



# The World of Testing

# The Dark Land

*Temperate • Wetland • Evil*

## Details

- ☐ Extremely humid
- ☐ Insect hum, amphibian croaking
- ☐ The sound of drums
- ☐ Permanent cloud cover

## Discoveries

### Area • River of Steam

*Unsafe • Neutral*

This waterway is the only route into the Dark Land that doesn't require you to make the arduous journey across steep mountains.

Mist pours off the river, reducing visibility to a few meters.

- ☐ What creatures lurk beneath the water?
- ☐ What offerings do the local tribe demand in exchange for passage?
- ☐ What about the water is of special interest to a master of the arcane arts?

### Area • River of Steam

*Unsafe • Neutral*

This waterway is the only route into the Dark Land that doesn't require you to make the arduous journey across steep mountains.

Mist pours off the river, reducing visibility to a few meters.

- ☐ What creatures lurk beneath the water?
- ☐ What offerings do the local tribe demand in exchange for passage?
- ☐ What about the water is of special interest to a master of the arcane arts?

### Area • River of Steam

*Unsafe • Neutral*

This waterway is the only route into the Dark Land that doesn't require you to make the arduous journey across steep mountains.

Mist pours off the river, reducing visibility to a few meters.

- ☐ What creatures lurk beneath the water?

- ☐ What offerings do the local tribe demand in exchange for passage?
- ☐ What about the water is of special interest to a master of the arcane arts?

### Area • River of Steam

*Unsafe • Neutral*

This waterway is the only route into the Dark Land that doesn't require you to make the arduous journey across steep mountains.

Mist pours off the river, reducing visibility to a few meters.

- ☐ What creatures lurk beneath the water?
- ☐ What offerings do the local tribe demand in exchange for passage?
- ☐ What about the water is of special interest to a master of the arcane arts?