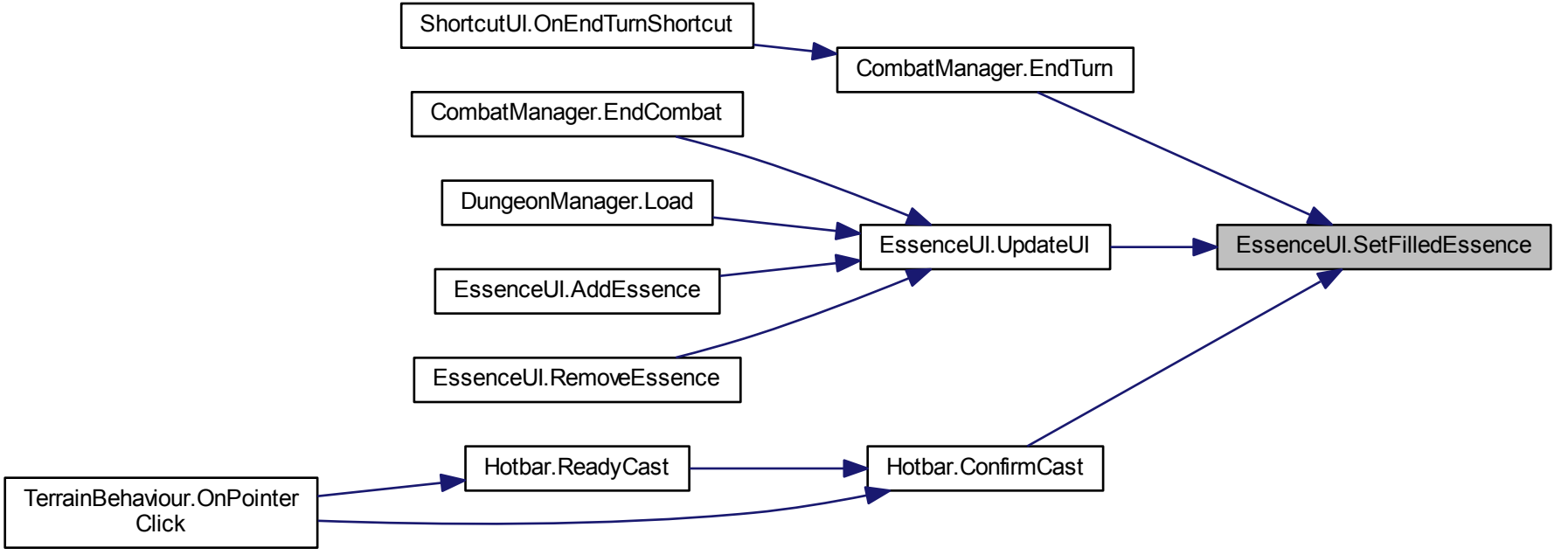
ShortcutUI.OnEndTurnShortcut
CombatManager.EndTurn
CombatManager.EndCombat
DungeonManager.Load
EssenceUI.UpdateUI
EssenceUI.SetFilledEssence
EssenceUI.AddEssence
EssenceUI.RemoveEssence
Hotbar.ReadyCast
Hotbar.ConfirmCast
TerrainBehaviour.OnPointer Click