if your going for spooky, add paintings or stuff on the walls of like dead people, also on the back entrances of both sides, maybe you could add a spooky gate that opens when a player reaches a certain point or just swings with ease, make the gate like old and creepy metal. also the rocks near the entrances you could add a sitting skeleton that has their back on to the rocks? and also inside the tunnels and skeletons in random places, you should also change the water blood red on the waterfall (if it's possible)and add a cemetery near the front entrances of nod a small one. that would be epic my freind