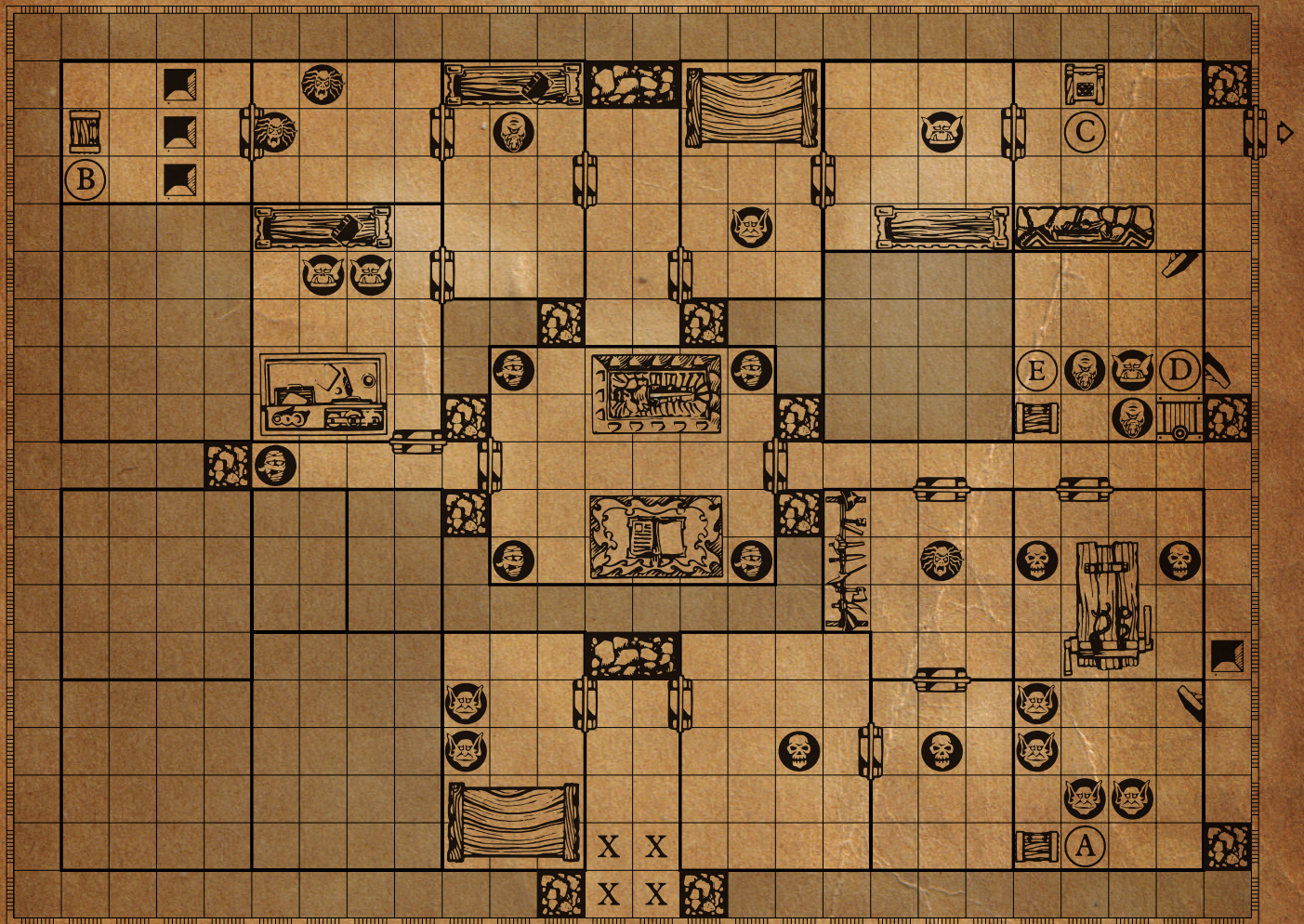


Level 0 - Undertower Crypts



X - Players start here.

A - This chest contains 50 gold pieces and 1 standard healing potion.

B - This chest contains a trap (roll one combat dice, take 1 point of damage if a skull is rolled) 50 gold pieces and a key. Players may not exit the crypt without this key.

C - When players enter this room, set the Chaos Sorcerer here. He will escape if attacked (via secret door next to fireplace) to trap door D. The secret door between these two rooms should be placed on the board when the Sorcerer escapes.

D - If players attempt to open the trap door they will find that it is locked.

E - This chest is empty.