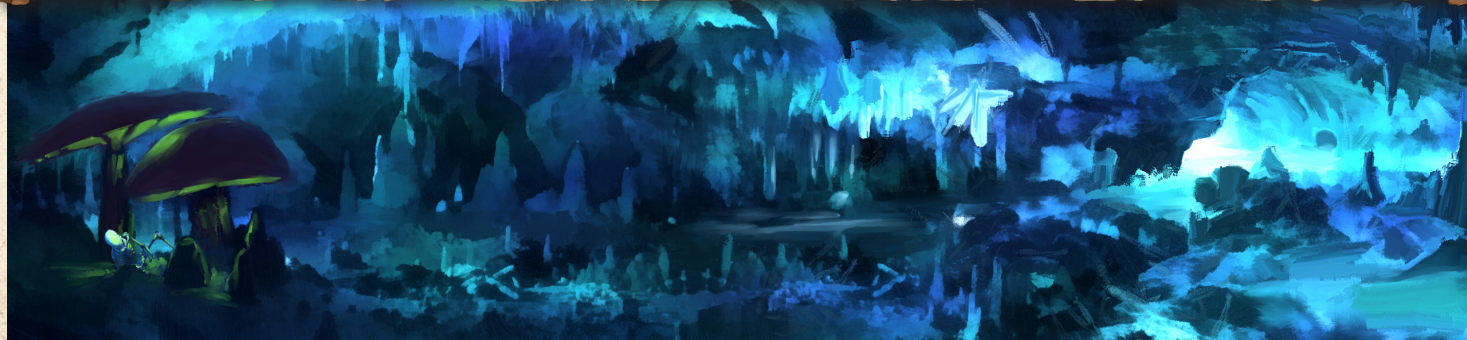


# AREA I-2: UNDERGROUND CAVERNS



Having discovered a way out of the dungeon, I find myself traversing a series of damp caverns. Treading silently over wet stone, sounds of dripping water and an unusual slurping echo in the distance. I see no prison guards, but something slimy and alive is active in the tunnels down here.

Possibly, even the guards are reluctant to wander through these lesser used chambers. With care, I might

be able to remain hidden from my captors and slip away undetected.

With few resources available, I will need to conserve my strength, with an eye single to escaping. This means to avoid picking unnecessary fights and eschewing useless treasure.

## ENEMIES



**Cavern Slime**  
*Clings to the walls of the caverns, waiting for unwitting prey to get too close...*

2

0

2

Player ATK Hits Received Damage

1	1	2
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**Giant Slime**  
*An especially ponderous slime that has had ample opportunity to feed off of underground denizens. Aggressive and hungry.*

3

0

3

Player ATK Hits Received Damage

1	2	6
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## EQUIPMENT

None

*Awareness breeds intelligence. Focus begets power.*  
- Sylran mantra

*As change brings life and death,  
knowledge births power and possibility.*  
- Sylran mantra

