

DUNGEON EXIT CARDS

Here are three cards that you may place in the center of the Dungeon Board to override the normal die roll that takes place when one reaches the middle.



VAMPIRE LORD

A sinister Vampire Lord waits in the heart of the Dungeon. If he is defeated, he will remain in this space. The Vampire Lord may never be Evaded.

CRAFT 9

If you defeat the Vampire Lord, Gain 1 Craft. You may also take a Talisman if you do not already have one.

After the Combat, you will move to any Ruins space for your next Turn.



ANCIENT WYRM

An Ancient Wyrm lives in the heart of the Dungeon. If he is defeated, he will remain in this space. The Ancient Wyrm may never be Evaded.

STRENGTH 9

If you defeat the Ancient Wyrm, Gain 1 Strength. You may also take a Talisman if you do not already have one.

After the Combat, you will move to the Hidden Valley space for your next Turn.



TREASURE CHEST

You find a Treasure Chest in the center of the Dungeon. You must roll 1 die to determine what you find:

- 1 – Nothing.
- 2 – One Gold.
- 3 – Two Gold.
- 4 – The Chest is alive. You must fight it. It has a Strength of 8.
- 5 – You find a Scroll. Gain one Spell.
- 6 – You find a Talisman. Gain one Talisman.

After rolling the die, you will move to the Crag space for your next Turn.

Rules

1. You may agree on a particular card at the start of the game or you may pick one at random. The card replaces the Dungeon Board center. It remains there for the rest of the game. For a random pick, roll 1 die:
 - 1 – 2: Vampire Lord
 - 3 – 4: Ancient Wyrn
 - 5 – 6: Treasure Chest
2. If you automatically defeat the Vampire Lord or the Ancient Wyrn (meaning you didn't need to roll a die to determine a victor) you do *not* Gain any Strength or Craft as instructed.
3. The Ancient Wyrn is a *Dragon*. All rules, except for Evading and Enslaving, that concern Dragons is enforced with the Ancient Wyrn.
4. If there is a Dungeon Doorway on the space you exited to (Hidden Valley, Ruins, etc), you may not enter the Dungeon if you have just exited. You must move elsewhere on your next Turn.
5. After reaching the center of the Dungeon, you will exit on your next Turn to the space indicated on the card. You do not roll a die for Movement. You simply move to the space and Encounter what is there (combat, draw cards, etc).
6. If you roll a 6 at the Treasure Chest, and you already have a Talisman, you instead Gain 3 Gold.
7. The Vampire Character does not need to fight the Vampire Lord. She will only receive a Talisman if she offers a Follower to the Vampire Lord. She will only need to do this if she does not have a Talisman already and she chooses not to Combat the Vampire Lord.
8. The Vampire Lord or the Ancient Wyrn may *never* be taken as Followers.
9. The Knight does not gain the extra craft for defeating the Vampire Lord. The Priest does not automatically defeat the Vampire Lord.
10. These cards may not be treated as face-up cards. These cards are played as if they are part of the Dungeon Board.

Optional Rule

1. If you are playing the Dragons Expansion, you *should* use the Ancient Wyrn card to go with the theme of the game.