

The Bleakness, The Churning Mountains, The Desperate Caves

Some of the mountains are volcanos, some are extinct.

Caves: are enclosed unless noted in the description. Cave height is 15 feet.

1) Cave that connects to the outside. A short narrow corridor connects to room 2.

2) various rocks and stalagmites, those rock formations on the floor. (Stalagmites hang tidely to the ceiling.)

A small chest, not much money. The impression is a quick hiding of treasure, and then they left.

3) A small alcove off to one side of room 2. Centipedes or small spiders would be a good choice here. Nothing to arouse suspicions that there is more to this cave area than is seen from a quick look.

The secret door is opened by a hidden catch lever just behind some of the stone wall.

The stone steps connect to room 4.

4) a small rectangular room, dust, nothing else to find. The stairs connect to room 6.

5) a room off of room 4. The cave wall cut out door leads to stairs down to room 7 and a stone door.

6) a trap. The floor area, and the wooden crate are illusions. Any character who makes it past the two floor holes, will fall into room 17. There is no way back up, but they will be rich from the treasure in room 17.

7) a square room with several exits. Small bird sounds can be heard in this room.

The archway down to the landing, all of that is open... and a careless character can fall into the water on their way to room 11.

The stone door down to area 16 is also open and a fall can happen into the water.

8) This room appears to be open on two sides, but it has some sort of invisible wall that prevents all exit except via the stone door or back the way the characters came.

9) A square room with bones and two drains. The cages are empty. It has some sort of invisible wall that prevents all exit except via the 3 stone doors. The stairs that appear to lead to room 17 only go up a short distance.

10) a square room. The barrel has fresh drinking water in it. If the metal armor is approached it will declare 'Beware the treasure !'. Another illusion is the treasure and the floor piece is looks to be on. A long drop onto the area 34. Regular mold on stone, or a mold that devours.

11) A small narrow room that leads nowhere. The characters can jump into the water and swim, there might be something hungry in the water, or go back the way they came.

12) A secret door in location 16 leads down to this room. A character that carelessly approaches the barrels can fall out of the room into the water. The barrel next to the wall is safer to approach. The rocks came from the ceiling.

13) An L-shaped room. One exit, with no wall, leads down to room 15, the other, watch your step !, leads down to room 14.

The ramp going upwards leads to the crater and a small village.

14) Some work has been done, some is original cave. No tools left behind. A stalagmite grows slowly in the room. The two stone coffins could have something in them.

15) a chess board room. Characters entering the room have to move like chess pieces, or receive a small electrical shock. Two walls are open and characters can fall into the water. Characters can see the ramp between rooms 12 and 16. But cannot see into room 12.

16) A very small room. A secret door in the one wall leads to room 12. Pushing down, the secret door falls through and goes into the water, leaving a small gap in the walkway. Pushing up, it compresses as it moves into the ceiling.

17) Bones and other skeletal remains of those who fell, ahem, for the trap in room 6. Their

wealth and weapons are stacked in and near the treasure chest.

18) A sliding ramp and a wood plank and rope bridge from room into room 18. The three low walls are stumbling blocks. Literally.

19) A small bedroom. A bed, a water closet, and a bath tub. No storage for gear, etc. There might be something under the bed.

20) The walls don't go to the ceiling. Various wood remnants appear to have once been storage barrels.

21) A sudden rush past the stone door will result in the character falling on to the stone floor below.

22) An oddly shaped room. The barrels have arrows sticking in them, apparently a last ditch stand barrier. The floor areas without walls are open to area 32. It is a 10 foot drop.

22b) A small alcove, maybe the chest has treasure in it.

23) A small rectangular room with a chest partially hidden behind the stone wall, no exit but to go back up to room 22. The characters may have to destroy the wooden stairs to get the chest out... the chest is bolted to the stone floor.

24) Trying to exit past the pillars is blocked by an invisible wall. The exit is via the opening by the room number.

25) A small room, watch out for the opening for the stairs going down to room 30. There are no guard rails to prevent a fall. A sideboard has some plates of fresh food. The small chest might have monies in it.

26) The floor where this who drop from room 21 fall to. Only one wall piece remains. The other areas are open to the floor which is area 32 or the water area 33.

27) A puzzle room. The archways detect as magic, and taping on them will cause them to glow in a color or sound a small chime. The pillars that aren't connected glow a pale blue. The standing wall has some small niches, behind loose bricks, that may or may not contain anything.

28) A store room. Three barrels with fresh food and water.

29) A small room with two open walls. Watch your step !

30) A small room with two statues. They might speak if spoken to. But their replies are nonsensical.

31) A small room, with a narrow exit onto area 32.

32) How much of the floor area that can be walked on is up to the map user.

33) An expanse of water from 2 feet to 50 feet deep.

34) an expanse of mold, thick or thin, a monster or nothing to worry about is up to you.