



1. Powerful odor of burning flesh. Coins and a leather purse lay scattered about an otherwise empty cavern entrance. Treasure: 700 SP, 20 GP.
2. Powerful odor of burning flesh. Signs of scuffle including blood
3. Powerful odor of burning flesh. Two dead Orcs are scattered on the cave floor. One is badly burnt and still smoldering. The other has no marks on body. Both Orcs have short swords and leather armor and 35 SP between the two of them.
4. Powerful odor of burning flesh. A bearded human in black robes lies in a pool of warm blood. He has a recent slashing wound to his neck and body. Concealed in his robes are a silver dagger, spell book, and green potion (Gaseous Form). Shifting light and scuttling noises emanates from cavern room 5.
5. Powerful odor of rotting meat. 8 Fire Beetles in crude floor to ceiling fence system tied with leather thongs.
6. Empty. Players may hear rustling sounds from cavern 7.

7. 4 Stirges in crude floor to ceiling fence system tied with leather thongs.
8. Frightened Kobold war party of 9. They want to leave the cavern. Some argue they should "head back to help their trapped brother". Treasure: 300 SP, 30 GP.
9. Floor declines, dripping water from the ceiling has created several large stalactites. Pools of cold fresh water are scattered on the floor. 4 Giant Centipedes scuttle in the dark corners.
10. A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.
11. Camouflaged pit trap 10' deep.
12. Orc war party of 6 moving noisily deeper into cavern.
13. Large, mostly dry cavern. Smoldering campfire surrounded by small dirty bedrolls. Poison dart on entrance (1d4 hp) save vs. poison or die.
14. 3 Human zombies shamble about a large cavern with several inches of standing murky water. Three half-eaten Orcs, two decayed human corpses, and 4 freshly eaten Kobolds litter the floor. Treasure: 700 SP, 4 Gems (on well-dressed female) amongst the Orcs and Kobolds.
15. Orc families (2 children, 1 adolescent female, 2 middle-aged wives, 1 old grandmother). They are frightened because of a recent zombie attack in which they say their matron leader was killed. Treasure: 700 SP, 4 Jewelry (silver and gold necklaces and earrings).
16. Disorganized and frantic Kobold war party of 10 huddling in small group. If party makes successful *listen* check, they hear the Kobolds arguing to leave the caverns. 800 SP.
17. Powerful odor of rotting meat. 8 Fire Beetles are feeding on several carcasses of various humanoids. 500 SP, 20 GP can be found in and around the various rags that were once clothes amongst the corpses.
18. A single, battered chest sits in a far corner armed with a poison needle trap, save versus poison or die. It is empty.

