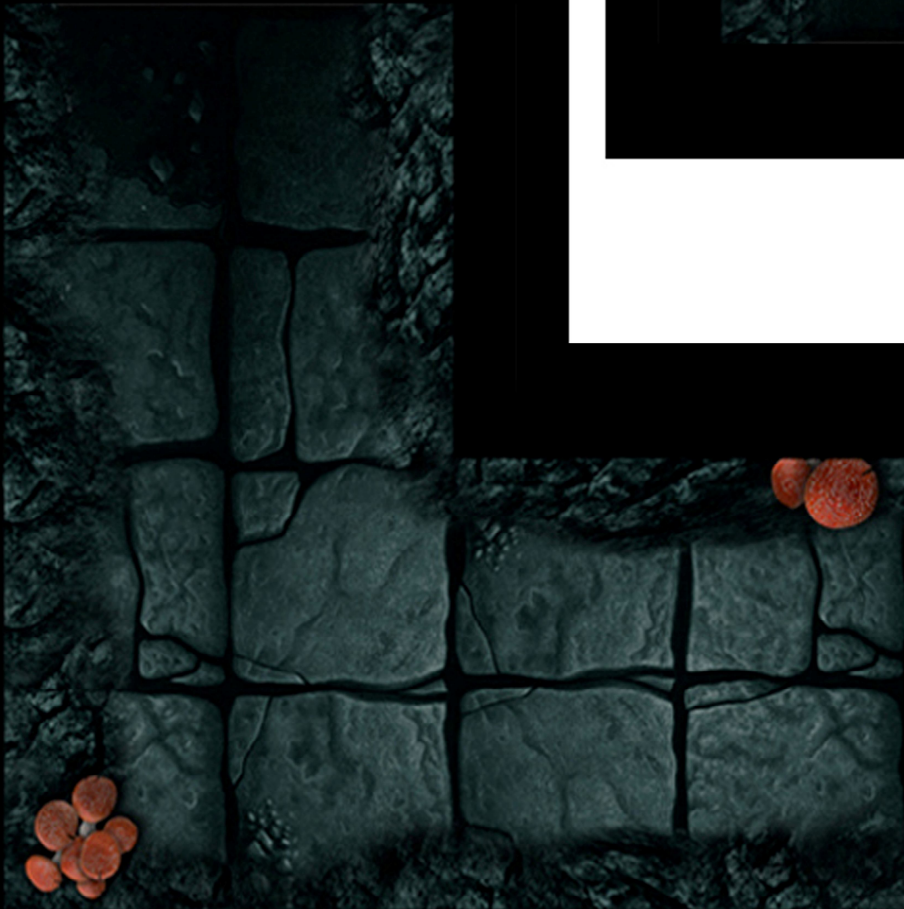
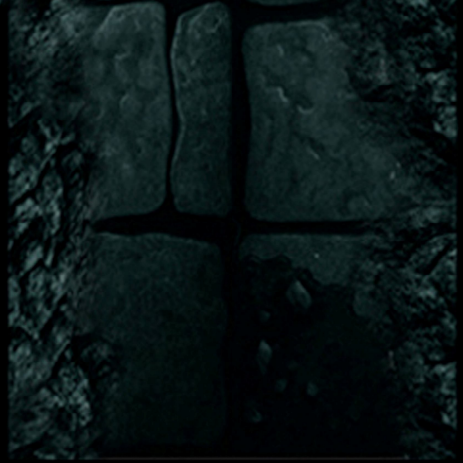
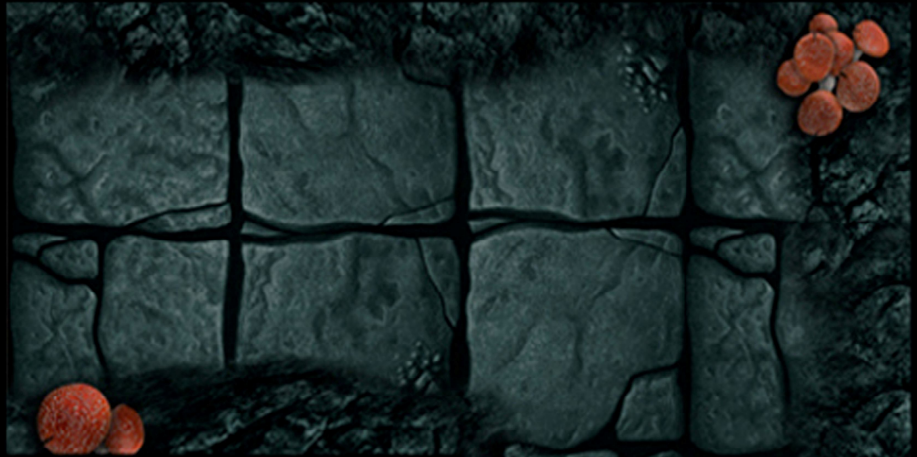
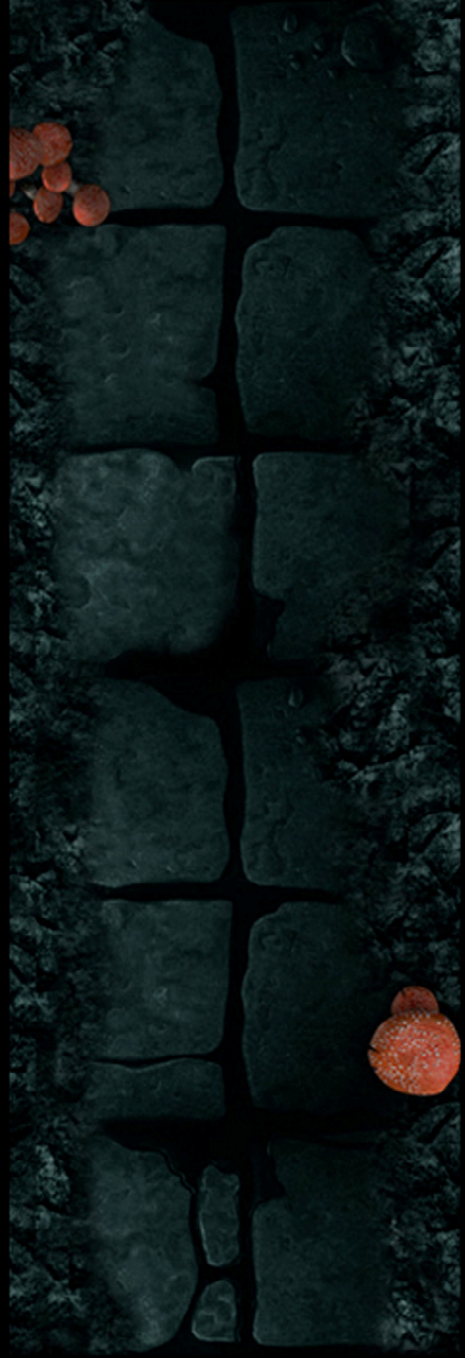
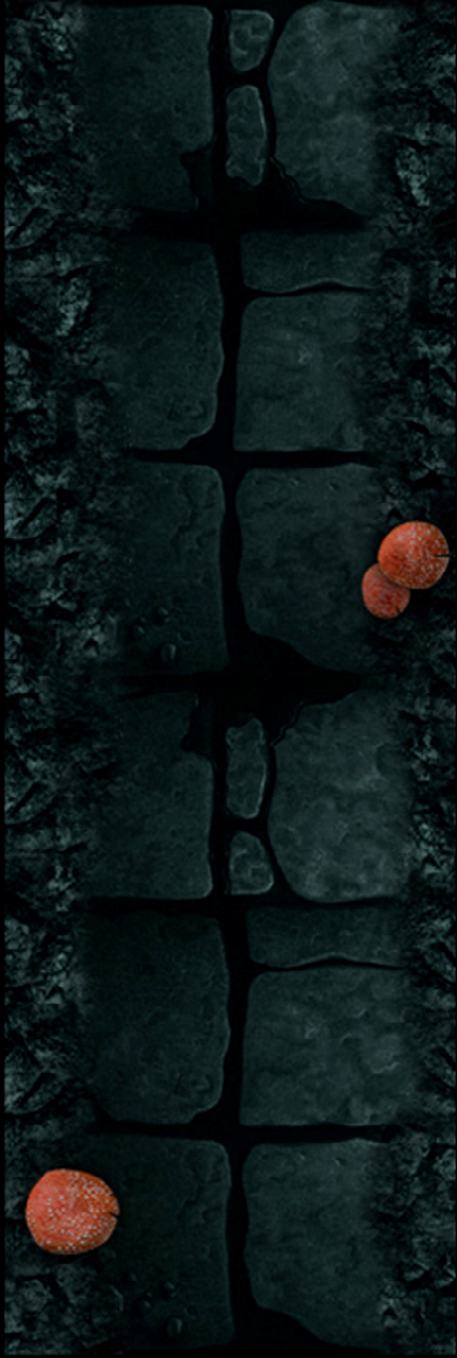
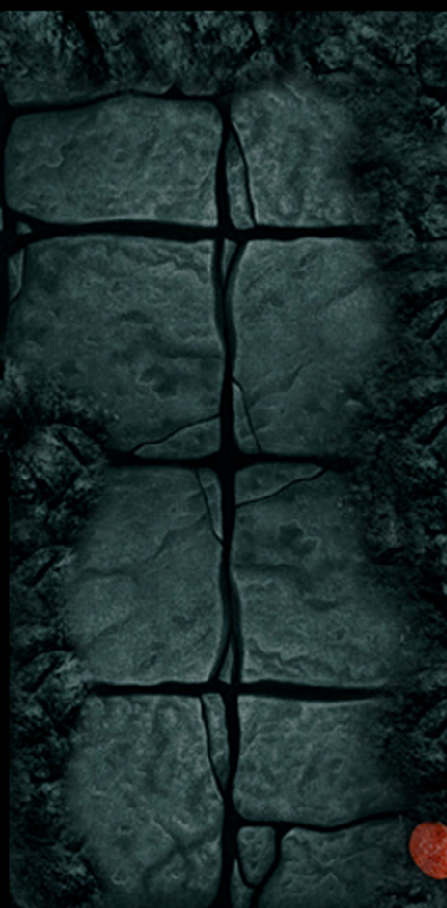
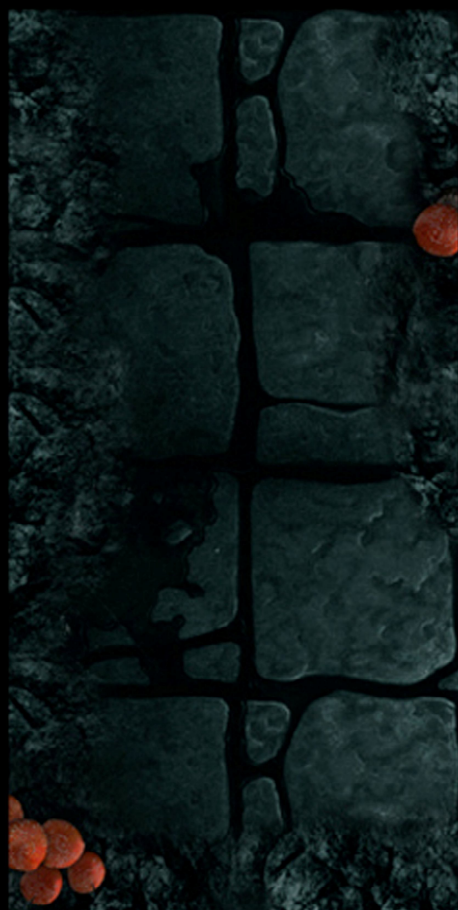










CROSSROADS

A rough passage is cut into the rock. It splits into three directions.

The Crossroads will always be empty unless the adventure book states otherwise. An unexpected event will always be triggered on a roll of 1 during the power phase.



CORRIDOR

S - Bend

A rough passage is cut into the rock. It snakes off into the rock face.

The S-Bend will always be empty unless the adventure book states otherwise. An unexpected event will always be triggered on a roll of 1 during the power phase.

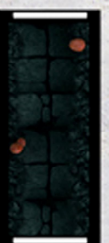


CORRIDOR

CORRIDOR

A rough passage is cut into the rock. It leads on into the darkness.

The Corridor will always be empty unless the adventure book states otherwise. An unexpected event will always be triggered on a roll of 1 during the power phase.

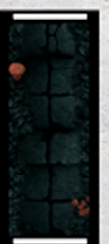


CORRIDOR

CORRIDOR

A rough passage is cut into the rock. It leads on into the darkness.

The Corridor will always be empty unless the adventure book states otherwise. An unexpected event will always be triggered on a roll of 1 during the power phase.



CORRIDOR

DUNGEON



DUNGEON

DUNGEON



DUNGEON

DUNGEON



DUNGEON

DUNGEON



DUNGEON

