

A wooden pallisade protects the cave fort entrance, but not well enough to defend from an attack.

Note that the map grid is 20 feet by 20 feet.

1) Palisade wall. A few wooden spikes, but not full coverage of the openings. About 140' wide by 88' deep. Large open area for reinforcements to cross means they could fall to arrow and sling fire before they reach the palisade defenses. Stone archway into passageway to room 2.

2) 100' x 60' Guard Room. The backup guards were called away to deal with the invaders coming in via cave 13.

Wood debris, skeletons, rusted weapons and armor. The slanted passage was a good idea, but a second one on the opposite side of the room could have helped the defenders.

3) 80' x 100' x 10' Barracks for the guards. Looks like some of the palisade wall entrance spikes were used here, instead of being on the outside wall. 6 skeletons from dead dwarves. Wood debris. Doors to store rooms are open.

4) 20' x 20' x 12' dusty, otherwise empty.

5) 20' x 20' x 15' dusty, and what looks like the remains of rusty daggers or other small weapons.

6) 20' x 20' x 12' walls slightly crooked, not as well built as the other two rooms. Dried blood on the floor, small foot and hand bones.

7) 60' x 80' x 10' a store room, hidden behind a secret door out in the main passageway. Could be some dwarf treasures here, coins, etc. under the rotted wood debris.

8) 80' x 40' x 12' dining room. Two fireplaces for warmth.

9) 100' x 40' x 15' kitchen. Four fireplaces. Any cooking pots and utensils have rusted away.

10) 60' x 110' x 10' Leader's quarters. Some wood debris. Might have a few coins, etc. under some of it.

11) 20' x 100' x 15' armory. Rusted weapons and rusted armor. One of the flails and one sword might be usable.

12) Cave, about 150' x about 50' x about 20' No cave formations such as stalagmites and stalactites, which is a bit odd. The back way the attackers got in and drew off guards from the palisade. ( Stalactites hold tight to the ceiling. Stalagmites are on the floor. ) The cave almost looks artificial.

13) Dead Woods, northeast of fort. Undead have been reported here.

14) 20' x 40' x 15' food storage, all rotted or gone.

15) 20' x 60' x 15' food storage, all rotted or gone.

16) New Woods, southwest corner of map. Tree and brush growth since the fort fell to attack.