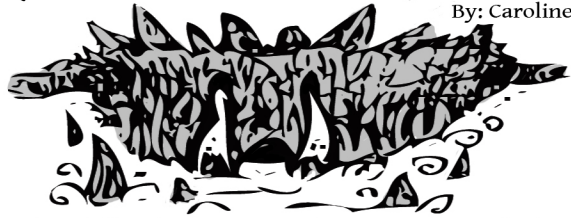


The Cliffs of Sorrow

By: Caroline Berg



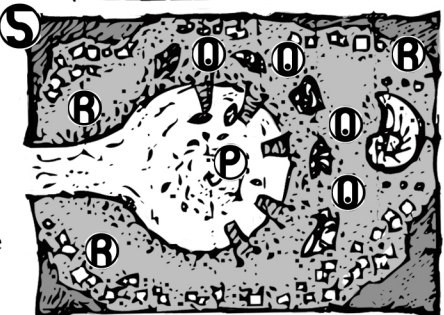
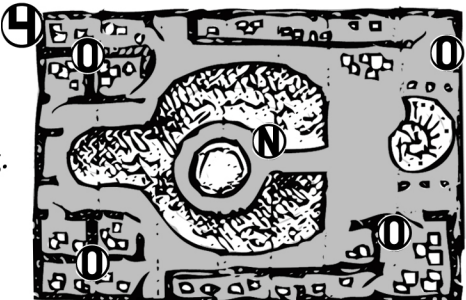
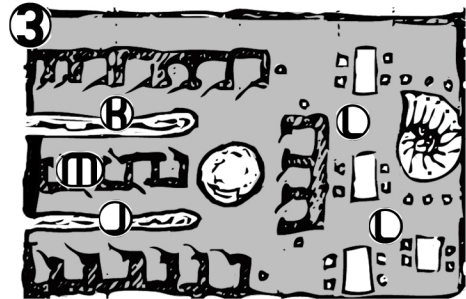
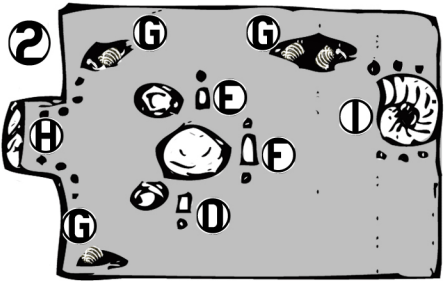
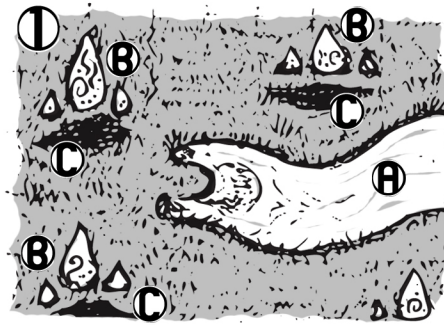
The Cliffs of Sorrow, as they are now called, were once the Temple Complex of Thalorosa, goddess of the wailing waters. Here her song sang in waterfalls flowing through the cliffs, purifying her followers. Now a band of marauders who go by the name Sorrow's Left Eye have taken over the place, making it their own.

1 Top of the Cliffs

The River Wist (G) flows here, pouring through holes into the hollow cliffs below. Clusters of rocky spires (B) seem to poke randomly out of the ground. Those more aware will note many spires are in groups of three, and some are carved with fanciful swirling patterns. Clusters of three rocks where at least one is carved act as warnings against sinkholes (C). There is a 65% chance of falling through a sinkhole when examining the rocks closely. Rope may be used to descend, or those foolhardy or brave may jump into the River Wist.

2 Old Temple of Thalorosa

Light filters diffusely from the holes in the ceiling. Three waterfalls pour down from the River Wist, dominating the room. Before each waterfall is a table holding an offering bowl and a label. The table near the smallest fall is labeled "Regret" (I), the next largest is labeled "Anguish" (B), and the largest is labeled "Misery" (C). Dust coats the tables and the offering bowls have long been empty. Piles of dirt, rocks, and animal bones (G) litter the floor under the sinkholes. There is a 65% chance a single wounded animal is trapped here and a 35% chance there is a pack of animals. The torches in front of the shrine to Thalorosa (H) are burned out. A nautilus-style spiral staircase (J) leads down to the next floor.



3 The Contemplation Chambers

The roar of the waterfalls is stronger here. The Regret (I) and Anguish (B) branches of the River Wist have been funneled into channels to pour out of the cliffs and merge with the wild surf below. The nautilus staircase on this floor heads both up and down. By the stairs are tables (J) which show recent signs of use. They are covered with half-eaten food and bits of broken gear in various states of repair. There is a 40% chance a marauder is patrolling the chambers and a 35% chance there is a marauder passed-out asleep at one of the tables.

There are four sets of contemplation chambers, each named for a different fall, except for the chambers devoted to Cleansing (II) which are located between Regret and Anguish. The original purpose of the chambers was to let the voice of the falls wash away all pain. Now the marauders use the chambers as prisons since the incessant sound is worse than any torture they could devise. There is a 30% chance a chamber has a prisoner. There is a 15% chance the prisoner has not yet been driven insane and can answer questions.

4 Temple Storerooms

The first thing visible from the stairs is the viewing platform (N). This platform surrounds the waterfall and looks down on the lake in the cavern below. It is possible to jump into the lake, as there are no railing, and the platform is slippery from the spray. There are various storerooms (O), built away from the damp, though they cannot escape the sound of the waterfall. There is a 60% chance a group of six marauders are on patrol. The rooms contain mostly junk: broken tables, rotted tapestries, frayed rope too short to use, and corroded metal cups. There are a few hidden treasures for those who take the time: A sapphire amulet of Thalorosa, a chipped pearl ring of water breathing, and faded blue leather boots of swimming.

5 Sea Cave at the base of the Cliffs

A vast cavern with a lake at the center, the Wist Waterfall pours from above into the lake, creating dangrous currents. When the tide is low, the lake drains out of the cavern onto a shallow beach and into the sea. When the tide is high, the entire center of the cavern is flooded with a mix of fresh and salt water. Five docks (D), some with dinghies attached, form a semi-circle around the falls. Five houses (H), haphazardly built out of driftwood are scattered around the cavern. There is a 75% chance the dinghies hold fresh marauders with goods. Crates of stolen cargo (B) line the walls, stacked away from the water.