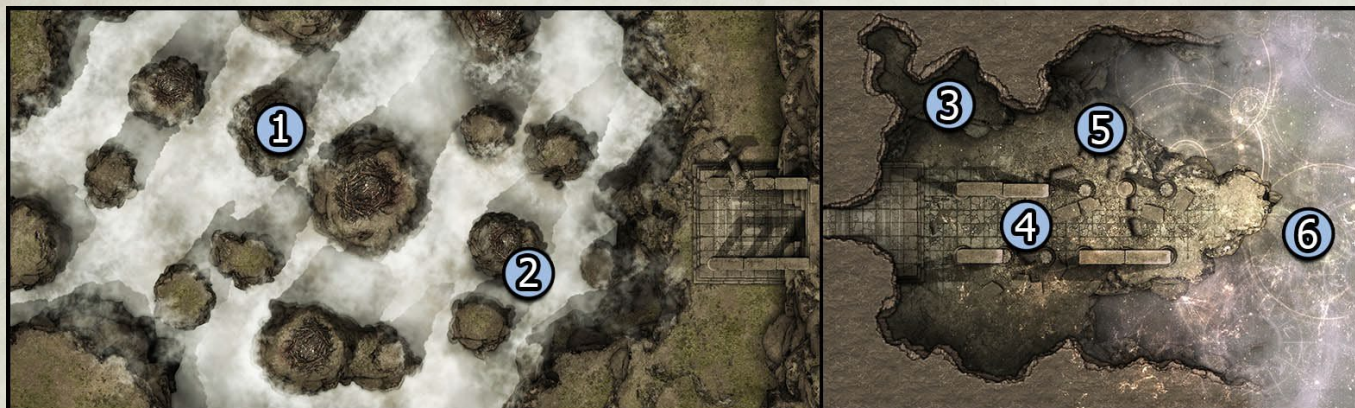


# CAVE OF A THOUSAND WORLDS



## Setting description

*This setting is for the adjoining map pair shown above.* If you can climb to these heights, you have proved your bravery already, but more still will be needed to reach the portal you seek. Rising through the mists are pillars of rock that hold rare, large nests. Their inhabitants are strangers to this world, pterodactyls murderous and cruel in their hunt. If they let you enter the cave, it is wise to hold your breath, for so many have had theirs snatched away by the sight before them: all worlds and time stretch ahead in a galactic burst of light. Pass the tumbling ruins and eye of The Watcher and you are free to step into the future or the past, worlds near and far.

## NPCs

- 1 Tides, a twinkle-eyed traveller who flits between worlds making her fortune from theft. She is currently without her ship *The Time Wanderer*, it having been stolen by rival pirates, and misses her crew who abandoned her at the Vidrin Gate. She is looking for an adventure.
- 2 Xartha, is an elf who collects mysterious items. Her tastes are varied, with her one specification that the item can fit in a hand. She often travels here to catch travellers and trade items with them. She is afraid to step into the portal herself.
- 3 The Baby, a talking baby who speaks many wisdoms. The Baby does not know who he is or where he has come from, but he knows he came through the World Portal a few days ago.

## The Watcher

The Watcher slips between worlds, swimming the time undertide. Sometimes they are everywhere and nowhere at once, but always they watch every entrance to the portal they are set to guard. A huge floating eye, it shoots powerful lasers when under threat. Beware.

HEROIC MAPS

## Around the cave (see numbered map)

- 1 In this nest lies a strange clockwork item, shaped like an hour glass. It is made from a dull grey metal unknown to this world and seems to be a time device.
- 2 The sound of frantic squawking and hissing comes from this nest. Closer inspection reveals a clutch of hungry pterodactyl nestlings.
- 3 Under the ledge there is a place where one can hide.
- 4 A pile of neatly folded clothes and armour lie beside a satchel that contains supplies and potions.
- 5 The edge of the cliff crackles. Time and space behave strangely and planar fissures appear and snap shut. Falling into the maelstrom below would be disastrous!
- 6 Standing by the portal edge the observer sees, in a swirling mix, all things that are, have been and will be. Looking too long will only cause madness.

## Reasons to visit the Cave of a Thousand Worlds

- 1 The party realise that the only way to undo what has been done is to travel back in time. The portal here can be used as a time machine if the world that holds the alternate timeline can be located.
- 2 The very bad wizard has escaped the party again and is believed to have spell-jumped into another world. Using the portal here, the party hope to chase him to his hiding place.
- 3 The Chafing Stones will soon align across the ten Fox Dust Worlds. A Great Cataclysm has, of course, long been foretold for such a moment. Some say collapsing the Cave of a Thousand Worlds is the only way to prevent the disaster. Perhaps the party can find another?