

Having discovered the unholy Ritual Chamber, you now have a way to enter the dark and dangerous dungeons beneath the city. Expand your exploration of the dungeons of Cadwallon with two new rooms: *The Gambling Den* and *The Scriptorium*!

A Gamble in the Dark is a mini-expansion for *Cadwallon: City of Thieves*. It expands the dungeons hidden beneath Cadwallon, adding two more locations for your characters to explore. In order to use *A Gamble in the Dark*, you will also need the *Cry Havoc!* mini-expansion.

The Dungeons: Before the game begins, place the **Ritual Chamber** near the gameboard. Use the corridors to link the **Gambling Den** and the **Scriptorium** to the **Ritual Chamber**. Characters can enter and exit the dungeon only through the **Ritual Chamber** (download *Cry Havoc!*).

Toxic Gas: Toxic gasses [☠] can spread through the dungeons of Cadwallon. When a character **enters** an area that is filled with toxic gas, roll two dice:

If the total on the dice is 7 or higher: There is no effect! The character ignores the toxic gas and continues moving normally.

If the total on the dice is less than 7: The character is confused by the gas! The character's movement for the turn ends immediately.

If the player has a "Run" Arcana card, he may discard it to re-roll both dice.

The Gambling Den

Crime can take place anywhere, especially a gambling den. Down in the dungeons, an old wizened dwarf acts as croupier, welcoming everyone with a stream of curses.

A character that enters the **Gambling Den** can spend 1 Action Point to try his luck in a game of "Duquette." A character can only play one game each round.

After rolling, the player can choose to try for a bigger payout by rolling again, or stop and

take all the ducats in the Pot. Continue rolling until the player loses or chooses to stop.

When the Duquette game is over, the character immediately moves to the **Inn** (for free). If there is a militiaman or another character in this space, the character can move through him to reach an empty space. The character's activation then ends.

| Die Result | To play Duquette, the player rolls one die: |
|------------|---|
| 1 | You Lose! Return all ducats in the Pot to the bank. |
| 2 – 5 | Small Winnings! Add 2 ducats to the Pot from the bank. Roll again or stop and take all ducats from the Pot. |
| 6 | Jackpot! Add 3 ducats to the Pot from the bank. Roll again or stop and take all ducats from the Pot. |

The Scriptorium

Deep in the dungeons is a hidden chamber where mages write their forbidden books. A clever adventurer may be able to uncover some hidden mystic lore to aid him.

A character that enters the **Scriptorium** can spend 1 Action Point to read the dusty old books. A character can only read one book each round.

When the character is done reading, he immediately moves to the **Magician's Chamber** (for free). If there is a militiaman or another character in this space, the character can move through them to reach an empty space. The character's activation then ends.

| Die Result | To read a book, the player rolls one die: |
|------------|--|
| 1 – 3 | Lesser Secrets! Draw 2 Arcana cards and add them to your hand. |
| 4 – 6 | Potent Lore! Search the Arcana deck and secretly choose 3 Arcana cards to add to your hand, then shuffle the deck. |



The Gambling Den



The Scriptorium

