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Scenario Goals

Unknown at this time.

Introduction

You wait for the wet directions to dry out so they're legible. When they are finally intelligible, you are not surprised to discover they lead you to the northern seaside. It's not too distant a trek, but you must make a harrowing descent once you arrive. Rappelling down the basalt cliffs, you land before your destination: a stone edifice carved out of the rock, its jagged entrance tide-bitten and spangled with salt and seagull excrement.

You wind between maze-like, pockmarked limestone columns. It makes you feel absurd, all this sideways scuttling. The tide is currently low, and you wonder if that should concern you. Suddenly, the columns end, and beyond them lies a yawning cavernous space. With a torch, you examine your surroundings. An ancient, once glorious, stone hall.

And, sure enough, some crabby companions. Red-eyed and ten-limbed, the Lurkers rear up and emit a sound like a hiss, if shells could hiss. They're furious. Apparently, they're staking out this damp domain for themselves. You'd let them have it, as it smells like fish guts in here, but now you're intrigued about what they might be after.
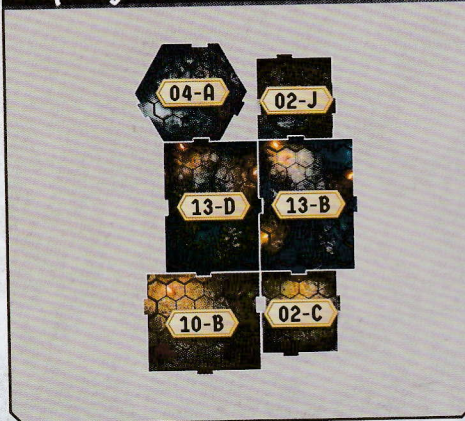
Beyond the Lurkers, you see two driftwood doors. The instructions from the trench-coated "man" clearly exhort you to take the door on the right.

"DO NOT," it says, "UNDER ANY CIRCUMSTANCES, GO LEFT."

Section Links

When door ❶ is opened, read 📖 19.1.
When door ❷ is opened, read 📖 59.2.

Map Layout

04-A 02-J
13-D 13-B
10-B 02-C

Scenario Key

Abael Herder		
Abael Scout		
Lightning Eel		
Lurker Soldier		
Lurker Wavethrower		
Piranha Pig		
Cave Door	3
Dungeon Door	3
Large Cave Corridor	1
🔥 and 🗡 Trap	3
Huge Water	1
Large Water	3
Water	7
Altar	2
Debris	3
Treasure	1

Loot

💰	x6
🪨	x3
⚒	x3
🍂	x4
🌿	x2
🌙	x2

02-C

10-B