

Sub-Level 4

Not many defenses built on this level due to the sudden attack. Floors are mostly a dark shale.

All of rooms 15, 16, 17, and part of 18 have mud brick walls instead of the usual black and white tile.

- 1) 60' circle x 15' high. broken wood furniture and 5 skeletons.
- 2) 60' circle x 10' high. Wood debris.
- 3) 40' circle x 10' high. Dust and rust that could have been weapons.
- 4) 40' circle x 15' high. Six broken pillars. Debris with bones underneath.
- 5) 80' circle x 20' Spider webs. Four open barrels. 2 skeletons. broken small tables.
- 6) 100' x 50' x 10' wood debris. Wood and cloth debris with a skeleton underneath. Spiral stairs up to Sub-level 3.
- 7) 80' circle x 10' high. Wood barricade, so the invaders made a pretend attack while others went around and attacked from the rear. Four debris piles with skeletons under them.
- 8) 40' x 30' x 10' a weak wooden barricade. 10 skeletons.
- 9) 30' x 50' x 15' dust.
- 10) 140' x 110' x 20' cracked floor, tunneled up from below between this room and room 11. Three large monster skeletons. Rocks. Nine debris piles of former defenders. A broken wall.
- 11) approximately 100' x 50' x 10' Broken wall. Three monster skeletons. Rocks and dirt. A hole in the floor between this room and room 10.
- 12) 30' x 50' x 15' secret door. dusty. Blood splatters on three walls.
- 13) 30' x 40' x 15' piles of rust. Some dirt.
- 14) 50' x 30' x 10' secret door. Hand bones scattered about.
- 15) 80' circle x 20' high. Water filled depression. Scratch marks near the water.
- 16) 40' x 30' x 10' empty of all but dust and maybe some rust.
- 17) 50' x 40' x 20' dusty and some rust in the outline of swords.
- 18) 60' x 50' x 10' plus 20' x 30' x 15' plus 30' x 40' x 10' Spiral steps up to sub-level 3. Empty.
- 19) a cave. Approximately 70' x 50' x 15' Some defensive works of rocks. Skeletons. Wood debris.