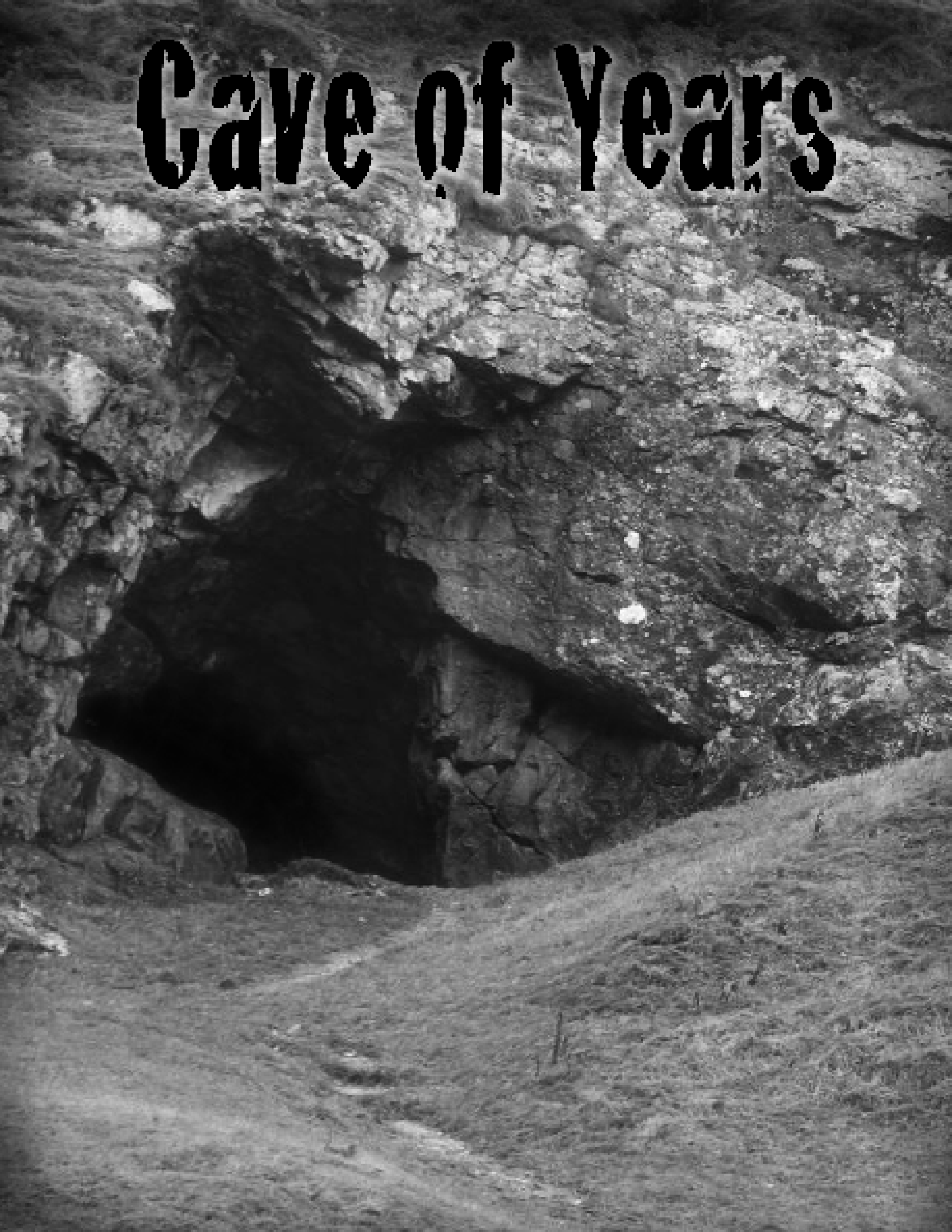


Cave of Years



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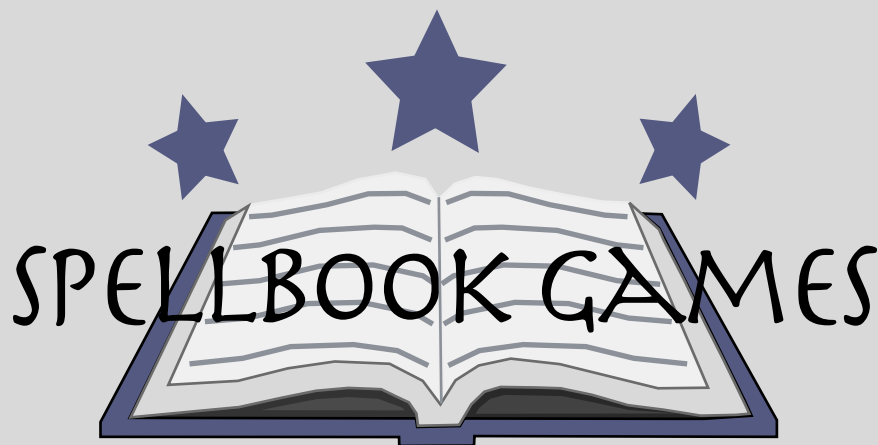
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Cave of Years

Introduction

The Cave of Years is a single self-contained adventuring site that can be explored in one or two game sessions. It is suitable for placement in any wilderness area, in any campaign, and in both fantasy and science-fiction campaigns. The Caves provide the Games Master a large ready-made cave complex of nine cave sections. There is one way into the Caves but several routes out. The cave exists outside of normal space and time so the entrance is always in the 'now,' while the exits each connect to other places and times. Adventurers can find themselves adrift in time, from the distant past to the far future. The cave also moves around in space so that a stranded Adventurer may have a difficult search to again locate the cave entrance.

The Cave of Years is suitable for single Adventurers of Level 8 or higher and small groups of Adventurers of Level 4 or higher.

The Cave of Years is written using the Portal to Adventure rules from Spellbook Games. Monster descriptions are taken from the Portal to Adventure rules. This adventure can be easily used, with only minor adaptation, with the original RPG rule set from TSR or similar games; for more information see the conversion document available as a free download at www.spellbookgames.com.

Abbreviations

Adventurer Level – (class) L#

Armor Class – AC

Foot or Feet – FT (measurement)

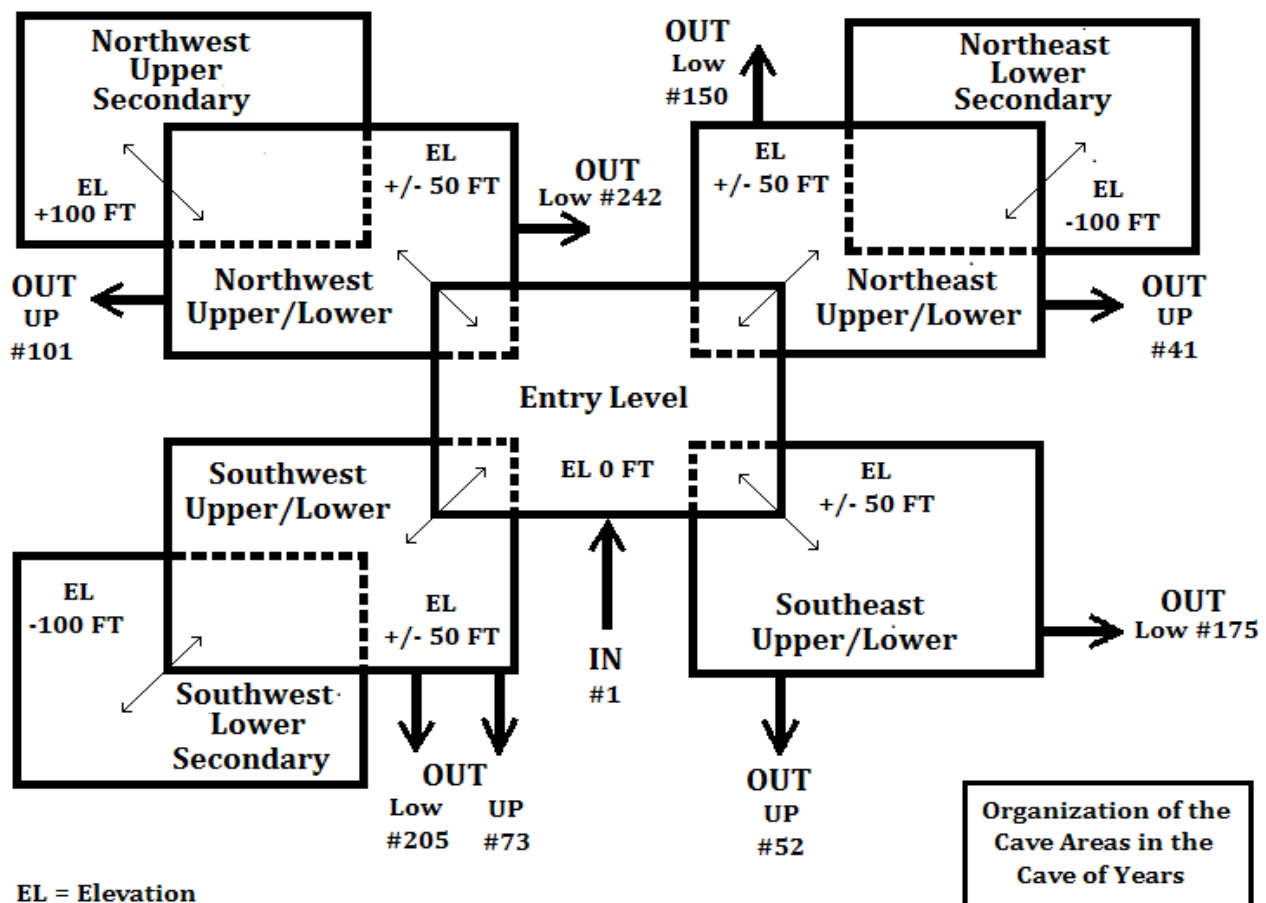
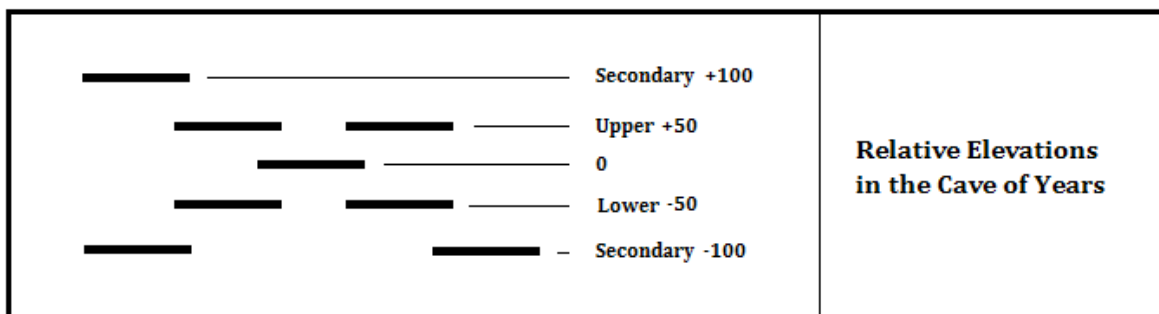
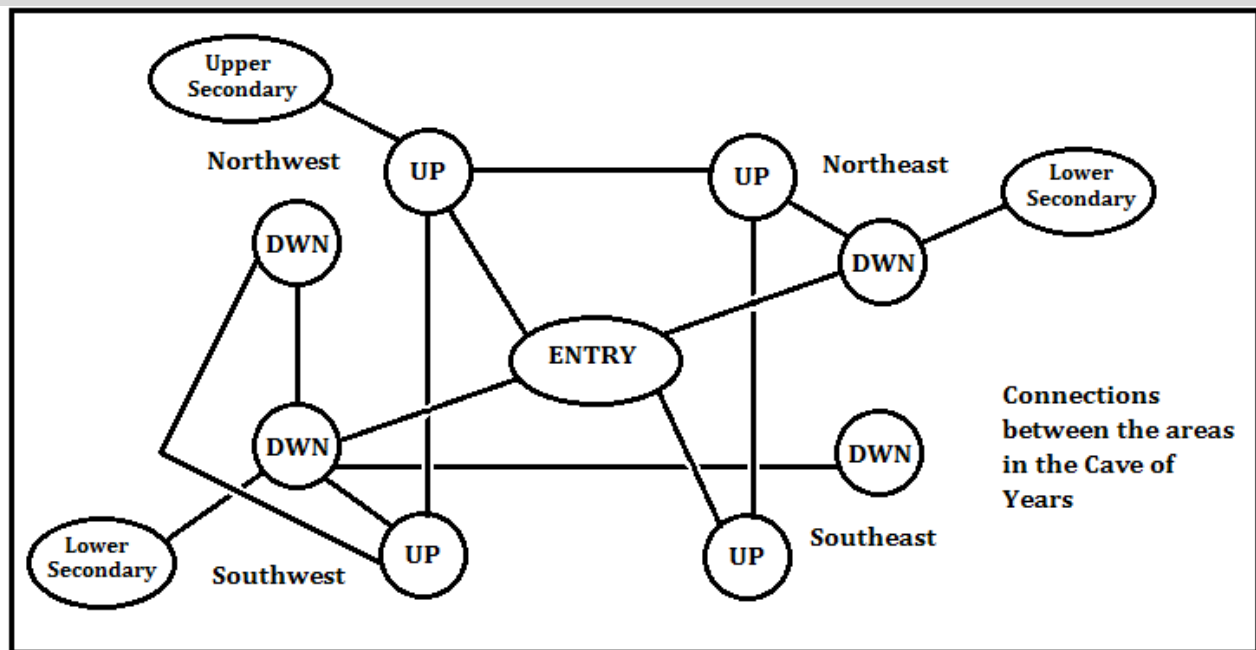
Giant – Gt

Health Points – HP

Greater than or Equal to – GTET

Less than or Equal to – LTET

To Hit (bonus/penalty) – TH



Room Descriptions

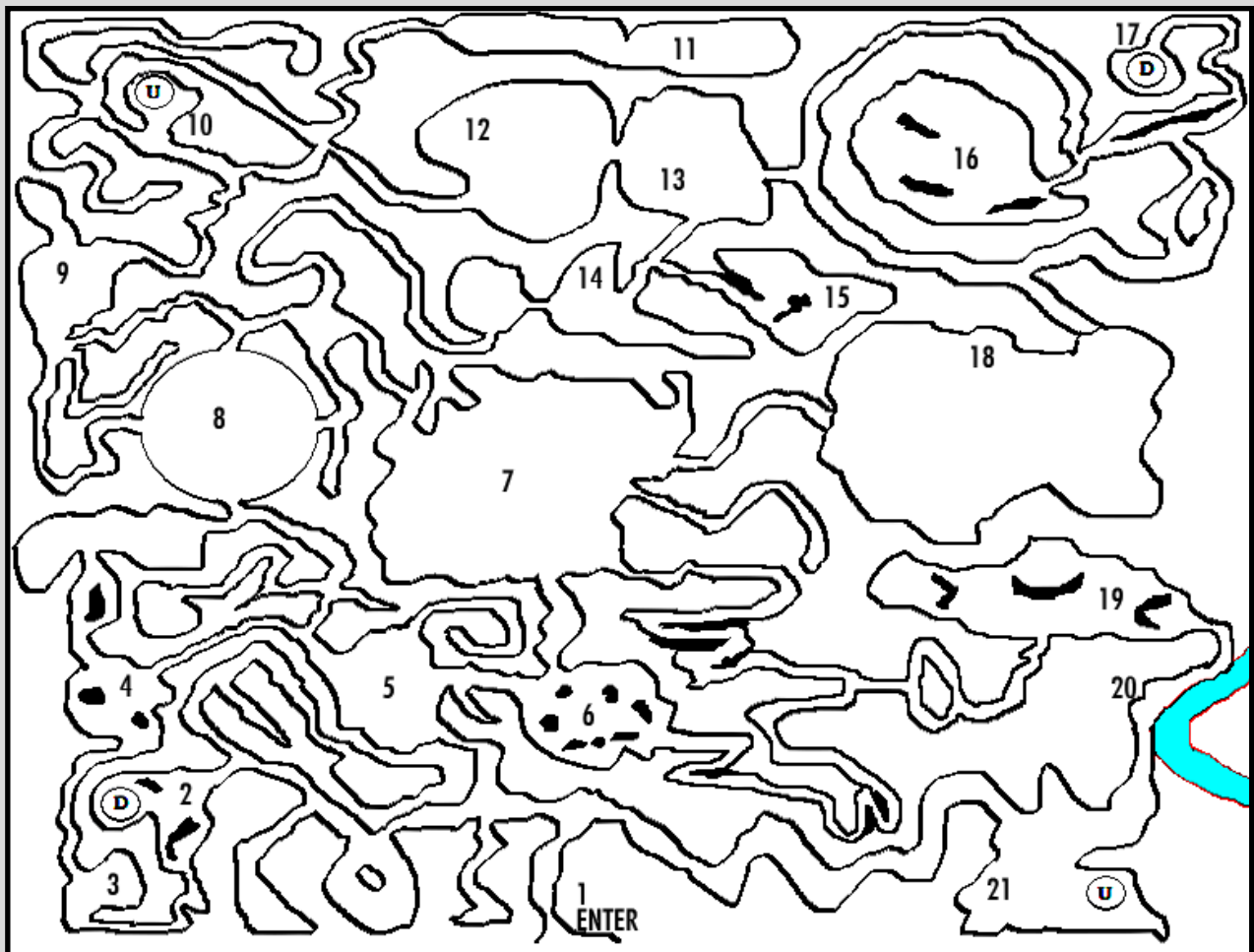
The cave is always found in a hillside or a bluff along a creek, small river, shallow gully, or dry arroyo. The entrance is a horizontal slit set back under a wide ledge (requires 1d20 roll GTET [33-Intelligence] to find).

Unless described otherwise, the cave floor is dark grey stone, flat and level, with a fine layer of sand or grit. The walls of passages bow outward slightly from the floor so a man standing with both arms out to the side barely touches the walls at shoulder height; they are made of a lighter-colored grey stone with occasional streaks of brown, ochre, or copper. Most wall surfaces are embedded with small blue crystals that glow dimly, so that most of the cave is illuminated at about the level of a candle. Passage roofs are 8 FT to 10 FT high, with streaks of brown and ochre in the rock. Unless described otherwise, the cave is dry.

A variety of common fungi grow in the passages and rooms. Most areas have small white shelf fungi. Many rooms have knee-high grey toadstools with white spots or green stripes. White, pale blue, and yellow lichen is common, as are pale green moss.

Entry Level

U= connection to upper, D= connection to lower



Main Entry Level

Temperatures in this section of the cave are a constant 60 degrees.

1. Entrance. A rectangular slit is 12 FT long by 4 FT tall by 10 FT deep, opening to a narrow 6 FT high tunnel. The entrance is obscured under a wide overhanging ledge.
2. A triangular room with two vertical stone columns, entered from the south and the northeast. A slippery chute on the west end of the room leads down to the Southwest Lower cave area; the chute surface is coated with a slimy gel secreted by fungi growing on the walls. An adventurer climbs the chute (without equipment) on 1d20 rolls GTET [36-Agility].
3. An oval room entered from the south and north. 8 Disease Ticks (HD2, hp15, AC10, blood sucking, transmits disease) are found here.
4. An oval room entered from the south, north, and northeast, with two stone columns. 4 Ant Lions (HD4, hp35, AC32, paralyzing roar) are found here, with a male Dwarf's carcass (studded leather armor, open helm, leather gloves, small wood shield, single-bladed axe, dirk, light mace, bedroll, 3 rations, canteen, 20 FT rope, 6 iron spikes, mallet, walking stick, lantern, 2 flasks oil).
5. An irregular room entered from the northwest, southeast, and the east; a dead-end passage comes off the north side. The wall is decorated with scenes of mammoth and rhino pierced by hunting spears, horses with ropes around their necks, and birds hunted with slings. On the ground are six large shells, each filled with a different earth tone color, along with two animal-tail brushes.
6. An oval room entered from the west, north, and the east; the room has a circle of stone columns.
7. A very large room entered from the northeast, southeast, south, and northwest; a dead-end passage comes off the east side. Suzanne (female Human, 33 years) and Carin (female Human, 10 years), are dressed in light nylon jackets over long-sleeved shirts, Suzanne wears black wool pants, Carin wears denim pants, Suzanne wears high-top leather hiking shoes, Carin wears leather loafer shoes. They have a walking stick, two flashlights (one set spare batteries), two trowels, a long grilling fork, a filleting knife (plastic handle), two pairs thin nylon gloves, and a burlap sack half-filled with mushrooms. Suzanne is an expert on edible fungi.

8. A large circular room entered from the north, east, south, and west; the walls have been cut and smoothed (obviously not natural). A group of eight hairy bearded men dressed in mastodon hide clothing are found digging a man-sized hole with a wooden shovel. The corpse of an adult female is wrapped in a large deerskin; she wears a necklace of ivory teeth (72 GP), copper armband with turquoise (38 GP), two shell rings (3 GP, 5 GP), and holds a green ceramic dish shaped like a frog filled with honey. The men have stone clubs and flint knives, one has a wand (Frung, Shaman L5). The men are surprised but not initially hostile.

9. A triangular chamber entered from northeast and the south; a short lobe goes off to the north. A passage off of the south exit goes to the east and a dead-end passage goes to the southeast.

10. A small oval room on the north side of a west-east passage. A circular shaft in the ceiling with a grey metal (aluminum) ladder leads to the Northwest Upper cave area. A white stone column here is topped with a bronze (Roman) Eagle.

11. A wide and straight passage with a narrower section in the middle; the passage is entered from the west.

12. An oval cave room entered from the southwest, a stone-worked arch in the east wall connects with Location 13. Fergus (male Human, 62 years, thick beard) is found wearing tartan shirt, wool pants, leather boots, carrying a steel knife, a rock hammer, a hand whisk, several long metal probes, long tweezers, a canteen, and a bag of dried fruit. He is in the cave searching for fossils.

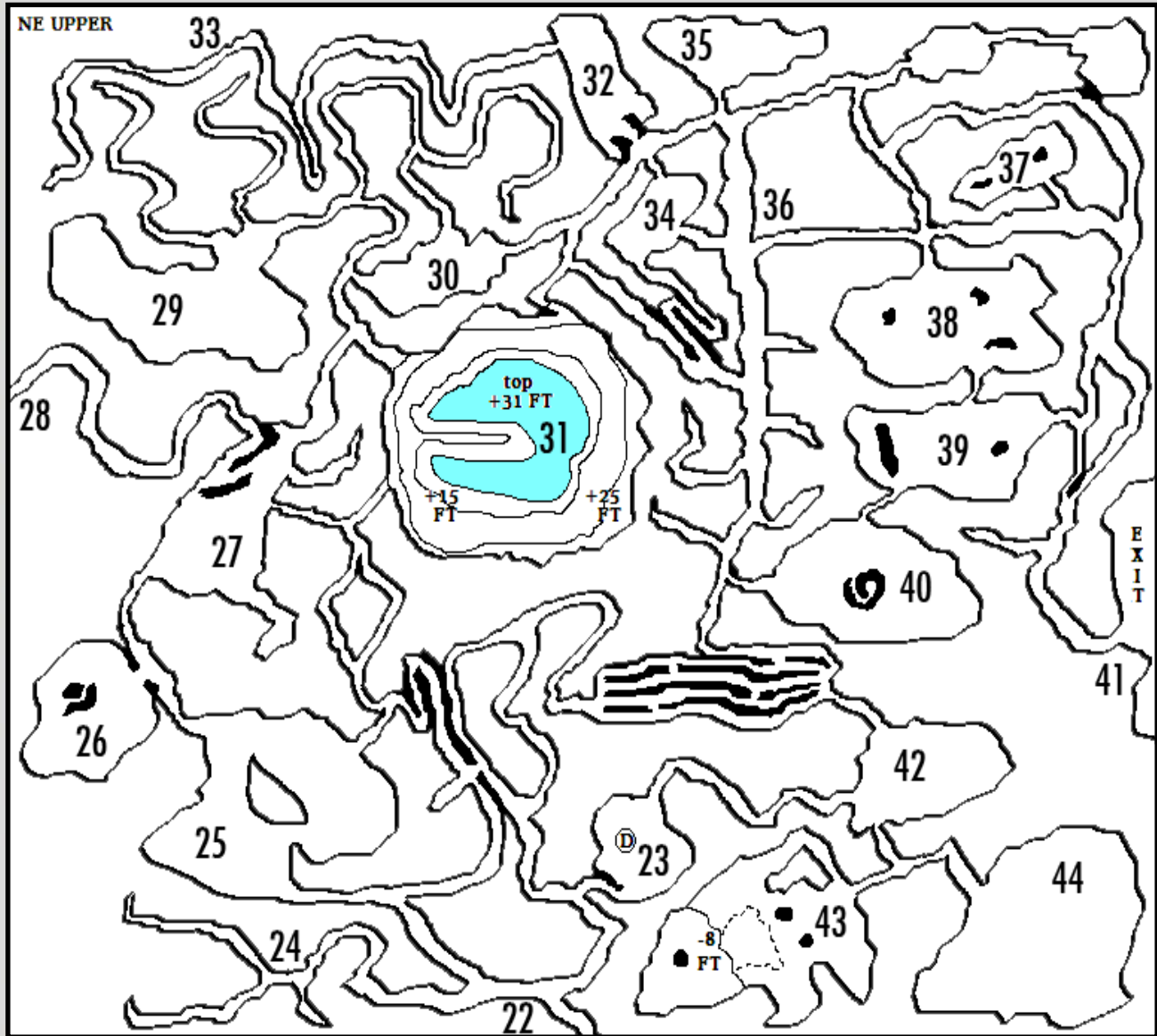
13. An oval cave room entered from the east, a stone-worked arch in the west wall connects with Location 12.

14. An irregularly-shaped room entered from the west and the north. A silver-colored metallic humanoid (robotic) figure is partially trapped under fallen rocks. The left arm is missing. The figure is impaled by a 6 FT cylindrical piece of metal which resembles a vehicle axle.



15. A triangular room with the point toward the south, entered from the west. A stone pillar is in the center of the room.
16. An oval cave room oriented west to east, entered from the east; the room has three long and narrow stone pillars.
17. A small oval room entered from the north, with a 10 FT diameter bronze plate (1 FT thick) on the floor. Persons stepping on the plate are transported to the Northeast Lower cave area.
18. A very large cave room, roughly rectangular in shape. The cave is entered through two oval holes in the floor, each hole leads to a cave passage located underneath the room. A very large colony of ordinary bats roosts here, the floor has areas up to 3 FT deep in guano. Under the guano are 72 SP, 11 GP, a Rapier +1, and a chain mail shirt.
19. A very long cave room, roughly rectangular in shape, entered from the south in the center of the room and on the east side. The room has three curved stone columns, one column is curved with the open end to the west, one column is curved with the open end to the east, and one column is slightly curved to the north. Hinezenka (female Human, 23 years) is found here, dressed in a brown jumpsuit worn over a light green shirt, with a light nylon jacket. She has a telescoping metal walking stick, a solid-state flashlight (70 hour power), a plastic water bottle, a hand-sized electronic video device, and a hand-held communicator-computer. She is found examining the skeleton of a saber-tooth tiger.
20. A curved section of cave passage that connects Location 19 to Location 21; a section of underground river runs along the east wall (the river found in the Southeast Upper cave area connects to this area). An arm sticks through the wall and two legs from just above the knee. The arm is covered in a reflective silver fabric, with a thick rubbery glove attached by a metal fitting. The legs are covered in silver fabric with a rubbery pleated joint at the knee and a rubbery boot joined to the leg by a metal fitting (space suit worn by a mustached oriental young man).
21. A large L-shaped cave room, entered from the northeast and the northwest. An oval shaft in the ceiling leads to the Southeast Upper cave area; a metal cable (ladder) hangs down from the shaft with wooden cross pieces held in place with metal fittings. An elaborate silver cruciform Holy Symbol is attached to the wall in the southwest corner and rocks piled in front of it to form a crude altar; a simple silver goblet is on the altar with a small amount of red wine.

Northeast Upper Cave Area



The temperature in this cave area is a constant 90 degrees and the air is humid with an acrid, unpleasant odor.

22. A passage section leading to the Southeast Upper cave area, a distance of about 450 FT.

23. An oval cave room oriented from northwest to southeast, entered from the southwest and northeast. A shaft in the room floor has a stone spiral stair leading down to the Northeast Lower cave area. Javier (male Human, 36 years, Warrior L4) comes up the stair after 1d20 rounds. He is a 6 FT man with long dark hair and full beard. He wears an elaborate blue vest over a white silk shirt with silk collar, sash around his waist, knee-length tailored dark blue pants secured by a garter, tan spats on the lower leg, and brown leather shoes. He is armed with a Rapier +1, a six-round Colt-style revolver is stuck into the sash, and he has a bandolier of 30 long rifle bullets.

24. A section of cave passage running to the northwest from a Y-intersection. A 10 FT section of red nylon rope and a carabineer hangs from a long steel spike in the wall; a metal Thermos bottle of coffee hangs from the carabineer. A note pinned to the rope translates as “Mike, I went south.”

25. An irregular cave room with an oval section in the northeast and a roughly rectangular section in the southwest; the room is entered from the southeast, the northwest, and the northeast. A thick stone column separates the two room sections. Erinnam (male Human, 21 years, Warrior L2, stubble beard) is found here, wandering in the cave. He is wearing leather armor, a leather cap, and studded leather gloves, and carries a dirk, light mace, water bottle, a pouch of beefy jerk and biscuit, and a religious amulet to Suryo (God of Sky, Sun, and Moon). He has found a composite military survival knife, a flashlight (2 hours power), and a hand-held military radio.



He was a guard in a desert caravan when it was attacked by the nomadic Raiders of the Waste, driven into the desert he stumbled into the cave while enveloped in a sandstorm.

26. A roughly-circular cave room entered through a worked stone arch in the northeast wall; a cave passage runs along the east-northeast side. A thick stone pillar has an L-shaped passage cut through it from its west side to its north side. A pile of men's clothing is found (insulated ski pants, heavy sweat shirt, flannel shirt, white padded socks, down ski vest, ski goggles, two ski poles, two snow shoes {composite materials}, thinsulate gloves).

27. A roughly rectangular room oriented north to south, entered on the southwest, northwest, northeast, and east sides; two short dead-end passages run to the east from the northeast and southeast corners. A curved stone column is attached to the north side, and a free-standing stone column is in the room center. Felix (male Human, 26 years) is found wearing a black silk shirt, grey wool trousers, black shoes, and a dark red overcoat. He has five bright lights set up on tripods, and two tripods with advanced 35mm cameras (15 rolls of film). A small generator is set up to power the lights, with a 3-gallon metal gas can. He has three bottles of beer, two bags of chips, a bag of apples, and a glass jar of pickles.

28. A cave passage that connects with the Northwest Upper cave section, a distance of about 650 FT.

29. A large roughly-oval cave room oriented from west to east, a smaller room off the north side is entered from the west, north, and northeast. 15 Lightning Bugs (HD2, hp15, AC16, electrical attack) are found here; on 1d20 rolls GTET 12 a colony of ordinary bats is roosting here. An Elf's desiccated corpse lies here with Leather Armor (AC+8), an open metal helm, studded leather gauntlets (AC+4), dirk, Cutlass +1 (Door Breaker), [broken] lantern, 3 flasks oil, flask wine, 14 meals, mallet, 7 wood stakes, 3 iron spikes, 15 FT rope, 37 GP, Ring of +2 Strength, and Mosho's Mask.

30. A moderately-sized oval cave room oriented from west to east, entered from the west (a T-intersection), the north, and the east-northeast. Solwhenna (Medusa, HD5, hp22, AC6) is found here wearing a low-cut white gown, white sandals, and has an oversized metal mask fastened over her face. The mask covers her snakes, is painted bright red, is made in two sections with a lock on the back (-2 open lock), has red crystals mounted in the thin eye slits and has a small hole at the mouth. Solwhenna has manacles on each wrist (-2 open lock) attached by two 15 FT chains to eye bolts in the ceiling. A barrel of water and a backpack filled with beef jerky is within her reach.

31. A very large cave room, roughly rectangular in shape, entered from the southwest corner, the northwest corner, and the north. The room is 31 FT high. Most of the room center is occupied by a 15 FT high oval stone outcropping (raised area), the interior of which is water-filled; a ledge of 8 FT to 10 FT width runs around the raised area. A 2 FT thick stone ledge from 6 FT to 12 FT in width runs around most of the room perimeter; the ledge bottom is 25 FT off the room's floor, all of the room's entrances run beneath this ledge. The remains of a campsite are found on the perimeter ledge, rocks that form a fire ring with ashes, a wool blanket (Native American style), a rusty and pitted steel knife blade, two small clay pots, and a broken flint blade.

32. A roughly-rectangular cave room oriented north to south, entered from the west in the northwest corner, and in the center of the south wall. The room is decorated in dark red paintings of bison, deer, wolves, bears, and horses (rough and primitive cave paintings). Some scenes depict hunters throwing javelins and using bows to hunt large animals. A rusted pocket-watch and six clay jars are found on the floor; two jars are filled with salty water, a bronze Locket of Truthfulness is found in one water-filled jar. Nine Poison Caterpillar (HD2, hp10, AC6, paralyzing poison) are found here.

33. A section of cave passage running from west to east. A 2 FT stone pyramid is found here, with a blue capstone. Pictographs inscribed on the wall translate as 'Hamantophet, steward of the oasis of Steaphosis, came here compelled by a desert spirit, tell Unimassos.'

34. A small oval cave room entered from the northwest, the east, and the south. Kalapiades (male Gnome, Warrior L2, 31 years) is found here. He wears a metal open-face helm, padded leather shirt over a knee-length cloth tunic, dented bronze breastplate, split small wooden shield, chipped bronze short sword, and primitive steel belt knife. He became separated from other troops of his city-state during battle, and hid from enemy troops in the cave.

35. A large triangular cave room with the point to the south, entered at the point.

36. A wide cave passage running from north to south, with Location 35 at the north end. The passage is entered on the north and south, two passages enter from the east, and two passages enter from the west. Two short dead-end passages come off the east side, one curved dead-end passage comes off the west side. An early digital recording device with headphones is found here, it is playing a Mozart symphony (65 minutes power).

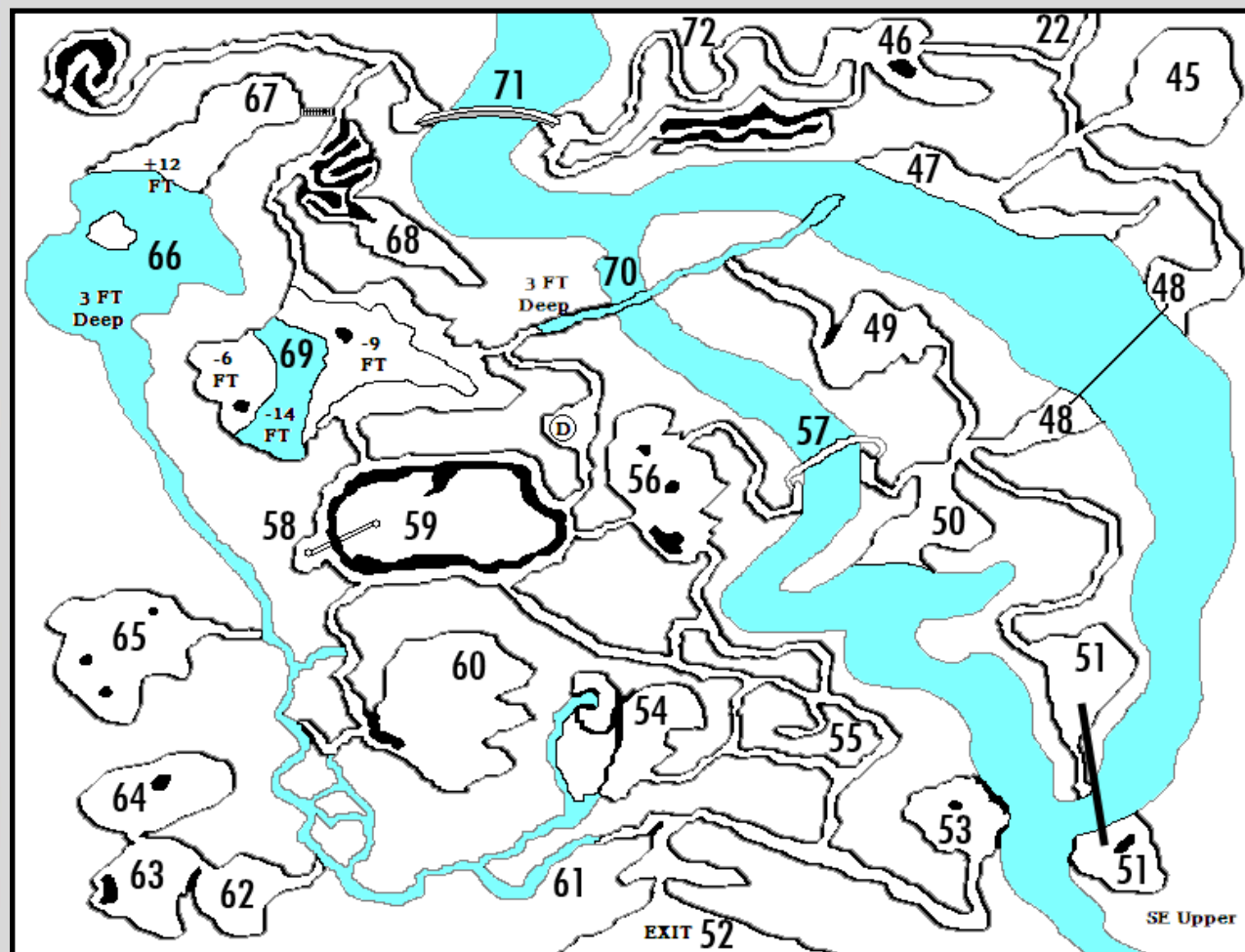
37. An oval cave room oriented from west to east, entered from the south. The room has two vertical stone pillars. A 'smiley face' is chalked onto one pillar.
38. A very large cave room, roughly rectangular in shape, entered from the north and south. The room has three vertical stone pillars.
39. A large cave room, roughly rectangular in shape, entered from the north, from the east in the northeast corner, and from the south in the southwest corner. The room has a pillar in the east center area, and a large pillar in the west center that forms a smaller room. Rowish (male Gnome, 22 years) is digging ochre clay out of the floor with a wooden shovel. He has two full wicket baskets of clay and one partially-filled. He is dressed in mammoth-fur shirt and pants, with a sealskin cloak and boots, carrying a very primitive copper knife (whale bone hilt), wearing a copper medallion depicting a walrus.
40. A very large oval cave room oriented west to east, entered from the west and in the center of the north wall. A large pillar in the room center is shaped in a spiral, forming a narrow passage. A 4 inch ivory idol (human female in armor with a spear, 385 GP) is found in a niche at the end of the spiral, with the remains of two red candles and some dried berries.
41. A cave exit to another time and place.
42. A large cave room, roughly rectangular in shape, entered from the north, and the west and south in the southwest corner. A 7 FT brown toadstool with white spots (HD7, hp54, AC20) is found in the room's center, on a 5 FT center, with 16 rope-like tendrils along its perimeter (range 8 FT, hp1d4, on natural 20 fastens around limb with subsequent 1d6 damage).



43. A very large irregularly-shaped room entered from the east. The west end of the room is 8 FT below the rest of the room, with a rectangular cutout back to the east underneath the floor. A vertical pillar is in the center of the lower area. Two pillars are in the room center. A large curved stone section separates an L-shaped passage in the northeast corner from the rest of the room. Linus (male Human, 28 years) is found in the west end; he is dressed in a wool overcoat, knit hat, flannel shirt, dark brown pants, and leather boots. His gear includes an oil lantern, 4 oil flasks, a steel folding knife, small hammer, 4 steel spikes, a 15 FT rope, steel chisel, steel metal probe, and a small steel trowel. A burlap sack has samples of ore. He was prospecting in the moors when he found the cave.

44. A large cave room entered from the west, the passage connects to Locations 42 and 43. An Ancient Lizard (HD7, hp50, AC30) lives here; among the refuse are a Short Bow, 6 flint-head arrows, a long copper knife, an astronaut's helmet, 5 strange copper coins (1 cent), a plastic comb, a partially-shredded men's wallet, two gold rings (588 GP, 1203 GP), a winter cloak, and a pair of white leather No Magic Gloves.

Southeast Upper Cave Area



This entire area is subject to occasional discharges of electricity. When a room is entered a 2d12 lightning bolt discharges on 1d20 rolls GTET 19 (half damage on 1d20 rolls GTET [34-Agility]).

[21] A small cave room, roughly triangular in shape, entered from the south and northeast. There is a vertical shaft in the floor leading to the Main Entry Level. A metal cable (ladder) is fastened to the shaft by 30-inch spikes sunk into the rock; the cable has wooden cross pieces held in place with metal fittings

[22] A section of cave passage leading to the Northeast Upper cave area, a distance of about 450 FT.

45. A large oval cave room entered from the southwest. Jepheth and Josiah, two bearded young men, are found sleeping here; they are dressed in a grey military uniform, grey wool cap and great coat. Each has a light cavalry saber and a four shot revolver (circa 1850AD); there are 110 rounds in a leather belt pouch. They are nervous and hostile.

46. A curved cave room entered from the east, with cave passages to the west and south at the northwest corner. A large vertical stone column is in the room's center around which scuttle 1d12 Basalisk Lizards (HD1, HP6, AC12, touch causes Paralysis)



47. A long narrow section of cave along the north-northeast side of the river; the entire south side are open to the river. A shallow part of the river (Location 70) is across from this area. Three Ammit (HD5, hp33, AC44, alligator-lion-hippo) lair here.

48. A small cave room on the northeast side of the river opposite a small room on the southwest side of the river. The room is entered from the northeast side and the southwest side leads to a four-way intersection. A one-inch thick metal cable stretches across the river between the northeast and southwest sides, 2 FT above the water; the cable supports up to 300 pounds.

49. An irregularly-shaped cave room entered from the northwest and the southeast. An antigravity hand cart (10 FT by 5 FT, capacity 25,000 pounds) floats here, loaded with 9 plastic cases (30 inches to a side) of freeze-dried meals [total 90].

50. An irregularly-shaped cave room entered at the north end from the west, with a four-way intersection to the east. The south end of the room is completely open to the river. A black stone obelisk, 7 FT high by 2 FT thick, is in the eastern 'bulge' area. Twenty multi-colored oak leaves are stuck to the obelisk. The pyramid-shaped top can be lifted off (-3 to find, requires Strength GTET 15), revealing a 3 FT deep hollow interior. Inside the obelisk top is an Alchemy Index, a Bridging Wand, and a Ring of Armor (AC+6) tied to a Light Rod.

51. Two cave rooms, one on the north side of the river, one on the river south side. The northern room is roughly oval and oriented north to south, entered from the northwest and exited toward the river from the south. The room on the south side is oval with the north side open to the river, with a stone column in the center. There are no means to cross the river between the two rooms. Six Incorporeal Spiders (HD4, hp37, AC20, aggressive, moves in-out Ethereal Plane) lair here. A male Gnome's body is wrapped in spider silk and hangs upside down from the ceiling; on his body are leather pants and shoes, a silver-bladed dirk in leather scabbard, and a pouch with 29 CP and 7 SP. A back pack on the floor holds 3 meal rations, 2 candles, flint/steel set, 3 pieces of leather (2 FT by 3 FT), 2 wood stakes, a clay pot of grease, a pair of Lijeth's Bracers (+2 damage), a Sleeping Draught, and a Healing Potion.

52. Exit. One of the exits from the cave to another time and place.

53. An oval cave room entered from the south, with a stone column in the center. A 6 FT gap in the east wall allows access to the river. Debora (female Human, 18 years) is found here with Gerjen (male infant). She is wearing a blue dress, dark blue cloak, with a leather satchel and staff. She has found a white-gas powered lantern, two plastic pouches of trail-mix, a can of pickled herring, and a knitted blue scarf. Debora is Gerjen's nurse. She stumbled into the cave in the dark; she was traveling to Gerjen's parent's manor, when large animals overran the campsite

54. An irregularly-shaped cave room oriented north to south, entered from the east at the south end through a dry cave passage, and from the southwest at the south end from a water-filled passage (chest-deep water). A portable gasoline-powered generator is found here, abandoned when its fuel was exhausted. There are 6 Walking Fungus (HD3, hp26, AC6, tentacles) in the room.

55. A bend in a section of cave passage. A Giant Spider (HD1, hp4, AC10) is found eating from a Dwarf's body (male, leather armor, leather cap, small wood shield, dirk, spiked club). His belt pouch contains 7 CP, a wood ring, copper religious medallion (3 GP). He had found an advanced hand-held personal communicator device, and a plastic hashish pipe.

56. A large cave room, roughly oval in shape, oriented from northwest to southeast. The room is entered from the west, the south, and from the east at the north end. There are three stone pillars in the room.

57. A narrow passage connects cave passages on either side of the river; a 3 FT wide vertical slit allows a steep climb to a 5 FT wide passage that goes over the river (above the ceiling), with another steep climb to a vertical slit on the other side. The entrance slits are hard to find (-4 to find) and climbing up to the passage requires success on a 1d20 roll GTET [30-Agility].

58. A very small circular area on the west side of a curved cave passage. A 4 FT hole in the floor gives access to a narrow passage leading to the northeast (only access to Location 59).

59. A very large oval cave room completely surrounded by a thick stone wall (a cave passage goes completely around the exterior). A 5 FT opening in the floor in the center-west part of the room gives access to a narrow lower passage that leads to the southwest (Location 58). The tin fuselage and parts of the wings of a 1932 three-engine airplane (two wing engines and a nose engine) are found here. The room has 10 patches of Explosive Fungus (HD2, hp12, AC6, explodes 1d12 at range 10 FT).

60. An irregularly-shaped room with an oval shape and several triangular cut-outs along the east wall. The room is entered at the southwest. Marlenna (female Human, 43 years) is found here, dressed in a black veil, long black dress, and leather shoes. She has found a fire-hardened spear (Dawn of History), a primitive copper light mace, and a green wool cap with military insignia (1943 US). She was headed to a religious retreat after being widowed, and was pushed into the cave along with four other women by the guide (he planned to sell the women as forced brides).

61. An L-shaped cave passage partially filled by water, varying from knee-deep to chest-deep. The passage slopes up to the east and dries out. One branch of the passage goes to Location 54, another to a small oval room immediately west of Location 54, one branch splits off toward Locations 58 and 60, and the passage enters Location 66 from the south. Locations 62 through 65 can only be reached from this passage. Five empty clay pots are here along with a tin bucket and 3 empty wood crates filled with straw.

62. An oval cave room entered from the east, with a narrow worked stone arch in the northwest corner that connects to Location 63. The room is occupied by 22 Skeletons (HD1, hp7, AC22) armed with clubs and maces. An iron chest has 915 CP, 6 pewter beer steins, 10 fine china plates (each 5 GP), an ivory monkey figurine (901 GP), a pearl necklace (8735 GP), and 3 silver rings (668 GP, 1218 GP, Water Breathing Ring).

63. A cave room, roughly diamond-shaped, with a narrow worked stone arch on the east point that connects to Location 62, and a gap at the north point that connect to Location 64. A short tunnel goes to the west around a wide stone column.

64. An oval cave room oriented from west to east, entered from the south (Location 63) through a gap in the south wall. A stone column is in the center-north part of the room. The room contains three wood chairs, a wood bench, long wood table, a large wooden loom, a large wooden printing press (circa 1600AD), 10 crates of cloth spindles, 12 crates of paper, two barrels of blue ink, and two crates of type (Germanic and Cyrillic characters).

65. An irregularly-shaped cave room entered from the east through a short dry cave passage that connects to the partially-flooded passage (Location 61). There are three stone columns in the room. A cairn of stones is here, 12 FT by 6 FT by 4 FT high, a Troll's bones (or young Giant) are moldering inside. Also in the cairn is a metal case (locked, -3 open lock) with 42 GP, 4 diamonds (1d100*1d100 GP), 10 garnets (1d100*1d20 GP), 14 pieces of white ivory (1d100*1d10*1d8 GP), Coel's Wand (sleep-negating), a Cutlass +2 (Shield Splitter), and a gold Mind Speak Ring. The area is occupied by 10 Yassakko's Spider (HD5, hp 46, AC12, cold breathing).

66. A very large cave room consisting of two flooded oval sections, both oriented west to east, with a circular dry area between them. The room is entered from the south through a partially-flooded cave passage (Location 61). The north side of the room is a ledge 12 FT high (Location 67 is at the top).

67. A long cave room oriented northeast to southwest, entered from the east at the north end by a narrow worked stone stair. The south-southwest wall is missing and looks over a large flooded area which is 12 FT below floor level (Location 66). A metallic object is moving about the area, five segmented metal legs attached to a 2 FT green metal globe with six metal tubes (camera mountings); the globe is AC44 and has hp14, the legs are AC30 and have hp 10 (at least 3 legs are required to stay upright). The globe has a 2 inch opening for a projectile launcher (500 shots, 3 shots/round, hits on 1d20 rolls GTET 7, damage 1d12). If Adventurers do not attack the probe, it follows them for 1d20 days.

68. A long narrow cave room oriented from the northwest to the southeast, entered from the northwest through either or two narrow twisted passages. Caleb (male Human, 18 years), Eckard (male Human, 28 years), and Helena (female Human, 32 years) are found here; they are dressed in khaki shirts, dark green pants, knit wool caps, leather shoes, and thinsulate gloves. They each have bedrolls, a flashlight with three changes of batteries, a large canteen, and twenty meals-ready-to-eat. They have a leather satchel with a field guide to cave insects, tweezers, a flask of isopropyl alcohol, 10-power magnifying glass, a metal scoop, a scalpel, and forty large glass vials (twelve filled with specimens of spiders and other small creatures, the rest empty).

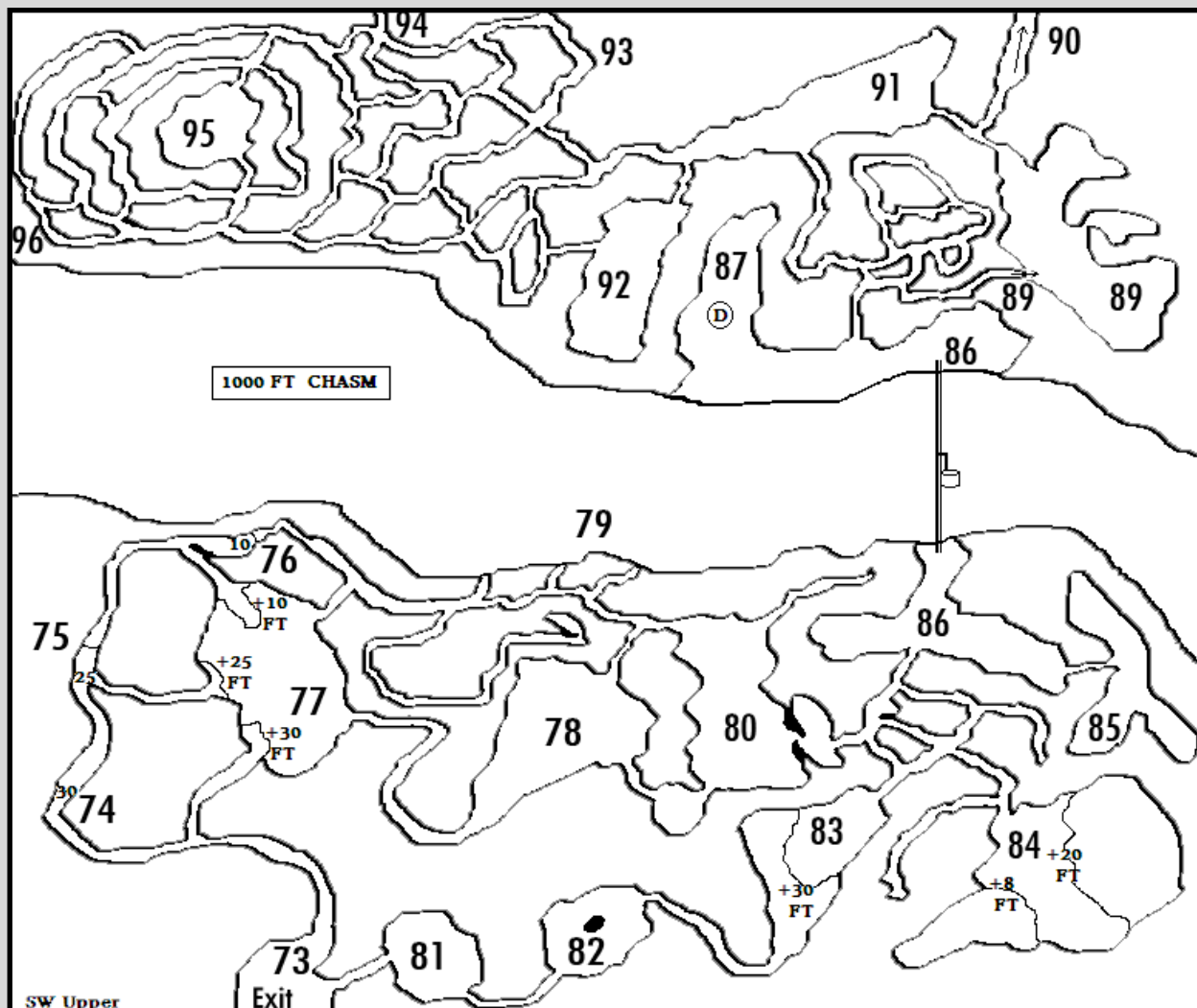
69. A very large cave room, roughly rectangular in shape, oriented from the northwest to the southeast. The room is entered in the center of the north wall, from the east in the southeast corner, and from the south in the southwest corner. A level section of cave floor connects the north and south entrances, running along the east wall. Immediately to the west is a large area that is 9 FT below the cave entrances; a stone column to the ceiling is in this area. A curved area is west of the dropped area, this area is flooded and the water surface is 14 FT below the entrances (5 FT below the lowered section.) A roughly-triangular area is in the northwest corner of the room, its top is 6 FT below the cave entrance area, 8 FT above the water, and 3 FT higher than the middle section of the cave room. Felix (male Human, 19 years) and Brigit (female Human, 18 years) are found in the lower (-9 FT) area; they are dressed in denim coveralls with metal hard hats, padded leather cups on their knees and elbows, and high leather boots. They carry two 50 FT hemp ropes, a rock hammer each, 10 steel spikes, two oil lanterns, 4 flasks of oil, a small tent, a portable oil stove, two blankets, four quarts of water, and six meals. They are new members of a college spelunking club

70. A section of flooded cave passage that runs west to east, the water is about 3 FT deep along its entire length. The passage connects to dry cave at its west end, cuts across the west fork of the river (more shallow than the river), cuts across the north end of the 'island' between river forks, and extends about half-way across the east river fork. The east end is shallower than the surrounding river and nearly reaches Location 47. Graffiti in tunnel translates as 'Kilroy's uncle was here first.'

71. A dwarf-constructed stone bridge that spans the river, with small cave rooms on either side. The bridge is a single arch, oriented west to east, and reaches 15 FT above the water at the center.

72. A curved section in a cave passage. A wireless camera is mounted to the cave wall by a half-inch bolt. A red light on top blinks and the camera pans in the south-west direction; a small spotlight mounted on the case turns on for 1d20 rounds on 1d20 rolls GTET 16, checked every round. A metal drill bit is found on the floor below it, with a few short pieces of copper wire.

Southwest Upper Cave Section



73. A cave exit to another time and place.

74. A section of cave passage, there is a 5 FT drop off with the passage continuing to the north at a lower elevation (the passage between here and 73 is at a total elevation 30 FT higher than Locations 77, 78, and 79, etc.).

75. A section of cave passage, there is a 15 FT drop off with the passage continuing to the north at a lower elevation; the passage branch towards the east is at the higher elevation (this segment is at a total elevation 25 FT higher than Locations 77, 78, and 79, etc.). A half-used cigar is found on the ground.

76. A section of cave passage, there is a 10 FT drop off with the passage continuing to the east at a lower elevation (this segment is at an elevation 10 FT higher than Locations 77, 78, and 79, etc.).

77. A large cave room, roughly oval in shape, oriented from northwest to southeast. The roof is 40 FT to 45 FT higher than the floor. It is entered from the northeast and the southeast (connects to Location 78) on the same elevation. A stone ledge 10 FT high extends out from the north wall (an opening in the cave wall connects to Location 76). A small ledge on the west wall is 25 FT off the floor (an opening in the cave wall connects to Location 75). A larger ledge in the southwest is 30 FT off the floor (an opening in the cave wall connects to Locations 73 and 74). Three racks of alien equipment stand here, each 14 FT by 6 FT by 4 FT thick, with shifting lights, moving dials, displays of unknown symbols (numbers, base 12), colorful cables and wires between the racks and between instruments on the same rack. The racks make a low buzzing sound.

Mandorellest (male Dwarf, 43 years) is found here, fighting off 5 Goblins (HD1, hp5, short swords, leather cap, wooden shield; one Goblin is knocked out). He wears a padded leather shirt over a white cloth shirt, a brown striped kilt, and sandals, and carries a heavy stone mace, a long bronze dirk, and a short bow with 20 arrows (fire-hardened, sharpened stick points).

78. A very large cave room, roughly triangular in shape, oriented from northeast to southwest, with the point to the southwest. The room is entered from the north-northeast, the southeast, and the southwest (passage connects to Location 77).

79. A narrow section of cave passage running to the northeast from a major west-east corridor. The passage ends at a very wide and deep chasm. A keychain is found on the floor here.

80. A large cave room, roughly rectangular in shape, oriented north to south. The room is entered from the west at the northwest corner, from the east at the southeast corner (through a smaller oval room), and from the southwest in the southwest corner (connects to Location 78 through a smaller circular room). A dead-end passage leads to the northeast off the northeast corner. A 5 FT yellow-green insectoid creature (Tewshat) resembling a mantis enters from the east, it wears a metallic blue coverall with metal fittings around the neck, wrists, and ankles (space suit). A white belt holds a communications device, a face mask (air filter), a pair of brown-tinted lenses, and a bulb of sleeping gas (range 10 FT, effect in 1d6 rounds, persists 2d100 minutes, save 1d20 roll GTET [33-Stamina]). Three stone axes are found in the northeast passage.

81. A roughly-circular cave room, entered from the west and the southeast (connects to Location 82). A pool of knee-deep salt water is in the room's center. Three black jaguars (HD4, AC22) feed on the rotting carcass of a giant swordfish (18 FT long with a 10 FT 'sword'). Under the water is a single-shot black powder pistol with a cracked barrel.

82. A roughly-oval cave room, entered from the southwest (connects to Location 81) and at the northeast corner (leads to Location 83). A circular stone column stands in the center of the room.

83. A large cave room, roughly triangular in shape with points towards the south, northwest, and northeast. The room is entered at the south end (from Location 82), and at the northeast corner. The northeast half of the room is oval-shaped and is at an elevation 30 FT lower than the west-southwest part of the room. A (non-operational) rectangular device is found in the northeast (upper) end, it is about 5 FT long by 3 FT wide by 2 FT tall, with metallic treads, cameras, metal antennae, and sampling instruments.

84. A very large cave room, roughly rectangular with a triangular extension to the southwest. The room is entered from the north-northwest. The center section, oriented northwest to south is at the same elevation as the nearby passages. The rectangular section to the east is at an elevation 20 FT higher than the center, the triangular extension to the southwest is at an elevation 8 FT higher than the center. A rope ladder is fastened to the east wall (leading up); at the top is a five-room structure made of baked clay bricks with evergreen tree branches across the top to make the roof. The rooms are furnished with fire pits, lashed bed frames, pottery, a few wool rugs, light blankets. A smashed box/bellows camera and tripod are found here.

85. A large irregularly-shaped cave room, curved to the west, entered from the west (in the center, from Location 86); an oval area extends to the southeast from the east wall. The room is occupied by a male Cyclops (HD10, hp83, AC15, spiked club), female Cyclops (HD8, hp 73, AC15, four rocks), and female juvenile Cyclops (HD5, hp44, AC15, Scimitar, Bullwhip). They have 320 SP, 84 GP, three diamonds (4910 GP, 8347 GP, 11,032 GP), 2 barrels water, 100 meals, keg wine, fine guitar (127 GP), Long Sword +1 (Stoning), and a wood shield (AC12, Breathless).

86. An area on both sides of the wide and very deep chasm. The north section runs along the north face of the chasm and is entered from the north at the west end (the open area continuing into Location 87); the entire south face is open to the chasm. The south section is T-shaped with a short section perpendicular to the chasm and a very long section parallel to the chasm. A small passage continues to the south-southwest, and a passage leads to the east (to Location 85). The two sides of the chasm are connected by a complex cable car arrangement, with an upright metal truss on each side with cable reels, electric motor and clutch assembly, and a horizontal cable wheel; there are two cars. Each car is made of yellow fiberglass attached to the cable with a U-bracket, with room for two persons to stand. It takes about 3 minutes for a car to cross the chasm. Six wood barrels of whiskey are found in the western lobe.

87. An L-shaped cave room, with a roughly-rectangular section oriented north to south (the south end open to the chasm) and a west to east section along the chasm. This location blends into the west end of the north section of Location 86. A 6 FT diameter vertical shaft leads down to the Southwest Lower Cave Area, a bullet-shaped anti-gravity lift operates in the shaft, stopping at the bottom of the shaft and at the shaft top every five minutes.

88. A section of cave passageway that ramps downward and goes underneath Location 89; an opening in the roof at its end allows access up into Location 89.

89. An irregularly-shaped cave room, oriented northwest to southeast; two lobes come off the northeast side leading to the northeast. The room is a Green Dragon's lair (HD11, hp110, AC60, Air Mage L8, lightning breath, shapechange to falcon-goat-Troll-Bugbear, susceptible to cold). The dragon's hoard consists of: 21,482 CP, 9211 SP, 4217 GP, ordinary armor – 3 chain mail armor, bronze breastplate steel breastplate, 9 open helms, 4 closed helms, 11 metal shields, 4 pairs steel gauntlets; enchanted armor – plate mail AC+12, plate mail AC+10 (Blending), 2*chain mail AC+10, chain mail AC+8, chain mail AC+8 (Anti Venom), closed helm AC+6 (Water Breathing), closed helm AC+4, open helm AC+6, open helm AC+8

(Never Cleaving), Gauntlets of Melee (2 proficiencies); ordinary weapons – 6 swords (1 silver blade), 3 rapiers, 5 cutlasses, 2 scimitars, 9 dirks (2 silver blades), war hammer, 3 double bladed axe, single blade axe (silver), 8 light maces, 2 heavy maces (1 silver); enchanted weapons – Sword +2, Sword +1 (Shining Blade), Sword +3 (Gold Eater), War Hammer +2, Seaman's Cutlass (-2 land, +4 water); alchemical – Armorskin Tonic (AC+20), Flying Potion, 2*Healing Potion, Liqueur of Haste, Persassus Salve (protect stoning); other enchanted – Book of Undeath, Olmat's Book, Key of Knowledge (Sailing), Suliphon's Cloak (protect hp100 acid), Targeting Gloves (missiles TH+1), Merlin's Circlet, Invulnerable Tent, Ring of Disease Immunity; 14 golden goblets (each 25 GP), 20 pewter steins, 3 golden idols (1036 GP, 4552 GP, 7931 GP), 32 silver plates (each 10 GP), 19 silver rings (1d10*2250 GP, 12 gold rings (1d8*5000 GP), 4 gold chains (1d100*1d12*1d10 GP), 10 silver chains (1d100*1d10*1d6 GP), 3 elaborate silver coffers (empty, 5200 GP, 6202 GP, 7544 GP), 8 kegs very good wine, 2 bottles champagne, 11 kegs very good mead, 4 canned hams, 3 shotguns, revolver, and 2 cell phones (depleted battery).

90. A section of cave passageway leading to the north-northeast and ramping downward to the Northwest Lower Cave area, ending in a steep worked stone stair, a distance of about 550 FT.

91. A long cave room oriented from the northeast to west-southwest. The room is entered from the southeast, from the south in the center of the south wall, from the south near the west end (connects to Location 92), and from the west. A sword is found here with a snapped blade.

92. A rectangular cave room, oriented from north to south; the room is entered from the north at the northeast corner (connects to Location 91), and from the west. A 7 FT by 5 FT white-silver metal cylinder stands in the room, a variety of colored lights flicker on its surface. If touched it 'hums' loudly for 1d10 minutes. Periodically a slender black metal wand (antennae) extends vertically from the top then retracts. A doughnut-shaped bulge appears around the midpoint every 3 minutes then disappears. The device never responds to Adventurer activity and does not move; if Elvish is spoken to it, the device responds in an unintelligible language.

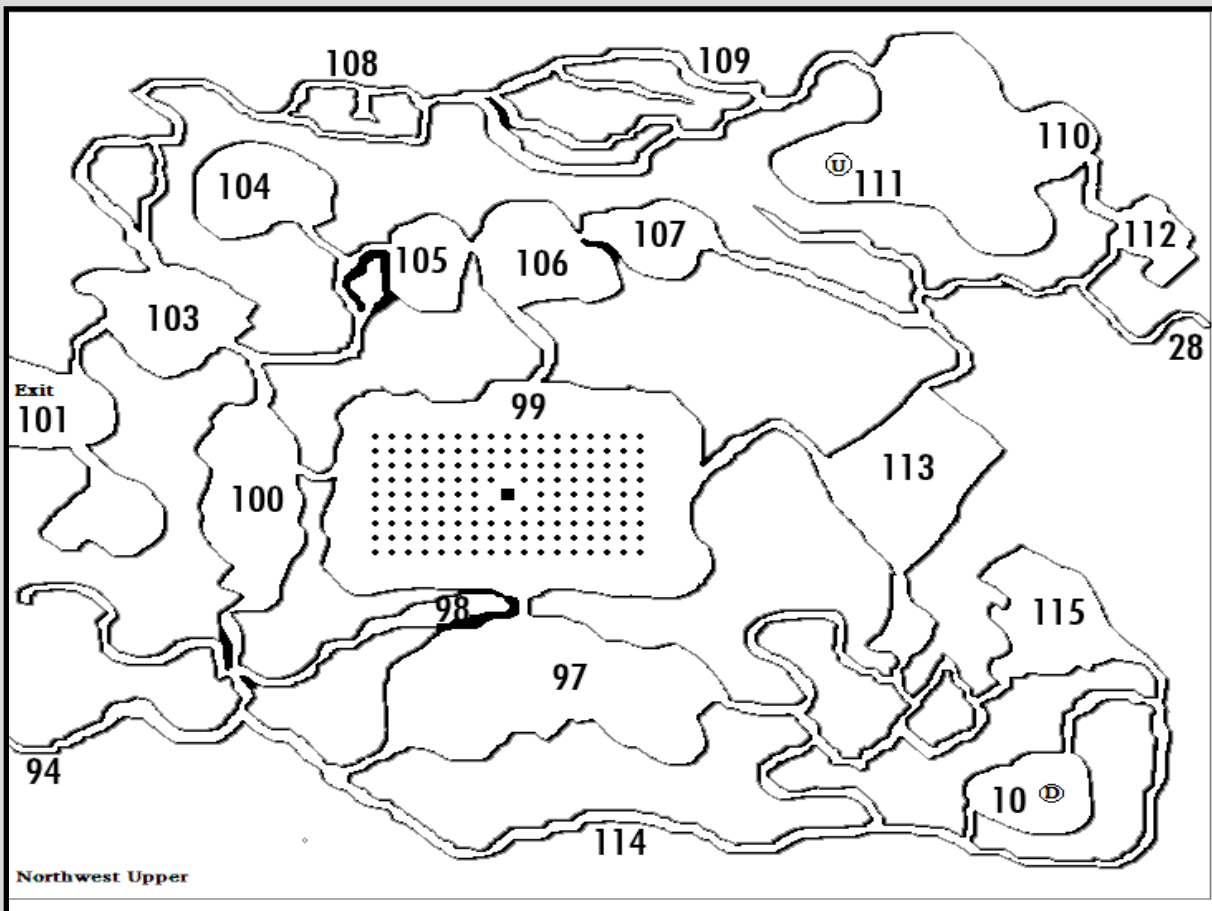
93. A bend in a cave corridor. An open bronze door is found here, with door panels depicting men with spears fighting against Harpies and Goblins. A single black boot (military style circa 1910AD) is found here.

94. A cave passage extends north to the Northwest Upper cave area, a distance of about 500 FT.

95. A circular cave room, entered from the northeast and southeast; the room is at the center of a maze of narrow cave passages. Four Goblins (HD2, AC12, leather caps, leather armor, short swords) are found examining a modern mummy-style sleeping bag. The goblins carry 31 CP, 6 SP, canteens, 16 meal rations, a cudgel, a copper ring (6 GP), a mallet, 8 wood spikes, a steel folding pocket knife, two plastic bottles of orange sports drink, nine brass shell casings, and a black-white photograph of a mustached man in a safari outfit carrying a shotgun.

96. A Y-intersection of cave passages, sections combine from the southeast and east then continue to the northwest. Ompholy (male Human, 40 years) is found here cutting crystals (dark blue in color, with flecks of gold and green) from the cave wall with a hand laser (9 hours power, 1d12+20 damage to 6 FT, 2d8 damage to 15 FT, 1d8 damage to 50 FT). He is dressed in a long-sleeve red shirt, wide white knee-length pants, dark red hose, dark red leather shoes, with a knee-length khaki overcoat. He has a metallic bag with 32 crystals (each 1d100*1d20 GP value). He also has a 50-power magnifying glass, a small rock hammer, and a field guide to gems (on a small tablet-like video device). He has found two black-powder pistols (no ammunition), a piece of ivory scrimshaw (1003 GP), a pot of Dwarven Death Powder, a book of Undeath, and six mammoth-fat candles

NORTHWEST UPPER



[10] An oval cave room entered from the north, and from the south at the southwest end. A circular shaft in the floor leads down to the Entry Level, a grey metal (aluminum) ladder is fixed to the shaft's side.

[28] A cave passage that connects to the Northeast Upper cave area, a distance of about 650 FT.

[94] A cave passage that connects to the Southwest Upper cave area, a distance of about 500 FT.

97. A very large cave room, roughly rectangular in shape, entered from the southwest in the southwest corner, from the north (leading to Location 99), and from the east. A group of 17 Goblins (10xHD1, 5xHD2, 2xHD3, hp11, one is a Priest L5 to Gobni, God of Goblins, leather armor, wood shield, spiked clubs, 3 bows with 30 arrows) is found examining a 1975 model Jeep that has been run into the west wall at high speed. Five Rat Snakes (HD3, hp25, AC20) with 2 King Snakes (HD5, hp50, AC25) are found in the oval lobe at the southeast corner. The Goblins carry 49 CP, 20 SP, 2 GP, canteens, 7 torches, flint/steel, 4 cans beer, nylon dog leash, and a primitive boomerang.

98. An oval cave room at the end of a passage, tucked between Locations 97 and 99. Mal'ka'chai (male Human, 21 years) is found here grinding white stone in a worn marble pestle. He is tall, with long black hair, tanned skin, and oriental facial features. He is wearing a bronze breastplate over padded leather, a high peaked bronze helmet, heavy cloth pants, with leather shoes, carrying a short hooked bronze sword.

99. A very large rectangular cave room, entered from the west (connects to Location 100), the north (connects to Location 106), the east (connects to Location 113), and from the south (connects to Location 97). The room has a 17 by 9 array of carved blue stone columns, each 3 FT wide by 20 FT high; each column is carved in the likeness of eagles. A 6 FT by 30 FT column at the center is carved in the likeness of a jackal-headed man in a loincloth, holding two staves. A barrel-shaped, three-wheeled [robotic] device (hp110, AC60), 5 FT high, with a globe-shaped top, is randomly moving about the room; an electric prod protrudes (HD5, 1d6 damage).

100. A very large cave room, roughly oval in shape, oriented from north to south. The room is entered from the south, the north, and the east (connects to Location 99). The room is occupied by 5 Blister Beetles (HD4, hp30, AC25, acid spray) and 2 Death Beetles (HD6, hp53, AC44, immediately fatal poison).



101. An oval cave room, open on the west side. It is entered from the north (connects to Location 103), and a passage to the south leads to Location 102. The west end exits to another place and time.

102. A roughly heart-shaped cave room, oriented so the point is to the north (connects to Location 101).

103. A cave room roughly triangular in shape with one point towards the south. The room is entered from the southwest (connects to Location 101), the north, and the southeast. A rectangular light source (fluorescent light) is fixed to the ceiling, above crude tables made of cinder blocks and wood planks. Pots of Sleeping Poppies (range 50 FT, sleep after [30-Stamina] rounds, save 1d20 GTET [35-Stamina]) are on the tables, along with a selection of common gardening tools. Four burlap sacks of potting soil and two sacks of manure are also found in the room.

104. A large oval-shaped room entered from the southeast (connects to Locations 100, 103, and 105). Lelish (male Dwarf, 30 years) is found here, with a shaped hammer stone in one hand and is pounding ten nuggets of copper ore into a sheet. He wears a woven black poncho over a hide shirt, knee-length hide pants, a wide straw hat, and a flint knife.

105. An oval-shaped room entered from the west; a narrow worked stone arch in the east wall connects with Location 106.

106. A large cave room, roughly trapezoidal in shape. The room is entered through a narrow worked stone arch in the west wall (connects to Location 105), from the south (connects to Location 99), and a narrow vertical slit in the east wall (connects to Location 107; to find requires 1d20 roll GTET [32-Intelligence]). The room is occupied by a pack of 12 Hell Hounds (HD5, hp50, AC30, two-headed red wolf, intelligent, flame breath, creates smoke, susceptible to cold). An egg-shaped container (4 FT high by 28 inches diameter, made of advanced polymers) is found in the area with a metal seal near the top (-10 open lock); the container holds a pouch of 103 pearls (each 1d100*50 GP), 18 metallic data chips, a gold wafer (30 GP), 3 advanced power cells (300 hours each), a laser cutter (range 30 FT, 2d12 damage, 3 hours), a sleep gas grenade (range 30 FT, save 1d20 GTET [35-Stamina], persist 2d100 minutes), a 5 pound sack of ground coffee, and the hilt of an energy blade knife (10 inches, 1d12 damage, 5 hours).

107. An oval-shaped cave room entered from the southeast, and from the west through a narrow vertical slit (connects to Location 106; to find requires 1d20 roll GTET [32-Intelligence]).

108. A small rectangular area off a west-to-east corridor, the room is oriented north to south. Maeve (female Human, 34 years) and Constanse (female Human 28 years) are found here, dressed in black coveralls, black plastic boots, and knit black caps. Each wears a silver chest emblem of a lion standing on a spaceship, Maeve has four yellow chevrons on her sleeve, Constanse has two yellow chevrons.

They carry projectile rifles (200 round magazines, three spares/person, range 500 FT, 3d10/round), energy pistols (100 shots/battery, range 150 FT, 2d8/hit, spare battery each), metal canteen, 40 meal bars, bedrolls, and a small tent. Constance has a mithril rapier (+4 damage). Maeve is expert at unarmed combat, Constance is skilled with blades of all sorts.

109. A Y-intersection of cave passages, corridors from the northwest and southwest combine and lead to the northeast (towards Location 110). Six muskets lean against the wall; a leather sack holds four powder horns, 300 minnie-ball rounds, and six two-pound sacks (cloth, sewn shut) of black powder. A note inside the sack translates to 'the Rebs are headed to Sutter's bridge, you get there first and drive then off.'

110. A very large cave room with a cruciform shape (four large semi-circular lobes) oriented with the sections to the north, east, south, and west. The room is entered from the west in the northern lobe, and the southeast in the eastern lobe (connects to Location 112). An opening in the ceiling in the western lobe leads to the secondary Northwest Upper cave area (see #111). A grey leather tent is set up in the northern lobe, furnished with two wood cots, blankets, a folding camp stool, and a portable secretary desk. Nattusik (female Gnome, 18 years) is found in the southern lobe, dressed in a leather apron worn over a flower-print knee-length smock, with a white bonnet. She carries a spiked hatchet, a trowel, and a deep wicker basket. The basket is partially filled with moss, along with an axe-stone lashed to a bone handle, a silver locket (488 GP, inside is a sepia photograph of a small girl), and three plastic plates. She became lost while collecting cave moss.

111. An 8 FT wide opening in the ceiling leads up to the secondary Northwest Upper cave area. A cargo net made of thick nylon braiding hangs from the opening (supports 2500 pounds).

112. A kidney-shaped cave room curved towards the southwest, the room is entered from the northwest (connects to Location 110) and the southwest.

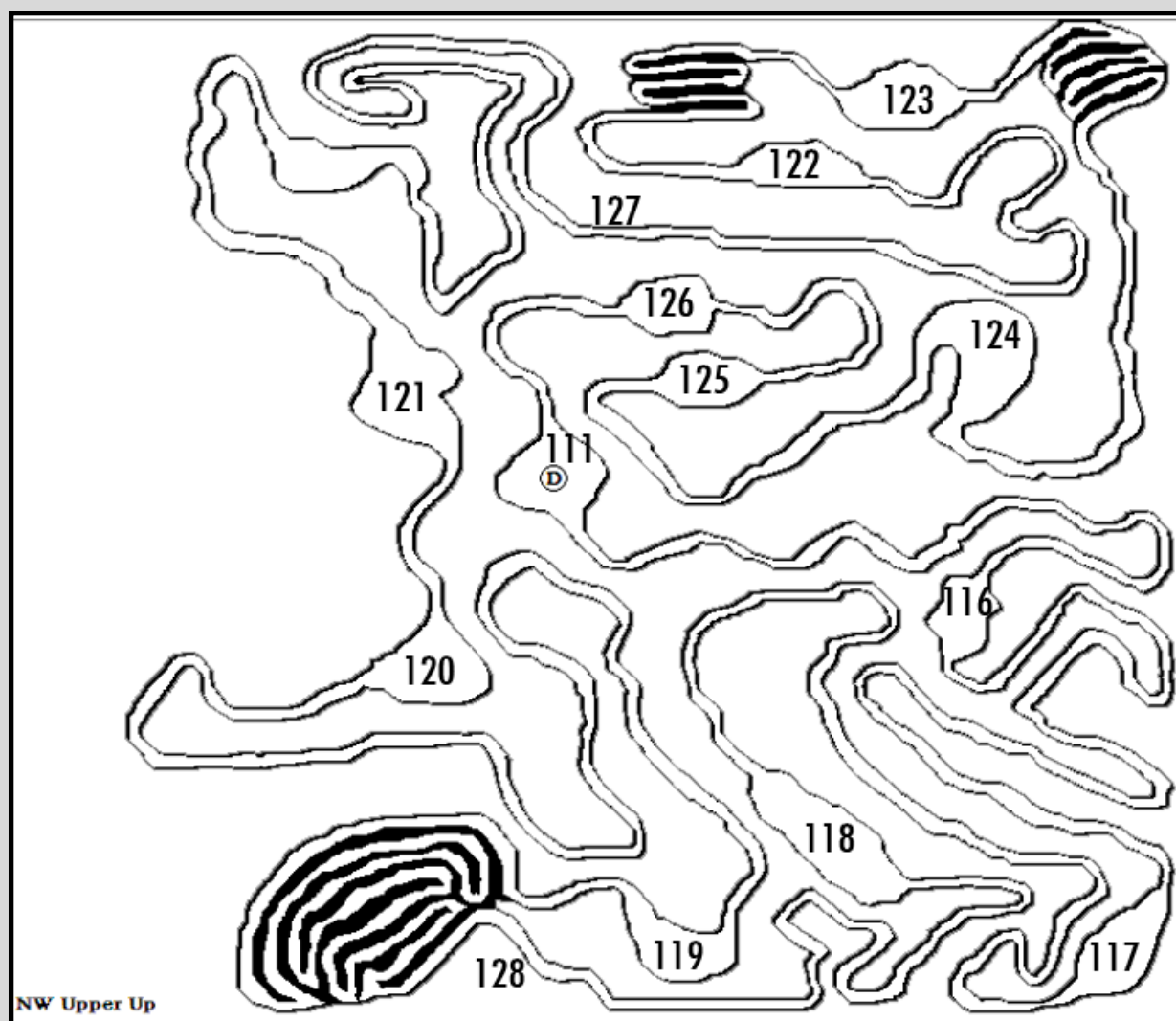
113. A very large cave room, roughly diamond shaped, oriented north to south. The room is entered from the north, the west (connects to Location 99), and the south. Six Bugbear (HD4, hp33, AC26, 2 clubs, 2 maces, 2 spears) are fighting a Chimera (HD8, hp71, AC35, dragon's head breathes fire); on 1d20 rolls GTET 15 they combine to fight any Human intruders. The Bugbears carry 42 SP, 8 GP, bedrolls, 2 dirks, canteens, 30 meals, 18 torches, flint/steel set, hammer, 5 wood stakes, 4 iron spikes, 2 wood poles, 20 FT hemp rope, 2 flasks oil, half-wheel cheese, plastic

telephone handset, four cylindrical cardboard cans (potato chips), 2 pounds salt in cloth bag, pair gold cufflinks (112 GP), folding camp shovel, two empty (10 inch) propane bottles, and a deck of poker cards with 100 ivory chips (0.25 GP/chip).

114. A section of cave corridor that runs from west to east. Twenty metal arches are separated by 10 FT, each arch extends out from the wall/ceiling by 1 FT, is black metal, and is 2 FT thick. The inside surface of each arch blows with a blue light whenever a humanoid is within 25 FT. Four silicon cubes (each 3 inches to a side, with 2 metal contacts) are found on the floor (advanced digital memory devices).

115. An irregularly-shaped cave room entered from the southwest at the southwest corner, and from the southeast.

Northwest Upper Cave Area (Secondary)



This area is a single loop of cave corridor, with areas where the passage widens then constricts again. There is a single entry-exit point.

[111]. An oval cave room with a 10 FT wide opening in the floor leading down to the Northwest Upper cave area. A cargo net made of thick nylon braiding is fastened to the floor by six U-shaped spikes (supports 2500 pounds). The area is entered from the north and south-southeast.

116. An irregularly-shaped room entered from the north-northeast and the south.

117. An oval-shaped room entered from the northeast and the southwest. Iostopper (male Human, 45 years) and Serrostonis (humanoid robot) are found examining Neolithic wall paintings of various birds, the robot holding a high-intensity hand spotlight. Iostopper is wearing a silver metallic tunic, stretchy white pants, a pair of striped plastic boots, and a padded cap (three short metal antennae); Serrostonis wears a knee-length brown robe. They carry lightweight walking sticks and a light metal-fabric backpack holding a vial of 30 meal-pills, a device to extract water from the environment, 50-power binoculars (infra-red and ultra-violet modes), a hand-held video recording device, two self-defense laser pistols (range 50 FT, 1d20 damage, 100 shots/battery, extra battery), and a small kit of jeweler's tools.

118. A long oval-shaped room entered from the east in the southeast end, and the northwest.

119. A curved room entered from the northeast at the east end, and from the northwest. An eight-track tape player is continually playing Broadway show tunes, it is jury-rigged to an advanced (2300AD) power cell.

120. A roughly-triangular cave room with a point towards the north, the room is entered from the west at the southwest point, and from the north. The floor appears smooth and level but is a layer of viscous mud over 10 FT deep; persons crossing the room sink in, are mired, and cannot move, after 1d12 FT of travel. Escaping the mud requires Strength GTET 20. A person caught in the mud sinks and drowns after 1d12*quarter hours.

121. An irregularly-shaped room oriented northwest to southeast, entered at the north and the south south-east.

122. A cave room oriented west to east, entered from the west and east ends. A badly deteriorated guitar and banjo are found here.

123. An oval room oriented west to east, entered from the west and east ends. The area has five elaborate wood sarcophagi each with a Mummy (HD7, hp64, AC30, rotting touch, transmits leprosy). The sarcophagi together hold 219 GP, 422 SP, 32 gems (each 1d100*1d12*10 GP, various types), 7 black pearls (each 1d100*1d10*10 GP), 10 gold amulets marked in pictographs (each 1d10*1d10*250 GP), 15 silver rings (each 50 GP), a Wand of Spiderwebs, a Short Sword +1, a Rapier +2 (Water Walker), 2 Arrow of Slaying (Giant, Wolves), a pair of Linked Tarot cards, and a scroll (Hail Blast, Ride on Water, Summon Undine, Ice Road, Wall of Ice).

124. A curved, kidney-shaped, cave room, the west entrance curved around, and entered from south. The room is occupied by 4 Medusa (HD6, hp53, AC10, stoning, very intelligent).

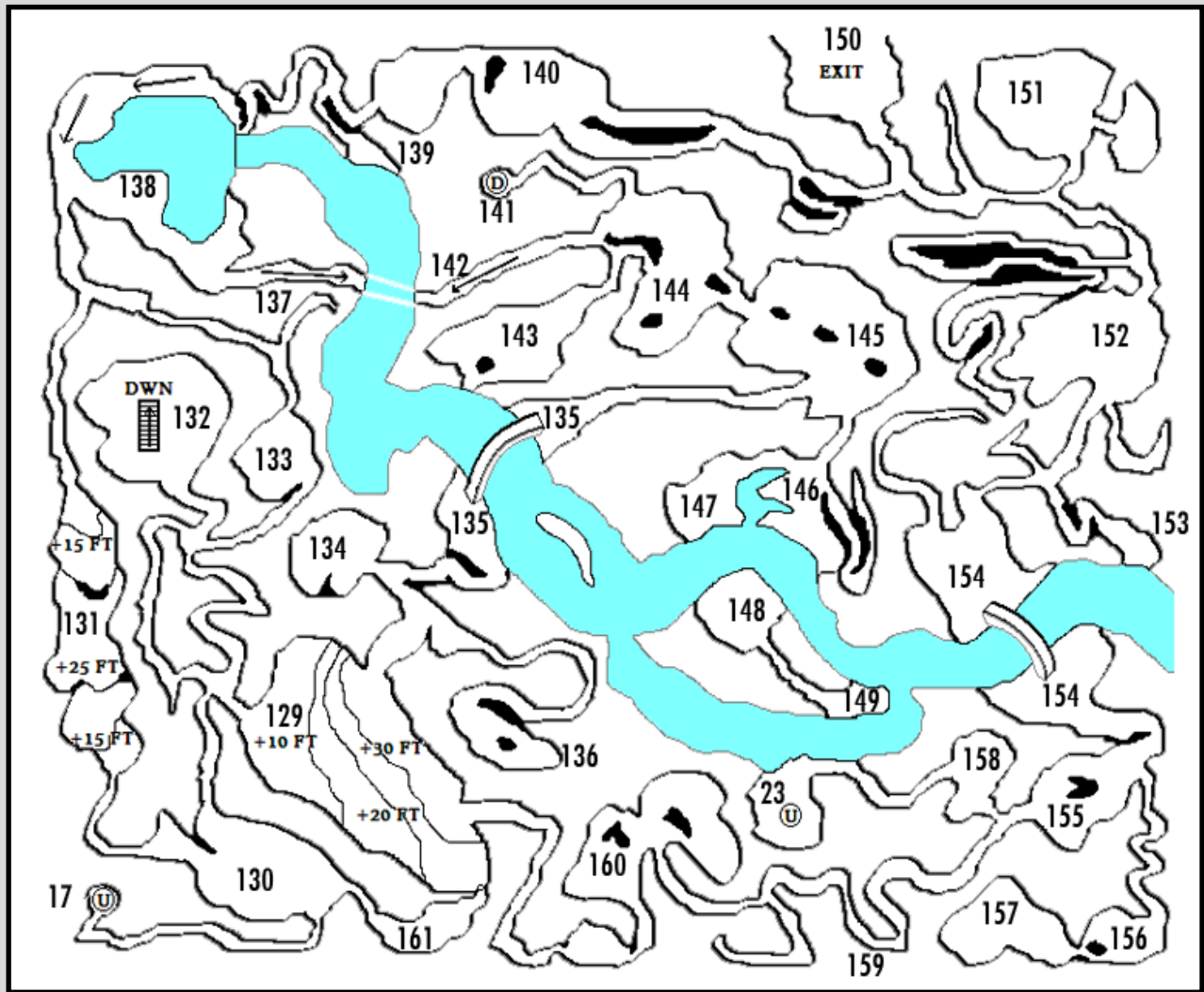
125. An oval room oriented west to east, entered on the west and east ends.

126. An oval room oriented west to east, entered on the west and east ends. Philpanottish (male Dwarf, Warrior L4, 27 years) is found here, wearing bronze shoulder armor, a breastplate, a banded-wood kilt, and shin armor. He carries a single-blade war axe and a length of chain with a stone weight on one end. He chased two Ogres into the cave after his best friend was ambushed.

127. A section of west-to-east cave corridor. A small device attached to the ceiling causes this area to be very cold, around 0 degrees; a 6 inch plug of ice has formed across the passage (hp40 to break).

128. A section of cave corridor running from northwest to southeast. A 6 FT iron statue stands here of a bearded man in toga with a crown of laurel leaves, one hand holds a spiked mace, the other hand holds a piece of chain. A secret compartment in the statue base (-4 find, -2 open lock) holds two scrolls; one translates to, 'Xerises squadron to Apolli Island, Meskor's squadron to Three River Harbor, deliver the Second and Fourth Phalanx to Sazrapolis; attack Trishkoleses in seven days;' the second scroll has the spells Disperse Magic, Invisibility, Levitation, and Remove Air.

Northeast Lower Cave Area



[17] A small circular cave room, entered from south (turning to the east); a 10 FT diameter bronze plate (1 FT thick) is on the floor. Persons stepping on the corresponding plate at Location 17 on the Entry Level are transported here, persons stepping on the plate in this location are transported to the plate on the Entry Level.

[23] A rectangular cave room entered from the east at the northeast corner. The north edge is open to the river; Location 149 can be seen across the river to the northeast. A spiral stone stair reaches from a vertical shaft in the ceiling to the floor; the stair connects with the Northeast Upper cave area.

129. A very large cave room, roughly oval in shape, oriented northwest to southeast, entered from the northwest, the north-northeast, and the south-southeast. The northwest section of the room is the lowest elevation. A ledge running from the north end (narrow) to the southwest (wider) is 10 FT above the northwest entrance elevation. A curved ledge running from the north end to the south-southeast side is 20 FT above the northwest elevation (10 FT above the ledge immediately to the west, 10 FT lower than the ledge immediately to the east). A straight ledge running along the southeast wall is 30 FT higher than the northwest elevation (10 FT higher than the ledge immediately to the west); both the northeast and southeast entrances enter on the highest ledge. An opening at the southeast end of the +20 FT ledge is the top of a 20 FT vertical shaft, 4 FT wide, which connects to Location 161. Bettris (female Gnome, 37 years, Earth Wizard L8, Alchemist) is found on the first tier (+10 FT) wearing a dark brown vest with blue lining over a tan blouse, brown pants, high leather boots, and a wide woman's hat. She has a Wand of Hares, a Wand of Spiderwebs, a Reincarnation Ring, a Ring of Disease Immunity, a Magic Bag, an Ever-Full Ration Pack, and a Choker of Tongues. She entered the caves to obtain raw chalk needed for preparing potions.

130. A roughly rectangular cave room oriented northwest to southeast, entered from the north-northwest (leading to Location 131), from the north-northeast, from the southwest (leading to Location 17), and from the southeast (leading to Location 161).

131. A long cave room oriented north to south, entered at the north and south ends. The entrances are at the same elevation, the center of the room is 25 FT above the entrance(s), and two ledges between the center and the entrances are at 15 FT elevation (up 10 FT to the center, down 15 FT to the entrances).

132. A roughly-oval cave room entered from the south. A well-worn stair leads down and to the north, ending at the Northeast Lower Secondary cave area.

133. A roughly-circular cave room entered from the north and south. Fragur (male Human, 22 years), Haska (male Human, 28 years), and Vexwa (male Human, 31 years) are sitting with several pieces of raw flint and stones, making flint knives. Each has a flint knife, a fire-hardened pointed stick, and a sling. They have a clay bottle of fruit juice, a wood bowl of honey, and a small leather bag of dried dates.

134. A roughly-circular cave room entered from the southeast.

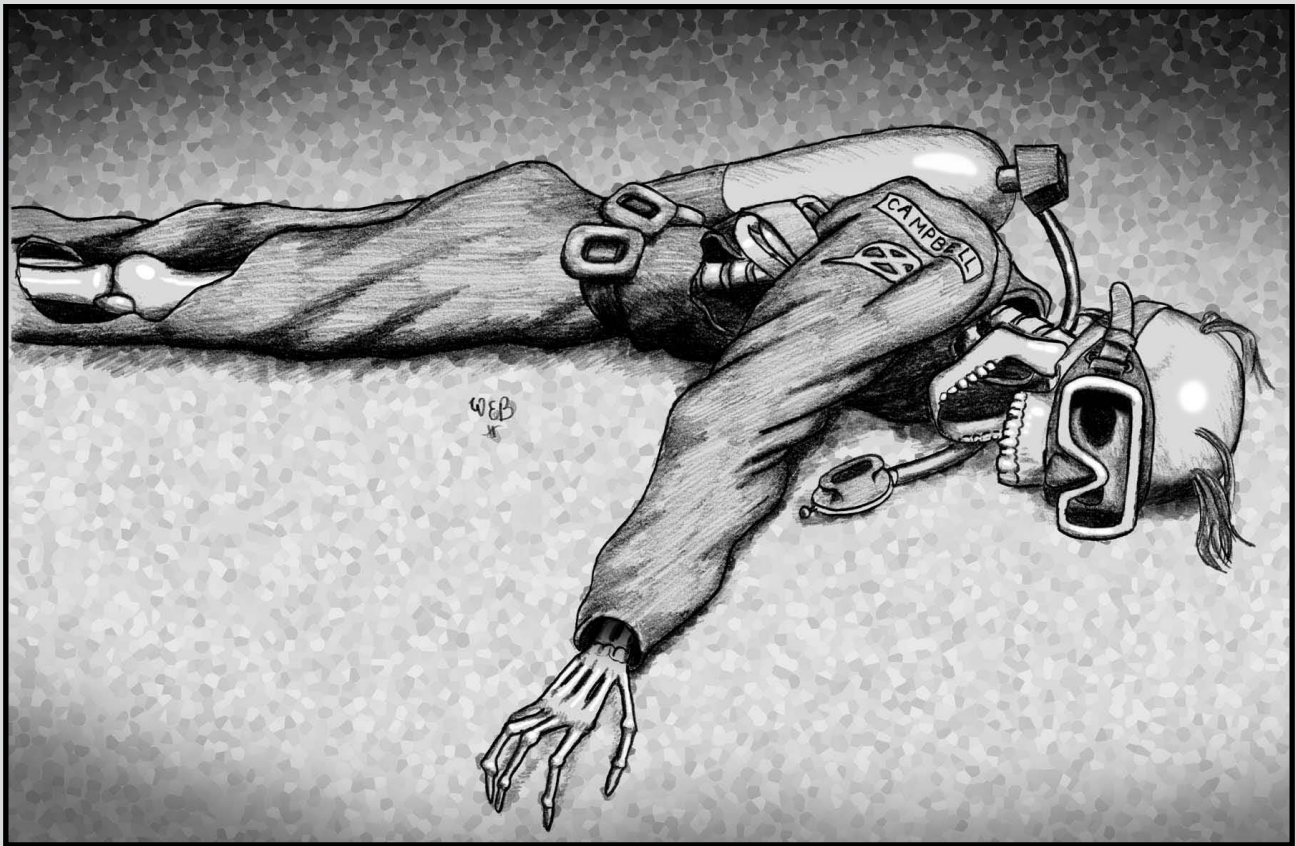
135. A section of river flowing from southeast to northwest, with a widened cave passage on the northeast side and an oval cave room on the southwest side. A single arched green metal bridge spans the river and connects the two cave rooms. The bridge is 12 FT off the water in the center and has metal grating for decking. A 6 FT steel boiler is in the cave room on the northeast, connected by copper pipes to a small electric motor and a condensing coil.

136. An oval cave room oriented from northwest to southeast, entered from the east at the northwest end. A thick stone pillar is in the room's center. Six large-diameter silver-metal pipes run from floor to ceiling at the southeast end. Nine Lycanthropes (HD5, hp42, AC50, Leopards, immune to ferrous weapons, double damage silver weapon) are camped here. The Lycanthropes wear open helmets and leather armor, and carry scimitars (one +1, one +2). Together they carry 76 SP, 10 GP, bedrolls, canteens, 104 meals, 4 lanterns, 2 flashlights (3 hours, 7 hours), 15 flasks oil, 7 flasks beer, 2 flasks honey, hammer, 20 iron spikes, 10 steel spikes, 4*25 FT hemp rope, 60 FT nylon rope, wool knit cap, golf umbrella, four golf clubs in leather bag, pair shoes (cleats), key ring (6 modern keys), 2 magnetic strip cards, and a baseball bat.

137. A curved section of corridor that leads to the northeast, off of a major corridor that runs southeast to northwest. A Bugbear's body is found in a hangman's noose attached to a metal hook driven into the ceiling; the body is a few days old.

138. A very large cave room roughly circular in shape. A 30 FT tall waterfall is on the east wall and the room's center is filled with water. The room is entered from the south at the southwest corner, from the east at the southeast corner, and from the east on the north side of the waterfall. The section of the room between the water and the northwest wall, and the section along the north wall together form a ramp ending on the north side of the waterfall. A skeleton is found lying near the water's edge, clothed in long-sleeved and long-legged elastic material, partly rendered. Six rectangular lead pieces are attached to a woven belt. A long rounded cylinder is attached to its back with a black hose off the top made from a resin-like material. An object is fastened over the eyes, also made of a black resinous material and strap, the front being glass. A serrated steel knife with black resin handle is in a resinous sheath attached to the lower left leg.





139. A small cave room entered from the northwest. The south wall is open to the river.

140. A large cave room oriented west to east, consisting of a circular room on the west end and an oval room on the east end. A narrow section is between them, with a curved pillar on the east side. The room is entered from the southwest on the west end, and from the southeast on the east end (two parallel passages separated by the stone wall). The western section is occupied by 14 Minotaur (HD5, hp44, AC12, Warlock L3, Priest L3 to Astarri, God of Minotaurs, leather armor, leather caps, single-blade axe, wood shields). The Minotaurs together carry 128 CP, 88 SP, 24 GP, 2 lanterns, 32 torches, 8 flasks oil, bedrolls, 64 meals, canteens, 6 leather wineskins, 3 casks dark beer, 3 copper flasks strong whiskey, 6 hemp ropes (30 FT), 100 FT metal cable, 8 nylon straps (12 FT), steel block/tackle, steel cable tightening device, a red nylon life preserver, 3 wood canoe paddles, a cardboard box holding 14 soft drink cans, and a 2 gallon metal can of gasoline. The Warlock has an Axe +1, Salve against Sleep, Rodent Repelling Powder, Traceless Shoes, and a Telekinesis Ring. The Priest has a Mace +1, Mind Speak Ring, a Magic Bolt Staff, and a Pendant of Beauty.

A light-blue squid-like creature is found at the eastern end (Hoocopad), with four eyes, a parrot's beak, 7 tentacles and a fur tuft on top. The body is a 5 FT oval, standing on 4 tentacles. A metal harness around its trunk has a force-field sword (variable length, 2d10 damage), an accordion-like box (vocorder, produces human speech), a clear plastic bottle of liquid, an adjustable wrench, and a multi-purpose scanning device. A metal belt pouch holds some dried food, a 10-power jeweler's glass, a scalpel, a small rock hammer, and a cylindrical device that produces puffs of high-intensity compressed air.

141. A small circular chamber at the end of a corridor (off of Location 149). An oval shaft in the floor leads down to the Northeast Lower Secondary cave area; an Adventurer looking down sees spikes set into the shaft wall, about 4 FT apart (each spike holds 300 pounds).

142. A cave corridor runs from west to east (Location 138 to 144). The corridor ramps downward then upward again, so that it runs under the river; the section underneath the water is colder and there is condensation on the walls. A stuck mining rig (6 FT high by 4 FT, 5 FT pneumatic steel bit, hoses and couplings for attachment to steam engine) is found at the low-point in the tunnel.

143. A triangular cave room, the point toward the northeast, entered from the northeast (connects to Location 144). An oval opening in the south wall looks out at the river (3 FT above river level, large enough that a small person could climb through, the bridge at Location 135 is visible). Three dwarf-sized ordinary skeletons are found on the floor. Five Yassakko's Spiders (HD5, AC 20, cold breath) lair on a ledge 8 FT above the room's floor. A leather backpack found on the ledge has a wad of green paper (one hundred folded \$50 bills), multi-function pocket knife, rock hammer, 80 FT coil of nylon rope, flashlight (20 hours), two packs of cigars and a cigarette package, a cigarette lighter, a pint of brandy, an empty quart canteen, and ten granola bars.

144. A very large curved, kidney-shaped room, entered from the north (connects to Location 141), west, and south (connects to Location 143) at the northwest end, and from the southeast (connects to Location 145). A long stone column in the northwest hides the entrance to Location 143, a stone column is in the south, and a column is between this room and Location 145. Jessica (female Human, 29 years) is found in the northeast section of the room, dressed in a blue knee-length flapper-style gown, black shoes, white shawl, and white gloves. She has an oil lantern (10 minutes fuel remains) and a white leather purse; 20 stock certificates dated 1924AD are found in her purse, along with some make-up, fine lace handkerchief, three ornate brass keys, harmonica, copper flask with 2 ounces brandy, and a two-shot derringer (range 25 FT, 1d12). She came into the cave to hide the stocks from her husband. She is dehydrated and disoriented.

145. A very large oval room oriented northwest to southeast, entered at the northwest end from Location 144, from the west at the south end (connects to Location 135), and from the south (connects to Locations 146 and 147). Three thick stone columns form a line across the room from northwest to southeast, dividing the room into a northern section and a southern section.

146. An irregularly-shaped room on the east side of a river spur, the south wall is open to the river, the west wall is open and looks toward Location 147 is on the west side of the spur. Location 148 can be seen across the river. The room is entered on the north from Location 145 and from the west from Location 147. A dead-end passage folds back on itself, exiting the room from the east.

147. An irregularly-shaped room, on the west side of a river inlet, the south wall is open to the river, the east wall is open and looks toward Location 146 on the east side of the spur. Location 148 can be seen across the river. The room is reached from Location 146 by going around the north end of the spur. Elves are severely allergic to lichen growing here (save 1d20 GTET [36-Stamina], itching, red eyes, respiratory distress, skin rashes).

148. A cave room at one point of an 'island,' roughly rectangular in shape with a corridor exiting towards the southeast (to Location 149). The room looks across the river to the northeast to Locations 146 and 147; no means of crossing the river is provided. Nine Frogmen (2xHD2, 1xHD3, 1xHD4, hp29, one is Water Mage L3, metal cap, leather armor, short spear, stone axes) are in this area, they are butchering two Komodo Dragon carcasses with steel skinning knives. The Mage has a vial of Holy Water, a Healing Potion, a Chain of Scrying, and a Ring of Water Beasts (communicates with fresh-water animals, range 500 FT).

149. A small oval room on one end of an 'island,' reached by a corridor from the northwest (from Location 148). The north, east, and south parts of the room are open to the river, which splits here. Location 23 is visible looking south across the river; no means of crossing the river is provided.

150. A cave exit to another place and time.

151. A large cave room, roughly oval in shape, entered from the south, with a kidney-shaped room immediately to the east. Rogier (male Human, 32 years, Victorian gentry) is found in the smaller eastern room, in a blue shirt with gold-topaz buttons, dark blue pants, wearing a silver-ruby ring (4285 GP), a silver-garnet ring (3006 GP), and a silver-ivory brooch (7201 GP). He is blindfolded and bound. He was kidnapped almost two days ago and stuck here while his captors made ransom demands.

152. A very large cave room, irregular in shape, entered from the north and south; a curved dead-end passages leads to the southeast from the south wall. The floor is covered in a 2 FT layer of bat droppings; growing out of the guano are many pale white flowers with purple leaves. A minty aroma is smelled in the room and nearby passages; after a number of rounds equal to an Adventurer's Will statistic each person is overcome with a hallucinogen which makes them believe all other persons in sight are their greatest enemy (save 1d20 GTET [36-Will], checked ever subsequent round, persists [40-Stamina] rounds).

153. A small oval cave room, oriented northwest to southeast, entered on the northwest end; the south end is open to the river (2 FT above the river level). Warok (male Human, 63 years) is found here, hovering 2 FT above the floor (anti-gravity units, 4 rectangular boxes on a web belt, 3 hours 15 minutes power remain). He wears a dark blue padded coverall with blue plastic shoes, a silver helmet with clear plastic face-piece (several gold metal protrusions, voice communicator, 360-degree camera, heads-up computer display, detects organic life at 150 FT, low light vision, ultraviolet vision, infrared vision, telepathy at 50 FT [75% effective], mental attack {once per 10 rounds, range 100 FT, 1d12 damage, paralysis 1d20 rounds – save 1d20 roll GTET [32-Will]}), and carries an energy pistol (2 shots/round, range 40 FT, 2d8 damage, 200 shots/battery, spare battery; apply a -2 TH because he is a poor shot). The helmet has power for 5 hours. Warok hates a Dwarf-like race, the Unnonon, and is likely to mistake Dwarves and Gnomes for Unnonon.

154. A very large cave room, roughly rectangular in shape, oriented from northwest to southeast. The room is divided by the river, which runs northeast to southwest, spanned by a dark red stone arch bridge; the bridge is 15 FT above the water level at the center. The room is entered from the north-northeast at the northeast corner, and from the south on the south end of the room. A curved dead-end passage leads off from the northwest corner.

155. A large cave room, roughly oval in shape, entered from the northeast and the southwest. A narrow winding corridor leads south off the northeast end to Locations 156 and 157. A large stone pillar occupies the room's center. A ceramic 'tragedy' mask with black ribbon ties is found here.

156. An oval cave room entered from the north at the east end (from Location 155), with a narrow arch on the west end leading to Location 157. A stone column on the west end hides the arch on the west end. Xerraphobi (female Human, Earth Wizard L4, 32 years) is drawing a primitive enchanted circle on the ground using purple chalk and white candle wax. She is dressed in a black ankle-length dress with yellow lines, black shoes, and a black lace veil. She has a slim black book of symbols, a scroll (Breathe Poisonous Fumes, Disperse Magic, Small Quake, Remove Paralysis, Acid Slime), a slender (ordinary) black wand, and 23 SP in a leather purse. Also in her purse are ten (aluminum) strange coins, two D-cell batteries, and a 10 inch plastic military man action figure. She is accompanied by Shapmin, her Familiar (black cat).

157. A large cave room, irregular in shape, entered from the east through an arch to Location 156. A 6 FT stone cairn is in the southwest part of the room – two sets of crumbling bones are inside, along with bronze spears, helm, and shield (poor condition, all break apart when touched). Two 7 FT bipedal reptiles with long rectangular heads, large fangs and incisor teeth, muscular lower legs, and small upper arms are in this room (juvenile Tyrannosaurus Rex, hp 60 and hp52, HD4, AC18). They are in a hungry mood.

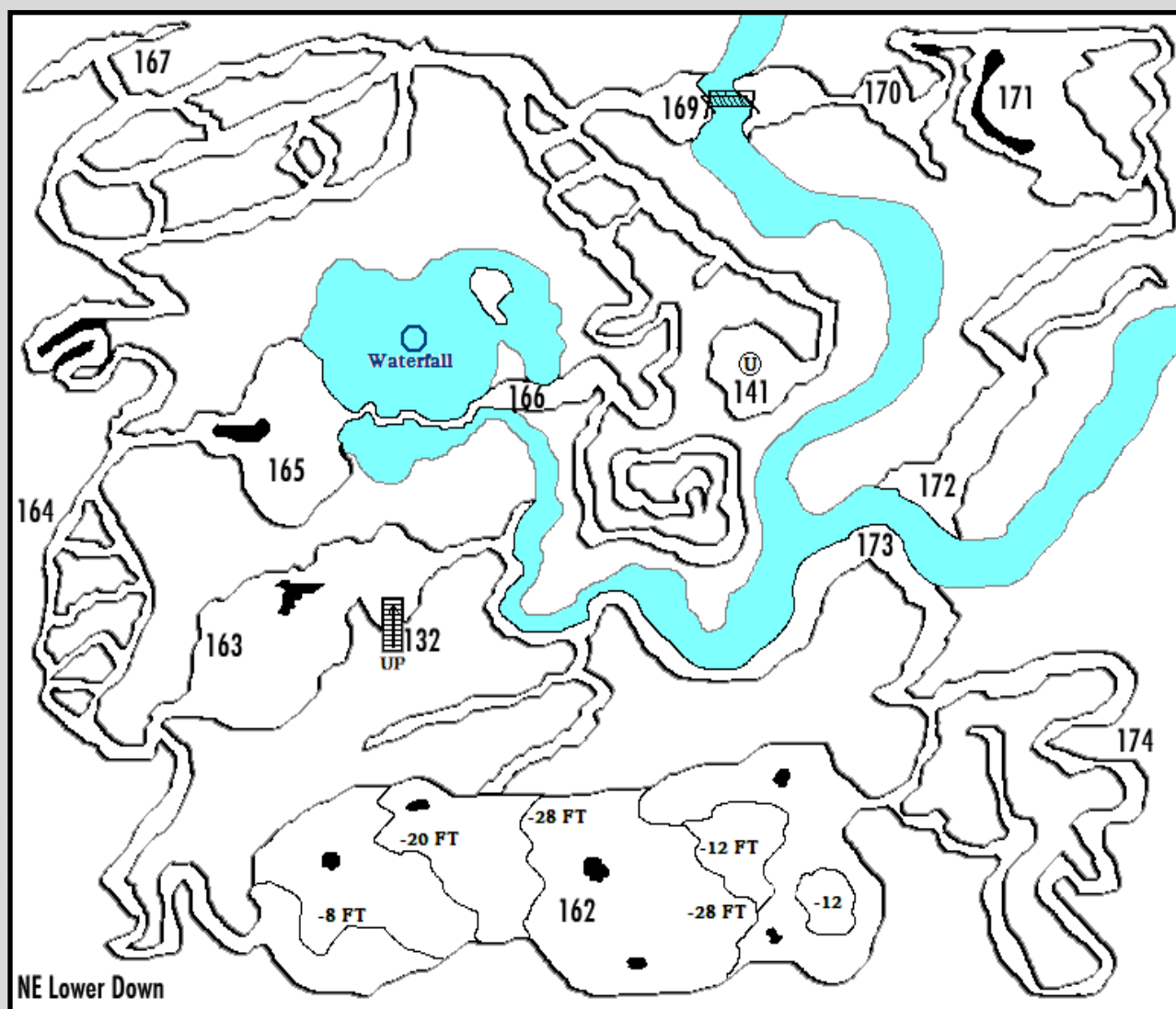
158. An oval cave room oriented north to south, entered from the west (connects to Location 23) and from the southeast.

159. A curved section of cave corridor. The area is occupied by 6 Stool Fungus (HD6, hp48, AC6, mental attack and domination).

160. A very large irregular cave room shaped somewhat like a butterfly; the room is entered from the south in the center, and from the south end of the west lobe. A thick stone column is in each lobe (one east, one west).

161. A curved cave room oriented from northeast to southwest, entered from the northwest at the west end from Location 130. The northeast end has a 4 FT wide vertical shaft that leads up 20 FT and exits at the southeast end of the +20 FT ledge in Location 129. Roerek (male Human, 27 years, Warrior L4), Dietrich (male Human, 24 years, Warrior L2), and Colgrim (male Human, 34 years, Warrior L2) are mercenary soldiers. Two are sleeping while the third sits on guard with his rapier out. They have steel helms, chain mail shirts, studded leather legging, short swords, belt knives, a small war hammer, rapiers, bedrolls, cloaks, 20 meals, 9 torches, lantern, 4 flasks oil, 58 GP, 44 SP, small flute, whetstone, one-quarter filled powder horn, 12 shot rounds, and two single-shot black powder pistols.

Northeast Lower Secondary Cave Area



[132] A well-worn stair leads up to the Northeast Lower cave area. The stair bottom is decorated in gargoyles' heads.

[141] A circular cave room entered from the east. An oval vertical shaft in the ceiling leads up to the Northeast Lower cave area; spikes in the shaft wall are visible from the floor (about 4 FT apart). A worn rope reaches the floor from the lowest spike.

162. A huge cave room, oriented west to east, roughly rectangular in shape, entered from the west, the north, and the east. The room has five elevations, the area immediately east of the western entrance is at 8 FT below entrance level, the next area to the east is at 20 FT below entrance, and the next area to the east is 28 FT below entrance level. A rope ladder (nylon rope) spiked to the wall allows access down to the -8 FT section. A small area west of the east entrance is 12 FT below the entrance level; a short passage leads to the east to a circular room beneath the entrance. The cave corridor that enters from the north is at the higher elevation, so there is a 20 FT drop to floor below. Graffiti on the south wall translates as, 'Grafonnius is a whore's son.'

The east end of the room (cave floor elevation) is occupied by a pack of 10 Garm (HD7, hp66, AC36, two-headed dogs, 6 FT high.)

Domokosis (male Dwarf, 52 years, Warrior L11) is found in the -8 FT [western] section, fighting a Putrid Worm (HD12, hp108, AC60, bite 5d8). He is wearing a Breastplate (AC+14, never-cleaving), True Seeing closed helm (AC10), steel gauntlets, studded leather leg protection, carrying Verathan's Shield (breaks opponent's weapons, AC15), armed with a double-bladed Battle Axe +3 (Butcher versus Beasts) and silver-bladed Dirk +2, wearing a Cloak of Franklin (electricity protection), Talisman of Protection (AC+12, save+4), and Ring of the Invisible. Additional gear includes bedroll, canteen, 4 torches, 10 meals, flint/steel set, 2 vials Holy Water, garlic, wolfsbane, and 2 Healing Potions. He entered the caves tracking a wounded Vampire

163. A very large cave room, roughly oval in shape, oriented southwest to northeast, entered from the southwest and from the south at the east end (Location 173). The room has a stair up (Location 132). The sixth stair is cracked; a small hole in the twentieth stair is filled with a cat's eye gemstone (2635 GP).

164. A Y-intersection in an area of interconnected passages. A passage from the south splits into passages to the east and to the northeast. A bronze tower shield (AC+6) hangs from a metal spike set in the wall. A rent bronze breastplate is on the floor, with a ripped pair of leather gloves and a broken piece of sword blade. There are three scorch marks on the floor, along with several pieces of broken clay flasks.

165. A large oval-shaped cave room, entered from the west. The east wall is open to a large circular area of water is immediately to the east, with a wide stream of water from the ceiling (draining from Location 138). A narrow dry path extends to the east across the water (Location 166). The water drains out in a river that flows to the south-southeast.

166. A cave passage running from west to east across an underground lake (Location 165). The east end connects to several cave corridors. Alberic (male Human, 33 years) and Gareth (male Human, 30 years) are found here with torches in their hands. They are dressed in flannel work shirts with denim pants and leather boots, bandanas tied around their necks, with wide-brimmed hats. They each have a steel belt knife, and a four-shot pistol that uses percussion cartridges (50 cartridges in a belt pouch). They have a backpack with blankets, a canteen, an extra knife, 118 GP, 4 torches, and 18 meals. They entered the cave to avoid a posse that was tracking them after robbing a farmer; they will attempt to rob whomever they can.

167. A long narrow cave room roughly rectangular in shape, oriented from west-southwest to north-northeast. The room is entered in the center, from the south. Weshayan (male Gnome, 26 years, Artificer) is found here examining a 5 FT rack of vacuum tubes (circa 1952AD). He wears chain mail over a silver shirt, black pants, dark purple boots, with a knit purple cap. He has a silver-bladed Dirk +1 in a belt scabbard; a belt pouch holds a Lock Pick +5%, several small screwdrivers, an adjustable wrench, tweezers, a 5-power jeweler's glass, and two metal probes. A backpack holds four meal rations, a bedroll, a hand-held Dart-thrower (12 rounds ammunition), two smoke grenades, and a variety of metal pieces scavenged from devices of the Late Machine Age and the Age of Space. He entered the caves to find wondrous devices after meeting a man of the Early Machine Age (lost in time) who showed him machines he had never seen before.

168. A small hook-shaped section of cave corridor (dead-end), located at the end of a spiral. A small plastic case on the floor has ten glass vials of Sulphur powder.

169. An oval-shaped cave room with sections on the west and east sides of the river, entered from the west and east ends. A braid rope bridge extends across the river, supported by a lashed X-frame on each side, the support held up by ropes attached to spikes. The rope bridge supports 500 pounds. Several pieces of unknown metal (titanium) are found on the east side, twisted, bent, and warped by heat; the north wall of the east side has scorch marks and several parallel vertical cuts (6 FT high by 6 inches deep).

170. A small triangular cave room oriented northwest to southeast, entered from the west and east. The room is occupied by 78 Giant Rats (HD2, hp14) feeding on a Troll's carcass. A metal chest (padlock, -3 open lock) contains 391 SP, 46 GP, scroll (Teleportation, Magic Gate, Planar Transport), scroll (Magic Bridge, Tunnel, Stone Maw), scroll (Daylight, Fire Ring, Invisibility, Night Vision), and a divine scroll (Banish Confusion, Banish Disease, Detoxify Poisons, Heal Wounds, Knock Out).

171. A large irregularly-shaped cave room entered from the west in the northwest corner (connects to Location 170), and from the south in the southeast corner (connects to Location 172). A long curved pillar separates the main room from a passage along the west side. A passage loop connects the northeast corner to the southeast corner. A group of five Goblins (HD3, hp20, open helm, banded armor [breast-plate], dirk, long sword) are found with smooth-bore muskets (they are proficient); two Goblins also have flintlock pistols. One Goblin has a short bow and 25 arrows. Each Goblin has a powder horn and 110 rounds of ammunition. Together, the group has bedrolls, canteens, 42 meals, 2 lanterns, 11 torches, 8 flasks oil, flint/steel set, 50 FT rope, grappling hook, 10 iron spikes, spade, 2 picks, 66 CP, 38 SP, 8 GP, 5 pieces scrimshaw (each 1d100*1d12 GP), a 3 FT copper bell (220 GP), and 3 gold Holy Symbols (245 GP, 502 GP, 610 GP).

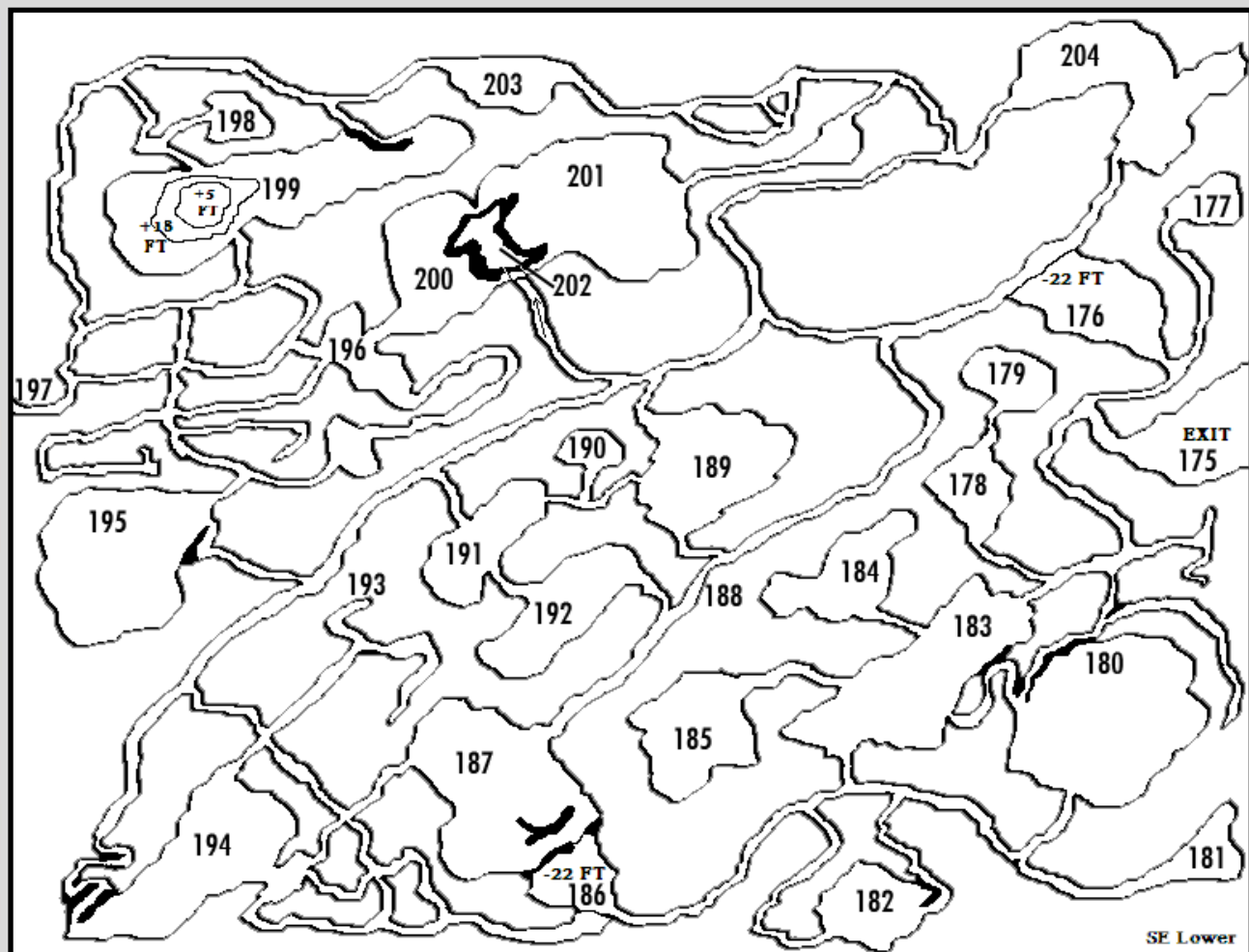


172. A rectangular cave room oriented from northeast to southwest, entered from the northwest at the north end (connects to Location 171). A dead-end passage extends to the northeast from the north end. The south end is open to the river and looks south to Location 173 (3 FT drop to the river); there are no means to cross the river here. Kalakekkio (female Human, 22 years) is found here, wrapped in a red wool blanket, chewing on salted buffalo. She is the elder daughter of a Comanche Chief, running from a forced marriage; she has a pump-action Winchester rifle (1d12+4 damage, range 300 yards) and twenty shots, a Bowie knife, a hickory bow with twenty arrows, and a stone tomahawk. Her language is intelligible to an Elf on 1d20 rolls GTET [35-Intelligence].

173. A cave passage that winds along the south side of the river, between 10 FT wide and 20 FT wide, the north side is open to the river (3 FT drop to the river). The west (northwest) end connects to Location 163, a southward passage from the center leads to Location 162 (overlooks a 20 FT deep section), and a southward passage from the east end splits, with both sections leading to the east end of Location 162. Location 172 can be seen from the east end. Kammonastic (male Human, 30 years) is found near the south branch. He is an experienced sailor, dressed in a white tunic with canvas pants, leather sandals, rope belt, with a wide brim hat. He found the cave five days ago after the trireme he was serving on shipwrecked in a storm.

174. A curved section of cave corridor. The corridor is blocked by the putrefying carcass of a Triceratops (3 horns, each 7500 GP). Six Rot Beetles (HD4, hp32, AC32, causes green skin rot) are found on the carcass' south side.

Southeast Lower Cave Area



175. An exit from the cave, leading to another place and time.

176. A roughly triangular cave room with the point oriented toward the southeast, entered from the southeast. A ledge across the northwest end is 22 FT above floor level (exits at that elevation are to the northeast and southwest). Several iron spikes in the northwest wall form a ladder up to the ledge.

177. A small oval cave room entered from the south. Kharlan (male Human, 40 years, Priest L1) has made a hermit's cell in this room, an area screened off by cloth sheets hung from poles, with a primitive cot, table, chair, a rough stone hearth and cooking pot, a few crates contain cooking gear, food, religious books, and artistic supplies (naturalist and accomplished painter of wild flowers). He has a large canvas bag with simple clothes. He is found wearing a simple brown cowl, wool pants, with moccasins.

178. A cave room shaped like a diamond, entered from the south, connected to Location 179 on the north.

179. An oval cave room, entered from the south (through Location 178). A gold twenty-sided object (alien device, 3 FT across, glowing, warm to touch) is mounted on top of a 4 FT green stone pillar.

180. A very large circular cave room entered from the south and the west; the western exit has a branch to the west (to Location 183) and a branch to the northeast. The room is occupied by a Copper Dragon (HD7, hp70, AC55, acid breath, shapechange to felines, susceptible to fear); the dragon allows 4 Saber-Tooth Cats (HD6, hp52, AC16) to live in the room. The dragon's hoard consists of: 63,668 CP, 28,028 SP, 14,713 GP, ordinary armor – 8 open helms (3 Dwarf), 11 closed helms (4 Dwarf), 15 metal caps, 5 studded leather armor, 14 breastplates, 3 studded leather gauntlets, 6 steel gauntlets (2 Gnome), 3 wood shields, 8 medium metal shields, 2 metal tower shields; enchanted armor – open helm AC+6, open helm AC+8, closed helm AC+8 (Water Breathing), leather armor AC+12, studded leather armor AC+10, breastplate AC+10, Gauntlets of Hitting +2, Bracers of Great Lifting; ordinary weapons – 38 dirks (5 silver blades), 15 long swords (1 silver blade), 4 short swords, 5 cavalry swords, 3 cutlass, 7 scimitar (2 silver blades) 14 maces (8 silver), 23 spears, 8 javelins, 2 lances, 3 halberds, 2 metal flails, 3 metal staves; enchanted weapons – Dirk +2 (Spell Cleaving - Basic), Dirk +1 (Shining), Long Sword +2, War Hammer +2, Single Blade Axe +1 (Goblin Cleaver), Long Sword +1 (Sword Breaker), Cutlass -2 (Self Hitter); alchemical – 6*Healing Potion, 3*Antidote Tonic, Salve against Paralysis, Physic of Telepathy, 2*Rodent Repelling Powder, Elven Death Dust, other enchanted items – Clergy Codicil, Good Book, Faoron's Gloves, Cloak of Fire Protection, Grimm's Wheel, Quiet Ring, Snake Master Staff; other valuables – 2 tiaras (8746 GP, 12,337 GP), 37 silver rings (1d12*750 GP), 12 gold rings (1d12*1500 GP), 5 platinum rings (1d12*2500 GP), 9 locket (1d100*50 GP), 8 ornate Priest's vestments (400 GP each), 4 silver religious icons (each 3400 GP), 102 pewter plates, 39 pewter mugs, 19 silver goblets (120 GP each), 3 gold picture frames (800 GP each), 23 flasks oil, 7 bullseye lanterns, 5 vintage bottles wine (each 1000 GP), and a case of vintage beer (20 bottles, each 200 GP).

181. A west-to-east cave corridor widens to form a small triangular area. Highly reflective quartz crystals are found embedded in the walls.

182. A circular cave room entered from the east and west ends. Magnus (male Human, 49 years) is found here, trying to lift his cart out of a crack in the floor. He is dressed in green work shirt, brown pants, and leather shoes. He has a primitive steam engine and pump apparatus mounted on a low-slung handcart, with several leather hoses and a small toolbox. He became lost while moving the pump from one part of a mine to another.

183. A large cave room, roughly-rectangular in shape, entered from the north-northeast, the south, and the east (in the southeast corner, connects to Location 180). Passages to the west lead to Locations 184 and 185. A large dented copper cauldron (empty) is found here, overturned.

184. An irregularly-shaped cave room entered from the south-southeast (connects to Location 183).

185. A cave room, roughly rectangular in shape, oriented from northwest to southeast, entered from the northeast corner (connects to Location 183). Three bipedal carnivorous reptiles (Velociraptor, HD7, hp60, AC22, bite 1d12, kick 1d6 [2/round], trample 1d20, claws valued 200 GP each, teeth 10 GP each) are found feeding from the carcass of a juvenile elephant (tusks valued 850 GP each).

186. A triangular cave room with a point to the southeast. An opening and ledge in the northwest wall are 22 FT above the floor (Location 187). Another opening and ledge on the south side of the point are also 22 FT above floor level (a cave corridor leads to the west-northwest). A good-quality fiberglass fishing rod with reel is found on the floor, along with a plastic box of hooks, weights, bobbers, and lures.

187. A very large cave room, roughly rectangular in shape, oriented northwest to southeast. The room is entered from the southwest at the north end, from the northeast in the center of the northeast side, and a small opening in the southeast wall overlooks Location 186 (22 FT below). A long pillar hides the southeast opening from the rest of the room. Erhard (male Human, 22 years, moustache) is found in the northwest area, examining a 9 FT black stone statue of a male Dwarf in chain mail fighting a Minotaur. He is dressed in dark green shirt and pants with brown leather boots, with a round metal cap, a long belt knife, a six-shot revolver (20 rounds in a belt case), and an eight-shot short carbine (50 rounds in a belt case). He was on an Army training mission (circa 1944AD) before shipping to the Philippines; he slipped into the cave to avoid capture by the other side during war games.

188. A section of cave corridor running from the northeast to the southwest (between the northwest corridors leading to Locations 189 and 192). A net woven from metal cables is attached to six steel eyelets screwed into the walls, three on either side (Strength GTET 34 to pull free, the cable takes hp20 to cut – reduce the damage of any blade by -1).

189. A large cave room, roughly oval in shape, oriented from the east-northeast to the west-southwest, entered from the north, the south, and from the west (connects to Locations 190 and 191). The room has the bleached bones of two ancient swimming reptiles, one 28 FT, the other 36 FT (Pliosaurus: large head with long tapered snout and jaws, short neck, thick trunk, four long flippers, long tapered tail).

190. An oval cave room oriented from west to east, entered from the south (forms a T-shaped passage that connects to Location 191 to the west, Location 189 to the east). The room floor is covered by 6 inches of grey mud; spider footprints are visible.

191. A cave room, roughly rectangular in shape, oriented from the northeast to the southwest. The room is entered from the north, the south (connects to Location 192), and from the east (connects to both Locations 189 and 190). Jeremiah (male Human, 50 years) is found here, carrying a fishing rod, creel, folding knife, and nylon belt (fanny) pack. He has four energy bars, two chocolate candy bars, a small first aid kit, a spray bottle of insect repellant, and a set of car keys. He has found a tri-corner hat, a wood bosun's pipe, a clay flask of grog, and a steel Dirk.

192. A large oval cave room, roughly oval in shape, oriented from northeast to southwest, entered from the southeast at the southeast corner, and from the northwest in the northwest wall (connects to Location 191). This room has rock salt on the walls and a pool of brine 10 FT across by 14 FT deep. Two female skeletons (Ur-sulla, Rellatasia, HD1, AC16) are in the pool; their Ghosts (HD4, AC10 silvered or AC90 ferrous, Agility drain, Aging) appear on 1d20 rolls GTET 14. A thin layer of white salt covers a small metal chest (keyhole, rusted, -4 open lock); the chest contains 306 SP, 857 GP, two gold rings (442 GP, 510 GP), a lockpick set, and a jade idol (8204 GP).

193. A short dead-end cave passage, oriented to the northeast. Ur-ra (male Gnome, 7 years) and Rila (female Gnome, 5 years) are found huddled together; both wear loincloths and sandals. Ur-ra has a thong around his neck that goes through a circular piece of bone, and wears a green knit wool cap. They are both wet and hungry (no food for 3 days). Rila holds a black-powder pistol (no ammunition).

194. A large cave room, roughly rectangular in shape, oriented from the northeast to the southwest. The room is entered from the north at the southwest corner, and from the northeast, east, and southeast in a small oval room connected to the east side.

195. A very large cave room, roughly rectangular in shape, oriented from north to south. The room is entered from the northeast in the northeast corner, and from the east-southeast in the northeast corner.

196. An irregularly-shaped cave room oriented northwest to southeast, entered from the northwest, southwest, southeast, and northeast (connects to Location 200). Abner (male Human, 28 years, light black beard, English accent) is found here, dressed in a tan short sleeve shirt with epaulets, tan trousers, dark brown boots, and suspenders. He carries a canteen, cavalry sword, a six-round revolver (30 rounds in belt case), and a rod or baton. He has found a short bow with 10 fire-hardened stick arrows, a primitive mace (stone lashed to a stick), a leather pouch of 10 bone needles, and a primitive clay vessel. He was riding jungle patrol on an elephant when the animal panicked and threw off it's riders, he slid over an embankment and found himself in front of a cave entrance.

197. A section of cave corridor that connects to the Southwest Lower cave area, about 600 FT away.

198. A small cave room, roughly circular in shape, entered from the west.

199. A very long cave room, roughly rectangular in shape, entered from the north-northeast, from the south, and from the north-northeast at the east end. The room has a raised rectangular area in the west end, the top 18 FT above the floor; a circular depression in the top cannot be seen until the raised area is climbed, the depression is 13 FT below the top (5 FT above exterior floor level). A metal chest in the depression (-3 open lock) holds 417 SP, 102 GP, a gold-ivory locket (4872 GP), ten silver rings (each 1d100*1d12 GP), four gold vases (each 1d100+200 GP), a silver-bladed Dirk +2, silver Glasses of Sight, a pouch of 5 Beanstalk Seeds, a platinum Charm versus Fire Magic, a Weapon Master's Manual (permanent +1 with blowguns), and three Arrows of Freezing.

200. A large cave room, roughly rectangular in shape, oriented from northwest to southeast. The room is entered from the southwest in the southwest corner (connects to Location 196), and two passages to the northeast both connect to Location 201.

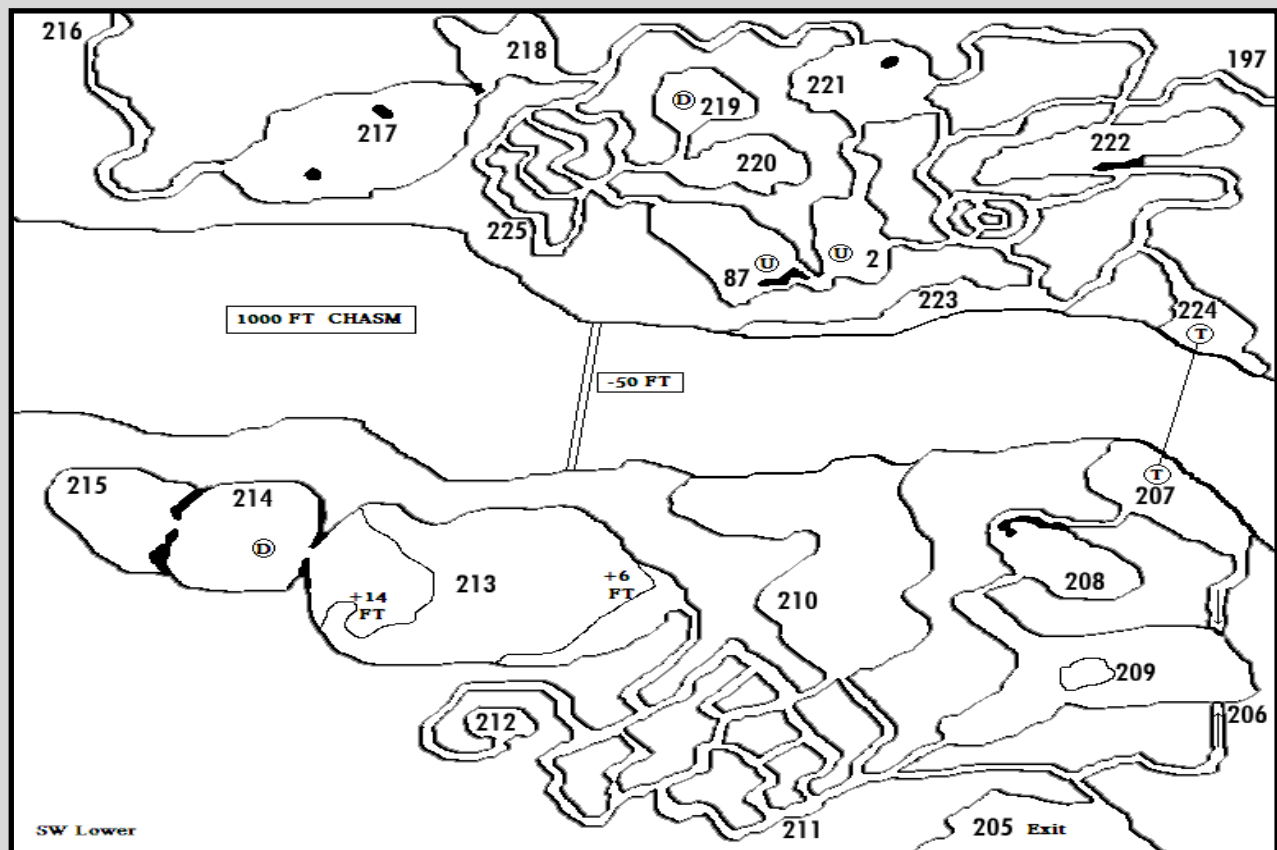
201. A large cave room, roughly rectangular in shaped, oriented from northwest to southeast. Two passages from the southwest connect to Location 200, and a passage in the east wall leads to the east-northeast. The area is occupied by 10 Giant Scorpions (HD3, hp26, AC40, paralyzing poison – stinger, sting transmits disease). The desiccated body of a female Elf is found in the southeast end, she wears scarlet robes, a long black cloth hat, knit black scarf, thin leather gloves, and wears a backpack. Her pack contains two empty clay flasks, a flask of oil, bedroll, 3 candles, 38 SP, steel switchblade knife, 2 books paper matches, woman's diamond wedding ring (14,304 GP), and a pair of folding metal reading glasses; 4 meals are spoiled.

202. An irregularly-shaped cave room entered from the south-southeast. This room is reached only by a cave corridor that slopes downward; the floor is 15 FT below the elevation of nearby Locations 200 and 201. Justin (male Human, 19 years) and Simon (male Human, 17 years) are found here, looking at a 7 FT metal safe (rotating combination lock, -8 open lock, 3500 pounds, marked 'Colton Iron Works, 1887'). They are dressed in insulated work coveralls with high leather work boots, leather gloves, and plastic hard hats with battery-powered lanterns. They also have two flashlights, two coils of half-inch nylon rope (40 FT, 65 FT), two canteens, six meals-ready-to-eat, a small hammer, 10 steel spikes, and a steel grappling hook. The two boys have found two sticks of dynamite marked 1878, a leather pouch of forty percussion caps, and an oval aluminum mess-kit. The safe contains 250 SP and 83 one-hundred-dollar silver certificates dated 1872.

203. An oval-shaped cave room formed by the widening of a west-to-east cave corridor. Gregor (male Human, 44 years, Priest L2) is found here, wearing a brother's cowl and robe over dark brown shirt and pants, with leather sandals. He has a rope belt and a string of black beads with a cruciform Holy Symbol. He carries an oil lantern, holds a tall Staff (weapon proficient), and has a wheeled wooden crate holding a crystal wireless radio set, four flasks of oil, a gallon of cider, and three meals.

204. A large L-shaped cave room oriented west to east and north to south (elbow to the southwest); a rectangular lobe off the southeast wall extends to the northeast. The room is entered from the west-southwest at the west end and the southwest at the south end.

Southwest Lower Cave Area



The entire cave area is at 25 degrees.

[2] Chute from the Entry Level. A rectangular-shaped cave room entered from the north (connects to Location 221), the west at the southwest corner (connects to Location 87), and the east. A stone chute from the Entry Level exits the west wall 4 FT off the floor. The chute is steep and covered in a slippery, slimy, gel (roll GTET [36-Agility] to climb). A worn mattress is set below the chute exit so no damage is suffered at the bottom. The room is occupied by 4 Widow Spiders (HD3, hp24, AC15, first bite causes spasms, second bite blindness, third bite fatal).

[87] An irregularly-shaped cave room entered from the northwest and the east at the southeast corner (connects to Location 2). A 6 FT diameter vertical shaft in the ceiling connects to the Southwest Upper Cave Area; a bullet-shaped anti-gravity lift operates in the shaft, stopping at the bottom of the shaft and at the shaft top every five minutes. Zaramand (male Human, 22 years, Rascal L1) and his wife, Saramella (female Half-Elf, 19 years) are found in the north end of the room. He wears a brown shirt and rust-colored pants (no shoes), she wears a light blue knee-length peasant dress and sandals. They have found an aviator's fur-lined jacket with goggles, a copper hip flask filled with brandy, two books of paper matches, and a decorated stag's horn filled with primitive black powder. They are both wet, having escaped a rapidly flooding river (the cave in their area is avoided because of its reputation for being haunted).

205. A cave exit to another time and place.

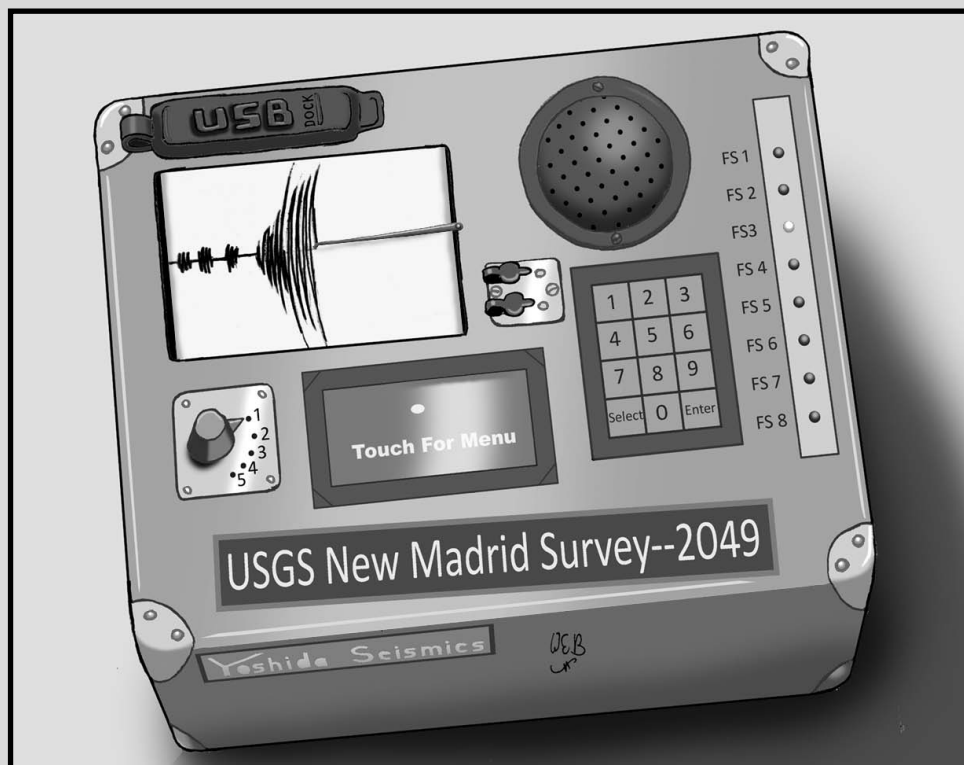
206. A north to south section of cave corridor, it descends 20 vertical FT, continues on the level a short distance then climbs 20 vertical FT (passes underneath Location 209 without connecting).

207. A roughly rectangular cave room oriented northwest to southeast, the northeast side is open to a wide and very deep chasm. The room is entered from the southwest (connects to Location 208) and the south at the southeast end. An enchanted circle is inscribed inside an octagon on the room's floor (constructed from dark blue tile fastened to the floor); persons stepping into the circle are immediately transported to its twin in the floor of Location 224 on the chasm's north side (about 100 FT to the north). A 10-inch layer of white guano covers the southeast end. The opening of Location 224 is seen across the chasm to the north. The area is occupied by 3 Ursus Bears (HD9, hp84, AC20, bite causes gangrene). A colony of 120 ordinary bats roosts here. Near the bears are found a wood crate with 10 canned hams, a wood crate with 8 rifles (22 caliber, 16 ten-round magazines, 600 rounds), an oilcloth satchel holding 30,000 dollars in 1954 25-dollar US bills, and a backpack with 2 green wool blankets (marked 'US'), a GI-style mess kit, a 20-power rifle scope, a pair of yellow-tinted sunglasses, and 3 highway flares.

208. An oval cave room oriented from northwest to southeast, entered from the northwest (wrapping around to the northeast, connects to Location 207) and from the southwest (connects to Location 209).

209. A very large cave room consisting of a long and wide section orientated from east to west-southwest, and a narrow lobe extending to the northwest. The room is entered from the northeast at the north end of the lobe (connects to Location 208) and from the southwest at the southwest end. A rectangular sinkhole in the room's center is 25 FT below floor level, some metal debris is visible at the bottom. Theonas (male Half Elf, 34 years) and his mother Satrenna (female Elf, 94 years) are examining three pyramids of iron balls (each 8 inches across, cannon shot). He wears a white shirt with colorful embroidery of birds over dark green pants, moccasins, and a tan beret; she wears a dark grey peasant blouse over a dark blue knee-length skirt, hose, and black leather shoes. They have found a flint-knapped knife, an open bronze helm with feathered crest (Ancient Times), and a plastic canteen filled with cranberry juice. They entered the caves looking for specimens of the Linfairman Mushroom, used in the preparation of medicines

210. An L-shaped, very large irregularly-shaped cave room, with the longer section oriented north to south, and a shorter section oriented west to east, the elbow towards the southwest. The north end is open to a wide and deep chasm along its entire length. The room is entered from both the southwest and southeast at the south end. A female Sabre-Tooth Cat (HD5, AC14, bite 1d10) and a male cub are in this room. They lie on several black wool cloaks; a sunburst badge is sewn onto each cloak in gold thread. Adventurers find a rectangular box in the room, 16 inches by 10 inches, with a rectangular display screen, circular speaker, a rectangular symbolic keypad, selector switches, and rows of LED lights.



211. An L-shaped curved section of cave corridor. A glowing blue-green goop or gel drips out of a crack in the ceiling and puddles on the floor (contact hp2 acid damage/round). A platinum medallion is found in the area, with black ivory inlaid in a spiral pattern (3875 GP).

212. A small oval cave room entered from the south, at the end of a cave corridor spiral. Talaskonosis (male Human, Priest L3, 25 years) is found chiseling a niche in the wall for a 1 FT copper-and-ivory idol (Voluanic, a god of the Underworld, 1009 GP). He is dressed in a well-made cloth tunic and pants, sandals, and an oval hat. He carries a bronze pick, two bronze chisels, a stone hammer lashed to a wood handle, primitive oil lantern, two clay flasks of lamp oil, two pieces of flint, and a piece of aromatic resin (offering, 120 GP value). He has found a woman's vinyl purse with two lipstick, nail file, compact, a folded 'Woman's Day' magazine, an energy bar, and a lady's battery-powered wristwatch (8 months)

213. A very large oval-shaped cave room, oriented west to east. The room is entered from the south at the east end, and a worked arch on the west end connects to Location 214. The center portion of the room is elevated 6 FT above the east end, and the west end is elevated by 14 FT (8 FT above the center section). Ten mauve-colored stone pillars, each 14 FT high, stand in the center section, each topped by a large amphora (two-handled ceramic vessel with long narrow neck).

214. A large circular-shaped cave room oriented west to east, entered from the east from Location 213 through a worked stone arch. An opening in the west end leads to Location 215. An 8 FT wide shaft leads down to the Southwest Lower Secondary cave area. A thick cover of moss covers the entire floor, including the shaft; persons walking across the room fall into the shaft unless succeeding on 1d20 rolls GTET [32-Agility].

215. A moderately-sized triangular-shaped room with the point towards the west-northwest, entered from Location 214 through an opening in the east wall. The room is occupied by 7 Doppelgangers (HD5, hp40, AC15) appearing as Dwarven miners in chain mail, with metal caps, picks, mattocks, and machetes. The Doppelgangers together have bedrolls, canteens, 46 meals, 10 bottles of beer, 3 bottles of ale, 136 CP, 21 SP, 5 rubies (1d100*1d12*1d8 GP each), 9 pearls (1d100*1d12*1d10 GP each), a guitar, a fiddle, gaming dice, Sky Hook, Smee's Hogtie Rope, and 15 burlap sacks of silver ore. One wears a Ring of Joth (illusion protection), one wears a Talisman of Leaping, and one wears an Arrow-Proof Cloak.

216. A section of cave corridor that connects to the Northwest Lower Cave Area. The distance is about 750 FT.

217. A large oval cave room oriented east-northeast to west-southwest, entered from the west (connects to Location 216 and the Northwest Lower Cave Area) and from the northeast (connects to Location 218). There are two floor/ceiling pillars in the room. An area of deep blue mud is along the southeast wall. Mattius (male Human, 36 years, Alchemist, Warrior L3) is found scraping mold and lichen from the cave wall into a copper dish. He is dressed in an elaborate white shirt with puffed sleeves and embroidery, a belt with gold lion-shaped buckle (46 GP), and puffed pantaloons, and a pointed red hat with two long feathers. He carries a good-quality steel knife, 30 FT of strong cord on a spool, a small pick, a steel hammer, two chisels, a copper flask of wine, and an oil lantern.

218. An irregularly-shaped cave room, entered from the southwest in the southwest corner (connects to Location 217), and from the east in the southeast corner.

219. A circular room entered from the south (connects to Location 220). A circular shaft in the floor descends to the Southwest Lower Secondary cave area. The room contains a folding (card) metal table with three folding metal chairs. On the table are an unusual lantern connected to a metal cylinder (propane-type camping lantern), two empty open rectangular containers (Styrofoam fast-food boxes), two open glass bottles with an amber liquid (labels translate as 'Jack Daniels' whiskey) and a rectangular metal-ivory object with hinged top and a rectangular array of symbols on pushbuttons (laptop computer). On 1d20 rolls GTET 13 the objects are being examined by a man in a long tunic and cloak, studded leather armor, open helm, carrying a Long Sword (Varichondo, Warrior L7, from about 100 years in the Adventurer's future).

220. An oval-shaped cave room entered from the north and west at the west end; the north branch leads to Location 219.

221. A circular cave room entered from the north (turning west), the east, the southeast, and the south (leads to Location 2).

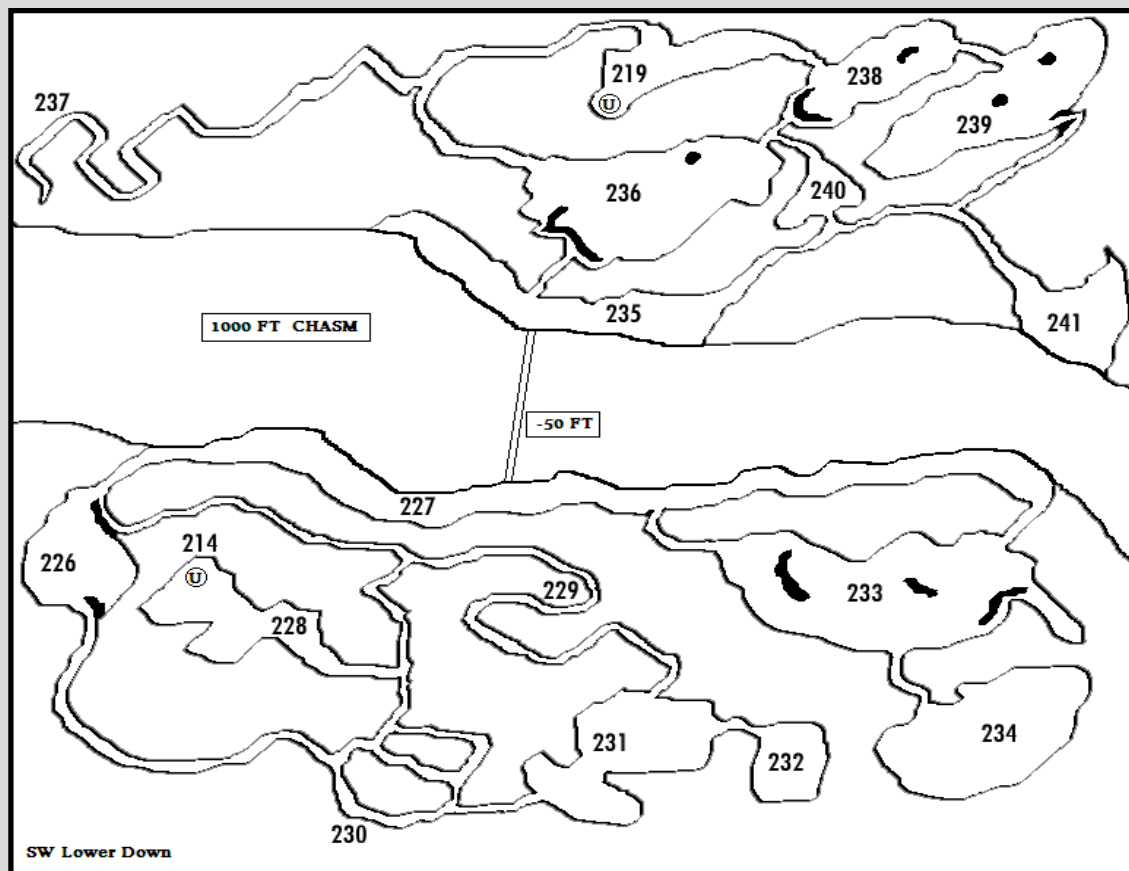
222. A long rectangular cave room, entered from the north and south; the south exit has branches towards the west and east. Herman (male Human, 26 years) and Olphelia (female Human, 22 years, pregnant) are found huddled together in the northeast end. Herman wears an elaborate red vest over baggy white shirt, green trousers, black shoes, with a battered green felt hat; Olphelia wears a blue hooded cloak over an aqua knee-length dress. They have a single blanket, three candles, a walking stick, small folding knife, a small amount of beef jerky and a loaf of bread. They have found a metallic space blanket and a whaler's book hook. They are Rumanian gypsies (1931AD), chased into the cave when local villages burned their truck caravan; Herman is an excellent engine mechanic and Olphelia is trained as a nurse.

223. A section of cave corridor stretching along the north side of a wide and deep chasm. This area is entered from the north and the northeast at the east end. The corridor is open to the chasm along its entire south side. The corridor varies from 16 FT wide to 30 FT wide. Bythoria (female Human, 19 years, Warrior L4) is here, dressed in dark brown shirt and ankle-length dark green skirt, and leather moccasins. She has two small lambs with her. She carries a curved staff with bronze spike on the bottom, a well-made steel long knife with ivory hilt, a copper canteen, and a backpack with a first-aid kit and six meals of biscuits, cheese, dried lamb and pemmican. She came into the caves looking for lost sheep after wolves attacked her flock.

224. An irregularly-shaped cave room entered from the northwest. The south side is open to a wide and deep chasm. An enchanted circle is inscribed inside an octagon on the room's floor (constructed from dark blue tile fastened to the floor); persons stepping into the circle are immediately transported to its twin in the floor of Location 207 on the chasm's south side (about 100 FT to the south). The opening of Location 207 can be seen across the chasm. The area has a smell of gasoline, coming from eight leaking jerry-cans (1941AD) in the southeast.

225. A section of cave corridor running from the northwest to the southeast. Several pictograph symbols are painted on the east wall in glowing, phosphorescent green paint; the symbols translate as, 'the fourth cat statue opens the hidden door, take the second left and second right, climb to the fourth hall of Gorohap's pyramid, the gold treasure is in Saulivetra's sarcophagus.' A small copper key hands on the wall from a blue ribbon.

Southwest Lower Secondary Cave Area



[214] A circular shaft in the ceiling leads up to the Southwest Lower cave area.

[219] An irregularly-shaped cave room entered from the north (turning to the west) and from the east (connects to Location 233). A circular shaft in the ceiling leads to the Southwest Lower cave area. The area is occupied by 12 Ice Ants (HD2, hp 14, AC14, paralyzing poison).

226. An oval cave room oriented north to south, entered from the north and from the south. The north exit has two branches, one to the northeast (connects to Location 227) and one to the east.

227. A long cave corridor running from west to east along the south side of the chasm. The west end leads to the southwest and branches (one branch leads to Location 226), a corridor leading southeast from the center connects to the west side of Location 233, and a corridor leading southwest leading from the east end connects to the east side of Location 233. The entire north side of the corridor is open to the chasm. A stone bridge in the center connects this area with Location 235 on the north side; the opening at Location 235 can be seen across the chasm. Theodore (male Human 36 years) is found on the east end of this area, between the two passages to Location 233. He is dressed in a pith helmet, tan shirt, brown hunting jacket, tan trousers, and high leather boots. He has a bowie knife, a large-caliber eight-shot revolver (24 rounds in belt case), and a large-caliber double-barrel shotgun (unloaded, 20 rounds in belt case). He was hunting gazelles on a tropical plateau when an earthquake split the ground beneath him, he woke in the cave.

228. An irregularly-shaped cave room oriented from northwest to southeast, entered from the east. Location 214 is at the northwest end.

229. A section of cave corridor running from northwest to southeast. There are steam vents along the west side, filling the area with a dense fog (-4 TH penalty); persons moving through this area are showered with scalding water on 1d20 rolls GTET 12 (hp2d8, half damage on 1d20 roll GTET [32-Agility]).

230. An L-shaped section of corridor running north to south then turning east. A 7 FT cylindrical wood statue with an oversized, elongated face, with long ears and a jutting chin (resembles Polynesian), with a divine aura. Its eyes are amber, the nose and teeth are ivory. One tooth flips up to reveal a lever that opens a hidden panel at the top of the head, inside is a Mage Zapping Wand and Nergod's Ring (invisibility to undead).

231. A cave room roughly rectangular in shape, oriented west to east, with an adjoining oval room immediately to the south. The room is entered from the southwest and from the north, with a passage to the east leading to Location 232. An old moonshiner's still is in the room, along with wood crates with 40 empty mason jars, a wood crate with 10 filled/capped mason jars, 16 burlap bags of grain, and a pouch with 32 shotgun shells.

232. A rectangular cave room oriented north to south, entered from Location 231 from the west in the northwest corner. A round green metal tower is found here, 7 FT high by 5 FT diameter with a flared base 9 FT in diameter. Ten thick cables of different colors lead from the trunk into the nearby rock. A line of twelve vertical blue lights blink on-off at random, and a circle of green lights pulsate around the top. A blue metal humanoid face is attached 4 FT off the ground. The machine communicates telepathically (range 25 FT) and asks the time and place a traveller seeks – the machine can control time settings in the caves so that if an Adventurer goes immediately to the nearest exit (Location 205 in the Southwest Lower cave area), they will exit into the specified time at the specified location (+1d8 minutes grace period, usable one/day).

233. A very large cave room, roughly oval in shape, oriented from west to east. The room is entered from Location 227 through passages in both the northwest and northeast. A long lobe hidden behind a pillar in the southeast leads further southeast. A corridor leading south connects with Location 234. A large pillar separates the west end from most of the room; a smaller pillar is in the room's center. Olphi (female Human, Priestess L1, 17 years) is found near the western pillar, naked and groveling on the floor in front of a pile of stones. A 14-inch effigy doll (Kahara, Earth Goddess) is on top of the stones, the doll made from leather, clay, bamboo, pieces of flint, and flecks of gold ore. A burning torch is stuck into the floor, near a deer skin dress, hide sandals, and a woven belt with two flint knives. Two Giant Badgers (HD3, AC15) with 3 juveniles (HD2, AC12) are in the southeast lobe.

234. A large oval cave room oriented from northeast to southwest. The room is entered from the north on the west end (connects to Location 233). A shallow (3 FT) pool of hot water is in the northeast end.

235. A cave corridor running west to east along the north side of a wide and deep chasm. The area is entered from the north in the center (leads to Location 236) and from the northeast at the east end. A stone bridge connects this area with Location 227 on the chasm's south side; the opening for Location 227 is visible across the chasm.

236. A very large cave room, roughly oval in shape, oriented from east-northeast to west-southwest. The room is entered from the south (a pillar in the southeast hides the passage, connects to Location 235), from the west in the northwest corner, and from the northeast at the east end. The prow of a longship is found here, with a dragon's head carving (it has ruby eyes, each 4500 GP).

237. A section of cave corridor running northeast to southwest; the corridor dead-ends immediately to the south of this area. Selinna (female Human, 29 years, Priest L5) is found on her knees, praying to her monotheistic deity. She wears a white hood, an ankle-length white dress, a dark brown cloak, a brown rope belt, and carries a hooked staff. She was on a coach that was attacked by bandits, and found the cave while being chased

This area is subject to frequent fogs and mists. Any room is filled with thick fog on 1d20 rolls GTET 14 (-3 TH modifier to combat, -2 to other rolls requiring good visibility).

[90] A steep worked stone stair leads upward to the west then a rough cave corridor turns and climbs to the Southwest Upper cave area, a distance of about 550 FT.

[216] A twisting cave corridor leading to the Southwest Lower cave area, a distance of about 750 FT.

242. A cave exit to another place and time, entered from the south (connects to Location 243)

243. A long cave room oriented from the northeast and southwest, entered from the north at the east end (connects to Location 242), from the northwest and the south. Four pillars form a line down the middle of the room. Two (gold) miner's pans are found on the floor.

244. Two worked stone stairways, one leading upward and to the south, the other leading upward and to the west. Locations 245, 246, 247, 248, and 249 are between the stairs. The stair to the west leads to Location 250. The stairs together rise 35 FT (from Location 242 to Location 250).

245. A large irregularly-shaped cave room consisting of three connected sections, an oval section oriented northeast to southwest, a rectangular section oriented northwest to southeast, and a triangular section with a point towards the north. The room is entered from the southeast at the south end. Bruidan (male Human, 44 years, Warrior L3) and Corella (female Human, 27 years) are found embracing. He is a hunter and tracker, wearing a buckskin jacket over a dark green shirt and brown-tan pants; she is a weaver, wearing a low white bodice over a dark blue knee-length skirt, with a blue hat. Bruidan has a long bow, quiver of 34 arrows, and a Rapier +1. They are both married to other persons.

246. An elongated six-sided cave room, oriented from the northwest to the southeast, entered at each end; the room is at the bottom of a ramp (Location 249). The corridor to the northwest leads to Locations 247 and 248. The center part of the room is filled with cold water, up to 8 FT at the deepest point. The area is occupied by 14 Giant Poison Frogs (HD3, hp25, AC10, paralyzing poison bite). Six wood barrels are in the area (all covered), four are empty, one is filled with rotting flour, and the last holds 482 SP, 113 GP, eight pieces ivory scrimshaw (each 1250 GP), a silver-bladed Dirk +1 in scabbard, a leather swordsman's belt with Rapier (Undead Blinding, save 1d20 GTET [32-HD]), a pair of green Thief's Gloves, and a Choker of Tongues; a close-fitting insert in the top holds 8 inches of moldy flour (-3 to find the treasure beneath).

247. A rectangular cave room oriented from northeast to southwest, entered from the west at the west point. A pillar is in the southern part of the room. The eastern two-thirds of the room is filled with water, 12 FT deep at the east wall.

248. A dry dead-end area at the end of a U-shaped corridor, the dry room is oriented from northwest to southeast; the U-shaped corridor is filled with cold water to depths between 5 FT and 10 FT deep. A 6 FT blue stone idol is here, a rotund man with a round face, long narrow eyes, a hooked nose, folded hands, wearing a loin-cloth and vest, seated in the lotus position. One eye is made of dark blue glass (48 GP), the other eye socket is empty. The area has a divine aura. Good persons who rub the idol's belly gain a +1 TH bonus while they remain in the Northwest Lower cave area.

249. A wider section of cave passage oriented from the northwest to the southeast. This area is a ramp, the northwest end 25 vertical FT lower than the southeast end.

250. An oval cave room oriented west to east. The west end is entered from corridors to the northeast and southwest, the east end is at the top of a worked stone stair leading downward (one segment of Location 244). A pillar is in the center of the room. Yorthin (male Human, 31 years) and Hepran (male Human, 27 years) are cousins; they are examining a partially-disassembled Gattling gun. They are dressed in an antique style of heavy winter leather coat, wool cap, wool leggings, with mittens and snow shoes. They have primitive steel belt knives (wood hilt) and carved staves. They took shelter in the cave from a fierce blizzard blowing through a mountain pass.

251. A section of cave corridor that runs from northwest to southeast. A semi-circular wire frame spans the passage roof, a thicket of wild grape vines grow on the frame, heavy with sweet grapes. Yellow roses are intertwined along the west wall. Two life-sized statues of large dogs stand in the area, both show auras of enchantment with no magical effects.

252. An L-shaped dead-end section of cave corridor oriented from west to east. Victor (male Human, 42 years) is here, dressed in a black shirt, black pants, leather shoes, with a dark green wool poncho and wide-brim straw hat. He is carrying a six-shot revolver (12 rounds in belt case). He is found opening six crates of single-shot rifles (Winchester-type), each crate holding 12 rifles. There are also four cases of revolvers (10 each), two cases of cavalry swords, a case with thirty sticks of ACME dynamite, and ten cases of canned buffalo meat.

253. A very large irregular cave room oriented west to east, entered from the southeast (connects to Location 216 and the Southwest Lower cave area) and from the northeast in the center of the north wall (connects to Location 254). A dead-end passage leads to the south from the southwest corner then turns east; raw diamond crystals are embedded in the south wall (3d100 can be mined at 1d100*1d20*1d10 GP each when cut). A large sinkhole is in the floor in the northwest part of the room, roughly oval-shaped, its bottom is 22 FT below floor level (it can be carefully scaled, the sides are steep but not vertical). A circular room off the east side of the sinkhole goes under the main floor. There are three large pillars in the room.

254. A large cave room, roughly triangular in shape with the point towards the west. The room is entered from the west-northwest at the west end, from the east-southeast at the east end, and from the south-southeast from the east wall. Phosphorescent moss on the roof create a pale green light. Celeff (male Human, Warrior L3, 17 years) and Goanna (female Human, Warrior L1, 15 years) are found next to a small fire, with their bedrolls. They are both game hunters, and were recently married. They have 4 flint knives, a flint axe, 6 fire-hardened javelins, 2 slings (20 stone shot/each), a bolo, and a bamboo blowgun (10 poisoned darts, paralysis for 3d20 minutes, save 1d20 roll GTET [32-Stamina]).



255. An L-shaped dead-end cave corridor leading to the northeast, lined with rough salt crystals. A Poison Ivy plant is found at the northeast end.

256. A roughly-circular cave room entered from the east, filled with a thick bed of ferns. An Ankylosaurus (HD8, hp68, AC65, bite 1d6, tail ball 1d12, any rectangular four legged animal with small triangular head with a horned beak, heavy bone back plates rimmed with bone spikes, having a long tail ending in a heavy round bone ball) is found here, eating.

257. A large cave room, roughly rectangular in shape, oriented north to south. The room is entered from the southwest and the northwest on the west side, and from the north. A passage connects the northeast corner to the southeast corner; this passage is entered from the east (connects to Location 263) and the southeast.

258. A large cave room, roughly rectangular in shaped, oriented west to east. The room is entered from the north. A worked stone stair enters from the west, leading up (Location 90). The room has three large pillars in a line, separating the eastern section from the rest of the room. A 7 FT stone chair is found in the eastern section. The room is occupied by a mottled green-tan bipedal reptile (HD12, hp107, AC55 body, AC40 head, bite 2d8, kick 1d12, tail 1d10, trample 3d10) with huge lower legs, long rectangular head, very short upper 'arms,' and a long tail.



259. An oval cave room, oriented from northwest to southeast, entered from the west and the east at the north end, and from the south at the south end (connects to Location 261). A dead-end tunnel leads to the west from the south end then turns north. Caranollia (female Human, 17 years) is found here. She has long red hair, golden eyes, and a nubile figure, dressed in an ankle-length green toga with green leather belt (copper snake clasp) and sandals. She wears sea-shell earrings, a copper-topaz ring (3862 GP), and a copper-ivory-amber brooch (9804 GP), and holds a primitive steel dirk. She ran into the caves to hide when her father's manor was attacked by foreign barbarians.

260. A curved section of cave tunnel running from northwest to east. A non-functional robot is covered in thick spider webs; it has treads, a silver barrel-shaped body, two flexible extending arms ending in three-prong pincers, a black conical head with four colored lenses and a clear circular ring on top.

261. A very large cave room roughly rectangular in shape, oriented from west to east. The room is entered from the west at the northwest corner, the south in the southwest corner, and from the northeast at the northeast corner (turning west). The room has three pools of water, from 7 FT to 20 FT deep. A large Y-shaped pillar is in the east side of the room.

262. A large cave room, roughly circular in shaped, entered from the southeast and the west (connects to Location 263). Location 270 is about 35 FT above this room (oriented northeast to southwest). A vertical shaft in the ceiling connects this room to the floor of Location 270. The room has two pyramidal stacks of iron cannon shot.

263. A very large irregular cave room oriented from west to east, with an oval lobe extending to the northeast from the west end, and an oval lobe extending to the southwest from the east end. The room is entered from the east (connects to Location 262). An oval ledge on the west end wall is 35 FT above the room floor (a corridor entering from the southwest leads to Location 257). A ledge at the north end of the west lobe is 60 FT above the room floor (a corridor leading to the northeast connects to Locations 267, 269, and 270). An opening in the center of the north wall is 10 FT above floor level (a corridor leads to the northeast then east and connects to Location 265). There are three substantial pillars in the room. Baroch (male Dwarf, 104 years, Warrior L3) has a small anvil set up in the southeast lobe, with a crate of simple blacksmith tools (tongs, hammers, punch, etc.). He is dressed in a wool shirt with knit cap, leather pants and boots and gloves; nearby is a chain mail shirt, closed-face helm, heavy mace, and knife in a sheath. He is working on repairing a breastplate.

264. A section of curved cave corridor running from the north and turning towards the southwest. This section of corridor is a ramp down (the north end is 10 vertical FT higher than the south end).

265. A large cave room, roughly oval in shape, entered at the west end (connects to Location 263 at 10 FT above the floor) and at the east end. A curved dead-end passage branches to the east from the east end then turns to the southwest. Location 268 is about 20 FT above this room (oriented northwest to southeast). A vertical shaft in the ceiling connects with the floor of Location 268. A thick curved pillar at the west end hides the west exit. The room is occupied by 15 Skeletons (HD1, hp6, AC22) with 8 Warrior Skeletons (HD2, hp18, AC30) and a Skeleton King (HD5, hp50, AC60). Four leather bags contain 422 CP, 308 SP, 140 GP, 83 quartz crystals (2d20 GP each), ruby (18,250 GP), diamond (15,125 GP), topaz (9300 GP), gold crown (22,175 GP), 6 silver rings (600 GP each), 5 silver goblets (200 GP each), 2 gold goblets (500 GP each), Greater Healing Potion, Love Potion, Brainstorm Cordial, 4 vials Holy Water, 2 vials Unholy Water, and a Skeleton Doorknob).

266. An oval cave room oriented north to south, entered from the northwest (ramp upward, connects to Locations 267, 268, 269, and 270) and the east (a ramp down, connects to Location 264) at the north end. This location is 10 FT lower in elevation than Location 268, 30 FT lower than Location 267, and 20 FT higher than Location 264.

267. An oval cave room oriented from northeast to southwest, entered from the southwest (connects to Locations 269 and 270 and to the ledge 60 FT above Location 263). A large opening in the east-southeast wall overlooks a corridor leading east, then north, the corridor is 20 FT below floor level.

268. A large cave room, roughly oval in shape, oriented from northwest to southeast, entered from the northwest at the north end. This room is 10 FT higher in elevation than Location 266 and 20 FT lower than Location 267. This room extends above Location 265 (the floor about 20 FT above the ceiling of the lower room); a circular shaft in the floor connects with the ceiling in Location 265. Lerron (male Human, 44 years) is dressed in a heavy cloak, black wool shirt and pants, brown leather boots, with a steel belt knife, steel breast and back plates, small steel pick, and pointed pry bar. He has a belt purse holding 16 GP and 2d12 gems (various types, value 1d100*1d20 GP each). He is using a dowsing rod to find gems.

269. A circular cave room entered from the south.

270. A large cave room consisting of a roughly circular cave room connects adjacent to an oval room to the south (the oval section oriented northwest to southeast). The oval area is entered from the northwest (connects to Locations 267 and 269). The corridor connecting this area to Location 269 crosses above the corridor between Locations 265 and 263. The oval area of this room is immediately above Location 262; a shaft in the floor connects with the ceiling of Location 262. The area is occupied by an Olympian Sphinx (HD10, hp92, AC70, human head-wolf-owl wing) with 4 Giant Pythons (HD6, hp38, AC16). A nearby 5 FT marble statue of a Satyr sits (pearl eyes, 6820 GP, 8472 GP) on a 7 FT diameter by 2 FT high wood dais; a wood peg in the statue base holds it to the dais (detect 1d20 roll GTET [34-Intelligence], total lifting Strength GTET 40 required); the wood base can be lifted and moved (requires total Strength GTET 36) to reveal a 10 FT deep square pit – at the pit bottom are 6 amphora (20-gallon) of good quality wine, 3 amphora of olive oil, an amphora of fermented honey, a Wand of Delithin (trap detecting), an Armor-Lessening Wand, Vyceff's Staff (wall of fire), three long swords, Scimitar +1, Long Bow +1, lance, Lance +1, five double-bladed war axes, War Hammer +1, four quivers each with 30 arrows, and 2*Ice Darts.

Exits from the Cave

Adventurers who exit through Location 1 return to their native time period (only the hours actually spent in the cave have elapsed); those who exit through any other location go to another time. The cave exits found in the Northeast, Southeast, Southwest, and Northwest Upper and Lower cave areas (Locations #41, 52, 73, 101, 150, 175, 205, and 242) always lead to a time period different from the one in which travelers entered the cave. The exit time connections are not fixed and change every 1d100 hours. A small area around a cave mouth remains associated with the Cave of Years – as long as an Adventurer remains within a quarter mile (approximately 200 yards) of the cave mouth they can freely re-enter the cave (and return to their baseline time via Location 1) – however, as soon as a traveler moves more than 200 yards from a cave mouth, the cave exit vanishes, for them, and they are stranded in whatever time period the cave had connected to. A stranded traveler must search out the new location of the cave (1d100*1d10 miles in a random direction), entering again through Location 1. The ‘new’ time then becomes their baseline time.

Whenever Adventurers reach one of the cave exits, determine the time period to which that exit is currently connected from the table below using 1d100; determine the number of hours before that connection changes using 1d100 (the exception is if Adventurers have used the time-control device found at Location 232 and gone directly to the nearest exit, Location 205). Dates on the chart are from ‘modern times’ (e.g. the current time in the campaign world).

01	Dawn of Time (no life on land)
02	Colonization of Land (plants and primitive legged fishes near water)
03	Age of Plants (diverse plant ecologies, primitive reptiles and crocodilians)
04	Early Age of Terrible Lizards (small bipedal carnivores, large herbivores)
05	Late Age of Terrible Lizards (large to very large carnivores and herbivores, some birds)
06	Early Age of Mammals (mostly small mammals, early pack hunters)
07	Late Age of Mammals (very large herbivores, large bears and cats, pack hunters)
08	Beginnings of Man (early Human-Elf-Dwarf-Gnome, small tribes, fire, no technology)
09-10	High Ice Age (large tribes, beginning agriculture, tamed animals, stone-bone technology)
11-13	Beginnings of Civilization (first cities, building in stone, monuments, discovery of metals)
14-18	Bronze Age (city-states, organized religion, temples, writing, first magic, GTET -5000 years)
19-24	Iron Age (first empires, pantheistic religion, discovery of mathematics, GTET -2000 years)
25-29	Early Ancient Times (sea voyages, complex magic, - (8d100 + 1200 years))

30-35	Late Ancient Times, - (5d100 + 600 years)
36-41	The Recent Past, - (5d100 + 100 years)
42-50	Yesterday, -1d100 years
51-57	Tomorrow, +1d100 years
58-64	The Near Future, + (5d100 + 100 years)
65-71	The Next Age, + (8d100 + 600 years)
72-76	The Rise of Technology (complex metalworking, scientific method, + (5d100 + 1200 years))
77-81	The Age of Engines (steam to combustion engines, end of magic, + (3d100 + 1700 years))
82-86	The Age of Electronic, (electric generation, battery-powered machines, + (5d100 + 2000 years))
87-91	The Age of Space (fission to fusion power, energy weapons, aliens, + (5d100 + 2500 years))
92-95	Early Galactic Period, + (1d100*10 + 3000 years)
96	Middle Galactic Period, + (1d100*25 + 4000 years)
97	Late Galactic Period, + (1d100*50 + 7000 years)
98	The Far Future, + (1d100*200 + 15,000 years)
99	The Early Dying Earth, + (1d100*50 + 35,000 years)
100	The End of Time, + (1d100*200 + 50,000 years)

Rules for Firearms

A proficient firearm wielder hits their target within range on 1d20 rolls GTET 13 for a smooth-bore weapon and GTET 09 for a rifled weapon. Persons who are not proficient apply a -5 TH modifier. Apply a -6 modifier if the target is up to 50% beyond range and apply a -8 modifier if the target is GTET 50% beyond range. Apply a -3 TH penalty when firing at moving targets. Apply a -3 TH penalty when the target has partial cover and a -8 penalty when substantial cover is present (for example, a thick stone wall they can completely hide behind). When facing a grouping of opponents at similar range, a shot missing the intended target hits a nearby opponent on a second 1d20 roll GTET 18. Persons from time periods that use firearms are proficient on 1d20 rolls GTET 12; make separate determinations for pistols and rifles. Military personnel apply a +2 bonus for firearms of their time period. Energy weapon users are not proficient with gunpowder firearms.

Muskets, blunderbusses, flintlocks, and similar black-powder weapons (e.g. any weapon that does not use packaged cartridges or metal-jacket bullets) fire every fourth round (fire-3 rounds to reload-fire); any round in which they are not actively reloading extends the period between weapon firing. Military personnel require only 2 rounds to reload. Black powder weapons create a smoke cloud that persist 1d12 rounds per shot; any person firing through/into this cloud applies a roll penalty of -4 TH.

Weapons that use pre-packaged cartridges fire every other round (fire-reload-fire). Non-automatic-fire weapons that use cased bullets fire 2 shots/(time) round. Automatic pistols and rifles fire 5 shots/(time) round. Fully automatic heavy weapons (Gatling guns to modern heavy machine guns) fire 10 groups of shot/(time) round, one 'to hit' roll per group (damage x10 for Gatling guns, damage x50 for machine guns). Revolvers ('six shooters' and similar weapons without ammunition magazines) require 2 rounds to reload (fire-reload-reload-fire). All hand-held weapons with ammunition magazines require 1 round to reload. Heavy mounted weapons require 3 rounds to reload (requires military proficiency).

A 'modern' person (e.g. one native to the fantasy campaign) fires a firearm for the first time at a total TH penalty of -16 at range (no chance of hitting beyond range). They become 'accustomed' to the firearm after firing [25-Intelligence] shots and afterward apply a total TH penalty of -8. They may attempt to become proficient beginning on their tenth (10th) shot after being accustomed, succeeding on 1d20 rolls GTET [29- Agility]. If the person attempting to become proficient is instructed by a weapon-proficient instructor, apply a +2 bonus to the proficiency roll. An individual accustomed to either a pistol or rifle, applies a -10 TH penalty on their initial shots with the other firearm type.

A 'modern' person incorrectly loads a black powder weapon on 1d20 rolls GTET 09 if they are teaching themselves, on rolls GTET 18 if being taught by a weapon-proficient instructor. The results of an incorrectly-loaded weapon are determined using 1d20 as follows: (01-03) fires normally – roll to hit the target, (03-11) misfire – under loaded with no damage to target, (12-18) misfire – over loaded with hp1d6 blowback to the user, (19-20) misfire – severely over loaded with muzzle explosion and hp3d6 to the user.

Fire, including fire spells, ignites black powder on 1d20 rolls GTET 07; electricity, including lightning and electrical magic, ignites black powder on rolls GTET 11. Ignited black powder causes (quarter-pound)*1d6 damage. Metal-cased ammunition is ignited by fire on 1d20 rolls GTET 10 and by electricity on rolls GTET 13. Exploding ammunition causes (number rounds carried)*1d3 damage. Games Masters may have to take into account the location of black powder and ammunition on an Adventurer's body, as well as the direction of attack by fire or lightning magic in determining whether the powder/bullets may reasonably explode.

Rules for Energy Weapons

A proficient energy-weapon user hits their target at range on 1d20 rolls GTET 07; because of focusing, power, and energy loss considerations an energy weapon has no effect beyond its rated range (the energy contacts the target without imparting damage). Early period energy weapons (2050AD to 2200AD) fire 3 shots/(time) round while later weapons fire 4 shots.

Persons who are not proficient apply a -5 TH penalty; a person proficient with gunpowder-based weapons but not energy weapons applies a -3 penalty. Apply a -3 TH penalty when firing at moving targets. Apply a -2 TH penalty when the target has partial cover and a -6 penalty when substantial cover is present (light or insubstantial cover is destroyed after 1d6 hits). When facing a grouping of opponents at similar range, a shot missing the intended target hits a nearby opponent on a second 1d20 roll GTET 15. Persons from time periods that use energy weapons are proficient on 1d20 rolls GTET 12; make separate determinations for pistols and rifles. Military personnel apply a +2 bonus for energy weapons of their time period.

Military personnel change the battery for any energy pistol or rifle in one round (fire-change-fire); other persons change a pistol battery in one round (fire-change-fire) and a rifle battery in two rounds (fire-change-change-fire). Batteries for heavy beam weapons require four rounds to change. A person who is not proficient with energy weapons incorrectly installs the battery (power cell) on 1d20 rolls GTET 14; a weapon with an incorrectly-installed battery does not fire (no damage occurs to weapon or user).

A 'modern' person fires an energy weapon for the first time at a total TH penalty of -10. They become accustomed to the weapon after a number of shots equal to [20-Intelligence]; after becoming accustomed, they attempt to become proficient on their tenth (10th) subsequent shot, succeeding on 1d20 rolls GTET [27-Agility]. If being instructed by a proficient instructor, add a +1 roll bonus.

Fire, including fire spells damage a weapon's battery on 1d20 rolls GTET 08; the battery is disabled on 1d20 rolls 01-17 and immediately explodes on rolls 18-20; a previously-disabled battery explodes after 1d8 additional rounds of fire. Electricity, including lightning bolts and other electricity-based magic, disables (shorts out) a battery on 1d20 rolls 01-07, and explodes it on rolls 08-20. An exploding battery causes 1d12 explosive damage, and 1d4 acid damage for 1d6 additional rounds.

Taking Weapons from the Caves to Campaigns

All firearms and energy weapons will function/fire anywhere in the cave areas. However, they may unbalance a campaign when brought out of the Caves and into the Adventurer's world. The following are suggested for Games Masters who do not wish to freely allow firearms.

Gunpowder - Gunpowder may be an inert substance in the Adventurer's home world so that no firearms function outside the cave (e.g. they fire on some Planes but not on others, consult a Seer or Sage to determine the Planes on which firearms can be used). Alternatively, gunpowder is initially effective but degrades over time; for every cumulative week that gunpowder is out of the Cave, a shot misfires on 1d10 rolls GTET [10 - number of elapsed weeks], until in the eleventh week gunpowder weapons do not function at all.

Energy - Batteries can only be charged by a Lesser Magic spell cast by an Air Mage, and the mage must first research the spell – the spell is acquired on 1d20 rolls GTET [30 – Intelligence – Level – {weeks of research}]. Alternatively, batteries are initially effective but their chemistry is such that they degrade in the Adventurer's world; a battery catastrophically discharges on a shot on 1d20 rolls GTET [30 – number of elapsed days]; a catastrophic discharge causes hp1d12 damage to the user; a discharged battery subsequently cannot be recharged.

Languages

When one person speaks another's primary language as their second language, the communication effectiveness is equal to the secondary speaker's proficiency (miscommunication occurs on 1d100 rolls GTET their language proficiency expressed as a percentage value). When two persons do not speak each other's primary languages but both have a third language in common, their communication effectiveness is less than the proficiency of the least-proficient speaker (miscommunication occurs on 1d100 rolls GTET the lowest proficiency expressed as a percentage value, applying a +15 base roll penalty).

An individual has the same primary language as another person of their time on 1d20 rolls GTET 14, speaks another's primary language [of the same time period] as a second language on rolls GTET 17, and both have a common second language on rolls GTET 19.

An individual of one time speaks a language similar to that from an immediately-previous time period on 1d20 rolls GTET 15 (e.g. sufficient similarity for understanding), and speaks a language from the previous time as a second language on 1d20 rolls GTET 18 (may apply a bonus of up to +3 if in a profession that requires the knowledge of 'dead' languages).

An individual of one time speaks/understands a language from two time periods earlier (e.g. Early Age of Machines to Modern Times) on 1d20 rolls GTET 17, and understands a language from three time periods earlier (e.g. Early Age of Machines to Ancient Times) on rolls of 20.

Effective communications always occurs when translation magic is used, provided that the concept(s) exist in both person's vocabulary; when no common frame of reference exists the term or concept is translated as a meaningless word (for example, trying to explain the theory of electricity to a person from the Dawn of History). Translation magic is effective between species (including aliens) even when all or part of their communications take place outside 'normal' range(s) of hearing.

Translation technology is pre-programmed with a particular language depending on the language's time of widespread use; the language is available on a 1d20 die roll GTET: (3) Ages of Late Machines, Electronics, and Space, (5) Early Age of Machines, (6) Modern Times and the Age of Renaissance, or (8) Ancient Times. No language from the Dawn of History is found programmed into translation technology. No alien language is programmed into technology of the Age of Electronics, and an alien language is programmed into the technology of the Age of Space on 1d20 rolls GTET 14.

Translation technology requires at least 20 minutes of effective speaking time to 'learn' an unknown language (e.g. zero translation capability). Translation technology acquires 1 percentage of translation effectiveness for every minute of speaking time it analyzes after 20 minutes, limited to 85% effectiveness (e.g. translations are 40% effective after a total of 1 hour of analysis). When no common frame of reference exists between the translation technology and the language (culture) being translated, an unknown term or concept is translated as a meaningless word.

Descriptions of People from the Historical Periods

The following specific persons can be met inside the caves, the number listed with each name gives the person's map location.

Dawn of History	Ancient Times	Modern Times	Age of Renaissance
Frung 8	Kalapiaddes 34	Erinnam 25	Debora 53
Rowish 39	Mandorellest 77	Solwhenna 30	Gerjen 53
Lelish 104	Mal'ka'chai 98	Nattusik 110	Marlenna 60
Fragur 133	Philpanottish 126	Bettris 129	Roerek 161
Haska 133	Xerraphobi 156	Domokosis 162	Dietrich 161
Vexwa 133	Kammonastic 173	Weshayan 167	Colgrim 161
Urta 193	Talaskonosis 212	Theonas 209	Kharlan 177
Rila 193	Bythoria 223	Satrenna 209	Mattius 217
Olphi 233	Yorthin 250	Varichondo 219	Selinna 237
Celeff 254	Hepran 250	Zaramand 87 Lower	Lerron 268
Goanna 254	Caranollia 259	Saramella 87 Lower	Javier 23
	Baroch 263	Bruidan 245	
		Corella 245	
Early Age Machines	Late Age Machines	Age of Electronics	Age of Space
Linus 43	Fergus 12	Suzanne 7	Hinnezenka 19
Jephet 45	Felix 69	Carin 7	Tewshat 80
Josiah 45	Brigit 69	Felix 27	Ompholy 96
Rogier 151	Jessica 144	Caleb 68	Maeve 108
Alberic 166	Erhard 187	Eckard 68	Constanse 108
Gareth 166	Gregor 203	Helena 68	Iostopper 117
Kalakekkio 172	Herman 222	Jeremiah 191	Serrostonis 117
Magnus 182	Olphelia 222	Justin 202	Hoocopad 140
Abner 196	Theodore 227	Simon 202	Warok 153
Victor 252			Tholsaet 238

Dawn of History: People are several inches smaller than 'modern' persons; dressed primarily in rough skins and rough-woven clothes (flax, wool); thin leather armor augmented by wood or bone; weapons are wood clubs, stone heads mounted on wood handles, or fire-hardened sharpened sticks; no metal technology. Tribal Shamans may be present (either Shaman character class, Levels 1d6, or Priest character class, Levels 1d8); Wizards are not found and there is no 'magical technology'.

Ancient Times: People are generally on the small end of the modern range; dressed primarily in well-woven and dyed clothing; togas and short white tunics are common styles. Adventurers wear well-made leather armor with simple copper or bronze metal helmets and breast-plates (no iron or steel), leg and arm coverings of overlapping reinforced wood strips (e.g. Greco-Roman style; no chainmail or plate mail); primarily short bladed weapons of copper or bronze or long spears, missile weapons are primarily slings and well-made short bows (no crossbows); other technology is at about the level found in 500BC. Shamans may be present to Levels 1d10, Priests to Levels 1d12+2, and Wizards to Levels 1d6. 'Magical technology' is limited to potions, scrolls, weapons LTET +3, armor pieces LTET AC+12, and a few simple items of miscellaneous magic.

Modern Times: The 'here and now' of the campaign world. The full range of current races and cultures may be found, with all weapons available in the current campaign, and all current 'magic technology'. Any character class can be found at Levels to 1d20. Other technology is at about the level found in 1100AD.

Age of Renaissance: People are generally on the tall end of the modern range; dressed in tightly-woven and brightly dyed clothing; ruffles, wigs, and hose are common styles. Adventurers carry high quality steel weapons and armor; some persons carry smoothbore firearms (1 shot every 5 rounds, pistol range 100 FT/rifle 500 FT, pistol damage 1d8/rifle 1d12+2). Other technology is at about the level found in 1500AD. Adventurers are primarily Warriors (swordsmen) and Priests; Wizards and Shaman are rare and viewed with suspicion. 'Magic technology' can be any item but they are generally relics of earlier times.

Early Age of Machines: People are taller by several inches than modern persons, dressed in well-made but plain clothing. Adventurers carry high quality steel knives and swords, many carry early rifled firearms with cartridges (1 shot every 2 rounds, pistol range 250 FT/rifle 1500 FT, pistol damage 2d8/rifle 3d6+2). Other technology is at levels found between 1800AD and 1850AD. Adventurers are primarily Warriors (swordsmen and riflemen), Priests are rare; Wizards and Shaman are very rare and are actively persecuted. 'Magic technology' can be any item but will always be a relic of earlier times.

Late Age of Machines: People are taller by several inches than modern persons. Adventurers carry high quality steel knives and well-made and reliable rifled firearms (6 round pistols and 12 round rifle clips; pistol range 500 FT/rifle 2000 FT, pistol damage 2d10/rifle 2d12+2). Other technology is at levels found between 1875AD and 1920AD. Adventurers are Warriors (riflemen). No Wizards or Shaman or magical technology. No electrical or battery powered technology.

Age of Electronics: People are taller by several inches than modern persons and generally heavier and less physically fit. Persons wear very durable and lightweight clothing mostly made of non-natural materials (polymers, plastics, metal films, etc.). Clothing is often revealing and very colorful. Adventurers carry exceptional quality knives and very durable rifled firearms (10 round pistol clips and 20 round rifle clips; pistol range 750 FT/rifle 3000 FT [with scope], pistol damage 2d12/rifle 3d12). Other technology is at levels found between 1975AD and 2010AD. Adventurers are Warriors (riflemen). No Wizards or Shaman or other magical technology. Widespread electrical and battery-based technology. Some pharmaceuticals have effects similar to those of magic potions.

Age of Space: People are taller than modern persons by more than several inches, generally heavier, and often less physically fit. Persons wear very durable and lightweight clothing with properties similar to good quality armor, mostly made of non-natural materials (polymers, resins, plastics, artificial fiber, etc.). Clothing is tight-fitting, colorful, often intentionally anachronistic. Non-human aliens may be found. Adventurers carry exceptional quality knives and very durable rifled firearms (30 round pistol clips and 50 round rifle clips; pistol range 1000 FT [with electronic sight]/rifle 5000 FT [with electronic sight], pistol damage 2d12/rifle 3d12). Some persons carry molecular polymer blades and laser weapons (range 500 FT at 1d20). No Wizards or Shaman or other magical technology. Virtually all technology is electrically-based, miniaturized, and very light. Much technology has incorporated recording and communications capabilities. Equipment and pharmaceuticals duplicate the properties of many magical items. Other technology is at levels found between 2200AD and 2500AD.

Random Encounters

When Adventurers enter a room not described in the text as occupied, an encounter occurs on 1d20 rolls GTET 14. The encounter categories are determined from 1d20: (01-09) Persons and Intelligent Monsters, (10-13) Machines, (14-20) Monsters. Ideas for specific encounters can be generated by rolls on one of the following category Tables.

Persons and Intelligent Monsters

1d10 roll	1d6 = 1	1d6 = 2	1d6 = 3	1d6 = 4	1d6 = 5	1d6 = 6
1	Human	Human	Elf	Dwarf	Alkanost	Lycanthrope
2	Human	Human	Elf	Dwarf	Incorporeal	Medusa
3	Human	Human	Elf	Gnome	Vampire	Minotaur
4	Human	Human	Elf	Gnome	Black Annis	Flying Monkey
5	Human	Human	Elf	Gnome	Bugbear	Naga
6	Human	Half Elf	Dwarf	Gnome	Dedy	Ogre
7	Human	Half Elf	Dwarf	Gnome	Echidna	Siren
8	Human	Half Elf	Dwarf	Other	Ettin	Sleep Pixie
9	Human	Elf	Dwarf	Other	Goblins	Laume
10	Human	Elf	Dwarf	Other	Kinnara	Leprechaun

An ‘other’ race can be familiar or known races such as Goblin, Minotaur, Centaur, Harpy, Orc, or Naga, or may represent completely unknown alien or outside races found only in the distant past or distant future. An ‘Incorporeal’ is any Wraith, Specter, Banshee, Spirit, Vision, Ghost, or other incorporeal Undead whose intent is not to attack and destroy, and who attempts to communicate with Adventurers.

A person encountered in the cave is male on 1d12 rolls GTET 4, otherwise is female. They are adult on 1d12 rolls GTET 3, otherwise are children. Adults are Adventurers on 1d12 rolls GTET 7, otherwise are ordinary civilians of their time. The original time period from which a person came [they may have visited multiple time periods] is determined using 1d20 according to: (01-02) Dawn of History, (03-05) Ancient Times, (06-09) Modern Times, (10-12) Age of Renaissance, (13-14) Early Age of Machines, (15-16) Late Age of Machines, (17-18) Age of Electronics, (19-20) Age of Space.

ADVENTURER: An Adventurer’s class is given by 1d20: (01-02) Crusader, (03-06) Priest, (07-09) Rascal, (10) Shaman, (11-15) Warrior, (16) Warlock, (17-20) Wizard. A Wizard’s element of specialty is given by 1d12: (01-03) Air, (04-06) Earth, (07-09) Fire, (10-11) Water, (12) 2 rolls.

MACHINES

D12	1d6 = 1, 2	1d6 = 3,4	1d6 = 5,6
1	Humanoid Robot, Malfunction	Electric Organ, programmed	Archimedes Steam Globe
2	Humanoid Robot, Hostile	Radio Electric Car, Moving	Swinging Blade Pendulum
3	Humanoid Robot, Friendly	Air Compressor, Broke Hose	Leyden Jar Rack, Sparking
4	Non-Humanoid Robot, Broken	Rack of electronics, buzzing	Boxing Machine on Pivot
5	Non-Humanoid Robot, Hostile	Carnie Fortune Teller Machine	Automated Gatling Gun
6	Non-Humanoid Robot, Stuck	6 Claymore Mines	Steam-Powered Spear
7	Science Probe, Stuck in Wall	Magic Pillar, Fireball 2 rounds	WW-II Wireless Set, Talking
8	Wheeled Science Probe	Laser Show Projector, running	Oil Field Pump, Operating
9	Force Field Projector, 10 FT	Trash Compactor	Glowing Ball emits sparks
10	8 FT Rocket Motor (1968)	Industrial Ice Machine	6 FT Cylinder Liquid N2
11	30 FT 10-wheel Moon Buggy	Ticking Grandfather Clock	Whaling Gun on Mount
12	15 FT Communication Satellite	Rotating Searchlight	Auto Factory Grappler

MONSTERS

d12	1d6 = 1	1d6 = 2	1d6 = 3	1d6 = 4	1d6 = 5	1d6 = 6
1	Ice Ants	Spit Cobra	Rabid Dog	Doppelganger	Komodo	Ghoul
2	Ant Lions	Cockatrice	Wild Dogs	Gt Hedgehog	Gt Snakes	Ghost
3	Gt Badger	Giant Python	Hell Hounds	Giant Boar	King Snake	Specter
4	Banshee	Cougar	Hynas	Giant Iguana	Rat Snake	Wraith
5	Basilisk	Coyotes	Jackals	Prey Mantis	Wing Snake	Spirit
6	Giant Bats	Giant Cricket	Jaguars	Pray Mantis	Gt Scorpion	Vision
7	Bear	Ferrets	Leopards	Giant Rats	Giant Spider	Skeletons
8	Grizzly Bear	Giant Fox	Lynx	Senmuru	Web Spider	Wights
9	Musk Beetle	Dart Frog	Panthers	Stigae	Yas Spider	Zombies
10	Rot Beetle	Giant Frog	Tigers	Disease Toad	Zith Spider	Mummy
11	Death Beetle	Poison Frog	Giant Skunks	Giant Toad	Berg Troll	Vampire
12	Ciuthach	Musk Frog	Mauther-doog	Gt Warthog	Cave Troll	Poltergeist

Random Finds

When no additional description is provided for a room, a random item is found there on 1d20 rolls of 20. The finds represent the variety of relatively small items a traveler might have carried and dropped or left in the cave, from any time period from hunter-gatherer cultures to people capable of space flight. These items should be easily identifiable as not coming from the medieval time period. An item can be generated from a random time period as determined by a 1d20 roll: (01-02) Dawn of History, (03-05) Ancient Times, (06-09) Modern Times, (10-12) Age of Renaissance, (13-14) Early Age of Machines, (15-16) Late Age of Machines, (17-18) Age of Electronics, (19-20) Age of Space. Items can also be selected from the following table:

	1d6 = 1	1d6 = 2	1d6 = 3	1d6 = 4	1d6 = 5	1d6 = 6
1	Wristwatch	Work Shoe	WWII Radio	Conch Shell	Can Spam	Ink Pen
2	Pocket Watch	Metal Cleats	Tire Iron	Match Book	Instant Oats	Cassette
3	Iron Tongs	Peg Leg	Bike Helmet	Bead String	Pemmican	Laptop
4	Foot Warmer	Hand Hook	Glass Vial	Flint Axe	Beef Jerky	Tablet Comp
5	Wood Bowls	Sunglasses	Mason Jar	Musket Ram	Hard Candy	Scuba Tank
6	Tea Pot	Flip Flops	Minee Ball	9mm Pistol	Bubble Gum	Phone
7	Ceramic Mugs	Lincoln Hat	Rifle Bullet	Flintlock	Inst. Coffee	Block Tackle
8	Shot Glass	Bone Jewelry	Ammo Clip	Musket	Ramen	Harpoon
9	Polymer Shirt	Leopard Skin	Swiss Knife	Bayonet	GI Rations	Weld Mask
10	Cigars	Tie-Dye Shirt	GI Mess Kit	Laser Pistol	Can Sardine	Bear Rug
11	Chariot	Baseball Cap	GI Canteen	Crossbow	PEZ Candy	Cob Pipe
12	Coin	3-Corner Hat	Powder Horn	Spear	Bag Flour	Candle

