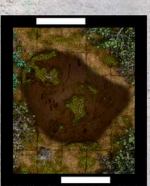




### QUICK MUD

As you enter a clearing, a large pool of thick mud lies before you.

The Quick Mud will always trigger an event card, unless the Adventure Book states otherwise. Any Warrior or Monster attempting to cross the Quick Mud must roll 1D6 and miss their turn on a roll of 1.



### DUNGEON ROOM

