

- 1) small alcove
- 2) open area, some loose floor pieces
- 3) a floating floor piece, good place to put a large open chest of coins. But will it support anyone that jumps over to it ?
- 4) a loose area, it could topple someone into the foggy depths
- 5) a loose area that wobbles
- 6) safe passage to door 7.
- 7) a cave type opening in a regular wall. Could it be a mouth instead ?
- 8) open area
 - 8A) a nice hiding place for a monster
 - 8B) teleport, no problems, to the ruins area
- 9) shaky path to the lake.
- 10) probably the only completely stable floor area in the Broken Grounds.