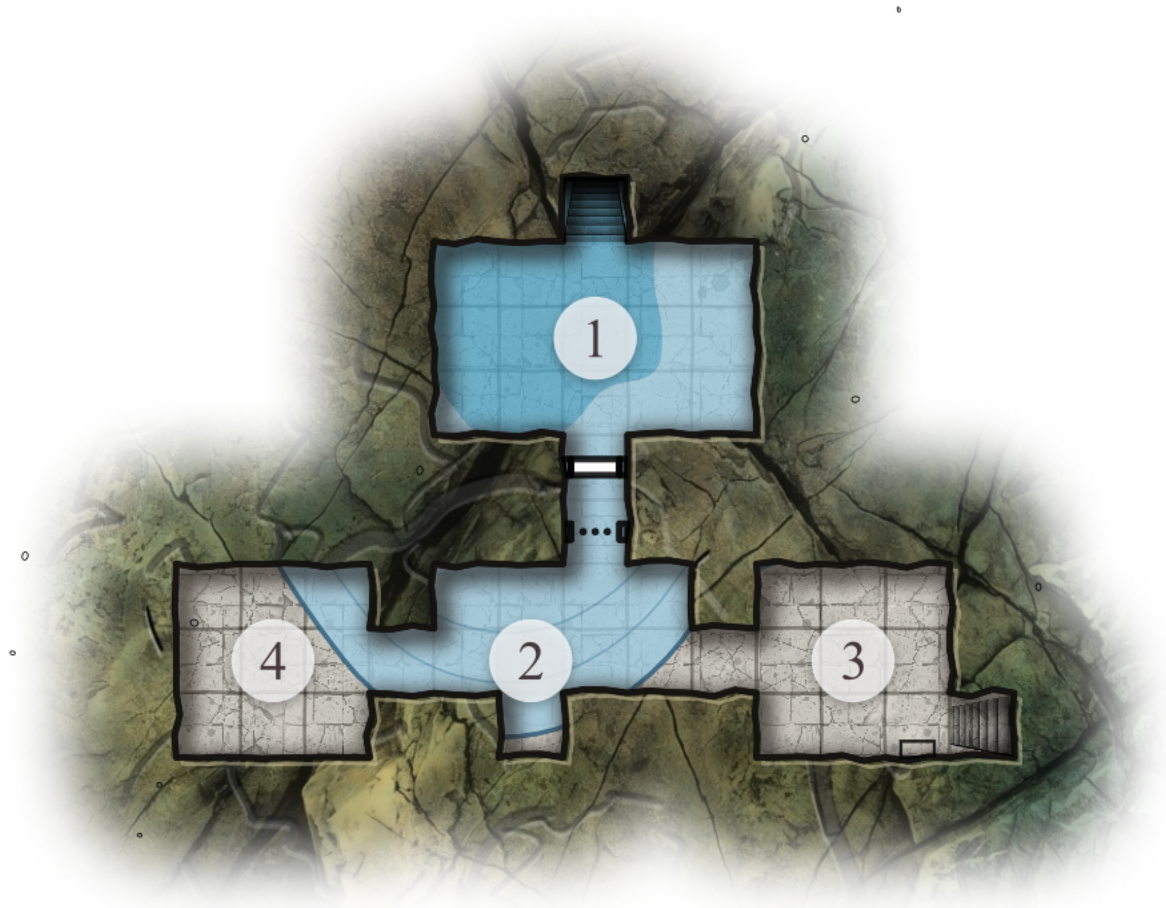


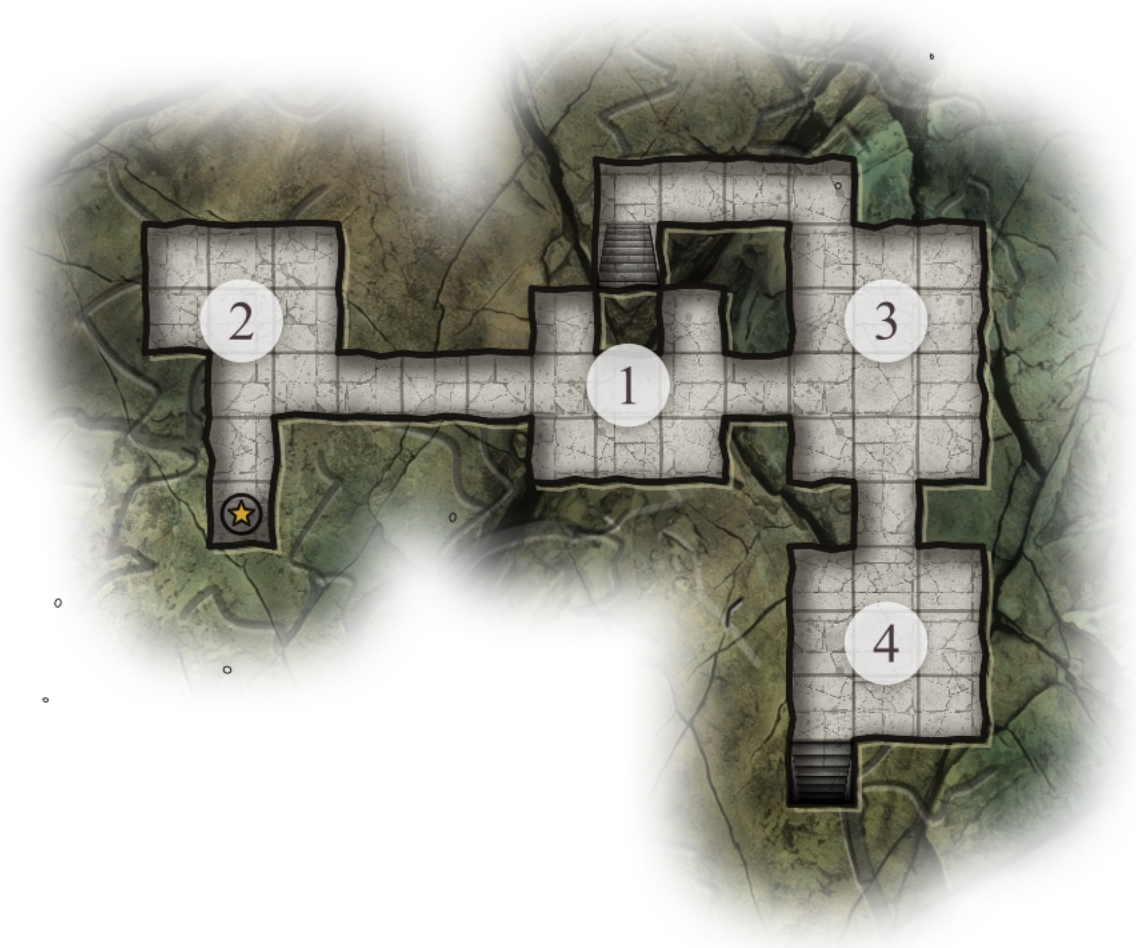
Gravehell Maze

Level 1 — The Frost-bitten Causeways Beneath The Red Water



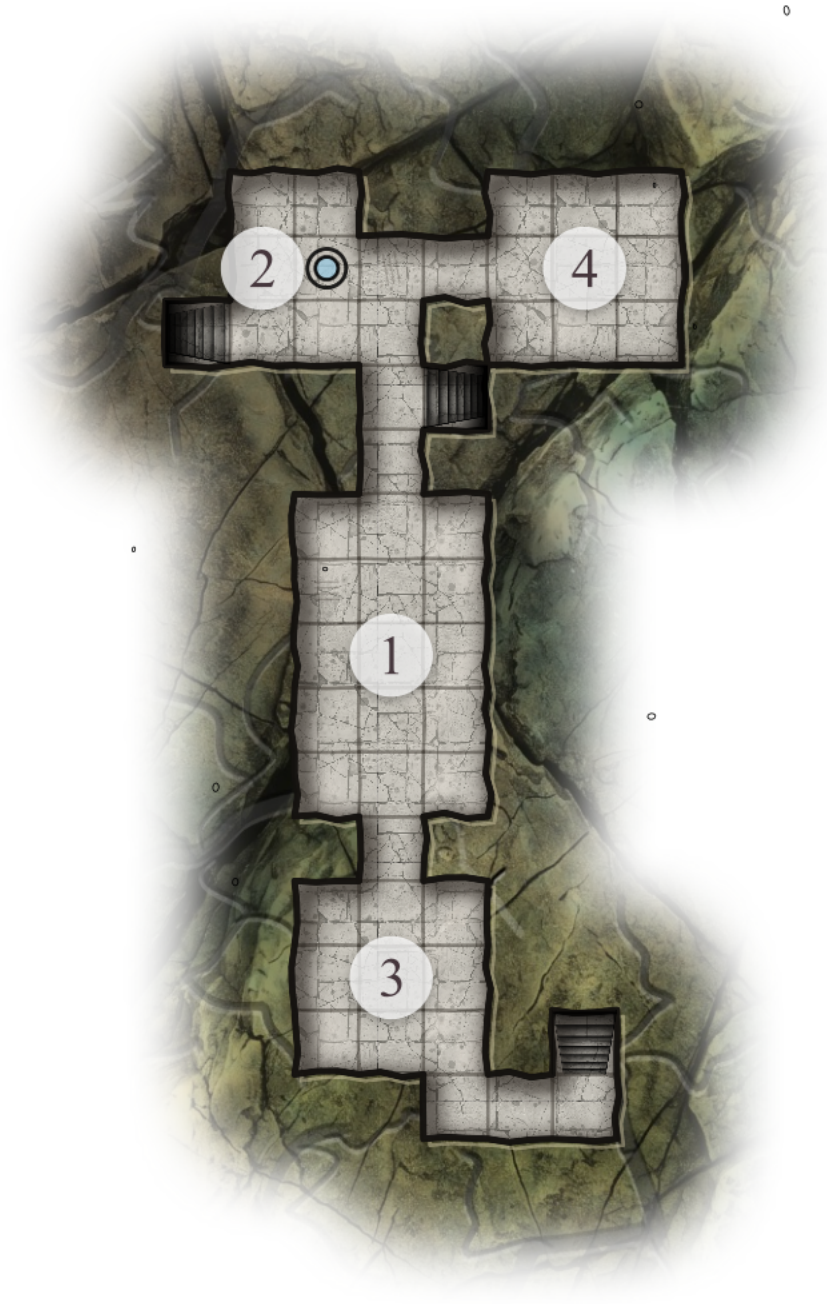
Gravehell Maze

Level 2 — The Wormways



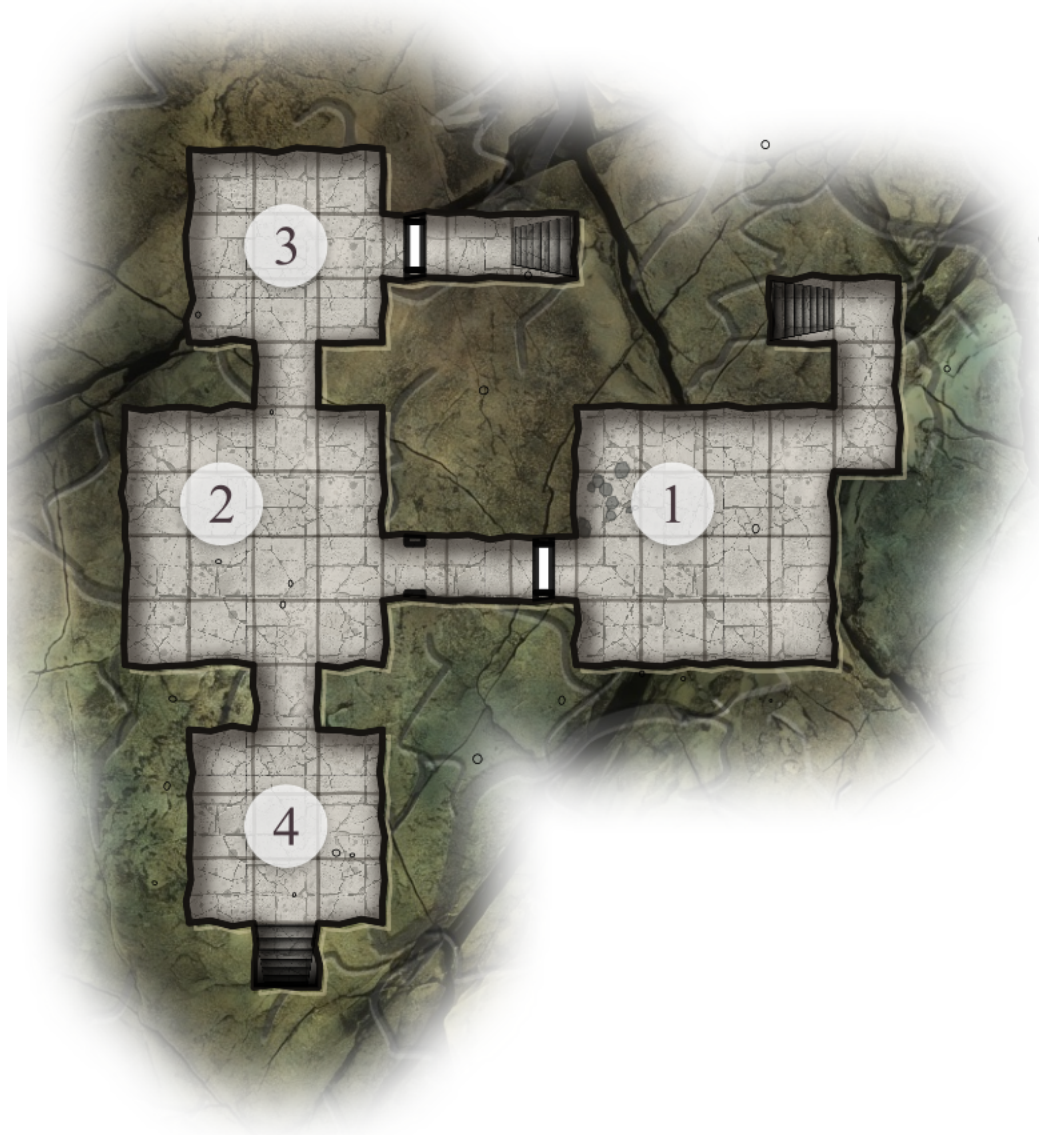
Gravehell Maze

Level 3 — The Archives



Gravehell Maze

Level 4 — The Redoubts



Gravehell Maze

Level 1 — The Frost-bitten Causeways Beneath The Red Water Room Details

Room 1 — Hollow Cell

Atmosphere: Wet footprints fill and fade in the ankle-deep water.

Oddity: A wax tablet bears a child's handprint.

Exit: The northern corridor is strewn with pale grit and old bone dust.

Exit: The southern corridor descends beneath a low, sweating ceiling.

Exit: The wooden door has a second latch fitted too high to reach easily. The opening is left open.

Room 2 — Shrouded Alcove

Atmosphere: Ankle-deep water laps quietly over the flagstones.

Oddity: A pitch-sealed jar contains a small vase bearing sigils.

Exit: The northern corridor narrows until the light cannot follow it.

Exit: The western corridor is silent except for a soft scrape far away.

Exit: The eastern corridor gives off the faint clink of something loose.

Exit: Tiny teeth marks score the lowest iron bars. It has been carefully closed.

Room 3 — Echoing Cellar

Atmosphere: Ripples move through the shallow water without a breeze.

Oddity: A slate disc has a thumbprint pressed into fresh wax.

Exit: The western corridor carries the smell of stagnant water.

Exit: The eastern corridor gives off the faint clink of something loose.

Room 4 — Bone-white Annex

Atmosphere: The water is shallow, but black with old sediment.

Oddity: A dreaded bone locket lies beside the drain.

Occupants: A small group of half-starved soldiers is distracted, dividing keys and trinkets.

Exit: The eastern corridor carries a stale current of cold air.

Gravehell Maze

Level 2 — The Wormways Room Details

Room 1 — Last Descent

Atmosphere: A chill settles in the lungs with every breath.

Oddity: Old soot darkens the stairway edges.

Exit: The northern corridor breathes out a distant, irregular tapping.

Exit: The western corridor is silent except for a soft scrape far away.

Exit: The eastern corridor bends beyond a curtain of hanging damp.

Room 2 — Sealed Idol Chamber

Atmosphere: Black water fills the seams between tilted flags. The room breathes out a slow, mineral cold.

Oddity: The green bronze statue of the many-limbed spider has been left thick with soot.

Exit: The eastern corridor fades into a low, amber gloom.

Room 3 — Dark Burial Vault

Atmosphere: A broken stool leans where someone left it.

Oddity: The far corner swallows every echo.

Exit: The northern corridor breathes out a distant, irregular tapping.

Exit: The western corridor carries the smell of stagnant water.

Exit: The southern corridor descends beneath a low, sweating ceiling.

Room 4 — Forsaken Archive

Atmosphere: Damp basalt is veined with verdigris mineral stains. A slow moans comes under the flagstones.

Oddity: The smell of smoke fades whenever anyone speaks.

Occupants: A Revenant is half-asleep, sharpening a blade.

Exit: The northern corridor is strewn with pale grit and old bone dust.

Exit: The southern corridor is carpeted with dust disturbed by recent feet.

Gravehell Maze

Level 3 — The Archives Room Details

Room 1 — Forgotten Annex

Atmosphere: The wall sweats through blackened cracks.

Oddity: The darkness in one corner seems deeper than it should.

Exit: The northern corridor carries a thin draught smelling of wet stone.

Exit: The southern corridor smells of old smoke and wet rope.

Room 2 — Shrouded Processional Hall

Atmosphere: The air carries grave soil from somewhere unseen.

Oddity: A brass mirror lies against the wall.

Exit: The eastern corridor is littered with chipped stone and blackened wax.

Exit: The western corridor disappears behind a bend of broken stone.

Exit: The southern corridor loses itself in a slow, echoing drip.

Room 3 — Bone-white Smokehouse

Atmosphere: Something groans from the dark above.

Oddity: A lead-lined cabinet contains a stoppered vial of cloudy amber liquid.

Exit: The northern corridor narrows until the light cannot follow it.

Exit: The southern corridor is carpeted with dust disturbed by recent feet.

Room 4 — Forsaken Guard Post

Atmosphere: A narrow drain is choked with hair and silt. The room's air is dry enough to rasp in the lungs.

Oddity: Three iron nails form a triangle in the mortar.

Exit: The western corridor runs beneath a ceiling black with smoke.

Gravehell Maze

Level 4 — The Redoubts Room Details

Room 1 — Shrouded Stable

Atmosphere: The floor is greasy with old soot and rainwater.

Oddity: The the silence underfoot fades whenever anyone speaks.

Exit: The eastern corridor fades into a low, amber gloom.

Exit: The western corridor is crossed by a single trail of muddy prints.

Exit: The wooden door has been patched with mismatched boards. It is broken, but still blocks the passage.

Room 2 — Moonless Scriptorium

Atmosphere: The floor is greasy with old soot and rainwater. A thread of damp wool lingers beneath the smell of damp wool.

Oddity: A wax nail triangle hangs from an iron ring.

Exit: The northern corridor narrows until the light cannot follow it.

Exit: The eastern corridor bends beyond a curtain of hanging damp.

Exit: The southern corridor loses itself in a slow, echoing drip.

Exit: Warm breath slips through the archway in slow, measured gusts. It is broken on its hinges.

Room 3 — Ragged Ward

Atmosphere: A corroded buckle is half-hidden under a drift of grit.

Oddity: A brass lantern lies beside the drain.

Exit: The eastern corridor is marked by drag lines through the dust.

Exit: The southern corridor is scored with thin claw marks near the floor.

Exit: The wooden door is pale where many hands have pushed against it. It rests closed in its frame.

Room 4 — Hidden Well Room

Atmosphere: The air tastes of soot and rust. The room smells of wet stone and old ash.

Oddity: A haunted brass bell lies beside the drain.

Occupants: A wet sound lingers where a wet shape at the edge of vision recently stood.

Exit: The northern corridor breathes out a distant, irregular tapping.

Exit: The southern corridor smells of old smoke and wet rope.