

### Atrium

**Minor:** All characters spend all spendable items.

**Major:** All enemies add +1 Move to all of their moves and +1 Range to all of their attacks.

C2b  
A3b

### Crypt

**Minor:** Upgrade a normal enemy in this room to elite.

**Major:** Replace an enemy in the previous room.

N1b

### Laboratory

**Minor:** Wound all characters.

**Major:** Wound all characters permanently.

D2a

