The dwarves who built this city fled long ago when the great wyrm wyrm came to the Sunless Sea. Now dark elves keep slaves here, working the fungus fields, breeding giant lizards. Much of the city is in ruin due to the Chasm, the stream, and age. Diverse wild creatures wander the eastern passages.

X - LAND - SHARKS

Y - BURROWING TROLLS - maze, sinkholes

V - BURROWING TROLLS - maze, sinkholes

† - TALL - HOME - Built Into Wall, Bats, Gorgoies

S - DWARVEN - STATUE

FUNGUS - FIELDS
- shriekers, slimes, giant lizards

M - SUNKEN AMPHITHEATER
- stream leads to treghydic slave caves, fungus fields

K - STAIRS - descend to lower cliff face, end of cave, magic ward of alarm, ruined, rust monsters, skeletons

N - CHASM - chechers, giant bats, secret passage south, waterfall

P - STREAM - blind fish, glowing fungi, beetles

1 - FORTRESS - ruined, rust monsters, skeletons

D - TEMPLE - sacked, dwarven ghosts, stone golems

A - SUPPORT COLUMNS - Intricately carved, climable

B - WATCHTOWER - Dark Elf Guards, Giant Spiders, Treghydic Slave

A - GATEHOUSE - Arrowslits, Dark Elf Guards, Giant Spiders, Treghydic Slave

- scale in feet

- 0 1 2 3 4 5 6

- 0 1 2 3 4 5 6 7

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The dwarven city is a place of wonder and danger, with secrets hidden in every corner.