

Four Against Darkness: Quick Reference Sheet

Character Classes

Warrior: +L to attack rolls. Any weapon, armor, shield. **Starting:** Light armor plus shield and hand weapon OR 2H weapon OR bow, 2d6 gold, 6+L life.

Cleric: +½ L to attack rolls, +L vs undead. Light or heavy armor, shield, hand weapon, two-handed weapon, sling. Cast *Blessing* 3x per adventure. *Heal* 3x per adventure=d6+L life. Can cast spells from scrolls at L 1, *Blessing* at L. **Starting:** Light armor plus shield and hand weapon OR 2H weapon (prefers crushing), d6 gold, 4+L life.

Rogue: +L to disarm traps and defense rolls. Light armor, light weapons, sling. +L to attack rolls vs outnumbered minion/vermin. **Starting:** Rope, lock picks, light armor, light hand weapon, 3d6 gold, 3+L life.

Wizard: +L when attacking with spells (including scrolls), or on rolls to solve puzzles or riddles. Light weapons or sling only. No armor or shield. 2 spells +1 per L. **Starting:** Light hand weapon, spell book, writing implements, 4d6 gold, 2+L life.

Barbarian: +L to attack rolls. Shield, light armor, any weapon. Can't use magic items, scrolls, potions, books or other written material. May use holy water and accept healing from clerics. Rage attack once per game: roll the attack die 3 times, choose best. Against boss, rage inflicts 2 wounds. **Starting:** Light armor plus shield and hand weapon OR 2H weapon OR bow, d6 gold, 7+L life.

Elf: +L to Attack rolls (not two-handed weapons) and spells cast. Any weapon, armor, shield. Can cast 1 spell x L per adventure, only if wearing light armor and NOT using shield. +1 to attacks or spells vs orcs. **Starting:** Light armor, hand weapon, bow, 2d6 gold, 4+L life.

Dwarf: +L to Attack rolls, except with ranged weapons. +1 to Defense rolls vs trolls, ogres and giants. +1 to attack vs goblins. Any armor, weapon, shield. *Smell treasure:* roll d6+L, on a 6+ determine treasure before deciding whether to attack. *Greed:* a party with 2 or more dwarves may not bribe! Always assign at least one coin to every dwarf in the party. When selling gems or jewelry, get 20% more. **Starting:** Light armor with shield and hand weapon OR heavy armor and 2H weapon. 3d6 gold, 5+L life.

Halfling: +L to defense rolls vs giants, trolls, and ogres. Light armor, light weapons and slings only. L+1 luck points: spend 1 Luck to reroll an Attack, Defense, Search, Treasure or Magical Treasure roll, or to run away from a combat without receiving an attack. **Starting:** snacks, sling, light weapon, 2d6 gold, 3+L life.

Paladin ("Knight of Destiny" module): Only one Paladin allowed in party. Any skills, items or benefits that can be used by warrior are also used by paladin. +L to attack rolls. Any weapon, armor, shield. Immune to fear. Always in front of marching order. Always attacks first if able. Never flees combat. *Divine Smite* 1x per adventure, declare before attacking, on hit deal 3 wounds or kill 3 minions. *Holy Avenger* 1x per adventure, choose one boss. When fighting this boss, keep rolling attacks for as long as character keeps hitting. **Starting:** Light armor plus shield and hand weapon OR 2H weapon OR bow, 2d6 gold, 6+L life. Also begins with a roll on the quest table.

Swashbuckler ("Dark Waters" module): +½ L to attack rolls and defense rolls. Can't use 2H weapons, shields, or armor. Can equip a H weapon and a LH weapon to attack twice. *Panache Points:* Gains one point per monster killed up to his L. Can spend max one point per roll to add +1 to attack or defense rolls. **Starting:** H weapon, LH weapon, pirate's uniform, 2d6 gold, 4+L life.

Dungeon Delving in 4AD

Marching order: In corridors, only 2 monsters may attack. Only the two characters in the front can attack.

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

Reactions: Your party may attack first (unless monster description says otherwise) OR wait to see what the monsters will do by rolling on the reactions table. (Offer food and rest = heal 1 wound per character).

Attacking minions/vermin: (d6 + mods)/Monster level= number of creatures slain. 1 always misses. 6 always hits.

Attacking a boss: (d6 + mods)/Monster level= number of wounds on boss. 1 always misses. 6 always hits. When a boss is at half health, it loses 1 L.

Defense procedure: Roll d6, +mods individually for each surviving monster. If result is better than monster's L, take no damage. A roll of 1 is always a failure, a 6 is always a success. On a failure, take damage and effects as per the monster's description.

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

Morale procedure: When minions/vermin lose more than half their number, or a boss loses more than half its life points, roll d6. 1-3 monsters flee, 4-6 monsters fight. Don't roll morale for "fight to the death."

Searching empty rooms: An empty room may be searched by rolling a d6. Corridors are rolled at -1. 1=Wandering monsters, 2-4=empty, 5-6= Choose: a clue, a secret door or hidden treasure. 3 clues give a character a secret.

Secret doors: The party may know what's in the room before going in. Roll a d6, on 6 find a shortcut out of the dungeon. Otherwise, gold value is doubled. Any monsters in the room are surprised and have their L decreased by 1.

Hidden treasure: Find $3d6 \times 3d6$ gold. However, roll a d6. 1-2=wandering monster, 3-5=a trap equal to die roll, 6= a ghost (L $d3+1$). A cleric may roll a $d6+L$ to banish the ghost. Otherwise, all characters lose one life and ghost disappears.

Wandering monsters: d6, 1-2=vermin, 3-4=minions, 5=weird monsters, 6=boss (can't be dragon or final boss).

Solve puzzles: Roll d6 against puzzle L. Only one chance. On failure monster attacks.

Magic challenge: Spellcasters only. Roll d6. If equal to or over the monster's L, success. Monster will fight if players fail or refuse the magical duel. If fail, the spellcaster loses a L, including down to 0.

Retracing steps: For every room or corridor unoccupied by a bribed monster or undefeated boss, roll a d6. On a 1, encounter wandering monster. Wandering monsters always attack first, beginning with the rear of your marching order and ignore shields.

The final boss: Has 1 additional life, 1 additional attack, always fights to the death. Gold treasure is either tripled or 100 gold, whichever is better. If the party finds a magic item, find two instead.

Fallen heroes: dead comrades may be looted. If the dead comrade is carried, the carrier is always at the rear and automatically fails Defense rolls. A resurrection ritual can attempt to revive. Roll a d6. Equal to or lower than character's L is successful.

Carrying loot: Characters may carry any number of gems, jewelry, scrolls, magic wands, holy water and potions. Limit 200gp max, 2 shields and 3 weapons per character (2H weapons count as 2). If over-encumbered, -1 to defense rolls.

Leveling up: Every time a boss is killed, complete a quest, or survive 10 minion encounters one character may attempt to level up. Dragons as final bosses give 2 xp rolls. If d6 is higher than current L, characters level up and gain an additional life.

Dungeon Delving in 4AtA

d8: unless otherwise noted, all d6s become d8s for attacks, skills, etc.

Dice explosion: If a d8 rolls a 7 or 8, roll another d8 and add it.

Enemies: 4AtA uses its own tables for room content, enemies, treasure, special features, events, traps and magic treasure.

Rooms: Use the same d66 rolls for room generation, using the 4AD tables.

Clues: Characters now require 4 clues to find secrets in the Abyss.

Leaders: Minions with leaders won't flee until leader is killed or flees. If enemies outnumber the party, then 1) in a corridor, all minions must be killed before leader can be attacked or 2) in a room, one character can be the party's champion and fights the leader alone while the rest of the party deals with the minions. Spells may only be used against the leader on the first turn, unless the wizard is your party's champion. Same applies for ranged attacks. Once leader dies or flees, minions must make a morale check at -1.

Multiple Bosses: Against 2+ bosses, split your party evenly to fight each separately. If a single character is battling 2+ bosses, choose one to be the main enemy. Defense rolls against the other boss(es) are at -1.

Trial of Champions: Choose a character to solo the enemy's boss or minion who will count as +2L for the trial. Trial lasts d6 rounds. 1-3 enemy is first, 4-6 character is first. Winner is the survivor or one who dealt the most damage if both live.

Hordes: A horde plays as a single boss monster who attacks each character once per turn until dispersed or killed.

Leveling up: Get two xp rolls from killing an abyss boss and one xp roll for every 5 abyss minions encounters. If $d8+2$ is higher than current L, one character levels up and gains an additional life. Have option of learning expert skills instead of leveling up.