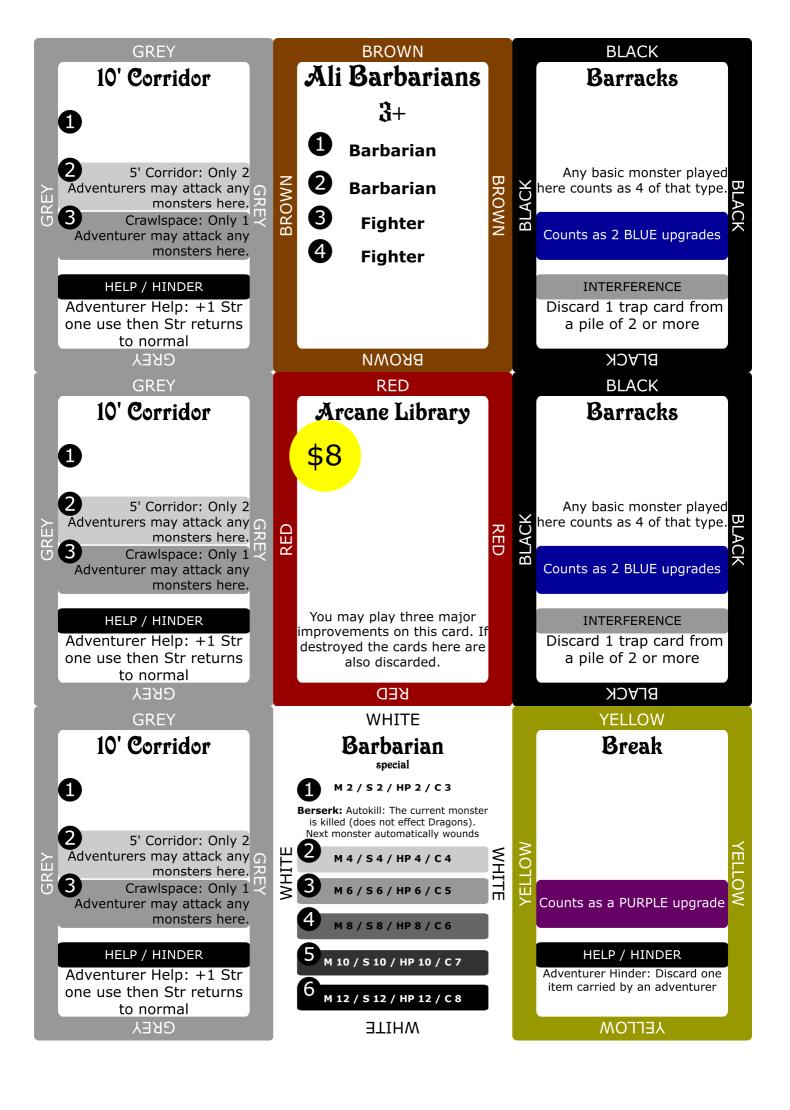
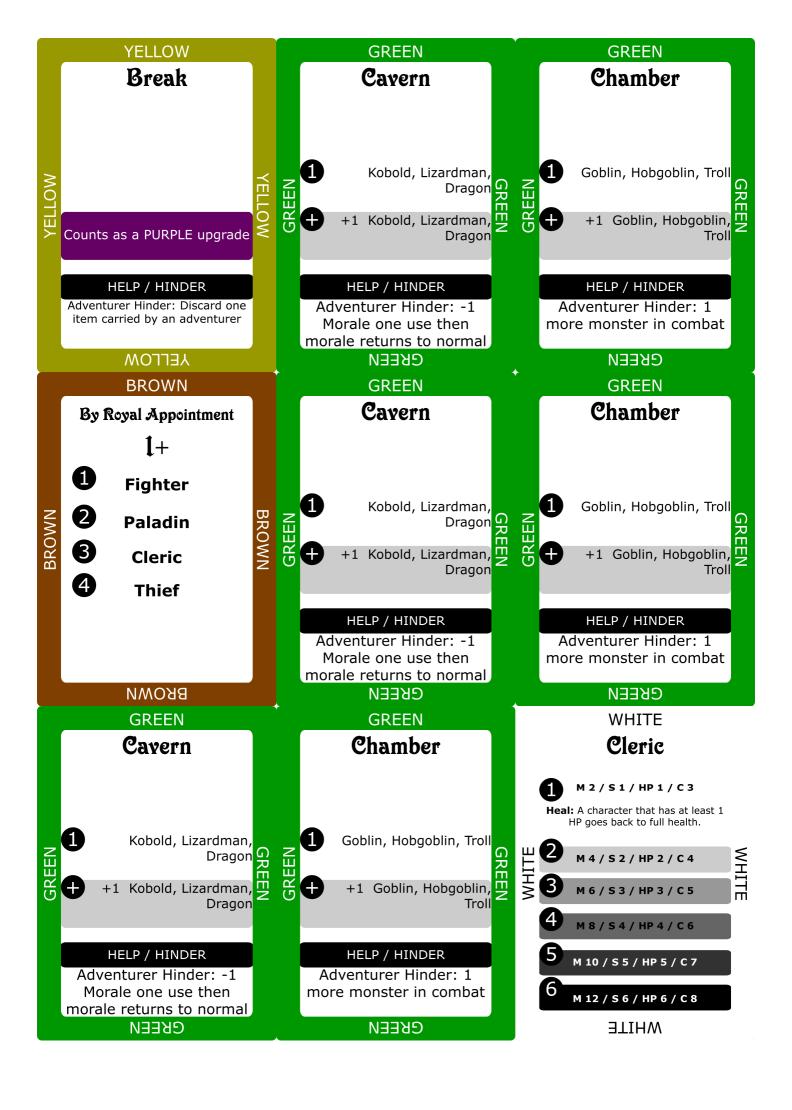
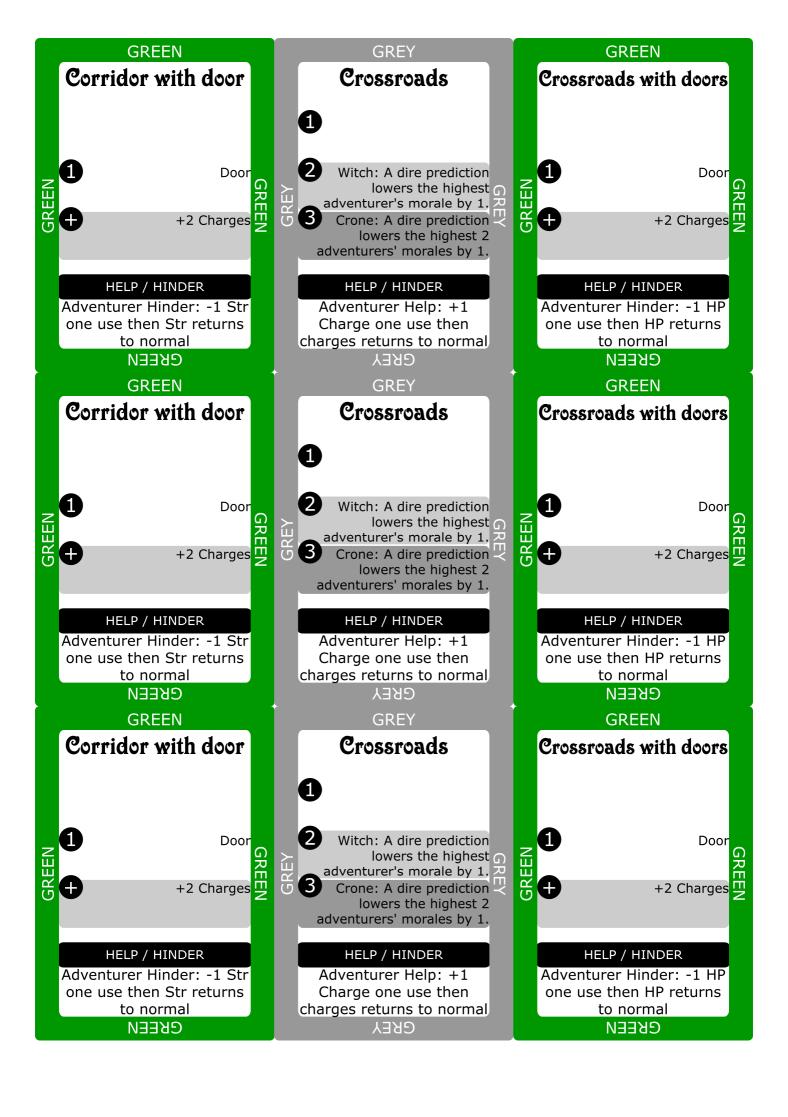
YELLOW GREY **GREY** 10' by 10' Room Steal **7** Intersection Guard Post: If empty, draw a card Hoard of Orcs: You may move rom the deck when the party enters, any Orcs in the dungeon to this if a monster, they man the guard post. íш card when the adventurers move to it for \$1 each Orc Diligent Guard Post: May Hoard: You may move any basic 豇 nonsters in the dungeon to this card Counts as a PURPLE upgrade contain 2 basic monsters of when the adventurers move to it for \$1 differing type. each monster. HELP / HINDER HELP / HINDER HELP / HINDER Adventurer Hinder: Move one item from a Adventurer Help: +1 HP Adventurer Help: 1 less character to one monster in the character's one use then HP returns monster in combat current location. The monster may use the item until the party leaves the dungeon, then to normal (minimum 1) discard the item. **VELLOW CKEY CKEY YELLOW GREY GREY** 10' by 10' Room **T** Intersection Steal Guard Post: If empty, draw a card Hoard of Orcs: You may move from the deck when the party enters, any Orcs in the dungeon to this 戸 if a monster, they man the guard post. card when the adventurers move íш to it for \$1 each Orc Diligent Guard Post: May Hoard: You may move any basic nonsters in the dungeon to this card Counts as a PURPLE upgrade contain 2 basic monsters of when the adventurers move to it for \$1 differing type. each monster. HELP / HINDER HELP / HINDER HELP / HINDER Adventurer Hinder: Move one item from a Adventurer Help: +1 HP Adventurer Help: 1 less character to one monster in the character's one use then HP returns monster in combat current location. The monster may use the item until the party leaves the dungeon, then to normal (minimum 1) discard the item. **CKEY CKEY VELLOW GREY** WHITE **GREY 7** Intersection 10' by 10' Room Thief M 1 / S 1 / HP 1 / C 3 Disable Trap: Autokill: The **(1**) revealed trap is destroyed before it goes off (except DHSSTWKBWPBGS) Unlock Door: Door is opened. Guard Post: If empty, draw a card Hoard of Orcs: You may move om the deck when the party enters, any Orcs in the dungeon to this M1/S1/HP2/C4 if a monster, they man the guard post. card when the adventurers move to it for \$1 each Orc 3 Diligent Guard Post: May Hoard: You may move any basic M2/S2/HP3/C5 monsters in the dungeon to this card contain 2 basic monsters of when the adventurers move to it for \$1 differing type. each monster. M 2 / S 2 / HP 4 / C 6 HELP / HINDER HELP / HINDER M3/S3/HP5/C7 Adventurer Help: +1 HP Adventurer Help: 1 less one use then HP returns monster in combat M3/S3/HP6/C8 to normal (minimum 1) **CKEY CKEY HITE**







GREEN	GREY	PURPLE
Crypt	Dead End	Deadfall Trap
		•
	•	1 Charge 1 Strength
Skeleton, Ghoul, Vampire	Secret doors: Party > spends the next movement	+2 Charges +1 Strength
+1 Skeleton, Ghoul,	phase here as well.	
+1 Skeleton, Ghoul, Vampire	Turned around: Party spends the next movement phase going towards the entrance. Only occurs once	a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power,
	per adventure turn,	broken glass and scorpions
HELP / HINDER	HELP / HINDER	Does not Affect:
Adventurer Hinder: +1 HP	Adventurer Help: +1	Thieves
to a monster one use then HP returns to normal	Morale one use then morale returns to normal	
GREEN	GREY	РИВРГЕ
GREEN	GREY	PURPLE
Crypt	Dead End	Deadfall Trap
	U	1 Charge 1 Strength
Skeleton, Ghoul, Vampire	Secret doors: Party > spends the next movement	+2 Charges +1 Strength
+1 Skeleton, Ghoul,	phase here as well. Turned around: Party spends	a deep hole with spring-loaded
Vampire Vampire	the next movement phase going towards the entrance. Only occurs once	sides, tripwires, whirling knife III
	per adventure turn,	broken glass and scorpions
HELP / HINDER	HELP / HINDER	Does not Affect:
Adventurer Hinder: +1 HP to a monster one use	Adventurer Help: +1 Morale one use then	Thieves
then HP returns to normal	morale returns to normal	
GREEN	GREY	PURPLE
GREEN	GREY	PURPLE
Crypt	Dead End	Deadfall Trap
	Δ.	1 Charge
	•	1 Strength
1 Skeleton, Ghoul, Vampire	2 Secret doors: Party	+2 Charges
+1 Skeleton, Ghoul,		
+1 Skeleton, Ghoul,	spends the next movement phase here as well. Turned around: Party spends the next movement phase going	+1 Strength R R A B B B B B B B B B B B B
Vampire	towards the entrance. Only occurs once per adventure turn.	sides, tripwires, whirling knife mblades driven by water power, broken glass and scorpions
HELP / HINDER Adventurer Hinder: +1 HP	HELP / HINDER Adventurer Help: +1	Does not Affect: Thieves
to a monster one use	Morale one use then	THICVCS
then HP returns to normal CKEEN	morale returns to normal SBEL	РИКРГЕ
CDEEN -		

