

The dungeon bustles with new activity.

Put a facedown Room Card on every empty room tile in the dungeon.

A swarm of giant ants is marching through this room, and you look tasty. Roll 🐜 with target 8. If you fail, you are captured by the ants.

The ants will take you down to their colony on dungeon level 4 (if you are not already on level 4). As you enter each dungeon level, you may roll 🐜 with target 8, ignoring any bonuses from weapons. If you succeed, you escape from the ants and enter a random tile on that level.

If you fail all of your rolls, you become a delicious snack for the giant ant queen.

A crowd cheers as you enter the room, and portcullises crash down to block off the exits. You have entered the Coliseum of Chaos.

Draw a Monster Card to see what foe you face. During the battle, if any combatant tries to **FLEE**, proceed as if it had decided to **ATTACK**.

If you prevail, you may take the monster's treasure as your prize. On your next turn you may stay and fight another enemy from one floor lower than the one you just fought (or another Level 4 monster). You may keep fighting as many turns as you like; discard this card when you are done.

COMPANION Great Hero

Bonus: +4 🗡️, +4 🛡️.

Fee: Everything you find, except for half the 🏠.

He will let you accompany him so long as don't get in the way.

If you **FLEE** from a battle, discard this card and any enemies you were fighting.

COMPANION Magic User

Fee: Equal share of the 🏠 found. All potions and scrolls.

When you join the Magic User, place six cards from the Magic Spell Deck on him.

CAST SPELL: Discard one of the Spell Cards from the Magic User to cast it as if your 🧙 were 6.

If you end your turn in town or on the Tome of Knowledge, you may place a card from the Spell Deck on the Magic User. If this results in him having more than six spells, discard one the Spell Cards.

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Put a facedown Room Card on every empty room tile in the dungeon.

🗡️ TRAP! 🗡️

You are peppered with arrows!

Roll Xd8, where X is your dungeon level. Subtract your 🛡️ from the result and lose that much ❤️.

💣 TRAP! 💣

A fireball explodes around you!

Lose Xd8 ❤️, where X is your dungeon level. If you are not immune to fire, discard all of your scrolls.

🎯 TRAP! 🎯

A poisoned dart sticks into your arm. Roll d8 and add twice your dungeon level.

Roll	Result
3 - 5	The poison is harmless.
6 - 8	Lose 1 🗡️ and 1 🛡️.
9 - 11	Lose 2 🗡️ and 2 🛡️.
12 - 14	Lose 2 🗡️, 2 🛡️ and 2d8 ❤️.
15 - 16	The poison is deadly!

The dungeon begins to shake. A deafening tremor lasts for several minutes.





Discard all tiles and their contents from each board, except for the starting tile and those tiles which the players' characters occupy.

Four pedestals stand in this room. Atop each is a valuable item. As soon as you touch one, the others vanish.

Reveal the top four cards of the Item Deck of this dungeon level. Choose one of those four to add to your possessions, and discard the others.


Fortune must adore thee, for thou hast found a treasure room!


You spend the rest of your turn sorting through the loot.

Draw three , three , two , and gain twice the standard number of  for this dungeon level.

COMPANION

Rogue

Bonus: +1 

Fee: Equal share of the  found.

He can open any lock.

He allows you to avoid traps.

Add 1 to your roll when searching for secret doors.

COMPANION




Scholar

Bonus: +1 

At the beginning of your turn, you may identify a potion or scroll.



Wherever you go, the Scholar will be loudly expounding his ideas. As a result, you are surprised by an enemy on a roll of 1 or 2.

A glittering sarcophagus contains the corpse of a long dead ruler. A plaque about the crypt warns of dire consequences if you disturb the dead.

Draw two cards from the  Deck for the floor below (or level four if you are on level four), and place them on this square. Any player may take either one or both, but they are cursed. When one is taken, draw a Curse Card and place it with that . The player carrying that  suffers the effects of the curse as long as he has it in his possession.







TRAP!

A huge boulder thunders through the chamber. You attempt to dive aside.

Test  with target 8 plus your dungeon level. If you fail, lose 10 .

TRAP!

You fall into a pit!

Dungeon Level	Result
1	Lose d8  .
2	The pit has spikes. Lose 2d8  .
3	The pit has spikes coated in poison. Lose 2d8  , and if you are not immune to poison, 2  and 2  .
4	The pit has spikes coated in deadly poison! Lose 2d8  , and if you are not immune to poison, you die.

TRAP!

You feel your body being wrenched between dimensions, and find yourself somewhere entirely new.

You teleport to a random tile on a random floor.

You encounter two statues so lifelike that you mistakes them for living beings.

Draw two Monster Cards, each one from the Monster Deck of a randomly determined level, and place them in this room. Any player who enters this room may touch either one of the statues, at which point they both come to life and attack him.

You pass through a gallery full of grotesque sculptures and paintings. At the end of the room lies a work of art too horrible for the mind to comprehend: A writhing, blasphemous parody of humanity twisted into bizzare non-euclidean form.

If you are not *blind*, roll d8 and add twice your dungeon level. Subtract your 🧠.

Roll	Result
Less than 2	You ignore the terrible thing.
2 - 5	Lose 1 🧠.
6 - 9	You claw out your eyes to avoid seeing the abomination. Gain <i>blindness</i> .
10 - 16	The scene is too much for your fragile mind. You die.

You enter a sumptuously appointed dining room. A handsome nobleman stands before the fireplace sipping from a goblet of dark wine. He welcomes you and tells you his tale.

His people, he says, have been hunted for millenia, and he is one of the last of his race. He promises to bestow incredible power upon you if you will join his cause.

If you accept the nobleman's offer, take the *Vampire* Rules Card.

COMPANION Warrior

Bonus: +2 🗡

Fee: Equal share of the 🏠 found.

TRAP!

A net falls from the ceiling. Roll 🎲 with target 6 + Dungeon Level.

If you succeed, you dodge the net and continue on your way.

If you fail, then you are trapped in the net! Draw two Monster Cards. They appear and surprise you. You cannot **FLEE** from them during the ensuing battle.

(When surprised, your enemies act first, and you have an effective 🧠 of 0 for their first actions.)

COMPANION Jester

A bothersome fool decides to follow you around.

You must take the Jester as a companion. He is so distracting that your 🗡 is reduced by 1.

At the end of every battle, roll d8. If you roll 1 or 2, he finds another fool to join him. Each additional fool reduces your 🗡 by a further 1. If you roll 8, the fools tire of you and dance away. Discard this card.

🧟 TRAP! 🧟

A blanket of acid descends from the ceiling!

If you are wearing a helmet, discard it. Otherwise lose Xd8 🧠, where X is your dungeon level.

🧟 TRAP! 🧟

You tumble into a pool of frigid water.

Lose Xd8 🧠, where X is your dungeon level. If you have any possessions with a weight value, you must discard them or drown.

TRAP!

Dungeon Level	Event
1	You slip on a banana peel and sprain your ankle. Lose 1 🧠.
2	A miasma wafts through the room. If you are not immune to it, you gain <i>disease</i> and pass out, missing the rest of your turn.
3	[🧟] An enervating mist permeates this area. Lose half your 🧠.
4	You hear cackling in the distance. You check your purse and find that it is missing! Lose all your 🧠.

You meet the devil. He offers you great power, in exchange for your soul.

If you sign the devil's contact, he grants you permanent bonuses to your starting attributes:

☞☛☞☞ each +2, ♥ +10,

as well as immunity to draining (☹). You lose any status ailments, and restore your attributes to their starting values if they are lower. You gain the ability *spellcasting*, and may draw up to your ☞ in spell cards.

Without your soul, however, you cannot pray at a Christian Altar, and you cannot win the game. You also can't return as another Character if you die in the dungeon. If you rescue a maiden from the dungeon, instead of collecting your reward you can have her intercede on your behalf and recover your soul - discard this card.

You meet the tax man. He is touring the Dungeon of Chaos collecting unpaid taxes from the residents.

He assesses an income tax on you. Determine the total value of all your possessions, and add the value of your gold holding. You owe him 10% of this total, or 200 ♠, whichever is lesser.

If you can't pay, he establishes a lien on your future earnings: Record a negative ♠ total on your character sheet.

COMPANION

Priest

Fee: Equal share of the ♠ found.

You are immune to status ailments.

At the beginning of your turn, you may heal 5 ♥.

You can discard curses and cursed items.

COMPANION

Magic User

Fee: Equal share of the ♠ found.
All potions and scrolls.

When you join the Magic User, place six cards from the Magic Spell Deck on him.

CAST SPELL: Discard one of the Spell Cards from the Magic User to cast it as if your ☞ were 6.

If you end your turn in town or on the Tome of Knowledge, you may place a card from the Spell Deck on the Magic User. If this results in him having more than six spells, discard one the Spell Cards.

COMPANION

Warrior

Bonus: +2 ☞

Fee: Equal share of the ♠ found.

COMPANION

Rogue

Bonus: +1 ☞

Fee: Equal share of the ♠ found.

He can open any lock.

He allows you to avoid traps.

Add 1 to your roll when searching for secret doors.

☹ TRAP! ☹

A blanket of acid descends from the ceiling!

If you are wearing a helmet, discard it. Otherwise lose Xd8 ♥, where X is your dungeon level.

☹ TRAP! ☹

You tumble into a pool of frigid water.

Lose Xd8 ♥, where X is your dungeon level. If you have any possessions with a weight value, you must discard them or drown.

☹ TRAP! ☹

A fireball explodes around you!

Lose Xd8 ♥, where X is your dungeon level. If you are not immune to fire, discard all of your scrolls.

You spot a beautiful dryad languishing in her garden of unearthly pleasure. "O, brave warrior," she calls to you, "come lie with me, for my lover hath abandoned me and thou'rt uncommonly fair."

Roll 🎲 with target 8 to resist the dryad's seduction. If you fail, you spend the rest of the turn frolicking with her. Next turn you wake to find that all your possessions have been stolen!

You meet a dealer in curios who has a collection of old potions and scrolls.

You may buy up to five unidentified potions and up to five unidentified scrolls off him for 5 🪙 each.

The dungeon begins to shake. A deafening tremor lasts for several minutes.

Discard all tiles and their contents from the dungeon, except for the start tile and those tiles which the players' characters occupy.

COMPANION

Robot

A faulty robot abandoned in the dungeon decides that you are its master and follows you around.

You must take the Robot as a companion. During battle, if any enemies remain at the end of your combat action, put a counter on the Robot and roll d8. If the result is equal to or less than the number of counters on the robot, it explodes, dealing Xd8 damage to all combatants (🎲), where X is the number of counters on it. Remove all counters from the Robot at the end of your turn.

COMPANION

Pirate Crew

Bonus: +2 🗡, +2 🍷.

Fee: Equal share of the 🏴‍☠ found.

The pirates have recently mutinied against their captain. You may recruit them, but they are untrustworthy.

At the beginning of every battle, roll d8. If you roll a 1, they betray you, and confer their bonus to each enemy instead. Then discard this card after battle.

COMPANION

False Guide

You meet a friendly guide who offers to show you around the dungeon. You accept his offer, unaware that he is really an agent of the player to your left sent to mislead you!

At the beginning of your turn, roll 🎲 with the player to your left. If you fail, note by how much you failed. That player may take control of your character and perform that many *movement actions* before your Movement Phase begins. If you roll 8, then you discover the guide's true identity and send him away.

↗ TRAP! ↘

The floor is electrified!

Roll 4d8. For each 1 that you roll, take 8 times X damage, where X is your dungeon level. For each 4 that you roll, discard a companion.

↗ TRAP! ↘

The floor is electrified!




Roll 4d8. For each 1 that you roll, take 8 times X damage, where X is your dungeon level. For each 4 that you roll, discard a companion.

TRAP!

Stalactites break free from the ceiling and descend upon you.



For each of your companions and for yourself, choose a number between 1 and 8. Then roll Xd8, where X is your dungeon level. For each die, if its result matches the number you assigned to a companion, discard it. If the result matches your number, you take 10 damage.

You meet an itinerant trader. You browse his wares and notice a few that seem useful.

Draw two  from your dungeon level, a , and a .

You may buy any of those cards. Discard the others.

Death is sitting at a table here, upon which is lain a chess board with the men arrayed in their starting formations. He gestures for you to join him.




Death has  8. Roll  with him to determine the winner.

If you lose, Death seems disappointed. He collects the chessmen and vanishes.

If you win, he declares that you are the first mortal to best him. He grants you an ability:

[] **TOUCH:** The target dies.

An owl flies by and drops a sheet of parchment at your feet. You unfurl it and discover that a new shop is opening in town.


The shop can be visited by ending the turn in town. Their stock consists of two , two , and an  from each dungeon level.

COMPANION

Pariah

Fee: He only cares about the Necronomicon, and will take that if he finds it.

While the Pariah is your companion, you can't pray at a Christian Altar or remove curses in town.

INVOKE DARK POWERS: Look at the top three cards of the Spell Deck. Cast one of those cards as if your  were 7, and discard the other two. Then draw a Curse Card.

COMPANION

Faerie

Fee: Equal share of the  found.


The fairy watches over you and protects you from harm.



If you are about to die for any reason, roll d8. If you don't roll a 1, the Faerie whisks you away to her bower near town. You spend the next two turns recovering, and can use the town services as if you had ended your turn there. On the following turn you re-enter the dungeon.

COMPANION

Summoner

Bonus: +1 .

Fee: Equal share of the  found.

SUMMON MONSTER: Summon a monster from any dungeon level. If it has positive , then roll  with it. If you lose the roll, you lose control of the monster, and it attacks you instead, as though the next enemy to act had summoned it.

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Put a facedown Room Card on every empty room tile in the dungeon.

The Dungeon of Chaos magically reforms itself!

Choose two squares at random on this floor. Remove the tiles from those squares and the eight squares around them, as well as any cards or pieces on those squares. On those squares which had tiles, place new tiles oriented the same way as the tiles that were removed. Place facedown room cards on any rooms created this way. Characters on tiles replaced this way enter on their turn through the tiles' entryway.

You hear the distant cries of a maiden in distress!

Place a maiden token on a random square on dungeon level four. If you make it to that tile and defeat any monsters that happen to be there, she will join you as a companion. Upon leaving the dungeon, her father will reward you with 1000 🏠.

A maiden is being held captive here!

Place a maiden token and a monster from the level three Monster Deck on this tile. The monster is guarding the maiden and will only fight if challenged.

If you defeat the monster, the maiden joins you as a companion. When you leave the dungeon, her father will reward you with 500 🏠.

A maiden is locked in a cage here! She begs you to free her.

Place a maiden token here.

The cage can be unlocked like a door or chest. The first player to unlock it can take the maiden as a companion. When he leaves the dungeon, depending on whether he rescued her from level one, two, three, or four, her father will reward him with 80, 250, 600, or 1200 🏠 respectively.

You hear the distant cries of a maiden in distress!

Place a maiden token on a random square in the dungeon. A huge razor pendulum is descending from the ceiling, and it will decapitate her at the beginning of your turn four turns from now if no one unties her.

If a player makes it to her square and defeats any monsters found there, he may take her as a companion. When he leaves the dungeon, depending on whether he rescued her from level one, two, three, or four, her father will reward him with 120, 350, 800, or 1600 🏠 respectively.

You hear the distant cries of a maiden in distress!

Place a maiden token on a random square in the dungeon. A mechanism set by her captors is slowly lowering her into a fiery pit, and she will die at the beginning of your turn five turns from now if no one saves her.

If a player makes it to her square and defeats any monsters found there, he may take her as a companion. When he leaves the dungeon, depending on whether he rescued her from level one, two, three, or four, her father will reward him with 100, 300, 700, or 1400 🏠 respectively.

A maiden is being held captive here!

Place a maiden token and two monsters from your current dungeon level's Monster Deck on this tile. The monsters are guarding the maiden and will only fight if challenged.

If you defeat the monsters, the maiden joins you as a companion. When you leave the dungeon, depending on whether you rescued her from level one, two, three, or four, her father will reward you with 100, 300, 700, or 1400 🏠 respectively.

You find a clue leading to the location of a maiden known to be lost in the dungeon.

The clue leads to a random square in the dungeon. Place a maiden token there. The first player to make his way there rolls d8. If he rolls a 1 or 2, he has found the lost maiden, and can take her as a companion. Otherwise, he finds another clue. Determine a random square in the dungeon and place the maiden token there. The first player to go there rolls d8 as above. Repeat the process until the maiden is found.

If a player escapes the dungeon with the maiden, he can collect a reward of 150 times X 🏠, where X is the number of clues needed to find her.

The dungeon is caught in a travelling vortex of chaos!

Swap all the tiles on level one with the corresponding tiles of level four. Move the cards and pieces on those tiles, but leave the players' characters' tokens, and don't swap the starting tile. Also swap levels two and three. Each character enters his new tile on his turn, through that tile's entryway.

A maiden is being held captive here!

Place a maiden token and two monsters from your current dungeon level's Monster Deck on this tile. The monsters are guarding the maiden and will only fight if challenged.

If you defeat the monsters, the maiden joins you as a companion. When you leave the dungeon, depending on whether you rescued her from level one, two, three, or four, her father will reward you with 100, 300, 700, or 1400 🏠 respectively.

Event
Deck

Event
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Deck

You kick a potion that you had not noticed. It breaks against the wall and splashes you with fluid.

Draw a Potion Card and follow its directions as if you had just quaffed it.

You see a gorilla holding a maiden captive here atop a platform. The platform is only accessible via a narrow ramp.

Unless you have *flying*, in order to save the maiden you must make your way up the ramp, dodging barrels thrown by the gorilla. Roll ♣ four times with target 8, or three times if you have *climbing*. If you fail any of the rolls, you fall off and take d8 damage. You may retry as often as you like, but if you take any other actions, the gorilla escapes with the maiden.

If you save her, she joins you as a companion, and you receive a reward of 100 🍄, a 🍄, and a 🍄 from her father when you leave the dungeon.

You meet the devil. He declares his intention to bestow on you unimaginable power, and to record the event, he suggests you write your name on a sheet of parchment he has with him.

If you sign the devil's contact, he captures your soul in exchange for bonuses to your starting attributes:

✂️ +4 each ❤️ +20

You lose any status ailments, and restore your attributes to their starting values if they are lower. Keep this card to indicate the change. Without your soul, however, you cannot win the game. If you escape the dungeon with the requisite quantity of gold coins, all players lose the game, yourself included.

~~An angel is punishing some~~

heathens here. If you intercede on their behalf, roll ♣ against the angel, who has ♣ 8.

If you lose, the angel decides that you are also in need of chastisement. Lose 3d8 ❤️.

If you win, the angel admits that he was wrong and lets the heathens go. He praises you for taking an interest in justice and offers to help you in time of need. Gain the following ability, which you may only use once:

CALL ANGEL: All enemies take

3d8 damage.

You see an oriental maiden being ravished by a hideous demon. You may try to rescue her by fighting, or leave her to her fate.

✂️ 7 🍄 7 ♣ 4 ♣ 2 ❤️ 18

🍄 1 🍄 2	ATTACK
🍄 3 🍄 4	Roll ♣ with him. If you fail, his grotesque appendages fasten about your limbs, restricting your movement. Lose 2 ✂️ and 2 🍄 until end of battle, and you can no longer flee.
🍄 5 🍄 6	
🍄 7 🍄 8	

If your ✂️ or 🍄 becomes 0 or less, you become immobilized, and have to watch as he compels the maiden to submit to his perverted venery. Lose 2 ♣ and discard this card.

If you defeat him, the maiden joins you as a companion. When you leave the dungeon her father will give you a year's supply of rice, worth 500 🍄, as a reward.

Death is sitting at a table here, upon which is lain a chess board with the men arrayed in their starting formations. He gestures for you to join him.

Death has ♣ 8. Roll ♣ with him to determine the winner. If you try to cheat, add 4 to your roll.

If you try to cheat and lose, Death discovers your deception! "No one can cheat me," he chuckles, before carrying your soul back to the underworld.

If you lose fairly, Death merely seems disappointed. He collects the chessmen and vanishes.

If you win, Death declares that you are the first mortal to best him. He grants you an ability:

[🍄] TOUCH: The target dies.

You see a maiden tied up on a platform, below which is a pit of snakes. Some cultists are chanting, but they scatter as you approach.

If you have *climbing* or *flying* you can rescue her without trouble. Otherwise, if you choose to save her, roll ♣ with target 10. If you fail, you fall into the pit. Lose 2 ✂️ from poison (☞), and take damage equal to 3d8 minus your 🍄. Either way, you manage to save her, and she joins you as a companion. When you leave the dungeon, you can marry her and accept 150 🍄 as a dowry.

You discover a hidden staircase and follow it down into a glittering treasure chamber. As you inspect your newfound wealth, a grinding sound alerts you to a stone block closing over your only exit!

If you flee directly, you will surely escape. However, you may wish to grab some loot before leaving. Each treasure in the room is worth 100 🍄. Decide how many treasures you will grab, then roll d8 and add that number. Subtract your ♣. If the result is less than or equal to 3, you escape. Otherwise you are trapped forever.