

4 AGAINST ~~DARKNESS~~ *Wrampers*

An unofficial holiday
supplement for the
Four Against
Darkness game
produced by

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Requires the original Four Against Darkness rule book to play!

Greetings *Four Against Darkness* fans! This mini-supplement allows players to enjoy a little holiday hijinks (alliteration in honor of Erik Indigo). This book is made possible thanks to the generosity and creative mind of Andrea Sfiligoi and the good folks at ganesha games.net . What follows are four new heroes (written up as classes so that you may play multiple levels with them if you choose), a holiday-themed special events table, three holiday quests, and a new boss- The Krampus (two versions). So, get Santa and the gang into the dungeon, see if you can kill the Krampus and save the holiday season! Let Rudolph's nose be your guide and may all your dice explode!

Game on friends and Happy Holidays!

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A NOTE ON CLASSES AND GENDER

Each class described in this product is not meant to be balanced against each other, nor are they meant to be balanced versus the regular published classes from Four Against Darkness. They were designed simply for fun and to work well as a team. Of course you can make use of these as you see fit in adventures and dungeons as you like, but they were really just designed as a holiday season diversion. I did include enough information to level each class up if you choose but there are no expert skills listed. Also, I simply assigned genders to these four characters, please feel free to change them if it enhances your role-play enjoyment! Make Rudolph into Gertrude the reindeer. Make Buddi into Elli and any other combinations that suit your fancy!

A NOTE ON CHRISTMAS, SANTA CLAUS AND THE LEGEND OF THE KRAMPUS

This product is not attempting to foster a Christiancentric view of holidays, I simply wrote about what I know. This product neither endorses nor condemns anyone's beliefs regarding the holiday season. As a young man growing up in the United States and being of German and Irish heritage, our family was big into Christmas and I always thought the Krampus was a great bad guy. So it is nothing more "magical" than my own personal experience that provides the backdrop of the view presented in this book.



Santa Claus

Traits: Santa adds his level to his Attack rolls.

Santa Slays: Each first successful hit Santa deals to a boss monster does one extra life damage (note: The Krampus is immune to this trait).

Armor allowed: Shield, light armor, heavy armor

Weapons allowed: Any

Starting Equipment: Candy Cane Sword*, light armor, infinite toy sack#, and a shield.

Starting Wealth: 3d6 gold pieces

Life: 6 + level

* *Candy Cane Sword* (+1 magical hand, slashing weapon)- The Candy Cane Sword is magically bonded to Santa Claus. It cannot be destroyed, sundered, rendered non-magical or stolen and can only be wielded by him.

Infinite Toy Sack- This sack has enough toys to satisfy any number of invisible gremlin attacks. Any time invisible gremlins attack a party that contains Santa, the gremlins will take some toys from this sack and be satisfied and will take nothing else.

Kristina Kringle

Traits: Kristina adds her level only when attacking with her spells and on rolls to solve puzzles or riddles.

Armor allowed: Light armor only

Weapons allowed: Light hand weapon, sling

Starting Equipment: Light armor, Light hand weapon, sling

Starting Wealth: 2d6 gold pieces

Life: 3 + level

Spells: Kristina can cast spells from scrolls but only adds her level when casting spells from her personal spell list (detailed below). Kristina starts at first level, knowing the three spells below. She is able to cast a number of spells equal to her level +1. So at first level she can cast two spells from a potential list of three. She must decide which spells she has prepared before starting the adventure. She may prepare multiple copies or any combination of the three spells on her list.

Frost Shield- This spell protects Kristina and one other character for the duration of one encounter, giving them both +1 to Defense rolls.

Cookies n Milk- If cast during combat cookies n milk restores 1d3 life points to the target (which can be the caster). If cast outside of combat, cookies n milk restores 1d3 life + caster level and provides the effect of a *blessing*.

Flying Icicle- This spell hits automatically. Versus minions the spell kills a number of minions equal to the caster level. It deals one life damage to bosses.

Buddi du Elf

Traits: Buddi adds his level to defense rolls and to his attack rolls versus minions.

Nimble fingers: Buddi adds his level to rolls to disarm traps.

Armor Allowed: Light armor

Weapons Allowed: Light weapon, sling, bow

Starting Equipment: Rope, bag of scary clockwork toys, lock picks, light armor, and a light hand weapon

Starting Wealth: 3d6 gold pieces

Life: 4 + level

Clockwork Toys of Terror- If Buddi is in the rear rank when wandering monsters attack, Buddi can drop a clockwork toy as his action, this forces any wandering monsters to automatically make a morale check.

Rudolph the Crimson

Traits: Rudolph adds his level to attack rolls versus boss monsters.

Glowing Nose: As long as Rudolph is alive his nose functions as a lantern.

Quadruped: Rudolph stands on four legs; therefore he may not use traditional weapons. He may wear armor but any armor for Rudolph must be custom made at three times normal cost. As a quadruped Rudolph has an increased carrying capacity: he may carry four weapons and up to 300 gold in addition to any other mundane equipment. Rudolph may not use any magic item that he could not reasonably wear (cloaks and capes are fine, he could wear a ring on an antler spike, etc) or hold in his mouth.

Gore attack: Treat Rudolph's antlers as a two-handed slashing weapon. His antlers cannot be sundered, destroyed in any fashion, or become detached from Rudolph while he lives. His antlers also count as silver and magic for attack purposes.

Reindeer Games Expert: Rudolph adds his level on rolls to solve puzzles or riddles.

Armor Allowed: Any (see Quadruped), no shield

Weapons Allowed: None (see Gore attack)

Starting Equipment: Light armor, saddle bags, rope

Starting Wealth: 1d6 gold pieces

Life: 5 + level

Special Events Table (d6)

Use this special event *table in place of* the original Special Events Table in Four Against Darkness, each event can only occur once. Reroll any duplicates.

- 1 **Christmas Pickle** – You find a pickle, this pickle can be used to bribe any one minion (or vermin naturally) encounter (the pickle will bribe all members of the group).
- 2 **Ghost of Christmas Past** – Move your party back to the last room or corridor that had a monster encounter. They face the same monster(s) again.
- 3 **Jólakötturinn** – this giant cat leaps into the party and destroys a random party member's armor and then pounces away.
- 4 **Hans Trapp** – this evil being resembles a classic scarecrow. He will strike each party member dealing 1 life damage unless each hands him 1d6 x 10 gp (determine randomly for each party member, Santa may placate him with a gift from his infinite toy sack rather than parting with gold)
- 5 **Ghost of Christmas Future**- You gain insight into your next encounter. The next monster you face everyone in the party makes their first attack at +1.
- 6 **Christmas Feast** – You find a sumptuous feast laid out before you. Each party member may eat and those that do gain one life point (they also suffer a -1 on their next attack roll due to the discomfort of overeating).



Quests

What follows are quests you can use to enhance your dungeon-crawling with Santa and the gang. Anytime you complete a quest gain one XP roll (with a +1 holiday bonus to the roll)

Deliver the Gifts

Each party member carries one gift. You must leave a gift behind in the 4th, 8th, 12th, and 16th room/corridor you encounter and then get back out. If you do not generate enough rooms any remaining gifts may be left behind in the end boss's room once the boss is defeated.

Make a list

Santa has lost his naughty and nice list and it's time to recover the three pages of it. Each time the party defeats a boss roll a d6 (on a 1-3 the boss had a page of the list and on a 4-6 it did not). Once all three missing pages of the list are found you can attempt to escape. If no pages of the list are found before the final boss (or not enough pages), that boss has any remaining pages.

Kill the Krampus

When you roll the final boss of the dungeon....it's the Krampus. You must kill the Krampus and get back out alive. Use the statblock that best matches your average party level (levels 1-3 Lesser Krampus and level 4 and above Greater Krampus).

Lesser Krampus	NAME	Greater Krampus
6	LEVEL	8
6	LIFE	8
1 and then 2 On the first round the Krampus attacks with his chain. This attack targets all party members (who make a defense roll as normal) and anyone hit loses 1 life, anyone hit must also save vs level 4 trip or lose their attack next round. After this, the Krampus just makes two normal claw attacks.	ATTACKS	1 and then 3 On the first round the Krampus attacks with his chain. This attack targets all party members (who make a defense roll as normal) and anyone hit loses 2 life, anyone hit must also save vs level 6 trip or lose their attack next round. After this, the Krampus just makes two normal claw attacks and one bite attack.
Treasure roll at +1	TREASURE	2 Treasure rolls at +1
+1	MORALE	+1
1-2 fight 3-6 fight to the death	REACTIONS	1-2 fight 3-6 fight to the death





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Happy Holidays

