


Dezer's Throne Room		
		
Dezer's Scepter		
Whenever an opponent lands on a room that gives gold, gain that much as well. Whenever an opponent lands on a room that gives equipment, draw an equipment.		
<i>This throne room holds the ancient ruler Dezer's most valuable possession. Capable of rewarding and punishing alike, his scepter was stronger than any sword, and more powerful than any tool.</i>		
30	20	15

Shrine of Baal Gruuz		
		
Baal Gruuz's Claw		
All mercenaries on your team gain 2 strength.		
<i>Baal Gruuz, dragon overlord, god-king; all of these titles for one powerful being. Humans fought against him for their freedom, but only a few realized that their salvation could only exist under his rule.</i>		
50	20	15

Temple of the Winds



Aesa's Blessing

All mercenaries on your team gain 2 agility.

Whenever the wind blows, storms rage, waves form, or creatures fly, Aesa is there. Her followers have long since joined her in the sky, their ashes cast into the howling wind.

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Diamu's Sacred Library



Tome of Omniscience

All mercenaries on your team gain 2 intelligence.

Diamu was the first human wizard to ever achieve true omniscience. Many believed that the human body could never withstand that much power. Diamu knew that, and left his mortal body behind to become a god.

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False King's Castle



Tiamanasu

The next time any opponent acquires a treasure, return this treasure to the deck and take that treasure.

The legend of the false king is one of success through ill-gotten gains. Through the power of the Tiamanasu's transformation, even a simple servant could claim the king's crown. All it took was a knife and the will to rule.

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Fel Dargo's Vault



Fel Dargo's Curse


All mercenaries on your team lose 2 of each stat.

Fel Dargo had almost everything he wanted as the kingdom's treasurer; friends, family, and a place to live all came to him naturally. Every time he passed the vault, however, he felt a new feeling that he could not dismiss. Greed.


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Thermosteel Forge		
		
Gauntlet of Gods		
You may only choose one mercenary to enter the dungeon. Double their base stats.		
<i>The thermosteel forge was run by an ancient race of dwarves, who used forbidden techniques to form only the strongest weaponry. Their end was brought upon them by their own hands, as they fought to the death over the legendary gauntlet.</i>		
45	25	15

Demaiya's Secret Garden		
		
Emblem of Nature		
On dungeon start, you may look at the treasure room. Then, you may return it to the bottom of the deck and replace it with a new one.		
<i>When her civilization collapsed, Demaiya found safety from the devastation inside her garden. Rare fruits grow on the trees that cannot exist in the outside world, and strange animals of unknown origin wander through the grass.</i>		
40	25	20

Anaku's Resting Place		
		
Anaku's Crown		
During the market phase, you may bid on up to three combinations.		
<p><i>Widely renowned as one of the most benevolent leaders, his passing has only strengthened his follower's devotion. Within his grave lies the symbol of his reign, a symbol of hope, and most importantly, the power to rule the land.</i></p>		
40	20	10


Forgotten Realm		
		
Unfathomable Void		
At the end of each market phase, draw an equipment card from the deck.		
<p><i>After entering the portal at the end of the room, something feels different. It is as if you've gained a great success, but at the same time, gained nothing. What was found in the dungeon? Where is the dungeon? Was there ever a dungeon to begin with? These questions evade a simple answer.</i></p>		
40	20	10

Pitch Black Theatre		
		
Dante's Last Act		
At any point in a dungeon, you may return this treasure to the deck. If you do, switch positions with any other player.		
<i>The El Carno theatre performed countless times over the years, but has gone centuries without a proper performance. Only recently have the curtains opened once again, the performers, an orchestra of ghosts. All that remains is the need for an audience.</i>		
60	30	20

Hall of the Elder Gods		
		
Toramede's Favour		
Whenever you enter a room with less than 3 possible roll requirements, you may roll twice when attempting to exit that room.		
<i>Ancient texts scrawled across the walls tells the story of the gods who once resided here. From the many names, only a few still exist today. There is one name, however, that stands out from the others, glowing in a bright blue blaze.</i>		
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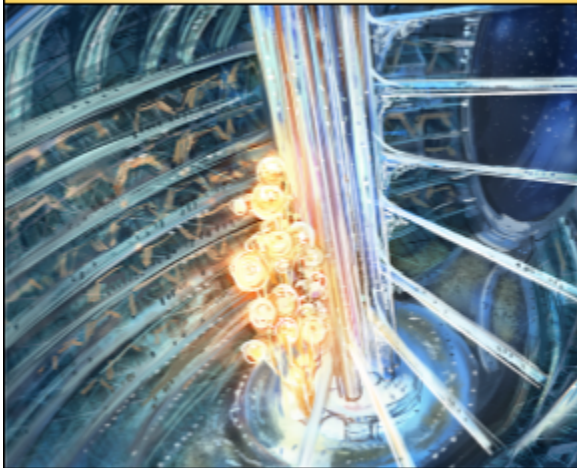
Channa's Lament		
		
Everlight Phoenix		
Whenever a mercenary you control would be returned to the deck, you may pay 10 gold to return it to your hand instead.		
<i>Whether the cause of Channa's sadness was seeded in her father's death, or her banishment from the kingdom, one thing was certain; she must not give up.</i>		
10	30	20

Suspicious Cavern		
		
Infinitely Black Tattoo		
Whenever you would gain gold from a room, gain half that gold instead, rounded down. Whenever you would gain gold from a treasure room, gain double that gold instead.		
<i>The teachings of Mara dictate simple rules that must exist above all law, power, and reason. If there is to be gain, there must be loss. If there is success, there must be failure. And if there is reward, there must be risk.</i>		
20	30	20

Frozen Tomb		
		
Jessa's Ring		
On dungeon start, choose any number of mercenaries in play. If you pay 5 gold for each one, negate their effects and reduce their intelligence by 2.		
<i>Entry to the cavern reveals that forerunners had travelled through this dungeon before. In the center of the room is the likeness of a young woman, frozen, and encased in ice. All that remains of her belongings is a small jade ring, which fell off her finger as she was sealed to her fate.</i>		
10	30	10

Factory of Pure Production		
		
Golden Printing Press		
At the end of each phase, if you would have less than 20 gold, take gold from the bank until you have 20 gold.		
<i>Rows upon rows of strange contraptions fill the entire room, producing then depositing gold coins into a large grate in the floor. The fate of these coins is unknown, but taking one of the presses could help find out.</i>		
20	20	20

The Core



Unknown Element

On dungeon start, roll a dice. All mercenaries you control gain stats equal to the number you rolled.

Despite the room becoming increasingly hot, the strange mineral at the center is beyond freezing cold. Contact with humans strengthens their abilities beyond what should be possible, and seemingly without consequence. Such a great power must be protected with extreme vigilance, lest it fall into the wrong hands.

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Daal Marketplace



Bloody Contract


During the market phase, if you place a bid on a mercenary that somebody else has bid on, your bid increase by 10 gold. If you win the bid, you do not need to pay the additional 10 gold.

A typical business may struggle to stay afloat if they fall victim to sabotage. The Daal see this as weakness. Dealing with sabotage between businesses is an everyday occurrence, with the method of retaliation being just as brutal as the offence.

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Room Name		
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Treasure Name		
Effects		
Flavour		
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