

Ground level.

This level's floors is a mixture of slate, old stone work, ceremonial tiles, and dirt washed in.

- 1) entrance, off shaped. Approximately 120' x 65' x 30' old tile on the floor, leaves, spider webs.
- 2) 40' x 60' x 10' Visitor Waiting Room. Some old tile on the floor.
- 3) 50' x 30' x 10' Guard Room. Some nice tile on the floor. A small debris barricade with 2 skeletons behind it. The job had become a show, these dwarves had no combat skills beyond the basics.
- 4) 50' x 30' x 10' old Store room.
- 5) 30' x 30' x 10' old Store room.
- 6) 40' x 60' x 10' debris, skeletons, rocks.
- 7) 40' x 30' x 10' old Store room. Dusty.
- 8) 30' x 30' x 10' old Store room.
- 9) 50' x 40' x 10' wood debris, campfire, skeleton.
- 10) 40' x 50' x 10' rocks and a campfire.
- 11) 10' x 20' x 10' Guard Room. Dusty.
- 12) 10' x 20' x 10' A small barricade, a skeleton, and a campfire behind the skeleton. The invaders called this dwarf 'Pinchusion'.
- 13) odd shaped room. 30' x 40' x 10' plus 70' x 80' x 20' dirt floor. The tiles are gone. Some wood debris, 2 skeletons.
- 14) 10' x 30' x 10' skeleton and some rocks. former Storage.
- 15) 10' x 10' x 10' Storage. empty of all but dust and some small hand and foot bones.
- 16) 10' x 20' x 10' store room. skeleton.
- 17) 40' x 50' x 10' rocks and dust. Some sand in this room at the corridor to the left.
- 18) 90' x 50' x 10' Spiral up to level 1. Open chest. Two campfires, wood debris. Faded and scuffed tiles on the floor.
- 19) L-shaped room, empty.
- 20) 20' x 10' x 10' closed chest. Scratches on the lock.
- 21) 60' x 50' x 15' 4 small rock piles. Secret door into room 20.
- 22) odd shaped room hidden behind secret doors. Two unopened chests. A table with 6 chairs. A food preparation table. Slight amount of dust. Maybe never entered by the invaders. Metal doors, except secret door.
- 23) 20' x 40' x 10' wood and cloth debris. Behind a secret door. Could something useful under the debris.

24) s40' x 50' x 10' faded green tiles. Rock pile.

25) 60' circle x 10' high. Water puddle, rocks, a human skeleton.

26) 40' 50' x 12' dust

27) 20' x 10' x 10'. Carved on the wall. "All is Dust"

28) 20' x 10' 10' secret door.

29) 10' x 20' x 10' dust and leaves.

30) 40' x 50' x 10' rock pile. debris barricade. 3 skeletons.

Rooms 31, 32, 33, 34, and connecting passageways are slate floors. Once covered by fine tile like in room 32.

31) 40' x 30' 10' slate floor.

32) odd shaped room. 70' 90' x 15' plus 130' x 50' x 20' with two small hallways connecting them. The hallways have mostly destroyed murals. Might be fighting or victory scenes. Remnants of fine floor tiles.

A new oil lamp. Debris and 3 skeletons. Stairs go up to ceremonial area on level 1 room 21. Spiral stairs go up to level 1 room 20.

33) 30' x 40' x 10' ceremonial item storage. All gone. Debris and 2 skeletons.

34) 40' x 60' x 10' bits and pieces of ceremonial clothing. Wood and rock piles. A few skeletons.