

Concise Collection of Classes

New classes and character options for *Four Against Darkness*



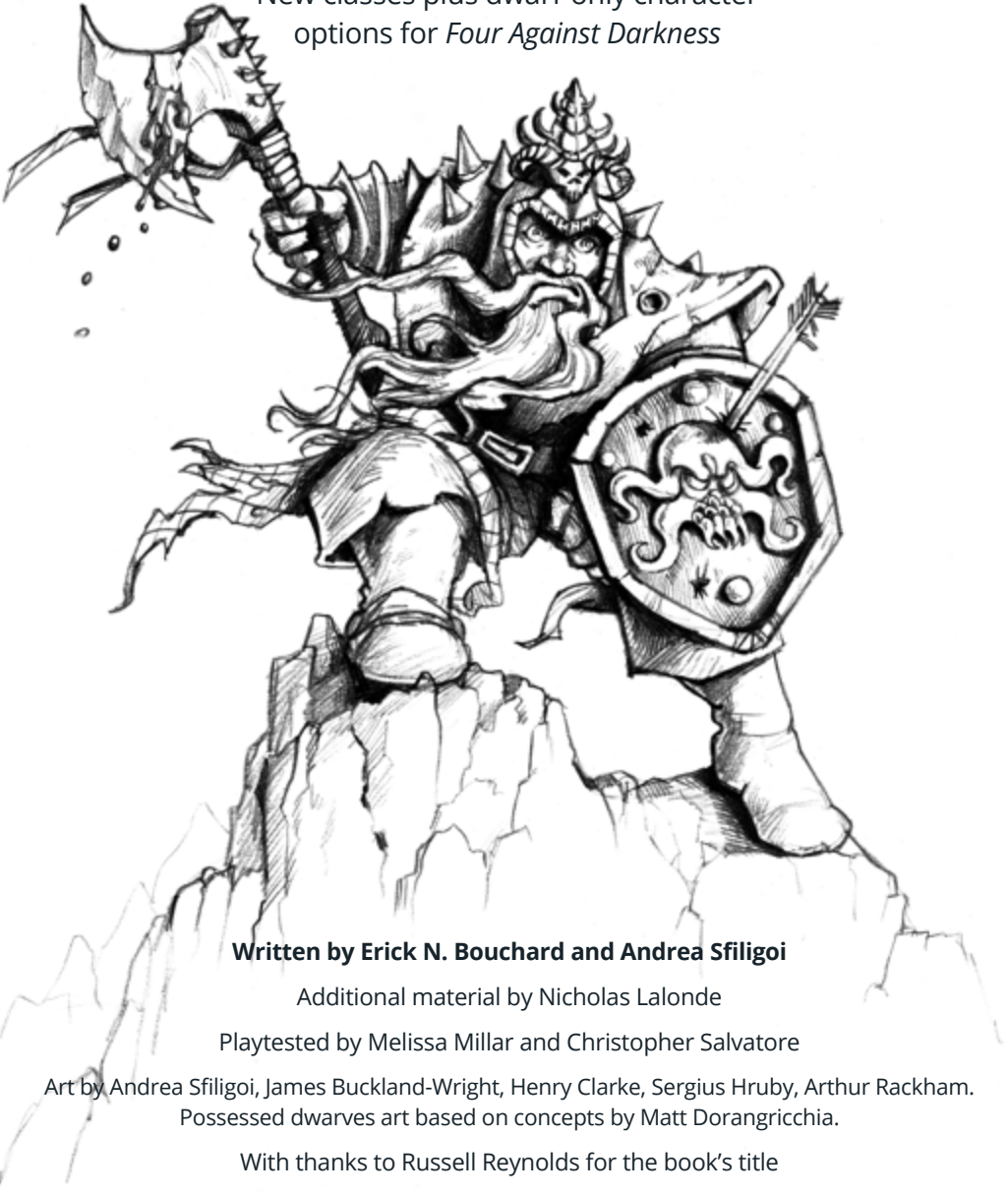
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Concise Collection of Classes

New classes plus dwarf-only character
options for *Four Against Darkness*



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With thanks to Russell Reynolds for the book's title

For more information about Norindaal, the official setting for Four Against Darkness:

Concise Collection of Classes

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Introduction

This supplement is made of two sections. In the first part, you get nine new character classes:

- the **assassin**, who delivers deadly strikes from the shadows
- the **fire elf**, whose fiery eye-rays are both a blessing and a curse
- the **harlequin**, a deadly sword juggler who always has the last laugh
- the **lutin**, a minute companion who can steal from monsters under their very nose
- the **marksman**, a deadly sniper who kills from afar
- the **monk**, in no less than three varieties, specialized respectively in unarmed martial arts, sword fighting and hammer fighting
- the **ogre mercenary**, an extremely powerful but clumsy bruiser with a voracious appetite
- Two more specialized classes can also join your party as a 5th character: the **elder**, a wise but fragile mentor, and the **wilderness survival guide**, whose name speaks for itself.

In the second part of this book, *Dwarven Dissertations*, you will learn about the lore regarding the

dwarves of Norindaal as well as exclusive, clan-based character options to better customize your dwarf characters. You will get to know about their mythical origins, the civil war that split the clans, their history and how the dwarves came to separate among the **Miner** clans, the **Pelters**, the **Outcasts**, the **Iron Hands** and more sinister breeds: the demonic **Possessed** and the **Thralls of the Lich Lord**, who serve the dreaded dwarf lich Darran Dur.

Also included are rules for crossbows and harquebuses, dwarf-only skills for these clans.

You only need the *Four Against Darkness* core book to use this supplement.

Note: In the class descriptions, Expert skills are indicated for characters of higher level, as described in *Four Against the Abyss* (4AA).

Unlike Expert skills, the Dwarf Skills presented here are available to any dwarf of 3rd level or better, as long as they are of the proper clans. Some classes (e.g. elders and monks) also have access to new Expert skills at lower levels (3-5).

Acknowledgements

Erick N. Bouchard and Andrea Sfiligoi
© 2019. Look up the books of Andrea Sfiligoi ("Four Against Darkness", "Advanced Song of blades and heroes", "Axe and Brimstone", "Hammer and Forge"), Dave Arneson, Gary Gygax, Rick Priestley, Jack Vance ("The Dying Earth") and J.R.R. Tolkien ("Lord of the Rings", "The Hobbit") for inspiration.

Assassin

Cynics say that all adventurers are murderers, making their trade from the slaughter and theft of non-humans in their own homes. Assassins accept that fact without judgment. While others fight up front, their speciality is killing from the shadows.

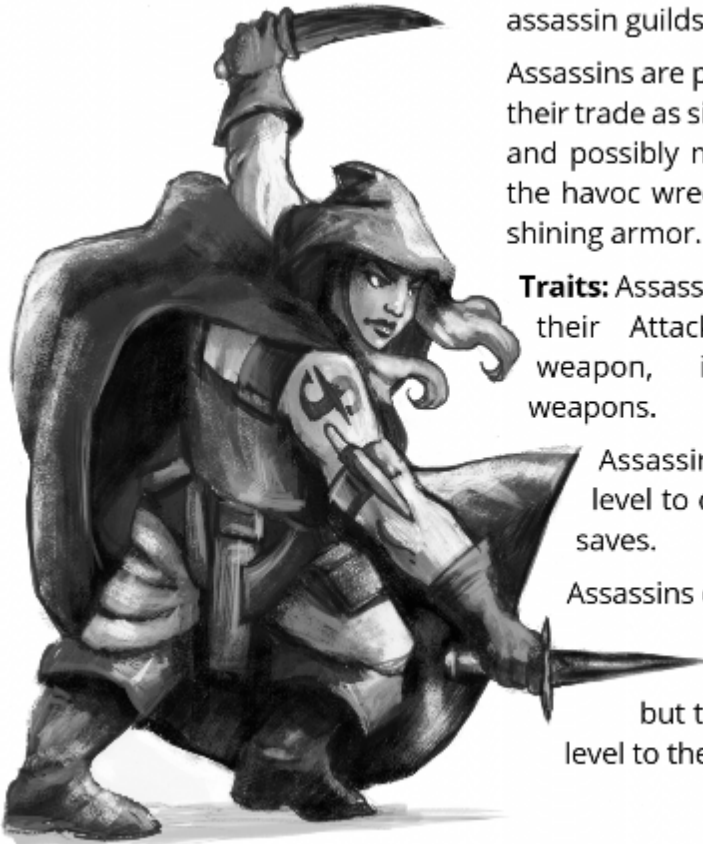
Many are free agents, serving the law as executioners and bounty hunters of stray criminals, some are bound in service to a noble house, and others work for assassin guilds or wicked cults.

Assassins are pragmatists who see their trade as simply a more subtle, and possibly more effective, than the havoc wrecked by paladins in shining armor.

Traits: Assassins add their level to their Attack rolls with any weapon, including ranged weapons.

Assassins also add their level to disguise and stealth saves.

Assassins can find and disarm traps and pick locks, like rogues, but they never add their level to these rolls or saves.



The assassin can forfeit an attack action to hide in shadows and mark a target. Make a stealth save, adding the assassin's level, against the monsters' highest level. If failed, the attempt fails and the character receives a free attack by the monster (roll for Defense).

If the stealth save succeeds, on the following turn, the assassin's next attack (if successful) against the marked target will do triple damage (e.g. 3 wounds if the target's level is reached, 6 wounds if the target's level is doubled.) Note that the target of the assassin's attack must be a living creature and have a discernible anatomy in order to be assassinated: this means that undead, artificial creatures (including golems, automatons, robots and elementals) and jellies, oozes, molds and spirits may be attacked normally but will not suffer any extra damage from the assassin's special attack. However, an assassin may take the Specialist Slayer skill (see p.28) to affect these.

Only one assassin can hide in the shadows at a time.

If all the other party members are invisible, unreachable, invincible or otherwise impossible to attack, the assassin cannot hide in the shadows.

Assassins can use any weapons (including firearms) and items reserved for rogues, e.g. lockpicks, poison experts from 4AA and athames from *Four Against the Netherworld* (4ATN).

Saves: Like rogues, except that they do not add their level to rolls or saves for finding or disarming traps and lockpicking actions.

Armor allowed: Light armor only. No shields.

Weapons allowed: Any.

Starting equipment: any two weapons, light armor, lockpicks.

Starting wealth: 5d6 gold.

Life: 3 + 1 per level. A 1st level assassin has 4 life.

Expert skills: Acute Hearing, Danger Sense, Deadly Strike, Detective, Intuition, Knife Throwing, Quick Footed, Spore Alchemy, Spot Weakness, Stabbing Attack, Sworn Enemy, Vampire Hunter, Withstand Pain, Whirlwind of Steel.



Elder

Elders are experienced former adventurers who accompany parties on special occasions as mentors, despite being well past the age of swinging swords and combat acrobatics. While physically fragile, their leadership and their ability to make party members work better together make them prized if vulnerable companions.

Elders are assumed to be former members of fighting classes such as barbarians and warriors. Spellcasters and characters from knowledge-based classes of advanced age should use the usual class instead (e.g. wizards, rogues, alchemists, etc.) A single elder can join a party of four characters as a fifth character without incurring any penalties. You can take them as usual characters or even form a party of five elders if you dare.

Traits: Elders have no class bonus to Attack or Defense rolls.

Elders start the game with the Commanding Presence skill (from 4AA p.15): when taking a front place in the marching order, all characters in the party have +1 to save rolls versus fear or terror. The bonus also applies when the party is attacked from behind in a corridor or in a similar surprise situation.

Elders also have the Guidance ability. Useable once per encounter, it allows them to lead any single other character in the party (not retainers or animals) into "lending" his class-specific abilities to another character in the same room, for a single encounter.

For example, an elder could allow a rogue to "lend" her lockpicking abilities to a warrior so that the warrior can attempt to unlock a door or chest. Likewise, an elder could allow a barbarian to "lend" a wizard or elf his rage ability for a single combat. It also works for class-based bonuses to saves, Attack or Defense rolls. The ability counts as expended in all cases.



In any event, the lending character cannot use the trait lent during that encounter: only one character can use it. For example, if an elder guides a wizard to use a rogue's class-based Defense bonus, the rogue can't use it as she focuses on helping the wizard.

Guidance works for Expert skills too (from 4AA) but not race-specific traits or skills (such as a halfling's Luck, a dwarf's gold-smelling ability or dwarf-only skills).

Guidance never applies to spellcasting or spell-like abilities (e.g. a cleric's Blessings, a wizard's spells or a fire elf's eye-rays). Use common sense as to what can be lent or not.

A character can only benefit from the guidance of a single elder at any time. Elders can guide other elders.

At level 3, an elder can learn an Expert skill (from 4AA) from those available to his class. At level 4, he can learn another Expert skill, and a 3rd at level 5. Elders learn Expert skills normally at Expert level. Using their guidance ability, elders can lend the use of a skill they master to another character, even if that character is under Expert level, but if the character's class allows the use of this skill.

For example, an elder could take the Berserk Fury skill (4AA p.15) and lend it to a barbarian in the party, although the elder cannot use that skill himself (as he has no inherent rage ability).

In combat, other characters in the party (not animals or retainers) can protect the elder by making a Defense roll in his place. However, they must forfeit their next attack to do so. If the Defense roll fails, the elder still takes the wound. For that reason, rogues, halflings, satyrs and succubi (who have good Defense bonuses) make for the best protectors for elders.

The starting age of elders is 60+level, which matters if you have the misfortune of encountering specters (from *More Mountainous Mayhem*) or other monsters with ageing attacks.

Note: If you don't have 4AA, your elder will gain the Impervious skill instead at levels 3, 4 and 5. Choose one monster type from any minion or vermin table from the 4AD corebook (e.g. orcs): the character gets +1 to Defense vs this monster.

Restrictions: Although parties with an elder can retreat normally, the elder may not keep up if the party flees. If this happens, make a level 2 running save (minus the elder's

Fire Elf

level). If the save fails, the elder is caught by the monsters and killed while the rest of the party runs away. Elders also suffer penalties on physical saves (see below).

Elders cannot carry any heavy equipment (such as two-handed weapons, heavy armor, friends turned to stone or more than 200 gp in treasure).

Saves: Like clerics (of no specific deity). Given their poor health, elders always *subtract* their level as a penalty to any physical save, such as dragon breath, climbing, dancing, jumping, strength, swimming and breeding saves.

Armor allowed: Light armor only. No shields.

Weapons allowed: Any light weapon, slings.

Starting equipment: Any light weapon, lantern.

Starting wealth: 4d6 gold.

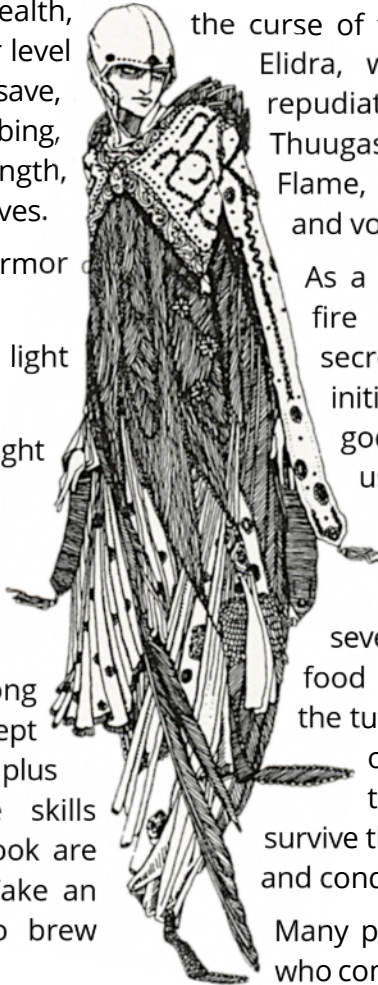
Life: 3 + 1 per level. A 1st level elder has 4 life.

Expert skills: Any among those featured in 4AA except those involving spellcasting, plus Mind Focus (new). The skills featured in the current book are not accessible to them. Take an alchemist if you want to brew potions!

Living as crag nomads or in tight-knit urban communities, the rare fire elves are irascible, gaunt figures who usually dislike other folk. A rare breed, fire elves believe themselves to be born from high elves and cambions (half-demons) by the end of the mythical Century of Rain and Fire. Fire elves are blind at birth, for which they blame the curse of the elf goddess Elidra, who they have repudiated in favor of Thuugas the Eternal Flame, the god of fire and volcanoes.

As a rite of passage, fire elves pass a secret ritual of initiation to the fire god's mysteries, usually inside a volcano or brazier, staying there for several days without food or water under the tutelage of a cleric of Thuugas. Only the toughest survive the extreme heat and conditions.

Many perish, but those who come back alive are



transformed: not only can they now see through their closed eyelids, they receive the gift of the "Fire Sight".

The experience leaves most fire elves scarred and bitter, even contemptuous of other species.

The Fire Sight is a mighty but dangerous power: burning fire rays burst when they open their eyelids, to which they are themselves vulnerable. This ability makes them both feared and loathed in civilized lands, hence many join cutthroats and other villain warbands.

For that very reason, many of their diaspora also seek refuge in the crags and, sometimes, the troublesome towns of Norindaal. Cynical survivors, fire elves can be useful party members to those who can suffer their arrogance.

Traits: Fire elves adds their level to their melee Attack rolls, except when using two-handed weapons. They cannot use ranged weapons at all. Fire elves also add their level to spellcasting rolls but only when casting Fireballs from their eyes.

Flames flares from the fire elves' eyes when they open their eyelids. A fire elf can cast the Fireball spell (once) at the 1st turn of each combat instead of attacking. He can

attack normally on the 2nd turn and after that.

If a 1 is rolled on the spellcasting roll, the flames engulf the fire elf instead, who loses d3 life without harming his opponents. Other party members must succeed a dragon breath save against the fire elf's level or also lose 1 life. Rogues and other fire elves add their level to this save.

Fire elves can see with their eyes closed with a "third sense". They therefore never suffer penalties for either darkness or bright light. Being technically "blind", fire elves cannot read scrolls or books nor use them.

Restrictions: Fire elves are arrogant egotists with paranoid tendencies. They will never share their gold or equipment with a non-fire elf. If they ever acquire a neurosis (from *Digressions of the Devouring Dead*), the first one is always "Paranoia".

Using or wearing any kind of item which provides them with a bonus vs fire cancels their Fireball ability.

Saves: Like elves. Fire elves are immune to gaze attacks when they keep their eyes closed (e.g. not if they use their Fireball ability).

Armor allowed: Light armor and shield. Fire elves may wear heavy armor, but they lose d6 life instead of d3 from the heated metal when they lose control of their fiery eye-rays.

Weapons allowed: Melee weapons only.

Spells: Fire elves cast Fireball naturally but cannot learn other spells. They cannot use scrolls, spell books or Fireball staves.

Starting equipment: A light melee weapon or a one-handed melee weapon.

Starting wealth: d6 gold pieces.

Life: 4 + level. A 1st level fire elf has 5 life.

Expert skills: Acute Hearing, Combat Acrobatics, Danger Sense, Detective, Double Attack, Quick Footed, Stabbing Attack, Sworn Enemy.



Harlequin

"You can't juggle with swords! It's impossible!"

-Last words of the Buffoon Hater

Harlequins are a special breed of minstrel who have perfected their juggling art to a deadly accuracy. They often act as spies for aristocrats, cults and conspirators.

Performance actors first and troublemakers second, they meddle in all levels of society, using their skills for the occasional assassination or mischief making.

Traits: Harlequins add half their level (rounded down) to their Defense rolls.

Harlequins can juggle with up to three one-handed or light weapons, which allows them to make three melee attacks per turn. They gain no level bonus to these attacks.

If they attack with a single weapon, they get only one attack instead of three (or two, if using the Double Attack Expert skill), but they add ½ their level to their Attack rolls. Whether juggling or not, their Attack dice can explode normally.

Harlequins add their level to disguise and stealth saves (like rogues do) as they can reverse their



bright costumes to show their dark undersides.

Harlequins can also find and disarm traps and pick locks, like rogues, they never add their level to these rolls or saves.

Harlequins can use weapons and gear reserved for rogues (including magic items).

Finally, Harlequins never suffer any inconvenience for dealing with the Bruneldi merchants from Enotria (you will know when you met them.)

Saves: Like swashbucklers.

Armor allowed: Light armor only. No shields.

Weapons allowed: All one-handed and light weapons, bows and slings. Juggling is not possible with bows and slings.

Starting equipment: Three one-handed or light weapons, jester's costume, lockpicks.

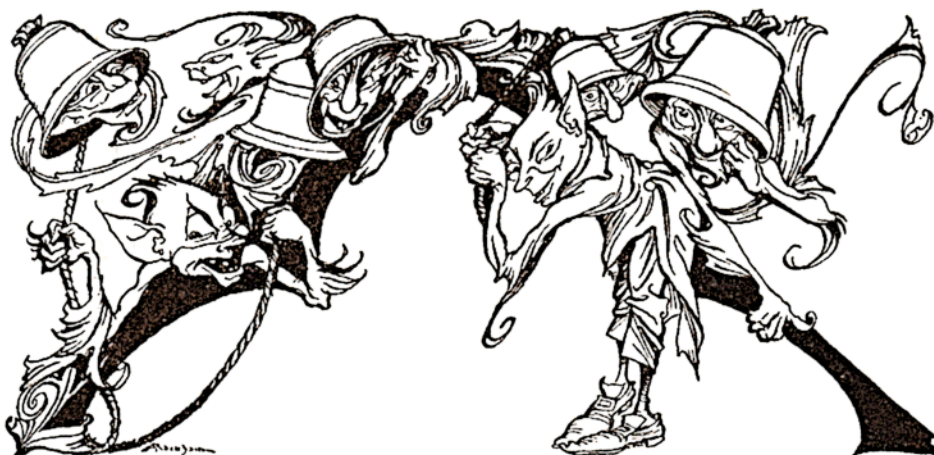
Starting wealth: 3d6 gold.

Life: 3 + 1 per level. A 1st level harlequin has 4 life.

Expert skills: Acute Hearing, Bomb Crafting (new), Combat Acrobatics, Danger Sense, Detective, Double Attack, Fire Breather (new), Intuition, Knife Throwing, Negotiator, Poison Expert (new), Quick Footed, Spore Alchemy, Spot Weakness, Stabbing Attack, Sworn Enemy.

Lutin

Lutins are reedy, mischievous fairies tall as a man's knee, who favor pointy hats and pranks. Their appearance is extremely varied:



some are elf-like, others have animal features or bizarre aspects.

Many enjoy living in human cities, often making their trade in the clockworks and entertainment businesses, and less reputable occupations. Lutins favor the worship of both Elidra, goddess of song, and Gobras the Trickster.

Traits: Lutins add $\frac{1}{2}$ their level to their Attack rolls and their full level to their Defense rolls. They can cast a single spell from the Lutin Spell List per level, per adventure. No spell book or prior memorization is needed. Lutins add their full level to spellcasting rolls, like a wizard, including to spells cast from a scroll (but only from the Lutin Spell List).

Given their size, lutins (either alone or as a group) can attempt to steal a monster's treasure by entering a room ahead of the rest of the party and succeeding a stealth save against the monsters' level. If they fail, they are caught and the monsters get to attack the lutins first before the rest of the party arrives.

The lutins' signature talent is the ability to become invisible for a short moment under duress. If they roll an explosive die on a Defense roll or a save, they automatically succeed.

Lutin Spell List: These are mostly illusion and defensive spells. The list includes the basic Escape and Protect spells (from 4AD), Mystic Mist (from Buried Secrets), Forgetfulness (from 4ATN), the Expert spells Aura of Terror and Reverse Gaze (from 4AA) and Urban Spells (from *Treacheries of the Troublesome Towns*) as well as bardic songs (see Expert skills).

Restrictions: Lutins are small. They can never carry heavy items, like heavy armor, shields, anvils or petrified comrades.

Saves: Like elves. Lutins always add their level to stealth and pickpocket saves. Their strength saves (e.g. for bashing doors) are made at -2.

Armor allowed: Light armor only. It must be custom made (50 gold).

Weapons allowed: Light weapons and slings only.

Starting equipment: Light weapon or sling, magic pointy hat (counts as light armor).

Starting wealth: 3d6 gold.

Expert skills: Acute Hearing, Alchemical Training (new), Combat Acrobatics, Continual Light, Danger Sense, Deadly Accuracy, Dead Shot, Intuition, Knife Throwing, Negotiator, Poison Resistance, Quick Footed, Scroll Maker, Strong

Will. Lutins can also learn Expert urban spells and the following abyss Expert spells like skills: Aura of Terror and Reverse Gaze. They can also learn bardic songs (from *The North Beyond the World*) like Expert skills.

Life: 3 + level. A 1st level lutin has 4 life.

Marksman

Marksmen and markswomen are professional soldiers trained in the use of ranged weapons. Depending on their regiment and specialty, they may be known as archers,

crossbowmen, harquebusiers, fusiliers, musketeers or slingers. Amidst dungeon explorers, they usually take on a support role at the back of the party, excelling in corridors and other tight areas.

Traits: Marksmen add their level +1 when making Attack rolls with ranged weapons. They only add ½ their level (rounded down) when attacking with melee weapons (one-handed or light only).

When using ranged weapons, marksmen always do 1 more wound than usual. This means all their ranged attacks do a minimum of 2 wounds, 3 wounds if they



double a monster's level. This works also against minions, killing more than one per attack.

Outdoors, marksmen can always make two shooting Attacks against a target before melee combat begins.

Marksmen can switch from using a ranged weapon to a light weapon without losing an attack.

Saves: Like warriors.

Armor allowed: Light armor only. No shields.

Weapons allowed: All ranged weapons (including firearms), one-handed and light weapons.

Expert skills: Acute Hearing, Combat Acrobatics, Commanding Presence, Danger Sense, Dead Shot, Knife Throwing, Orcslayer, Quick Footed, Scavenger (from *Digressions of the Devouring Dead*), Sworn Enemy, Vampire Hunter.

Starting equipment: ranged weapon, light weapon, light armor.

Starting wealth: 2d6 gold.

Life: 4 + level. A 1st level marksman has 5 life.



Monk

Nuns and monks are persons who have withdrawn from the larger world to live a spiritual life. All belong to an order aligned with a deity who preaches a strict lifestyle and demands vows of obedience. Not all monks are fighters: most are scholars or ascetics.

Fighting monks are a special breed of dedicated special combatants, characterized by an extreme specialization in warfare and the pursuit of mental and spiritual strength over material means.

Their training emphasizes mental discipline and the pursuit of ideological purity.

Monks come in two distinct varieties: monks of Law, who most often live in cities alongside their deities' temples and excel in

unarmed combat, and the rarer Monks of the Living Weapon Gods, who tend to be hermits obsessed with the twin goals of perfect mastery over the sword and hammer and the extermination of dragons.

Whereas many monks devoted to the Law gods eschew violence, others revel in it. Those who worship gods aligned with both Law and Light (such as Foryos, Luura, Tamas Zeya and Zoyas) tend to be religious zealots, some are even fanatical flagellants, dedicated to the destruction of chaos and demons. Their orders work well together, with minimal frictions.

Less common, monks who serve Mhuur the Bellowing, the god of mazes, or the shark god Tezany place more emphasis on defeating

chaos than demons, and tend to show contempt towards the meeker monkish orders devoted to the creator gods: Father Hulla, his wife Mother Fari or Darim the Smith. Nuns and monks devoted to Mother Fari, goddess of nature, tend to be meek souls who use violence in self-Defense only.

At the opposite, all monks who serve the Living Weapon Gods embrace War as the ultimate challenge of will. They relish combat and the destruction of dragons. Many care less about the cause they serve than the glory and pleasure of defeating powerful foes. These monks actively roam battlefields, joining armies and adventurer parties to prove their might against the mighty foes - preferably dragons.





Most monks live in communities (cenobites), often town or city-based, but a few live in the wilds as hermits (anchorites); this is more common with those devoted to the Living Weapon Gods, Tezany (who favor islands or sea coasts) and Mhuur (who favor labyrinths).

Traits: Monks of Law add their level +2 to their unarmed attacks only. Monks devoted to the Living Weapons add their level +1 when fighting with any type of sword (for devotees of Cloudcutter) or hammer (for devotees of Fudar), either one or two-handed. All monks add half their level to their Defense (round down).

All monks also have a counterstrike ability, which allows them, once per level, to strike back at a Boss or Weird Monster foe (with a -2

penalty, for a total of +L) with their favored attack means (unarmed, sword or hammer) when they fail a Defense roll against a physical attack (excluding dragon breath or mental attacks). All monks are considered clerics for the purpose of saves, with the same bonuses and penalties. They add their level to puzzle and knowledge saves.

Due to their intense training, monks can acquire Expert skills at lower levels. At level 3, they can use 1 XP roll to learn a single Expert skill among those allowed to them (see below). At level 4, they can buy 2 skills (1 XP roll each), and 3 skills at level 5. At level 6 onwards, they learn skills like any other Expert character.

Restrictions: Monks of all orders have made a vow of poverty: they

will never carry jewels, gems or more than 10 gold. In addition, they must always be the poorest member of the party, including retainers and companions. If they have any Madness points, they will throw away the “tainted wealth”. Monks may never carry more than three magic items less they lose their trait abilities (temporarily), as such crutches weaken their spiritual strength.

Monkish alignments: All monks belong to an order that serves either one of the nine gods of Law (see the Gods of Law table) or one of the two Living Weapon gods (Fudar the Living Hammer or Cloudcutter the Living Sword).

Law-aligned monks will never associate with Chaos entities or complete quests for them (including clerics of Chaos gods and characters Touched by Chaos, from CoC). Monks aligned with Living Weapons will never ally with or do quests for dragons or reptile characters.

Monks of Law are hated by chaos monsters. Living Weapons monks

are hated by dragons, dragon-men and any creature with the “dragon” word in its name.

Monkish challenges: Expert-level monks must challenge another monk of their order for each desired increase in level above level 6. The opponent’s level and life are the monk’s +4; Defense rolls of 1 or 2 cause the monk 2 wounds. This ritual fight must occur between adventures and is not fought to the death but to 2 life. No magic weapons, spells, potions or other artifices are allowed.

If the character loses, the XP gained must be allocated to a skill rather than a level increase. If the opponent dies, the monk character





is shamed and loses 1 level instead of gaining one.

Each level increase above the sixth gives the monk an honorific and alliterative title (e.g. "Master of the Mirthful Meadows", "Suppliant of the Slashing Sweep"). You must write this title on the characters sheet for the monk's level to actually increase.

Armor allowed: None.

Weapons allowed: Light weapons, bow (monks of Law only), sling, all swords (devotees of Cloudcutter only), all hammers (devotees of Fudar only). Monks only add their level to attacks with their order's favored weapon (e.g. either unarmed, sword or hammer).

Starting equipment: Either none (monks of Law), a one-handed or a two-handed sword (monks of Cloudcutter), or a one-handed or two-handed hammer (monks of Fudar).

Starting wealth: None.

Expert skills: Alchemical Training (new), Culling of the Weak*, Catch Projectiles (new), Deadly Strike, Double Attack (unarmed attack only)**, Dying Action, Flurry of Blows (new)*, Gladiator, Harmonious Movement (new), Impervious, Mind Focus (new),

Quivering Palm (new)**, Slow Fall (new), Spiritual Archery (new)**, Spiritual Nourishment (new), Spore Alchemy, Surgeon Training (new), Weapon Mastery (new)*, Withstand Pain, Woe of Chaos (new)**.

Life: 4 + level. A 1st level monk has 5 life.

** This skill only applies with either unarmed attacks (for monks of Law), swords (for monks of Cloudcutter) or hammers (for monks of Fudar).*

*** Monks devoted to the Living Weapon Gods do not have access to these skills but may acquire the following skills instead: Double Attack (sword or hammer) Dragonslayer (with sword or hammer only), Whirlwind of Steel (with sword or hammer only).*



Ogre Mercenary

While most of these dumb brutes hang around in dungeons in the service of cackling chaos lords or other wicked wizards of woe, some enterprising adventurers have convinced a number of the less intellectually-challenged ogres to join their parties with the promise of regular meals and bloodshed.

Although poorly skilled, their blows are devastating and their resilience incredible.

Traits: Ogres add $\frac{1}{2}$ their level to their Attack rolls (rounded down). A successful hit with a melee attack inflicts 1 more damage on an enemy (3 wounds if the target's level is doubled).

Ogres also add $\frac{1}{2}$ their level to all poison saves, in addition to any other bonuses or penalties stated in the text.

Their huge size allows them to carry any weight without penalty, including petrified characters.

Restrictions: Wide as two men, ogres take one full square in a



room or corridor by themselves and block line of sight. They suffer a -1 Defense penalty in corridors and against ranged attacks.

Ogres need five times as much food as humans. This matters in outdoors supplements such as 4ATN or TNBTW. Hunger drives them wild. For each day without food, an ogre must succeed a hunger save against a level equal to the number of days spent without food. On a failure, the ogre attacks a captive or a retainer, or if none is available, a fellow party member (the one who lost the most life points, otherwise a random one), fighting like a monster of his level +3 and inflicting 2 Damage on a failed save. If he kills his target, the ogre eats the entire corpse (no resurrection possible) and regains control of himself afterwards, ashamed.

As ogres fancy foppish hats and outrageous clothing, ogres with a clean suit bought from a tailor before entering the dungeon (see 4AA p.33) add ½ their level to their hunger save (given their size, such suits cost 30 gold instead of 10).

Also add +1 to the hunger save for each halfling in the group as the ogres somehow appreciate the little fellows, who treat them with

respect and share with them morsels of the snacks they are always carrying in their knapsacks. For this reason, halflings are always the last party members to be attacked by a hungry ogre.

Ogres fear magic and never use, touch or carry magic items, like barbarians.

Saves: Like barbarians. They always fail stealth saves: no party with an ogre can hide.

Weapons allowed: All one-handed weapons and two-handed weapons. No ranged weapons.

Armor allowed: Light armor (10 times the normal cost), heavy armor (10 times the normal cost), shield (5 times the normal cost). Armor and shields for ogres must be custom made; they cannot use any found in dungeons, including magic armor unless made especially for giant-sized characters.

Starting equipment: A one-handed weapon and shield or two-handed weapon.

Starting wealth: d3 gold.

Life: 6 +2 per level. A 1st level ogre has 8 life.

Expert skills: Brawler, Dying Action, Gladiator, Impervious,

Poison Resistance, Terrifying Savagery, Withstand Pain.

Note: If a party under four characters encounters an ogre, a single party member with 3 food rations to spare (as a bribe) can attempt a persuasion save against twice the ogre's level. Halflings add $\frac{1}{2}$ their level to the save. Also add +2 to this save is the dungeon's Final Boss has already been defeated, as the ogre is now out of employment. If the save is successful, the ogre agrees to join the party as a 1st level ogre mercenary. If the persuasion save is failed, the ogre fights, attacking first the one who spoke to him.



Wilderness Guide

Officially known as a “wilderness survival guide”, this character stands for a native or local youth who leads the party through shortcuts and hideouts in order to make traveling the wilds less dangerous. As such, wilderness guides will come from a variety of species and cultural backgrounds, but they are all treated as follows.

While they are wise in the ways of nature, wilderness guides are inexperienced in warfare and would rather flee than fight monsters.

A single wilderness guide can join a party of four characters as a 5th character without incurring any penalties. You can also take them as usual characters or even form a party of five guides if you dare.

Traits: Wilderness guides have no bonuses to Attack rolls.

They add $\frac{1}{2}$ their level to their Defense rolls.

Twice per level, they can re-roll any roll on any table in a natural wilderness environment. This includes all the tables in *The Three Rings*, any woodlands table (from the *Crucible of Classic Critters*), any

Concise Collection of Classes

crag table (from *More Mountainous Mayhem*) or any arctic table (from *The North Beyond the World*), and any other similar table from future supplements. Excluded are tables from demonworlds such as the Netherworld tables (from 4ATN) or the Blossoms tables from *The Courtship of the Flower Demons* (TCOTFD). This trait doesn't apply to indoor dungeons, where the guides are mostly useless except as lantern or gear bearers.

Saves: Like barbarians.

Armor allowed: Light armor, shield.

Weapons allowed: Light weapons, slings.

Starting equipment: Light weapon, lantern.

Starting wealth: d6 gold.

Life: 3 + level. A 1st level wilderness guide has 4 life.

Expert skills: Like halflings except Spore Alchemy and cooking skills.

Note: Parties traveling in the Netherworld could hire a minor demon as a Netherworld guide instead of a wilderness guide. The class is identical except that Netherworld guides can only re-roll dice on the Netherworld tables (from 4ATN). They eat bone dust like cambions, and therefore need no food rations in the Netherworld.



This fungus folk of the Oaken Shield tribe is a guide from the Sun-Kissed Vale

New Weapons

Crossbow (20 gold): Ranged slashing weapon +1. After each shot, it takes one action to reload a crossbow. This means that, in most cases, the crossbow will be used only once, at the beginning of combat.

Harquebus: Ranged slashing weapon +3, buying price: 100 gold. May be fired only once per encounter, at the beginning of the encounter. Usable only by dwarves, marksmen, sentient golems and warriors.

The character must use both hands to fire. On a roll of 1, the harquebus explodes, inflicting d3 damage upon the user and the weapon becomes useless until the user brings it to town to be repaired for 15 gold. For every shot fired in a dungeon, roll for wandering monsters (1-2 on d6). The wandering monsters attracted by the sound of gunfire will arrive after combat. The user can reload before the monsters' arrival.

New Expert skills

The following skills are accessible to characters of Expert level, as per the rules in *Four Against the Abyss*. Exceptionally, elders and monks can also acquire these skills at lower levels.

Note: Some of the classes referred to in skill descriptions are to appear in future supplements, such as gnomes and yogic yetis.

Alchemical Training

Cheesemeister, gnome, halfling, lutin, monk or plague doctor only

The character can craft potions like a wizard of the same level, as per the potion crafting rules featured in TCOTFD.

Prerequisite: Spore Alchemy.

Bomb Crafting

Assassin, dwarf, gnome, harlequin or xwart only

The character can craft a single bomb before each adventure, at the cost of 30 gold.

To throw a bomb, the character must have a fire source (lantern or torch) in hand and spend 1 attack to throw the bomb.

When attacking vermin or minions, make 2 attack rolls at +3.

When attacking Weird Monsters or Bosses, make a single attack at +3. This attack is also made against everyone else in the room. No level or other bonuses apply for the attack.

All party members, including the thrower, must also succeed a level 5 explosion save or be stunned (-1 to Defense for the next turn). Dwarves gain an additional bonus to their save at +1.

Harlequins, being jugglers, can throw 2 bombs simultaneously if they have them.

Both attacks must be against the same target.

Catch Projectiles

Iron Hands dwarf, monk, martial mystic or yogic yeti only

Arrows and projectile weapons, including ballistas and catapults but not firearms, never harm the character (except if unconscious, tied up or otherwise incapacitated).

Fire Breather

Halfling, harlequin, bard or rogue only

From training with circus performers, the character has

learned to spray a fiery cloud at enemies. A torch and an oil flask (available both in any town for 1 gold each) are required to perform this action.

The spray is non-magical and functions as a Fireball spell, add the character's level when determining outcome.

This skill can only be used once per adventure.

Flurry of Blows

Iron Hands dwarf, monk of Law, martial mystic or yogic yeti only

Once per level and per adventure, when fighting unarmed, the character can make an unarmed Attack roll against every opponent in the room. No level bonus is added to this Attack roll.

Harmonious Movement

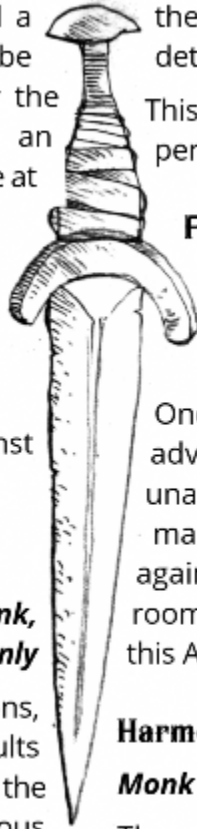
Monk or yogic yeti only

The character can never be paralyzed (e.g. by ghouls) or turned to stone (e.g. by medusas).

Mind Focus

Iron Hands dwarf or monk only

The character always adds his level to magic and will saves.



Poison Expert

Alchemist, assassin, harlequin, necromancer, xwart, ranger, wood elf or druid only

Before an adventure, the character can craft and use poisons similar to those prepared by a Poison Expert (from 4AA p.32).

The poison can either be used by the character or given to eligible character (e.g. a rogue, an assassin or a harlequin).

No gold need be paid for the poison (the character cultivates it from a secret source).

Quivering Palm

Iron Hands dwarf, monk of Law, martial mystic or yogic yeti only

The characters' unarmed attacks count as magical against all monsters. Attacks directed against weapons (e.g. acid) do not affect the character.

This skill is not available to monks of Fudar or Cloudcutter.

Slow Fall

Moonbeast, monk or yogic yeti only

The character never suffers damage from falls, whatever the height, including pit traps.

Specialist Slayer

Assassin only

Assassins with this skill may use their hide in shadows ability against one of the following classes of foes that is normally immune to it: Undead (including incorporeal undead and vampires), Artificial creatures (golems, automata, robots, elementals), or shapeless creatures (blobs, jelly cubes, molds, oozes). Choose one class of enemies when the skill is taken. The skill may be taken multiple times, each time for a different target.

Spiritual Archery

Monk of Law only

The character may add his level as a bonus to his Attack rolls when using bows (not crossbows or firearms).

This skill is not available to monks of Fudar or Cloudcutter.

Spiritual Nourishment

Monk, druid or yogic yeti only

The character can go a number of days equal to his level before suffering wounds from the lack of food (e.g. in the Netherworld or the arctic, as per the rules in 4ATN and *The North Beyond the World*).

Surgeon Training

Beastmaster, gnome, monk, druid, wood elf or plague doctor only

The character is trained as a surgeon to stitch wounds. In addition to the effect of bandages, the character may heal 2 life per character per adventure, as a surgeon retainer (from 4AA). This healing does not add up with those provided by another surgeon, including retainers.

Weapon Mastery

Monk of Cloudcutter or Fudar only

Whenever fighting with their god's prized weapon (e.g. a hammer or a sword, either one-handed or two-handed), the character can re-roll all Attack rolls of 1.

Woe of Chaos

Paladin of Law or monk of Law only

Whenever fighting a monster with the "chaos", "chaotic" or "Xichtul" words in its name, the character can re-roll all Attack and Defense rolls of 1 (if a 1 is roled a second time, it may NOT be rerolled, because you can't reroll a reroll).

A sword-bearing monk devoted to Cloudcutter



Dwarven Dissertations



This chapter provides you with additional options for dwarf characters. As both games are set in the fantasy world of Norindaal, some of the background information presented herein was previously featured in the *Hammer and Forge* supplement for the *Advanced Song of Blades and Heroes* miniature skirmish game by Ganesha Games.

Mythic Origins

The legends of Norindaal tell how the universe flew from the the Primal Force, from which the time god Tauramin emerged first, then Elidra the Songster and then the other gods.

At the inspiration of the jester god, Gobras, the gods launched the

Godgame from which the world of Norindaal was born, along with the countless strange and marvelous creatures that dwell on it.

Father Hulla made giants and titans out of rocks, and his wife Mother Fari created plants and animals for them to feed on. Titans and giants came to wage a war between them, and from their crumbling remains, the dwarves were born.

There were shards of the Primal Force in the bodies of titans, and it is said that these are the gems and the precious ores that the dwarves seek today.

Ssiklis' Treachery

Unknown to the other gods, Ssiklis the Scaled One had scattered thousands of her eggs all over Norindaal, and while the dwarves dug deep into the mountains, lizardfolk and thunder lizards conquered the world.

Ssiklis thought that her creations were so superior that the others were just food for them. The lizards tasted dwarven meat and found that it was good.

The lizards, serpents and lizardfolk took over all of Norindaal. Food become scarce. The dwarves learned to fight to defend themselves, and used their talents



and their ores to build weapons and armor. This was inspired by Darim, the Smith, who liked the dwarves and had bestowed his grace upon them.

Lizards enslaved dwarves and kept them as cattle as Gro Khair, the god of hunger, had made their appetite insatiable. The dwarves suffered and perished, and their plight came to the ears of the gods.

The Century of Rain and Fire

The war that ensued between the gods became known as the Century

of Rain and Fire. Ssiklis was imprisoned while the gods of Law and Light destroyed her reptilian spawn.

As the divine war came to an end, Elidra drove forth her chosen people, the high elves, onto Norindaal through meteors from which the dwarves freed them, a mistake they regret to this day.

The Slumbering Gods

Yet the schemes of the chaos god Xichtul, whose mating with Ssiklis had spawned the demons and dragons from the great lizards, brought more mischief to the world. The Formless One gave the forbidden gift of divinity to those monsters who would become the dragon gods: the undead Lich Dragon, woeful Ter Za Necht, and the cannibal Sozara the Undying, who only survives by eating the hearts of the eldest of its kind.

The hecatomb that stroke Norindaal once more came to an end only when Tauramin stopped time itself and trapped the Slumbering Gods within, to which they remain to this day.

While the cultists of Xichtul, Ssiklis, Asdzugh and the other Slumbering Gods conspire to free the chained deities, the dwarves of Norindaal pursue their unending grudge against the dragons and their ilk. Long are the memories of the dwarves, longer their beards, and twice as long the grudges they bear.

Fueled by mistrust and greed, the dwarven clans grew apart from one another even as another tragedy was to raise its head in the western continent.



Kestar Kell, the Half Ring

In the western continent of An-Mor, east of the Sun-Kissed Vale and the Everflowing River lies a chain of mountains called Kestar Kell, which in D'harris (the dwarven language) means "the Half Ring". This is an area of temperate climate with forests of evergreen trees and snow-capped peaks.

To the East of the mountains is an area of dry steppes, perpetually swept by winds and inhabited by aggressive, nomadic hobgoblin tribes. Each mountain contains a different community of dwarves, often hostile to one another.

Some caves are also inhabited by goblins, as well as the occasional ancient lizardman, dragon, or wyvern. In addition to fighting against these creatures, the clannish, stern nature of dwarves creates a lot of animosity between communities. The most common foe of a dwarf is another dwarf, or an undead dwarf!

Cultural Groups

In Kestar Kell, the dwarves exist in two major cultural groups: the Miners and the

Pelters. In addition, there are some breakaway groups or sects, such as the Dragonslayers, Possessed, and Thralls of the Lich King.

Other parts of Norindaal have dwarves as well, such as the Grinders, the dreaded Prairie Pirates who glide the plains on their strange ships and the tech-savvy Skylords who haunt the skies in their fiery steampunk zeppelins - but that is a tale for another day.



The Miners

The Miners, also called Grimstones, are the largest group of dwarves in An-Mor. Ruled by their near-immortal King Thumas Ven, Miners practice gem magic and have the most powerful Runecasters.

The Greedy King

Thumas Ven, the son of a famous dragonslayer, became king when, in a dream, he saw the location of the EverBounty - an inexhaustible mother lode of gold, silver, and gemstones, deep in the bowels of the Kestar Kell mountains. Instead of claiming the treasure as his own, he chose to share its wealth with all the clan - unusual behavior for a dwarf.

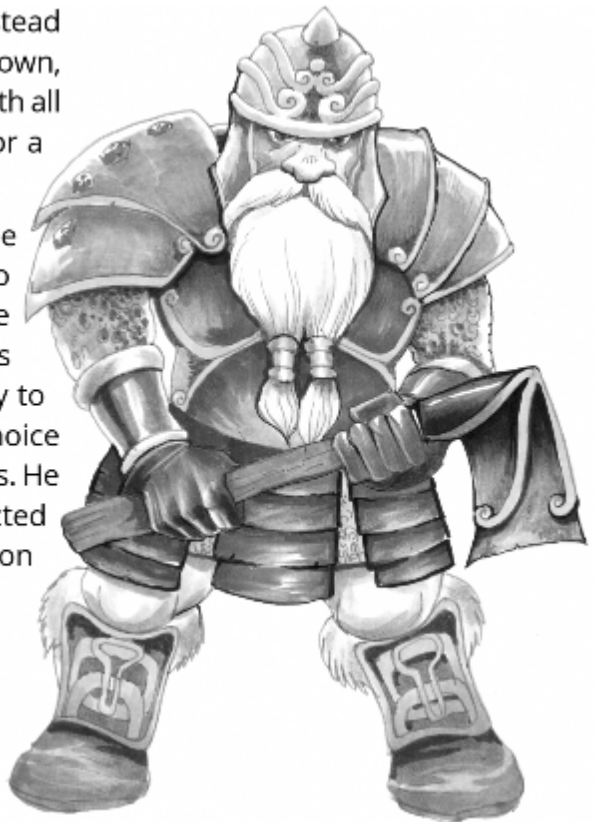
In truth, the riches of the EverBounty were simply too many for a single dwarf to mine and carry home, so Thumas thought of using his discovery to gain political power. His choice made him a hero of the masses. He was the first King to be elected through public acclamation instead of patrilineage.

A King's Hubris

But Thumas' dream of gold was not inspired by Father Hulla and Mother Fari, the

dwarven gods of earth and nature. The dreams that appeared in his mind were telepathic messages sent by demons trapped in stone; these were ancient, malevolent creatures from the times when the gods tried to cleanse Norindaal with 100 years of meteor showers and floods, during the Century of Rain and Fire.

When digging their way to the Everbounty, the Miners freed the demons, and a whole clan of dwarves were turned into undead creatures.



The Dwarven Schism

Soon, demons and long-forgotten monsters started to appear all around Kestar Kell. As the demonic presence became evident, it caused a schism among the dwarven communities.

Some blamed the mining for the demonic infestation and refused to mine. Those who did were cast out, and they formed their own clans, adapting to an outdoor lifestyle in the forest and prairies.

The Father of Dragons

King Thumas Ven is also responsible for another major event in Miner history. Like his father before him, he was a dragonslayer, and he killed Wisath the Red Fury, the last of the great Red Dragons. But he also had discovered that drinking an expensive, alchemical concoction based on dragon eggs kept him free of disease and the ailments of old age.

To keep his supply of dragon eggs, Thumas kept a few egg-laying female dragons in a secret cave. Unfortunately, the dragons broke free and came back to terrorize Kestar Kell.

For this reason, and his discovery of the EverBounty, outcast dwarves

call him “Father of Dragons and Demons.” This insulting epithet elicits angry reactions from any Miner hearing it.

The Pelters

Pelters are descendants of dwarves who were exiled from the Miners clans when they refused to mine the EverBounty. Their druids, originally the clergy of a minor religious faction worshipping Mother Fari as Nature itself, had sensed the danger posed by the demons trapped in the Everbounty, but their warnings were ignored by the Miners leaders, who refused to stop digging.



Pelters today have no king but are ruled by a council of druids practicing Sedar Kaan - Soul Sharing. This is a ritual where a hunter absorbs the powers and soul-force of an animal that he or she hunts and kills in a fair fight (armed only with a club, knife or bare hands). The most famous Pelter leader is the heroine Rehenna Bearwolf.

Pelters trade in animal furs and bone tools. They live in caves near forests or in wooden cottages like those of their largest settlement, Tephister. Pelters have very few smiths and extremely limited access to metal, since the Miners won't sell them ores or allow them into the mines.

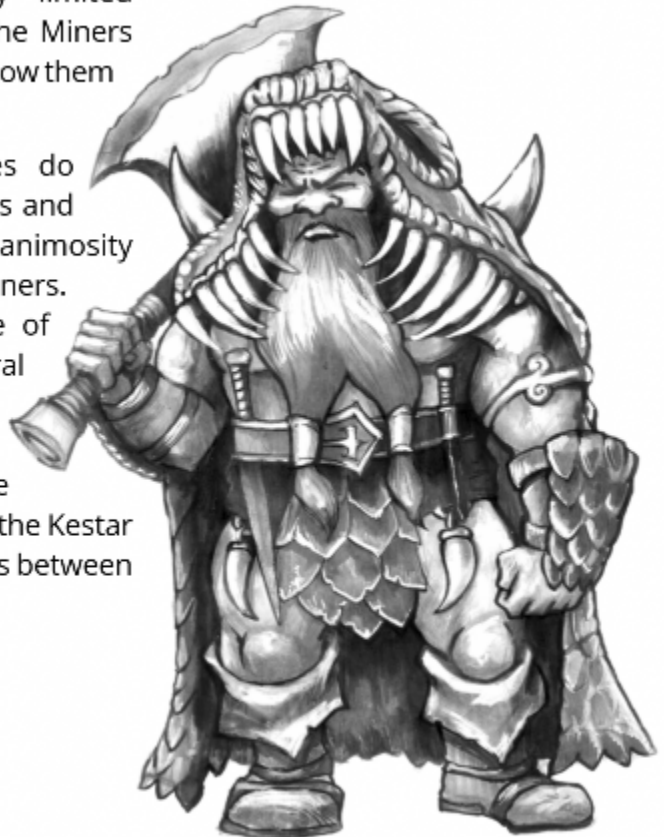
While the two cultures do trade occasionally in furs and wood, there is great animosity between Pelters and Miners. Despite the abundance of natural and preternatural dangers, and the presence of the hostile hobgoblin tribes, the most frequent battles in the Kestar Kell region are skirmishes between Pelters and Miners.

Dragonslayers

Dragonslayers are heroes among the Pelters, for they fight an enemy for whom the dwarves' grudge is eternal.

Dwarves have a long feud with dragons that dates back to antediluvian times. A few courageous individuals from all clans embrace dragon slaying as their life calling.

Though Dragonslayers do sometimes fight with others, they tend to form warbands of their own, protecting the populace from



draconic infestation or hunting down scimitar monsters, drakes, and wyverns.

While the heavy hitters of a dragonslaying party are always melee fighters, they also employ arbalesters and crossbow wielders who are trained to fire into melee.

Pelter Dragonslayers perform the Sedar Kaan ritual with animals that can sense dragons from a long distance. Some are trained to resist minor draconic powers (like their wing blast).

While they pledge allegiance only to their own dragon-hunting party and to their Pelter clan, in times of need they are sent to help others to fight draconic infestations.

Dragonslayer veterans, called Wyrmbrights, wear dragonscale armor and use runestones in their unending fight against dragonkind.

The most legendary Dragonslayers are Pelters who have performed the Sedar Kaan ritual with a dragon, their ancestral foe. They are greatly feared by their own kind, including other dragonslayers, because their contact with the dragon's inhuman soul turns them into engines of destruction and rage. They are, in a way, half-dragons, and a few can even breathe fire.

The most famous of them is Jontil the Beardless, a fearsome swordsman wielding Tezany's Bounty, a runic greatsword with a



blade made out of a sawfish bone that is rumored to come from the Sunken Citadel of Atlantis, in the middle of the ocean.

The Iron Hands of Hammerfall

The Iron Hands are a workers' union of dwarf smiths, who were cast out and forbidden to work when they sided with the rebellious faction in the civil war that tore apart the Miners.

Their hands were crippled so that they could not hold tools. The Iron Hands asked their friends to fashion metal gauntlets, hooks and other prosthetic weapons in their place.

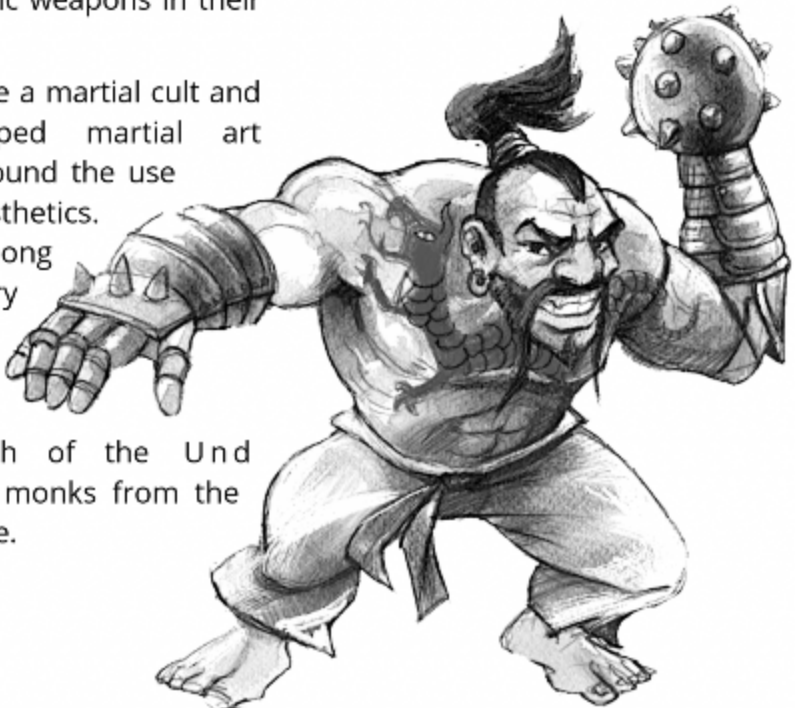
Today, they are a martial cult and have developed martial art techniques around the use of their prosthetics.

There is a long history of rivalry and respect between the Iron Hands and the Path of the Underwood fungi monks from the Sun-Kissed Vale.

The Possessed

A clan of demon-worshipping dwarves exists in dilapidated Hyria. Strange sigils, painted in a foul-smelling black ichor, have been found on the standing stones and dolmens around Hyria and Elvenfell. The mysterious disappearance of children from the neighboring halfling villages and merchant caravans seems to corroborate the existence of a dark cult devoted to humanoid sacrifice in this area. Pelters and Miners have not yet intervened.

These demon-possessed dwarves favor heavy demonic armor, hellish powers, and exhibit an unstable



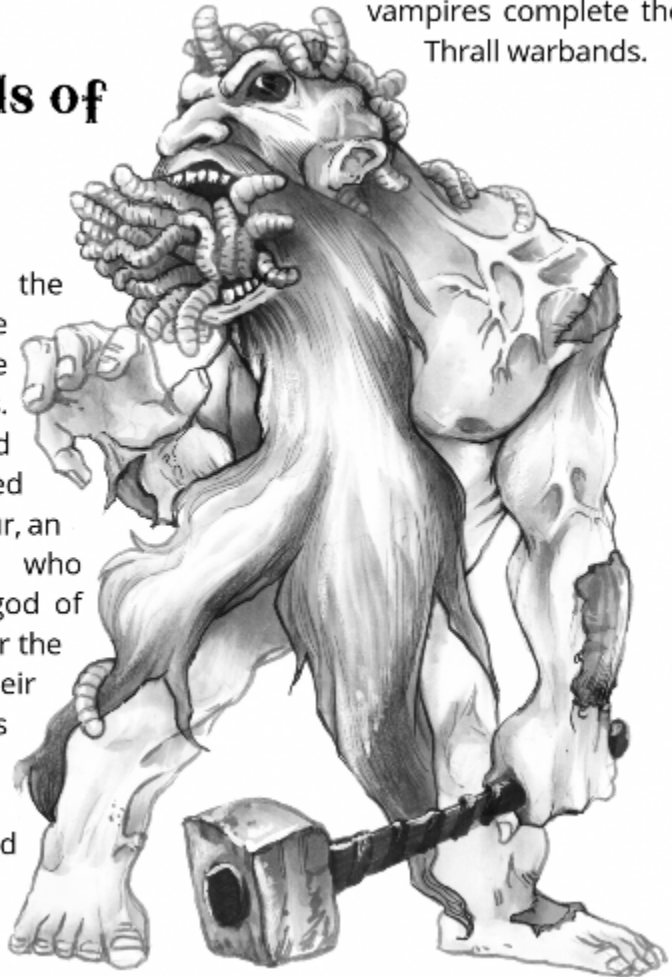
psyche. They are into dismembering, torture, pain-fueled alchemical machines and other similar creative hobbies.

The Possessed worship two demons: Koylak, also worshipped by some hobgoblin clans, and especially Asdzugh, also-called *the Hand the Spins the Wheel of the World*. Both godlike demons have been known to manifest in physical form in Possessed warbands.

Darran Dur has a scepter that can raise the dead, and he uses it to add more and more soldiers to his growing army. His best troops are heavy Infantry protected by the finest armor and armed with two sharp scythes or a mace. The forces include hellfire artillery, arquebusiers, troops armed with metal javelins for deadly short range missile support, and skeletal r a m riders. Ghosts and vampires complete the Thrall warbands.

The Thralls of the Lich King

Another threat in the Kestar Kell area is the presence of a whole clan of evil dwarves. The Malegund community accepted the rule of Darran Dur, an ancient Lich King who worships Zur, the god of death who rules over the Netherworld. Their choice was misguided, for the Lich King turned them all into undead monsters.



The Gods of the Dwarves

The dwarves were the first race to have walked upright on Norindaal, as opposed to the lizards and serpents that appeared roughly at the same time as the dwarves. They hold many gods in favor, but three of the Law gods hold a special reverence.

Father Hulla

Father Hulla is the god of stone and earth, and one of the Parents of the D'harris (Dwarves) Race. Husband to Mother Fari, goddess of Nature, Hulla appears as a portly, bearded man made of stone. His weapon/tool of choice is a miner's pick. He is the inspirer and protector of Runemasters.

Hulla's cult is not widespread beyond the dwarven and gnomish cultures. However, gold and gemstones are sacred to Hulla, and a few human goldsmiths and jewelers who have learned their trade from dwarven masters also pray in Hulla's name when they start a new day in the shop, or when they start a new, challenging job.

Origin: Shard of the Primal Force.

Alignments: Law, Earth.

Darim the Smith

Worshipped by smiths of many races, but especially by gnome artificers and dwarven smiths, Darim is the divine smith, the weapon maker who built Cloudcutter the Living Sword.

When the lizards of the goddess Ssiklis took over the world and tormented the dwarves, it was



Darim who bestowed his grace upon them, teaching them to build weapons and armor to fight for themselves. For this reason, the dwarves of Norindaal hold the god in high praise.

Origin: Shard of the Primal Force.

Alignment: Law.

Mother Fari

Mother Fari is the goddess of nature, considered the mother of the D'harris (dwarven) race. For this reason, she is also called the Mother of the First Walkers. Fari is the wife of Father Hulla, the dwarven god of stone.

Fari appears as a beautiful dwarven woman, with long tresses reaching the ground where they become intertwined with twigs, plants and flowers. Her weapon of choice is the axe, for her defender aspect is fierce, as any mother whose children are threatened.

Fari is widely worshipped by dwarves and halflings, and by druids of all species and cultures.

Origin: Shard of the Primal Force.

Alignments: Law, Life.

Dwarven Skills

The following skills can only be learned by dwarf characters and are specific to a given clan. A dwarf character of level 3 or higher can learn a dwarven skill by passing a successful XP roll, instead of gaining a level.

They work exactly like Expert skills (from 4AA) except that dwarf characters of lower level can learn them.

Unlike secrets, skills gained are permanent.

As most dwarven skills are specific to clans, and not taught to those outside their clan, you must choose your character's clan the first time a skill is acquired. You cannot change your clan later.

Though very atypical for dwarf society, where clans live in suspicion of one another, an adventuring party may comprise dwarves of several different clans. While Pelters and Miners might set their grudge aside to form a temporary alliance for the good of their people, the Possessed and the Thralls of the Lich Lord are pariahs to all other clans, and will never join any clan but their own.

Common Skills

These dwarf skills are available to all clans.

Dwarven Spearwall

A single dwarf with this skill can join forces with other dwarves to form a wall of spears. Four-legged monsters and mounted enemies (but not flying monsters) suffer a -1 penalty to their level if the dwarves outnumber them. For example, a party of two dwarves would outnumber a single catoblebas whereas four dwarves would outnumber three mounted orcs.

Dwarven Steelwall

A single dwarf with this skill can join forces with other dwarves to form an impenetrable barrier as long as they all have shields. As long as they remain engaged in melee combat, all dwarves in the "steelwall" ignore all monster abilities that would cause them a penalty to Defense (such as falling prone or becoming entangled).

Miner Clan Skills

The miner clans are skilled smiths, weapon smiths, jewelers, and architects. They have the best weapons and practice rune magic.

Arbalest

Dwarven crossbow wielders are typically female. Dwarf women tend to have better eyesight and steadier nerves than the males.



The famous sharpshooter Lydda Eyepiercer gained her sobriquet after hitting four hobgoblins in the eyes during a single battle.

A dwarf character with this skill adds half her level to her Attack rolls when using a crossbow (see below).

Male dwarves must spend 2 XP to acquire this skill as this specialty is traditional for females (2 XP grant the character a single roll).

Ball & Chain Wielder

The character was trained to use the heavy ball and chain, two-handed crushing weapons of great power which add +2 to the wielder's attack rolls. If an Attack rolls a 1, the chain entwines and the weapon cannot be used for the rest of that combat. The character will have to use his next action to draw another weapon.

Only dwarf characters with this skill can use this weapon. The ball and chain is so heavy and unwieldy that no character may carry more than one. The weapon must be carried in the character's hands at all times, but the character may opt to drop it at any moment as a free action and then spend one action to draw another weapon or tool.

Battle Tankard

The character was trained in the use of this reinforced ale mug, which works as a one-handed crushing weapon.

Furthermore, the character can forfeit an attack at any time to take a sip, which gives him a +2 save bonus vs Madness and fear saves for the current combat turn and the next.

Only dwarf characters with this skill can use a Battle Tankard.

Gemstone Grenadier

Gemstone grenadiers are a short range missile troops throwing rune-etched gemstones. The stones break on contact, releasing devastating area spells. Wasting gemstones in this way breaks the heart of the dwarves, so the grenadiers have limited ammunition.

Before an adventure, dwarves with this skill can prepare a number of gems they own equal to their level or less as explosive gemstones. Each gem must be worth at least 30 gold pieces.

Gemstones can only be used with ranged weapons (bows, crossbows or firearms) and strike like a Fireball cast by a wizard of $\frac{1}{2}$ the dwarf's

level (e.g. a gemstone crafted by a level 4 dwarf (+2) launched with a crossbow (+1) has a +3 bonus).

On a roll of 1, the gemstone explodes on the character (1 wound).

Runecaster



The dwarven miners practice runecasting and gem magic. All miner clans choose one gem (ruby, topaz, sapphire, etc) as their ClanStone and their spellcasters learn spells based on that stone. Runecasters etch magic runes into gems. These are then cast to foretell the future, to protect allies or as attack magic. A few Runecasters travel to the outside

world and may be part of warbands or adventuring parties.

Once per game, the dwarf can prepare a single gem before the adventure and must decide ahead whether it will be used to cast a Defend, Fireball or Glyph spell.

The spell is cast as if the dwarf was a wizard of his level (+L to spellcasting).

Glyphs can be used to destroy a door, a trap or left behind to protect a single room or corridor against wandering monster.

In the latter case, should you roll for wandering monsters in that room, the Glyph is treated as Fireball cast by the dwarf with a spellcasting bonus equal to his level, which strikes the wandering monsters before they can attack.

Female dwarves must spend 2 XP to acquire this skill as this specialty is traditional for the males.

Pelter Skills

These outcast feral fighters wield gem magic and use animal-like powers. The animals most often skinned for this purpose are bears, wolves, bearwolves (a blue-furred, large wolf with thick limbs), giant

wolverines and sabertooth mountain cats.

Animal Soul Sharing

Some Pelter dwarves know how to absorb the natural powers of animals they skin, in a ritual they call Seden Kaan - Animal Soul Sharing.

Pick a single vermin or minion natural animal (one that would exist in our world) from any 4AD book appropriate to your character's level when acquiring this skill.

The animal's special rule must be adaptable as an active player's power. This ability can be used as often as the creature can use it (e.g.

each combat, in the case of the vampire bat).

Only one animal power can be used at any time.

The character can change the animal's power he has absorbed to another each time he kills a new animal. Examples:

- **Bear:** Once per combat, if character succeeds two successful Attack rolls in a row, against the same Boss or Weird Monster, the character is entitled to a free attack against that very monster.
- **Bearwolf:** The character reduces by 2 in 6 the chances of monsters surprising the party (e.g. wandering monsters only surprise the party on a roll of 1-4).
- **Giant Rat:** When wounding a Boss or Weird Monster, the character has a 1 in 6 chance of inflicting another wound through infection. Undead, golems and monsters with the "disease", "plague", "pestilence" or "pest" words in their names are immune.
- **Giant Raven:** The character can flee from melee without suffering attacks as well as fly over obstacles (no more than 1 map square in size) for very short distances.
- **Giant Vampire Bats:** Absorbing a vampire bat's ability (from 4AD,





p.35) would lower a spellcasting enemy's level by 1 (such as a chaos lord, a lictor or a mutant psyker).

- **Giant Wolverine:** Once per combat, the character ignores the first wound suffered. This skill does not add with Withstand Pain.
- **Mountain Lion:** Once per combat, if the character succeeds a melee attack against a Boss or a Weird Monster during the first turn, the monster is toppled over and loses 1 attack for this turn.
- **Sabertooth Tiger:** Once per combat, the character can re-roll a failed Defense roll in melee as he jumps out of the way.

Bear Pelters

These dwarves are gifted with immense physical strength fueled by their berserk rage.

Once per adventure, they can double the damage caused by any single successful melee Attack. Choose to use this ability after rolling the attack.

Bearwolf Archers

Females of the Pelters are trained to use powerful hornbows since childhood because they are not marred by the poor eyesight that affects males.

This allows the character to add half her level to her ranged Attack rolls.

Male dwarves must spend 2 XP to gain this skill as this specialty is traditional for females.

Raven Twinblade

These dwarves perform the Seden Kaan ritual with giant ravens. They have increased speed and evasion powers. Veteran Ravens perform lightning-fast knife attacks and can fly short distances.

This skill gives the character a +2 bonus to Defense when wearing light armor (or none at all) and the ability to jump over 1 square-wide rivers or lava rivers (from 4AA).



Runecaster

Pelters have access to the Runecaster skill of the Miner clans.

Sabertooth Tiger Pelter

These feral hand-to-hand fighters emit a terrifying battle roar when they charge. Reduce the enemy's morale by 1 if the character has inflicted them at least 1 wound, except for undead and demons.

Female dwarves must spend 2 XP to gain this skill as this specialty is traditional for the males.

Dragonlayer Skills

Dwarves have a long feud with dragons. A few courageous individuals embrace dragonslaying as their sole profession.

Dragonlayer Strike

Dwarves from these clans can learn the Dragonlayer's Strike skill at level 3 or later, whereas other dwarves can only learn it at Expert level.

When wielding a two-handed or one-handed battle axe (slashing weapon), the character's first Attack roll, if successful, is at +1 and inflicts 2 wounds on a dragon if it hits. This

skill works only on the first attack performed against a dragon.

After one turn, the dragon will realize that he is fighting a dragonslayer and will adopt a fighting stance that protects him from this skill.

This skill is similar to the Expert skill featured in 4AA (p.18), except that it can only be used with a battle axe.

Sense Dragons

Pelter dragonslayers can sense dragons from a long distance and are immune to some minor draconic power. While they generally pledge allegiance only to their own clan, in times of need they are sent to help others to fight draconic infestation, so all Outcast warbands may enlist them.

Dwarves with this skill are never surprised by a dragon and get a +2 bonus to saves vs dragon breath.

Master of Wilderness

Trained to survive the dangers of the wilds, these dwarves can choose to make saves as either barbarians or dwarves each time a save is called for (such as for climbing, swimming, etc.) They can swim like barbarians do.

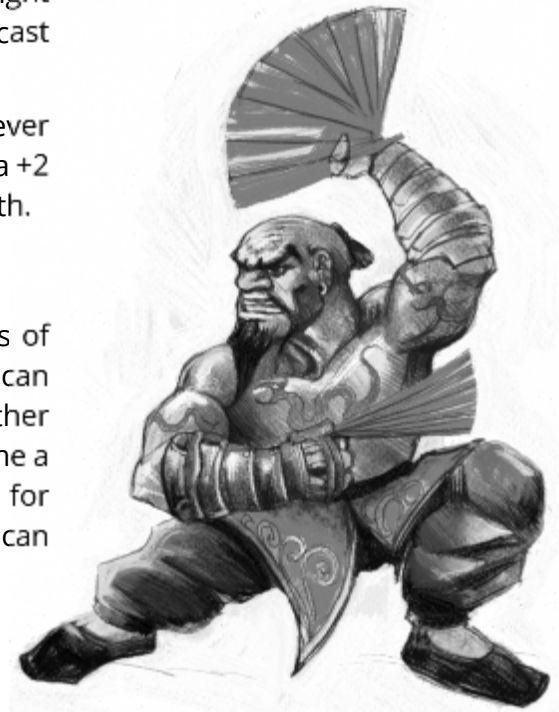
Iron Hands Skills

These mutilated mystics have a single skill unique to themselves but can learn the Catch Projectiles, Flurry of Blows, Mind Focus and Quivering Palm skills from this book at level 3 or more.

Their first skill is always Iron Hands.

Iron Hands

Both the character's hands have been replaced with light or one-handed weapons (your choice). He cannot be disarmed and ignores any special rule to that effect. Furthermore, the character may reroll melee Attack rolls of 1.



Shields or ranged weapons cannot be used nor lanterns carried by the character. Any roll or save that requires precise manual coordination (such as pickpocketing or juggling) suffers a -1 penalty.

The effect of any trap that is described as cutting a character's arm or hand off may be automatically ignored by a dwarf with Iron Hands.

Because of the frequent encounters with weremoles and werebears in their area, most Iron Hand dwarves apply silver wire inlays to decorate their prosthetic hands. This is part of the character's initial equipment and no money must be spent to acquire silver inlays. These Iron Hands count as silver weapons for the purpose of harming monsters.

Outcast Skills

As some Miners turned to demon worship, dwarves who refused to work for the dark forces were exiled. These are collectively known as Outcasts. They now live above ground as 'barbarians'. Some even shave

their beard and hair as a symbol of their outcast status.

Outcasts have limited access to ores and the miner clans will not sell them metal.

Battle Fury

Outcasts are known to launch themselves in combat without a thought for their safety. Once per level and per adventure, they can add ½ their level to their Attack rolls (in addition to their usual class bonus) but conversely subtract the



same amount from their Defense rolls for a single combat.

The dwarf must be wearing no armor and using no shield when calling upon this skill. Armor may not be taken off during combat, but a shield may be dropped as a free action.

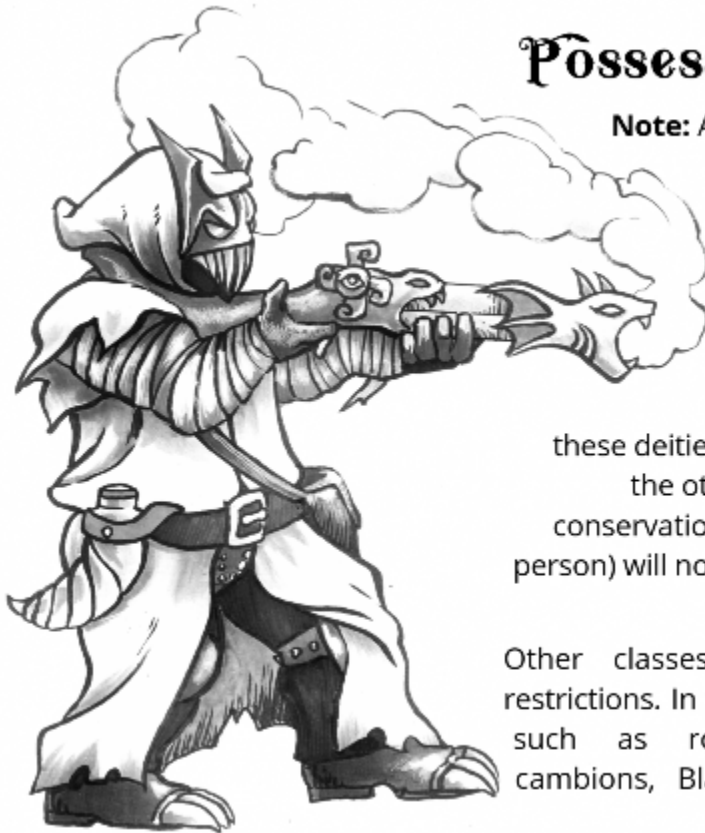
Insane Fearlessness

The character is immune to fear. However, he can never flee nor retreat from a combat once engaged in melee.

He can still gain Madness points but adds +2 to any save that would cause a gain of Madness if failed.

Marks of Despair

Outcast dwarves are known to scar themselves to bleed off the anguish of their banishment. Once per level and per adventure, an outcast dwarf can choose to lose 2 life to lower his Madness score by 1. These life points can be healed normally. While of limited use at low levels, this skill can save a dwarf from going mad in Abyss dungeons.



Possessed Skills

Note: As Possessed are as evil as dwarves get, characters aligned with the gods of Life and Light, including clerics, paladins and monks devoted to these deities, elves, dwarves of the other clans as well as conservationists (and any sane person) will not join parties with a Possessed dwarf.

Other classes have no such restrictions. In fact, darker classes such as rogues, assassins, cambions, Blasphemous Ones,

succubi, moonbeasts, atrocities, necromancers, clerics of the evil gods and similar scum get along quite fine with the Possessed.

Brimstone Fusilier

The character has learn to enchant an harquebus with a variety of bullets.

Once per adventure, for every 2 levels the character has, the Possessed dwarf can use an enchanted bullet that will increase by 1 the wounds of any single successful ranged attack with his harquebus against a Boss or Weird Monster, except those who have fire attacks (e.g. chimerae and many dragons).

Do not multiply this bonus when doubling the monster's level.

Hellchain Fanatic

Hellchain Fanatics whirling flaming, enchanted ball and chain weapons.

A dwarf with this skill can wield these weapons as two-handed crushing weapons (+1 to Attacks).

If the attack hits a Boss or Weird Monster, it will be set on fire on a d6 roll of 5-6. Monsters set on fire lose 1 life on their next turn and must roll

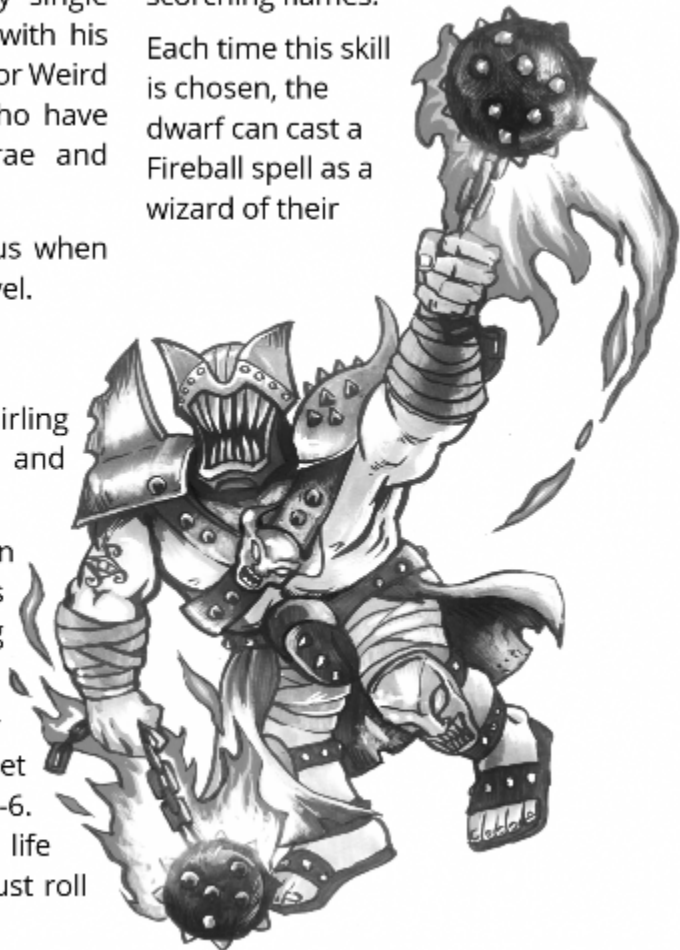
again, the fire affecting them again on the next turn on a d6 roll of 5-6, and so on.

Given the light and noise of these weapons, a party with a Hellchain Fanatic increases the likelihood of wandering monsters by 1 in 6.

Hellfire Weaver

Hellfire Weavers are spellcasters specialized in the control of hellfire, which they can shape into walls or throw as fireballs or jets of soul-scorching flames.

Each time this skill is chosen, the dwarf can cast a Fireball spell as a wizard of their



level (+L to spellcasting), once per adventure.

Hellglaive

Hellglaives are dwarven stealthy assassins of the Possessed, able to teleport at your back or disappear in a cloud of brimstone smell if outnumbered.

Once per adventure, the character can cast the Escape spell. He also adds his level to his Stealth rolls, like a rogue.

Painsmith

Painsmiths are armed with a Painaxe. Pain, even self inflicted pain from the barbed wire they wear around their arms, fuels their rage and makes them strong and unpredictable in a melee.

Whenever the character is under half his maximum hit points, add +1 to his melee Attacks.

Warlord Armor of Chaos

Expert-level dwarves only

Ruling over the Possessed through terror and physical might, these merciless tyrants have learned to mold their armor to their skin to the point that they cannot live without it

and cannot take it off. The only way to take off the armor is if it is destroyed by some game effect (such as the touch of an Iron Eater). In that case, the dwarf also takes 1 damage.

This ability increases the dwarf armor's Defense value by +1. It can be used on magic armor if the dwarf has one, but he can never change the armor once donned, even if a better one is found later.

The Possessed's armor thereafter counts as a magic item.



Patrons

If you wish, your party can take any single one of the patrons below, as long as the conditions are met.

Bohn the Slavemaster

Available to all dwarf clans

Headmaster of the Burning Runehammer miner clan, second in line to the throne of the Iron Cage (aka the Purple City), in the hobgoblin hegemony, Böhn is a paranoid dark dwarf (dwegar) who operates his grim business from a stronghold in the Asymmetric City, near Llriaan. His mercenary guild, the Gloompyre, is a vast ship-based operation with guildhouses in most of the major cities of Norindaal. Lawful but merciless, Böhn trades in slave contracts with would-be adventurers.

Adventurers can only join the Gloompyre as a party. Böhn's intermediaries will lend any character up to 100 gold and, if you wish, any single magic item from the Magic Items table in the 4AD book.

In return, at the end of each adventurer (before buying new

supplies or resurrections), at least half of your party's collected gold, jewels and gems must be given back to Böhn's as repayment on the party's debt until an amount equal to 5 times the original debt has been paid.

Magic items without an indicated gold value must be repaid 1,000 gold each. Magic items and captives (at 5 gold per level each) are accepted as debt payment; those sold into slavery are never seen again.

If, for any reason, your party fails to honor one or more payments, Böhn will send other Gloompyre members to capture them, dragging them bound and gagged to the Asymmetric city where the Gloompyre's medusas will turn the deadbeat characters into statues as an example to all who would fail the slavelord's terms.

From then on, each time you finish an adventure, roll a d6 as you reach the last room: on a roll of 1-5, a party of Gloompyre bounty hunters will be waiting for your adventurers.

D6+2 Gloompyre Bountyhunters. Level HCL+3* minions, morale +1, normal treasure +1. When met as wandering monsters, they always surprise the party. Half of the bounty hunters will be carrying

crossbows, attacking first with a -1 penalty to Defense. They have a 1-3 change of being led by a Boss: 1-3 chaos lord, 4-6 orc brute (see 4AD p.37).

The bounty hunters always direct all their attacks against a single character: wizards first, then clerics, then they attack the character with the highest net Attack value.

They will leave the last party member alive, with 1 life, so he may spread the word. If the character is of Expert level, they will have cut his eyelids and lips off (causing him d3 Madness points, see 4AA p.35).

** Add 3 to your party's highest class level (HCL). For example, if your highest level character is level 4, your party's HCL is 7. If your HCL is 6 or more, any Boss met will be a dragon-man instead (4AA p.55); roll on the Abyss Treasure table if you defeat the bounty hunters.*

Böhn will not risk his life by joining adventurer parties.

King Thumas Ven

Miner clan dwarves only

Parties in service to the Miner King start each new adventure with a quest: to find the eggs of dragons. Dragons with the "young", "small" or "undead" words in their names never have any eggs; other dragons met in their lair will have d3 eggs on a d6 roll of 1-2. The king pays 100 gold for each egg retrieved (this replaces the usual quest reward; do not roll on the Epic Rewards table).

As the king is responsible for the outcasts' and the Pelter clans'



banishment, all dwarves that do not belong to the miner clans, including the Possessed and Thralls of the Lich Lord, will hate the party as long as they serve the king: their reaction is "always fight". Conversely, the party may re-roll any reaction roll with miner clan dwarves, such as those met in crag dungeons (from MMM).

The king will not patronize a party without dwarves or that includes demons (such as cambions, succubi or Blasphemous Ones) or dwarves from any clan but the miner clans.



Adventuring with King Ven

If all of your party has reached Expert level (as per the 4AA rules) and you have a "slot" left for a fourth character, you can add King Ven to your party.

Exceptionally, King Ven is a level 6 "multi-classed" character, who combines the class traits and skill options of both a level 5 dwarf and a level 1 Elder.

He makes saves and progresses in level as a dwarf; the other class is "locked".

King Ven has the Commanding Presence and Withstand Pain Expert skills (from 4AA) and the Dwarven Steelwall skill. He is equipped with a magic +1 axe (Orcbiter), a magic shield +1 and magic heavy armor +1.

These heirlooms will not be shared with other party members and will be retrieved by his heirs.

When king Ven is adventuring with your party, replace entry #2 on any Boss table by a roll on the Abyss Dragon table. For example, if your party were exploring an abyssal dungeon (from 4AA), when rolling a 2 on the Abyss Boss table on p.55, instead of encountering a Mind Screamer,



your party would encounter a random Abyss dragon (using the table on p.58 of 4AA).

King Ven will not adventure with any party that includes Pelters, Dragonslayers or Possessed.

If Ven dies, it goes without saying that the party can no longer take him as a patron. He may not be resurrected.

Rehenna Bearwolf

The legendary Pelter chieftain Rehenna Bearwolf is famous for her skill in hand-to-hand combat and her tactical intuition. She wears the pelt of the Grim One, a gigantic male bearwolf that claimed the lives of at least twenty dwarves before she managed to bring him down in her Sedar Kaan ritual.

Her grudge is not as much with the dragons as with the Miner dwarves and their king, Thumas Ven: she is devoted to rescuing the Pelters who fell to the Miners' attacks, forced to work as slaves in their mines.

Parties who take Rehenna as a patron are given the same mission at the beginning of each adventure:

to rescue Pelter captives from the Miner clans.

As long as Rehenna is the party's patron, replace entry #1 on any Minions table by miner clan dwarves (see below). These dwarves will have d6 captives from the Pelter clans (level 0 non-combatants, 1 life, no attacks). Rehenna will give the party 10 gold for each Pelter safely rescued out of the dungeon. If you rescue 10 or more Pelter captives during the same adventure, your party also gets 1 XP roll.

d6+2 Miner Clan Dwarves. Level 6 minions, normal treasure (replace scrolls by 2d6 x 8 gold pieces' worth in nuggets). Half of them use crossbows on a d6 roll of 1-2. Crossbow wielders shoot before your party's melee attacks (make Defense rolls at -1).

Reaction: always fight.

Adventuring with Rehenna

If all of your party has reached Expert level (as per the 4AA rules) and you have a "slot" left for a fourth character, you can add Rehenna to your party.

Exceptionally, Rehenna is a level 6 "multi-classed" character, who combines the class traits and skill options of both a level 5 dwarf and

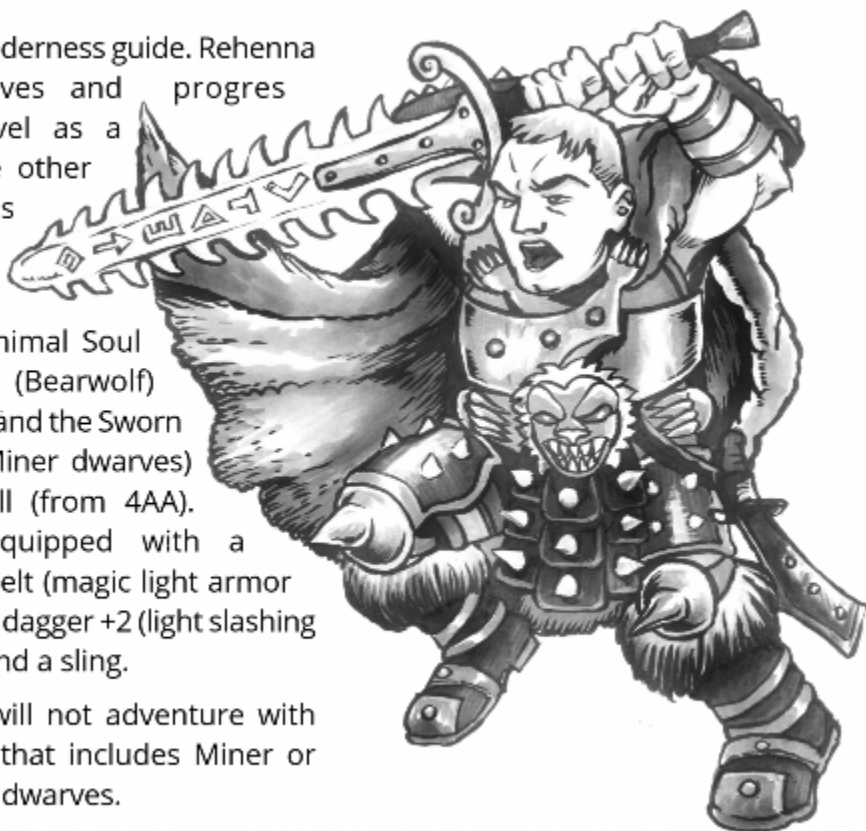
a level 1 wilderness guide. Rehenna makes saves and progresses in level as a dwarf; the other class is "locked".

Rehenna has the Animal Soul Sharing (Bearwolf) dwarf skill and the Sworn Enemy (Miner dwarves) Expert skill (from 4AA). She is equipped with a bearwolf pelt (magic light armor +1), a runic dagger +2 (light slashing weapon) and a sling.

Rehenna will not adventure with any party that includes Miner or Possessed dwarves.

When Rehenna is adventuring with your party, replace entries #1 and #2 on any Minions table by miner clan dwarves. Each tie, on a d6 roll of 1-2, these minions will be led by a dwarf chieftain (level 9 Boss, 9 life, 3 attacks, morale +1, treasure +2).

If Rehenna dies, the party can no longer take her as a patron. She may not be resurrected.



Jontil the Beardless

First among the Dragonslayers is Jontil the Beardless, driven by an unrelenting inner fury and guilt. Long ago, during his young days as a dwarven fighter, his clan was destroyed by a giant red dragon: he only survived because he panicked and ran away.

Overcome with shame, Jontil shaved his beard and vowed to devote his life to the unrelenting

pursuit of dragonkind until the very last wyrm of Norindaal is slain.

Adventurers who take Jontil as a patron receive the same quest at the start of any adventure: to slay all dragons encountered.

Whenever a random Boss is encountered, replace result #1 on your Boss table (from any book) by a small dragon (4AD p.37) if your party is at Basic level (1-5) and a random dragon from the Abyss Dragon table (4AA p.58) if at least one party member is of Expert level or above.

Completing this quest is worth 1 additional XP and an Epic Reward if all dragons (at least one!) are killed.

Adventuring with Jontil

If all of your party has reached Expert level (as per the 4AA rules) and you have a "slot" left for a fourth character, you can add king Ven to your party.

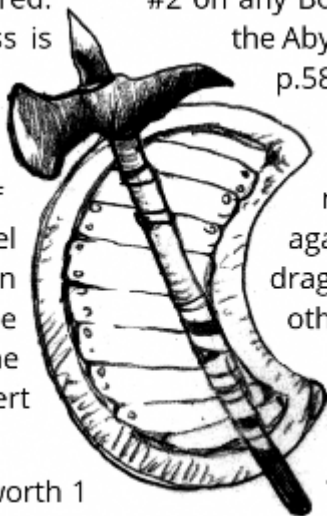
Exceptionally, king Ven is a level 6 "multi-classed" character, who combines the class traits and skill options of both a level 5 dwarf and a level 1 Elder.

He makes saves and progresses in level as a dwarf; the other class is "locked".

When Jontil is adventuring with your party, replace entries #1 and #2 on any Boss table by a roll on

the Abyss Dragon table (4AA p.58).

Jontil always attacks and fights to the death, and never retreats or flees, against dragons, dragon-men and any other monster with the "dragon" word in its name, even friendly ones.



The Beardless One has the Sworn Enemy (Dragons) Expert skill (from 4AA) and the Dragonslayer Strike dwarf skill. He wields Tezany's Bounty, a runic greatsword (+2 magic weapon) with a blade made out of a sawfish bone that is rumored to come from the Sunken Citadel of Atlis, and a magic heavy armor +1. These heirlooms will not be shared with other party members and will be retrieved by his family should he die.

Jontil will not adventure with any party that includes Miner or Possessed dwarves.

If Jontil dies, the party can no longer take him as a patron. He may not be resurrected.

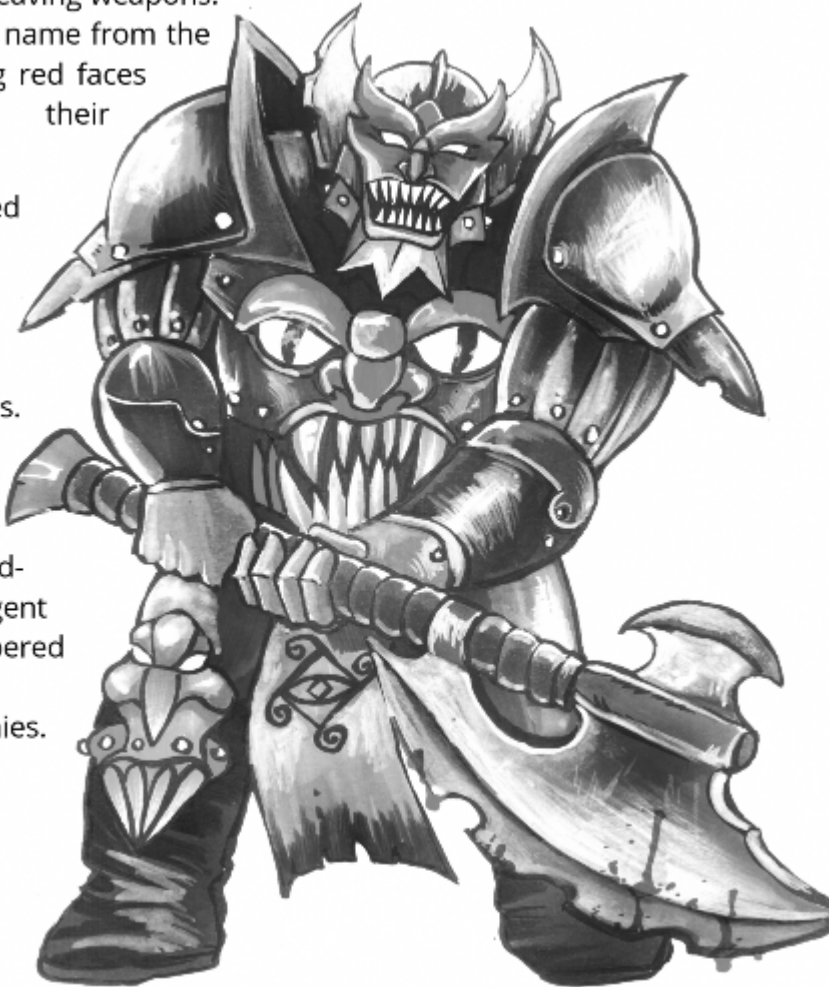
Zorkan Zaa

Possessed dwarves only

The Screaming Faces are the heaviest infantry among the ranks of the Possessed. They are clad in heavy or demonic armor and employ large cleaving weapons. They take their name from the grinning, yelling red faces sculpted on their breastplates.

The much-feared Zorkan Zaa is considered the best fighter among the Screaming Faces. He is armed with Tellorna ("Always Thirsty"), a blood-drinking, intelligent magic axe tempered in the blood of countless enemies.

The Possessed are evil, demon-worshipping dwarves trying to summon their dark masters in Norindaal. First among these masters is the demonic god Asdzugh, the Wheel of Pain, chained in the Netherworld region of Zo by the time god Tauramin. What is not common knowledge is that with enough sacrifices, the Possessed will activate a portal to summon Asdzugh to this world.



This task is the driving purpose of all of the Possessed. Parties who choose Zaa as a patron are tasked with the gathering of humanoid captives. To subdue foes, party members must hit with the flat of the blade and restrain their blows (-1 to Attack rolls): the opponents still count as defeated, but are captured instead of killed.

For every 10 humanoid captives (minions only, not vermin) brought out of a dungeon, the lord Zaa will reward one party with a soul cube. A single soul cube can restore a charge into any magic item once; it can also be sold for 50 gold.

Parties in the service of the Possessed will trigger an "always fight" reaction from paladins and any non-Possessed dwarf they encounter.

However, the party can re-roll reactions when encountering Possessed (from MMM) or chaos dwarves (from CoC).

Lord Zaa will not patronize a party without Possessed dwarves or that includes clerics or paladins who serve the gods of Light or dwarves from any clan but the Possessed.

Adventuring with Zaa

If all of your party has reached Expert level (as per the 4AA rules) and you have a "slot" left for a fourth character, you can add Zaa to your party.

Exceptionally, Zaa is a level 6 "multi-classed" character, who combines the class traits and skill options of both a level 5 dwarf and a level 1 wizard. He makes saves and progresses in level as a dwarf; the other class is "locked".

Zaa has the Hellfire Weaver and Warlord Armor of Chaos skills. He is equipped with two +1 magic swords and a +1 magic heavy armor (whose total armor bonus is +4 due to his skills). Zaa will not adventure with any party that includes any dwarves but Possessed.

If Zaa dies, the party can no longer take him as a patron. Zaa may not be resurrected.



Where is That Class Again?

The following index lists the character classes created for *Four Against Darkness* to this day.

Note that some of the supplements mentioned are not yet in print at the time of this publication and may add even more classes.

Four Against Darkness

Barbarian, Cleric, Dwarf, Elf, Halfling, Rogue, Warrior, Wizard.

Deep Waters

Swashbuckler.

Knight of Destiny

Questing Knight (aka "Arthurian Paladin").

Four Against the Netherworld

Blasphemous One, Cambion, Demonologist, Paladin.

The Courtship of the Flower Demons

Conservationist, Satyr, Wandering Alchemist.

Crucible of Classic Critters

Beastmaster.

Concise Collection of Classes

Assassin, Elder, Fire Elf, Harlequin, Lutin, Marksman, Monk, Ogre, Wilderness Guide.

Breachers of the Bone Belfry

Paladin of Zur, Succubus.

The North Beyond the World

Bard, Frostweaver, Ice Elf Huntress, Ice Elf Mage, Moonbeast, Xwart.

Digressions of the Devouring Dead

Atrocity, Death Leper, Mutant, Necromancer, Sentient Golem.

More Mountainous Mayhem

Chronomancer, Dark Elf, Half-Orc (and variants), Ichtyan, Moosefolk, Night Elf, Treefolk.

Treacheries of the Troublesome Towns

Beggar, Court Magus, Goblin (light), Town Troll

Seven Sisters

Witchhunter.

Swamps of the Slithering Snakemen

Renegade Reptilian, Snake Charmer.

Journeys in the Jaguar Jungle

Amazon, Jaguar Folk, Jungle Dwarf, Jungle Elf, Mole People, Summoner, Witch Doctor.

Pirate Ports of Pestilence

Condemned, Plague Doctor, River Elf, Sea Dwarf, Sea Elf.

Revenge of the Ravenous Ratmen

Cheesemeister, Censor, Paladin of Radah, Paladin of Sebas, Shrew.

Yoke of the Yogic Yetis

Frost Orc, Snow Elf, Yogic Yeti.

Wayfarers and Adventurers

Druid, Gnome, Green Troll, Martial Mystic, Wood Elf, Ranger, Merchant.

Heart of the Lizard

Fire Mage.

Amalgam of Anthropomorphic Adventurers

Beefolk, Birdfolk, Butterfly Folk, Catfolk, Elephant Folk, Enlightened Eagle, Flamingo Folk, Gecko-kin, Frogfolk, Hippo Folk, Jayfolk, Koala Folk, Meerkat Folk, Minotaur, Mousefolk, Mykityad, Ratfolk, Shrikefolk, Stag Folk, Tiger Folk.

Isles of the Incandescent Idols

Bat Folk, Lobster Folk, Oracle, Seafarer.

Portfolio of Powerful Professions

Centaur (and variants), Damsel in Distress, Half-Giant, Fightin' Fungi (and variants), Flying Cat, Hobgoblin, Magic Animal, Mothfolk (and variants) Prisoner, Revenant.

Shivers in the Savage Savannah

Desert Elf, Eagle Folk, Elementalist, Lion Folk, Sand Goblin, Savannah Dwarf, Scholar, Wild Elf.

Swamps of the Slithering Snakemen

Marsh Elf, Medusine, Renegade Reptilian, Snake Charmer, Swamp Shaman.

Clerical Deities

The following index lists the deities which clerics can worship, proving them with unique abilities.

Buried Secrets: Luura, Tamas Zeya, Zoras.

Four Against the Netherworld: Foryos, Zur.

Crucible of Classic Critters: Elidra, Korimnos.

The North Beyond the World: Tauramin, Tezany, Winterheart.

More Mountainous Mayhem: Father Hullah, Kraa.

Digressions of the Devouring Dead: Akerbeltz, Darim, Ter Za Necht.

Revenge of the Ravenous Ratmen: Gobras, Gro Khair, Radah, Sebas.

Treacheries of the Troublesome Towns: Divine Benedictions and Curses specific to each of the deities.



Classic and Contemporary Classes

This supplement for *Four Against Darkness* presents you with nine new character classes, including rules to bring them to up to Expert level with *Four Against the Abyss*. Featuring:

- the **assassin**, who hides to deliver astounding killing blows
- the **fire elf**, who are blind but gifted with the deadly gaze of fire
- the **harlequin**, who can juggle and fight with three swords
- the **lutin**, or brownie, who can turn invisible and play tricks
- the **marksman**, whose lightning-fast shots are deadly
- the **monk**, a specialist deadlier than the warrior, with deadly skills
- the **ogre mercenary**, a slow but indestructible powerhouse
- The **elder**, who lends his skills and guides party members
- The **wilderness survival guide**, your best friend in the wilds

The second chapter, *Dwarven Dissertations*, describes six **dwarven clans**, each with a set of skills exclusive to dwarf characters, which can be taken from 3rd level, as well as dwarven patrons with unique benefits and drawbacks, some of which can join your party.

Will you fight for the **Miner** clans who master rune magic and disciplined warfare, the animist **Pelter** clan savages, the obsessive **Dragonslayers**, the martial artist **Iron Hands**, the desperate **Outcasts** or the evil **Possessed**?

Last but not least are rules for **crossbows** and **harquebuses**, deadly but unstable firearms.

Requires only the core *Four Against Darkness* book.