

Level 03

Brown floors have a sandy texture. Could become noisy. The light color floors are the remains of worn down tiles.

- 1) 40' x 40' x 10' Spiral stairs up to lookout level. Some debris, 2 skeletons.
- 2) 40' x 40' x 10' Spiral stairs up to lookout level. Some debris, 1 skeleton.
- 3) 70' x 20' x 15' backup guard barracks one skeleton.
- 4) 40' x 30' x 10' Armor, so near, and yet so far from the barracks.
- 5) 50' x 50' x 10' backup guard barracks. 2 skeletons, 4 piles of debris.
- 6) 80' x 80' x 15' food preparation and dining. Debris, scorched chairs and tables. Two fireplaces. Skeletons.
- 7) 60' x 30' x 7' Armory, closer, but not close enough.
- 8) 40' x 60' x 15' food preparation and dining. One fireplace, debris, a skeleton or two.
- 9) 70' x 50' x 25' cob webs of a large spider blend in with the white floor and ceiling.
- 10) 50' x 120' x 15' Must have been a gran room of some sort in the past. All is gone, tiles worn-down.
- 11) 50' x 50' x 12' spiral stairs only way down to level 2. Spider webs. Some debris and one skeleton.
- 12) 40' x 40' x 10' family quarters. One fireplace. debris. Passageway to here behind a secret door, but the floor in the main hallway is well worn.
- 13) 40' x 40' x 12' family quarters. One fireplace. debris.
- 14) 70' x 40' x 10' Storage room, empty of all but dust.