

THE DUNGEON

“Jeffro”

Roll	Move
1	1
2	2
3	2
4	3
5	3
6	4

Tab. 1: Dungeon Movement

1 Introduction

This Dungeon is a labyrinth of ever changing corridors, dangerous traps and vicious creatures. Whatever you did wrong to end up here, was not bad enough to deserve this. But here you are and your goal is to survive and escape back into the bright sunlight of the world. Good Luck.

2 GENERAL RULES

- Your exodus out of this maze begins in your PRISON CELL. It is the one you fell into through a Trapdoor or the one you are escaping from in the City Gaol.
- If you fell through a Trapdoor because of an Event, your Mule, Horse, Warhorse, or Horse and Cart remains on the main board where the Event occurred. If you have more than 4 Objects, randomly determine which 4 you had with you when you fell, the remaining objects stay with your animal. Objects and animals left on the main board are now considered dropped, and can be picked up by any player. Followers and Strangers remain with you.

3 MOVEMENT

To determine your movement, roll 1 die and apply the result to the table below:

- Within the Dungeon whenever you attempt to pass through a door, roll 1 die. If you roll a 6, the door is locked and your Movement ends where

you are and you encounter whatever is in that square, even if you encountered it on your last turn.

- You exit the Dungeon through the door in a Guard Room, a Hidden Passage or a Secret Exit. When you exit the Dungeon, you find yourself in the Ruins on the main board.
- Objects dropped in the Dungeon may be recovered as long as the floor tiles have not been re-shuffled. Once they are re-shuffled, all dropped objects are discarded. This rule also applies to Followers left in PRISON CELLS.

4 TRAVEL THROUGH THE DUNGEON

4.1 PLACING THE DUNGEON TILES (CREATING THE DUNGEON BOARD)

1. Place a PRISON CELL tile face up on the table. You start in this cell.
2. Turn all other tiles upside-down and shuffle them.
3. Roll for movement.
4. Choose a door on the tile you are in.
5. Roll to see if that door is locked.
6. If the door is not locked:
 - (a) Randomly select a new tile (making sure to line up the door/doorway on the new tile with the door/doorway you just stepped through). You cannot place one tile so that it covers up another.
 - (b) Place an unlocked counter on that door.
 - (c) Move into that room.
 - (d) If you have movement left, repeat steps c, d, e, and f. If the door is locked, place a locked counter on that door. Your movement ends.

- If the door/doorway of one tile is adjacent to a wall (with no door) on another tile, consider the door to be locked or the doorway blocked somehow.

- When a tile with a door is placed next to another tile with a door, the doors on both tiles are considered to be the same door. You only have to roll once to see if the door is locked.
- You end your movement for a turn when:
 1. the door you just tried is locked,
 2. the room you just entered is a dead end, or
 3. you have used up your movement roll.
- After you have ended your move, you follow the encounter instructions for the room that you are currently in.
- All locked doors remain locked for as long as the tile remains face up on the table.

4.2 ENCOUNTERING A DEAD END AND NO EXITS

- If you reach a dead end, on your next turn you may move and attempt to try other doors to see if they are locked.
- After you have tried all unlocked doors, or if you run out of room tiles, you must return to your cell.

4.3 RETURNING TO YOUR CELL

When returning to your cell, you never have to roll to see if a door is locked. If it was not locked when you first went through it, it will not be locked when you pass through it again. You must still follow the encounter instructions whenever you end your movement.

4.4 STARTING OVER

Once you have returned to your cell, remove all of the room tiles, reshuffle them and start over with step "b" above.

5 MORE THAN ONE CHARACTER IN THE DUNGEON

When there is more than one character traveling through the Dungeon at the same time:

1. All Characters in the Dungeon start in the same PRISON CELL tile (yes, it could get quite crowded).
2. All doors locked for one Character are locked for everyone else.

3. One Character may not use a Secret Exit (see TUNNEL tile) found by another Character, they must find their own way out.
4. Room tiles may not be removed and re-shuffled until all Characters in the Dungeon are back in their starting PRISON CELL.

6 THE DUNGEON TILES

- Corridor Tile 1 (x3)
- Corridor Tile 2 (x1)
- Corridor Tile 3 (x2)
- Prison Cell (x3)
- Unlit Corridor Tile 1 (x1)
- Unlit Corridor Tile 2 (x1)

TORTURE CHAMBER You must pay the Torturer 1 Gold or Lose 1 point of Strength or Craft. (This may cause you to drop below your starting quota.)

UNDERGROUND STREAM (x2) You have fallen into an underground stream. Your movement ends when entering this tile. To continue on your next turn, you must discard all your Gold, metal Objects and Torches.

GUARD ROOM (x2) There is a Guard here with Strength 5. To continue on your next turn, you must bribe him with 2 Gold, or defeat him in (regular) Combat. If you are able to bribe or defeat the Guard you may exit the Dungeon. On your next turn you will find yourself on the Ruins square of the main board. If you are unsuccessful, you find yourself back in your PRISON CELL.

CRYPT You must engage the Crypt Keeper in a battle of wits (Psychic Combat). Roll 1 die to determine his Craft.

LAIR Roll 1 die to determine what you encounter: 1-2 = Dragon (Strength 8). 3-4 = Giant Worm (Strength 6). 5-6 = Ghoul (Strength 4). If you win the Combat, roll 1 die and add the creature's Strength to determine what treasure you find: 1-6 = Nothing. 7-8 = (1 die - 1) Gold. 9-10 = A Torch (if any are available in the Purchase deck). 11 = A Sword (if any are available in the Purchase deck). 12 = A Scroll (if any are available in the Purchase deck). 13 = (1 die + 2) Gold. 14 = A Talisman (if any are available).

FLAME TRAP Roll your Craft or less on 2 dice or lose 1 Life.

PIT TRAP Roll your Craft or less on 2 dice or lose your next Turn.

SPIKE TRAP Roll your Craft or less on 1 die or lose 1 Life.

LIBRARY Roll 2 dice. If you rolled your Craft or less, you find a Scroll.

HIDDEN PASSAGE On your next turn you find yourself in the Ruins on the main board.

STOREROOM (x2) Roll 1 die to determine what you find: 1 = Nothing. 2 = A Torch (if any are available in the Purchase deck). 3 = Food that will heal 1 Life if you eat it now. 4 = A Sword (if any are available in the Purchase deck). 5 = A Pastry (if any are available in the Purchase deck). 6 = A Fish Cake (if any are available in the Purchase deck)

TUNNEL (x5) Roll 1 die to determine what you encounter: 1-2 = Nothing. 3 = A Giant Rat (Strength 3). 4 = A Ghost (Craft 3). 5 = Cave in ! You lose 1 Life and your next Turn. 6 = A Secret Exit ! On your next turn you find yourself in the Ruins on the main board.

do not need to roll vs your Craft in an Unlit Chamber.

SCROLL (x4) You may read the scroll at any time. When you do, you learn 1 Spell and it crumbles to dust.

PASTRY (x2) A Pastry (when eaten) gives a Character +1 Strength for 1 Combat (from the sugar rush).

FISH CAKE (x2) A Fish Cake (when eaten) gives a Character +1 Craft for 1 Psychic Combat ("brain food").

7 EXPERIENCE

Because there are no Adventure Cards for inside the Dungeon, you gain no experience when encountering anything inside the Dungeon.

8 OUTSIDE EVENTS

Characters inside the Dungeon are not affected by Events and Spells played on the main board.

9 ADDITIONAL ADVENTURE CARDS

TRAPDOOR (x4) You fall through a trap door and find yourself in a cell in the Dungeon.

TORCH (x2) While you carry the Torch... It adds 3 to your Craft when fighting a Treant and 5 when fighting a Shadow Blossom. In the Dungeon, you do not need to roll vs your Craft in an Unlit Chamber.

10 ADDITIONAL PURCHASE CARDS

TORCH (x4) While you carry the Torch... It adds 3 to your Craft when fighting a Treant and 5 when fighting a Shadow Blossom. In the Dungeon, you