

### Flooded Chamber

Two gems can be activated by rolling four adventurers. You will need to hold your breath while rolling these adventurers because the gems are found at the bottom. If you breathe before they can roll all the necessary adventurers, you come up for air and have to dive down again which requires rerolling all your dice.



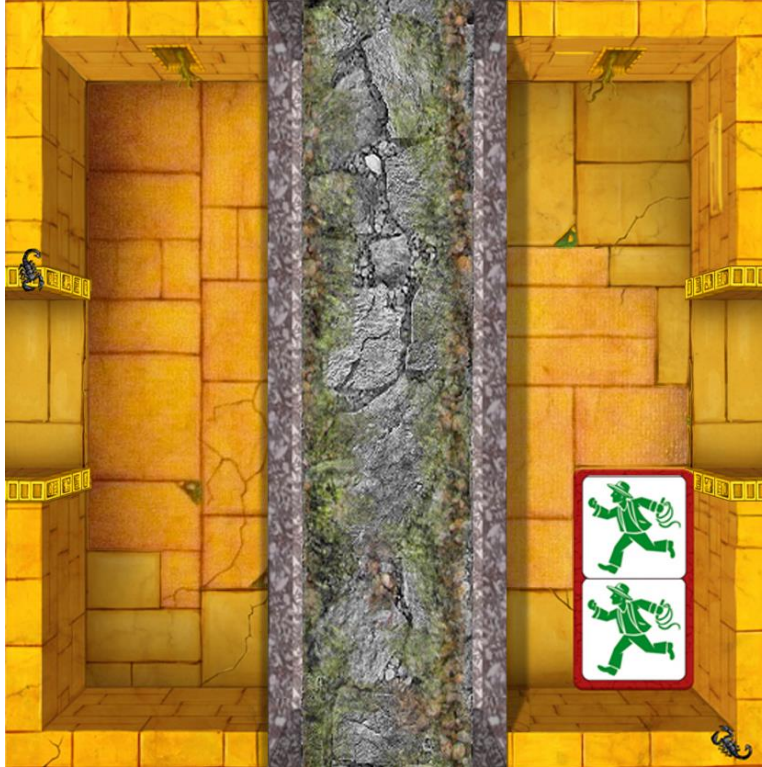
### Poisoned Waters Chamber

This chamber shows a log on poisoned waters. To cross the poisoned waters and reach the exit on the other side, you must cross using a log by rolling three adventurers. Only one person may try to cross the log at a time.



### Above and Below Chamber

A chamber with 4 exits, however, only the pair of exits across from each other are accessible. That is, when you enter, you can only exit directly in front of you.



### Collapsed Floor Chamber

The player who explored this chamber immediately falls into the hole and lands on the next chamber tile in the draw pile which is placed directly in front of this tile. If there is a tile already occupying the space in front of this tile, the player moves to that chamber instead of drawing a new tile. This player must now explore back to the rest of the temple. Only the first person may fall into the hole. During setup, this tile is mixed into the top seven of the draw pile after placing the initial two tiles to reduce the likelihood of the player getting permanently stuck.



### Rickety Bridge Chamber

A worn out bridge prevents you from crossing to the other side. Given the nature of the bridge, only one person can cross it at a time. Advance three consecutive times to make it across the bridge, the following rules apply:

- Roll all dice (except black masks) for every adventurer tile.
- If one die shows an adventurer, advance to the next section.
- If you fail to roll an adventurer, you stumble back to the beginning of the bridge and must start over.
- If you happen to roll three flames in one roll, the bridge burns and you barely escape losing one die in the process. The bridge is out and can no longer be crossed.
- If you successfully cross the bridge, place two gems. The bridge can be crossed normally now for all players because you have learned how to cross it.



### Alternative Rickety Bridge Chamber

Same rules apply as above except the bridge won't burn and no gems can be placed.



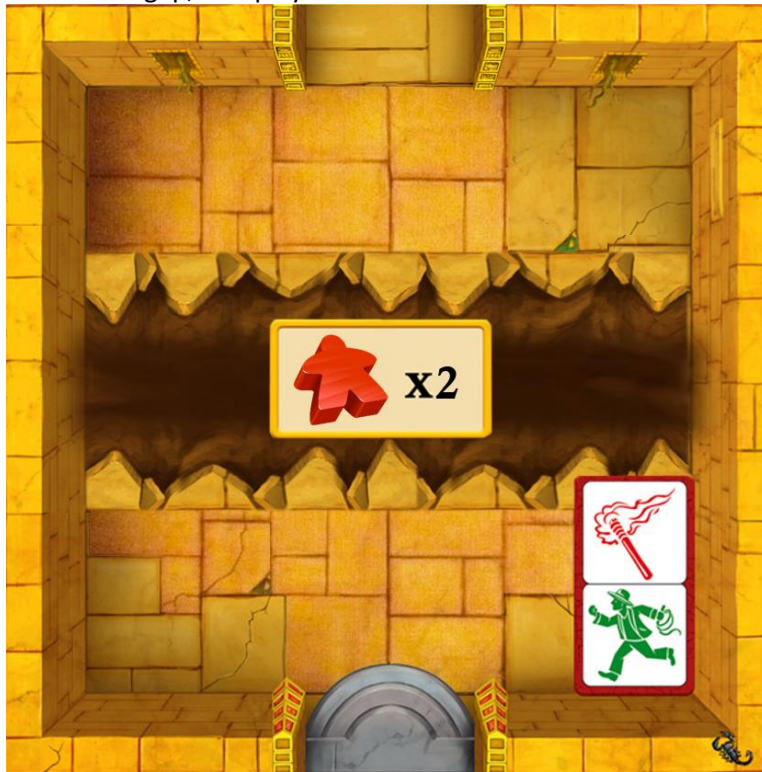
### Chasm Chamber

You span the chasm using your dice to get to the other side by laying your dice side-by-side in a line. This can only be done with all five dice so any black mask dice must be reactivated first.



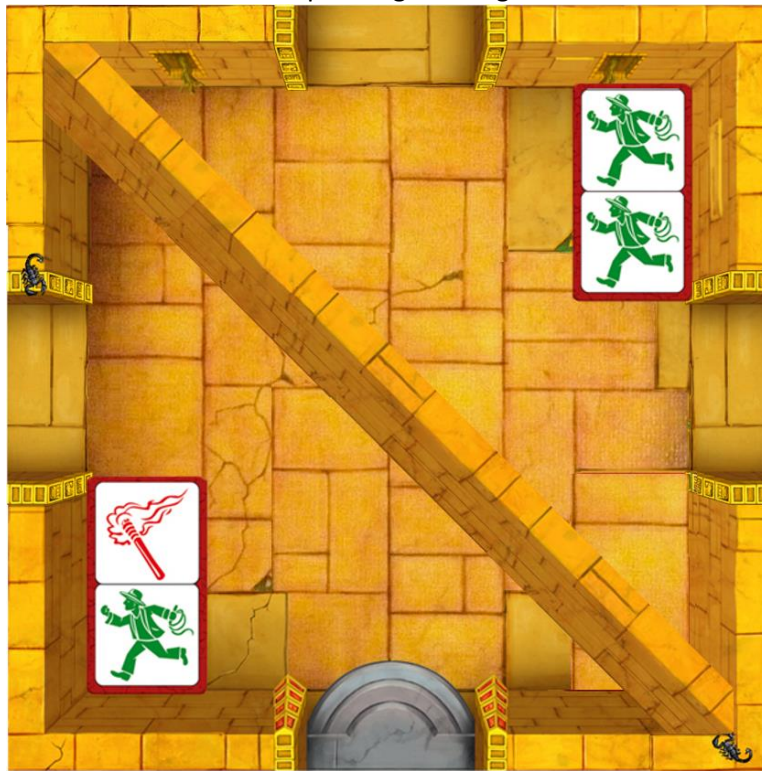
### Gap Chamber

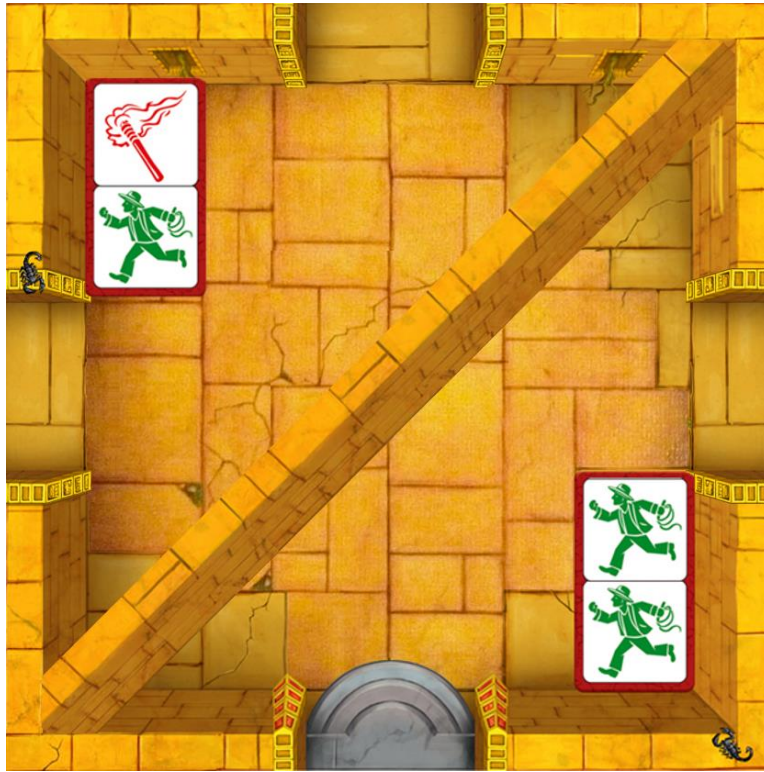
In order to cross the gap, two players need to be in this chamber at the same time.



### Diagonal Chambers

A chamber with a solid wall separating the diagonal exits from each other.





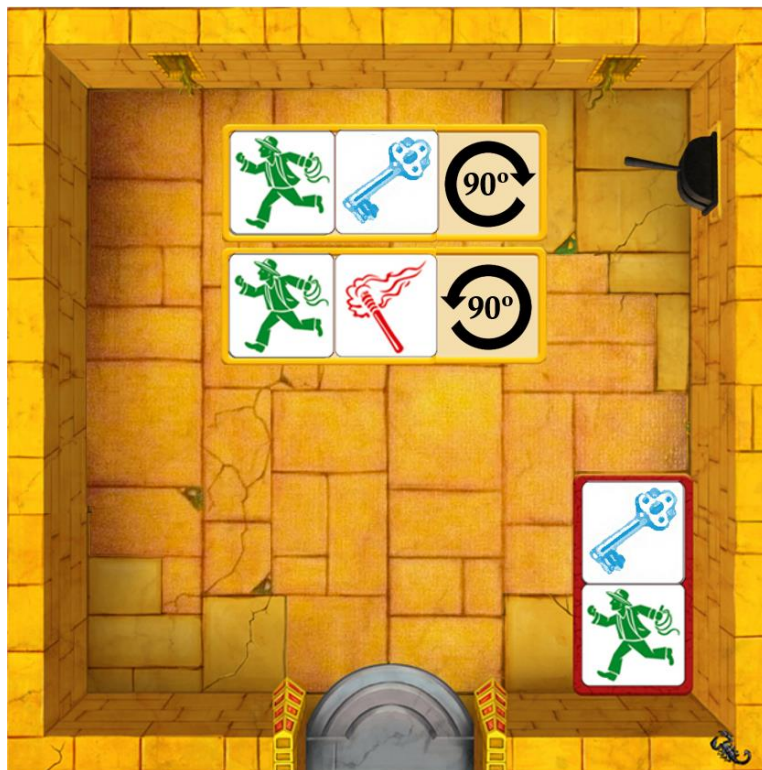
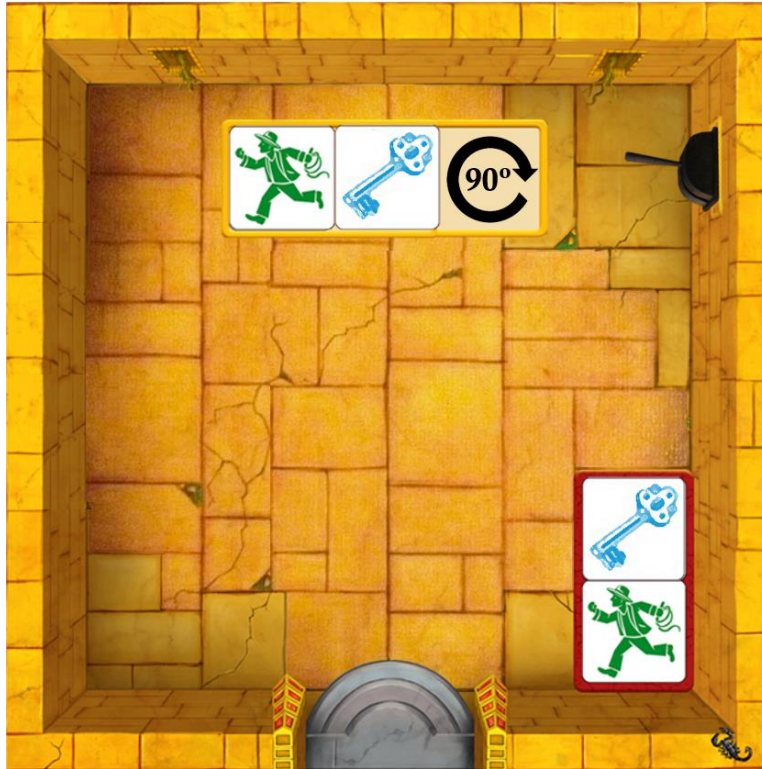
## Tunnel Chambers

The tunnel chamber tiles can be used the moment both are in play. Entering the tunnel will lead you to the other tile with a secret passage.



### Rotating Chamber

This chamber has no exits; however, each roll of an adventurer and a key or flame will rotate the chamber 90 degrees.





### Rotating Split Chamber

This chamber has a door on either side, but is split in the middle by a wall. Each roll of an adventurer and a key will rotate the chamber 90 degrees. Two gems can be found on the other half of the chamber.



### Narrow Pass Chamber

The ceiling has collapsed with only a narrow passage that is accessible between the entrance and exit. Players must squeeze through the narrow passage which is too narrow that players cannot pass by each other. Therefore, players must enter and exit in exact same order.



### Blocked Entrance Chamber

You are lured into a chamber by the glimmer of treasure only to find your way back blocked off by falling rocks. When discovering this chamber, place your playing piece into the chamber with the blocked exit towards the room you just were in. You now have to find another way out.



### Mayan Puzzle Chamber

As you enter the chamber, you face a complex puzzle carved into the floor. Roll one of each symbol to solve the puzzle and place two gems.



### Crushing Wall Chamber

A two gem chamber with crushing walls whose gems can only be activated during a countdown.



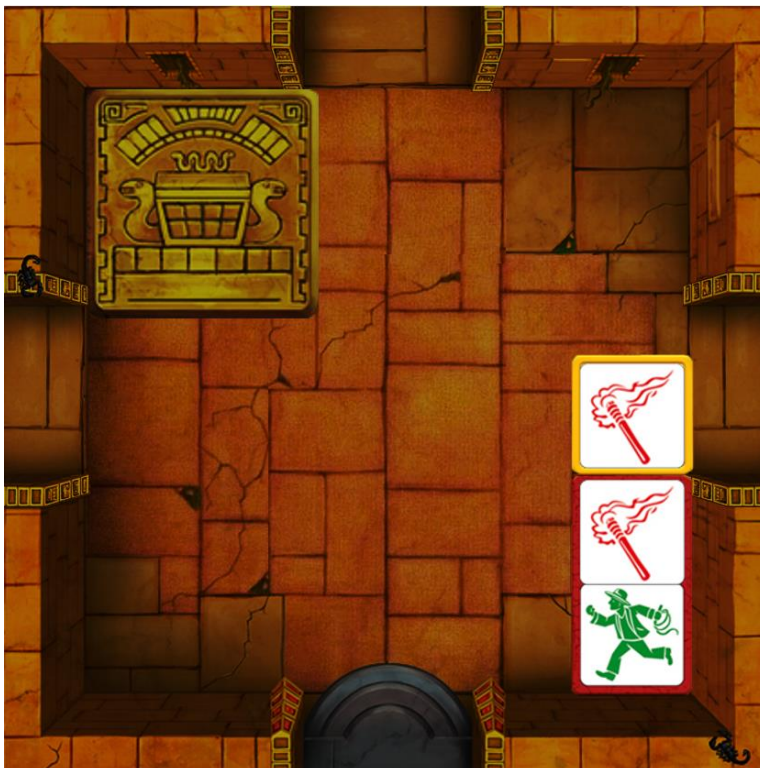
### Treasure Vault Chamber

To enter this chamber, one player must roll three keys and an adventurer. Upon entering, all three treasures are immediately revealed and the player can choose to take all three treasures or leave some for other players to come collect. Once this chamber has been unlocked, any other player can enter it with an adventurer and one key.



## Dark Chambers

You need 2 torches and an adventurer to enter these type of chambers. When you enter the chamber, one of your two torches used to enter the chamber is put on the entrance torch with a yellow border. You cannot use this die while you are in the chamber. Take the torch die with you when you exit the chamber. Other players don't need to roll the additional torch, neither do they need to lock a torch die as long as the first player is still in the chamber. If the first player who rolled the torch leaves the chamber before other players, the other players need to roll a torch before doing anything including leaving the chamber, removing curses, or discovering treasures.





### Unmasked Chambers

You cannot enter this chamber if you have any black masks showing on your dice. You must rid yourself of all black masks showing on your dice before you are able to enter the chamber.





### The Guardian Chamber

You must use the gold dice to remove the three black masks in the chamber and any black masks you currently have on your dice. If the three black masks are successfully removed in addition to none showing on your dice, you fulfill this task and place 2 gems in the chamber. You may not leave the chamber until this task is complete.



### Totem Chamber

Players must build a totem with their dice to place gems. If the stack falls, the players get their dice back and gain a curse. Once the gems are placed into the chamber, players retrieve their dice. Gems in the stack can be of only two face types of the die.





### Mirror Chamber

When you enter this chamber, place any dice that currently have black masks on the chamber floor. Then roll all of your remaining dice except one. These are locked and must be placed on the chamber floor. Roll your remaining die which unlocks a single matching die, even a black mask, which is on the chamber floor. Repeat until all of your dice are unlocked. Black masks that don't match any dice on the chamber floor are set aside. When you get all of your dice back, you place two gems.



### Mirror Chamber II

When you enter this chamber, all black masks immediately act like gold masks and all gold masks act like black masks. You may retrieve one gem by rolling three black masks.



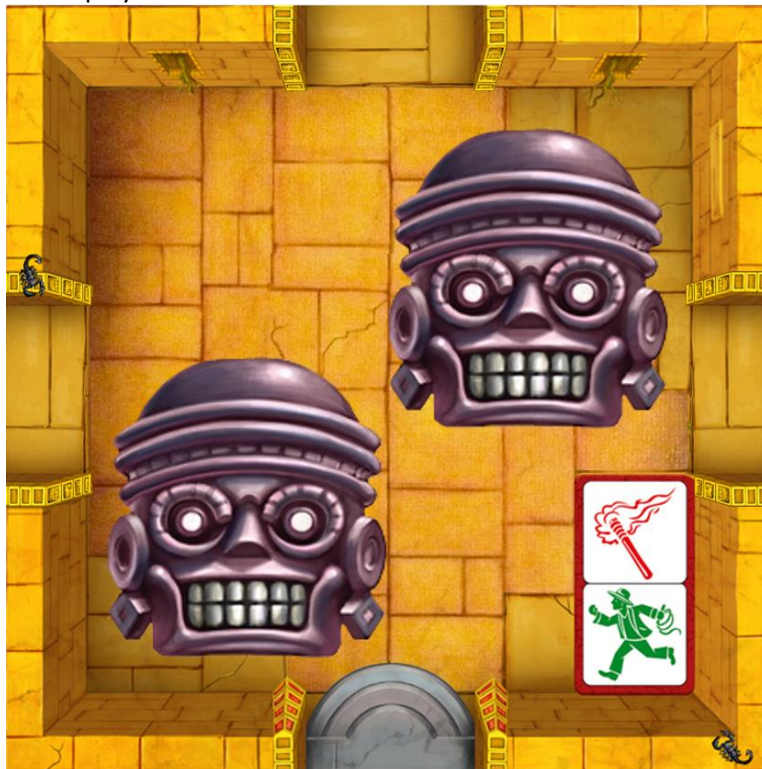
### Sacrificial Altar

Permanently sacrifice one die to unlock the 3 gems.



### The Curse of the Ancients

The player who discovers this chamber receives two curses.



### Labyrinth Chamber

To navigate through this chamber, you must first enter it and then roll the displayed dice in the order of the maze (i.e. black mask, key, torch, and adventurer). You can complete multiple in one dice roll. When you reach the end, you can place a gem. You can't explore chambers to the left until you have reached the end of the maze. If you want to exit back through the stairs, you will need to roll the displayed dice again in reverse order.



### Lava Chamber

At the sound of any gong, if any adventurer is in this chamber or in any chamber linked to it by an open passage, he/she loses a die permanently because the lava starts actively moving.



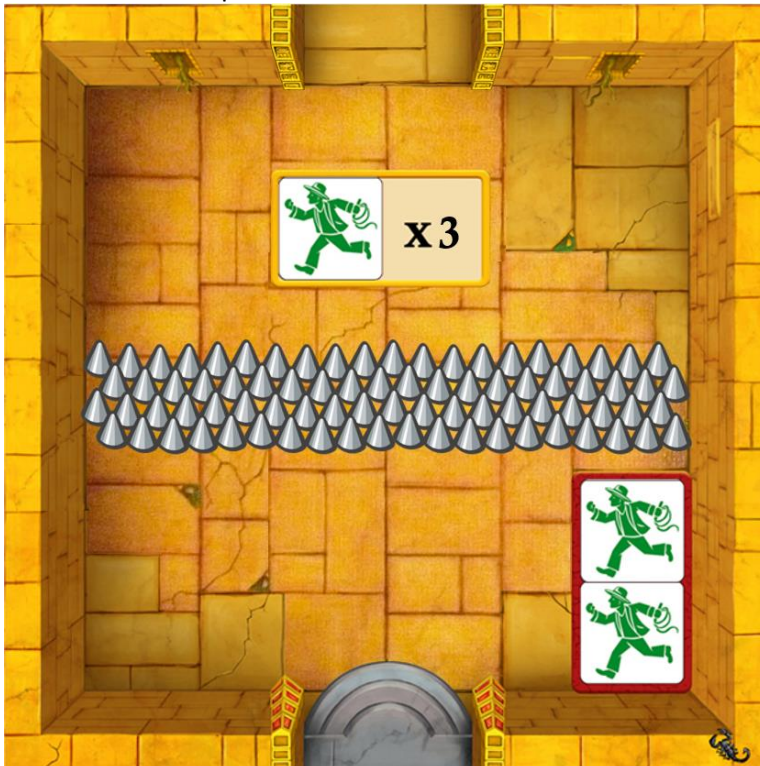
### Sundial Chamber

Time stops if five keys are rolled inside this chamber and the soundtrack or sand timer is paused. Players may continue to play while the soundtrack has paused, gaining a valuable advantage. However, time starts again as soon as a single player uses a Golden Mask to break the spell of a Black Mask or when a Turn of Fate is taken. Once this happens, the soundtrack or sand timer is resumed. The sundial can only be activated once in a game.



### Spike Chamber

In this chamber there are a strip of spikes which the player must jump over. To jump over the spikes the player has to roll three green adventurers to clear the spikes.



### **The Elevated Cache (Not Created)**

In this chamber you can place a gem close to the ceiling by standing on the shoulders of another player in the same chamber. Balance your player token on top of another player token. You can now activate two gems by rolling three keys on your own. The other player can't roll dice because he/she is holding you. You must reroll all your dice if for some reason your player token falls off.

### **Ledge (Not Created)**

There is a ledge between the entrance and the three exits. Two players must work together to climb up the ledge and out the other exits. Climbing down can be done alone.

### **Swinging Rope Chasm (Not Created)**

Chamber tile with entrances on two opposite sides. In the middle is a chasm with a swinging rope in the center of the tile. An adventurer and torch are needed to enter the chamber, then two adventurers are needed to jump to the rope, then an adventurer is required to jump to the other side. Only one player at a time may be on the rope.

### **Forbidden Treasure Chamber (Not Created)**

The players are in the temple to find the forbidden treasure. When they entered the forbidden treasure chamber, the doors locked behind the players and the temple began falling apart. This chamber is a new starting tile for the game. Place it in the center of the table and draw two tiles and connect them to the two doors on either side. Follow the other normal set up rules except mix the original starting tile, the safe chamber, with the top seven remaining tiles. This chamber is not a safe chamber. Players must first unlock the doors of the forbidden treasure chamber by collectively rolling two keys per player.

*Optional:* Instead of simply escaping, players can elect to escape with the forbidden treasure to get the ultimate glory. The treasure can be moved by anyone on the same tile as the treasure by rolling an additional running man when entering another tile.



Variant Curses—With Ideas from various BGG users

**Claustrophobia** (1 adventurer, 2 torches) if you are in a room tile with another player the only action you may take is to enter a different room tile or explore a new one.



**Dripping Water** (3 keys to remove) Until you remove this curse you need to roll 2 torches to make 1 (if saving torches you now keep 1 and pick up the other keep rolling)

**Cursed eye**: you must close one eye until the curse is lifted. With the lack of depth perception, this could create some havoc in the rolling frenzy, and be particularly nasty combined with the lost dice curse



**Undying thirst**—you may not roll any dice until you fill a glass with water and drink the entire thing. Curse is immediately cured after doing so.

**Crippled Hand** (3 adventurers) you may only roll with your off-hand (This is supposed to show a crumbling stature arm, not sure it looks very good)

(The 2 below do not yet have the correct dice icons to clear the curse as I have yet to find a good image of the gold mask)



**Brink of Insanity** (1 Adventure, 1 black, 1 gold) Begin counting from 1 to infinity out loud. (Its supposed to show hands next to your mouth to emphasize speaking...looks for like he's shouting but ah well)

**Infected** (3 gold masks) Anytime you enter a tile containing another player or another player enters your tile, the other player(s) receive a curse off the top of the stack. If a player ever has to draw a curse but cannot (they've all been drawn) the players lose.



