

The Bleakness, The Churning Mountains, The Desperate Caves, Cave 4.

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

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 from outside. No enclosure, easy for a character to fall to the stone floor below. A character here can see the floor below. Rooms/areas 9, 10, 11, 12, 13, 14, 15, 16, 19, 20, 22 can be seen or partially seen from here.

2) a wobbly walk down to room 3. Rooms/areas 9, 10, 11, 12, 13, 14, 15, 16, 19, 20, 22 can be seen or partially seen from here.

3) a 7 x 7 foot platform. The stairs leading down are partially obscured by fog.

4) A small room, one locked wooden chest. The stone door opens outward.

5) two ways to get in: the stone door from the main floor area, or the secret stone door from room 7.

6) a large thick walled room. The metal doors are attached to the walls, the wood spikes are attached to the stone floor. The chest can be seen past the spikes and so can the pit. Some random darker floor stone will lower 1 foot, or one-third a meter, when stepped on by the third character to step on it.

It will slowly raise back up to floor level after all weight is taken off of it. Placing one of the three skulls on it and it won't sink again. The pit in the far left corner is an illusion. In one of those walls is a secret door leading out.

7) room is 8 feet high. The two vertical wall pieces hide a hidden door. The door to room 5 is a secret door.

8) an open cave wall area. If any character jumps up and down, or says 'where is the rest of this cave?' or similar words, it will sink 10 feet downwards.

9) a ghostly apparition rises up out of the trap door and goes into the cage. It will try to block anyone trying to open the chest in area 24 which has no ceiling and low walls. Some percentage, say 15%, of the apparitions are real. The rest are illusions.

10) a small open area.

11) No monsters in water area 11, but the water swirls like there is one. The water is cloudy.

12) leads to a small area. There could be a treasure in there, or a monster.

13) An open area. Rooms/areas 1, 2, 9, 10, 11, 12, 14, 15, 16, 19, 20, 22 can be seen or partially seen from here.

14) a small platform. Stairs leading up to 13 and down to 15. A careless character can fall as there are no walls. Rooms/areas 1, 2, 9, 10, 11, 12, 13, 15, 16, 19, 20, 22 can be seen or partially seen from here.

15) a small area of rocks. Could be giant centipedes, spiders, and/or treasure mixed in with them.

16) stepping on this darker stone area will play a small chime. To make it more interesting.. a clock should then start ticking.

17) a small stone room with skulls and bones blocking the stone door. There is a hidden small enclosure, to search for it the wooden ladder will have to be moved. The enclosure is about 10 feet above the floor.

18) A nice globe lights up this room. Any character stepping on location 21 will rapidly sink into the floor. They will come up between the light and the number 18 on the map. They will be covered in flour.

19) a stalagmite on a pedestal. Nothing there, its to puzzle the players. Of course, you could put small spiders or snakes in there or in the stalagmite between the two stairs.

20) an open pit. It moves to one of the other dark floor squares when the characters aren't looking in its direction. The skulls and bones nearby are a warning.

21) Any character stepping on location 21 will rapidly sink into the floor. See location 18 for the rest of the information.

22) Looks like an easy maze of walls to pass around... but there are invisible stone walls to deal with as well.

23) A small cave room, hidden behind a secret door. Here is where the main boss and the treasure is located.