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.....
STONE BRIDGE:  D1: DOWN TO PREPARATION CHAMBER
                :      (PRISMATIC DRAGON)
        D6 :    D2: DOWN TO MIRRORED HALL
        |  :
        |  :    U1: UP TO DOME OF STARS (CHIMERA)
        SB :    U2: UP TO MUSEUM VORTEX
        |  :    U5,U6: UP TO STONE BRIDGE

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$$\begin{array}{c} | \\ E- \\ | \\ \text{AAtte} \end{array} \begin{array}{c} | \\ \text{Filthy} \\ \text{Encampment} \\ | \\ E- \end{array}$$

PG DM RS++AA *UI RS AR
 / @5 / t
 / x / t
 AR--RS RP *GN AR++UT+1DA RS--AR
 / +
 / +
 AR *TC--U6 RP--RP AR--RS AC++D1 AR AR
 / @4
 / @
 ARttDTttAR--AR--AR--AR U2 AR--AR--AR--AR--AR--AR
 |
 AR AR U5 GL}-CC AR BB *U1 D2 BS AR
 /
 AR SO GL@3HB* AR RM TS DL--AR
 / t
 / t
 AR RB--BH AR--RM WC AR
 / +
 / +
 AR D4 D3 CH--AR AA: Anci

AA: Ancient Ruin, Inside Arch
AC: Ancient Coliseum
 *(Prismatic Dragon) beneath
AP: Ancient Ruin, Plaza
AR: Ancient Ruin
BH: Bloodstained Hallway
BS: Burned Stables
CC: Concealed Chamber (book)
CH: Crumbling House
DA: Dark Alleyway (dragon carving)
DB: Destroyed Blacksmith
DL: Destroyed Laboratory
DM: Destroyed Mansion
GL: Grand Library
*GN: Goru-Nezar
*HB: Hidden Bookroom (Beholder)
IN: Ruined Inn
PG: Palace Gates
RP: Royal Palace
RB: Ravaged Butcher's
RM: Rotting Mansion
RS: Ruined Shop
SB: Slender Stone Bridge
SO: Sacked Office, Bone Pile
*TC: Torture Chamber (Wraithlord)
TS: Tower of the Stars, Foyer
*UA: Unholy Altar (Unholy Idol)
UT: Unholy Temple
WC: Weed-Filled Courtyard

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.....
ICY TUNNEL                                     :
                                                IT      :
*IF: Ice Forge                                / \    :
(Frozen Giant &                               /   \  :
Frozen Hydra)                             IT--IT     IT  :
move anvil                               /         |   :
wakes hydra                           /           |   :
touch giant   IT                     IT--IF*       IT  :
wakes giant   / \                       |           |   :
                                   IT     |           |   :
U3: Up to D3                        |     |           |   :
U4: Up to D4                        |     |           |   :
To Ancient Ruins IT--U4            U3          :

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*IF: Ice Forge
(Frozen Giant &
Frozen Hydra)      IT--IT          IT
move anvil           |              |
wakes hydra         IT--IF*        IT
touch giant         IT             |
wakes giant         \              /
                     IT            IT
U3: Up to D3         |              /
U4: Up to D4         |              /
To Ancient Ruins    IT--U4   U3
```