



FOUR AGAINST DUNGEON DECK

Play just like a regular 4AD dungeon. Instead of rolling on tables, draw cards, using the content in the appropriate text boxes.

E.g., draw a card to determine the shape of the 1st room, then draw another card for its content (Corridor or Room), then draw a card and read the box appropriate to its content. E.g., if there is a combat encounter, resolve the Combat box. In all cases, to determine anything (trap, treasure, etc.) draw a card.

Start generating content from the 1st room.

ADVANCED STUMP OF ELEMENTAL EVIL

By ANDREA SFILIGOI & ALEXEY APARIN

LEVELS: Any

MISSION: Delve into the cave under an enormous rotting stump and slay the **Tentacle Worm** that has been kidnapping villagers. Do not increase its traits or treasure, as per standard rules on final Bosses. You may also spend **3 Clues** to encounter it in the next room. The party will be paid **100xHCL gp** if they get rid of the monster.

LOW CEILINGS: All characters have -1 on Attack rolls. Short characters like dwarves, halflings, goblins, gnomes, and lutins, and characters with Light weapons ignore this penalty.

NARROW CORRIDORS: Heroes can only move through them one at a time.

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FOR ANY LEVEL



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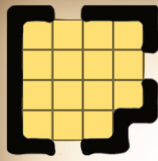
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CORRIDOR: 
Empty; May be Searched
ROOM: 
Combat

SEARCH:  Treasure

SPECIAL:  Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy it (treat as a L3 target with 1 Life; they do not attack). Each time you try, roll a d6: on 1 Wandering Monsters come, on 2-3 a Trap activates.

TRAP:  Exploding Fungi

They release clouds of spores (Save vs. L5 Poison or lose 1 Life; halflings and barbarians Save at +1).

COMBAT:  d6 Cave Lizards

HCL+2 Vermin. Always surprises. Reactions: 1 flee, 2-3 flee if outnumbered, 4+ fight.

TREASURE:  Dirty Coins

d6xHCL gp

1



CORRIDOR: 
Trap
ROOM: 
Special

SEARCH:  Combat

SPECIAL:  Phosphorescent Moss

May be collected and turned into d6 Antidotes (cancels 1 poison attack) or used as 1 Lantern. No lantern needed in a room with moss.

TRAP:  Collapsing Ceiling

Stones fall on the last character. Save vs. L5 or lose 1 Life.

COMBAT:  d6+5 Deep Rats



HCL+1 Vermin. At the end of the combat, UNLESS the rats were all killed in a single turn, a character of your choice loses 1 Life. Reactions: 1 flee, 2-3 bribe (5 Food), 4-6 fight.

TREASURE:  Ancient Bracelet

2d6xHCL gp

2



CORRIDOR: 
Empty; May be Searched
ROOM: 
Combat

SEARCH:  Treasure

SPECIAL:  Stream

Ignore any combat in this chamber. The first time heroes enter this chamber roll D6: on 1-2 the stream is very strong. Each hero fording it receives a L3 hit (lose 1 Life on a failed Defense roll).

TRAP:  Bug Swarm

Use a Fireball or each hero loses 1 Life.

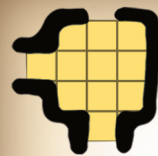
COMBAT:  d6 Explosive Ticks


HCL Vermin. They automatically inflict 1 damage on the hero that kills one of them. Unless all the ticks are slain in a single turn, one will crawl under the clothes of a random hero and inflict 1 Life each time that hero rolls an Explosive Die result until the end of the adventure.

TREASURE:  A Cat's Eye Gem

3d6x10 gp

3



CORRIDOR: 
Combat
ROOM: 
Empty; May be Searched

SEARCH:  Trap

SPECIAL:  Large Stalactite

This appears to be a sacred place. Each hero heals 1 Life here. Every time after healing, roll D6: on 1-2 the power of the stalactite is depleted.

TRAP:  Predatory Flower

Feed it with 3 Food, or one hero must Save vs.HCL attack of its fleshy jaws.

COMBAT:  D6+3 Deep Gremlins

HCL+2 Minions. At the end of any of the gremlins' turns, 1 item of your choice is stolen. If gremlins flee, all stolen items are lost. Reactions: 1 flee, 2-4 bribe (1 magic item), 5-6 fight.

TREASURE:  A Scroll

Random spell from any book of appropriate level.

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CORRIDOR: 
Empty; May be Searched
ROOM: 
Special

SEARCH:  **Combat**

SPECIAL:  **Mushroom Gnarl**

Spores in the air dim the mind. The next 3 times a hero leaves a chamber, roll a D6 for that hero. On a 1, the hero is moved back to this room.

TRAP:  **Stinging Tangles**

Some kind of sea urchin. The heroes at the front of the formation must Save vs. HCL Poison or lose 1 Life.

COMBAT:  **D6+2 Moldy Skeletons**

HCL+2 Undead Minions. Hit at +1 by blunt weapons. Each time one is slain, roll a 1 in 6 chance of mold infection on the attacker. If infected, Save vs. L2 Poison or become unable to heal until 1 Antidote or Blessing removes the condition. Reactions: Always fight.

TREASURE:  **Dirty Coins**

d6xHCL gp

5



CORRIDOR: 
Combat
ROOM: 
Special

SEARCH:  **Treasure**

SPECIAL:  **Yawning Dip**

Something moves in the depths. If you need to roll for Wandering Monsters in this room, there is a 100% chance they come.

TRAP:  **Black Acid Toad**

Spits acid. It will dissolve one equipped weapon or armor of your choice.

COMBAT:  **D6+1 Hobgoblins**



HCL+2 Minions. 2 in 6 chance of surprise. Reactions: 1-3 bribe (50 gp), 4-5 fight, 6 fight to the death. Treasure.

TREASURE:  **Ancient Bracelet**

2d6xHCL gp

6



CORRIDOR: 
Empty; May be Searched
ROOM: 
Trap

SEARCH:  **Combat**

SPECIAL:  **Smoking Fissure**

Acrid smoke emerges from a crack. Save vs. L2 Poison or lose 1 Life. Nearby there is a cluster of gems (2d6x10 gp).

TRAP:  **Exploding Fungi**

They release clouds of spores (Save vs. L5 Poison or lose 1 Life; halflings and barbarians Save at +1).

COMBAT:  **2d6 Walking Fungi**

HCL+2 Minions. If the hero rolls 1 on an Attack roll, the fungi perform 1 extra attack on their next turn. Reactions: 1 flee, 2+ fight. Treasure.

TREASURE:  **A Cat's Eye Gem**

3d6x10 gp

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CORRIDOR: 
Trap
ROOM: 
Combat

SEARCH:  **The room is bare**

SPECIAL:  **Buried Totem**

A dirty, moldy stone statue of a many-eyed cat. Throw 3 Cat's Eye Gems into its mouth to get 1 Clue.

TRAP:  **Collapsing Ceiling**

Stones fall on the last character. Save vs. L5 or lose 1 Life.

COMBAT:  **d6 Hungry Writhing Roots**

HCL Minions. Reactions: 1-4 bribe (3 Food), 5-6 fight to the death.

TREASURE:  **A Scroll**

Random spell from any book of appropriate level.

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CORRIDOR: 
Empty; May be Searched
ROOM: 
Special

SEARCH:  Choose
You find a Clue, a Treasure or a Special event.

SPECIAL:  Pale Thickets
Everything here is covered with fragile luminous stems. It seems that they were chosen by large, tasty snails. Get d6 Food.

TRAP:  Bug Swarm
Use a Fireball or each hero loses 1 Life.

COMBAT:  d6 Giant Mole Crickets
HCL Minions. Blunt weapons hit them at -1. Reactions: 1-3 bribe (1 Food for the whole group), 4-6 fight to the death.


TREASURE:  Ancient Bracelet
2d6xHCL gp

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CORRIDOR: 
Combat
ROOM: 
Special

SEARCH:  Trap

SPECIAL:  Clutch of Strange Eggs
Roll a d6. On 1-2 it is edible, get d6 Food. On 3-4 Explosive Ticks started hatching (card 3). On 5-6 it's a Tentacle Worm's nest! Destroy one egg and the Tentacle Worm appears.



TRAP:  Predatory Flower
Feed it with 3 Food, or one hero must Save vs.HCL attack of its fleshy jaws.

COMBAT:  Giant Leech
HCL+3 Weird Monster, 4 Life. If it hits, it sticks to a hero, inflicting 1 Life/turn until killed. Reactions: 1-2 flee, 3+ fight to the death.

TREASURE:  A Cat's Eye Gem
3d6x10 gp


10




CORRIDOR: 
Empty; May be Searched
ROOM: 
Combat

SEARCH:  The room is bare

SPECIAL:  Magic Runes
Someone drew magic signs here to protect against evil. The next time you encounter an Evil Elemental, you can avoid combat.

TRAP:  Stinging Tangles
Some kind of sea urchin. The heroes at the front of the formation must Save vs. HCL Poison or lose 1 Life.

COMBAT:  Mole-rat Warrior
HCL+1 Weird Monster. Skips its first turn, but attacks twice per turn beginning on its second turn. Reactions: Always fight.


TREASURE:  Statue of a Forgotten God
4d6x10 gp

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CORRIDOR: 
Trap
ROOM: 
Combat

SEARCH:  Choose
You find a Clue, a Treasure or a Special event.

SPECIAL:  Pile of Remains
Roll a d6. On 1-3 this is all that remains of the kidnapped villagers. Bring it to the village to receive an extra reward (50 gp). On 4-6 the pile begins to move. Fight Moldy Skeletons (card 5).

TRAP:  Black Acid Toad
Spits acid. It will dissolve one equipped weapon or armor of your choice.

COMBAT:  Boss
Draw a Boss card. Once that Boss has been defeated, remove it from play. If both are defeated - play Giant Leech (card 10).

TREASURE:  Dirty Coins
d6xHCL gp

12



TENTACLE WORM

Boss



LEVEL	LIFE	ATTACKS	TREASURE
HCL+2	HCL+1	1	Special

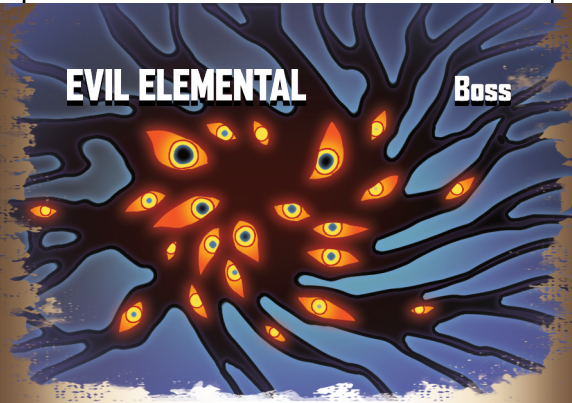
Wounded heroes must Save vs. L4 poison (halfling and barbarians add +1/2 L) or be paralyzed for d6 turns. Paralyzed heroes are automatically hit. Blessing and Antidote remove paralysis. Reactions: Fights to the death.

Treasure: **Fire Dagger of Luck** or a random Magic Treasure from any book of appropriate level.

(Advanced Stump of Elemental Evil)

EVIL ELEMENTAL

Boss



LEVEL	LIFE	ATTACKS	TREASURE
HCL	HCL	1	Special

A clot of materialized hatred oozing from the tunnel's ceiling like black fog. Immune to Sleep, Charm and Stun spells. Always surprises. Each turn, roll d6:

1-2 Thick Anger: If elemental hits a hero, that hero moves to position 4 of the Marching Order.

3-4 Outbreak of Hate: A hero must defend against an attack or a party member of your choice loses 1 Clue or 2 Life.

5-6 Blow of Disgust: A random hero must defend against an attack or lose 1 Life and drop items that are in their hands.

Treasure: **Lizard Helmet of Life** or a random Magic Treasure from any book of appropriate level.

(Advanced Stump of Elemental Evil)

FIRE DAGGER OF LUCK



200 gp

Light edged weapon. Inflicts 1 additional fire damage, and the wearer may reroll any die. If the Attack roll or reroll is 1-2, the trinket's power is depleted until the next adventure.

(Advanced Stump of Elemental Evil)

LIZARD HELMET OF LIFE



200 gp

Wearer adds +1 to Saves vs. poison, but on a roll of 1 its power is depleted. Usable by heroes who can wear light or heavy armor. If worn, it may remove Petrification or Paralysis 4 times, losing all powers afterwards.

(Advanced Stump of Elemental Evil)