

Dungeon Doors

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Constructing the doors

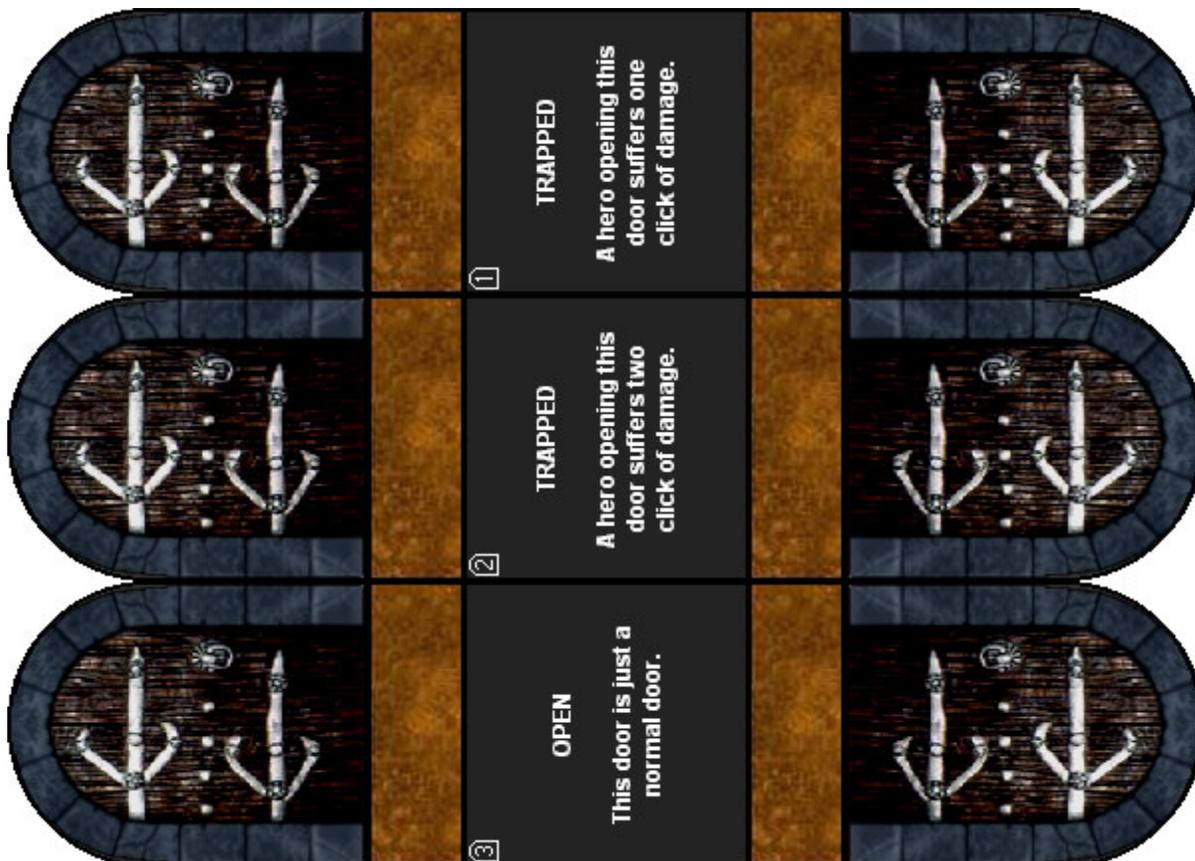
1. Print out this document onto cardstock and cut out the doors.
2. Score along the black lines and pre-fold the models – fold the doors towards you and the base away.
3. Glue the entire back of the doors. Fold the door sections back to back and press the floor sections down onto the base.
4. Repeat for each of the doors.

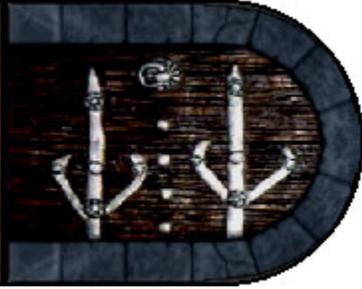
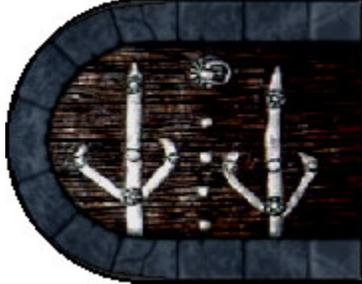
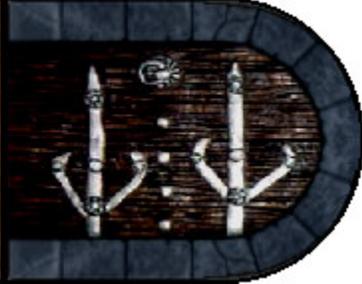
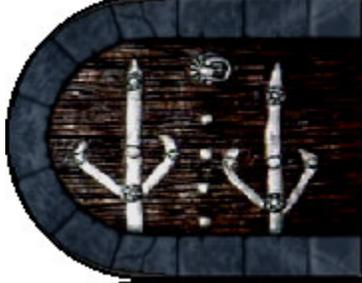
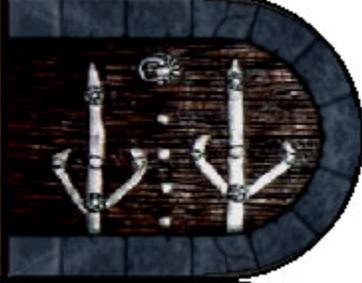
Using the dungeon doors

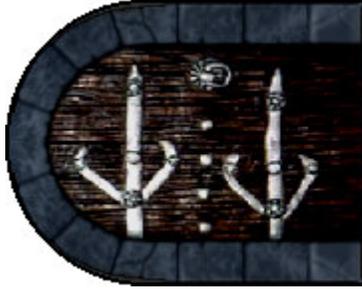
1. Mix up the doors and place randomly as per the rules.
2. It costs a hero 2 speed points to “activate” a door. Activating a door does not mean the hero succeeds in opening the door. The 2 speed points spent are lost regardless of whether the door opens or not. When a hero activates the door, look at the bottom of the door to see what type of door has been encountered. Follow the text written on the bottom of the door.
3. Turn the door sideways to represent a door that is open. It costs one speed point to close a door. Closing a door does not activate the door’s effect. Once a door is opened, anyone may pass through without activating the door’s effect – only when the door is opened.
4. If a door requires another action such as destroying it, stuck, or requires a key, the door remains shut.
5. A door that is “destroyed” (a hero attacking the door or using magic to open it) should be removed from the dungeon.

Alternate rule – blocking doors

1. Doors may be blocked if a hero moves a chair or table into the space directly in front of the door.
2. If either side of a door is blocked in this manner, it is considered “stuck”. A stuck door may not be opened and must instead be destroyed by attacking it or with magic as per the rules.
3. A stuck door has a defense value 5 higher than a normal door.
4. If a blocked door is destroyed, the object blocking it is destroyed as well. Place a rubble counter where the chair was or two rubble counters in the spaces occupied by the table.



		<p>9</p> <p>MAGIC RESISTANT</p> <p>No magic special ability may be used to open this door.</p>	
		<p>8</p> <p>OPEN</p> <p>This door is just a normal door.</p>	
		<p>7</p> <p>OPEN</p> <p>This door is just a normal door.</p>	
		<p>6</p> <p>OPEN</p> <p>This door is just a normal door.</p>	
		<p>5</p> <p>OPEN</p> <p>This door is just a normal door.</p>	
		<p>4</p> <p>OPEN</p> <p>This door is just a normal door.</p>	

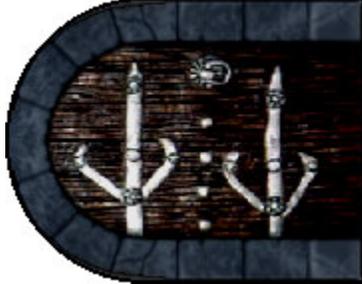


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LIVING DOOR



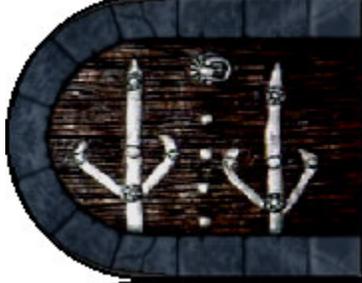
This door must be defeated before a hero may pass through.



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TOUGH DOOR

This door has a defense of 15.



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WEAK DOOR

This door has a defense of 5.



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DIMENSION DOOR

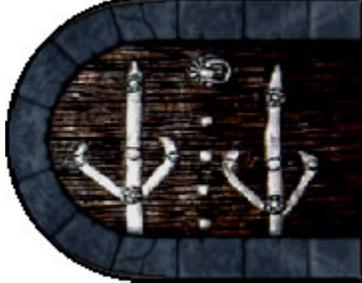
A hero who passes through this door may exit from any other door in the dungeon.



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CLOSING DOOR

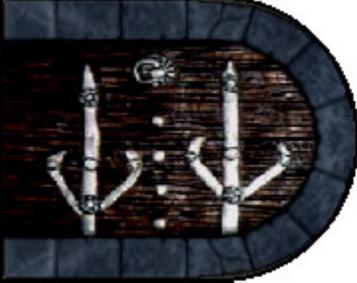
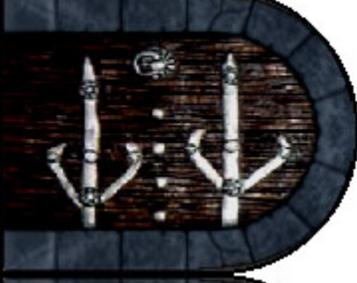
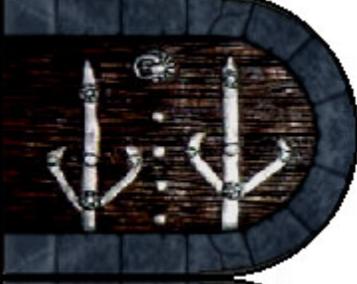
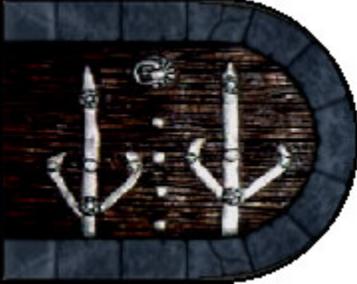
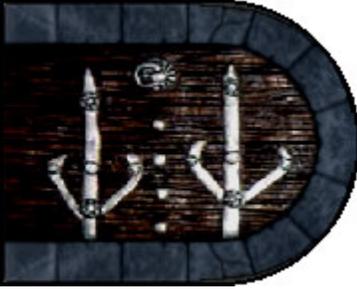
This door closes as soon as a hero passes through it.

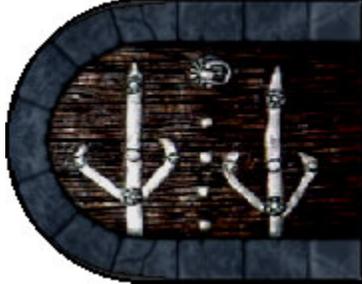


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FALSE DOOR

This door leads to a brick wall. Only by destroying this door may a hero pass.

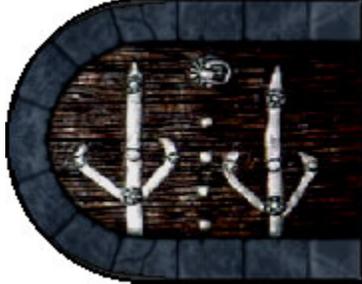




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LOCKED

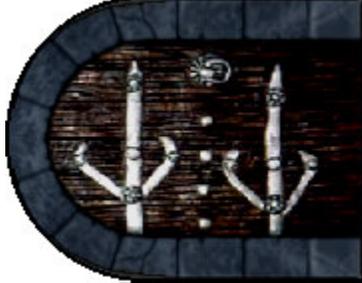
This door requires a key or it must be destroyed for a hero to pass through.



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STUCK

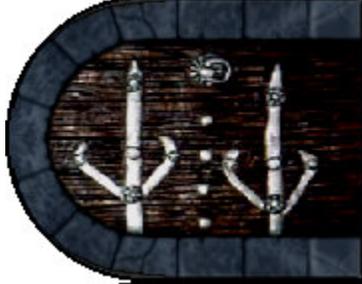
This door is stuck shut and requires two extra speed points to open.



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SECRET DOOR

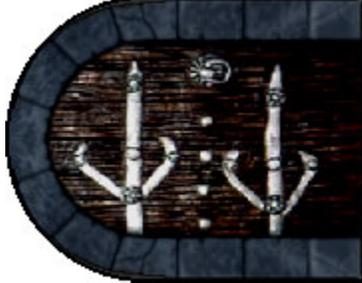
This door is well hidden and cannot be opened by a hero who has just moved during this activation.



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ALCOVE

This door opens to a small alcove with a treasure chest. Take a chest from the pool and remove this door from the dungeon.



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TRICK DOOR

Call 'odd' or 'even' and roll one die. If your roll matches your call, the door opens - otherwise, it remains shut.

