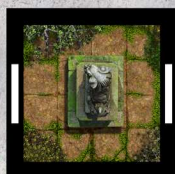




### SHRINE

The trees thin, and you enter a clearing. Stood in the middle, is a large carved shrine.

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



DUNGEON ROOM

# DUNGEON



# DUNGEON