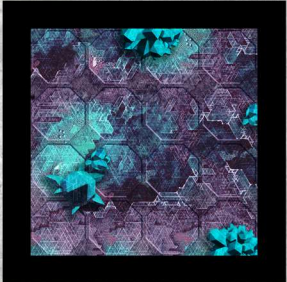


CRYSTAL CHAMBER

You enter a room large crystals are located around the room, each covered in strange markings.

The Crystal Chamber will always trigger an event card, unless the mission book states otherwise.



ROOM