling below level 1 falls asleep until the end of the encounter and may be awakened only by a wizard or elf casting a Sleep spell at him. All level modifiers and the faerie disappear at the end of the combat. Lutin and satyr characters will not be affected by this fairy dust.
44	Lava Pit: There is a pit of boiling lava in the room. Any character rolling a 1 on a Defense roll or on any Save roll comes in contact with the lava, taking d3+1 wounds. Barbarians, ogres and trolls may try to push the boss into the lava by performing a successful Attack roll against the monster's level. If they succeed, the boss takes d3+1 wounds. If they fail, they take d3+1 wounds. Each eligible character may try this trick once.
45	The Song of Elidra: The lair's walls are decorated with musical notations that elves can read. If an elf spends an action to read the musical notation, he will recover all spells that he spent so far during the adventure. If the party includes a bard, you gain 1 XP roll for finding this elvish song.
46	Help From Above: A deity of your choice appears to one of your characters (possibly a cleric or paladin) on the third turn of the combat with this boss. The character may gain a +3 to his next attack roll or a permanent +1 to all Defense rolls against this specific boss. The attack bonus lasts for a single attack but the Defense bonus lasts until the end of the combat.
51	Mushroom Madness: Weird mushrooms grow on the walls of the lair. Every character rolling an explosive attack roll stirs a cloud of spores, and must make a level 5 save versus poison (halflings, ogres and barbarians add +½ L) or be affected. Affected characters must either gain 1 Madness, lose 1 Life, or gain a -1 modifier on their attack rolls until the end of the battle or until a Blessing is used to remove the modifier.
52	Chamber of Horrors: The lair is full of bloodied torture instruments, remains of victims or other gruesome items. All characters gain 1 Madness if they fail a save versus level 4 fear. Paladins, assassins, cambions and atrocities save at +2. If the boss has any ability that requires to save versus fear, increase the level of that save by 1.
53	Animated Chains: As soon as combat begins, animated chains drop from the ceiling and try to restrain the characters. All characters must save versus level 6 traps (elves roll at +1; halfling, lutins, satyrs and goblins add +½ L; rogues, assassins and swashbucklers add +L). Characters who fail to save have -1 on their Defense rolls until the end of the combat and may not leave the melee. Barbarians, ogres and trolls may try to break free by spending an action and rolling a level 7 strength save (they add +L). They may try every turn, but they take 1 wound from the chains every time they roll a 1. If the boss is defeated, the chains lose all magical properties and the party gains d6+4 lengths of chain that they can use to restrain subdued opponents.

Boss Lair Feature table (continued from previous page)

54 The Steel Wall: As the party enters the lair, a steel wall swiftly emerges from the ground and separates the two front characters from those in the rear of the party. The two characters in the front positions of the marching order must fight against the boss alone. The two characters in the rear may join the fight only if they manage to disable the mechanism of the steel wall by passing a save versus a level 7 puzzle (wizards and necromancers add +L, one roll per turn allowed) or if a rogue passes a level 6 lockpicking roll (the rogue adds +L, one roll per turn allowed, roll at +1 if the rogue has a steel crowbar). Alternatively, the characters in the rear may know a secret combination to open the steel wall by spending 3 clues (this is a special secret, and it also gives 1 XP roll to the party). The steel wall recedes into the floor when the boss is defeated.

55 The Chosen One: Choose one of your characters as the chosen one. A prophecy says he or she will be the one who defeats the Final Boss. The chosen one will have a +2 on all his attacks or spellcasting rolls (your choice) against the Final Boss. If the Final Boss is hit only by magic weapons, the chosen one's attacks will count as magical. The final boss will hate the chosen one, prioritizing attacks against him. If the Final Boss manages to kill the chosen one, its level will increase by 1. If the character deals the final blow against the Final Boss (inflicting the wound that kills the boss), the party gains 1 additional XP roll.

56 Halls of Hammer and Axe: The lair was an ancient dwarven hall, or contains some stolen dwarven furniture. Galvanized by the spirit of their ancestors and memories of their culture, all dwarves in play fight at +1 to melee Attack rolls until the end of the encounter.

61 Goblin Secret Passage: If you have a lutin, goblin or halfling in the party, they may discover a secret passage left by their kin in the room by passing a level 6 spotting save (they all add +L to the roll). Attempting this save requires spending one action. One attempt per eligible character per turn is allowed. On a success, each diminutive character may steal one object from the Final Boss' treasure (choose: one magic item, scroll, map, useful item, potion, or bag containing 25% of the monster's gp treasure) and escape to any neighboring room without suffering any attack as he flees. The remaining treasure, if any, may be collected only by the rest of the party after the monster has been defeated. If the entire party is composed of diminutive characters and they all flee with all the treasure, the boss counts as defeated and the party gets the normal XP rolls for defeating a Final Boss. Other characters may notice the secret passage but they are too big to squeeze through it.

62 Totem: The room includes a roughly hewn stone figure that was stolen from a barbarian tribe. If you have any barbarians in your party, you may decide that it belongs to their tribe. If that is the case, the barbarians will be able to use their rage ability once for free in this battle, but they will not be able to withdraw or flee from this combat. You may sell the stone figure for 80 gp or return it to the tribe. If you return the totem, the tribal shaman will reward the party with d3 random herbal remedies from the herbal remedies table in this book.

Boss Lair Feature table (continued from previous page)

63 Gas: As the party enters the lair, noxious fumes fill the air. All characters must save versus level 6 poison (rogues and assassins add +L; halflings, barbarians, ogres and trolls add +½ L; dwarves and warriors add +1) or roll d6 and suffer one of the following random effects: 1) take 1 wound; 2) have -1 on all Attack rolls; 3) Have -1 on Defense rolls; 4) be unable to read or use scrolls; 5) drop all hand-held objects; 6) have -1 on all Saves. The modifiers last until the end of the encounter or until a Blessing is used to remove the condition. The save versus the gas must be rolled only once, NOT every turn. Characters who are immune to poison or who do not need to breathe, like artificial creatures, golems, kuklas etc. are immune to the gas. The boss is immune to the gas.

64 Unnatural Chill: An unnatural chill fills the room. All fire-based spells are cast at -1. All potions, oils, philters and other liquids have a 2 in 6 chance of being frozen solid. If it is so, they are impossible to use until the end of the encounter. Roll once per vial or container when you try to use that item. If the liquid is frozen, you do not get to use it and you have wasted your action trying to imbibe it. Blade poison will not be frozen and will work normally. The unnatural chill disappears when the Final Boss is defeated.

65 The Enemy of my Enemy is my Enemy Too: As soon as you reduce the Final Boss to one life point, another boss, randomly selected from any boss table in any *Four Against Darkness* book you own, steps into the room and uses its first action to deliver the killing blow to your enemy. It then turns to your party, eyeing your treasure with greed. You now must defeat this new Final Boss! You get XP rolls only from this second Boss but you get to collect loot from both. The treasures of both creatures are increased as per the rules for a Final Boss.

66 That's a Tough One: The Final Boss has 4 additional life points. However, you automatically find a magical treasure of your choice in addition to its rolled treasure (select it from any table of magic items from any *Four Against Darkness* book you own). Alternatively, you may find a secret document (diary, ship's log, grimoire, etc.) containing 2 clues, or receive a blessing from above removing up to four conditions (any game effect that can be removed with a Blessing spell) or up to 3 Madness points.





A mountain elf raider from southern Lirian readies a Snowball spell.

Warlike Woes is a supplement for **Four Against Darkness**, for parties of level 2 and above. It features a host of new monsters, potions, new reactions, rules for gambling, new equipment, herbal remedies, a sample dungeon, and even new room shapes.

Featuring: Halfling Highwaymen, Jabbering Jackalopes, Sneezing Sporelings, Wanton Wenches, Jarring Jackals, Putrefied Penitents, Egregious Elves, Naughty Nixies, Sickening Swine-Men, Boozer Bandits, Dumb Dogs, Ostrichian Knights, Wary Witchhunters & Warhounds, Wolf in Sheep's Clothing, Flail Slug, Penguin-Bear, Landshark, Assassin Bugs, Chaotic Pillar of Flesh, Goblinogre, Ettin, Crying Angel of Peace, Quarterlich, Cyclops, Lesser Mykityad, Hags of the Deep, Mummified Kobold Guardians, Scissor Monsters, Elephant Men, Frozen Abyssal Shades, Raiders, Kobold Scouts, and the Final Boss Lair Feature table that will change forever your Final Boss encounters in **Four Against Darkness**.

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