

## Vale Watch Ground Level

- 1) entrance cave. Large spider webs. Orcs thought they could bounce on them. The spiders liked that, but ate them anyway. Remains of the orcs under the webs.
- 2) 30' x 30' x 10' Some skeletons. Stone and wood debris. Someone, or thing, renews the torch at random intervals. Secret door leads to the rest of this small complex.
- 3) 30' x 40' x 10' 2 undead skeletons, 2 skeletons, and an opened chest. Open door leads to other rooms.
- 4) 20' x 30' x 12' 1 undead skeleton. Closed barrel and closed small chest.
- 5) 30' x 40' x 15' cold fireplace. Hasn't been used in many years. 2 undead skeletons. Wood debris. Dwarf skeleton under some of the wood debris.
- 6) 40' x 30' x 12' 1 undead skeleton. 2 closed barrels. A green vase that glows in the dark. Secret door leads to rooms 9 and 10.
- 7) 20' x 10' x 5' opened chest
- 8) 20' x 10' x 7' opened chest. Small false bottom with a few coins in it.
- 9) 40' x 20' x 10' dry water cistern. 2 unused for years braziers. Room is behind a secret door.
- 10) secret door to get to passageway to this room. 40' x 30' x 20' A room used by the dwarves to torture anyone they felt was responsible, or knew about, the disappearances. The thin walls shows it to be a later construction.

Two iron maidens. A rack. Two seats of pain. A cage. Two green glowing vases.

Rooms 11, 12, and 13 are part of the Necromancer's domicile. No instruments of torture here. Its to calm the victims.

- 11) passageway. Secret doors at both ends.
- 12) 20' x 30' x 10' Spiral stairs going up to the evil level. Two closed chests with any money worth items from the dwarves. A small table with a chair and two stools. Three baskets.
- 13) 20' x 10' x 10' room. Secret doors at each end.
- 14) 30' x 30' x 10' guard room. Small poisonous spiders went in through the arrow slots and killed the guards.

The cave is not accessible from this level.