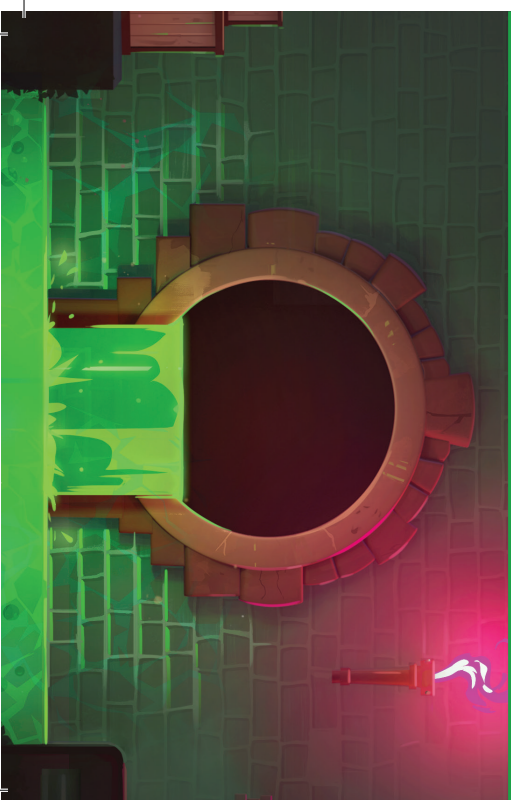


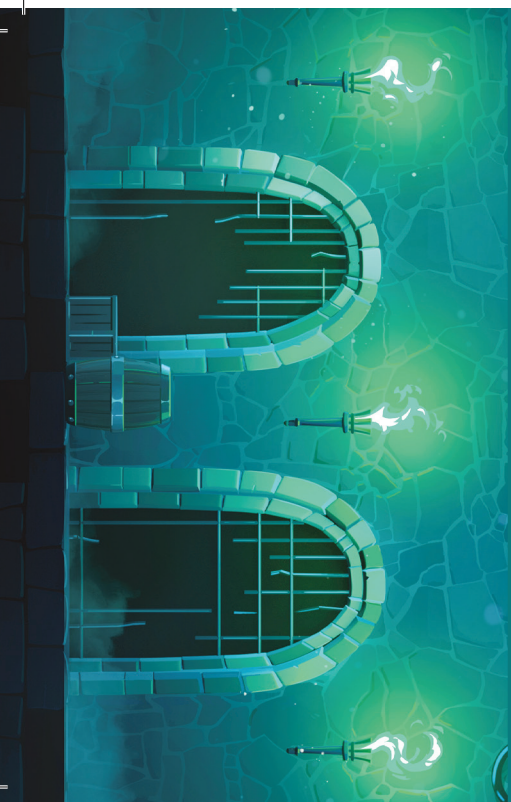
BEHEADED DECK (S1)



TOXIC SEWERS (B2)

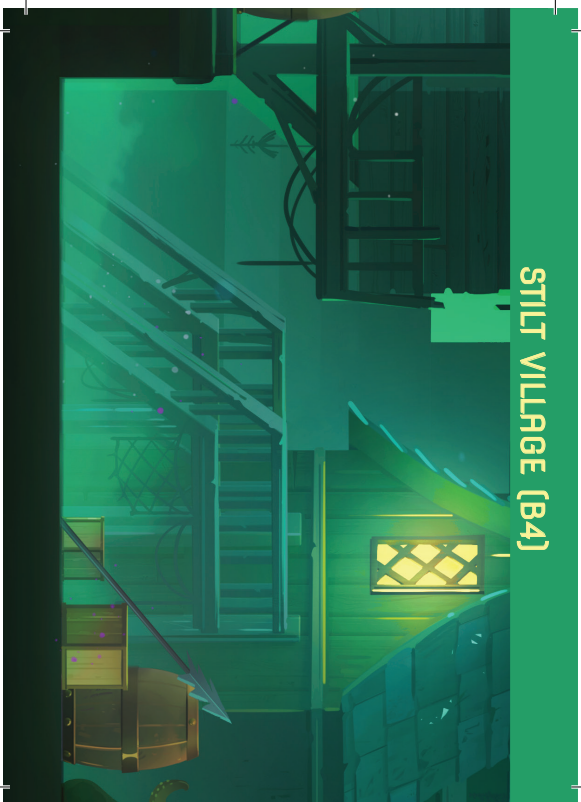


PRISONERS' QUARTER (B1)



RAMPARTS (B3)





STILT VILLAGE (B4)



CLOCK TOWER (B5)



FORGOTTEN SEPULCHER (B6)



HIGH PEAK CASTLE (B7)





CONCIERGE (C1)



HAND OF THE KING (C3)



TIME KEEPER (C2)

 BRUTALITY



 TACTICS



 SURVIVAL



 ABANDONED WELL

