

Left side:

Wood debris, green mold area with wood debris appears to move out of the corner of the eye, but not when the characters look at it.

The pits, 1 in 6 chance they are not holes, but mud. Something in the mud will attack passersby.

Cross the bridge, there are 3 piles of skulls beside the path.

Wood debris and mold.

Right side:

Stalagmites (on the floor), trap doors, these pits are holes in the ground. The sizes seem to vary as the characters look at them.

More stalagmites, a circular tile that will say hello to passersby. Typically its says 'Is it hot in here ?'.

A crack in the ground, next to the lava pit which bubbles and sometimes splashes onto the path.

These pits are holes in the ground. The sizes seem to vary as the characters look at them.