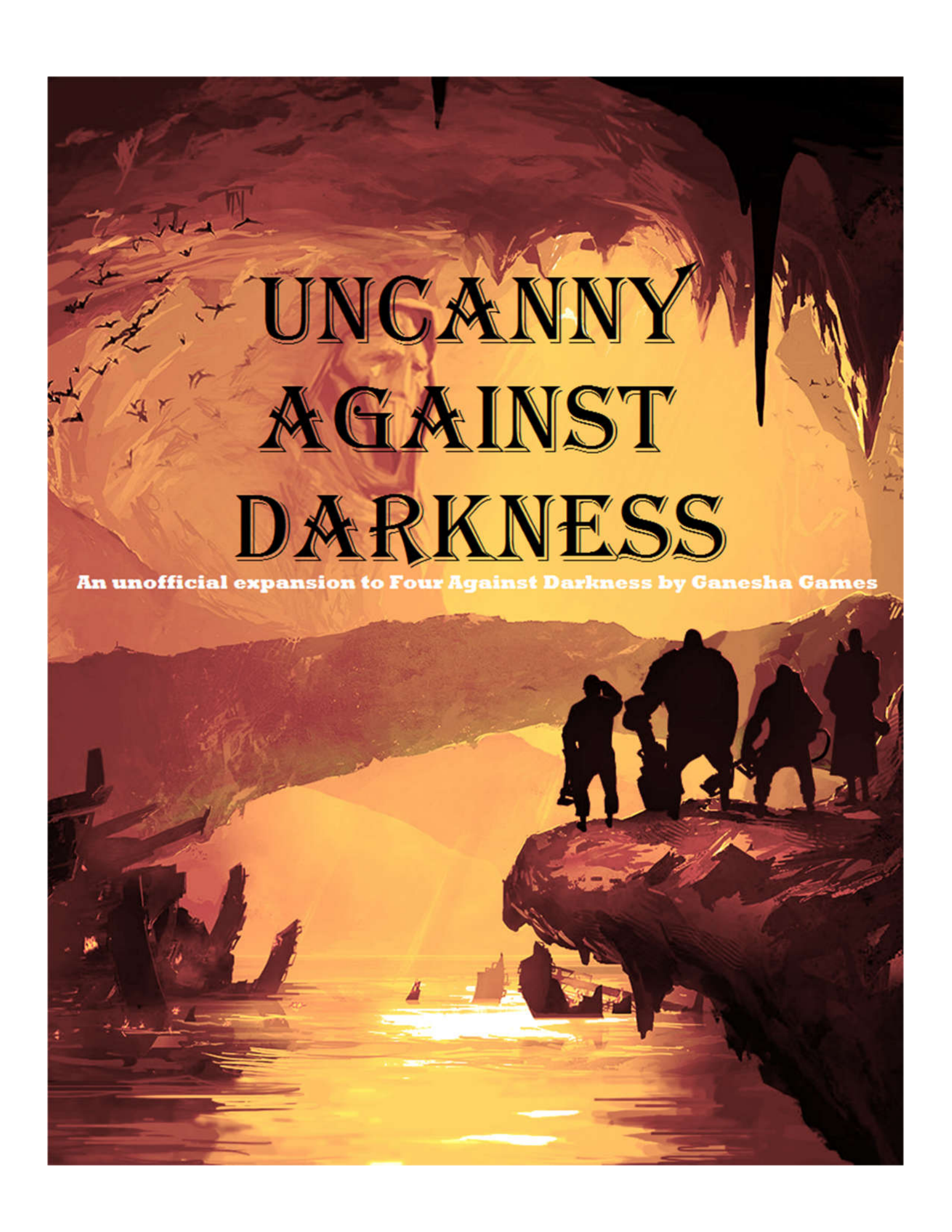




UNCANNY AGAINST DARKNESS

An unofficial expansion to Four Against Darkness by Ganesha Games

MYSTIC



Traits: A Mystic adds half his level (rounded down) to his Attack rolls and Defense rolls. A Mystic has a +1 vs mental attack saves. A Mystic may use light armor, light hand weapons and hand weapons.

If the party allows the reaction table to be rolled on for any Vermin or Minions, the Mystic may choose to provide an automatic -1 to the rolled result (to a minimum of 1) if he is first in the marching order, as he uses his psionic influence on the enemy mind. This psionic ability only occurs when the party allows their enemy to react. In addition, any successful bribes have a 50% chance of being reduced by half the total gold piece result rolled (rounded down) when a Mystic is in the party. Note that Mystics can't use spell scrolls in any capacity, but can of course hold onto them.

A Mystic has two spells (Enhance Accuracy and Enhance Dexterity. Both spells do not require an action to cast, but each spell may only be used twice per adventure. A Mystic can only use one spell per combat and does not require a spare hand to cast any spells.

Starting Equipment: Light armor and a light hand weapon.

Starting Wealth: 3d6 gold pieces.

Life: 3 + level. A first level Mystic has 4 life points.

WILD MAGI

Traits: A Wild Magi adds his level only when attacking with spells. A Wild Magi may use light armor, light hand weapons, hand weapons or a bow.

A Wild Magi begins the game with one spell; choose either Fireball or Lightning Bolt. With each level gained a Wild Magi will gain an additional spell, but the only choices are Fireball, Lightning Bolt or additional slots for either. Wild Magi can use spell scrolls, but unlike a Wizard, lacks the ability to use a spellbook to copy them. A Wild Magi may use magic items like a Wizard.

Once per combat, a Wild Magi may tap into his untamed magical abilities by using an action. The results are powerful, but unpredictable. Roll a d66 and consult the Wild Magic table.

Starting Equipment: Light armor, light hand weapon and a bandage.

Starting Wealth: 2d6 gold pieces.

Life: d6 + level. A first level Wild Magi has d6 + 1 life points.



CONSTRUCT

Traits: A Construct adds his level to his Attack and Defense rolls. A Construct has a +2 vs poison saves and automatically passes saves for bleeding effects. A Construct may use a shield and any hand weapon or two-handed weapon. He may not wear armor as it just doesn't seem to fit.

Constructs can't be healed by the Healing spell or by Bandages. A Potion of Healing's magical properties do work as normal, however.

Starting Equipment: A Construct starts the game with a two-handed weapon. He may trade in his two-handed weapon for a hand weapon and a shield.

Starting Wealth: 2d6 gold pieces.

Life: All Constructs start with 9 life points, which doesn't increase with levels gained, but can regain 1 life point when a level is gained as usual.



NECROMANCER

Traits: A Necromancer feeds off of the will of his enemies to enhance his magic. A Necromancer adds half the current enemy's level plus half his own level (both rounded down) when attacking with spells, but is at a -1 when attacking with melee attacks. A Necromancer has +1 vs undead creature saves. A Necromancer can use light hand weapons, hand weapons and a sling. He may not wear armor or use a shield. A Necromancer may not purchase, hold or use a Blessing Spell or Holy Water Vial.

A Necromancer has three spell slots, plus one spell per level, so a first level Necromancer has four spell slots. These can be used to cast either Fireball, Life Siphon or Reanimate. Necromancers can use spell scrolls (except for Blessing), but unlike a Wizard, lacks the ability to use a spellbook to copy them. A Necromancer may use magic items like a Wizard.

Starting Equipment: Light hand weapon and a sling.

Starting Wealth: 1d6 gold pieces.

Life: 2 + level. A first level Necromancer has 3 life points.



DRUID



Traits: A Druid adds half of his level (rounded down) to his Attack rolls and adds his level when attacking with spells. A Druid has +1 vs poison saves. He may use light armor, a hand weapon or a sling.

A Druid may cast the Blessing spell up to two times. A Druid may cast the Cleric's Healing spell up to two times. Druids can use spell scrolls, but unlike a Wizard, lacks the ability to use a spellbook to copy them. A Druid may use magic items like a Wizard.

Twice per adventure, a Druid has the ability to shape shift into an animal of its choice until the end of the current combat. Regardless of what animal is chosen, its level is 3 and its attacks may be slashing or crushing (chosen when the shape change is made and lasting as long as the current shape shift). While shape shifted, a Druid cannot cast spells or use equipment (though it does not drop what it has). Instead the shape shifted Druid makes Attack and Defense rolls adding its animal form's level (3). Shape shifting does not require an action and can be used at any time, even in response to an enemy attack. The Druid may dismiss the shape shifted form at any time, and once the combat is over it is dismissed automatically.

Starting Equipment: Light armor and a hand weapon.

Starting Wealth: 1d6 gold pieces.

Life: 4 + level. A first level Druid has 5 life points.

RANGER

Traits: A Ranger adds half his level to attack rolls, his full level when he attacks with a bow and may switch his bow out for another weapon as a free action. A Ranger may use light armor, light hand weapons, hand weapons or a bow. A Ranger attacking with a bow may make two attacks instead of one. This can only be done two times per adventure.

A Ranger can fire a volley of arrows into the air with a single bow attack. The low accuracy is often outweighed by the number of arrows raining down on the enemy. Roll a d6 for each enemy creature in the current combat. On a roll of 6 the arrow deals 1 damage to the creature (the Exploding Sixes rule does not apply to this roll). This attack can only be made twice per adventure and must be the first attack made in the combat when used.

Rangers have a wealth of experience when dealing with animals of all kinds and often know how to scare, distract or encourage creatures to leave them alone. If this ability is used, the Ranger has a 50% chance that when the party

encounters rats, vampire bats, giant centipedes, vampire frogs or giant spiders, that they will flee. If successful, the enemy does not leave any treasure. This roll can only be made in-place of a reaction table roll.

Starting Equipment: Light armor, a light hand weapon, bow and rope.

Starting Wealth: 2d6 gold pieces.

Life: 4 + level. A first level Ranger has 5 life points.



PALADIN



Traits: A Paladin adds half of his level (rounded down) to his Attack rolls, and his full level when he attacks demons and undead creatures. A Paladin has a +1 vs demon and undead creature saves. A Paladin may use a shield, light armor, heavy armor, hand weapons and two-handed weapons.

A Paladin may cast the Blessing spell once per adventure. A Paladin may cast the Protect spell once per

adventure. A Paladin may cast the Smite spell once per adventure. A Paladin may use the Lay On Hands spell as well.

Starting Equipment: Light armor and a two-handed weapon. He may trade in his two-handed weapon for a hand weapon and a shield.

Starting Wealth: 2d6 gold pieces.

Life: 5 + level. A first level Paladin has 6 life points.

MONK

Traits: A Monk adds his level to Attack and Defense rolls. Any save bonus' that Rogues receive, the Monk receives the same bonus. A Monk may use hand weapons, bows and slings. A Monk can make Attack rolls without any weapons as if they had a crushing hand weapon in use.

Three times per adventure a Monk can make two attacks with one action.

A Monk can make an attack against an enemy as soon as they have dealt damage to him. This happens immediately after a Monk takes damage from an enemy except when the damage dealt kills the Monk. Otherwise there is no limit on how many times this reaction can occur.

Starting Equipment: A hand weapon and a sling.

Starting Wealth: 1 gold piece.

Life: 3 + level. A first level Monk has 4 life.



SPELLS

Enhance Accuracy: The caster adds an additional bonus to his next Attack roll during this combat. The bonus is equal to his level.

Enhance Dexterity: The caster adds an additional bonus to his next Defense roll during this combat. The bonus is equal to his level.

Lay On Hands: This spell has a pool of 5 Life Points per adventure. Each time this spell is cast, the caster can heal himself or a party member. The caster decides how many life points will be taken from the pool and given to the target. Once the spell has 0 life points left in its pool, the spell cannot be cast again for the rest of the adventure.

Life Siphon: This spell can only be cast once per adventure. Roll a die and add the caster's level. If used against minions, the Life Siphon grants the caster a number of life points equal to the die roll minus the level of the minions. A minimum of one life point is always gained by the caster. While the spell will drain some

life force from the enemy, it does no damage to them.

Reanimate: If at least one vermin or minion has been killed in the current combat, you may cast Reanimate to raise their corpse to fight for you in the current turn. Make a spell attack roll and if it hits, the corpse is immediately raised and makes one attack before collapsing into a pile of bone and flesh. Their attack hits automatically (their comrades didn't see this coming!) and must be used as soon as they are reanimated.

Smite: The caster imbues their weapon with holy magic to cast out evil. Make an Attack roll, if it hits this spell deals 2 damage to a single creature.

RANDOM SPELL TABLE (D6)	
1	Enhance Accuracy
2	Enhance Dexterity
3	Lay On Hands
4	Life Siphon
5	Reanimate
6	Smite

WILD MAGIC TABLE (D66)

11-13	Instability: Roll on the Random Spell Table in the Four Against Darkness rulebook. The Wild Magi immediately casts the result on a viable target of your choice. If there is no possible target, this result is a dud and the action is wasted.
14-16	Uncanny Cloak: The Wild Magi's party becomes invisible, can't take any actions for the rest of this turn or be attacked on the enemy's next turn.
21-23	Unconscientious Objectification: The Wild Magi is unable to make normal attacks during this combat. Spells can still be cast.
24-26	Spectral Shield: The Wild Magi has a +2 to all Defense rolls for rest of this combat in addition to any other bonus' and negatives.
31-33	Aura of Slumber: The Sleep spell is cast on everyone in the combat, except the Wild Magi. Enemies will continue to attack sleeping party members, and hit automatically. After a party member is hit, they are no longer asleep.
34-36	Resurrection: If the Wild Magi dies during this combat, they come back to life with 1 HP at the end of the combat if the party wins.
41-43	Growing Paralysis: The Wild Magi takes no actions for the rest of the current combat. Defense rolls taken by the Sorcerer are at a -2 in addition to any other bonus' or negatives.
44-46	Magic Missile: The Wild Magi deals 1 damage to up to 1d6 targets of your choice.
51-53	Nightmare Illusion: The Wild Magi is terrified by the enemy and runs back to the previous room until the end of the current combat is over.
54-56	Health Surge: The Wild Magi regains all life points.
61-63	Paranoia: The next creature encountered after the current combat is attacked by the group immediately (the Wild Magi attacks first).
64-66	Miracle Magic: A unicorn appears and grants +1 to all defense rolls made for the group during this combat.

FREQUENTLY ASKED QUESTIONS

Does a Druid get to add any other bonus' to his Attack and Defense rolls while shape shifted?

A shape shifted Druid only adds his current form's bonus of +3 to Attack and Defense rolls. Outside sources such as the Protect spell cast on the Druid by another character can add onto these bonus', however.

Does a shape shifted Druid still get its bonus to poison saves?

We can assume that whatever form of nature the Druid takes likely has a resistance to poison equal to or better than a humanoid. So yes, they retain their poison save bonus.

If I roll on the random spell table, which one do I roll on?

Roll a d6; on a 1-3 you will roll on the original random spell table from the Four Against Darkness rulebook. On a 4-6 you will roll on the random spell table from this expansion.