



# Tinkers Room + Containment Room

**Containment room (A)** soiled with feces and blood.  
**Death's Horse** captured here.

Tinkers room is filled with projects in various states of development.  
**DR20 PRESENCE** figure out what any of them is, if any parts can be salvaged.  
**DR14 STRENGTH** to open crate (B) containing a Dark Avian PB.87

**LOOT:**  
 Any desired tool can be found (Equipment MB.25 - 1 item <= 10s /PC)  
**QUEST-ITEM** Schematics for turnip bomb

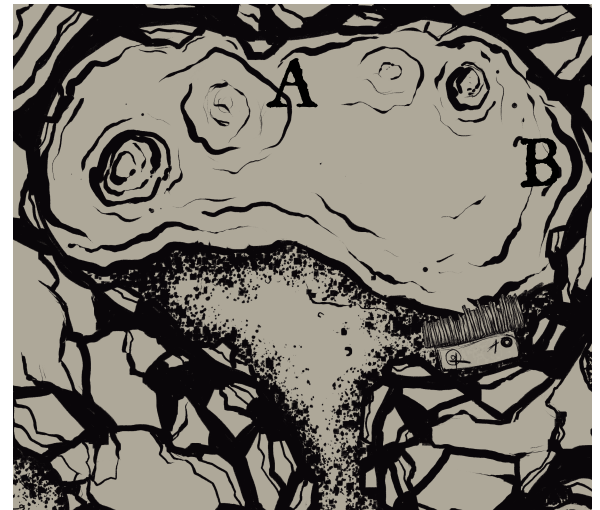
**Secret passage (C)** hidden by an illusion, detect **DR14 PRESENCE** or stumble upon it while looking around with 50% luck.  
 Within is a Burried Treasure PB.118 and a trigger for a trap DM-screen

## Pool

Stalagmites in the water and roof.

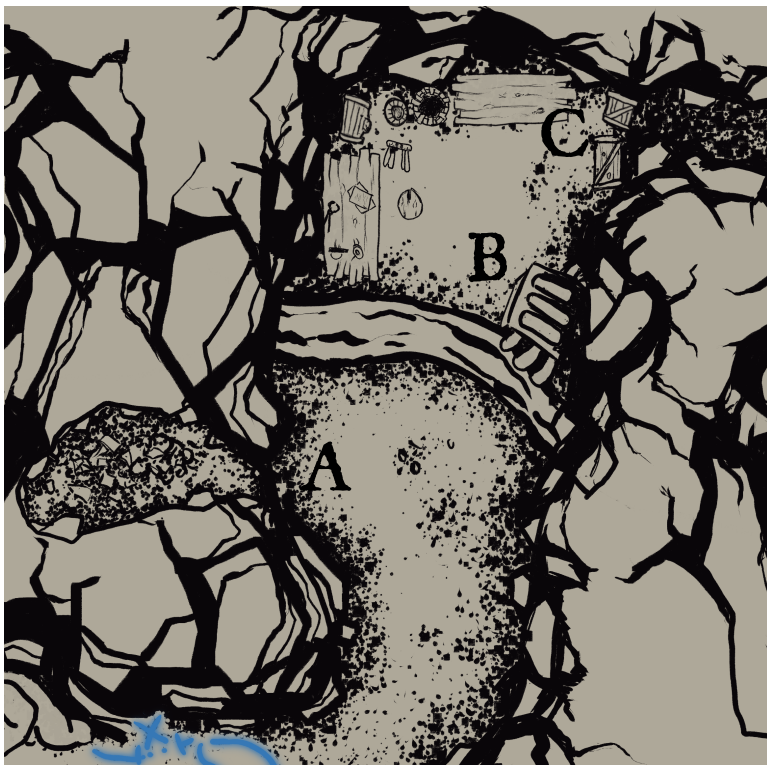
**Secret underwater chamber (A)** where Krakchen guards an **egg** (very valuable).

Offerings table used to feed it rotten fish (only way to distract).



**Stop water from raising;**  
 - Detect the plug (B) **DR14 PRESENCE**. Disturb the water - it starts to raise and Krakchen attacks.  
 - Stop pump in **Machine Room**.  
 - Find the lever in Krakchens egg chamber.

## Machine Room



Room seems empty of any loose things, but basic furnitures.  
 There's a machine (B) connected to the water, sucking up any traces of Krakchen from it, and powering all contraptions in the cave.

**Secret exit (C)** leads out. Easily detected by looking around.

**Secret chamber (A)** hidden by illusion, detect **DR14 PRESENCE** or stumble upon it with 50% luck.

**LOOT:** Burried Treasure PB.118 and a trigger for a trap DM-screen.