

stone stairs lead down into this room from location D. Pillars hold up the ceiling. Pits for last ditch defense. Three open treasure chests. Small stone house ruins. Wood spikes block the way into the last stand area.

The magic blue area, blocks entry. Six tables, a clean water well, and 3 unopened treasure chests. Six tables.

Passageway on the west side, narrow, about 4' wide, leads to the Dungeon of Confusion.