

- 1) Entrance from somewhere, maybe a tunnel from the other side of the mountains ?
- 2) path to The Deep, a city.
- 3) floor pieces look loose, but they aren't.
- 4) open pit trap, it closes and opens at random intervals.
- 5) low walled room. Scratch marks like some being had been grabbed from below, and had frantically tried to stay on this level.
- 6) open door to the water. Is it drinkable ? Or is something swimming in it ?
- 7) The metal cage slides open at random intervals. Careful, it could snap back and close quickly.
- 8) Why is there a stalagmite in a stone room ? Is it a mimic who is confused ?
- 9) Could be a resting area, or drop characters into the lake.
- 10) Large open area.
- 11) Good hiding spot for monsters
- 12) small room with a path to The Ruins.
- 13) a floating island. Looks like a regular place to rest after a swim. Even has 3 small chests on it.
- 14) A locked door, with a key hanging on both sides to unlock it with. Or are the keys traps ?
- 15) a shaky bridge from 14 to 15. 15A is a pit trap. The cable/portcullis doesn't move.
- 16) leads to Broken Grounds

locations 17) through 26) floating islands. Or are they, and the monsters and treasures an illusion ?