



## 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.

## LAMENTATIONS OF THE MARSH HAG

BY ANDREA SFILIGOI,  
KRIST ANTHONY ALMARIO AND ALEXEY APARIN


### SPECIAL RULES


#### LEVELS: 2-4

**MISSION:** An evil hag, slain by heroes in times of old, has risen in Murkwaters again to wreak havoc. Find and defeat the **Hag** to get **100 gp** payment from the local authorities.

**FINDING THE HAG:** The Hag immediately appears when you collect **5** or more **Flare tokens** rewarded after beating certain monsters in the bog.

You may also spend **3 clues** to find 1 token.

 **SWAMP:** These squares can be crossed by a hero succeeding in an **L4 swimming** save. Barbarians save at **+1**.

 **BOG:** These squares are areas filled with deadly leeches. If a fight occurs there, a hero rolling a **1 on a Defense** roll incurs **1 more damage**. Undead or artificial heroes are immune to this.

# LAMENTATIONS OF THE MARSH HAG

LEVELS 2-4



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4D  
AQ

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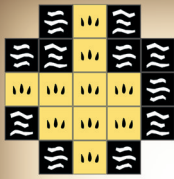
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LEVELS 2-4



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**CORRIDOR:**

Combat

**ROOM:**

Special

**SEARCH:** The room is bare**SPECIAL:** Rippling Water

Something watches you, underwater. Roll for Wandering Monsters. If they appear, draw until you get a Weird Monster (cards 7 or 11).

**TRAP:** Poison Root Traps

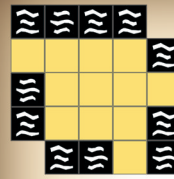
A random hero must save vs. L3 poison or lose 1 Life. Barbarians and halflings save at +1.

**COMBAT:** 2d6 Moss Worms

L1 Vermin. Fireball spells inflict +1 bonus damage to the worms. Reactions: 1-3 flee, 4-6 fight.

**TREASURE:** d6 gp

1

**CORRIDOR:**

Combat

**ROOM:**

Treasure

**SEARCH:** Choose

You find 1 Clue or 1 Treasure.

**SPECIAL:** Black Mushroom Patch

You may choose a hero to eat the mushrooms. There is a 50% chance that the hero loses 1 Life, or gains 1 permanent Life. Only once per hero per campaign.

**TRAP:** Slippery Bog Shores

The first hero in marching order must save vs. L4 slip or fall into the water and lose 2d6 gp or 1 item of your choice. Halflings, elves and rogues add +1.

**COMBAT:** 3d6 Flare Fairies

L2 Vermin. Immune to fire-based attacks. If you defeat the fairies during the first turn, gain 1 Flare token.

**TREASURE:** 2d6+2 gp

2

**CORRIDOR:**

Empty: May be Searched

**ROOM:**

Empty: May be Searched

**SEARCH:** Combat**SPECIAL:** Rotting Chest

Roll a 2 in 6 chance that the chest contains a random treasure. Otherwise, the chest is empty.

**TRAP:** Toxic Mushroom Patch

All heroes must save vs. L3 toxin or suffer a -1 to Attack and Defense rolls in the next encounter. Barbarians and halflings save at +1.

**COMBAT:** D3 Muck Mosquitofolk

L3 Minions. Each time one inflicts damage, there is a 1 in 6 chance that it may inflict 1 additional wound to the target. Reaction: Always fight.

**TREASURE:** 1 Gem (2d6x15 gp)

3

**CORRIDOR:**

Empty: May be Searched

**ROOM:**

Special

**SEARCH:** The room is bare**SPECIAL:** Unexpected Downpour

Unexpected rain. Roll a 2 in 6 chance that you lose d3 Flare Tokens. Ignore if you have no Flare tokens.

**TRAP:** Cold Mist Trap

The first hero in marching order must save vs. L4 cold or lose 1 Flare Token. If the party does not have a Token, the hero loses 1 Life instead.

**COMBAT:** D6+2 Muck Snakes

L3 Minions. Immune to Fireball. They have a 1 in 6 chance of surprise. Reaction: Always fight.

**TREASURE:** 1 Scroll

Random spell from any book of appropriate level.

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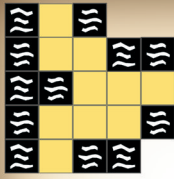
LEVELS 2-4



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4D  
AQ





**CORRIDOR:** Combat

**ROOM:** Empty: May be Searched

**SEARCH:** Choose

You find 1 Clue or 1 Treasure.

**SPECIAL:** Deadfruit Marks

You find remains of a deadfruit plant. Roll a d6. On a result of 1, on your next treasure roll, instead of rolling, gain 1 Deadfruit of your choice instead.

**TRAP:** Poison Root Traps

A random hero must save vs. L3 poison or lose 1 Life. Barbarians and halflings save at +1.

**COMBAT:** D6+4 Moss Goblins

L3 Minions. If they flee (as a reaction or morale roll), there is a 1 in 6 chance that the party loses 2d6 gp. Reactions: 1-4 flee, 5-6 bribe (2 gp each).

**TREASURE:** d6 gp

5



**CORRIDOR:** Combat

**ROOM:** Empty: May be Searched

**SEARCH:** The room is bare

**SPECIAL:** Hunt of the Hidden

A shadowy figure rustles through nearby bushes. Roll a 1 in 6 chance to encounter the Bog Bloodsucker (Boss).

**TRAP:** Slippery Bog Shores

The first hero in marching order must save vs. L4 slip or fall into the water and lose 2d6 gp or 1 item of your choice. Halflings, elves and rogues add +1.

**COMBAT:** D6 Flare Wisps

L4 Minions. Immune to Fireball. If you defeat them, gain 1 Flare token. Reaction: 1-3 Flee, 4-6 Fight.

**TREASURE:** 2d6+2 gp

6



**CORRIDOR:** Treasure

**ROOM:** Empty: May be Searched

**SEARCH:** The room is bare

**SPECIAL:** Dry Patch

You may rest here. If you do so, all heroes recover 1 Life, but you must roll a 2 in 6 chance of Wandering Monsters.

**TRAP:** Toxic Mushroom Patch

All heroes must save vs. L3 toxin or suffer a -1 to Attack and Defense rolls in the next encounter. Barbarians and halflings save at +1.

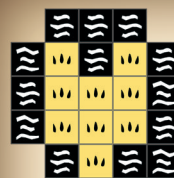
**COMBAT:** Muck Mongoose

L4 Weird Monster, 4 Life. Immune to Lightning. Any hero damaged by the monster must save vs. L3 bleeding or lose 1 additional Life. Undead and artificial heroes are immune to this. Reaction: Always fight.

**TREASURE:** Magic Treasure

Draw 1 Magic Treasure card.

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**CORRIDOR:** Empty: May be Searched

**ROOM:** Combat

**SEARCH:** Choose

You find 1 Clue or 1 Treasure.

**SPECIAL:** Unexpected Downpour

Unexpected rain. Roll a 2 in 6 chance that you lose d3 Flare Tokens. Ignore if you have no Flare tokens.

**TRAP:** Cold Mist Trap

The first hero in marching order must save vs. L4 cold or lose 1 Flare Token. If the party does not have a Token, the hero loses 1 Life instead.

**COMBAT:** 3d6 Flare Fairies

L2 Vermin. Immune to fire-based attacks. If you defeat the fairies during the first turn, gain 1 Flare token.

**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:** Dry Patch

You may rest here. If you do so, all heroes recover 1 Life, but you must roll a 2 in 6 chance of Wandering Monsters.

**TRAP:** Poison Root Traps

A random hero must save vs. L3 poison or lose 1 Life. Barbarians and halflings save at +1.

**COMBAT:** D6+2 Muck Snakes

L3 Minions. Immune to Fireball. They have a 1 in 6 chance of surprise. Reaction: Always fight.

**TREASURE:** 2d6+2 gp

9

**CORRIDOR:**

Empty: May be Searched

**ROOM:**

Treasure with Trap

**SEARCH:** The room is bare**SPECIAL:** Dry Patch

You may rest here. If you do so, all heroes recover 1 Life, but you must roll a 2 in 6 chance of Wandering Monsters.

**TRAP:** Slippery Bog Shores

The first hero in marching order must save vs. L4 slip or fall into the water and lose 2d6 gp or 1 item of your choice. Halflings, elves and rogues add +L.

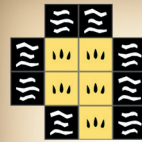
**COMBAT:** Muck Mongoose

L4 Weird Monster, 4 Life. Immune to Lightning. Any hero damaged by the monster must save vs. L3 bleeding or lose 1 additional Life. Undead and artificial heroes are immune to this. Reaction: Always fight.

**TREASURE:** Magic Treasure

Draw 1 Magic Treasure card.

11

**CORRIDOR:**

Combat

**ROOM:**

Empty: May be Searched

**SEARCH:** Choose

You find 1 Clue or 1 Treasure.

**SPECIAL:** Rotting Chest

Roll a 2 in 6 chance that the chest contains a random treasure. Otherwise, the chest is empty.

**TRAP:** Toxic Mushroom Patch

All heroes must save vs. L3 toxin or suffer a -1 to Attack and Defense rolls in the next encounter. Barbarians and halflings save at +1.

**COMBAT:** D6 Flare Wisps

L4 Minions. Immune to Fireball. If you defeat them, gain 1 Flare token. Reaction: 1-3 Flee, 4-6 Fight.

**TREASURE:** 1 Gem (2d6x15 gp)

10

**CORRIDOR:**

Treasure with Trap

**ROOM:**

Empty: May be Searched

**SEARCH:** The room is bare**SPECIAL:** Black Mushroom Patch

You may choose a hero to eat the mushrooms. There is a 50% chance that the hero loses 1 Life, or gains 1 permanent Life. Only once per hero per campaign.

**TRAP:** Cold Mist Trap

The first hero in marching order must save vs. L4 cold or lose 1 Flare Token. If the party does not have a Token, the hero loses 1 Life instead.

**COMBAT:** Bog Bloodsucker**TREASURE:** d6 gp

12





## BOG BLOODSUCKER

Boss



LEVEL	LIFE	ATTACKS	TREASURE
HCL+1	HCL+4	4	2

Immune to Sleep. There is a 1 in 6 chance of surprise. Lightning attacks hit at +1. On a failed Defense roll, it inflicts 2 damage.

Gain **2 Flare Tokens** if you defeat it.

On a Defense roll of 1, in addition to the damage, the hero must save vs. L4 infection or turn into a **Bloodsucker Carrier** (L3 Weird Monster, 5 Life, Reaction: Always fight). Using a Blessing Spell or defeating the bloodsucker will return the hero to normal but will not heal any damage suffered by the hero in monster form.

Upon reaching  $\frac{1}{2}$  life, the bloodsucker summons 1 **Muck Mongoose** (cards 7 or 11) to join the fight.

( Lamentations of the Marsh Hag )

## MARSH HAG

Boss



LEVEL	LIFE	ATTACKS	TREASURE
HCL+2	HCL+4	1*	3

Immune to Sleep and Lightning. Prior to the first turn, all heroes failing to save vs. L4 flare will be unable to attack for d3 turns. Increase the Hag's number of attacks by the number of deadfruits you have collected or eaten. On each of the hag's turns, roll d6 per attack.

**1-4: Screech** - all heroes must save vs. L3 screech or lose 1 Life and drop their main weapon and shield (use 1 turn to pick both up).

**5-6: Life Drain** - on a failed Defense roll, the hero loses 1 Life and the hag gains 1 Life.

**Once reduced to 1/2 Life**, the Hag will perform a single attack per turn, the Rage Scream below.

**Rage Scream:** Targets all heroes who must Defend or lose 1 Life, or 2 Life on a Defense roll of 1. In addition, the hag summons 1 **Bog Haunting** (L2 Vermin) per damage dealt on that turn.

( Lamentations of the Marsh Hag )

## MOSSBERRY DEADFRUIT



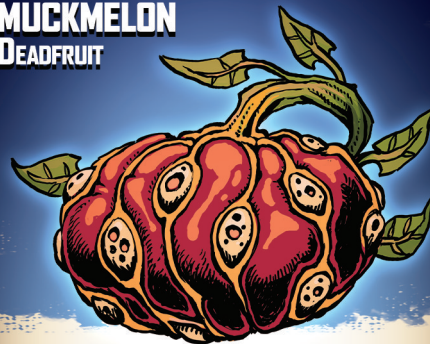
120 gp

A rare black deadfruit that when consumed, turns the hero into an amalgamation of twisted vines and flesh.

The hero loses **1 Life** and gains **+1 to Attack** rolls vs. any foes with the word "Moss" in their name. In addition, the transformed hero is immune to **poison** and **toxins**. The effects last until the end of the adventure, when the hero returns to normality and the penalty to Life is removed.

( Lamentations of the Marsh Hag )

## MUCKMELON DEADFRUIT



120 gp

A rare red deadfruit that when consumed turns the hero into a sludge-skinned abomination. The hero loses **1 Life**, becomes immune to **cold** and **ice** and has -2 on all rolls. Defense rolls vs. melee attacks are at +1. If the hero encounters monsters with the word "Muck" in their name, there is a 1 in 6 chance of a peaceful reaction even when such reaction is not in their profile. The effects last until the end of the adventure, when the hero returns to normality and the penalty to Life is removed.

( Lamentations of the Marsh Hag )