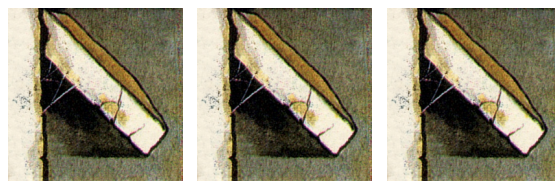
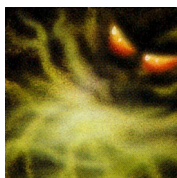




Iron Entrance Door



Secret Doors



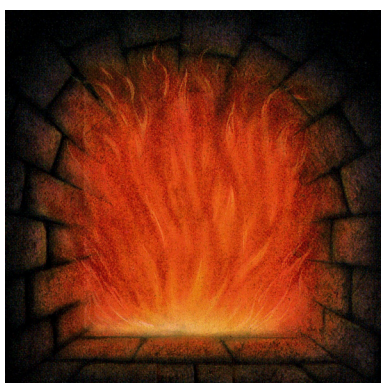
Death Mist



Wolf Tokens



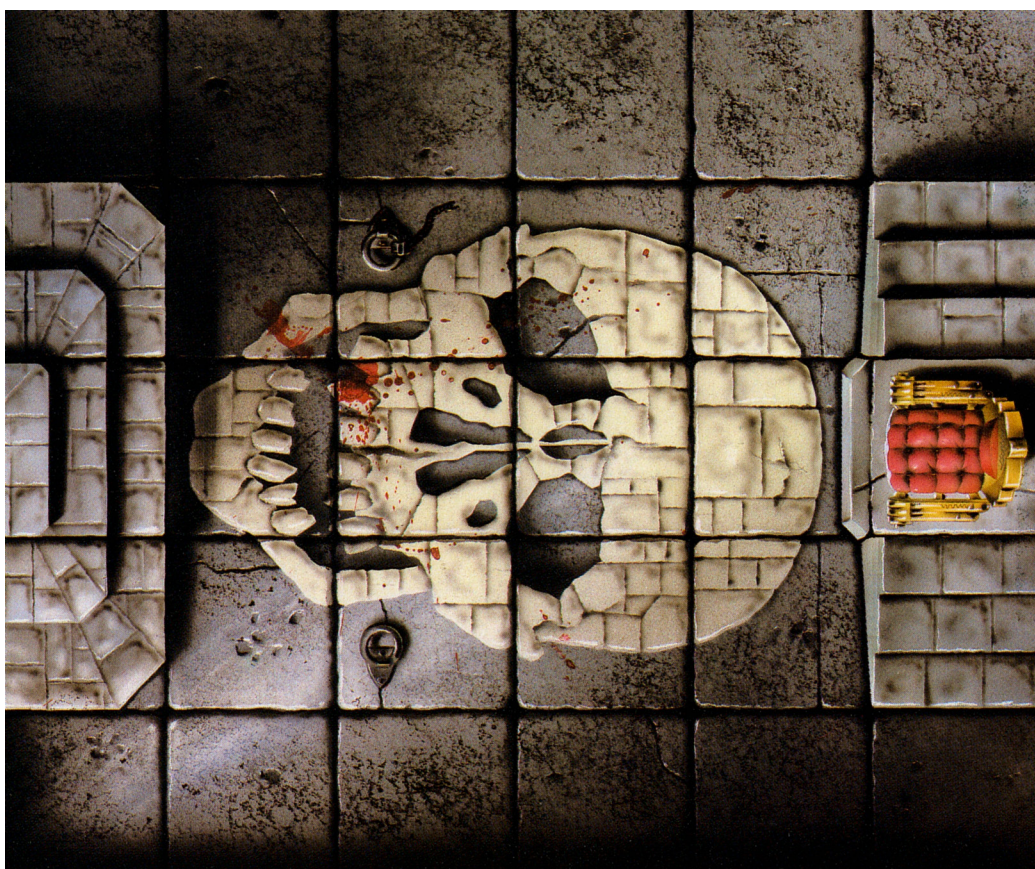
Weapons Packs



Wall of Flame

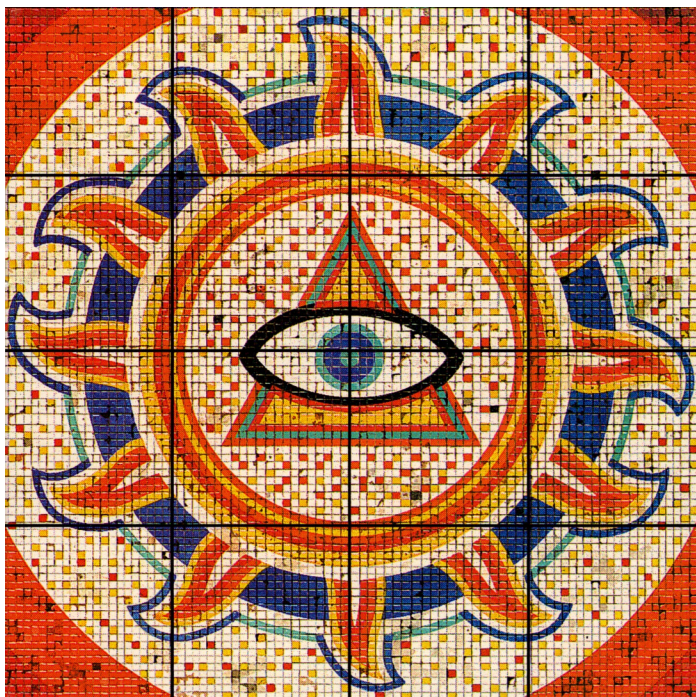


Cloud of Chaos



Throne Room





Sun Eye Room



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 - 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.



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.

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.

Chaos Tokens - Dominate



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

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Chaos Token - Mind Blast



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

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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.

Chaos Tokens - Mind Blast



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.



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

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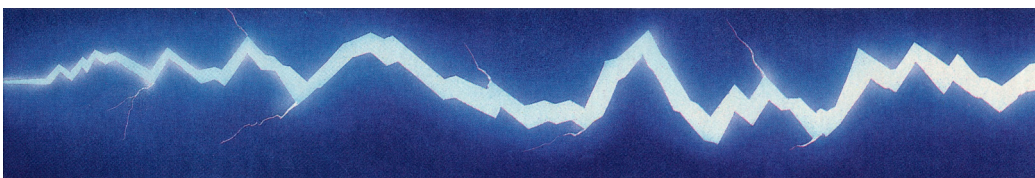


Chaos Tokens – Mind Lock

Chaos Tokens – Mind Lock



Earthquake



Lightning Bolt