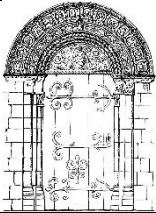


<p style="text-align: center;">The Entrance</p>  <p style="text-align: center;">Entrance of MiniSkull Castle</p> <p>You must pass through here on your way to and from the Black Market. There is no Loot here, but it is safe from the Monster.</p>	<p style="text-align: center;">The Reading Nook</p> <p style="text-align: center;">You found some Loot!</p> <p>Take <u>one</u> Loot Cube from this card without facing any challenges.</p>	<p style="text-align: center;">The Master Suite</p> <p style="text-align: center;">You found some Loot!</p> <p>Take <u>one</u> Loot Cube from this card without facing any challenges.</p>
<p style="text-align: center;">The Dining Room</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 10px auto; text-align: center;">Hidden Alcove</div> <p style="text-align: center;">You found some Loot!</p> <p>Take <u>one</u> Loot Cube from this card without facing any challenges.</p> <p>OR, Don't use the Hidden Alcove and take <u>all</u> the Loot Cubes from this card.</p>	<p style="text-align: center;">The Bed Chamber</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 10px auto; text-align: center;">Hidden Alcove</div> <p style="text-align: center;">You found some Loot!</p> <p>Take <u>one</u> Loot Cube from this card without facing any challenges.</p> <p>OR, Don't use the Hidden Alcove and take <u>all</u> the Loot Cubes from this card.</p>	<p style="text-align: center;">The Study</p> <p style="text-align: center;">You found some Loot!</p> <p>Take <u>one</u> Loot Cube from this card without facing any challenges.</p>
<p style="text-align: center;">The Hallway</p> <p style="text-align: center;">Minor Monster Encounter</p> <p>This Monster's strength is equal to double your Experience Level plus the Monster Strength D6. You do not get an Experience Bonus or Hero Die, i.e. your Battle Strength = Strength Cubes + Weapon Die.</p>	<p style="text-align: center;">The Foyer</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 10px auto; text-align: center;">Hidden Alcove</div> <p style="text-align: center;">Minor Monster Encounter</p> <p>This Monster's strength is equal to double your Experience Level plus the Monster Strength D6. You do not get an Experience Bonus or Hero Die, i.e. your Battle Strength = Strength Cubes + Weapon Die.</p>	<p style="text-align: center;">The Billiards Room</p> <p style="text-align: center;">Minor Monster Encounter</p> <p>This Monster's strength is equal to double your Experience Level plus the Monster Strength D6. You do not get an Experience Bonus or Hero Die, i.e. your Battle Strength = Strength Cubes + Weapon Die.</p>
<p style="text-align: center;">The Art Studio</p> <p style="text-align: center;">Search the Area</p> <p>Roll 1D6, if you roll 4+ you find all the Loot. You may expend Strength Cubes to increase the die value 1 per cube.</p>	<p style="text-align: center;">The Kitchen</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 10px auto; text-align: center;">Hidden Alcove</div> <p style="text-align: center;">Search the Area</p> <p>Roll 1D6, if you roll 4+ you find all the Loot. You may expend Strength Cubes to increase the die value 1 per cube.</p>	<p style="text-align: center;">The Ballroom</p> <p style="text-align: center;">Search the Area</p> <p>Roll 1D6, if you roll 4+ you find all the Loot. You may expend Strength Cubes to increase the die value 1 per cube.</p>

The Music Room

Random Encounter

Roll 1 D6:
 1 = Find 1 Loot Cube
 2 = Trade 1 Item for the Loot in this Room
 3 = Add 1 additional Loot to this Room, take up to 2 Loot, but leave 1 Loot on this room.
 4 = Take the Loot from this or an adjacent room.
 5 = Search the Area, success on 4+.
 6 = Minor Monster Encounter.

The Game Room

Hidden Alcove

Random Encounter

Roll 1 D6:
 1 = Find 1 Loot Cube
 2 = Trade 1 Item for the Loot in this Room
 3 = Add 1 additional Loot to this Room, take up to 2 Loot, but leave 1 Loot on this room.
 4 = Take the Loot from this or an adjacent room.
 5 = Search the Area, success on 4+.
 6 = Minor Monster Encounter.

The Guest Room

Random Encounter

Roll 1 D6:
 1 = Find 1 Loot Cube
 2 = Trade 1 Item for the Loot in this Room
 3 = Add 1 additional Loot to this Room, take up to 2 Loot, but leave 1 Loot on this room.
 4 = Take the Loot from this or an adjacent room.
 5 = Search the Area, success on 4+.
 6 = Minor Monster Encounter.

The Servant's Quarters

Find a Map

Take this room's Loot and you *may* spend 1 Strength to move up to an additional 2 Rooms in any direction. Complete the actions in that room as well.

The Wine Cellar

Find a Map

Take this room's Loot and you *may* spend 1 Strength to move up to an additional 2 Rooms in any direction. Complete the actions in that room as well.

The Conservatory

Find a Map

Take this room's Loot and you *may* spend 1 Strength to move up to an additional 2 Rooms in any direction. Complete the actions in that room as well.

The Library

Secret Passage

Take all the Loot from this or an adjacent room.

The Corridor

Hidden Alcove

Secret Passage

Take all the Loot from this or an adjacent room.

The Laboratory

Secret Passage

Take all the Loot from this or an adjacent room.

Port Tiny Black Market

Sell or Buy Loot

You may sell Loot and buy up to 3 Strength & 1 Weapon. See the Market Value card for prices. If you cannot afford the Entry Fee you may sell Weapons for \$2 and Treasure for \$3 until you can afford entry.
 Refresh back up to 3 Strength upon entry.

Market Value

Entry Fee	\$1	
Item	Sell	Buy
Strength	\$2	\$1
Weapons	\$3	\$3
Treasure	\$4	
Monster	\$7	

Market Value

Entry Fee	\$1	
Item	Sell	Buy
Strength	\$1	\$2
Weapons	\$3	\$4
Treasure	\$5	
Monster	\$6	

Market Value

Entry Fee	\$2	
Item	Sell	Buy
Strength	\$1	\$2
Weapons	\$5	\$4
Treasure	\$5	
Monster	\$7	

Market Value

Entry Fee	\$3	
Item	Sell	Buy
Strength	\$2	\$1
Weapons	\$4	\$2
Treasure	\$5	
Monster	\$8	

Market Value

Entry Fee	\$2	
Item	Sell	Buy
Strength	\$1	\$2
Weapons	\$4	\$5
Treasure	\$6	
Monster	\$6	

Market Value

Entry Fee	\$1	
Item	Sell	Buy
Strength	\$2	\$1
Weapons	\$4	\$4
Treasure	\$4	
Monster	\$8	

Black Knight

Monster

Initial Strength: 4 & 1 Weapon

The Black Knight starts with 2 Weapons if it is the Boss Monster.

Every weapon the Black Knight has cancels one Weapon that a Hero has.

The Black Knight will lose Weapons when losing a Battle before Strength. The Black Knight will collect Weapons before other Loot Cubes.

Gargoyle

Monster

Initial Strength: 4+

The Gargoyle has 1 Additional Initial Strength per 2 Hero Experience Levels.

The Gargoyle loses 1 less Strength when losing a Battle.

If both Loot Cubes in a room are not Strength, the Gargoyle will collect both of them.

Griffin

Monster

Initial Strength: 5 & 2 Treasure

The Griffin starts with 4 Treasure if it is the Boss Monster.

Heroes cannot collect Treasure or Weapons from any room occupied by or adjacent to the Griffin, unless the Griffin is defeated in battle.

The Griffin will collect Treasure and Weapons before Strength.

Phantom

Monster

Initial Strength: 3

The Phantom only loses a maximum of 2 Strength when losing a battle.

The Phantom ignores Hidden Alcoves – you cannot hide from the Phantom.

If there is at least one Strength Cube in a room the Phantom will collect all Loot Cubes from the room.

Undead

Monster

Initial Strength: 4+

The Undead starts with an additional Strength per previous Monster.

When attacked, the Undead will re-Roll the Monster strength die. If the Undead attacks it will not reroll the die.

Undead never collect Loot from rooms.

If the Undead is not attacked, give it 2 Loot Cubes from the draw bag.

Troll

Monster

**Initial Strength: 6
Movement -1**

Trolls cannot be avoided. You cannot Sprint past the Troll, and it does not ignore you if there are Loot Items in the room with you.

The Troll does not look in Hidden Alcoves, even if it ends its move in a room with one.

Dragon

Monster

**Initial Strength: 8
Movement +3**

The Dragon will not attack a Hero. It will still cause Heroes to drop Loot or fight if it passes through or ends its move in an occupied room.

The Dragon will never collect Strength Cubes from a room.

Hero

Hero

Initial Strength: 3

Inventory
(Limit 15 Cubes)

Hero

Hero

Initial Strength: 3

Inventory
(Limit 15 Cubes)

Hero

Hero

Initial Strength: 3

Inventory
(Limit 15 Cubes)

Hero

Hero

Initial Strength: 3

Inventory
(Limit 15 Cubes)

The Back Door



Back Exit of MiniSkull Castle

You must pass through here on your way to and from the Smuggler's Cove. There is no Loot here, but it is safe from the Monster.

1 & 4 Player Games Only

Smuggler's Cove




Sell or Buy Loot – No Entry Fee

You may sell Loot and buy up to 3 Strength & 1 Weapon. See the Market Value card for prices.

Smuggler's Cove has NO ENTRY FEE!

4 Player Games Only




The Dangerous Road



Road from the Back Door to Smuggler's Cove

When passing through The Dangerous Road:
If heading to the Smuggler's Cove, Roll 1D6, if you roll 1 or 2 you've encountered thieves. Lose Loot Cubes = Die Roll.

1 & 4 Player Games Only

XP Level 1	\$1	\$2	\$3	\$4	\$5	\$6	\$7	\$8	\$9	\$10	2x 
XP Level 2	\$20	\$19	\$18	\$17	\$16	\$15	\$14	\$13	\$12	\$11	3x 
	\$21	\$22	\$23	\$24	\$25	\$26	\$27	\$28	\$29	\$30	
XP Level 3	\$40	\$39	\$38	\$37	\$36	\$35	\$34	\$33	\$32	\$31	4x 
	\$41	\$42	\$43	\$44	\$45	\$46	\$47	\$48	\$49	\$50	
	\$60	\$59	\$58	\$57	\$56	\$55	\$54	\$53	\$52	\$51	

Looting MiniSkull Castle
By George Jaros / GJJ Games

<p style="text-align: center;">Phoenix</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 4</p> <p>If the Phoenix is reduced to less than 3 Strength, but not destroyed, it will regenerate up to 3 Strength after the battle.</p> <p>If the Phoenix has less than 6 Strength it will take 1 Strength Cube from any room it passes through during its movement until it reaches 6 Strength.</p> <p>The Phoenix has max 8 Strength (16 if the Boss Monster).</p>	<p style="text-align: center;">Crystal Entity</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 2+ Treasure</p> <p><u>The Crystalline Entity has Strength equal to its Treasure and starts with an additional Strength per 2 previous Monsters instead of additional Strength.</u> Strength Cubes may be collected as spoils. Heroes must battle with Treasure instead of Strength, however Heroes still roll for experience and Weapons, and lose Strength if defeated.</p> <p>The Crystalline Entity collects all Treasure from rooms it ends in.</p>	<p style="text-align: center;">Vampire</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 4</p> <p>If the Vampire wins a battle it will gain the Strength cubes that the Hero loses.</p> <p>The Vampire gets +2 to its Strength Die, up to 8.</p> <p>The Vampire only collects Strength from rooms with Hidden Alcoves, where it will acquire all Strength in the room.</p>
<p style="text-align: center;">Golem</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 6</p> <p>The Golem only moves if you roll a 6. If you roll a 6 it must be assigned to the Golem's movement.</p> <p>If you do not roll a 6, both additional dice are assigned to the Golem's Strength.</p> <p>If the Golem wins a battle it will take 1 Loot Item from the defeated Hero.</p>	<p style="text-align: center;">Demon</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 5</p> <p>While the Demon is in play, any time a Hero passes by another Hero they must battle. If the active Hero is successful that Hero may continue moving. The loser will lose 1 Strength.</p>	<p style="text-align: center;">Doppelganger</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 4</p> <p>When moving, the Doppelganger will swap places with the Hero furthest from it before moving.</p> <p>The Doppelganger will always have Strength equal to the Hero it is battling, plus its Strength Die, regardless of how many Strength Cubes it has.</p>
<p style="text-align: center;">Hydra</p> <p style="text-align: center;"><i>Monster</i></p> <p style="text-align: center;">Initial Strength: 5 Strength + 4 Random Loot Cubes</p> <p>Every time the Hydra survives a battle, draw 2 random Loot Cubes from the draw bag and give them to the Hydra.</p>		