

SUNNALEE CAVERN

BY WARKLEGNOW

- RUMORS**
1. A BASILISK LIVES THERE
 2. A GORGON LIVES THERE
 3. TINY, INVISIBLE PEOPLE LIVE THERE
 4. TWO EXPLORERS DIED THERE
 5. VALUABLE CRYSTALS GROW THERE
 6. THE WATER IS POISONOUS



⑨ THE TUNNEL HERE IS ENTIRELY SUBMERGED. NAVIGATING IT MEANS SWIMMING UNDERWATER IN COMPLETE DARKNESS. AN AIR POCKET, OR "AIR BELL," IS LOCATED HERE. OTHER BRANCHES LEAD TO #11, #8, AND #4.

⑧ A NATURAL BRIDGE ACROSS THE STREAM. SKELETON OF RHYNE TOLBAN LIE AGAINST THE WALL. A BROKEN LANTERN IS BESIDE HIM. HIS GHOST HAUNTS THE CAVERN.

⑦ A TIGHTLY-PACKED PASSAGE OF STALACTITES + STALAGMITES FUSED INTO COLUMNS, COVERED IN SLICK GREEN ALGAE THAT ACTS LIKE ACID IF TOUCHED.

④ POOL-LAIR OF A GIANT, SENTIENT, TELEPATHIC CRAYFISH. IT IS SOMEHOW IMMUNE TO THE WATER'S MAGIC. EATING ITS FLESH GRANTS THIS IMMUNITY. IT WANTS TO LIVE ON THE SURFACE AND PROMISES TO SERVE WHOEVER HELPS IT DO SO.

① A SMALL, CLEAR STREAM FLOWS FROM A DARK CAVERN MOUTH. A NARROW LEDGE LEADS BESIDE THE WATER, SLICK AND WET. YOU MAY FALL, IF YOU'RE CAREFUL. YOU WILL FALL, IF YOU'RE NOT.

② THE STREAM CONTAINS MANY ROCKS. INSPECTION REVEALS THEM TO BE PETRIFIED INSECTS, BATS, + FISH. ACROSS THE STREAM, A SHELF-LIKE POOL CONTAINS CAVE CORAL CORALLOIDS WORTH TWICE AS MUCH AS CORAL OR PEARLS. THEY ARE SUBMERGED IN A FEW INCHES OF WATER.

⑪ A NARROW PASSAGE. HALFLINGS FIT, BUT OTHERS MUST SQUEEZE AND MAY BECOME STUCK.

⑫ AMBER CRYSTALS GROW HERE. TRANSLUCENT + WORTH A SMALL FORTUNE. THE STREAM'S SOURCE IS HERE. WHERE DOES THE WATER COME FROM, + WHY?

⑩ AN ELEVATED PASSAGE 10FT. ABOVE THE REST. SLICK FLOWSTONE LEADS UP TO + DOWN FROM IT. THE FLOOR IS THIN + PALE ROCK. HEAVY WEIGHT BREAKS IT, LEADING DOWN 10FT. TO A STALAGMITE FLOOR.

⑥ THE STREAM RUNS 4-16 INCHES DEEP. NO DRY GROUND. DRAPERY FORMATIONS LINE THE WALLS + CEILING. MORE CAVE CORAL LIES BENEATH THE WATER.

⑤ THE PETRIFIED REMAINS OF RABBLE GLISHEN, WHO ABANDONED HIS FRIEND RHYNE TOLBAN AFTER RHYNE FELL INJURED AND BROKE THEIR LANTERN. RABBLE'S HANDS + KNEES ARE NOW FUSED WITH THE FLOOR AS STALAGMITES. HIS EYES ARE FROZEN, VACANT + SEARCHING AS HE TRIED TO FOLLOW THE WATER OUT IN UTTER DARKNESS.

③ A COLONY OF LITTLE BROWN BATS. IF DISTURBED, THEY FLUTTER AND MAY EXTINGUISH LIGHT SOURCES LIKE A GUST OF WIND.

ROLL 1D6 EVERY 20 MINUTES

1. ENCOUNTER
2. SOMETHING SPLASHES
3. SOUND OF WHISPERS... -OR OF WINGS?
4. DRIPPING + TRICKLING
5. GUST OF COLD, WET AIR
6. LIGHT SOURCE FLICKERS SHADOWS GROW CLOSER CAVE GETS DARKER

OPPRESSIVE-DARK EVASIVE SHADOWS CONTORTED PASSAGE LOW OPENING ARCHED ROOF COLORFUL LIMESTONE WAVY ROCK FORM SLICK WALLS-FLOOR GLISTENING STONE COVERED WITH SHEEN OF WETNESS

ENCOUNTERS

1. CRAYFISH IN #4 MAKES TELEPATHIC CONTACT
2. BATS FROM #3 FLY BY
3. GHOST OF RHYNE FROM #8 ROLL FOR REACTION
4. A SWARM OF CAVE MOTHS THAT DEVOUR CLOTHING IN MINUTES
5. TREMOR AND ROCKFALL
6. WATER DRIPS FROM CEILING ON THE HEAD OF A PLAYER CHARACTER