

Abandoned Tower

10 ft

Forest

Keep

Village

B

A

C

D

A

B

3

A

2

Down

1

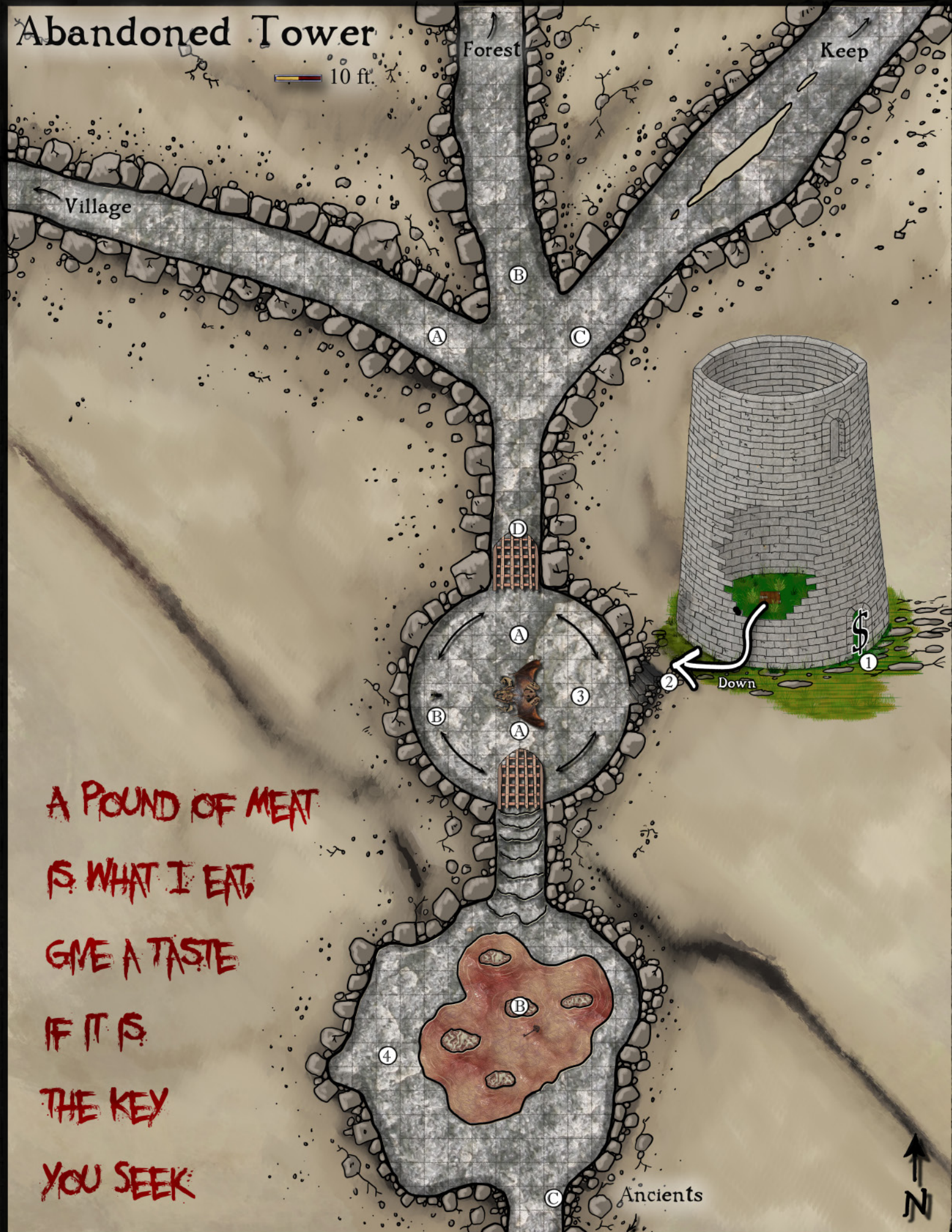
A POUND OF MEAT
IS WHAT I EAT
GIVE A TASTE
IF IT IS
THE KEY
YOU SEEK

4

B

C

Ancients



Abandoned Tower

10 ft

Forest

Keep

Village



A POUND OF MEAT
IS WHAT I EAT
GIVE A TASTE
IF IT IS
THE KEY
YOU SEEK

Ancients





Barony of Lornedain N

1 mile



Barony of Lornedain N

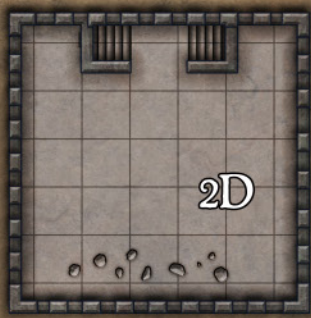


1 mile



Lornedain Keep

1 Square - 5 Feet





Lornedain Keep

1 Square - 5 Feet

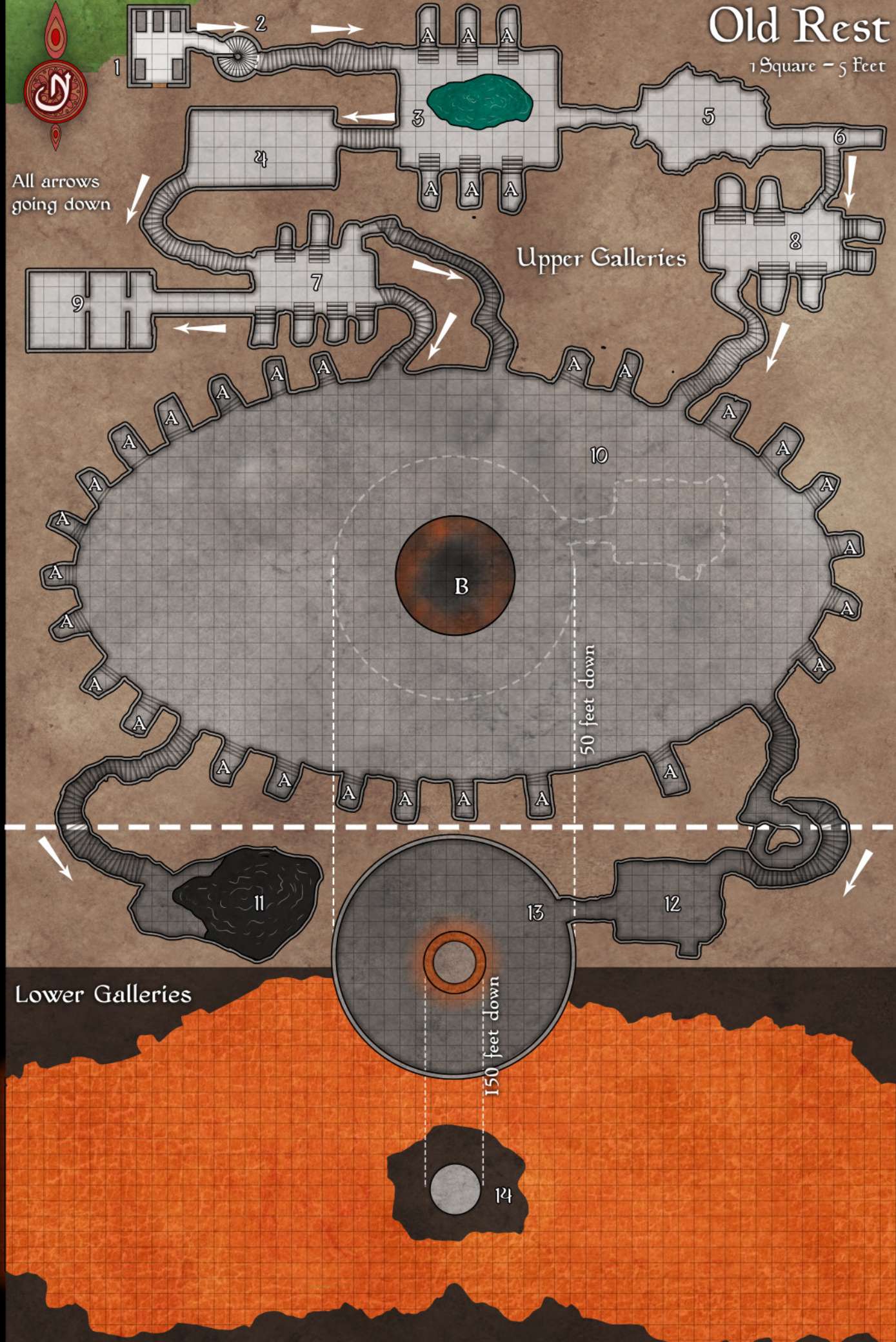


Old Rest

1 Square = 5 Feet

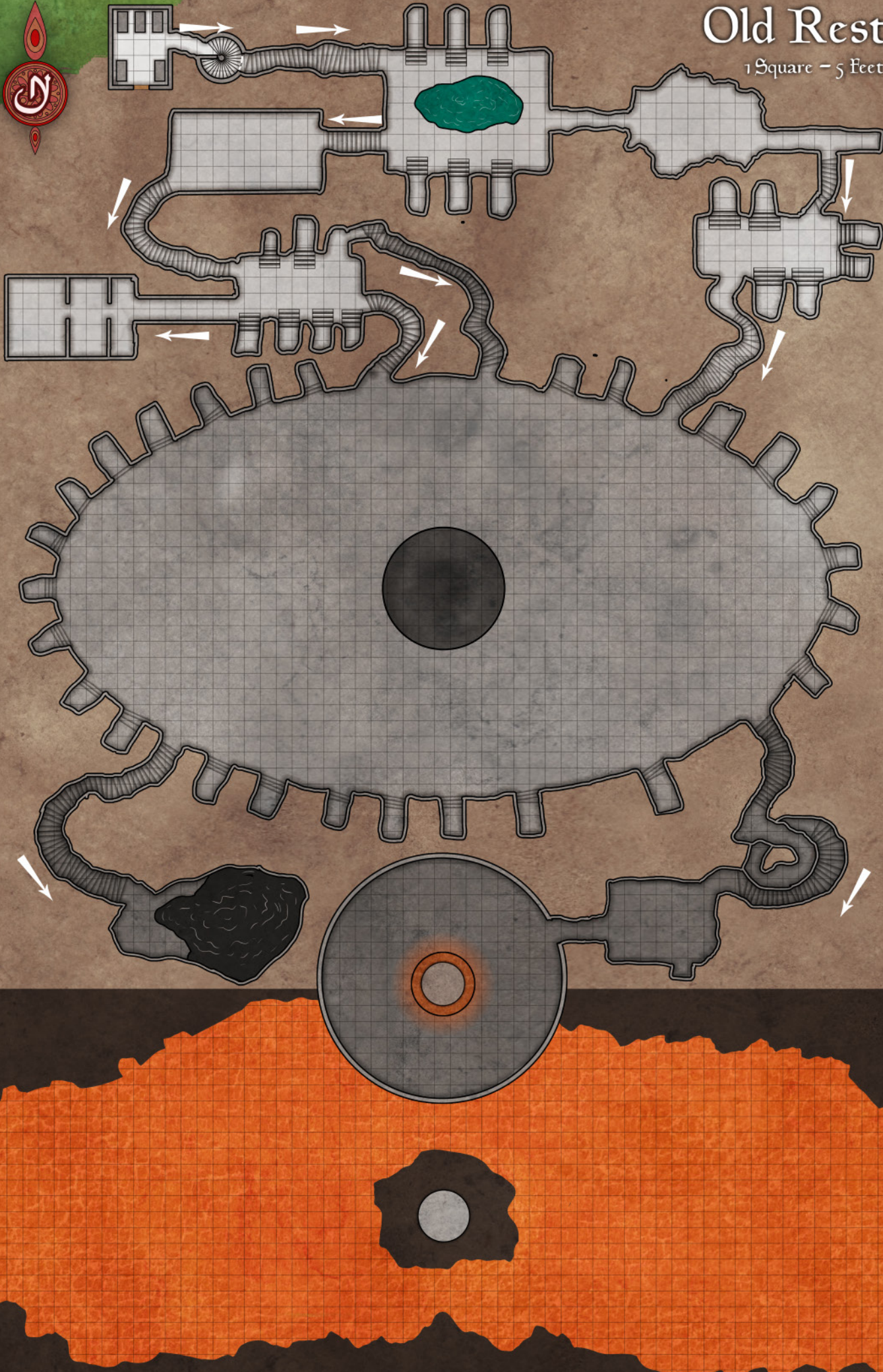


All arrows going down



Old Rest

1 Square = 5 Feet



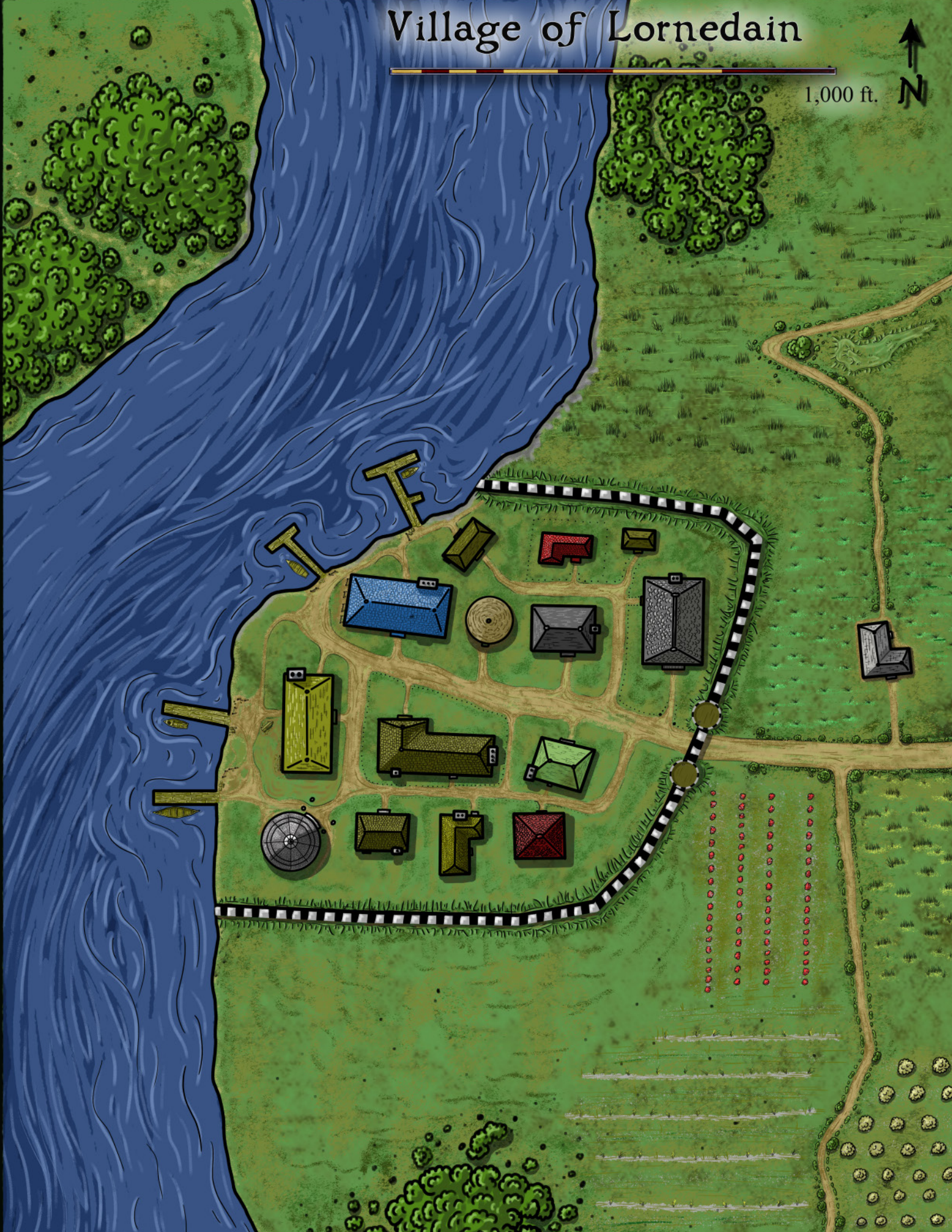
Village of Lornedain

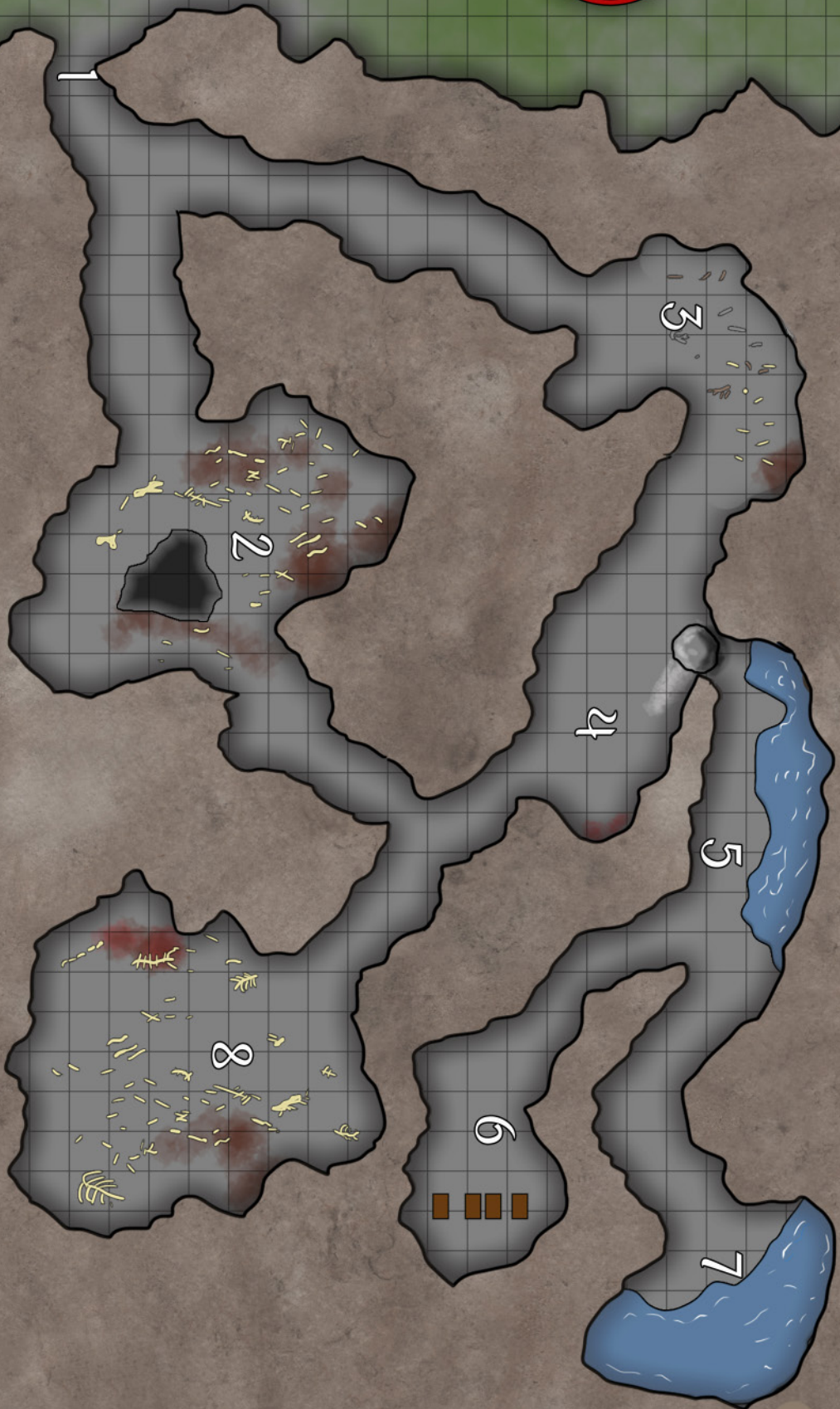
1,000 ft.



Village of Lornedain

1,000 ft.





1 Square ~ 5 Feet

Worg's Lair

To Triereme



Freegate City

800 ft.

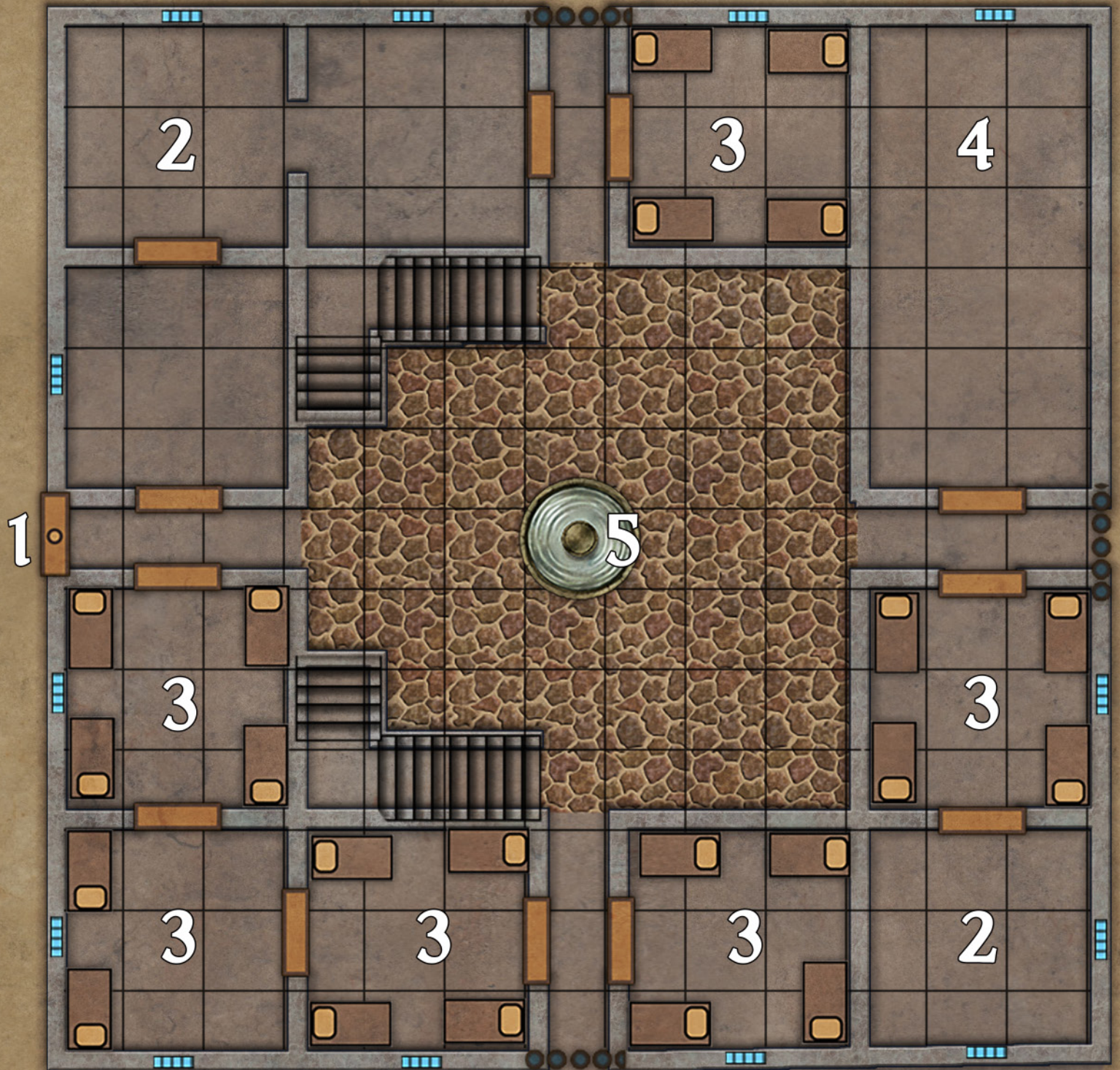


Freegate City

800 ft.

Safehouse of Tegman Zekil

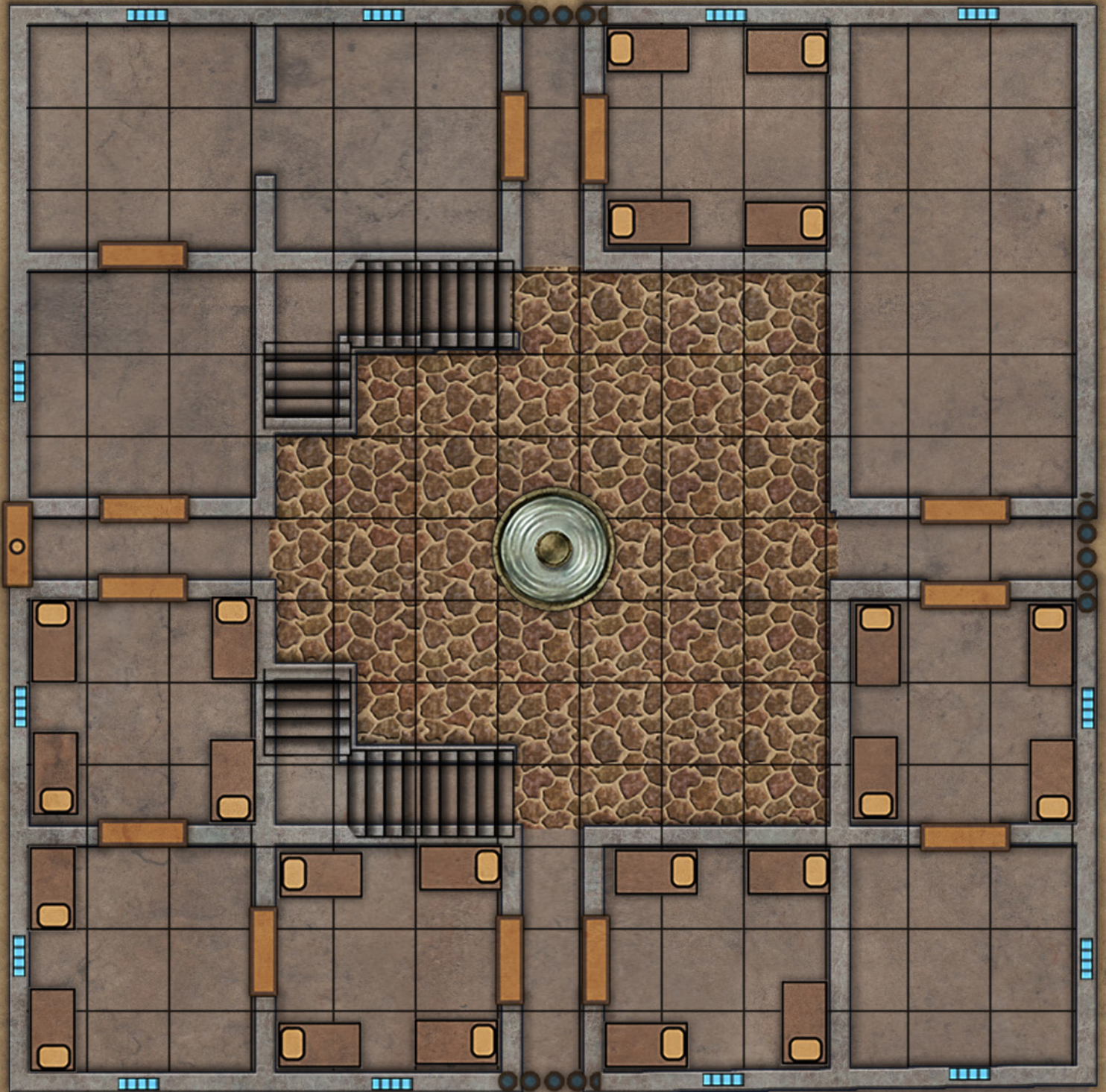
Ground Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

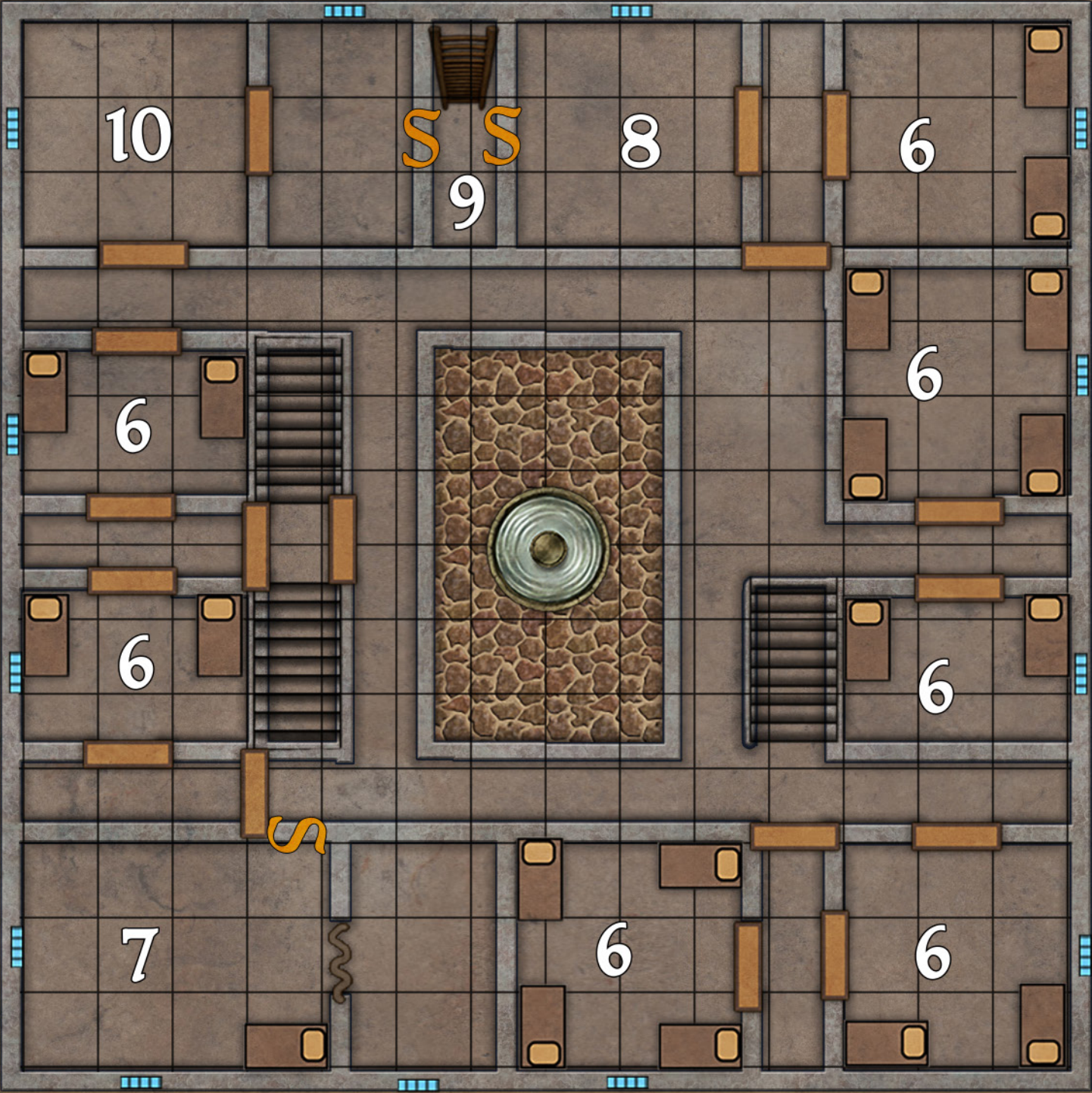
Ground Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

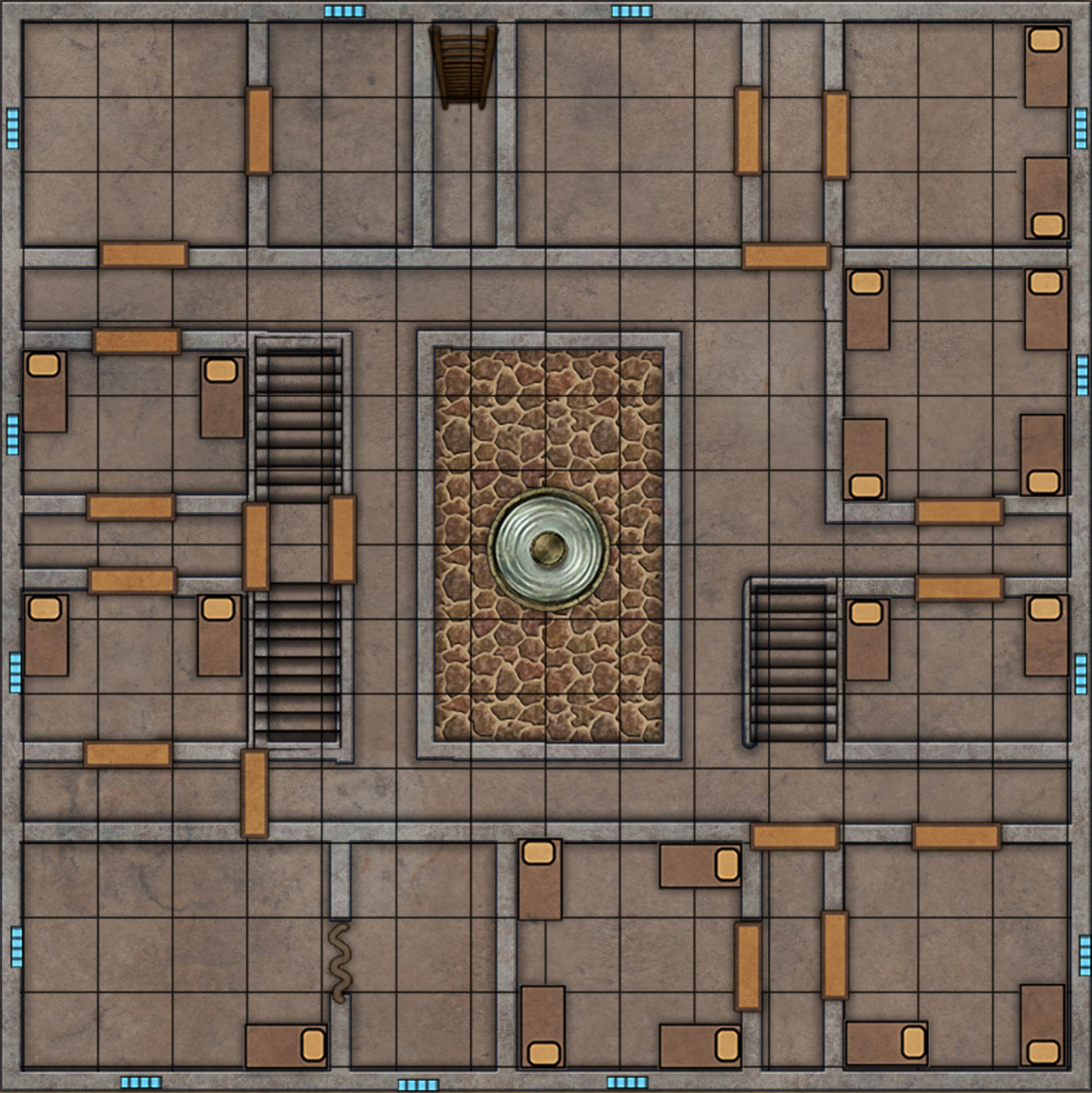
Second Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

Second Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

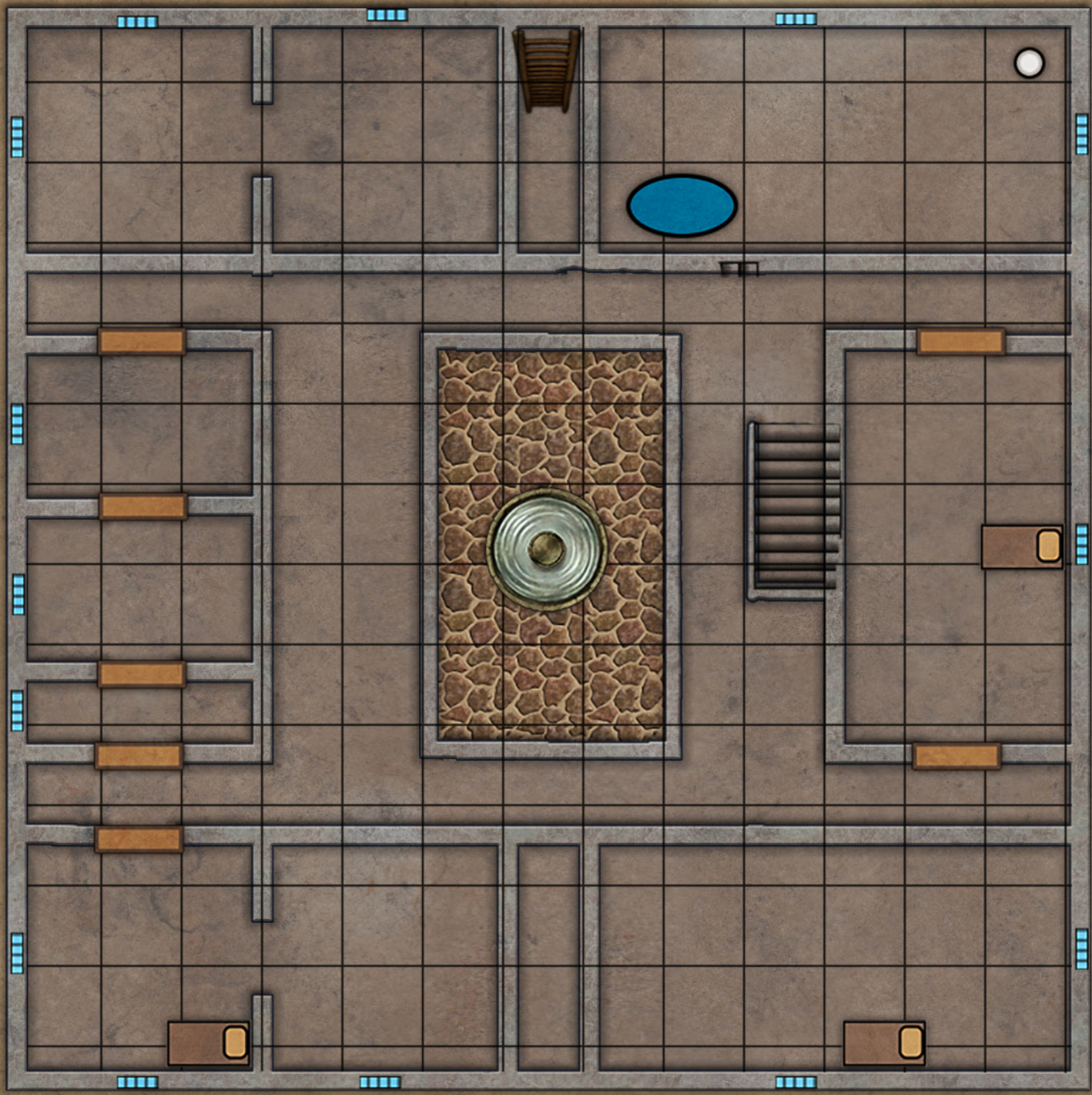
Third Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

Third Floor



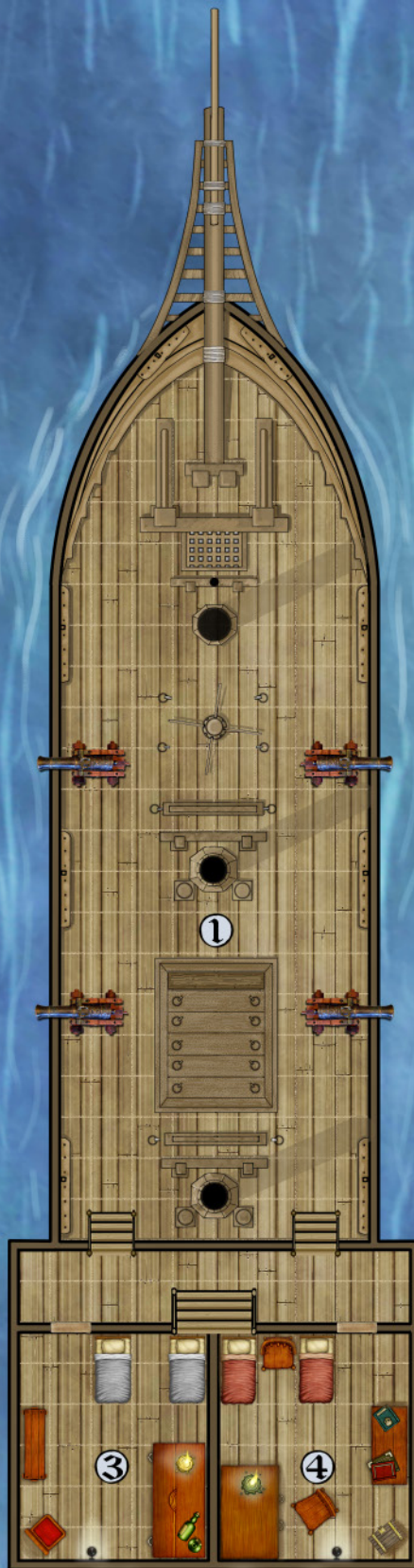
1 Square - 5 Feet

Sand Dancer

1 Square - 5 Feet



Upper Deck



Main Deck



Poop Deck



The Hold

Sand Dancer

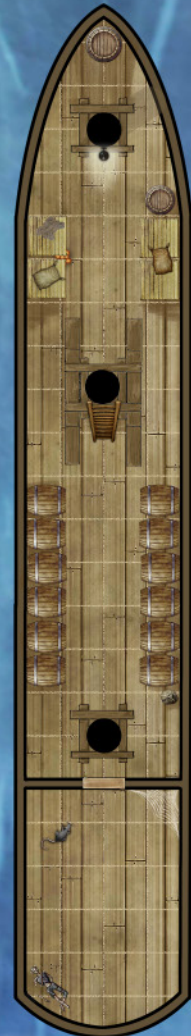
1 Square - 5 Feet



Upper Deck



Main Deck



The Hold



Poop Deck

2nd Floor: Sacerdotal Studies

Brazen Spire

1 Square ~5 Feet

1st Floor:
Mosque of Adoration



Ground Floor: Paradise



Dungeon

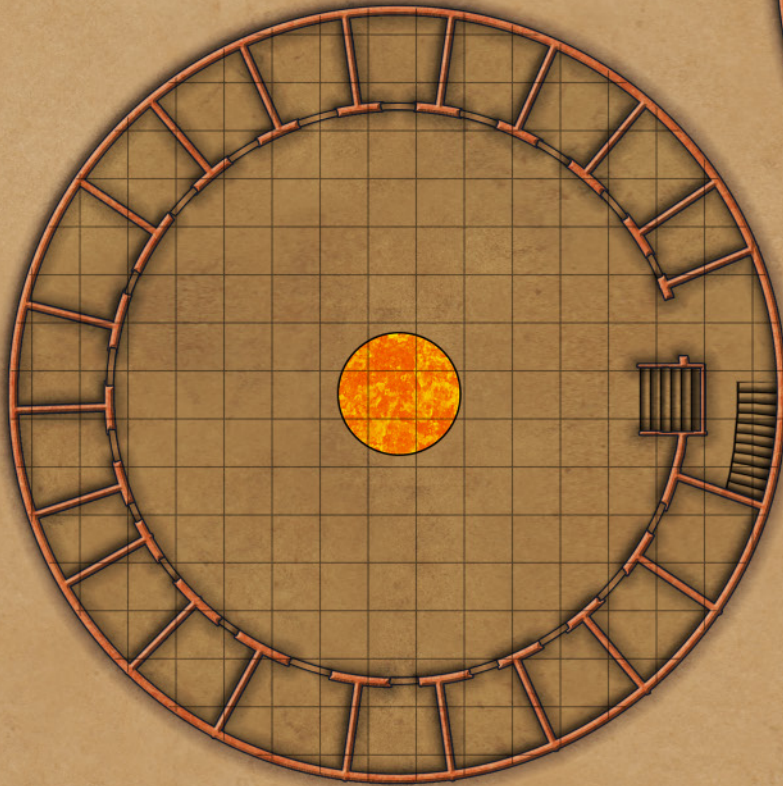
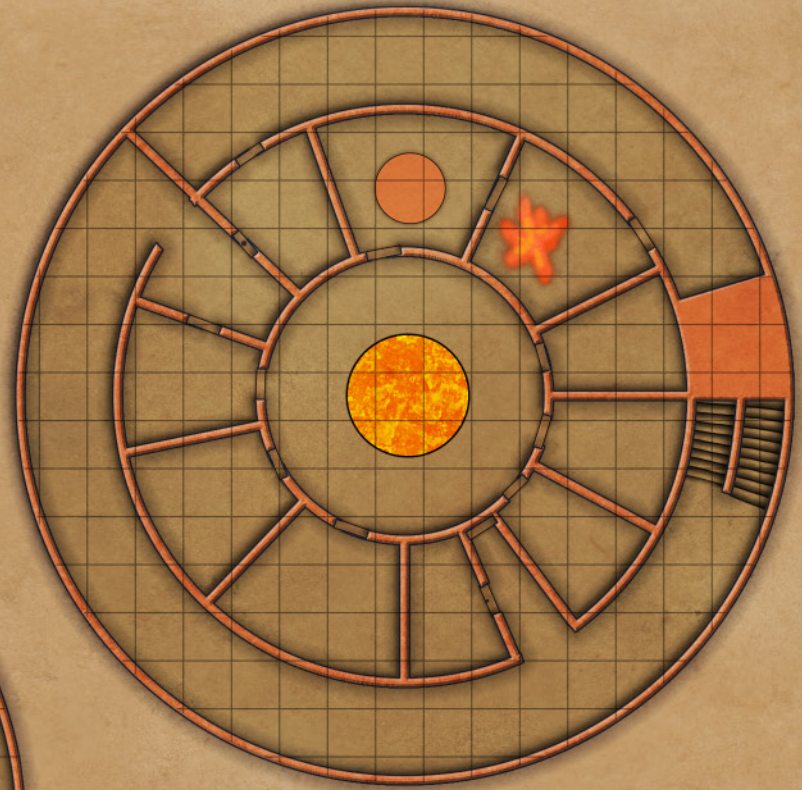


2nd Floor: Sacerdotal Studies

Brazen Spire

1 Square ~5 Feet

1st Floor:
Mosque of Adoration



Ground Floor: Paradise



Dungeon



Brazen Spire

9th Floor: Bottle Ritual Chamber



Roof

8th Floor: Apartments of the Hariphs



10th Floor: Sheik Mutastir's Quarters



7th Floor: Prayer Room of the Hariphs



3rd - 5th Floor: Barracks

6th Floor: Moon and Stars



1 Square - 5 Feet



Brazen Spire

9th Floor: Bottle Ritual Chamber



Roof

8th Floor: Apartments of the Hariphs



10th Floor: Sheik Mutastir's Quarters



7th Floor: Prayer Room of the Hariphs



3rd - 5th Floor: Barracks

6th Floor: Moon and Stars



1 Square - 5 Feet



Brazen Spire

1 Square - 5 Feet

Roof

200 Feet

10th Floor: Sheik Mutastir's Quarters

9th Floor: Bottle Ritual Chamber

8th Floor: Apartments of the Hariphs

7th Floor: Prayer Room of the Hariphs

6th Floor: Moon and Stars

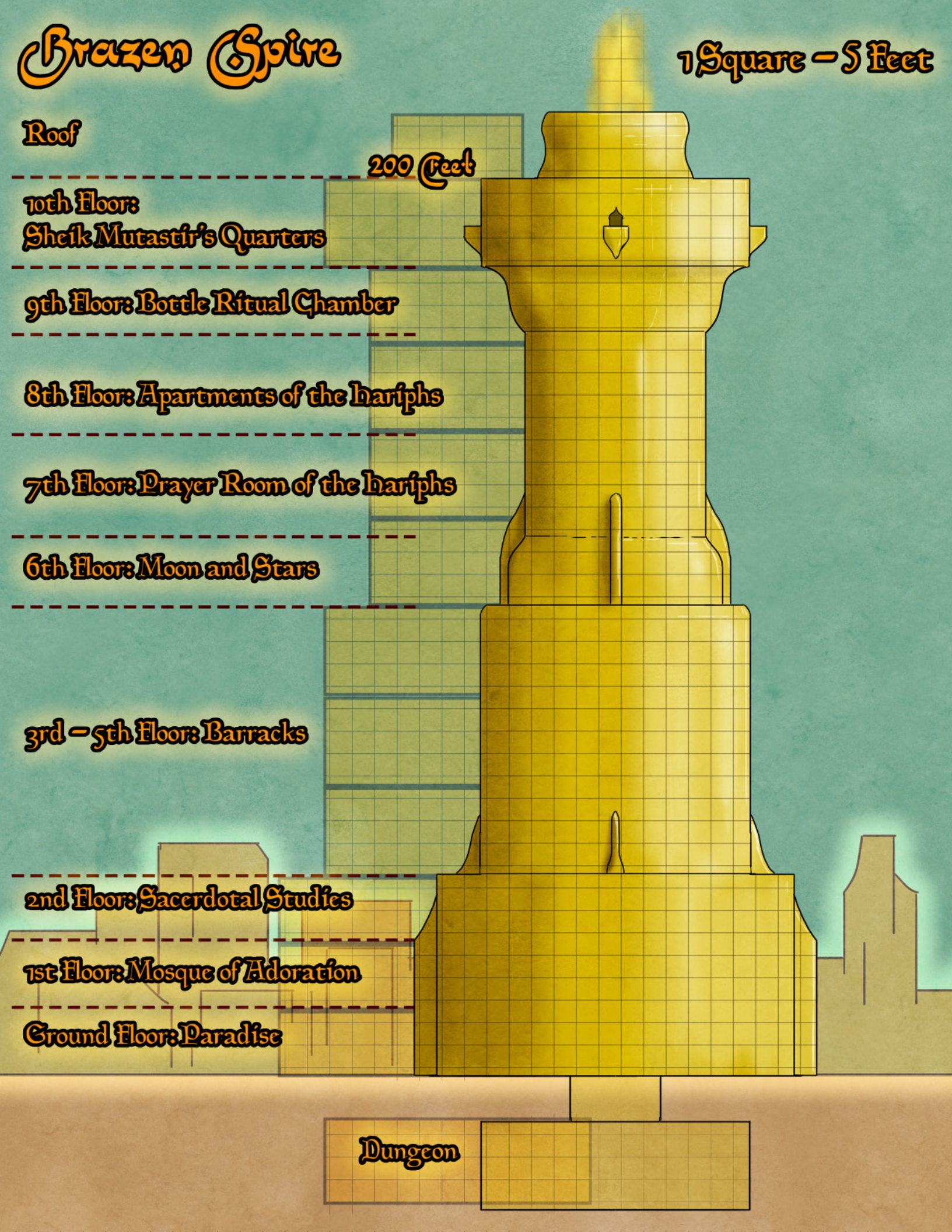
3rd - 5th Floor: Barracks

2nd Floor: Sacerdotal Studies

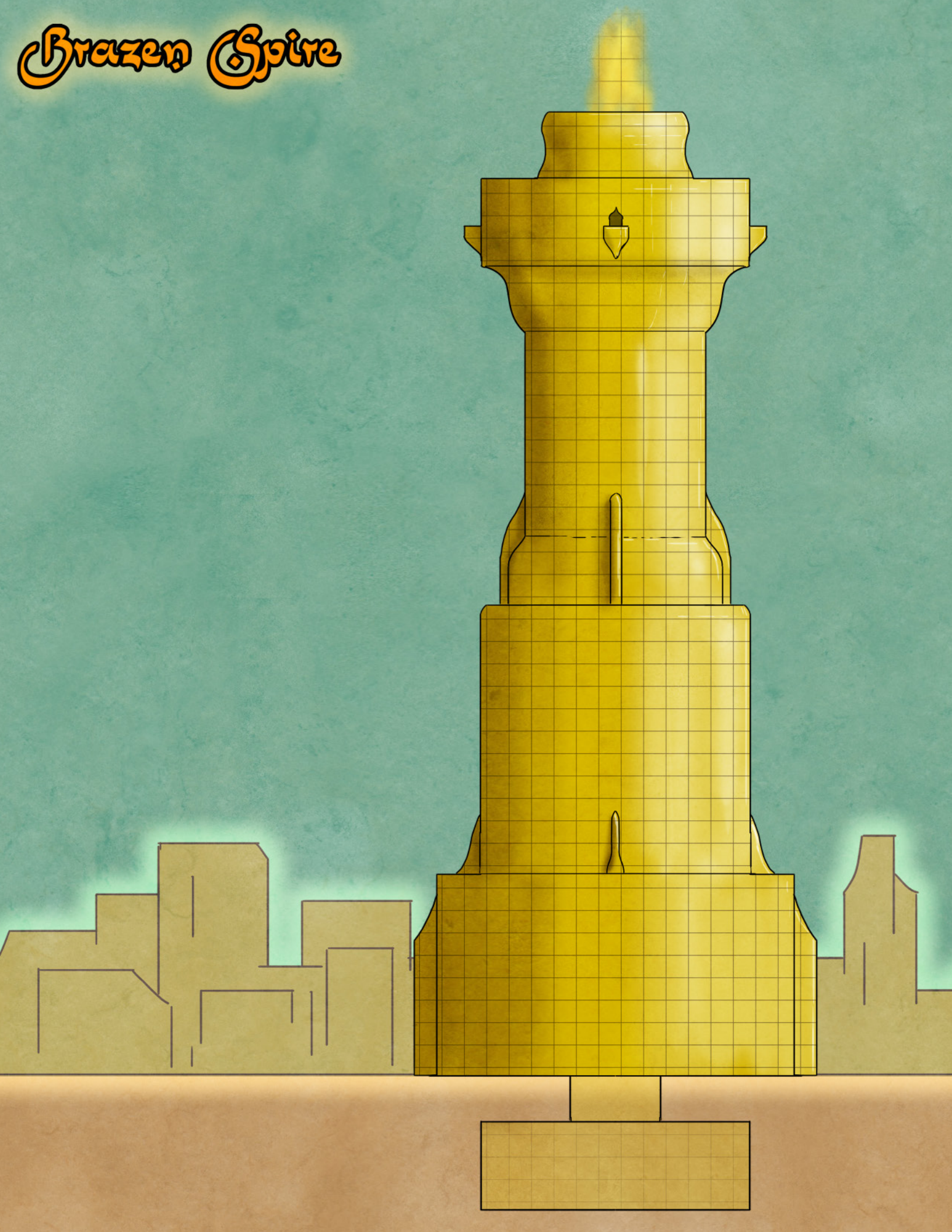
1st Floor: Mosque of Adoration

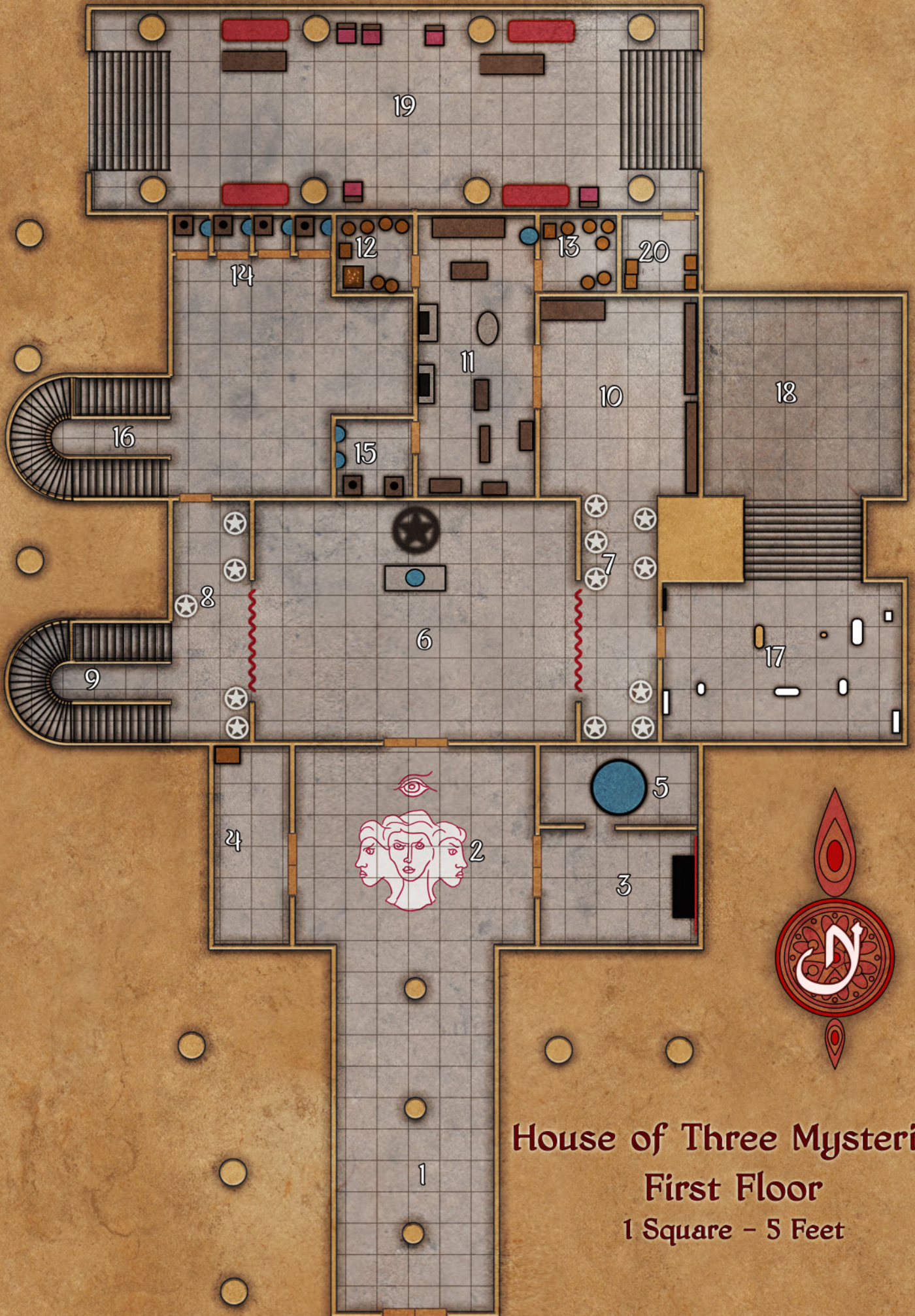
Ground Floor: Paradise

Dungeon

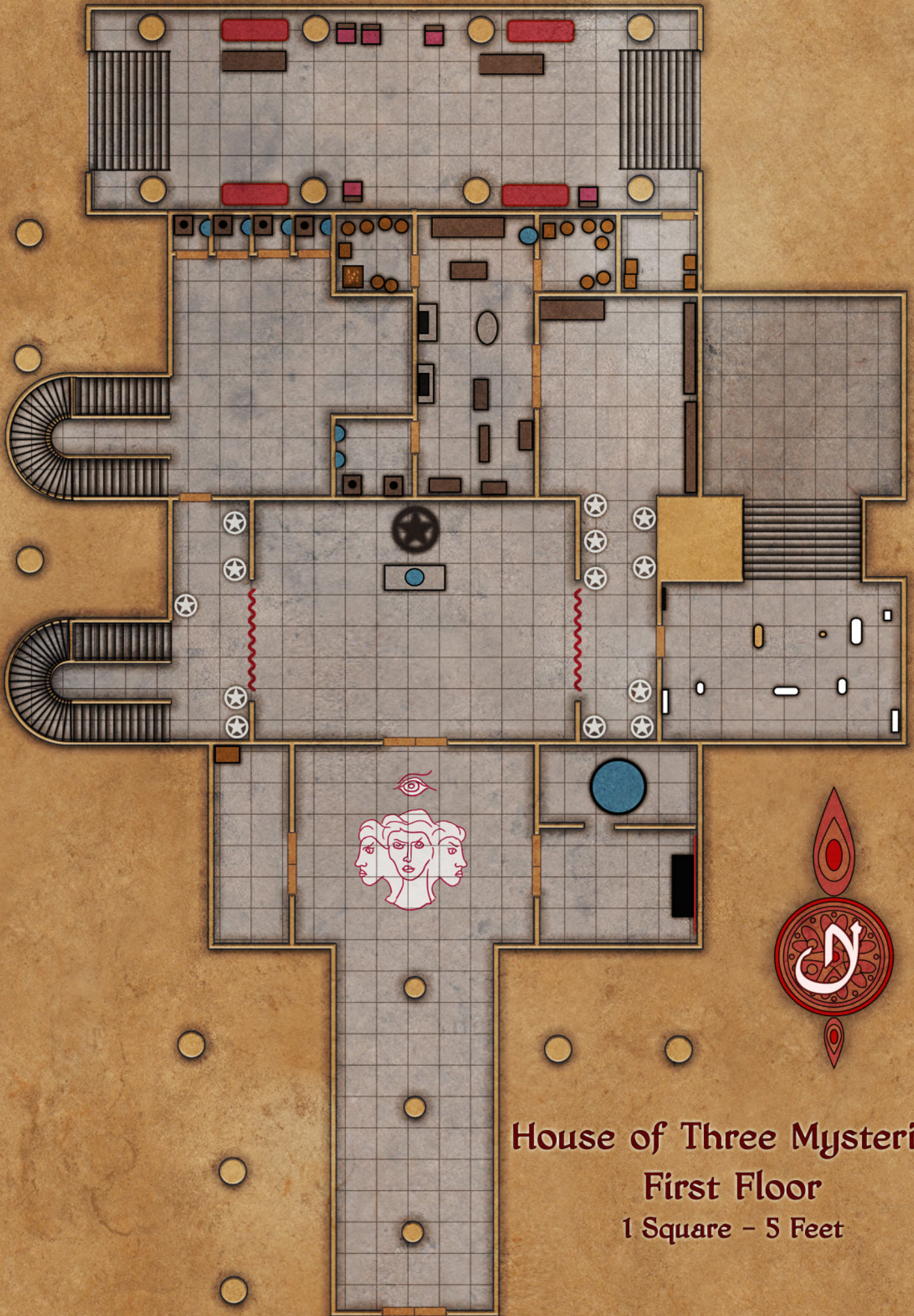


Brazen Spire





House of Three Mysteries
First Floor
1 Square - 5 Feet



House of Three Mysteries
First Floor
1 Square - 5 Feet

HOUSE OF THREE MYSTERIES LOWER LEVEL

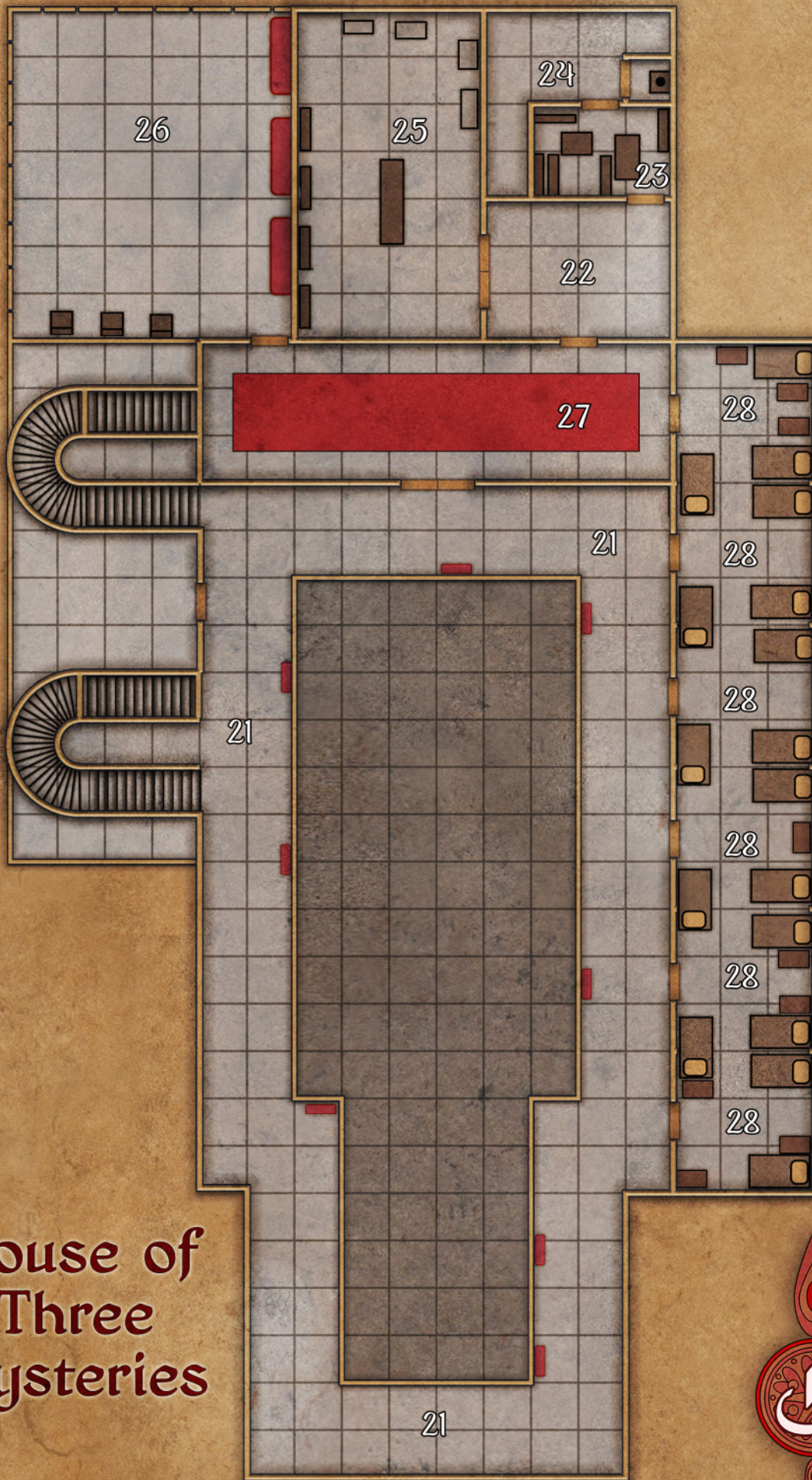


1 SQUARE -
5 FEET

HOUSE OF THREE MYSTERIES LOWER LEVEL



1 SQUARE -
5 FEET

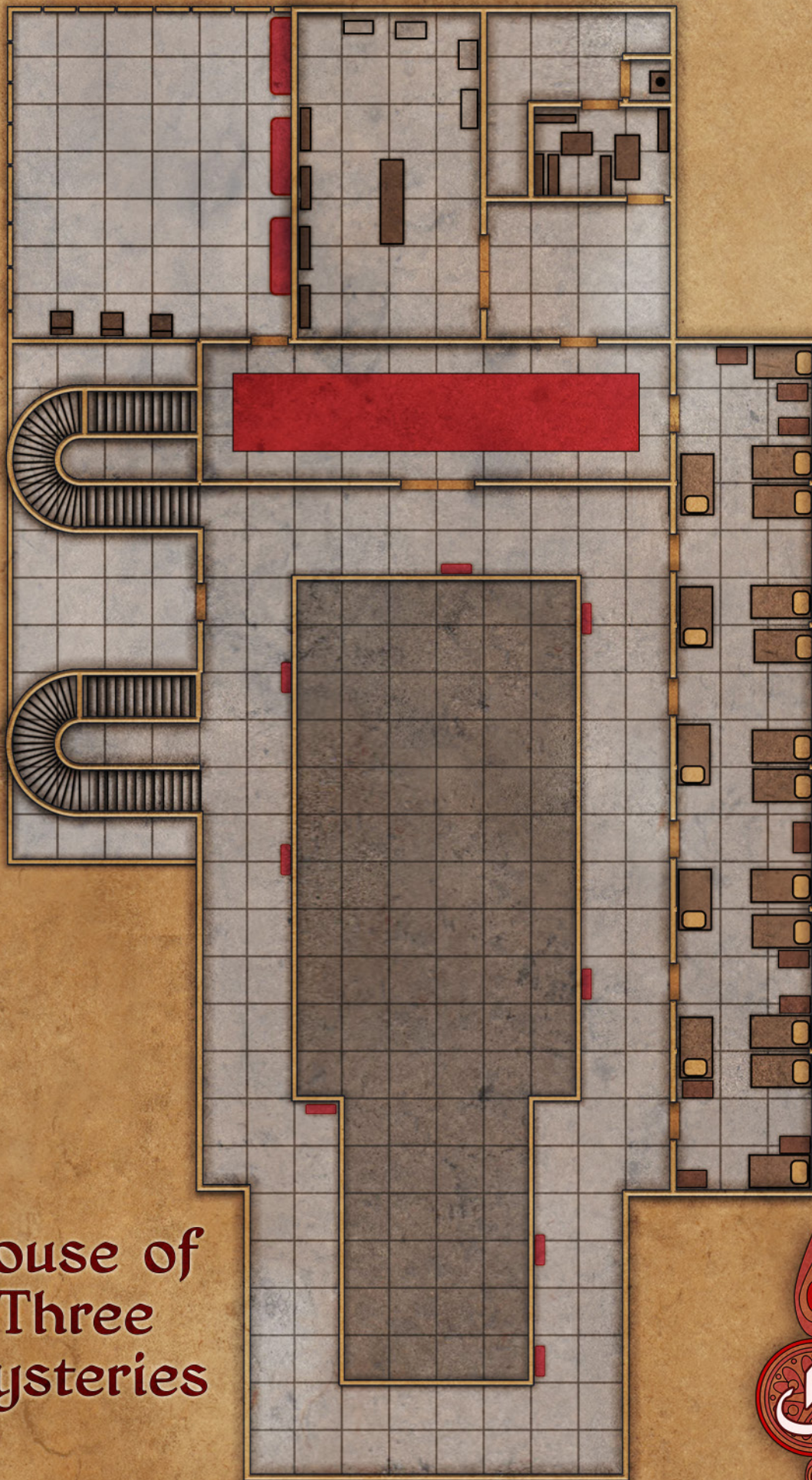


House of Three Mysteries

Second Floor



1 Square - 5 Feet

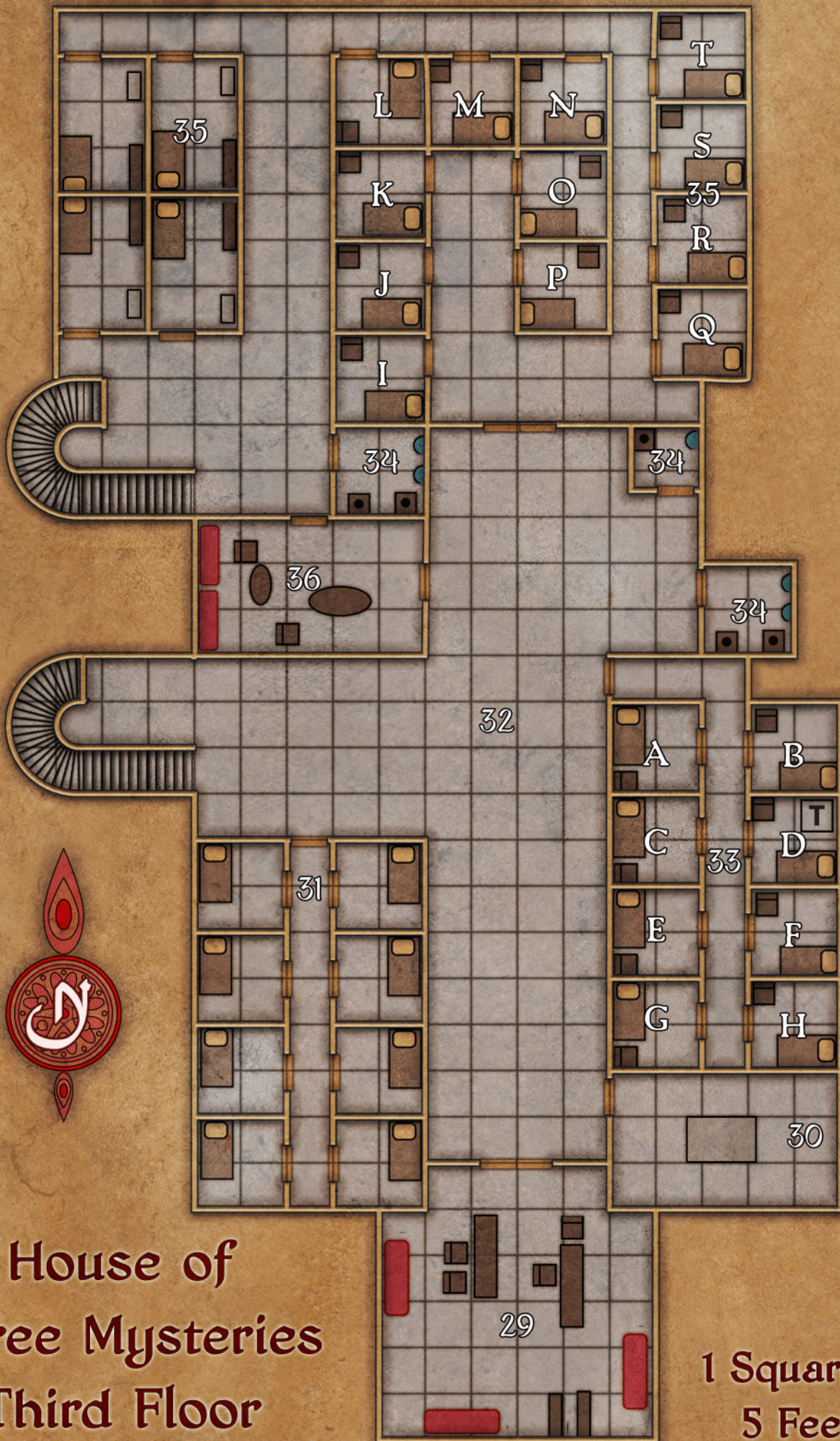


House of Three Mysteries

Second Floor

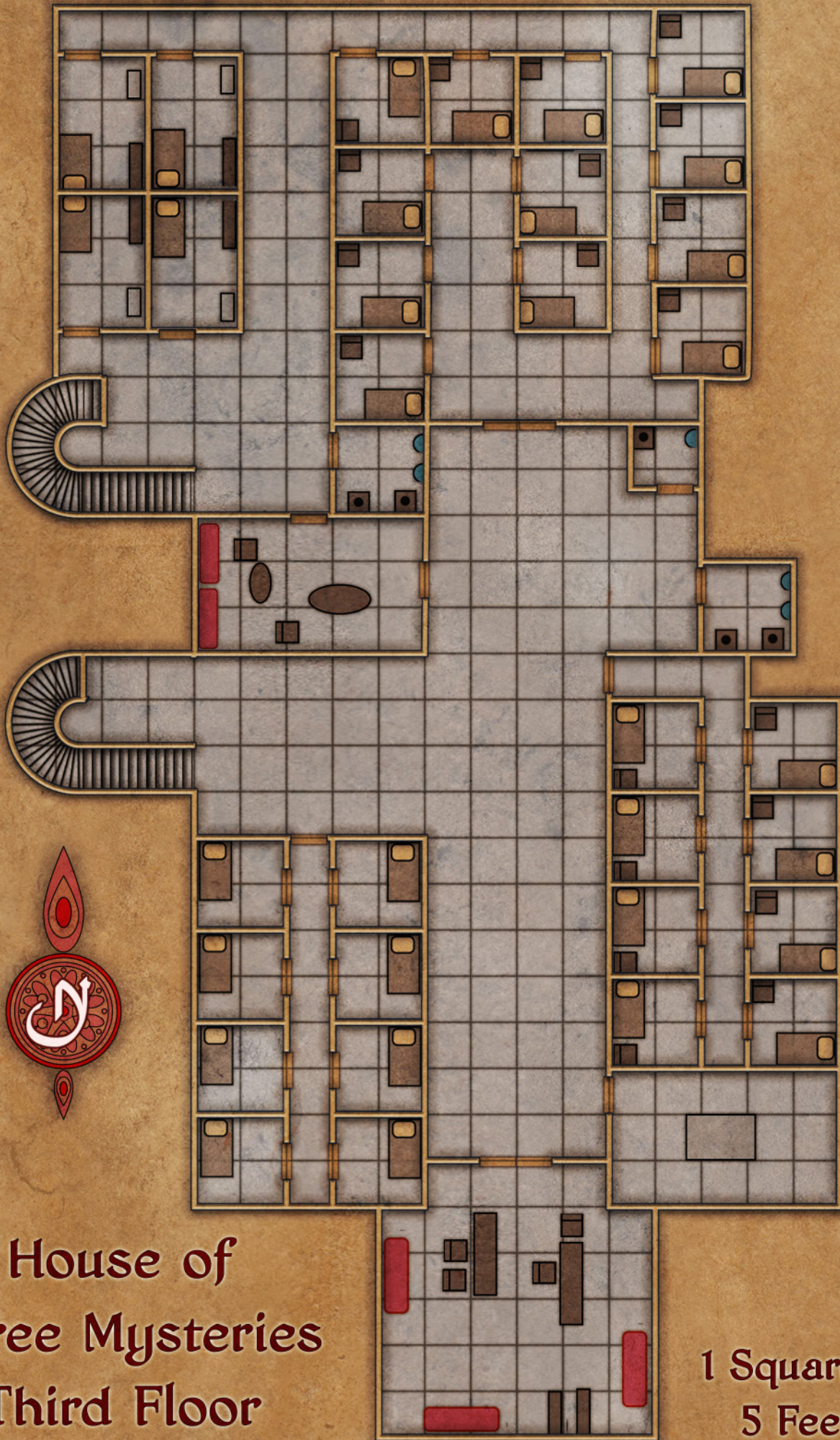


1 Square - 5 Feet



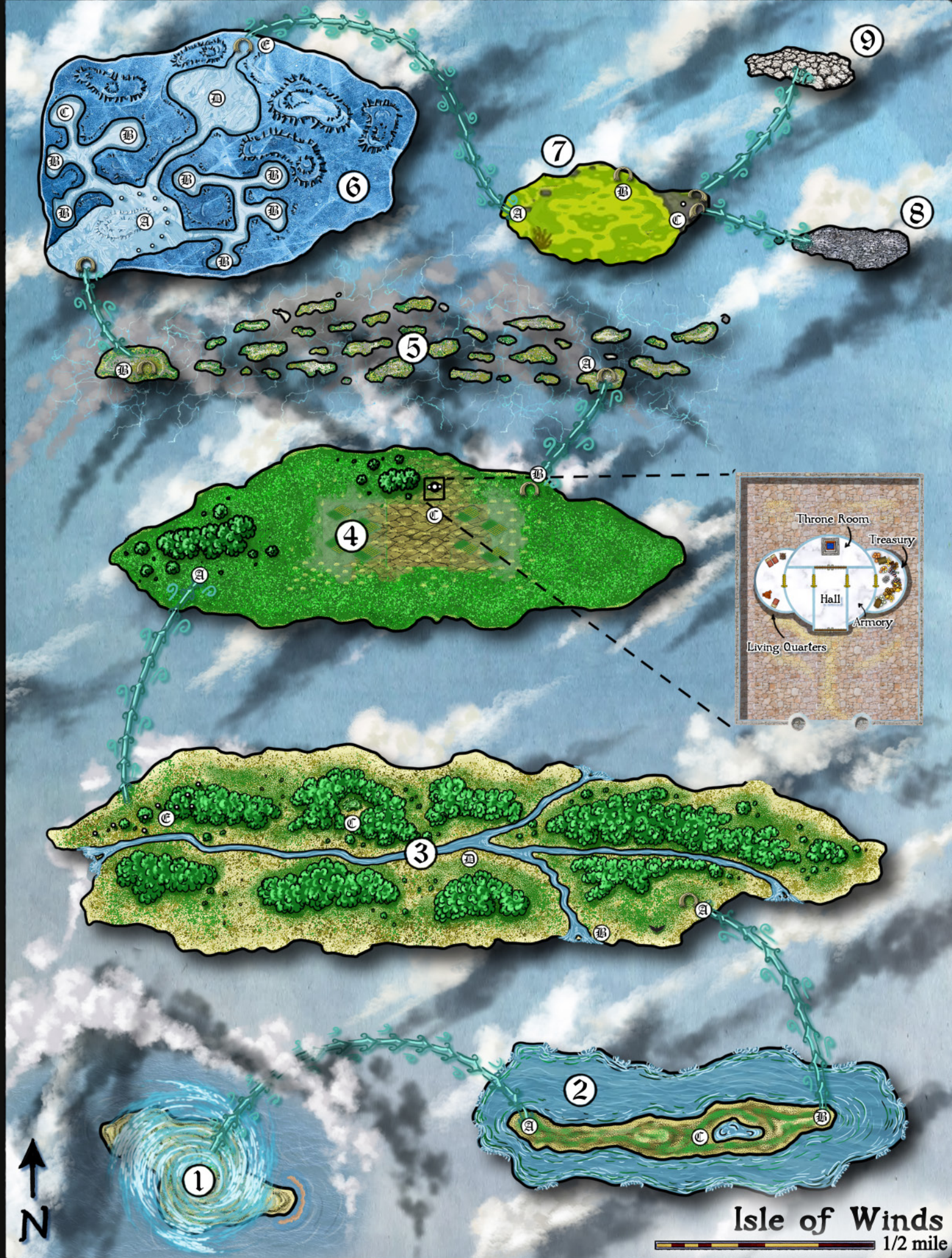
House of
Three Mysteries
Third Floor

1 Square -
5 Feet



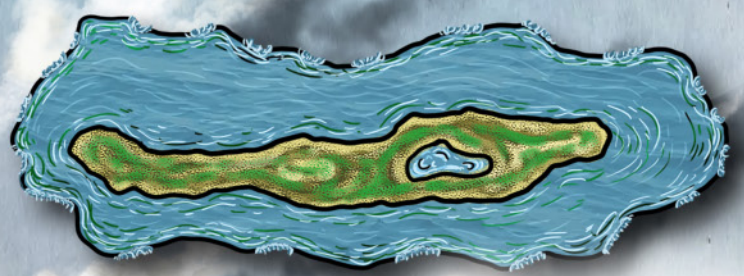
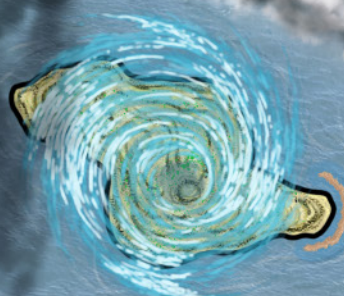
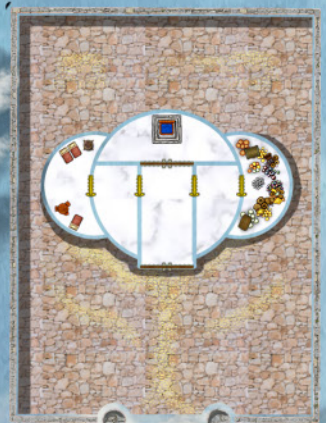
House of
Three Mysteries
Third Floor

1 Square -
5 Feet



Isle of Winds
1/2 mile





Isle of Winds
1/2 mile



Mines of Azaadipur

1 Square - 5 Feet





Mines of Azaadipur

1 Square - 5 Feet

Qourrk, the Aerie of the Aarokocra

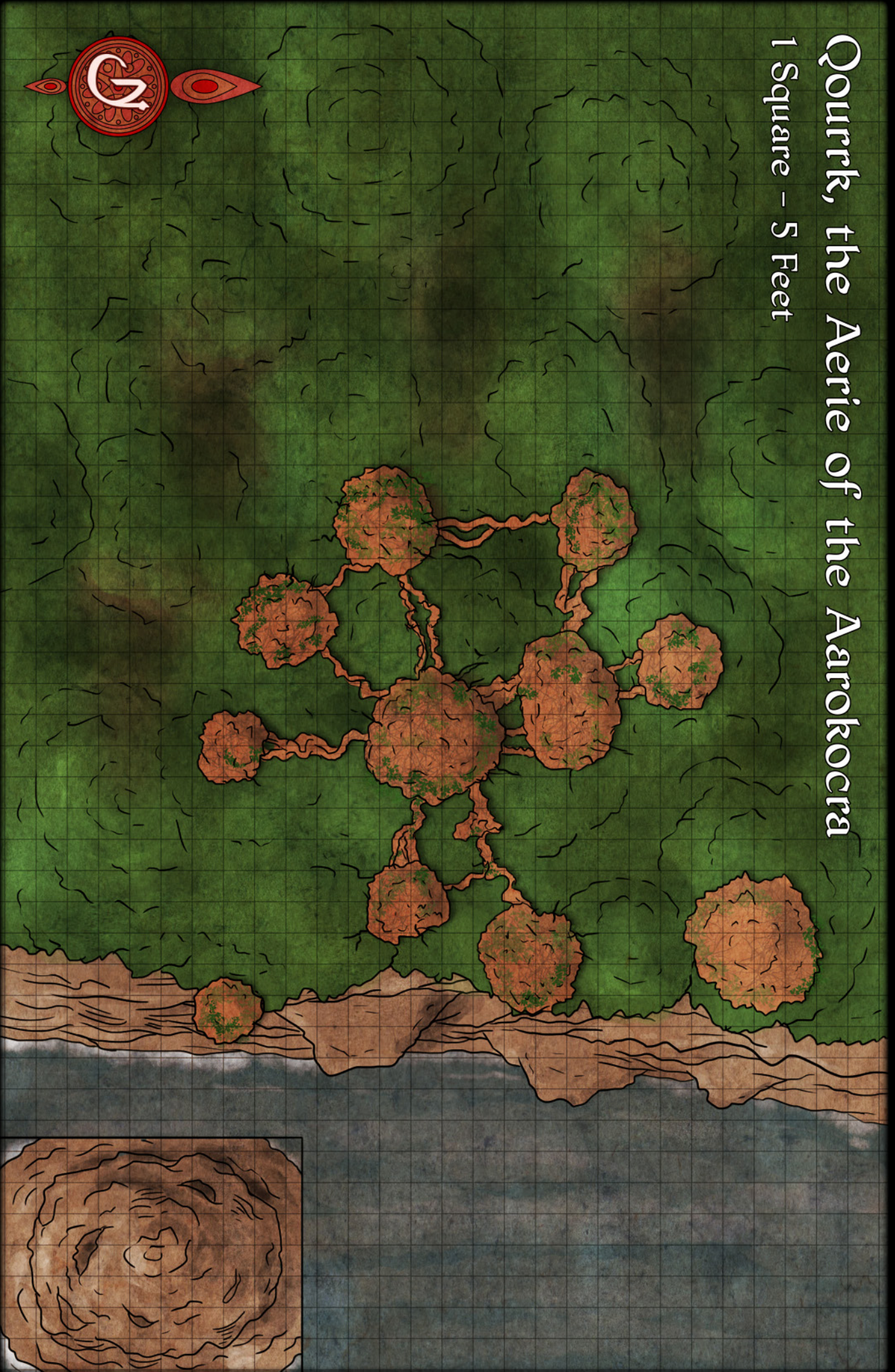
1 Square - 5 Feet



Manticore Peak

Qourrk, the Aerie of the Aarokocra

1 Square - 5 Feet



Unknown Lands



Freigate

1

Mines of Azaadipur

2

Isle of

Sarmad Yazdg-or

4

Isle of Winds

3

Qourrk

5

Isle of Bliss

KIRTIUS

Unknown Lands

Unknown Lands

Sea of Baal

250 miles.



Unknown Lands

Unknown Lands

Sea of Baal

250 miles.





North Lighthouse

1

Fishing Village

2

Dock & Warehouses

4

Docks

Bastion Battery

10

7

5

8

9

17

Gate of Morning Star

15

Silk Street

12

6

13

14

11

Gate of Sunrise

18

15

16

17

South Lighthouse

3

Palace Fortress

20

19

Kirtius City

500 ft.





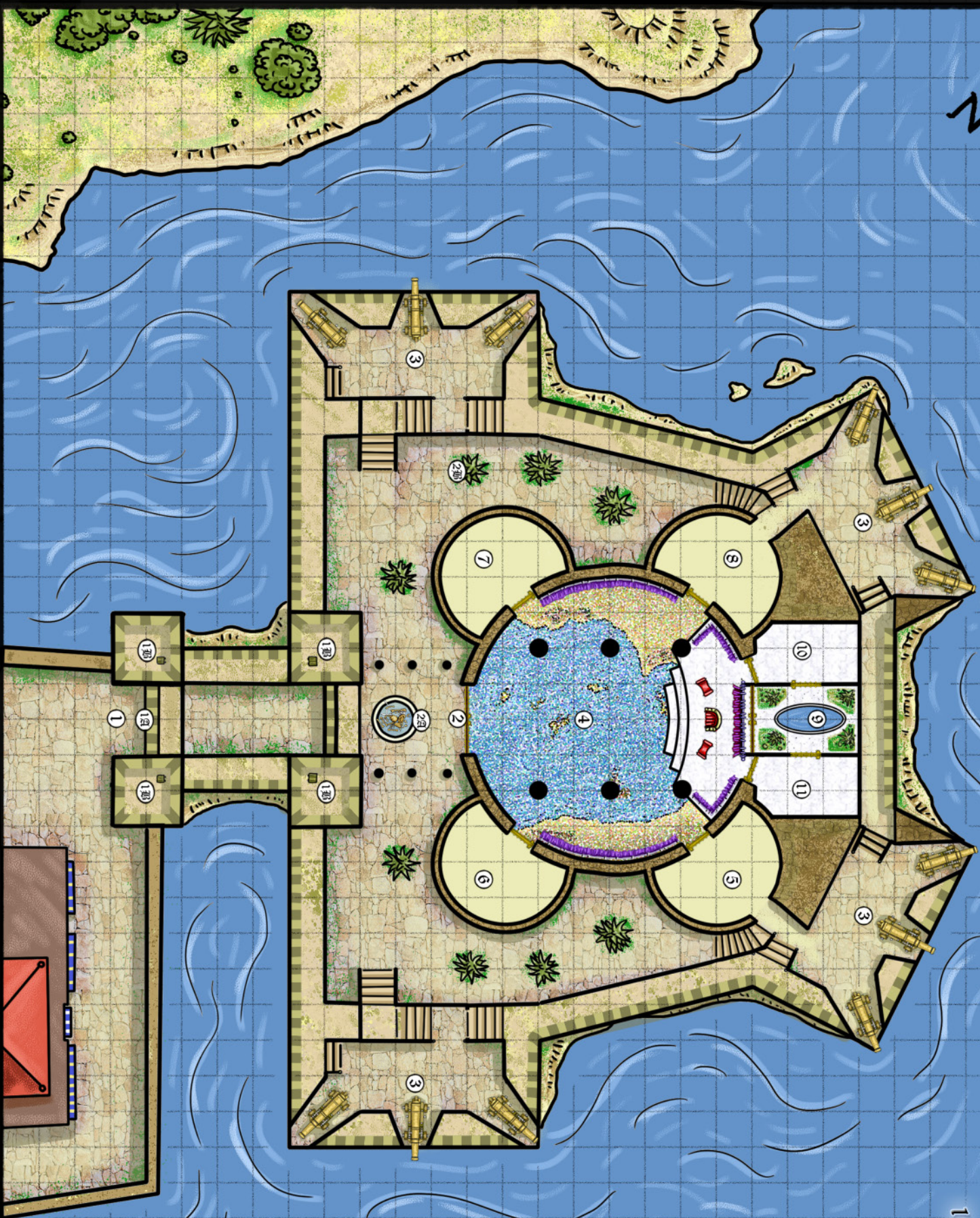
Kirtius City

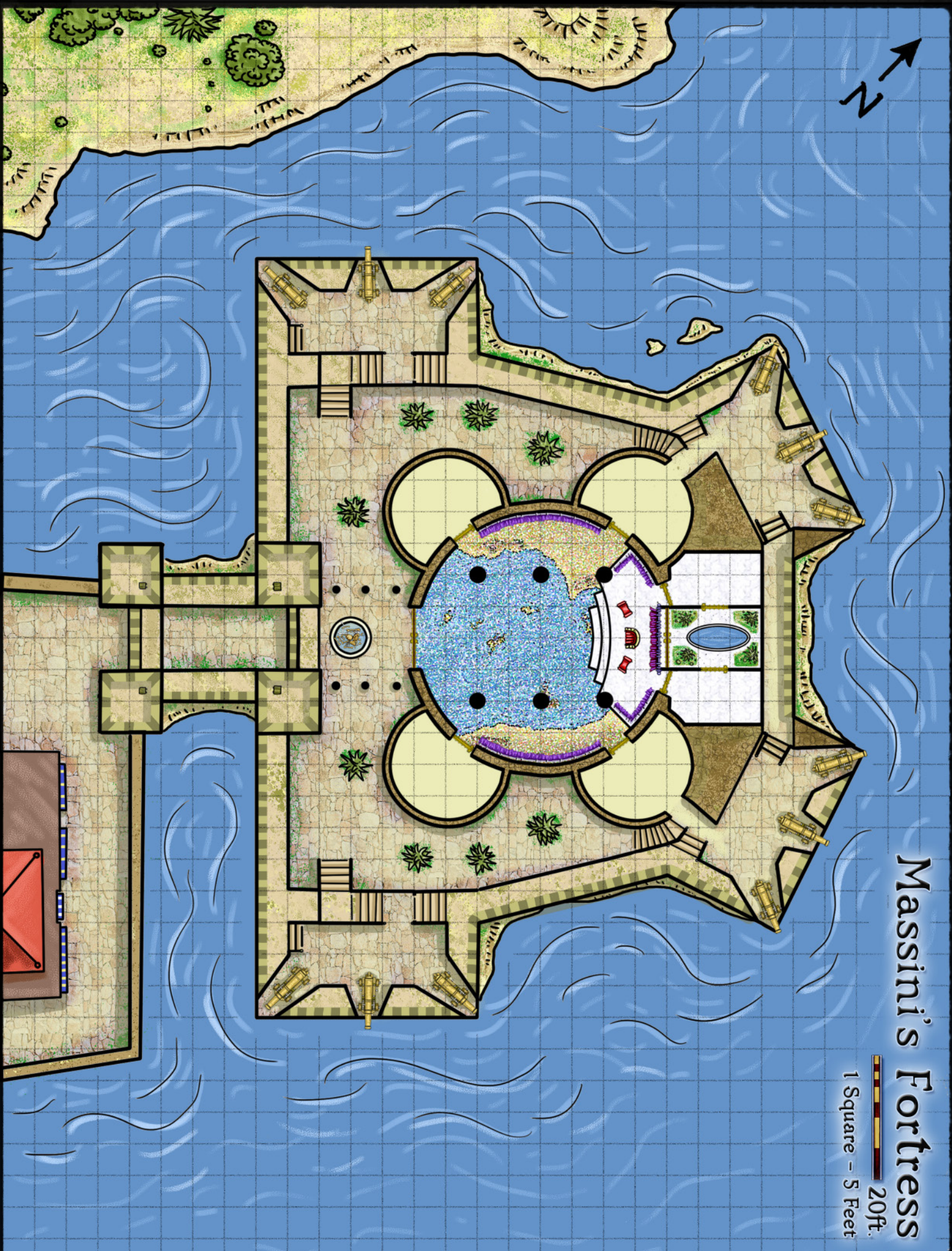
500 ft.



Massini's Fortress

20ft.
1 Square - 5 Feet





Massini's Fortress

20ft.
1 Square - 5 Feet

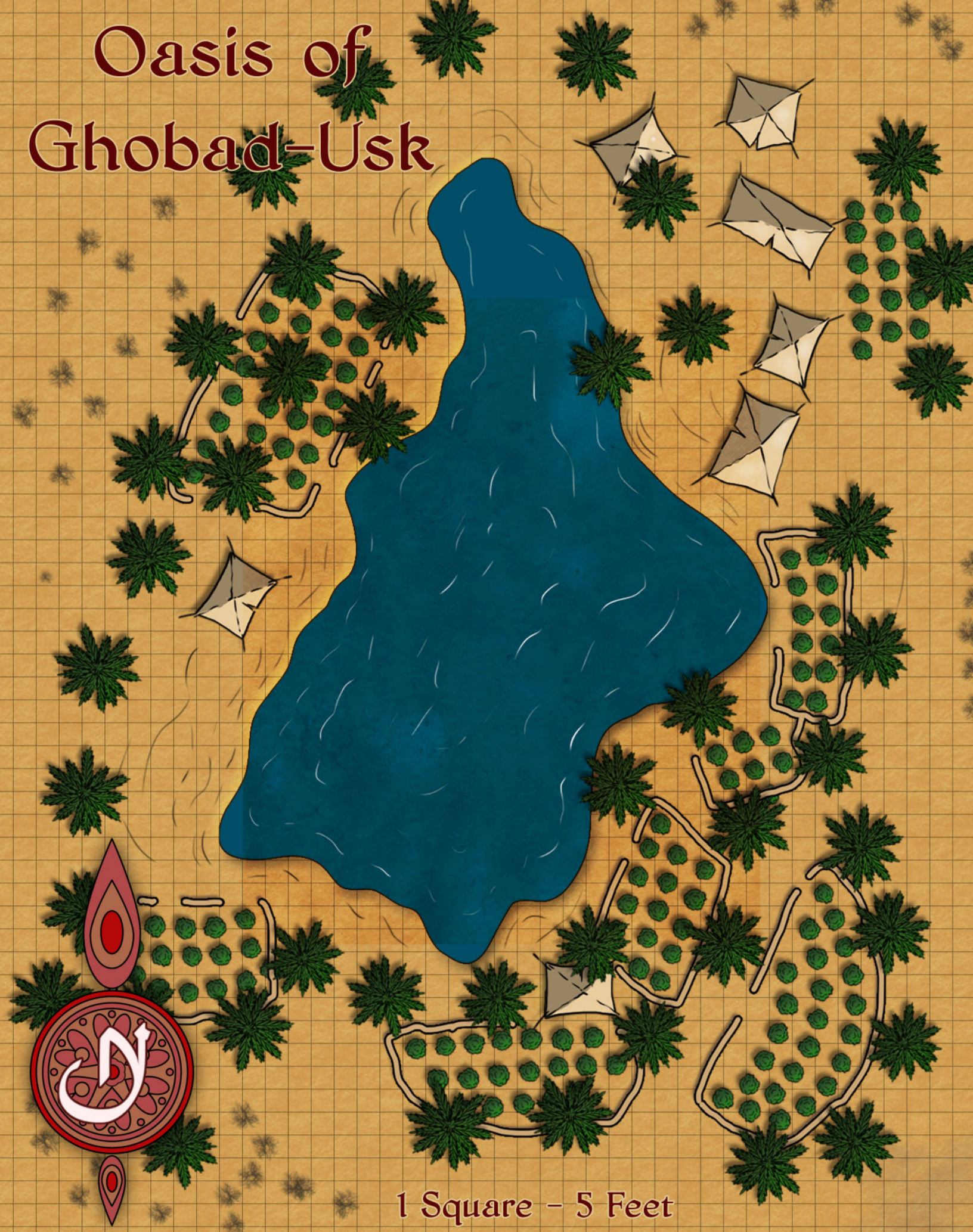
Oasis of Ghobad-Usk



Protected
Gardens

1 Square - 5 Feet

Oasis of Ghobad-Usk



1 Square - 5 Feet

Dawaad

1 Square - 20 Feet

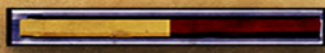


Dawaad

1 Square - 20 Feet



Numeda

 10 Miles



Holy City
of
Dawaad

Secret
Canyon

Refugee
Camp

Brass
Horseman

Dark
Oasis

Kirtius


Tomb of
Dawaad

Oasis of
Ghobad-Usk

Ruins of Mati-Alamul



Numeda

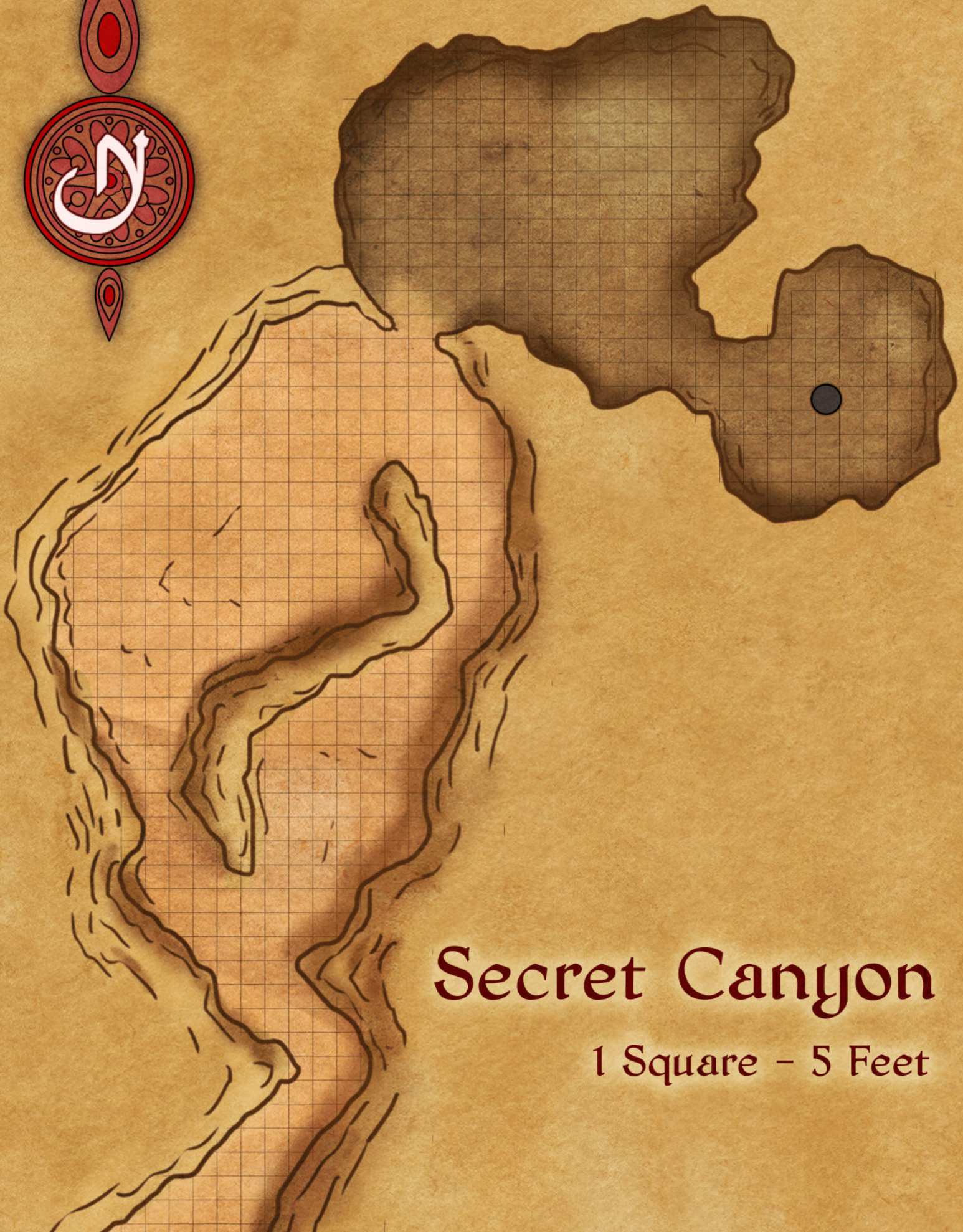
 10 Miles





Secret Canyon

1 Square - 5 Feet



Secret Canyon

1 Square - 5 Feet

The Dark Oasis

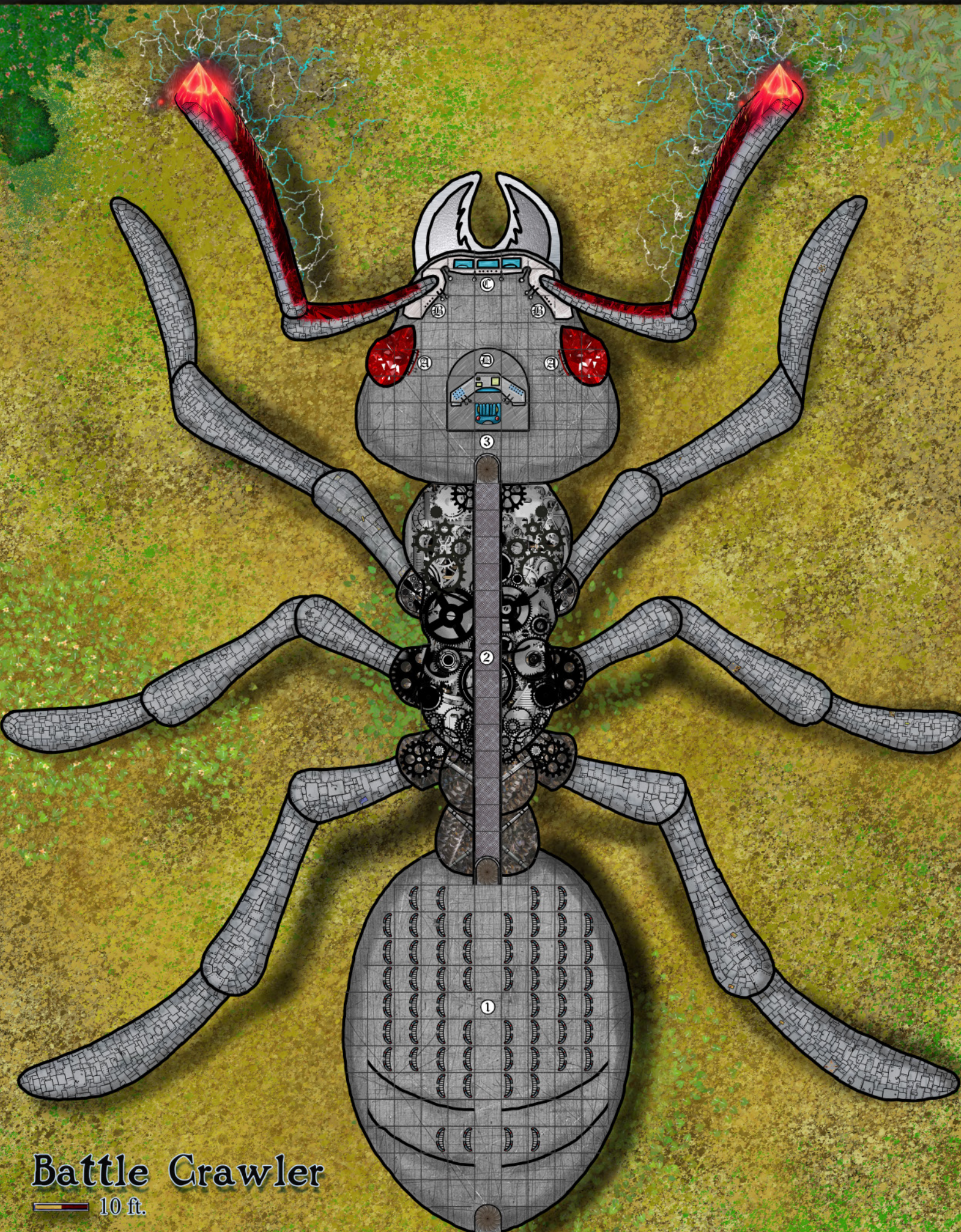


1 Square - 10 Feet

The Dark Oasis

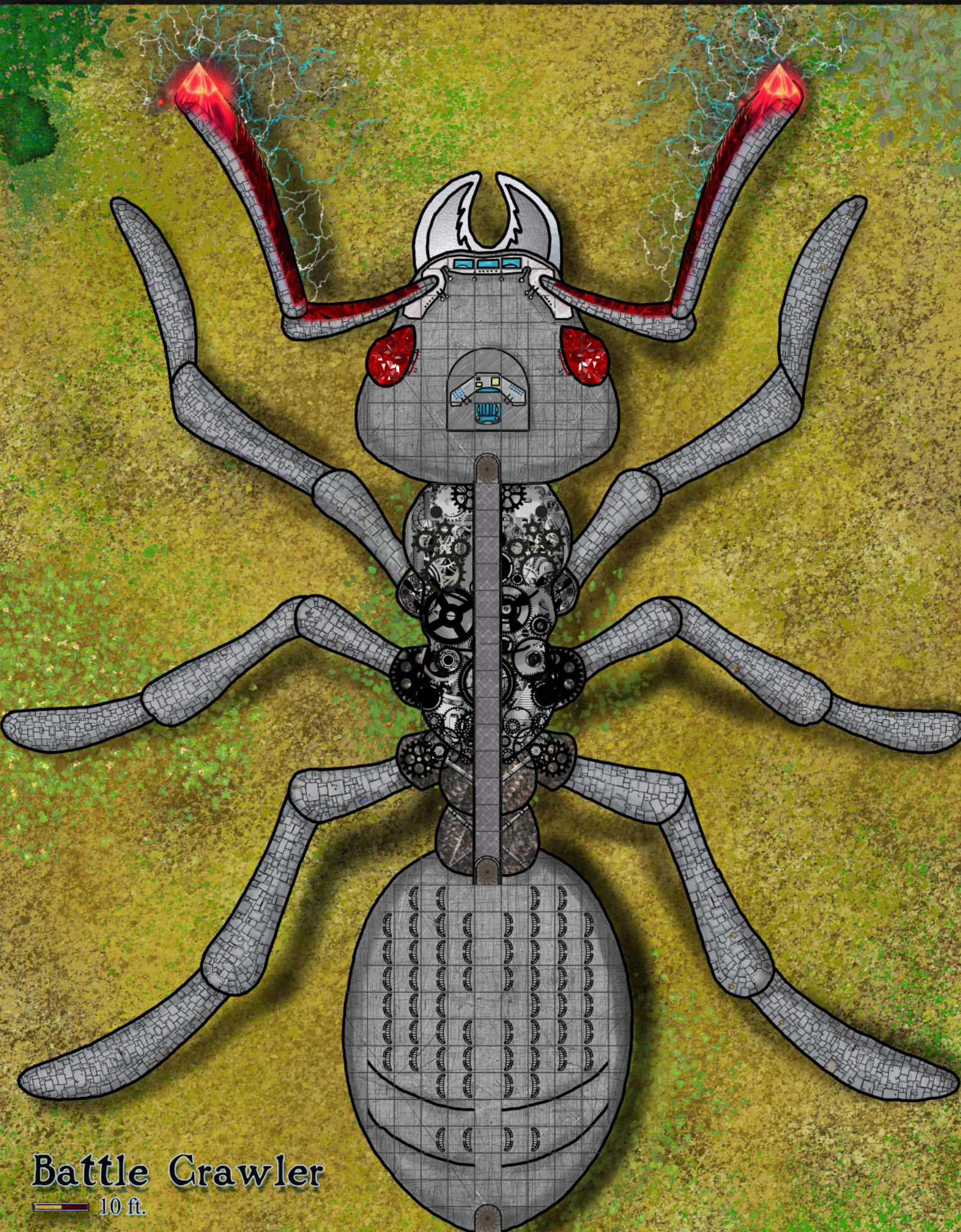


1 Square - 10 Feet



Battle Crawler

10 ft.



Battle Crawler

10 ft.

Plane of Molten Skies

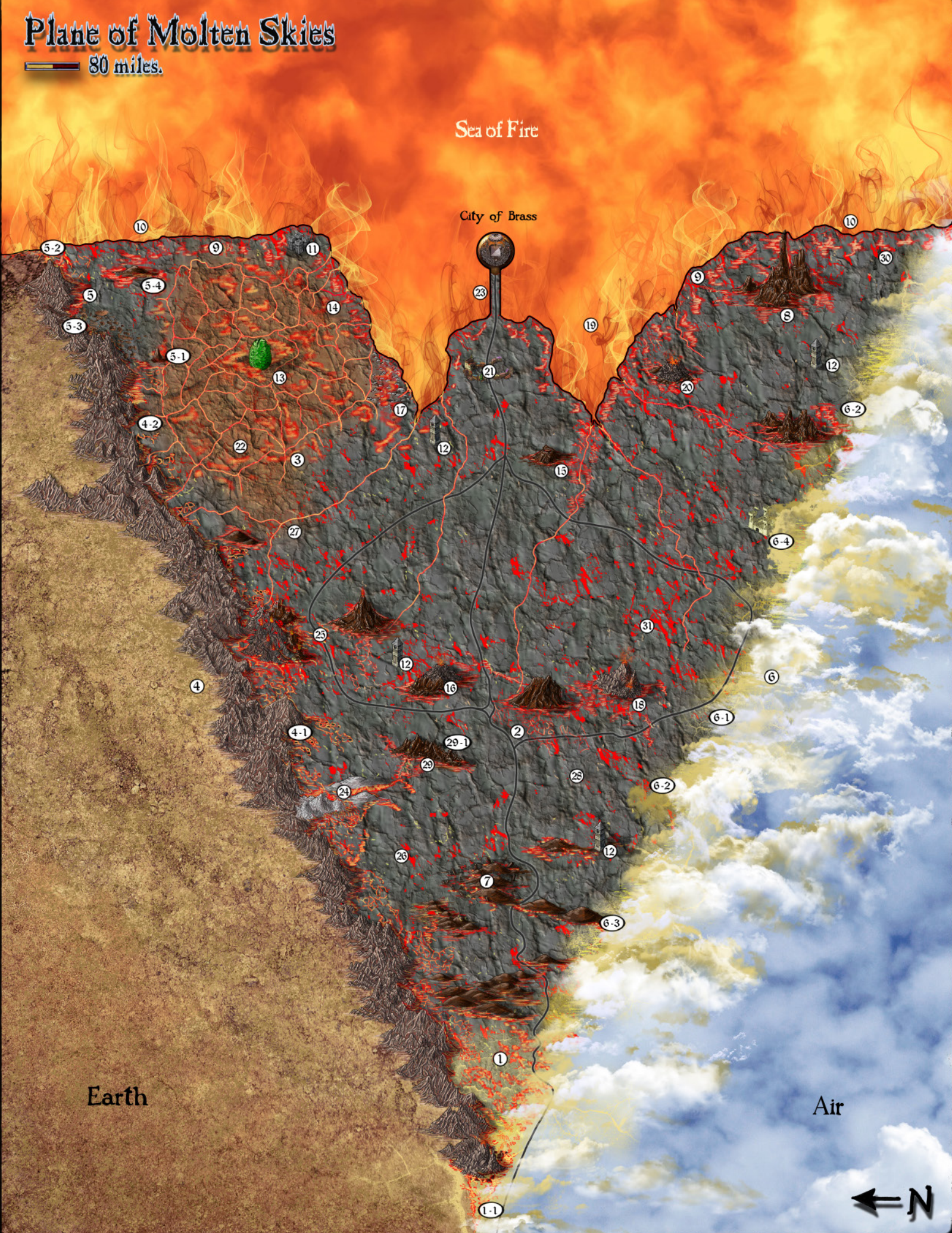
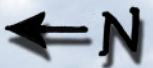
— 80 miles.

Sea of Fire

City of Brass

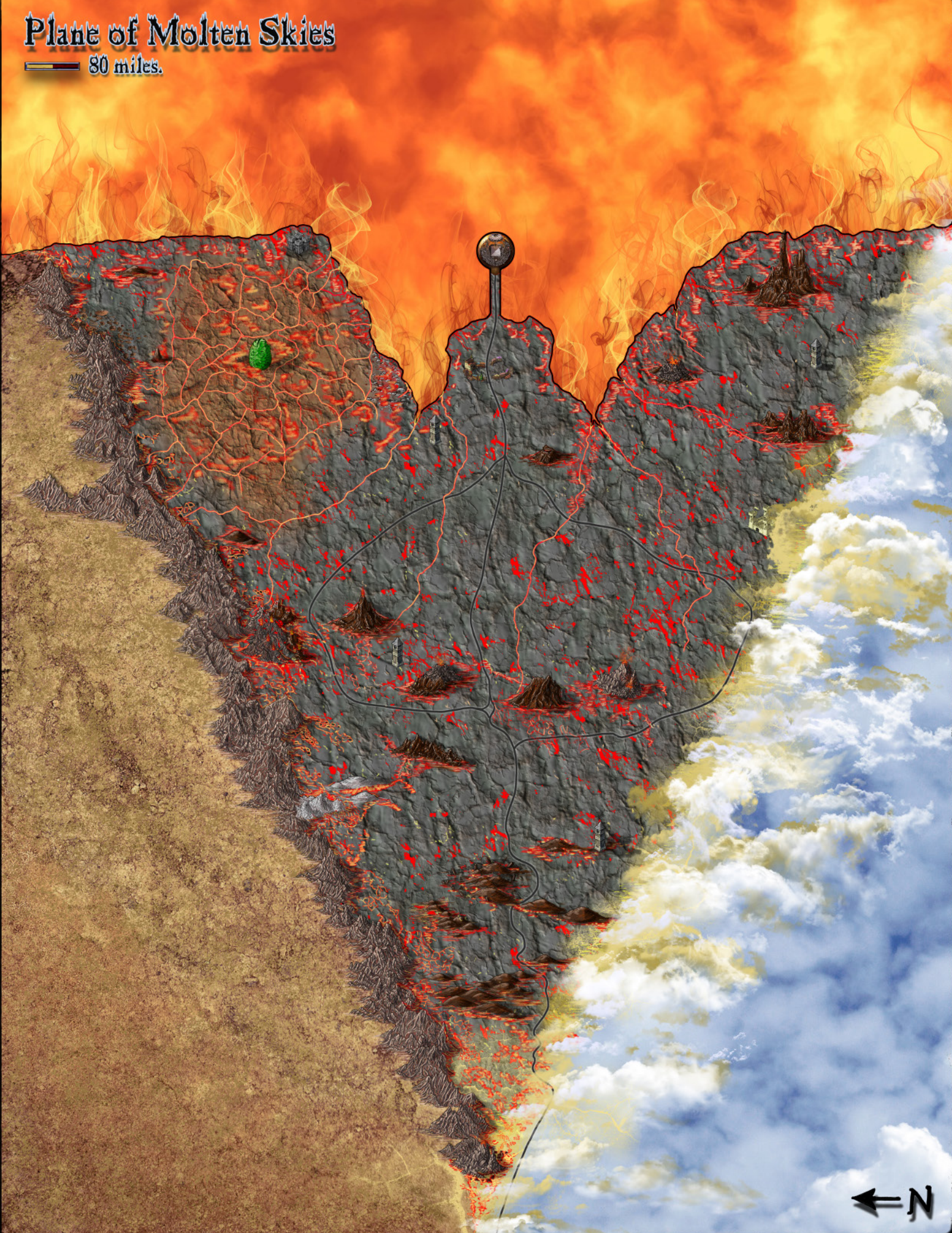
Earth

Air



Plane of Molten Skies

— 80 miles.



To the obsidian bridge
and the City of Brass

Bazaar of Beggars

1 Square - 40 Feet



Smoke Tents



Water-Maker Tent

10

11

5

4

7

1

3

8

2

The Highway of
the Damned

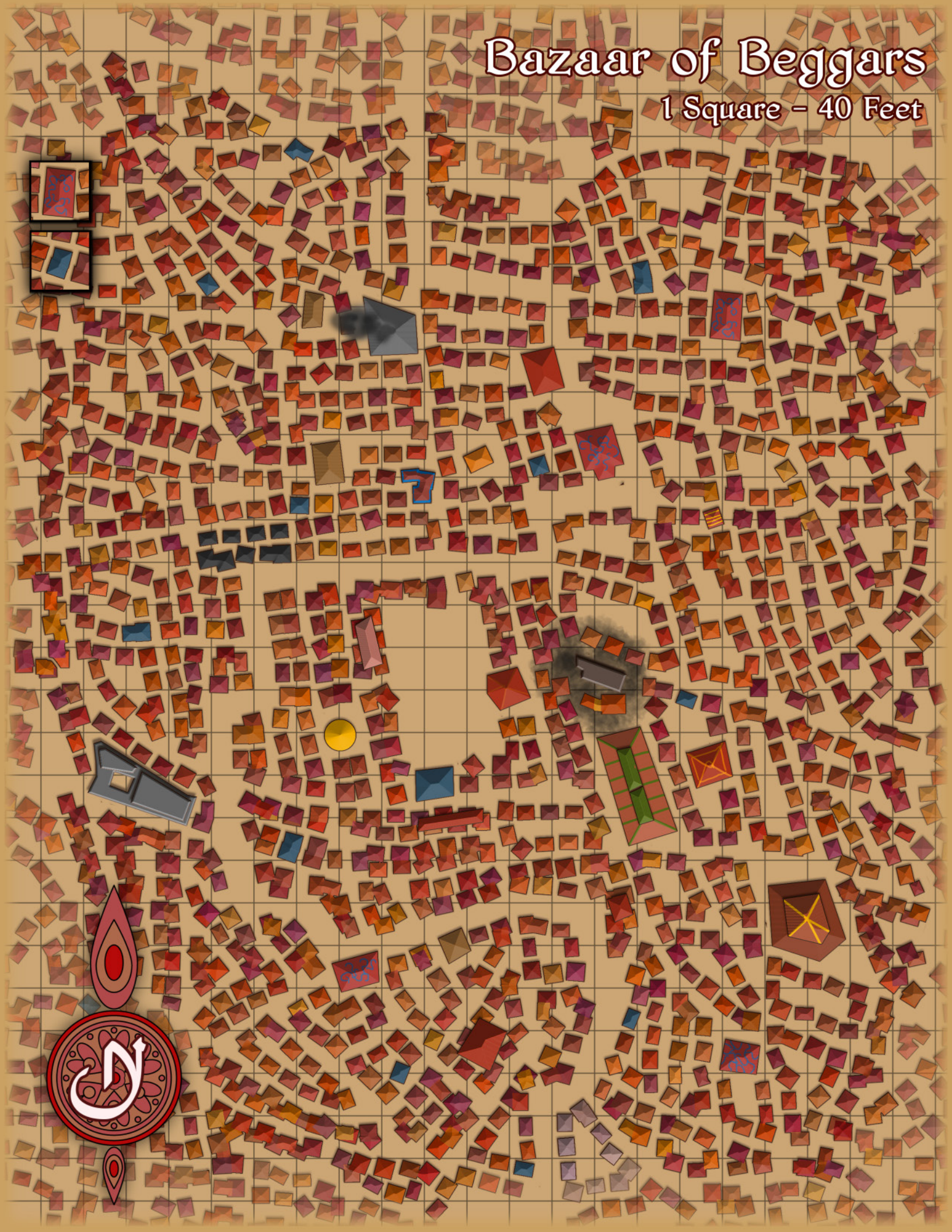
6

9



Bazaar of Beggars

1 Square - 40 Feet



City of Brass





Common Wall Apartment

1 Square - 5 Feet



Common Wall Apartment
1 Square - 5 Feet

City of Brass

Upper City



City of Brass

Upper City



Road to the Palace

Sultan's
Boulevard

Tower of
the Grand Vizier

1 Square - 50 Feet

Gardens of Fire

Terrace of
Petitioners

Nobles
Nobles
Nobles

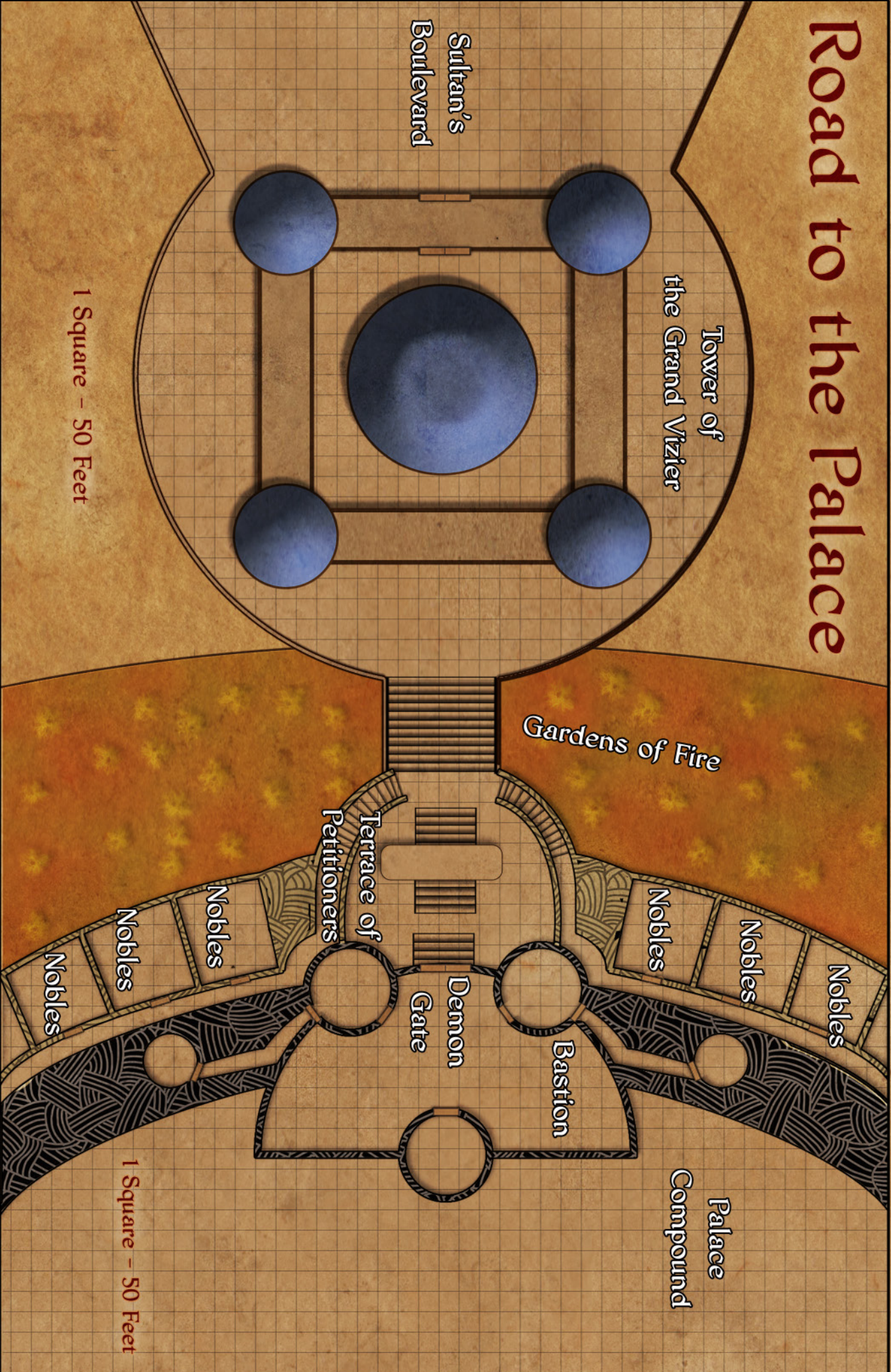
Nobles
Nobles
Nobles

Demon
Gate

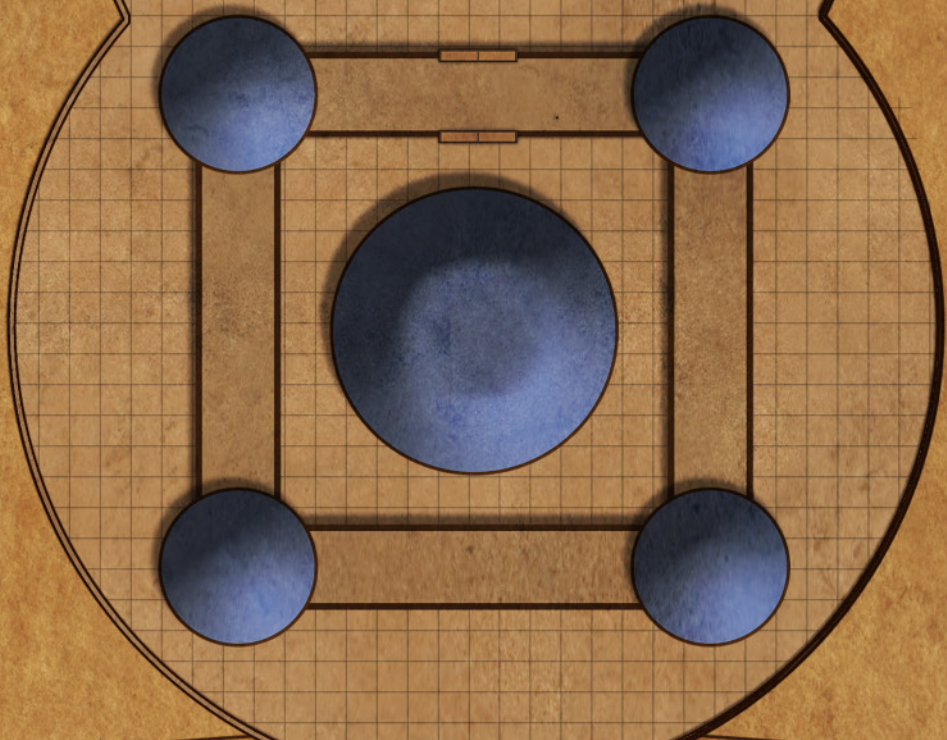
Bastion

Palace
Compound

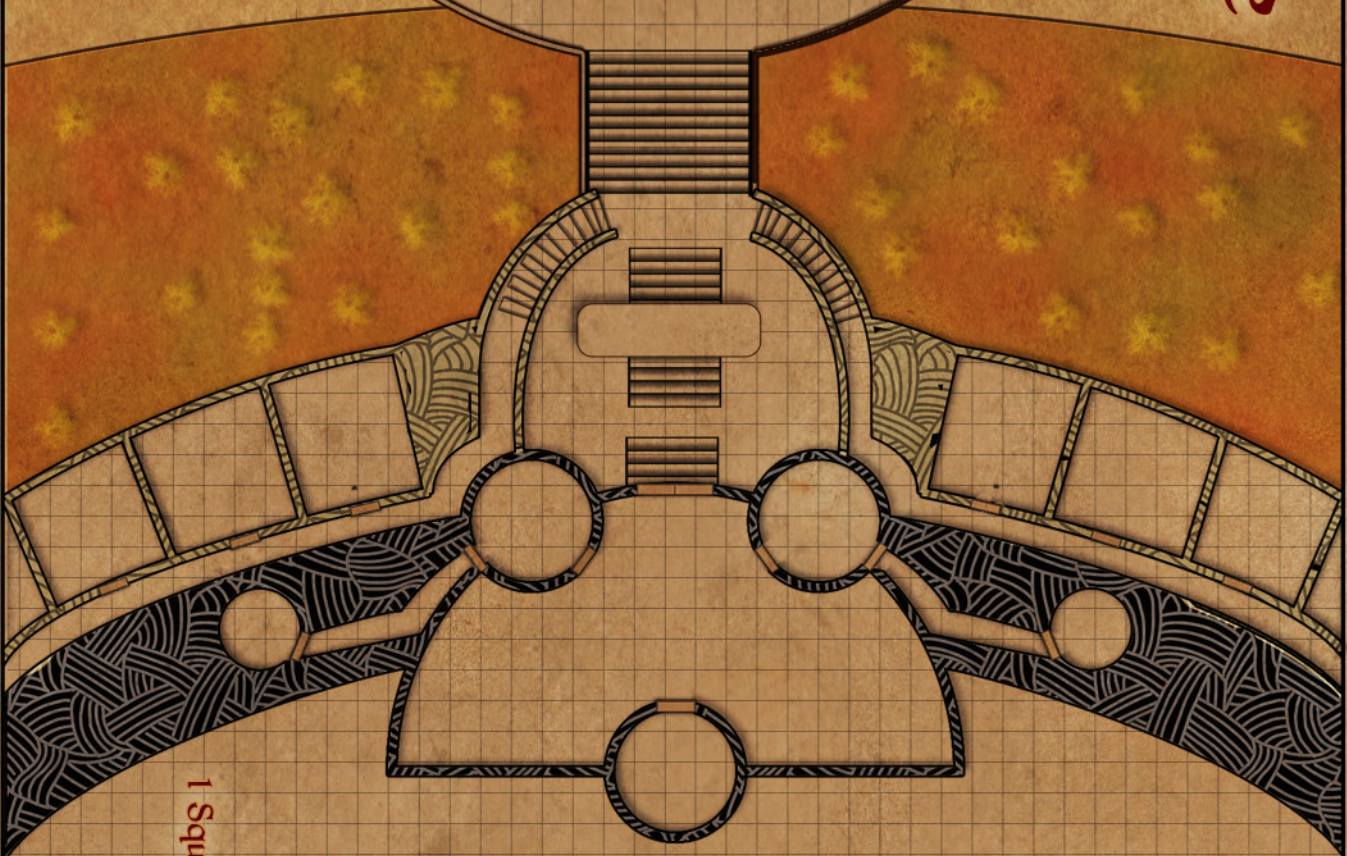
1 Square - 50 Feet



Road to the Palace



1 Square - 50 Feet



1 Square - 50 Feet



To Circus of Pain

To Great Ziggurat

28

30

To Government District

31

To Middle City

29

To Sultan's Boulevard

27

To Government District

To Bab Al Baquarra

1 mile

District of Naibs

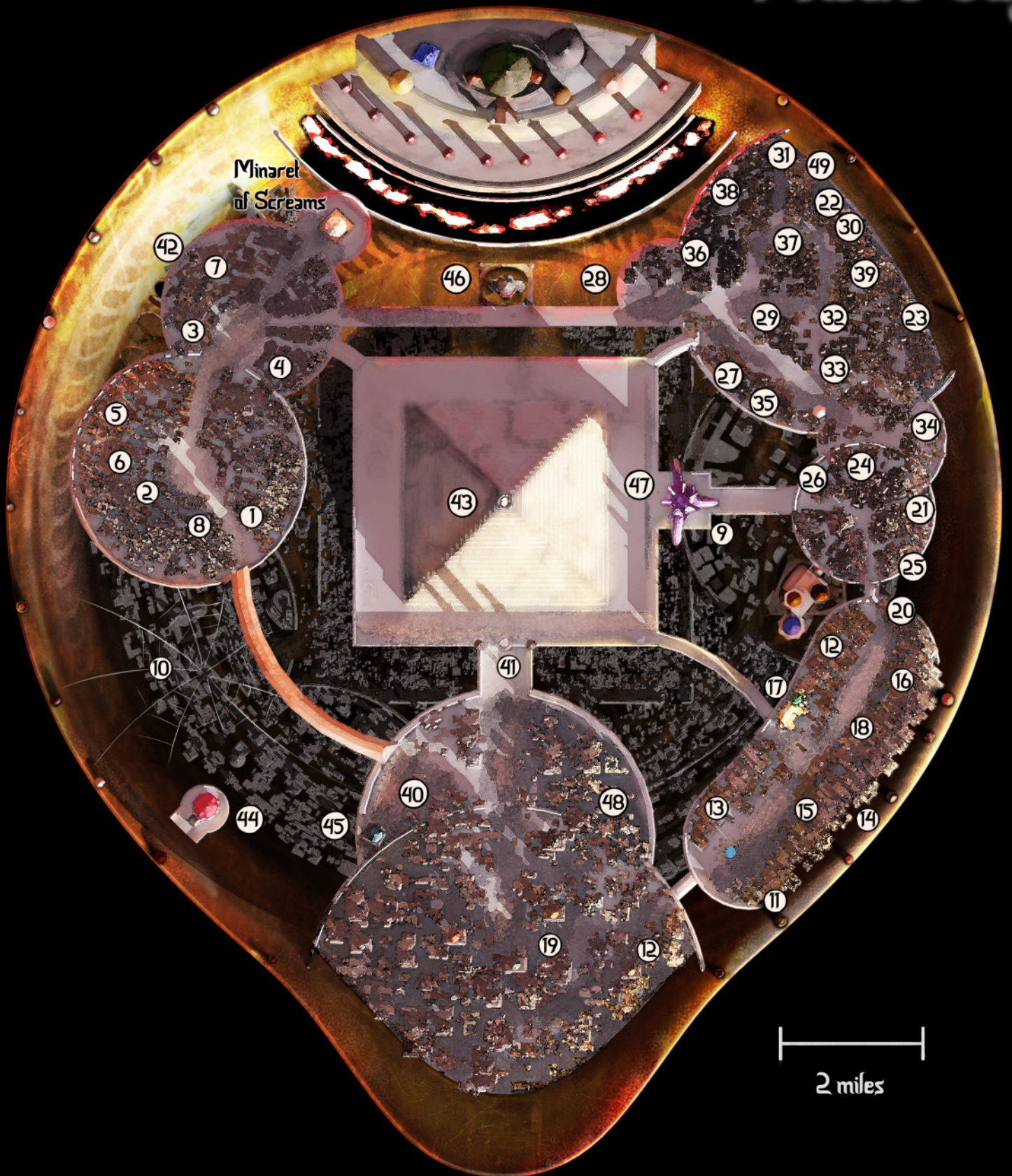


1 mile

District of Naibs

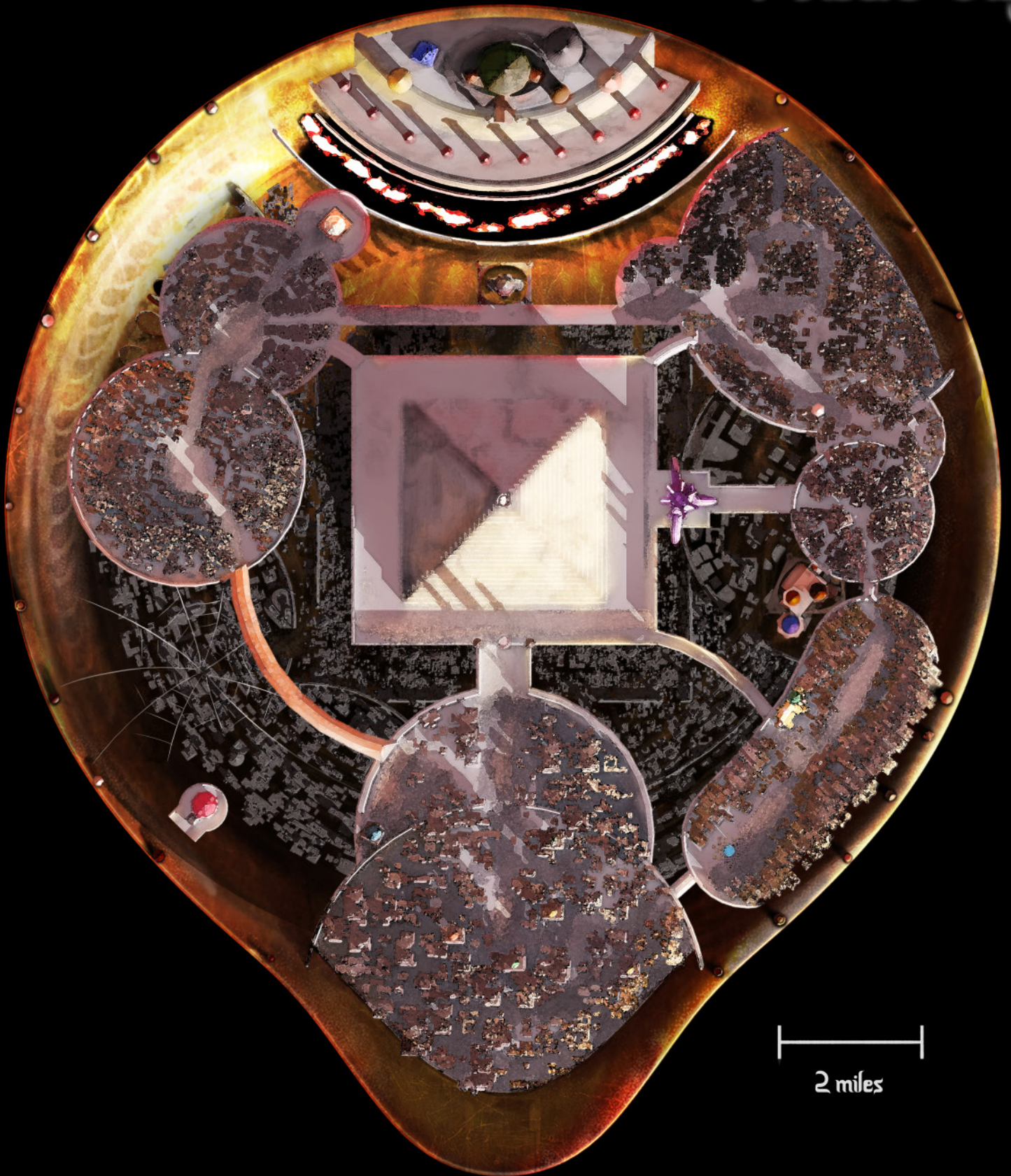
City of Brass

Middle City



City of Brass

Middle City



City of Brass

The Basin

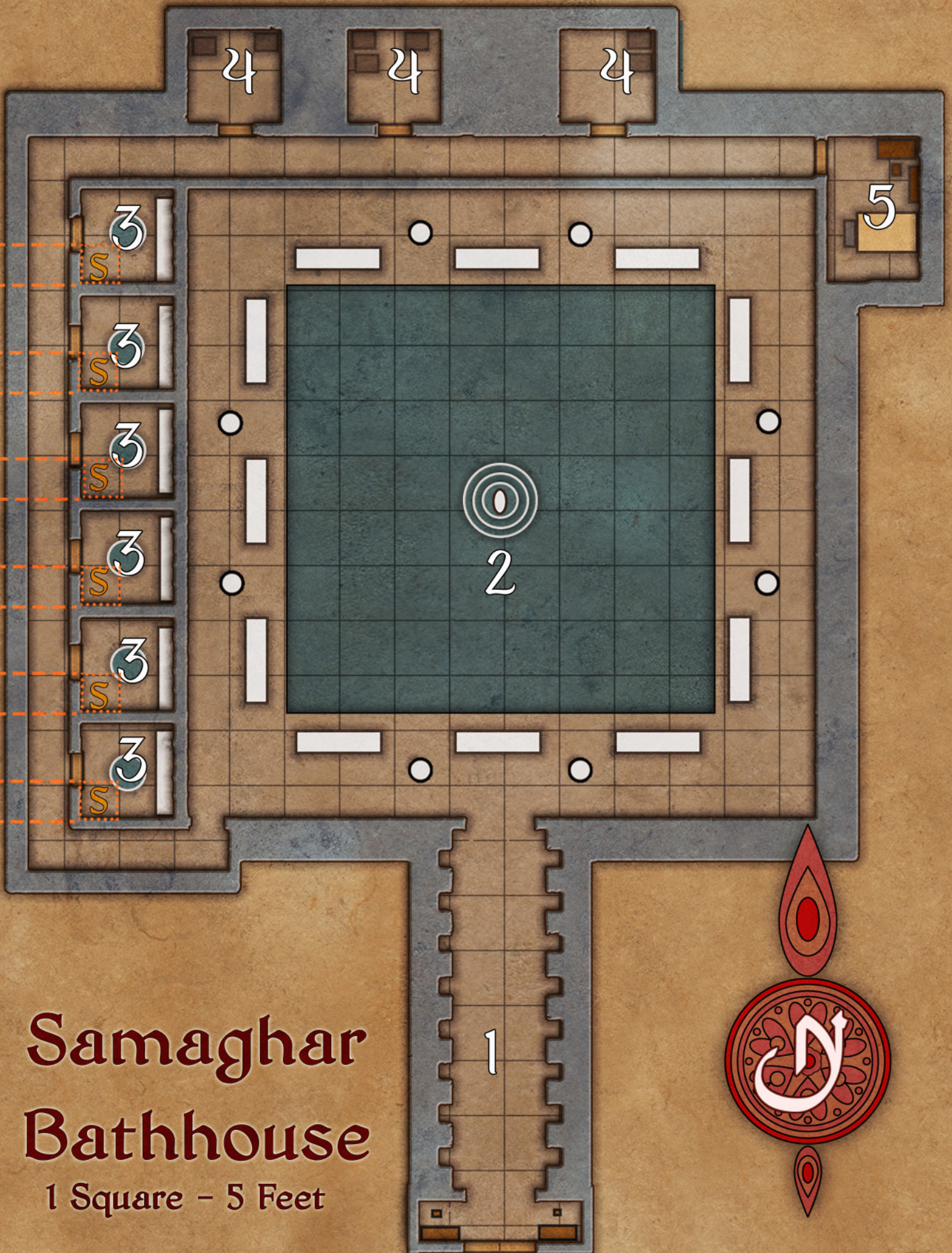


City of Brass

The Basin

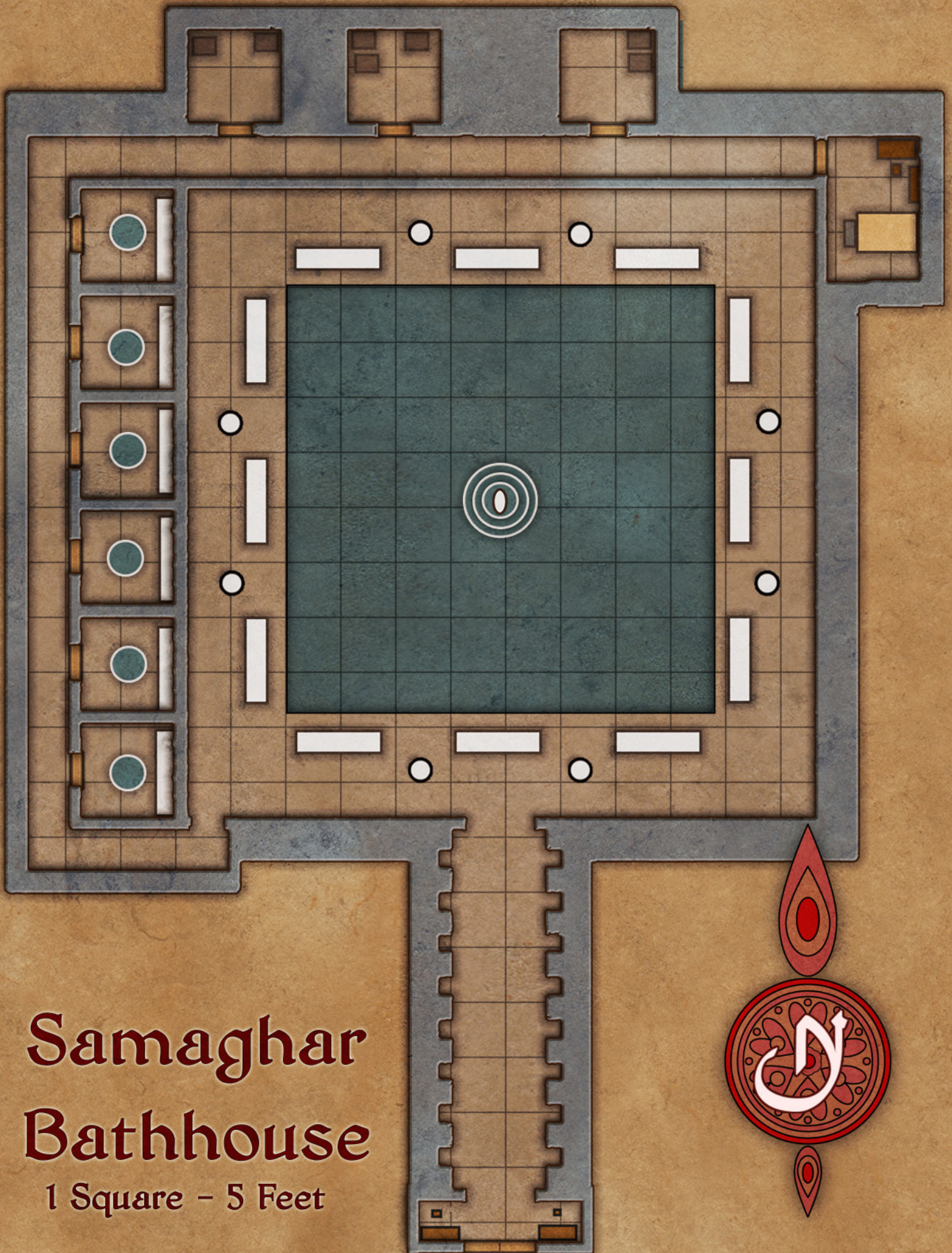


2 miles



Samaghar Bathhouse

1 Square - 5 Feet

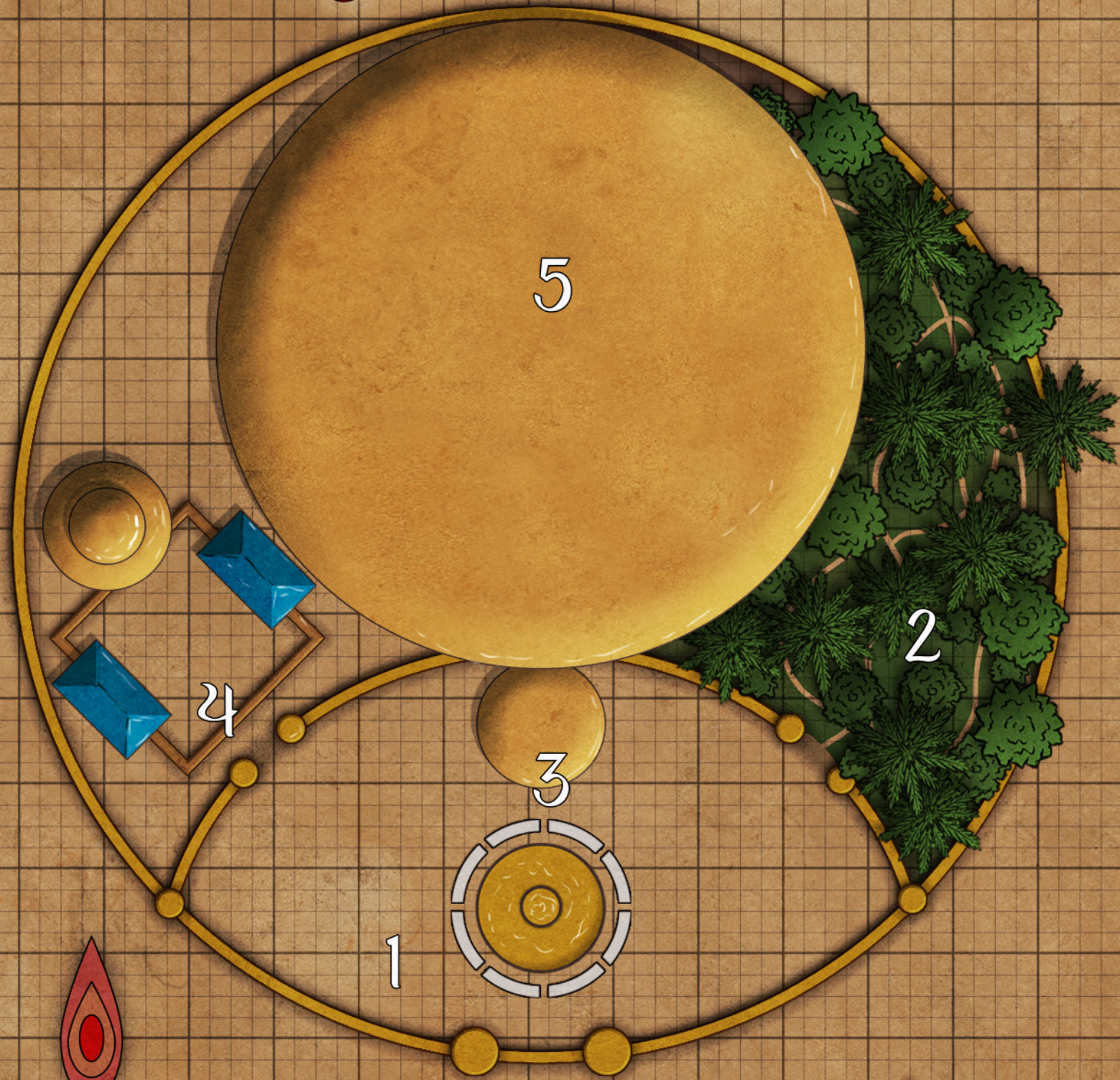


Samaghar Bathhouse

1 Square - 5 Feet

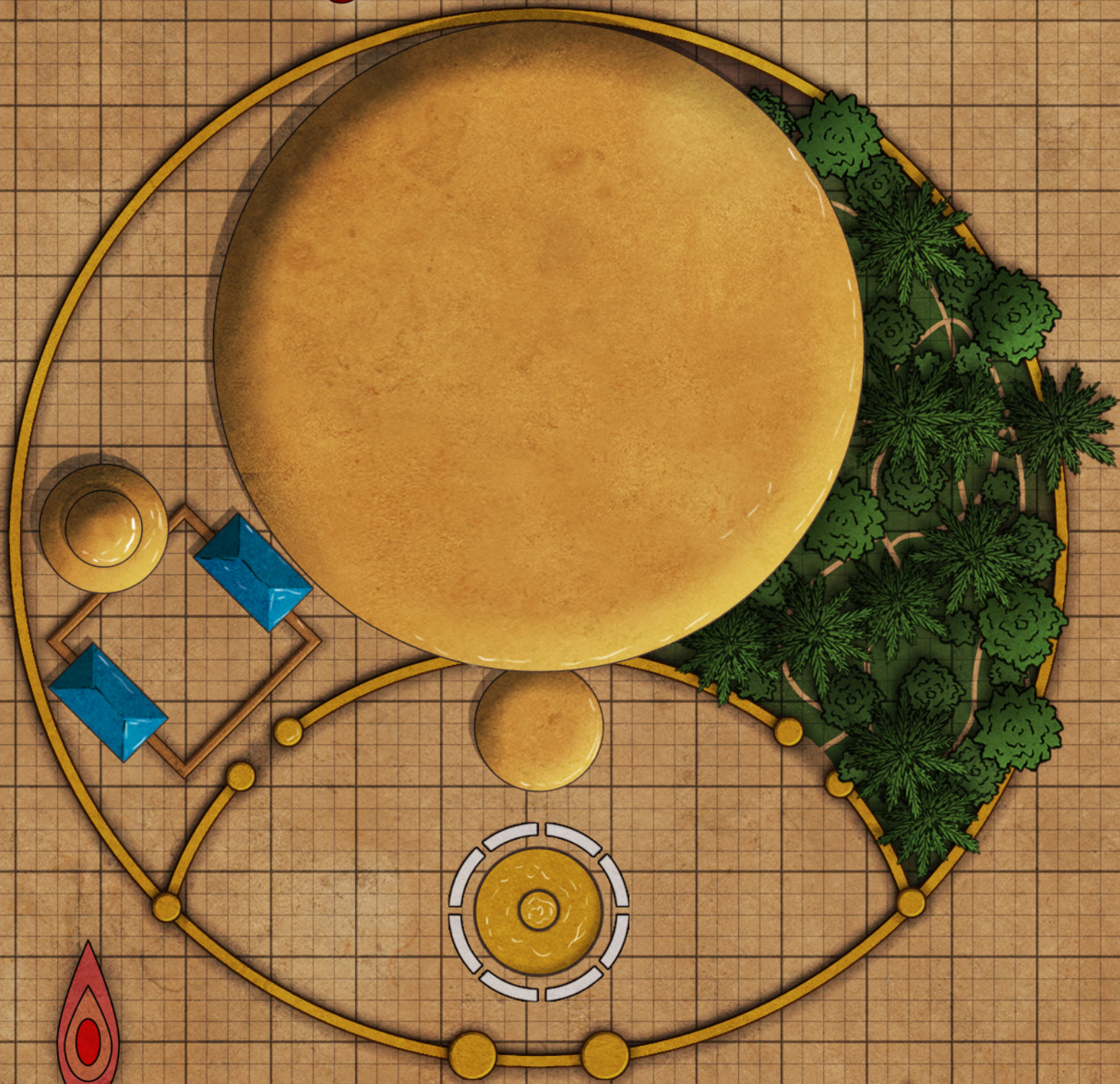


Ubaydulah's Tower



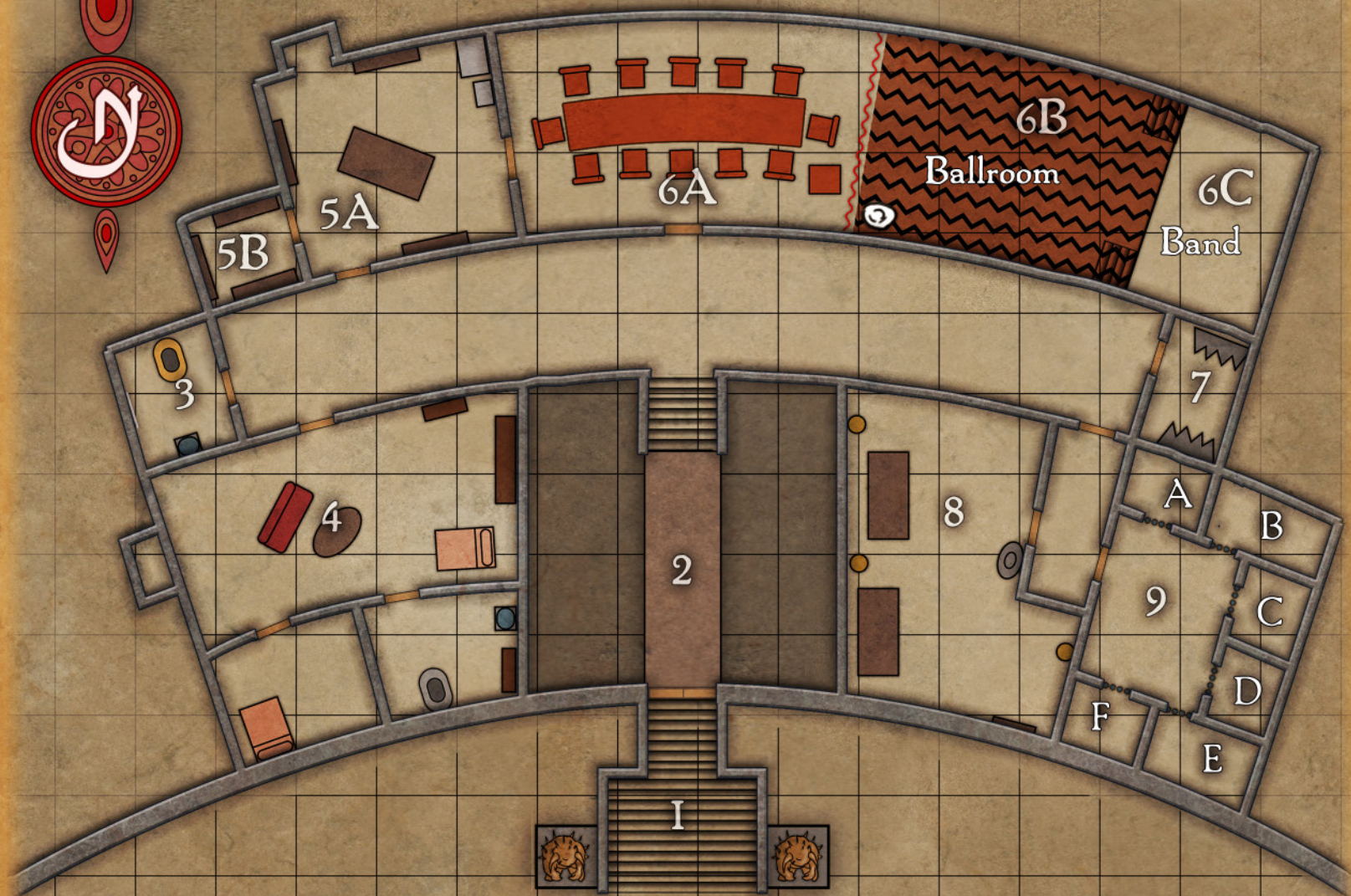
1 Square - 20 Feet

Ubaydulah's Tower



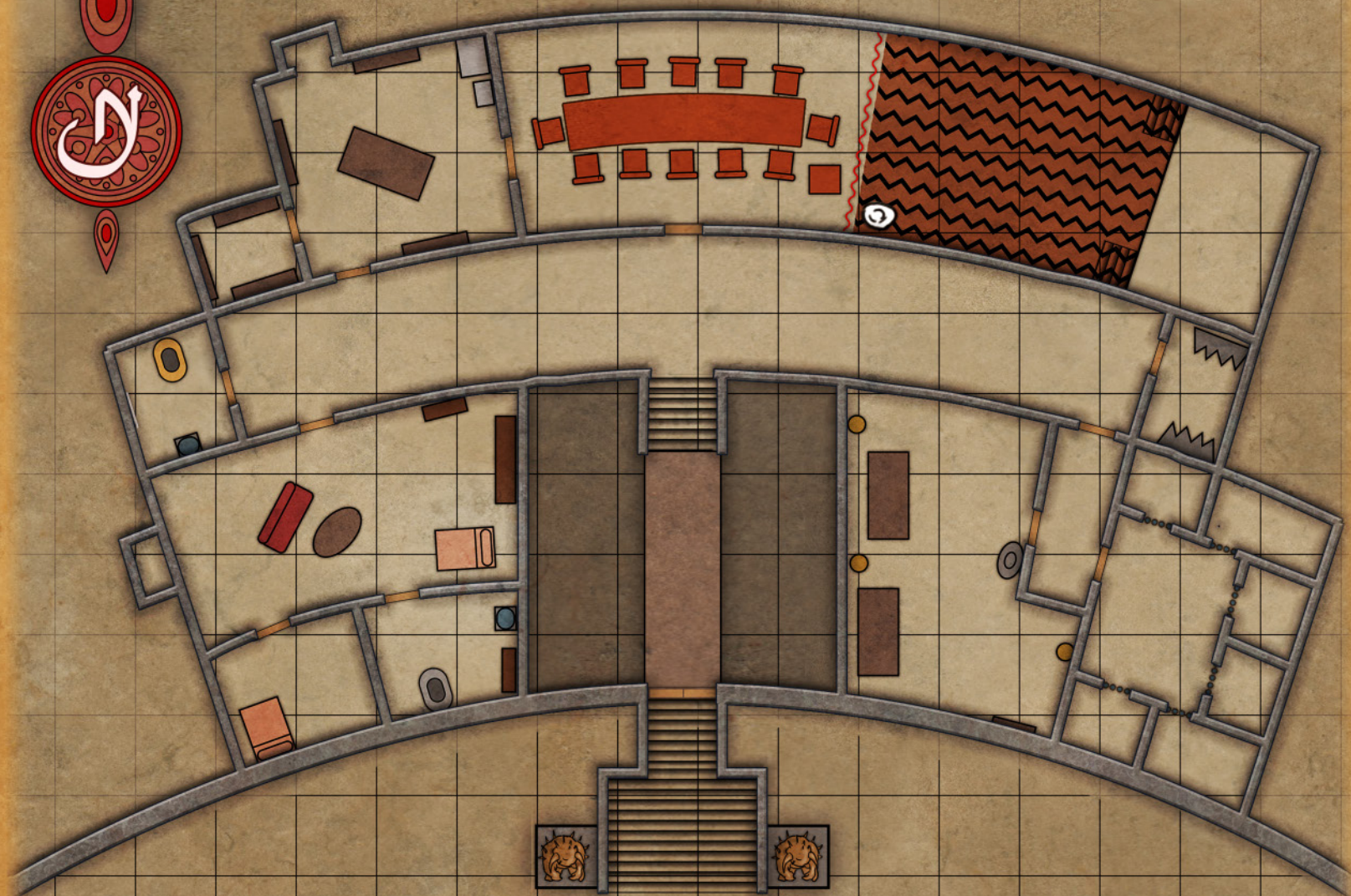
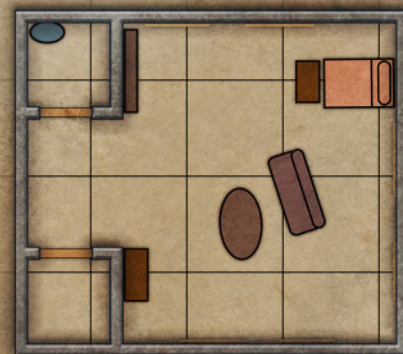
1 Square - 20 Feet

Ard's Apartment



1 Square - 5 Feet

Ard's Apartment



1 Square - 5 Feet

The Shining Pyramid

1 Square - 20 Feet



Lower Pyramid

The Shining Pyramid

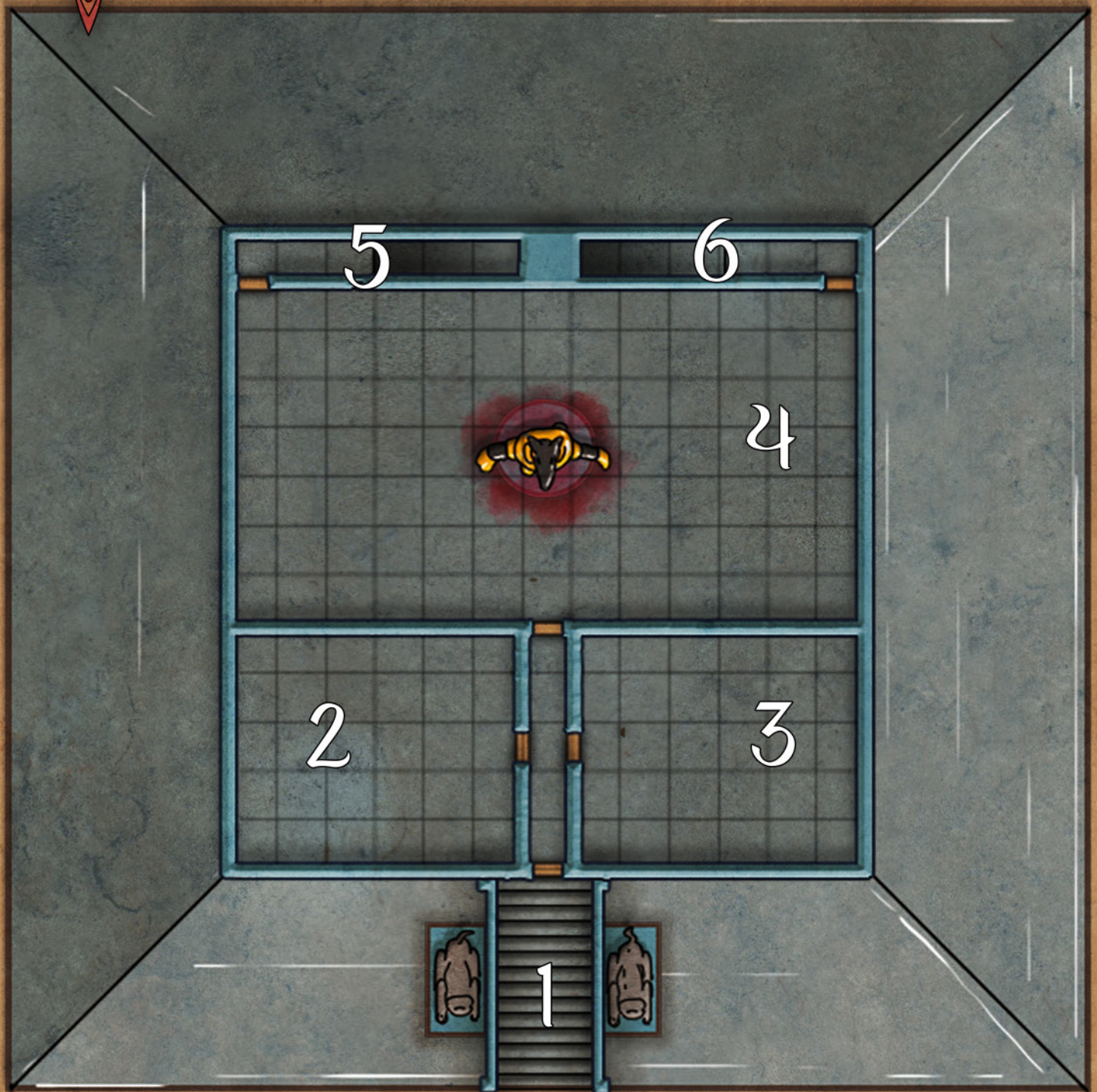
1 Square - 20 Feet



Lower Pyramid

The Shining Pyramid

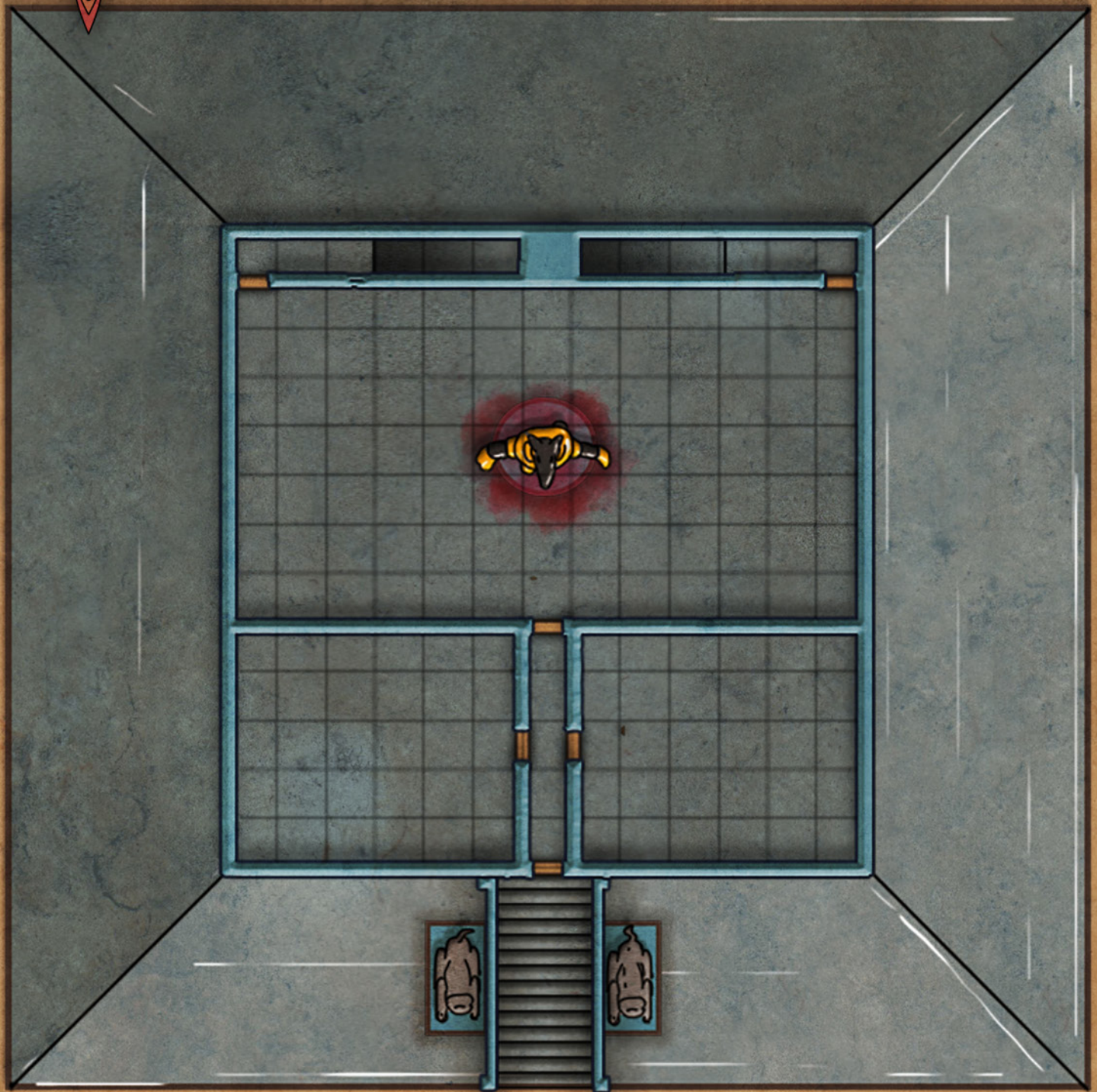
1 Square - 20 Feet



Middle Pyramid

The Shining Pyramid

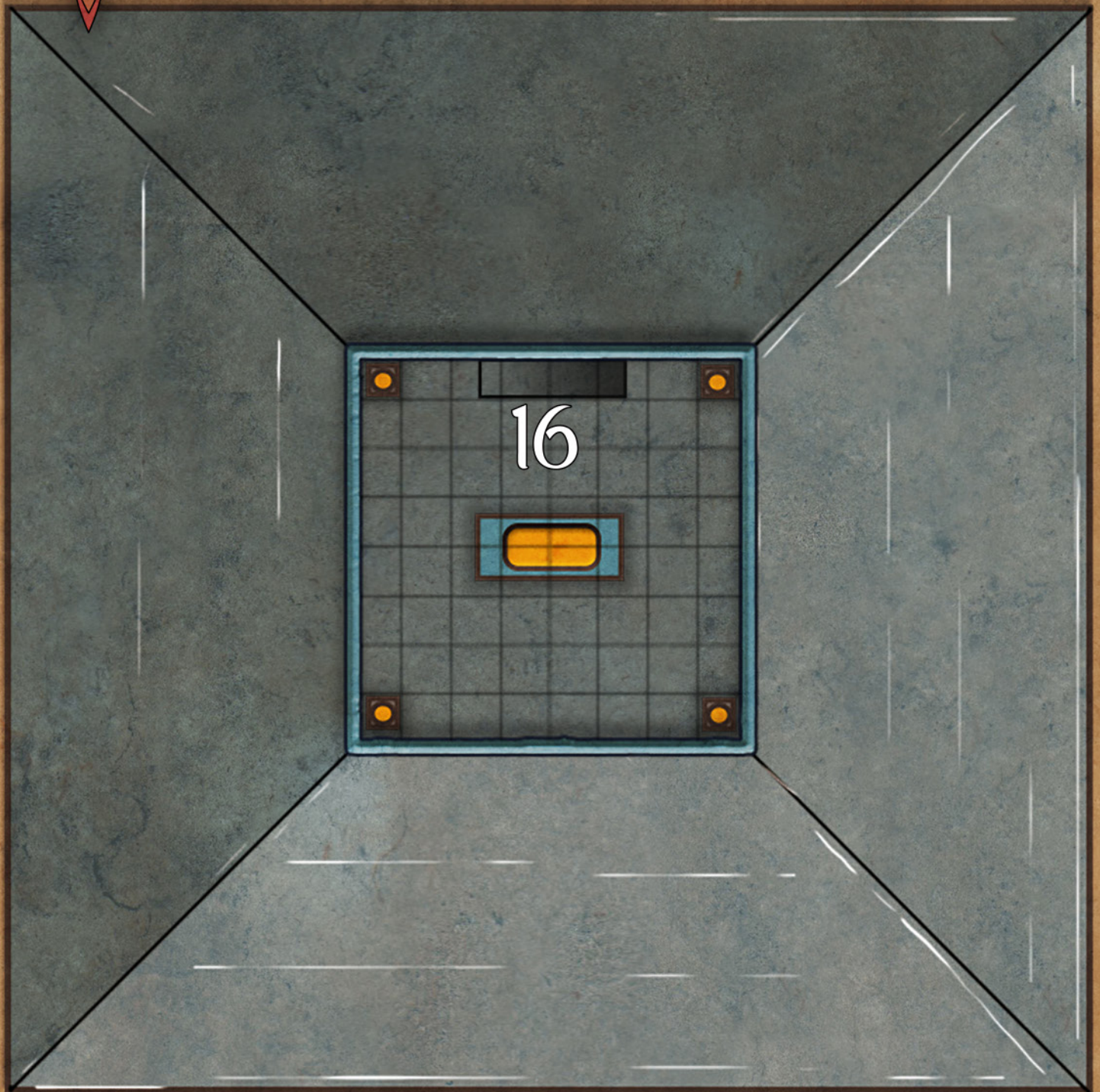
1 Square - 20 Feet



Middle Pyramid

The Shining Pyramid

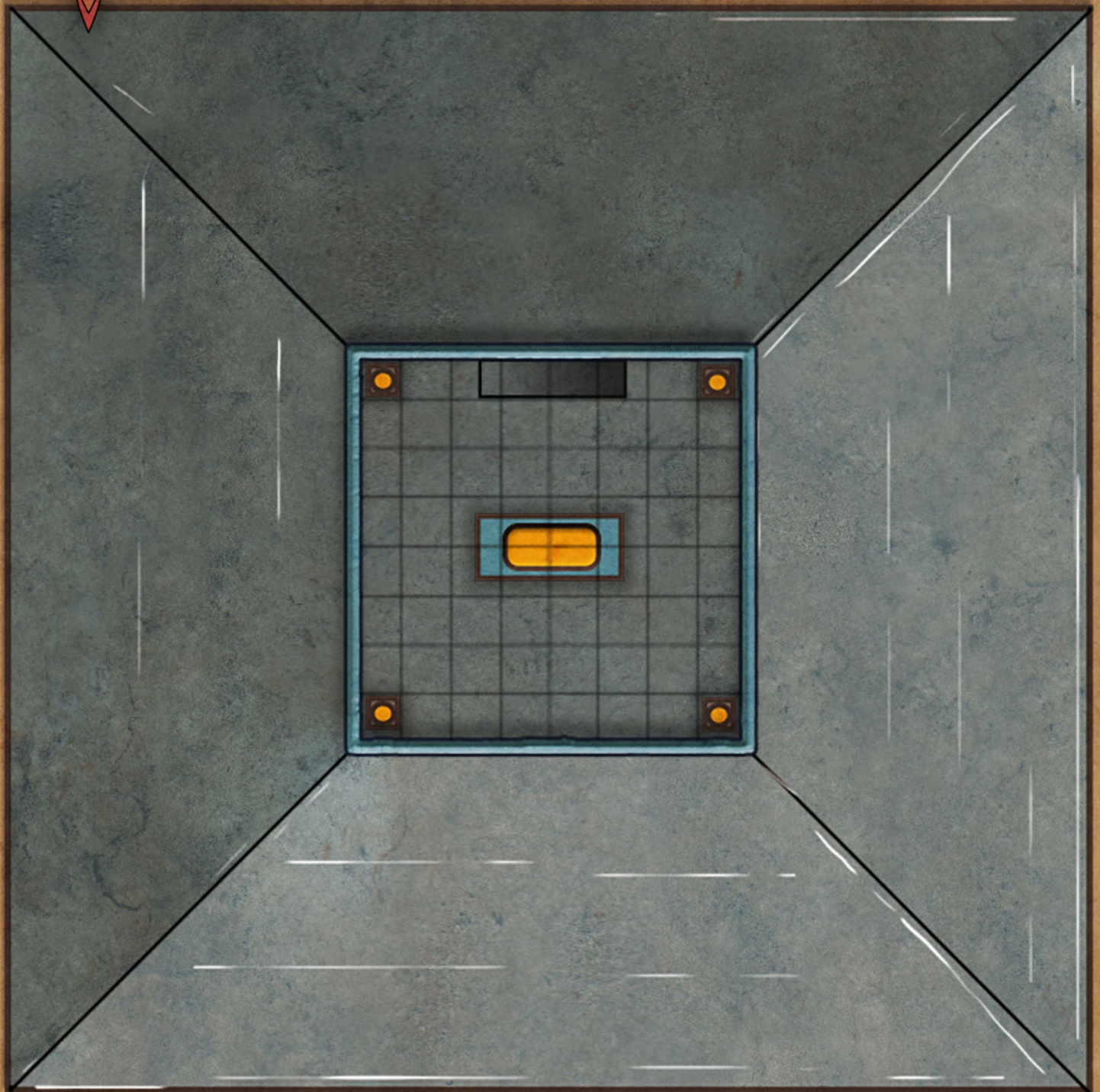
1 Square - 20 Feet



Upper Pyramid

The Shining Pyramid

1 Square - 20 Feet



Upper Pyramid

The Freeman's Tower

Ground Floor



1 square - 5 feet

The Freeman's Tower

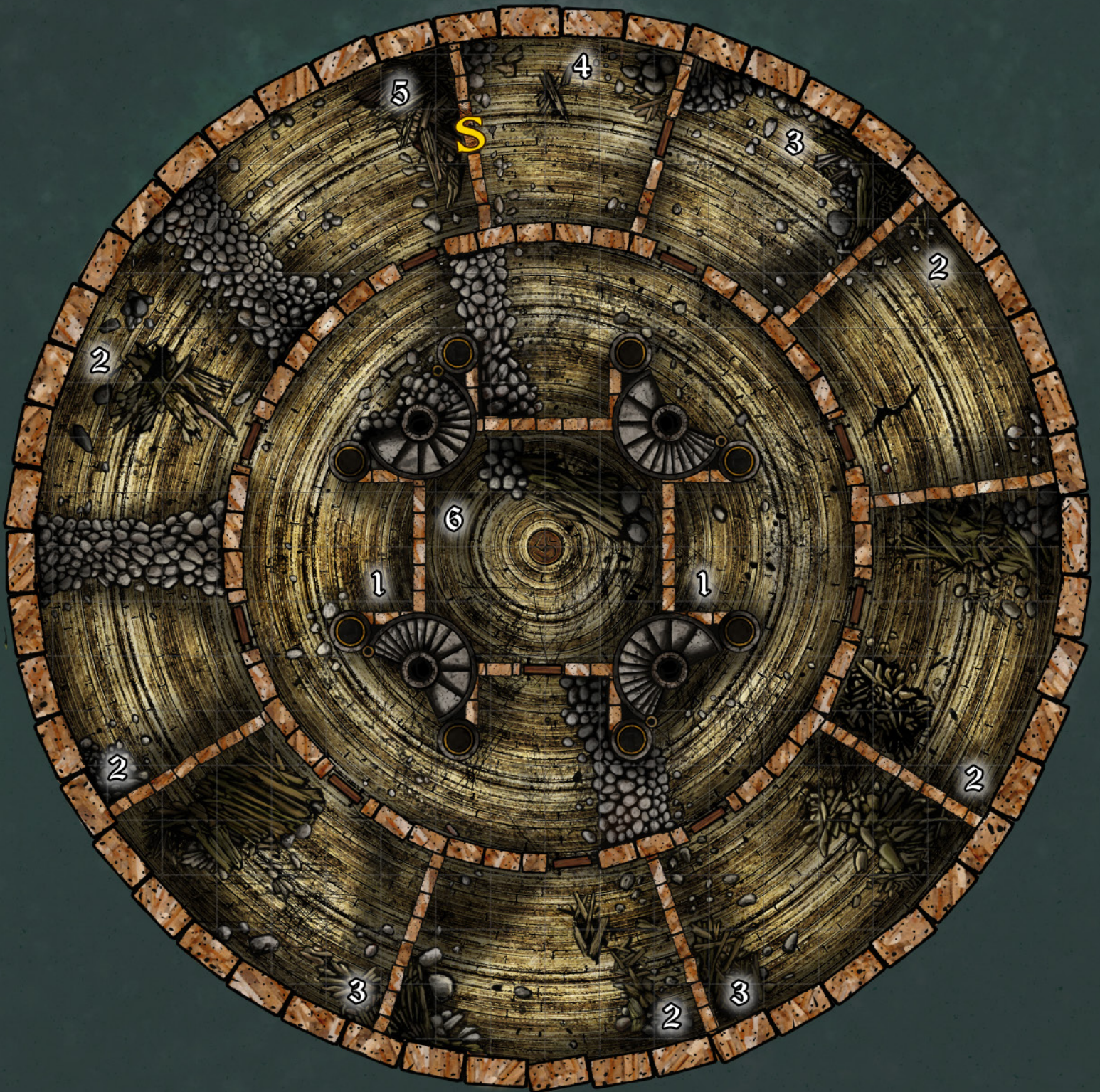
Ground Floor



1 square - 5 feet

The Freeman's Tower

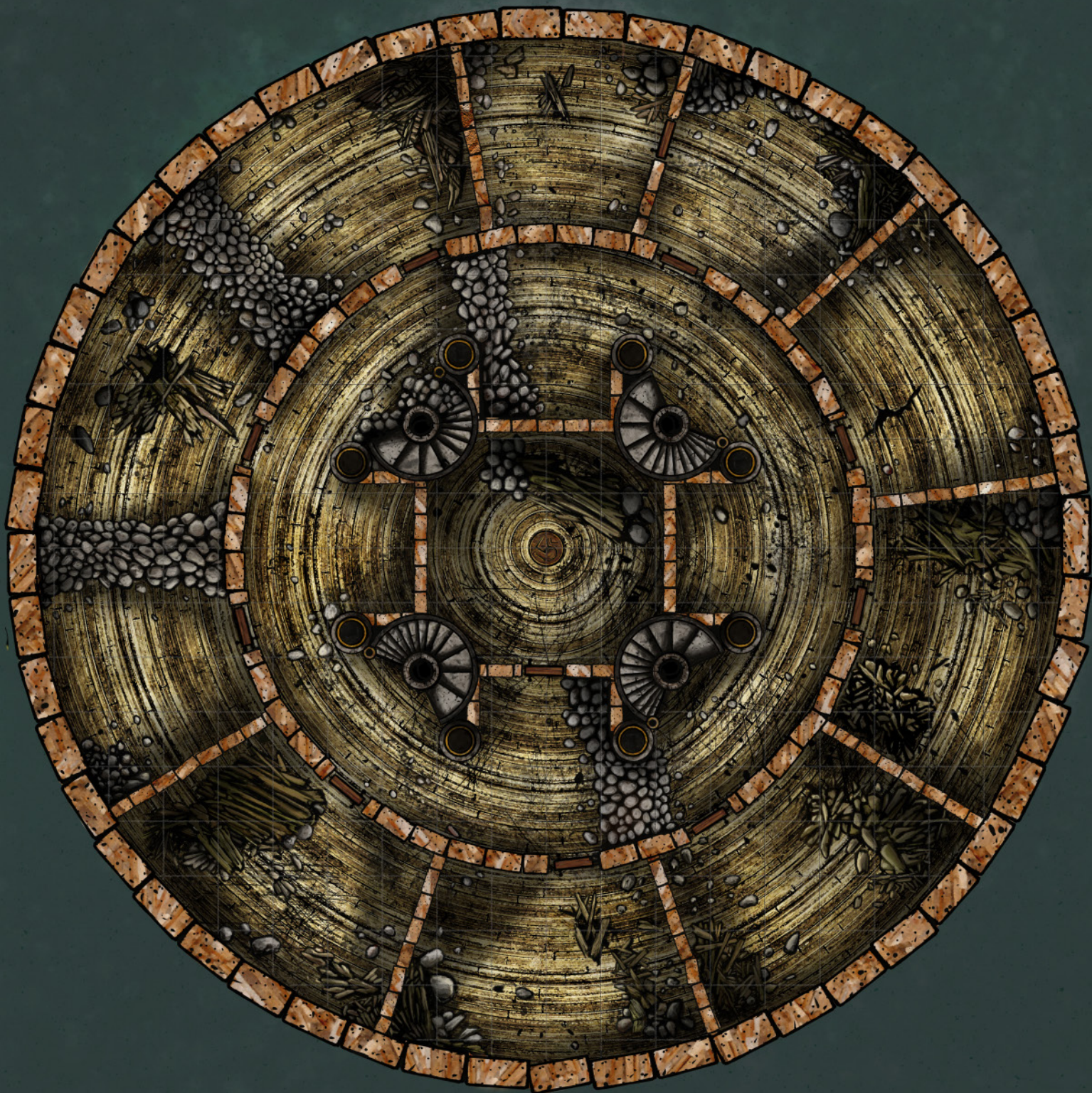
Second Floor



1 square - 5 feet

The Freeman's Tower

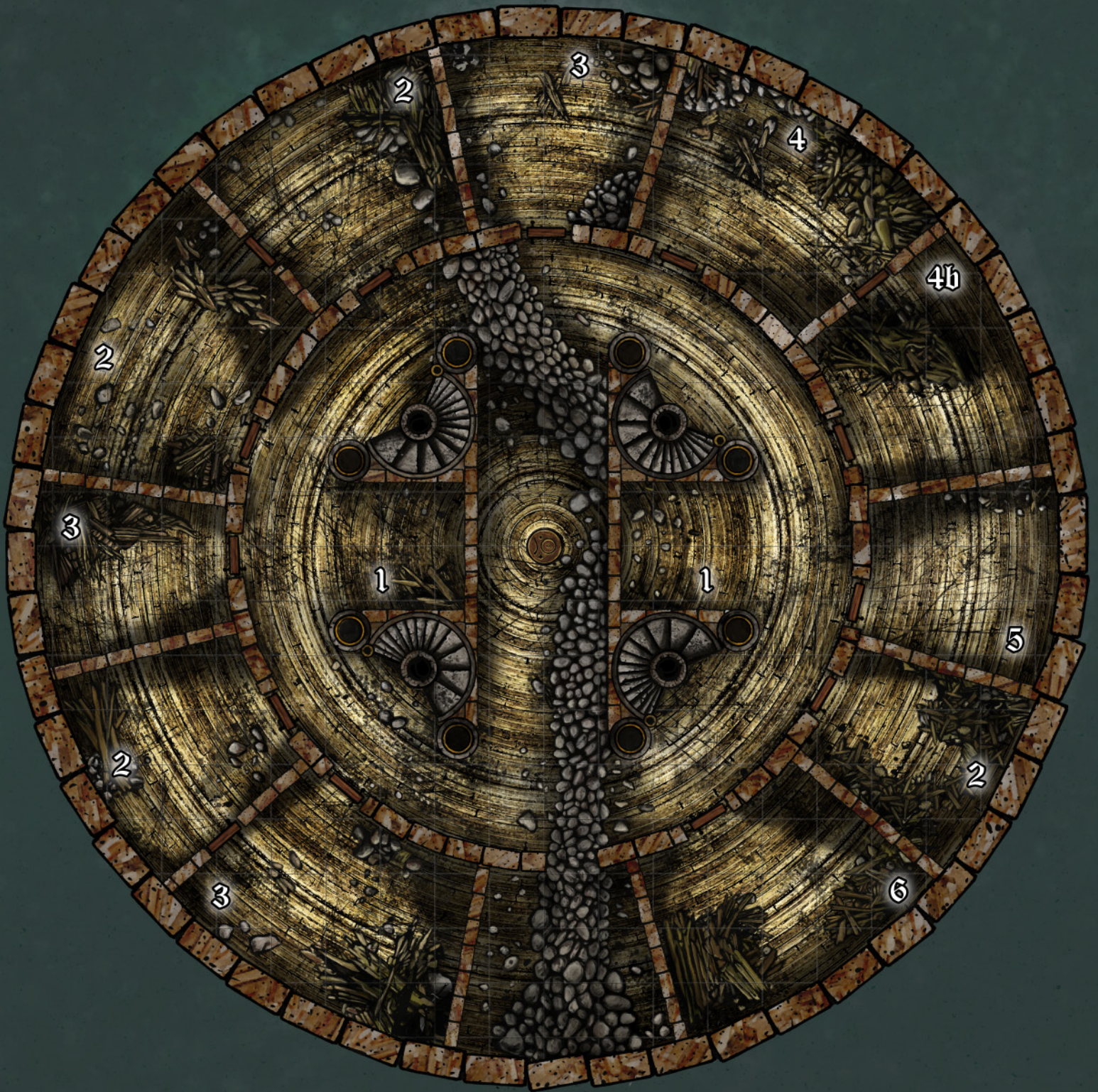
Second Floor



1 square - 5 feet

The Freeman's Tower

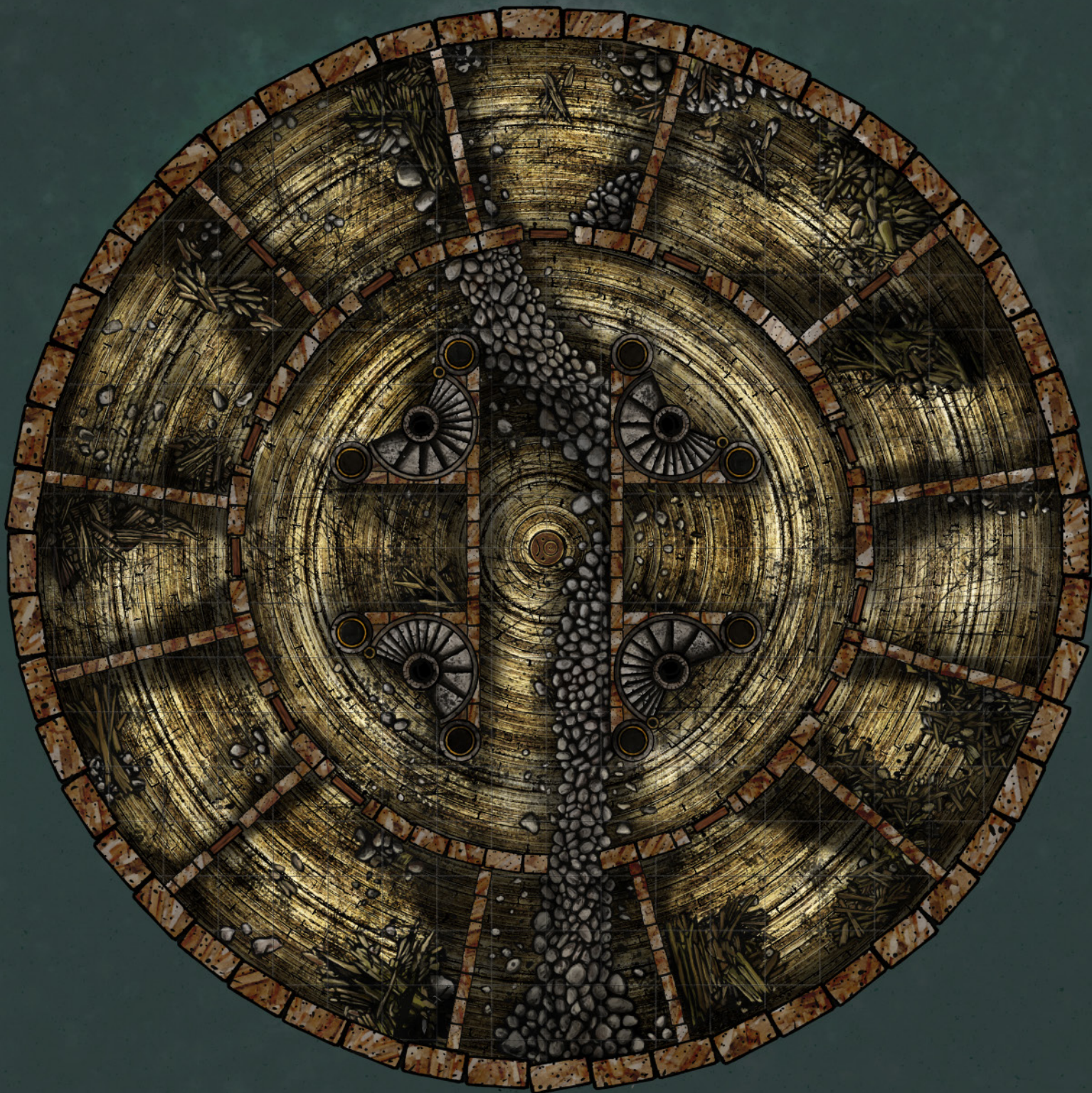
Third Floor



1 square - 5 feet

The Freeman's Tower

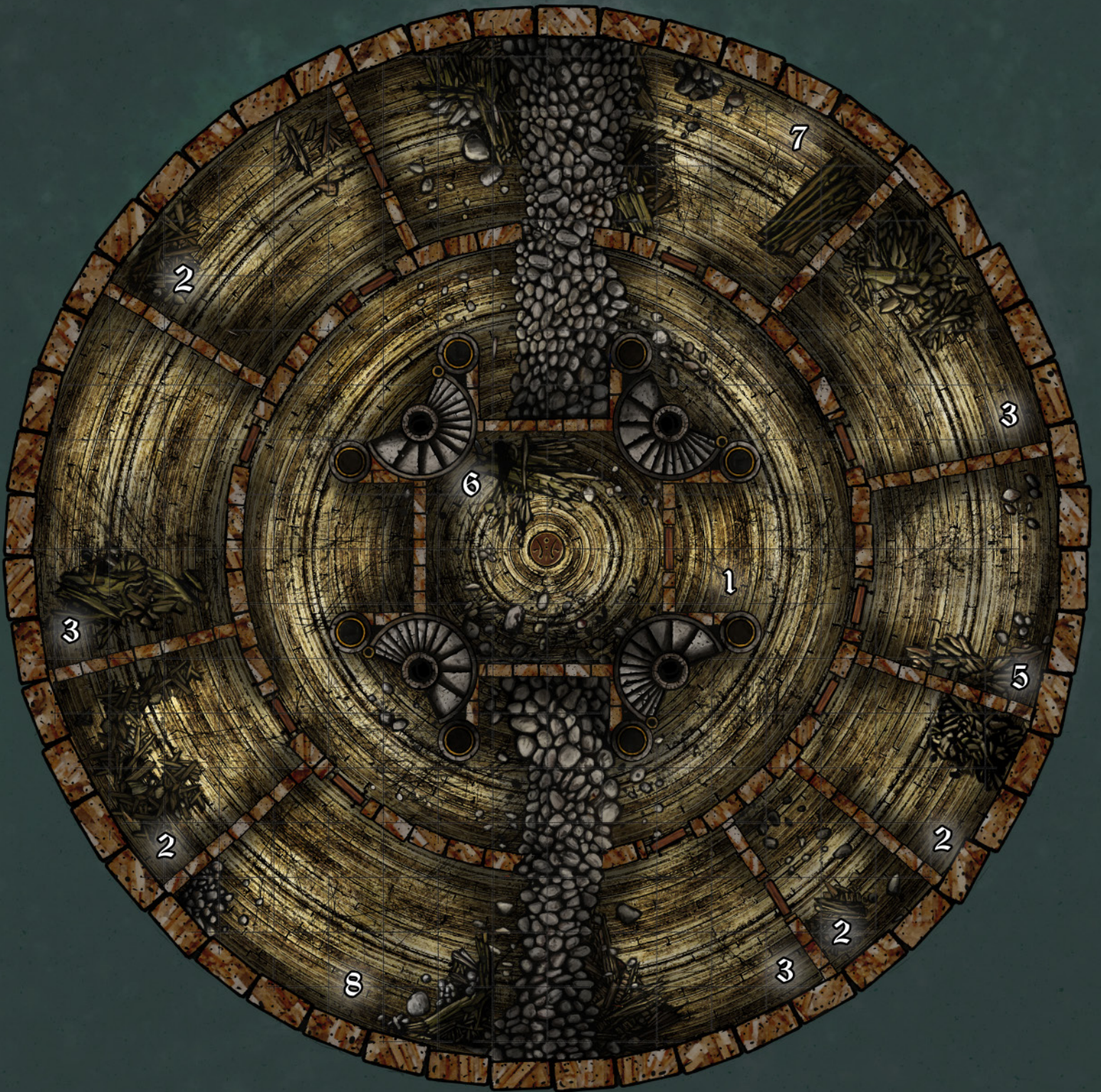
Third Floor



1 square - 5 feet

The Freeman's Tower

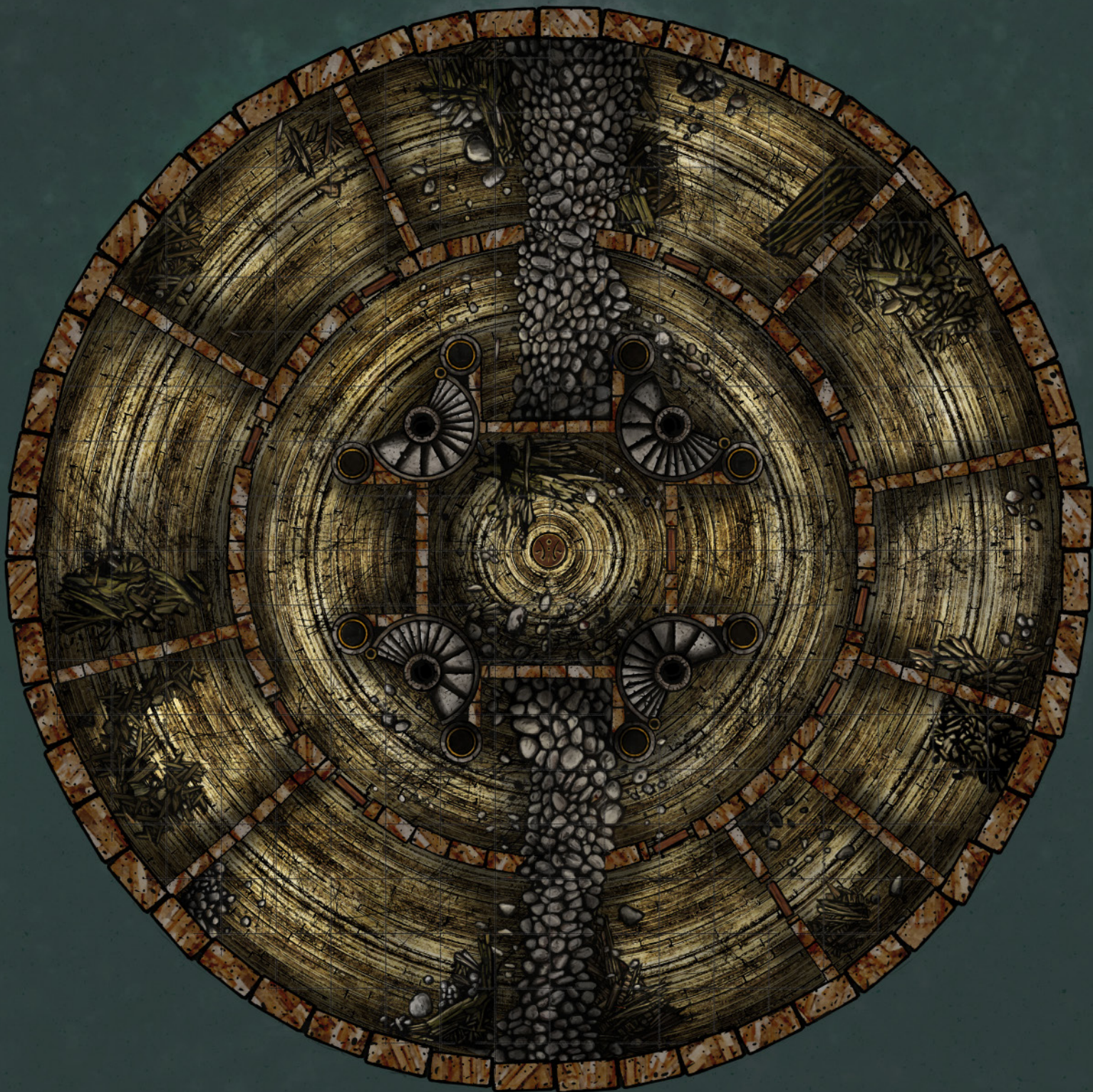
Fourth Floor



1 square - 5 feet

The Freeman's Tower

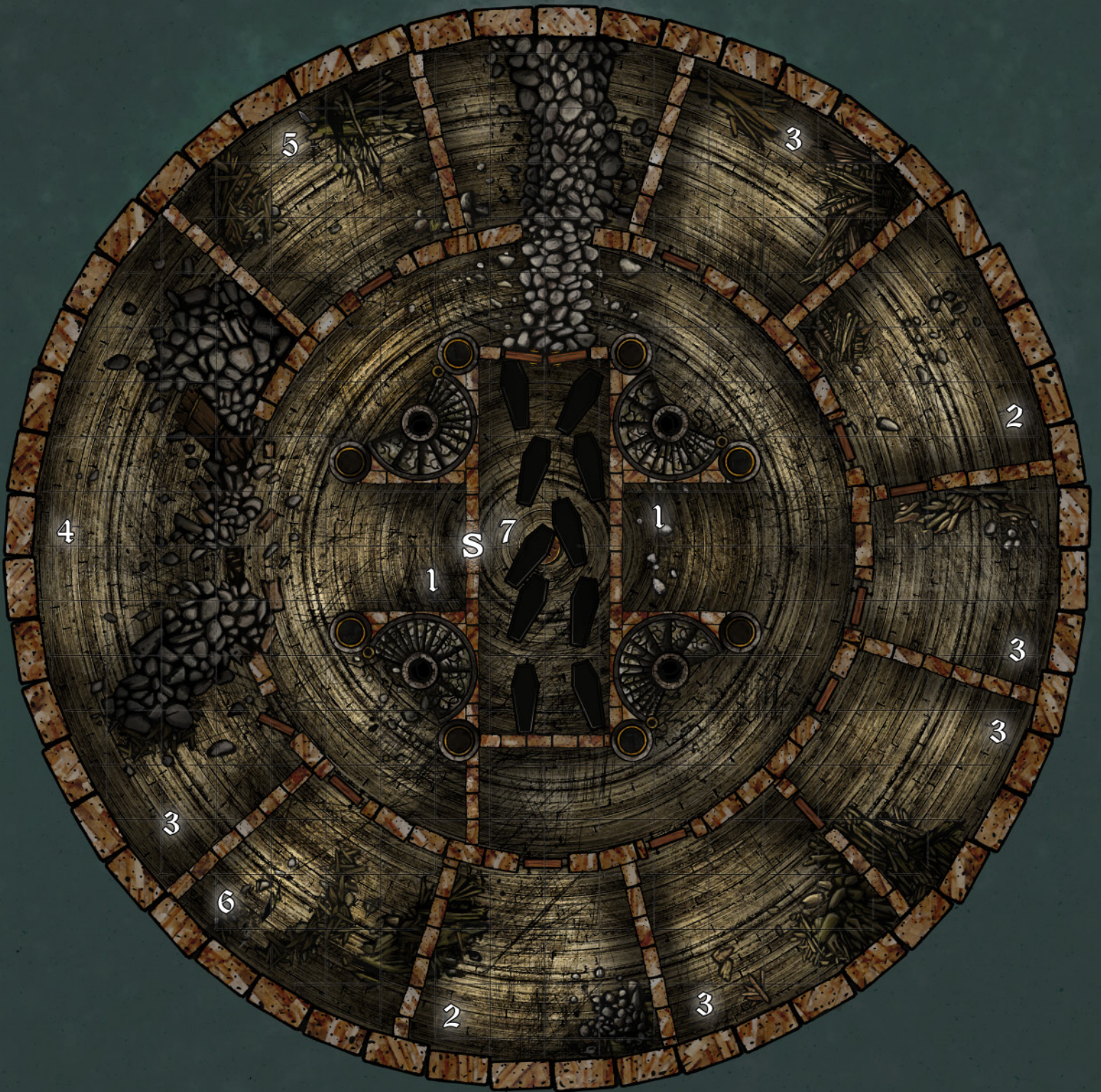
Fourth Floor



1 square - 5 feet

The Freeman's Tower

Fifth Floor



1 square - 5 feet

The Freeman's Tower

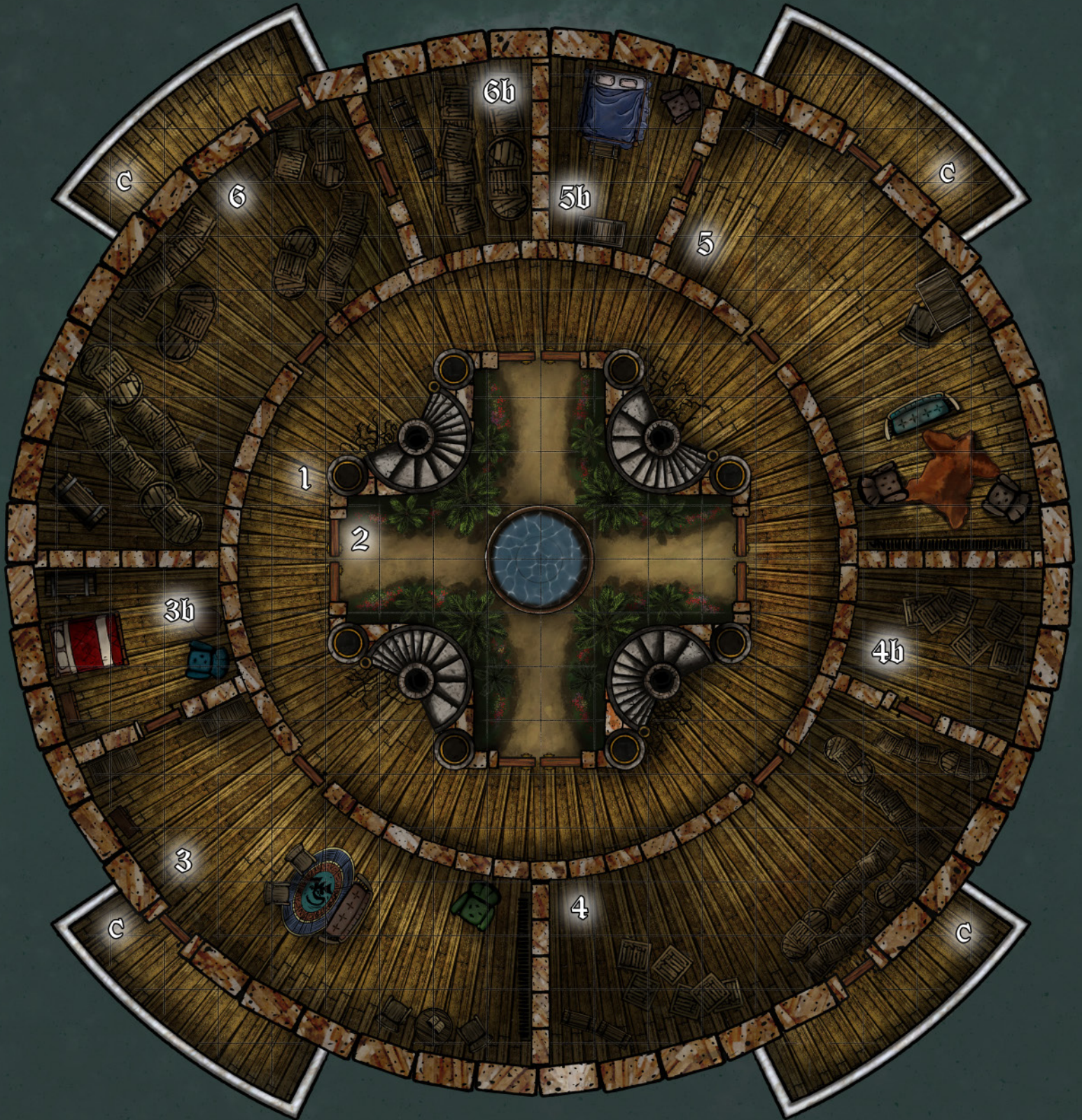
Fifth Floor



1 square - 5 feet

The Freeman's Tower

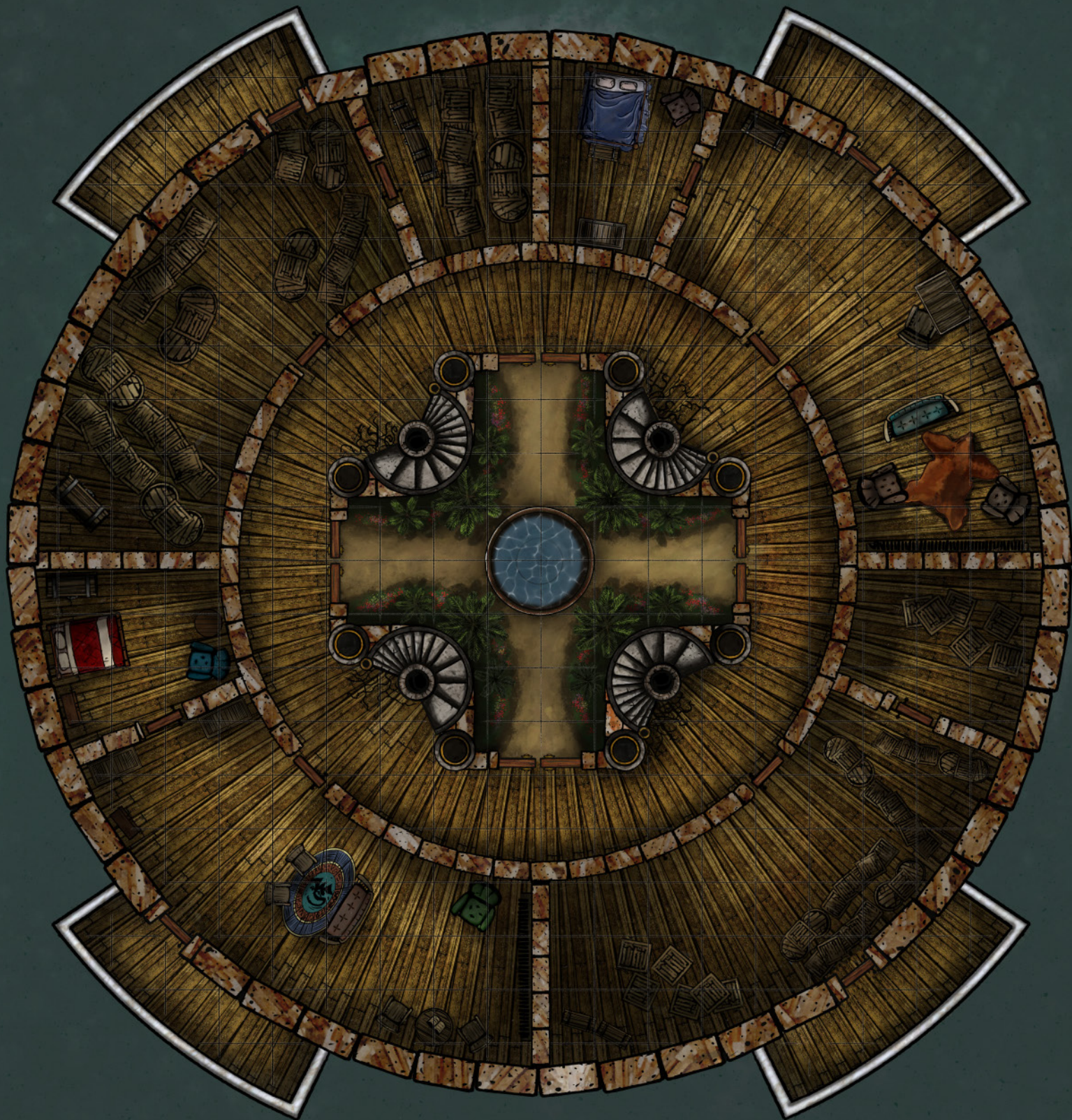
Sixth Floor



1 square - 5 feet

The Freeman's Tower

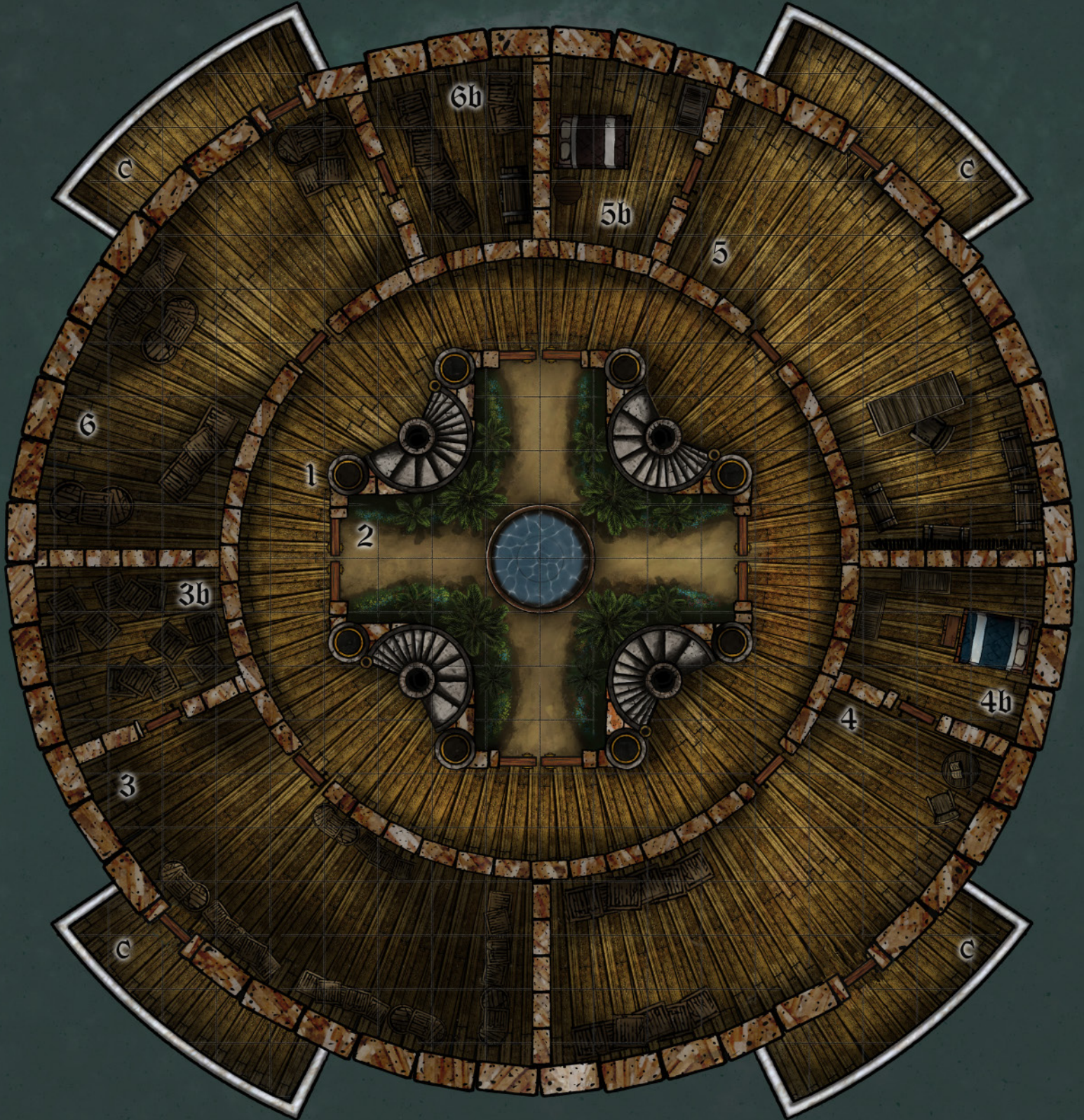
Sixth Floor



1 square - 5 feet

The Freeman's Tower

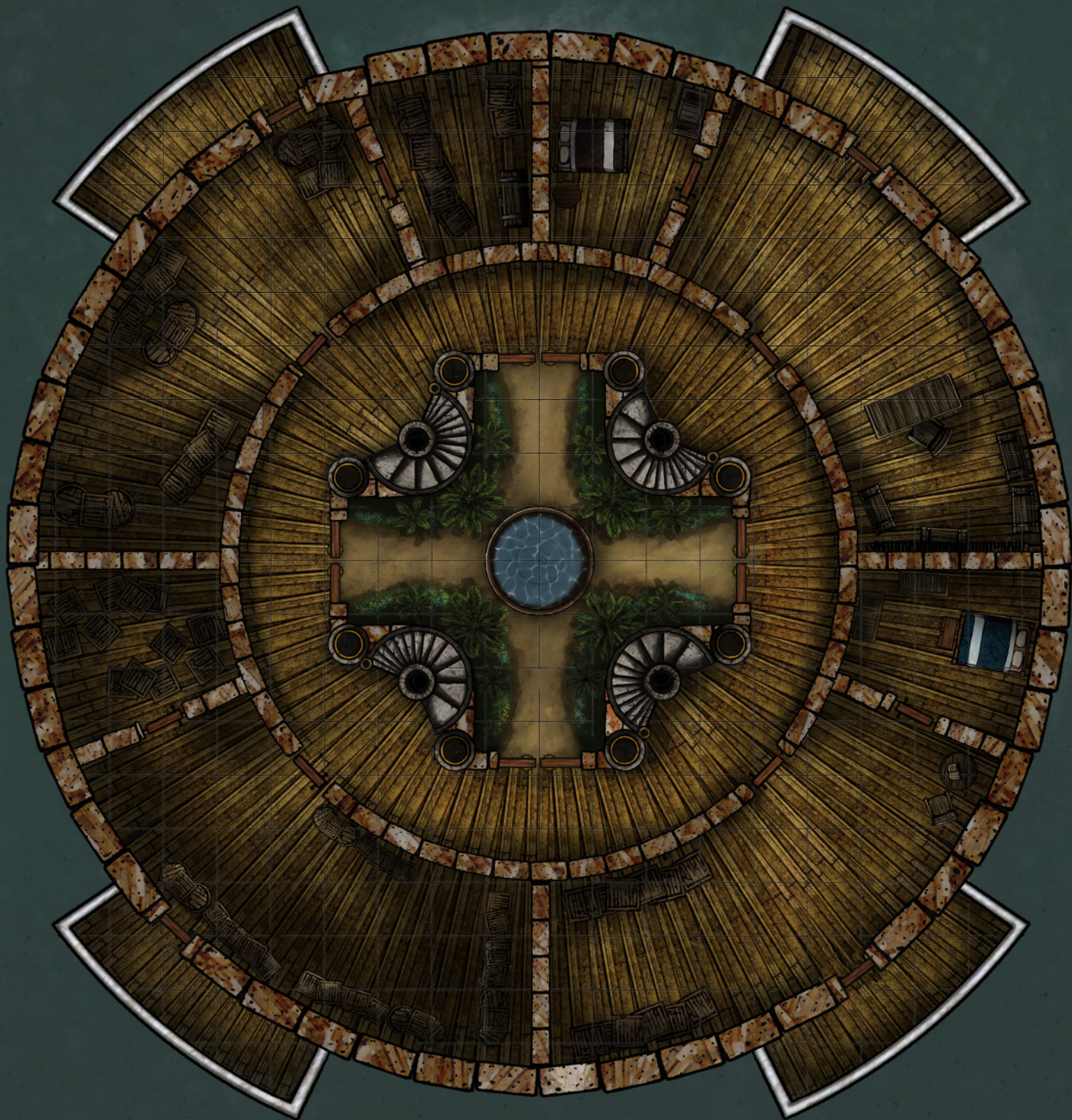
Seventh Floor



1 square - 5 feet

The Freeman's Tower

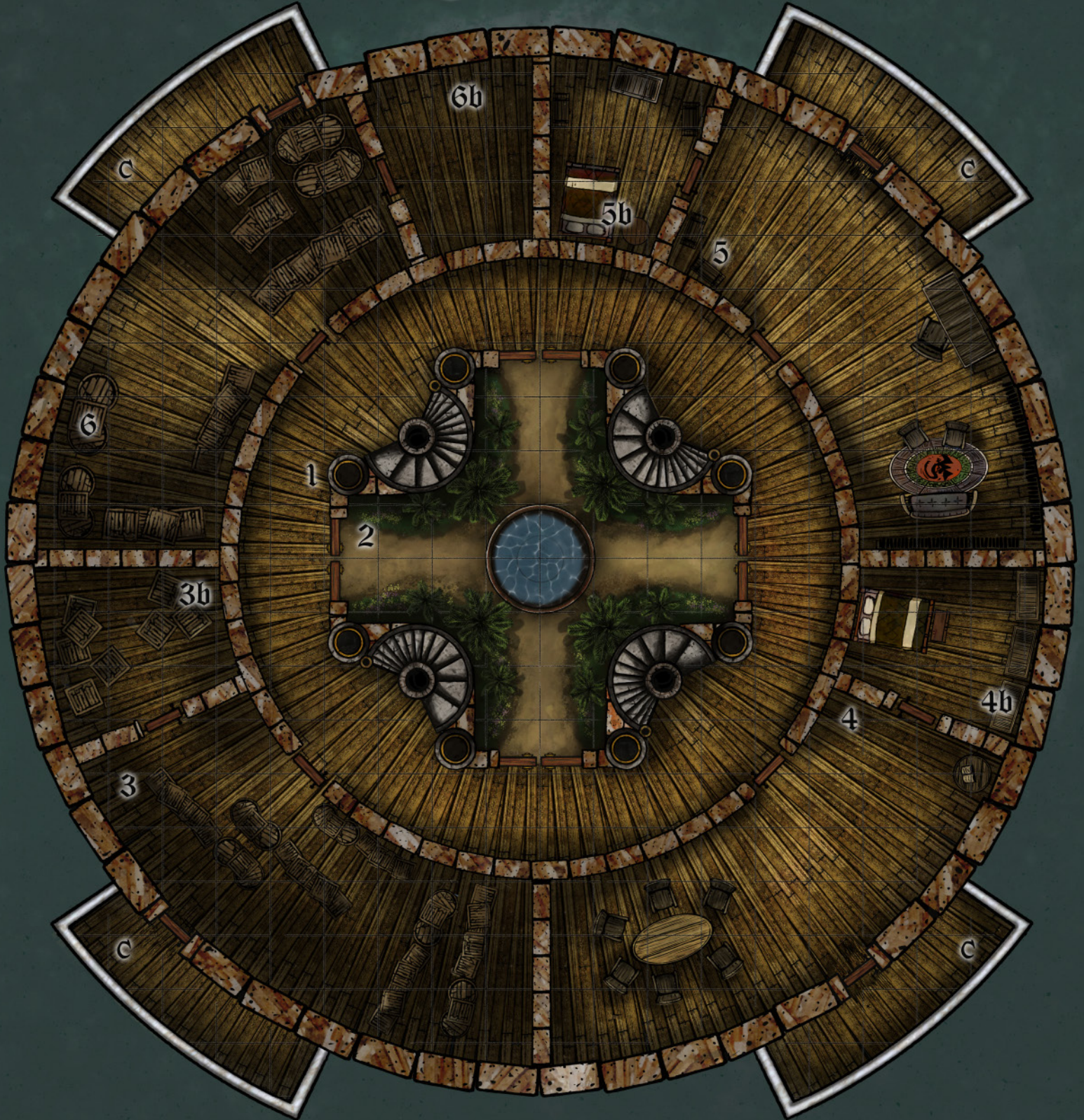
Seventh Floor



1 square - 5 feet

The Freeman's Tower

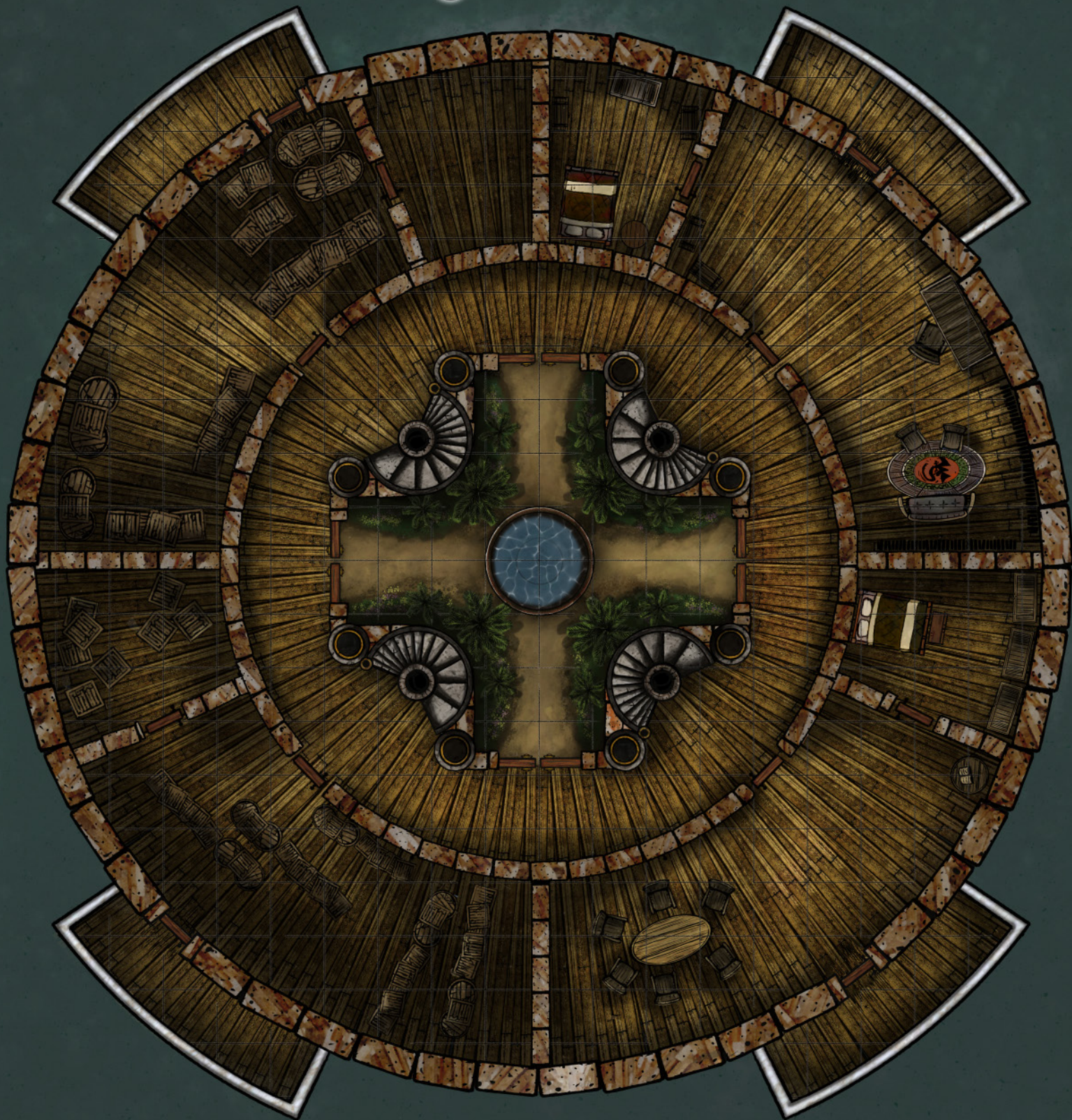
Eighth Floor



1 square - 5 feet

The Freeman's Tower

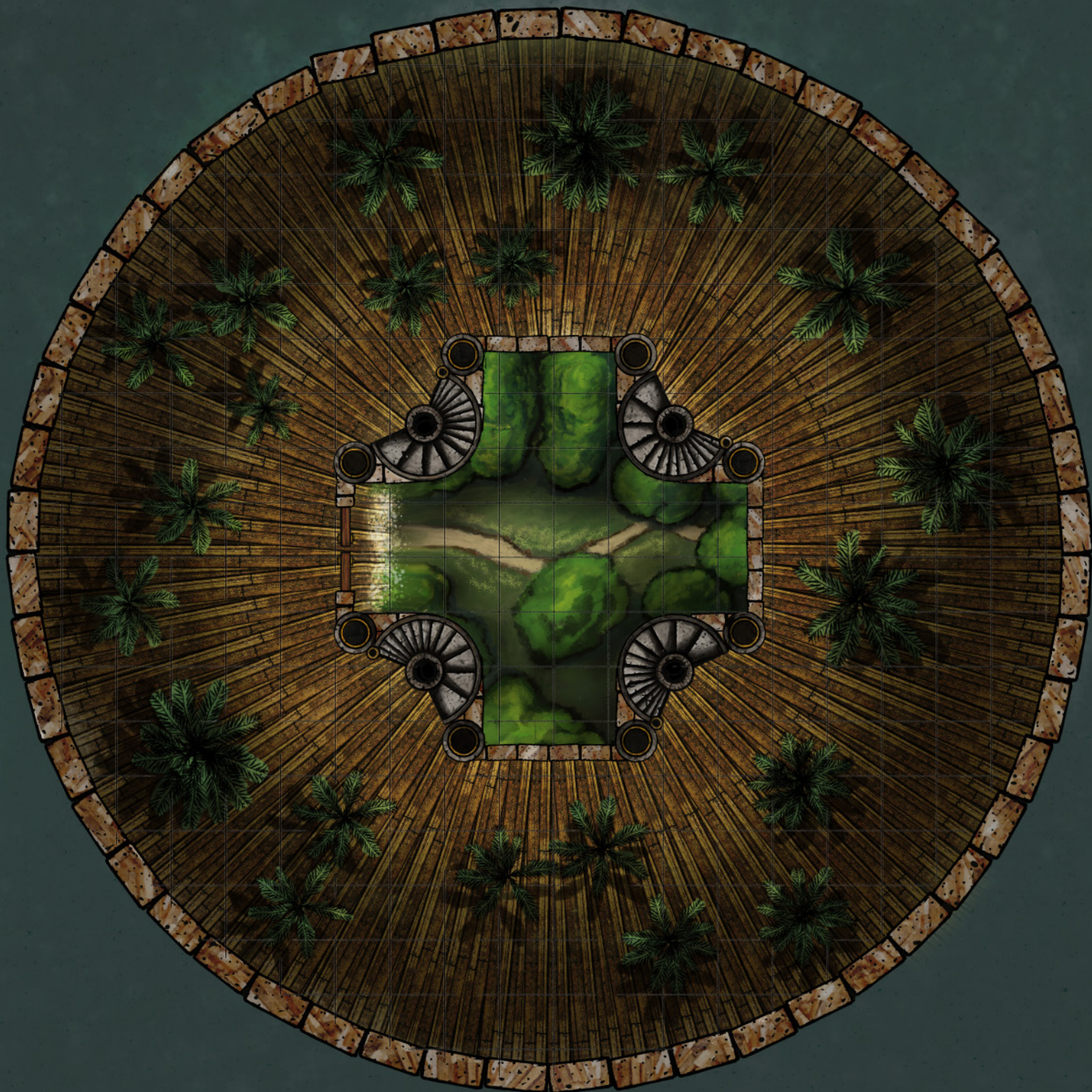
Eighth Floor



1 square - 5 feet

The Freeman's Tower

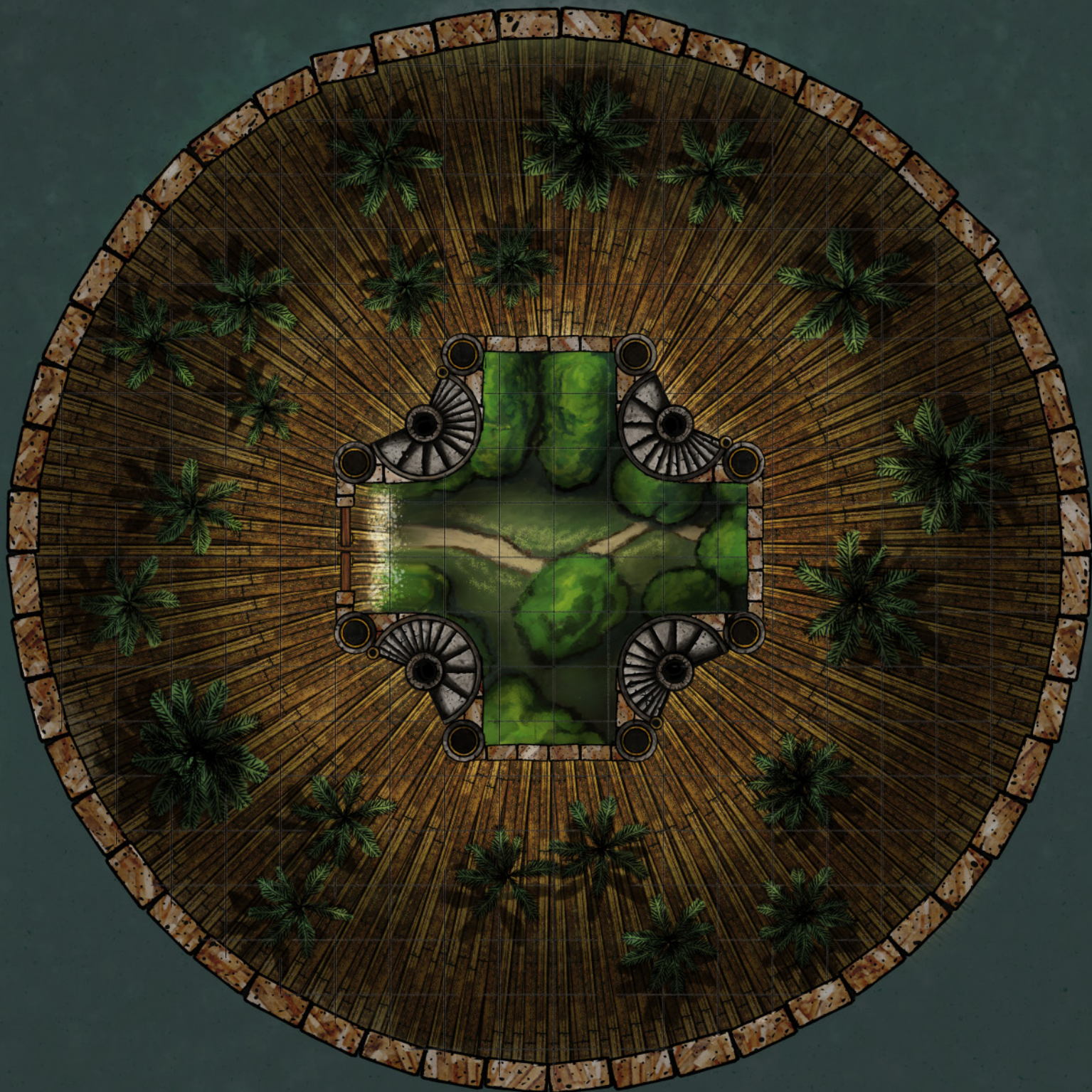
Ninth Floor



1 square - 5 feet

The Freeman's Tower

Ninth Floor



1 square - 5 feet

The Freeman's Tower

Tenth Floor



1 square - 5 feet

The Freeman's Tower

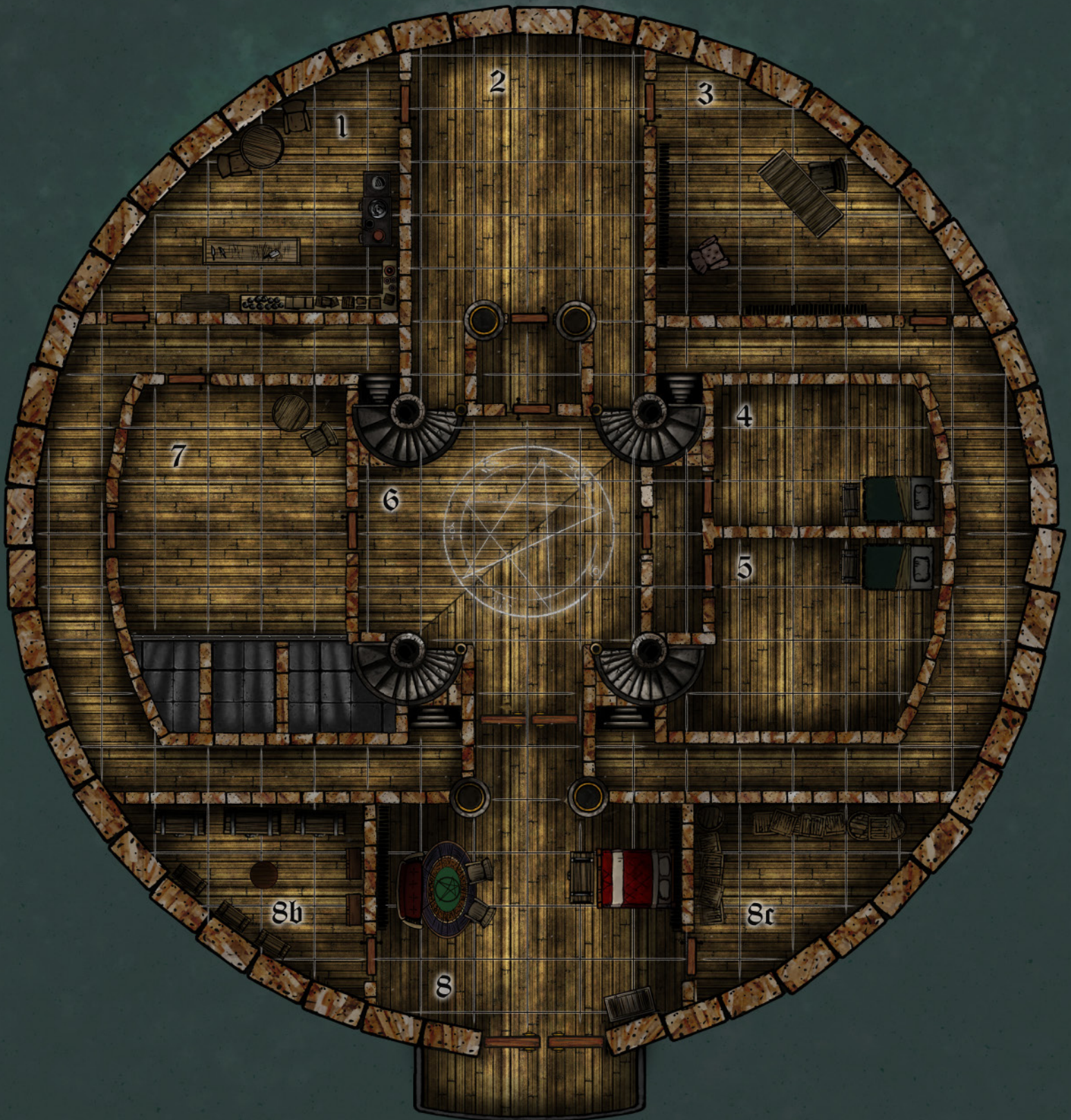
Tenth Floor



1 square - 5 feet

The Freeman's Tower

Eleventh Floor



1 square - 5 feet

The Freeman's Tower

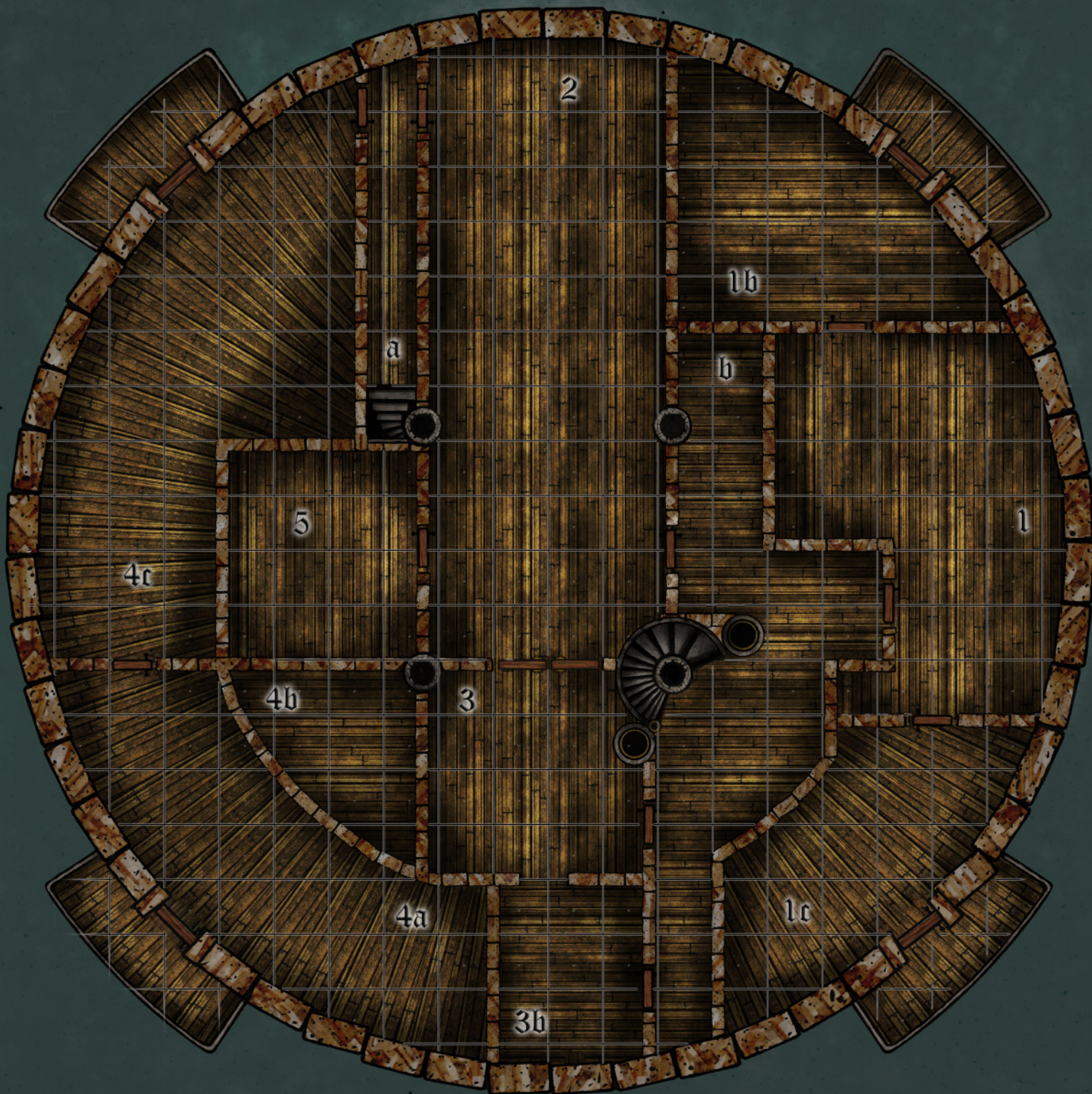
Eleventh Floor



1 square - 5 feet

The Freeman's Tower

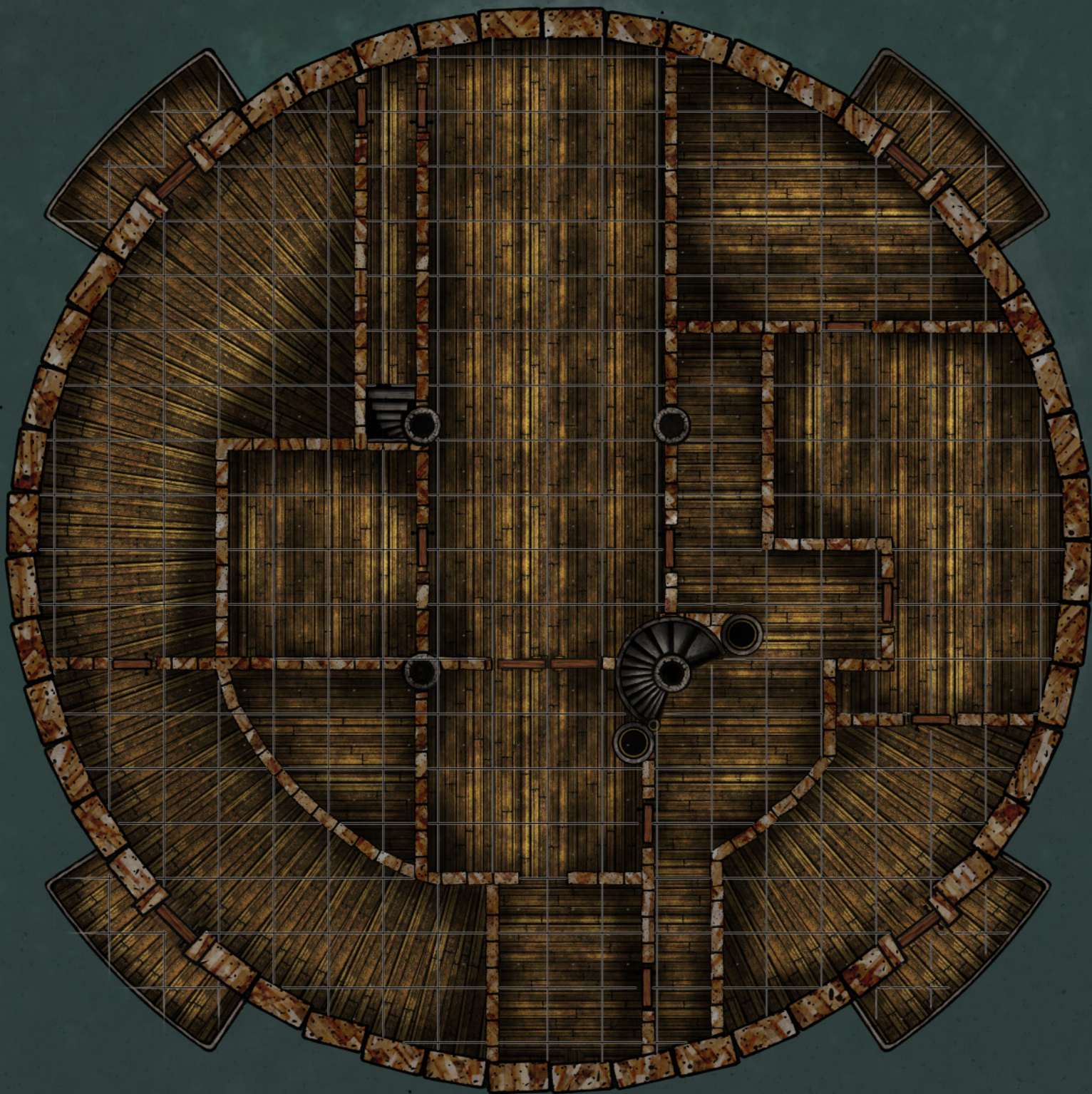
Twelfth Floor



1 square - 5 feet

The Freeman's Tower

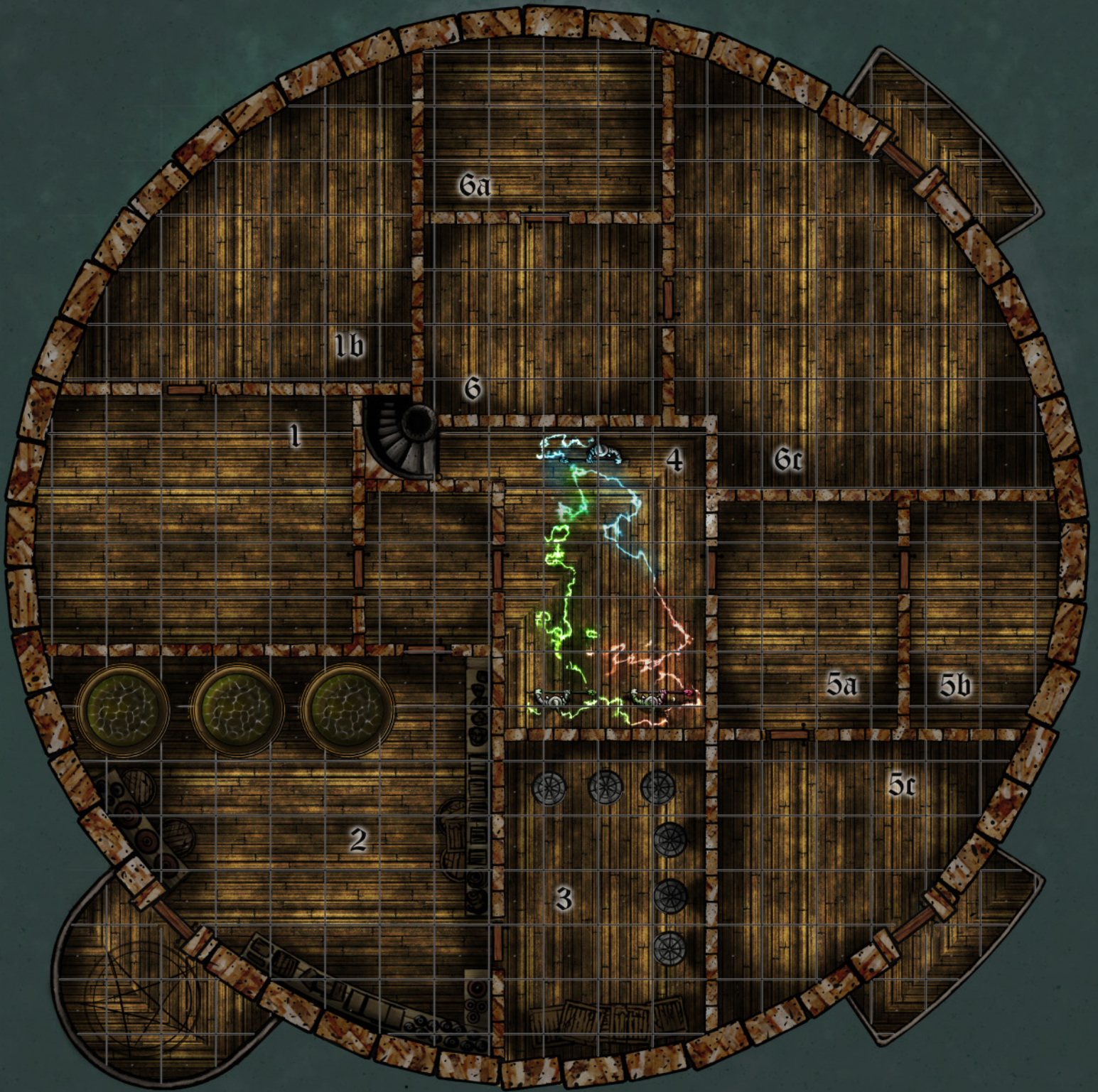
Twelfth Floor



1 square - 5 feet

The Freeman's Tower

Thirteenth Floor



1 square - 5 feet

The Freeman's Tower

Thirteenth Floor



1 square - 5 feet

Oruk's Wilderness



Oruk's Wilderness

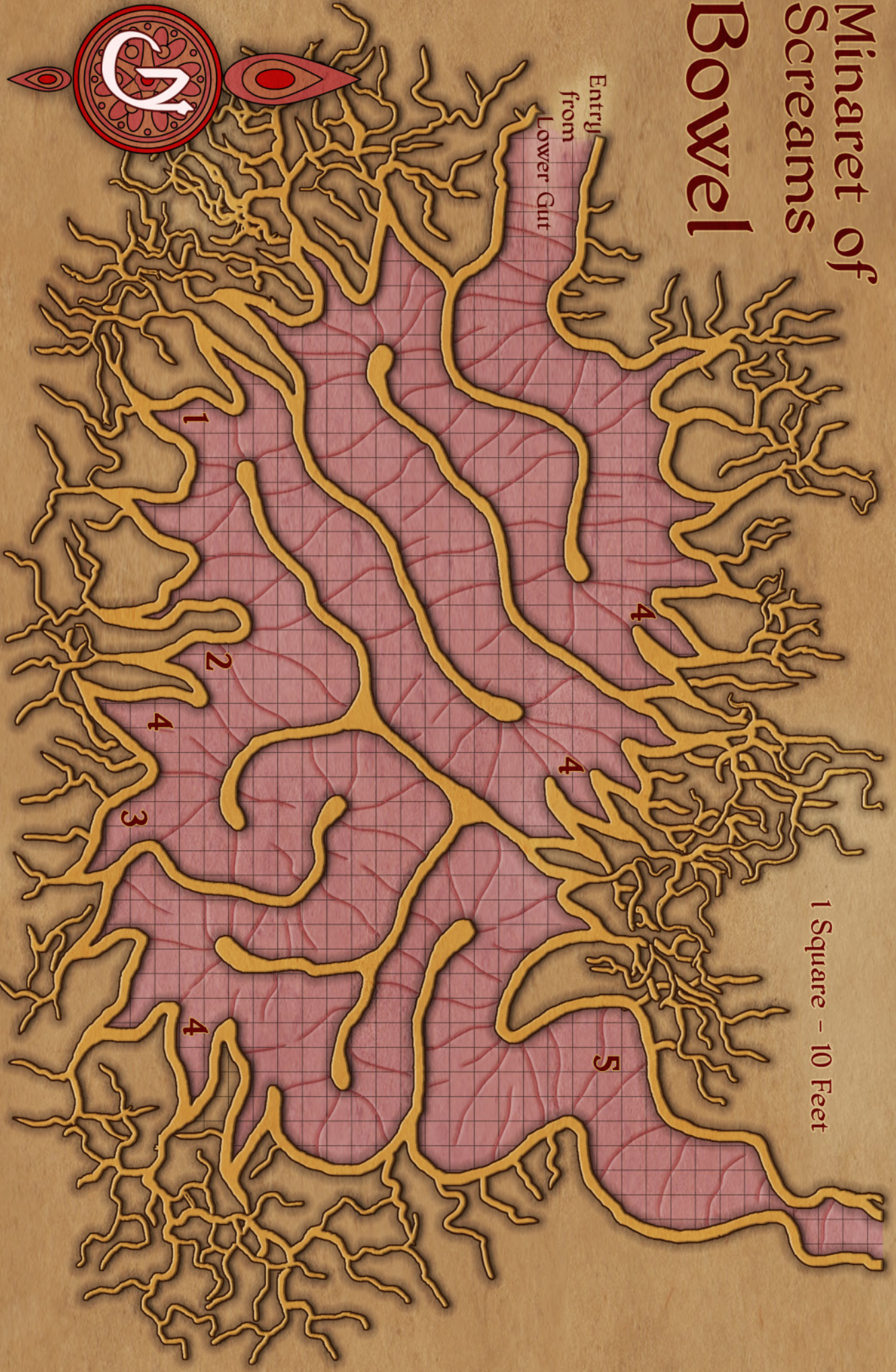


1 Mile

Minaret of Screams Bowel

Entry
from
Lower Gut

1 Square - 10 Feet



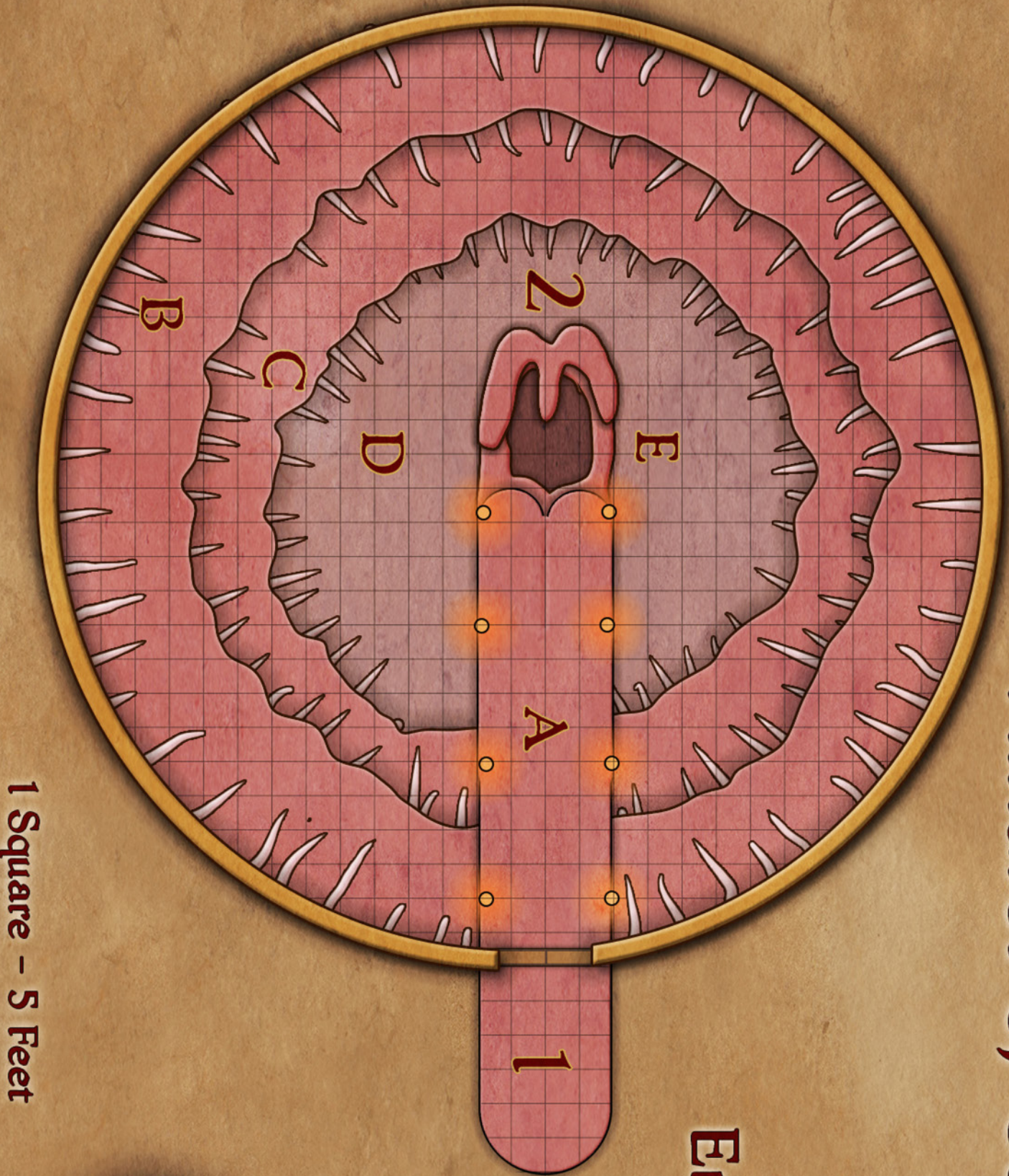
Minaret of Screams Bowel



1 Square - 10 Feet

Minaret of Screams

Entry

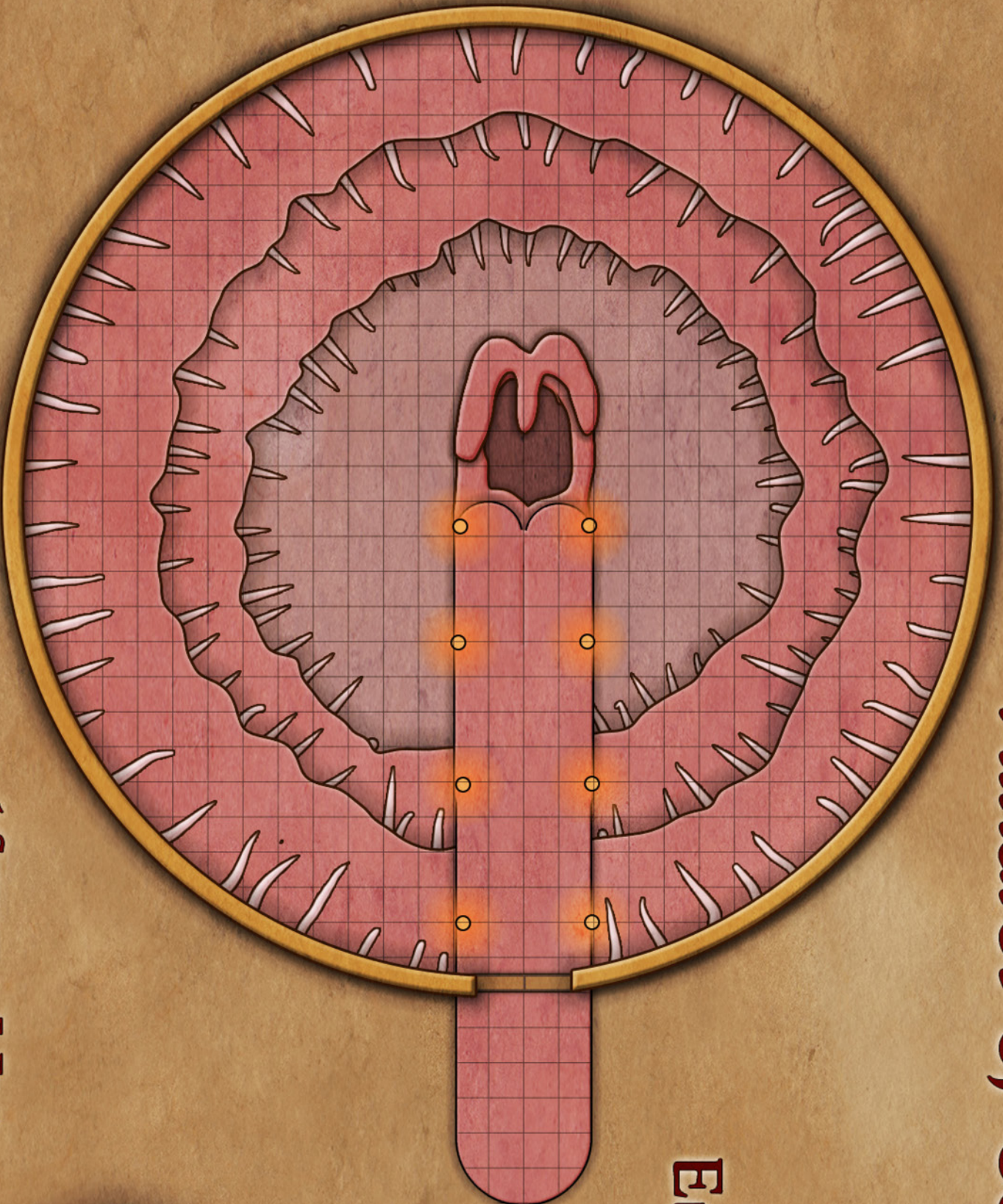


1 Square - 5 Feet



Minaret of Screams

Entry

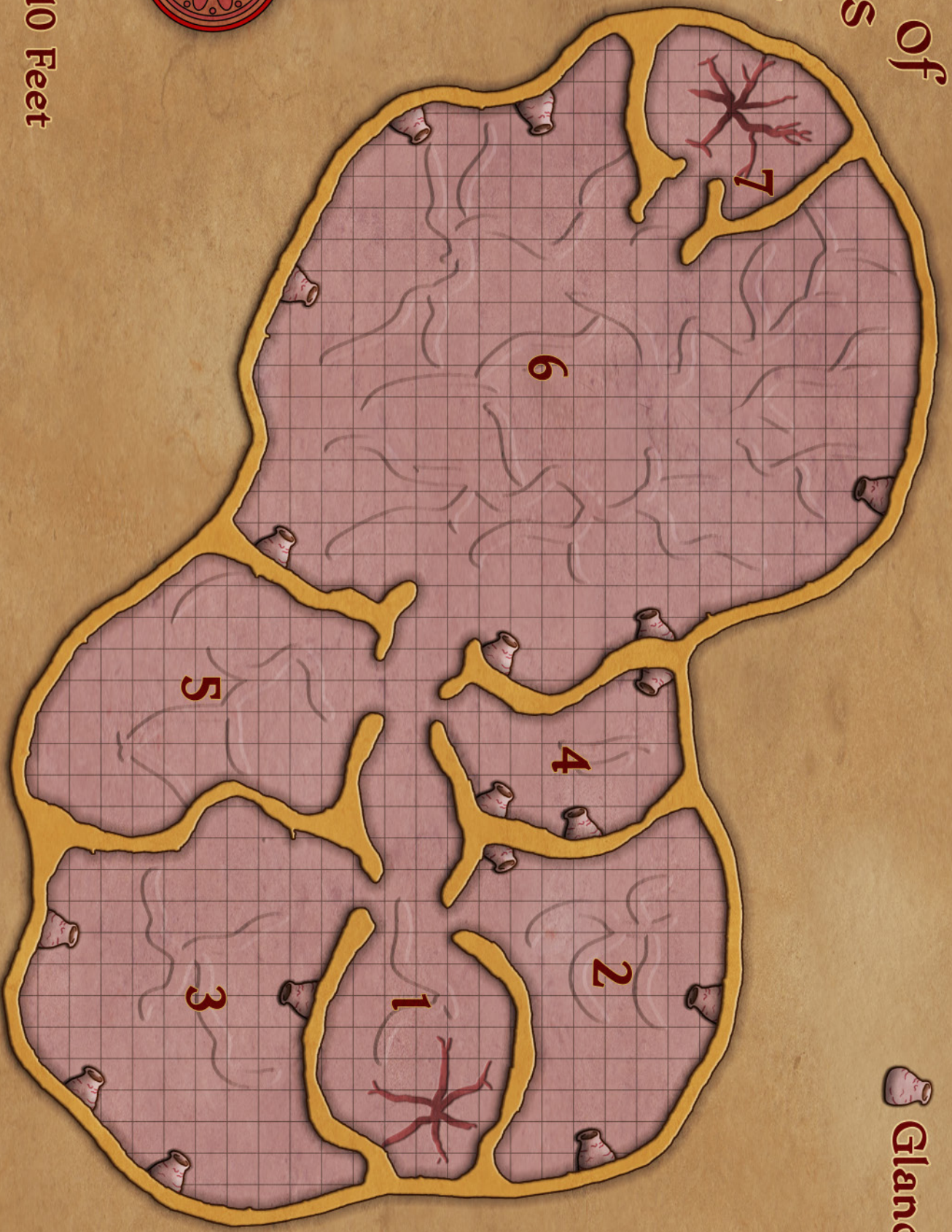


1 Square - 5 Feet



Minaret of Screams

Lower Gut



1 Square - 10 Feet

 Gland

Minaret of Screams

Lower Gut



 Gland



1 Square - 10 Feet

Minaret of Screams

Upper Gut



1 Square - 10 Feet



Minaret of Screams

Upper Gut



1 Square - 10 Feet



Minaret of Screams

Side View



Entrance
and Gullet

Upper Gut
and Heart

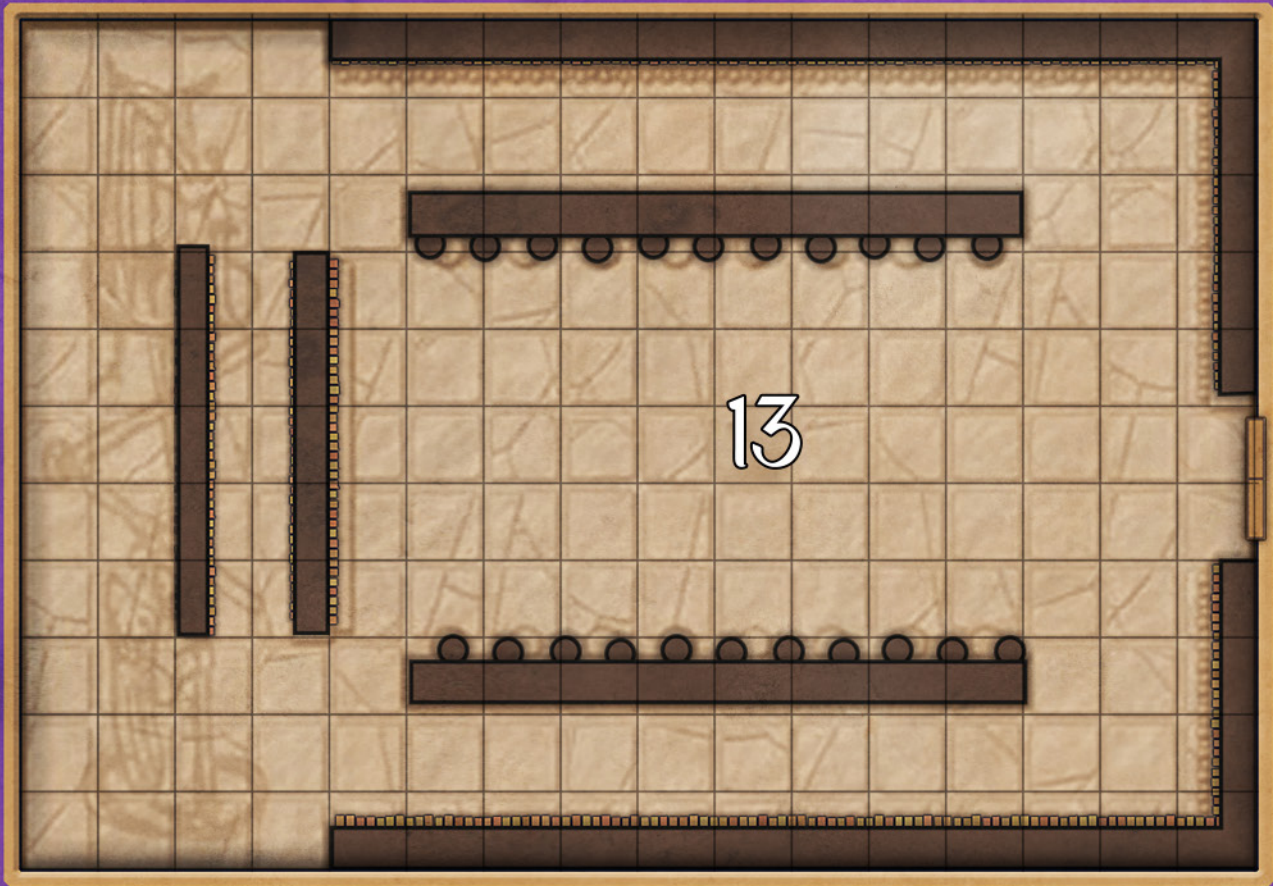
Lower Gut

Bowel

Minaret of Screams

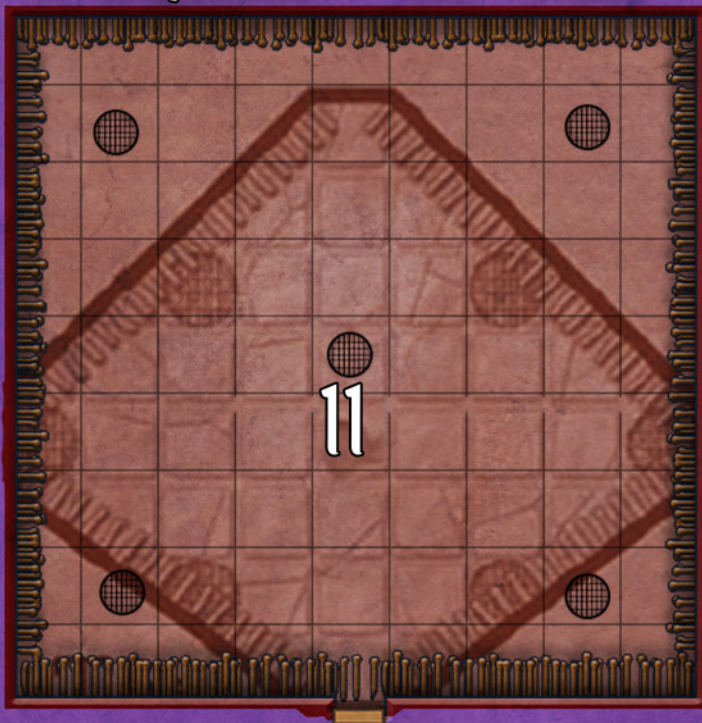


Hall of Contracts



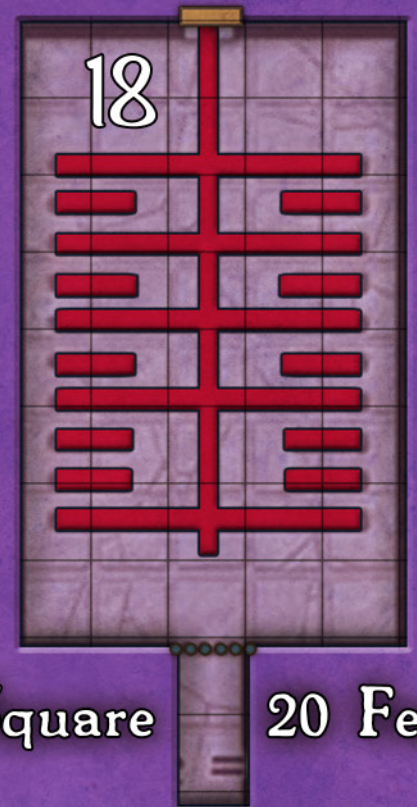
The Great Repository

1 Square - 10 Feet



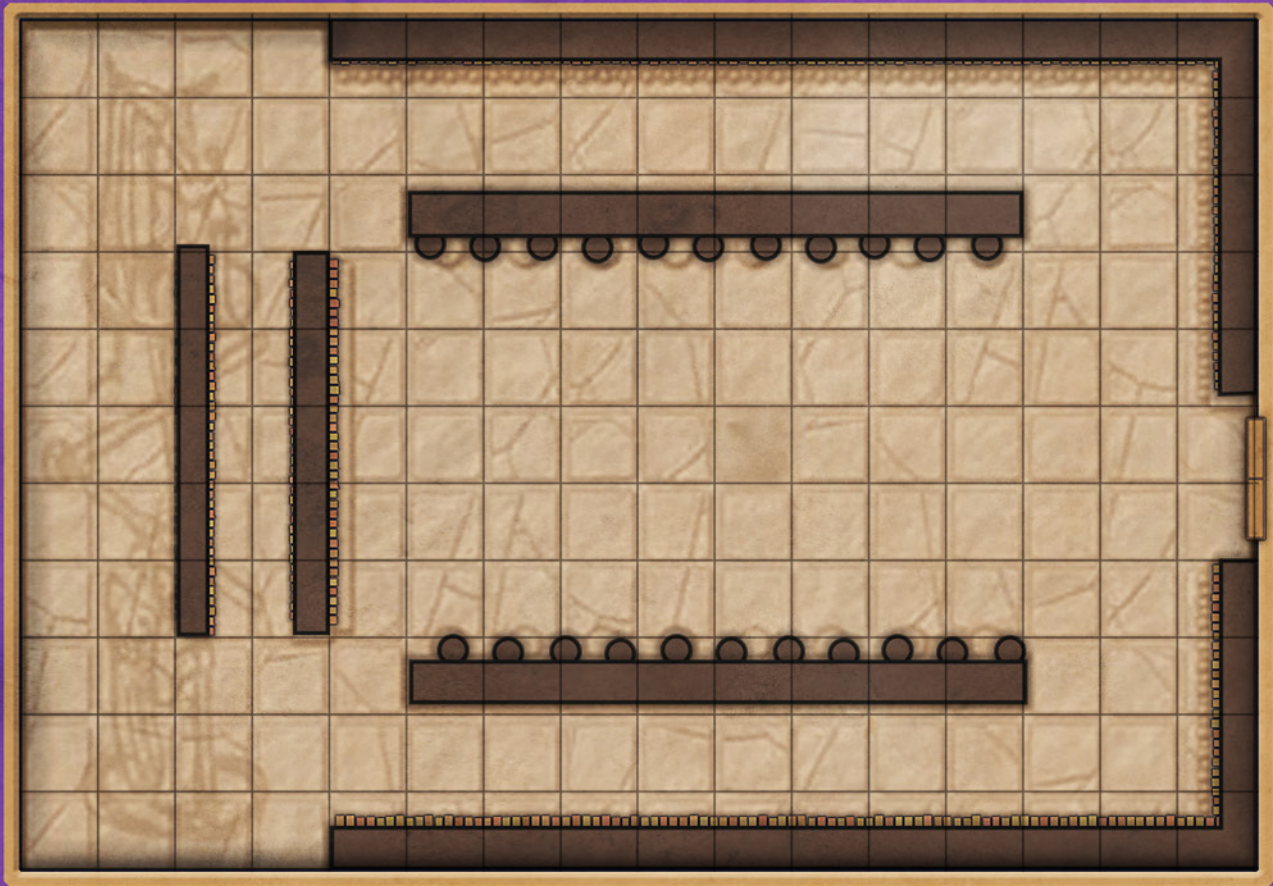
The Blood Stones

Exile Gate



1 Square 20 Feet

Hall of Contracts



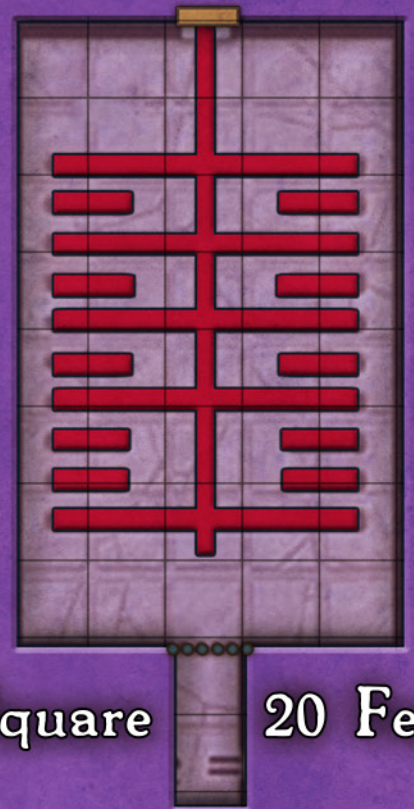
The Great Repository

1 Square - 10 Feet



The Blood Stones

Exile Gate

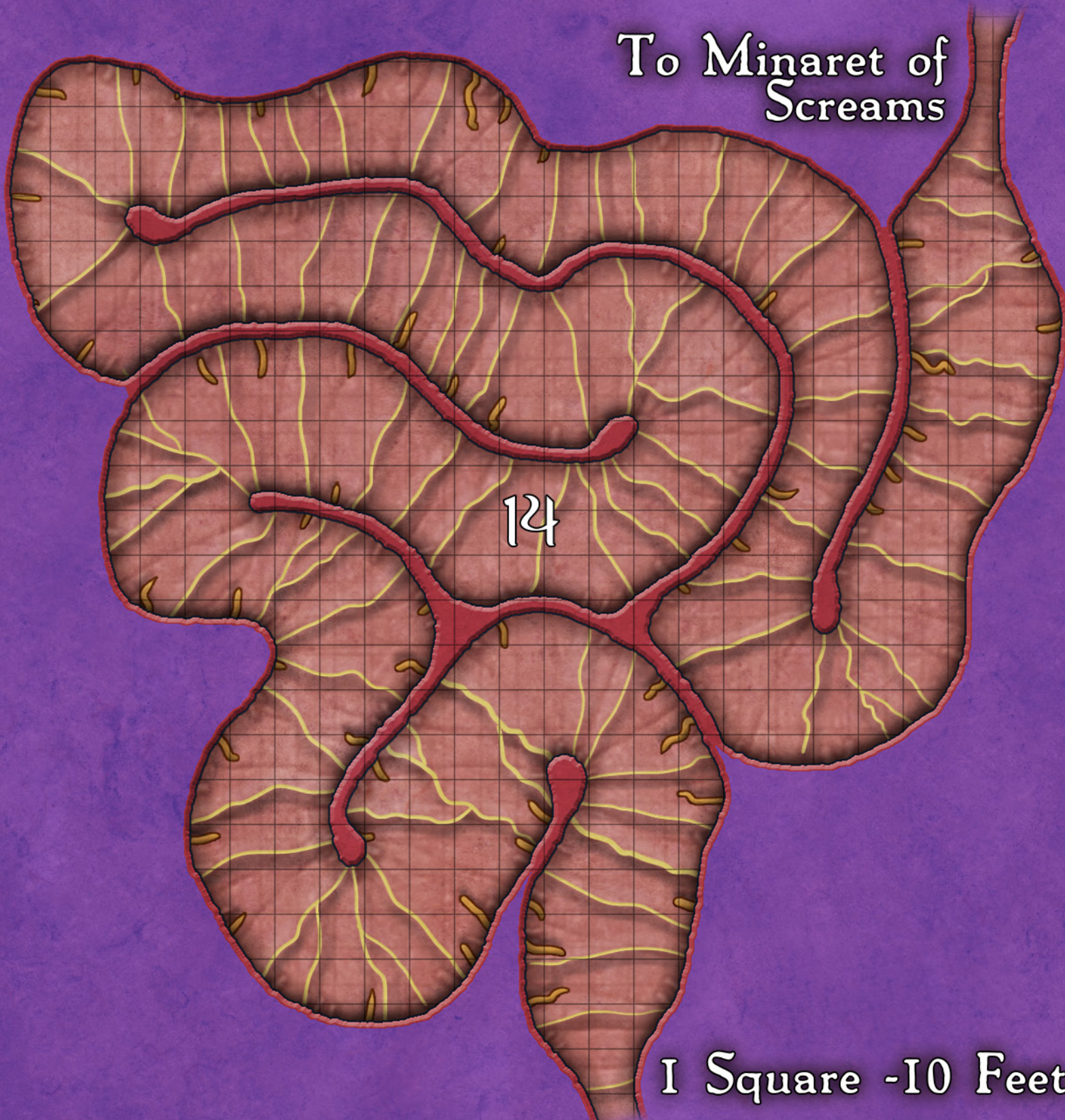


1 Square 20 Feet

The Great Repository

Wound of Haruspex

To Minaret of
Screams

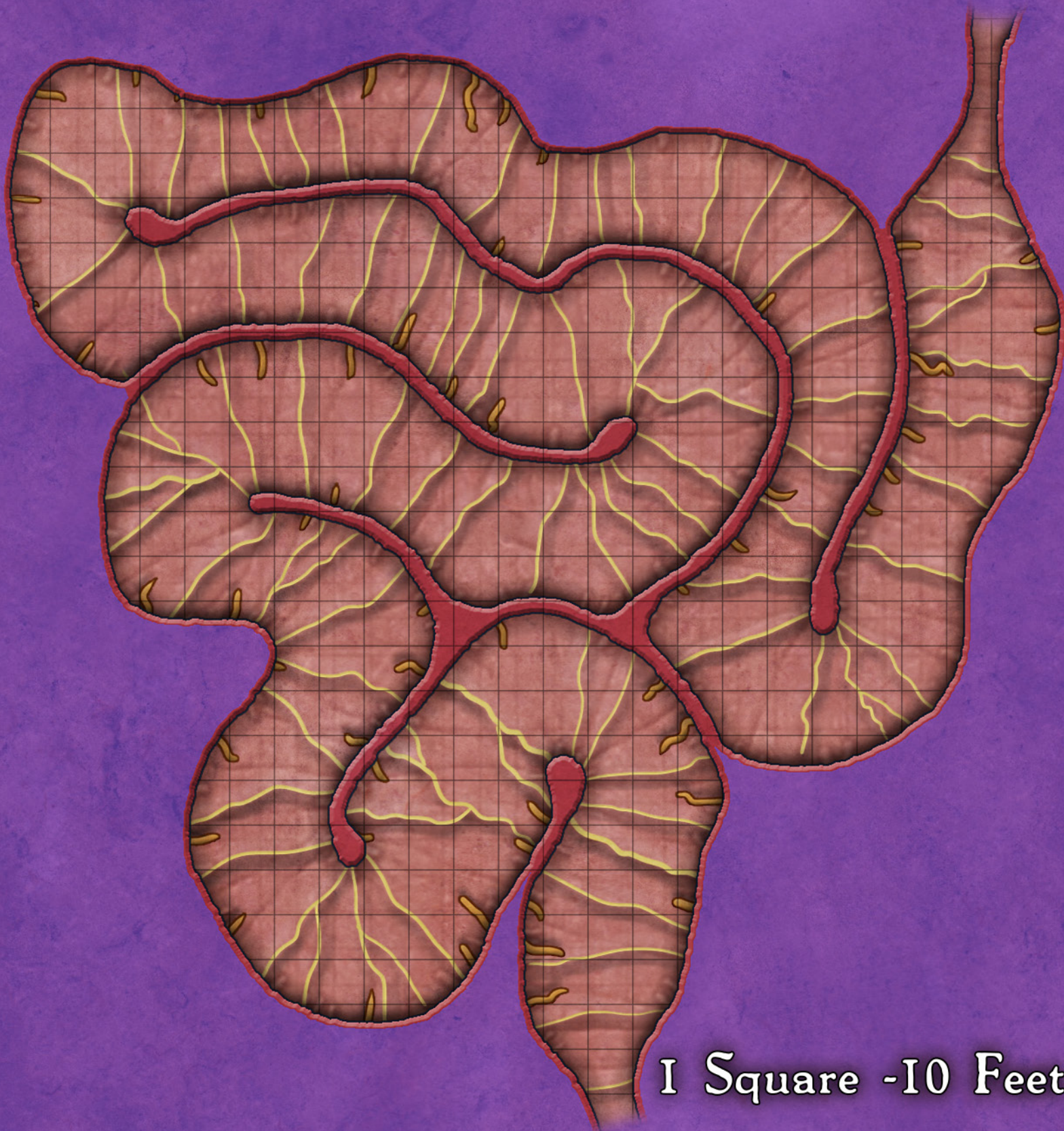


14

1 Square -10 Feet

The Great Repository

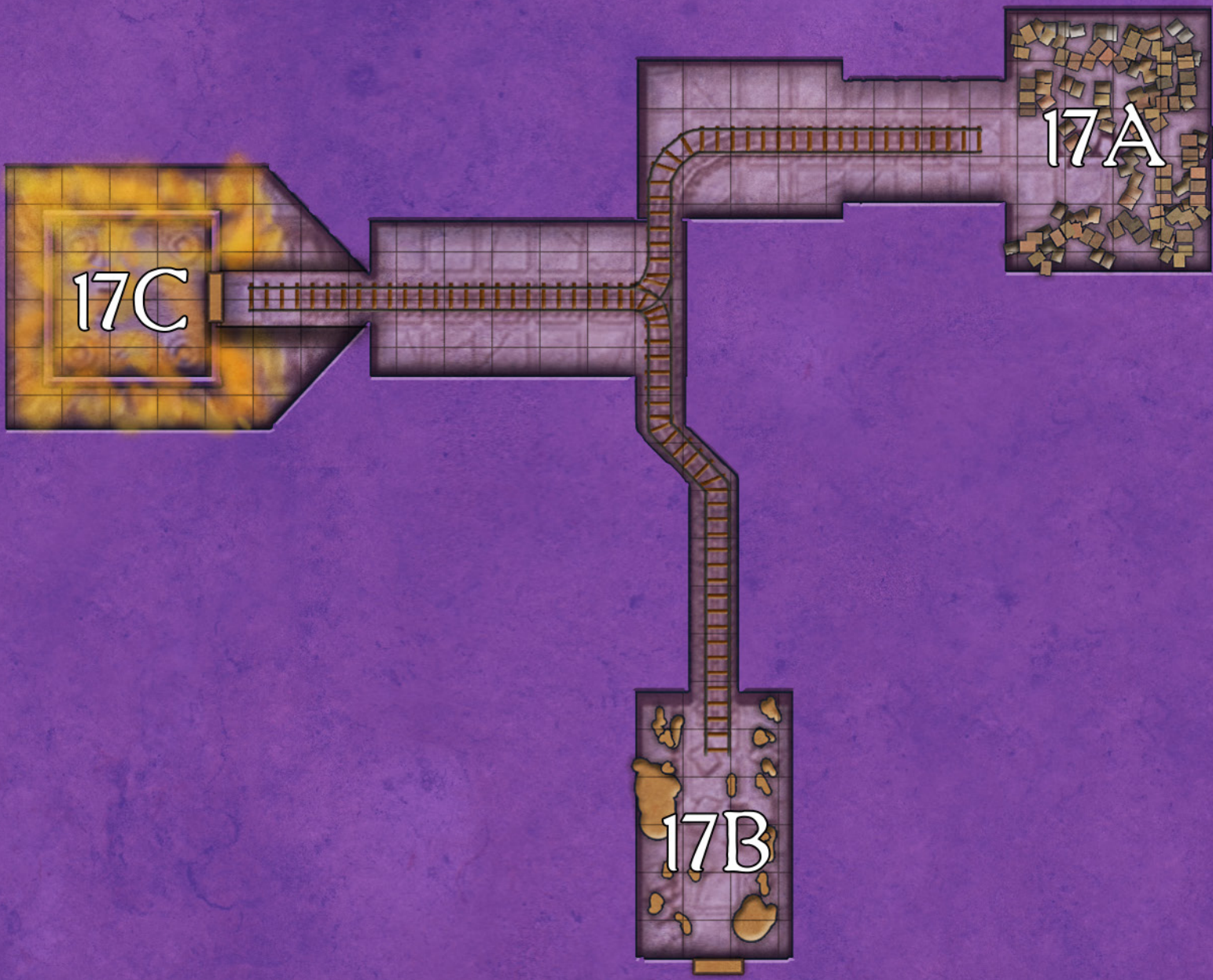
Wound of Haruspex



1 Square -10 Feet

The Great Repository

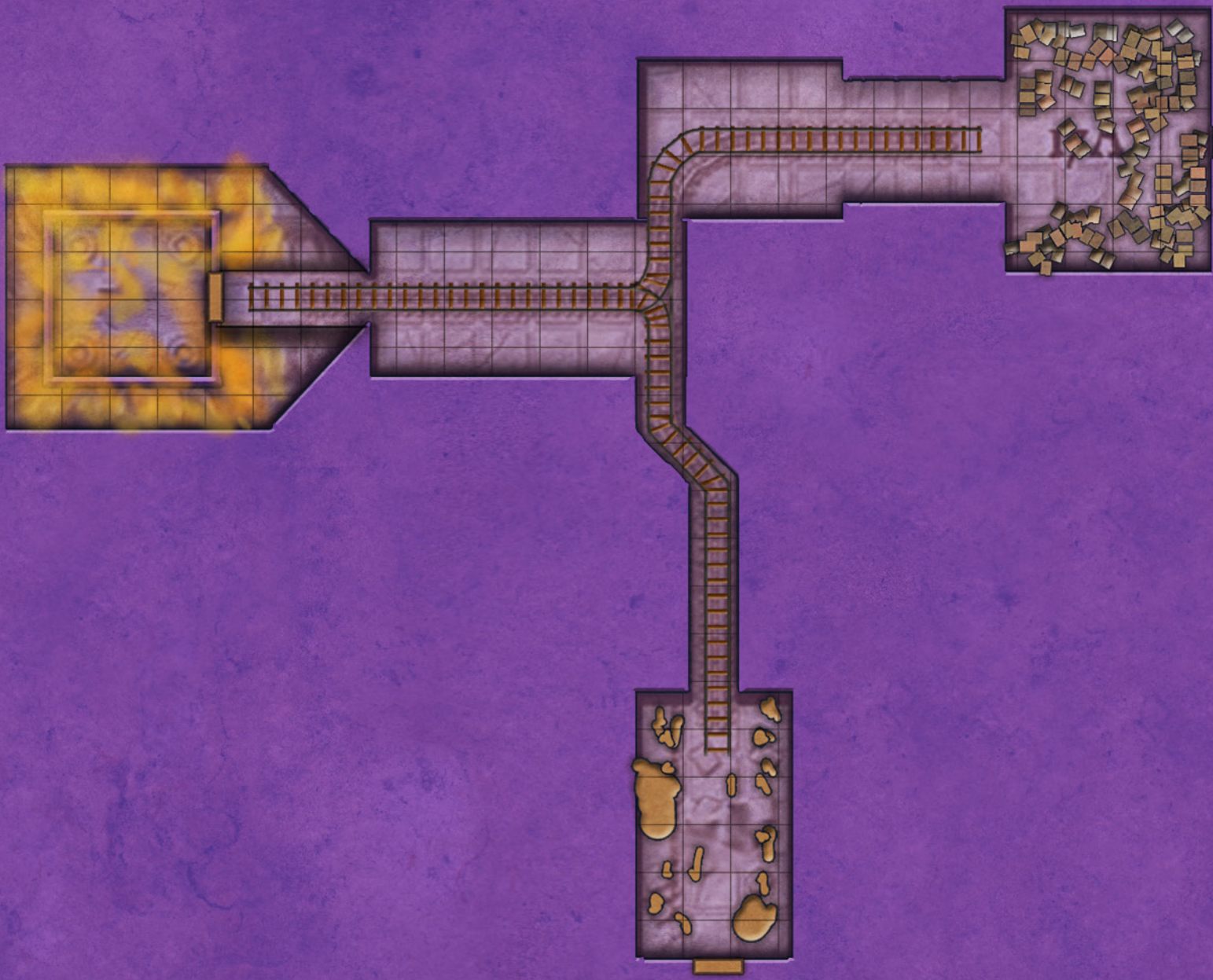
Kiln of Sorrows



I Square - 10 Feet

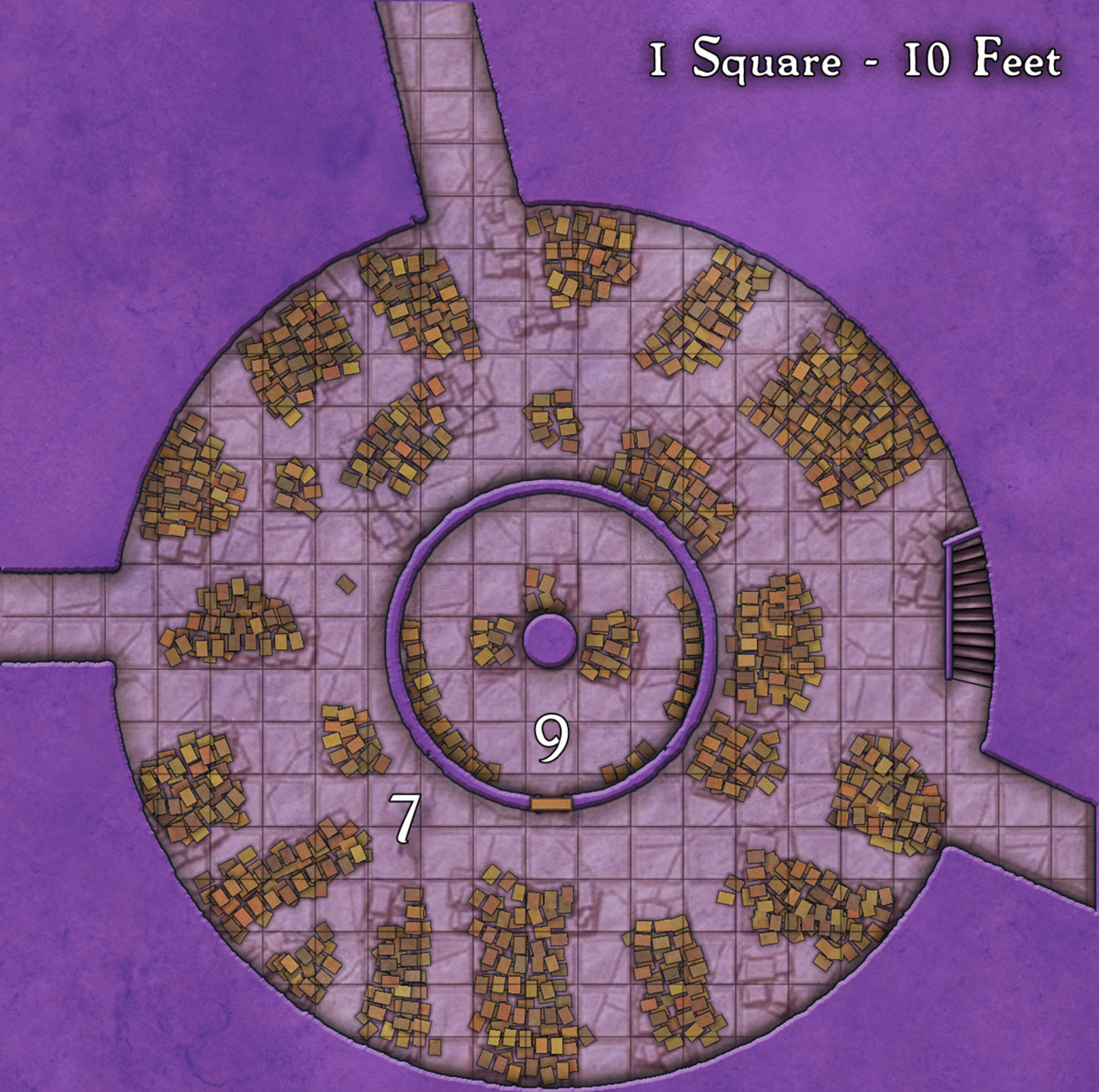
The Great Repository

Kiln of Sorrows



1 Square - 10 Feet

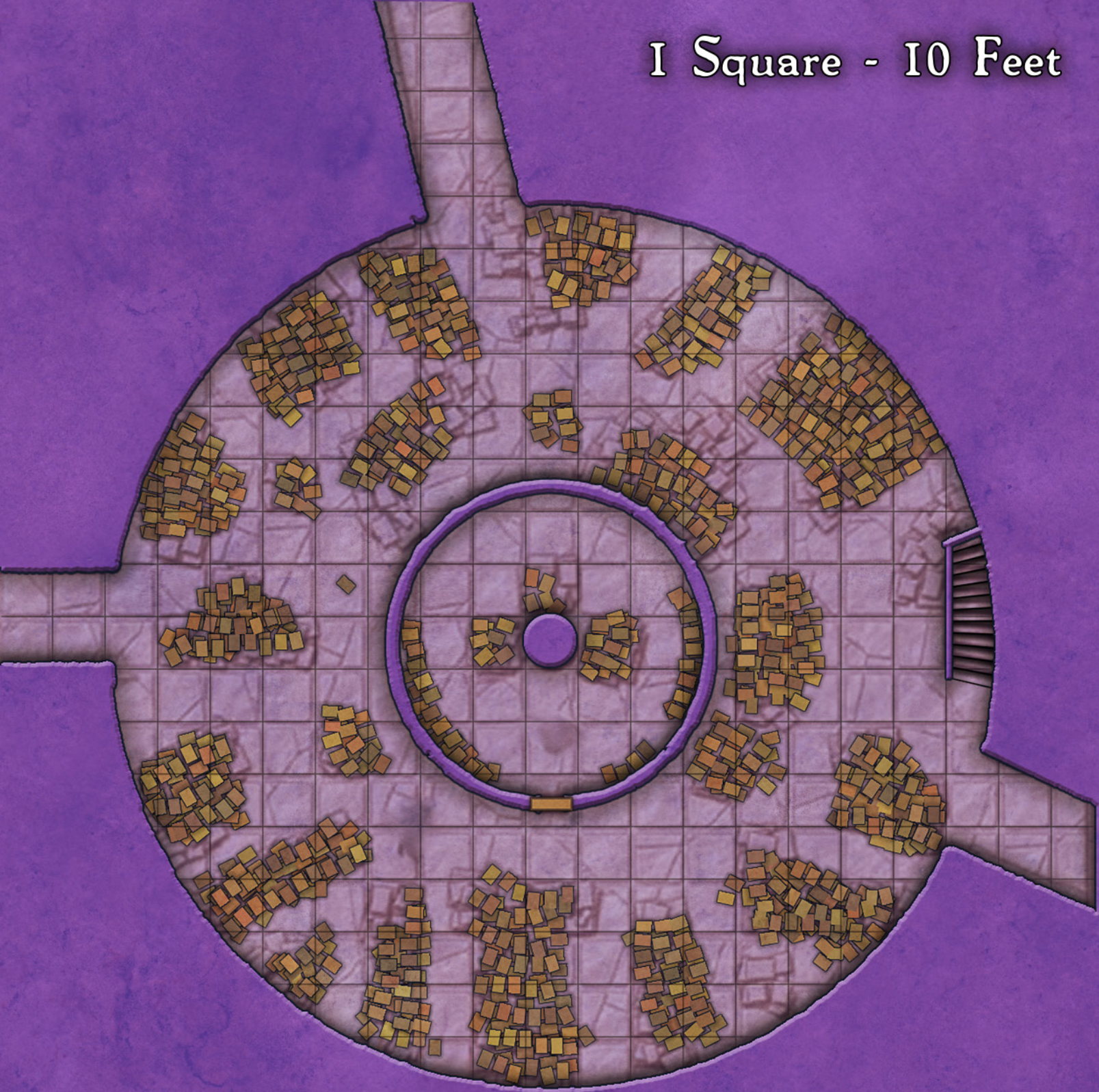
1 Square - 10 Feet



The Great Repository

The Stacks

1 Square - 10 Feet



The Great Repository

The Stacks

The Great Repository

Side View



The Great Repository

Side View



City of the Dead Sultana



1 Square – 100 Feet

City of the Dead Sultana

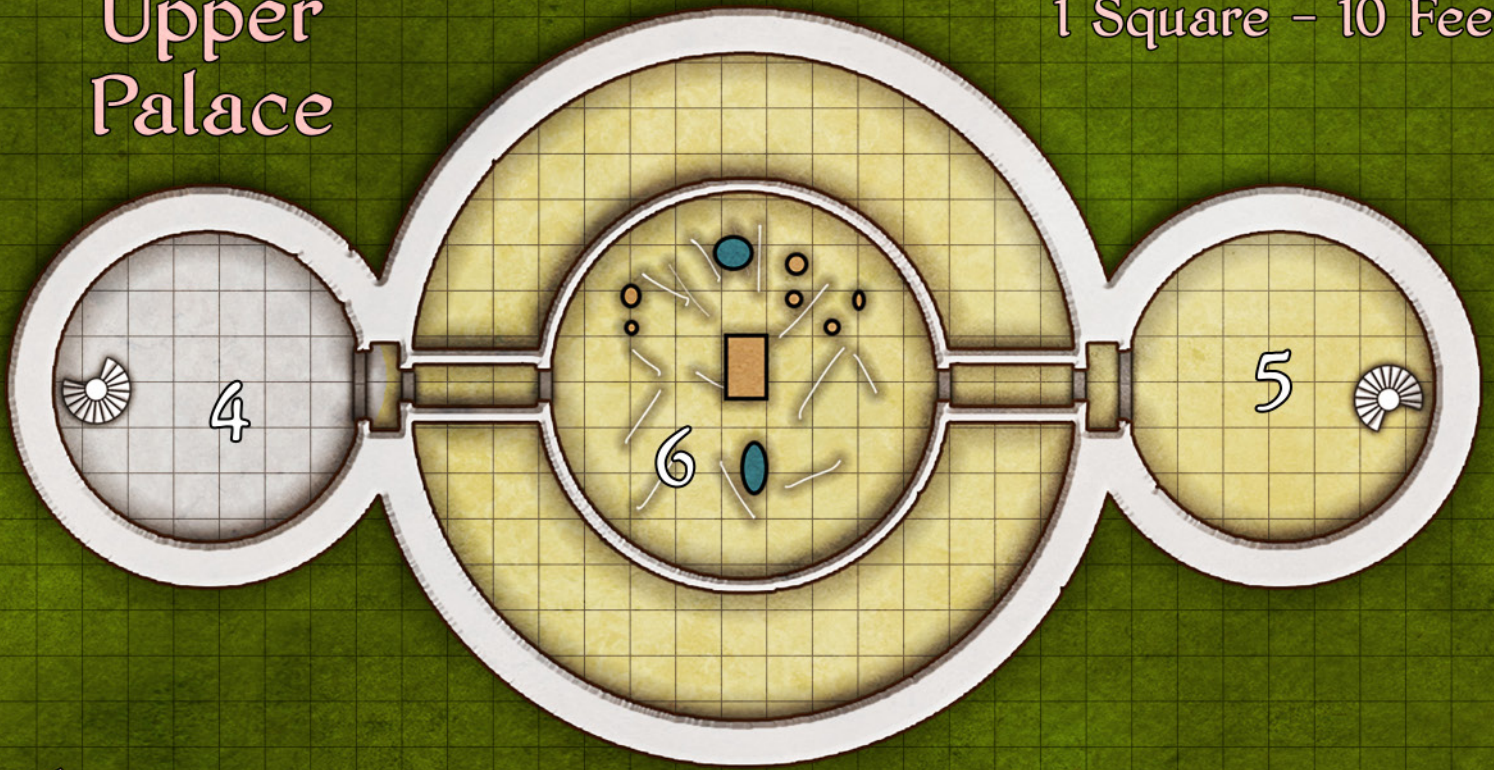


1 Square – 100 Feet

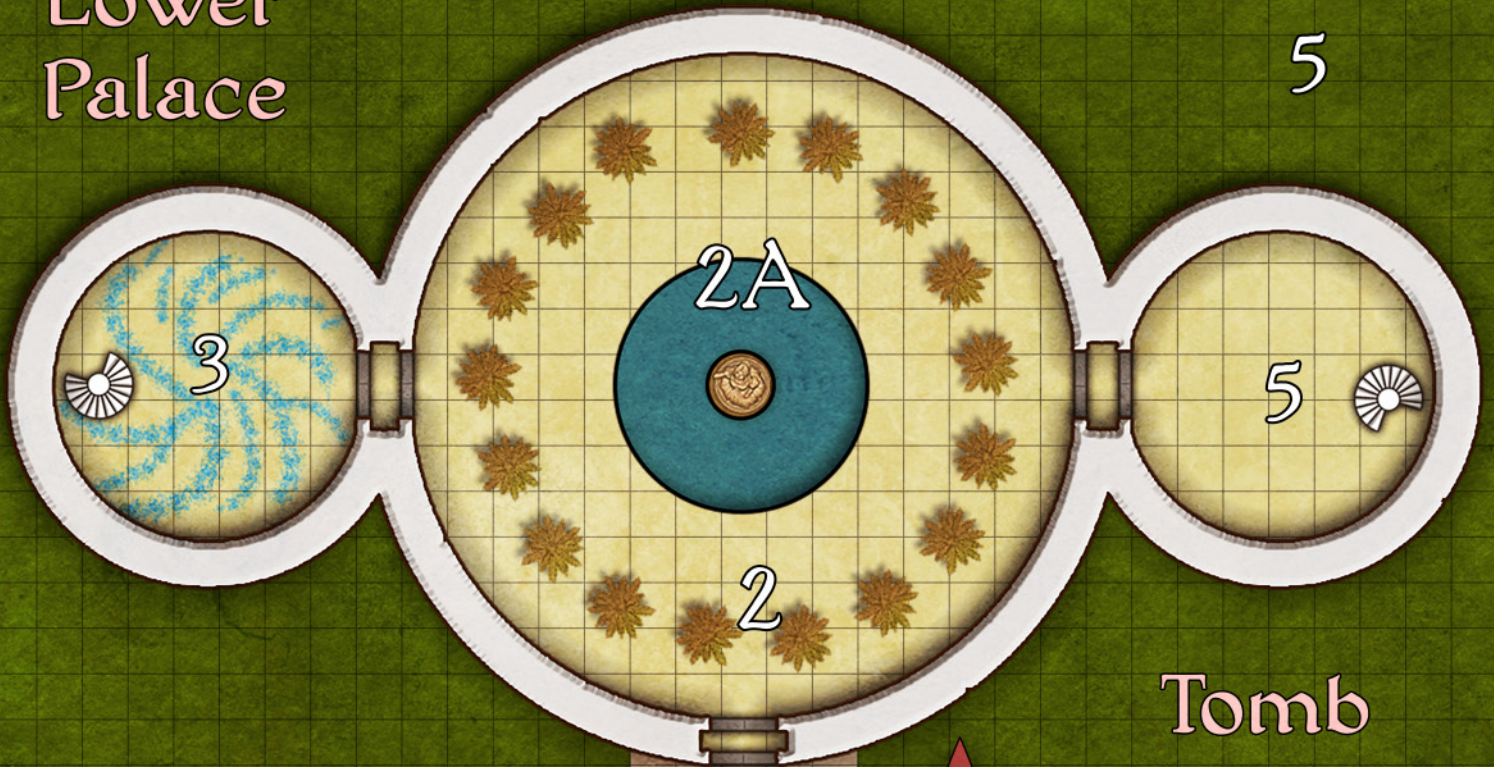


Upper Palace

1 Square - 10 Feet



Lower Palace



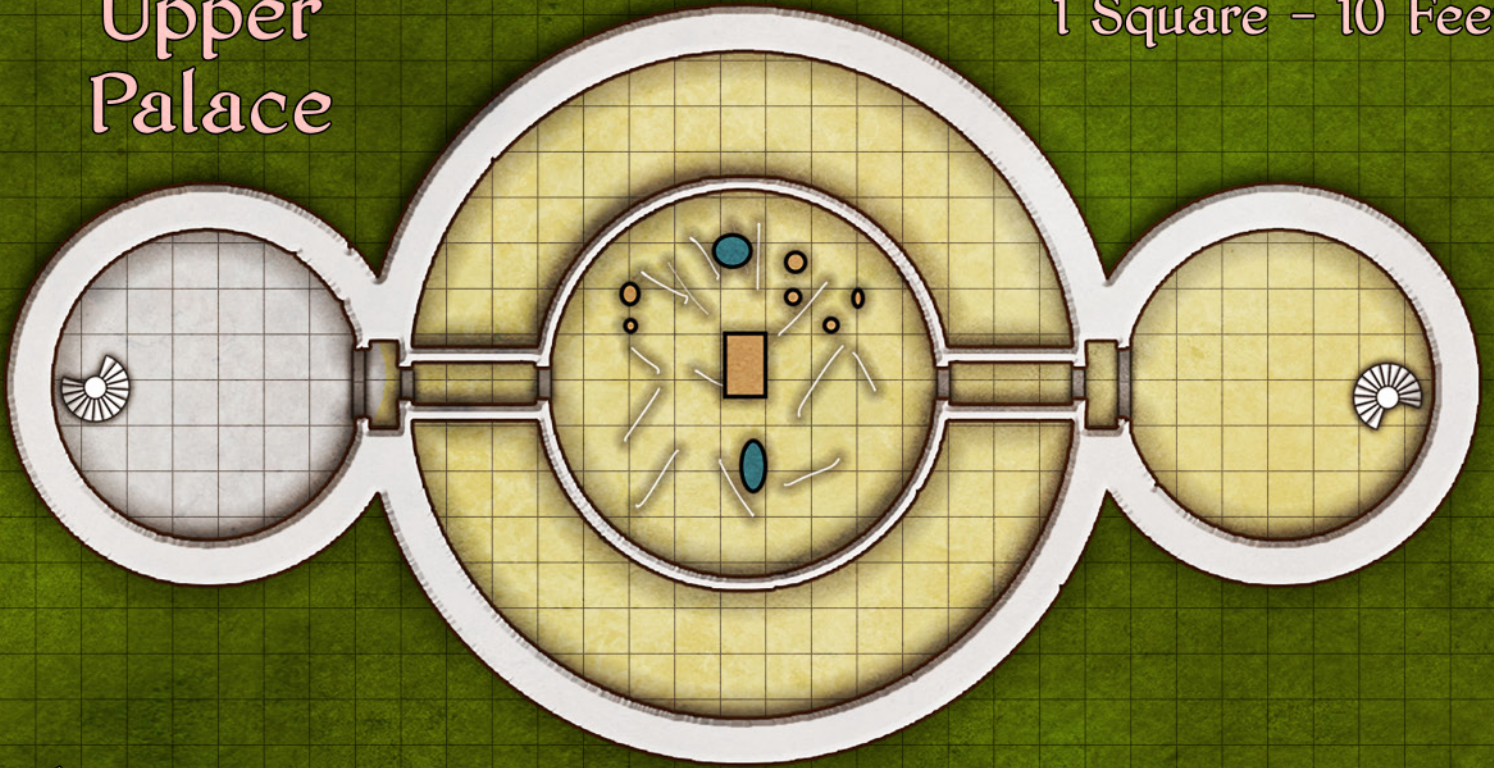
Palace of the Dead Sultana

Tomb

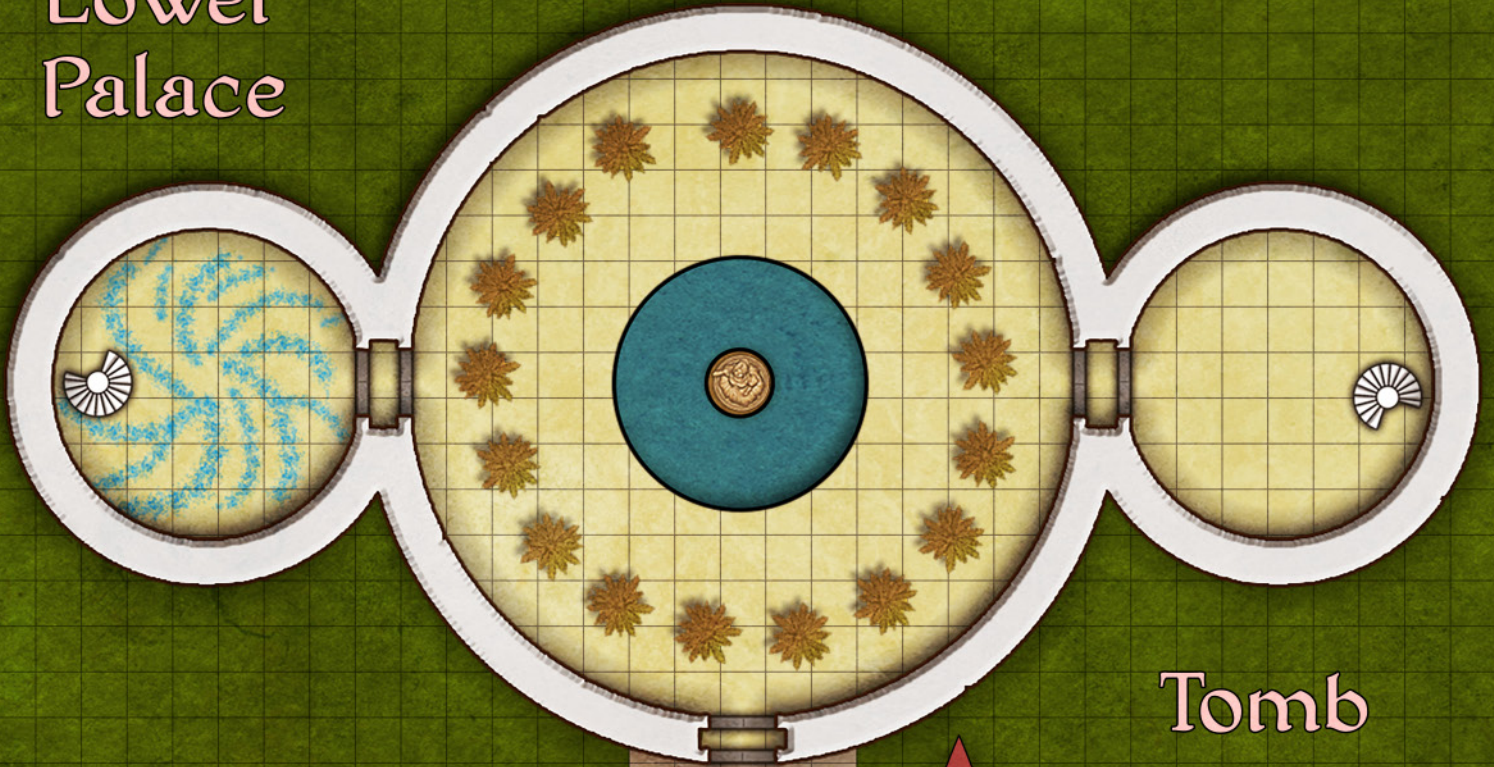


Upper
Palace

1 Square - 10 Feet



Lower
Palace

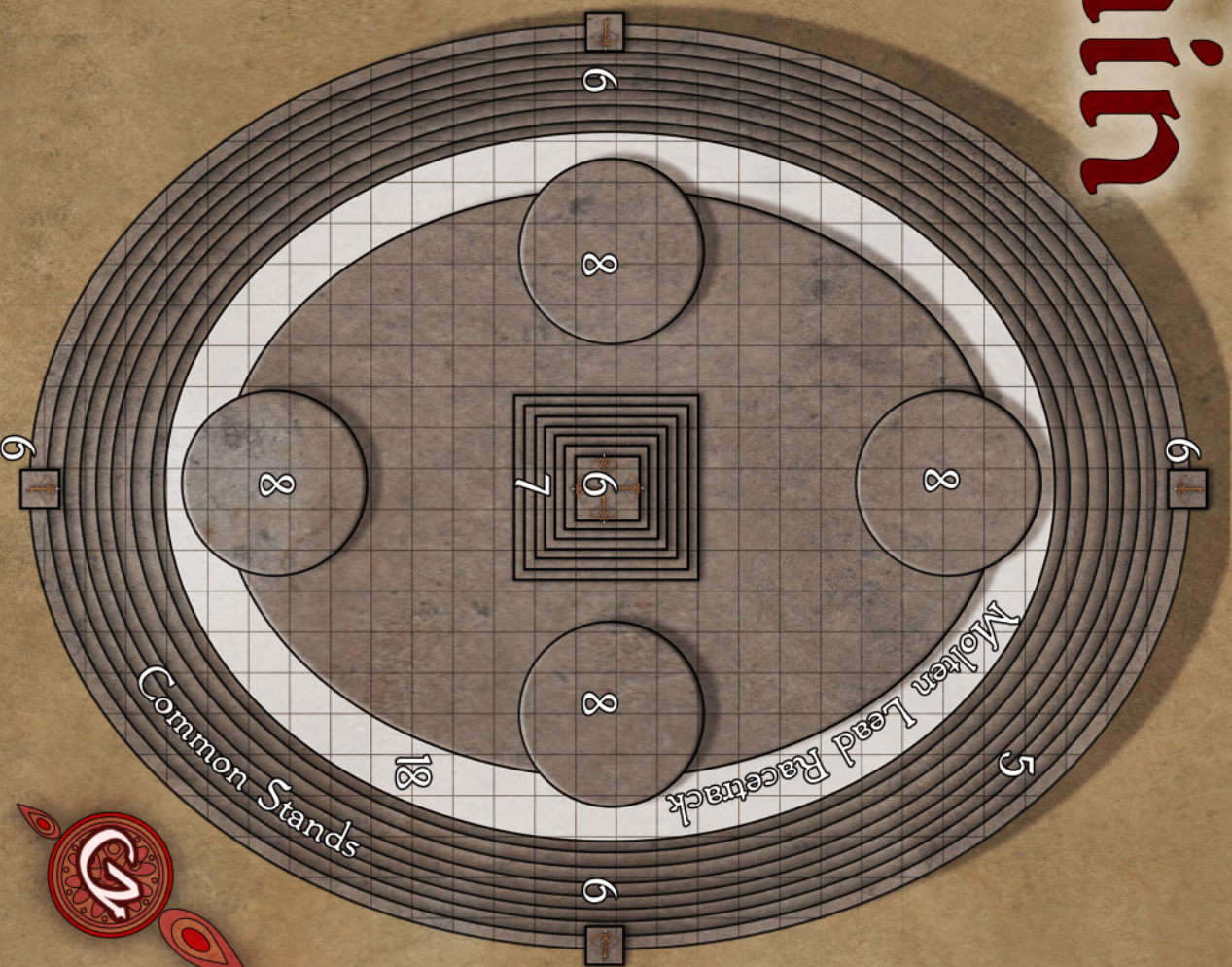
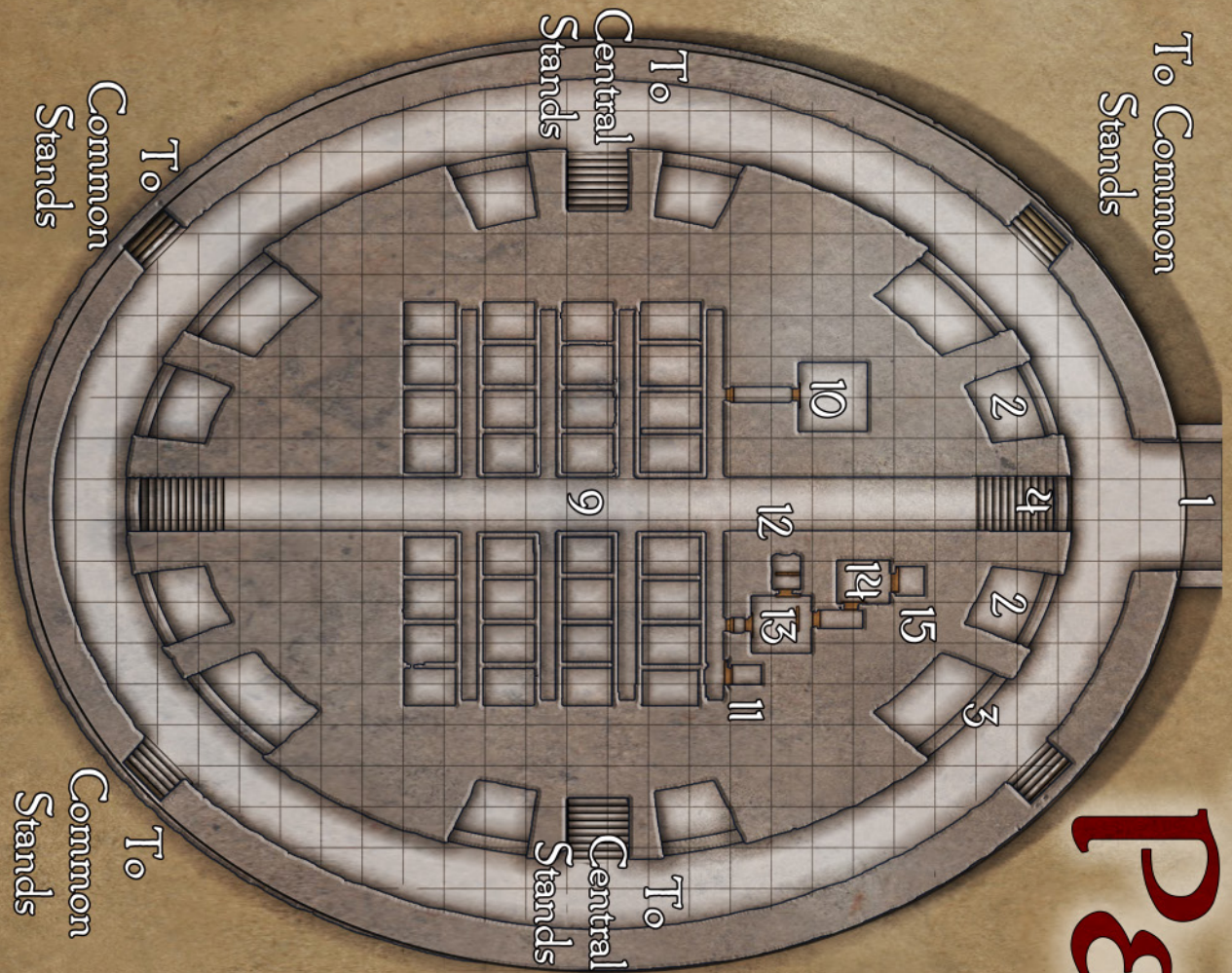


Tomb

Palace of the
Dead Sultana



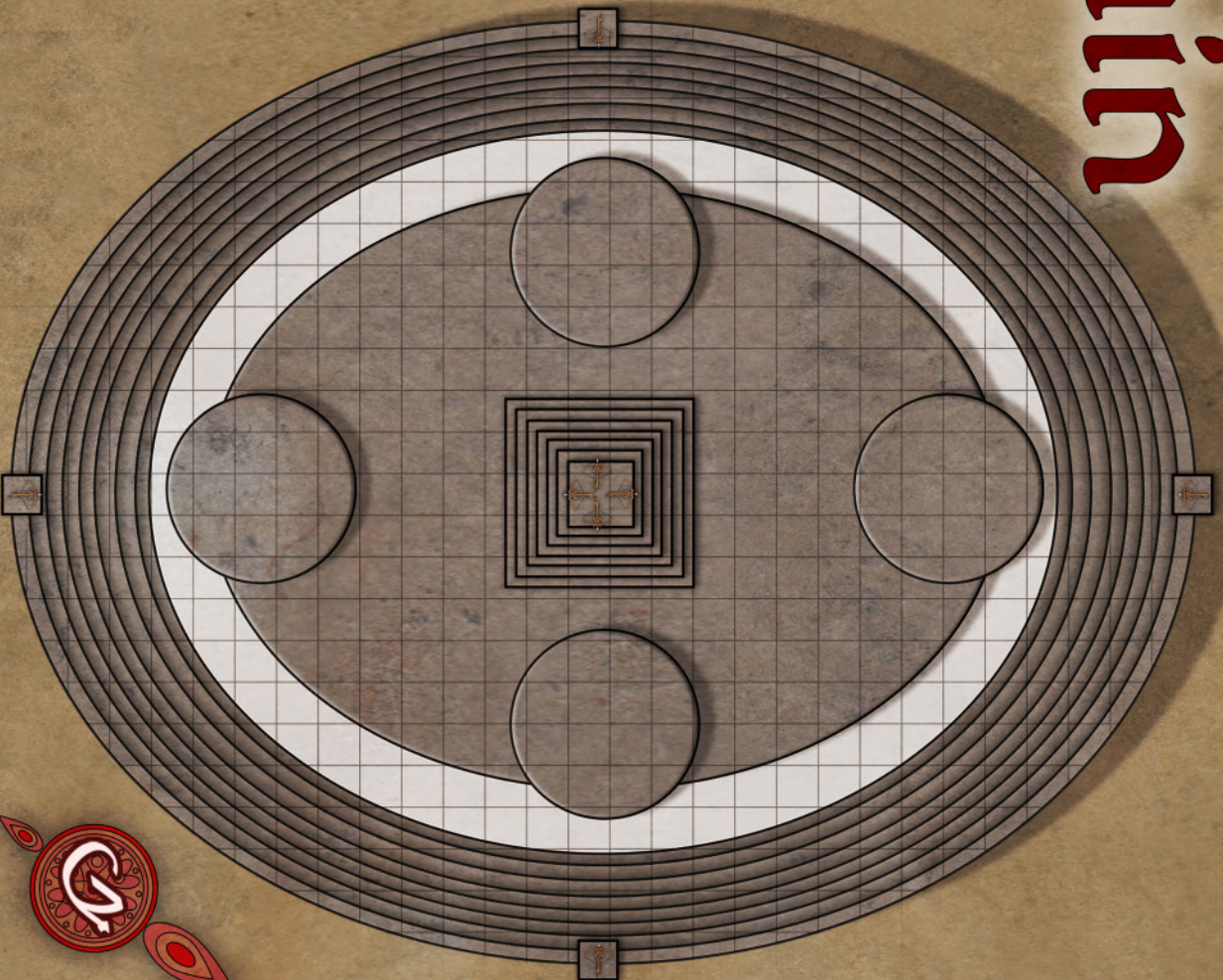
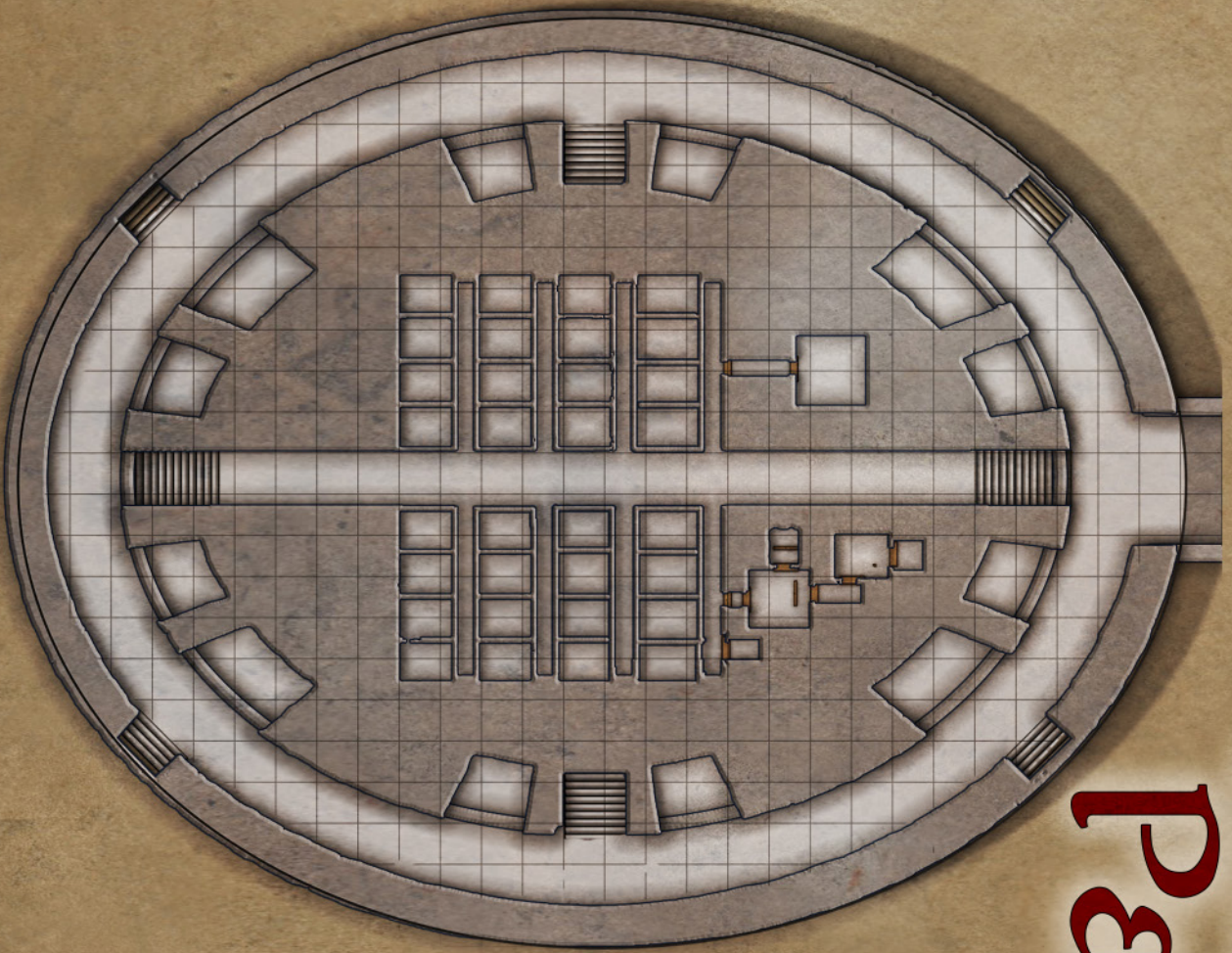
Circus of Pain



I Square - 50 Feet



Circus of Pain

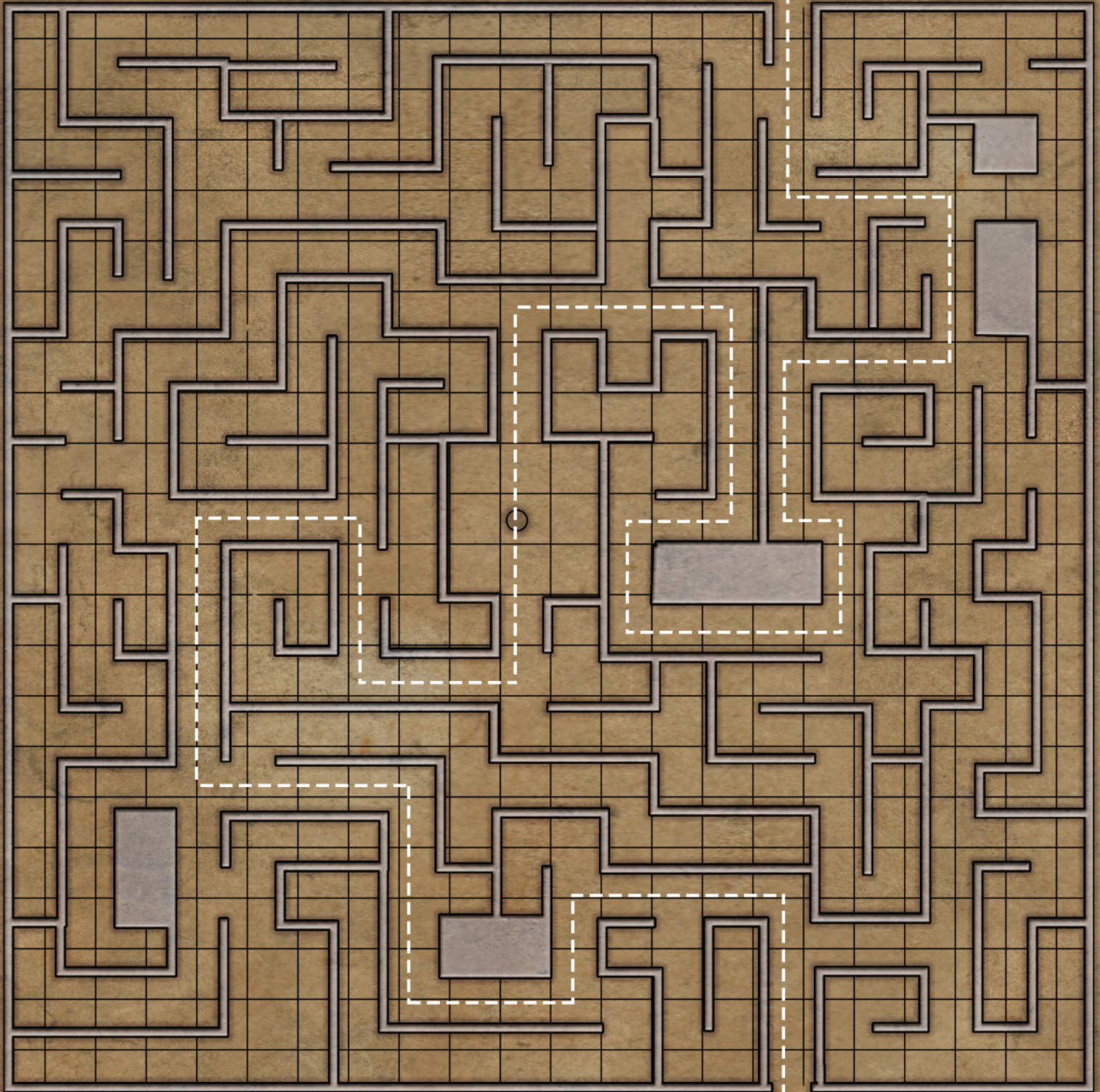


1 Square - 50 Feet



Circus of Pain

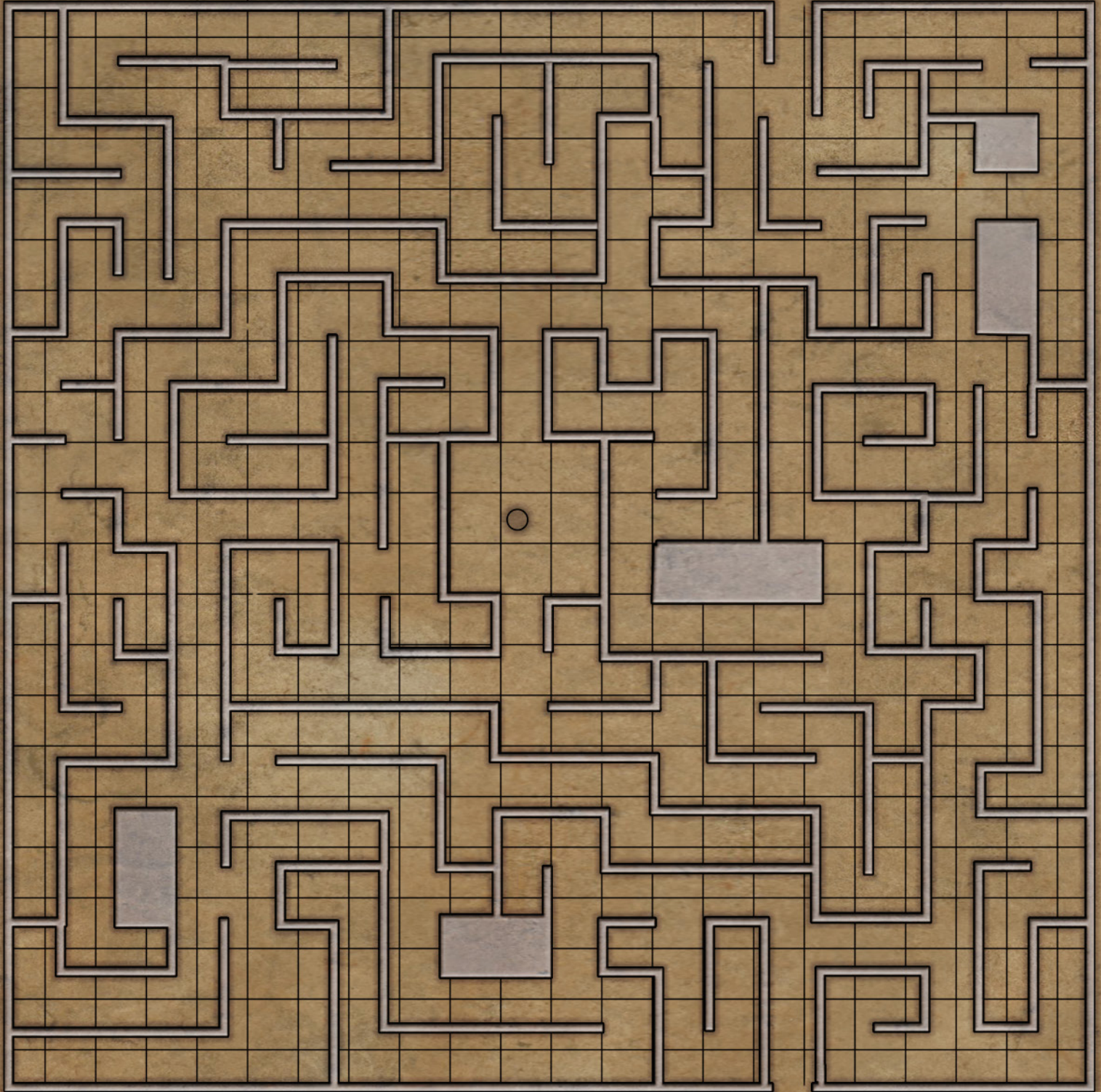
Fire and Ice Maze



1 Square -10 Feet

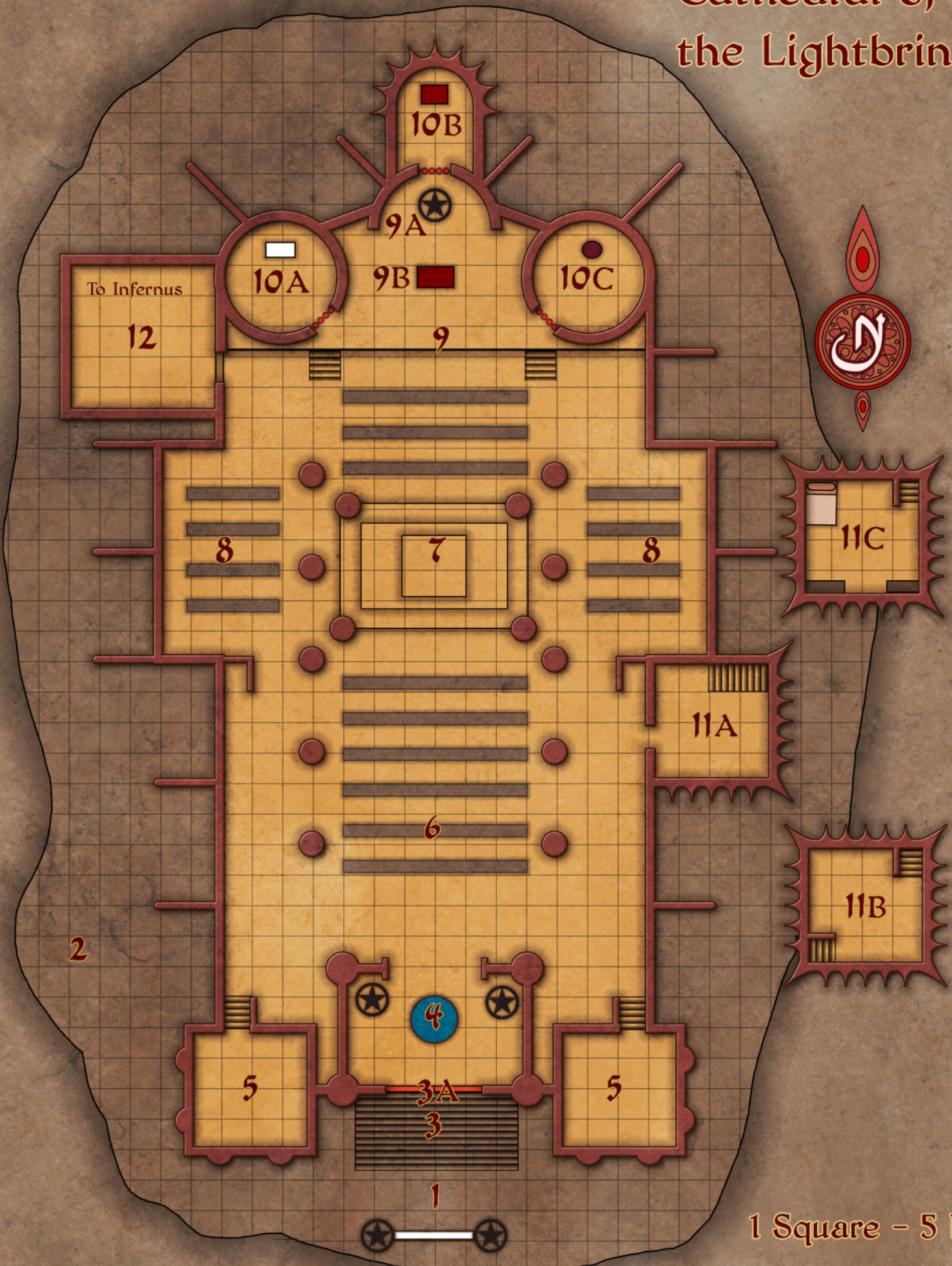
Circus of Pain

Fire and Ice Maze



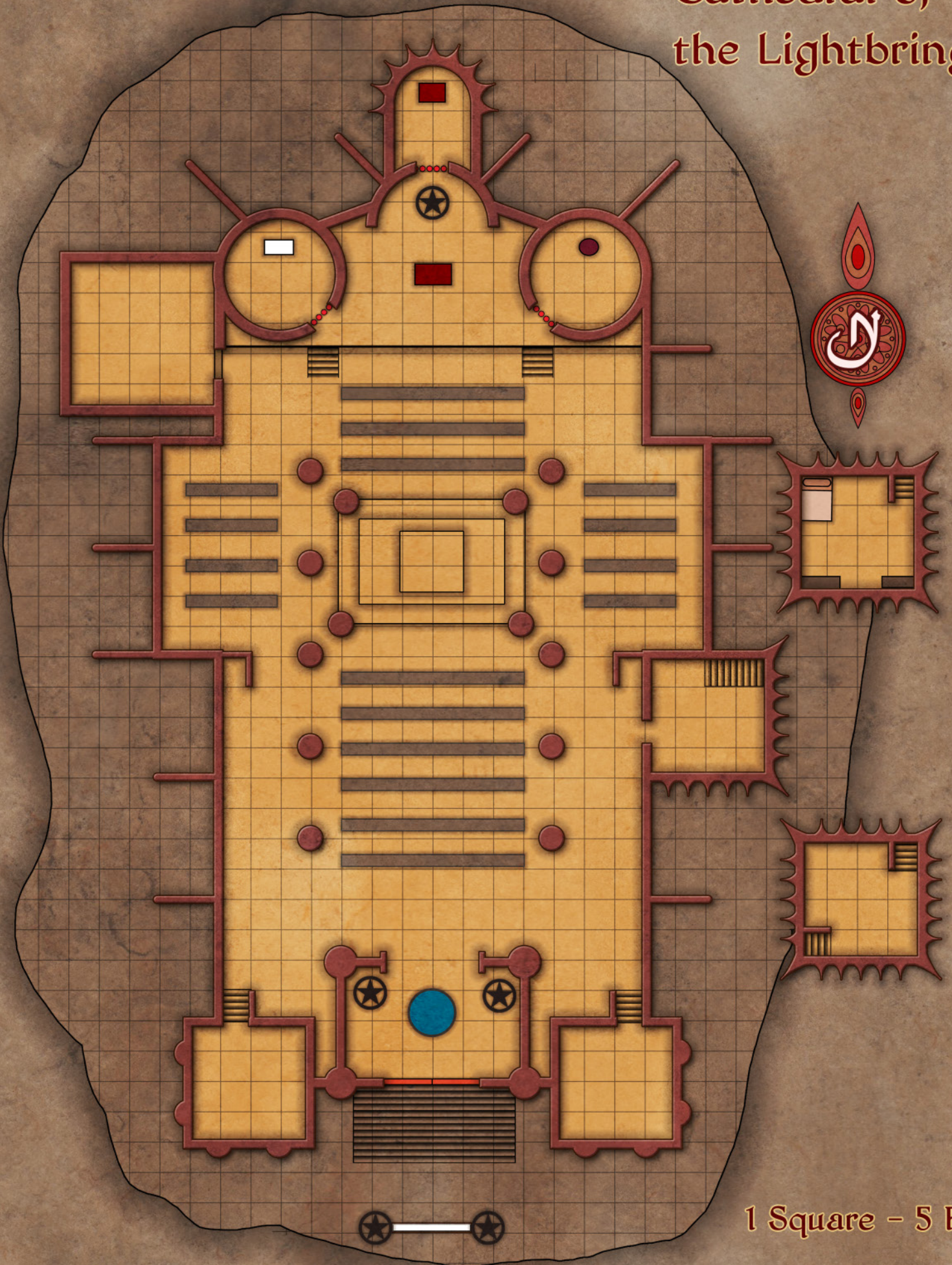
1 Square -10 Feet

Cathedral of the Lightbringer



1 Square - 5 Feet

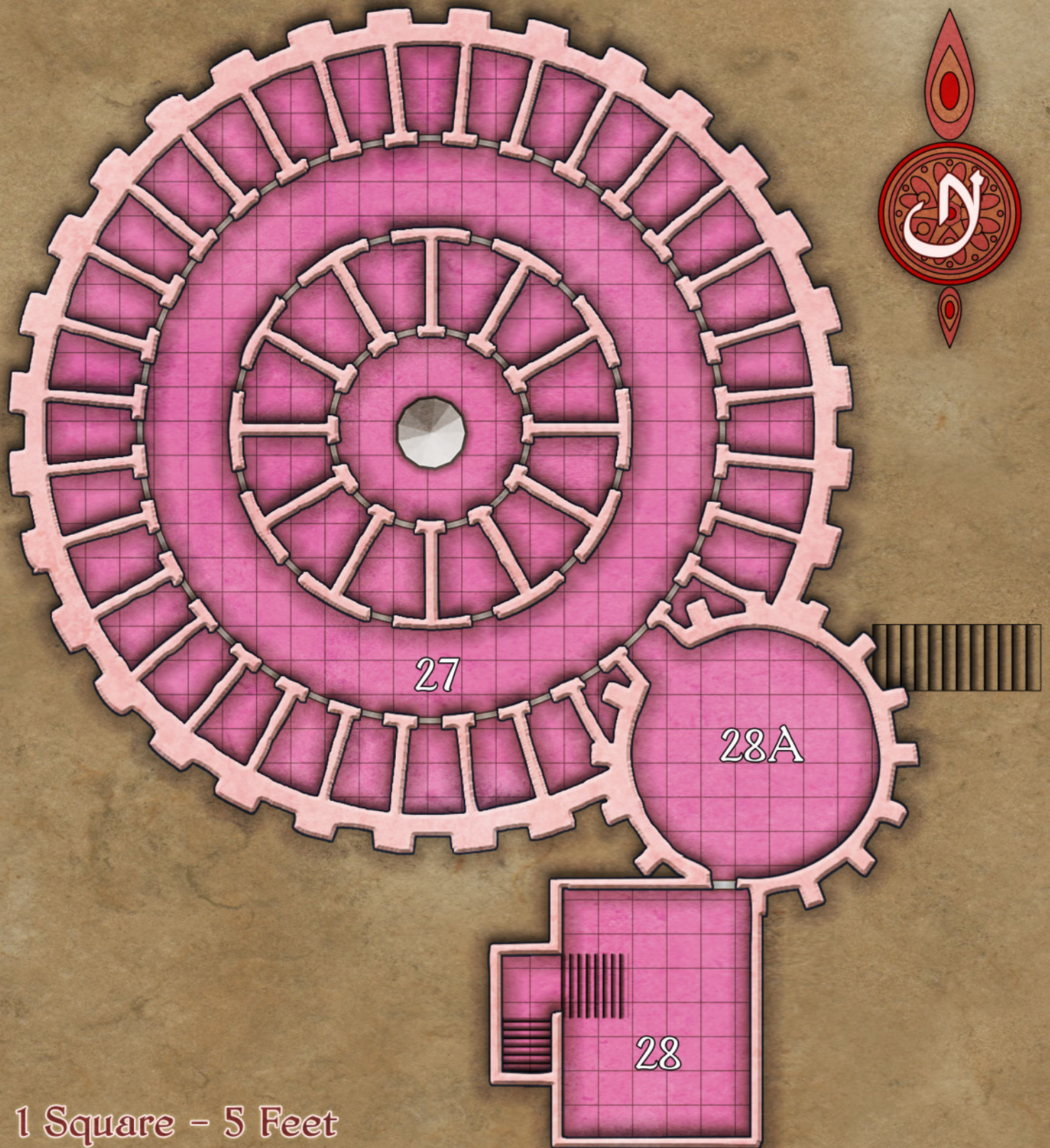
Cathedral of the Lightbringer



1 Square - 5 Feet

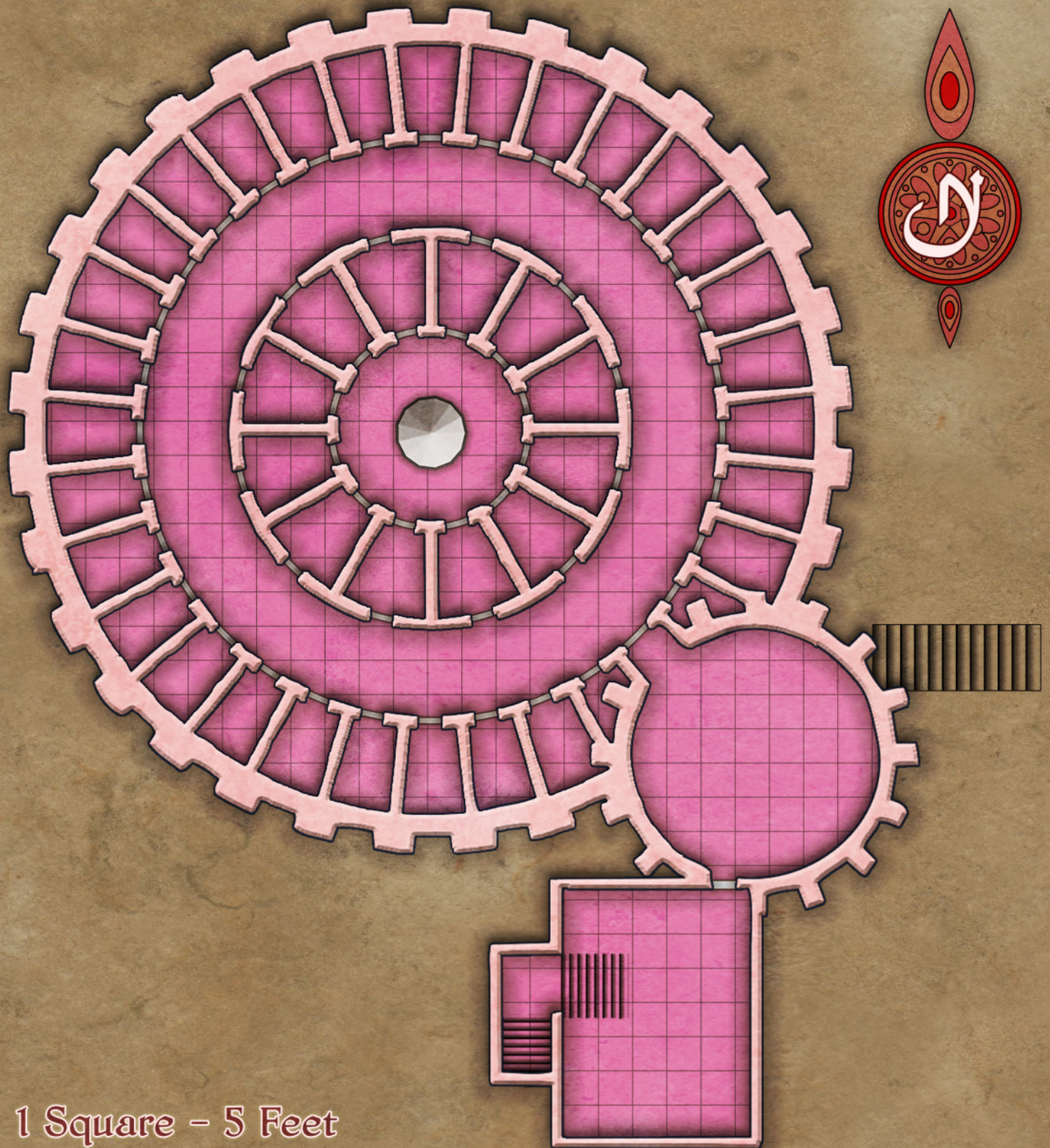
The Khiz Anah

The Great Vault



The Khiz Anah

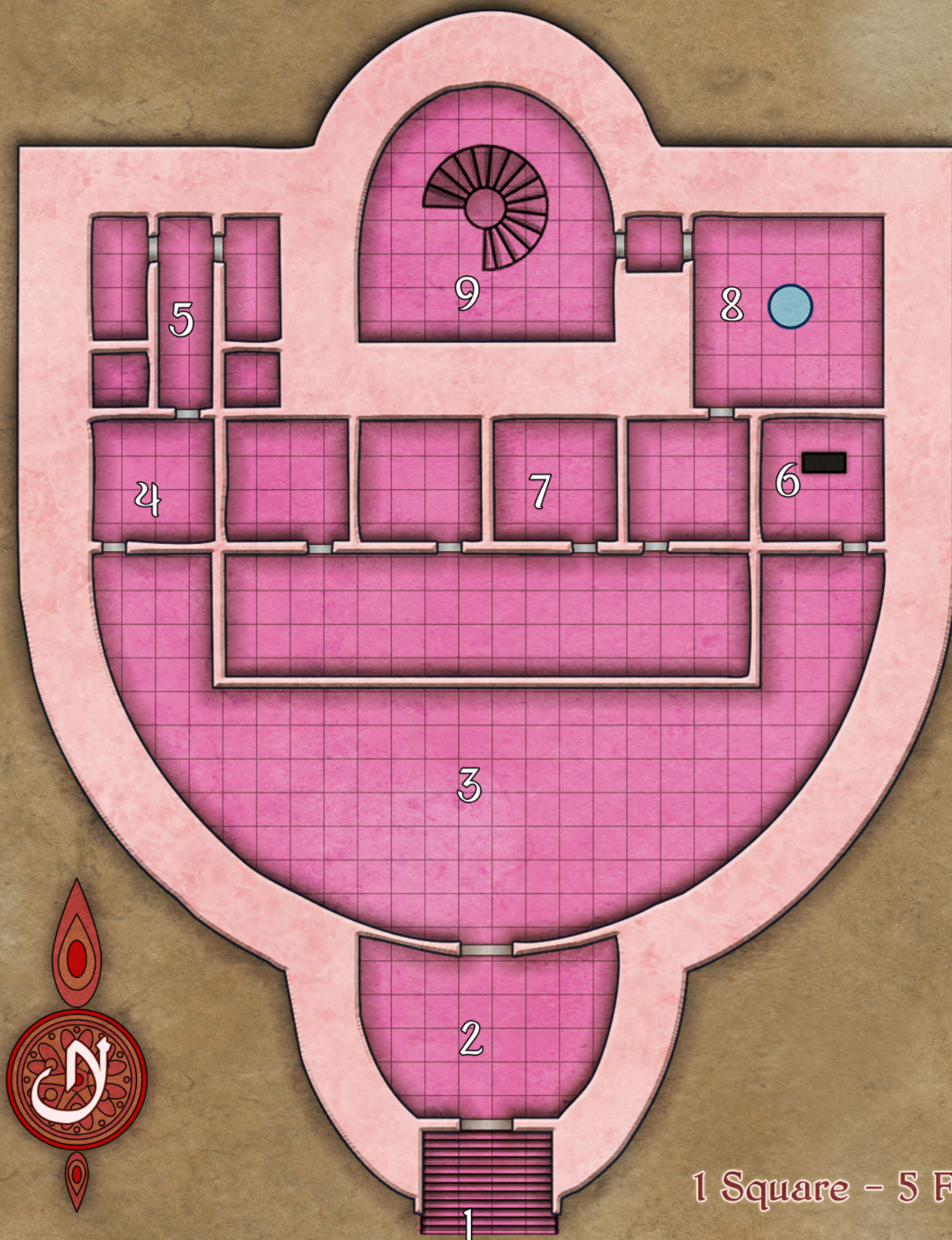
The Great Vault



1 Square - 5 Feet

The Khiz Anah

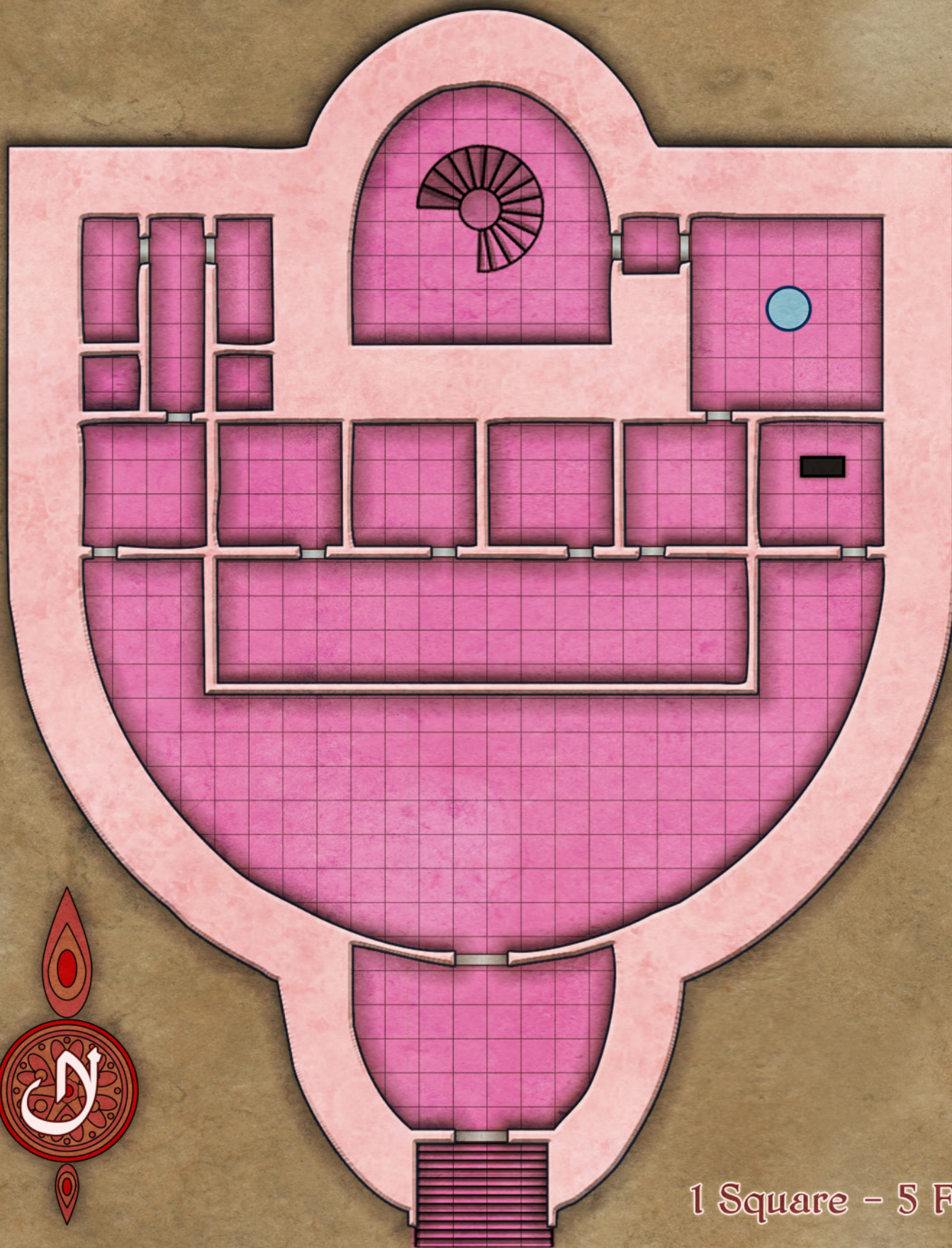
Ground Level



1 Square - 5 Feet

The Khiz Anah

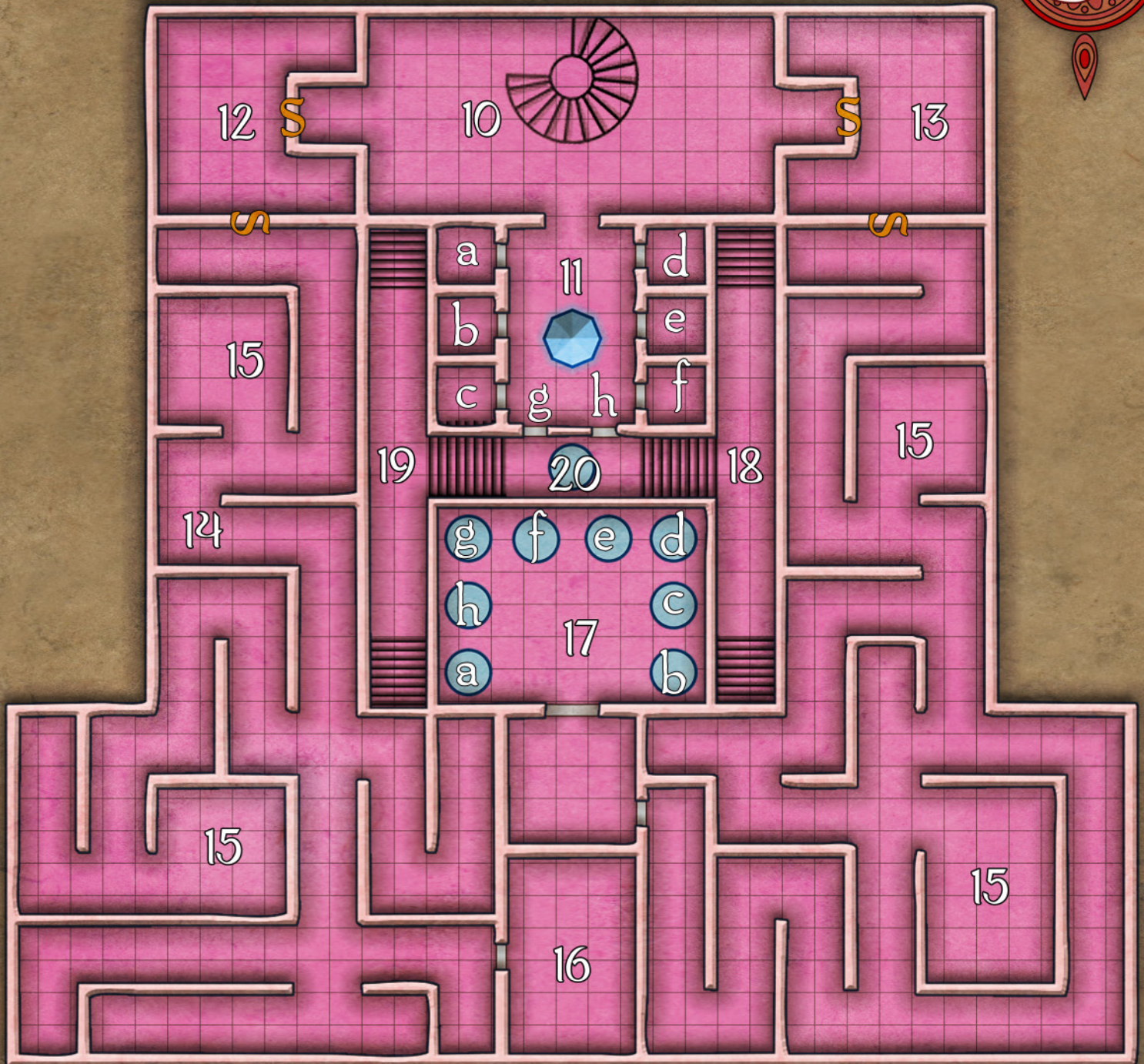
Ground Level



1 Square - 5 Feet

The Khiz Anah

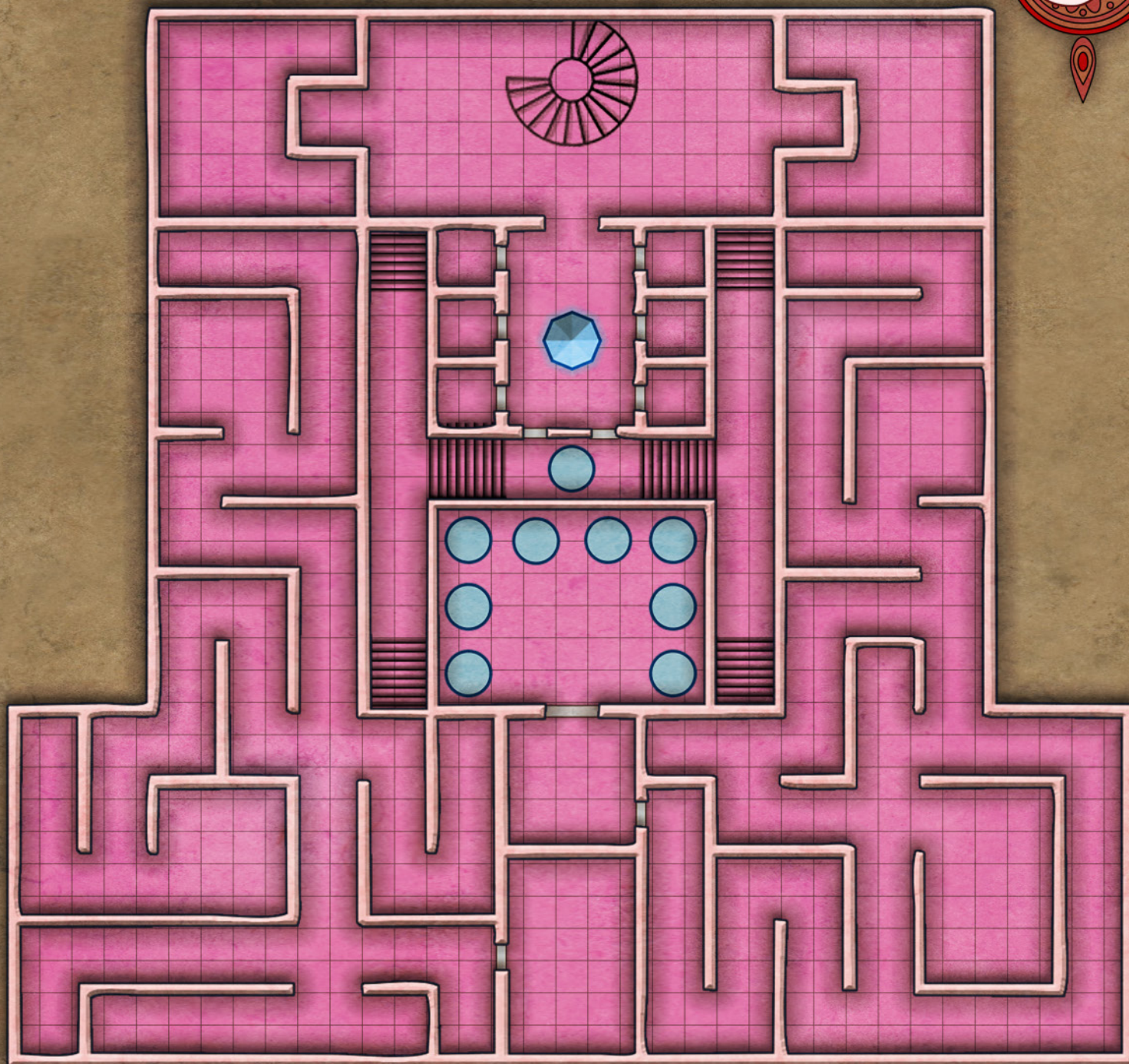
Second Level



1 Square - 5 Feet

The Khiz Anah

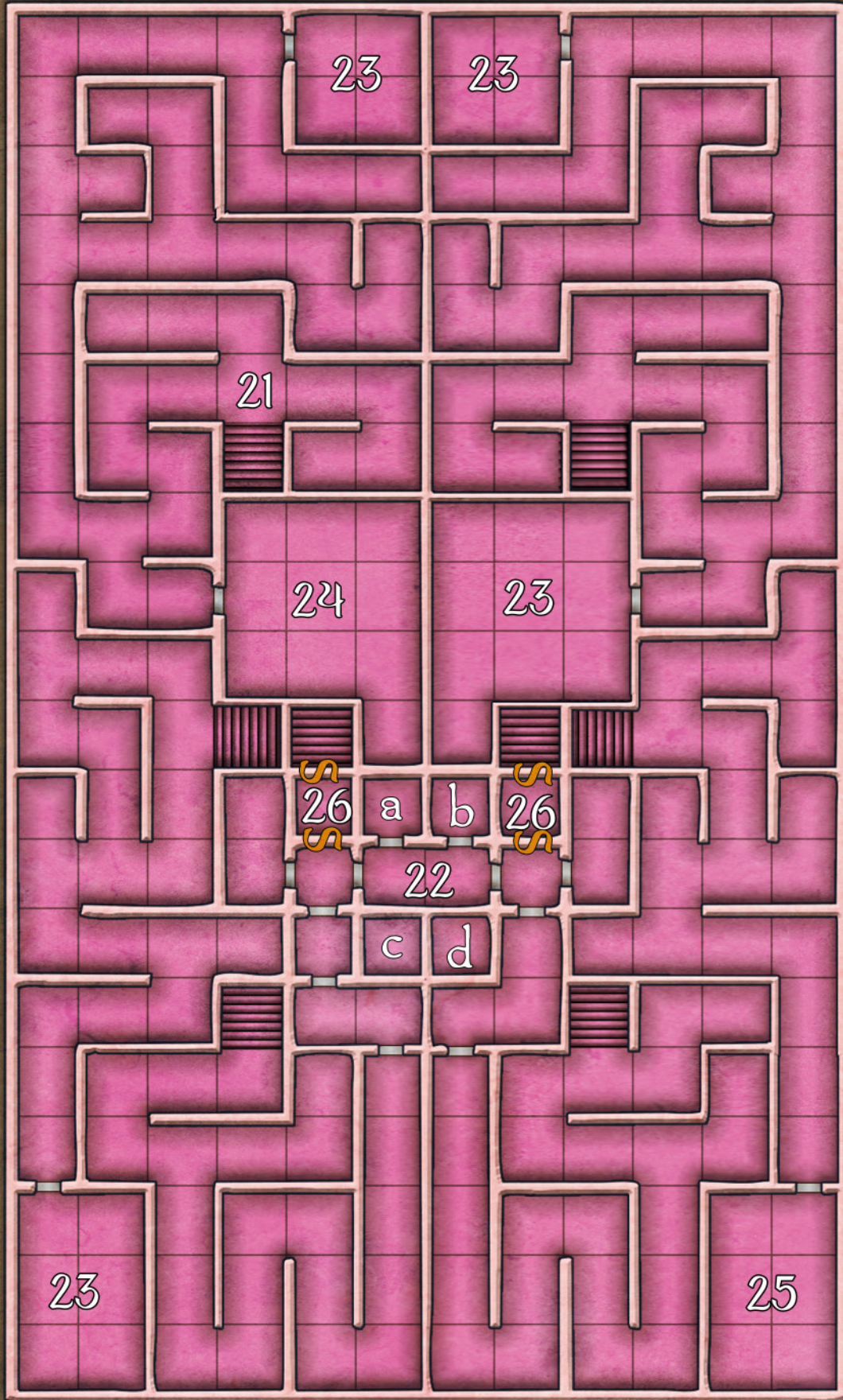
Second Level



1 Square - 5 Feet

The Khiz Anah

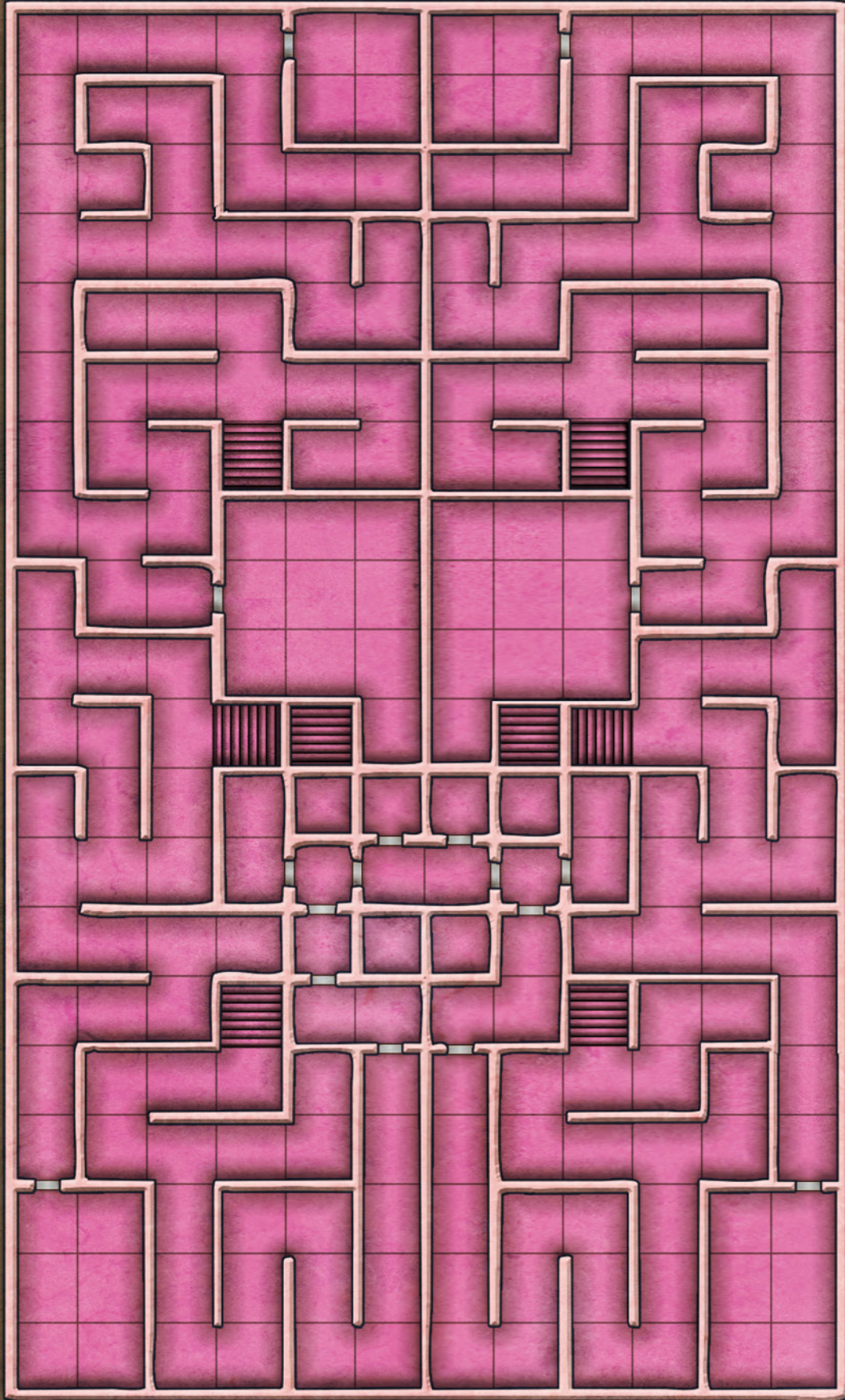
Third Level - Maze of Mindkessness



1 Square - 5 Feet

The Khiz Anah

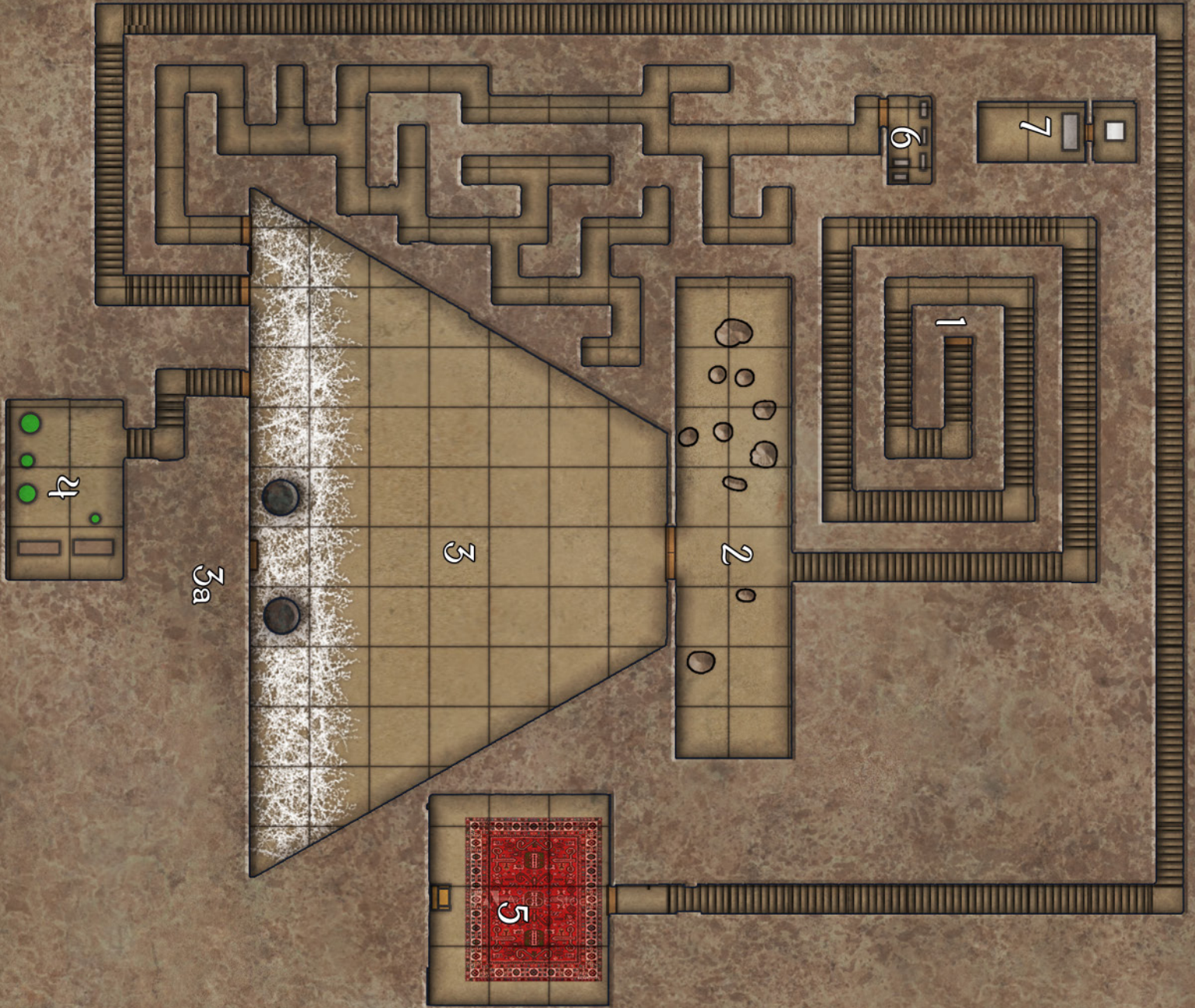
Third Level - Maze of Mindkessness



1 Square - 5 Feet

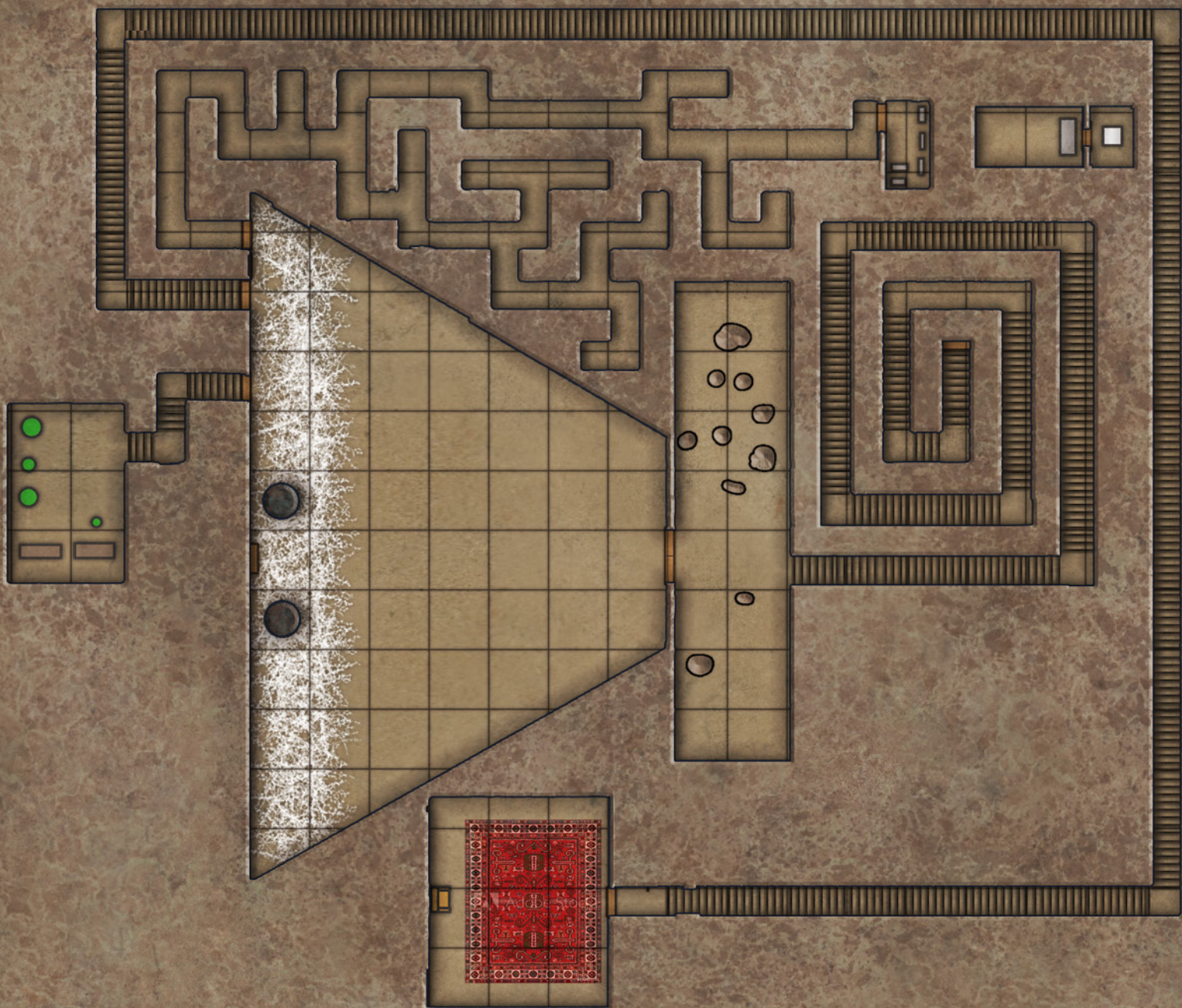
Underbasin

1 Square - 20 Feet



Underbasin

1 Square - 20 Feet



The Tomb of Rah'po Dehj

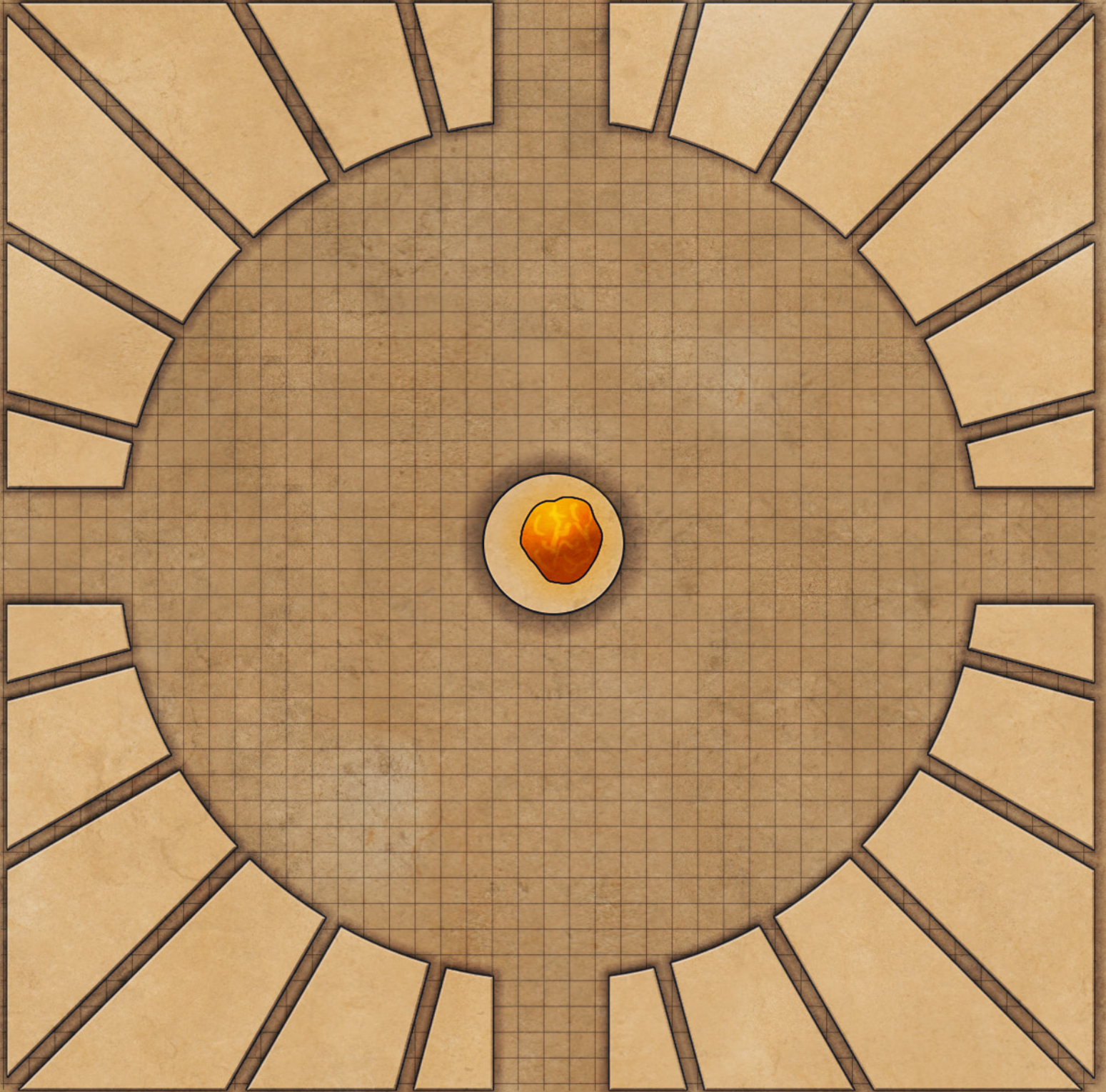


The Tomb of Rah'po Dehj



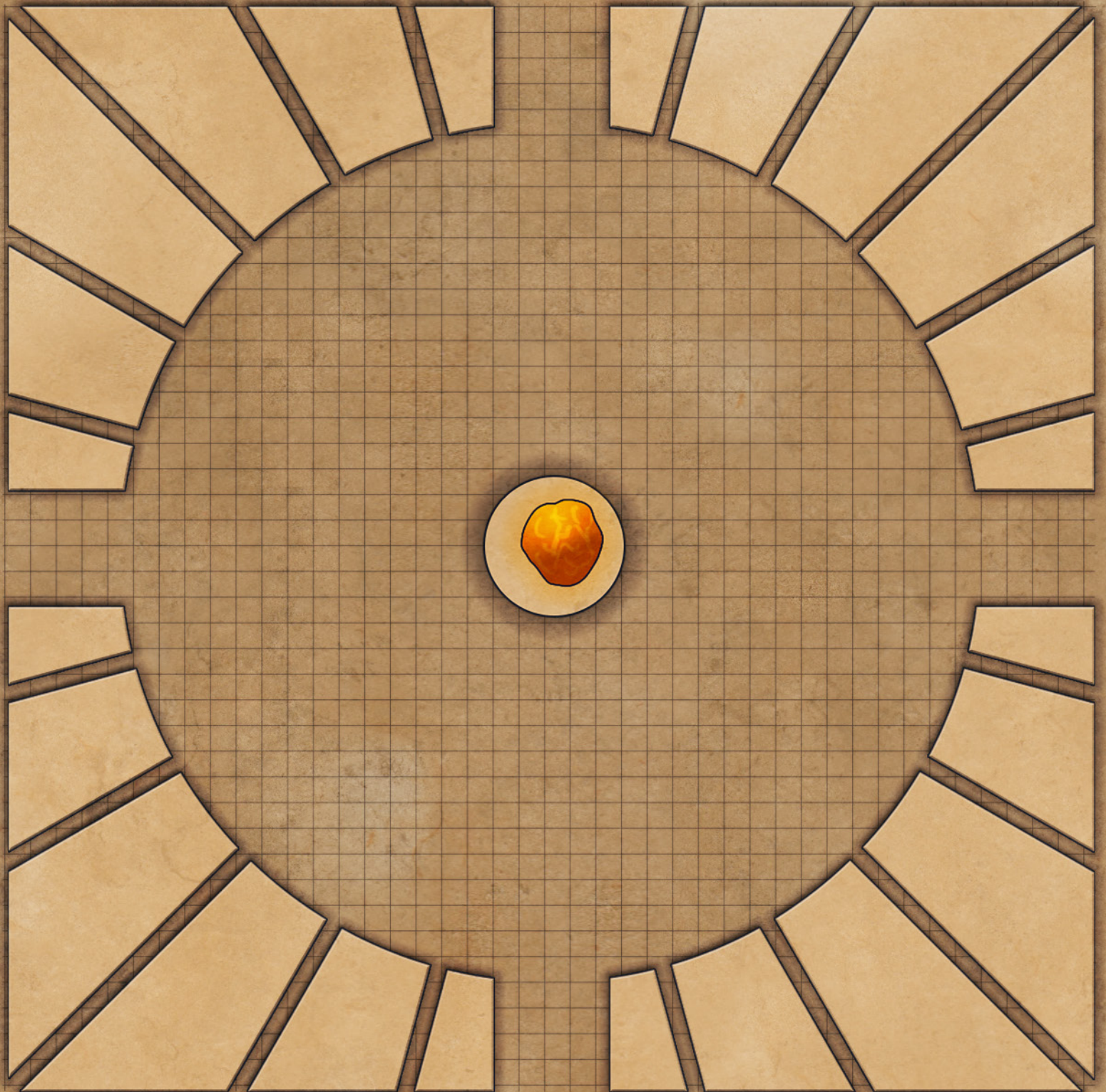
1 Square - 5 Feet

Mosque of Light



1 Square - 10 Feet

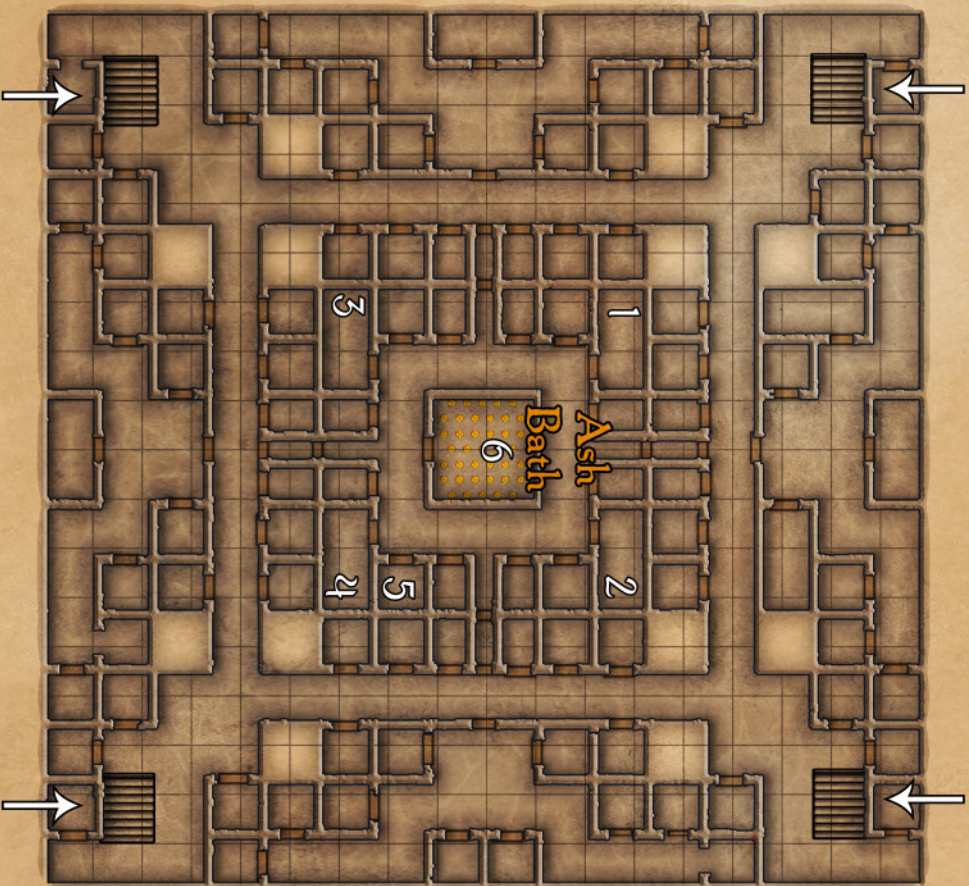
Mosque of Light



1 Square - 10 Feet

1 Square - 60 Feet

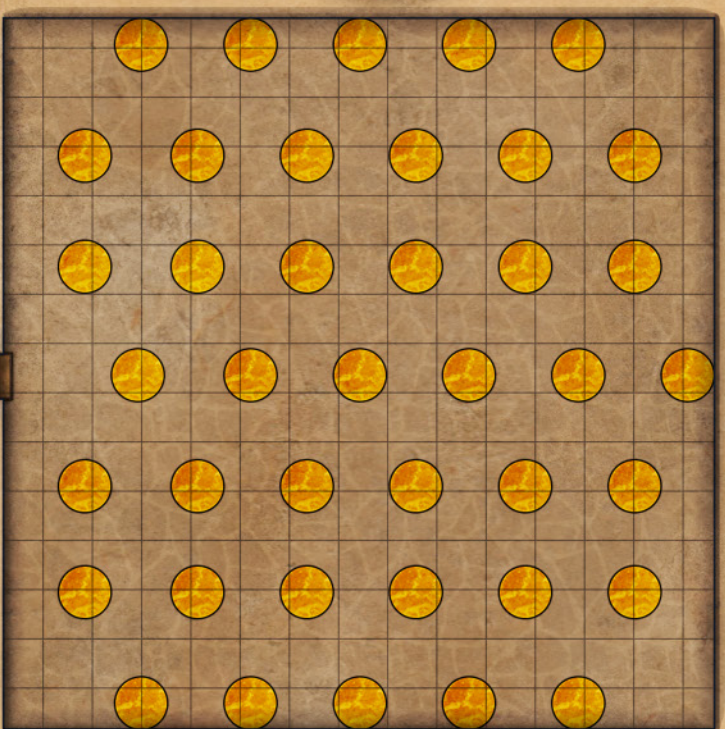
Stairs lead up to the Temple of the Sultan



Stairs lead down to the Armory and Agony Forge

All unmarked chambers are residences.

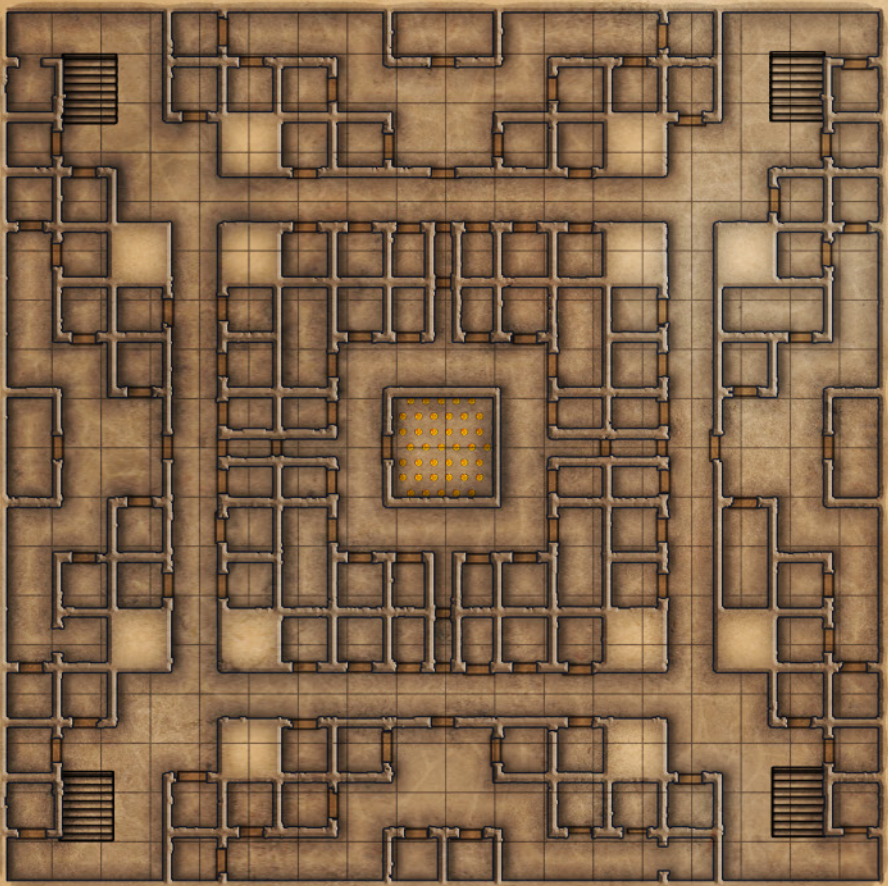
City of the Burning Dervishes



Ash Bath Details

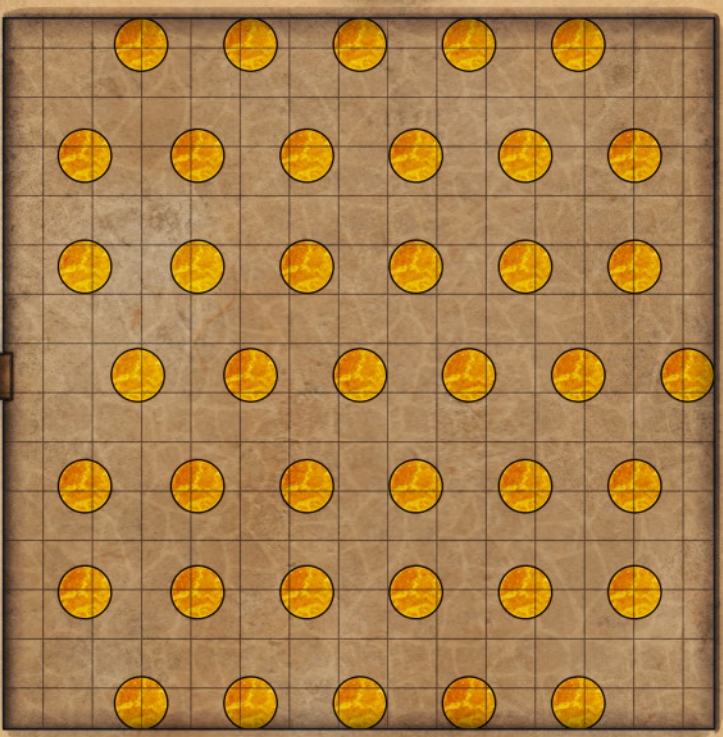
1 Square - 10 Feet

1 Square - 60 Feet



City of the

Burning Dervishes



Ash Bath Details

1 Square - 10 Feet

The Great Ziggurat

Nar Al Nar

Temple of the Sultan

Nexus of Purity

Sultan's Boulevard

Upper City

City of Burning Dervishes

The Mosque of Light

Middle City

Basin

Slave Pens

The Armory

Agony Forge

Lower City

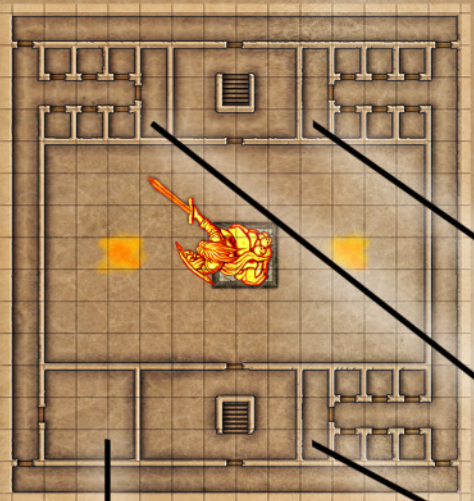
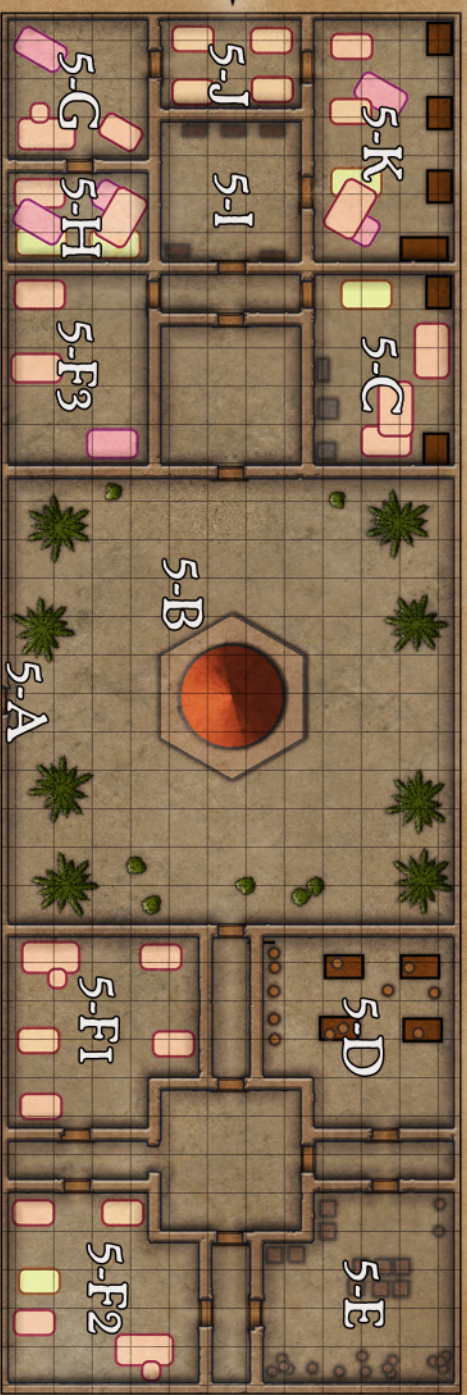
The Catacombs

The Great Ziggurat



Area 5 Detail - Chambers of the Mullahs

1 Square - 10 Feet



Temple of the Sultan

Areas 5 and 6 Detail

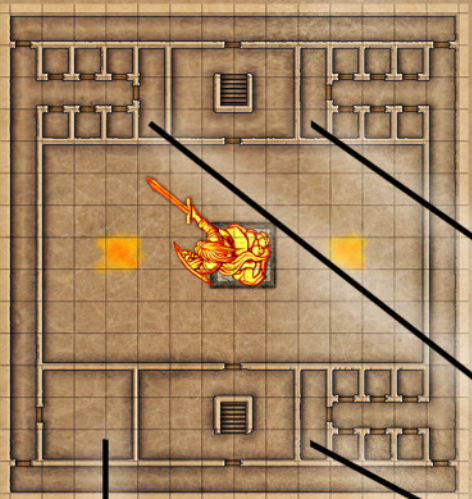
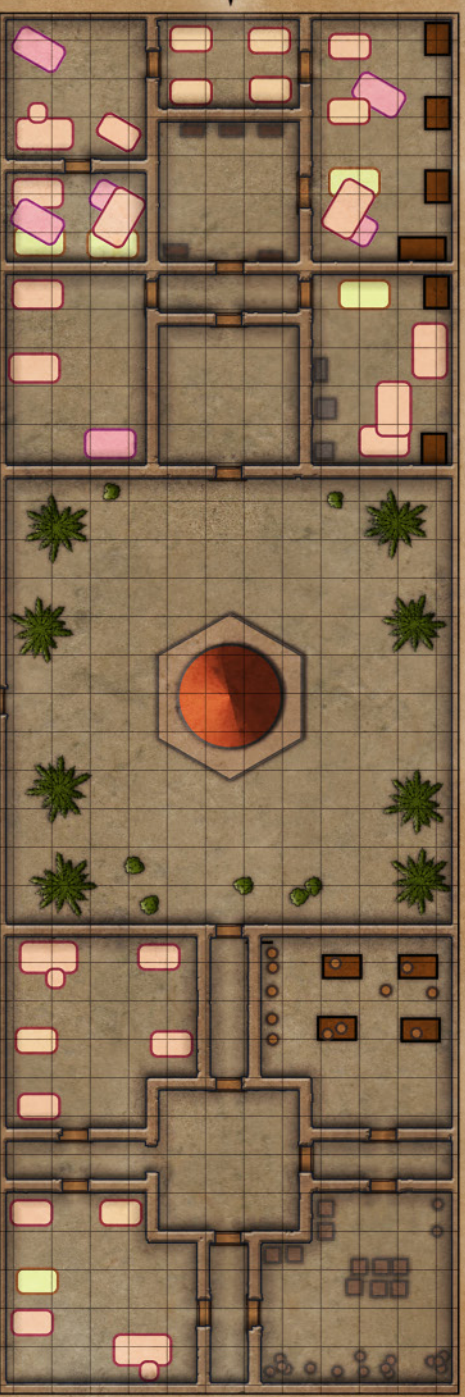


Area 6 Detail -
Chambers of
Husam al Din

1 Square -
10 Feet

Area 5 Detail - Chambers of the Mullahs

1 Square - 10 Feet



Temple of the Sultan

Areas 5 and 6 Detail

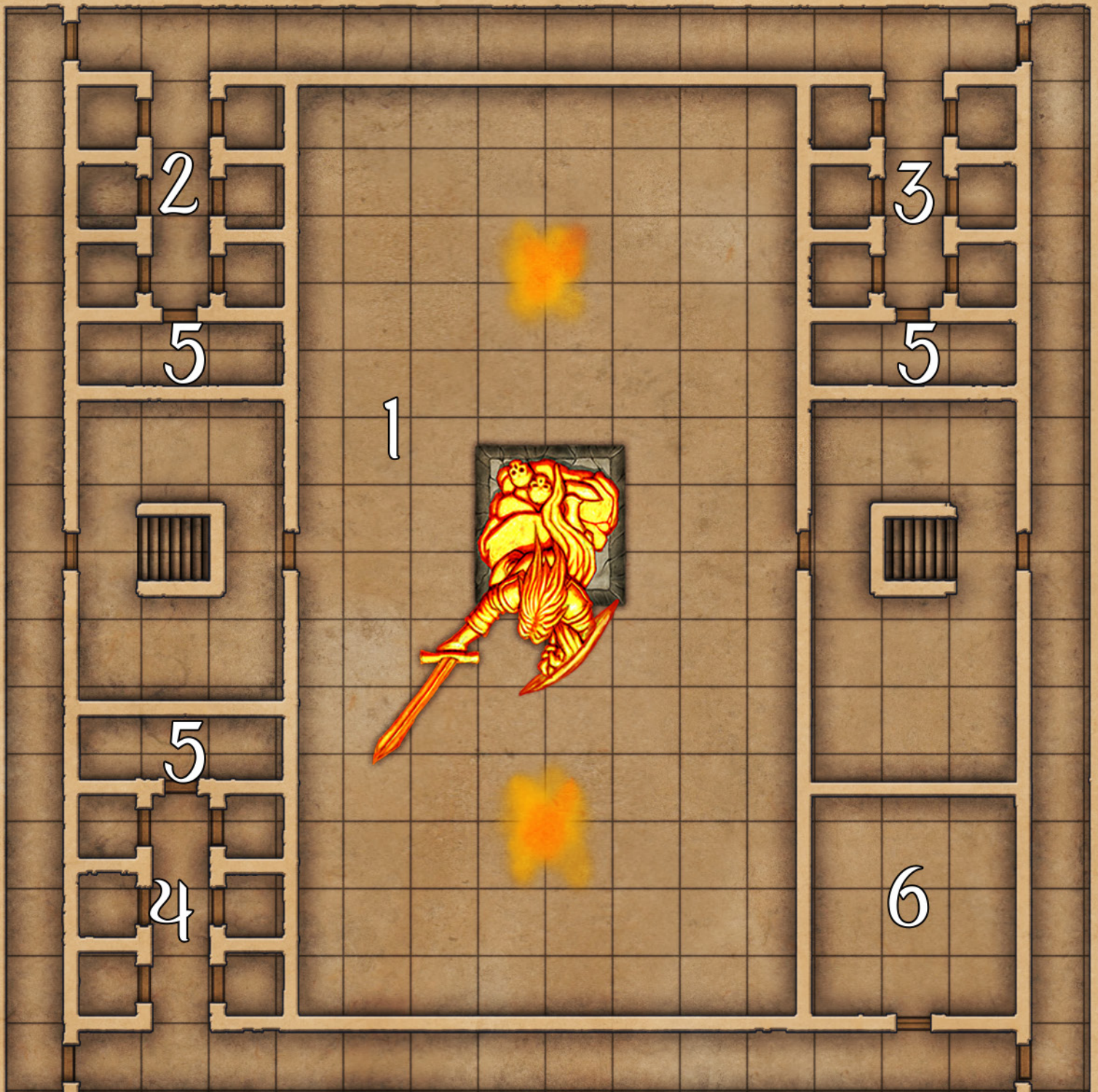


Area 6 Detail -
Chambers of
Husam al Din

1 Square -
10 Feet

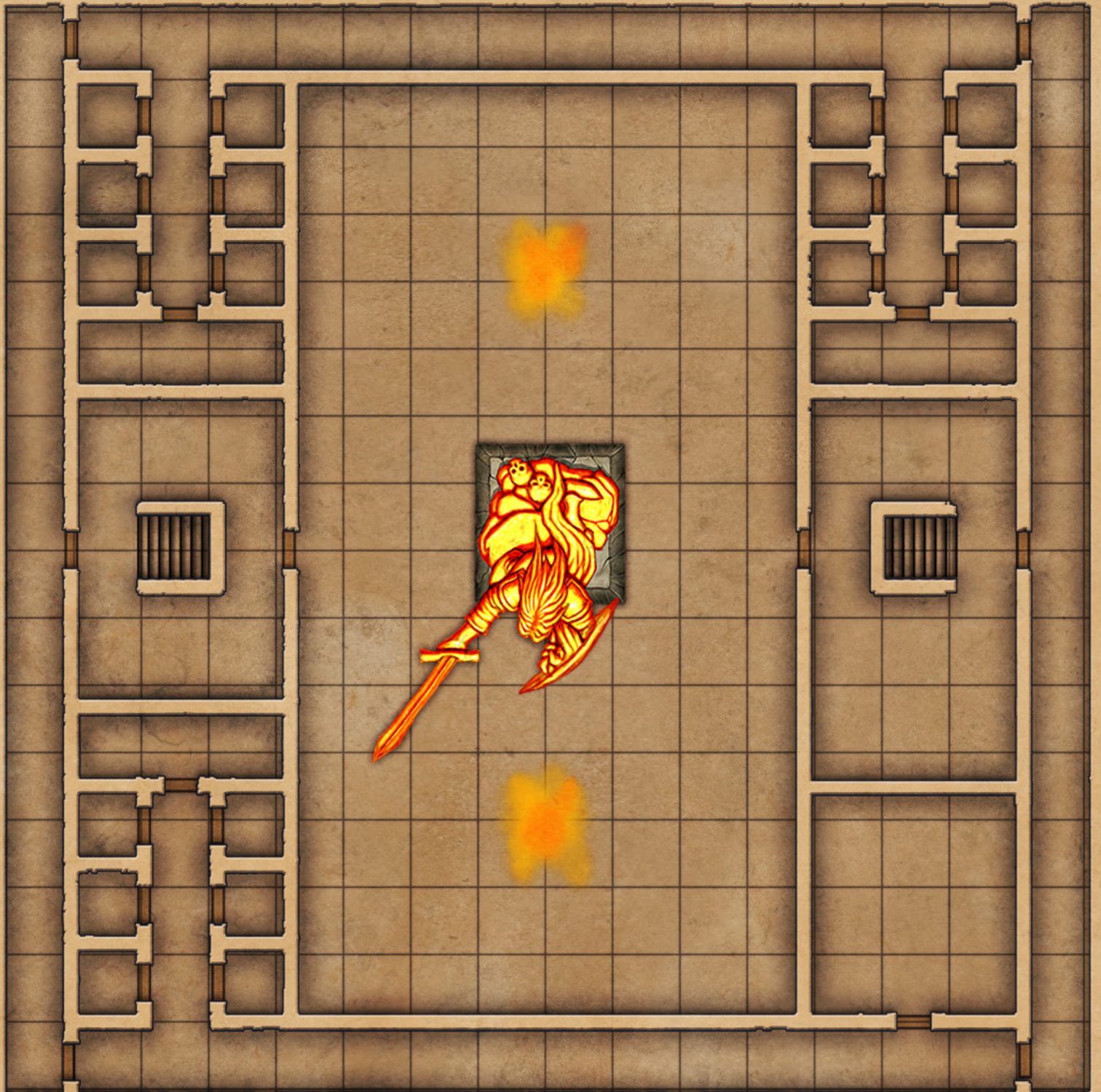
Temple of the Sultan

1 Square - 50 Feet



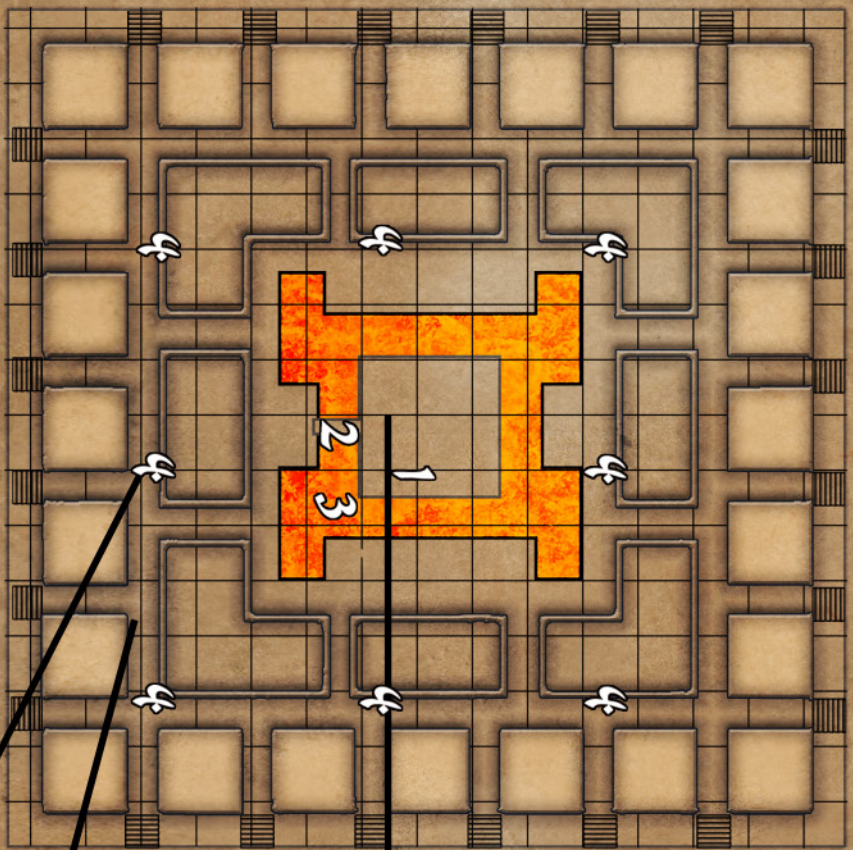
Temple of the Sultan

1 Square - 50 Feet

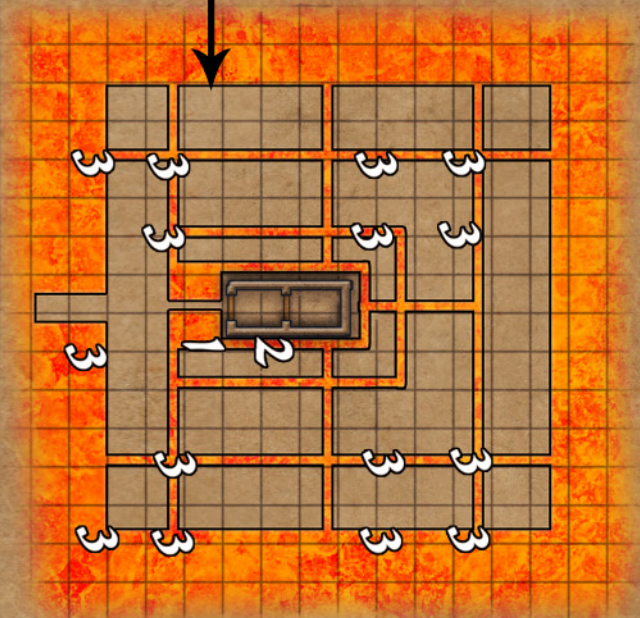


The Foundries

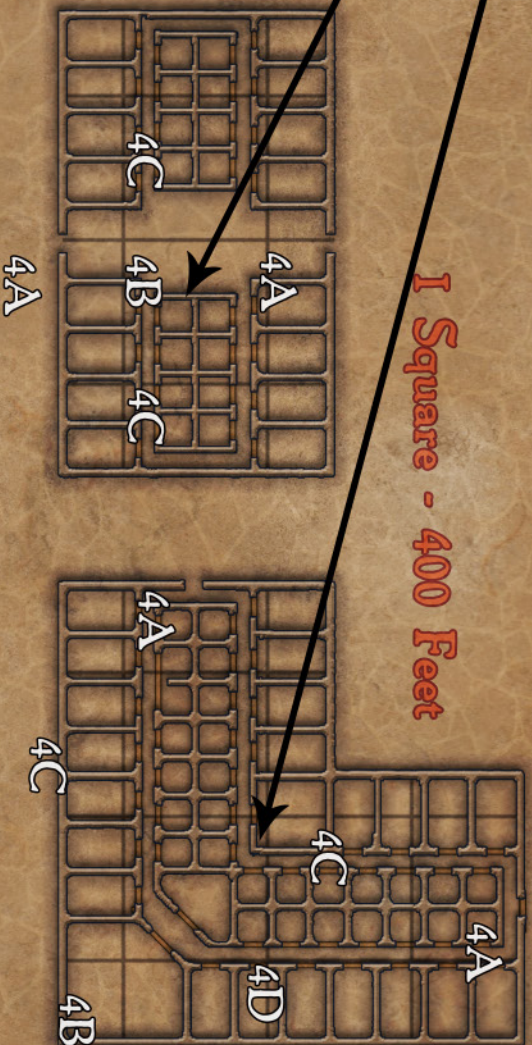
I Square - 1/4 Mile



Area Details

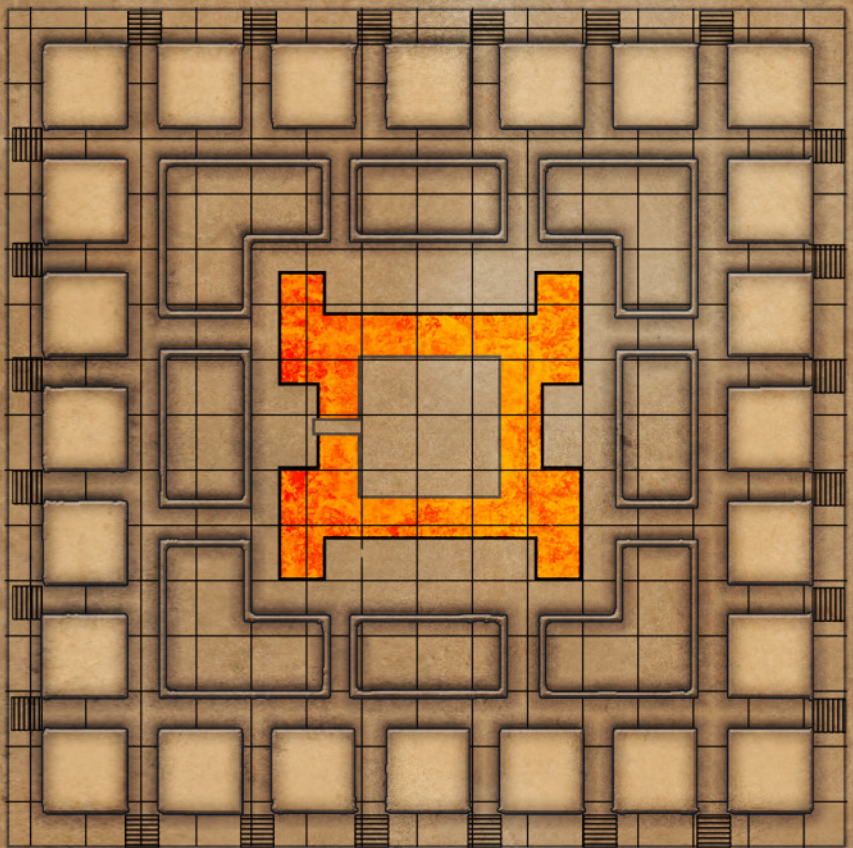


I Square - 400 Feet

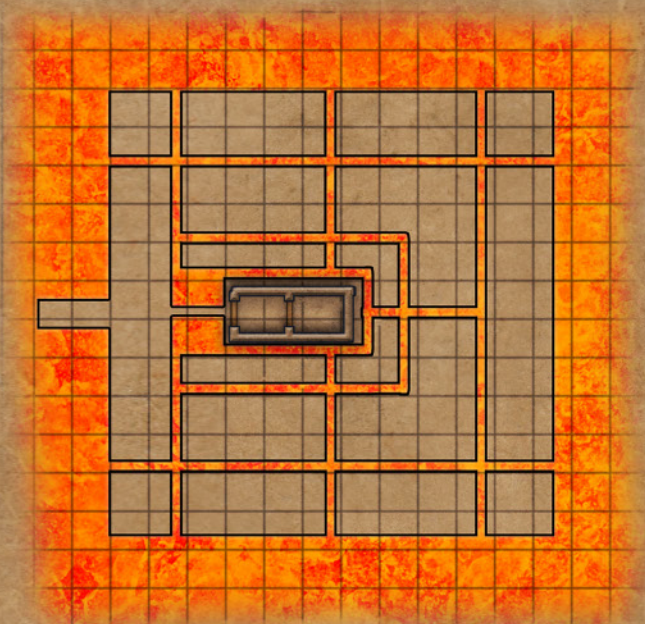


The Foundries

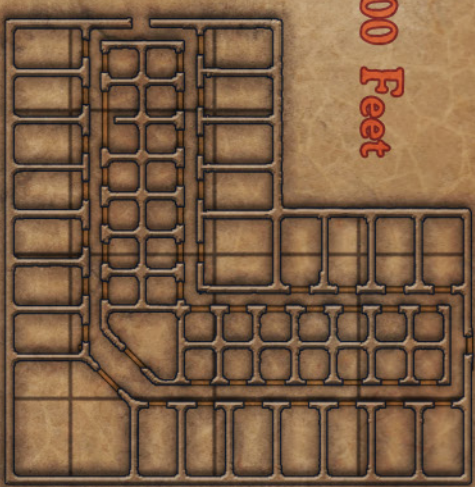
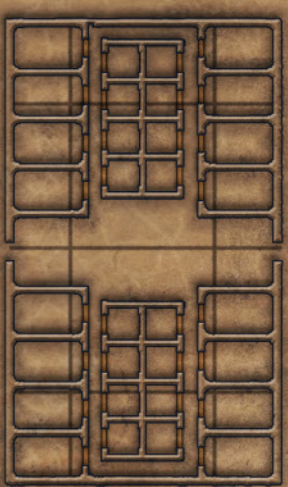
1 Square - 1/4 Mile



Area Details

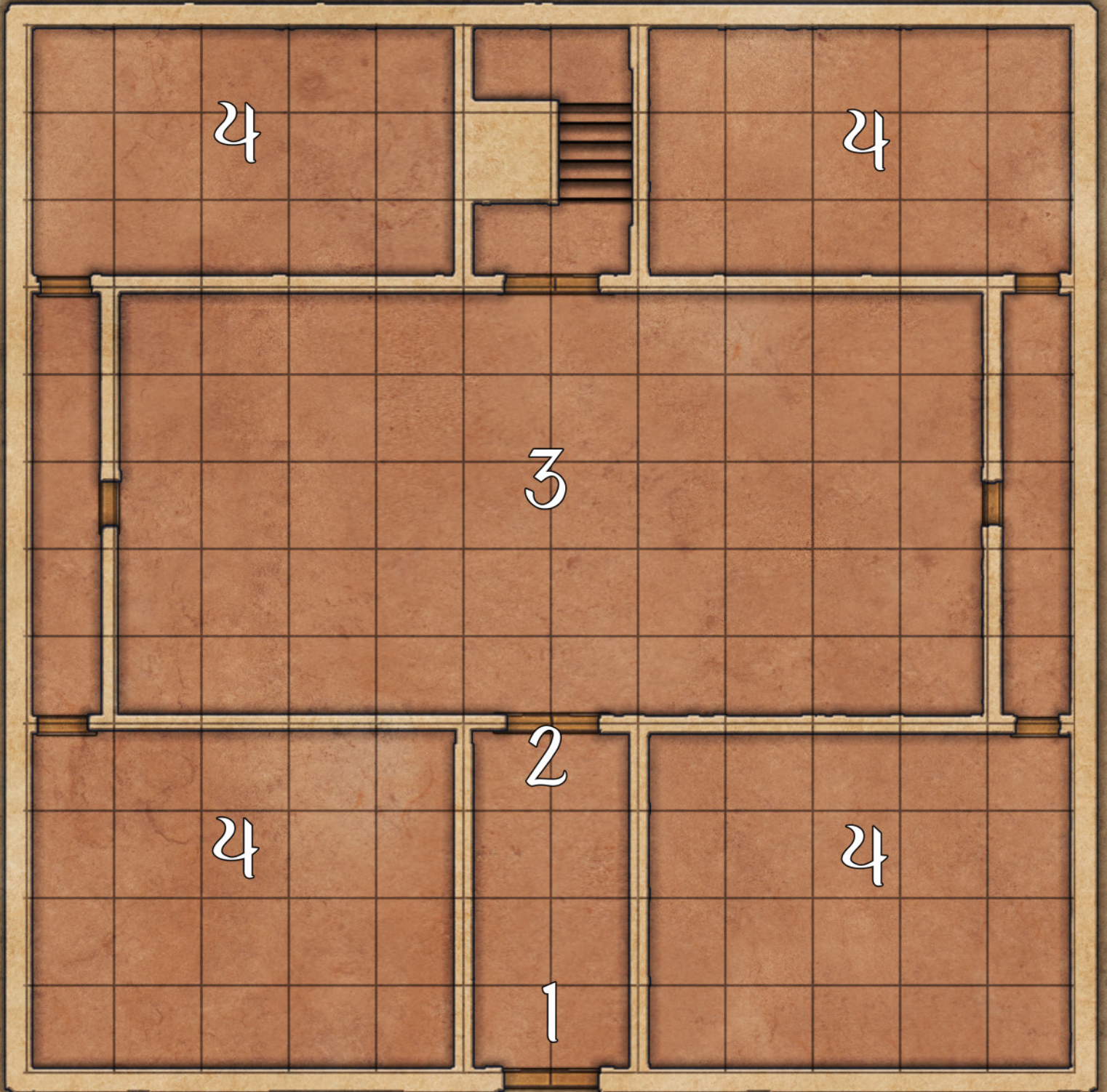


1 Square - 400 Feet



Pagoda of Devils

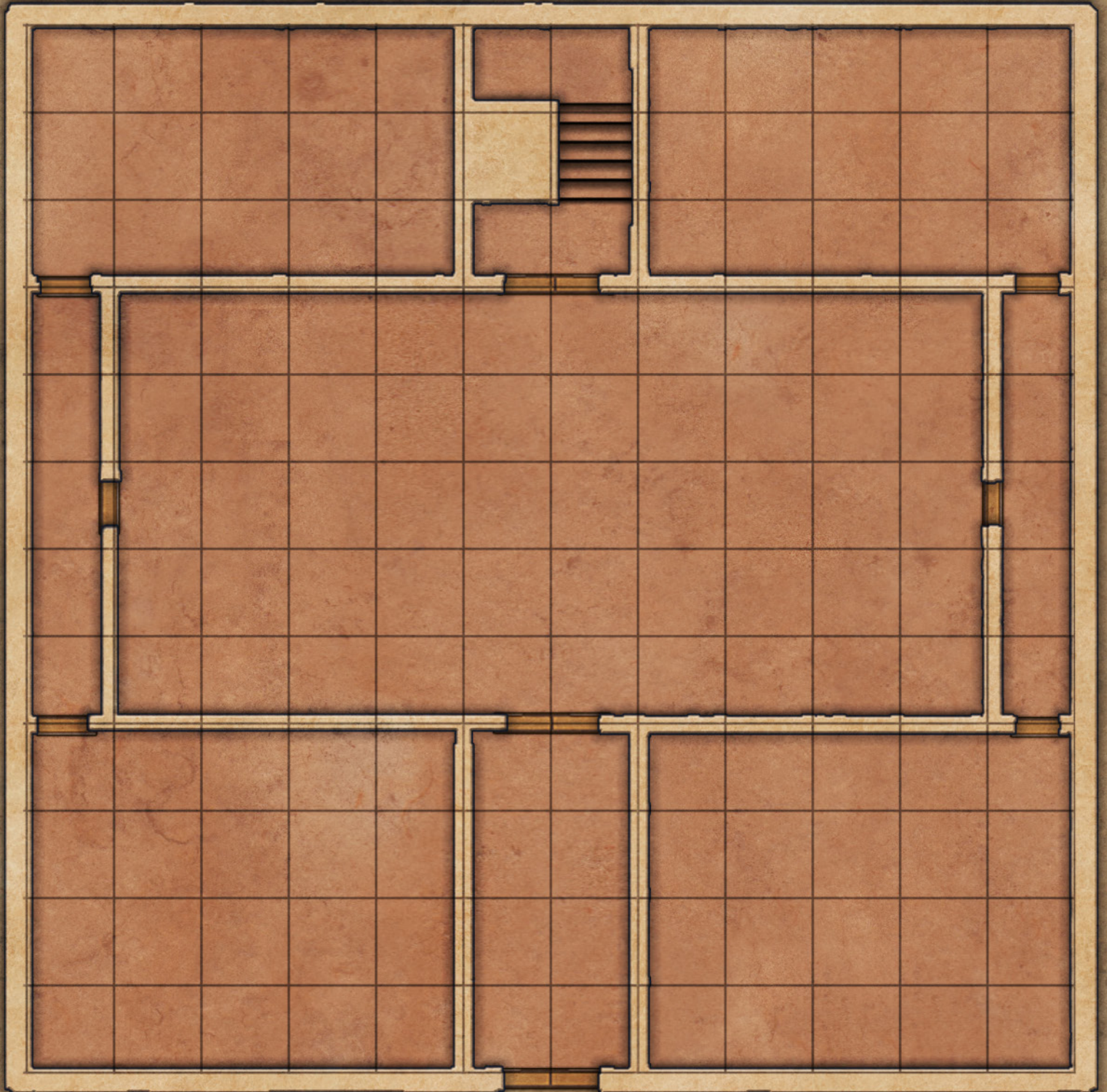
Ground Floor - Basin



1 Square - 10 Feet

Pagoda of Devils

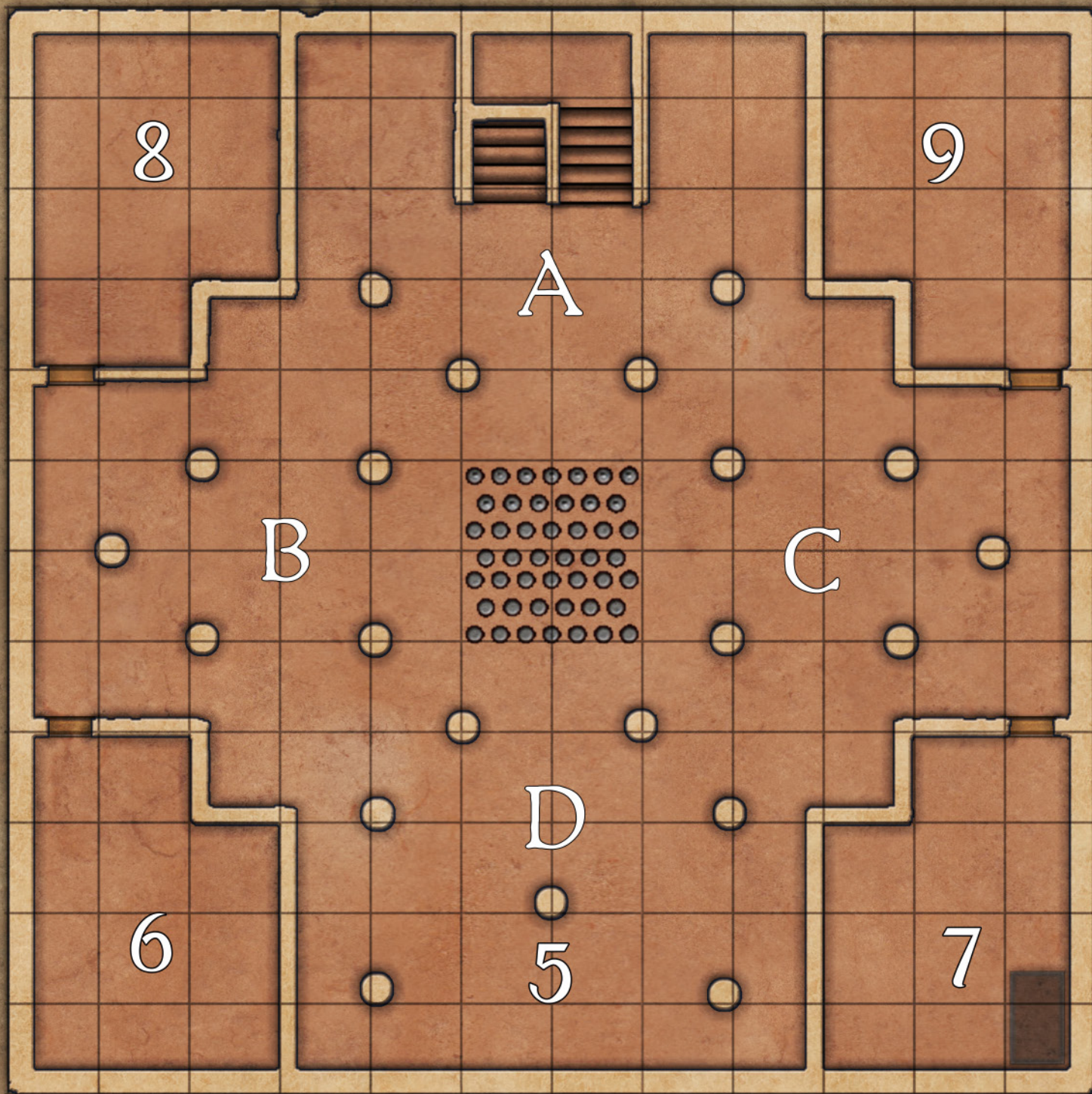
Ground Floor - Basin



1 Square - 10 Feet

Pagoda of Devils

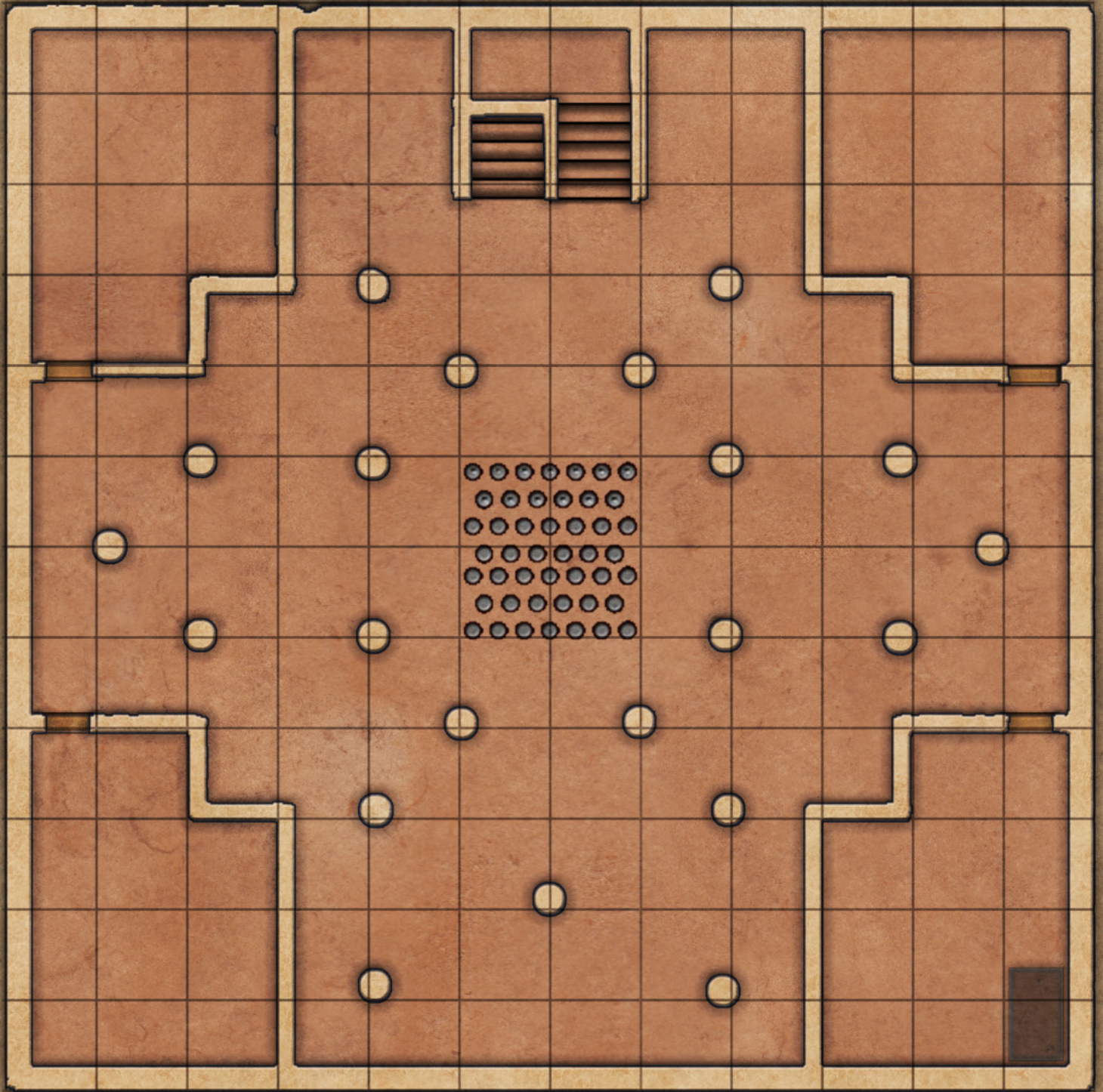
First Story



1 Square - 10 Feet

Pagoda of Devils

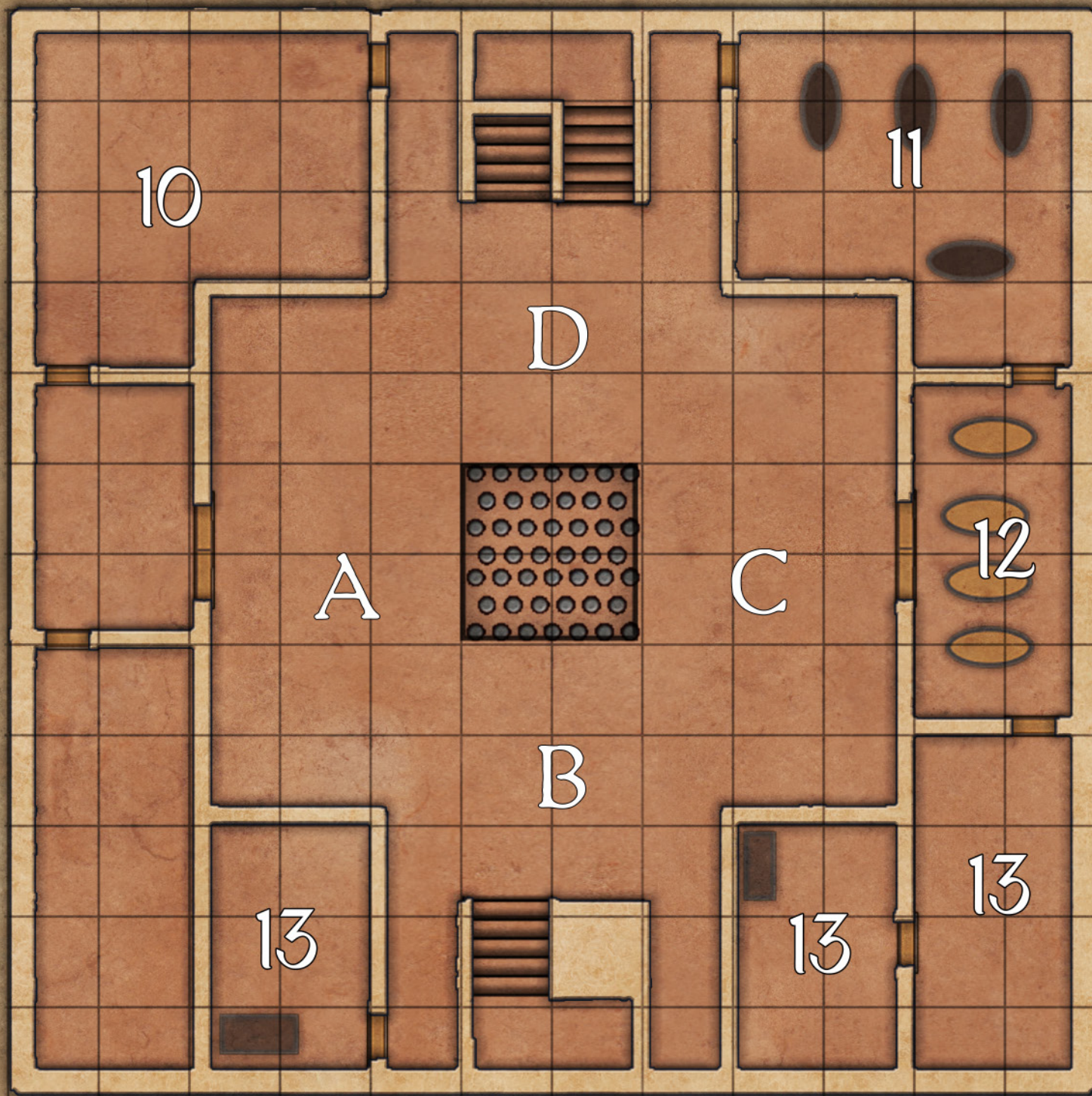
First Story



1 Square - 10 Feet

Pagoda of Devils

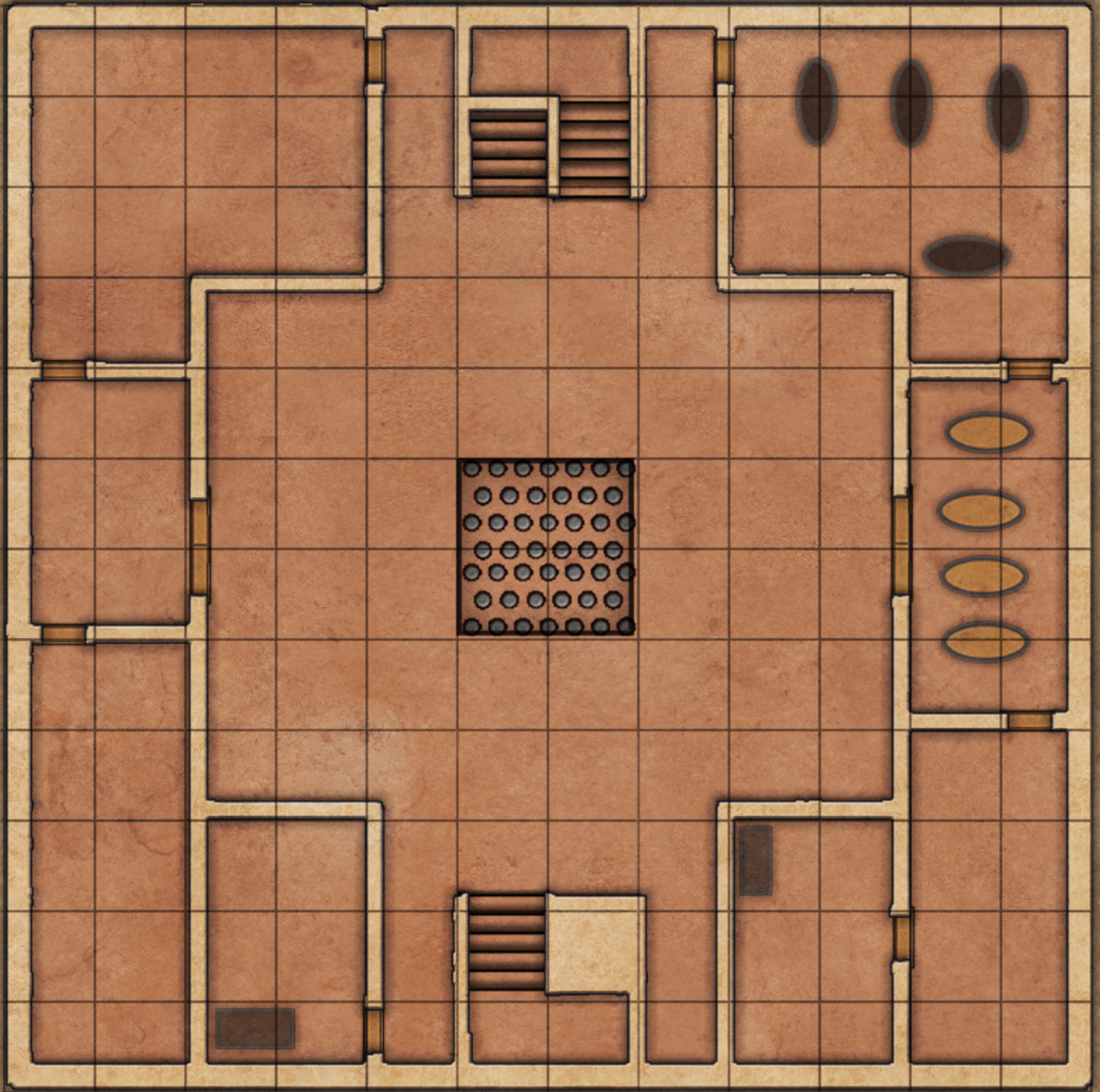
Second Story



1 Square - 10 Feet

Pagoda of Devils

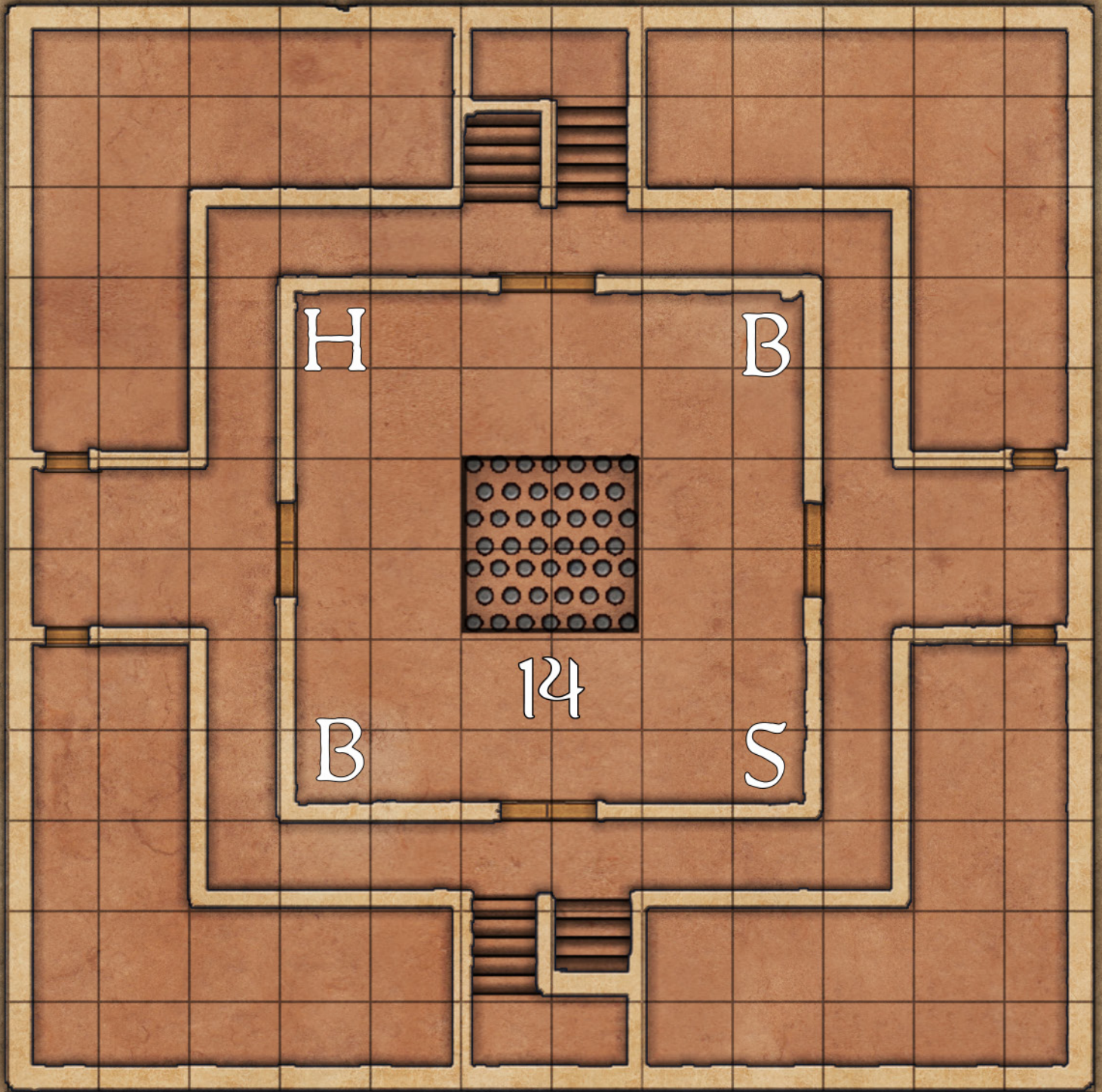
Second Story



1 Square - 10 Feet

Pagoda of Devils

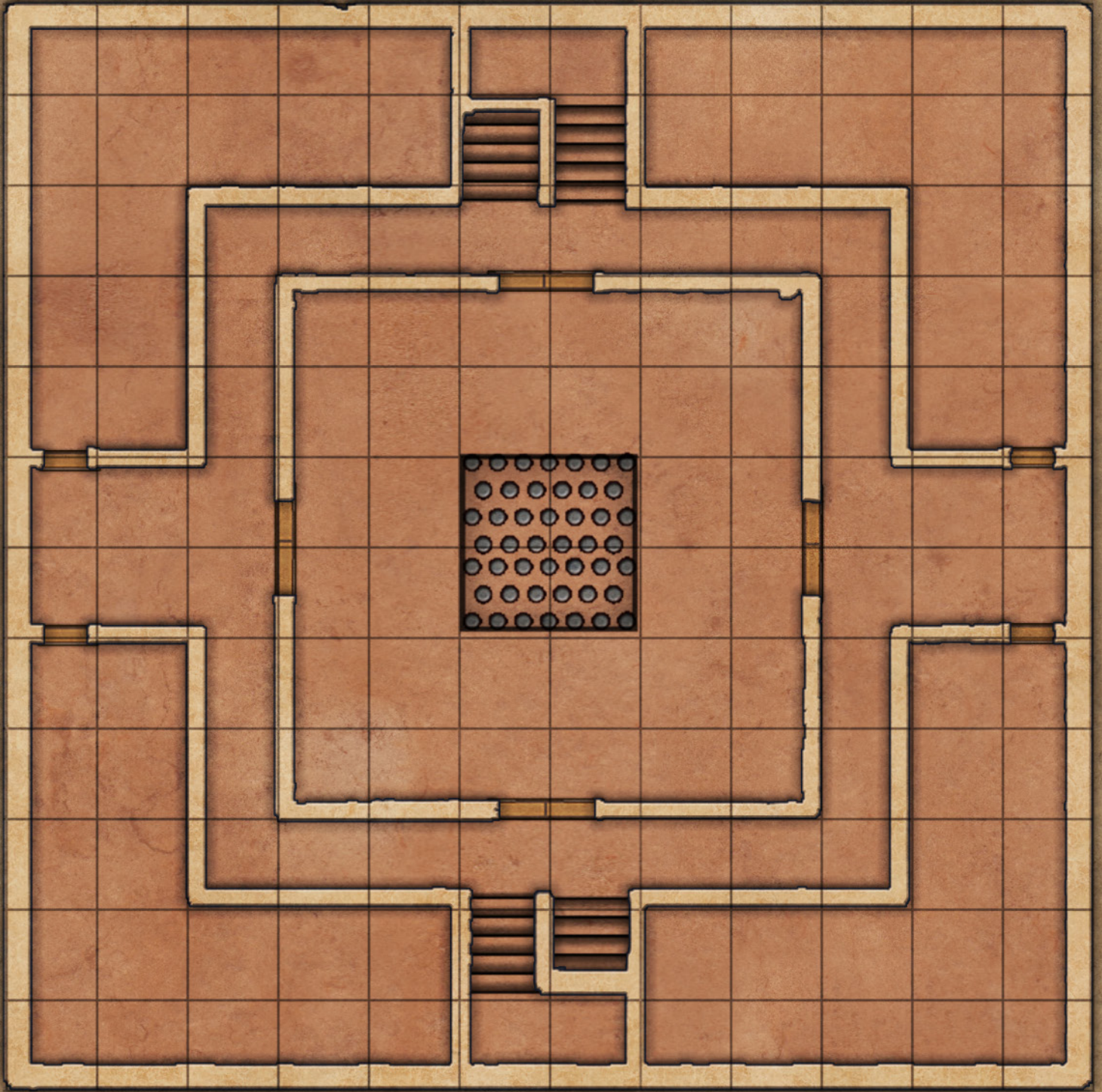
Third Story



1 Square - 10 Feet

Pagoda of Devils

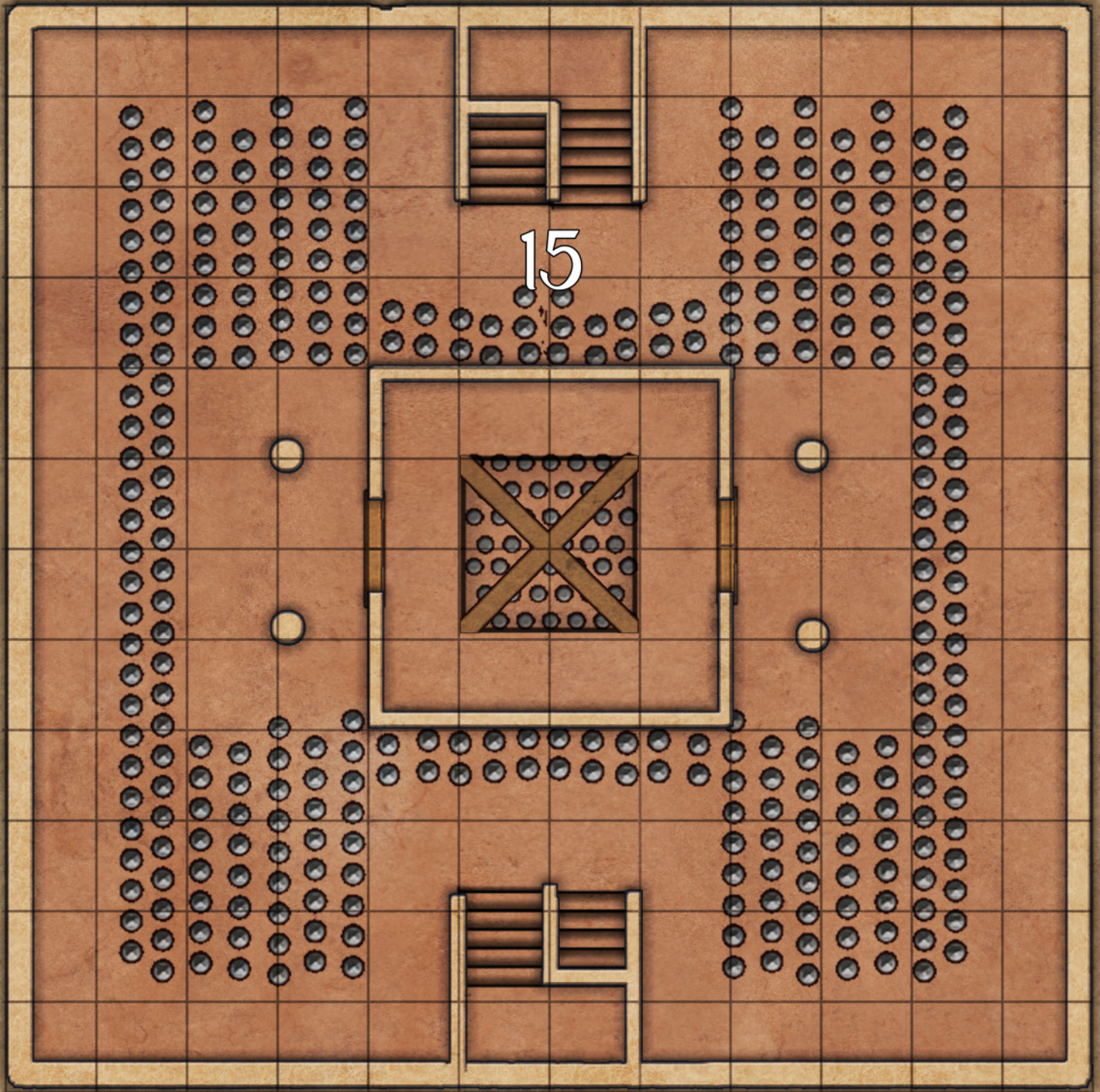
Third Story



1 Square - 10 Feet

Pagoda of Devils

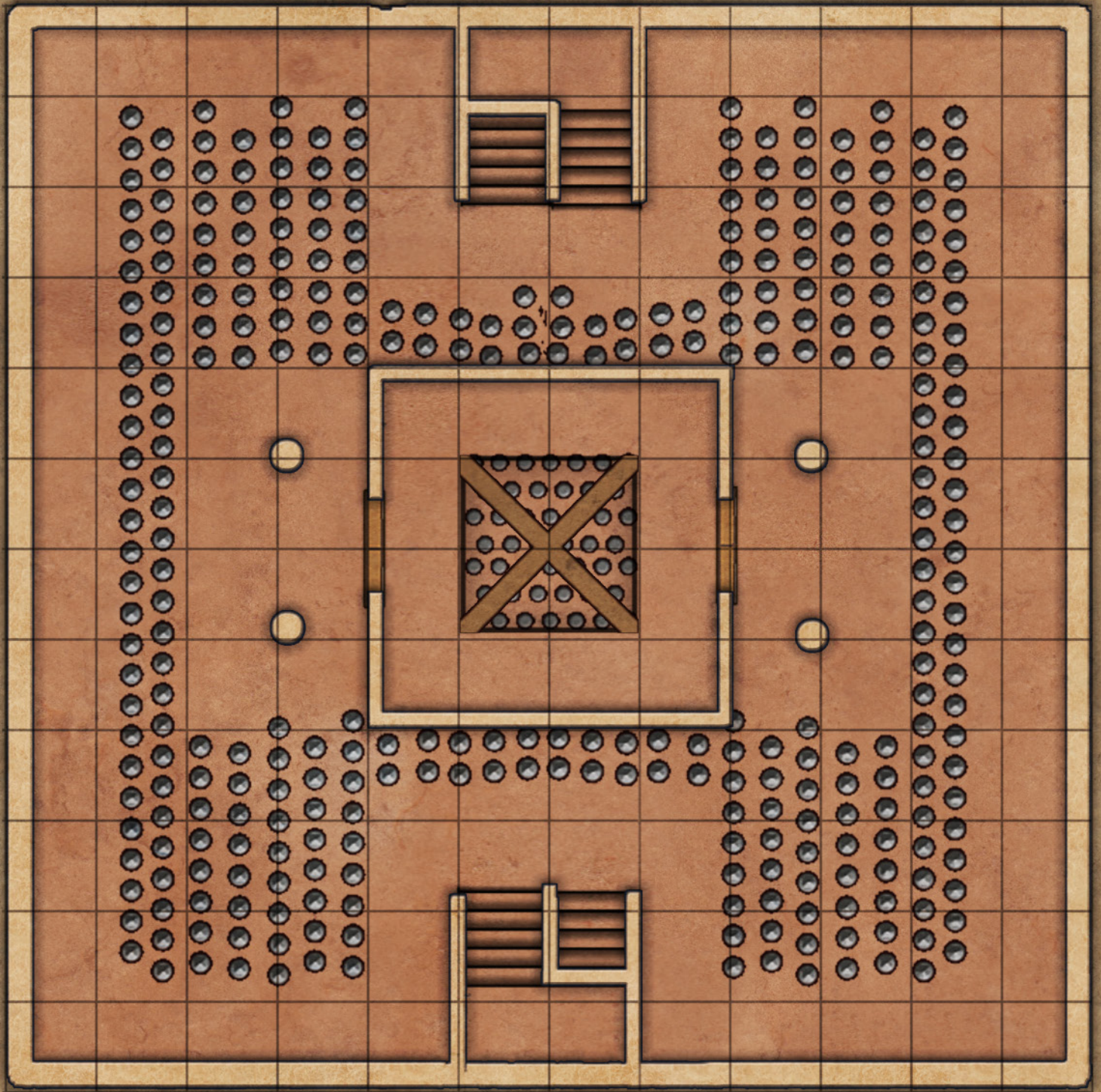
Fourth Story



1 Square - 10 Feet

Pagoda of Devils

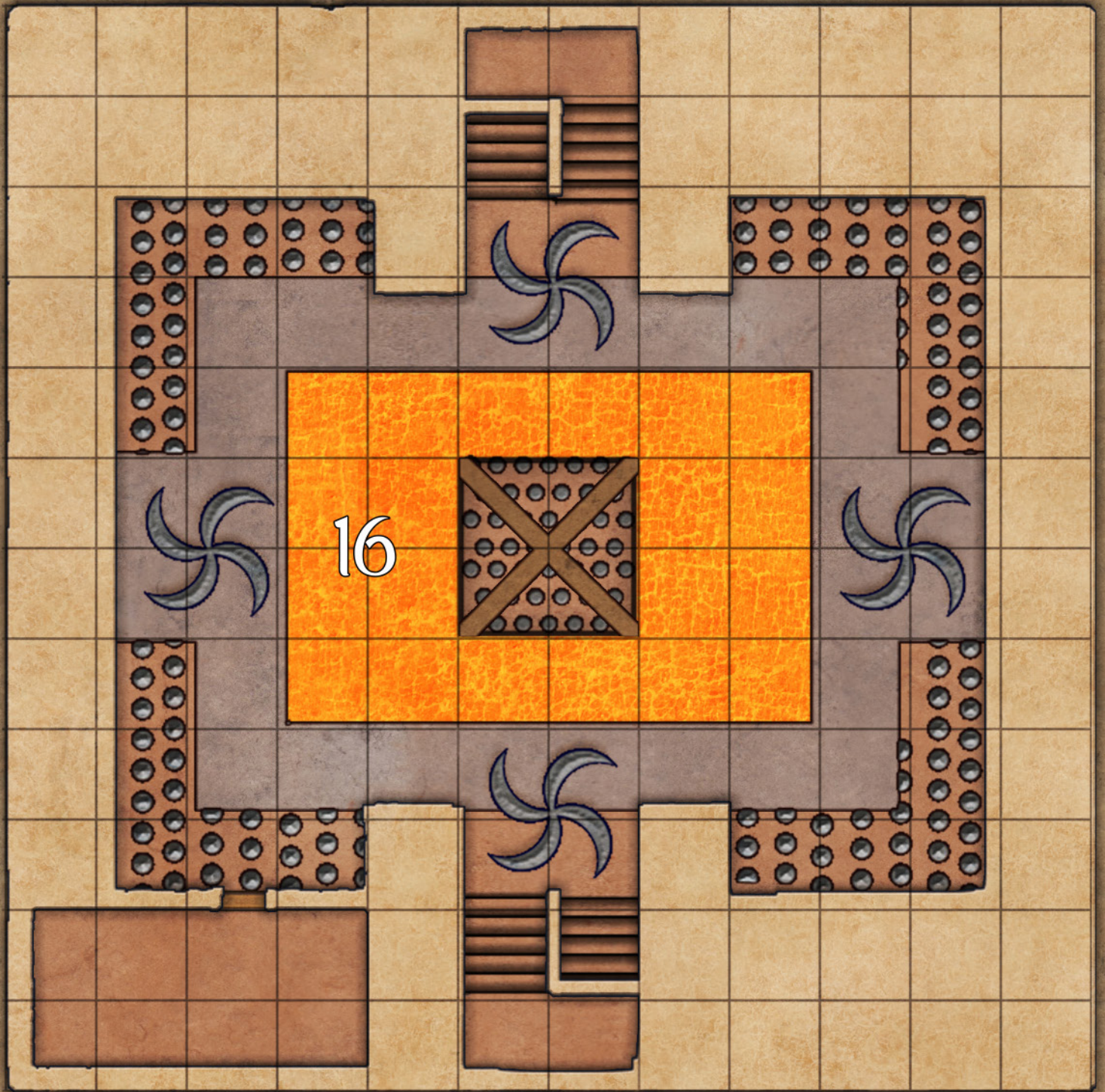
Fourth Story



1 Square - 10 Feet

Pagoda of Devils

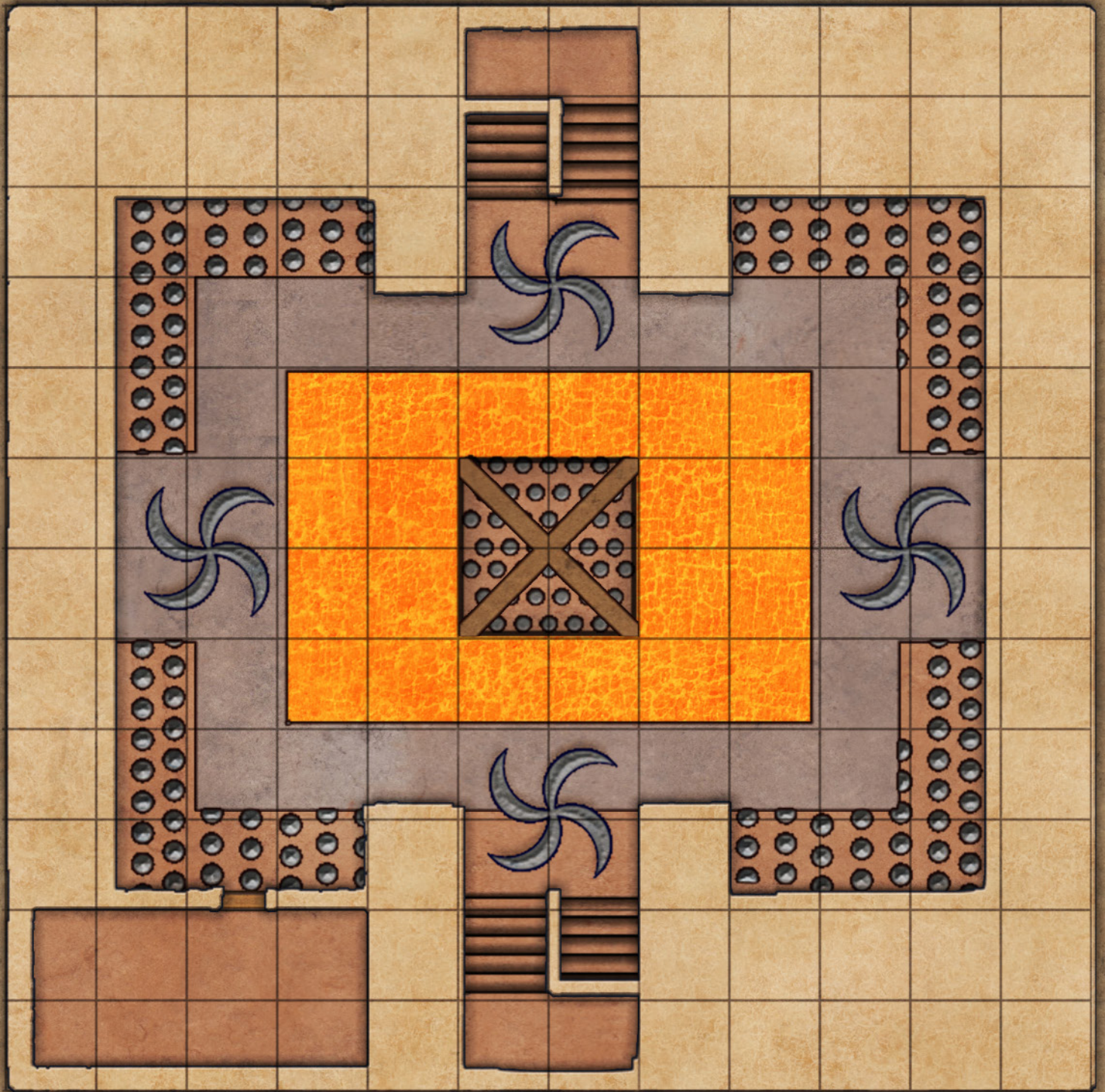
Fifth Story



1 Square - 10 Feet

Pagoda of Devils

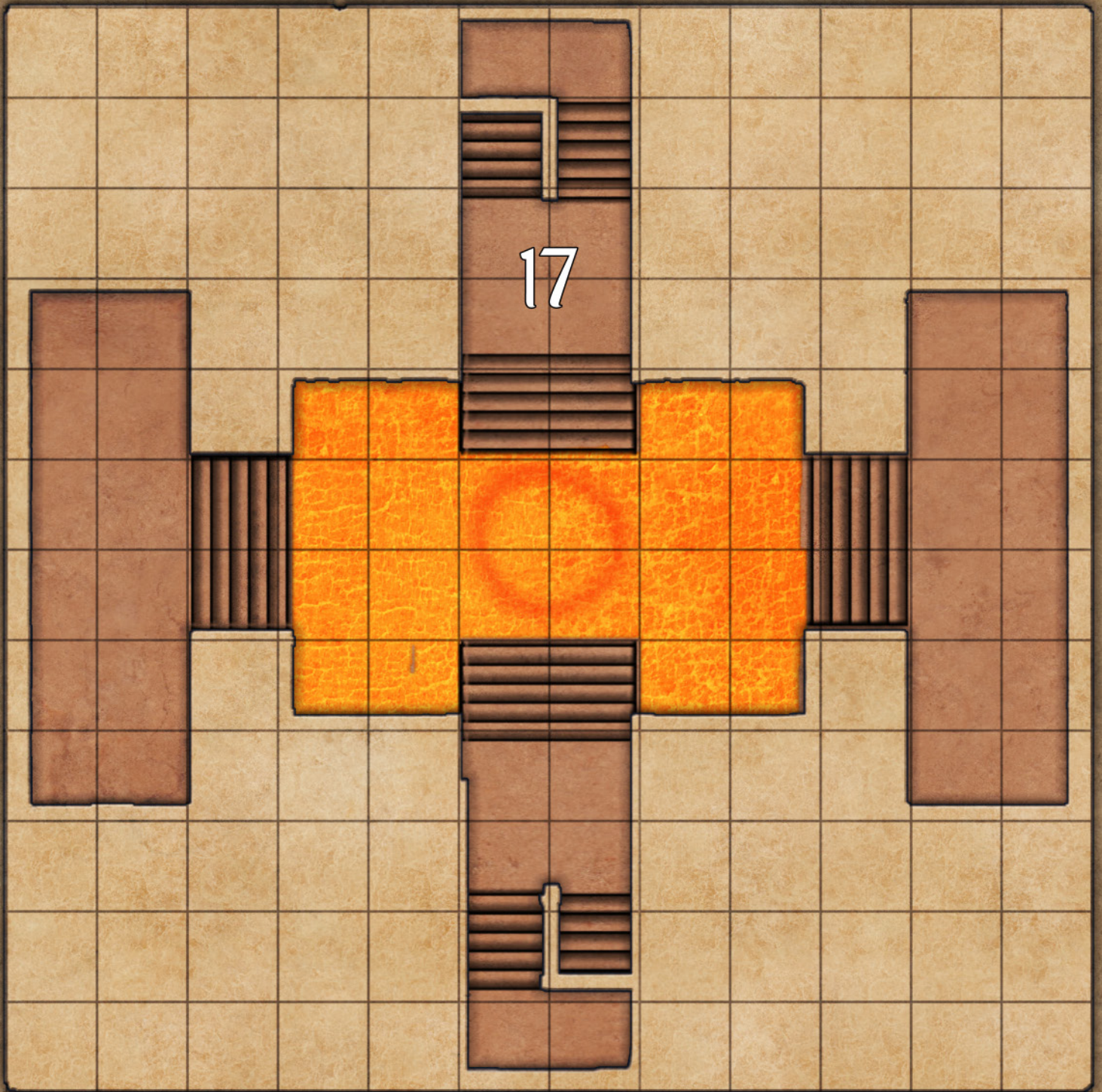
Fifth Story



1 Square - 10 Feet

Pagoda of Devils

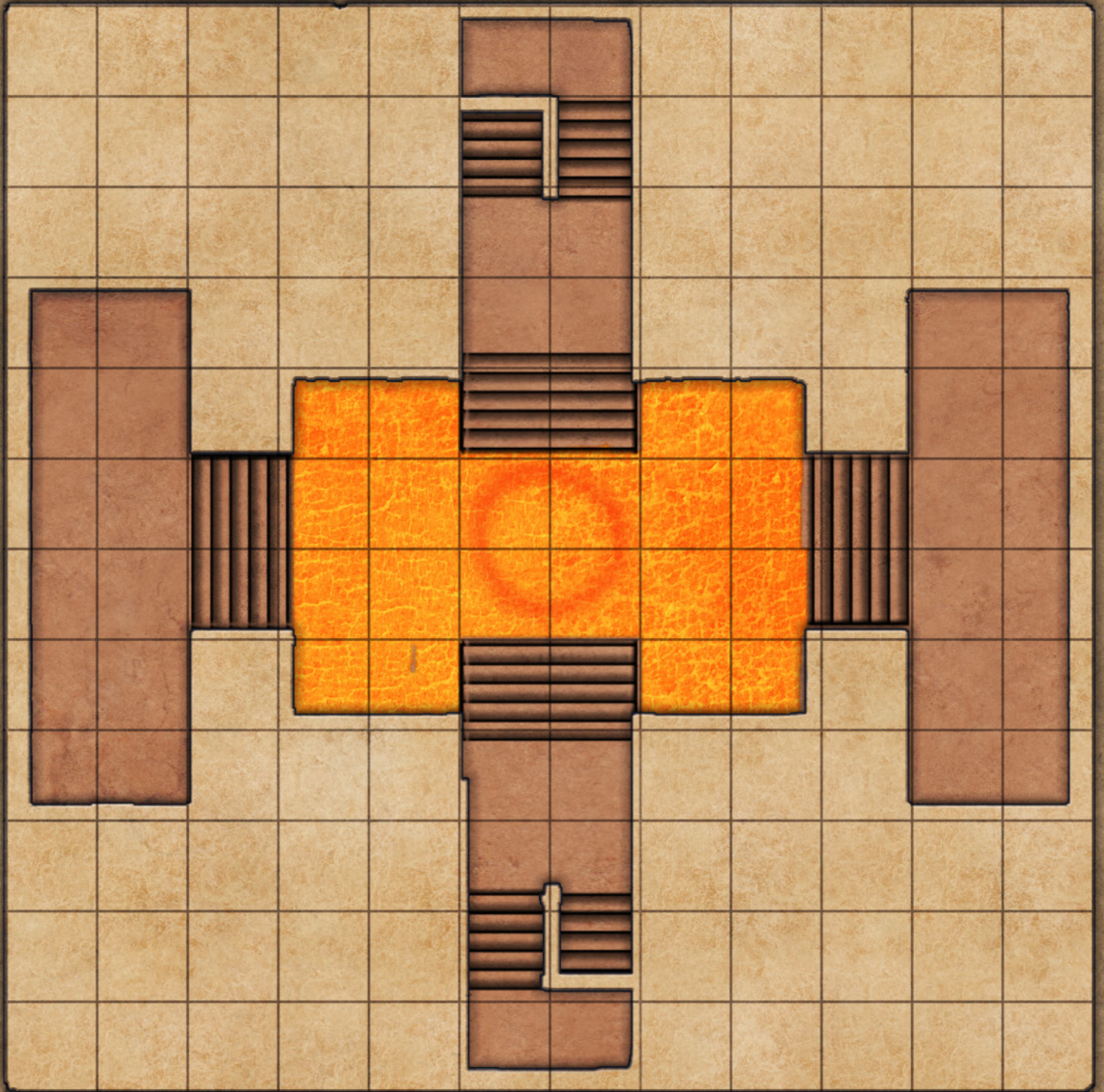
Sixth Story



1 Square - 10 Feet

Pagoda of Devils

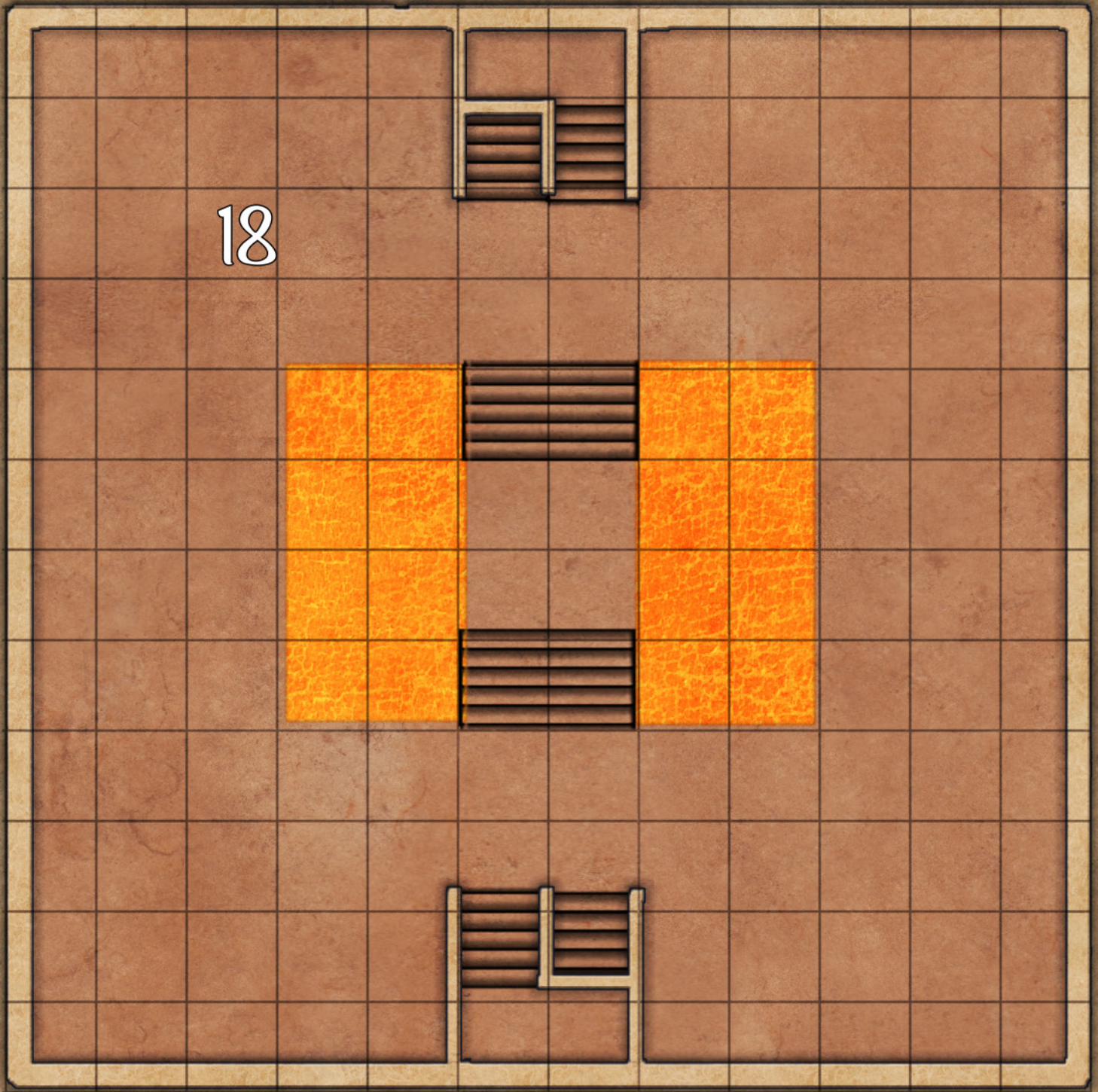
Sixth Story



1 Square - 10 Feet

Pagoda of Devils

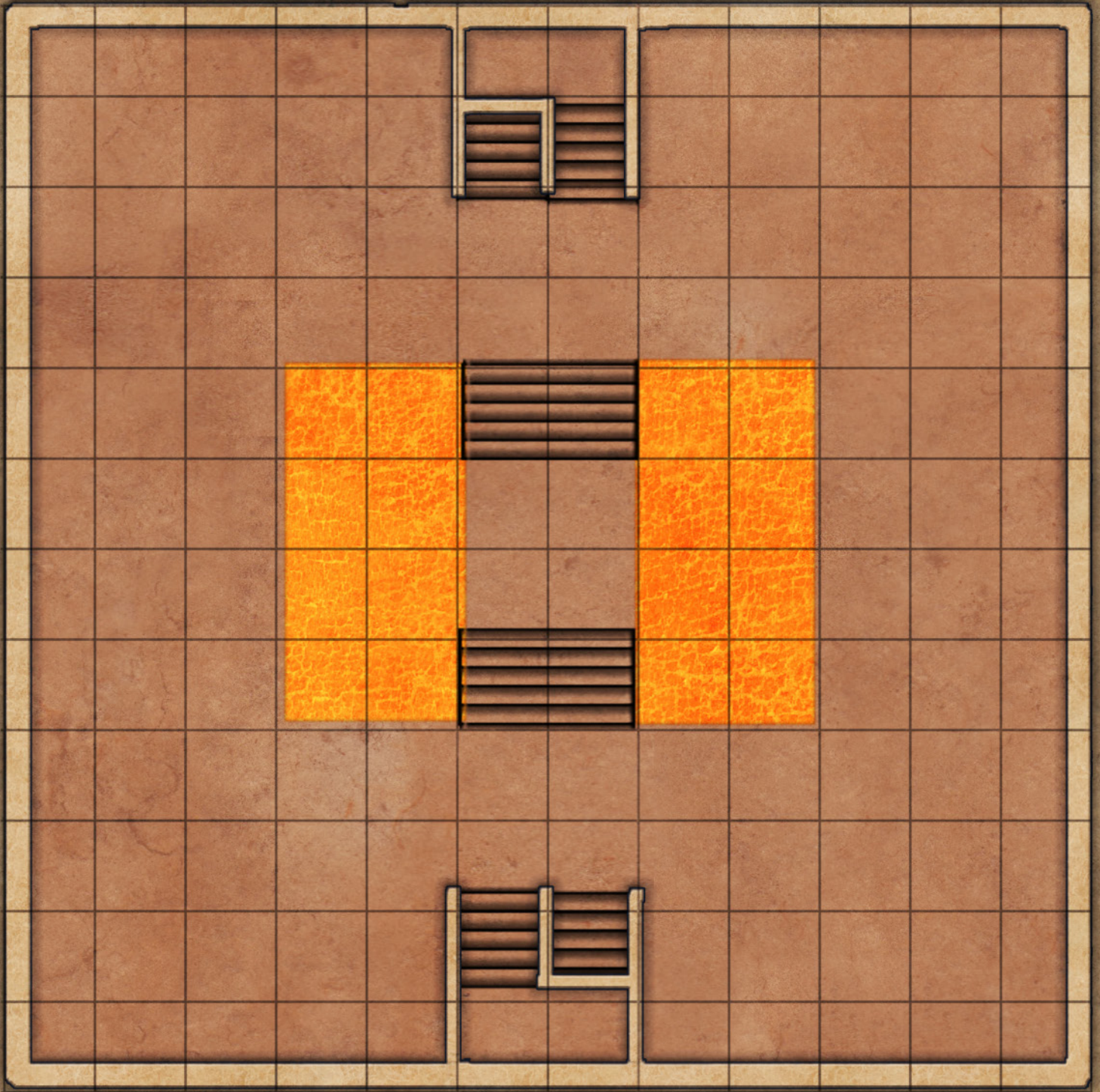
Seventh Story



1 Square - 10 Feet

Pagoda of Devils

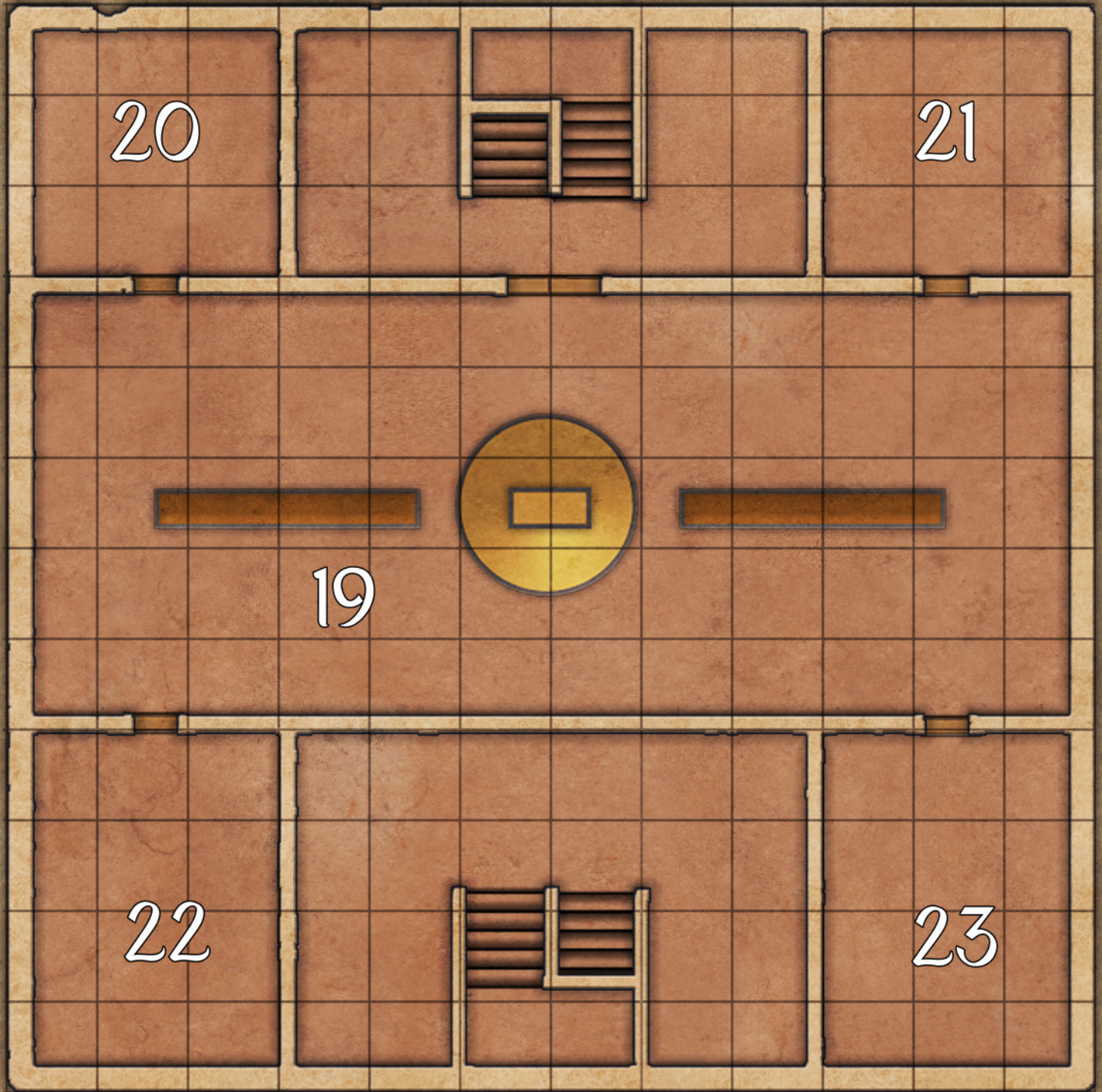
Seventh Story



1 Square - 10 Feet

Pagoda of Devils

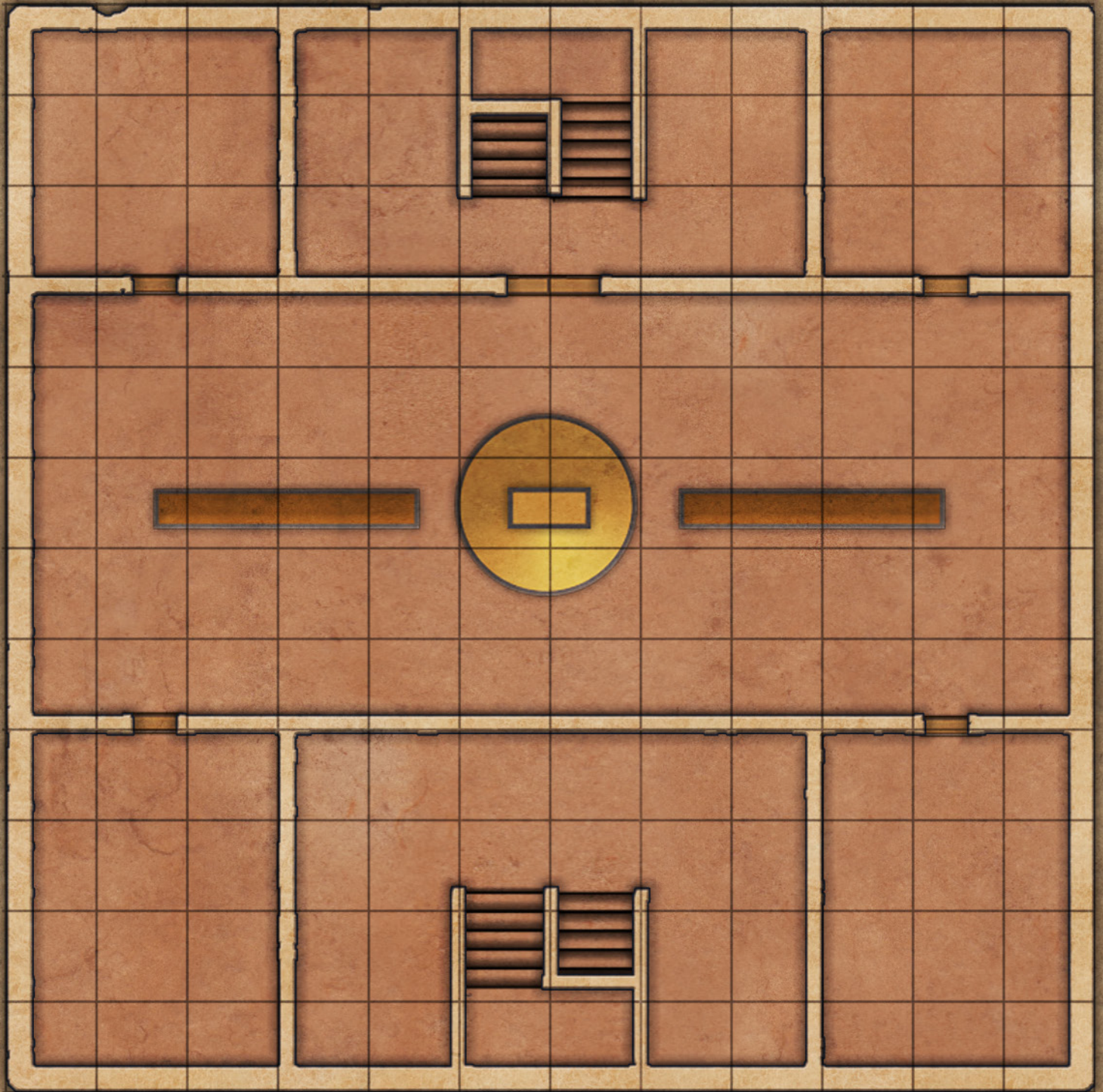
Eighth Story



1 Square - 10 Feet

Pagoda of Devils

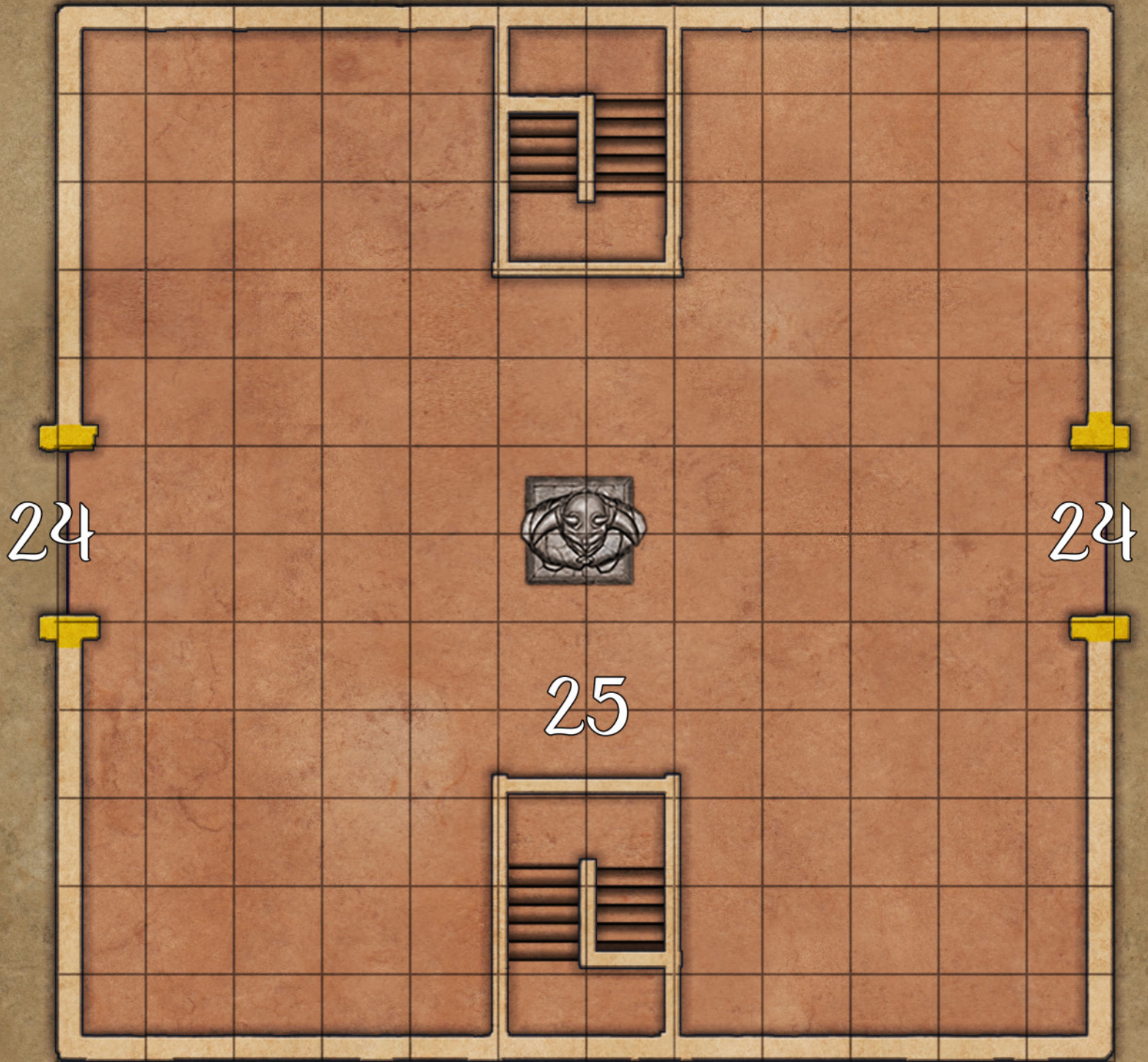
Eighth Story



1 Square - 10 Feet

Pagoda of Devils

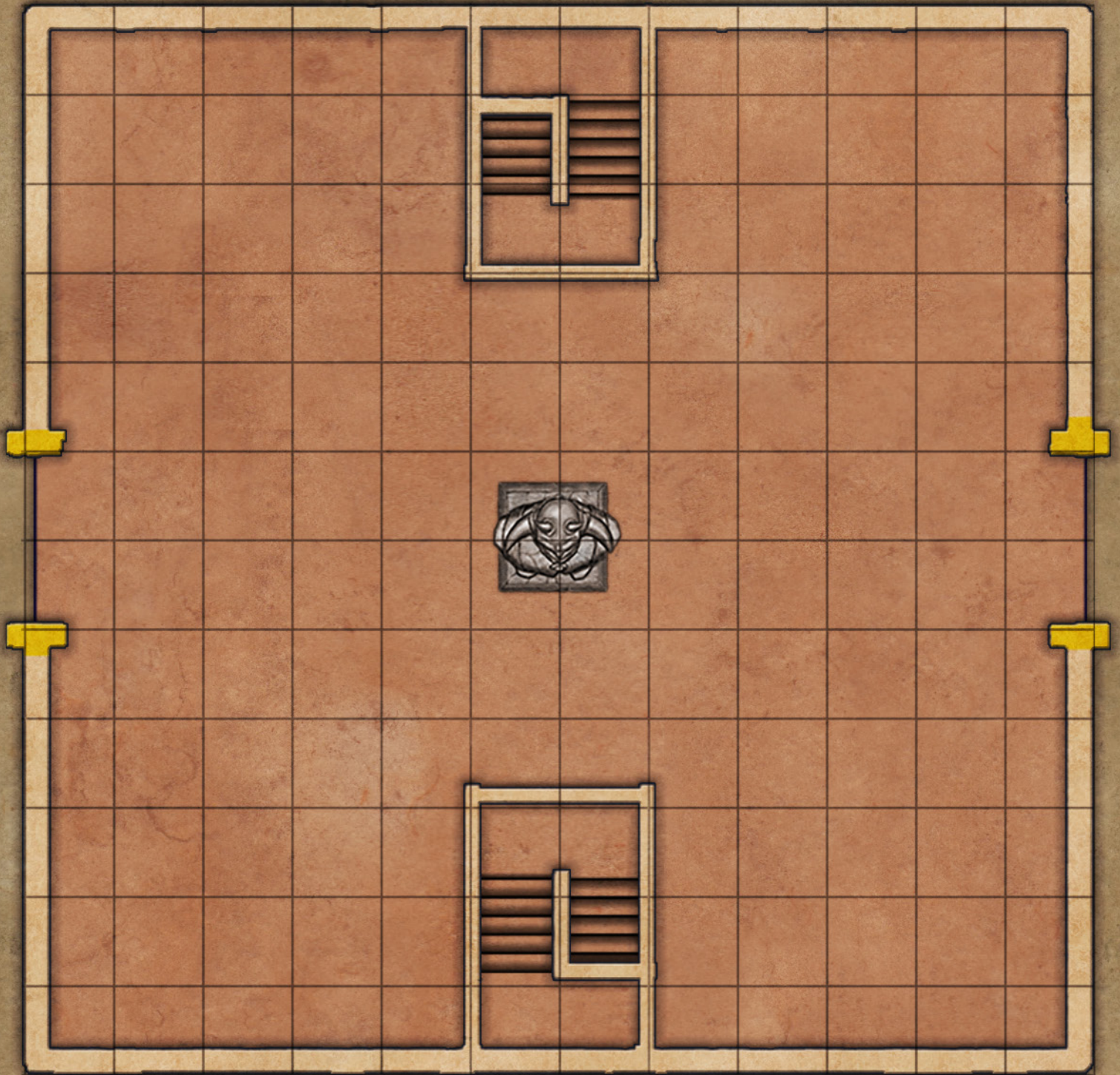
Ninth Story



1 Square - 10 Feet

Pagoda of Devils

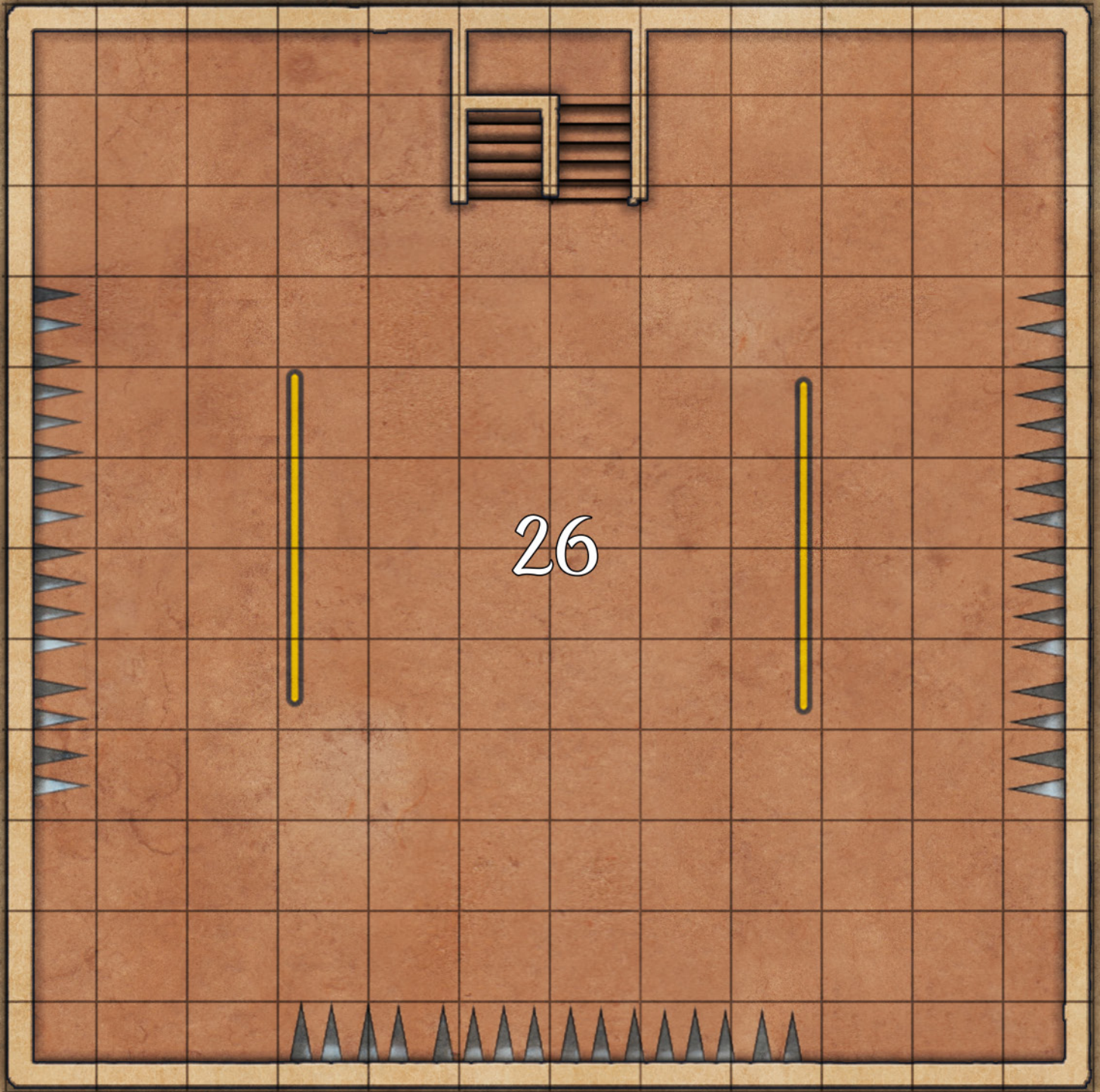
Ninth Story



1 Square - 10 Feet

Pagoda of Devils

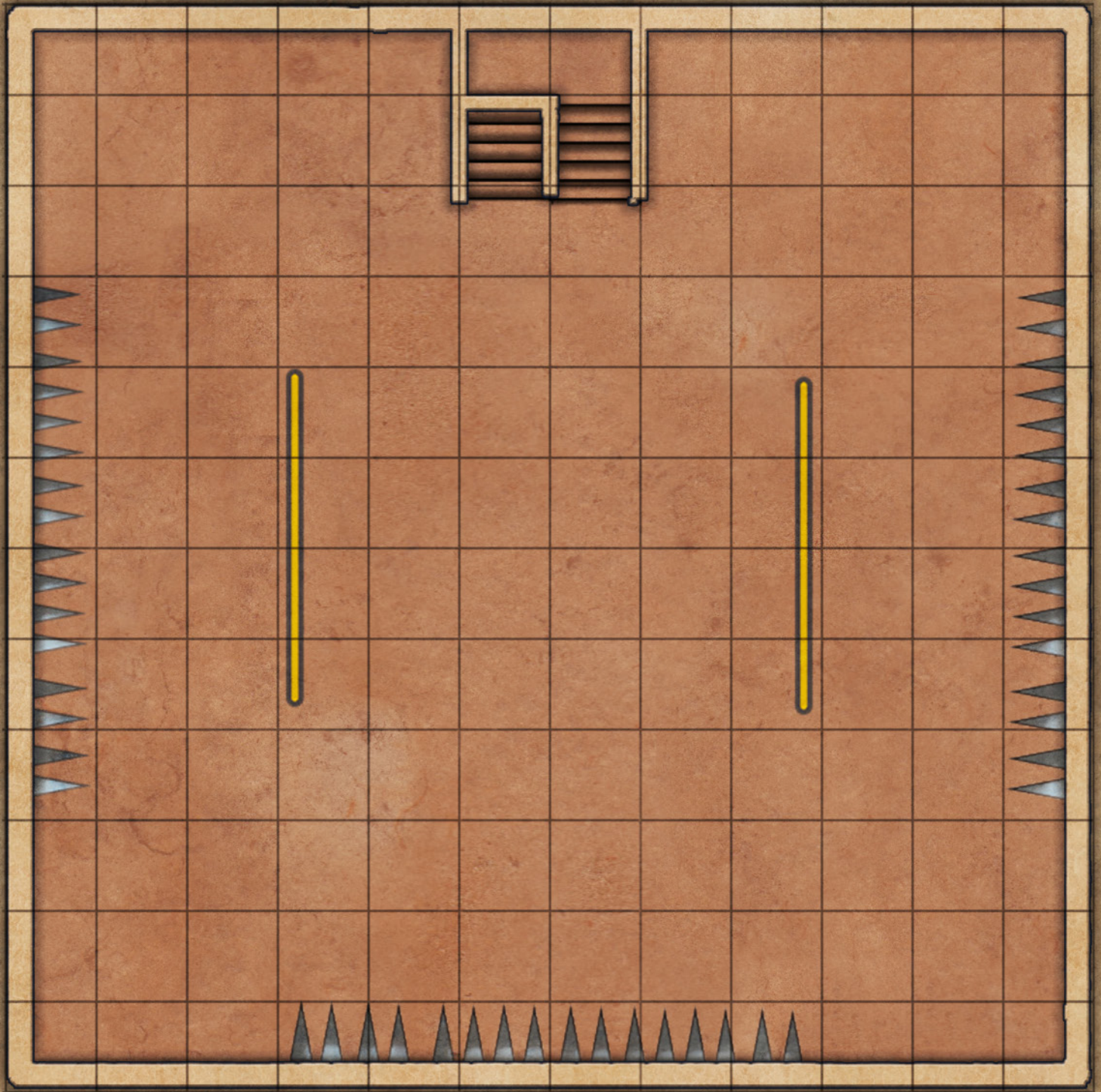
Tenth Story



1 Square - 10 Feet

Pagoda of Devils

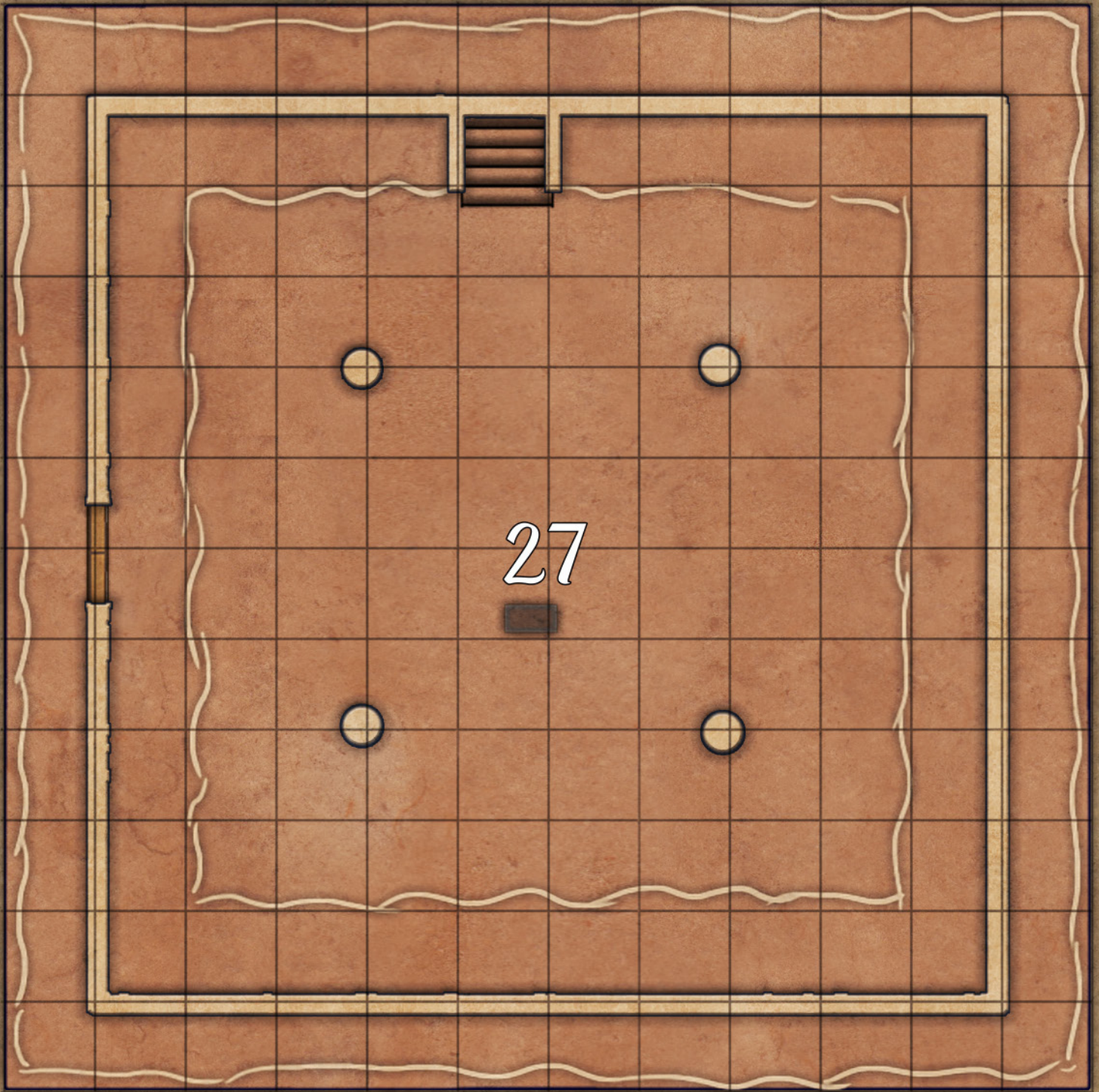
Tenth Story



1 Square - 10 Feet

Pagoda of Devils

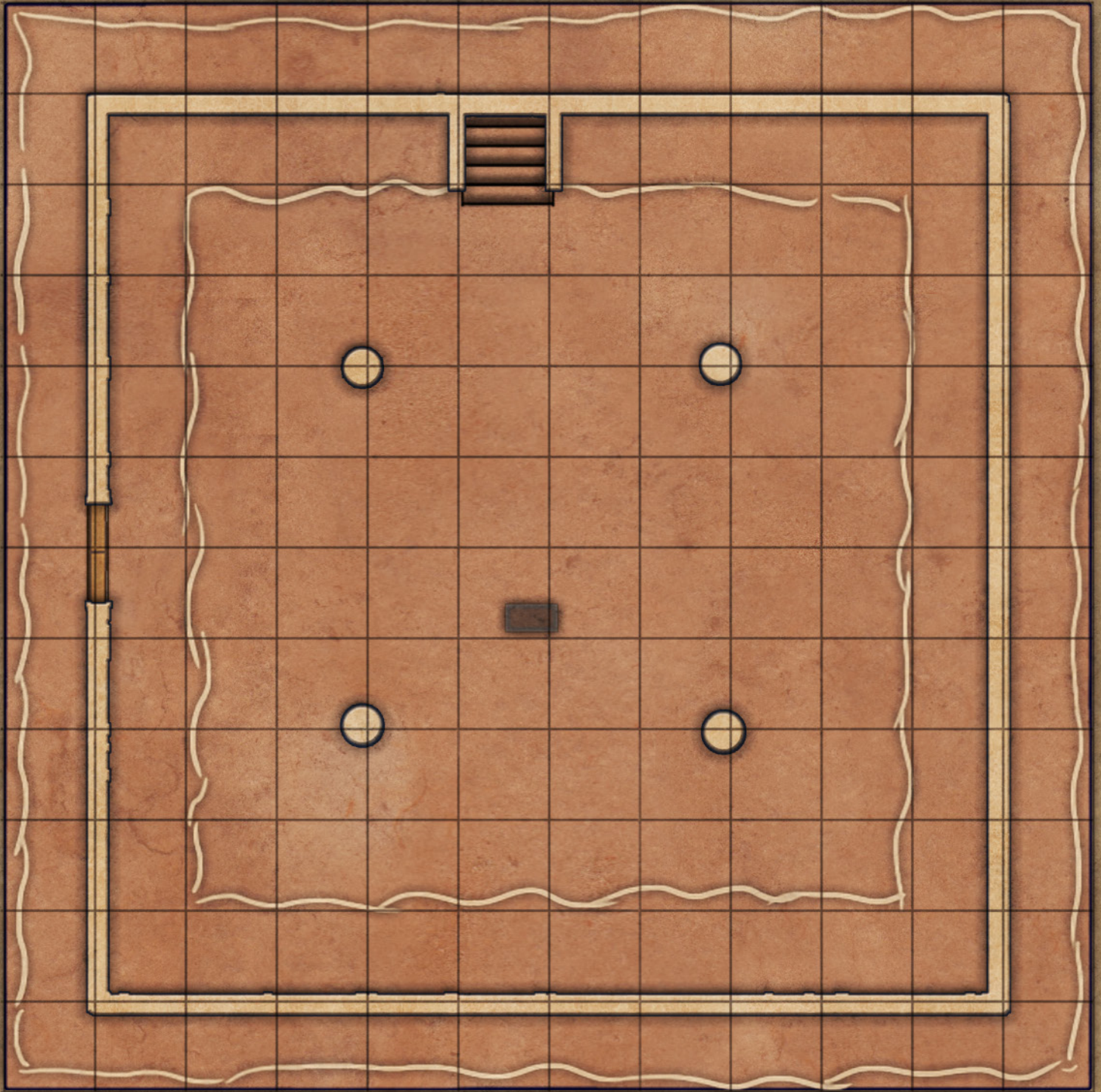
Eleventh Story



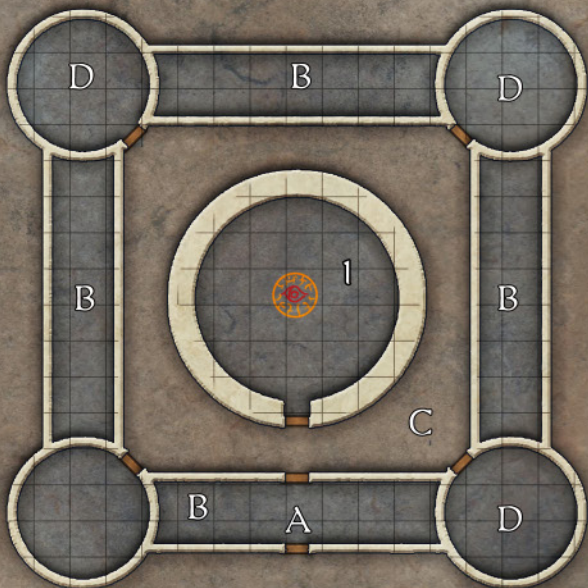
1 Square - 10 Feet

Pagoda of Devils

Eleventh Story



1 Square - 10 Feet



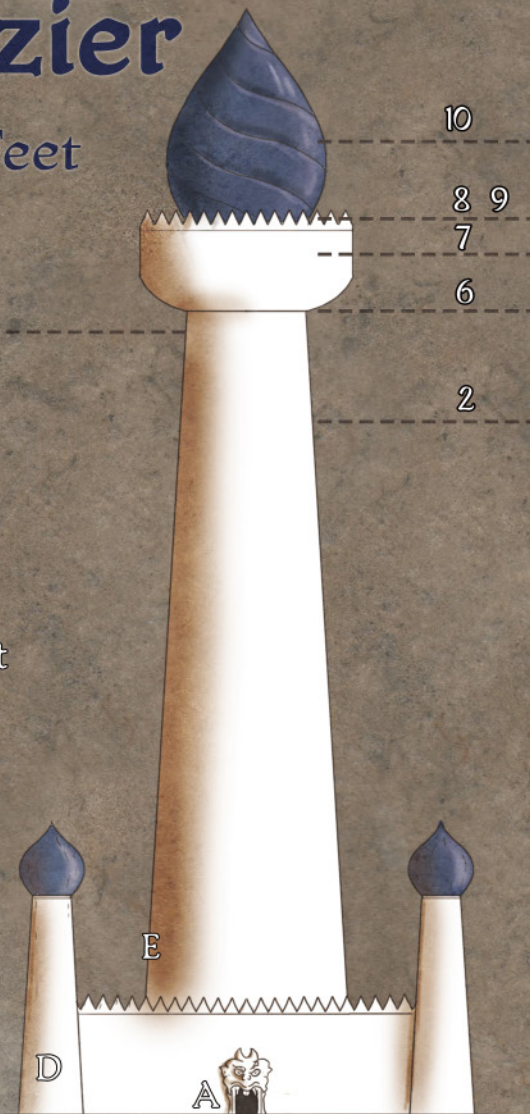
Fortress of Norl

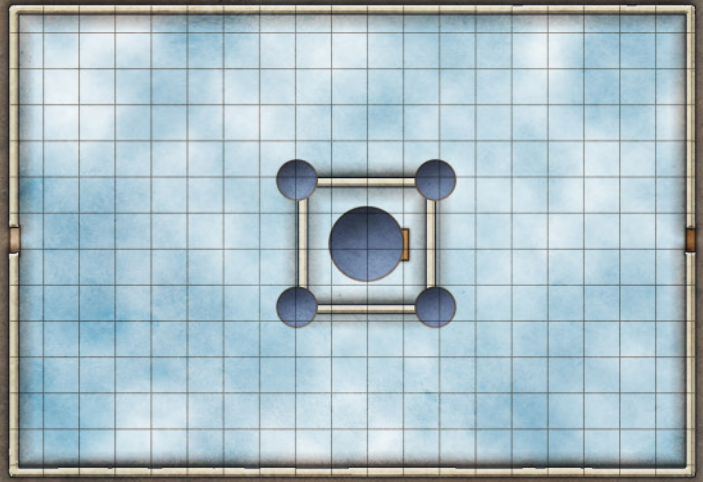


Tower of the Grand Vizier

1 Square - 50 Feet

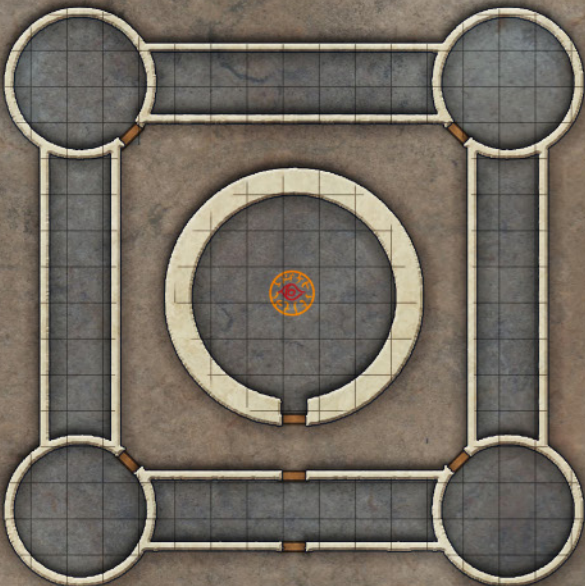
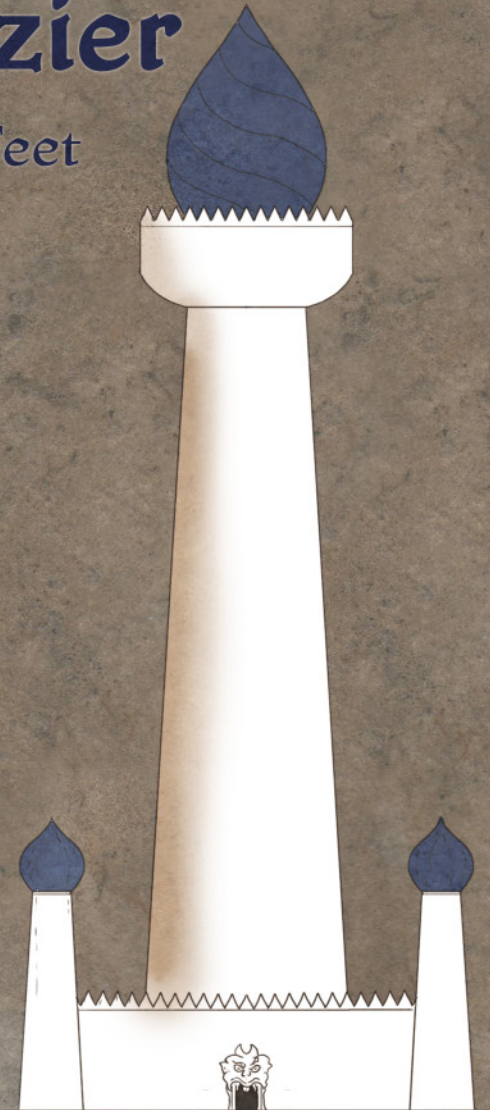
5280 Feet





Tower of the Grand Vizier

1 Square - 50 Feet

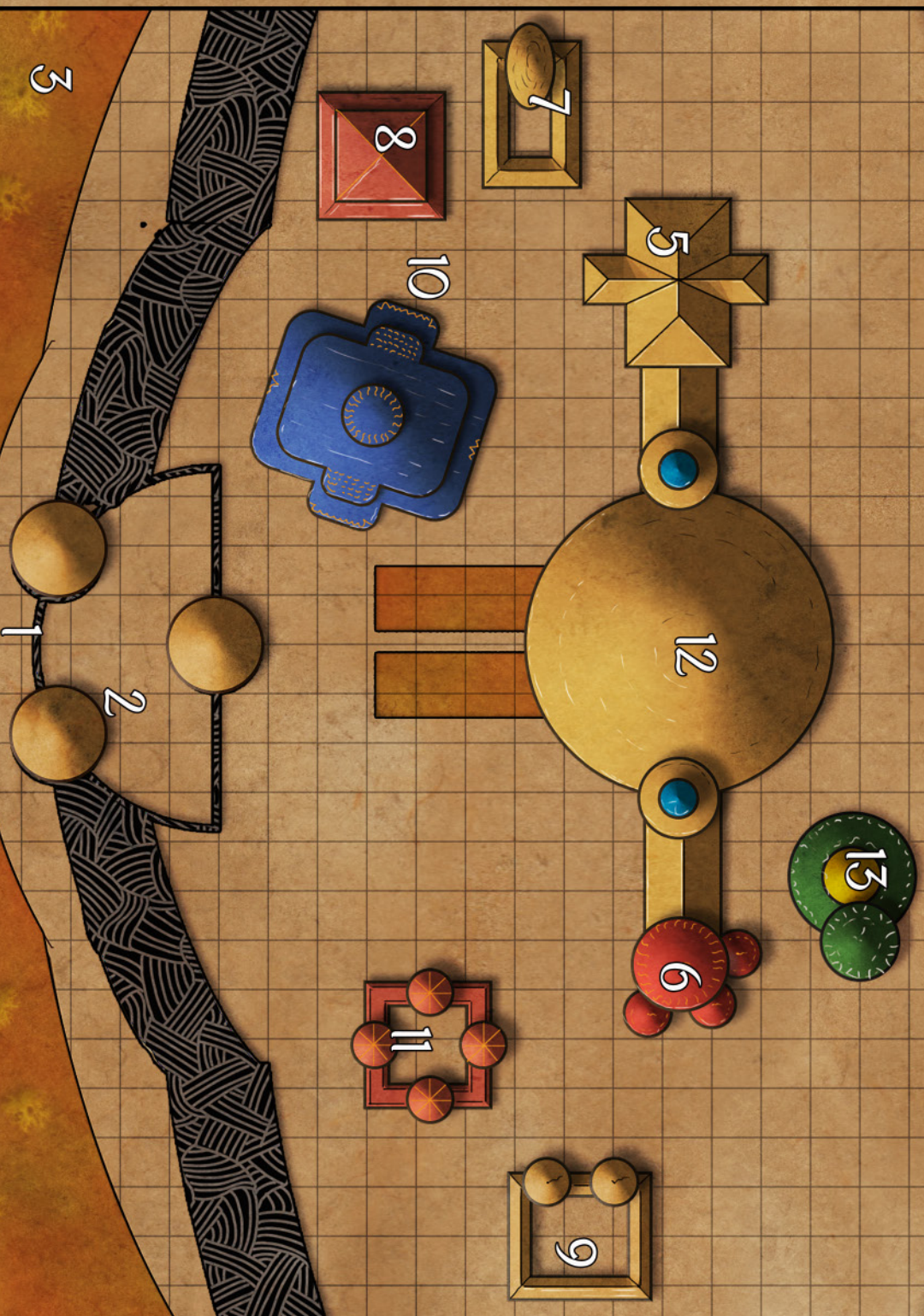


Legend

1. Demon Gate
2. Bastion Wall and Towers
3. Curtain of Fire
4. Hanging Gardens
5. Palace of Exquisite Gluttony
6. Palace of Nine Hundred and Ninety-Nine Concubines
7. Court of Indefectible Attainment
9. Sultan's Stables
10. Palace of Wonders
11. Court of Martial Magnificence
12. Grand Palace
13. Palace of Blissful Acquiescence

Palace Compound 4

1 Square – 50 Feet

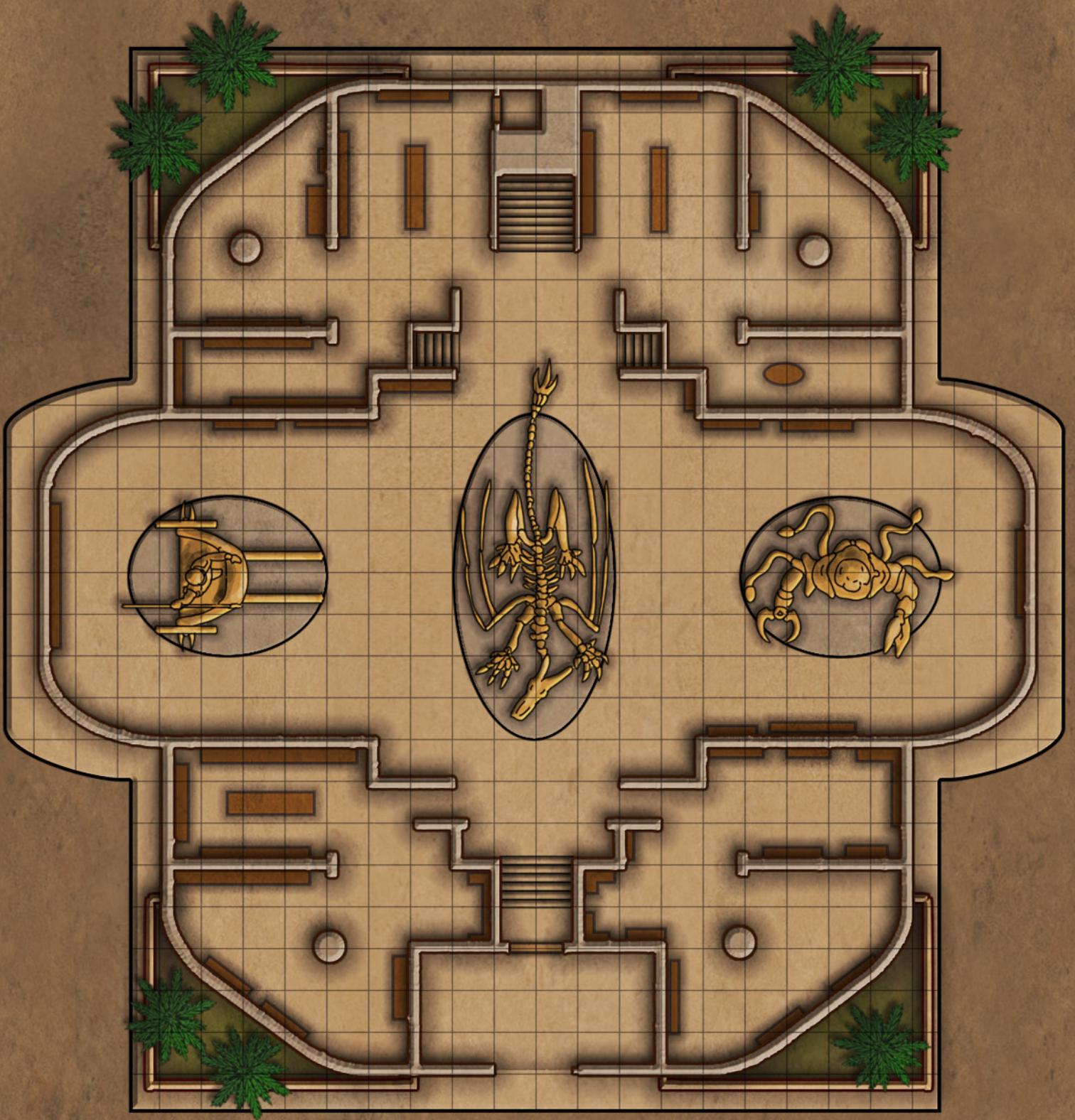


Palace Compound

1 Square - 50 Feet

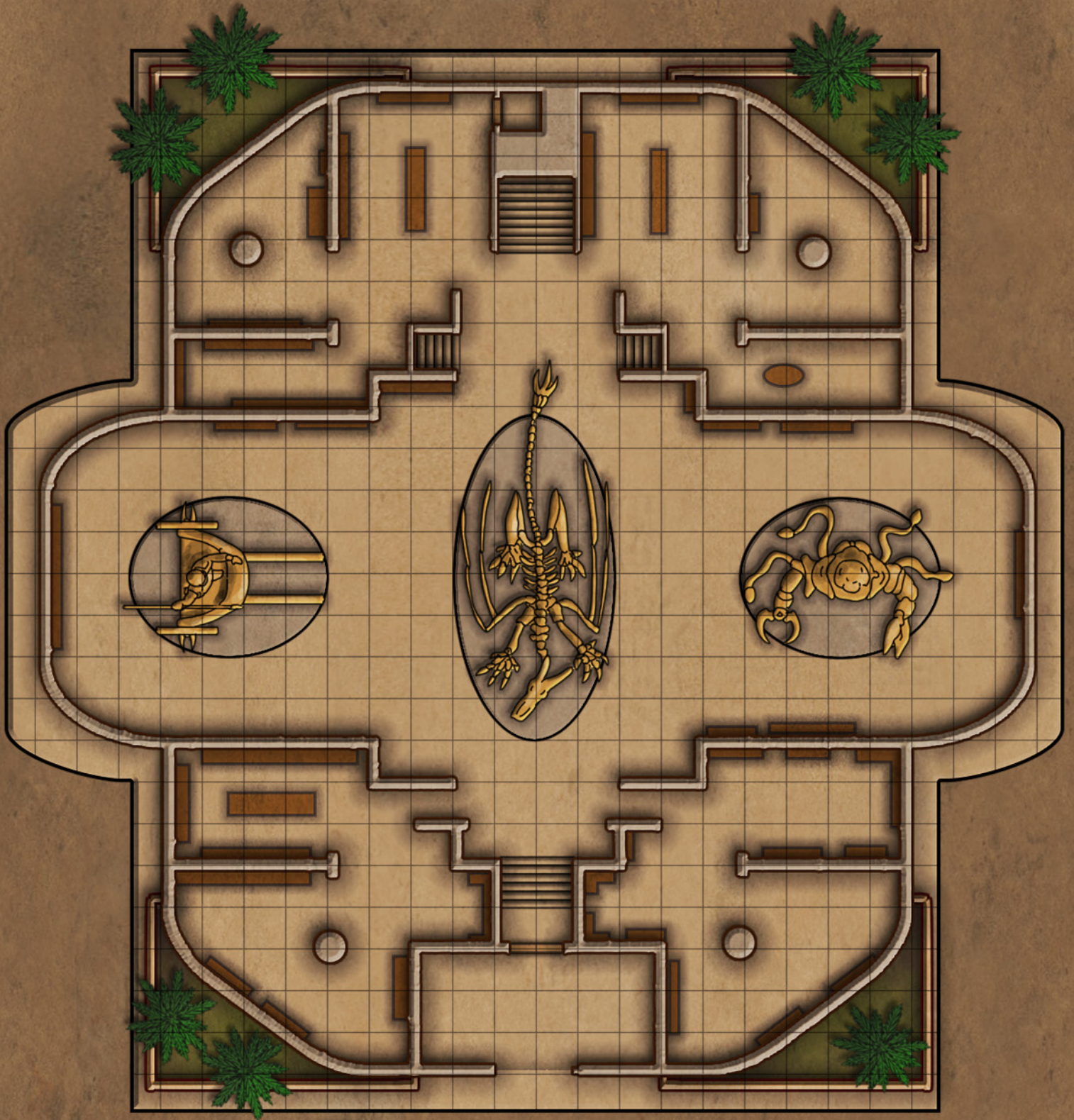


Palace of Wonders

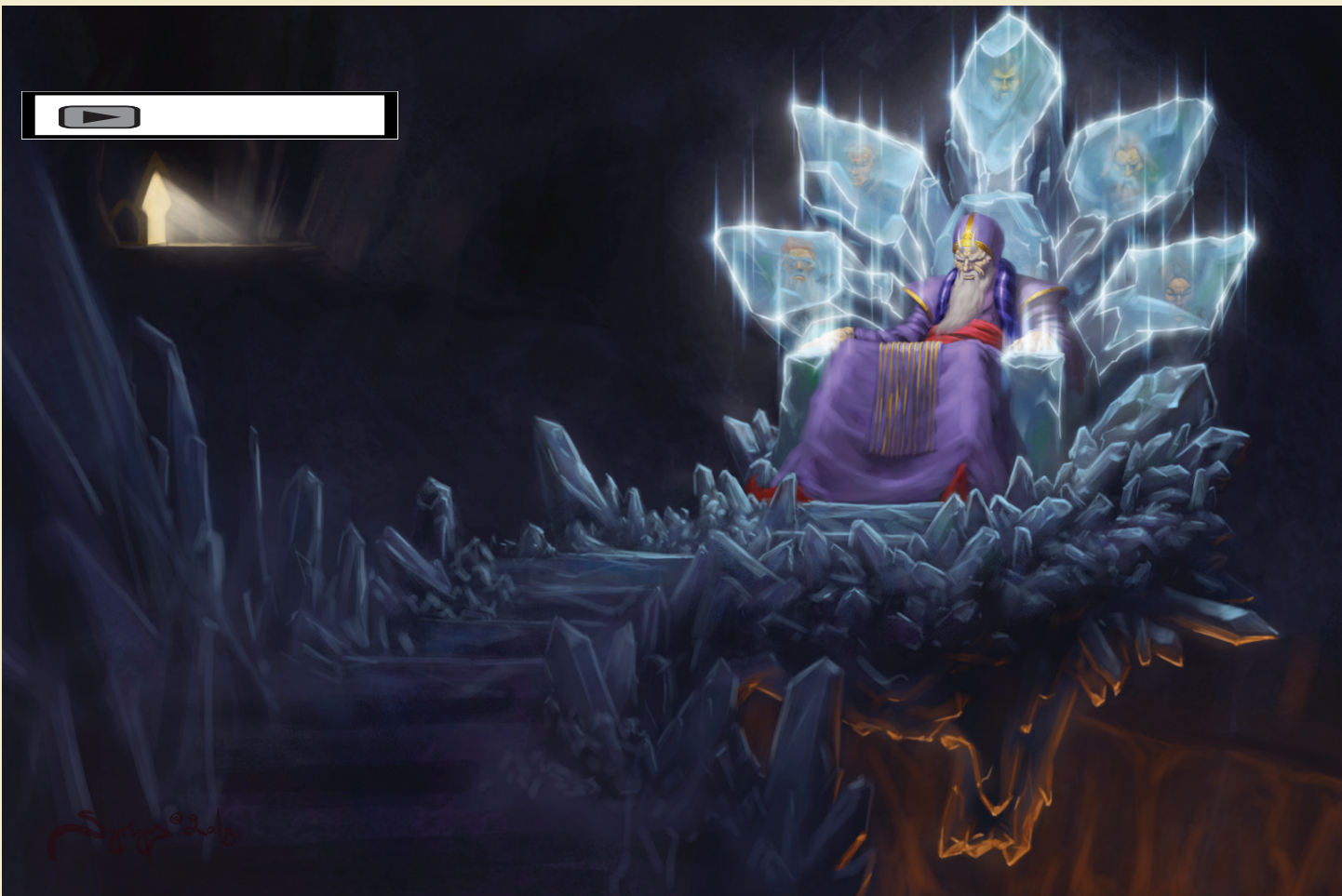


1 Square - 10 Feet

Palace of Wonders



1 Square - 10 Feet

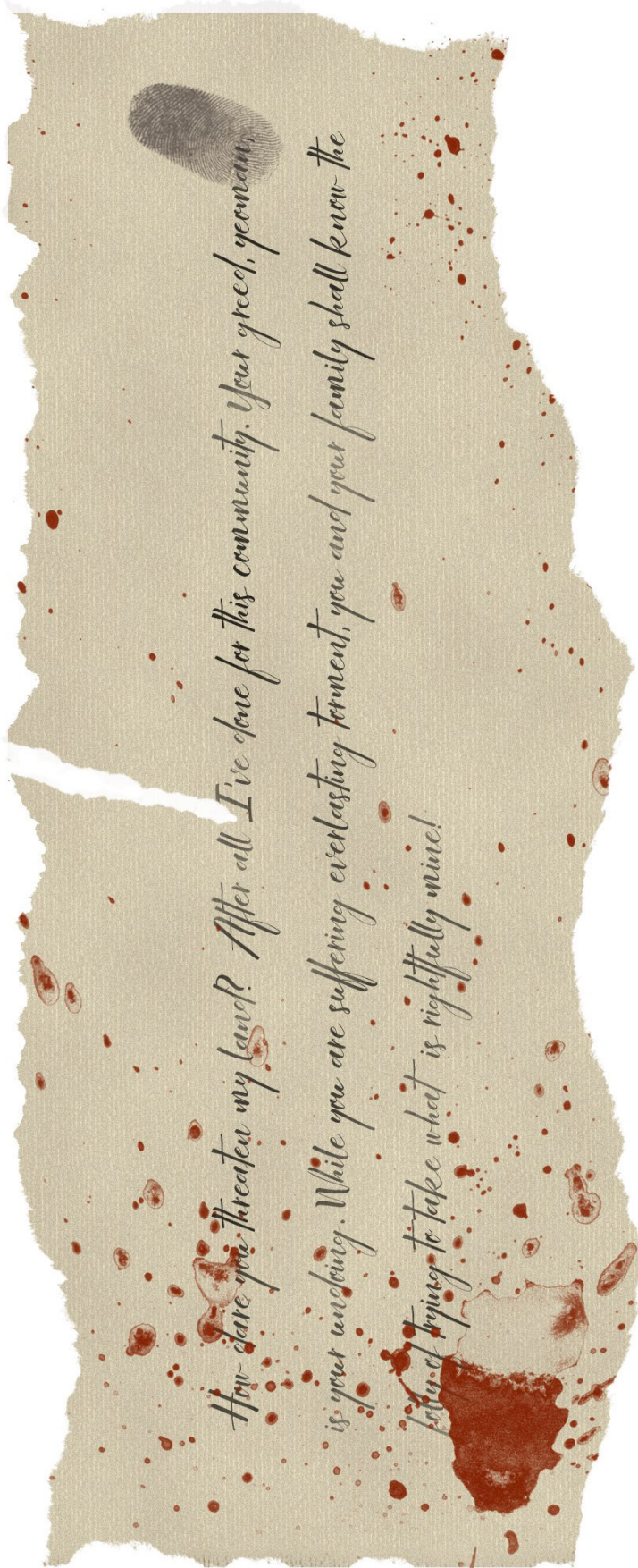


Macewan Diary Page (Chapter 3)

Peter confronted me outside the trade house today, and in front of the children no less! I wanted to tell him to hold his tongue lest our plan be undone and our plot discovered! But all I could do was sputter like a fool for fear of raising suspicions, all the while hoping beyond hope that he would not reveal our secrets to the entire village. Luckily, he managed to hold from the brink of ruin, but for how long?

I hoped after our campaigning together that I could trust him in our endeavor to get the ring, but the things we saw merely brought back worse memories for him. I remember well how he could not handle the horrors of combat, especially when magic and unnatural creatures were involved. He seems ill at ease these days, and was clearly drunk, swearing and cursing in front of the children as he did. I told the older children to steer clear of his property until all of this settles down.

Note at Pete's Shack (Chapter 3)

A piece of aged, yellowish-brown paper with a torn, ragged edge. The paper is covered in numerous small, dark red blood splatters and a larger, irregular stain at the bottom. A single, clear fingerprint is visible in the upper right quadrant. The text is written in a cursive, handwritten style.

How dare you threaten my land? After all I've done for this community, your greed, yeoman,
is your undoing. While you are suffering everlasting torment, you and your family shall know the
cost of trying to take what is rightfully mine!

Jon Macewan's Campaign Journal, Part I (Chapter 3)

The eyes of milady's foreign wizard lit with glee when she discovered the bottle jutting as it was from the sand not far from the oasis. We had encamped not far from our quarry city, a walled Numedan privateer fortress that had thus far withstood all of our best plans.

The weasel-faced sorcerer spoke quickly to milady in a tongue that I have not yet mastered. She smiled and nodded to him and replied in his own tongue as she patted the strange vizier on his back like one would pet their prized hunting dog. She drew off to the edge of the camp, near the waving fronds of the oasis. I followed, and I know not why. Something about the odd glimmer of the bottle compelled me. Fear for the safety of my liege drove me to be sure she would not spend more time than necessary with the desert jackal dressed in the skin of a man, cursed be the day he made her confidence! There at the edge of the oasis did I see her draw her sword and strike the stopper.

Suddenly a smoke of green and purple, red and orange, poured from the end of the brass flask, and I saw the most damnable vision I had ever seen. A demon no doubt, called an *efreeti* by local lore, rose above my mistress with eyes like a pair of gleaming hot coals and red skin licked with living fire. It grinned at her and demanded her name as I trembled awestruck and in fear.

My lady did not raise her voice but beckoned the being to crouch and listen as she commanded of it three wishes in return for the gift of freedom. I know not what she asked, for I fled the scene in terror.

When next I saw our lady, she looked easily ten years younger. She returned to the generals of the army that very morning and held closed counsel with them. By the afternoon, we had taken the city and plundered its treasures in the name of our gods. The following morning, a great tower of brass, whose minaret burned like a torch, stood over the city, and we withdrew upon the ships of the harbor, set to return at last to our homeland.

For my part in the campaign, I was granted this fine farmstead, and I do my best to forget the strange happenings in that horrid desert land.

Macewan's Journal, Part 2 (Chapter 3)

Old Rest has always been a peculiar, haunted place. Sometimes it seemingly has a life of its own that I think was unleashed from beneath the soil. This is likely why our folk returned to burying their kin on our farms rather than in that ancient graveyard. Once, Grendle and Aelish came home after playing hide-and-seek among the tombstones with a handful of charnel coins. I have since forbidden the children from playing anywhere near the mound, as there is no reason the children should have come into possession of the eyes of the dead.

It was a good thing I did! The halfling Fritz from Bard's Gate stopped by the farm on his way to explore the place for some chronology he was writing for the Sanctum of the Scroll in Bard's Gate. He seemed confident that any tales of danger at Old Rest were nothing more than wives' tales. No one has seen the fellow in over a week. We went looking for him, but were turned away by a number of

Macewan's Journal, Part 3 (Chapter 3)

They are hunting for something. I think I know what it is, and if my suspicions are correct, I can use the information to my advantage. I should tell Peter the Blacksmith and have him come with me to investigate.

Sadly, my suspicions are confirmed. I do not think the seekers suspected the thing to still exist. After what we saw in the mound, I fear that poor Pete will never be the same. I have hidden what they seek. Gods help us if they find it. I gave it to the forester Kent take to Andrigror in Bard's Gate. If he does not, it is no matter. At the least the ring will be out of their hands.

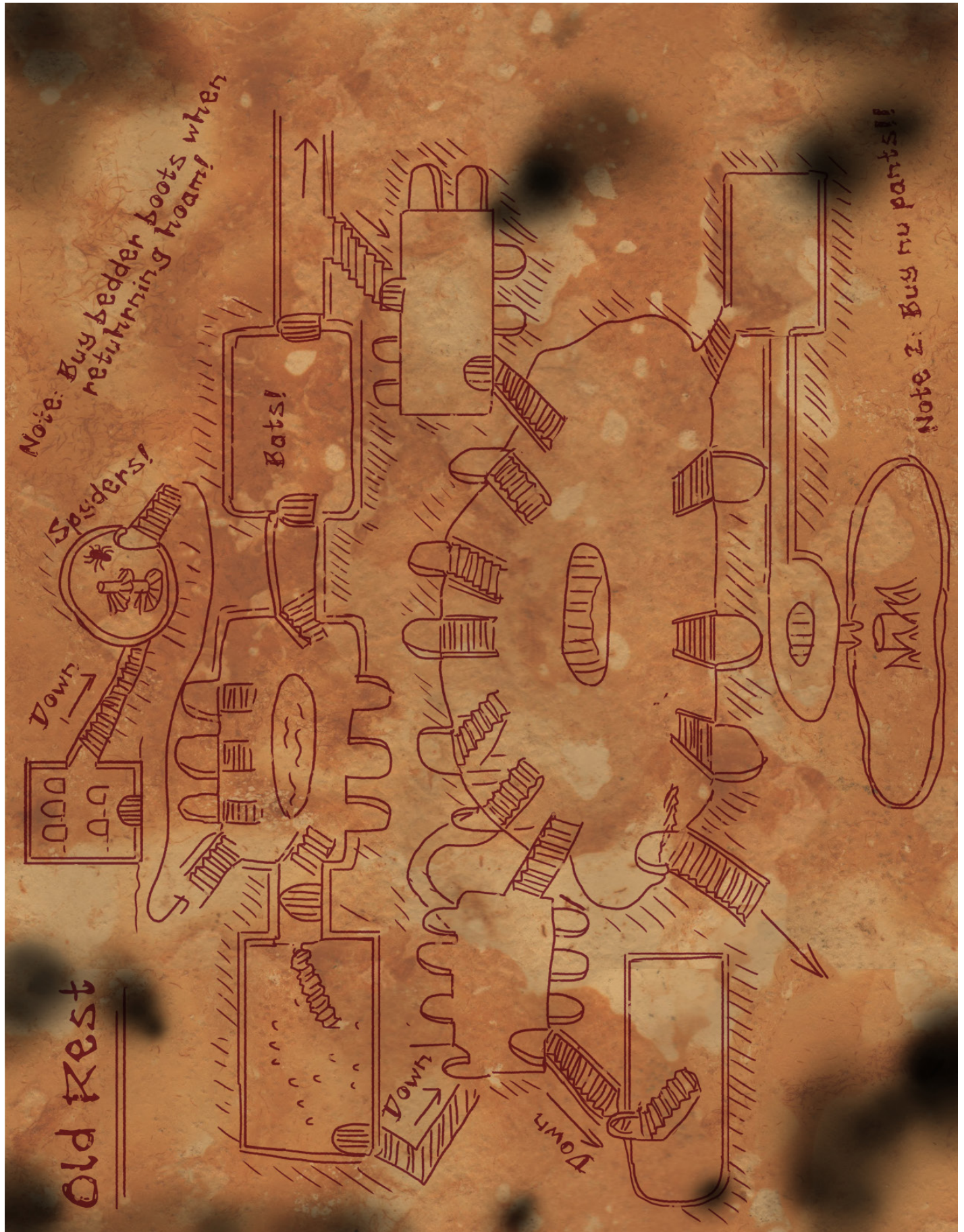
Kirtius Area Pirate Fortresses (Chapter 3)



Scorched Gnome Map 1 (Chapter 3)



Scorched Gnome Map 2 (Chapter 3)



Floating Island Map (Chapter 5)



Map of the Bowels (Chapter 20)

