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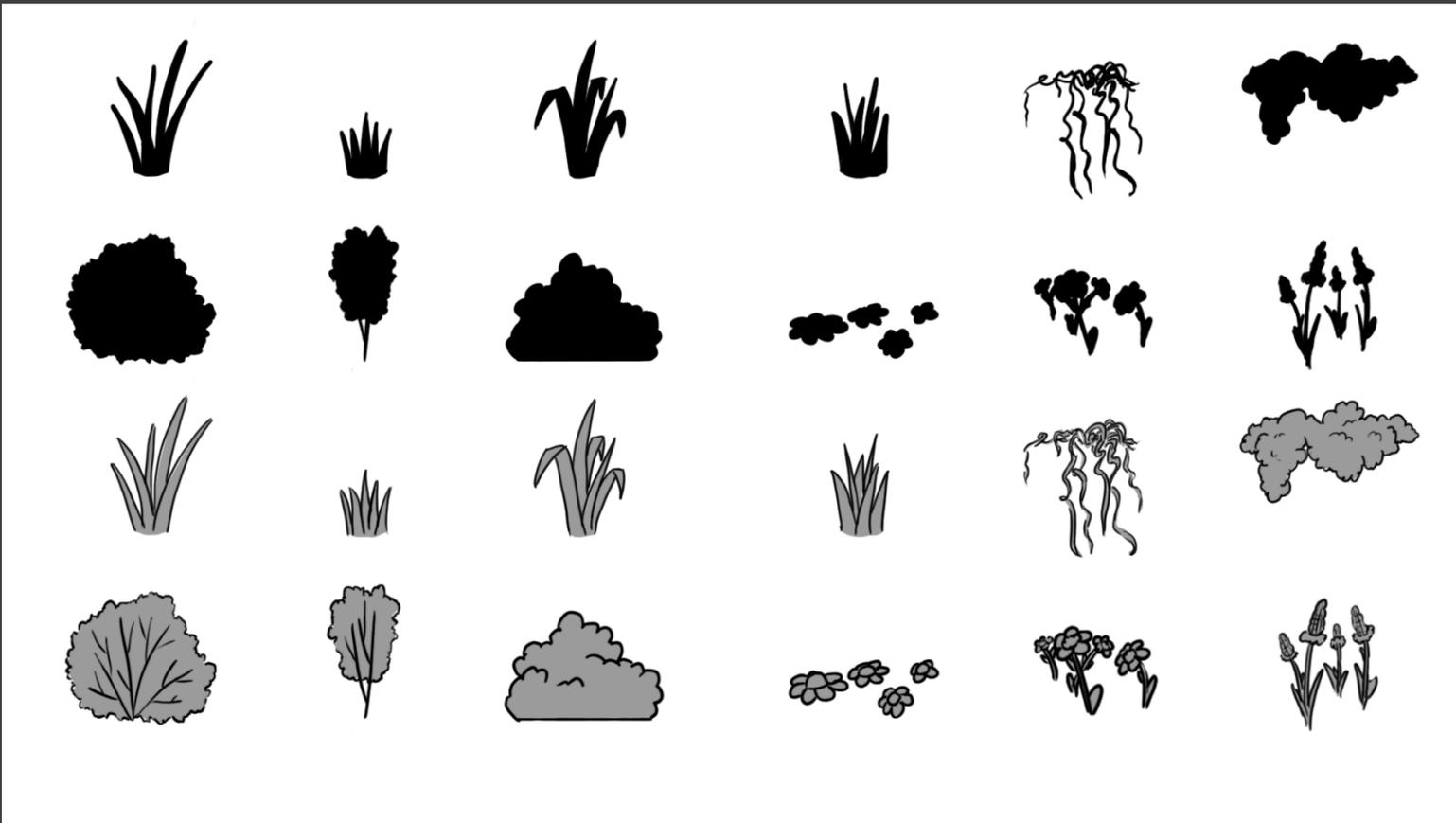
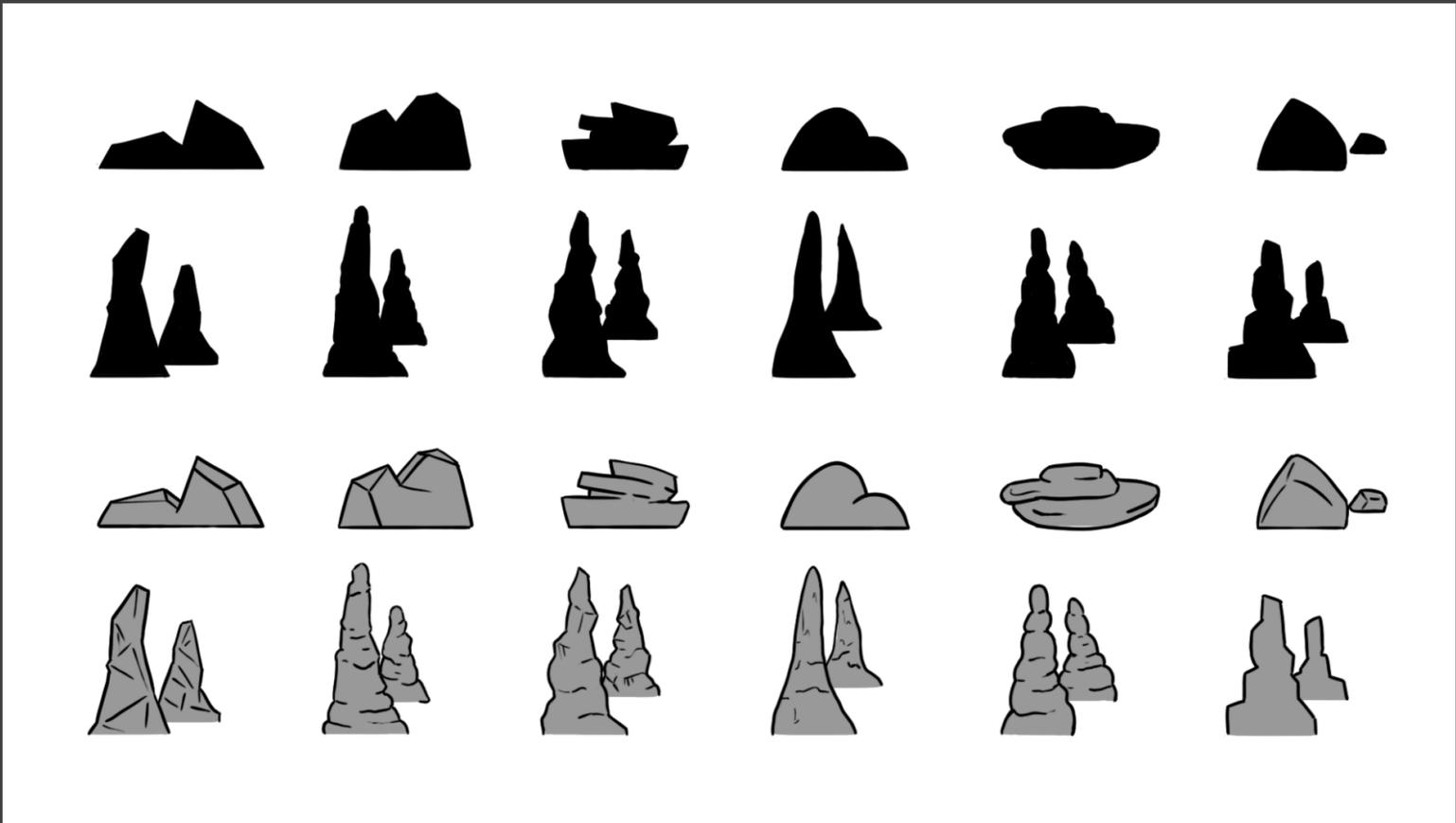
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# SHELTER

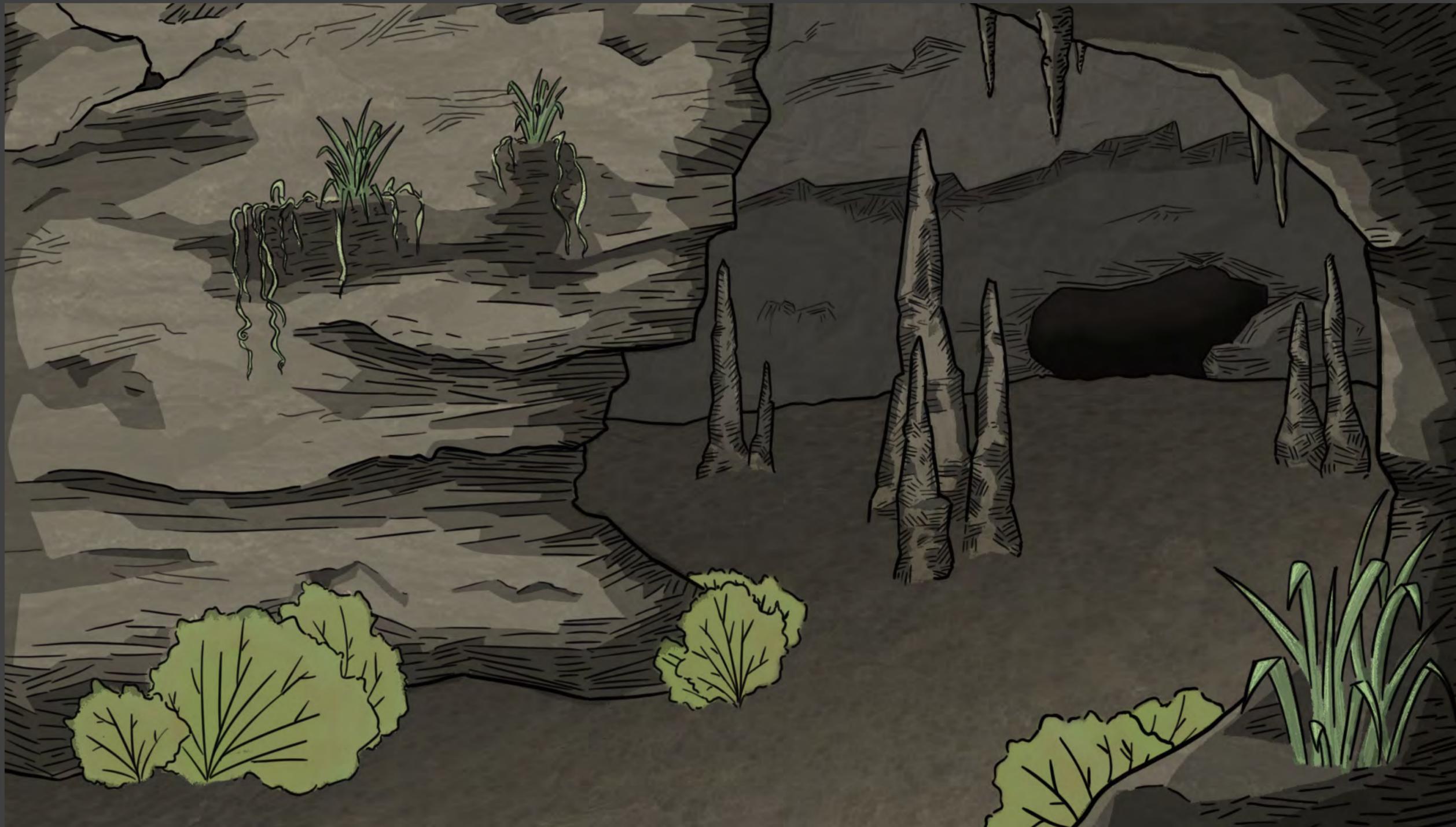
## Character + Environment

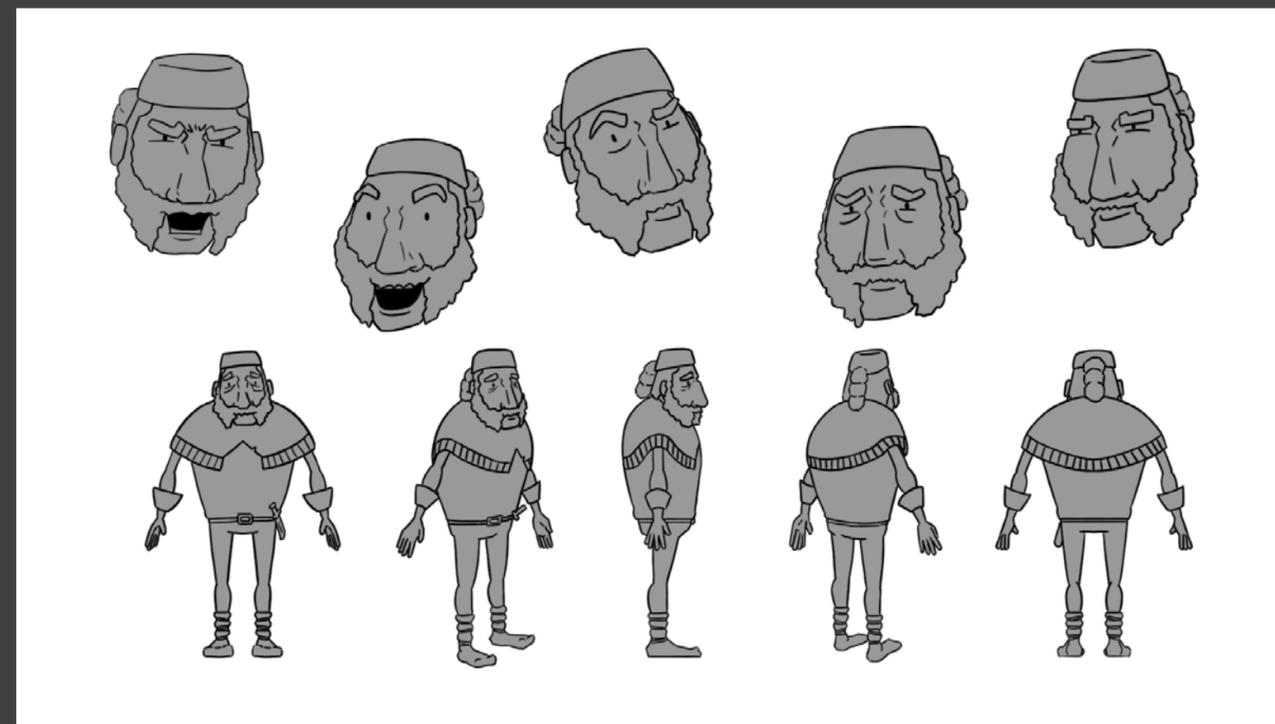
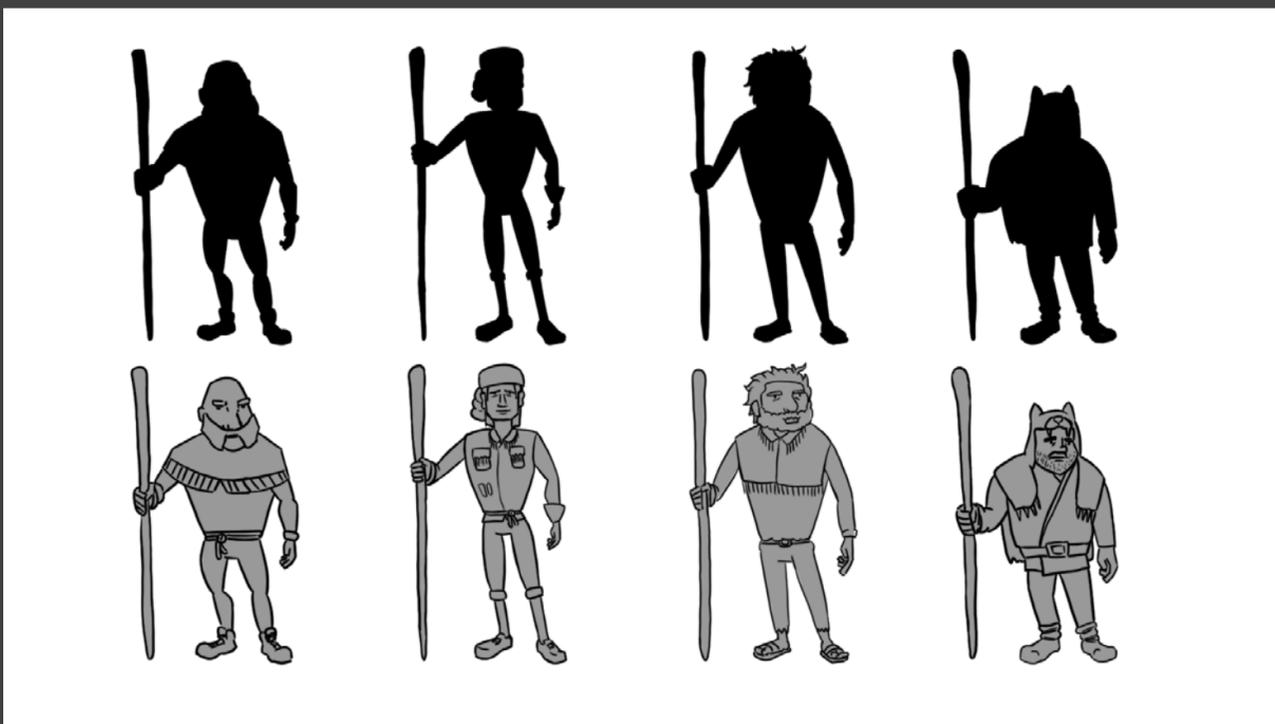
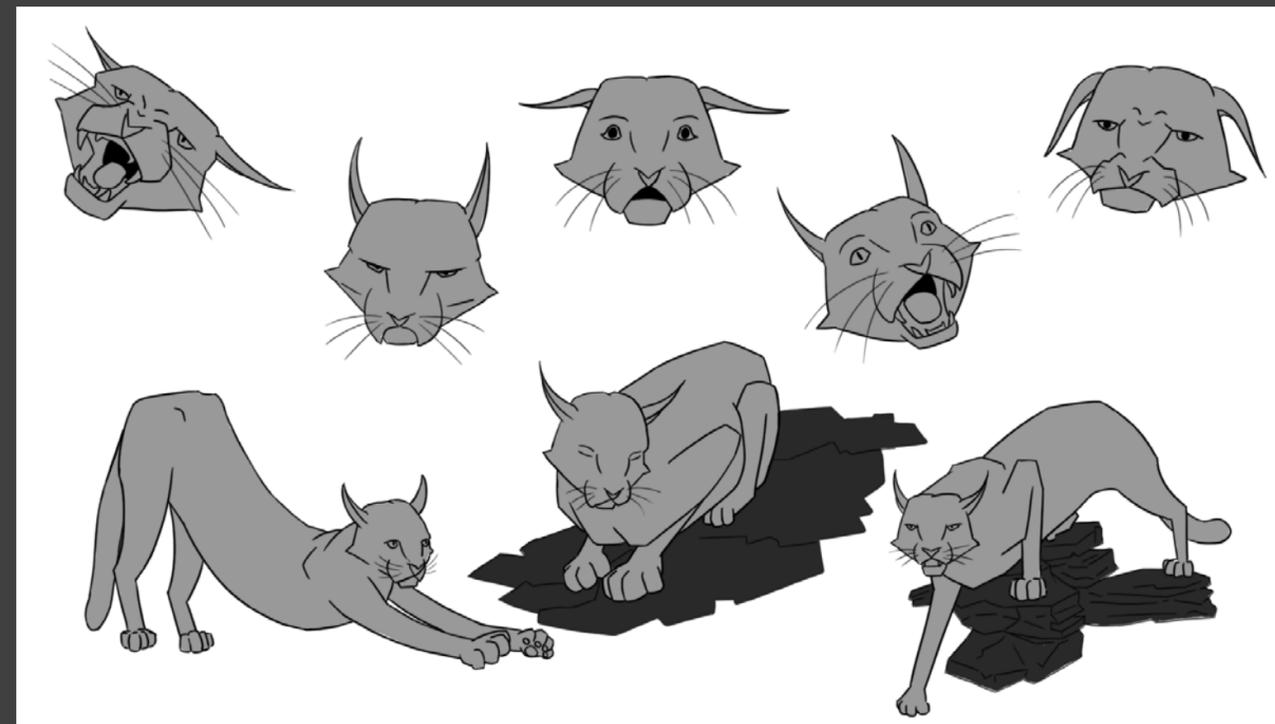
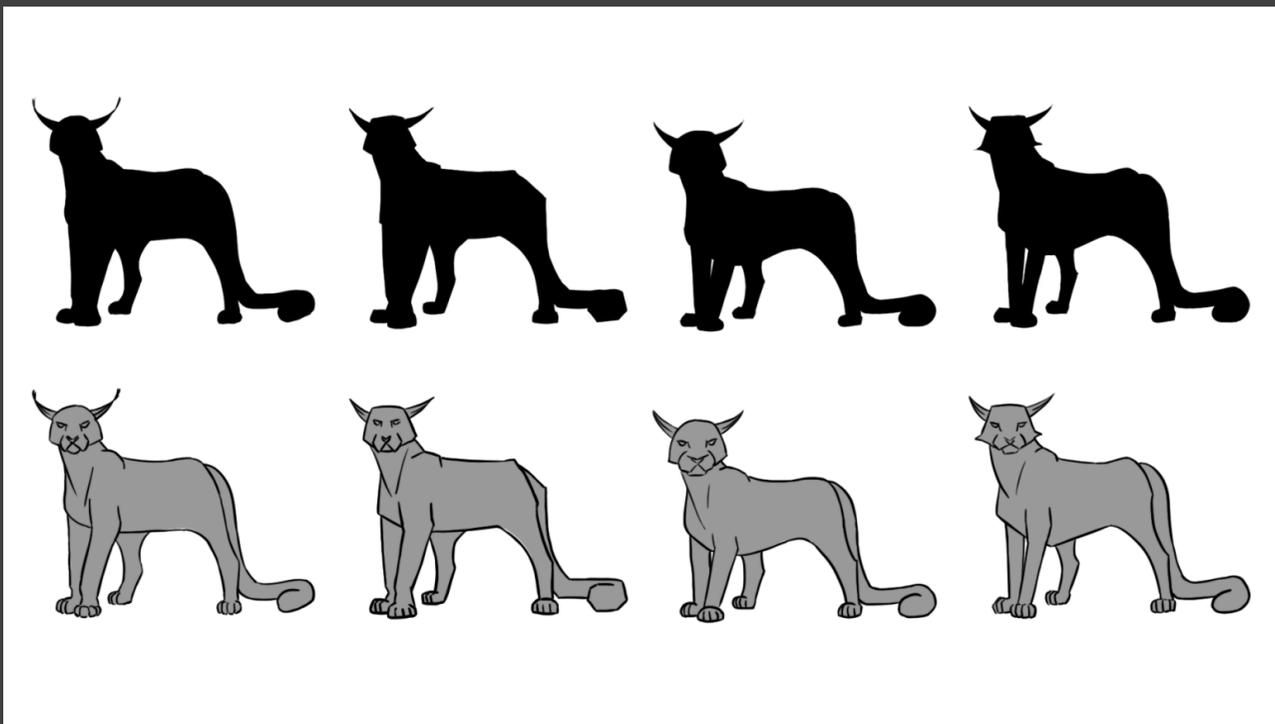
Henry, a frontiersman, lived as a nomad for years. His dedication to self-sufficiency leaves him alone in his adventures but also equips him with the tools to survive. While hiking the mountains, a treacherous storm forces him to take shelter in a cougar's cave. The next morning, the cat returns. While trying to reclaim its home, the cougar is trapped in a ravine where it continues to torment Henry.

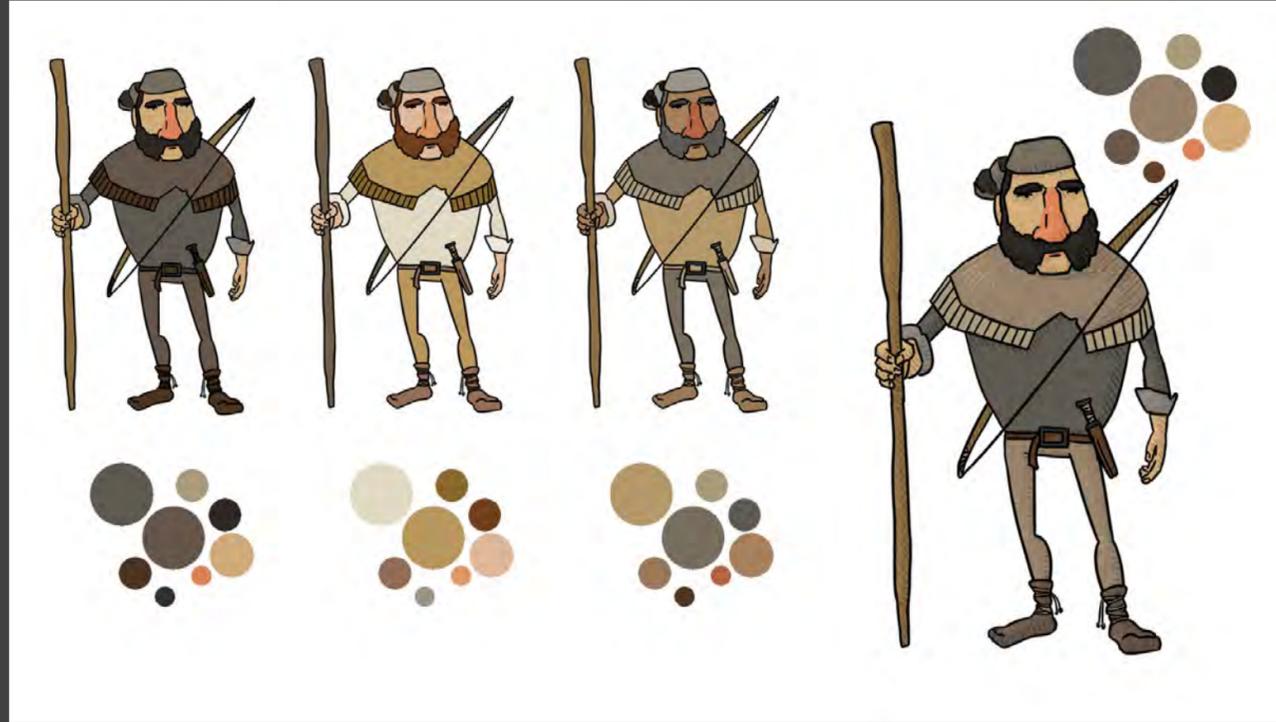
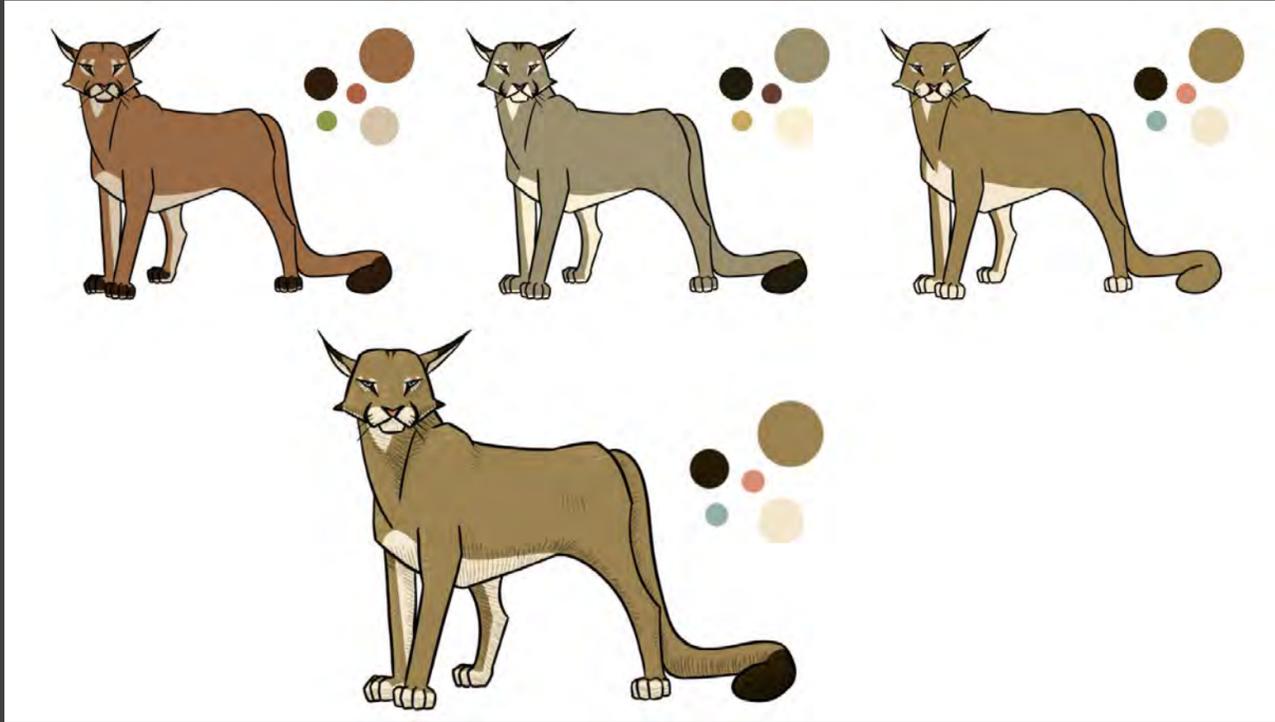










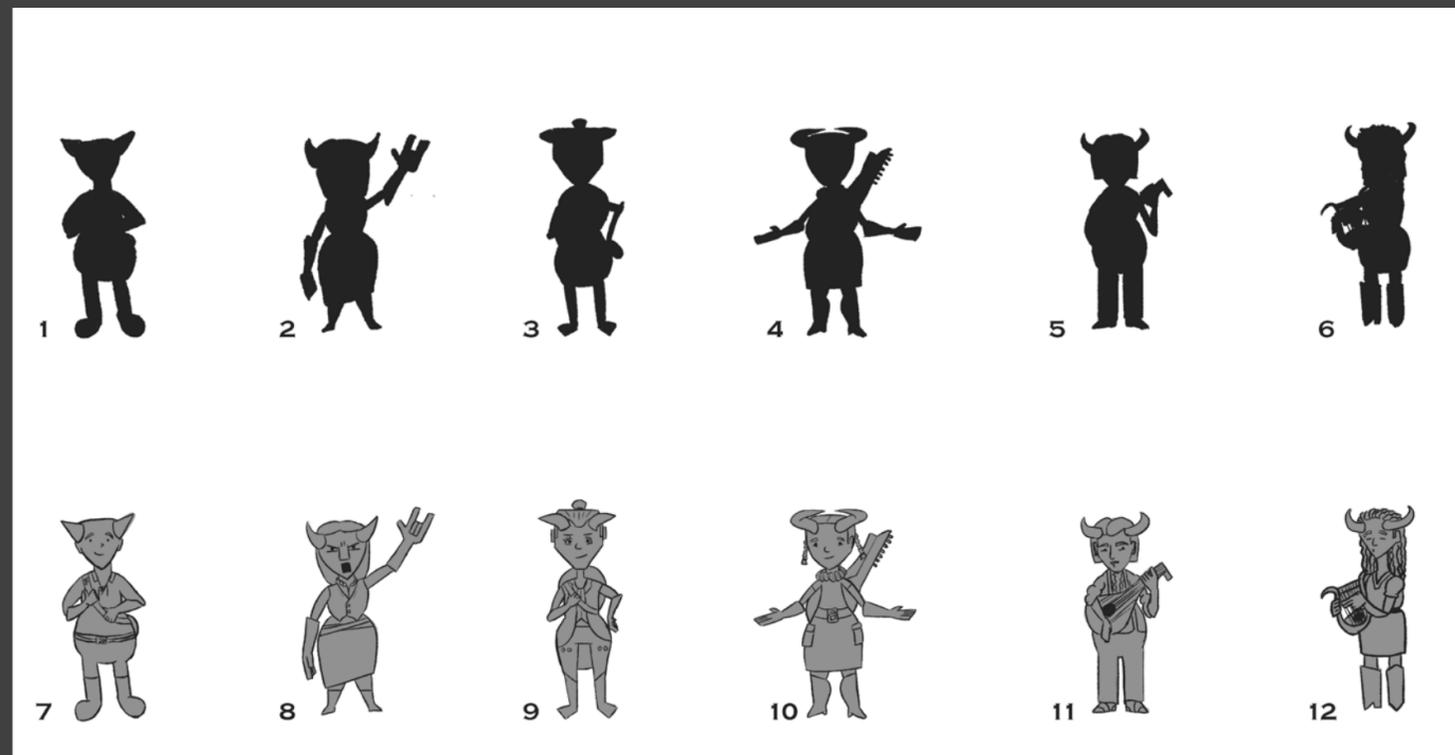
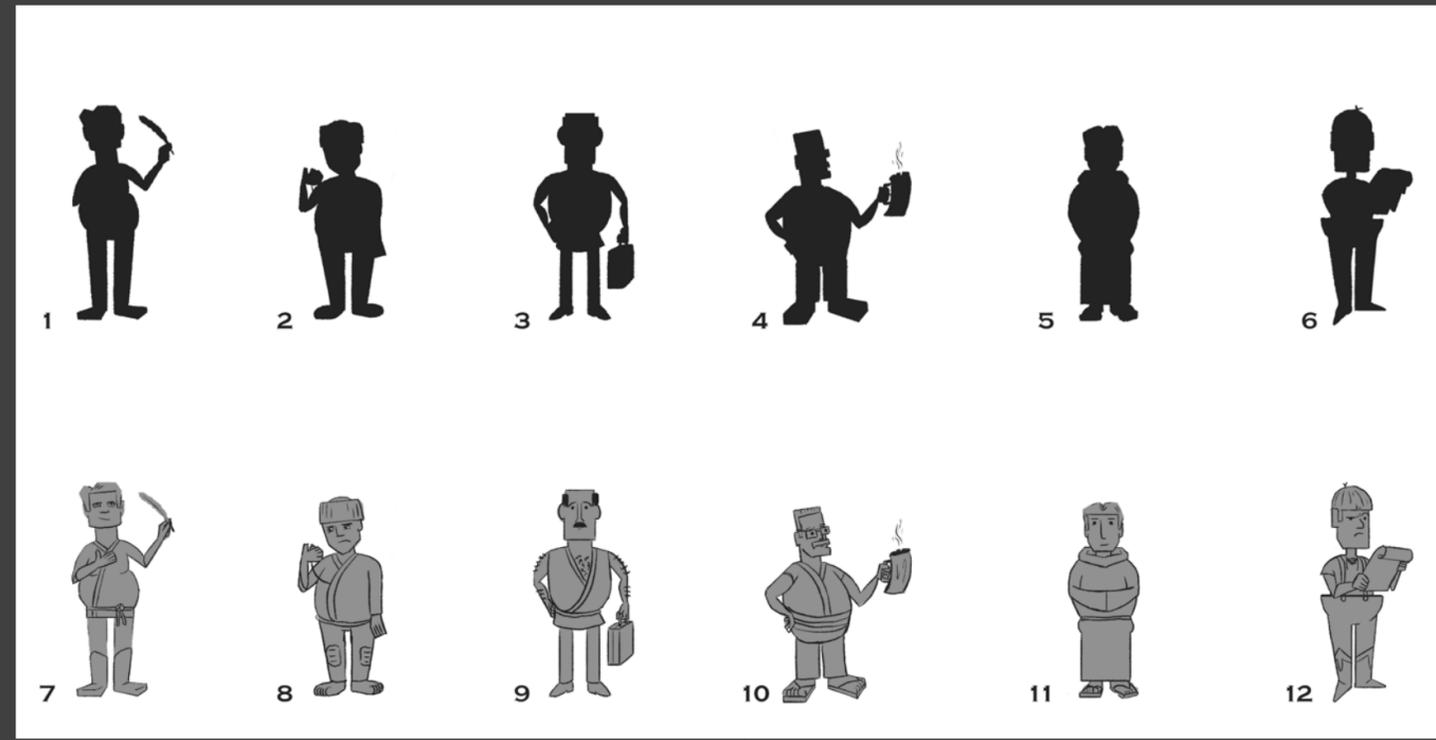
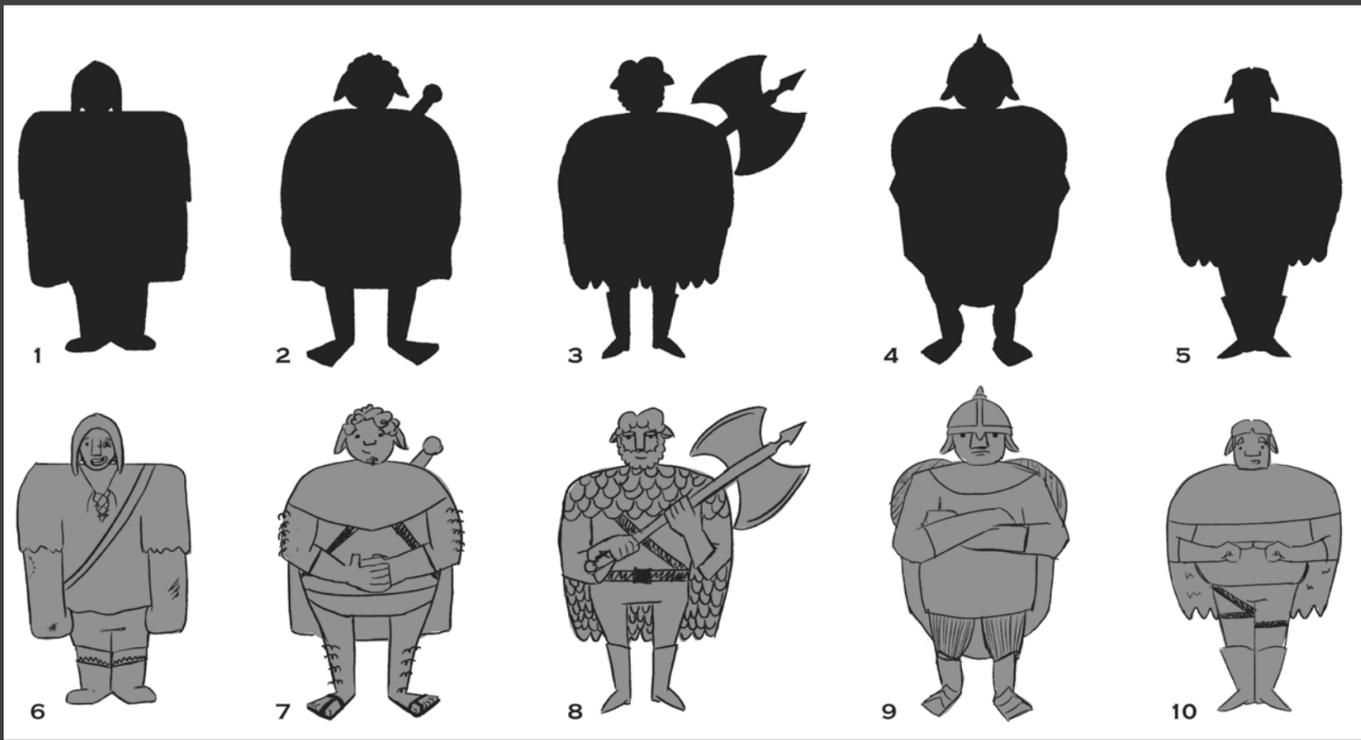


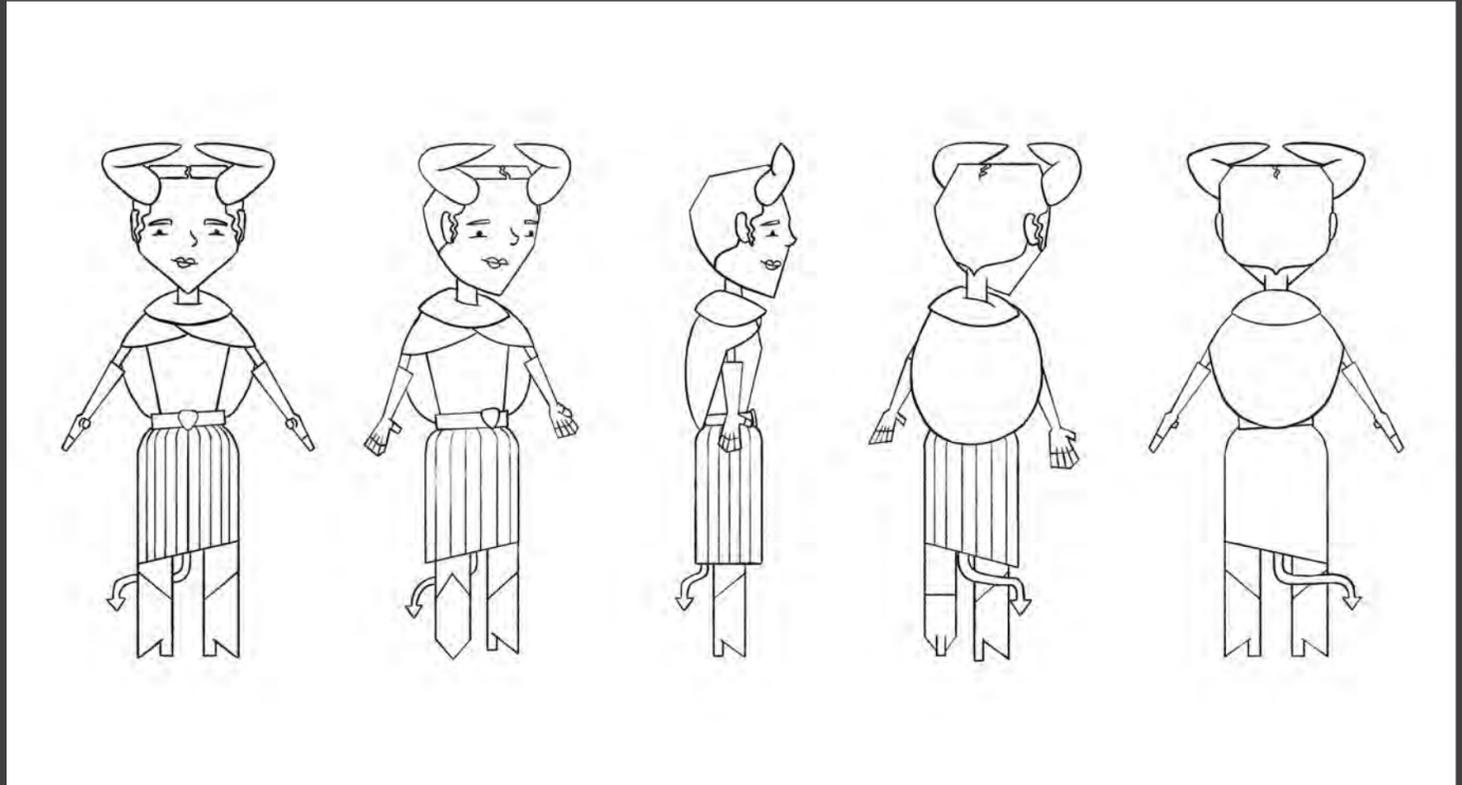
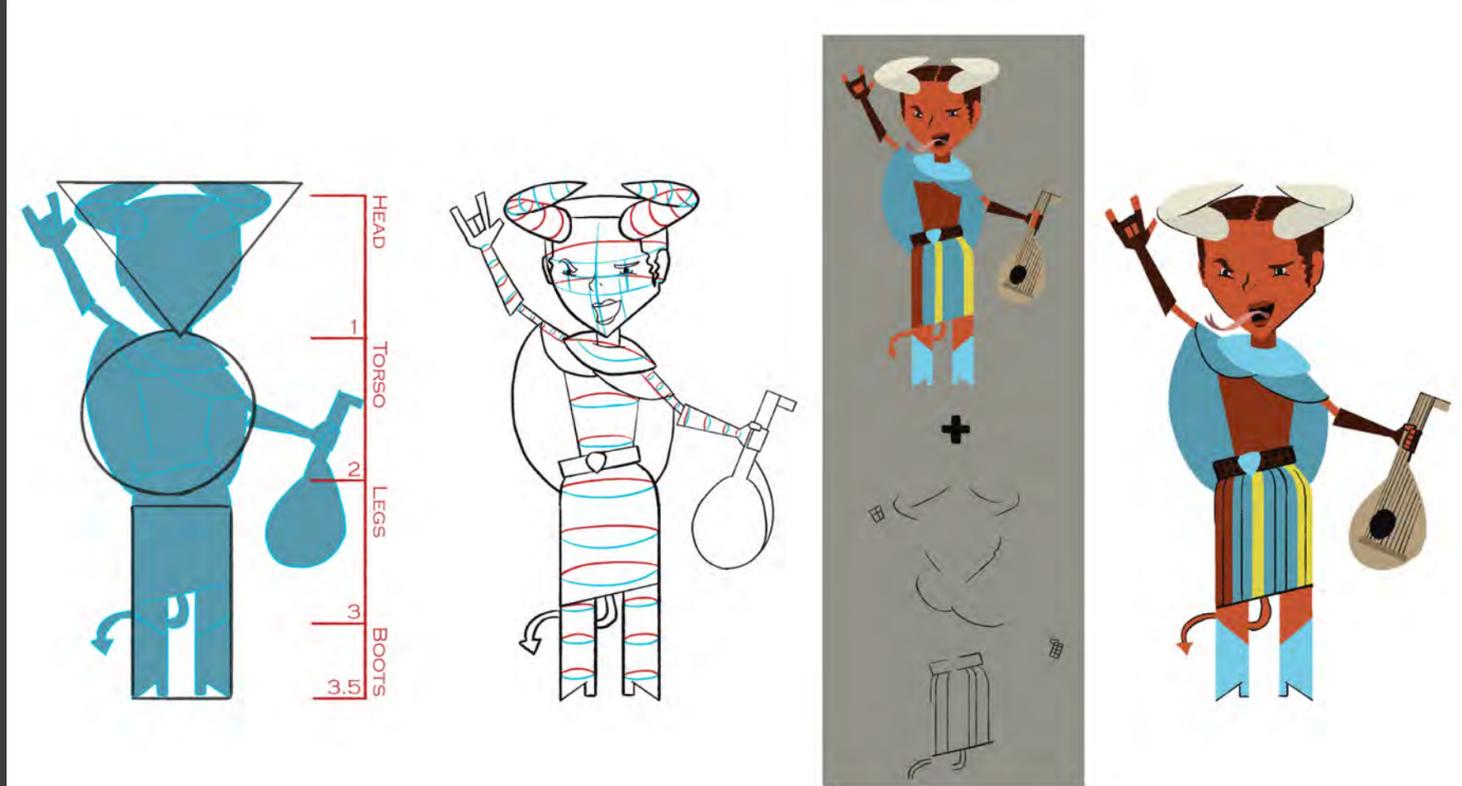
# MAP QUEST

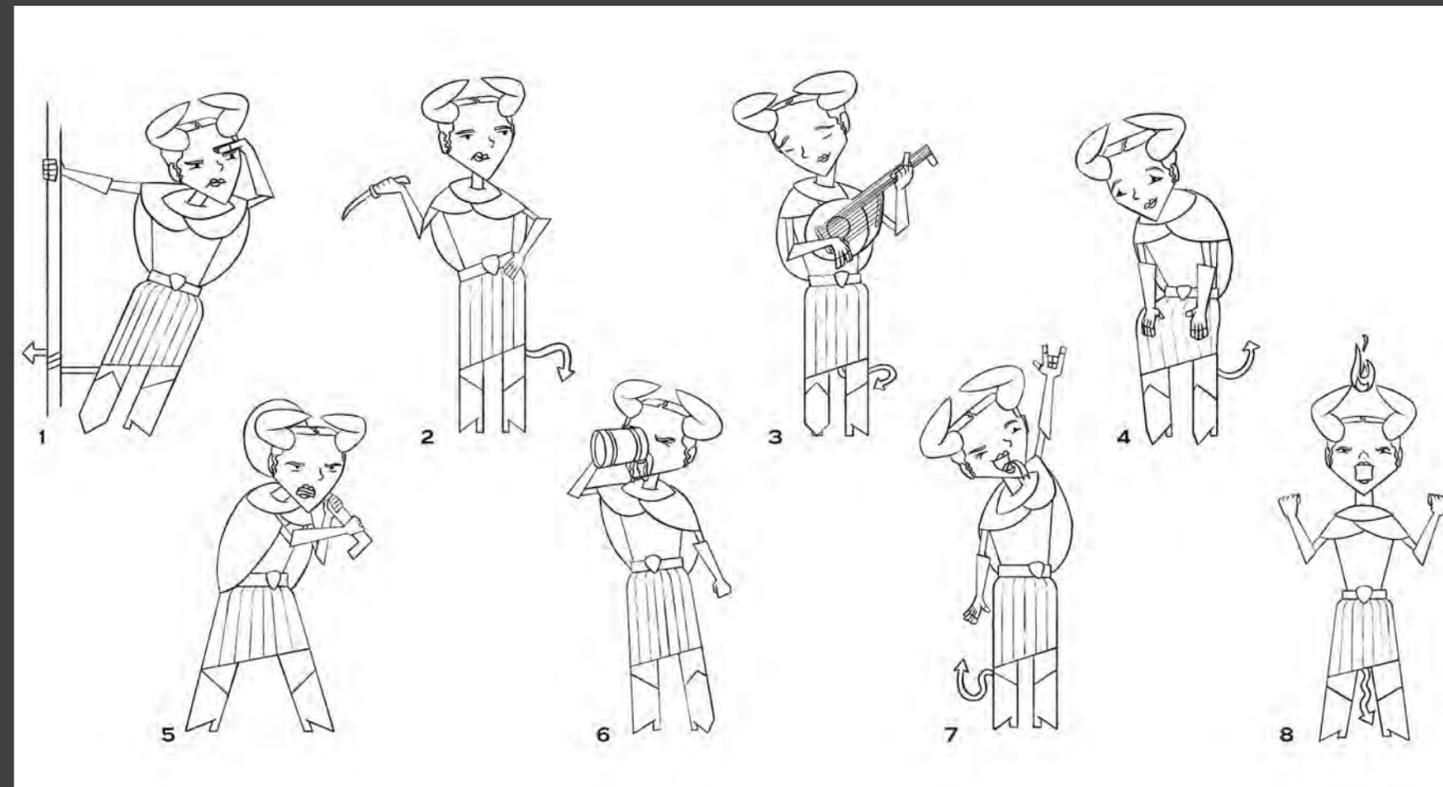
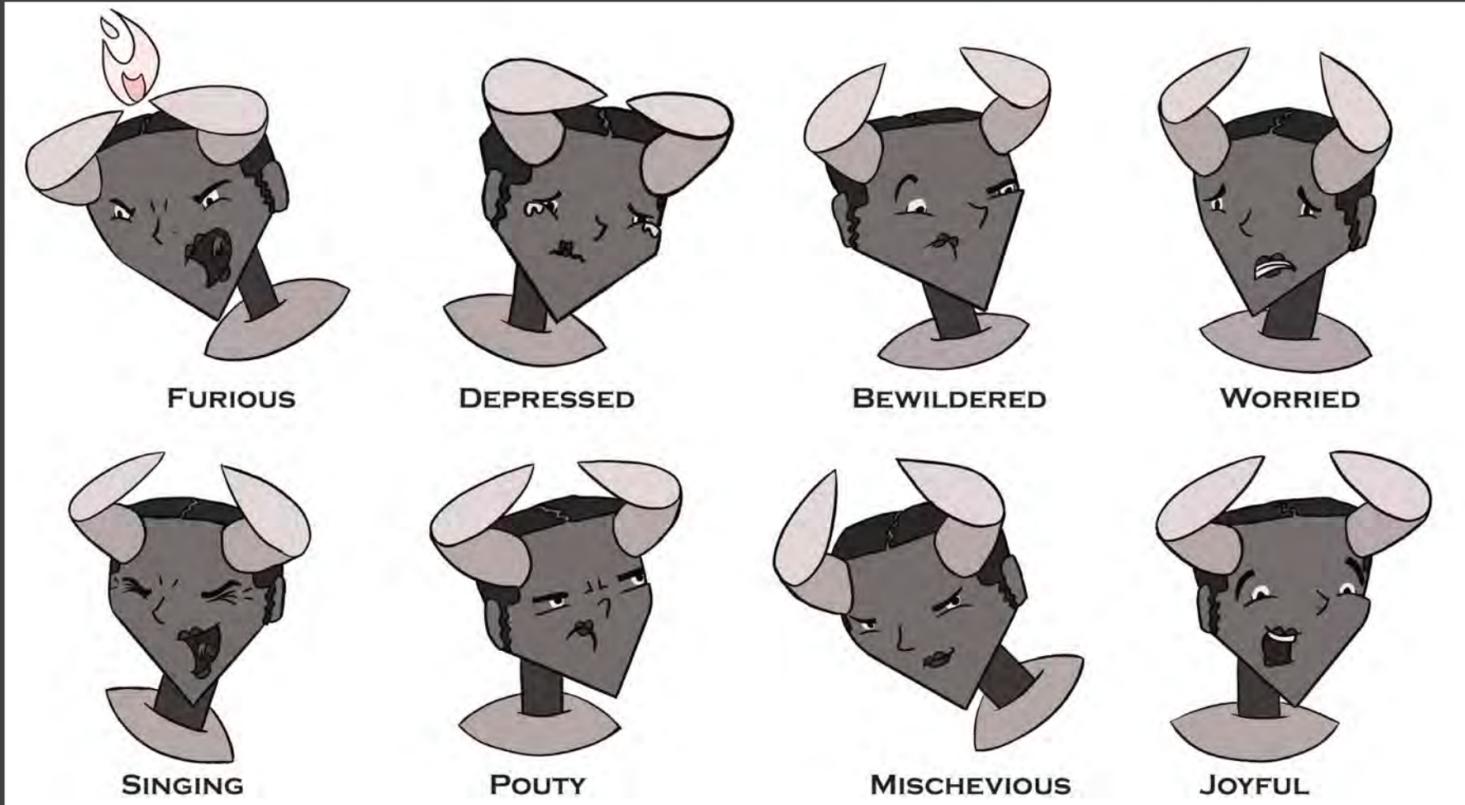
## Characters

The material plane has been explored and charted to completion. Map Quest, a struggling map-making company is failing to keep up with the larger, wealthier guilds that chart and sell maps to adventurers far and wide. With no way to compete, Map Quest must tap into a new market to survive. The humble guild prepares two teams to survey and chart maps of the levels of Hell and the Feywilds in hopes of alluring some "top class" adventurers.









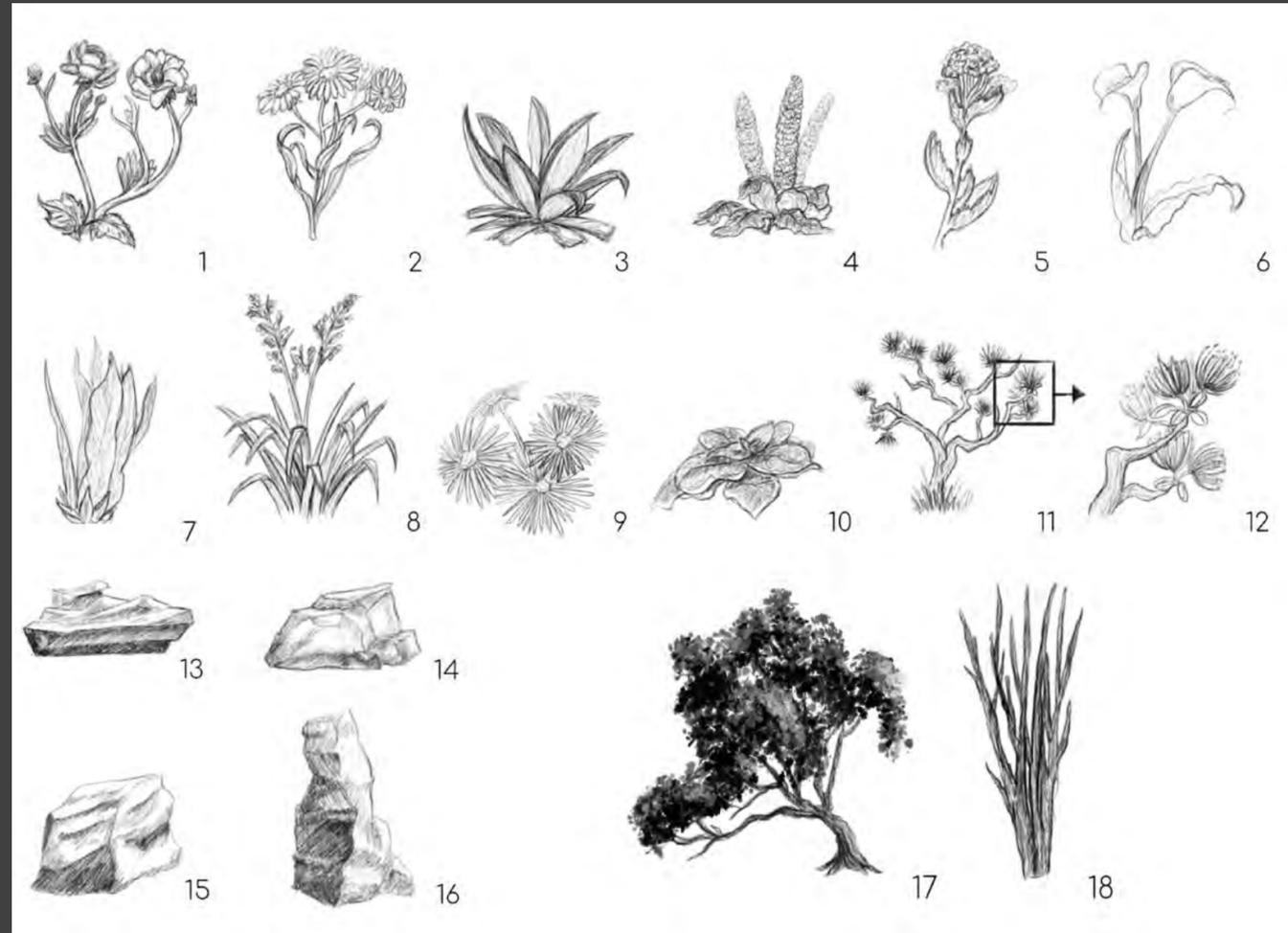
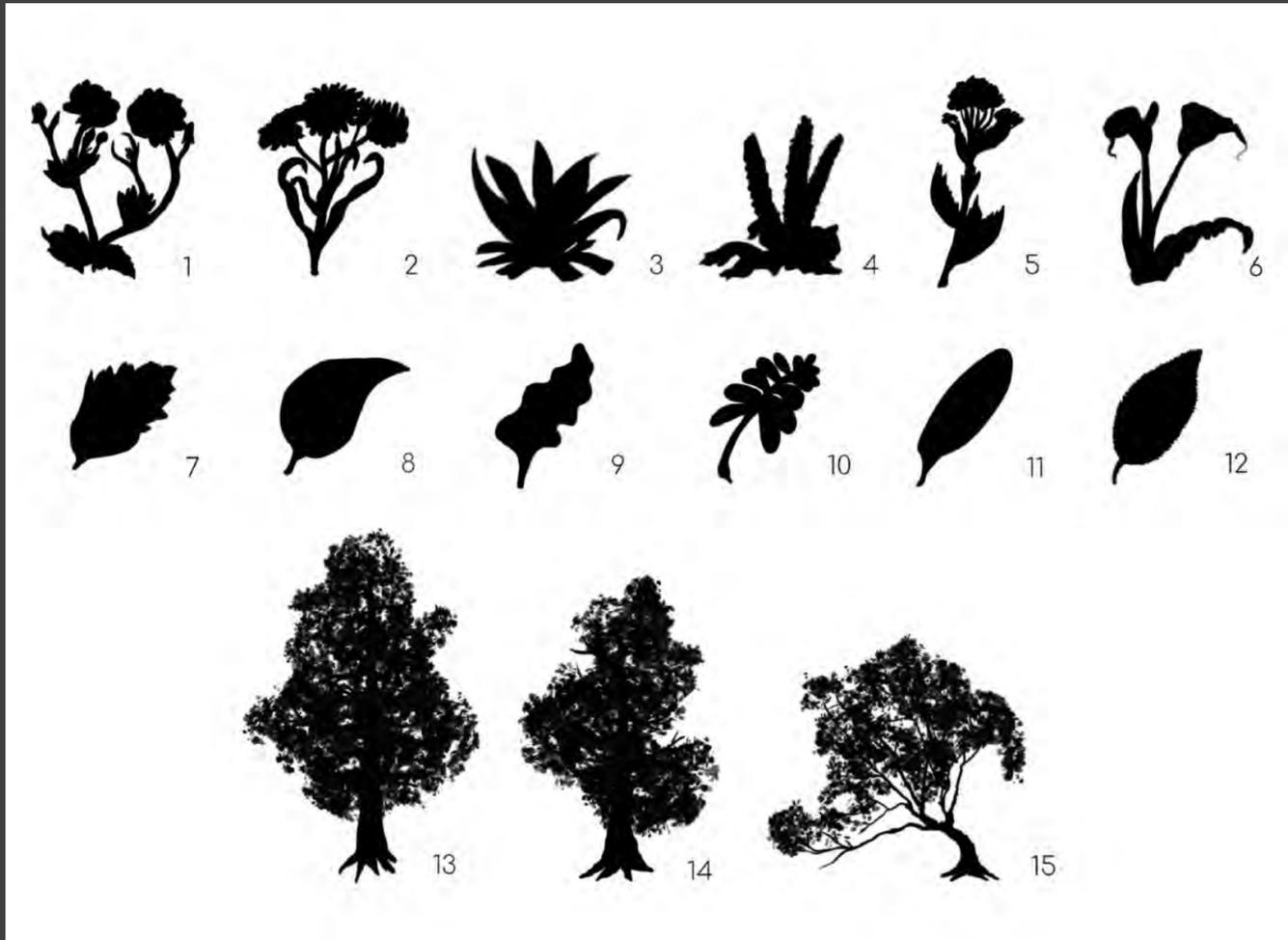


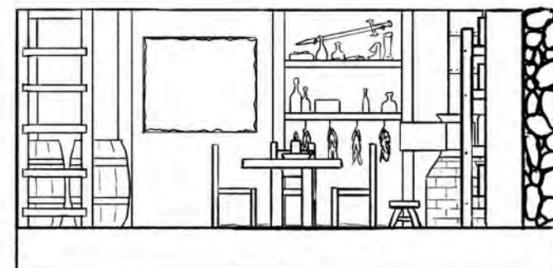
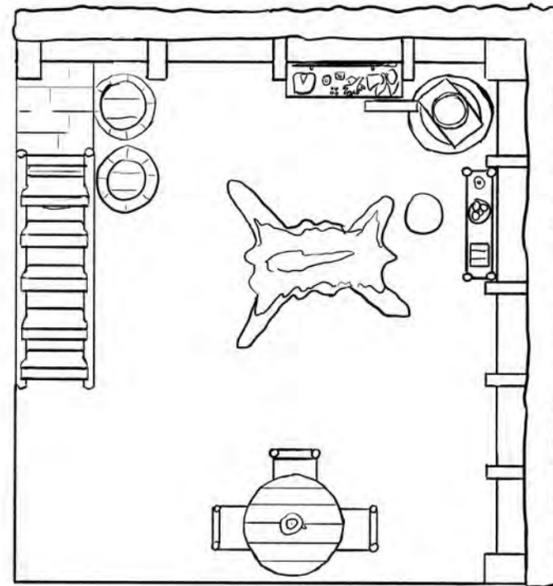
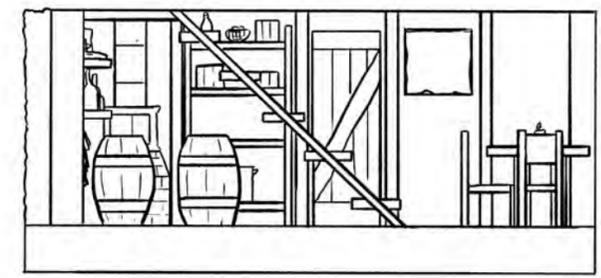
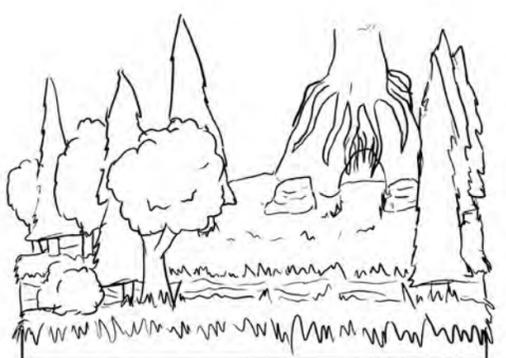
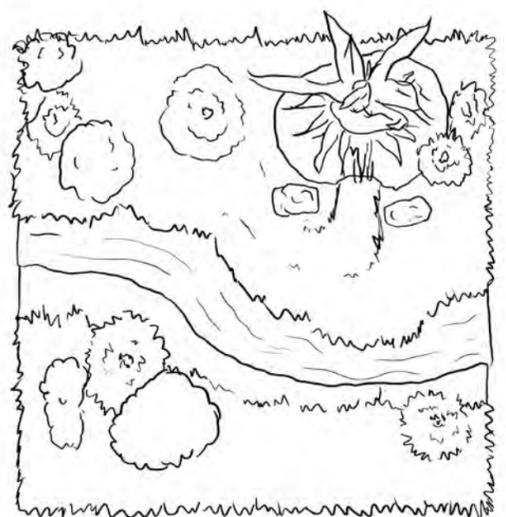
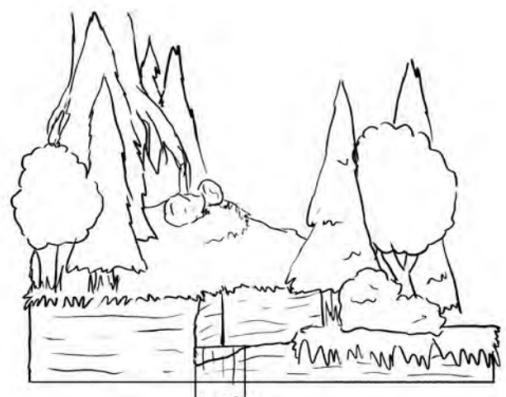
# ROT

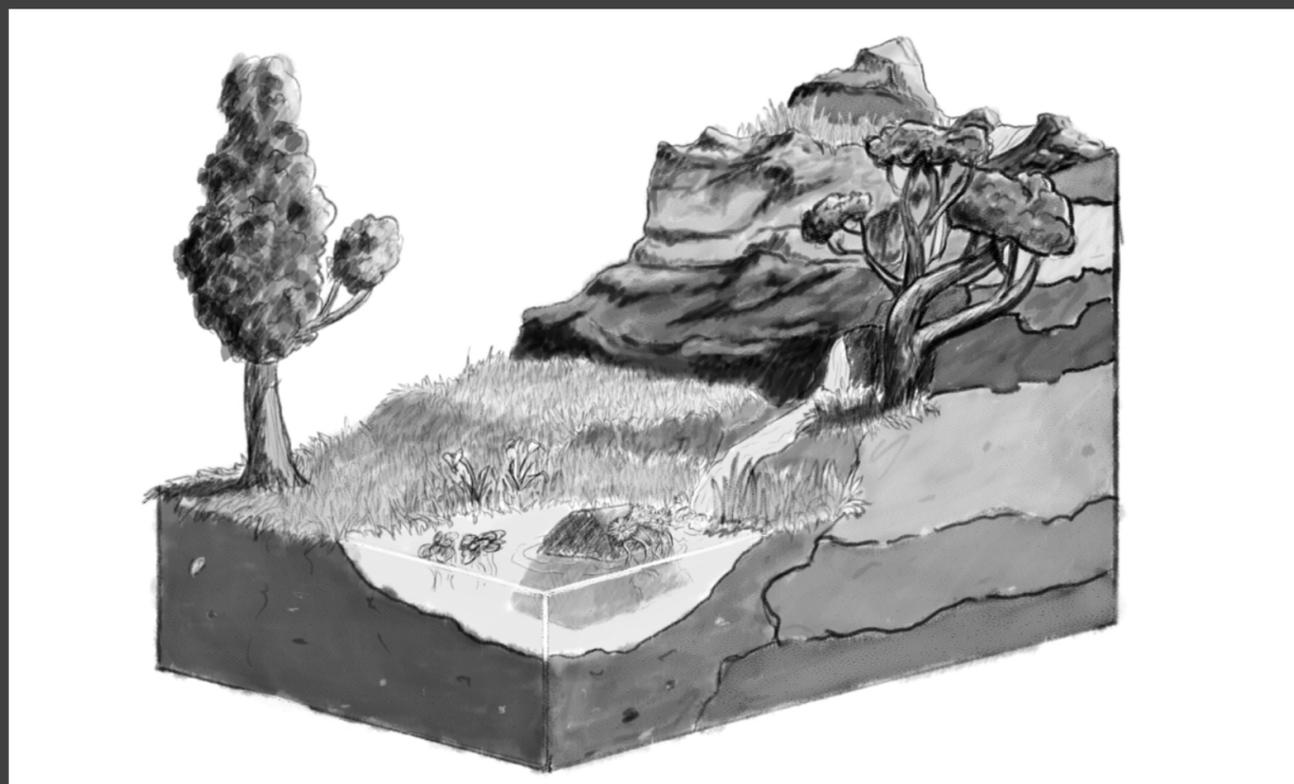
## Character + Environment

A mysterious plague threatens the kingdom where a young blacksmith named Rodrick lives. Horror accompanies the red fungus when it claims a victim. If the bodies aren't burned, they get up at night and walk into the forest, if allowed. With winter approaching, and people falling to the illness every day, Prince Gunter gathers a militia to investigate the wild beyond the walls.









# ZIMBARDIA

## Environment + Prop

Pollution on Earth has driven humans to stop dwelling on the hostile surface. New, magnetic-powered cities floated over their once overcrowded Mega Cities. Unfortunately, not everyone is allowed to escape the harsh conditions on the ground. Much of the industrial sectors still need to be operated. Very quickly, the surface dwellers find themselves on the bottom of the pole. The divide only grows until war breaks out.



