

# Castle in the Sky Digital Map: Legend

This list contains all the location numbers and provide an orientation how to incorporate them into the **Hoard of the Dragon Queen** adventure. If you just want to use the map for something else, ignore the comments and do with them what you want!

#	Description	Comments
6	<b>Main Gate</b>	Similar to original main gate, but gate opens from second level instead 6A/6B
7	<b>Lower Courtyard</b>	Upper Courtyard does not overhang lower courtyard, instead it has a small wall with two gates leading to the upper yard and ogre barracks
8	<b>Stables</b>	There are now two stables in the lower courtyard
9	<b>Cultist Barracks</b>	Increased the size of the barracks: Now two buildings with several rooms and an additional room on the ground floor of the big eastern tower
10	<b>Stone Giant's Chambers</b>	Upgraded to a two-room apartment
11	<b>Rezmir's Chambers</b>	Upgraded to a three-room apartment with a stairway to the inner main tower
12	<b>Red Wizards' Room</b>	Now upgraded to a whole Wizard tower with summoning room, library, living quarters and laboratory
13	<b>Store Room</b>	Upgraded to whole level of main tower
14	<b>Guest Chambers</b>	Upgraded to guest house in upper courtyard
15	<b>Kitchen</b>	Upgraded to three room kitchen with kobold living quarter
16	<b>Upper Courtyard</b>	Upgraded with a steep stairway leading to the main tower of the cloud giant and entrance to the ice caverns
17	<b>High Blue Tower</b>	Not used anymore to teleport (Blagothkus can now do this anywhere, using a talisman). Instead, a small tower was added to the Wizards' Tower contained a small observatory on top
18	<b>Crumbling Tower</b>	Not used anymore as a vampire lair. Instead used as fortress tower with a teleportation circle on the roof
19	<b>Steering Tower</b>	Now placed on top of the Giant's main tower
20	<b>Ogre Barracks</b>	There are now two Ogre Barracks, one located between the lower and upper courtyards, the other within the main tower.
21	<b>Esclarotta's Tomb</b>	Placed deep under the main tower
22	<b>Cloud Giant Tower</b>	Now the Cloud Giant has a huge tower – the main tower of the castle
23	<b>Giant Guest Chambers</b>	Placed within the main tower
24	<b>Servant Barracks</b>	Placed within the main tower
25	<b>Main Vault</b>	Very similar to the original map, placed within the ice caverns under the castle

Besides the locations already used in the **Hoard of the Dragon Queen** adventure, the map features some new rooms:

Description	Comments
Dungeon/Oubliette	In the tower between the guest house and the Wizards' Tower. There's also a guard room in there
Storeroom/ guard room	In the big eastern tower (17), also contains ammunition and a woodworker's workshop
Cultist meeting rooms	In Rezmirs Chambers (11) and cultist barracks (9), also there is a cultist kitchen
Ogre guard rooms	In the cellar of the main tower at the lower entrance gates (from castle walls)
Ogre/Giant forge	In the main tower. They have to be able to make their own stuff, right?
Blue ice flame	In the main tower, where the stairways start at the bottom. I decided this would be the source of the castle's magic: A blue fire, tapping into the elemental ice node within the iceberg. There's a magic protection circle around it. The light of the blue flame concentrates into a blue beam that goes up all the way through the main tower to the top into the steering tower.