

ROOM CARDS EFFECTS

UNLESS MENTIONED OTHERWISE, THERE ARE 4 COPIES OF EACH CARD

START



THE ROOM OF A THOUSAND PATHS (STARTING CARD)

This card grants 1 OR 3 GC if it is in one of the 2 designated spots in your dungeon.

"Let's go and discover this noOice dungeon; don't waste your time, you are here for the treasures"

LEVEL 1

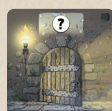


HALF-OPEN DOOR

It opens as soon as you pick up this card; so place it, Room face up, in your dungeon. It grants 0, 3 or 5 GC.

RESPECTIVE NUMBER OF COPIES: 4, 3 AND 1

"Well, of course it's already open!
It clearly is a trap...
You would need a troll's luck
to earn anything from that!"



LEVEL 1



THE PANTRY

This room grants 2 GC.

"That is some class A dungeon pantry, so it's a bit more impressive than your little cupboard for suuuuuuuuuure! Don't mind the fat toad, he's already eaten, but look at these pouches!"

LEVEL 1



THE THRONE ROOM

This room grants as many GC as your Adventurer tile at the end of the game.

"Plain and simple, a throne, this is something that gives character to the room.
Have you seen this noice crooOoOown?"

LEVEL 1



THE TRAP ROOM

This room grants 1 OR 3 GC if it is in one of the 4 corners of the dungeon.

"You gotta like when it stings,
but it has its charm."

LEVEL 1



THE CONTROL ROOM

This room grants 1 OR 3 GC if it is in one of the 4 central spots of your dungeon.

"It's top-of-the-line tech. The last owner was way ahead of their time, sniping adventurers from a mile away...
Honestly? It just lacks that personal touch."



THE LARDER

This room grants 3 GC if it is next to your Adventurer tile; if not, it does not grant any GC.

"Oh my word! Orc's sausage, potted troll and witch's mousse. What a treat for the Adventurers!"

LEVEL 2



THE PRIVATE QUARTERS

This room grants 5 GC.

"There's no two ways about it, it's fancy. Sure is fancy! Family memories... it brings tears to my eyes..."

LEVEL 2



THE MAGICAL COMPASS

When you open it, you may choose the orientation of the arrow towards any side. It can point towards an empty spot or a spot occupied by another card. The Compass card grants as many GC as the adjacent card designated by the arrow. If, at the end of the game, the arrow is pointed at a Keys card or towards the outside of the dungeon, it does not grant any GC.

NUMBER OF COPIES: 8

"Trust us, it's magical!"

LEVEL 2



THE CHESTS ROOM

This room grants 1 GC for each key, whatever the shape, in the same row and column as this card.

"You gotta be clear with that: the more keys you have, the richer you are."

LEVEL 2



THE MONSTER'S ROOM

This room grants 1 GC for each level 1 Room card. It can be identified by the  symbol on its upper left side.

"It's empty... they live freely in the dungeon now... You gotta admit that the ghosts were passing through the golden bars..."

LEVEL 2



THE FOUNTAIN OF RICHES

This room grants 1 GC for each key of the indicated shape on all the Keys cards in your dungeon, whatever their position.

NUMBER OF COPIES: 2 OF EACH TYPE

"Quite the jewel this room!"