- Homes 2 - Stables

3 - Wizard's Home? Watch Tower?

4 - Tavern?

5 - Storage? Butchery?

Chicken Coop? Woodshed?

6 - Outhouses

7 - Well

8 - Cellar Entrances.

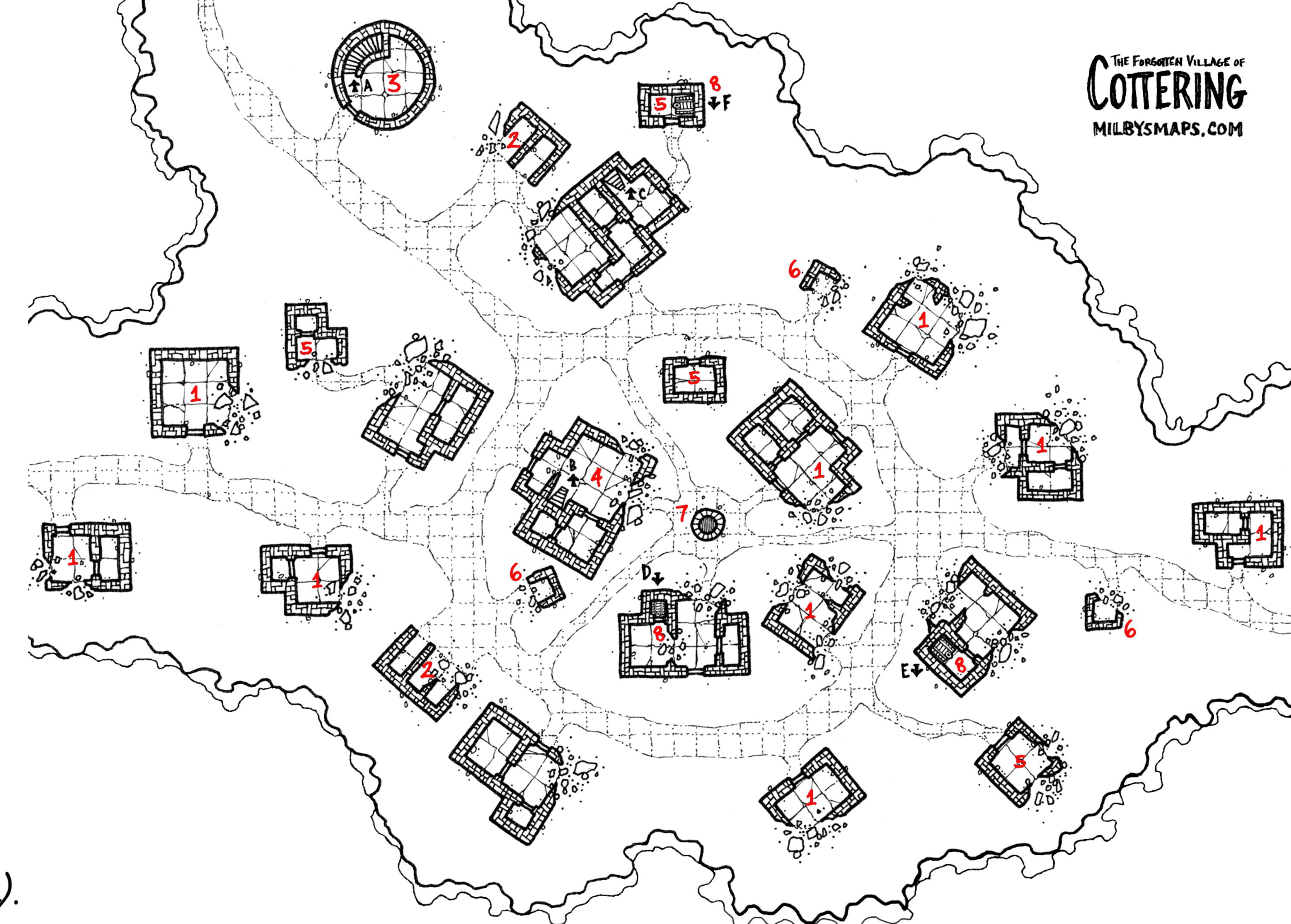
The entrance at Fleads directly to the tunnels with no secret door, so there is likely some other security measure there. (a lock, a guardian, a trap, magic, etc).

DM Notes

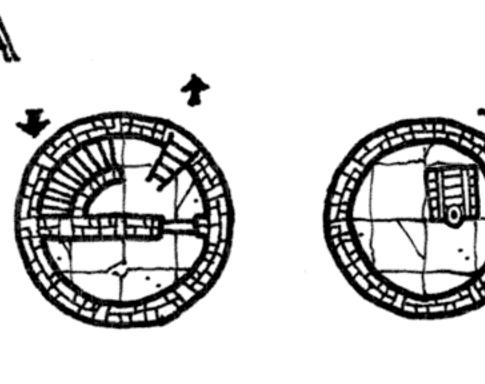
-The underground level is not annotated because what it contains depends entirely on the nature of the secret activity that was taking place there before the village was destroyed (or abandoned).

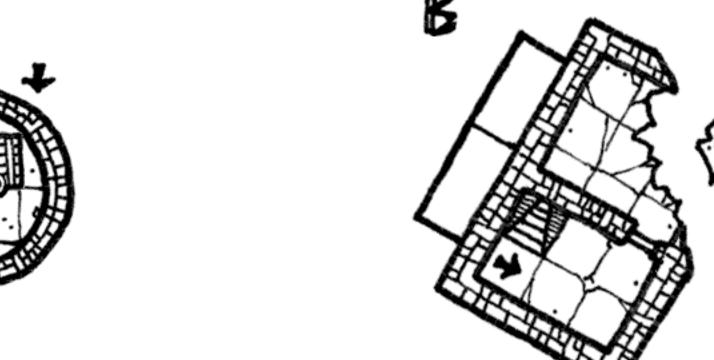
- -Some possibilities:
 - -A cult, which could have included all the villagers or only a few.
- -Magical experimentation (perhaps opening a gate to another world?)
- -Smuggling, which could have incurred the wrath of a criminal organization.
- -Protecting someone or something from the crown authorities (this is one possibility that could make the villagers good guys instead of bad).

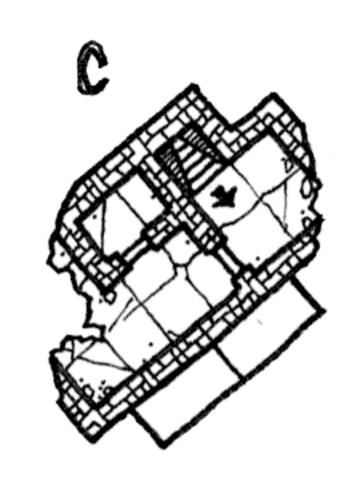
Remember, if you want to show the map to your PCs, a version without the basement doors is available on the website.



UPPER FLOORS







UNDERGROUND

