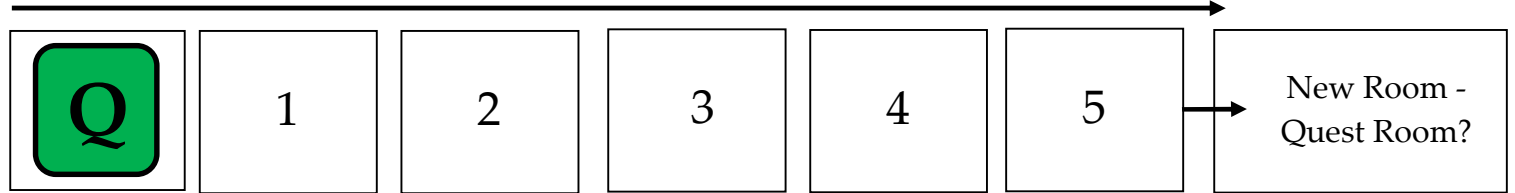


GAME MAT

Rooms Completed

Move Quest Room Dice along each time a room is completed



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

Q = Quest Room found!

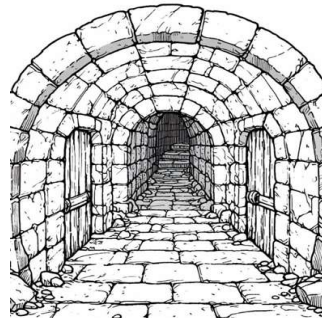
Blank = Turn a Room Card as Normal



Room



Passage



Event!

