

Ground Level, Zognilak Fortress

Zognilak_Fortress02.fcw

1) Interior of walls. Four ballistae and a small house for the watch's food and drink.

2) Great Hall and Museum. 97' x 66'

Three minotaur heads, urns and cabinets containing mementos of previous battles.

Seating for those who want to trade or visit. Three fireplaces to keep the room warm.

The narrow passageway from room 3 to the west side of room 2 is for fighters to come into the side if there is need.

3) 48' x 48' Meeting room. Where discussions by the dwarves about defense of the fortress, or just talking over old times, takes place.

4) 48' x 48' One of two ready strike force rooms for assembly of fighters protecting the fortress. There are guards stationed here to block anyone from entering this way.

5) 98' x 47' Assembly area: for the second ready attack force in room 13. The ballista is to defend this passageway against incursion.

Several spear boxes, a box of large arrows for the ballista, and benches for the off duty ballista crew to rest on.

6) 25' x 100' barracks of those who guard the up and down spiral stairs. This is the only way down and up.

7) 73' x 48' families of the dwarves. Chairs and tables. Games for the kids. Mostly about war and how to defend/attack, but some about trees and water. The later supplied by the elves.

8) odd-shaped redoubt. A final defense of this fortress that has never been used; however, the dwarf kids are taught tactics here. So it does serve a purpose.

9) 48' x 23' dining room. Tables with chairs.

10) 48' x 24' Kitchen. Two stoves, a fireplace. Two cutting tables. Three store rooms of food, spare utensils, mugs, and plates.

11) 75' x 23' barracks. Sleeping quarters for some of the dwarves. Yes, the passageway to the redoubt is a secret door, but all of the dwarves know it is there. So not much of a secret.

12) 48' x 23' Storage of various non-food items. Clothes, weapons, etc.

13) 73' x 23' Ready strike force barracks. Each dwarf keeps his armor under his bed.

14) 10' x 10' a secret room, a small treasury

15) 10' x 20' weapons storage

16) a small weapons room, may contain magic weapons. Behind a secret door.

17) 10' x 10' Weapons storage.

18) Sinkhole, currently undiscovered by the dwarves.

19) 72' x 38' A dining room. Two fireplaces.

20) an area of bones. Unknown to the dwarves.

21) 10' x 48' Entrance hall.