

- 1) Most likely human entrance from the surface.
- 2) cage area that blocks exit. Could be a secret door or two in these metal walls.
- 3) an innocent looking metal door and bones in the room.
  
- 4) Rubble blocks the path to 5. open on one side, drop off to sand down below. Did the sand just move ?
- 5) a cave-like area. Rubble blocks path to room 6.
- 6) Loose rocks on floor
  
- 7) the water can be slow, or swift and sweep characters away Connects to The Ruins.
- 8) a cave area, the water is moving and can sweep a character off into the depths of sand.
- 9) a floating stone area that connects 7 and 8