

STAR GROTTO CAVERNS

BY JENNEVIEVE SCHLEMMER

GOAL: RETRIEVE THE FAMED 'FIRE-THORN', AN ANCIENT ASSASSIN'S LASER RIFLE.

CENTURIES AGO, A NOTORIOUS ASSASSIN KNOWN AS THE DUCHESS WAS POISONED BY HER MOST ARDENT FOE.

SHE SUPPOSEDLY FLED TO HER UNDERGROUND BUNKER AND DIED...OR DID SHE?

CAVE OPENING

EASY PLACE TO LAND A SHIP, HER SMALL FIGHTER CAN BE FOUND HERE. 2 PTERADACYLS WILL COME BACK TO THEIR NEST AND ATTACK ANYONE THAT LANDS HERE.

SECRET ENTRANCE

NEEDS A DC 35 CHECK TO FIND IT, OR PCs MUST ENTER THE MAZE
* DENOTES LASER OR PIT TRAP

FOYER

2 ROBOT SENTRYES

STAND READY TO ATTACK ANYONE THAT DOES NOT HAVE PASSCODE

HIDDEN SHAFT

DC 35 TO FIND / DC 30 TO CLIMB

LONG HALL

20 FOOT CEILINGS FULL OF STALAGMITES AND STALACTITES. NOW TAKEN OVER BY SLIMES AND SPORES.

CATHEDRAL

7 ZOMBIE FIGHTERS &

1 ZOMBIE PRIEST GUARD THIS SPACE.

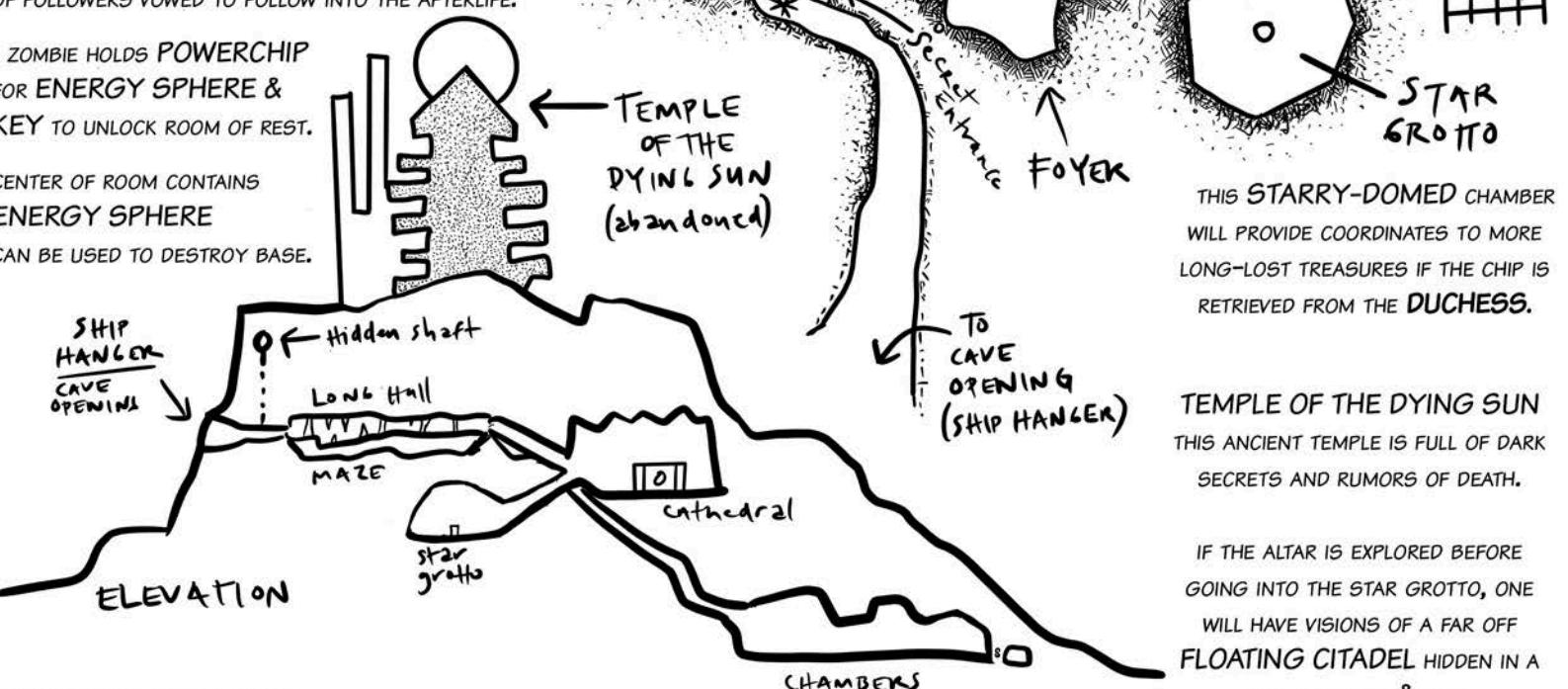
WHEN THE DUCHESS EXPIRED, HER SMALL BAND OF FOLLOWERS VOWED TO FOLLOW INTO THE AFTERLIFE.

1 ZOMBIE HOLDS POWERCHIP FOR ENERGY SPHERE &

KEY TO UNLOCK ROOM OF REST.

CENTER OF ROOM CONTAINS ENERGY SPHERE

CAN BE USED TO DESTROY BASE.



THIS STARRY-DOMED CHAMBER WILL PROVIDE COORDINATES TO MORE LONG-LOST TREASURES IF THE CHIP IS RETRIEVED FROM THE DUCHESS.

TEMPLE OF THE DYING SUN
THIS ANCIENT TEMPLE IS FULL OF DARK SECRETS AND RUMORS OF DEATH.

IF THE ALTAR IS EXPLORED BEFORE GOING INTO THE STAR GROTTO, ONE WILL HAVE VISIONS OF A FAR OFF FLOATING CITADEL HIDDEN IN A VEIL OF SPACE & TIME