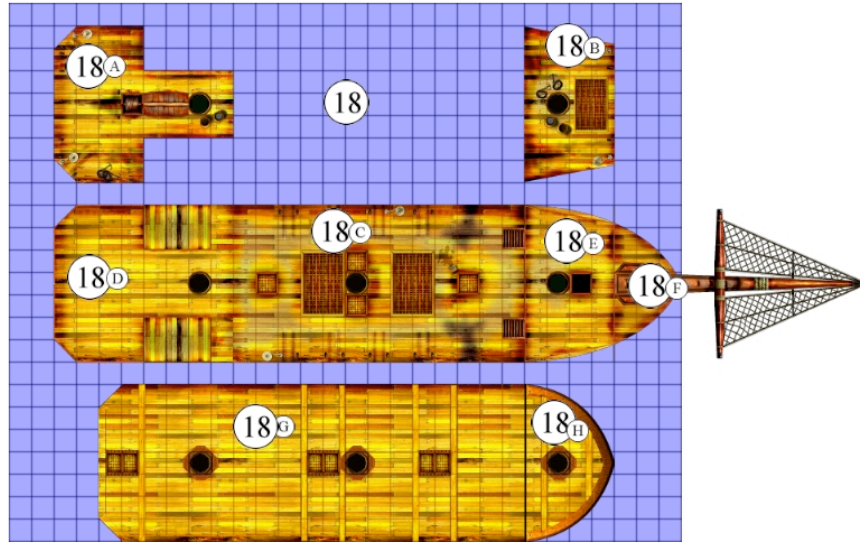
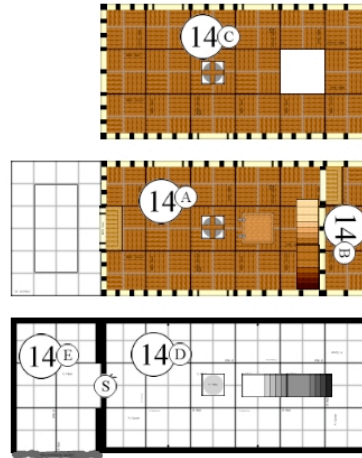
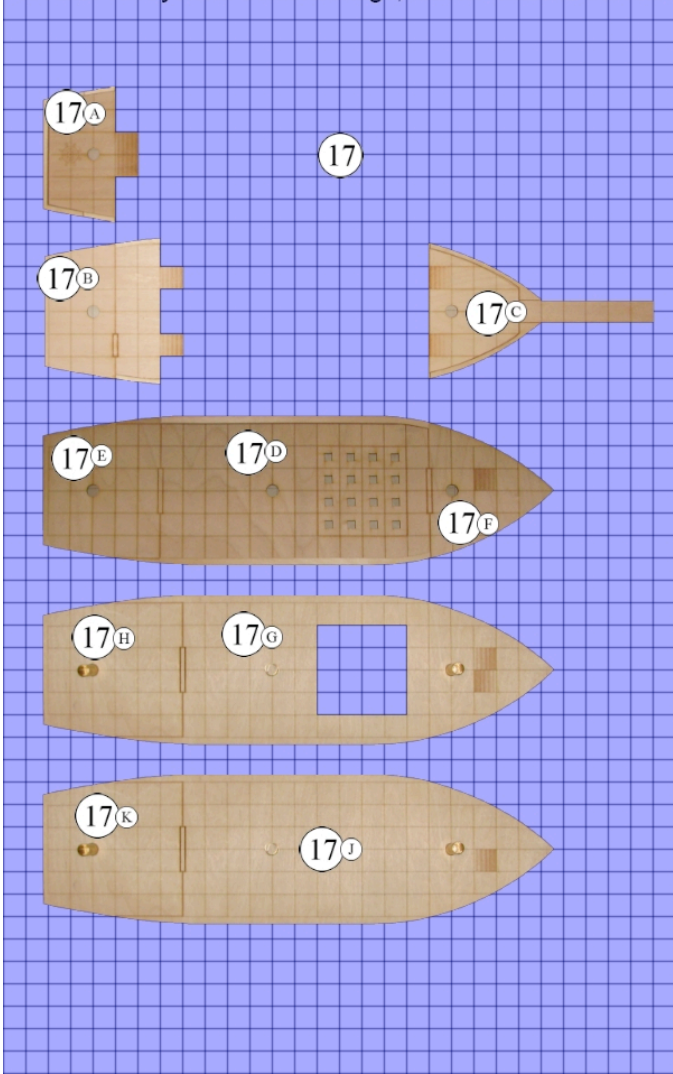
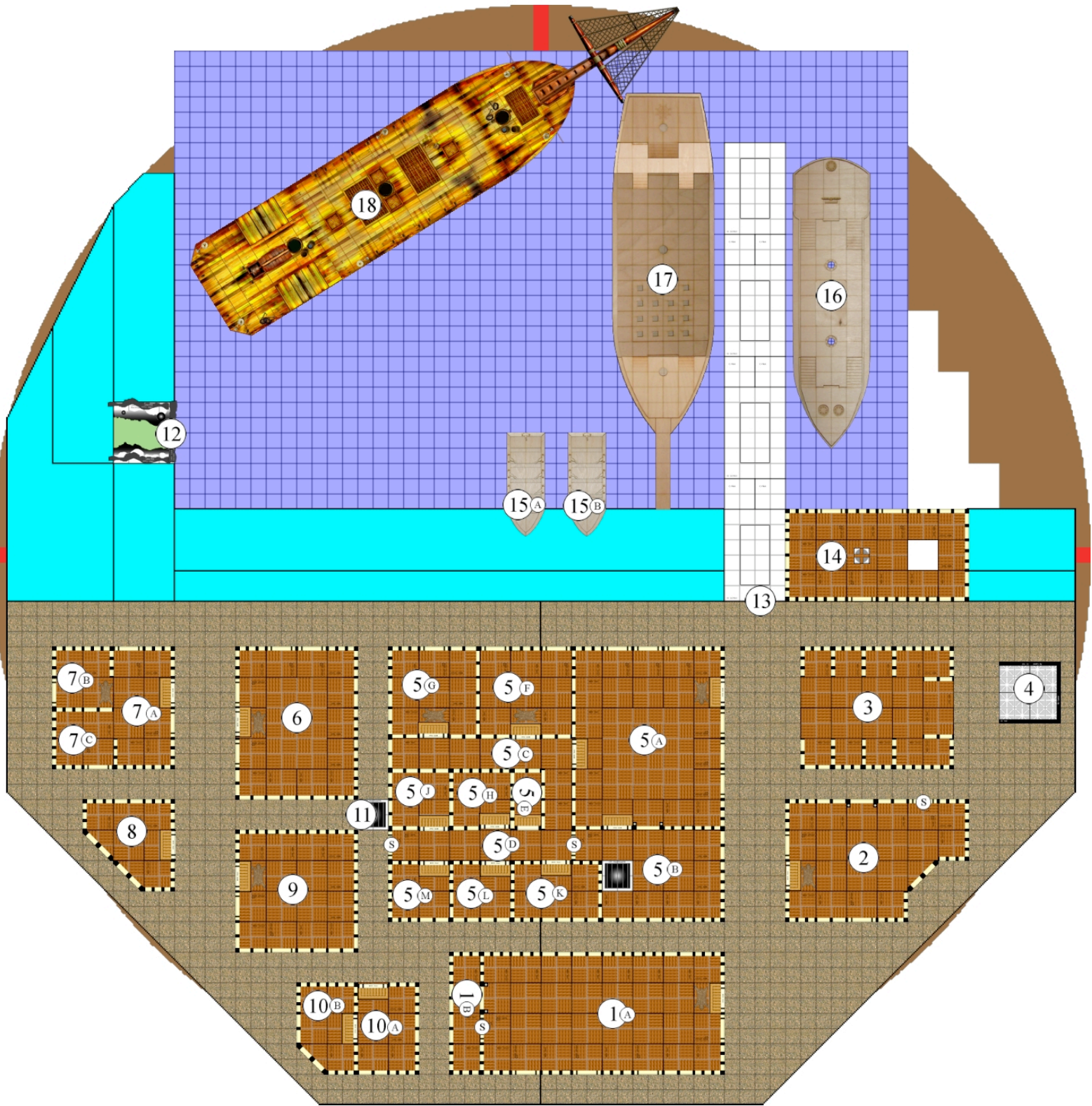


Credits: TileSystem: CRasterImage; Master Maze: Dwarven Forge; Tile drawings: Proving Ground Productions



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map width = 72.0  
 map height = 72.0

tile	available	used	
FN corner wall	97	6	
FN straight wall	154	8	
FN swiveling secret door	6	1	
FN straight wall w. torch bracket	12	4	
FN lower stair	6	1	
FN upper stair	6	1	
FN red pillar	27	1	
CV straight cavern standalone wall with bamboo door	3	1	1
FN floor 2x2	166	11	
FN floor 4x6	4	4	
FN slave pit closed (2x2)	4	2	
FN slave pit open (2x2)	4	2	
CV straight river	14	1	
CV straight cavern standalone wall	28	2	
CV hanging stalagtite opening 1	14	1	
DE corner wall	38	2	
DE straight wall	32	2	
MB corner wall	60	56	
MB corner wall 2	20	19	
MB straight wall	60	39	
MB straight wall 2	20	17	
MB straight wall 3	20	11	
MB floor 2x2	120	74	
MB floor 4x6	1	1	
MB floor 6x6	1	1	
MB diagonal wall	4	4	
MB straight wall w. candles	4	3	
MB window wall	40	31	
MB swiveling secret door	10	4	
MB floor w. bearskin (2x2)	10	8	
MB swinging door	40	19	
MB narrow swinging door	2	2	
MB stone pillar	4	2	
MB floor hatch (2x2)	1	1	
MB lower stair	1	1	
MB upper stair	1	1	

**0. Genoa Harbor**

The small town of Genoa Harbor is steeped in a thick fog. Very little activity seems to be going on this late at night. One large building in the middle of town, however, seems to be a hub of activity, its noise and light penetrating the otherwise soupy mist.

**1a. Warehouse**

The doors of this warehouse have been torn asunder, and lie broken in the street. The shelving and inventory of the warehouse have been ripped apart. Broken crates and ripped bags lie on the floor.

**2. Mayor's Office**

A once magnificent office has been ransacked. Stuffing from the furniture is thrown about the office. An oak desk has been overturned and there are papers everywhere.

**3. Butcher**

Empty meat hooks hang in each open locker. There are bones strewn about the floor.

**4. Smithy**

This small building houses a forge, and anvil and several tools. Currently, the fires are unlit.

**5. Paco's**

The windows and doors of Paco's are boarded shut.

**5a. Tavern Room**

The main room in Paco's is a gruesome sight. Tables and chairs are overturned, and ale and food is strewn everywhere. Everywhere you look, there are dead bodies and blood.

**5b. Kitchen and Storeroom**

Everything in the kitchen is in disarray, broken dishes, pots and pans have been thrown everywhere.

**5c-5d. Hallway**

Gas lanterns light these two corridors. Several closed doors are on either side of the hall.

**5e. Linen Closet**

This closet is full of linens and cleaning supplies.

**5f-5g. Gambling Rooms**

The tables and chairs in the room are broken. Cards and poker chips are everywhere.

**5h-5j. Guest Rooms**

These rooms once contained a bed, a small table a chair and a chamber pot. They appear to be completely destroyed now.

**5k. Guest Suite**

This room was once lavishly decorated with a four-poster bed, satin sheets and velvet upholstered furniture. It has been completely ransacked.

**5l-5m. Guest Rooms**

This room was once lavishly decorated with a four-poster bed, satin sheets and velvet upholstered furniture. It has been completely ransacked.

**6. Armory**

The iron door appears to have been blasted open. Even parts of the wall have been blown away. Inside are several weapon racks, sharpening wheels, and practice dummies. Most of the items have been taken away. All that is left are notched swords and rent armor.

**7. Esmerelda's House of Fortune**

A sign hangs outside this dark building, portraying an orb, a cup of tea and fortune cards.

**7a. Parlor**

A few overstuffed chairs flank a small table. The room's floor is covered in a deep purple carpet, and the windows have thick drapes. Two dark rooms, with curtains for doors are in the back of this room. The room is strangely intact, given the rest of the destruction you've witnessed.

**7b-7c. Fortune Telling Rooms**

The room has two chairs, a small round table and a crystal ball. A single candle dimly lights the room.

**8. Constable's Office**

A sign depicting a badge and a sword hangs outside the door of this small office. This is obviously the office of the constable.

In the middle of this office is a big desk covered with papers. Behind the desk is a large leather chair. Books and ledgers fill the bookshelves along the walls, except for one area, where there is a rope, some shackles and a whip.

**9. Gaffer's House of Flatbread Meat Sandwiches**

Links of sausage hang in the windows. Racks of bread and other food are behind a counter that has a cutting board and cutlery.

**10. Closed Tobacco Store**

Most of the shelves in this once-magnificent store are empty and dusty. A few odds and ends, like stale tobacco and pipe cleaners are in some old jars. The furniture has been torn apart.

**11. Sewer Grate**

Discolored fluid flows from the inn and the street and drains in this rusty grate.

**12. Sewer Exit**

Dark sludge trickles out of this cave opening to sink into the harbor. A fetid breeze swirls around the opening.

**13. Wastin' Time**

The mist here is so thick you can't even see the end of the pier jutting out into the bay. There is a building right next to the dock. Two smaller boats are beached on the shore by the water.

**14. Harbor Master's Office**

The second story is a little hard to make out, due to the heavy mist. The door has been battered apart.

**14a. Main Office**

A wooden counter stretches across the width of the room, blocking entrance to the back 2/3 of the office. Behind the counter are several desks, and waist high filing cabinets line the walls. A door is on the back wall, and a set of stairs leads up and down. Also on the back wall is a huge portrait of what looks like a captain on the icy deck of a ship in cold waters, holding an empty glass and looking out over the sea. Underneath the painting is a bookshelf. Books, papers and folder have been flung all around the room.

**14b. Store Room**

This small room is a disaster area, with more paperwork everywhere.

**14c. Harbor Master's Private Office**

This room has thick carpet, an oak desk on the western wall, a sturdy leather chair behind the desk and 2 plush chairs in front of the desk. A small bar is also along one wall. For some reason, this room appears to have escaped the general destruction

**14d. Sub Basement B**

It looks like a battle was fought here. A dead priest dressed in the raiment of Pelor lies on the ground, surrounded by several destroyed undead.

**14e. Sub Basement A**

This room is noticeably cooler than the other basement room. A single, small crate lies on the floor.

**15a-15b. Long Boats**

Two boats are beached here. They look like they could be safely handled by anyone with any seamanship skill. Yep, these look like sturdy, quality boats.