

Notice the inability of any ballista to cover another one. No overlapping fields of fire. They really needed an artillerist.

Any spell caster with the ability to send a small animal, or spirit in, can easily spot the flaws.

Why the cobble stones for floors ? They make a nice crunching sound when anyone walks across them. Of course, if the inhabitants are trying to sneak up on the bad guys, not a good idea.

Each room 2 through 5 has a portcullis in the opening. Nice way to keep infantry out of these rooms, but it does block the ballista field of fire.

As a for instance to combat that, some or all of the rooms could be 10' to 20' off the floor with the tunnel into these rooms being slanted downwards, with a stone shutter blocking fire from coming in. Which also has flaws.

- 1) 170' x 170' Entrance room. The ballistae in rooms 2, 3, 4. and 5 don't have cross-fire and cannot support each other.
- 2) 20' x 50' weapons and beds on same side. Secret door down to the passageway to room 6.
- 3) 70' x 30' + 50' x 10' Bad setup, they have to cross the opening into room 1 to get to their weapons.
- 4) 70' x 30' Another bad set up. They have to cross the opening into room 1 to get to their weapons.
- 5) 50' x 30' + 60' x 60' Good setup. They can get out of bed, get their weapons, and then rush to the ballisa.
- 6) 40' x 50' nothing but debris here. The entrance is a secret door.
- 7) 30' x 40' Two old campfires. Some broken furniture. Some rust that might have been weapons at one time.