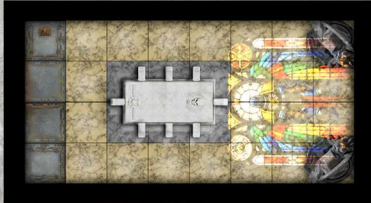




MAUSOLEUM

You walk into a brightly lit room. Light shines through a large stained glass window at the far end, in the center sits a large sarcophagus

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



ROOM