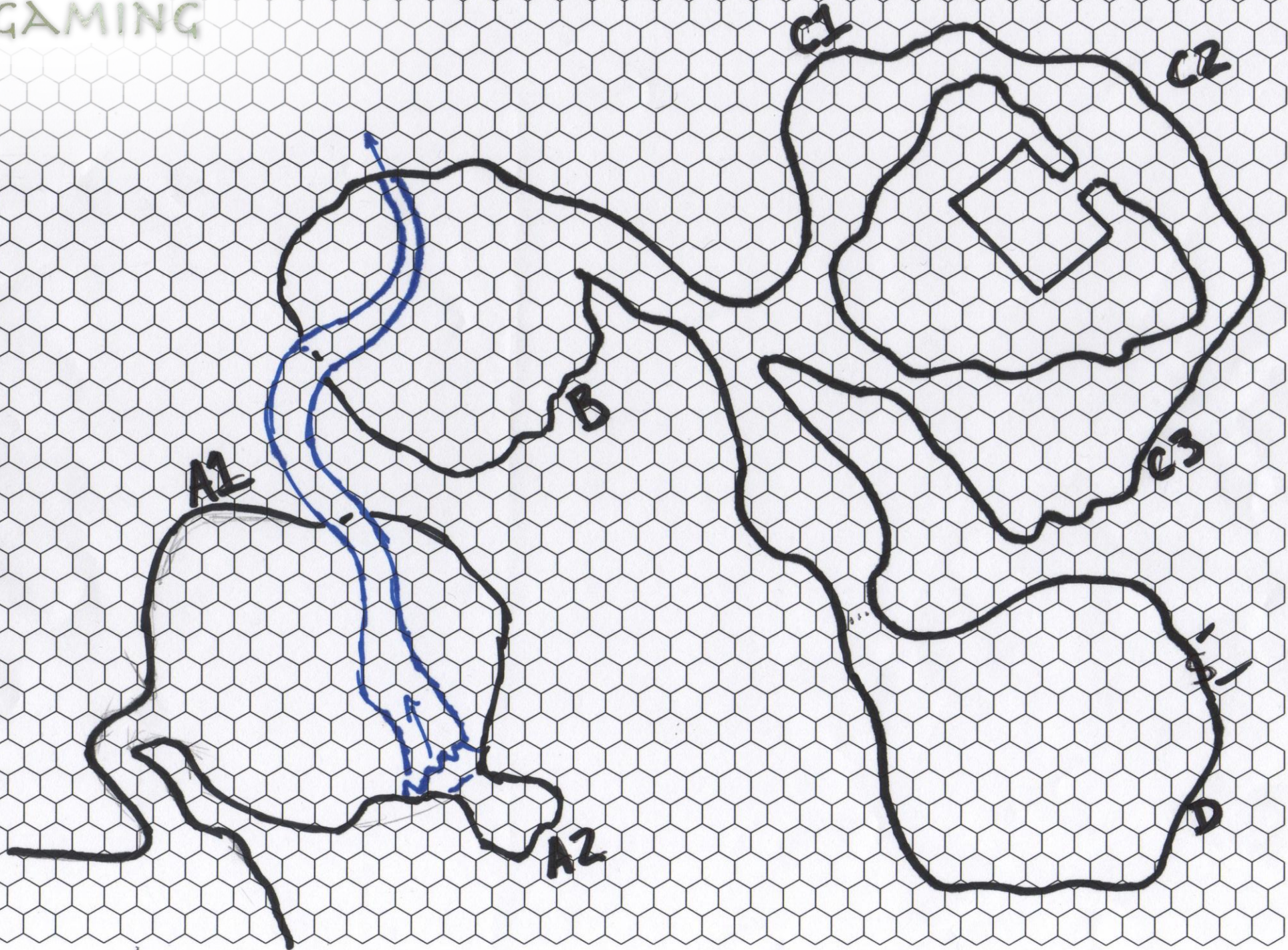


JADEKIND GAMING

Free Hexagonal Graph Paper from <http://www.jadekind.com/graphpaperhexagonal/>



A1 → Goblin's Den, a small goblin camp, with water coming in from above and flowing out beneath one wall

A2 → Perception check to notice area behind waterfall.

An old chest is stored behind the waterfall which has a broken lock and contains various old tattered nobles' clothes and possessions.

B → Guardian Room, a group of skeletons attack anyone who tries to pass through this room.

C1 → Poisonous mold grows on the walls of this room.
Risk of poison/disease to anyone who enters it.

C2 → There is a room carved out of the stone here. It has been well lived in, but it's occupant is long dead. It contains personal possessions and homely comforts, the remains of it's creator lay on the floor.

Possible for players to learn of this person's life here, he was trapped, and created a home. Through writings, has instructions to bypass the skeletons for water and prepare cave fungus to eat.

C3 → An old golum guards this room. It's a rusty iron golum

D → There are rusty metal bars blocking the entrance to this room. Inside is an old poison drake. He is asleep at the time that the players arrive.