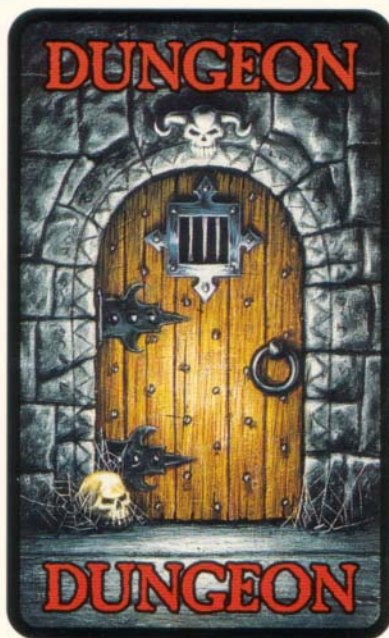


DUNGEON



DUNGEON

FIRECHASM

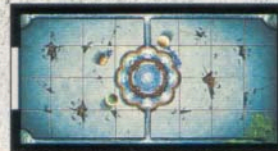
A deep red light seeps out from this room, suffusing the area with a burning glow. The air is almost too hot to breathe and the walls are warm to the touch. See the Adventure Book for details of the Firechasm.



OBJECTIVE ROOM

FOUNTAIN OF LIGHT

A faint yellow glow emanates from this room, and you can just hear the trickle of running water. See the Adventure Book for details of the Fountain of Light.



OBJECTIVE ROOM

TOMB CHAMBER

A chill breeze blows from this room. In the flickering light, you can make out the shape of a stone slab inside. See the Adventure Book for details of the Tomb Chamber.



OBJECTIVE ROOM

IDOL CHAMBER

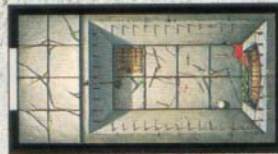
The wan light of your lantern glints off the cold stone walls of this chamber, revealing a hideous stone idol at the far end of the room. See the Adventure Book for details of the Idol Chamber.



OBJECTIVE ROOM

FIGHTING PIT

The dim light of a single lamp suspended from the ceiling barely penetrates the shadows of this dark and forbidding room. See the Adventure Book for details of the Fighting Pit.



OBJECTIVE ROOM

CORNER

The corridor suddenly and sharply twists into the darkness.

The corner will always be empty, unless the Adventure Book states otherwise or an Unexpected Event is rolled during the Power Phase.



CORRIDOR

T-JUNCTION

The passage divides into two here, leaving you with no idea as to which direction to take.

The T-junction will always be empty, unless the Adventure Book states otherwise or an Unexpected Event is rolled during the Power Phase.

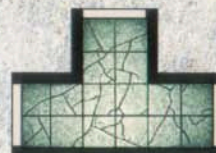


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T-JUNCTION

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CORRIDOR

STAIRWAY

You almost stumble and fall down a set of slimy, stone steps that descend into the darkness.

The stairway will always be empty, unless the Adventure Book states otherwise, or an Unexpected Event is rolled during the Power Phase.



CORRIDOR

PASSAGEWAY

You are standing just inside a dank, dark expanse of corridor that disappears into the gloom.

The passageway will always be empty, unless the Adventure Book states otherwise, or an Unexpected Event is rolled during the Power Phase.



Choose one of three doorway positions

CORRIDOR

PASSAGEWAY

You are standing just inside a dank, dark expanse of corridor that disappears into the gloom.

The passageway will always be empty, unless the Adventure Book states otherwise, or an Unexpected Event is rolled during the Power Phase.



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Choose one of three doorway positions

CORRIDOR

PASSAGEWAY

You face a moss-covered corridor, its end hidden in the gloom.

The passageway will always be empty, unless the Adventure Book states otherwise, or an Unexpected Event is rolled during the Power Phase.



Choose one of three doorway positions

CORRIDOR

PASSAGEWAY

You face a moss-covered corridor, its end hidden in the gloom.

The passageway will always be empty, unless the Adventure Book states otherwise, or an Unexpected Event is rolled during the Power Phase.



Choose one of three doorway positions

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PASSAGEWAY

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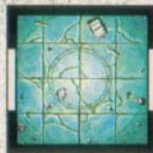
Choose one of three doorway positions

CORRIDOR

CIRCLE OF POWER

Shards of flickering, unnatural green light pierce the darkness from within this room.

The Circle of Power will always trigger an Event Card, unless the Adventure Book states otherwise.

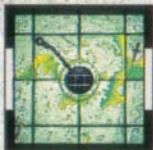


DUNGEON ROOM

WELL OF DOOM

The stench of decay hangs heavy in the air, emanating from a bottomless shaft in the centre of the room.

The Well of Doom will always trigger an Event Card, unless the Adventure Book states otherwise.

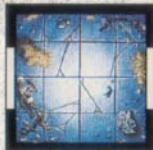


DUNGEON ROOM

DUNGEON CELL

What little light penetrates this room seems to be absorbed by its deep blue floor.

The Dungeon Cell will always trigger an Event Card, unless the Adventure Book states otherwise.

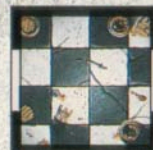


DUNGEON ROOM

GUARD ROOM

The dim light of your lantern illuminates what appears to be a floor covered in a checkerboard pattern.

The Guard Room will always trigger an Event Card, unless the Adventure Book states otherwise.

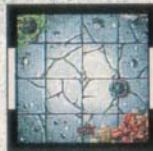


DUNGEON ROOM

MONSTERS' LAIR

As you peer into the gloom, the lantern's light glints off what seems to be bones.

The Monsters' Lair will always trigger an Event Card, unless the Adventure Book states otherwise.



DUNGEON ROOM

TORTURE CHAMBER

By the flickering light of your lantern, you can just make out a small, rough-hewn room.

The Torture Chamber will always trigger an Event Card, unless the Adventure Book states otherwise.



DUNGEON ROOM

