

Lookout level.

- 1) large odd shaped room. Cobwebs, leaves, bones
- 2) 80' x 60' x 10' pieces of wood and a few bones
- 3) 60' x 60' x 10' skeletons, dwarf skull on a post. A broken table.
- 4) side room 20' x 20' x 15' broken wood barricade, 5 dead dwarf remains.
- 5) side room 40' x 20' x 15' broken wood barricade, 5 dead dwarf remains. Two covered by debris.
- 6) odd shaped room. empty of all but dust
- 7) side room 10' x 10' x 10' a broken ballista
- 8) side room. 20' x 30' x 10' the two broken ballistae cannot cover the entrance to room 7. Campfire in the back of the room.
- 9) 60' x 50' x 10' empty of all but dust.
- 10) diagonal room, covers room 11 with its ballista, but they were attacked from the rear when the defenses of room 8 failed. Fire pit and a skeleton.
- 11) diagonal room, covers room 10 with its ballista, but they were attacked from the rear when the defenses of room 8 failed. Fire pit.
- 12) 45' x 10' x 10' dust
- 13) 50' x 60' x 20' dust, several skeletons, wood debris.
- 14) 120' x 40' x 10' A staunch defense, attacked from the stairs. Skeletons and wood debris.
- 15) a diagonal room with 2 broken ballistas. About 40' long x 10' x 10' They tried, but failed to support the fighters in room 7. Campfire and 2 skeletons.
- 16) diagonal room. about 30' x 10' wide and 10' high.
- 17) L-shaped room. Debris, skeletons, broken weapons, rusted armor.
- 18) 40' x 100' x 10' Debris, skeletons, rusted weapons