

The Bleakness, The Churning Mountains, The Desperate Caves, Cave 3.

A referee should print themselves a map with clouds_two sheet hidden, so they can see more details.

Some of the mountains are volcanos, some are extinct.

Symbols from Annual Issue 66, Issue 111, and Perspectives add-on.

Caves: are enclosed unless noted in the description. Cave height is 15 feet. Room 10 is higher.

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, a small rain fed stream goes down into the depths, and flashes into steam as it hits the lava in room 10.

2) A crumbling cave area, shaky walkway to room 3

3) A crumbling cave area, shaky walkway to room 6. A ramp down to room 4.

4) an odd shaped room. 3 cages, a stairway down, a porcullis blocked exit to area 16, and a wood door to room 14.

5) a small cave with bones and rock debris.

6) A crumbling cave area, shaky walkway to room 7

7) A square cave area. The pit is 20 feet deep.

8) A primitive stone room. Two bone torch holders, and a bronze torch holder. The bronze one might be bronze over gold. The exit down to room 9 is carved in ancient runes.

9) A partially carved cave... the walls look like they have been subjected to heat. There is a hidden door in the floor. It is warmer than the rest of the room. Lifting it will require 2 strong characters as it is wedged tightly. Toxic gases might flow upwards when it is opened.

10) A large room, the lighter color floor areas are weakened by lava under them. The lava pit occasionally surges up onto a floor area or two. Water from above drips, or flow depending on season, down onto the lava causing great areas of steam to form in some or all of these caves. Center area is 30 feet high. Rocks drop into the lava and the stone floor. Characters nearby could get splashed by lava.

11) A winding tunnel arrives into this room from outside. Four burials. Their friends were going to come back for them later, they never did.

12) A small bone covered alcove. It is 40 feet from location 16 to room 12.

13) This room can be seen from various parts of location 16. The chairs and chest are real. Carved walls only exist where shown. The ceiling is up 15 feet and is solid.

14) A small guarded treasure. The torch is replaced when needed, but by whom ?

15) A small cave deteriorated from lava fumes. And yet the barrel seems untouched.

16) A series of rope and wooden plank bridges. The ceiling is solid, but the floor is just fog and steam. A character falling here can go one of several ways, undrawn. Think of a pachinko or pinball game. Some paths lead down into room 10, and some paths stop the character at various distances down the slope. The drop down into this start of the paths is 25 feet. It is possible for other characters to rescue the fallen from the paths. Careful ! A slip can cause a fallen and roll into room 10.

17) An ambush area. Monsters or bad guys could be hiding behind the 3 wall pieces in this room.

18) A small cave. Two closed treasure chests. One is a mimic, it hiccups from time to time. Probably just wants a drink of water. The treasure hoard, opened chest, is an illusion. There is a shield on the floor.

19) Another cave entrance; however, it is hidden on the outside by small and medium sized

bushes. A search will find the opening.

20) a small stream fed cave.

21) a room with a crate out in the open. Monsters hidden in room 21b. The stone door shimmers. While characters try to figure out if that is dangerous or not, the monsters will attack.

21b) A room with monsters. A secret door leads to a lower room.

22) Rocks across a small stream bed. The water is slow, unless the rain fed stream suddenly gets a large water flow from outside. Then characters can be swept off their feet, to go through enclosed water tunnels, into room 10.

23) Not drawn, a weapons rack with spare weapons for the bad guys in room 21b. A small box with a few low value coins in it. Dig hard enough, and characters can tunnel down to room 24.

24) Some parts improved. A shield and dagger are on the floor.

25) A dusty room.

26) A small room leading down from room 18. A gap is between this room and room 7. A warm air current flows upward, not toxic.

27) A burial room. The stench of rotting flesh flows around this room. The pit of bones overflows. Two walls left off to provide a clear view. Cracks in the floor could lead to hidden treasure, or a weak spot that will drop a character into a water tunnel. The two wood doors in a stone frame used to lead to a small room. Or are the telports ?

The large open area bottom right and center is due to the water tunnels. Some contain water.