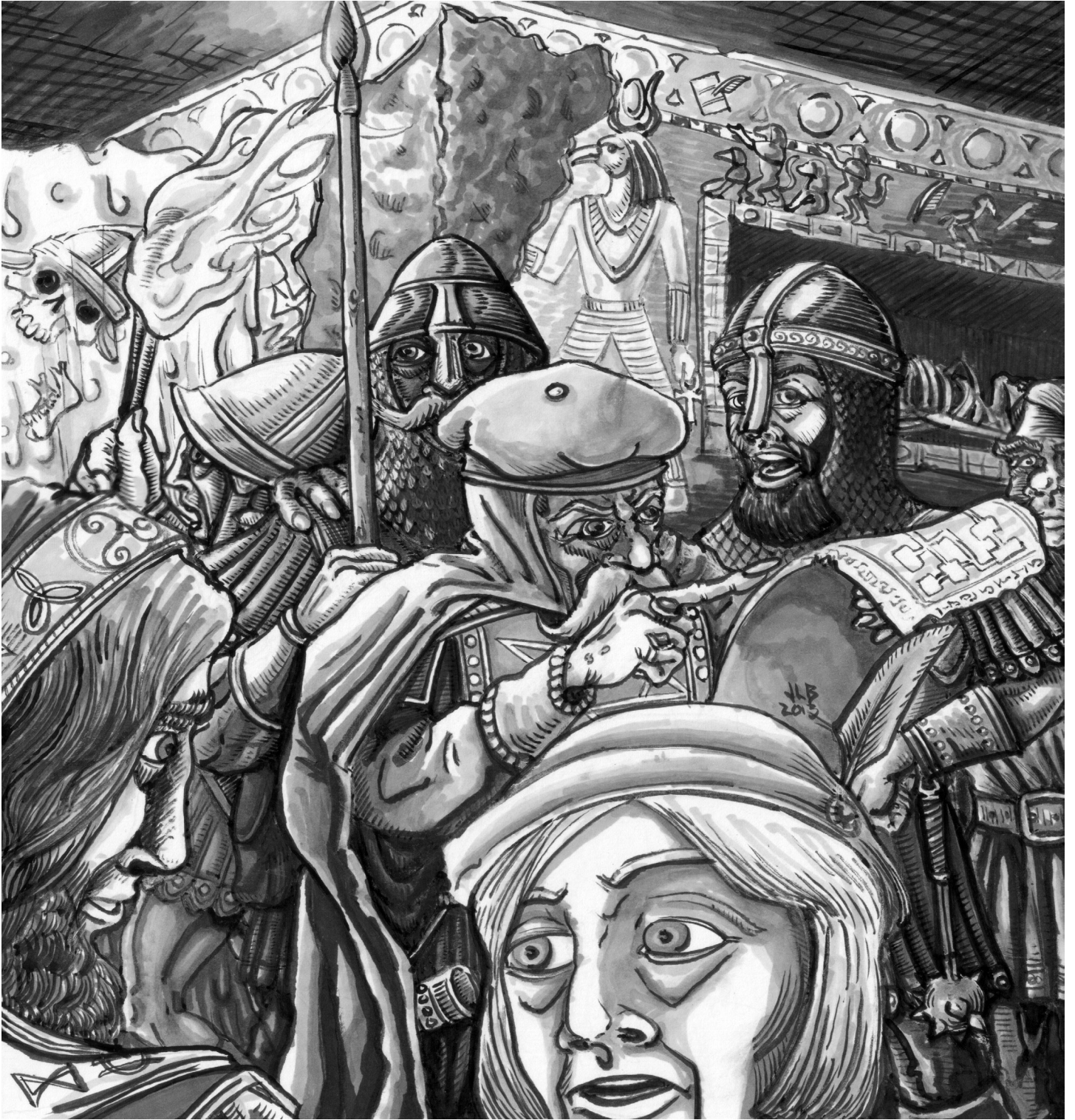


THE MAPS OF



ARDEN VUL

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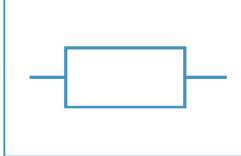
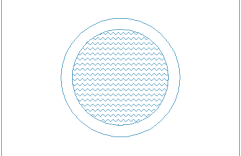
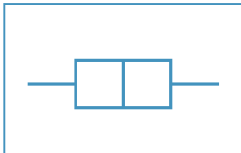
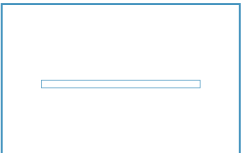
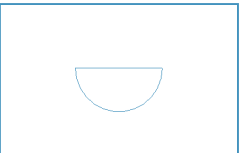
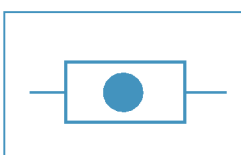
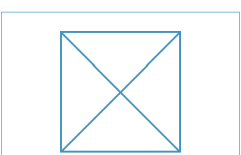
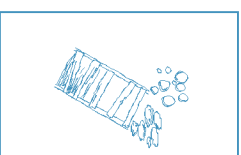
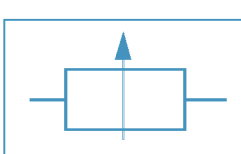
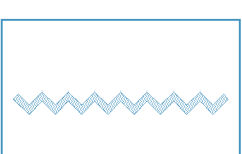
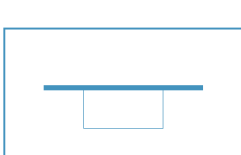
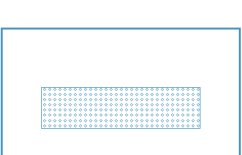
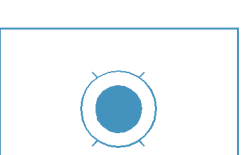
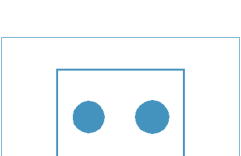
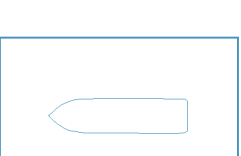
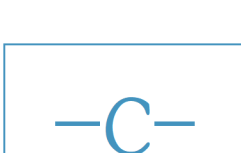
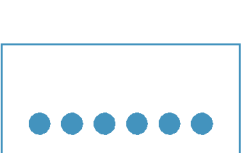
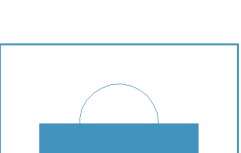
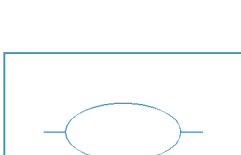
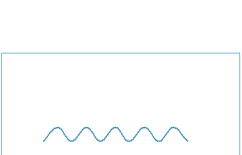
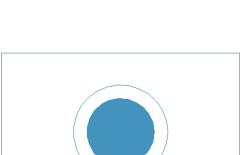
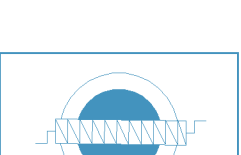
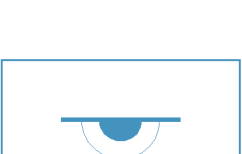
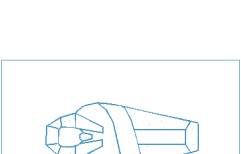
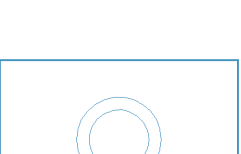
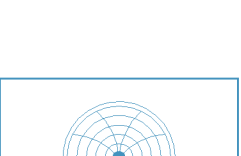
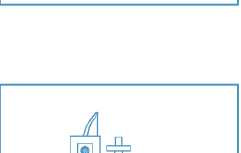
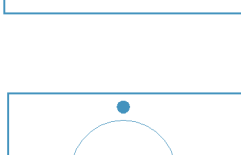
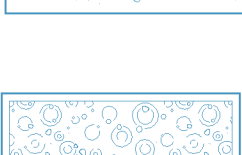
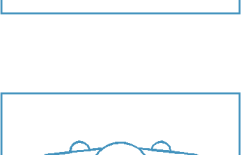
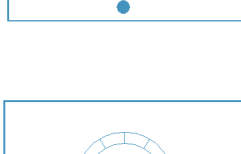
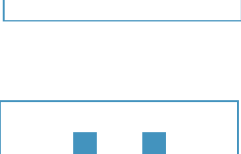
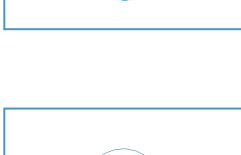
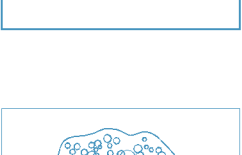
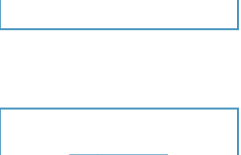
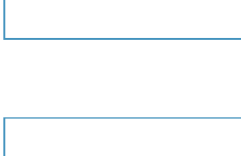
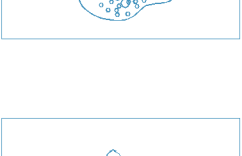
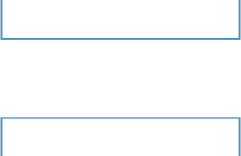
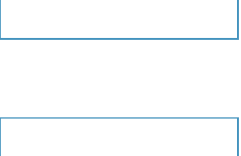
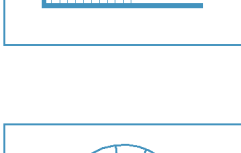
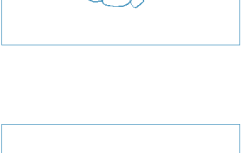
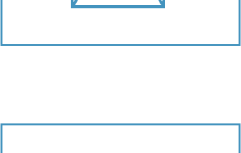
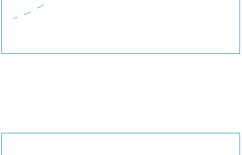
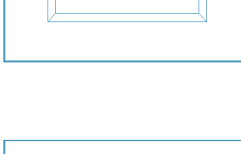
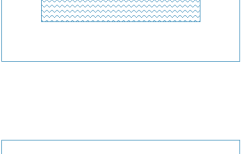
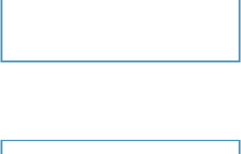
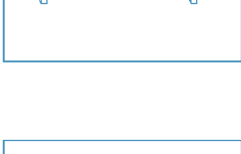
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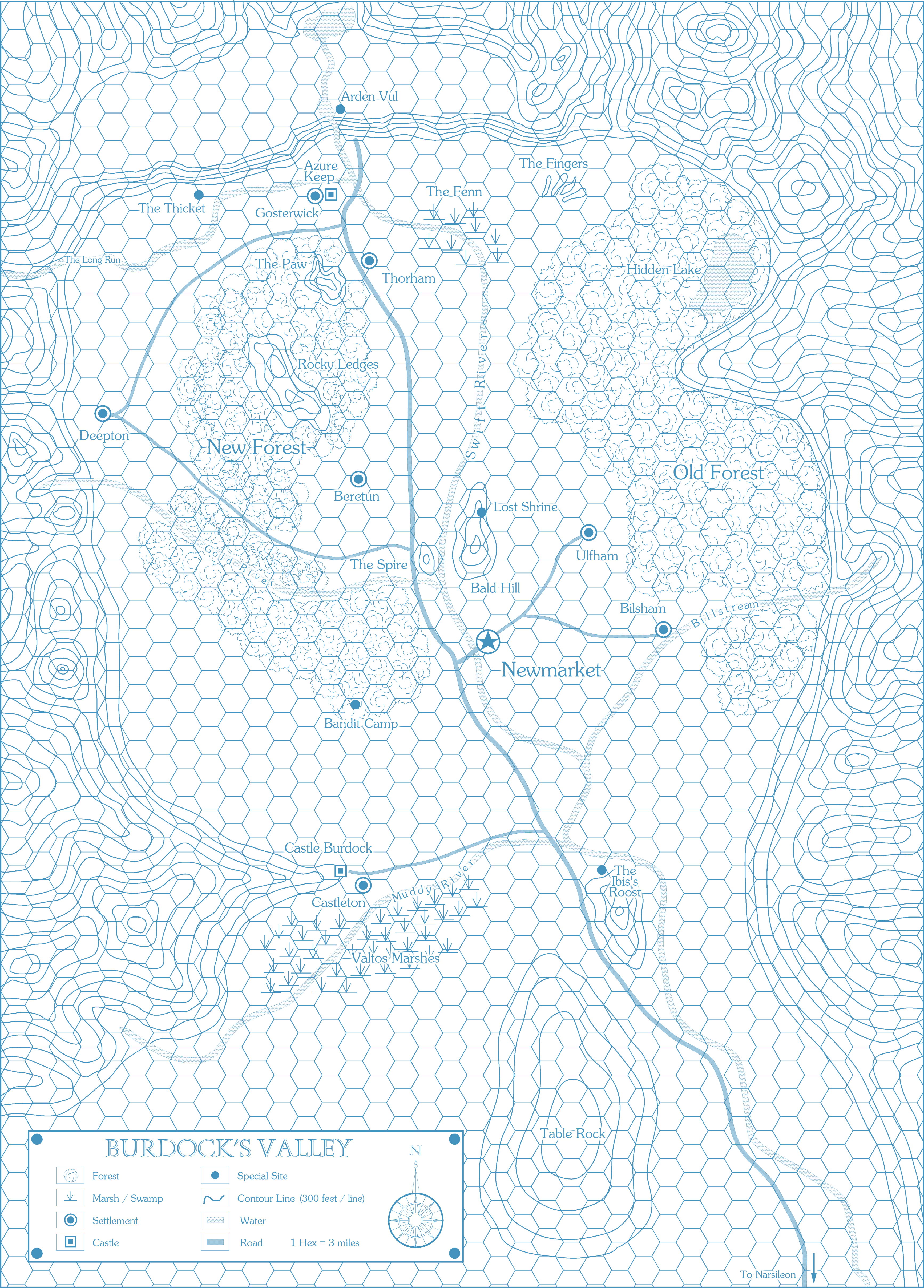


ARDEN VUL - MAP KEY

	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

THE WORLD OF ARDEN VUL





BURDOCK'S VALLEY



Forest



Marsh / Swamp



Settlement



Castle



Special Site



Contour Line (300 feet / line)

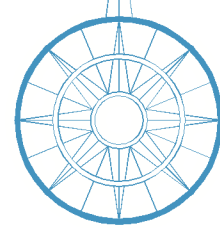


Water

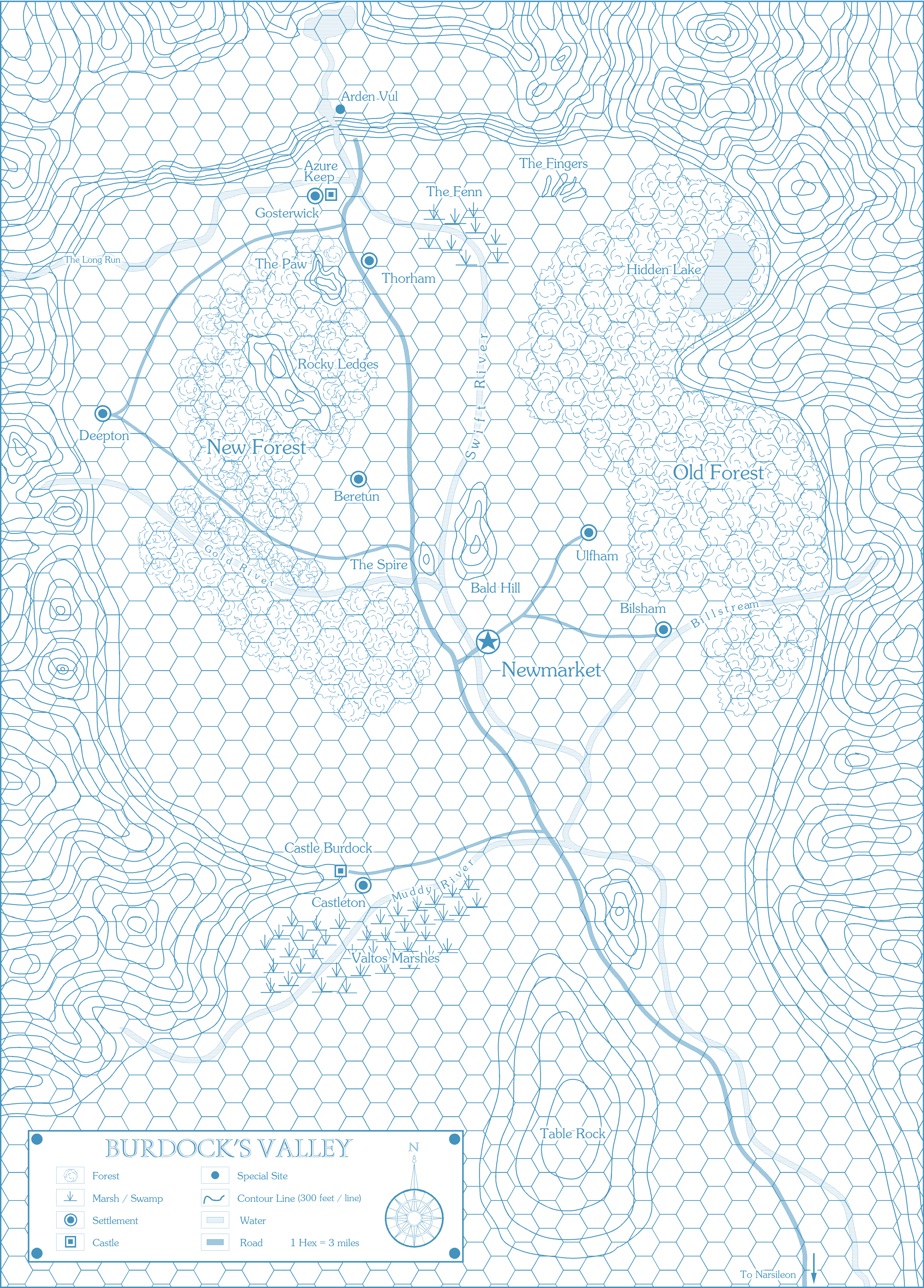


Road

1 Hex = 3 miles



To Narsileon



Arden-Vul

Azure Keep

Gosterwick

The Fenn

The Fingers

The Long Run

The Paw

Thorham

Hidden Lake

Rocky Ledges

Deepton

New Forest

Beretun

Old Forest

Gold River

The Spire

Bald Hill

Ulfham

Bilsham

Billstream

Newmarket

Castle Burdock

Castleton

Muddy River

Valtos Marshes

Table Rock

BURDOCK'S VALLEY



Forest



Marsh / Swamp



Settlement



Castle



Special Site



Contour Line (300 feet / line)

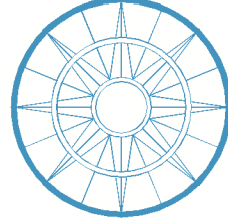


Water



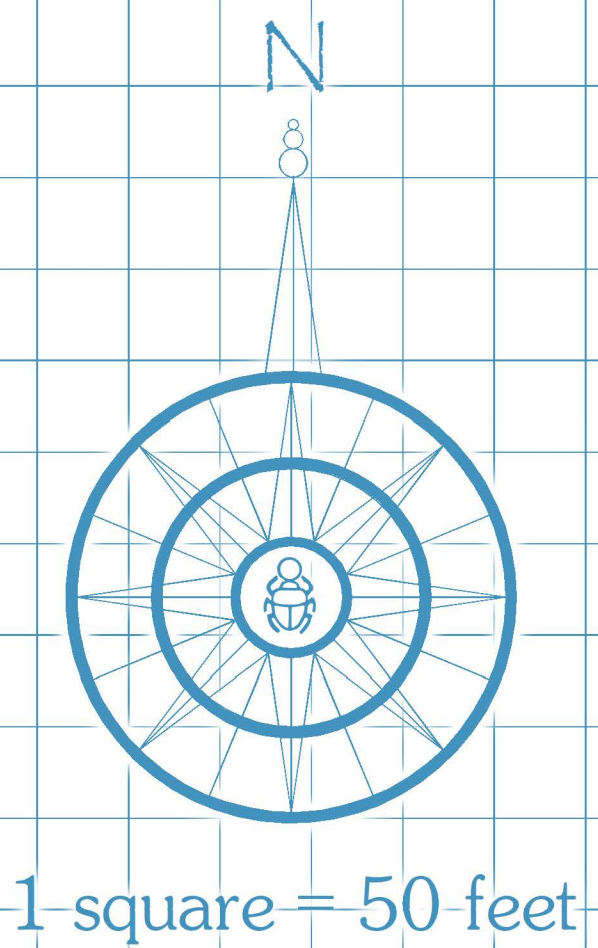
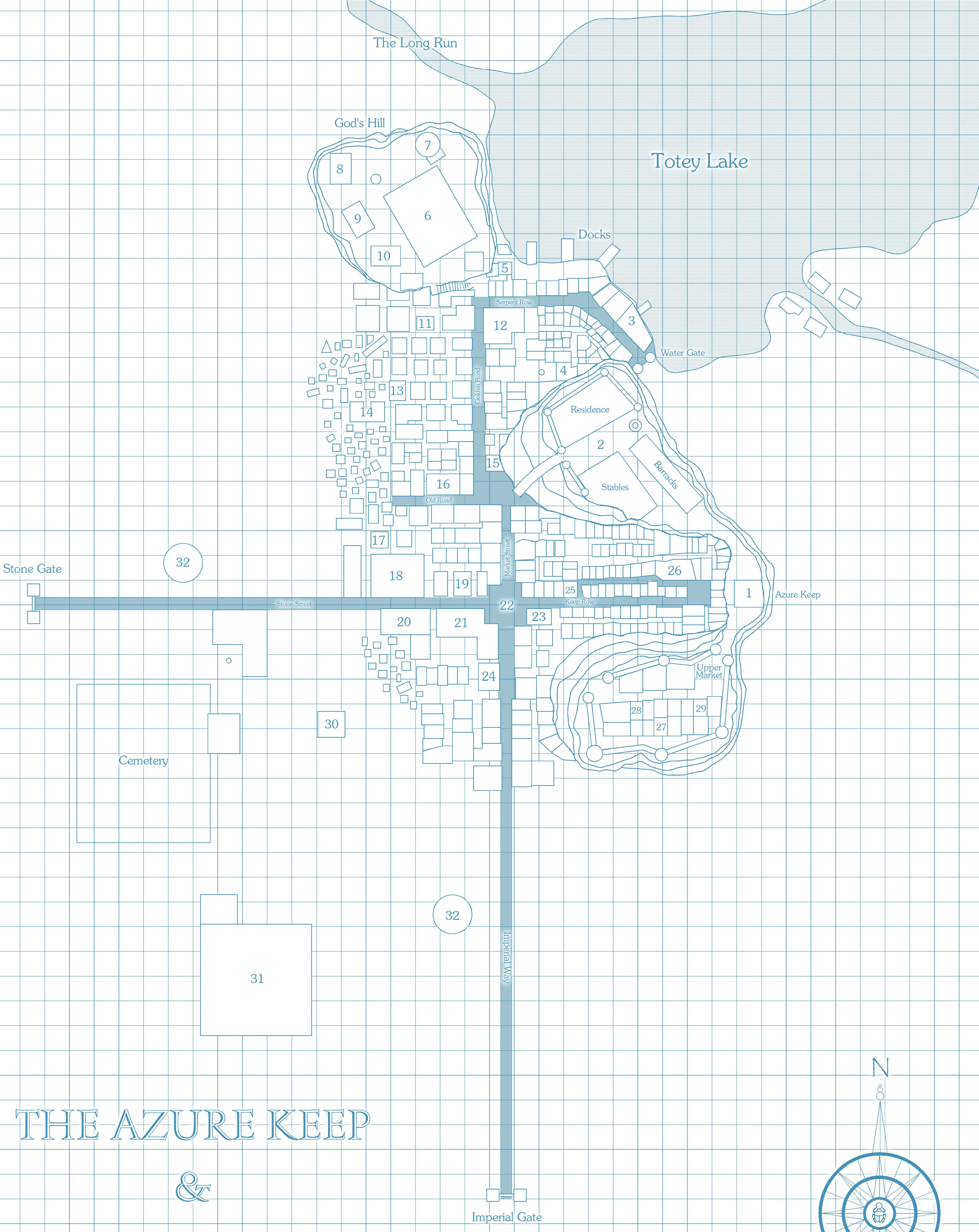
Road

1 Hex = 3 miles



To Narsileon

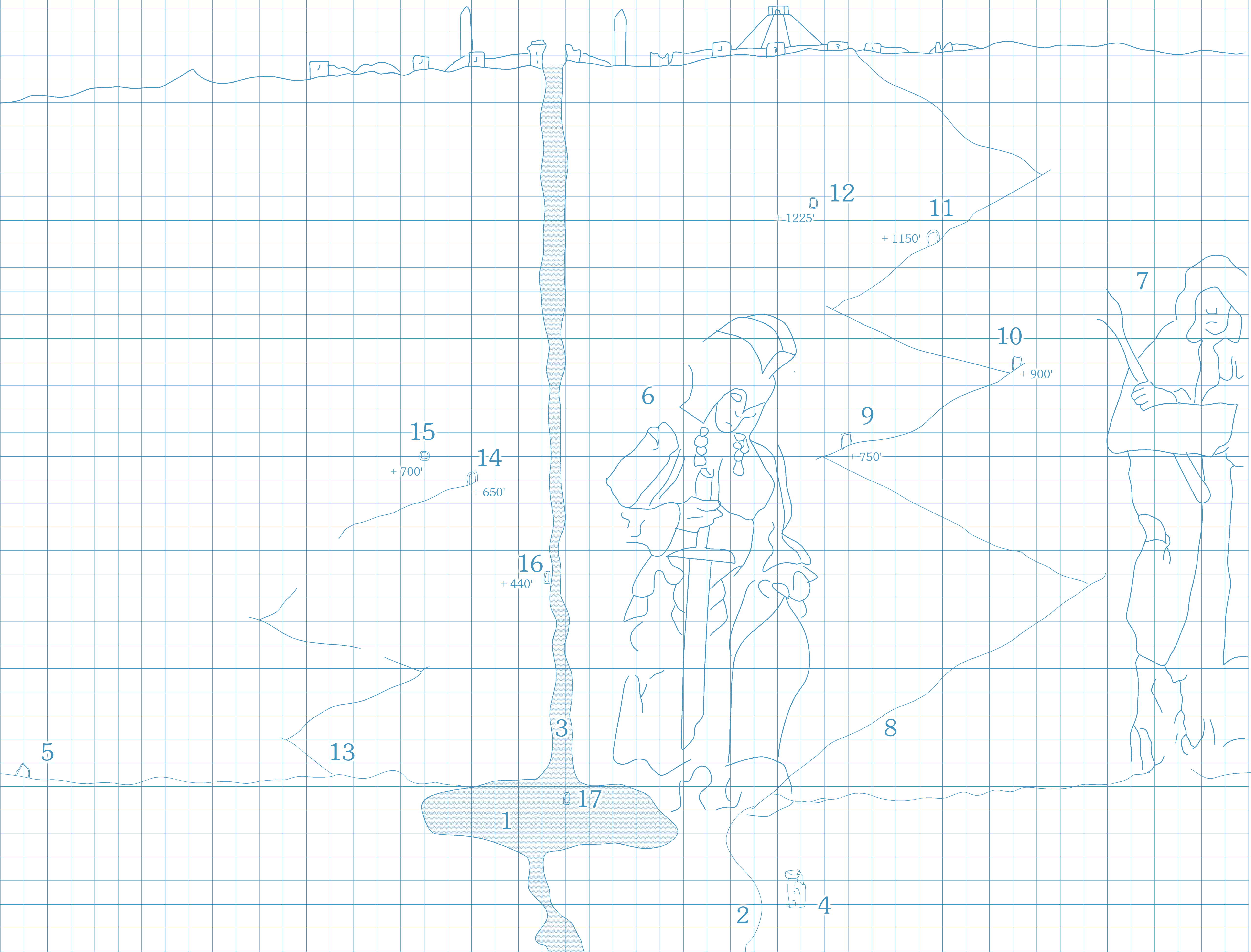
THE AZURE KEEP
&
GOSTERWICK



ARDEN VUL

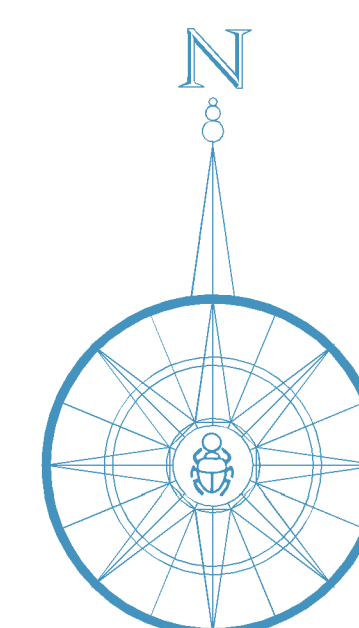
1 square = 50 feet

THE CLIFF FACE



ARDEN VUL

THE RUINED CITY



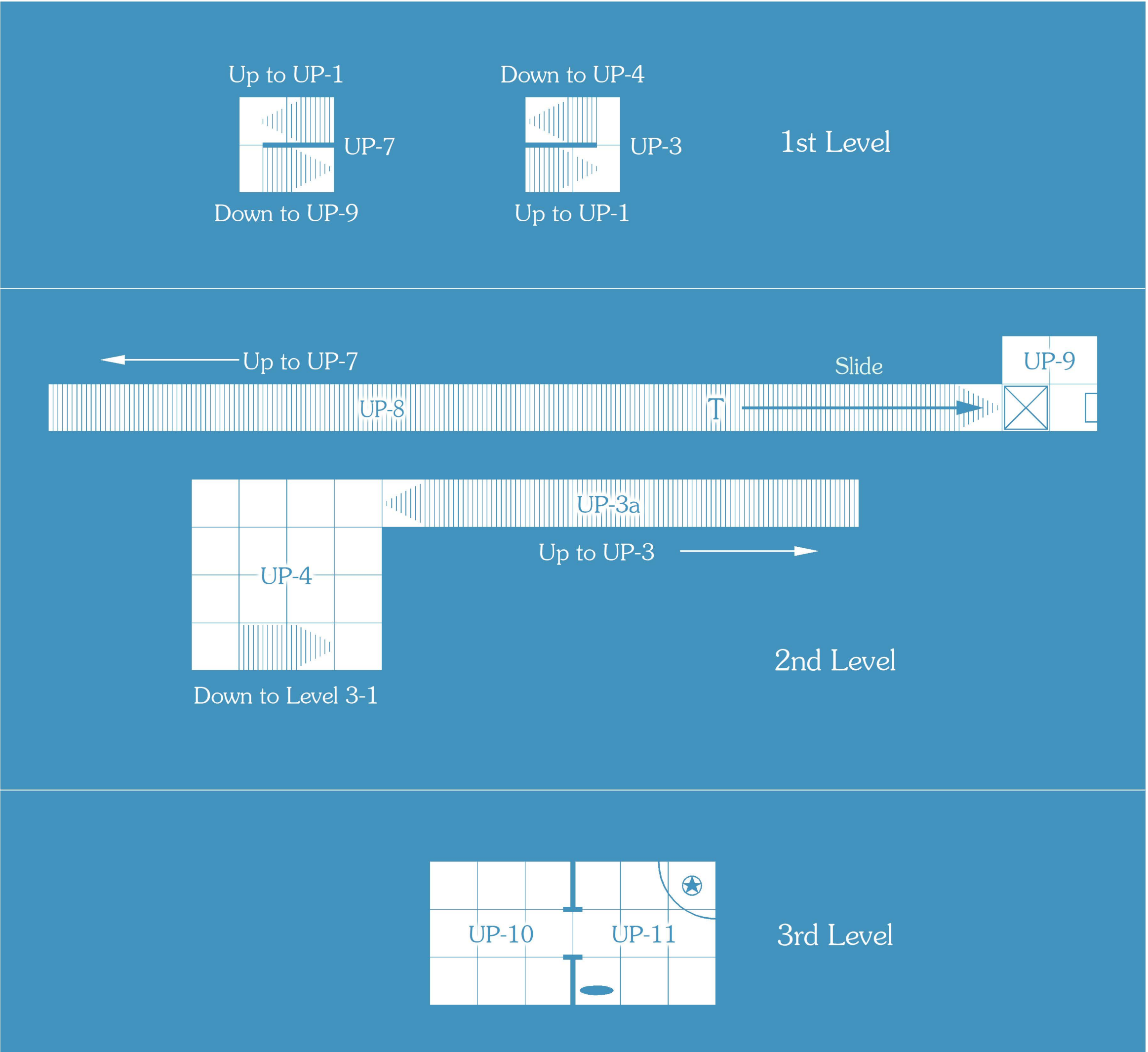
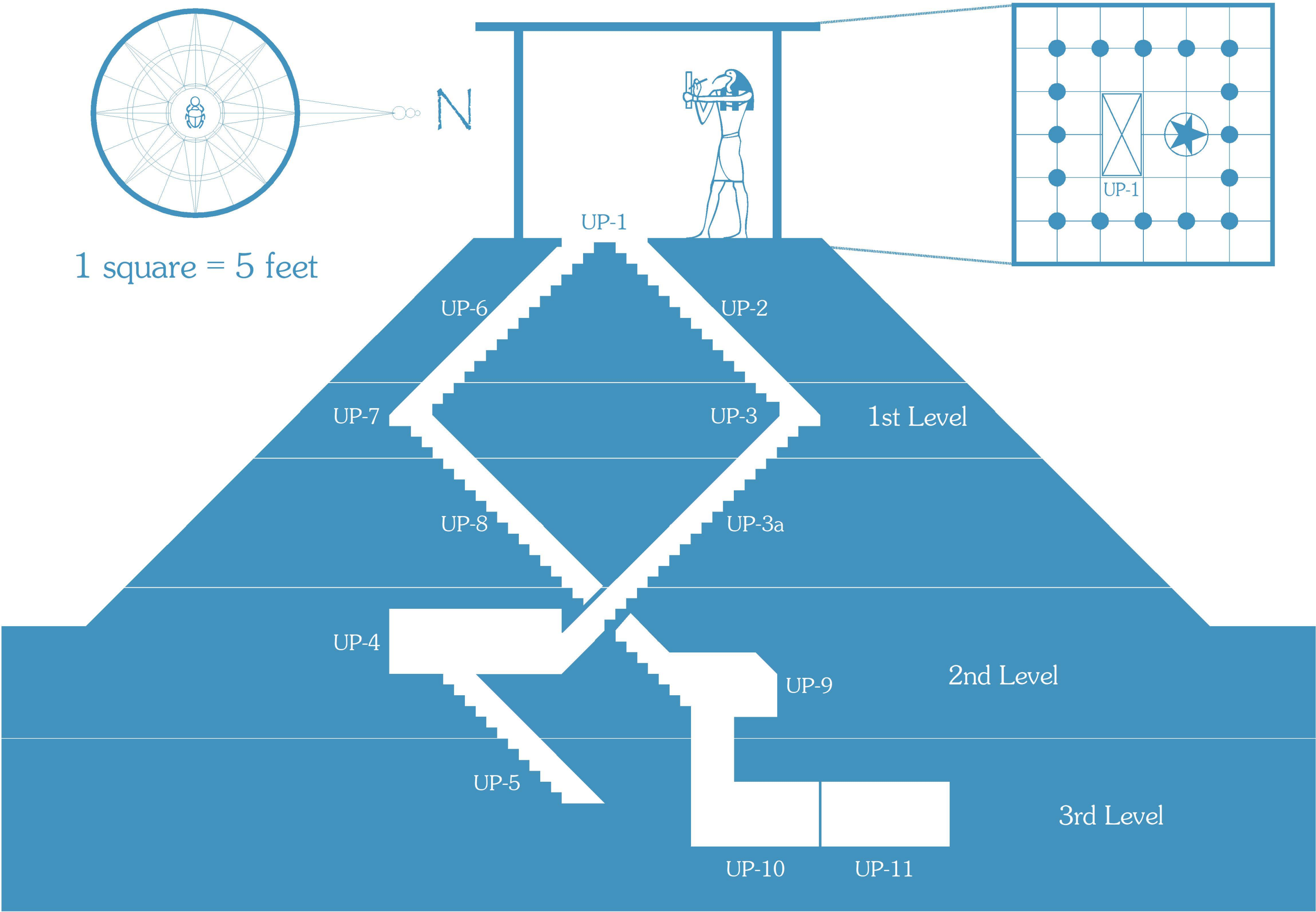
1 square = 50 feet

Connections to The Dungeon Levels

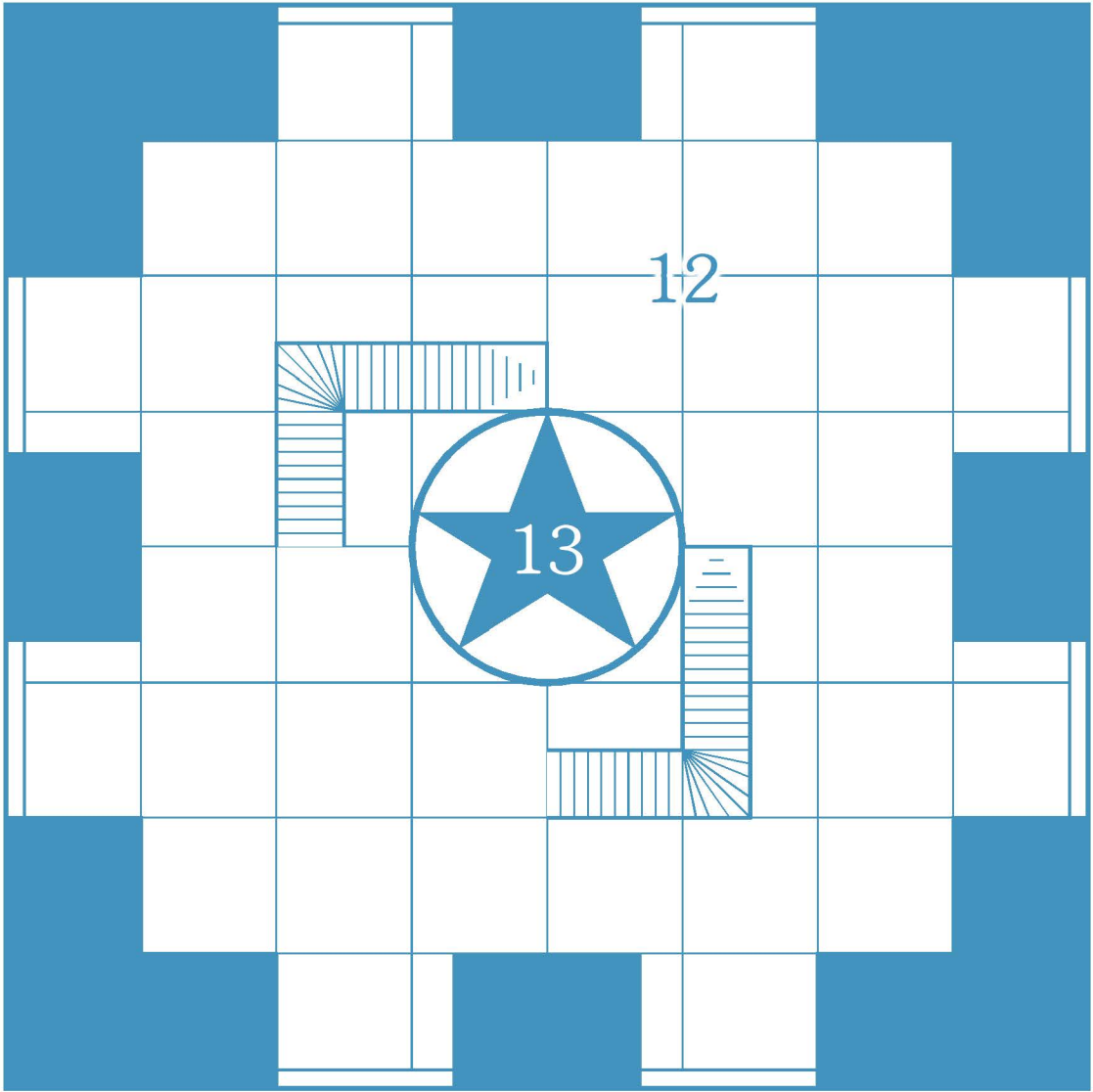
AV-10	To Level 2-54
AV-12	To Level 3-52A
AV-14	To Level 2-1
AV-14	To Sub-Level 1-1
AV-14	To Level 2-64 and 2-65
AV-15	To UP and Level 3-1
AV-16	To Sub-Level 4-37
AV-17	To Level 1-1
AV-18	To Level 2-23
AV-19	To Level 3-50A
AV-20	To Sub-Level 11-18
AV-27	To Sub-Level 6-152
AV-29	Thothian teleportation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



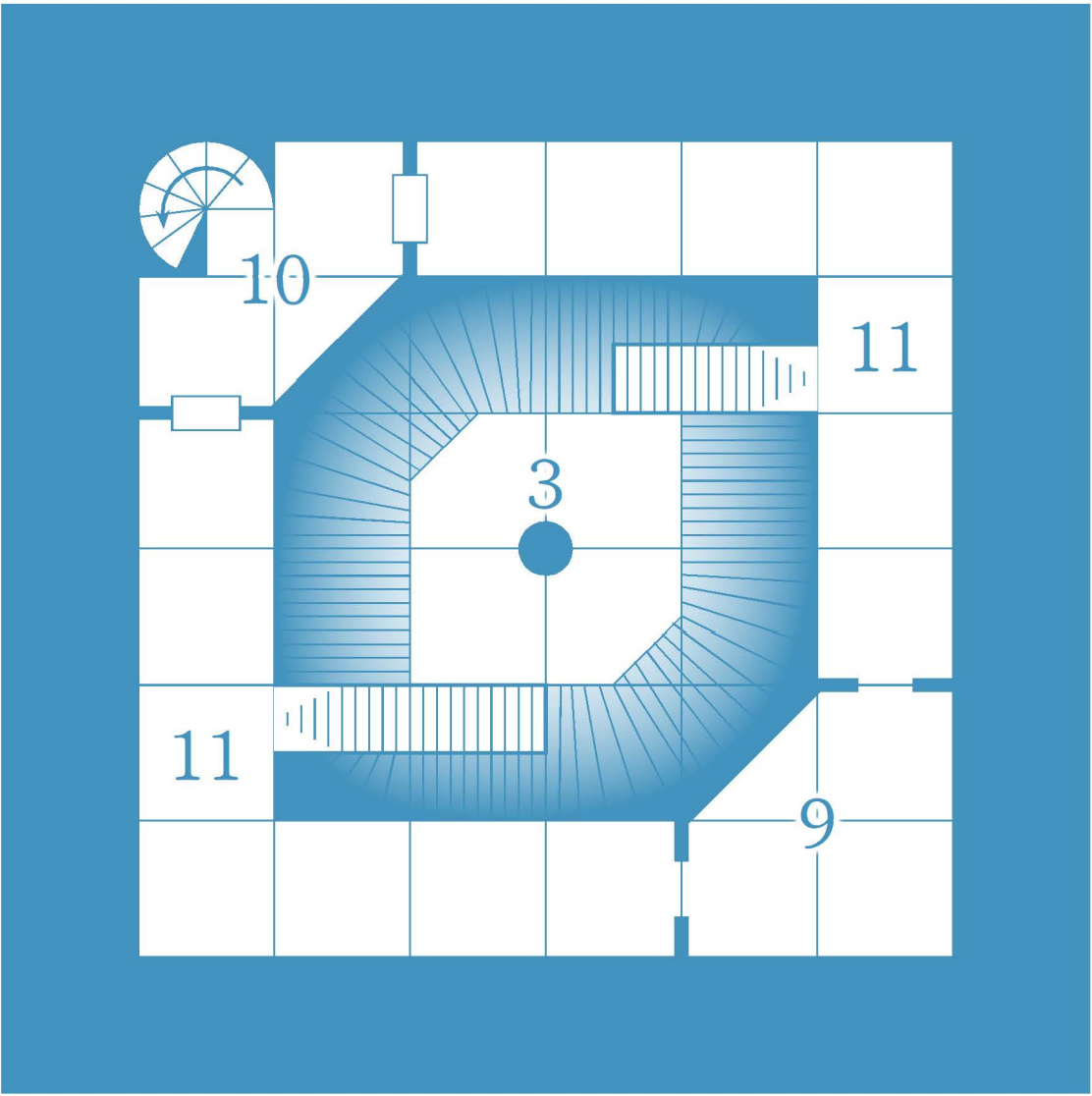
UNDER THE PYRAMID OF THOTH



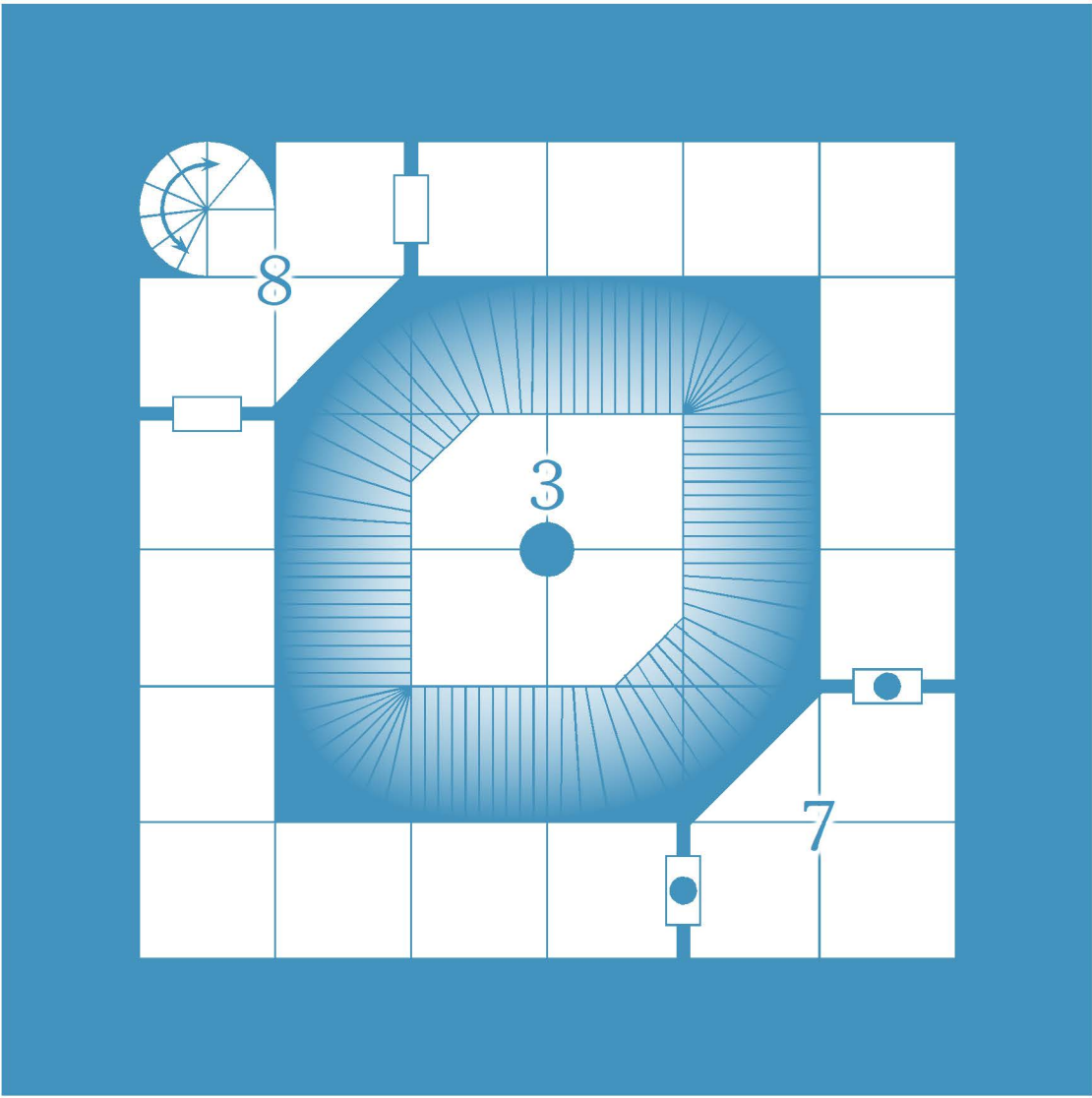
THE TOWER OF SCRUTINY



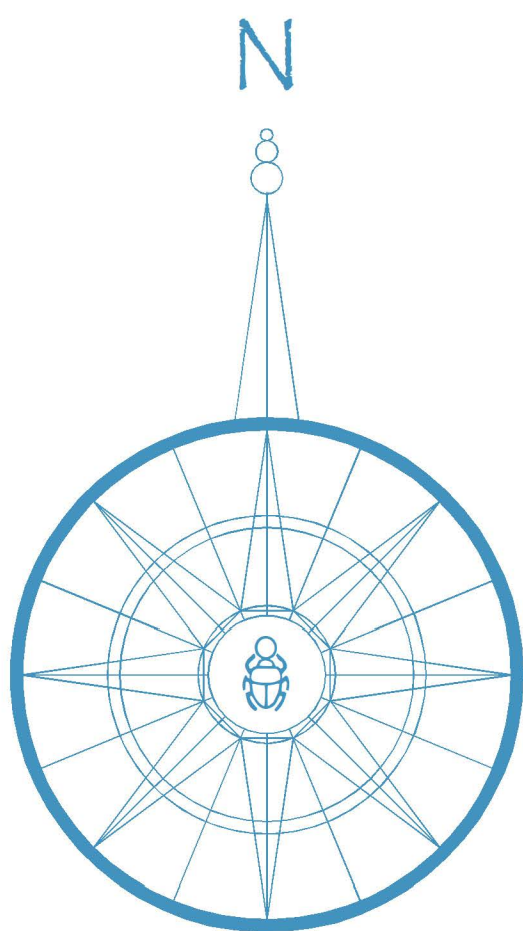
Top floor
(30' from ground)



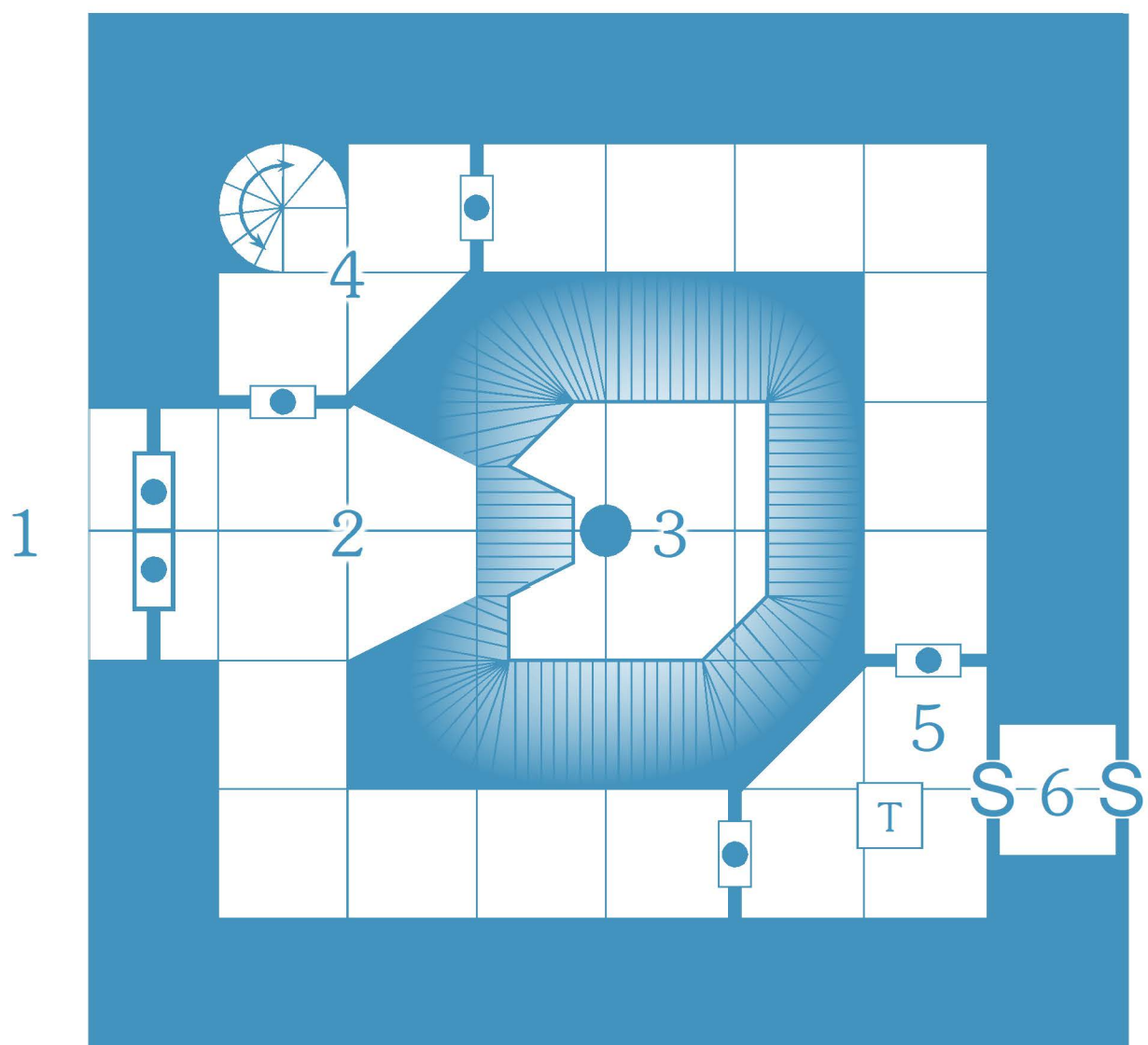
3rd floor
(20' from ground)



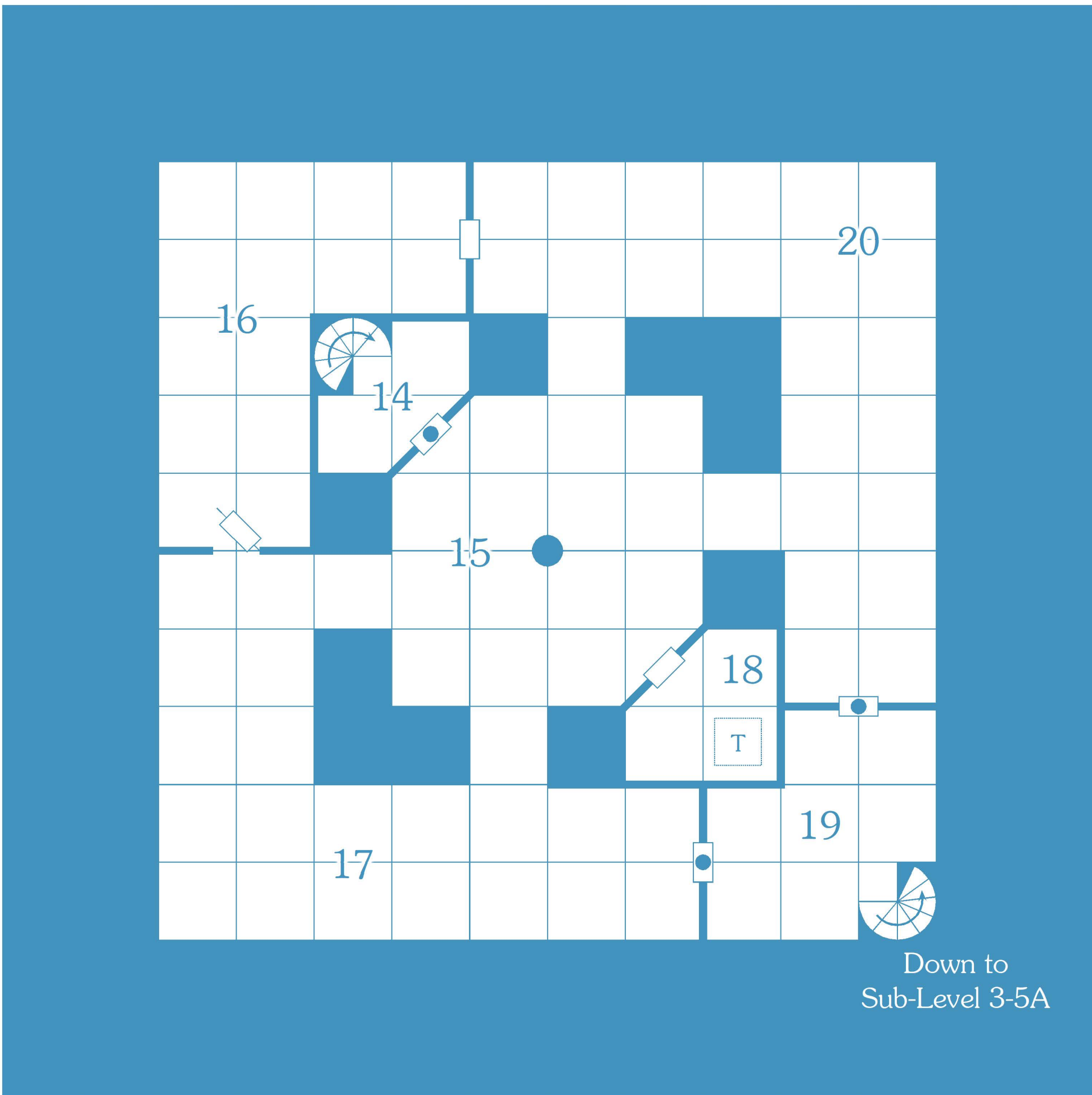
2nd floor
(10' from ground)



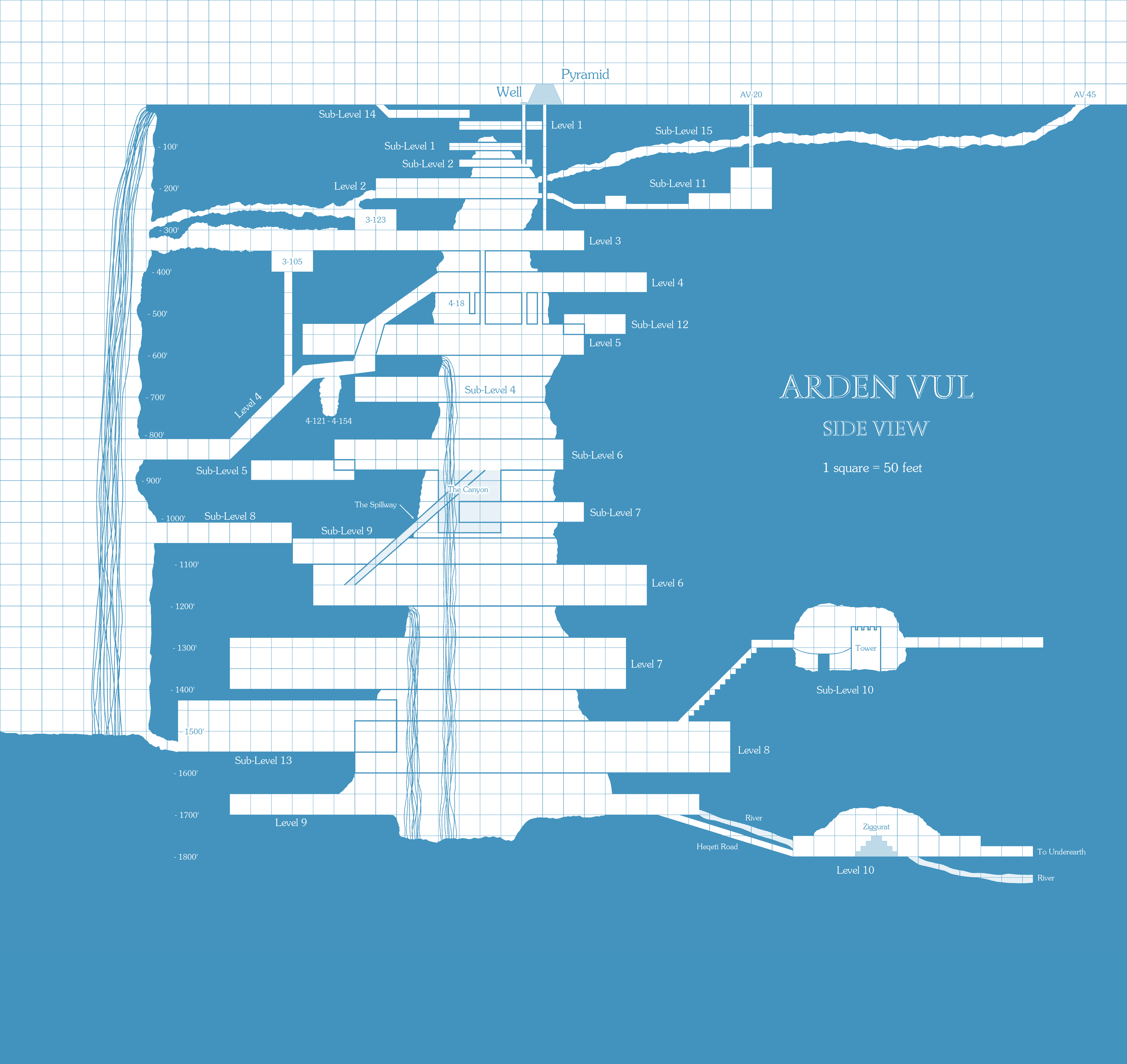
1 square = 5 feet



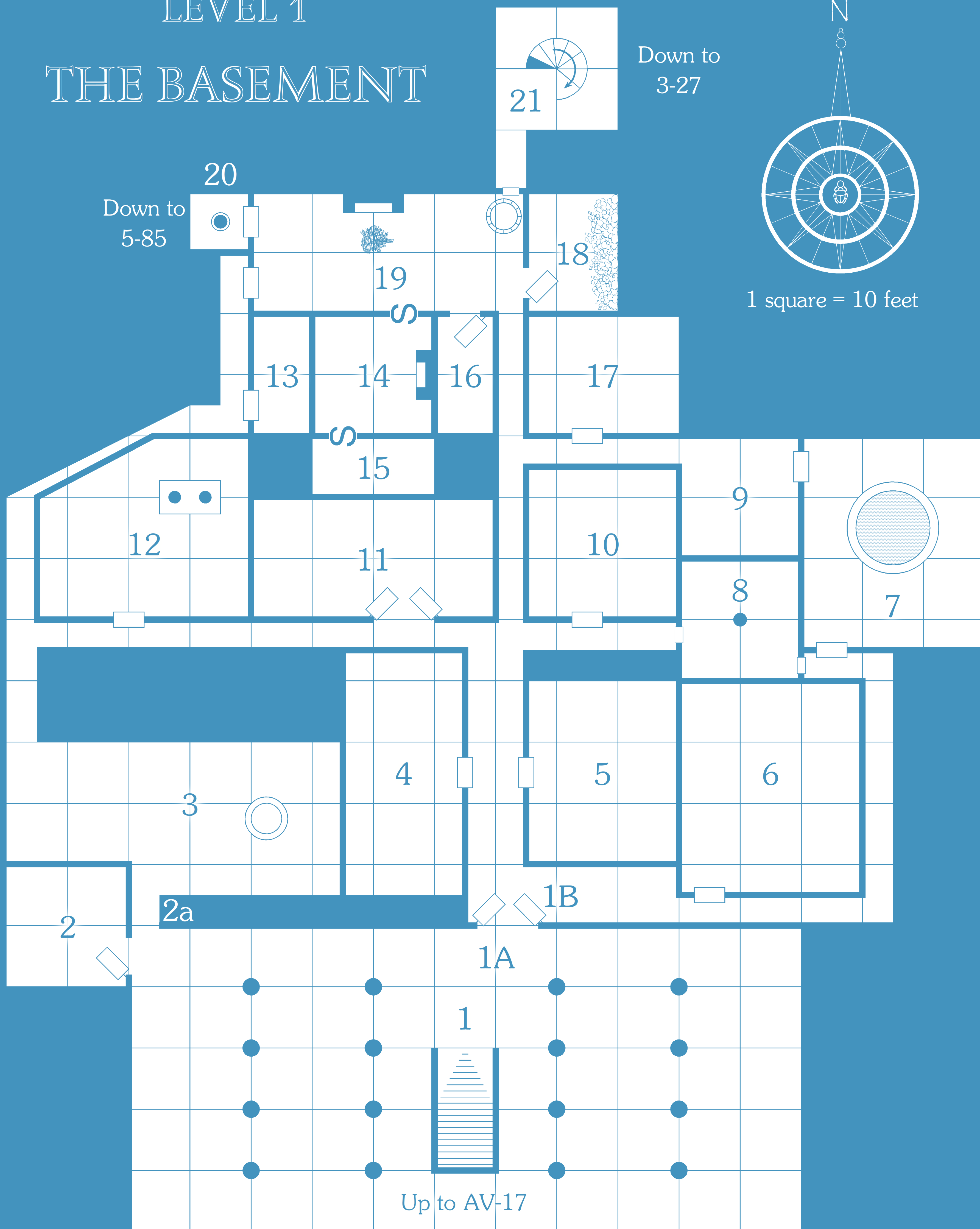
Ground floor

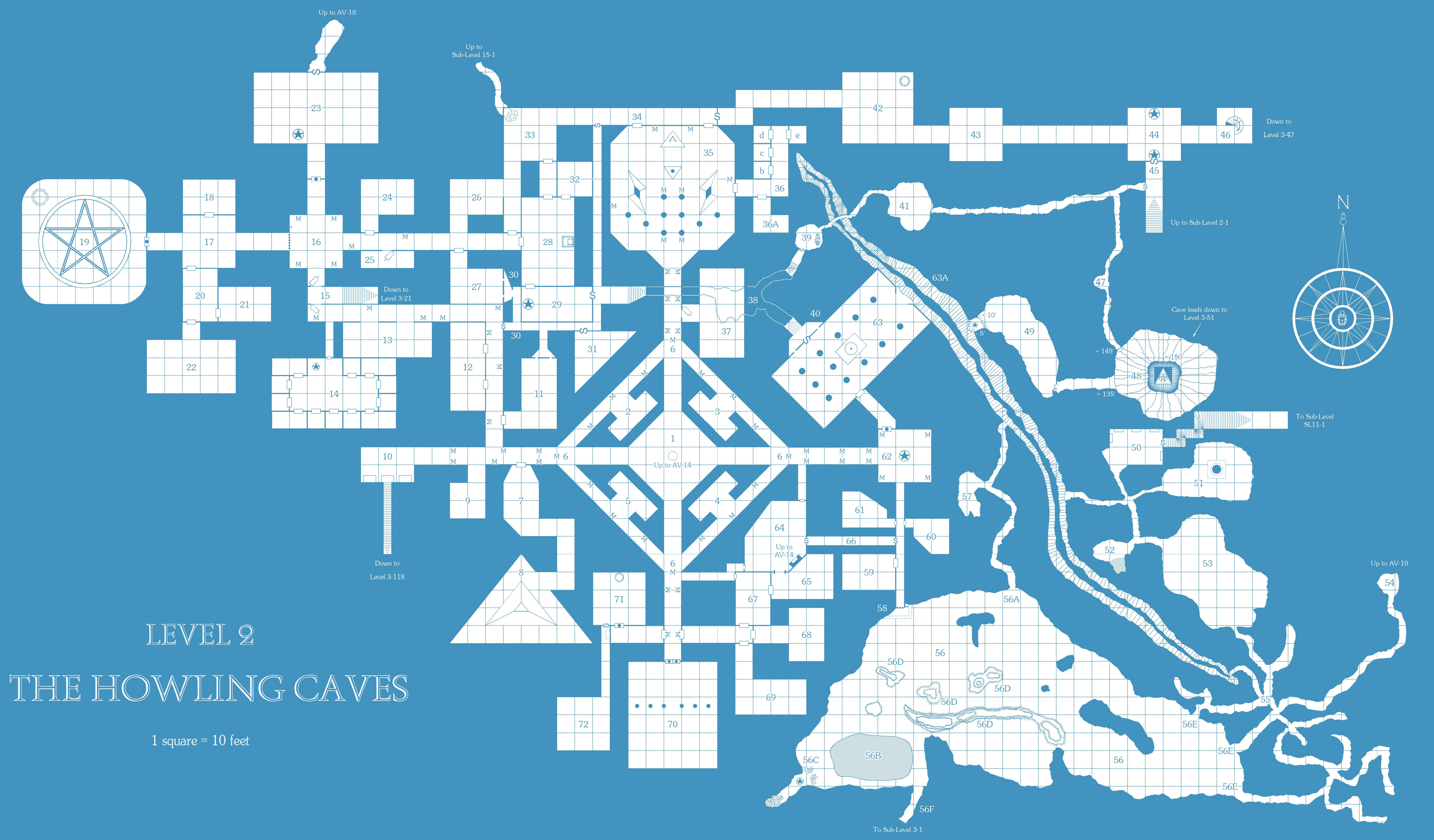


Basement



LEVEL 1 THE BASEMENT



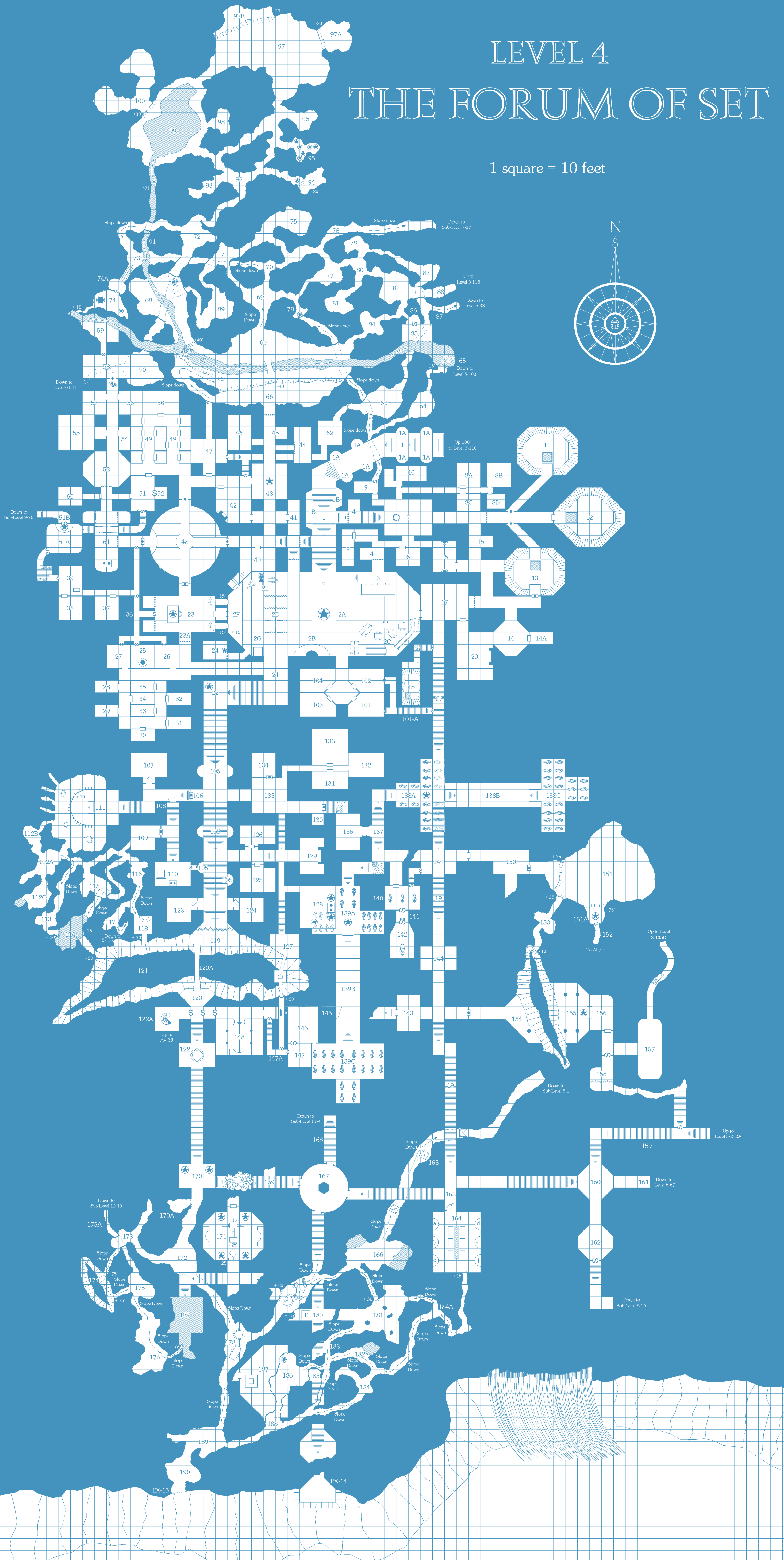
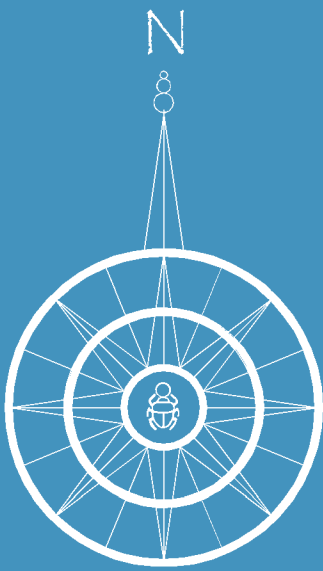


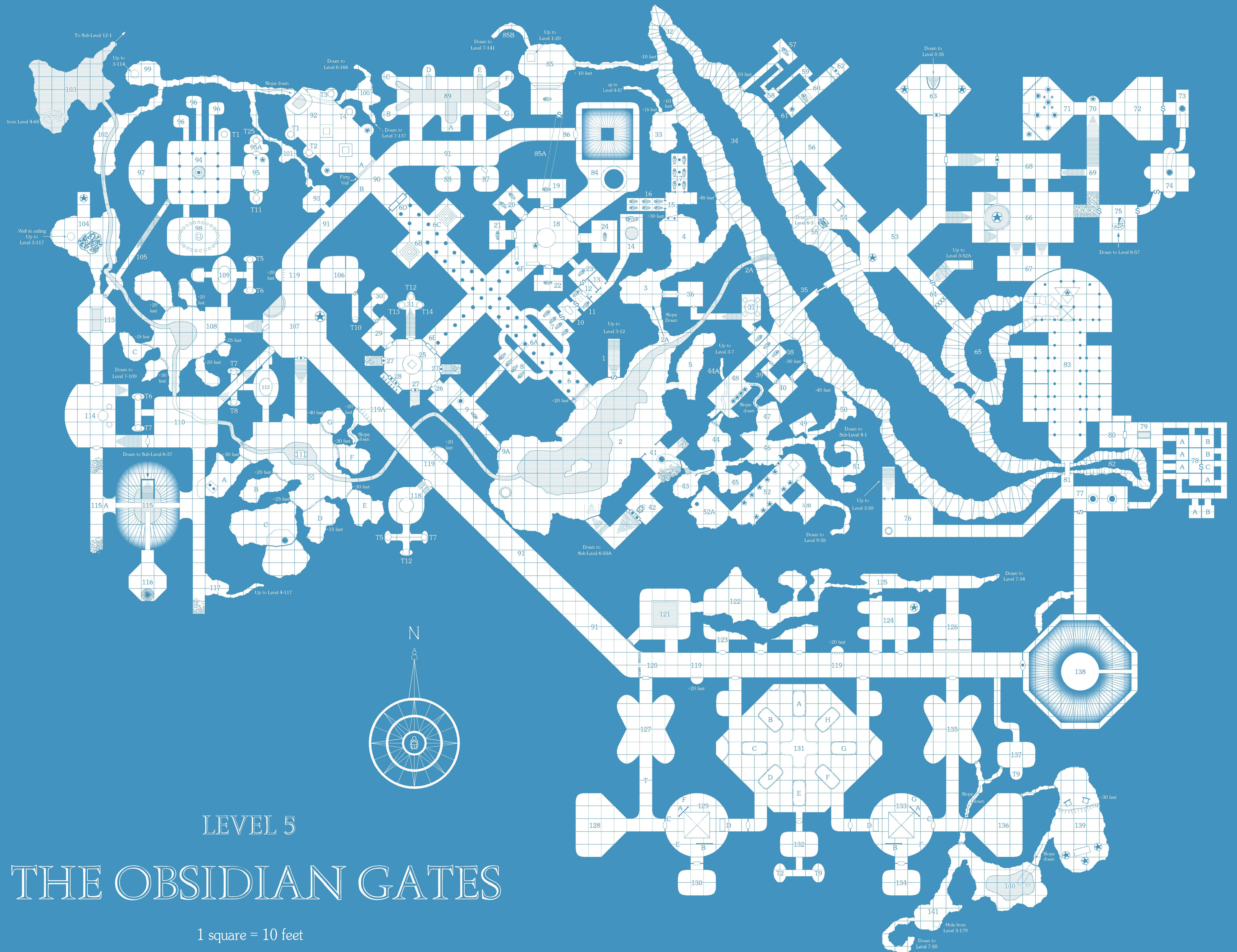


LEVEL 4

THE FORUM OF SET

1 square = 10 feet





LEVEL 5

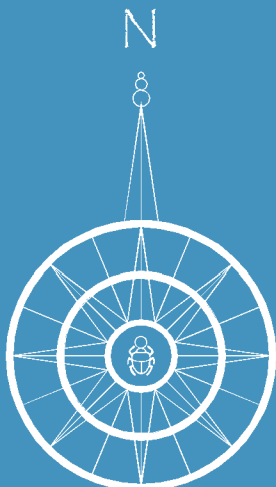
THE OBSIDIAN GATES

1 square = 10 feet

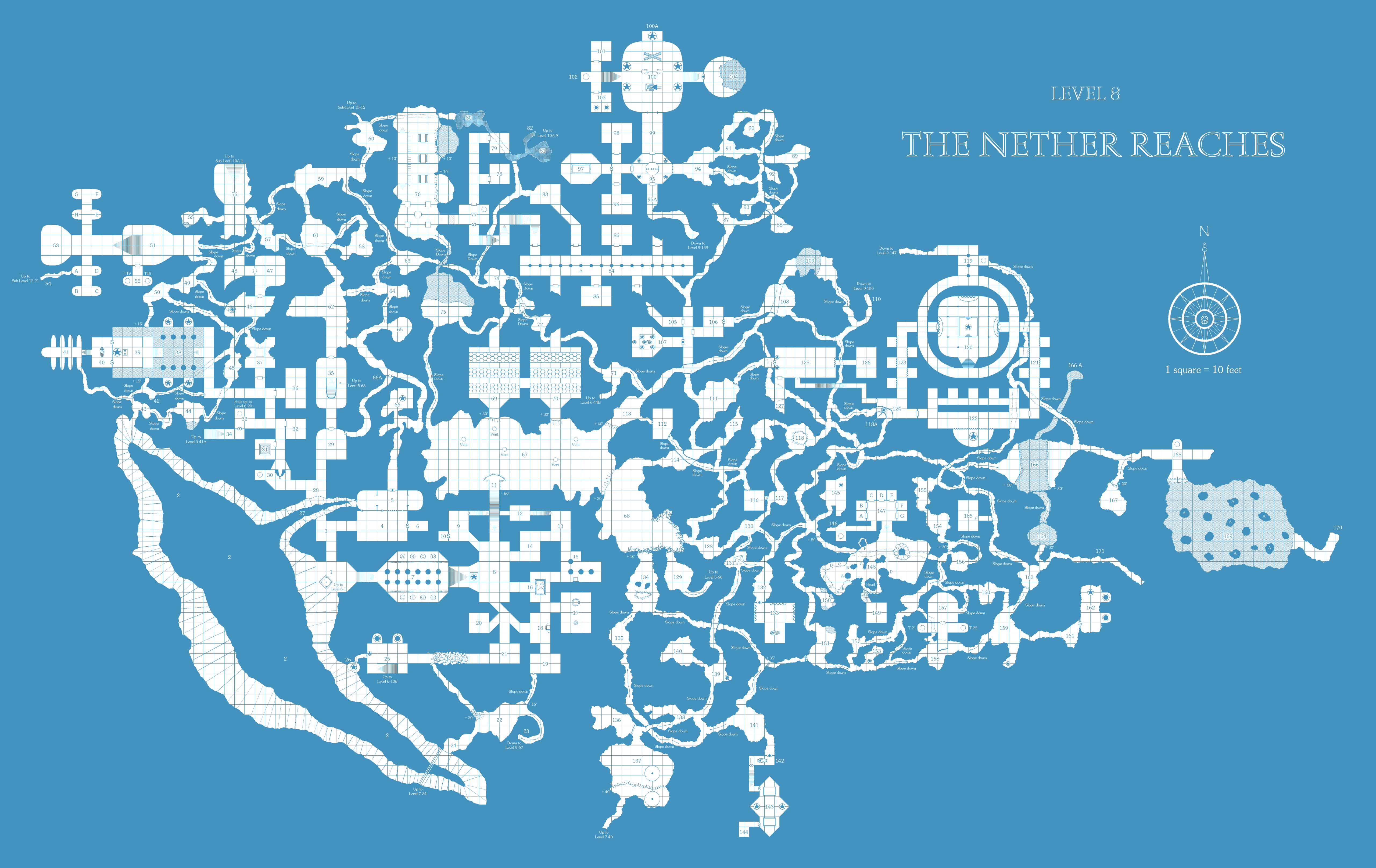


LEVEL 8

THE NETHER REACHES

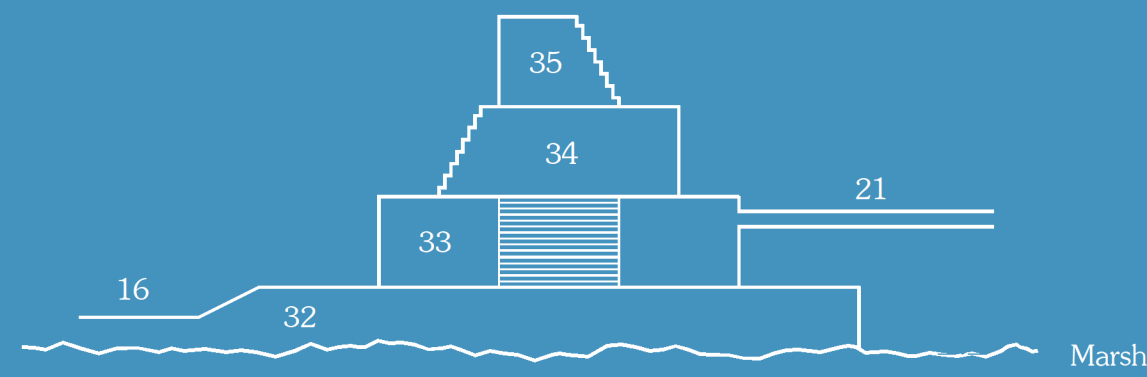


1 square = 10 feet

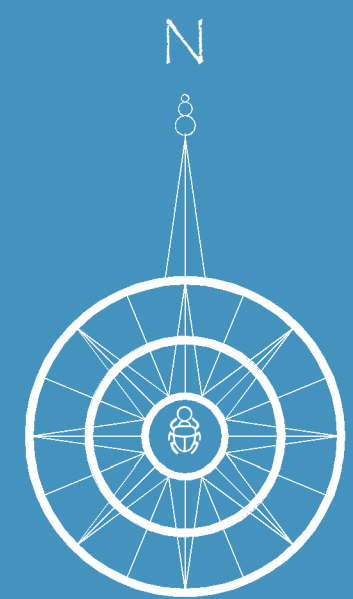
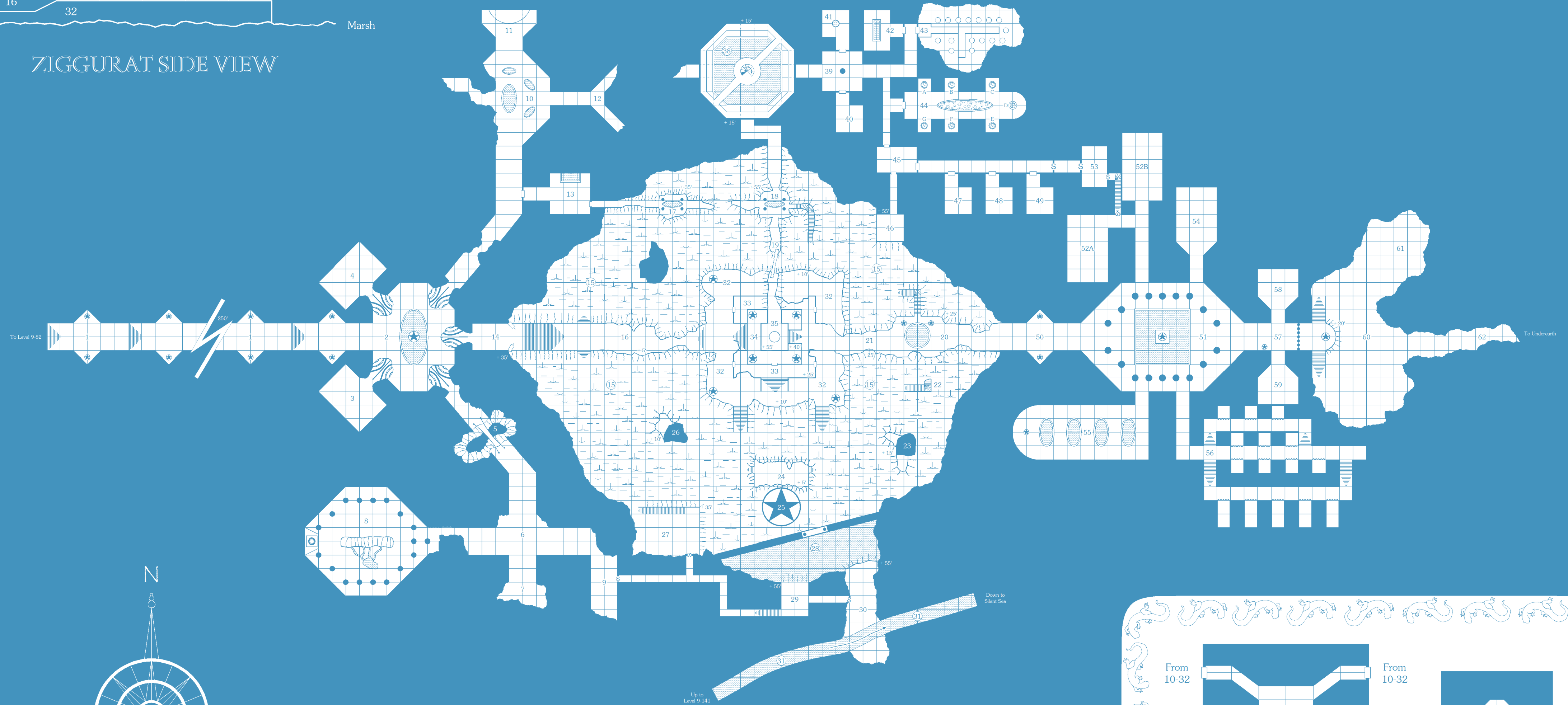


LEVEL 10

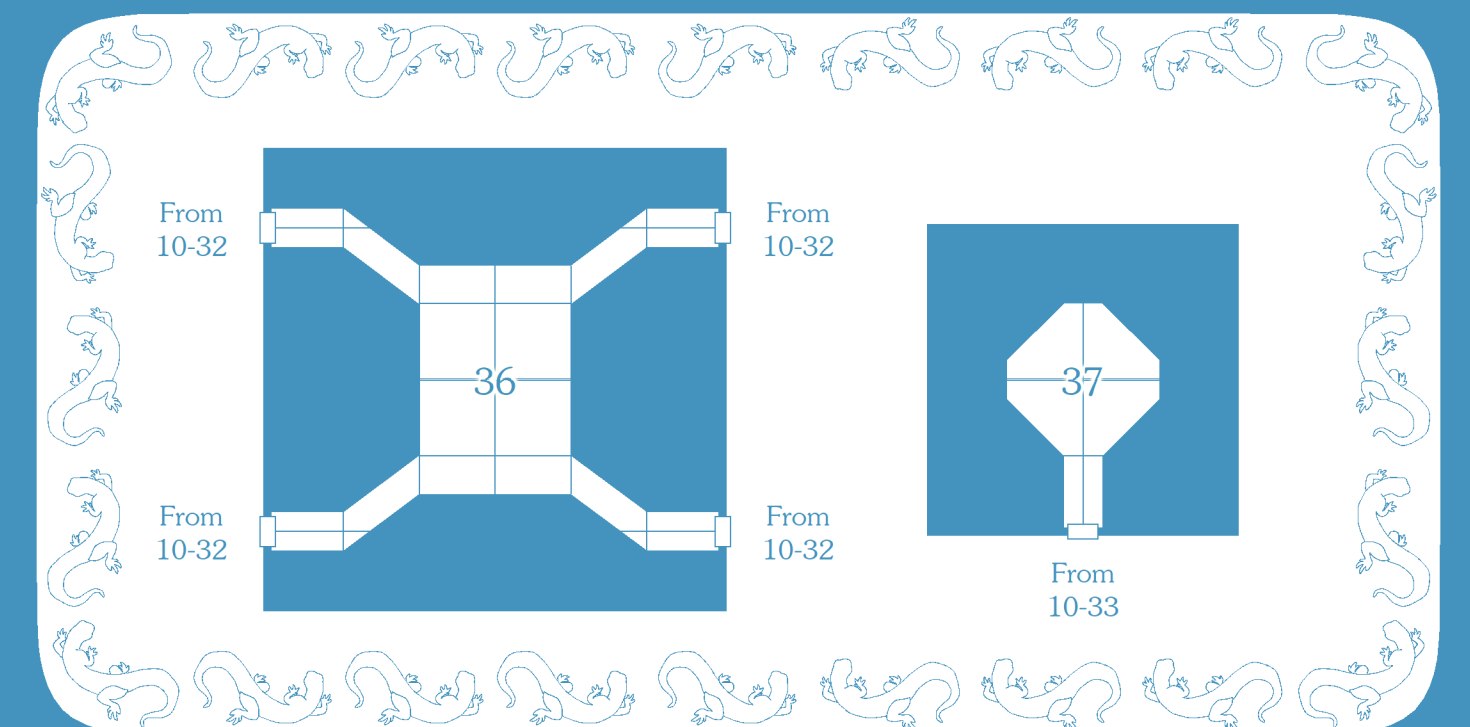
THE ZIGGURAT OF KAUKET



ZIGGURAT SIDE VIEW



1 square = 10 feet

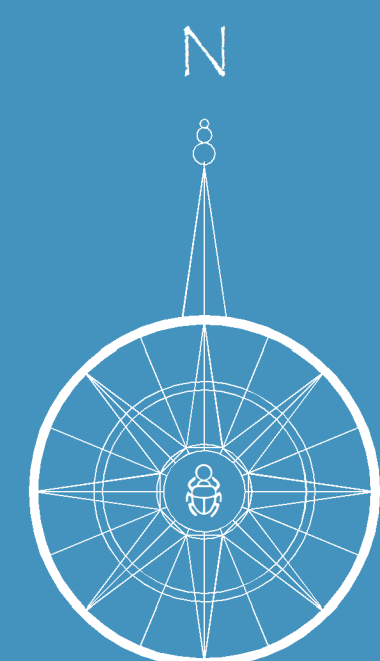
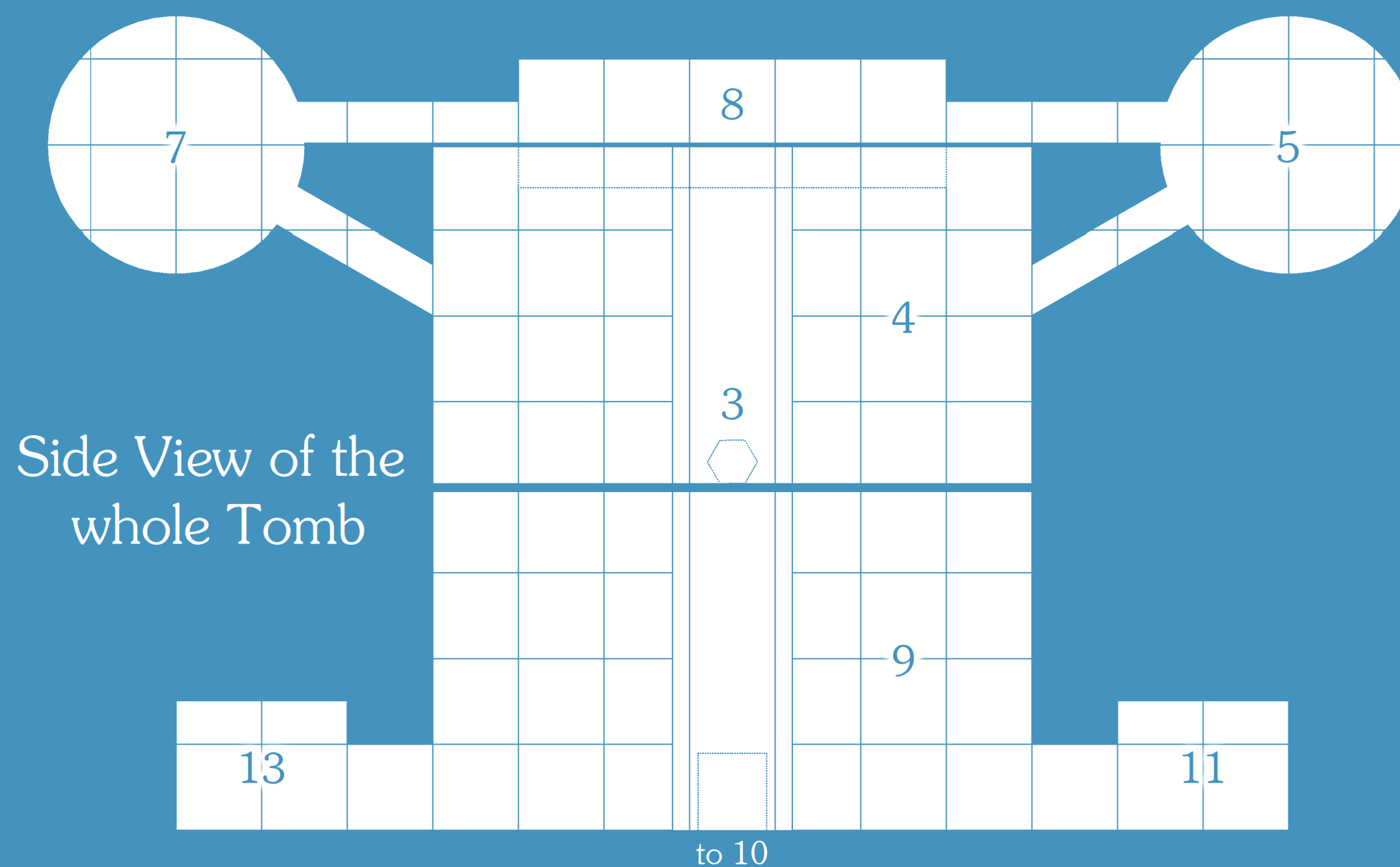
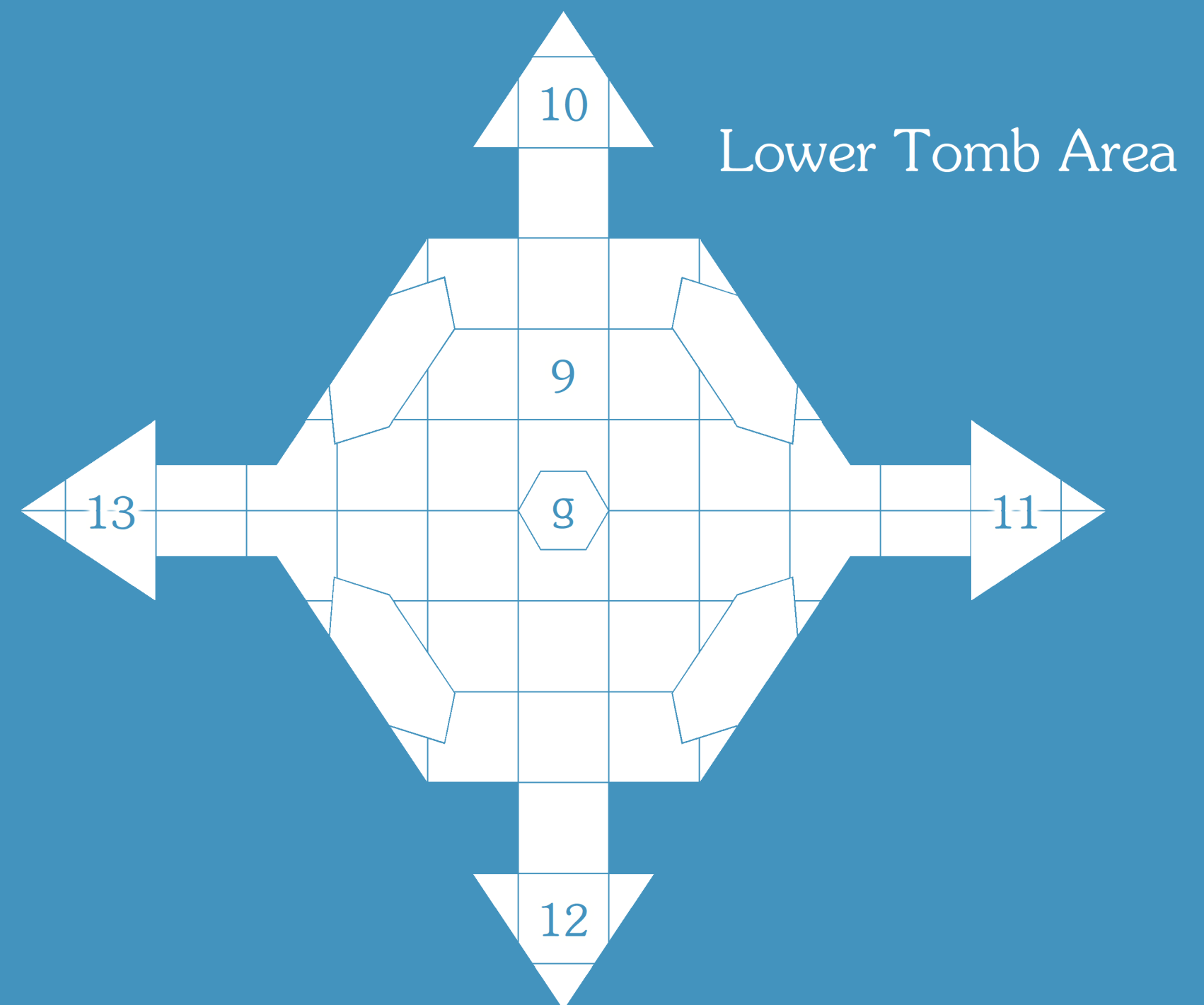
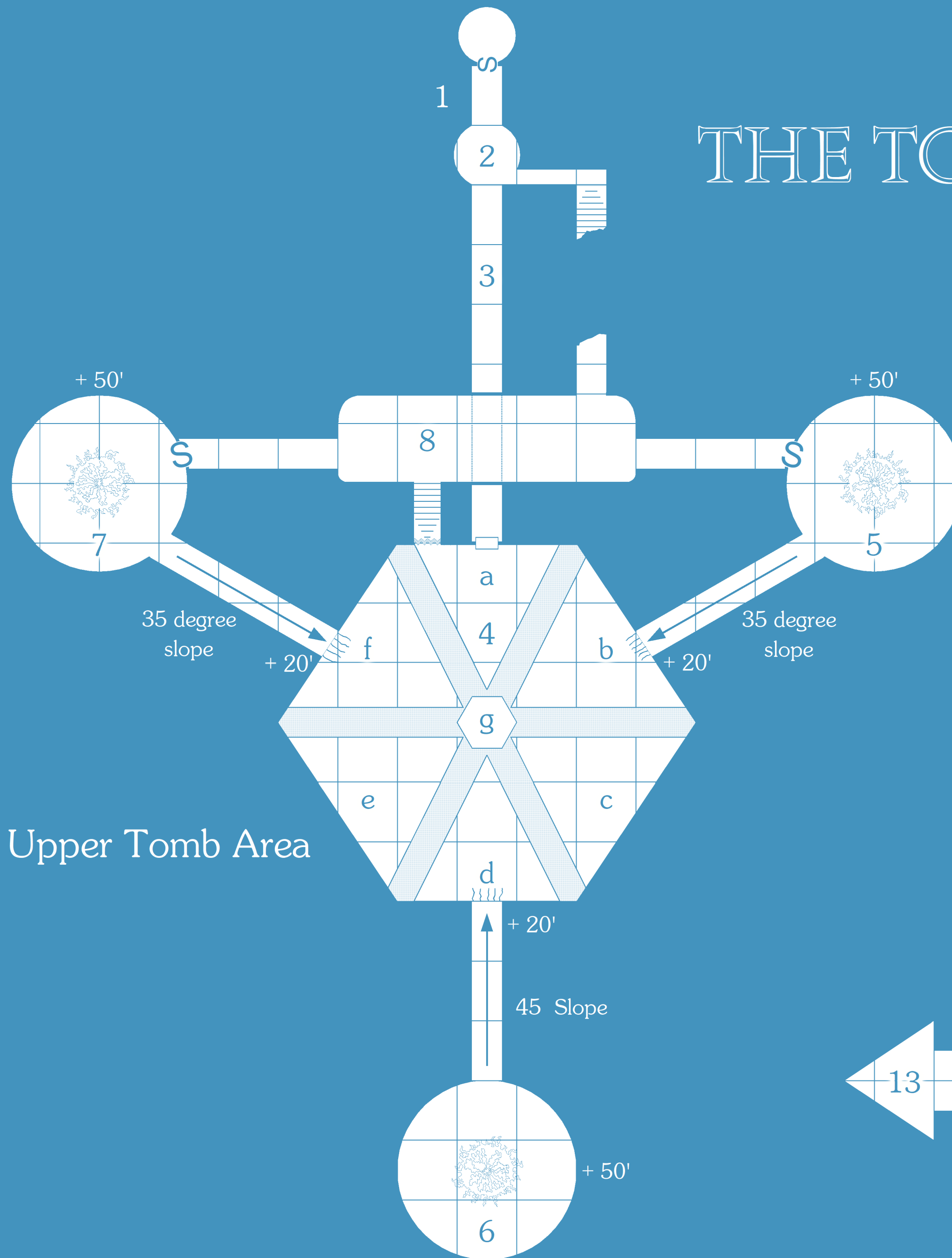


INSIDE THE ZIGGURAT

Up to AV-14
and down to
Level 2-1

SUB-LEVEL 1

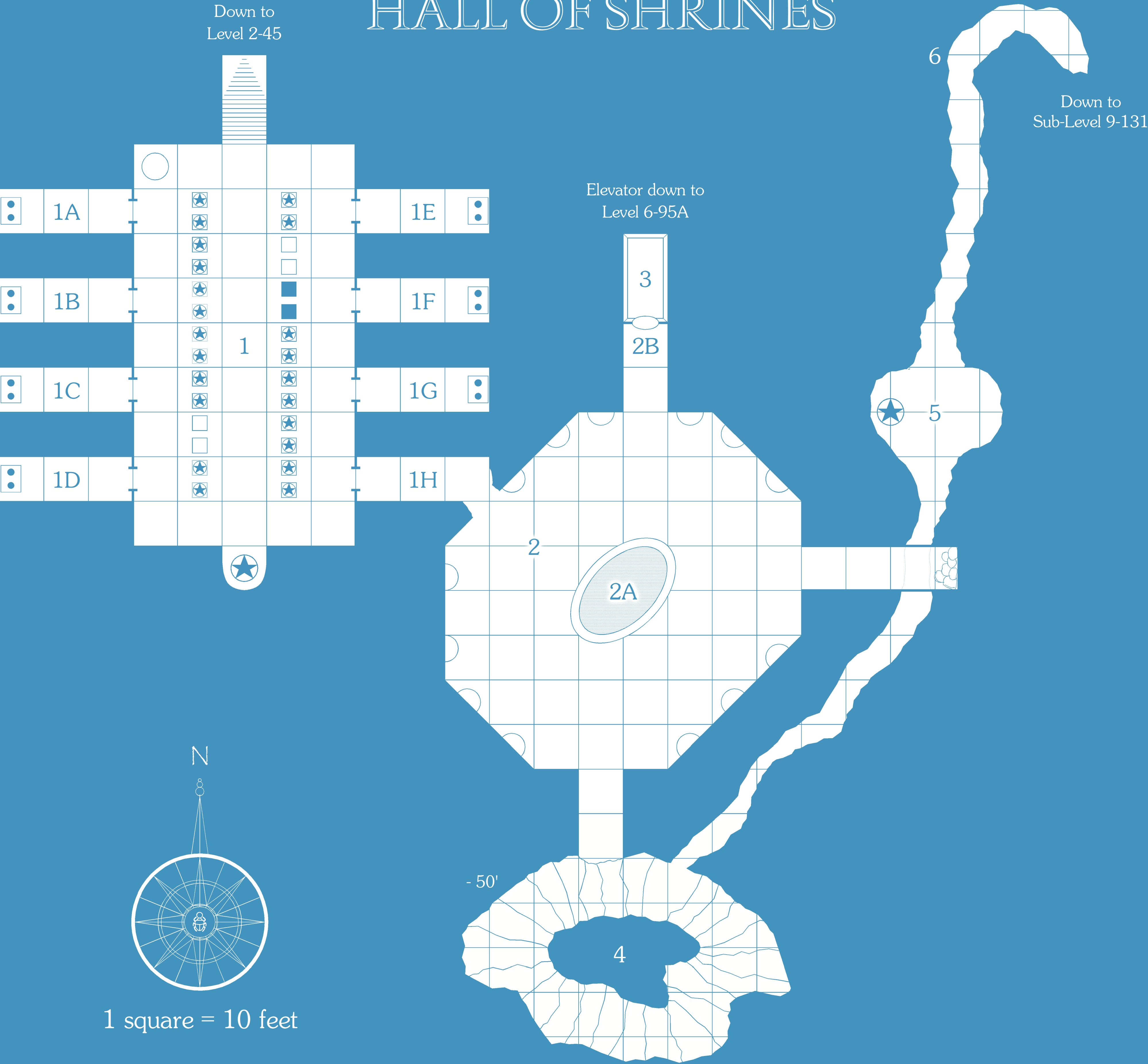
THE TOMBS OF LIGHT

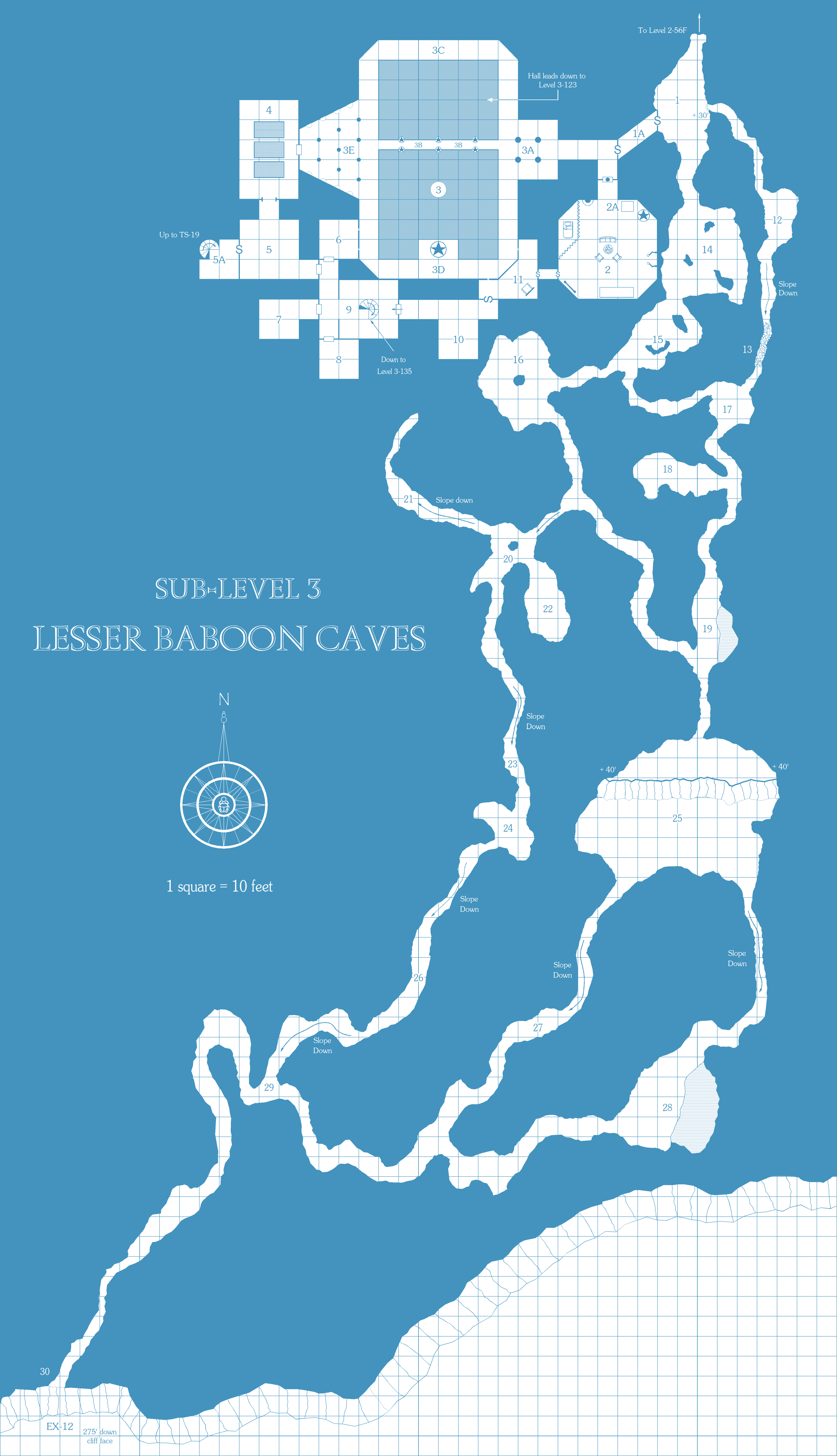


1 square = 10 feet

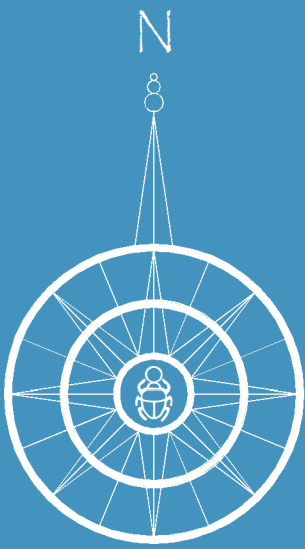
SUB-LEVEL 2

HALL OF SHRINES





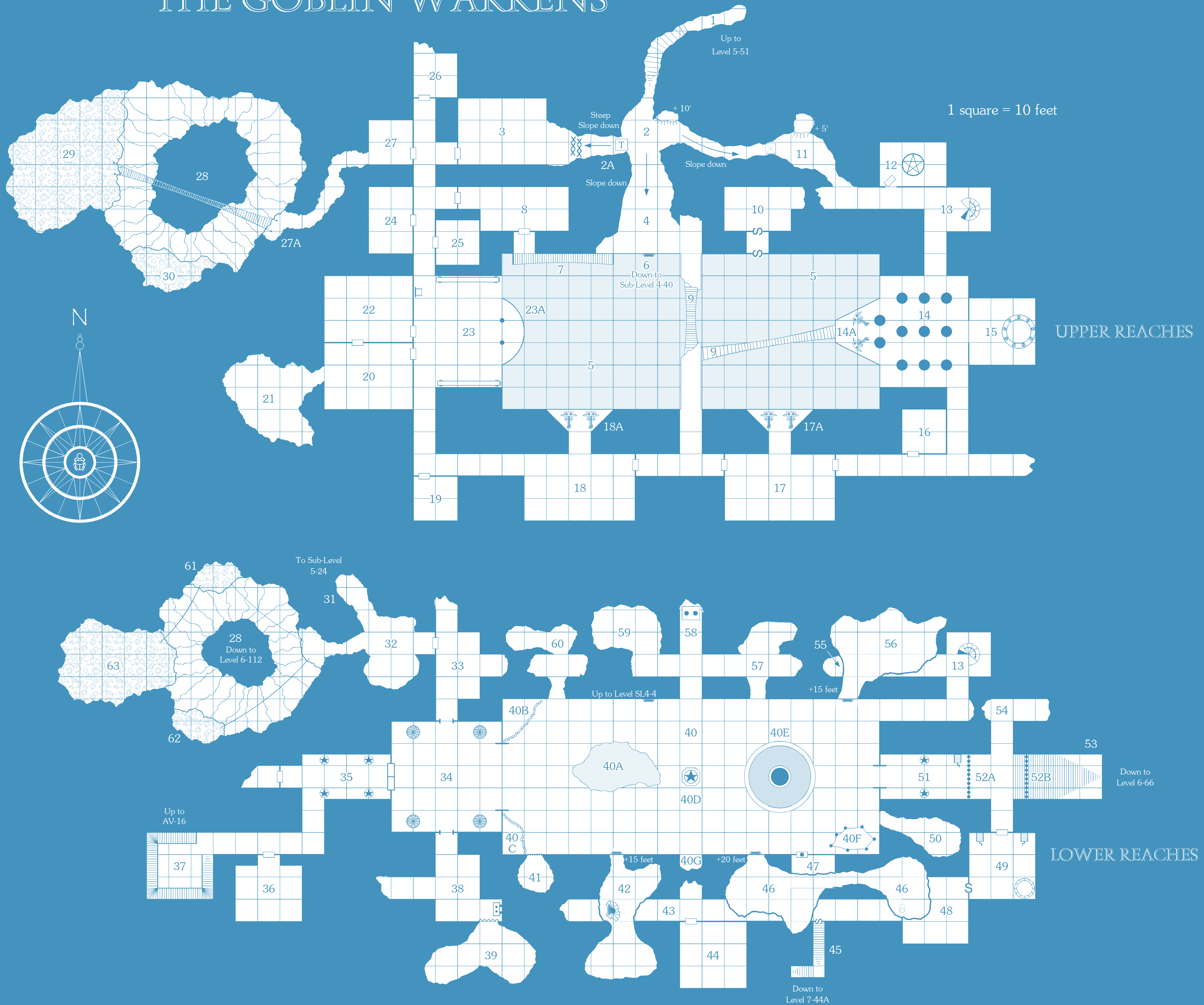
SUB-LEVEL 3 LESSER BABOON CAVES



1 square = 10 feet

SUB-LEVEL 4

THE GOBLIN WARRENS



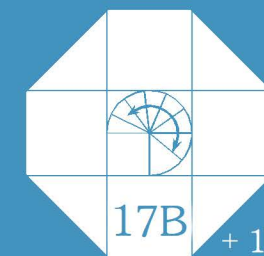
SUB-LEVEL 6

THE DROWNED CANYON

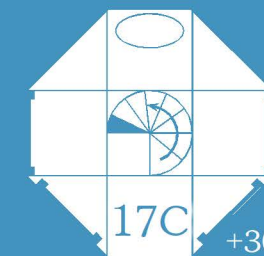
Tower of Pol



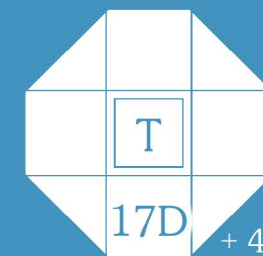
Level 1



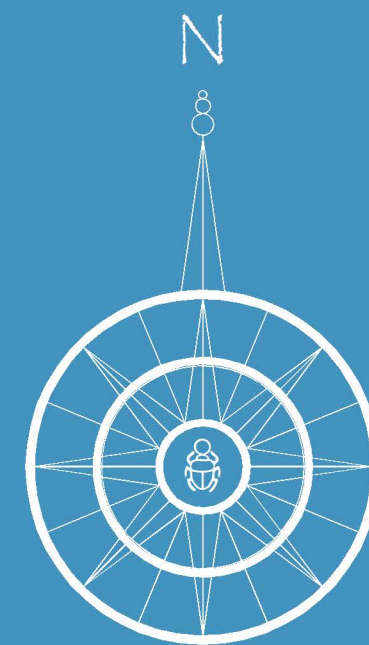
Level 2



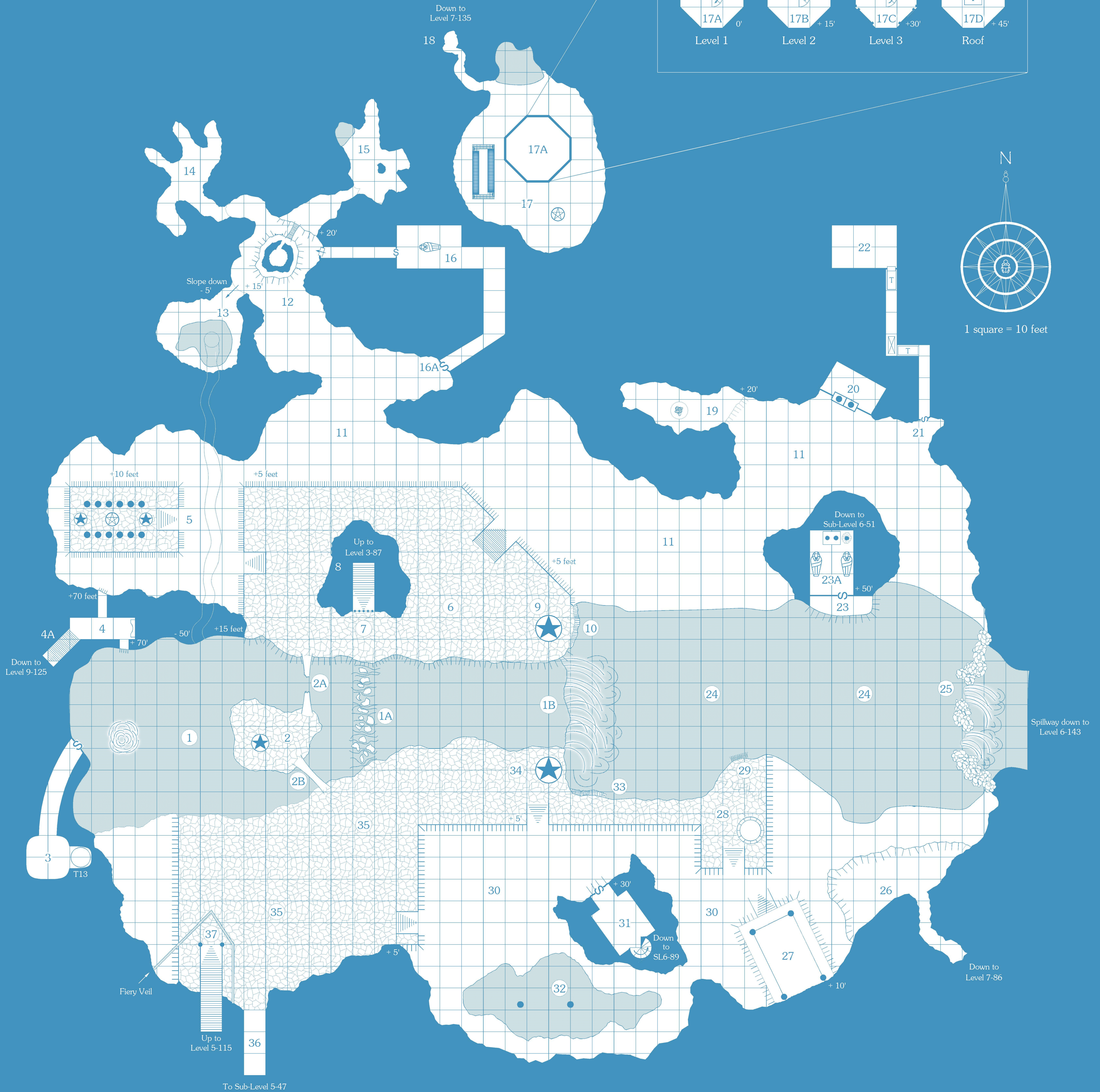
Level 3

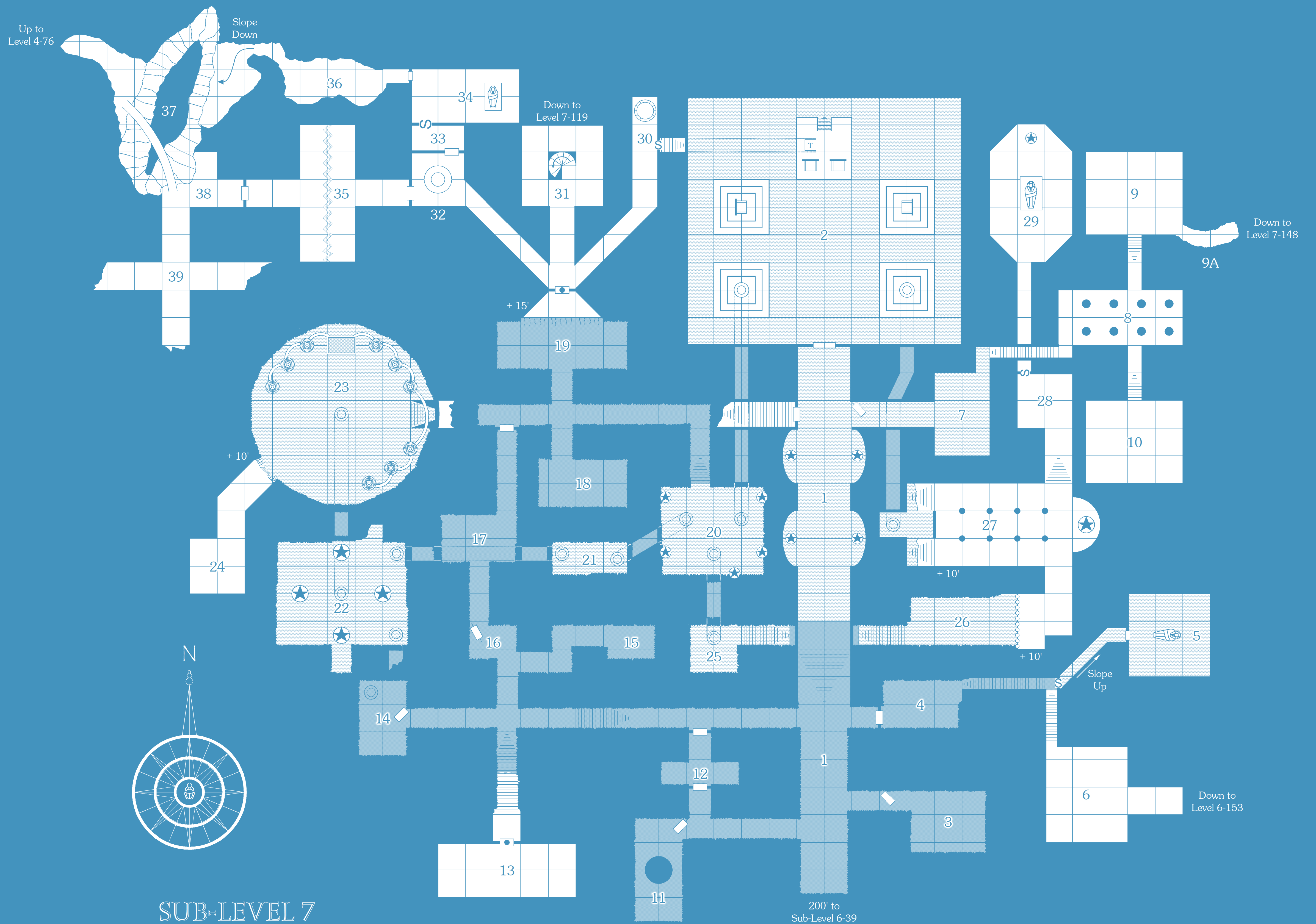


Roof



1 square = 10 feet



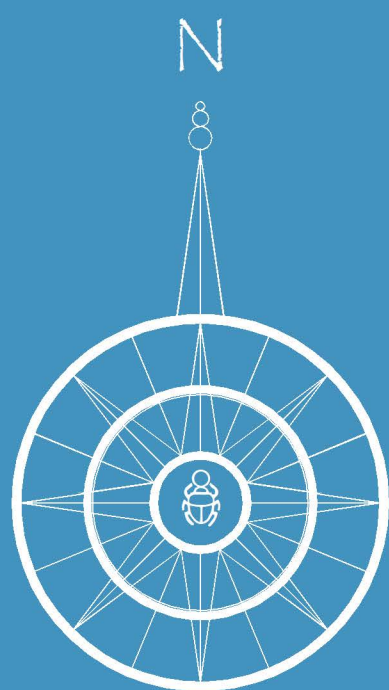


SUB-LEVEL 7

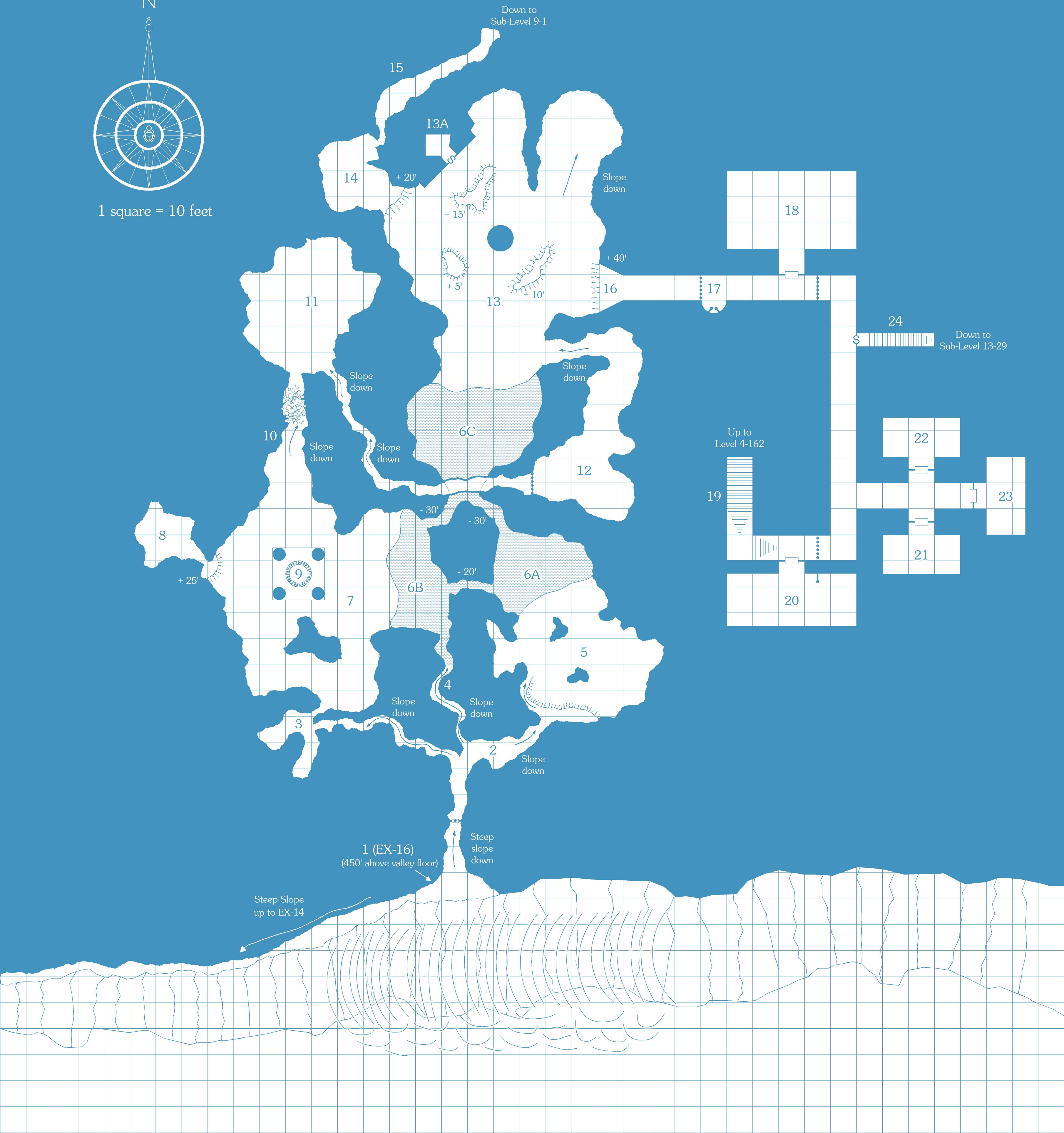
THE FLOODED VAULTS

SUB-LEVEL 8

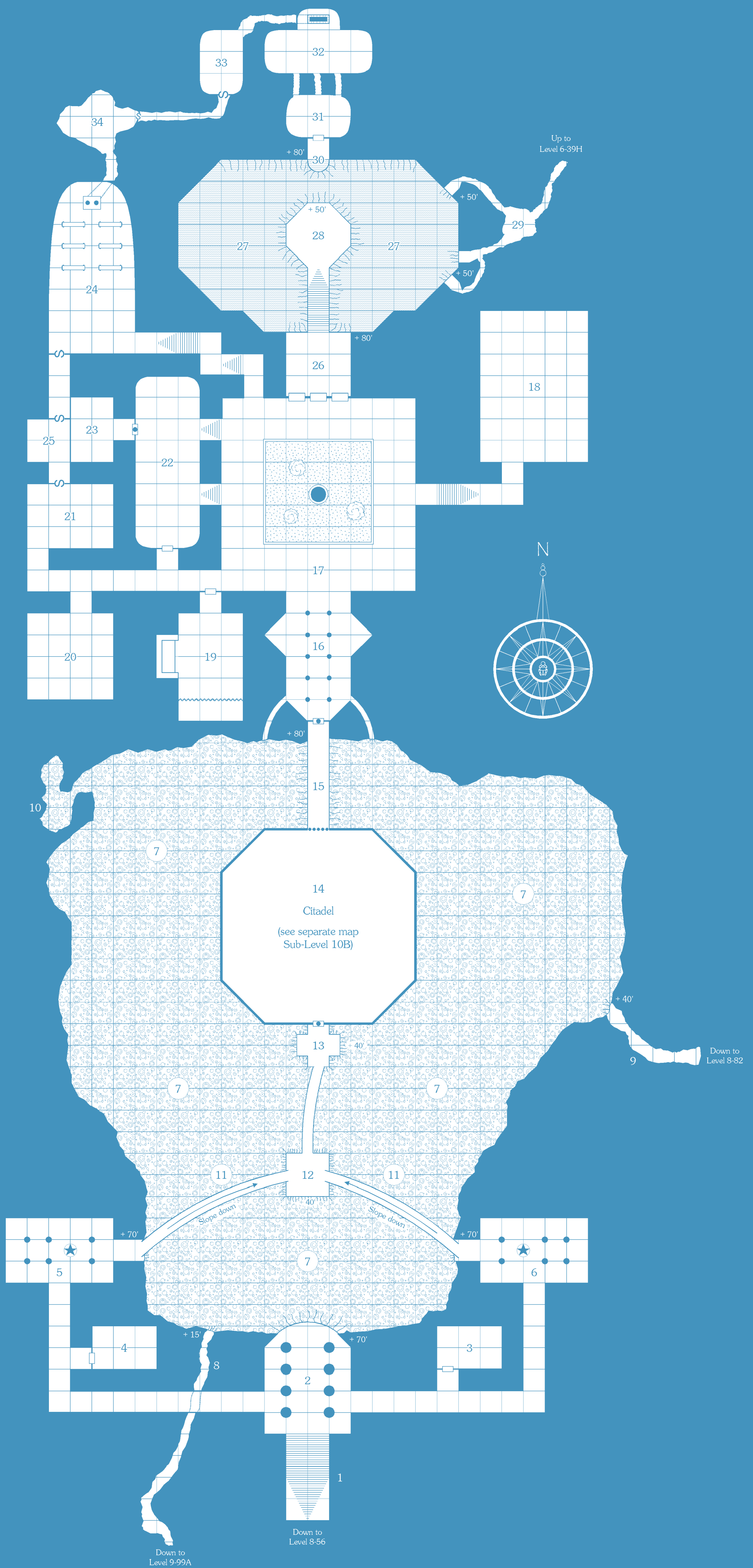
THE CAVES BEHIND THE FALLS



1 square = 10 feet

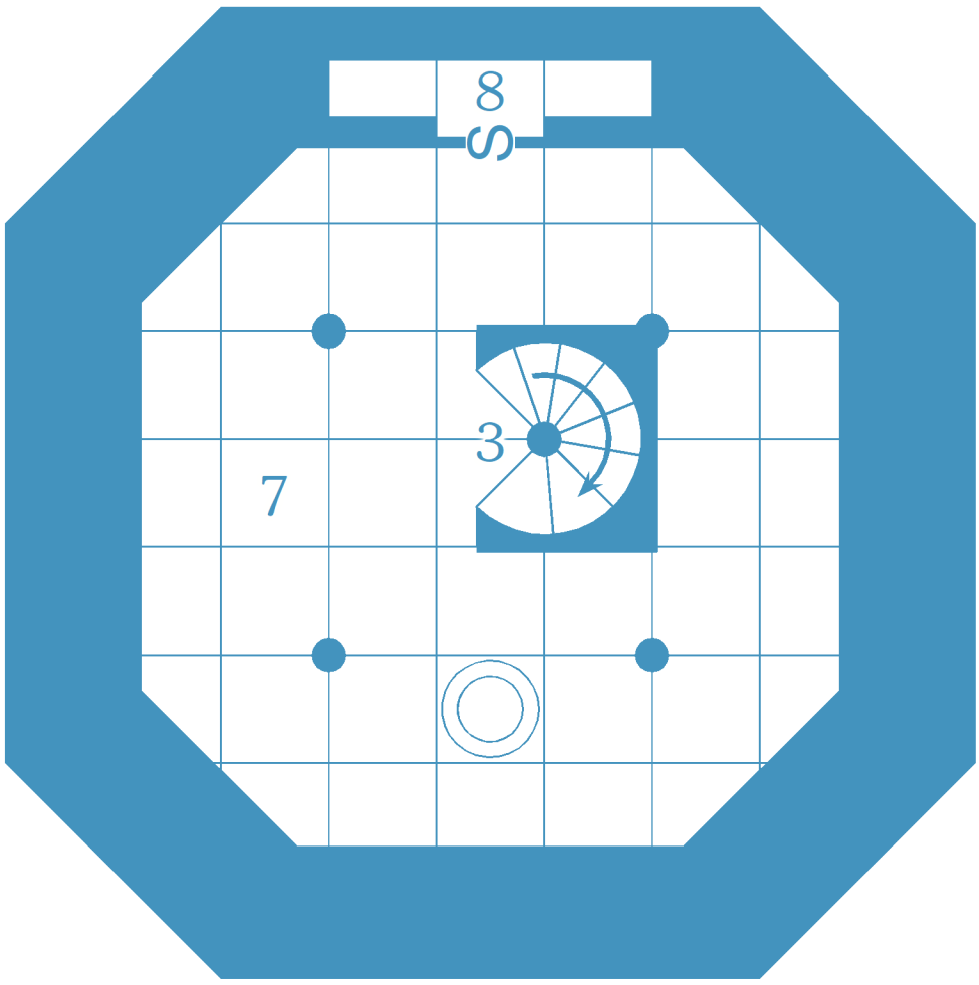


HOLD OF THE SUN-SCARRED KNIGHTS

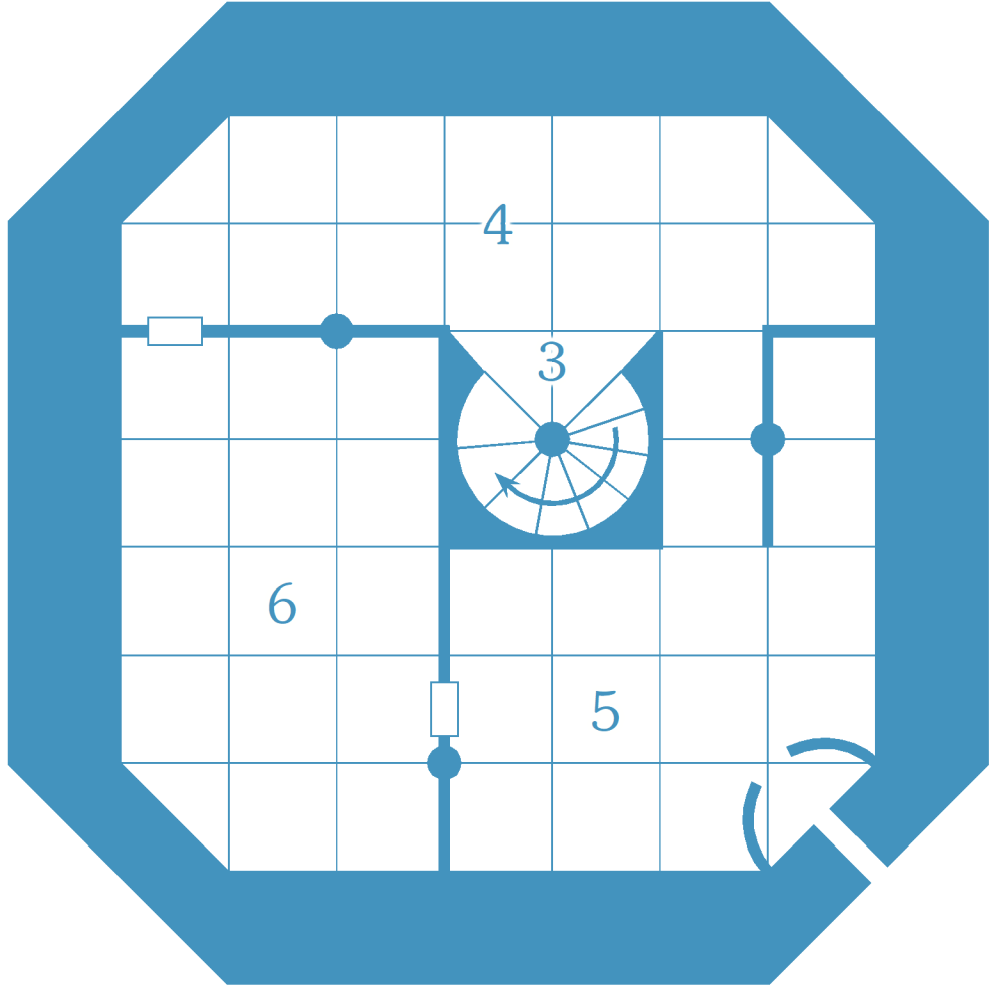


SUB-LEVEL 10B

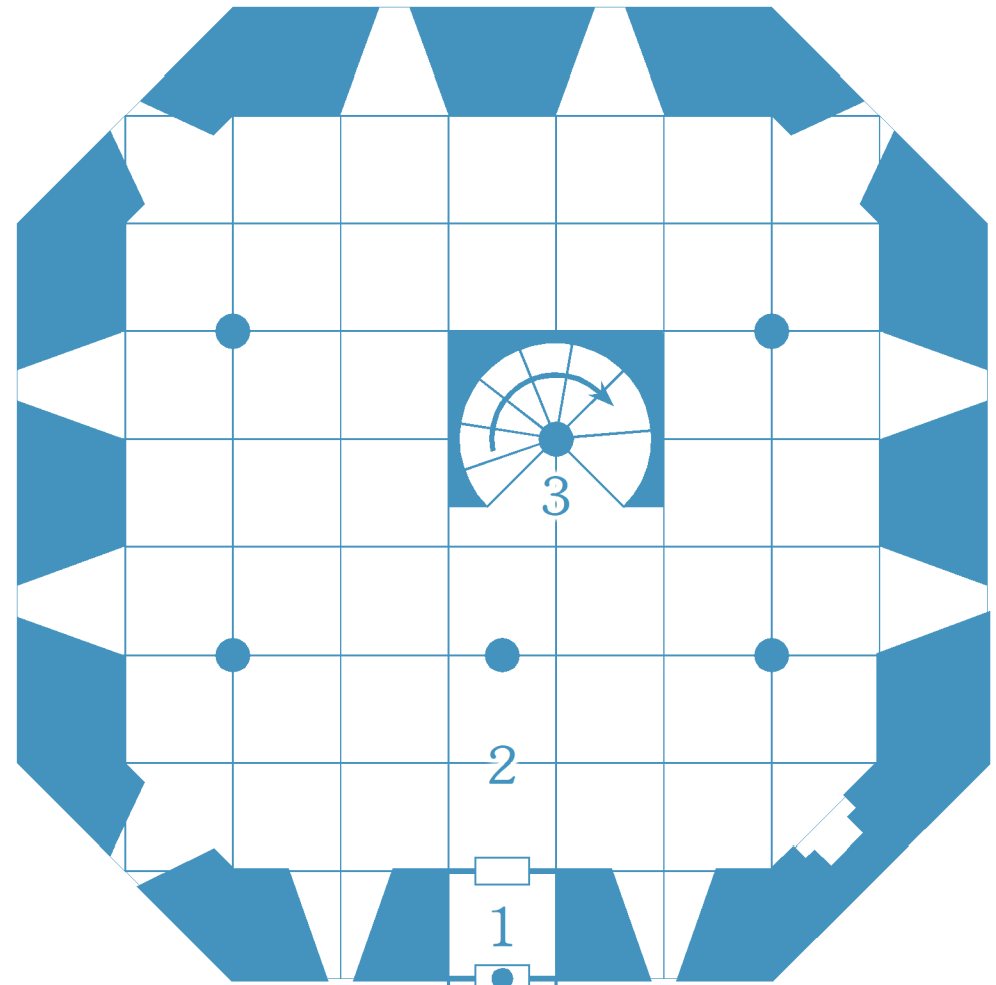
CITADEL OF THE SUN-SCARRED KNIGHTS



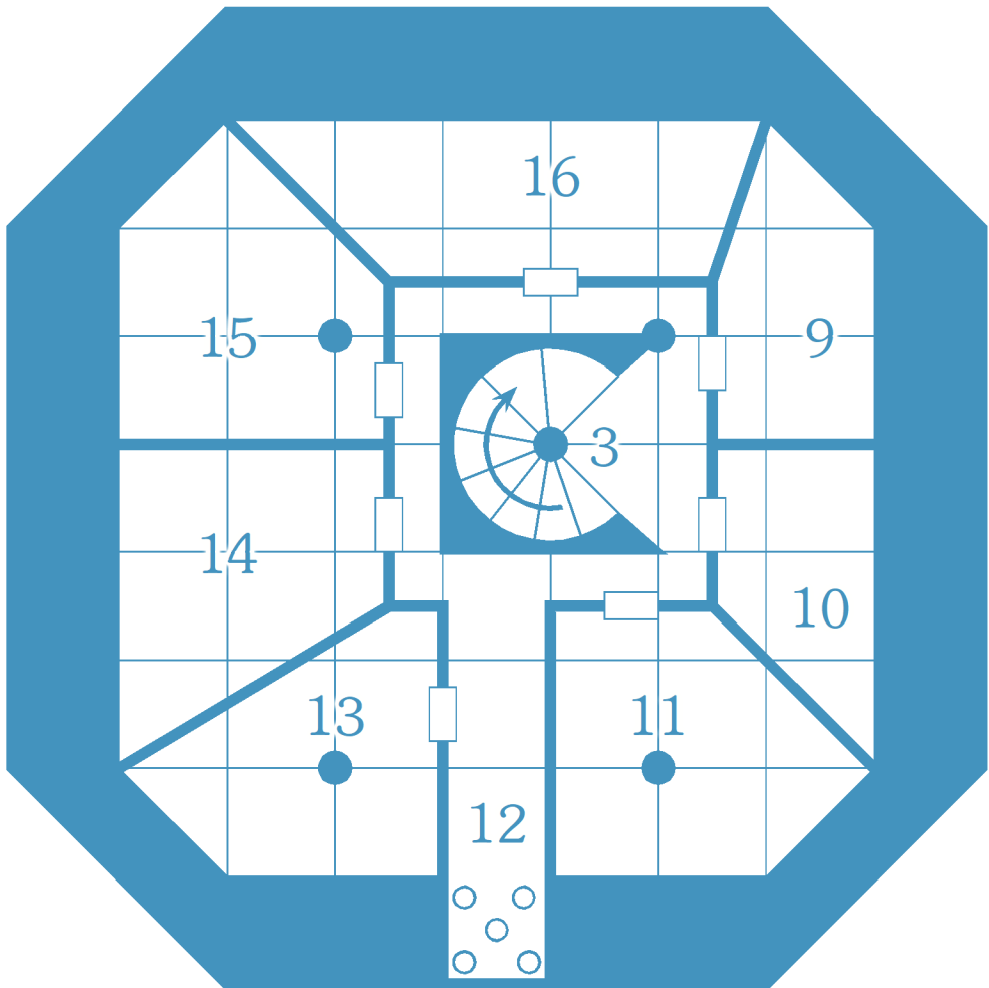
Level 1
(0' from floor)



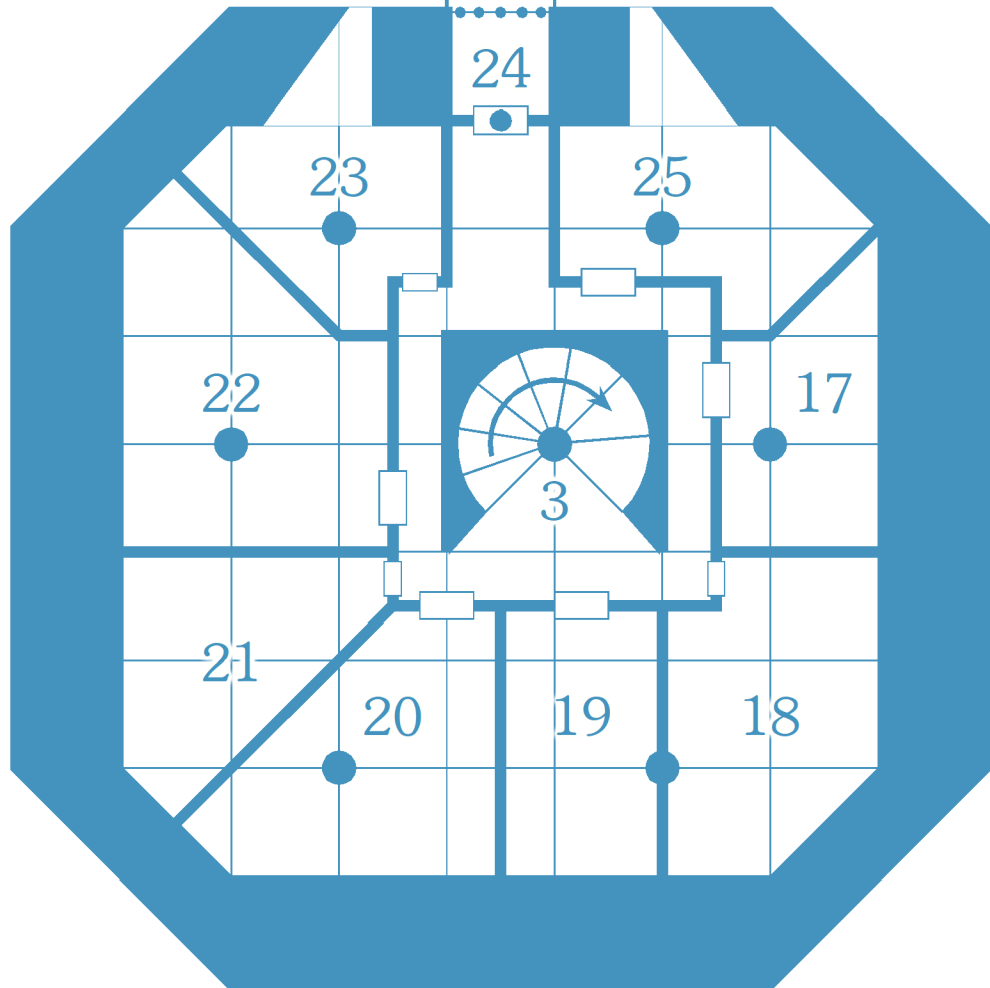
Level 2
(20' from floor)



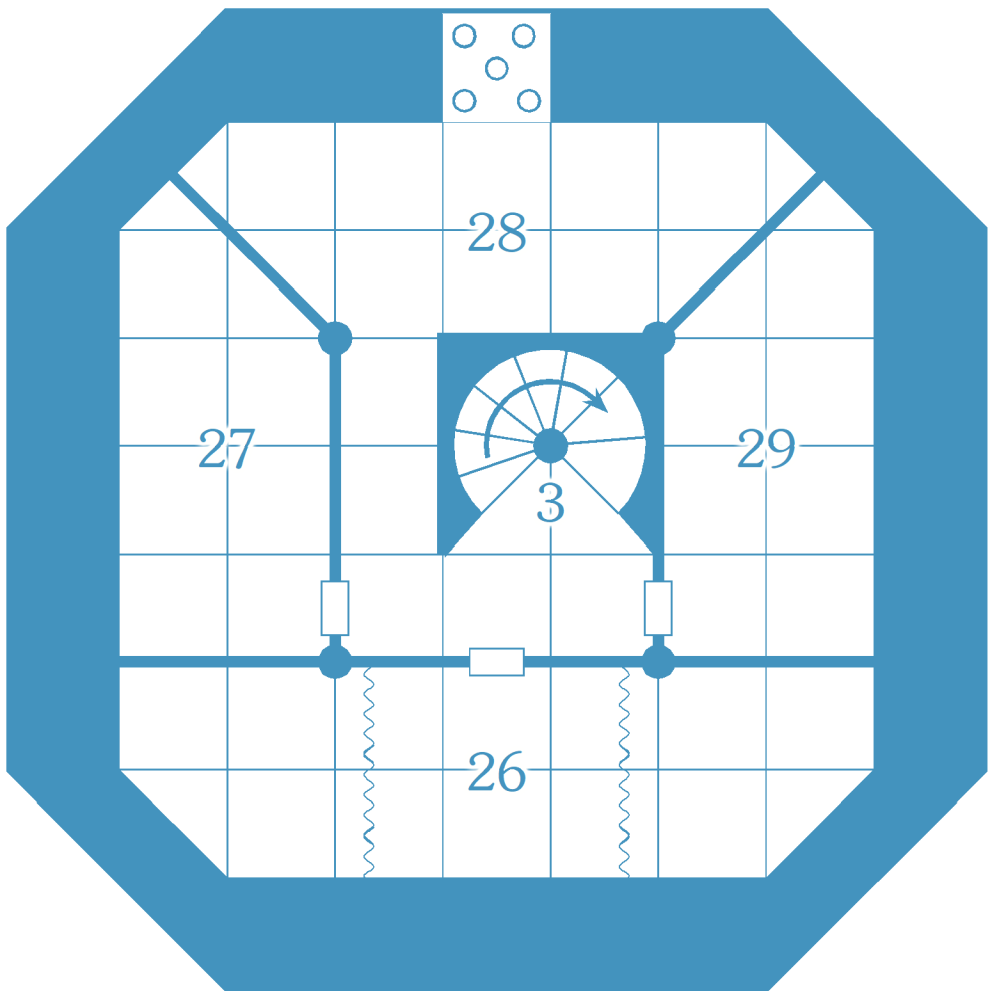
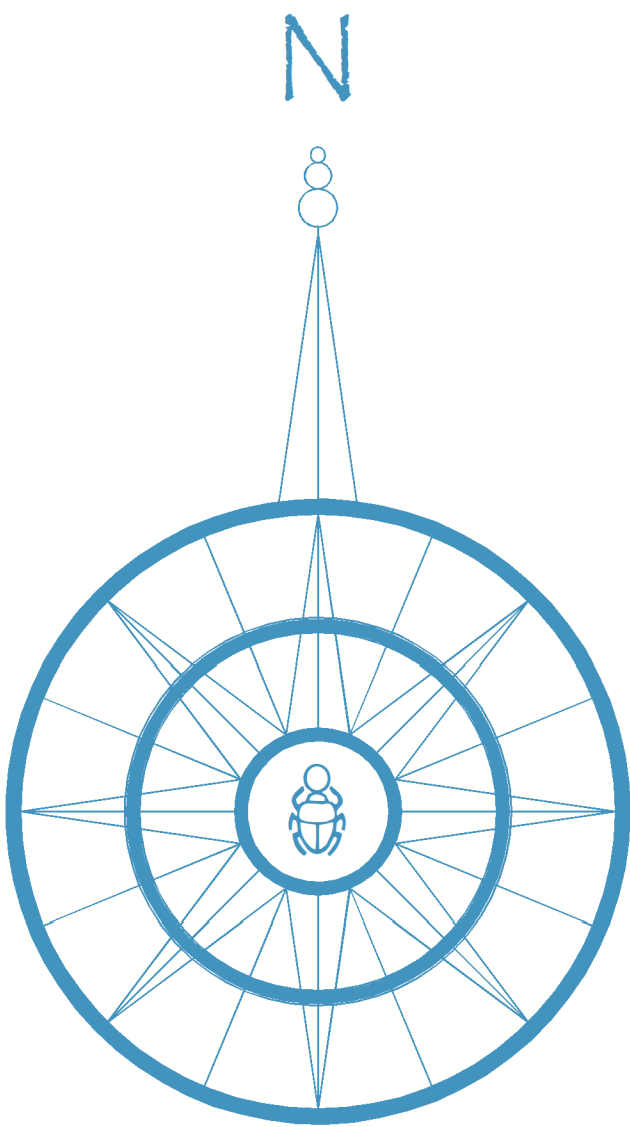
Level 3
(40' from floor)



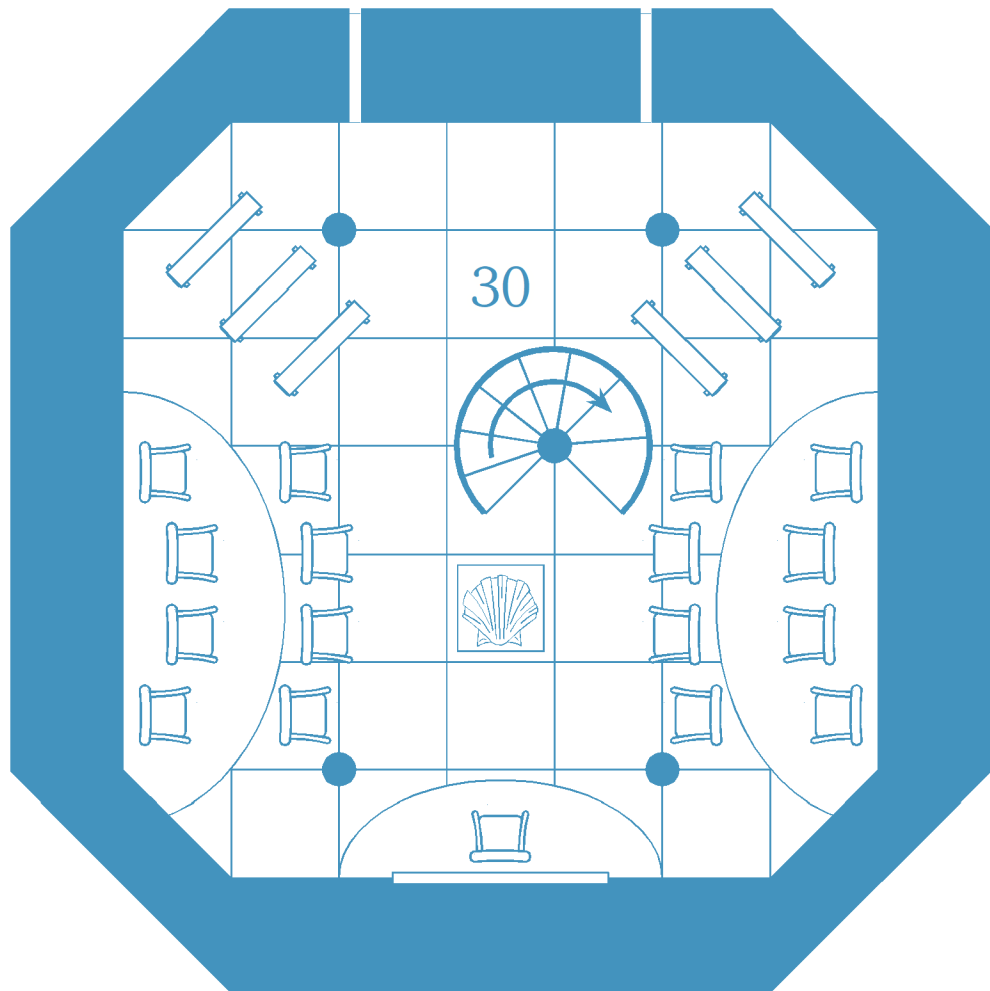
Level 4
(60' from floor)



Level 5
(80' from floor)



Level 6
(100' from floor)



Level 7
(120' from floor)

SUB-LEVEL 11



Upper Level

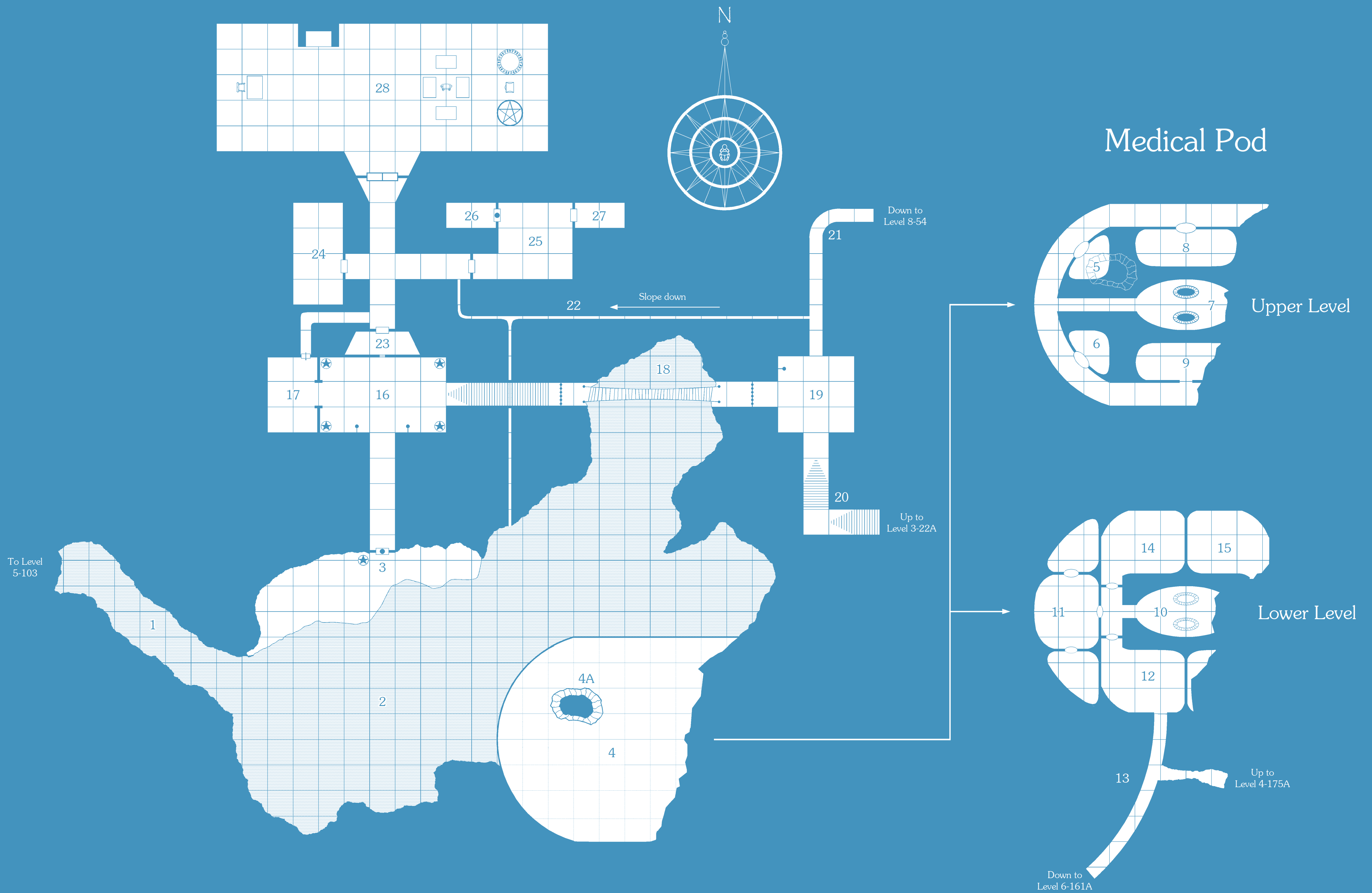


1 square = 25 feet



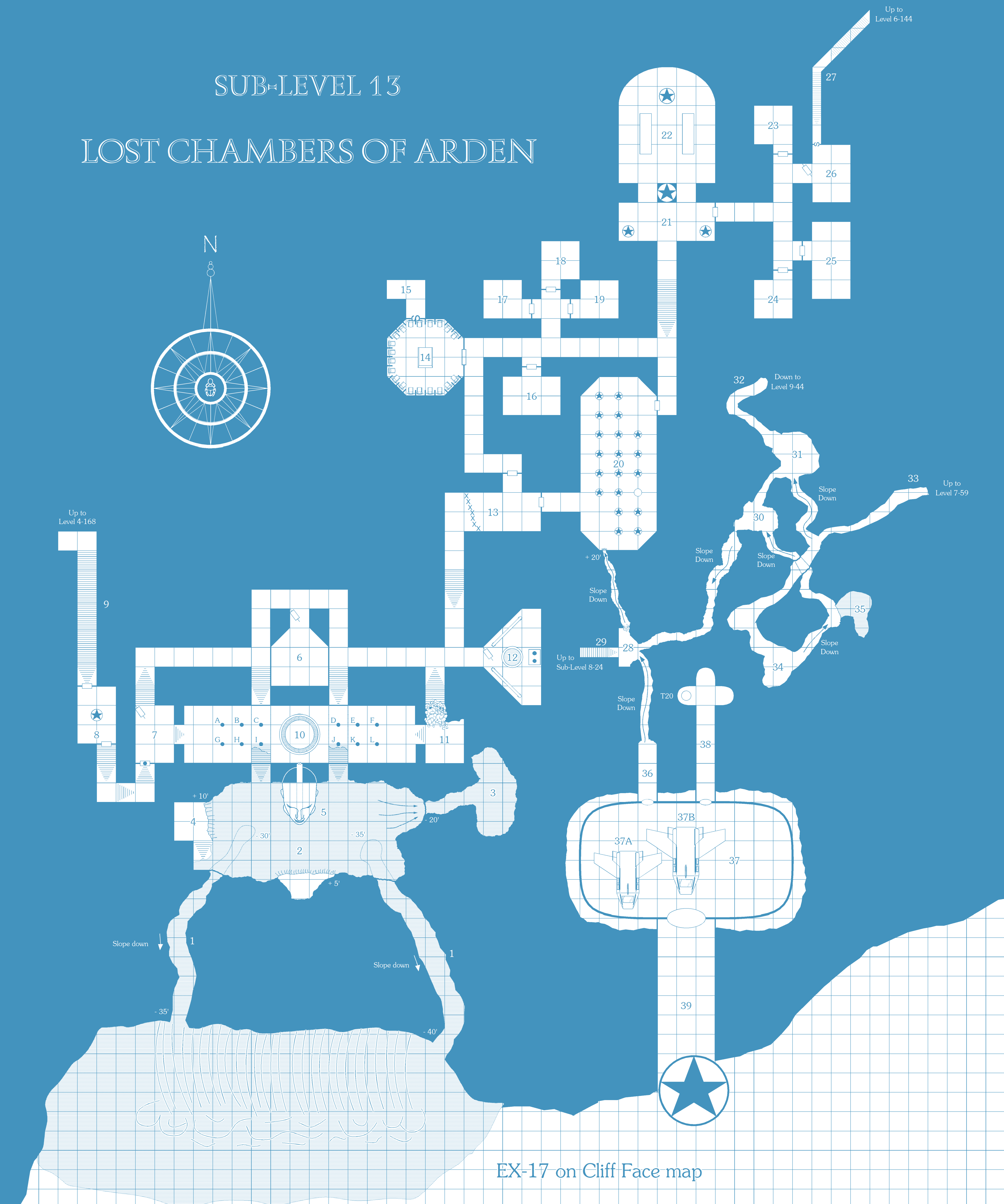
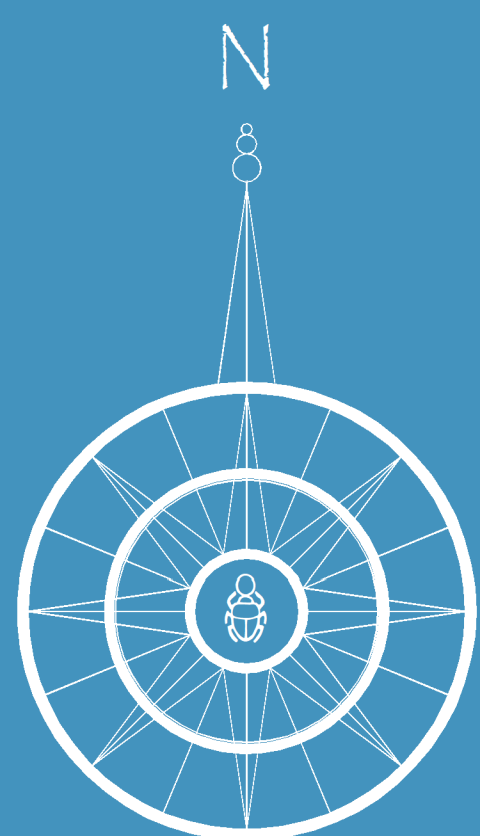
SUB-LEVEL 12

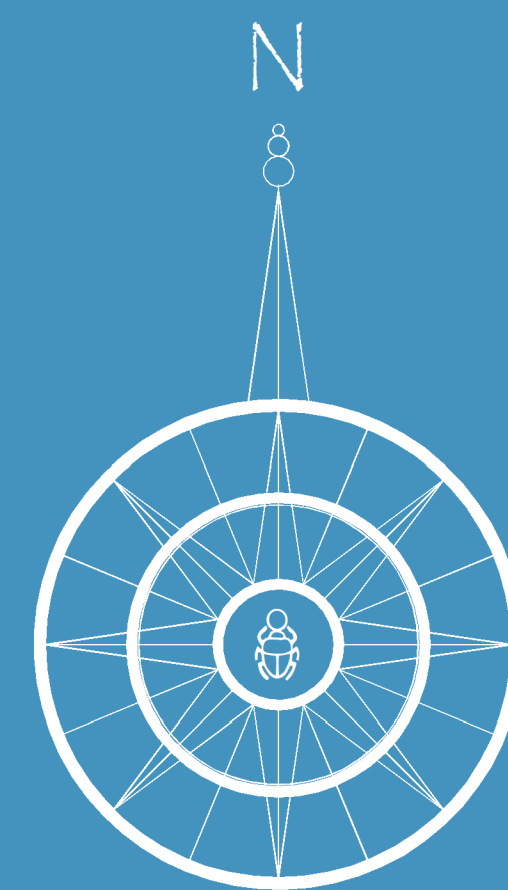
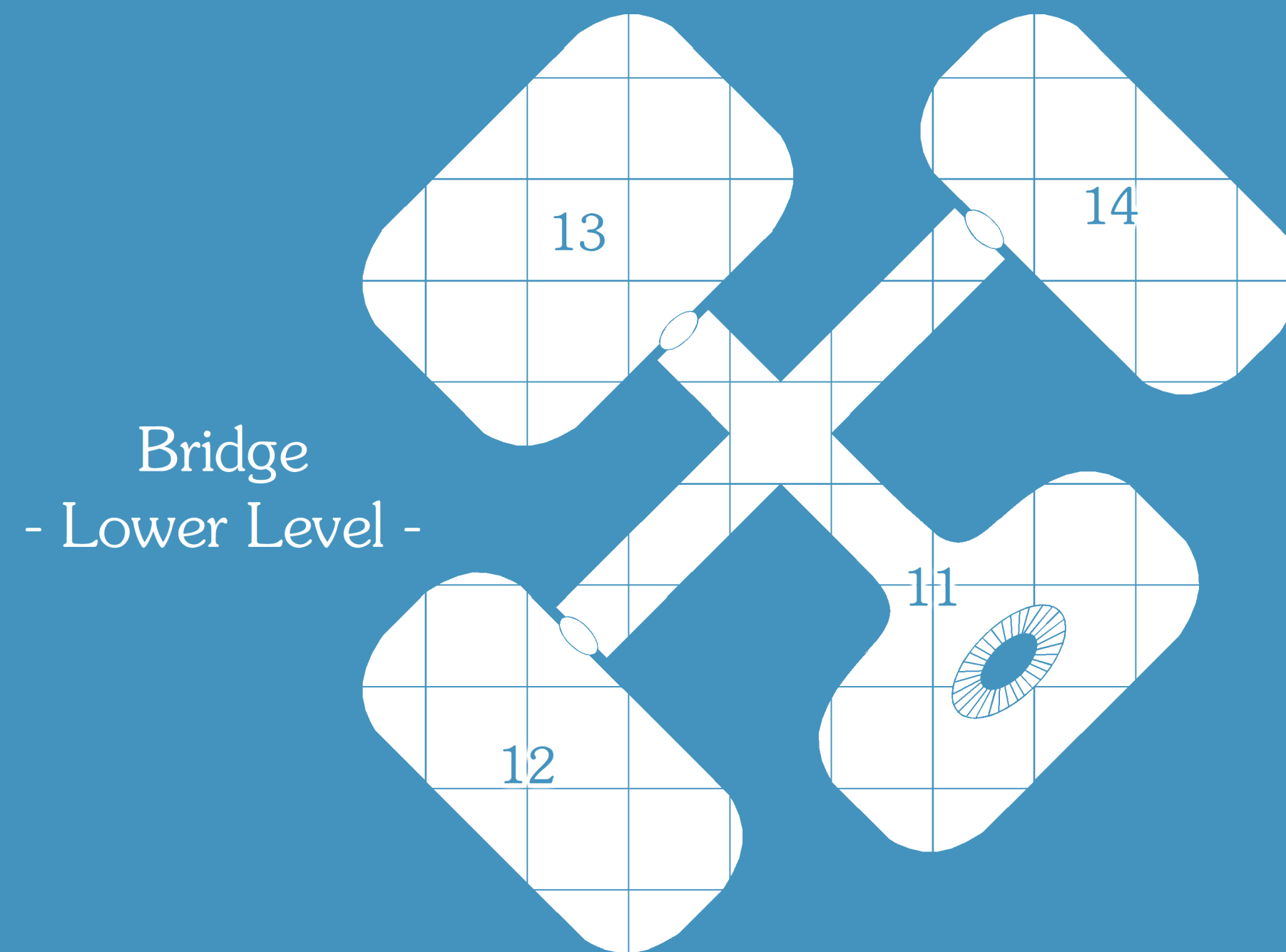
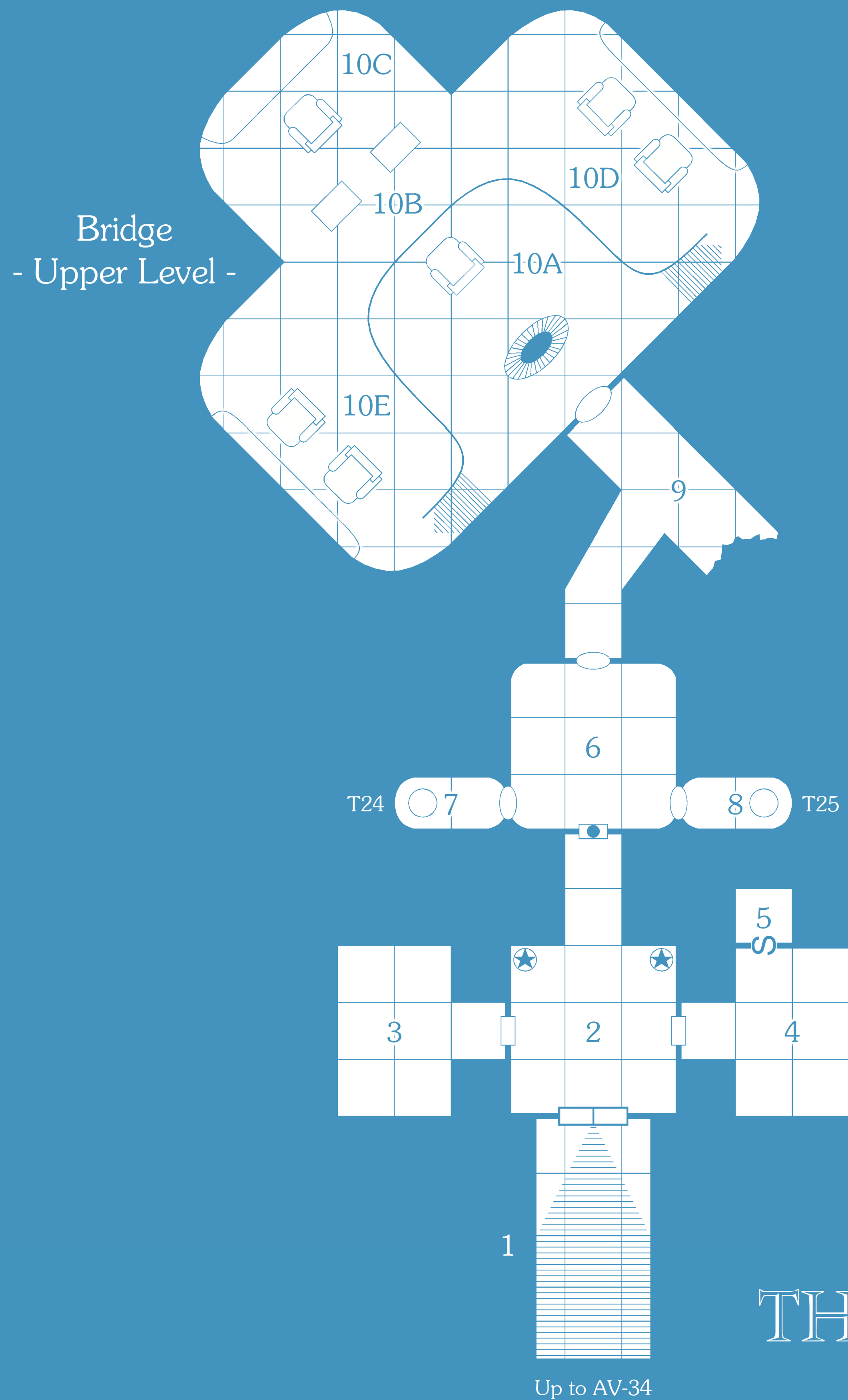
THE WORKSHOPS OF KERBOG KHAN



SUB-LEVEL 13

LOST CHAMBERS OF ARDEN





SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT

