

The Bleakness, The Churning Mountains, The Desperate Caves, Cave 4. Two side rooms.

The two side rooms.

The one on the right has ceiling only 5 feet up. The other one is 6 feet up.

The debris of stalagmites and bones are to make it look hard to reach.

a) stalagmites. Rock and skeleton debris on the floor. The two stone doors are traps. The two vertical wall pieces to their left covers a secret door, the only safe way to get to room B. But beware the hole trap just in front of it.

room 12 leads to room A) Two of the chests are illusional... characters can grab at one chest. Only the real one has treasure, grab at one of the illusional ones, all 3 disappear. You left your illusionist in town so you have no way of checking for illusions ? Too bad.

The other side room.

room 17 leads to room C)

Small, narrow, low 5' ceiling. This could hide monsters, traps, or treasure.