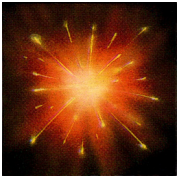
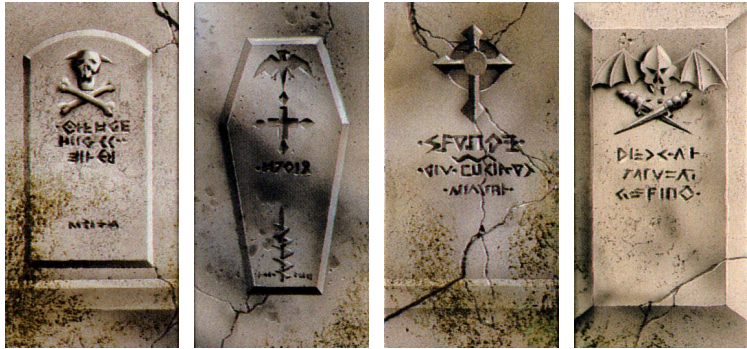


Ice Tunnels



Fireburst Token

Open Doors



Coffins



Fire Markers



The Chaos Sorcerer and defender both roll dice equal to their Mind points.

If the Sorcerer scores two skulls or more, he may use the defender's combat piece for the duration of his turn.



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The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.



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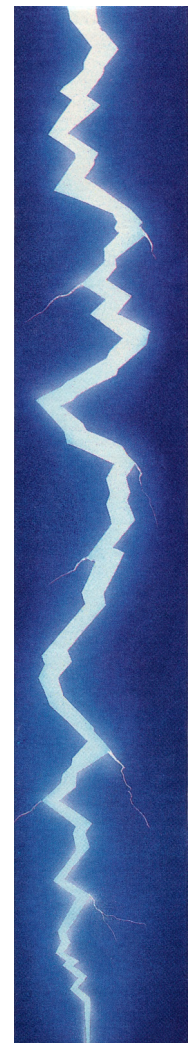
The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer.



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Chaos Tokens



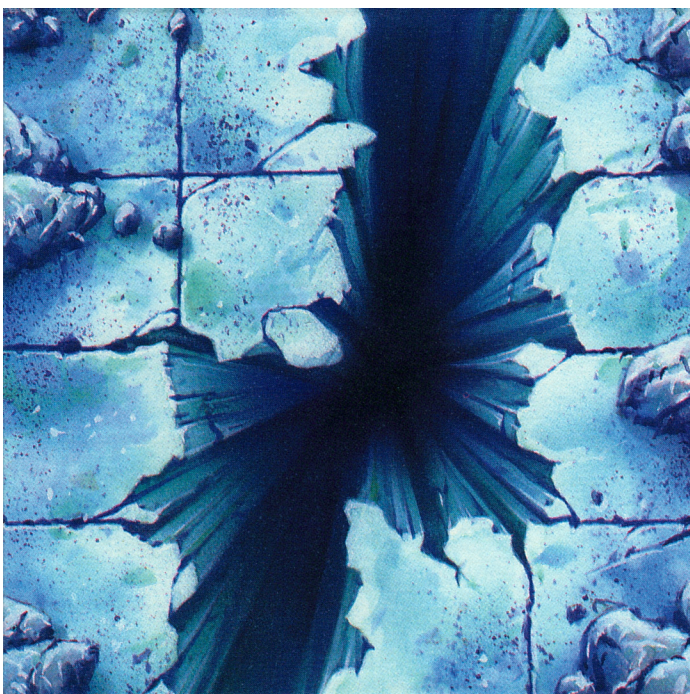
Lightning Bolt



Weapons Pack



Wolf Token



Bottomless Chasm



Wall of Ice



Magic Ice