

The Bleakness, The Churning Mountains, The Desperate Caves, Cave 2.

Some of the mountains are volcanos, some are extinct.

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

Rooms: enclosed unless noted in the description. Rooms are 10 to 15 feet high.

Several areas and rooms would be an excellent place to put monsters who try and ambush the characters as they explore this cave.

1) entrance cave, small water flow across the room. A slippery ramp down into a deep pool. Easier to get to the small location 24 than room 2. There might be treasure at the bottom of the pool which is 25 feet deep.

2) Crossroads between different parts of this cave complex.

3) a T-shaped room. The statue in 3a might talk, it might not. 3b has a small secret door. The passageway that leads to room 12 has no walls. The narrow path is over an abyss. Fog down below.

4) Anteroom to an evil temple.

5) evil temple, a sarcophagus, wood chairs, alter, and an evil statue. Three cages for victims, or people who joined and aren't evil enough.

6) crate and a statue. The statue's spear will swing toads, but not hit, anyone trying to approach the crate. Its a warning...

7) small room... bad smell, like something died in there.

8) Pool room. The pool is 20 feet deep, and slippery sides. The small alcoves help monsters hide. Hidden behind the enclosed wood stairs is a small chest.

9) another crossroads room.

10) storage room for vetments, etc.

11) Could this be a washing the characters room ? The 4 walls near the water pit in the center certainly look like agitators in a clothes washer.

12) Two statues and a small chest. When the chest is opened the statues break out into song. 'Beware ! Beware ! Something is going to get you down here ! So beware !' To make it even more stressful for the payers, the statues could dance as well.

13) whispering sounds are heard in this room.

14) A nice wall for monsters to hide behind, the divider between room 13 and room 14. The two stone doors are teleports. Anyone grasping the door handles and opening the door will be teleported to room 8.

15) Three archways.

16) Sounds of a coin being dropped on a wooden area, but no wood in sight. Note the 10 foot drop from the stairs to the bottom of the floor.

17) Safety valve room, where an overloaded room 11 will cause the wooden door in room 11 to pop open and characters, gear, and water goes into this room. The plank and rope bridge is open, and the water will fall down into the mountain.

18) A narrow enclosed zig-zag improved tunnel. The one natural area is to puzzle the players... it could be nothing, it could be hiding a concealed door leading to a small alcove with a box, etc.

19) A small room, excellent place to ambush characters coming down location 18 corridor.

20) Normal room for draining room 11. Shallow pools of water on the floor. Many drains along the walls.

21) A small room with a wood ladder that goes up into the ceiling to access room 22.

22) A maze. Openings in the walls were left open to help you see the room dividers. All dividers go to the ceiling.

23) A small secret room. Walls left off so it can be more clearly seen. Small chest and some bones.

24) A small enclosed area connecting room 2 and room 7.