

**Wandering Monsters**

Wolves

**Legend**

S – Secret Door

X – Pit in floor

F-Fake path

L-lever to clear cavern

W- Weapon

T-Treasure chest

**Room Key**

1. **Cavern of Speed:** A cavern where arrow traps and falling rocks make it impossible but for the fastest to make it through. No monsters. Reward based on choices made by players: Boots of Speed or Armor of Fortitude
2. **Cavern of Strength:** A cavern lined with huge stones that only the strongest can move to pass through. No monsters. Reward based on choices made by players: Hammer of Strength or Cloak of Acrobatics
3. **Cavern of Stealth:** A cavern full of sleeping beasts that only the unseen can walk through safely. Sleeping wolves. Reward based on choices made by players: Boots of Stealth or Sword of Courage
4. **Cavern of Perception:** A cavern with many paths but only one is real. No monsters. Reward based on choices made by players Helm of Insight or Gloves of Luck
5. **Cavern of the Wolf:** A cavern used by the king of the wolves the guards of the lower tunnels. Wolves 3-5 and wolf king. Reward: Wolf cloak
6. **Cavern of Healing:** A cavern with a spring that is said to heal any injury, no monsters. No treasure. Special effect: full heal upon entering spring
7. **Cavern of Flame:** A cavern devoted to the fire elemental. Fire elemental. Reward fire shield
8. **Cavern of Ice:** A cavern devoted to the ice elemental. Ice elemental. Reward ice sword
9. **Cavern of Rock:** A cavern devoted to the rock elemental. Rock elemental. No treasure
10. **Cavern of Magic:** A cavern with a barrier that only the strongest magic user can break. No monsters. Reward based on choices made by players: Staff of Power or Staff of Cleverness
11. **Cavern of the Dragon:** The lair of the red dragon a fearsome monster can you beat it. Red Dragon. Rewards red dragon scales, gold piles, and dragon teeth.

**Treasure Chests:** Legendary items (4) (random upon opening chest)(left up to DM discretion)