

Narganaban Mountain New Home in 2 parts.

Part 01

- 1) entrance. The wall and towers were well built, but the monsters could gather forces out of site of the defenders.
- 2) The small keep was a recent addition, it didn't hold and all were lost.
- 3) debris and skulls. The attackers had fliers who went over the walls and took the defenders from behind. A tunnel leads over to room 13.
- 4) an obvious trap door under a grate. Could there be hidden trap doors ?
- 5) an empty cave, marks on the floor.
- 6) a bridge across the small pond. It can collapse and drop a character into a deep hole hidden by the bridge. Safer to walk around. Fungi growing in the far end. Cracks in the stone floor nearby.
- 7) a small area, the defenders hoped it would give them a good field of fire against attackers. It didn't.
- 8) debris and skulls. Wood formed a last ditch defense, it didn't last. The water occasionally swirls for no apparent reason.
- 9) empty of all but dust and small rocks.
- 10) a defensive area ? Skulls, bones, and debris.
- 11) Wood debris at the entrance, it could have been a defense. Skulls and bones.
- 12) 10 large urns.