

Upper level of Zognilak Fortress

There are spikes in the front of these tunnels. There are two spare ballistas in room 6.

- 1) West, outside the walls, defense tunnel. One ballista and crew. Pit trap in front of it on the ground level.
  - 2) West, Inside the walls, defense tunnel. One ballista and crew.
  - 3) Center defense tunnel. Murder holes so they can drop stones or throw spears on any attacker coming in the ground floor entrance.
  - 4) East, inside defense tunnel. One ballista and crew.
  - 5) East, outside the walls, defense tunnel. One ballista and crew. Pit trap on the ground level.
  - 6) Ready strike force barracks. A small kitchen and dining room area, along with bunks, so they don't have to be far from their posts during attacks.
    - 6A) Fireplace, 3 work benches for repairs, and storage barrels. Some barrels are set up as defensive works, 2 spear boxes.
    - 6B) Beds, work benches, a dining table, storage barrels, 2 spear boxes and 2 ax boxes. A weapons rack.
- Note that there are few beds or furniture that can be fired upon from the adjoining passageways.
- 7) Passageway, looks like it has been cleaned more than once by scrapping something off the floor. Could it have been blood ?
  - 8) Ready Room. Two ballista. One guards the down spiral stairs. One guards against intrusion from the doors. Spear boxes. Chairs for the relief crew, and crates of food and water.
  - 9) barracks. Beds, rugs, two fireplaces, a ballista, a spare weapons rack, 2 fireplaces.
    - 9A) Emergency food and water storage. A few spare armor sets.
    - 9B) Two weapons racks. A few shields mounted on the other wall.
  - 10) barracks. Beds and rugs. Two tables with chairs. A fireplace.
    - 10A) Storage for emergency food. Shields on the wall.
    - 10B) Two crates with water skins, two weapons racks.
  - 11) Kitchen storage Food on shelves and in crates. A spear box for the kitchen crew, if needed. This room is always cool. Food doesn't spoil, but the dwarves have no idea why. ( It is the Bones nearby. )
  - 12) Dining room. 6 tables with chairs, two fireplaces. Two spear boxes, a table for deserts.
  - 13) kitchen. Three stoves, food preparation and about to be served tables. One large table they got from some adventurers. It formerly belonged to an ogre. The legs were cut down so the dwarves could use it. Two fireplaces with meat roasting gear.

For some reason, about once a game year, a bone shows up in the food. The dwarves cannot figure out where it comes from. It isn't any animal known to them, or the elves. Not a dwarf nor an elf bone.

Could it be The Bones trying to take them over ? Hmmm ?