

Abandoned Tower

10 ft

Forest

Keep

Village

B

A

C

D

A

B

3

A

B

4

C

Ancients



Down

2

\$

1

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



Abandoned Tower

10 ft

Forest

Keep

Village



Down

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

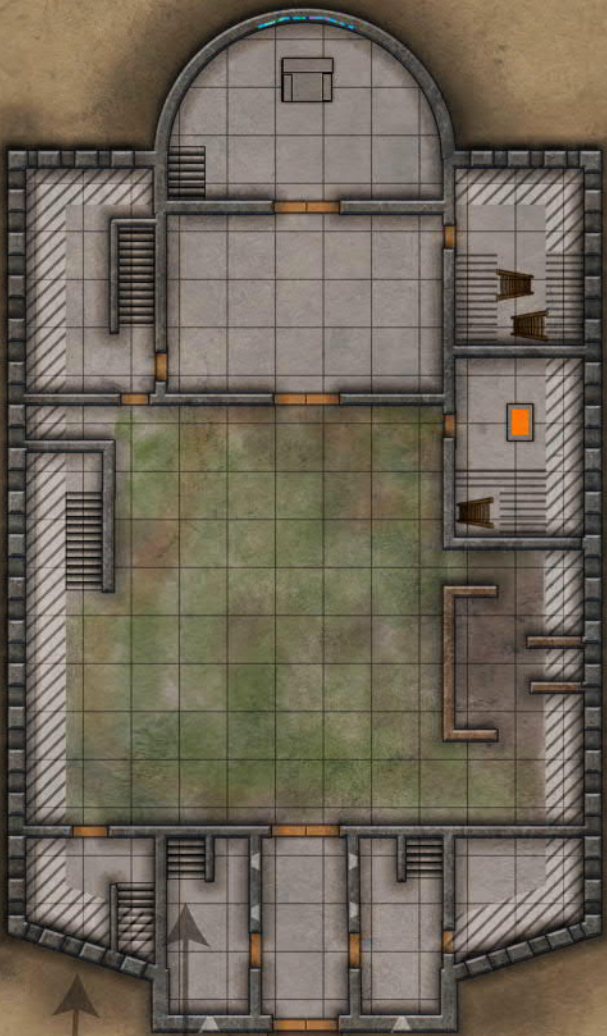
1 mile



Lornedain Keep

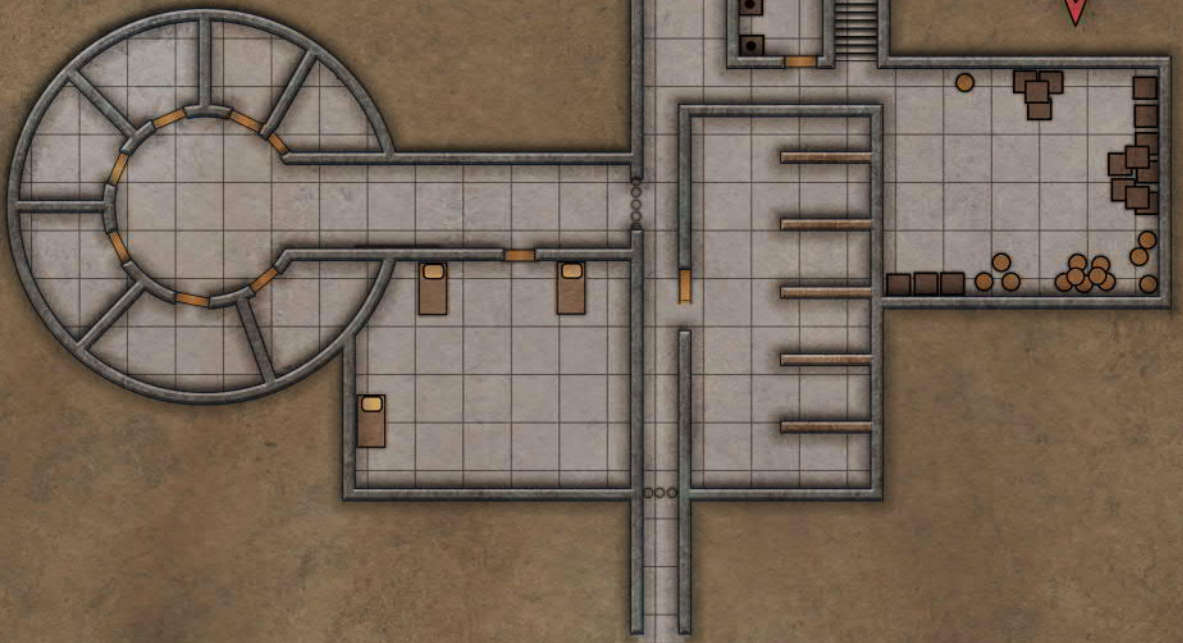
1 Square - 5 Feet





Lornedain Keep

1 Square - 5 Feet

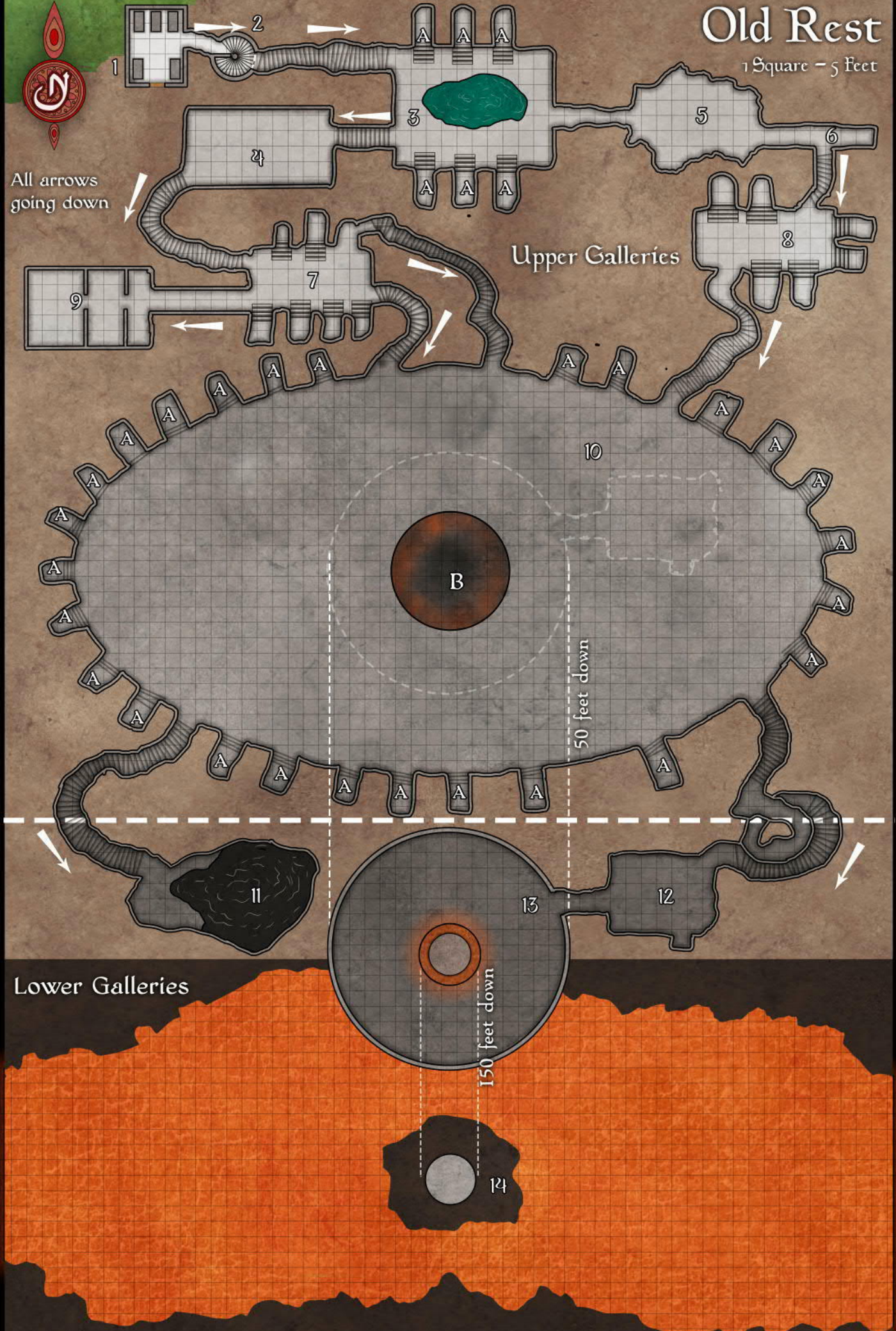


Old Rest

1 Square = 5 Feet

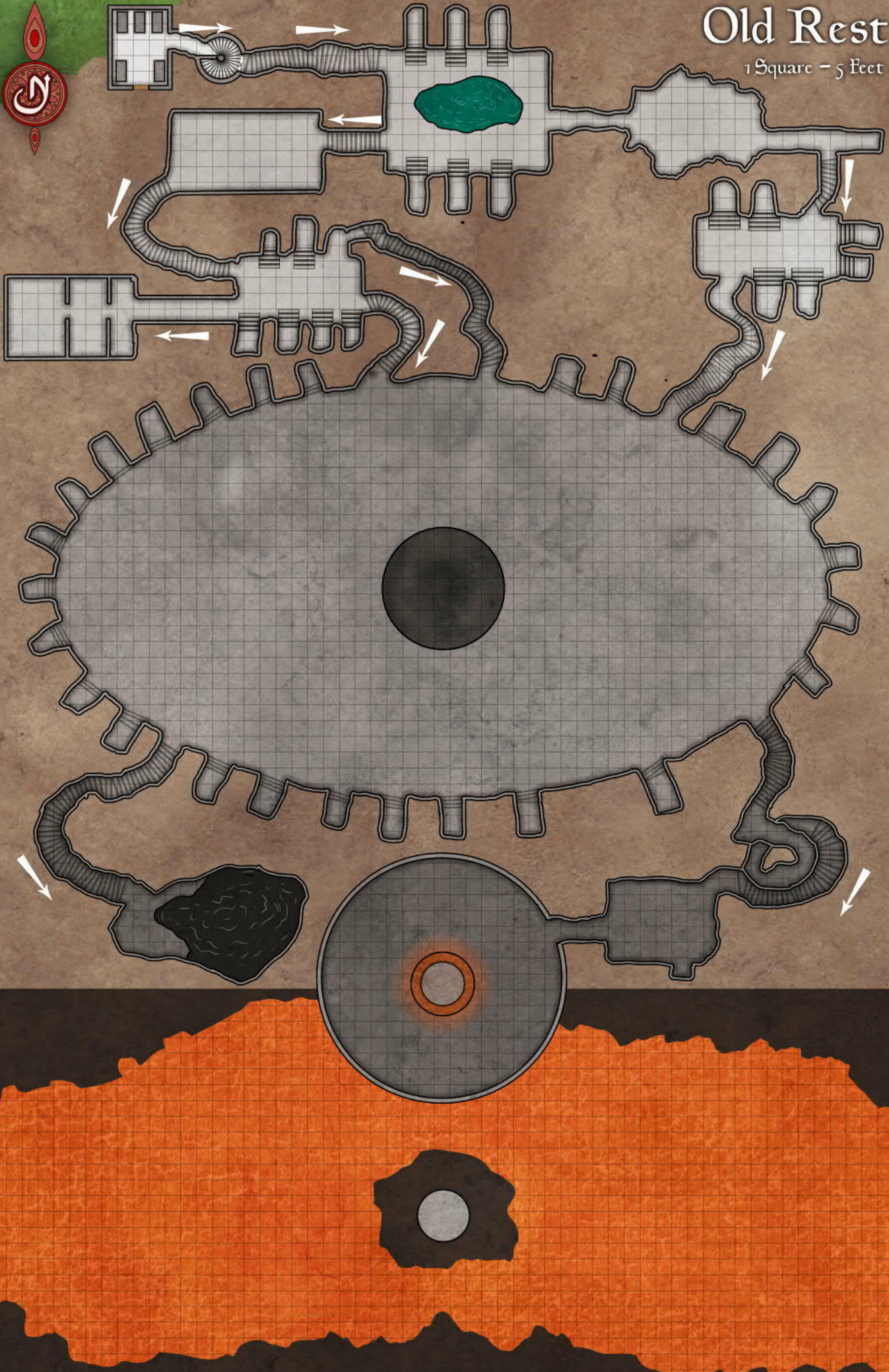


All arrows
going down



Old Rest

1 Square = 5 Feet



Village of Lornedain

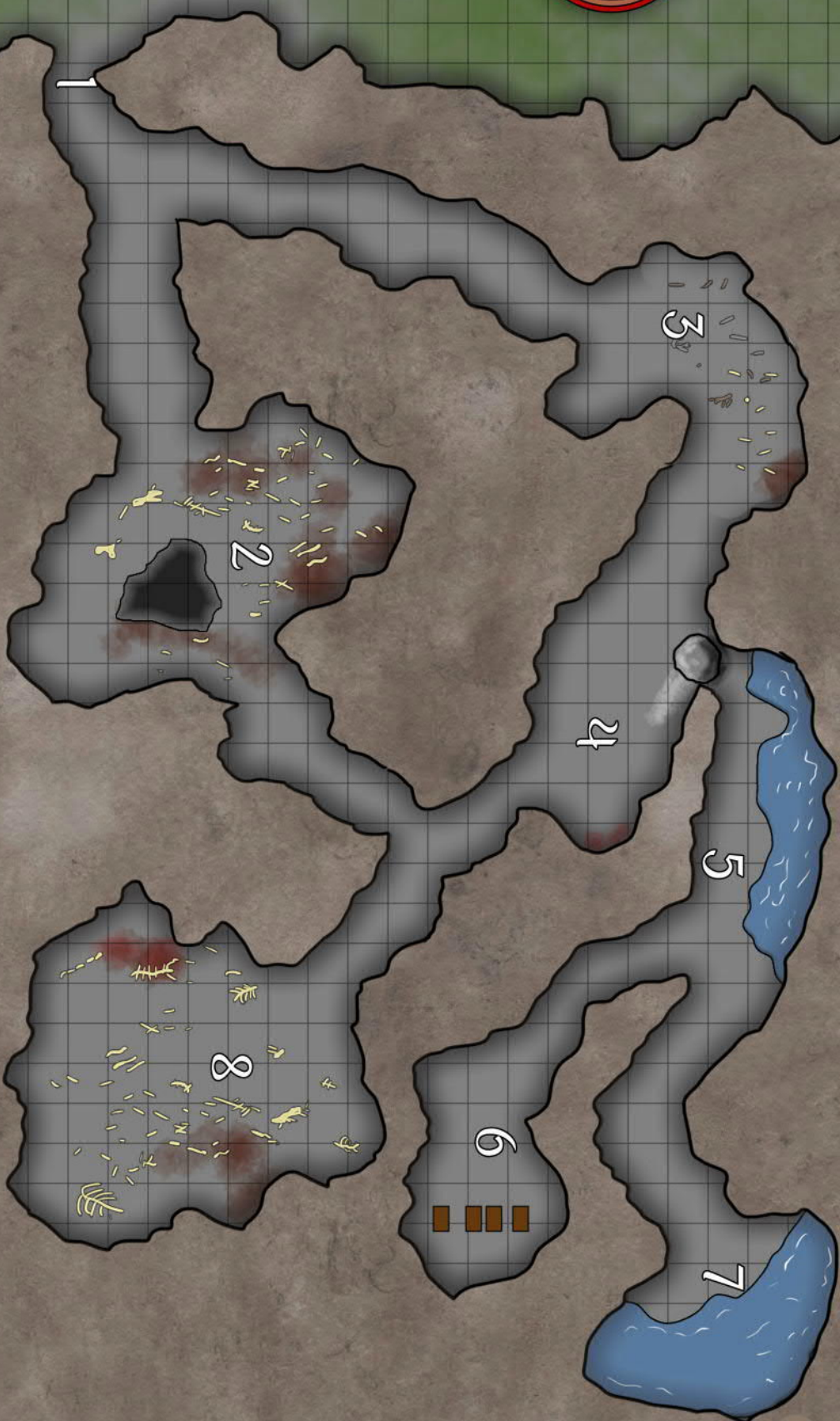
1,000 ft.



Village of Lornedain

1,000 ft.





1 Square ~ 5 Feet

Worg's Lair



Worg's Lair



Freegate City

800 ft.

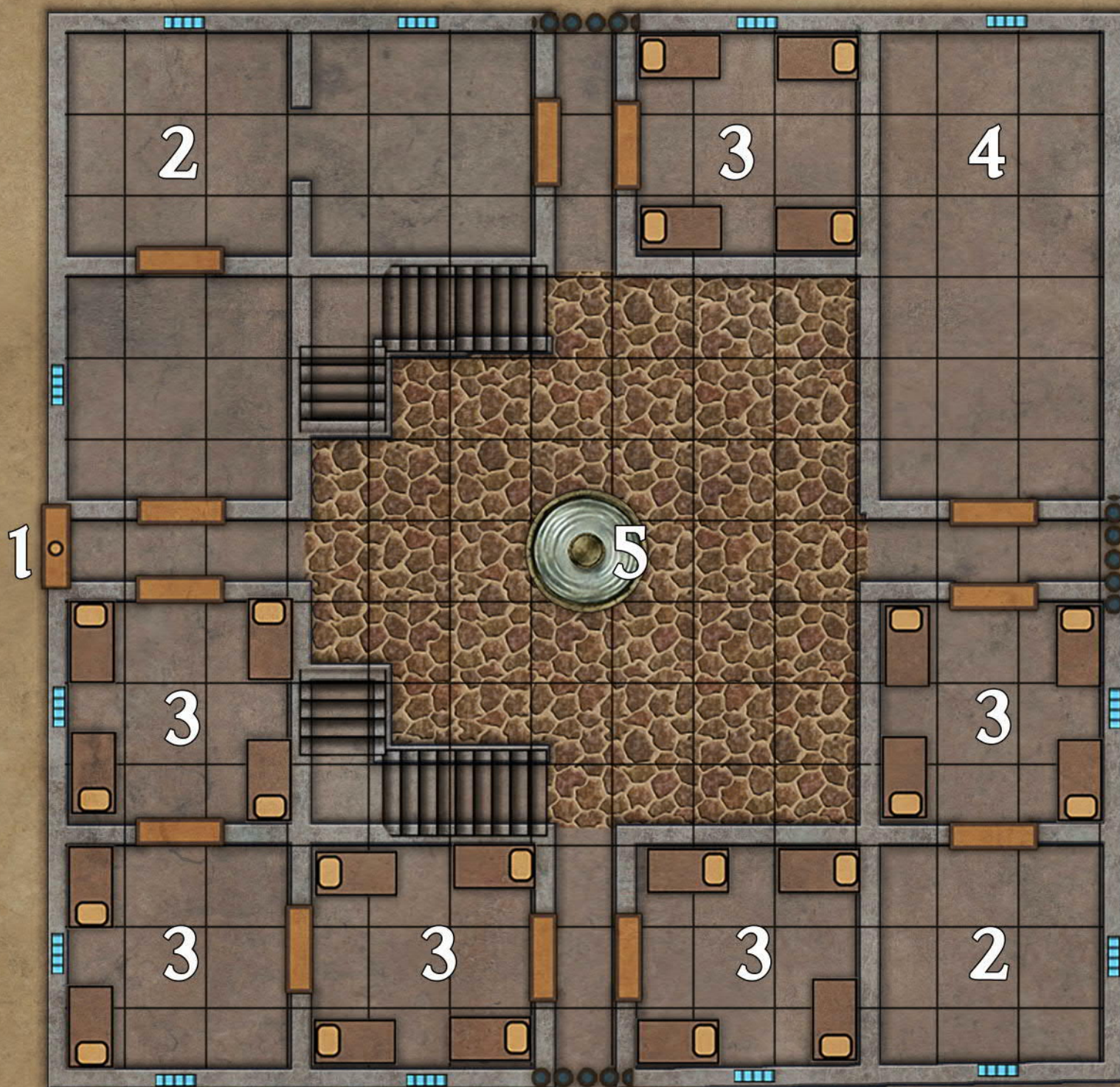


Freegate City

800 ft.

Safehouse of Tegman Zekil

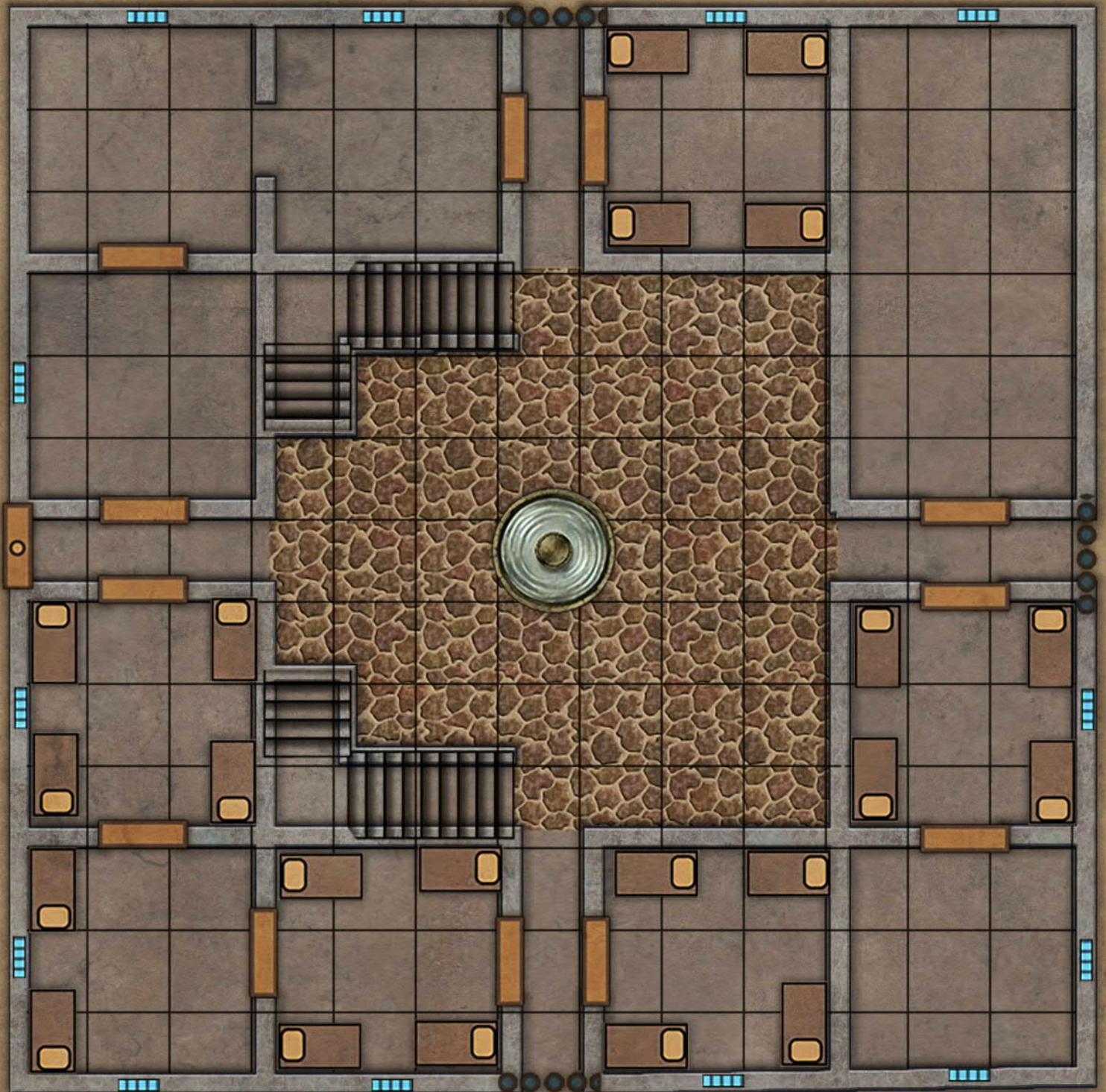
Ground Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

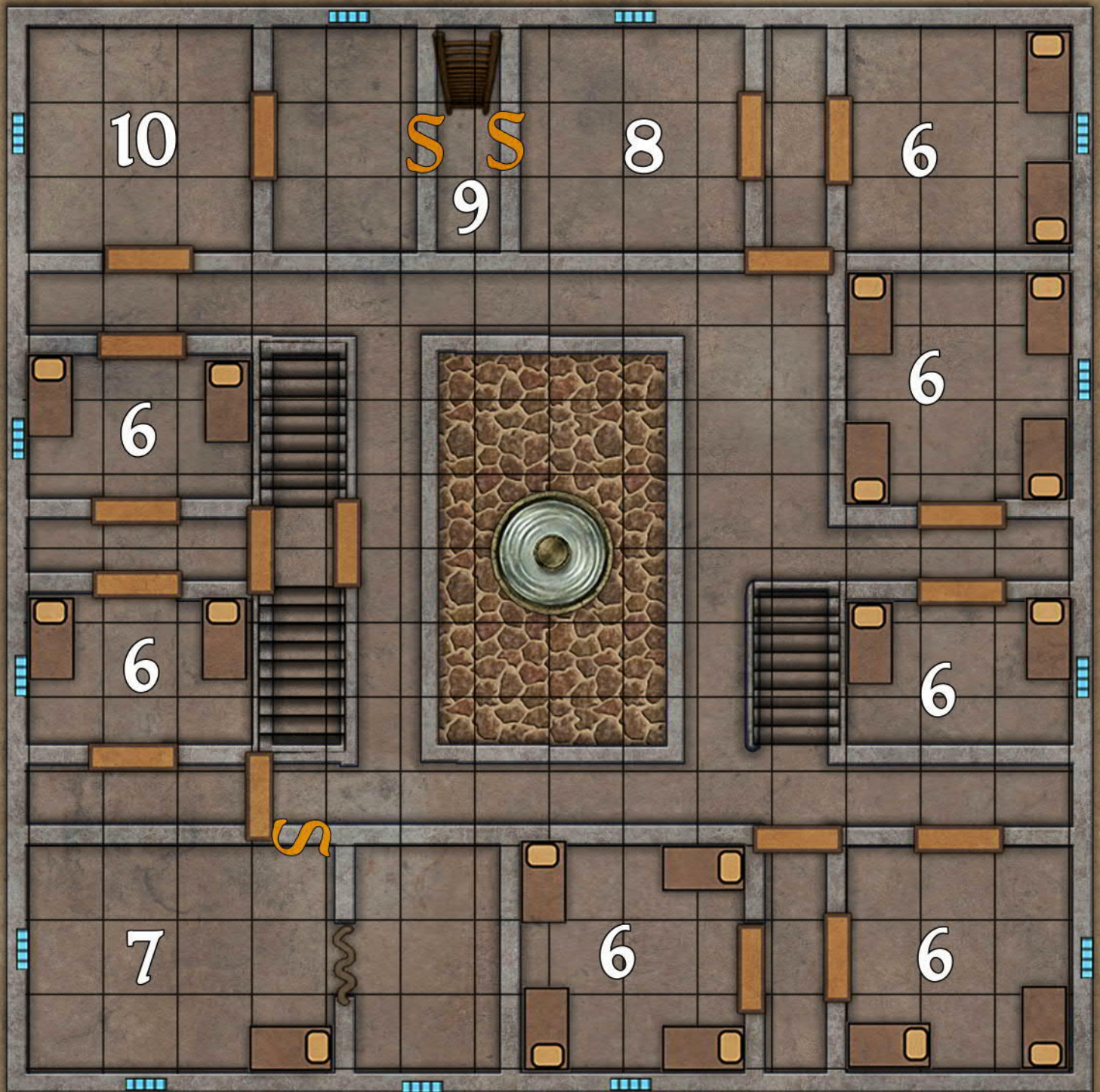
Ground Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

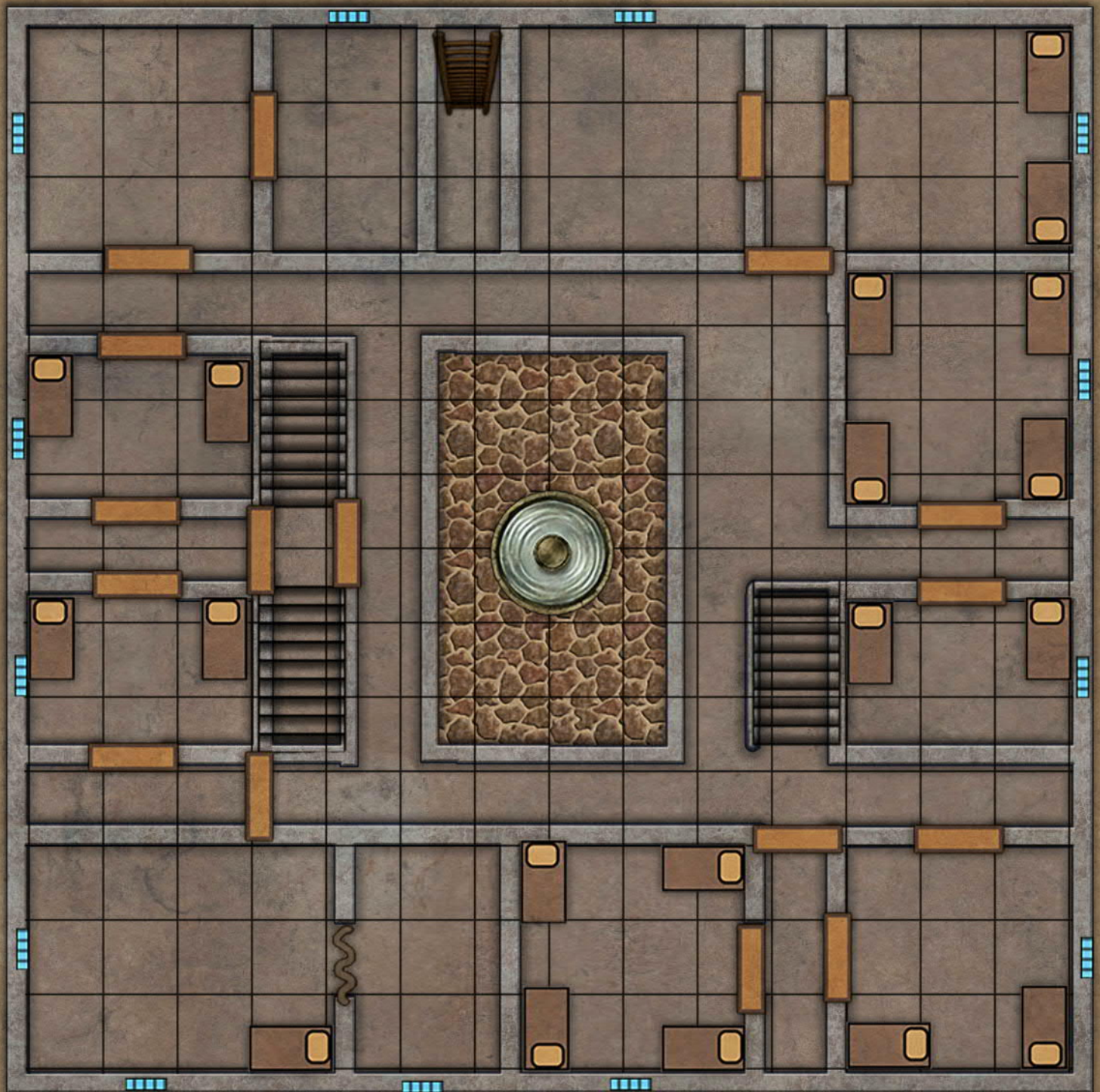
Second Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

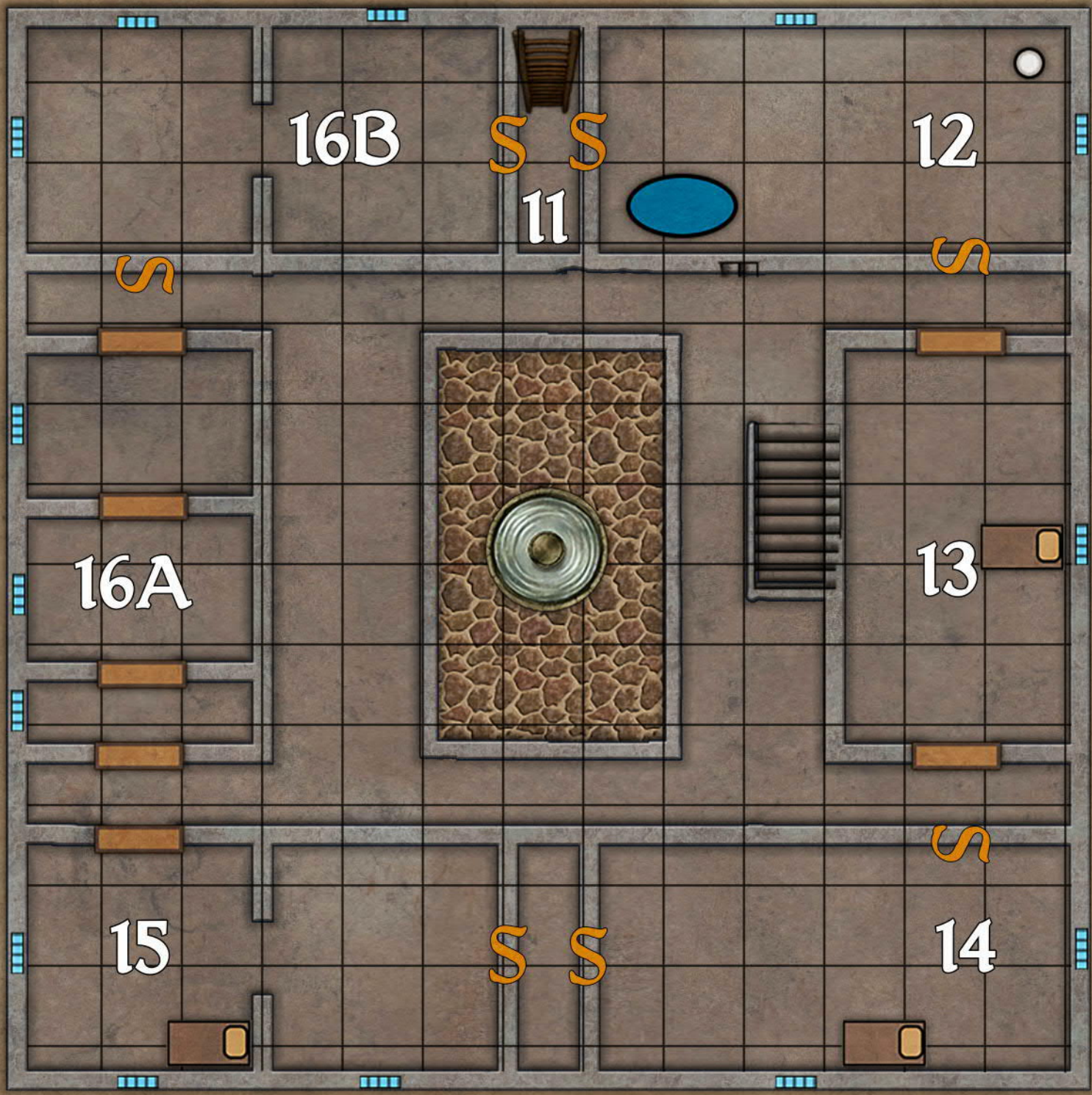
Second Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

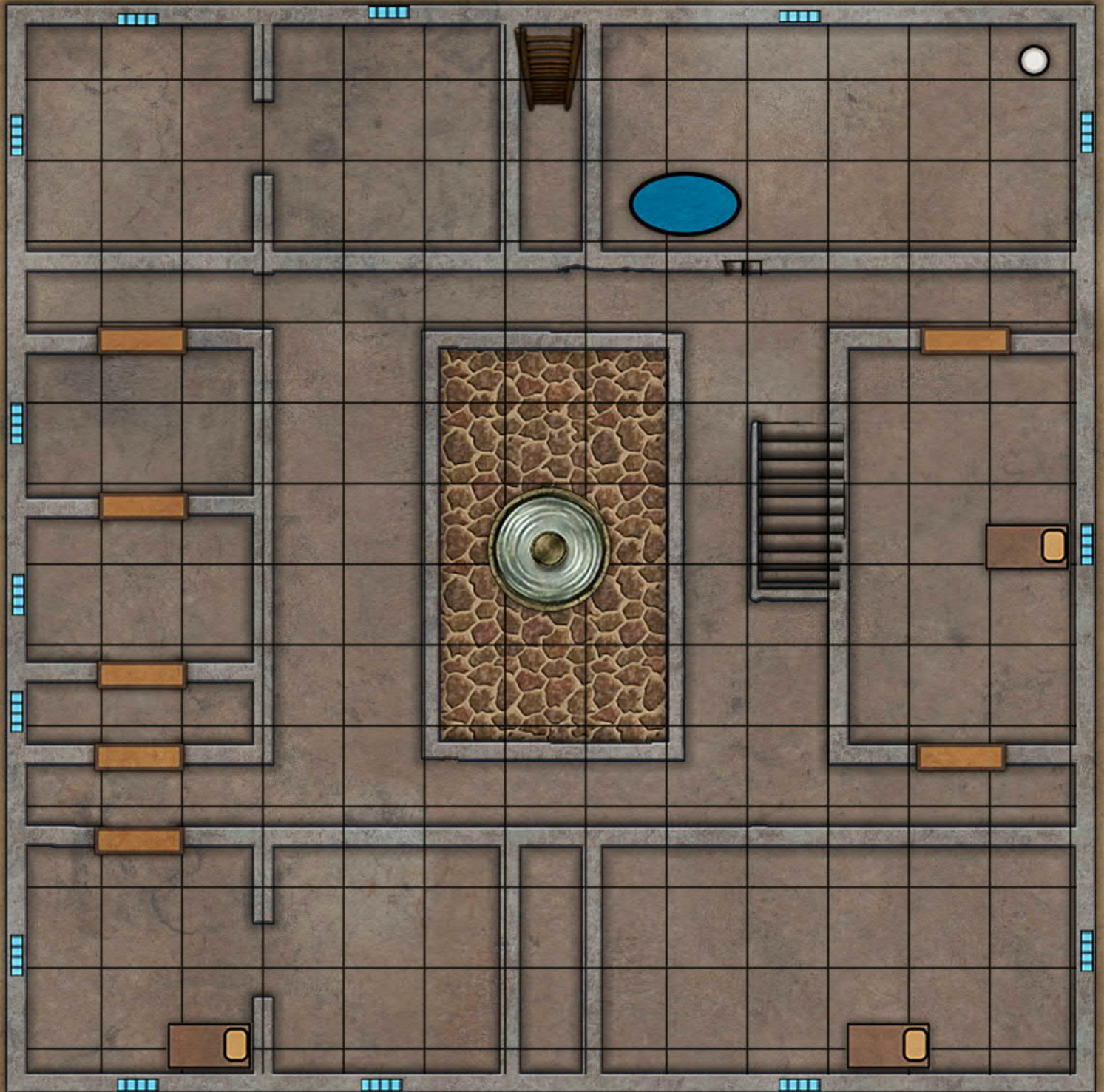
Third Floor



1 Square - 5 Feet

Safehouse of Tegman Zekil

Third Floor



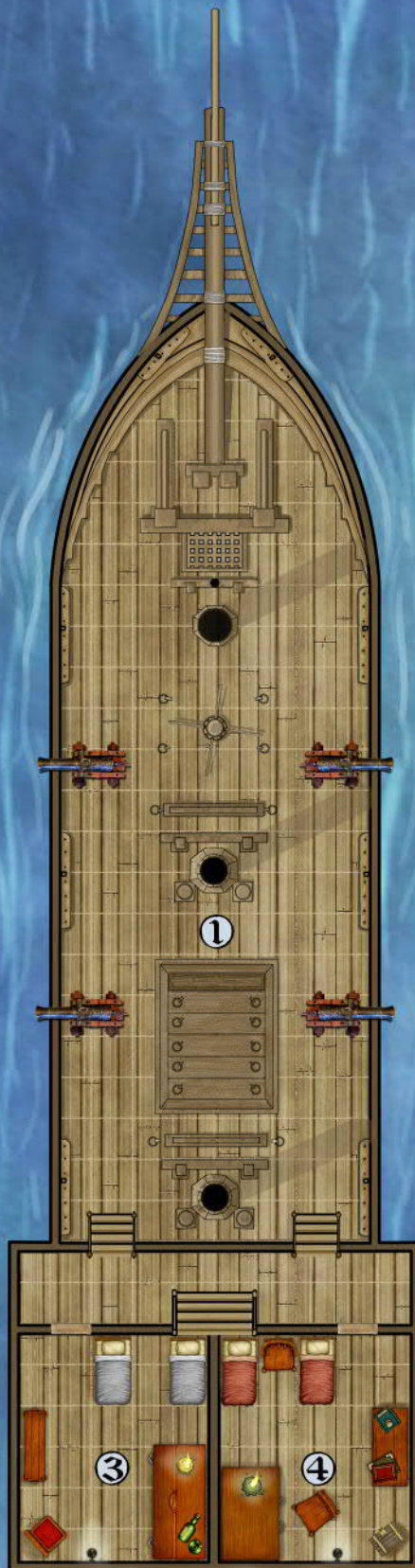
1 Square – 5 Feet

Sand Dancer

1 Square - 5 Feet



Upper Deck



Main Deck



Poop Deck



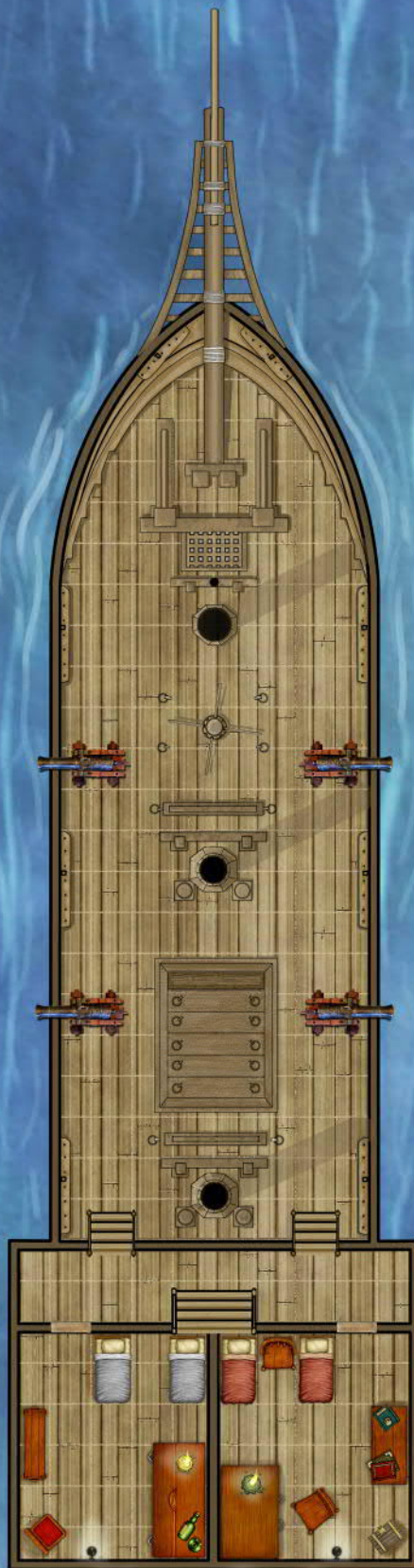
The Hold

Sand Dancer

1 Square - 5 Feet



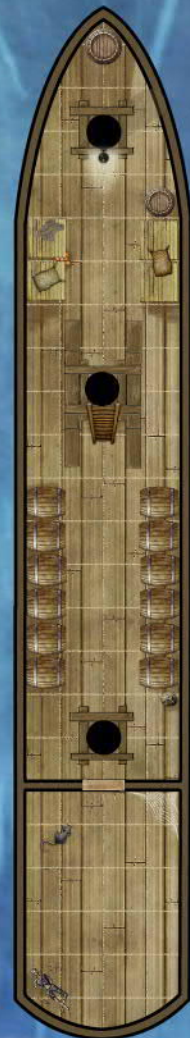
Upper Deck



Main Deck



Poop Deck



The Hold

Brazen Spire

1 Square ~5 Feet

1st Floor:
Mosque of Adoration



Dungeon



2nd Floor: Sacerdotal Studies



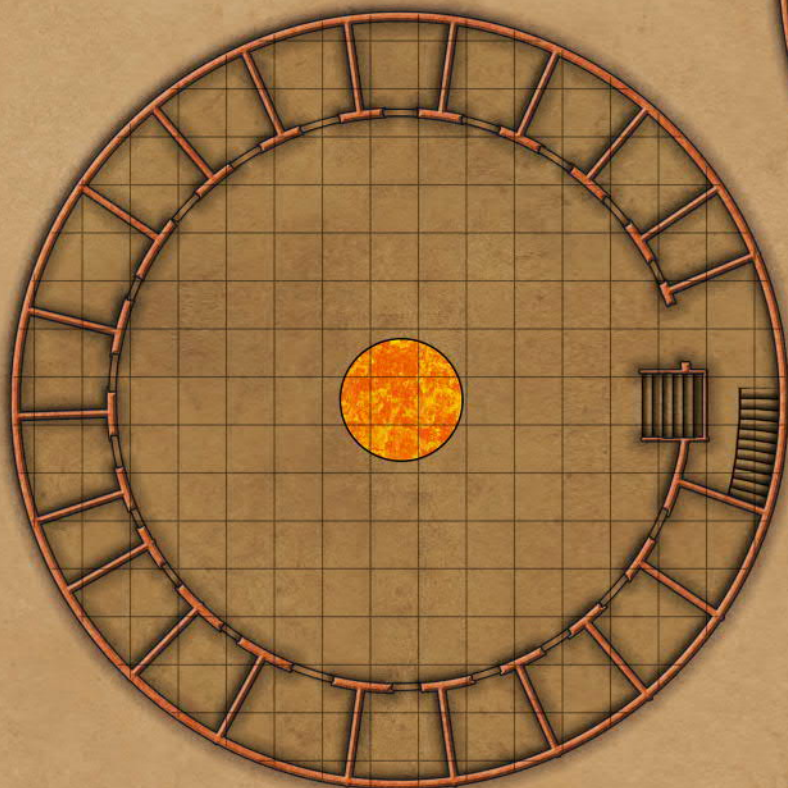
Ground Floor: Paradise



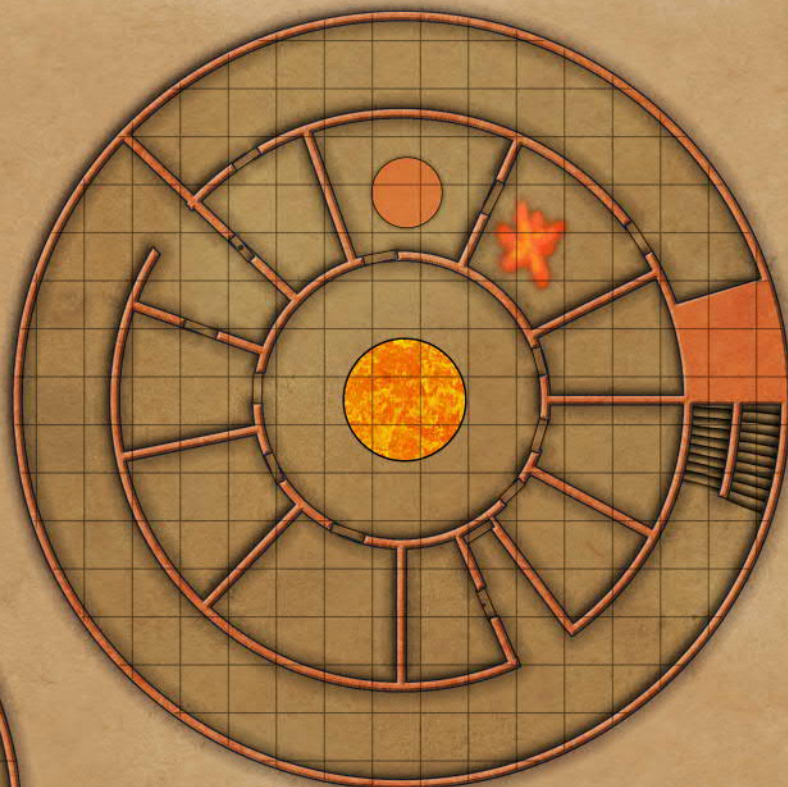
Brazen Spire

1 Square ~5 Feet

1st Floor:
Mosque of Adoration



2nd Floor: Sacerdotal Studies



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



6th Floor: Moon and Stars



3rd - 5th Floor: Barracks



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



6th Floor: Moon and Stars



3rd - 5th Floor: Barracks



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

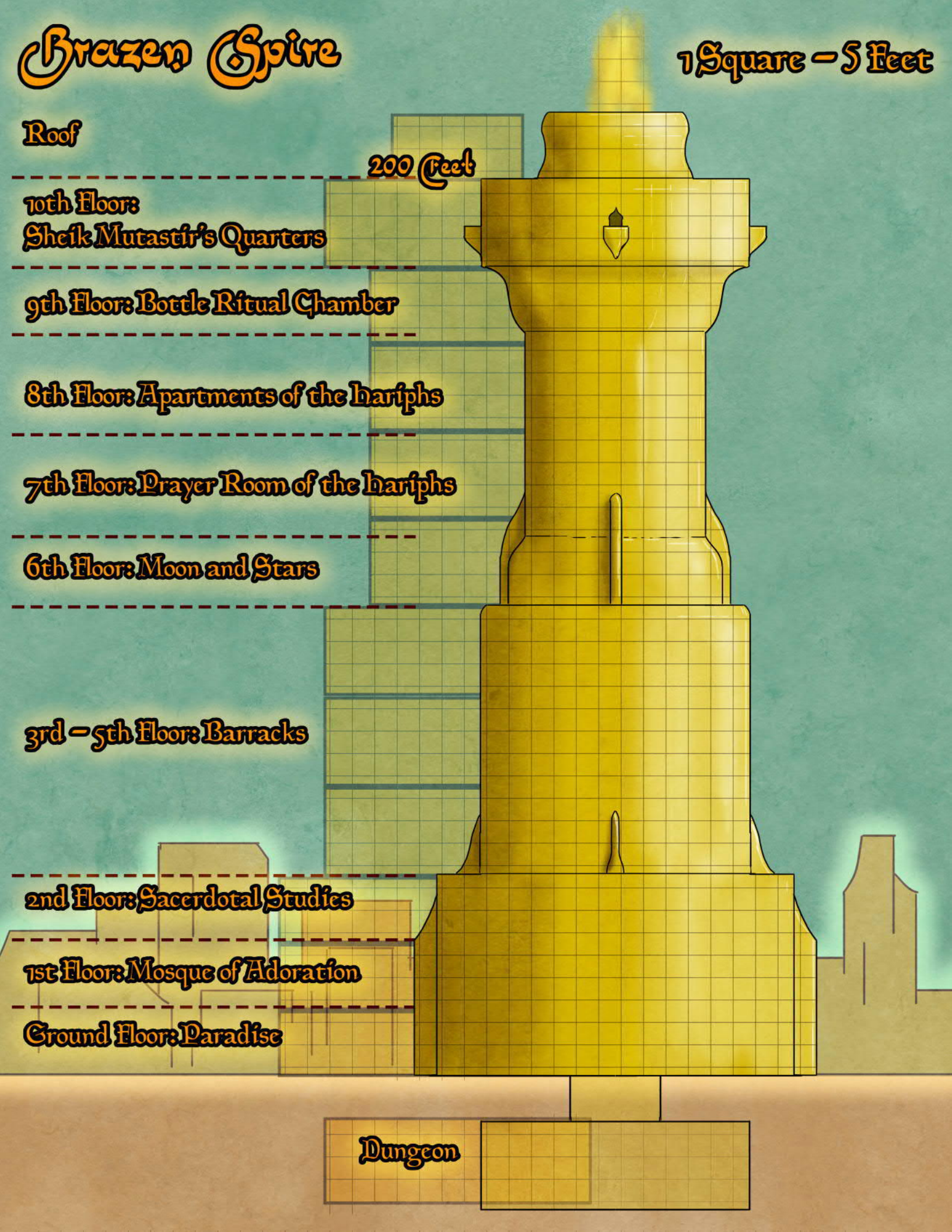
3rd - 5th Floor: Barracks

2nd Floor: Sacerdotal Studies

1st Floor: Mosque of Adoration

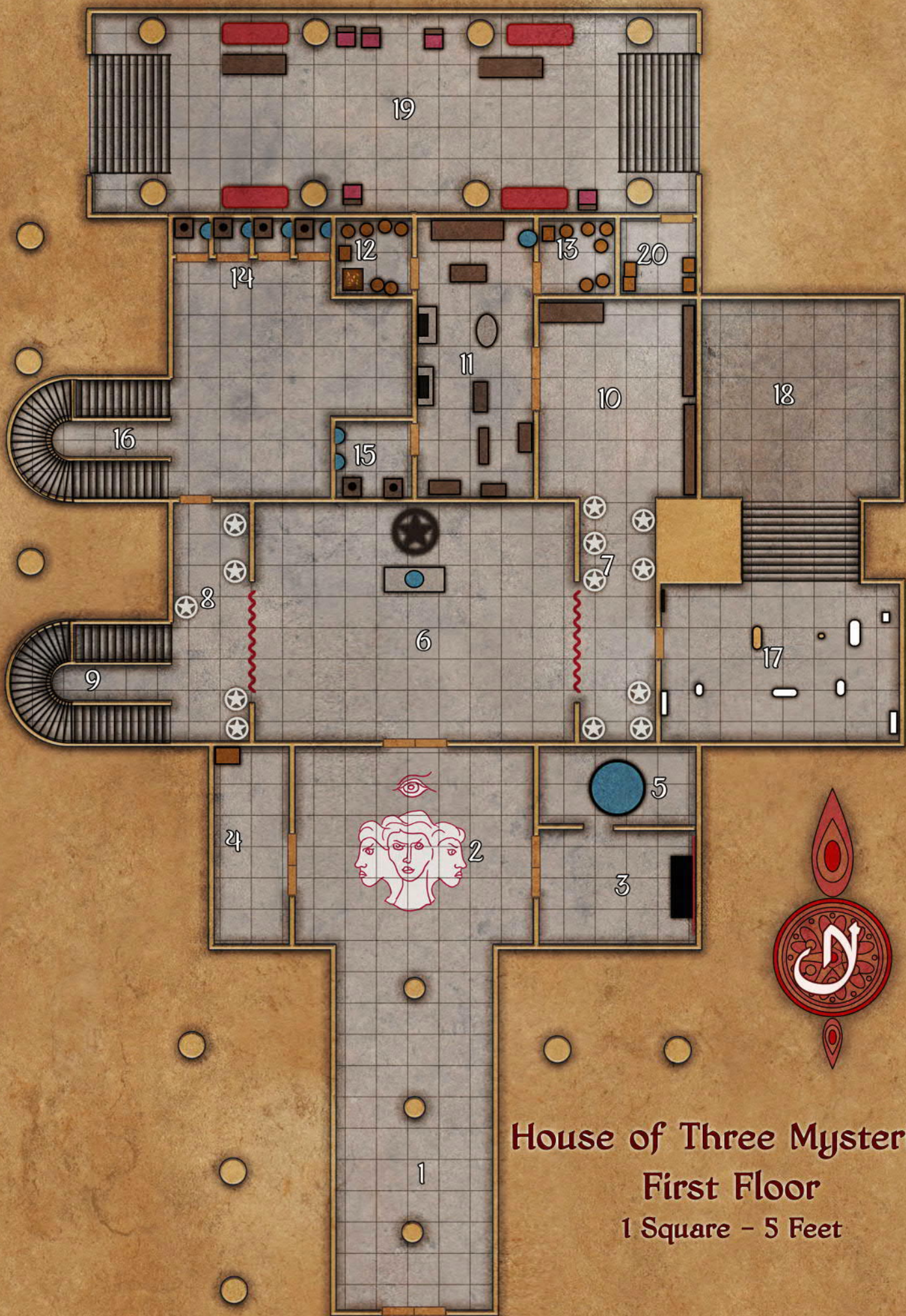
Ground Floor: Paradise

Dungeon

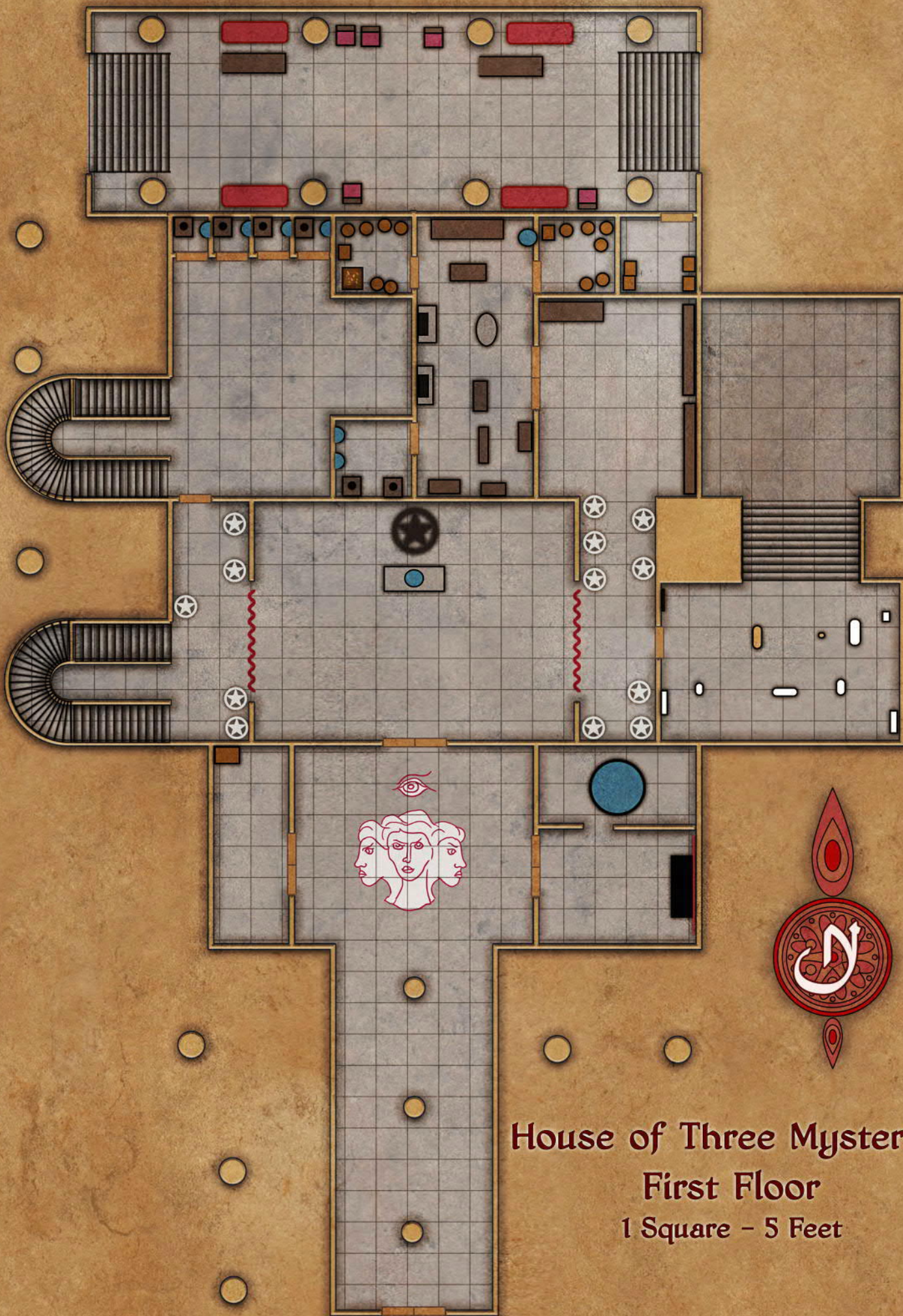


Brazen Spire





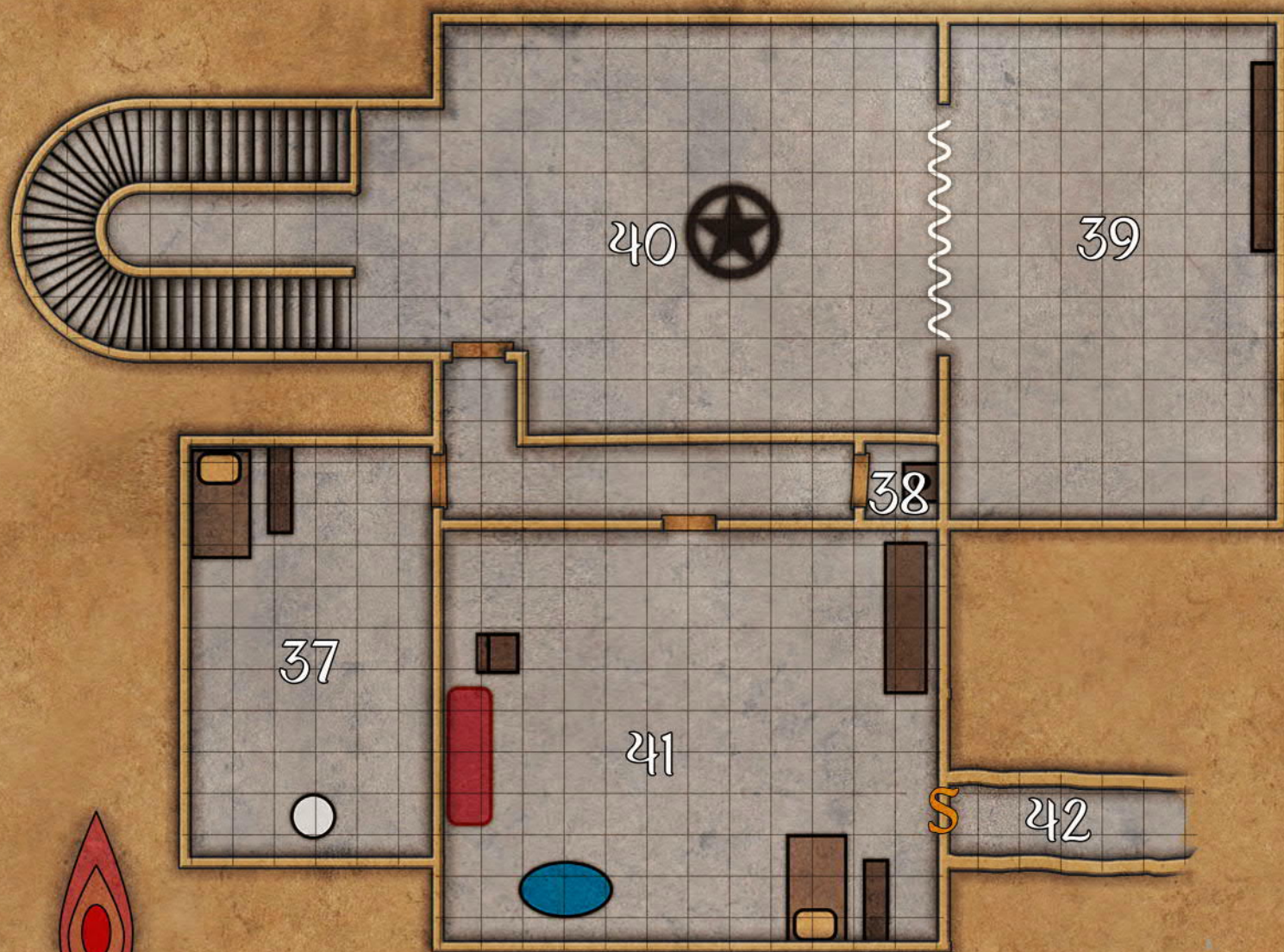
House of Three Mysteries
First Floor
1 Square - 5 Feet



1 Square - 5 Feet

House of Three Mysteries

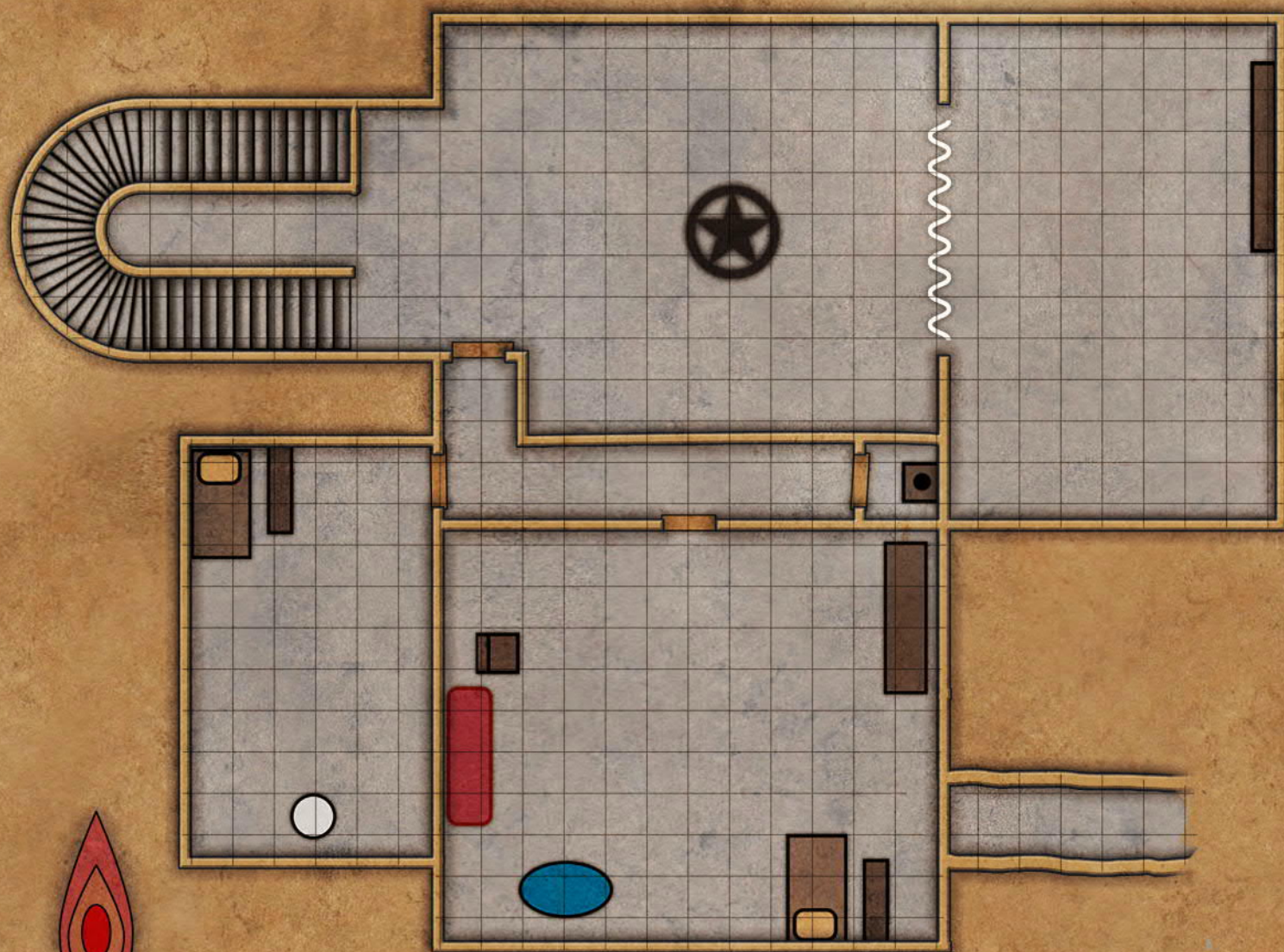
Lower Level



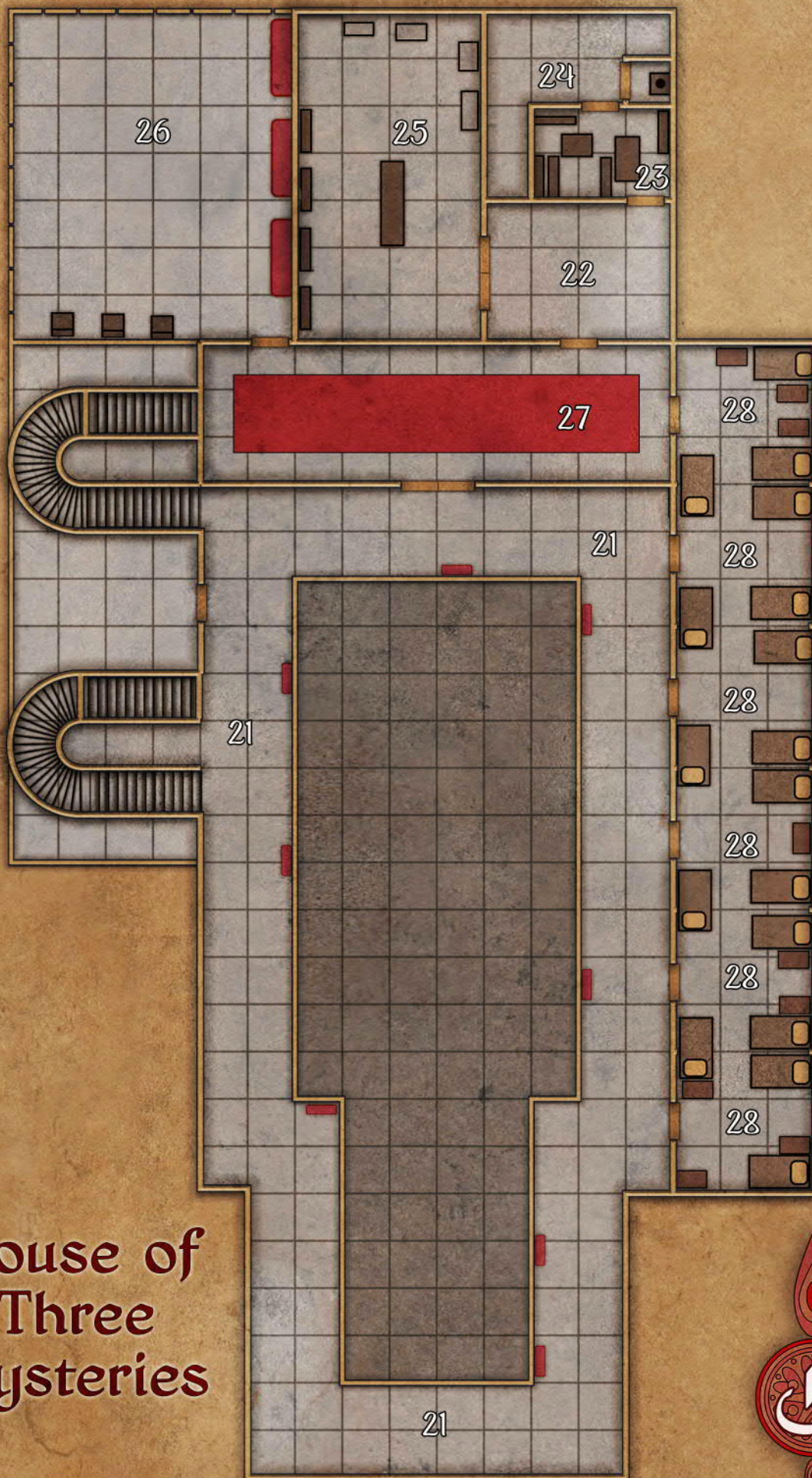
1 SQUARE -
5 FEET

House of Three Mysteries

Lower Level



1 SQUARE -
5 FEET

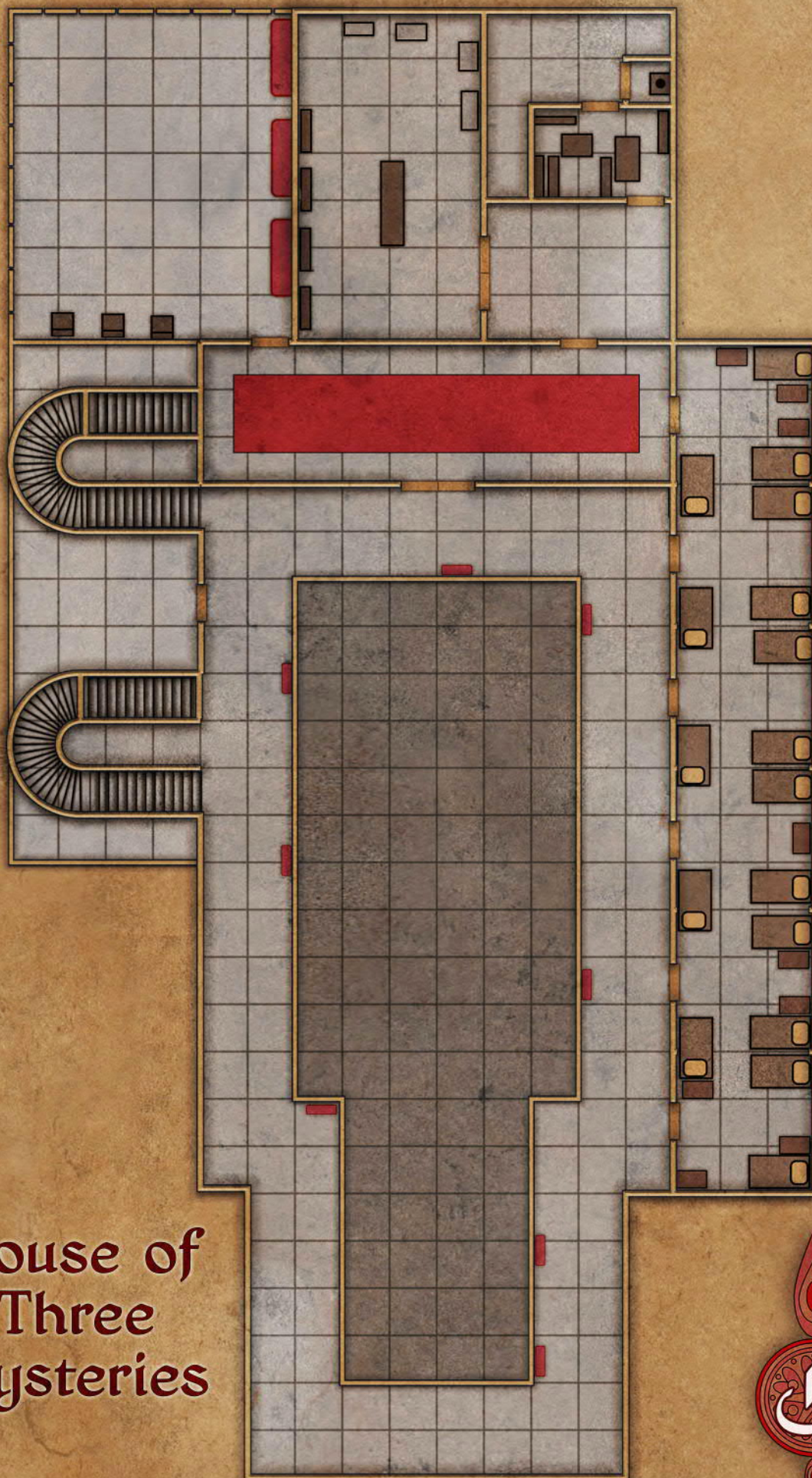


House of Three Mysteries

Second Floor



1 Square - 5 Feet

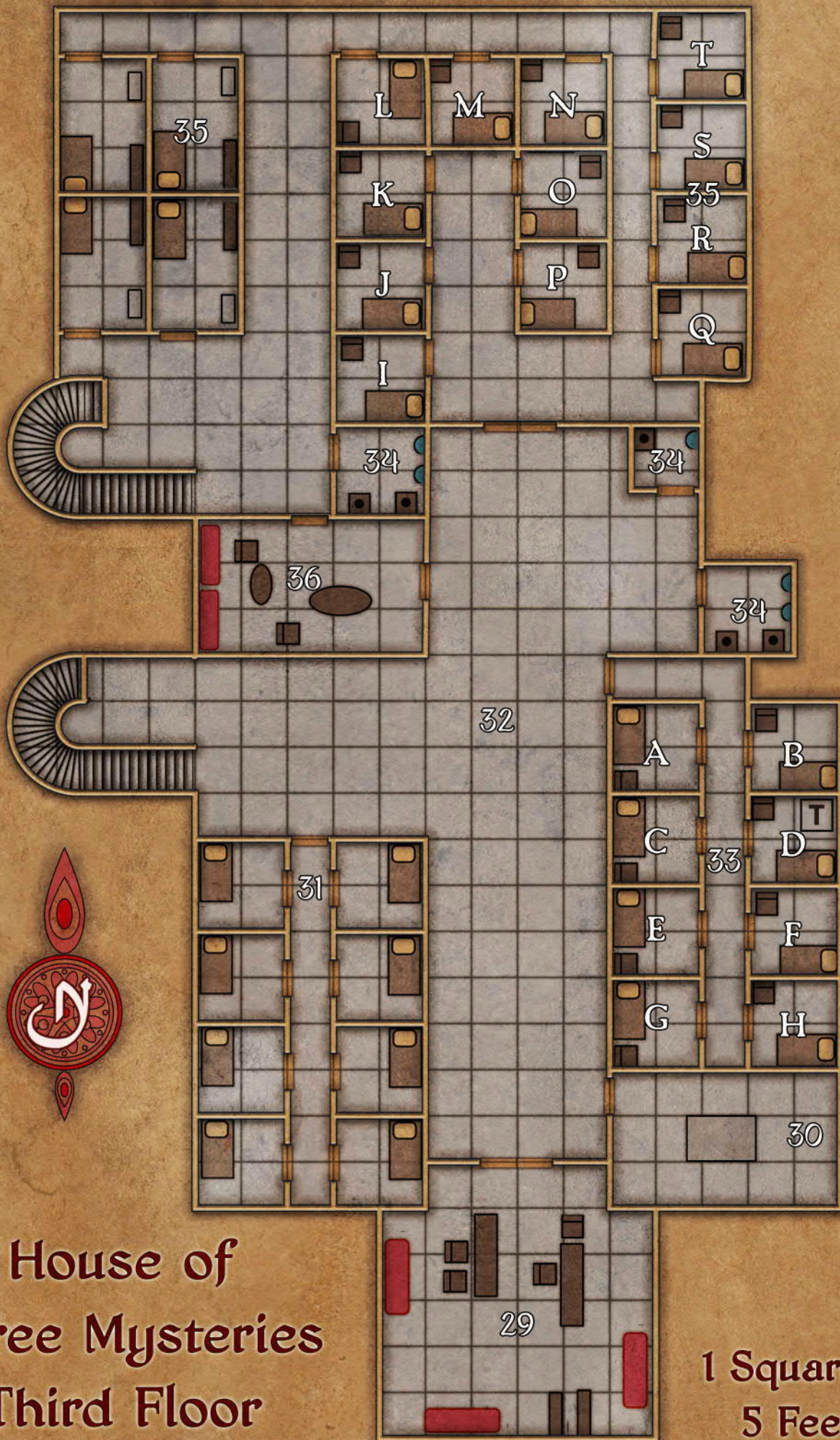


House of Three Mysteries

Second Floor

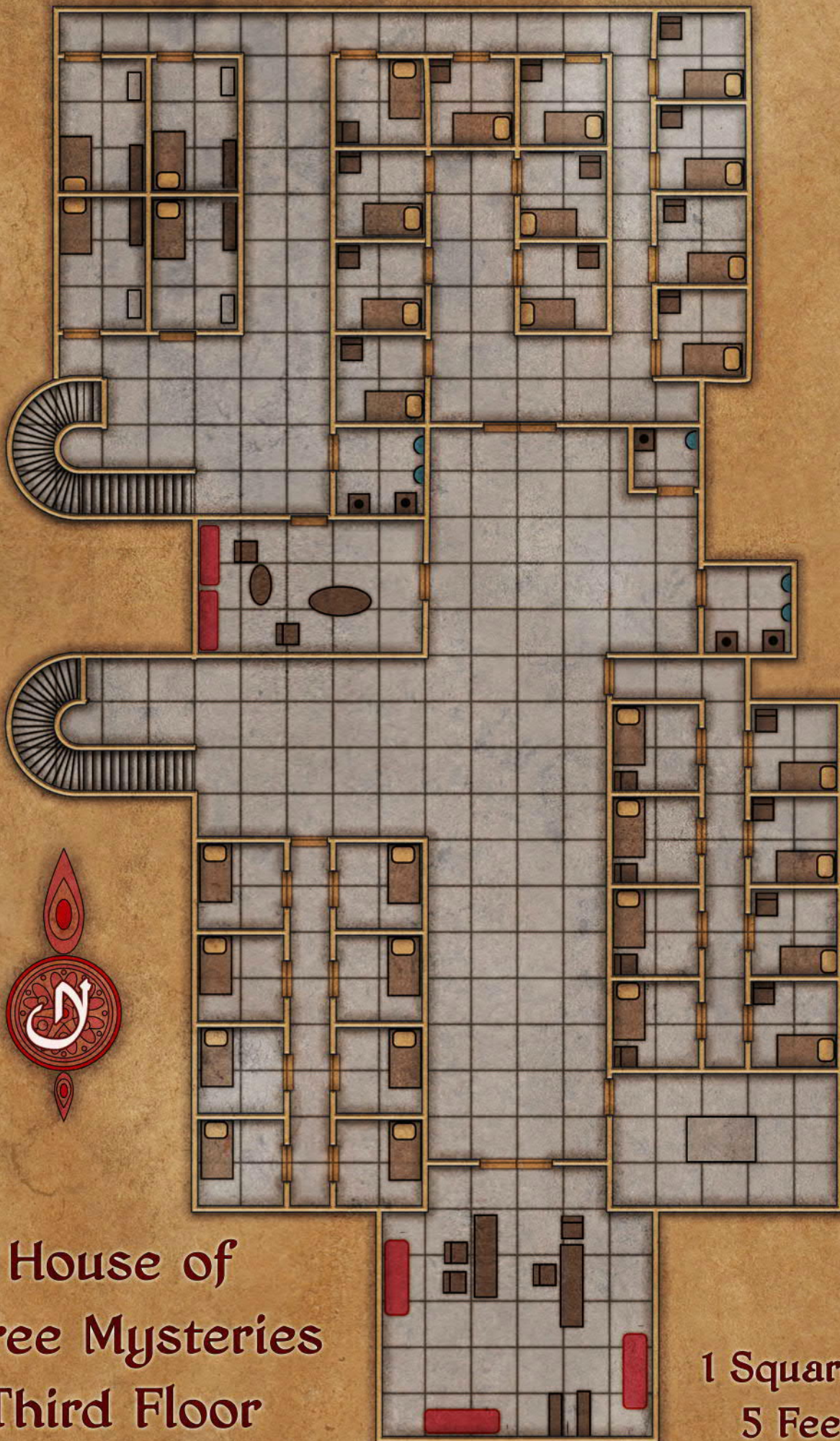


1 Square - 5 Feet



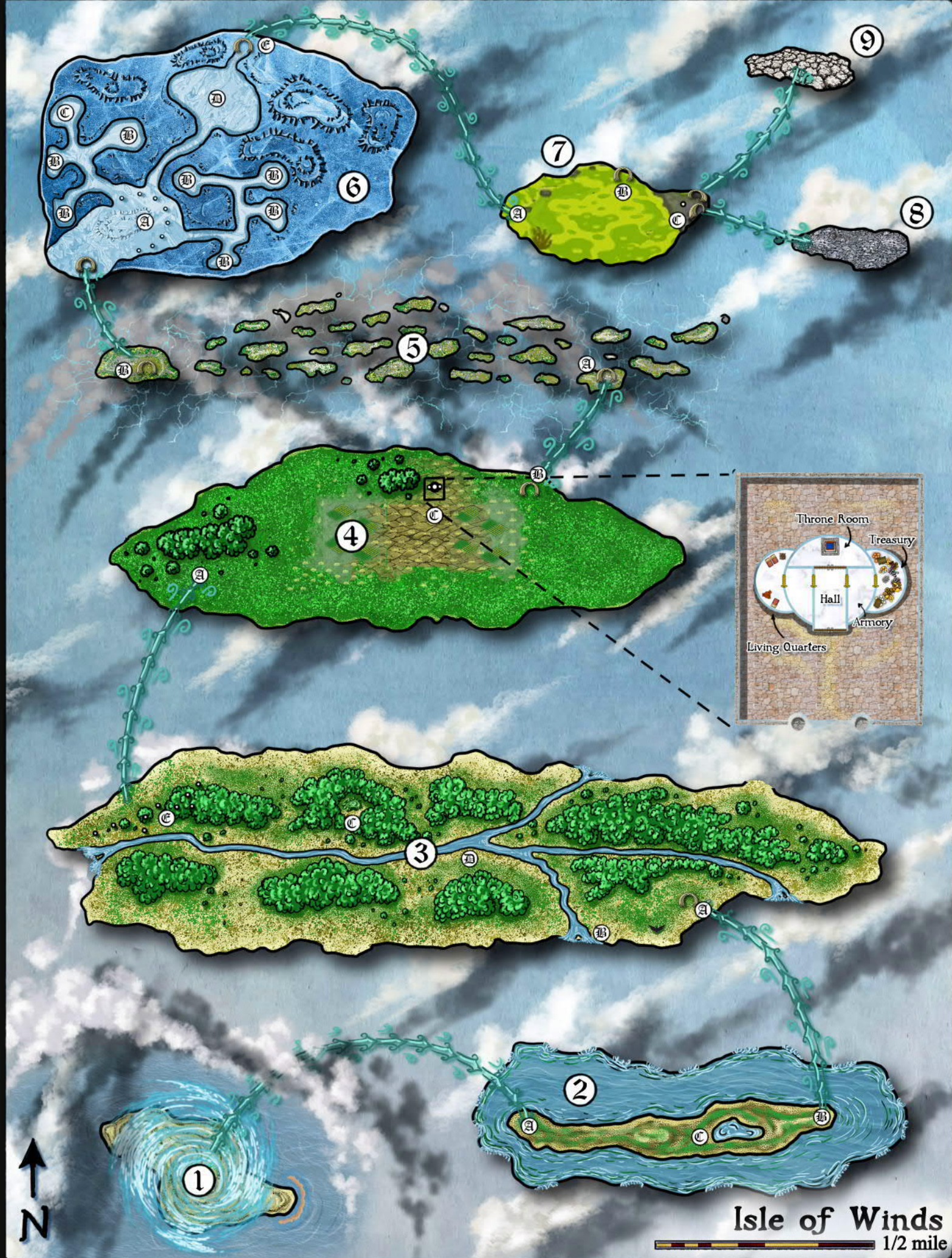
House of
Three Mysteries
Third Floor

1 Square -
5 Feet

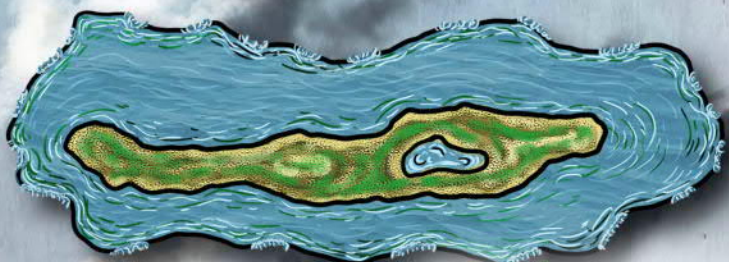
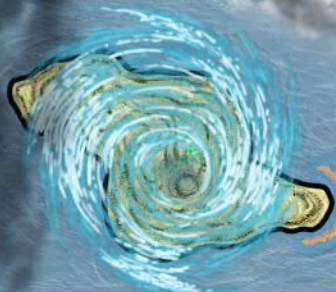


House of
Three Mysteries
Third Floor

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



Freegate

Mines of Azaadipur

1

Isle of

Sarmad Yazdg-or

2

Isle of Winds

4

Qourrk

3

Isle of Bliss

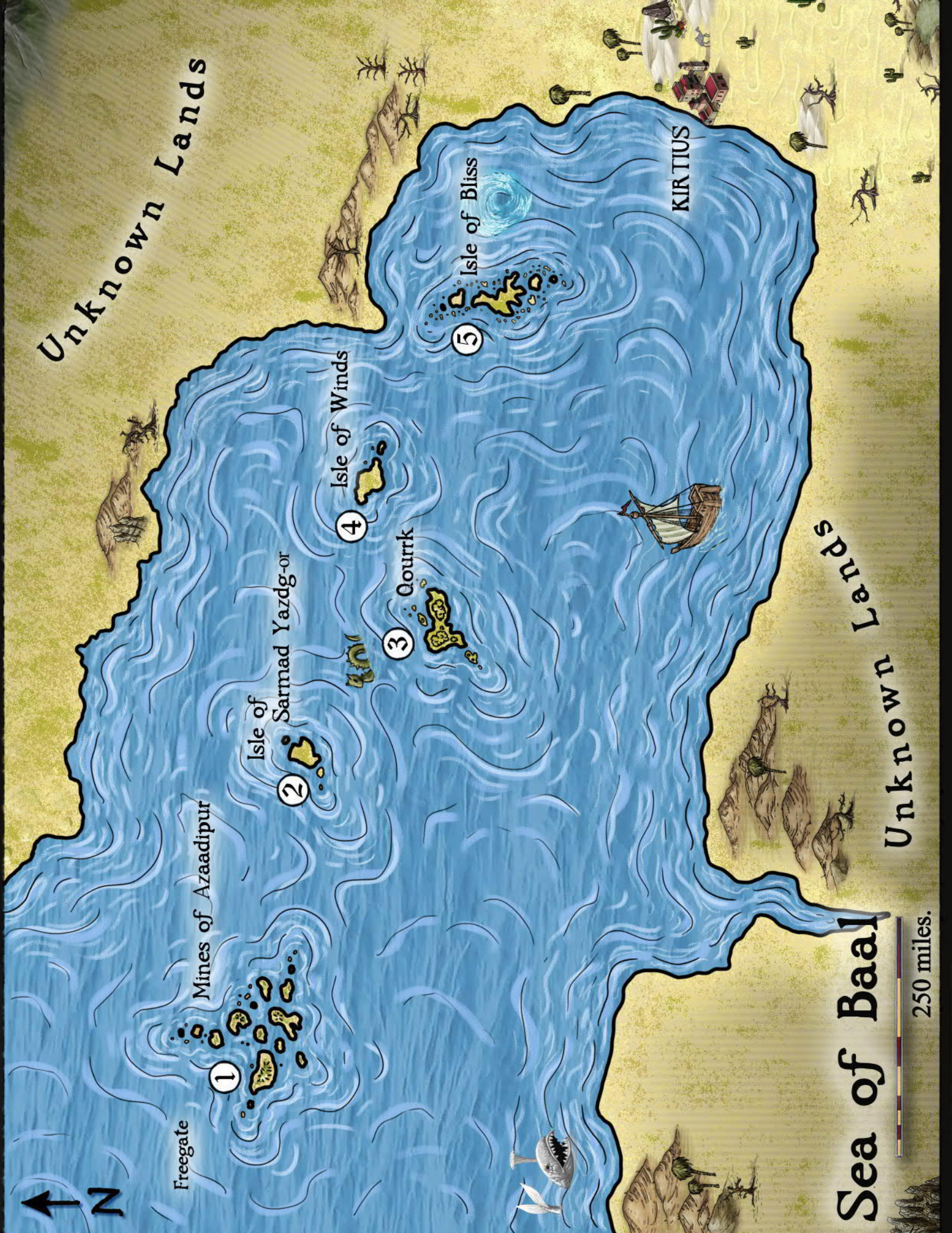
5

KIRTIUS

Unknown Lands

Sea of Baal

250 miles.



Unknown Lands

Unknown Lands

Sea of Baal

250 miles.





North Lighthouse

1

Fishing Village

2

Docks

4

Dock & Warehouses

5

Bastion Battery

10

7

8

9

6

Gate of Morning Star

15

12

14

15

13

16

17

Silk Street

Gate of Sunrise

18

South Lighthouse

3

Palace Fortress

20

19

Kirtius City

500 ft.





Kirtius City

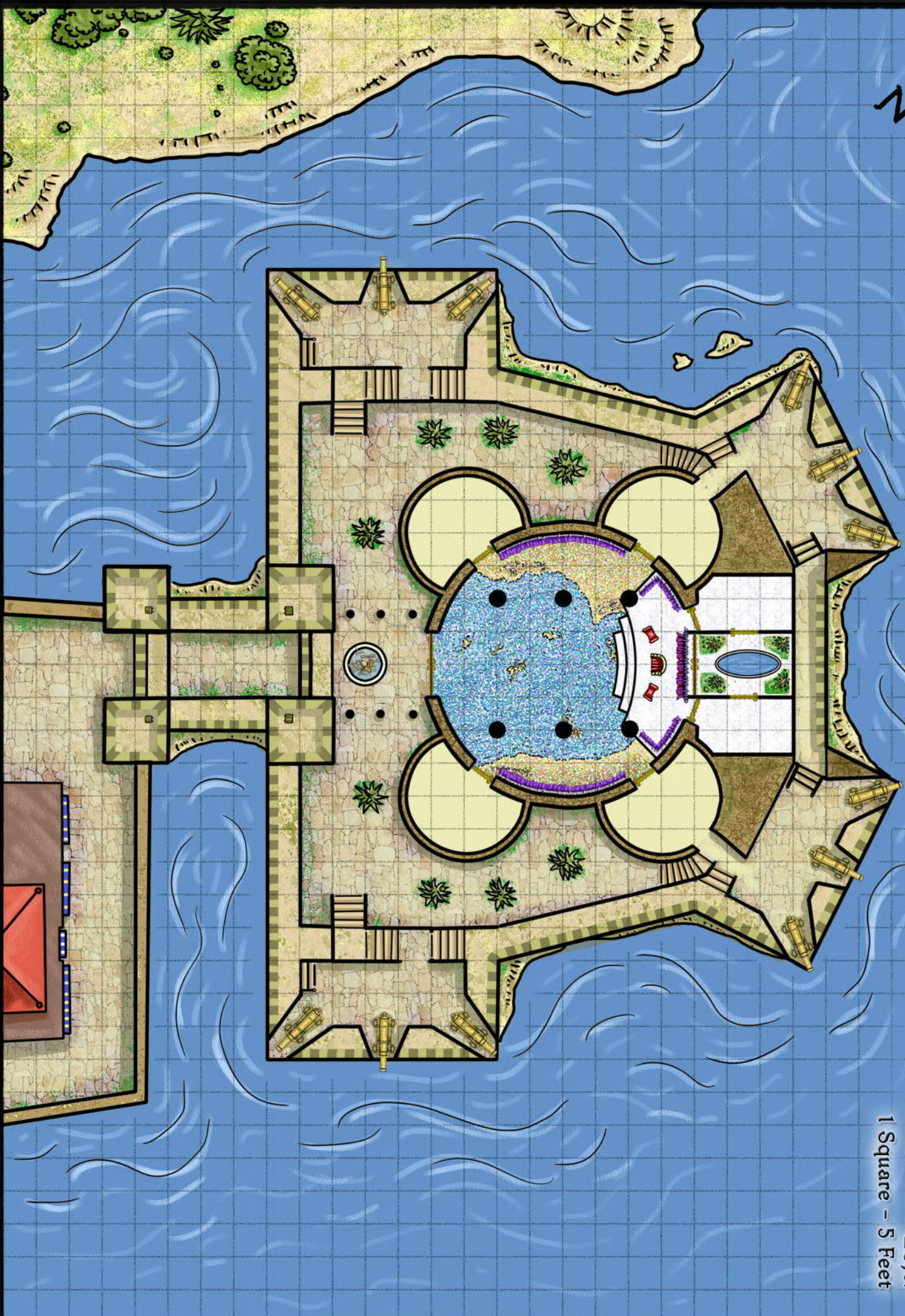
500 ft.

20ft.
Feet

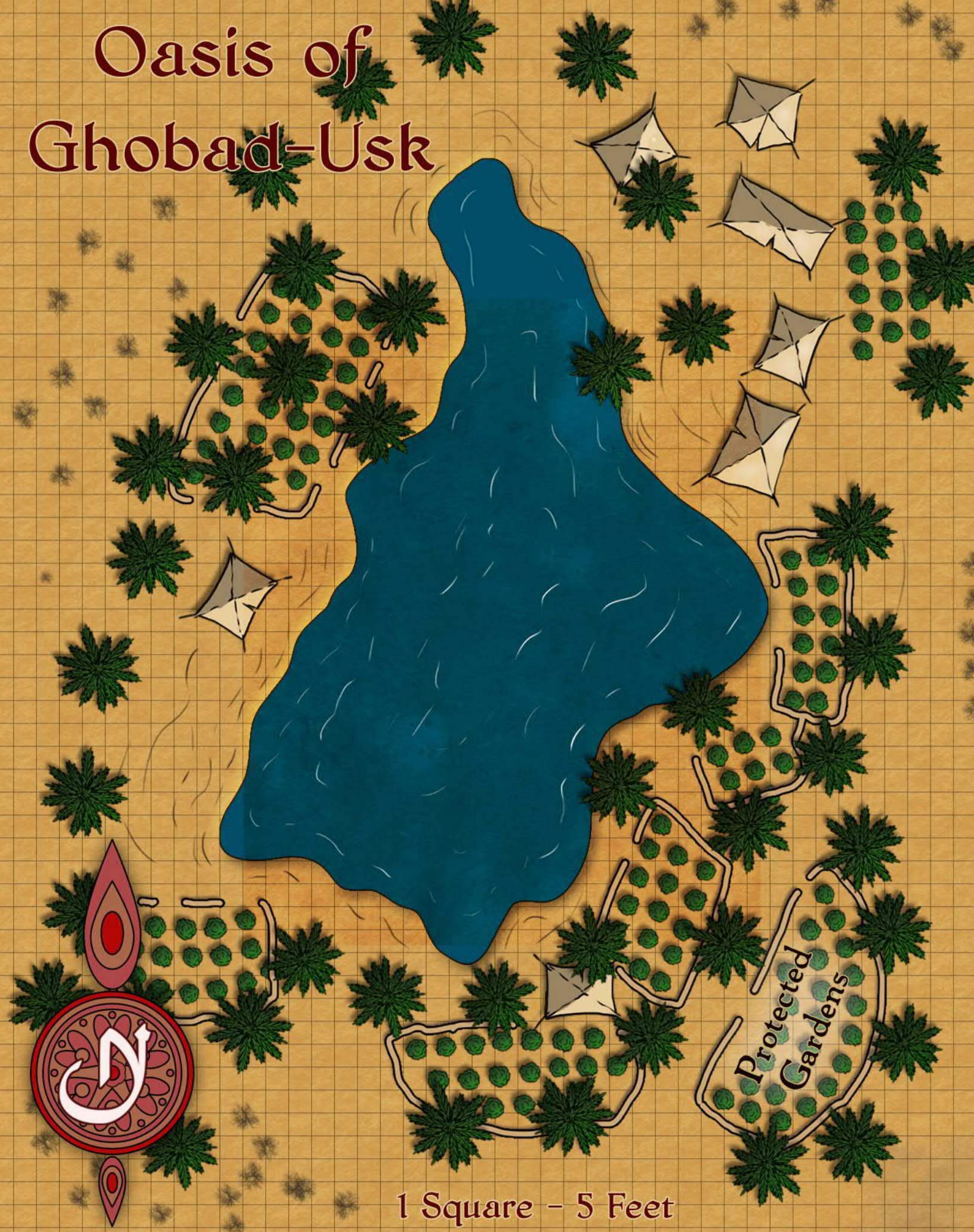


Massini's Fortress

20ft.
1 Square - 5 Feet

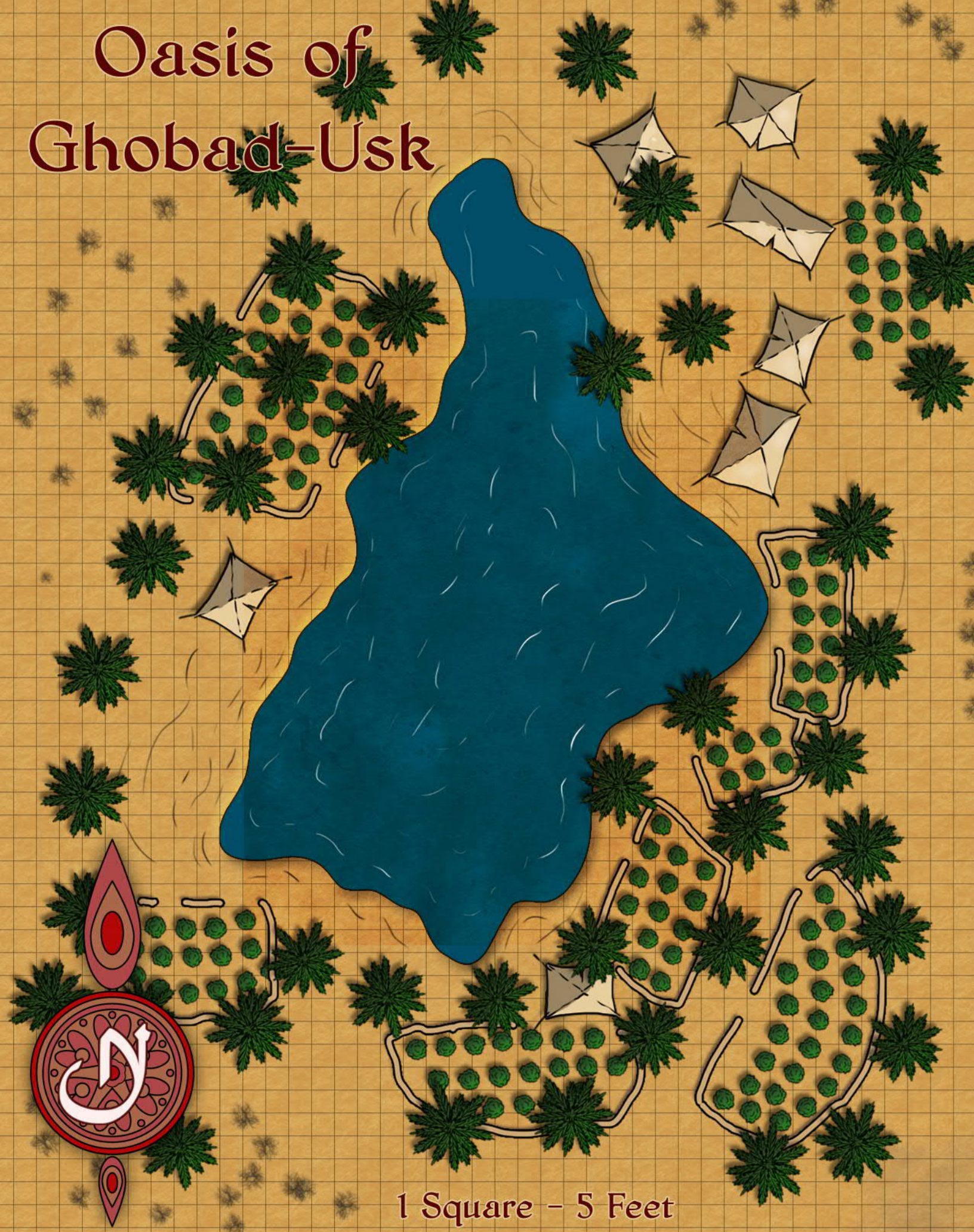


Oasis of Ghobad-Usk



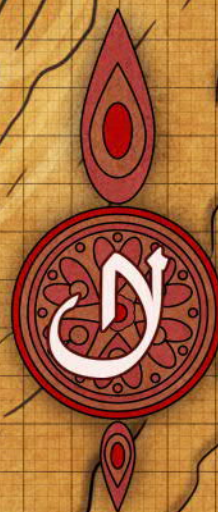
1 Square - 5 Feet

Oasis of Ghobad-Usk



1 Square - 5 Feet

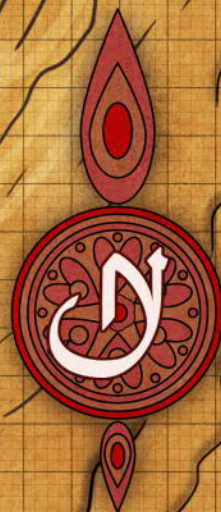
1 Square - 20 Feet



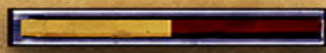
1

Dawaad

1 Square - 20 Feet



Numeda

 10 Miles



Holy City
of
Dawaad

Secret
Canyon

Refugee
Camp

Brass
Horseman

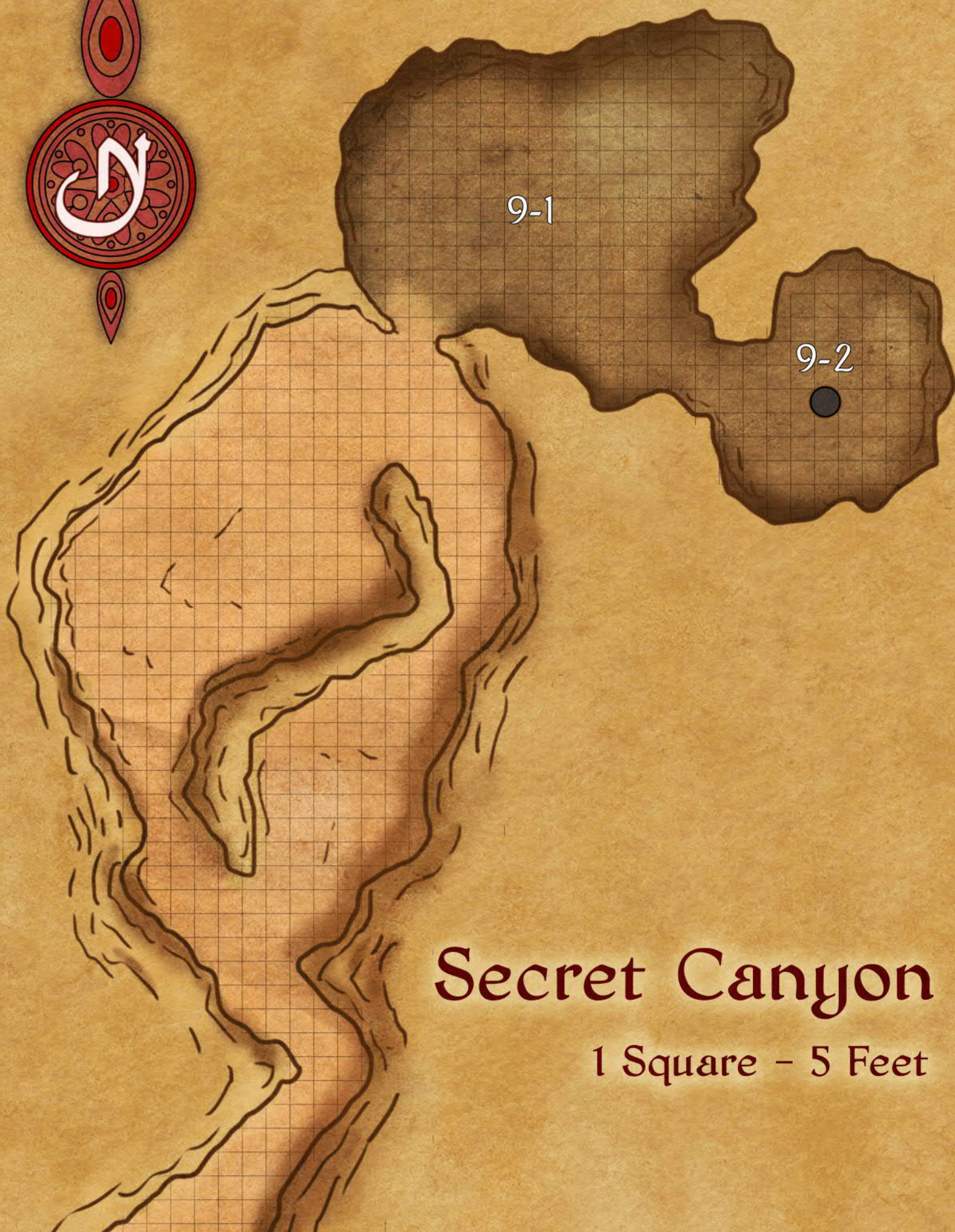
Dark
Oasis

Kirtius

Tomb of
Dawaad

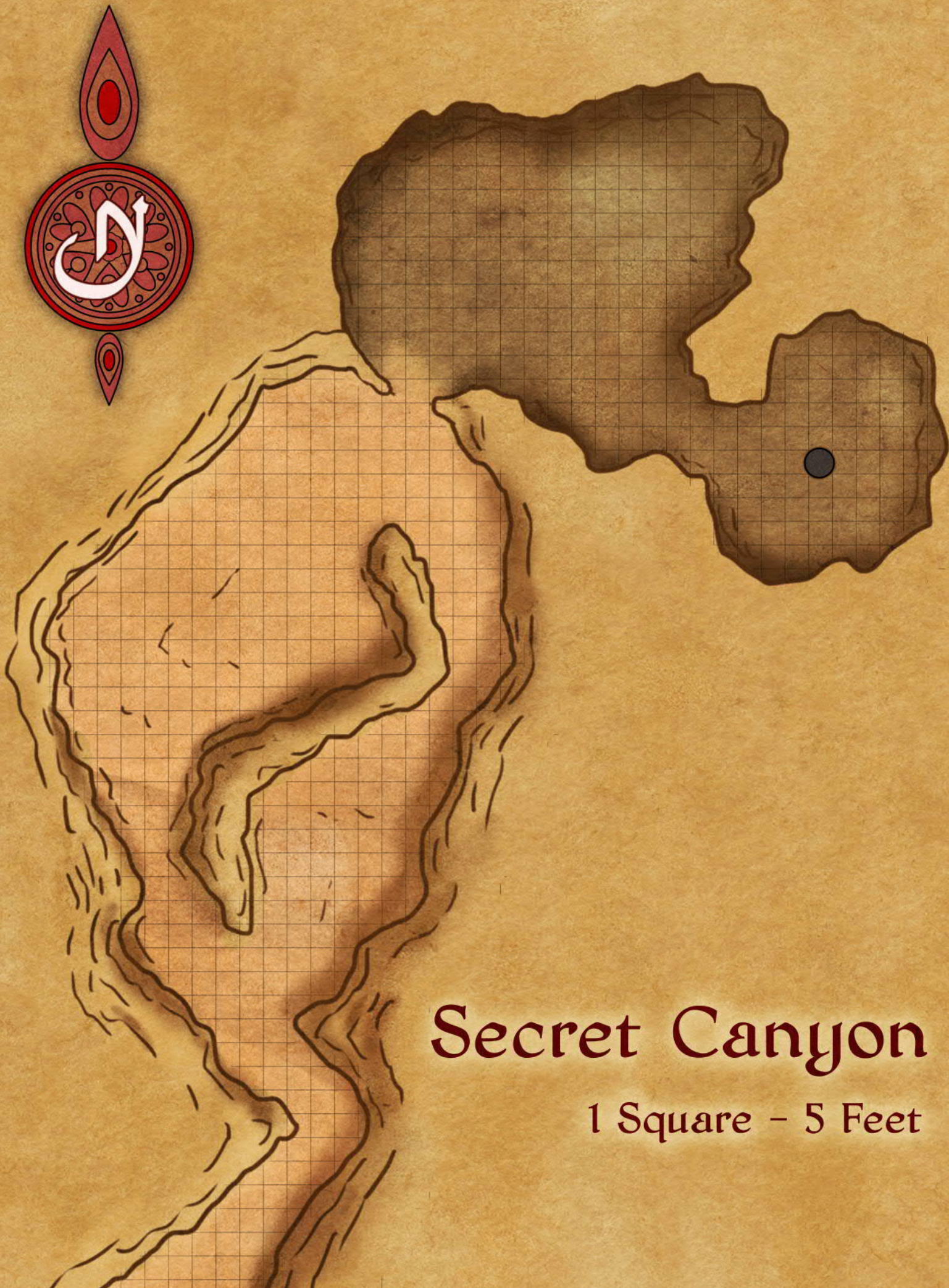
Oasis of
Ghobad-Usk

Ruins of Mati-Alamul



Secret Canyon

1 Square – 5 Feet



Secret Canyon

1 Square – 5 Feet

The Dark Oasis

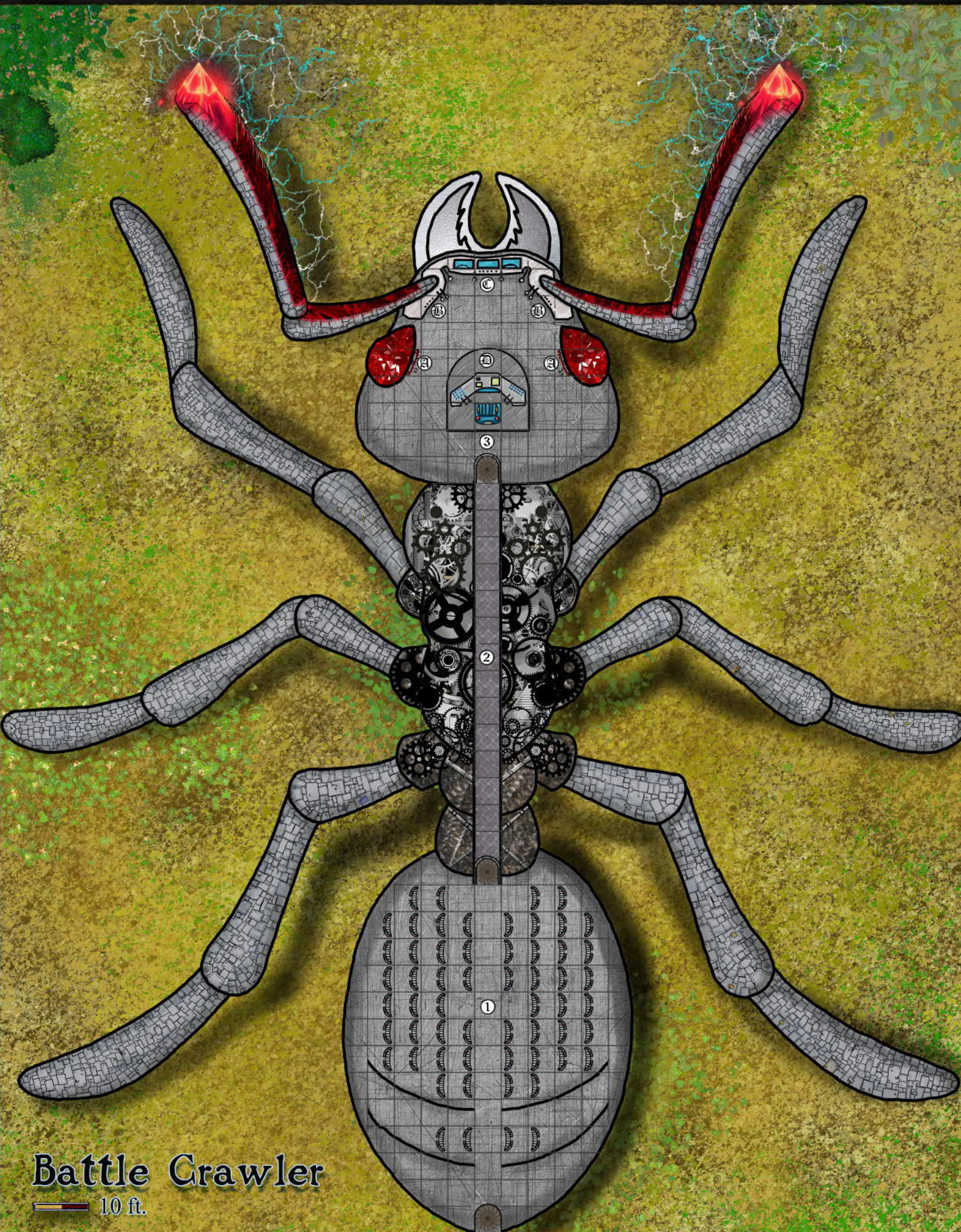


1 Square - 10 Feet

The Dark Oasis

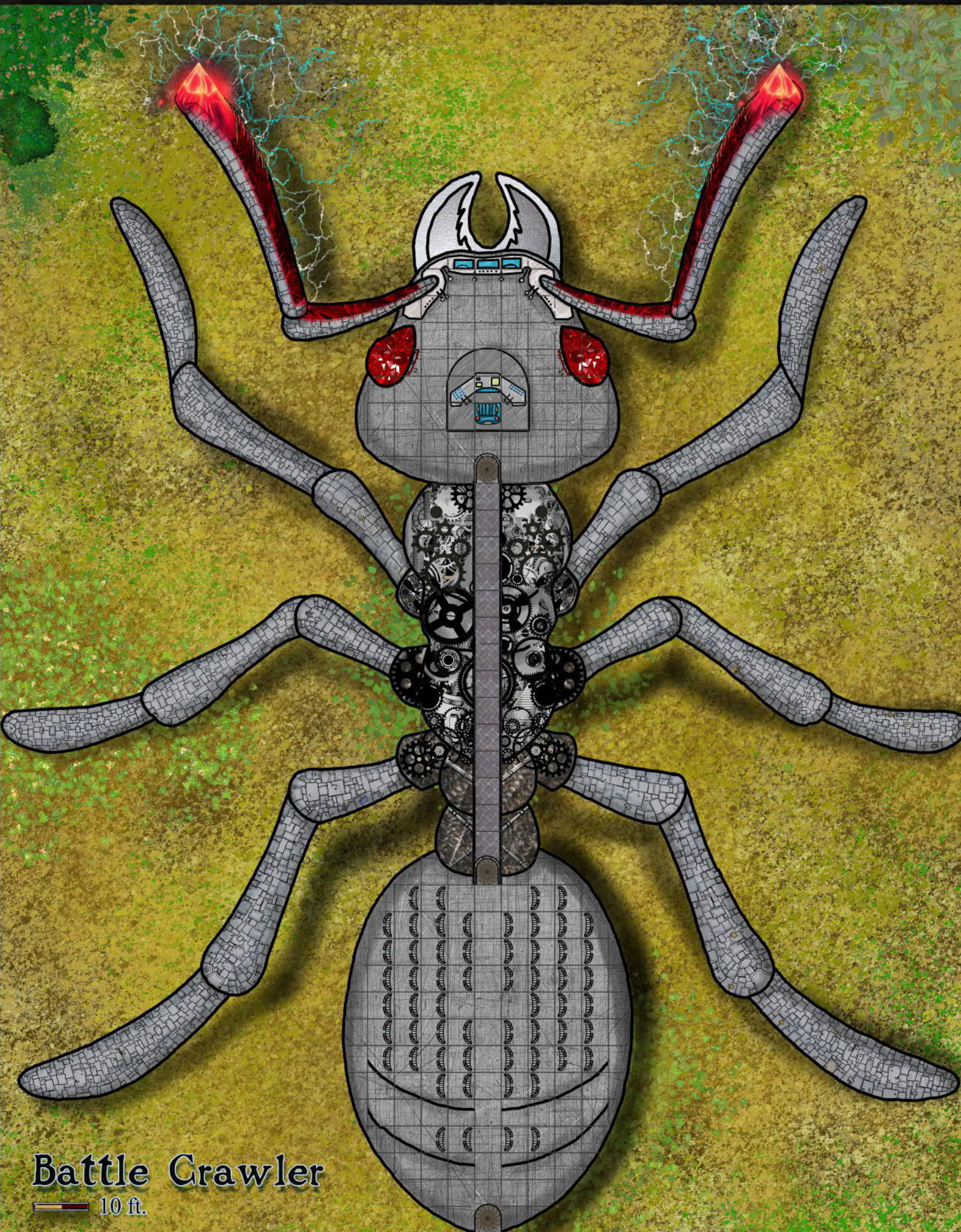


1 Square - 10 Feet



Battle Crawler

10 ft.



Battle Crawler

10 ft.

Plane of Molten Skies

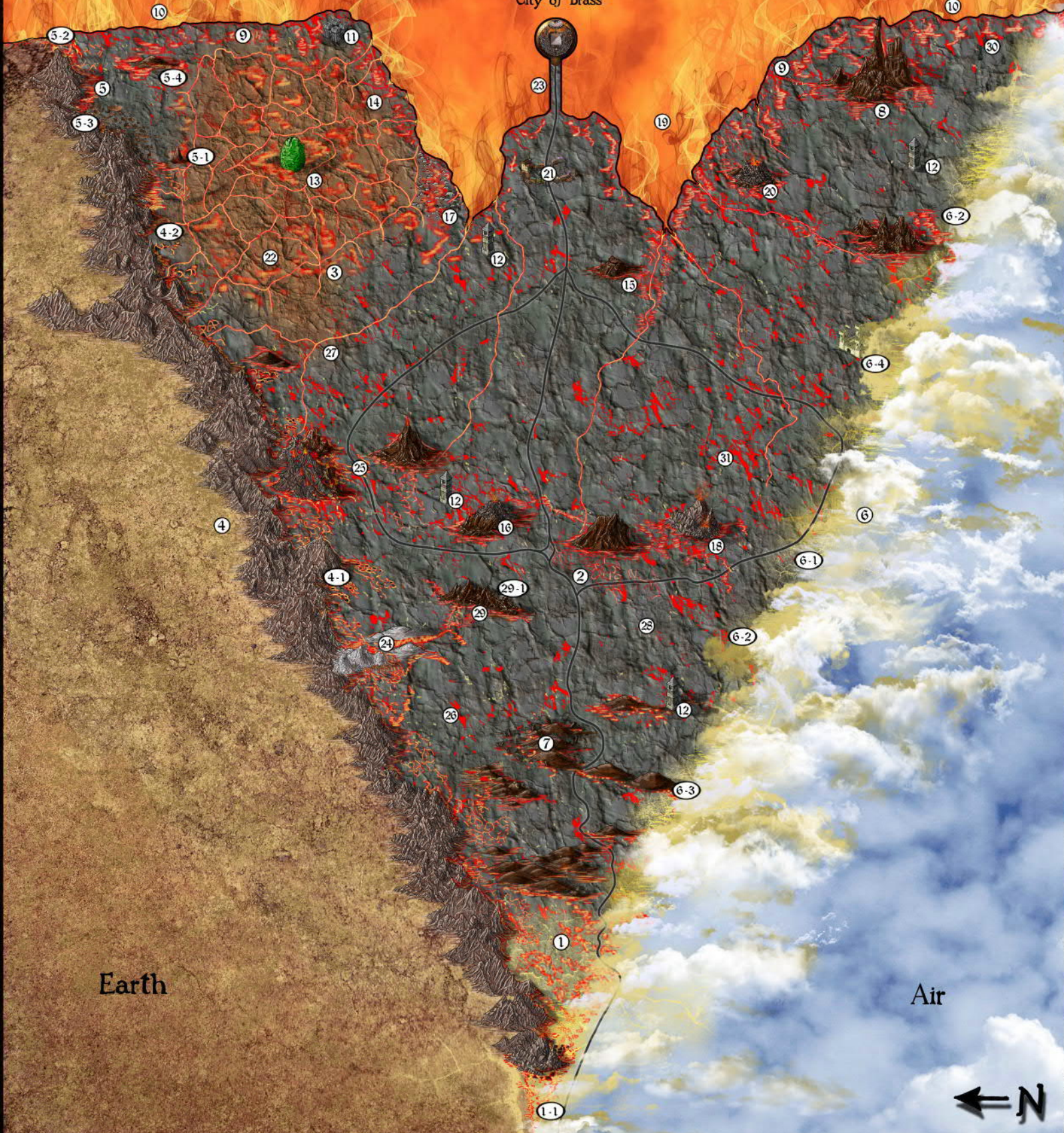
80 miles.

Sea of Fire

City of Brass

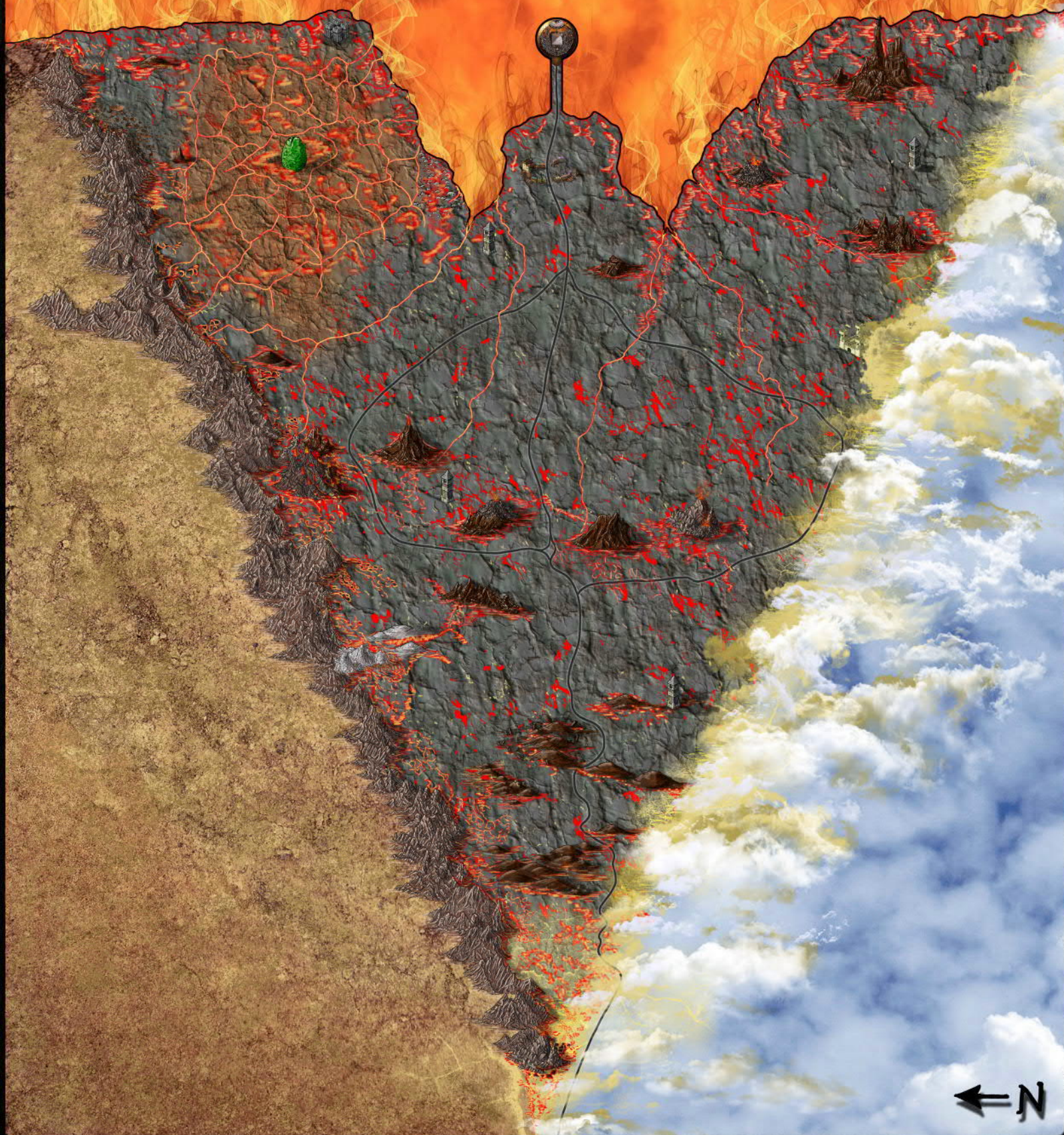
Earth

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

8

3

2

The Highway of
the Damned

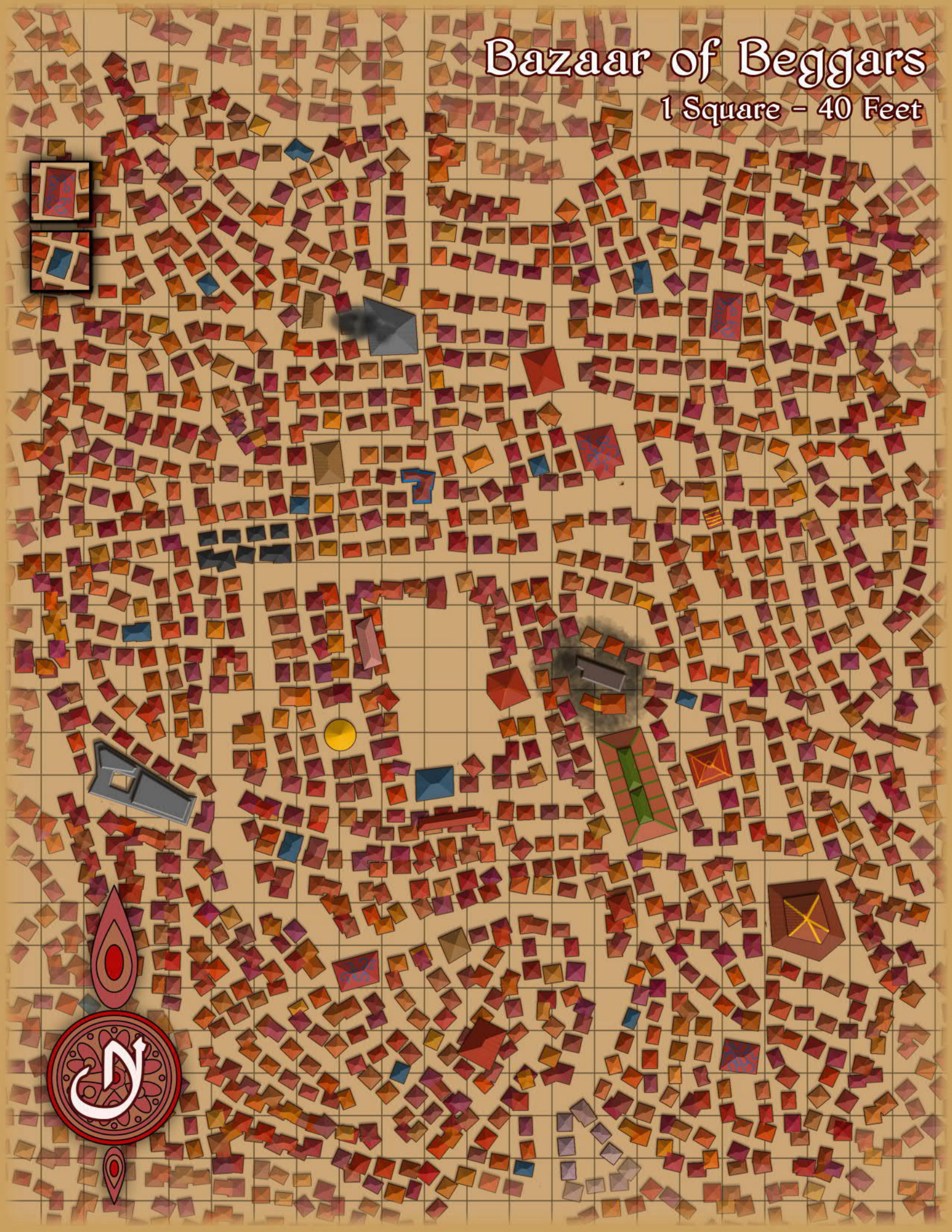
6

9



Bazaar of Beggars

1 Square - 40 Feet



City of Brass





Common Wall Apartment

1 Square - 5 Feet

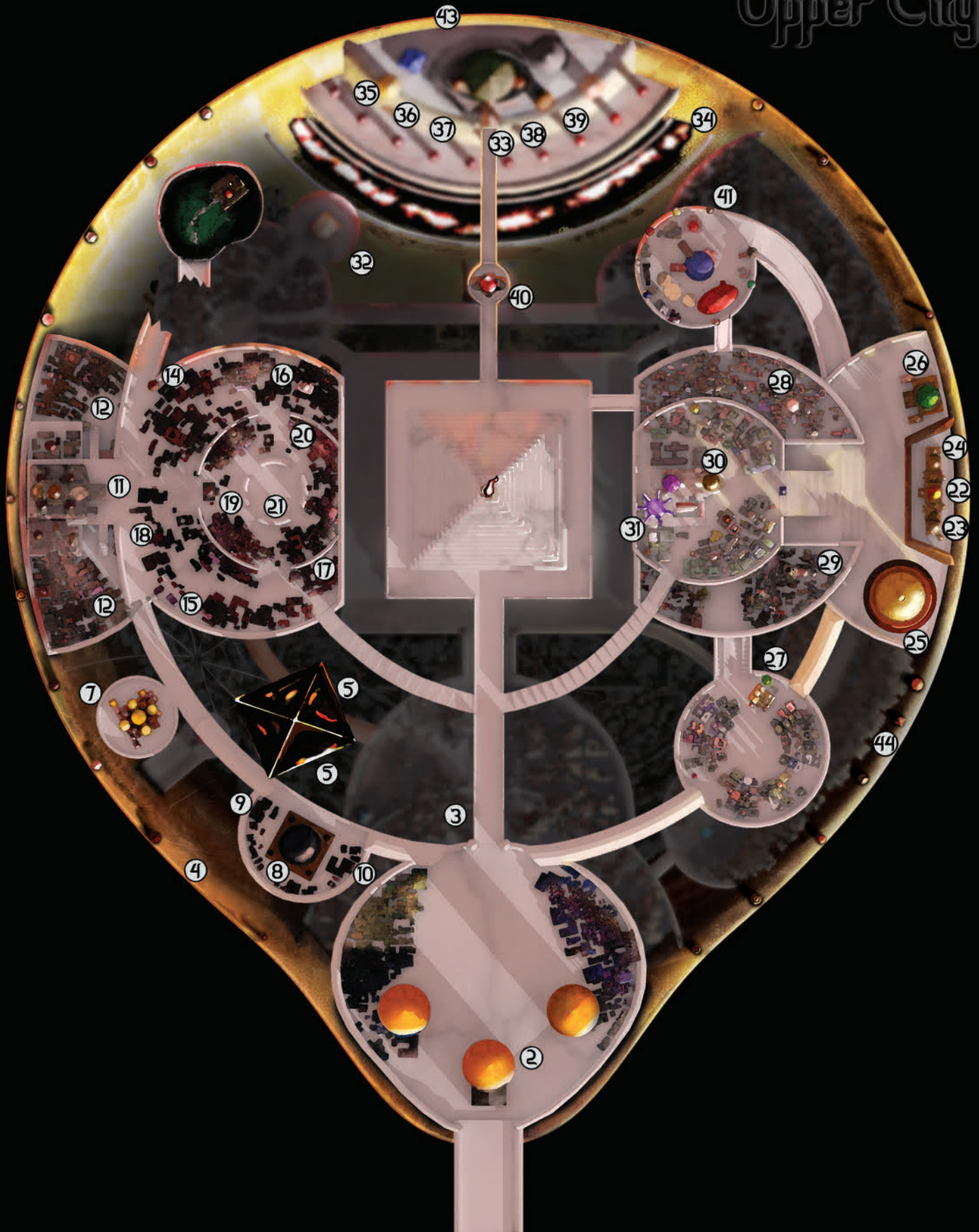


Common Wall Apartment

1 Square - 5 Feet

City of Brass

Upper City

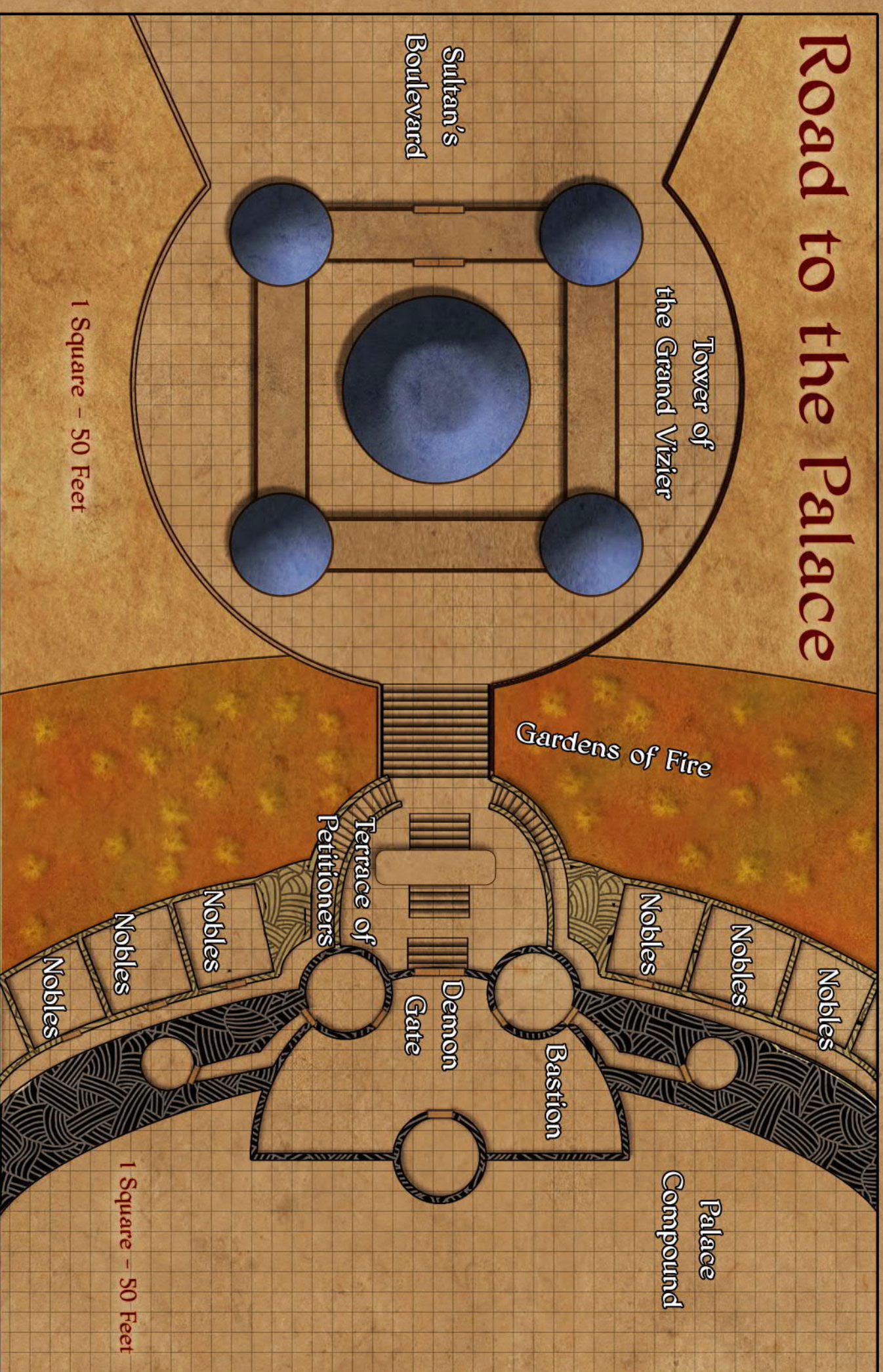


City of Brass

Upper City

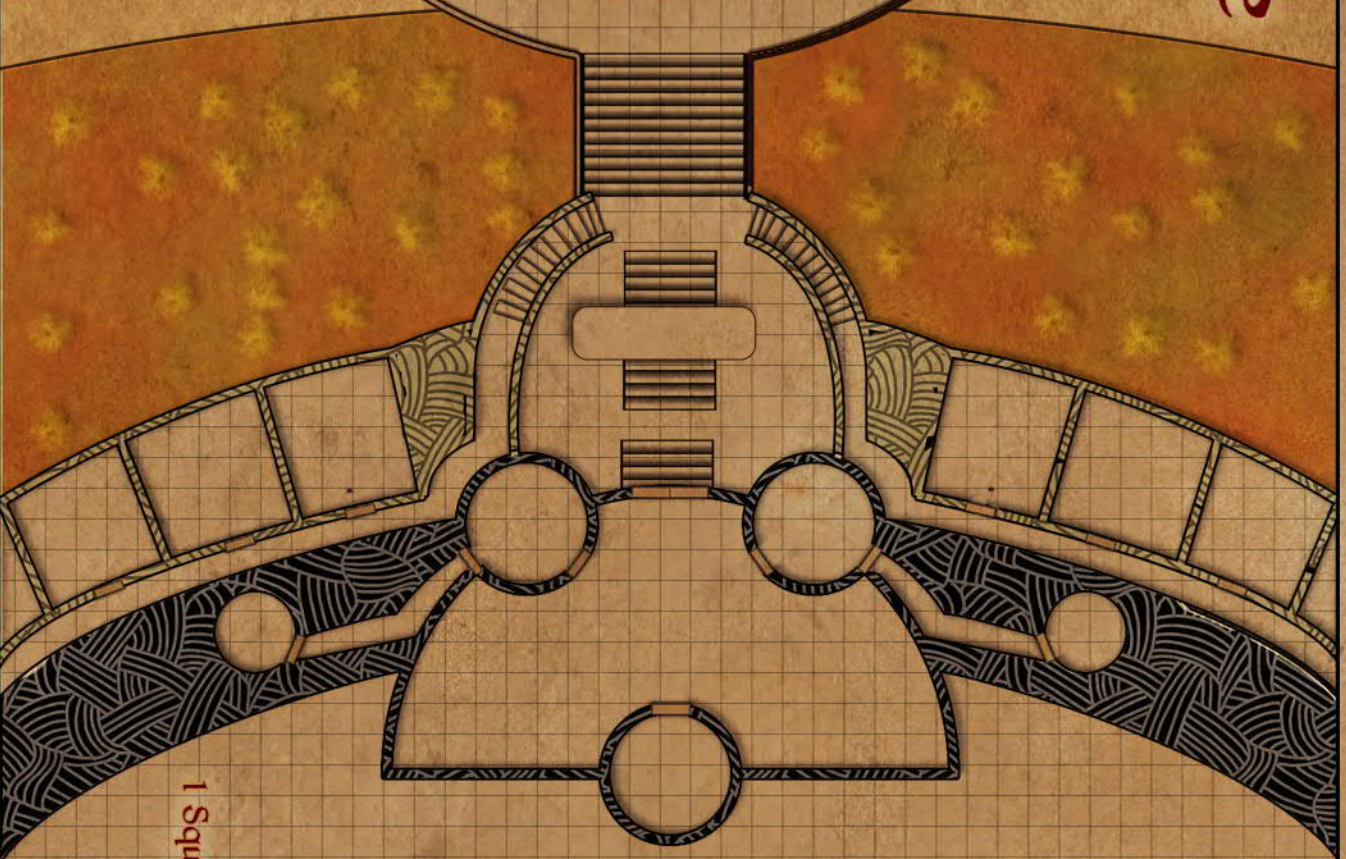
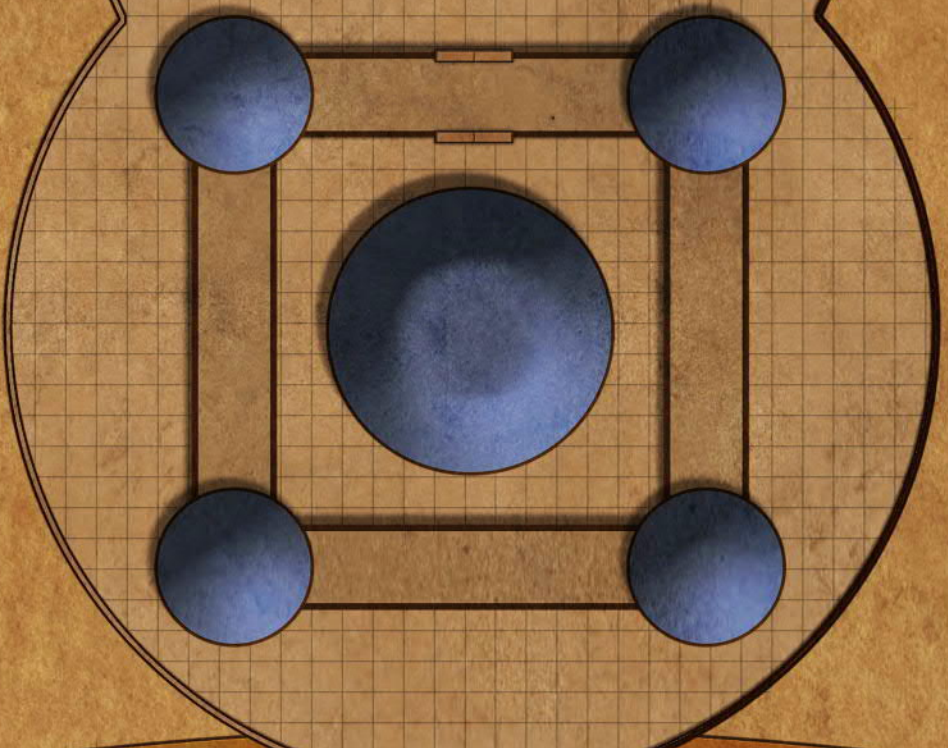


Road to the Palace

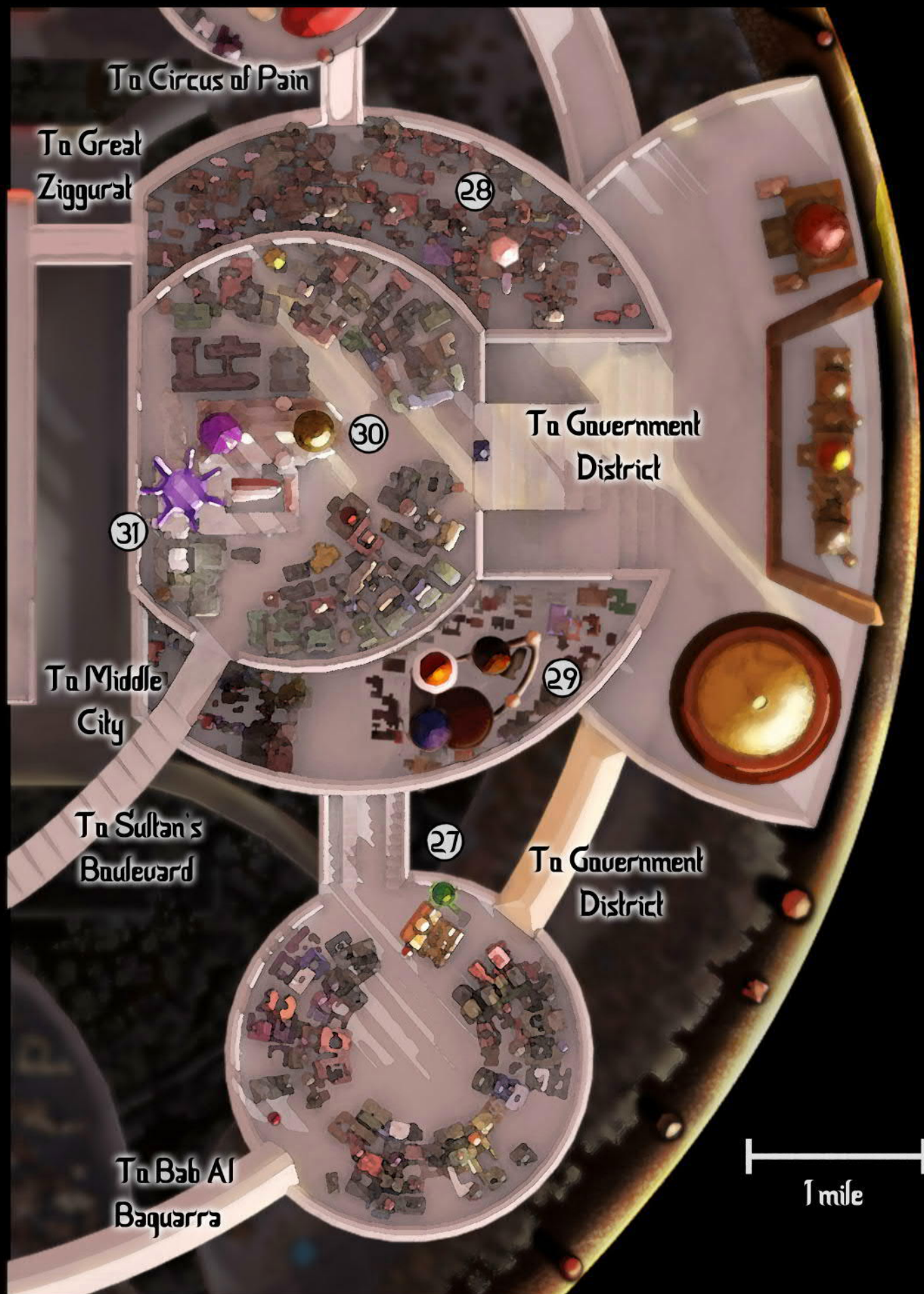


Road to the Palace

1 Square - 50 Feet



1 Square - 50 Feet



District of Naibs

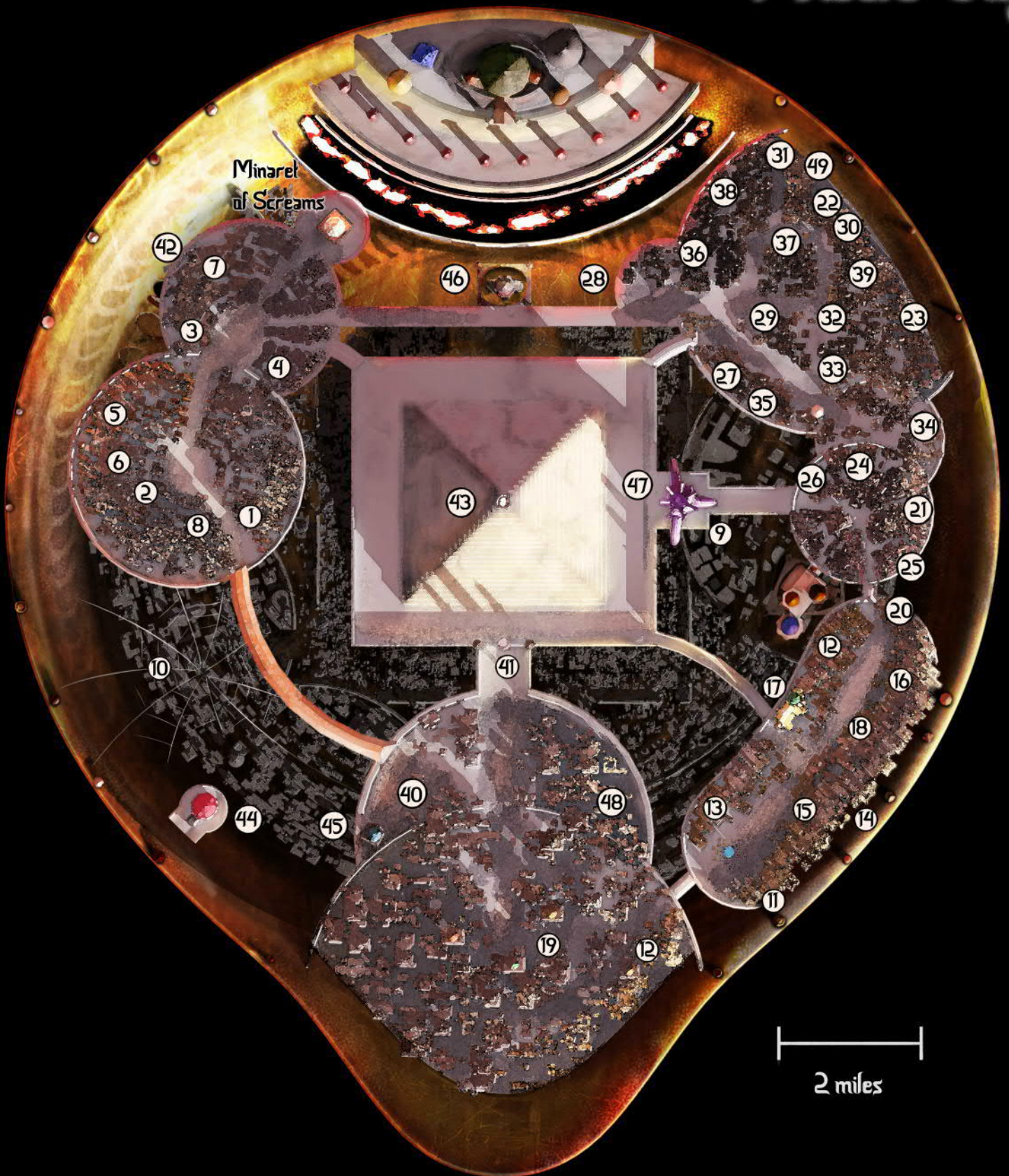


1 mile

District of Naibs

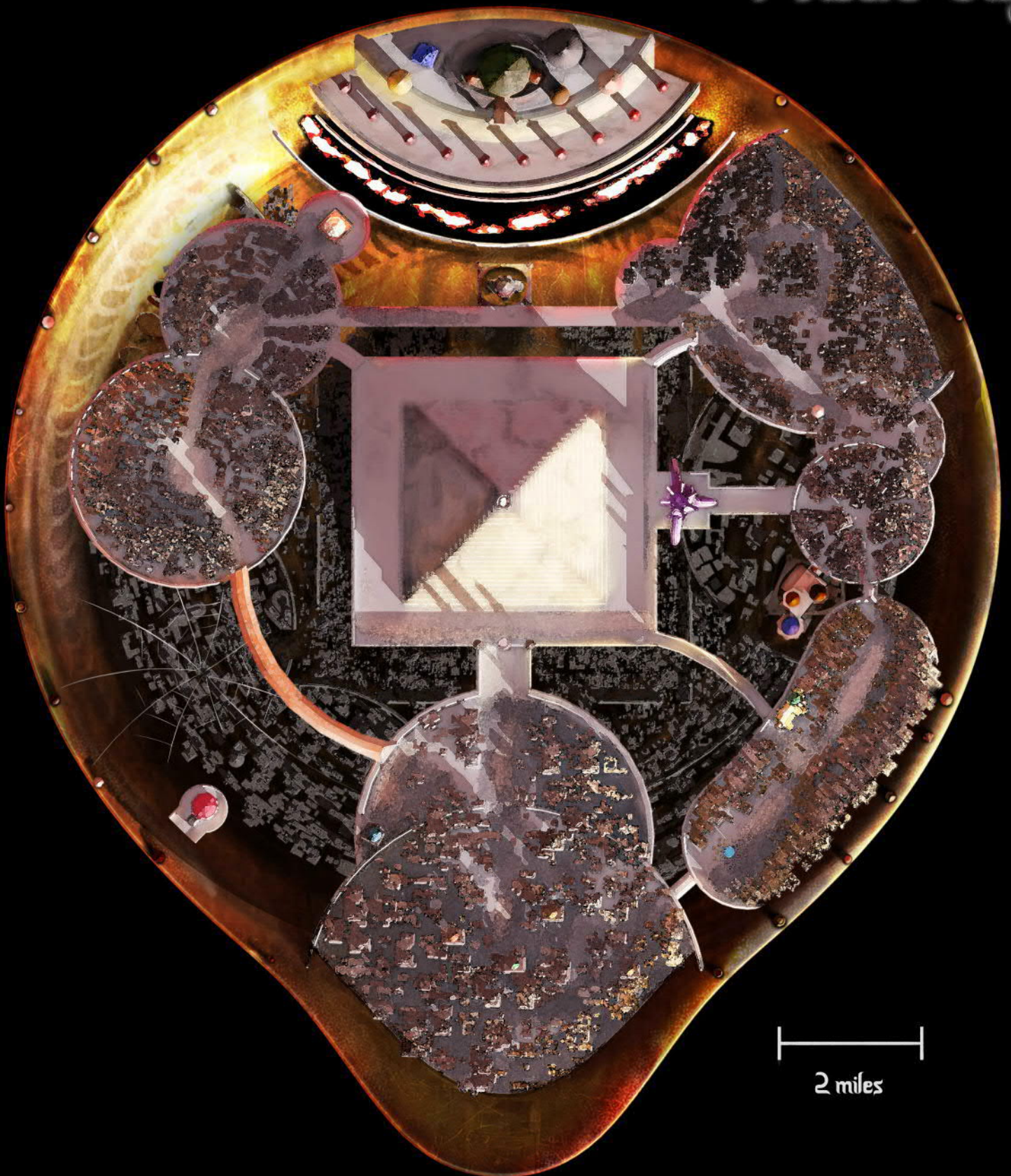
City of Brass

Middle City



City of Brass

Middle City



City of Brass

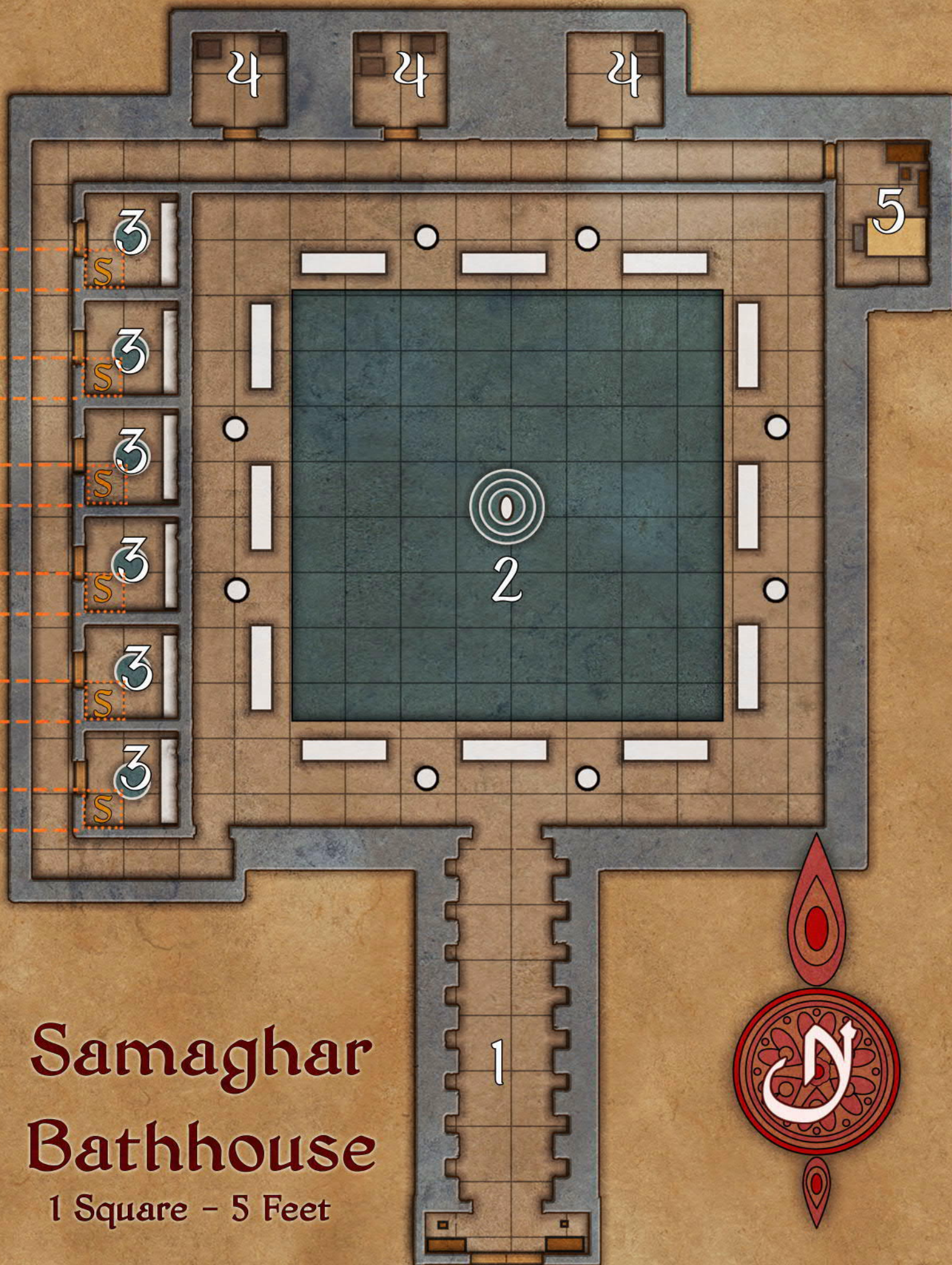
The Basin



City of Brass

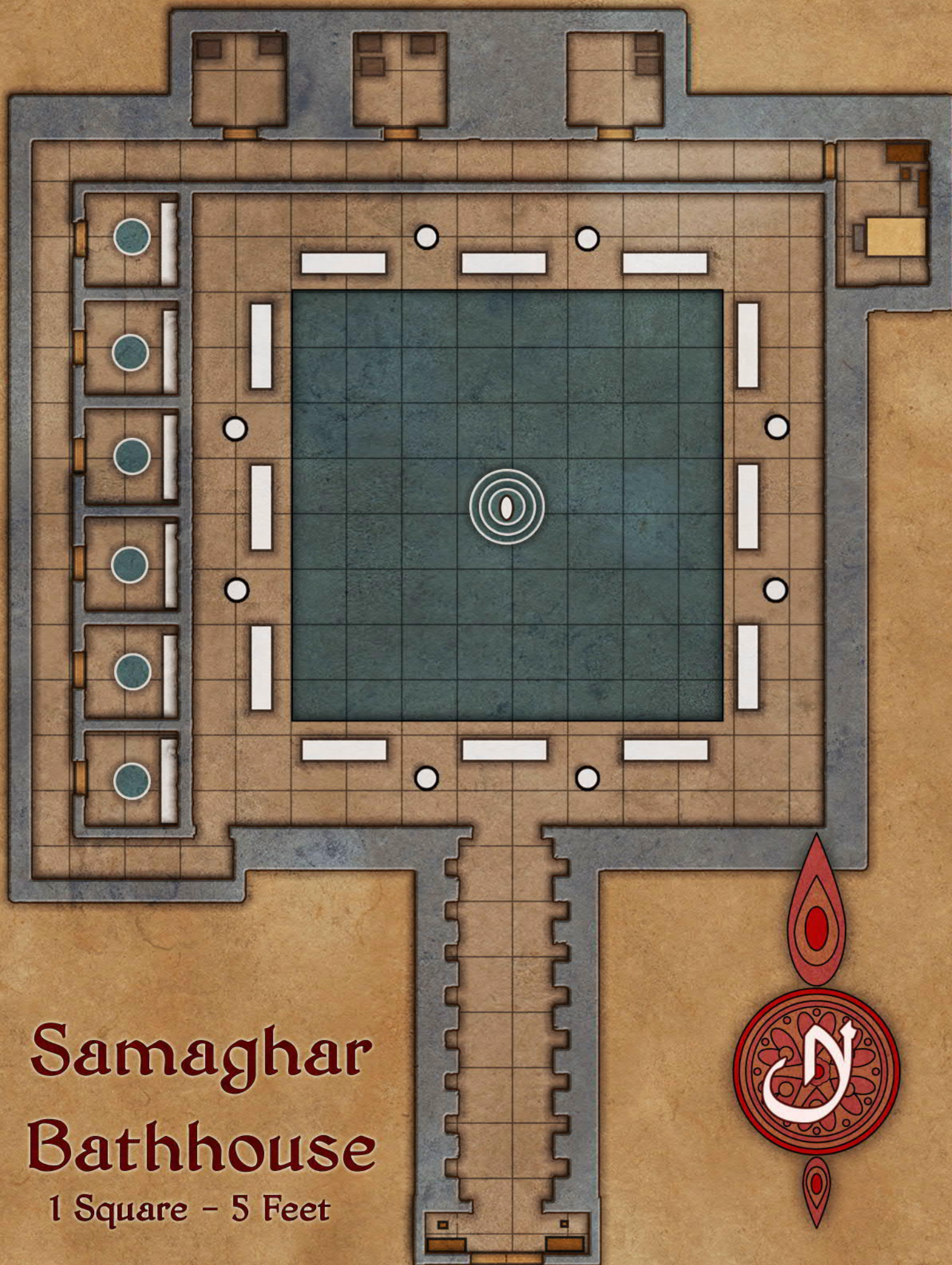
The Basin





Samaghar Bathhouse

1 Square - 5 Feet



Samaghar Bathhouse

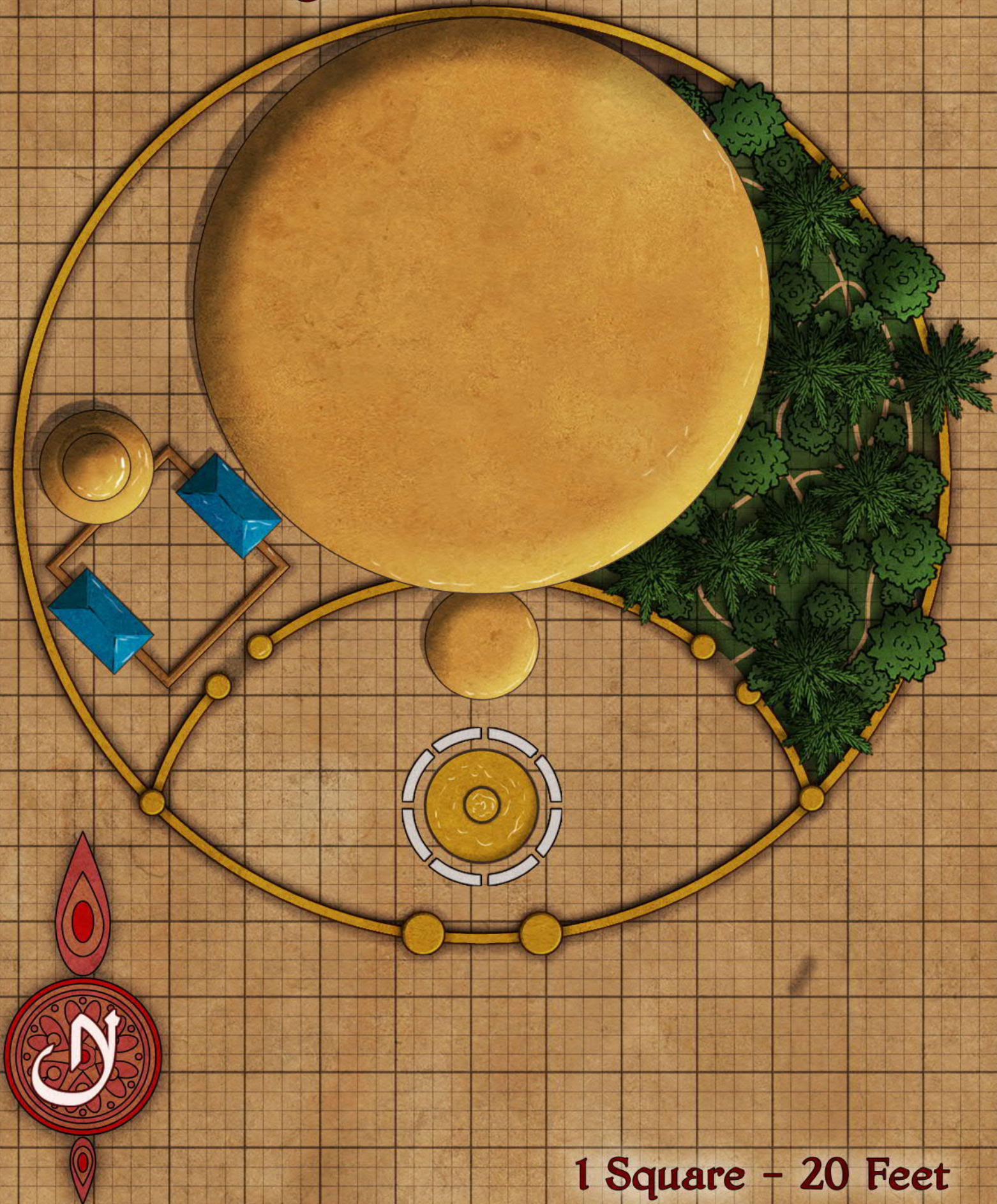
1 Square - 5 Feet

Ubaydulah's Tower



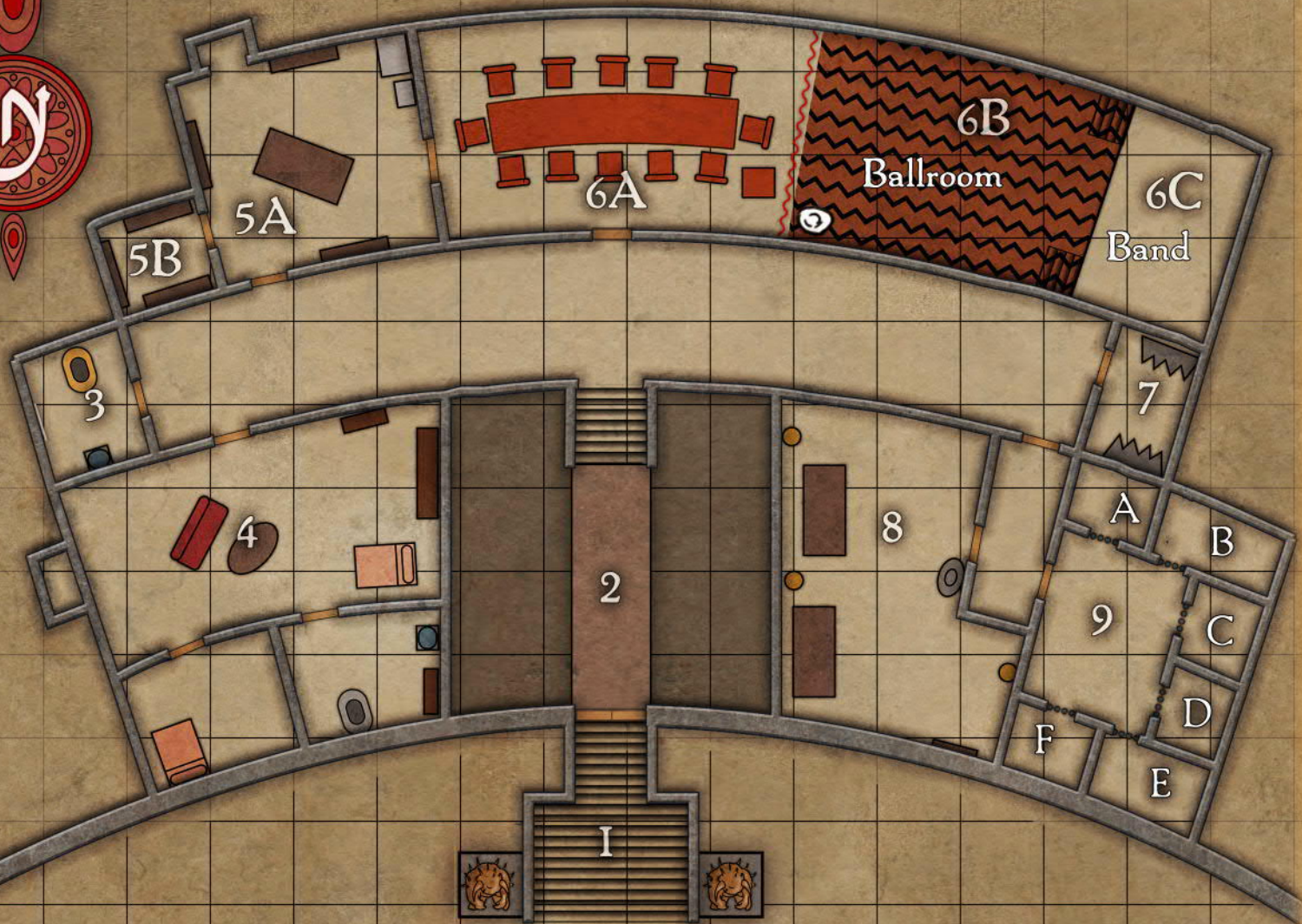
1 Square - 20 Feet

Ubaydulah's Tower

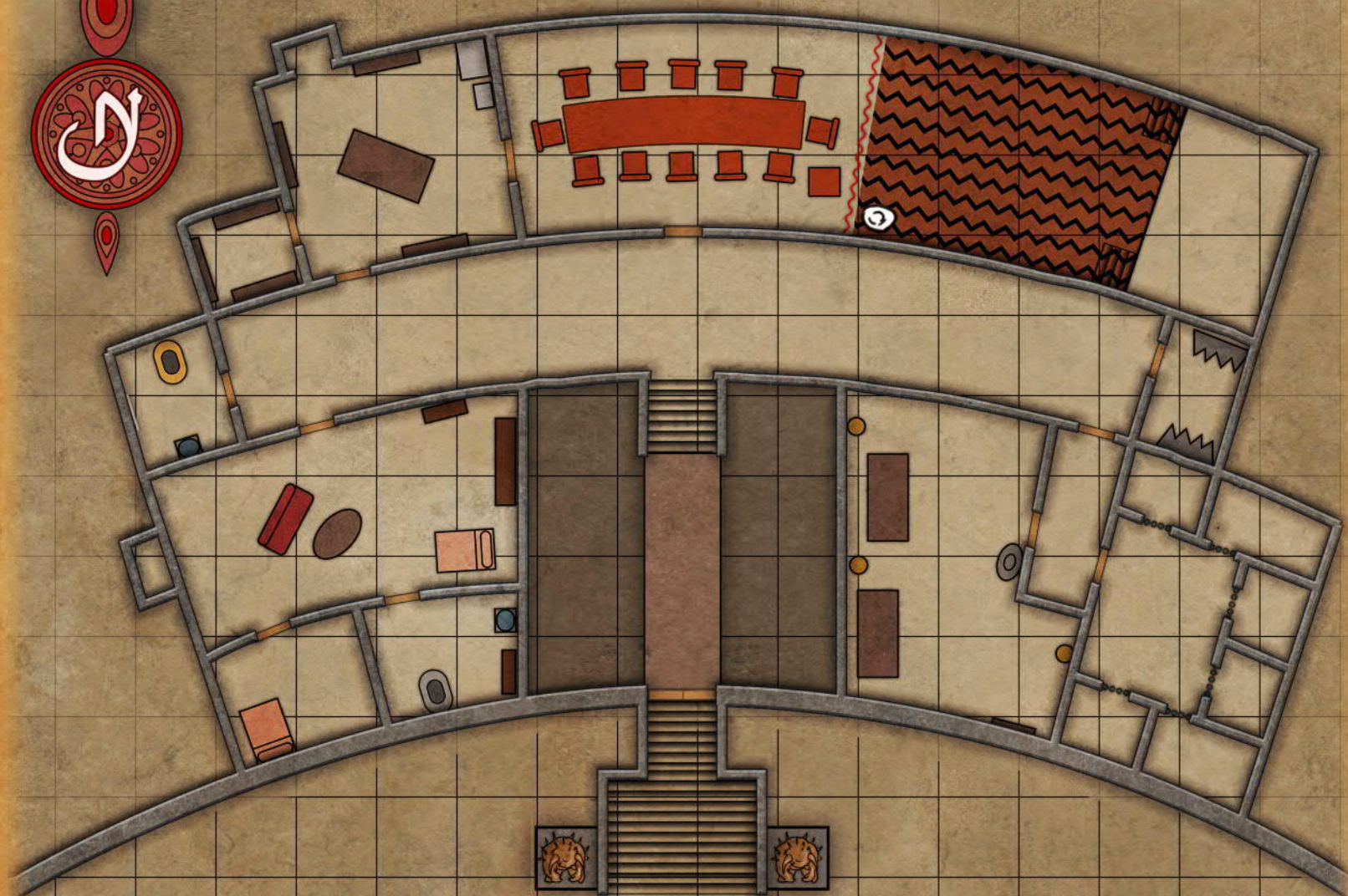
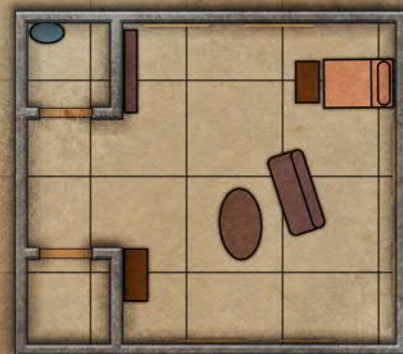


1 Square - 20 Feet

A decorative initial 'D' in a red and gold frame. The 'D' is white with a gold outline. The frame is red with gold borders and contains a gold floral pattern. Above and below the frame are red teardrop shapes with gold outlines and red centers. The background is a light brown textured surface.



Ard's Apartment



1 Square - 5 Feet



The Shining Pyramid

1 Square - 20 Feet



Lower Pyramid



The Shining Pyramid

1 Square – 20 Feet

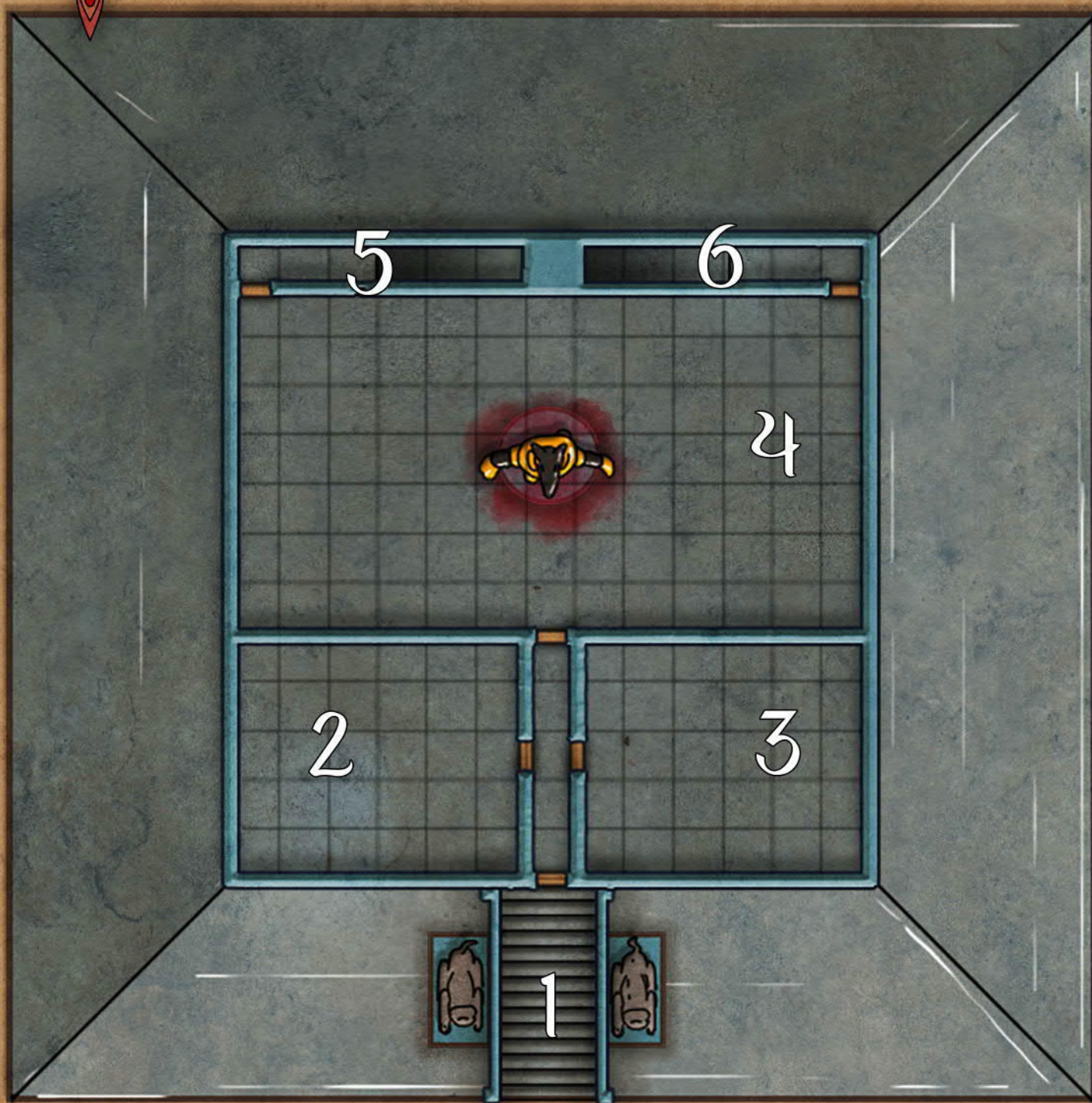


Lower Pyramid



The Shining Pyramid

1 Square - 20 Feet

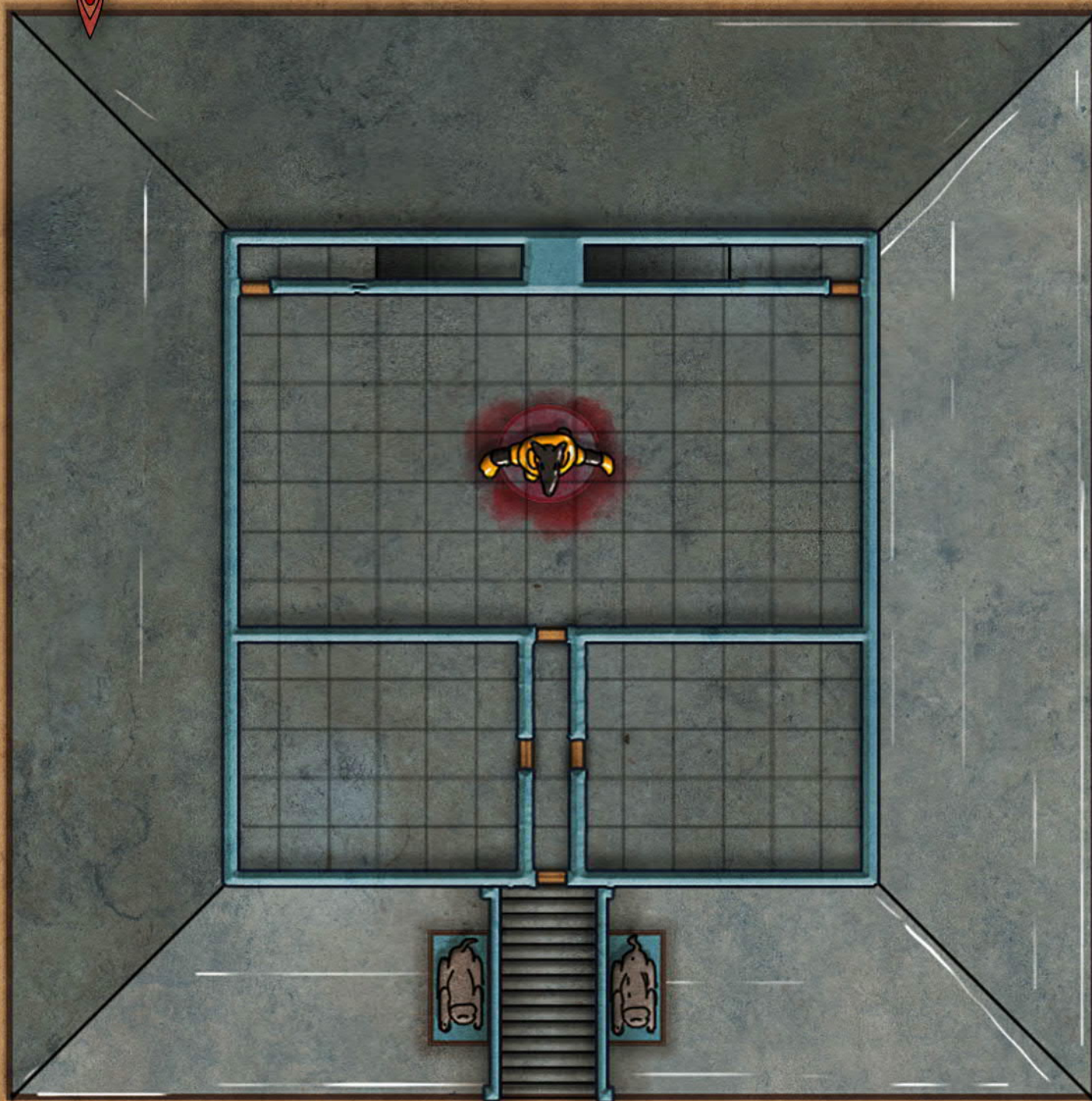


Middle Pyramid



The Shining Pyramid

1 Square - 20 Feet

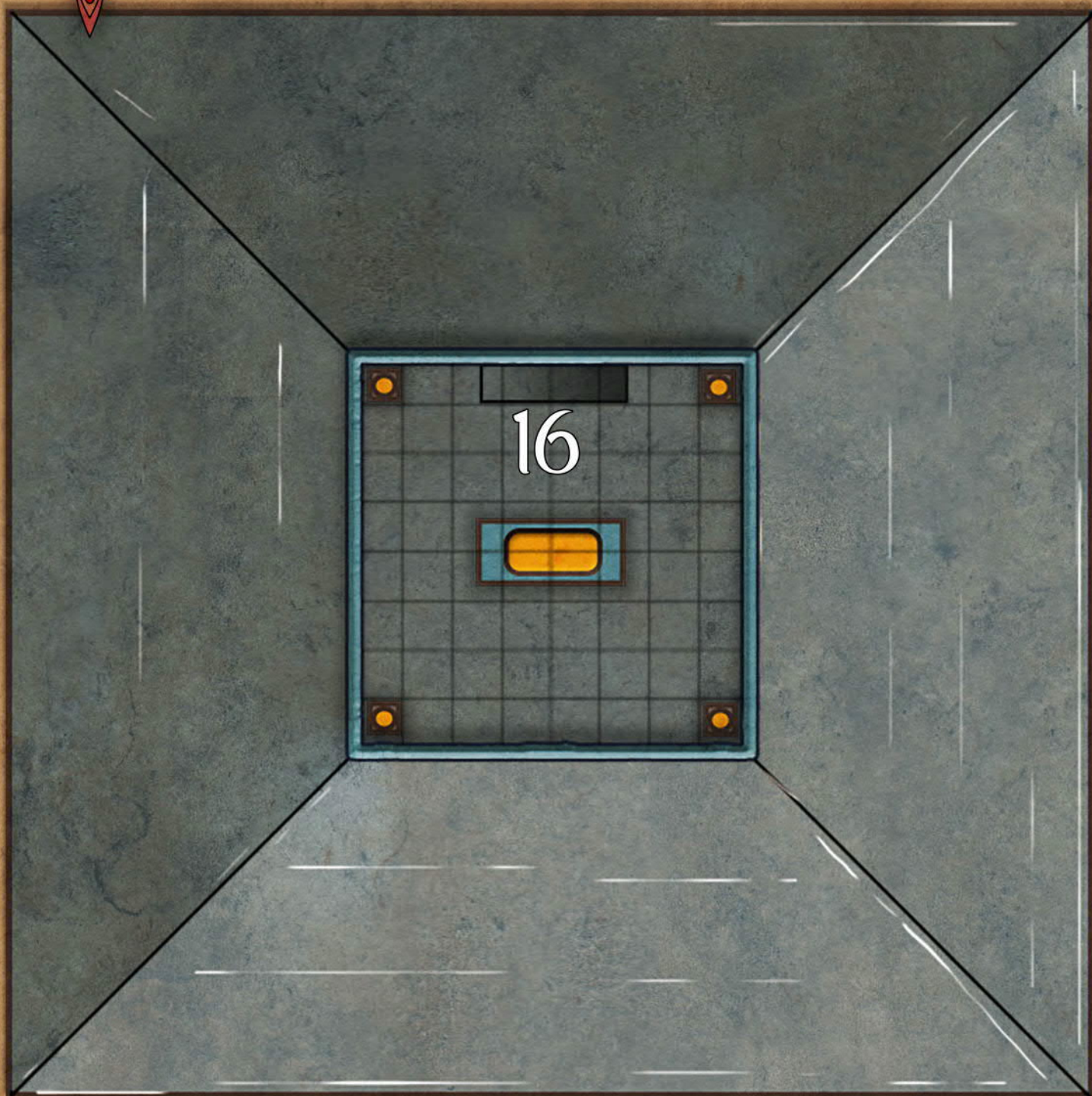


Middle Pyramid



The Shining Pyramid

1 Square - 20 Feet

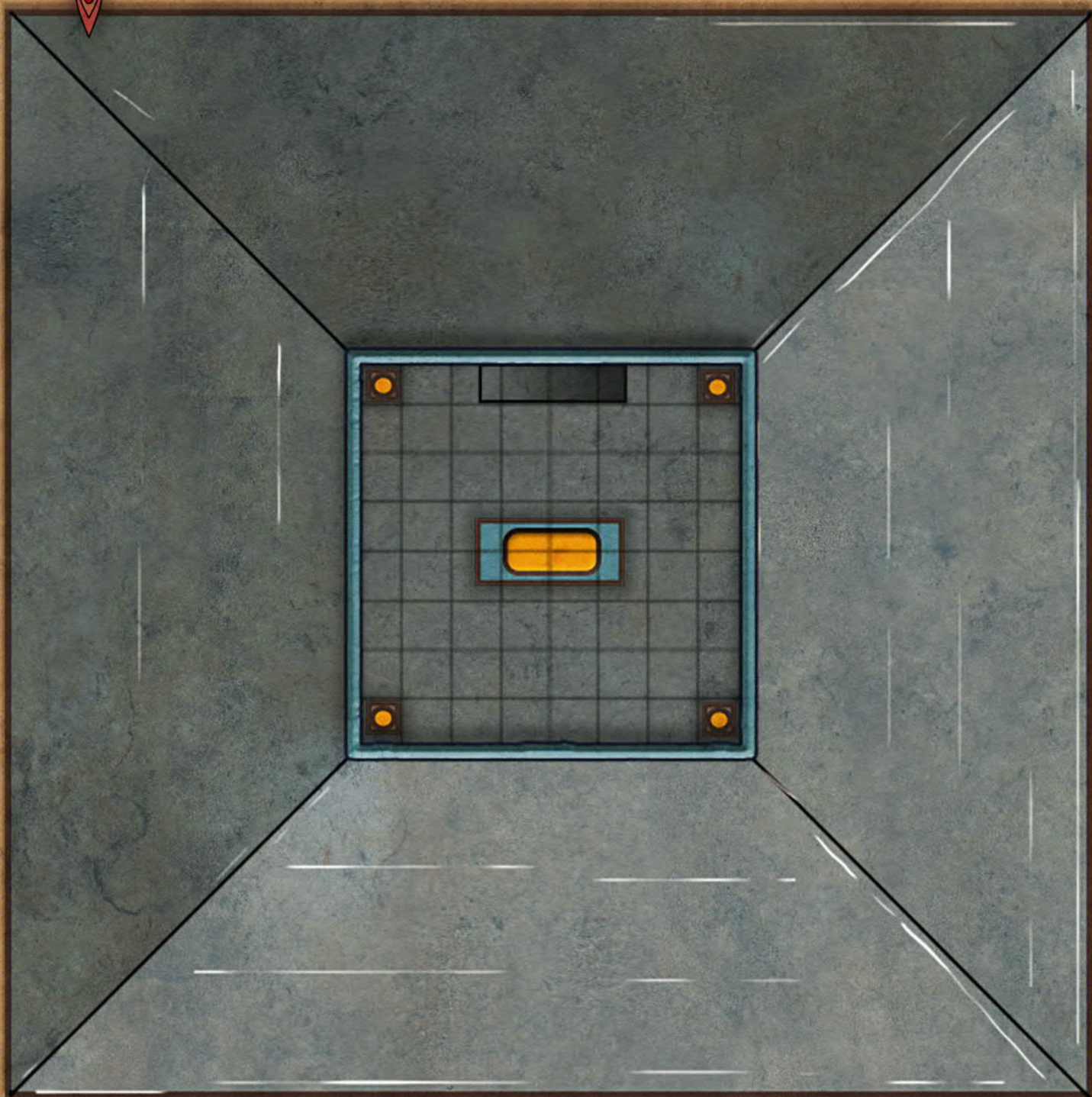


Upper Pyramid



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

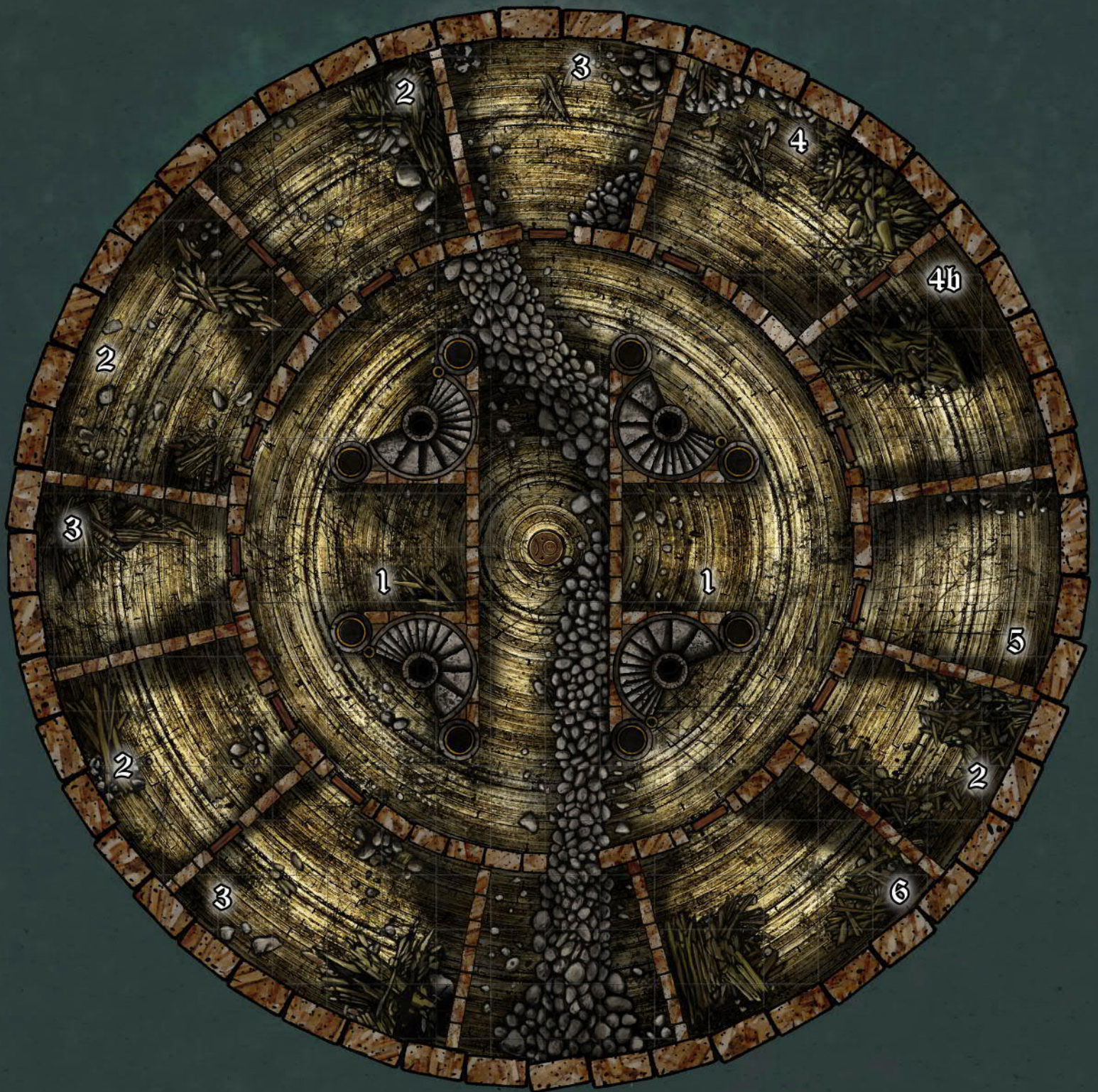
Second Floor



1 square - 5 feet

The Freeman's Tower

Third Floor



1 square - 5 feet

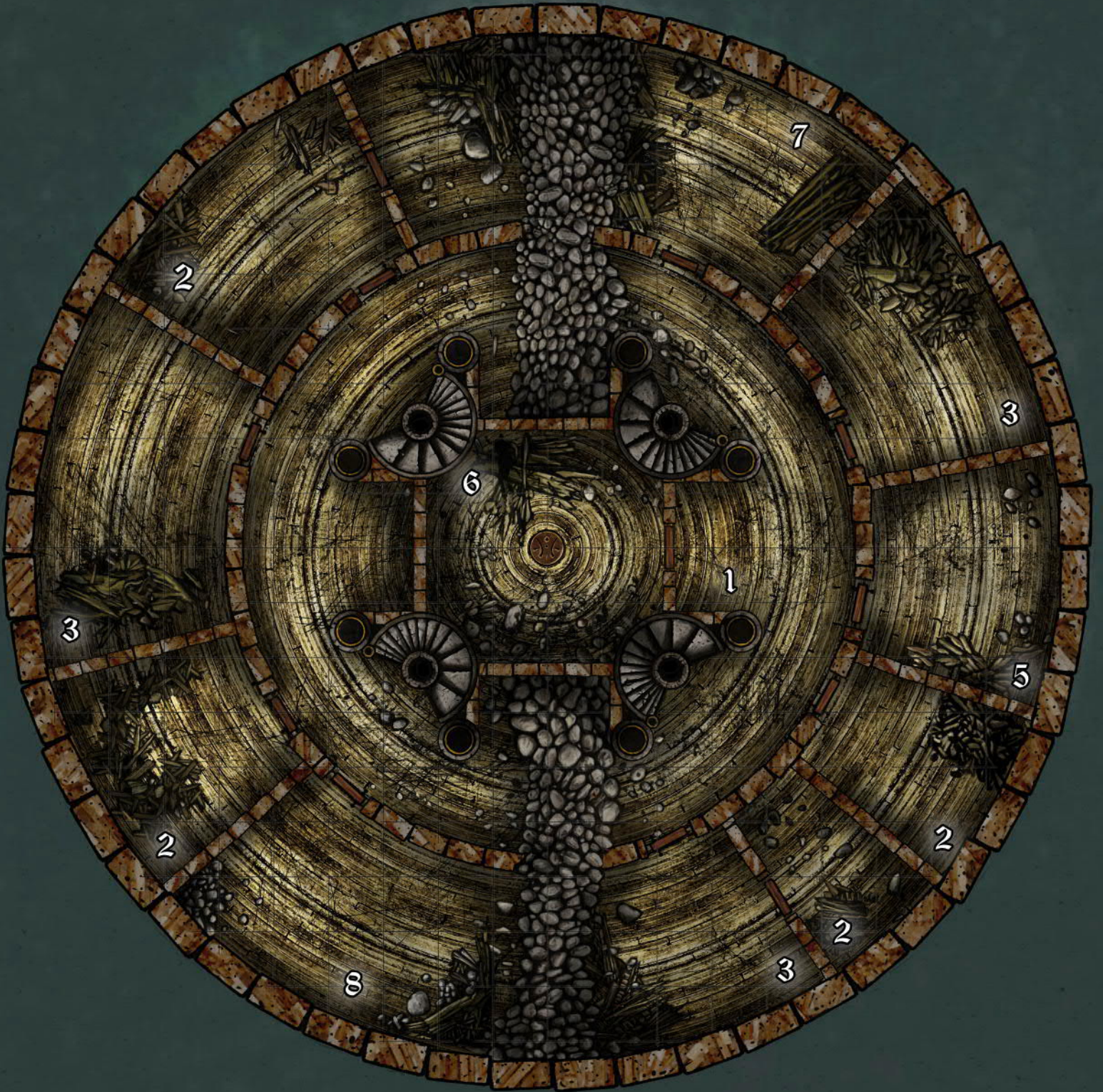
The Freeman's Tower

Third Floor



1 square - 5 feet

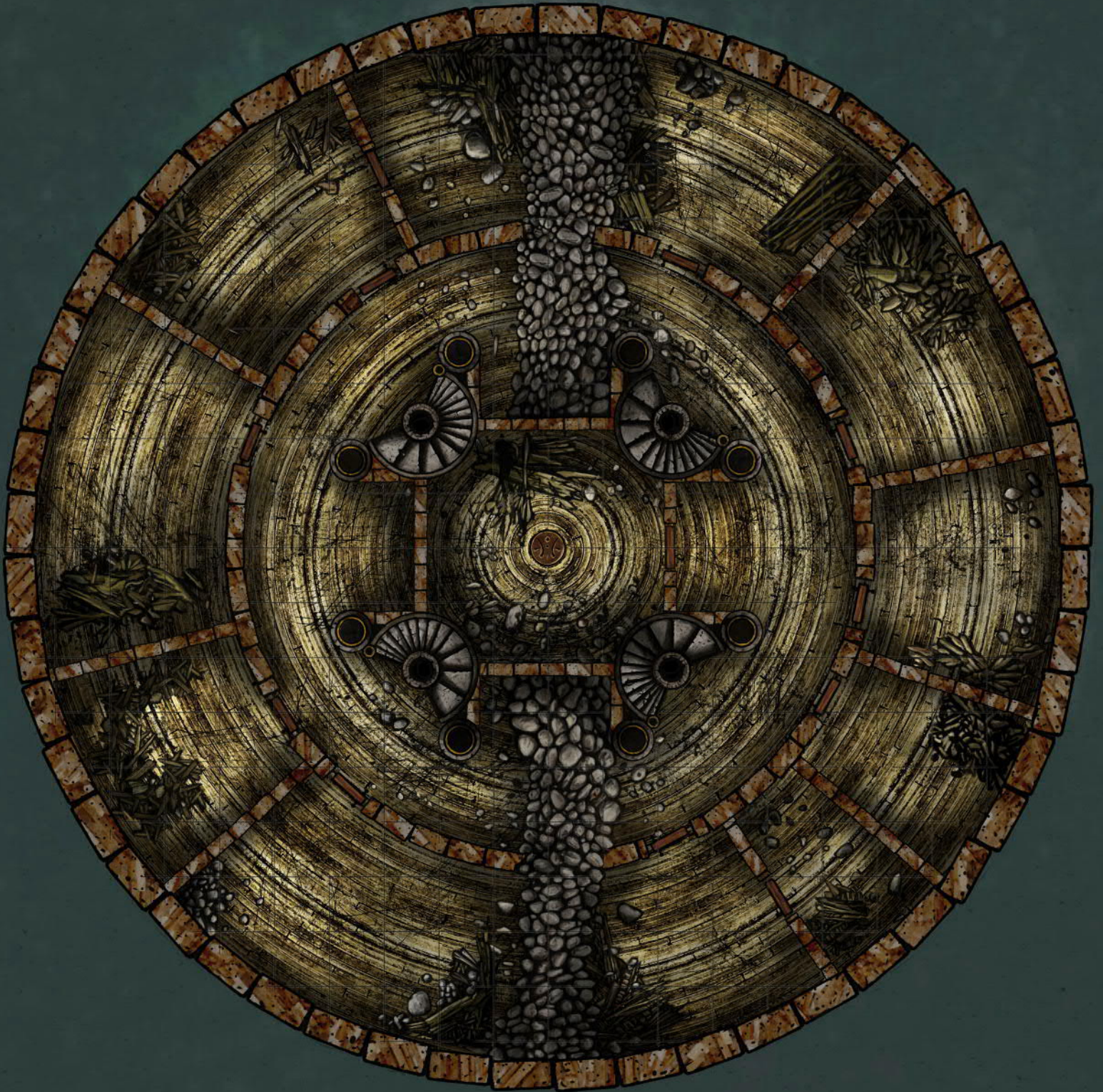
Fourth Floor



1 square - 5 feet

The Freeman's Tower

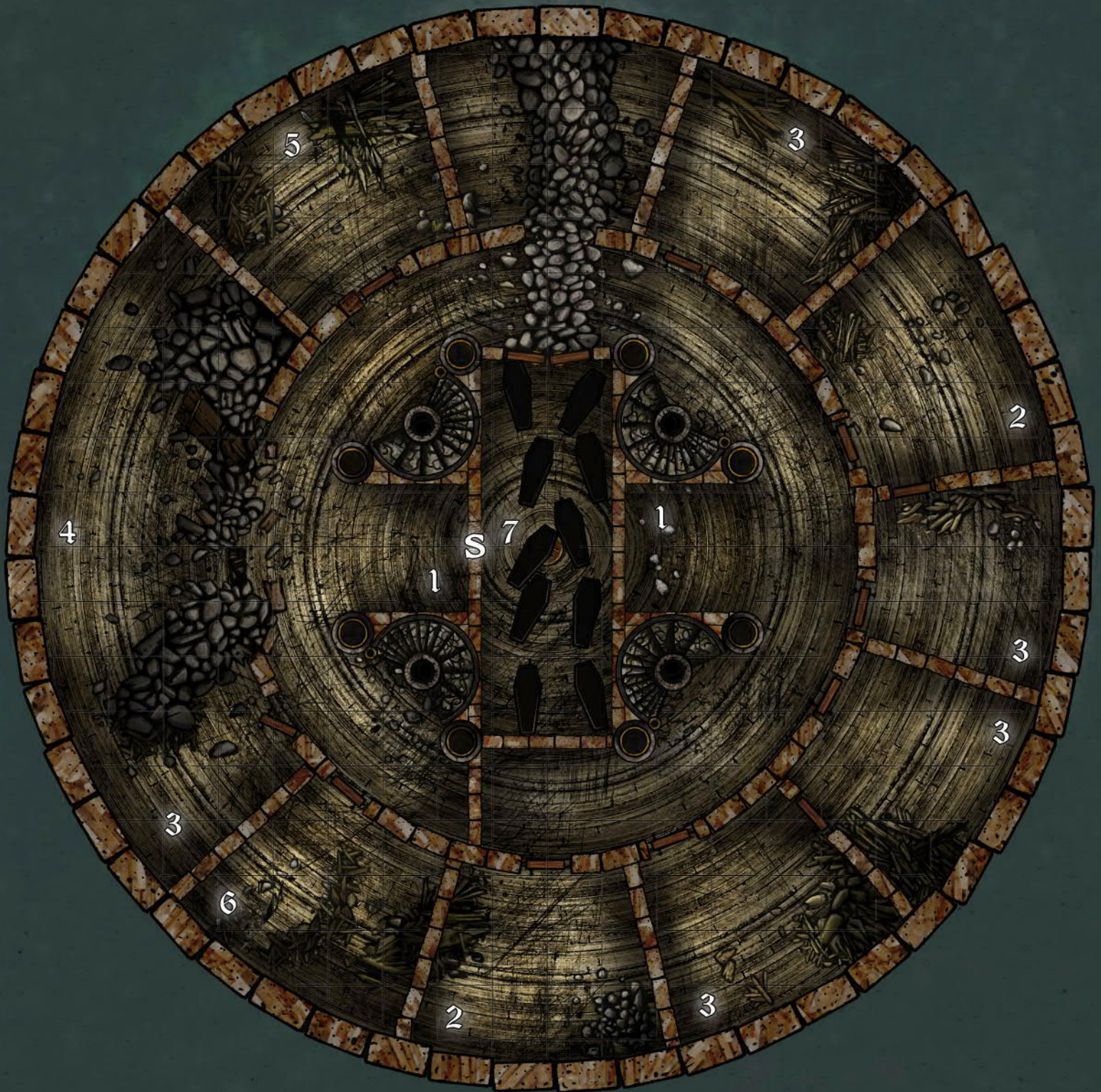
Fourth Floor



1 square - 5 feet

The Freeman's Tower

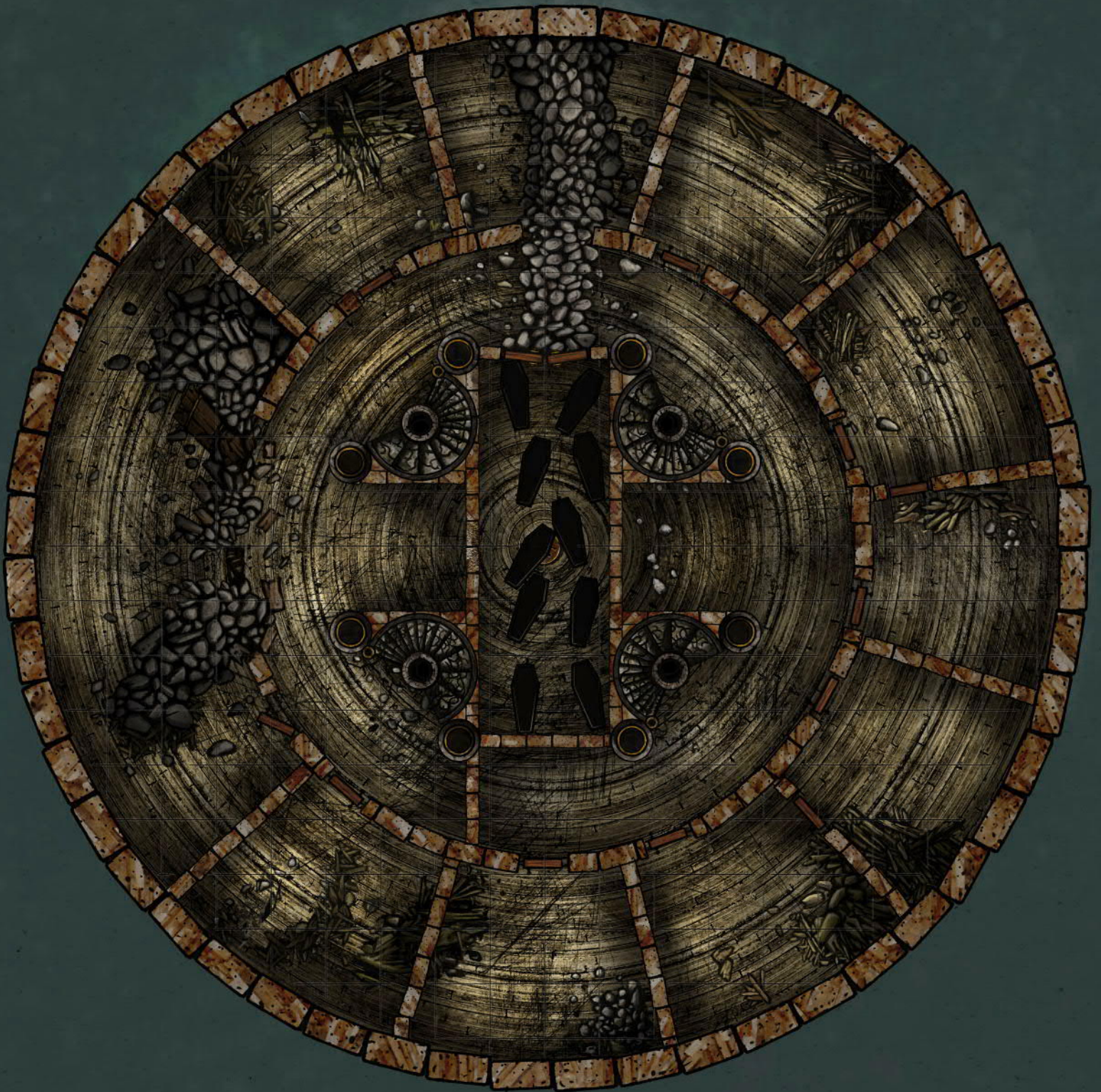
Fifth Floor



1 square - 5 feet

The Freeman's Tower

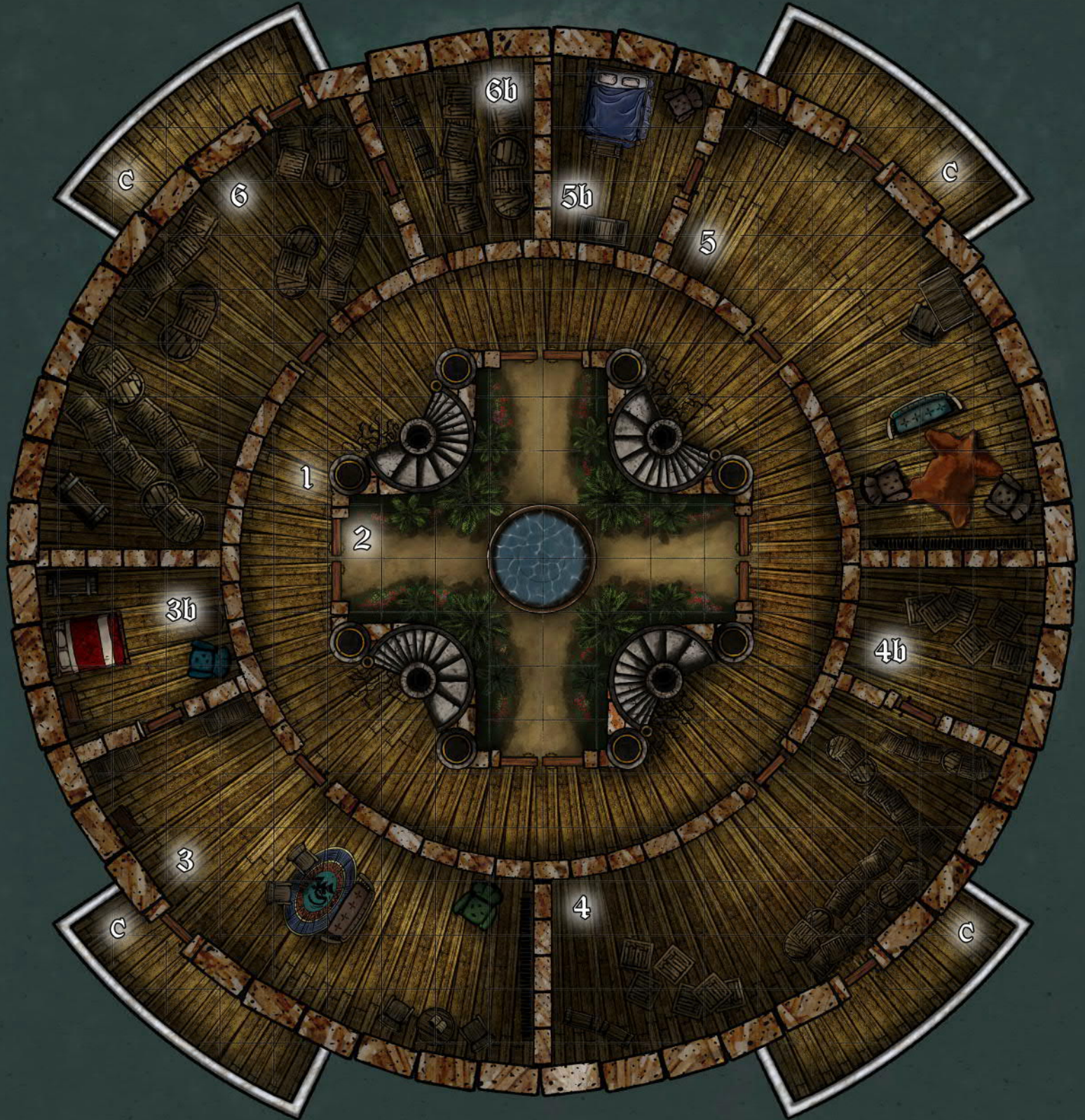
Fifth Floor



1 square - 5 feet

The Freeman's Tower

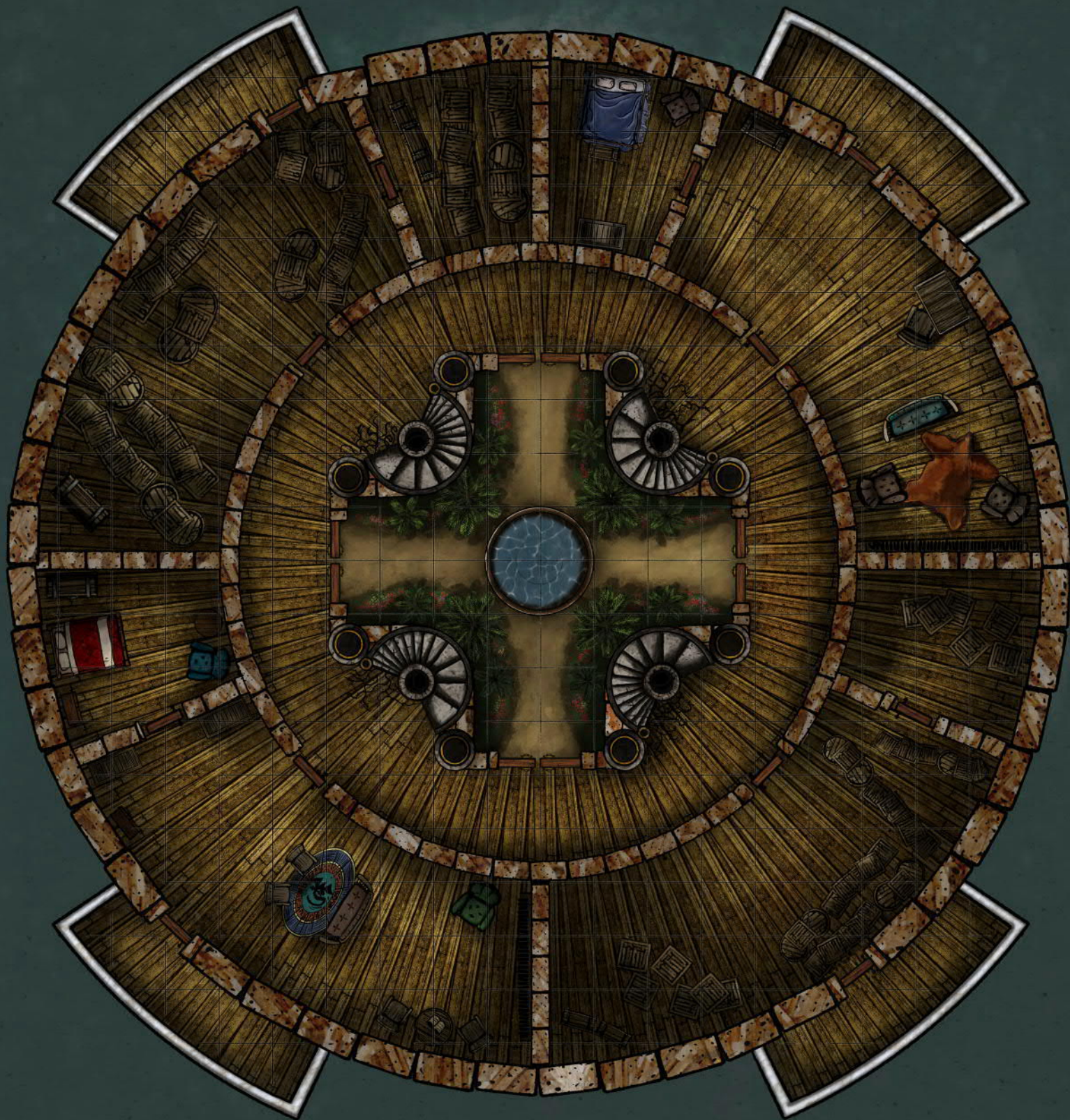
Sixth Floor



1 square - 5 feet

The Freeman's Tower

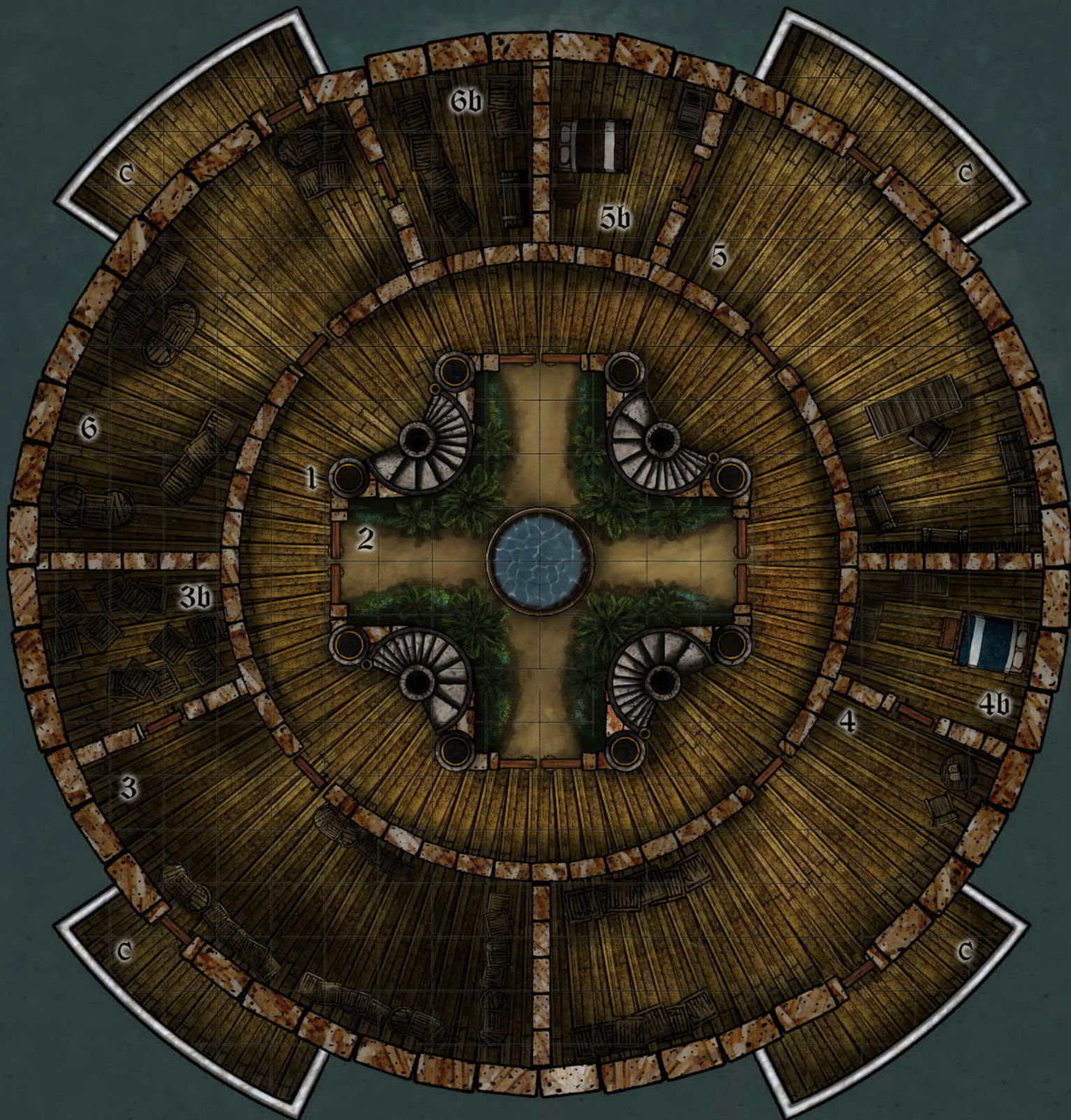
Sixth Floor



1 square - 5 feet

The Freeman's Tower

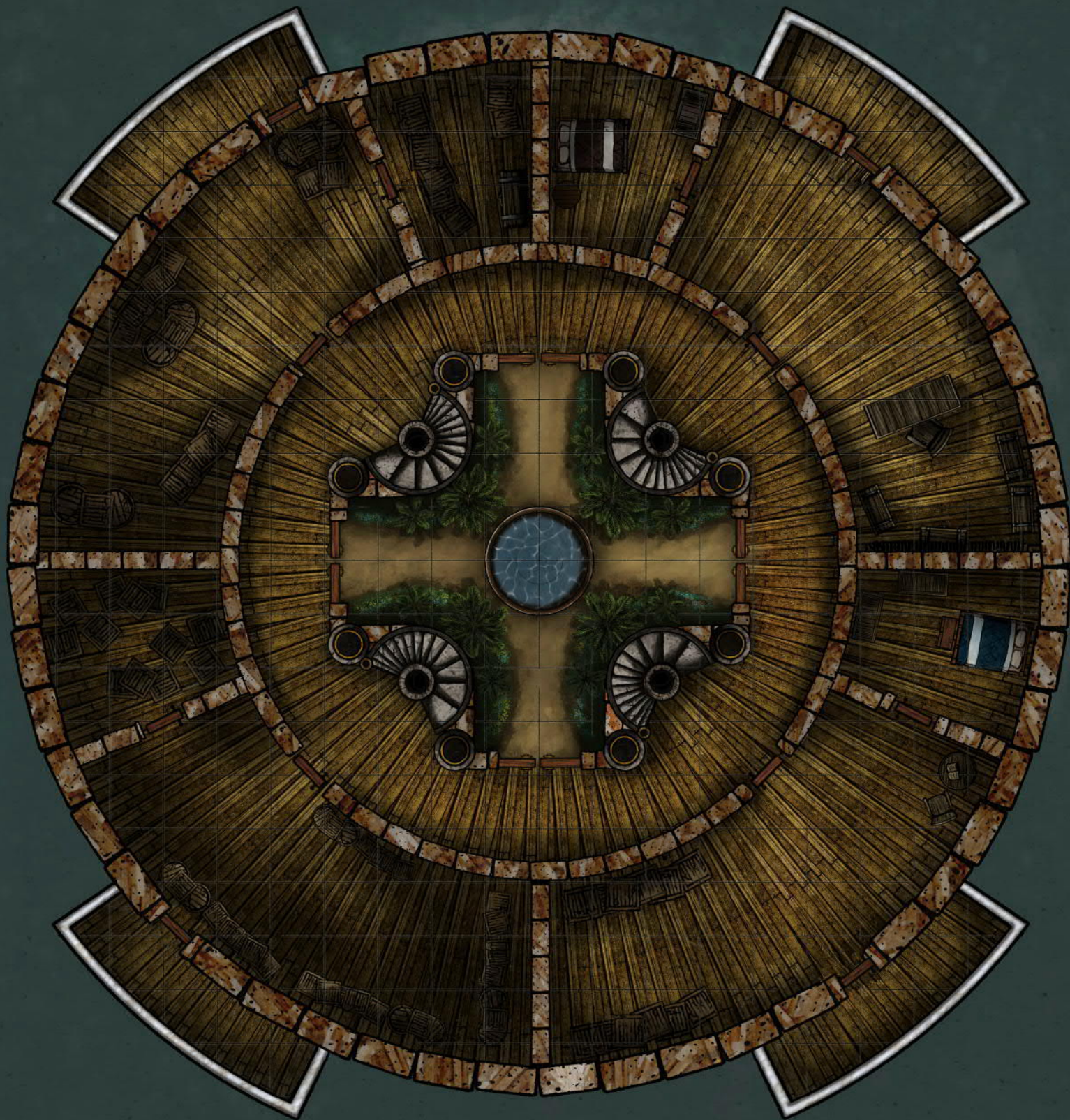
Seventh Floor



1 square - 5 feet

The Freeman's Tower

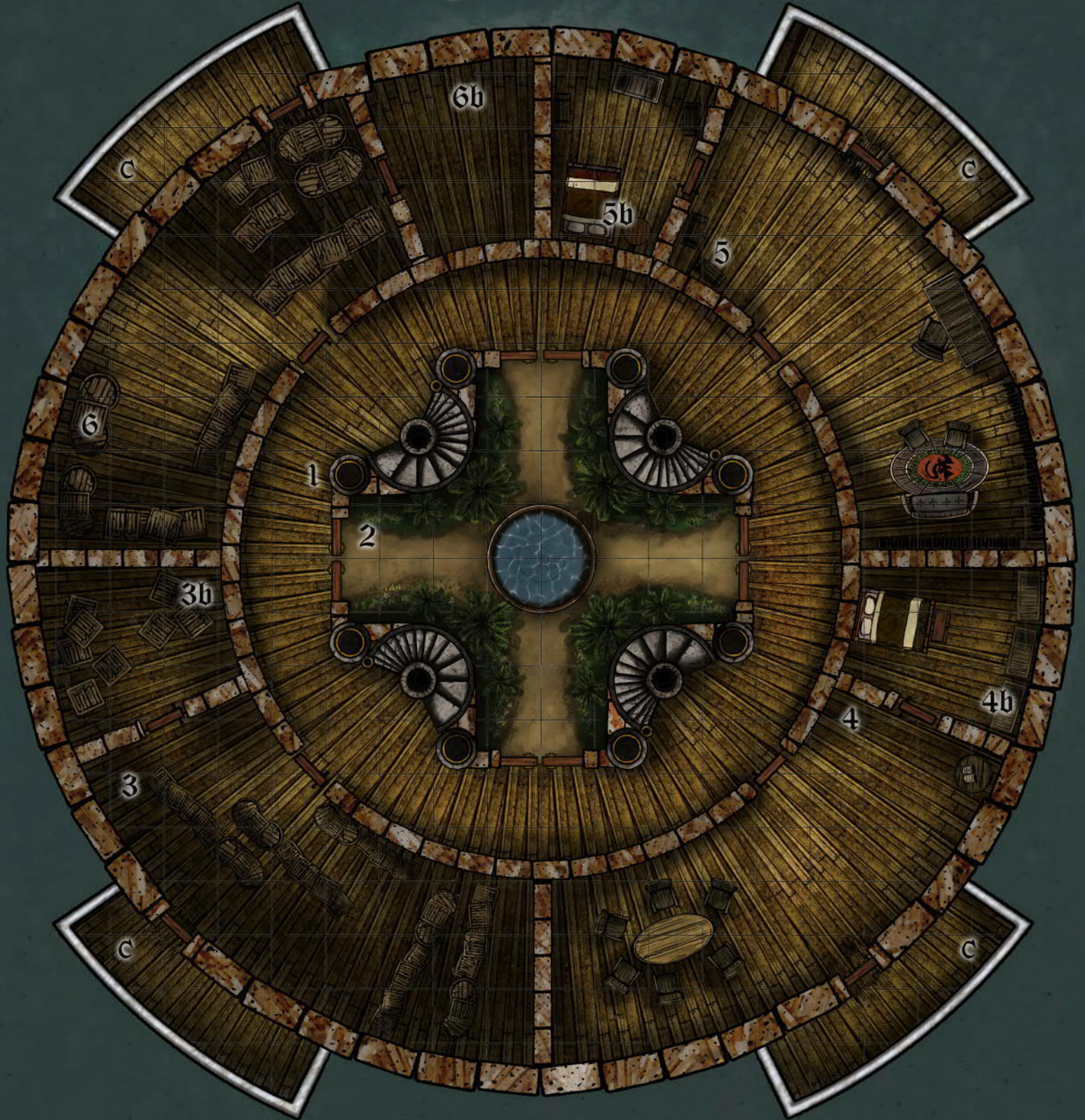
Seventh Floor



1 square - 5 feet

The Freeman's Tower

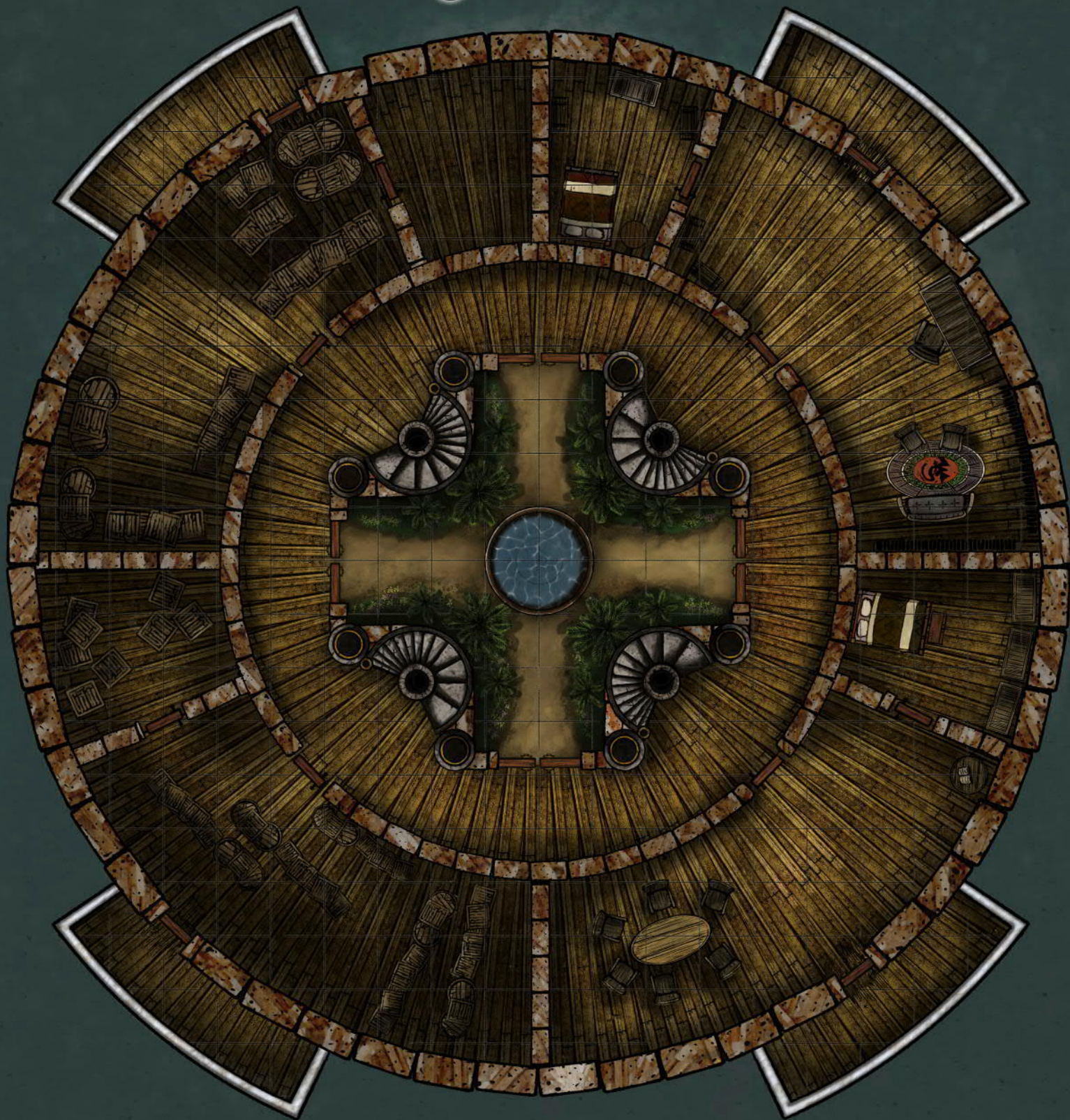
Eighth Floor



1 square - 5 feet

The Freeman's Tower

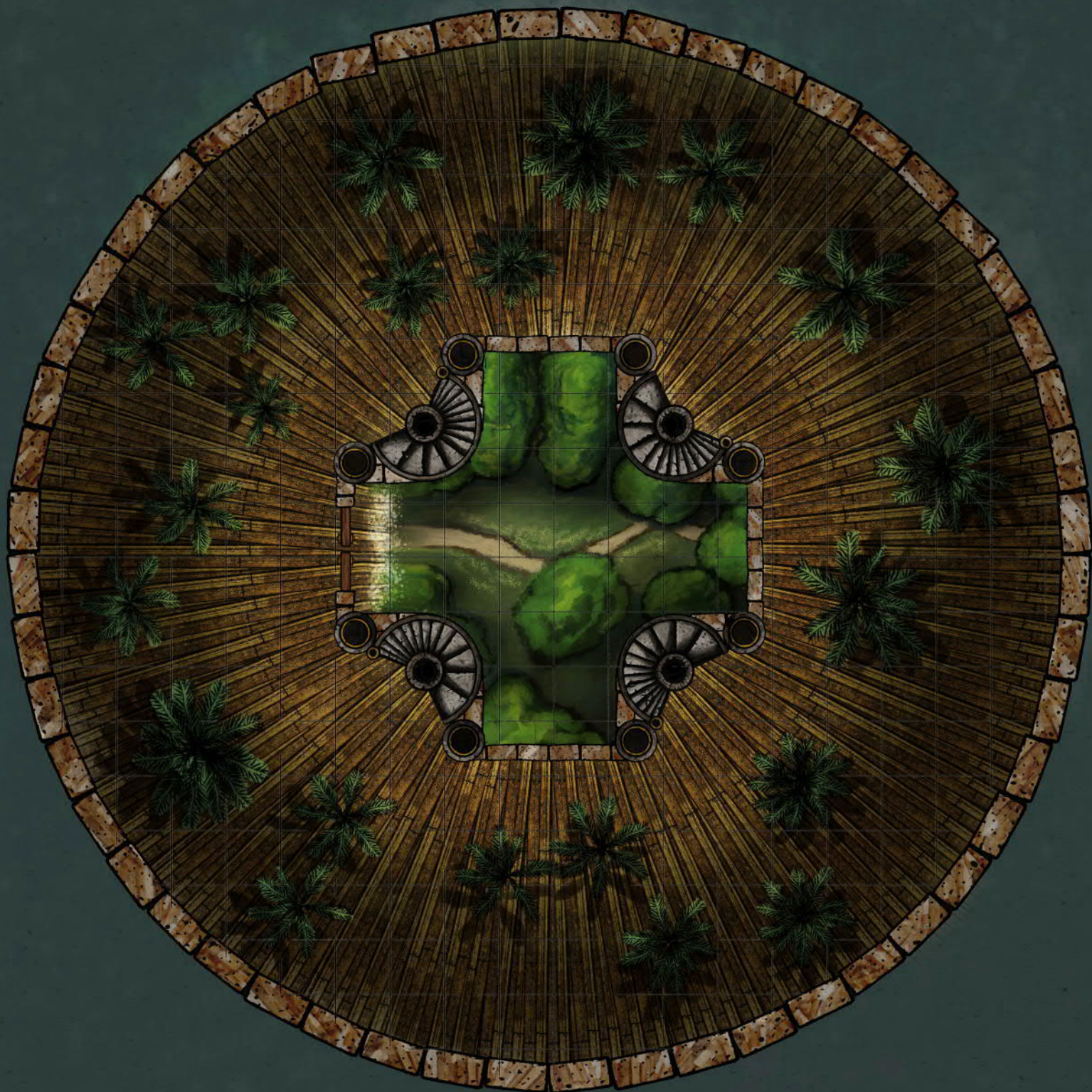
Eighth Floor



1 square - 5 feet

The Freeman's Tower

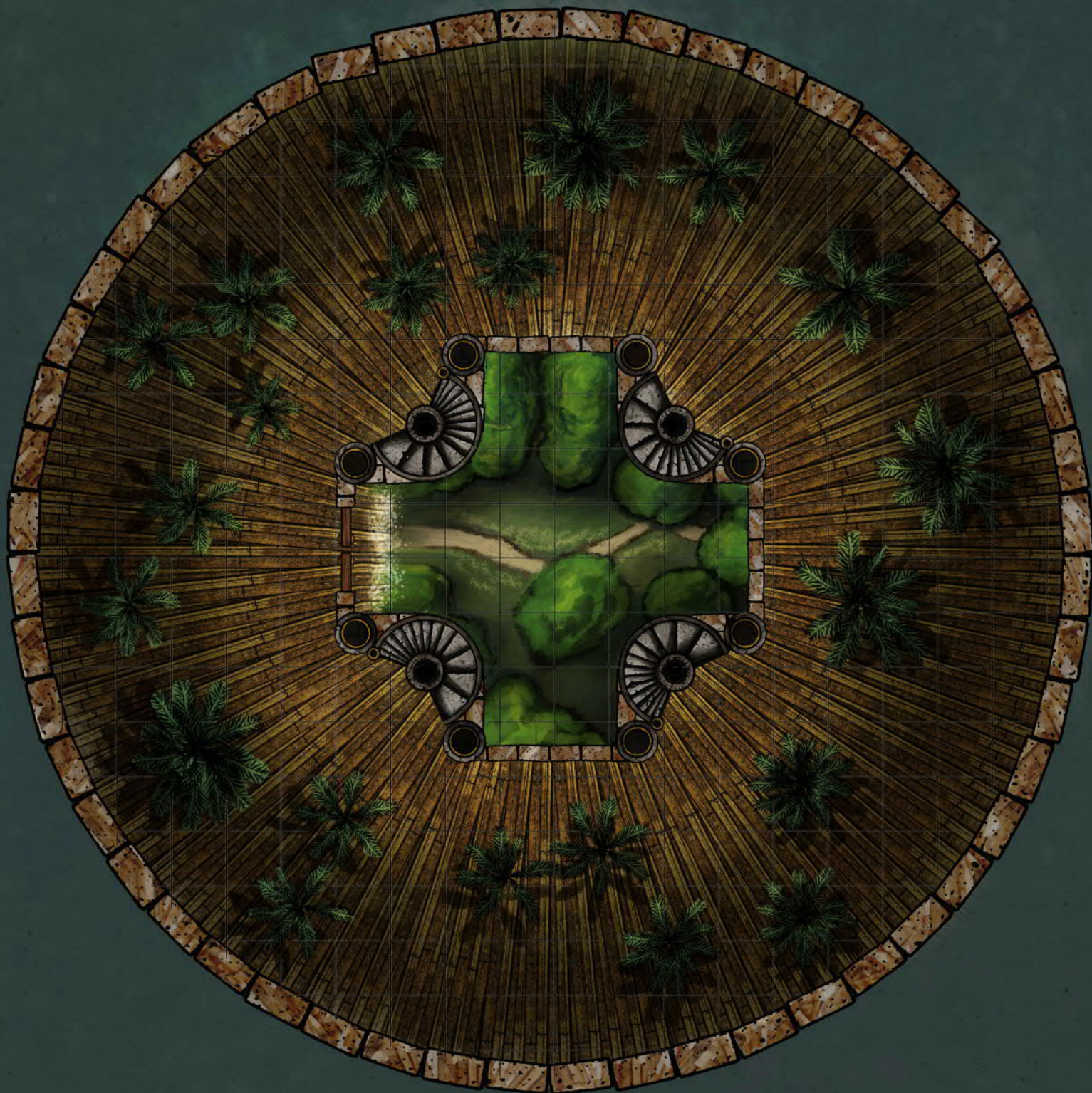
Ninth Floor



1 square - 5 feet

The Freeman's Tower

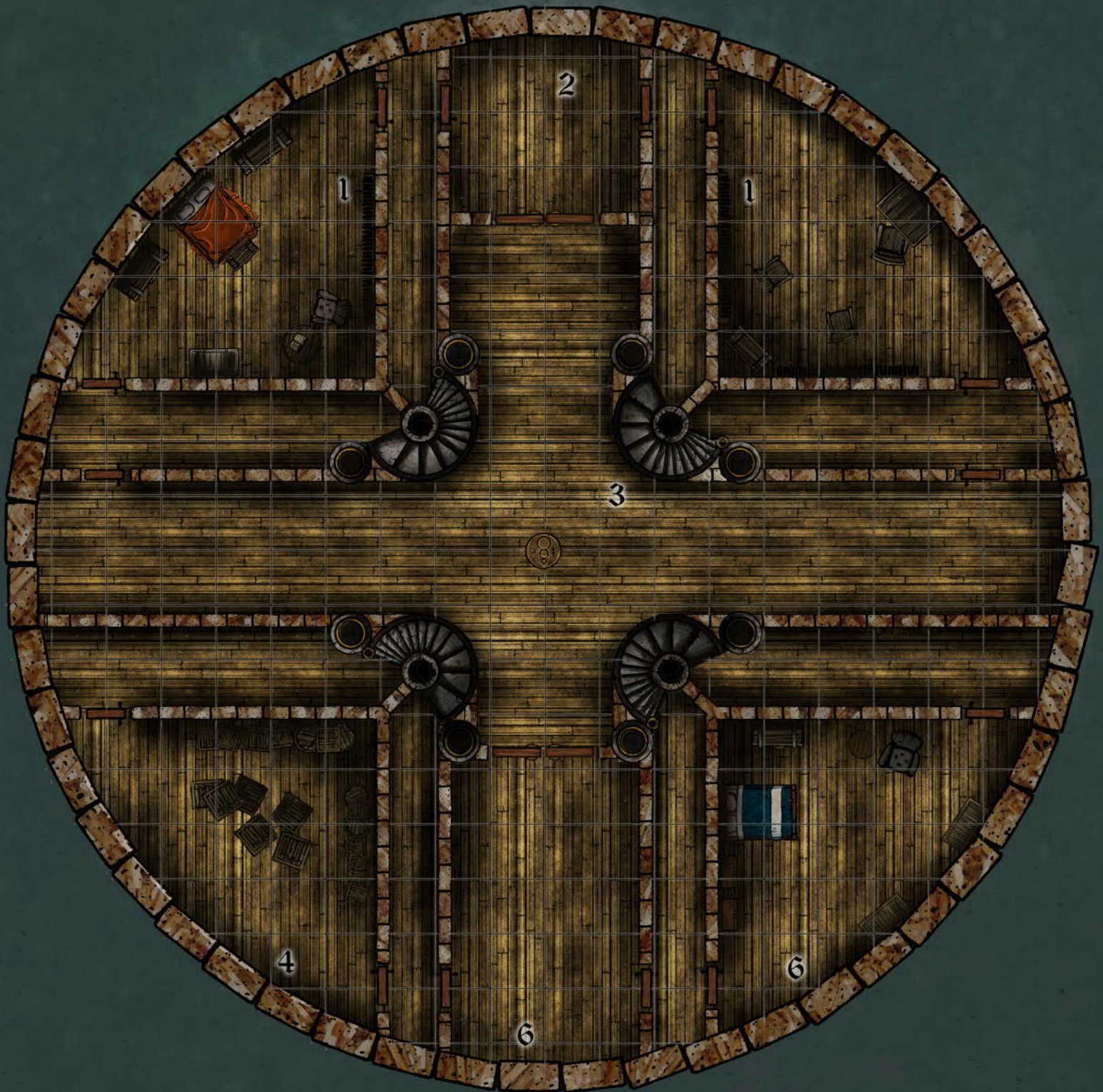
Ninth Floor



1 square - 5 feet

The Freeman's Tower

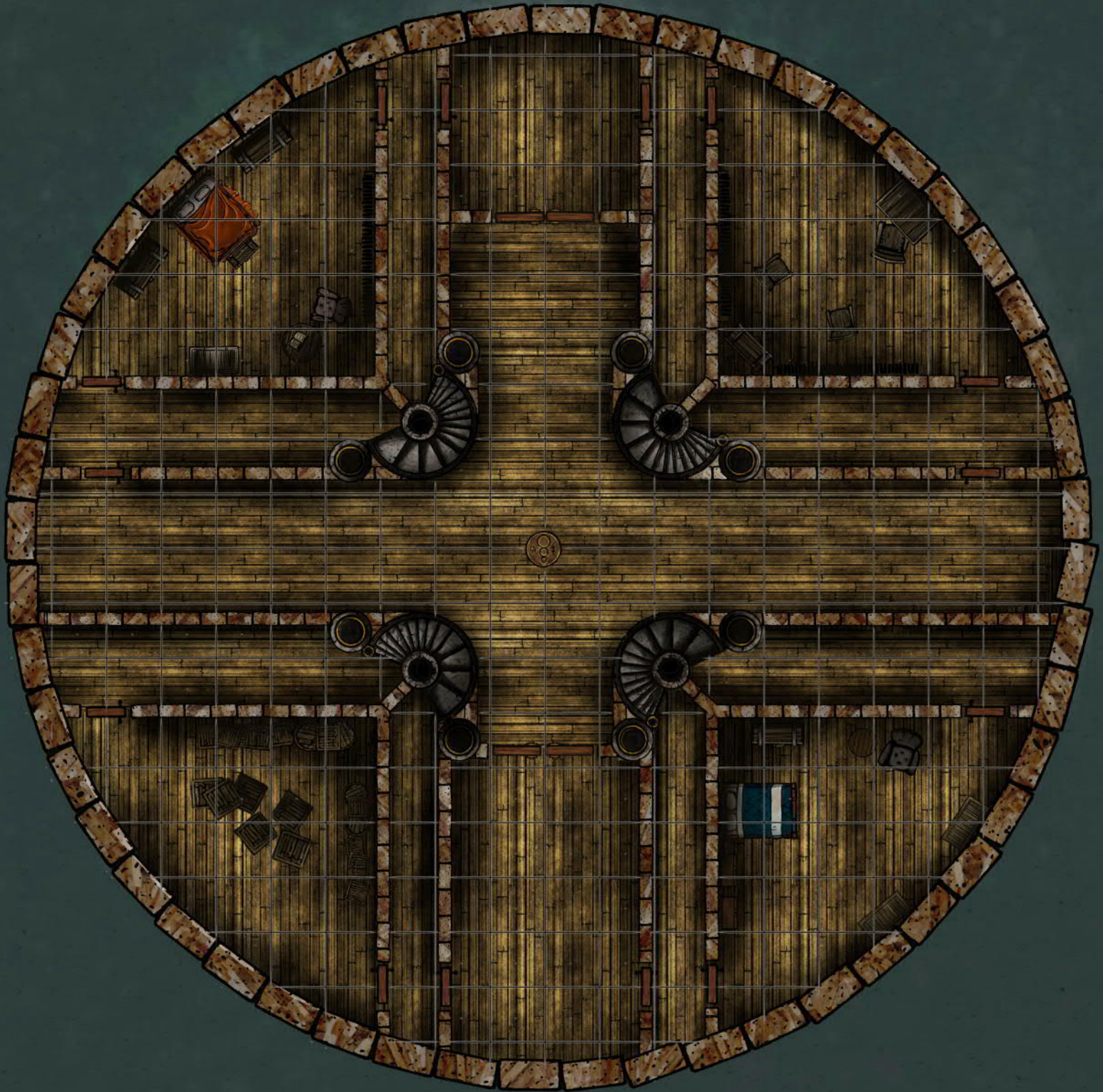
Tenth Floor



1 square - 5 feet

The Freeman's Tower

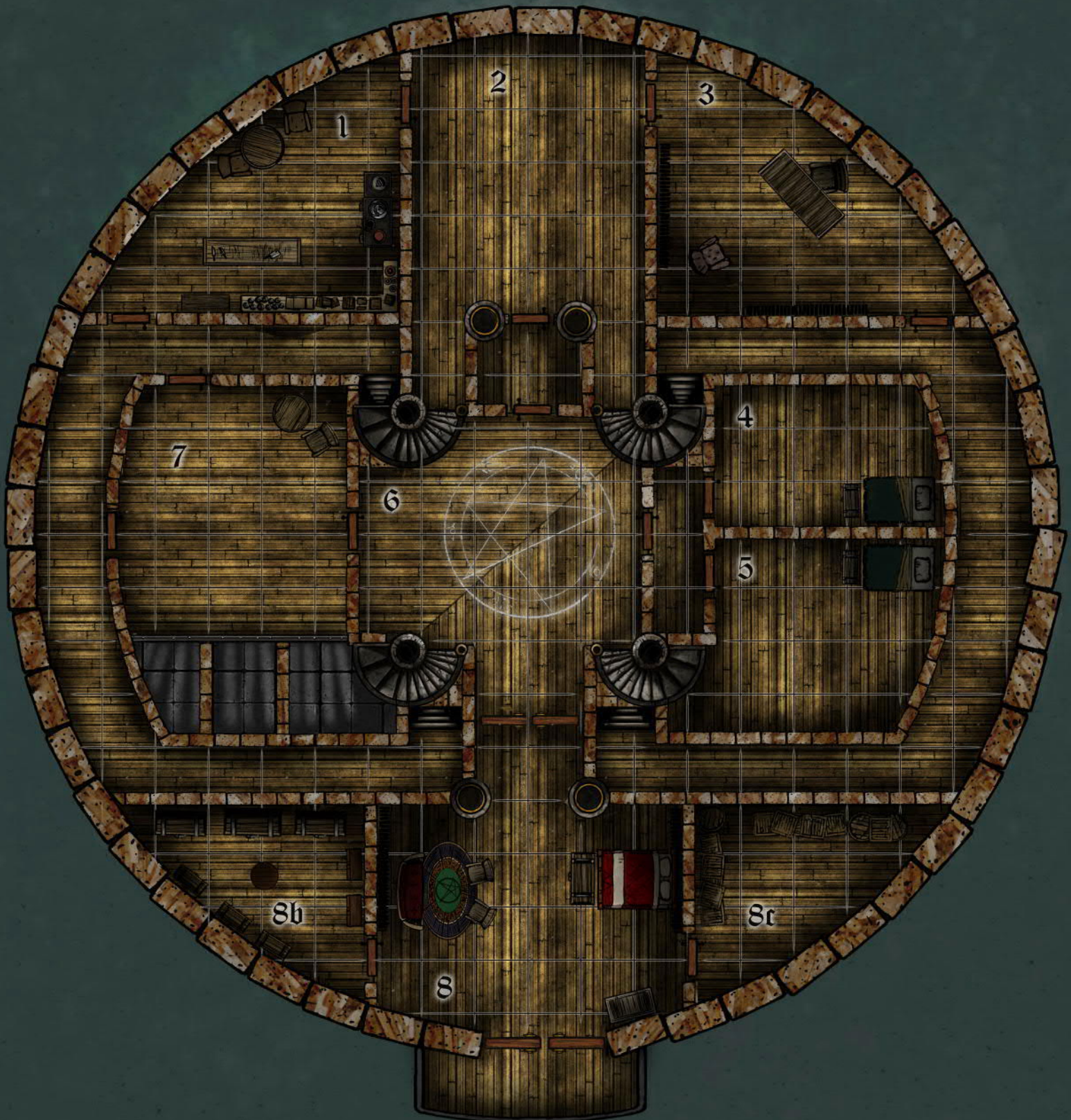
Tenth Floor



1 square - 5 feet

The Freeman's Tower

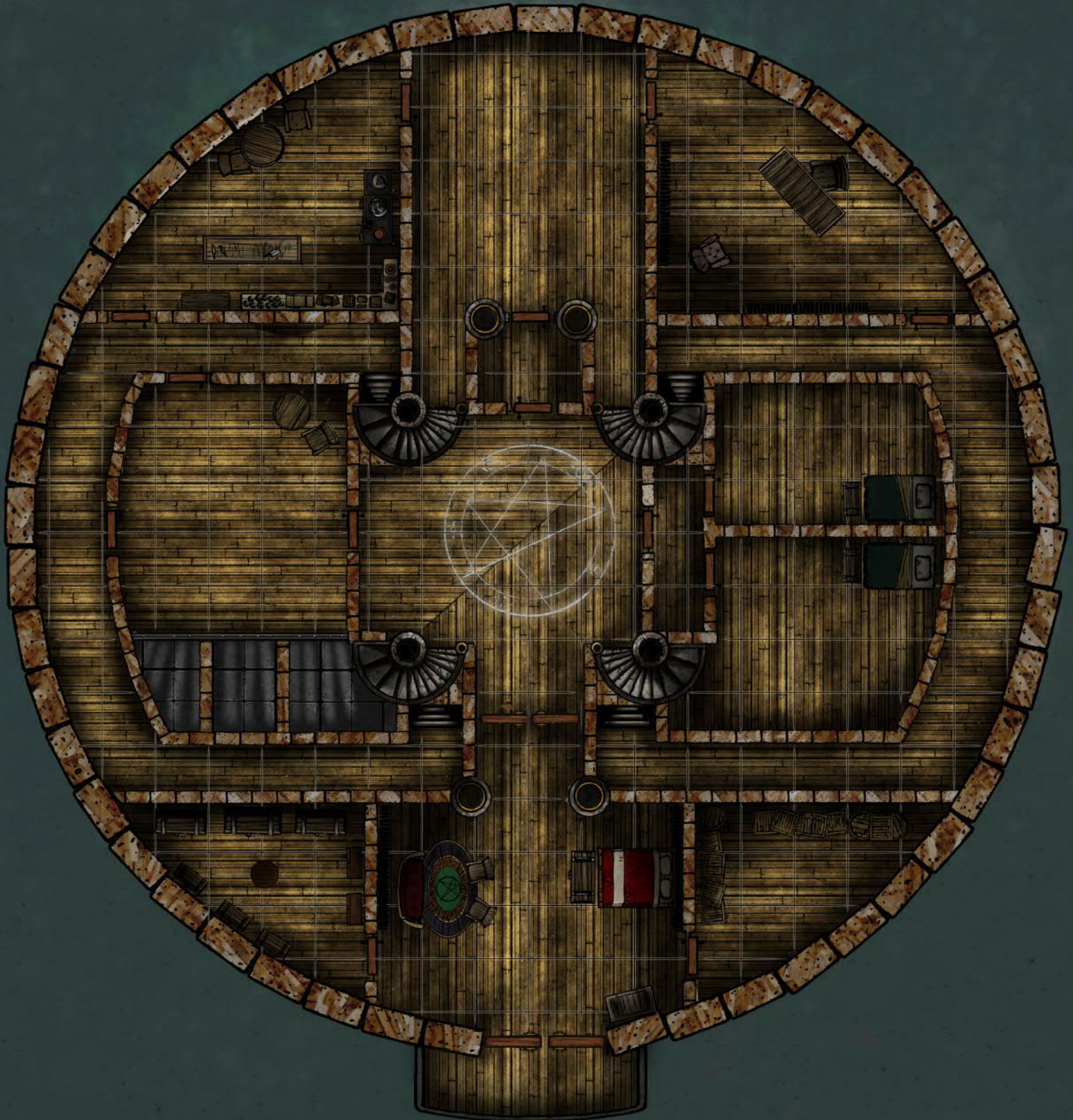
Eleventh Floor



1 square - 5 feet

The Freeman's Tower

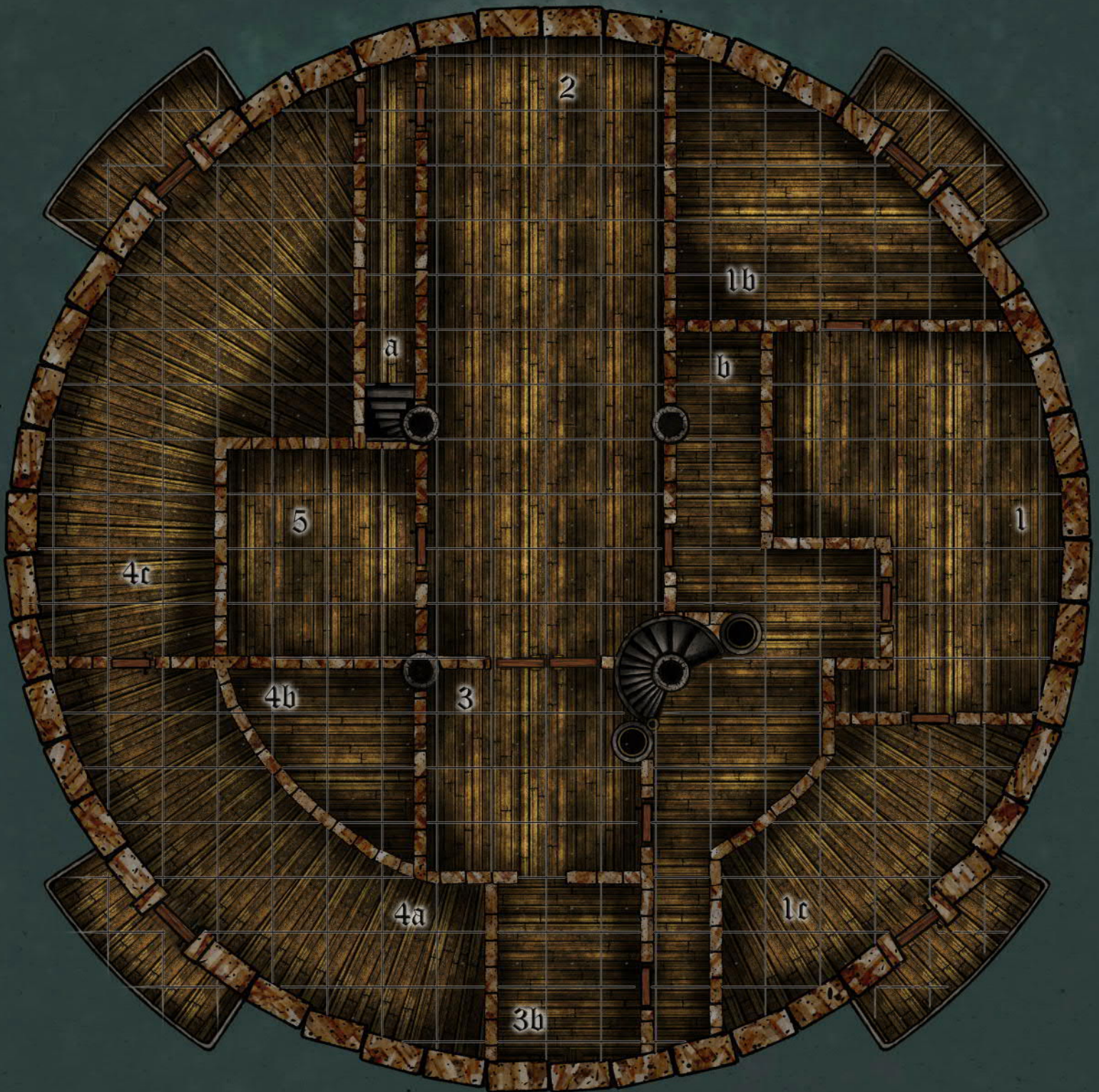
Eleventh Floor



1 square - 5 feet

The Freeman's Tower

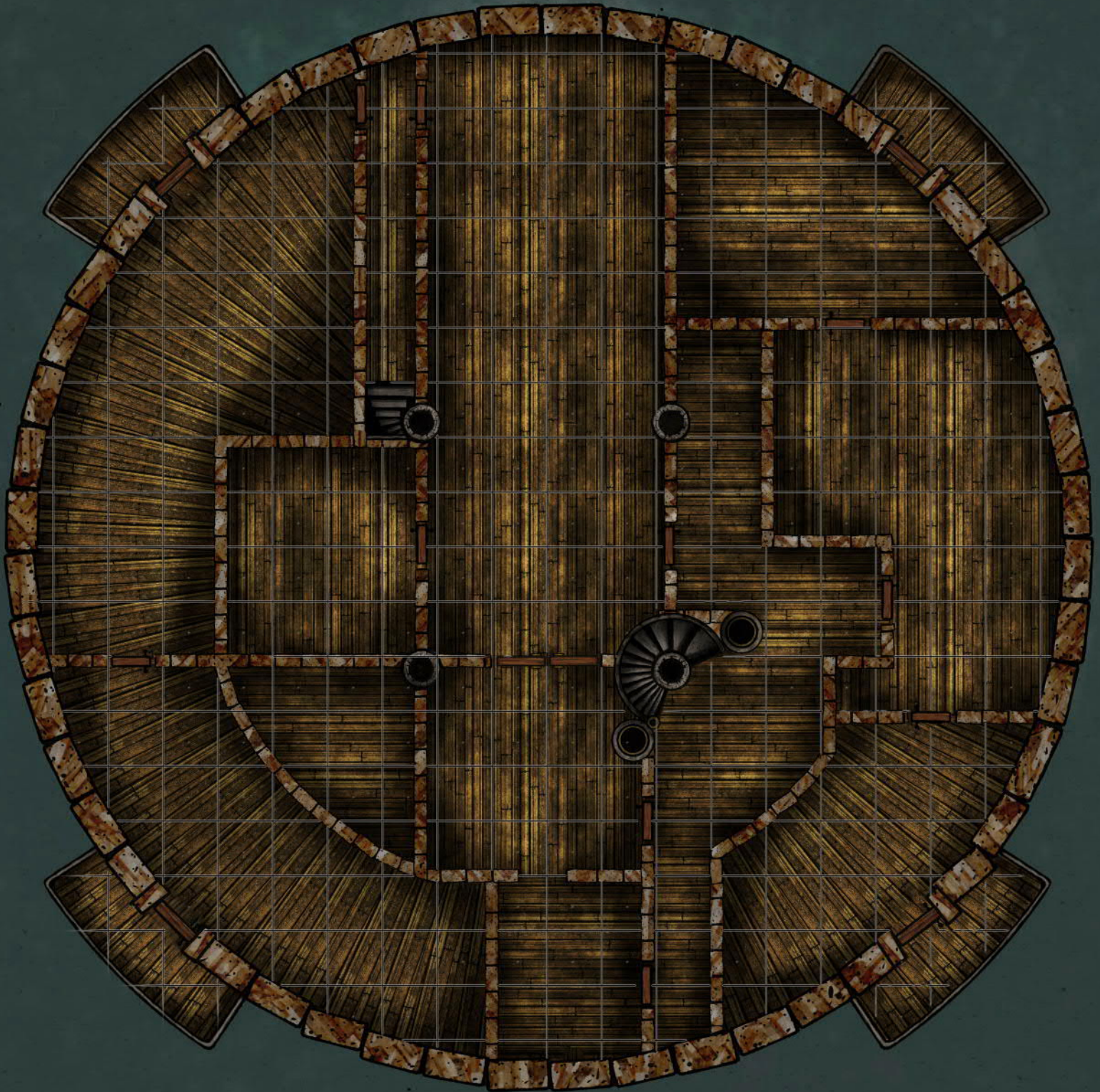
Twelfth Floor



1 square - 5 feet

The Freeman's Tower

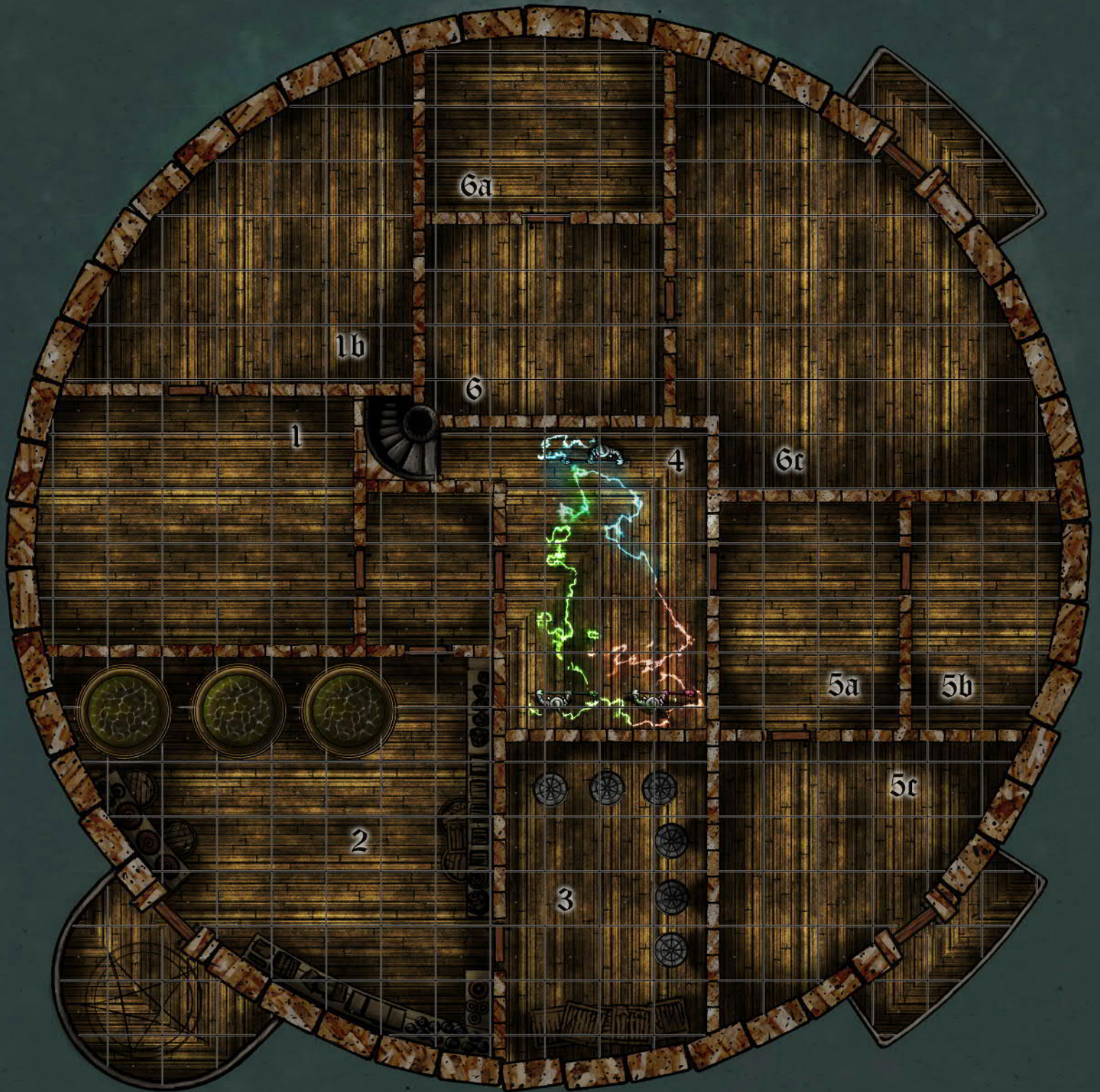
Twelfth Floor



1 square - 5 feet

The Freeman's Tower

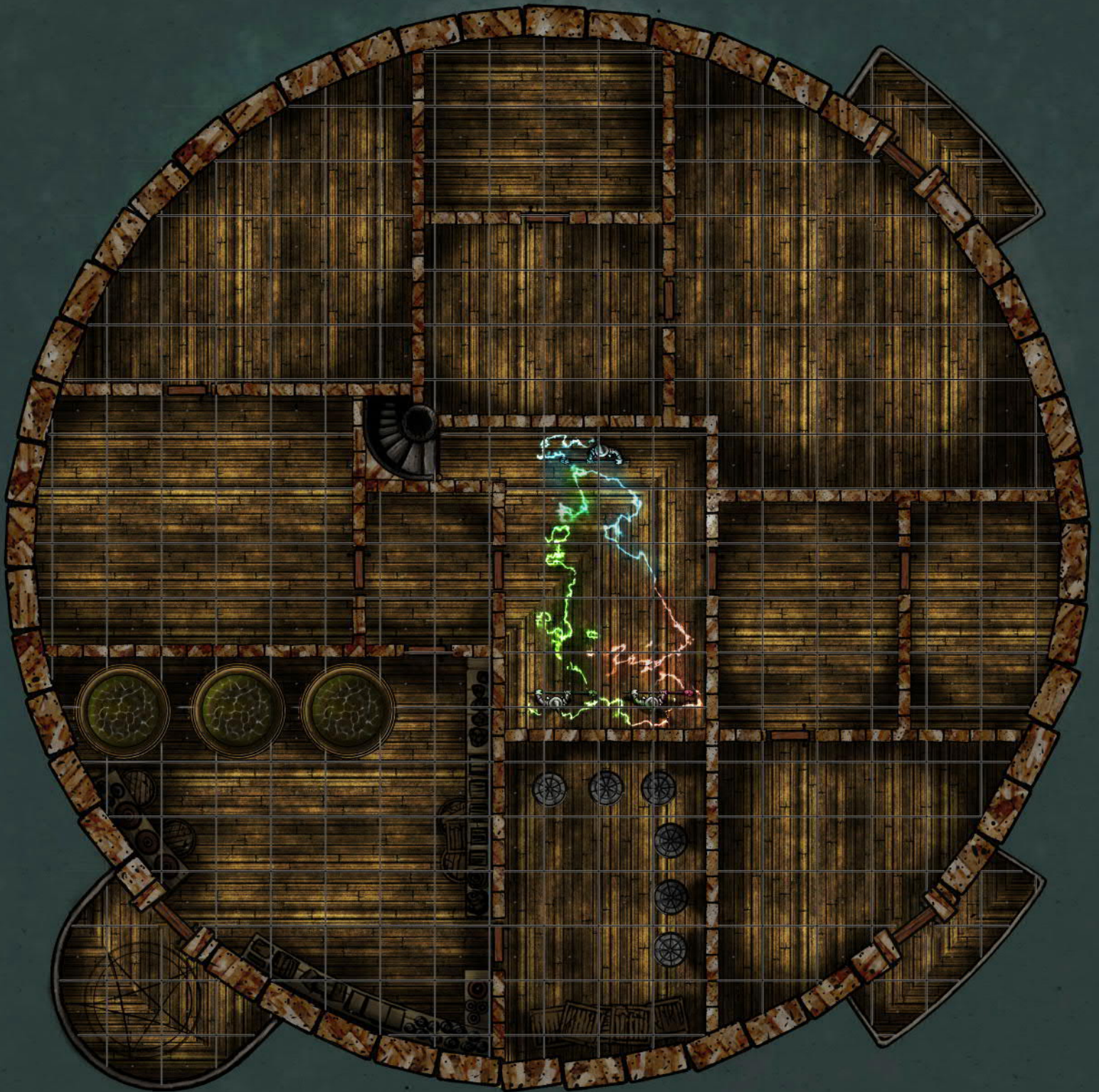
Thirteenth Floor



1 square - 5 feet

The Freeman's Tower

Thirteenth Floor



1 square - 5 feet

Oruk's Wilderness



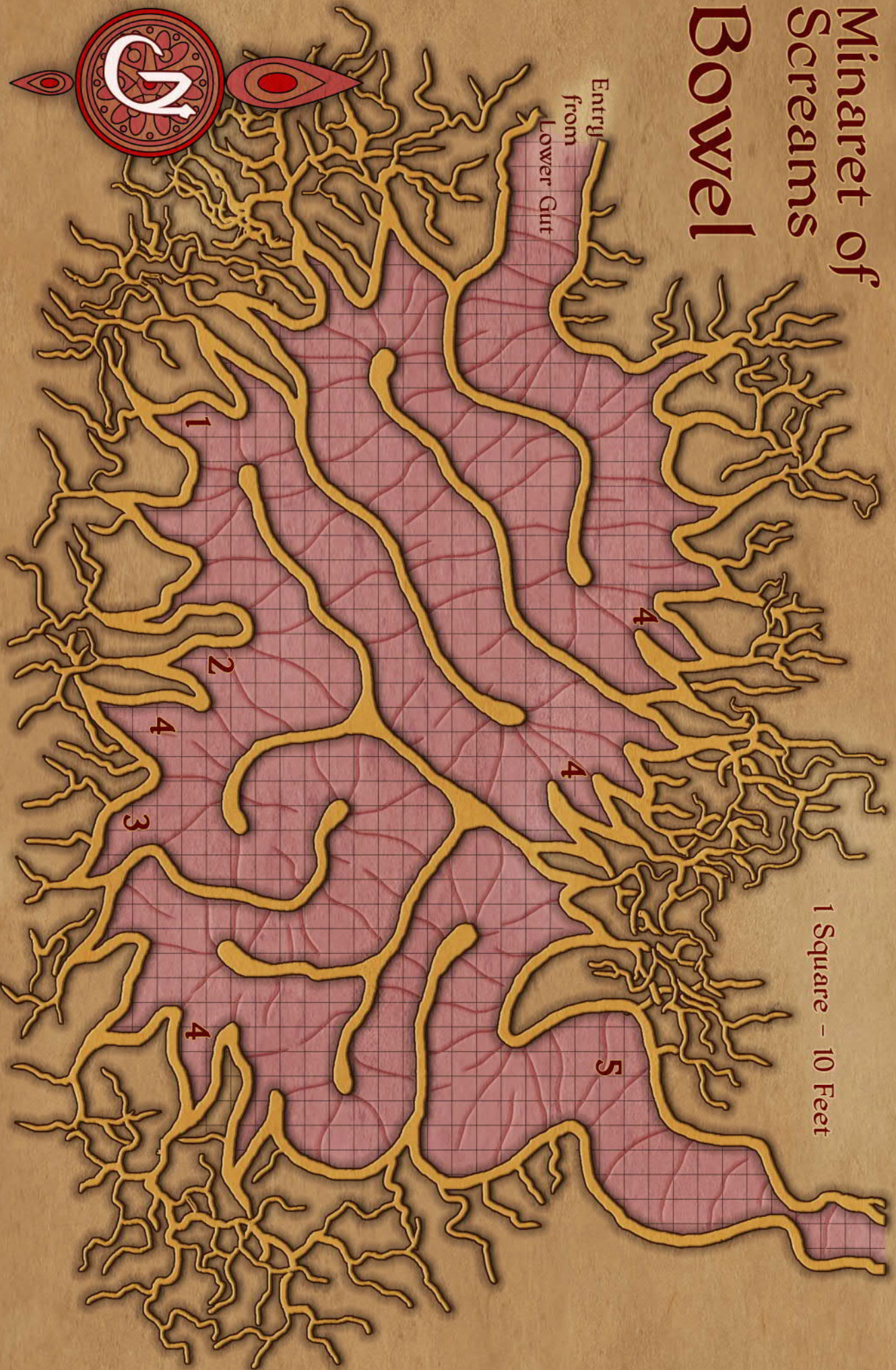
Oruk's Wilderness



Minaret of Screams Bowel

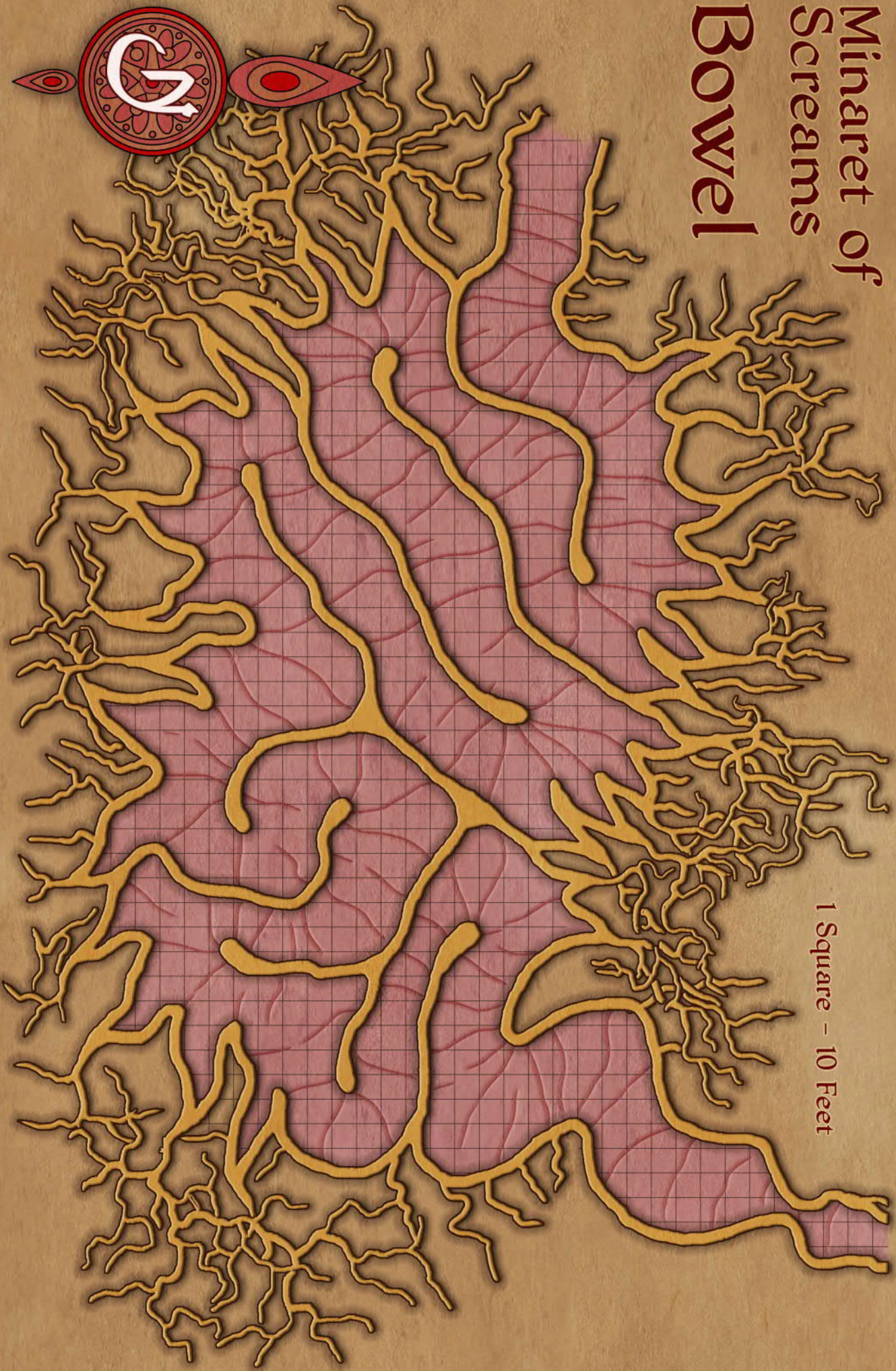
Entry
from
Lower Gut

1 Square - 10 Feet



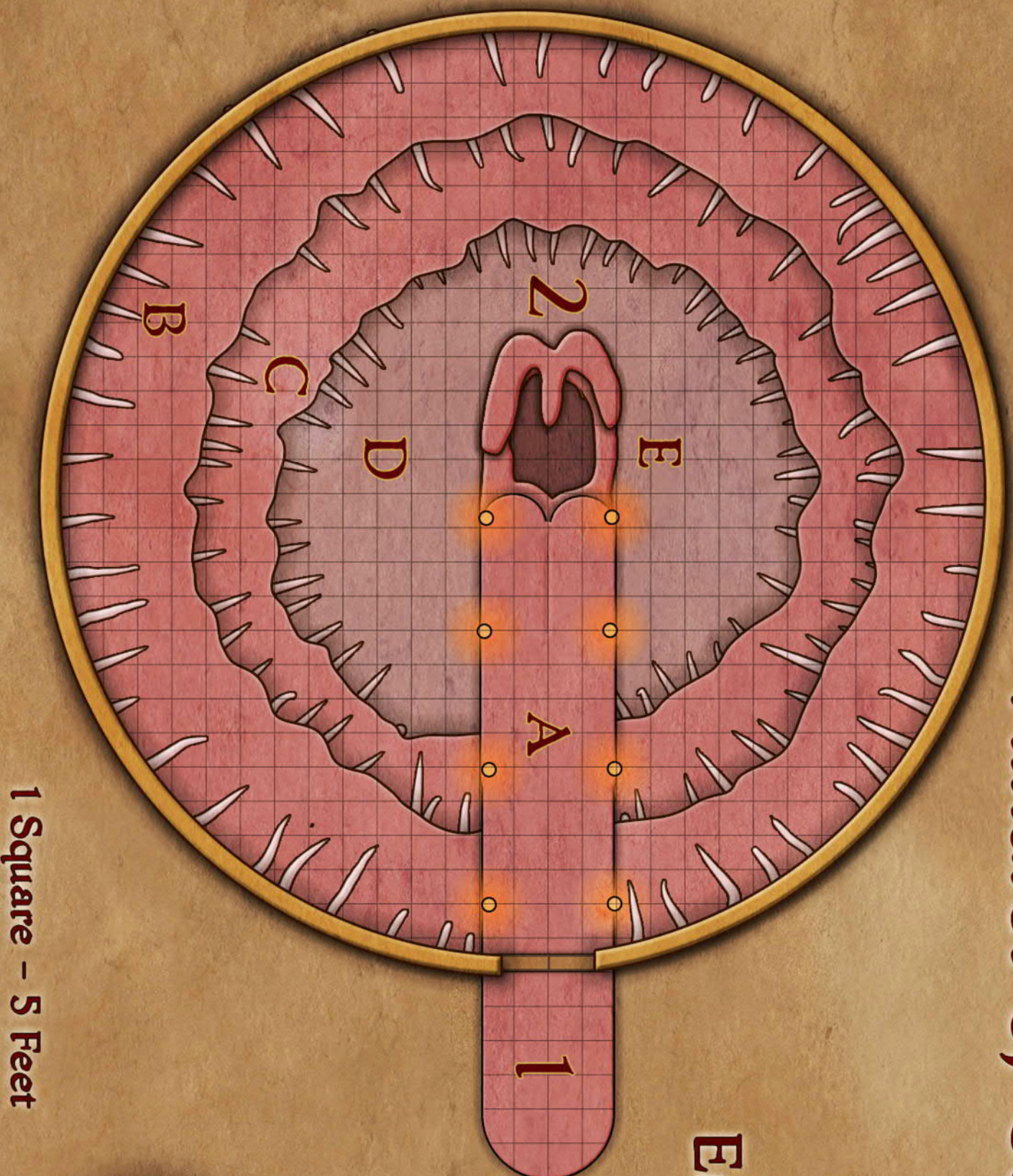
Minaret of Screams Bowel

1 Square - 10 Feet



Minaret of Screams

Entry

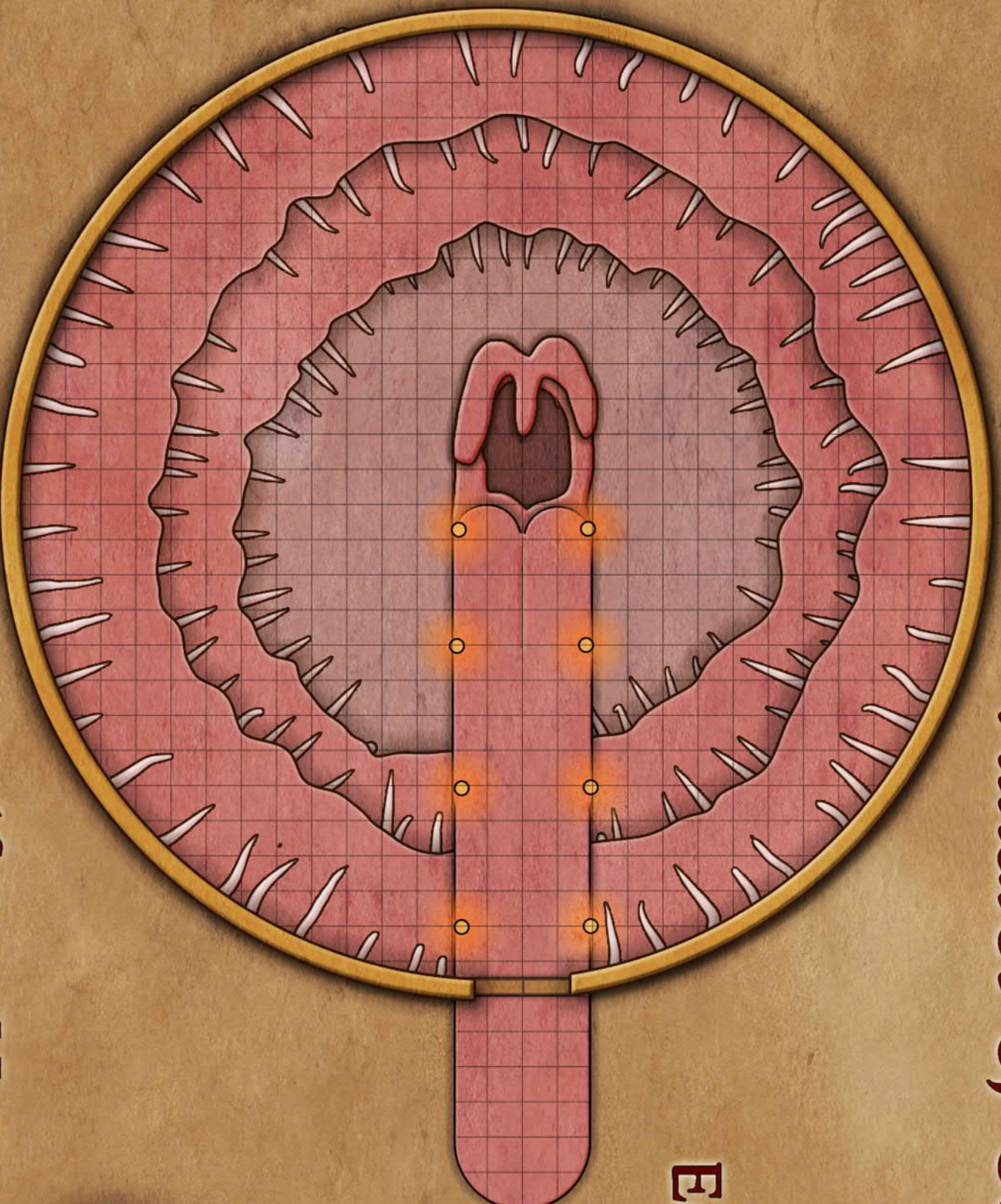


1 Square – 5 Feet



Minaret of Screams

Entry



1 Square - 5 Feet



Minaret of Screams

Lower Gut

 Gland



1 Square - 10 Feet

Minaret of Screams

Lower Gut

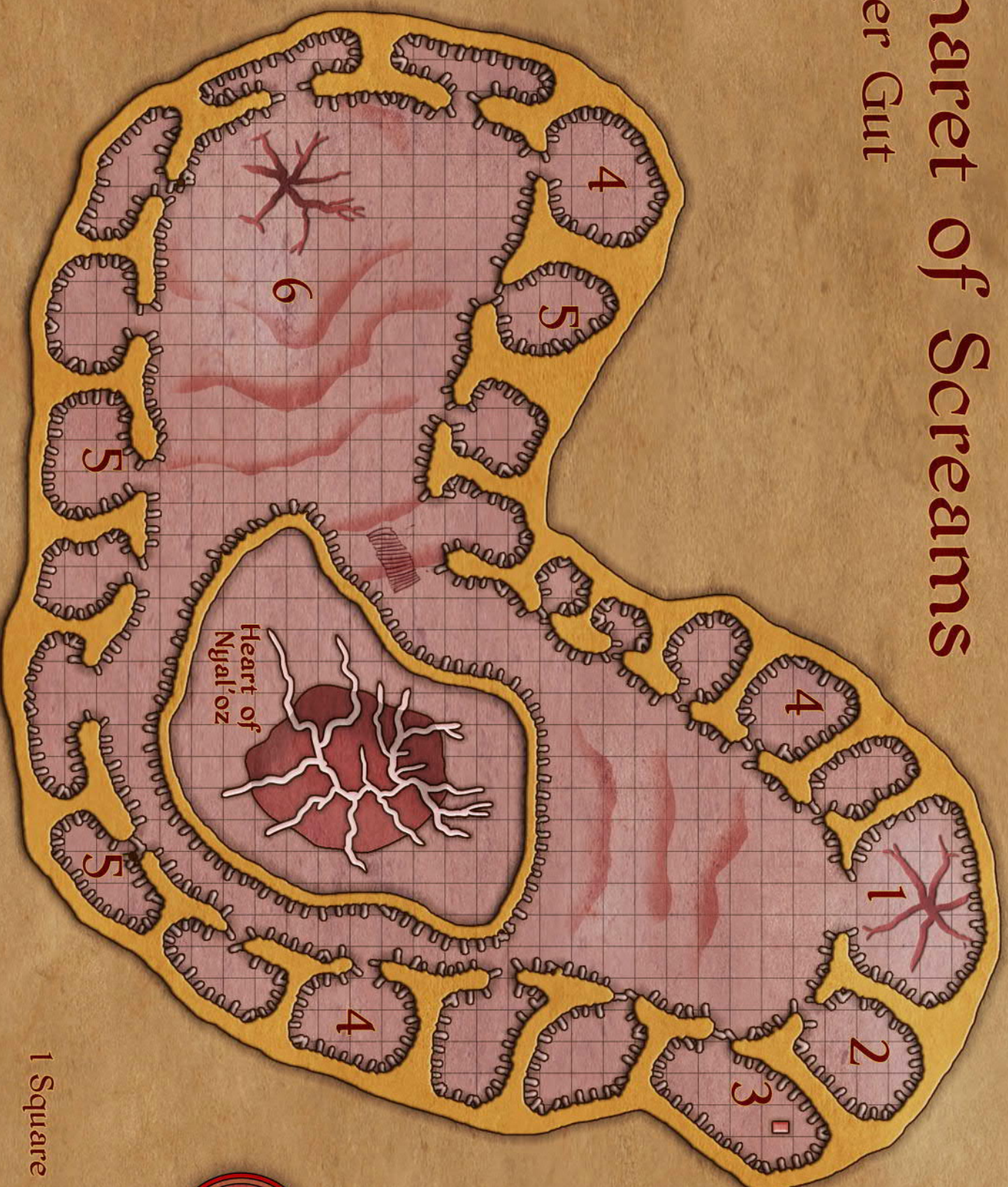
 Gland



1 Square - 10 Feet

Minaret of Screams

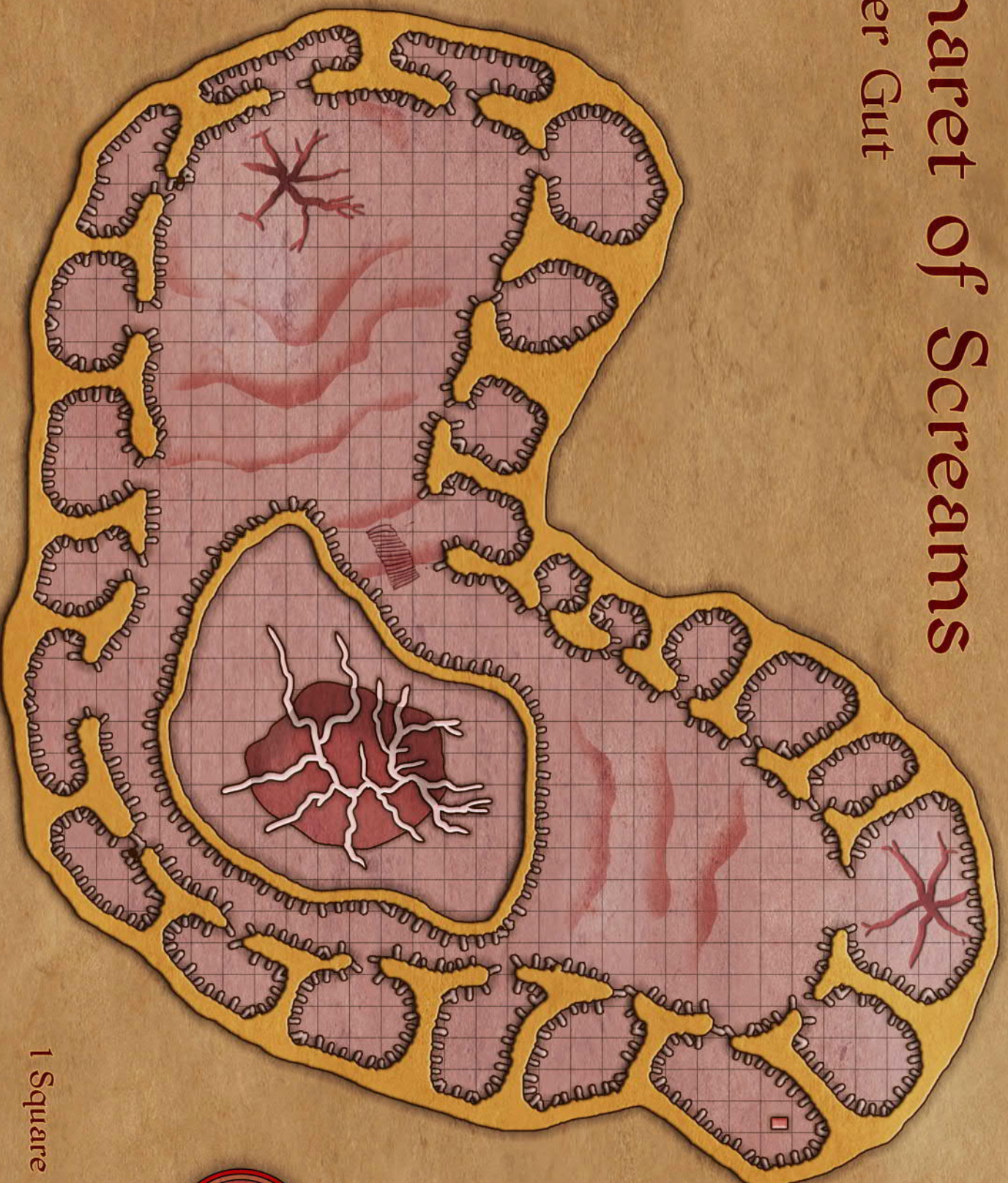
Upper Gut



1 Square - 10 Feet

Minaret of Screams

Upper Gut



1 Square - 10 Feet



Minaret of Screams

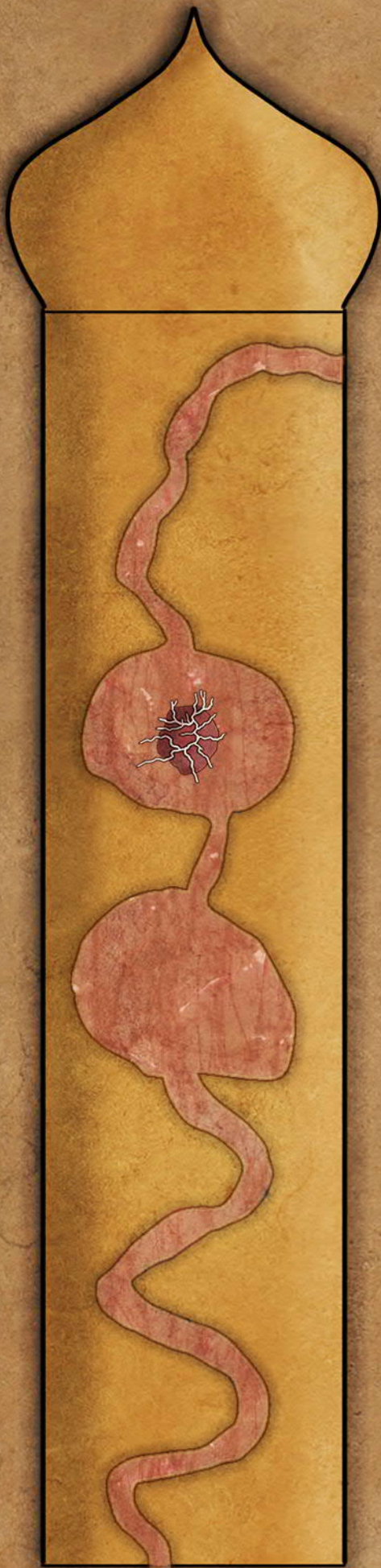
Side View

Entrance
and Gullet

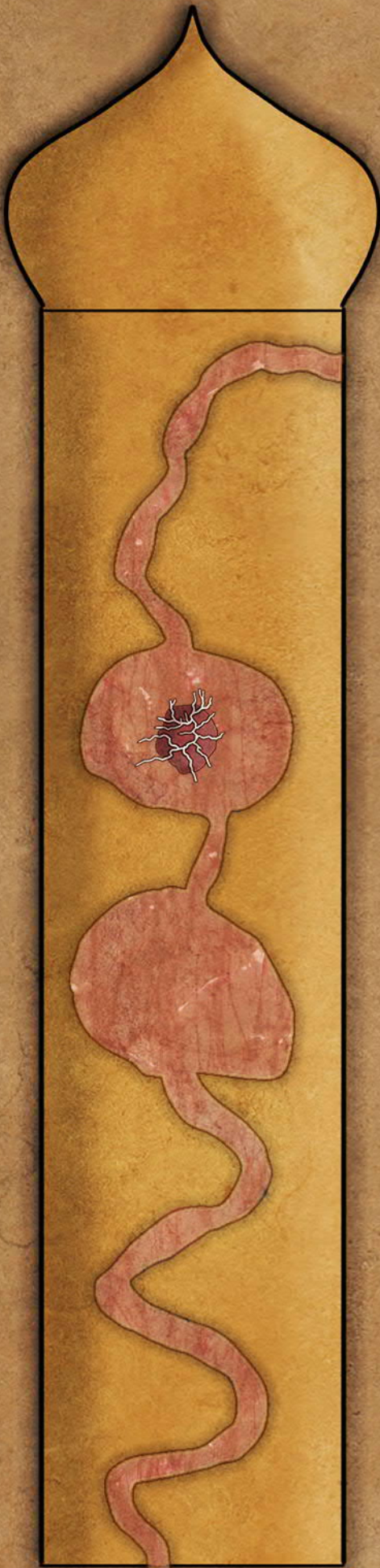
Upper Gut
and Heart

Lower Gut

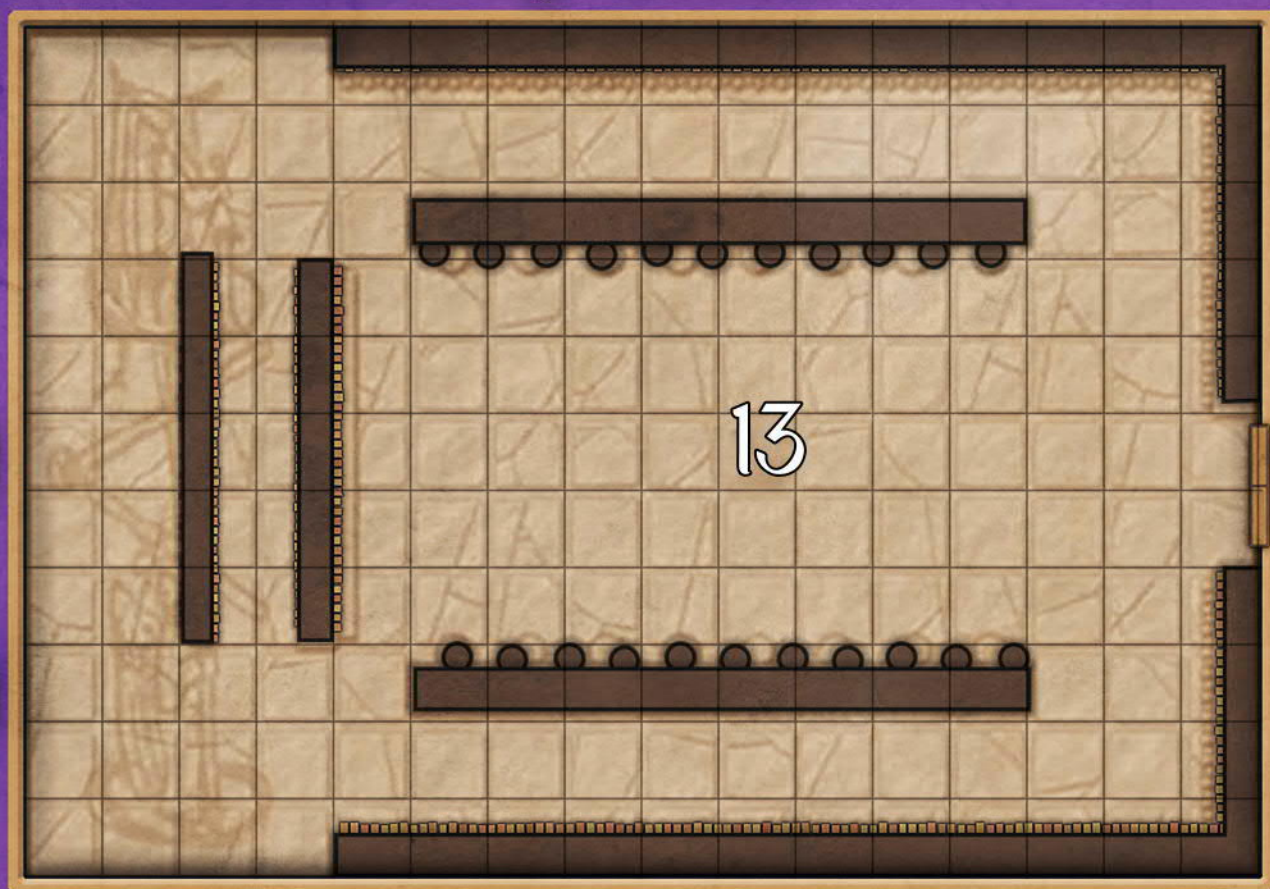
Bowel



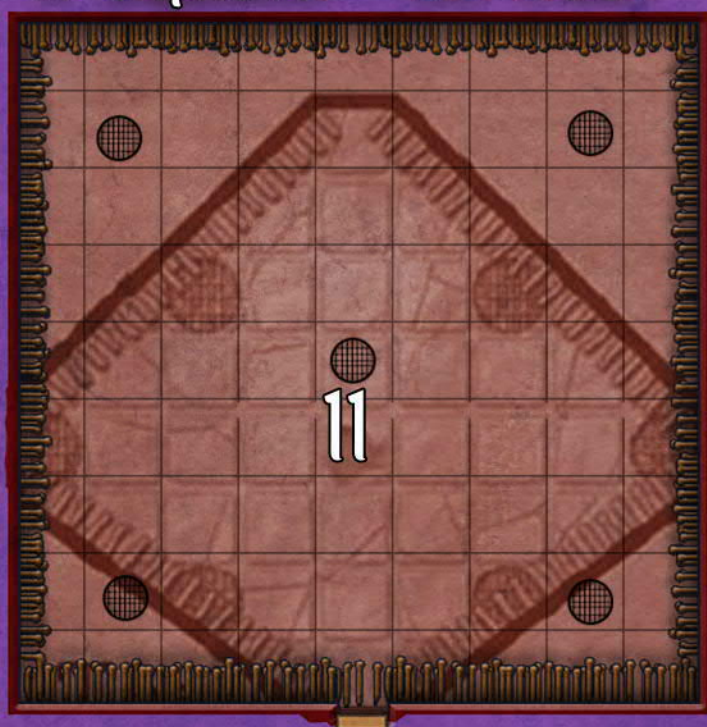
Minaret of Screams



Hall of Contracts

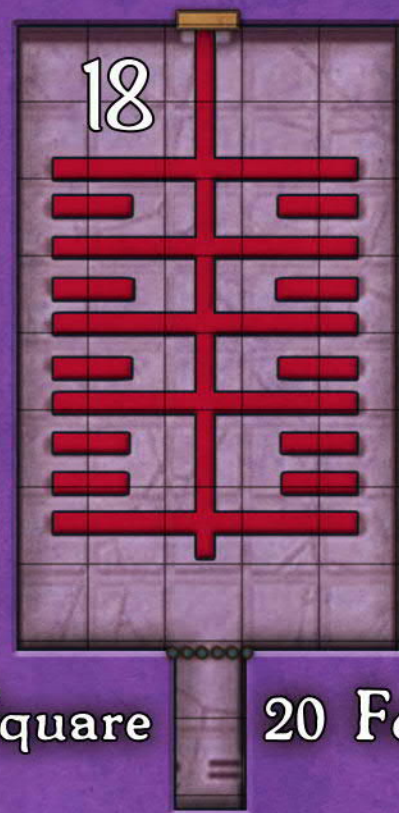


1 Square - 10 Feet



The Blood Stones

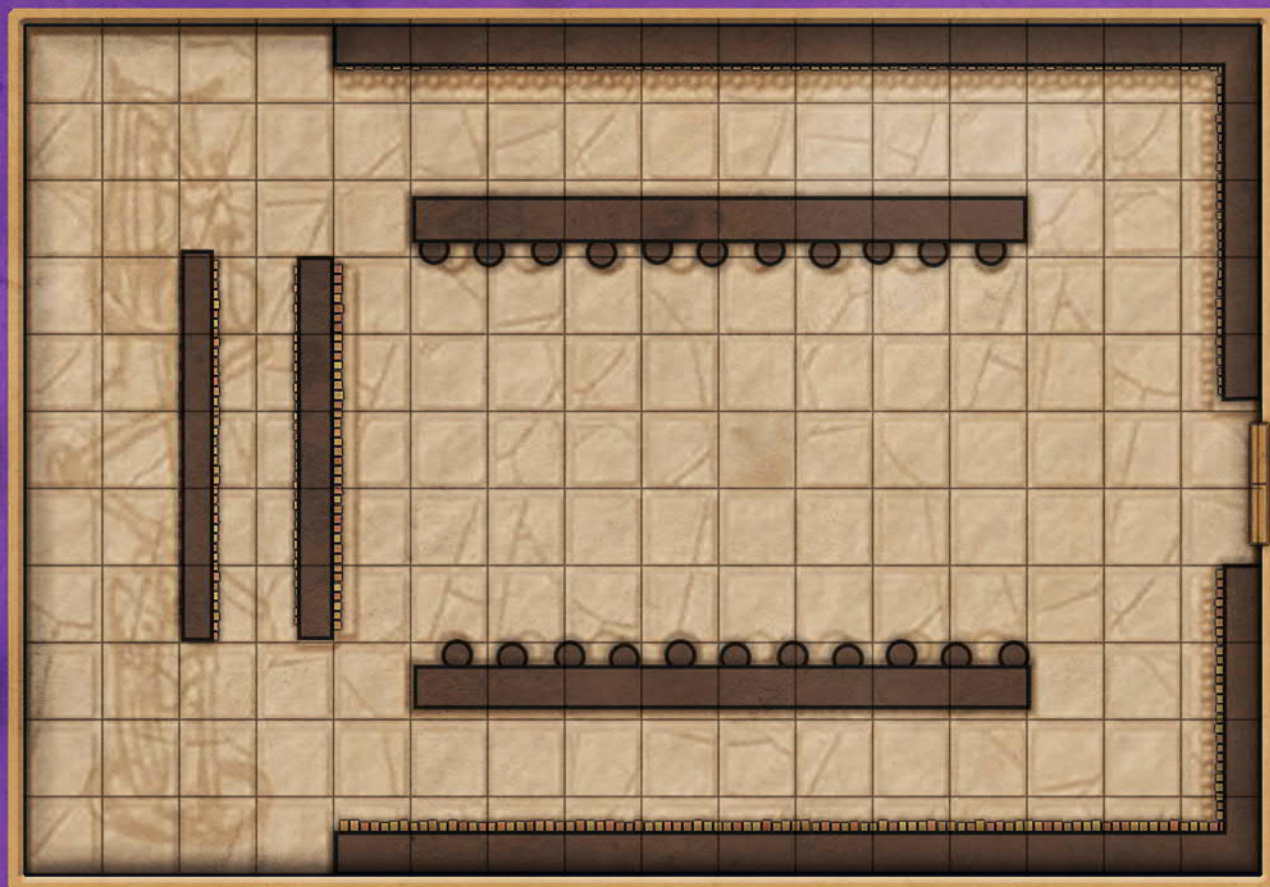
Exile Gate



1 Square 20 Feet

The Great Repository

Hall of Contracts

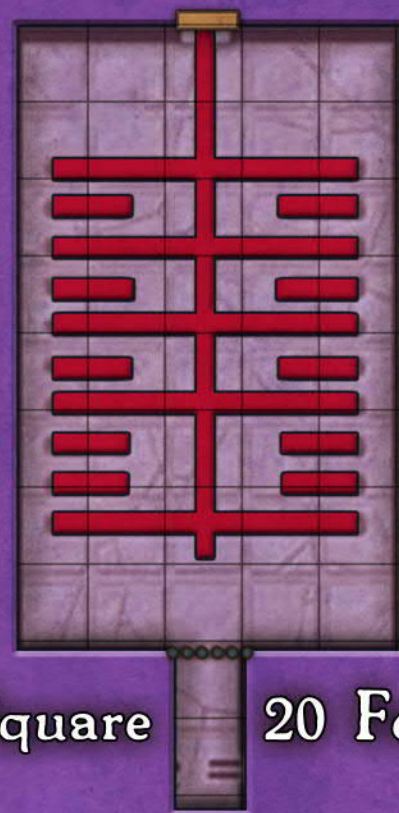


1 Square - 10 Feet



The Blood Stones

Exile Gate



1 Square 20 Feet

The Great Repository

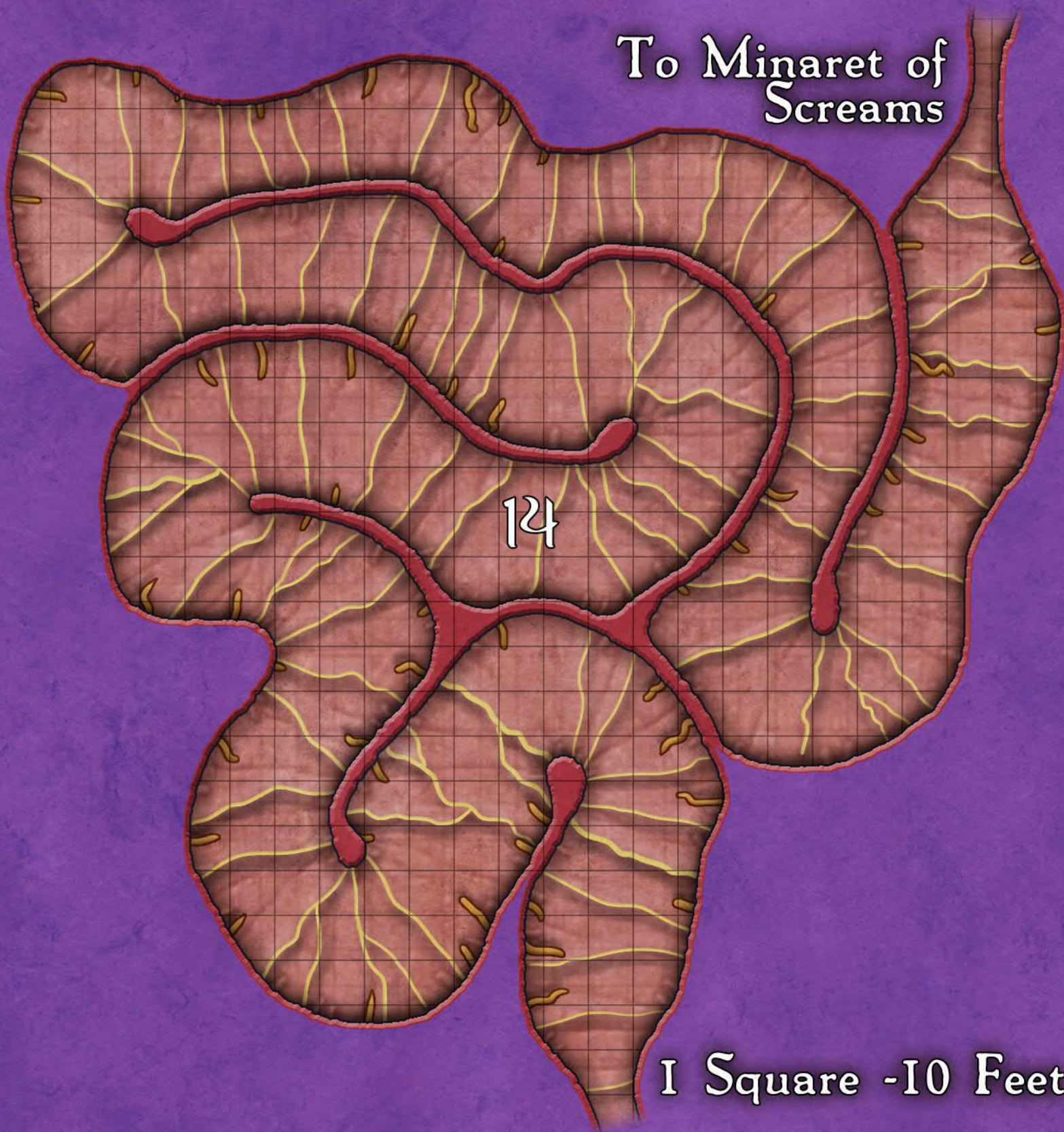
The Great Repository

Wound of Haruspex

To Minaret of
Screams

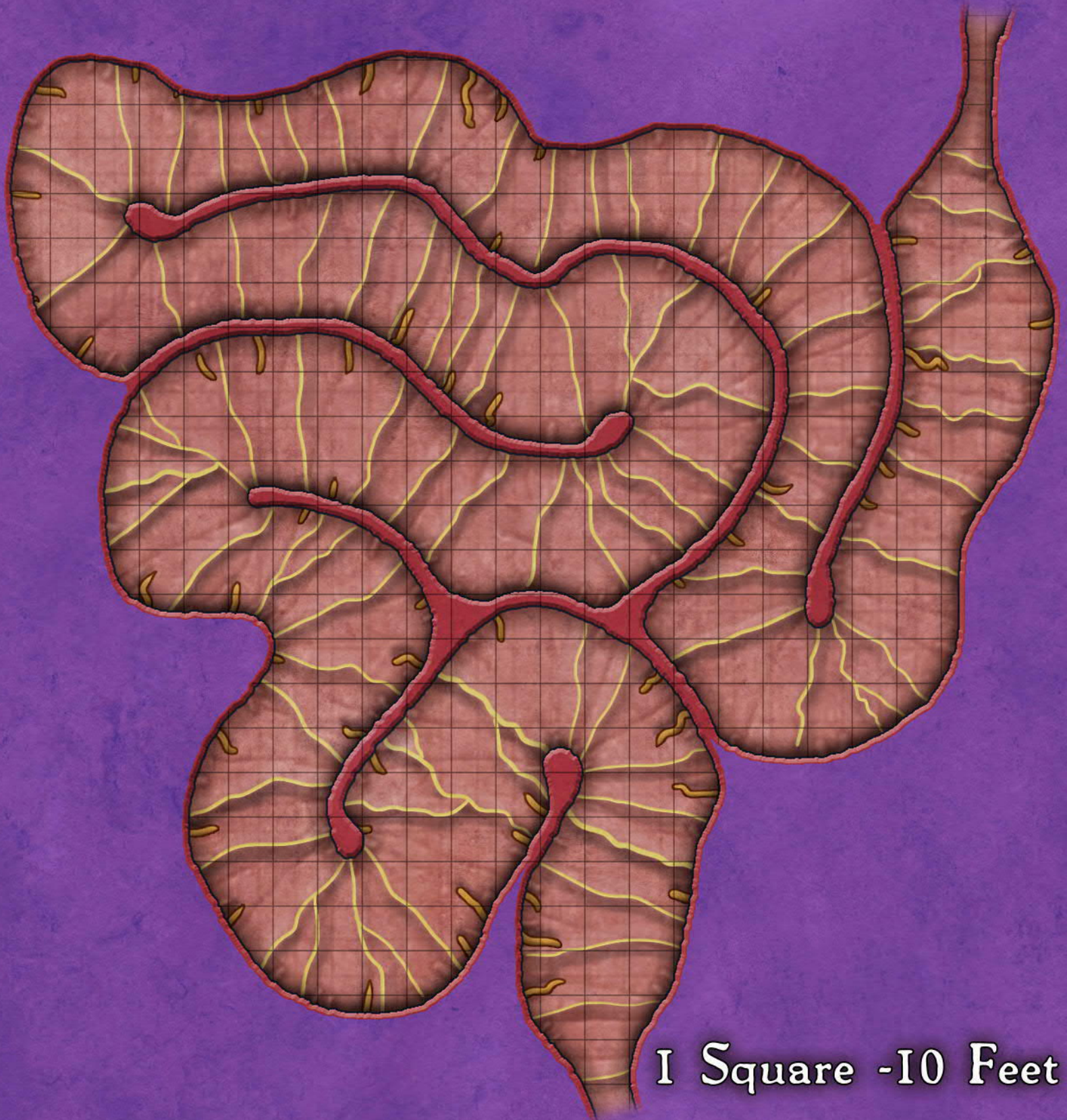
14

1 Square -10 Feet



The Great Repository

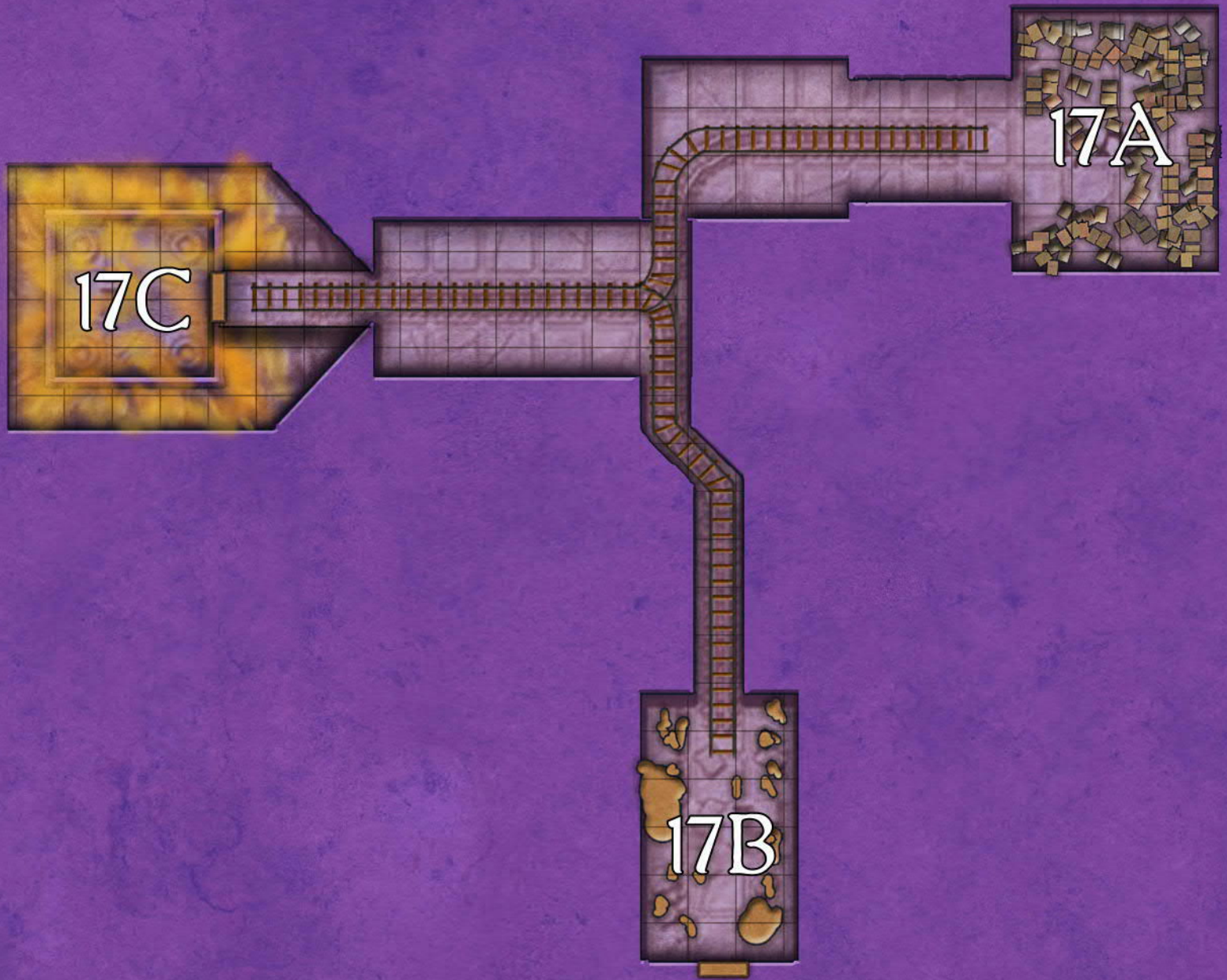
Wound of Haruspex



1 Square -10 Feet

The Great Repository

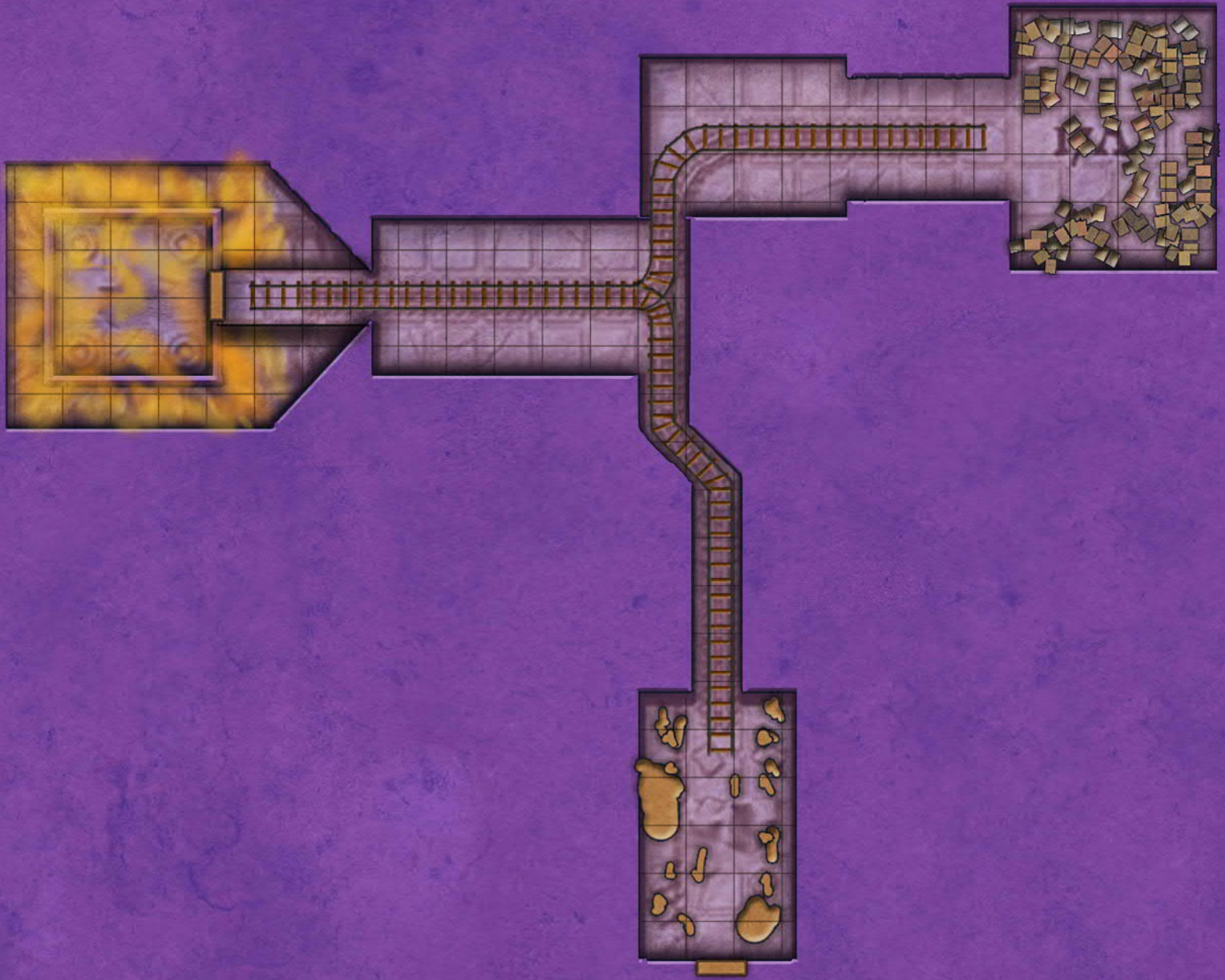
Kiln of Sorrows



1 Square - 10 Feet

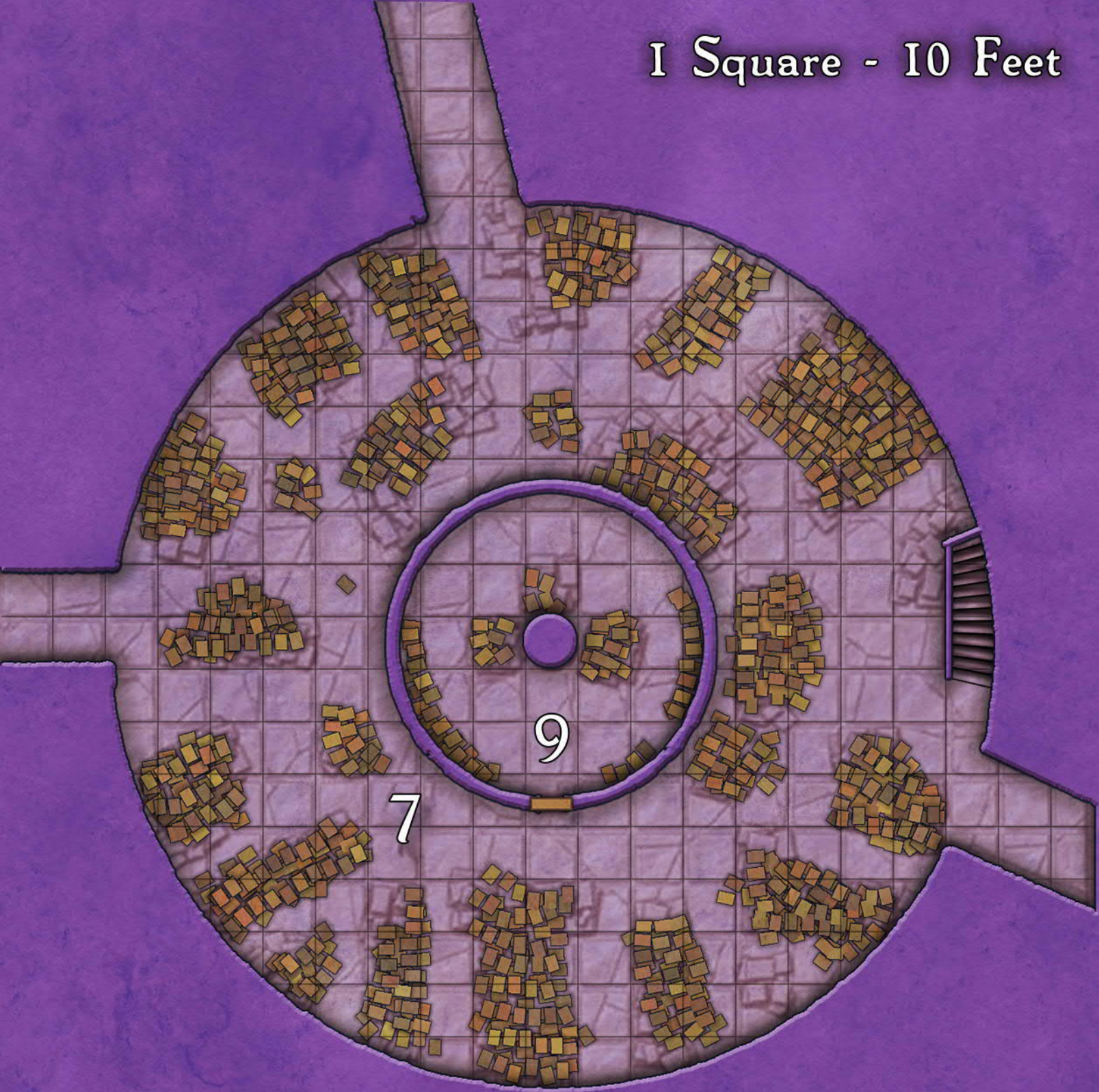
The Great Repository

Kiln of Sorrows



1 Square - 10 Feet

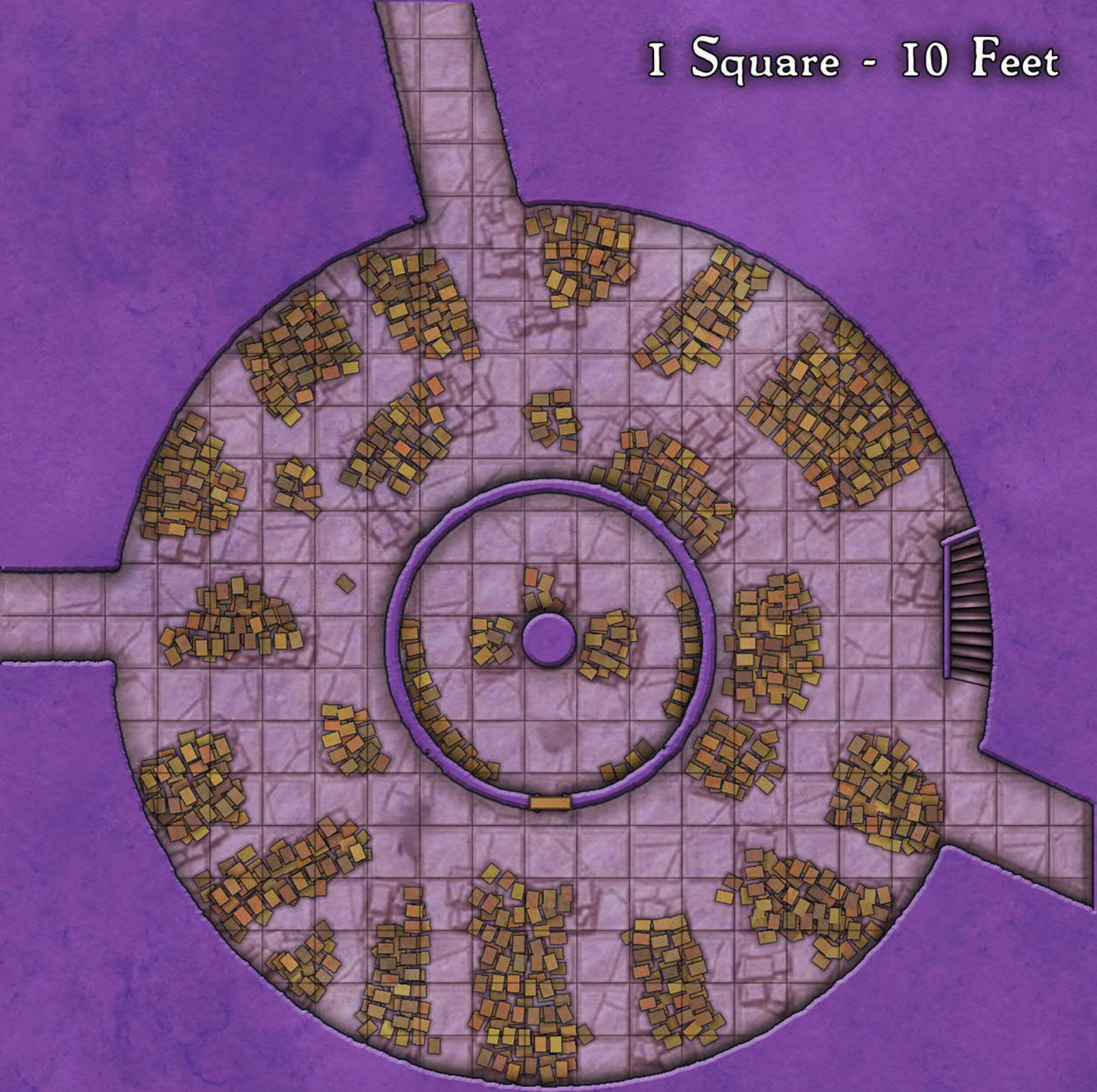
1 Square - 10 Feet



The Great Repository

The Stacks

1 Square - 10 Feet

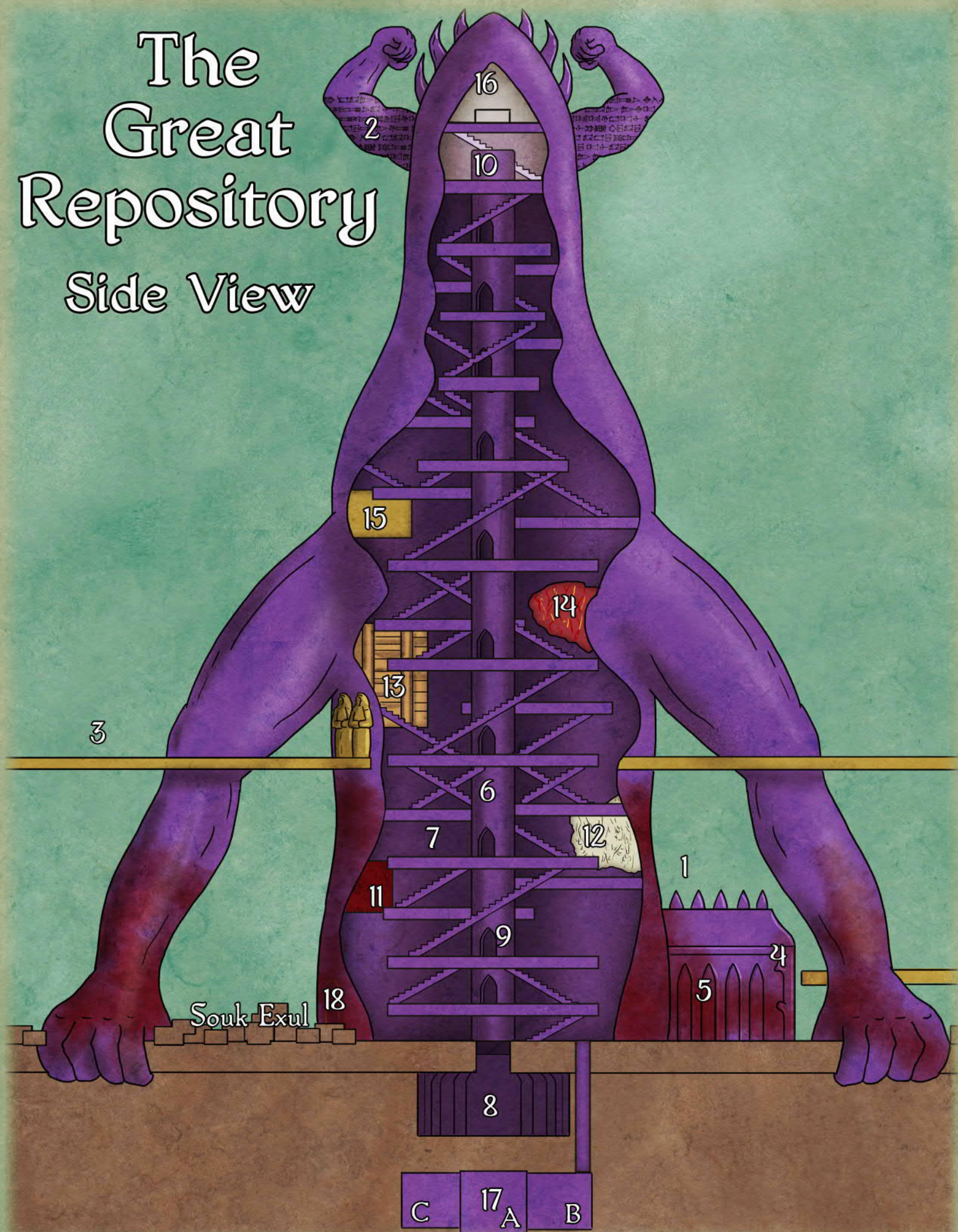


The Great Repository

The Stacks

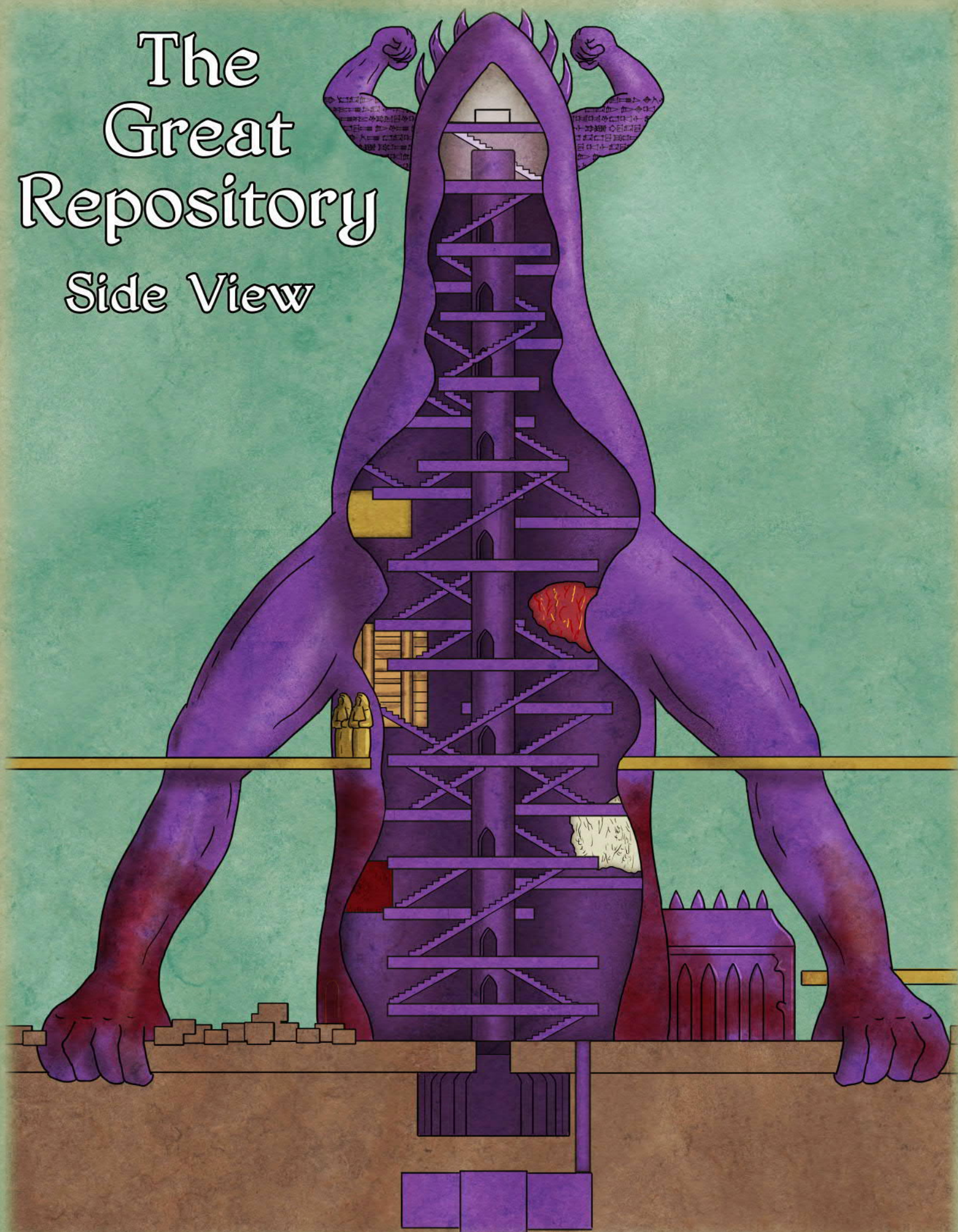
The Great Repository

Side View



The Great Repository

Side View



City of the Dead Sultana



1 Square - 100 Feet



City of the Dead Sultana

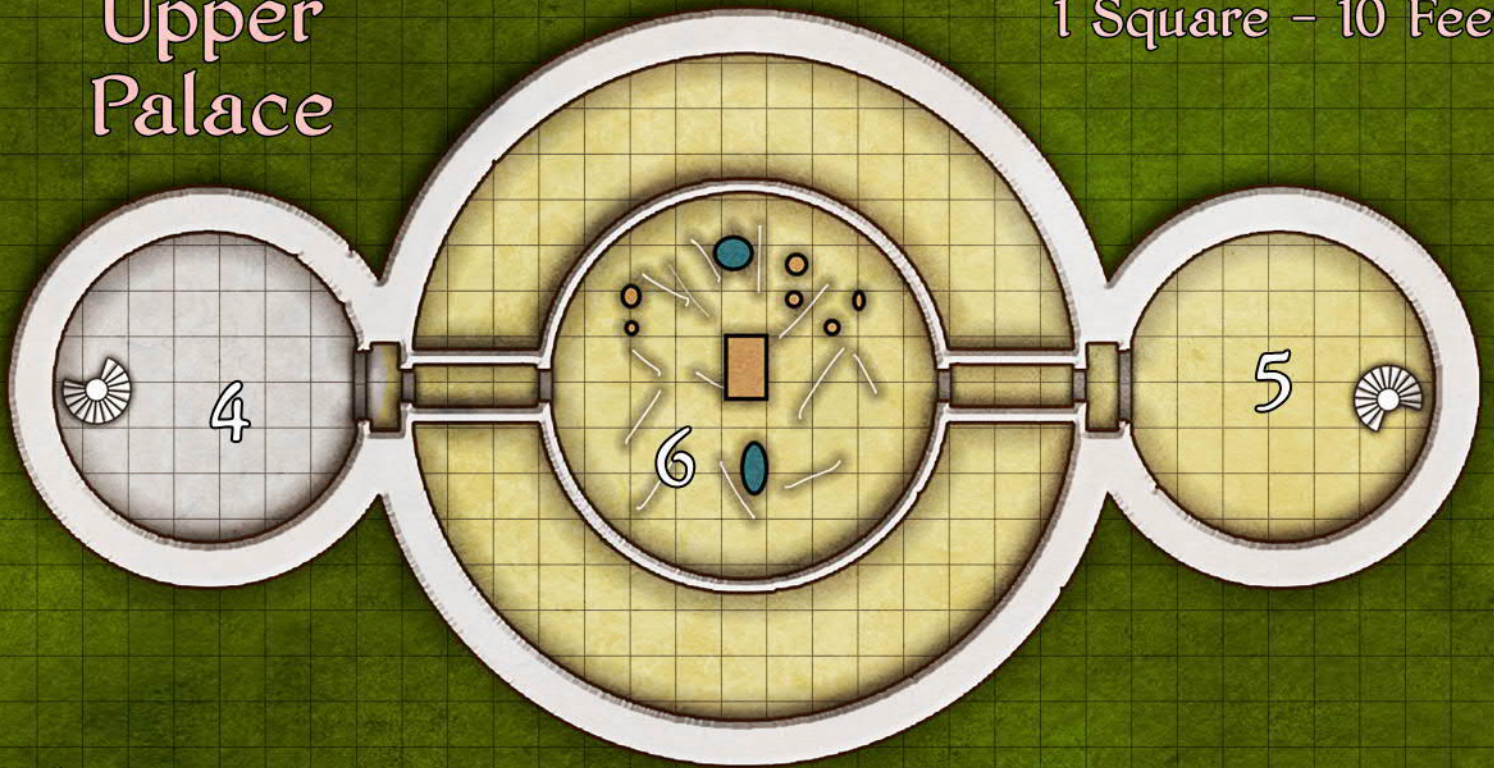


1 Square – 100 Feet

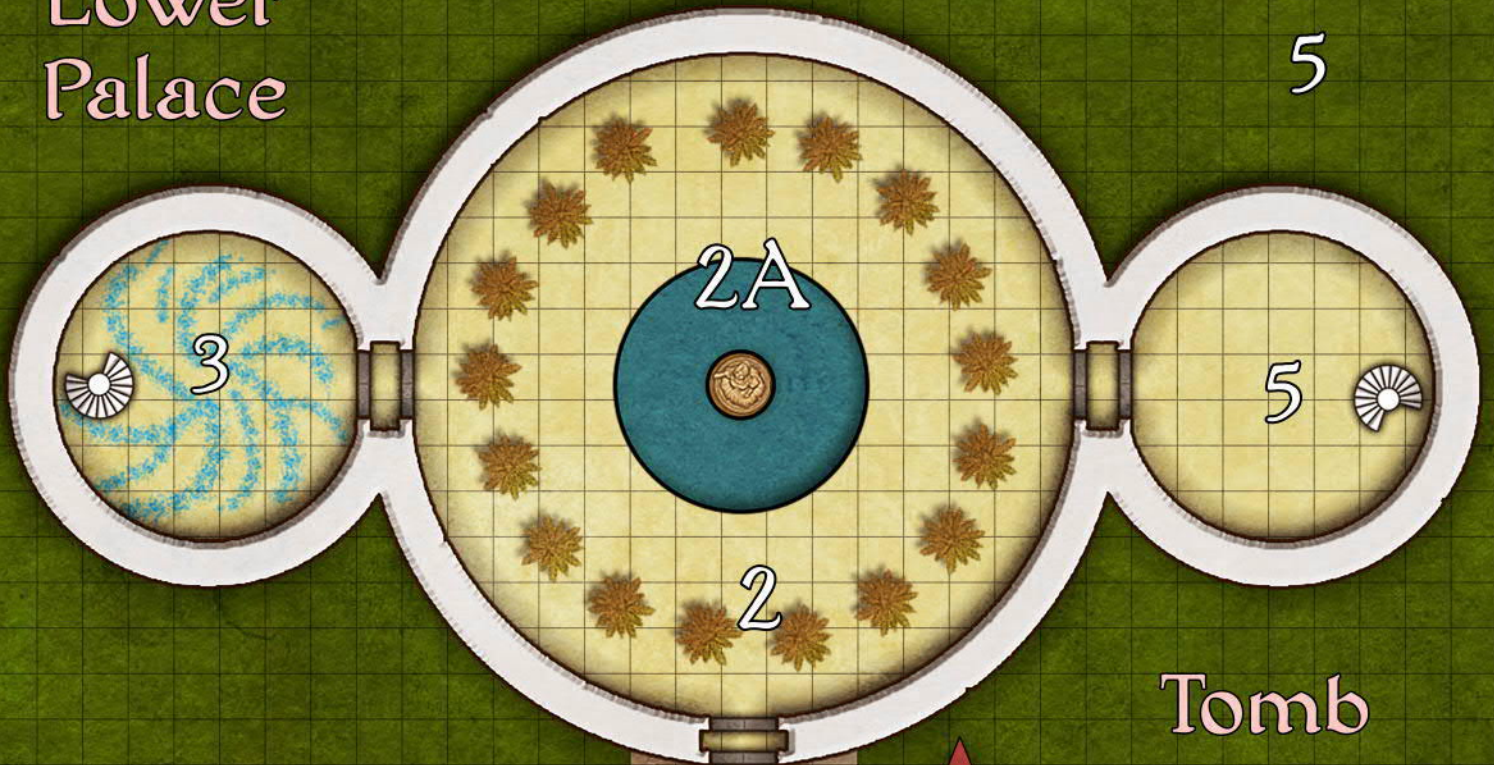


Upper Palace

1 Square – 10 Feet



Lower Palace



Palace of the Dead Sultana

1

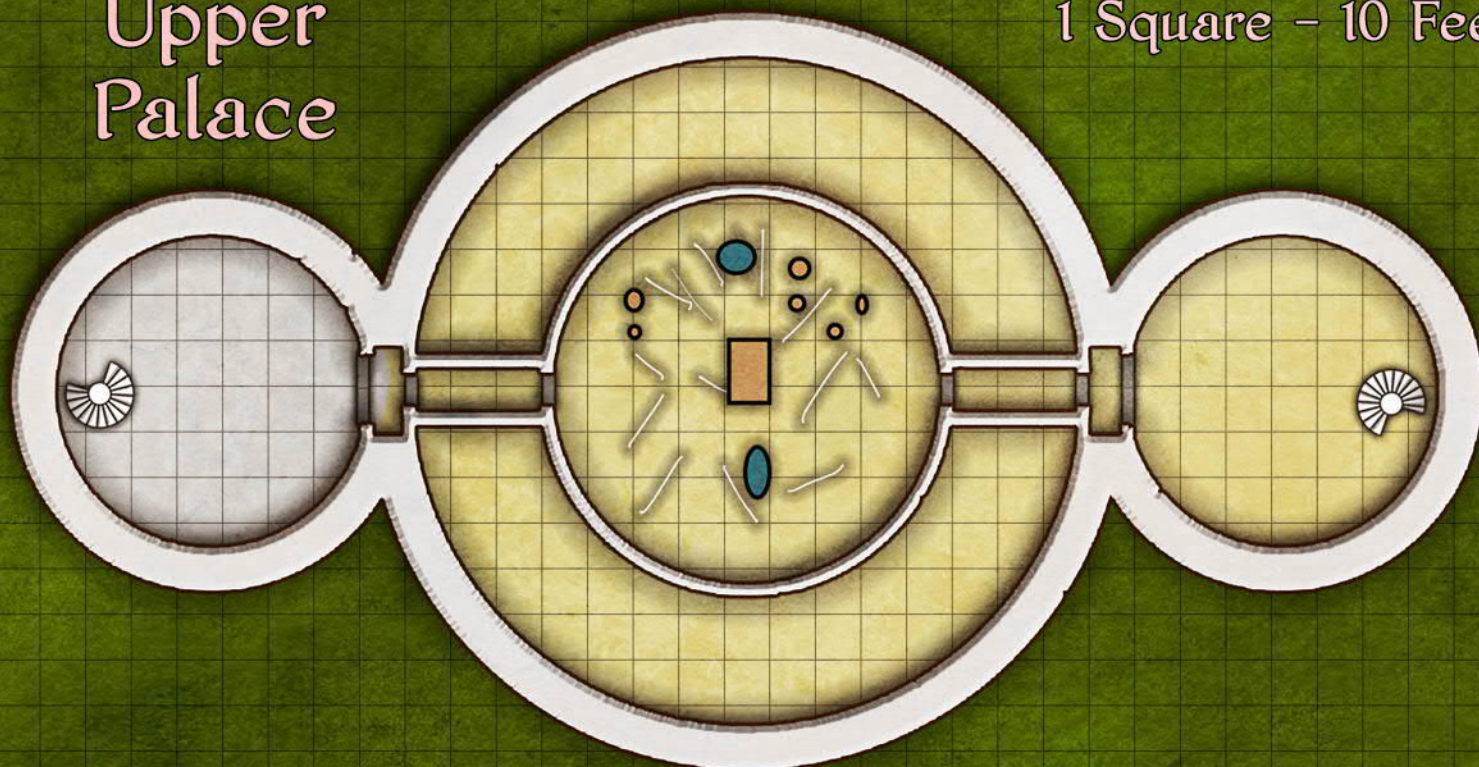


Tomb

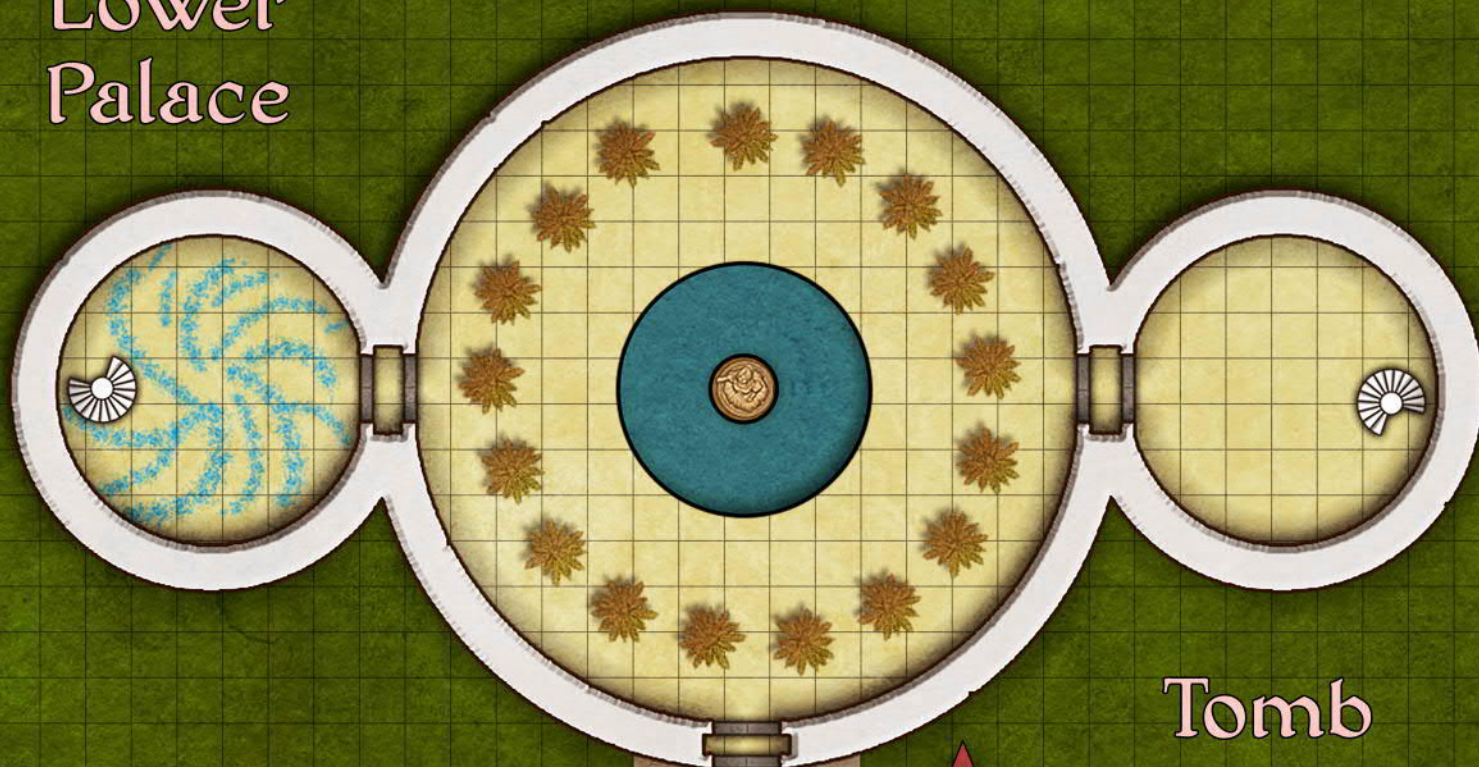


Upper
Palace

1 Square – 10 Feet



Lower
Palace

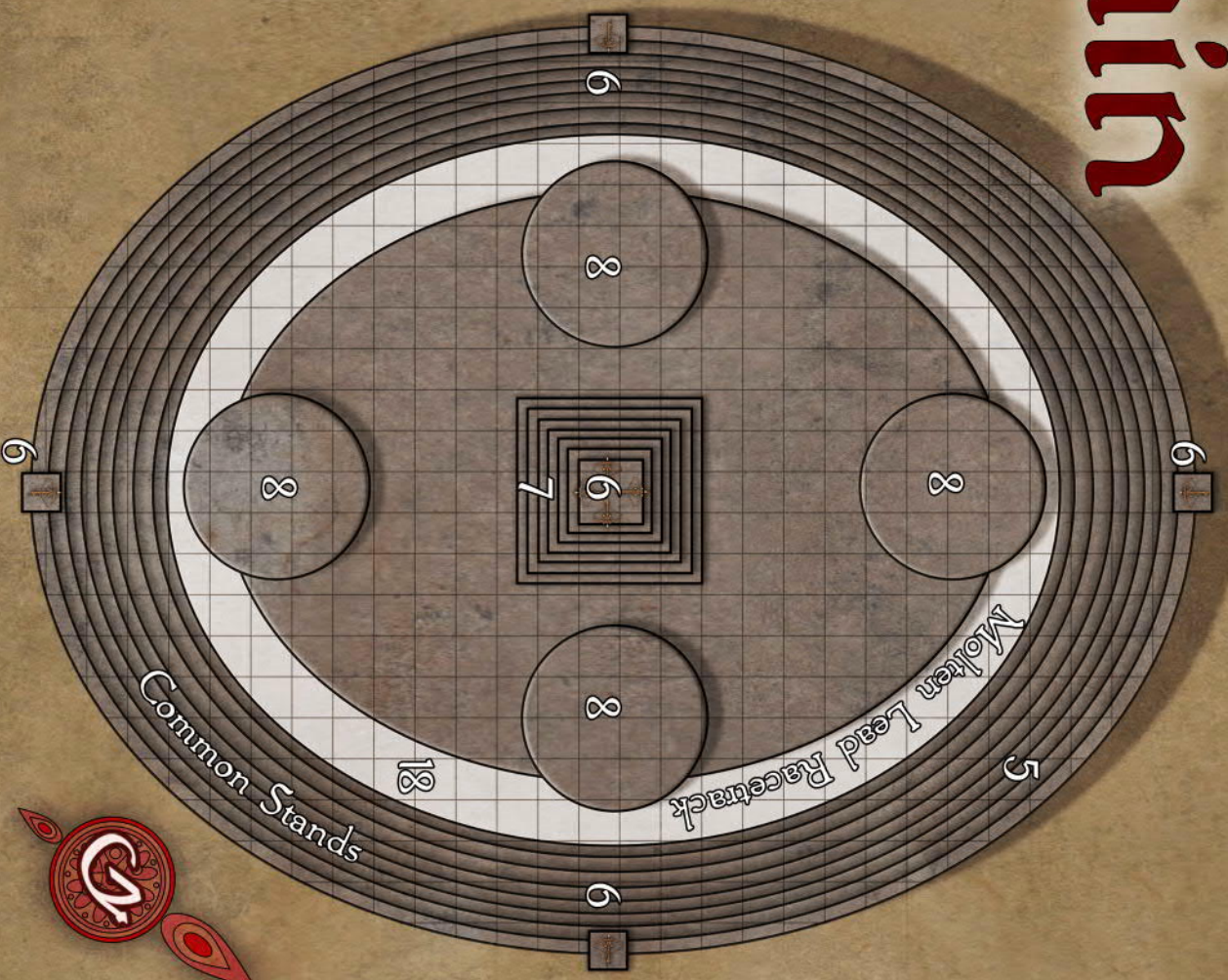
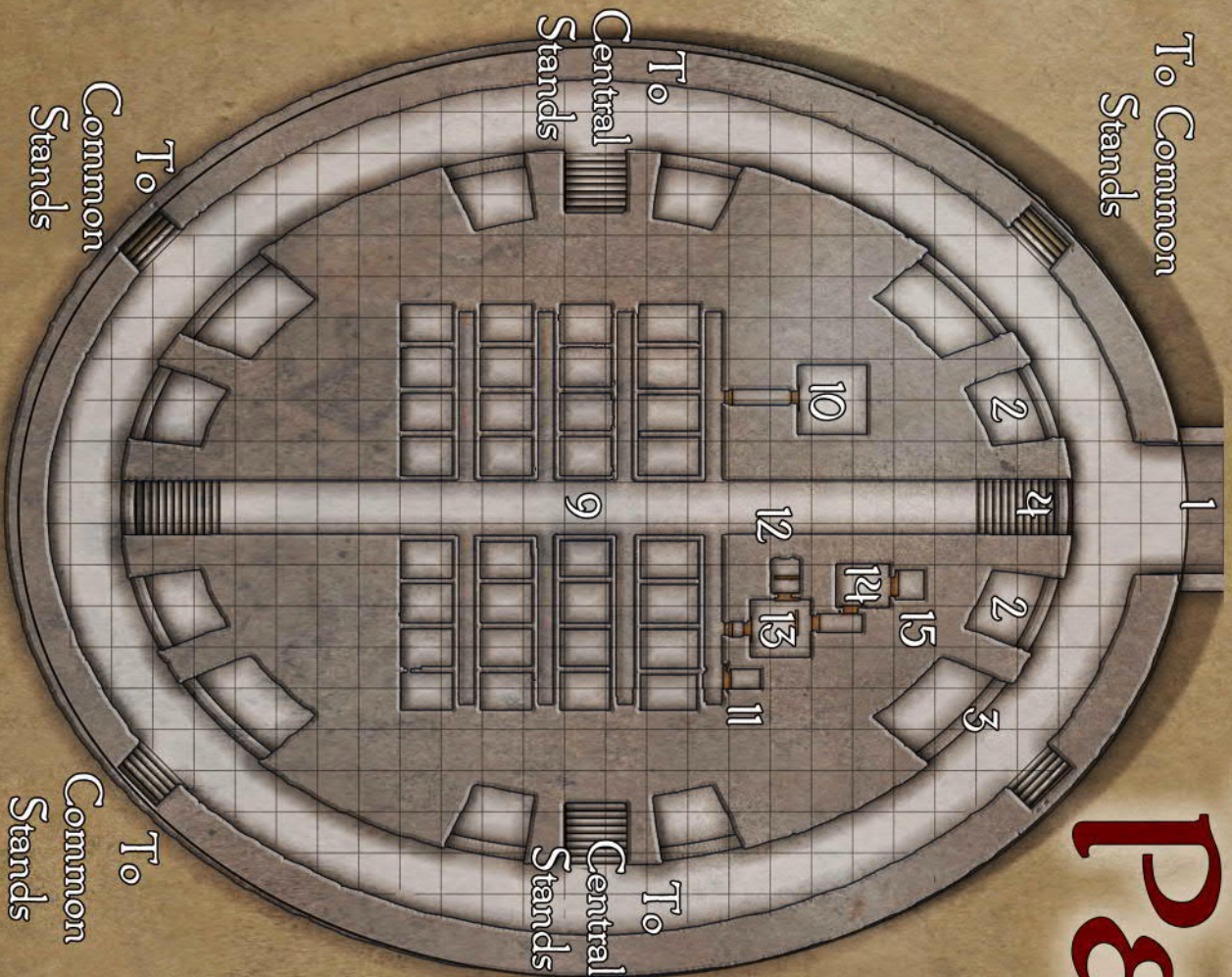


Tomb

Palace of the
Dead Sultana



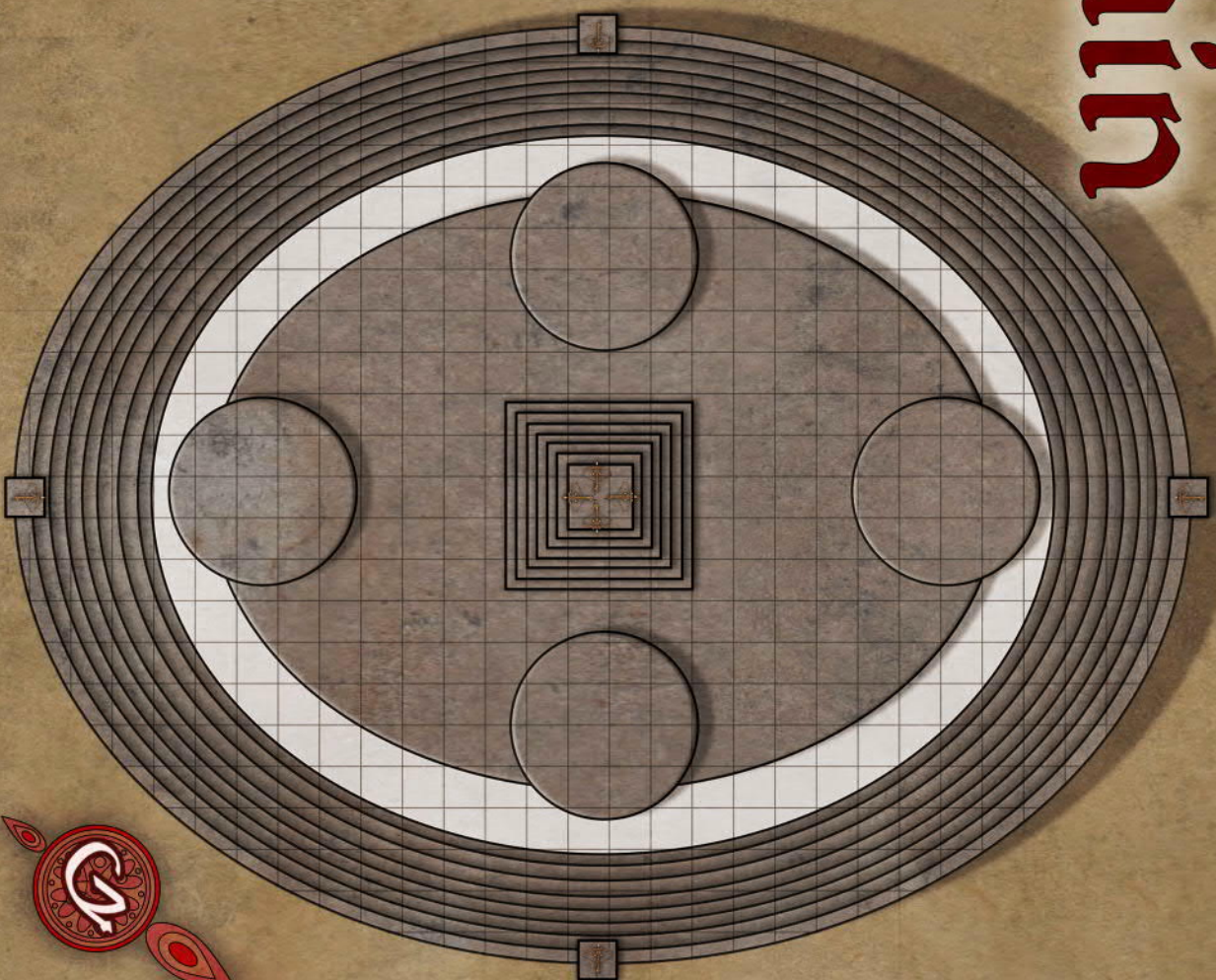
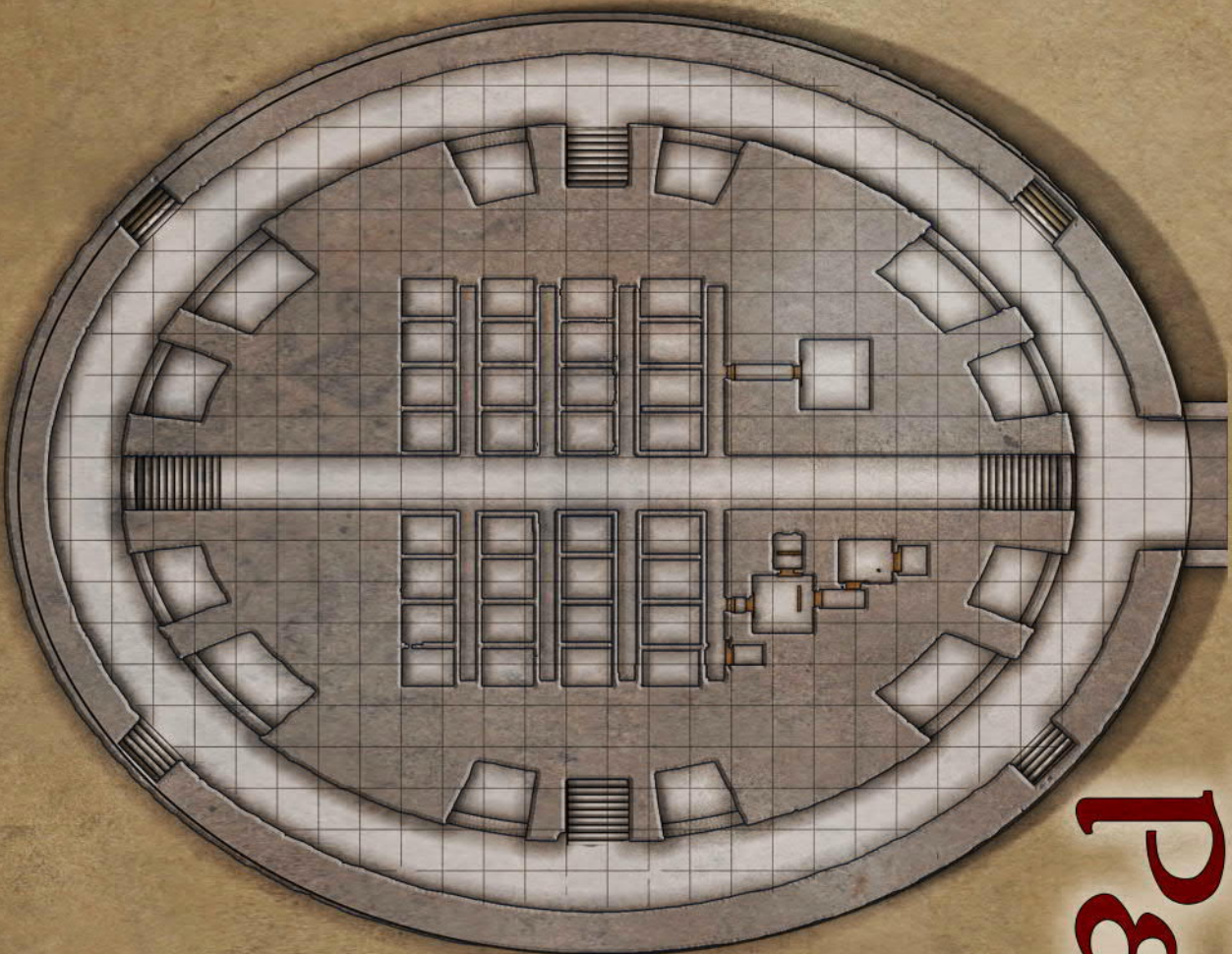
Circus of Pain



I Square - 50 Feet



Circus of Pain

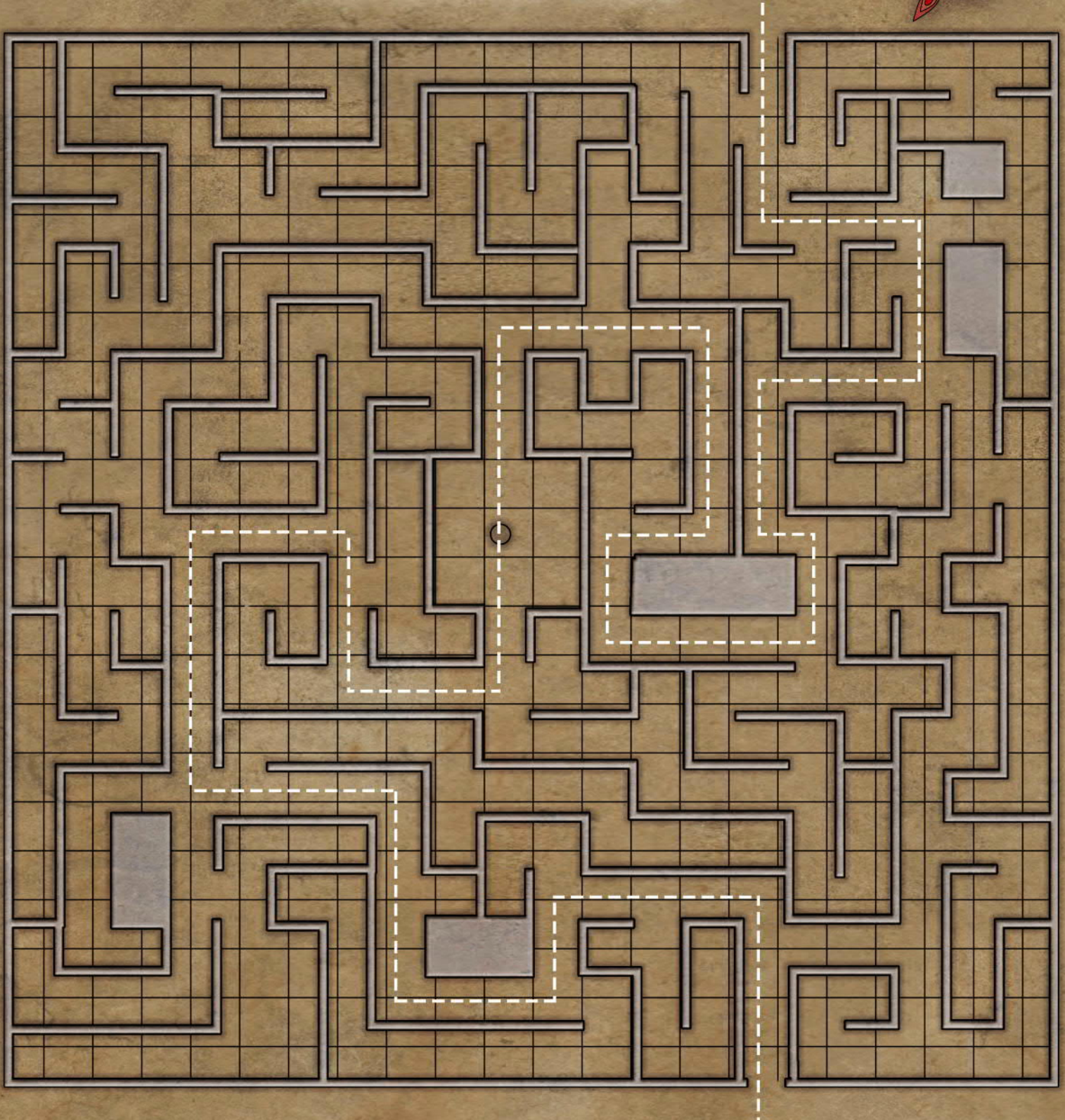


1 Square - 50 Feet



Circus of Pain

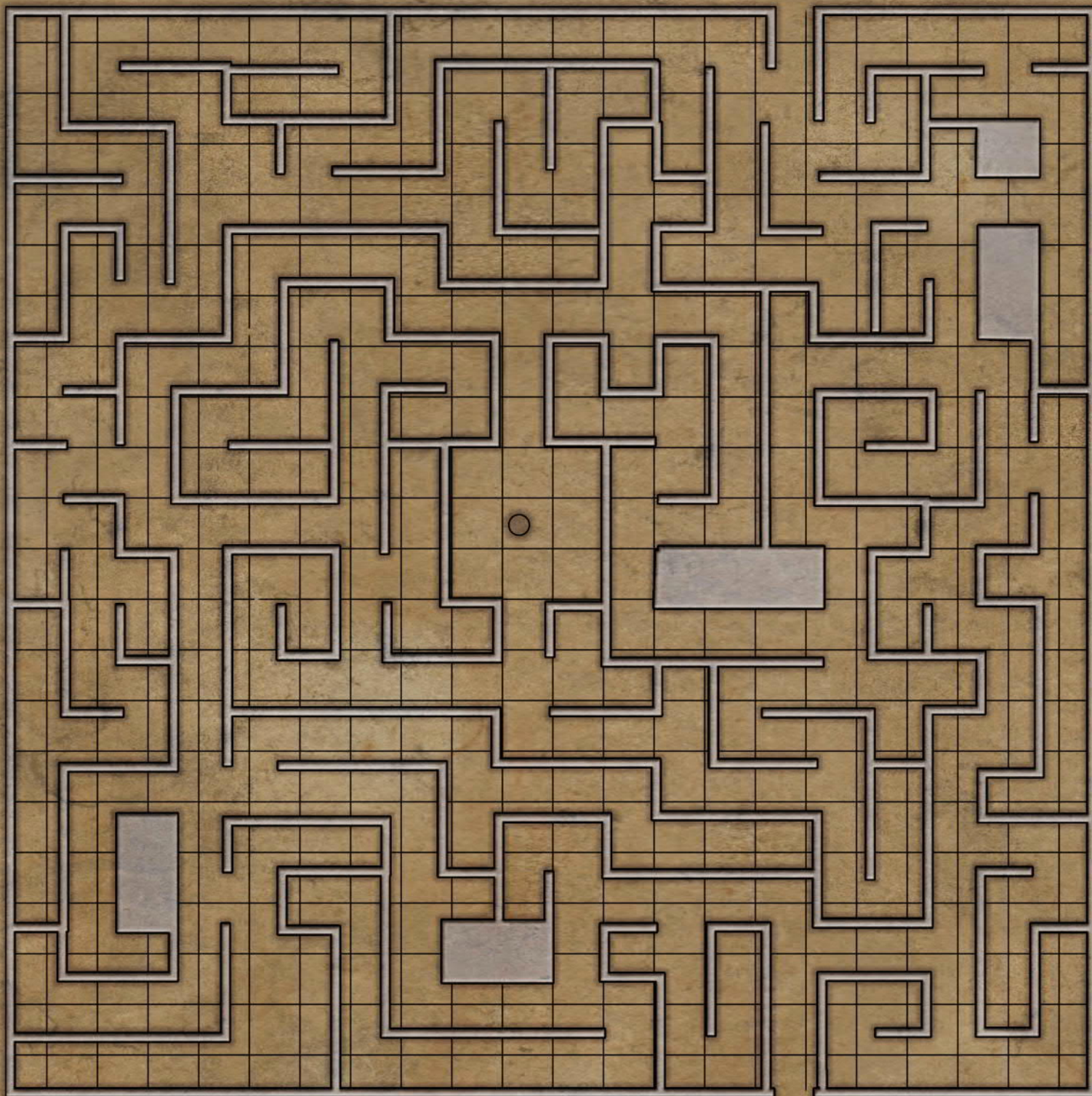
Fire and Ice Maze



1 Square -10 Feet

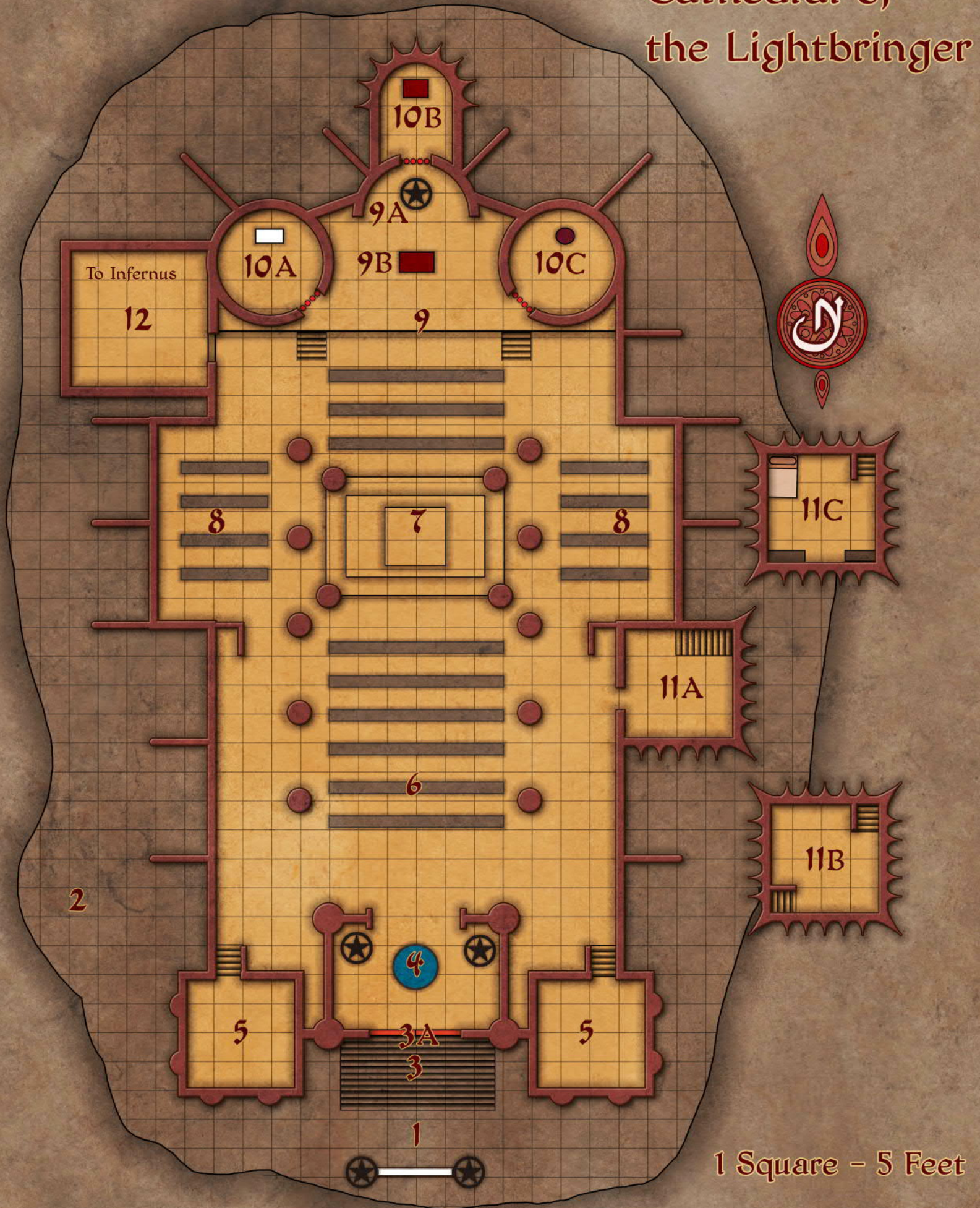
Circus of Pain

Fire and Ice Maze

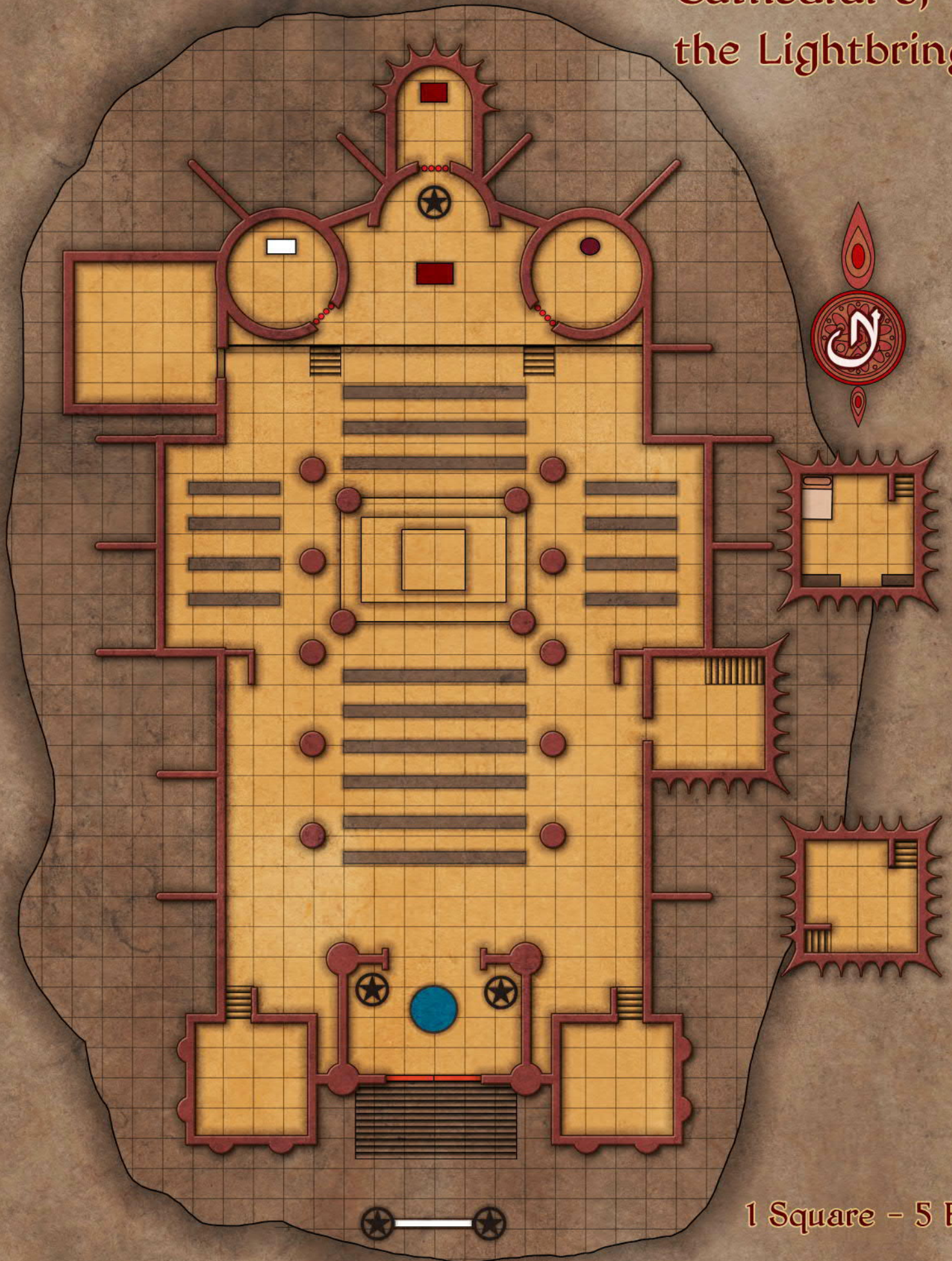


1 Square -10 Feet

Cathedral of the Lightbringer



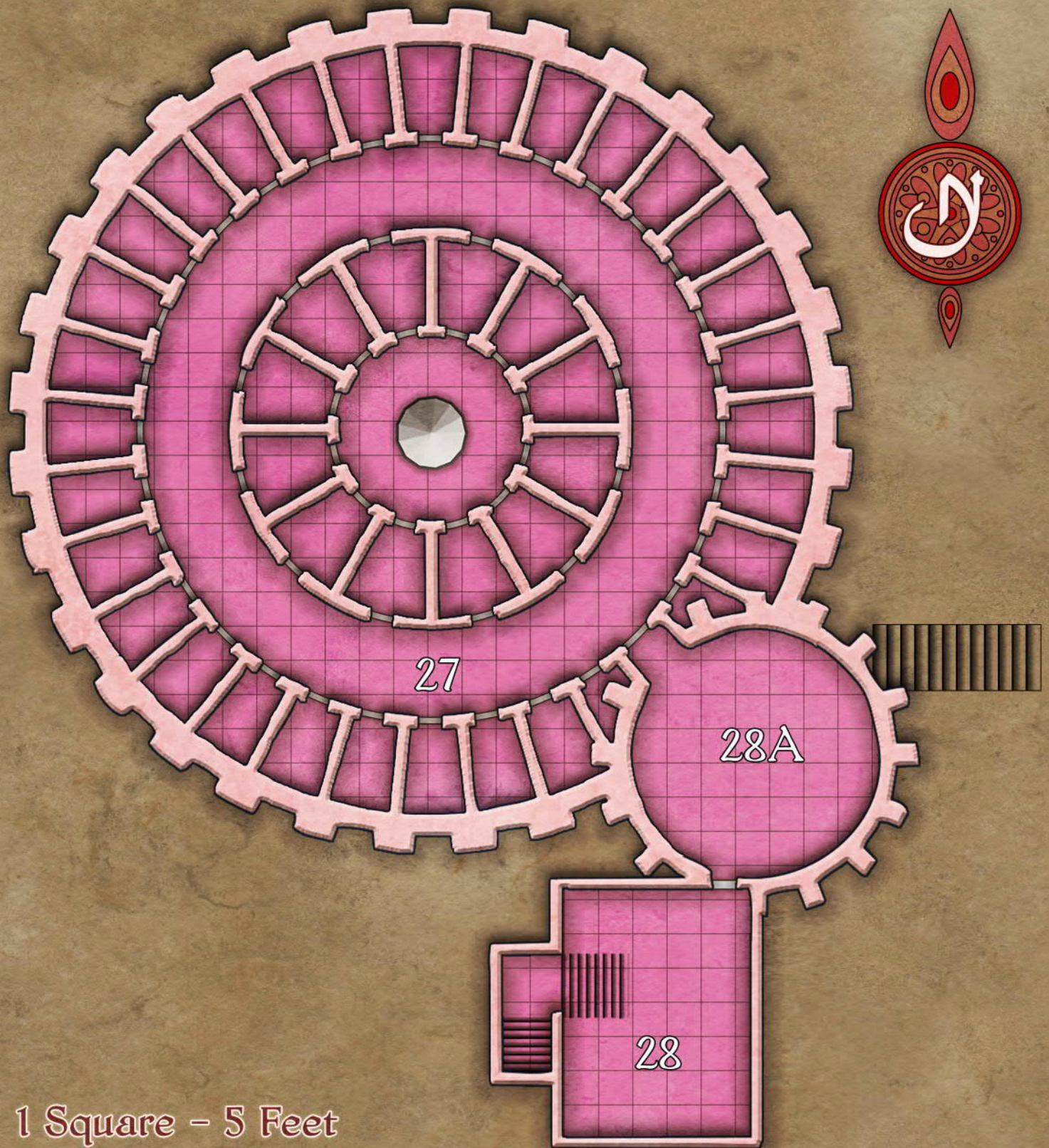
Cathedral of the Lightbringer



1 Square - 5 Feet

The Khiz Anah

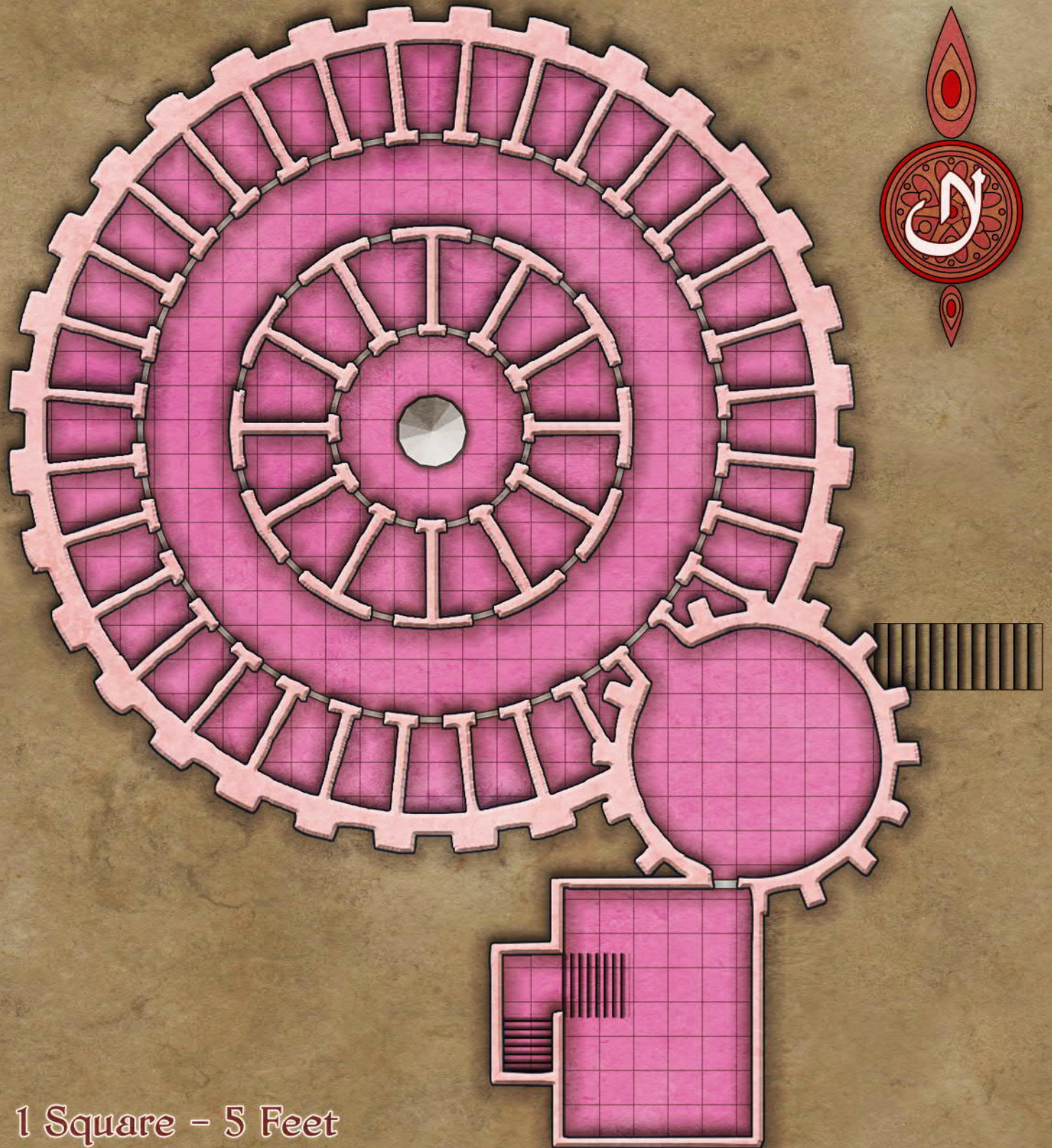
The Great Vault



1 Square - 5 Feet

The Khiz Anah

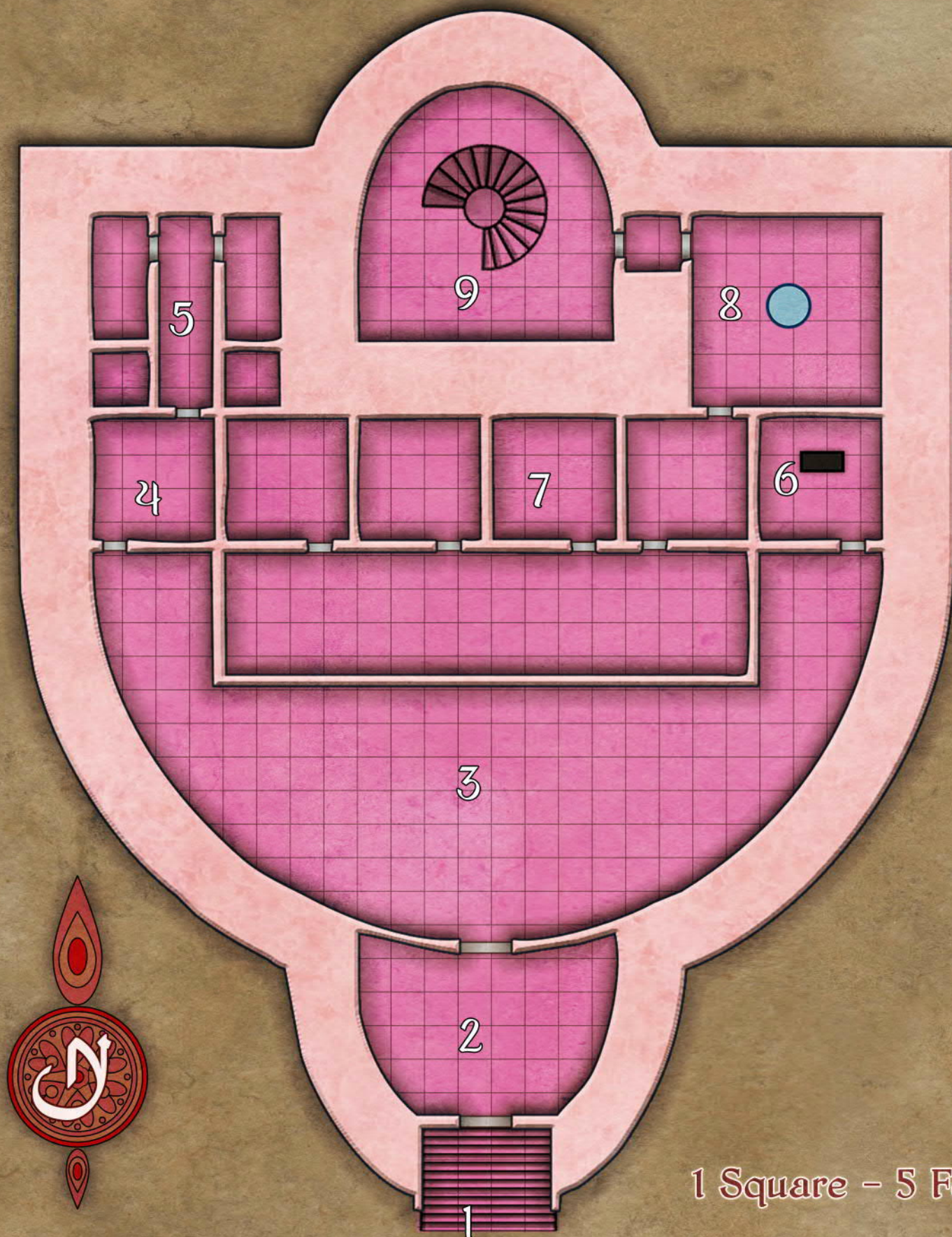
The Great Vault



1 Square - 5 Feet

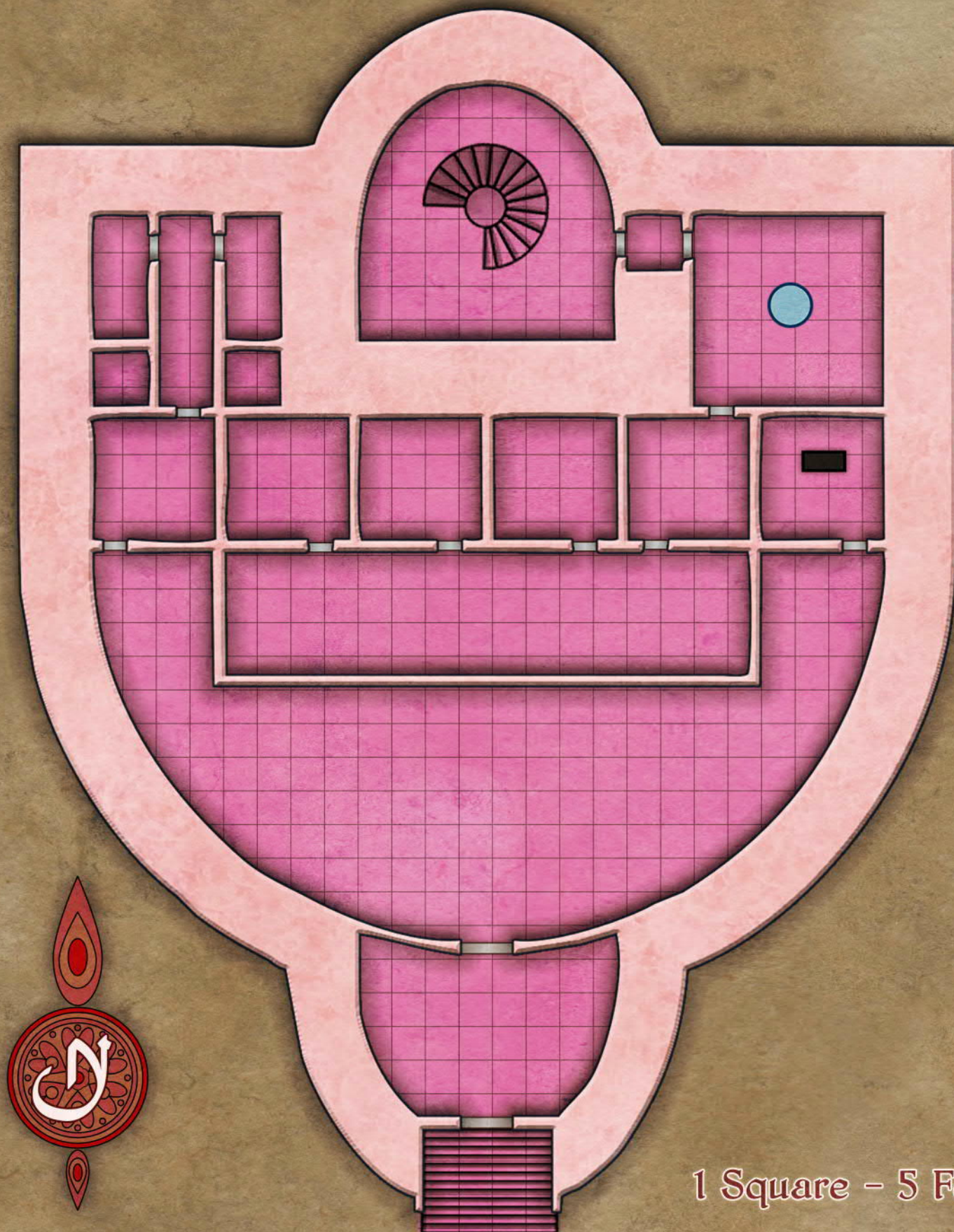
The Khiz Anah

Ground Level



The Khiz Anah

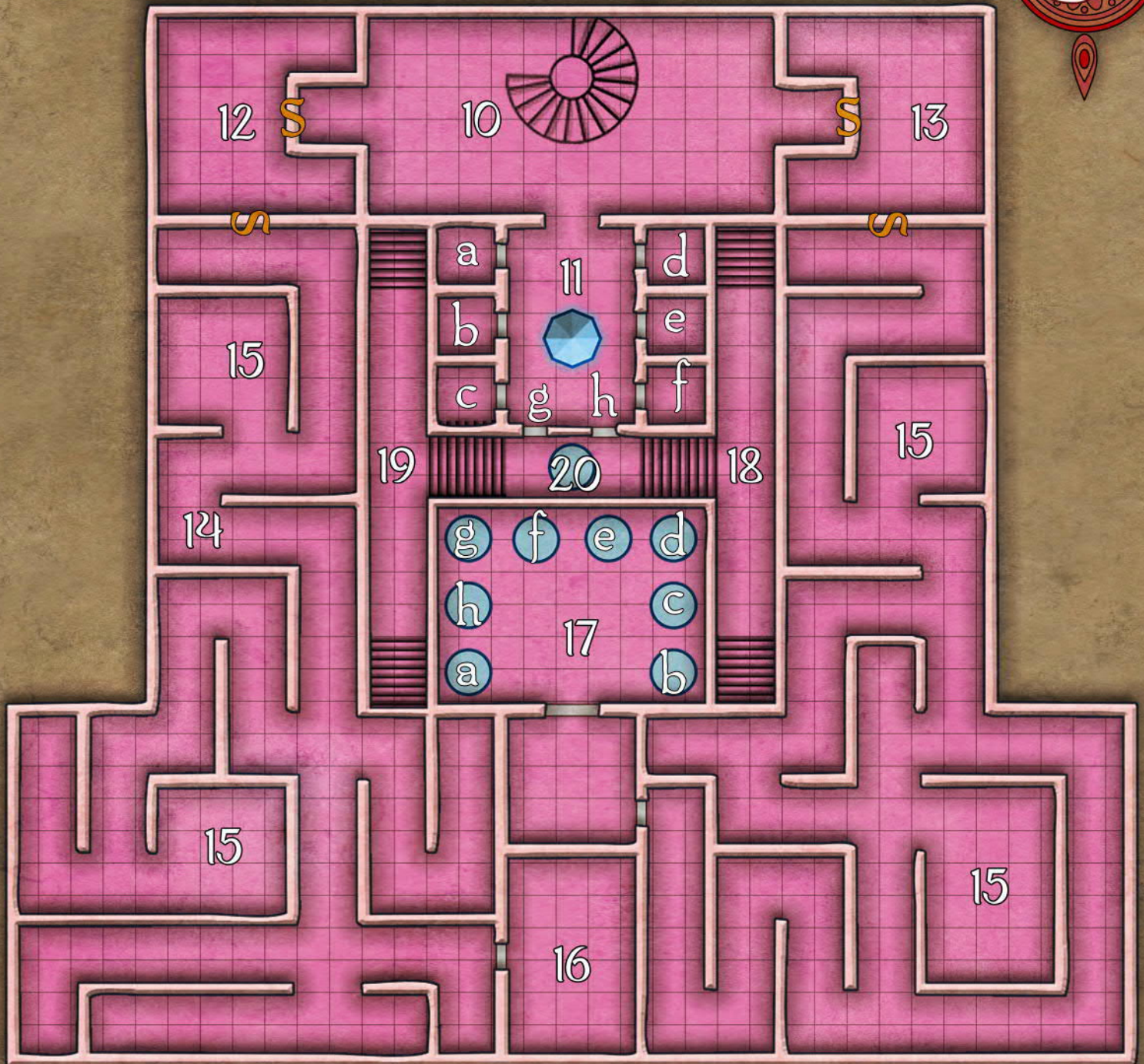
Ground Level



1 Square - 5 Feet

The Khiz Anah

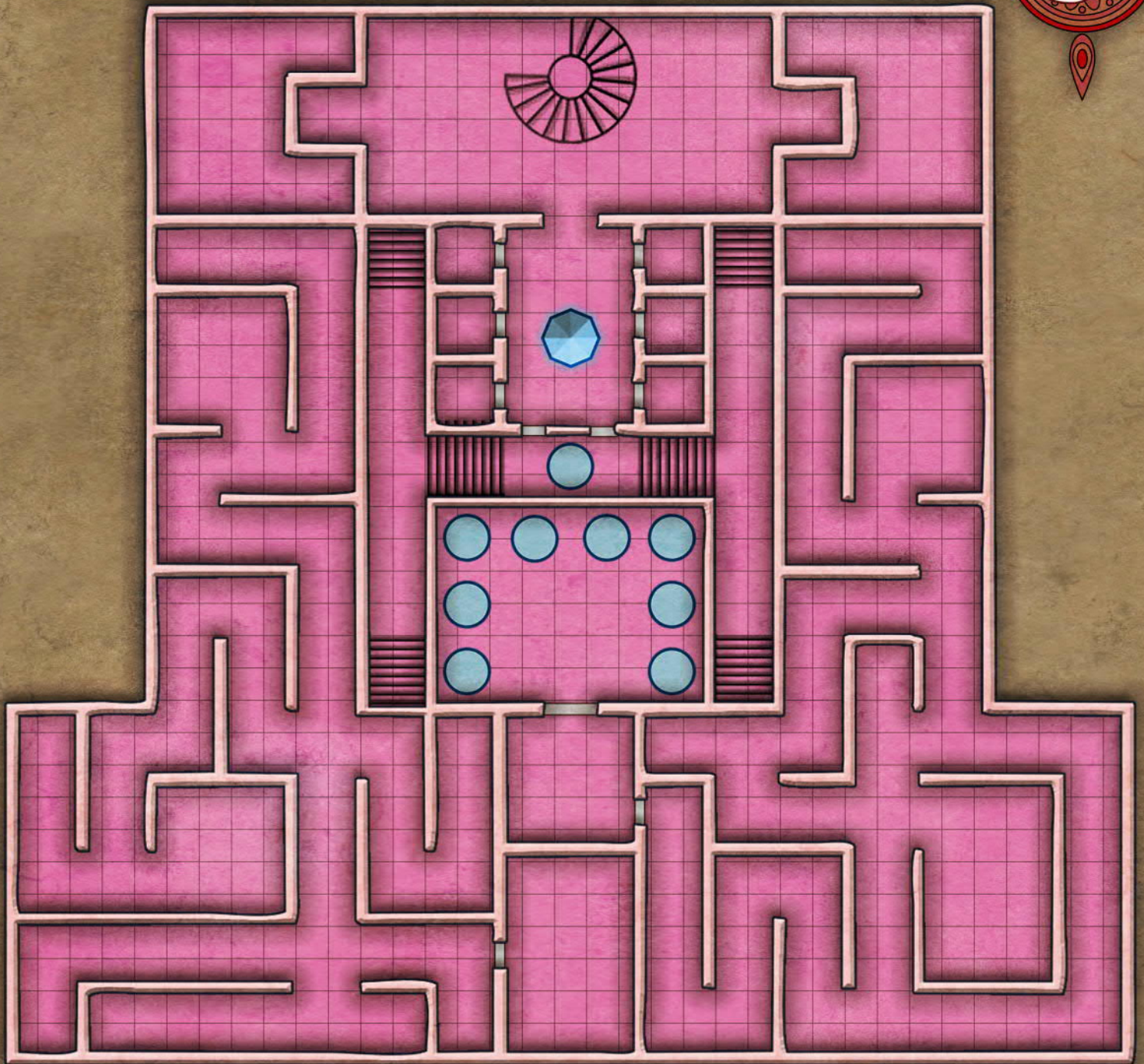
Second Level



1 Square - 5 Feet

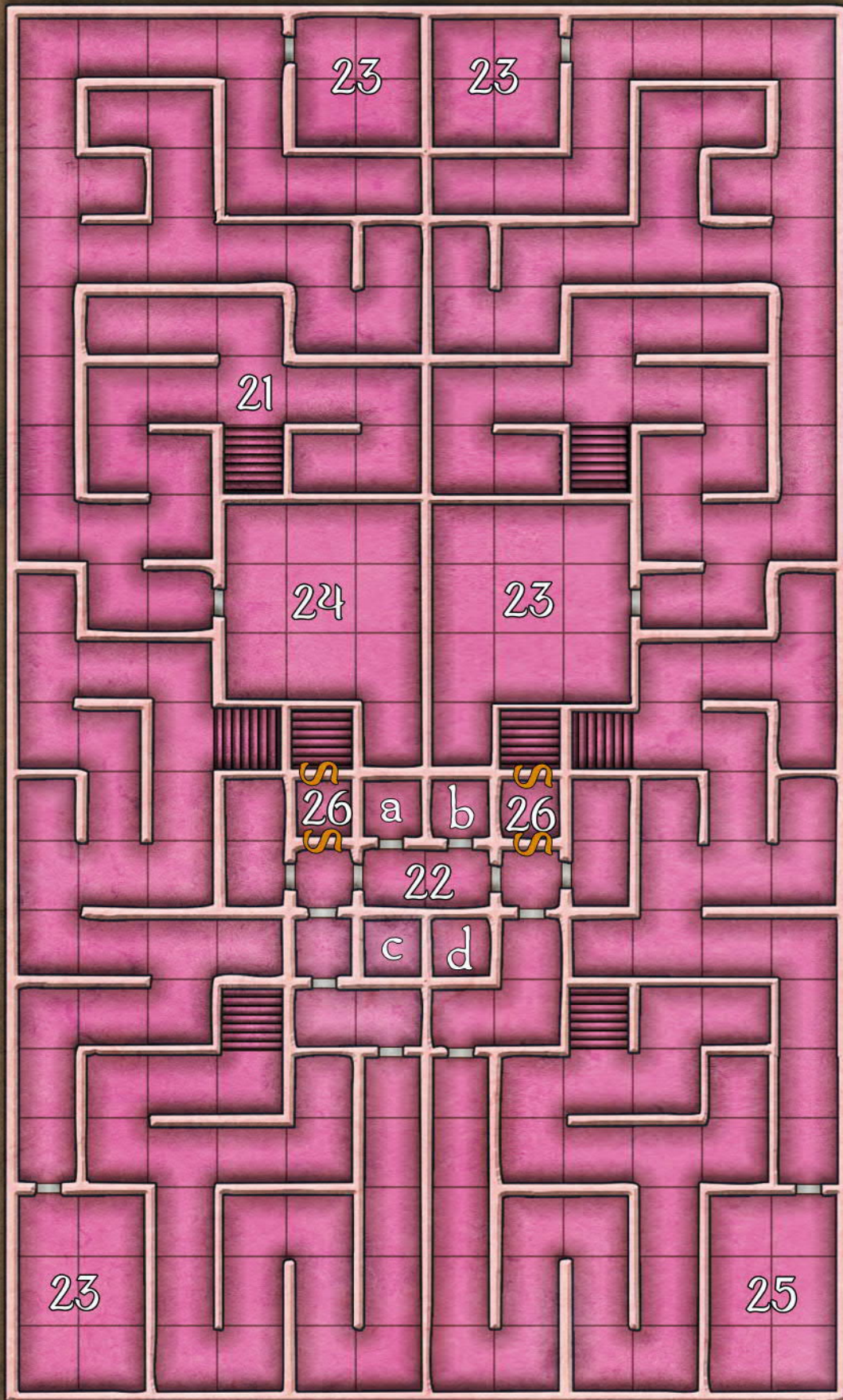
The Khiz Anah

Second Level



1 Square - 5 Feet

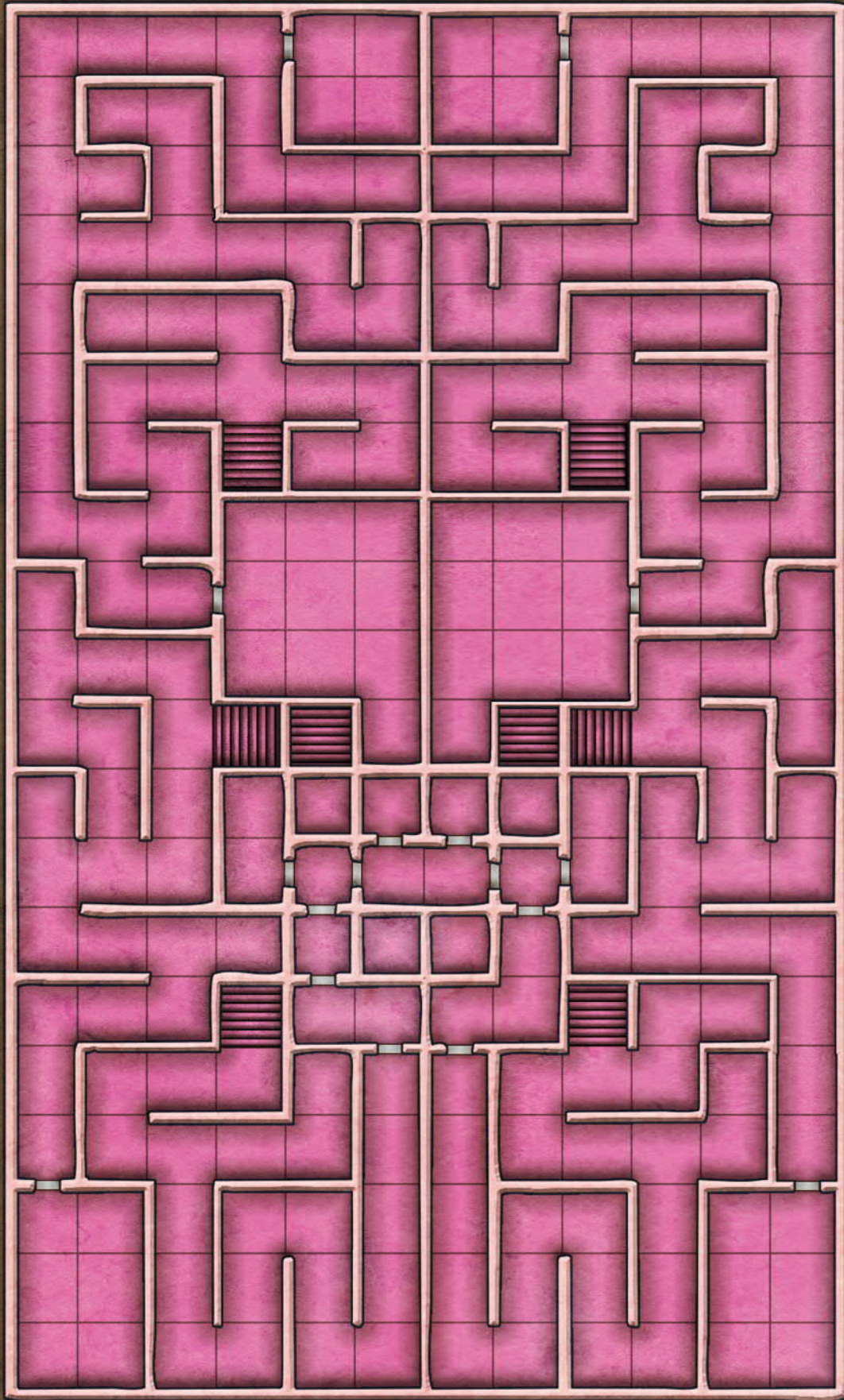
Third Level - Maze of Mindkessness



The Khiz Anah

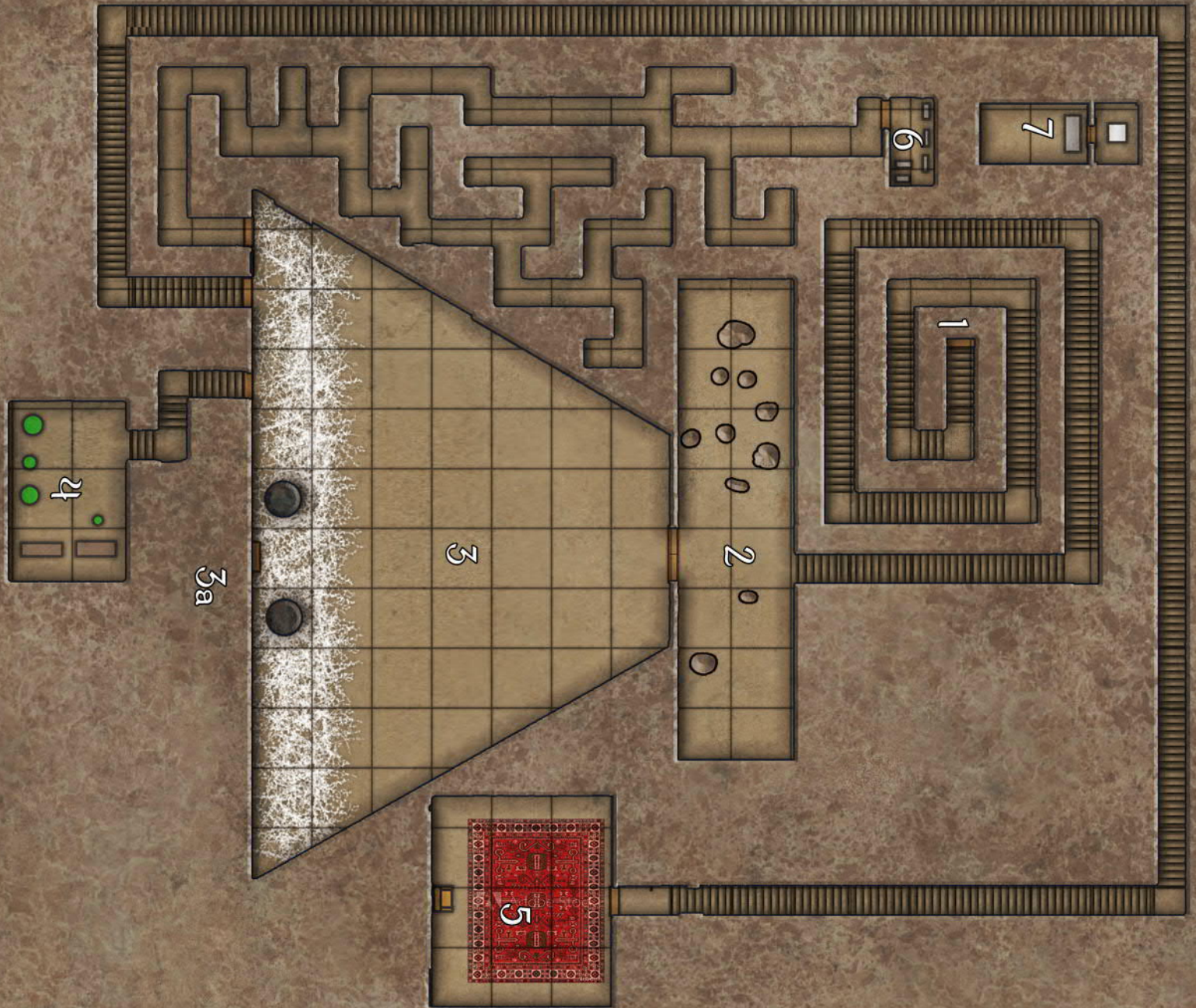
Third Level - Maze of Mindkessness

1 Square - 5 Feet



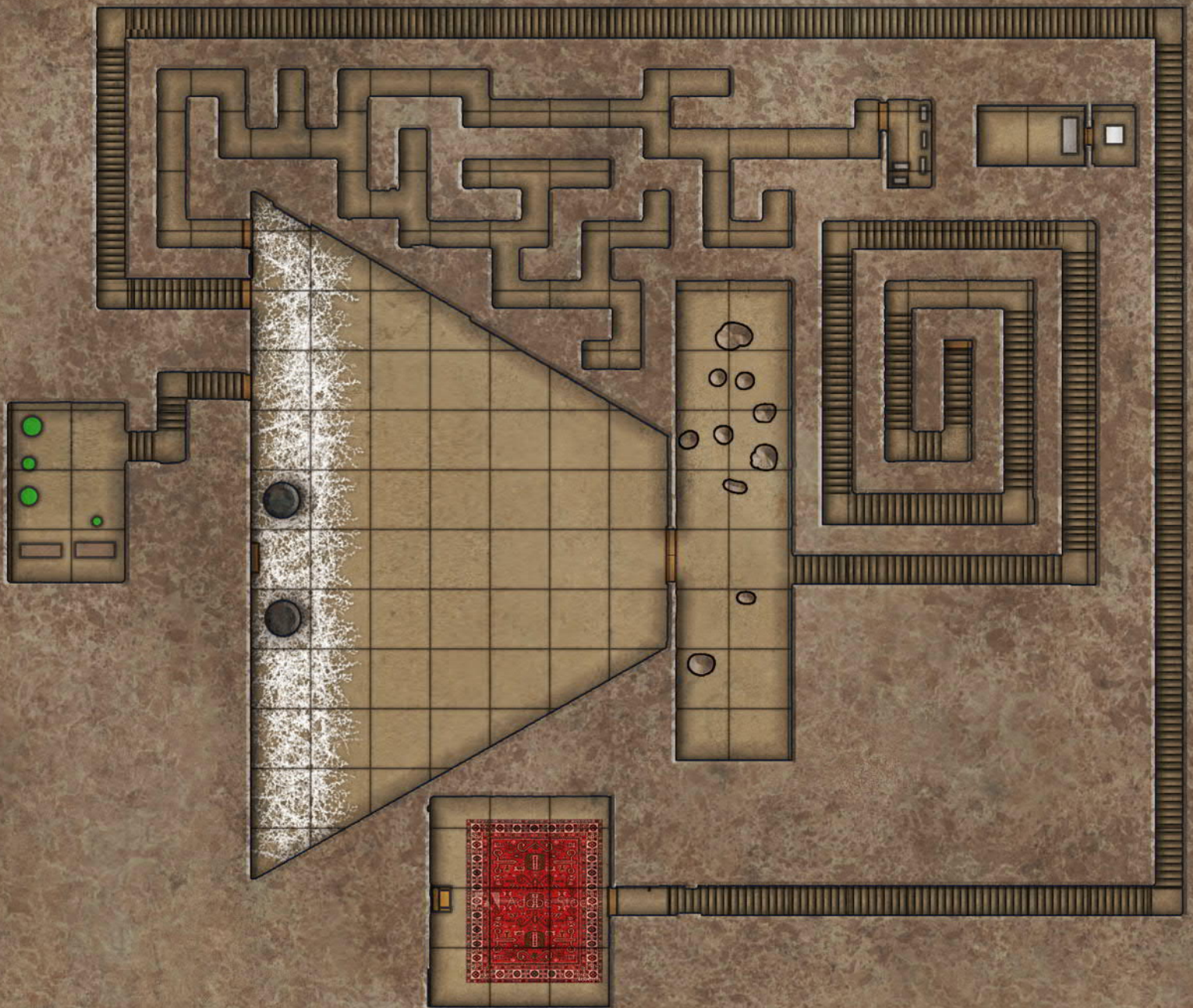
Underbasin

1 Square - 20 Feet



Underbasin

1 Square - 20 Feet



The Tomb of Rah'po Dehj

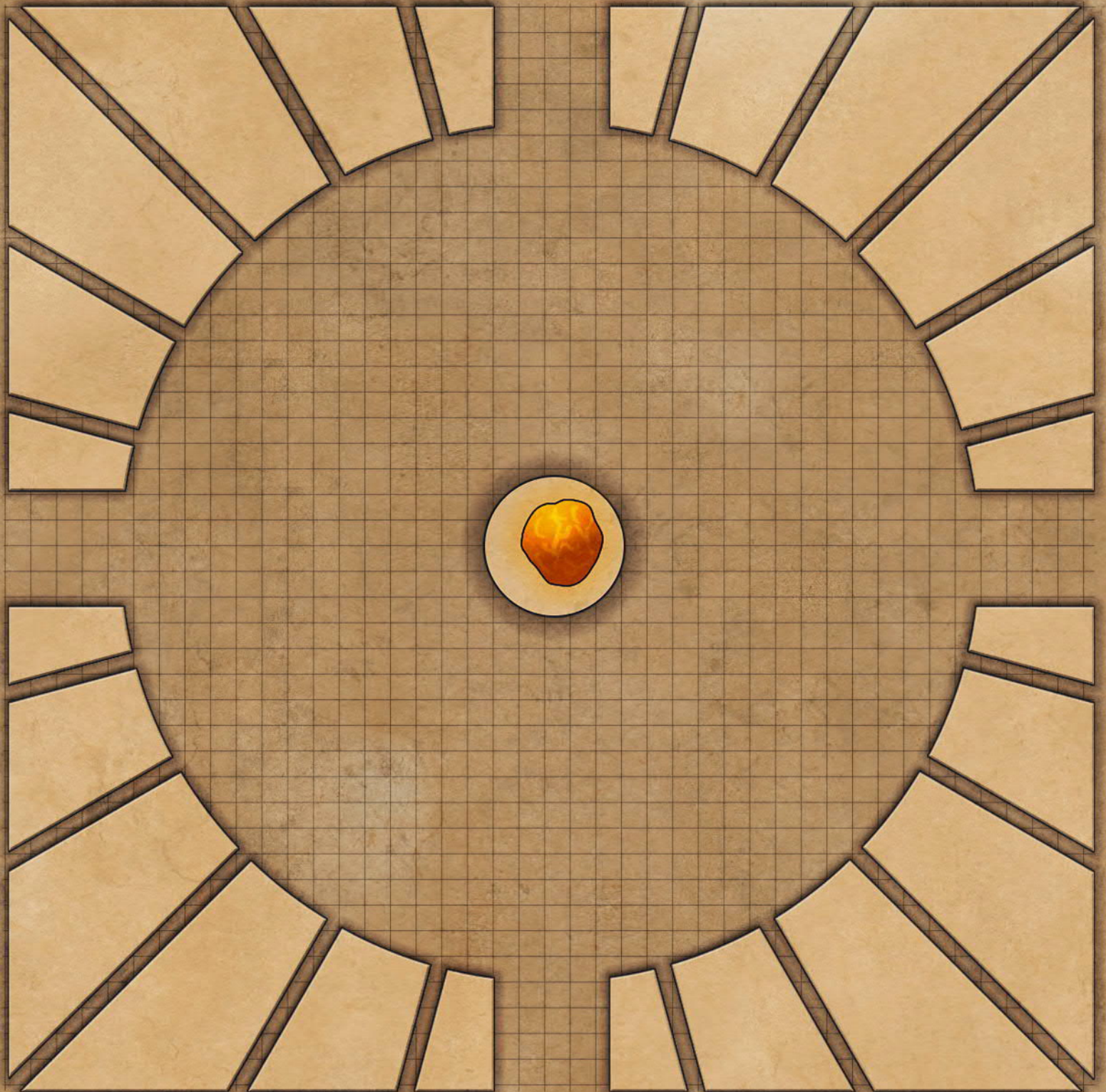


The Tomb of Rah'po Dehj



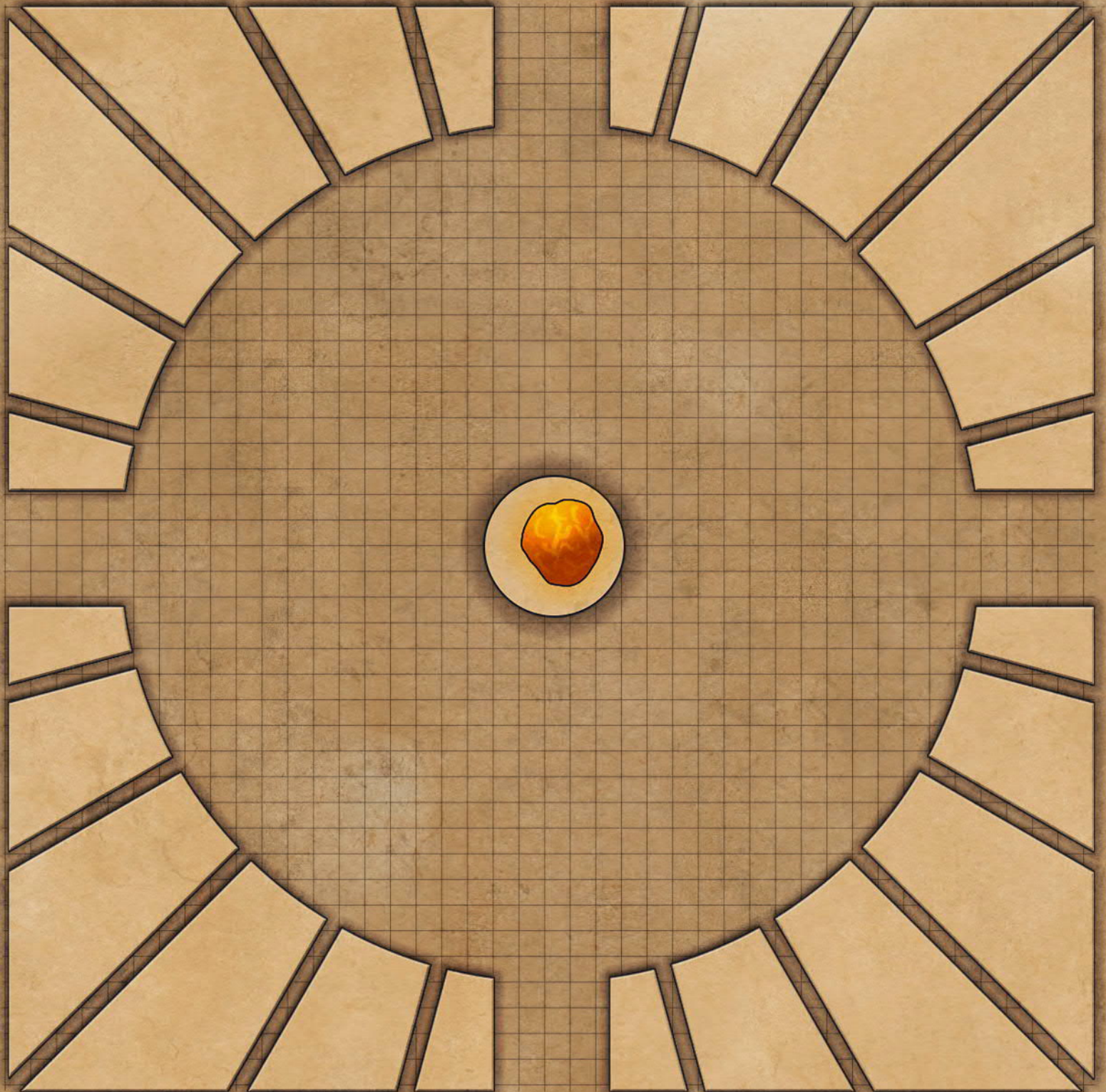
1 Square - 5 Feet

Mosque of Light



1 Square – 10 Feet

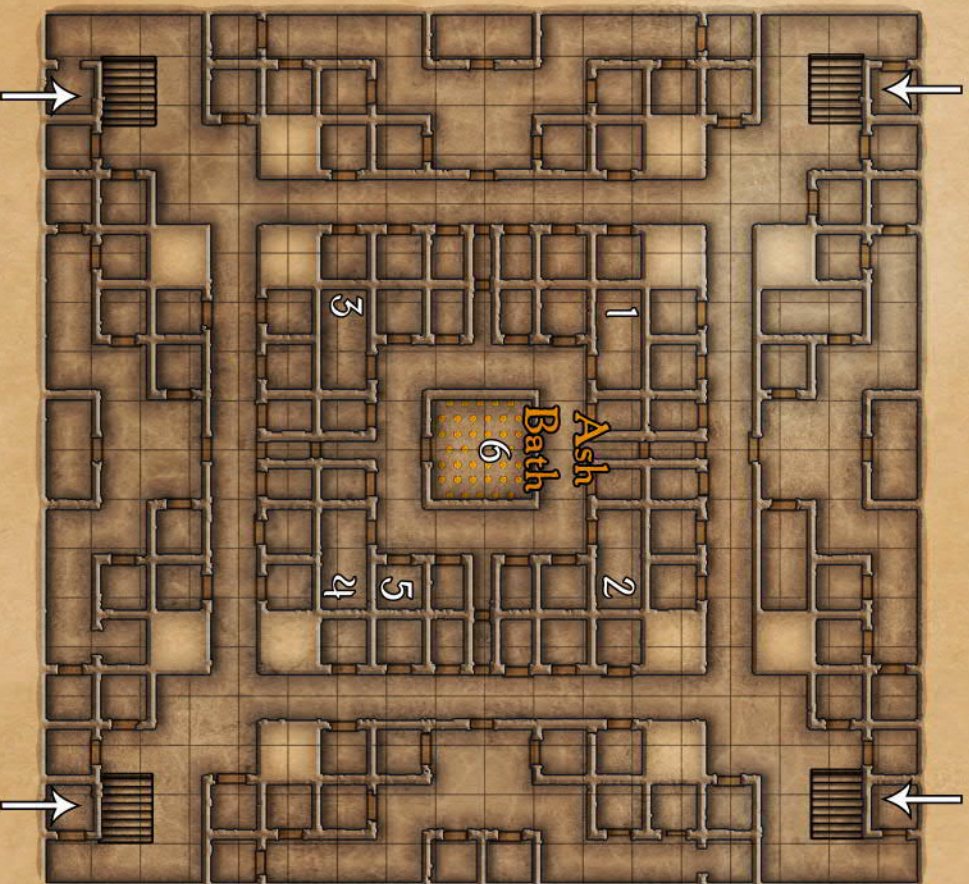
Mosque of Light



1 Square – 10 Feet

1 Square - 60 Feet

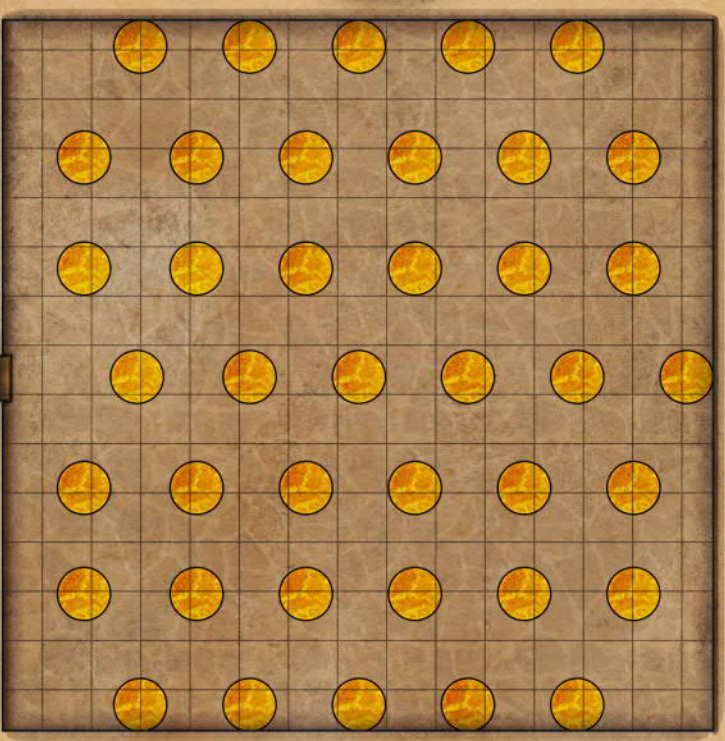
Stairs lead up to the Temple of the Sultan



Stairs lead down to the Armory and Agony Forge

All unmarked chambers are residences.

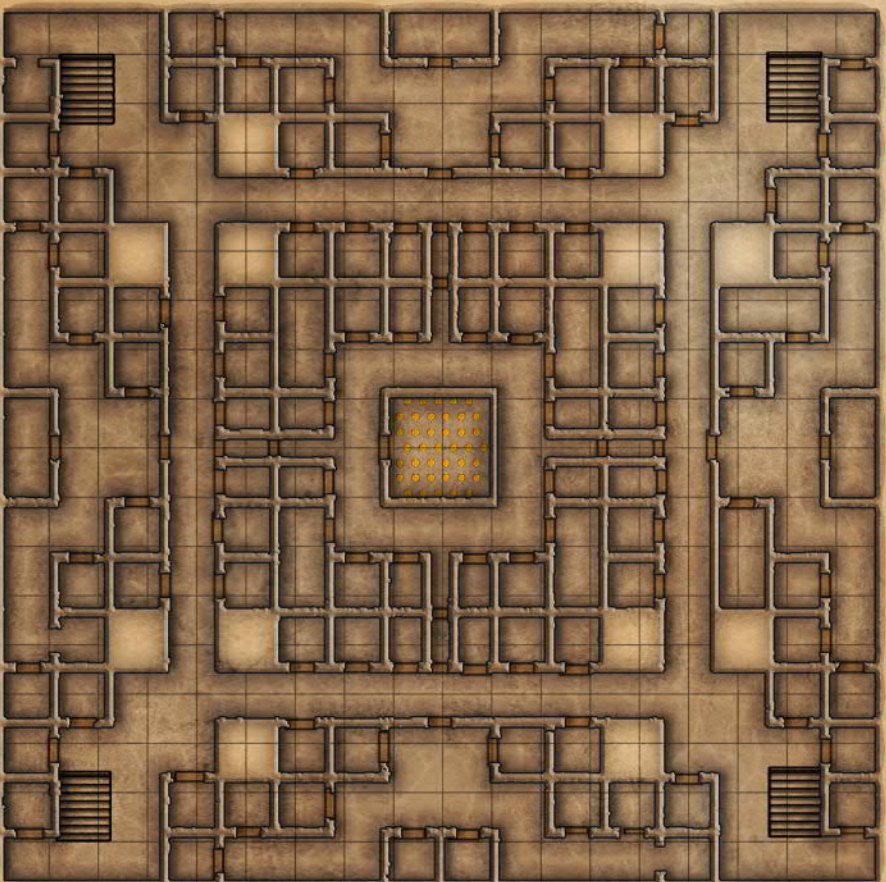
City of the Burning Dervishes



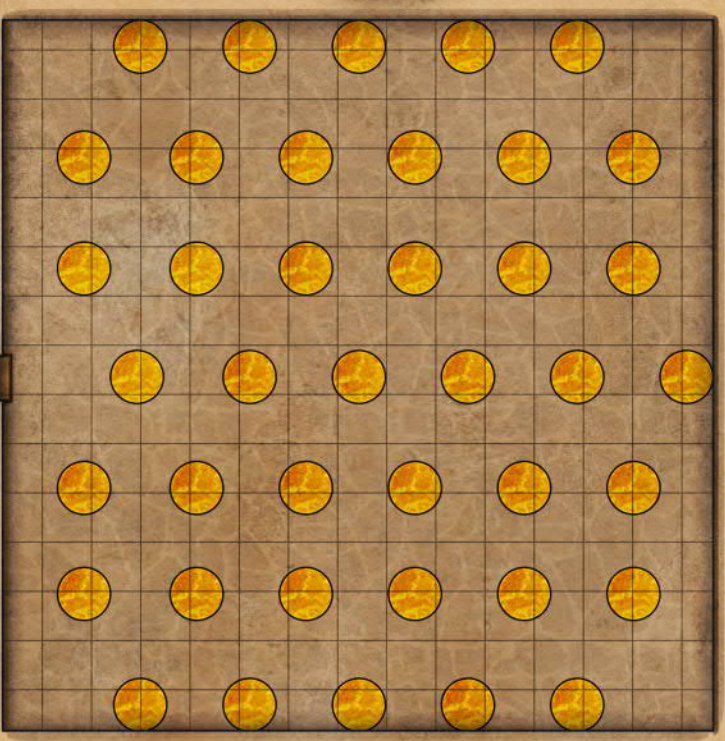
Ash Bath Details

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

The Armory

Agony Forge

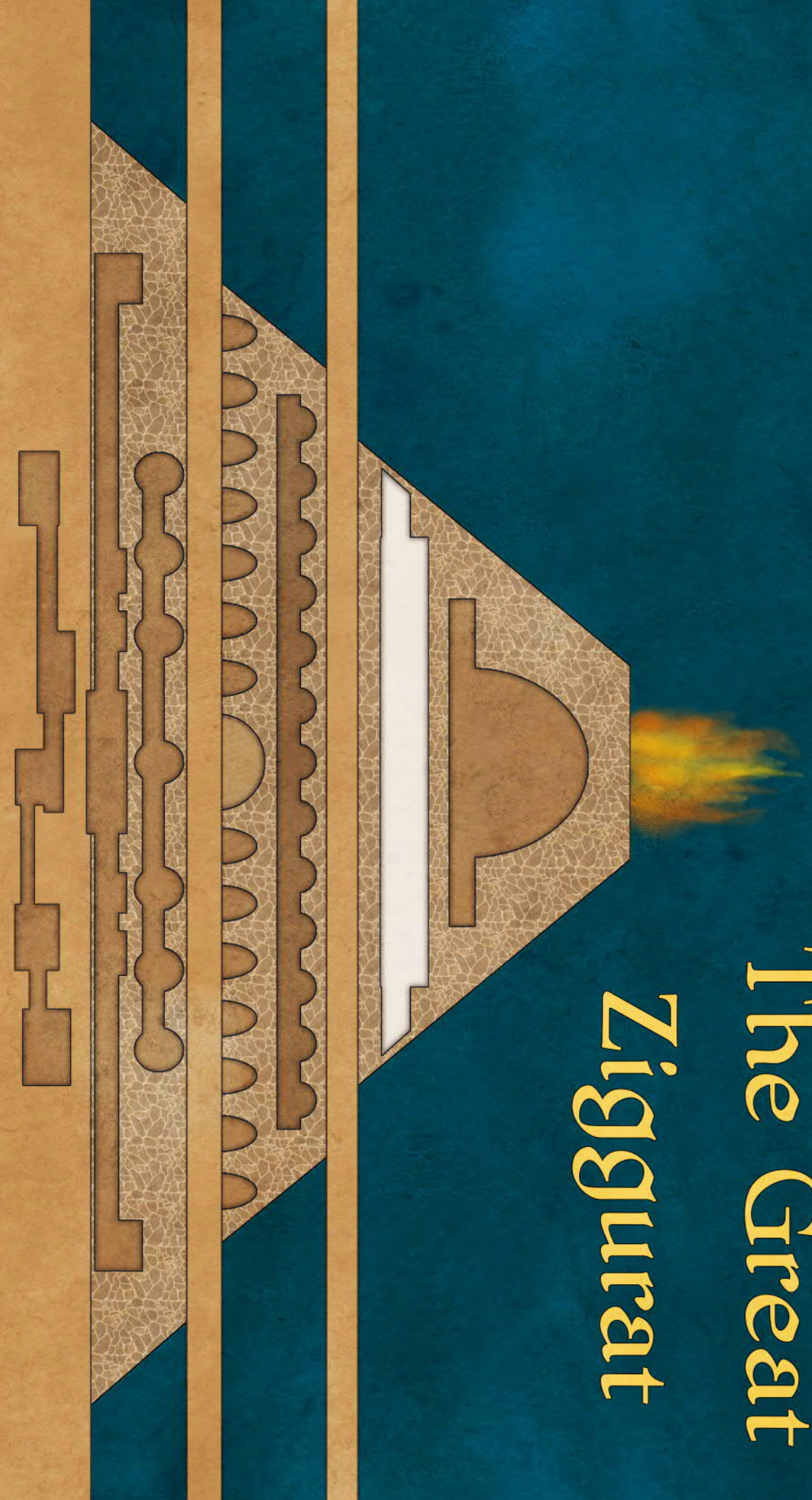
Lower City

Slave Pens

Basin

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

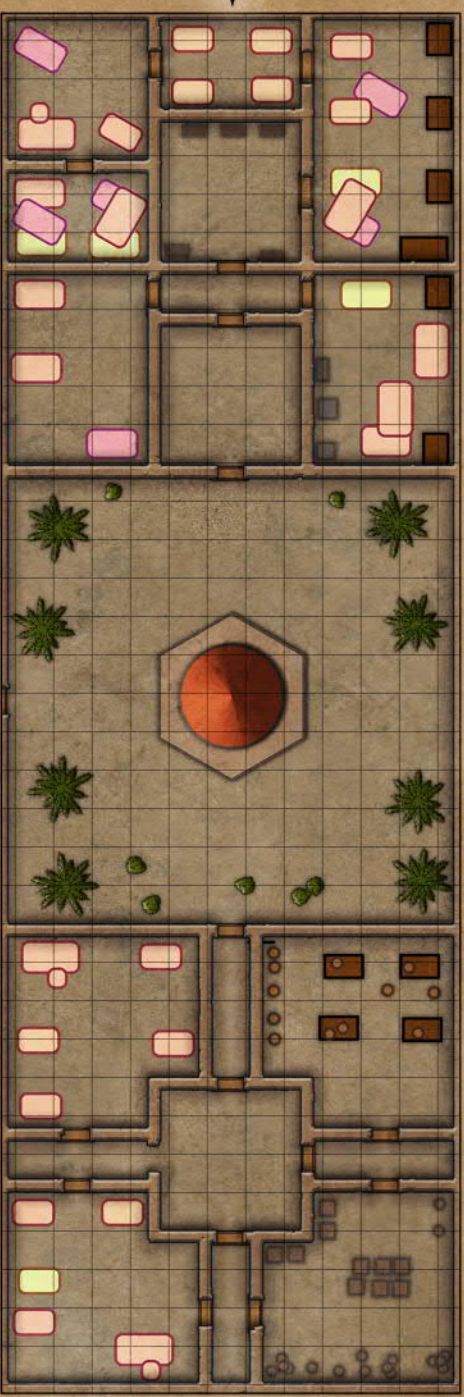


Area 6 Detail -
Chambers of
Husam al Din

1 Square -
10 Feet

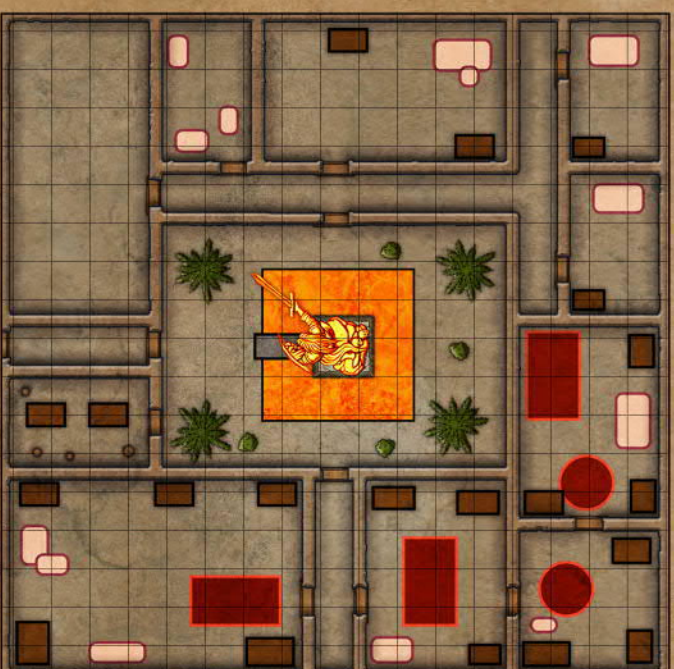
Area 5 Detail - Chambers of the Mullahs

1 Square - 10 Feet



Area 6 Detail -
Chambers of
Husam al Din

1 Square -
10 Feet

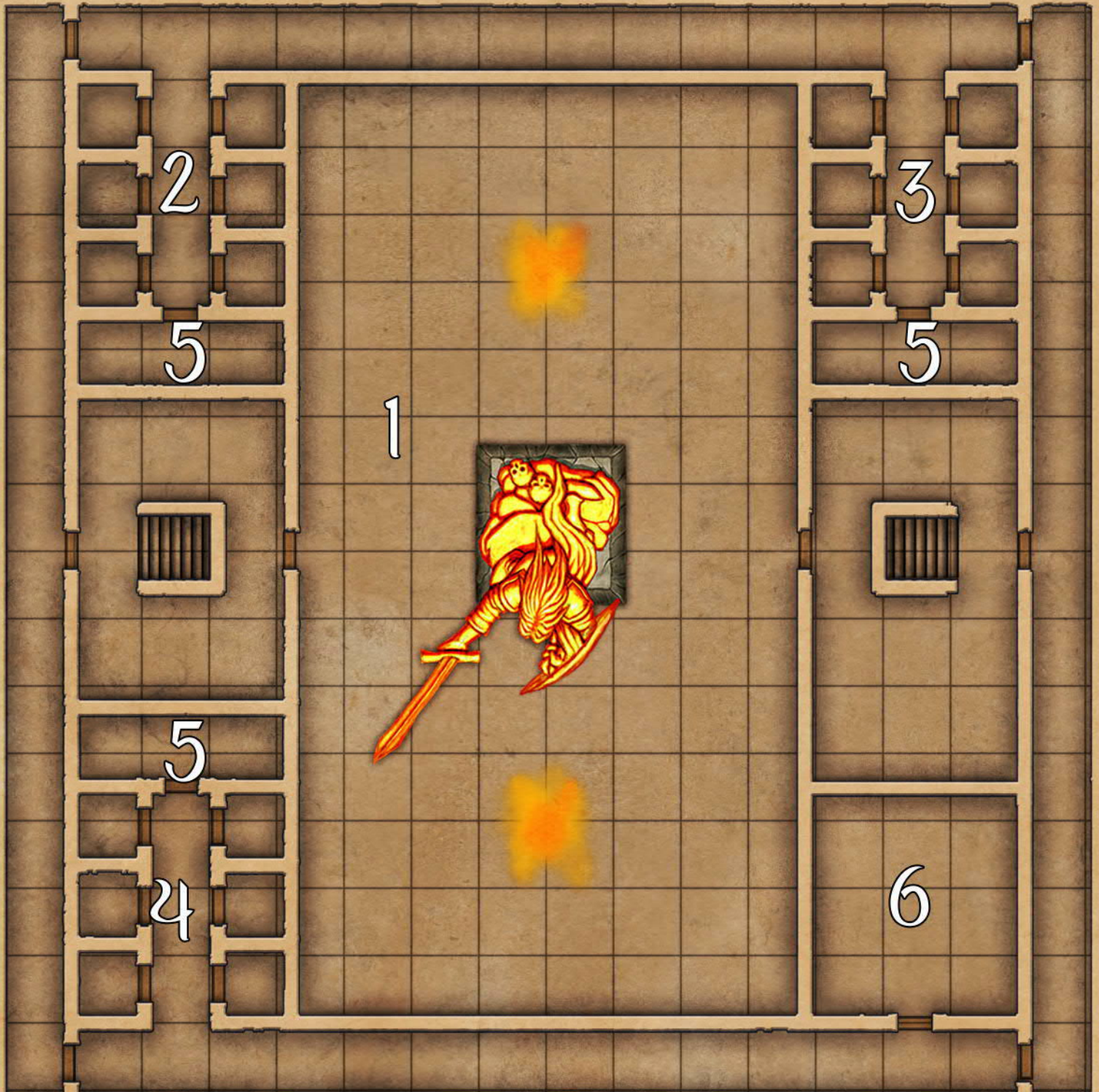


Temple of the Sultan

Areas 5 and 6 Detail

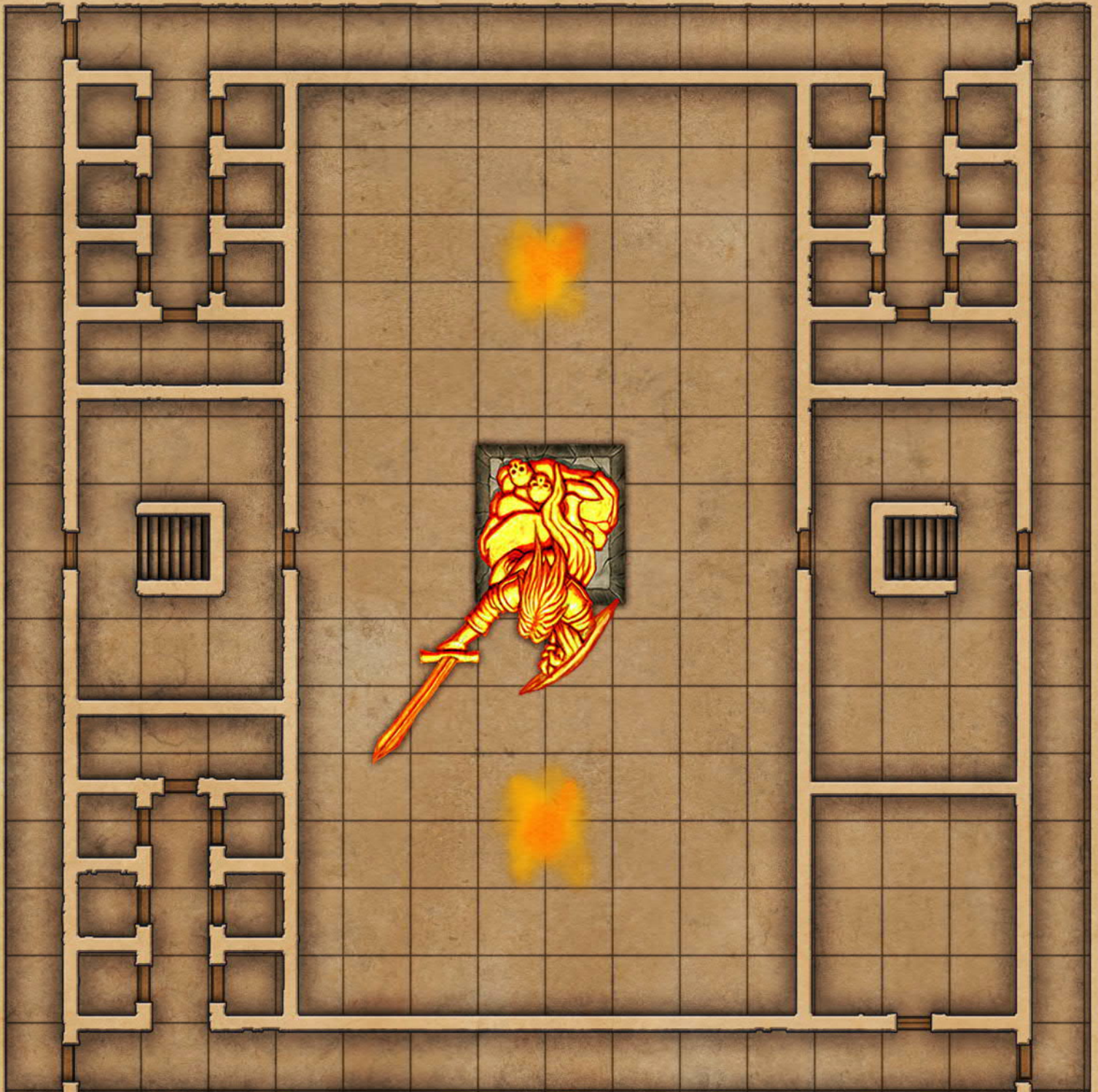
Temple of the Sultan

1 Square – 50 Feet

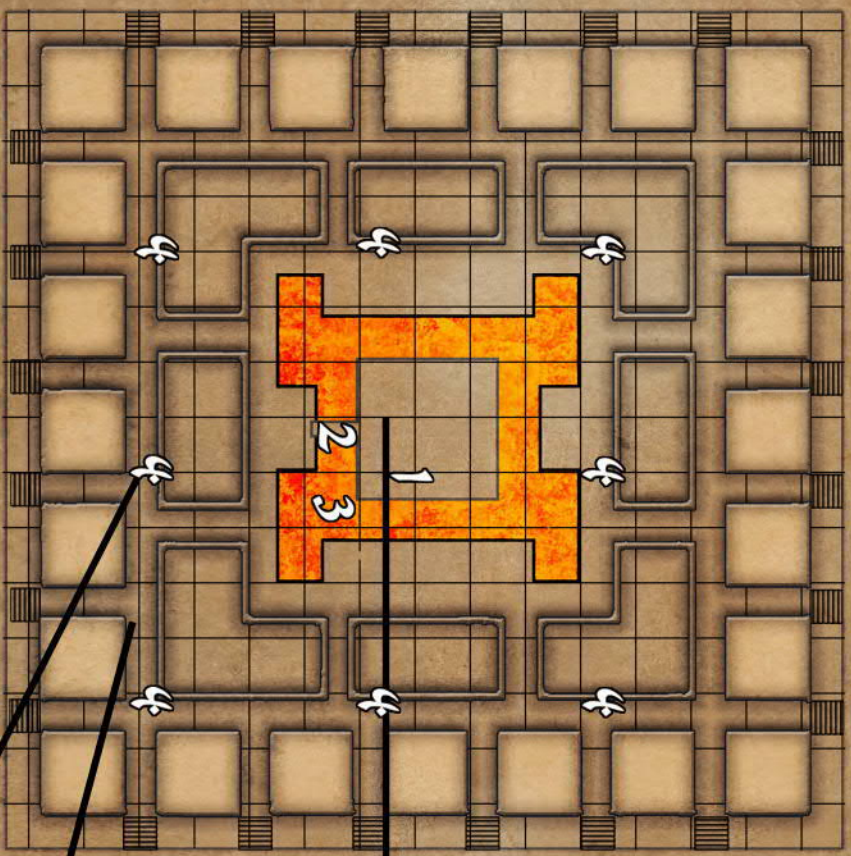
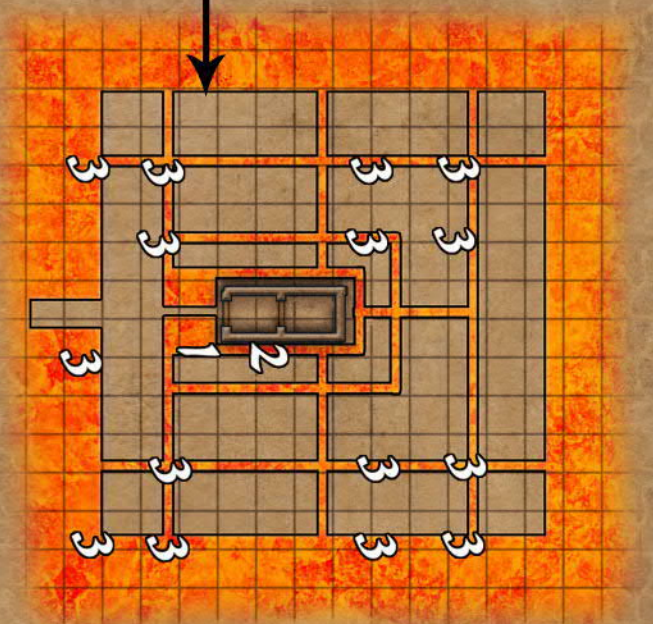


Temple of the Sultan

1 Square – 50 Feet



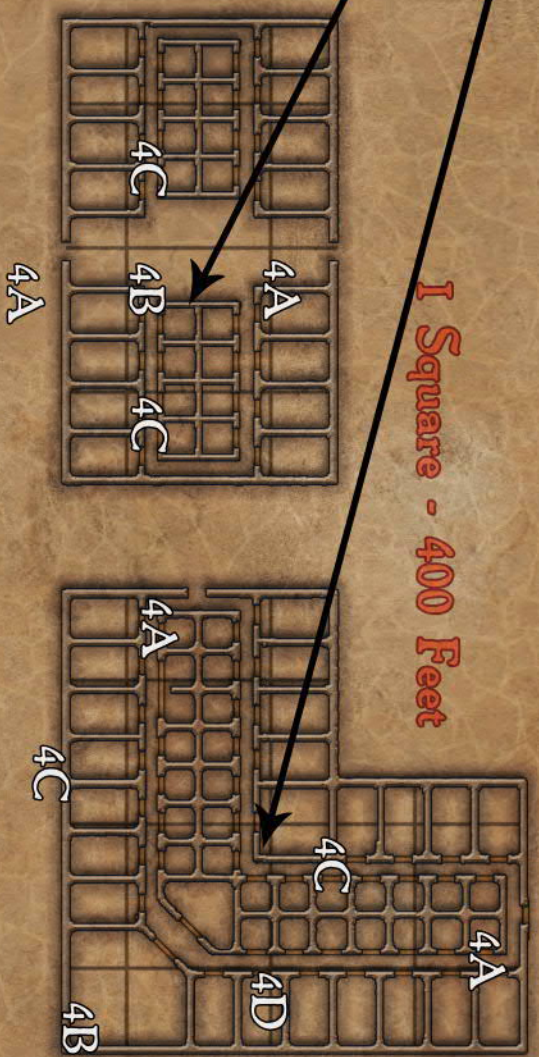
Area Details



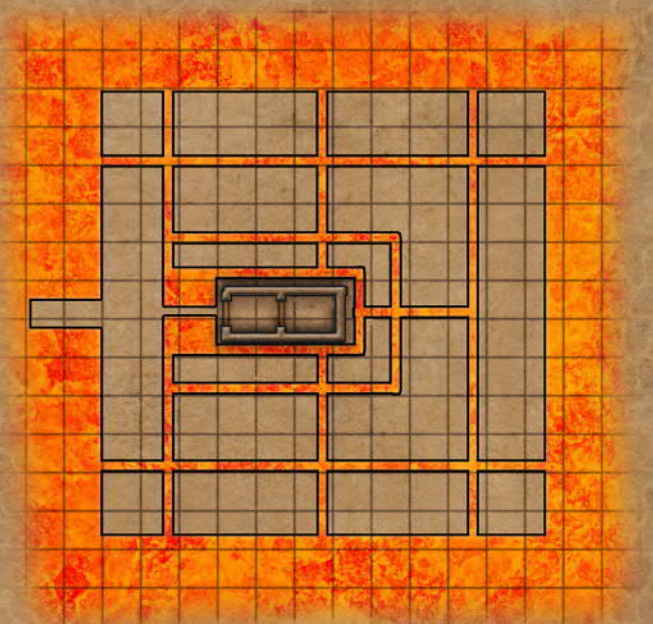
1 Square - 1/4 Mile

The Foundries

1 Square - 400 Feet



Area Details

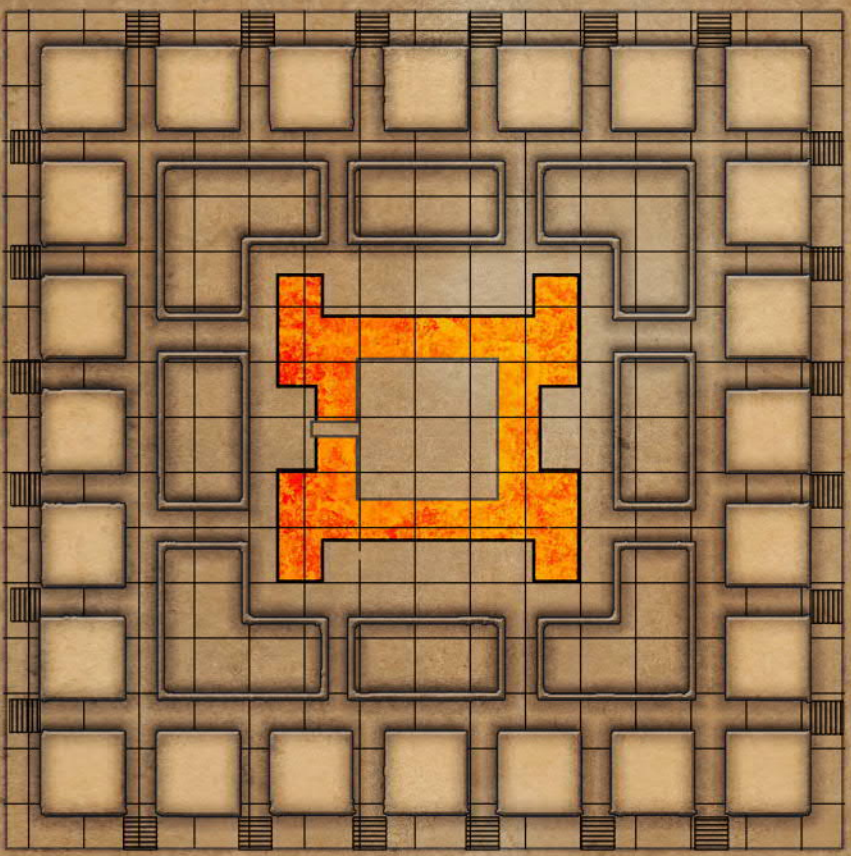


1 Square - 400 Feet

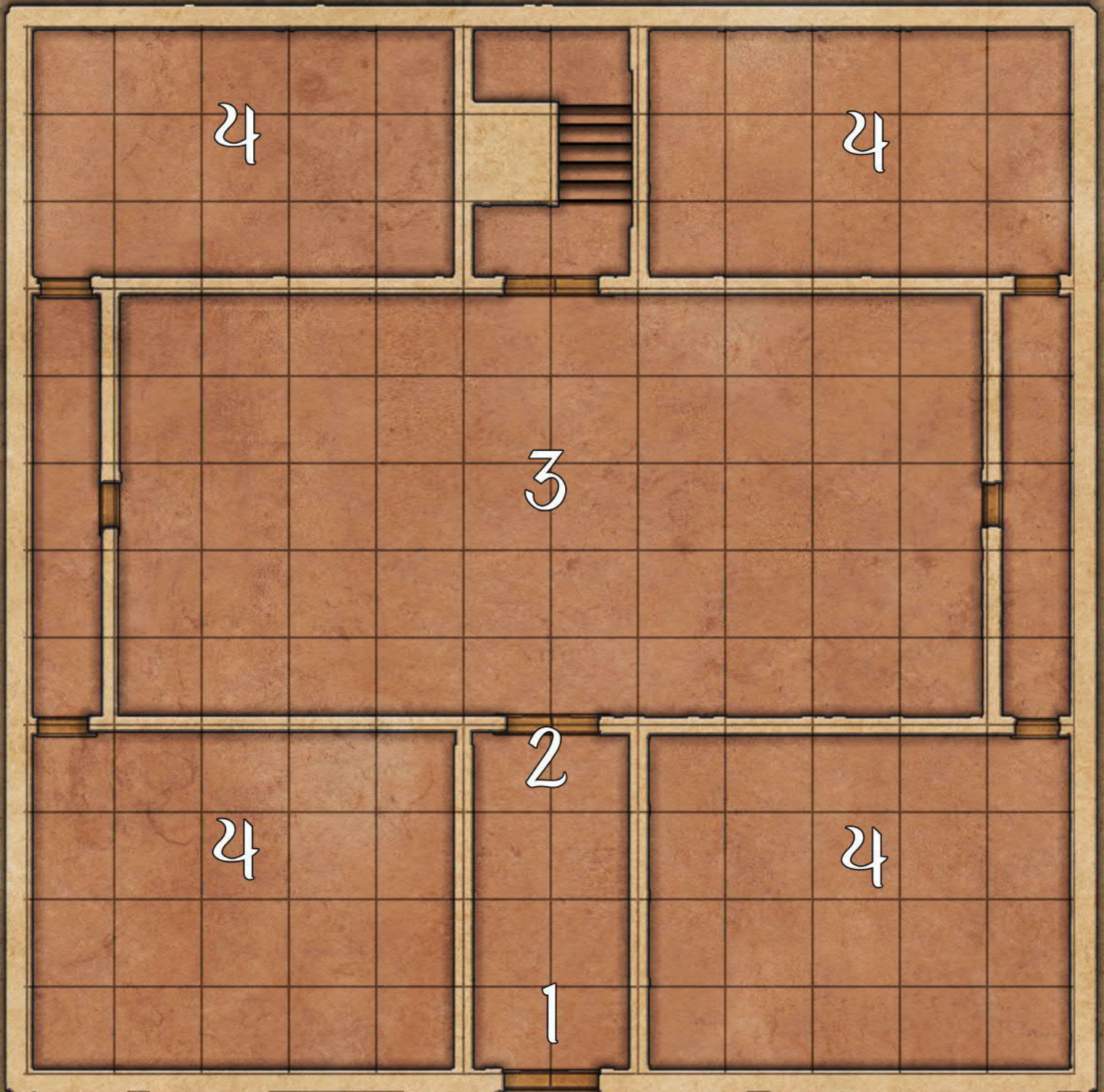


1 Square - 1/4 Mile

The Foundries



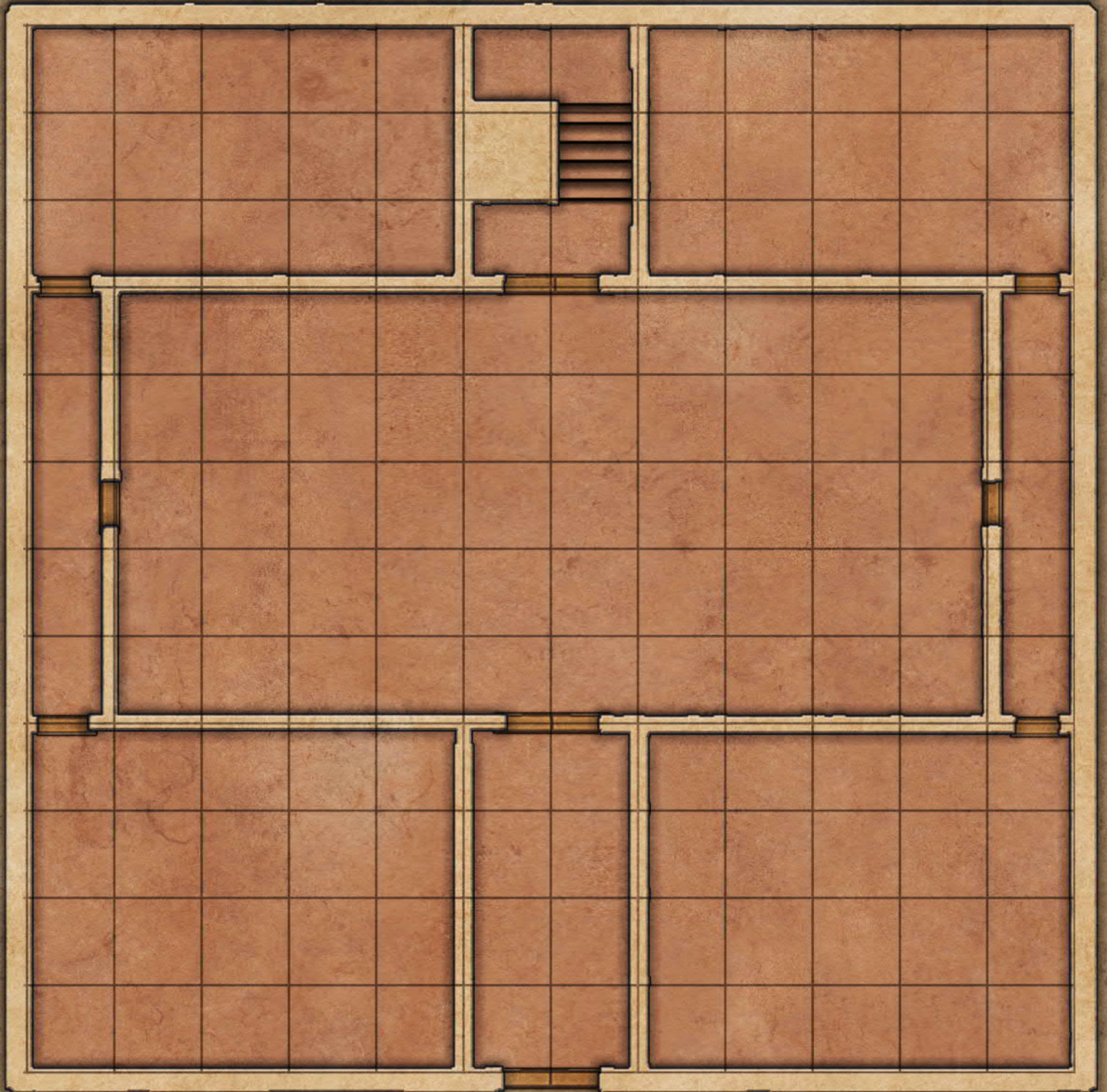
Ground Floor - Basin



1 Square – 10 Feet

Pagoda of Devils

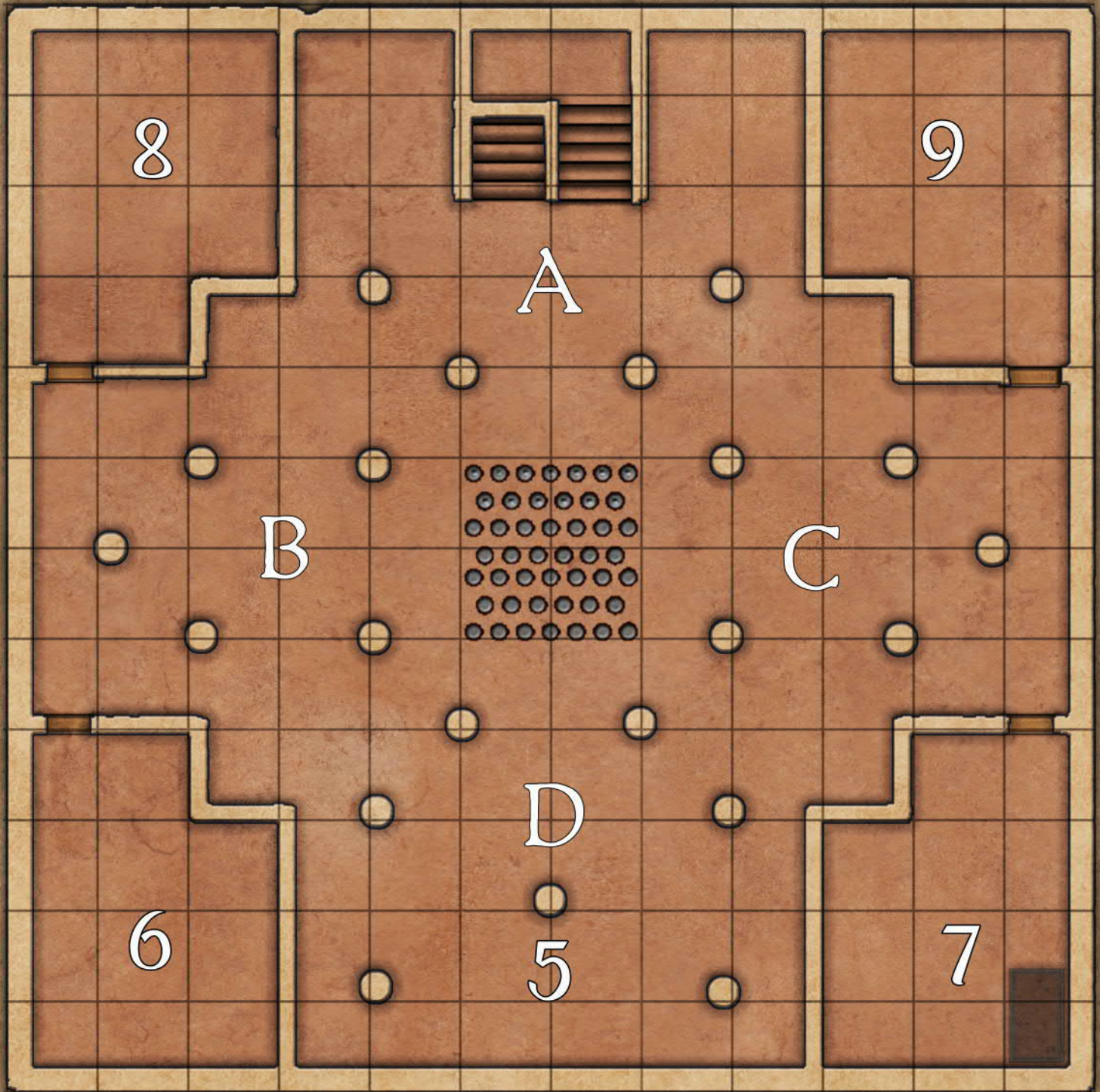
Ground Floor - Basin



1 Square - 10 Feet

Pagoda of Devils

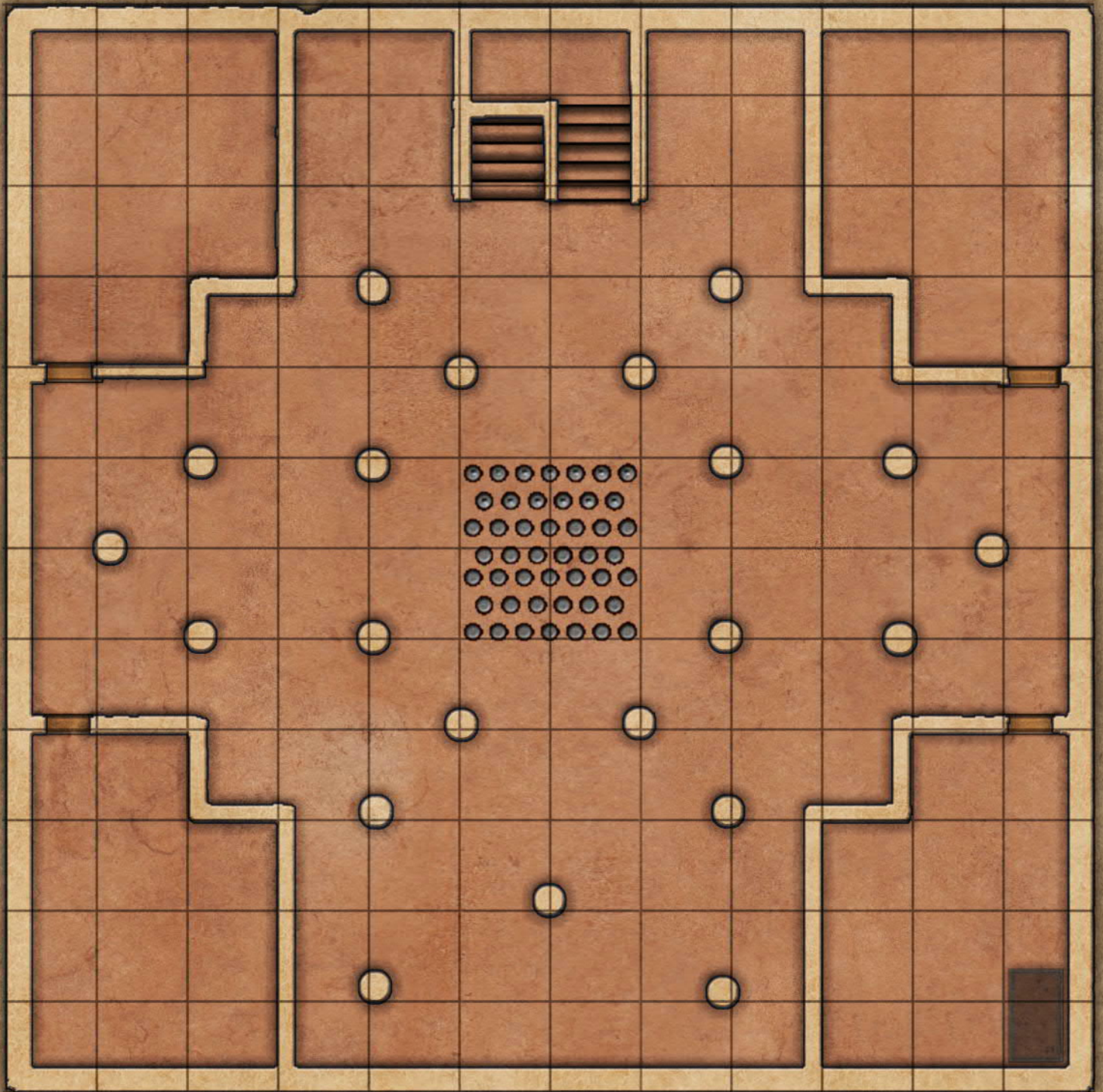
First Story



1 Square - 10 Feet

Pagoda of Devils

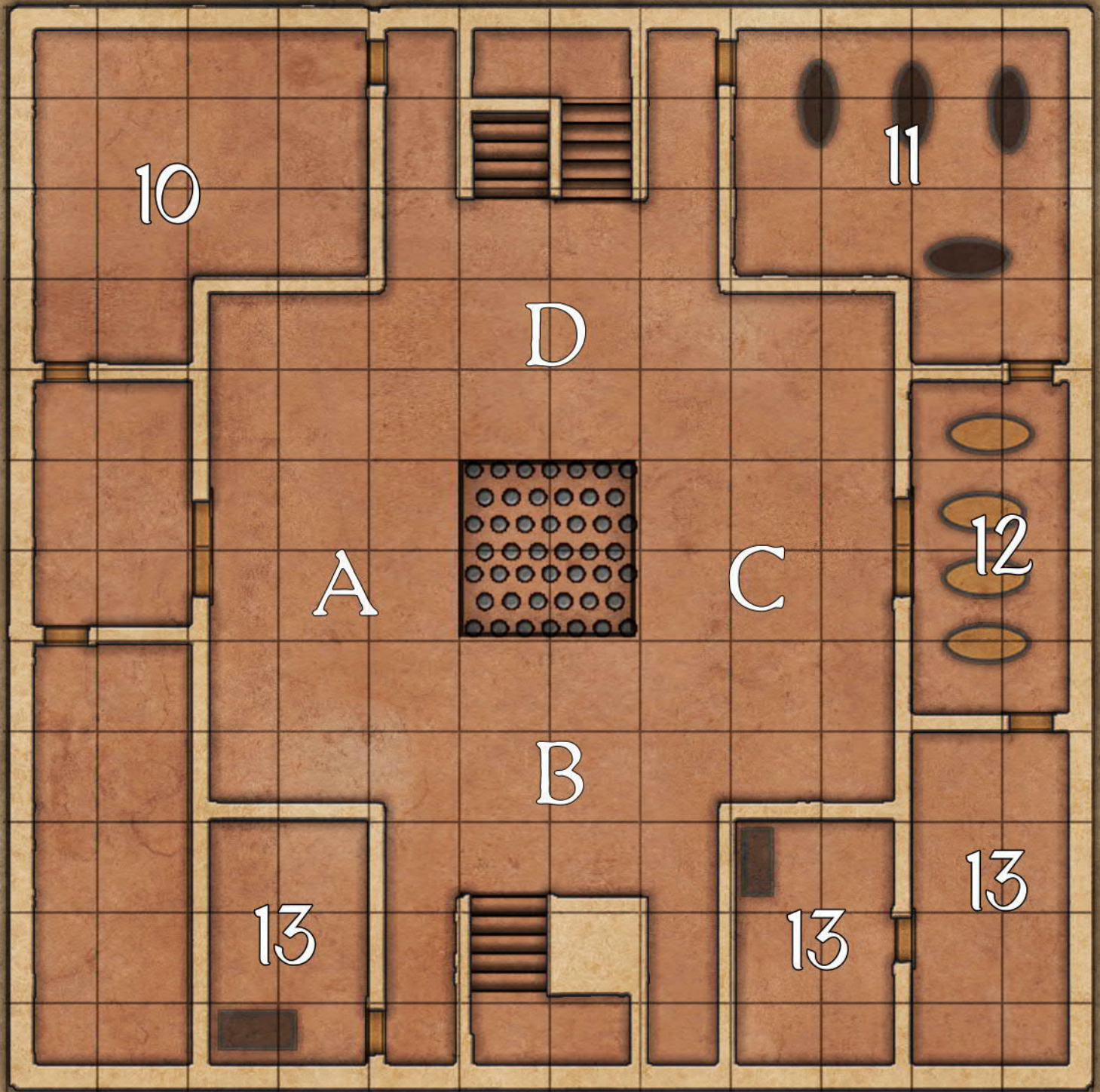
First Story



1 Square - 10 Feet

Pagoda of Devils

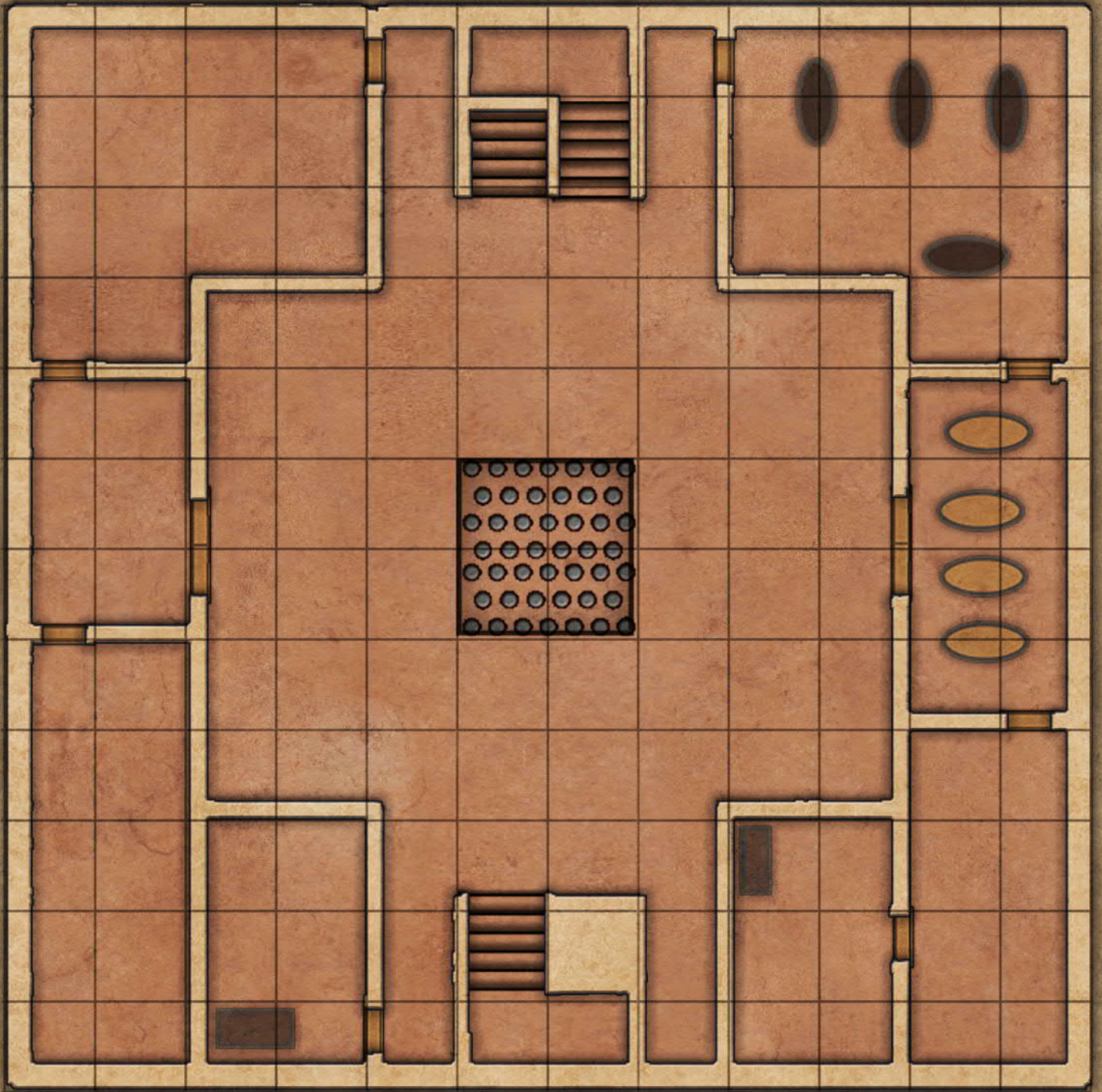
Second Story



1 Square - 10 Feet

Pagoda of Devils

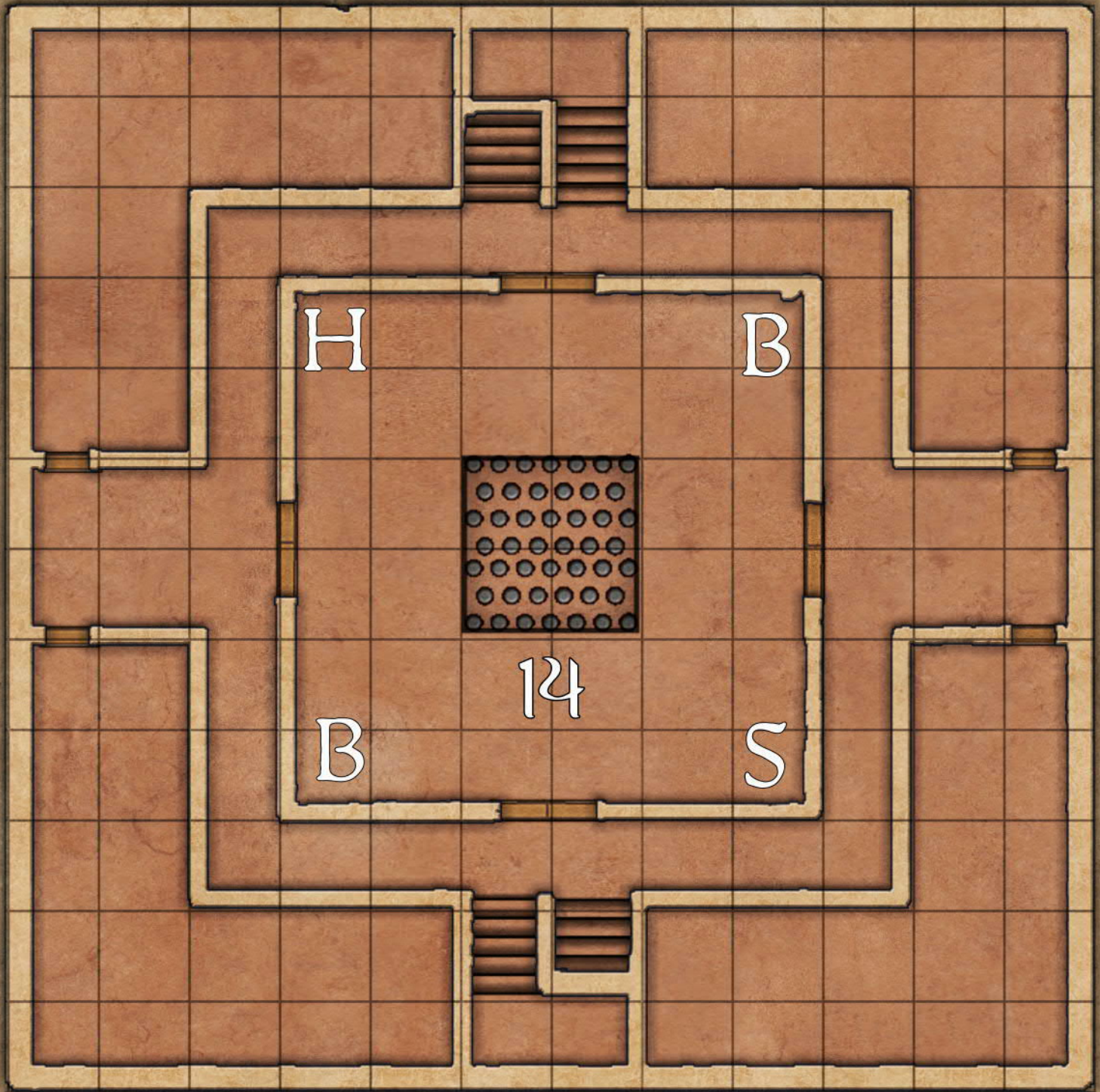
Second Story



1 Square - 10 Feet

Pagoda of Devils

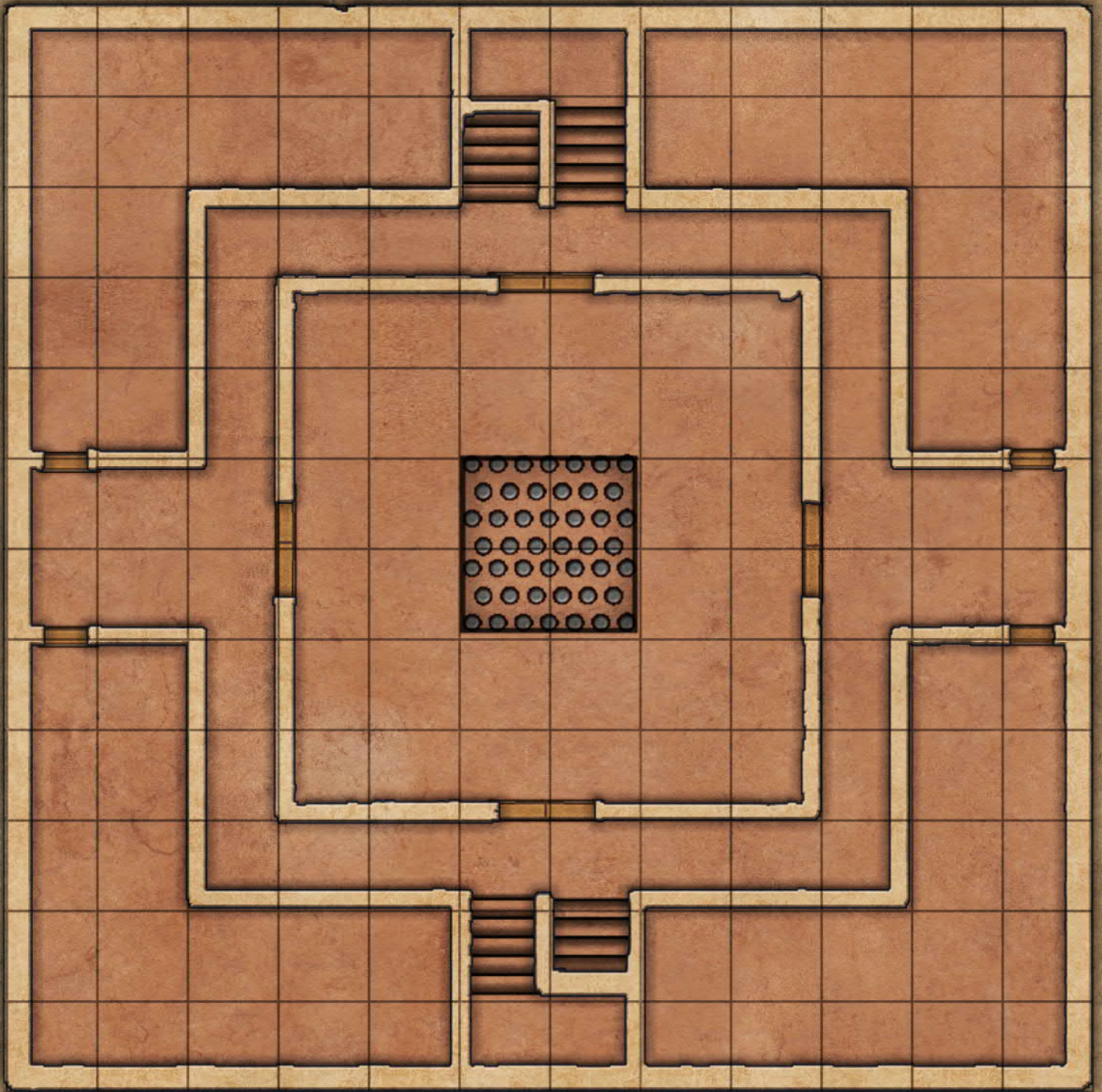
Third Story



1 Square - 10 Feet

Pagoda of Devils

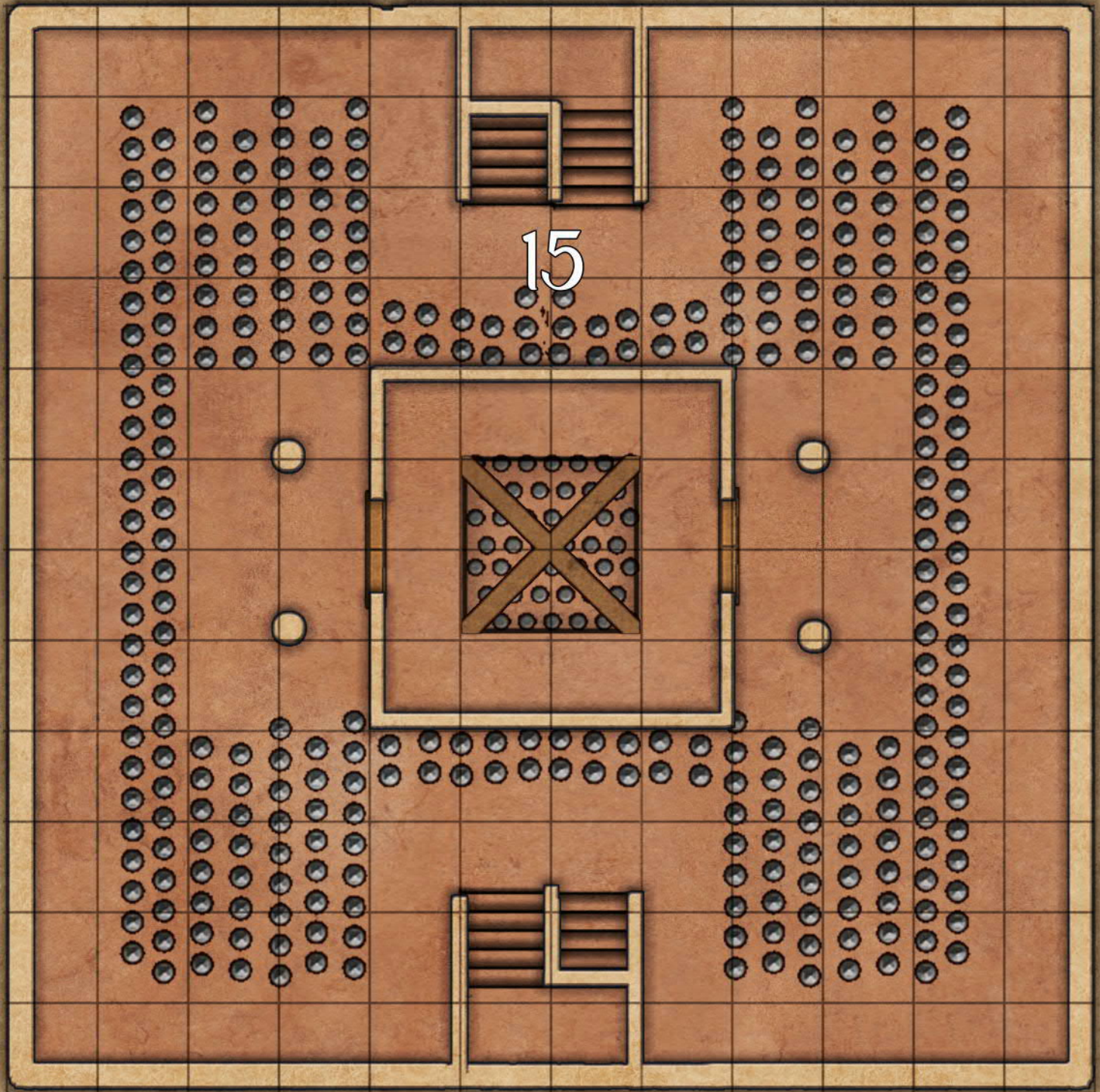
Third Story



1 Square - 10 Feet

Pagoda of Devils

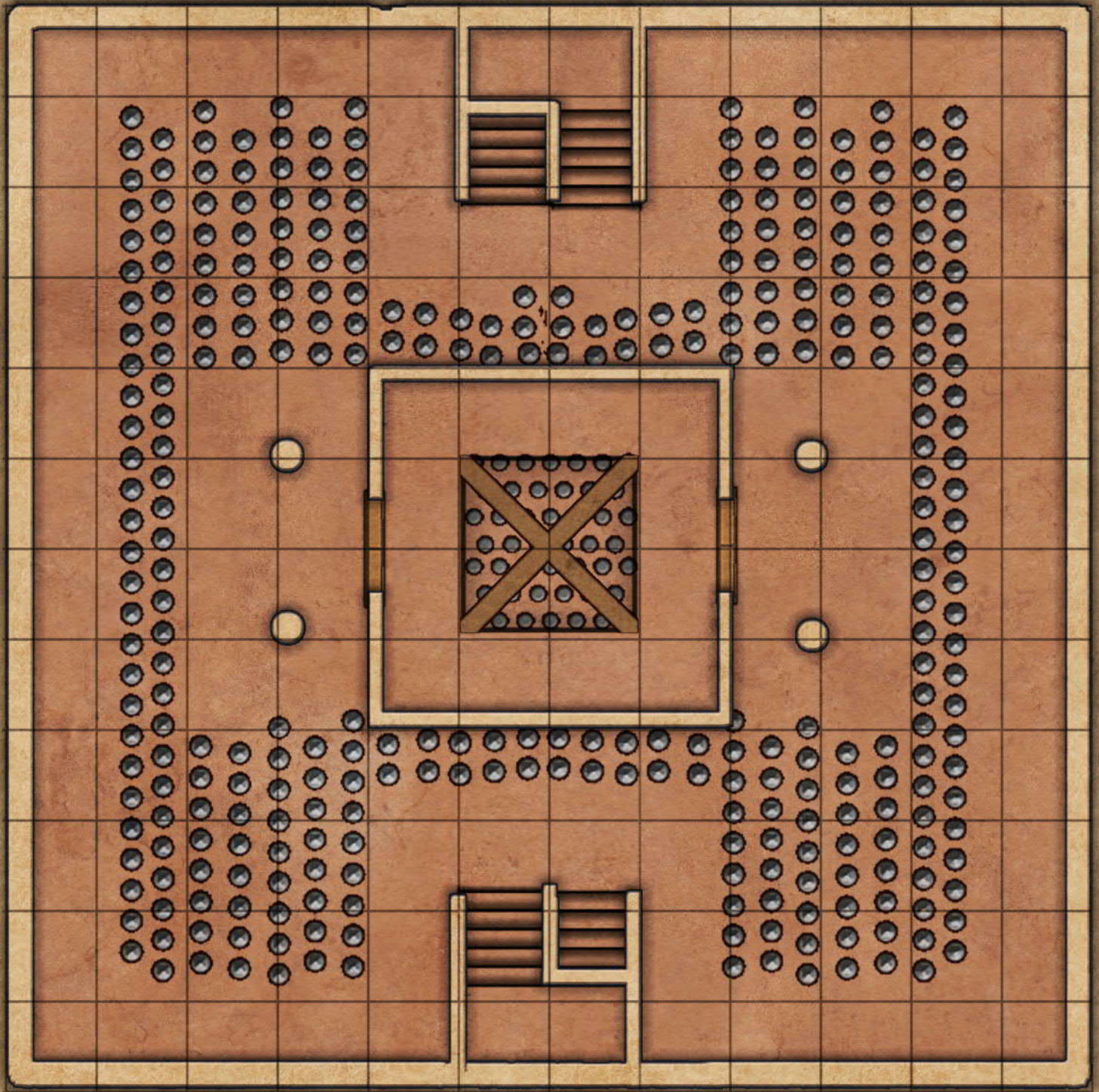
Fourth Story



1 Square - 10 Feet

Pagoda of Devils

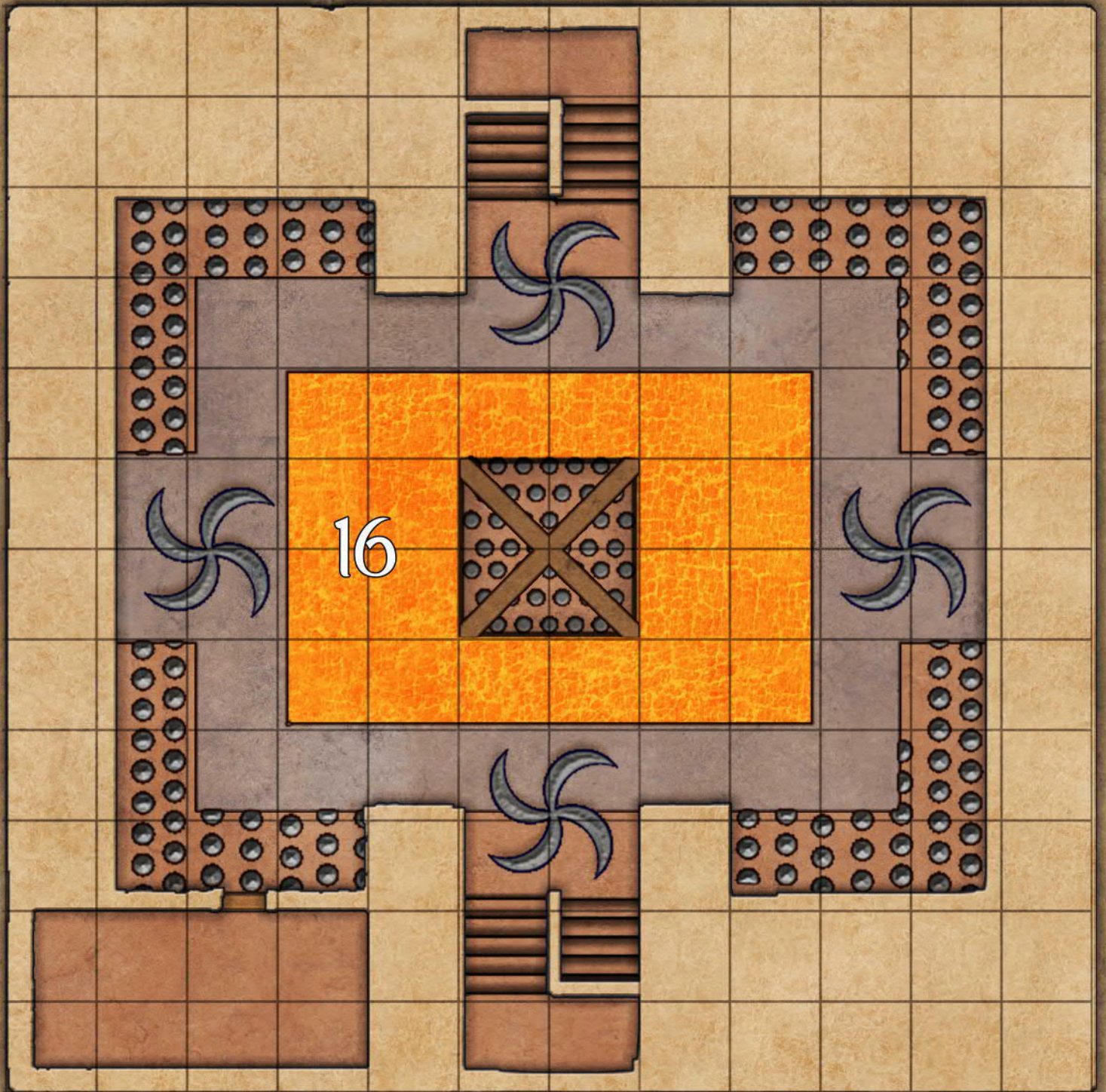
Fourth Story



1 Square - 10 Feet

Pagoda of Devils

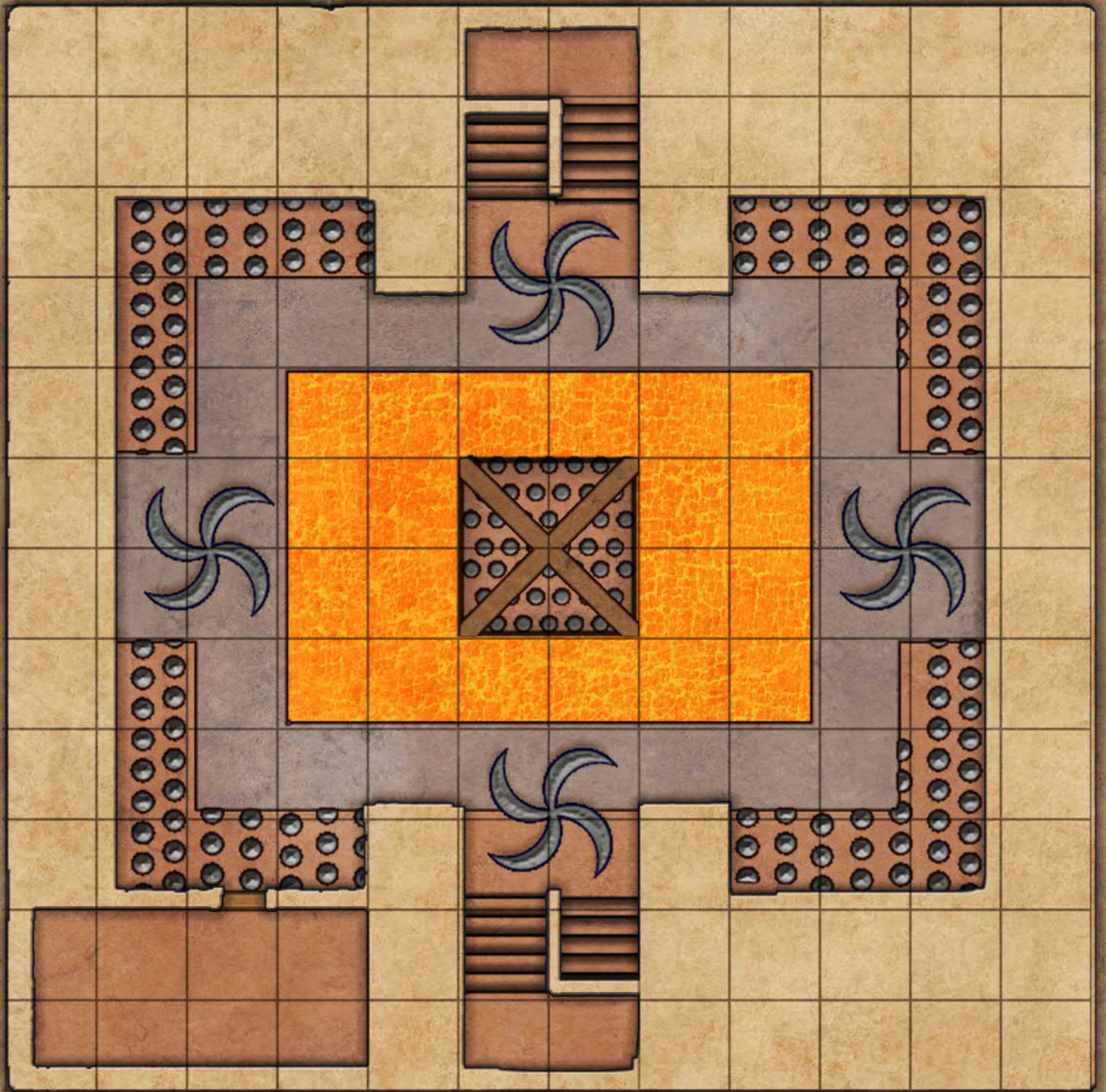
Fifth Story



1 Square - 10 Feet

Pagoda of Devils

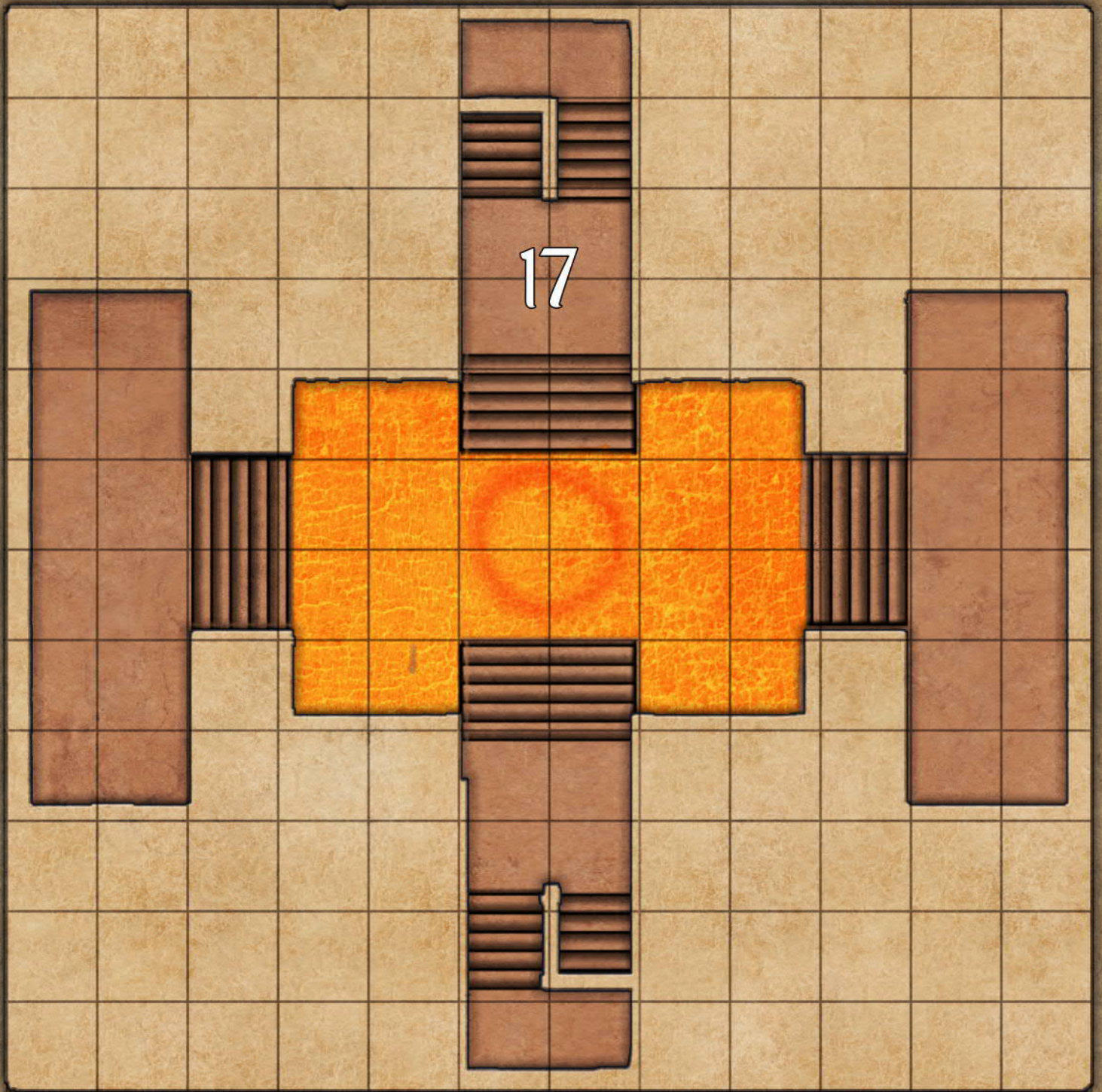
Fifth Story



1 Square - 10 Feet

Pagoda of Devils

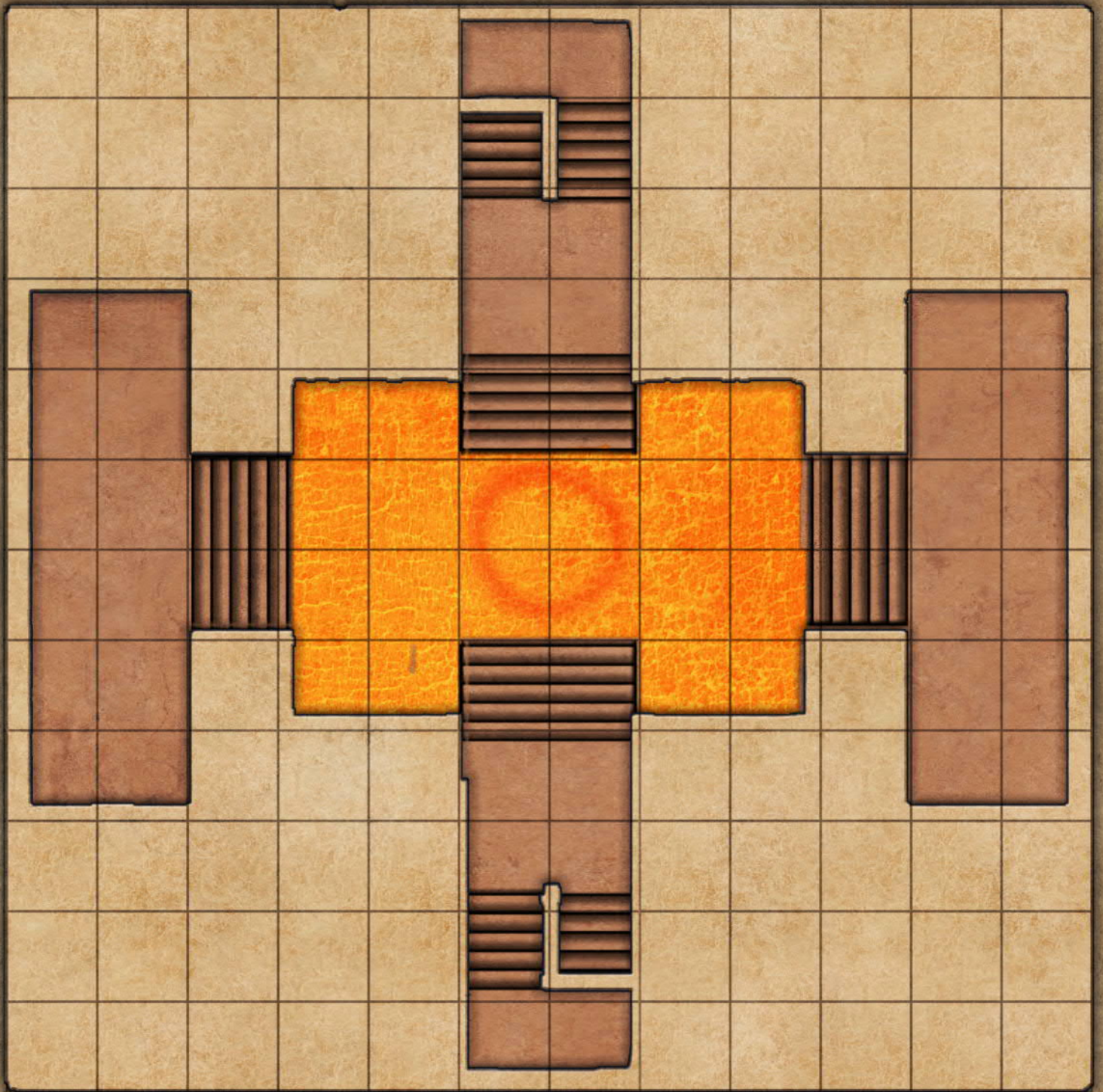
Sixth Story



1 Square - 10 Feet

Pagoda of Devils

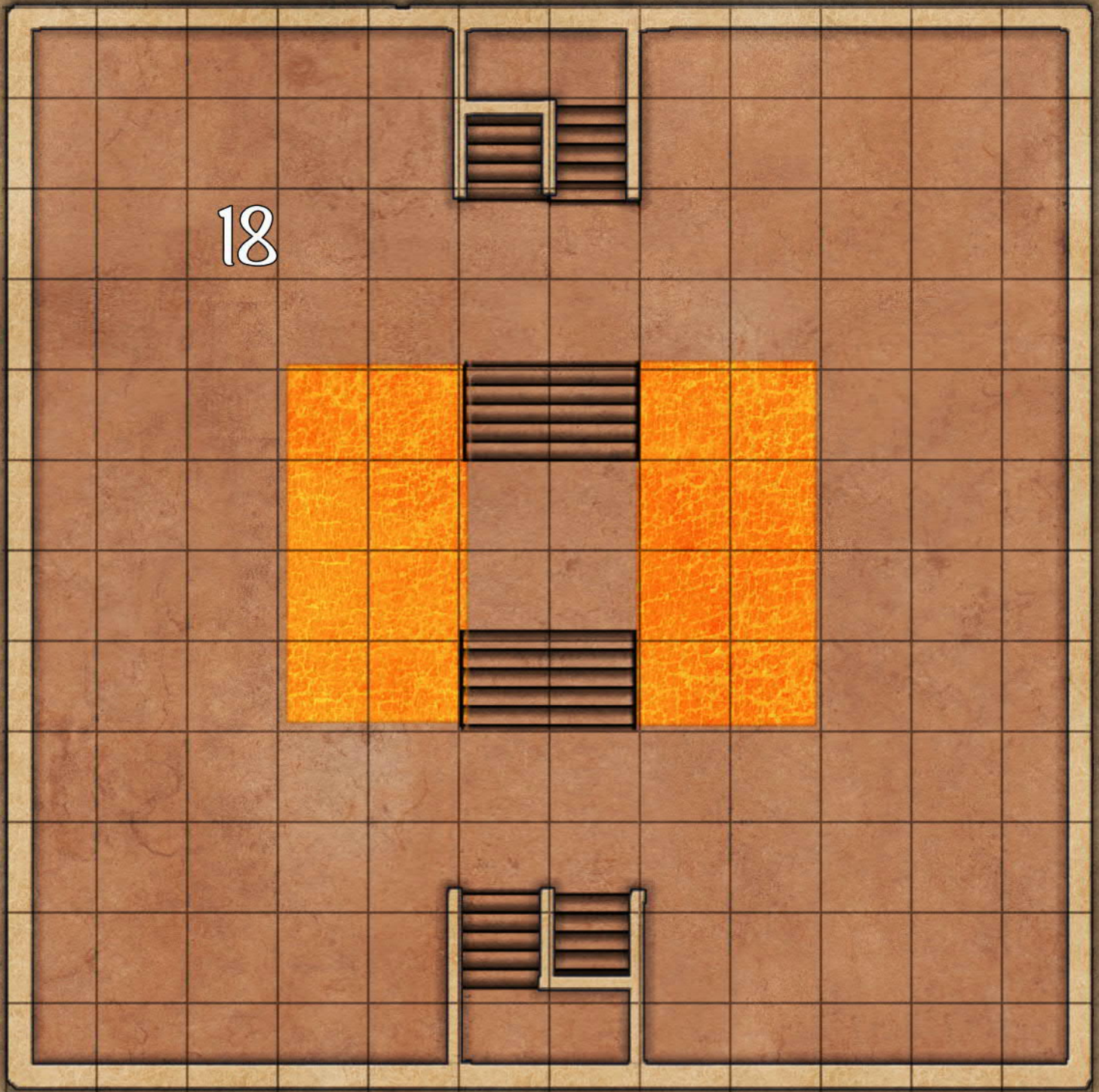
Sixth Story



1 Square - 10 Feet

Pagoda of Devils

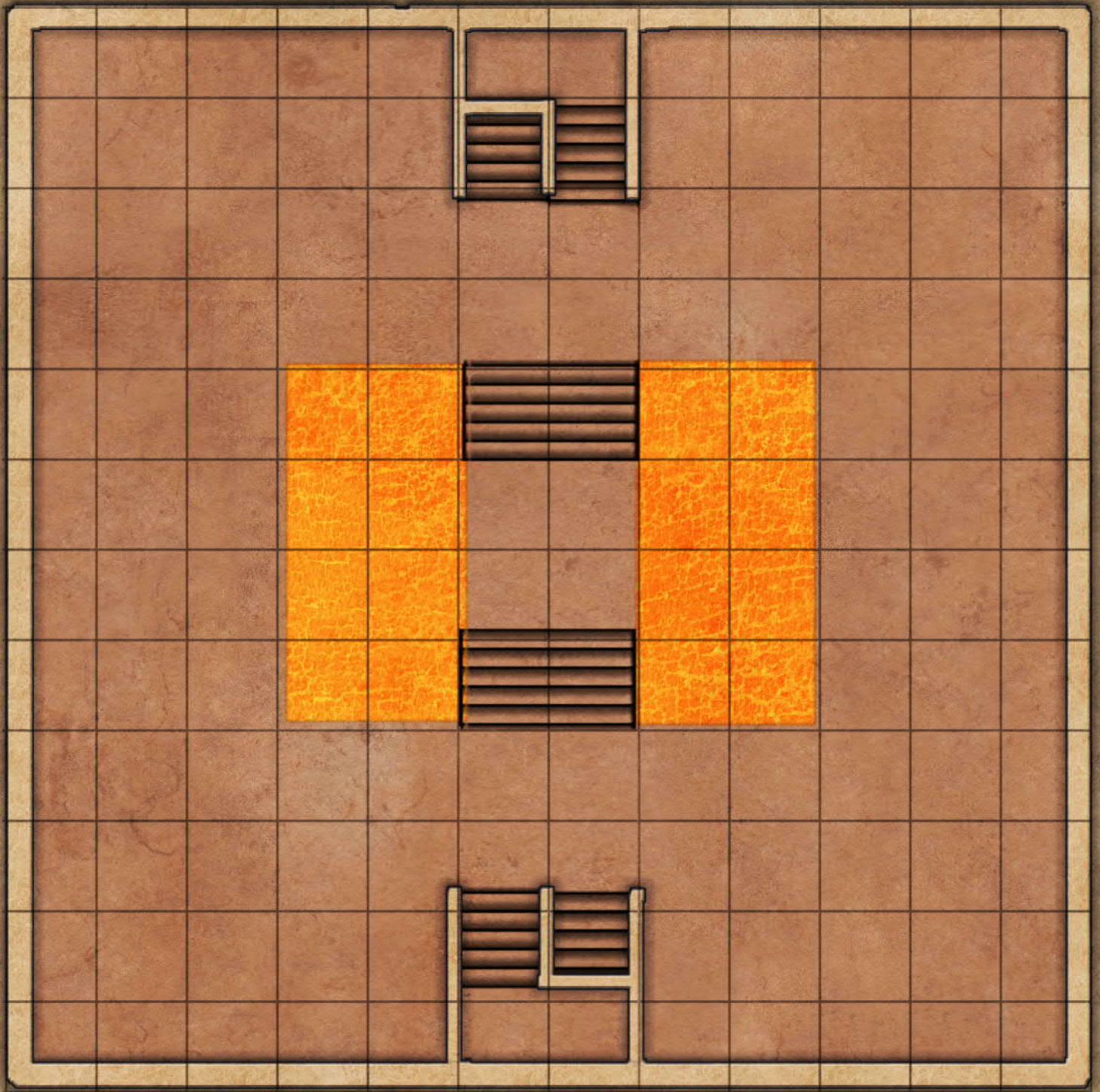
Seventh Story



1 Square - 10 Feet

Pagoda of Devils

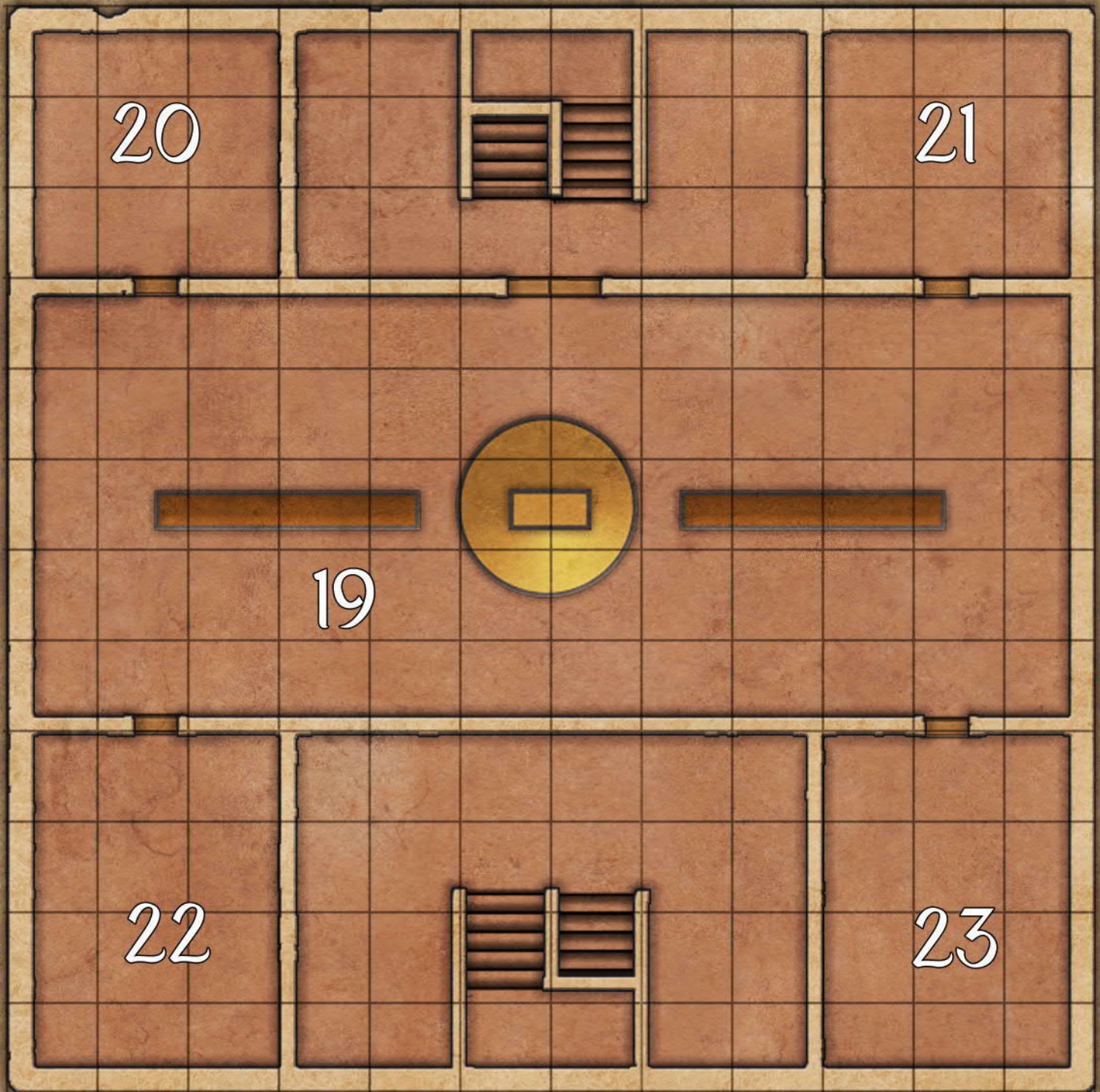
Seventh Story



1 Square - 10 Feet

Pagoda of Devils

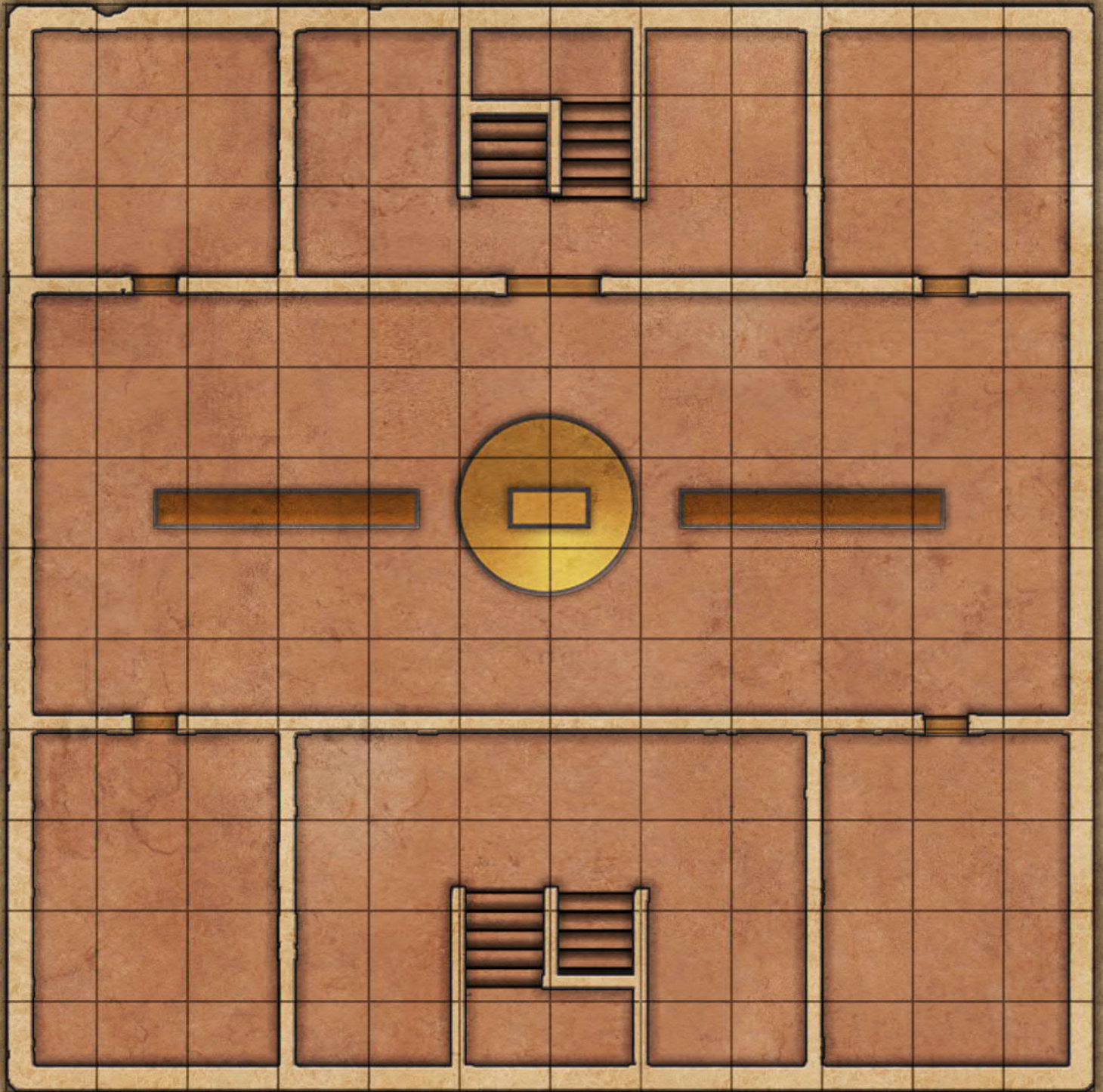
Eighth Story



1 Square - 10 Feet

Pagoda of Devils

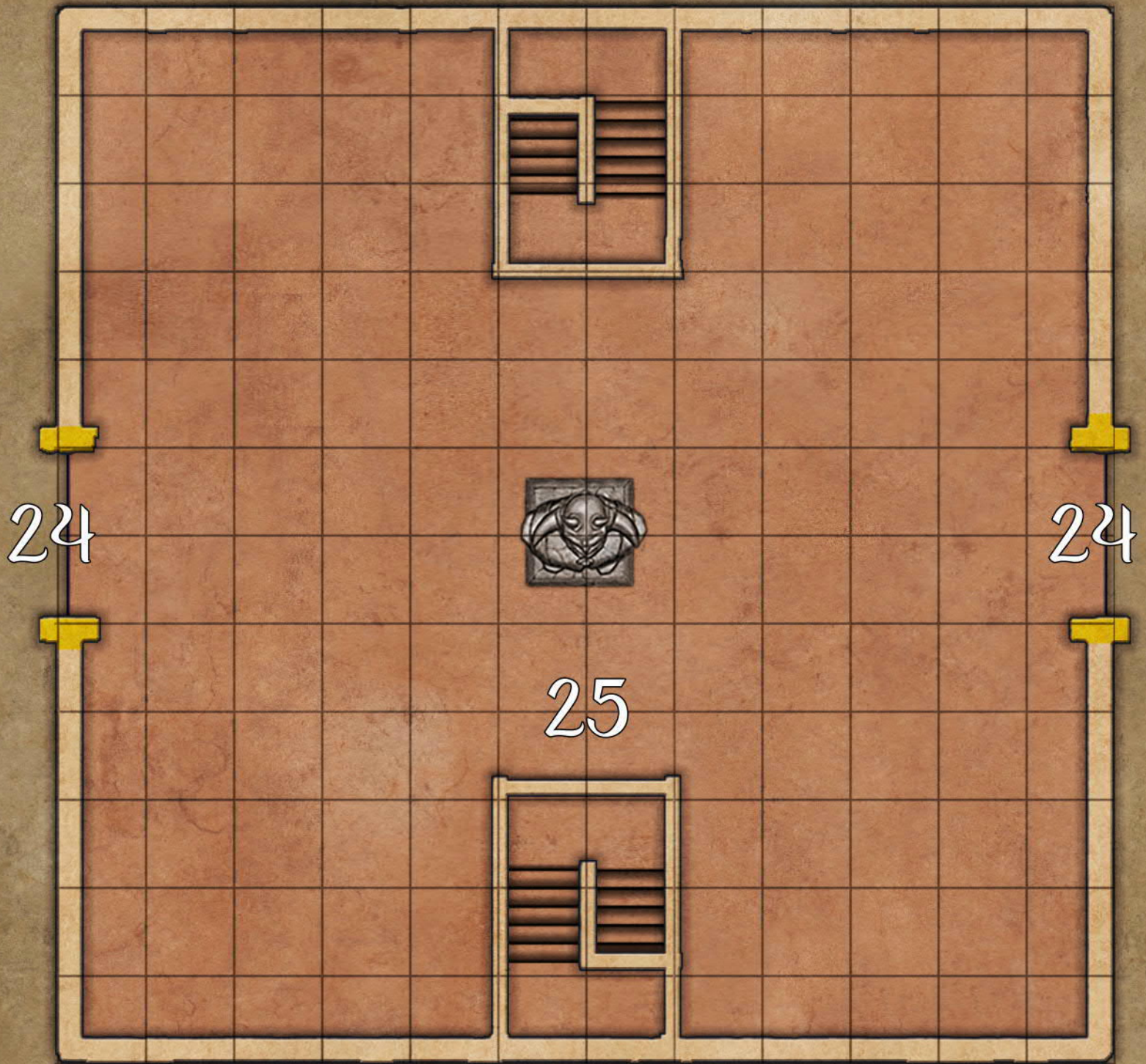
Eighth Story



1 Square - 10 Feet

Pagoda of Devils

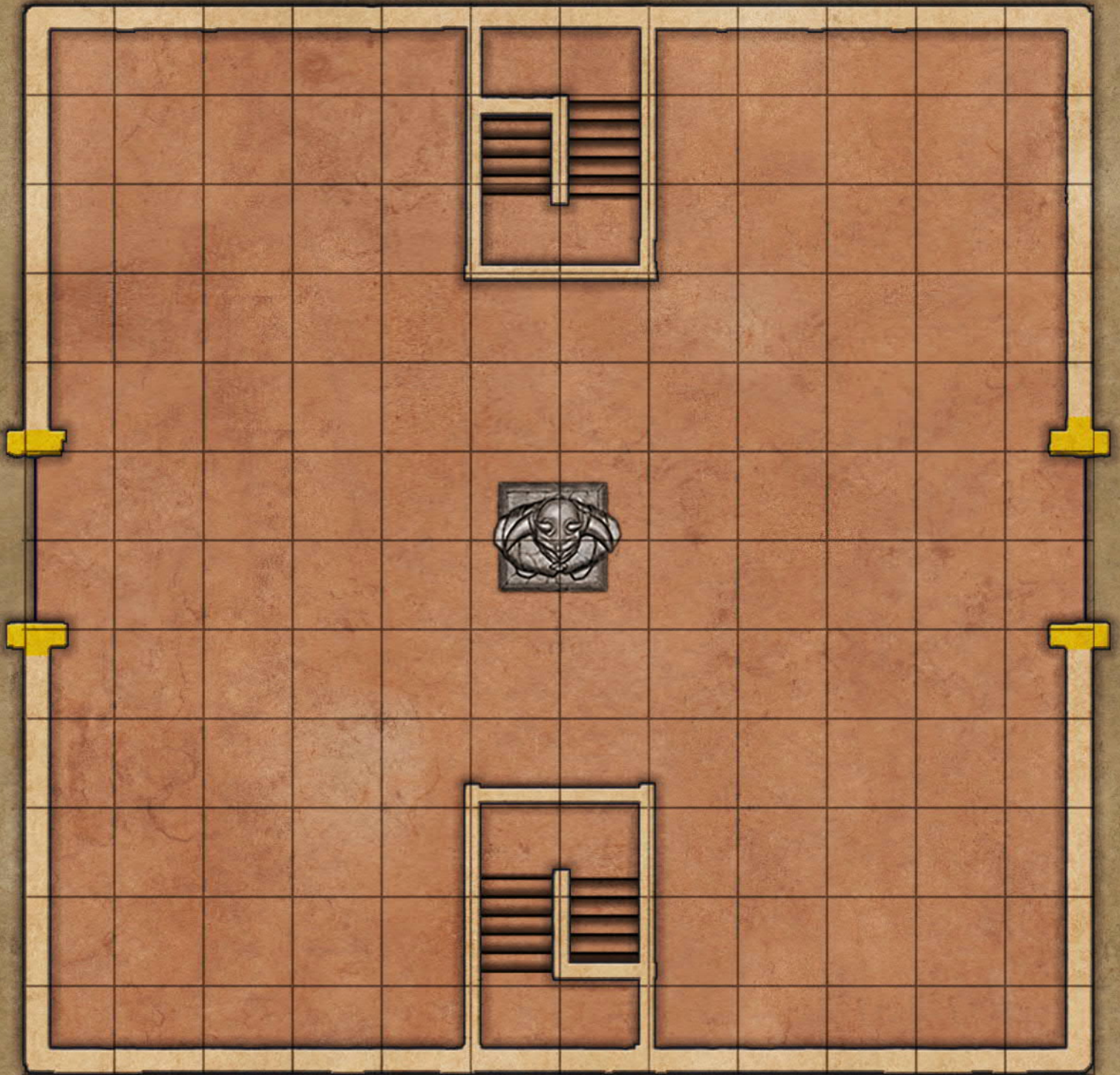
Ninth Story



1 Square - 10 Feet

Pagoda of Devils

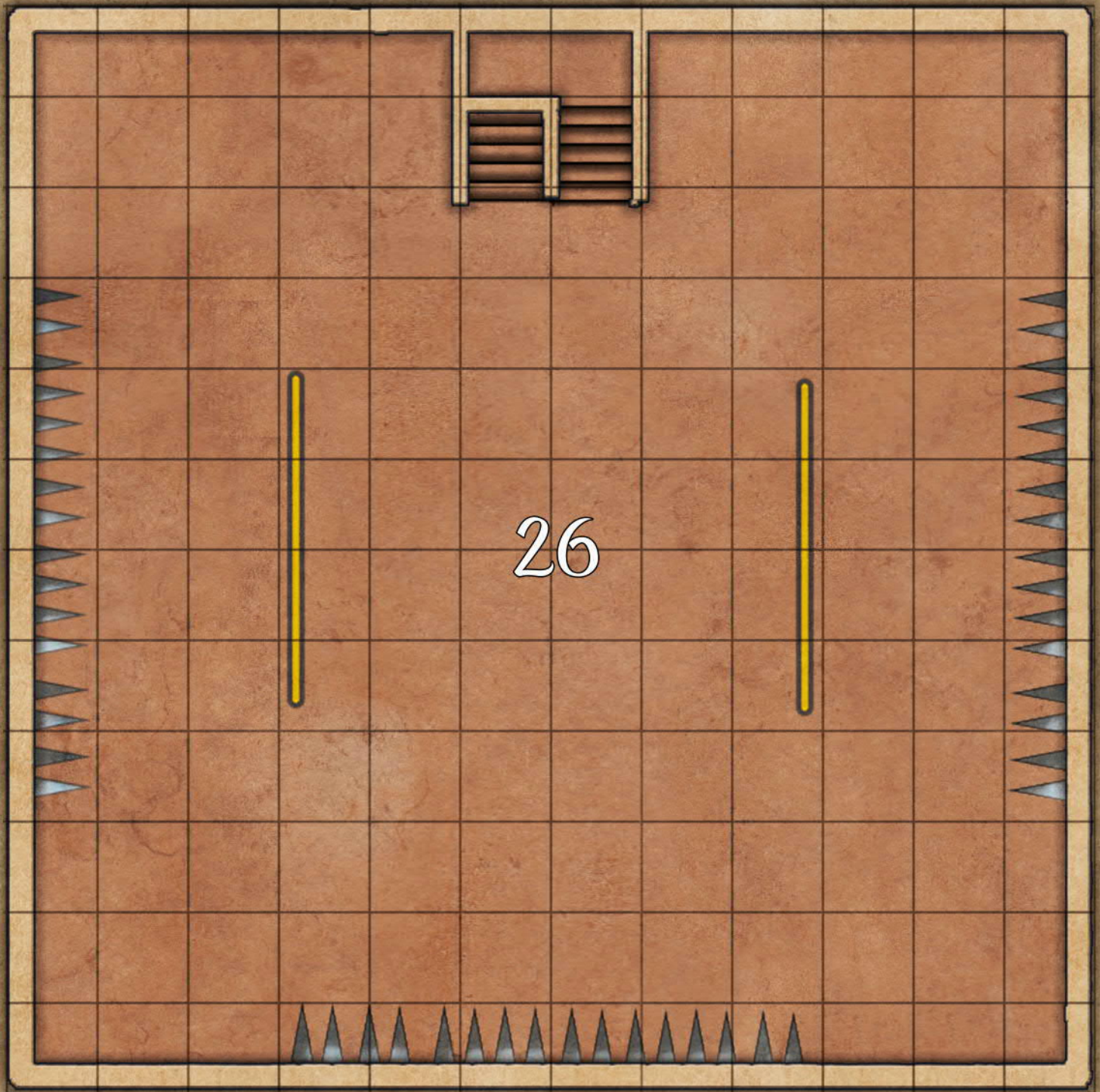
Ninth Story



1 Square - 10 Feet

Pagoda of Devils

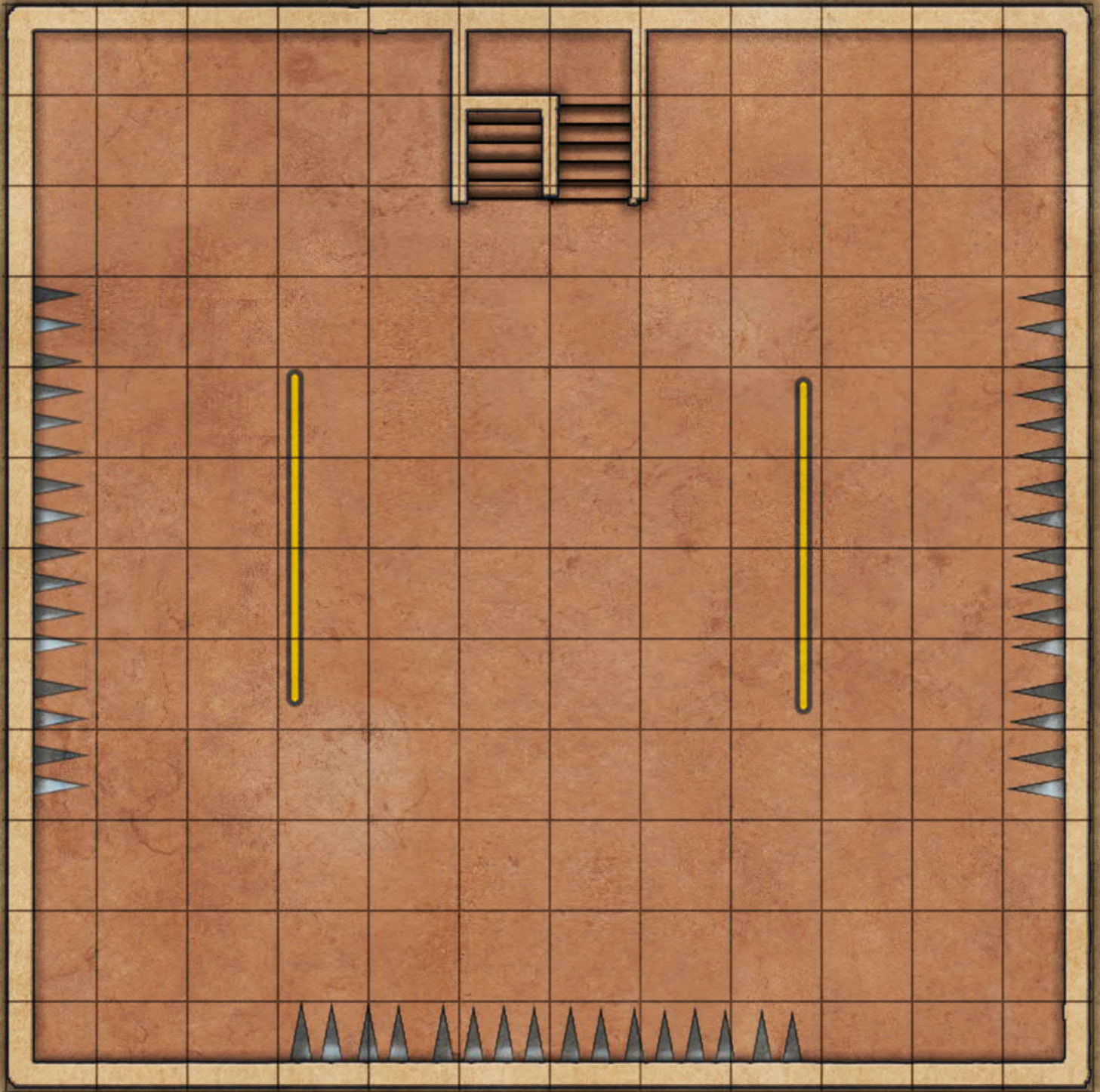
Tenth Story



1 Square - 10 Feet

Pagoda of Devils

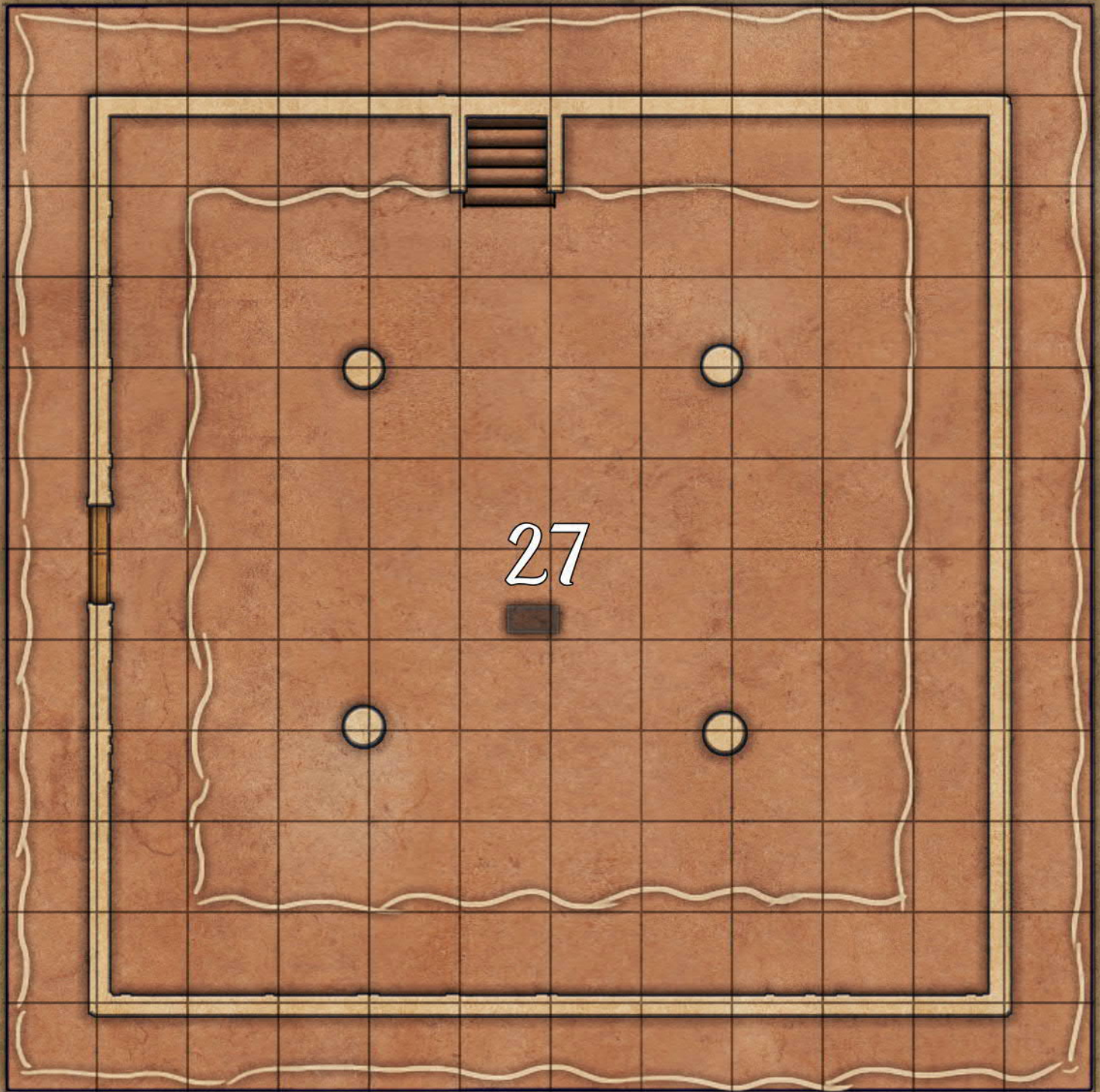
Tenth Story



1 Square - 10 Feet

Pagoda of Devils

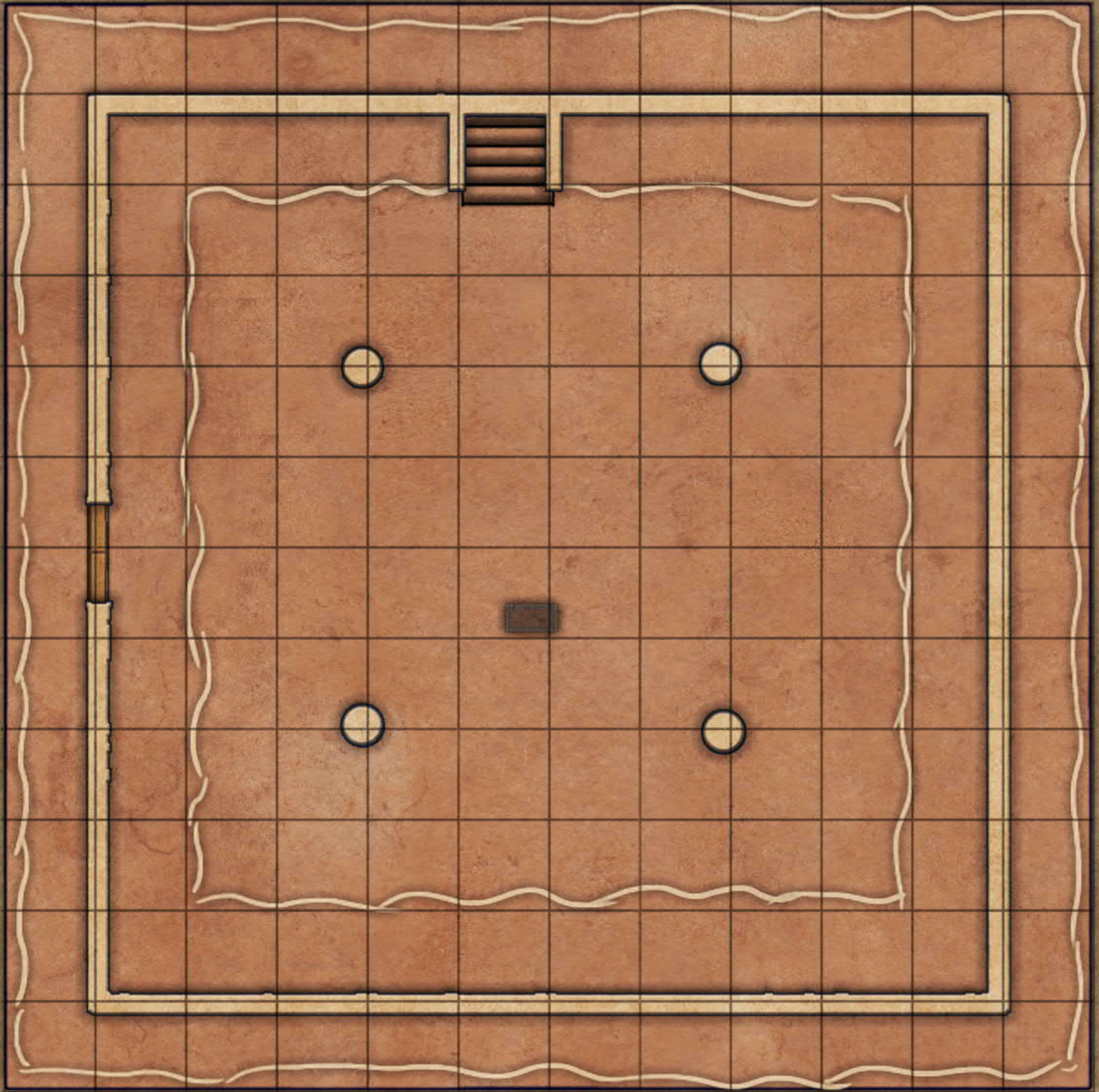
Eleventh Story



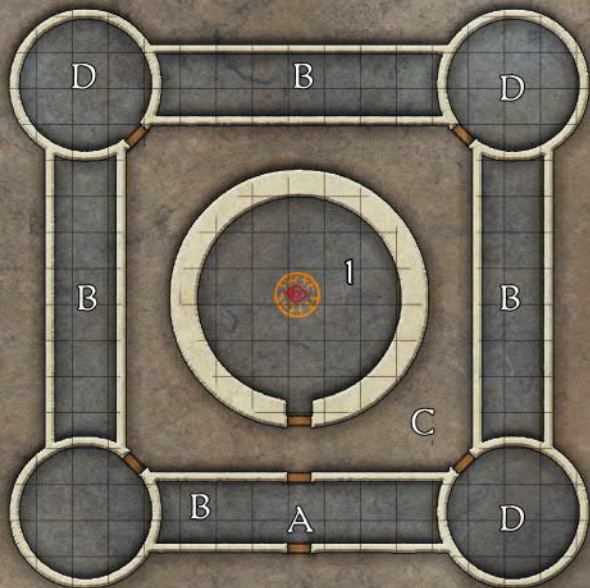
1 Square - 10 Feet

Pagoda of Devils

Eleventh Story



1 Square - 10 Feet



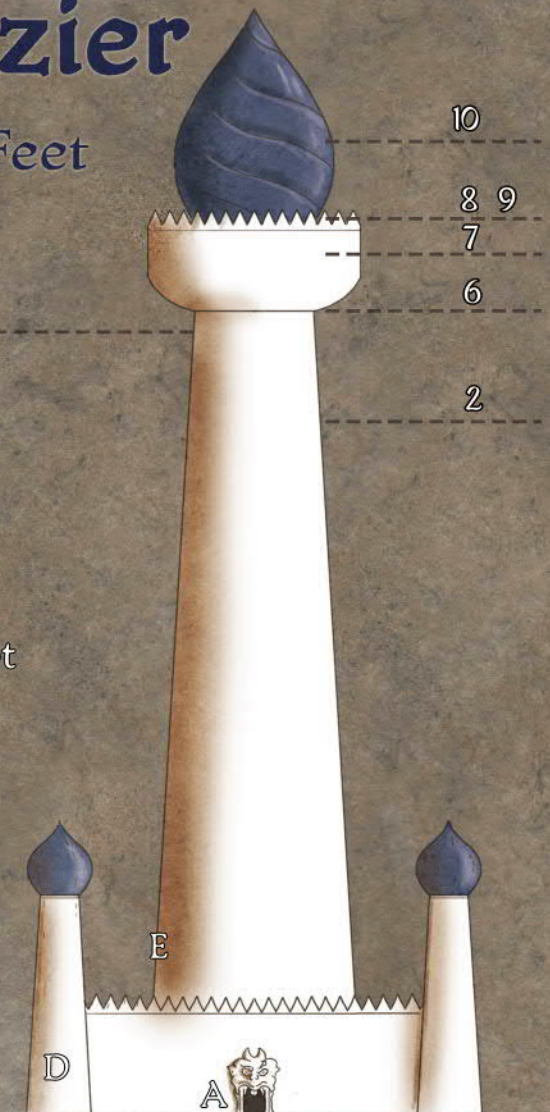
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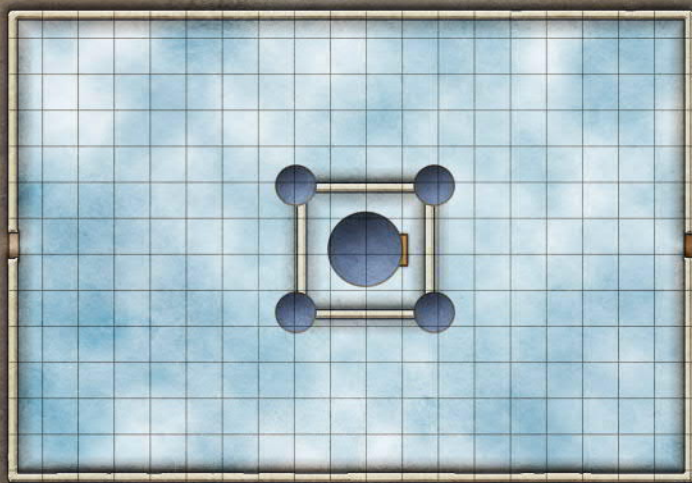
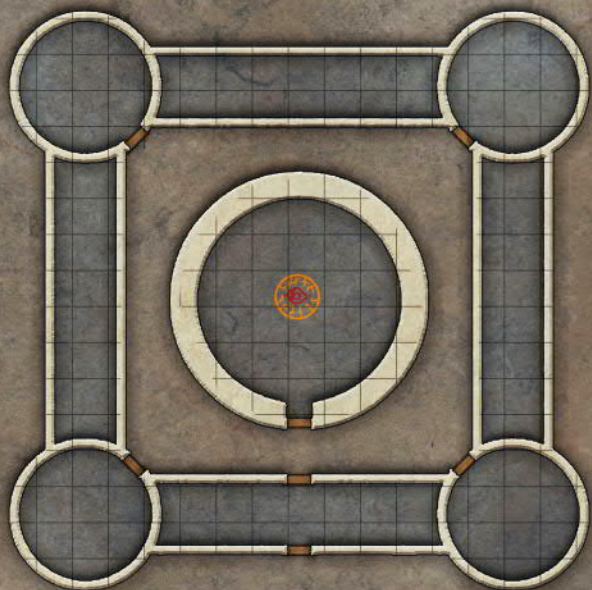
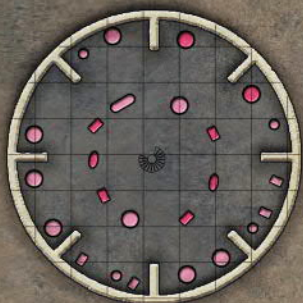


Tower of the Grand Vizier

1 Square – 50 Feet

5280 Feet





Tower of the Grand Vizier

1 Square – 50 Feet

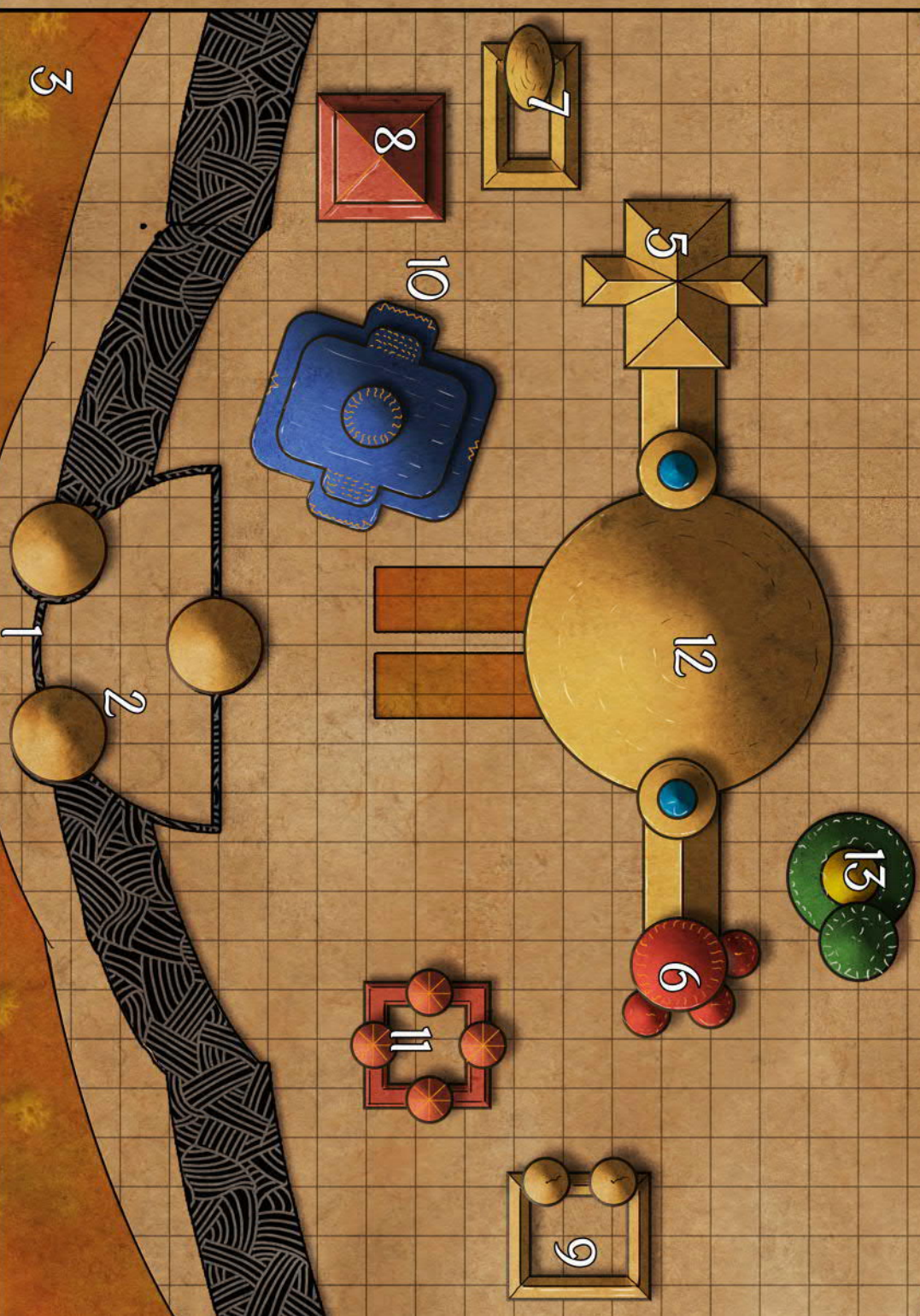


Legend

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 Marital Magnificence
12. Grand Palace
13. Palace of Blissful Acquiescence

Palace Compound 4

1 Square – 50 Feet

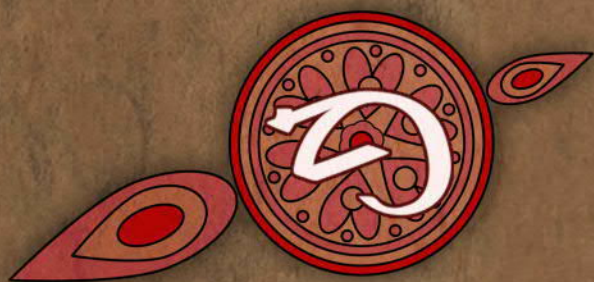
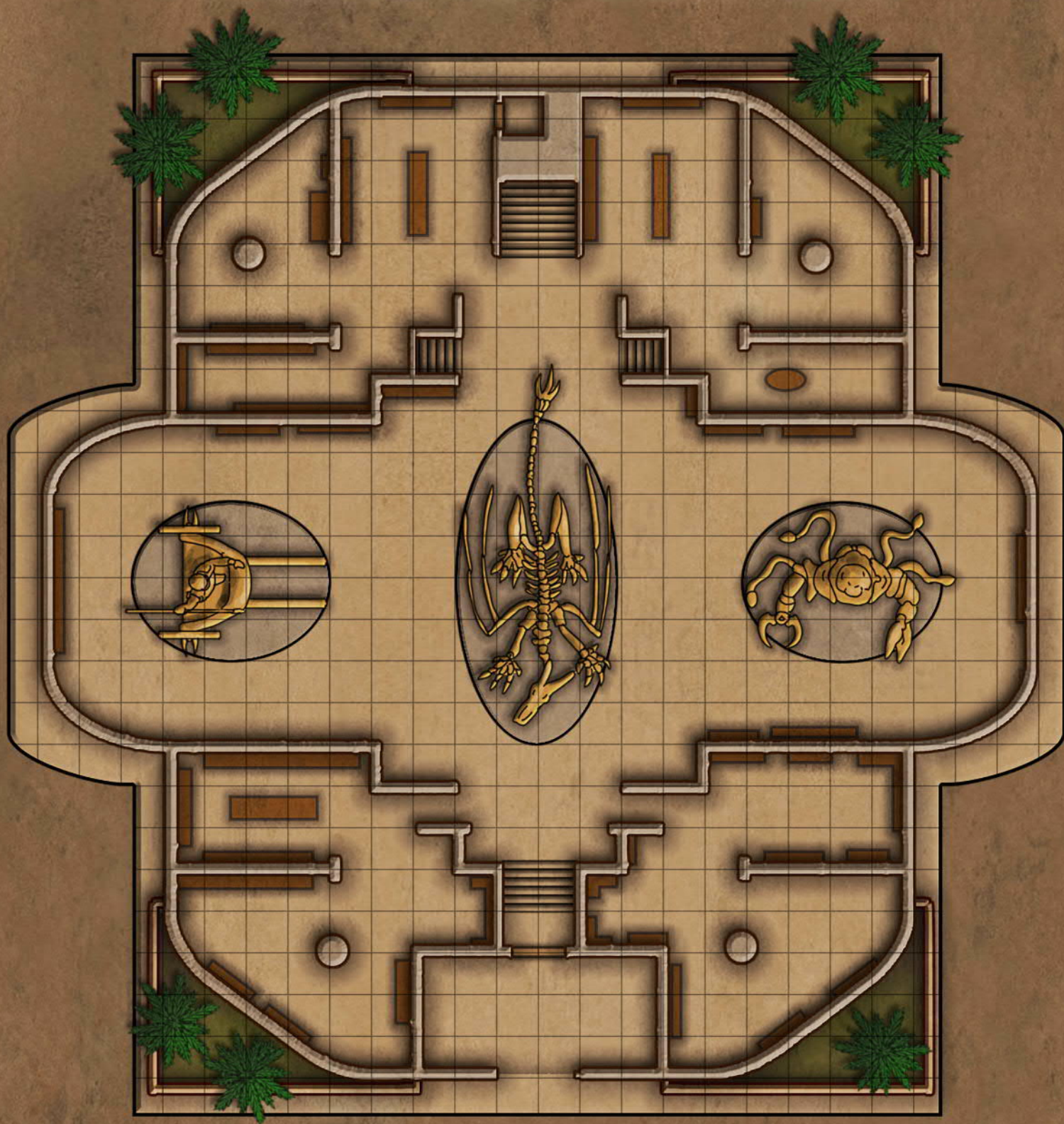


Palace Compound

1 Square – 50 Feet

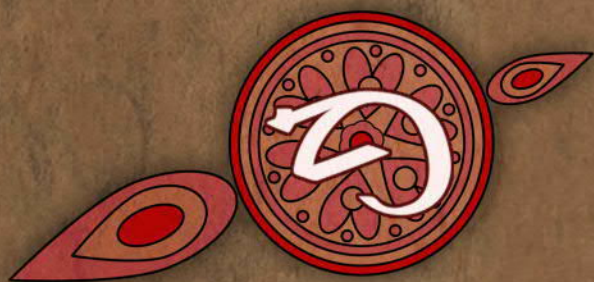
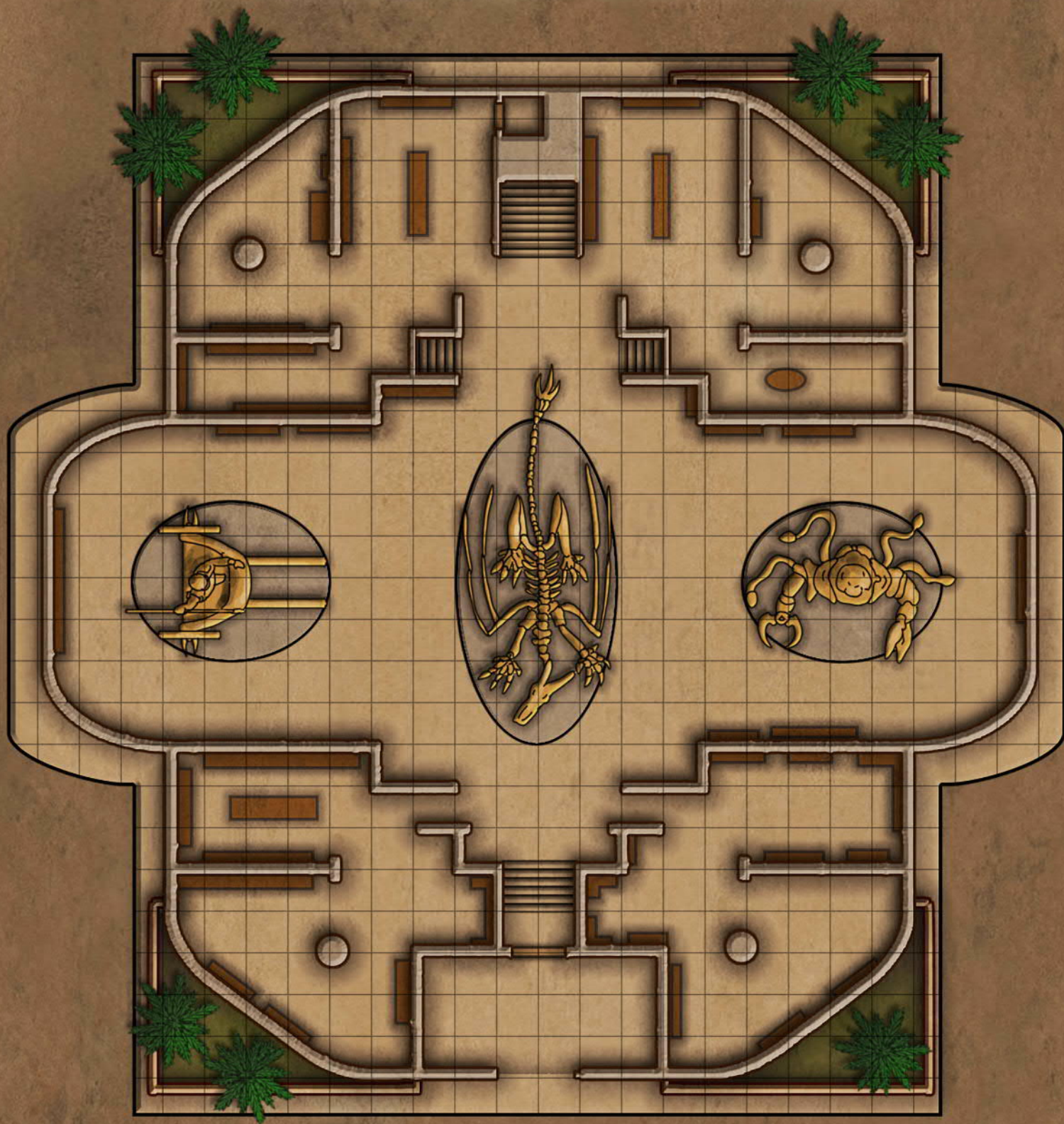


Palace of Wonders



1 Square - 10 Feet

Palace of Wonders

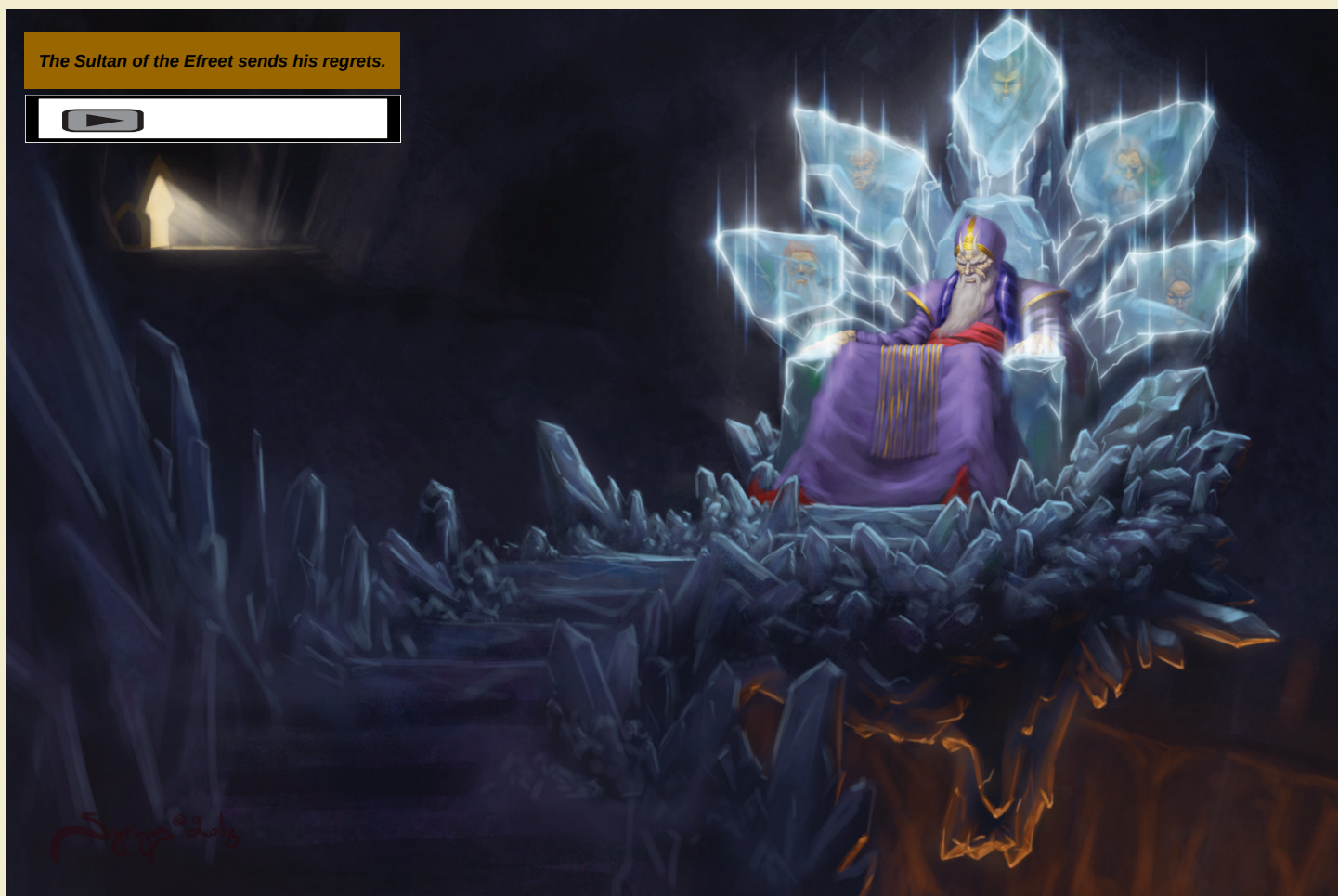


1 Square - 10 Feet

Izkandr's Monologue



The Sultan of the Efreit sends his regrets.



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)

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 1 (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 to take to Andrigor in Bard's Gate. If he does not, it is no matter. At the least the ring will be out of their hands.

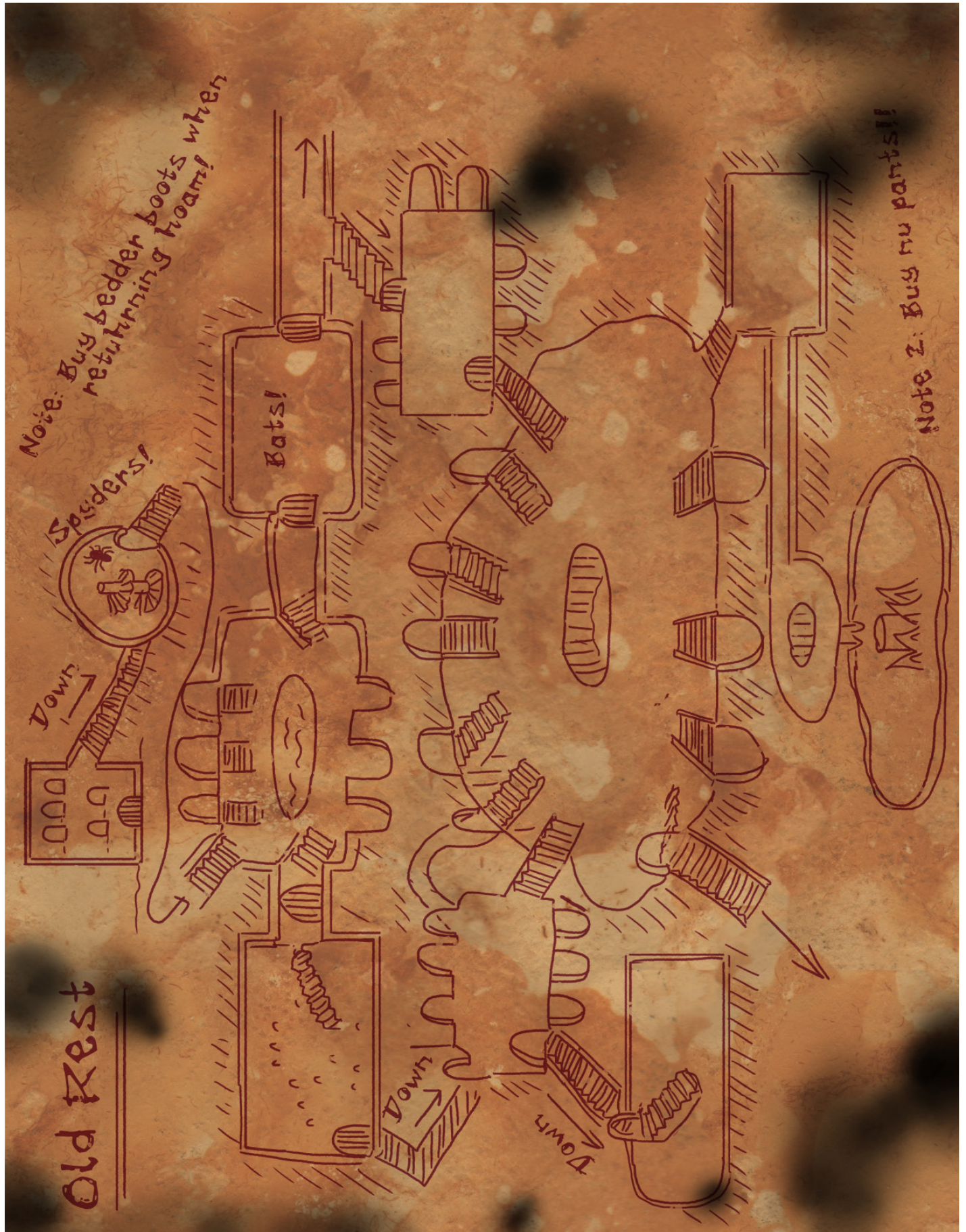
Kirtius Area Pirate Fortresses (Chapter 3)



Scorched Gnome Map I (Chapter 3)



Scorched Gnome Map 2 (Chapter 3)



Floating Island Map (Chapter 5)



Map of the Bowels (Chapter 20)

