**Zone – Lava**

You come upon the entrance of a naturally formed cavern. The tunnel here is rounded, smooth, and remarkably consistent, as though bored by an enormous mole (that seems unlikely though).

As you enter this area you are hit with a wave of prolific heat! The air stinks of rotten eggs and you note deposits of yellow powder on the cave walls.

Zone conditions

* Profuse sweat, -1 strength (Maybe just for those wearing heavy armor?)
* Dire thirst, Potions are 25% less effective
* +1 bonus to fire spells and fire imbued weapons

Rooms –

* **Lava tube –** A naturally formed corridor stretches out before you caused by a flow of molten rock that once moved beneath the hardened surface of a lava flow. The lava is long gone, but the extreme heat of this place is nevertheless unnerving.
* **Steam vent chamber –** You hear this chamber before you see it. A low hissing fills the cavern, increasing in volume as you approach. Inside it’s almost deafening. Steam pours out of cracks in the walls and floor around which bioluminescent blue lichen has grown.
  + On inspection: There’s one vent that periodically belches boiling water. Better watch out for that.
* **Thermal pool chamber –** This chamber is filled with large steaming pools of water.
  + On inspection: You touch one of the pools and the temperature is perfect. They look like they would be pretty relaxing to soak in.
  + On use: The hot water relaxes your muscles and the natural minerals restore you - gain +1 health)
* **Geode –** This chamber is absolutely stunning! The walls, floor, and ceiling are lined with purple crystals ranging in size from the length of a finger to many times taller than you.
  + On inspection: Your torchlight refracts through the crystals, creating a dazzling display of purple hued light. You feel inspired. +1 health
* **Chamber of ash –** You come upon a vast chamber that stretches upward far beyond your feeble torch. The air inside is so still it makes you want to scream just to break the pressure on your ears, but when you open your mouth the sound dies in your throat. As you step inside your feet sink into what feels like snow.
  + On inspection: You can see that what you thought was snow is in fact a deep layer of fine grey ash. Emerging from it you see the unmistakable form of human bones.
* **Magma chamber –** This room glows orange with the light of living rock. Pools of molten lava intersect the space.
  + On inspection: You sense it would behoove you to be careful
* **Sulfur chamber** – The walls in here have a hairy yellow appearance, but the more notable feature is the god-awful stench. Deviled eggs anyone? More like devil eggs! Take -1 health.
  + **On inspection**: It’s unreal how bad this place smells.
* **Boiling mud chamber** – This chamber is filled with pits of stinky boiling mud. It’d be real bad to step in one.
  + On inspection: Some of the mud pits are difficult to see. You’d better be careful

Enemies

* Bat swarm
* Ashen mummies
* Fire elemental
* Flaming-Ass Mole – A 10-foot tall high hairless monstrosity with claws the size of pick-axes and incisors as long as your arm. Its desiccated eye sockets suggest to you it’s probably blind, but it seems to track your movement well enough with its hideous star-shaped nose. It’s naked body glows from within, and from its angry maw it emits a reeking cloud sulfurous steam.
* Flame drake

Traps

* Exploding steam vent
* Sulfuric cloud
* Boiling mud pit