

CHASM

A huge gaping chasm opens up in front of the Warriors.

To get from one side of the chasm to the other side, the Warriors will have to either use a rope to swing across, or jump over. If a Warrior uses a rope he must roll to see if it breaks. On a roll of 1 the rope breaks and the Warrior tumbles into the chasm. To jump across, a Warrior must be adjacent to the gap and pass a successful Initiative Test of 7. However if he rolls a 1 then he has not made it across and falls to his doom. If a combat occurs in this room, if anyone rolls a 1 to hit while standing adjacent to the gap then they lose their footing and fall into the chasm.



DUNGEON ROOM
