

The Former Cave Inn.

A former Inn in a cave. Now over run by various evil beings.

- 1) Entrance room. 70' x 30' x 10' high Two cauldrons, two benches, five chairs, and a rug. They appear to be new, but unused.
- 2) The Museum. Not much left here. A fish tank mostly filled with mold. A smoldering brazier and a small cabinet.
- 3) a large cave. The former swimming pool. some rock debris fallen from the ceiling. Some odd looking plants that don't seem to need sunlight. But they are untypically green like surface plants.
- 3A) a cave-passageway. wood debris. Rubbish blocks the way into passageway 28. wood debris blocks the hallway that leads to room 16. The other hallway is open.
- 4) Guest room. 40' x 30' x 10' Looks freshly furnished. A bed, rug, bath tub, jake, a dressing table. Two storage cabinets. Debris of wood, cloth, a wood bowl, and a skeleton. No chairs.
- 5) Guest room. 40' x 30' x 6' Bed, rug, fireplace, curtains, jake and chair, wood debris, a dressing table and a chair. The fireplace is warm to the touch, but any ashes and wood hhave apparently been removed.
- 6) Guest room. 40' x 30' x 20' Looks freshly furnished. Bed, rug, dressing table and chair, fireplace. Wood debris with skeleton and some cloth.
- 7) Guest room. 20' x 40' x 10' Looks freshly furnished. Jake and rug out in the open. The curtain looks like it has been moved to its current location. A bed and 3 boxes.
- 8) Dinning Room. Circular 72' x 20' The three bulls and three skeletons, along with a small pig. The pig is the most dangerous, and most hungry. There were four bulls. Chairs without tables, and four tables wit ix chairs each. A smaller table with three chairs. Secret door to the west, push up to open.
- 9) linen closet. 30' x 50' x 10' Eight storage cabinets with rotted sheets and rotted pillow cases in them. A smal lpile of wood debris. Three spear boxes with spears in them. The secret door hides a short passage with a chest in it. Push down to open the secret door from this room. The hallway doesn't go into this small passageway, but it will sound hollow when the wall is tapped.
- 10) kitchen. 50' x 100' x 15' Two burners, one has had something awful smelling cooked on it recently. Two food preparation benches and various kitchen knives and other tools. Two storage cabinets on the west side. Six small tables scattered about the room.
- 11) Armorer's room. 30' x 40' x 10' with a hole in the ceiling. A burner with a pile of coal. Two cheaply made tar and wood storage boxes.
- 12) Storage. 30' x 30' x 10' Three chairs and six chests. A skeleton on the floor.
- 13) Unknown purpose. 30' x 30' x 10' Wood debris.
- 14) Unknown purpose. Could have been a guard room at one time. A skeleton and wood debris.
- 15) Possible store room. 40' x 40' x 10' Wood debris. A crate of decaying yellow fruit. Nine small crates.
- 16) Storage. 40' x 30' x 10' brick floor. Some bricks might be loose. Nine boxes and a former resident of the Inn.
- 17) odd-shaped room. About 80' x about 110' x 10' wood debris. Two curtains. A skull carved on the floor that glows a sickly green. A recently placed torch.
- 17A) 30' x 30' x 10' Another recently placed torch. Wood debris with a skeleton under it. A chest and a box.
- 18) Barracks for the guards. Too far away to protect the entrance. Seven beds and rugs. Seven storage cabinets. Debris with possible former guards under the piles.
- 19) Weapons storage. 30' x 30' x 10' Mostly empty boxes, but there are a few swords and spears here. Four chairs. And a torch that is about to go out.

- 20) Treasury. 80' x 50' x 10' Where the guest payments were kept. This room is behind several secret doors and passageways.
- 21) 70' x 40' x 10' Three zombies, four chests, some wood debris.
- 22) Circular room. 40' x 10' The spiral stairs go up, but just past the ceiling, the construction has stopped.
- 23) Storage. Three wood barrels.
- 24) Storage room. empty of all but dust.
- 25) Storage room. empty of all but dust and spider webs.
- 26) Storage room. empty of all but dust. Scratches on the floor, like something heavy was dragged across it.
- 27) Storage room. empty of all but dust. Has an odd smell to it. Not rotted, but close to it.
- 28) A passageway that goes off to somewhere. Could it go to The Crawling Caves ?