

1

TRAPPED

Once disarmed place marker next to the door to indicate that it is no longer trapped.

15 Experience

10	9	2	H	0

Before opening the door the Hero must face the Trap.

Follow standard Disarming rules as stated on page 16 & 17 of the Pyramid Rules

2

TRAPPED

FALLING WEIGHT



Before opening the door the Hero must face the Trap.

Follow standard Disarming rules as stated in 3D Trap Rules

3

IRON DOOR

Automatically Closes

Cost 2 speed points to open

Defense value of 15

Blocking Terrain

Use Standard rules on page 6 of Pyramid Rule book concerning Iron Doors

4

WOODEN DOOR

Cost 1 Speed Point to Close

Cost 2 speed points to open

Defense value of 10

Blocking Terrain

Stays Open

Use Standard rules on page 6 of Pyramid Rule book concerning Iron Doors

5

LOCKED DOOR

8	0	0	0	0

15 Experience Points

Before opening the door the Hero must unlock it.

Follow standard Disarming rules as stated on page 16 & 17 of the Pyramid Rules

6

LOCKED DOOR

10	0	0	0	0

20 Experience Points

Before opening the door the Hero must unlock it.

Follow standard Disarming rules as stated on page 16 & 17 of the Pyramid Rules

7

LOCKED DOOR



Cost 1 Speed Point to Lock

Cost 2 speed points to unlock

Blocking Terrain

Stays Open

25 Experience Point when unlocked

This door can only be opened by a Red Key.

The door can not be destroyed

8

LOCKED DOOR



Cost 1 Speed Point to Lock

Cost 2 speed points to unlock

Blocking Terrain

Stays Open

25 Experience Point when unlocked

This door can only be opened by a Yellow Key.

The door can not be destroyed

9

LOCKED DOOR



Cost 1 Speed Point to Lock

Cost 2 speed points to unlock

Blocking Terrain

Stays Open

25 Experience Point when unlocked

This door can only be opened by a Blue Key.

The door can not be destroyed

	MK Dungeons - Artifact Token (Tough) Red Key 		MK Dungeons - Artifact Token (Weak) Yellow Key 
	MK Dungeons - Artifact Token (Standard) Blue Key 		MK Dungeons - Artifact Token (Weak) Food Heal 1 Click 

10
IRON DOOR

Automatically Closes

Cost 2 speed points to open

Defense value of 15

Blocking Terrain

Use Standard rules on page 6 of Pyramid Rule book concerning Iron Doors

11
WOODEN DOOR

Cost 1 Speed Point to Close

Cost 2 speed points to open

Defense value of 10

Blocking Terrain

Stays Open

Use Standard rules on page 6 of Pyramid Rule book concerning Iron Doors

12
WOODEN DOOR

Cost 1 Speed Point to Close

Cost 2 speed points to open

Defense value of 10

Blocking Terrain

Stays Open

Use Standard rules on page 6 of Pyramid Rule book concerning Iron Doors

13
TRAPPED

Before opening the door the Hero must face the Trap.

Follow standard Disarming rules as stated in 3D Trap Rules

FIRE JETS

14
TRAPPED

Before opening the door the Hero must face the Trap.

Follow standard Disarming rules as stated in 3D Trap Rules

THE CAGE

15
TRAPPED

Before opening the door the Hero must face the Trap.

Follow standard Disarming rules as stated in 3D Trap Rules

MONSTEROUS HAND

16
CHANGELING MAGE SPAWN

Treat the Changeling like normal Mage Spawn. It only has one hit. When defeated remove door from play.

20 Experience points

17
CHANGELING MAGE SPAWN

Treat the Changeling like normal Mage Spawn. It only has two hits. When defeated remove door from play.

26 Experience Points

18
CHANGELING MAGE SPAWN

Treat the Changeling like normal Mage Spawn. It only has three hits. When defeated remove door from play.

40 Experience points

19
TRAPPED

Before opening the door the Hero must face the Trap.

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Once disarmed place marker next to the door to indicate that it is no longer trapped.

15 Experience