

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 *).

* "The Stump of Elemental Evil" doesn't include these cards.

AVAILABLE DECKS

1. **The Stump of Elemental Evil** - Delve into the cave under an enormous rotting stump and slay the Tentacle Worm that has been kidnapping villagers.
2. **Silent Mill** - Strange bell toll noises come from the once silent, automated mill built by Pavlov the gnome. Grinding has stopped. Find a way to the Dusty Cellars and Repair the Mill.
3. **Forest of the Spider Queen** - Pave the way through a dense and heavy woodland infested with spawn of Spider Queen.
4. **Lamentations of the Marsh Hag** - An evil hag, slain by heroes in times of old, has risen in Murkwaters again to wreak havoc.
5. **Curse of Castle Ravenstein** - A lover's quarrel between Vorigans brothers tragically ended in the death of Elisabeth. She cursed the Vorigans, who became fiends, and the region plunged into darkness.
6. **Roads of Peril** - The carriage wheels creak over the bumpy old road - a difficult, dangerous path that runs through forests and swamps, outposts and plagued villages. A path haunted by greedy bandits and supernatural creatures. Your job it to escort it safely to its final destination.
7. **Pirate's Bountiful Booty** - Man the boats and sail straight into the leviathan's maw! Take on the undead Captain Roberts in a swashbuckling adventure to find his legendary treasure.
8. **Manic Mansions** - Creaky floorboards, groans from the basement and mold-infested halls. Dare you brave the manic mansion to rid it of the ghosts occupying it?

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.

PLAY TESTERS

Erick N. Bouchard, Daniel Liswood, David Anderson, Frédéric Huot, Suzanne Atkinson, Daniel Casquilho