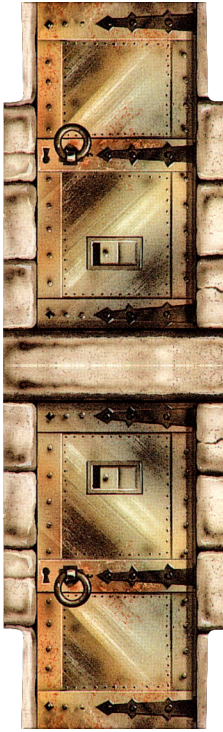
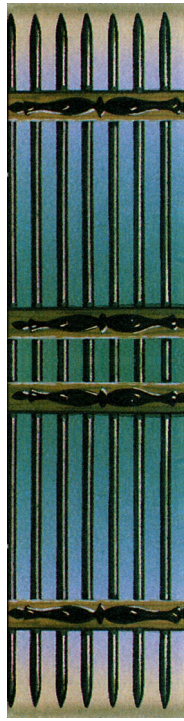


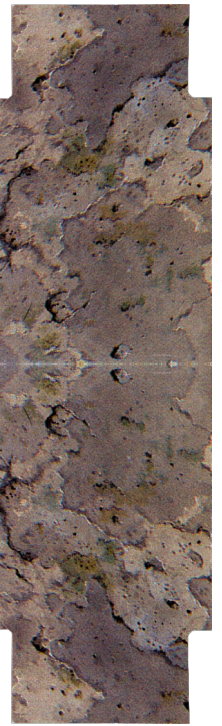
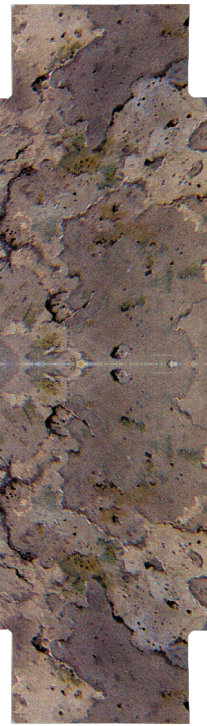
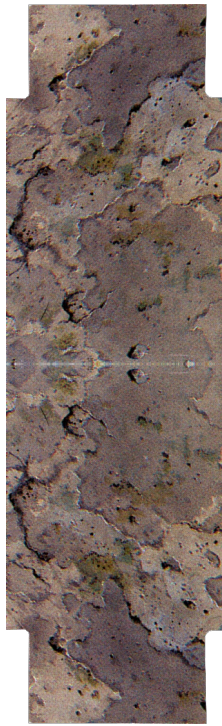
Wooden Exit Door



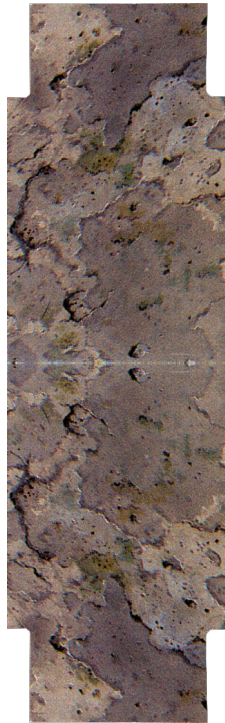
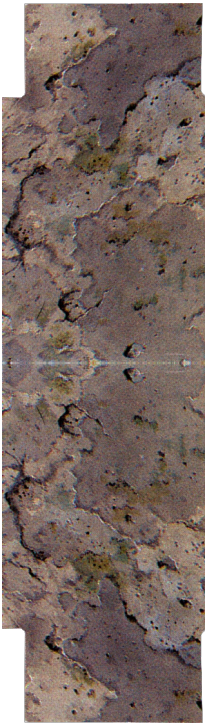
Iron Entrance Door



Portcullis



Stone Doorways



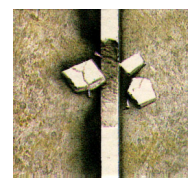
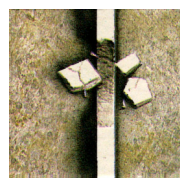
Stone Doorways



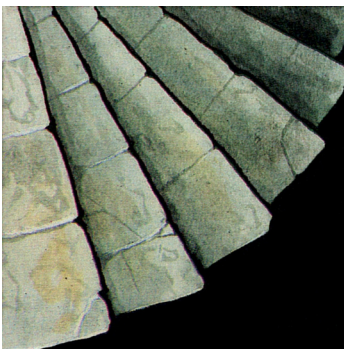
Double Blocked Squares



Key Token



Rat Hole



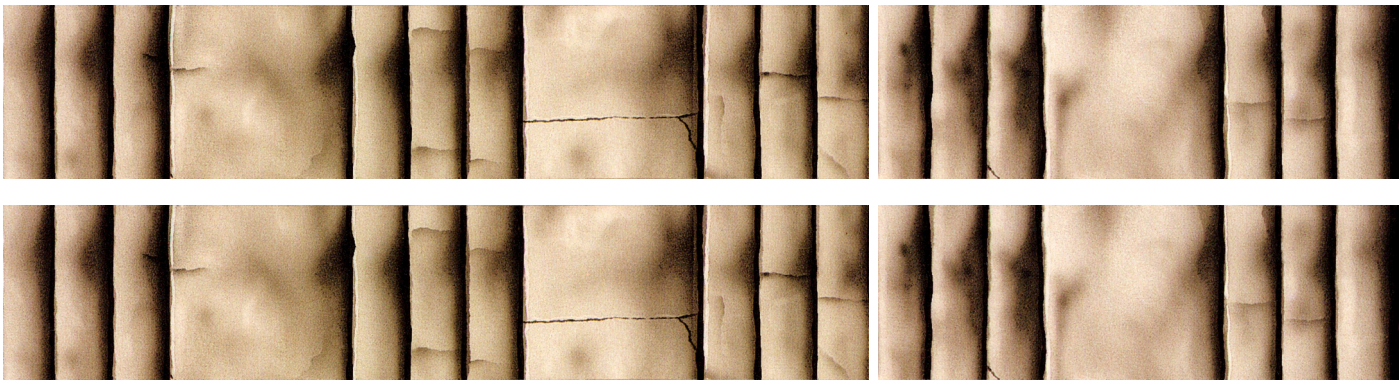
Stairway



Coffins

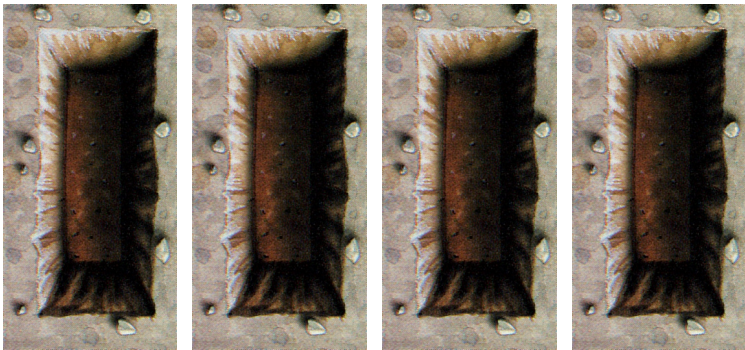


Skull Piles

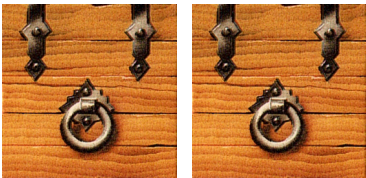


Long Stairways

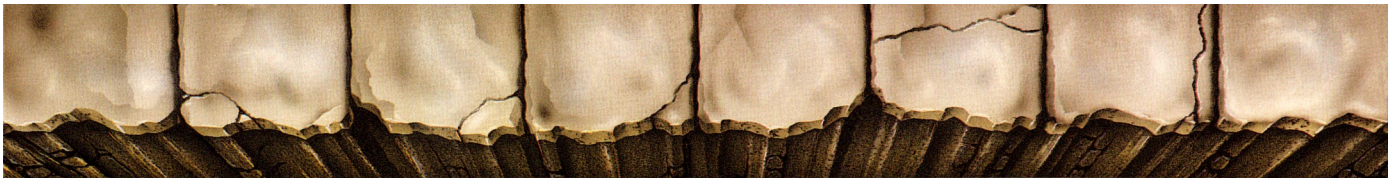
Short Stairways



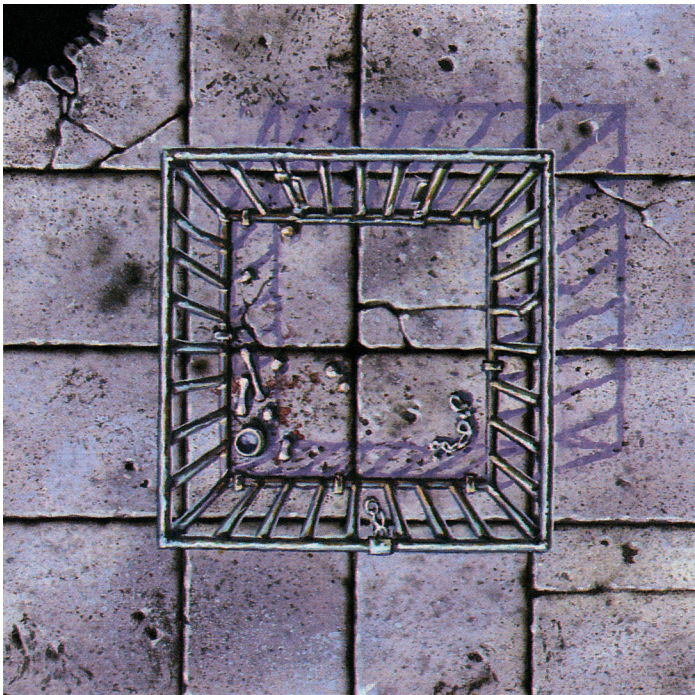
Long Pit Traps



Trap Doors



Cliff Corridor



Cage Room



Carpet Room



Chaos Token – Dominate

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

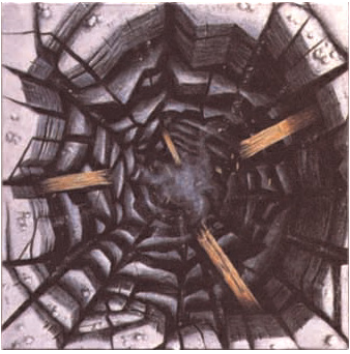
If the Sorcerer scores two skulls or more, he may use the defender's combat piece for the duration of his turn.



Chaos Token – Mind Blast

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

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.



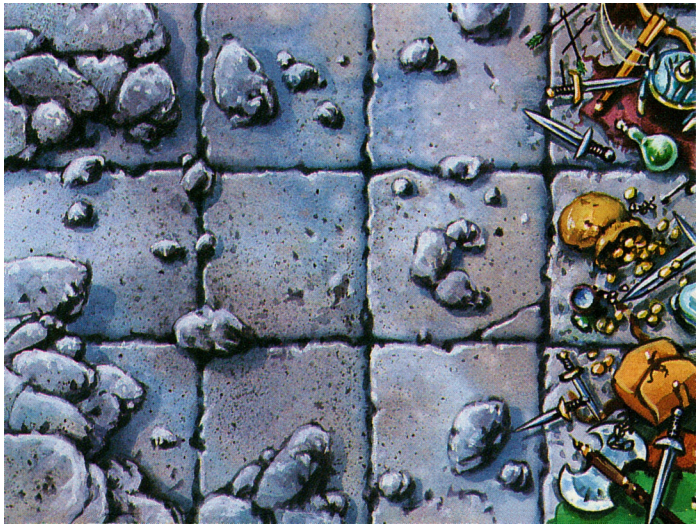
Bottomless Shaft



Chaos Token – Mind Lock

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

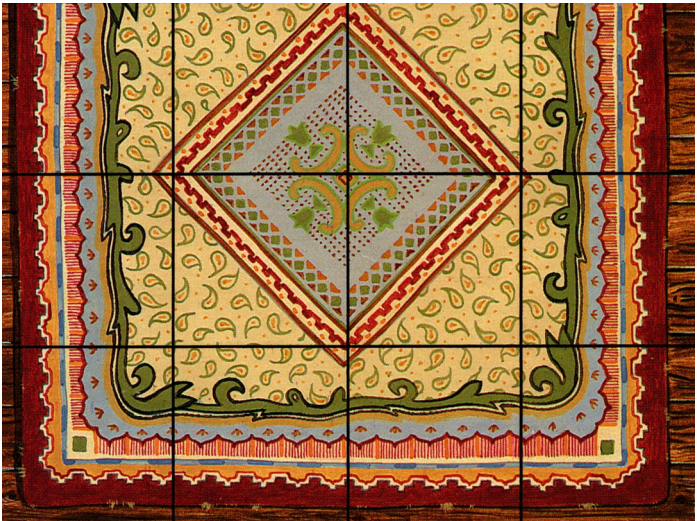
The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer.



Treasure Room



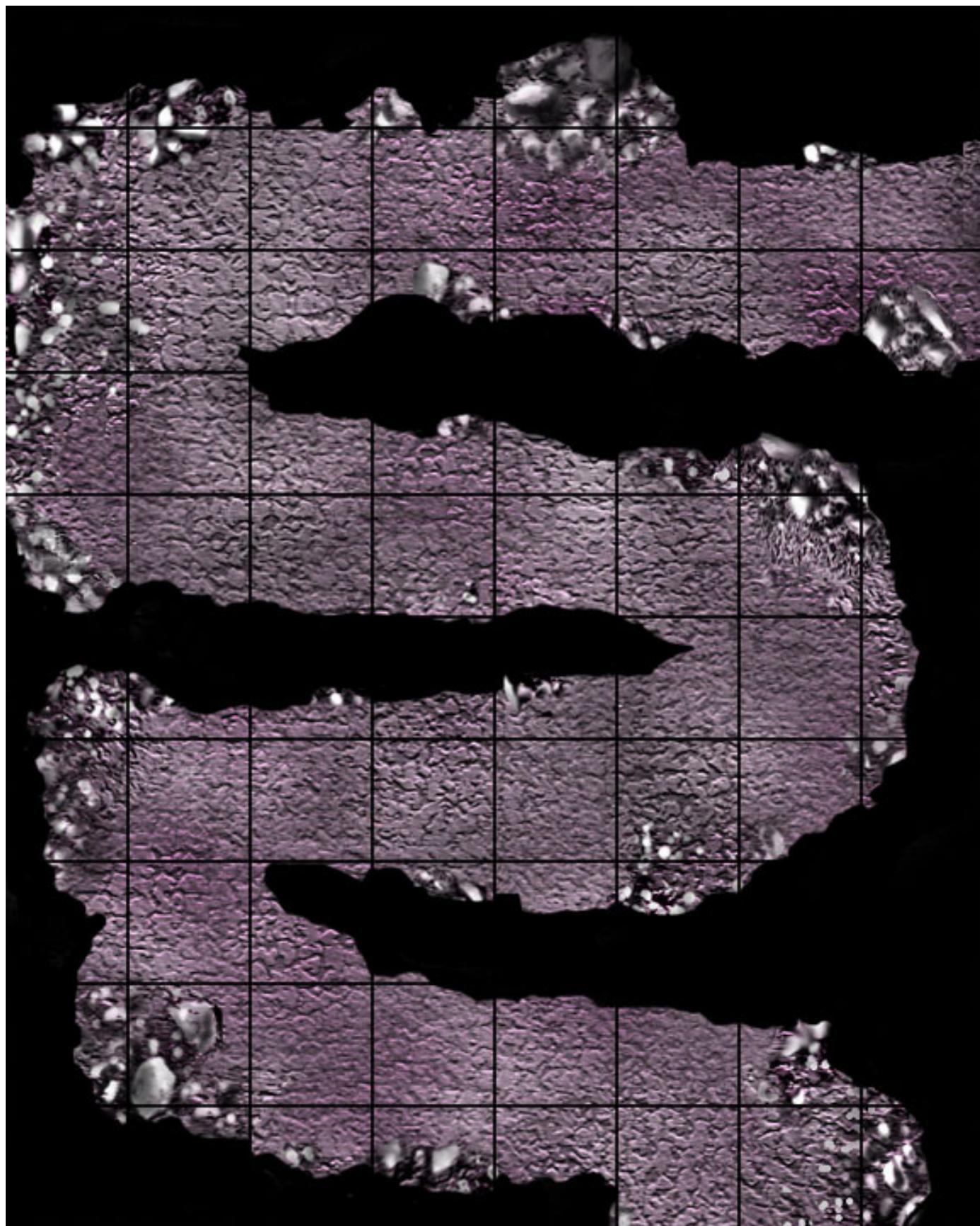
Cloud of Chaos



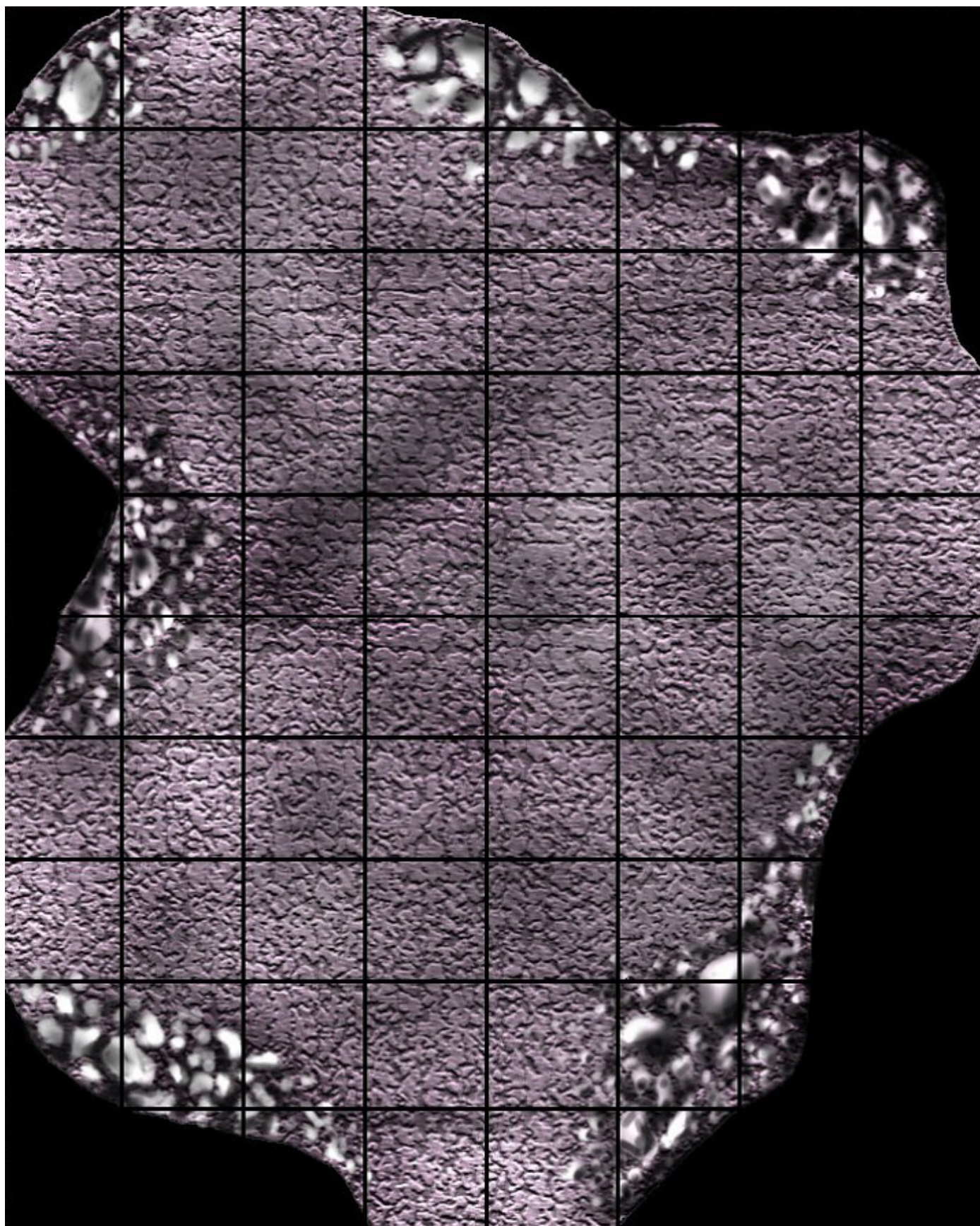
Carpet Room 3x4



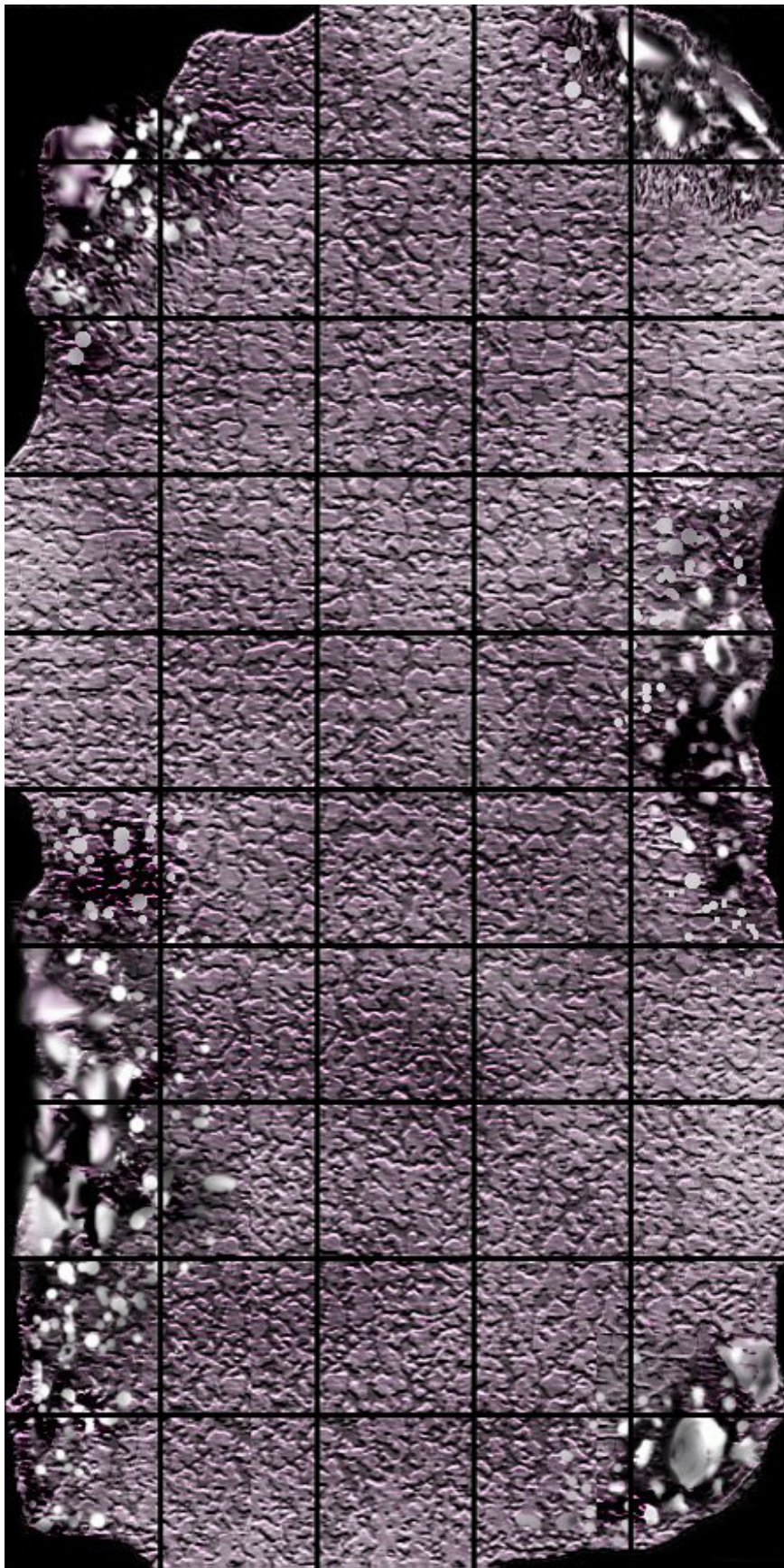
Webbed Markers



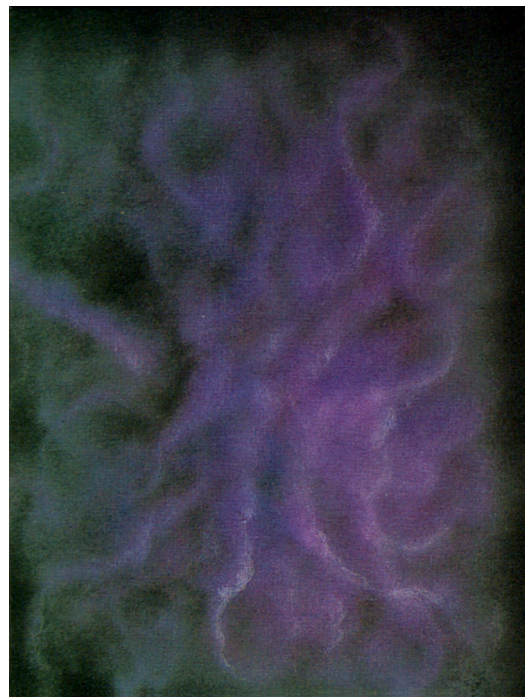
Cave – S-Room



Cave – Room 1



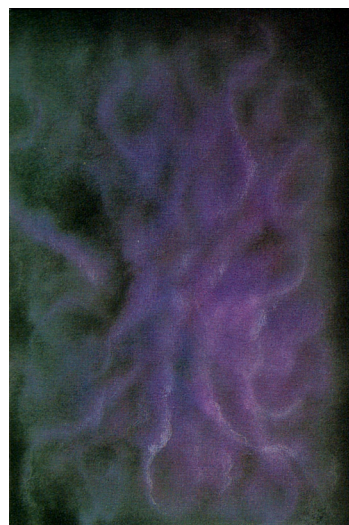
Cave – Room 2



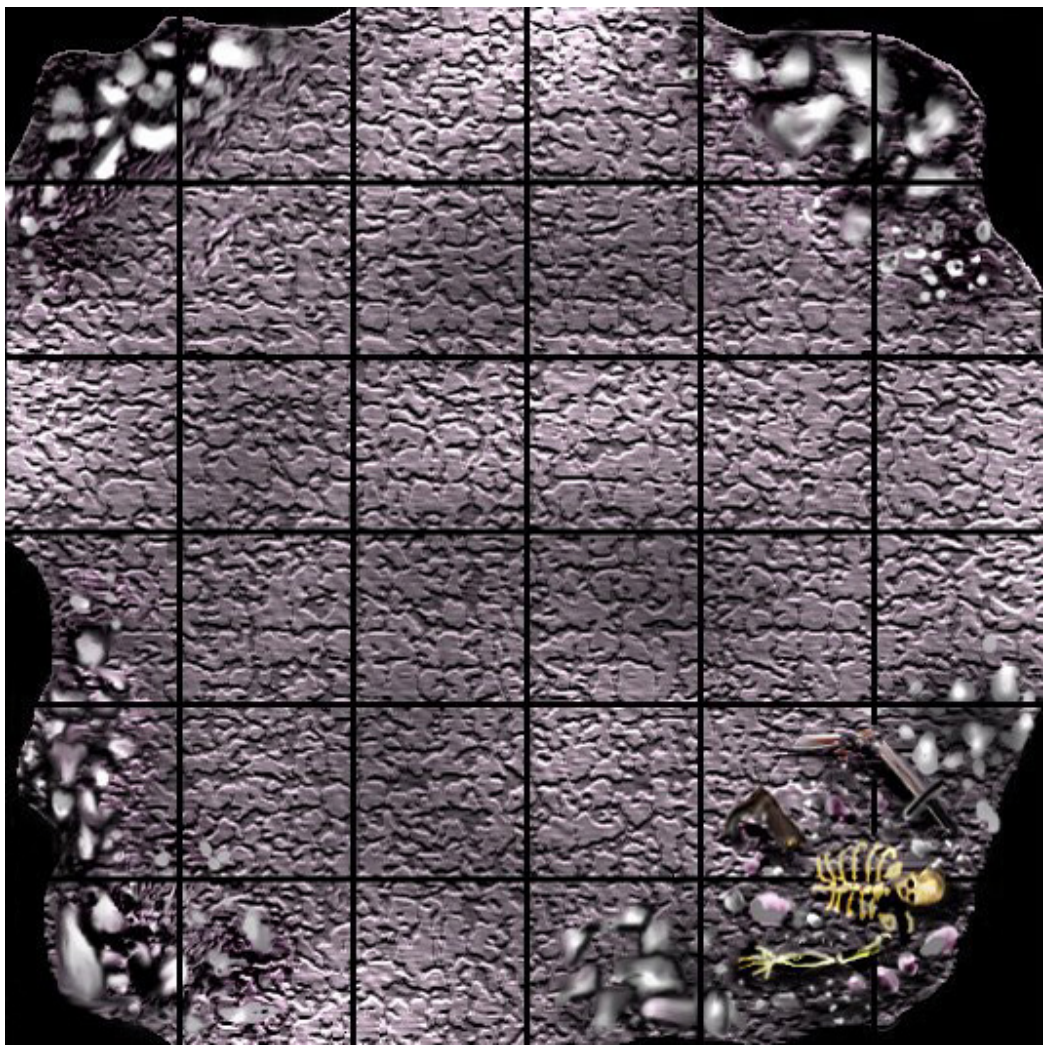
Enhanced Cloak of Shadows



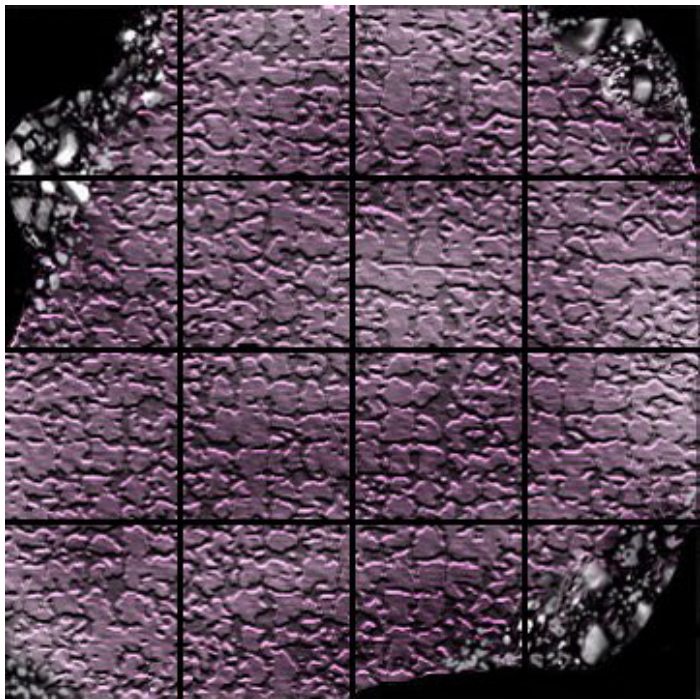
Wall of Stone



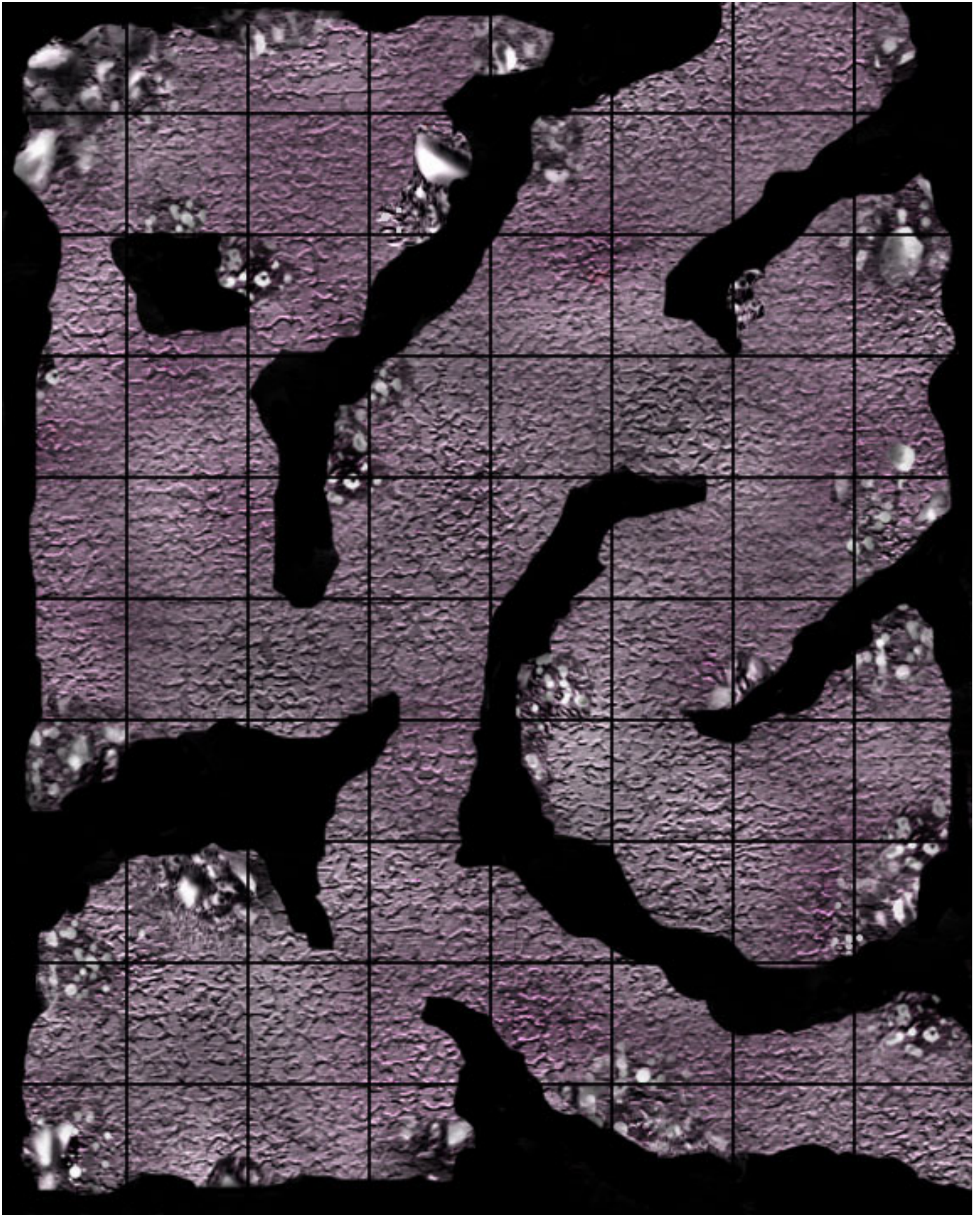
Cloak of Shadows



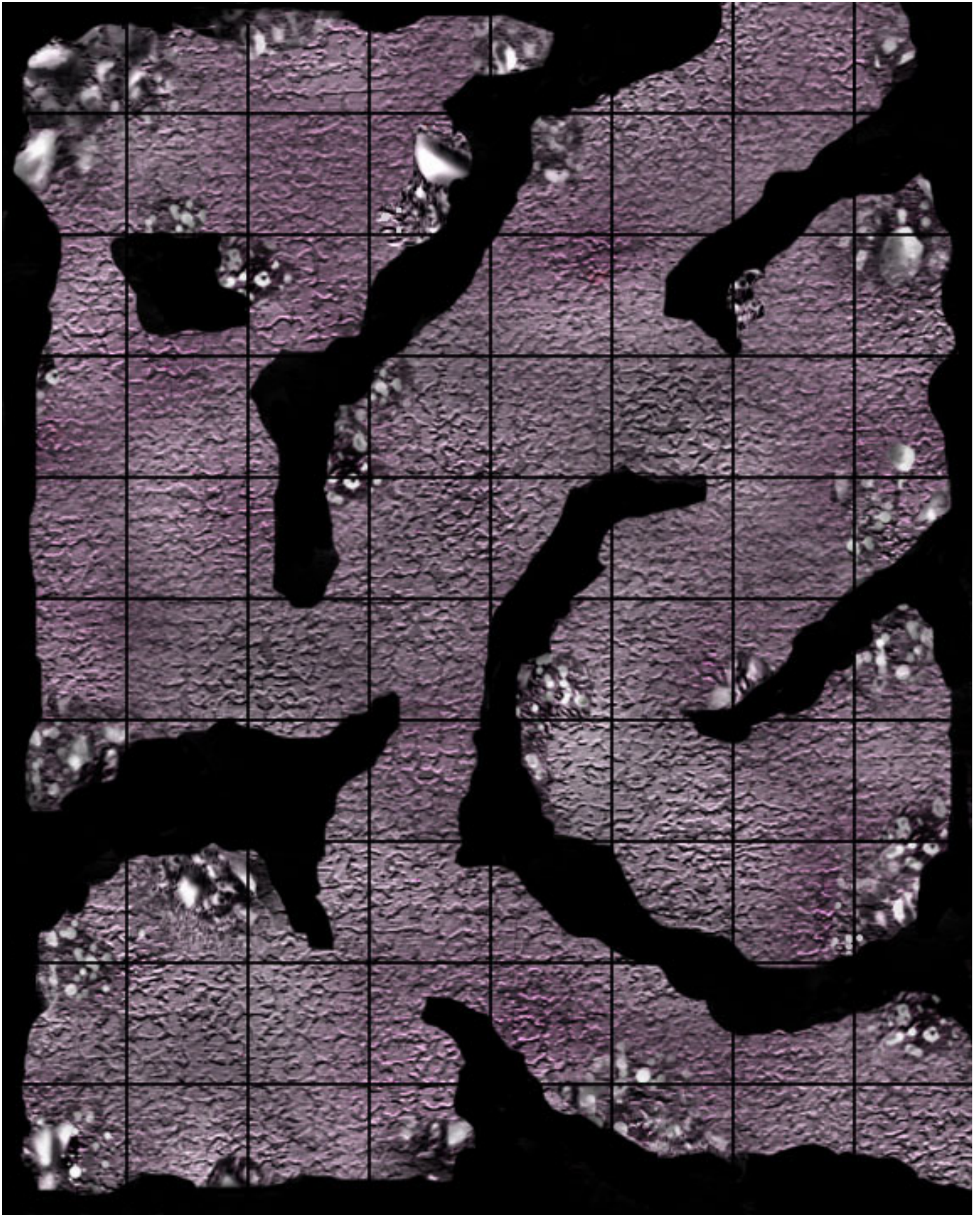
Cave – Room 3



Cave – Room 5



Cave - 4 Rooms



Cave - 4 Rooms