

Dark Sadness

- 1) A triangular cave: an obvious passage leads to a room full of traps in room number 2.
- 2) mostly circular room: About 60' x about 50' two large obvious pits. One with spikes and one with skulls at the bottom. A few piles of wood debris as well. Those items are there to get enemy forces to come into the room. There are several unmarked pits of various depths.
- 3) Defense 40' x 50' room with a 15' high wall with 3 towers. But only one stair going up to the top of the wall. No gate in the wall. Supplies and people are lifted up and down via a long gone wood and rope crane.
- 4) Guard Room 40' x 30' Back up guard room. Some debris.
- 5) Quarters for the rest 40' x 50' Debris and a fireplace. Did the attackers come down the flue for the fireplace ?
- 6) Food and weapon storage 40' x 50' Debris is all that is left. Some rotted or fossilied food might be found here.
- 7) Dining and kitchen. 70' x 40' Two fireplaces and debris.