

Level 01

Cistern level.

- 1) 95' circle x 15' high. Cistern 1. Mostly dried up, some water, tastes gritty. Skeletons, some debris. 2' deep.
 - 2) 40' circle x 12' high. Cistern 2. Has water, but stirring it up will cause the sand on the bottom to spread around in the water. 10' deep.
 - 3) 80' x 15' Cistern 3. debris pile, old stone floor in the center. The rest is dirt. The cistern has filled in.
 - 4) 30' x 40' x 10' spiral stairs down to ground level. Secret door entrance.
 - 5) 40' x 50' x 10' Water Team barracks. Their job was to guard the water, clean the cisterns. The four tables look new.
 - 6) 30' x 20' old store room. Campfire, bones, debris.
 - 7) odd shaped room. Approximately 50' x 30' x 10' debris and bones.
 - 8) 20' x 10' x 7' store room. bones and opened chest. It could have a false bottom.
 - 9) 10' x 10' x 10' open chest with what appears to be gold in it, but is yellow mold.
 - 10) 10' x 10' x 10' room, dusty.
 - 11) 40' x 70' x 15' Stone slabs used for defense and 3 skeletons. campfire. Debris.
 - 12) 50' x 60' x 10' rocks, campfire, 2 skeletons, debris. A small glint of metal in the dris pile. Tunnel goes to room 13. The entrance is under the debris pile.
 - 13) 40' circle x 15' high. a large wood bridge, possibly left by the invaders. 4 skeletons and a debris pile. Tunnel to room 12. The entrance is under the bridge. Bridge probably assembled in this room as there is an old hammer under the bridge.
 - 14) 70' x 30' x 15' Another wooden bridge piece. 2 rock piles.
- Rooms 15, 16, 17, 18, 19, 20, and part of 21, and the passageways have slate floors.
- 15) 20' x 50' x 10' rock pile, debris, campfire. Closed chest.
 - 16) 60' x 60' x 10' Secret door. Rock pile. A few gold pieces under the rocks.
 - 17) 50' x 40' x 10' 2 debris piles used for the campfire.
 - 18) 10' x 20' x 10' A new torch. A pile of skulls.
 - 19) 50' x 30' x 20' Spider webs.
 - 20) 70' x 40' x 10' spiral stairs down to ground level. Sider webs. 2 skeletons. Debris.
 - 21) 50' x 90' x 15' Old Ceremonal Room down to Ground level. Remnants of old tile.
 - 22) Complex's Leader's quarters. Fancy tile on floor and passageway. 4 debris piles.

