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4

Attack the door as if
It were a level 4 monster
Only affected by these
Weapon types



Monster Door

Destroy the door by dealing it [4] points of damage.
Door deals [1] damage to attacking character/attack.



To open the door:



Dungeon Door

Any [3] or [1] and a [pair] will open the door.



To bypass the door trap: 3



Exploding Dungeon Door

If not resolved in time, the door explodes and all party members take [1] of damage each!



To Breakdown:



To Pick locks:



To Open locks:





Dungeon Door

Only one set is needed to open!



Magic unlock:



Magic Door

Only magic can unlock this door!



To Pick locks:



To Open locks:



Dungeon Door

Only one set is needed to open!

4

Attack the door as if
It were a level 4 monster
Only affected by these
Weapon types



Monster Door

Destroy the door by dealing it [4] points of damage
Door deals [1] damage to attacker.



To bypass the door trap: 3



Dungeon Door - Poison trap

If not resolved.
The Thief character takes [2] damage and is poisoned!

2

Attack the door as if
It were a level 2 monster
Only affected by these
Weapon types



Monster Door

Destroy the door by dealing it [2] points of damage.
Door deals [1] damage to attacking character/attack.



To solve the door puzzle: 2





Puzzle Door

If not solved in [2] rounds; remove dice, reset puzzle, give [1] damage to characters of dice removed.