On the far edge of the forest, a steep rocky wall raises high above the trees. On the bottom lies a small entrance, surrounded by sculptures of fish like creatures.

A narrow spiral staircase leads you deeper in the darkness. (**Option:** to lit up the torch, if you are carrying one. [Without the torch player won’t be able to spot the enemies and is forced to battle them.])

From the bottom of the stairs there is a small cave with an underground river floating down.

You see a water creature that looks like half fish and lizard, with the tail of a fish but the front limbs resembling a lizard legs with the claws. (As the creature only lives in underground it has become blind) (**Option:** *Fight* or *extinguish the torch* and sneak pass the enemy)

Fight > Enough HP and you may proceed to the next card.

Sneak pass > proceed to the next card.

You follow the small river and found an underground lake with a small island in the middle. You see a small altar on the island with similar rock engravings as on the entrance. (**Option:** *swim across* or *lit up the torch.*)

Swim across > You will lose the ability of using the torch again

Lit up the torch > You found a way to the island by stepping on underwater rocks that are barely visible to the eye with the torch lighting up the way.

You reach the island with the Altar and find a chest.

You collect a treasure

Notes

1. How do we connect the stories together. In terms of

Narrative - How to make randomly connected stories engaging. Humor?

Gameplay - How do we actually connect them.

2. How the RPG gameplay works in 5 -15 minutes games.

Narrative

Gathering Items and gear