

Summoned in the dreams of Nobles, the Scinn descended from the night sky to this world on crystalline threads. For centuries they have lurked in their tombs, snaring wandering minds and hapless explorers. You wake...

1. There is a man in rags. He is raving, weakened from lack of food and water. When you walk, the room moves around you. At the center of this room is a perfect glass sphere and on the other side is you with friends from another life...

2. You are standing in a room. At the center is a large cage and atop it is a crow. It cocks its head as you take in the details of the new environment. Then a voice echoes in the back of your mind, "You, again?"

3. The room is white and colorless. Light seems to come from all around the room. Suddenly a short woman appears. She seems oddly familiar but the moment of déjà-vu passes when a giant arachnid drops atop her. Before the horror of the moment truly registers, the same short woman bounds into the room again. That's when you notice movement all around you.

6. The room is dark as pitch and wet. When you move the mud squishes beneath your boots. Then you hear the breathing and snarls. Eyes glint deeper into the tunnel. As your eyes adjust the flickers of a distant torch reveal a man, mouth covered in blood and holding an emaciated woman, missing half a neck. Eckehard?

5. You are in a room that is shaking. There is shouting all around you as the room crumbles. A huge manlike creature crouches before you. His massive hands cover a crack in the ground as he chants, 'It's only stone, it's only stone.'

4. You are standing at a table. In front of you is a boy, filleted opened as if operated on. There is a man across from you. He is tall and incredibly slender. When you squint his appearance changes into a creature covered in innumerable eyes. He calmly explains to you that he was summoned here by Lord Silver and you have been unconscious for some time.

You are trapped in the shared memories of you and the conscious minds trapped with you. Each place you wake is a vague memory from the perspective of one character in each place. To move from memory to memory you must mentally connect with its source or destroy it. Each memory will naturally degrade with time and the characters within it possessed by the Scinn as it feeds on your distress and fear. There may be more than one way to escape but the one sure method is to connect with a mind within the dreams, one that is strong and grounded in reality (at least partially). In these dream sequences the crow is a once-man and telepath. He is your way out, but kill it and you are doomed to continue the loop.