

"WE'RE ALL TRAPPED IN THIS CAVE TOGETHER"

by Rebecca S.

We have here a cramped series of tunnels and caves, twisting back on themselves, easy to get turned around in. A perfect place perhaps to set up a nest or hide one's stolen treasure.

There's thieves' loot to be found but no thieves around... that's what happens when you don't check a cave before locking the entrance behind you. A crew more concerned about double crossers amongst themselves than pre-existing dangers have left behind an elaborate three-keyed magic gate blocking the exit.

The mother beak-bear who set up her nest in one of the chambers has long since dealt with those intruders. She doesn't care about the loot strewn about, she's just wants to get out and make sure her young are fed. It's been a while now and she and her brood are hungry and trapped and desperate...

Our adventures run across the sad remains of this story. The interconnectivity of these cave is best modeled via the surface of a D10 though each room need not be a kite shape. The obvious paths should be obvious but the smaller connective tunnels would probably take some effort to find. Remember, falling rocks can be quite dangerous...

Room 0: The start location. A cave in blocks the way they came in, or they fell, or they've simply lost their way and reached this point... There's an obvious path 7-3 and an almost buried passageway to 4

Room 1: There's the lower half of a cleanly picked over corpse, snagged on a stalagmite in the passage running between 7 and 6. Coins and cheap jewels can be found here and there between the rocks, along with dried blood and drag marks. There's a hard to find passage to 4

Room 2: The main corridor runs between 5 and 6 with a slightly smaller offshoot towards 8 and an hard-to-find passage to 9. The floor has been torn up and there's dried splashes of blood everywhere. A scorch blast marks the wall and there's a somewhat shredded spellbook and dropped sack of supplies to be found.

Room 3: The main passageway runs from 0 to 5. The floor is crawling with vicious, oversized rats! They are bitey! A narrow passage leads to 7

Room 4: There's a dead thief propped up against against a wall in this small chamber. Though severely gnawed on by rats, they appear to have been mauled. Their pockets are filled with jewelry, a harmonica, coins, and a key. There are very narrow crawl ways to 0-1-7-6

Room 5: A crumbly, damp passage between 2 & 3. If players aren't careful there may be a cave-in, which would block the hard-to-spot passage to 9.

Room 6: There's a ravenous mama beak-bear! She's angry, hungry, and will chase anyone who runs out via the obvious exists of 1, 2, or 9. There's a narrow passage to 4 that has been heavily clawed at, but she cannot fit through. Dried blood is everywhere and a curved dagger lays on the floor

Room 7: The tunnel runs from 0 to 1. A colony of cranky bats hang from the ceiling. Rocks are loose here and if things get heated, the easy-to-miss passages to 3 and/or 4 might cave in.

Room 8: There is a magical gate with slots for three keys that need to be turned simultaneously in order or it to open. One key still in the lock but two are missing. There's thieves loot strewn about (silks, a busted chest of fine china, a slashed painting, etc) and the sweet sweet breeze of freedom drifts in from the other side... The only exit is a tunnel to 2

Room 9: The main passage leading to 6 quickly tapers down into a small and cozy nest space. There's twigs and bits of cloth (most bloodied) and

two tiny, malnourished cublets. They mewl and chirp weakly in hunger. There's a couple very gnawed on corpse bits lying about the room, along with weapons, some coins, an a key. Far behind the nest, there are two very narrow passages to 2 and 5

