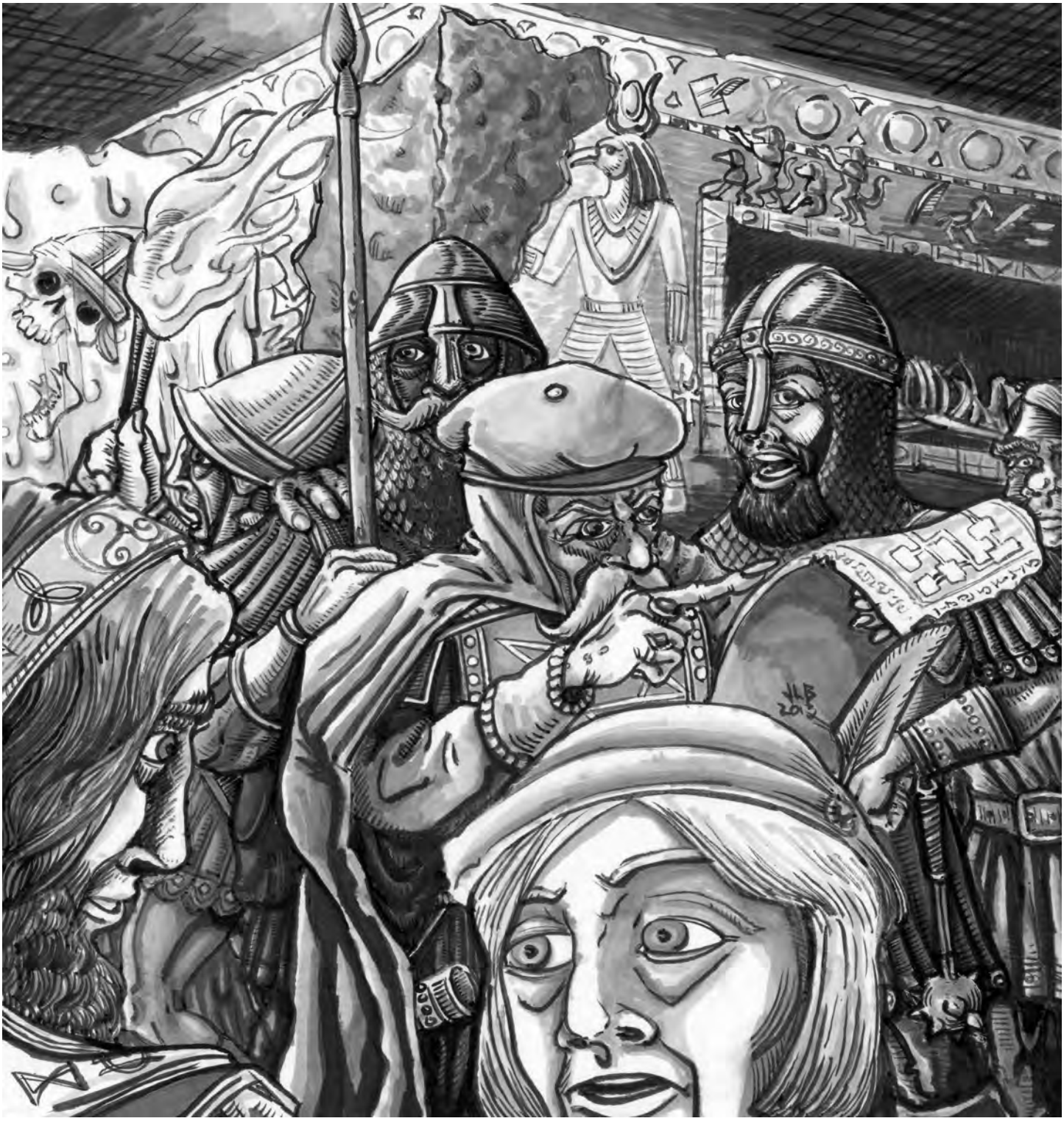
THE MAPS OF



ARDEN VUL

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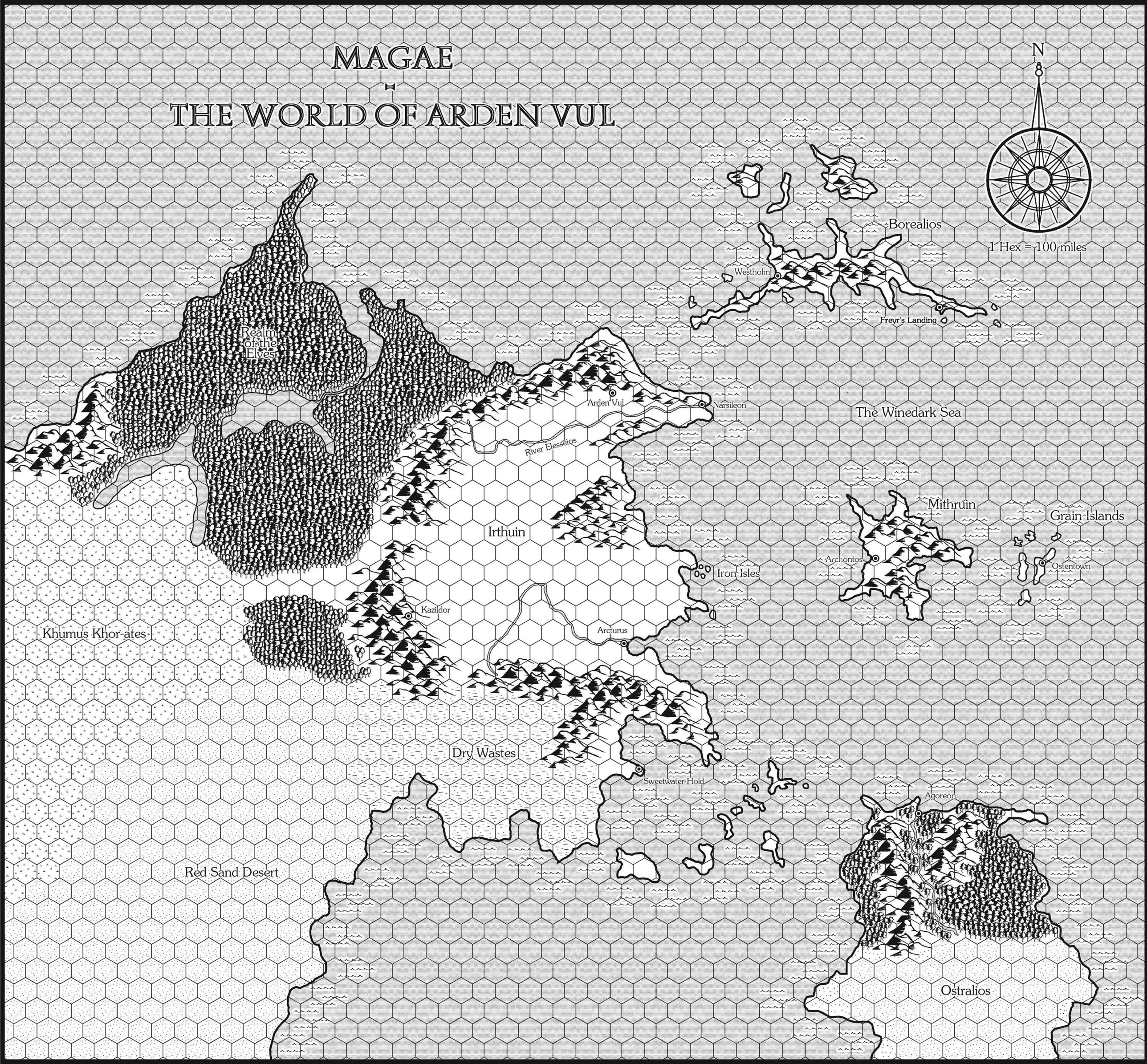
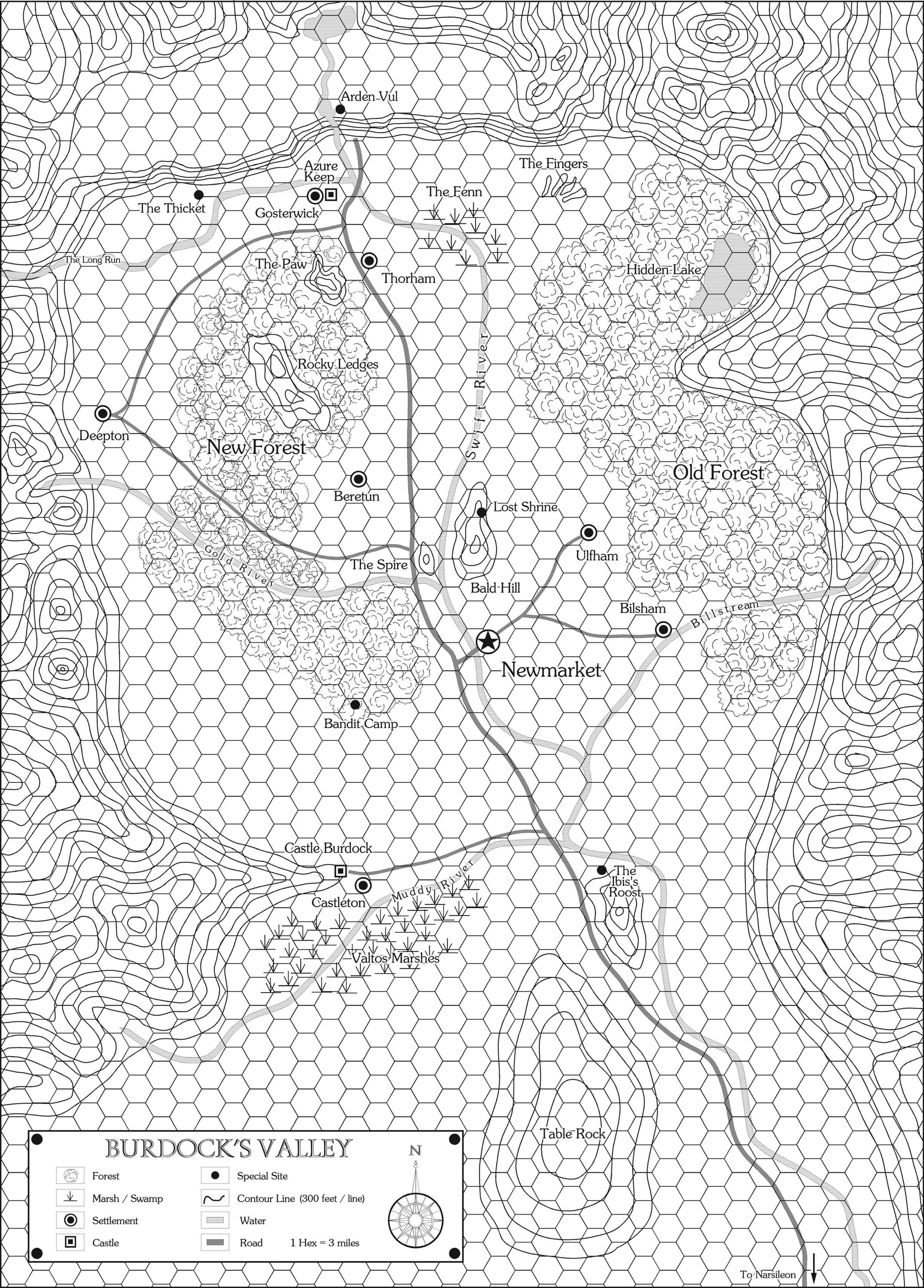
ARDEN VUL - MAP KEY

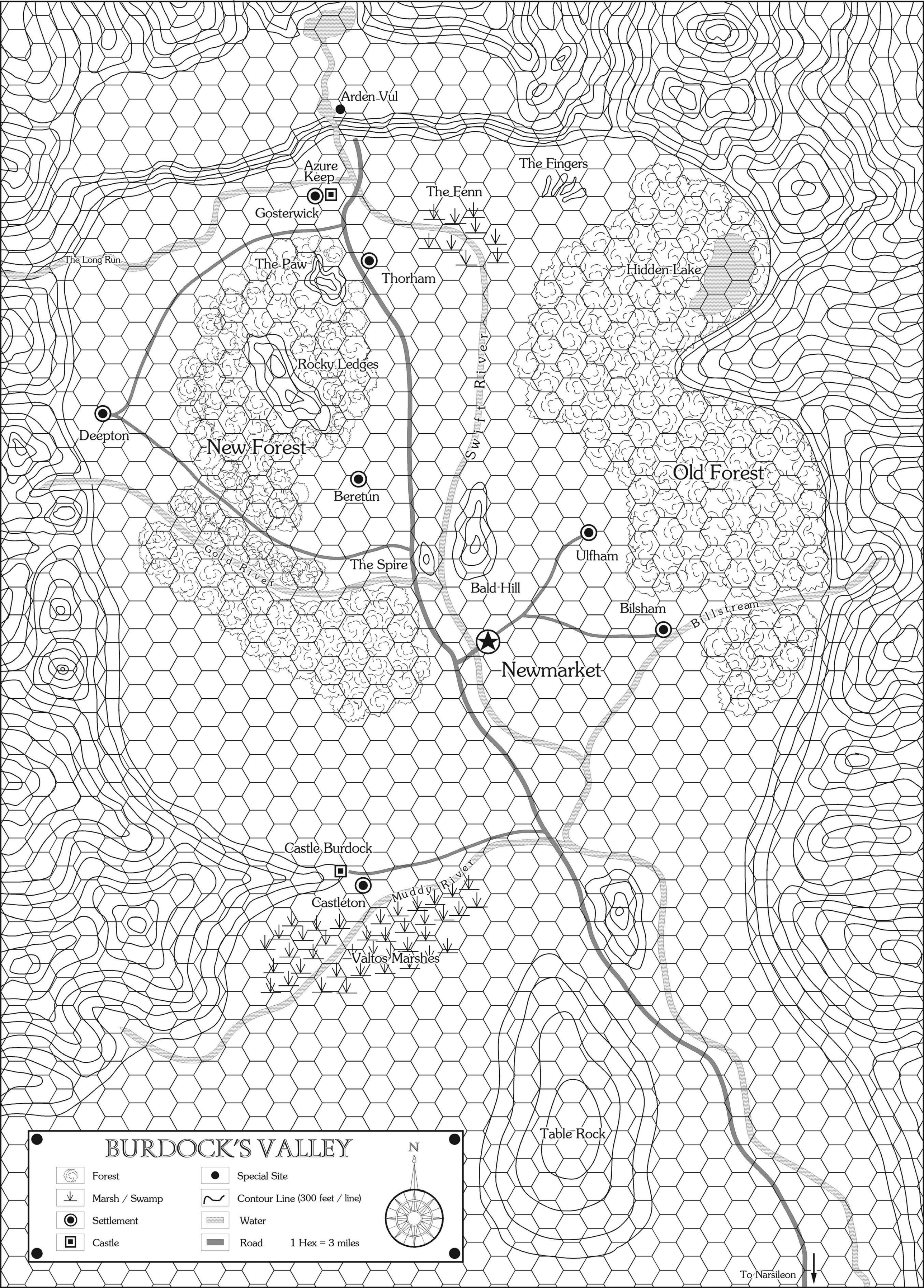
- Door
- Door, Double
- Door, locked
- Door, One-way
- Door, false
- Door, Secret
- Door, concealed
- Door, electronic
- Magic Portal
- Sluice Gate
- Trap door, floor
- Trap door, ceiling
- Priscian Teleporter
- Thothian teleport ring
- Rudishva teleport ring
- Stairs
- Spiral Stairs
- Elevator
- Bricked-up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

MAGAE

THE WORLD OF ARDEN VUL




Arden Vul
Azure Keep
The Fingers
The Fenn
The Thicket
Gosterwick
The Long Run
The Paw
Thorham
Hidden Lake
Rocky Ledges
Swift River
Deepton
New Forest
Old Forest
Beretun
Lost Shrine
Ulfham
Gold River
The Spire
Bald Hill
Bilsham
Billstream
Newmarket
Bandit Camp
Castle Burdock
Muddy River
Castleton
The Ibis's Roost
Valtos Marshes
Table Rock
To Narsileon
BURDOCK'S VALLEY
N
Forest
Marsh / Swamp
Settlement
Castle
Special Site
Contour Line (300 feet / line)
Water
Road
1 Hex = 3 miles


Arden Vul
Azure Keep
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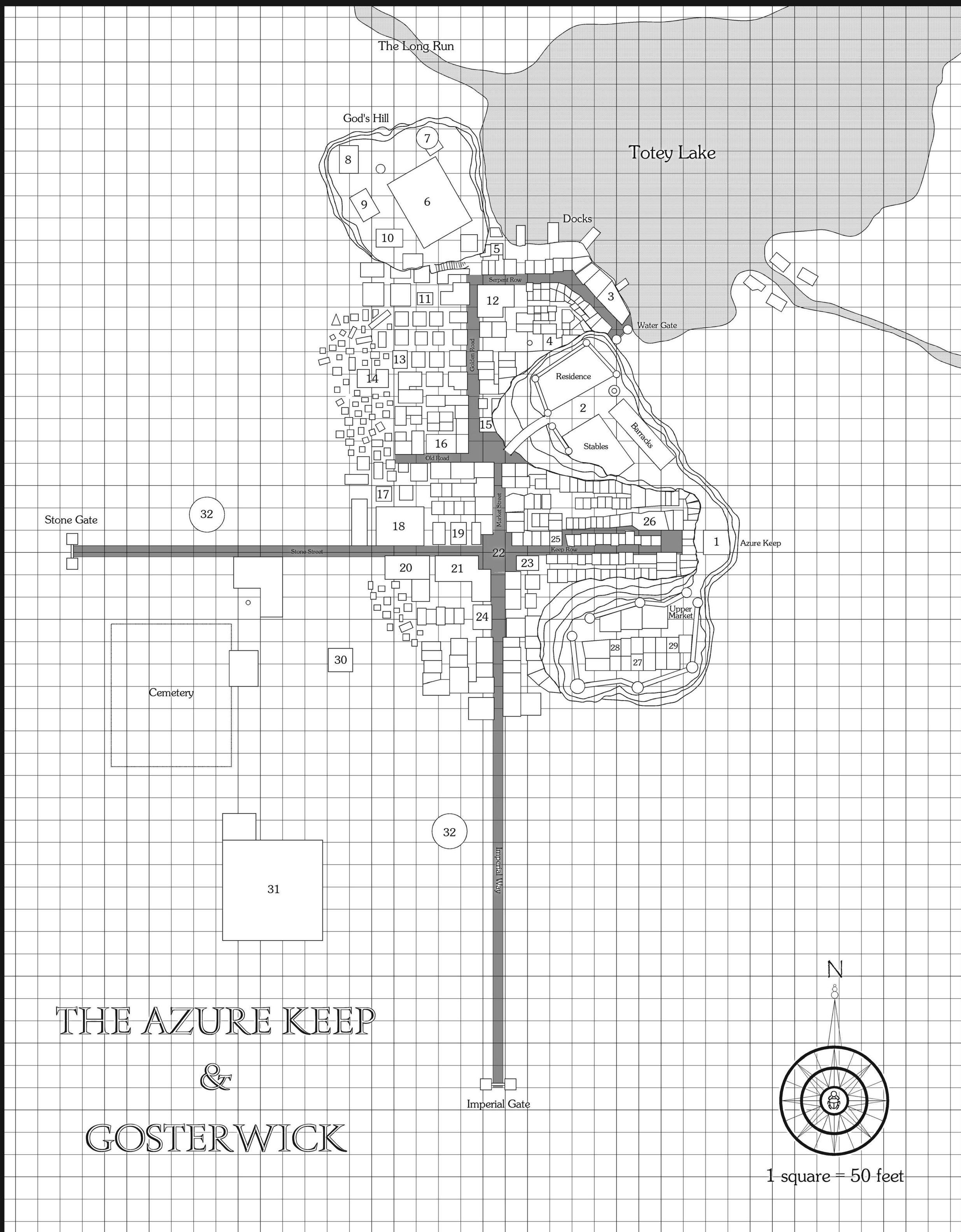
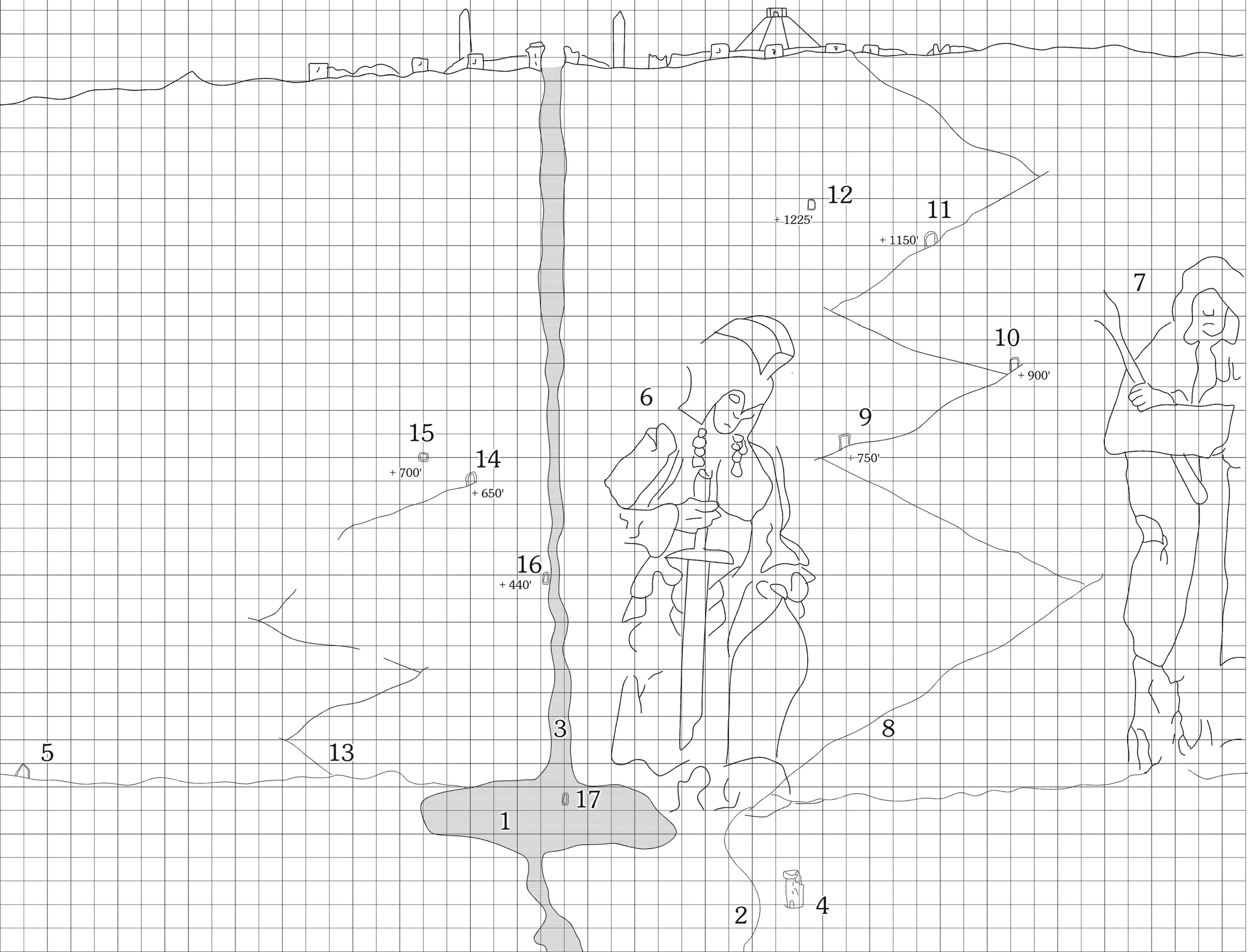

The Long Run
Totey Lake
God's Hill
Docks
Serpent Row
Water Gate
Golden Road
Residence
Stables
Barracks
Old Road
Market Street
Stone Gate
Stone Street
Keep Row
Azure Keep
Upper Market
Cemetery
Imperial Way
Imperial Gate
N
1 square = 50 feet
THE AZURE KEEP
&
GOSTERWICK

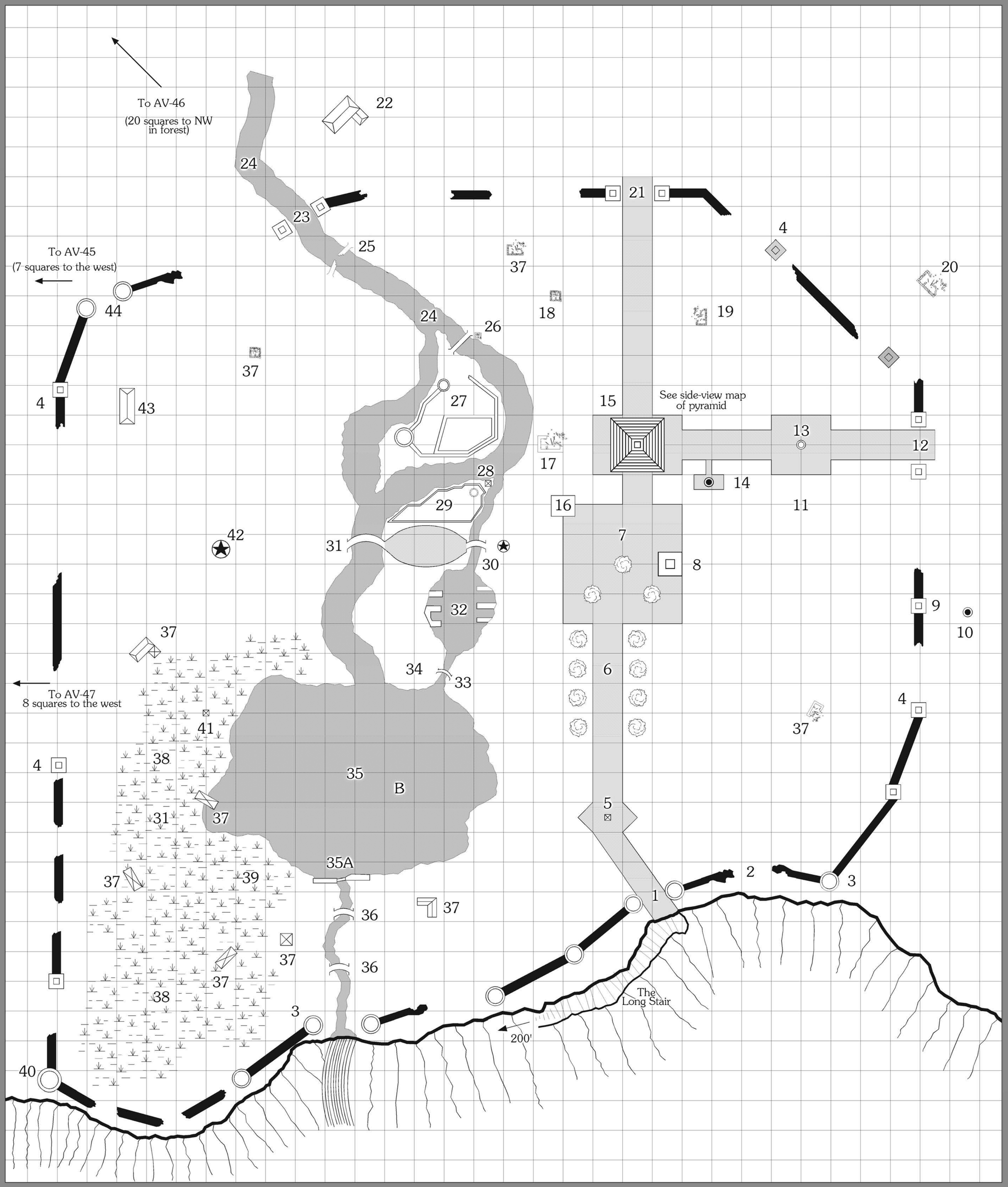
ARDEN VUL
THE CLIFF FACE

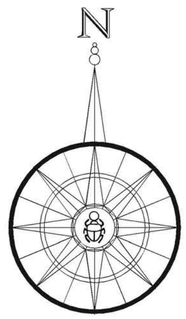
1 square = 50 feet



ARDEN VUL

THE RUINED CITY



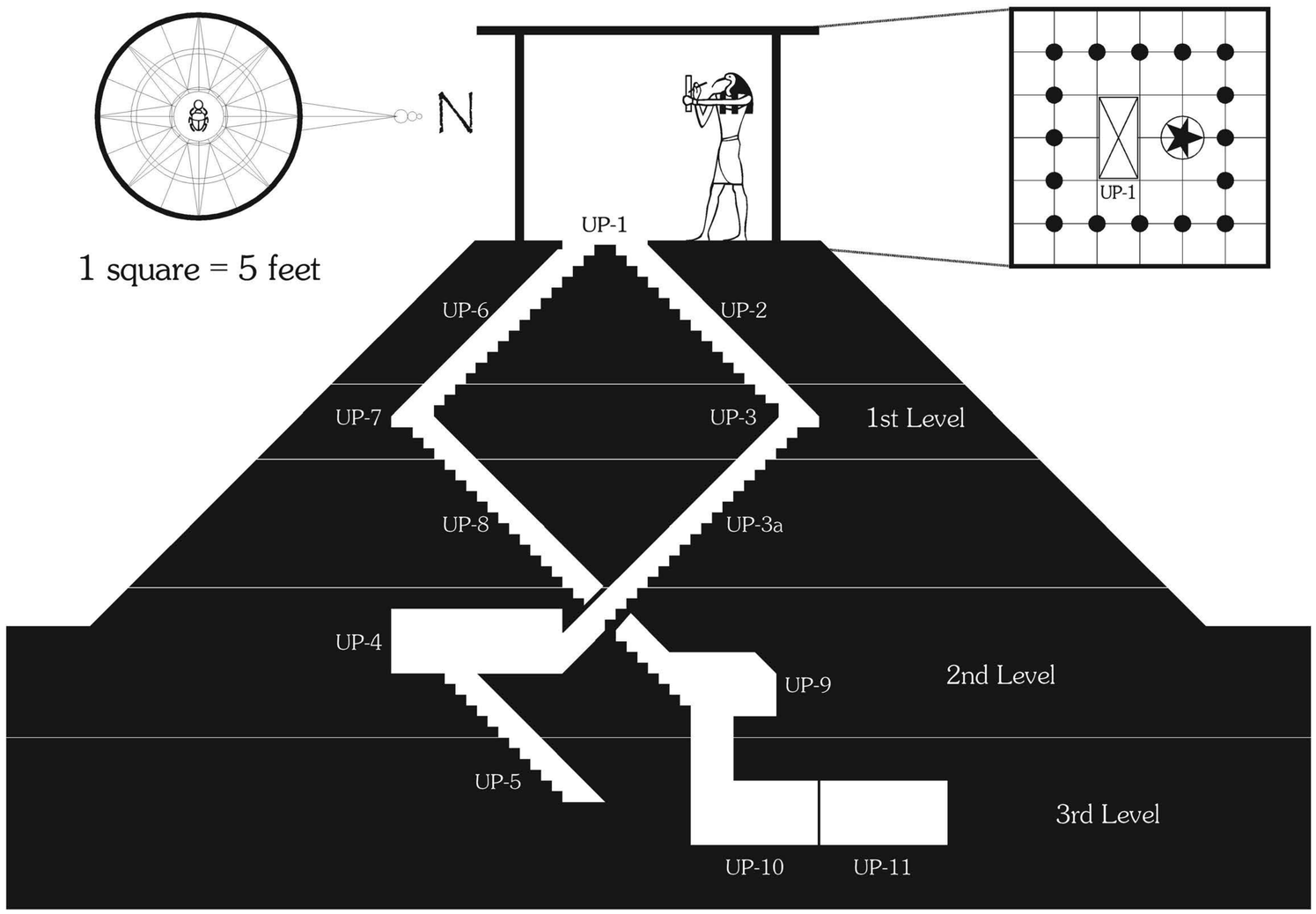


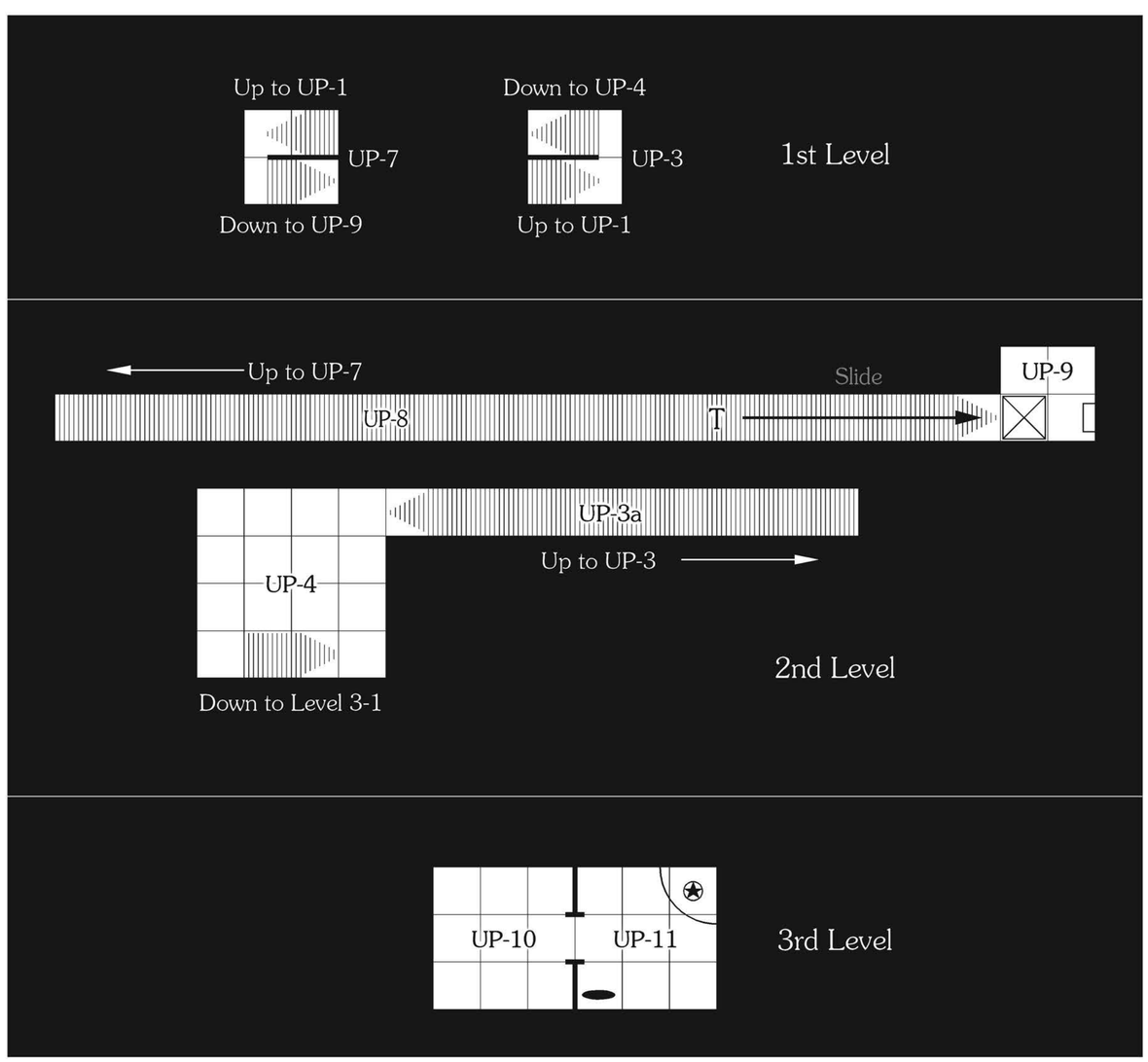
1 square = 50 feet

Connections to The Dungeon Levels

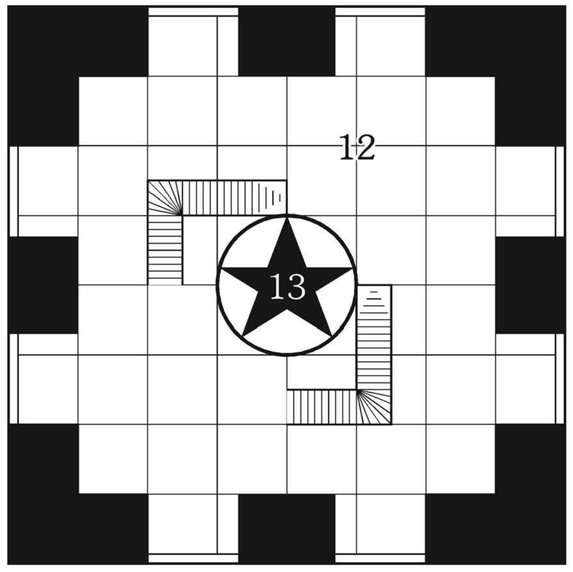
AV-10	To Level 2-54
AV-12	To Level 3-52A
AV-14	To Level 2-1
AV-14	To Sub-Level 1-1
AV-14	To Level 2-64 and 2-65
AV-15	To UP and Level 3-1
AV-16	To Sub-Level 4-37
AV-17	To Level 1-1
AV-18	To Level 2-23
AV-19	To Level 3-50A
AV-20	To Sub-Level 11-18
AV-27	To Sub-Level 6-152
AV-29	Thothian teleportation 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

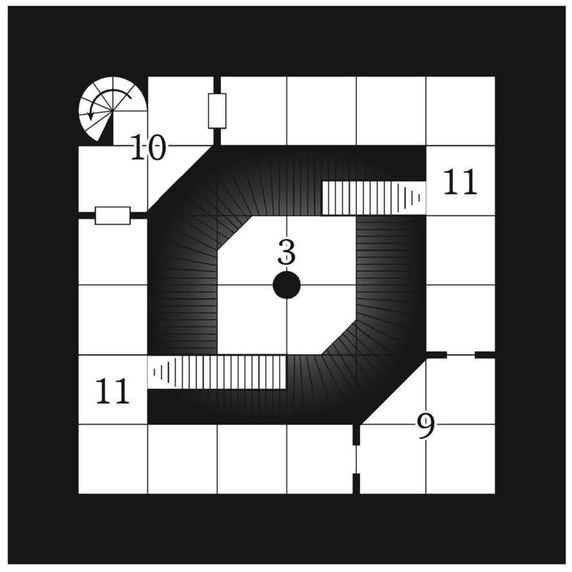




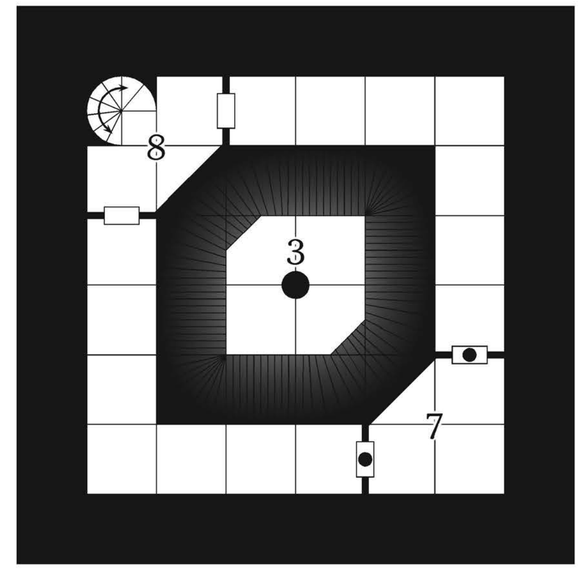
THE TOWER OF SCRUTINY



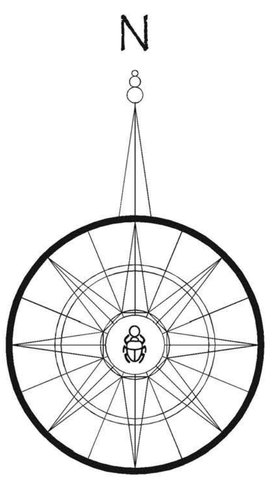
Top floor
(30' from ground)



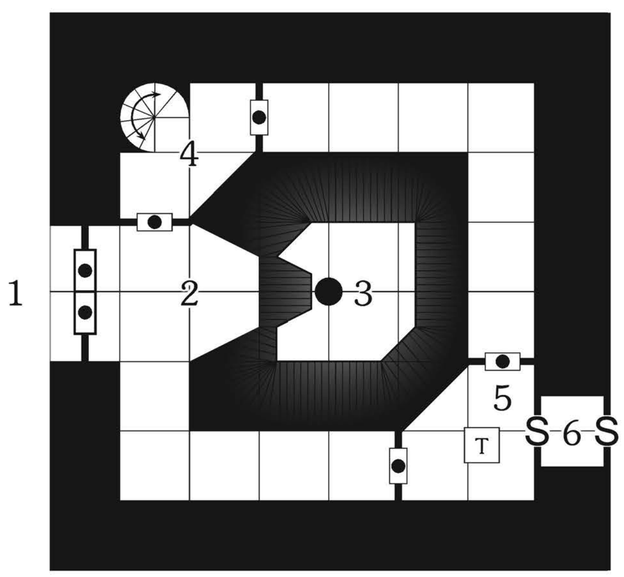
3rd floor
(20' from ground)



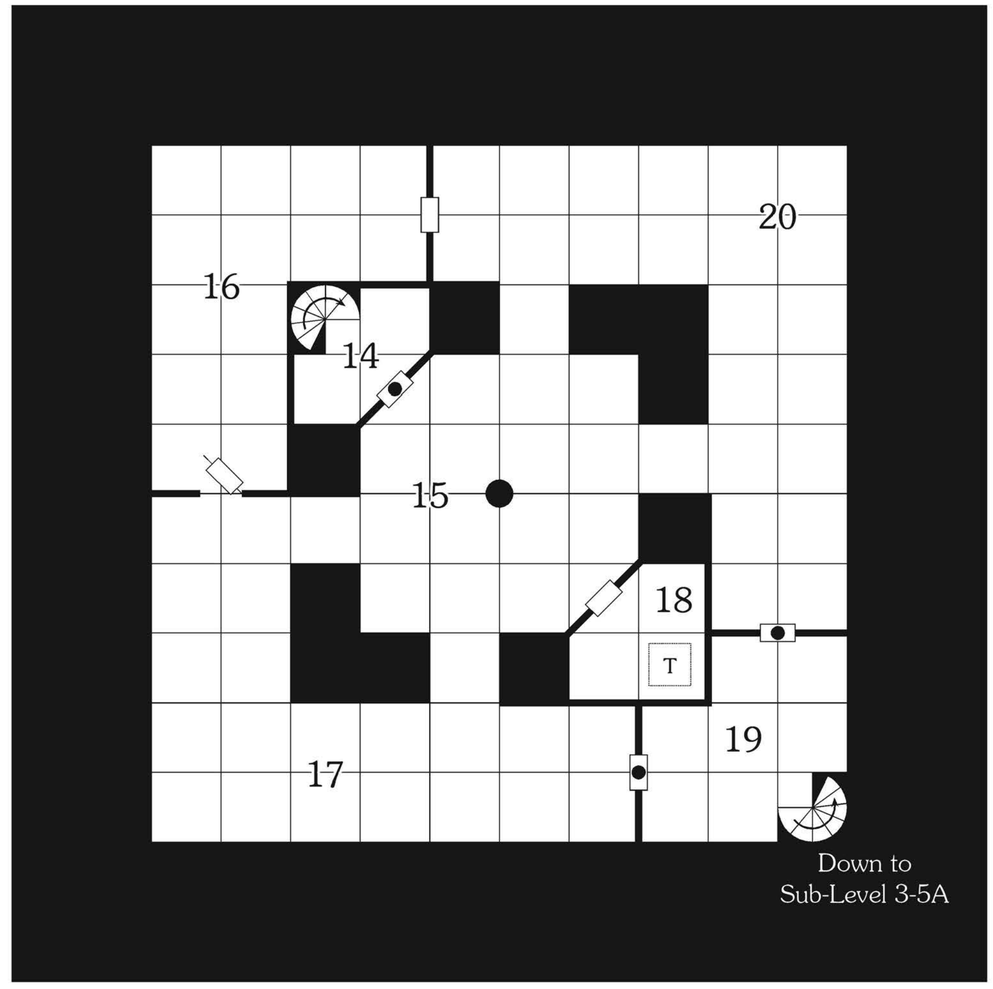
2nd floor
(10' from ground)



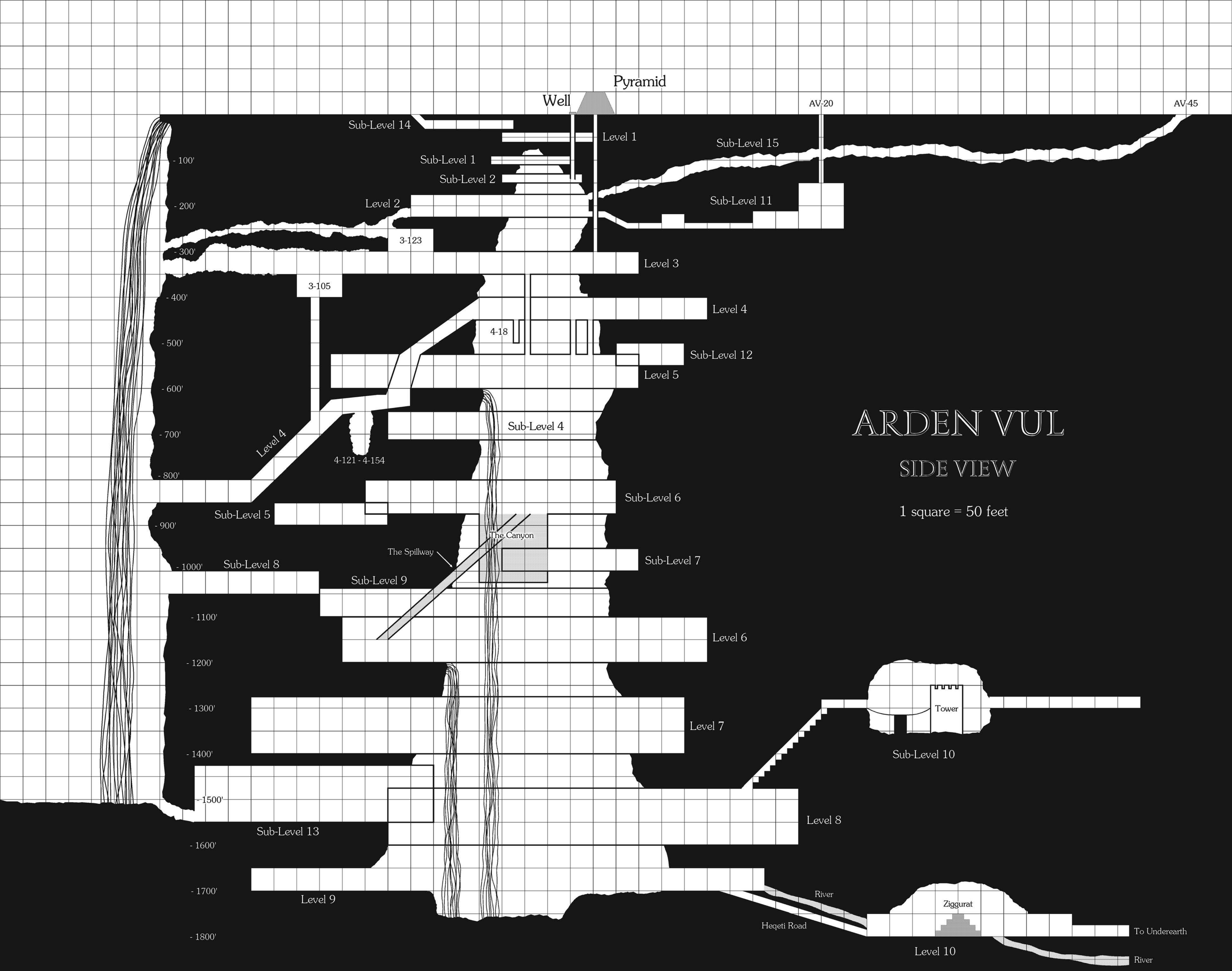
1 square = 5 feet



Ground floor

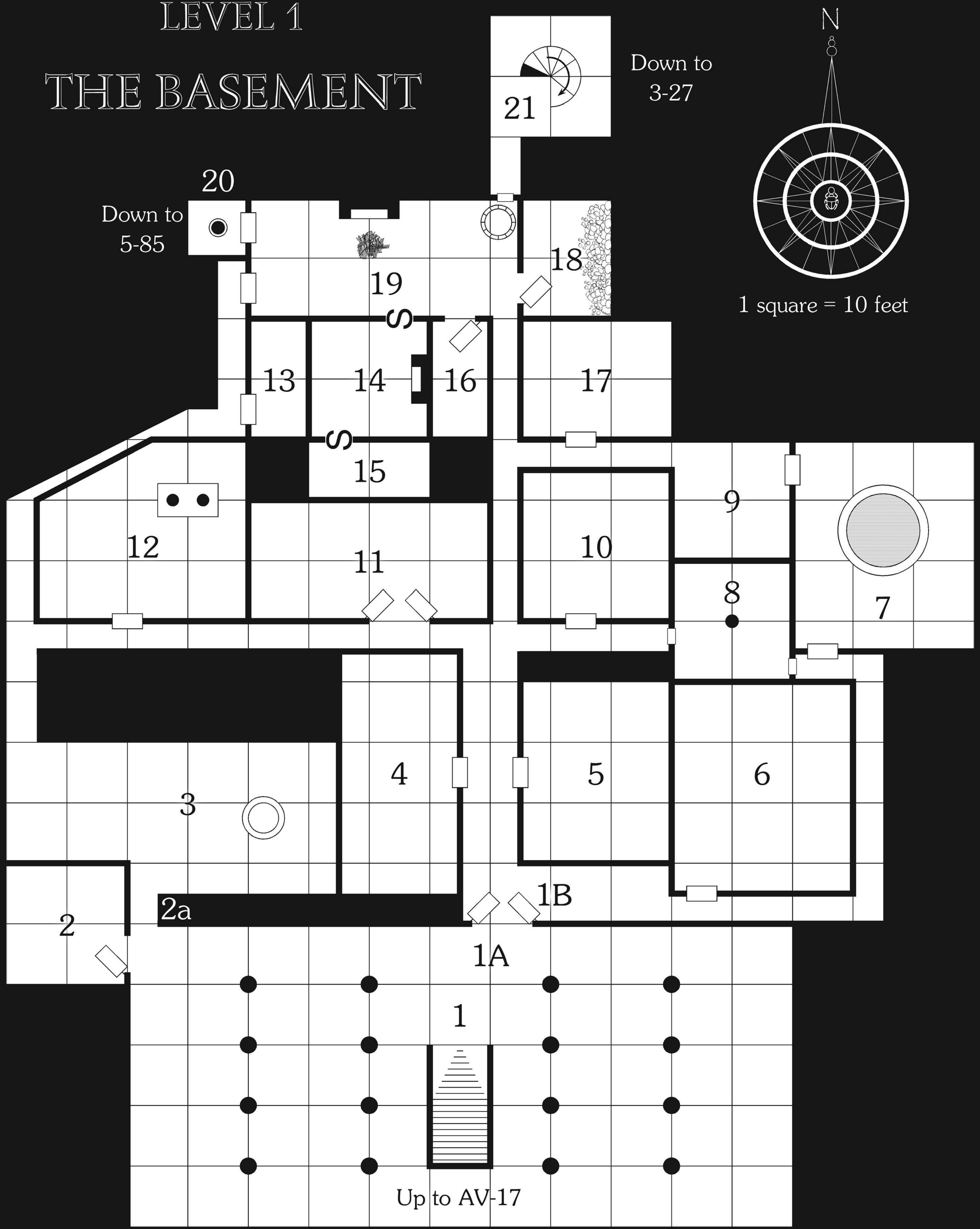


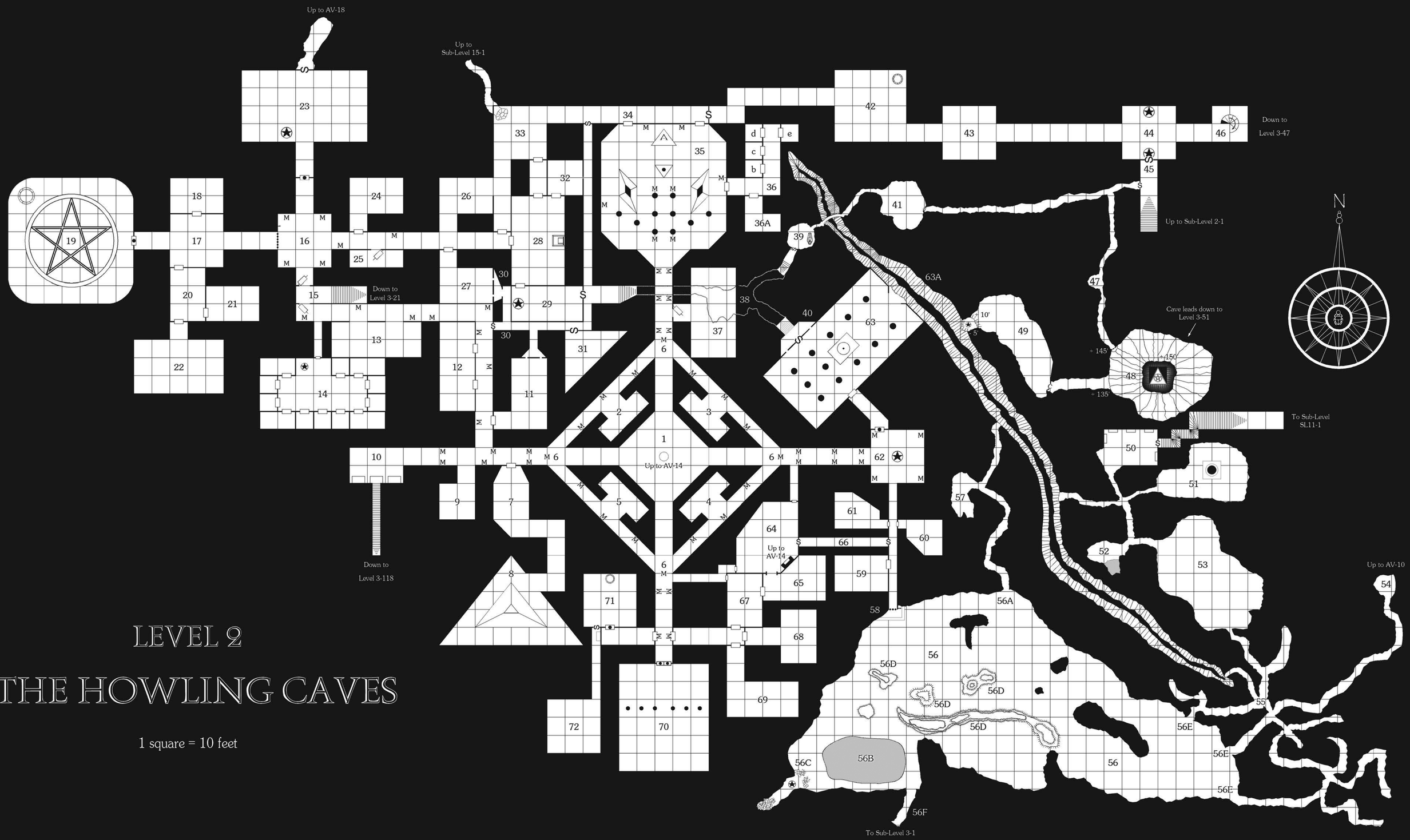
Basement


ARDEN VUL
SIDE VIEW
1 square = 50 feet
Pyramid
Well
AV-20
AV-45
Sub-Level 14
Level 1
Sub-Level 15
Sub-Level 1
Sub-Level 2
Level 2
Sub-Level 11
3-123
Level 3
3-105
Level 4
4-18
Sub-Level 12
Level 5
Sub-Level 4
Level 4
4-121 - 4-154
Sub-Level 6
Sub-Level 5
The Canyon
The Spillway
Sub-Level 7
Sub-Level 8
Sub-Level 9
Level 6
Tower
Level 7
Sub-Level 10
Level 8
Sub-Level 13
Level 9
River
Ziggurat
Heqeti Road
To Underearth
Level 10
River
- 100'
- 200'
- 300'
- 400'
- 500'
- 600'
- 700'
- 800'
- 900'
- 1000'
- 1100'
- 1200'
- 1300'
- 1400'
- 1500'
- 1600'
- 1700'
- 1800'

LEVEL 1

THE BASEMENT





LEVEL 2

THE HOWLING CAVES

1 square = 10 feet

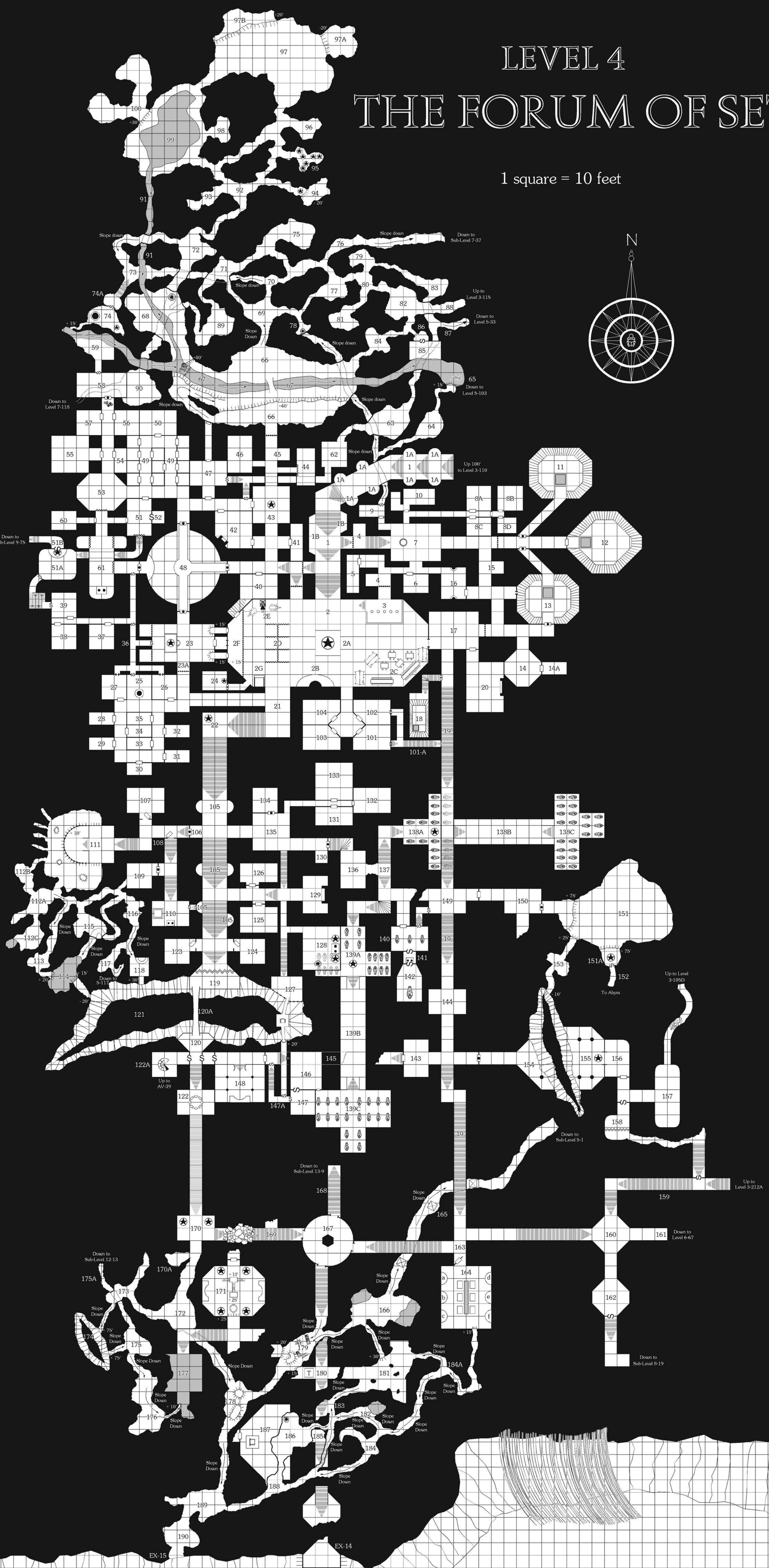
LEVEL 3

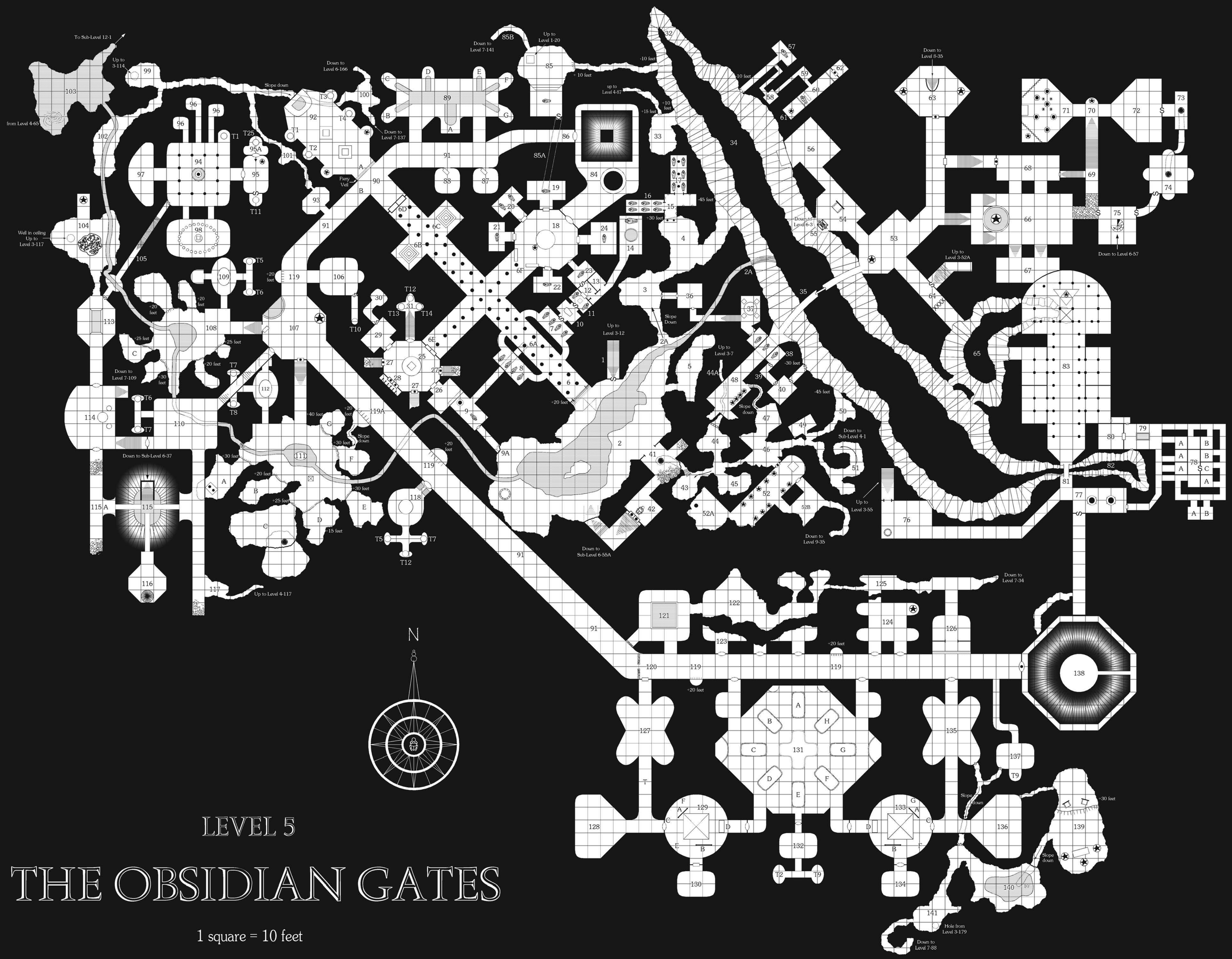
THE HALLS OF THOTH

1 square = 10 feet

LEVEL 4
THE FORUM OF SET

1 square = 10 feet





LEVEL 5

THE OBSIDIAN GATES

1 square = 10 feet

N
1 square = 10 feet
Side view of area #30 from north
Tunnel opening to 6-38
Down to Sub-Level 10A-30
Up to Level 3-50B
Up to Sub-Level 6-56
Up to Level 5-100
Down to Level 8-33
Up to Sub-Level 12-13
Down to Sub-Level 7-6
Up to AV-27
Slope Down
Down to Level 8-1
Up to Level 5-55
Down to Level 7-1
Down to Level 8-25
Elevator up to Sub-Level 2-3
Up to Level 5-75
Ramp down
Down to Level 8-71
Slope down
Down to Level 8-129
Spillway to Sub-Level 6-25
Down to Sub-Level 13-27
Down to 6-72
Up to Sub-Level 4-53
Up to Level 4-161
Down to Level 7-42
Cavern extends upwards to SL 4-28
Down to Level 9-39
Pod Lower Level
LEVEL 6
THE TROLL LIFTS
&
THE ARENA

LEVEL 7

THE COURT OF THE TROLL THEGN

LEVEL 8

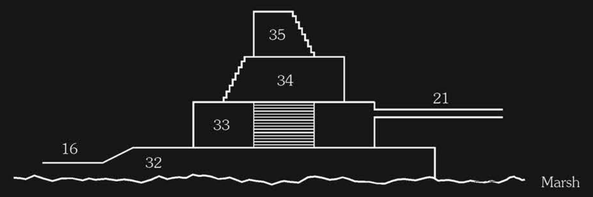
THE NETHER REACHES

LEVEL 9

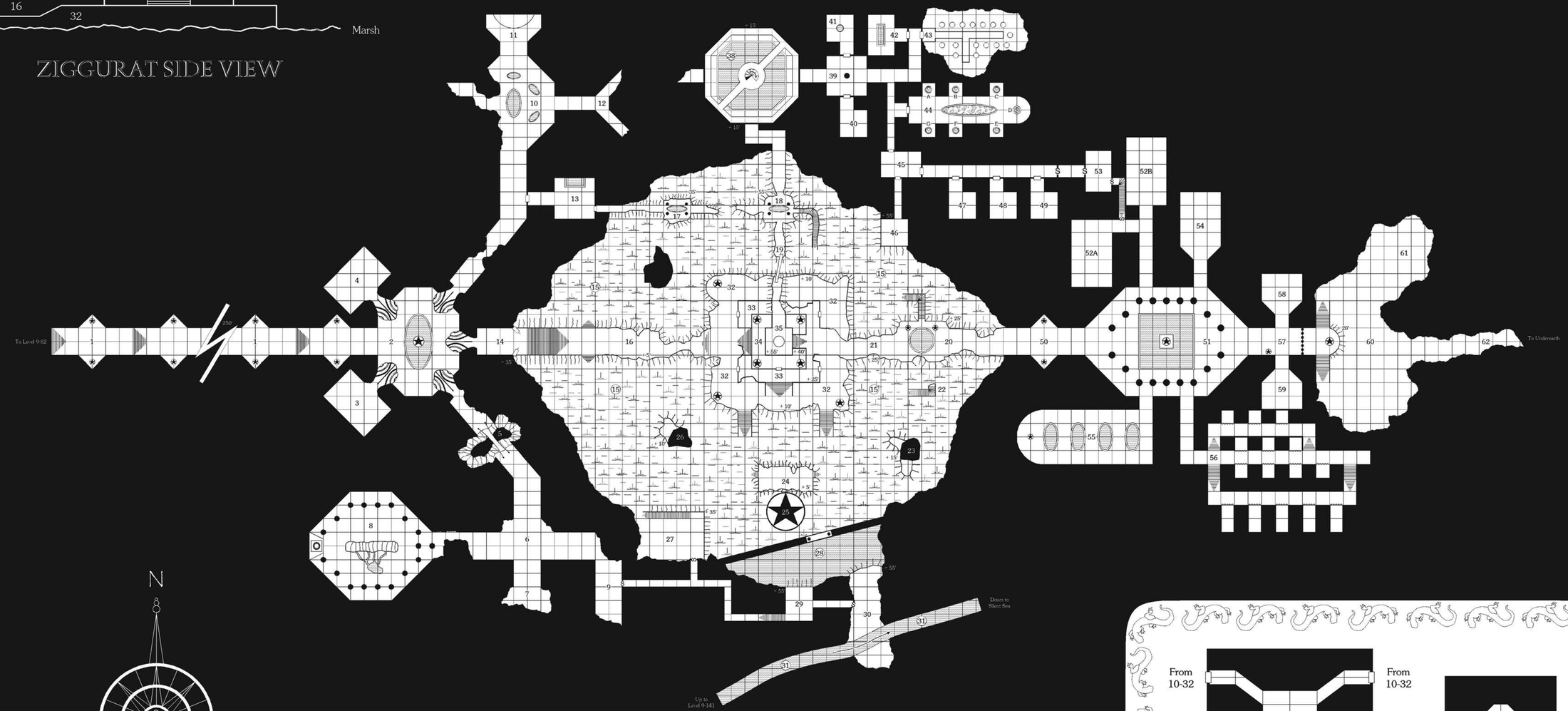
THE CHASM FLOOR

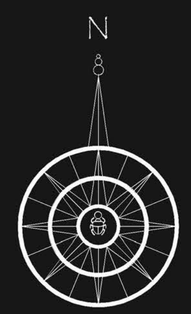
LEVEL 10

THE ZIGGURAT OF KAUKET

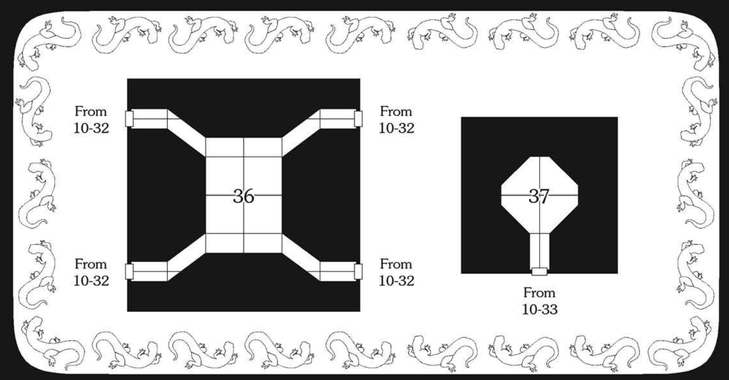


ZIGGURAT SIDE VIEW





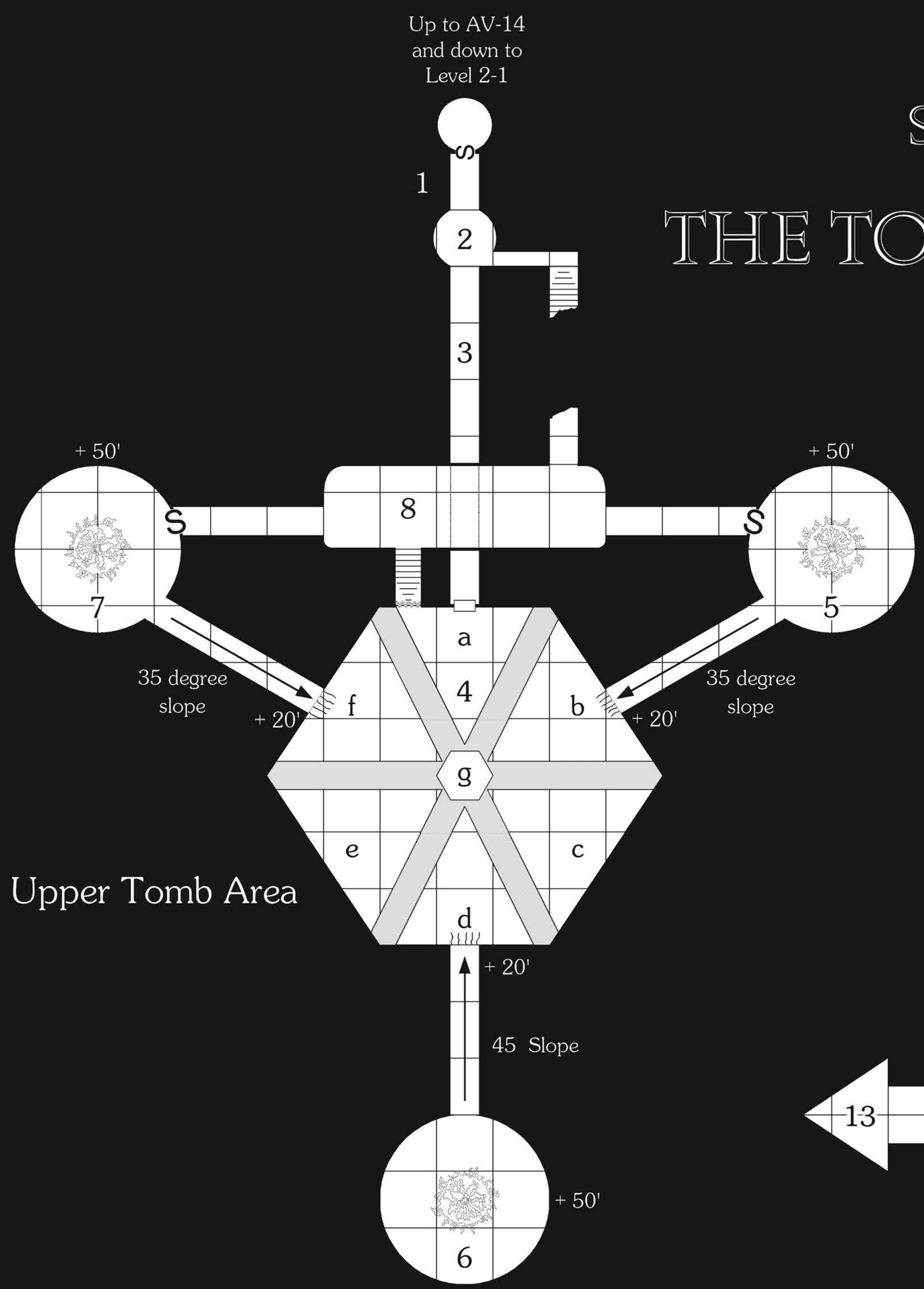
1 square = 10 feet

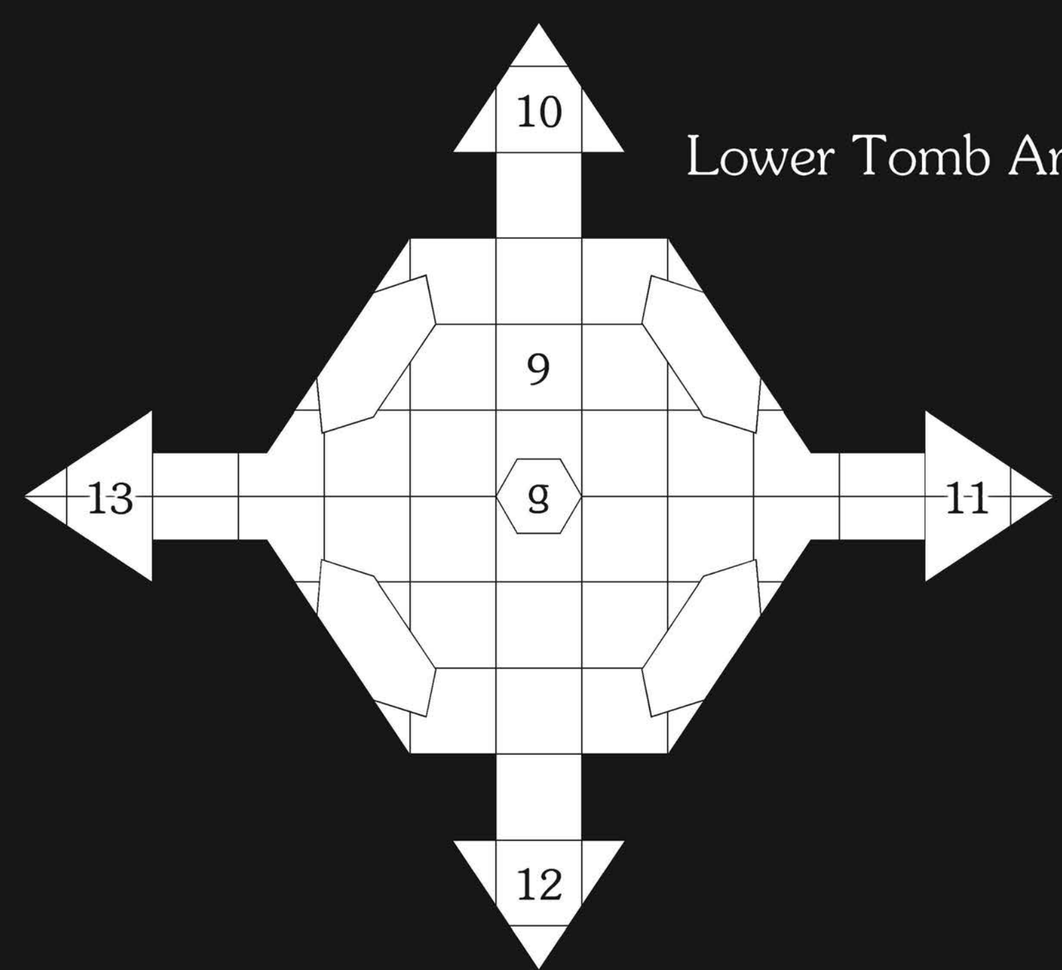


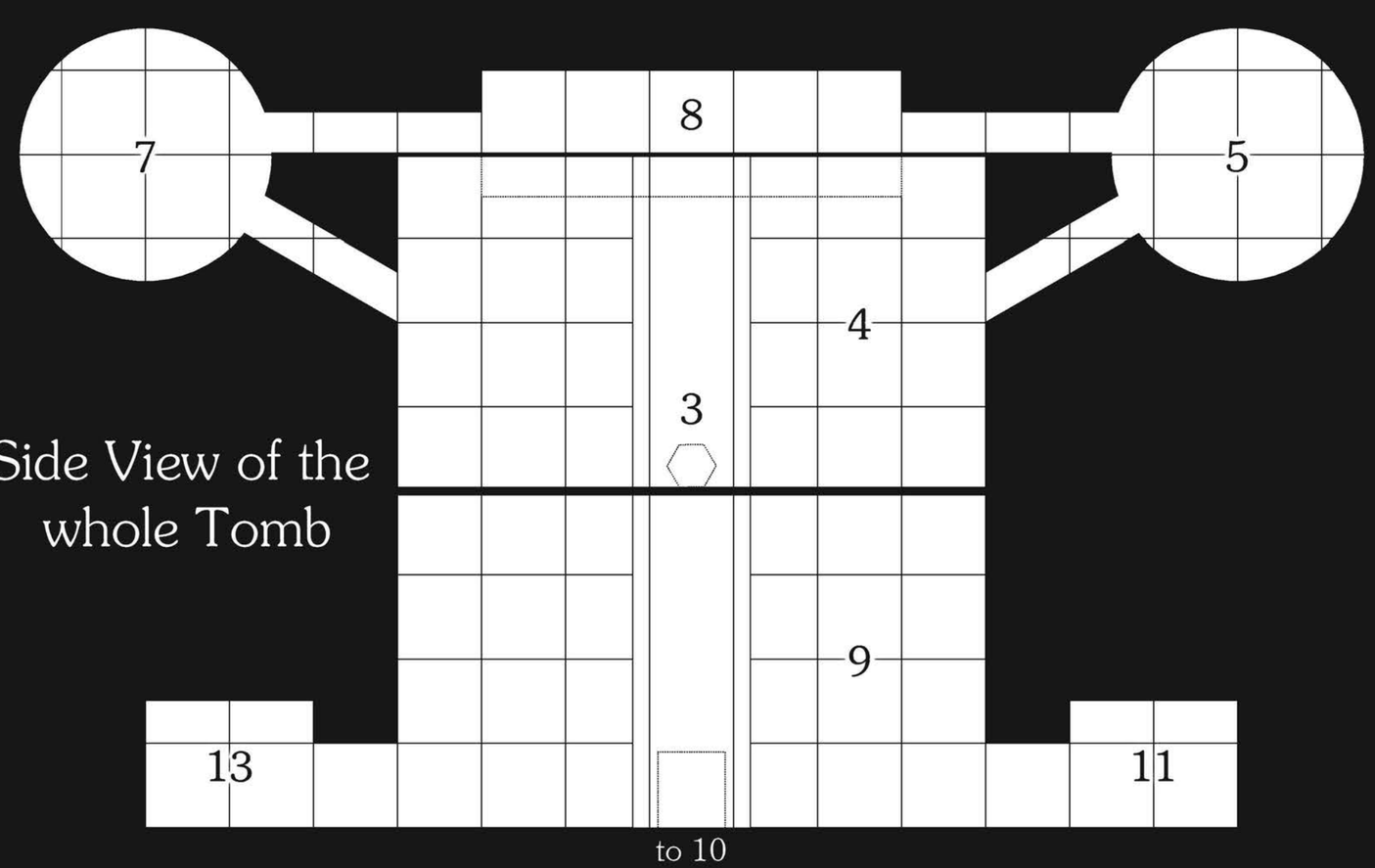
INSIDE THE ZIGGURAT

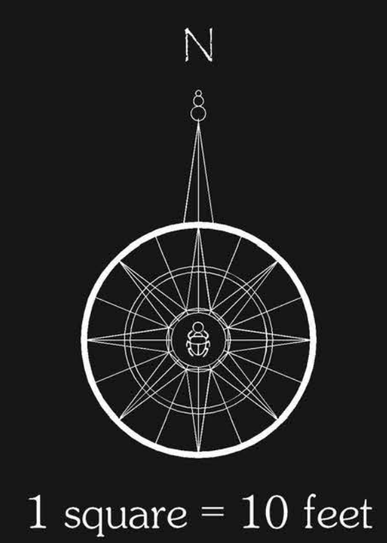
SUB-LEVEL 1

THE TOMBS OF LIGHT



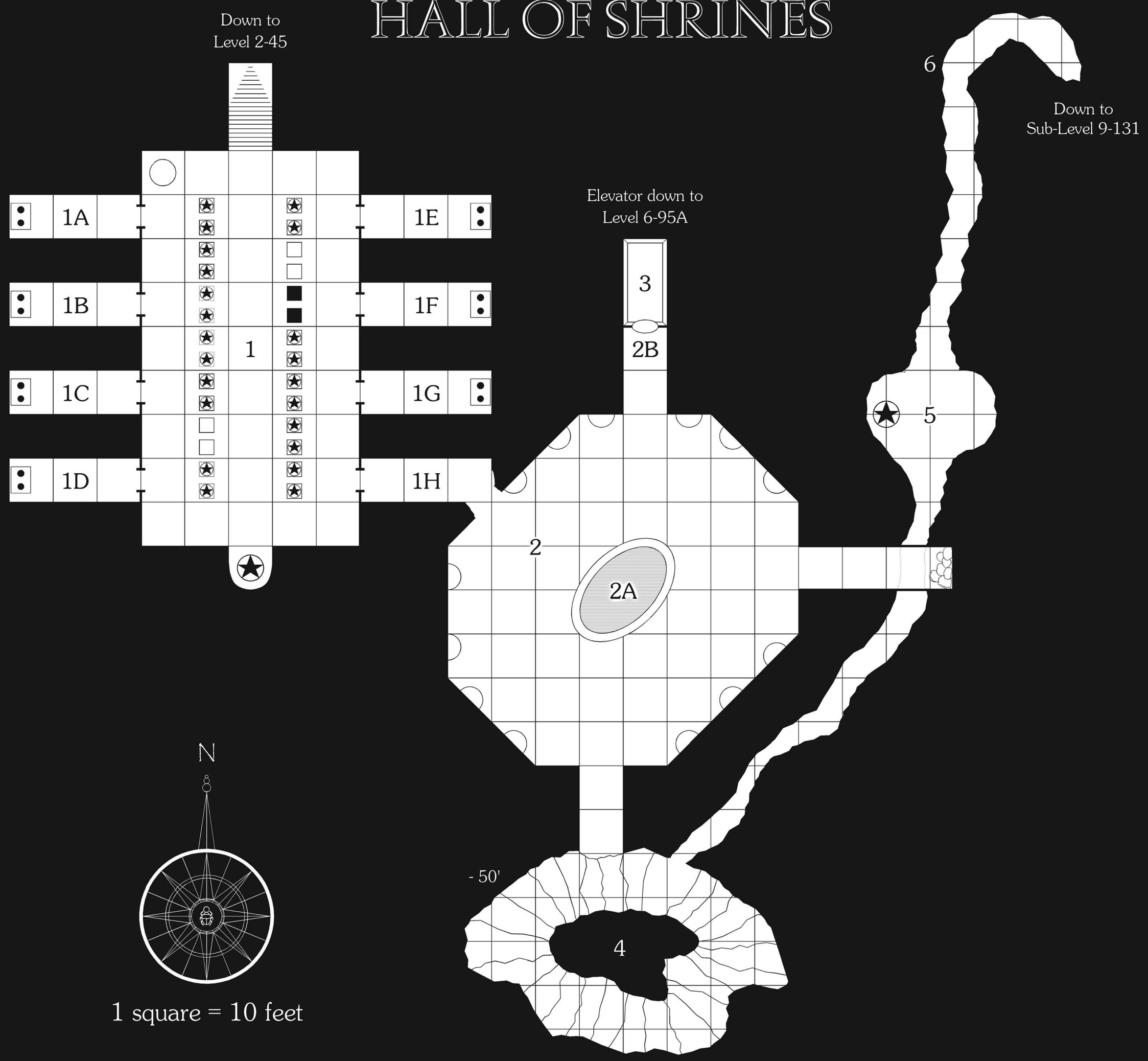






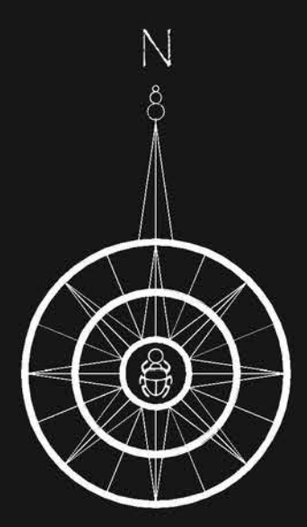
SUB-LEVEL 2

HALL OF SHRINES



SUB-LEVEL 3

LESSER BABOON CAVES



1 square = 10 feet

To Level 2-56F

Hall leads down to Level 3-123

Up to TS-19

Down to Level 3-135

Slope Down

Slope down

+ 30'

+ 40'

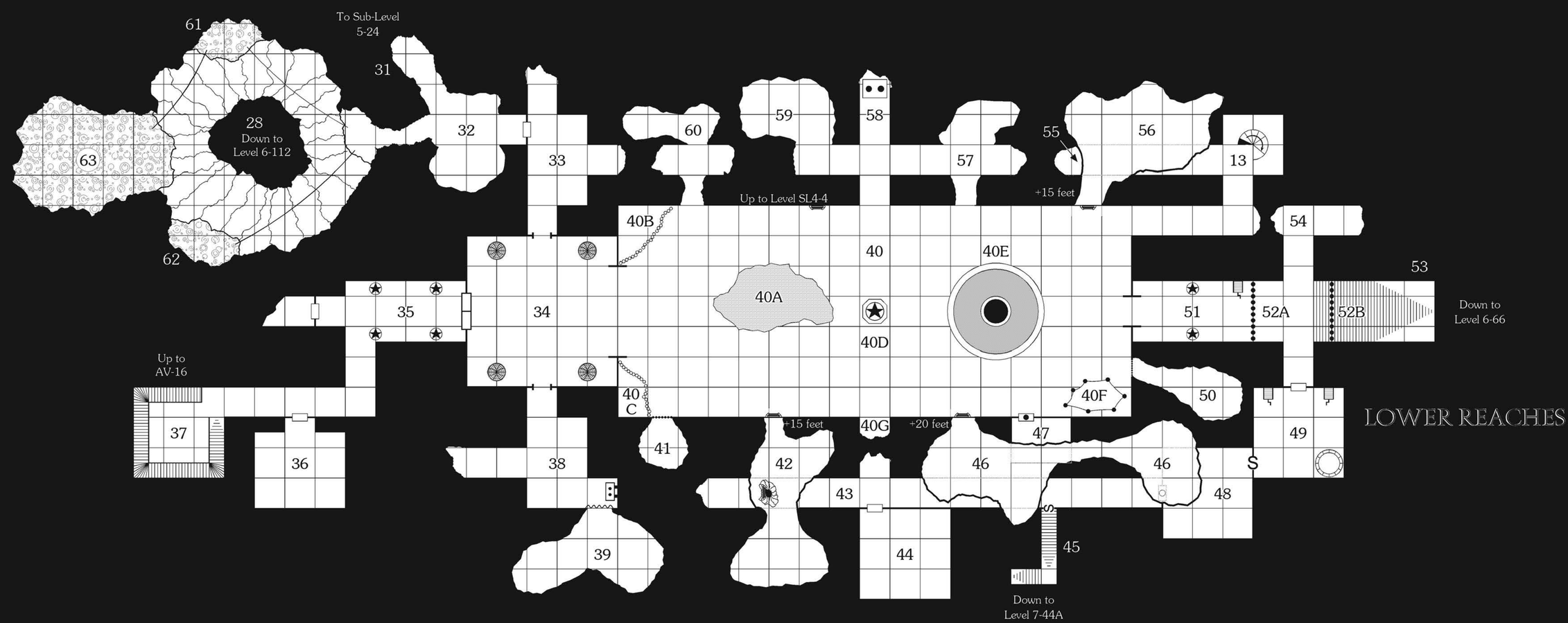
+ 40'

EX-12

275' down cliff face

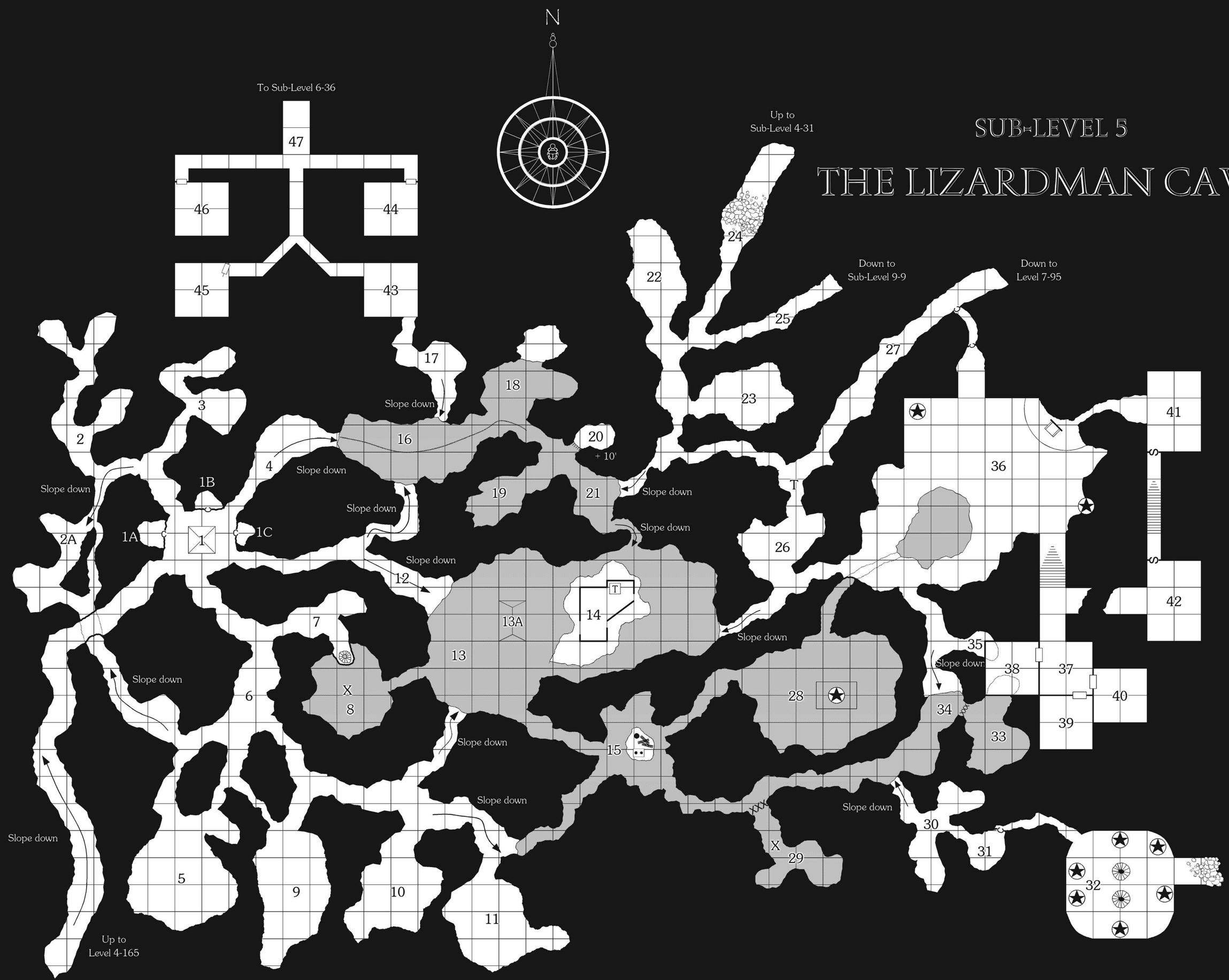
SUB-LEVEL 4

THE GOBLIN WARRENS



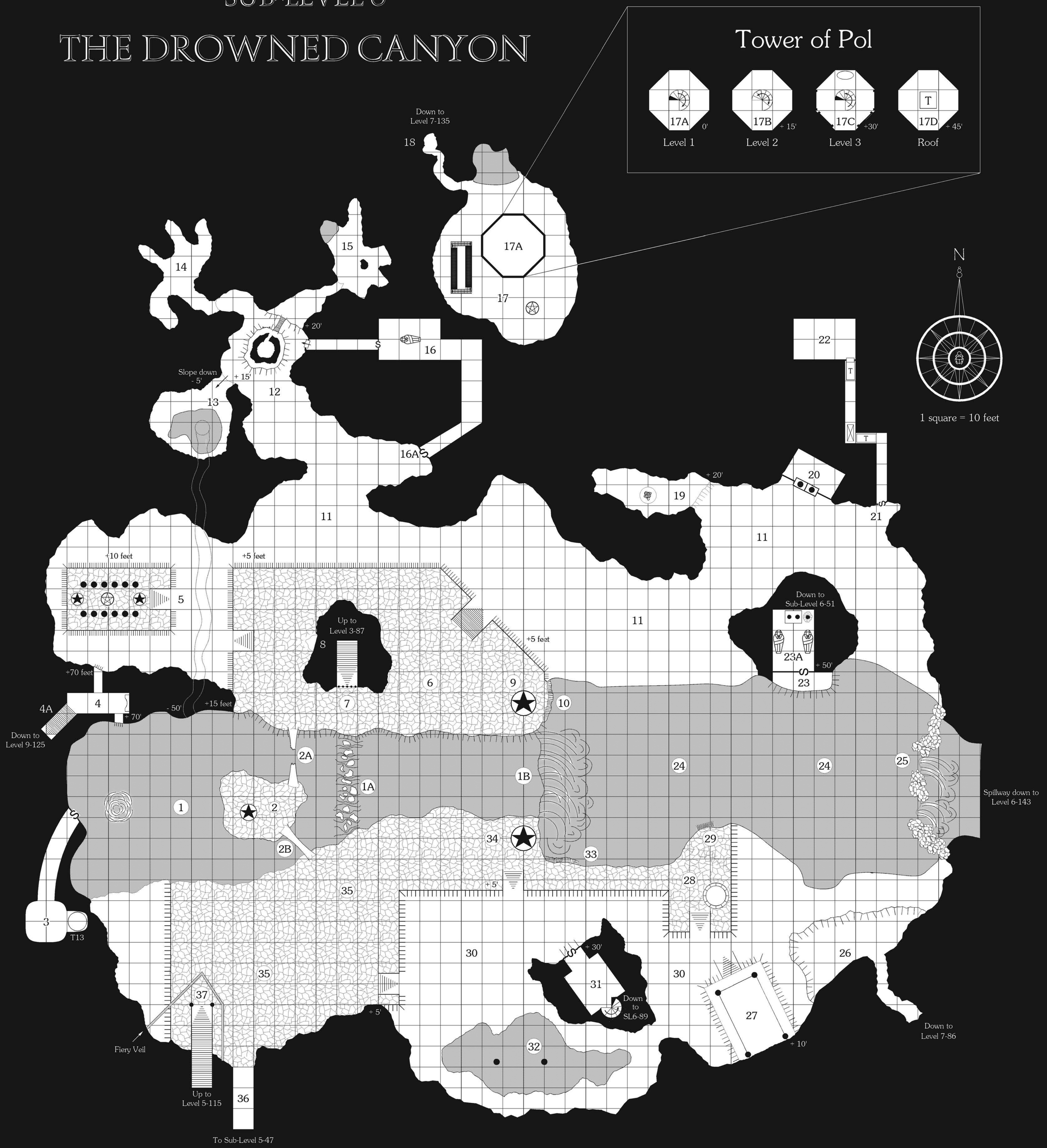
SUB-LEVEL 5

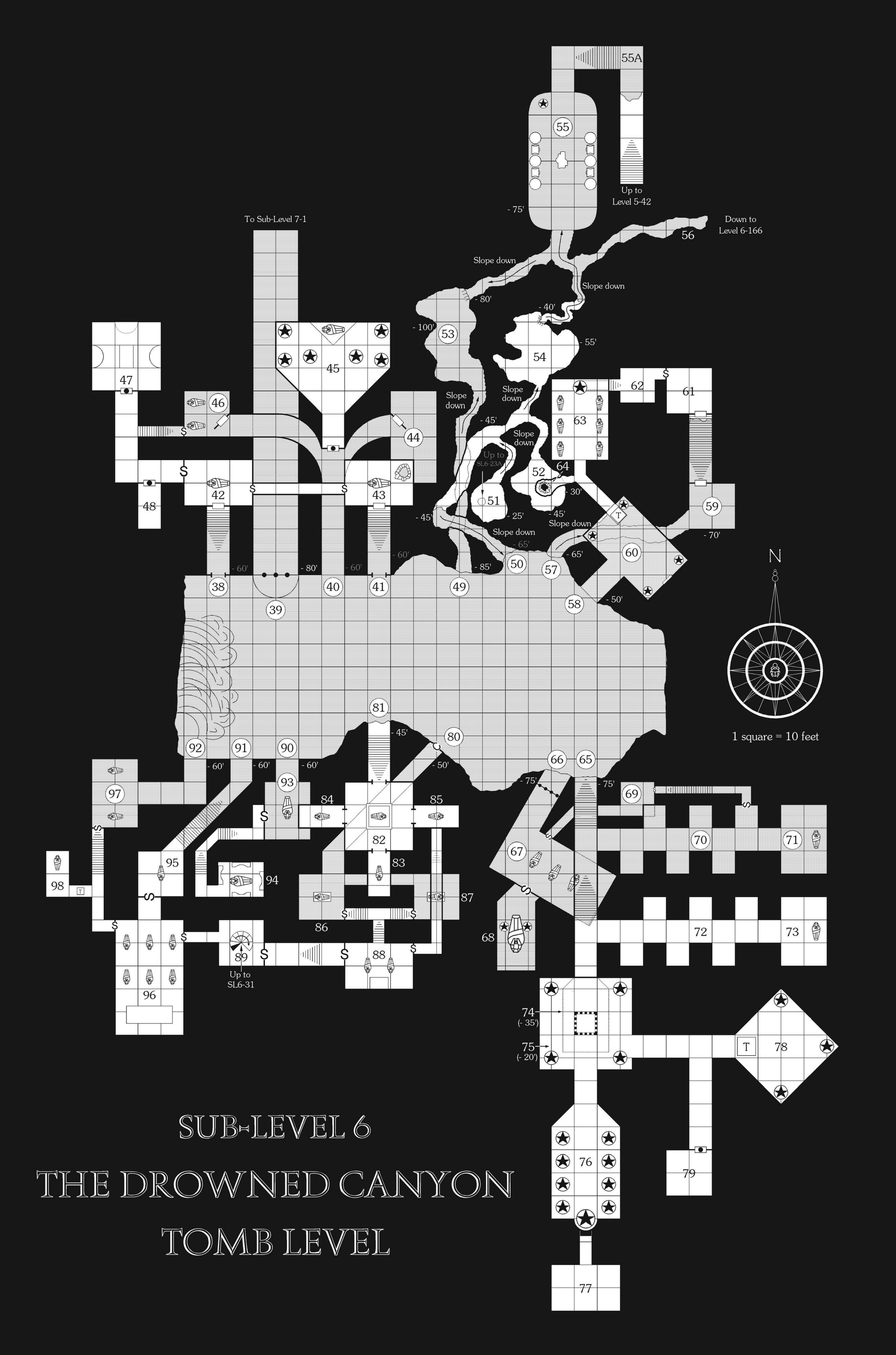
THE LIZARDMAN CAVES



SUB-LEVEL 6

THE DROWNED CANYON

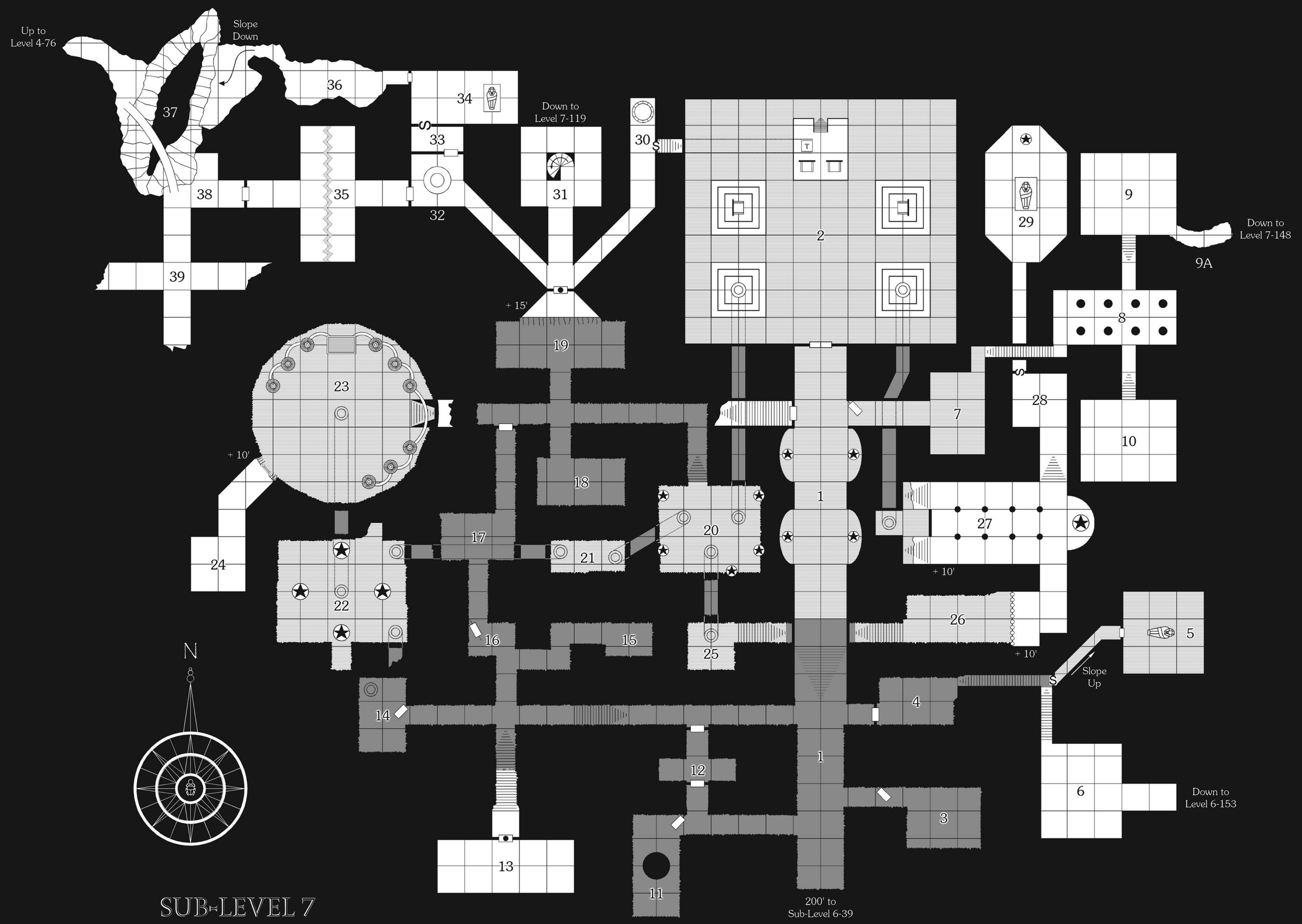




SUB-LEVEL 6

THE DROWNED CANYON

TOMB LEVEL

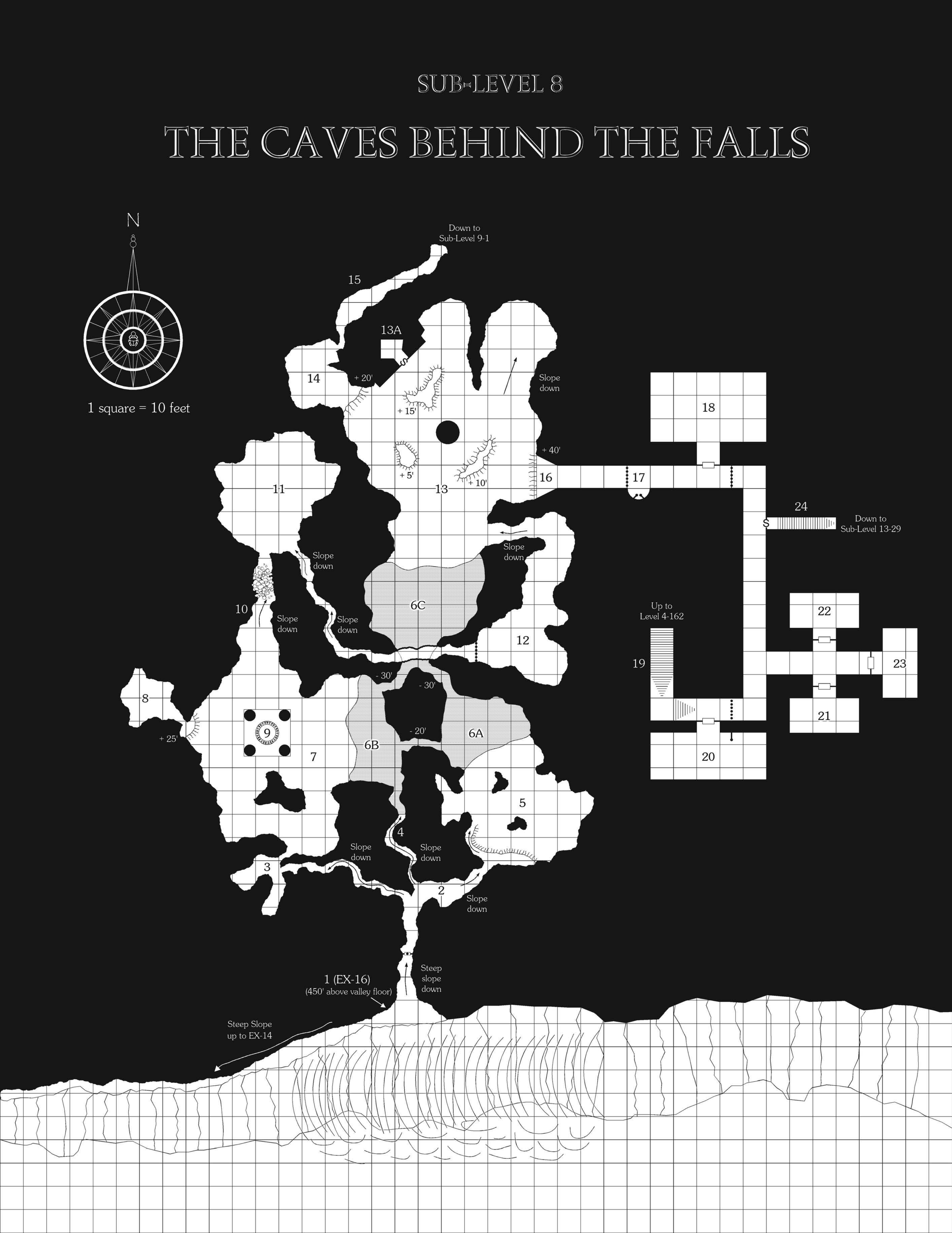


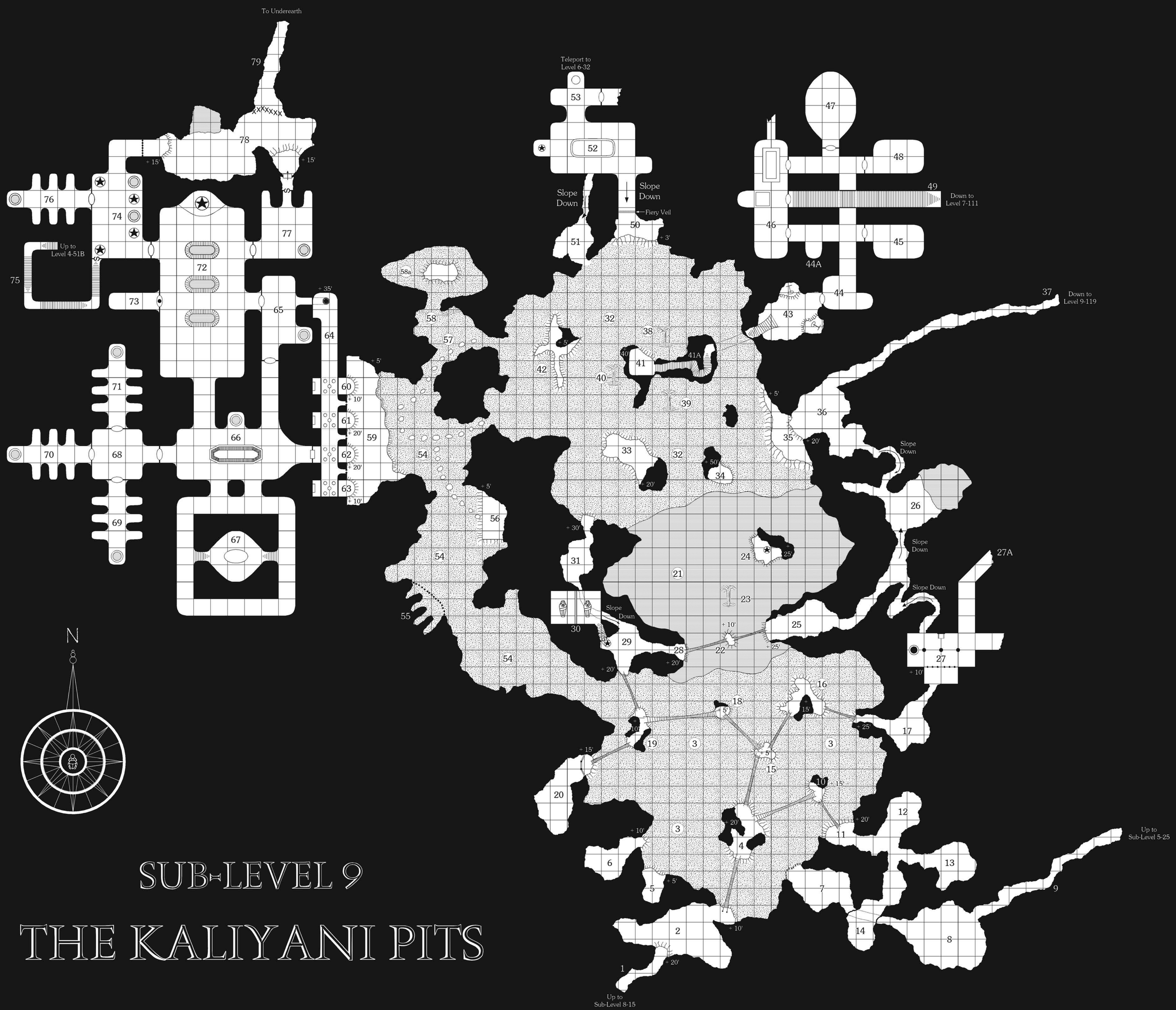
SUB-LEVEL 7

THE FLOODED VAULTS

SUB-LEVEL 8

THE CAVES BEHIND THE FALLS



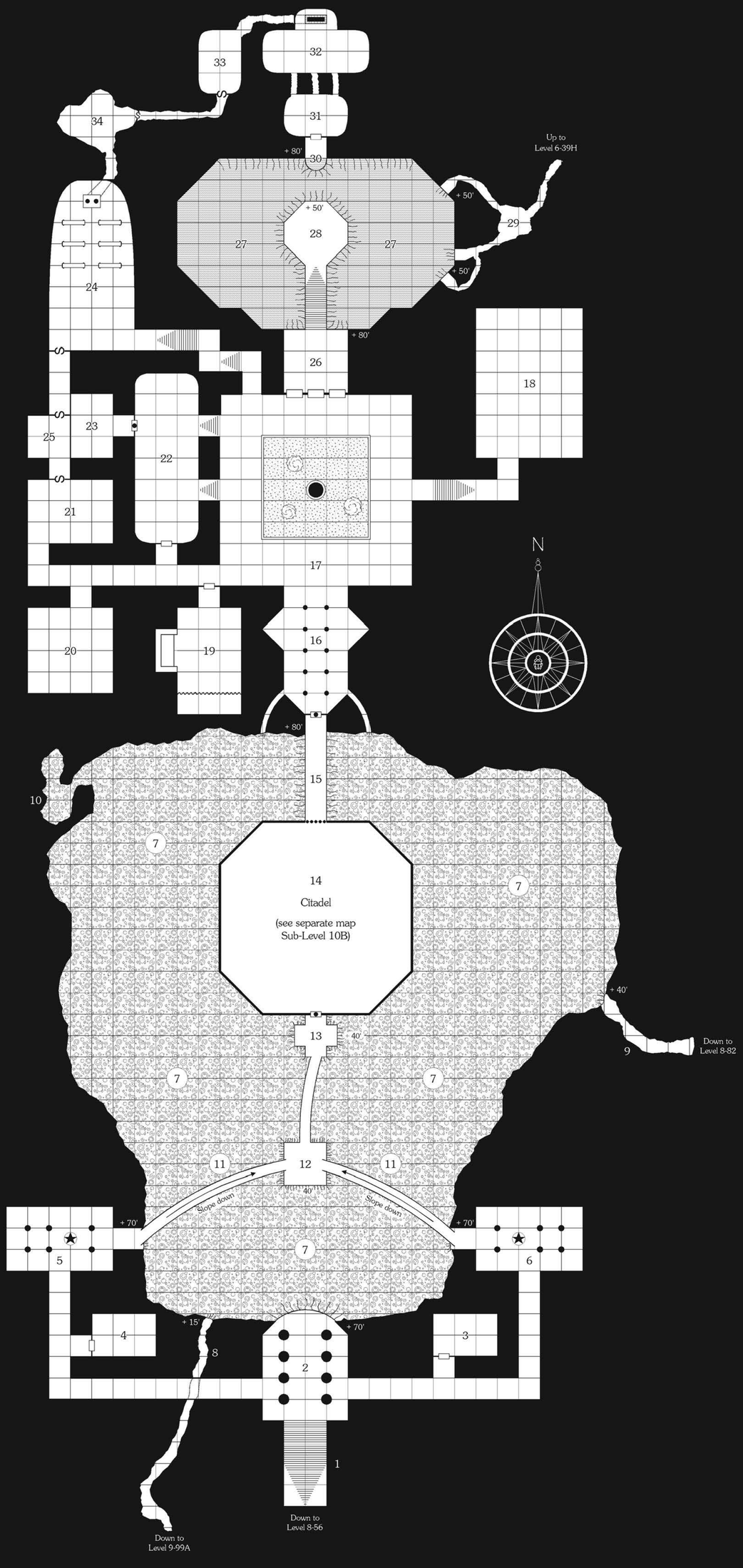


SUB-LEVEL 9

THE KALIYANI PITS

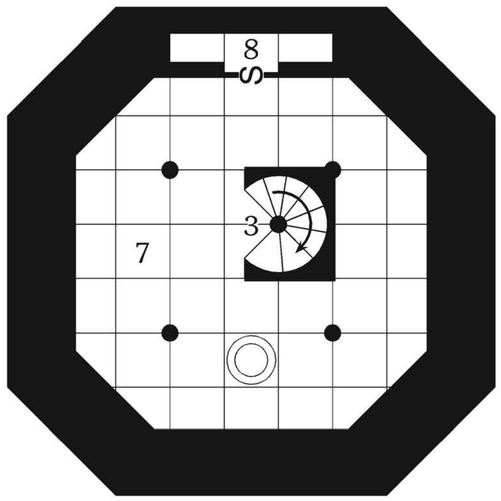
SUB-LEVEL 10A

HOLD OF THE SUN-SCARRED KNIGHTS

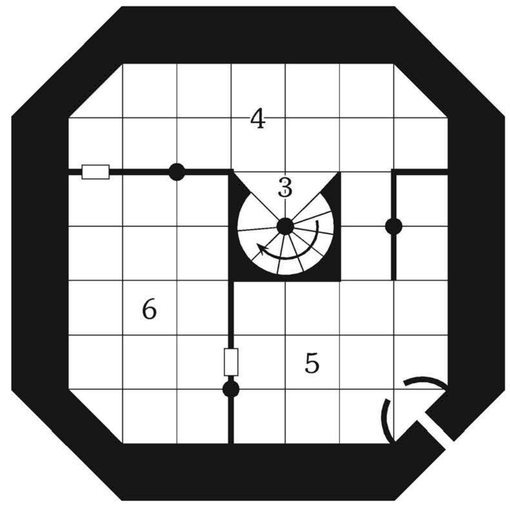


SUB-LEVEL 10B

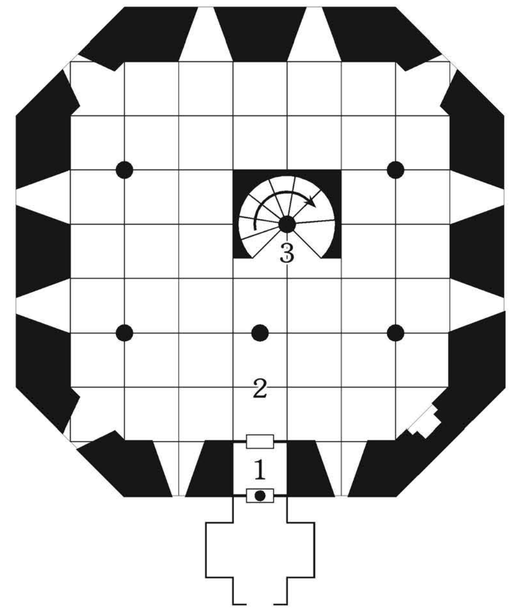
CITADEL OF THE SUN-SCARRED KNIGHTS



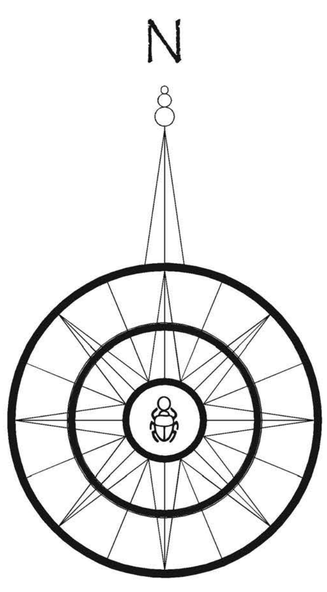
Level 1
(0' from floor)

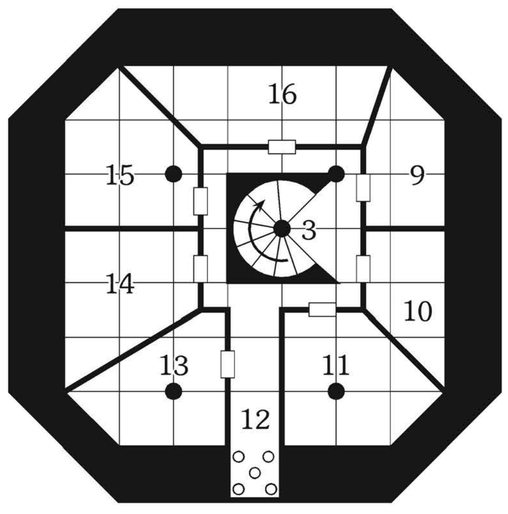


Level 2
(20' from floor)

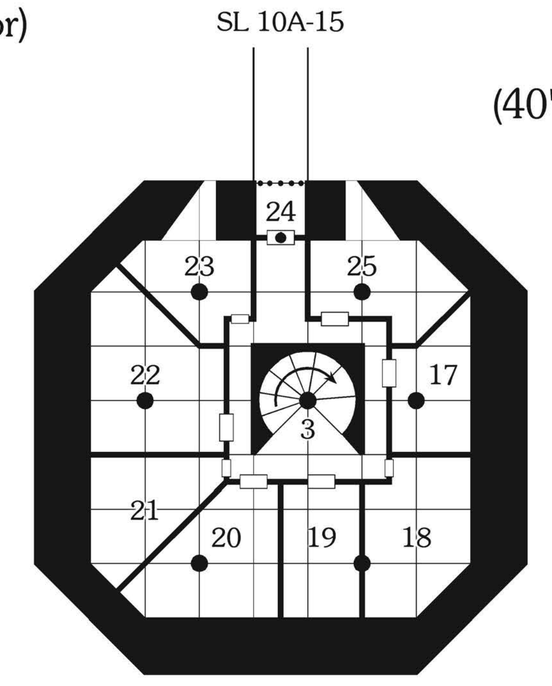


Level 3
(40' from floor)

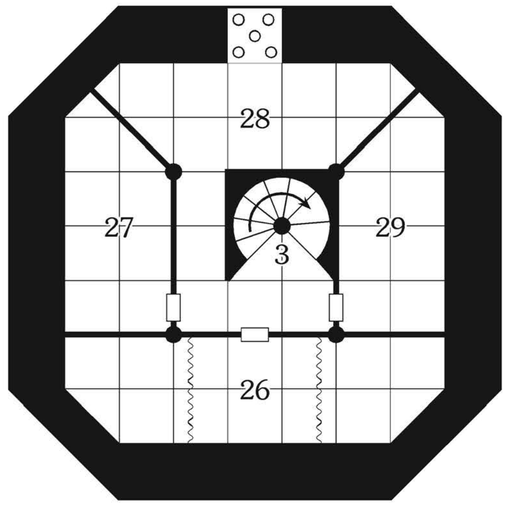




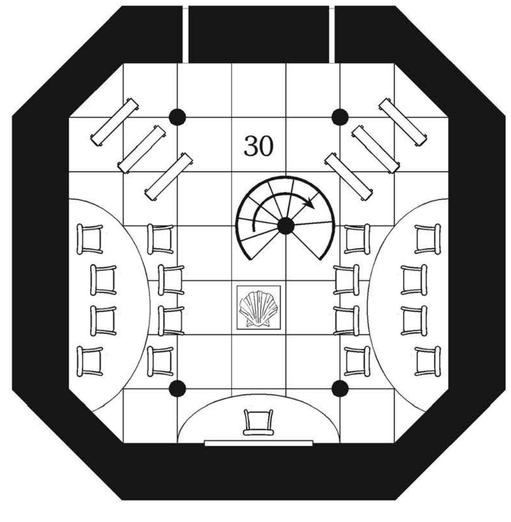
Level 4
(60' from floor)



Level 5
(80' from floor)



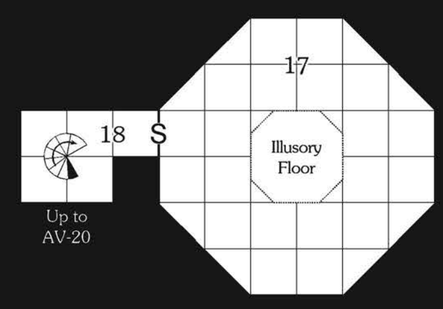
Level 6
(100' from floor)



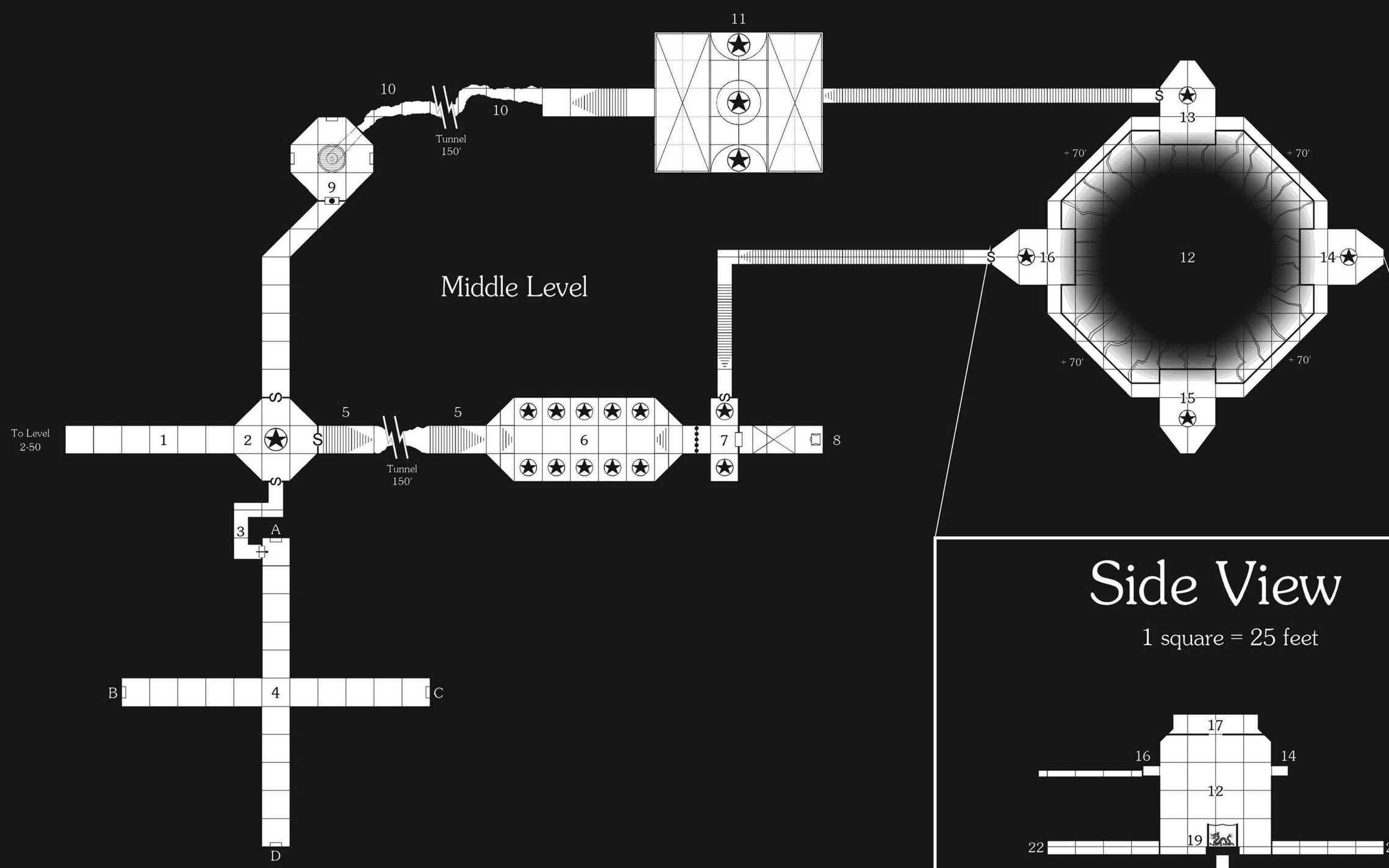
Level 7
(120' from floor)

SUB-LEVEL 11

THE TOMB OF ISADORA



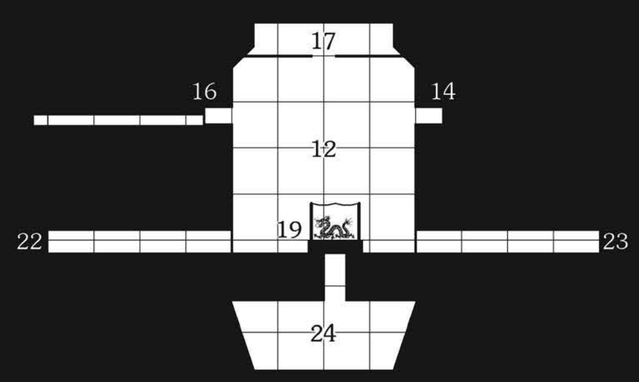
Upper Level

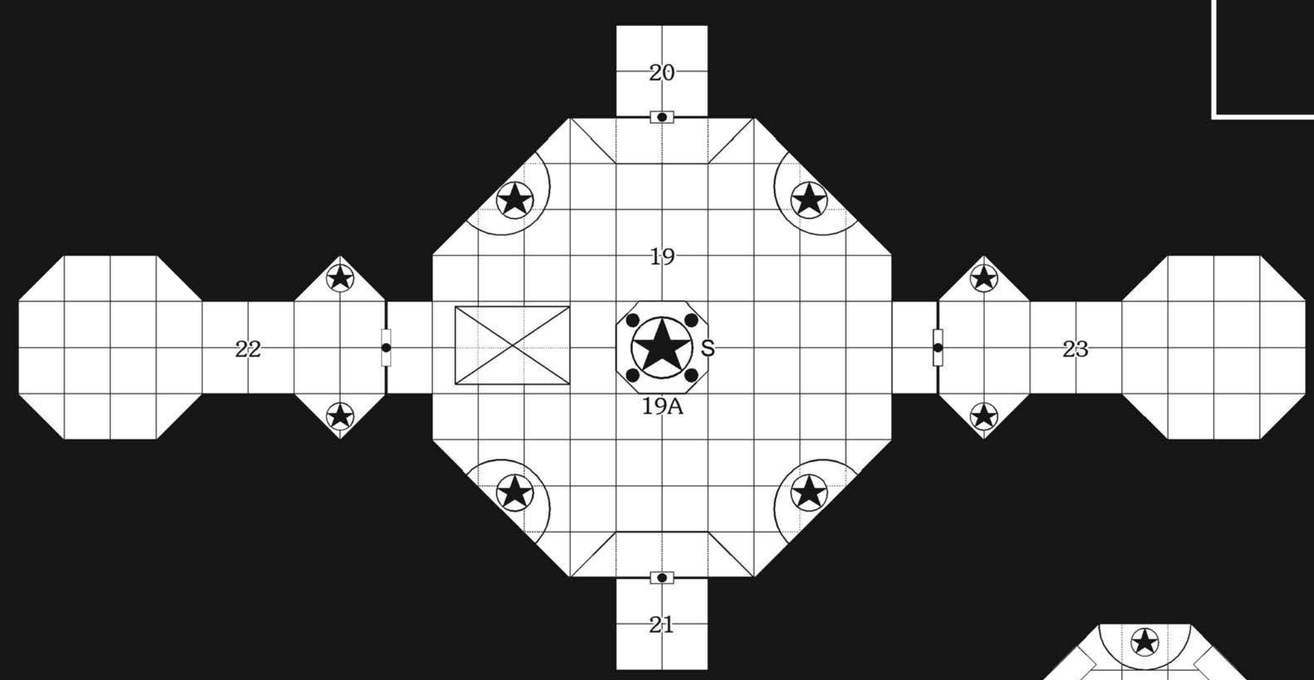


Middle Level

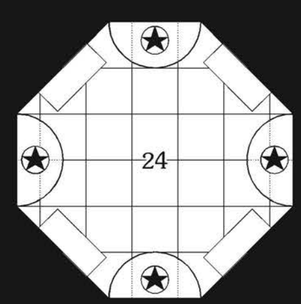
Side View

1 square = 25 feet

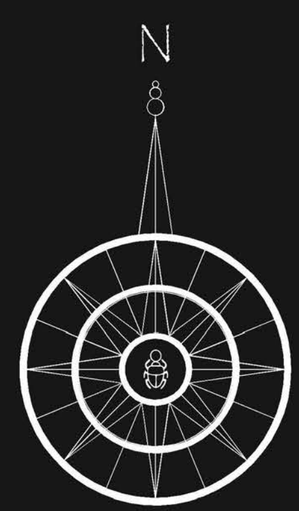




Ground Level

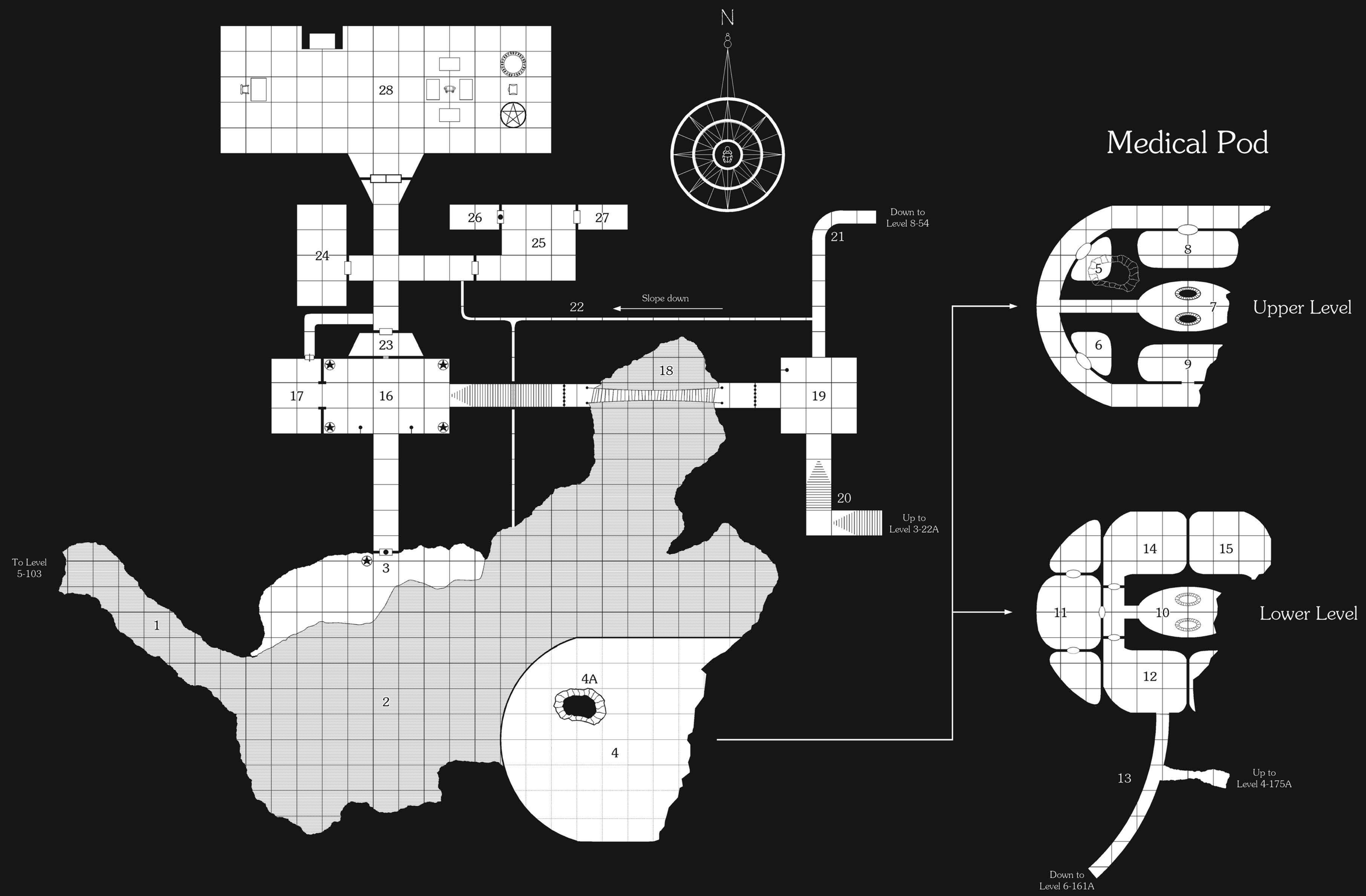


Treasure Chamber



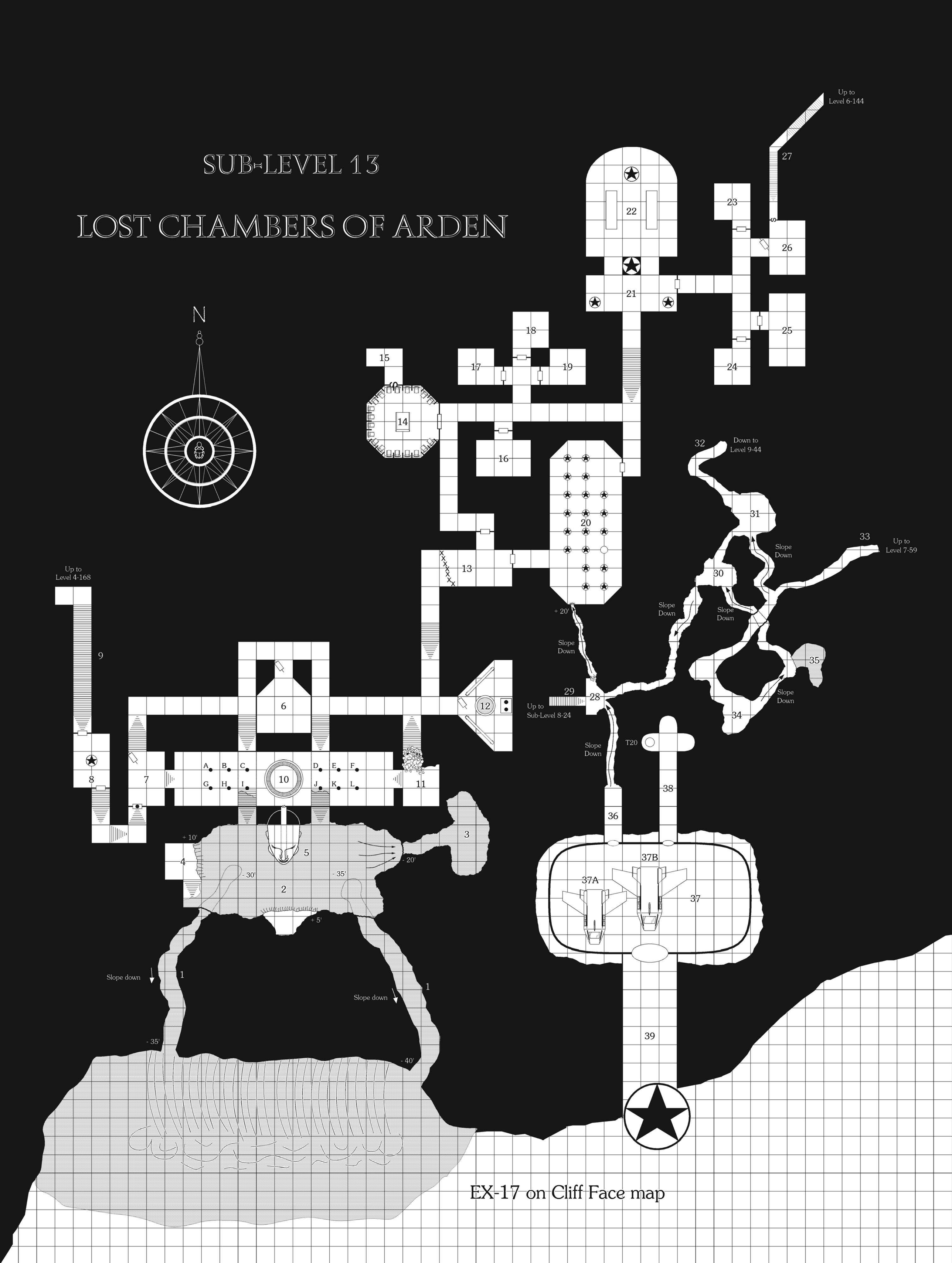
SUB-LEVEL 12

THE WORKSHOPS OF KERBOG KHAN

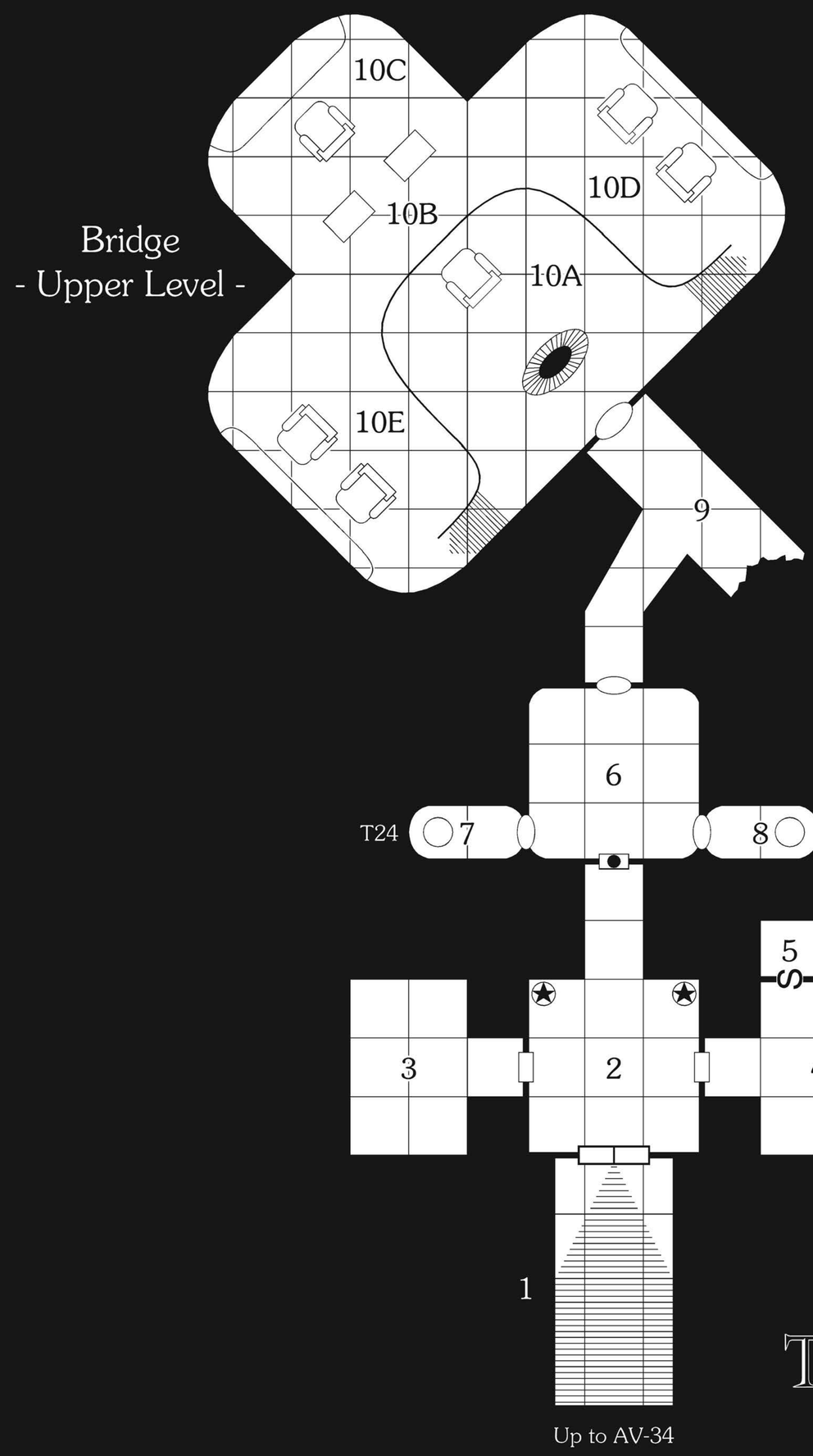


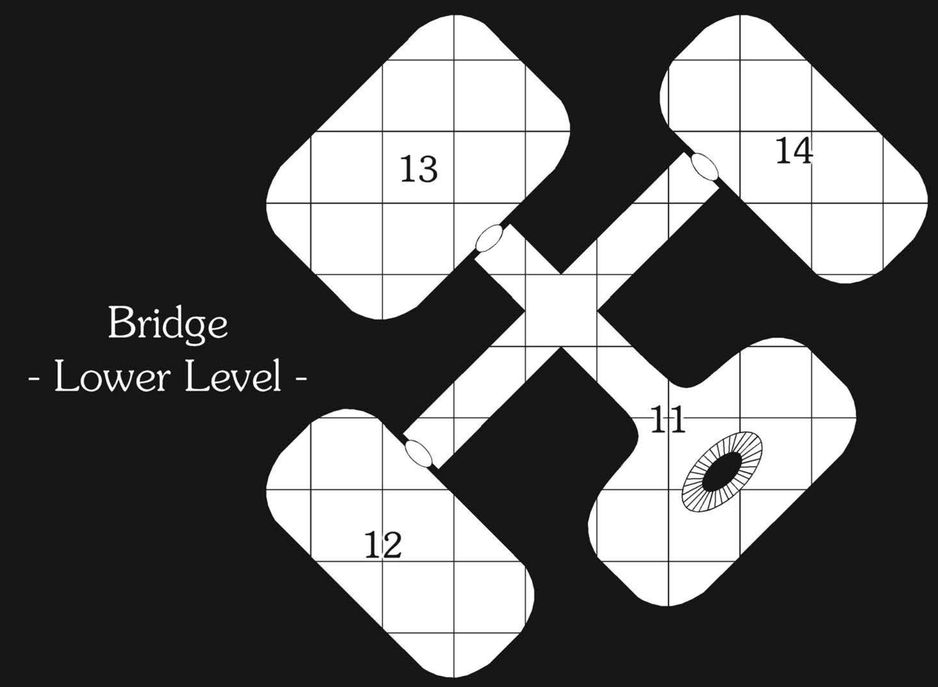
SUB-LEVEL 13

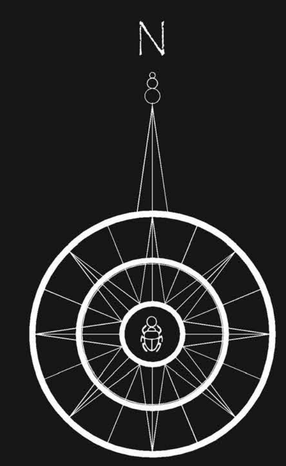
LOST CHAMBERS OF ARDEN



EX-17 on Cliff Face map







SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT