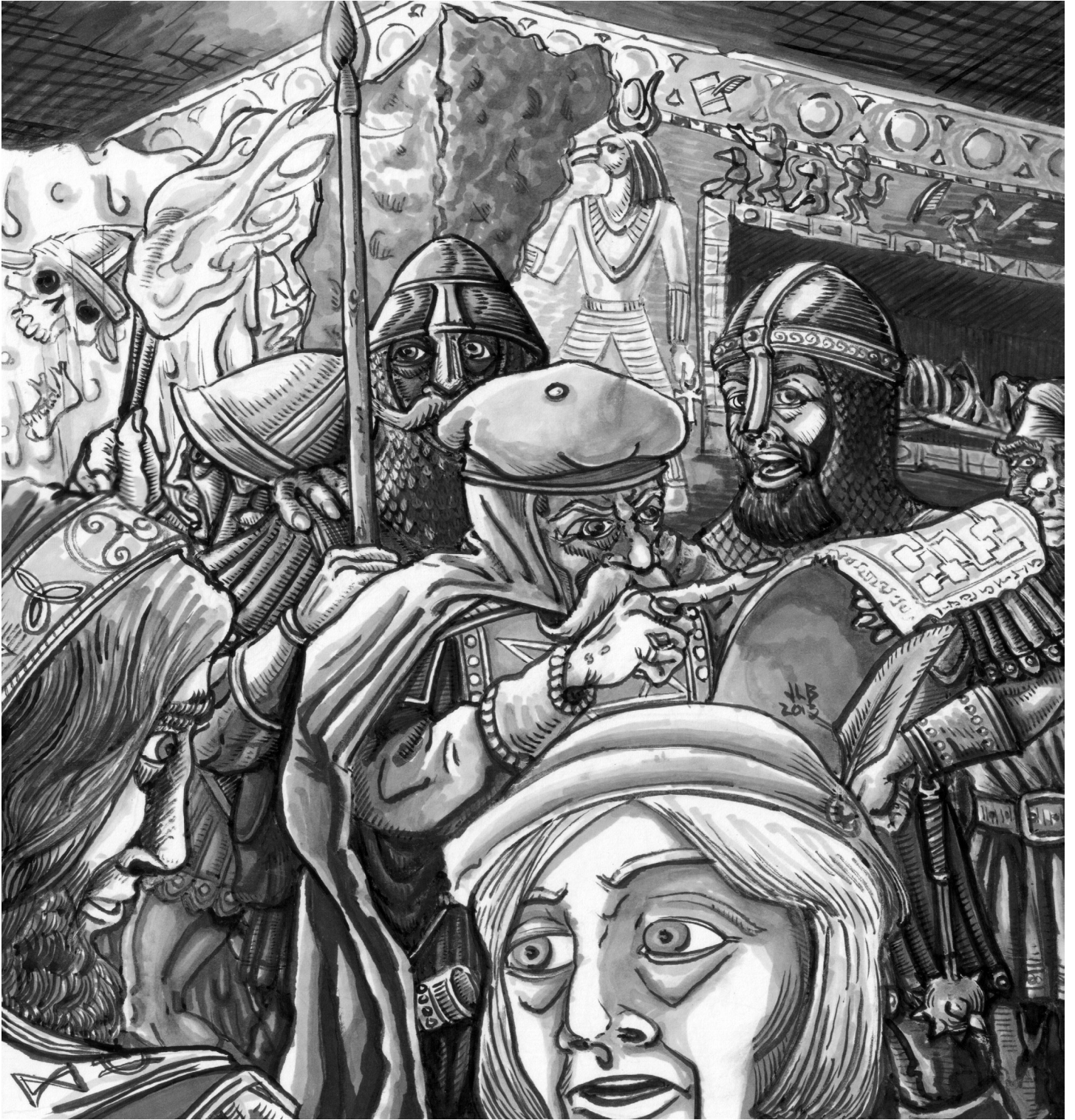


THE MAPS OF



ARDEN VUL

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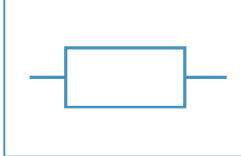
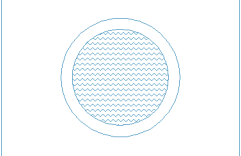
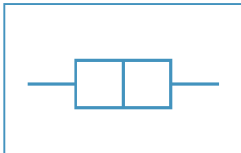
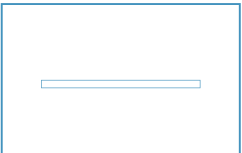
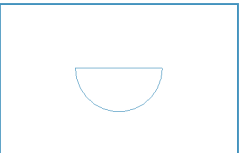
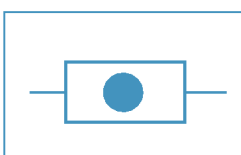
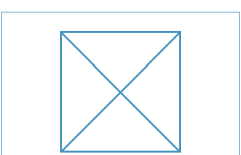
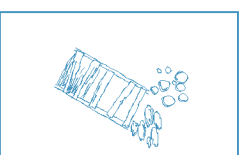
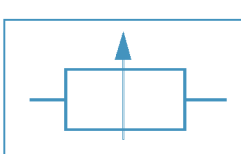
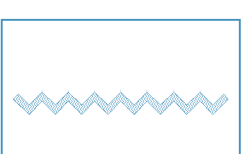
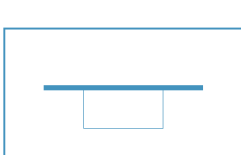
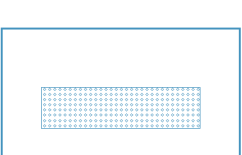
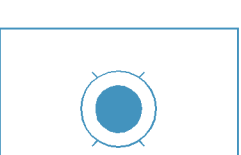
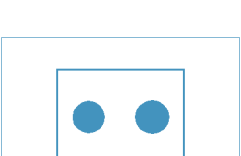
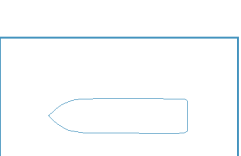
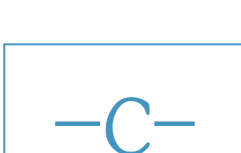
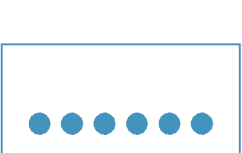
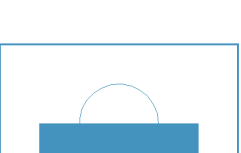
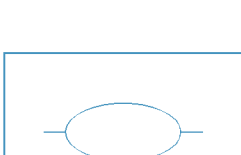
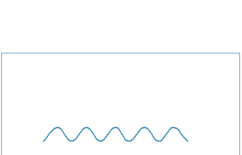
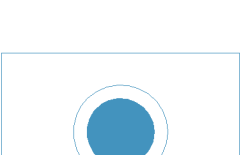
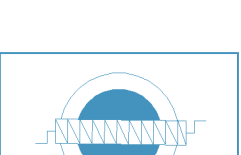
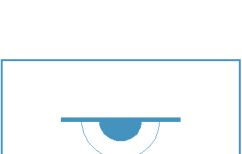
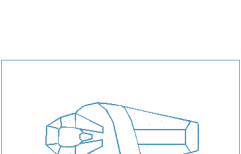
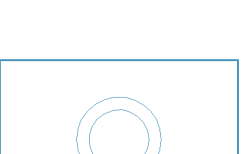
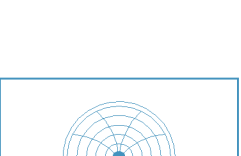
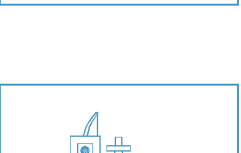
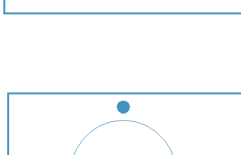
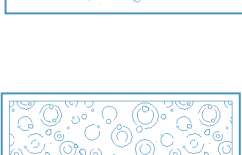
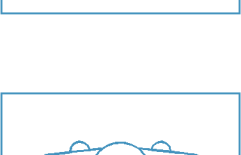
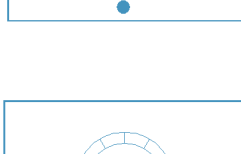
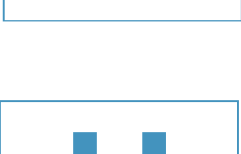
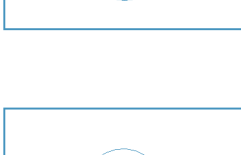
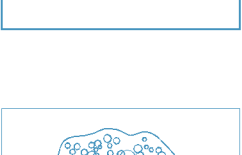
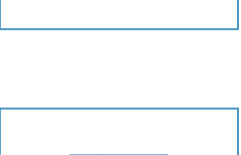
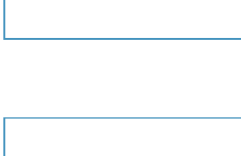
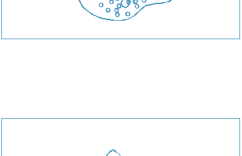
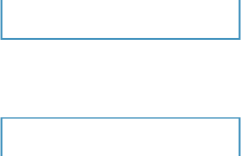
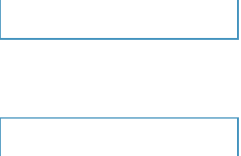
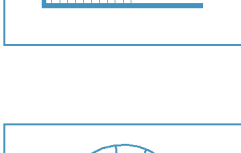
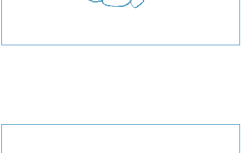
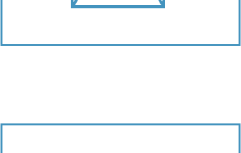
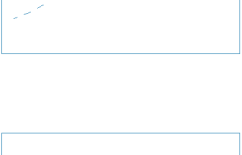
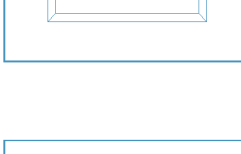
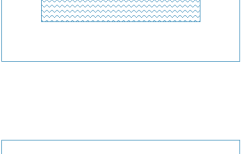
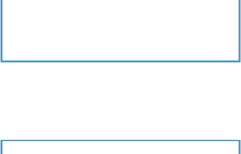
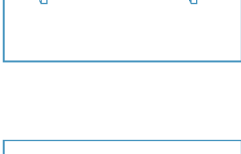
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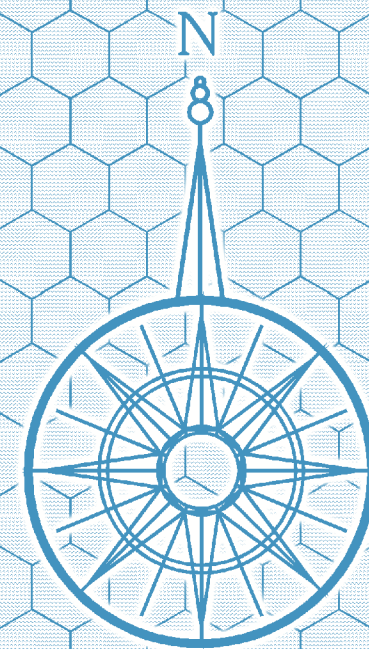


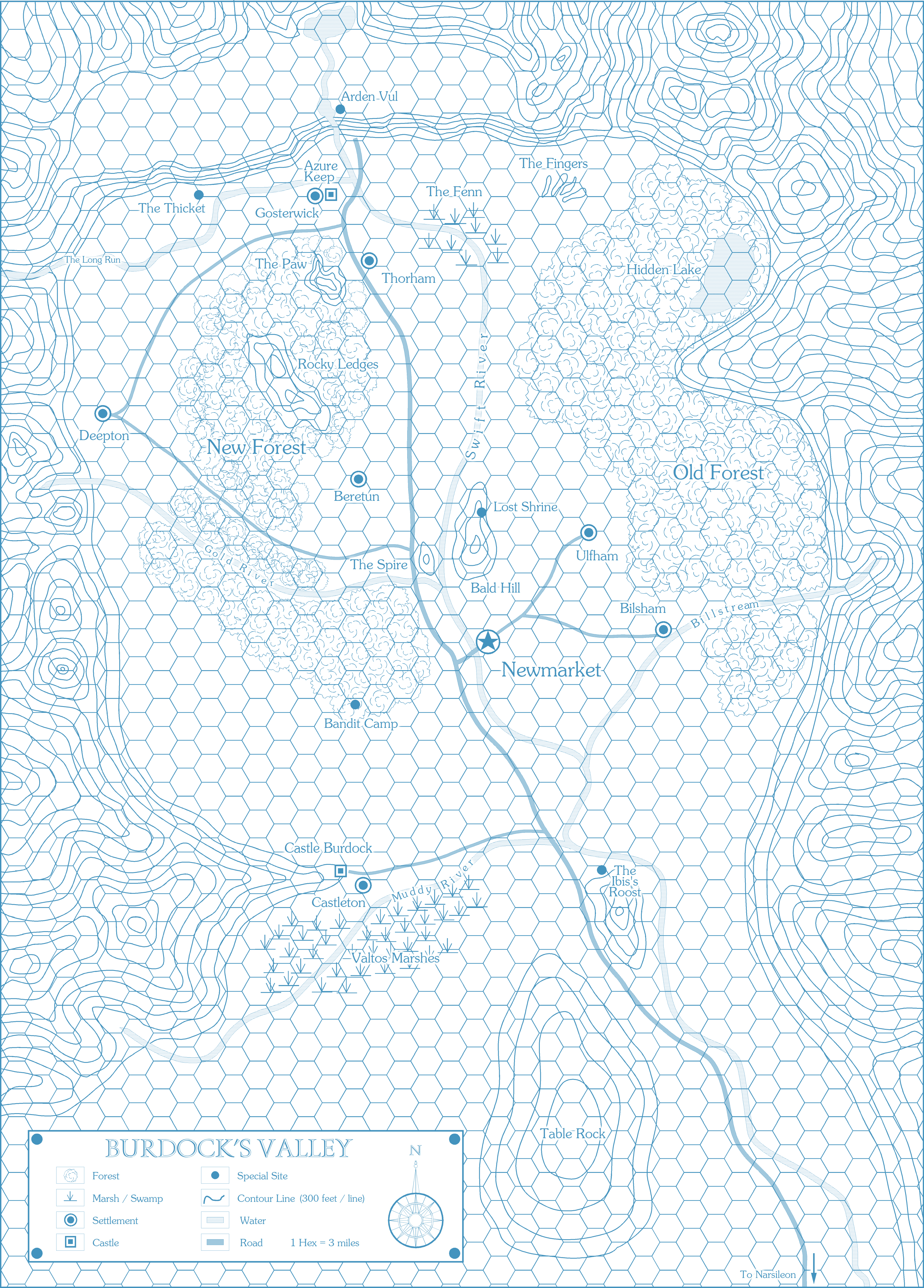
ARDEN VUL - MAP KEY

	Door		Illusionary Wall		Pool		Chair
	Door, Double		False Wall		Trap		Pod
	Door, locked		Spy Holes in Wall		Pit Trap		Broken column
	Door, One-way		Force Wall		Fire Pit		Bed
	Door, false		Rudishva Force Wall		Statue		Vat
	Door, Secret		Barricade		Altar		Rowboat
	Door, concealed		Portcullis		Throne / Chair		Caryatid Column
	Door, electronic		Curtain		Fountain		Well
	Magic Portal		Wall Basin		Sarcophagus		Well
	Sluice Gate		Window		Archway		Vine curtain
	Trap door, floor		Field		Pillar		Cage
	Trap door, ceiling		Sand / Muck		Bas-Relief		Ballista
	Priscian Teleporter		Mushrooms		Bas-relief statue		Rudishva Point Defense Array
	Thothian teleport ring		Mud		Fireplace		Stove
	Rudishva teleport ring		Slime		Ladder		Bed
	Stairs		Rubble		Chest		Folding Screen
	Spiral Stairs		Path		Lever		Manacles
	Elevator		Water		Bench		Bench
	Bricked-up Wall		Whirlpool		Magic Mouth		Rope Bridge

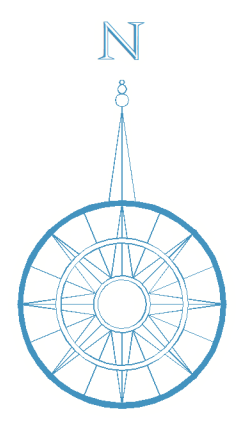
MAGAE

THE WORLD OF ARDEN VUL



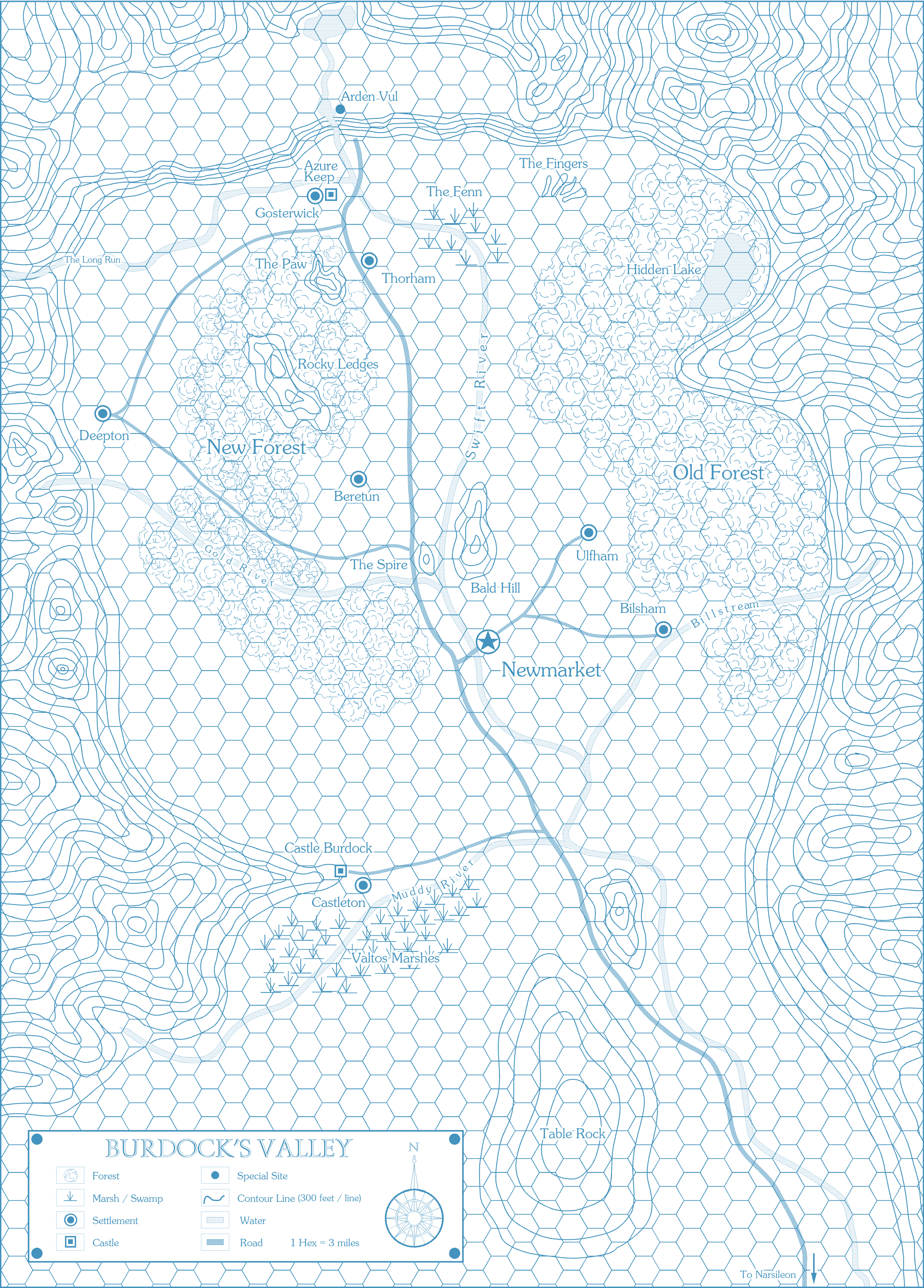


BURDOCK'S VALLEY



- | | | | |
|--|---------------|--|--------------------------------|
| | Forest | | Special Site |
| | Marsh / Swamp | | Contour Line (300 feet / line) |
| | Settlement | | Water |
| | Castle | | Road |
- 1 Hex = 3 miles

To Narsileon



Arden-Vul

Azure Keep

Gosterwick

The Paw

Thorham

Rocky Ledges

New Forest

Beretun

Deepton

Gold River

The Spire

Bald Hill

Newmarket

Bilsham

Ulfham

Old Forest

Billstream

Castle Burdock

Castleton

Muddy River

Valtos Marshes

Table Rock

To Narsileon

BURDOCK'S VALLEY



Forest



Marsh / Swamp



Settlement



Castle



Special Site



Contour Line (300 feet / line)

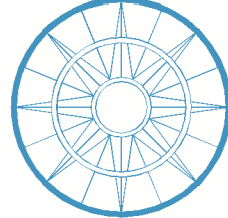


Water



Road

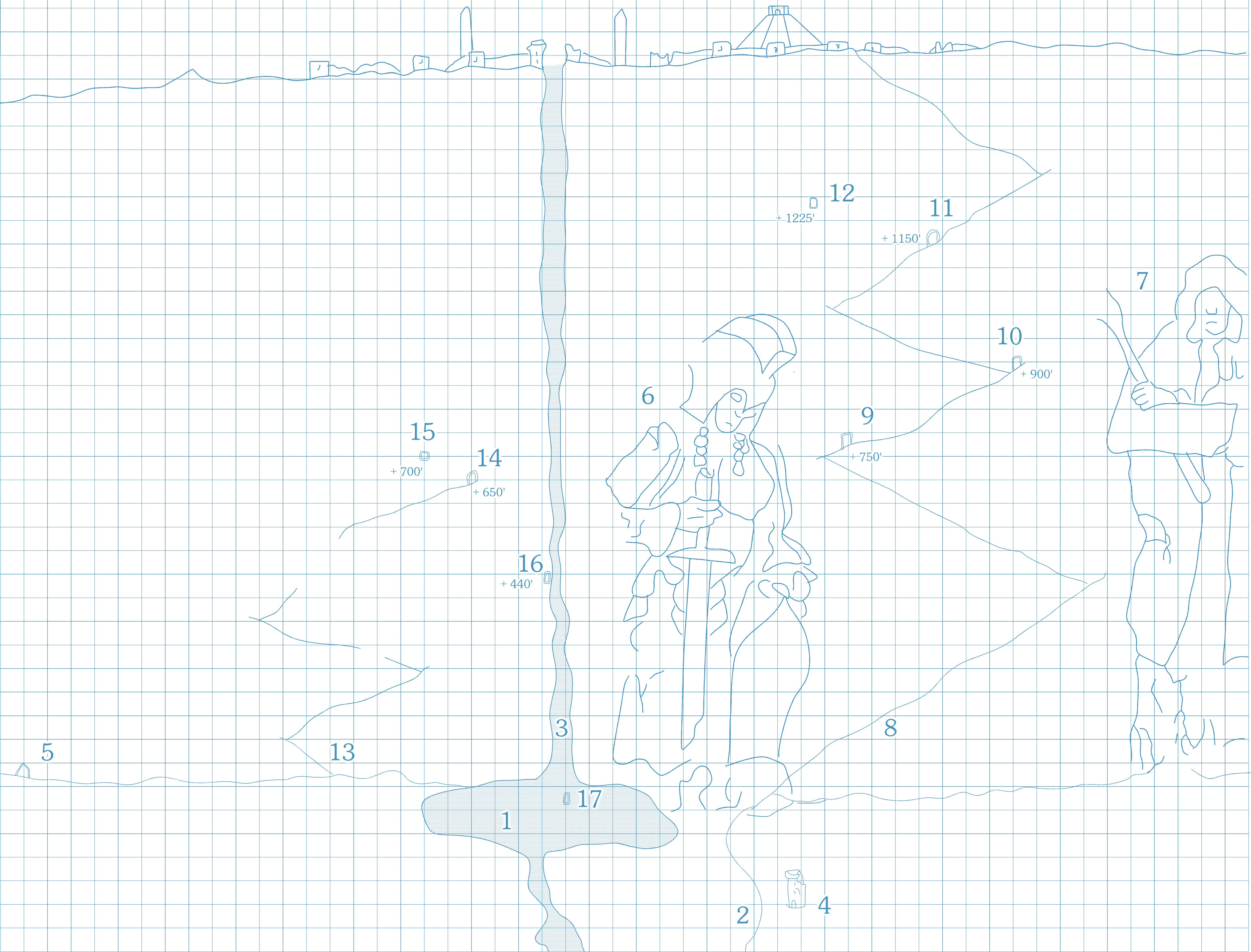
1 Hex = 3 miles



ARDEN VUL

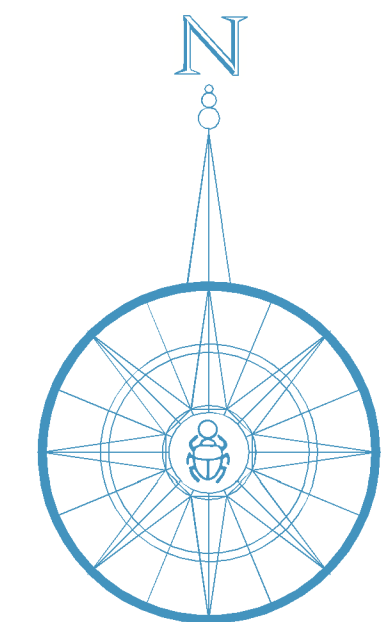
1 square = 50 feet

THE CLIFF FACE



ARDEN VUL

THE RUINED CITY



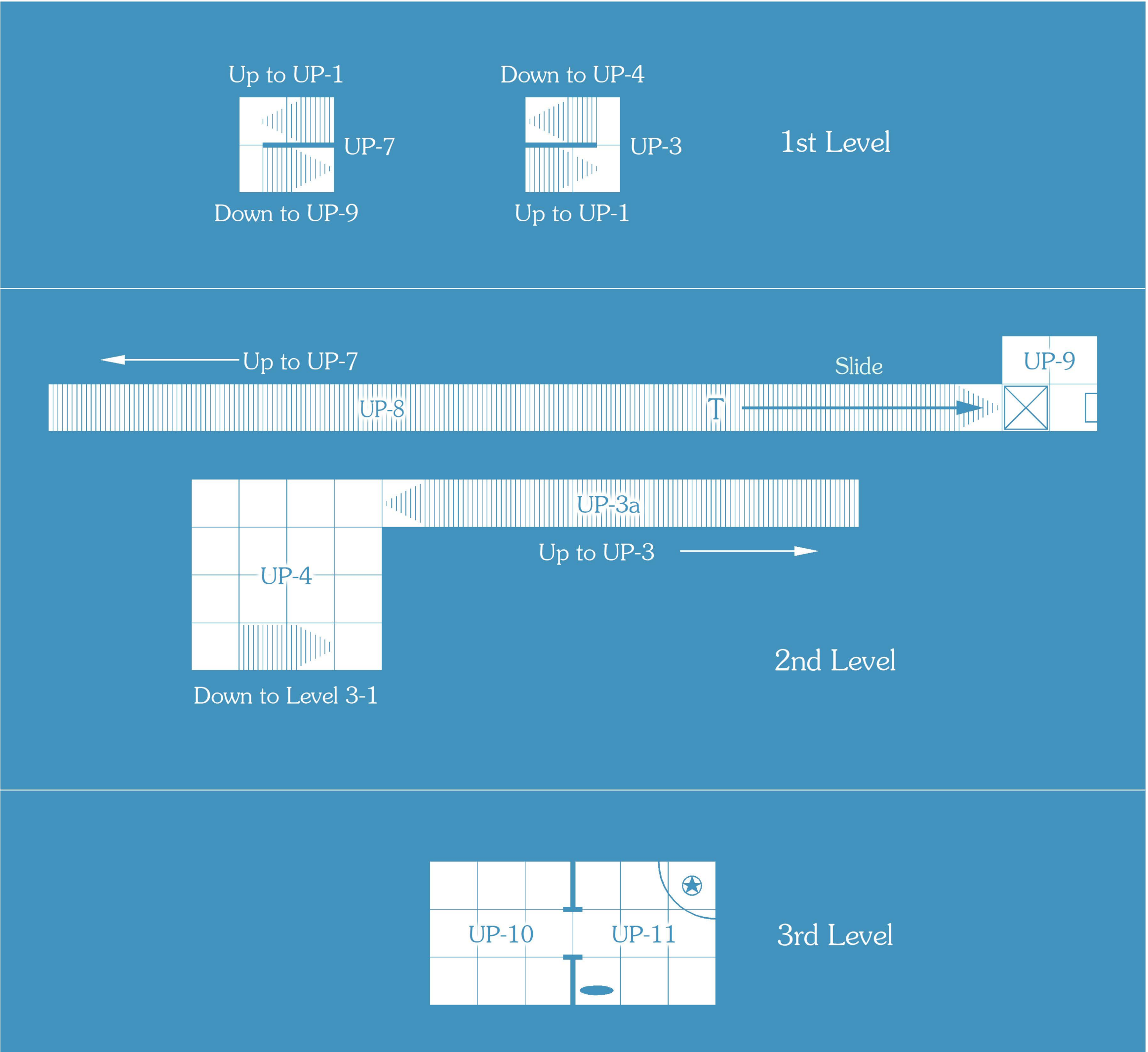
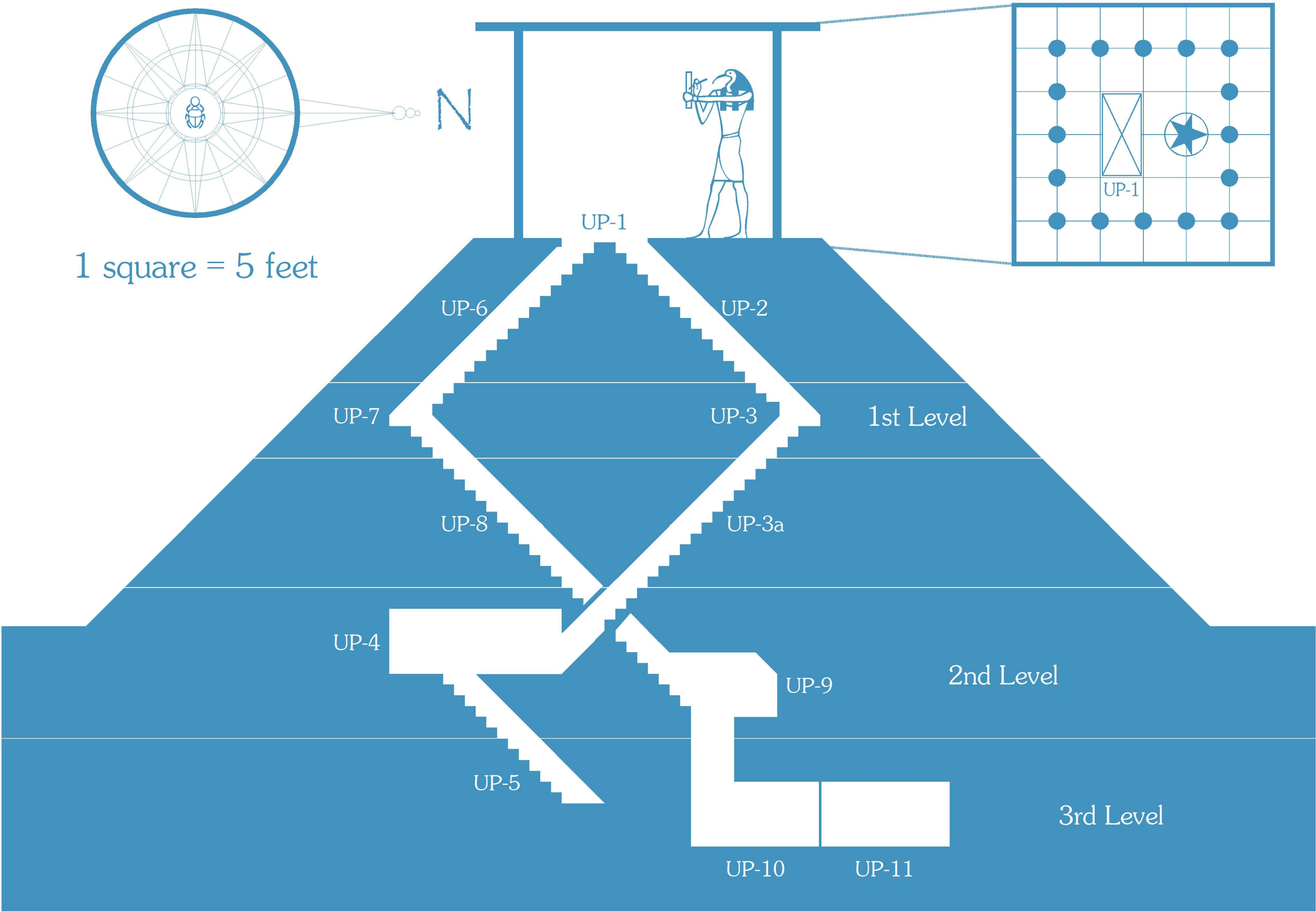
1 square = 50 feet

Connections to The Dungeon Levels

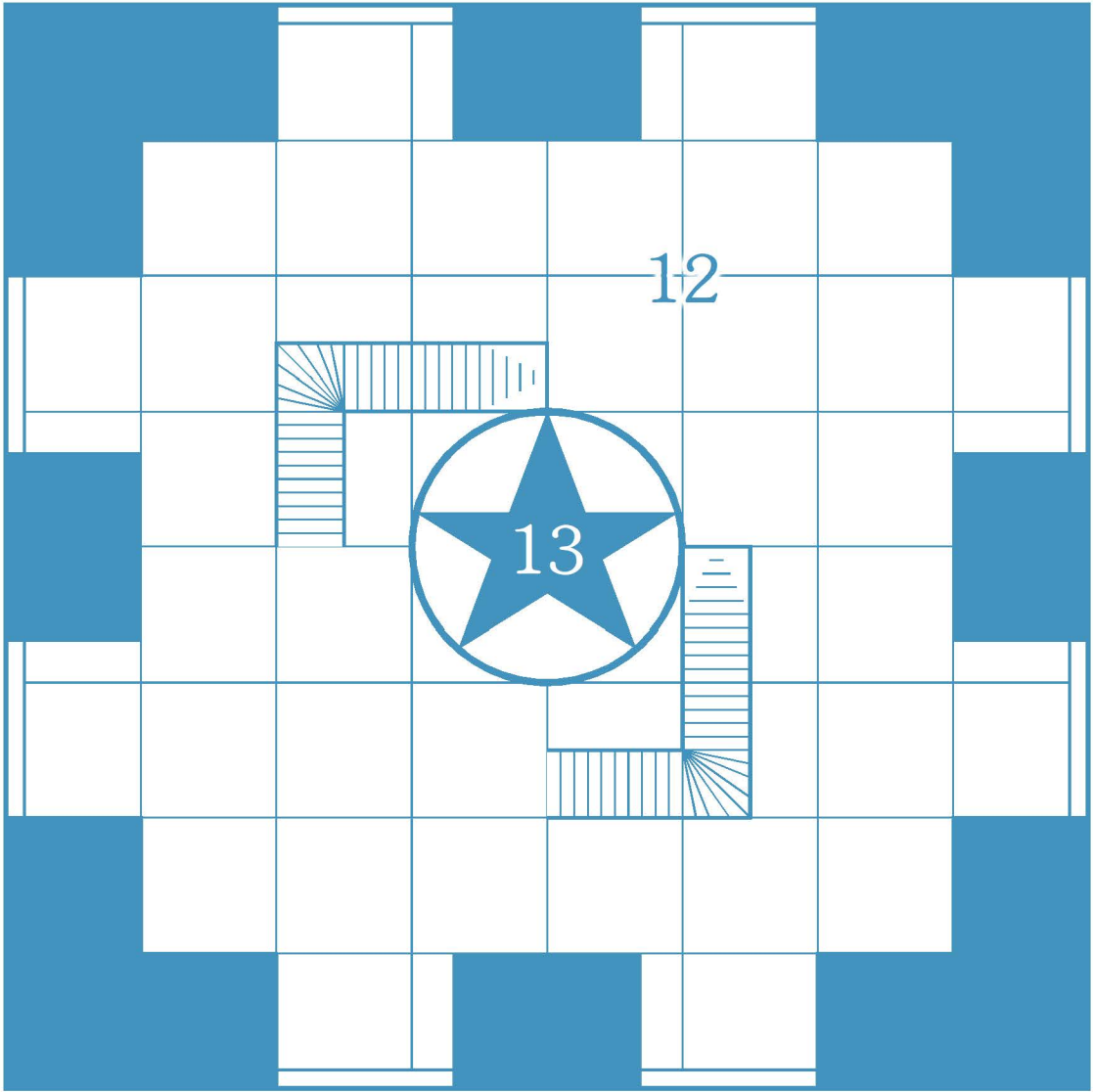
AV-10	To Level 2-54
AV-12	To Level 3-52A
AV-14	To Level 2-1
AV-14	To Sub-Level 1-1
AV-14	To Level 2-64 and 2-65
AV-15	To UP and Level 3-1
AV-16	To Sub-Level 4-37
AV-17	To Level 1-1
AV-18	To Level 2-23
AV-19	To Level 3-50A
AV-20	To Sub-Level 11-18
AV-27	To Sub-Level 6-152
AV-29	Thothian teleportation ring
AV-34	To Sub-Level 14-1
AV-39	To Level 4-122A
AV-44	To Sub-Level 15-9
AV-45	To Sub-Level 15-10
AV-46	To Sub-Level 15-21



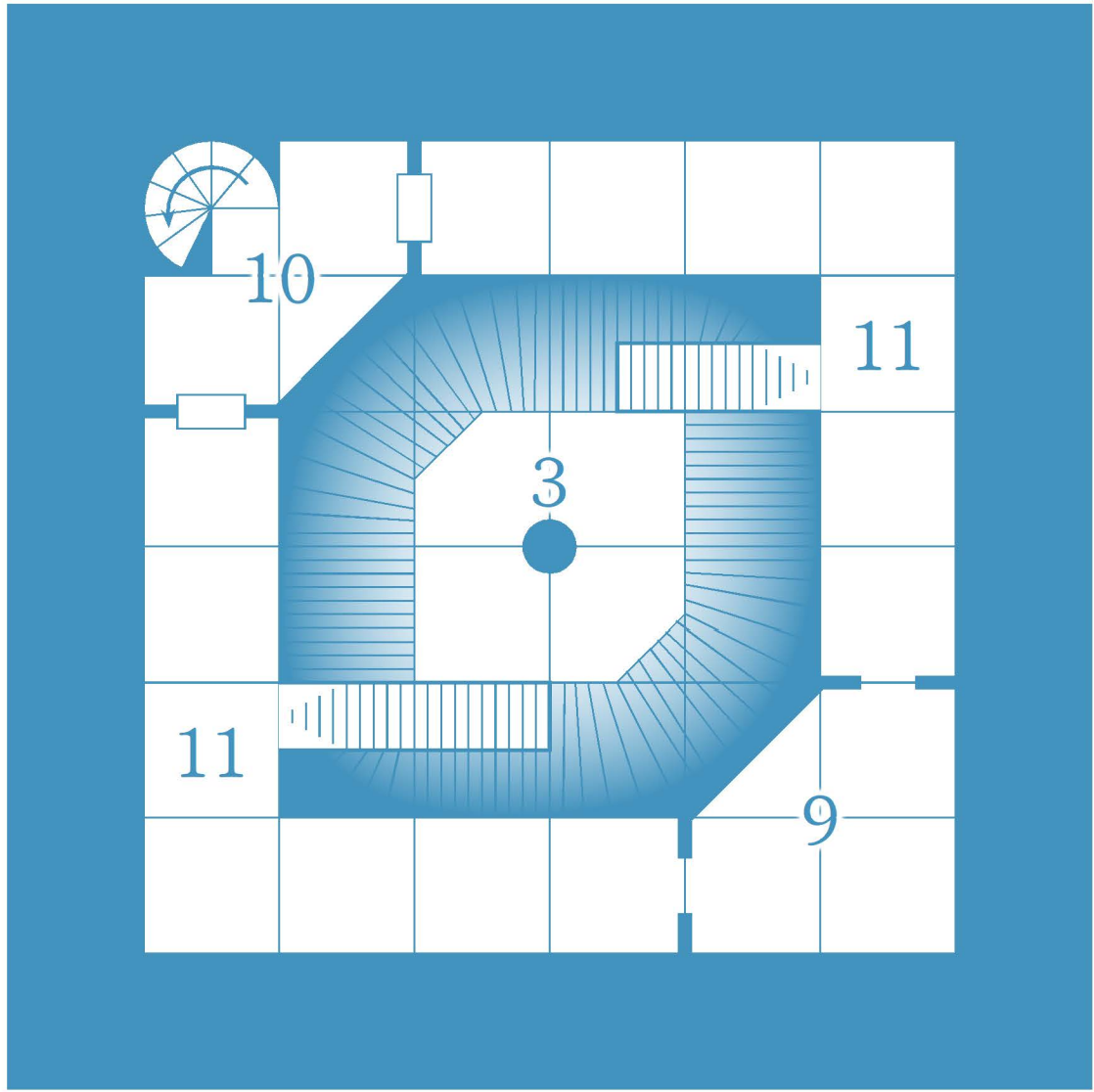
UNDER THE PYRAMID OF THOTH



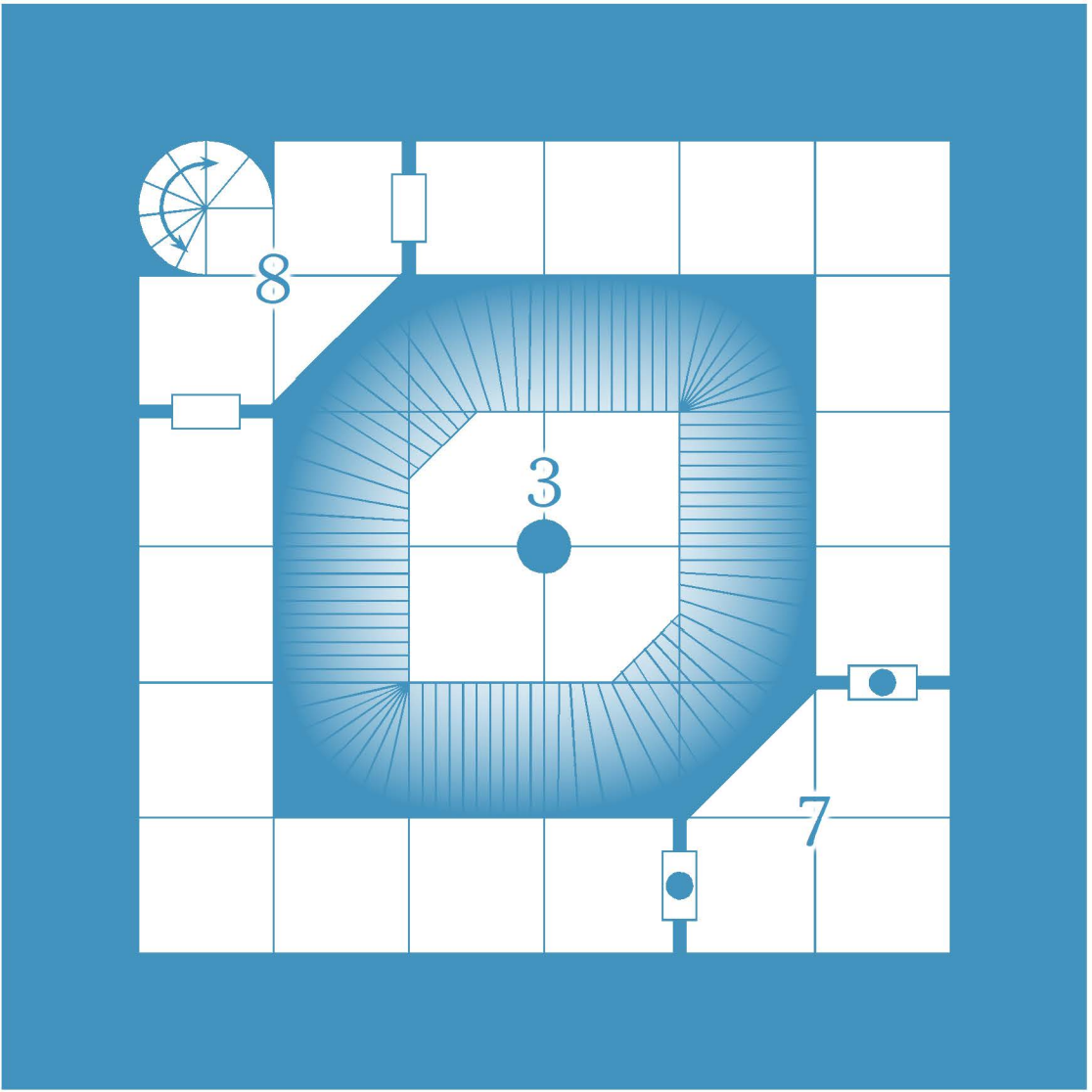
THE TOWER OF SCRUTINY



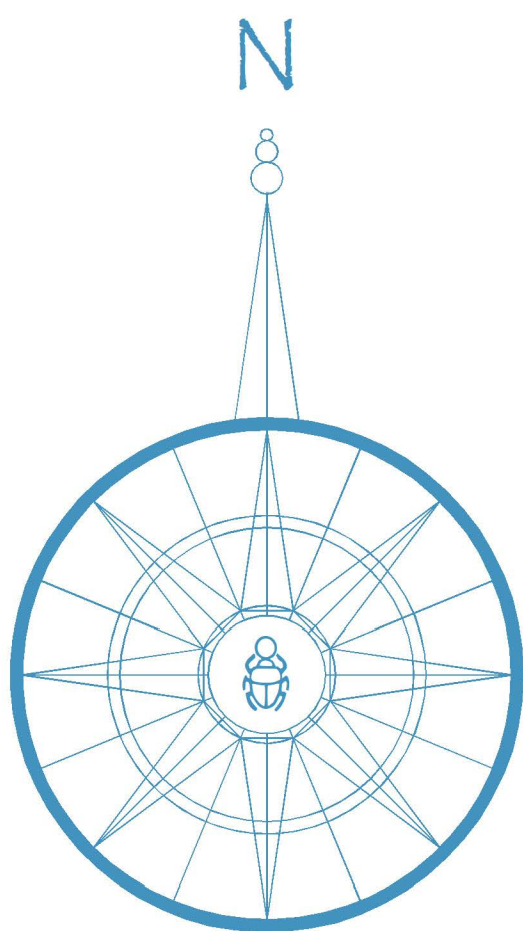
Top floor
(30' from ground)



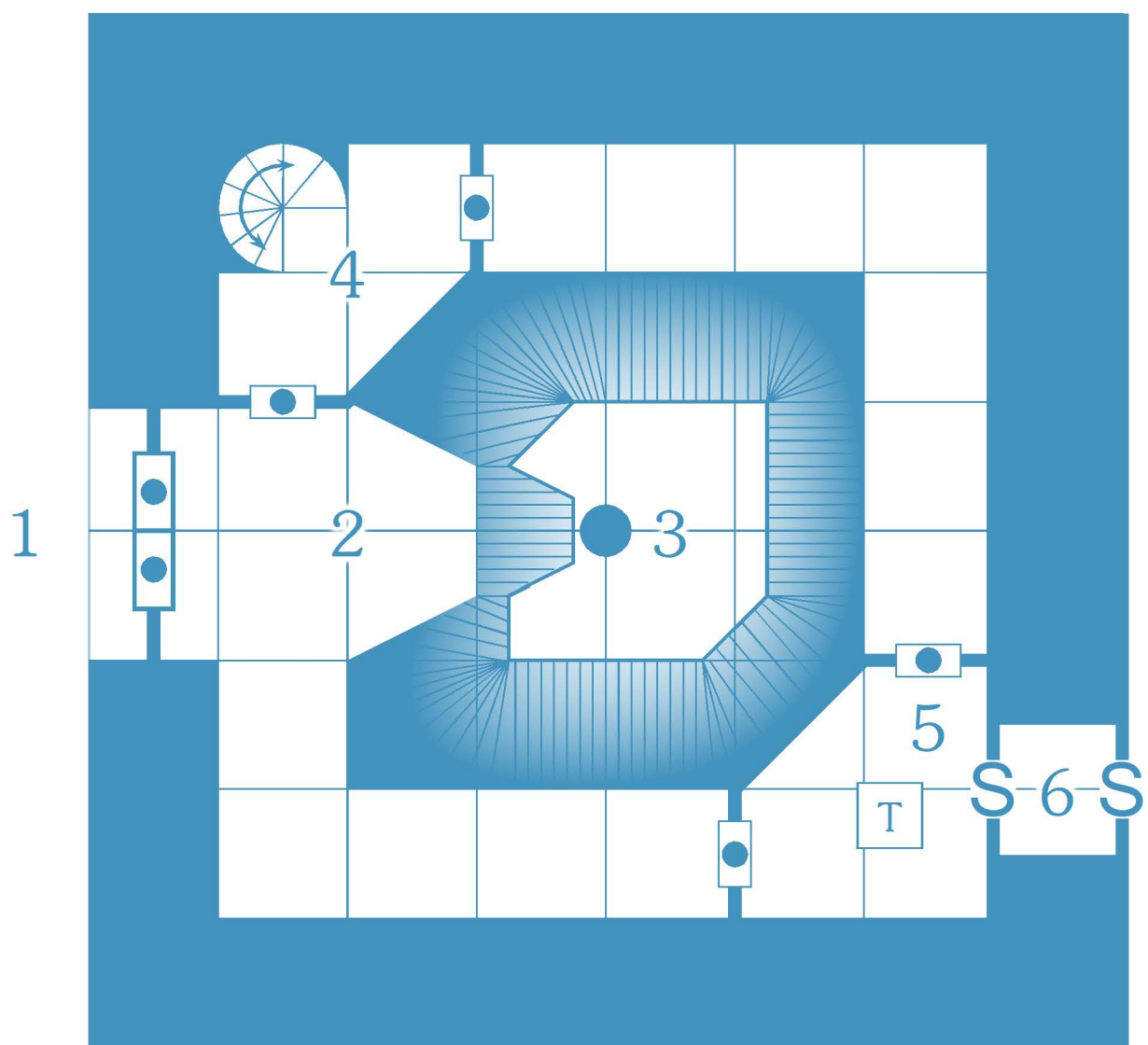
3rd floor
(20' from ground)



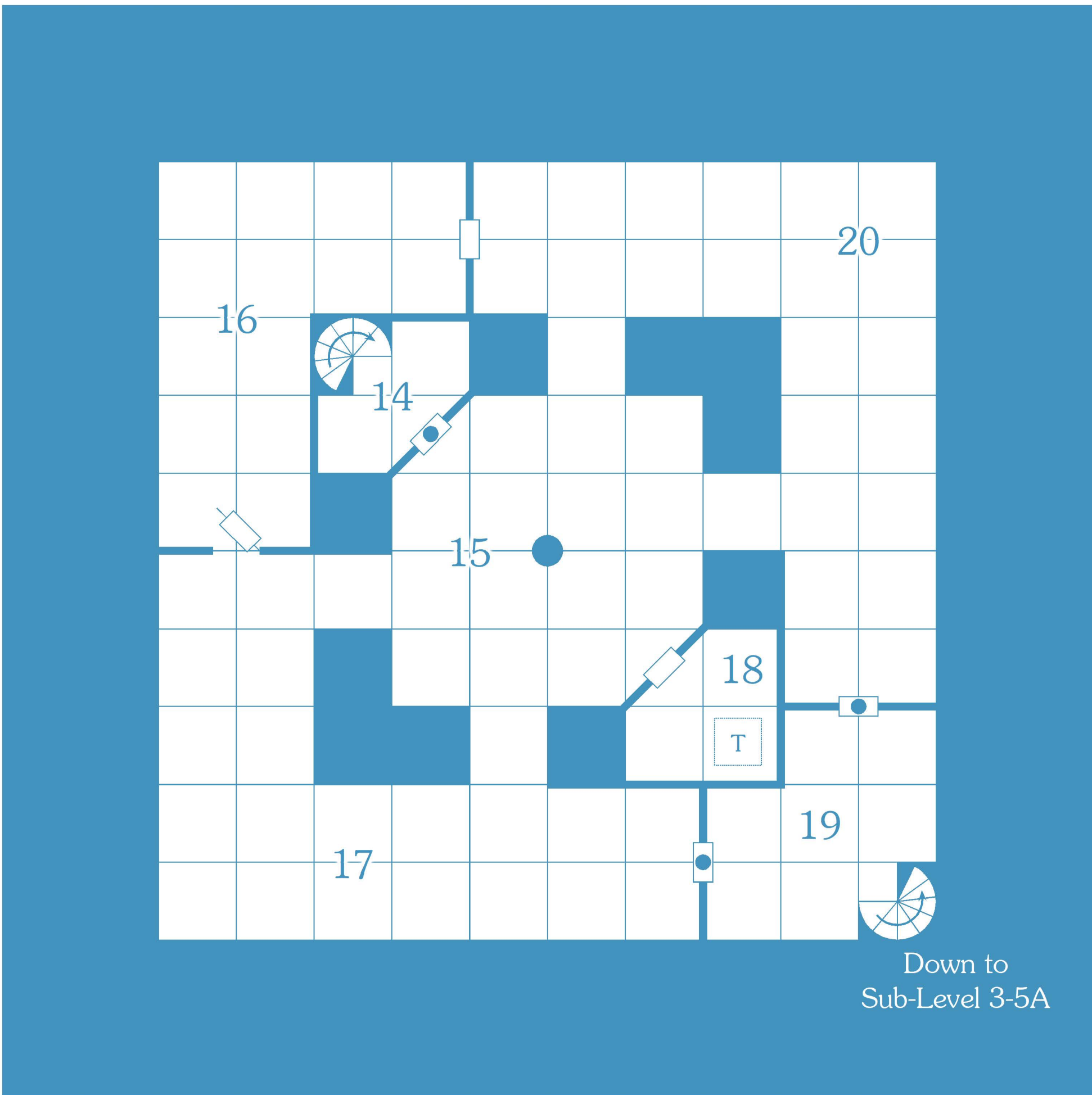
2nd floor
(10' from ground)



1 square = 5 feet

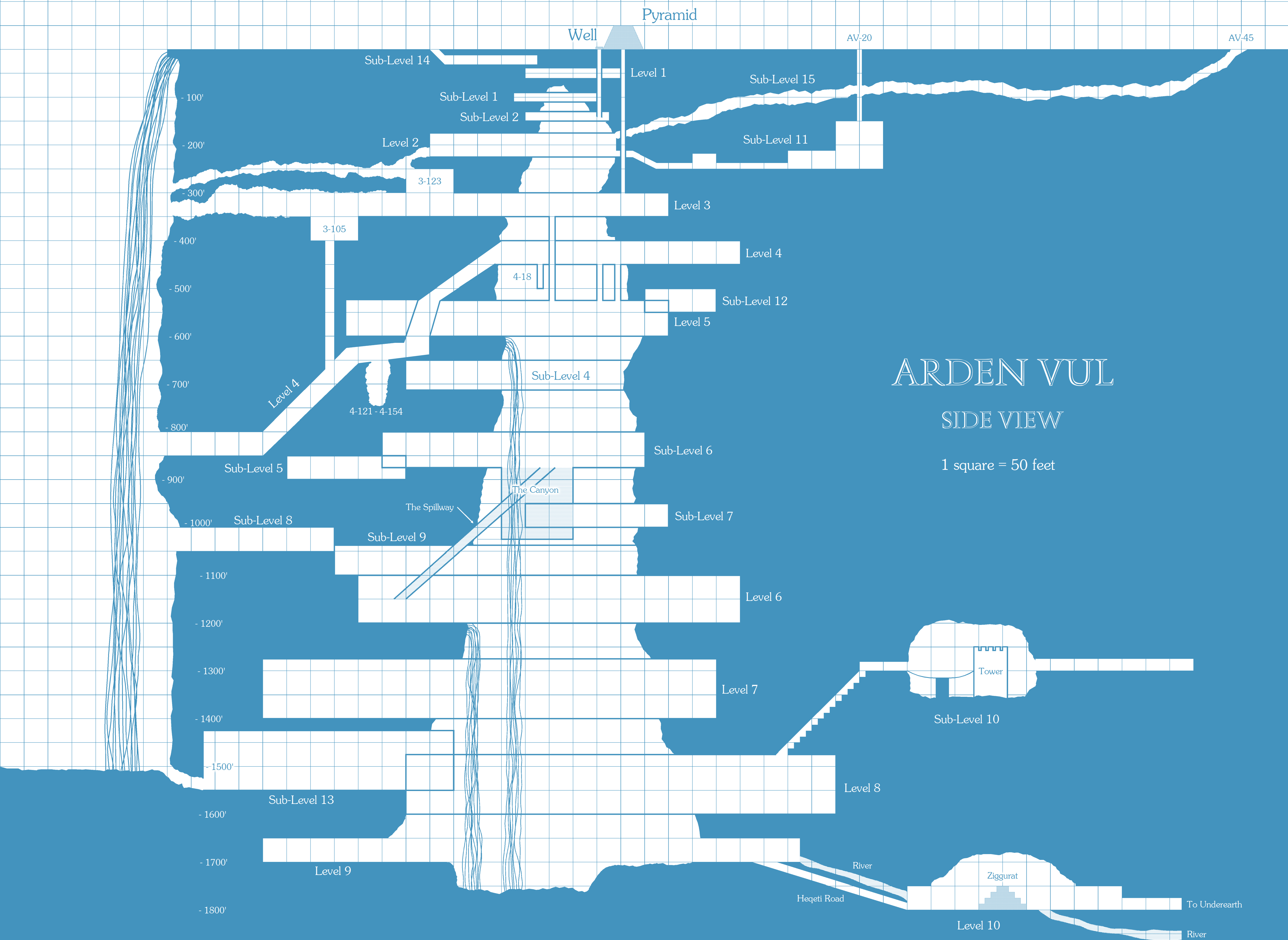


Ground floor

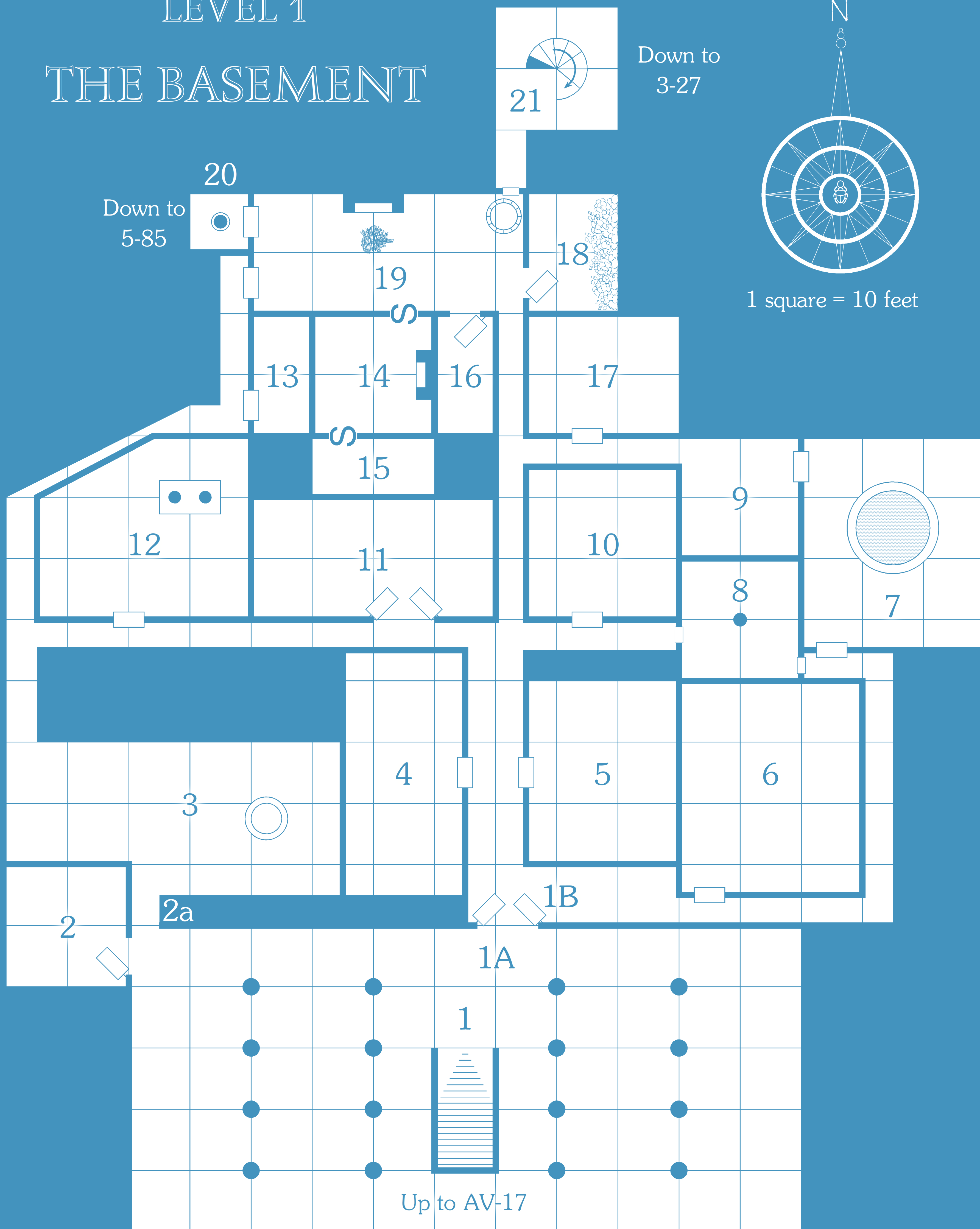


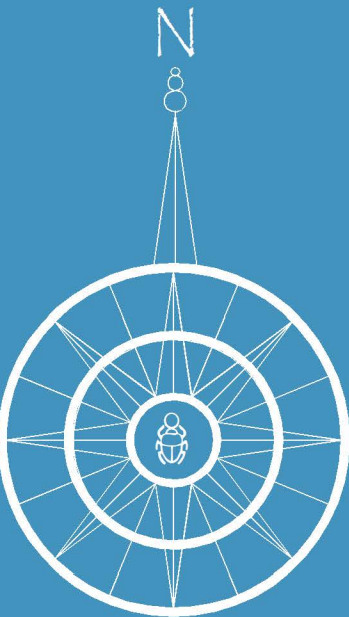
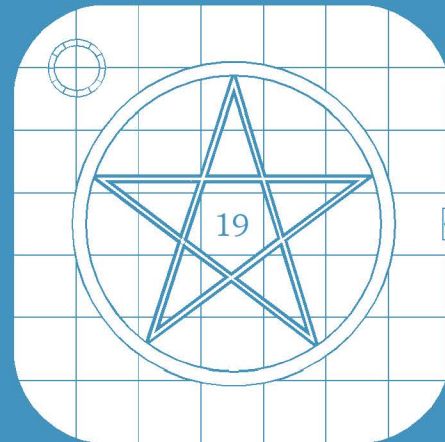
Basement

Down to
Sub-Level 3-5A



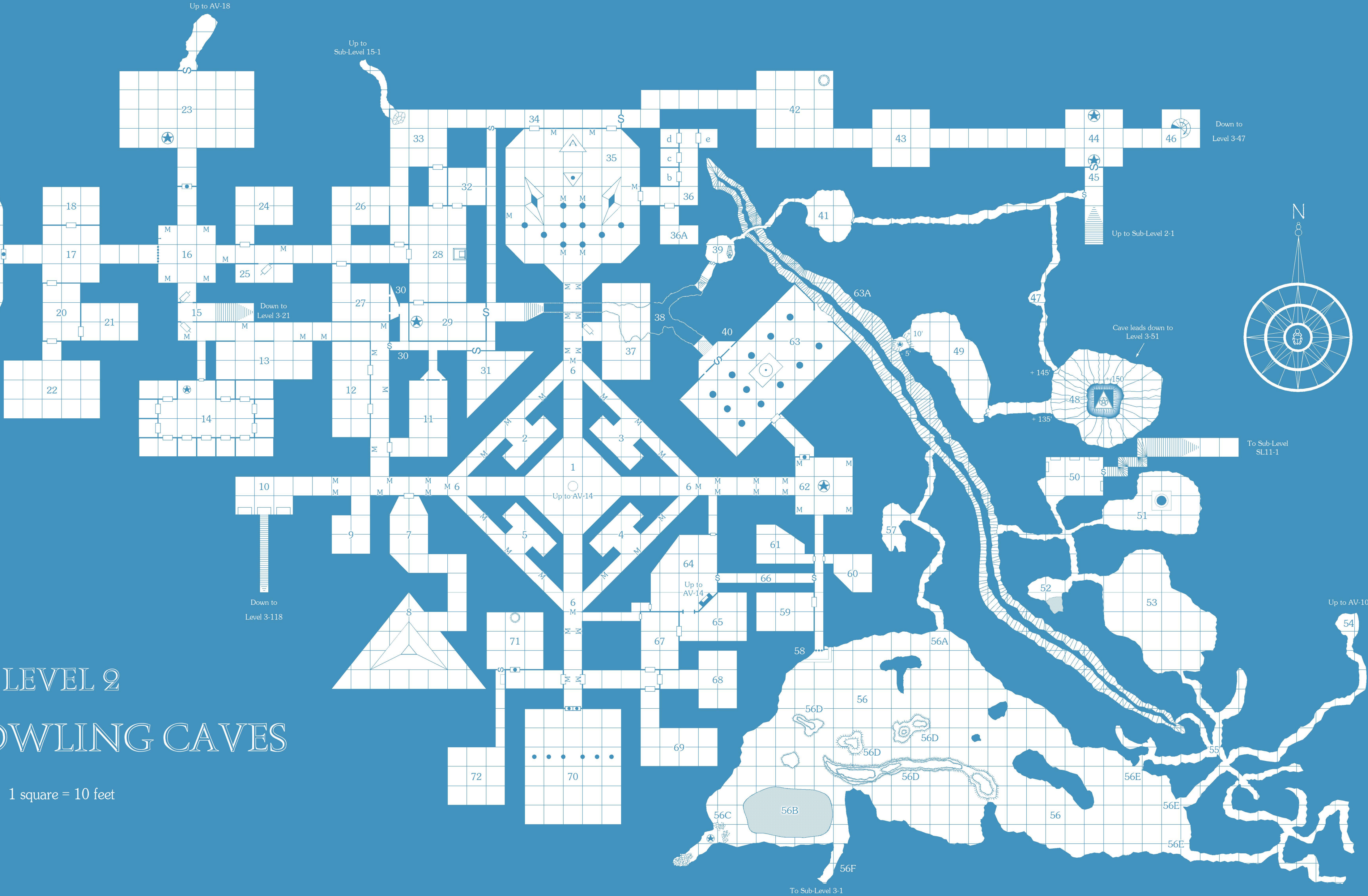
LEVEL 1 THE BASEMENT





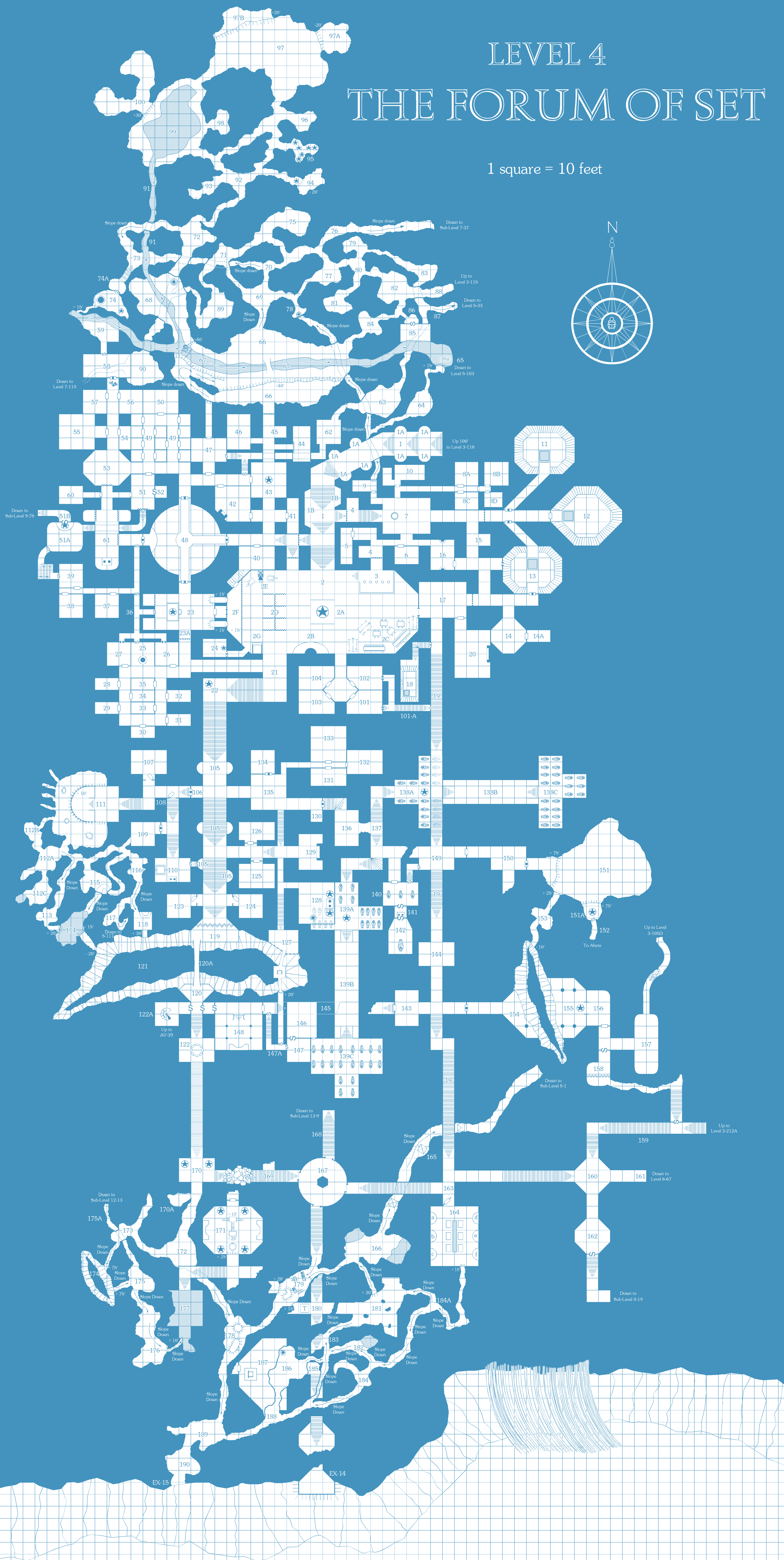
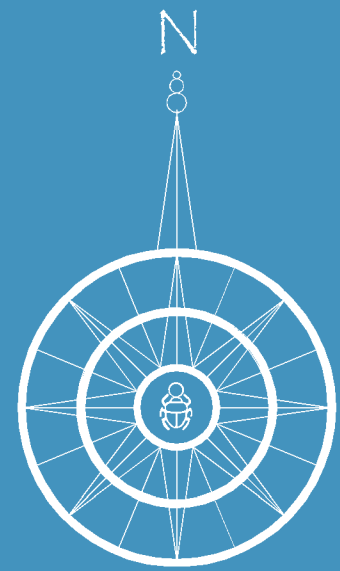
LEVEL 2
THE HOWLING CAVES

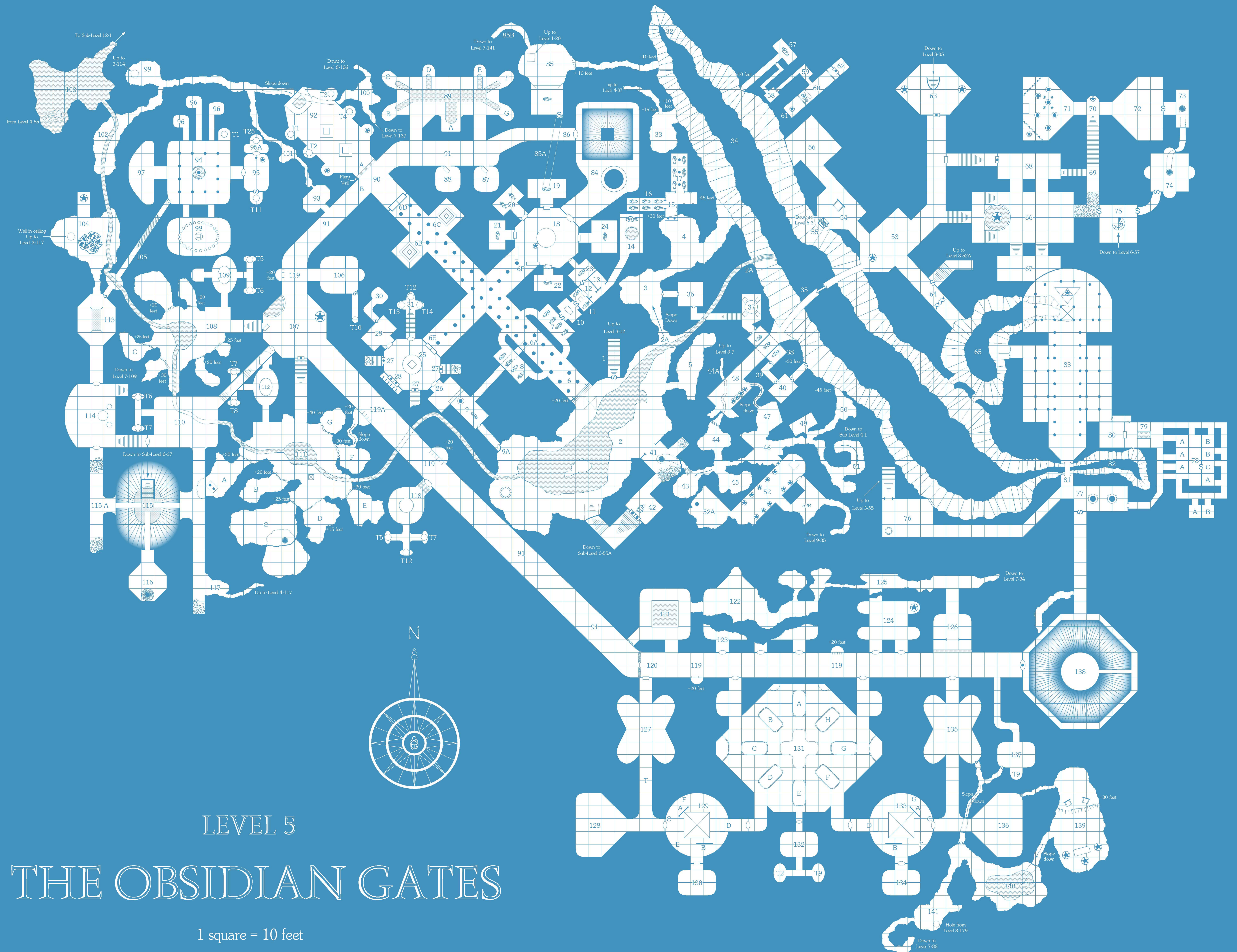
1 square = 10 feet





1 square = 10 feet

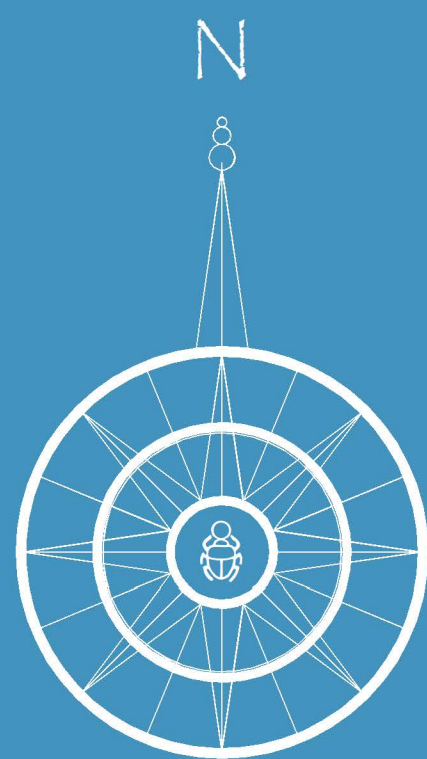




LEVEL 5

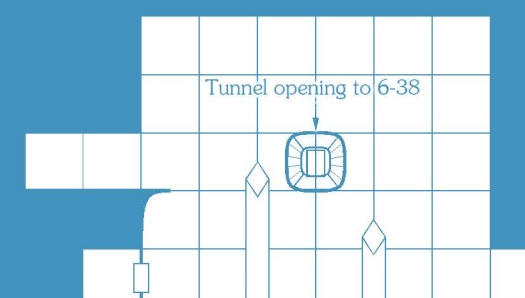
THE OBSIDIAN GATES

1 square = 10 feet



1 square = 10 feet

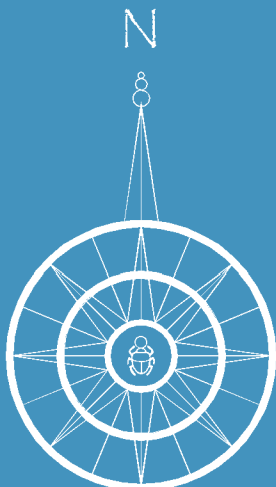
Side view of area #30
from north



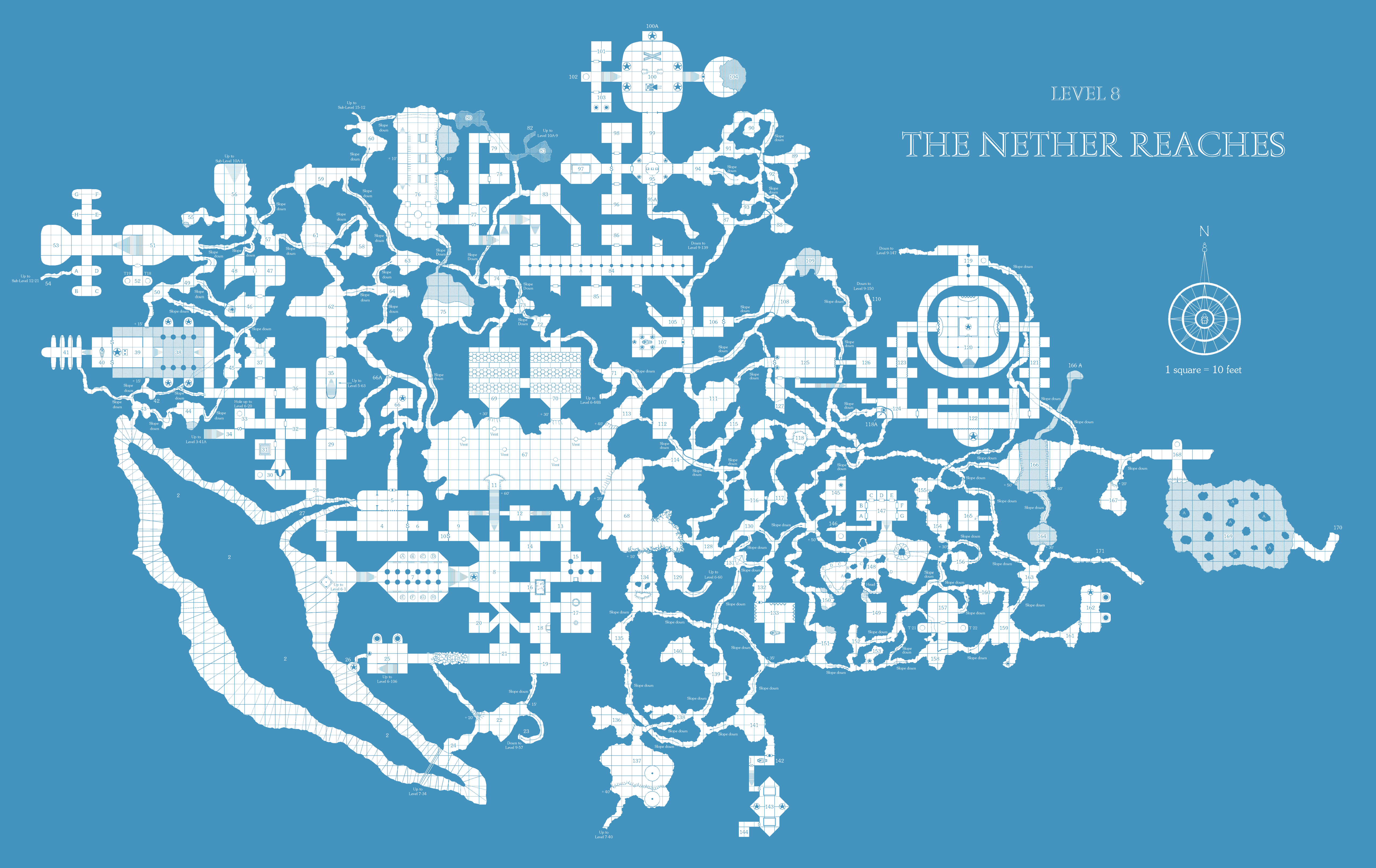


LEVEL 8

THE NETHER REACHES

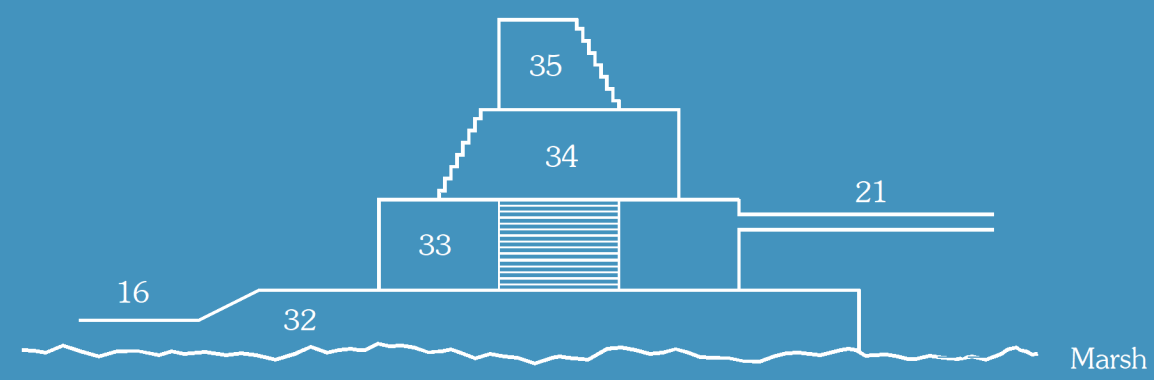


1 square = 10 feet

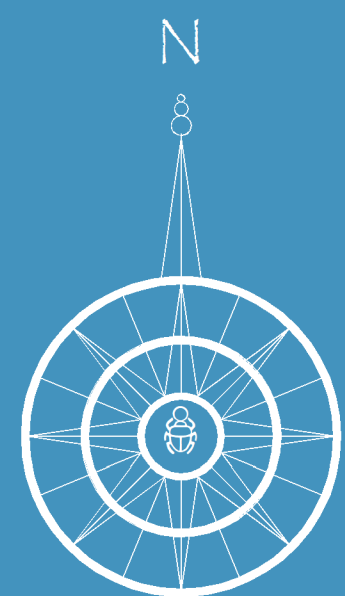
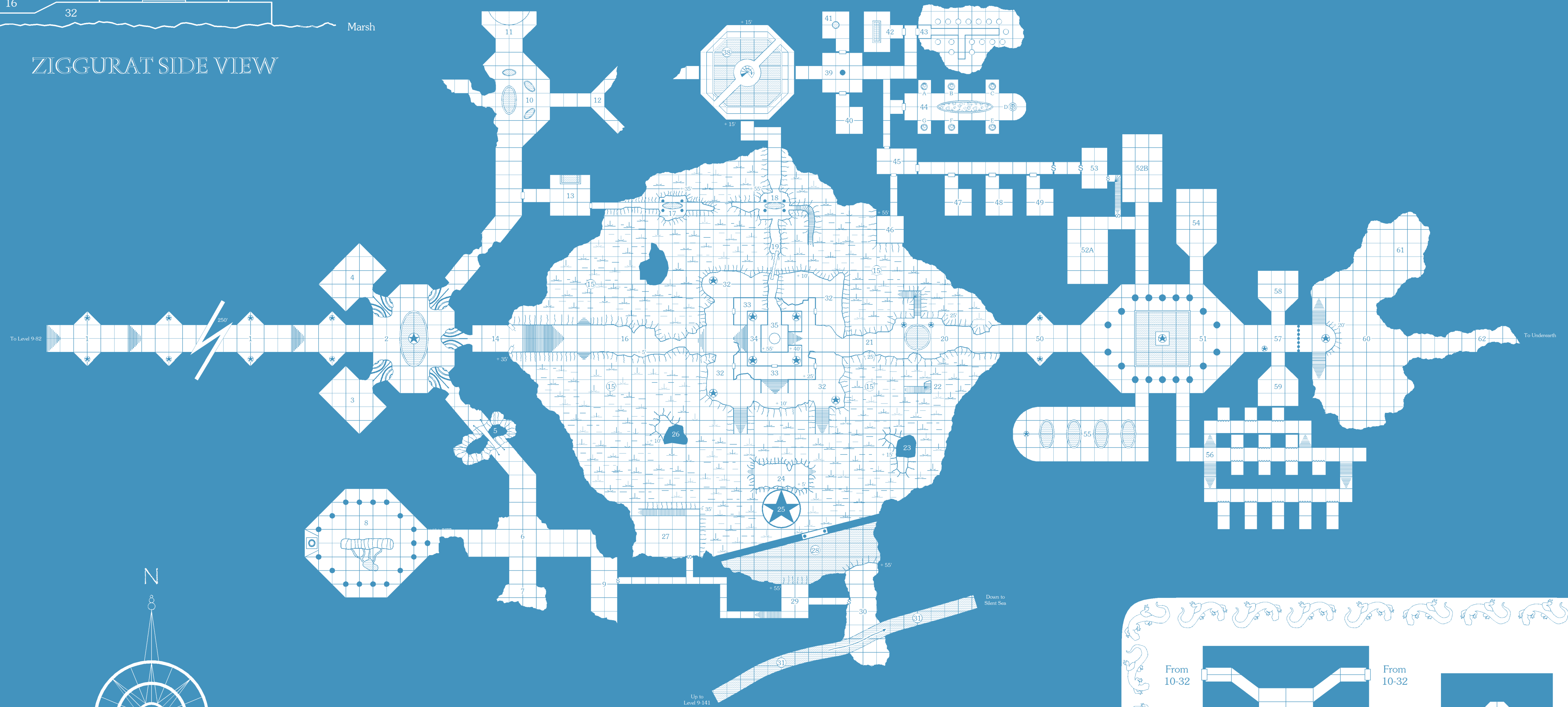


LEVEL 10

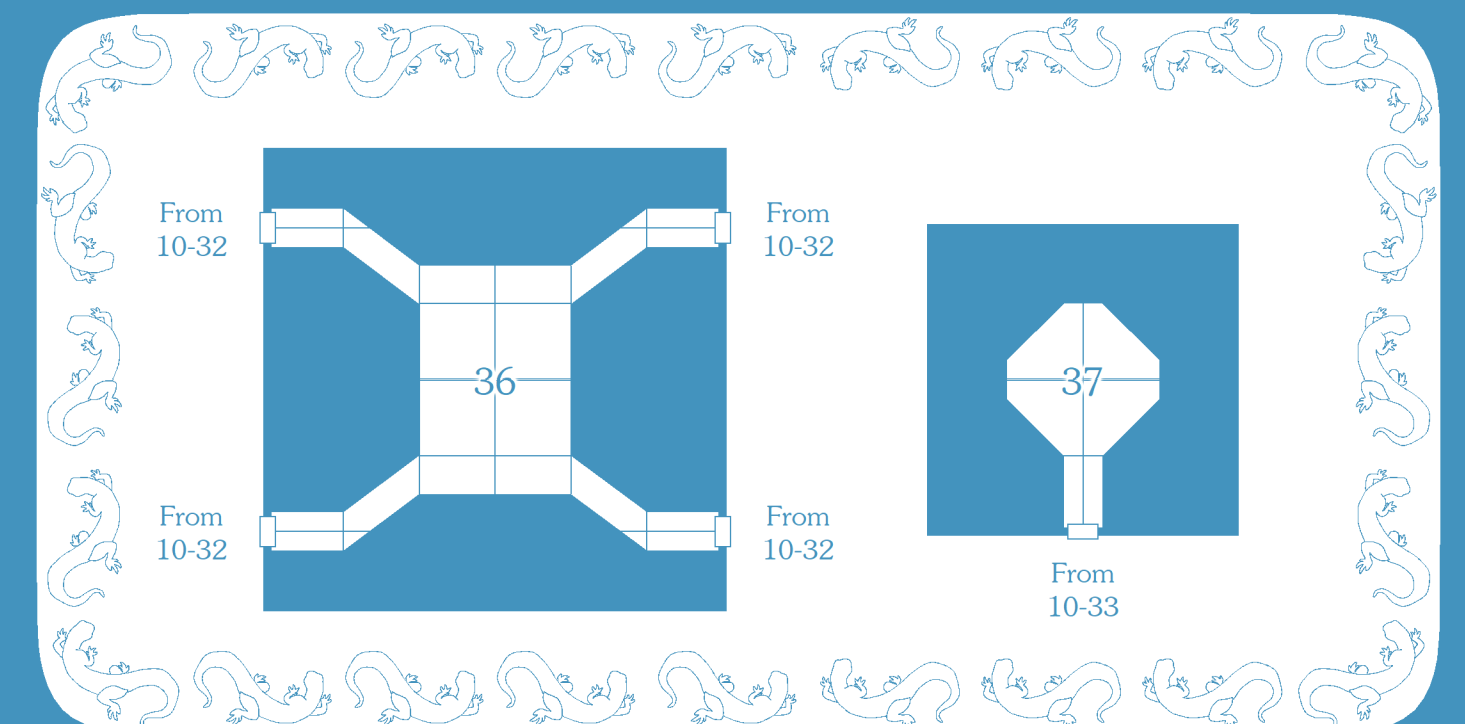
THE ZIGGURAT OF KAUKET



ZIGGURAT SIDE VIEW

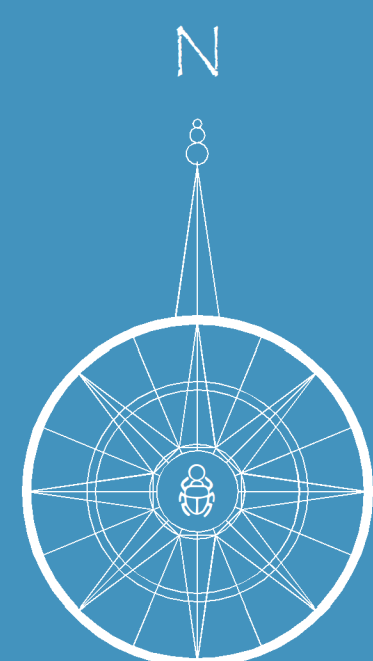
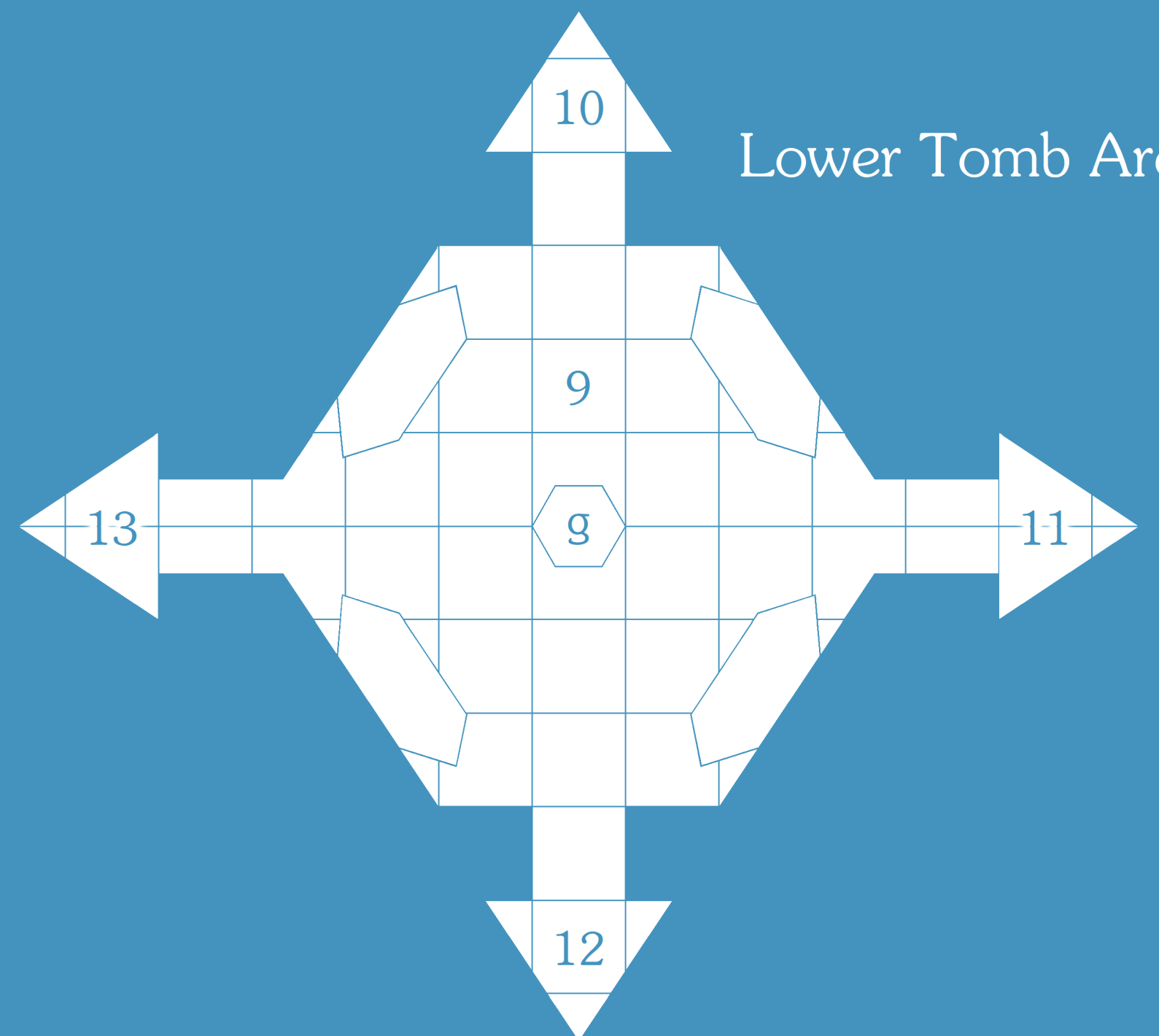


1 square = 10 feet



INSIDE THE ZIGGURAT

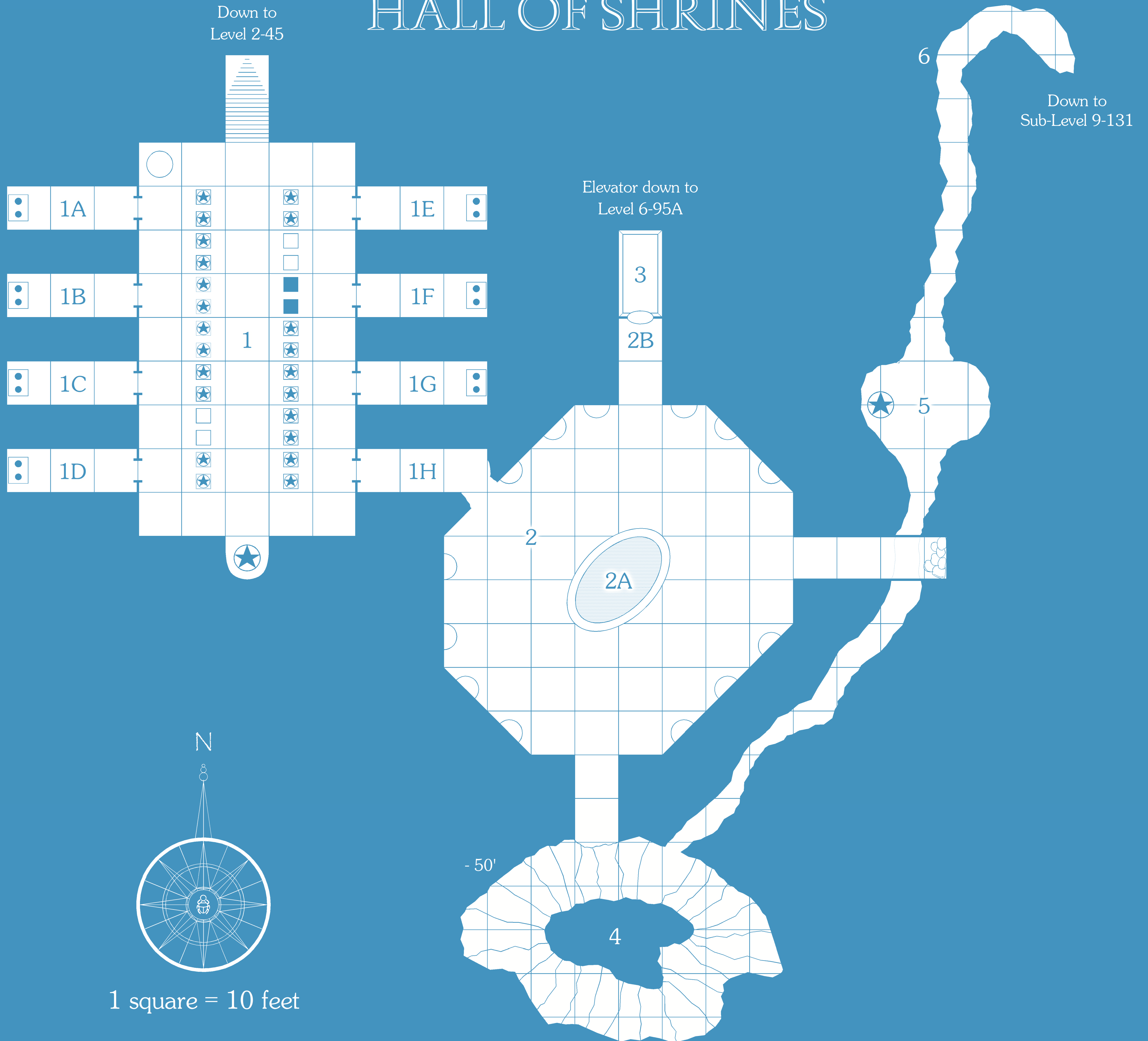
THE TOMBS OF LIGHT

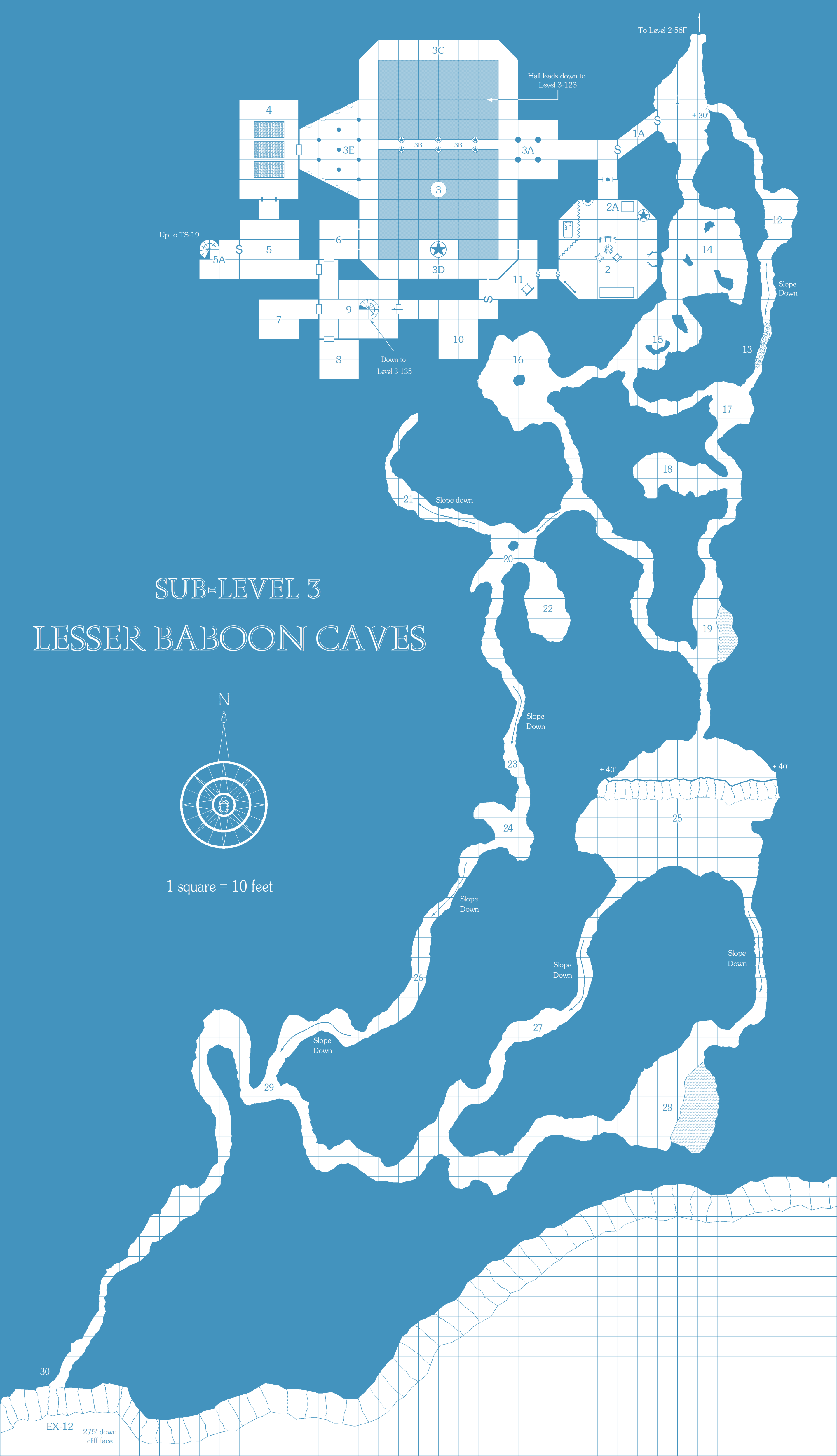


1 square = 10 feet

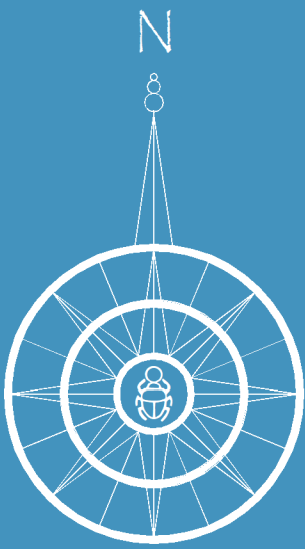
SUB-LEVEL 2

HALL OF SHRINES





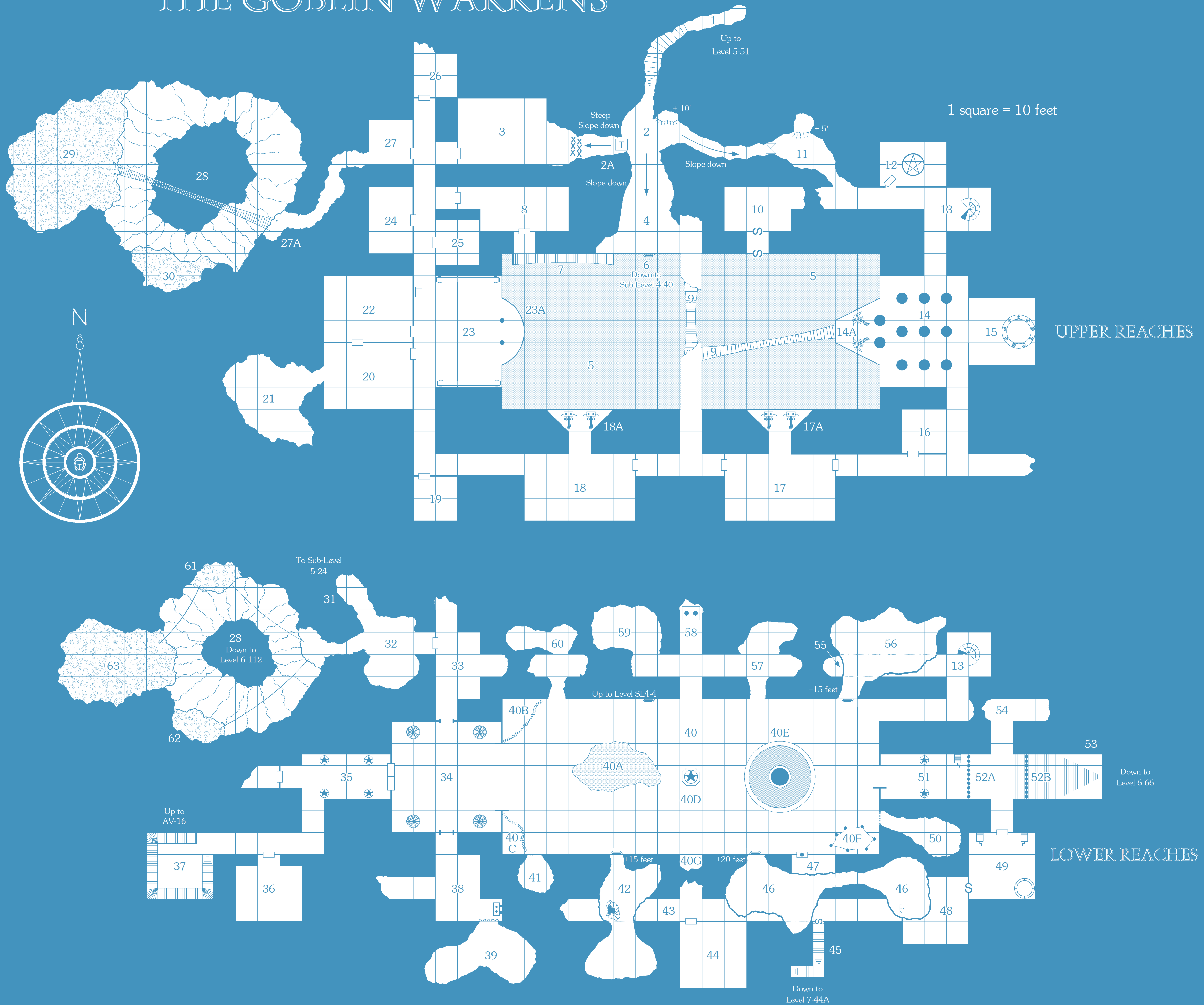
SUB-LEVEL 3 LESSER BABOON CAVES

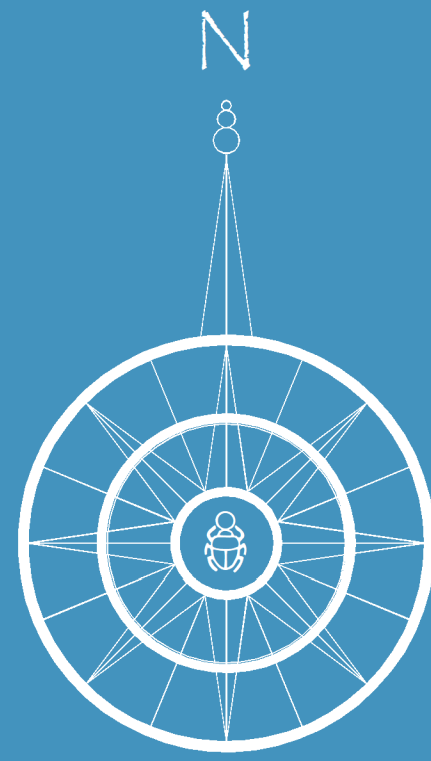


1 square = 10 feet

SUB-LEVEL 4

THE GOBLIN WARRENS



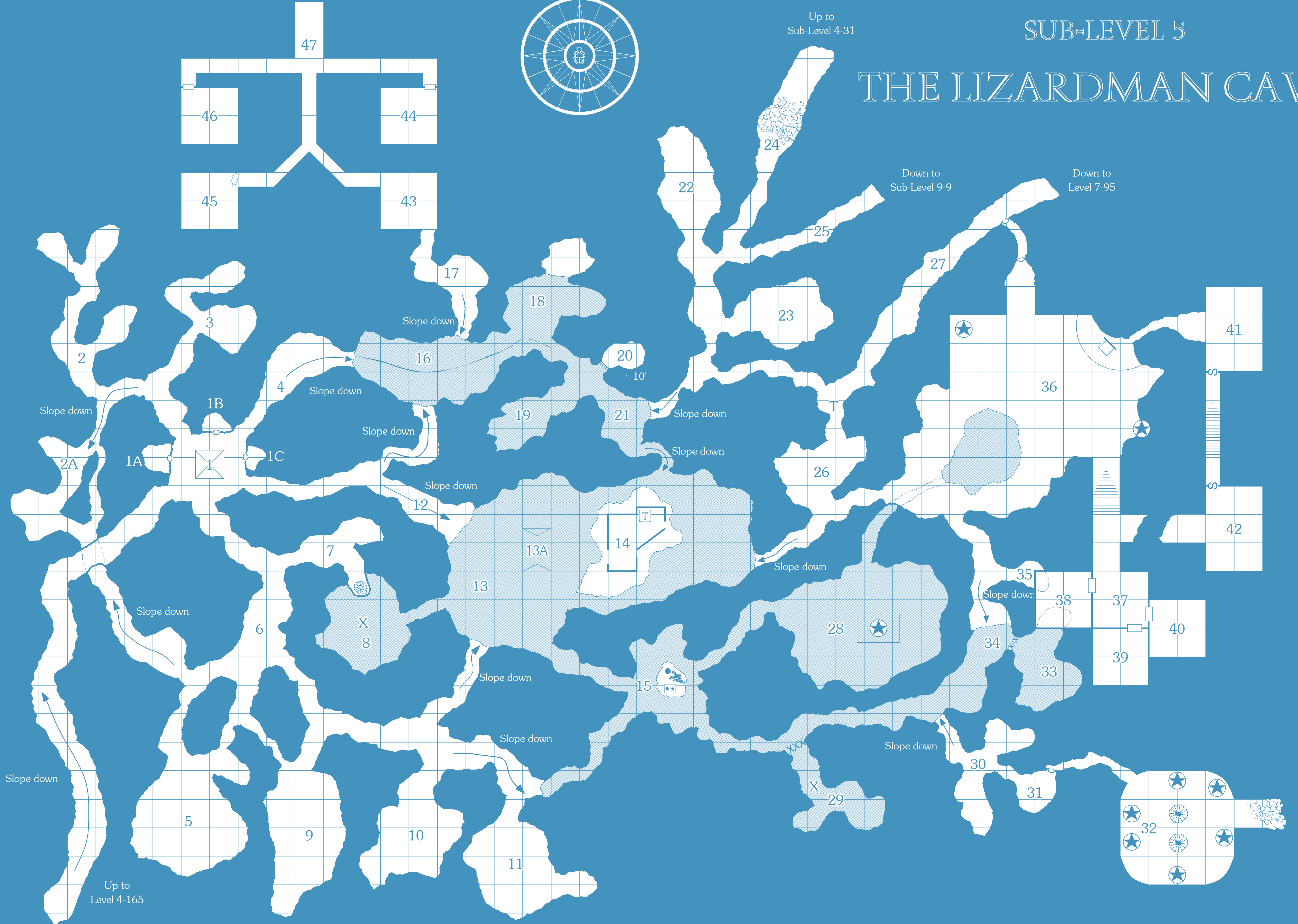


To Sub-Level 6-36

Up to
Sub-Level 4-31

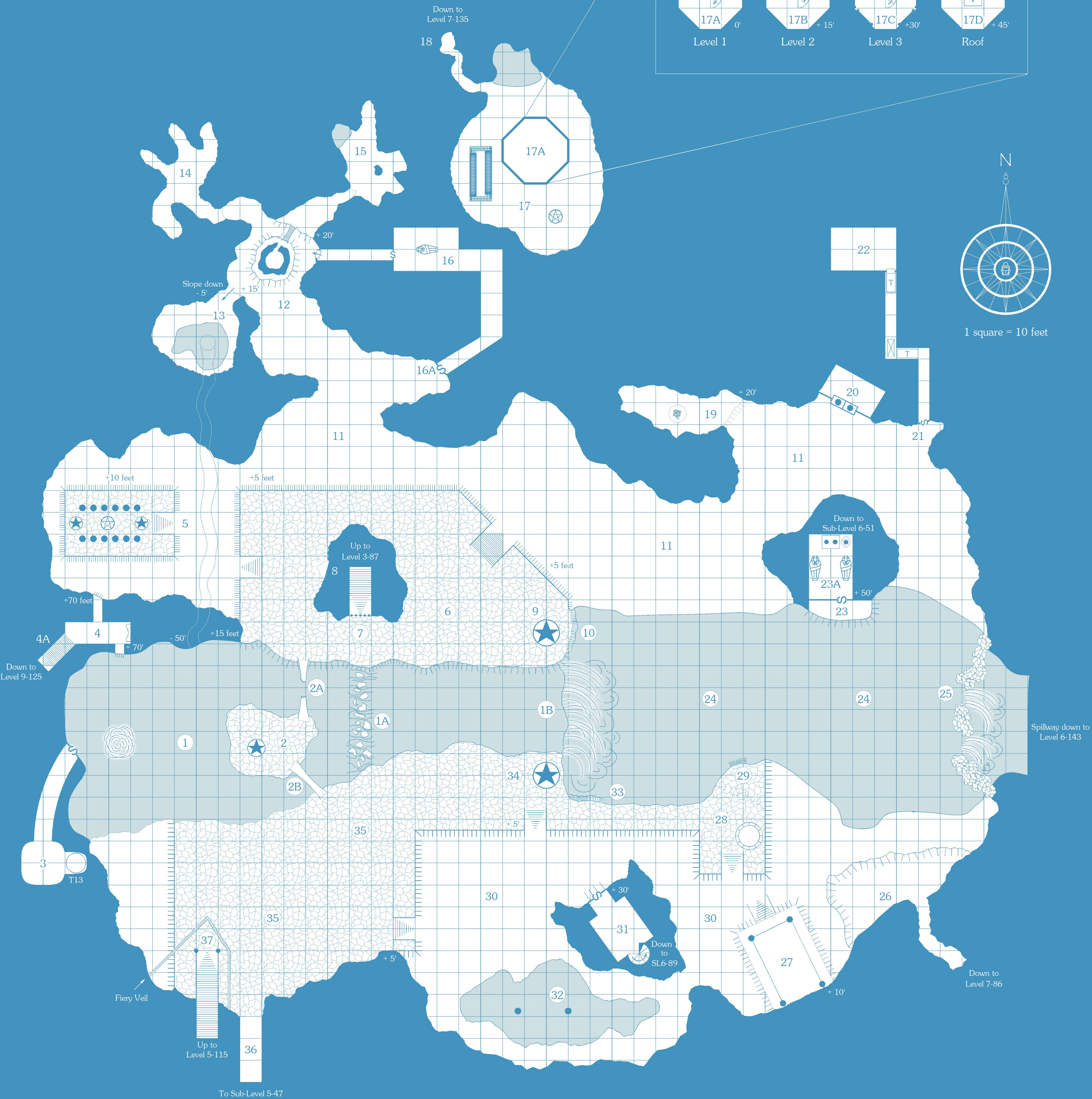
SUB-LEVEL 5

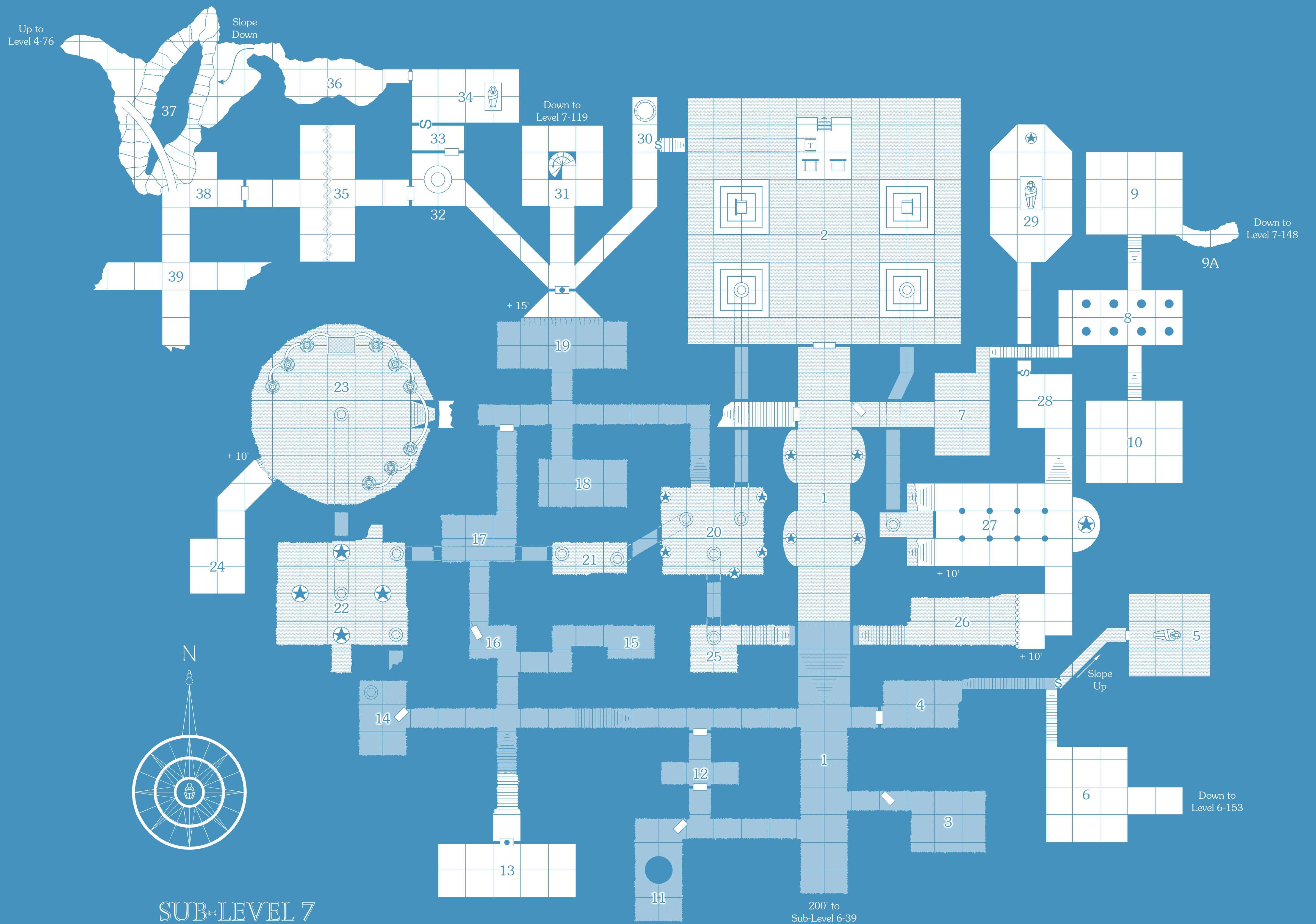
THE LIZARDMAN CAVES



SUB-LEVEL 6

THE DROWNED CANYON



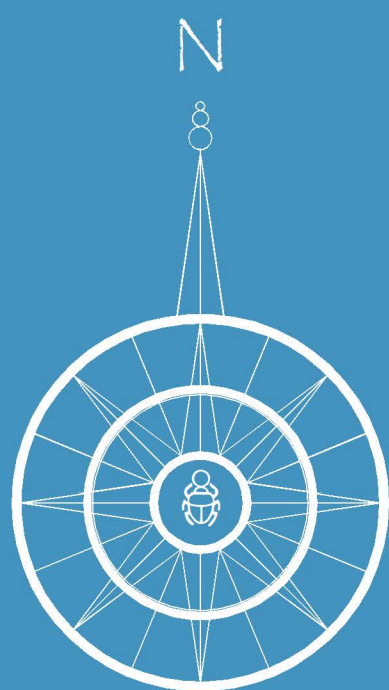


SUB-LEVEL 7

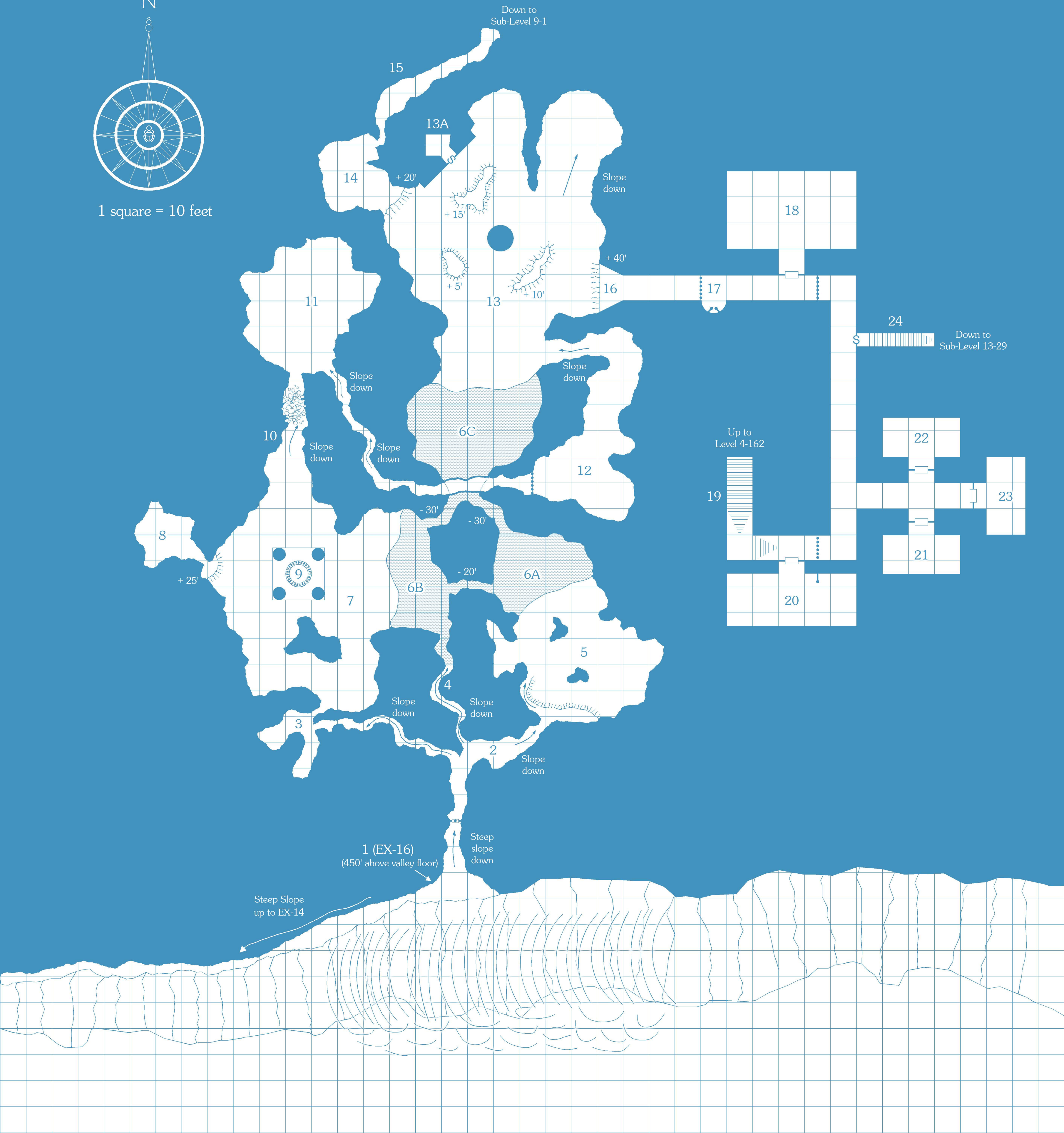
THE FLOODED VAULTS

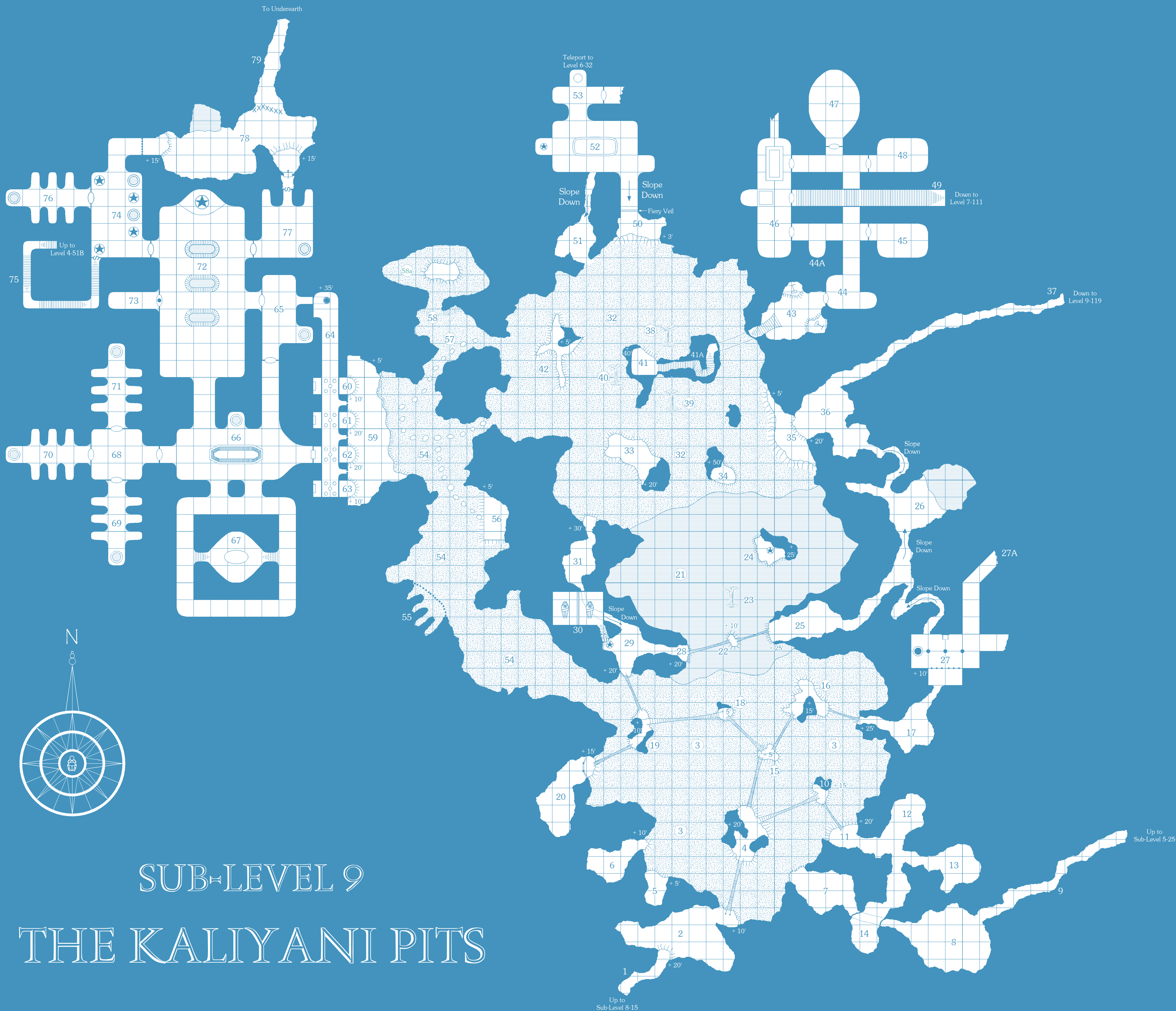
SUB-LEVEL 8

THE CAVES BEHIND THE FALLS



1 square = 10 feet



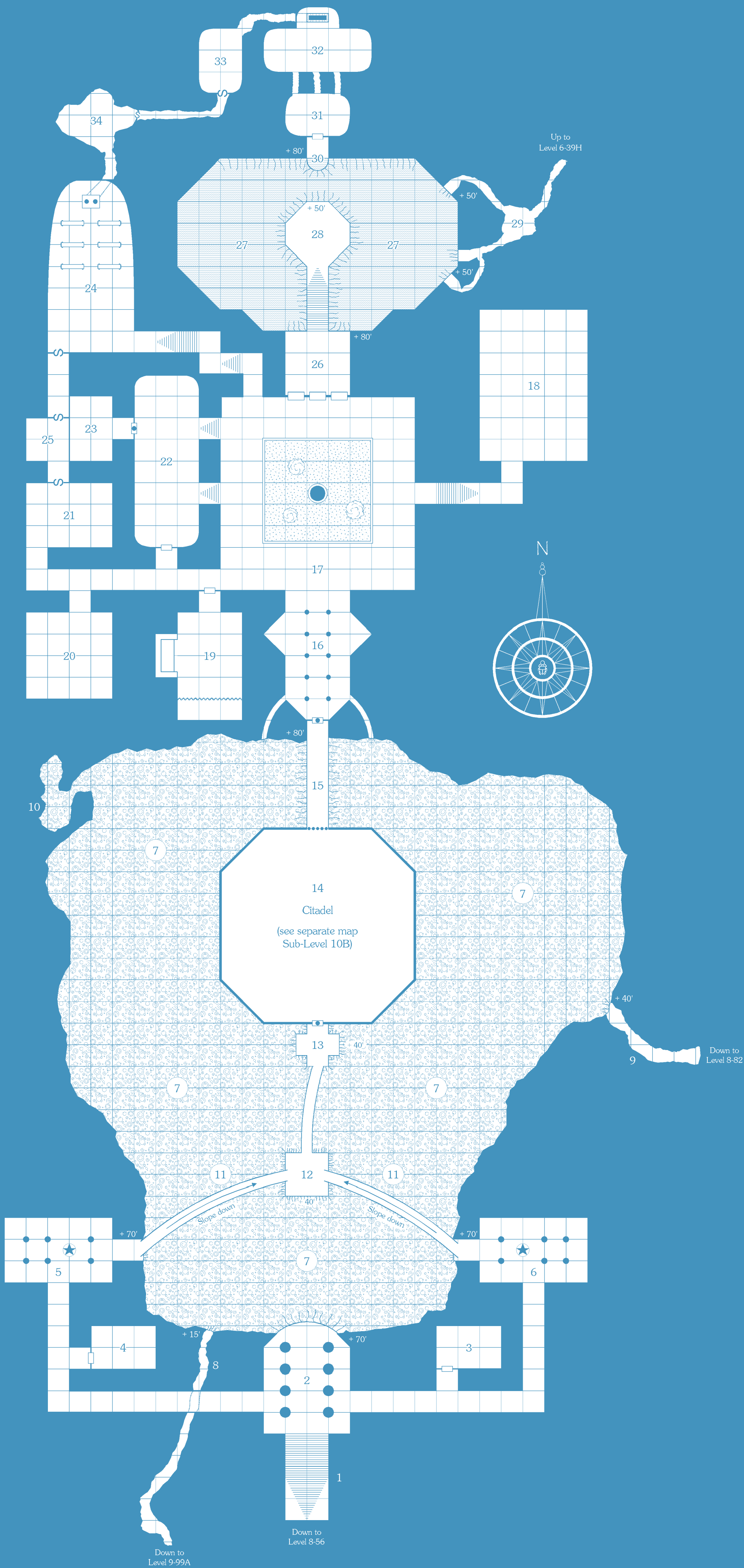


SUB-LEVEL 9

THE KALIYANI PITS

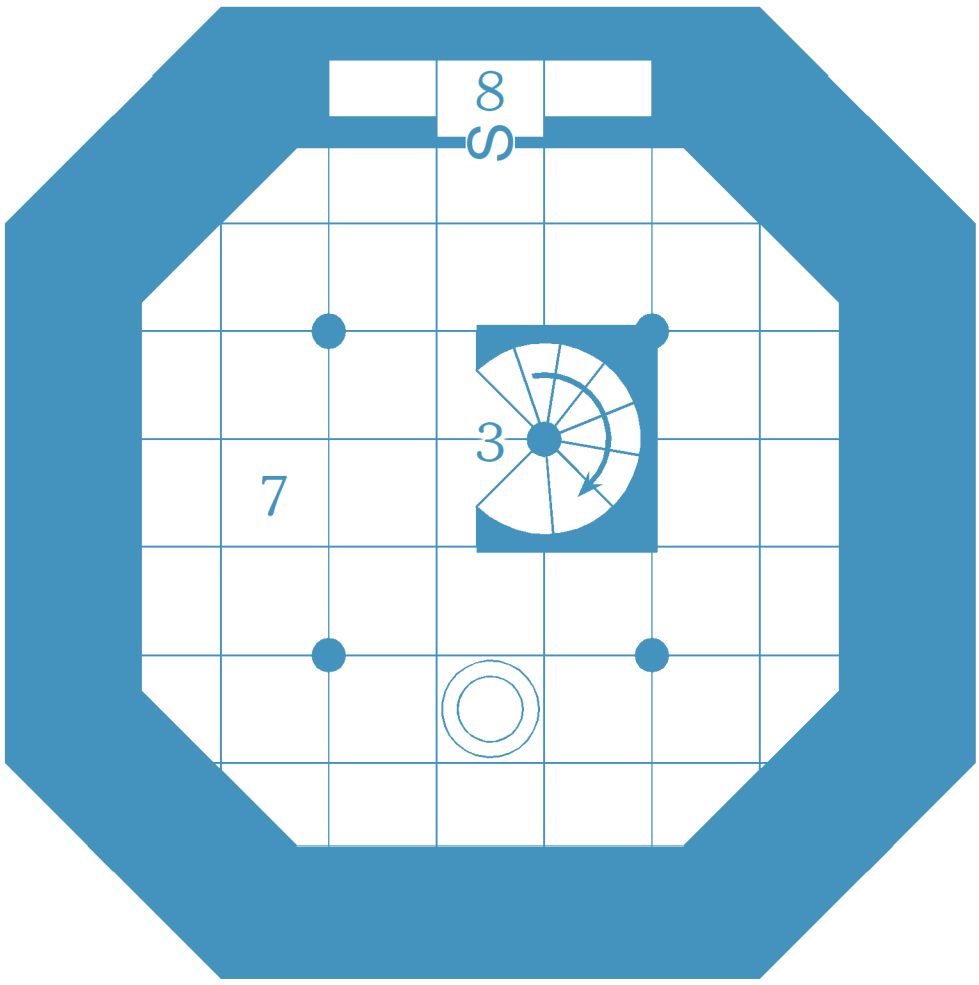
SUB-LEVEL 10A

HOLD OF THE SUN-SCARRED KNIGHTS

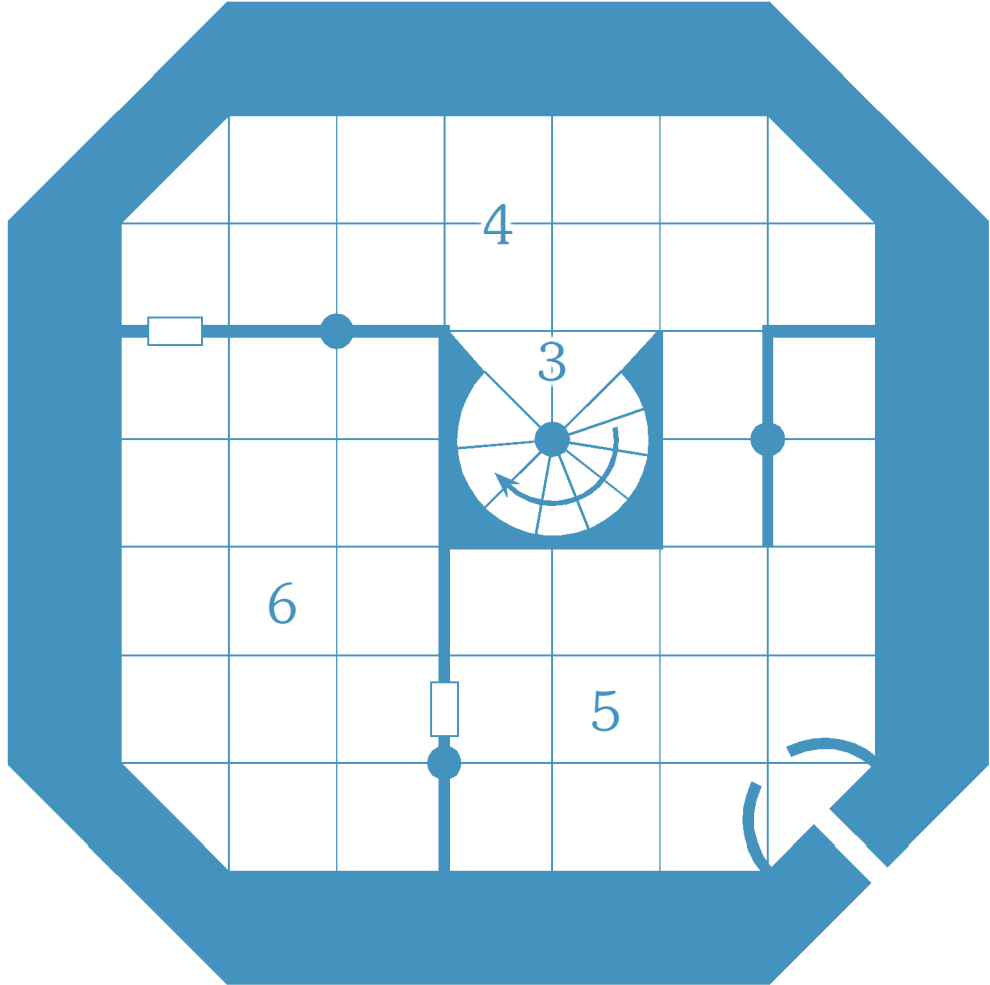


SUB-LEVEL 10B

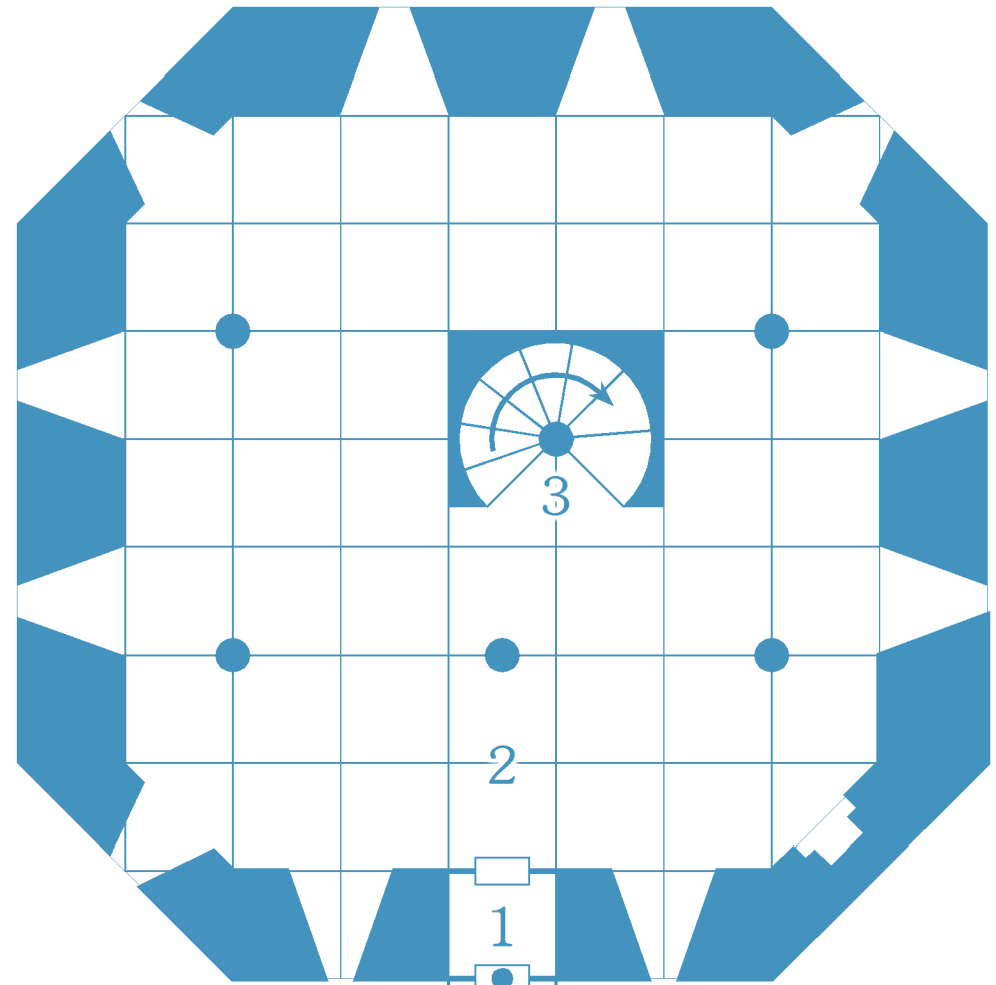
CITADEL OF THE SUN-SCARRED KNIGHTS



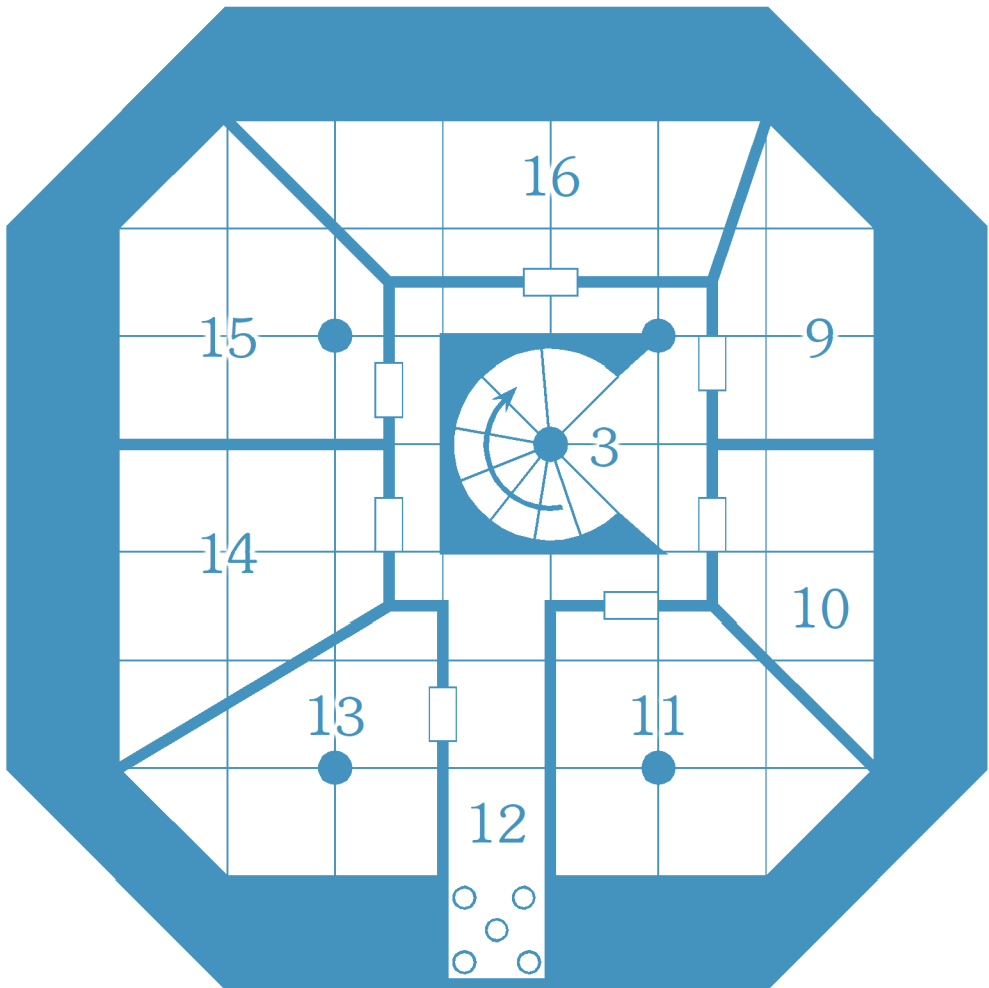
Level 1
(0' from floor)



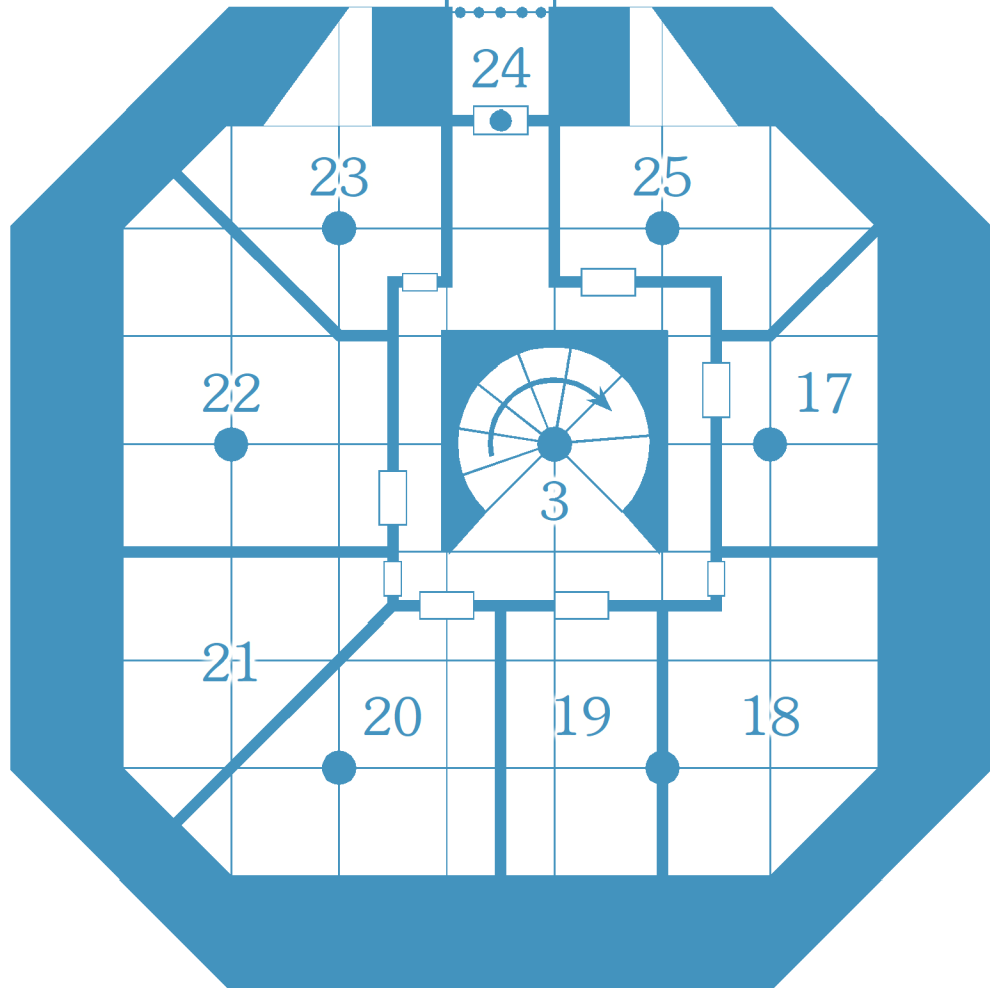
Level 2
(20' from floor)



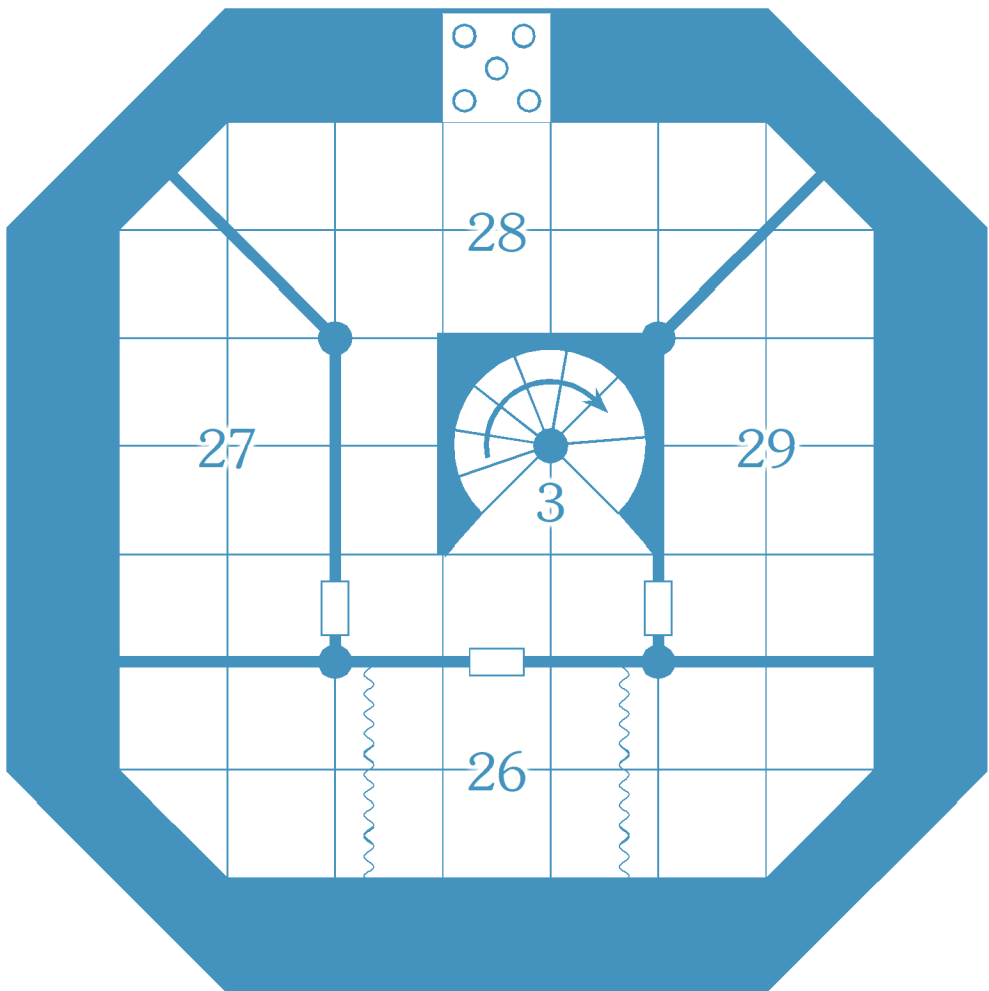
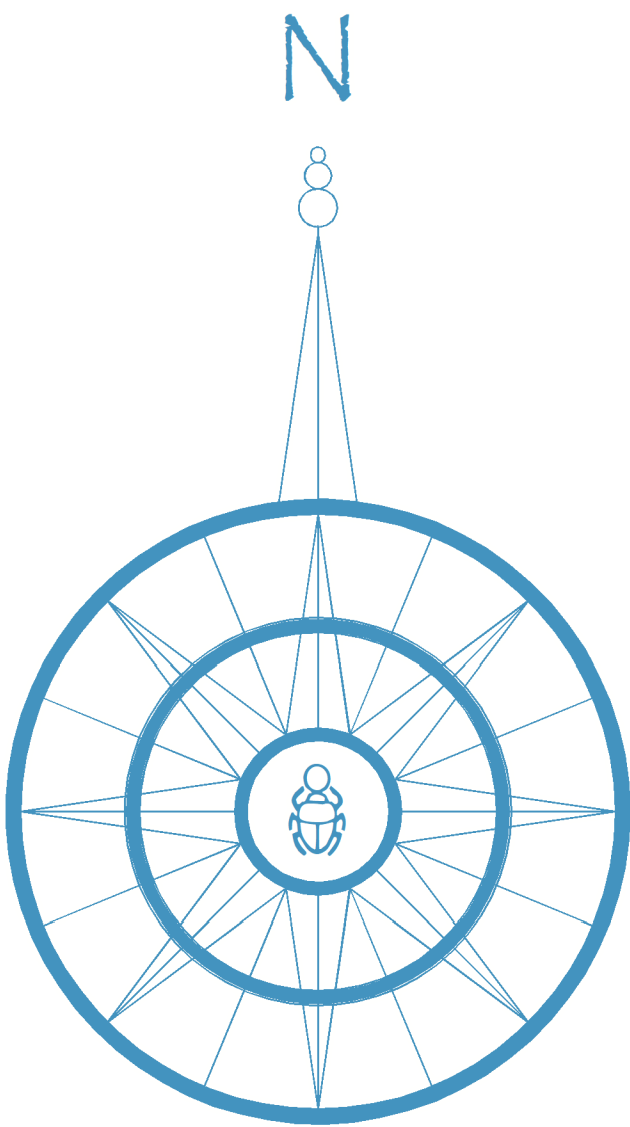
Level 3
(40' from floor)



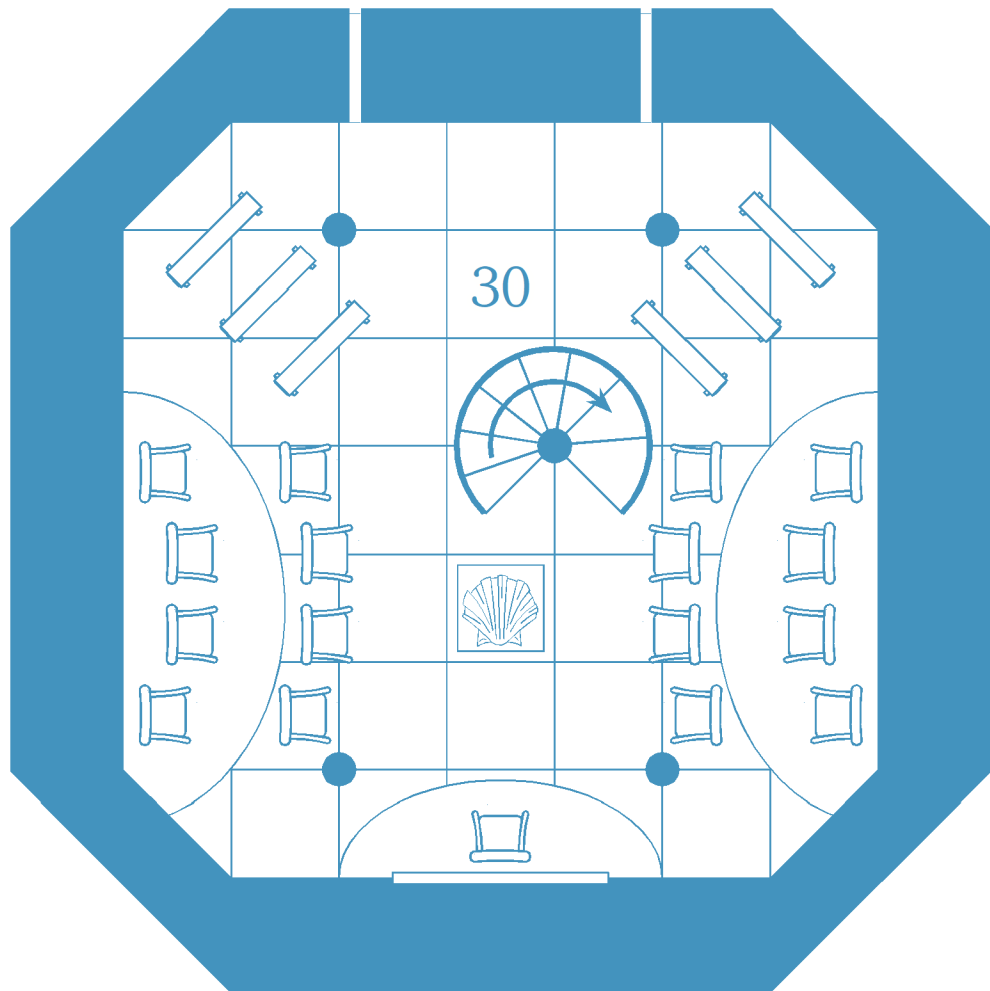
Level 4
(60' from floor)



Level 5
(80' from floor)



Level 6
(100' from floor)



Level 7
(120' from floor)

SUB-LEVEL 11



Upper Level

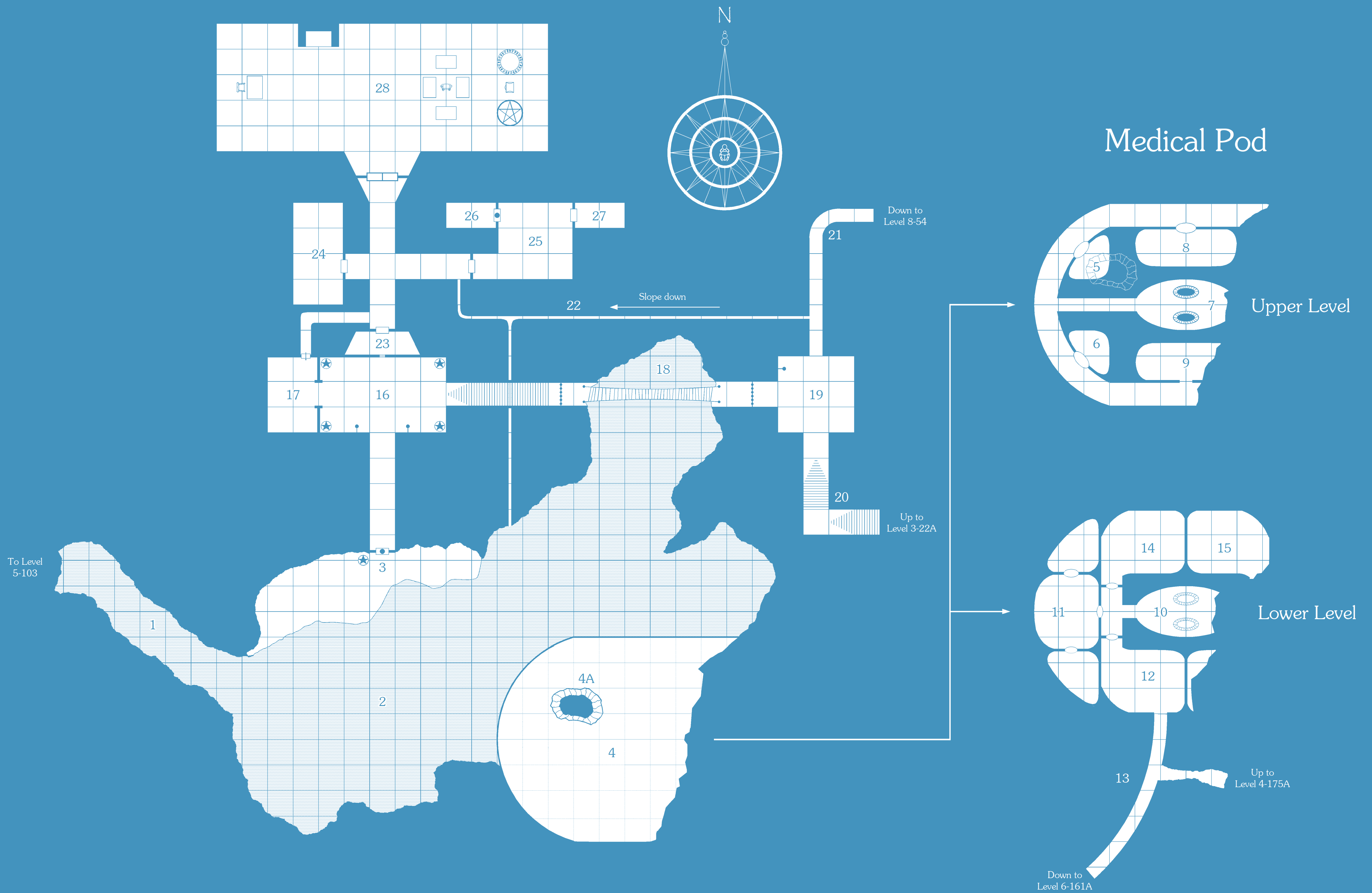


1 square = 25 feet



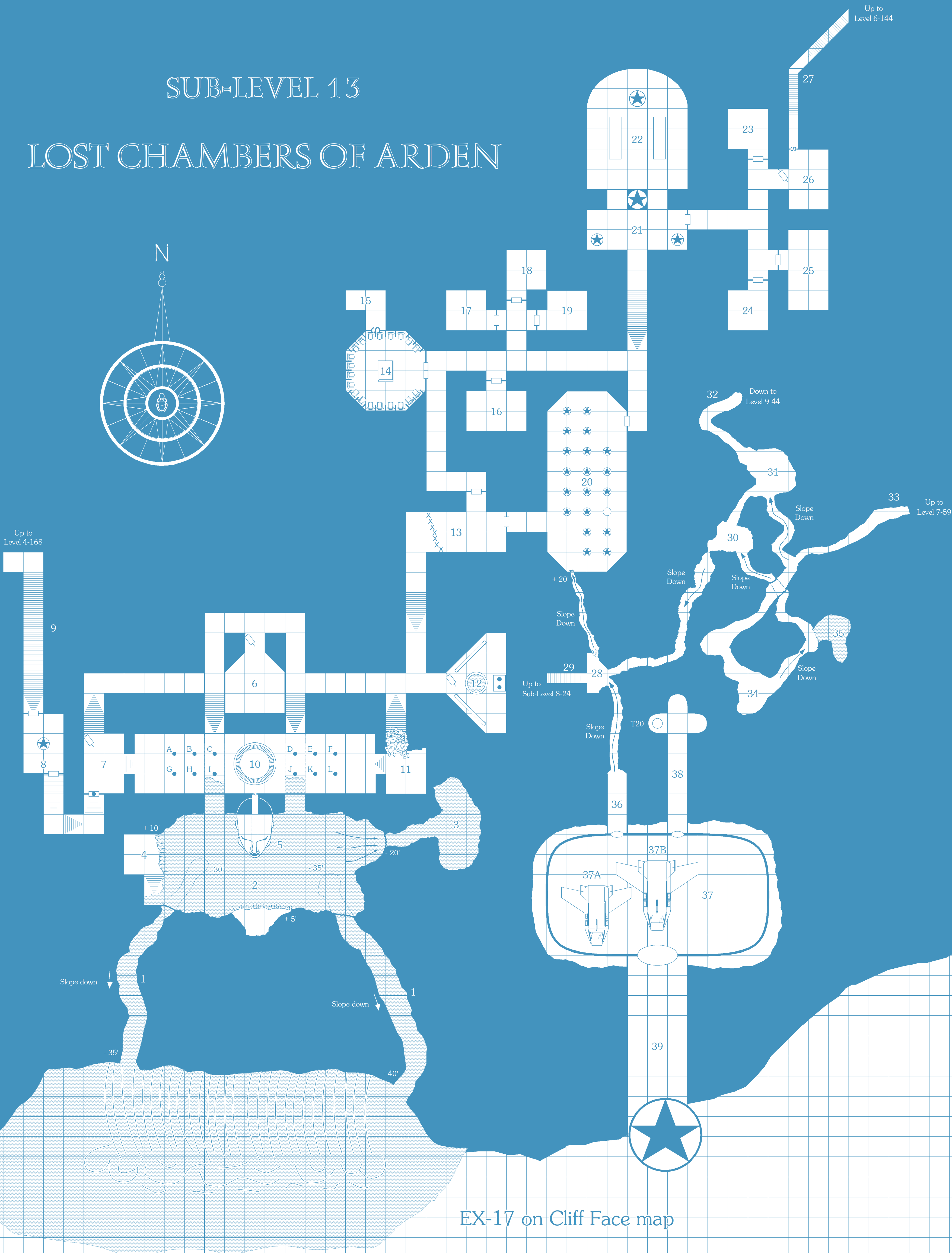
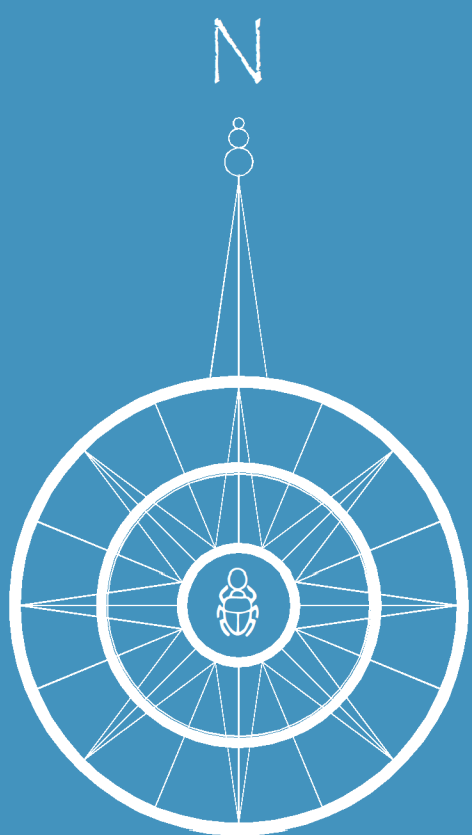
SUB-LEVEL 12

THE WORKSHOPS OF KERBOG KHAN

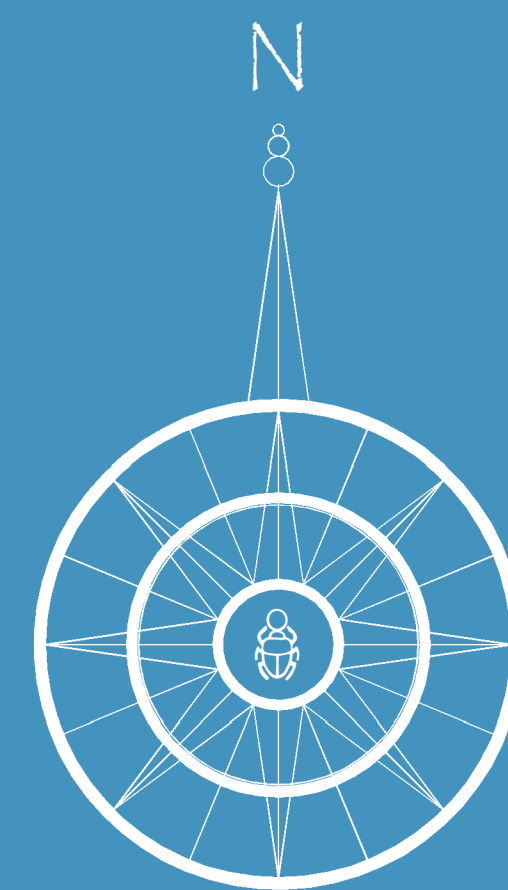
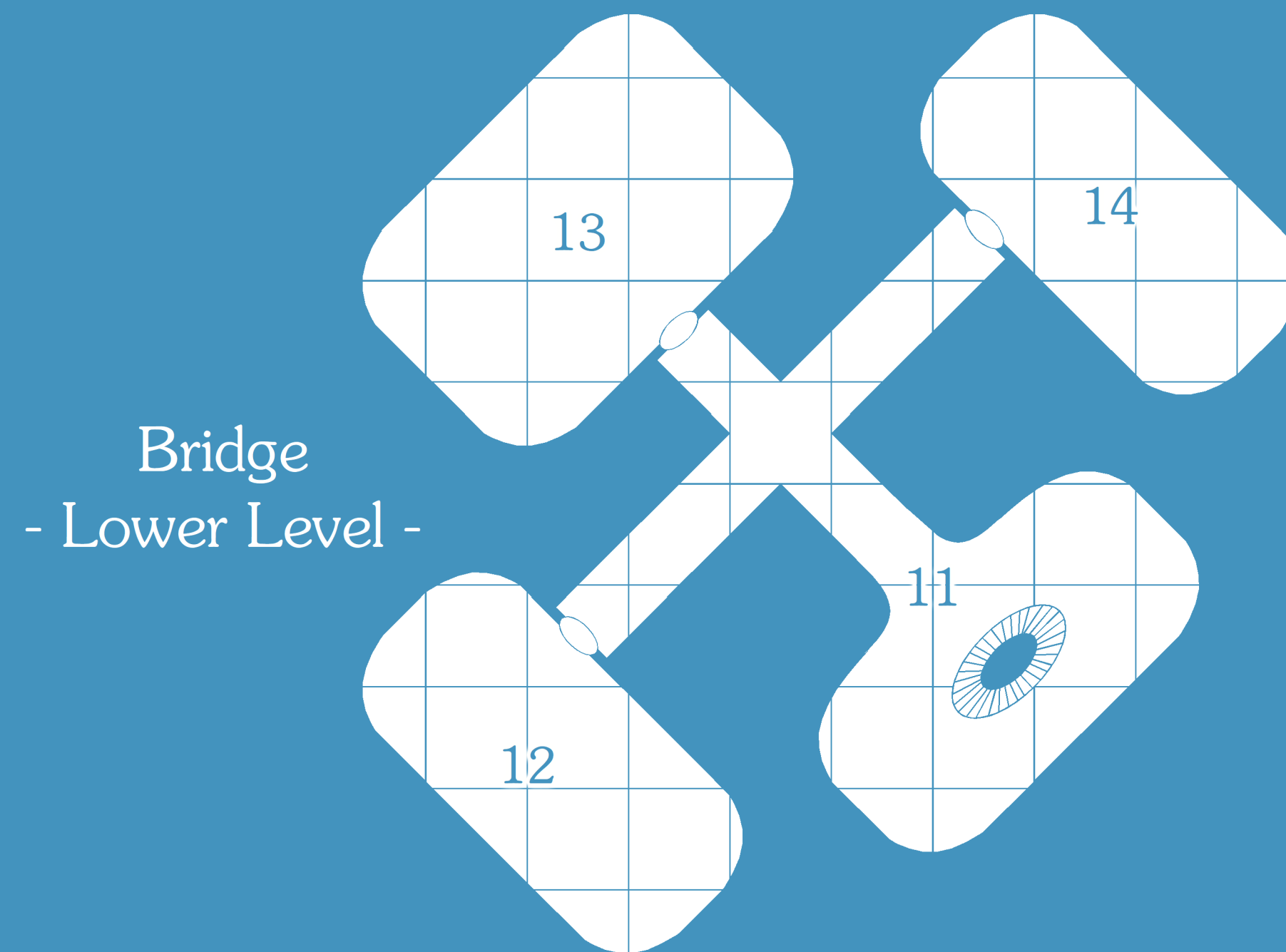
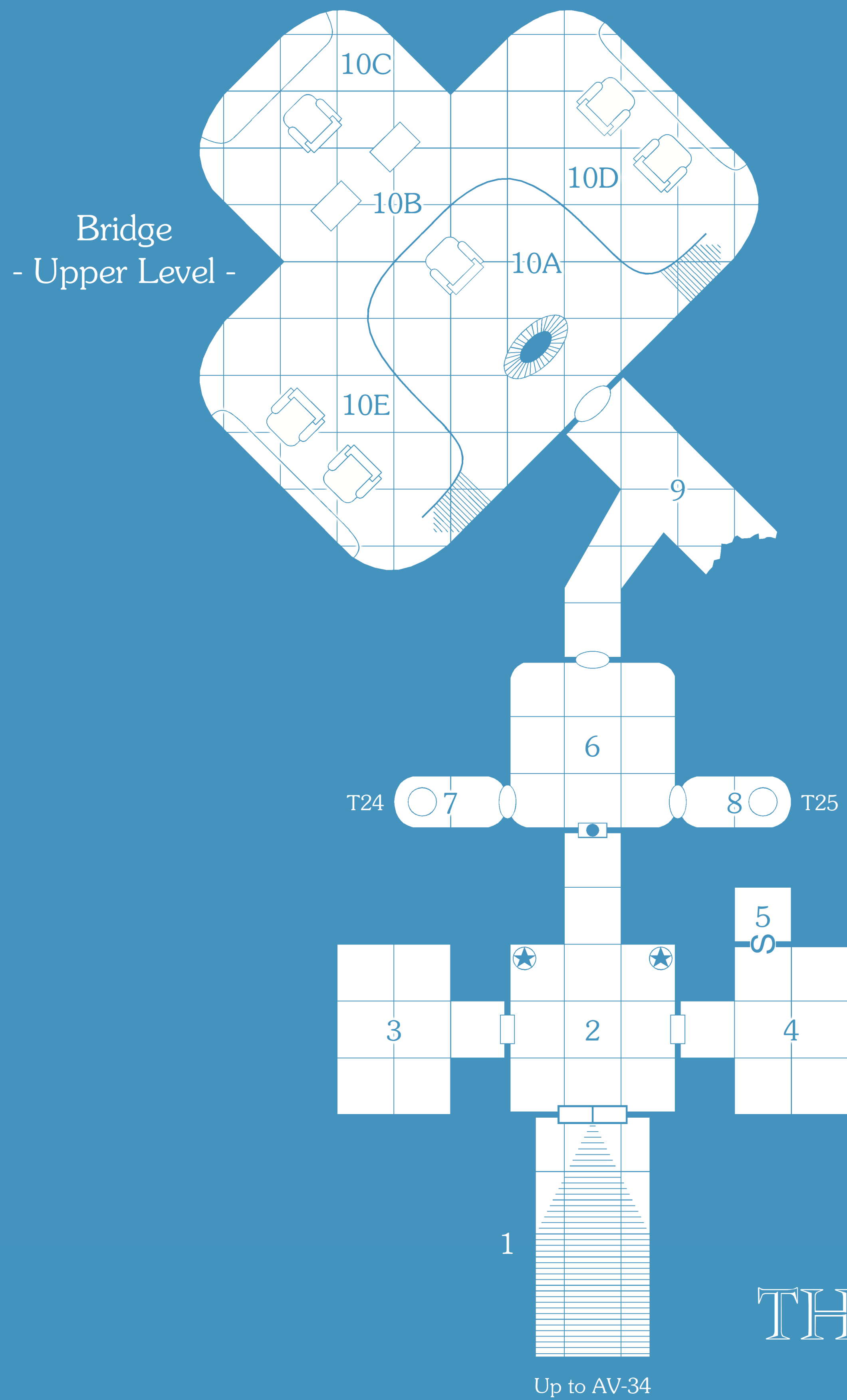


SUB-LEVEL 13

LOST CHAMBERS OF ARDEN



EX-17 on Cliff Face map

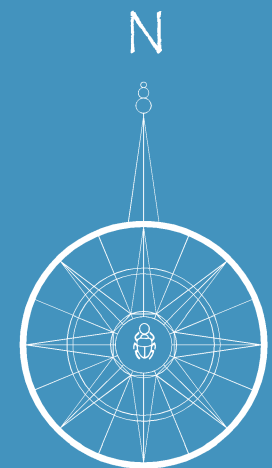


SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT



1 square = 50 feet

Rough edge of
City Walls

Down to
Level 8-60

Down to
Level 2-33

Up to
AV-45

Up to
AV-44

Up to
AV-27