

GAME MAT

Room Door leads to...

Roll Door Dice:
R = Room Card
P = Passage Card



Rooms Completed

Move Quest Room Dice along each time a room is completed



1

2

3

4

5

Once 5 rooms have been completed: whenever a door is opened to a new room - Roll Quest Room Dice:

Q = Quest Room found!

Blank = Turn a Room Card as Normal

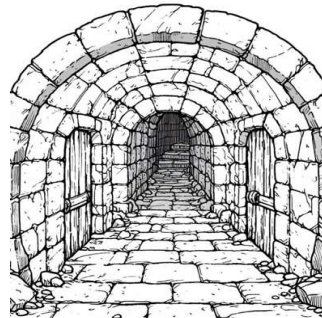
New Room -
Quest Room?



Room



Passage



Event!

