

CHUTE

The floor collapses beneath the Warriors and they slide down an icy chute into a room below.

When this card is revealed, all the Warriors slide down into a lower room. Draw the next Dungeon Card and place the Warriors directly in the middle of the room - this is where they land. If the room contains a hazard, eg. Chaos Dwarf Forge, Chasm etc. then roll 1D6 for each Warrior. On a roll of 1 the Warrior falls into the hazard and dies. Otherwise he manages to grab onto the edge and pull himself up - place him on an adjacent square.



CORRIDOR
