

Part 6.

upper part of the map, rooms 5 is from Part 5

Oh, the walls, floors, and stairs/ramps are supported by the mountain unless otherwise noted. Very few are just floating in air.

- 1) a large room. Stairs up to room 2. Stairs down to shaky rock bridge to location 3.
- 2) room stairs down to a wobbly wood/rope bridge and shaky stone steps.
- 3) a crumbling stone floor that leads down to well-maintained steps. Stone bridge goes left and right.
- 4) a small room, barely large enough to hold 3 human sized characters. Stairs leads down to a series of wobbly stone steps crossing a small swift stream.
- 5) a room with metal or wood spikes guarding a stairs going down. Two piles of cloth and wood debris. A small crate and a chest.
- 6) A room with a 3 foot, 1 meter, tall stones to make a small maze. Most characters can see over the walls. But are they seeing fact ? or illusion ? The far corner is well lit by two torches.

Just before the portcullis, is a skull on a pole.

- 7) stairs go up to the room. An iron maiden, that argues with itself 'Grab them now ?', 'No, not now !', 'How about now ?', 'No, they aren't close enough. Shh !'.

The trap door with a candle on it is a fake. The actual traps are around the room.

It is possible to dig a tunnel between room 7 and room 19c. 19c is slightly higher than room 7

- 8) A wobbly stone block location, with a ladder going up to a metal door. Not much leverage possible to open the door.
- 9) 5 stone blocks supported on clouds. They wobble.
- 10) a small room, rickety wood ladder leads down to room 12.
- 11) a long room, leads to wobbly rocks and a wood/rope path.
- 12) a cave with water flowing through it.
- 13) a room with a notch cut in the floor, careful where your character walks !
- 14) a room with an alcove. A monster could hide in there. Ladder leads down into

room 26. A locked portcullis leads into room 21.

15) wood ladder leads down into this room, and a wood ladder leads down into room 24

A wood barrel hides behind a stone wall.

16) steps from room 13 leads down into this room. Along with a wood ladder down from room 18. The light gray rectangle either raises a character stepping onto it up into the ceiling, and down into a thin crevasse.

17) a small water cascade cross the room.

18) a mistep here, and the character falls into room 16 or tumbles down the ramp location 25.

19) once upon a time, 19c was the control room for a tuning fork, rooms 19a and 19b, that could cause small earthquakes out on the lands near these mountains. This was to keep Adventurers away.

20) a smooth L-shaped floor. Some bits of rock bounce up into the faces of characters when they walk around the room.

21) a long thin corridor. Stairs up to room 22 and wood ladder up to room 23.

22) a room that leads to room 19c. The phrase 'open please' must be spoke, or a trap springs.

23) only reached by wooden ladders. Watch out for the spiders !

24) a square room. Stepping on various parts of the floor rings a small chime.

25) a ramp leading down into room 27. Slippery.

26) wood ladder from room 14. A careful character could jump down to room 27. Watch out for the water !

27) a room with water below. Wait ! Was that a tentacle I just heard ?

28) another water cascading through a small cave.

29) rock debris and a barrel.

The monsters and treasures are just suggestions, change them up to fit your campaign. And the rope bridges could snap if too many try to walk across them at the same time.