

Reception area:

North entrance, pillars, large floor cracks. Wood debris. Two campfire locations. Doesn't look like who ever set these up, has gotten to the chairs yet.

location A ) entrance door, open pit traps both sides. There might be hidden traps.

locations B ) two cracked floor areas, careful, you might breakthrough into the basement.

location C ) reception area, might have been the last meeting of the survivors, south most chair is a throne.

stairs D) down into Flame Keep basement storage, which connects to the Dungeon of Confusion. Wood debris, 3 open chests, 6 barrels. Pile of rocks.

room E ) three open chests, 6 closed barrels, piles of rocks and other debris. There are no holes in the ceiling, maybe it was repaired.

location F ) door into the storage area.

well G ) greenish water, probably bad.

Kitchen and Eating area ? Bits of food on the floor, but no cooking gear. Soot on the ceiling.

Quarters ) a few rags that could have been blankets, otherwise no sign of bunks, chairs, etc. 2 small unopened chests. Wood debris.

room H ) Last Stand area. 3 piles of skulls, the spikes and portcullis to the left didn't stop the attackers. rock debris, with skeletons behind the rocks. Trap door, might lead to a small store room. Three piles of multiple skulls. A small chest. The people camped outside, haven't explored this part yet. Must be the ghostly screams and whispers of doom.

location J ) down to the Flame Keep Storage area.

stairs leadng down into the basement.