

#	AREA	CREATURE	TRAPS / SPECIAL	TREASURE	OTHER	XP
<i>Cragmaw Hideout</i>						
	Goblin Ambush	4 goblins		goblin gear		
	Goblin Trail		Snare 12WIS 1d6			
	Goblin Trail 2		10' Pit 15WIS 1d6			75 each
1	Cave Mouth		poss. Ambush			
2	Goblin Blind	2 goblins		goblin gear		milestone XP
3	Kennel	3 wolves			fissure 10STR	
4	Steep Passage		Rubble 10DEX 2d6			
5	Overpass	1 goblin	Flood 10DEX/15STR 1d6		weak bridge	
6	Goblin Den	5 goblins, Yeemik		gear, 3 teeth (1), 15sp	Sildar Hallwinter	
7	Twin Pools Cave	3 goblins		gear	Rock Dams	
8	Klarg's Cave	Klarg, 1 wolf, 2 goblins	Fire Pit 1d6	600cp, 110 sp, 2 potion, jade frog (40)	Lionshield supplies	275 each
<i>Redbrand Hideout</i>						
1	Cellar		poss. Ambush	hidden bag 15WIS - 2 potions, 50gp	secret door to 8	
2	Barracks	3 Redbrands		28sp, 12gp, 15ep, 2 garnets (10)		300
3	Trapped Hall		20' Pit 15WIS/15DEX 2d6			100
4	Tresendar Crypts	3 skeletons		platinum ring (50)		150
5	Slave Pens	2 Redbrands		gear	Dendrar family	200 (+100)
6	Armory		locked door	12 spears, 10 swords, 6 crossbow, bolts	secret door to 7	
7	Storeroom			30 beaver pelts (2)	secret doors to 12,6	
8	Crevasse	1 Nothic	bridge 15INT/15DEX 2d6	160sp, 120gp, 5 gem (15),potions, scroll	+1 longsword	450
9	Guard Barracks	Mosk, 2 bugbear		33sp, jeweled eye patch (50)	goblin slave, Droop	600
10	Common Room	4 Redbrands (drunk)		75cp, 55sp, 22ep, 15gp, gold earring 30	dice game	400
11	Wizard's Workshop	1 rat familiar		3 potion ingredients (25)		
12	Glasstaff's Quarters	Glasstaff (Iarno)		180sp, 130gp, gems (5x10, 2x15, 100)	Black Spider letter	200 (400)
<i>Spider's Web</i>						
	Agatha's Lair	Banshee				200
	Old Owl Well	Kost (necro), 12 zombies		35sp, 20ep, 20gp, 5pp, pearl (100)	+1 ring protection	200 (+800)
	Wyvern Tor	7 orcs, leader-Brughor, Orge-Gog		750cp, 180sp, 62ep, 30gp, 3 perfume 10		1250
<i>Thundertree</i>						
1	Westernmost Cottage	2 twig blights				50
2	Blighted Cottages	6 twig blights	hidden chest DC10 WIS	700cp, 160sp, 90gp		150
3	The Brown Horse	4 ash zombies				200
4	Druid's Watch	Reidoth the Druid				
5	Blighted Farmhouse	8 twig blights				200
6	Ruined Store	2 giant spiders (3)	cocooned male elf	35sp, 23gp, studded leather, shortsword	potion healing	400 (600)
7	Dragon's Tower	Venomfang		800sp, 150gp, 4 goblets (60), 2 scrolls	Hew +1 Battleaxe	2000 (3900)
8	Old Smithy	2 ash zombies		old tools		100
9	Herbalist's Shop		hidden case DC 15 WIS	gold necklace w emerald (200)		
10	Town Square					
11	Old Garrison	5 ash zombies				250
12	Weaver's Cottage	6 twig blights				150
13	Dragon Cultists	6 cultists, 1 mage leader		3 diamonds (100), potion of flying		475

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Cragmaw Castle						
1	Castle Entrance					
2	Trapped Hall		tripwire 10WIS/10DEX 3d6			100
3	Archer Post	2 goblins		goblin gear		100
4	Ruined Barracks	3 goblins		goblin gear		150
5	Storeroom			cask dwarven brandy	Sildar's armor/sword	
6	Hobgoblin Barracks	4 hobgoblins		5 spear, 4 l. sword, 3 maul, 2 greatsword	1 fine staff (10)	400
7	Banquet Hall	8 goblins (7 + Yegg)		goblin gear		400
8	Dark Hall	1 grick		gold statue (100)	Oghma shrine	450
9	Goblin Shrine	3 goblins (2 + Lhupo)		golden chalice (150), knife (60), censer (120)		150
10	Postern Gate		locked door 15DEX / 25STR			
11	Ruined Tower		concealed door 15WIS			
12	Guard Barracks	2 hobgoblins		hobgoblin gear		200
13	Owlbear Tower	1 owlbear	hidden chest 15WIS	90ep, 120gp, potion healing, 2 scrolls		700
14	King's Quarters	King Grol, wolf, doppelganger		220sp, 160ep, 3 potion healing, Map	Gundren Rockseeker	950 (+200)
	Returning War Band	3 hobgoblins, 2 wolves				500
Wave Echo Cave						
1	Cave Entrance		pit 20' deep 15STR climb	Boots of Striding & Springing	Tharden's body	
2	Mine Tunnels	1 ochre jelly				450
3	Old Entrance	10 stirges				250
4	Old Guardroom	9 skeletons		skeletal gear		450
5	Assayers' Office		locked box 20DEX	chest - 600cp, 180sp, 90ep, 60gp		
6	South Barracks	3 ghouls				600
7	Ruined Storeroom					
8	Fungi Cavern		poison gas 11CON save or 3d6 dmg + poisoned 10 minutes			
9	Great Cavern	7 ghouls				1400
10	Dark Pool		wizard skeleton in pool	2 platinum rings (75), wand magic missiles		
11	North Barracks	5 bugbears	East door Barred 20STR	pouch - 15cp, 13ep, potion of vitality		1000
12	Smelter Cavern	8 zombies, 1 flameskull				1300
13	Starry Cavern					
14	Wizards' Quarters	Mormesk the wraith	ornate pipe w platinum (150)	1100cp, 160sp, 50ep, 3 diamonds (100)	Book w Map cover	700
15	Forge of Spells	Keshezth the spectator	Brazier of Green Flame	Lightbringer +1 mace; Dragonguard +1 breastplate		700
16	Booming Cavern					
17	Old Streambed					
18	Collapsed Cavern	3 bugbear, 1 doppelganger	Rift 20' deep 10STR climb	gauntlets of ogre power, found on 20WIS		1300
19	Temple of Dumathoin	Nezzar, 4 giant spiders	statue, eyes cause cave-in	190ep,130gp,15pp,9 gem (10),mug(100)	spider staff, potion	1300 (+500)
20	Priests' Quarters			Nundro Rockseeker		500 rescue