

# THE STUMP OF ELEMENTAL EVIL

LEVELS 1-4



FOUR AGAINST DUNGEON DECK

4d  
AQ

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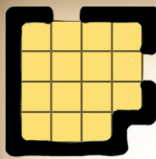
# THE STUMP OF ELEMENTAL EVIL

LEVELS 1-4



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AQ

**CORRIDOR:**

Combat

**ROOM:**

Special

**SEARCH:** Nothing**SPECIAL:** **Roots Barrier**

To pass the barrier, a hero with a slashing weapon must destroy them (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 Cave Lizards**

L3 Vermins. Attack first. Reactions: 1 flee, 2-3 flee if outnumbered, 4+ fight.

**TREASURE:** **d6 gp****MAGIC T:** **Trinket of Luck**

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

**CORRIDOR:**

Search

**ROOM:**

Search

**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 1 the hero is moved back to this room.

**TRAP:** **Bug Swarm**

Use a Fireball or each hero loses 1 Life.

**COMBAT:** **D6+1 Hobgoblins**

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 T:** **Fire Dagger**

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

**CORRIDOR:**

Combat

**ROOM:**

Treasure

**SEARCH:** Choose

Clue / Secr.Door / Treasure

**SPECIAL:** **Roots Barrier**

To pass the barrier, a hero with a slashing weapon must destroy them (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:** **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 T:** **Pebble of Life**

Removes Petrification and Paralyzation. 4 uses.

**CORRIDOR:**

Search

**ROOM:**

Special

**SEARCH:** Nothing**SPECIAL:** **Roots Barrier**

To pass the barrier, a hero with a slashing weapon must destroy them (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 (Random spell)****MAGIC T:** **Pebble of Life**

Removes Petrification and Paralyzation. 4 uses.

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**CORRIDOR:**   
Combat  
**ROOM:**   
Search

**SEARCH:**  **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 Moldy 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 T:**  **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. 



**CORRIDOR:**   
Combat  
**ROOM:**   
Search

**SEARCH:**  **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. 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 T:**  **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. 



**CORRIDOR:**   
Treasure  
**ROOM:**   
Search

**SEARCH:**  **Nothing**

**SPECIAL:**  **Roots Barrier**

To pass the barrier, a hero with a slashing weapon must destroy them (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:**  **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 T:**  **Pebble of Life**

Removes Petrification and Paralyzation. 4 uses. 



**CORRIDOR:**   
Search  
**ROOM:**   
Combat

**SEARCH:**  **Choose**


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:**  **Bug Swarm**

Use a Fireball or each hero loses 1 Life.

**COMBAT:**  **D6+2 Moldy 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 (Random spell)**

**MAGIC T:**  **Fire Dagger**

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



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**CORRIDOR:**

Combat

**ROOM:**

Search

**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

L2 Vermins. 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 T:** 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.

9

**CORRIDOR:**

Combat

**ROOM:**

Search

**SEARCH:** Choose

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 T:** Trinket of Luck

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

10

**CORRIDOR:**

Search

**ROOM:**

Treasure + Trap

**SEARCH:** Nothing**SPECIAL:** Roots Barrier

To pass the barrier, a hero with a slashing weapon must destroy them (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 T:** Trinket of Luck

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

11

**CORRIDOR:**

Treasure + Trap

**ROOM:**

Search

**SEARCH:** 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:** Bug Swarm

Use a Fireball or each hero loses 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 T:** Fire Dagger

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

12



## FOUR AGAINST DUNGEON DECK

Play as 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 contents (C for corridors, R for rooms), then draw a card and read the box appropriate to the room's content. E.g., if there was a combat encounter, resolve the Combat box. In all cases, to determine anything (a trap, a treasure, etc.) draw a card.

Start generating content from the 1st room.



BY ALEXEY APARIN & ANDREA SFILIGOI

## SPECIAL RULES

### LEVELS: 1-4

**QUEST:** 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.

**MONSTER'S LAIR:** 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**.