

Grand Outpost

Part 02. Work still to be done.

- 1) Was going to be quarters for more guards and other fighters. Spiral stairs go up to Part 01.
- 2) a cave, connected by passageway to room 1, and started out to carve out another room. They had idea two caves were there. The passageway construction ceased when the other passageway found cave room 3. A few skeletons. The passageway was a last refuge for a few survivors of earlier attacks.
- 3) a short test passageway found this cave. Wood debris.
- 4) was going to be a store room. Wood debris. Rubbish.
- 5) the reason why the level was abandoned. Any torches lit in this room did not glow yellow, but a pale green. They quickly left the room. A group of guards came in, and found the empty torch holder had a lit torch in it. Giving off a pale green light. They put it out, it relit itself. One skeleton.

They have not been back.

The unnumbered cave was never found by the previous inhabitants. So near, yet so far.

There are small tunnels on the sides of the water area.

Why wasn't a level built above Part 01 ? The local leader was concerned that a disgruntled guard would drop rocks on his head.