

Bastion Cave.

Water had to be brought in as the seepage into the Bastion Cave became undrinkable.

Various amounts of debris and skeletons in different rooms.

1) Guard room, controls a portcullis for entry.

2) Bastion Room. A) a stout wall and towers. B) Emergency defenses. Neither helped.

3 and 4) Guards' Quarters. The nicer chairs are for the seating of Dwarf Heroes. Nothing but bones and damaged items left.

5) Living quarters for their families. All gone.

6) Dining Hall.

7) Kitchen

8, 9, 10) store rooms for food.

11) A cave with sinkhole. Something came up out of the depths, and attacked the families first.