

♣2

The corridor splits in two at a crossway, leaving three possible ways to go. There is nothing special to observe in this room but the cold moisty stonewalls.

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.

♣3

The corridor splits in two. From the left there is a foul smell, and there seems to be far away noises coming from the right.

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.

♣4

The corridor makes a sharp turn. In the corner, up against the wall sits a dead adventurer. By the look of it, he or she must have been there for a while since most of the flesh has been eaten away by god knows what.

Doors: 2



Special rules:

The adventurer may be searched.

♣5

A short distance ahead there is a bend in the corridor. Everything things seems quiet, apart from the sound of water droplets hitting the floor.

Doors: 2



Special rules:

No special rules.

♣6

The corridor makes a sharp turn. As the party enters the corridor there is a sudden sound of something dragging across the floor and shadows dancing on the wall before everything turns quiet again.

Doors: 2



Special rules:

Increase the threat level by 1

♣7

The corridor in front of you has collapsed and there is no way you can get through without digging through the debris.

Doors: 2



Special rules:

Roll a 1d00. This is the number of stones that must be removed. Each player can remove their STR/10 RDU number of stones during a full turn. A dwarf, being used to the labours in the mines, can remove STR/5 RDU. Any character equipped with a pickaxe can remove twice his amour per turn. The noise done will raise the threat level by 1 each turn.

♣8

The party comes across a stair, leading upwards into darkness. The steps are slippery but worn. This must be a widely used passage.

Doors: 2



Special rules:

Take out 4 more cards from the pile of unused cards and add them in the middle of the pile.

♣9

There are four 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.

♣10

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

Doors: 2



Special rules:

No special rules.