

ASTRAL SHAFT

A long narrow shaft of light shines through from above.

The Astral Shaft will always be empty unless an Unexpected Event occurs. When this card is drawn, place the Astral Shaft on a random wall of the board section the Warriors are currently in. Then draw another Pyramid Temple Card to determine the next room. If the Warriors have a rope they may use it to climb up the Astral Shaft to freedom. However, due to the steep incline the Warriors may only move half their normal movement.



CORRIDOR
