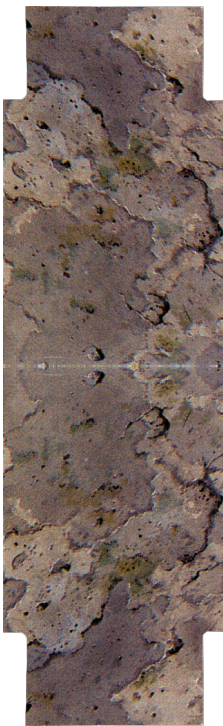


Iron Entrance Door



Stone Doorway



Wooden Exit Door

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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Mind Blast and Dominate Spell Tokens

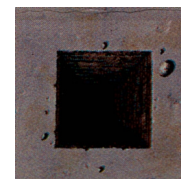


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Ogre Throne



Pit of Darkness