



Entrance

LOOT:

Around entrance
Hammer
Lantern (empty)
Sack
Torch

Entrance (A) looks completely empty, with the exception of blood splatter all around the trap (B),

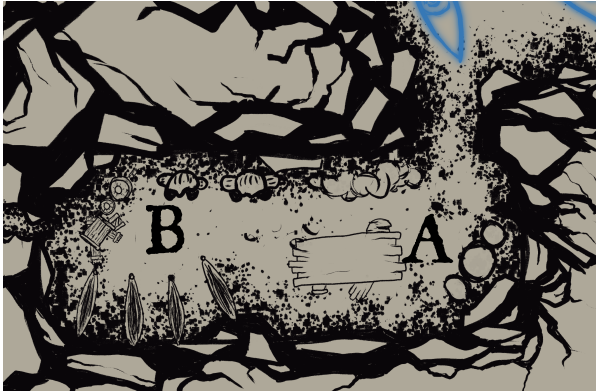
DR10 PRESENCE to spot the trap trigger (push-plate)
DR14 AGILITY to quickly jump away if triggered
Yule.BLUE

Secret chamber (C) can be accessed, if a certain mossy stone is detected with **DR14 PRESENCE**

LOOT:

Piles of rubble and broken crates
Seems to have been robbed many times over and then filled again.
1 intact crate; 1 bomb PB.53, 2 hats PB.52
d12 copper, d4 silver

Surveillance Room



DR12 PRESENCE to spot which one of the four beds are trapped to spill tar&feathers.

LOOT:

d4 Clothing & Armor PB. 52
2 hats PB.52
2 candles, medical kit

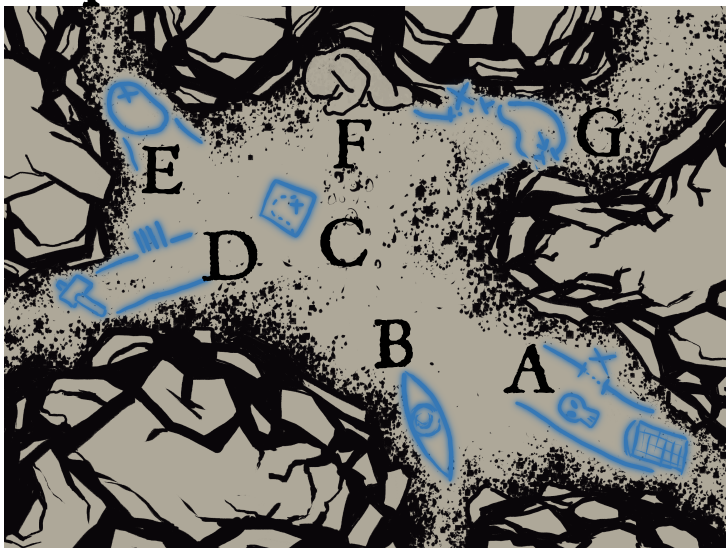
Room is filled with strange contraptions. Three balls of black glass covered with a thin cloth (A). If cloth removed - **DR15 PRESENCE** to spot tiny spot following them around. Two Golems (B) will awaken if orbs see intruders. Orb = golems eyes. (one golem in map room).

Secret Exit



Secret Exit (A) leads into Machine Room. Slightly covered with vegetation (looks like someone was in a hurry last time they tried covering it up).
DR8 PRESENCE to spot it from outside.

Map Room



Map icon visible; hole in roof with a candle in it - light candle and the icon will light up. Stepping on it will light up the rest of the map.

A: Entrance, trap and secret chamber.
B: Surveillance room.
C: Map icon.
D: Towards tinkers room and jail.
E: Pool with underwater chamber marked.
F: Sleeping Golem (one of the eyes from surveillance room).
G: Towards machine room with secret chamber and secret exit marked.