



THE STUMP OF ELEMENTAL EVIL



A card based 4AD mini dungeon for Levels 1-4

Written by Alexey Aparin, with rules assistance by Andrea Sfiligoi

Delve into the cave under an enormous rotting stump and slay the Tentacle Worm that has been kidnapping villagers. The party will be paid **100 gp** if they get rid of the monster.

How to play

Print and cut out the **12 cards**. Arrange them in a deck. Play as a **regular random 4AD dungeon**, but instead of rolling on the tables, draw cards and use the content in the appropriate text boxes. For example, draw a card to determine the floor plan for the first room, then draw next card for room contents ("C" for corridors, "R" for rooms), draw another card and, depending on room's content (for example if there was a Combat encounter) read the appropriate box ("Combat") and resolve it. The same with other checks: draw a card when you need to define what kind of Trap is on your way or which Treasure you find. Easy-peasy.

Special rules

Monster's Lair: This is a short game. The first Boss you meet is the final one.

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.

POCKET LANDS: GEOMORPH CARDS

You never know where your party is going to travel next. Whether you're preparing for a campaign or mapping the adventure as it unfolds, geomorph cards help you create attractive maps in no time. Make a Never-Ending game world map! Be open, be creative, and be spontaneous, for your character and as a group!

EACH SET FEATURES:

- 68 highly detailed minimap cards
- Standard poker size
- 5x5 grid with iconic terrain
- The maps work cohesively with each other

www.PocketLands.com



C: Combat

R: Special

S: Nothing



SPECIAL: Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (count them 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 activated.

TRAP: Bug swarm

Use a Fireball or each hero loses 1 Life.

COMBAT: d6 Cave Lizards (L3 Vermins)

Attack first. Reactions: 1 flee, 2-3 flee if outnumbered, 4+ fight.

TREASURE: d6 gp

MAGIC TREASURE: Trinket of Luck

The wearer may reroll any die, but if the reroll is 1-2, the trinket's power is depleted.



C: Combat

R: Treasure

S: Clue / Secr.Door / Treasure



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: 2d6 Walking Fungi (L3 Minions)

2d6 Walking Fungi (L3 Minions): If hero rolls 1 in melee, fungi perform 1 extra attack in their next turn. Reactions: 1 flee, 2+ fight. Treasure.

TREASURE: 2d6 gp

MAGIC TREASURE: Pebble of Life

Removes Petrification and Paralyzation. 4 uses.



C: Search

R: Search

S: 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 1 the hero is moved back to this room.

TRAP: Bug swarm

Use a Fireball or each hero loses 1 Life.

COMBAT: D6+1 Hobgoblin explorers (L3 Minions)

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

TREASURE: A gem (2d6x10 gp)

MAGIC TREASURE: Fire dagger

Light edged weapon. Inflicts 1 additional fire damage, but on an Attack roll 1-2 its power is depleted.



C: Search

R: Special

S: Nothing



SPECIAL: Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (count them 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 activated.

TRAP: Exploding fungi

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

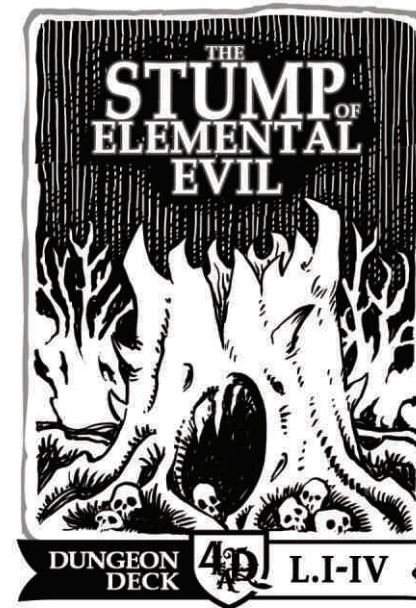
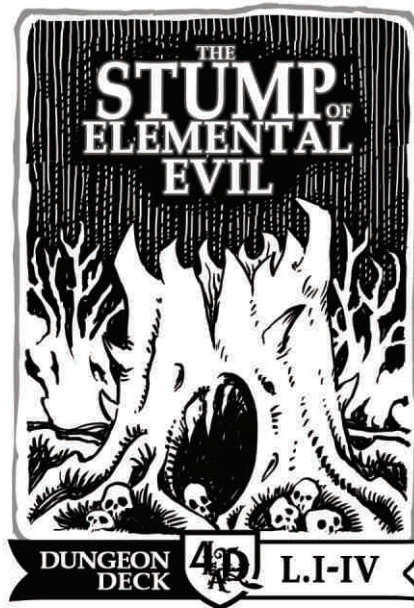
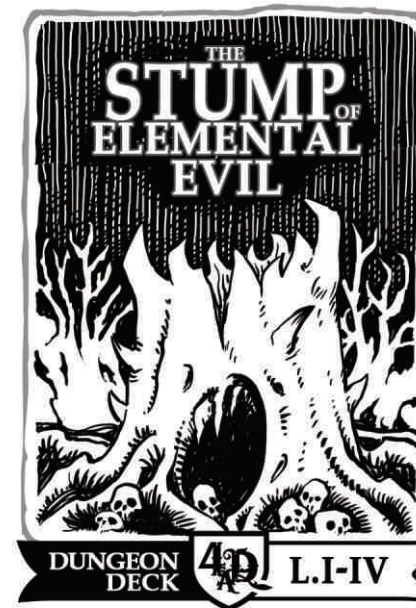
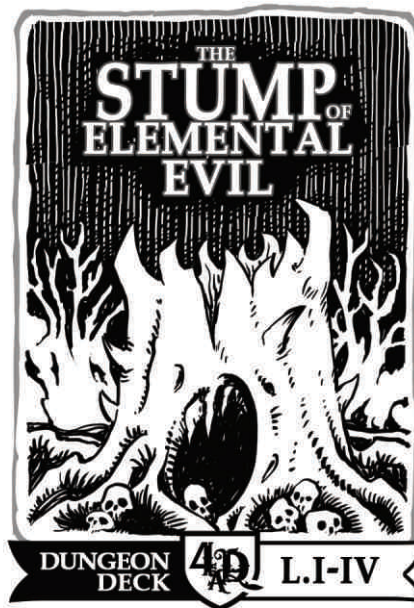
COMBAT: d6 Cave Lizards (L3 Vermins)

Attack first. Reactions: 1 flee, 2-3 flee if outnumbered, 4+ fight.

TREASURE: 1 scroll with a random spell

MAGIC TREASURE: Pebble of Life

Removes Petrification and Paralyzation. 4 uses.





C: Combat

R: Search

S: Combat



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: Collapsing ceiling

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

COMBAT: D6+2 Mold-Covered Skeletons (L3 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 remove the condition. Reactions: always fight.

TREASURE: d6 gp

MAGIC TREASURE: Lizard helmet

Wearer adds +1 to a saves vs poison, but on a roll 1 its power is depleted. May be worn by heroes who can wear light or heavy armor.



C: Combat

R: Search

S: Nothing



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: Collapsing ceiling

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

COMBAT: 2d6 Walking Fungi (L3 Minions)

2d6 Walking Fungi (L3 Minions): If hero rolls 1 in melee, fungi perform 1 extra attack in their next turn. Reactions: 1 flee, 2+ fight. Treasure.

TREASURE: 2d6 gp

MAGIC TREASURE: Lizard helmet

Wearer adds +1 to a saves vs poison, but on a roll 1 its power is depleted. May be worn by heroes who can wear light or heavy armor.



C: Treasure

R: Search

S: Nothing



SPECIAL: Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (count them 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 activated.

TRAP: Bug swarm

Use a Fireball or each hero loses 1 Life.

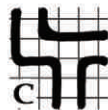
COMBAT: Giant Leech (L4 Weird Monster, 4 Life)

If leech hits, it sticks to a hero, inflicting 1 Life/turn until killed. Reactions: 1-2 flee, 3+ fight to death.

TREASURE: Magic Treasure

MAGIC TREASURE: Pebble of Life

Removes Petrification and Paralyzation. 4 uses.



C: Search

R: Combat

S: Clue / Secr. Door / Treasure



SPECIAL: Smoking Fissure

Acrid smoke emerges from a crack (save vs. L2 Poison or lose 1 Life). Nearby there is a cluster of gems (3d6 gp).

TRAP: Exploding fungi

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

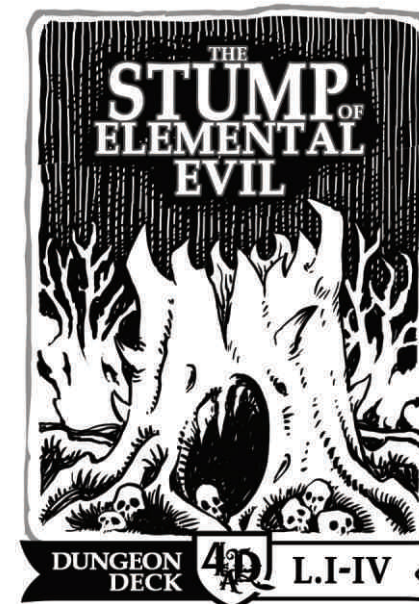
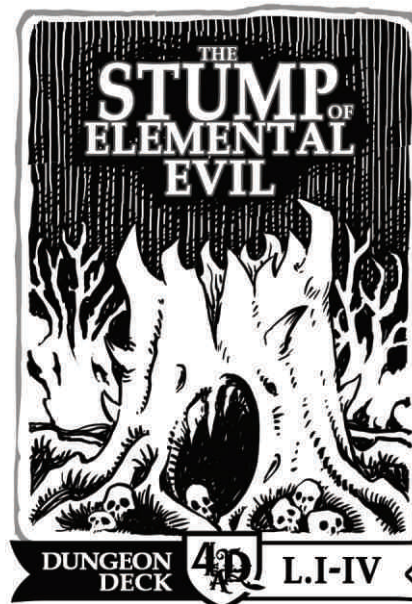
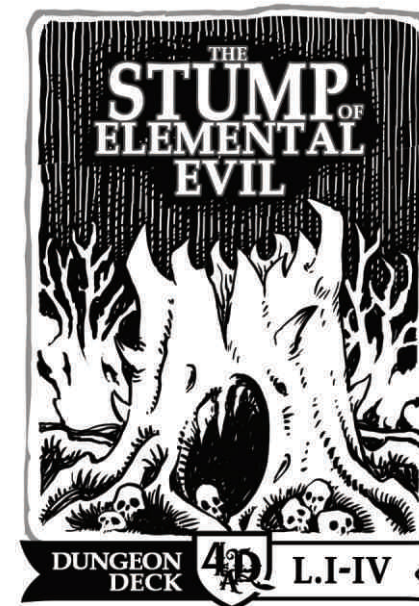
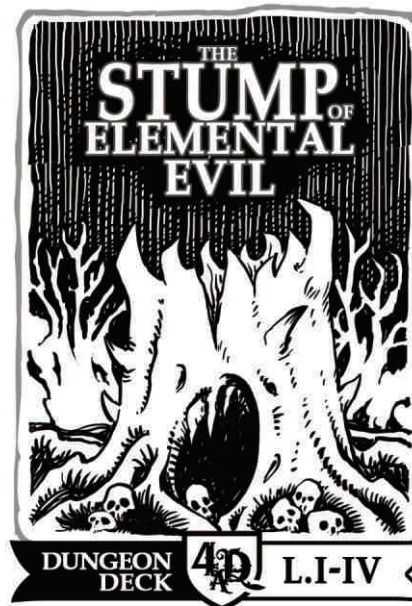
COMBAT: D6+2 Mold-Covered Skeletons (L3 Undead Minions)

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 remove the condition. Reactions: always fight.

TREASURE: 1 scroll with a random spell

MAGIC TREASURE: Fire dagger

Light edged weapon. Inflicts 1 additional fire damage, but on an Attack roll 1-2 its power is depleted.





C: Combat

R: Search

S: Combat



SPECIAL: Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (count them 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 activated.

TRAP: Collapsing ceiling

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

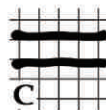
COMBAT: D6+5 Deep Rats (L2 Vermin)

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: 2d6 gp

MAGIC TREASURE: Lizard helmet

Wearer adds +1 to a saves vs poison, but on a roll 1 its power is depleted. May be worn by heroes who can wear light or heavy armor.



C: Combat

R: Search

S: Clue / Secr.Door / 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: Giant Leech (L4 Weird Monster, 4 Life)

If leech hits, it sticks to a hero, inflicting 1 Life/turn until killed. Reactions: 1-2 flee, 3+ fight to death.

TREASURE: A gem (2d6x10 gp)

MAGIC TREASURE: Trinket of Luck

The wearer may reroll any die, but if the reroll is 1-2, the trinket's power is depleted.



C: Search

R: Treasure + Trap

S: Nothing



SPECIAL: Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (count them 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 activated.

TRAP: Exploding fungi

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

COMBAT: D6+3 Deep Gremlins (L3 Minions)

At the end of any turn of the gremlins, 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: 2d6 gp

MAGIC TREASURE: Trinket of Luck

The wearer may reroll any die, but if the reroll is 1-2, the trinket's power is depleted.



C: Treasure + Trap

R: Search

S: Nothing



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: Tentacle Worm (L6 Boss, 4 Life)

Wounded hero 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 death. Treasure, Magic Treasure.

TREASURE: d6 gp

MAGIC TREASURE: Fire dagger

Light edged weapon. Inflicts 1 additional fire damage, but on an Attack roll 1-2 its power is depleted.

