

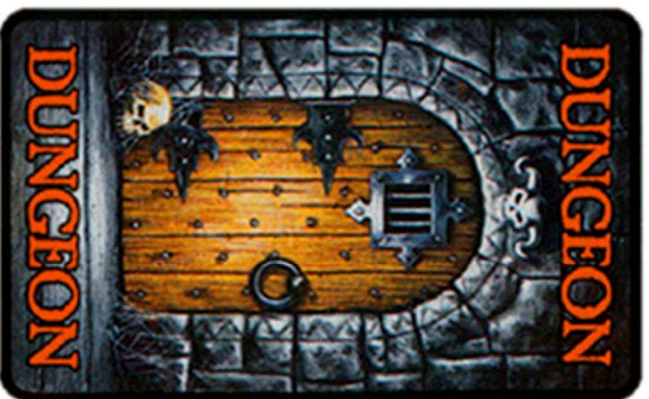
WATERFALL

You enter a large, damp cavern. The sound of rushing water echos around the chamber.

The Waterfall Room will always trigger an event card. Any Warrior/Monster on the top of the waterfall adds +1 to their BS, when shooting at those below.



DUNGEON ROOM



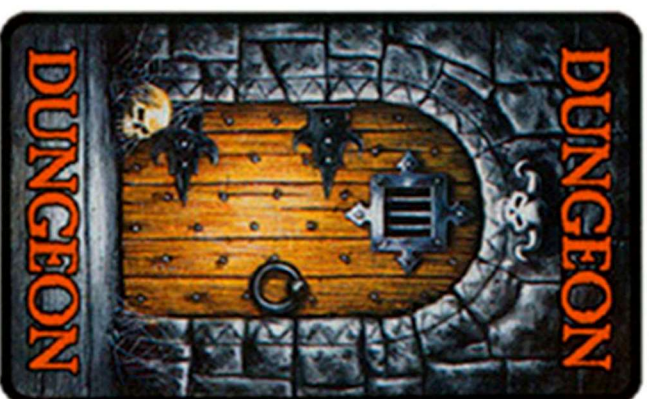
CAVERN LAIR

You enter a large room hewn from the rock. Rough steps lead to a higher platform.

The Cavern Lair will always trigger an event card, unless the Adventure Book states otherwise.



DUNGEON ROOM



STAGLAMITES

You enter a natural void in the rock. The room is littered with large stalagmites.

The Stalagmite Room will always trigger an event card. A Stalagmite will stop any Warrior's deathblow, as it hits the rock.



DUNGEON ROOM

