

# 4D Map Deck

Map Decks are themed sets of map tiles. Draw cards from these decks to quickly create an immersive random map to explore. Map cards from different sets are mixable (e.g., your custom map deck can include a whole Necropolis set and a couple of random cards from Caves set).

## HOW TO PLAY

To start, shuffle your map deck and draw a card. Room **1** is the **Entrance**. Place an **E** token there. Place **?** (Unvisited Room) tokens on the rest of the card's rooms. Decide on your party's path. If a character enters a room with an icon or crosses one, apply its effect (see Map Icons). You can use the icons or ignore them. Remove **?** tokens from rooms you visit.

When you decide to leave the card through one of the four exits, draw another card and place it adjacent (horizontally or vertically). Place **?** tokens on all unvisited rooms. When you move to another card, you enter another room.

When the **5th card** is placed, a medium-sized dungeon ends, and all unvisited exits become dead-ends. Your dungeon can be as long as you want, but when you run out of cards, the dungeon ends anyway.

## MAP ICONS



**Room's End.** This symbol shows where a room ends and the next one starts.



**Iron Bars.** This passage is blocked. Spend one Clue or fight a random group of Minions to unblock. One use.



**Dead Hands.** Undead hands grab the heroes during fights in this room, Attack dice do not explode.



**Vampiric Mist.** Heroes cannot rest, heal or cast Blessing in this room.



**Pitch-dark Shadows.** Wandering Monsters encountered in this room, add +Tier to their Level.



**Minecart.** This passage is blocked by a rusty cart full of rocks. Use Bashing a Door Open rules to unblock it. One use.



**Shaft Pit.** Use Trapdoor rules, if you try to cross this L3 trap.



**Firedamp.** If a Fire-based spell or lantern were used in the room, mine gases would explode. All heroes must

Save vs. HCL explosion, or lose 2 Life.



**Ore Deposit.** Roll a 2 in 6 chance of Wandering Monsters IF you decide to extract valuable ore (worth 3d6x3d6 gp). One use.



**Tree:** 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. One use.



**Water:** You may cross water swimming (heroes make L3 swimming Save for each square crossed or lose 1 Life; subtract Armor/Shield bonus from roll) or flying.



**Cabin:** Roll d6. On a 1, a random\* Boss attacks. On a 2, get d6 Food. On 3-4, a random\* Trap. On 5-6, a hermit gives a Clue. One use. \* Roll on a book appropriate to Tier of the party.



**Fairy ring:** This room is cursed. Put d6 **?** back to any explored areas. Remove **E** token, you may leave the forest only through the last unexplored area you can reach.