

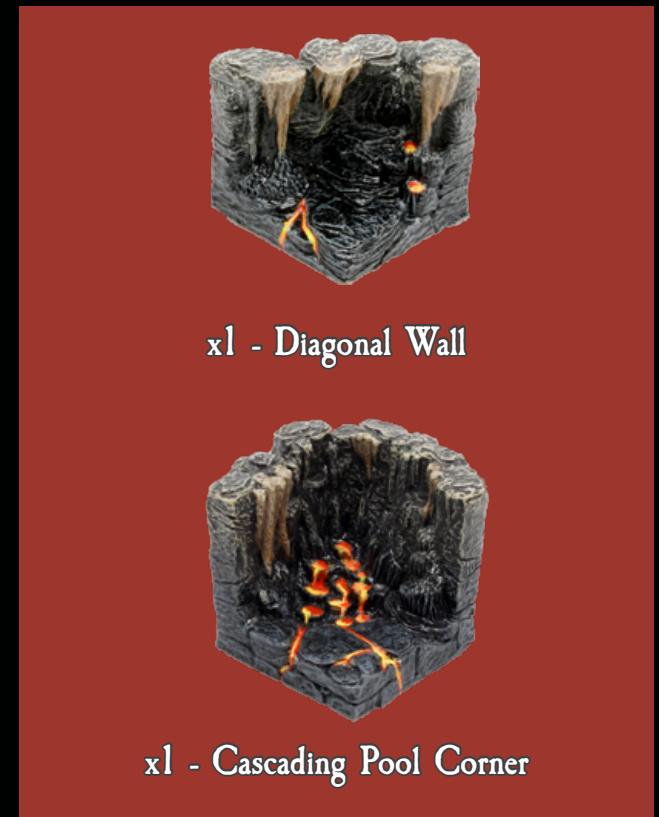
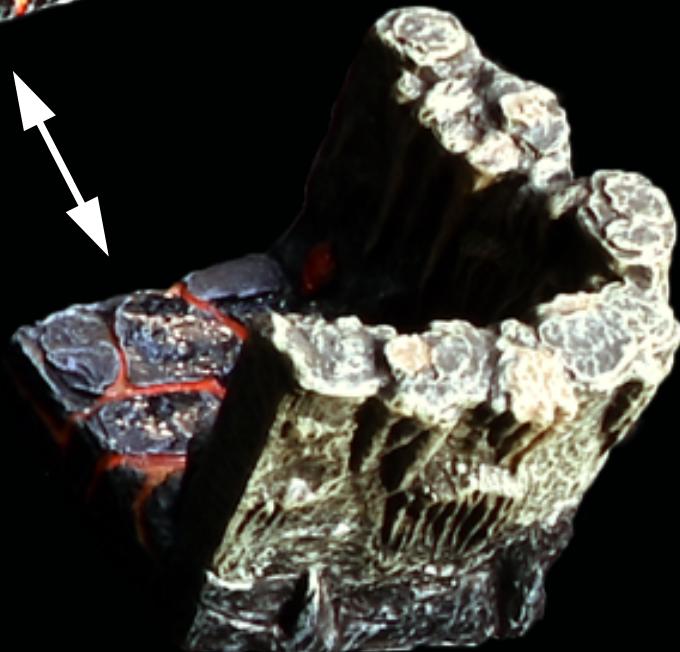
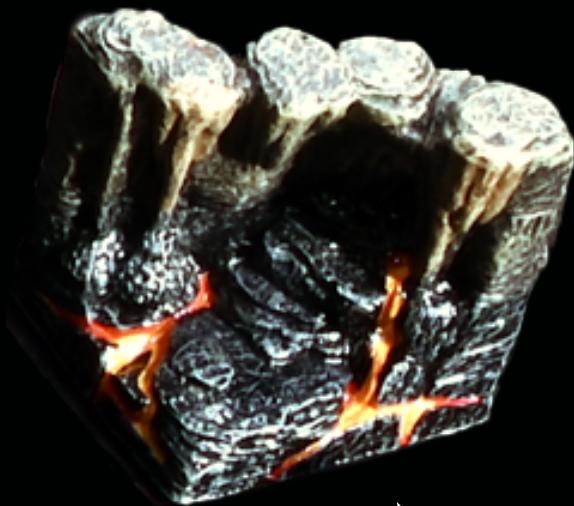
ENCOUNTER

# 1 CRUCIBLE CHAMBER



HELLSCAPE

# ◆ THE CRUCIBLE CHAMBER ◆

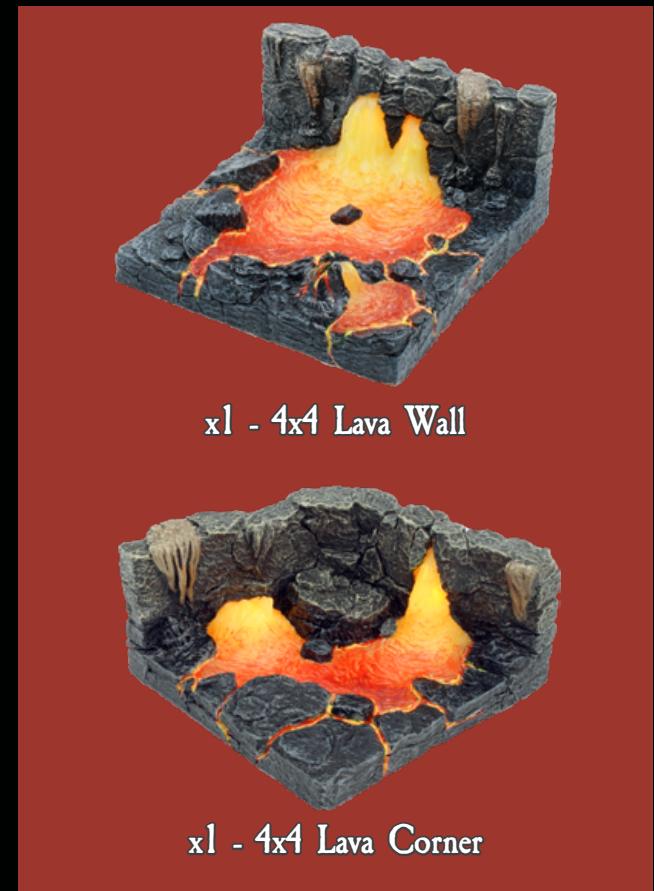
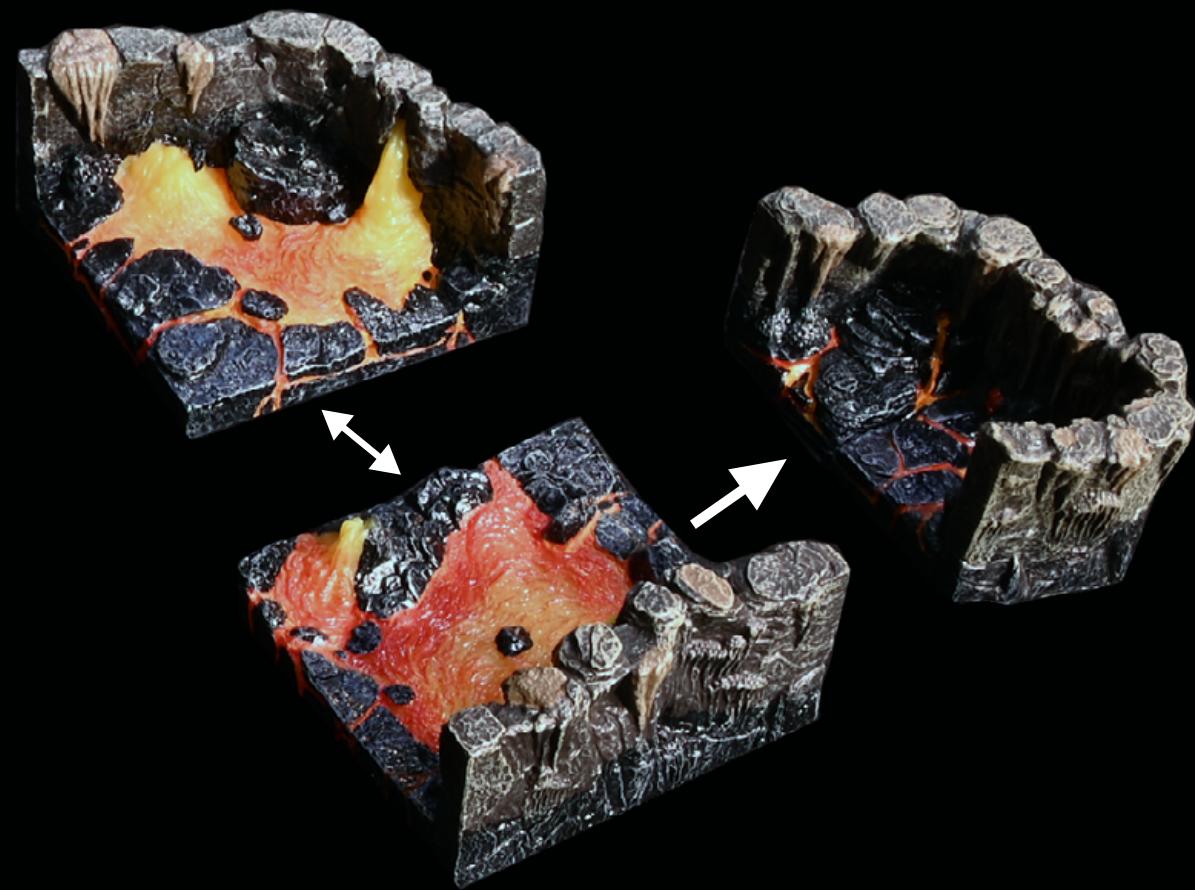


xl - Diagonal Wall

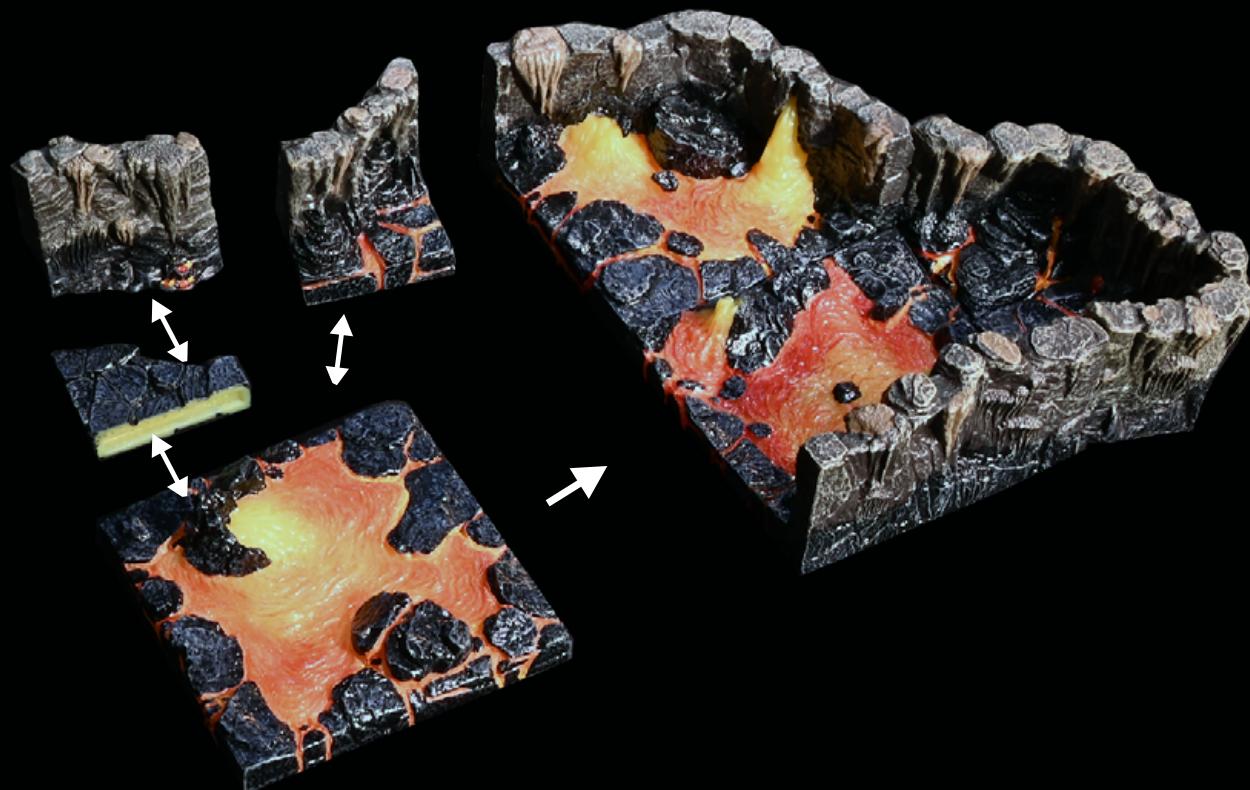
xl - Cascading Pool Corner



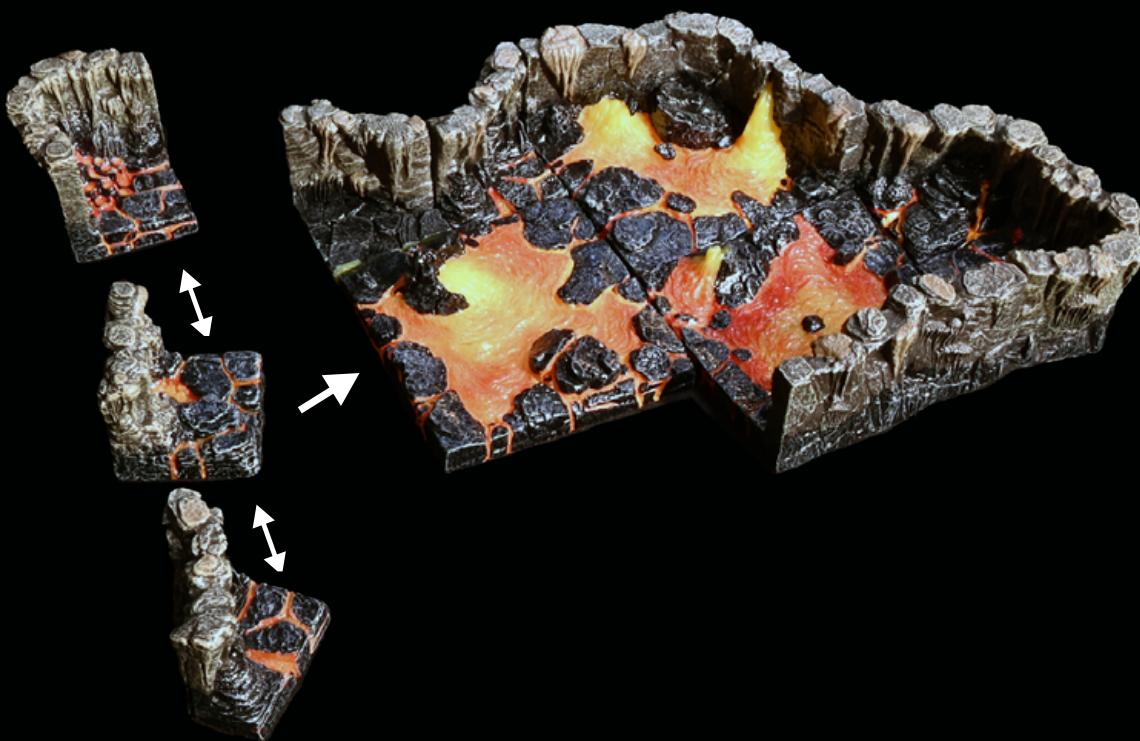
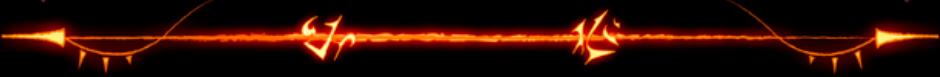
# ◆ THE CRUCIBLE CHAMBER ◆



# ◆ THE CRUCIBLE CHAMBER ◆



# ◆ THE CRUCIBLE CHAMBER ◆



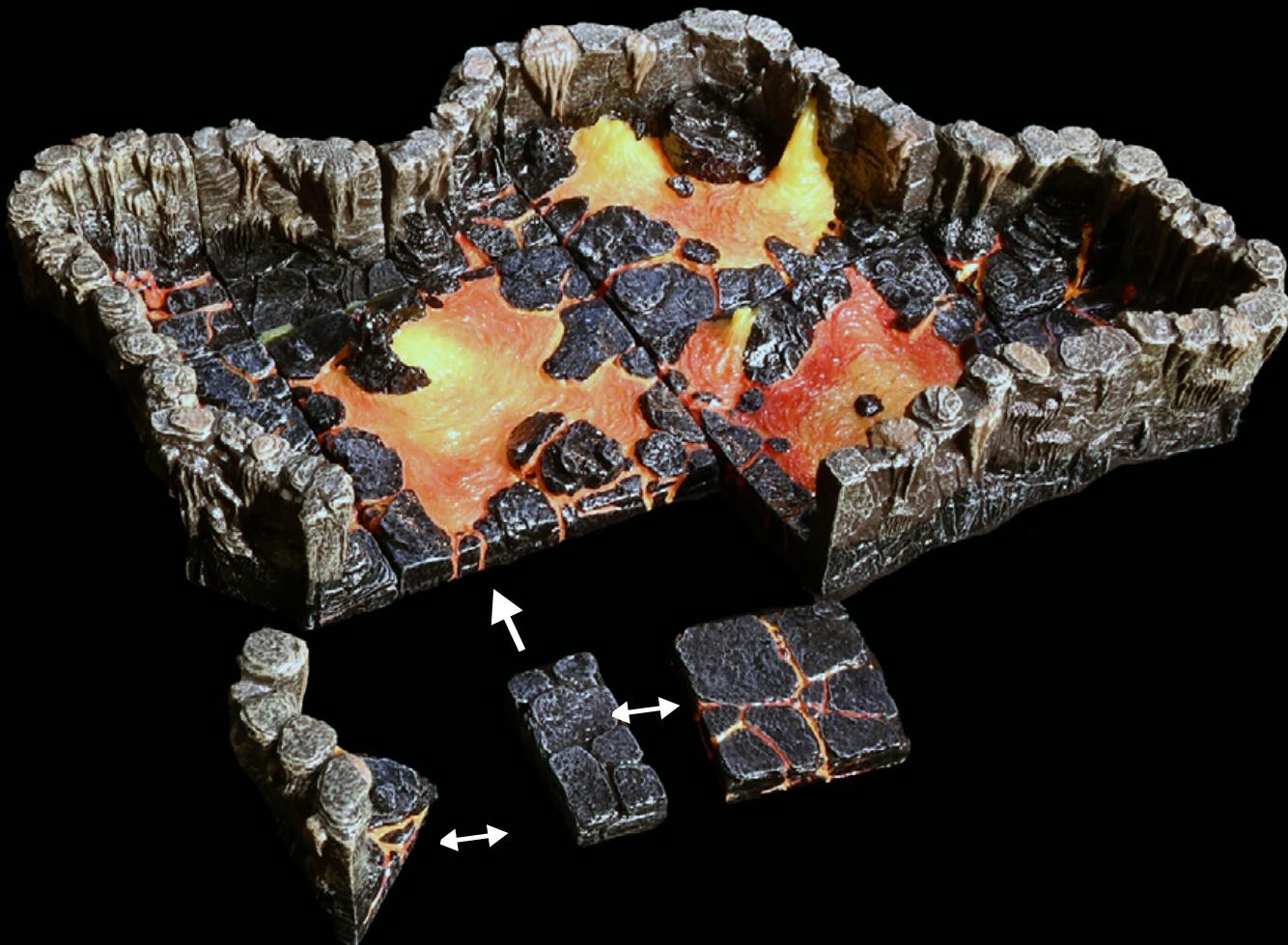
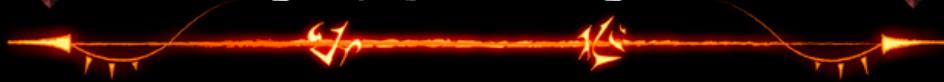
x1 - Diagonal Wall   x1 - Cascading Pool Corner



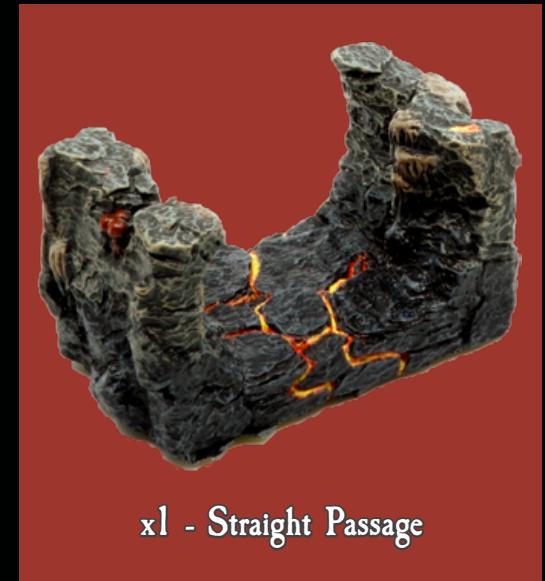
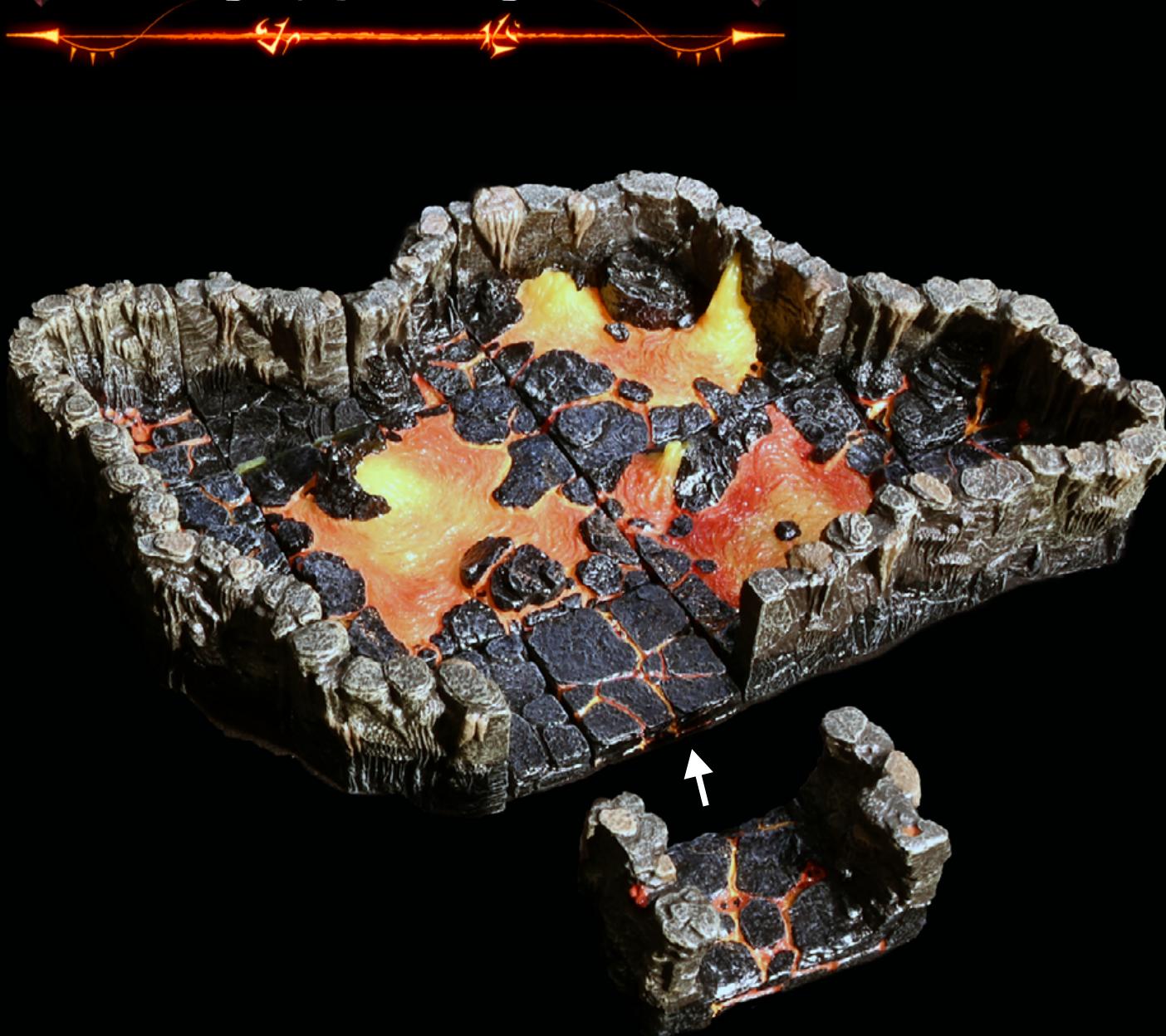
x1 - Swell Wall Right



# ◆ THE CRUCIBLE CHAMBER ◆



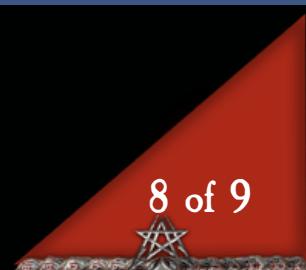
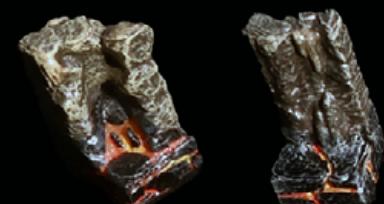
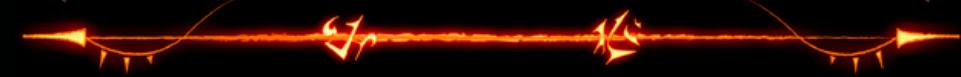
# ◆ THE CRUCIBLE CHAMBER ◆



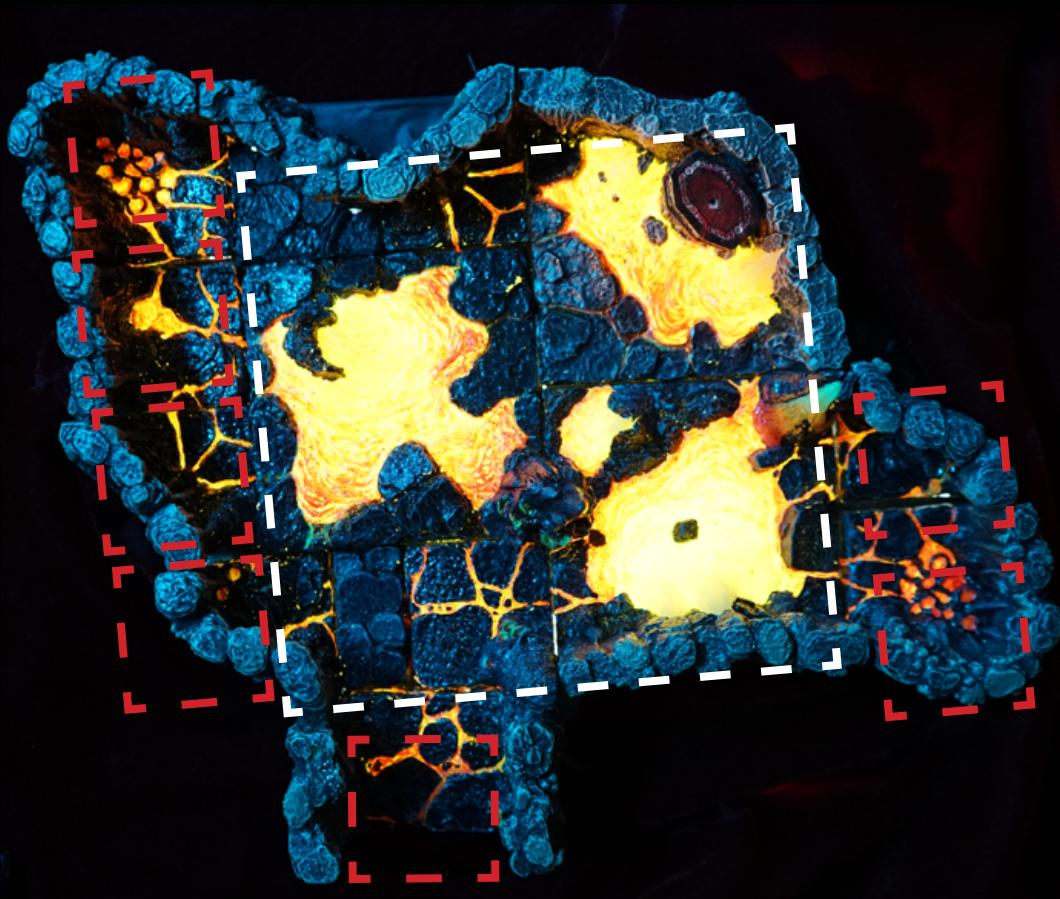
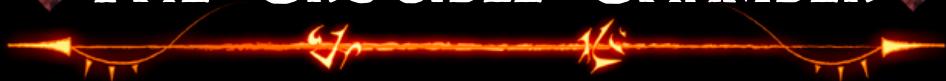
# THE CRUCIBLE CHAMBER



# THE CRUCIBLE CHAMBER



# THE CRUCIBLE CHAMBER

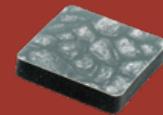


[ ] = Light Panel

[ ] = 2x2 Foamcore Riser

Place these pieces beneath terrain where indicated.

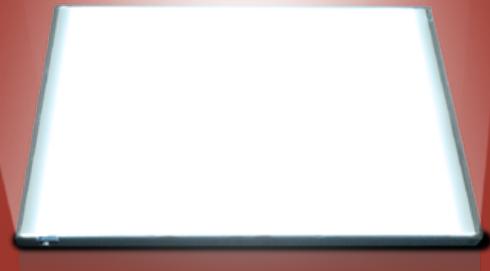
## - ILLUMINATED BUNDLE -



x7 - 2x2 Foam Riser



x1 - Light Leak Mask



x1 - DF Master Light Panel



x1 - Lightbox Power Cord  
w/ Transformer

