

Cavern Leading to Stairs

This cavern is roughly shaped as if it had walls, vertical with angles where they meet, and with three slanted passageways leading off into the darkness on the far sides.

Bridge and Stairs

Stone stairs descend several yards to an arched bridge. The bridge must be about fifteen or twenty yards to its center, and spans a bottomless chasm. On each side, partially-stepped paths lead further into the abyss.

On the other side of the bridge, stairs lead up to a hideous spider resting above a pair of metal doors, inscribed with gold. The doors hold an octagonal shape with lines drawn towards the bottom.

Multi-colored Room

Four hanging balls of soft light illuminate eight walls, each of a different color. The shadows flicker off of (x) large, ugly human-like creatures. They yell guttural screams, push chairs back against the walls and leap, swords and spears in hand, to attack to you.

Gold Room

In the center of this octagonal room, a 3-foot-high circular stone pedestal, embedded with a pulsating gold-hued stone. Four strange crystalline T-shaped extensions come out of the pedestal at an angle pointing upwards. The light from the golden stone shines gently upon the gold-hued walls, but provides little light otherwise.

Each of the walls, like the walls in the room you came from, have that strange octagonal symbol on them. The wall ahead of you and all of the walls to your right contain doors, each with colored gems in the strange symbol.

Green Room

Your lantern throws light into this dark green room. A huge agate-hued octagonal altar stands in the center of the room.

Black Room

The jet-black walls of this huge auditorium almost suck the light from your lantern away. High up past the rows of seats on your (right or left) you can see the dim outline of a large, blocky shape, and something glittering upon it. Something silvery radiates from the shape.

The block shape is a chair:

This solid, high-backed chair is made of a richly brown, dark hardwood. Eight gems are embedded in the backrest, and the arms and sides contain dozens of smaller gems of various colors. Eight thin metal rods emanate from the backrest.

Blue Room

A single glowing orb throws the disarray into sharp relief in this blue-tinted room. Mugs and food lie on a haphazard table surrounded by rough chairs, and spears line the walls.

The table is a slab of wood upon an overturned crate. A two-handled jug sits on the table amidst other food scraps and crude dice.

Red Room

Four glowing orbs throw a soft light onto shiny walls. The walls themselves are red and veined with black, but embedded into five of the walls are a smoky, translucent glass or stone going nearly from floor to ceiling.

A small multicolored octagon is carved into the floor in the center of the room.

The other three walls, including the one you came in, contain double doors.

Purple Room

The doors open away from you and into a dark, unlit room.

This wide octagonal room must be fifteen yards in diameter. Dim figures stand several yards to your (right or left). These giant metallic statues, their six arms out and up to the ceiling ten feet up, flank a long, curved shining black table, six feet high with several golden bands set with jewels.

The walls reflect a dark purple from your lights.

There are eight empty seats behind the semi-circular table.

Orange Room

You push the doors open and into the darkness beyond. A bright orange, riddled with spidery veins, covers the walls, and strange shadows play across the room.

To your (right or left) gigantic insects are feeding upon each other. Six giant ant-like creatures are eating some other kind of insect, crawling all over each other, partially obstructing an open doorway. A soft light emanates from the doorway, casting shadows that crawl throughout the rest of the room.

On the three walls to your (left or right) are three tall wooden cabinets. (If their light goes across the room and they are coming from the east.) There is also a door on an angled wall across the room, on the wall adjacent to the open doorway.

The floor, walls, and ceiling are covered in cracks and gaping holes.

Hallway leading from orange room

No garish colors guide you through this corridor. It is natural stone, softly lit by a single glowing orb. The door at the end is a three foot wide, six foot high oaken door banded in iron, barred with a thick wooden beam.

Yellow Room

Four glowing orbs hang from the ceiling and light this huge, twenty yard diameter octagonal room. In the center, a wide table with eight chairs stands empty. The walls are a pale yellow.