**TITLE**

**Setting:**

**Rooms:**

1. **-**
2. **-**
3. **-**
4. **-**
5. **-**
6. **-**
7. **-**
8. **-**

**Items**

1. **-**
2. **-**
3. **-**
4. **-**
5. **-**
6. **-**
7. **-**
8. **-**
9. **-**
10. **-**

**Problem:**

**Characters:**

1. Character 1 (Player)
2. Character 2 (NPC)
3. Character 3 (NPC)

**Events:**

**Solution:**