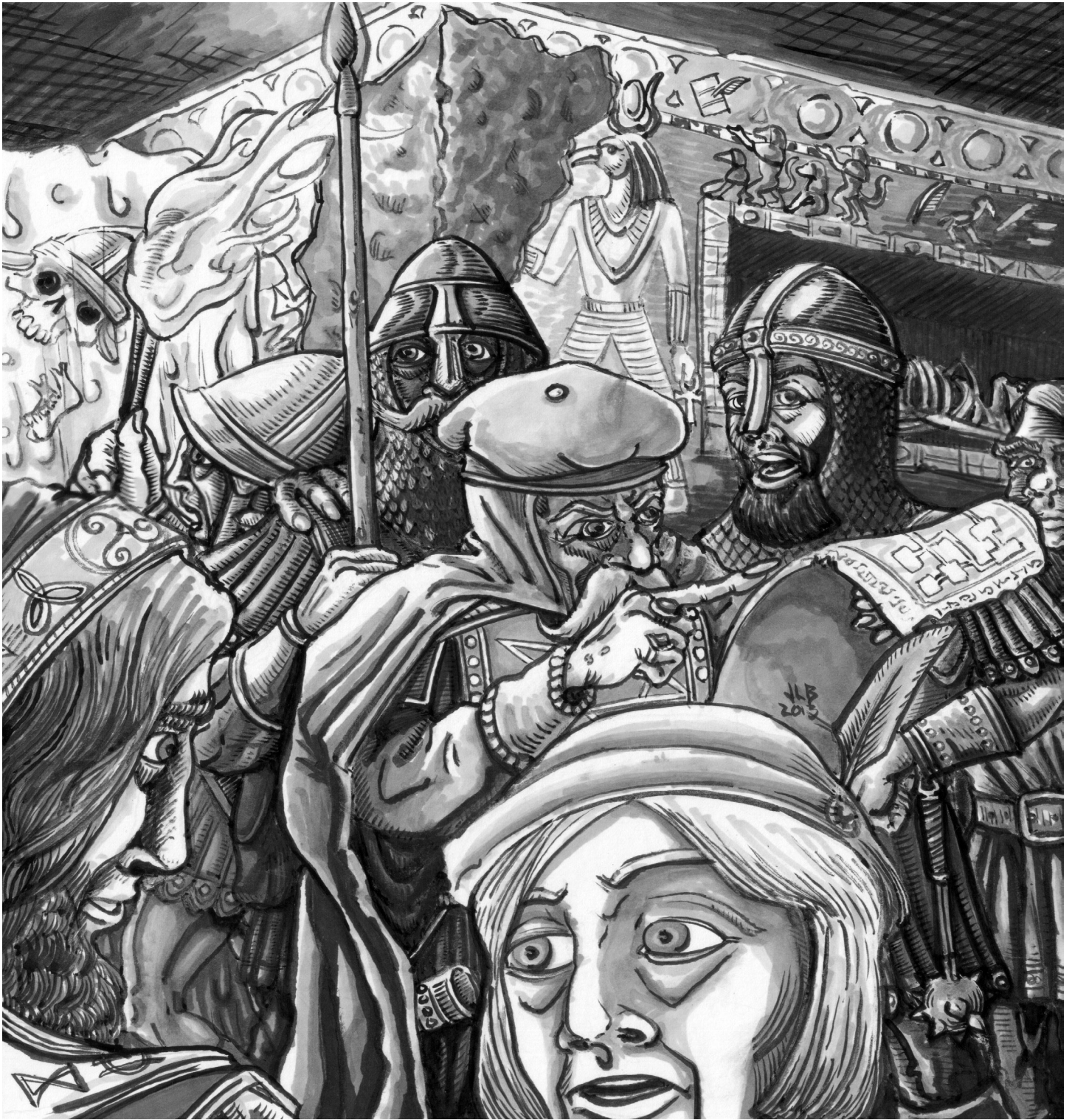


THE MAPS OF



ARDEN VUL

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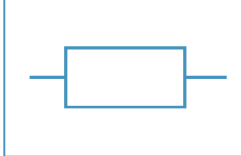

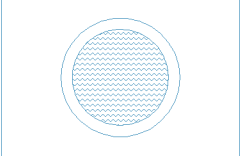

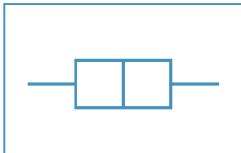
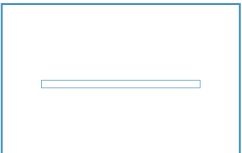

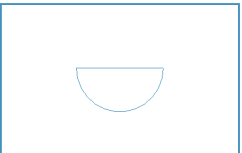
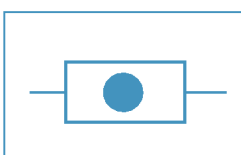

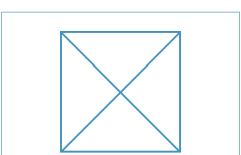
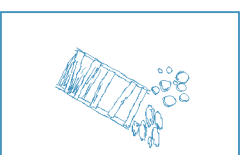
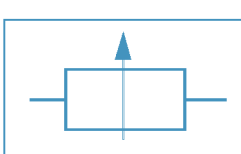
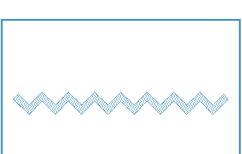


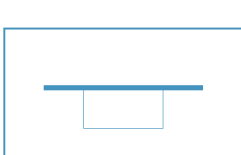
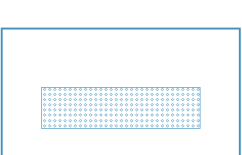

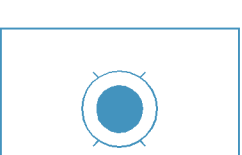


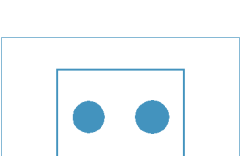
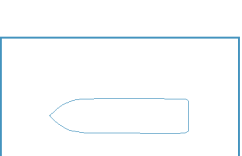
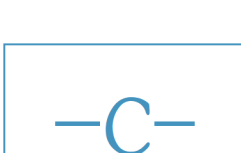
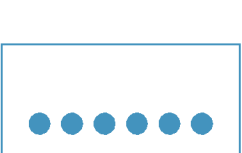

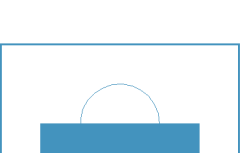
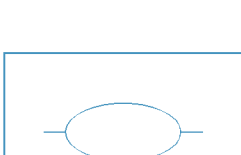
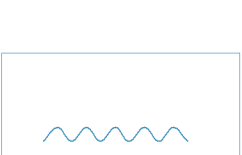
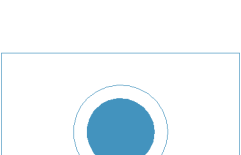
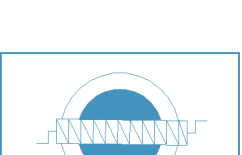

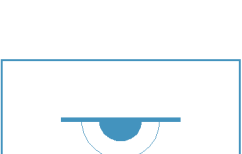
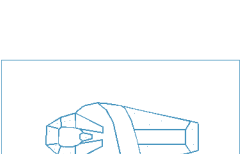
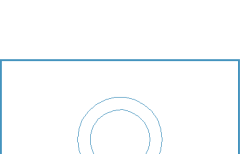







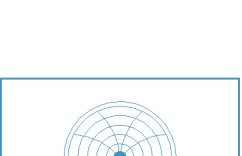



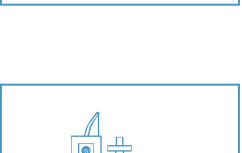
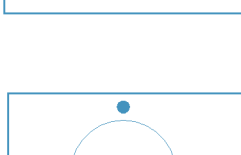
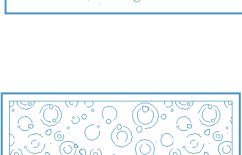
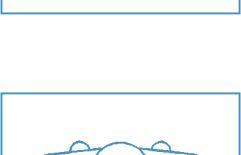

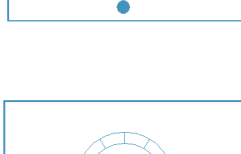


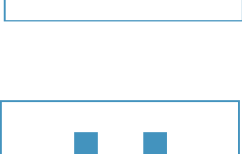
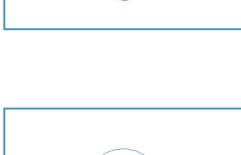
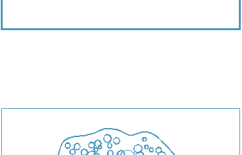

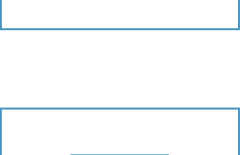
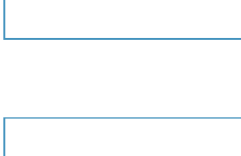
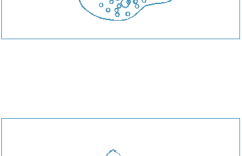
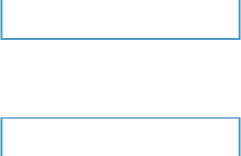
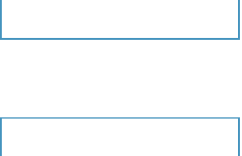
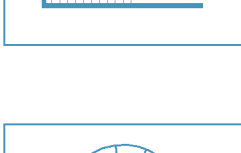
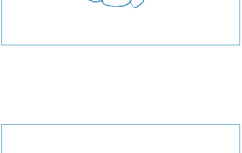
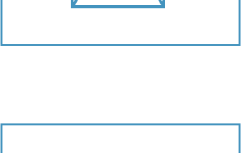


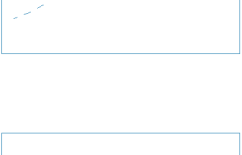


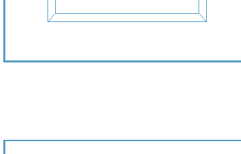
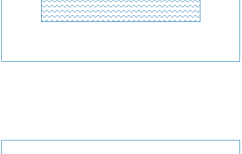
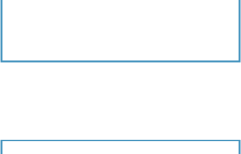
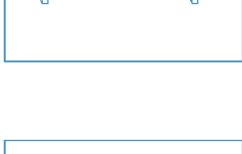
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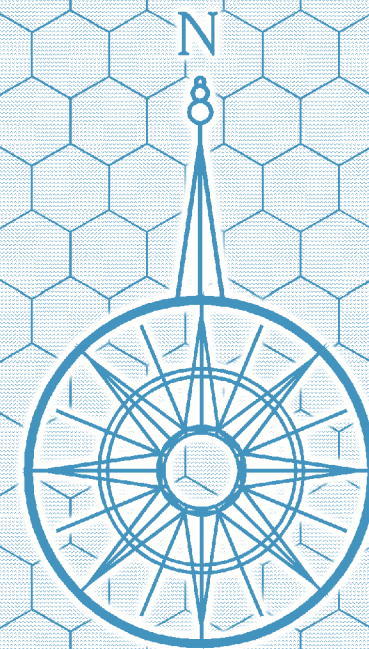


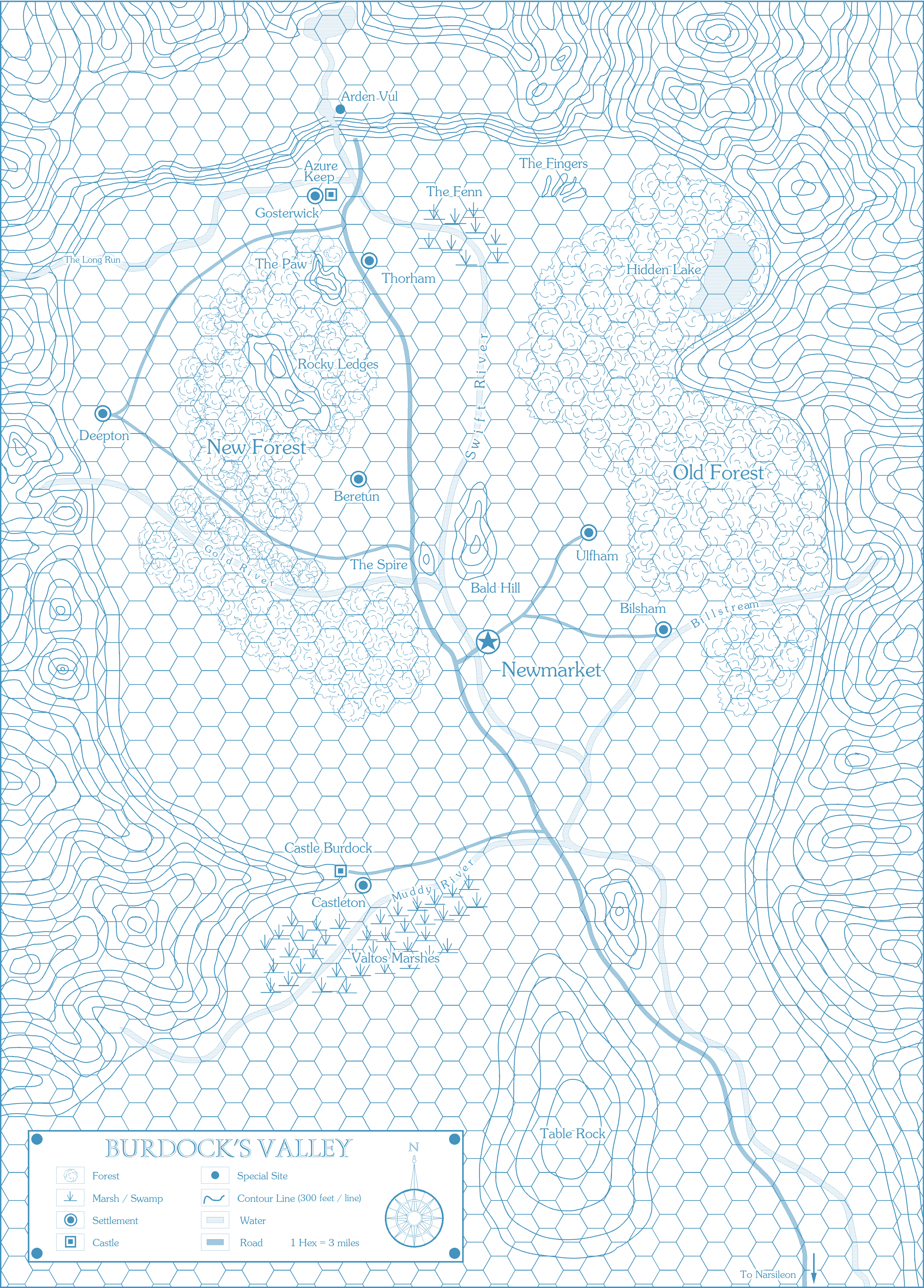
ARDEN VUL - MAP KEY

	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



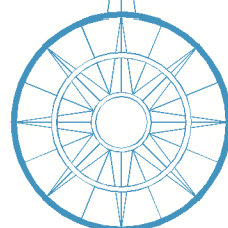


BURDOCK'S VALLEY

- Forest
- Marsh / Swamp
- Settlement
- Castle

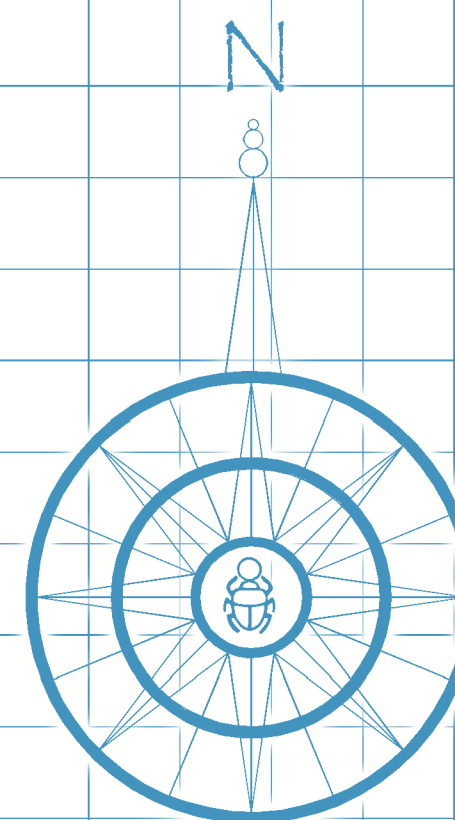
- Special Site
- Contour Line (300 feet / line)
- Water
- Road

1 Hex = 3 miles



To Narsileon

THE AZURE KEEP
&
GOSTERWICK

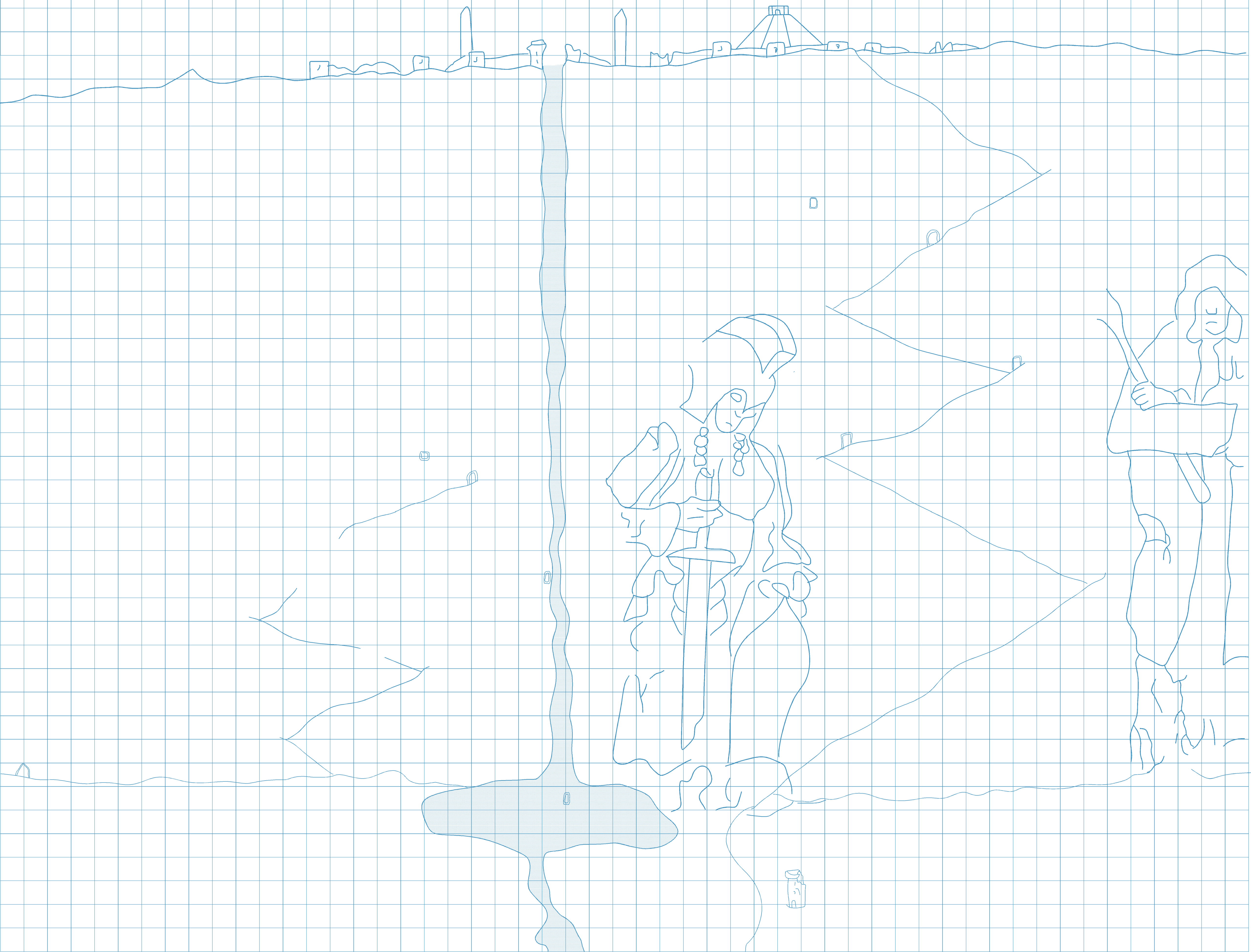


1 square = 50 feet

ARDEN VUL

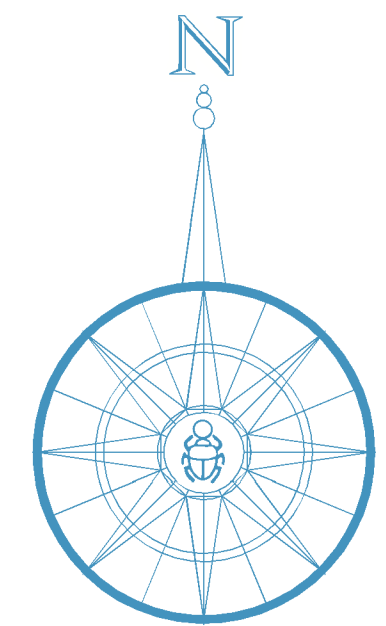
1 square = 50 feet

THE CLIFF FACE

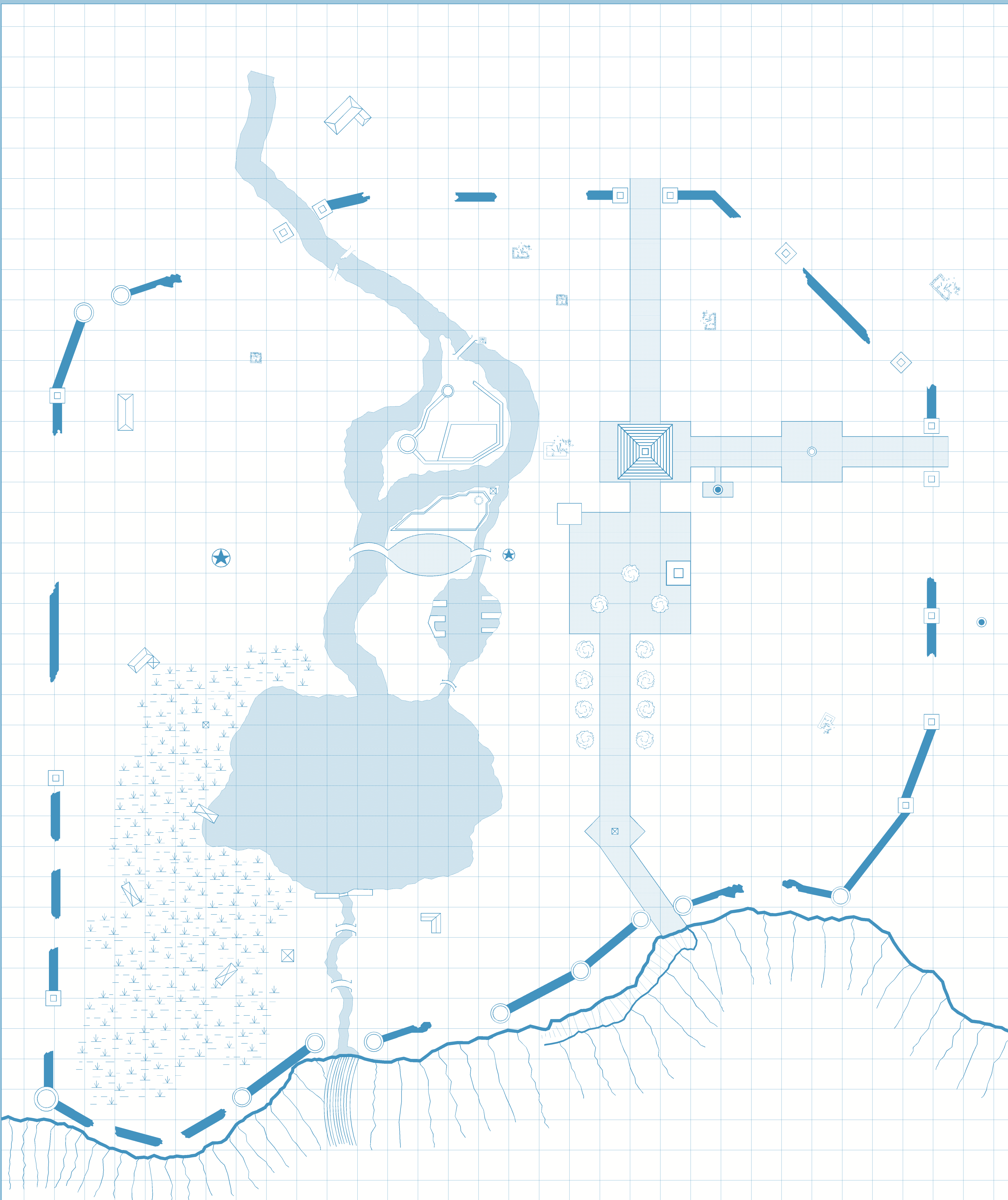


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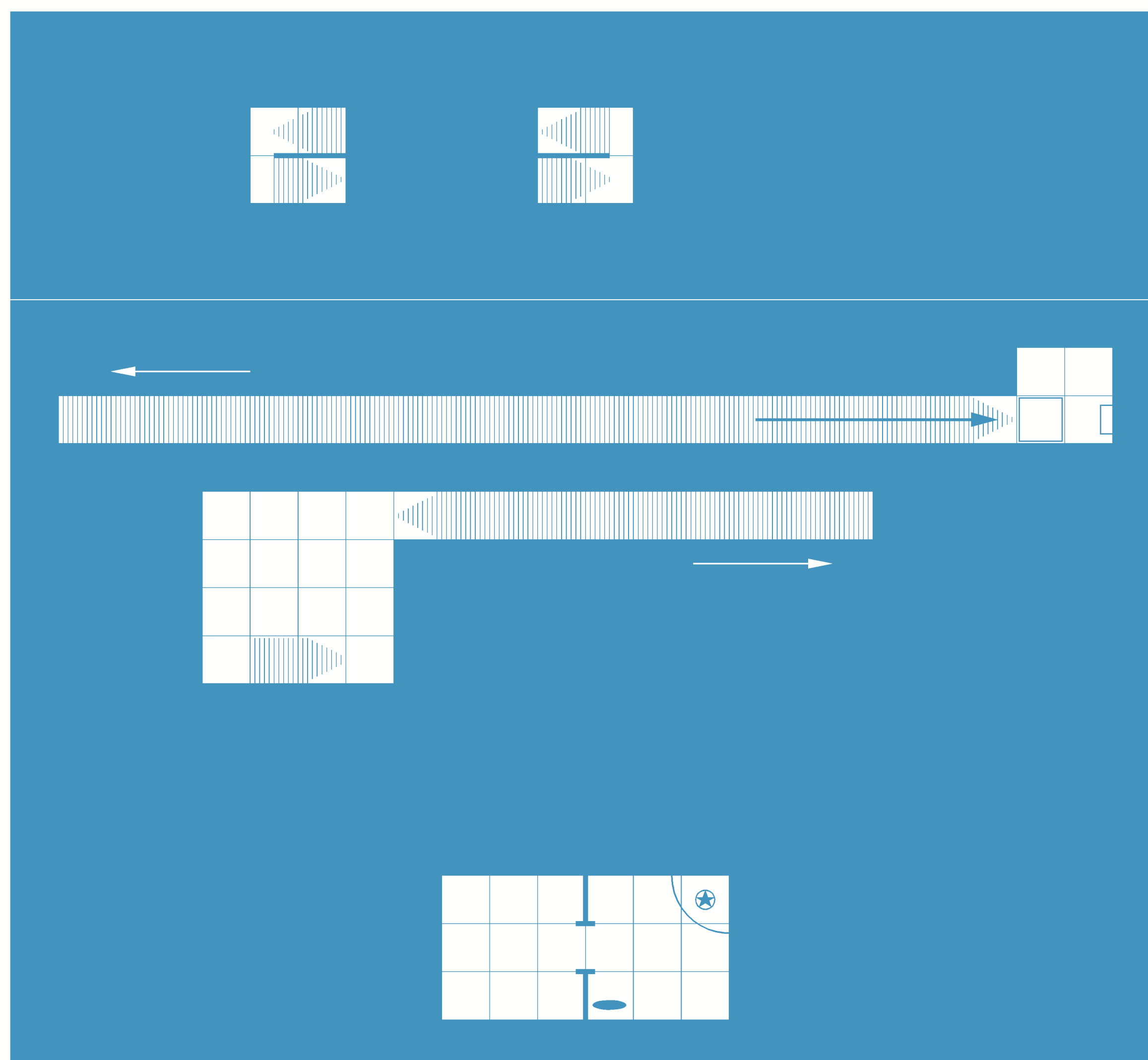
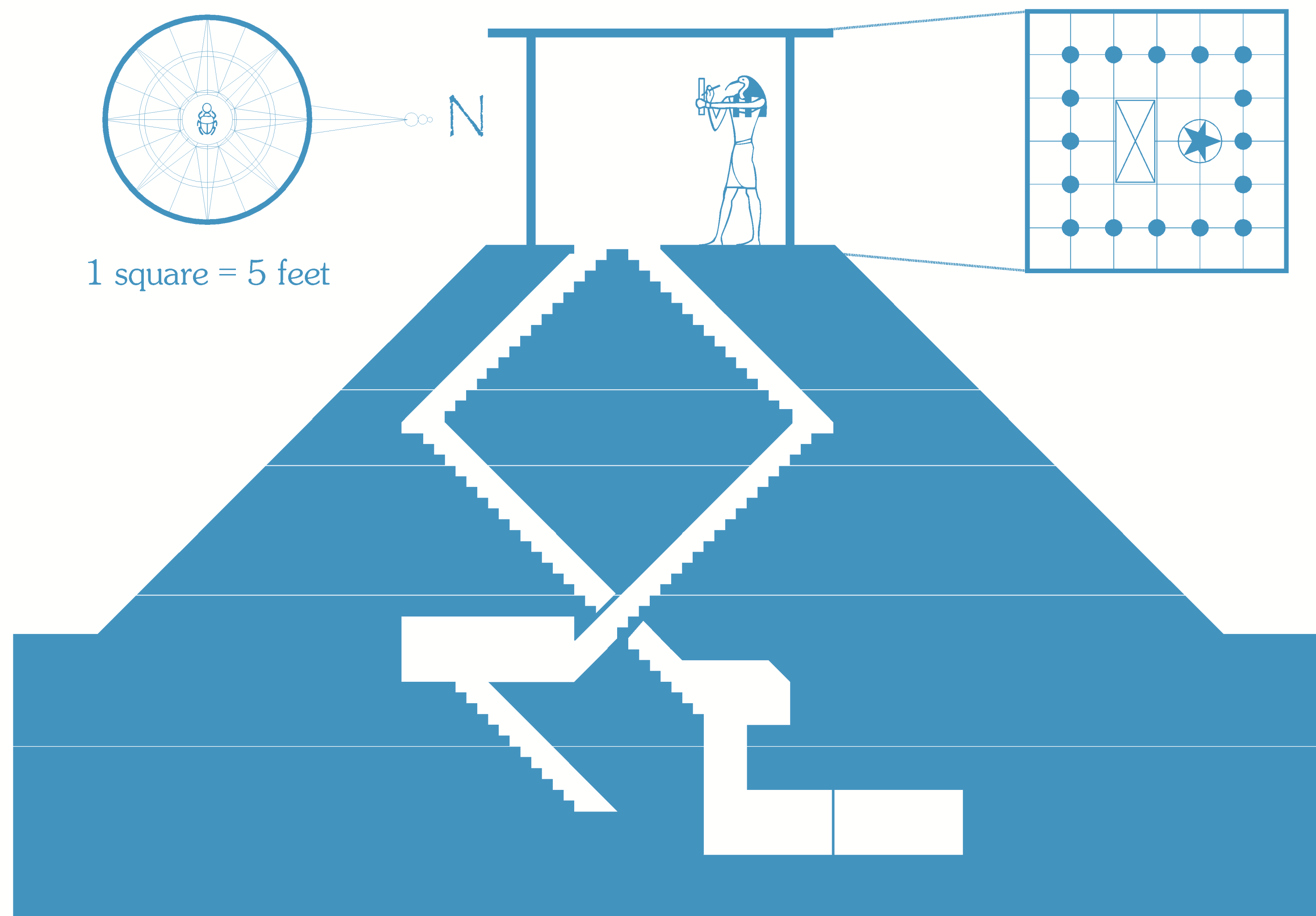
THE RUINED CITY



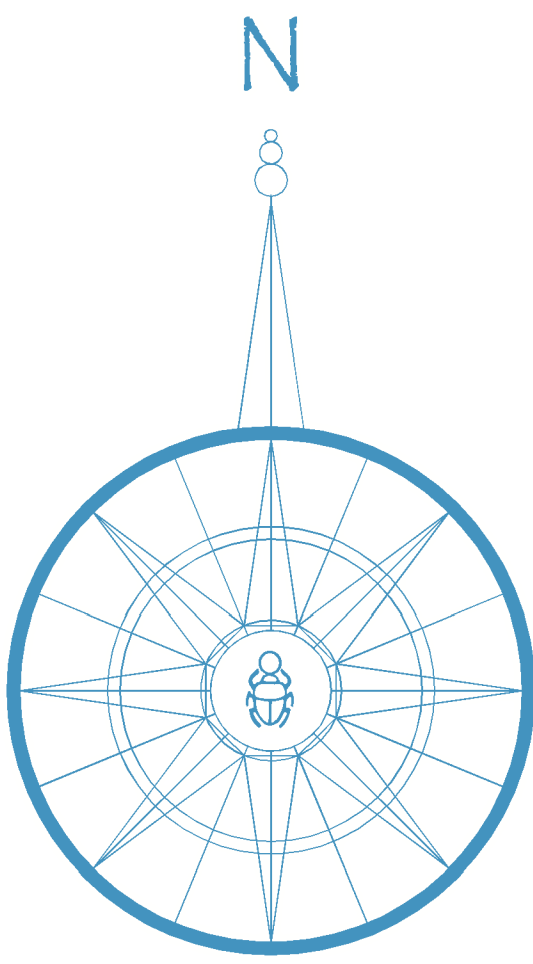
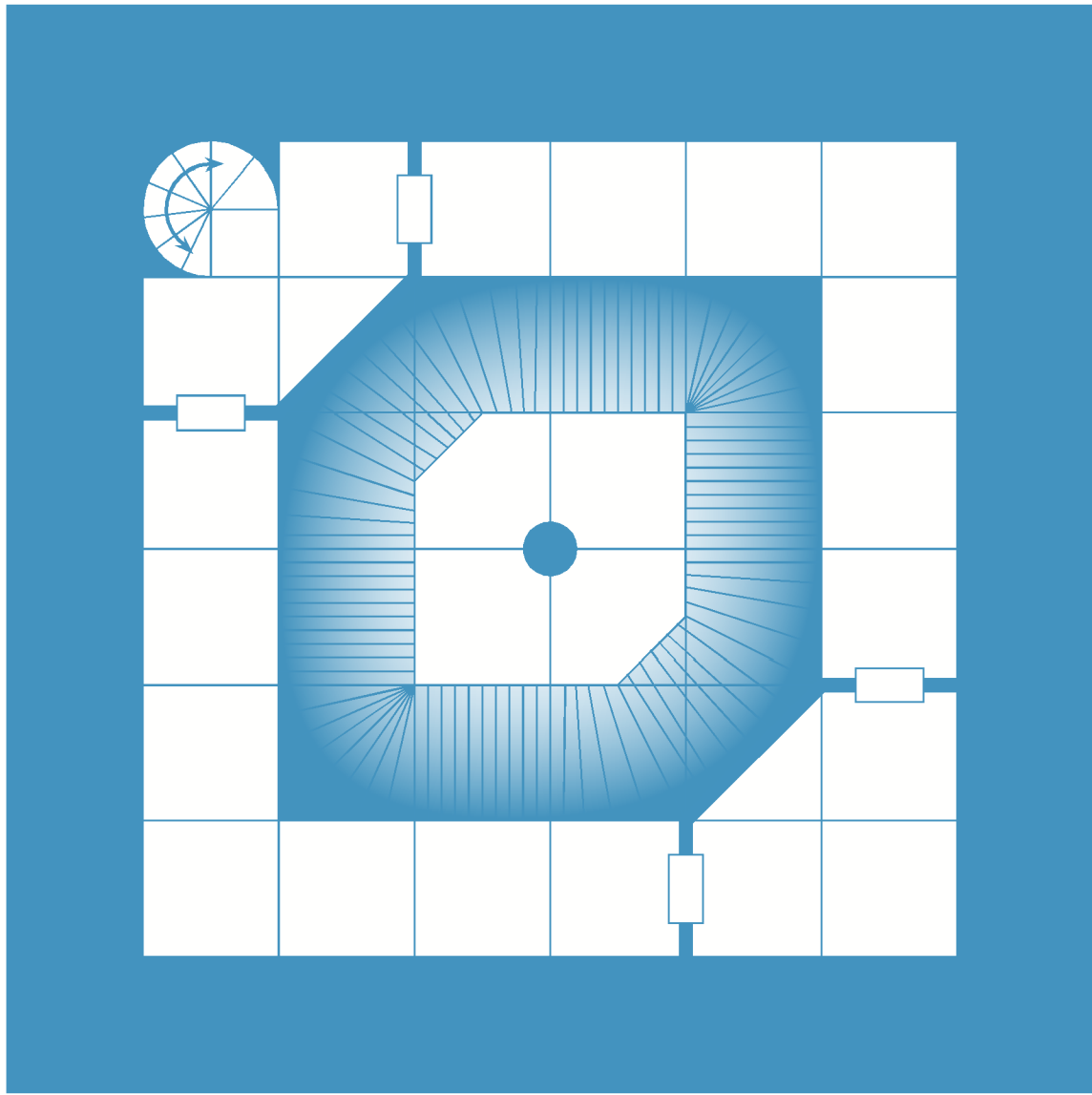
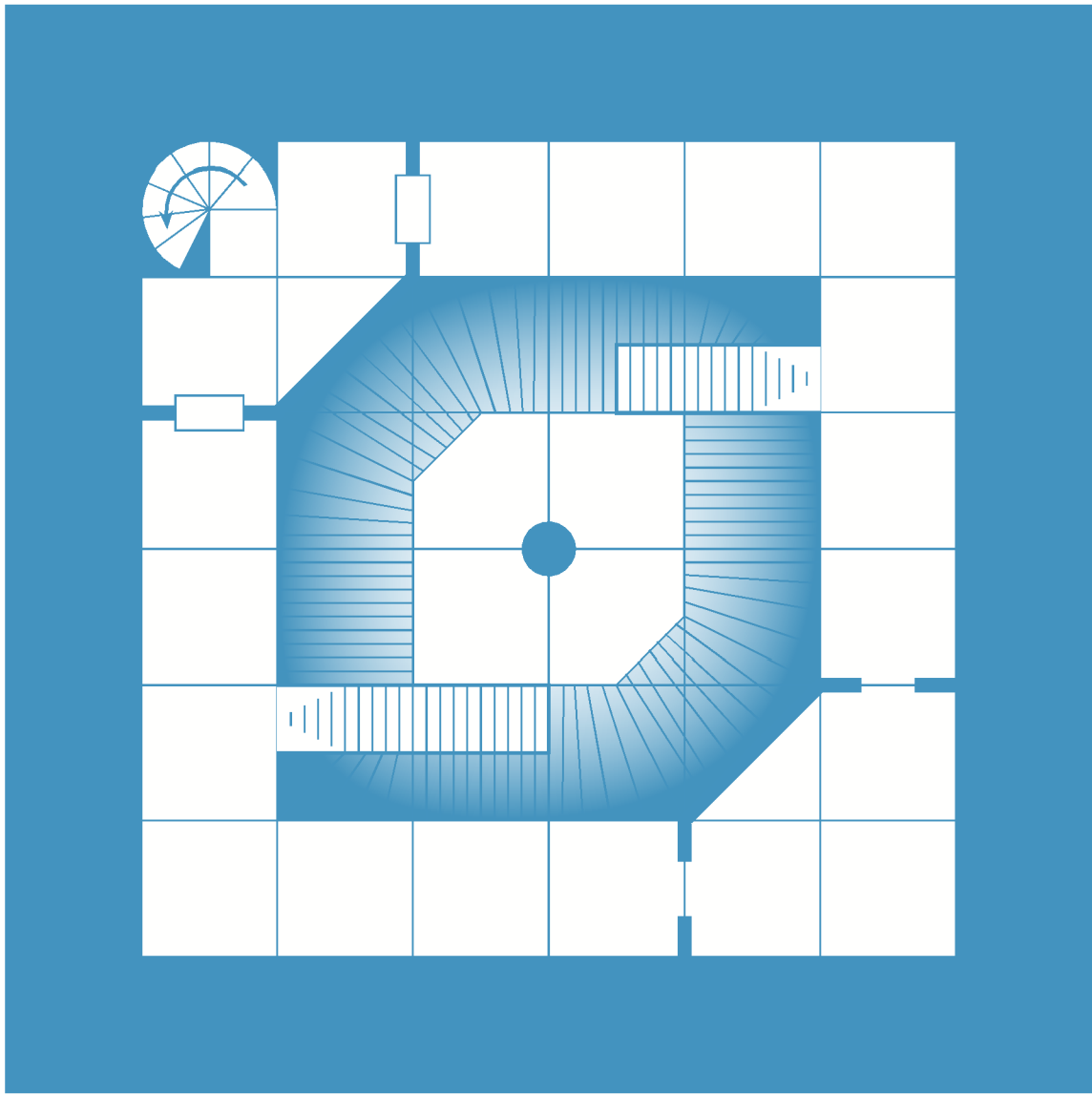
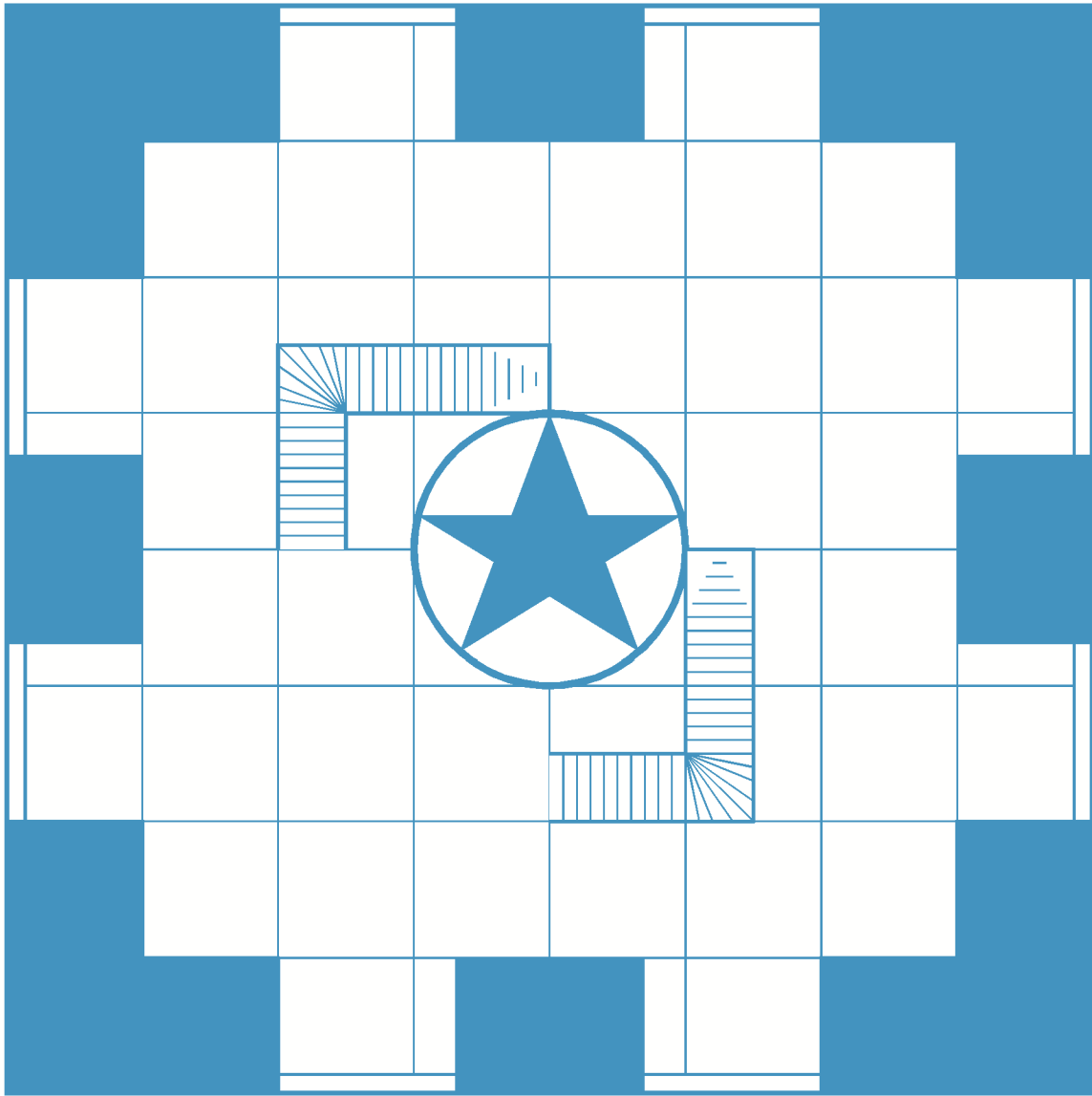
1 square = 50 feet



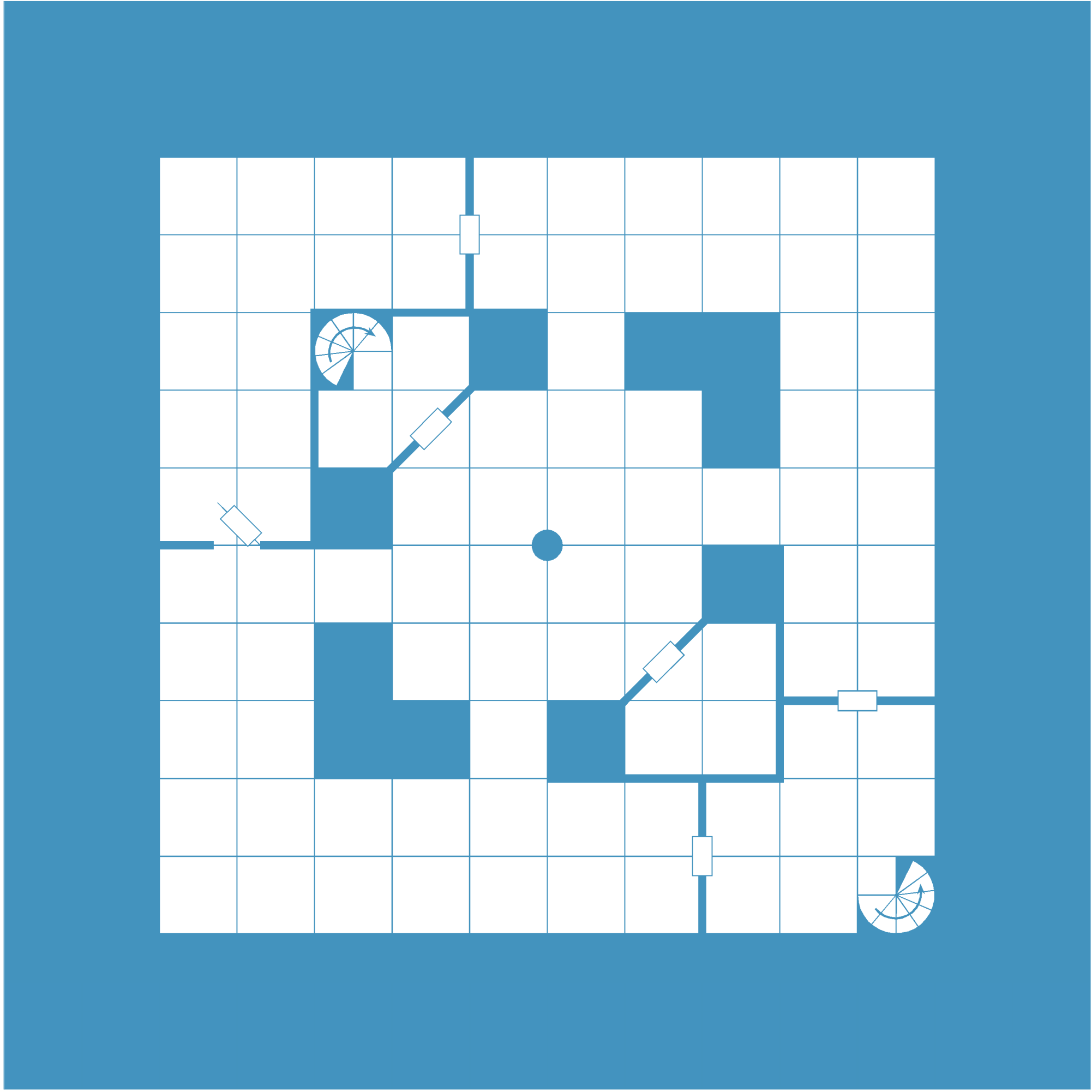
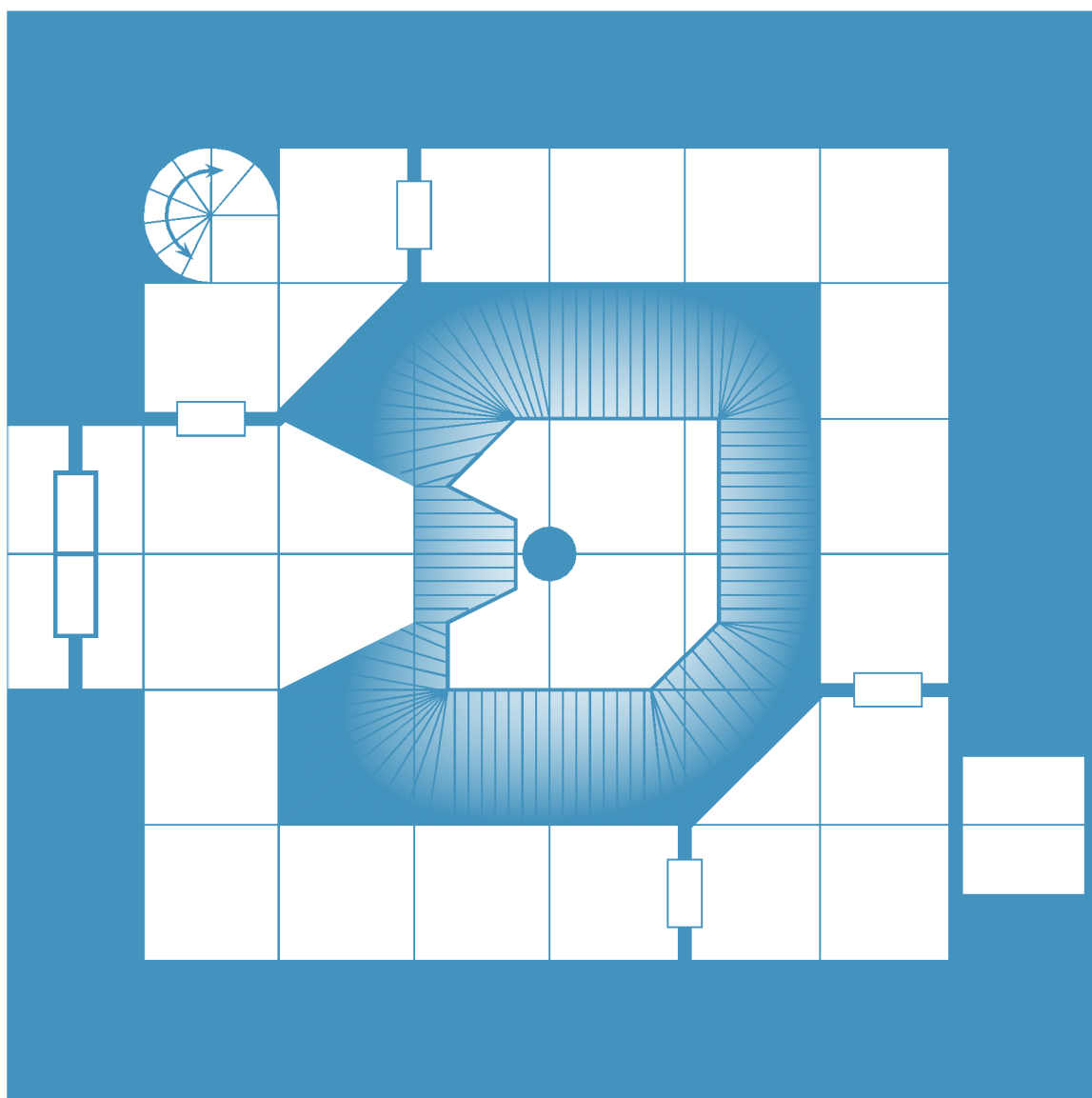
UNDER THE PYRAMID OF THOTH



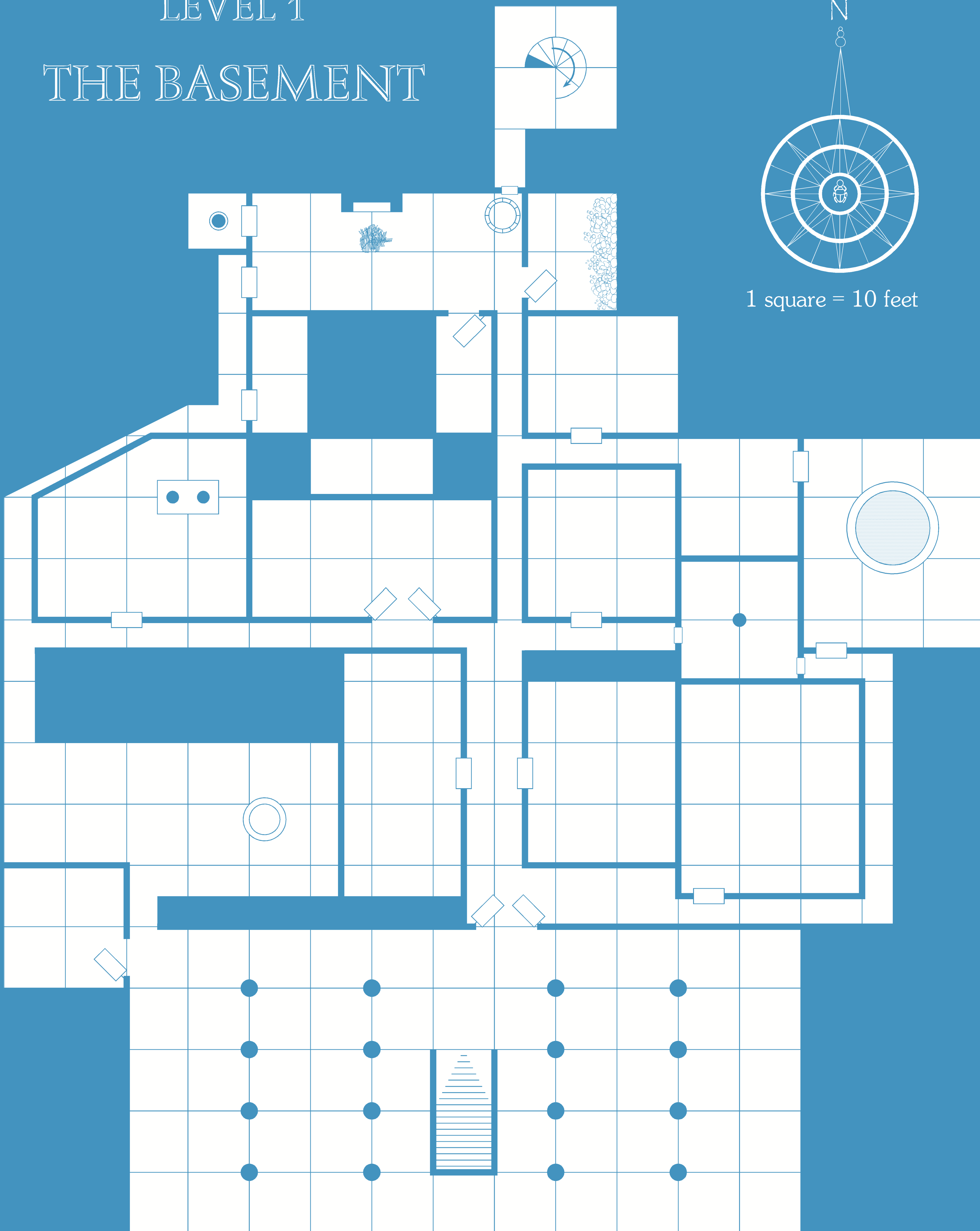
THE TOWER OF SCRUTINY



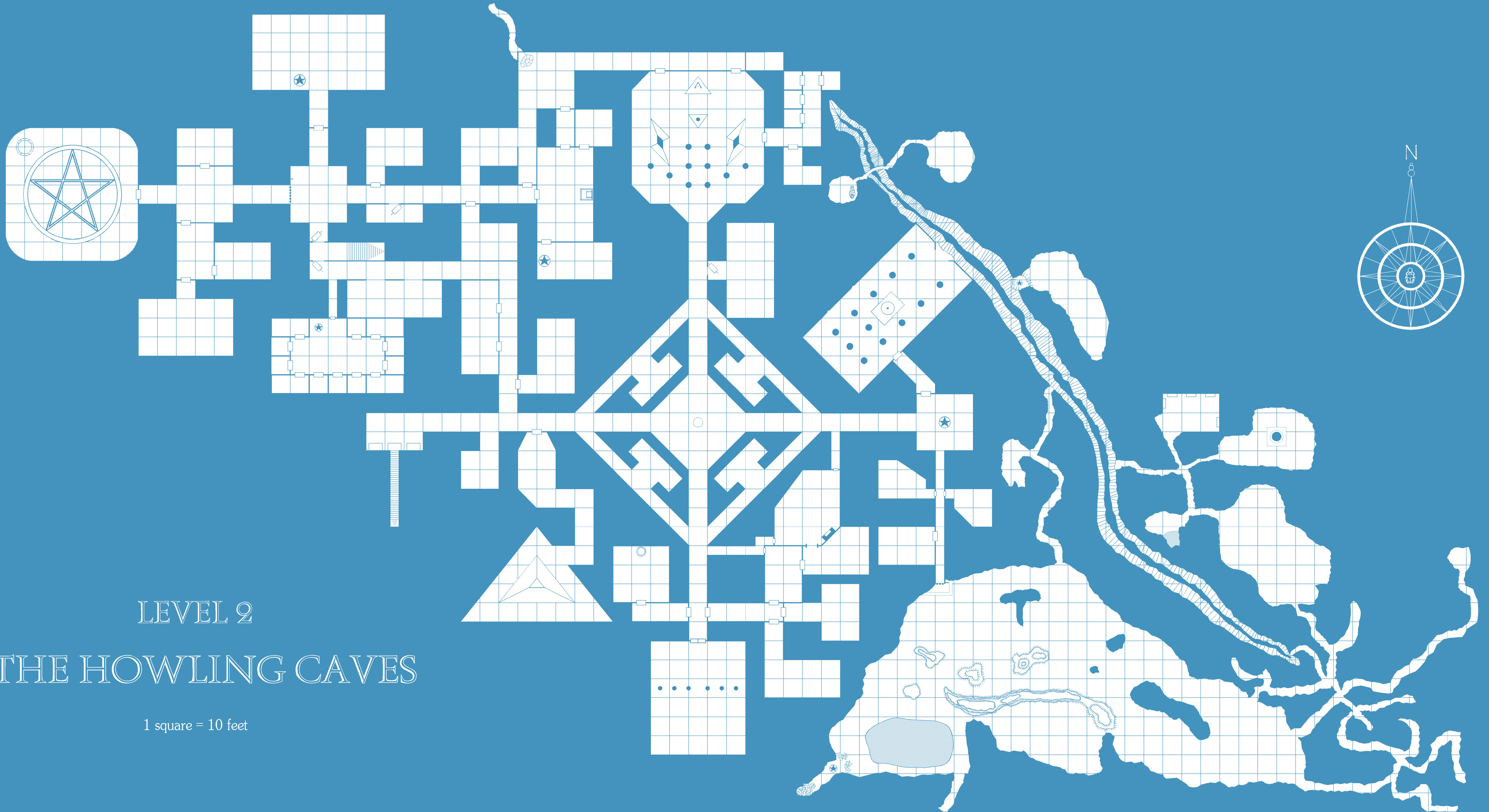
1 square = 5 feet



LEVEL 1 THE BASEMENT



1 square = 10 feet





LEVEL 3

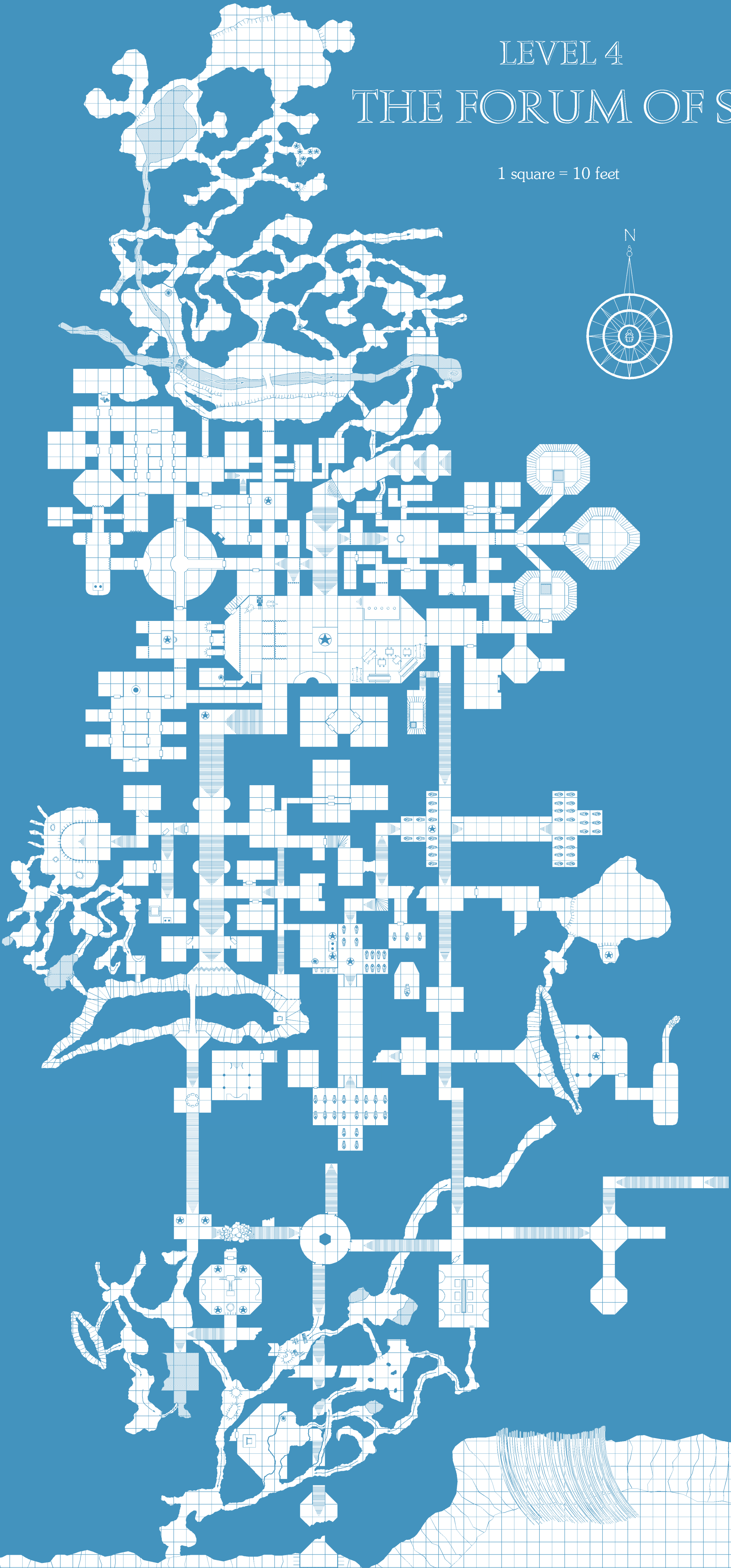
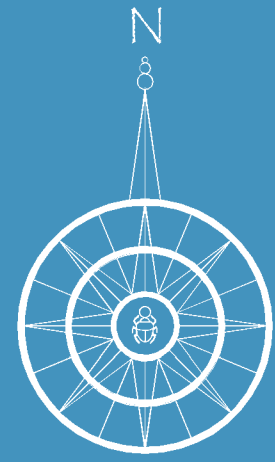
THE HALLS OF THOTH

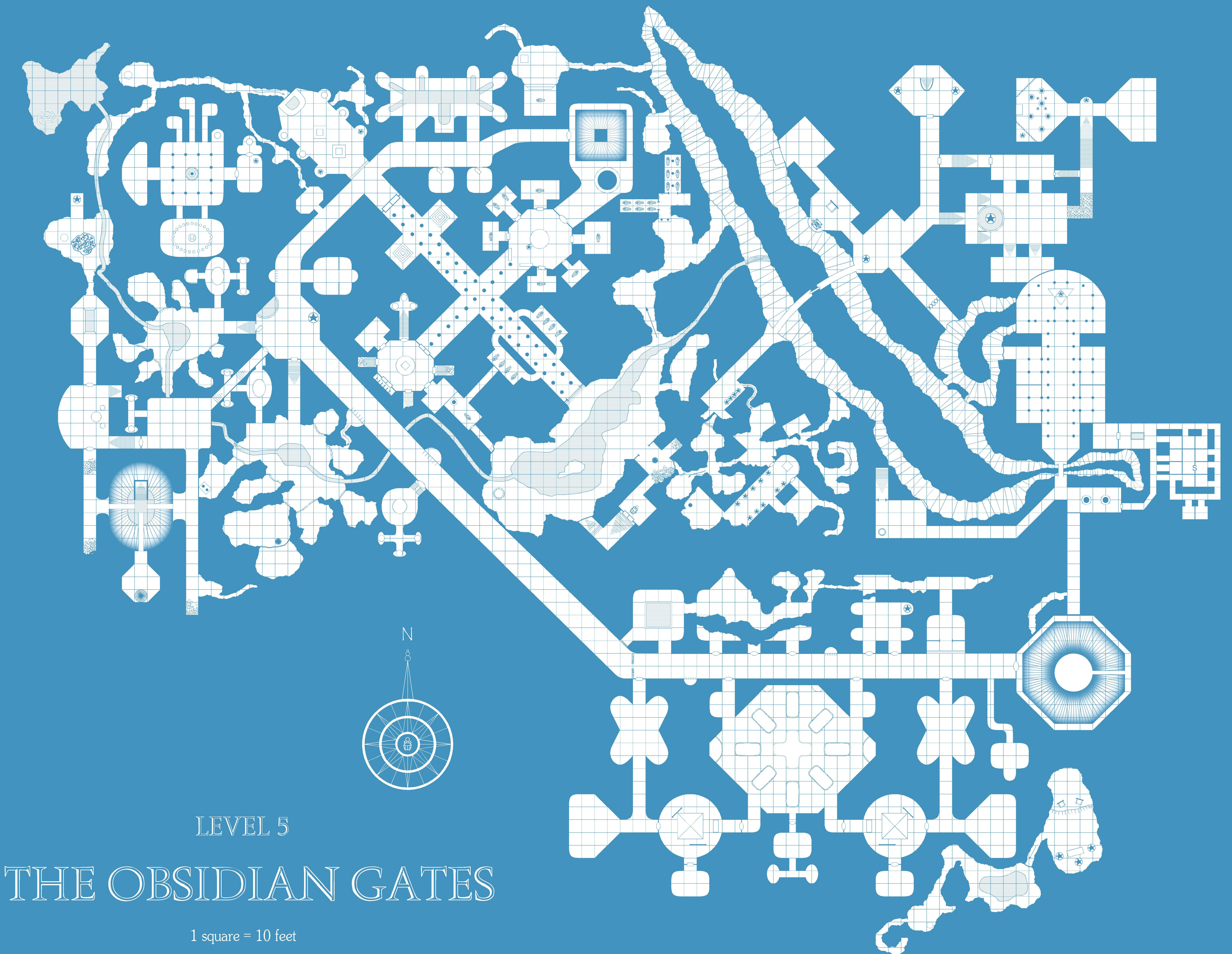
1 square = 10 feet

LEVEL 4

THE FORUM OF SET

1 square = 10 feet

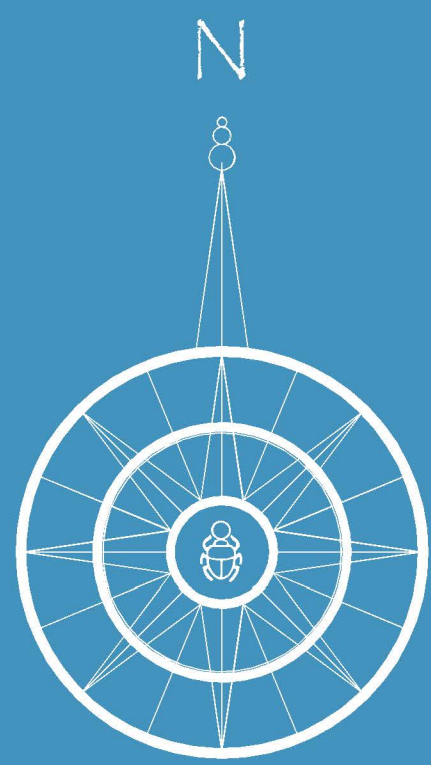




LEVEL 5

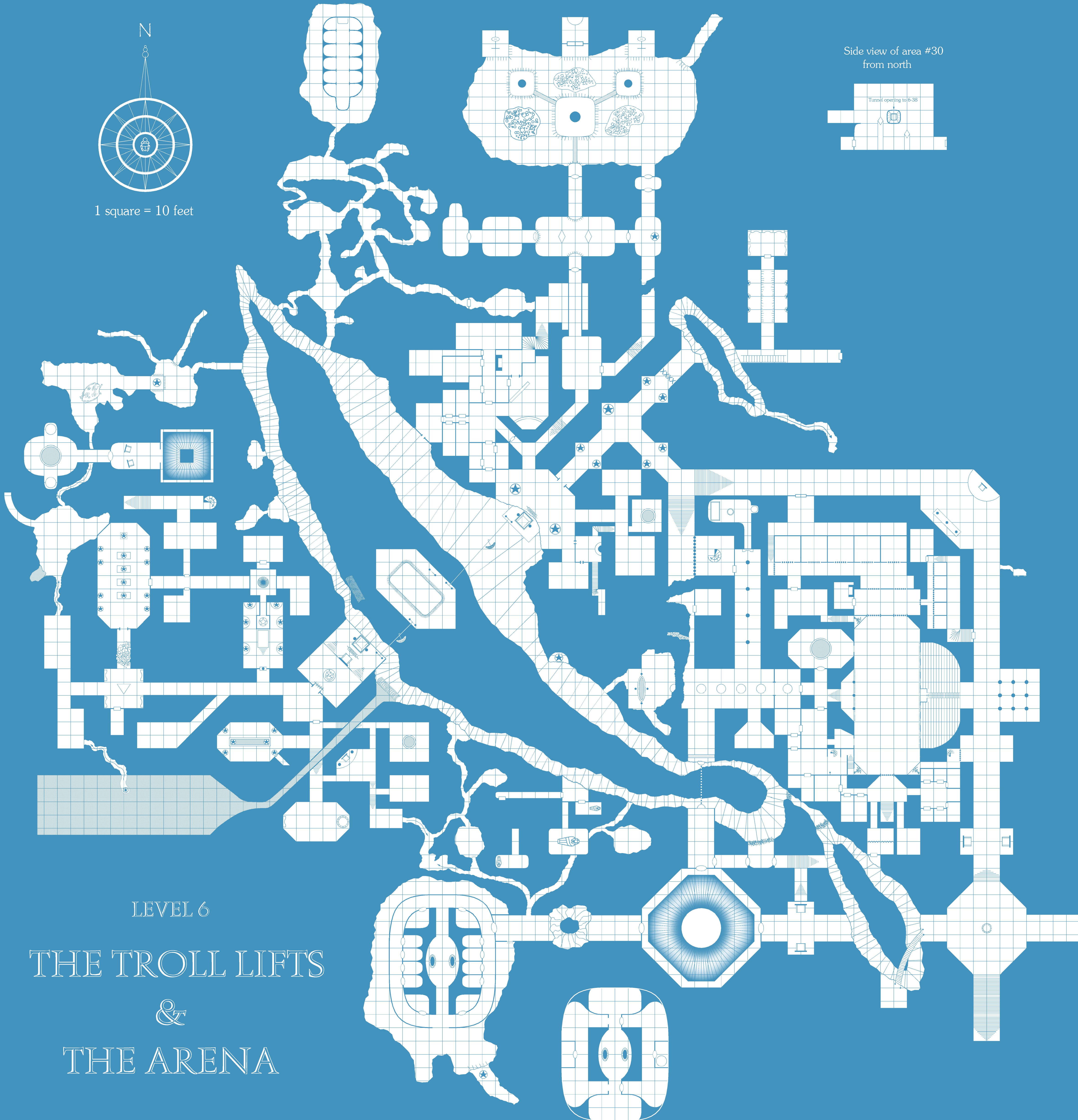
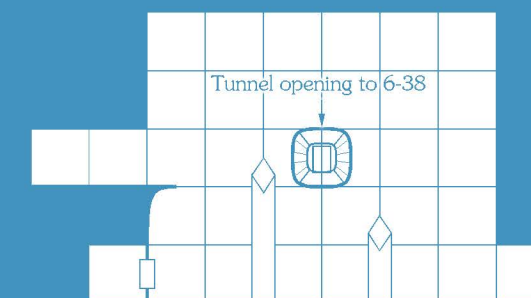
THE OBSIDIAN GATES

1 square = 10 feet



1 square = 10 feet

Side view of area #30
from north



LEVEL 6

THE TROLL LIFTS

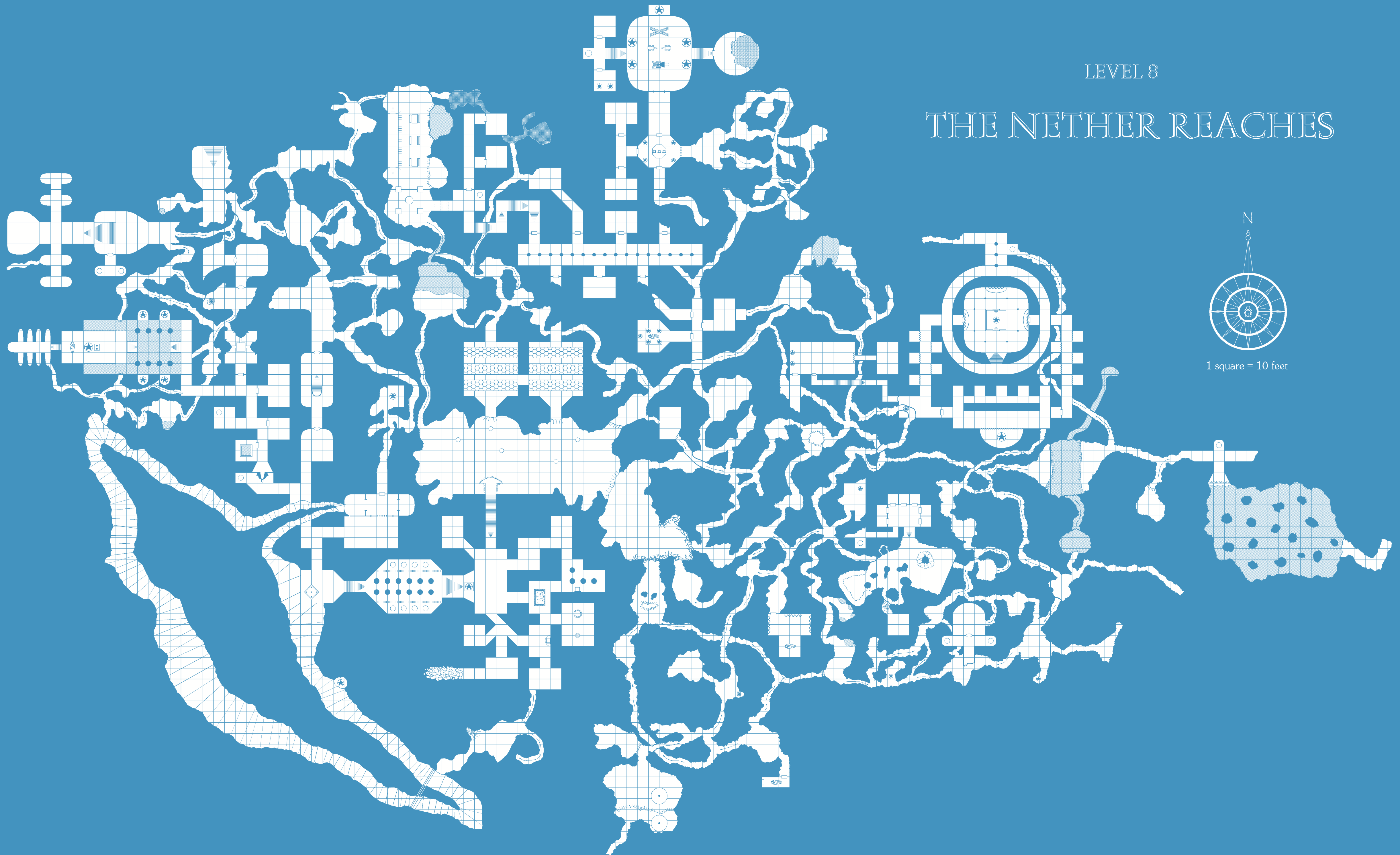
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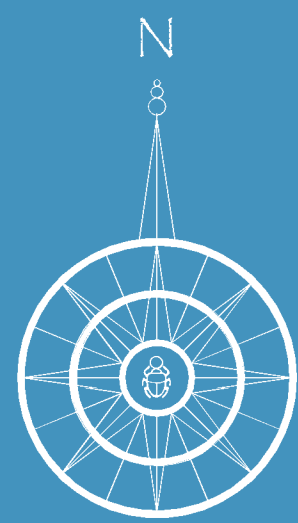
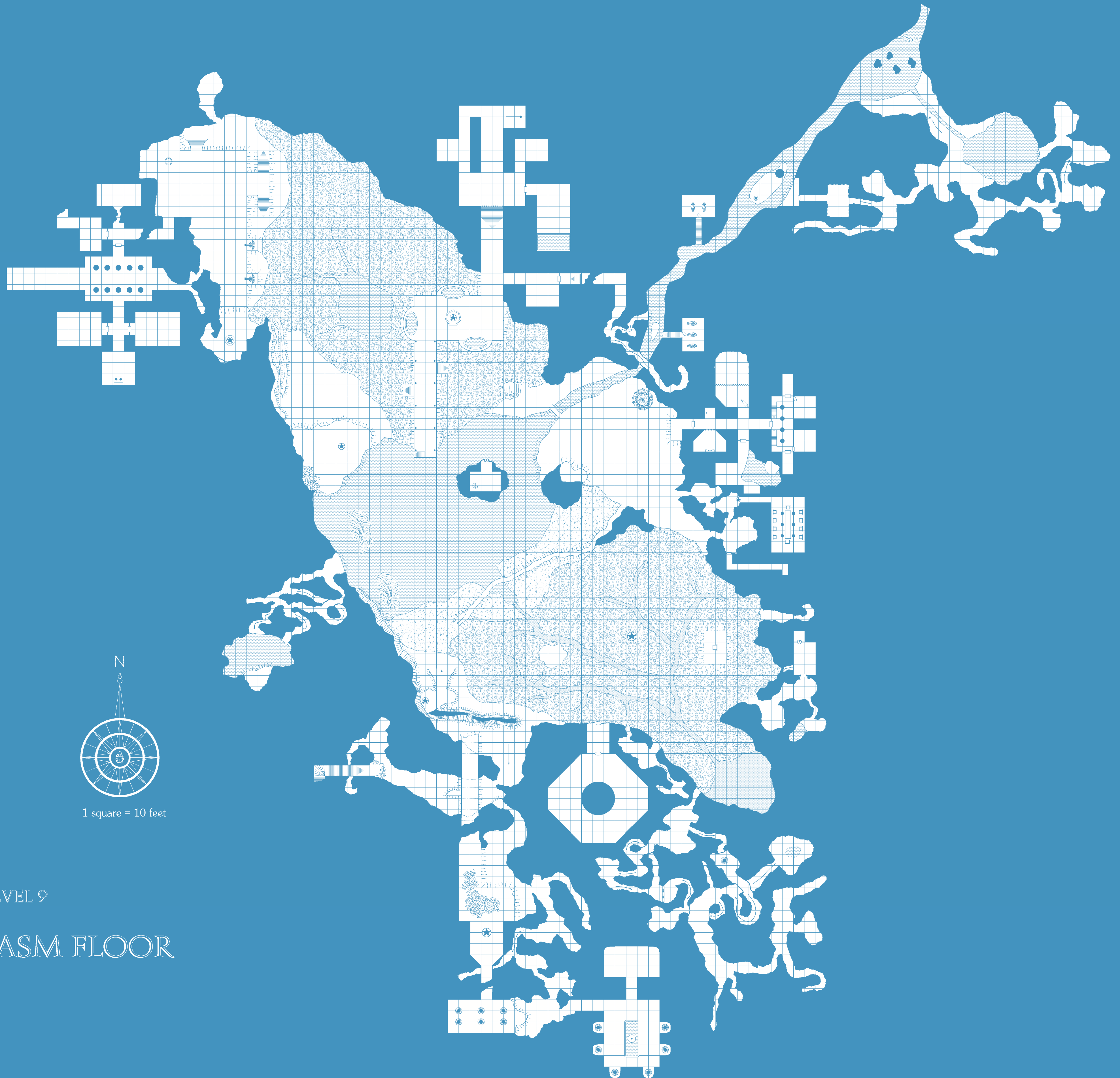
THE ARENA



LEVEL 8

THE NETHER REACHES

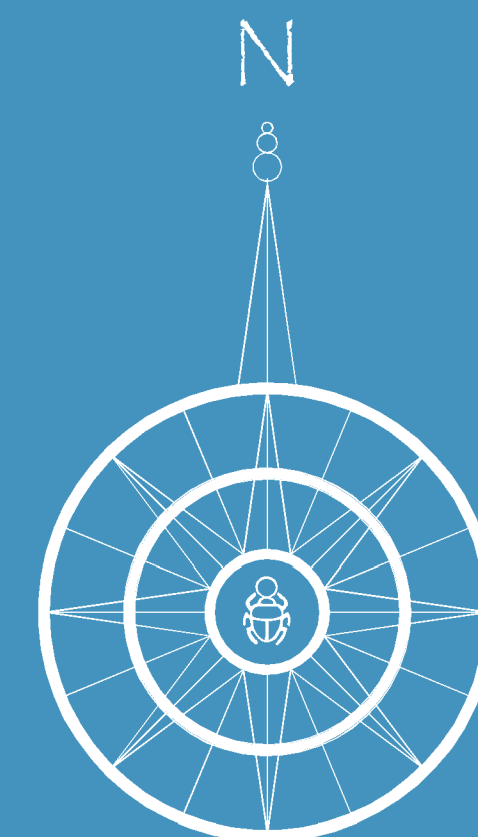
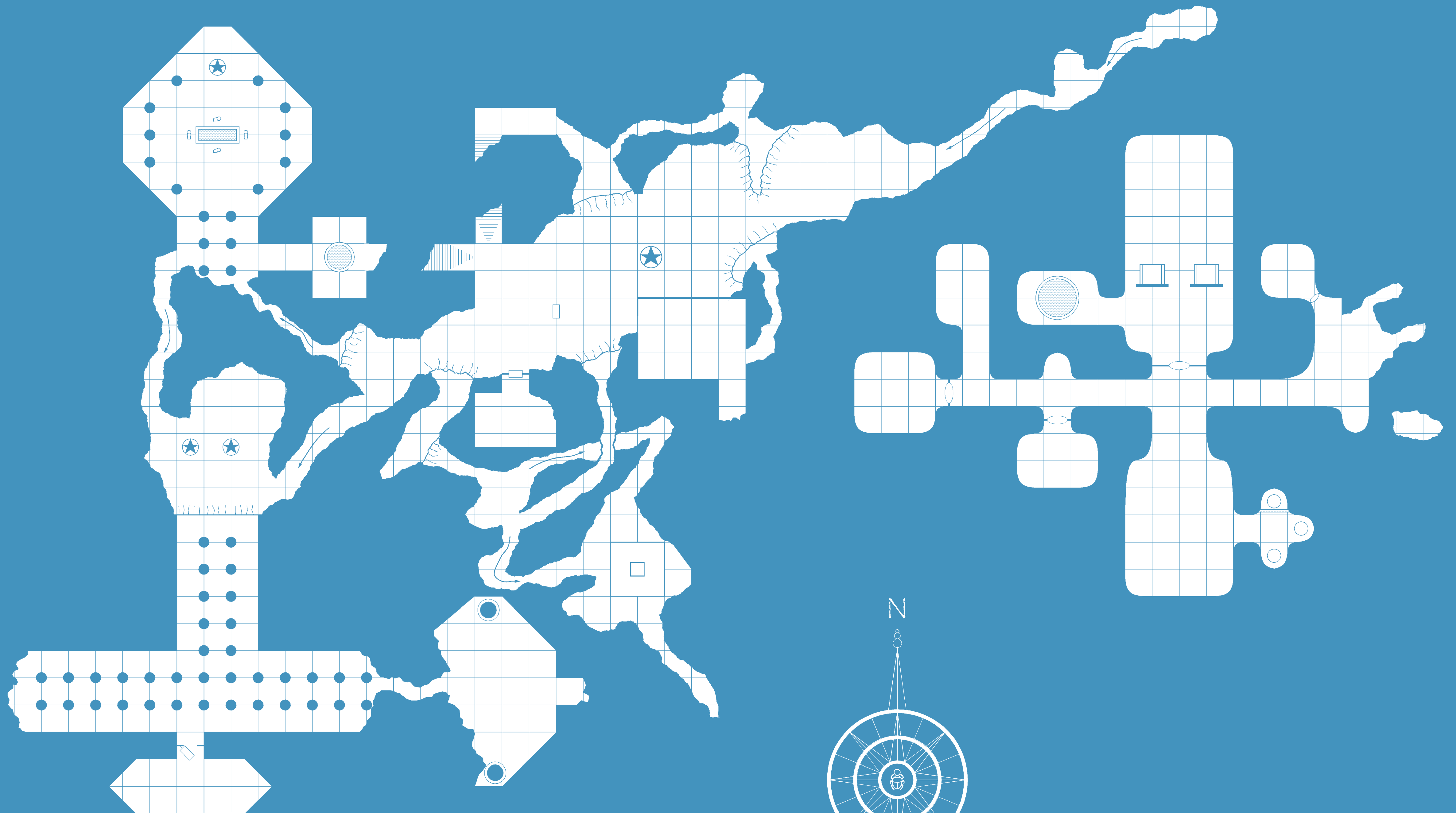




1 square = 10 feet

LEVEL 9

THE CHASM FLOOR



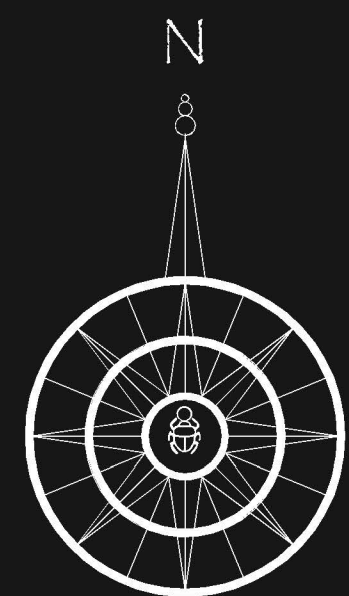
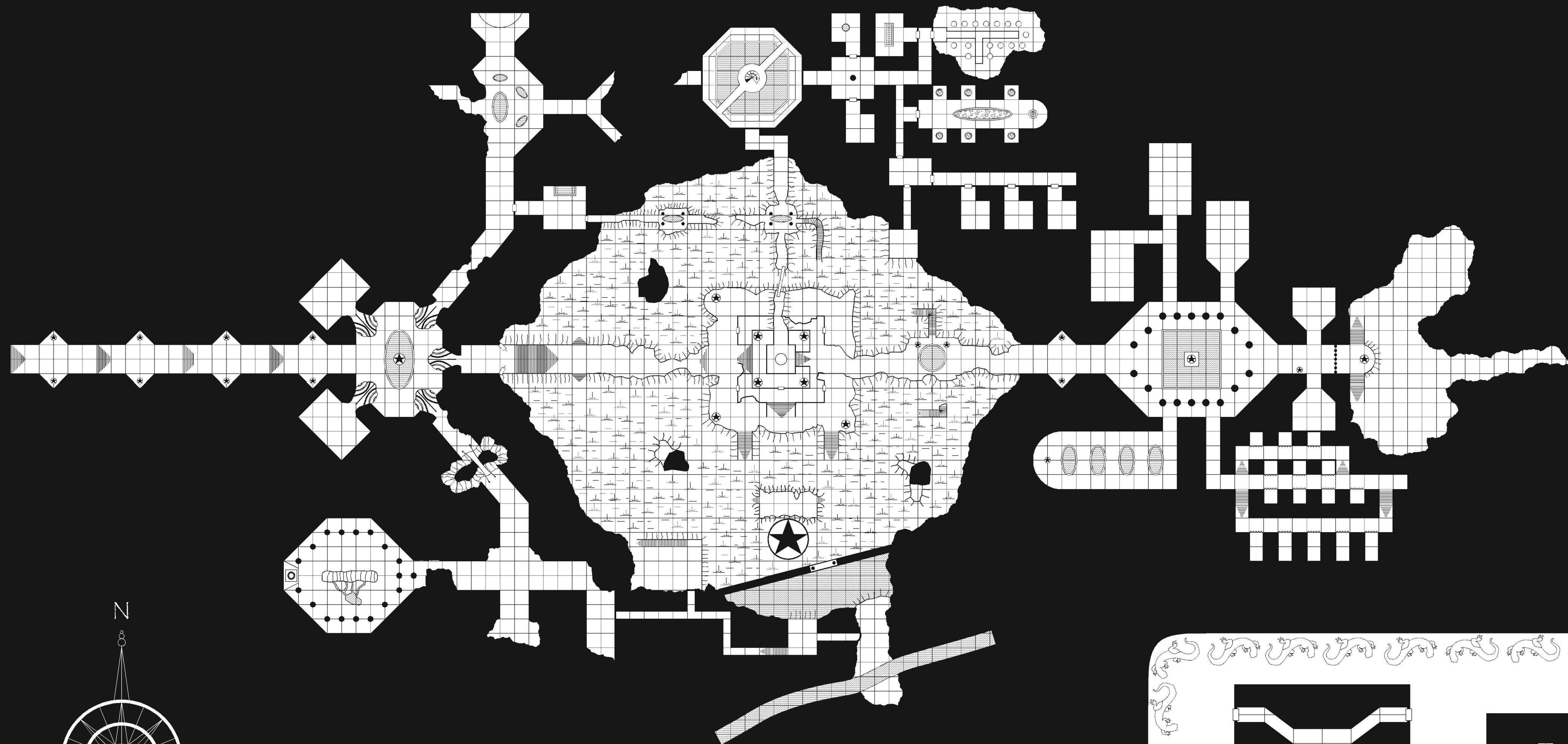
1 square = 10 feet

LEVEL 9

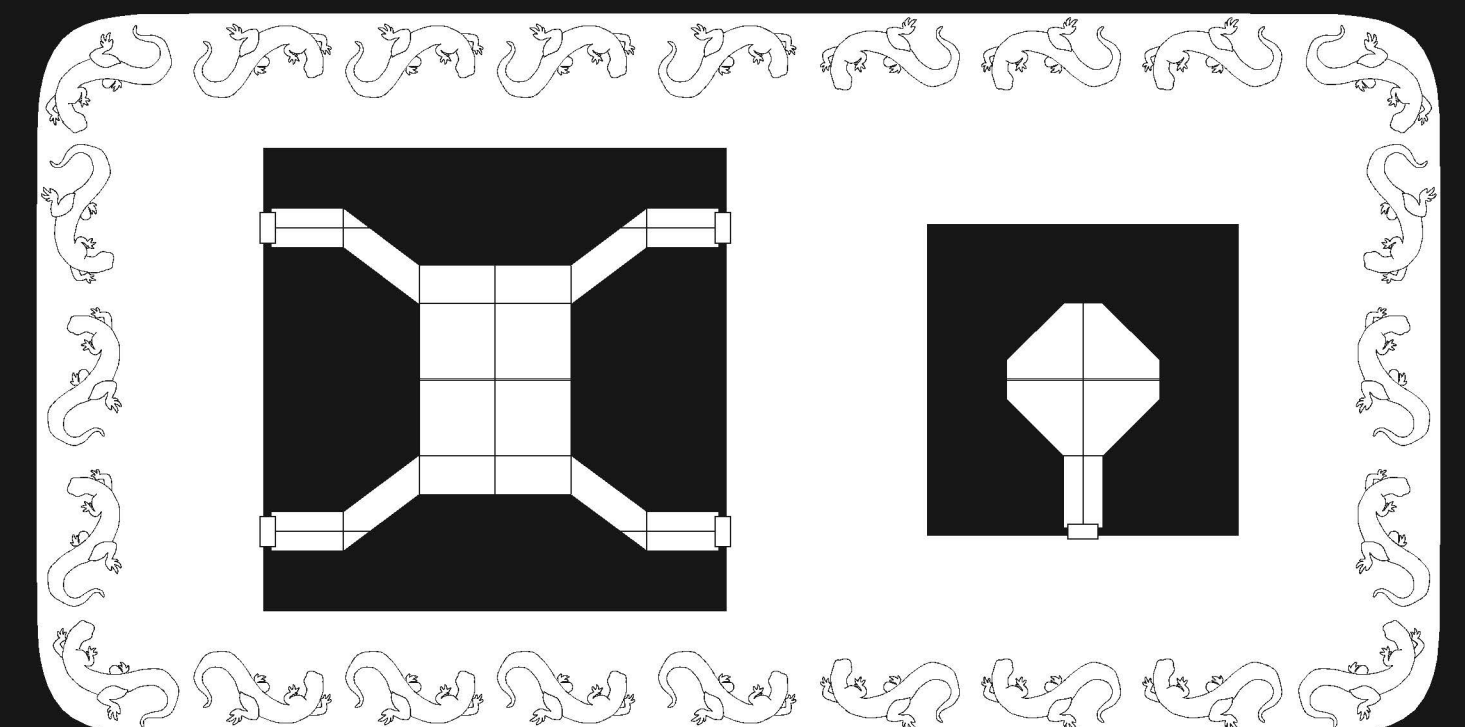
SECRET AREAS

LEVEL 10

THE ZIGGURAT OF KAUKET



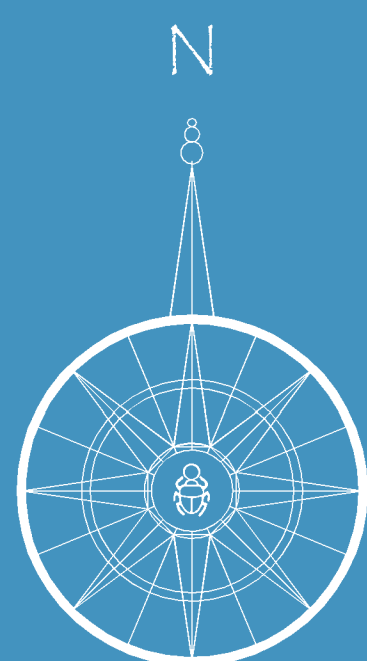
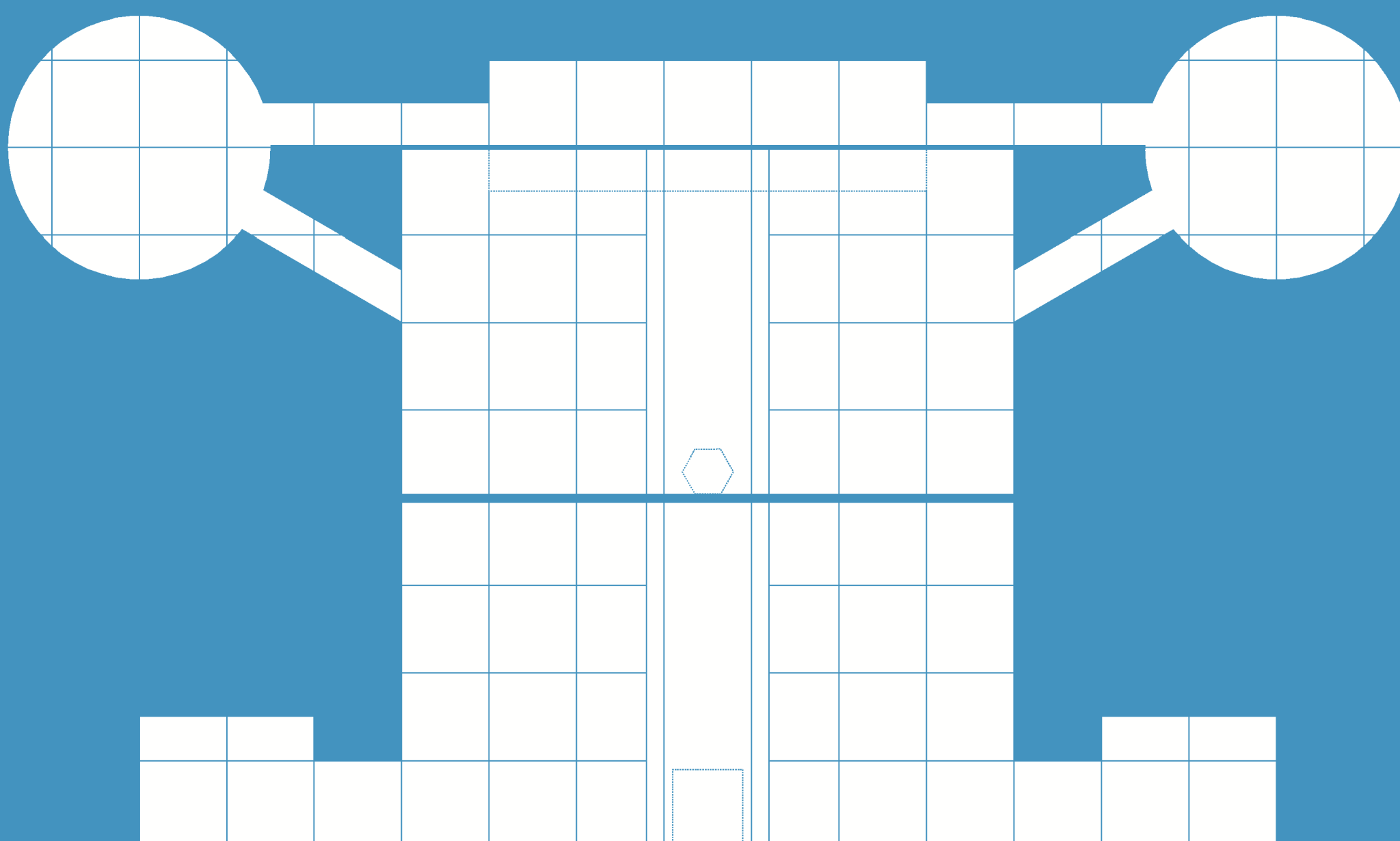
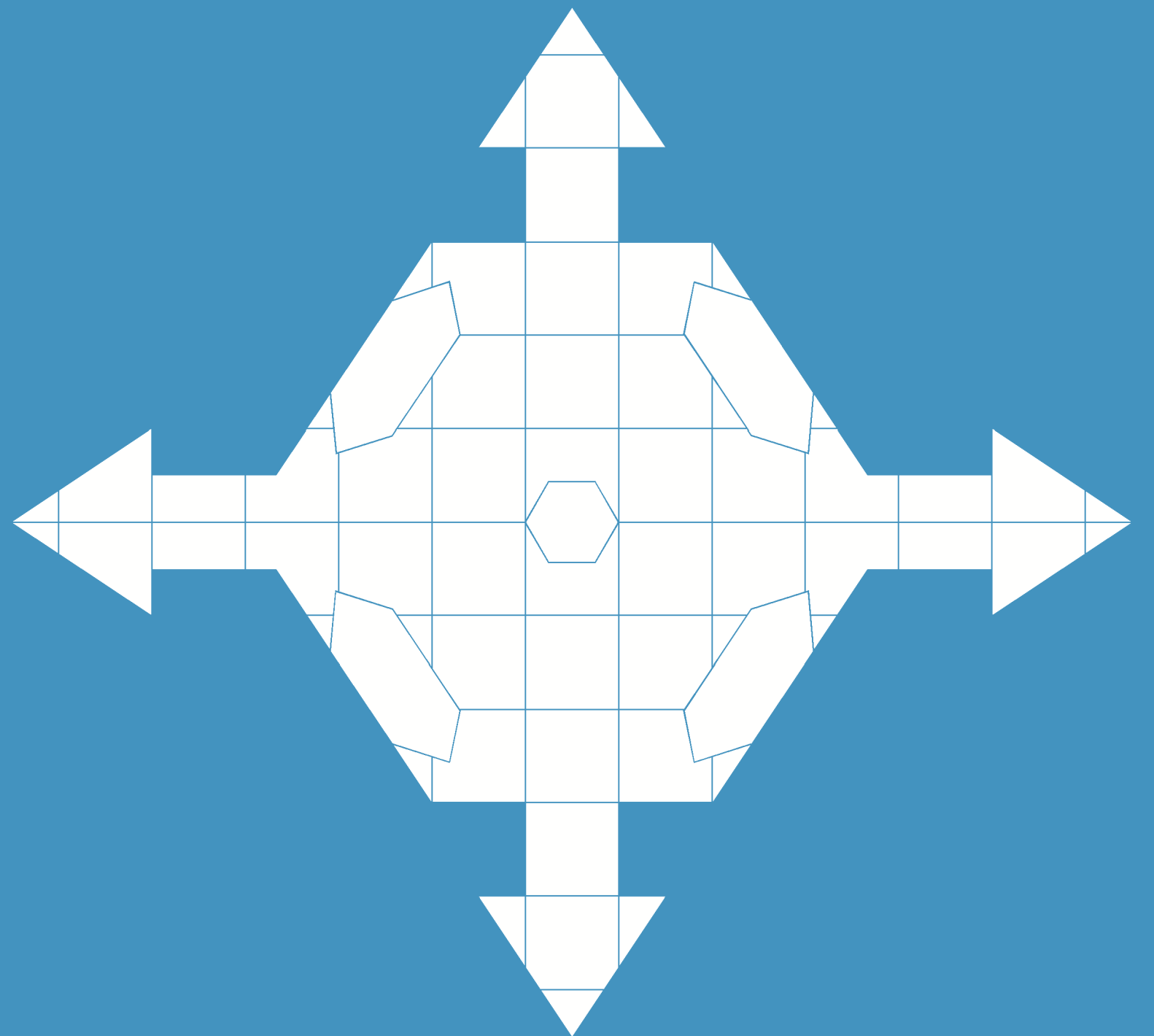
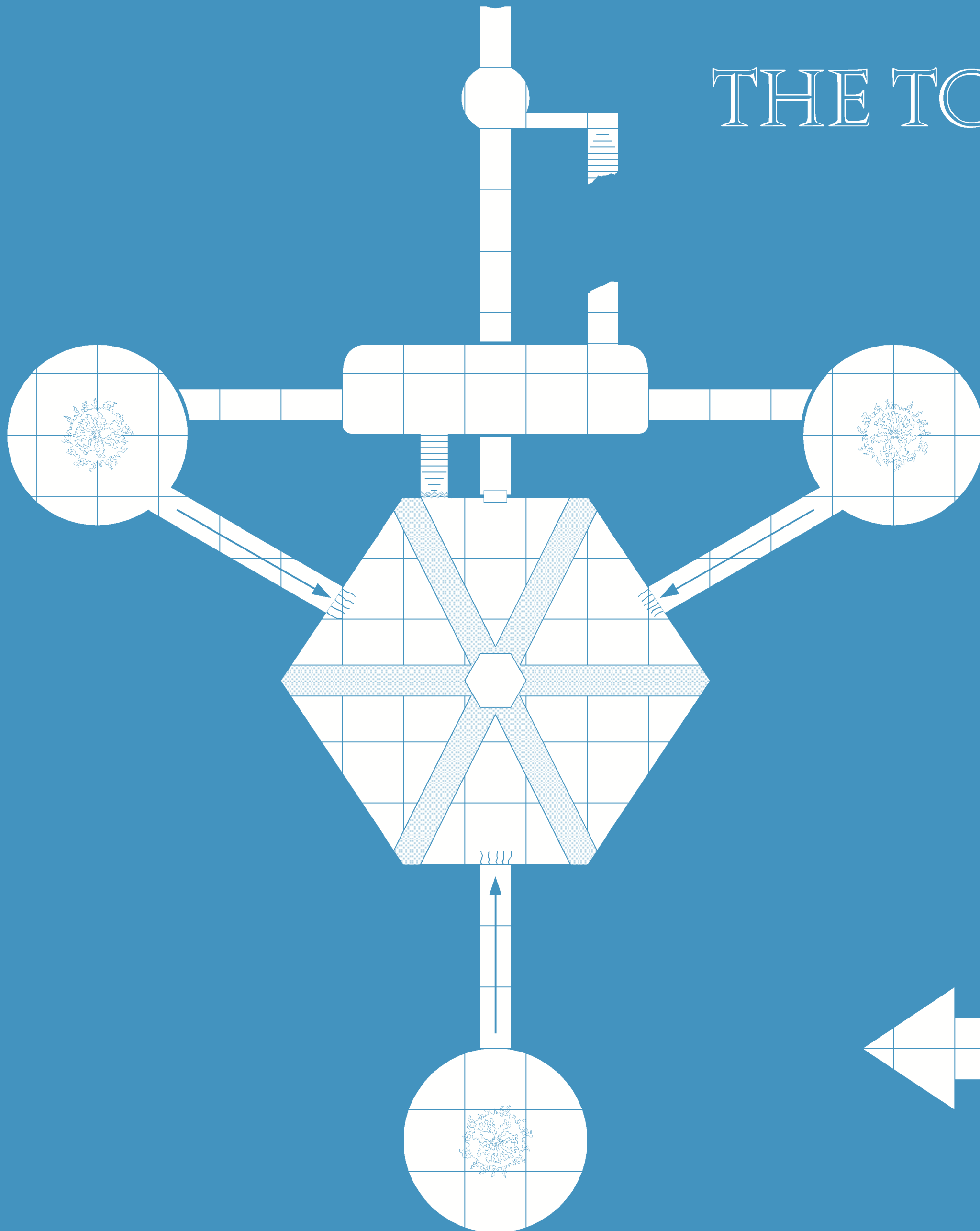
1 square = 10 feet



INSIDE THE ZIGGURAT

SUB-LEVEL 1

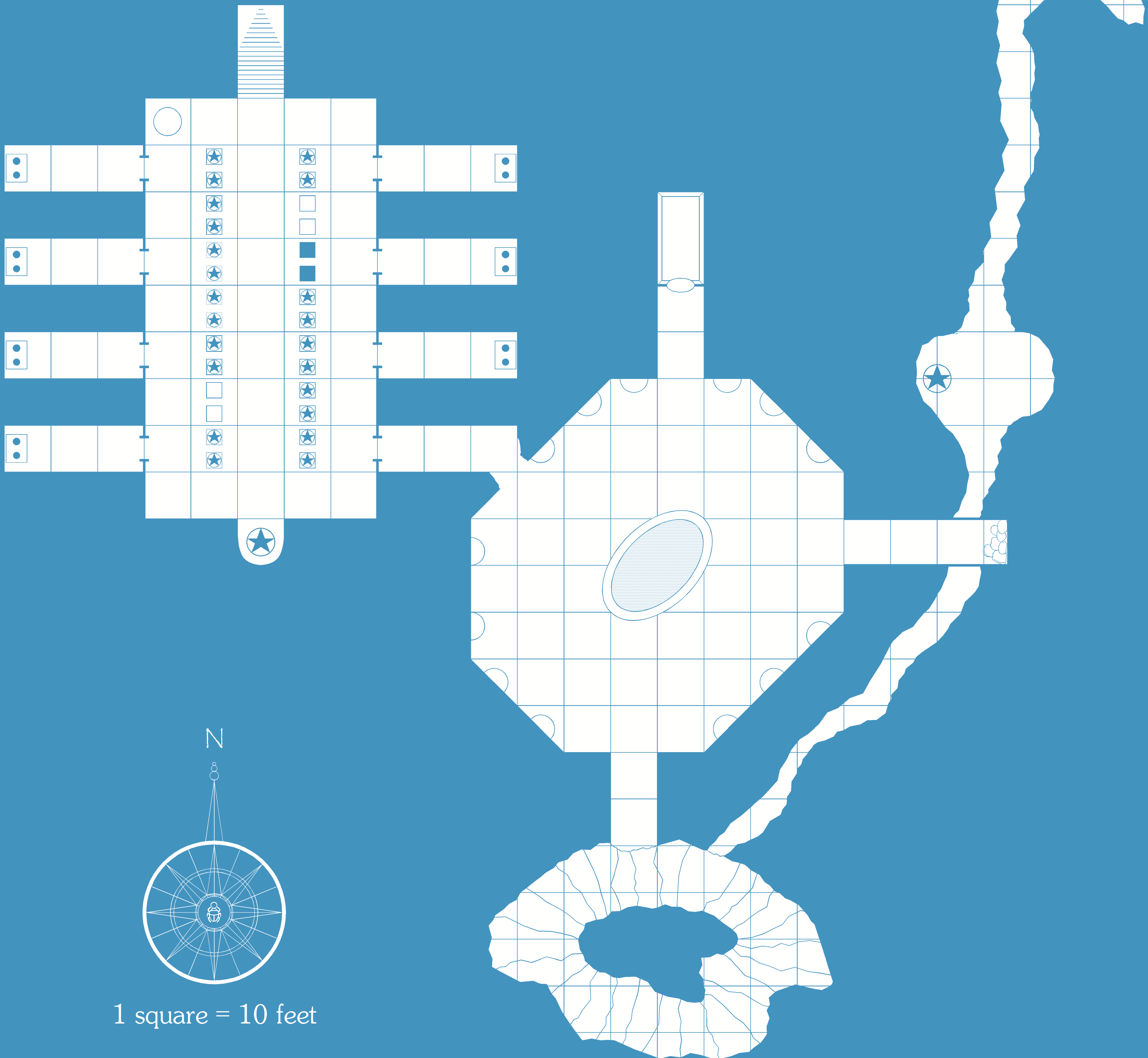
THE TOMBS OF LIGHT

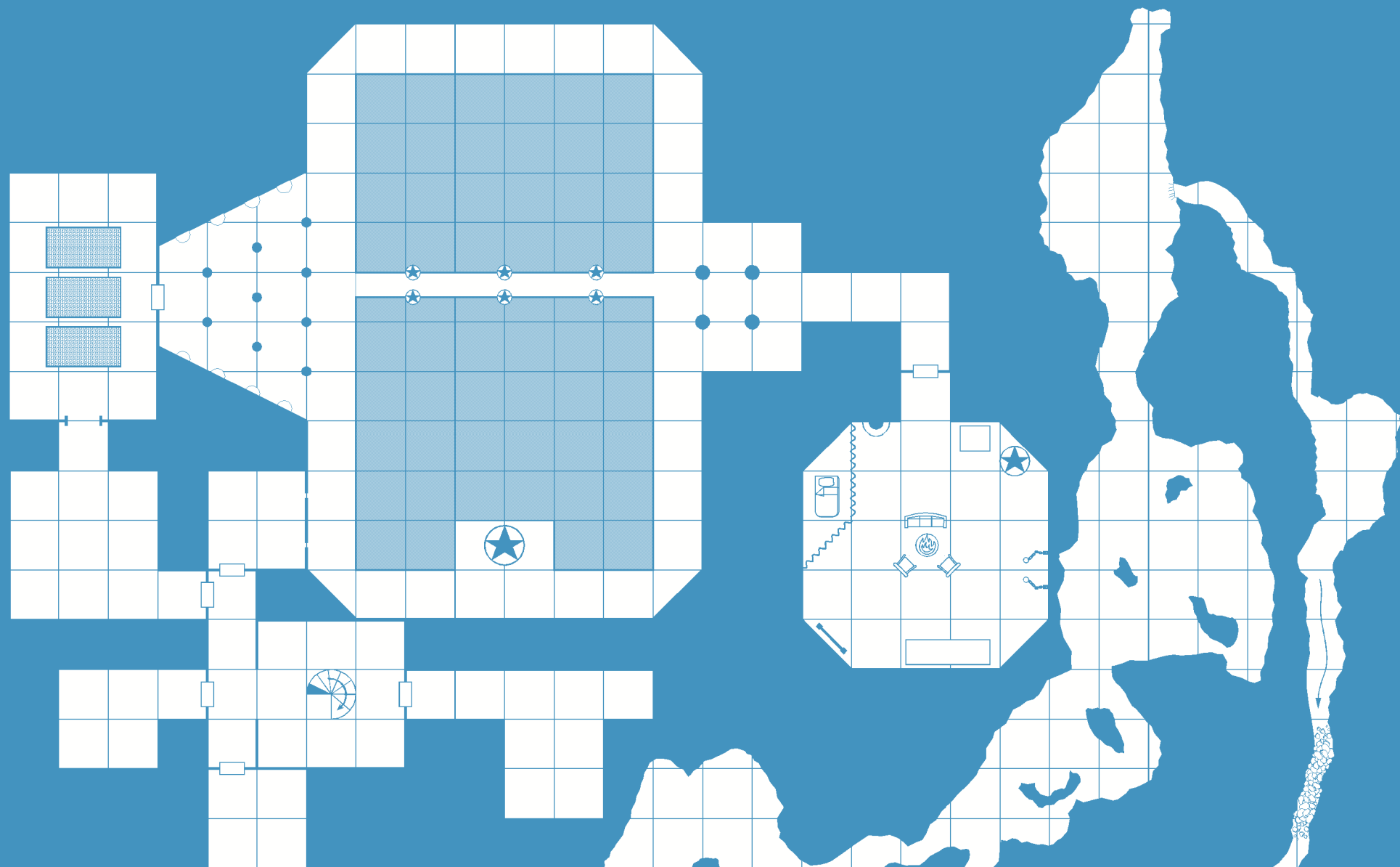


1 square = 10 feet

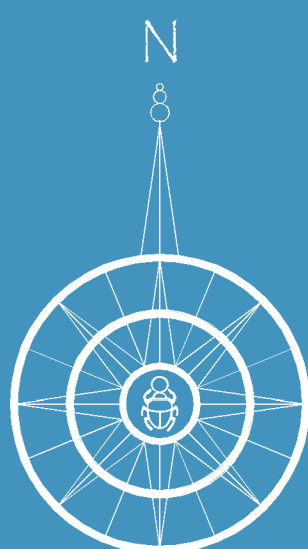
SUB-LEVEL 2

HALL OF SHRINES





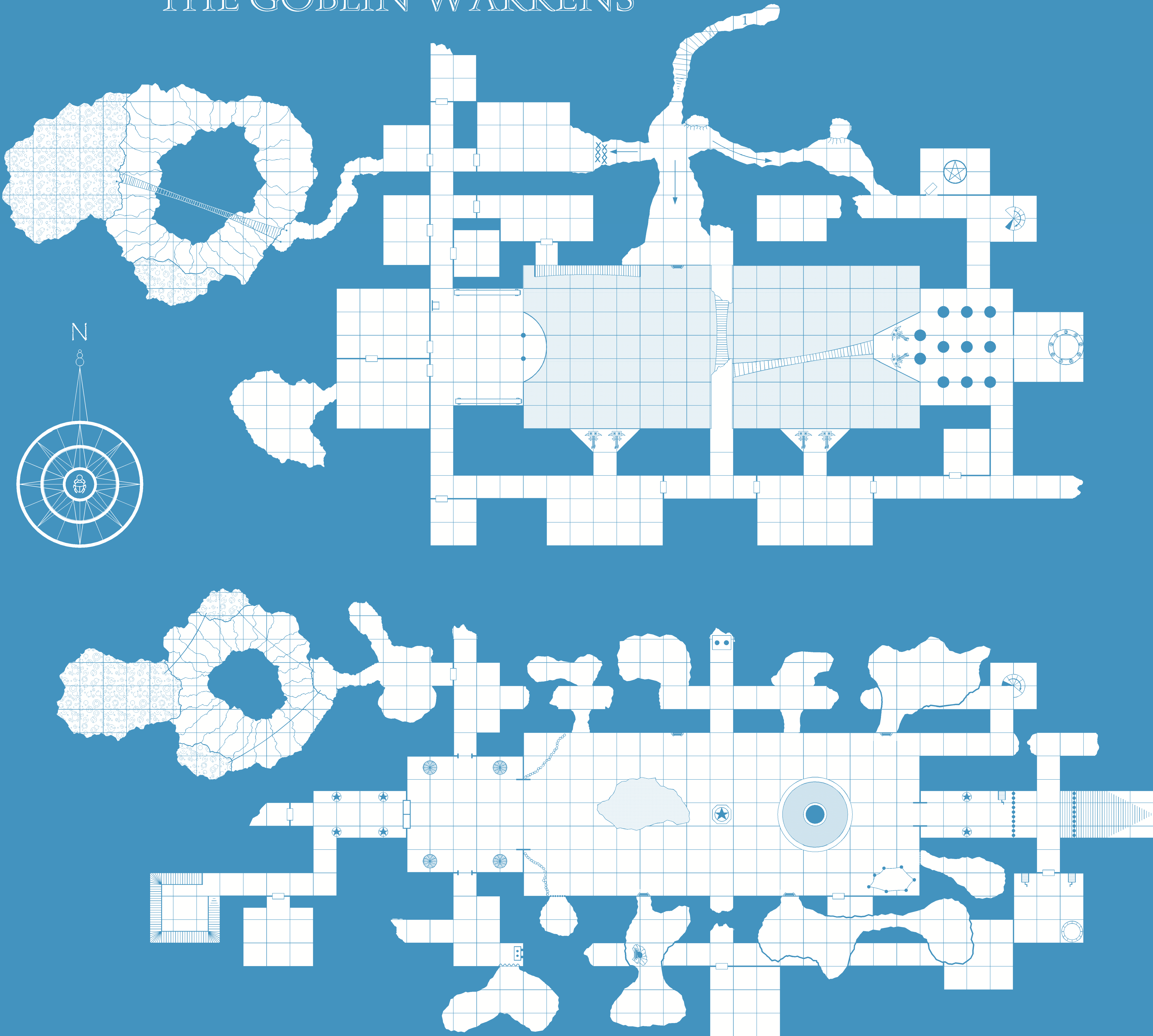
SUB-LEVEL 3 LESSER BABOON CAVES

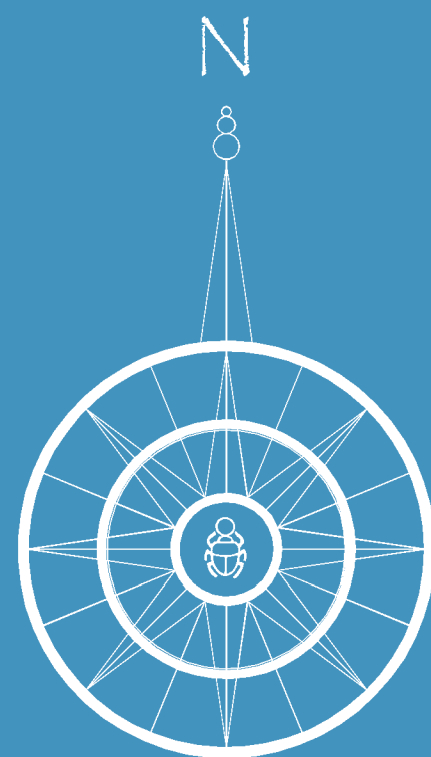


1 square = 10 feet

SUB-LEVEL 4

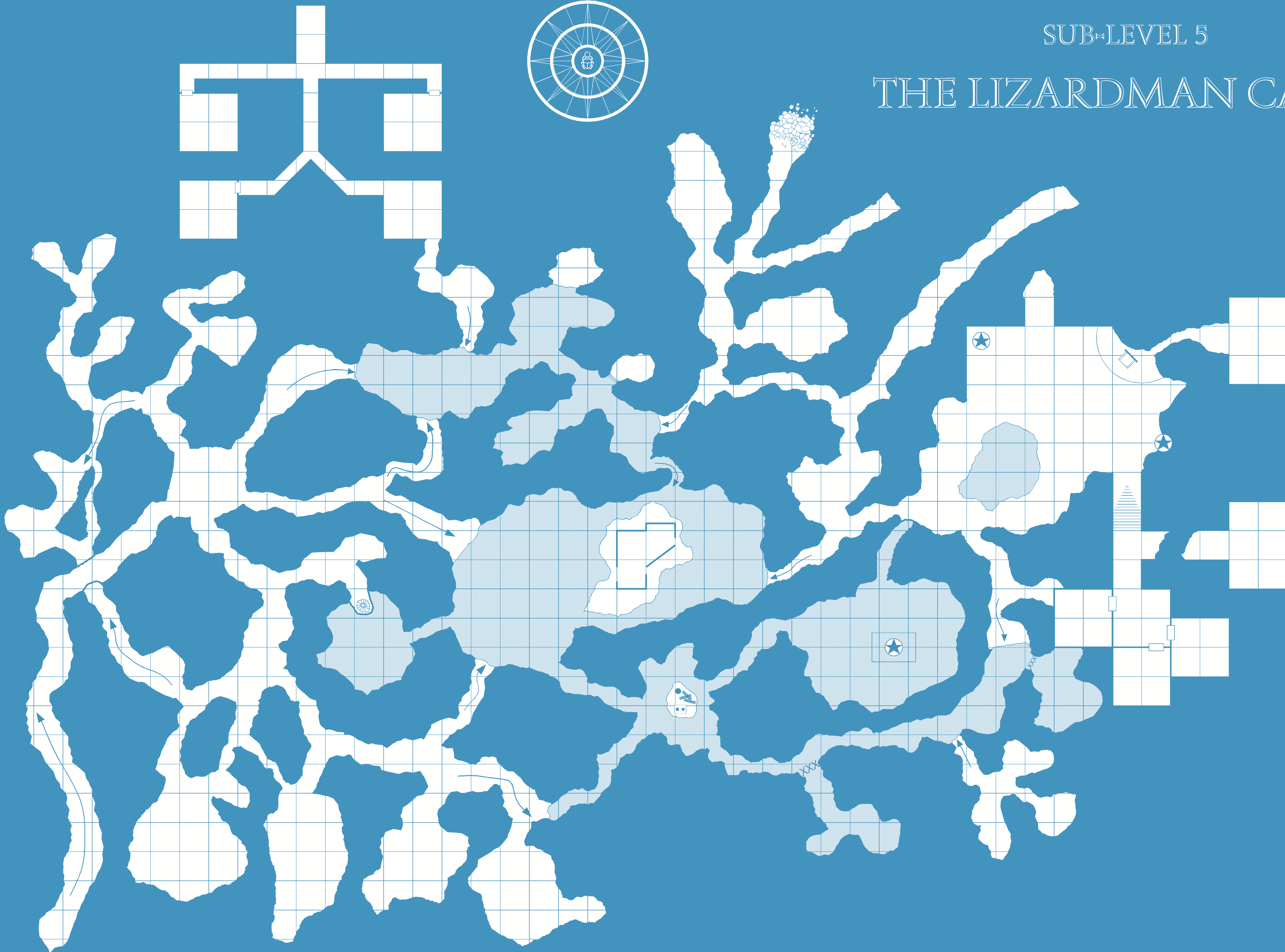
THE GOBLIN WARRENS





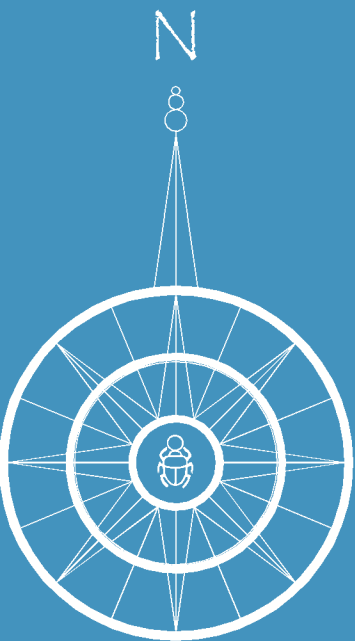
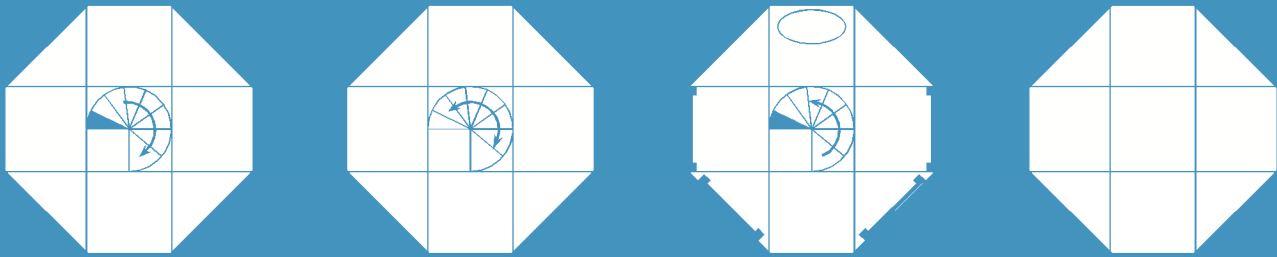
SUB-LEVEL 5

THE LIZARDMAN CAVES

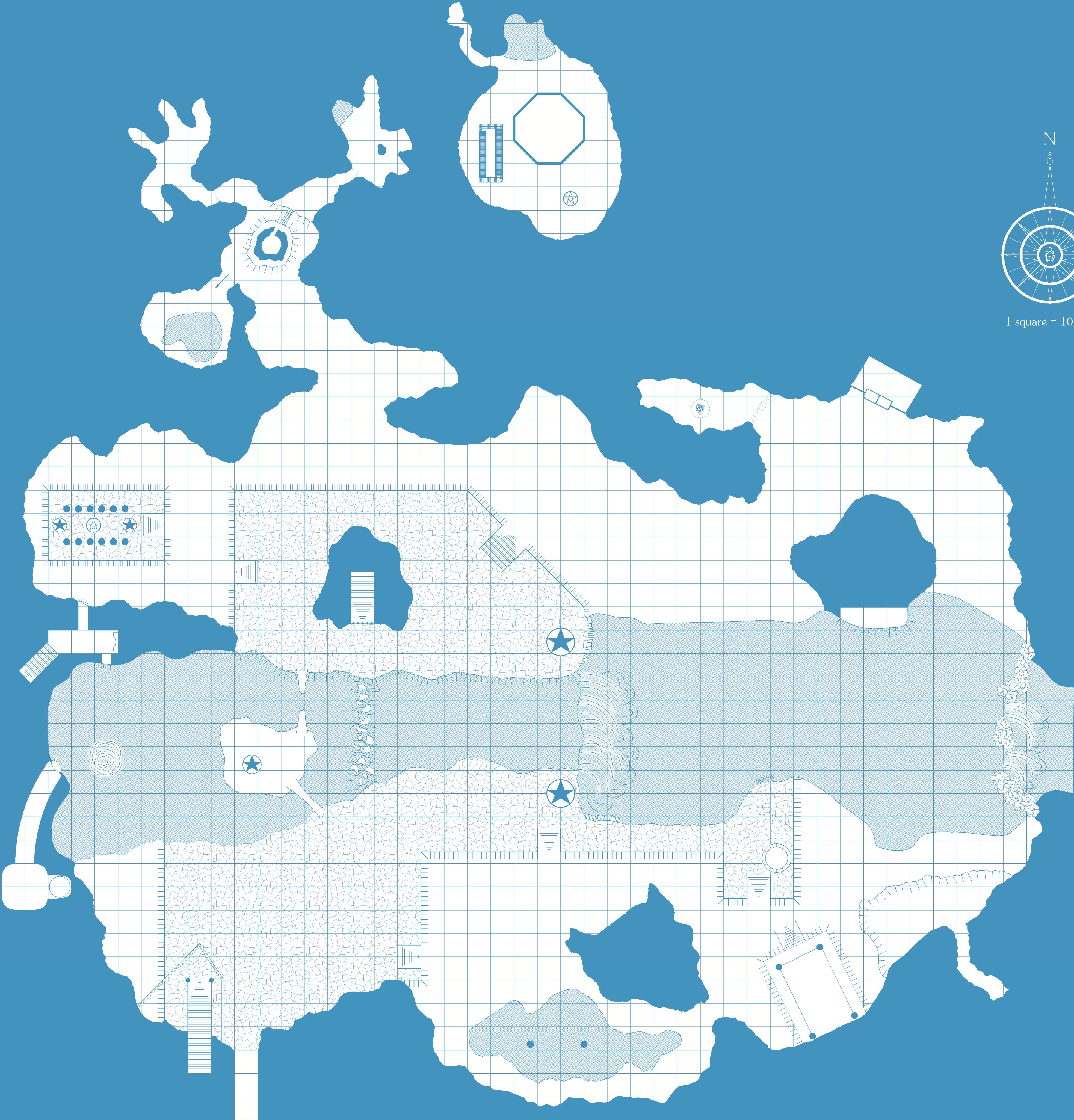


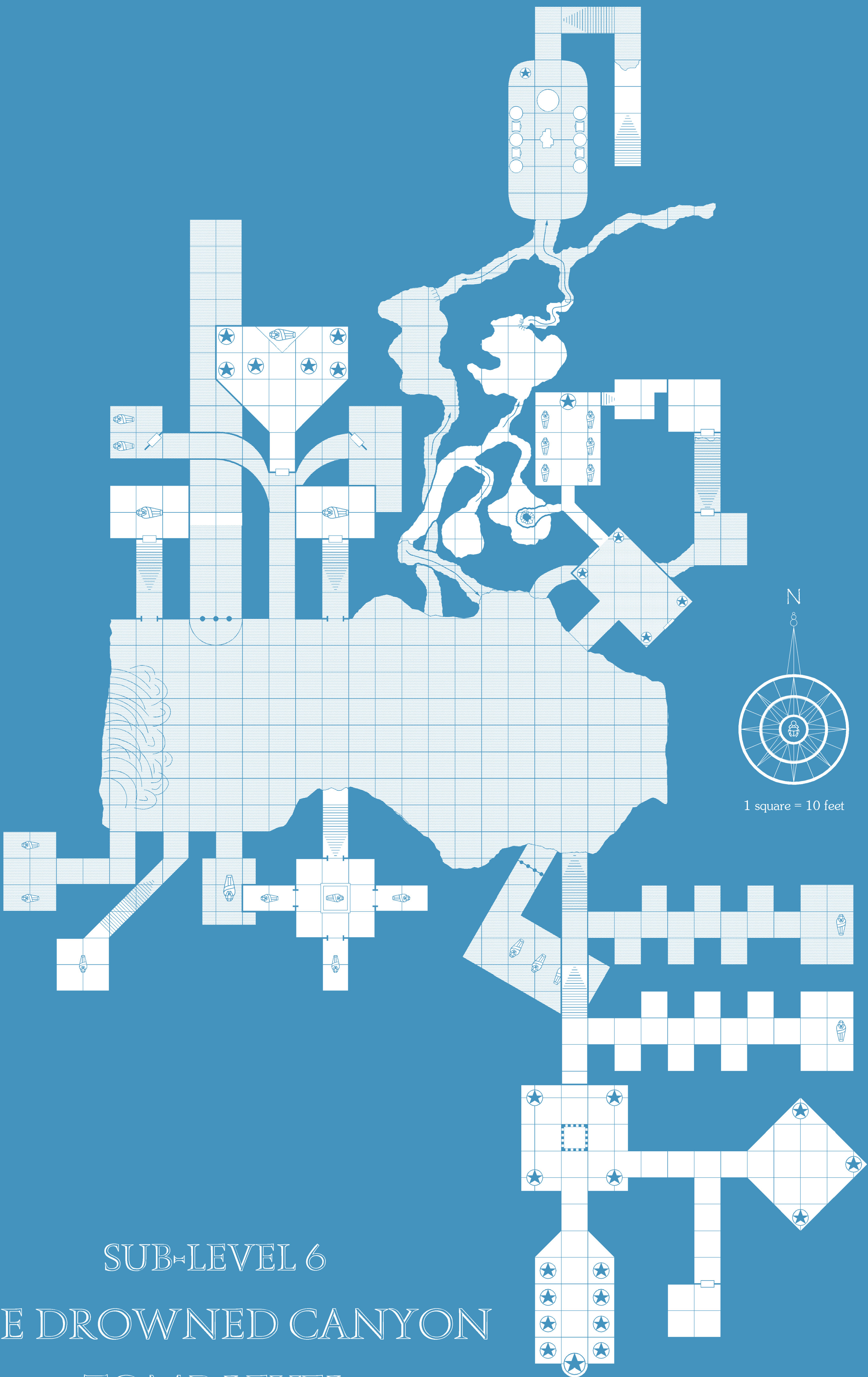
SUB-LEVEL 6

THE DROWNED CANYON

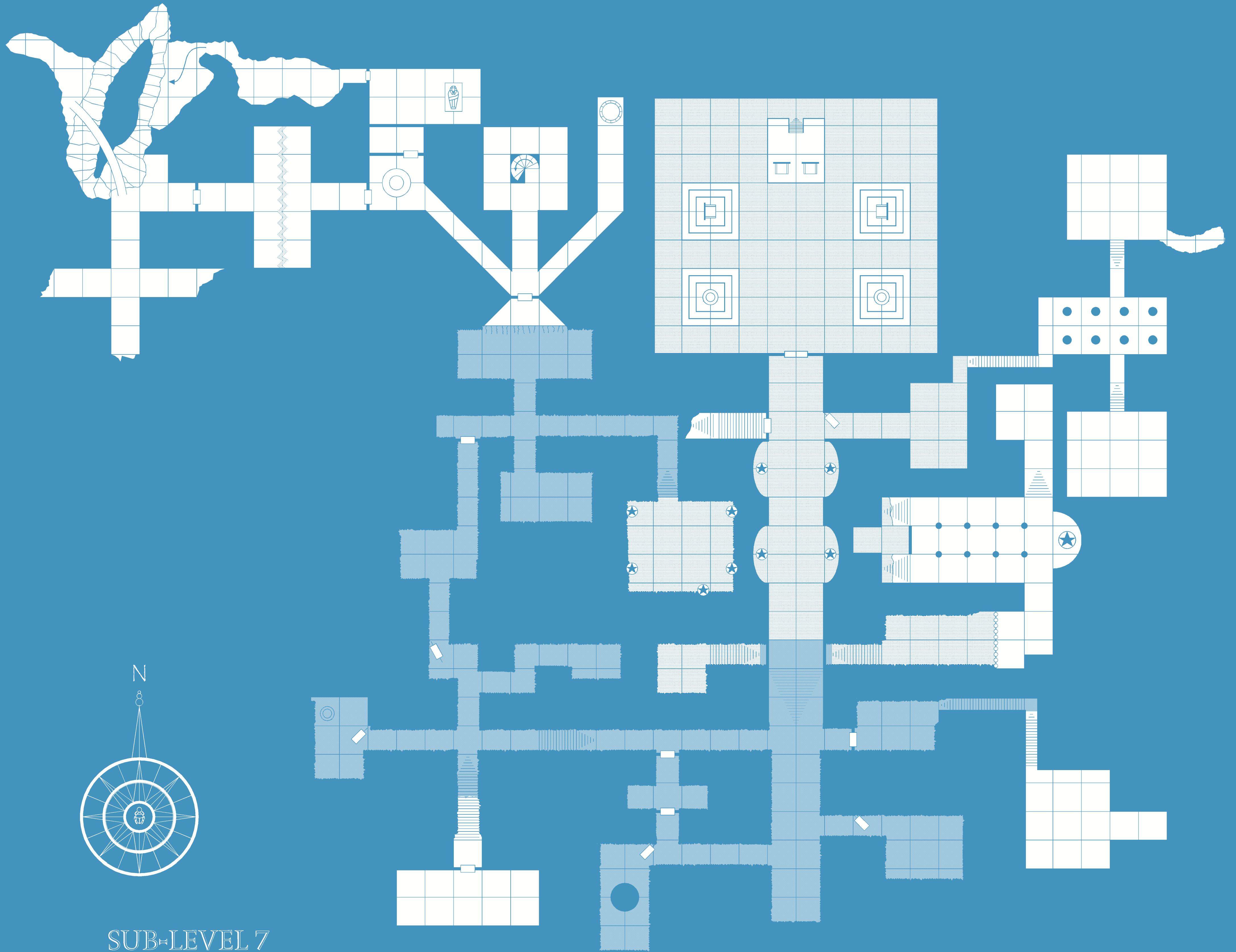


1 square = 10 feet





SUB-LEVEL 6
THE DROWNED CANYON
TOMB LEVEL

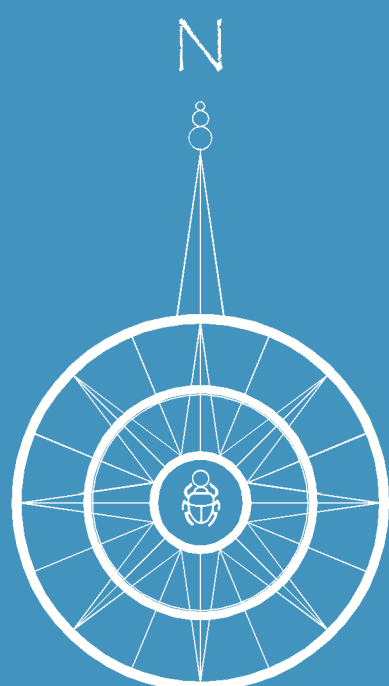


SUB-LEVEL 7

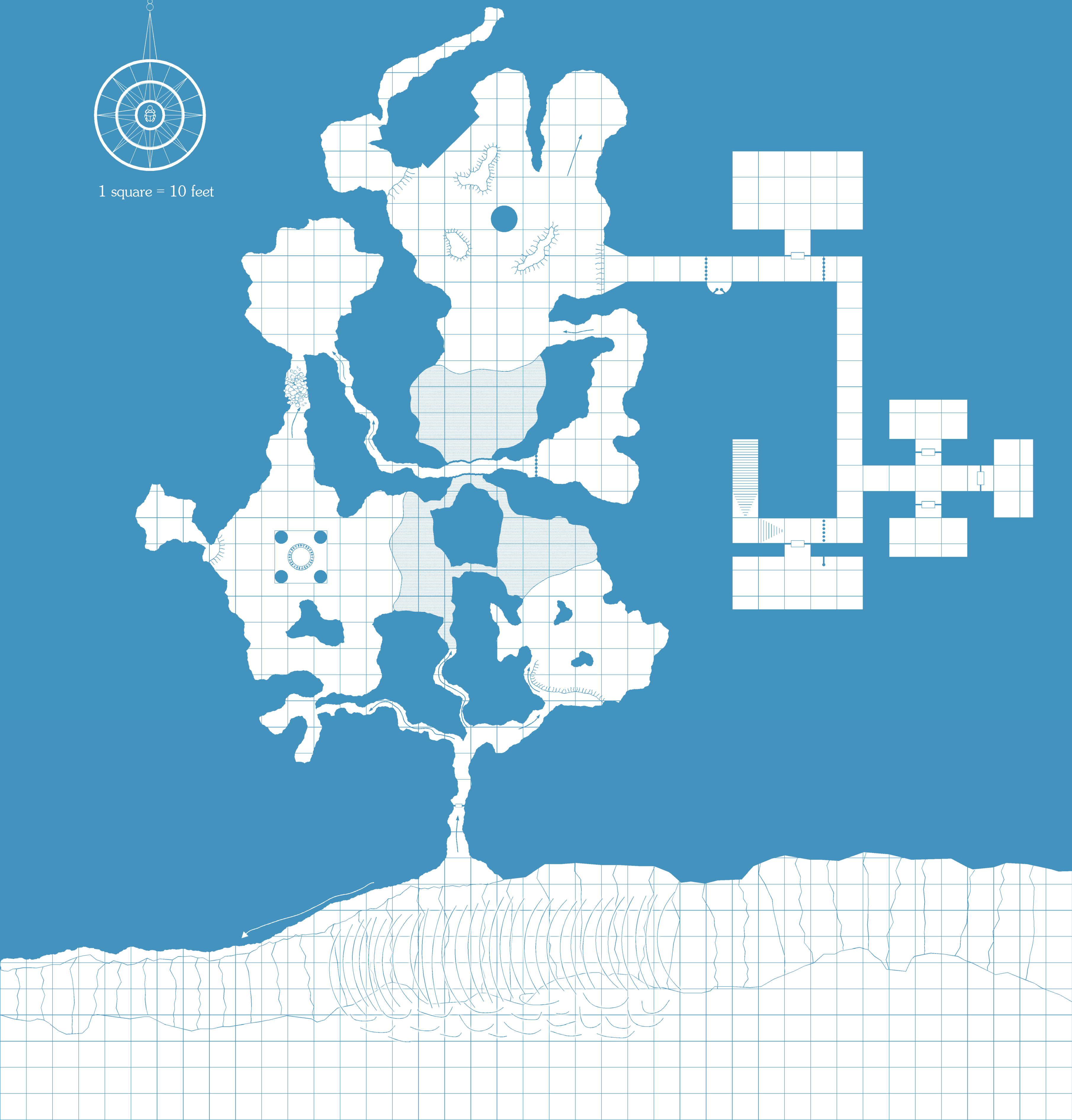
THE FLOODED VAULTS

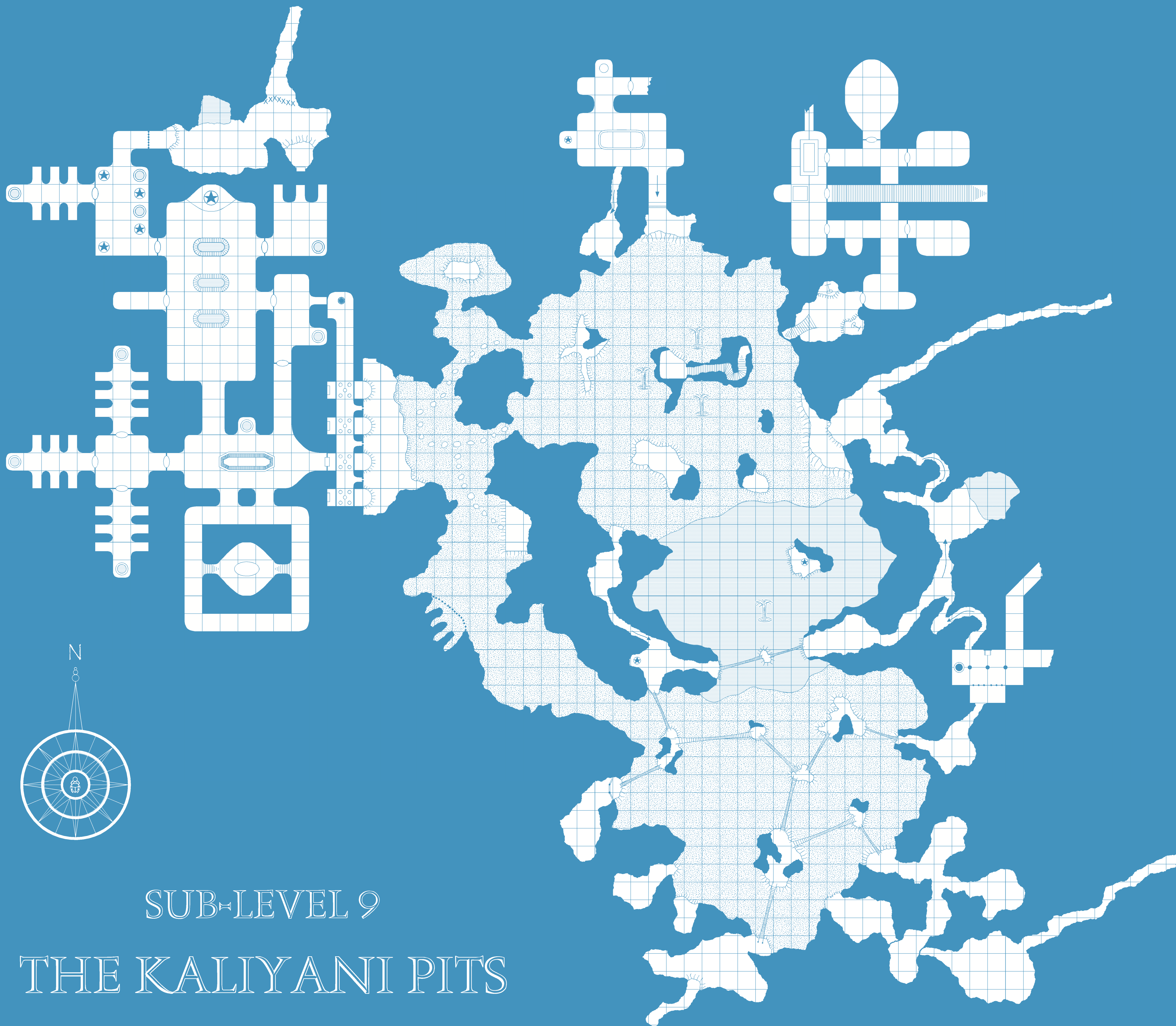
SUB-LEVEL 8

THE CAVES BEHIND THE FALLS



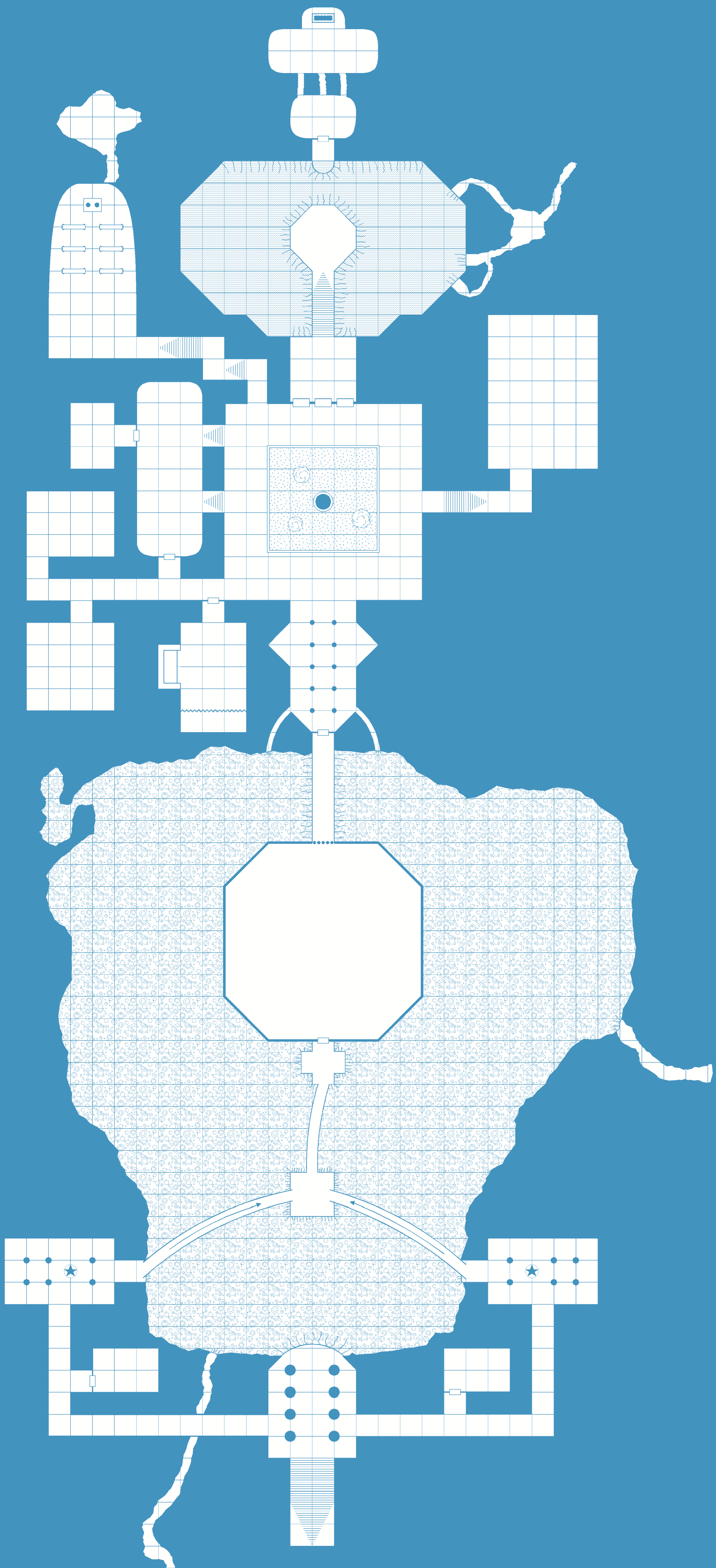
1 square = 10 feet





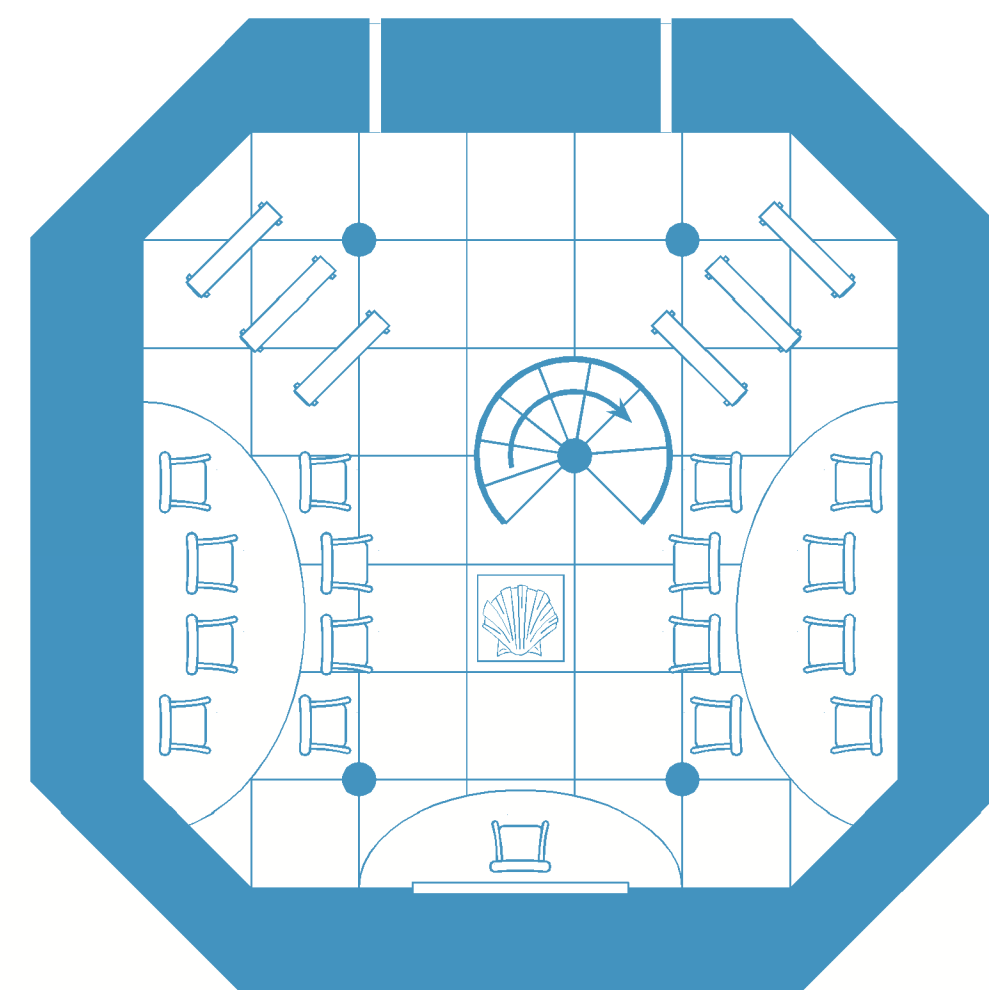
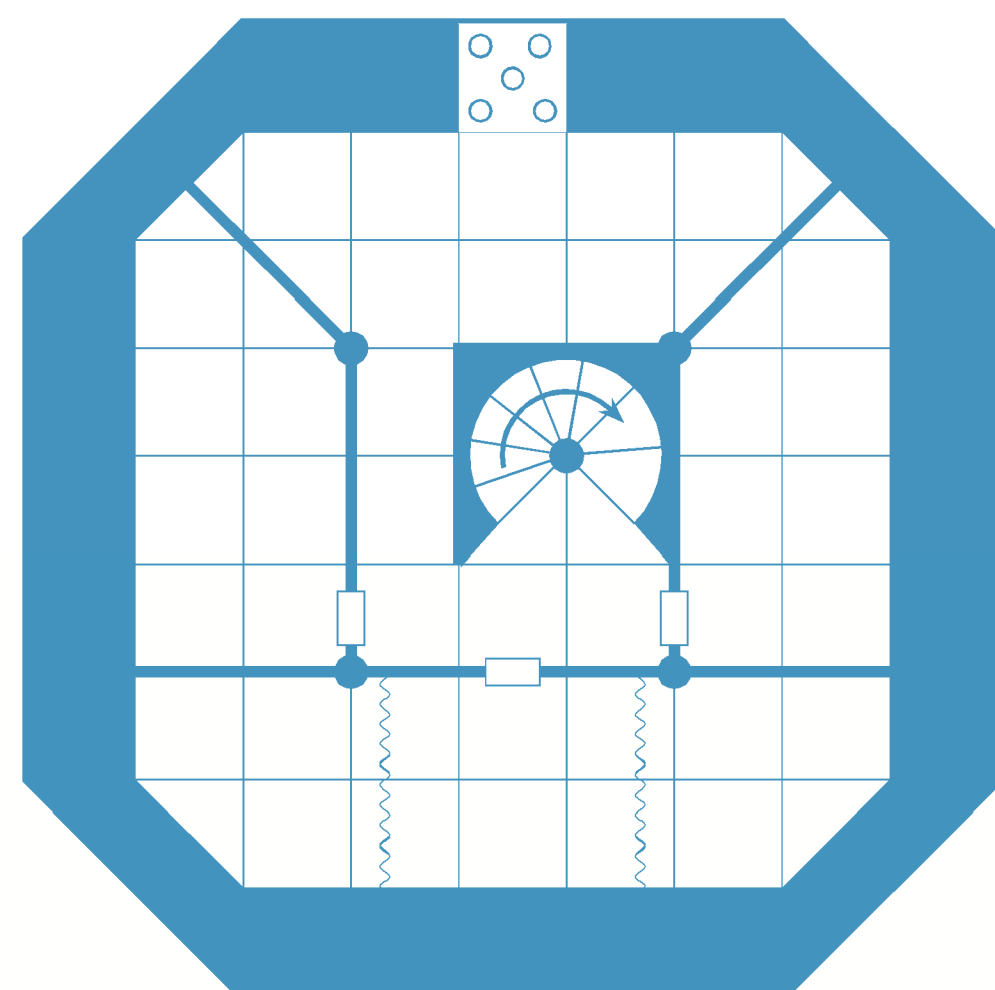
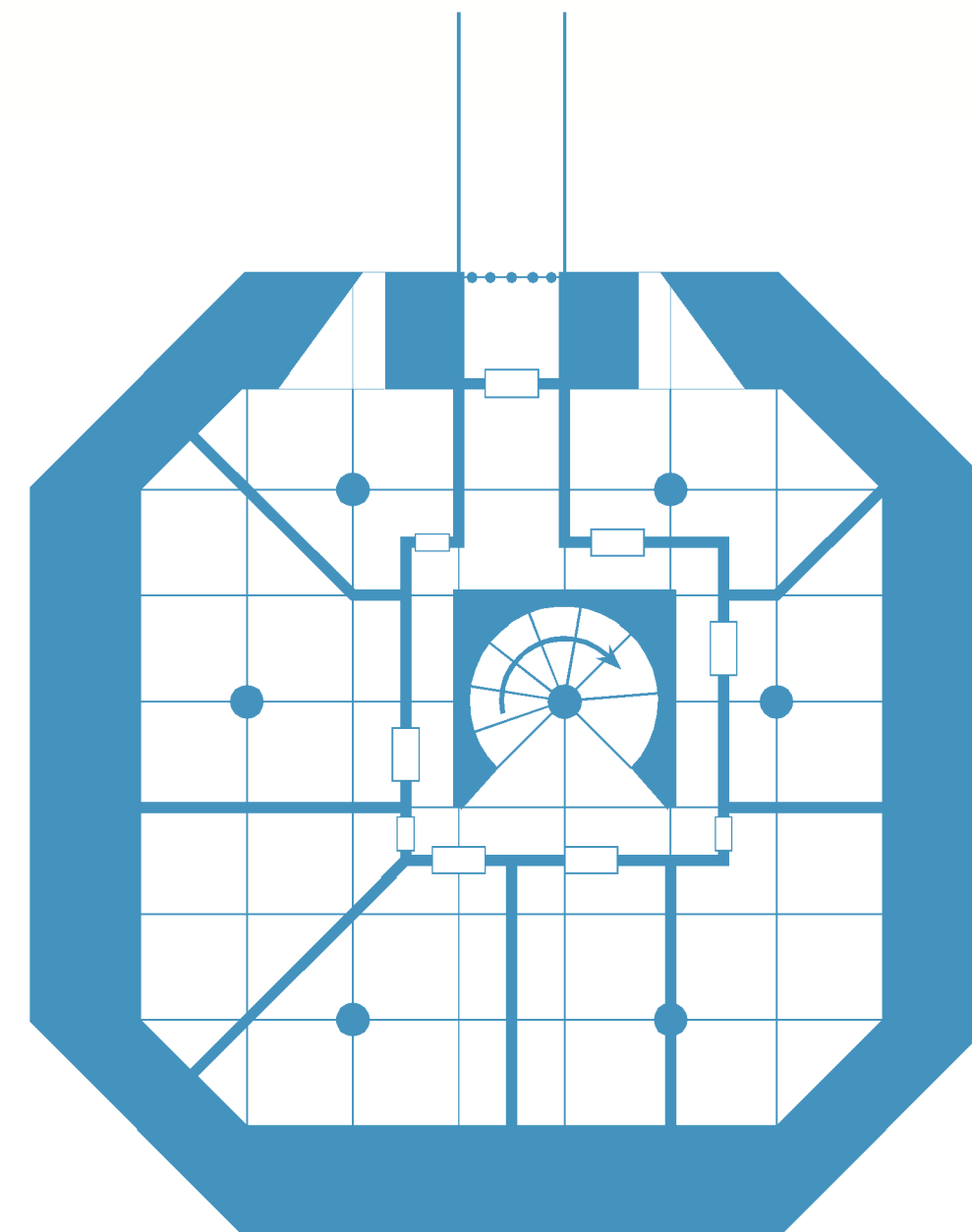
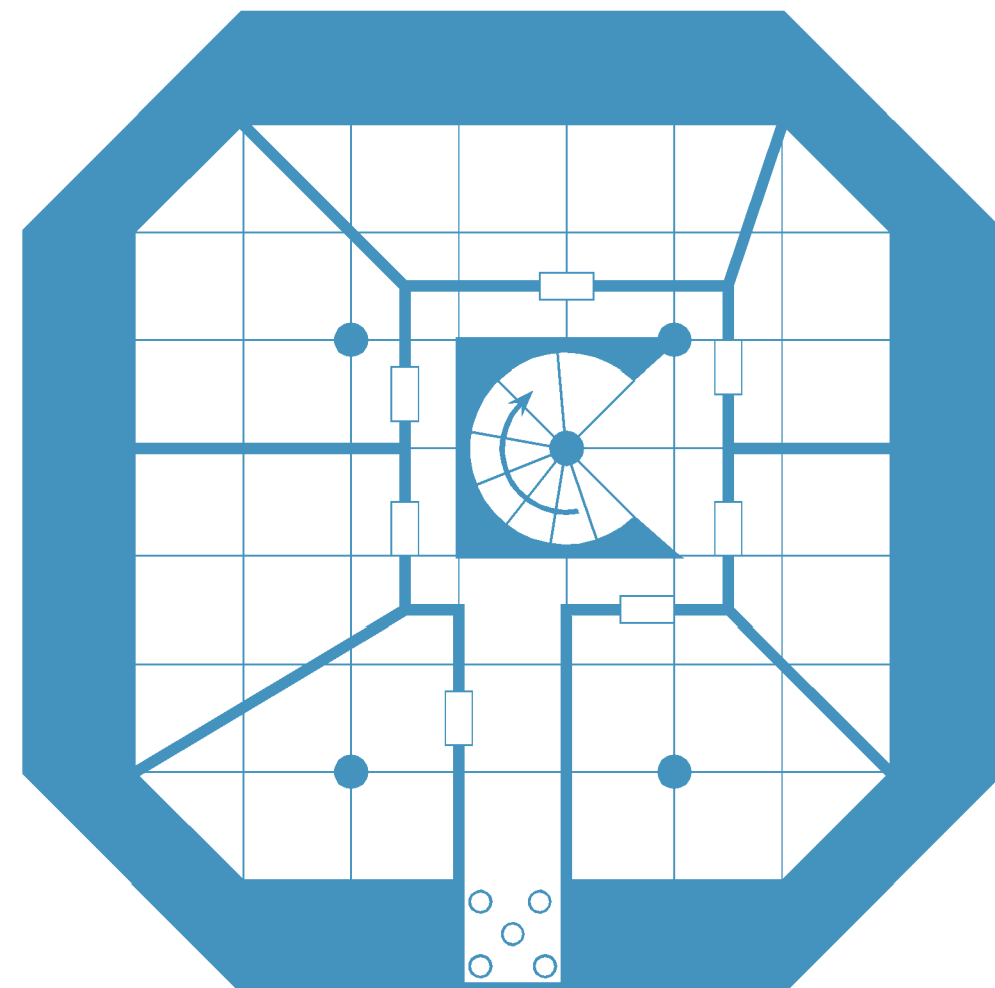
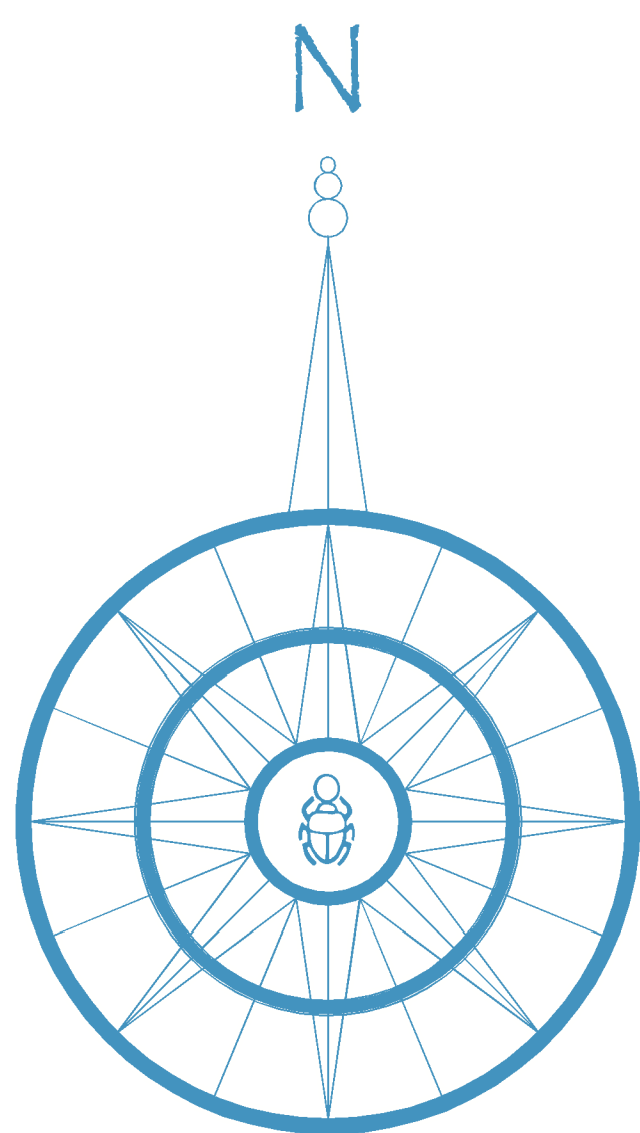
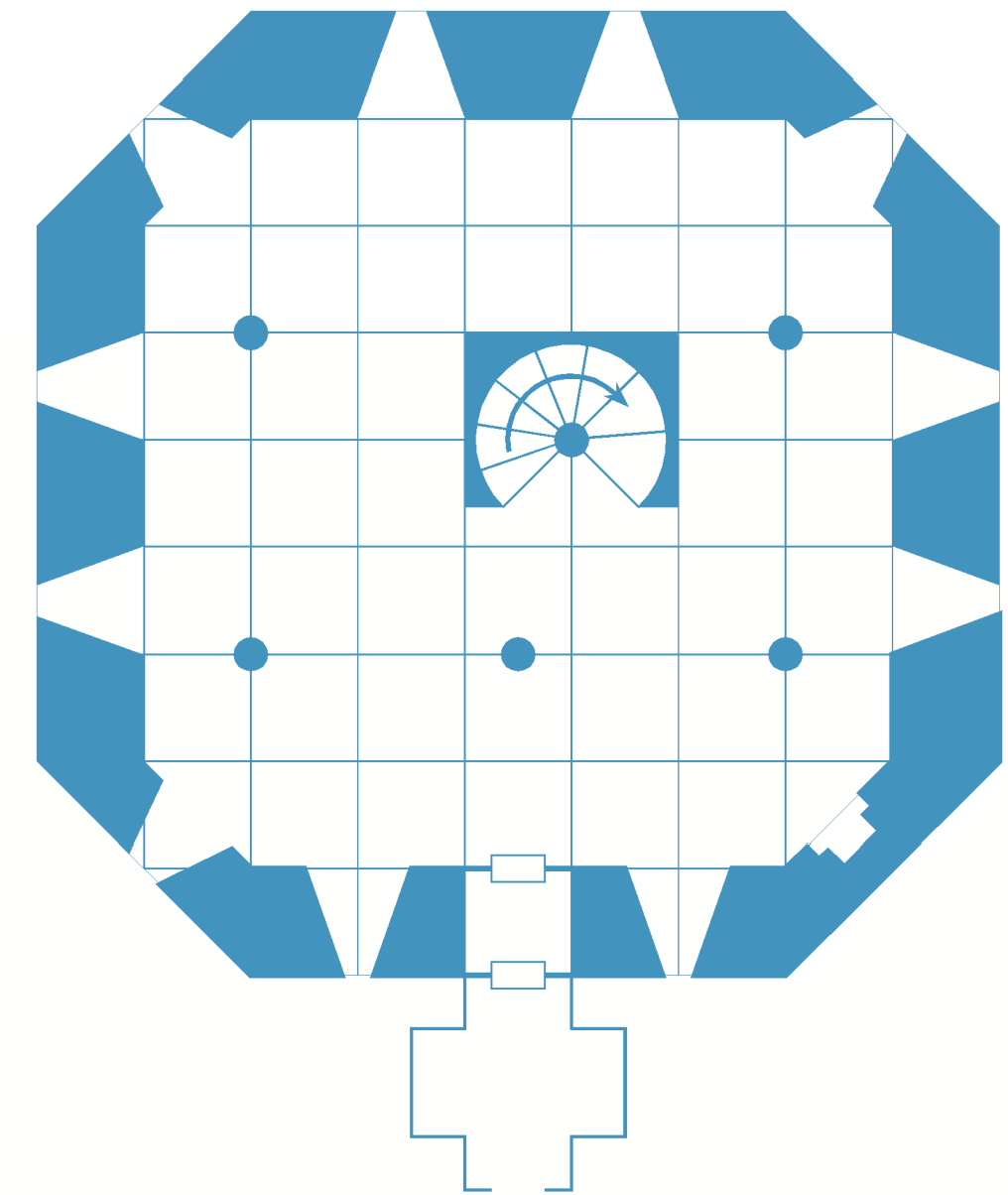
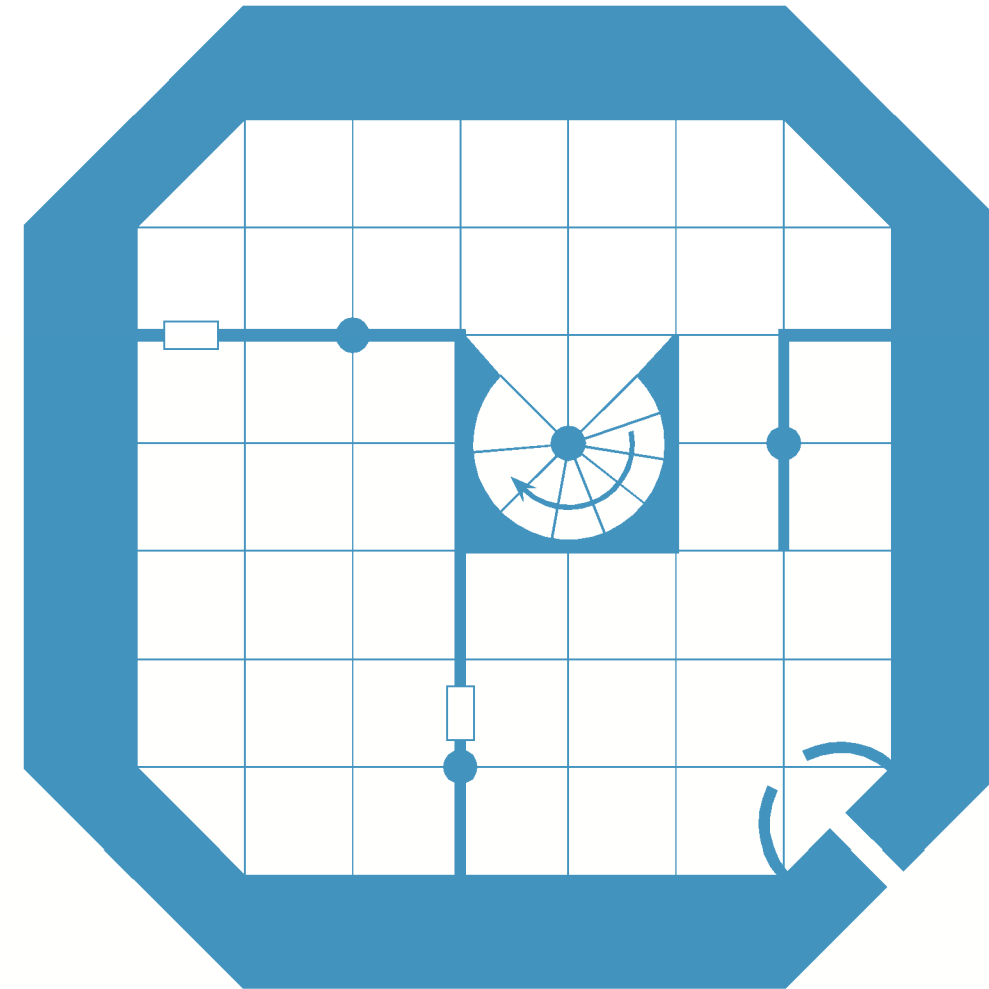
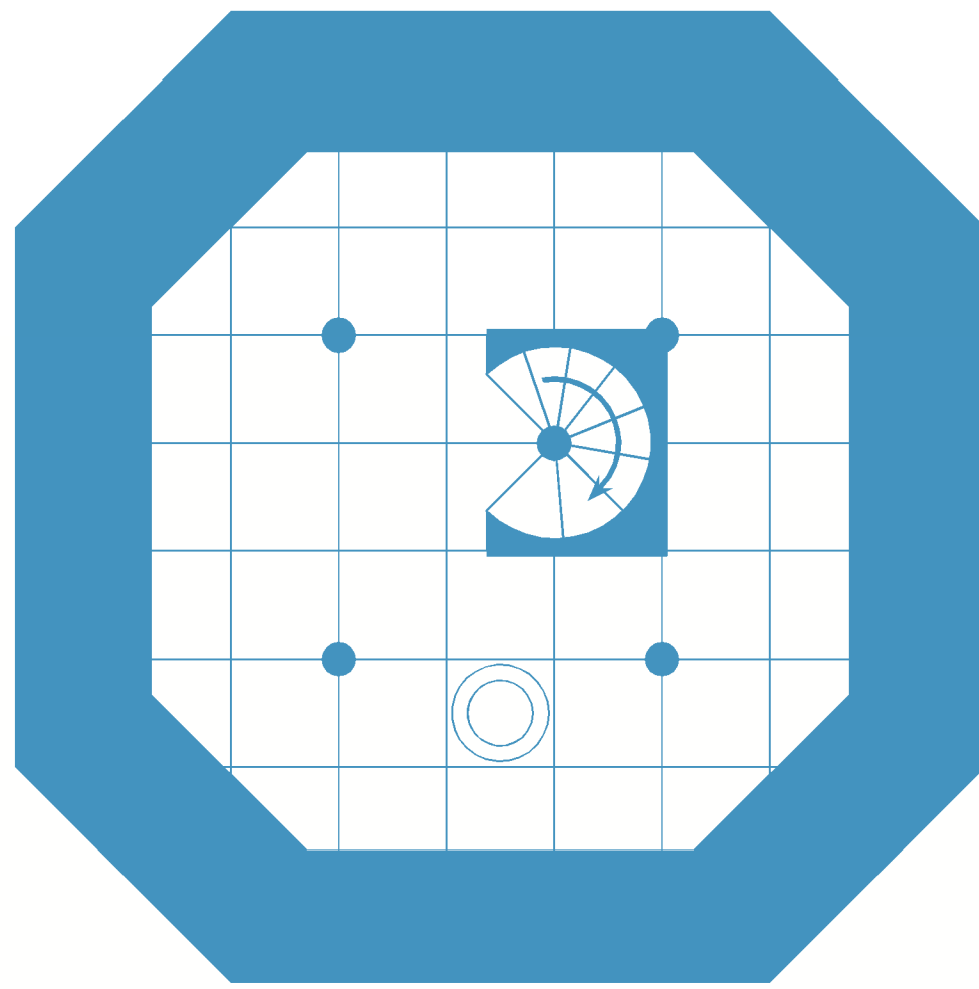
SUB-LEVEL 10A

HOLD OF THE SUN-SCARRED KNIGHTS



SUB-LEVEL 10B

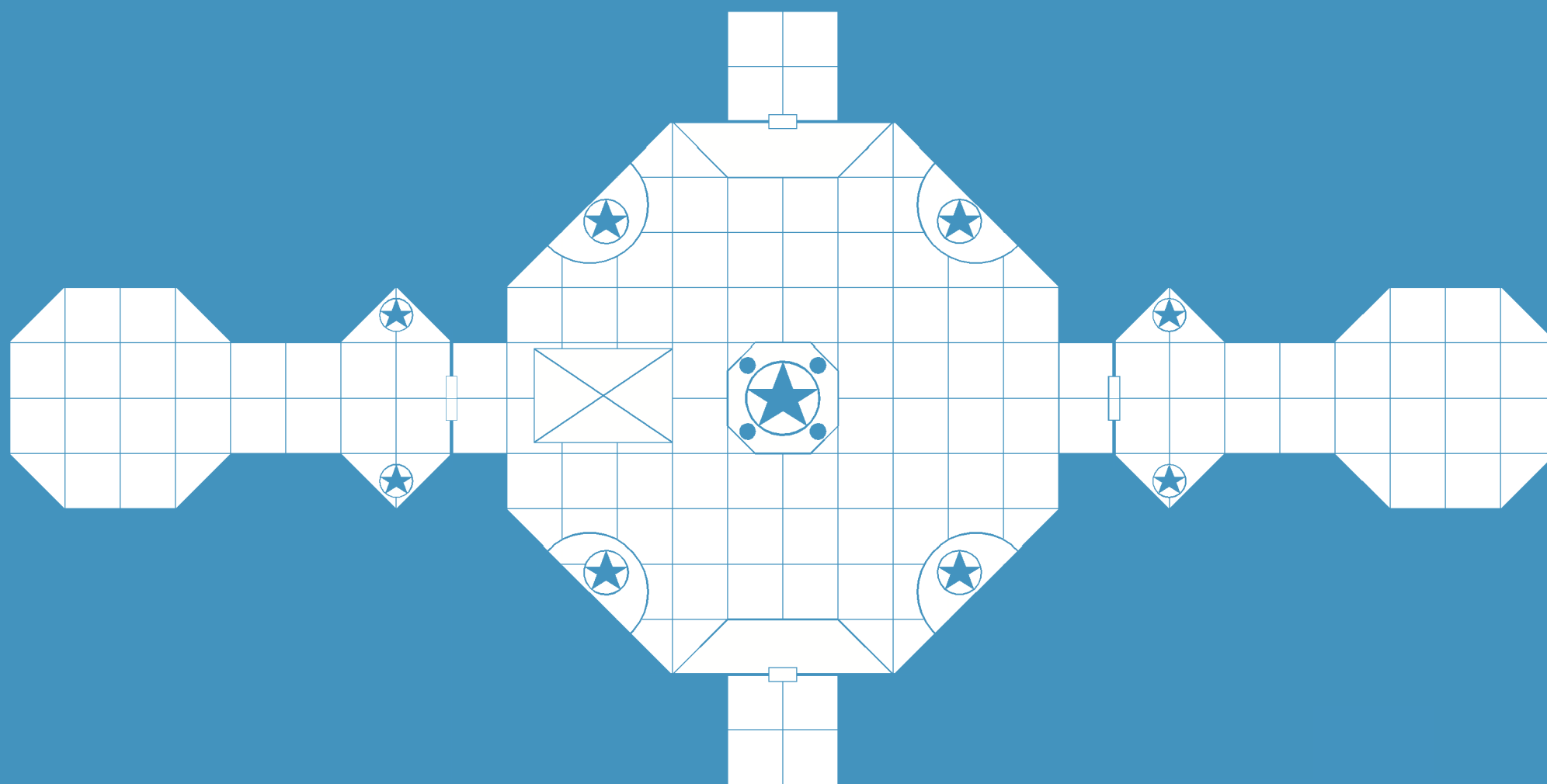
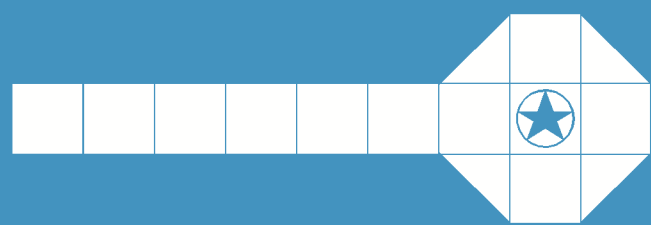
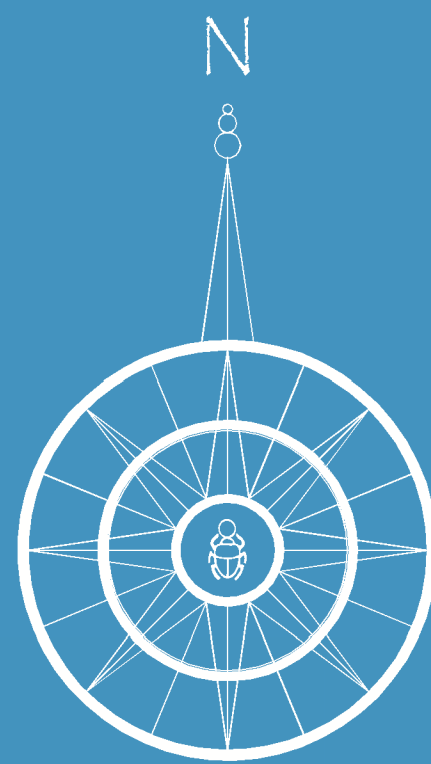
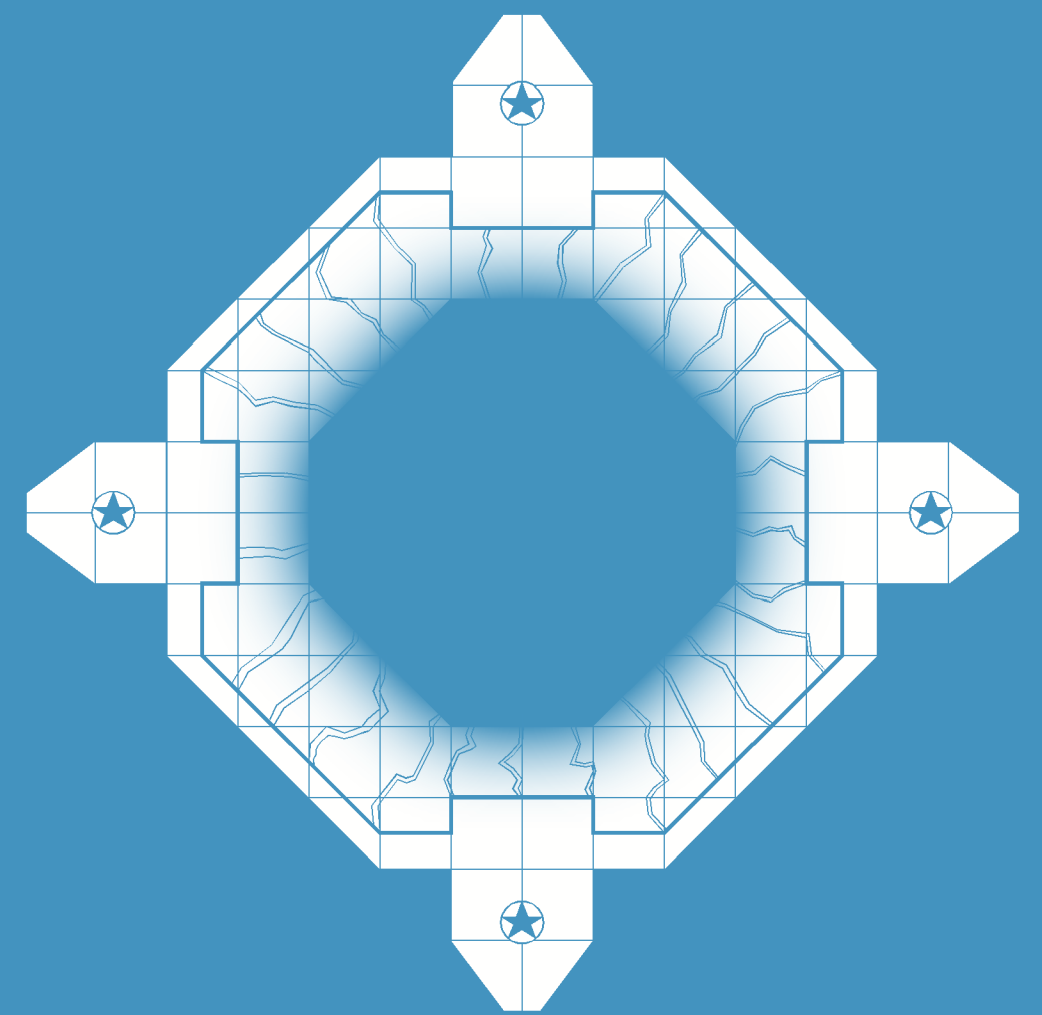
CITADEL OF THE SUN-SCARRED KNIGHTS

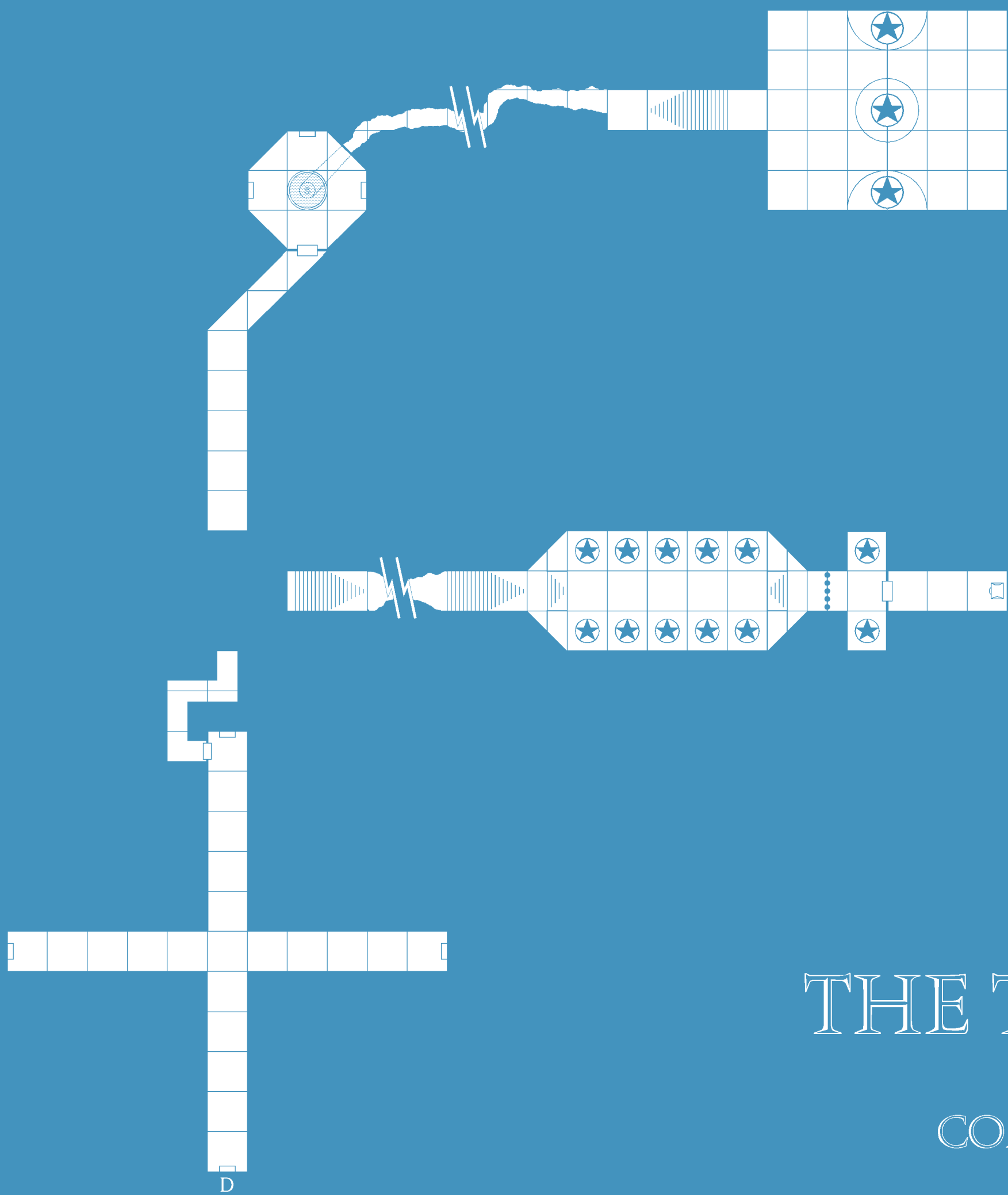


SUB-LEVEL 11

THE TOMB OF ISADORA

SECRET AREAS

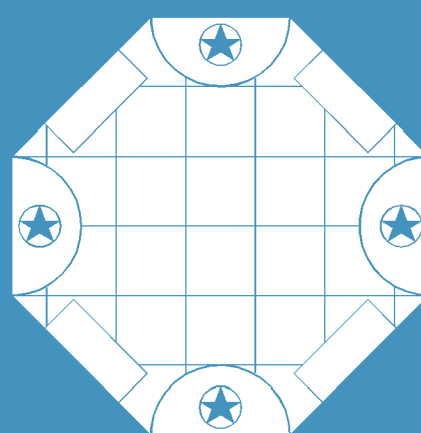
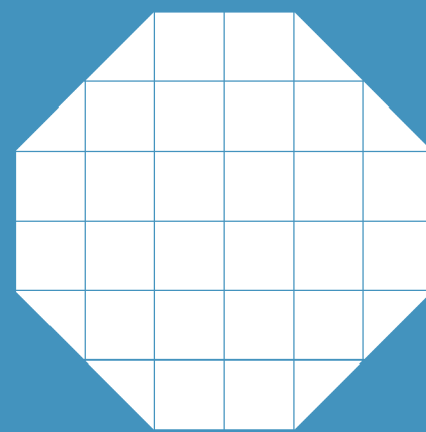




SUB-LEVEL 11

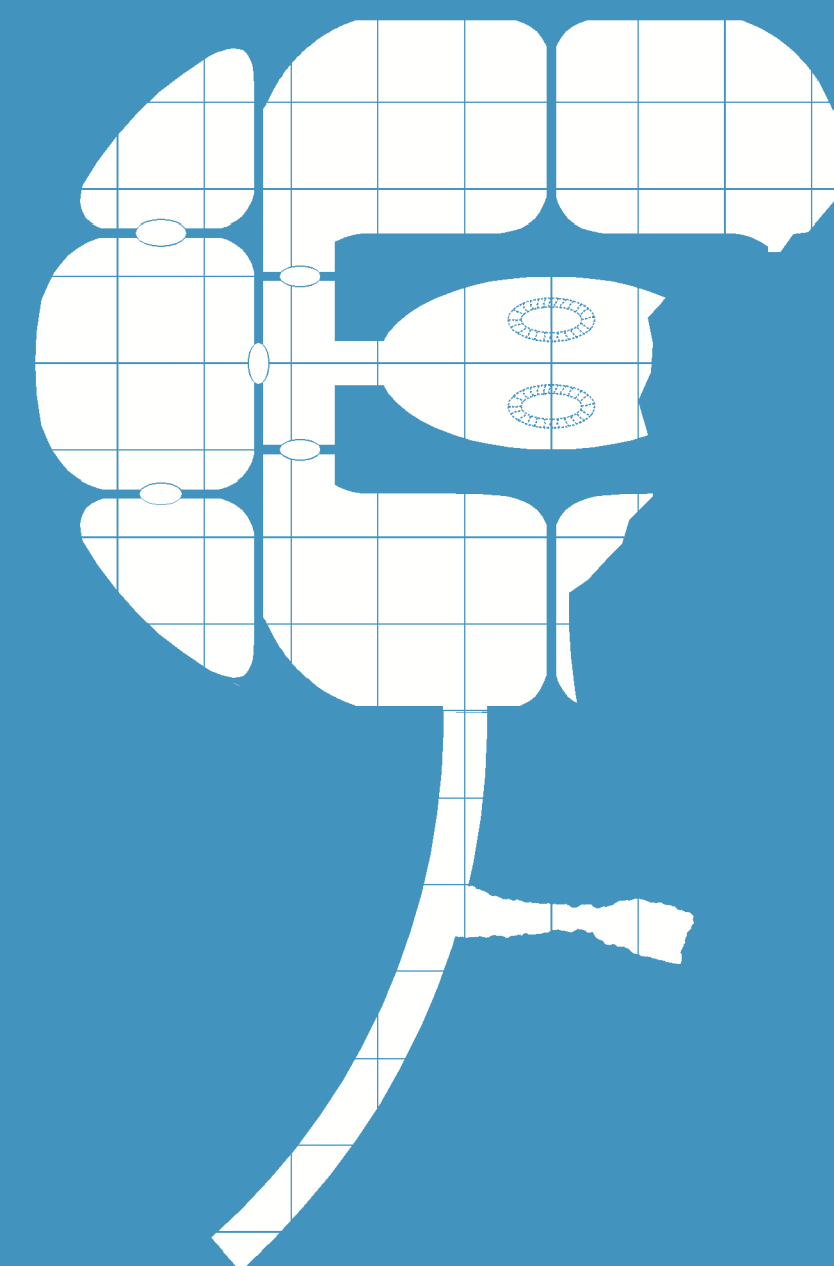
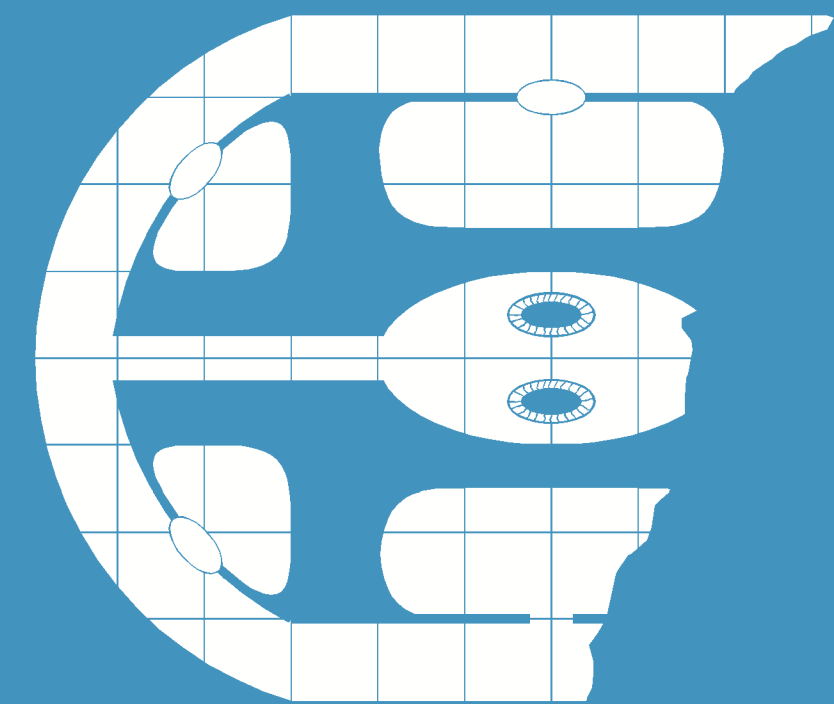
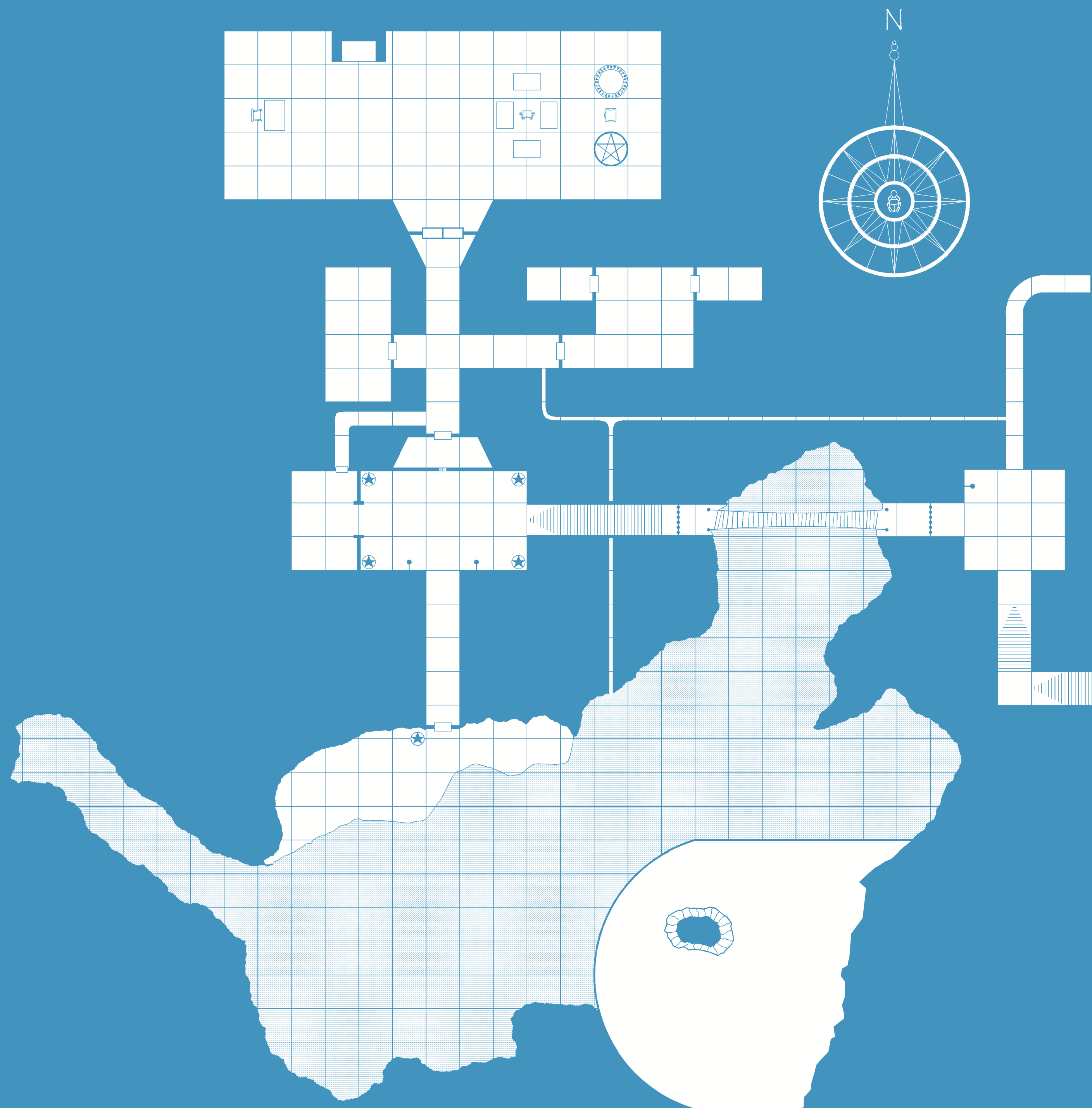
THE TOMB OF ISADORA

CONNECTING & OTHER AREAS



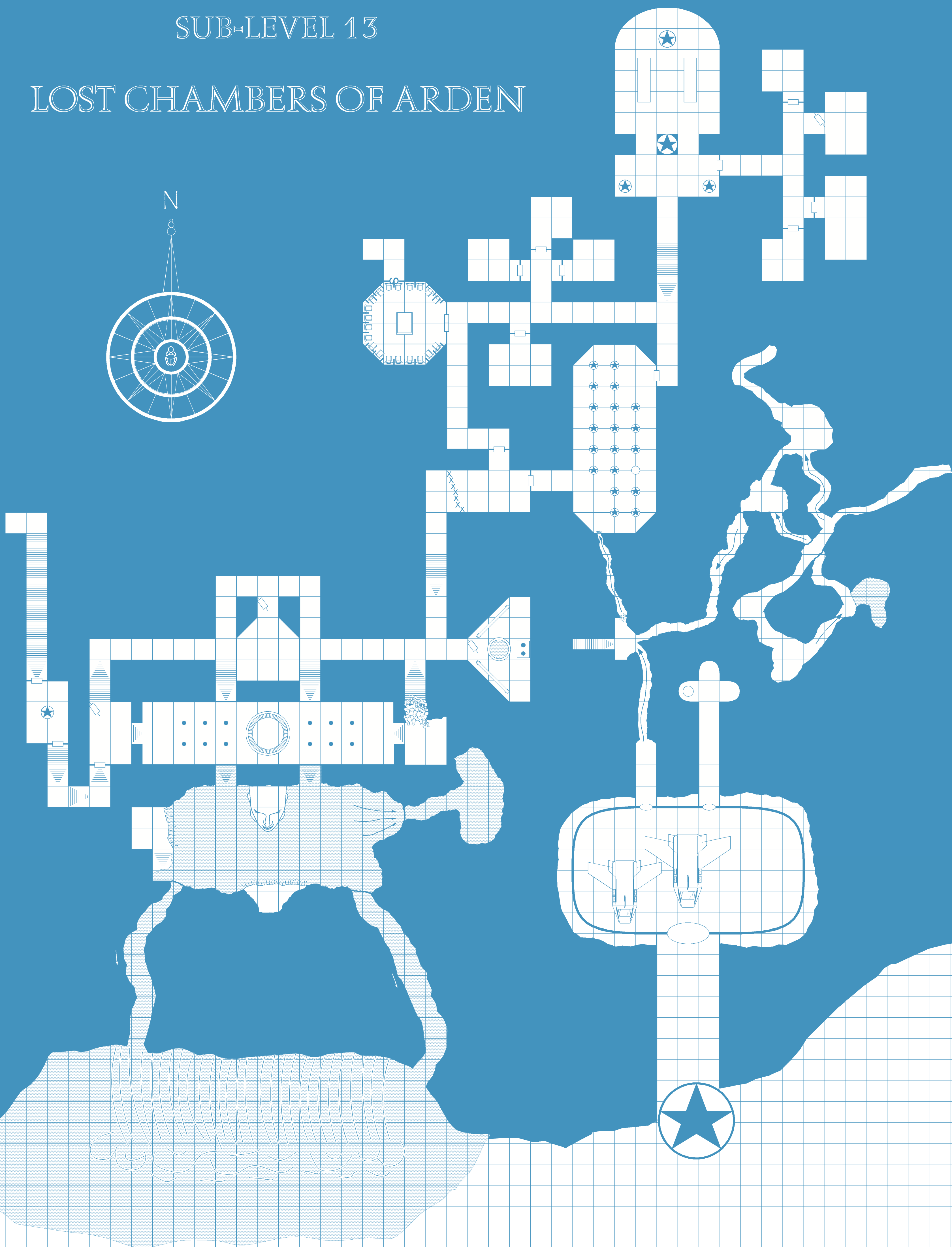
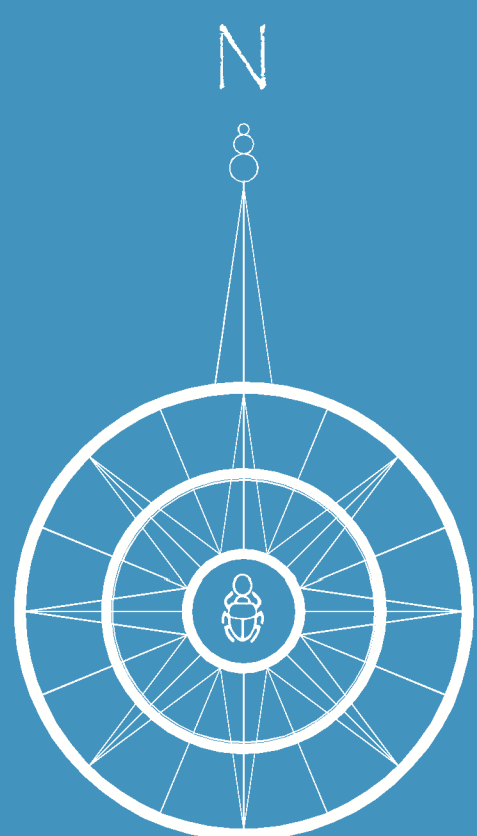
SUB-LEVEL 12

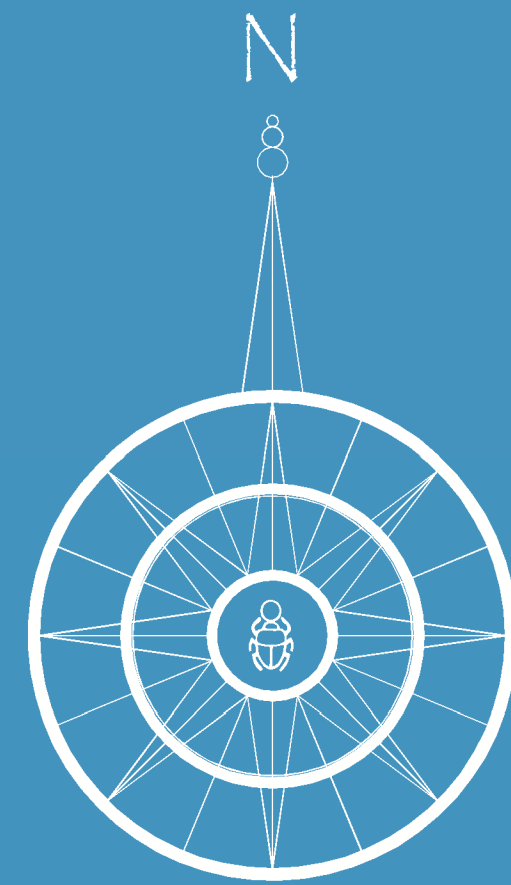
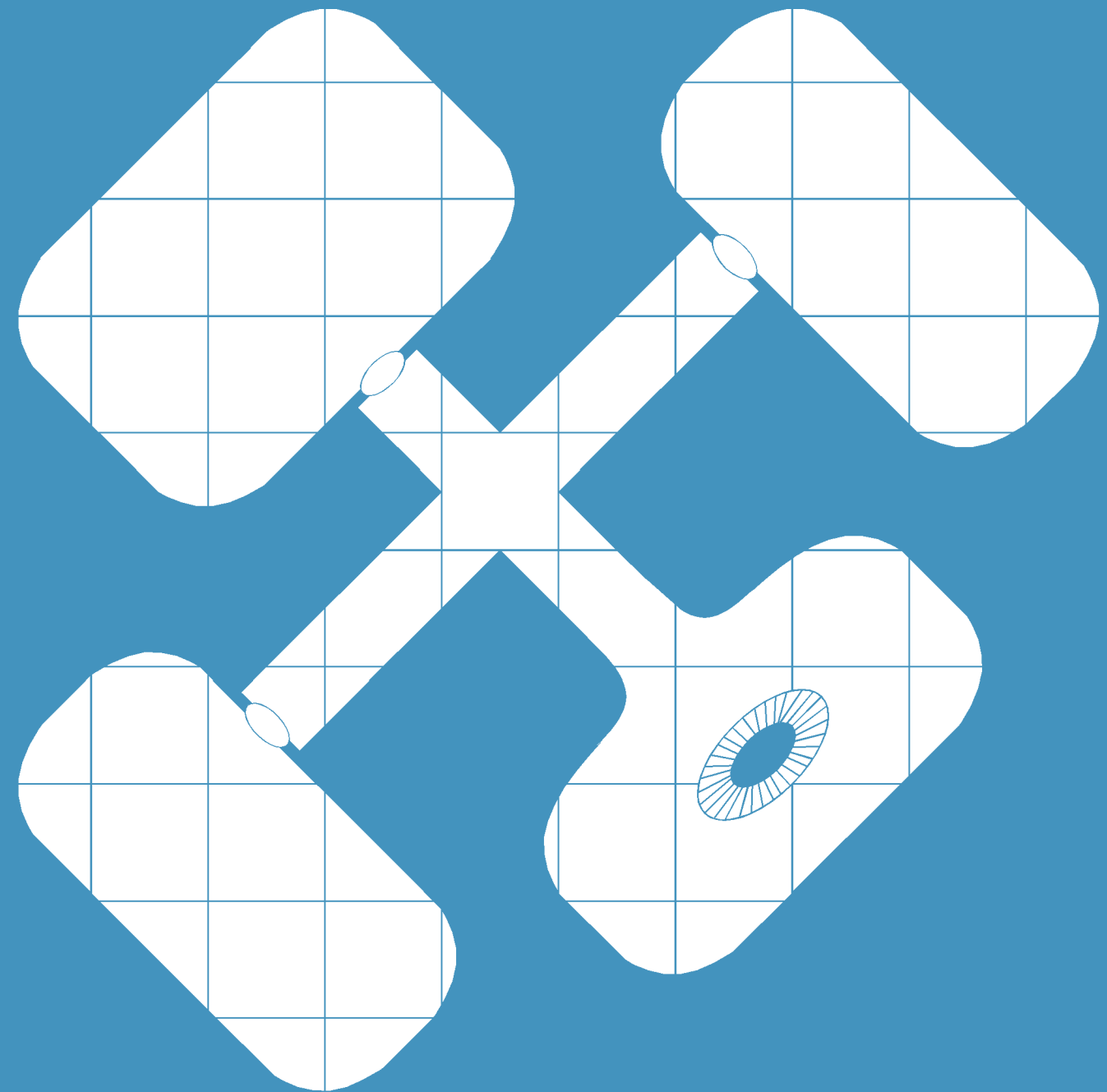
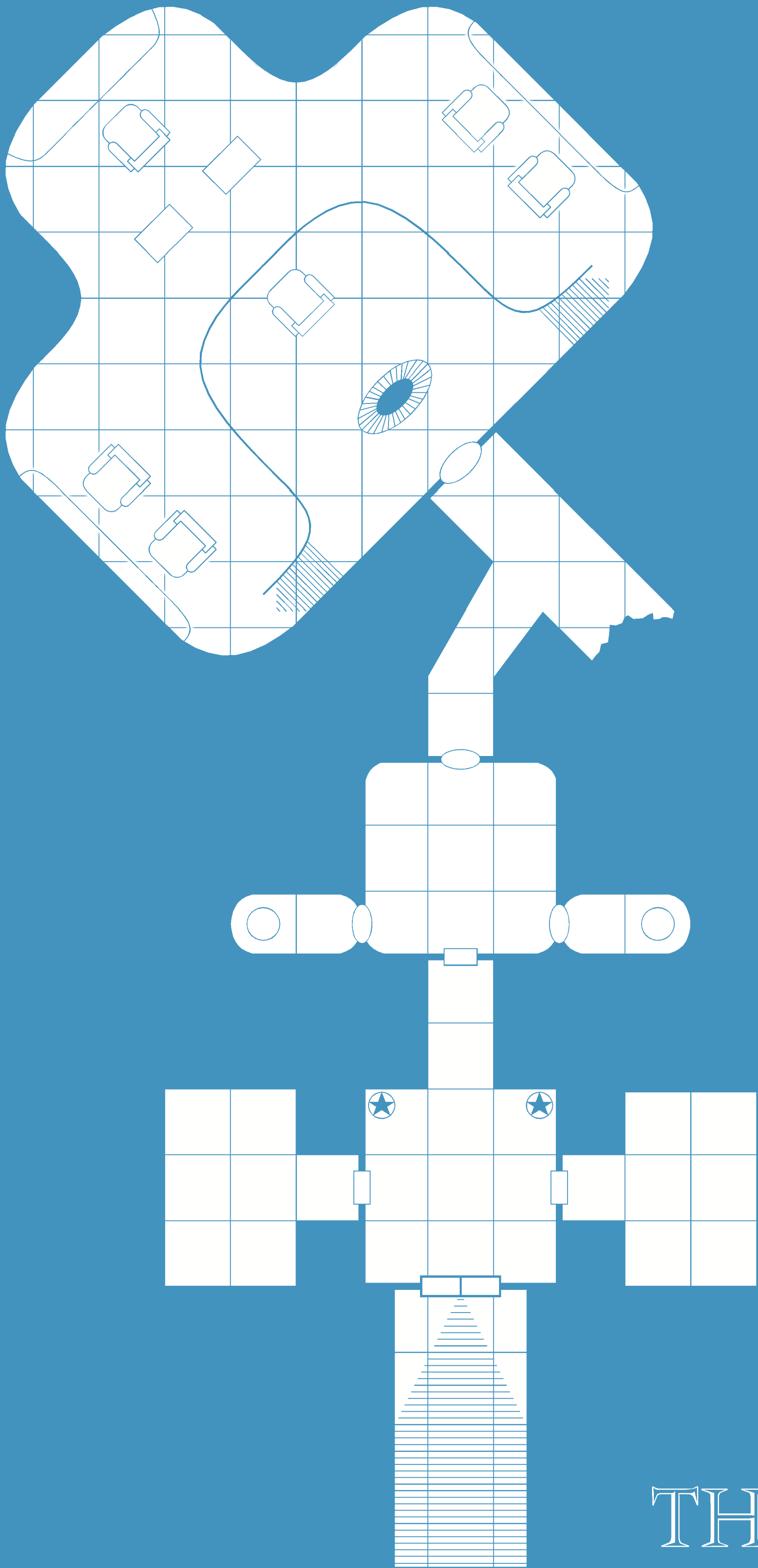
THE WORKSHOPS OF KERBOG KHAN



SUB-LEVEL 13

LOST CHAMBERS OF ARDEN



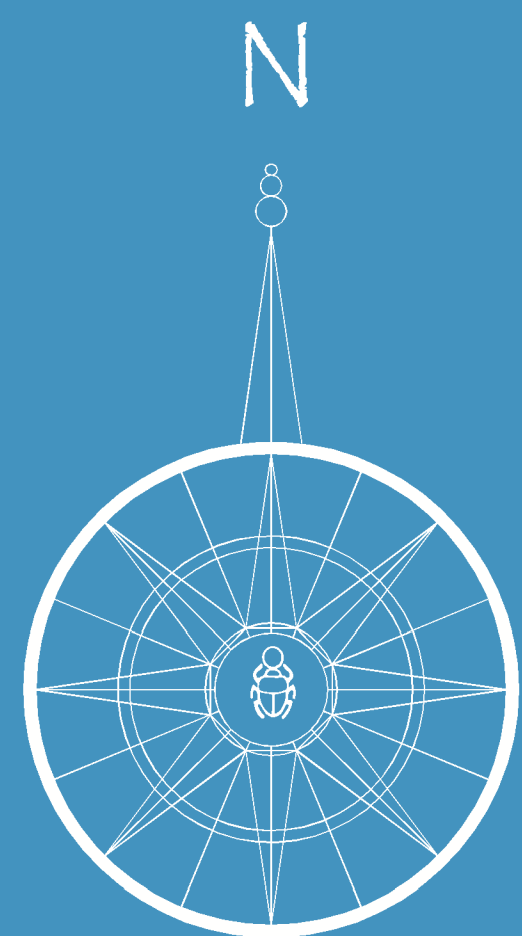
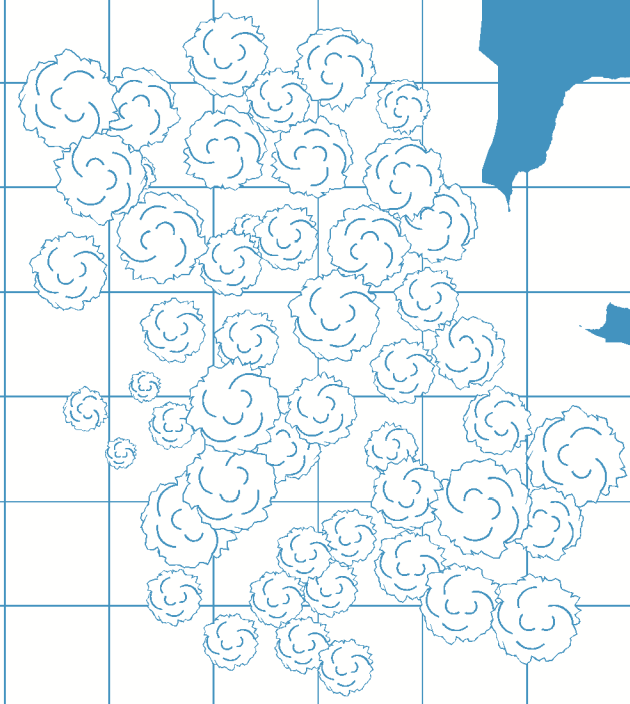


SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT



1 square = 50 feet

