## Room 1 – The Estuary

# Description

You awake to the faint sound of trickling water. You seem to be in a catchment chamber of a Keep on the edge of a tidal river… You appear to be in no immediate danger.

#Instruciton

There might be something worth scavenging here. The walls are smoothed stone, as though chiseled by unforgiving tides and time. You notice a door to the East, and another to the West as a small chest catches your eye.

## Room 2

# Description

#Instruciton

## Room 3

# Description

#Instruciton

## Room 4

# Description

#Instruciton

## Room 5

# Description

#Instruciton

## Room 6

# Description

#Instruciton

## Room 7

# Description

#Instruciton

## Room 8

# Description

#Instruciton

## Room 9

# Description

#Instruciton

## Room 10 – The Schism

# Description

You shoot out of the dark passage, visages of spiders haunting your step. The air sounds dark around you, yet a dim blue-white light is emanating from a great crevasse ahead. A strange humming rings in your ears interspersed with loud cracks, as though lightning itself was being restrained…

# Instruction

Suddenly, a shadow shifts, and you hear a cackling laugh ring out! Do you dare venture North towards certain death? Or will you turn South, and gather your strength for the coming battle?

## Room 11

# Description

#Instructions