

*The door  
opens.*

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opens.*

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*The door  
opens.*

*The door  
opens.*

*The door  
opens. Place a  
large tile behind  
the door.*

*The door  
opens. Place a  
large tile behind  
the door.*

*The door is  
locked. Place a  
large tile behind  
the door when it  
is unlocked.*

*The door  
locked. Place a  
large tile behind  
the door when it  
is unlocked.*

*Shuffle the  
Door Deck  
and draw a  
new card.*

*Shuffle the  
Door Deck  
and draw a  
new card.*

*The door  
opens.*

*The door  
opens.*

*The door  
is locked.*

*The door  
is locked.*

*The door  
is locked.*

*The door  
is locked.*

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is locked.*

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*The door  
is locked.*

*The door  
is stuck.*

It will remain closed until a player with  $\geq 6$  or greater forces it open.

*The door is  
stuck.*

It will remain closed until a player with  $\geq 6$  or greater forces it open.

*The door is  
actually just a  
clever painting  
of a door.*

## TRAP!

*As you open the door,  
a cascade of rubble falls  
from the ceiling.*

Roll  $\heartsuit$  with target  $8 +$  Dungeon Level. If you fail, take 10 damage. You do not move through the door. Place a rubble tile on it.

*The door spins forward,  
sweeps you off your feet,  
dumps you on the other  
side.*

Move your token through the door, but draw a new Door Card next time you try the door.

*After you pass through  
the door, a torrent of  
rubble descends from  
the ceiling, blocking the  
doorway.*

Move your token through the door and place a rubble tile on it.

*Putting your ear to the  
door, you hear the sound  
of monsters approaching  
from the other side.*

You can avoid the monsters by leaving the tile another way with a *movement action*. Otherwise, you surprise two monsters as they come through the door.

*A face on the door refuses  
to let you pass until you've  
solved its riddle.*

The door has a  $\clubsuit$  of  $4 +$  Dungeon Level. Roll  $\clubsuit$  with it to solve the riddle. If you succeed, the door opens and remains open. Each player can attempt to solve the riddle once per turn.

## 🔥 TRAP! 🔥

*A pail falls from the top of the door and drenches you in burning oil.*

Roll Xd8, where X is your dungeon level, then take that much damage. Discard your scrolls.

## TRAP!

*A spring-loaded knife installed in the door slashes at your thighs.*

The knife makes an **AT-TACK** upon you, as if you were in a battle. It has

✂ Dungeon Level x 4

## TRAP!

*The door falls forward and collapses on top of you! Take 10 damage.*

## ⚡ TRAP! ⚡

*The door is electrified! You experience 10,000 volts of pain.*

Roll Xd8, where X is your dungeon level, then take that much damage.

## 💧 TRAP! 💧

*You prick your finger on a poisoned needle!*

Lose 1 ✂, 1 🛡, and X ♥, where X is thrice your Dungeon Level.

## 💀 TRAP! 💀

*The doorknob opens to reveal a set of teeth! It bites your wrist and drinks your blood.*

Lose 10 ♥. If you are brave enough to try the door again, draw a new Door Card.

*The door has two receptacles for items. If you wish to pass, you must discard two of your possessions.*

*The door has a coin slot on the side. Every time a player passes through the door, he must pay the toll.*

Level	Toll
1	10 🪙
2	35 🪙
3	85 🪙
4	150 🪙

*The door opens into a howling void! You try to push the door shut to avoid being sucked in.*

Roll d8 and add your ✂, not counting the bonus from your weapon. If the result is less than 8, you tumble into the void. Your turn ends and you miss your next turn. At the beginning of the following turn, the void spits you out on a random tile, somewhere in the Dungeon.

Draw a new Door Card next time you try this door.

*The door leads to a distant kingdom. You spend years adventuring in the strange land and eventually become its king. Then one day you pass through a door in your palace and find yourself back in the Dungeon, with only two turns having passed.*

Your turn ends and you miss the next turn. Then you pass through the door as normal, equipped with a Level Four item you collected on your travels.

## TRAP!

*The door sprouts a tentacle, which twists out and wraps about your head. It burrows into your skull and tries to consume your brain.*

Lose 5 ♥, and roll 🎲, with target 8. If you fail, lose X 🎲, where X is your Dungeon Level.

*A magical haze suffuses the doorway. You step through and feel like a new man. When you step back you feel like your old self.*

The first player to pass through this door discards his Character Profile Card and draws a new one. His ✂, 🛡, 🎲, and 🪙 change to match their starting values for his new character.

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