

Wayfarers and Adventurers



New Characters and Options for *Four Against Darkness*

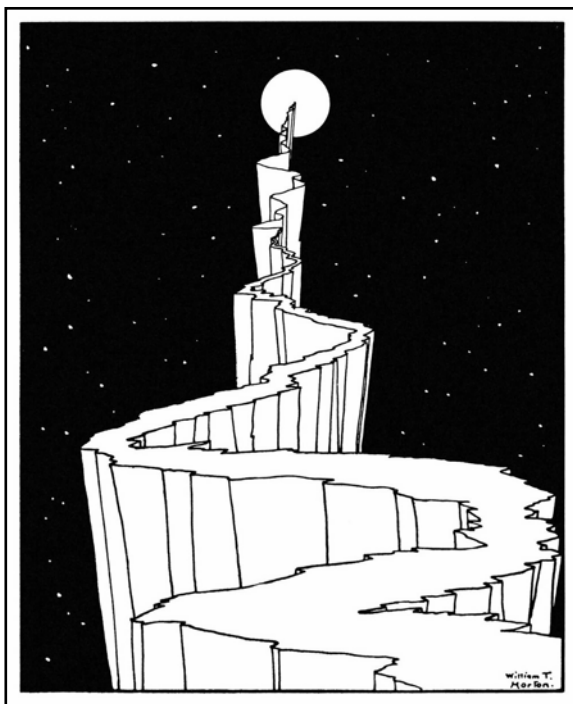
Wayfarers and Adventurers

New Characters and Options for *Four Against Darkness*

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Contents

Introduction	3
Druid	5
Martial Mystic	7
Gnome	11
Wood Elf	15
Green Troll	17
Green Troll Stupidity Table	18
Character Traits	22
Rare Traits	32
Milestones	33
Druid Spells	42
Expert Druid Spells	45
Druid Scrolls	46
New Wizard Basic Spells	47
Expanded Random Basic Spell Table	47
New Expert Skill: Troll Trainer	50
New Equipment	50
Leafsteel Armor	51
New Animal Companions	52
Forest Shadow	52
Bearwolf	52
Alternative Minions	54
New Weapons	55

Introduction

This supplement for *Four Against Darkness* describes new classes that may be used alongside the ones found in the core book, in *Concise Compendium of Classes* and other supplements. All of these are optional. Use them if you think they will add to your enjoyment of the game. They are written in the most generic format possible, giving you ample opportunities for use in any type of setting or adventure.



Two adventurers face a six-eyed molebeast in the dungeons of Thruu.

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Druid

Druids are nature priests unaffiliated to temples and organized religion. They protect the wilderness and channel the powers of nature, gaining the ability to shapeshift into animal form or to summon the aid of trees and beasts. They are a bit crippled in dungeons, but shine in a wilderness setting.

Spellcasting: Druids can use their own spells, adding their level to their spellcasting roll. They do not need to read or learn their spells from books, but meditate between adventures to regain the spells used. They begin with 2 druid spell slots, +1 per level. They gain 1 additional spell slot immediately when they level up.

Spell Knowledge: Druids know and can memorize any spells from the basic druid spell list. If a druid wants to add to his repertoire the spells from the Expert druid list, he must learn them during his adventures. A druid of level 5+ may add a spell to his repertoire in the following ways:

1) As an epic reward (when the party completes a quest, the druid may learn an expert spell instead of rolling on the epic rewards table);

2) Discovering a secret (the druid spends 3 clues and learns a new expert spell);

3) The druid passes an XP roll and learns an expert spell;

4) The druid finds an expert spell on a scroll and uses that scroll to learn the spell. This process destroys the scrolls but lets the druid add the spell to his repertoire of known spells.

Attack bonus: A druid undergoes partial martial training. A druid adds +1/2 L on Attack rolls, rounded down.

Non-druid scroll use: Druids can cast spells not on the druid spell list from scrolls and magic items, but add only +1/2 L to the spellcasting roll. Druids may NOT learn these spells.

Armor allowed: Light armor, leafsteel armor, shield.

Weapons allowed: Light weapons (staff, sickle, club, dagger), javelins, short bow or sling (light ranged weapons).

Animal Companion: A druid may have one animal companion in addition to a mount. This animal comes to the druid of its own volition. The druid must not pay the cost of the animal, but must spend 1 gp worth of food when the animal comes. All animals described in *The Crucible of Classic Critters* are avail-

Wayfarers and Adventurers



A druid in the forests of Edda meditates while his forest shadow companion watches over him.

able. Druids may also take the forest shadow and the bearwolf described in this book as companions.

The druid has a special, subtle connection with his animal companion. The druid receives 1 Madness if the animal dies. As soon as the druid is in the wilderness or just outside of a dungeon, another animal of the druid's choice will replace the dead companion. Again, the druid must offer 1 gp worth of food to accept the animal as his companion.

Starting Equipment: Light hand weapon (sickle).

Starting Wealth: 2d6 gp.

Life: 3 + Level. A 1st level druid has 4 Life.

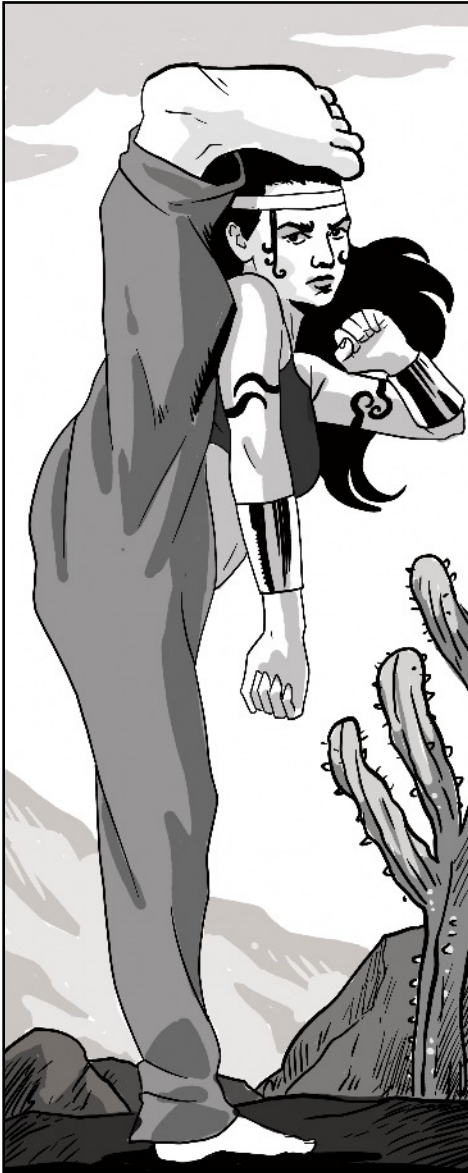
Expert skills: The druid may learn the following skills from *Four Against the Abyss*: Arcane

Tanner, Commanding Presence, Continual Light, Detective, Intuition, Negotiator, Poison Resistance, Protective Incense, Spore Alchemy, Strong Will, Terrifying Savagery.

The druid may learn the following skills from *Concise Collections of Classes*: Poison Expert, Spiritual Nourishment, Surgeon Training.

Saves: If not otherwise specified in the description of a save, the druid saves like a cleric.

Martial Mystic



A martial mystic is a student of the martial arts. Learning to focus on inner life-force and to

control bodily functions and abilities to the fullest, mystics can produce seemingly magical effects, awaken their internal energies, transfer their life force onto others, and access the telepathic storage of universal knowledge known as *akasha*.

Attack and Defense: the mystic adds $+1/2 L$ to attack rolls (both melee and ranged) and $+L$ to defense rolls.

Unarmed fighting: The martial mystic is trained to use his hands and feet as weapons, and does not suffer the customary -2 modifier for unarmed fighting. The -1 for using light weapons still applies. In addition, the mystic may attack with a kick. A kick hits at $+1$ but if the mystic rolls a 1 on the attack roll, the mystic loses his balance and will not attack next turn.

Resistance: The martial mystic adds $+L$ to save rolls vs. poison, stone-turning, gas, stunning, and mind control/hypnosis.

Athletic: The martial mystic adds $+L$ to save rolls to climb or leap or obstacles or to jump down safely, including when falling through a trapdoor or any

Wayfarers and Adventurers

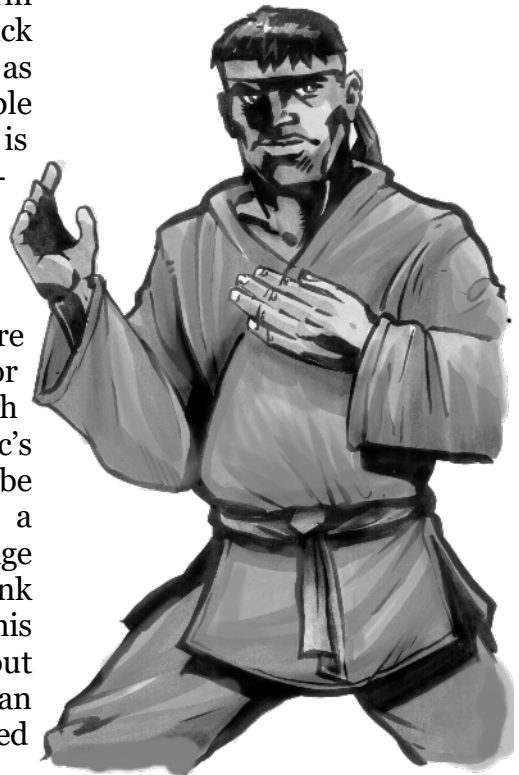
similar trap that inflicts falling damage.

Chi powers: The martial mystic receives a number of Chi points at the beginning of every adventure equal to his level +2. The martial mystic may spend one Chi point per turn to do one of the following:

- 1) Create an energy fist attack that counts as a magic attack and can hit any creature, including those who are insubstantial or are hit only by magic weapons. Add +L (not just $1/2L$ as usual) to this unarmed melee attack. If the martial mystic possesses a magic item or an advanced skill that lets him perform multiple attacks or attack more than one target, such as Flurry of Blows or Double Attack, the +L bonus is applied to all attacks performed during the current turn. The energy fist disappears at the end of the turn;
- 2) Destroy one door, treasure chest, shield, pole, tree or other item made of wood with a thickness up to the mystic's arm length. The power can be used to break free from a wooden house or even damage a ship to the point it will sink or disable a siege engine. This happens automatically, but requires the expenditure of an action. This may also be used

to automatically inflict up to 3 damage against creatures made of wood (wood golems, wood automatons, wood elementals, treemen, living wood statues);

- 3) Break free of chains, ropes, shackles, handcuffs or other restraints, including magical ones. This happens automatically, but requires the expenditure of an action;
- 4) Evade from a melee without suffering an attack;
- 5) Automatically pass a defense roll (you spend the Chi point INSTEAD OF rolling -- you cannot roll and then, on a fail-



Wayfarers and Adventurers

- ure, decide to use the Chi);
- 6) Project his lifeforce to heal others. The mystic spends 1 Chi and loses 1 Life but heals 2 life to a friend. This ability may also be used to remove the effects of poisoning from a friend's body, but it will not bring back to life someone who died of poisoning. The mystic may also remove temporary blindness or 1 point of Madness. The mystic may heal another mystic but not himself;
 - 7) Parry a ranged attack and immediately reflect it back against the attacker (use the mystic's normal chance to hit with a ranged attack, adding +1/2 the mystic's L);
 - 8) Upon a successful defense roll, spend 1 Chi to immediately perform a melee attack at -1 that will incapacitate the attacker, as long as the mystic spends his following action to tie the attacker with a rope or the like; this ability may be used only against minion or vermin, or against a boss whose level is half the mystic or less (for example, an 8th level mystic may immobilize a level 4 Boss). This ability may not be used against weird monsters, hordes, shapeless creatures, insubstantial creatures, elementals or swarms (use your common sense: if it is something that cannot be tied with a rope, incapacitation will not work);
 - 9) Focus on non-lethal combat, so that the mystic may perform non-lethal (subduing) attacks for the duration of an encounter. Any victim "killed" by the mystic during this combat is considered knocked out instead, and may be revived later for interrogation, bound, etc. Weird monsters and creatures with no nervous system (undead, insubstantial creatures, oozes, jelly cubes, molds, elementals, automata and robots, spirits) may not be knocked out;
 - 10) Use pressure points to force a prisoner to tell the truth. This allows the mystic to perform a search roll, once per adventure, that will yield 2 clues, if he has a prisoner to interrogate. The prisoner must be able to communicate (i.e., not an animal). Weird monsters and creatures with no nervous system (undead, insubstantial creatures, oozes, jelly cubes, molds, elementals, automata and robots, spirits) may not be interrogated with pressure points;
 - 11) Put a number of Chi points towards self discovery and introspection. The points must

Wayfarers and Adventurers

be allotted before the beginning of the adventure and may not be used for anything else. Once the mystic has allotted 6 Chi points towards self discovery, he may access akashic knowledge or wake up his kundalini energy. **Accessing akhasic knowledge:** this lets the mystic use a single skill he does not know once per adventure (any expert skill from any book such as those found in *Four Against the Abyss* may be used) or cast a single spell per adventure from any list of spells from any book. The spell is not memorized or chosen, it is just drawn into the mystic mind's from akasha (a collective, telepathic library of all the knowledge in the universe). The spell or skill will disappear from the mystic's mind as soon as its game effect is caused. **Awakening kundalini:** This will give the mystic a permanent +1 to all rolls performed during an encounter (attack, defense, saves, or any other rolls).

Spent Chi points are recovered during the mystic's morning meditation, a process that requires sitting in an undisturbed place for at least one hour.

Scroll use: Mystics can cast spells from scrolls and magic items, always counting as first

level casters (they just add +1 to the spellcasting roll).

Armor allowed: None.

Weapons allowed: Light weapons (staff, sickle, club, dagger, nunchaku), sling, two-handed light weapon (quarter-staff: counts as a 10' pole, and has a -1 for being a light crushing weapon and a +1 for being a two-handed weapon, for a net bonus of 0).

Starting Equipment: Light hand weapon or sling, meditation beads, one short rope (used to tie incapacitated opponents).

Starting Wealth: 1d6 gp.

Life: 5 + Level. A 1st level martial mystic has 6 Life.

Expert skills: The martial mystic may learn the following skills from *Four Against the Abyss*: Acute Hearing, Combat Acrobatics, Deadly Strike (used with bare hands only), Double Attack, Impervious, Poison Resistance, Quick Footed, Spot Weakness (only with bare hands), Withstand Pain.

From *Concise Collection of Classes*, the mystic may learn the following skills: Catch Projectiles, Flurry of Blows, Quivering Palm.

Saves: Unless specified otherwise in the description of a save, a martial mystic saves a rogue.



Gnome

Gnomes are a small folk related to both dwarves and halflings. Their love of pointy hats, knee-high boots and decorated clothes is well known. Like dwarves, they have an affinity with earth, gemstones, metals and engineering. Like halflings, they live above the ground in small, cozy homes on the side of hills, or in isolated cottages where they can practice their experiments without disturbing their neighbors with the occasional explosion or the funny smell coming from their labs.

A gnome adventurer is skilled in crafting bizarre but useful mechanical contraptions. Crea-

tures of both science and wizardry, most gnomes practice a bit of illusion magic.

Illusions: The gnome can cast the Illusion spell (described in the spell section of this book) a number of times per adventure equal to L. They study the spell using a contraption bearing some magic words engraved on gears and lenses. Every morning, the gnome will need to spend a few minutes studying his contraption in a quiet surrounding, and will memorize his illusion spells for the day. When casting the illusion, the gnome adds +L to the spell-casting roll.

Scroll use: Gnomes can cast spells from scrolls and magic items, always counting as first level casters (they just add +1 to the spellcasting roll regardless of the gnome's actual level). If the spell cast from the scroll is Illusion or any spell with the words Illusion, Phantasmal or Illusionary, however, they add their full level.

Hard to hit: Due to their diminutive size and quick reflexes, gnomes add +1/2 L to defense rolls.

Resistance: Gnomes add +L to saves vs. poison and gases.

Gadgeteer: Gnomes add their level on rolls to disarm traps. In addition, a gnome receives a number of gadget points at the beginning of every adventure equal to L+6. At any moment during the adventure, the gnome may spend gadget points to do one of the following:

- 1) Use a one-shot mechanical weapon that lets him add +L to one ranged attack. The gadget is then disabled until the gnome spends another gadget point and 30 minutes to repair it. A typical example would be a mechanical, clockwork drone that hits the target and then runs out of energy, a spring-loaded blade, a razor-sharp yo-yo or a jack-in-the-box metal fist.
- 2) Open one locked door or chest, or disarm one trap. This requires the expenditure of an action and a Save against the level of the trap or door. If no level is indicated for a locked door, assume it to be L6. Add the gnome's level and the number of gadget points spent to the roll. The number of gadget points must be spent BEFORE the roll. For example, a gnome who wants to add +3 to his roll to disarm a trap, will have to spend 4 gadget points (one to be allowed to roll, and 3 to get a +3 bonus to the save).
- 3) Help someone out of chains, ropes, shackles, handcuffs or other restraints, including magical ones. This requires the expenditure of an action and a Save vs. difficulty 6 (or the level of the creature that bound the victim or that is guarding the prisoner, if it is known and it is higher than 6). Add the gnome's L to the roll. If the roll fails, the gnome may try again in the following turn, but if the gnome ever rolls a 1, the lock/chain/restraint is beyond his ability. The gnome may not free himself if he is the one being shackled.
- 4) Build a gadget that creates a smokescreen. This lets the party flee from a combat encounter without suffering

any attacks as they withdraw. Smokescreens do not work against fire and smoke-based creatures like djinn, efreeti, air elementals (who automatically dissipate the smokescreen) and fire elementals. The smokescreen device is pretty simple to use, and the gnome may also give it to another character, but if used by a character who is not a gnome, there is a 2 in 6 chance that it will not work. The smoke-screen bomb is used in any case, and may not be repaired until the gnome spends 1 gadget point to create another.

- 5) Build a portable door. This lets the gnome add a door on the map where there is none, provided there is a way to connect the current room to some other room, or to turn a door into an opening or an opening into a door. The device may also be used to lock a door that has no lock mechanism, and it will remain in place until the door is destroyed or the lock opened.
- 6) Build a grenade that inflicts damage equal to the number of gadget points spent minus 1, up to a maximum of 4 damage. It takes one action to throw the grenade. The grenade may be thrown as a

ranged attack before the combat begins, and only if the gnome was not surprised. If the grenade is used during melee, its damage must be applied to the party as well (roll d6 for each party member in the room to determine how many points of damage are inflicted, with a maximum equal to the gadget points spent on the grenade or 4, whichever is lower). Each point of damage of the grenade will automatically kill one minion or vermin, or inflict one damage to a boss or weird monster.

Example: Gyrip the gnome has a 5 point grenade and throws it as a ranged attack in a room containing an orc boss with 7 life and 8 goblin minions with 1 life each. The grenade goes off. The player rolls d6 and scores a 6. Technically, this is an exploding die roll but it is unnecessary to explode it because the grenade's maximum damage is 4. The orc boss loses 4 life and 4 goblins are killed in the explosion.

Example 2: Gyrip is in a room with the same orc boss as above, 3 goblins,

and his party. The melee has already begun but the situation is desperate and the party needs to wound the orc boss. Gyrip spends one action to throw the grenade. Every party member rolls d6, taking that amount of damage (with a maximum of 4 points of damage).

7) Use a gadget-enhanced weapon to add +L to all melee attacks for the duration of an encounter. An example would be a gauntlet with protruding blades or a spring-loaded hammer that spins in the gnome's hand. While using such weapon, the gnome is immune to all game effects that disarm him, but not to monsters that destroy metallic weapons, like the Iron Eater.

8) Use clockwork armor. This is a suit composed of metallic spinning wheels and gears. It counts as light armor, but its defense bonus increases to +3 until the end of the current encounter when the gnome spends 1 gadget point to activate the defensive gears. The gnome can build his own suit of clockwork armor but will need to spend 25 gp in materials. Clockwork armor is metallic and may be destroyed by Iron Eaters and similar creatures that destroy metal. Due to its distract-

ing complexity, it counts as TWO items if stolen by Invisible Grem-lins.

Armor allowed: Light armor, leafsteel armor, clockwork armor.

Weapons allowed: Light weapons, sling, hand weapon, bow, handgun, and any clockwork weapons found as treasure.

Starting Equipment: Light hand weapon, contraption, a set of lockpicks and precision tools (resale value of 15 gp).

Starting Wealth: 4d6 gp.

Life: 4 + Level. A 1st level gnome has 5 Life.

Expert skills: A gnome may learn the following skills from *Four Against the Abyss*: Acute Hearing, Arcane Tanner, Brawler, Continual Light, Detective, Negotiator, Quick Footed.

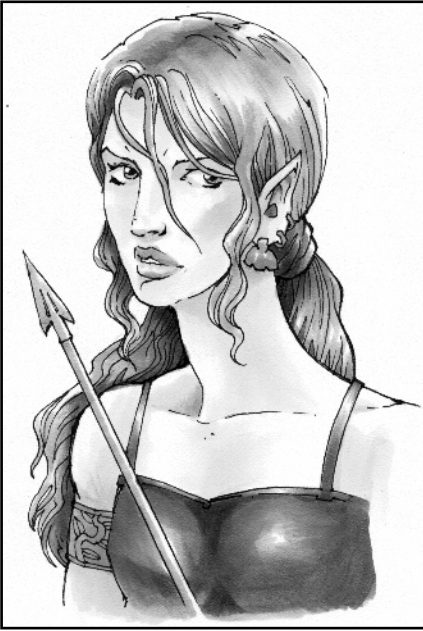
A gnome may learn the following skills from *Concise Collection of Classes*: Alchemical Training, Bomb Crafting, Surgeon Training.

A gnome may also learn Troll Training from this book.

Saves: The gnome saves like a rogue unless the description of the save says otherwise.



Wood Elf



Traits: A wood elf adds +L to attack and defense rolls when fighting in a forest or jungle, and always when using a bow (not a crossbow). In all other cases, the wood elf adds +1/2 L on melee attack rolls.

Wood elves add +L on their saves when defending from traps found in the wilderness (pits, snares, bear traps).

Wood elves reduce by 1 the party's chance of being surprised when travelling in forests, jungles and woods of any type.

Wood elves add +L to stealth saves when in the woods.

Living off the land: As long as they are travelling outdoors, in a non-desertic and non-frozen surrounding, wood elves automatically generate food for 2 people per day. This represents their ability to hunt small game and pick edible berries and roots. In snow-covered terrain, the ability is reduced to 1 food per day.

Weapons from nature: Whenever a wood elf is in the wilderness (forest or heavy forest), he may fashion a crushing hand weapon, crushing light weapon, crushing two handed weapon, staff, quartersaff or bow out of natural materials. This requires 1 roll for wandering monsters for every 2 weapons created.

Armor from nature: A wood elf may fashion a shield from a turtle's shell or a giant beetle's carapace. A wood elf may also fashion a suit of leafsteel armor in about four hours (six hours if the suit is meant for a large creature like a troll or ogre) if he finds a leafsteel bush (a 1 in 6 chance of finding one per hex/area of forest traveled). Leafsteel armor works as heavy armor (+2 to defense rolls) and gives no swimming and climbing limitations but must be discarded after 2 adventures as the leaves dry. Leafsteel armor may be worn by any class that may wear light armor. Leafsteel bushes grow in dangerous areas, and

Wayfarers and Adventurers

there is a 2 in 6 chance of a random wilderness encounter whenever the party stops to collect enough leafsteel for building a suit of armor.

Forester: A party entirely composed of wood elves can move through forest as if they were under the constant effect of a Forest Pathway spell.

Friend of the woodland beings: If one or more wood elves are in the party, you may alter by 1 all reaction rolls when encountering woodland creatures and plant lifeforms like treemen, dryads, other wood elves, and any other creature from sylvan or forest or jungle encounter tables.

Saves: The wood elf saves as an elf.

Armor allowed: shield, light armor, leafsteel armor.

Weapons allowed: light weapons, hand weapons, quarterstaff, bow, crossbow, bolas, boomerang.

Beginning Equipment: 1d6 gp, leafsteel armor, 1 hand weapon, 1 bow.

Expert skills: A wood elf may learn the following skills from *Four Against the Abyss*: Acute Hearing, Arcane Tanner, Brawler, Combat Acrobatics, Danger Sense, Deadly Accuracy (only when using bows), Dead Shot, Double Attack, Knife Throwing, Quick Footed.

A wood elf may learn the following skills from *Concise Collection of Classes*: Poison Expert, Surgeon Training.



Green Troll



A few green skinned, regenerating trolls are civilized enough to be accepted in adventuring parties in the role of brutes.

Traits: Trolls add +L to melee attacks and a flat +1 to ranged attacks with thrown weapons (typically axes or even large stones) and their projectile vomit attack. Green trolls' thick skin is equivalent to heavy armor and gives +2 to defense rolls.

Projectile Vomiting: Once per adventure per level, a troll may spew its acid gastric juices upon a

target. This counts as a ranged attack that inflicts 2 wounds if it hits. However, if the target is wearing any clothes, fur or other expensive clothes or decorative objects are part of its treasure, they will be ruined and lose all monetary value. Likewise, a creature that has been killed by troll acid may not be harvested for body parts for alchemical use.

Stupidity: Trolls are immensely stupid and unpredictable. They may not learn any advanced skills and may not use equipment of any kind except weapons. Likewise, they may not be sent alone to

inspect a room or check for traps, listen for sounds, or any action that involves searching or generating/using Clues. If at any moment only trolls remain in a party, the party is considered disbanded and the adventure ends.

At the beginning of any combat encounter, once the combat starts, they must roll d20 on the stupidity table to see what they will do in the current encounter. If a character with the Troll Trainer expert skill is in the party, roll d20 twice and pick your favorite result.

**Green Troll Stupidity
Table (d20)**

1-5	Normal
6-7	A Crisis is Coming
8	Idle
9	Hungry
10	I'll Take a Nap
11	Cast a Spell
12	I Forgot How to Fight
13	Look, I Can Read Now
14	Throw Rock
15	Bellow
16	Call of Nature
17	Flee
18	Attack friend
19	Push
20	Grab and Run
21	Mindless Fury
22+	Madness

Normal: The troll fights as normal -- this time.

A Crisis is Coming: The troll fights as normal, this time, but his next roll on the stupidity table is at +1. This modifier is cumulative, so if you roll it again, it will become +2, and so on. This modifier resets to zero at the end of the adventure.

Idle: The troll just sits on the ground doing nothing, and defends at -2 against any attack during this encounter. The troll will not attack.

Hungry: The troll will fight at the beginning of the turn, but as soon as one dead opponent is available, no matter whether killed by the troll itself or by another character, the troll will stop to devour its body and will no longer take part in the current combat. If all the party is defeated or flees from the encounter, the troll will run away carrying the corpse with him. The troll is considered dead, and all the equipment and loot that it was carrying is lost.

Foes will not attack a troll that is eating, but the troll may still be hit by randomly targeted attacks. In that case, he defends normally and then goes back to eating even if it was wounded. Like in all combat, the green troll will regenerate all lost Life points at the end of the encounter.

Mindless Fury: The troll will attack a random target each turn. Roll d6. On a 1-3, the troll will attack a friend, and on a 4-6 he will attack a foe. Once all foes are defeated, the troll will come back to his senses and stop fighting. If the party is defeated and only the troll remains, the troll will continue to fight against any remaining foes to the death.

When the troll attacks a friend, the friends must make a defense roll as normal. Use the troll's level, or

4 (whichever is higher) as a target number for the defense roll.

Flee: The troll runs away. In a dungeon, he moves to the last visited room. In a town or outdoors, he will move away from the current location and rejoin the party after the end of the engagement.

I Forgot How to Fight: The troll fights, but may not add his level bonus to attacks for the whole duration of the encounter.

Attack Friend: The troll will attack a random character in the party, and will fight until that character is killed or withdraws. Once that target is no longer available, if the encounter is not over yet the troll will roll again on the stupidity table.

Grab and Run: The troll fights normally, but as soon as one enemy is defeated, IF that enemy has any treasure, the troll will grab it and run. The other characters must fight the troll and kill him, subdue him or put him to sleep or he will run away with the treasure, never to be seen again. If the party is fighting against a group of minions, assume that the first minion to be killed by troll is carrying the treasure. If the party is fighting a green troll, count him as a boss monster (although the party will get no XP roll for killing their “friend”). Use the troll’s

actual level or 5, whichever is higher, as a level to affect him with attacks or spells. The green troll will NOT regenerate until he has moved away from the party.

Push: The troll pushes down a random friend, who automatically loses his/her balance and must spend his next action to stand up. After this attack upon a friend, the troll regains his senses and behaves normally.

Call of Nature: The troll wastes two turns taking care of some bodily functions, then fights normally until the end of the encounter. While he is answering the call of nature, the troll defends at -1 but does not attack. If the rest of the party withdraws from the fight while the troll is busy, the troll will remain in the current combat engagement and will fight to the death, angry because his moment of privacy has been disturbed.

Cast a Spell: The troll thinks he has memorized a spell, probably by looking at some spellcaster in the party. Of course, this has no effect other than the troll wasting one attack, and then realizing that his magic did not work. After this, the troll will fight normally.

Look, I Can Read Now: The troll grabs a party member’s scroll or spellbook (choose one if multiple scrolls or spellbooks are available) and tries to read it. The only

effect is that the troll wastes his first action and a spell is lost as the troll shreds the page. If the party has no scrolls or spellbooks when you roll this result, the troll wastes one action looking for it anyway, and then returns to the fight. A spellcaster that has his spell book damaged may spend 50 gp in town to have the spell replaced. Until the spellcaster does so, that spell may no longer be prepared.

Bellow: The troll bellows, causing an immediate wandering monster roll. Any wandering monsters attracted by the sound will arrive when the party has dealt with the current encounter, but BEFORE the troll had a chance to regenerate. The troll will regenerate at the end of the wandering monster encounter.

Throw Rock: With his first action, the troll produces a large stone that he was carrying and throws it at a random target. The attack hits at +1 and any target hit takes 2 wounds. Randomize the target as fairly as possible between all the targets available in the fight. For example, if there are 3 party members and 6 enemies, for a total of 9 targets, you may assign a number 1 to 9 to all targets and roll a d10, rerolling any result of 10.

I'll Take a Nap: The troll decides it's time to sleep, and drops to the ground, snoring. No force in the

world will be able to wake him up until the end of the fight. Normally, monsters will not waste their attacks on the sleeping troll, so the player may not direct attacks on the troll, but the troll will still be hit by randomly targeted attacks that some monsters have, and by area attacks (like certain types of dragon breath) that hit all characters in the engagement. All attacks on the troll will hit it automatically. The troll will also regenerate all damage at the end of the encounter, when he wakes up. A sleeping, troll is immune to stone-turning gaze attacks -- his eyelids are closed.

Madness: The troll rolls on the stupidity table each turn, until a result takes him out of the encounter (like *Flee* or *I'll take a Nap*). If this does not happen, the troll will perform the rolled action for one turn, and then roll again on the stupidity table at the beginning of his next turn.

A note on troll stupidity

Green trolls are powerful, but they become a liability when things go wrong. They may seem unplayable at first, but the Troll Training expert skill that halflings, gnomes and goblins may learn lets you reroll the stupidity roll and pick the best result.

Wayfarers and Adventurers



Weapons: Any melee, thrown rocks

Armor: None.

Regeneration: At the end of any combat encounter in which the troll was not damaged by fire, magic or other energy form, the troll recovers all Life lost.

Immense Strength: Trolls have no limits on weight carried. They can carry characters who have been turned to stone and use two-handed weapons one handed. Anyway, they are very clumsy and any heavy object carried by them (including petrified characters) has a 1 in 6 of breaking beyond any chance of repair (roll at the end of the adventure). Petrified characters may be returned to normality, but if the troll broke them they will

also need a Resurrection ritual to come back to life!

Not a Fussy Eater: A green troll may eat anything organic, and does not gain any Madness points if it eats other sentients. As long as the party defeats creatures that are not spirits, undead or artificial/elemental creatures, the green troll will not take damage from starvation.

Big and Lumbering: A troll occupies a full square in a dungeon corridor and blocks line of sight. This means that an ally may not fire missile weapons from behind the troll. Trolls have -1 on stealth rolls.

Life: A troll has 8 Life points, +1 per level.

Save: As barbarians. They always add +L on strength related saves for lifting, bashing down doors, bending metal bars and the like.

Magic Items: Trolls may use magic weapons but no equipment that casts spells. They cannot read and therefore cannot use scrolls.

Starting Equipment: one two-handed crushing weapon, one large rock.

Starting Wealth: 1d6 gp.

Character Traits

Traits List (d66)

Character traits are small quirks and flavorful notes that you may add to your characters to make them unique. Some are positive, some are negative, and some have little game effect but help you give more personality to your heroes.

Roll d66 on the list below once per every character that you want to individualize. Roll before the character's first game. You can also decide to allow already established characters to roll. In a way, it will be like when a writer reveals a character's personality a little at a time over the course of a novel.

Under normal circumstances, the character trait applies for the duration of the campaign. Certain traits may be removed or altered by training or magic: read the description for details.

Using these traits is OPTIONAL. You are not forced to use them. You could use them only on one character, or on two, or none, as you prefer. Once you roll them and you apply to that character, however, they remain in the campaign. Some negative traits may be removed later in the campaign through the application of magic or special training. See the individual trait descriptions for more information.

11) Orc Blood

The character has some orc blood, making him impetuous and aggressive. Once per game, the character gains +1 to the first melee attack of a combat encounter. This bonus may not be used if the character was surprised. Elves encountered by a party including a character with Orc Blood will react at +1, making a fight reaction more likely.

12) Scarred

The character has some permanent scar that may be healed only with extensive magic treatment costing 500 gp. Until this treatment is performed, the character will have -2 on all seduction rolls (see *The Courtship of the Flower Demons*).

13) Dragon Bait

The character smells tasty to dragons. When the party is in melee with a dragon, one attack must always be assigned at the character if possible. If the dragon has a separate bite attack, it will try to use the bite attack against the character.

14) Unusual Skin/Hair Color

The PC was cursed by some mischievous fay who gave him/her an unusual skin or hair color or some similar cosmetic change. This has no game effect other than making more difficult for the character

pass unnoticed in a crowd (-2 on such a save). The fey curse is permanent until removed with a series of 2d6 Blessing spells performed at a specific location, with a cost of 100 gp per Blessing, or a friendly cleric casting these blessing over the course of one or more



adventures. If the character is a cleric or part of an adventurers' guild, the cost of the Blessing spells for the treatment is reduced to 50 gp per spell.

15) Nearsighted

The character has -1 on all ranged attacks. The condition may be removed by buying spectacles with a cost of 200 gp. However, every time the character rolls a 1 when attacking in melee, the spectacles break and must be repaired (a 100 gp cost) or bought again. A gnome in the party may halve all of these costs by providing the labor required to build or repair spectacles in his downtime.



16) Allergic to potions

The character is allergic to some common alchemical ingredient. Every time the character drinks a

potion, roll d6. On a 1 or 2, his allergy kicks in, and the character must either (player's choice): 1) lose 1 Life, or; 2) have a permanent -1 on all attack rolls and saves vs. poison for the next 10 encounters or until the end of the adventure, whichever comes first.

If you roll 3+, the allergy does not kick in. In any case, the potion has its normal effect.

21) Heirloom

The character inherited something from his family or a sponsor. Choose one of the following: 1) an additional 3d6 x 10 gp at character creation; 2) 1d6 potions or scrolls (any mix, choose from any books you own); 3) one magic light weapon that adds +1 to attack rolls; 4) three Clues that may be used to buy a Secret as soon as the character had at least one encounter in his first adventure.

22) Diary

The character can read and write and keeps an annotated diary where he or she annotates all his findings, monsters' weaknesses and behaviour, unusual things spotted in the wilderness, and so on. The first time that the character generates a clue during an adventure, the character generates two clues instead. If the diary is lost or stolen, the ability to gain

an extra clue may not be used until the character spends 5 gp in town to buy another diary. Barbarians are allowed to have this character trait like any other character type.

23) Hunted by Goblins

At the end of any adventure, roll 1d6 for the character. On a 3+, nothing happens. On a 1 or 2, the character is ambushed by a group of lesser goblins (level 2 minions, morale -1, treasure: 1 gp each) and must fight them singlehandedly. The goblins are armed with knives and clubs. Every time, the character will meet d6 goblins. Keep a tally of how many goblins the character kills. Once the character has killed a total of 18 goblins, this trait will disappear. If the character is killed by the goblins, the party may buy 1 Secret in their next dungeon to meet them in a room. These goblins will have the character's equipment as loot, in addition to their standard treasure.

24) Hunted by Orcs

At the end of any adventure, roll 1d6 for the character. On a 3+, nothing happens. On a 1 or 2, the character is ambushed by a group of orcs (level 3 minions, normal morale, 2d6 gp treasure) armed with swords and shields, and must fight them singlehandedly.

Every time, the character will meet d6 orcs. If only one is encountered, he will be a level 5 Boss with 4 Life and 4d6 gp. Keep a tally of how many orcs the character kills. Once the character has killed a total of 15 orcs, this trait will disappear. For purposes of this tally, count each boss as 3 orcs. If the character is killed by the orcs, the character's party may spend 3 clues to buy 1 Secret in their next dungeon to find the orcs' hideout in a room. These orcs will have the killed character's equipment as loot, in addition to their standard treasure.



25) Hunted by Ratmen

As Hunted by Orcs, above, but the character is hunted by ratmen (level 4 minions, morale -1, 3d6 gp total treasure per encounter, armed with rusty swords). The ratmen will try to subdue the character (fight as normal, but if the character is killed, he will be just knocked out instead) and carry him as a prisoner in a secret base in the sewers. If this happens, the party will have to spend 2 clues to discover the ratmen's base and kill them in order to free their friend, or pay a ransom equal to 100 gp x the captive character's level. For all other details, see Hunted by Orcs, above.

26) Overweight

The character has a fondness for food and is notably overweight. The cost for food, armor and clothes increases by 20% (apply this, rounding up, every time the character buys armor, items of clothing, food and so on). The character gets a -1 on all climbing rolls and +2 on all swimming rolls. The extra weight can be shed with magic, alchemy or a special dietary regimen. With magic, losing weight would cost 400 gp. With alchemy, the character can hire an alchemist to produce a potion of weight loss for a cost of 50 gp, but the character needs to

drink another potion every month or he will regain the weight lost. With a dietary regimen, the character must train with a personal trainer (any warrior, barbarian or monk or martial artist of level 3 or above will qualify) and perform a level 6 save at the end of a month of training. On a success, the character will shed the weight and remove the Overweight trait. However, every month there is a 1 in 6 chance that the character will binge on food and gain the Overweight trait again.

31) Spell Talent

The character should choose one specific spell. When the character casts that spell, either from a scroll/magic item or from the character's spellcasting ability if the character is a wizard or other spellcasting class, the character does so at +1. Barbarians born with spell talent do not get the bonus but may learn to override their fear and hatred of magic and learn to cast spells from scrolls (but they will still not use magic items) if they spend 200 gp to attend a shamanic initiation and learn how to read and write. This takes at least 3 months of game time, or three down-time activities between adventures.

32) Spell Allergy

The character has an allergic response triggered by a specific spell. Roll on any one random spell table in any of the 4AD books you own. If the character casts that spell, either through his own spellcasting skill or through a scroll/magic item, the character immediately takes 1 Life of damage. Spell allergy may be healed with expensive magical care (500 gp for the treatment) or with alchemy (with alchemy, the treatment costs only 50 gp, but there is a 2 in 6 chance that the character will develop an addiction to the alchemical drugs used in the treatment, and a dose of such drug, costing 50 gp, must be provided every week or the character will develop the allergy again.

33) Spellblight

The character takes 1 Life point of damage every time he or she casts a spell from his/her own spellcasting abilities or from a scroll/magic item. Spellblight may be healed with expensive magical care (500 gp for the treatment) or with alchemy. Alchemical treatment costs only 100 gp, but there is a 3 in 6 chance that the character will develop an addiction to the alchemical drugs used. If addicted, a reduced dose of such drug, costing 60 gp, must be pro-

vided every week or the character will suffer from Spellblight again.

34) Noble Birth

The character is the scion of a noble family. Its initial gp allowance is doubled. If you have rolled this trait for an established character, just roll again the character's initial gp allowance: the character inherits that sum from a dead relative or receives a gift from an uncle. The character receives +1 on all rolls to influence reactions of an encounter of his own race or culture. However, any enemies encountered who are described as brigands, bandits, pirates, raiders or reavers (check the name of the encounter or use your own common sense) will Hate the character and try to catch him alive and ask for a ransom (100 gp x the character's level).

35) Drunkard

The character has a fondness for wine and ale. At the beginning of every adventure, the character must roll a d6. On a roll of 1-3, the character manages to control his drinking habit and play proceeds as normal. On a 4+, the character shows up drunk and will be at -1 on all rolls, except on saves vs. fear or terror effects, where the character will enjoy a +2, until he has been wounded to half his Life

points or less. Once that happens, adrenaline will kick in and the character will sober up. Alternatively, the character may sober up if another character gives him a dose of Powder of Sobriety (10 gp, see p.80 of *The Courtship of the Flower Demons*). Even if given the powder, the character remains an alcoholic and must roll again at the beginning of next adventure. Alcoholism may be healed with expensive magical care (500 gp for the treatment).

If a green troll has this trait, he or she will roll at +1 on the stupidity table.

36) Master of the Blade

The character has a natural talent for bladed combat. Once per adventure, the character may reroll one failed attack roll with a slashing melee weapon.

41) Greedy

Whenever the party finds treasure, the character must receive the biggest share or the magic item (that he or she can use) with the highest monetary value. If this is not done, the character will leave the party.

42) Chaos Taint

The character's parents were secretly chaos worshippers and

have passed their chaos taint onto the character. If you have the *Caverns of Chaos* supplement, the character rolls at +1 on the Touched by Chaos table (see *Caverns of Chaos*, p.19). If you do not have *Caverns of Chaos*, the character will attack at -1 any foe with the Chaos or Xichtul words in their name. A character with Chaos Taint may NOT be a cleric of Tamas Zeya. If you happen to roll this trait for a cleric, the cleric must choose another religion.

43) Madness

The character begins the game with 1 Madness point. No matter what game effects are used to reduce the character's Madness score, he or she will never have less than 1 Madness. This trait may be removed only as a favor from a god (as described in a specific encounter).

44) Bludgeon

The character has a natural talent for fighting with blunt weapons. Once per adventure, the character may reroll one failed attack roll with a crushing melee weapon like a club, mace or bare hands.

45) Lecherous

The character has a strong interest in romantic encounters. When

wooing, the character gets +1 on Giving rolls. For further rules about wooing, see *The Courtship of the Flower Demons*.

46) Changeling

The character was kidnapped by faeries when he was a child, and spent a number of years (choose a number 1 to 4) in their custody. Roll one d6 per every year spent with the little folk. For any 6 rolled, the character gains 1 random minor magic treasure. For every 1 rolled, the character's Life point total is reduced by 1, down to a minimum of 1. The reduction in Life point total is permanent, the magic items last until used. If the character rolls any number other than 1 or 6, nothing happens.

51) Tamas Zeya's Blessing

The character was blessed at birth by Tamas Zeya, the deity of law and order who opposes chaos. The character gets +1 to attack rolls vs. any chaos worshipper or chaos creature. All chaos creatures will hate the character. The character may remove this trait only by single-handedly slaying an avatar, saint or angel sent by Tamas Zeya, or by destroying a shrine to Tamas Zeya.

52) Intuition

Once per game, a character with intuition may roll a d6 when he finds a clue. On a 5 or 6, the character finds two clues instead.

53) Polymath

Use the rules for milestones (see below). The character with this trait may take TWO Milestones at the same time. As soon as he completes one milestone, he may take another.

54) Always in the Front Line

The character must always be placed in one of the two front spaces in the marching order. In addition, the character must be assigned any extra attacks performed by enemies if possible. For example, if five minions attack the party, the extra attack must be



assigned to the character with this trait. If six enemies attack the party, one of the two extra attacks must be assigned to the character.

55) Always in the Rearguard

The character must always be assigned to one of the two rear positions in the marching order if possible.

56) Mechanical Knack

The character gets a +1 on all rolls to disarm or avoid traps, or to repair damaged machinery. A gnome with this trait receives one additional gadgeteer point.

61) Encouraging Presence

While the character is in one of the two front positions in the marching order, all other party members get a +1 to save vs. any fear or

terror effect. This effect is the same as the Commanding Presence skill from *Four Against the Abyss*. If a character has both Encouraging Presence and Commanding Presence, the bonus will not stack but his friends would enjoy the bonus even if the character is not in the front position of the marching order.

62) Treasure Hunter's Luck

Once per adventure, when a random number of gp is generated for a treasure or for the value of a gem, jewel, magic item or other valuable, the character may use the Treasure Hunter's Luck ability to automatically get the maximum number possible on the roll. For example, if rolling the value of a gemstone worth $3d6 \times 10$ gp, the character may use this trait to have the stone be worth 180 gp.

63) Incredible Vitality

At first level, the character gets 1 permanent, additional Life point.

64) Protected by the Gods

Once per adventure, the character with this trait may reroll a failed Defense roll.



65) Many Enemies, Much Glory

Once per adventure, the character chooses one minion encounter before rolling the number of minions encountered. That minion encounter generates the maximum number possible of minions +2, and for some reason that is left for the player to decide, the character finds himself fighting alone against those minions for one round (maybe the rest of the party remained behind to inspect something, or they were slowed down by rough terrain). After one round, the other party members is able to join the fray. This encounter counts as TWO encounters with minions for purposes of XP rolls.

66) Twin Traits or Rare Trait

Choose: you may roll twice on this list and apply both results, rerolling any result of 66, or you may roll on the Rare Trait list below.



Rare Traits (d8)

1) Fast Learner

The character makes XP rolls at +1 when rolling to gain a level. The bonus does not apply when rolling to learn expert skills.

2) Renaissance Man

The character makes XP rolls at +1 when rolling to learn expert skills from *Four Against the Abyss* or other supplements. The bonus does not apply when the character is trying to gain a level.

3) Talented Healer

The character may heal 2 life points with 1 bandage (not 1 as normal). His patients are still limited to being bandaged only once per adventure. The character also gains the same advantage when bandaging himself. This healing is NOT cumulative with healing from the Surgeon Training skill from *Concise Collection of Classes*.

4) Destroyer

Once per adventure, when a melee attack from the character scores an explosive die result, the character kills an additional minion or inflicts an additional wound upon a boss/weird monster for free.

You may apply this bonus after a successful explosive roll.

5) Powerfully Built

The character chooses one of the following abilities at character creation: 1 additional Life point, or the ability to inflict 2 damage when hitting with two handed melee weapons once per combat encounter. Hitting for 2 damage a group of minions will NOT kill an additional target.

6) Genius Mind

The character chooses one of the following benefits: 1 additional spell (if a spellcaster type) at character creation, or the ability to gain one clue for free whenever entering an empty room for the first time in an adventure.

7) Precocious Learner

The character may start learning expert skills from *Four Against the Abyss*, *Concise Collection of Classes* and other supplements beginning from the third level. A character belonging to a class that may already learn expert skills from the 3rd level may start learning skills from the 2nd level.

8) Gifted

Roll twice on the Rare Traits list, rerolling if you get the same result twice.

Character Milestones

A milestone is an optional short term goal that the player assigns to one or more characters. The same milestone may be given to multiple characters. As soon as the goal of the milestone is accomplished in the campaign, the character gains the stated benefit and may choose another milestone. Milestones are entirely optional. Each character may take a milestone only once, unless the description of the milestone says otherwise. Most milestones ask the player to keep track of certain actions. Just draw a box on your play sheet with the name of the

milestone and pencil in a checkmark every time that action is accomplished.

There are many milestones, and additional ones will be offered in future books. You may choose them freely, at any point of the character's career.

If you prefer, you may select a milestone randomly by rolling d66, rerolling any result not appropriate to the character -- for example, a milestone that implies spell use or magic item use would not be possible for a barbarian.



11) Goblinslayer

As soon as the character slays 70 levels worth of goblins, the character gains a permanent +1 to attack and defense rolls vs. goblins.

12) Orcslayer

As soon as the character slays 60 levels worth of orcs, the character gains a permanent +1 to attack and defense rolls vs. orcs.

13) Thundermaster

As soon as a spellcaster inflicts 20 life points of damage with the Lightning spell over the course of a campaign AND at least one Lightning spell cast by the character has exploded, the character becomes a Thundermaster and gains a permanent +1 to cast Lightning spells. Count also spells cast from scrolls or magic items.

14) Slumbermaster

The character specializes in using the Sleep spell. Keep track of the total levels of all creatures put to sleep by the character's Sleep spells, including any Sleep spells cast through scrolls or magic items. As soon as the character reaches a total of 100 levels, the character gains a permanent +1 to Sleep spell rolls.

15) Scourge of the Hobgoblins

As soon as the character slays 60 levels worth of hobgoblins, the character gains a permanent +1 to attack and defense rolls vs. hobgoblins.

16) Scourge of the Kobolds

As soon as the character slays 100 levels worth of kobolds, the character gains a permanent +1 to attack and defense rolls vs. kobolds.

21) Trollblight

As soon as the character slays 30 levels worth of trolls of any type, the character gains a permanent +1 to attack and defense rolls vs. trolls.

22) Witchfinder

As soon as the character slays 10 witches, hags or warlocks of any level, the character gains +1 on all saves against their spell attacks and curses, or against any other save in a witch, hag or warlock encounter.

23) Vermin Exterminator

As soon as the character has slain 100 vermin creatures, the charac-

ter gains a permanent +1 attack bonus vs. all Vermin creatures.

24) Wyrmblight

As soon as the character has inflicted 10 wounds upon any dragon creature (including any monster described as wurm, drake, dragon, wyvern or sea serpent, but not dragon men), the character gains a permanent +1 on all attack rolls against the dragon creatures listed above.

25) Gaze Resistance

As soon as the PC saves successfully against the stone-turning gaze attack from medusas or any other creatures with stone-turning gaze at least 5 times, the character gains a permanent +2 on all rolls vs. stone-turning gaze. The five successful saves do not need to be consecutive. In other words, the character may save three times in different adventures, then fail, then save another two times in a different adventure and he will gain the Gaze Resistant milestone.

26) Scroll Librarian

As soon as the character collects 20 scrolls and binds them into a grimoire, the scrolls are destroyed but the character gets the ability to cast one additional spell per

adventure. The extra spell must be chosen among the spells on the scrolls that were sacrificed. The character may NOT change his or her extra spell at every adventure, e.g., if she chose a Sleep spell, she will always be able to cast one additional Sleep spell. Only spell-casting character types may take this milestone.

31) Heartbreaker

The character must perform 10 successful wooing attempts in adventures that allow for wooing (see wooing rules in *The Courtship of the Flower Demons*). When this is accomplished, the character will receive a permanent +1 on all wooing attempts, or automatically receive one gift from a past lover worth 250 gp (player's choice).

32) Gem Collector

As soon as the character has at least 10 gems worth at least 50 gp each, he can use them to have one item of jewelry built that will be worth 50% more than the sum of the value of all gems used.

33) Panoplia

As soon as the character has collected one magic weapon, a magic shield and a magic suit of armor, he may spend 100 gp to have them

all decorated and adapted in the same style. This panoplia may be given to a local authority as a gift. This will earn the character a favor. During the campaign, the character may use the favor to receive a payment of up to 300 gp, to ignore a fine of any value, or to get out of jail, or to get resurrected (assuming his body is carried to the authorities that received the panoplia).

34) Quester

As soon as the character has taken part of at least five completed quests (those generated from the tables in *Four Against Darkness* or other books, or any other mission labeled as a quest in a supplement), the character may automatically gain the Quest reaction from a single future encounter of the player's choice with a creature that has the Quest result as one of its reactions. During that specific quest, the character is allowed to reroll once up to 6 failed attack rolls.

35) Investor

As soon as the character amasses a total of 1000 gp, he or she gains 100 gp from some investment he has made. This milestone can be taken multiple times by the same character.

36) Charity Work

The character should give some gp to charities after each adventure if possible. Keep track of how many gp are given. Once a total of 500 gp is given, the character gains the favor of a god. In his or her next adventure, the character may cast twice the Blessing spell. Once these Blessings have been used, they are gone, but then the character can take this milestone again. These blessings are divine, not magical in origin, and may be cast even if the character is not a spellcaster, or even if the character is a barbarian.

41) Tome of Forbidden Lore

Once the character collects 6 clues without using them, he or she can burn these clues to find an ancient tome of forbidden knowledge. The tome may be found in any room or outdoor encounter that yields any treasure. Once per adventure, the character can peruse the tome, gaining 2 clues and 1 Madness points in the process. Only the character who found the tome has the means to understand its pages. Maybe it's written in a language he only understands, or written words appear on the otherwise blank pages only to the possessor of the tome. For details about

Madness, see *Four Against the Abyss*.

42) Lockmaster

Once the character has unlocked 30 locked doors or chests, he or she gains a permanent +1 to attempts to unlock doors or chests. Only rogues or other classes with the ability to pick locks may take this milestone.

43) Stoneturning Tolerance

Once the PC has been turned to stone three times, the PC develops a natural resistance to it and gains a permanent +1 to Saves vs. effects that turn to stone, like a medusa's gaze attack.

44) Poison Tolerance

Once the PC has failed 15 saves against poison, the PC develops a natural resistance to toxins and gets a permanent +1 on all saves vs. poison.

45) Brink of Death

When the PC remains with only 1 life point and receives no healing at all, from any sources, for a minimum of 6 encounters, the PC receives 1 brink of death point. When the PC has 6 points, the PC completes the milestone and gains

a permanent +1 Life point. Characters who regenerate or automatically gain life points through class abilities or permanent magic items may not complete this milestone.

46) Dungeoneer

When the PC completes his 50th dungeon, he develops an innate understanding of subterranean environments. From now on, as long as the character is in the front rank of the marching order, the player has the option of inverting the numbers on the d66 roll to generate a room shape (for example, a 34 can be read as a 43). In addition, whenever you roll 2d6 on the table for room content in *Four Against Darkness*, you may apply a +1 or -1 to the roll, but you must decide to do so before rolling. To count as completed, a dungeon must be of at least 10 rooms (including corridors) and at least one PC must have performed one XP roll in it, no matter if the XP roll was successful or not.

51) Master of the Woods

When the PC completes his 50th woodland dungeon (any dungeon generated with *The Crucible of Classic Critters* or any adventure set in a forest or jungle like *The Three Rings* or *Man-Eater!*), the character develops an innate

understanding of woodland environments. From now on, as long as the character is in the front rank of the marching order, the player has the option of inverting the numbers on the d66 roll to generate an area space (for example, a 21 could be read as 12 instead). In addition, whenever you roll 2d6 on the content table, you have the option of adding or subtracting 1 from the roll, but you must decide to do so before rolling. To count as completed, a woodland dungeon must consist of a minimum of 10 areas, and at least one PC must have performed an XP roll in it, no matter if the XP roll was successful or not.

52) Master of Secrets

Once the PC has revealed 10 dungeon secrets, he immediately reveals a free secret (without having to pay its clue cost).

53) Good Master

The PC should take a hireling under his wings and pay him double the standard fare for his profession. After 5 completed adventures, the hireling will become utterly loyal. The hireling's morale rolls will be at +1 and his Life point total will increase by 1. These bonuses will last until the hireling dies or the PC stops paying the double salary. If that

hireling dies, the master may hire another and trigger this milestone again by paying again double the standard fare for at least 5 adventures.

54) Mercy Blow

Take a note of every time a melee attack from the PC with this milestone kills a major monster (boss or weird monster). Once this has happened 10 times, the PC gains a permanent +2 on melee rolls against major monsters with only 1 Life point remaining.

55) Ghoulslayer

Once the character has slain 50 levels of ghouls (add the levels of all monster with the word "ghoul" in their name, including ghouls kings), the character gains +1 to save against the ghouls' paralyzing touch and a +1 to attack them in melee.

56) Heroic Portrait

The PC pays a painter or sculptor to paint a large, lifesize portrait or sculpt a marble statue of the PC in a heroic pose. Between each session, the PC will visit the artist to pose for the artwork and pay 100 GP. When a total of 500 gp has been paid, the artwork is finished and it is given as a gift to a local temple, authority or public

square. When this happens, the PC gains a +1 to his next XP roll. Depending on the character's class and personality, this milestone may take different forms, but the game effect will be the same. Barbarians who take this milestone will have their likeness sculpted into a tribal totem or etched into a standing stone. Wood elves will have a tree magically altered to represent their likeness. Gnomes will have a moving clockwork automaton built for the joy of their children in a kindergarten or amusement park. Dwarves like being represented in metal bas-relief on a heavy door, or on the walls of the burial chamber of their ancestors. Clerics will have an episode from their adventures painted as a mural or stained glass window in a temple; and so on.

61) Dungeon Chef

Every time the party rests (using the resting rules outlined in *Fiendish Foes*), the character with this milestone does not gain the benefit of resting, because he is preparing food for the others, honing his cooking skills with every meal. After 10 meals, the overall atmosphere of conviviality created by the character's cooking is such that the character with the highest number of Madness points in the party may reduce his

Madness total by 1. If no character has any Madness points, the most severely wounded character heals 1 Life (in addition to other healing provided by resting). This effect lasts until the character with the Dungeon Chef milestone skips his resting periods and uses his time to cook meals for the party instead.

62) Lore: Dungeon Dwellers

You study all details and traces left by a race of dungeon dwelling humanoids like goblins, orcs and so on, or some specific type of vermin. Choose one common minion or vermin type and spend one clue. When you have encountered them for at least 5 times, the effect of the milestone kicks in. From that moment on, you may reroll the number of these creatures encountered. The result of the reroll stands. You may take this milestone again with a different type of dungeon dwellers, paying the clue cost again. Note that you must spend the clue only once, when you declare to which minion or vermin type your knowledge applies. When you encounter the creatures, you count ANY encounter with them, even if they flee or if they are peaceful.

63) Treasure Seeker

Keep track of every time your party rolls the minimum number on any random treasure quantity (be it gold or the value of a piece of jewelry). Treasure types that have a fixed, non-random value do not count. When this has happened three times, your next random treasure roll will automatically be the maximum possible (for example, if you find a brooch with a random value of $d6 \times d6$ gp, it will automatically be worth 36 gp).

64) Shrine to Tamas Zeya

Tamas Zeya is the goddess of law and oaths. The character sets up a small shrine and pays 100 gp between adventures. As soon as a total of 500 gp have been paid, the shrine is ready. From that moment on, the character may swear an oath before the next adventure. If the oath is fulfilled, the character will find a scroll of Blessing in the shrine when he returns. The oaths possible are as follows:

1) I will not abandon a friend's body without giving the body a proper burial. To fulfill this oath, a party member must die and the character must carry his body out of the dungeon. If more than one character dies, the oath is fulfilled only if the

character, aided by any NPCs or other PCs, carry all dead friends out of the dungeon. Proper burial rites are 20 gp, or are free if there is at least a cleric in the party (including any new, 1st level cleric called to replace one of the dead characters). If no party member dies, this oath may not be fulfilled.

- 2) I will defeat single-handedly at least 5 minions of chaos. To fulfill this oath, the PC must fight alone against at least 5 minion or vermin creatures with the word "chaos" or "chaotic" or "Xichtul" in their names, or in general any minions from the *Caverns of Chaos* supplement.
- 3) I will renounce material gains. The character must donate at least 200 gp to a charity at the end of the adventure. Bribes paid to monsters DO NOT count as charity.

65) Shrine To Thuugas Min

Thuugas Min is the positive aspect of Thuugas, the god of fire. A temple to Thuugas Min must contain a fireplace with a fire that must burn at all times. Travellers are allowed to use this fire to warm up or to cook their food, so shrines to Thuugas Min are popular among adventurers.

Building the temple costs 500 gp. This must be paid in installments of 100 gp between adventures. Once the last installment is paid, the temple is ready. Between each adventure, the character should pay 5 gp as a fee to a guardian of the flame, a clergyman who ensures that the flame is kept alive at all times. As long as the flame burns, all party members get a permanent +2 on saves vs. frost and cold attacks, and +1 on all attacks (including spells) against creatures with the words ice, frost, winterheart, or snow in their names.

66) Shrine to Saali

Saali is a magical white doe who is the animal companion of the god Korimnos, the Horned One. Saali, among her other abilities, has the power to turn into a swarm of brownbees (a type of large honeybees with a potentially fatal sting). To build a temple to Saali, the character must spend a total of 300 gp in three installments of 100 gp each. Each installment must be paid between two adventures. When the total payment is completed, the shrine is ready.

The shrine will employ a full time halfling baker-beekeeper who prepares biscuits that will be offered to weary travellers who stop by the shrine. The halfling must be paid 3 gp between each adventure for his work. As long as the shrine is operative, the character will lose 1 point of Madness at the end of every adventure, and the shrine will produce 5 rations worth of food for the party. In addition, the character is immune to the sting of brownbees or any other bees, including giant ones. However, the character also swears to never hunt or eat does. If this happens for any reason, for example as part of a quest, the temple will be destroyed and lose all powers.



Druid Spells

Disperse Vermin

This spell counts like a melee attack vs. any vermin target, but the druid adds TWICE his or her level to the spellcasting roll. It does not work against undead or mechanical (artificial, clockwork, elemental) vermin, or against animated objects. The creatures destroyed by the attack are considered to be dispersed, not killed, so their bodies may not be harvested for alchemical purposes and their treasure, if any, may not be collected.

Summon Beast

The druid summons a large animal like a boar, large cat or bear to fight for him. The beast will be a natural, non-flying animal of a type that is appropriate to the area ("natural" means any type of animal that exists on our Earth). The animal appears immediately as the spell is cast and will start fighting from the druid's next turn. The beast fights like a Level 3 warrior with 5 Life, and disappears at the end of the encounter or when it is killed, or when the druid is knocked out or turned to stone or killed, whatever happens first. In marching order, the beast is assumed to take the

space alongside the druid. In a corridor, the beast will take the space of two characters. If the party is ambushed by wandering monsters in a corridor, the druid may summon the beast to defend the rearguard of the party.

Water Jet

The druid stretches out his staff or hand and shoots a stream of water at a target. The spell hits with a successful spellcasting roll against the target's level. Pick one of the following effects if the roll is successful:

- 1) A fire-based creature or a natural fire treated as a creature in game terms takes 2 damage.
- 2) Two vermin creatures are dispersed.
- 3) A minion creature is knocked out.
- 4) A boss or weird monster is distracted, and the party can automatically withdraw from this combat encounter without being attacked.

This spell may also be used in a non-combat situation to generate enough water for the party and their mounts and hirelings for a full day. This spell is cast at +1 near a body of water (pond, stream, river, lake, seashore) and at -2 in a desert area. It may be

cast normally during dungeon adventures.

Bear Form

The druid spends one action to cast the spell, and from his next turn he is considered to be a bear. The transformation lasts until the end of the combat. While in bear form, the druid may not cast spells. The bear fights like a Level 3 warrior, or as a warrior of the druid's Level if that is better. The bear has 8 Life or the druid's current Life, whichever is better. At the end of the combat, the druid reverts to his original shape. At that point, half of the damage suffered by the bear form, rounded down, is applied to the druid. It is possible for the druid to die because of these wounds.

Warp Wood

This spell may be used to destroy a wooden door, to open a treasure chest, or to destroy any man-made object made of wood like a bridge or a stockade. It can also be used to automatically inflict 2 damage on a wood golem, living tree, tree-man, dryad or wood elemental creature, or on any monster described as a tree or plant.

Barkskin

The druid can cast this spell on himself or on another single creature. When this spell is cast, the target's skin turns to bark. A character with barkskin receives a -2 modifier on all agility-based saves like climbing or avoiding traps, but gets +2 to defense rolls until the end of the current combat encounter. Against fire-based attacks and dragon fire, the character with barkskin defends at -2. The druid may also cast this spell on a foe. The foe's level increases by 1 but Fire-based attacks on a target with barkskin will be at +3 and inflict a minimum of 2 damage.

Lightning Strike

This spell works like the wizard spell Lightning, but cannot be used indoors. Lightning comes down from the sky and strikes the target. A spellcasting roll is required to hit the target.

Spiderweb

The druid stretches his fingers and shoots spider webs at the target. One boss or weird monster, or d6 minions or vermin, will be affected automatically. Fire creatures and elementals (of all elements) are unaffected. The target is hindered by the webbing and is

considered one level lower for purposes of attacking and defending for the remainder of the combat encounter. If any fire spell is cast at the targets, it will burn the web and the bonus will be lost. Creatures failing a morale roll while webbed are assumed to surrender and be subdued and can be automatically captured alive at the end of the encounter if desired.

Entangle

This spell works like Spiderweb, above, but can be cast only in the wilderness in forest terrain. This spell may not be cast underground or in dungeons or indoors. Twigs, branches and brambles rise from the ground and entangle the targets, hindering their movement. Unlike Spiderweb, above, fire creatures CAN be affected by Entangle, but are assumed to break free after two turns. Targeting the trapped creatures with fire-based spells does not free them from the Entangle.

Subdual

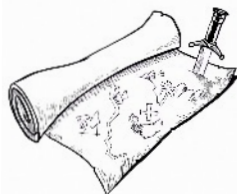
The druid casts this spell on all party members. The spell works automatically. For the duration of the current encounter, the characters' weapons ignore the -1 modifier for performing subdual attacks.

Forest Pathway

As soon as this spell is cast, vegetation moves away from the party, letting the character walk through a forest. For a duration of 10 minutes x level of the druid, the party can walk through woodland dungeons (described in *The Crucible of Classic Critters*) ignoring all vegetation and trees. The druid must be in one of the two front positions of the marching order or the party will not benefit from this spell. Note that the trees are NOT cut, they just make way for the party and return to their original position afterwards.

Alter Weather

This spell works only outside. The druid may summon light manifestation of bad weather, such as a summer storm, fog or wind, for 10 minutes. This will reduce the level of all ranged attacks by 1 (excluding spells), and give +1 on any Lightning Strike spell cast by druids while the altered weather continues. The spell may also be used to automatically inflict 2 damage to any fire or air elemental creature, or to douse any natural fire.



Expert Druid Spells

This is a list of spells that the druid can start to use upon reaching expert status. For details about expert status, see *Four Against the Abyss*.

Forest Fade

This spell may be used only in areas of vegetation like forests, swamps, and jungles. The druid teleports safely out of combat. This counts as a successful withdraw from combat, and the druid suffers no attack from the enemy from which he is disengaging.

Hide from Sight

This spell can be cast on a party member or on the druid himself. As long as the affected character does not attack or casts any spells, he will be attacked by enemies ONLY if he is the last character standing. The spell disappears at the end of the current encounter.

Double Flame Strike

The druid extends his fingers and two tongues of flame leap from his hand, striking two different targets. The spell performs two separate ranged attacks, adding half the caster's level to each spellcasting roll. This is fire-based damage.

This is a fire-based spell. Fire mages may learn it.

Destroy the Unliving

The druid shoots a blast of life force from his eyes and mouth targeting an undead or artificial/elemental creature. This counts as a ranged attack that can affect only undead and artificial, inorganic creatures like automata, robots, golems, and elementals. This spell may be cast even if the druid's hands are not free.

Harmonious Healing

All characters in the party, including the druid, hirelings, animal companions and mounts, heal 1 Life.

Wrath of Nature

When this spell is cast, the druid gains +2 to attack rolls and +1 to defense rolls. The bonus lasts until the end of the current combat encounter.

Protection from Traps and Snares

After this spell is cast, the party will add the druid's full level to the first save versus a trap, snare or similar man-made danger encountered.

Druid Scrolls

If you find a scroll, you may decide what type of spell it contains (wizard or druid) or roll d6: on a 1-4 it contains a wizard's spell, on a 4-6 it contains a druid spell. If it contains a druid spell, roll d6. On a 1-4 it's a basic druid spell, on a 5-6 it's an expert druid spell. Roll at +1 if you found the scroll in the treasure of a monster of Abyss level or higher.

Roll on the following tables to determine which spell it is.



Basic Druid Spell (d12)

- | | |
|----|------------------|
| 1 | Disperse Vermin |
| 2 | Summon Beast |
| 3 | Water Jet |
| 4 | Bear Form |
| 5 | Warp Wood |
| 6 | Barkskin |
| 7 | Lightning Strike |
| 8 | Spiderweb |
| 9 | Entangle |
| 10 | Subdual |
| 11 | Forest Pathway |
| 12 | Alter Weather |

Expert Druid Spell (d12)

- | | |
|-------|----------------------------------|
| 1-2 | Forest Fade |
| 3-4 | Hide from Sight |
| 5-6 | Double Flame Strike |
| 7 | Destroy the Unliving |
| 8-9 | Harmonious Healing |
| 10-11 | Wrath of Nature |
| 12 | Protection from Traps and Snares |

New Wizard Basic Spells

Once you start using this book, these new spells may be found on scrolls. Every time you find a scroll you may roll d12 on this table. The first six results are the standard spells from *Four Against Darkness*. The other six are the new wizard spells described below.

Expanded Random Basic Spell Table (d12)	
1	Blessing
2	Fireball
3	Lightning Bolt
4	Sleep
5	Escape
6	Protect
7	Illusion
8	Illusionary Bridge
9	Distant Communication
10	Wall of Ice
11	Destroy Aberration
12	Surge of Strength

Illusion

The spell creates an illusion that may trick a target into believing that the item created by the illusion is real. If the spellcasting roll fails, the spell has no effect. If the roll against the target's level succeeds, the caster may pick one of the following effects:

- 1) Automatically bribe the creature or group of creatures with an illusionary gift. This is like fools' gold, and will disappear once the encounter is over. If the creature are met again, they will realize that they were tricked by magic and will hate the caster. The caster may apply this effect only against creatures that have a possible Bribe reaction.
- 2) Pick any one reaction from the creature's reaction list, except Quest.
- 3) Force a group of minions (but not vermin) to roll morale, using their normal morale modifier. Minions who never test morale may not be affected.
- 4) Create an illusory target that draws all the attacks of all enemies for one turn. At the end of the turn, the enemies realize that the illusion is not real and may attack the party again. A new illusion may not

be cast during the current combat encounter.

Illusionary Bridge

This spell allows the caster and the party to cross any impassable obstacle (like a ravine or a lava flow) or a river. The bridge disappears when the caster leaves the area. If the party is being chased, the caster may cause the bridge to disappear under the pursuers' feet, automatically destroying the pursuers. The pursuers are assumed to fall into the river and it will not be possible to recover their loot, unless the party has some aquatic character.

Distant Communication

The caster may use this spell to transfer to the other party members any clue gained while the caster is separated from the party, for example while the caster is doing research in a library or talking to a sage. In multiplayer adventures or adventures with a game master, the player character casting this spell may share any knowledge with any other player characters even if he or she is separated from them.

Wall of Ice

The caster creates a wall of ice tall enough to block all enemies on the

opposite side. The party can use the wall of ice to safely withdraw from a combat and avoid all pursuit. Even outdoors, the wall will prevent enemies from pursuing the party. However, ice elementals, ice giants and ice dwarves can move through the wall of ice as if it did not exist. The wall of ice automatically melts if targeted by a fire spell or if a fire elemental or other creature that inflicts fire-based damage spends one turn to destroy it. Otherwise, the wall of ice will last until the end of the adventure. If the spell is cast in a desertic area, the wall will melt after 1 hour but it will provide enough water for all the party for three days.

Destroy Aberration

When this spell is cast successfully performing a spellcasting roll against the target's Level, it inflicts 3 damage upon a Weird Monster. It has no effect on monsters of other categories (Vermin, Minion, Boss). Doubling the target's Level would inflict +1 additional damage, not 3 additional damage.

Surge of Strength

This spell is automatic and does not require a spellcasting roll unless it is cast against a creature or room with magic resistance. For the next three encounters, the

Wayfarers and Adventurers

target of this spell (that can be a friend, a hireling, an animal or even the caster himself) may use a two-handed melee weapon with one hand, and may carry any weight, including extra treasure or friends turned to stone, with no penalties. A wizard casting this spell on himself would be allowed

to use a two-handed weapon for the duration of the spell. While the spell lasts, the enchanted character may knock down locked doors automatically, but doing so triggers a 1 in 6 chance of wandering monsters for each smashed door.



New Expert Skill

Troll Trainer

Gnomes, halflings, lutins or goblins only

The character adventures with a green troll and has learned how to predict the creature's irrational behavior. The character knows how to to to steer the troll in the right direction with offers of food, drink or other treats.

If a character with this skill is in the same party as a green troll, when the troll rolls on the stupidity table, you may roll twice and choose the result you prefer.

In addition, once per game, if a random attack targets the trainer, the character may have that attack hit the green troll instead. This may be applied only if the description of the attack states that it hits a random target.



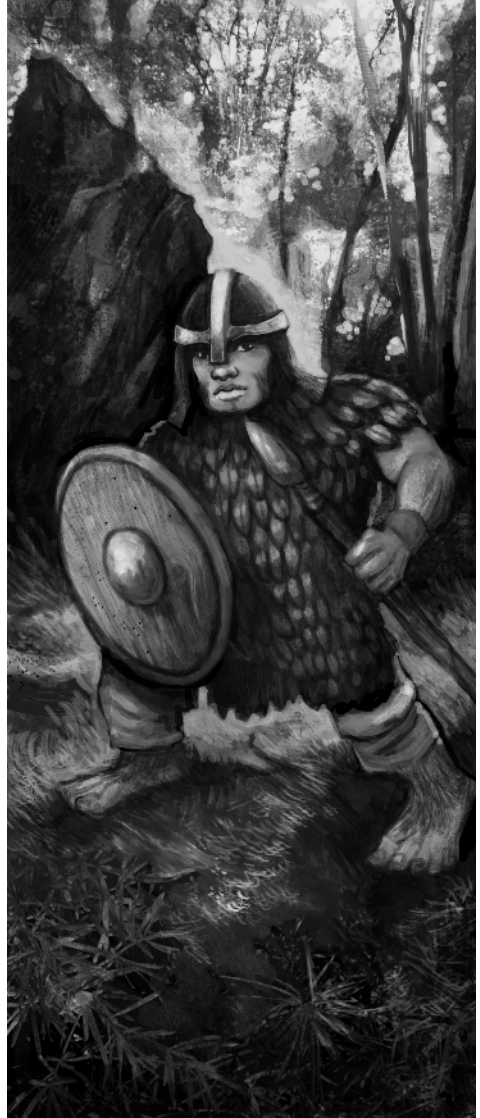
New Equipment

Leafsteel Armor

Leafsteel is a naturally occurring bush. Its spearhead-shaped leaves have sharp edges and the tensile strength of thin metal. They have been used for ages for the manufacture of lightweight, flexible armor, shaving razors, cutlery and other sharp tools. A wood elf may fashion a suit of leafsteel armor in about four hours (six hours if the suit is meant for a large creature like a troll or ogre) if he finds a leafsteel bush (a 1 in 8 chance of finding one per hex/area of forest traveled). As many creatures use leafsteel for its properties or hide in its bushes, and leafsteel grows in wilderness areas, there is always a 2 in 6 chance of an encounter with minions or vermin every time a leafsteel bush is found.

Leafsteel armor works as heavy armor (+2 to defense rolls) and gives no swimming and climbing limitations but must be discarded after 2 adventures as the leaves dry and start to crack. A big advantage of leafsteel is that it is not metal and it is immune to the attacks of iron eaters and magnetic monsters. Leafsteel armor may be worn by any character type that may wear light armor. It

can be sold for 6 gp. It may be purchased for 12 gp only in communities of wood elves. Wood elves met as NPCs have a 1 in 6 chance of having a leafsteel suit of armor available.



New Animal Companions

The Crucible of Classic Critters introduced the idea of animal companions. Here are two animal companions that are typical of Norindaal. Although these animals do not exist in our world, these are considered “natural” animals in the game.

Forest Shadow

A forest shadow (also called an elf cat or forest lion) is the large feline pictured on the cover of this book. While the cat’s fur is normally tan or golden, the animal lets microscopic moss-like plants grow in its hair, and this gives it a greenish tinge which helps the forest shadow hide in natural surroundings. Forest shadows are very silent and alert.

Forest Shadow, Level 1, Life 2, Attack +0. Defense +2, Morale +0. A forest shadow gets +4 on any stealth rolls in the wild, and +1 indoors.

A druid with a forest shadow companion is never surprised, so he has always the option to go before the opponents. So, in a combat where the party is surprised, the druid and the forest shadow would fight first, then the surprising monsters would fight, then the

other characters. After the first turn, the druid and cat would fight normally on the party’s turn.

Only druids, rangers and wood elves may have forest shadows as animal companions. Forest cats may not be in the same party as any hound, wolf, bearwolf or dog. They also hate any hound or dog monsters and will always prioritize attacks against them. Druids and beastmasters can have them for free as their special animal companions. The cost for other characters is 30 gp, and there is a 1 in 6 chance that at the beginning of any adventure the free spirited animal will just leave the party. Forest shadows belonging to druids will never leave like this.

Bearwolf

The bearwolf (also called *gormakruu* using its name in D’harris, the dwarven tongue) is a giant, blue-furred wolf with thick, muscular legs. The animal has near perfect night vision and is strong enough to be used as a riding animal by a goblin, gnome, lutin or halfling. A domesticated bearwolf is a rare thing and would never be accepted in any party containing dwarves. Only the younger, smallest specimen can be used as domesticated animals, as when the beast grows in size and age, it invariably develops



savage tendencies and will eventually return to the wild. Bearwolves have a sort of cunning that at times feels like near human intelligence. Only a goblin, orc, beastmaster or druid may have a bearwolf as a companion. A druid or beastmaster may also let a halfling, gnome, goblin or lutin friend (another character in the same party) ride their own bearwolf, but each time the rider rolls a 1 on a defense roll, the mount will throw the rider and the unlucky rider will need to spend his next turn getting back on his feet; riding on the animal again is out of the question until the end of this encounter. A goblin or lutin rider may put a special saddle on a bearwolf for 40 gp. The saddle helps against being thrown. The

rider may avoid being thrown from the saddle by passing a level 2 save.

Small Bearwolf,
Level 2, Life 3,
Attack +2,
Defense +0,
Morale +0.

Every time the bearwolf kills a target, there is a 1 in 8 chance of the bearwolf being taken over by a

frenzy and turning to bite its controller, who must defend against a level 3 attack or lose 1 life. Special padded, armored gloves and a leash that help in controlling the bearwolf can be purchased for 10 gp, and give the user +1 to defense rolls against attacks from his own bearwolf, but the wearer must use one hand at all times to keep the bearwolf on a tight leash to claim this bonus. The other hand may be used freely to hold a weapon, shield, lantern, or to cast spells.

A tamed bearwolf costs 50 gp. Bearwolves hate forest shadows and will attack them on sight. It is not possible to keep bearwolves and forest shadows in the same party.

Alternative Minions

This is an alternative minions table for basic dungeons, for 1st to 3rd level characters. You may decide to use it in a specific dungeon, or you may want to alternate between the standard table found in *Four Against Darkness* and this one on a 50/50 basis: roll d6 whenever a minion encounter is required. On a 1 to 3, use the standard table, on a 4 to 6, use this one.

Alternative Minions Table (d6)

1	6d+2 Shadows of the depths: Level 3 undead minion, never test morale. The shadows hate light. Any outstanding attacks are always directed at any character bearing the lantern or any other light sources. PCs carrying lanterns attack shadows at +1. A vial of holy water automatically kills 1 shadow. Reactions: always fights to the death.
2	D6 Raiders: level 3 minion, treasure: 2 rolls, -1 morale. These are cutthroats and thieves equipped with light armor and light weapons (50% chance of crushing or slashing). Reactions (d6): 1-4 bribe (25 gp each, or all the treasure of the party, whichever is less), 5-6) fight.
3	D6+1 Acolytes of S'sikliss: level 4 minion, normal treasure, +1 morale. These human worshippers of the Serpent Mother accept donations in coins or blood. They are armed with envenomed flails that ignore the protection of shields. Any PC wounded by them must Save vs. L4 poison (barbarians and halflings save at +1) or have -1 on all attack rolls until the end of the encounter. A PC who is poisoned again loses one additional Life each time he fails the save roll. Reactions (d6): 1-3 bribe (1 life point per PC or 15 gp per PC), 4-5 fight, 6) fight to the death.
4	2d6+3 Kobold scouts: Level 2 minions, -1 treasure, -1 morale. In combat, half of these creatures, rounded down, will throw a single javelin before the melee. Reactions (d6): 1 flee, 2 flee if outnumbered, 3 peaceful, 4 bribe (5 gp each), 5-6 fight.
5	D6+1 Jackal men: level 4 minions, treasure +1, -1 morale. Every time a jackal man dies, he utters a dying wail that has a 1 in 6 chance of summoning d3 additional jackal men on the following turn. Reactions (d6): 1-2 bribe (all the party's treasure), 3-6 fight.
6	D6 Hags of the depths: level 5 minions, treasure +1, normal morale. Roll d6 at the beginning of the encounter. If the result is lower than or equal to the number of hags, a random PC will automatically be bewitched and will have -2 to all attack rolls until he receives a Blessing or until the end of the encounter. Reactions (d6): 1-2 special (spend 50 gp to buy 1 clue; if you don't, the hags will fight; only one clue per party per adventure may be bought from the same group of hags; reroll this result if you meet the same group of hags again), 3 peaceful, 4-6 fight.

New Weapons

Bolas

Bolas are light ranged weapons that can be purchased for 4 gp. They are a typical wood elf weapon. Bolas are considered a crushing weapon in game terms but they do not inflict damage. Ignore any modifier for crushing or slashing weapons (for example, if you throw bolas at a skeleton, you do not gain the +1 for striking the skeleton with a crushing weapon, nor the -1 for attacking the skeleton with an arrow). If bolas hit, the thrower performs a save versus the level of the target, adding +1/2 L. On a success, the target is trapped by the bolas and can be automatically captured (alive) by any character spending one action doing so. If no character spends one action to tie down the target, the target will automatically break free with its next action, destroying the bolas in the process. A target with multiple attacks will use ONLY one of its attacks to break free and may use its other attacks to fight. If the target does not break free, the bolas can be recovered at the end of the encounter.

A character may carry a maximum of two bolas.

Monsters with a fluid body shape like elementals, oozes, jellies, ghosts, cubes, hordes or swarms

may not be targeted by bolas. Any creature larger than a human and any boss or weird monster above level 4 may not be targeted.

Example: Lyssi, a 2nd level wood elf, throws her bolas at a level 4 orc, and hits. Now Lyssi must roll a save of 4 or better (the orc's level). Roll d6 +1 (Lyssi's 1/2 level). On a success, the orc is caught. If Lyssi or another character uses their next action to tie down the orc, the orc is automatically taken alive. If nobody spends one action to tie down the orc, the orc will use his next attack to break free.

Boomerang

A boomerang is a light crushing ranged weapon (-1 on attack rolls) that can be purchased for 5 gp. The advantage over other thrown weapons is that, if the boomerang misses, it returns in the hands of the thrower at the end of the attack, and may be thus thrown again on the character's following turn (if a ranged attack is allowed). A character may carry only one boomerang. Boomerangs may NOT be used in corridors, jungles, forests, and in rooms smaller than 6 squares.



New heroes join the party.

Wayfarers and Adventurers features additional characters for *Four Against Darkness*. In its pages you will find:

The Druid, master of natural forces;

The Green Troll, immensely strong but dim-witted;

The Martial Mystic, able to harness the power of *chi* and accessing occult knowledge;

The Gnome, combining illusion and clockwork contraptions;

The Wood Elf, master of the forests;

Rules for Milestones and Character Traits;

25 new Spells;

Two new weapons (boomerang and bolas);

Two new animal companions (forest shadow and bearwolf);

New equipment (leafsteel armor);

An alternative table of minions for your dungeon adventures.

This is not a stand alone game. To use this book, you need a copy of ***Four Against Darkness*** and ***Four Against the Abyss***.