

The Endless Plains

Lake Rhestin

Elisir Vale

Marth Forest

The Golden Plains

The Thornwaste

Wyvernwatch Mountains

Brown Hills

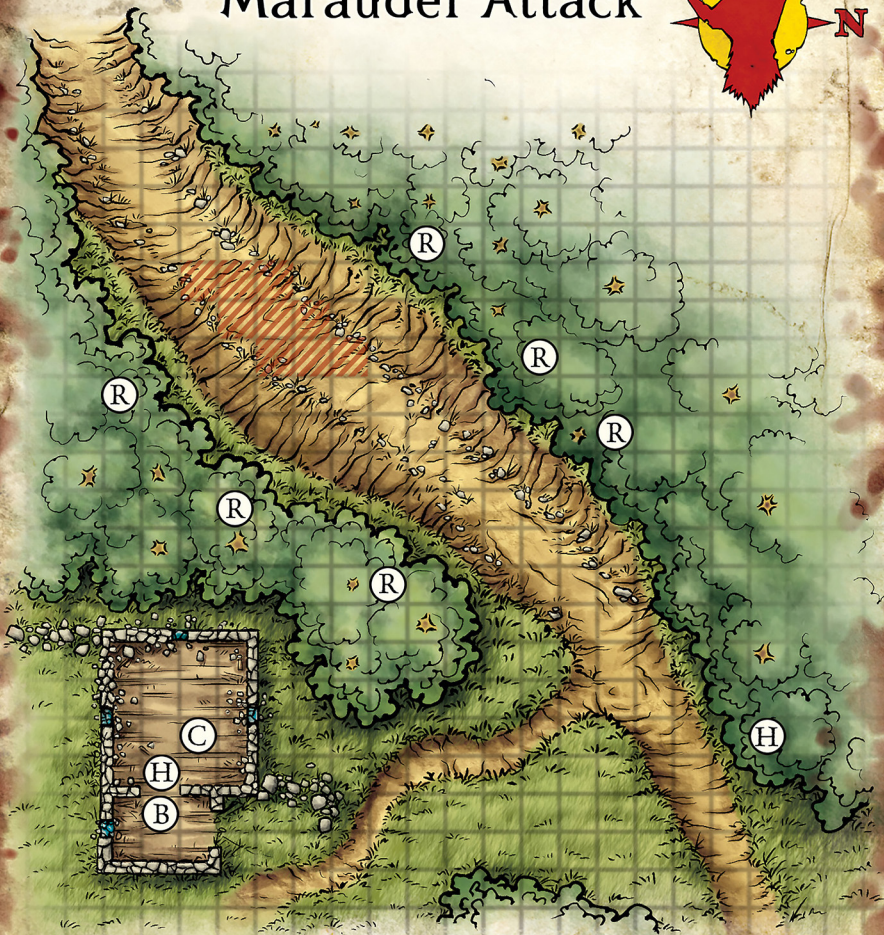
0 10 40 miles 80

- Trail
- Road
- River
- Settled Lands
- Plains
- Hills
- Mountains
- Marsh
- Forest
- Badlands





# Marauderer Attack





# Drellin's Ferry



0 100 feet 400





# Drellin's Ferry



0 100 feet 400

Elsir River





# The Witchwood



(J) Cinder Hill

The Rhetwash

Skull Creek

Skull Gorge Bridge

(H)

(G)

Old Forest Road

(F)

Cold Creek

Vraath Keep

(E)

(D)

(C)

Swift Creek

The Dawn Way

(B)

(A)

Elsir River

Drellin's Ferry

0 1 2 miles 8

— Road — Track ... Footpath



# The Witchwood

Cinder Hill

Skull

Gorge Bridge

The Rheswash

Skull Creek



Cold Creek

Vraath Keep

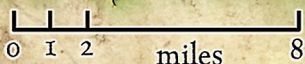
Old Forest Road

Swift Creek

The Dawn Way

Elsir River

Drellin's Ferry




- Road
- Track
- Footpath





# The Causeway


One square = 5 feet

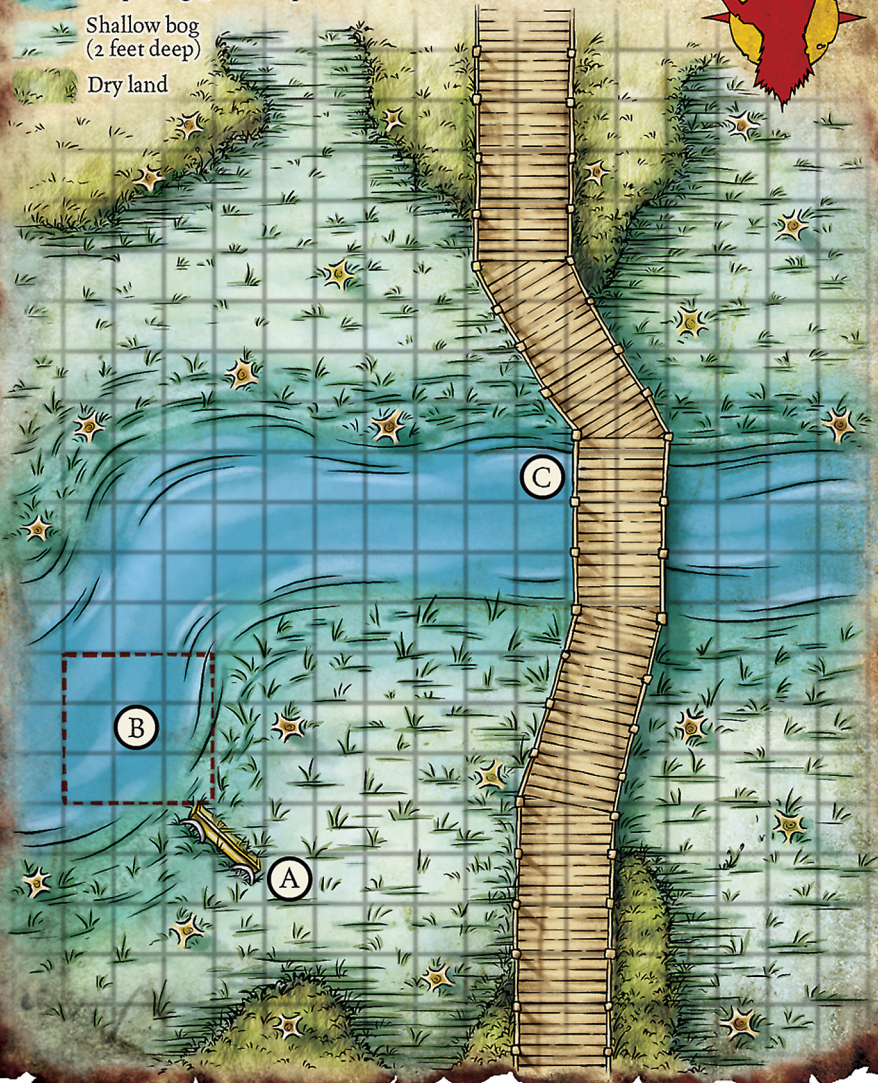


 Pool (15 feet deep)

 Deeper bog (5 feet deep)

 Shallow bog (2 feet deep)

 Dry land








# The Causeway


One square = 5 feet

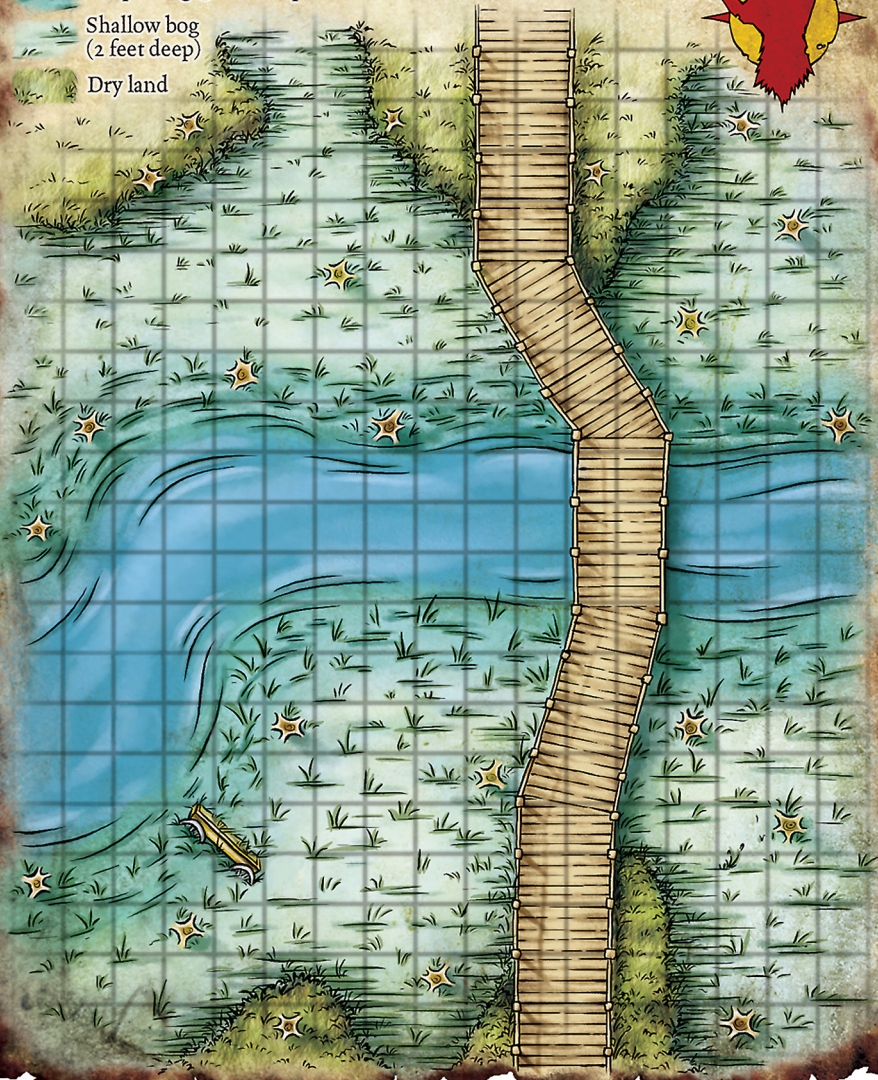


 Pool (15 feet deep)

 Deeper bog (5 feet deep)

 Shallow bog (2 feet deep)

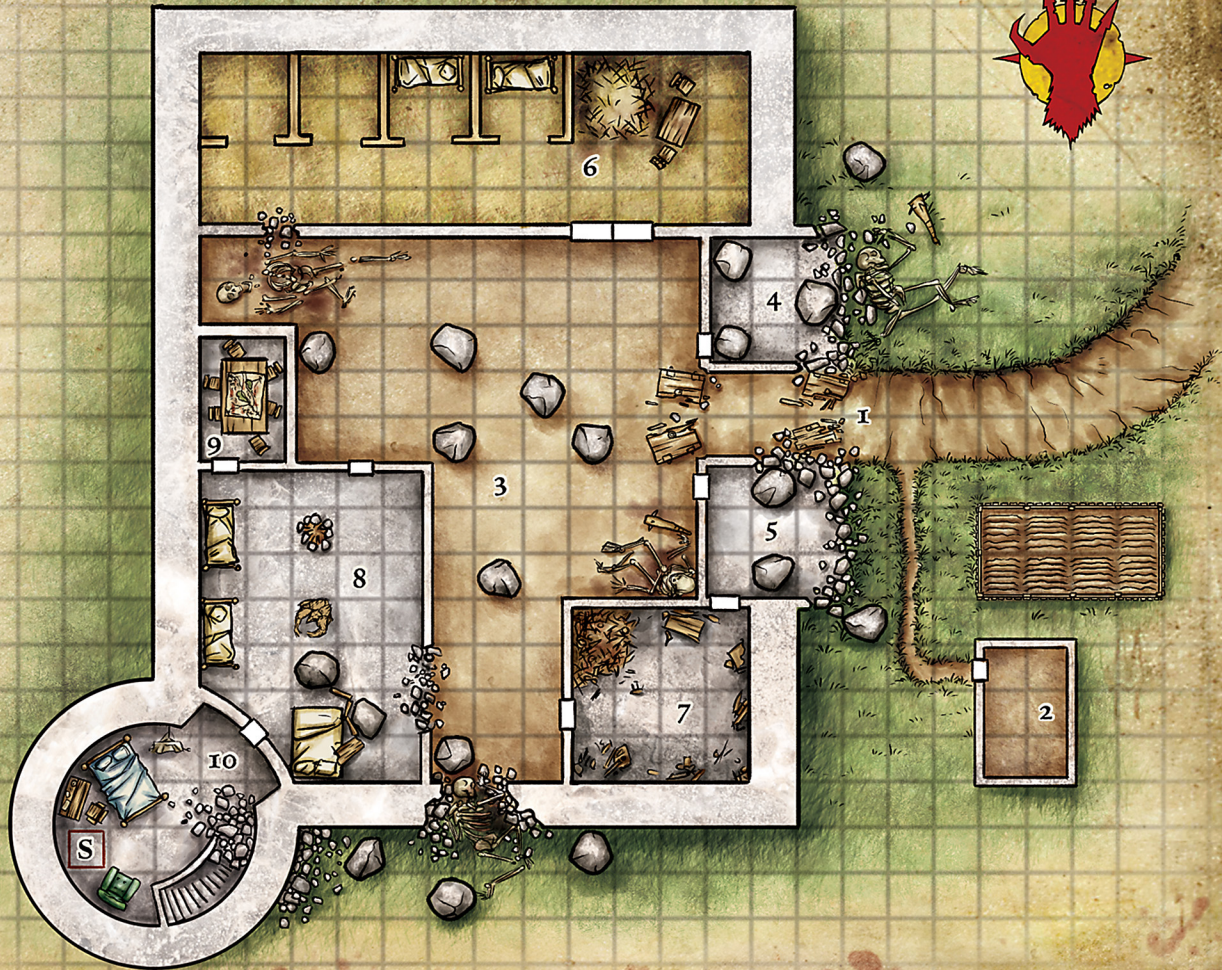
 Dry land





# Vraath Keep

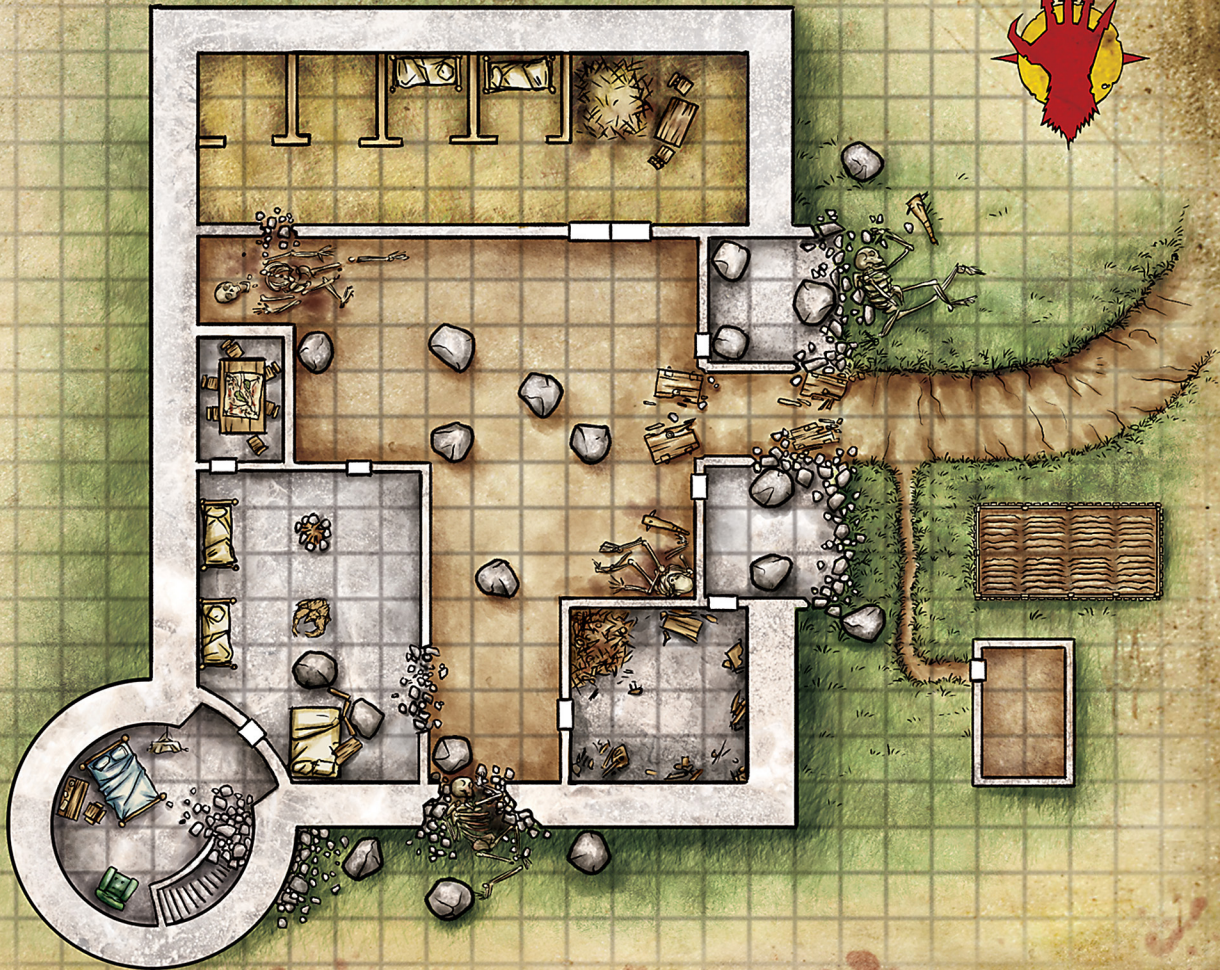
One square = 5 feet





# Vraath Keep

One square = 5 feet







North Road

Lake Rhest

SAARVITH

LIZARD FOLK?

Pest Trail



Witchwood

Witchcross

DESTROY ALL IN OUR PATH!

Red Rock

Eldstcross

Brincol

DAY 25 Talar

WALLS - DAY 35

Dennovar

ALL TRIBES MUSTER HERE UNDER KHARN

Cinder Hill

Skull Gorge Bridge

KOTH'S BASE

Forest Keep

OZURRENDION HOLDS UNTILL RED HAND CROSSES

NOT WORTH BURNING NIMON GAP

GOOD PLUNDER?

HEAVY RESISTANCE POSSIBLE

DAY 19

Prosser

BURN IT

Dreth's Ferry

ATTACK DAY 5

Dawn Way

Terrelton

DEATH TO THE HUMANS!

DAUTH TAKE PRISONERS

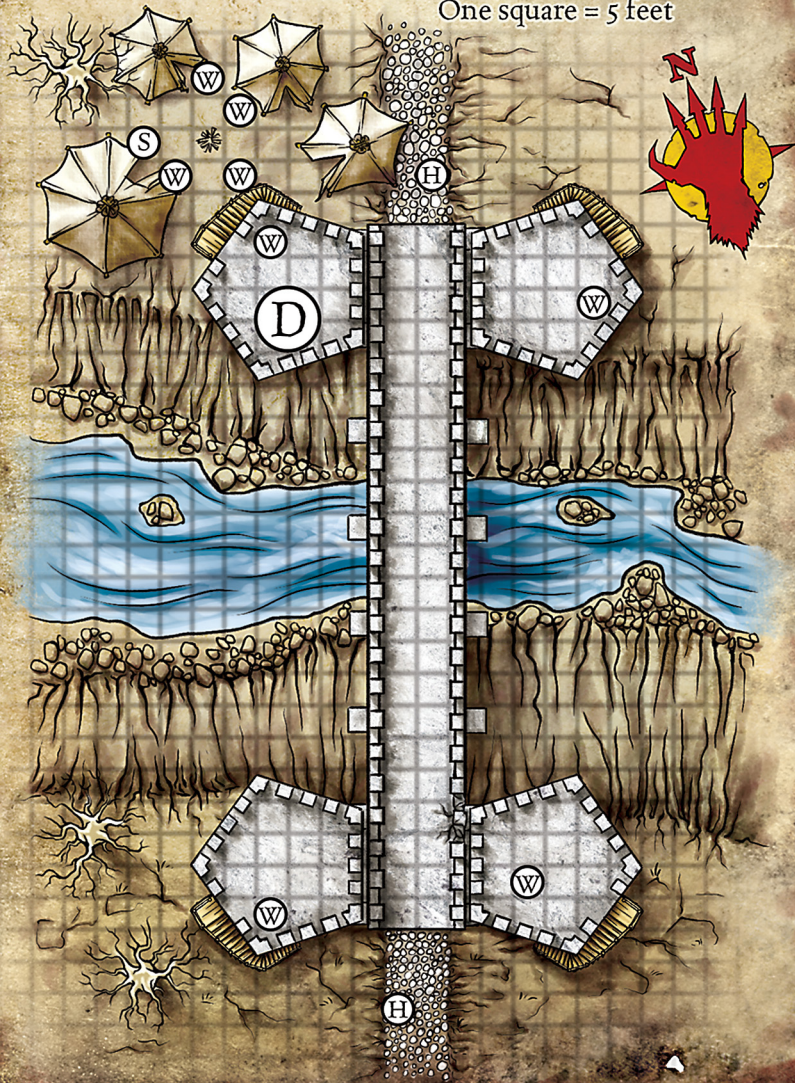
TURGARUN WANTS HALFINGS TO EAT

CAN WE USE THE DWARF BRIDGE? GHOST LORD



# Skull Gorge Bridge

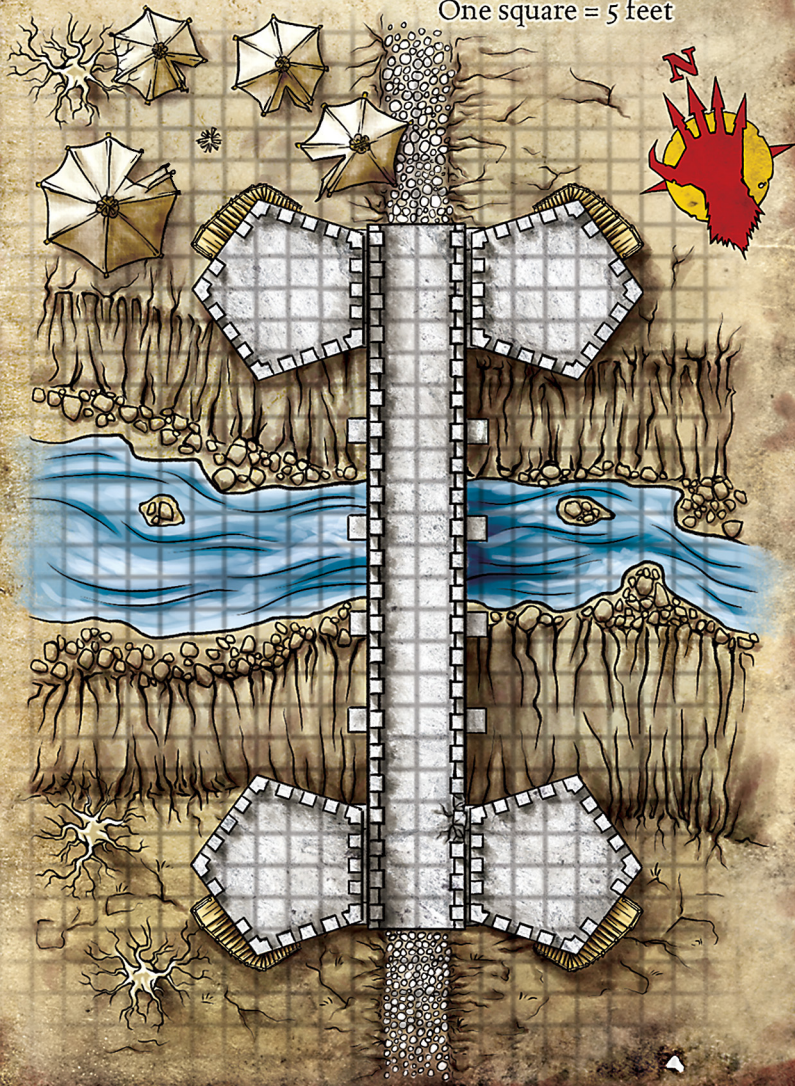
One square = 5 feet





# Skull Gorge Bridge

One square = 5 feet







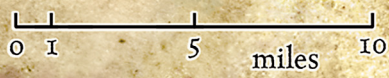
Old North Road

Rhest Trail

Lake Rhestin

The Witchwood

# The Blackfens



A

B

C





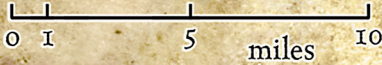
Lake Rhestin

Old North Road

Rhest Trail

The Witchwood

# The Blackfens

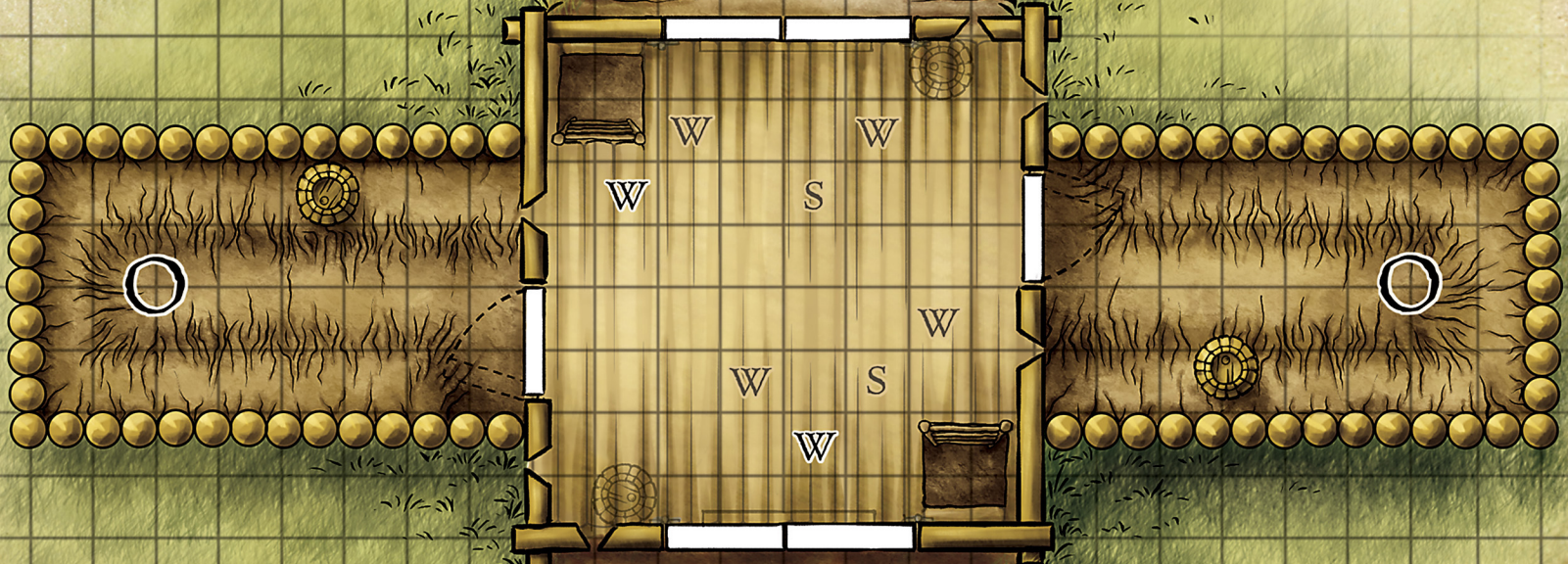






# Road Blockade

One square = 5 feet

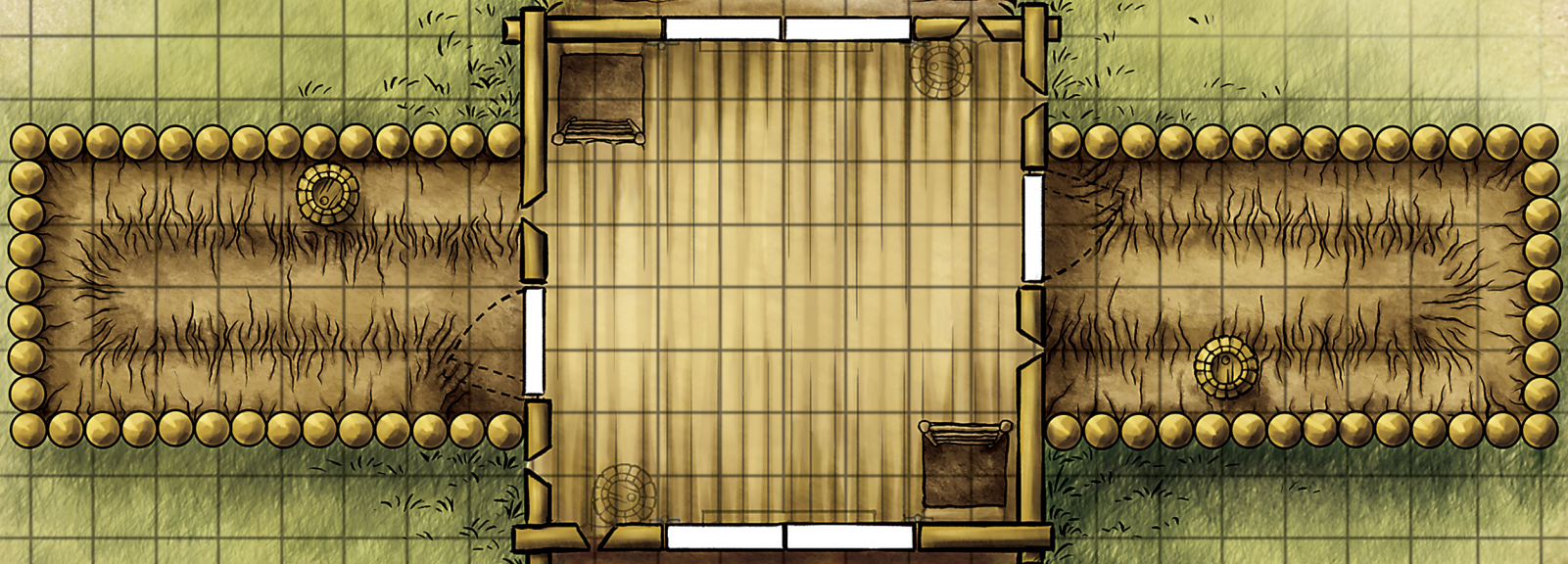






# Road Blockade

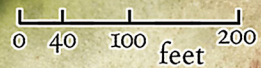
One square = 5 feet







# Starsong Hill



The map depicts Starsong Hill, a circular island with a central clearing. The island is surrounded by a blue body of water. The terrain is divided into several zones, each marked with a circled number:

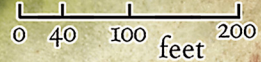
- Zone 1 (I):** Located along the outer edge of the island, primarily in the northern and western quadrants.
- Zone 2:** Located in the southern and southeastern parts of the island.
- Zone 3:** Located in the central and eastern parts of the island.
- Zone 4:** Located in the central-western part of the island.
- Zone 5:** Located in the central part of the island.
- Zone 6:** Located in the central part of the island, near a cluster of buildings.
- Zone 7:** Located in the central part of the island, near a cluster of buildings.

The central clearing contains several buildings and a large number of star-shaped icons. The island is bordered by dense green trees.



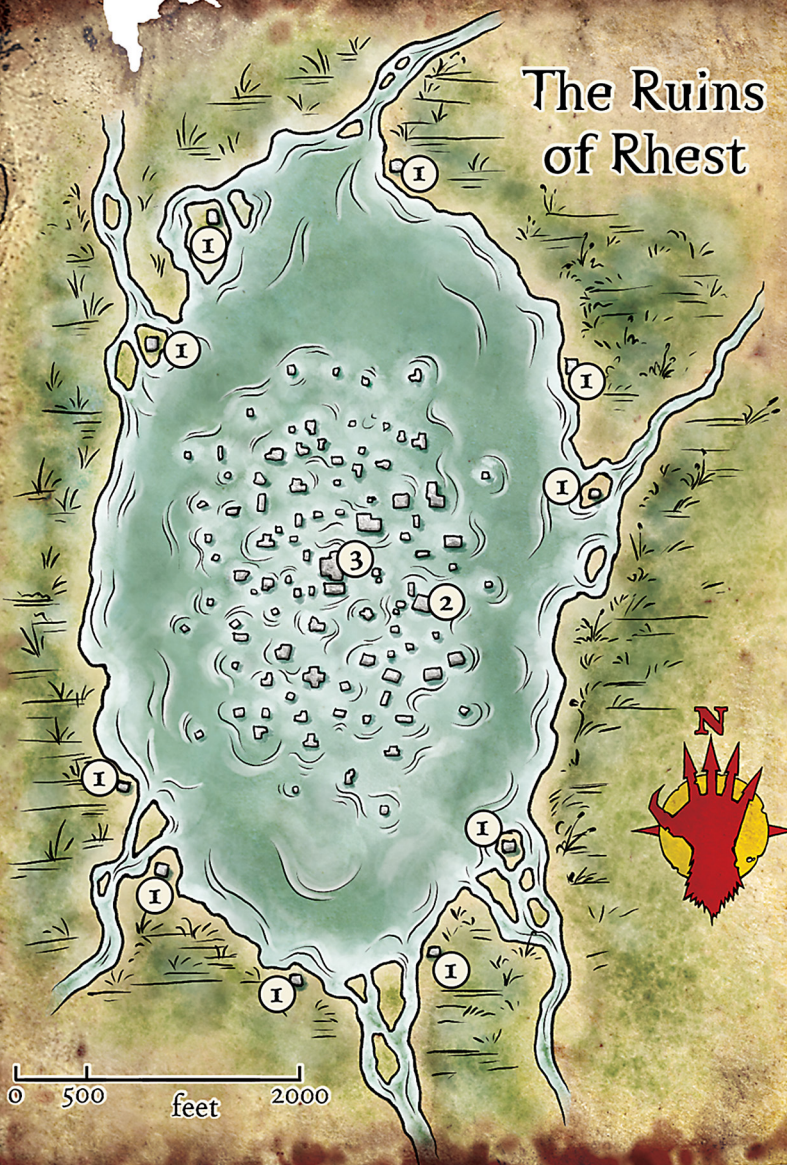


# Starsong Hill



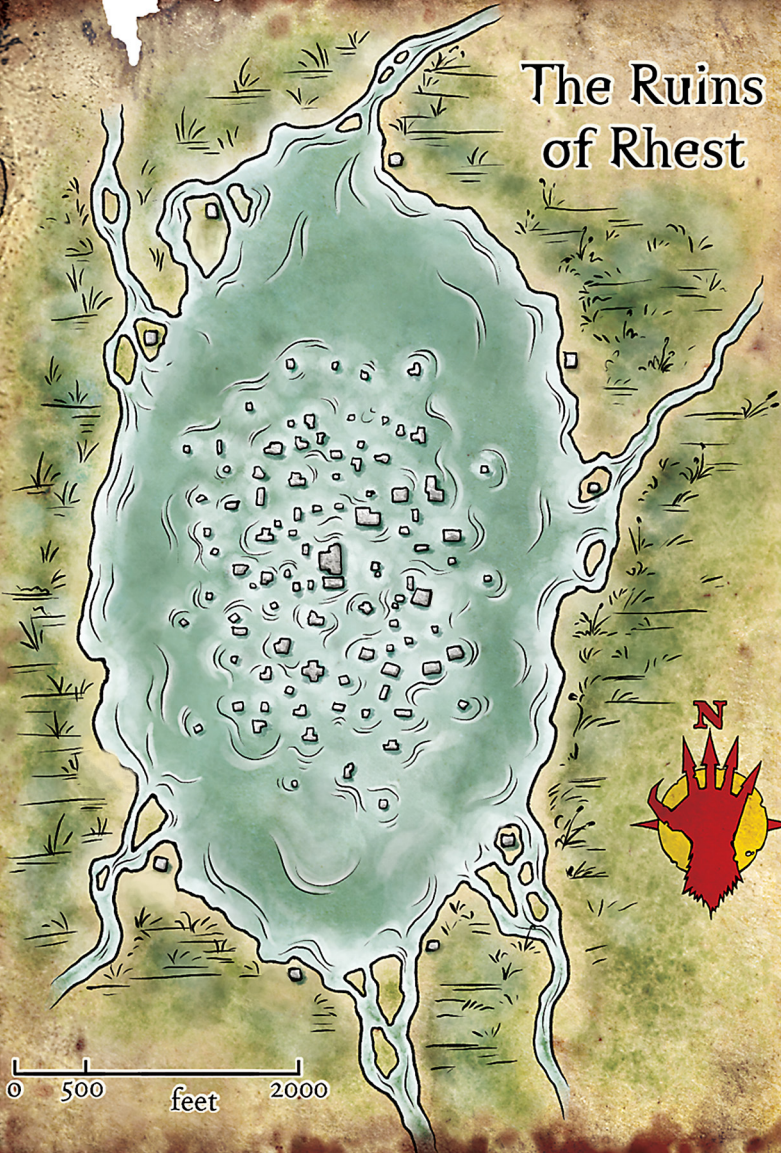


# The Ruins of Rhest





# The Ruins of Rhest



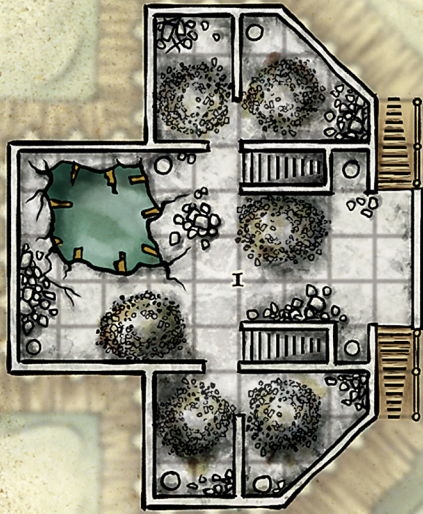
0 500 feet 2000



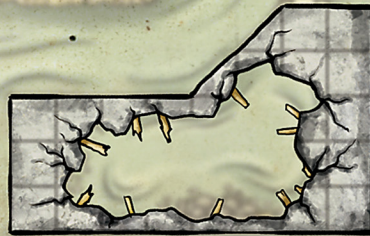


# Rhest Town Hall

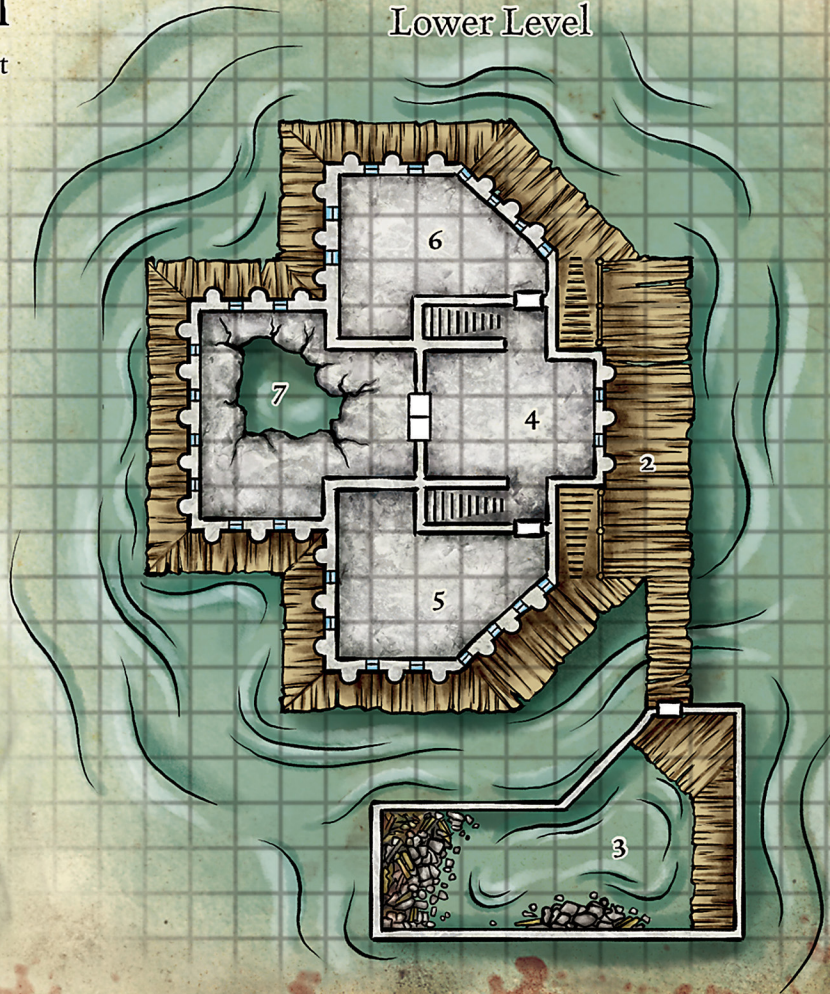
One square = 5 feet



Rooftop Levels



Lower Level



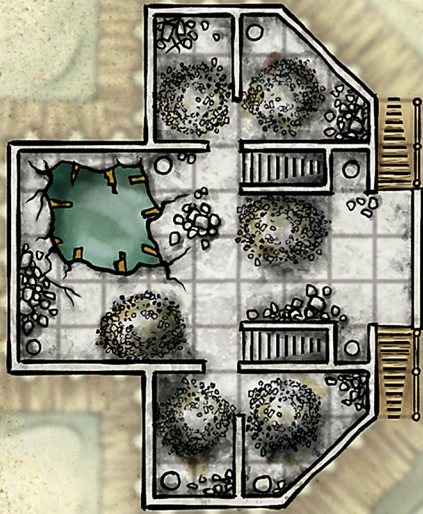




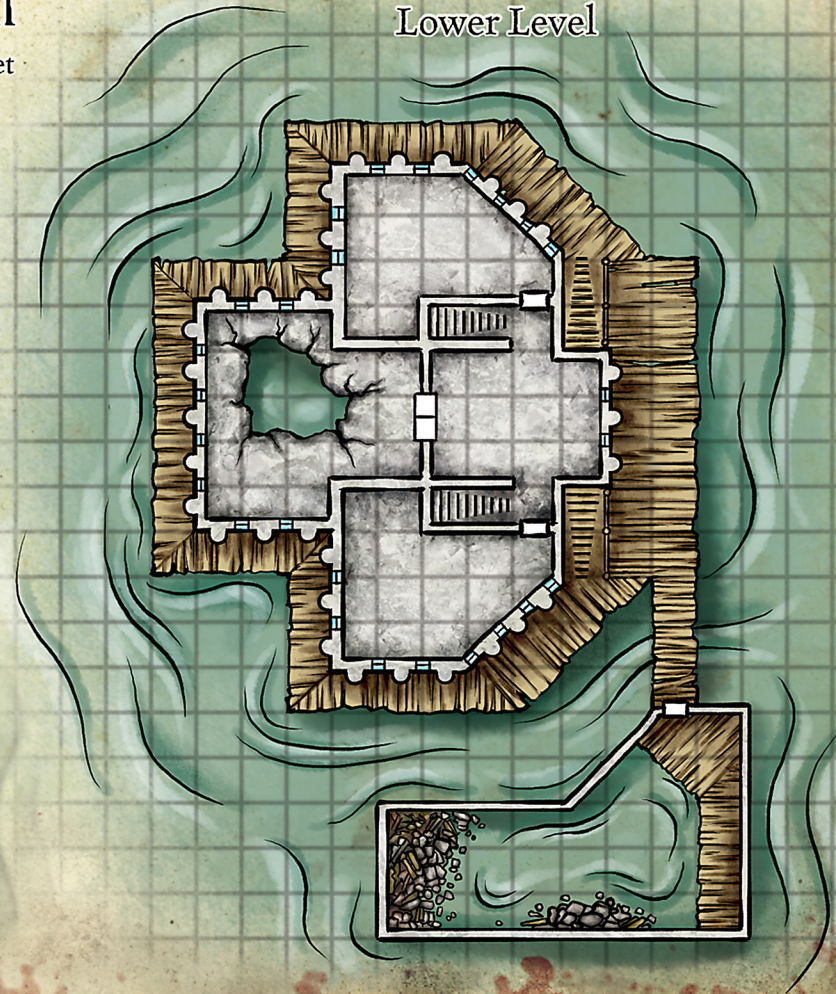
# Rhest Town Hall

One square = 5 feet

Lower Level



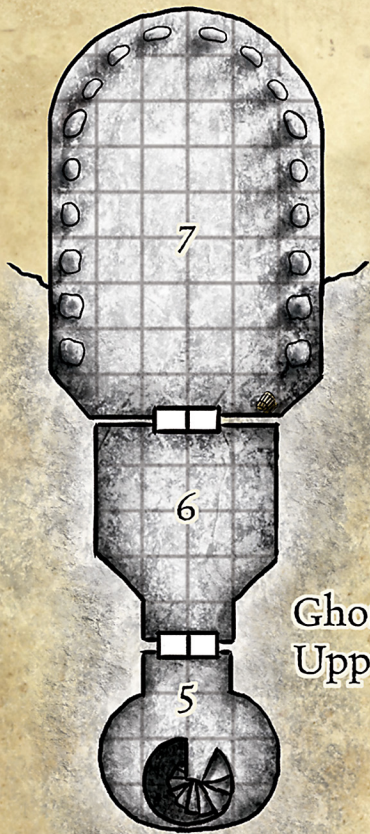
Rooftop  
Levels





# The Ghostlord's Lair

One square = 5 feet

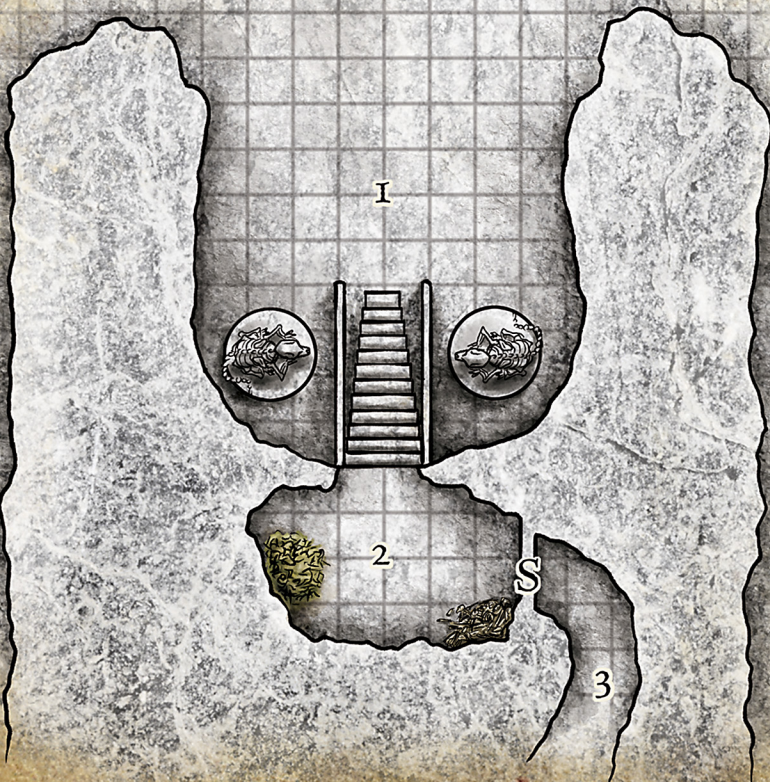


Ghostlord's Lion  
Upper Level

Ghostlord's Lion  
Main Level



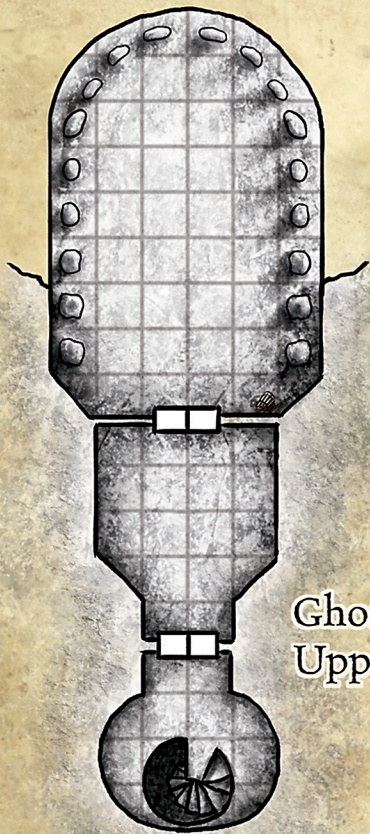
## Varanthian's Lair





# The Ghostlord's Lair

One square = 5 feet

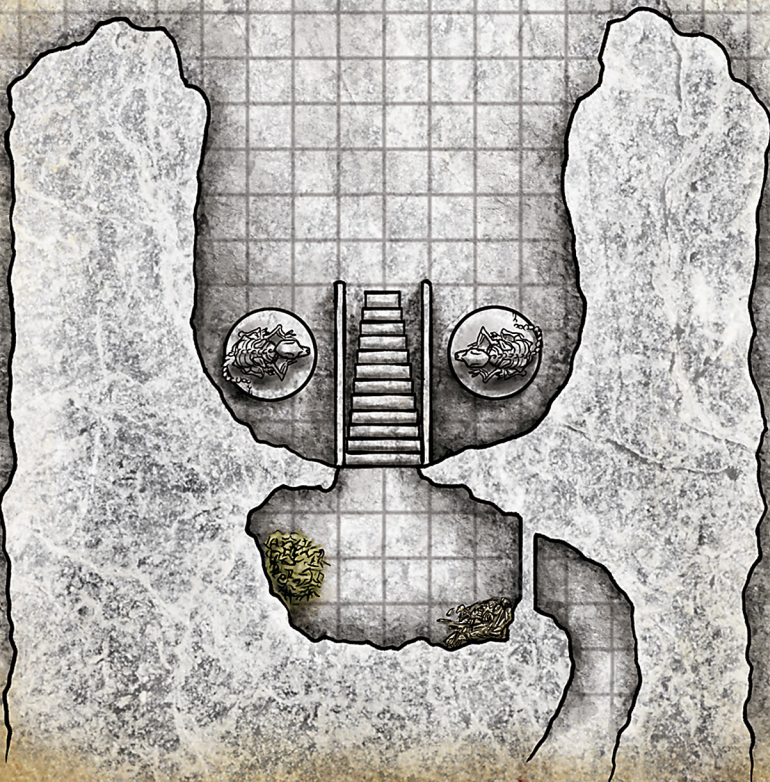


Ghostlord's Lion  
Upper Level

Ghostlord's Lion  
Main Level



Varanthian's Lair





# Brindol

0 50 250 500 feet





# Brindol

0 50 250 500 feet



+80 ft. +60 ft. +40 ft. +20 ft.





# The Coffin Maker's Shop

One square = 5 feet

Ground Floor



Upper Floor







# The Coffin Maker's Shop

One square = 5 feet

Ground Floor



Upper Floor





To Area II



# Fane of Tiamat

## Upper Fane

One square = 5 feet





# Fane of Tiamat

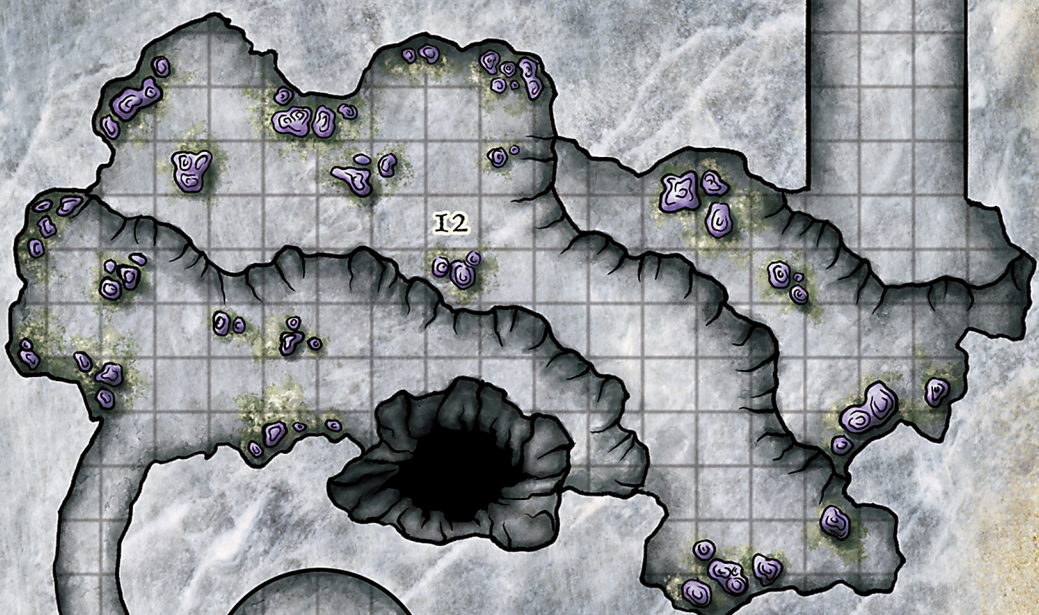
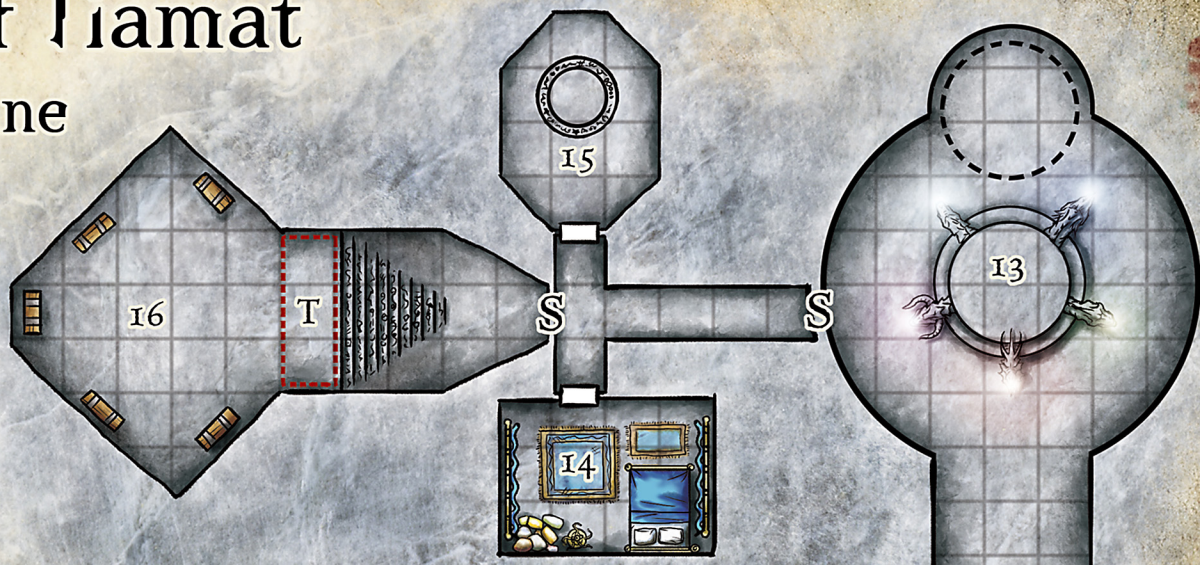
## Upper Fane

One square = 5 feet

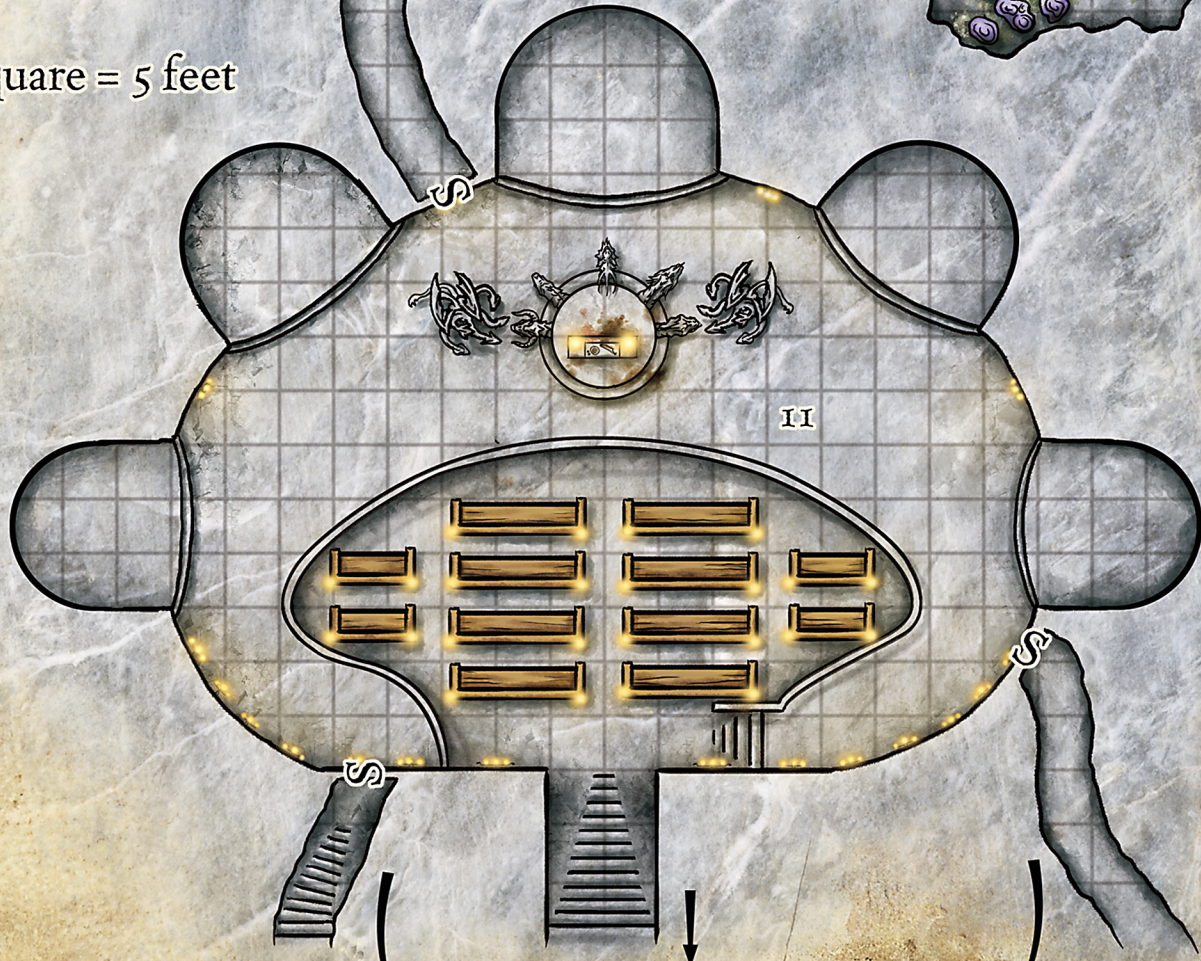


# Fane of Tiamat

## Lower Fane



One square = 5 feet

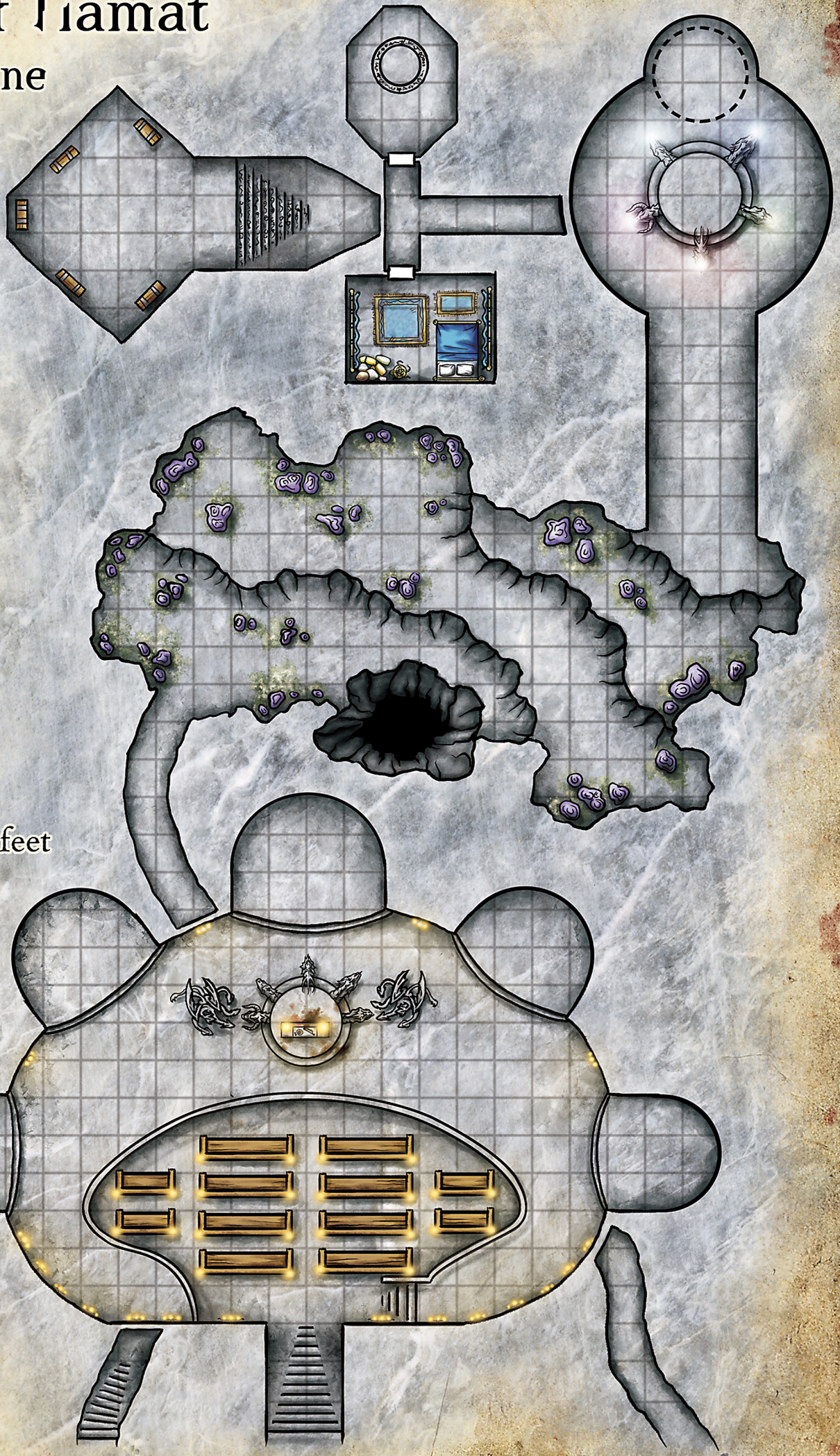


To Upper Fane



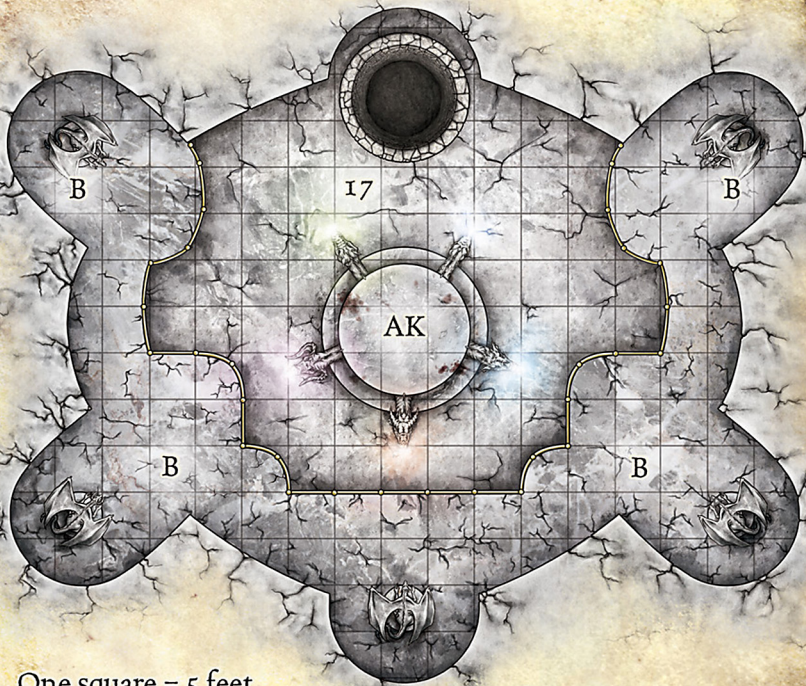
# Fane of Tiamat

## Lower Fane



One square = 5 feet





One square = 5 feet

# Fane of Tiamat

## Inner Sanctum.





