



The party enters a long corridor with a door in the other end.

Doors: 2



Special rules:

No special rules.



In the middle of the corridor lies an old backpack. Maybe there is something useful there?

Doors: 2



Special rules:

The backpack may be searched.



Engraved in the walls on each side are large skulls. They give an eerie feeling of vigilance, as if they are watching every step the adventurers take.

Doors: 2



Special rules:

Increase the threat level by 1.



Just another long-stretched corridor. Better hurry on forward!

Doors: 2



Special rules:

No special rules.



There are gratings in the floor throughout this corridor. By the look of it, the metal has seen better days and are very rusty. The first step makes the metal grind and make a tormented sound. The sound echoing through the corridor is bound attract some attention.

Doors: 2



Special rules:

If the party enters the corridor, raise the threat level by 1. At the end of the turn, roll 1d10. If it ends up 1, the gratings give way, and one random hero must pass a DEX test (applying sixth sense if the hero has that talent) or fall down into the pit below. The hero takes 1d10 damage, without Armour but with NA. To get up, the party can either use a rope, or the



This dank corridor seems to end in two doorways, each lit by a torch in the wall.

Doors: 3



Special rules:

No special rules. Deal the cards in two piles, then invert them to that the topmost card ends up at the bottom. Place each tile by an opening.



This dank corridor seems to end in two doorways, each lit by a torch in the wall.

Doors: 3



Special rules:

No special rules. Deal the cards in two piles, then invert them to that the topmost card ends up at the bottom. Place each tile by an opening.



There are three different openings in this corridor, each covered by heavy wooden doors.

Doors: 4



Special rules:

No special rules. Deal the cards in three piles, then invert them to that the topmost card ends up at the bottom. Place each tile by an opening.



The party suddenly halts as they discover that the floor has given way in the middle of the corridor. Where the floor should be, there is now a large gaping hole of unknown depth.

Doors: 2



Special rules:

The party can decide to jump across the chasm, passing and DEX+10 test. If a hero fails, he will fall into the chasm. See Clover 3 for rules.