

DUNGEONS
& DRAGONS
ACCESSORY

FOR THE
EBERRON
THE 10TH

DELUXE DUNGEON MASTER'S
SCREEN



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This product also includes a detailed poster map of the continent of Khorvaire, the point of origin for most Eberron campaigns. This comprehensive and richly detailed poster map includes political borders, settlements, roads, lightning rail routes, and never-before-seen sites for adventurers to explore.



DEVELOPED AND ASSEMBLED BY CHRISTOPHER PERKINS



To use this accessory, a Dungeon Master also needs the *Player's Handbook*™, *Dungeon Master's Guide*™, and *EBERRON*® Campaign Setting.

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COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND HIT POINTS (PH PAGE 166)

Weapon or Shield ¹	Example	Hardness	HP ²
Light blade	Short sword	10	2
One-handed blade	Longsword	10	5
Two-handed blade	Greatsword	10	10
Light metal-hafted weapon	Light mace	10	10
One-handed metal-hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
One-handed hafted weapon	Battleaxe	5	5
Two-handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	5	5
Armor	—	special ³	armor bonus × 5
Buckler	—	10	5
Light wooden shield	—	5	7
Heavy wooden shield	—	5	15
Light steel shield	—	10	10
Heavy steel shield	—	10	20
Tower shield	—	5	20

1 Each +1 enhancement bonus adds +2 to hardness and +10 to hit points.

2 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

3 Varies by material; see Substance Hardness and Hit Points, below.

SUBSTANCE HARDNESS AND HIT POINTS (PH PAGE 166)

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

DCs TO BREAK OR BURST ITEMS (PH PAGE 166)

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
	DC
Condition	Adjustment ¹
Hold portal	+5
Arcane lock	+10

1 If both apply, use the larger number.

ITEMS AFFECTED BY MAGICAL ATTACKS (PH PAGE 177)

Order ^{1, 2}	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

1 In order of most likely to least likely to be affected.

2 If wearer rolls a natural 1 on the save, roll randomly among the 4 objects most likely to be affected.

SIZE AND ARMOR CLASS OF OBJECTS (PH PAGE 166)

Size (Example)	AC	Size (Example)	AC
Colossal (broad side of a barn)	-5	Medium (barrel)	3
Gargantuan (narrow side of a barn)	-1	Small (chair)	4
		Tiny (book)	5
		Diminutive (scroll)	7
Huge (wagon)	1	Fine (potion)	11
Large (big door)	2		

OBJECT HARDNESS AND HIT POINTS (PH PAGE 166)

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

WALLS (DMG PAGE 60)

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points ¹	Climb DC
Masonry	1 ft.	35	8	90 hp	20
Superior masonry	1 ft.	35	8	90 hp	25
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	25
Unworked stone	5 ft.	65	8	900 hp	15
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated ²	—	+20	×2	×2 ³	—

1 Per 10-foot-by-10-foot section.

2 These modifiers can be applied to any of the other wall types.

3 Or an additional 50 hit points, whichever is greater.

DOORS (DMG PAGE 61)

Door Type	Typical Thickness	Hardness	Hit Points	Break DC	Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15	
Good wooden	1-1/2 in.	5	15 hp	16	18	
Strong wooden	2 in.	5	20 hp	23	25	
Stone	4 in.	8	60 hp	28	28	
Iron	2 in.	10	60 hp	28	28	
Portcullis, wooden	3 in.	5	30 hp	25 ¹	25 ¹	
Portcullis, iron	2 in.	10	60 hp	25 ¹	25 ¹	
Lock	—	15	30 hp			
Hinge	—	10	30 hp			

1 DC to lift. Use appropriate door figure for breaking.

TURNING UNDEAD (PH PAGE 159)

Turning Check Result (d20 + Cha)	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level - 4
1-3	Cleric's level - 3
4-6	Cleric's level - 2
7-9	Cleric's level - 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22 or higher	Cleric's level + 4

DRAGONMARKS (ECS PAGE 63)

Mark	House	Race	Influence
Detection	Medani	Half-elf	Warning Guild
Finding	Tharashk	Half-orc, human	Finders Guild
Handling	Vadalis	Human	Handlers Guild
Hospitality	Ghallanda	Halffling	Hostelers Guild
Making	Cannith	Human	Tinkers Guild, Fabricators Guild
Passage	Orien	Human	Couriers Guild, Transportation Guild
Scribing	Sivis	Gnome	Notaries Guild, Speakers Guild
Sentinel	Deneith	Human	Blademarks Guild, Defenders Guild
Shadow	Phiarlan	Elf	Entertainers and Artisans Guild
	Thuranni	Elf	Shadow Network
Storm	Lyrandar	Half-elf	Windwrights Guild, Raincallers Guild
Warding	Kundarak	Dwarf	Banking Guild, Warding Guild

INFLUENCING NPC ATTITUDES (PH PAGE 72)

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

ATTACK ROLL MODIFIERS (PH PAGE 151)

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

- 1 An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.
- 2 The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.
- 3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

ARMOR CLASS MODIFIERS (PH PAGE 151)

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	See Concealment, page 152	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

- 1 The defender loses any Dexterity bonus to AC.
- 2 An entangled character takes a -4 penalty to Dexterity.
- 3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.
- 4 Treat the defender's Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders. See also Helpless Defenders, *Player's Handbook* page 153.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid



CLIMB CHECK DCS (PH PAGE 69)

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed

LISTEN CHECK DCS (PH PAGE 78)

Listen DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10-ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15-ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

- 1 If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.



ACTIONS (PH PAGE 141)

Action	Type	Attack of Opportunity
Attack (melee)	Standard	No
Attack (ranged)	Standard	Yes
Attack (unarmed)	Standard	Yes
Activate ring, rod, staff, wand, or wondrous item	Standard	No
Aid another	Standard	Maybe
Bull rush	Standard	No
Cast quickened spell	Free	No
Cast a spell (1 standard action)	Standard	Yes
Cast a spell defensively (using Concentrate)	Standard	No
Cease concentration (on activated spell/ability)	Free	No
Charge	Full or Standard	No
Concentrate on spell or special ability	Standard	No
Control a frightened mount	Move	Yes
Coup de grace attack	Full-round	Yes
Delay action	—	No
Direct or redirect an active spell	Move	No
Disarm foe	Varies	Yes
Dismiss a spell	Standard	No
Draw a hidden weapon (using Sleight of Hand)	Standard	No
Draw a weapon	Move	No
Drink a potion	Standard	Yes
Drop an item	Free	No
Drop to prone	Free	No
Escape a grapple	Standard	No
Escape from entanglement	Full-round	Yes
Extinguish flames	Full-round	No
Feint (using Bluff skill)	Standard	No
Fight defensively	Free	No
Five-foot step	—	No
Full attack (melee)	Full-round	No
Full attack (ranged)	Full-round	Yes
Full attack (unarmed)	Full-round	Yes
Grapple foe (grab, grapple, damage, or pin)	Varies	Varies
Light a torch with flint and steel	Full-round	Yes
Light a torch with a tindertwig	Standard	Yes
Load light or hand crossbow	Move	Yes
Load a heavy or repeating crossbow	Full-round	Yes
Lock or unlock a weapon in a locked gauntlet	Full-round	Yes
Lower spell resistance	Standard	No
Mount a creature or dismount	Move	No
Move a heavy object	Move	Yes
Move more than 5 feet	Move	Yes
Open or close a door	Move	No
Overrun	Standard	No

ACTIONS (CONTINUED)

Action	Type	Attack of Opportunity
Pick up an item	Move	Yes
Prepare spell components to cast a spell	Free	No
Prepare oil for throwing	Full round	Yes
Quick draw weapon (with Quick Draw feat)	Free	No
Quick draw hidden weapon (with Quick Draw feat and Sleight of Hand)	Move	No
Read a scroll	Standard	Yes
Ready a standard action	Standard	No
Ready or loose a shield	Move	No
Retrieve a stowed item	Move	Yes
Run	Full-round	Yes
Sheathe a weapon	Move	Yes
Speak	Free	No
Stabilize a dying creature (using Heal skill)	Standard	Yes
Stand up from prone	Move	Yes
Stow an item	Move	Yes
Sunder a weapon (attack)	Standard	Yes
Sunder an object (attack)	Standard	Maybe
Total defense	Standard	No
Trip an opponent	Varies	No
Turn or rebuke undead	Standard	No
Use extraordinary ability	Varies	No
Use feat	Varies	Varies
Use spell-like ability	Standard	Yes
Use supernatural ability	Standard	No
Use touch spell on up to six allies	Full-round	Yes
Withdraw	Full-round	No

CONCENTRATION CHECK DCs (PH PAGE 70)

Concentration DC	Distraction
10 + damage dealt	Damaged during the action.
10 + half of continuous damage last dealt	Taking continuous damage during the action.
Distracting spell's save DC	Distracted by nondamaging spell.
10	Vigorous motion.
15	Violent motion.
20	Extraordinarily violent motion.
15	Entangled.
20.	Grappling or pinned.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as <i>storm of vengeance</i> .

SKILLS (PH PAGE 63)

Skill (Key Ability)	Untrained	Penalty	Armor Check	Attack of Opportunity
Appraise (Int)	Yes	No		No
Balance (Dex)	Yes	Yes		No
Bluff (Cha)	Yes	No		No
Climb (Str)	Yes	Yes		Maybe
Concentration (Con)	Yes	No		No
Craft (Int)	Yes	No		No
Decipher Script (Int)	No	No		No
Diplomacy (Cha)	Yes	No		No
Disable Device (Dex)	Yes	Yes		Yes
Disguise (Cha)	Yes	No		No
Escape Artist (Dex)	Yes	Yes		No
Forgery (Int)	Yes	No		No
Gather Information (Cha)	Yes	No		—
Handle Animal (Cha)	No	No		No
Heal (Wis)	Yes	No		No
Hide (Dex)	Yes	Yes		No
Intimidate (Cha)	Yes	No		No
Jump (Str)	Yes	Yes		Maybe
Knowledge (Int)	No	No		No
Listen (Wis)	Yes	No		No
Move Silently (Dex)	Yes	Yes		Maybe
Open Lock (Dex)	No	Yes		Yes
Perform (Cha)	Yes	No		No
Profession (Wis)	No	No		—
Ride (Dex)	Yes	No		No
Search (Int)	Yes	No		Yes
Sense Motive (Wis)	Yes	No		No
Sleight of Hand (Dex)	No	Yes		No
Speak Language (None)	No	No		—
Spellcraft (Int)	No	No		Maybe
Spot (Wis)	Yes	No		No
Survival (Wis)	Yes	No		No
Swim (Str)	Yes	Yes (double)		Maybe
Tumble (Dex)	No	Yes		Maybe
Use Magic Device (Cha)	No	No		No
Use Rope (Dex)	Yes	No		No

MONTHS OF THE YEAR (ECS PAGE 130)

Month	Season	Month	Season
Zarantyr	Mid-winter	Lharvion	Mid-summer
Olarune	Late winter	Barrakas	Late summer
Therendor	Early spring	Rhaan	Early autumn
Eyre	Mid-spring	Sypheros	Mid-autumn
Dravago	Late spring	Aryth	Late autumn
Nymm	Early summer	Vult	Early winter

DAYS OF THE WEEK

Sul	Mol	Zol	Wir	Zor	Far	Sar
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MOVEMENT AND DISTANCE (PH PAGE 162)

	Speed					
	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.
One Round (Tactical)¹						
Walk	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	120 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.	150 ft.	180 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.	200 ft.	240 ft.
One Minute (Local)						
Walk	150 ft.	200 ft.	300 ft.	400 ft.	500 ft.	600 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.	1,000 ft.	1,200 ft.
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.	1,500 ft.	1,800 ft.
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.	2,000 ft.	2,400 ft.
One Hour (Overland)						
Walk	1-1/2 miles	2 miles	3 miles	4 miles	5 miles	6 miles
Hustle	3 miles	4 miles	6 miles	8 miles	10 miles	12 miles
Run	—	—	—	—	—	—
One Day (Overland)						
Walk	12 miles	16 miles	24 miles	32 miles	40 miles	48 miles
Hustle	—	—	—	—	—	—
Run	—	—	—	—	—	—

¹ Tactical movement is often measured in squares on the battle grid (1 square = 5 ft.) rather than feet. See *Player's Handbook* page 147 for more information on tactical movement in combat.

MAXIMUM DISTANCE FOR SPOT CHECKS

Terrain	Distance
Dungeon	Varies
Sparse forest	3d6 × 10 ft.
Medium forest	2d8 × 10 ft.
Dense forest	2d6 × 10 ft.
Moor	6d6 × 10 ft.
Swamp	2d8 × 10 ft.
Gentle hills	2d10 × 10 ft.
Rugged hills	2d6 × 10 ft.
Mountains	4d10 × 10 ft., more on peaks, less in valleys
Desert	6d6 × 20 ft.
Sandy desert	6d6 × 10 ft.
Plains	6d6 × 40 ft.
Clear water	4d8 × 10 ft.
Murky water	1d8 × 10 ft.

DETECT MAGIC (PH PAGE 219)

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

DETECT EVIL (PH PAGE 219)

Creature/Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Evil undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

LIGHT SOURCES AND ILLUMINATION (PH PAGE 165)

Object	Bright	Shadowy	Duration	Spell	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hr.	<i>Continual flame</i>	20 ft.	40 ft.	Permanent
Everburning torch	20 ft.	40 ft.	Permanent	<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
Lamp, common	15 ft.	30 ft.	6 hr./pint	<i>Daylight</i>	60 ft.	120 ft.	30 min.
Lantern, bullseye ²	60-ft. cone	120-ft. cone	6 hr./pint	<i>Light</i>	20 ft.	40 ft.	10 min.
Lantern, hooded	30 ft.	60 ft.	6 hr./pint				
Sunrod	30 ft.	60 ft.	6 hr.				
Torch	20 ft.	40 ft.	1 hr.				

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.

HAMPERED MOVEMENT (PH PAGE 163)

Condition	Example	Additional Movement Cost
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	×2
Obstacle ¹	Low wall, deadfall, broken pillar	×2
Poor visibility	Darkness or fog	×2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

¹ May require a skill check.

ARMORED/ENCUMBERED SPEEDS

Base Speed	Reduced Speed ¹
10	5
20	15
30	20
40	30
50	35
60	40
70	45
80	50
90	60

¹ Such as when wearing medium or heavy armor, or when carrying a medium or heavy load.



DEMON WASTES

ELDEEN REACH

Broken Stone

Ghaash Dar

THE LABYRINTH

Maruk Dar

Burning Keep

LAKE OF FIRE

THE SHADOWCRAGS

Kashakanta

Rotting Blade

Fiendfell

The Twilight Demesne

Greenheart

KHO

STES

EN ACHES



LAIR
OF THE
KEEPER

Starkrag
Rock

Vostethatra

Desolates

Shazarak

Eldeen Bay

Stormhome

Ashtakala

Festering
Holt

ICEHORN MOUNTAINS

Merylsward

Whisper
Rock

WHISPER
WOODS

THE
STARPEAKS

THE SILVER
WOOD

Thalios

AUNDAIR

Otharaunt

Owl's
Perch

Alvirad

Mossmantle

Wolf's
Paw

Wyr
Riverweep

Redleaf

Havenglen

Windshire

Varna

Aundair River

Wrogar
Keep

Fairhaven

Auxylgard

Danthaven

Throwbold

Elanikeep

Lathleer

Tower
Valiant

Sharavacion

Athandra

Bluevine

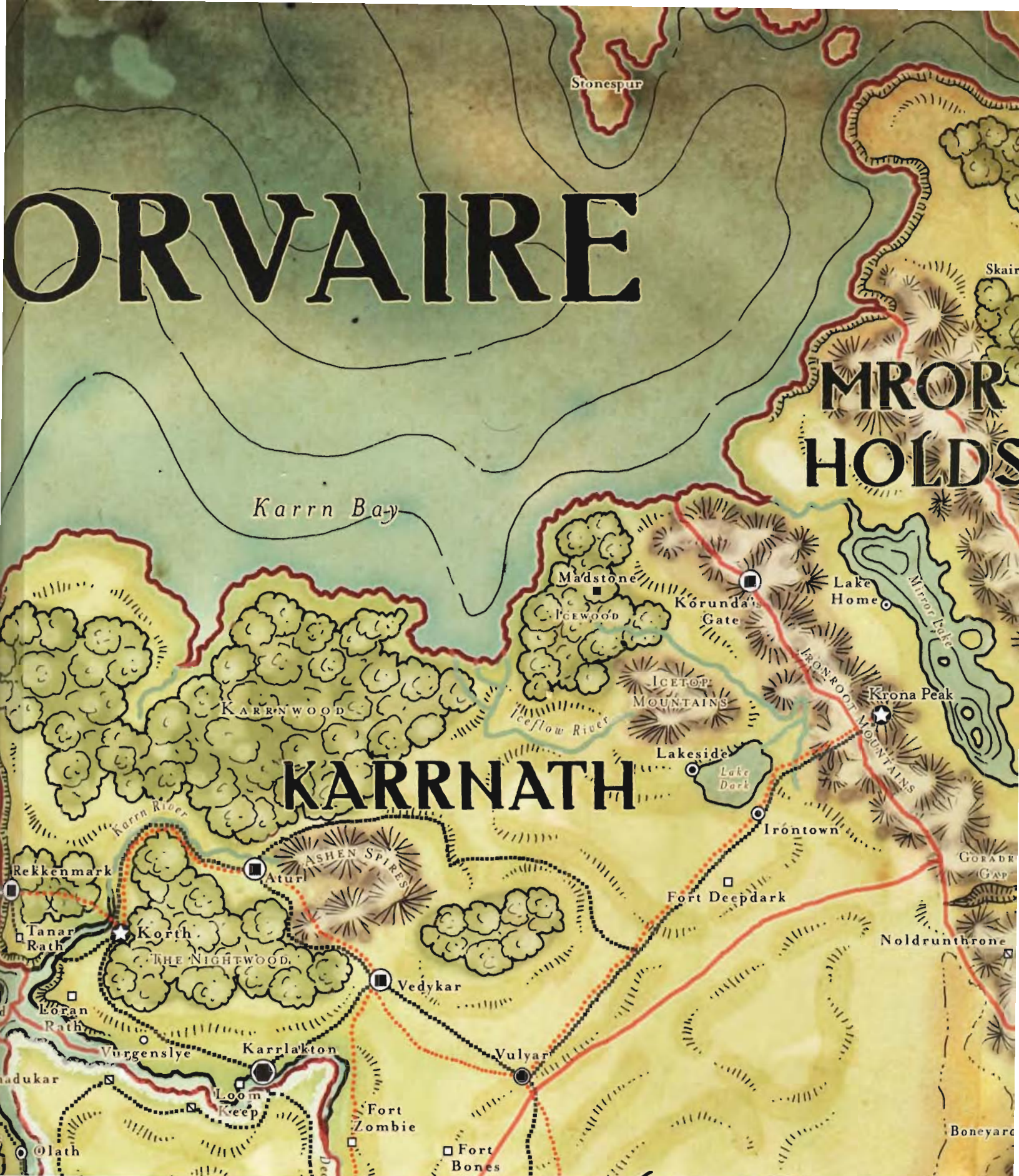
Seclon Sound

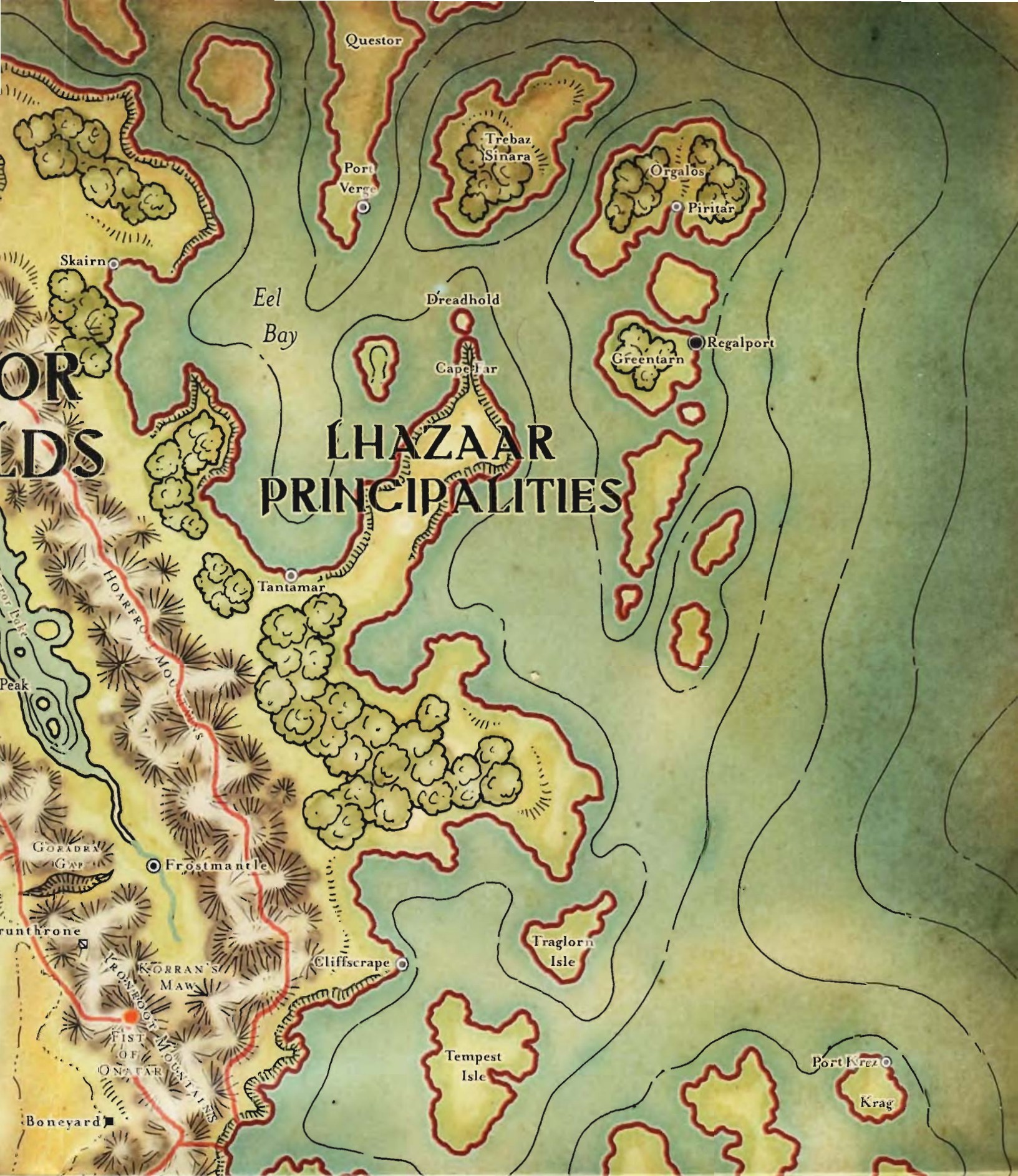
Silvercliff
Castle

THE
BURNT
WOOD

ORVAIRE

MORROR HOLDS





OR
DS

LHAZAR PRINCIPALITIES

Questor

Port Verge

Trebaz Sinara

Orgalos

Piritar

Skairn

Eel Bay

Dreadhold

Capel Jar

Regalport

Greenarn

Tantamar

Fröstmantle

Cliffscape

Fraglorn Isle

Tempest Isle

Port Krez

Krag

Goraden Gap

runthrone

KORRAN'S MAW

FIST OF ONATAR

Boneyard

HOARFEN MOUNTAINS

SHADOW MARCHES

DROAAM



Blood Crescent
Crescent Bay

Yrlag

Goldmire

Mordain's Hall

Cazhaak Draal

Thrakelorn

Patrahk'n

Arashuul

Karthoon

Dhavin's Post

Izaryan Keep

Vralkek

Manta Bay

Shaarat Kol

Shadowlock Keep

Ringbriar

Moonwatch

Torch Keep

THE TOWERING WOOD

BYFSHK MOUNTAINS

The Gloaming

Greenblad

THE CRAWLING SWAMP

Slug Keep

Valshar'ak

Glumtown

Lantern Tower

Karash Bay

THE VILE MARSH

Urthhold

BALINOR'S SORROW

THE WATCHING WOOD

THE GREAT CRAG

Grimstone Keep

Turakbar's Fist

Graywall

Stonejaw Keep

Znir

GRAYWALL MOUNTAINS

N

W

E

S

0 300 600

miles



THRANE

BRELAND

ZILARGO

Lake Galifar

Silver Lake

Lake Brey

THE BLACKCAPS

THE HOWLING PEAKS

SEALED MOUNTAINS

KING'S FOREST

Straits of Shargon

TORLAAC MOOR

Cree
Delethorn
Niern

Bluevine
Ghalt

Valiant
Morningcrest
Tellyn

Athandra
Sigilstar

Arul
Lake Thrane

Xandar
Erlaskar

Drum Keep

Vanguard Keep

Cragwar

Tower Vigilant
Marketplace

Arolangard

Lessyk

Nathyr
Castle Rhonewatch

Shavalant

Black Pit

Sword Keep

Siyar

Lurching Tower

Starilaskur

Hatheril

Castle Arakhain

Woodhelm

Dragon's Crown

New Cyre

Ardev

Sterngate

Mistmarsh

The Seven Caves
Ghaal River

Galethspyre

Glyphstone Keep

Baran's Keep

Dragonroost

Rhukaan Draal

Volaar Draal

Wroat

ZILARGO

Zolanberg

Brokenfoot

Reven

Quesk Tariston

Tarandros

Grellreach

Sharn

First Towers

Zilspar

Frantus

Oskilor

Liugwen

Thurimbar

Korranberg

Torlaac River

Flint Keep

Yarkuun Draal

Trolanport

Paluur Draal

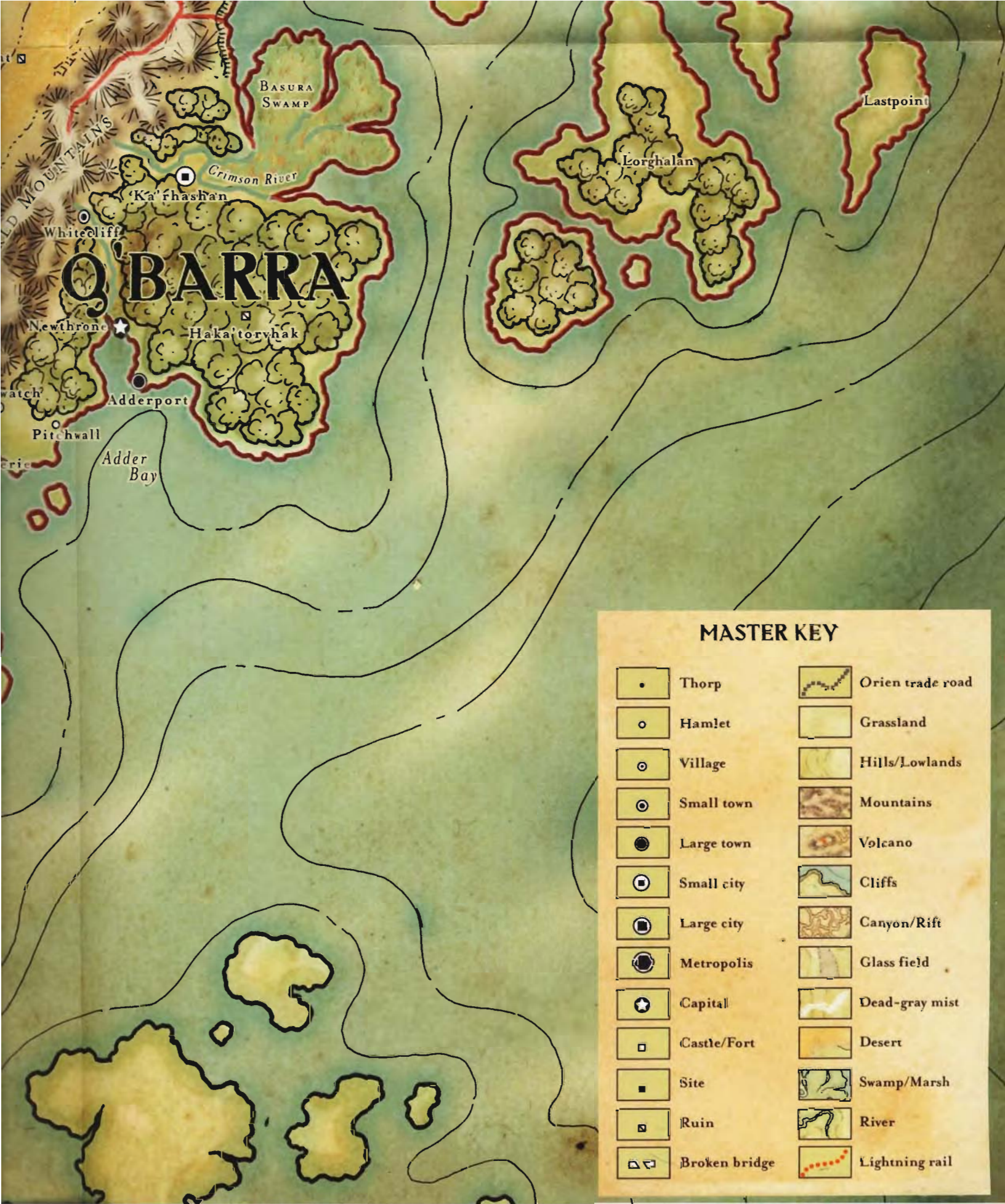


TALENTA PLAINS

MOURNLAND

VALENAR

DARGUUN



MASTER KEY

	Thorp		Orien trade road
	Hamlet		Grassland
	Village		Hills/Lowlands
	Small town		Mountains
	Large town		Volcano
	Small city		Cliffs
	Large city		Canyon/Rift
	Metropolis		Glass field
	Capital		Dead-gray mist
	Castle/Fort		Desert
	Site		Swamp/Marsh
	Ruin		River
	Broken bridge		Lightning rail