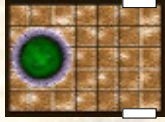


SLIME SPAWNING CHAMBER

A murky well at the end of the room contains a vile green substance.

The Slime Spawning Room will always be empty unless an Unexpected Event occurs. When the Warriors enter this room place 1D6 Slimes randomly on the board. At the end of every turn roll 1D6 for each Slime. On a roll of 5-6 the Slime splits into a further 1D3 Slime(s). Place these around the Slime if there is enough room, otherwise place them in the nearest adjacent square. The Slimes will stop spawning once there are none left on the board.

MOVE	WS	BS	S	T	A	DAM	WNDS	GOLD
4	1	.	1	1	1	1D6	4	15



DUNGEON ROOM
