

# 4AD Adventure Deck

Adventure Decks are thematic dungeons to explore, with their own quest, unique monsters and magic treasures. Each Adventure Deck contains 17 cards ( 1 Instructions card, 12 adventure cards, 2 unique Boss monster cards , 2 unique Magic Treasure cards ).

## HOW TO PLAY

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.

## HCL (HIGHEST CHARACTER LEVEL)

The level of monsters and of some Saves is relative to the highest character level (HCL) in the group. For example, against a party with characters of level 7, 3 and 1, a boss with HCL+2 level is a L9 boss (7+2). This allows the encounter to remain challenging for parties of all levels. However, the greater the discrepancy between the characters' levels in the party, the harder, the lower level characters will find overcoming challenges. Give the lowest level characters priority on XP rolls to help them with being more effective. In narrative terms, this means that as your adventurers go deeper in the dungeons, they encounter more powerful versions of the basic monsters: demonic skeletons instead of human ones, fungus infested mummies, mutated ghouls, elder vampires...

**Adjust monster levels only the first time you meet them.** This means a given monster's level doesn't raise or lower as members of the party come and go. If you move out of a room and then re-enter it after the loss of a character, the level of its occupants will not change.

For parties whose HCL is **5 or lower**, the monsters' **maximum level is 9** with the exception of **vermin**, which will be **level 4**. Likewise, the maximum level for **Save rolls** at this level (except persuasion saves) is **6**.

Note that not all game effects need to scale up. In some cases, the L of a Save is indicated by a static number. In that case, it is assumed that the event becomes progressively less dangerous as the characters become more powerful. An example of this is the L of centipede poison.

## PLAY TESTERS

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