Empty Room Search:

1: Wandering monster table 2-4: Empty 5-6: Clue, SecDoor, HT Secret door: 1-5: New room, surprises foes, 2x treasure: 6: New exit Hidden Treasure: 3d6 x 3d6, roll on HT Complications table Clue: 3 clues gets a secret, according to list on next page.

Explosive Six Rule: Whenever you roll a natural six, roll again and add.

Final Boss: Roll d6+num of bosses fought, 6+ is final, +1 life/attacks 3x treasure gp or 100 gp, 2x magic item. End of map=final boss

Level up: once per boss, once per 10 minions at -1. No re-rolls.

2 rolls if final boss is a dragon. May lyl is 5. 4 for dwarf. 3 for elf/halfling Select one char, roll a d6 and get over current level. Chars cannot level twice in a row.

Wandering Monsters Roll a d6 when going back through a room. On a 1, roll on this Table: 1-2 vermin 3-4 minions 5 weird 6 boss No dragons, no final boss can be rolled here.

Dart: The character must make a def roll or lose 1 life Poison Gas: All make a defense roll, with no armor or shields, or lose 1 life. Trapdoor: Save vs trap level. -1 for light armor, -2 for heavy, +1 halfling/elf. Rogues add their level. If the char fails, lose 1 life if someone helps, or die if alone. Bear Trap: d6 vs lvl, Rogue/elf/halfling as above. Failure loses 1 life and is at -1 for attack/defense rolls due to limp. Limping chars at -2 vs Bear Trap/Trapdoors Spears: Attacks two random chars. Roll Defense or lose 1 life Giant Stone: Last char in line must roll Def without shield vs lv5 or lose 2 life.

Rogue Disarm: Rogues in front line can disarm a trap before it strikes. Roll d6 + rogue's level. Natural 6, or over trap's level he spots it in time, else it goes off as normal.

Trans table (d6) A dart (level 2) attacks a random character Poison gas (level 3) attacks all the characters. A trapdoor (level 4) opens under the feet of the character leading the marching order.

Bear trap (level 4) hitting the character leading the marching order.

Spears coming out from a wall (level 5) attack two random characters.

A giant stone block (level 5) falls on the last character in the marching order. Hidden Treasure Complication (d6)

1-2 An alarm goes off, attracting wandering monsters to the room! The gold is protected by a trap. The trap's level is equal to the number you rolled on this table (3, 4, or 5). A rogue may try to disarm the trap. If you have no rogue, the trap attacks a random adventurer, inflicting 1 wound it he fails to save, and 2 wounds if he rolls a 1.

A ghost (level d3+1) protects the gold. A cleric may try to ban the ghost (roll d6 plus the cleric's level; the ghost is destroyed if the cleric rolls a number equal to the ghost's level or better). If there is no cleric in the party, or if the cleric fails to ban the ghost, all characters lose 1 life, and then the ghost disappears.

Secrets

Weakness of a monster: All get +2 vs a chosen boss Deal with a monster: Chosen non-verm/final boss allows you to pass by. Location of secret treasure: Pick an empty room, find 3d6 x 10 GP Location of a magic item: As above, roll on magic items table True name of a spiritual entity: One use. Heals 1 char full, rescue from trap, inflict 4 pts on a boss, or kill up to 6 minions New spell: Elf or wizard gets new spell $\,$ Secret to incr mag or spir pwr: Any caster gets 1 extra spell use per adv Location of a scroll: Non-barbarian finds spell scroll of choice Recipe for a potion: Kill 2xboss; then spend 50gp, get 1 heal pot per adv. Terrifying secret: Force failure on morale roll by any but final boss Someone will pay big money for that: 3x value of jewel, gem, jewelry Your enemy is in the dungeon: Swap a boss to Chaos Lord, +1 on ATK him Someone has been imprisoned: Rescue from minion/boss; chains L4

Bring him out? Roll magic item, treasure, or double current GP You descend f/bloodline of dragon-slayers: Bar/Dwf +1 atk/def v dragons Secret diet: 100gp before adv = +1 life. 50gp for Halflings

Spells

There are six basic spells in the game. Blessing can be cast by wizards and clerics. All the other spells may be cast only by wizards and elves. Casting a spell is an action equivalent to attacking in life points if it hits. combat. Spells may be cast during a melee. A spell-caster may attack as normal OR cast a spell, not both. The Escape spell may be cast instead of making a Defense roll. It is the only spell that may be cast during the monsters' turn.

Blessing: This spell removes a curse from a character. A curse is a game effect gained by stepping into a cursed room. Blessing will also remove other conditions, such as being turned to stone by a medusa.

Fireball: This spell works like an Attack roll. The wizard adds his level to the roll. Fireball does not affect dragons (but it does affect zombie dragons). If used against minions, the Fireball slavs a a number of creatures equal to the wizard's die roll minus the level of the minions. A minimum of one creature is always slain.

> Example: A level 1 wizard casts a fireball at a group of goblins (level 3 minions). The

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wizard rolls a 5+1= 6 in total so (6-3)= 3 goblins are killed.

Lightning Bolt: This spell works like an Attack roll. The wizards adds his level to the roll. Against a group of minions, the spell will kill just one if it hits. Against a boss, it inflicts 2

Sleep: This spell works like an Attack roll. It does not affect undead or dragons. The wizard adds his level to the roll. Sleen will defeat one boss or d6 + L minions if it hits. Monsters but to sleen count as slain

Escape: The wizard disappears from his current location an reannears in the first room of the game. This spell may be cast in lieu of making a Defense roll, or it may be cast normally in the party's turn. It works automatically.

Protect: This spell gives +1 to a single character's Defense rolls for the whole duration of a hattle

	Random Spell Table (d6)
1	Blessing
2	Fireball
3	Lightning bolt
4	Sleep
5	Escape
6	Protect

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Equipment

Money may be used to bribe monsters, to pay the services of weapons and other equipment, or even to resurrect a dead friend.

Buying Equipment

the game, or between games. Here is a list of items a character can buy, and their price in gold pieces (gp): Bandage 5 gp 100 gp Blessing spell Bow 15 gp Hand weapon 6 gp 30 gp Heavy armor Holy water vial 30 gp Lantern 4 gp 10 gp Light armor Light hand weapon 5 gp Potion of healing 100 gp

Resurrection ritual

Two-handed weapon 15 gp

Shield

Sling

You may move gold pieces between characters at any time during the game, but not during a healers and alchemists, to buy combat. After all, they are friends. They may decide to pool their resources to make sure that the group's best fighter buys the best weapon they can afford, or a Equipment may be bought before blessing spell so that a colleague turned to stone by a medusa gets hack into action

> Bandages: Each character can apply bandages once per adventure, healing one lost life. The effect of bandages is cumulative with magical healing from potions or spells. Bandages may not be applied during combat.

> Blessing spell: The characters pay the local church to cast a Blessing spell, to remove a game condition such as being cursed or turned to stone from a party member.

Bow: This lets a character perform a single attack before the monsters can act EVEN when the monsters act before the party. Then the bow may no longer he used as the monsters and the characters are assumed to be in close combat. The bow user will need to spend a turn to put away the bow and draw another weapon.

16

И

1000 gp

4 gp

5 gp

4 gp

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nair its life points, roli do. 1-3 monsters nee, 4-6 monsters lignt. Morale procedure: when minions lose more than half their number, or boss loses more than

and monsters. Monster get one last attack but your characters defend at +1. Retreating from a fight: Possible only if there is a door to be closed/blocked between party

see what the monsters will do (roll on the monster's Reaction table if this is the case). Reactions: Your party may attack first (unless monster description says otherwise) OR wait to

Dice explosion: it a die rolls a 6, roll another d6 and add it.

Dwarf defending against a troll or giant +1, Halfling defending against troll, giant, or ogre: add the halfling's are at +1. Defense Roll Modifiers: Light armor +1, Heavy Armor+2, Shield+1, Rogue: add the rogue's leve On a failure, take damage and effects as per the monster's description. Defense rolls during a withdrawai equal to or better than monster's L, take no damage. A roll of 1 is always a failure, a 6 is always a success netense procedure: roll do, +1 if snield, +1 for light armor, +2 for neavy armor, kogues add +1, if result is

of boss. 1 is always a miss. 6 is always a hit.

Attacking a boss: d6+ modifiers= inflict 1 wound on boss if result is equal or better than level Attack procedure: (46 + modifiers)/Monster level= number of minions slain. 1 is always a miss.

away from a combat without receiving an attack. only. No shields. L+1 luck points: spend 1 Luck to reroll a failed Attack or Defense roll, or to run

Halfling: +L to defense rolls vs giants, trolls, and ogres. Light armor, light weapons and slings

Servis or Jewelly, Set 2030 Hillier. HOLDHOELANWAYS ASSIGN ALTERST ONE COIN TO EVERY UWALL IN THE PAILTY, II PUSSIONE, WITHIN SEILING

determine treasure before deciding whether to attack. Greed: party with 2 or more dwarves may giants. +1 to attack vs goblins. Any armor, any weapon. Smell treasure: roll d6+L, on a 6+ Dwarf: +L to Attack rolls, except with ranged weapons. +1 to Defense rolls vs trolls, ogres, and

light armor and NOT using shield. +1 to attacks or spells vs orcs. EIF: +L to Attack rolls and spells cast. Any armor, shield. I spell x L per adventure, only if wearing

a rage attack inflicts 2 wounds.

magic rems, kage attack once per game; roll the attack die 5 times, choose best, Against a boss, Barbarian: +L to attack rolls, Shield, light armor, any weapon, No heavy armor, May not use

sling only. No armor or shield. 2 spells +1/L.

Wizard: +L when attacking with spells, or on rolls to solve puzzles or riddles. Light weapons or +L to attack folis vs outnumbered minion.

Rogue: +L to disarm traps and defense rolls. Light armor and weapons only. May not use shield. weapon, sling. Cast Blessing 3 times per adventure. Up to 3 times per adventure, heal d6+L life. Cleric: +1/2 L to attack rolls, +L vs undead. Light or heavy armor, shield, hand weapon, two-handed Warrior: Any weapon, armor, shield. +L to attack rolls.

> Quick Reference Speet Four Against Darkness



will pave its own 8p cost. adventures or supplement ednibweur gescupeg net you do x do gp. Magin Uther magic equipment will ber every spell they contain staves may be sold for 100 gp tor 50 gp. Wands, scrolls, and enchanted rings may be sold but not bought. Potions and Magic equipment may be sold

half its cost in gp, rounded ıı λon zeii ednibmeur' λon ge

Selling equipment

when you enter a room. monsters sneak on you o MISICIUS MUSIU MALICISTUS profile. That's the one you'll be your "detault" weapon on your weapons. Note on your profile

sbeug a rnuu ro excuange weapon. During compat, you must you may carry more than one

wrong weapon type. nght weapon type, and at -1 by the Some monsters are hit at +1 by the

.woassons wod :snogeowesile weapons: bow,

giaive. sword, halberd, naginata, 81

bike, long spear, two nanded . Slashing two handed weapons:

ripads 'a inps' i alde i 'ave · Slashing hand weapons: sword,

ааგგег, кпіте, snort swora. . Slashing light hand weapons:

:səɪdwexa ruey may be envenomed. gamage by cuting and puncturing. pointed weapons that inflict 2192UIUR MESDOUS SLE DISCECT OF

throwing stick, sling. · Crushing missile weapons:

club, quarterstaff. maul, war-hammer, huge war-· Crushing two handed weapons:

י וחלי ווופרב' וופוווווובו · Crushing hand weapons: metal

wizard's staff. zack' unucuakn' maiking sack' club, staff, cudgel, shillelagh, jo

the blows. Examples: skeletons, that would break under against fragile enemies, like trauma weapons that are better Crushing weapons are blunt

deals crushing or slashing damage. whether your two-handed weapon the wielder's Attack rolls. Choose shield or a lantern) but gives +1 to nseq (so the user cannot carry a weapon requires two hands to be Iwo-handed weapon: This are treated as crushing weapons. Bow, but at -1, bullets from a sling Zling: This weapon works like a

ignore the shield bonus. Certain attacks from monsters will surprised by wandering monsters. from a combat or when he is арріу wnen the character is fleeing Detense rolls. This bonus does not Shield: This gives a +1 to the user's

up a defeated monster.

gobe: This may be necessary to tie to resurrect a dead party member. between games to have a chance Kesurrection spell: This is bought

Choose whether your weapon Crushing or Stashing?

gives the user a -1 on Attack rolls.

right hand weapon: this weapon

(uewnu dwarf but not an elf, halfling, or dwart's light armor will fit another wearer of the same species (a reassign light armor to another original wearer dies, you may ignore this bonus. When the Certain attacks from monsters to the wearer's Defense rolls. rigur armor: Lignt armor adds +1

iantern, Just in case. also decide to carry more than one of the current combat, You may unar bick rue igurelu nb gr rue eug bearer is killed, another character two-nanded weapon, it the lanternmay not use a bow, a shield, or a Lantern: A party must have at least maximum of one vial per character. water, so a party may buy a cuncu restricts the use of holy wound upon the creature. The demons), automatically inflicts 1 cuestrue anacebribie to it (vambites) thrown as an attack against a silver basin. A vial of holy water, if or channes and purification in a

purified water created by high-level

Holy Water Vial: Holy water is wearer dies.

another character if the original so you may not reassign it to armor is designed to fit one wearer, modifier on his Save rolls. Heavy character will have a negative siom' so in certain cases, the невлу агтог такез тпе wearer monsters will ignore this politus. Defense rolls, Certain attacks from Heavy Armor: A suit of heavy

crusning or a siasning weapon. choose whether you want a weaporting a sword, axe, or mace. Hand Weapon: This is a standard

can carry is 48 arrows. dozen. The maximum a character more arrows, at the cost of 6 gp per one hand to carry the lantern and damaged. A character can buy character. That character must use A TOWS USED IN USUAL BUT TO SOLD BUT AND ASSESSED IN TO ASSESSED IN TO ASSESSED IN THE SECOND ASSESSED ASSESSED IN THE SECOND ASSESSED a quiver or 12 arrows, All the ruiw errieg eru zriiged rezonistra erri many arrows the character uses. кееріпВ, уоц тіау кеер ігаск оі пом do not mind the additional bookreprenished between games, it you and that his quiver gets carries all arrows that he will need, You may assume that a character

.snoqs9w Arrows are considered slashing clerics through a lengthy procedure

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. crushing light hand weapons: adventure. ued Suireau to uonod auo No character may drink more than

a character's Life to its initial level. middle of an encounter, will restore content of this vial, even in the crushing or slashing damage. Potion of healing: drinking the character, choose whether it deals deals crushing or slashing damage. When you choose a weapon for a

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