

LONG ICE CHASM

A long ice chasm extends as far as the Warriors can see.

When this card is drawn, roll 1D6. This is the length of the Ice Chasm. Place this number of Ice Chasm board sections next to each other and place a door at the far end of the chasm on the opposite side. 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
