

The attack at the entrance was a distraction. The enemy came out of the deep pond in room 9.

- 1) 100' x 60' Entrance to this outpost. Debris and a hastily built set of stone walls to help defend with.
- 2) 30' x 70' plus 20' x 30' lobby area: the old guard room. Wood benches along the smaller area's walls and a hastily built set of stone walls to help defend with.
- 3) 50' x 50' Assembly area for meals. Now full of debris and skeletons as they tried to defend from attackers coming from 2 directions. Two torch holders outside the defenses. A good idea, but no way to relight them once the attacks started.
- 4) 30' x 30' entrance when someone wants an audience with the local Lord. The spiral stairs down to Part 02 still there if a bit wobbly.
- 5) 80' x 90' Throne Room of the local Lord. Six chairs for upper leaders, and two thrones for the Lord and his Lady.
- 6) 40' x 30' Kitchen. Three broken stoves and 2 preparation tables.
- 7) 30' x 30' sleeping quarters for the upper leaders. Bunk beds.
- 8) 40' x 70' Leader/Lord quarters. just bones and two torch holders left. The rich tapestries are gone.
- 9) About 88 feet long by 16-40 feet wide. Last Stand is a cave with the local water supply. The wall was not completed before the monsters came up out of the pond. The giant green fungi will wave to visitors. Maybe it contains the souls of those who died here ?
- 10) 90' x 70' Quarters for the rest. Some old double bunks. The green ones probably have fungi growing on them.