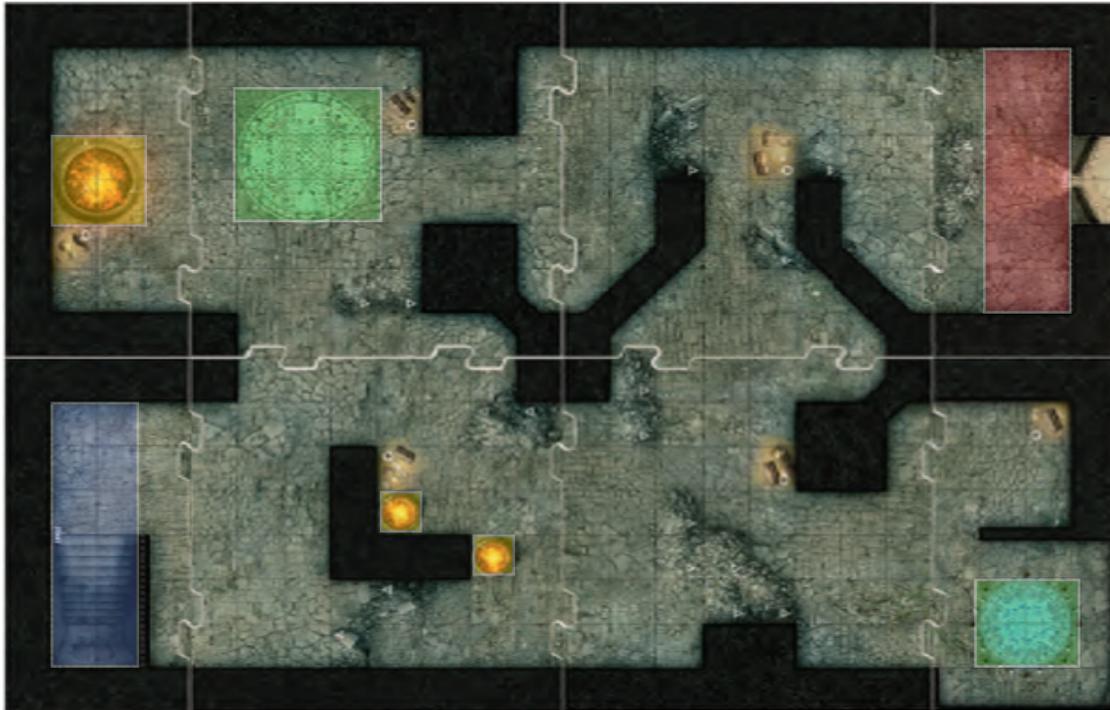


MAP
DC1

Dungeon Duel



The Dungeon Duel map has several terrain features:

There are 6 **Fire Terrain** Squares, indicated by the Brazier artwork (see yellow highlight).

There are 13 **Sacred Circle** Squares, indicated by the Magic Circle artwork (see green highlight).

There are 18 **Difficult Terrain** Squares, marked by triangles in the squares.

Two doors and a set of stairs are depicted in the artwork. Treat these as clear terrain.

There are two start areas (see red and blue highlights on the map).

There are also six **Special Shared Victory Areas** marked by circles and highlighted with treasure artwork.

Each of these victory areas can only score points **once** during a match. At the end of a round, a player whose creature occupies the victory area can decide to claim victory points that round, or not. If the player claims their victory points, place a token to indicate this in the **Special Shared Victory Area**. Points from multiple **Special Shared Victory Areas** that are claimed in the same round do not stack. However, points can be gained over multiple rounds, as normal.

This map is a prescribed set up of the dungeon map tiles that are included in the initial two Dungeon Command sets. (**Heart of Cormyr & Sting of Lolth**).

The tiles must be set up as shown for the map to be legal.

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