



Variants

The variants below are intended to extend the great game that is *Rumble in the Dungeon*.

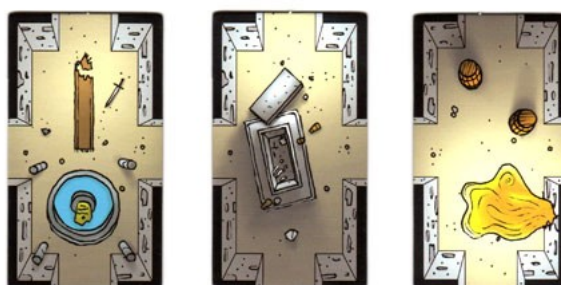
We advise you to select only a few variants per game session, so as not to introduce too much complexity.

Special rooms

The Pentagram: When a character is killed in this room, the active player can resurrect a dead character and place them anywhere in the dungeon. There cannot be more than 3 resurrections during a single round.

The Fountain of Clairvoyance: When a character enters this room, the active player may consult one of another player's character tokens.

The Tomb: At the start of the round, place a new *Demogorgon* character token on the tomb tile. When this character enters a room, he kills all the others present (in the order chosen by the active player). When the *Demogorgon* leaves the tomb, place the 12th character it replaced there. The *Demogorgon* always heads for the exit.



Exchange of character tokens

Once per round, players can perform a 3rd action on their turn: they can exchange their character token with that of another player.

Characters abilities

The Cimmerian Barbarian: Can charge, *i.e.* move through several aligned tiles, even occupied, before stopping.

The Gelatinous Cube: Has the job of clearing the dungeon. It can be moved outside of a room containing several characters.

The Lich King: Summoned the beholder, and hence will never kill him.

Hammer Priest: May, instead of moving, push with his hammer another character on the same tile to the tile behind them, further in line.

The Thief: When moved to a tile adjacent to the treasure, he can immediately bring the treasure to his tile.

The Beholder: was summoned by the Lich King, and hence will never kill him.

