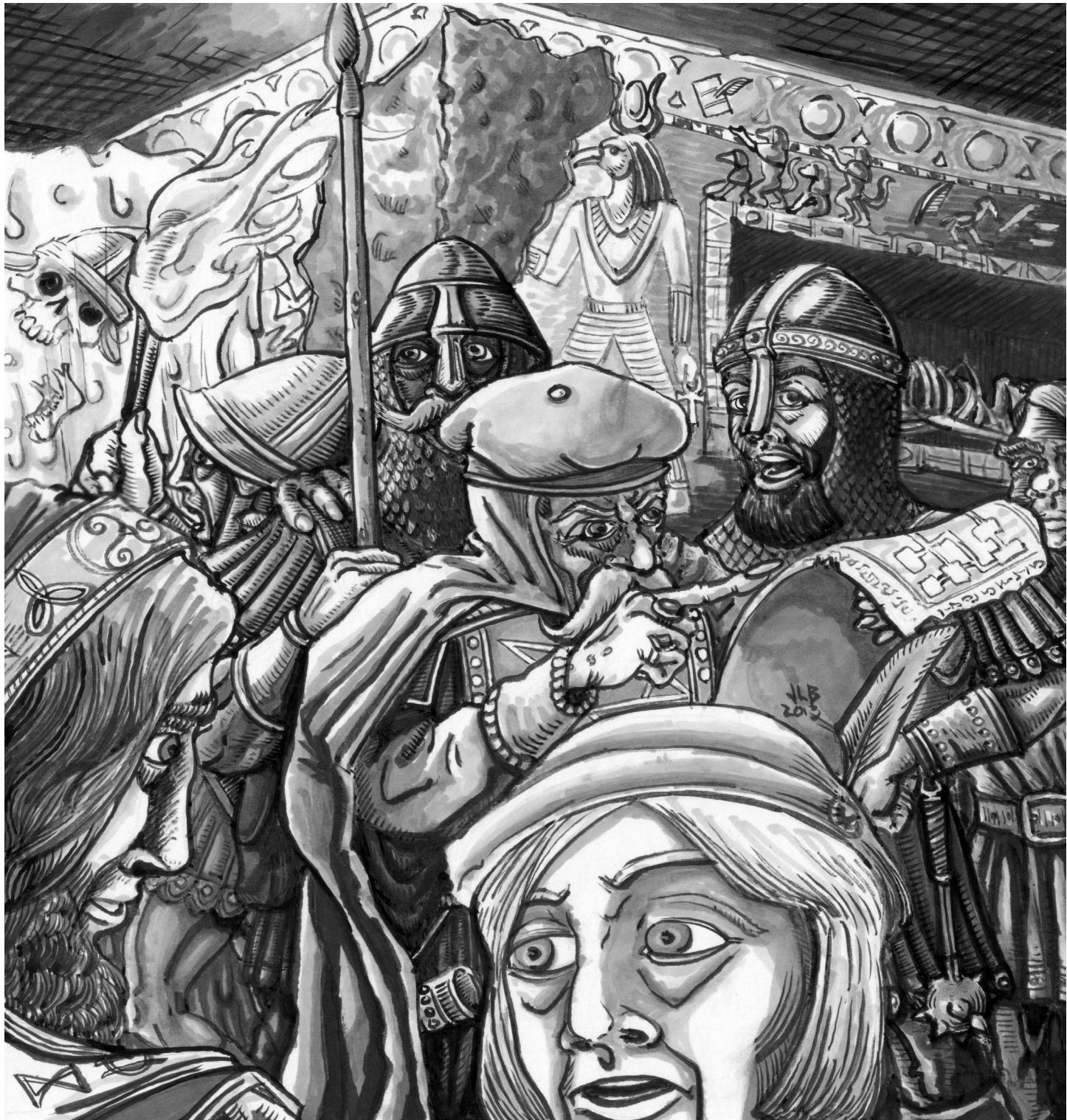


THE MAPS OF



ARDEN VUL

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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

N

8



Realm
of the
Elves

Khumus Khor-ates

Red Sand Desert

Dry Wastes

Irthuin

River Elesseos

Kazildor

Arden Vul

Narsileon

The Winedark Sea

Mithruin

Grain Islands

Archontos

Ostentown

Iron Isles

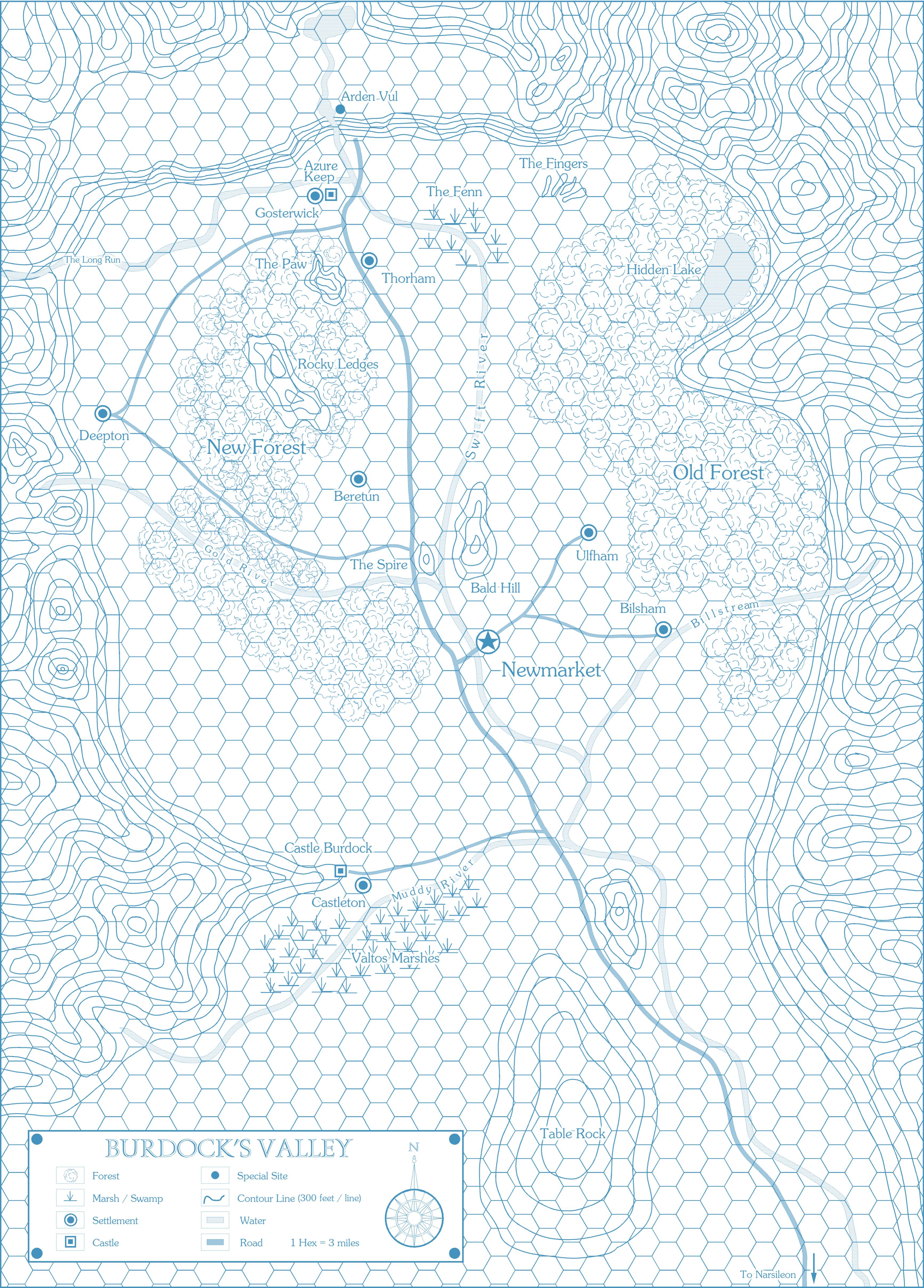
Arcturus

Sweetwater Hold

Agreon

Ostralios

1 Hex = 100 miles

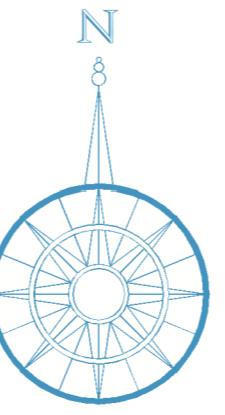


BURDOCK'S VALLEY

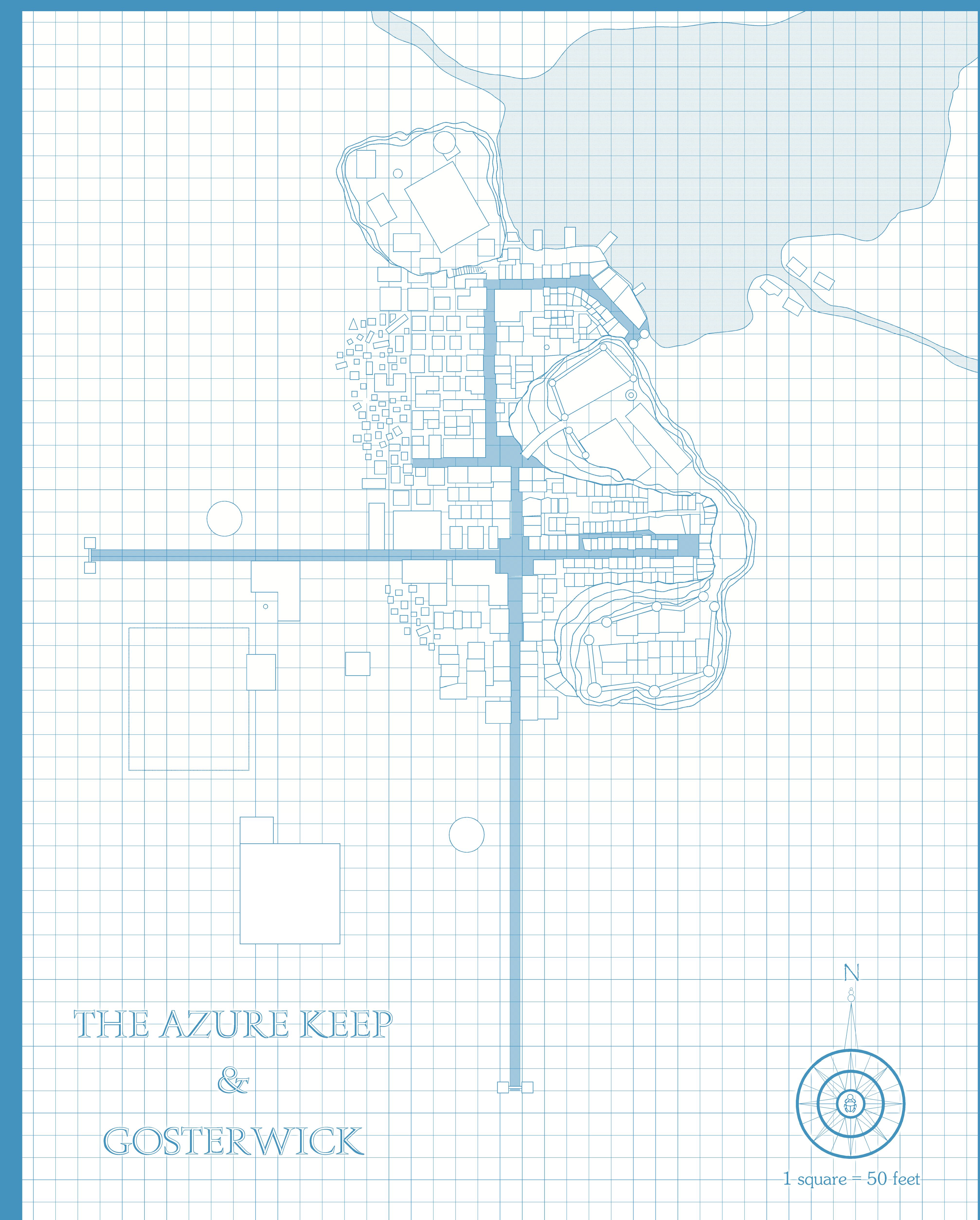
- Forest
- Marsh / Swamp
- Settlement
- Castle

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

1 Hex = 3 miles



To Narsileon



THE AZURE KEEP

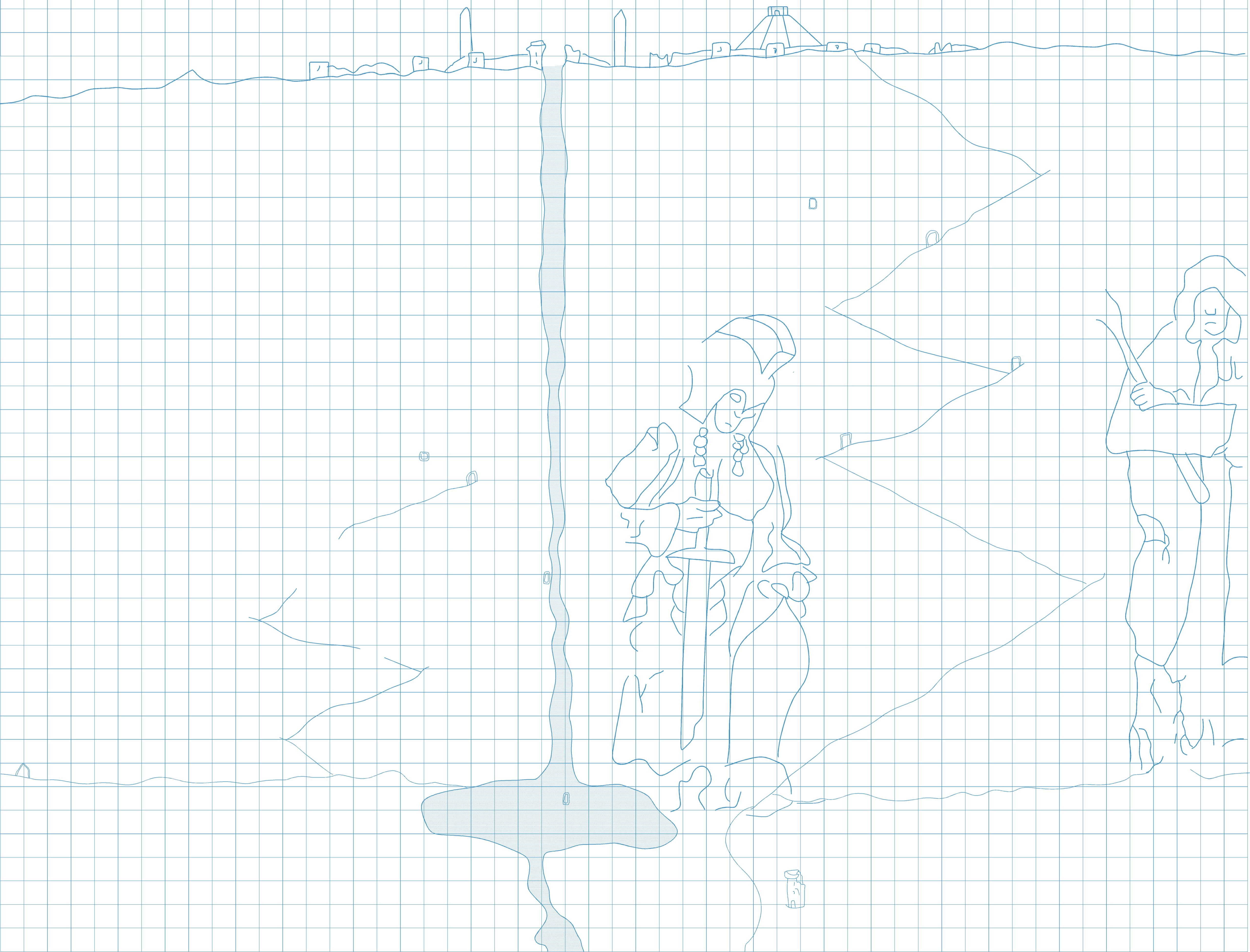
&

GOSTERWICK

1 square = 50 feet

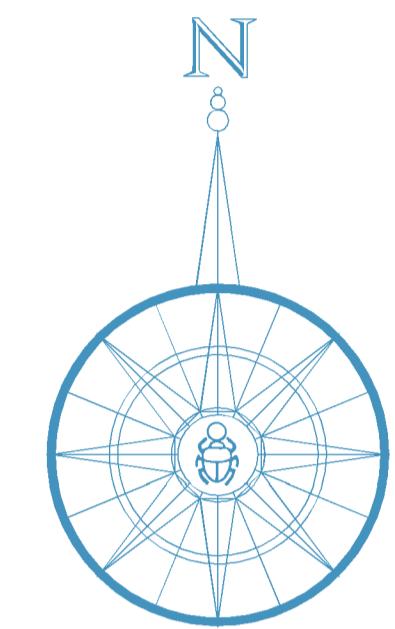
ARDEN VUL
THE CLIFF FACE

1 square = 50 feet



ARDEN VUL

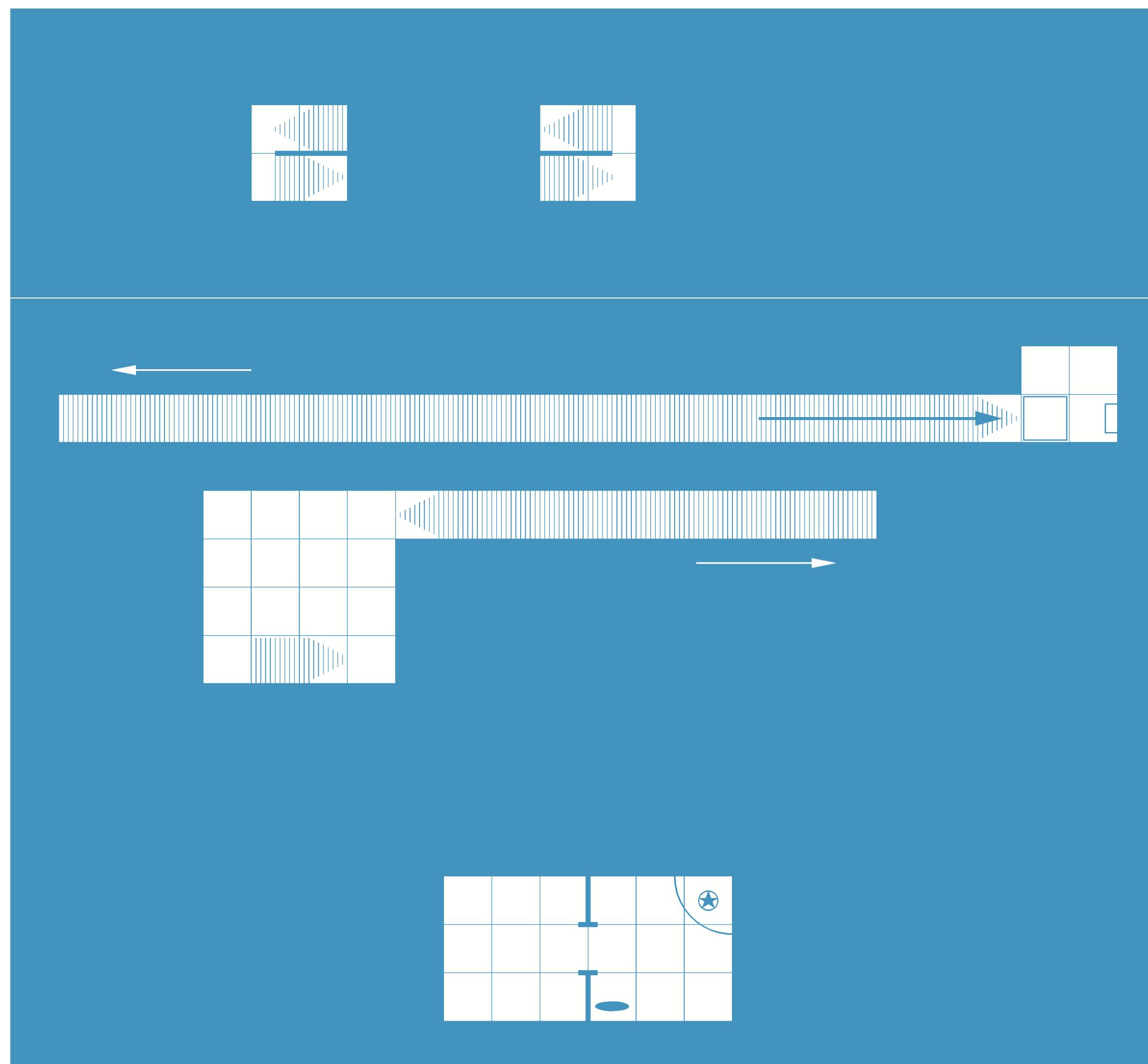
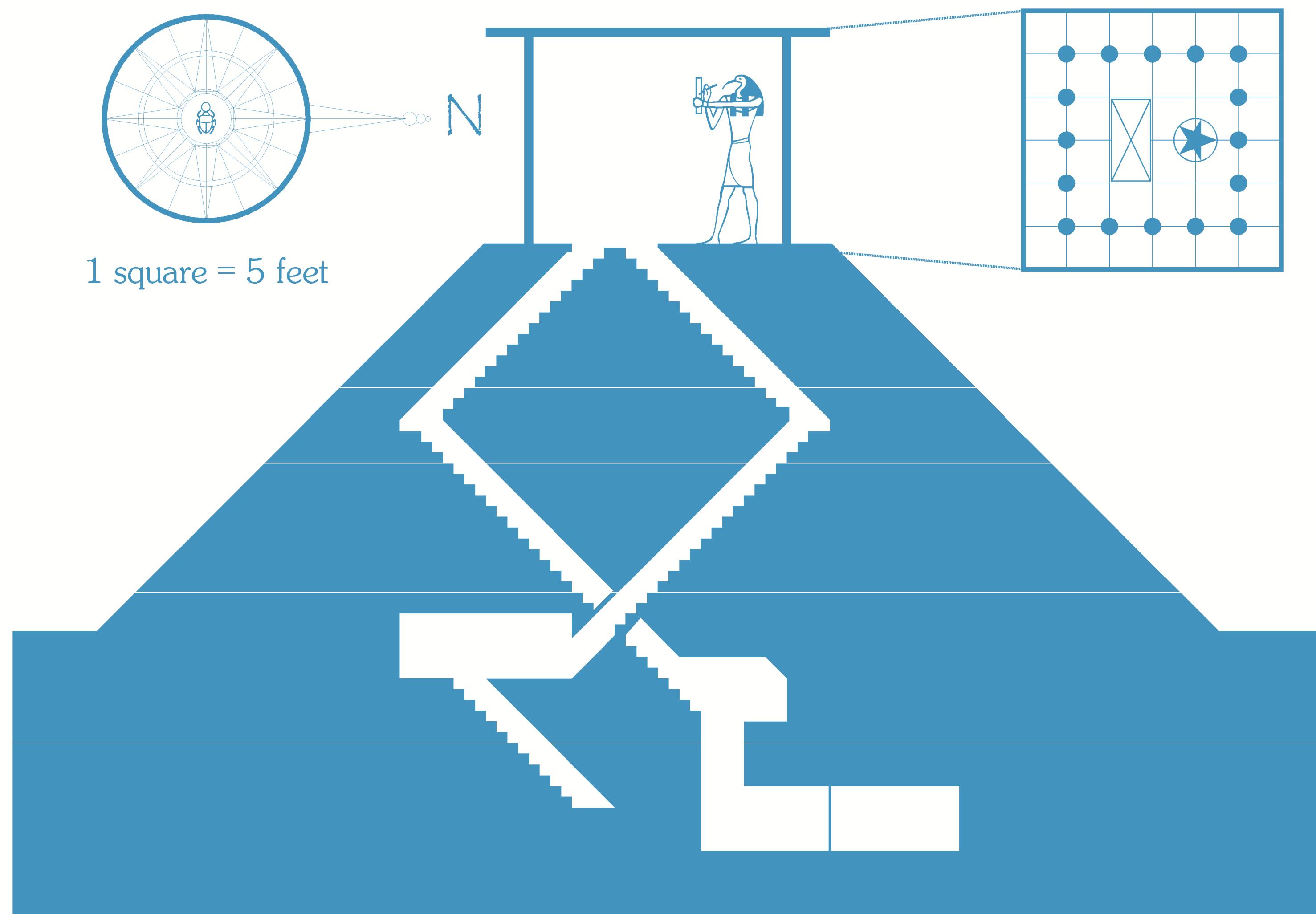
THE RUINED CITY



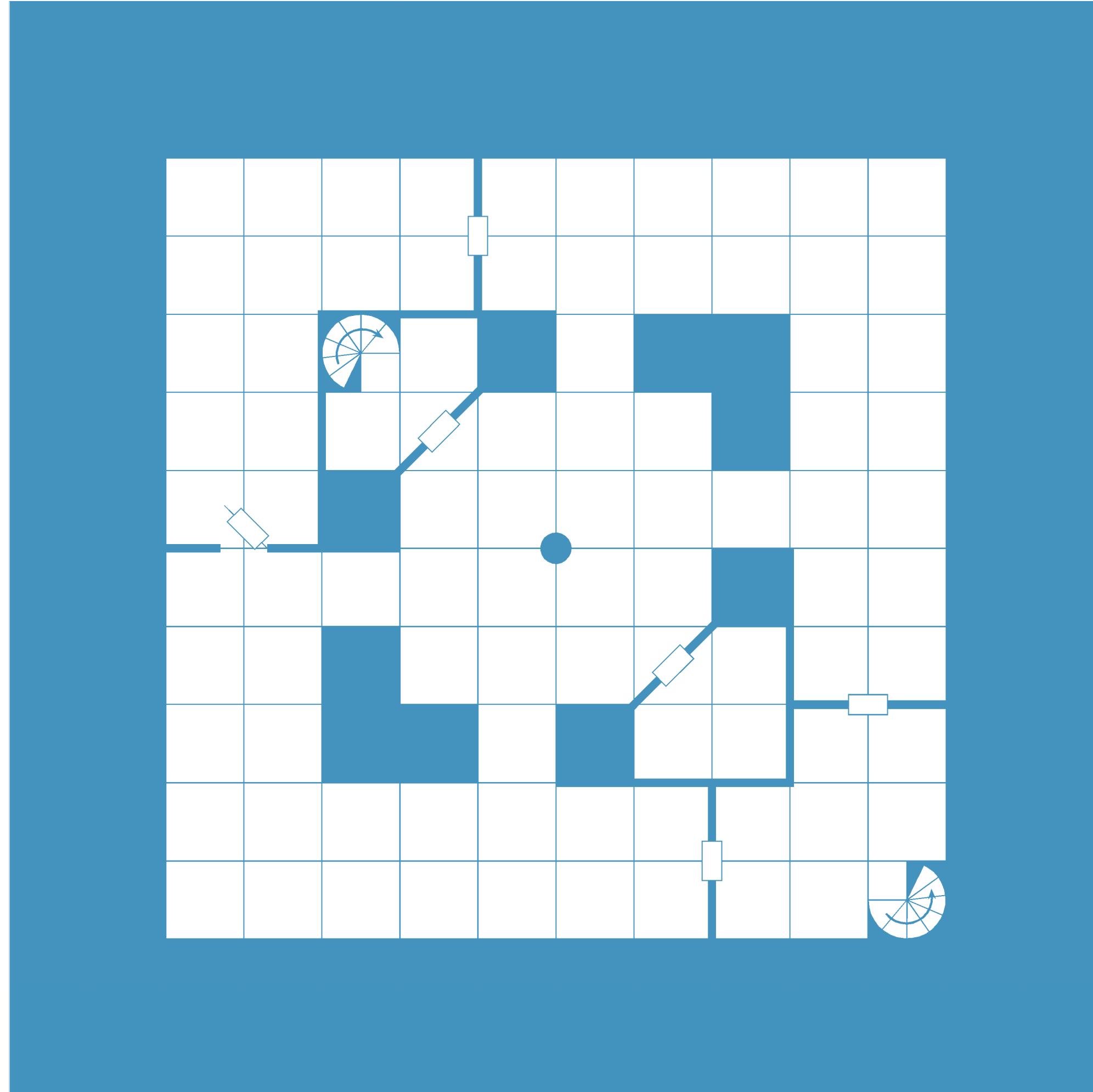
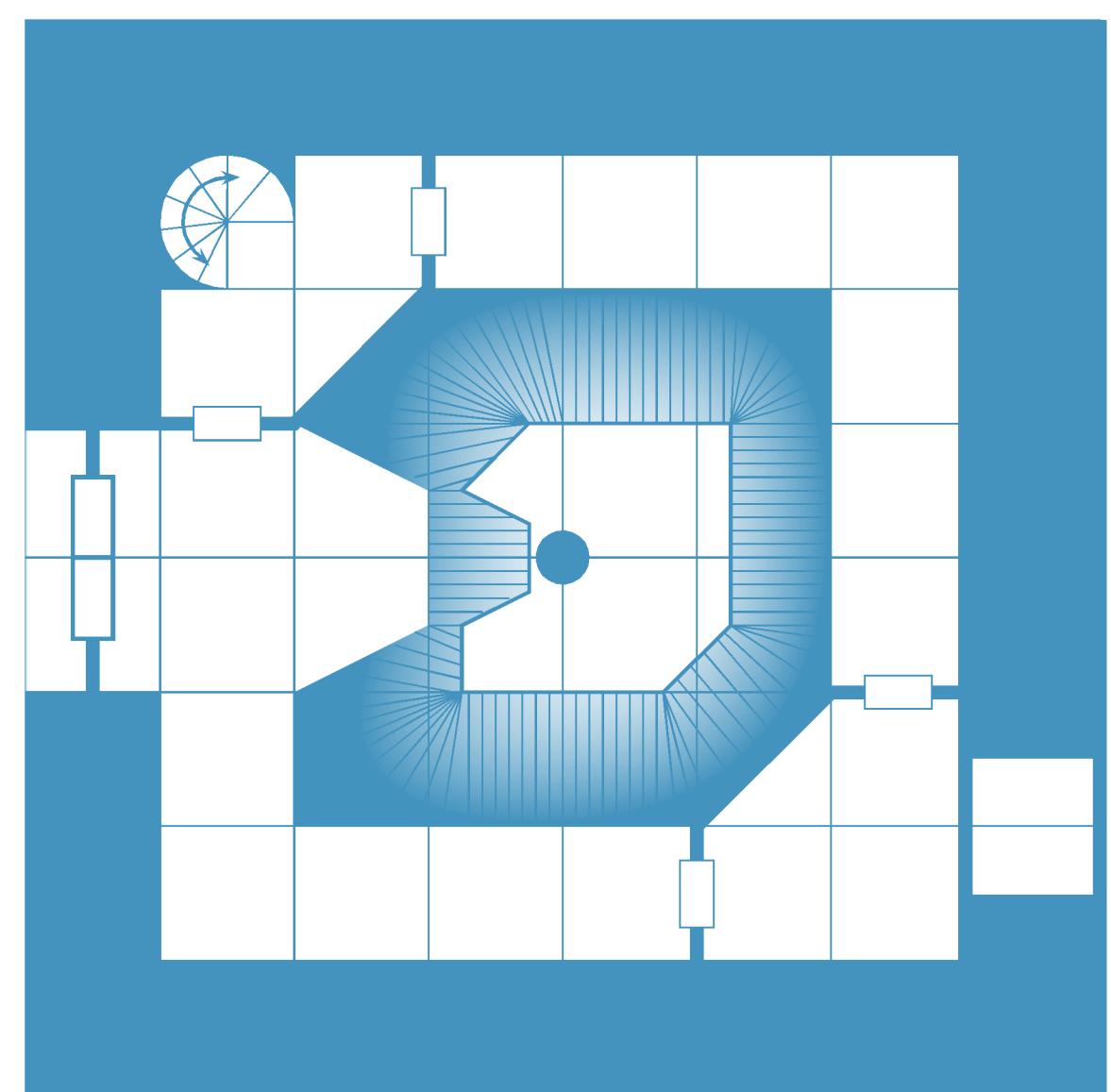
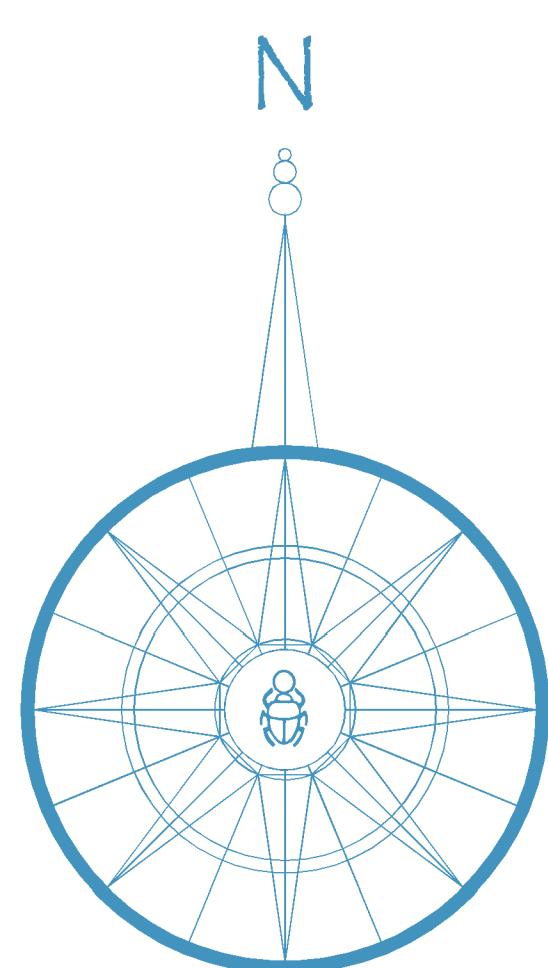
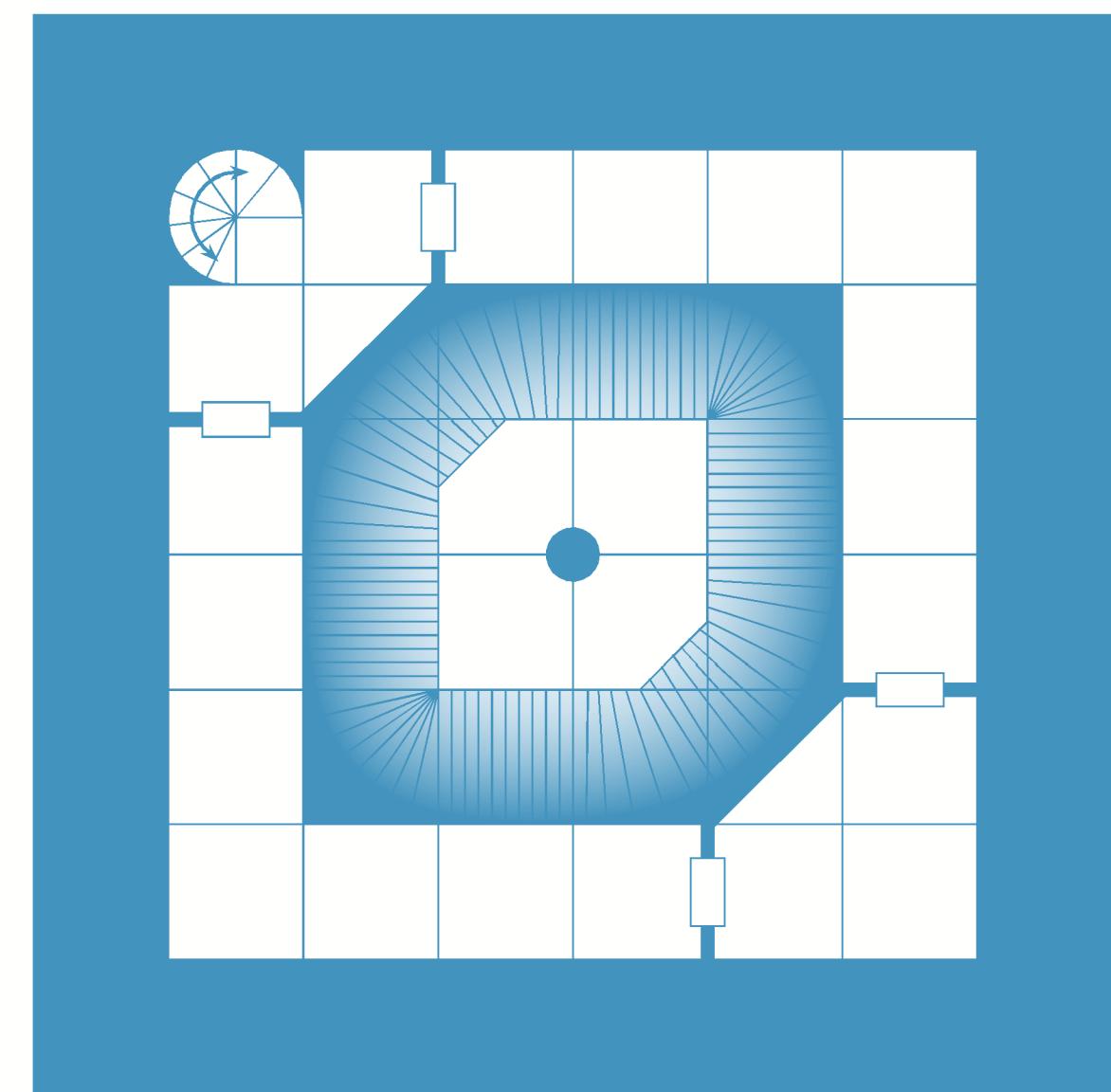
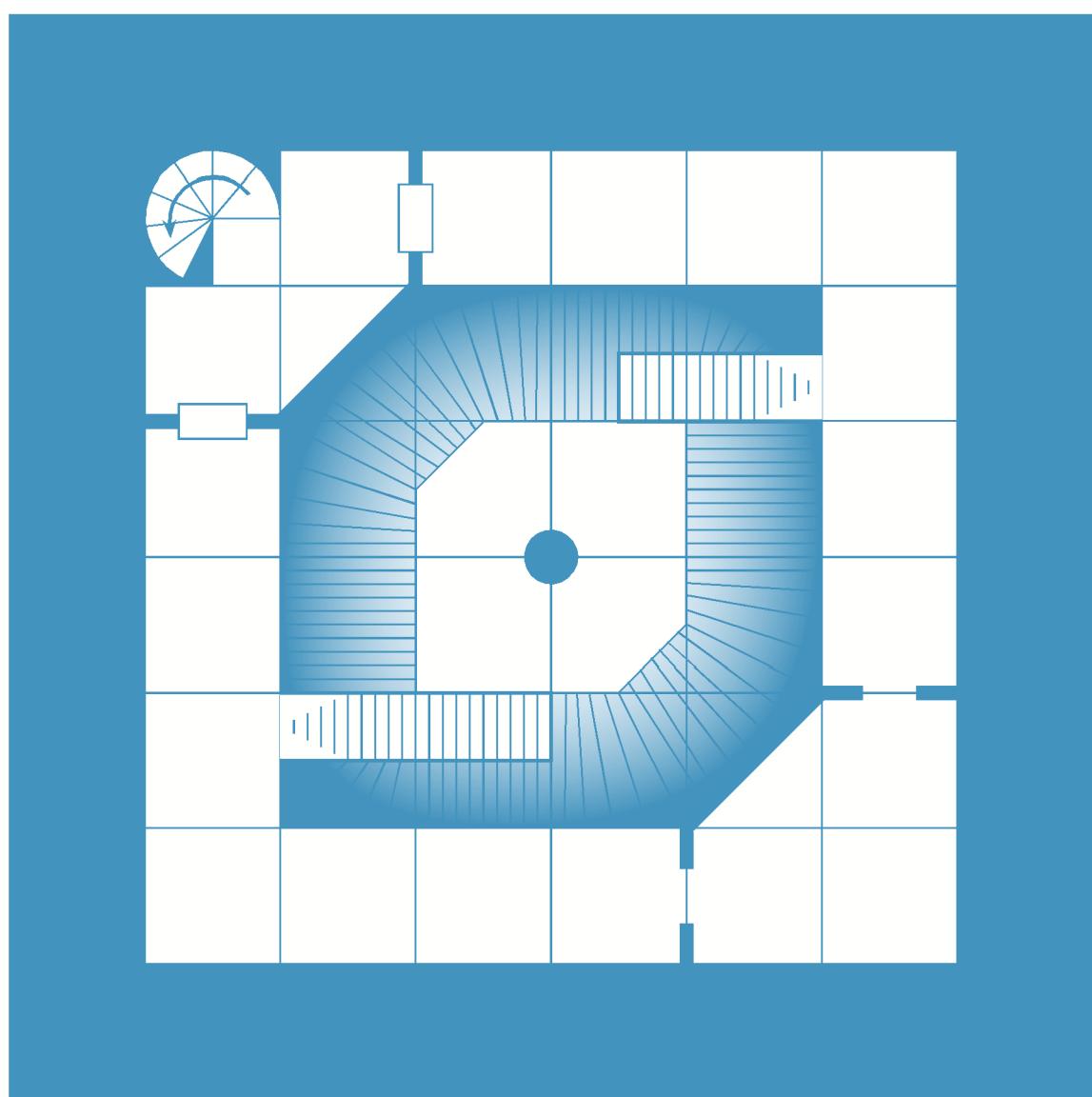
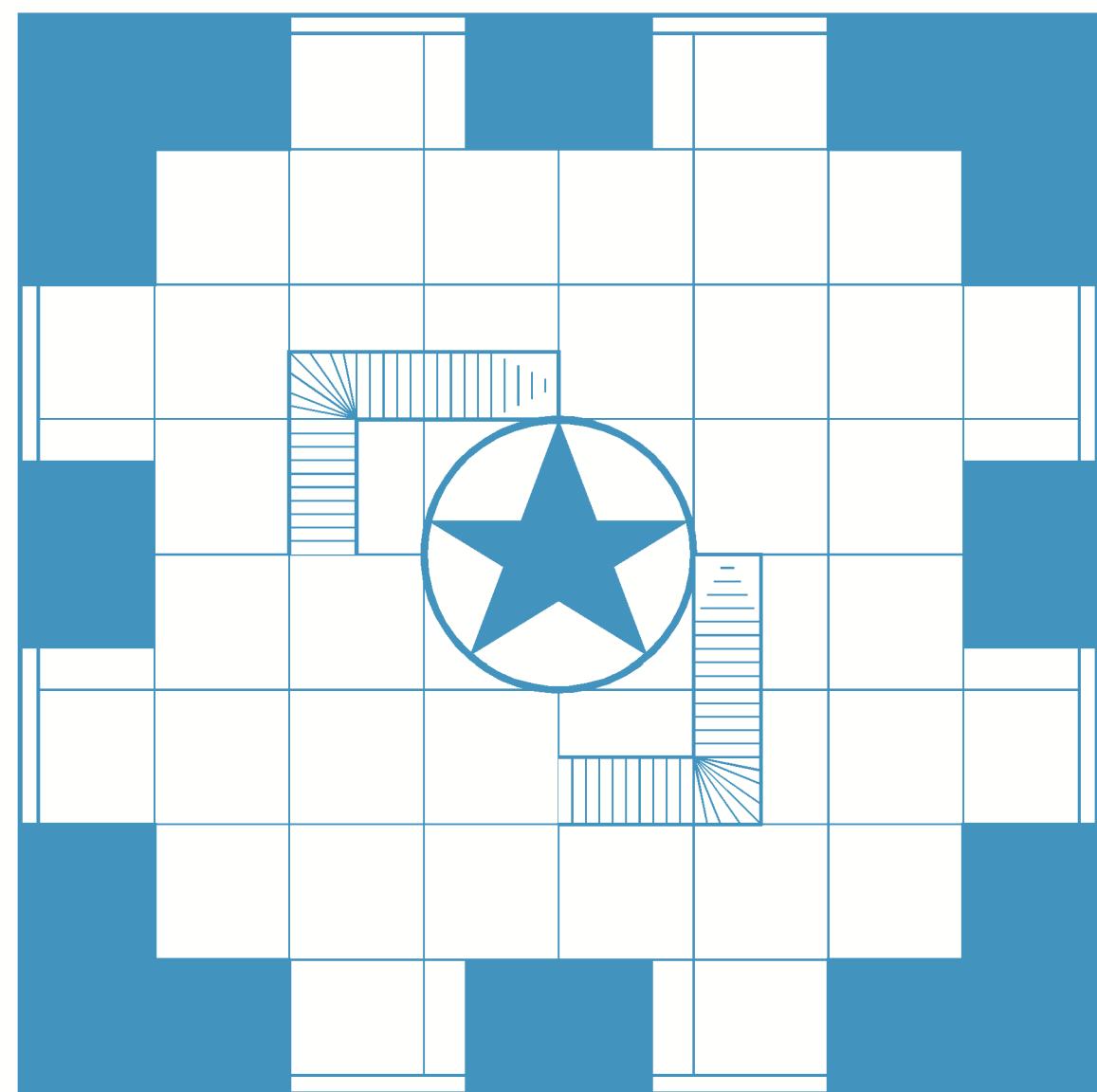
1 square = 50 feet



UNDER THE PYRAMID OF THOTH

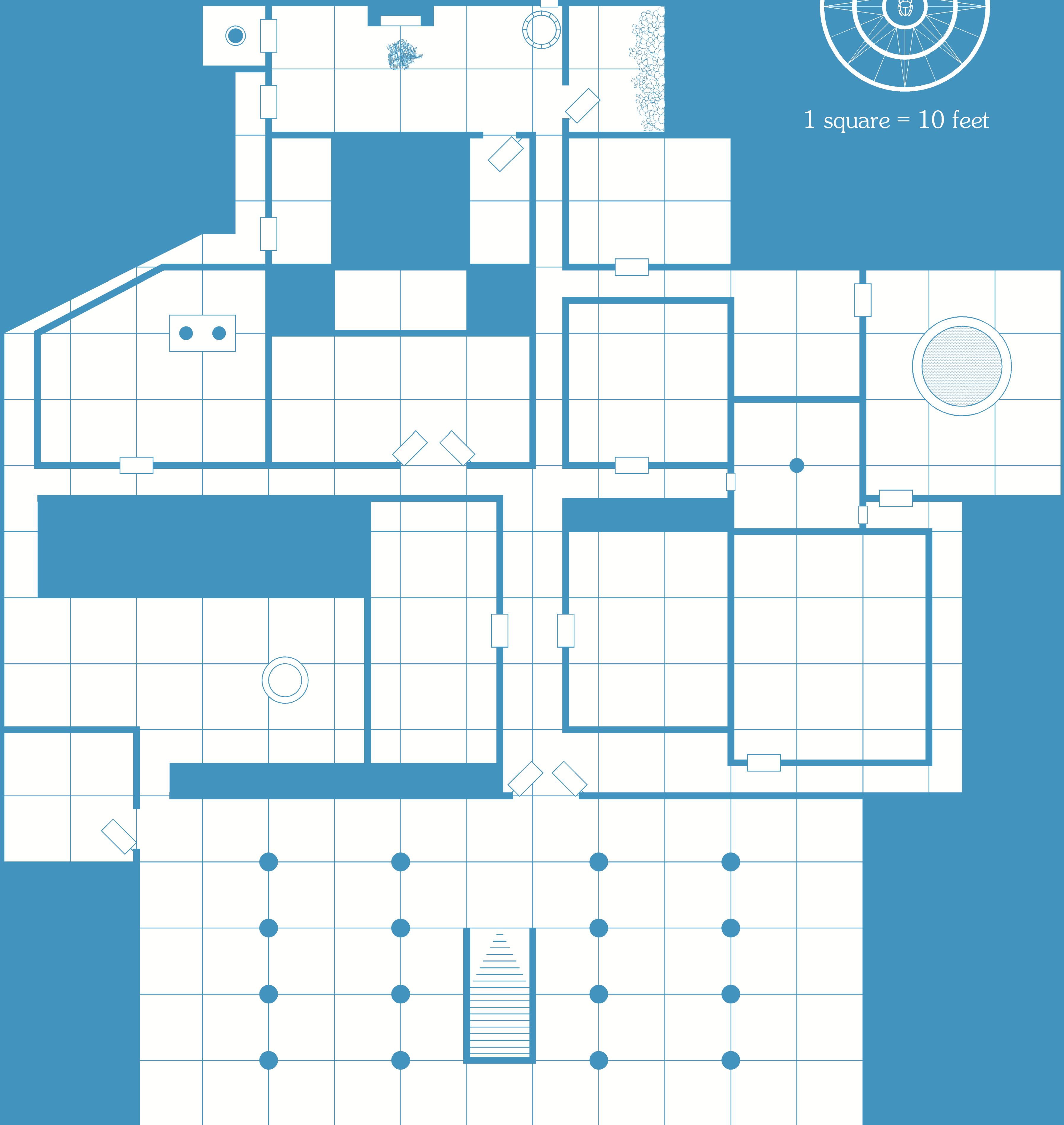
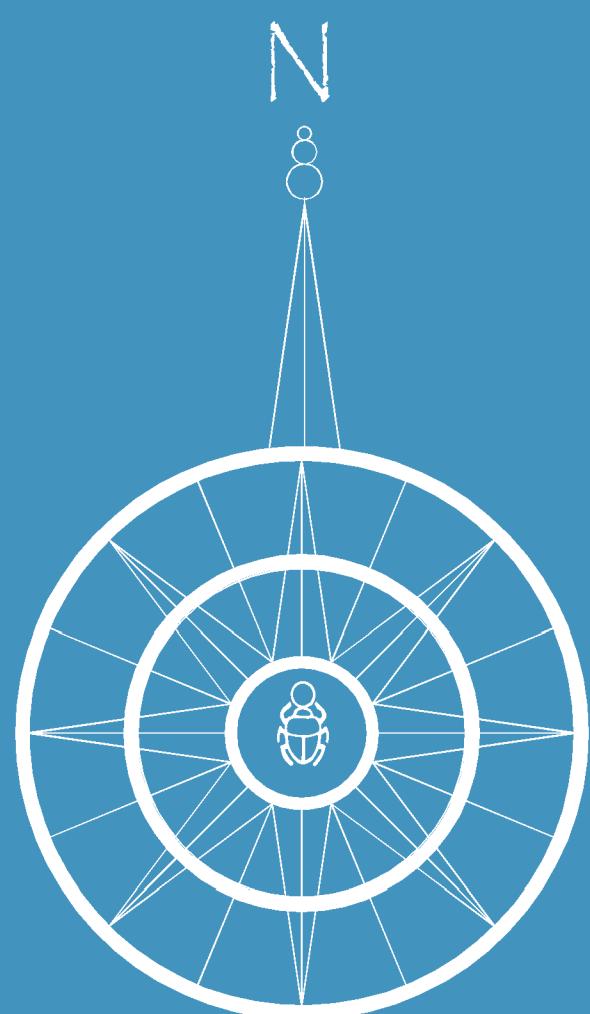
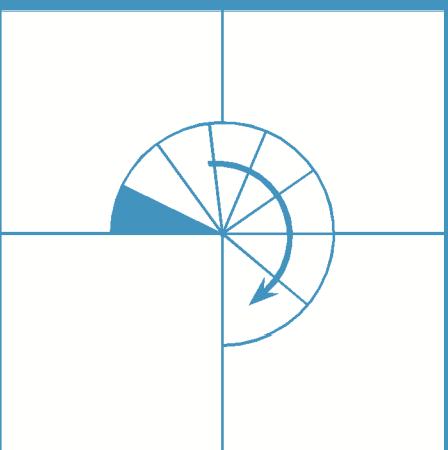


THE TOWER OF SCRUTINY



LEVEL 1

THE BASEMENT



THE HOWLING CAVES

1 square = 10 feet

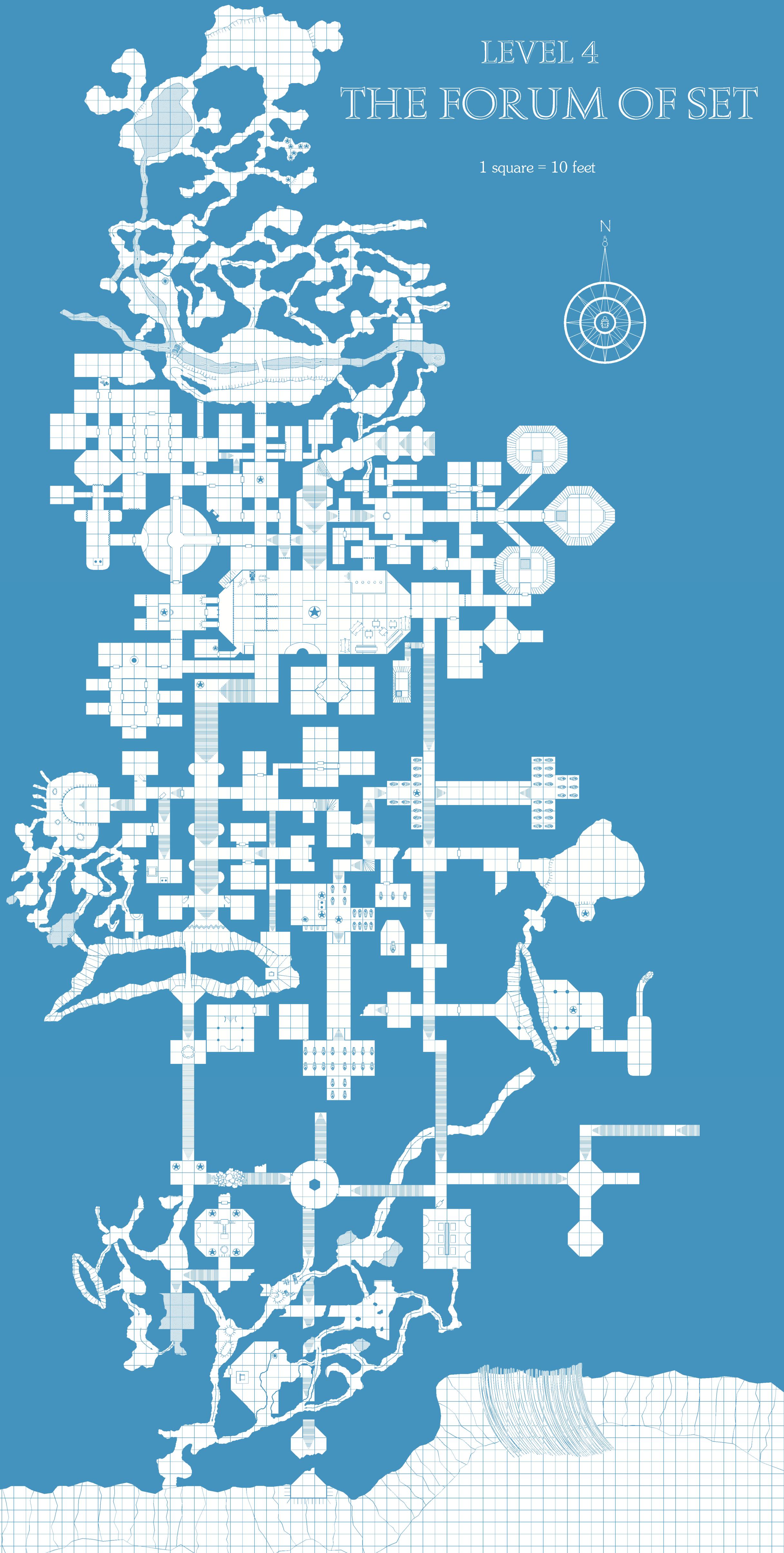
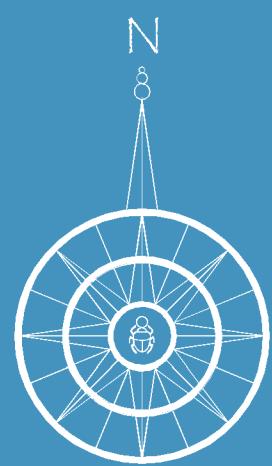
LEVEL 2

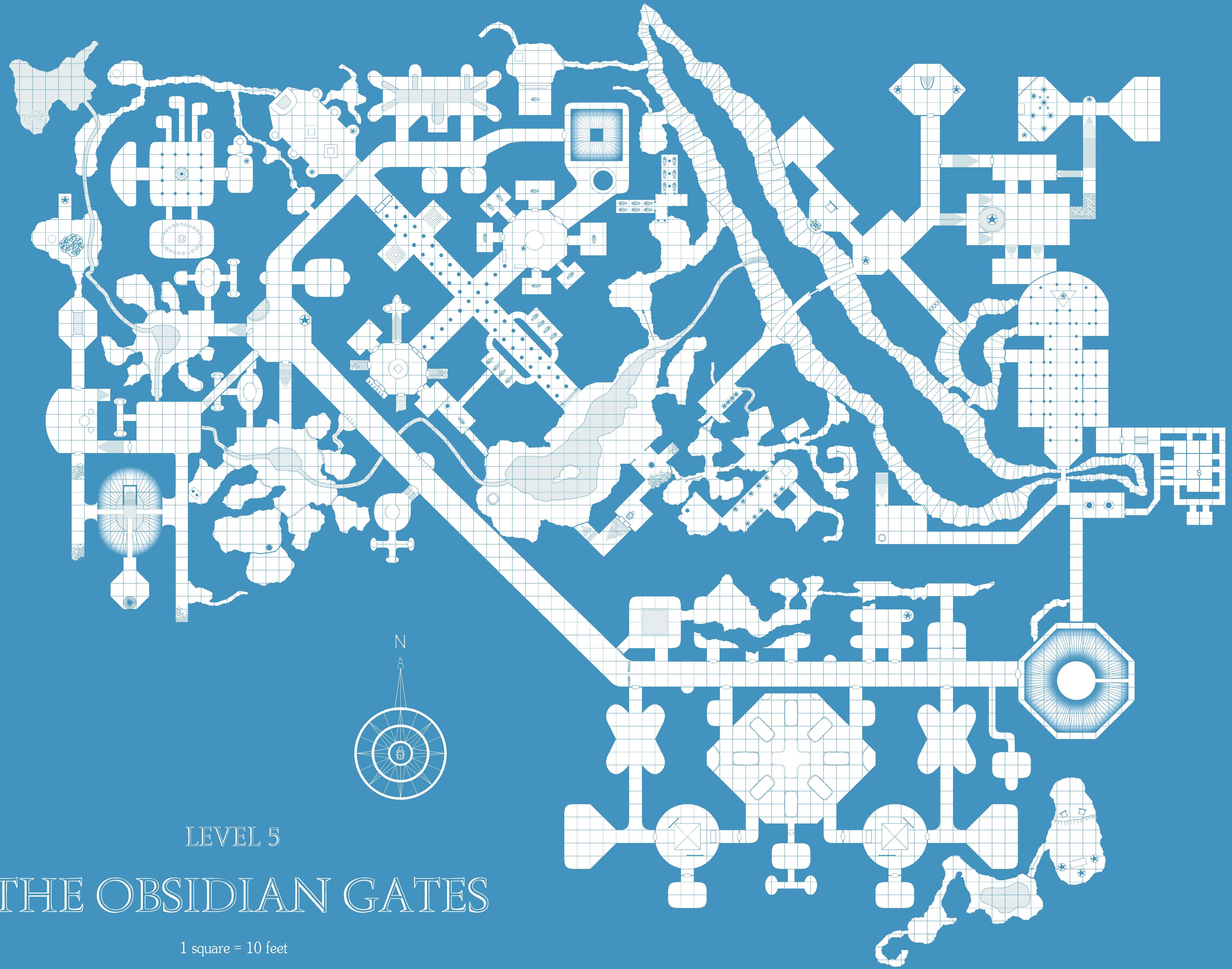


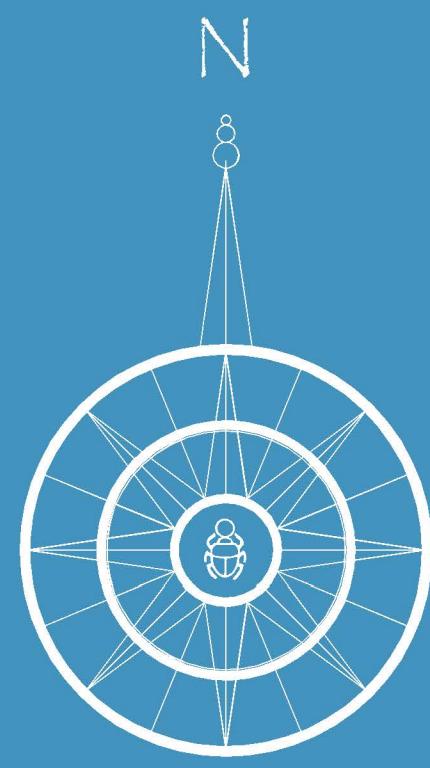


LEVEL 4
THE FORUM OF SET

1 square = 10 feet

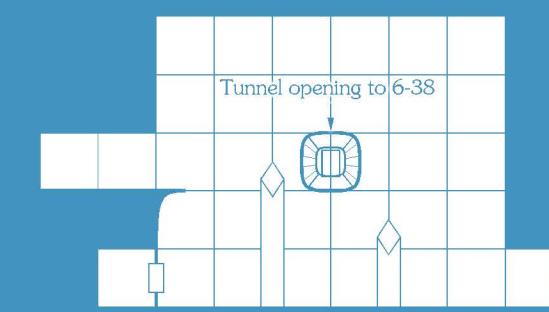






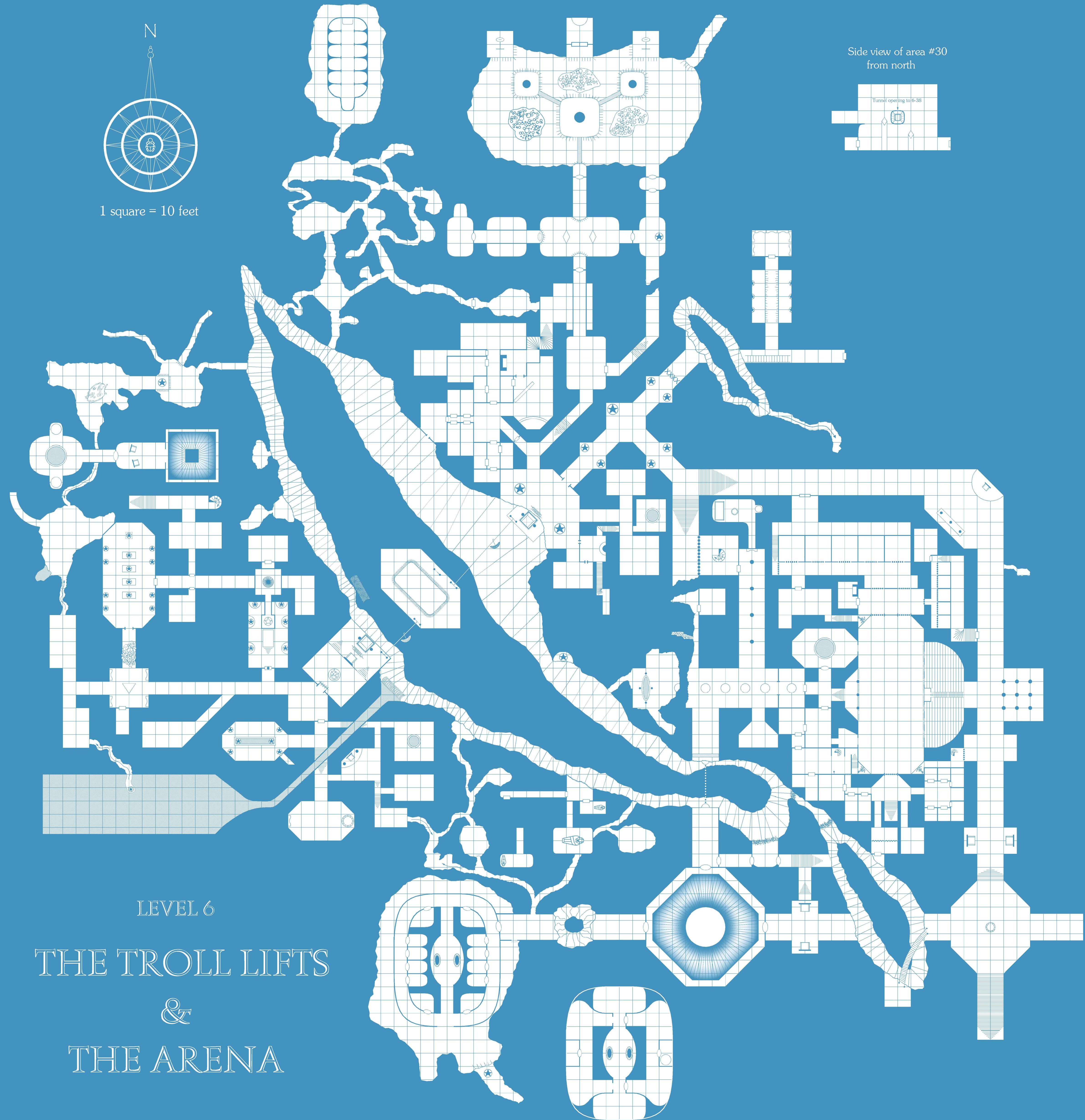
1 square = 10 feet

Side view of area #30
from north



LEVEL 6

THE TROLL LIFTS & THE ARENA



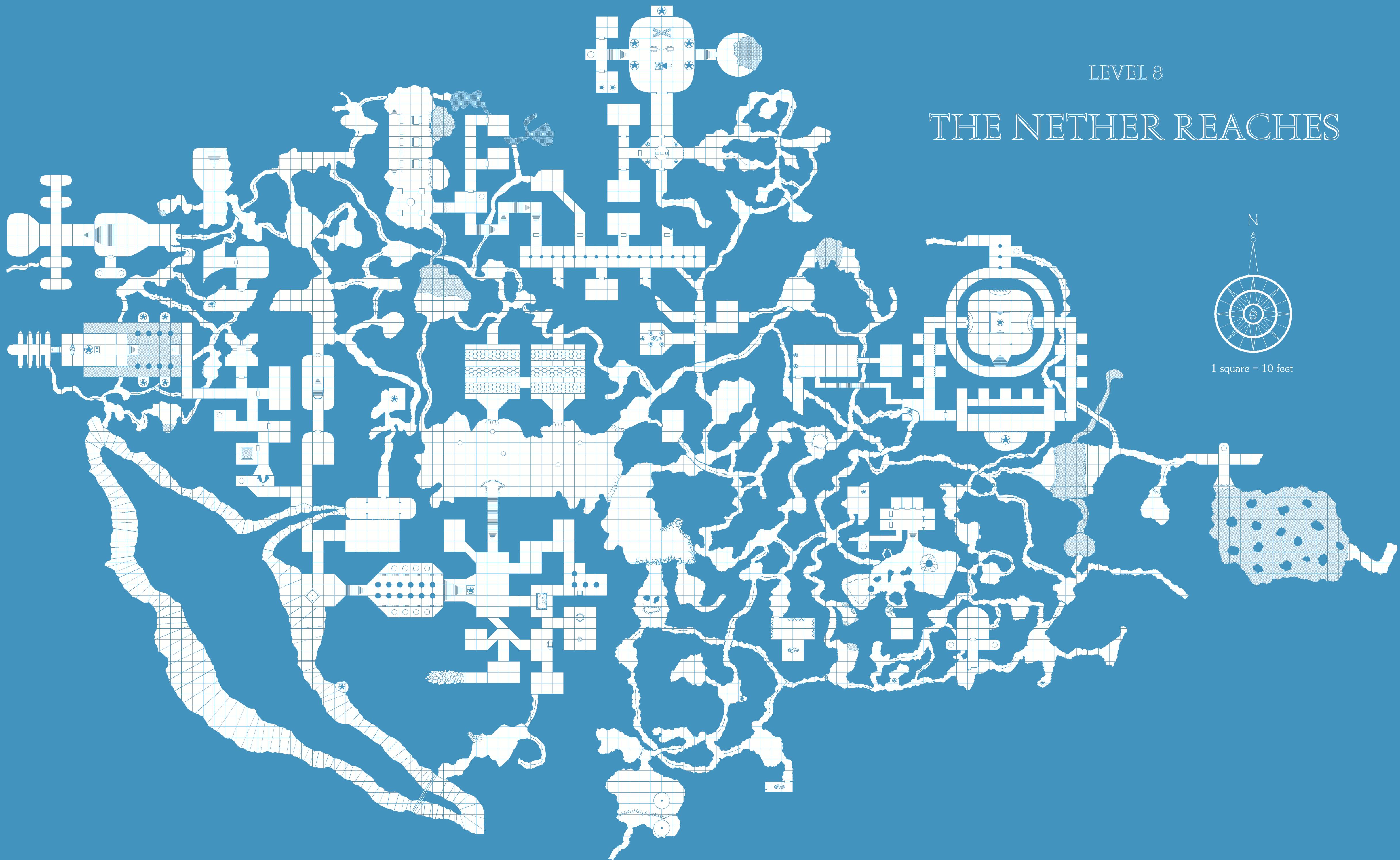


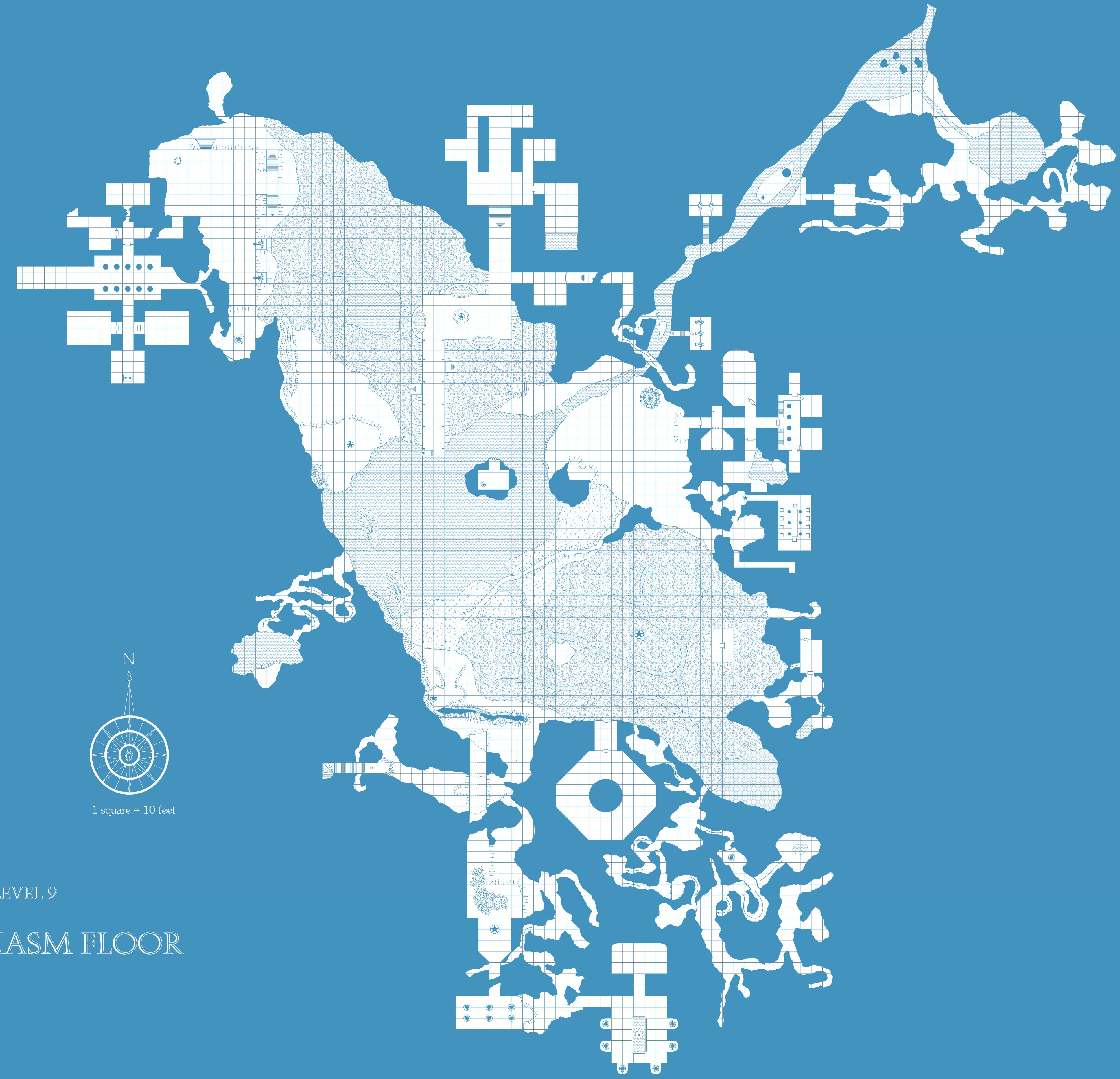
LEVEL 7

THE COURT OF THE TROLL THEGN

LEVEL 8

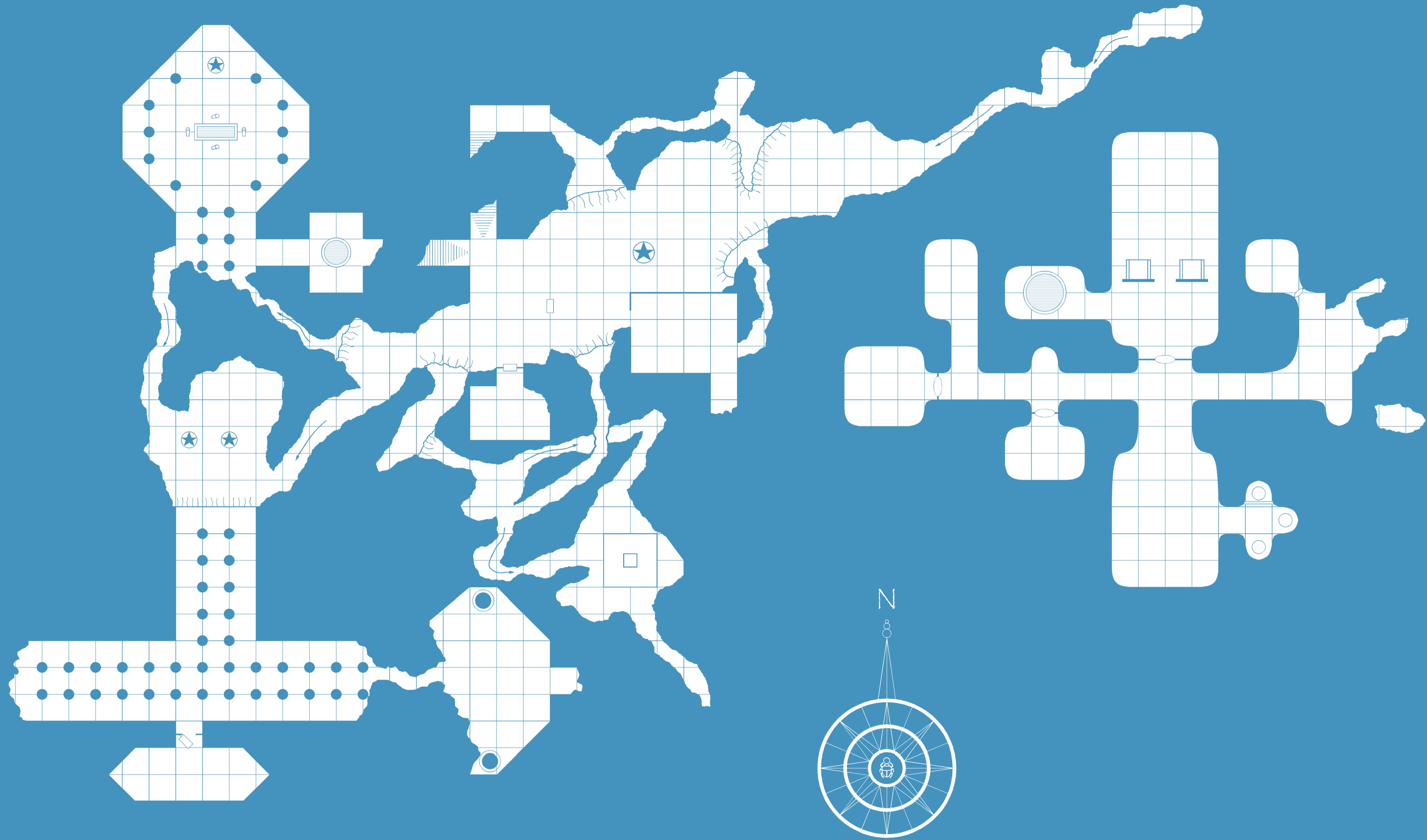
THE NETHER REACHES





LEVEL 9

THE CHASM FLOOR



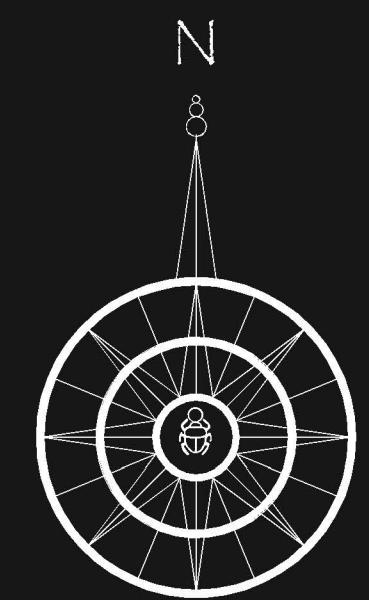
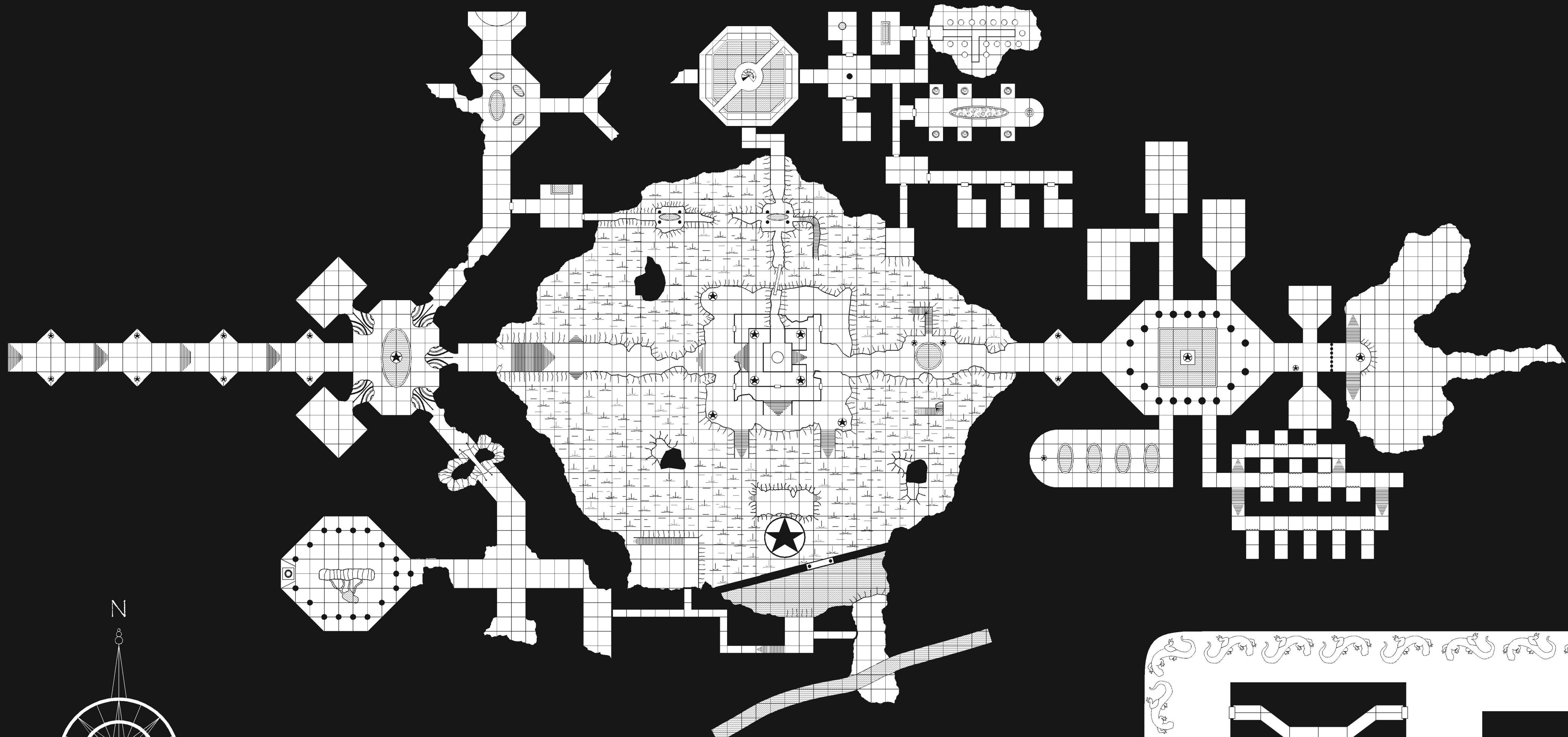
1 square = 10 feet

LEVEL 9

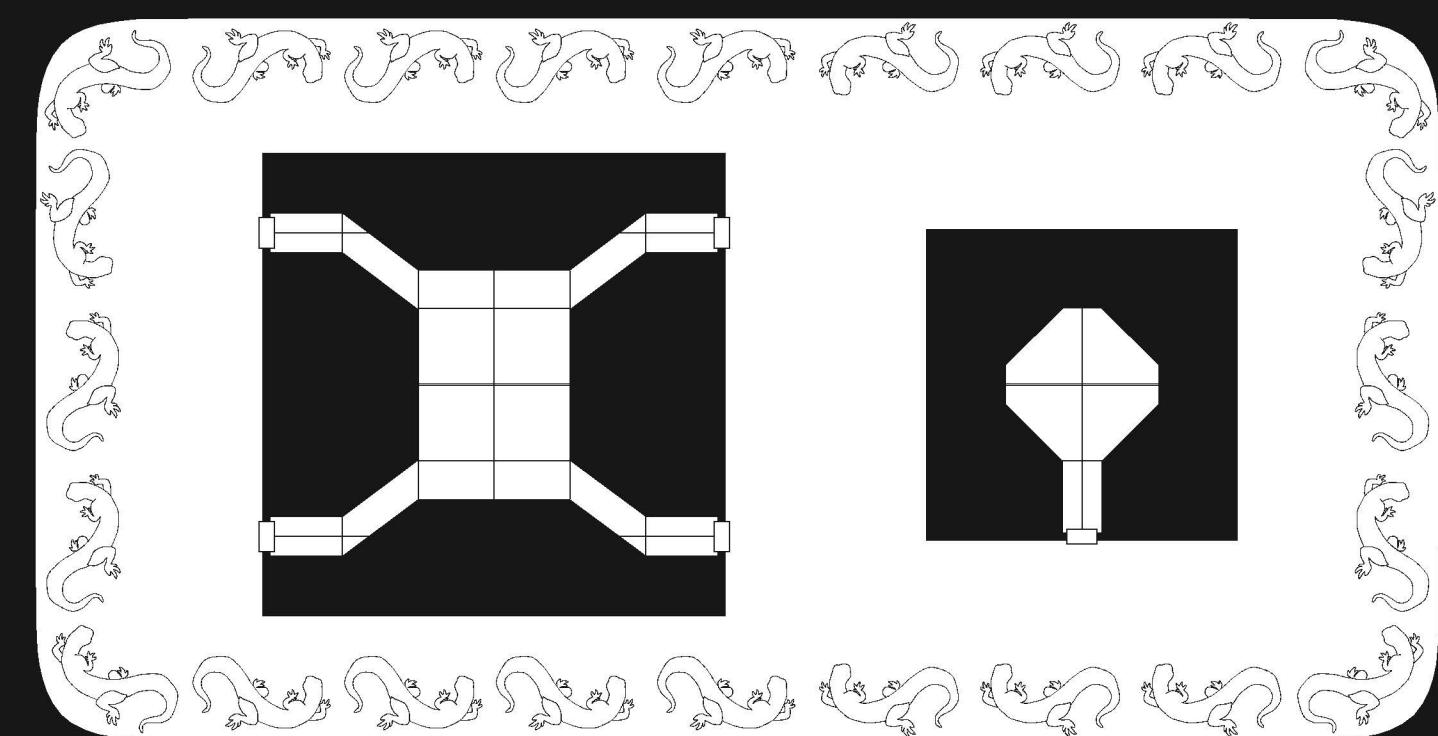
SECRET AREAS

LEVEL 10

THE ZIGGURAT OF KAUKE



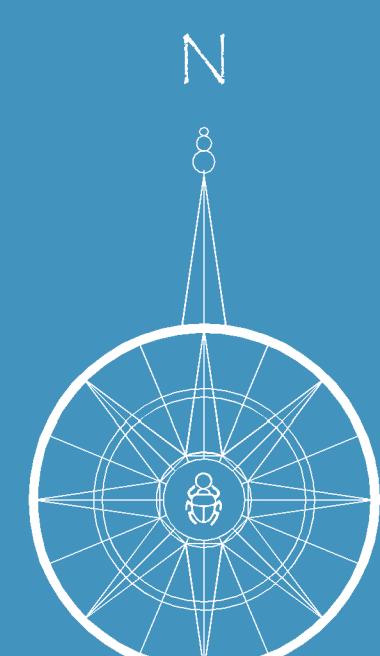
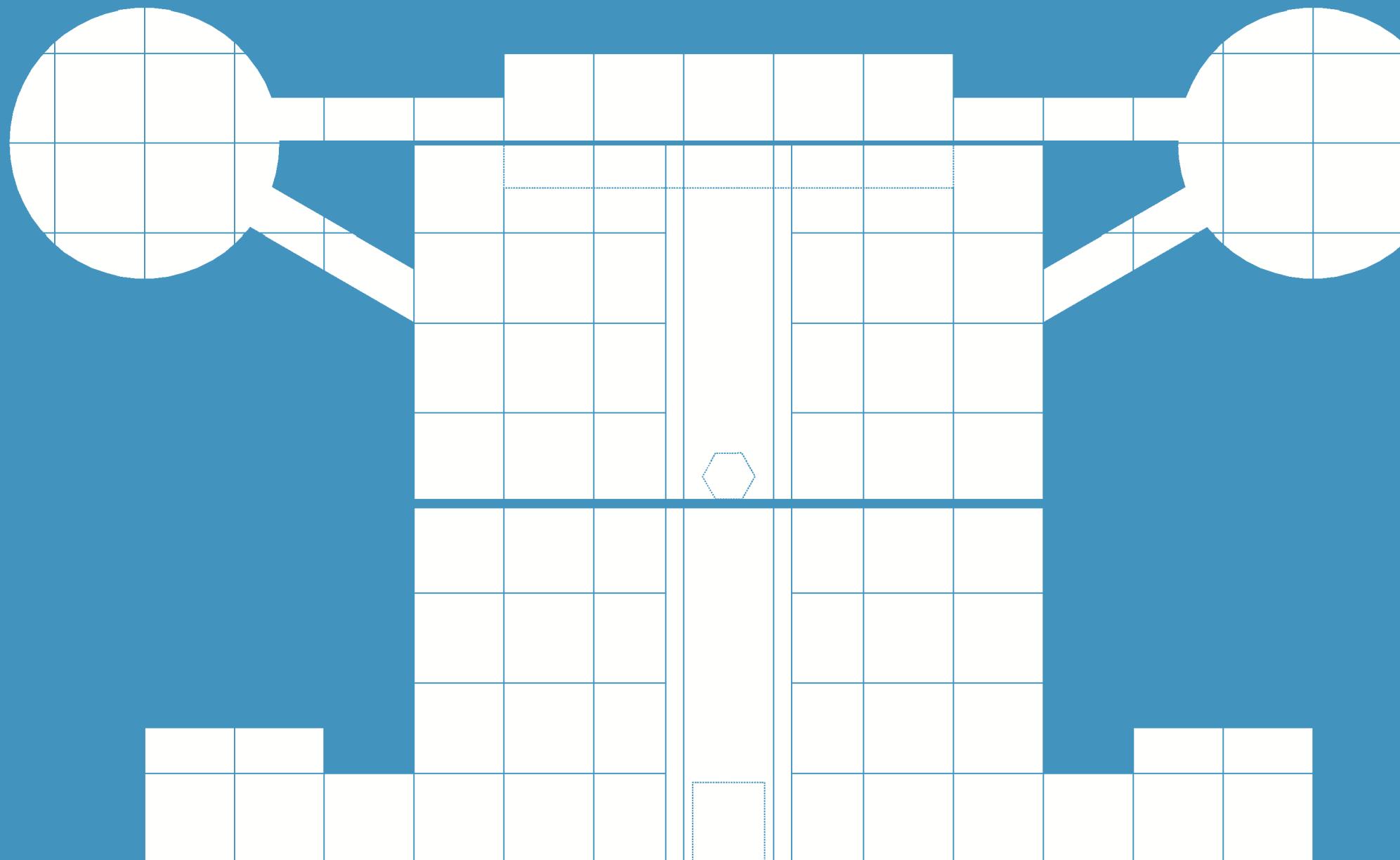
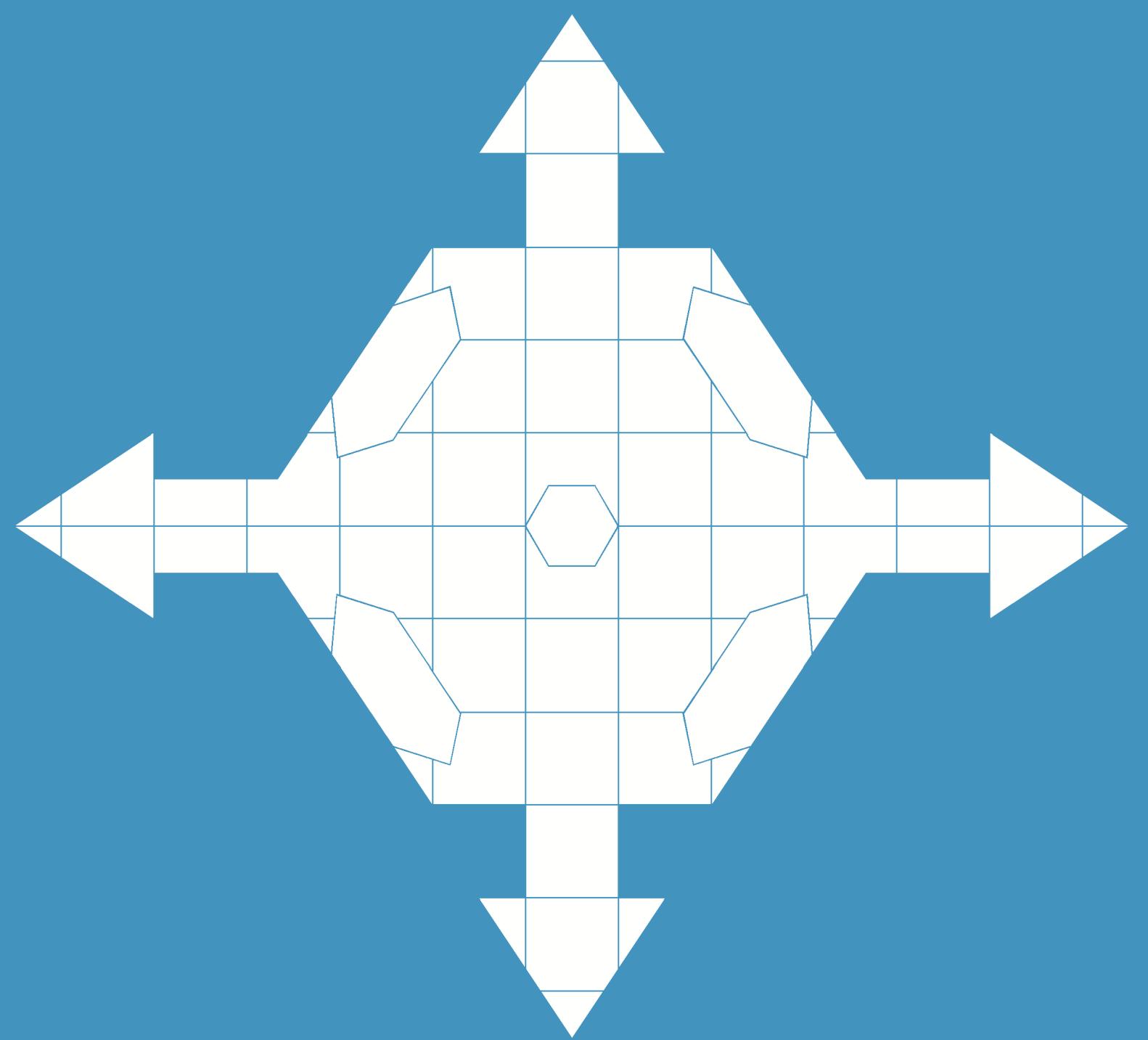
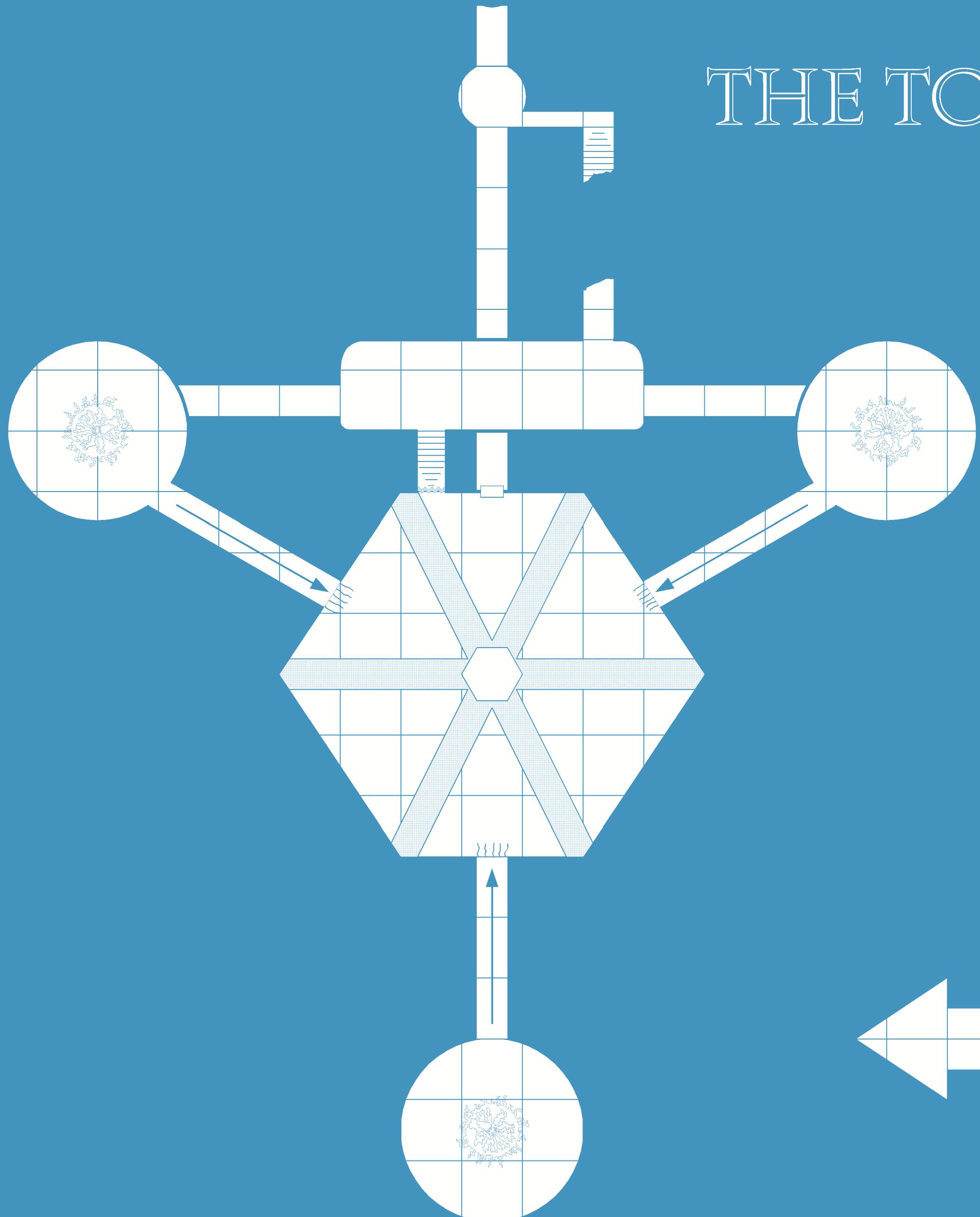
1 square = 10 feet



INSIDE THE ZIGGURAT

SUB-LEVEL 1

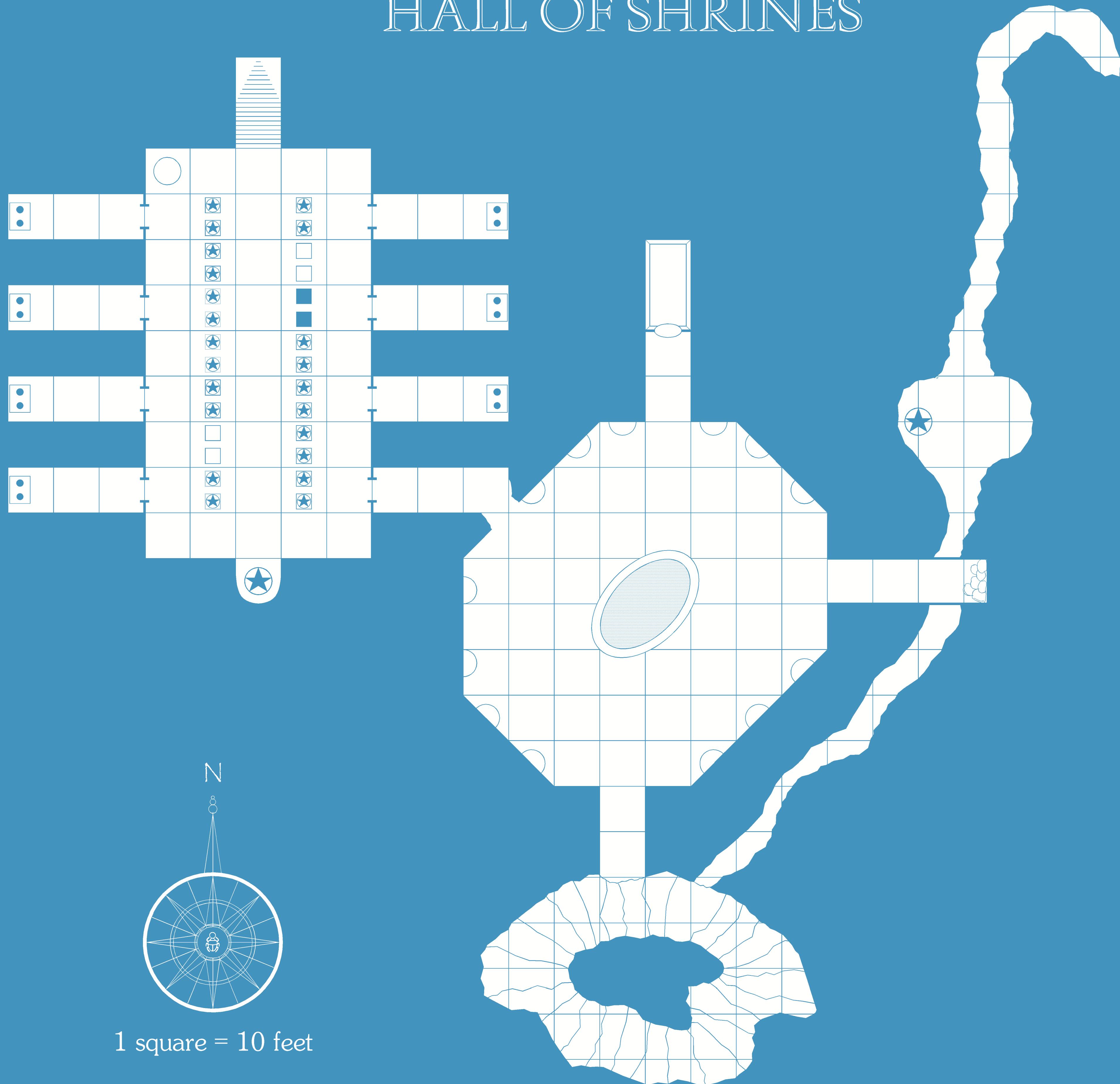
THE TOMBS OF LIGHT



1 square = 10 feet

SUB-LEVEL 2

HALL OF SHRINES

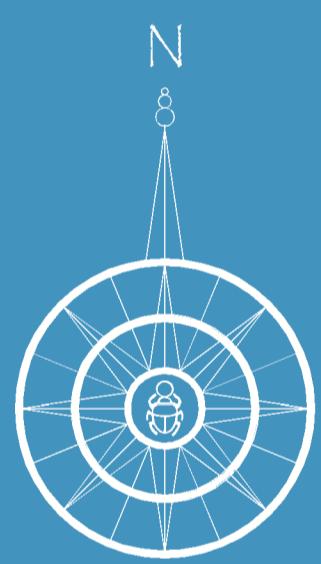


1 square = 10 feet



SUB-LEVEL 3

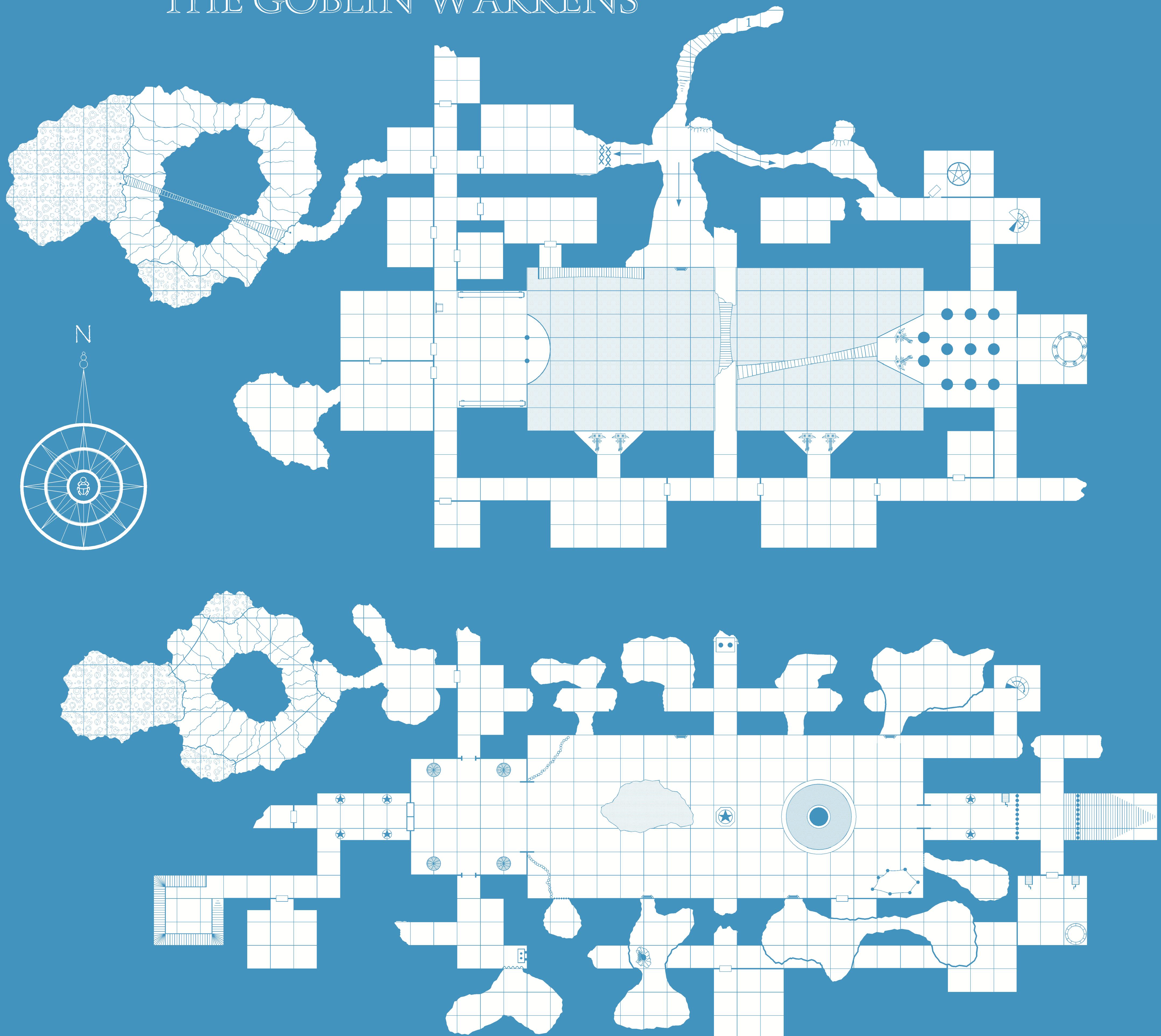
LESSER BABOON CAVES

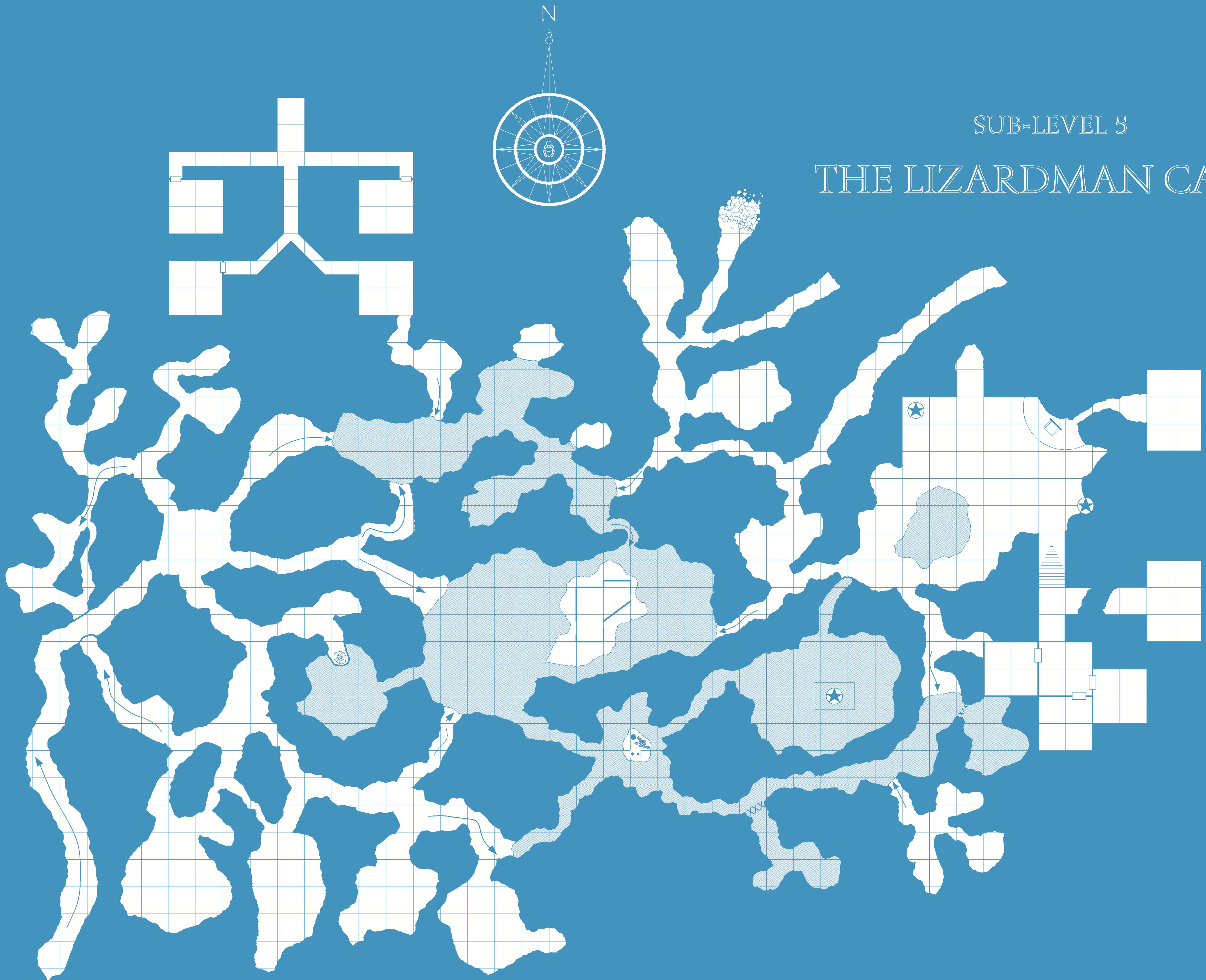


1 square = 10 feet

SUB-LEVEL 4

THE GOBLIN WARRENS





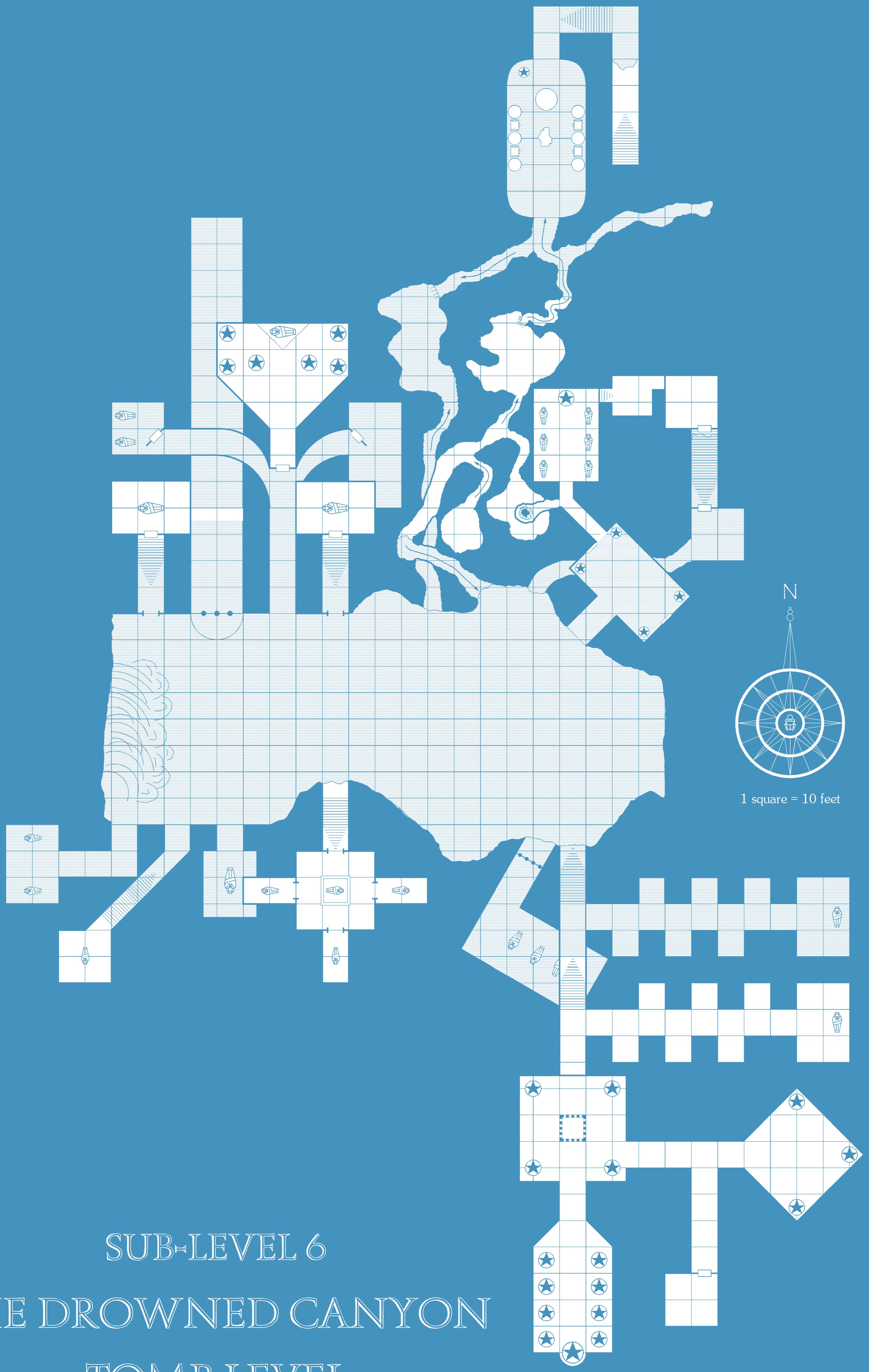
SUB-LEVEL 5

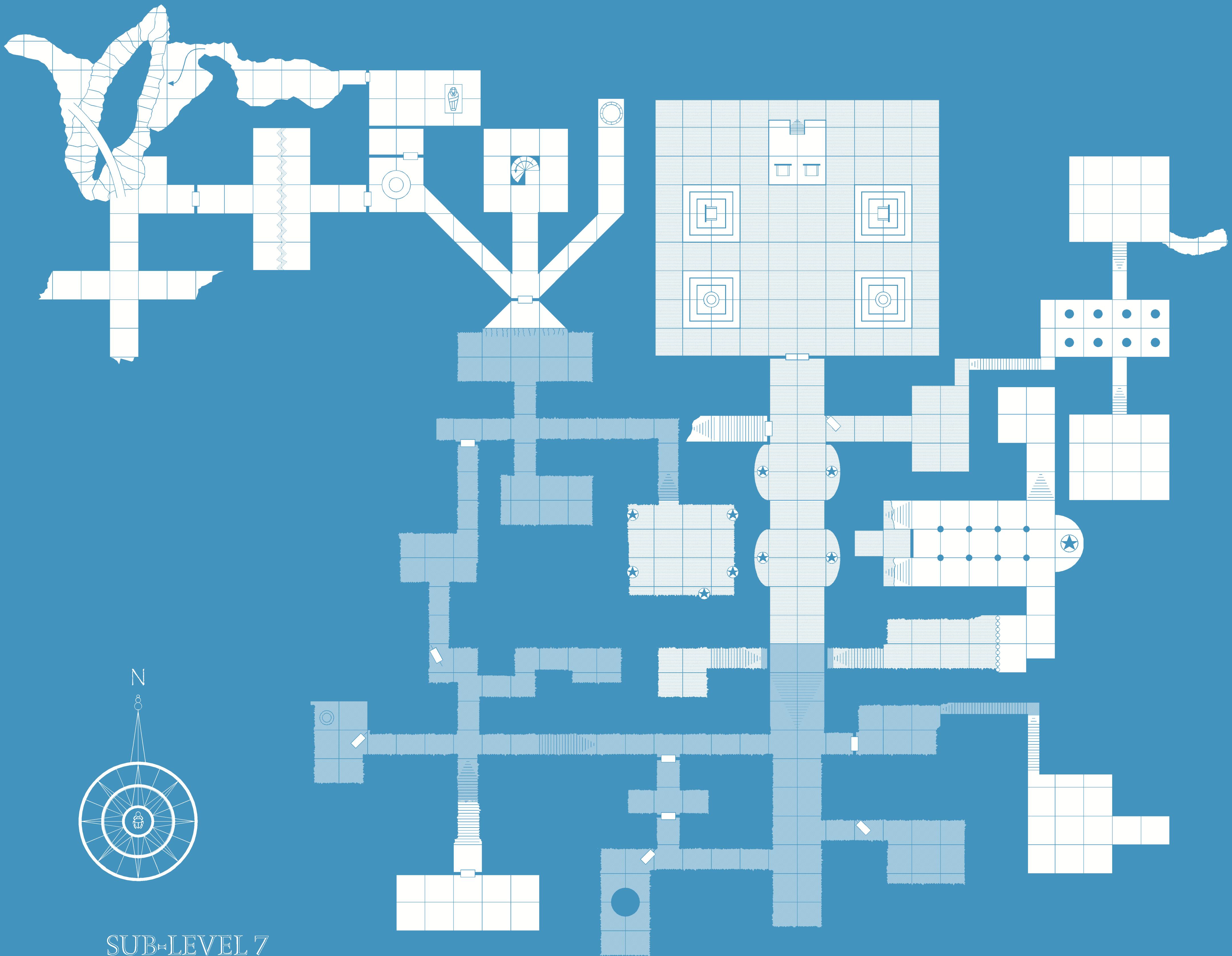
THE LIZARDMAN CAVES

SUB-LEVEL 6

THE DROWNED CANYON

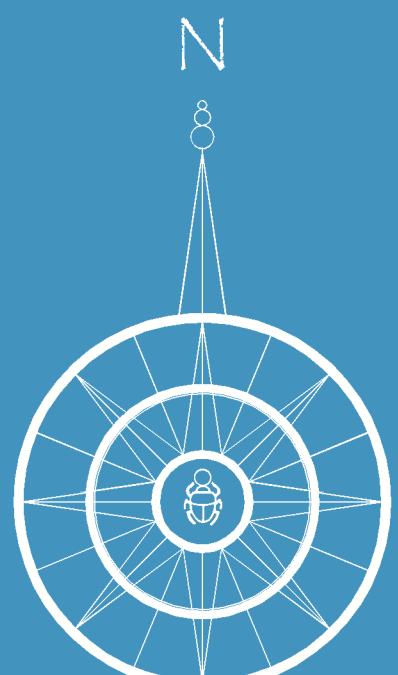




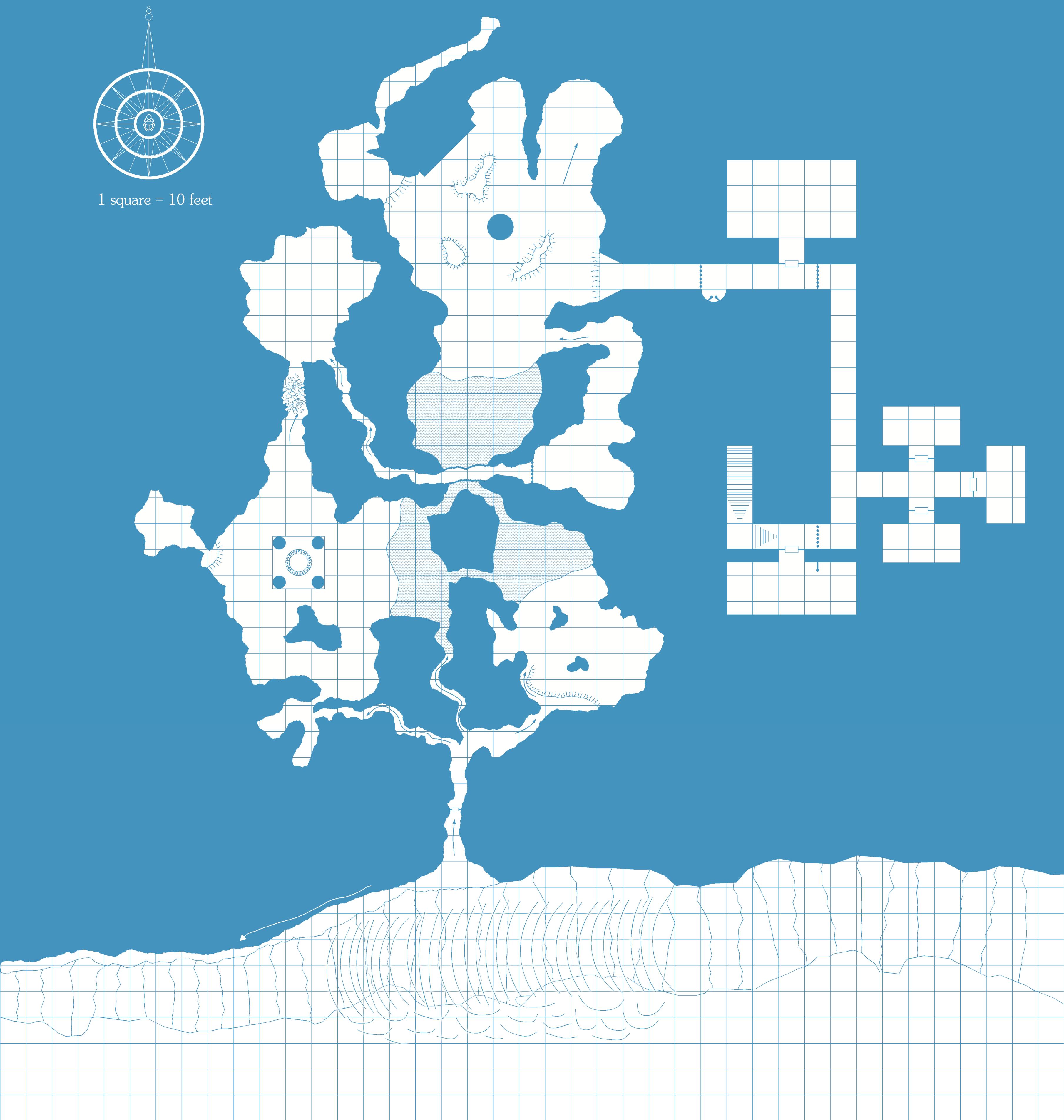


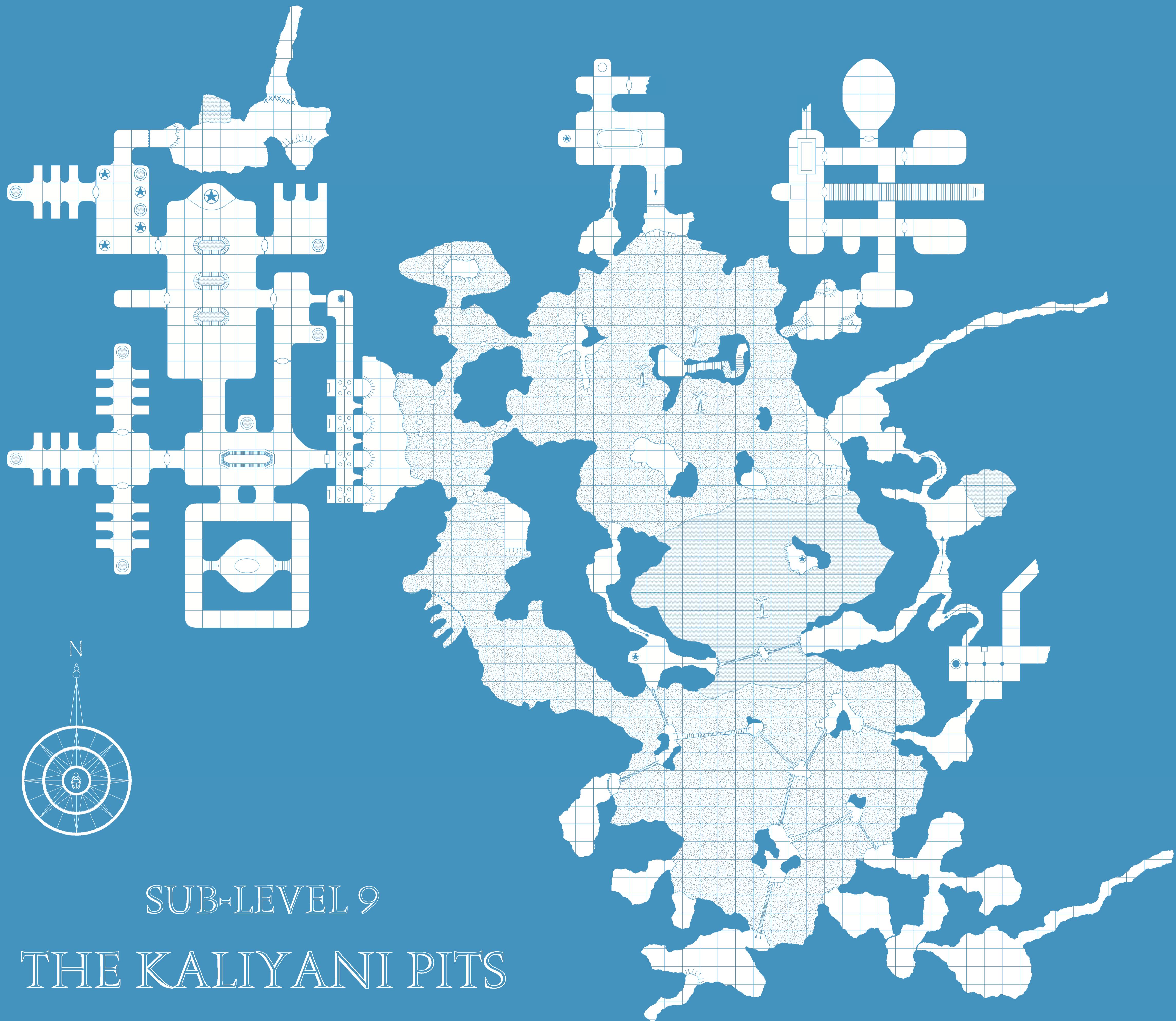
SUB-LEVEL 8

THE CAVES BEHIND THE FALLS



1 square = 10 feet

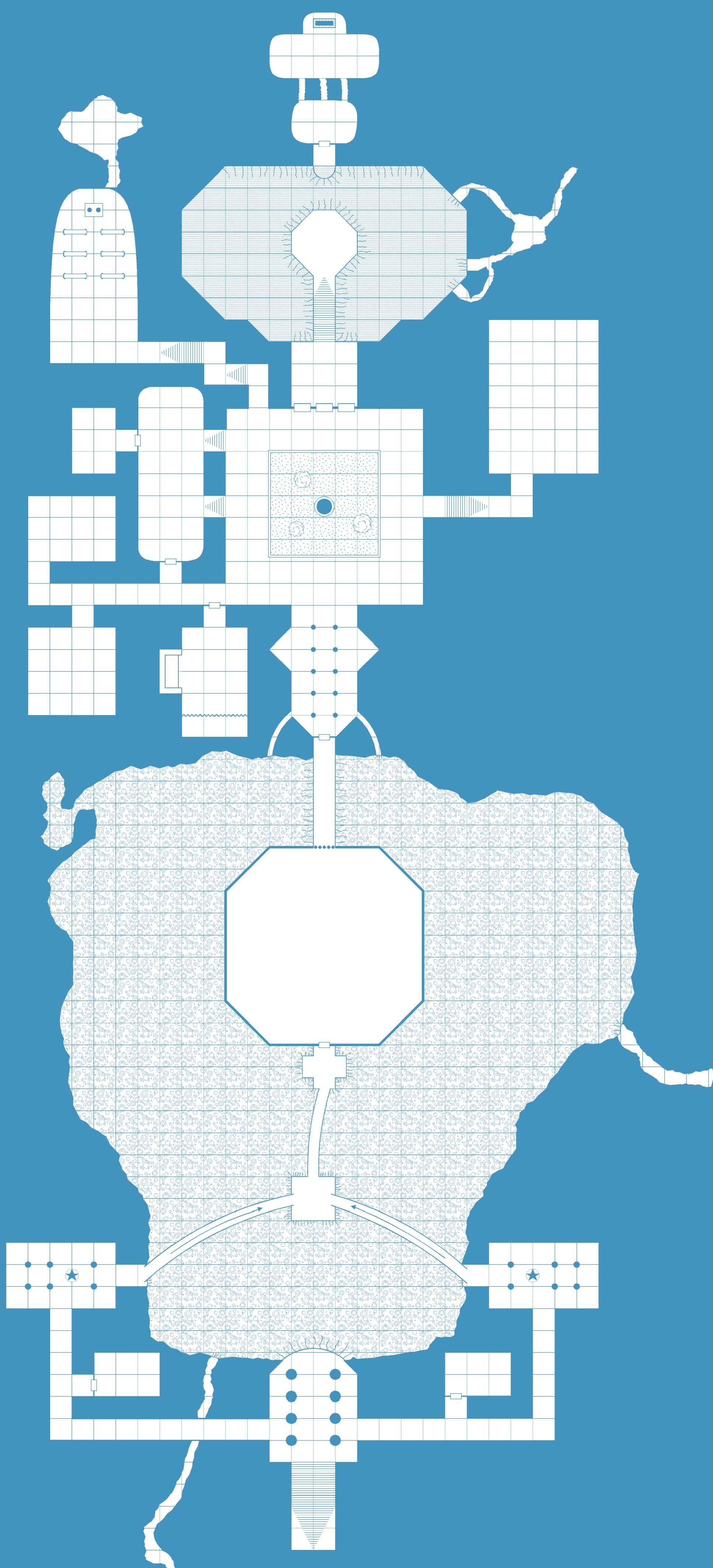




SUB-LEVEL 9

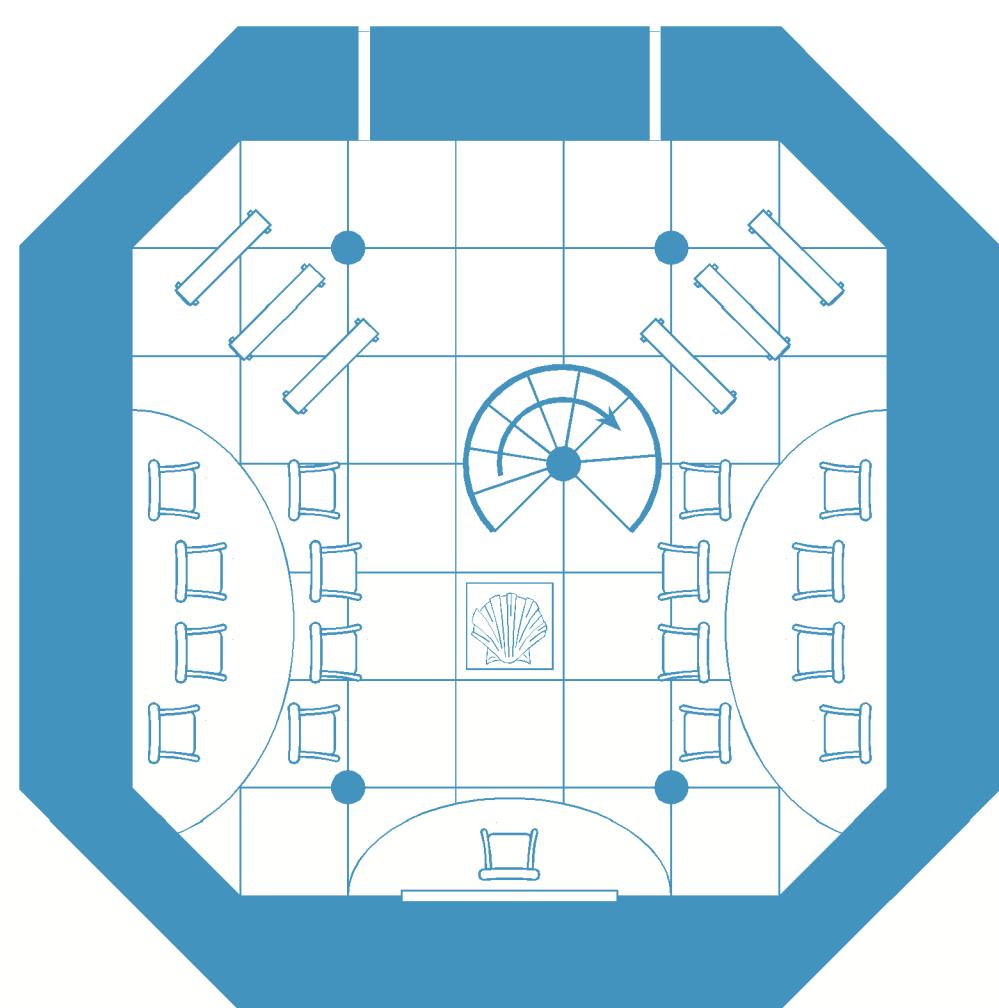
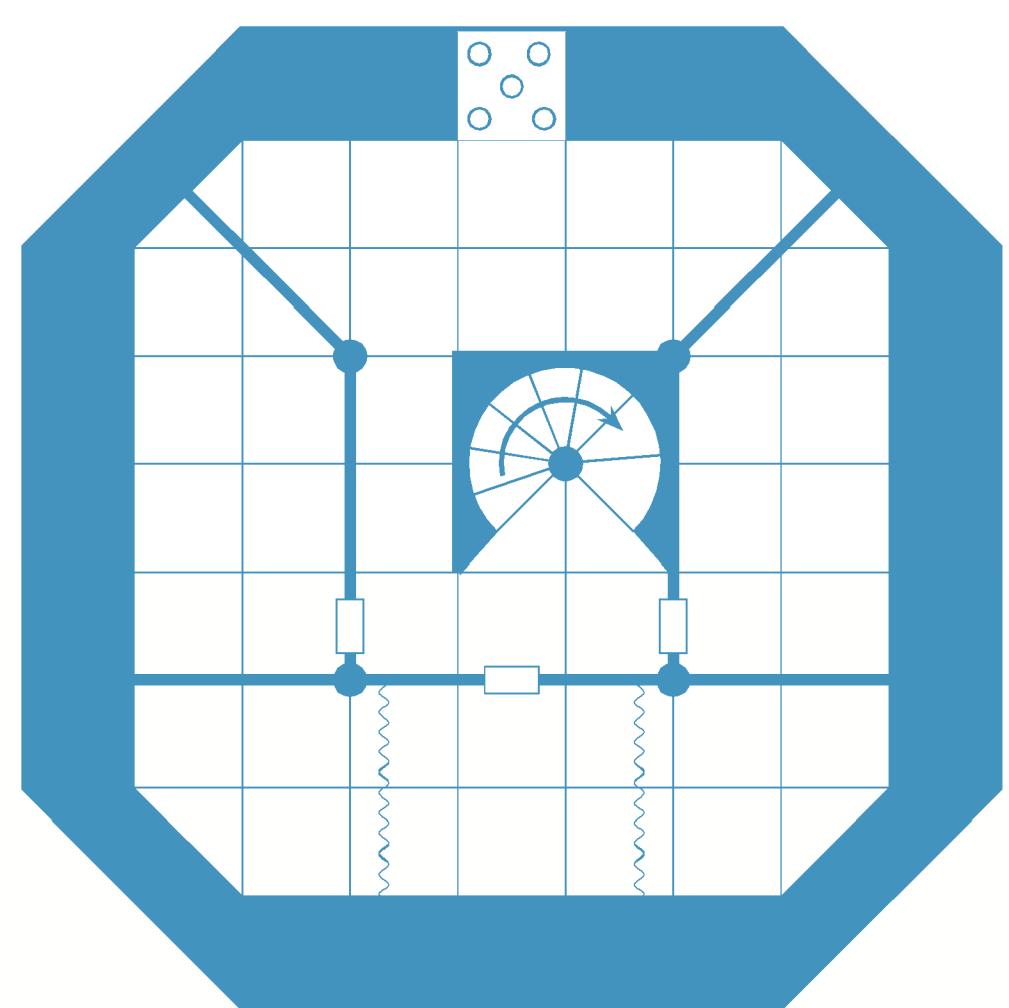
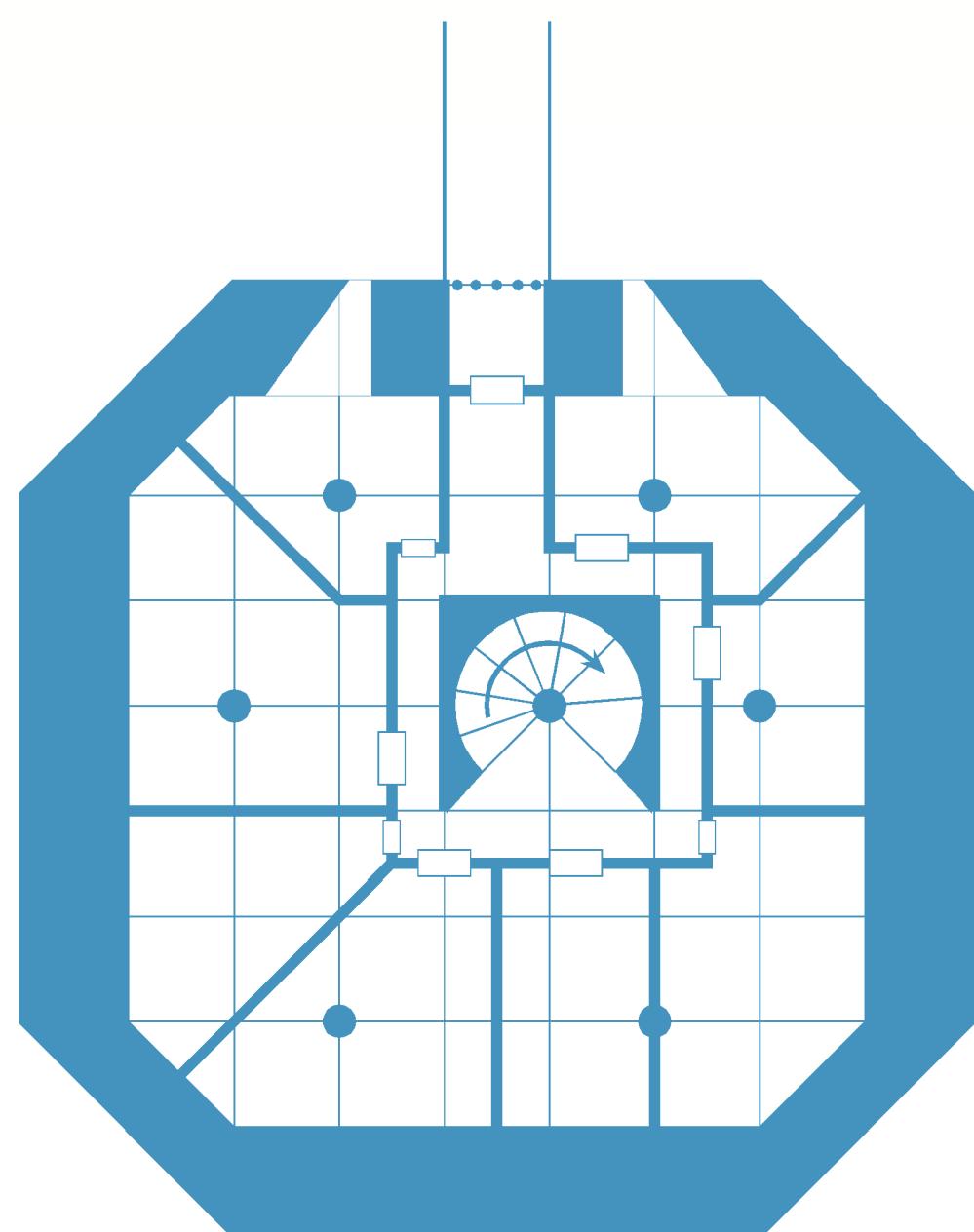
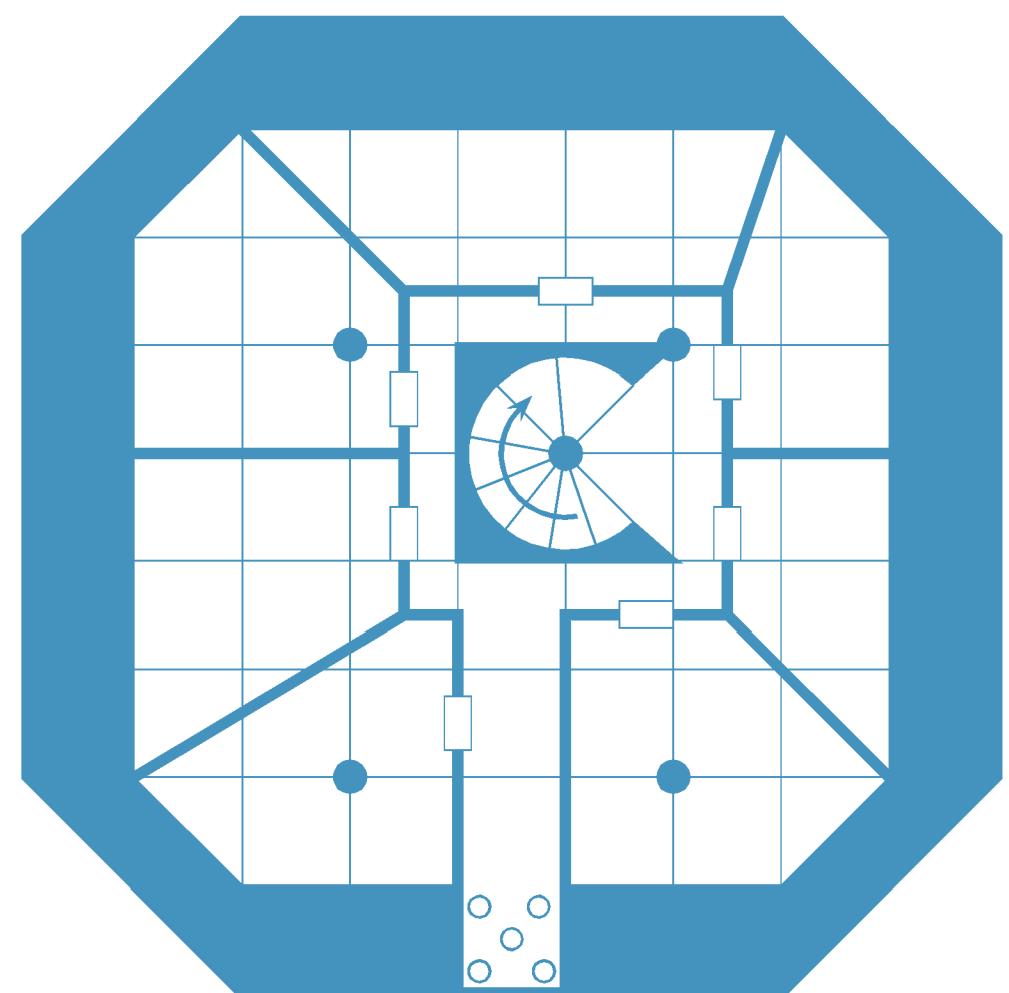
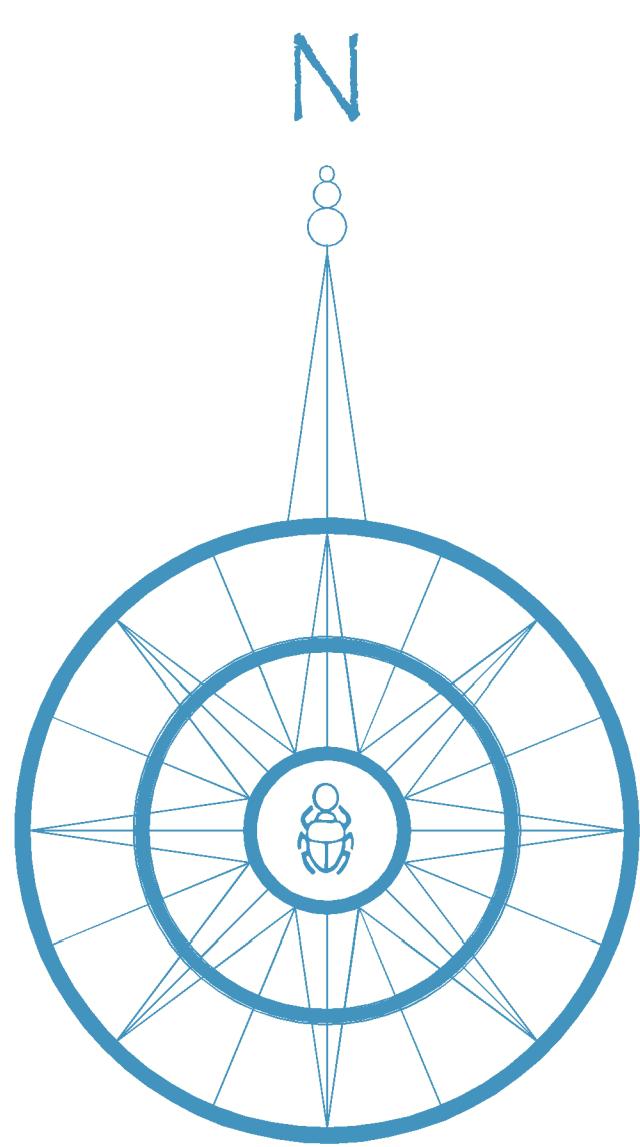
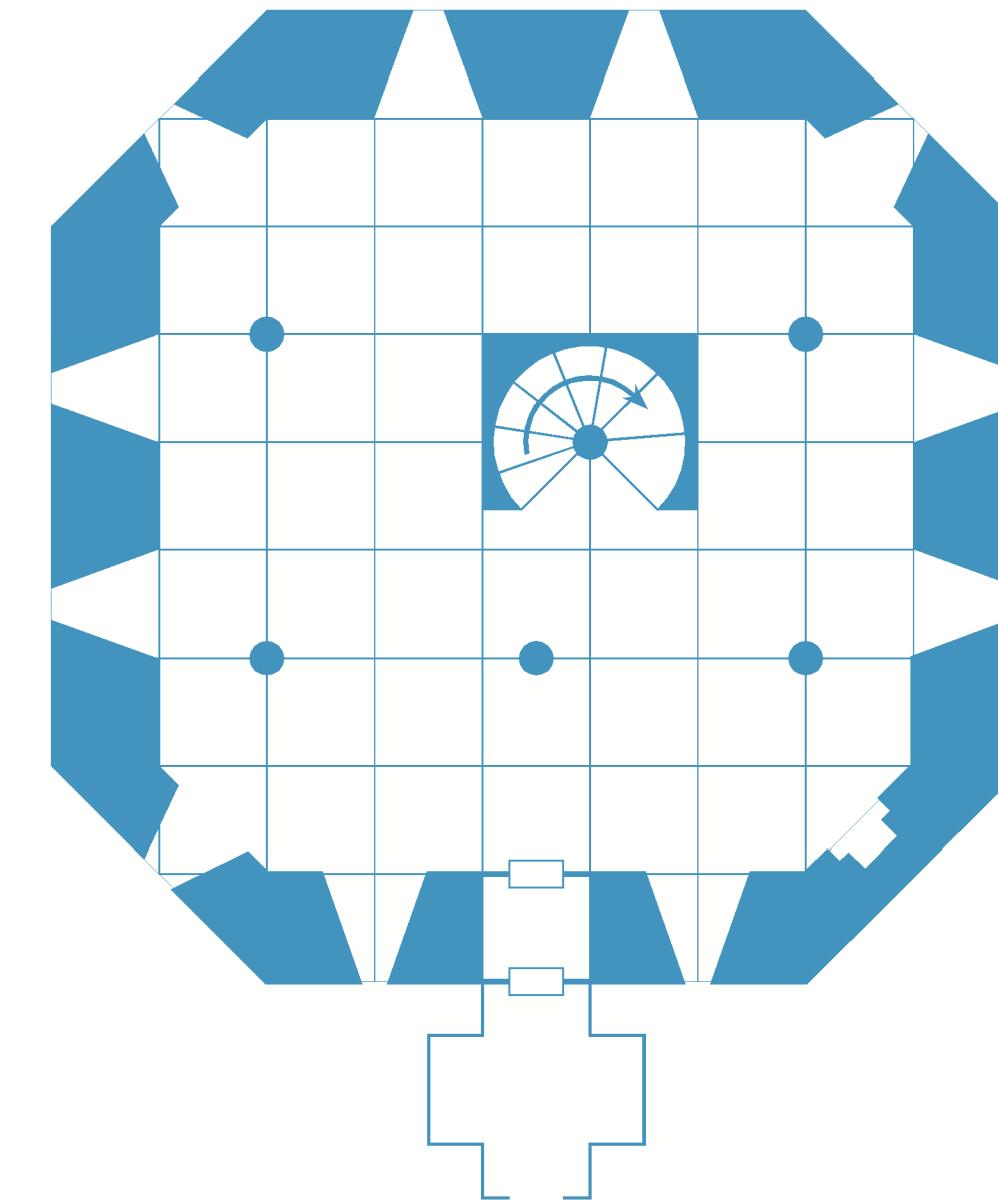
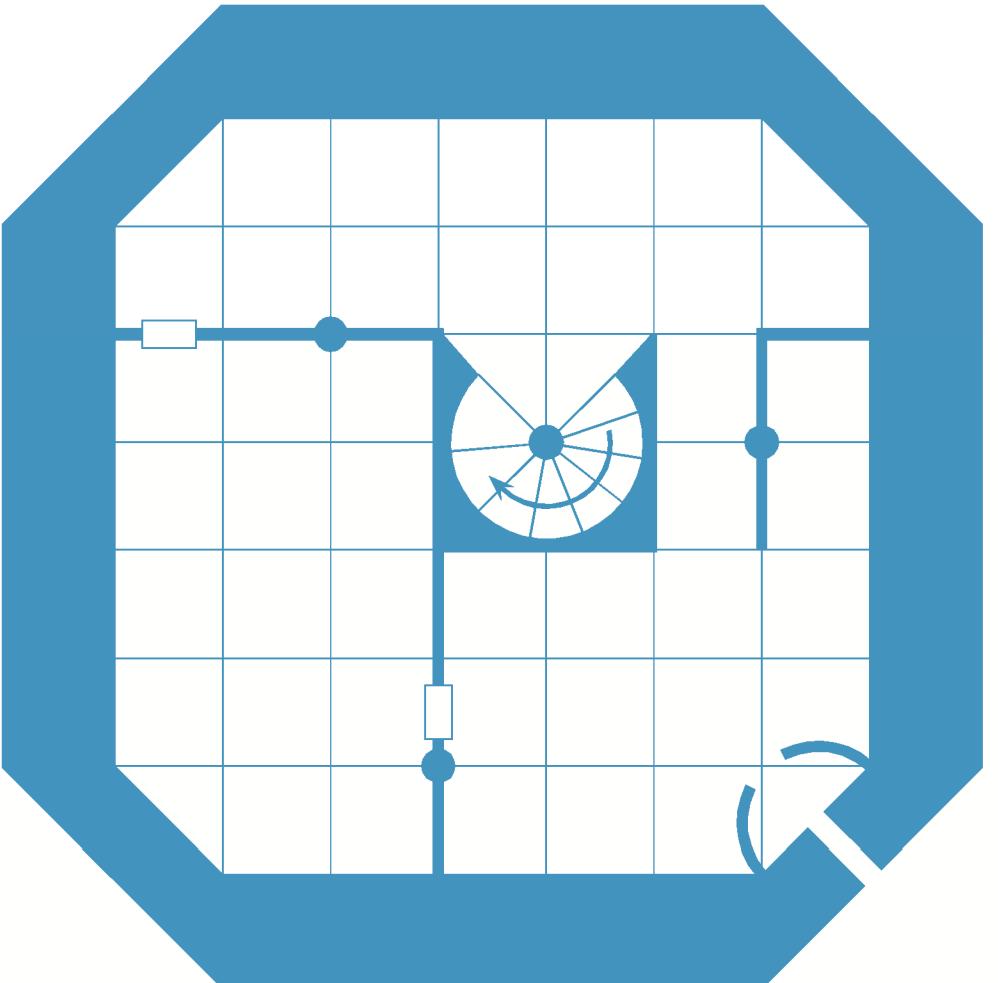
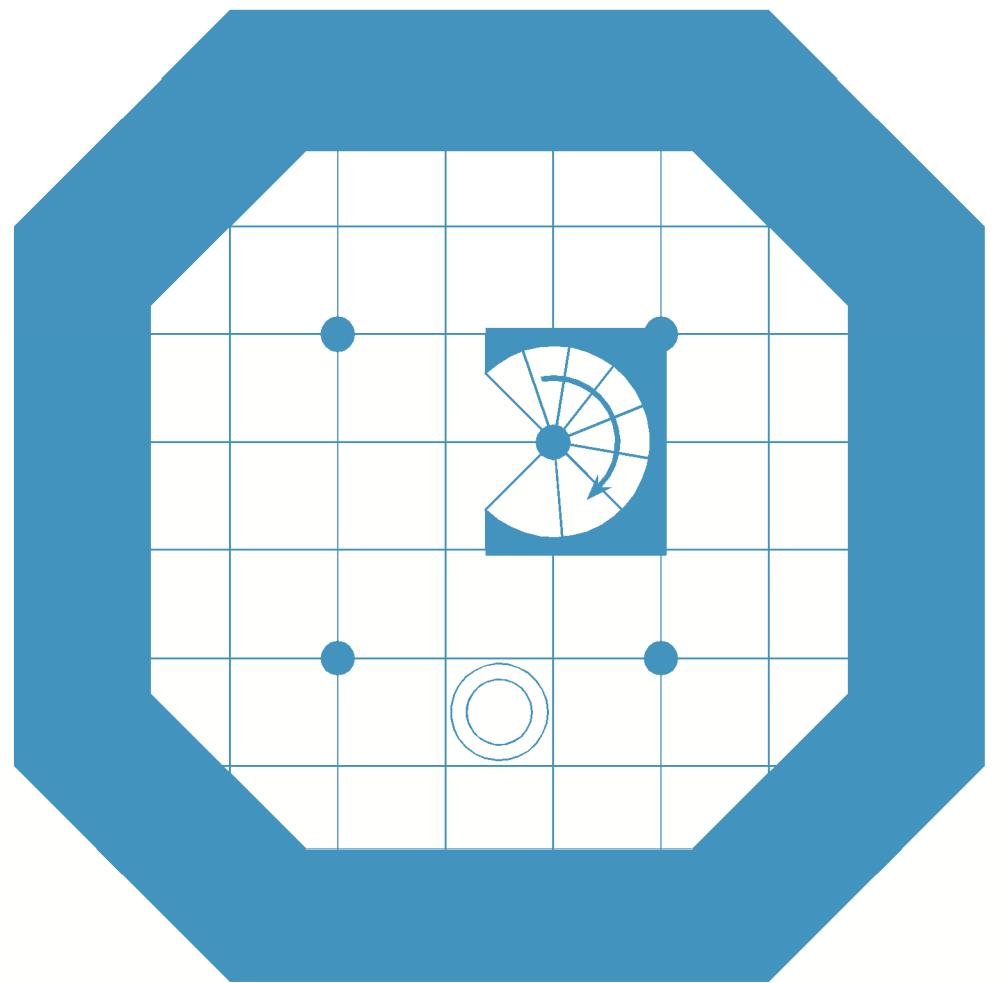
THE KALIYANI PITS

SUB-LEVEL 10A
HOLD OF THE SUN-SCARRED KNIGHTS

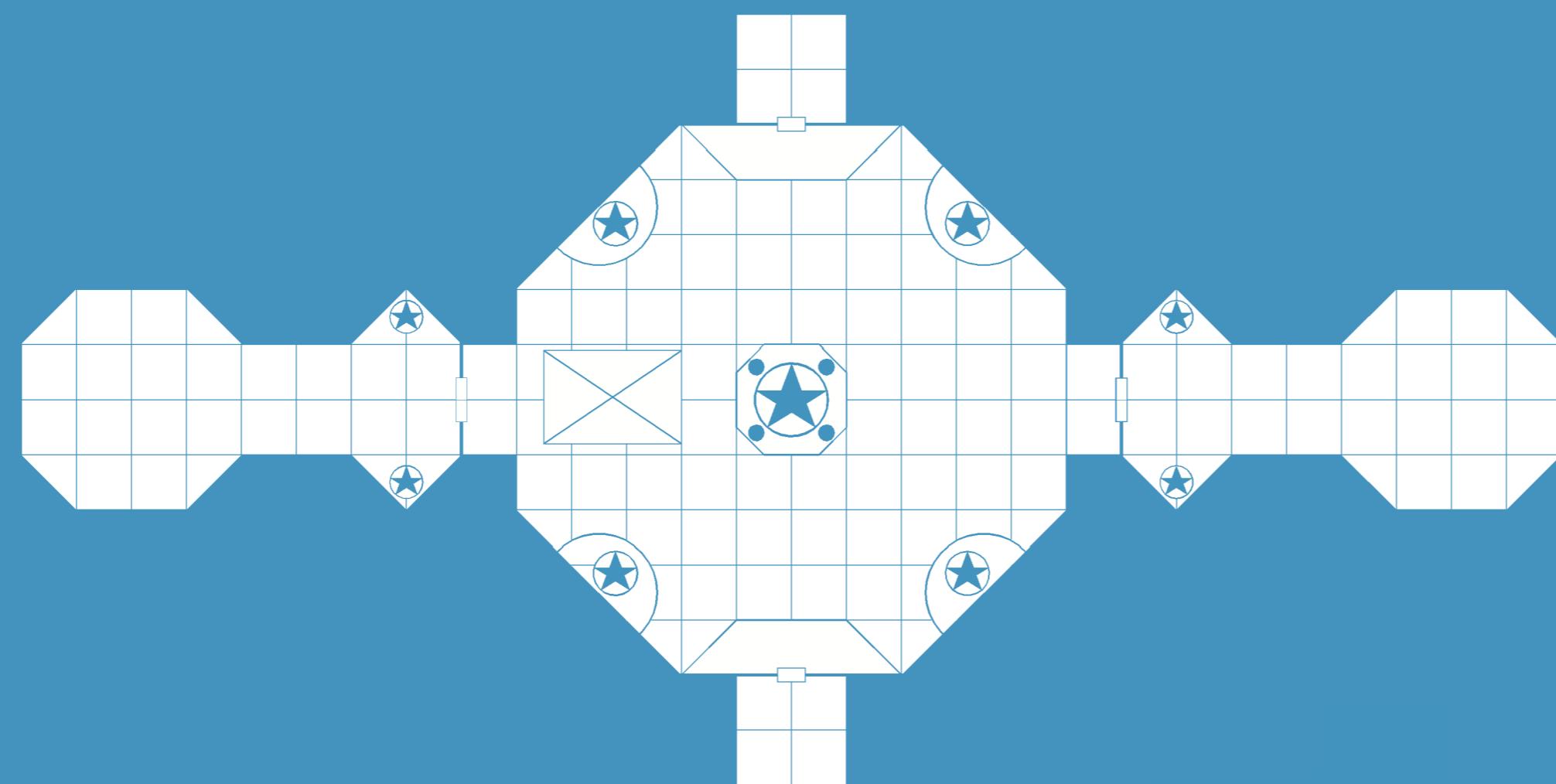
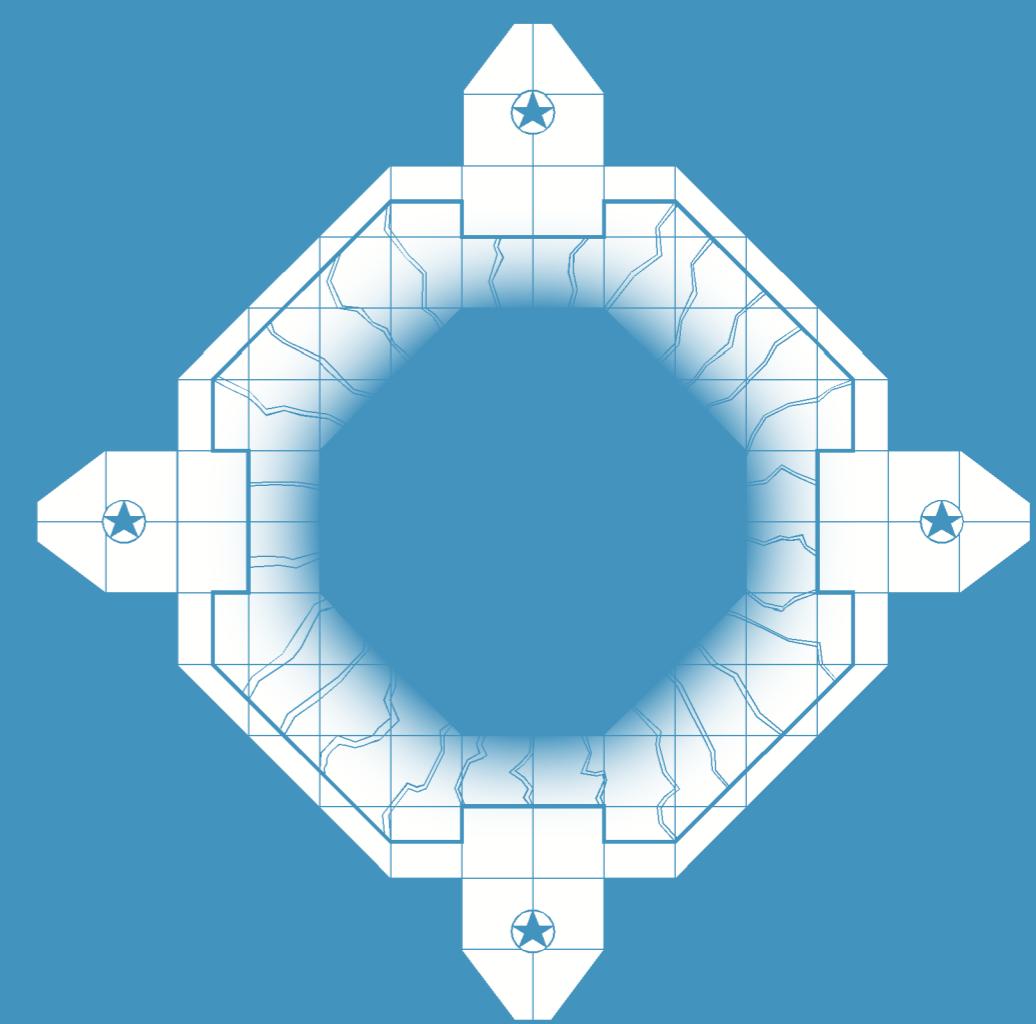
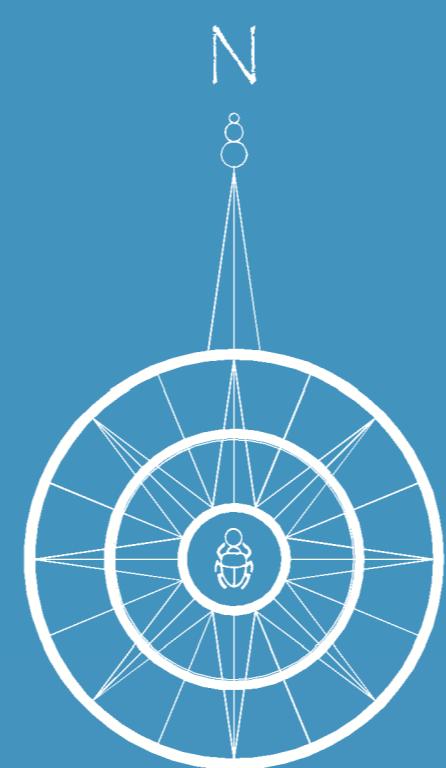
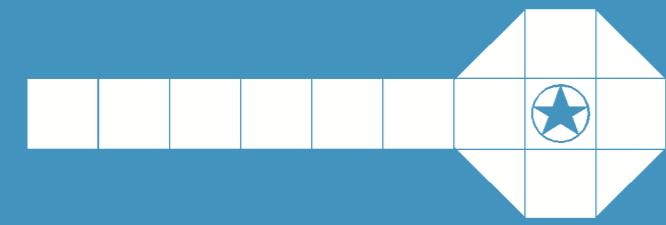


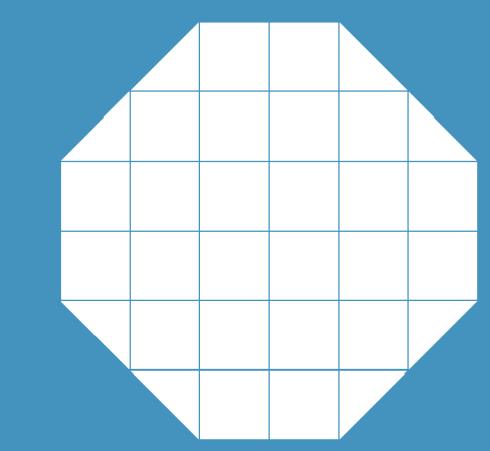
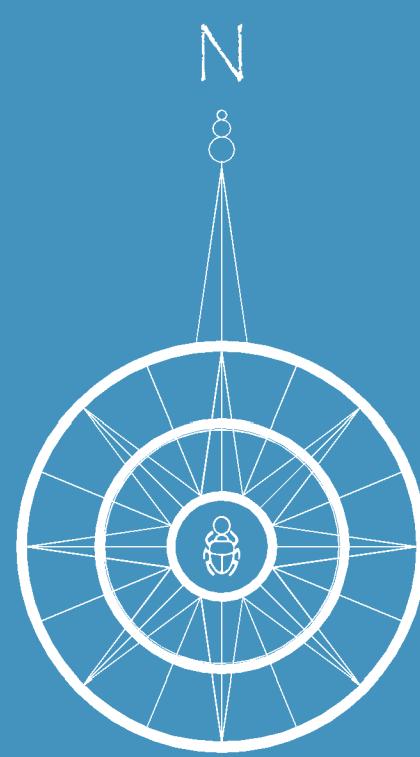
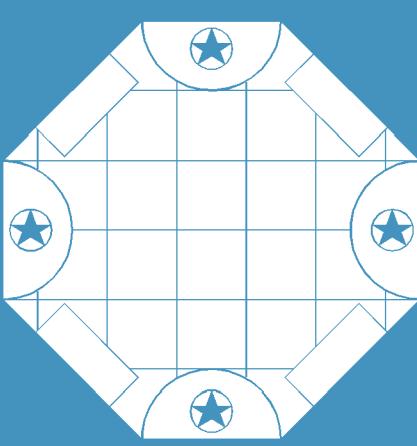
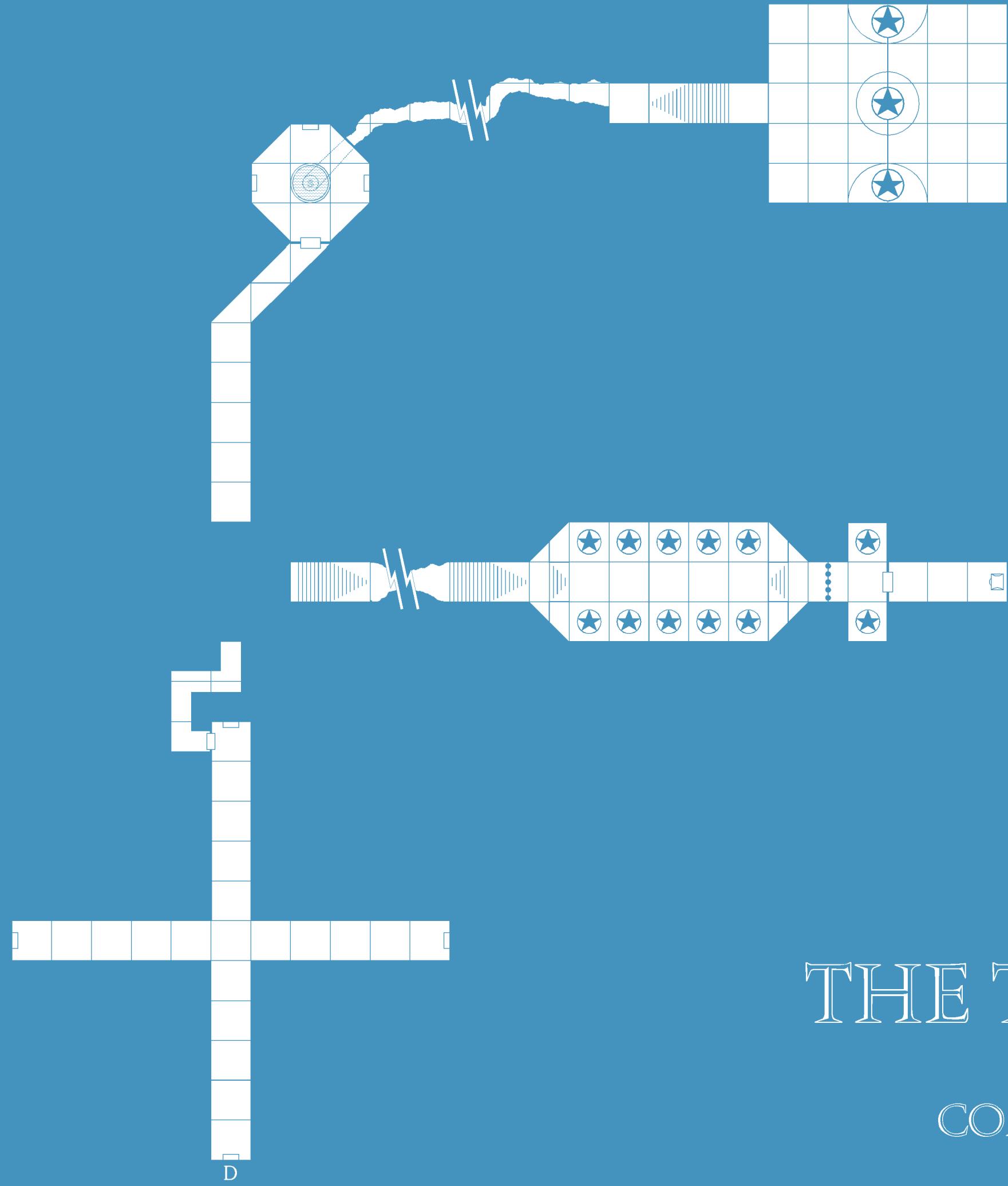
SUB-LEVEL 10B

CITADEL OF THE SUN-SCARRED KNIGHTS



SUB-LEVEL 11
THE TOMB OF ISADORA
SECRET AREAS

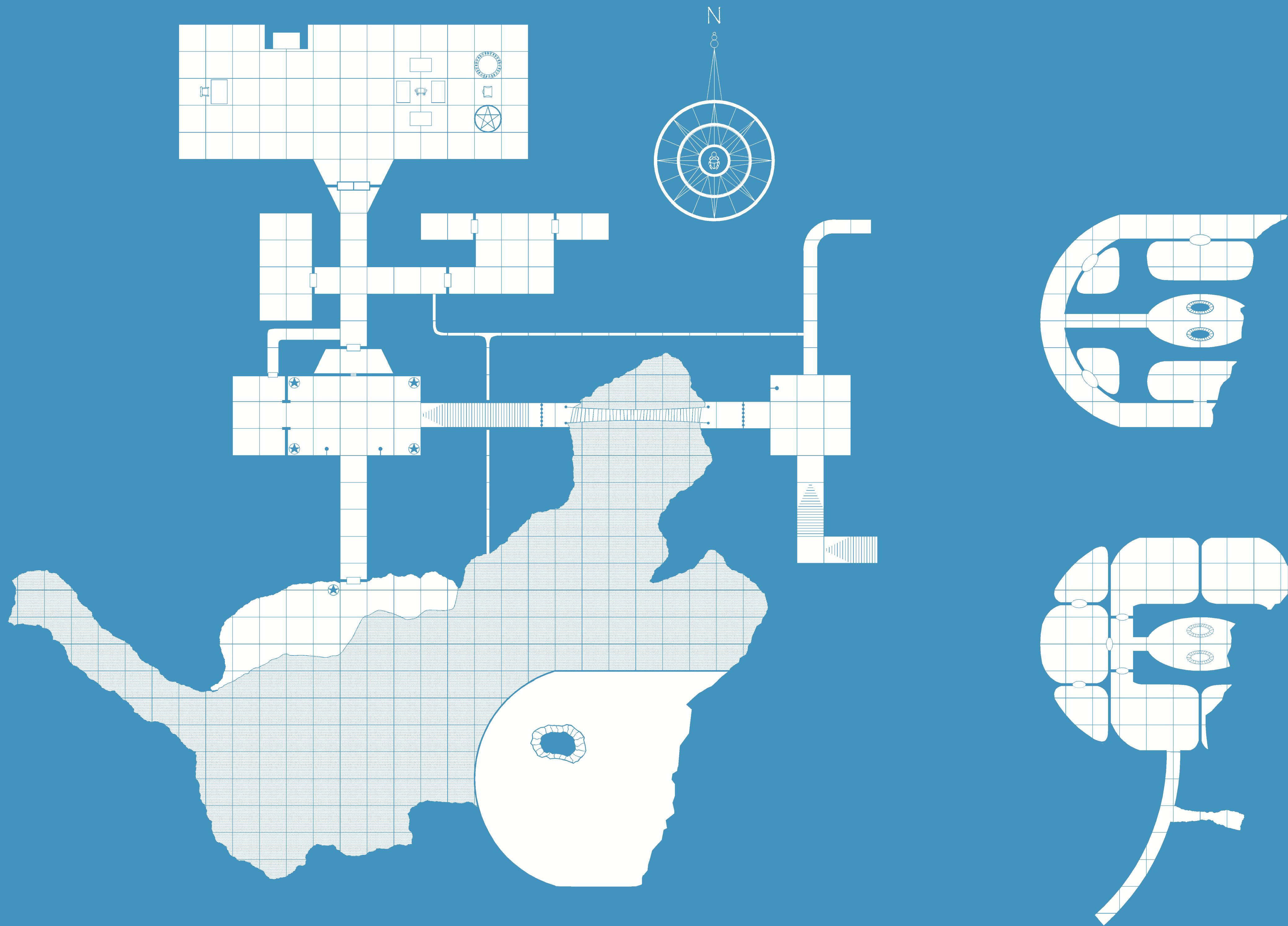




SUB-LEVEL 11
THE TOMB OF ISADORA
CONNECTING & OTHER AREAS

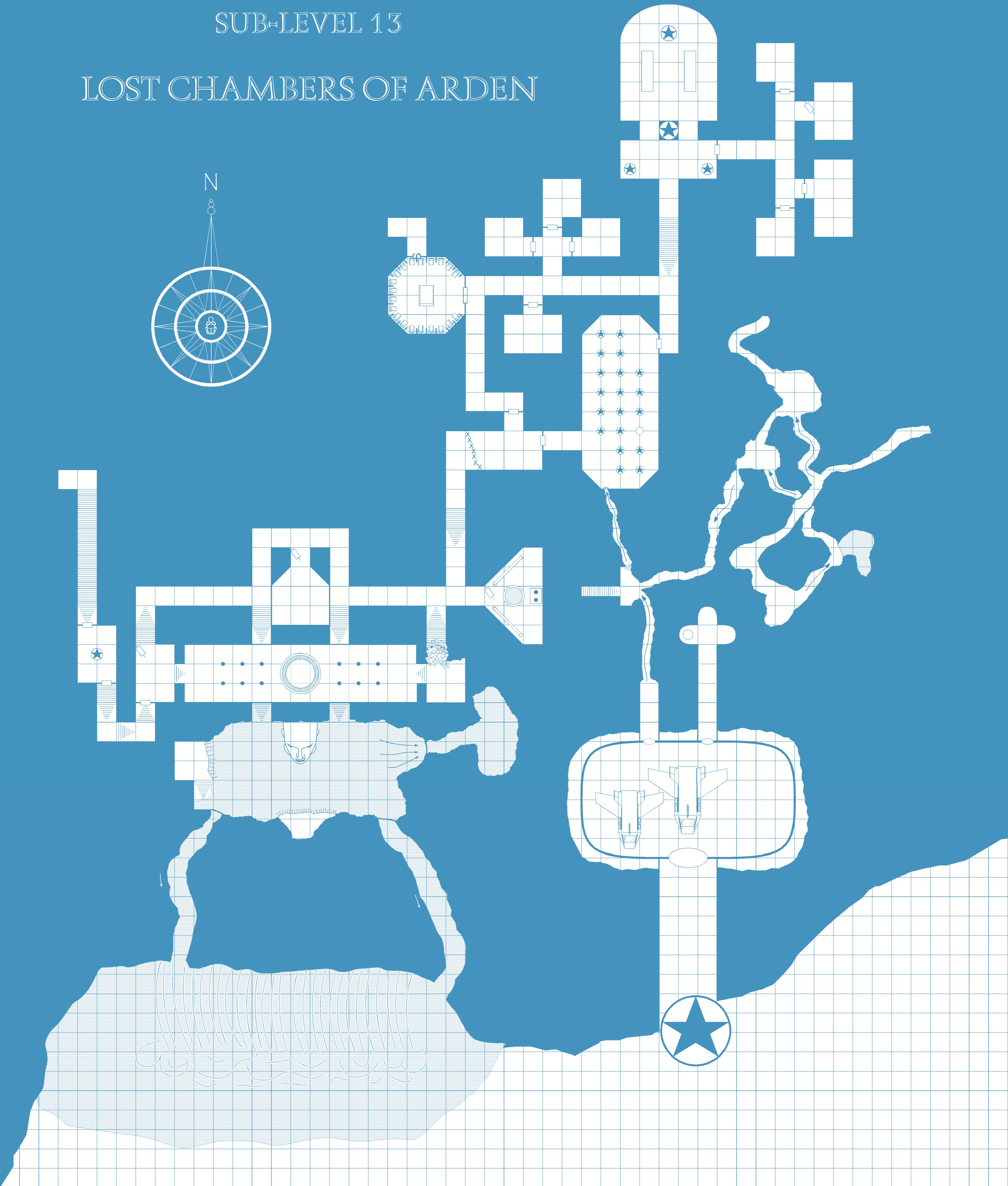
SUB-LEVEL 19

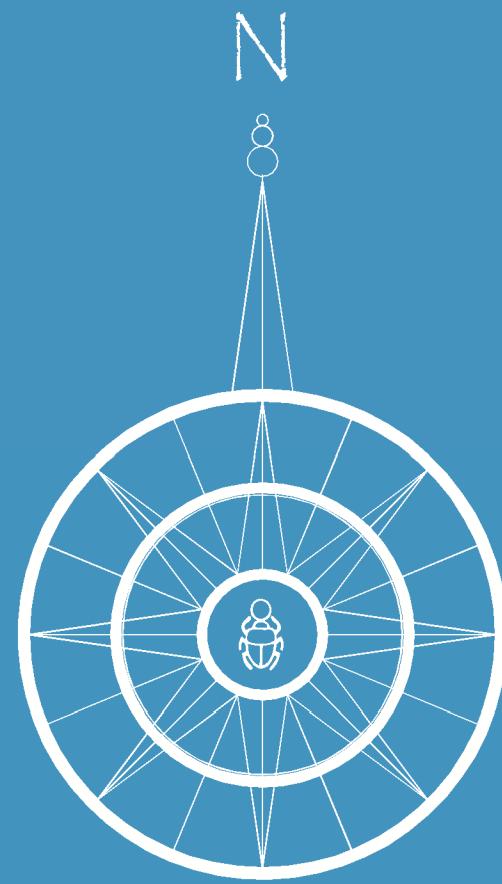
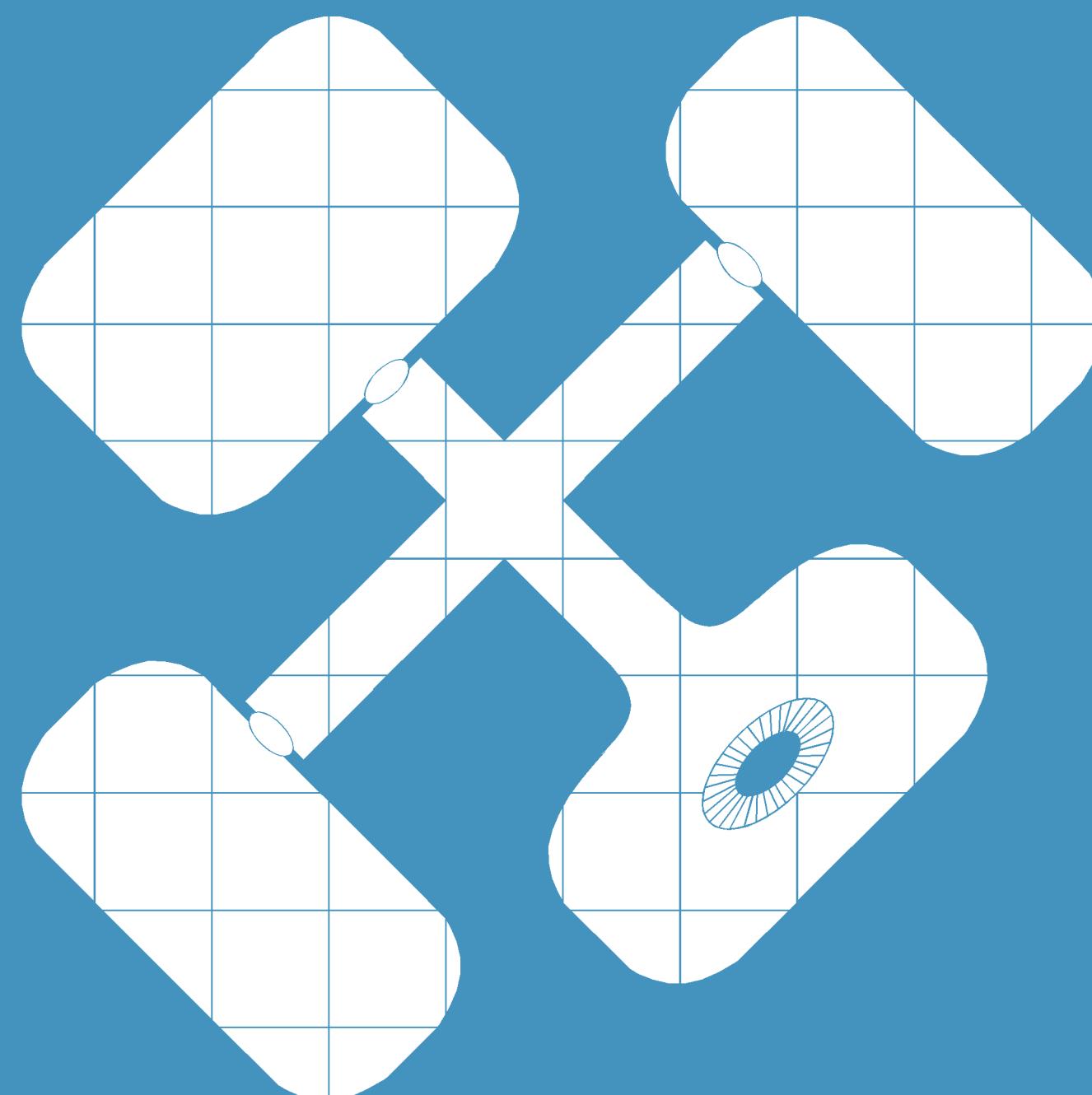
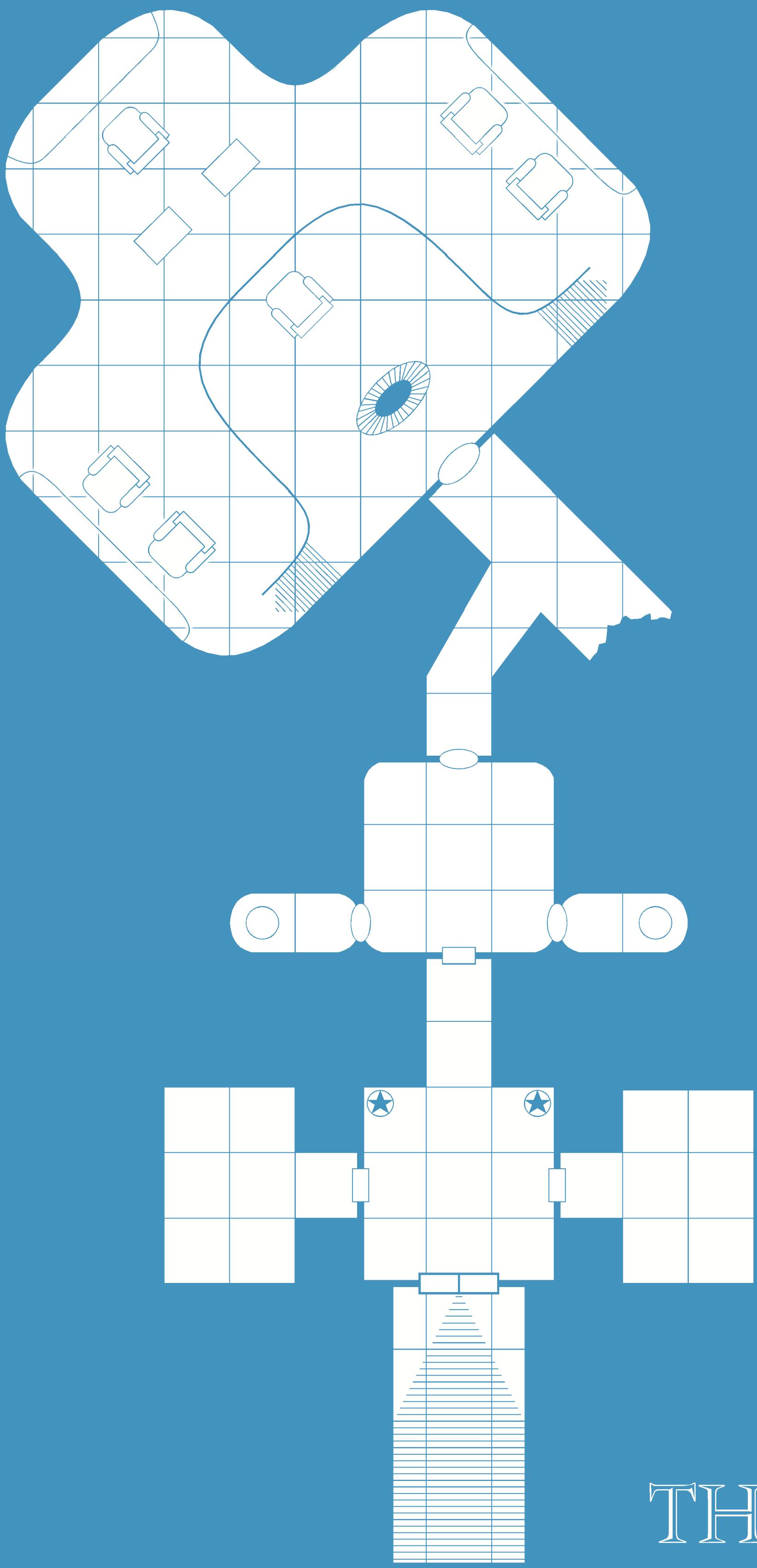
THE WORKSHOPS OF KERBOG KHAN



SUB-LEVEL 13

LOST CHAMBERS OF ARDEN





SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT

