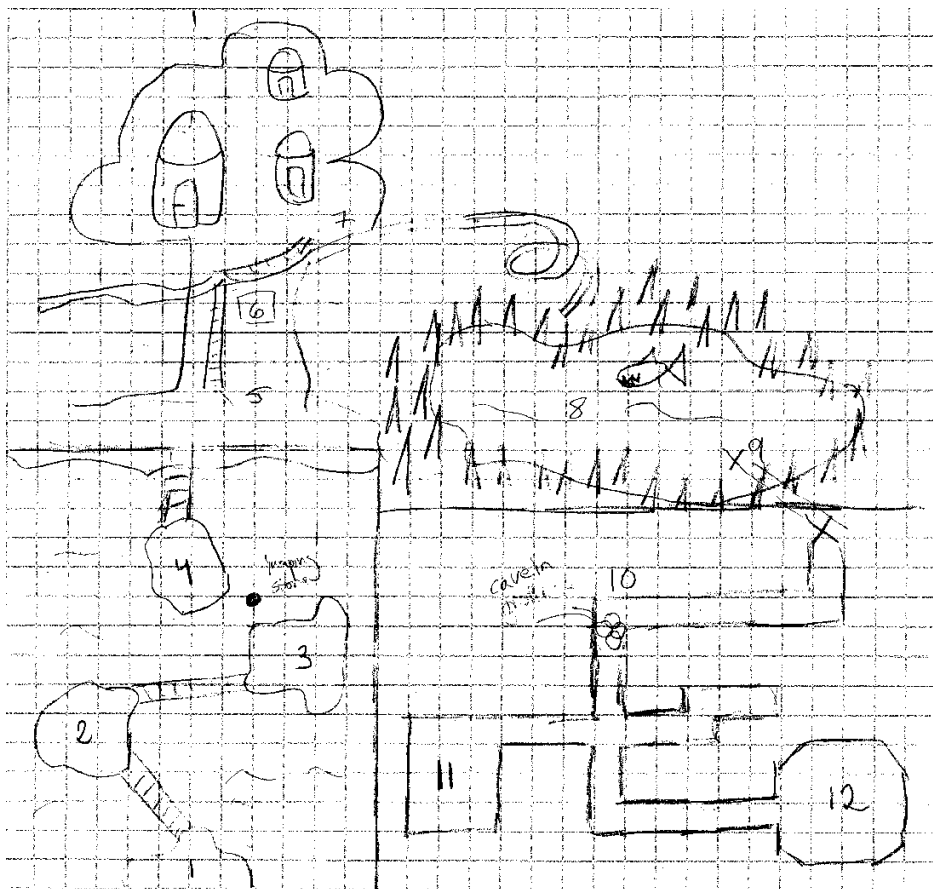


The Adventure of the Four Elements

1 Square = 5 meters,



Lighting:

Area 1-4 Daylight and light from lava below
Area 5-7 Daylight
Area 8 Daylight filtered through water
Area 10 – 12 I hope you brought waterproof torches

Random Encounters

Background:

A long lost treasure, coveted by many but found by none lies in the end of this journey. Legend has it that a worthy owner of this treasure must cross sheets of fire, withstand windstorms, survive surrounded by water and find a way through earthen walls.

Room Key:

1. Starting point. A barren cliff with lava underneath and only a ramshackle bridge to move forward on.
2. A windy plateau with no elevation to take cover behind.
3. Arbitrary helpless being lies here, soon dead by exhaustion, unable to go back because of the wind and unable to move forward because of fear of falling into lava.
4. A wobbly 1000m rope ladder leads to safety, or so you think. If more than 60 kg loads the ladder at the same time it breaks. Tip, starve for a couple of days if needed.
5. Base of the Great Housing Tree. Here lies a 1020m long rope.
6. Sign that reads "Welcome to Greenpool, known for the Breathe-under-water-pill and our majestic view of the lava sea". To get the pills you must win a tournament of Jan Ken Pon! (Rock-scissor-paper)
7. Slippery and thin branch leading to above Lake Lucifer.
8. Lake Lucifer. Watch out for hungerfish, 15 meter long piranhas, they feel the hunger in living beings and attacks them.
9. Cave in the bottom of Lake Lucifer leading to water free tunnels.
10. Tunnels underground leading to a cave in. Water dropping from ceiling.
11. Optional monster.
12. Treasure! Once removed from its place the monster in room 11 will come out.