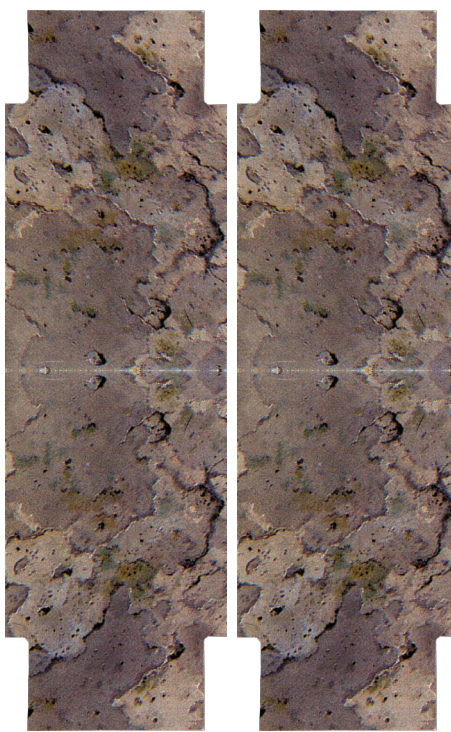


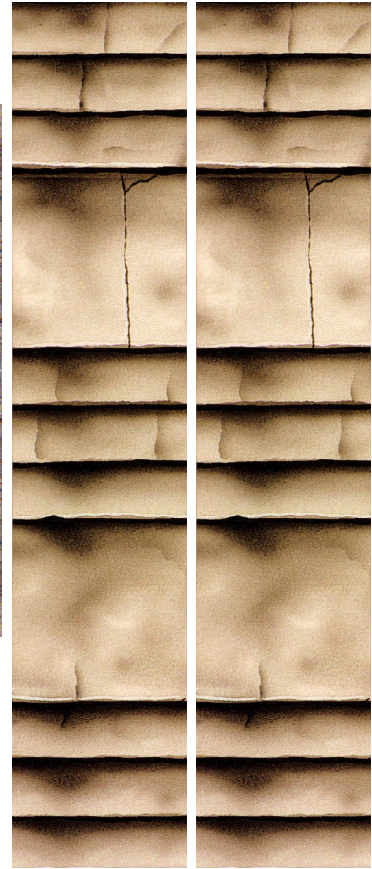
Iron Entrance Door



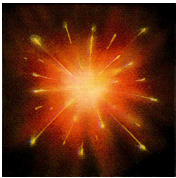
Wooden Exit Door



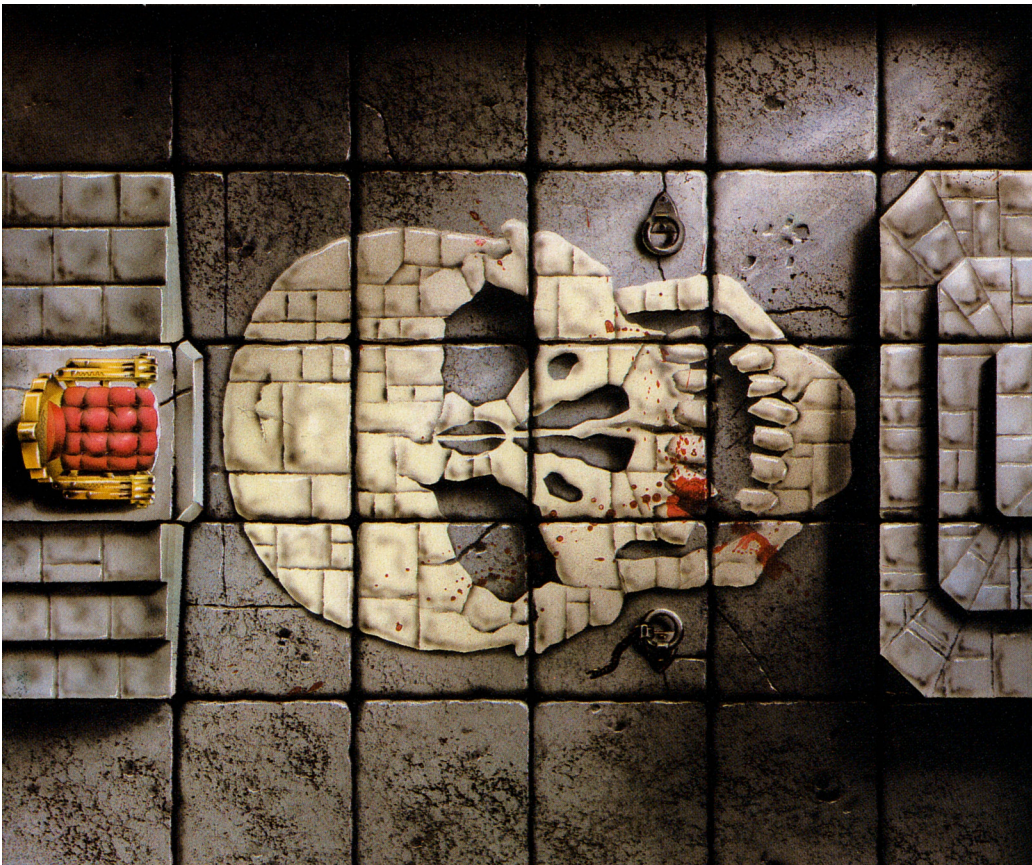
Stone Doorways



Long Stairways

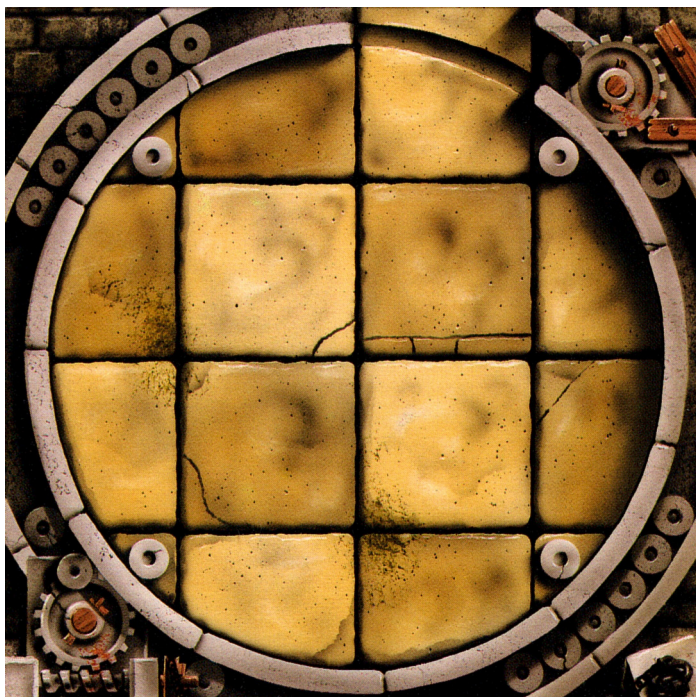


Fireburst Token



Throne Room





Revolving Room



Carpet 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.



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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.



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Chaos Tokens



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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.



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