



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.




BY ALEXEY APARIN & ANDREA SFILIGOI


SPECIAL RULES

LEVELS: 1-4

MISSION: Pave the way through the woods. Clear a path to all four sides of the sheet to get **100 gp** payment from locals. Rooms are clearings and corridors are paths.

FORESTERS: Wood elves, rangers, druids, conservationists, and wilderness guides all count as foresters.

 **TREES:** You can cut your way through 1 tree square, e.g. opening an exit to an adjacent room. If at least 1 hero wields an axe, roll for wandering monsters once per square, without an axe, roll twice per square.

 **WATER:** You may cross water by bridge, flying, or swimming (heroes make L3 swimming save for each square crossed or lose 1 life; subtract Armor/Shield bonus from roll).

SPIDERS: When you roll for Wandering Monsters, a 1 means a random wandering monster, and a 2 means Forest Spiders (card 9).

FOREST OF THE SPIDER QUEEN

LEVELS 1-4



FOUR AGAINST DUNGEON DECK

4d
AQ

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**CORRIDOR:**

Combat

ROOM:

Special

SEARCH: The room is bare**SPECIAL:** Shrine

A cleric may gain 1 extra blessing with a successful L5 theology save. Add +L to the roll. On a 1, offended gods send wandering monsters to punish the characters.

TRAP: Spider Webs

A random hero must save vs. L4 trap. Foresters roll at +1, halflings may reroll. On a failed save, roll a 2 in 6 chance of a giant spider (card 9) arriving.

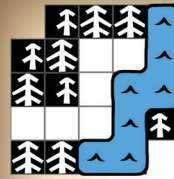
COMBAT: 3d6 Swarming Bees

L2 Vermin. Ignore Defense bonuses from Armor or Shields. You may ignore this encounter if it happens on a tile with water. Reactions: 1-2 flee, 3-6 fight.

TREASURE: Choose

d6 gp or d6 food rations.

1

**CORRIDOR:**

Combat

ROOM:

Treasure

SEARCH: Choose

You find 1 Clue or 1 Treasure.

SPECIAL: Old Healer's Hut

You may heal up to 1 life per character at the cost of 2 Food or 5 gp per Life healed. Only once per game. If you draw this again, meet d6+1 forest orcs instead. L4 minions, 1 in 6 chance of surprise, morale +1, 1 treasure. Reactions (d6): 1 flee, 2-4 bribe (15 gp), 5-6 fight.

TRAP: Snakes Nest

All heroes must save vs. L5 trap (rogues and foresters add +L). On a failure, save vs. L6 poison (barbarians and halflings add +L) or lose 2 Life.

COMBAT: 1d6+1 Forest Pixies

L3 Vermin. On their turn, the first hero hit is stunned by magic blasts and must lose 1 turn. Reactions: 1-2 flee, 4 bribe (1 magic item), 5-6 fight.

TREASURE: 2d6+2 gp

2

**CORRIDOR:**

Empty: May be Searched

ROOM:

Empty: May be Searched

SEARCH: Combat**SPECIAL:** Wood Elf Hunter/Scout

You may buy up to 2 Food per character at the cost of 1 gp x Food, or (only once per game) 1 suit of Leafsteel Armor for 10 gp (non-metallic heavy armor that must be discarded after 3 games). You may buy 1 bow (20 gp) or 1 forest clue (25 gp, only once per game). You may use clue as normal or to avoid being surprised by a woodland creature.

TRAP: Bear Trap

First character in marching order must save vs. L4 trap (elves and halflings add +1) or lose 1 Life and get a permanent -1 on all saves vs. traps until ALL life lost by the hero is healed.

COMBAT: 2d6 Fungi Folk Wardens

L3 Minions. They hate foresters. Reaction: always fight.

TREASURE: 1 Gem (2d6x15 gp)

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**CORRIDOR:**

Empty: May be Searched

ROOM:

Special

SEARCH: The room is bare**SPECIAL:** Hag's Shack

Pay 10% of all your treasure or 1 magic item or the hag will curse the party. Use 1 Blessing to break the curse. While cursed, any major monster encountered has 1 additional Life.

TRAP: Spiked Pit

First character in marching order must save vs. L5 trap. Foresters, rogues and elves add +1/2 L. Lose 1 Life on a failure.

COMBAT: 1d6+1 Boars

L5 animal Minions. Every blow they take has a 1 in 6 chance of being deflected by hard skin. Each slain boar counts as 4 Food. Reactions: 1 flee, 2-3 bribe (1 food total), 4-6 fight.

TREASURE: 1 Scroll

Random spell from any book of appropriate level.

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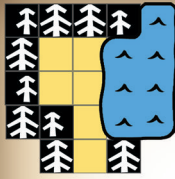
FOREST OF THE SPIDER QUEEN

LEVELS 1-4



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**CORRIDOR:**

Combat

ROOM:

Empty: May be Searched

SEARCH: Choose

You find 1 Clue or 1 Treasure.

SPECIAL: The Old Oak

You may ignore the oak or explore it. If you do, roll d6. On a 1, the oak is alive and attacks you as a L6 Weird Monster with 2 attacks and 4 Life, hit at +1 by fire spells, 1 Treasure. On a 2-3, the area is empty and you may Search it. On a 4-6, you find Treasure.

TRAP: Spider Webs

A random hero must save vs. L4 trap. Foresters roll at +1, halflings may reroll. On a failed save, roll a 2 in 6 chance of a giant spider (card 9) arriving.

COMBAT: 2d6 Forest Wolves

L3 animal Minions, 1 in 6 chance of surprise. Morale -1 if at least 1 is killed by fire-based spells. Reactions: 1 flee, 2-4 bribe (2 food total), 5-6 fight.

TREASURE: Choose

d6 gp or d6 food rations.

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**CORRIDOR:**

Treasure

ROOM:

Empty: May be Searched

SEARCH: The room is bare**SPECIAL:** Underground Lair

Create a random dungeon (use 4AD and draw it on paper as usual) of d6+1 rooms. No Final Boss.

TRAP: Bear Trap

First character in marching order must save vs. L4 trap (elves and halflings add +1) or lose 1 Life and get a permanent -1 on all saves vs. traps until ALL life lost by the hero is healed.

COMBAT: d6+3 Forest Goblins

L2 Vermin, morale -1. 2 in 6 chance of surprise. 2 in 6 chance of being armed with bows (1 ranged attack before the melee). Reactions: 1 flee, 2-3 bribe (20 gp), 4-6 fight.

TREASURE: Magic Treasure

Draw 1 Magic Treasure card.

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**CORRIDOR:**

Combat

ROOM:

Empty: May be Searched

SEARCH: The room is bare**SPECIAL:** Mushroom Growth

You may collect 1 rare mushroom per hero. Each can be sold for 15 gp or eaten as 2 Food points. Roll d6 for every mushroom picked. On a 1, picker must save vs. L5 poison (foresters and halflings add +L) or lose 2 Life.

TRAP: Snakes Nest

All heroes must save vs. L5 trap (rogues and foresters add +L). On a failure, save vs. L6 poison (barbarians and halflings add +L) or lose 2 Life.

COMBAT: 1d6+2 Woodland Mudmen

L4 Minion. Immune to fire-based spells. 2 in 6 chance of surprise if in water-terrain. Reactions: 1-2 peaceful, 3-6 fight.

TREASURE: 2d6+2 gp

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**CORRIDOR:**

Empty: May be Searched

ROOM:

Combat

SEARCH: Choose

You find 1 Clue or 1 Treasure.

SPECIAL: Cursed Glade

All exits in the current room, including the one you come from, are blocked by trees. You must cut trees to move out.

TRAP: Spiked Pit

First character in marching order must save vs. L5 trap. Foresters, rogues and elves add +1/2 L. Lose 1 Life on a failure.

COMBAT: 2d6+1 Robin Wood Brigands

L4 Minions. Treasure. Reactions: 1-4 bribe (half your gold with a minimum of 50 gp or 1 gem of 200 gp or better), 5-6 fight.

TREASURE: 1 Scroll

Random spell from any book of appropriate level.

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**CORRIDOR:**

Combat

ROOM:

Empty: May be Searched

SEARCH: Combat**SPECIAL:** Gremlin River

All heroes must save vs. L5 Sleep. Spellcasters add +L. If all heroes fall asleep, all treasure except holy water is stolen when they wake up. If ALL heroes pass the test, you may collect 1 vial of water (works as Sleep scroll).

TRAP: Spider Webs

A random hero must save vs. L4 trap. Foresters roll at +1, halflings may reroll. On a failed save, roll a 2 in 6 chance of a giant spider (card 9) arriving.

COMBAT: 1d6+1 Forest Spiders

L5 animal Minions. 2 in 6 chance of surprise. You may not run away from this combat unless you use 1 fire-based spell to burn their webs. Reactions: 1 flee, 2-6 fight.

TREASURE: 2d6+2 gp

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**CORRIDOR:**

Empty: May be Searched

ROOM:

Treasure with Trap

SEARCH: The room is bare**SPECIAL:** Misty Ravine

Use an Alter Weather spell to ignore this event. Otherwise, you get lost and may be ambushed. Roll 3 times for wandering monsters. Any monster here has 2 in 6 chance of surprising you.

TRAP: Bear Trap

First character in marching order must save vs. L4 trap (elves and halflings add +1) or lose 1 Life and get a permanent -1 on all saves vs. traps until ALL life lost by the hero is healed.

COMBAT: Spider Bear

L6 Weird Monster, 8 Life, 4 attacks. Treasure. Any hero rolling 1 on an Attack roll is trapped by its web and may not run from this fight unless 1 fire spell is used to destroy the web. Reaction: always fights.

TREASURE: Magic Treasure

Draw 1 Magic Treasure card.

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**CORRIDOR:**

Combat

ROOM:

Empty: May be Searched

SEARCH: Choose

You find 1 Clue or 1 Treasure.

SPECIAL: Thorny Thickets

You can build d6+3 javelins (non-metallic light, edged ranged weapons). A wood elf may create 1 suit of Leafsteel armor (non-metallic heavy armor that must be discarded after 3 games). At the end of the process, 1 hero of your choice must save vs. L3 thorns (foresters, barbarians and halflings add +L) or lose 1 Life.

TRAP: Snakes Nest

All heroes must save vs. L5 trap (rogues and foresters add +L). On a failure, save vs. L6 poison (barbarians and halflings add +L) or lose 2 Life.

COMBAT: Forest Ogre

L5 Weird Monster, 6 Life, 2 attacks, morale +1. On a defense roll of 1, inflicts 2 Life damage. Treasure. Reactions: 1-4 bribe (all your Food), 5-6 fight.

TREASURE: 1 Gem (2d6x15 gp)

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**CORRIDOR:**

Treasure with Trap

ROOM:

Empty: May be Searched

SEARCH: The room is bare**SPECIAL:** Overgrown Lake

You must cross the lake on a raft or walk around it. If you walk, roll twice for wandering monsters. To build a raft, roll a L4 survival save (foresters and gnomes add +L). If the save fails, the raft will break and each hero will perform a L3 swimming save or lose 1 Life.

TRAP: Spiked Pit

First character in marching order must save vs. L5 trap. Foresters, rogues and elves add +1/2 L. Lose 1 Life on a failure.

COMBAT: Boss

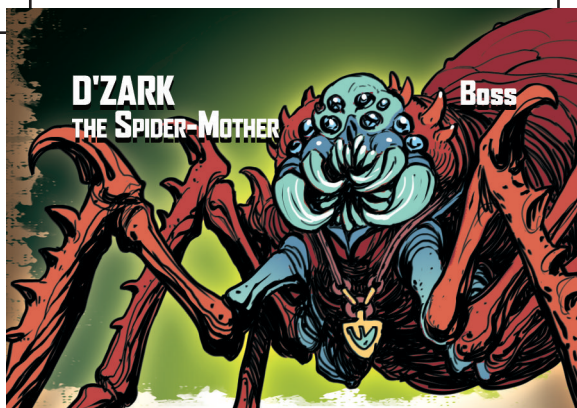
Draw one of the Boss cards.

TREASURE: Choose

d6 gp or d6 food rations.

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D'ZARK
THE SPIDER-MOTHER

Boss

LEVEL	LIFE	ATTACKS	TREASURE
HCL+4	HCL+2 min 5	4	1, Magic Treasure

D'zark is one of the Fifteen Weavers, a group of semi-immortal giant spider-creatures of Norindaal. **Immune to Sleep.**

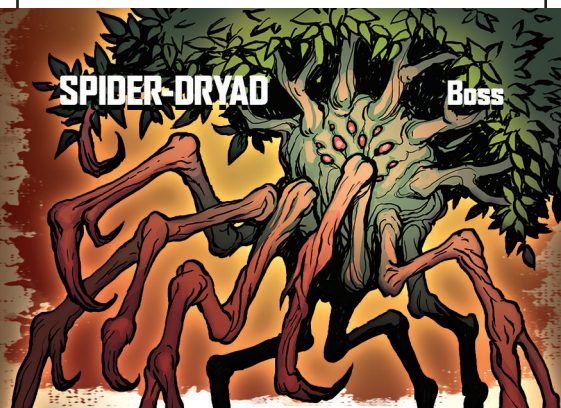
It comes into play with a number of **L2 spider young** (vermin) equal to its **Life**. They do not attack. They do not test morale and are hit at +2 by Fireballs. You can't damage D'zark until you destroy all young.

If any hero is killed, **d6 young** will hatch from the hero's body **1 turn later** unless a Blessing is cast.

If D'zark is **L 10+**, its attacks inflict **2 Life**, not 1. If you slay it and meet it again, you meet a giant spider with the same stats but no young.

Reactions: always fights to the death.

(Forest of the Spider Queen)



SPIDER-DRYAD

Boss

LEVEL	LIFE	ATTACKS	TREASURE
HCL+3	HCL+3 min 6	6	1, Magic Treasure

Vegetable Boss. **Foresters** add **+L** to attack the Spider Dryad. Immune to **Sleep** and **poison**.

Any **non-magic** attack on her has a **2 in 6** chance of bouncing off her bark-like skin, inflicting **no damage**.

Fire-based spells hit her at **+1**, with an additional **+1** per every fire-based spell cast on her during the encounter.

Reactions: 1-2 bribe (1 animal companion), 3-5 fight, 6 fight to the death.

(Forest of the Spider Queen)



FOREST GNOME CROSSBOW

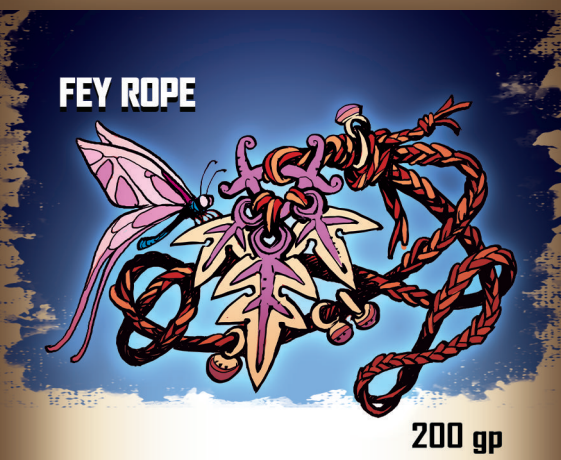
150 gp

This non-metallic weapon is a **+1** crossbow and a slingshot.

The user may perform **two ranged attacks** before a melee begins, one attack is at **+1** (slashing) and one at **-1** (crushing), and both must be directed against the **same target**.

Gnomes can use it as a weapon or tear it down to add **+1** to their pool of **gadget points** (they can put it back together between adventures).

(Forest of the Spider Queen)



FEY ROPE

200 gp

This rope may be thrown at a single target with an Attack roll. The thrower always adds **+L** to the roll. If the roll fails, the rope may be retrieved with **1 action** and then thrown again. Against **minor** monsters with **1 Life**, a successful rope attack means the target is **captured** alive. Against **major** monsters, all heroes gain **+1 on Attack, Defense and Spell rolls** vs. the entangled creature.

As soon as anyone rolls a **1** on an Attack roll, the rope snaps and the bonus is lost.

The rope can be repaired between games.

The rope may not be used vs. elementals, slimes, molds, cubes or incorporeal creatures.

(Forest of the Spider Queen)