

Idea 1:

Leave town → Find magic weapon → Destroy Great Evil

Idea 2:

Enter ruins → Find Artifact → Escape ruins

Idea 3:


Scaling a mountain from bottom to top

Idea 4:


Road trip to a location


Idea 5:

Spaceship malfunction mid-flight

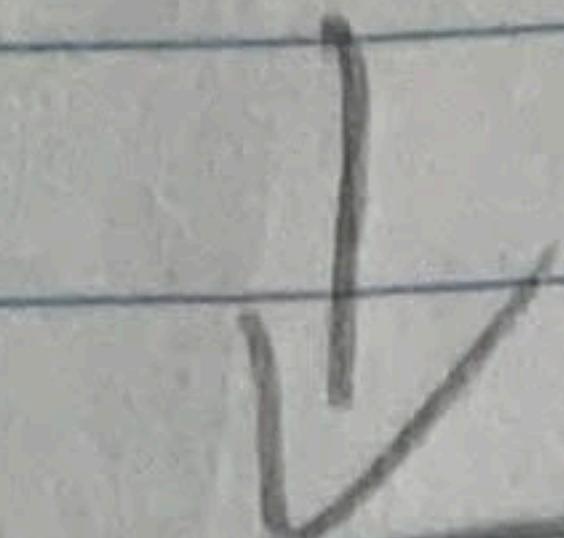


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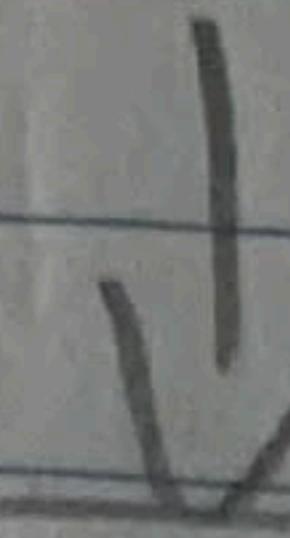




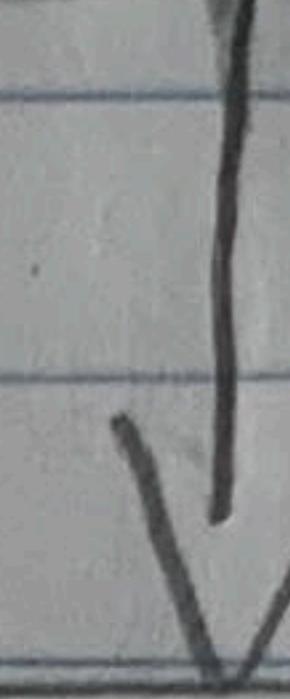
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Player escaped  
the rules

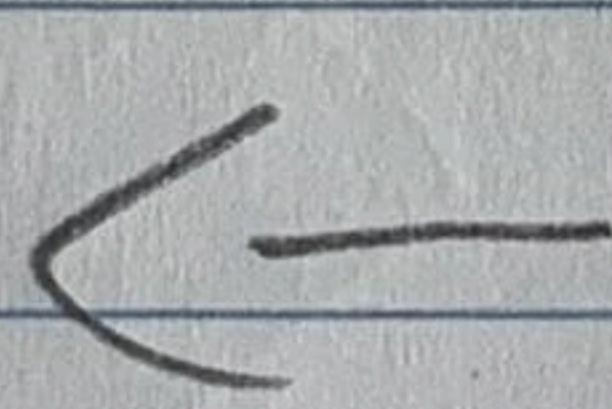


Collapses due  
to injuries



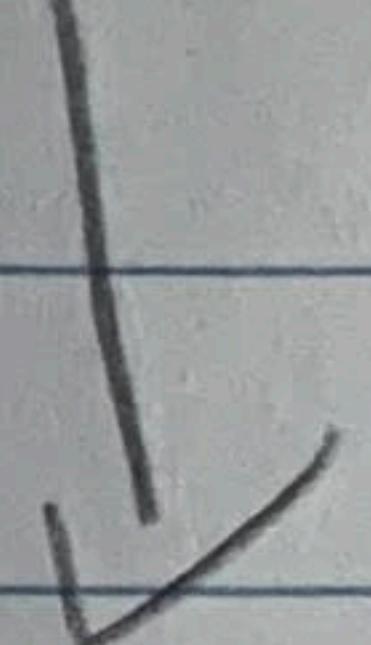
Let player  
know there  
is a choice  
to hole in

Hole in  
crack



Players  
choice

Accept fate



Player holes  
in crack getting  
stuck there  
forever

Player gets  
crushed by  
debris

End