




THE GOBLINS & THE SLEEPING DRAGON

Setup - Setup remains the same as it does in the original except you will find the enemies section already filled in. So in the case of assigning a setup die to the treasures, you must use any result other than “1” in order to make sure the Master Key is not locked in the location that requires the Master Key.

Gameplay – Gameplay remains the same as well with a few minor tweaks.

- Locations 1, 2, & 3 all share the same Location Tracker. Location 4 & 5 share a same Location Tracker as well. Whenever assigning a die to any of these locations, simply use the shared Location Tracker.
- The crossed bones icon  in the Location Trackers trigger the need to advance (shade in a box) the Dragon Tracker immediately. So when you shade in a box with the crossed bones icon, you should immediately shade in a box on the Dragon Tracker (located below and to the right of the dragon). This icon is also found in some of the Treasure Trackers. Once that treasure is looted (gained) you must also fill in a box on the Dragon Tracker. The last way to trigger this is during a random encounter if you happen to roll a result of 3.
- If at any moment you fill in the tenth box on the Dragon Tracker, you wake up the Dragon and she promptly sets you all on fire, ending the game.
- On the Location Tracker, you will also see small pouch icons. These gain you 1 gold each, when shaded, when you defeat an enemy at that location. In the case of Location Trackers that are home to multiple enemies, you get to gain the gold multiple times.

Items – You will notice a new item called the Iron Key. You can find these on some of the Treasure Tackers or may purchase one during a random encounter. They allow you to open any locked door or future treasure. So when you gain on of these, simply draw a simply key icon in your loot bag to indicate you have one. Once used, erase it. It should be noted that you may also store Health Potions and Candles in this way to use later in play.