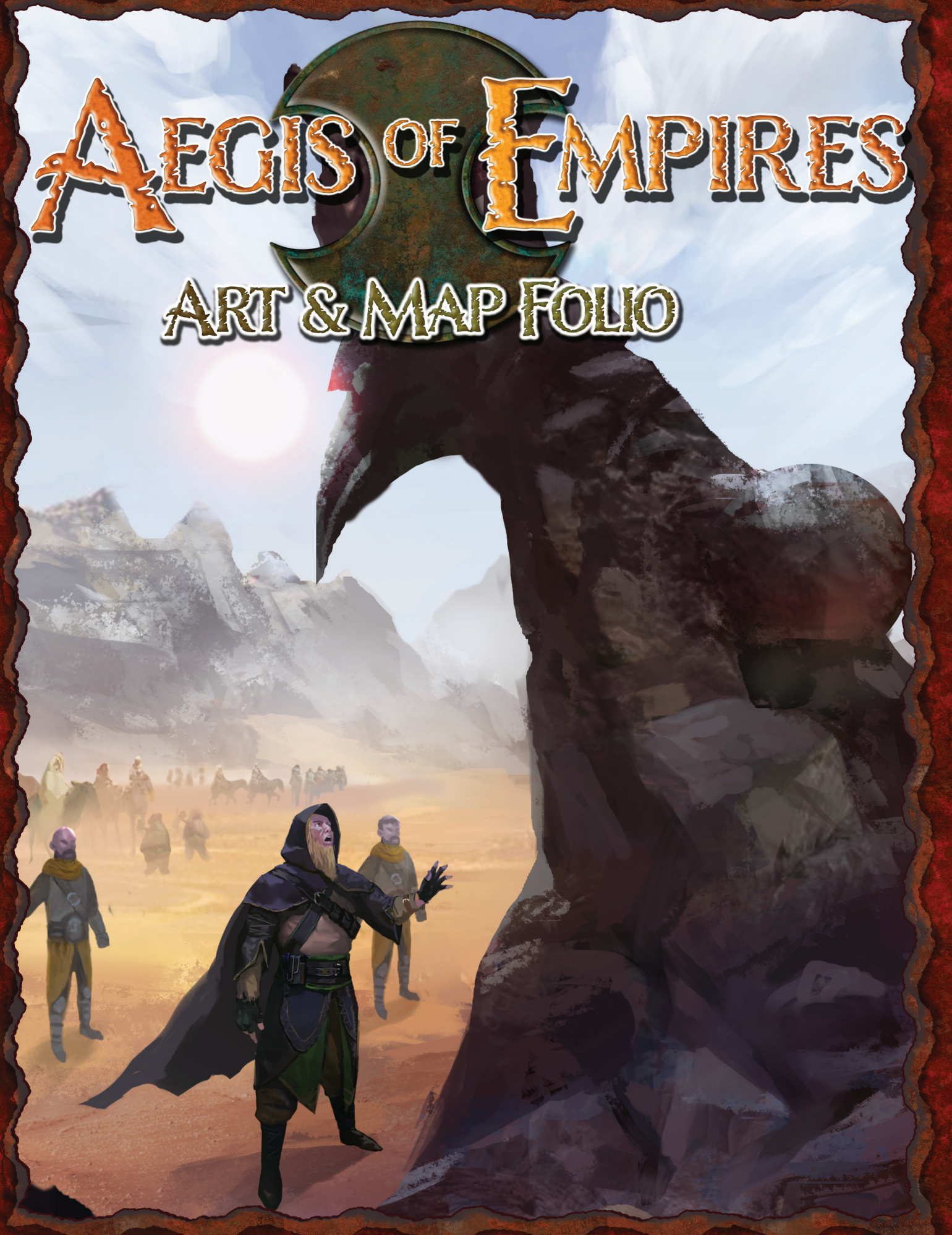
Aegis of Empires

Art & Map Folio



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makeyourgamelegendary.com




THE WESTERN KINGDOMS
Infernis Isle
The Gallows
Freetown
Bogsweat
Ilber Nole
City-State of Castorhage
Lyone R.
The Brine heath
Fetid Sea
Tarry
Insula Lymossus
CRESCENT SEA
1 hex = 100 miles
Norshore
Bret harth
Rimeth Sound
Whiterush
Whiterush River
Broton
kingdom of the North heath
Pometres Road
MEANDER RIVER
Plains of Eauxe
Seilo Ford
Streeth Ferry
kingdom of the Vast
Eber
Worn Tooth Peaks
Upland Vale
Eldreeve Forest
Blackrock Mts
Barony of Baile
Tourne
Wytch Bog
Traig
Westport
Cailin Lee
Principality of Oldvar
Mose










JETHRO
LENTLE









HANDOUT 1A

You are walking through the Old House, from room to room, but the sense of someone or something following you — something horribly threatening, that you don't want to believe is there, that you don't want to set eyes upon for the terror of making it real — is growing with each step. You dare not turn around to see if anything is there, but the horror keeps rising until it is almost unbearable and then, as you are about to succumb and turn, a cold touch on the back of your neck snaps your muscles into painful rigidity as a noisome fetor overwhelms you. Your stomach turns and your failing body tries to retch but lacks the strength to expel the vomit. The rising gorge reaches your mouth, but then begins to slowly seep back into your lungs... blocking your airways, preventing you from drawing breath...

HANDOUT 1B

You are standing in a room with several easels bearing various paintings in progress. The one in front of you is a scene of Eber's octagonal law courts as viewed from outside the building. There are groups of advocates, judges, and citizens in discussion on the plaza. It looks complete, but you are holding something in your right hand as you carefully add an additional figure behind one of the groups, a figure dressed in finery with a wig of dark curls. As you begin to paint its facial detail, you glance at your right hand and see that you are holding a mirror. It is not your reflection that it bears, but that of an old man whose features instantly contort into horrific, murderous rage as you suddenly realize he is staring directly at you...

HANDOUT 1C

You are in a windowless room standing over an ape-like creature with a blue and red dog-like muzzle. The creature lies on the ground, a thick chain attached to a metal collar around its neck. It tries to snarl as you crouch down, but it is lethargic, weak, barely able to move. Still, it eats the strange crimson-frilled black fungus that you feed it, its tongue bruising and swelling in its throat. But then, gripped by a weird compulsion, you eat the disgusting repast too. You feel the pain in your throat, the grip of a fever, and an awful, insatiable hunger rising from the pit of your stomach...

HANDOUT 1D

You are standing over a man who lies on the floor. He is dressed in his nightclothes — torn in places where angry red welts were raised on his skin — and asleep, though obviously having a disturbing dream, as the sweat on his brow, the agitated moans, and involuntary twitches attest. You hold a journal and, as you utter a strange sound, "Ph'nglui," the script on the page shifts and crawls into a different language, with a different meaning. As you incant the new words, you stab downward with a curved knife, and an arterial spray soaks the orb-like body of a deep sea monstrosity that descends from above you to the man's throat, the creature's maw crammed with rows of mismatched fangs drooling expectantly as its piscine eyes roll idiotically.

HANDOUT 1E

You are sitting in an armchair in a shuttered room. You pick up a small vial of a milky fluid from a side table, carefully uncork it, and drink the contents. Your thoughts and perception swiftly become dull, blurring, dimming, until a wavering point of light begins to penetrate the cloying miasma. It slowly brightens and then accelerates toward you, becoming clearer as you break the surface of a dark sea, gasping for a breath that will not come… that cannot come. You see a shore — though it is far away — and twin mounts rising beyond, farther still. As you begin to swim toward it, a tiny frog-like thing surfaces ahead of you and leads the way. But the sea is like molasses, and your limbs are ensnared by slithering tentacles that rise from below and begin to drag you back under.

HANDOUT 1F

You are standing in a space suffused with a violet glow. In front of you a hideous creature appears, a vulture-headed thing with insect antennae, hunched on dog-like legs, large tenebrous wings folded around it. As it moves closer, an outstretched claw offering you a clutch of noxious, leathery eggs, you see that its flesh is rotten, infected, as though it was already dead and decomposing. You take the eggs and step back, inviting the creature to fall upon the sleeping form of a man on the ground below you. Its serrated beak punctures his neck and begins voraciously drinking his blood.

HANDOUT 1G

You are bursting with joy, a triumphant excitement, as you walk across a room with an angled ceiling. From a table covered in strange charts, you drag a stool back to the center and carefully step up onto it, standing up to reach a noose hanging from a rafter above. Almost laughing to yourself, you slip the rope over your head and draw it tight upon your neck before, without ceremony or hesitation, stepping off the stool. The rope tightens further, crushing your windpipe, pressure building in your eyes and rupturing a blood vessel in one. The blood pooling inside your eye blinds you faster in it than your air-starved sight in the other fades. The lines of the room becoming jagged, trembling, circling as the elation fills you.

Gentlefolk!

I humbly request your immediate assistance.

There have been some irregularities regarding the house on Front Street where you recently helped our client, Sir Uvritus Voren of Tourne, to "clear it of any dangers". Not long after you rendered your services, Sir Uvritus elected to keep the property and move in rather than undertake its demolition as planned. Shortly afterward, he discharged the firm of Abshire & Dunnage from his service and dismissed all of the hired guards and tradesmen we had engaged on his behalf. All of those decisions are, of course, well within his rights as a client, and Abshire & Dunnage takes no umbrage when a client has determined that we have rendered the maximum service to them of which they had need.

Nevertheless, I would be remiss if I did not say that Sir Uvritus's demeanor had begun to change during that same time period. Having never worked directly with him I could not say from personal experience, but Mr. Abshire mentioned to me on several occasions that his heretofore ebullient client had become more and more elusive and withdrawn. Matters seem to have come to a head this very morning, however, when Mr. Abshire dropped by the property to obtain some final signatures from Sir Uvritus in order to close our accounts with him. That was some ten hours ago and I have just learned that Mr. Abshire, normally a stalwart sort, has missed two meetings and a hearing before a magistrate today—totally uncharacteristic of him! By checking around I have determined that no one has seen him since he left to drop by the Voren property on Front Street.

I know it is possibly only the reputation of that property and the hinted changes mentioned by Mr. Abshire, but I am very concerned for the well-being of my business associate. I also respect the privacy of our clients and do not wish to bring unwanted attention upon Sir Uvritus for what may only be the worries of a nervous man. Because of your past experience with both Sir Uvritus and the property and the skills and discretion that you have previously demonstrated, I wish to engage your services once again.

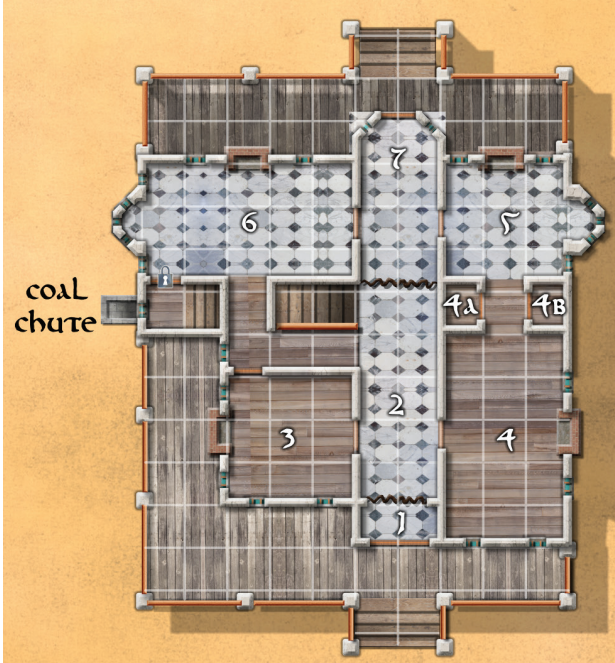
The job is simple enough. Please proceed to the property on Front Street and determine if Mr. Abshire was there and where he may have gone afterward if he is there no longer. Your payment will be the same as per the previous engagement, to be paid in full by the firm upon your return. But please, I ask you, undertake this in all haste, for I truly fear that Myram Abshire and possibly even Sir Uvritus, as well, may be in dire jeopardy.

Very truly yours,

Norrys Dunnage, Esq.
Abshire & Dunnage
Solicitors-at-Law



THE OLD HOUSE

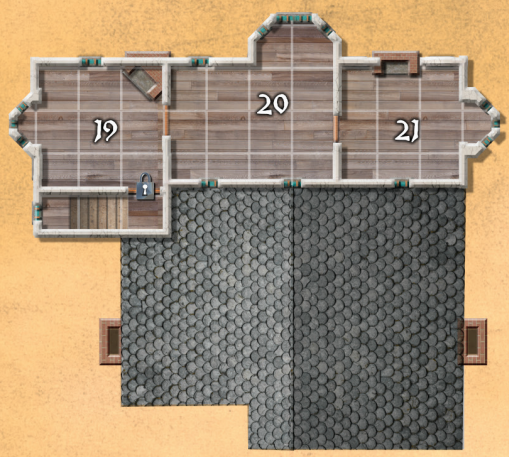


First Floor





Second Floor



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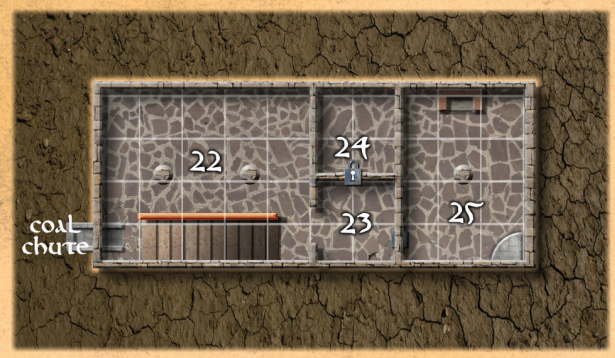


Basement

THE OLD HOUSE





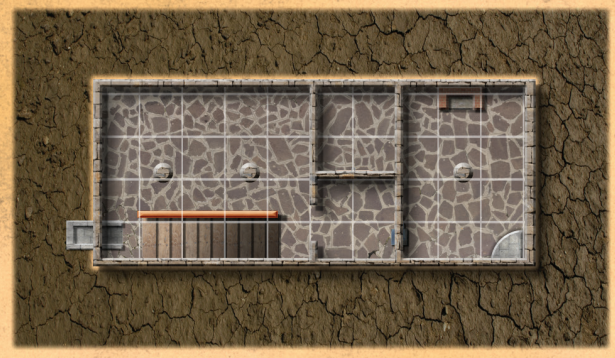
1 square = 5 ft.



First Floor

Second Floor





Attic

Basement

THE OLD HOUSE





1 square = 5 ft.



First Floor

Second Floor

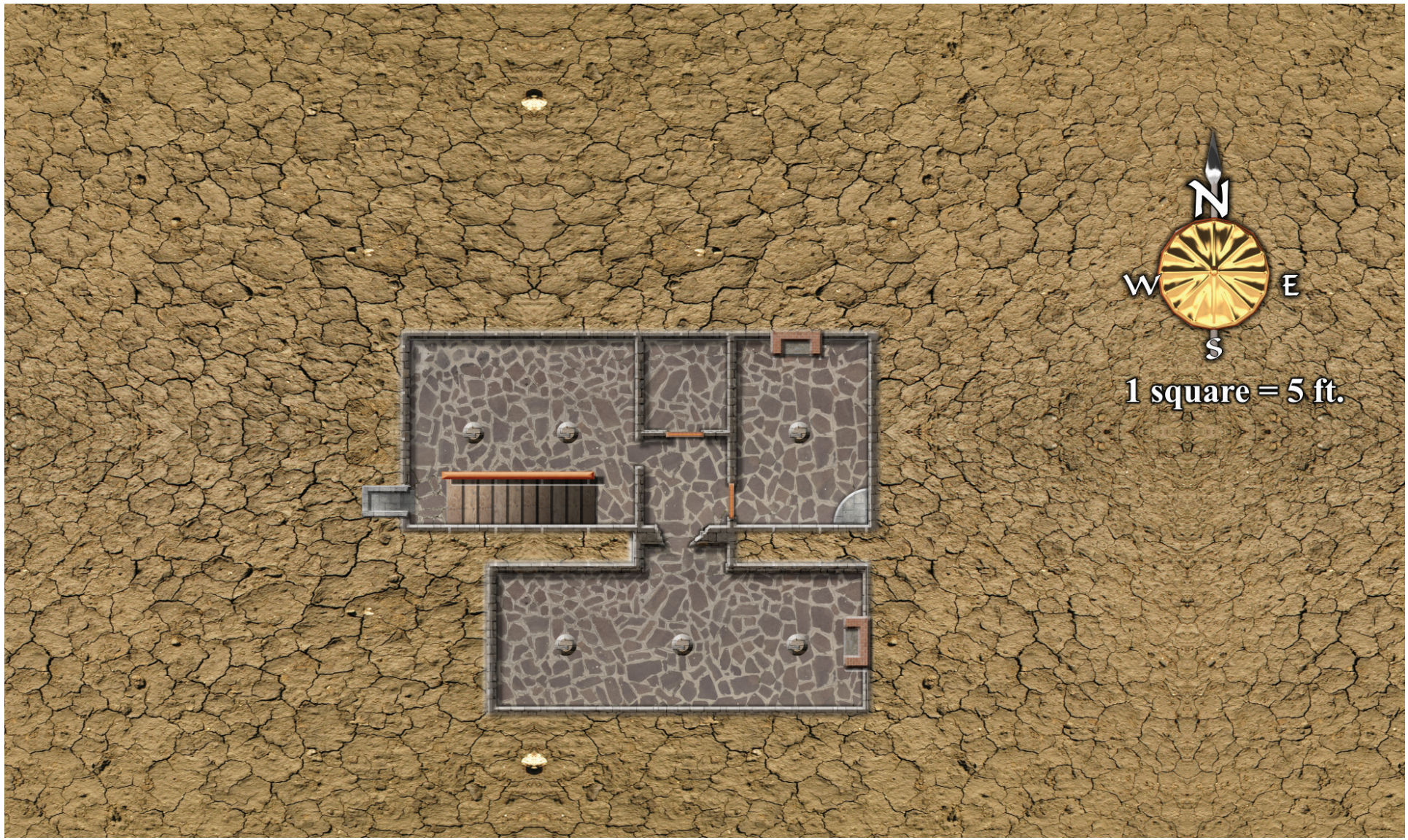


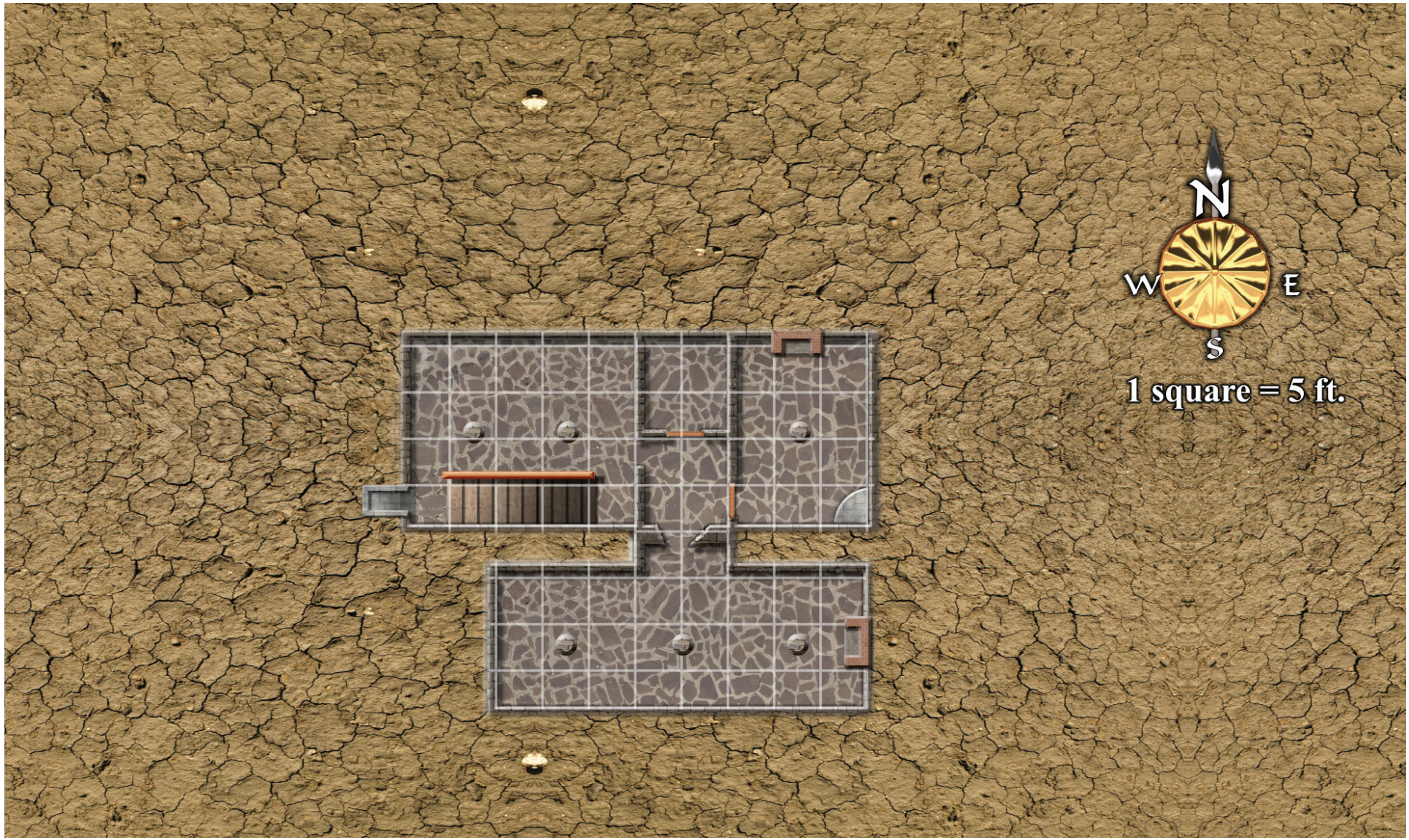


Attic

Basement


B. SEALED BASEMENT
N
W
E
S
1 square = 5 ft.
B22
B24
B25
B23
coal chute
B26


N
W
E
S
1 square = 5 ft.


N
W
E
S
1 square = 5 ft.




Yalendir
Duchy of Waynarch
Fairhill
Bard's Gate
Arendia
Forest Kingdoms
the Tradeway
Stoneheart Valley
The Dagger & Rose
Panetoth
Duchy of Ysser
Mons Terminus
Unclaimed Lands
Old Tors
Hill Road
Duke's Way
Tourse
hogshead Bend
Torwatch Keep
Broken Mountains
Barony of Vroulet
Bishop's Road
Carterscroft
Vermis
Hill of Mornay
Curgantium
Aachen Province
Oldhome
Chateau Glaunt
Cantelburgh
Undereaves
Elderwood
Three Points
Barony of Kamlan
The Lion Rampart
County of Coutune
Great Amrin River
Aixe
Elet
County of Barresque
River Iriss
Pentalis
Châlaix
Cretian Mountains
Rennier Bastion
Volbiac Vale
Nains
Lake Elb
Star Sea
CoeLum
County of E'stil
Sion
Courchais
Lynosse
Demz
Chantry
Poiretres
N
W
E
S
1 Hex = 100 miles
KINGDOM OF FOERE





DORIS 2020



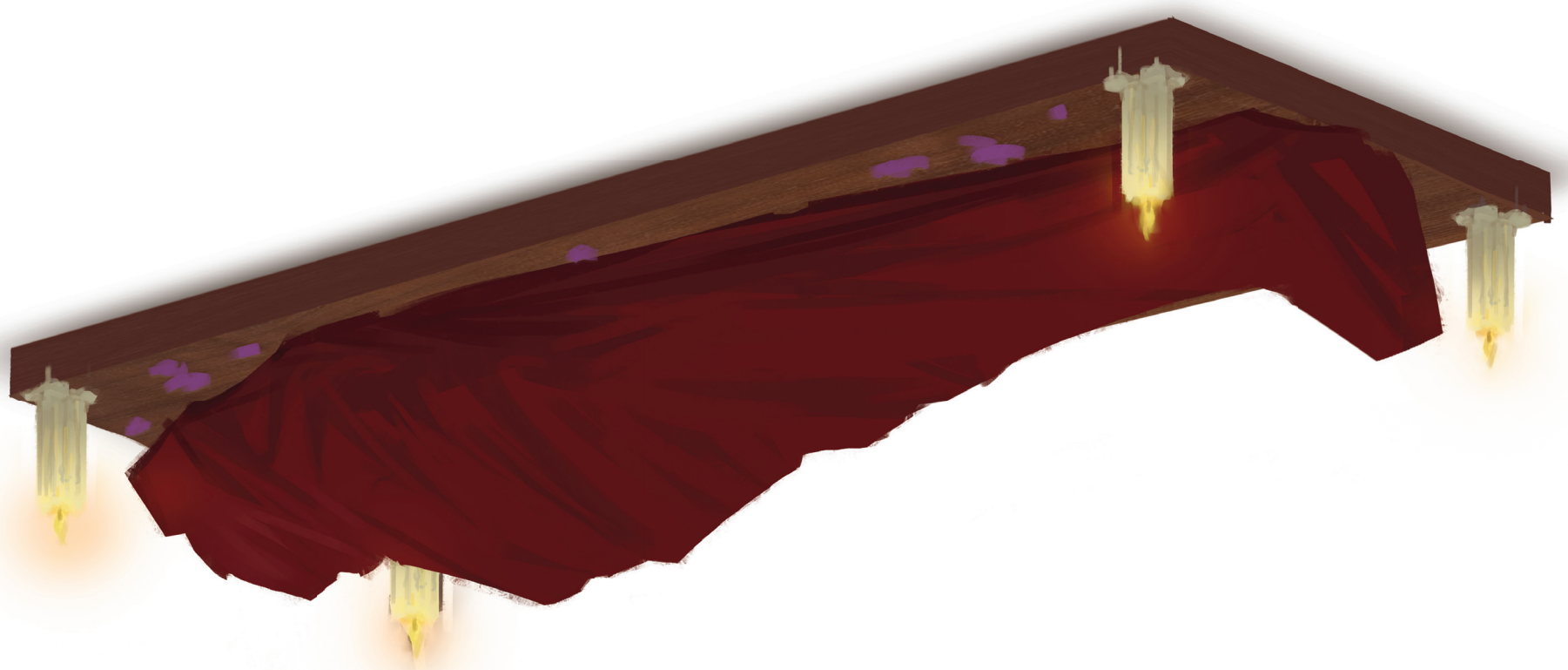




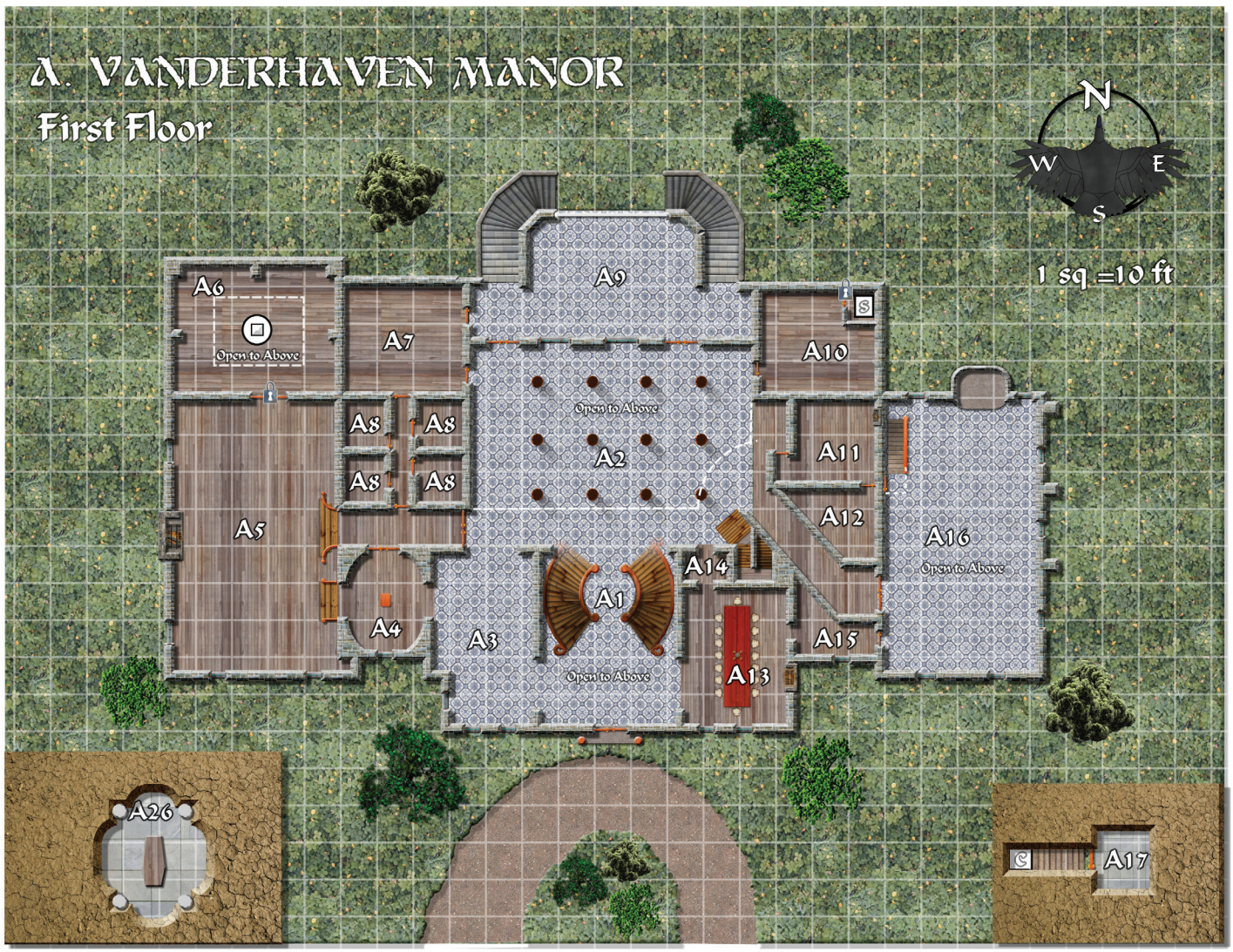


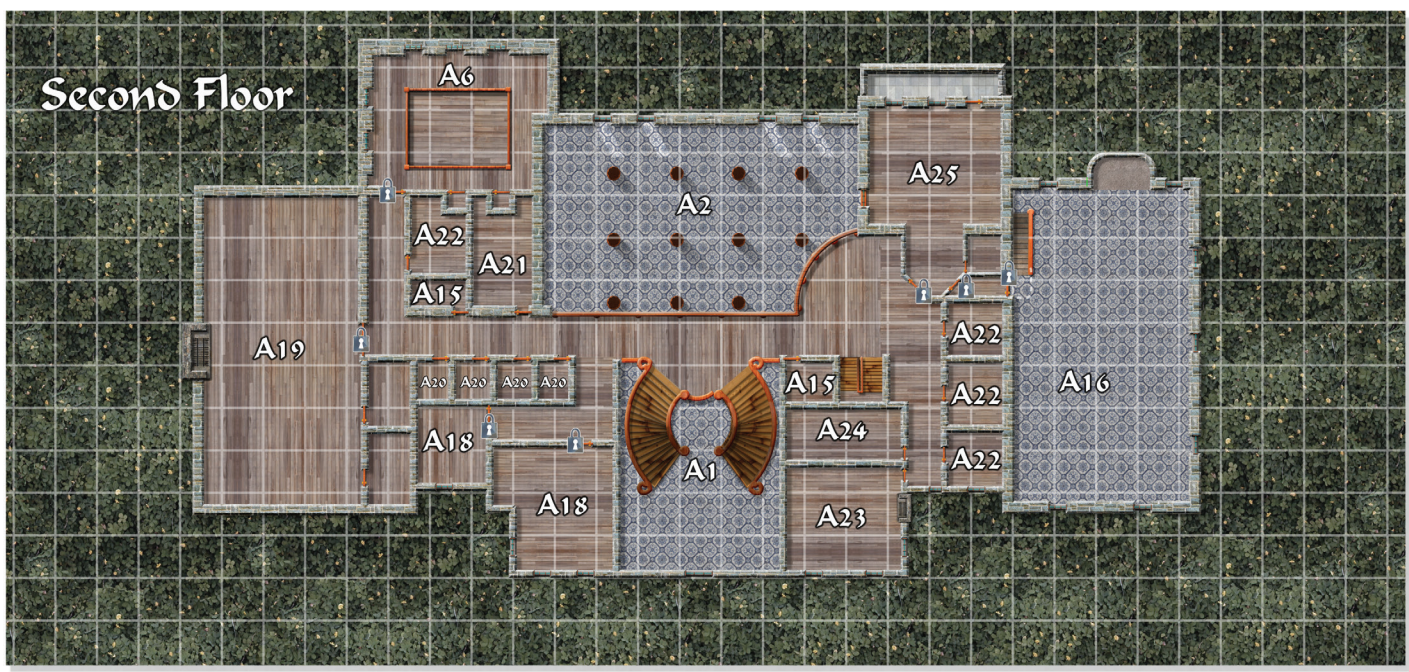


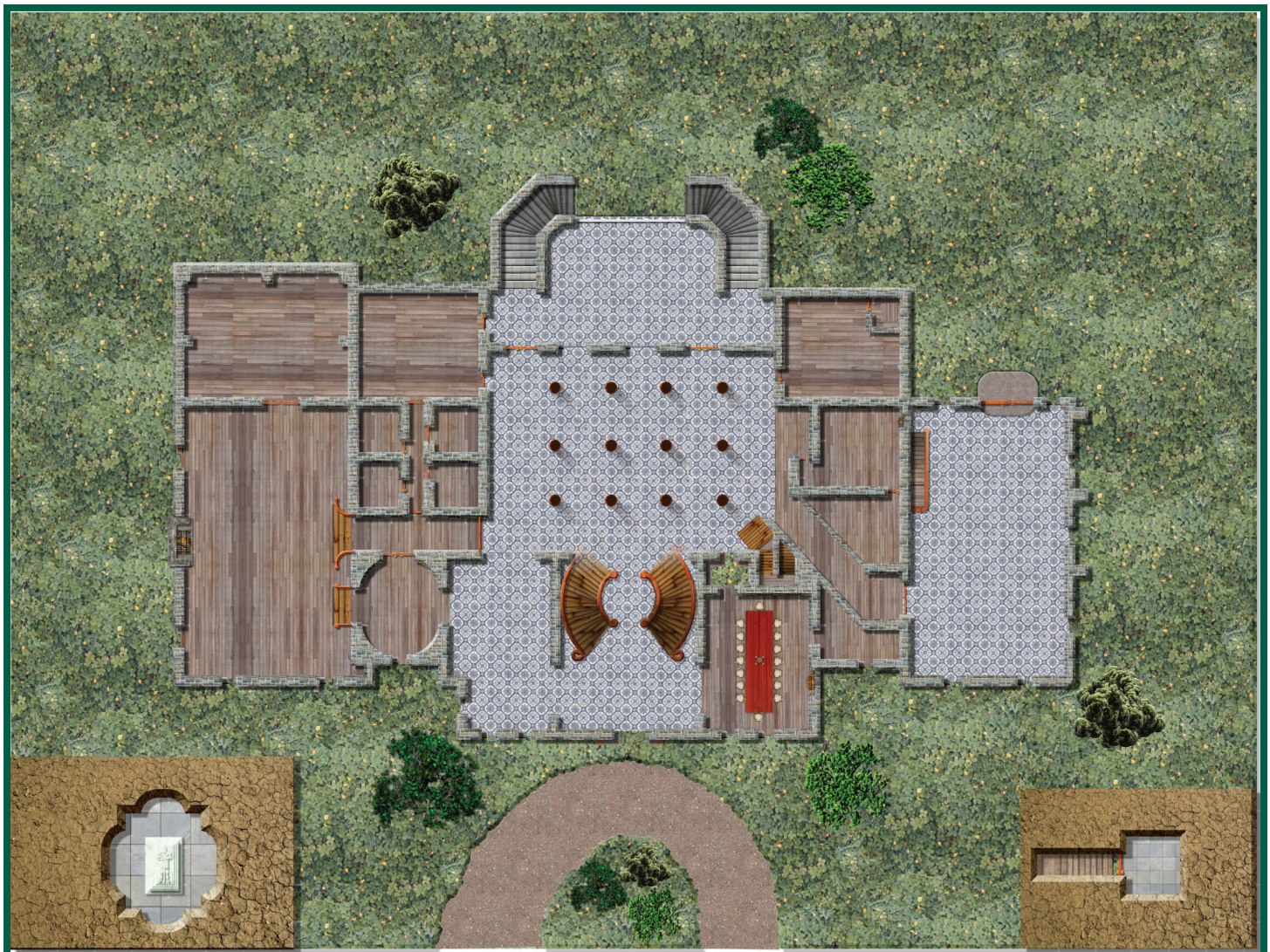


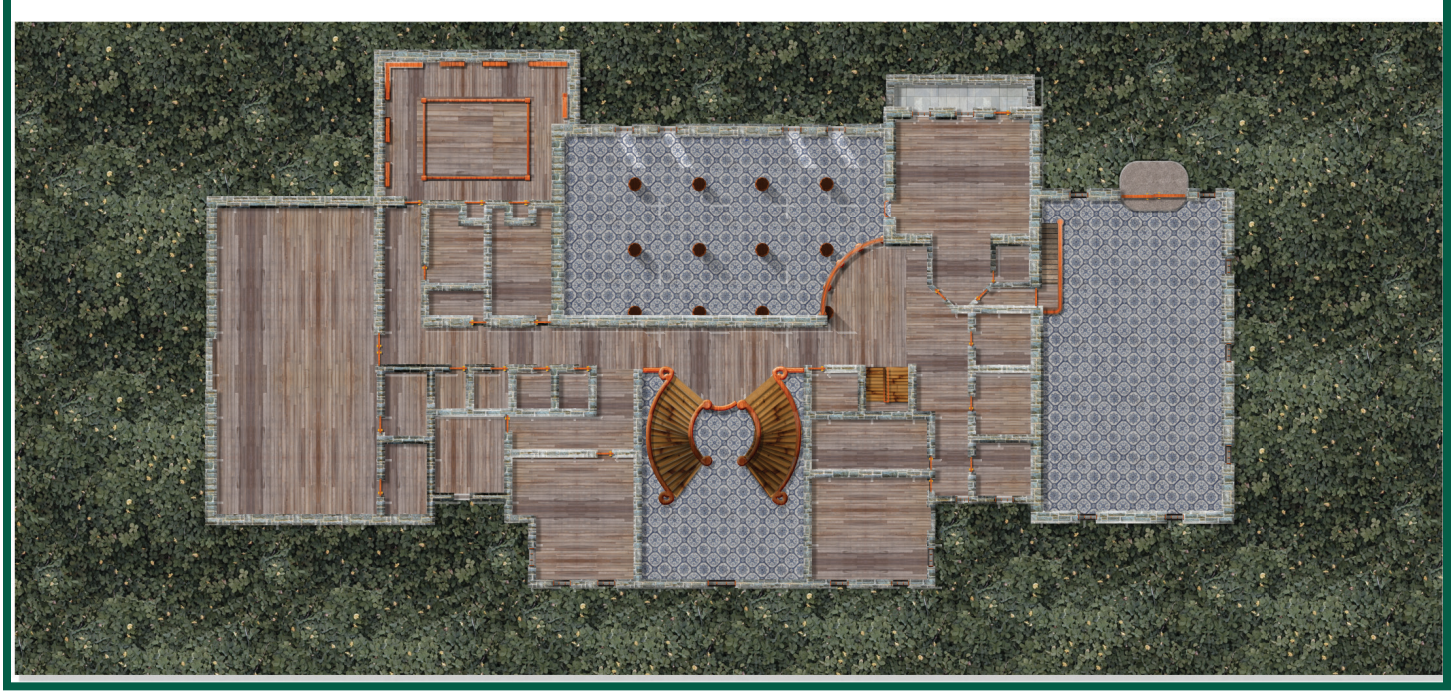



Vanderhaven Manor


A. VANDERHAVEN MANOR
First Floor
N
W
E
S
1 sq =10 ft
A6
Open to Above
A7
A9
A10
Open to Above
A8
A8
A8
A8
A2
A11
A12
A5
A16
Open to Above
A14
A1
A4
A3
A15
Open to Above
A13
A26
A17


Second Floor
A6
A25
A2
A22
A21
A15
A19
A22
A20
A20
A20
A20
A15
A16
A18
A24
A22
A1
A18
A23



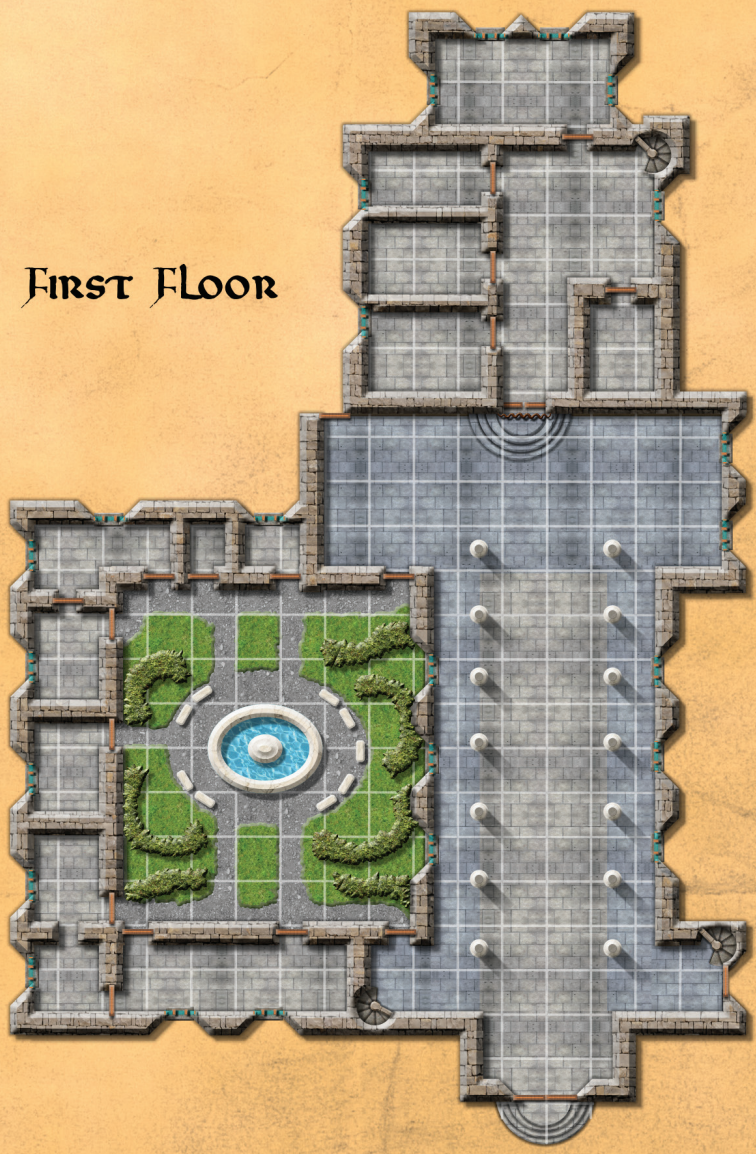


B. Bastion of Righteous Decree

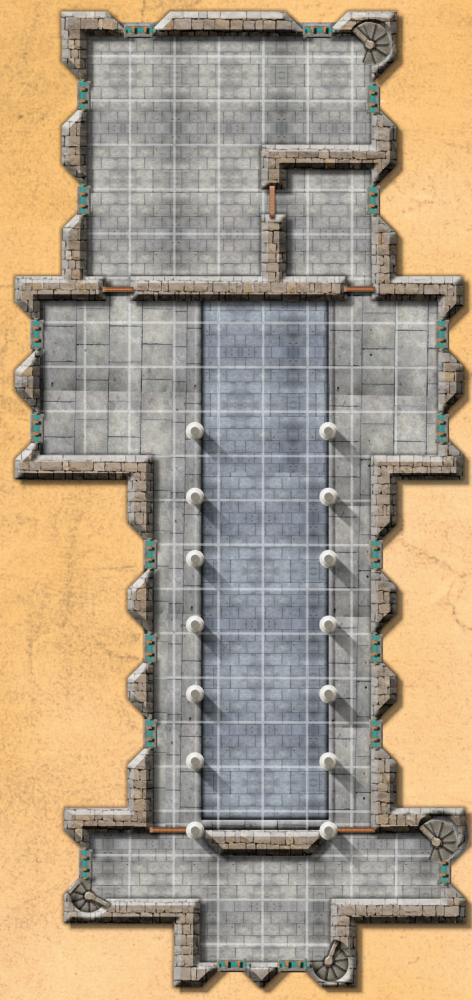


1 square = 10 ft.

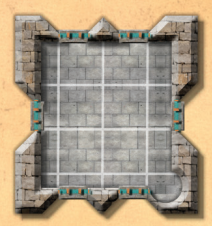
First Floor

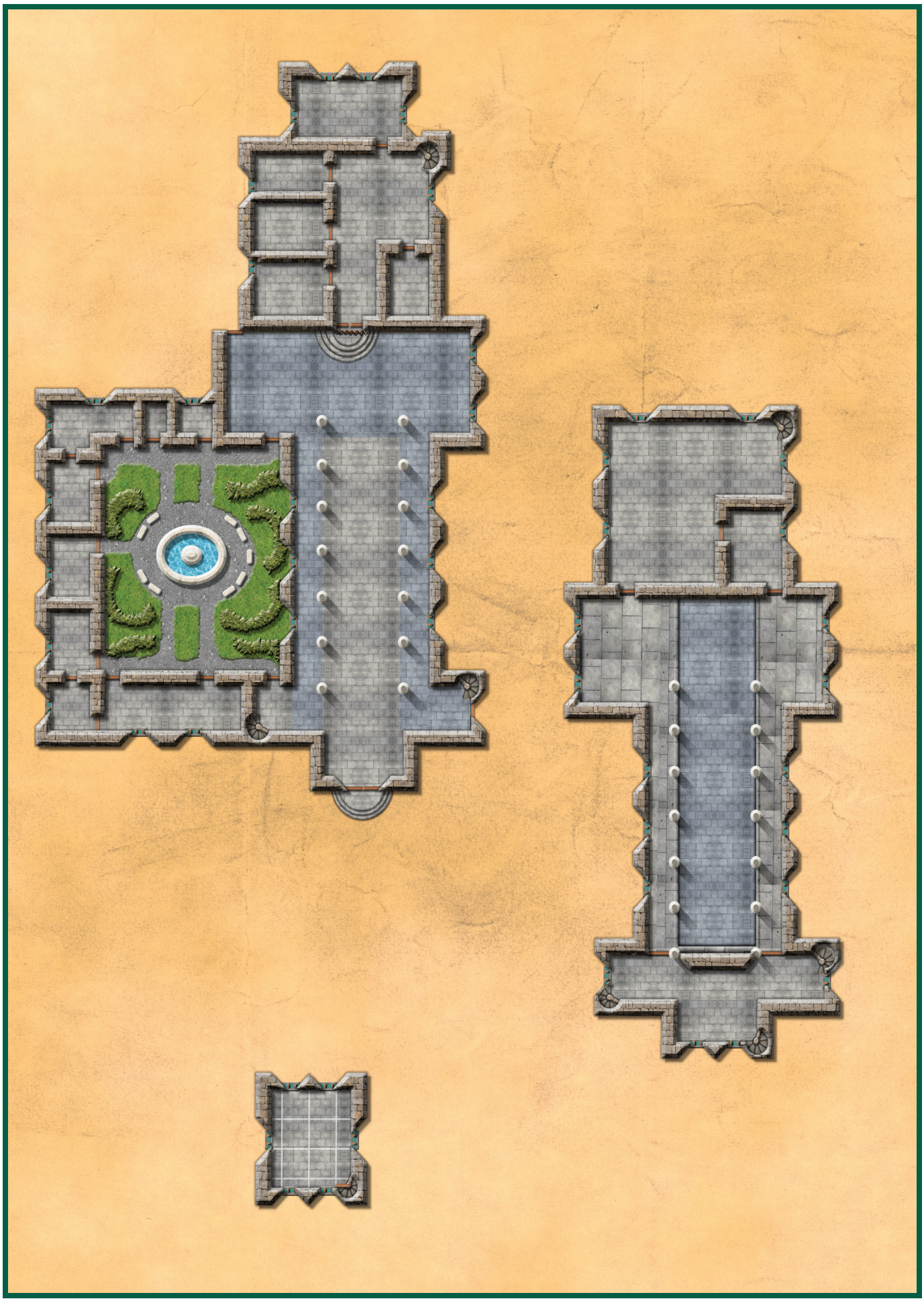


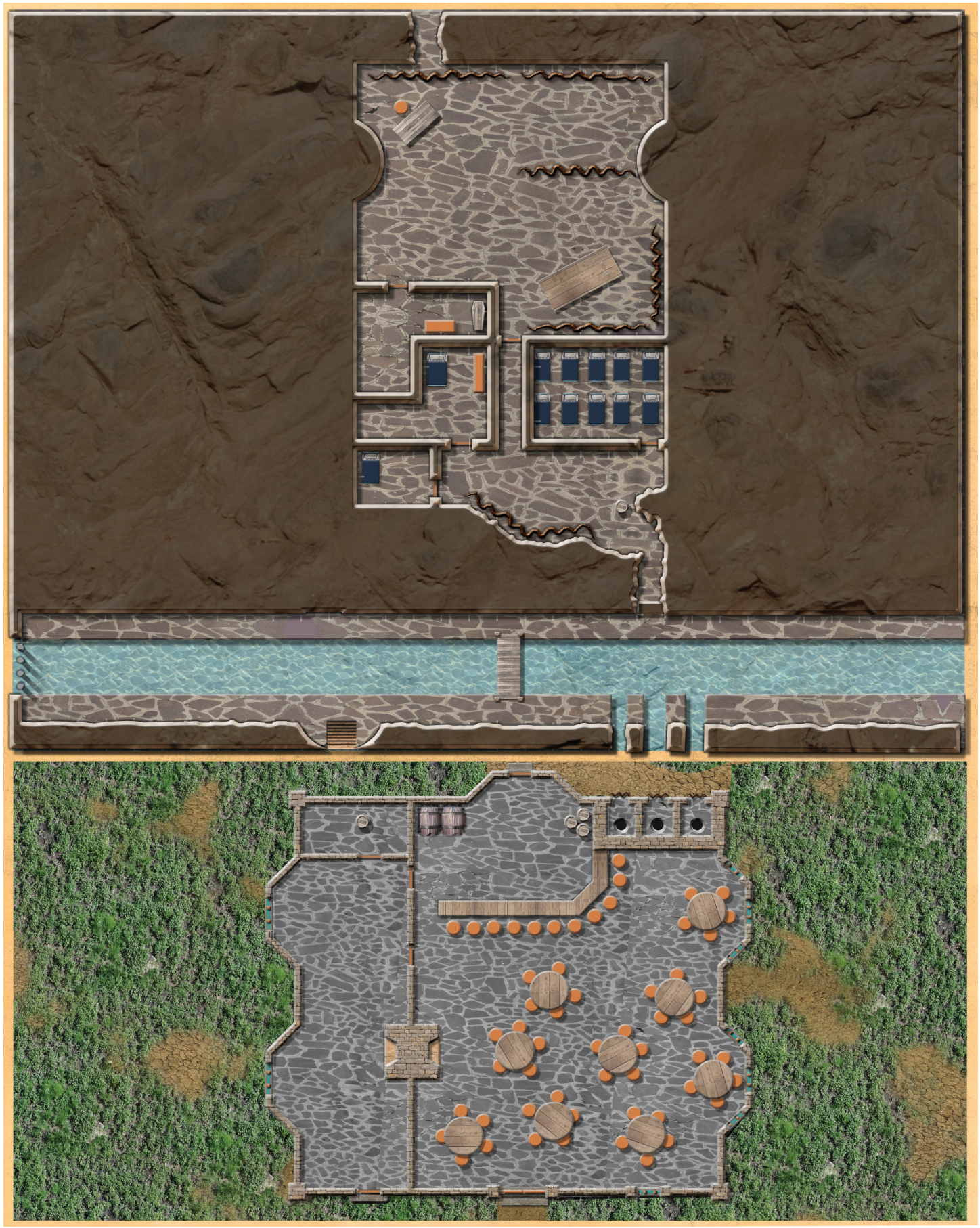
Second Floor

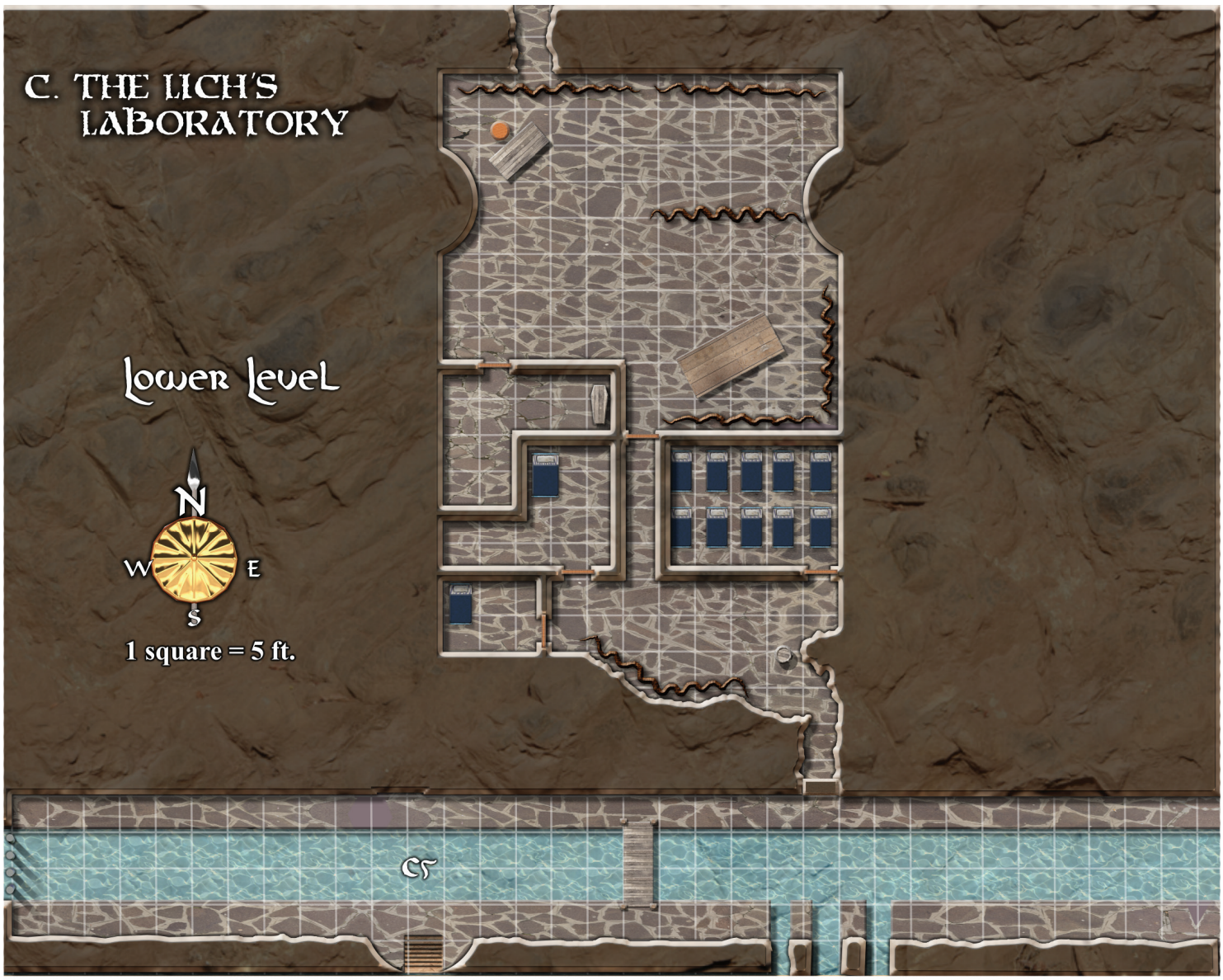


Tower



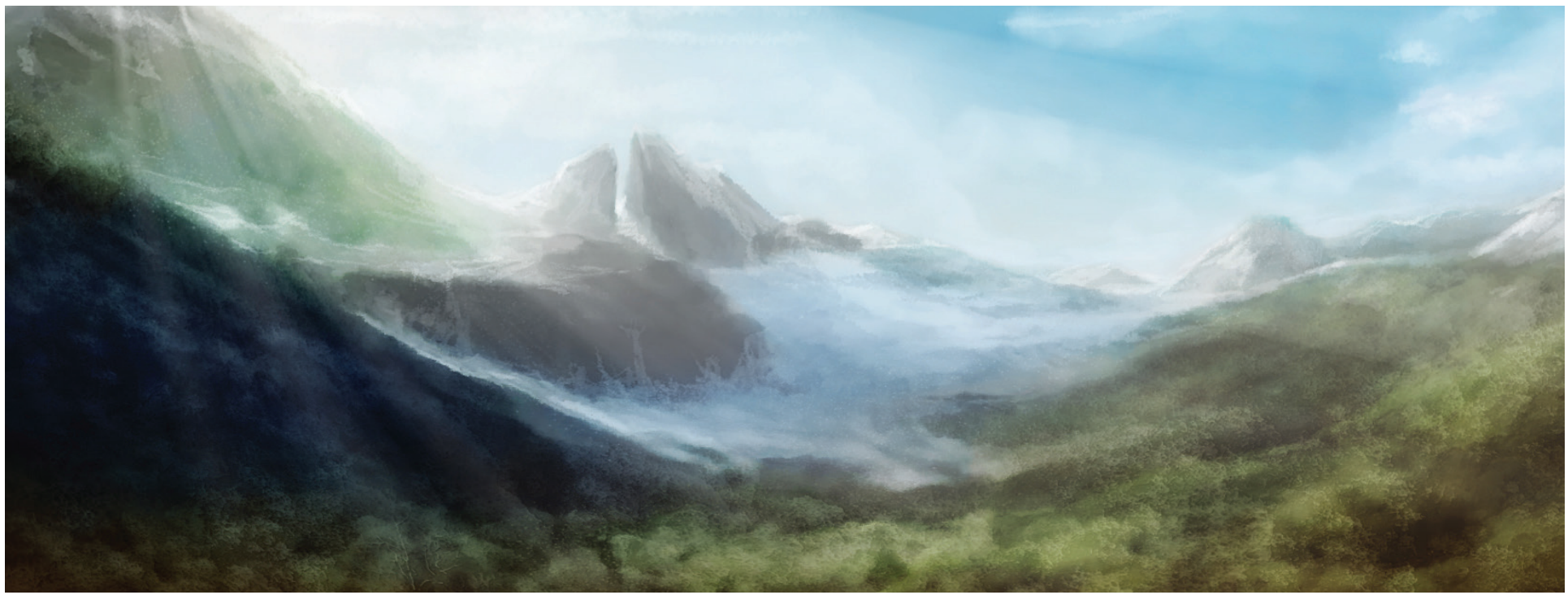





C. THE LICH'S LABORATORY
Lower Level
N
W
E
S
1 square = 5 ft.


C. THE LICH'S LABORATORY
Ground Level
N
W
E
S
1 square = 5 ft.











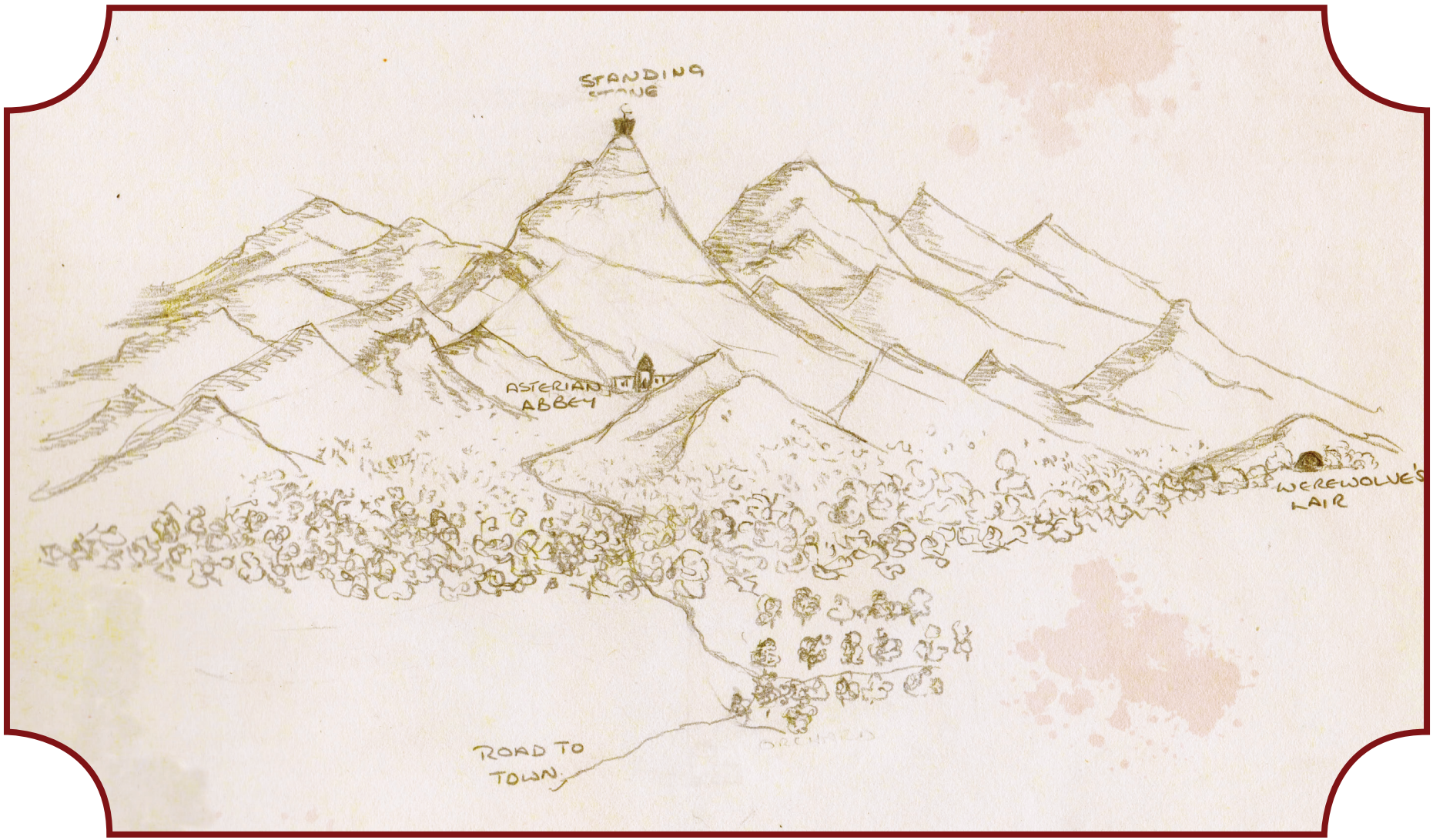











STANDING STONE
ASTERIAN ABBEY
WEREWOLVE'S LAIR
ROAD TO TOWN







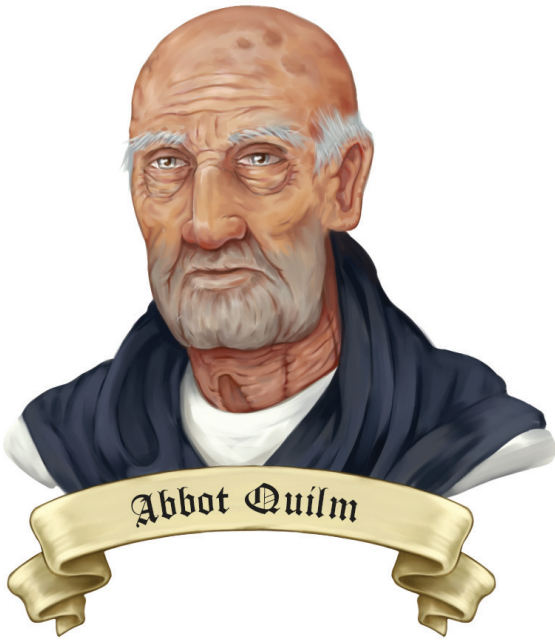











Abbot Quilm


Brother Belphorus


Brother Hakkan

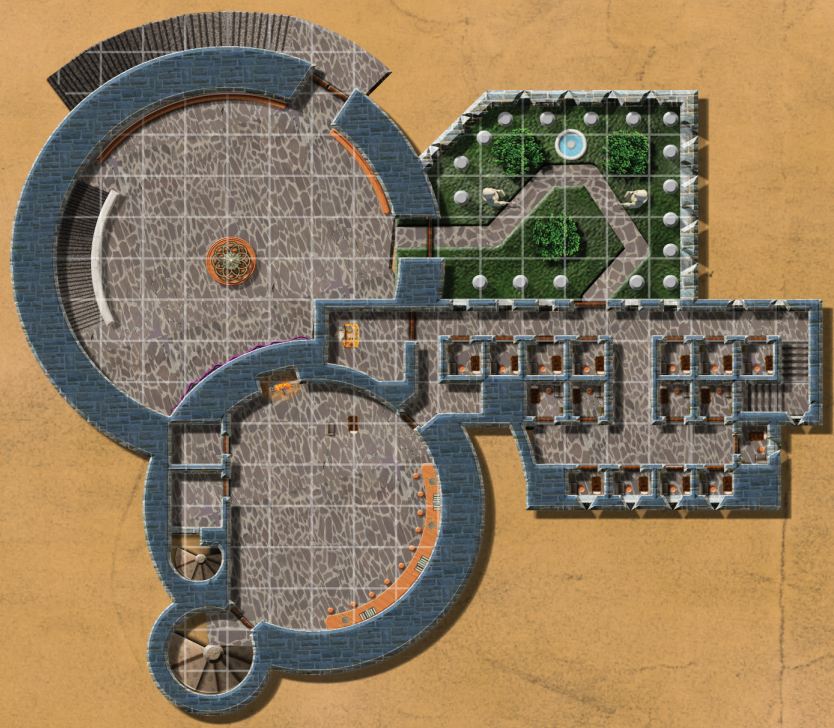

Brother Hector

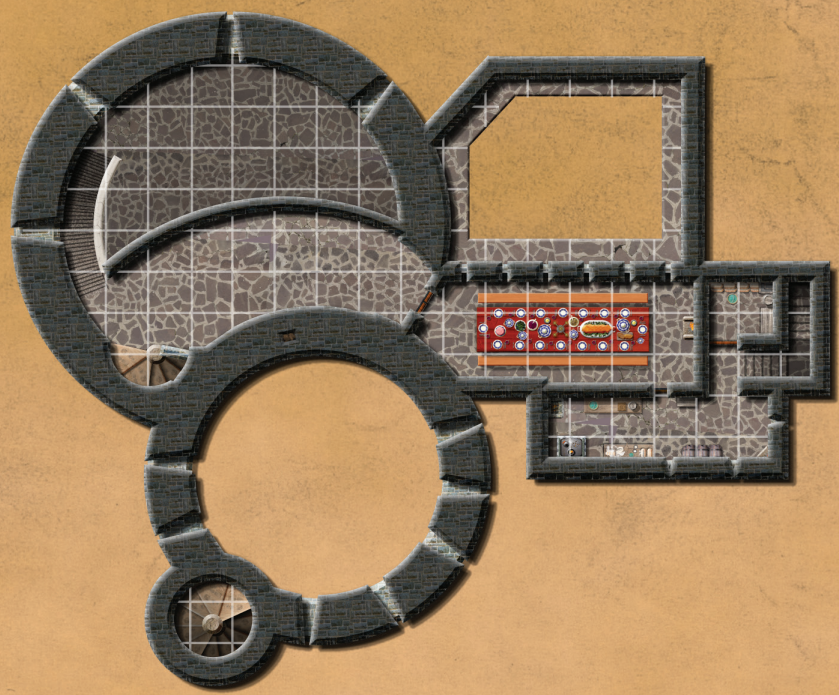

N
W
E
S
1 square = 10 ft.

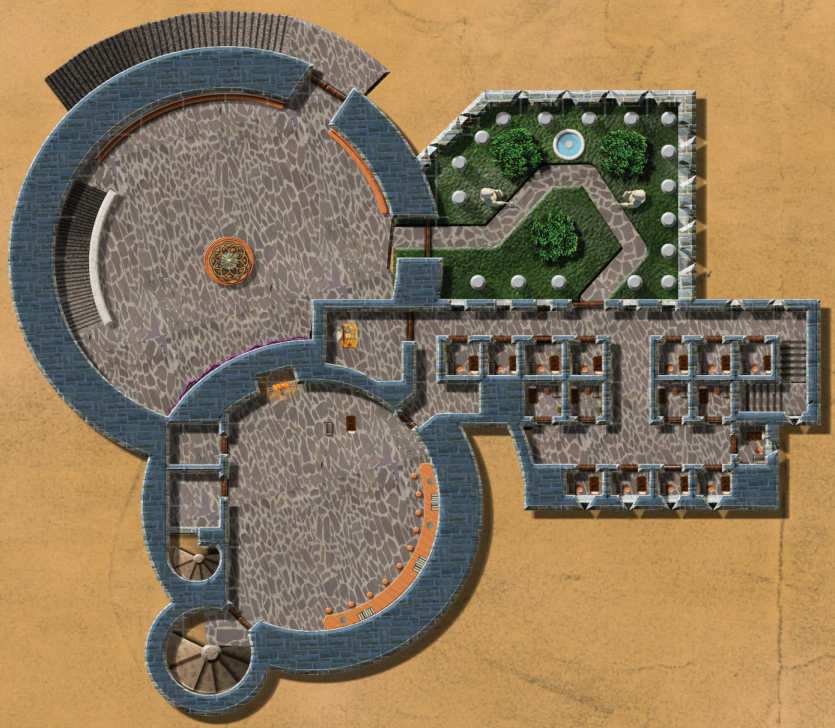


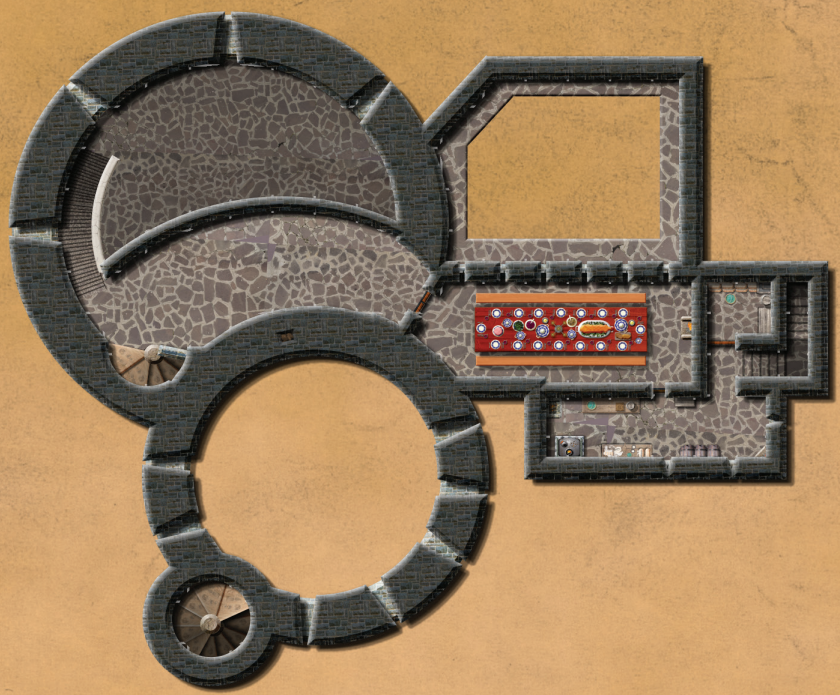



N
W
E
S









A. The Asterian Abbey

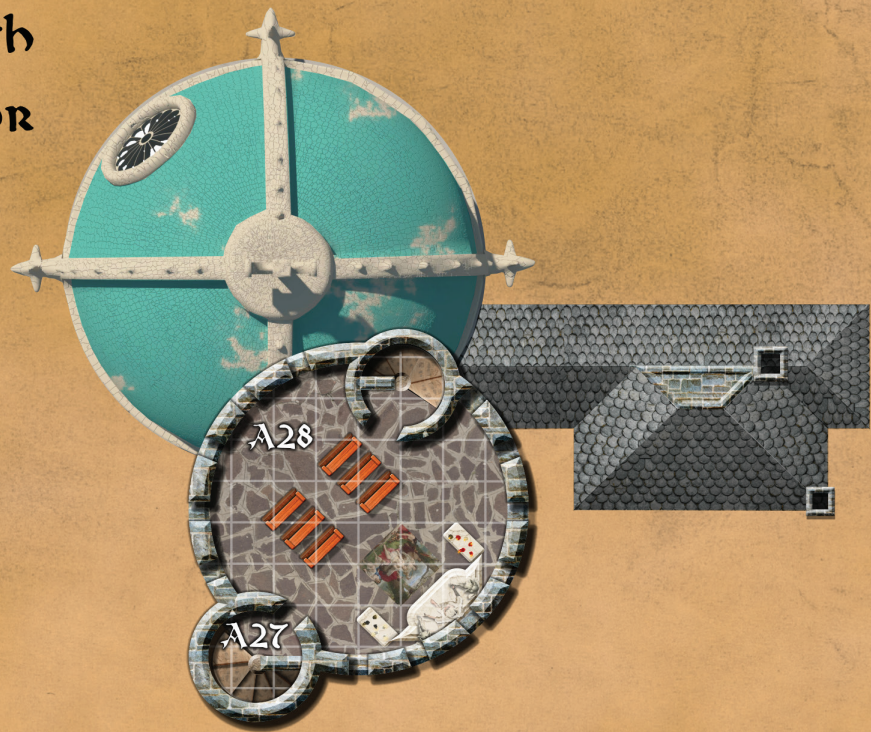
Fourth Floor

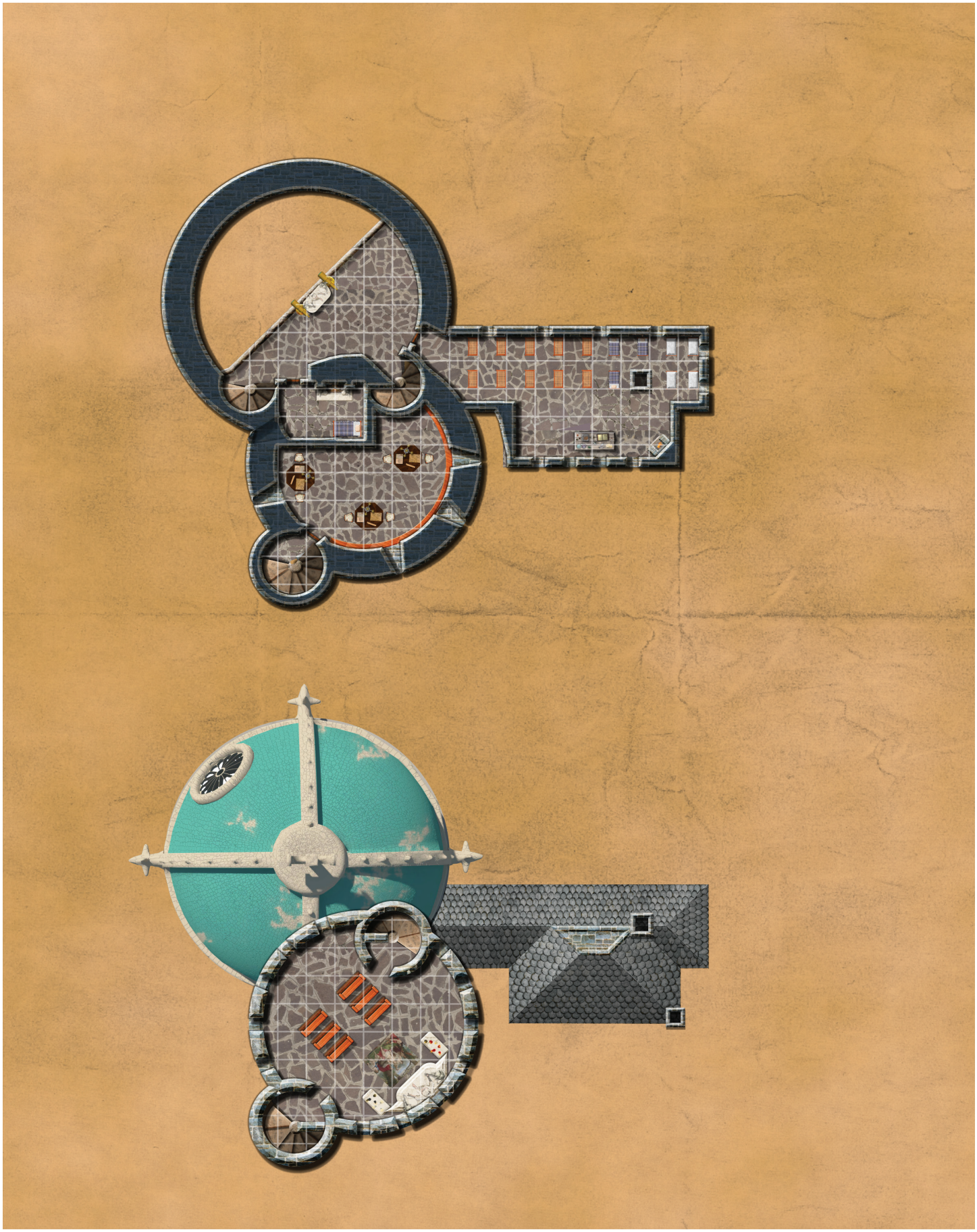


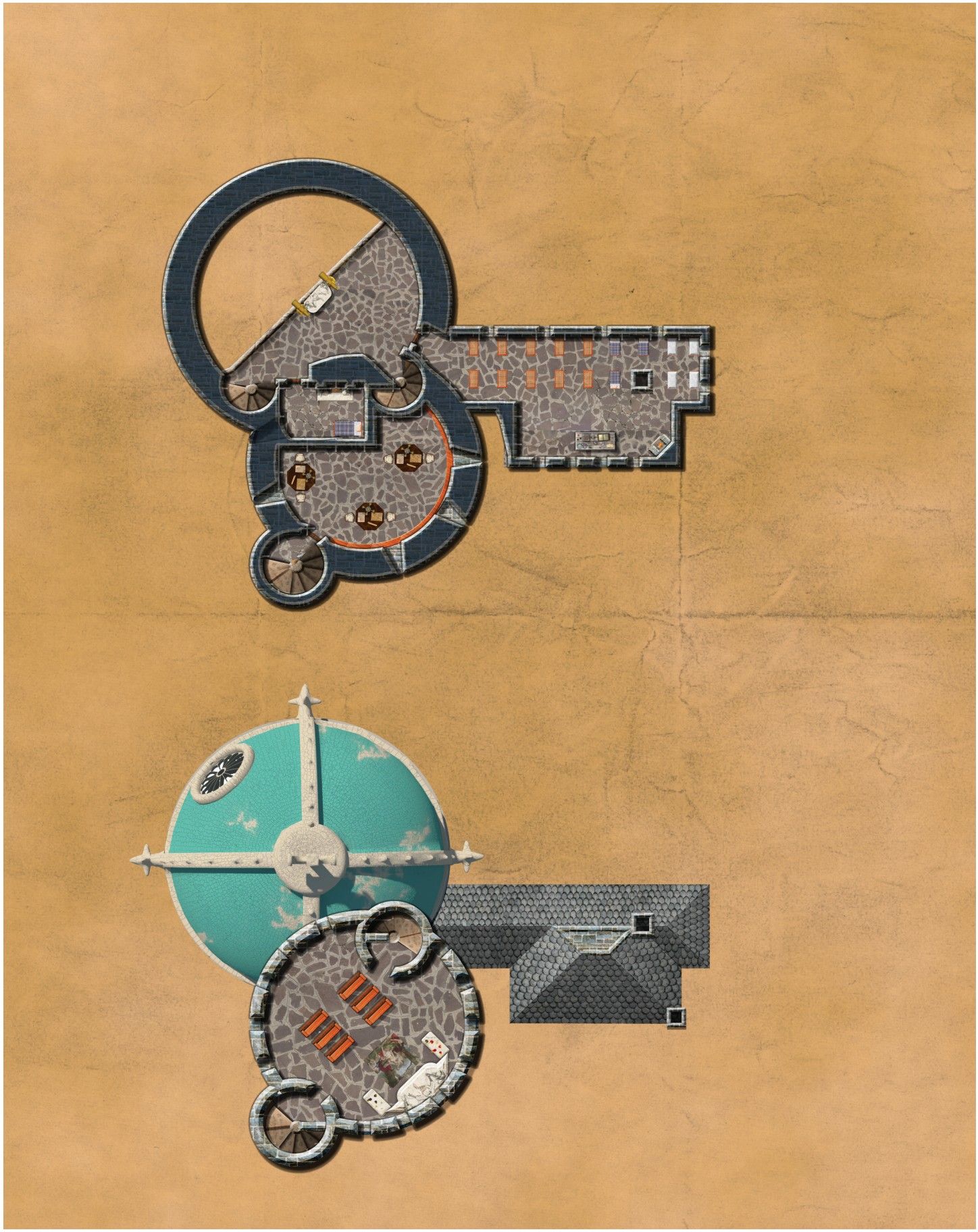


1 square = 10 ft.

Fifth Floor







B. OLD CATACOMBS

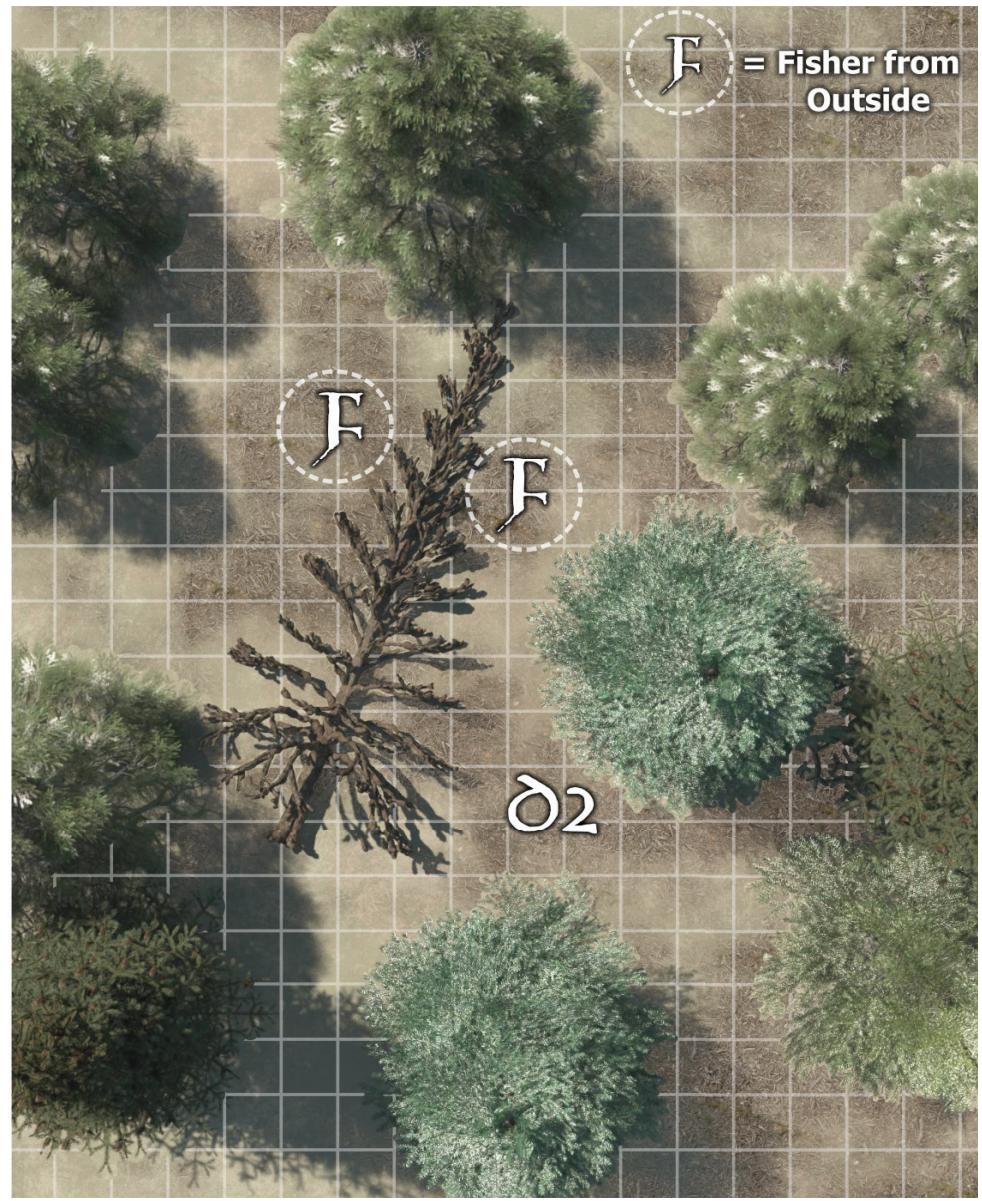


1 square = 10 ft.

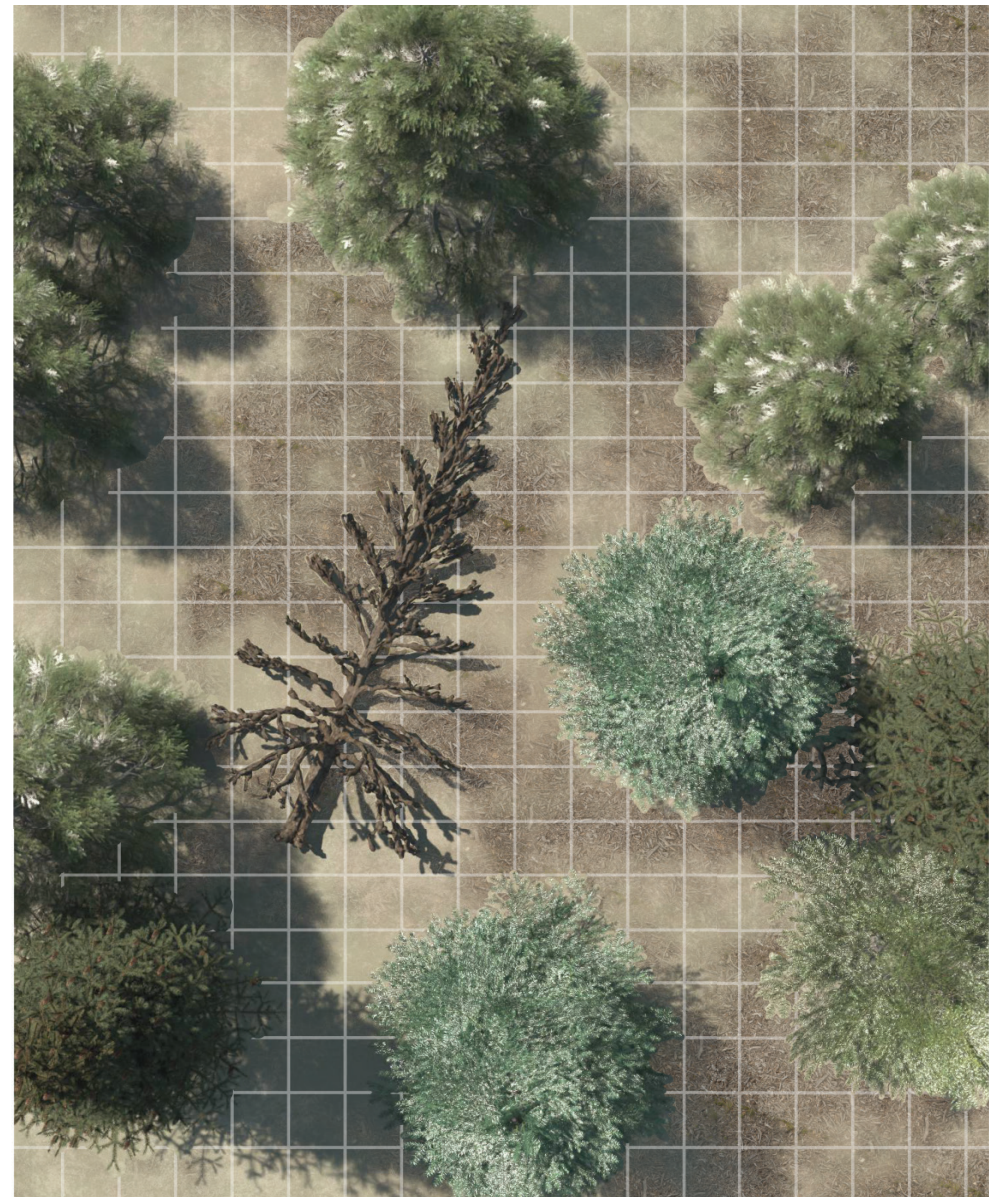


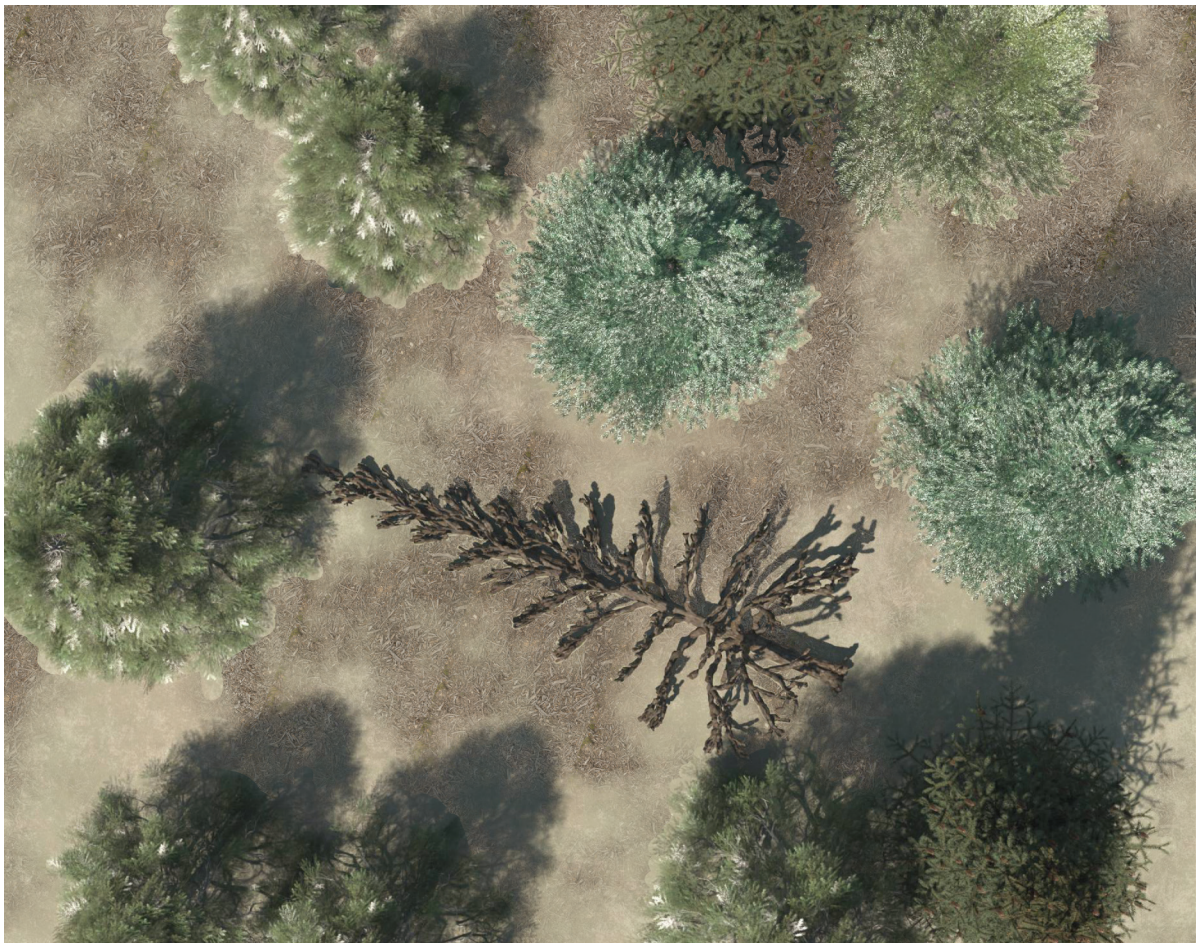


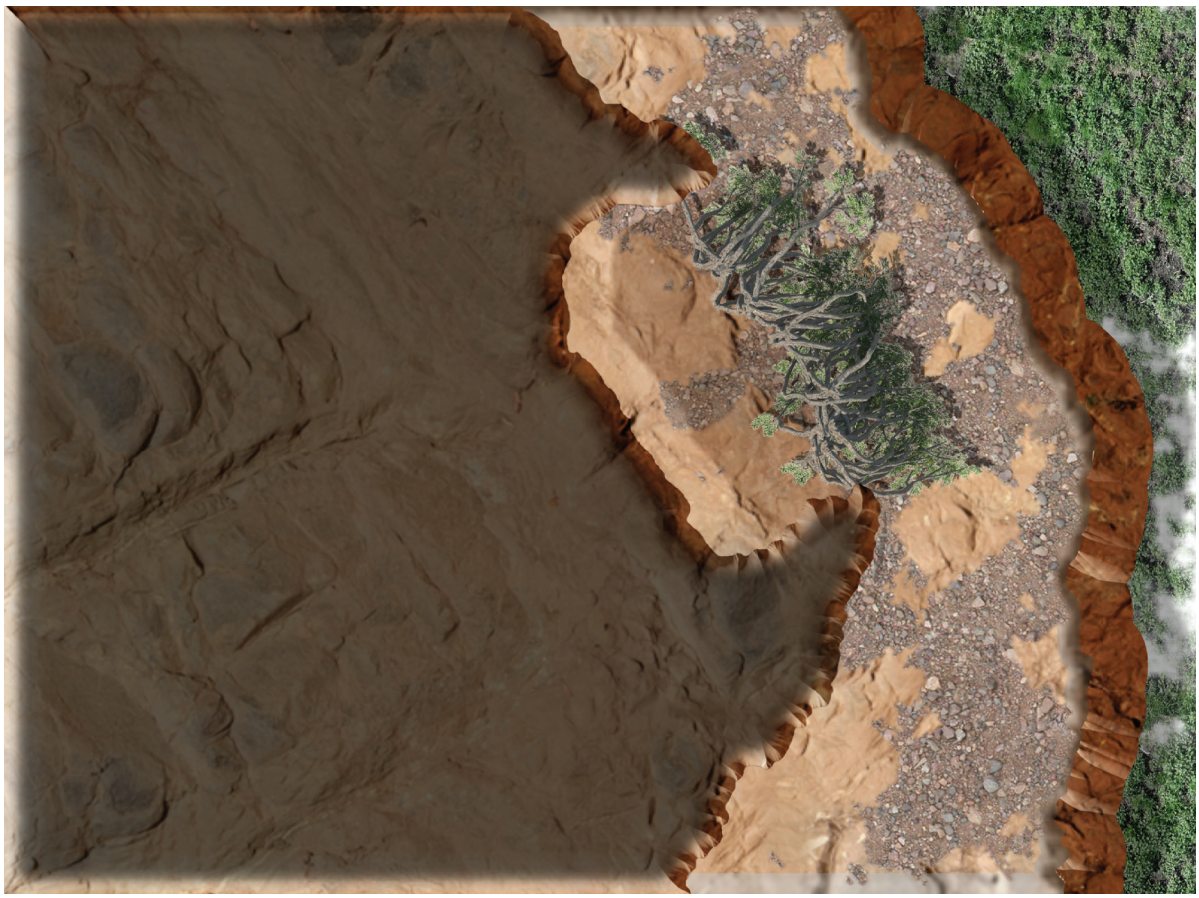

D. WEREWOLF'S LAIR
N
W
E
S
ω = Werewolf
1 square = 5 ft.
ω
D1
30 ft. Drop

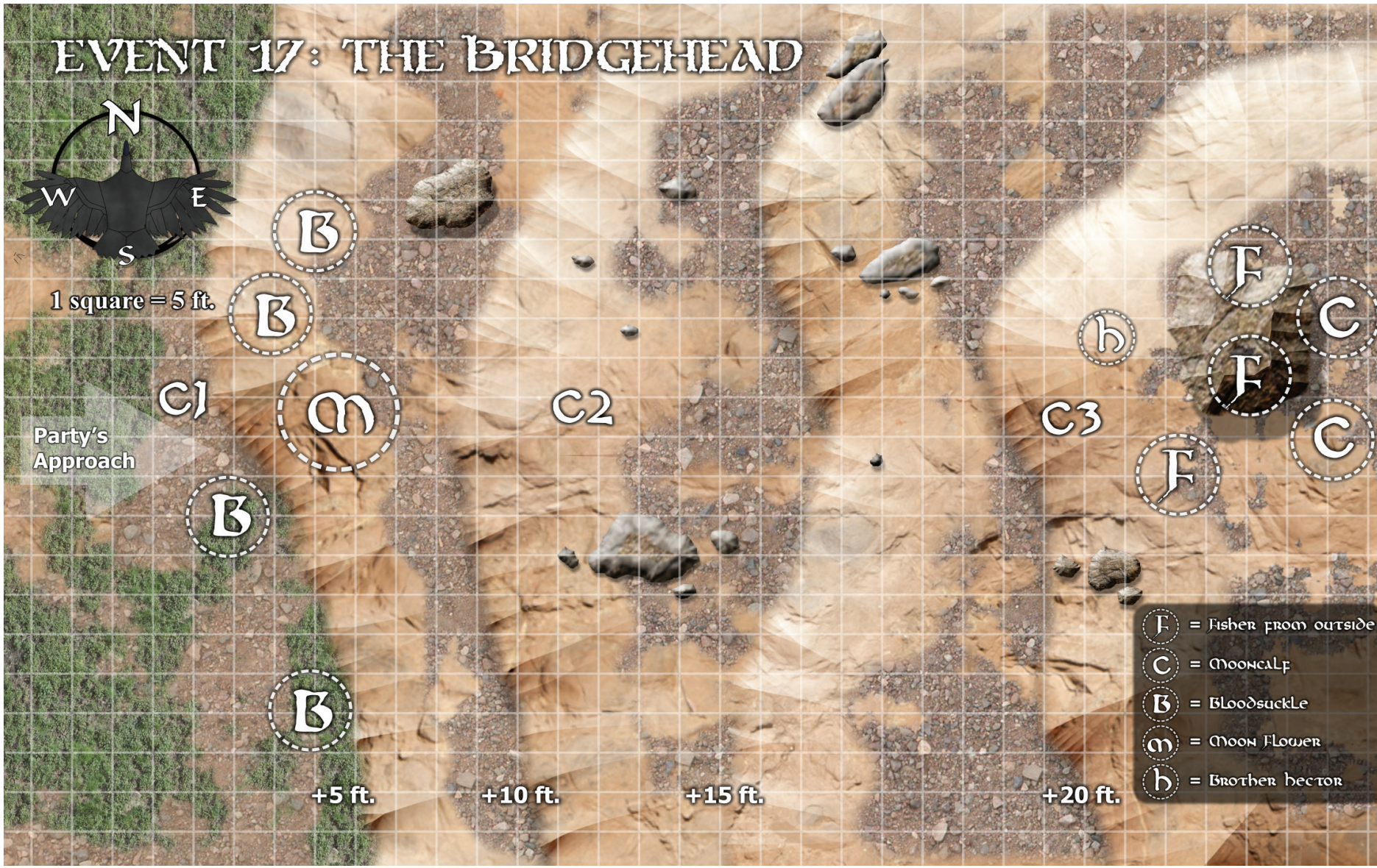

F = Fisher from Outside
F
F
D2


N
W
E
S
1 square = 5 ft.





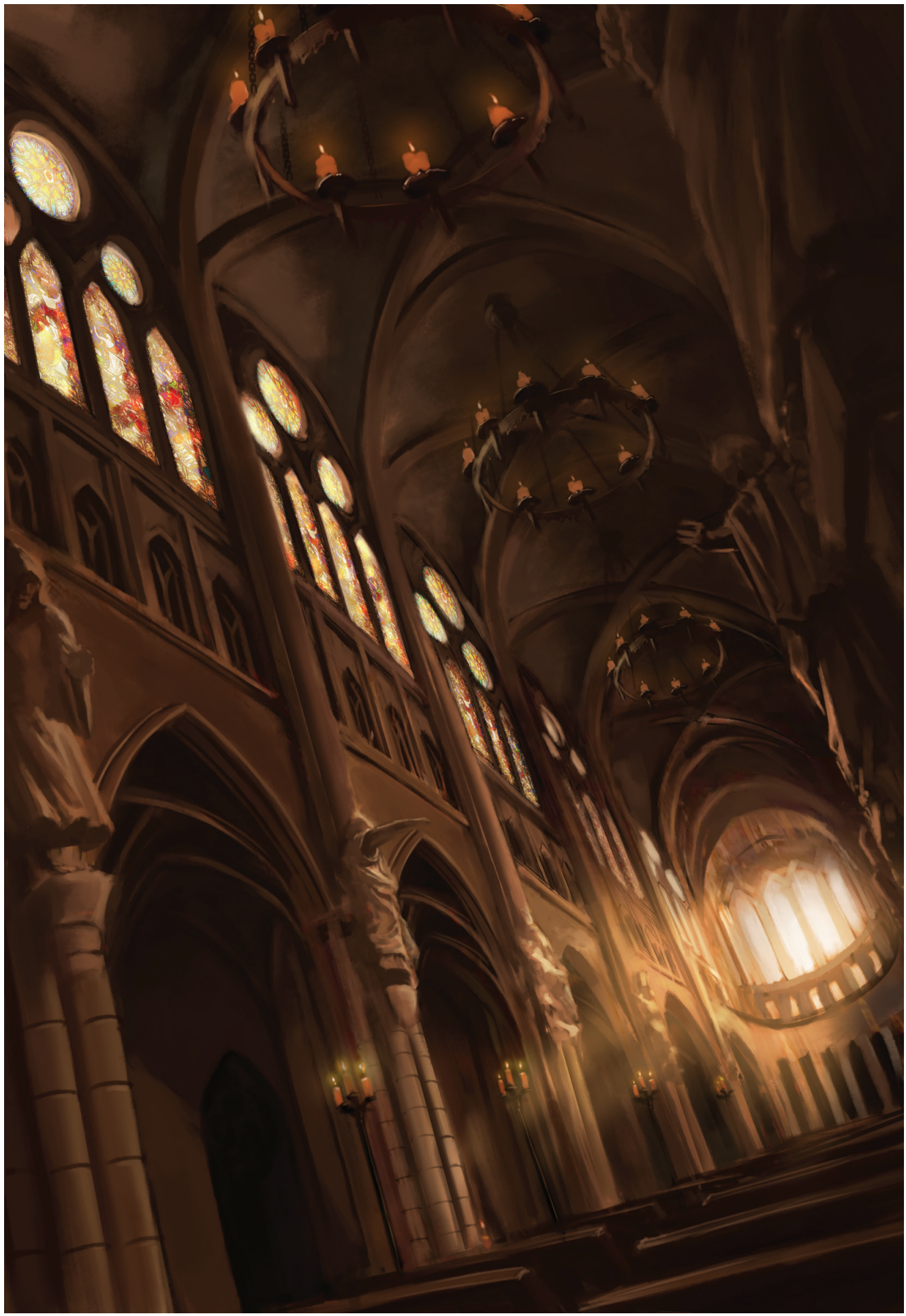


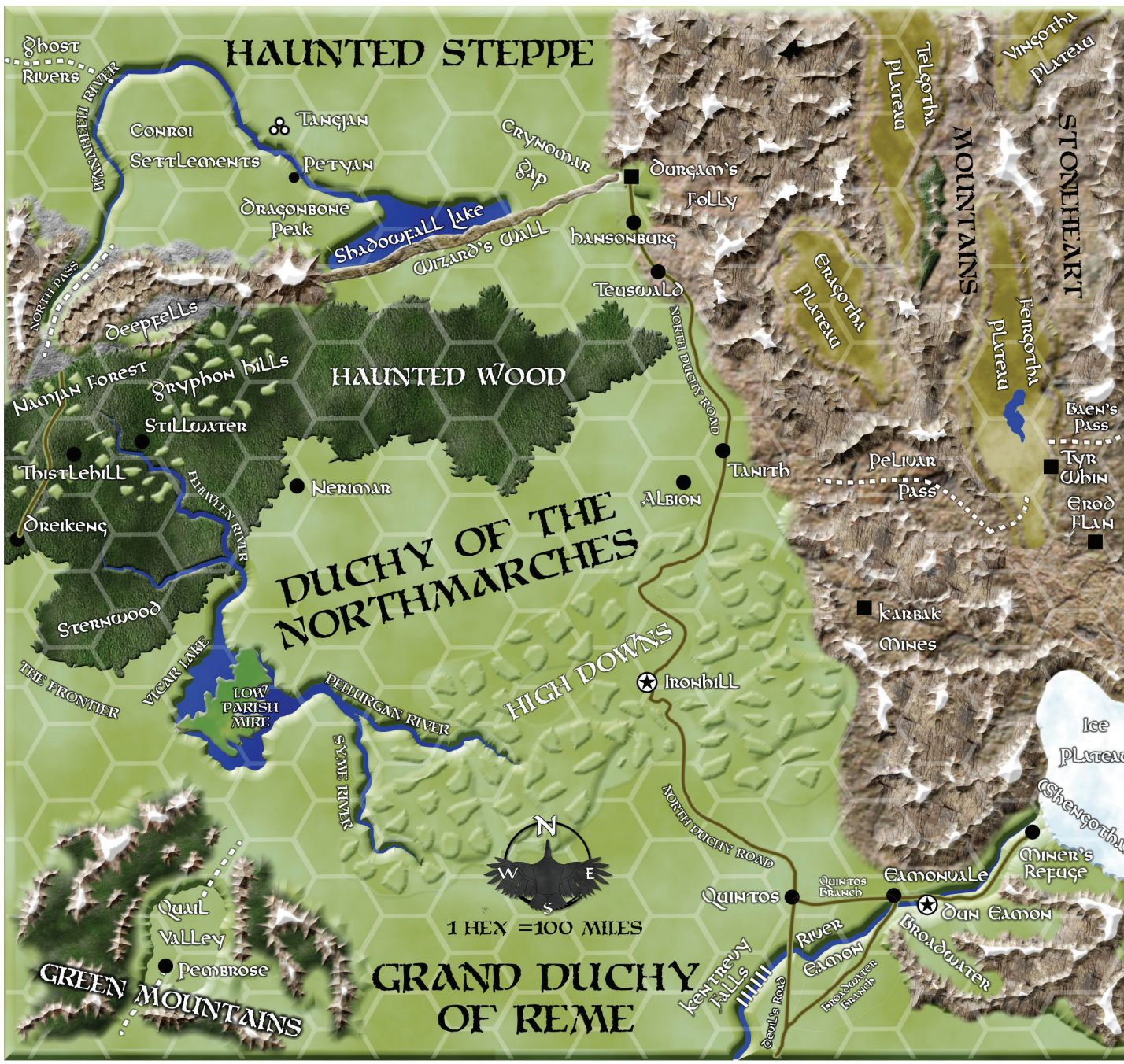

EVENT 17: THE BRIDGEHEAD
N
W
E
S
1 square = 5 ft.
B
B
C1
M
Party's Approach
B
B
C2
C3
h
F
C
F
C
F
F = Fisher from outside
C = Mooncalf
B = Bloodsuckle
M = Moon Flower
h = Brother Hector
+5 ft.
+10 ft.
+15 ft.
+20 ft.










HAUNTED STEPPE
Ghost Rivers
Manhem River
Conroi Settlements
Tangjan
Petyan
Crynomar Gap
Dragonbone Peak
Shadowfall Lake
Wizard's Wall
Durgam's Folly
Hansonburg
Teuswald
North Pass
Deepfells
Namjan Forest
Gryphon Hills
HAUNTED WOOD
North Duchy Road
Telgotha Plateau
Vingotha Plateau
MOUNTAINS
STONEHEART
Eragotha Plateau
Fengotha Plateau
Baen's Pass
Tyr Whin
Erod Flan
Pelivar Pass
Stillwater
Thistlehill
Nerimar
Albion
Tanith
Dreikeng
Felmeen River
DUCHY OF THE NORTHMARCHES
Sternwood
Karbak Mines
Vicar Lake
The Frontier
Low Parish Mire
Pellurgan River
HIGH DOWNS
Ironhill
Ice Plateau
Shengotha
Syme River
North Duchy Road
Miner's Refuge
Eamondale
Quintos Branch
Quintos
Dun Eamon
River Eamon
Broadwater
Broadwater Branch
Kentrey Falls
Devil's Road
Quail Valley
Pembrose
GREEN MOUNTAINS
GRAND DUCHY OF REME
N
W
E
S
1 HEX =100 MILES












DORIS 2017

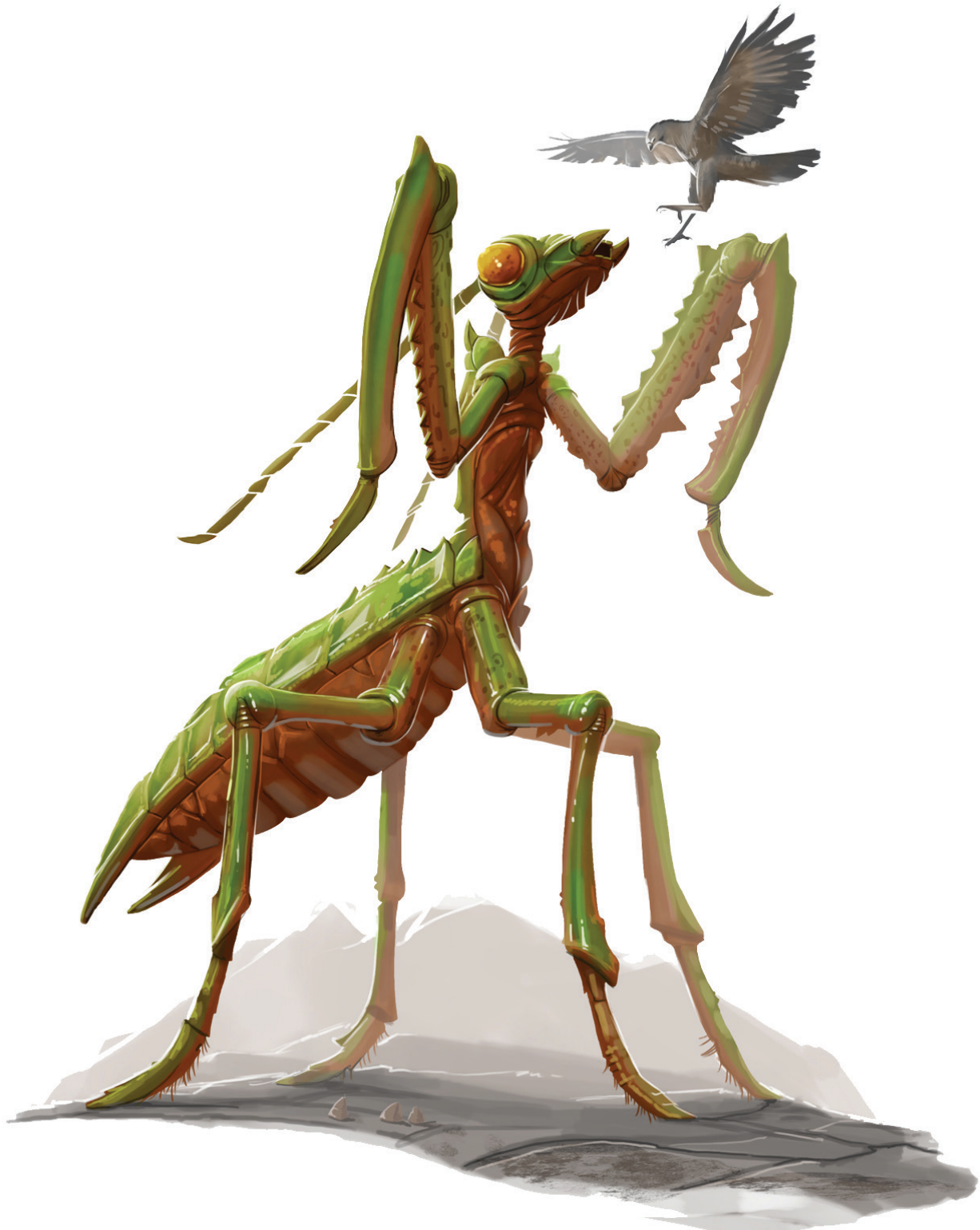












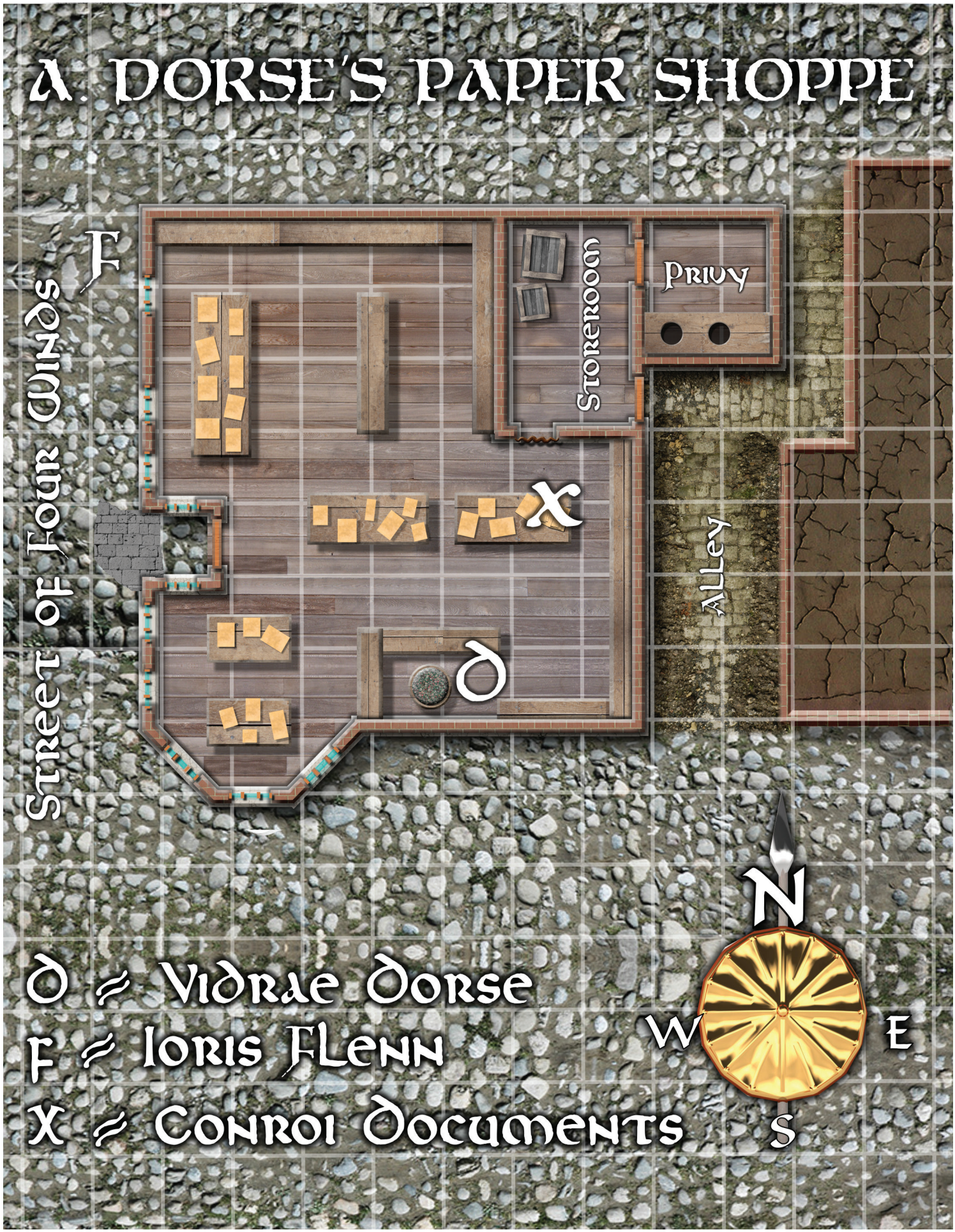


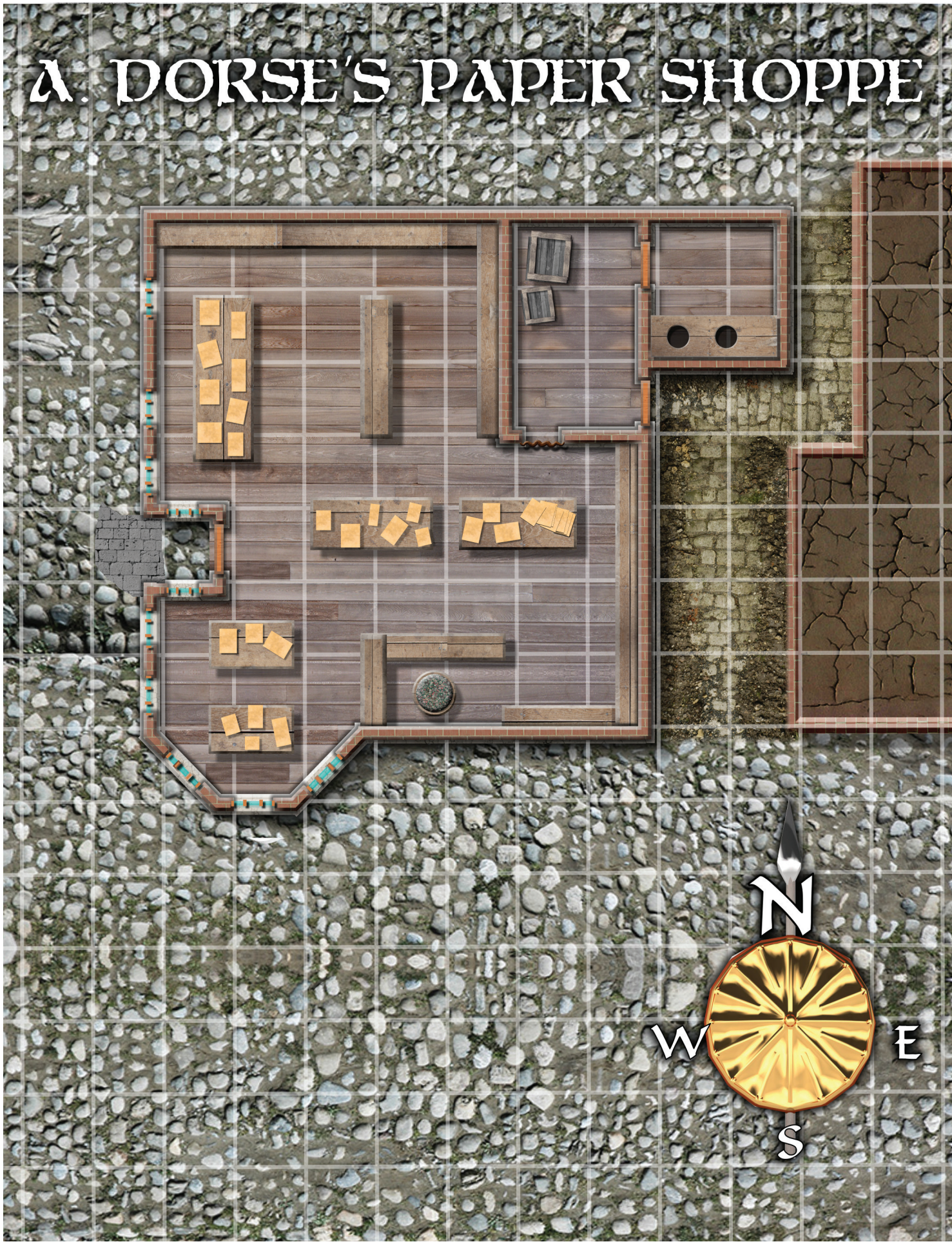


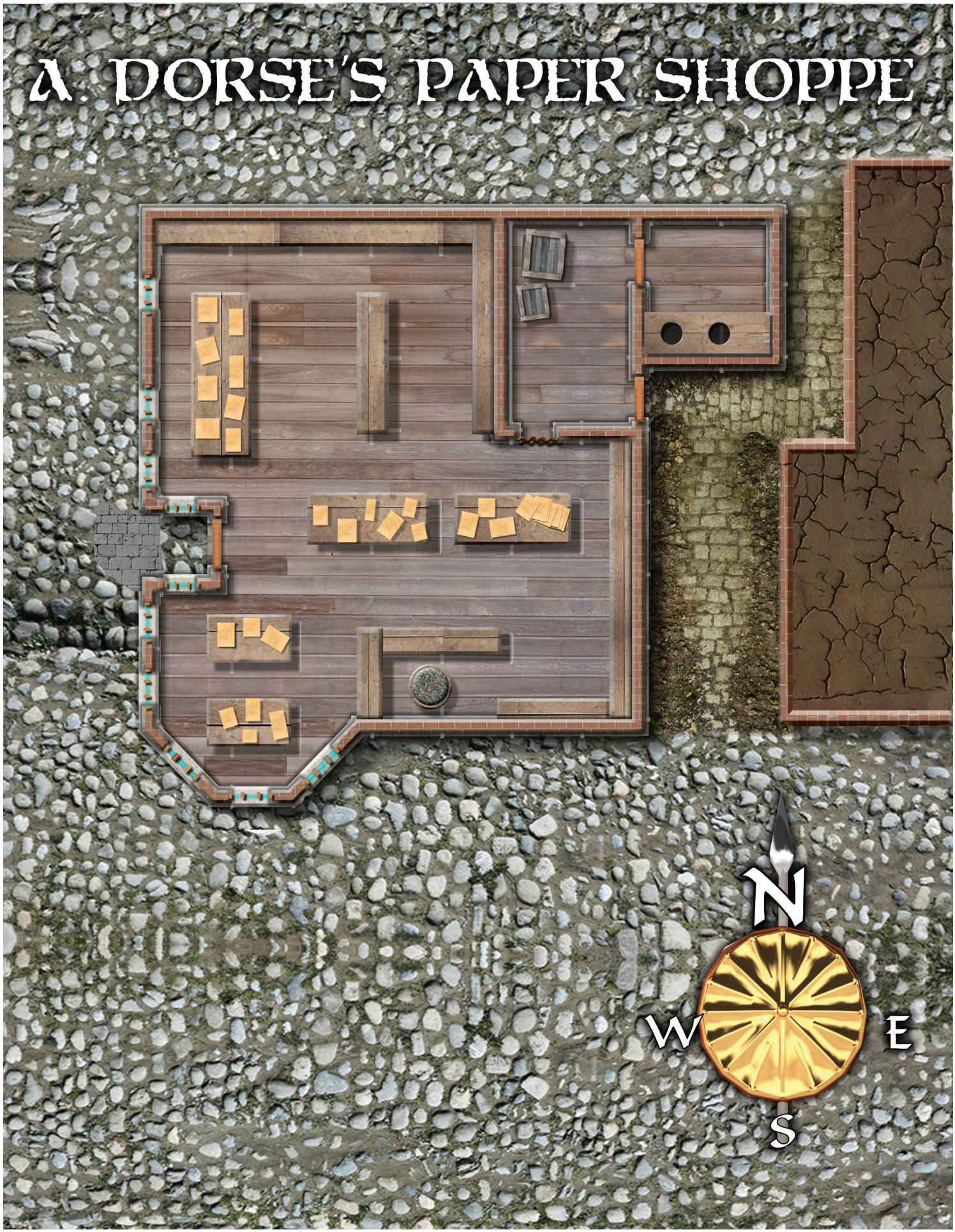


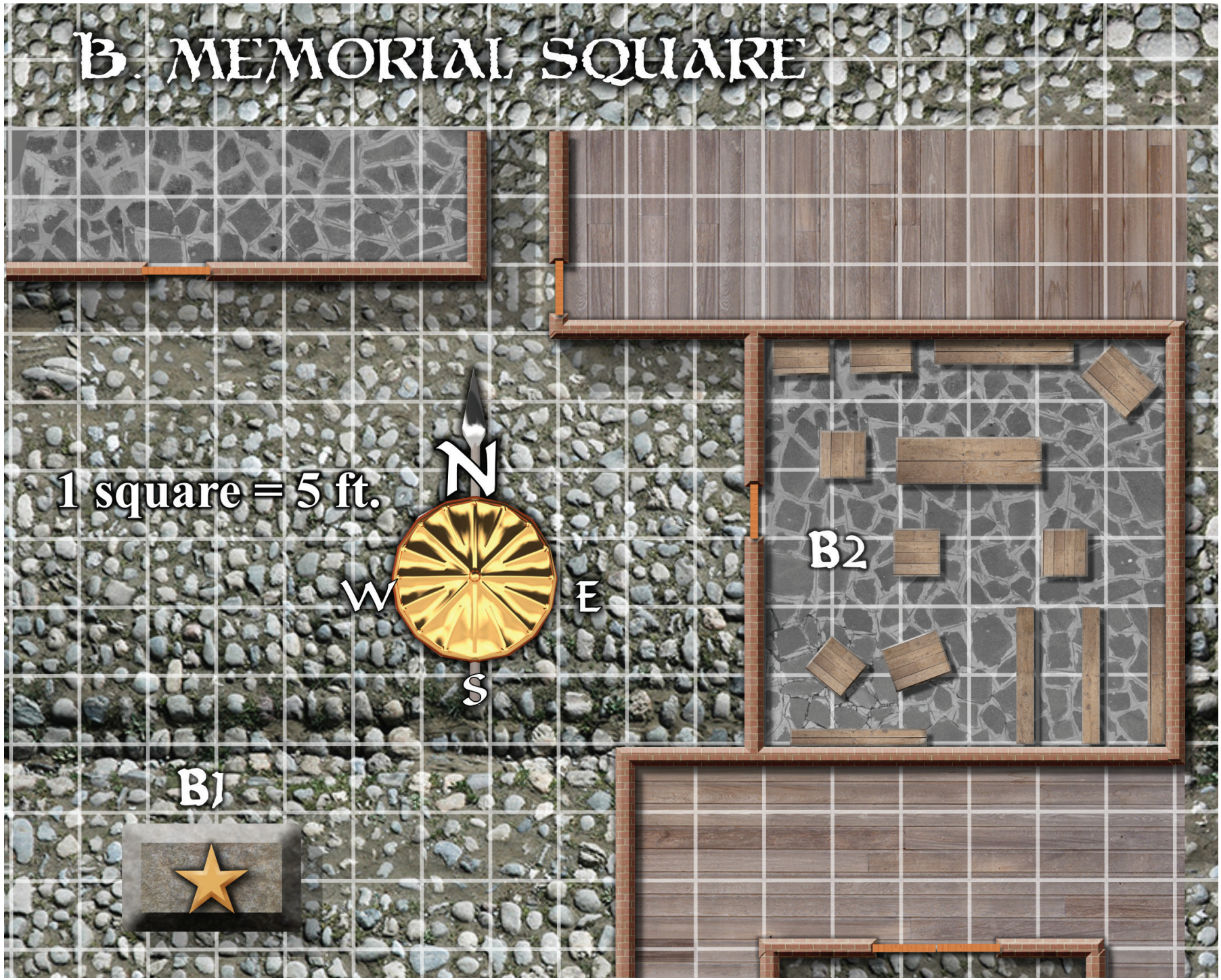


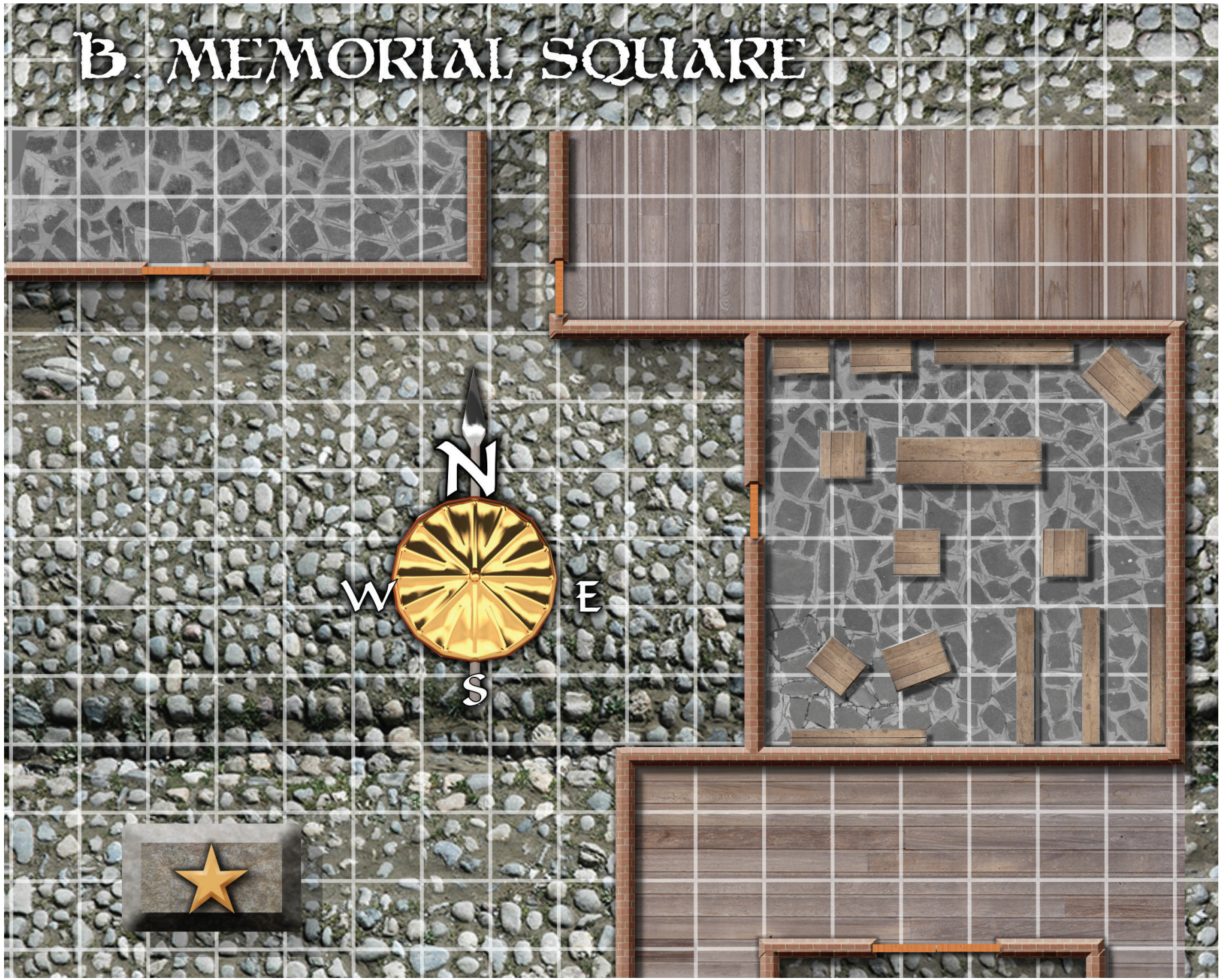


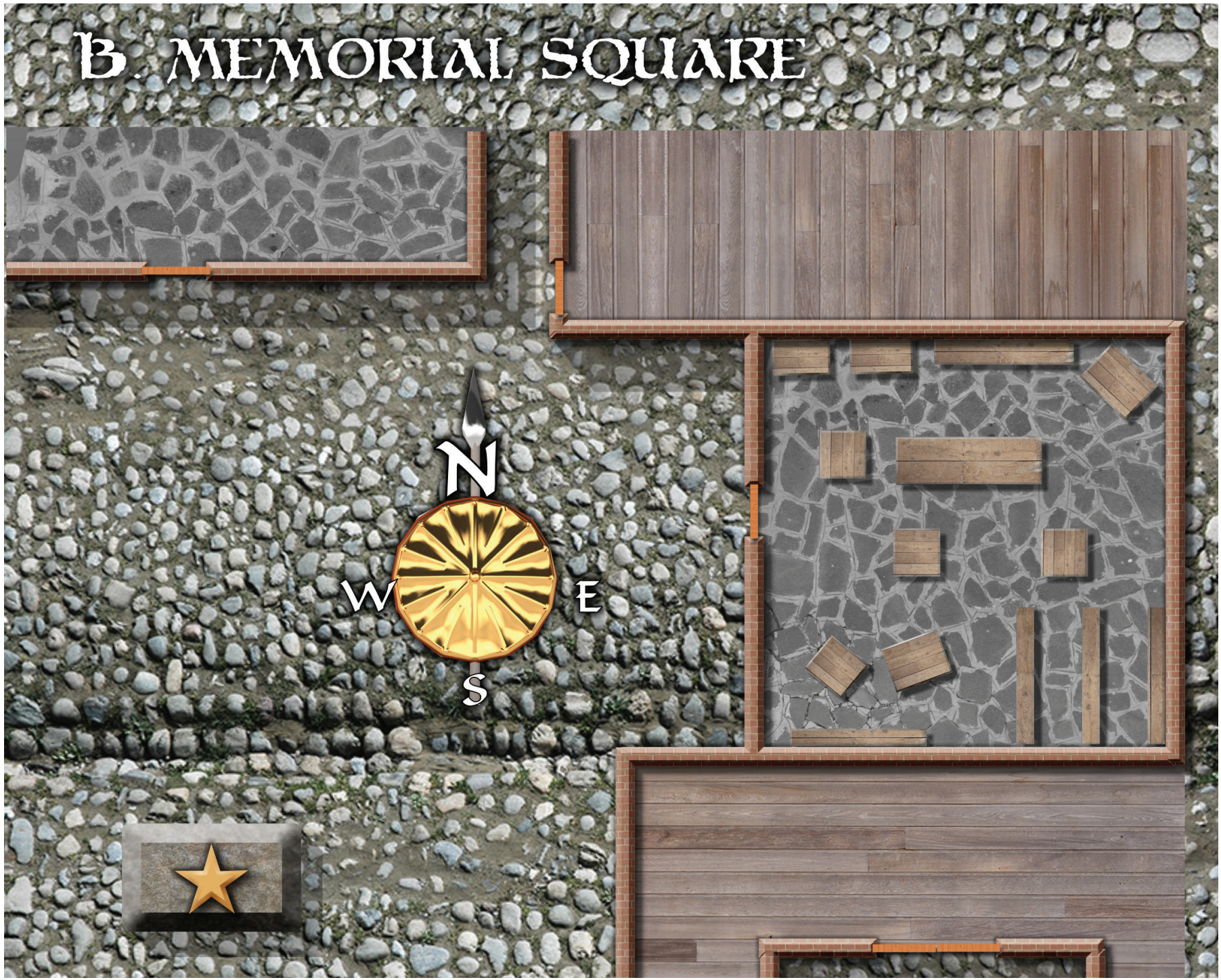

A. Dorse's Paper Shoppe
Street of Four Winds
F
Storeroom
Privy
Alley
X
O
N
W
E
S
O ≈ Vidrae Dorse
F ≈ Ioris Flenn
X ≈ Conroi Documents

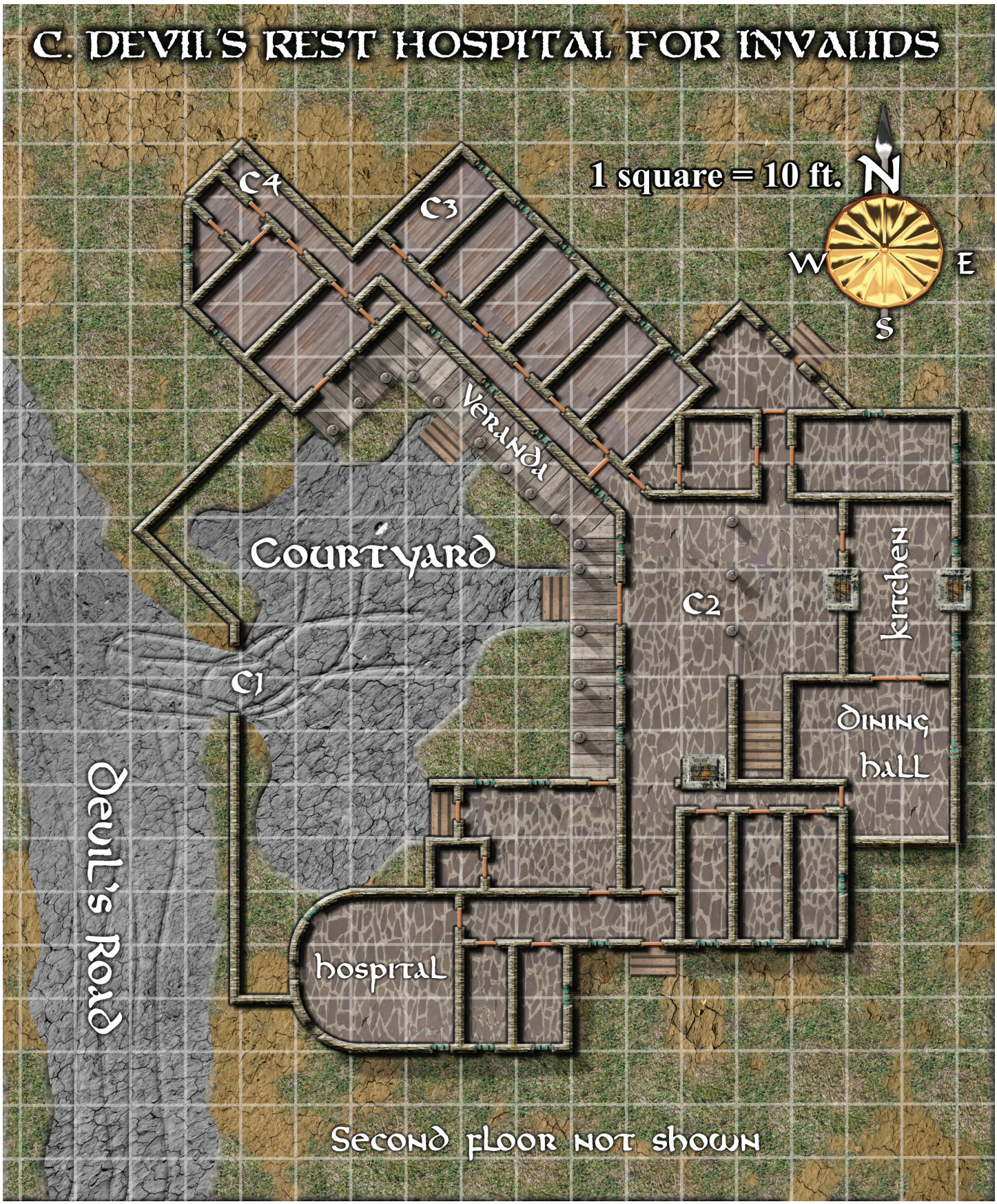

A. DORSE'S PAPER SHOPPE
N
W
E
S

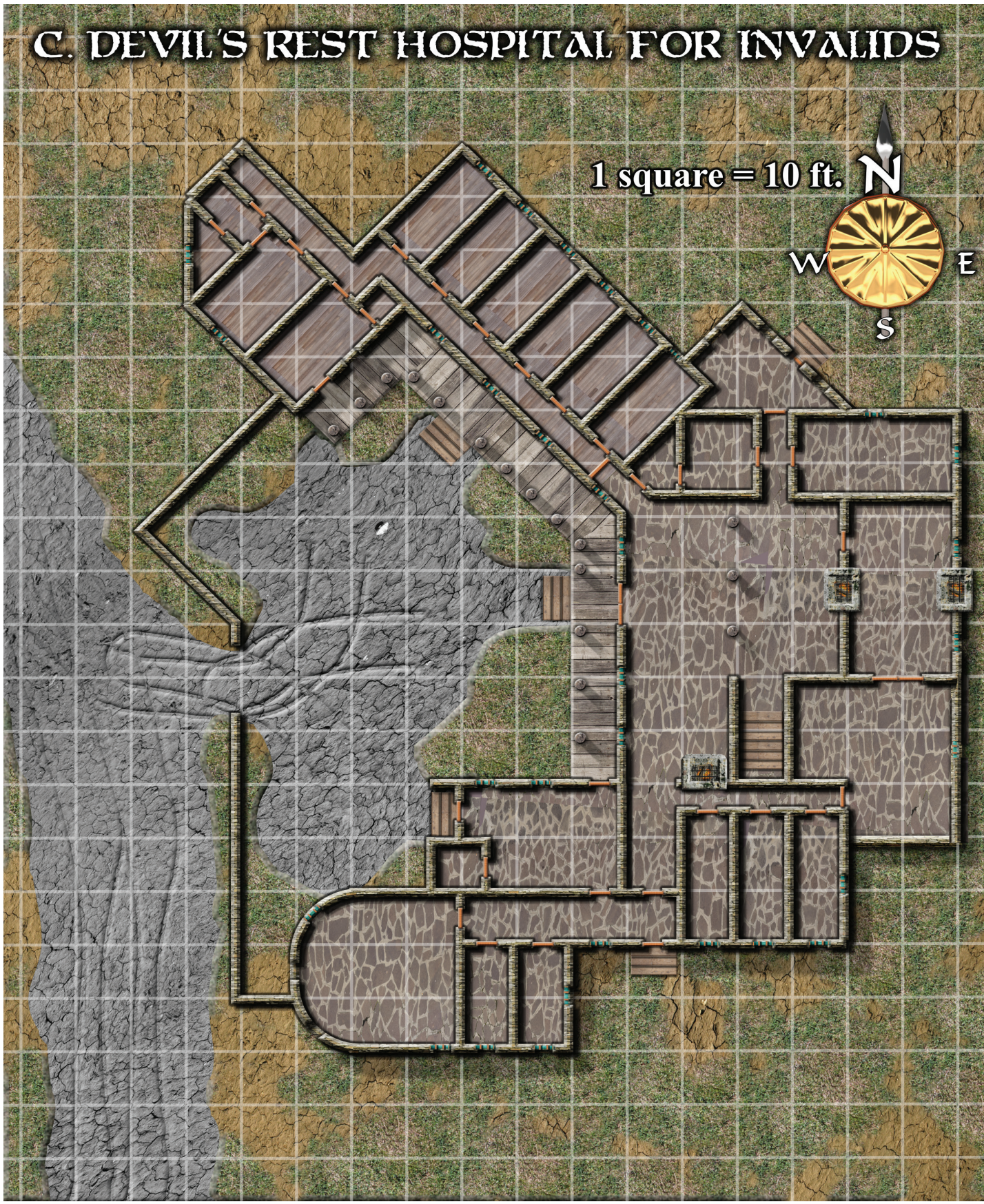

A. DORSE'S PAPER SHOPPE
N
W
E
S

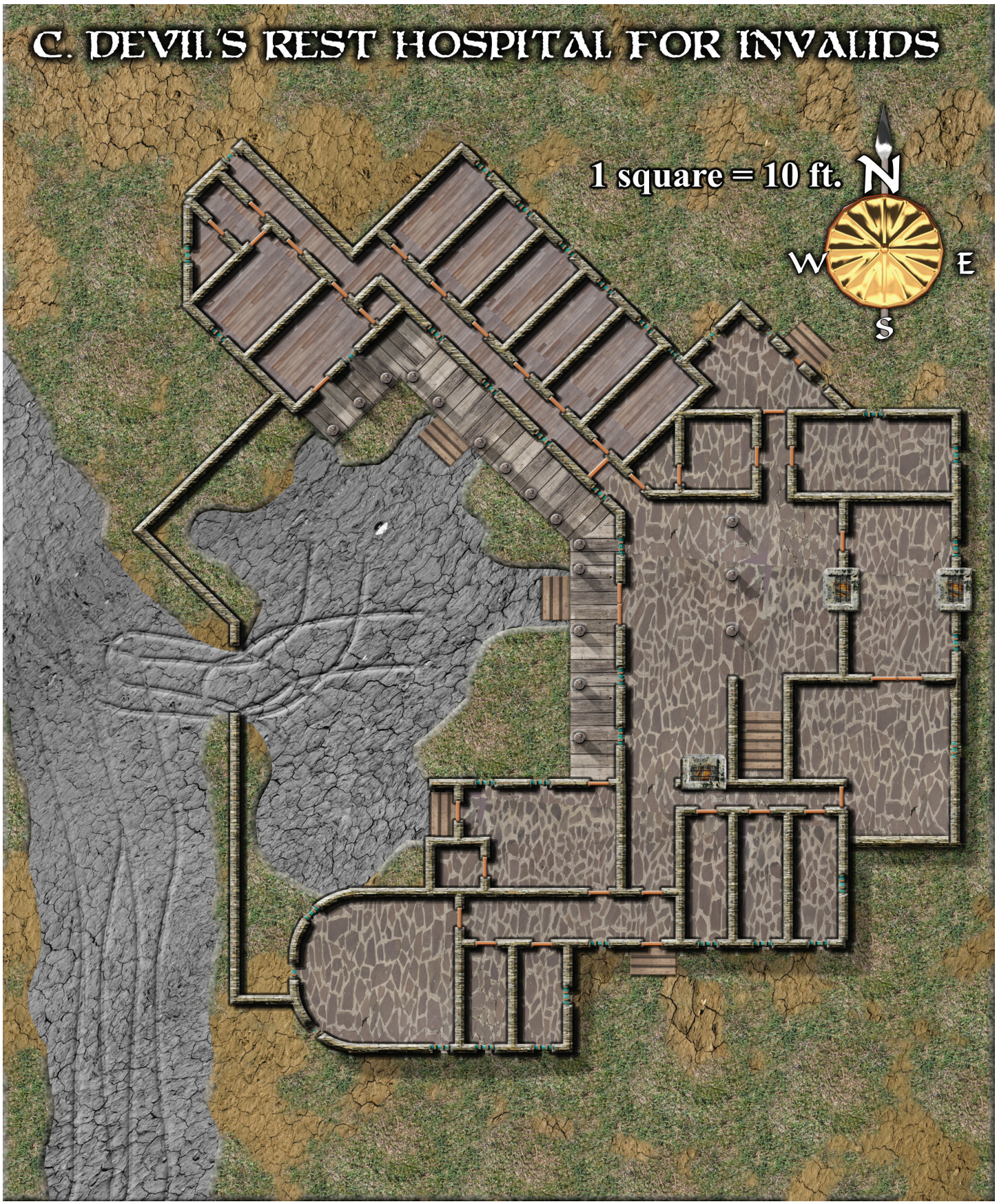

B. MEMORIAL SQUARE
1 square = 5 ft.
N
W
E
S
B1
B2


B. MEMORIAL SQUARE
N
W
E
S


B. MEMORIAL SQUARE
N
W
E
S


C. DEVIL'S REST HOSPITAL FOR INVALIDS
1 square = 10 ft.
N
W
E
S
C4
C3
Veranda
Courtyard
C2
kitchen
C1
Dining
hall
Devil's Road
hospital
Second floor not shown


C. DEVIL'S REST HOSPITAL FOR INVALIDS
1 square = 10 ft.
N
W
E
S


C. DEVIL'S REST HOSPITAL FOR INVALIDS
1 square = 10 ft.
N
W
E
S

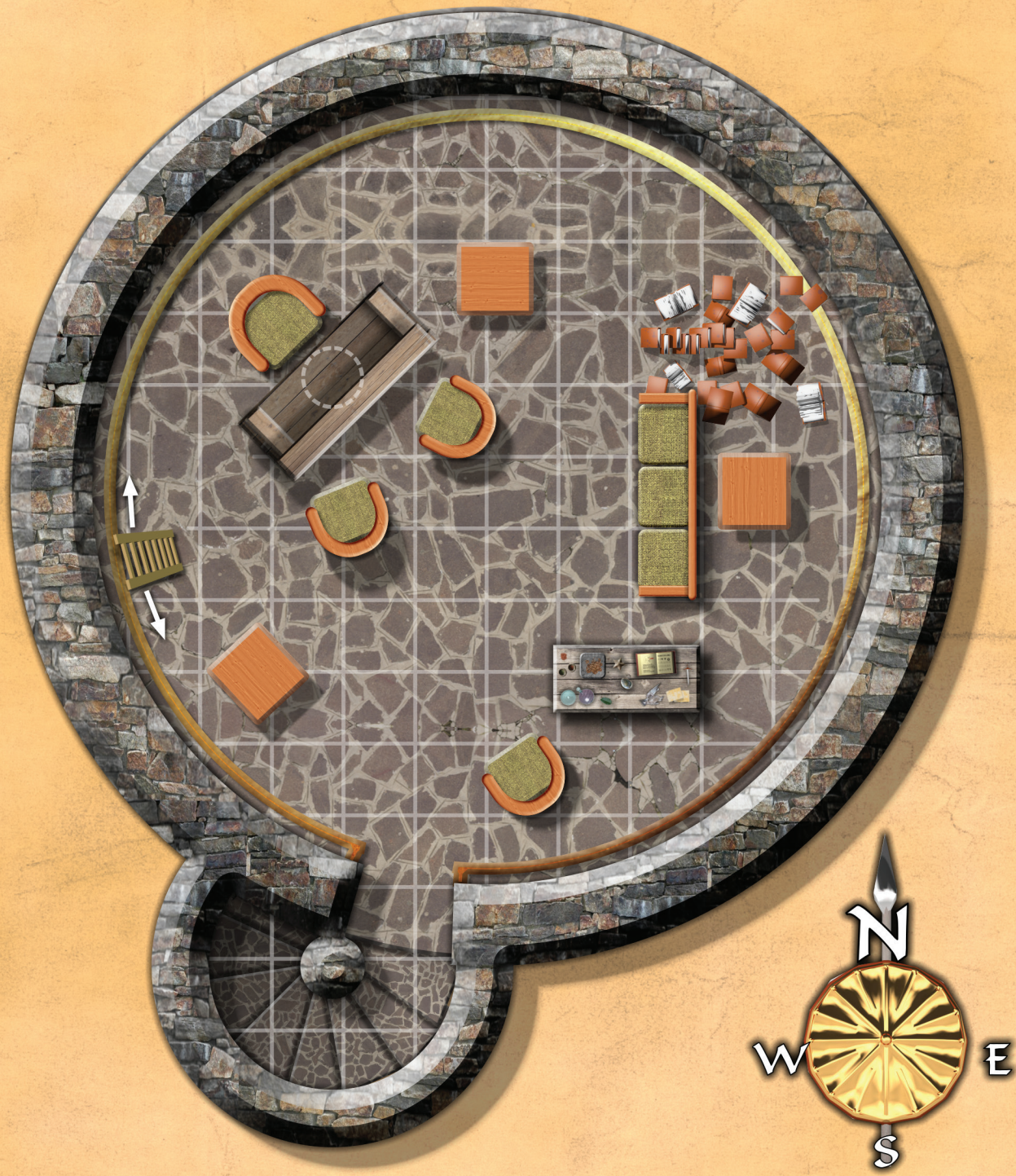

DUN EAMON
N
FORD
RIVER EAMON
RIVER EAMON
FORD
LOWER RIVER EAMON





1 square = 5 ft.

D: Bannon's Library



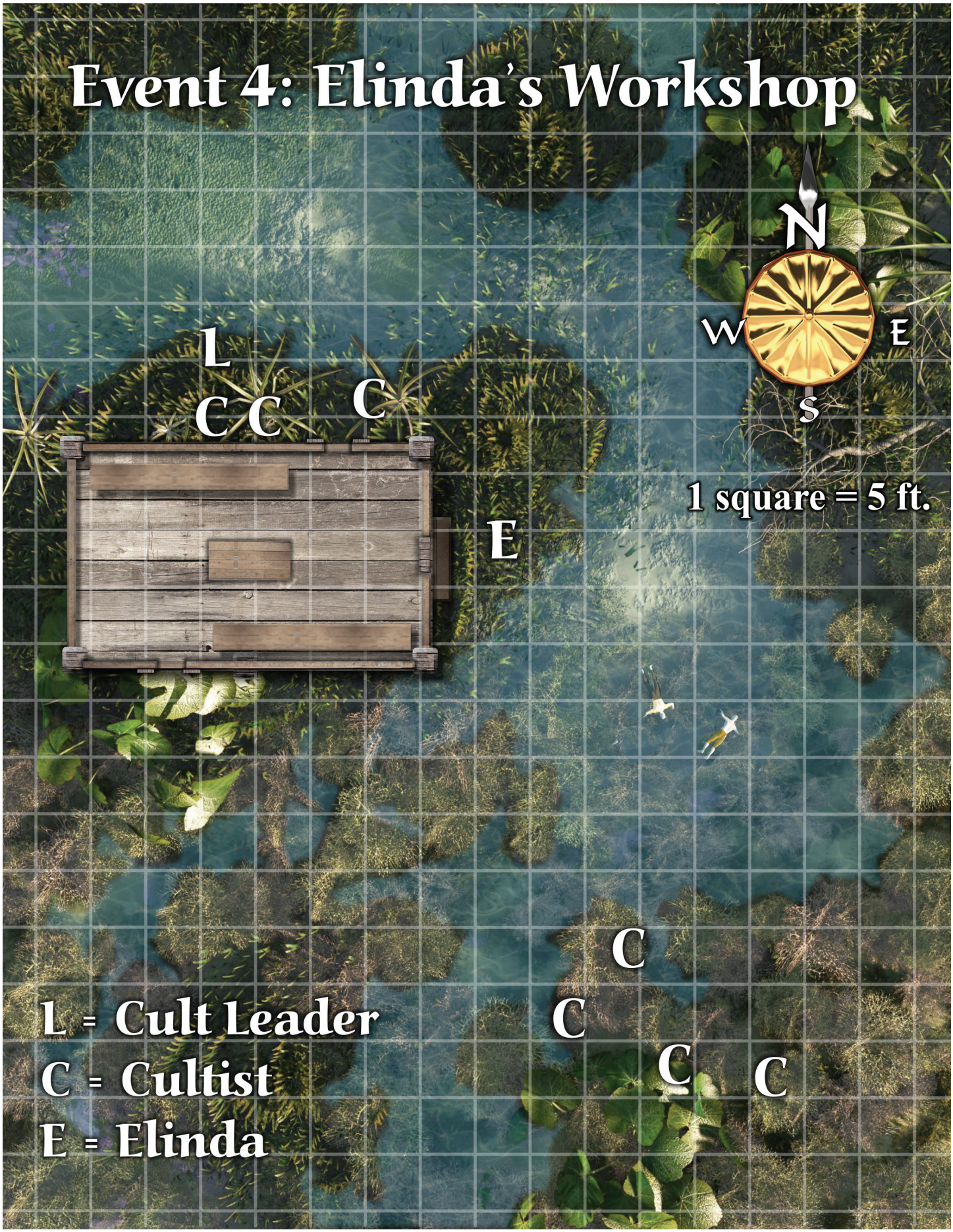
1 square = 5 ft.

D: Bannon's Library

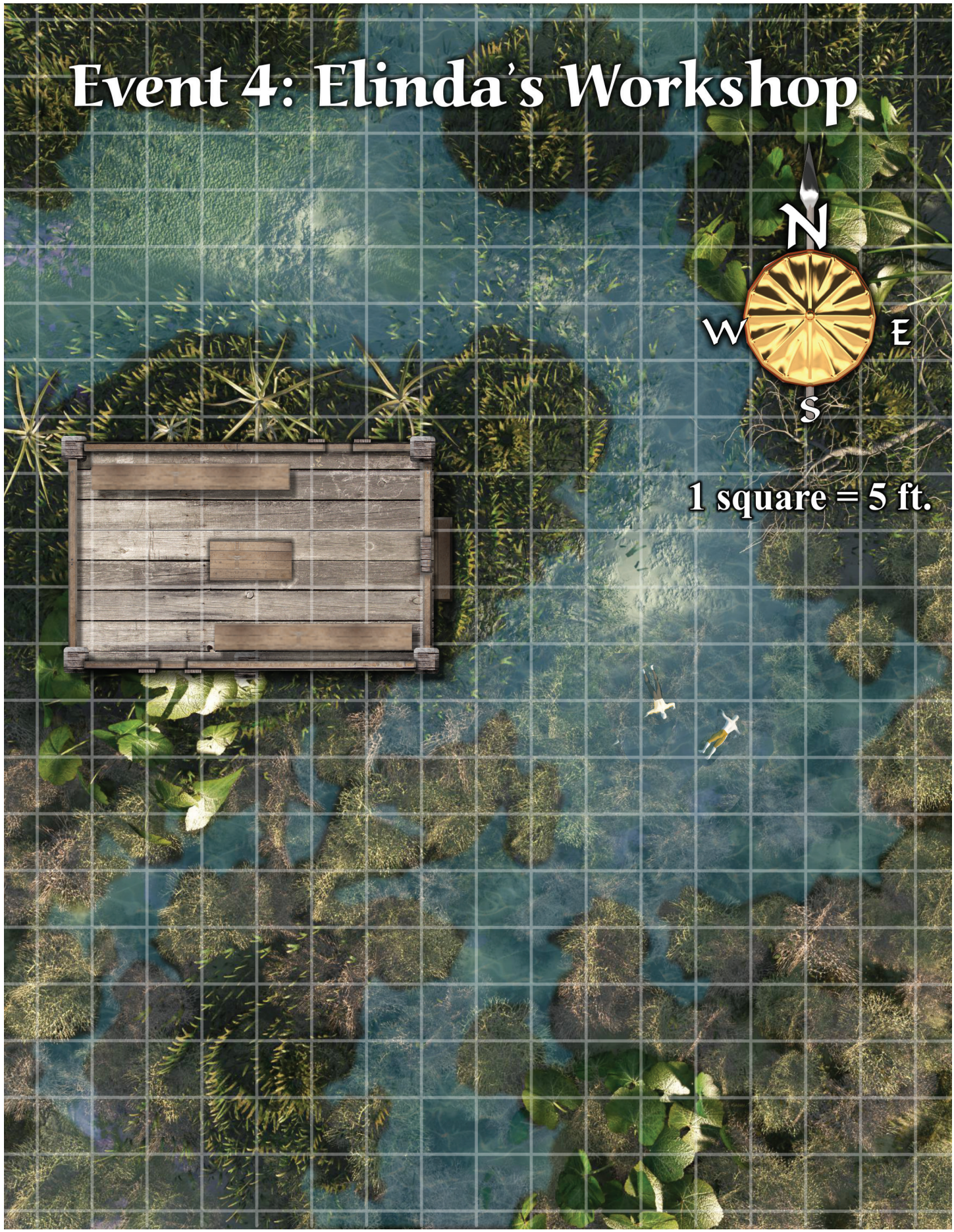


1 square = 5 ft.

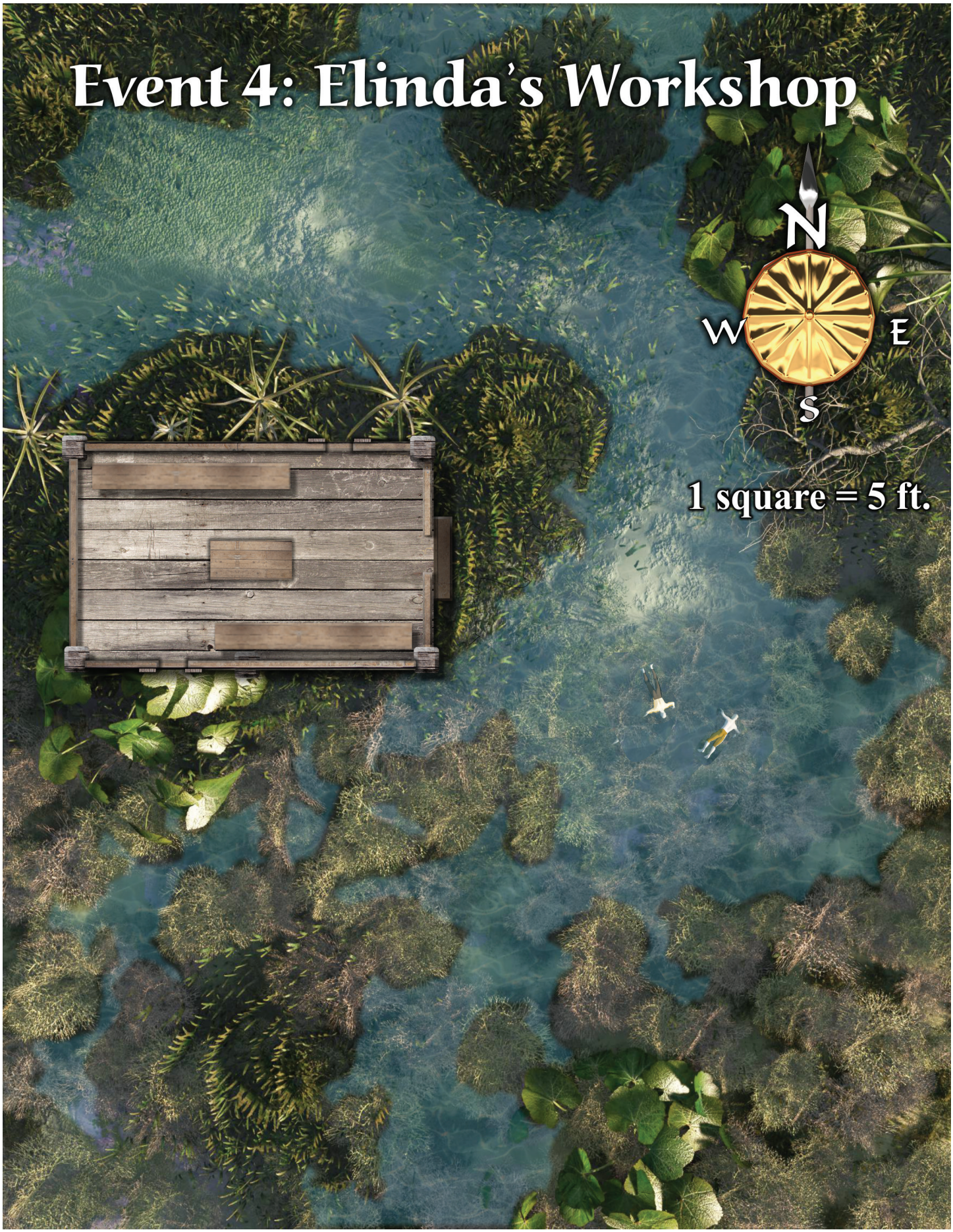
D: Bannon's Library


Event 4: Elinda's Workshop
N
W
E
S
L
C C
C
E
1 square = 5 ft.
C
C
C C
L = Cult Leader
C = Cultist
E = Elinda

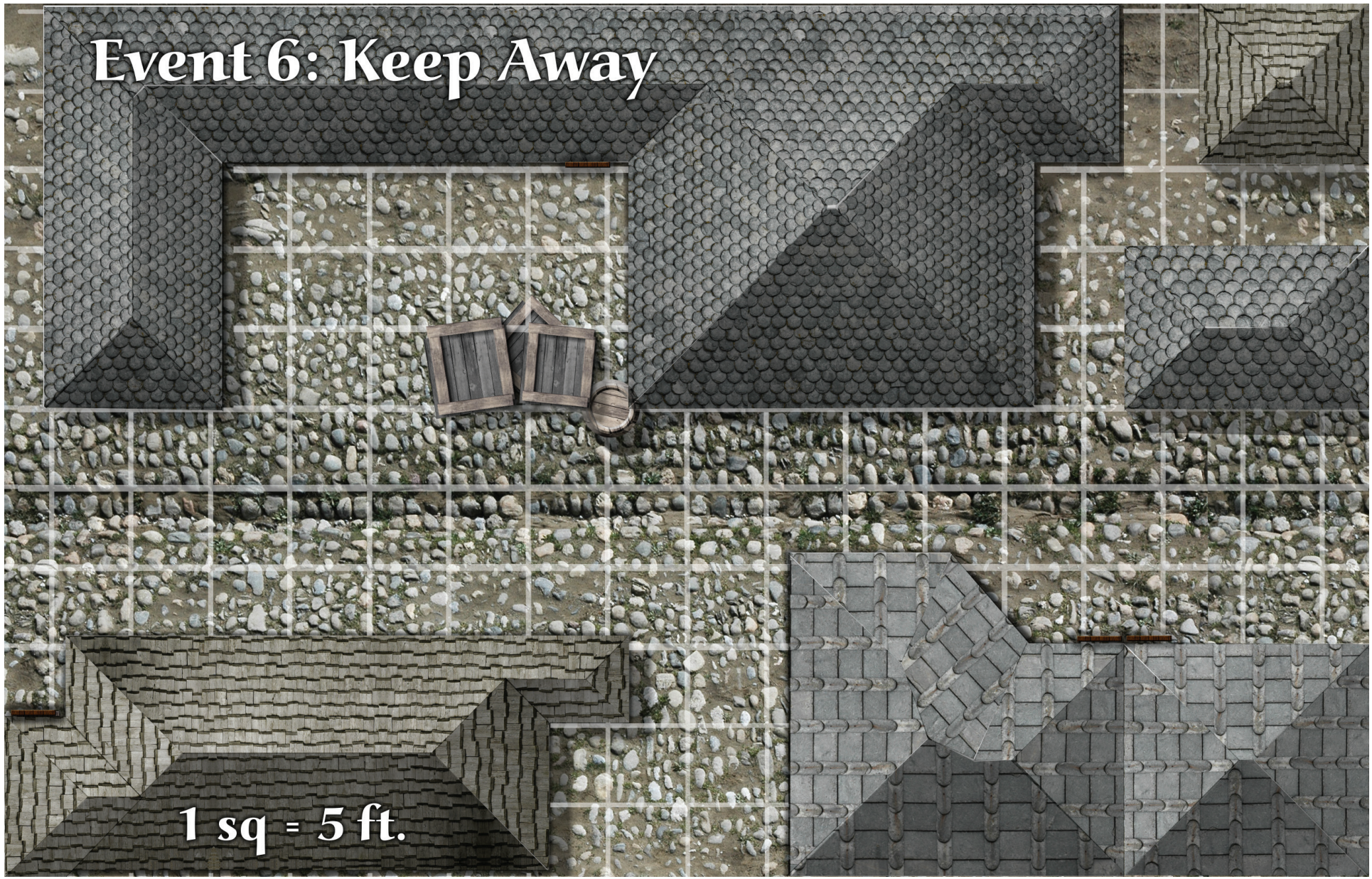
Event 4: Elinda's Workshop



Event 4: Elinda's Workshop




Event 6: Keep Away
T
T
T
T
PCs
T
T
1 sq = 5 ft.
T = Thug

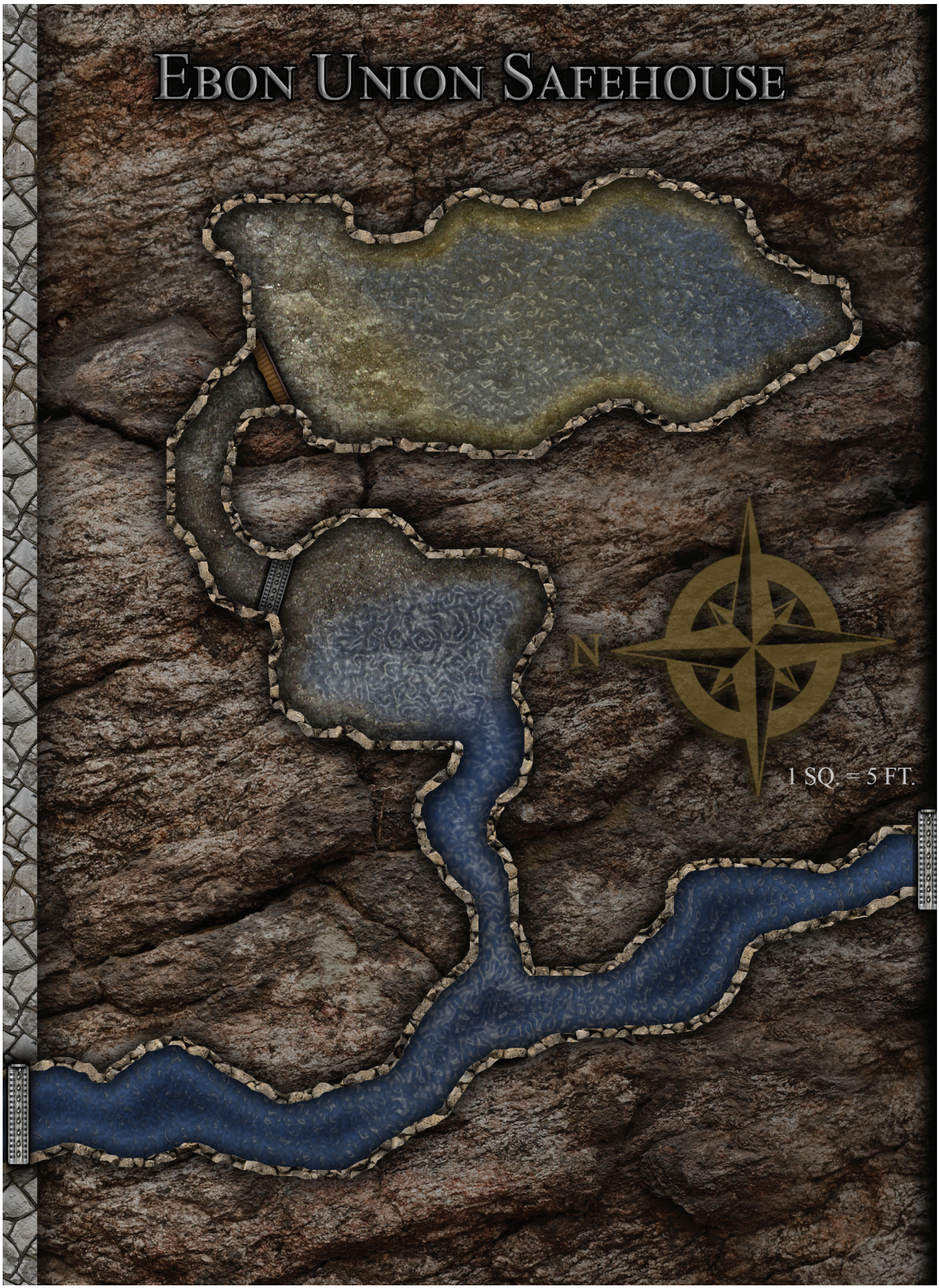

Event 6: Keep Away
1 sq = 5 ft.

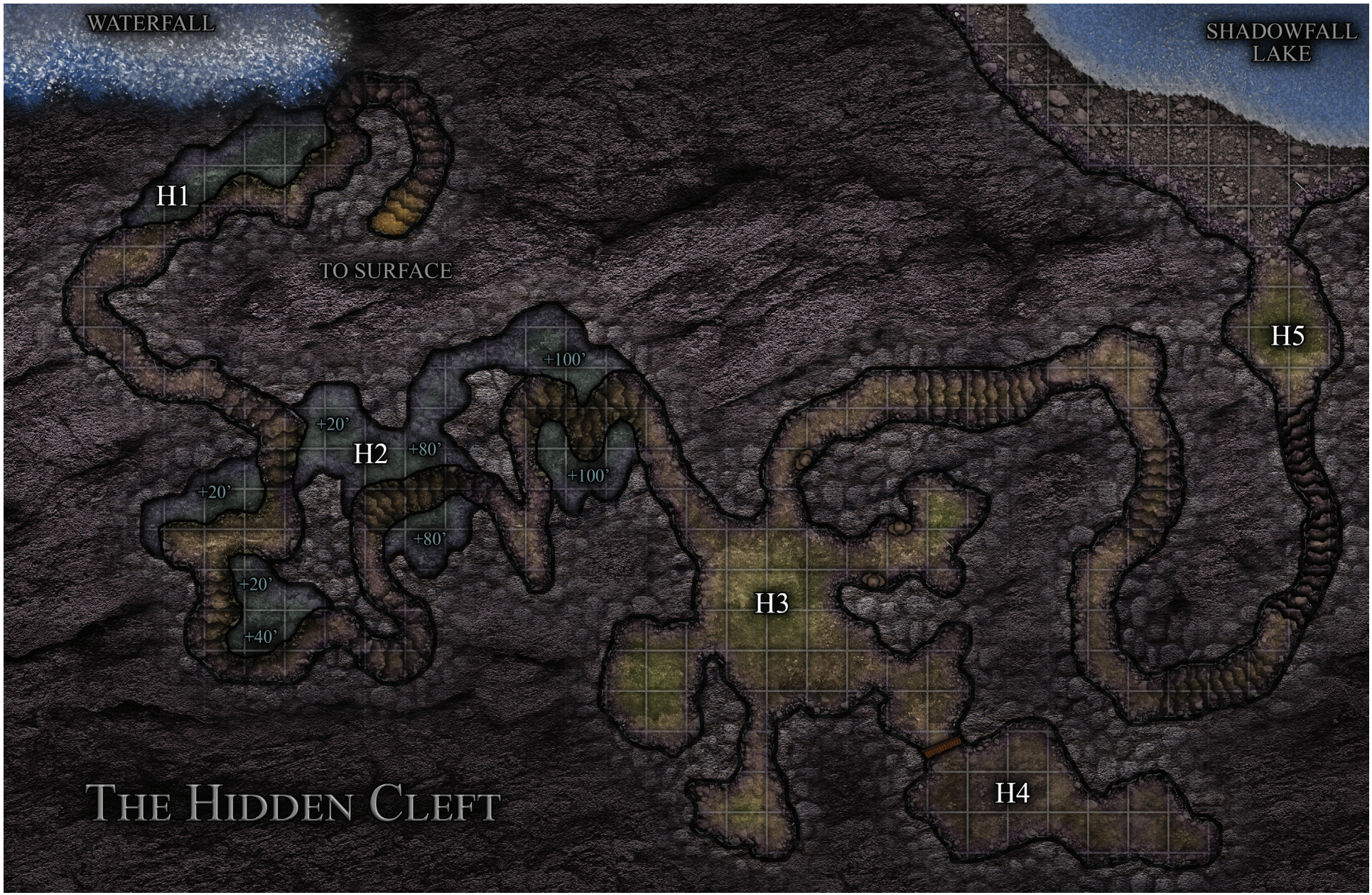

Event 6: Keep Away

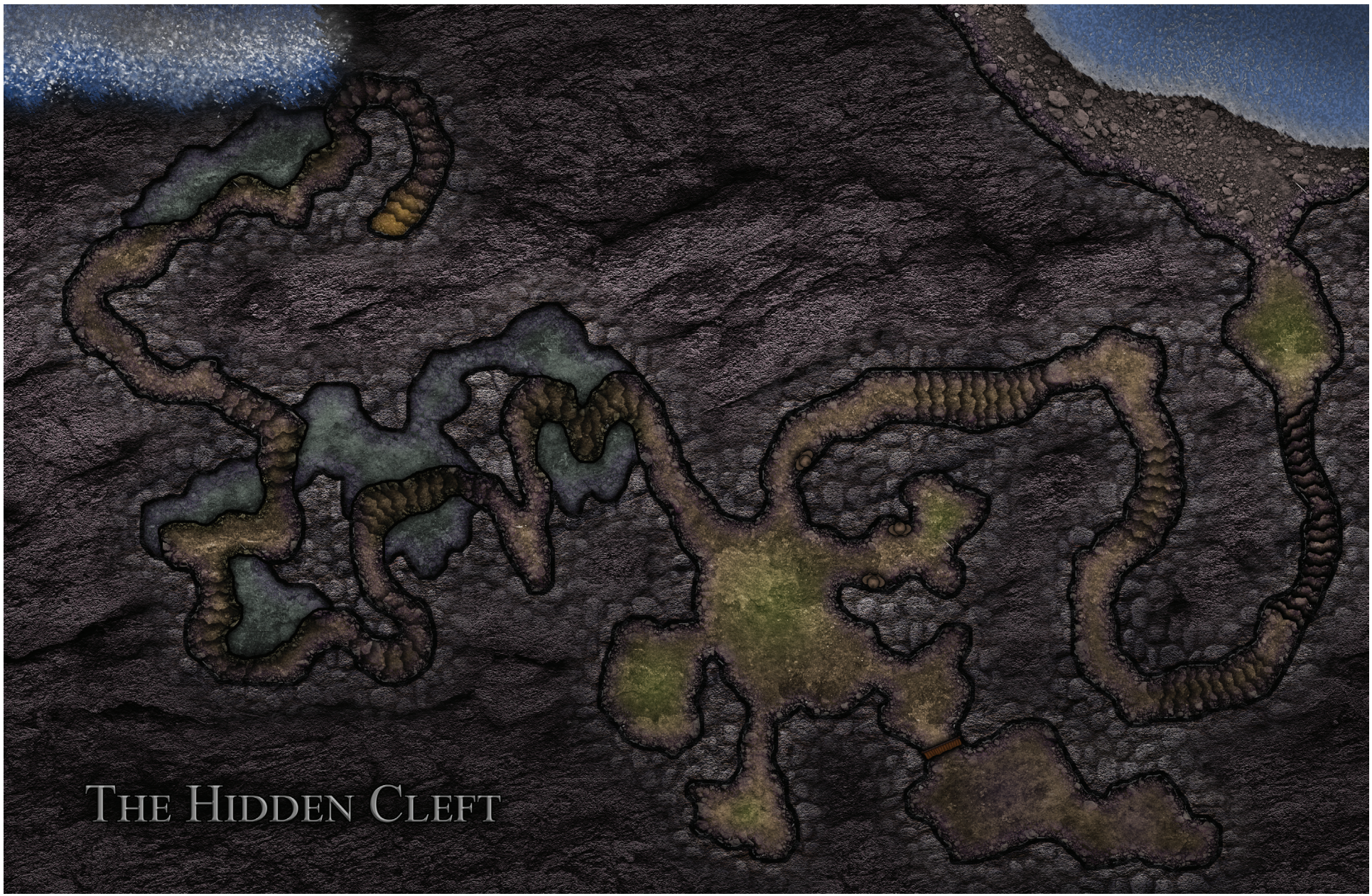

EBON UNION SAFEHOUSE
E2
E1
N
1 SQ. = 5 FT.
TO STREET
LEVEL DRAIN
TO CLIFF
FACE DRAIN

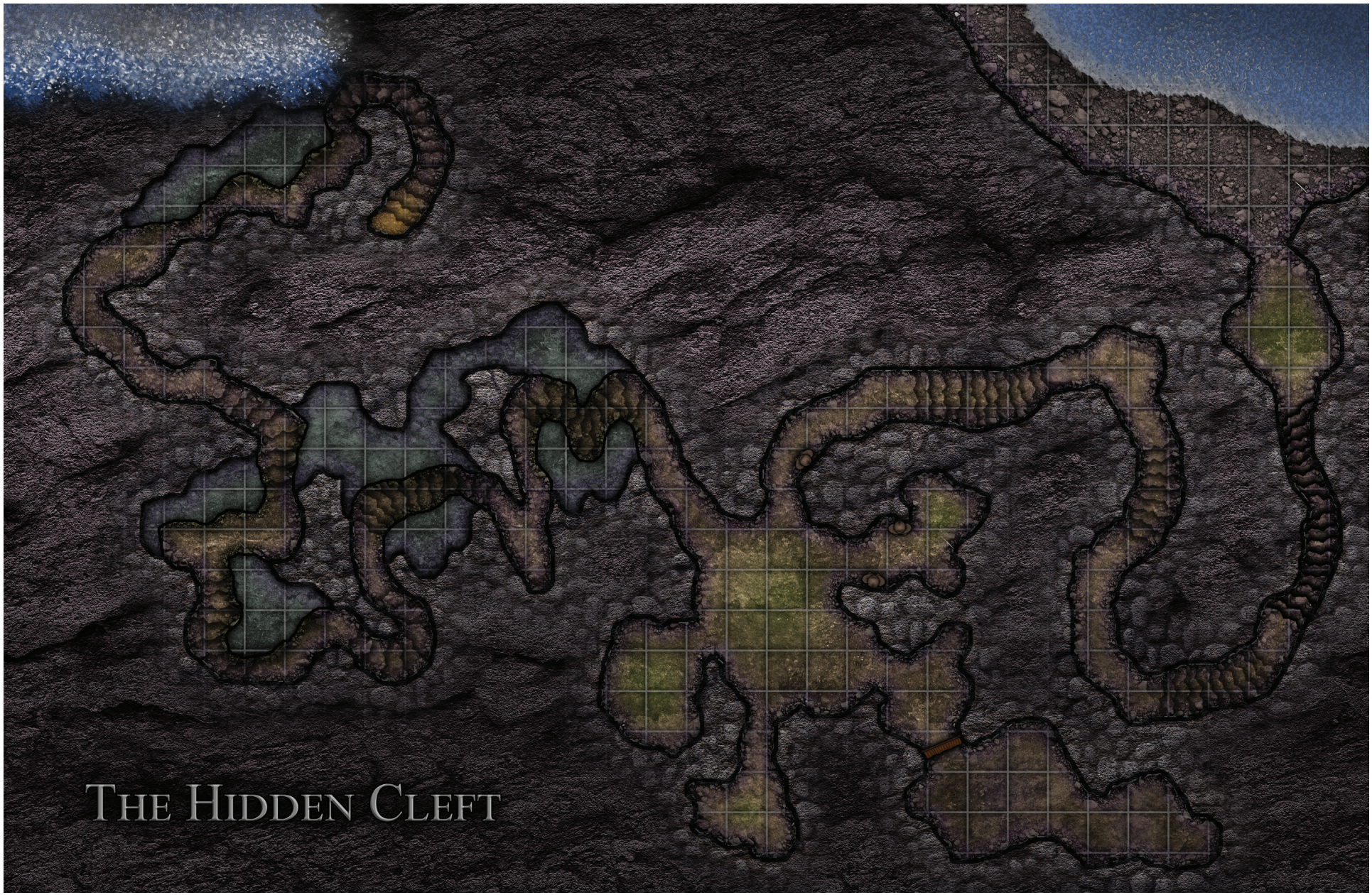

Ebon Union Safehouse
N
1 SQ. = 5 FT.

Ebon Union Safehouse




WATERFALL
SHADOWFALL LAKE
H1
TO SURFACE
H5
+100’
+20’
H2
+80’
+100’
+20’
+80’
+20’
+40’
H3
H4
THE HIDDEN CLEFT


The Hidden Cleft


The Hidden Cleft














ML
16


PARÁ






















Bob Greyenstein

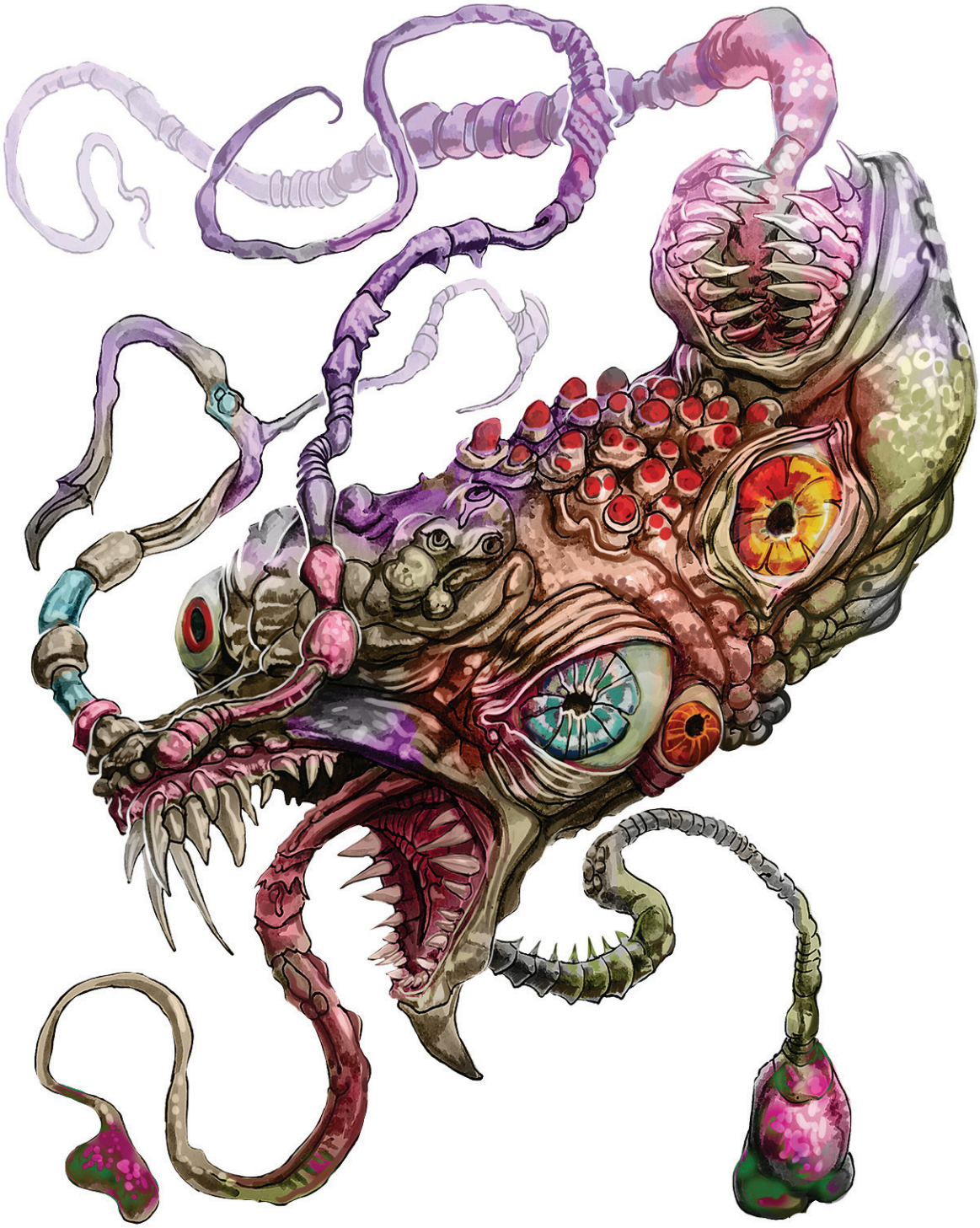

JETHRO
LENTLE













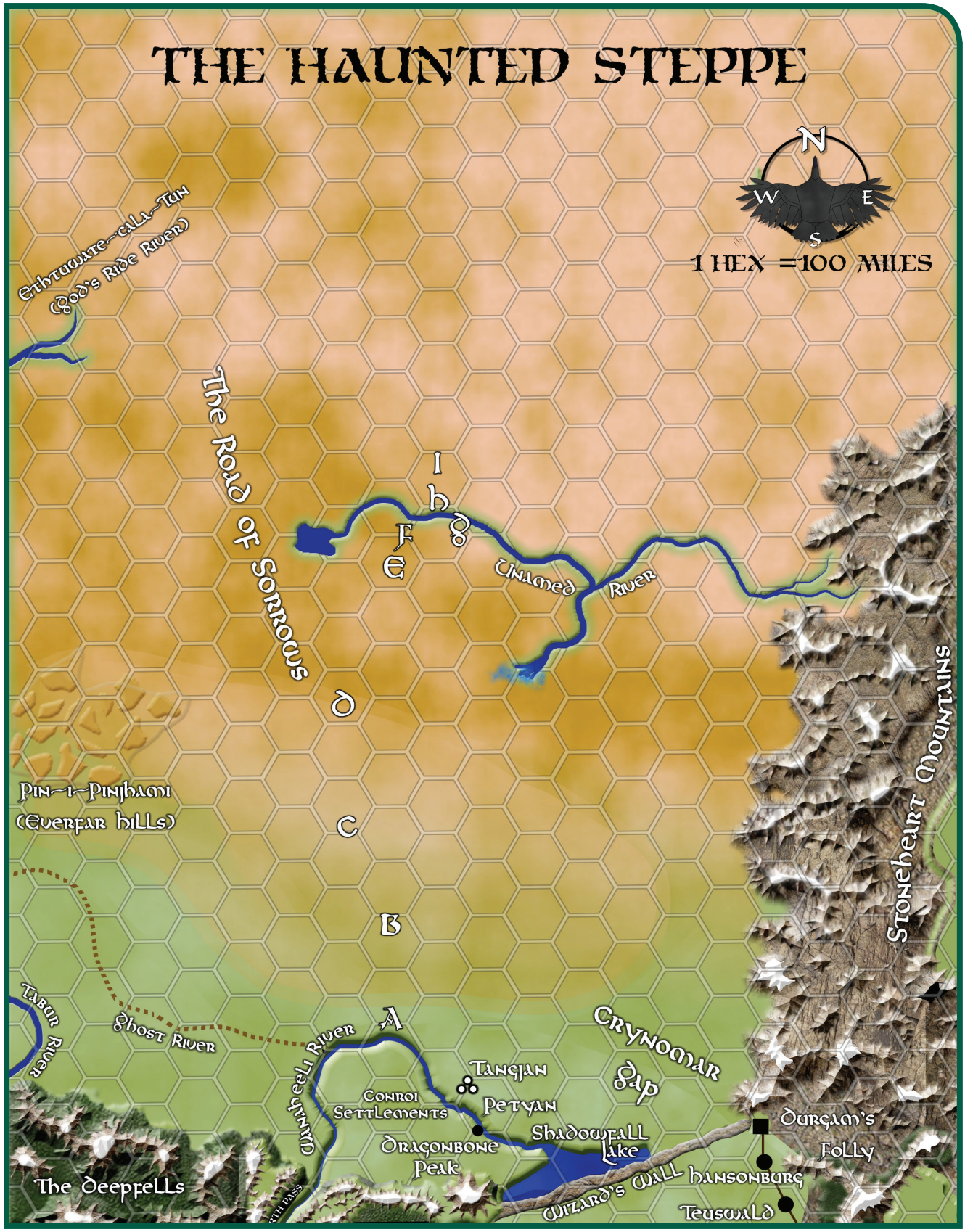


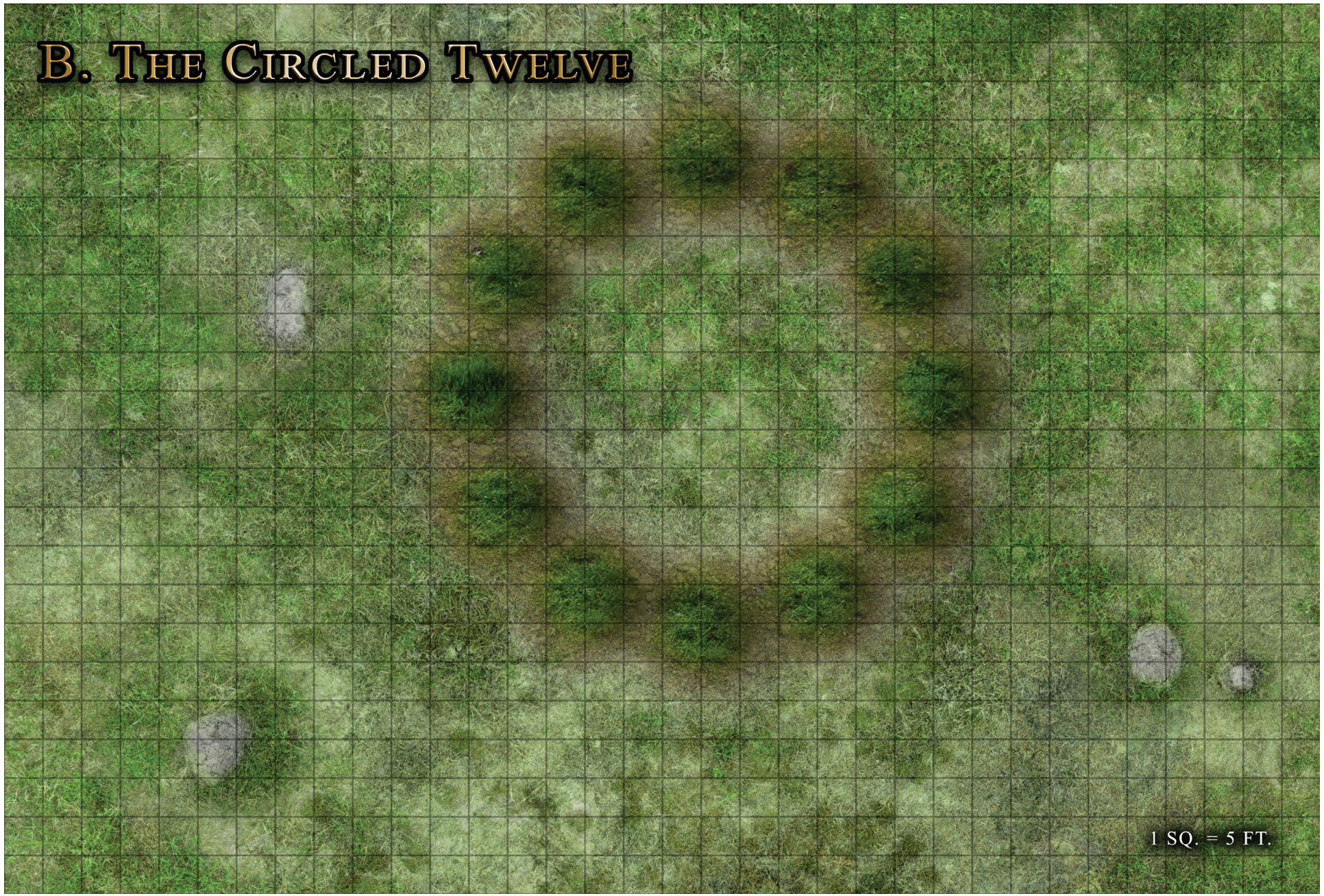


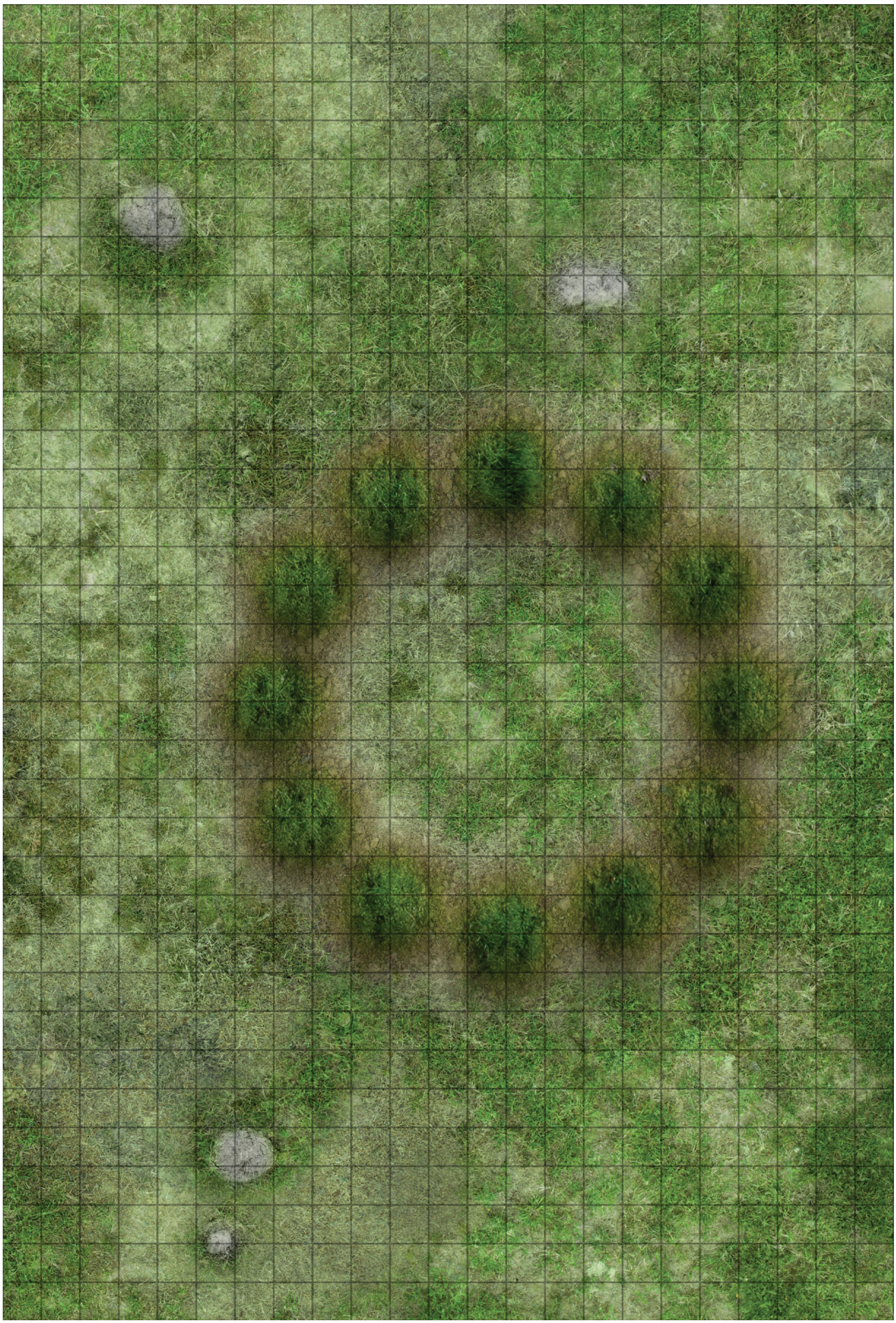

JETHRO LENTLE



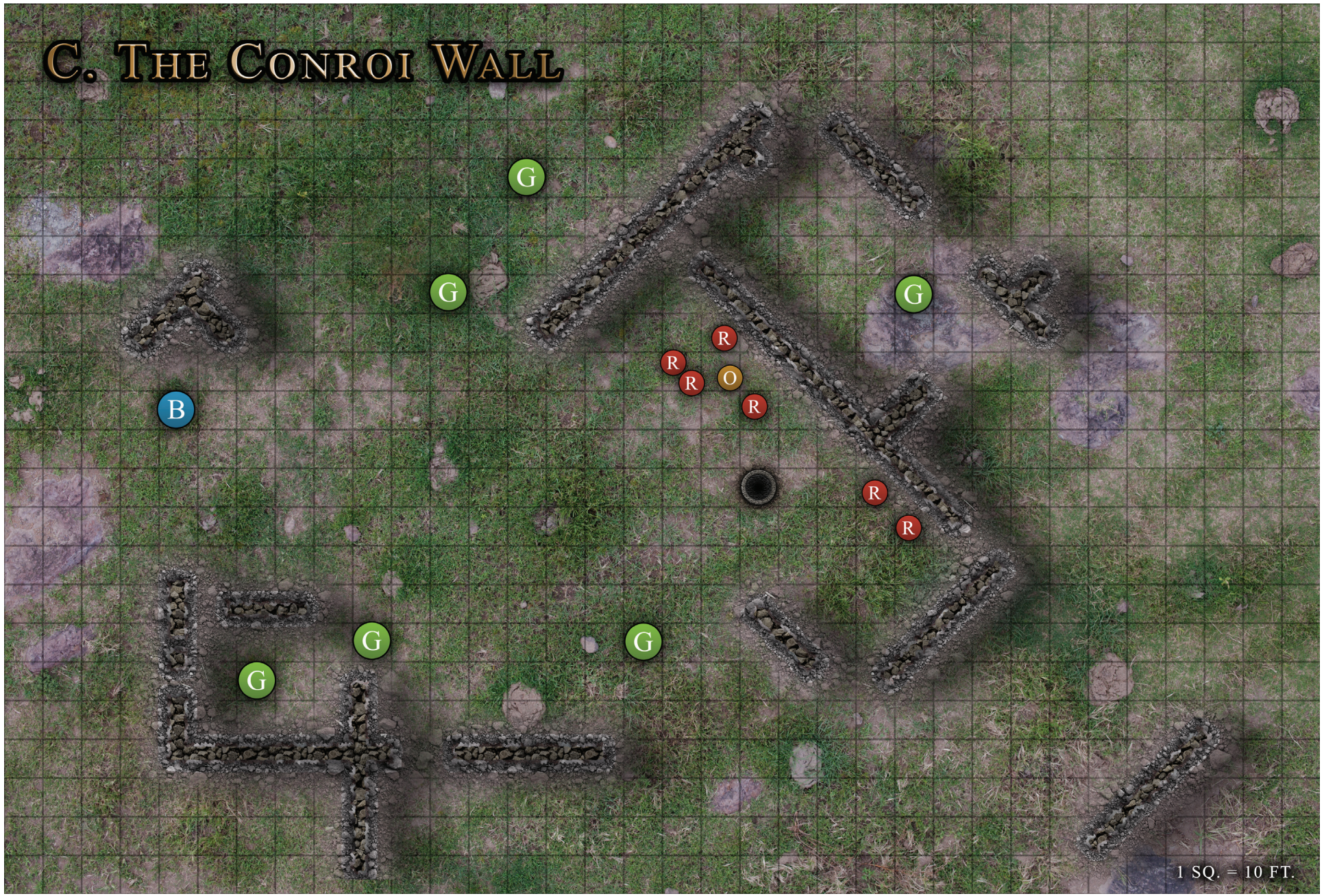



THE HAUNTED STEPPE
N
W
E
S
1 HEX =100 MILES
Ethtuwate-cala-Tun
(God's Ride River)
The Road of Sorrows
I
h
g
F
E
Unamed River
O
C
B
A
Pin-i-Pinjhami
(Everfar hills)
Stoneheart Mountains
Tabur River
Ghost River
Wanaheeli River
Crynomar Gap
Tangjan
Petyan
Conroi Settlements
Dragonbone Peak
Shadowfall Lake
Durgam's Folly
Hansonburg
Wizard's Wall
Teuswald
The Deepfells

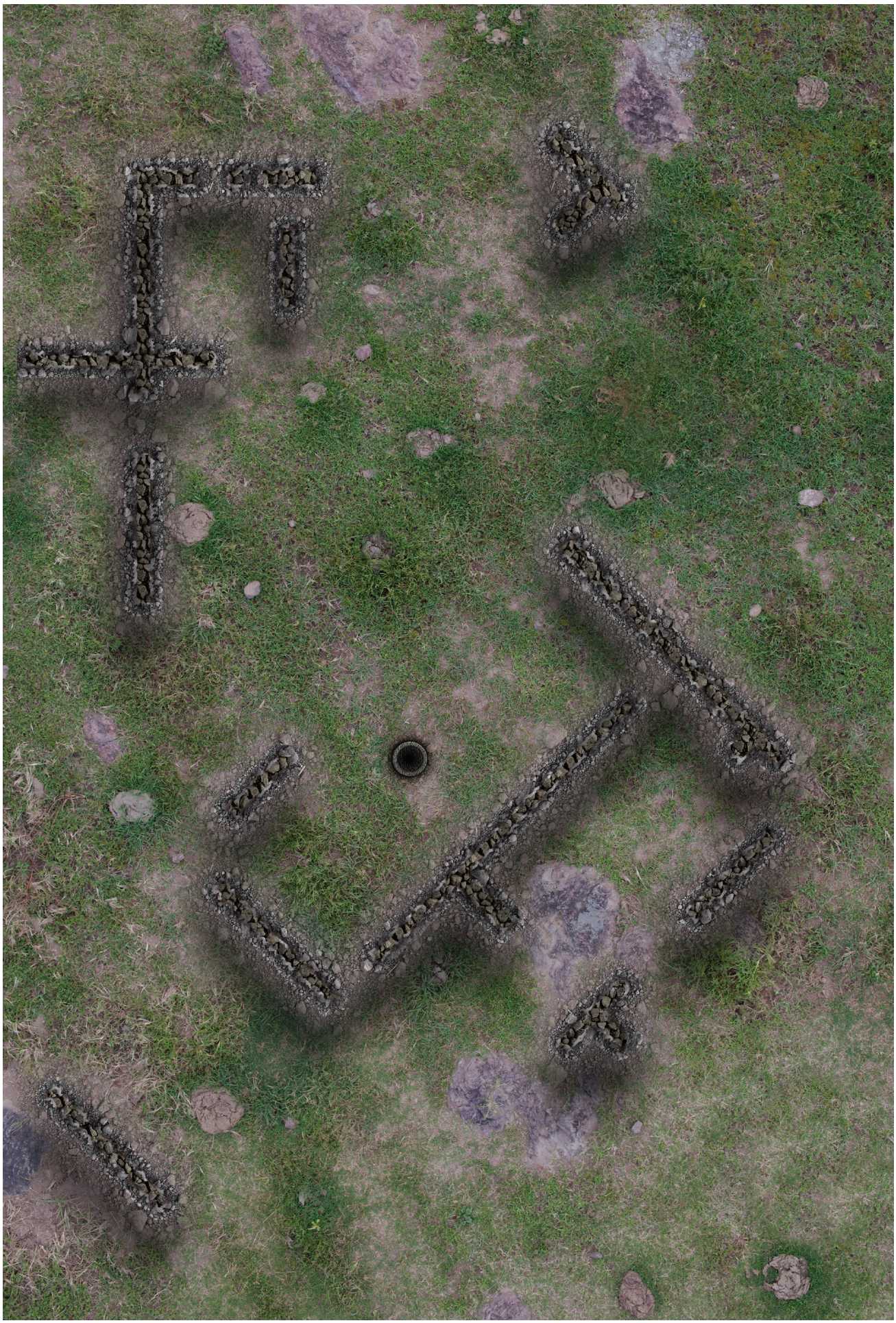

B. The Circled Twelve
1 SQ. = 5 FT.

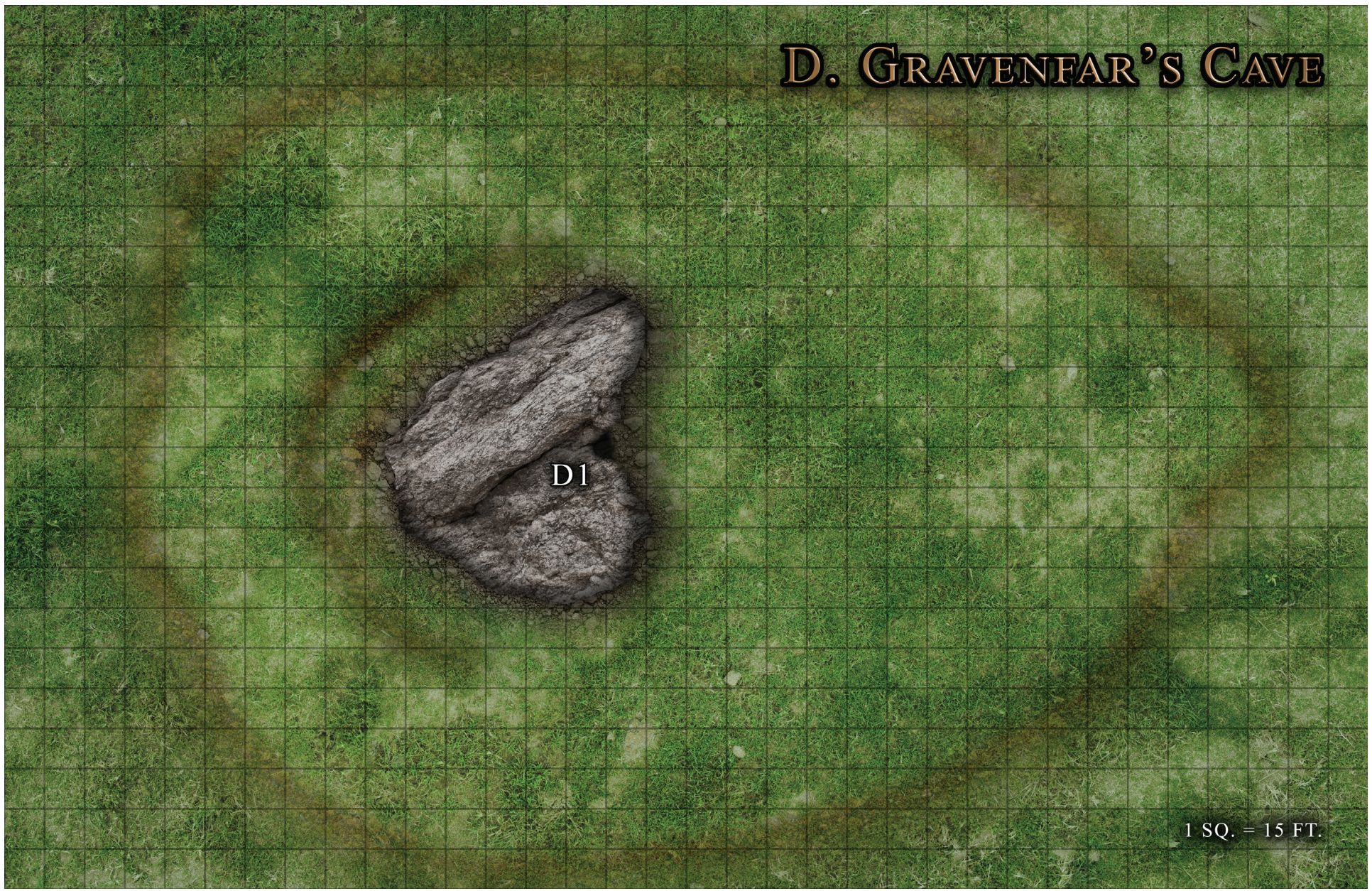





C. The Conroi Wall
G
G
G
R
R
R
O
R
B
R
R
G
G
G
1 SQ. = 10 FT.

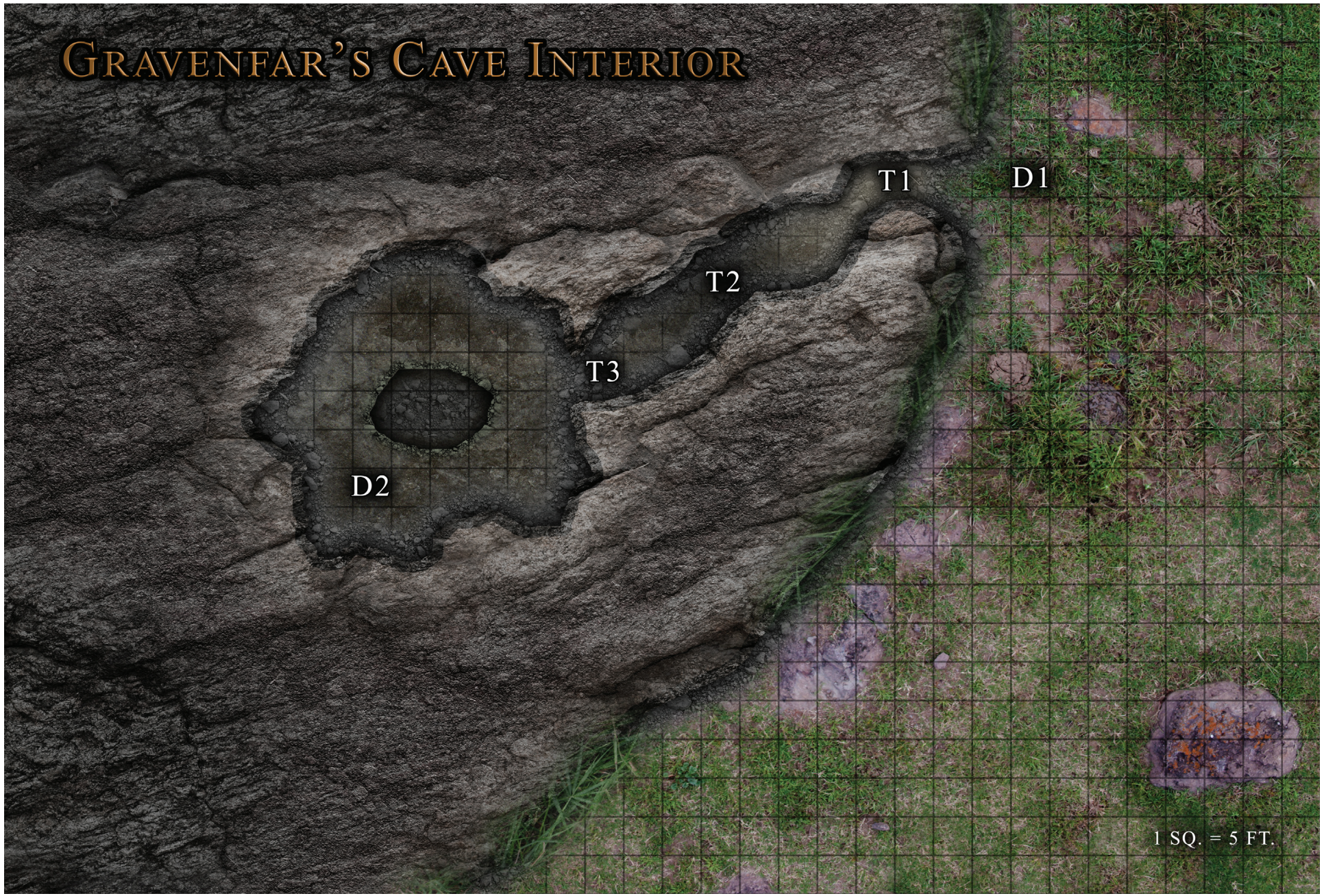


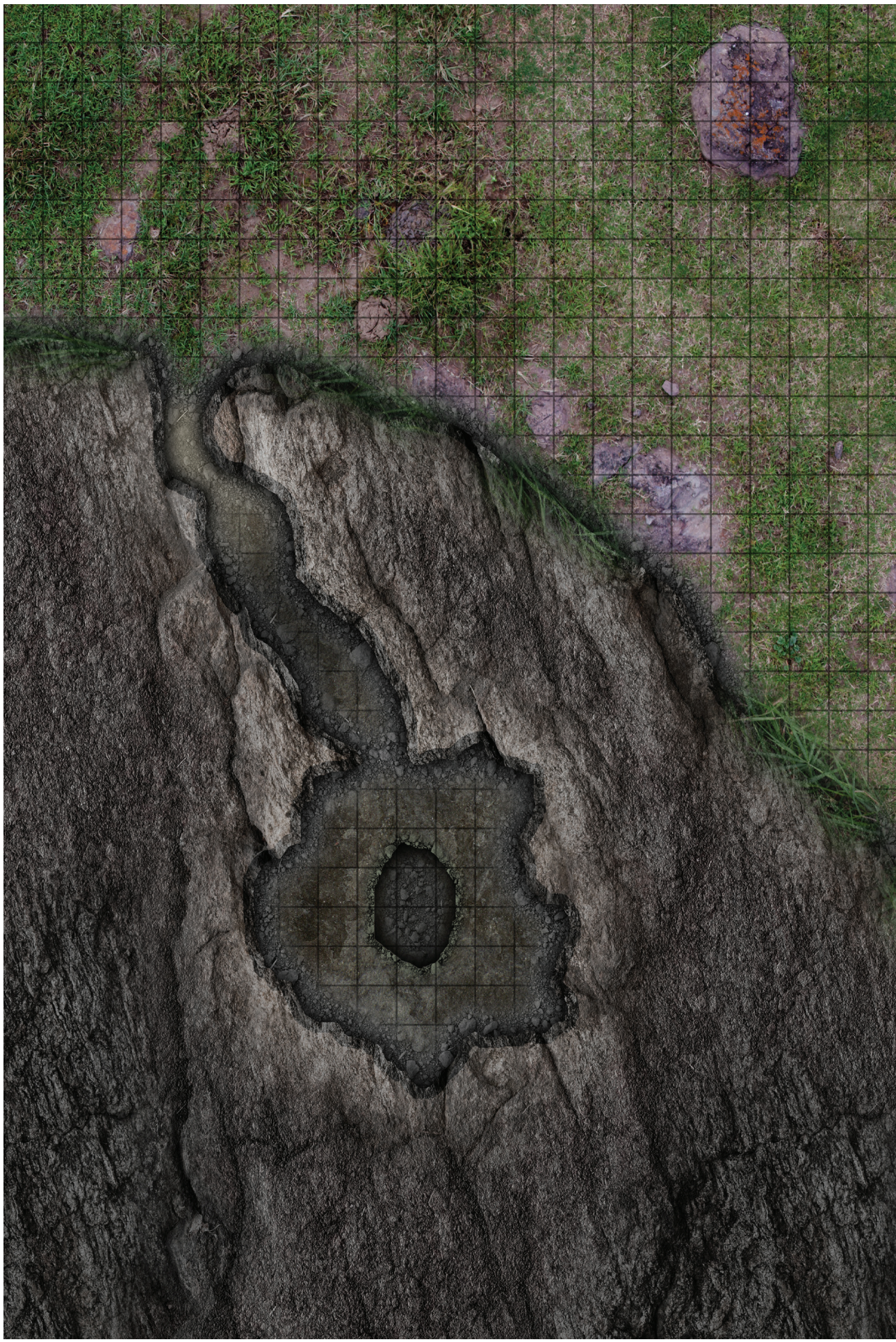



D. Gravenfar's Cave
D1
1 SQ. = 15 FT.






Gravenfar's Cave Interior
T1
D1
T2
T3
D2
1 SQ. = 5 FT.





E. SIXTUN'S SPYGLASS

Ground Floor



Upper Floor

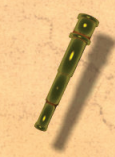




1 square = 5 ft.



= Bricked Up Opening



= Spyglass

E. Sixtun's Spyglass

Ground Floor



Upper Floor





1 square = 5 ft.

Ground Floor



Upper Floor



= Bricked Up Opening

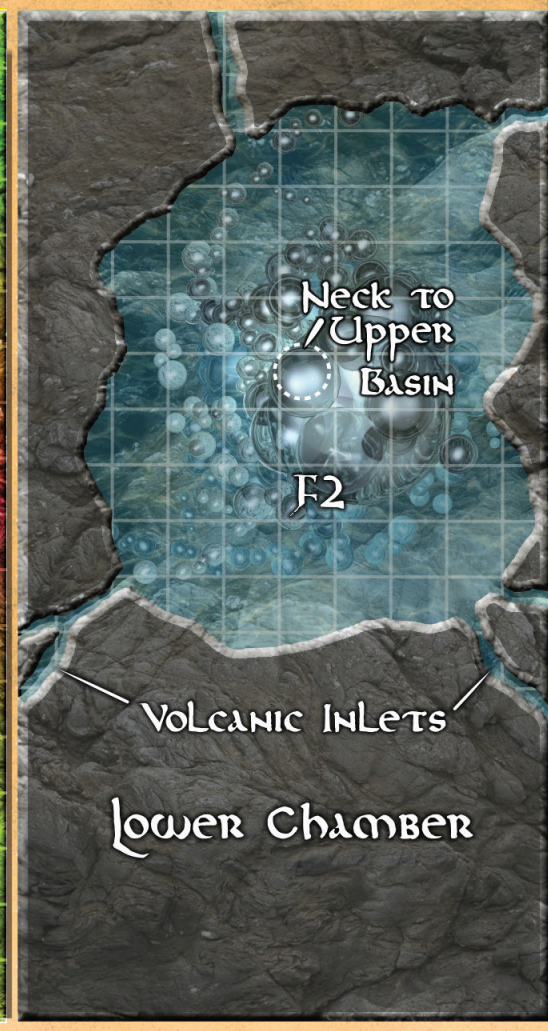
= Spyglass

F. HALLELUJAH SPRINGS



1 square = 10 ft.

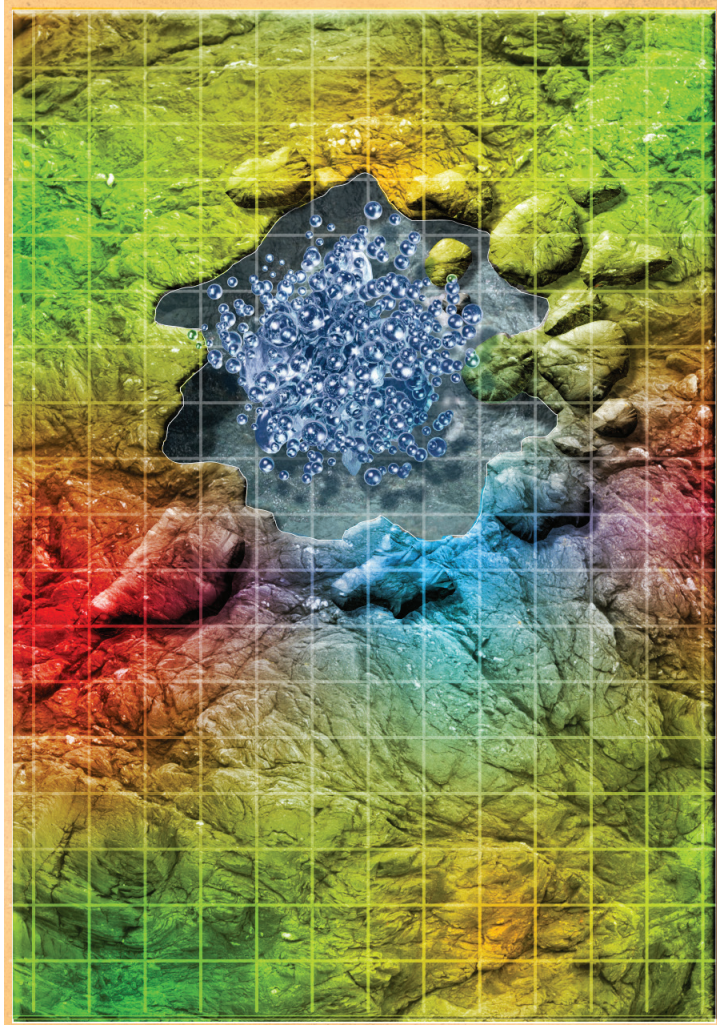






F. HALLELUJAH SPRINGS

1 square = 10 ft.





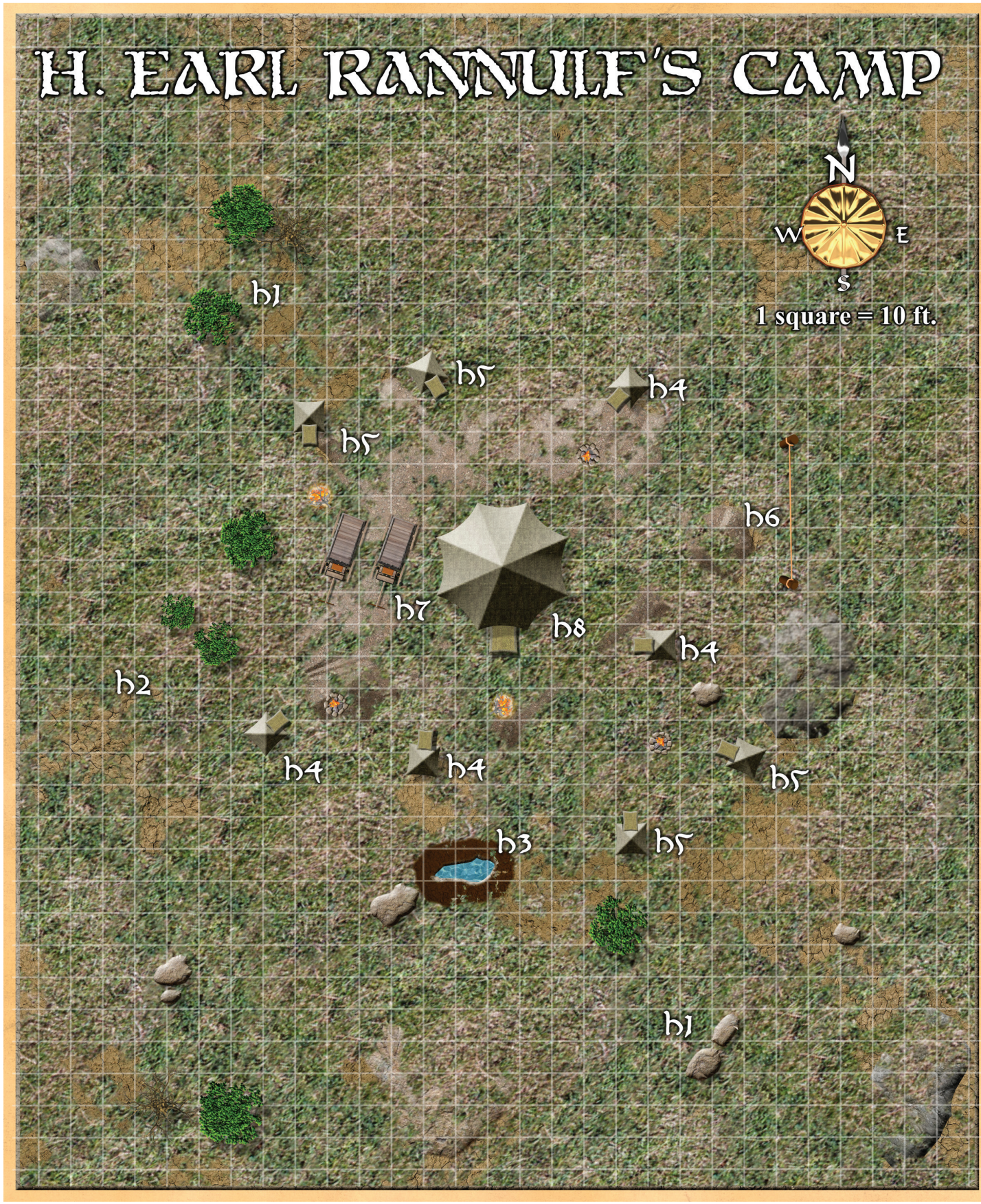


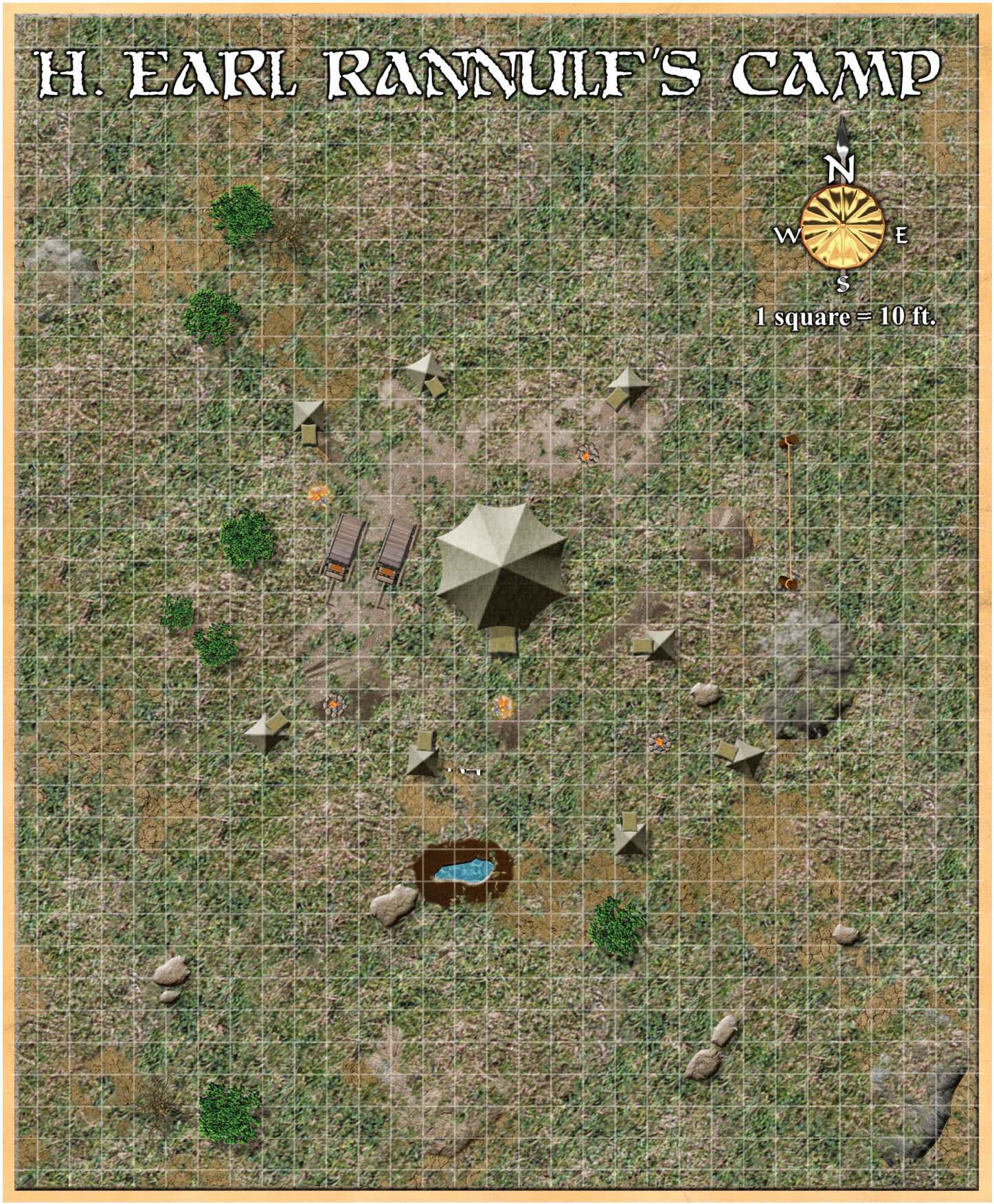
F. Hallelujah Springs



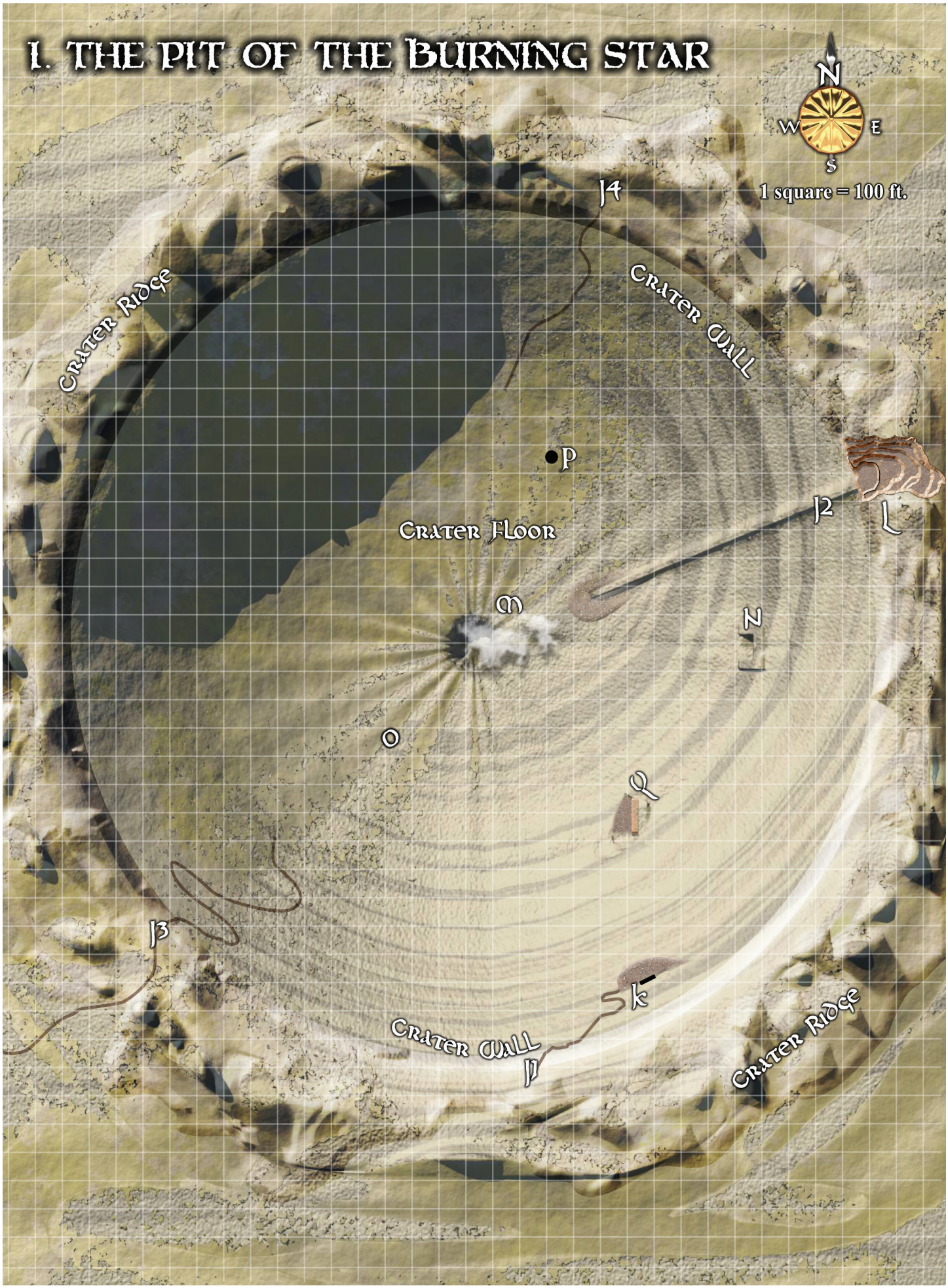


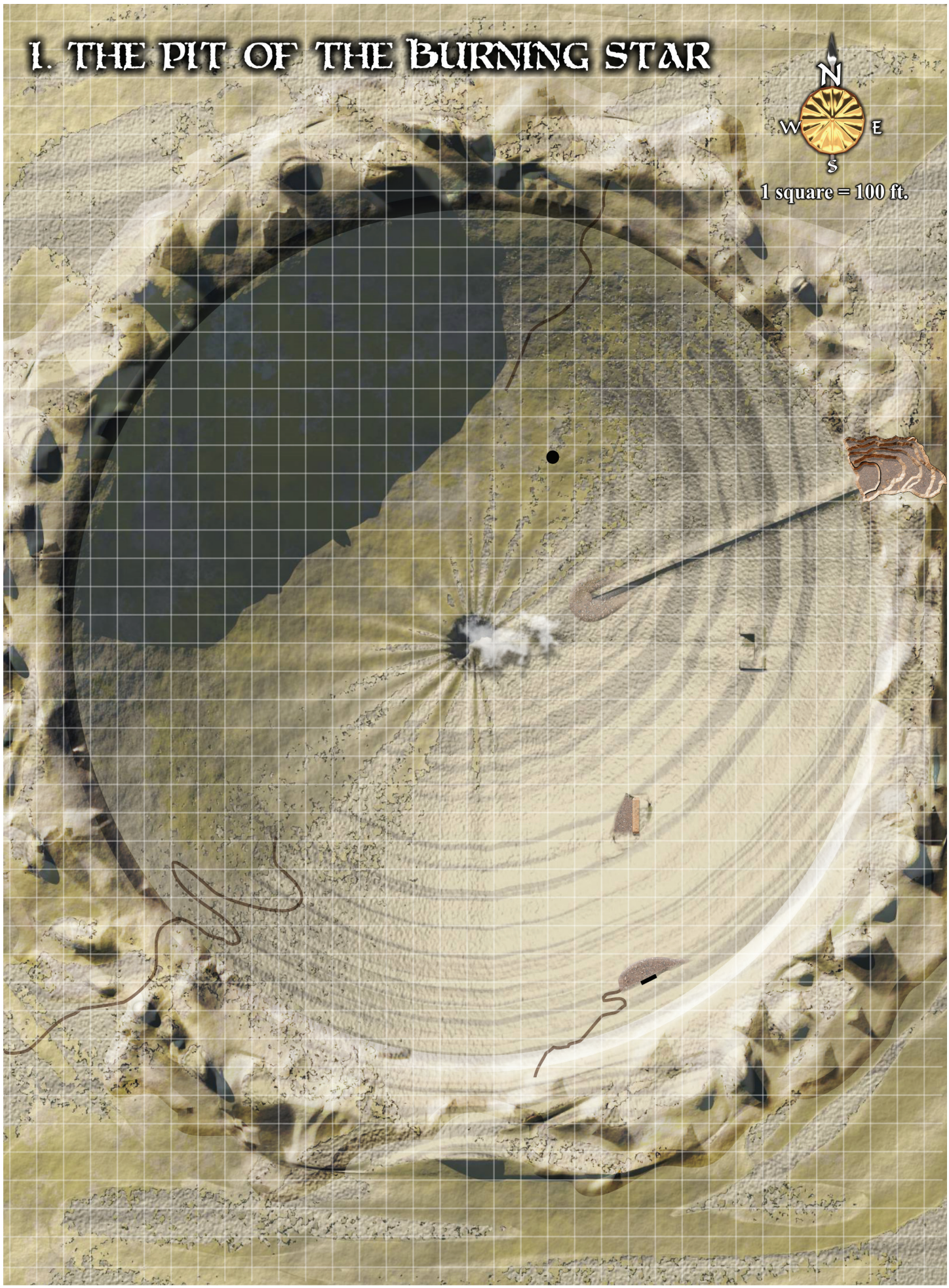


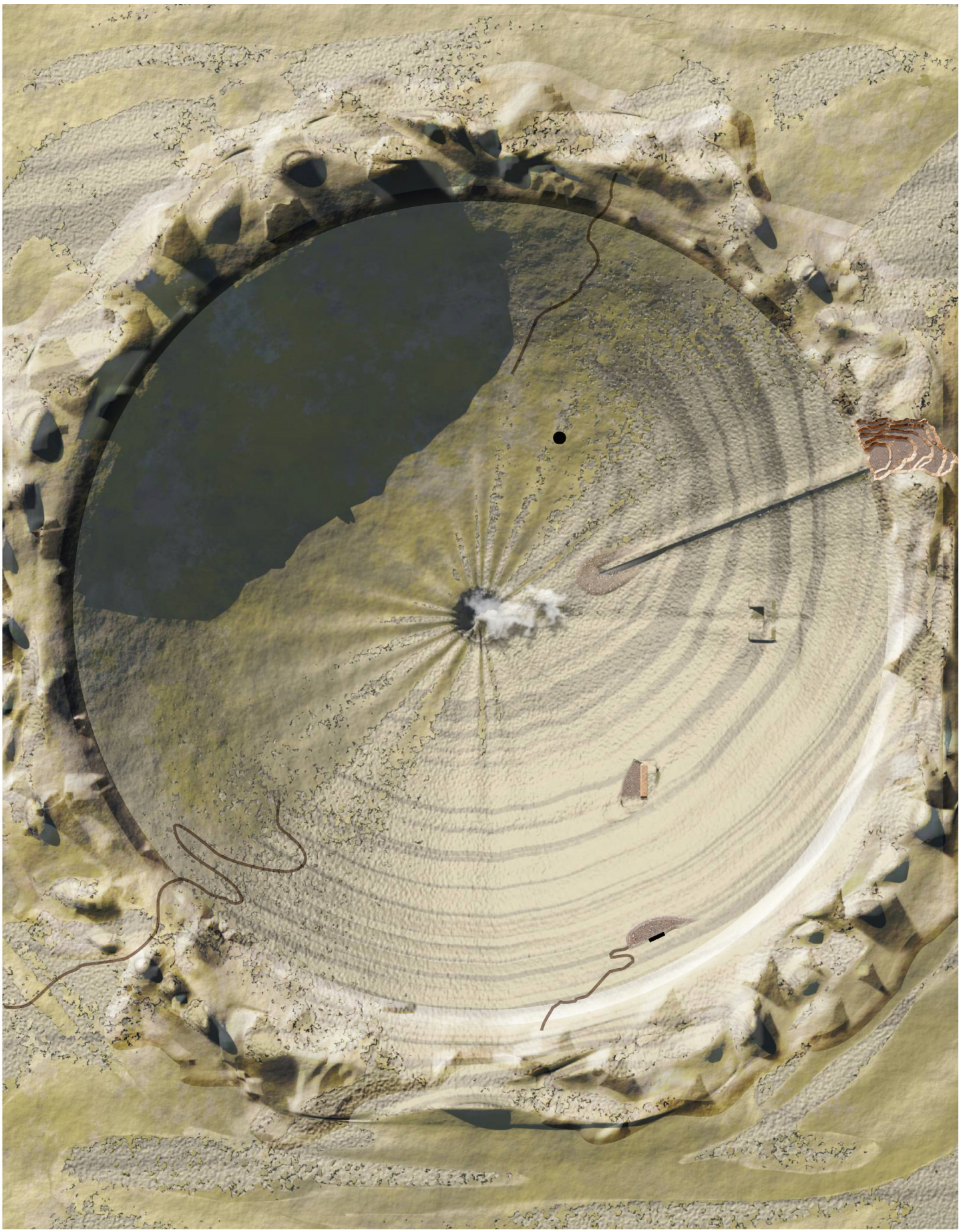

H. EARL RANNULF'S CAMP
N
W
E
S
1 square = 10 ft.
h1
h5
h4
h5
h6
h7
h8
h4
h2
h4
h4
h5
h3
h5
h1


H. EARL RANNULF'S CAMP
N
W
E
S
1 square = 10 ft.




1. The Pit of the Burning Star
N
W
E
S
1 square = 100 ft.
J4
Crater Ridge
Crater Wall
p
J2
L
Crater Floor
m
N
o
Q
J3
k
Crater Wall
J1
Crater Ridge


1. The Pit of the Burning Star
N
W
E
S
1 square = 100 ft.




K. Azmerius's Adit
400 Foot Drop
N
W
E
S
1 square = 5 ft.
K1
K2
X
K3
K4


k. Azmerius's Adit
N
W
E
S
1 square = 5 ft.





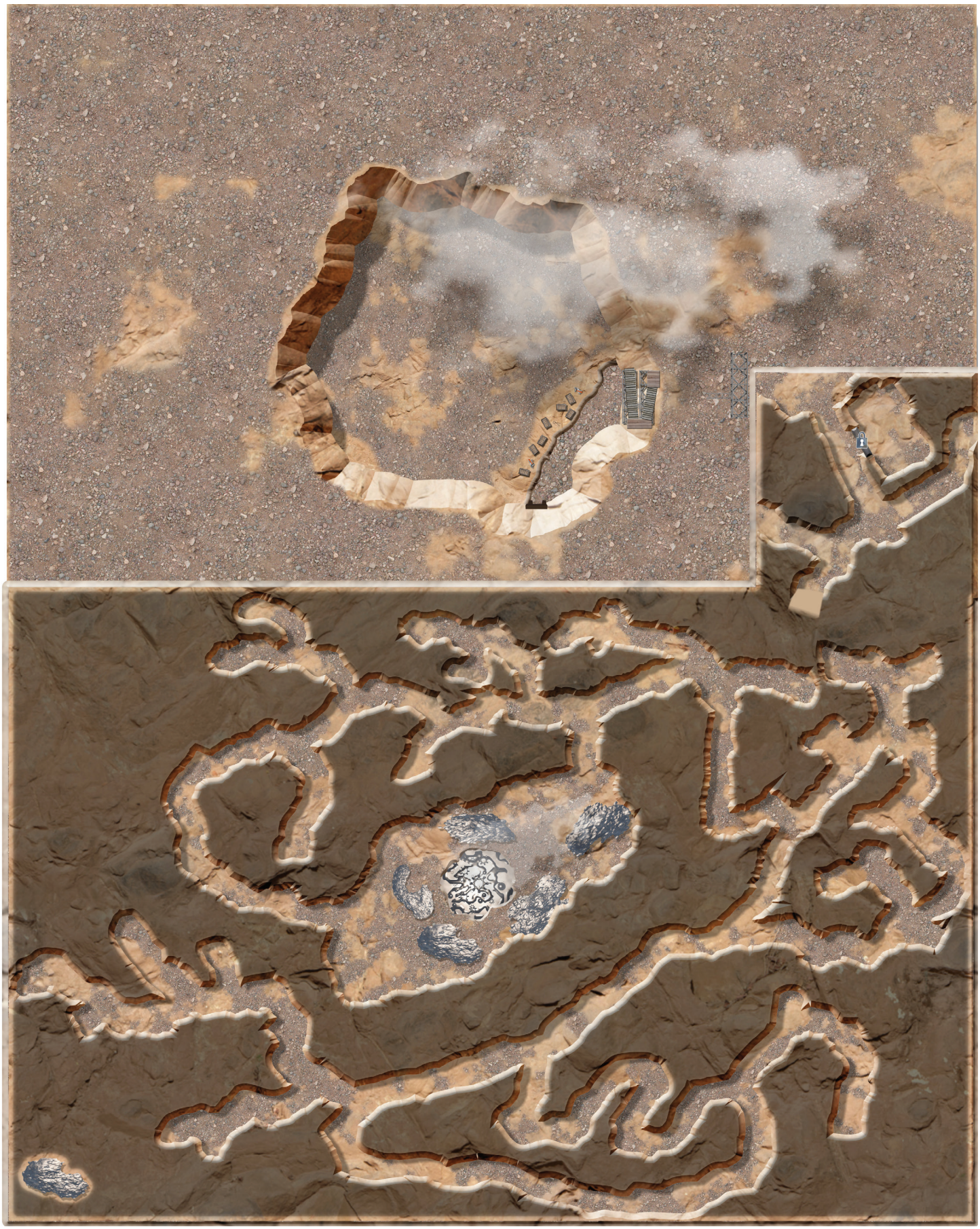
L. THE PRIZE PIT
+155 ft
+110 ft
+85 ft
+45 ft
+25 ft
370 foot Drop
L1
L2
L3
L4
L5
L6
L7
J2
+25 ft
+45 ft
+65 ft
+85 ft
+110 ft
+155 ft
+110 ft
+25 ft
+155 ft
N
W
E
S
1 square = 10 ft.
T = Trail
R = Rope
= Cask
= Campfire


1. THE PRIZE PIT
N
W
E
S
1 square = 10 ft.




M. FUMING CHASM
N
W
E
S
1 square = 10 ft.
M1
M1
M2
M3
TO M4
N
W
E
S
1 square = 10 ft.
M4
M4
M4
M5
M4
M4
M4
TO M3
= SLAG HEAP

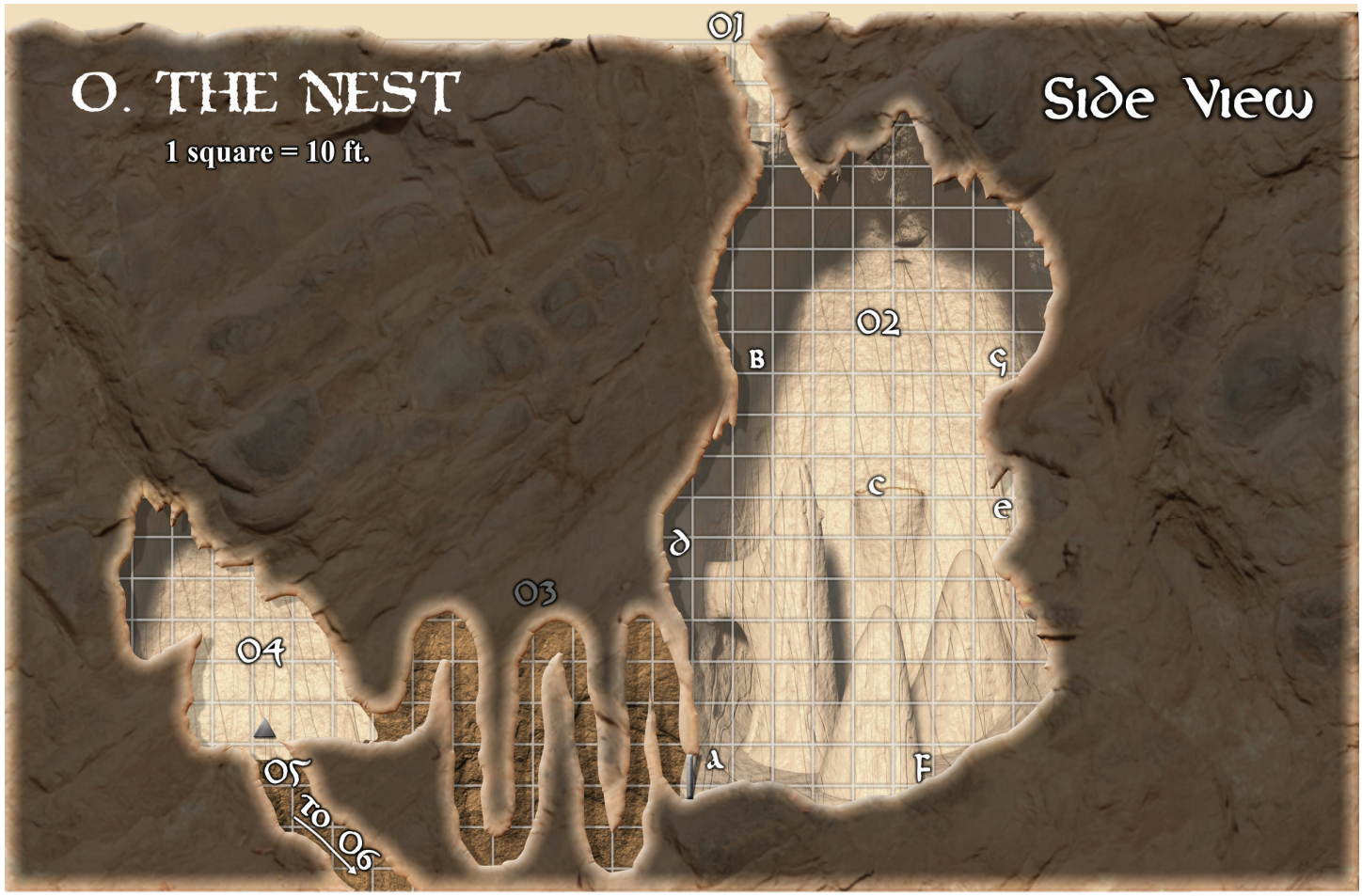

M. FUMING CHASM
N
W
E
S
1 square = 10 ft.
N
W
E
S
1 square = 10 ft.

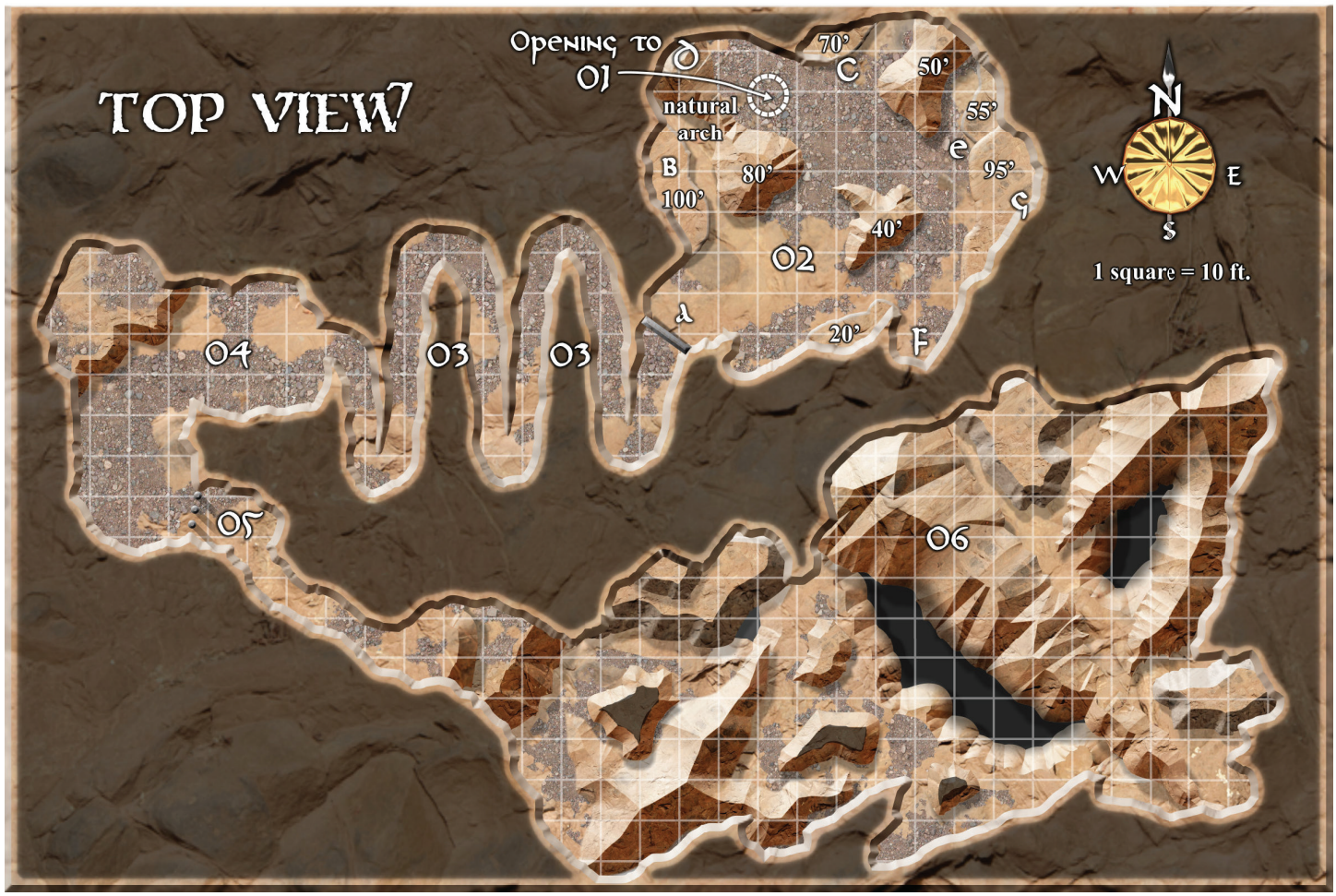


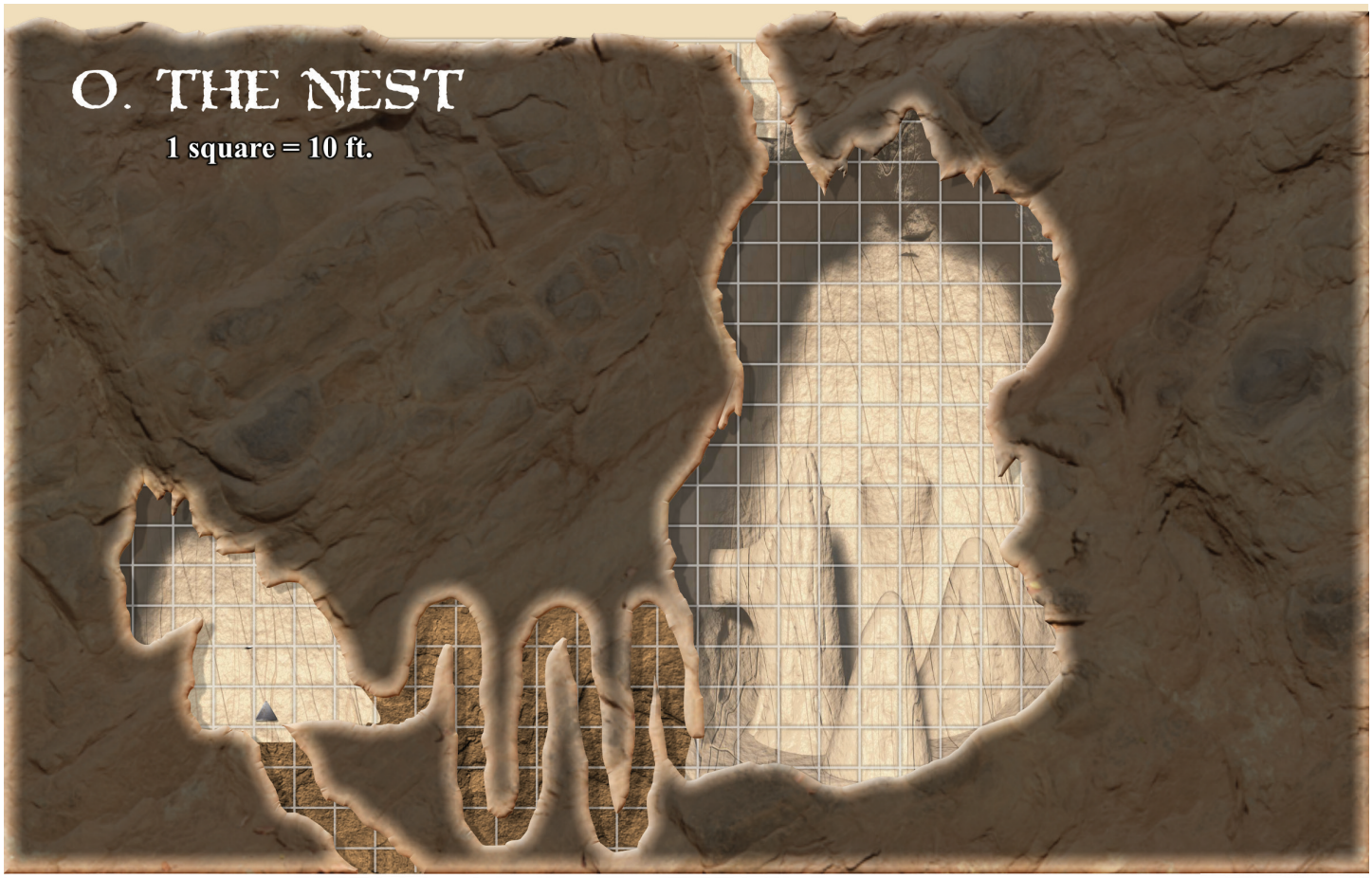

N. Caleen Cache
N
W
E
S
1 square = 10 ft.
N1
N2
N3
N4
N5
N6


N. Caleen Cache
N
W
E
S
1 square = 10 ft.



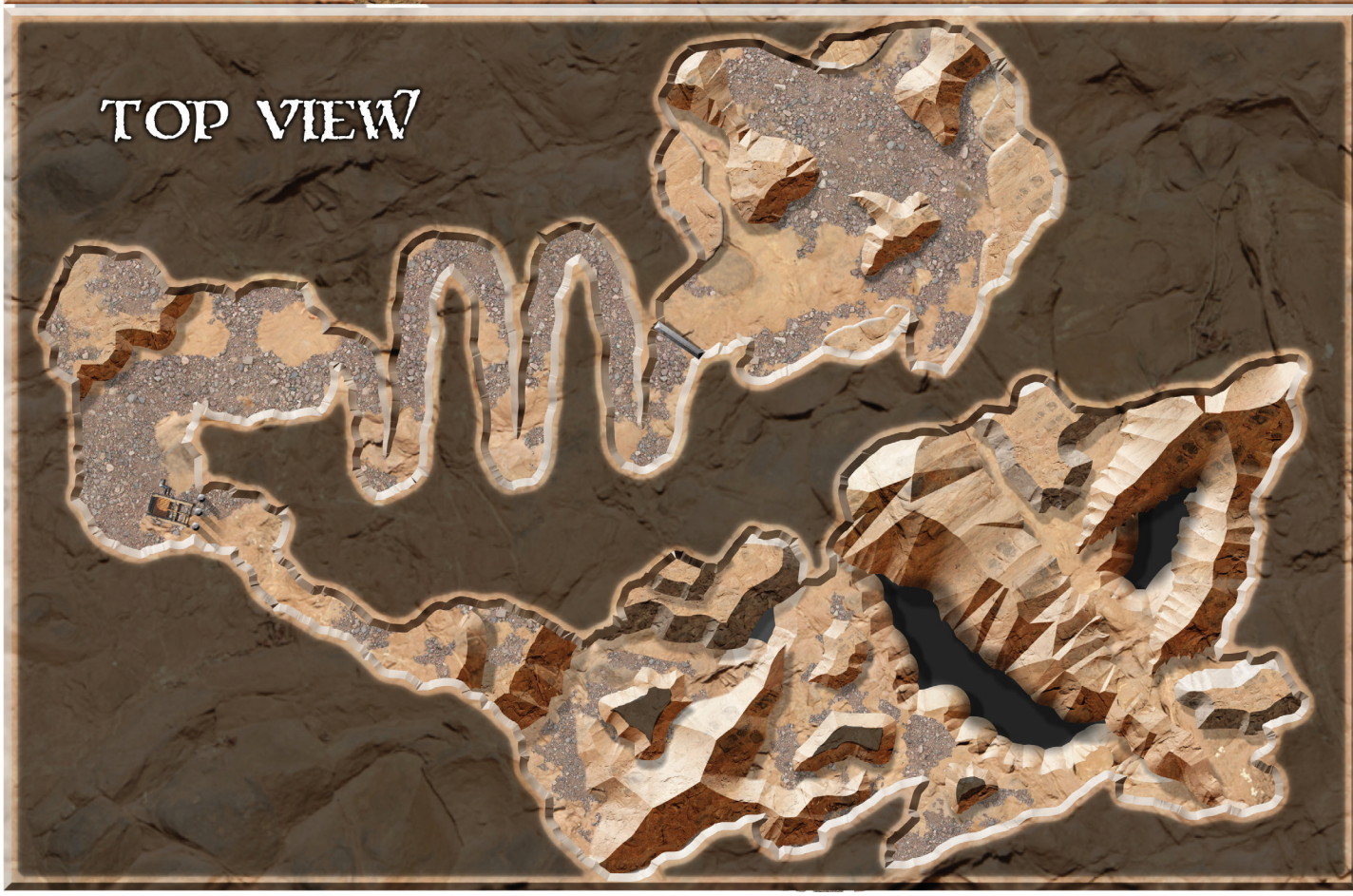

0. THE NEST
1 square = 10 ft.
Side View
01
02
03
04
05 to 06
A
B
C
D
E
F


TOP VIEW
Opening to 01
natural arch
70'
50'
55'
95'
80'
100'
40'
20'
N
W
E
S
1 square = 10 ft.
01
02
03
03
04
05
06
A
B
C
D
E
F


0. THE NEST
1 square = 10 ft.

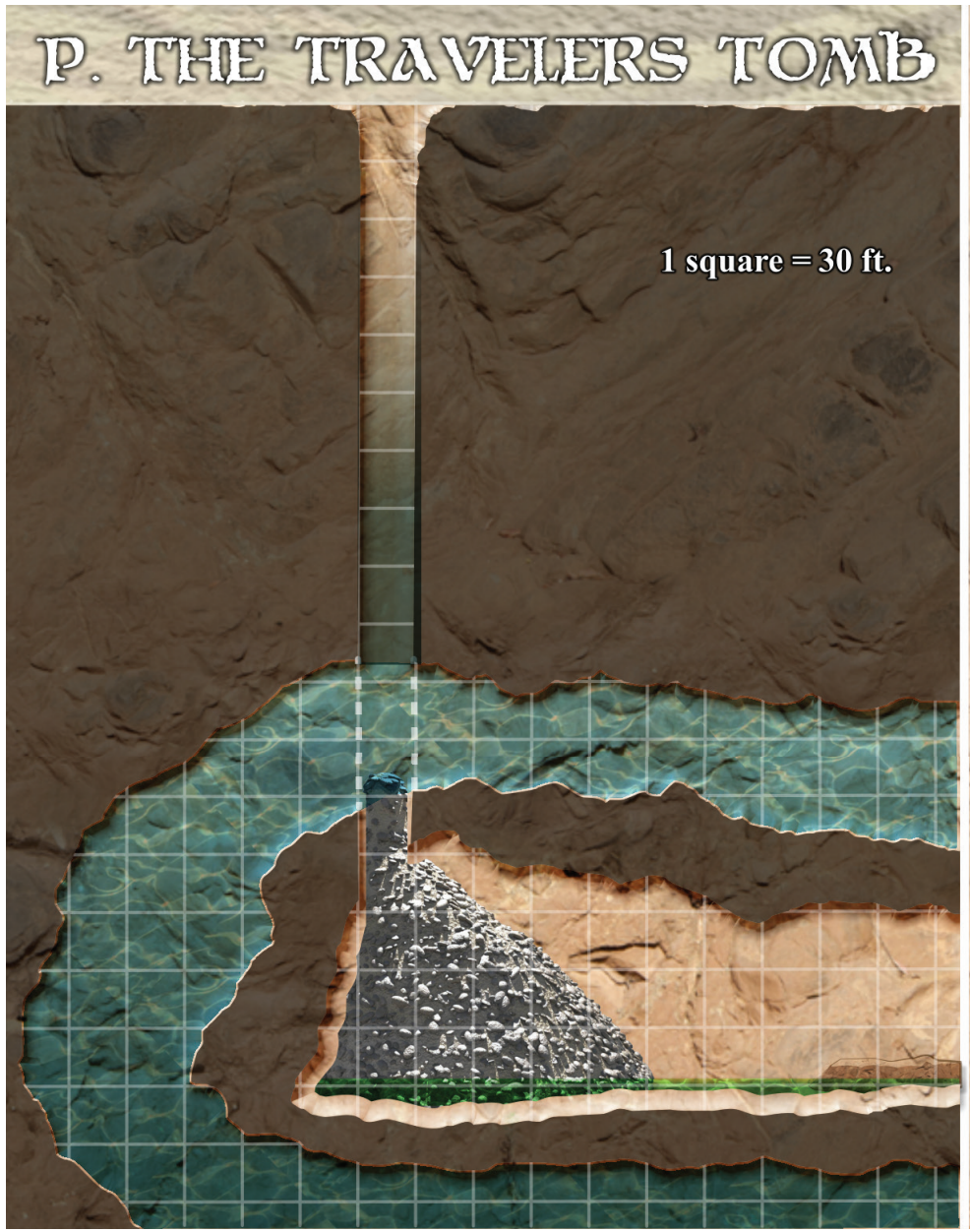

TOP VIEW
N
W
E
S
1 square = 10 ft.


Side View


TOP VIEW


P. THE TRAVELERS TOMB
P1
Side View
1 square = 30 ft.
P2
X
P3

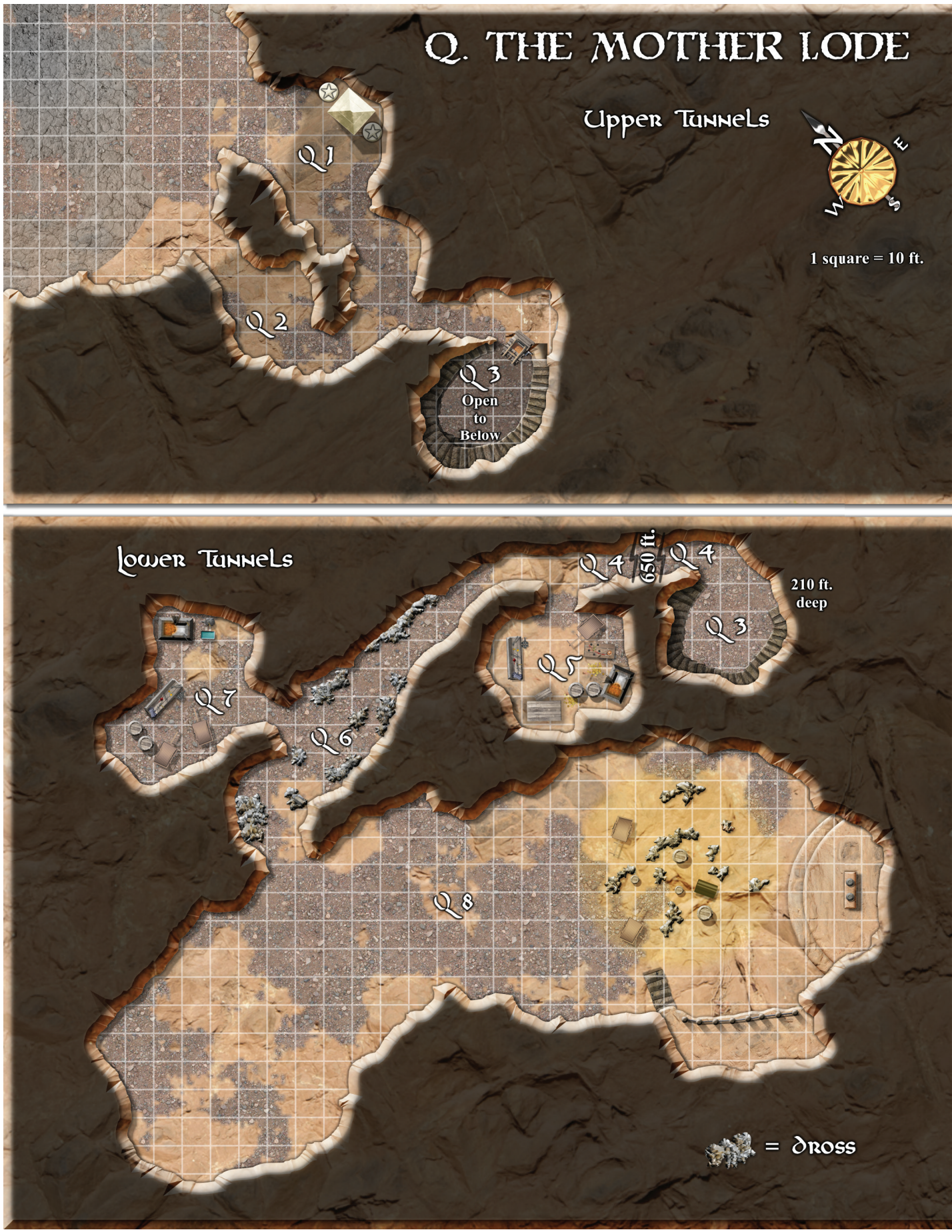

Top View
1 square = 30 ft.
P2
P3
P2
P1
N
W
E
S
1 square = 10 ft.


P. THE TRAVELERS TOMB
1 square = 30 ft.

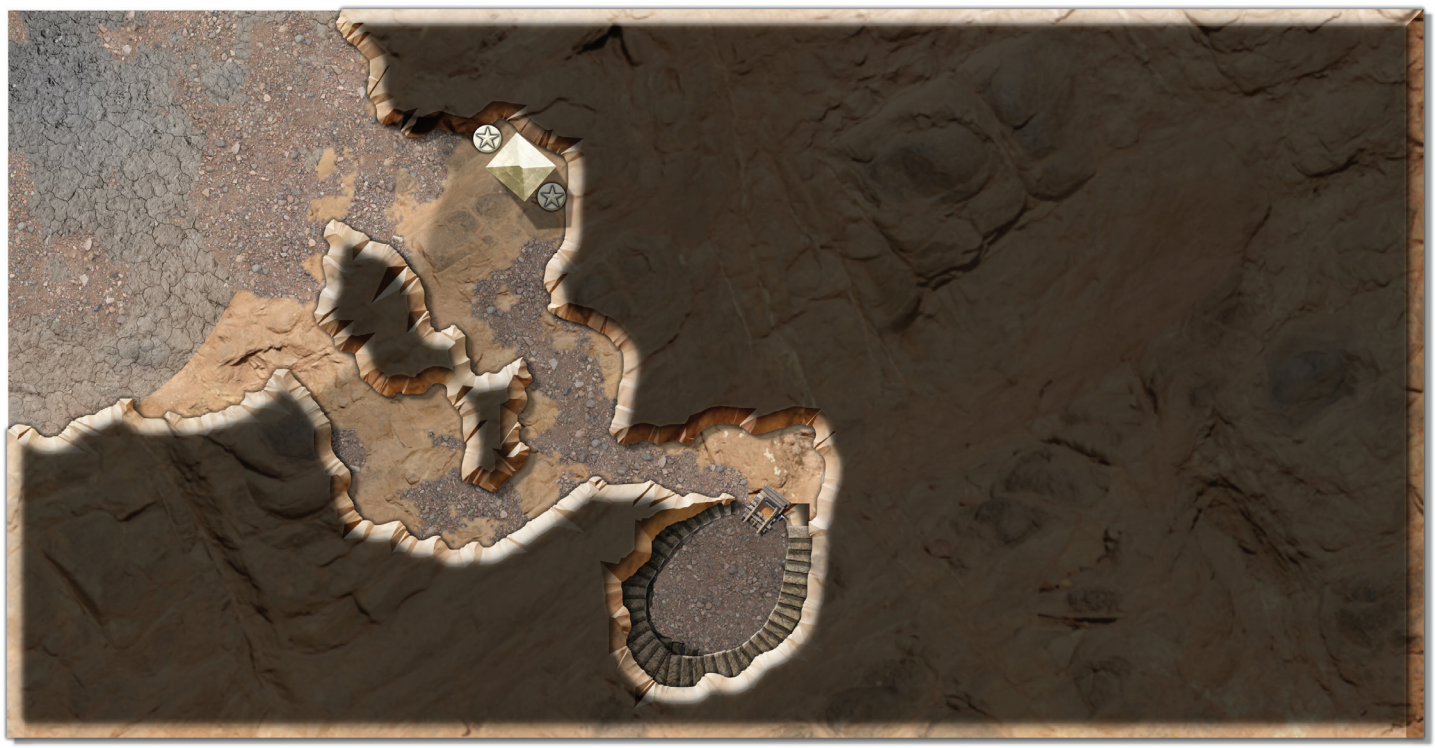

Top View
1 square = 30 ft.
N
W
E
S
1 square = 10 ft.

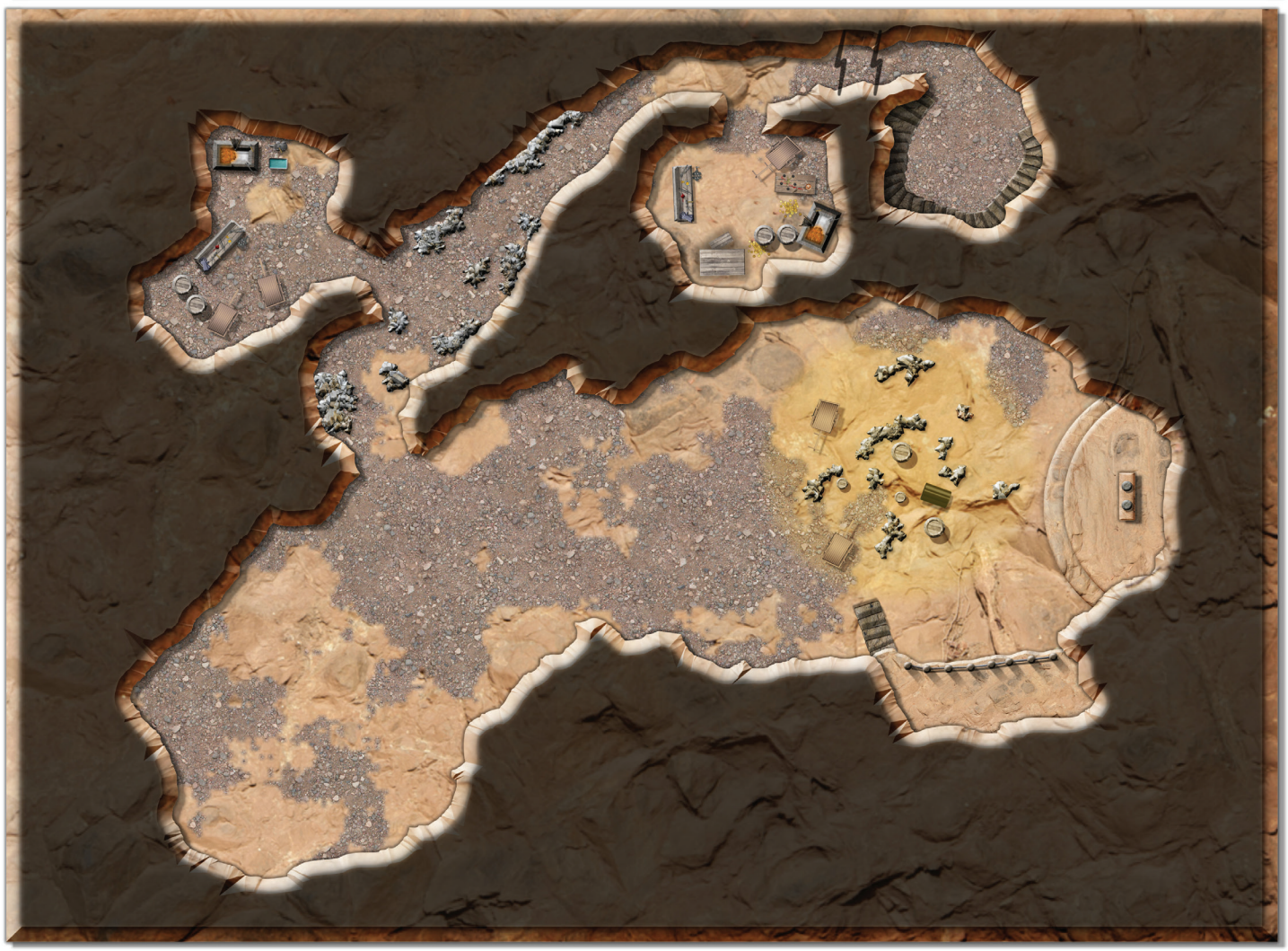

Side View




Q. THE MOTHER LODE
Upper Tunnels
N
E
S
W
1 square = 10 ft.
Q1
Q2
Q3
Open
to
Below
Lower Tunnels
Q4
650 ft.
Q4
210 ft.
deep
Q3
Q5
Q7
Q6
Q8
= Dross


Q. THE MOTHER LODE
Upper Tunnels
N
E
S
W
1 square = 10 ft.
Lower Tunnels

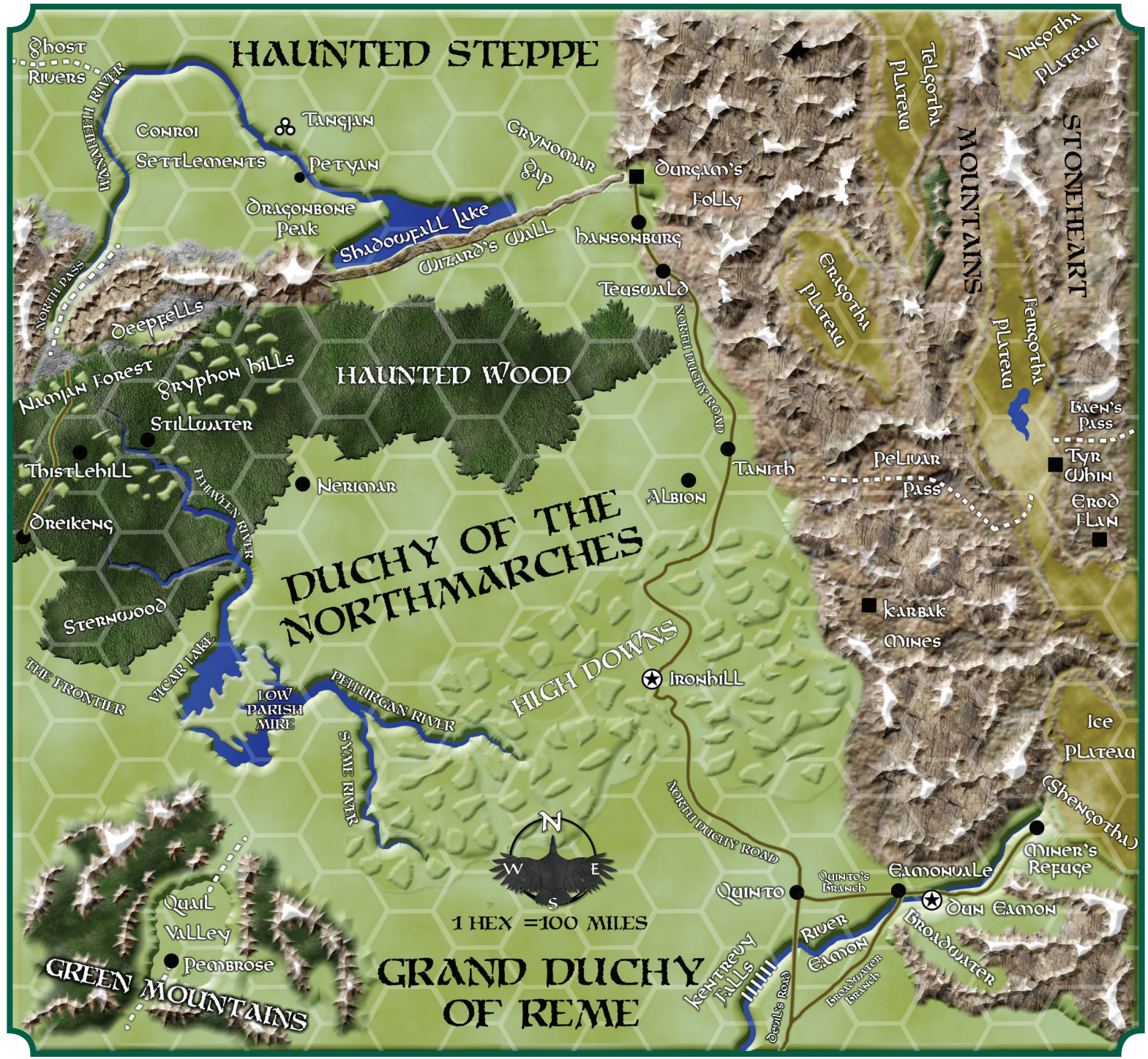







Yalendir
Duchy of Waymarch
Fairhill
Bard's Gate
Arendia Forest Kingdoms
The Tradeway
Stoneheart Valley
The Dagger & Rose
Panetoth
Duchy of Ysser
Mons Terminus
Unclaimed Lands
Old Tors
Hill Road
Duke's Way
Tourse
Hogshead Bend
Torwatch Keep
Broken Mountains
Barony of Vroulet
Bishop's Road
Carterscroft
Vermis
Hill of Mornay
Curgantium
Aachen Province
Oldhome
Chateau Glaunt
Cantelburgh
Undereaves
Elderwood
Three Points
Barony of Kamlan
The Lion Rampant
County of Coutune
Great Amrin River
Aixe
Elet
County of Barresque
River Iriss
Pentalis
Châlaix
Cretian Mountains
Rennier Bastion
Volbiac Vale
Nains
Lake Elb
Star Sea
Coelum
County of E'stil
Sion
Courchais
Lynosse
Demz
Chantry
Poiretres
N
W
E
S
1 Hex = 100 miles
Kingdom of Foere




HAUNTED STEPPE
Ghost Rivers
Wanaheeli River
Conroi Settlements
Tangjan
Petyan
Crynomar Gap
Durgam's Folly
Dragonbone Peak
Shadowfall Lake
Wizard's Wall
Hansonburg
Teuswald
North Pass
Deepfells
Namjan Forest
Gryphon Hills
HAUNTED WOOD
North Duchy Road
Stillwater
Thistlehill
Nerimar
Tanith
Albion
Dreikeng
Feilween River
DUCHY OF THE NORTHMARCHES
Sternwood
Vicar Lake
The Frontier
Low Parish Mire
Pellurgan River
Syme River
HIGH DOWNS
Ironhill
North Duchy Road
Quail Valley
Pembrose
GREEN MOUNTAINS
N
W
E
S
1 HEX =100 MILES
GRAND DUCHY OF REME
Kentrevy Falls
Devil's Road
Quinto
Quinto's Branch
Eamonvale
Dun Eamon
River Eamon
Broadwater
Broadwater Branch
Miner's Refuge
(Shengotha)
Ice Plateau
Karbak Mines
Pelivar Pass
Baen's Pass
Tyr Whin
Erod Flan
Feirgotha Plateau
Eragotha Plateau
Telgotha Plateau
Vingotha Plateau
MOUNTAINS
STONEHEART

















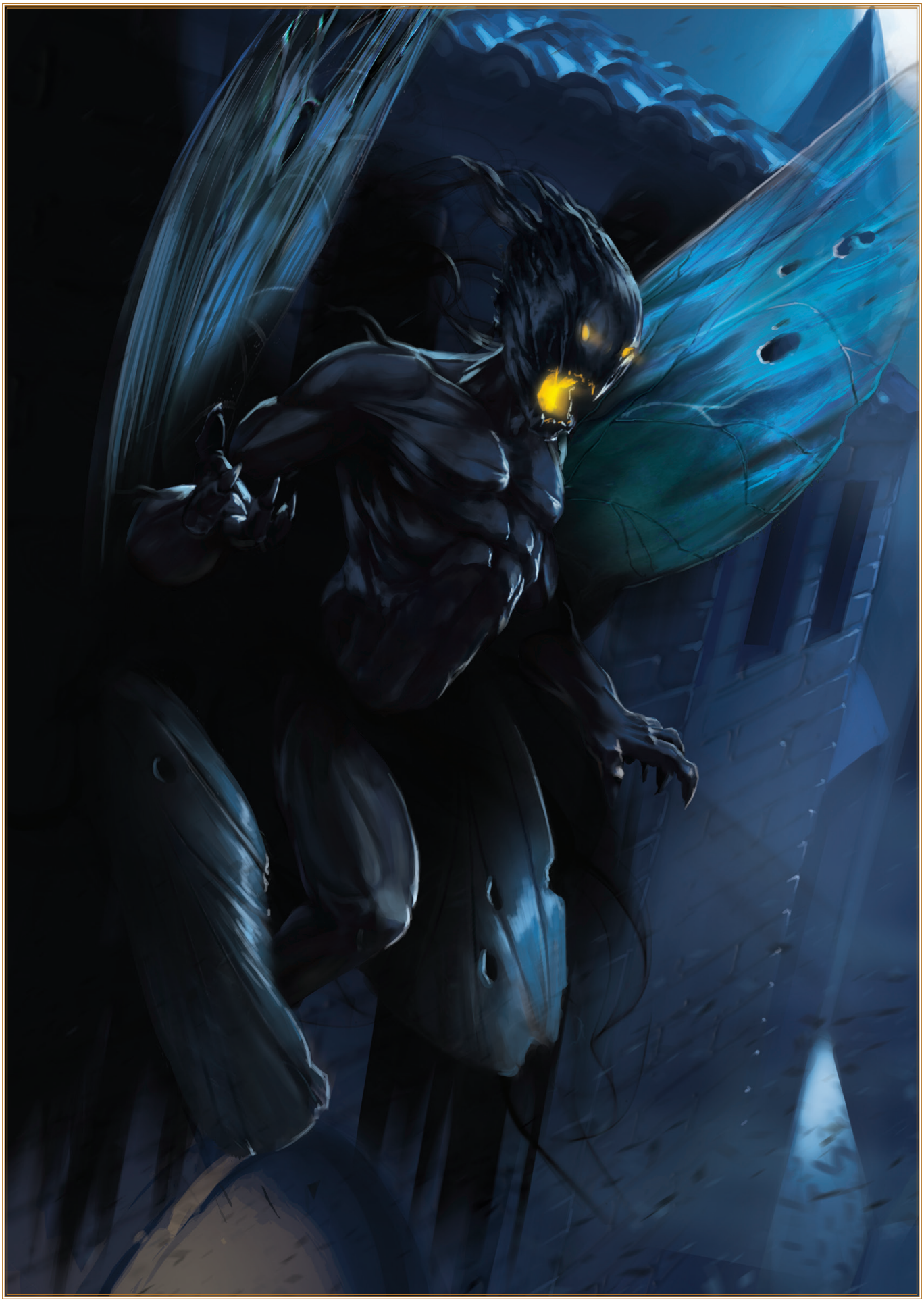




























The rubble path is marked with broken glass. Don't stray – there are many snakes!

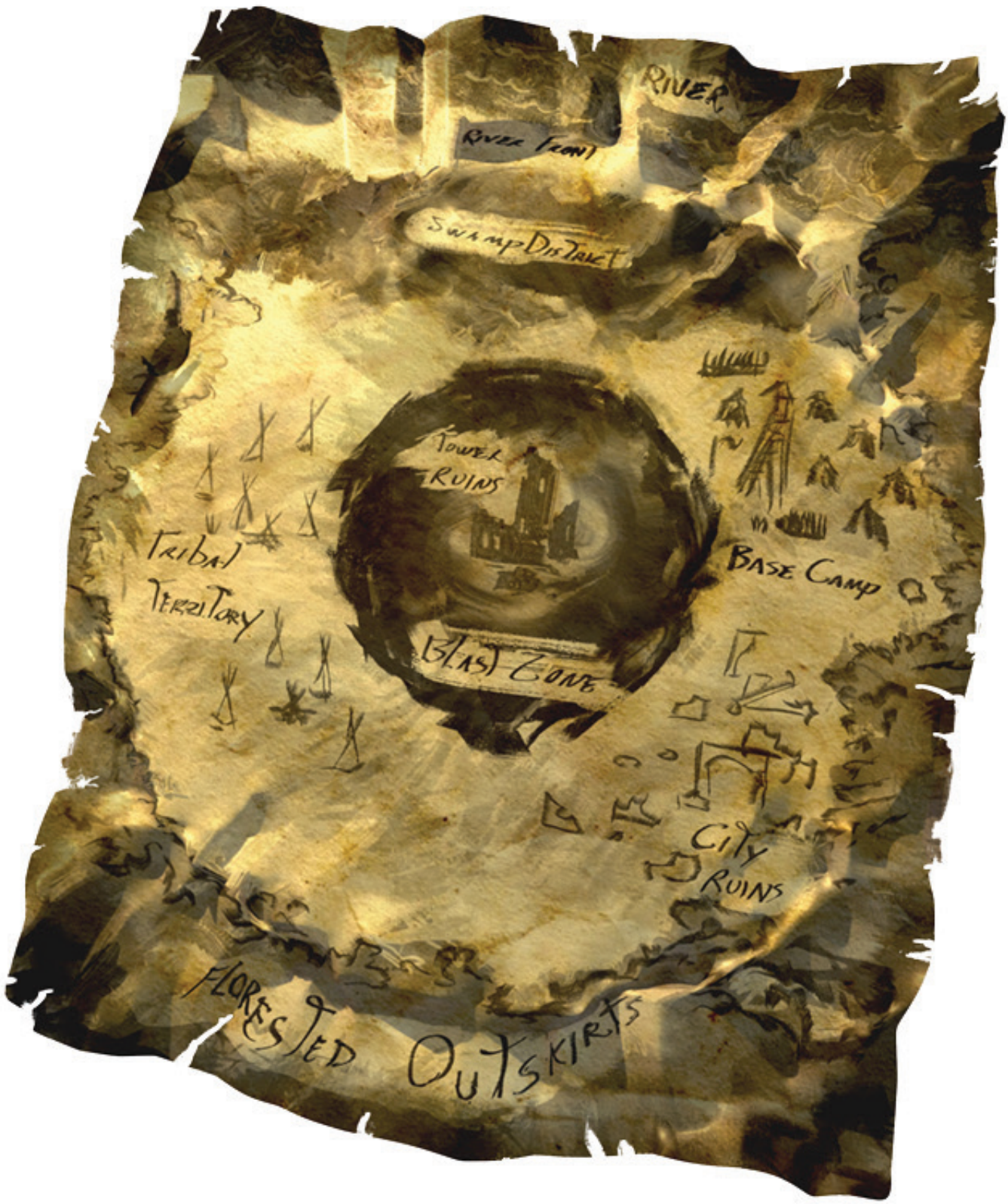
Two alarms in entry – Bannor & Flail to bypass (in that order)
Three traps on stair – Delf – Cordova – Crane to bypass (same)

Vault door is triple arcane locked and glyphed – to open recite, "Only Ernst could guess this password"

Two automatons in main vault – Ereg Tal to bypass

The Missing Nine

Sir Nimulus Cantarthy of Courghais – half-elf male, magic robe covered in living eyes, powerful staff
Sir Aix de Flomme of Troye – aasimar male, paladin of Mitra, left eye is a silver orb and left cheek badly scarred, long, silver-white hair
Barionor of Troye, squire of Sir Aix – Erskaelosi male, renowned street brawler, boisterous and crude but truly fearless, red hair, dark, freckled skin
Sir Eregor Dantalus of Apothasalos – Foerdewaith male; thick sideburns, short moustache, Order of the Lion tabard, dragonne companion–Malcolm
Lady Elgierbid Palitroix of Cantelburgh – Foerdewaith female; spellcaster and puissant warrior, distinctive red hair with silver streak, adamantine breastplate bearing the Swan of Palitroix, dancing sword
Sir Ernst Braanak of Vermis – Heldring male; heavily scarred, blond hair and beard
Sir Urvitus Voren of Tourne – Foerdewaith male; short dark hair, breastplate with red griffon sigil, two swords
Sir Frankus Delerron of Sion – Foerdewaith male; brown moustache, electricity axe, special armor vs. undead
Lady Margaret Delerron of Sion – Foerdewaith female; short-cropped brown hair, blue tabard with Throne of Quell, electricity sea-fork

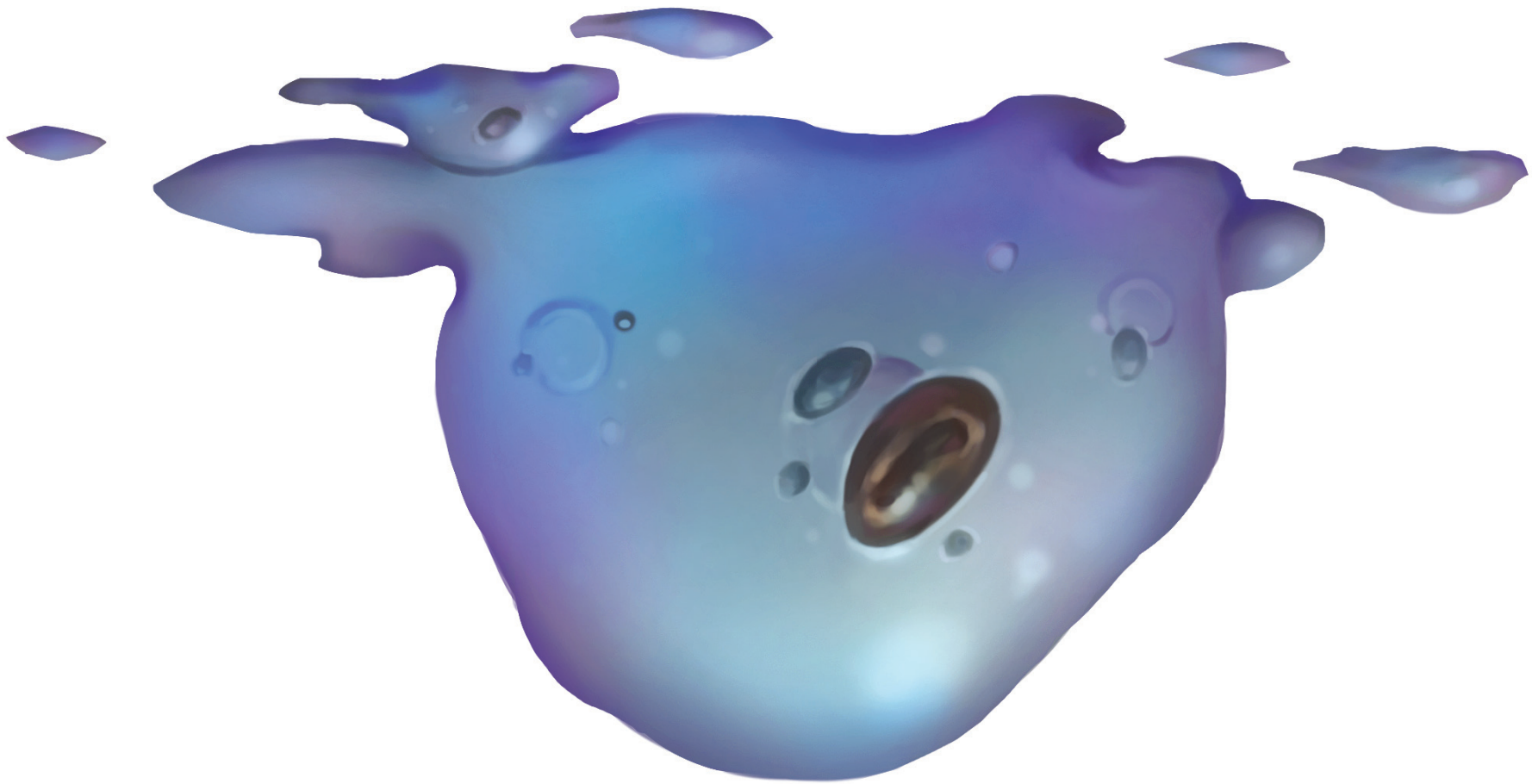

RIVER
RIVER FRONT
SWAMP DISTRICT
TOWER RUINS
BLAST ZONE
TRIBAL TERRITORY
BASE CAMP
CITY RUINS
FORESTED OUTSKIRTS

In the Year of the Imperator 681 did the Huns of the Great Steppes enter into civil war amongst their own numberless clans.

Seven Legions had made fortified holds at the Dwarf Passes of the Stoneheart, one hold to a Legion, and did push the Huns back by use of Equestria and Phalanx in concert with the secret dwarf iron learned from the Hill Folk of Irkaina against the horse warriors of the plains. The Legions did make successful raids deep into the homeland of the Khan's people for the first time and deliver back blood for blood the wounds of Apothasalos and Occibolos and a thousand thousand raids on villages and farms. The Legions did show no mercy and iron pike and sword hewed warrior and herdsman, soldier and farmer alike. And such was the outcry among the Hun that many clans did pack their belongings upon their Yurt Houses and relocate to the farthest corners of the plains at the Nam-i-Budhani that are called Lost Mountains in the civilized tongue.

The laws of the savage held that none could step foot on the Lost Mountains or the shores of the dark lake at their feet, yet now many clans did settle there and make as if to live far from the Legions among ruins older than Boros. Then the Great Khan Ogedane did order the knights of his court to make war upon the clans that did break the taboo and spill their blood for the good of all lest the darkness return. And war did engulf the whole of the Hun people for two years until when next the Legions of made foray into the plains they found only scattered peoples remained who fled their sight as fast as they could. Polemarch Corbillius did write then that the skulls of the Horse People did floor the plains so thick that his horse could walk from the mountains to the Great Sea and never touch earth.

Such was the fate of the Hun that forevermore should their empire of old be called the Haunted Steppe, fit for no man to live save the few Shattered Folk who still ride its cursed grasses.














Old Curgantium
Tribal Territory
D
Blast Zone
C
G-H
F
Swamp District
Riverfront
Great Amrin River
B
City Ruins
I
1 mile
A

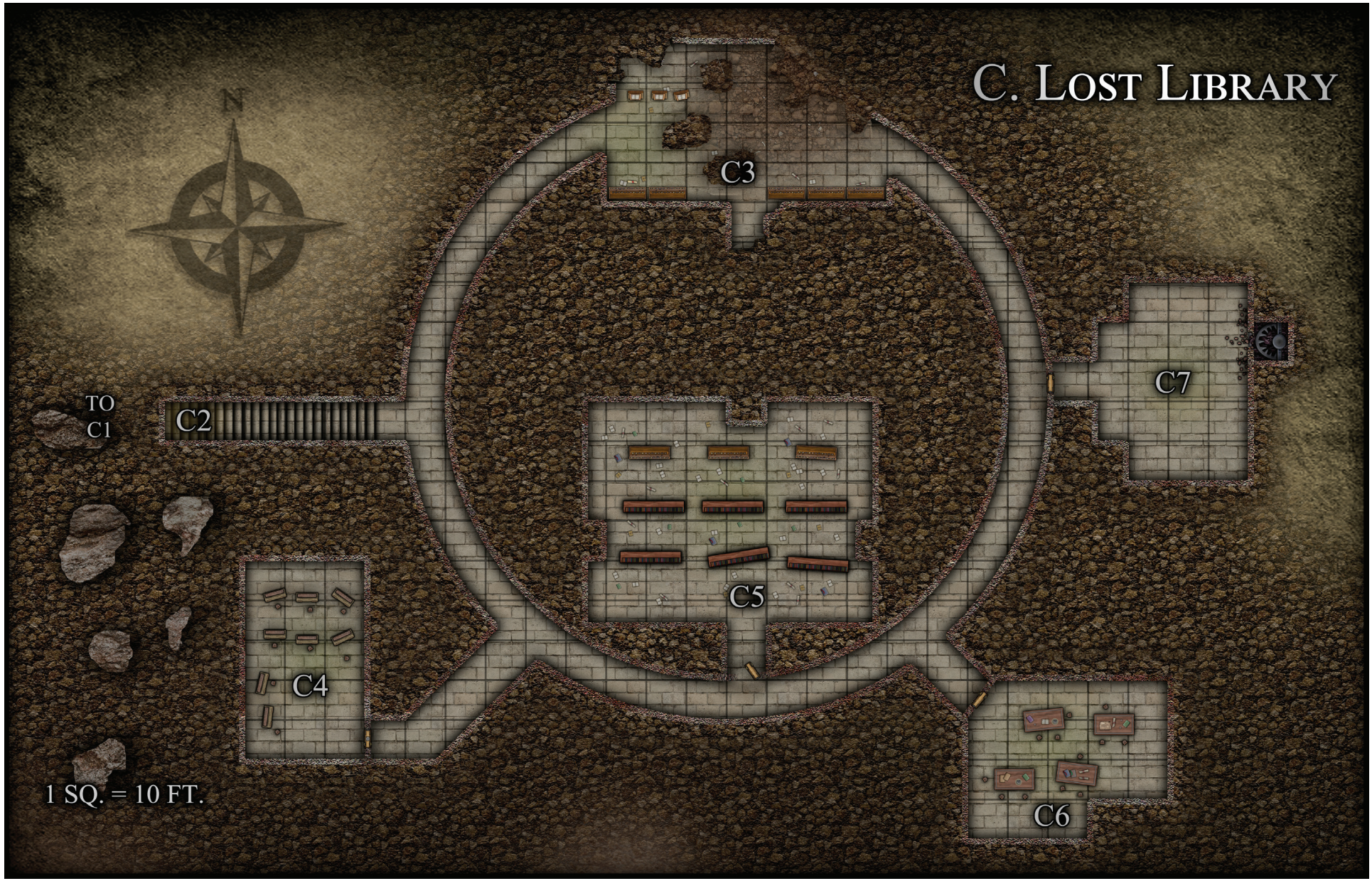

Old Curgantium
1 MILE

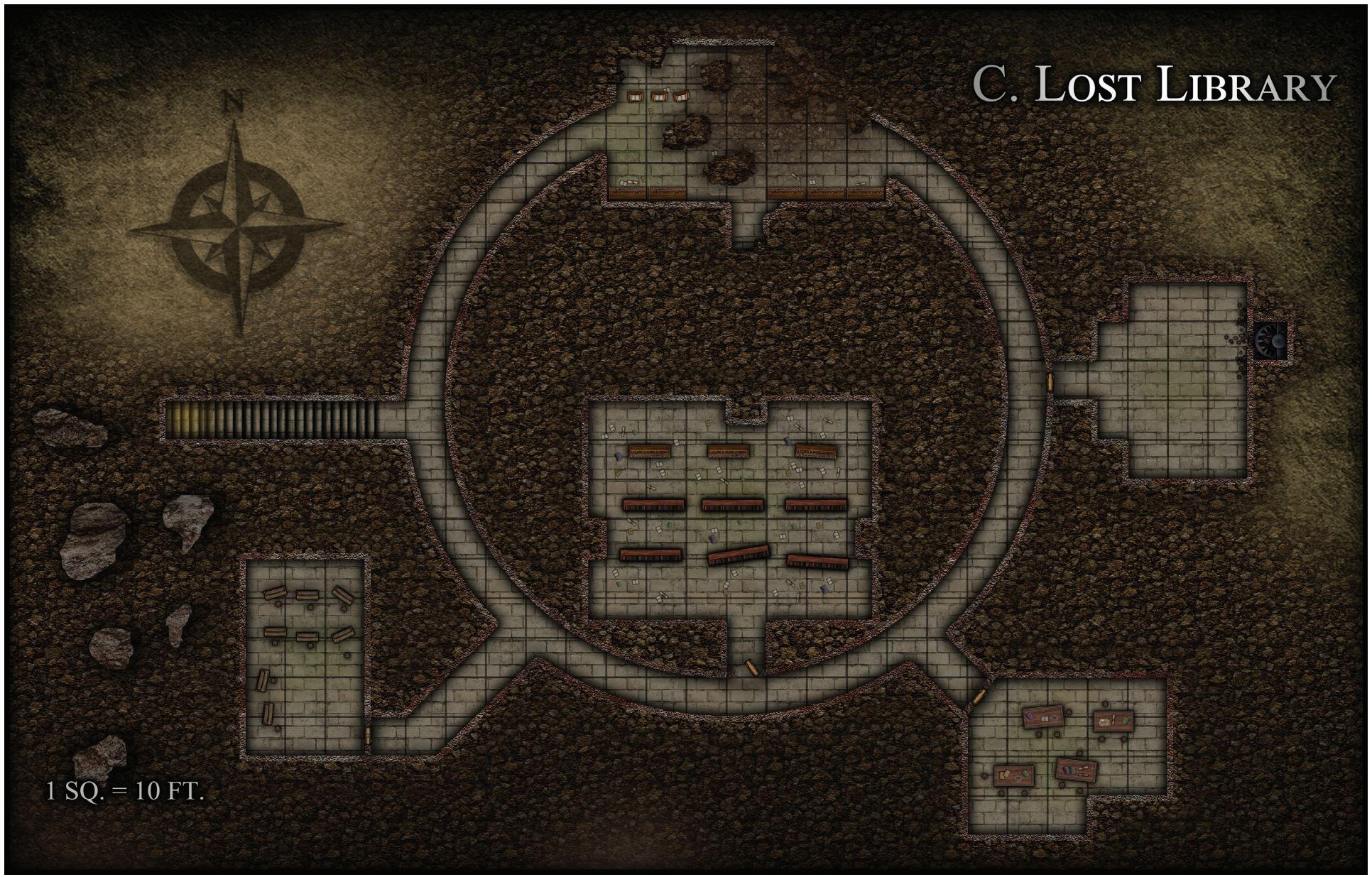



B. Base Camp
B1
B2
A1
A2
T3
T2
T1
B3
B4
B5
B6
B6
B7
B11
B12
B8
B9
B10
C
B13
N
1 SQ. = 5 FT.


B. Base Camp
N
C
1 SQ. = 5 FT.




C. Lost Library
N
C3
C7
TO
C1
C2
C5
C4
C6
1 SQ. = 10 FT.

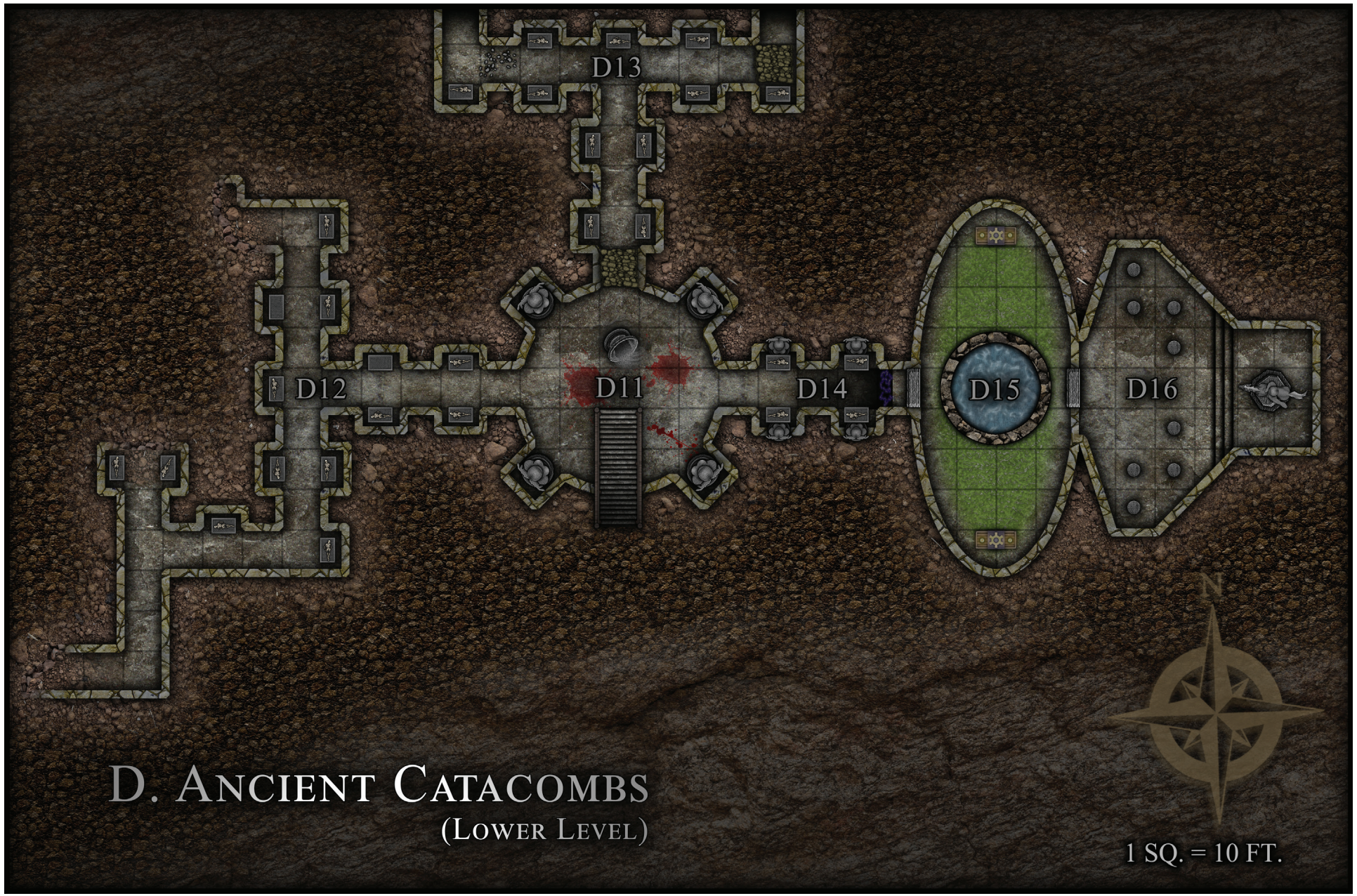

C. Lost Library
N
1 SQ. = 10 FT.

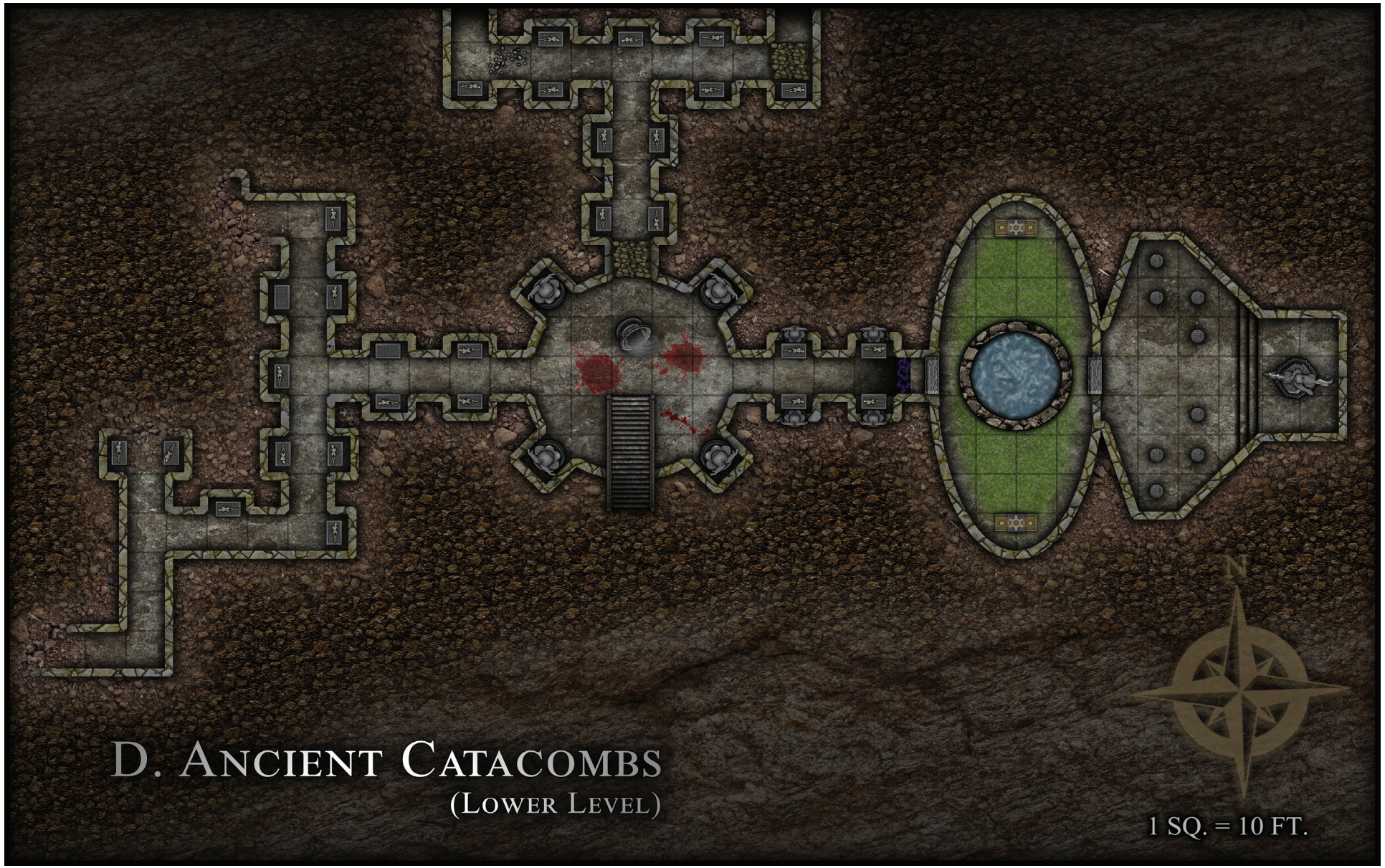

N

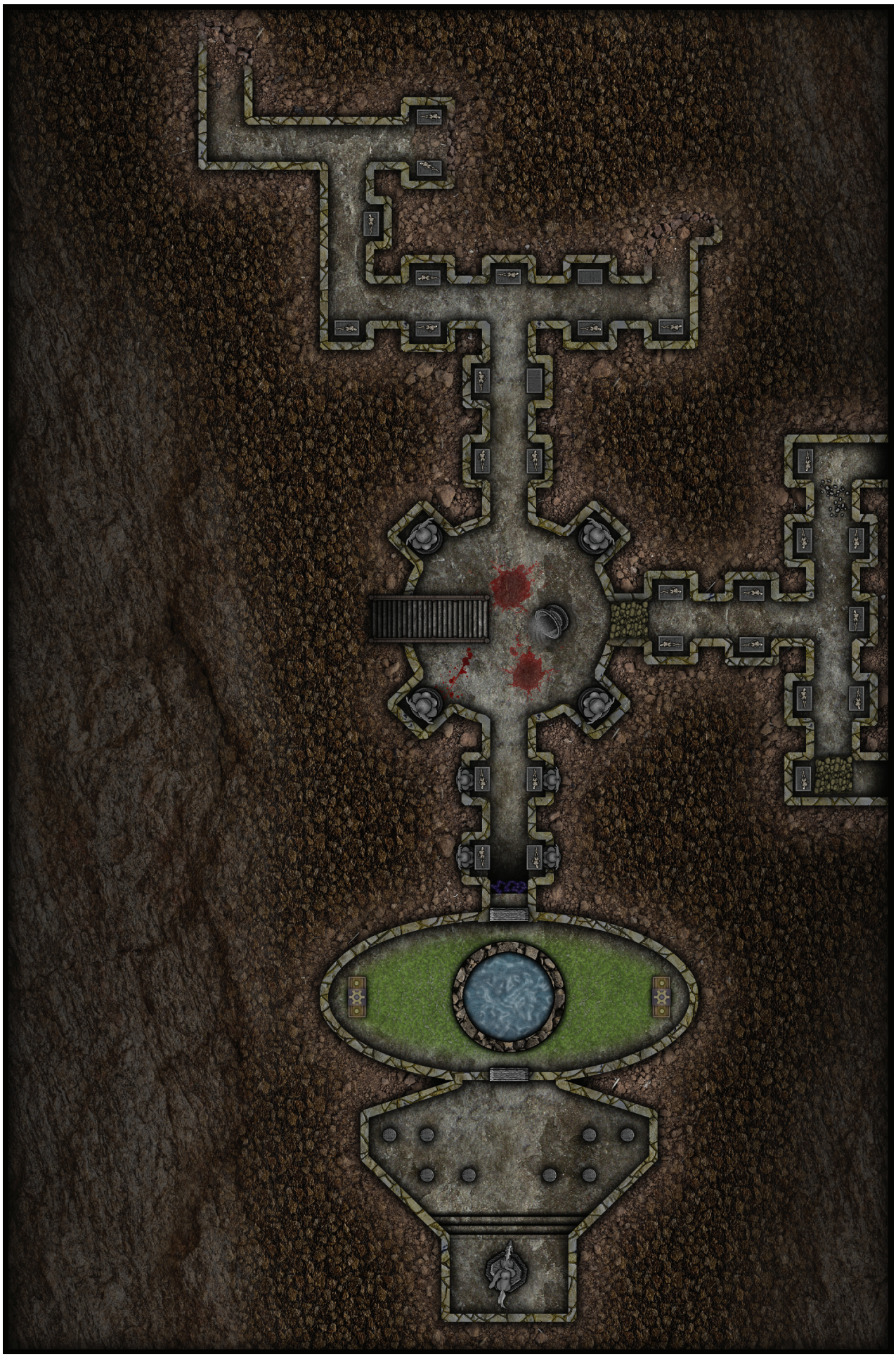

D. Ancient Catacombs
(Ground Level)
N
D1
D2
D3
D4
D5
D6
D7
D8
D9
D10
S
1 SQ. = 10 FT.

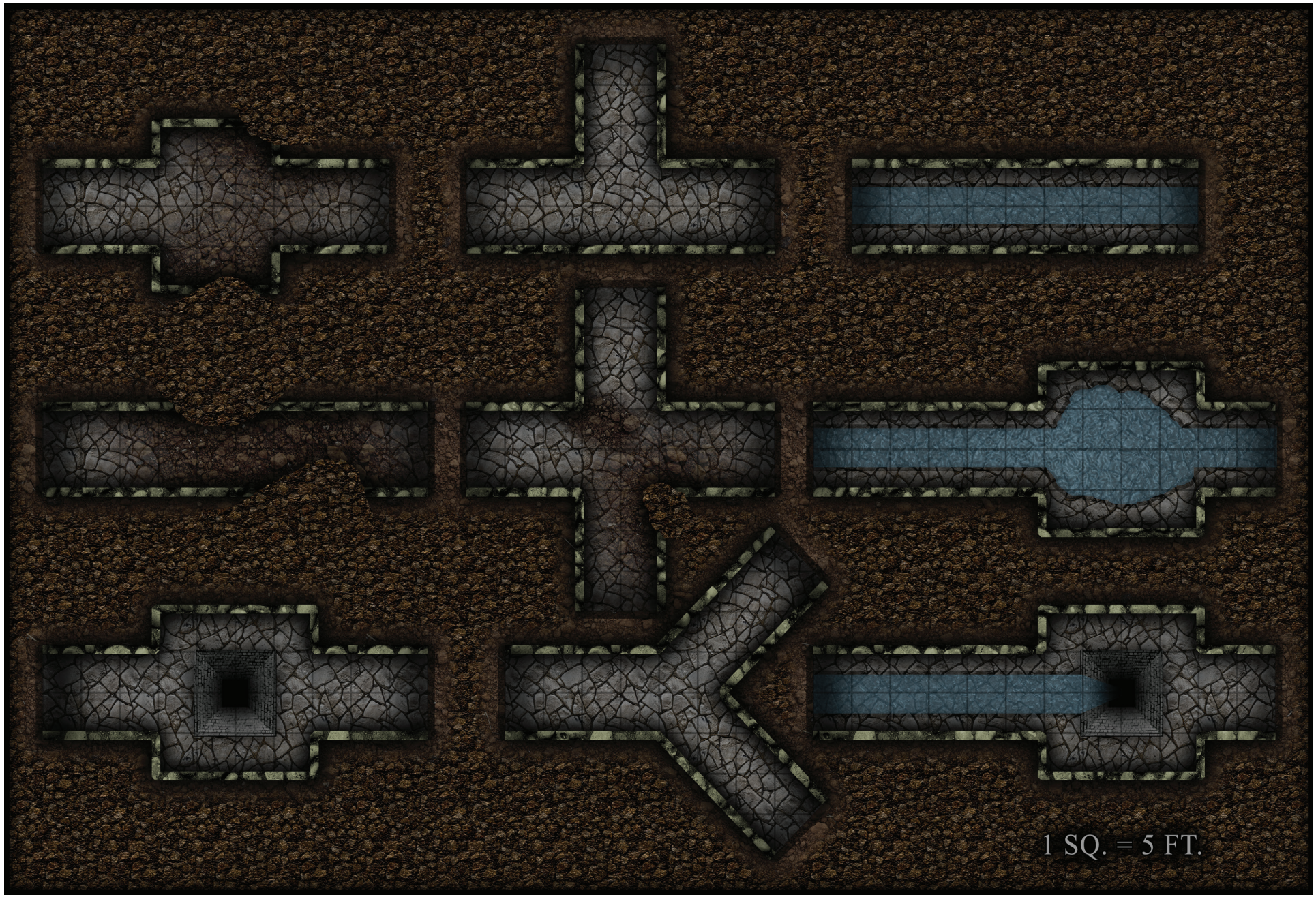

D. Ancient Catacombs
(Ground Level)
S
1 SQ. = 10 FT.

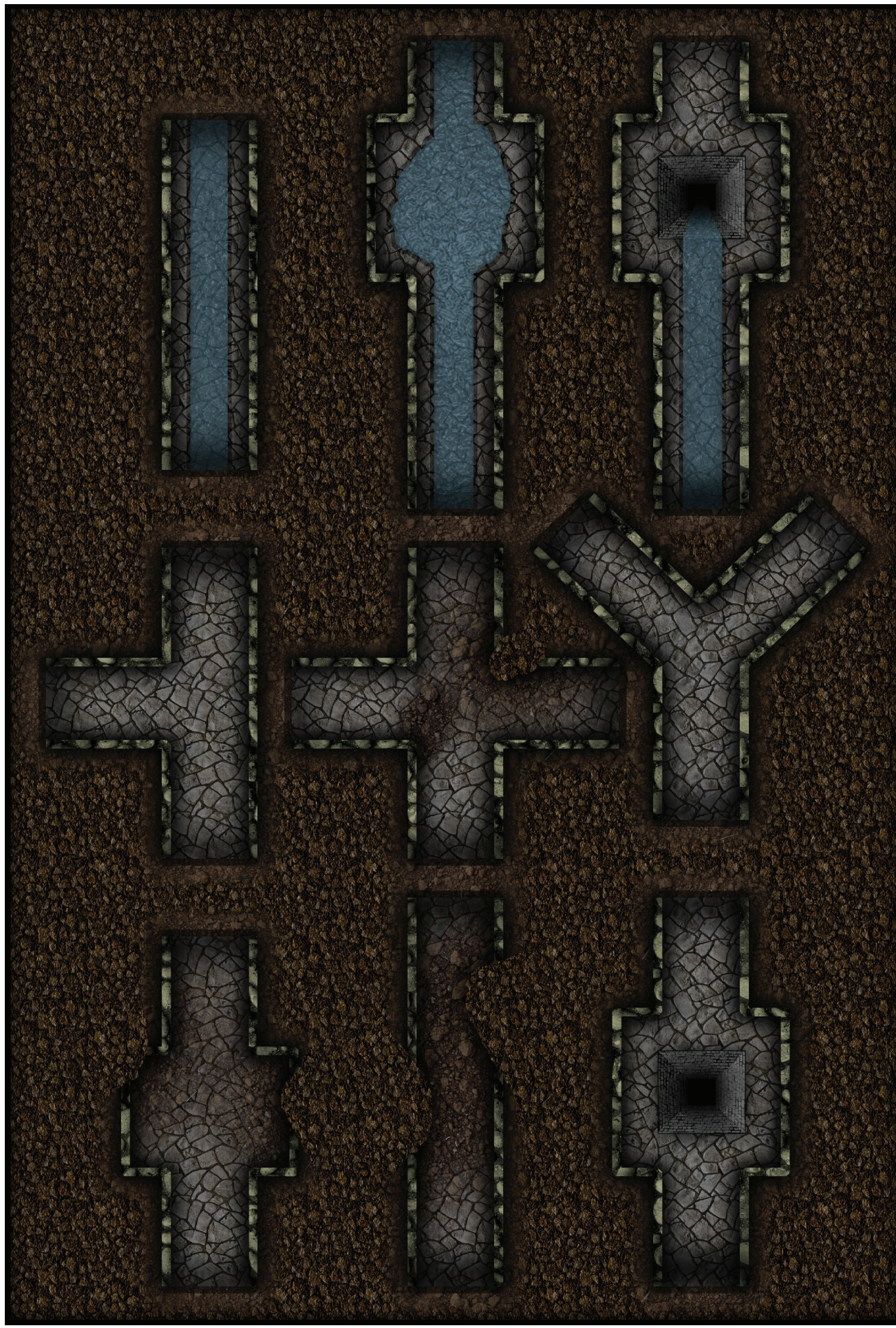

S

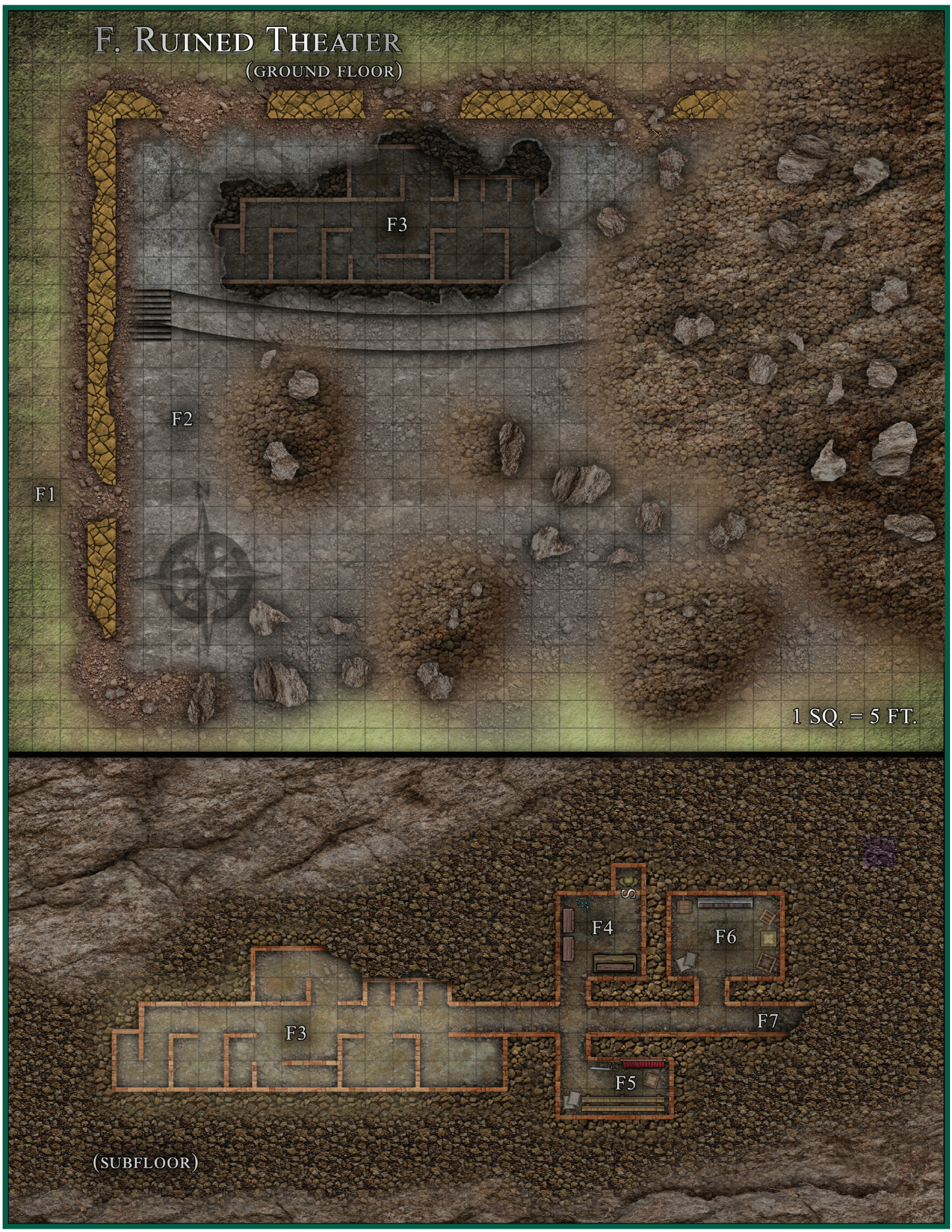

D13
D12
D11
D14
D15
D16
N
D. Ancient Catacombs
(Lower Level)
1 SQ. = 10 FT.


N
D. Ancient Catacombs
(Lower Level)
1 SQ. = 10 FT.



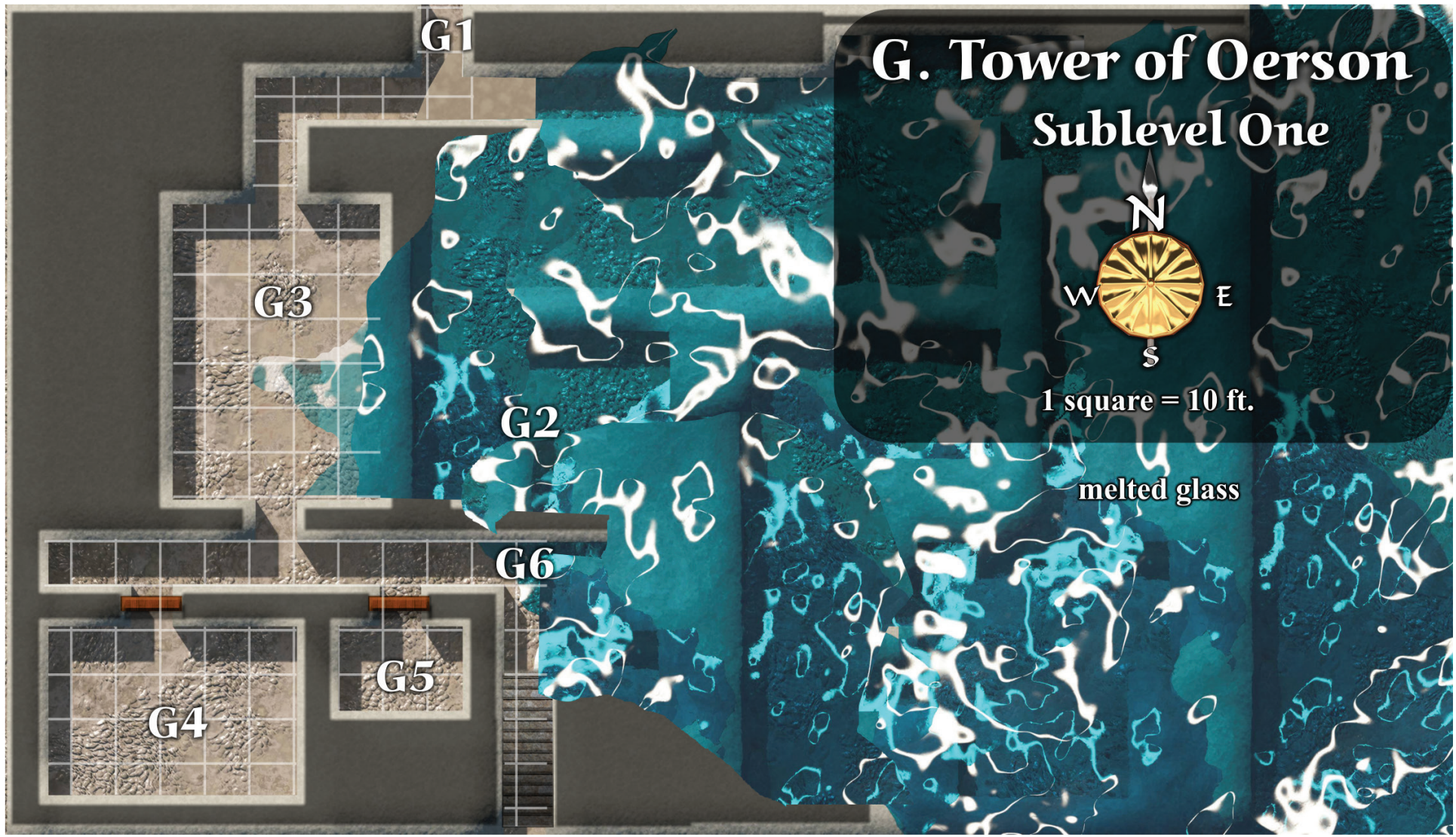

1 SQ. = 5 FT.

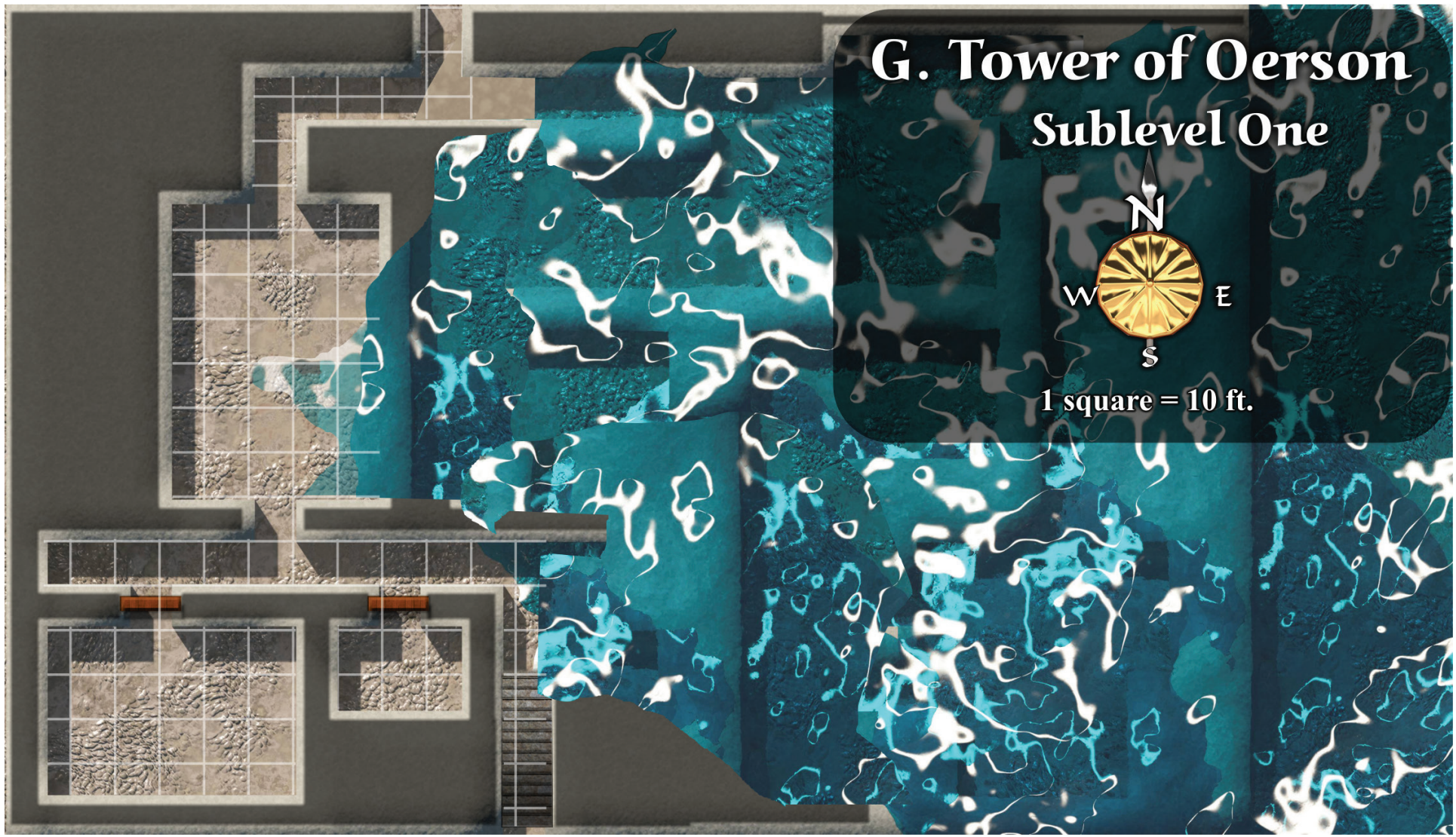


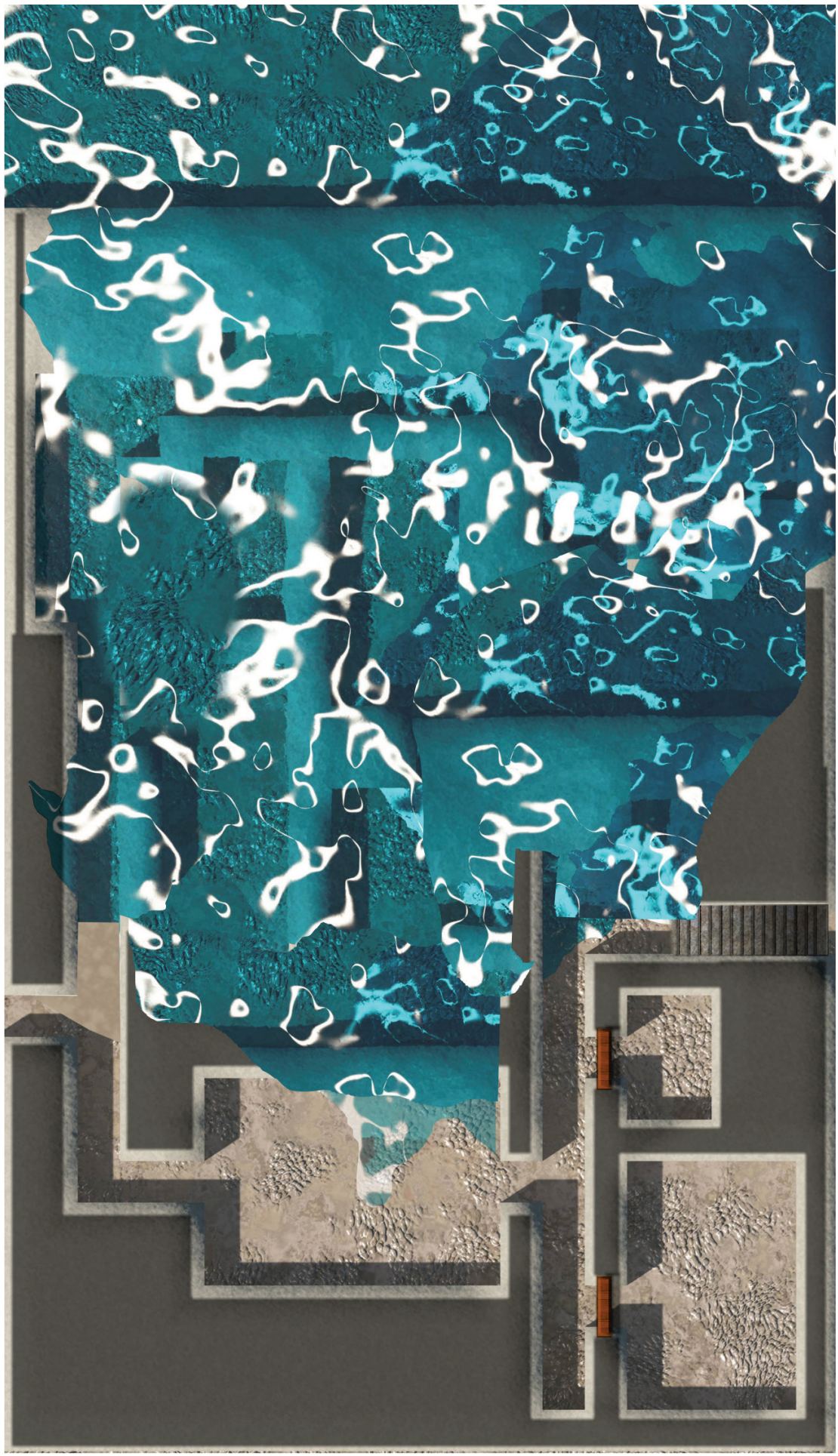

F. Ruined Theater
(ground floor)
F3
F2
F1
N
1 SQ. = 5 FT.
S
F4
F6
F7
F3
F5
(subfloor)

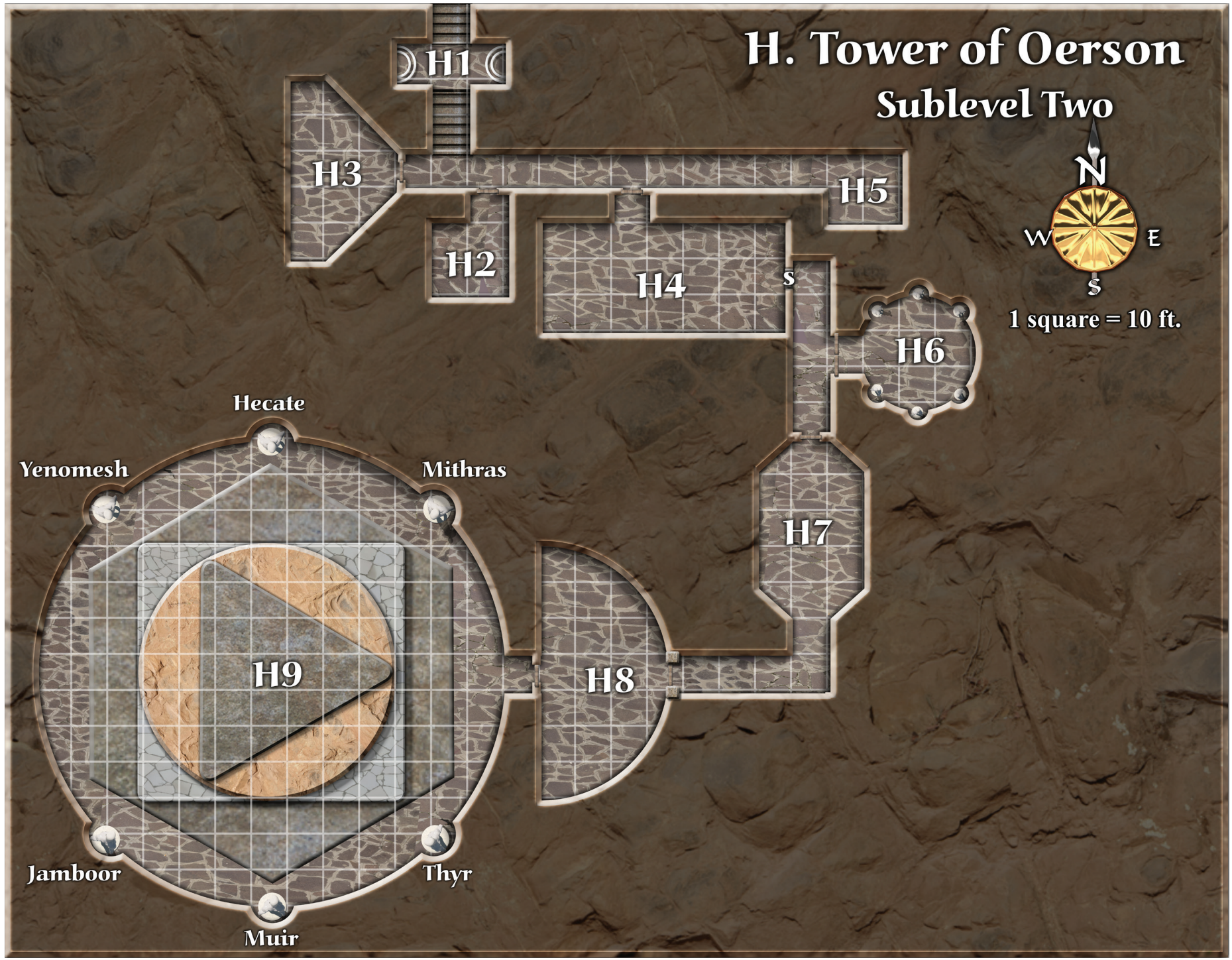

F. Ruined Theater
(ground floor)
N
1 sq. = 5 ft.
S
(subfloor)

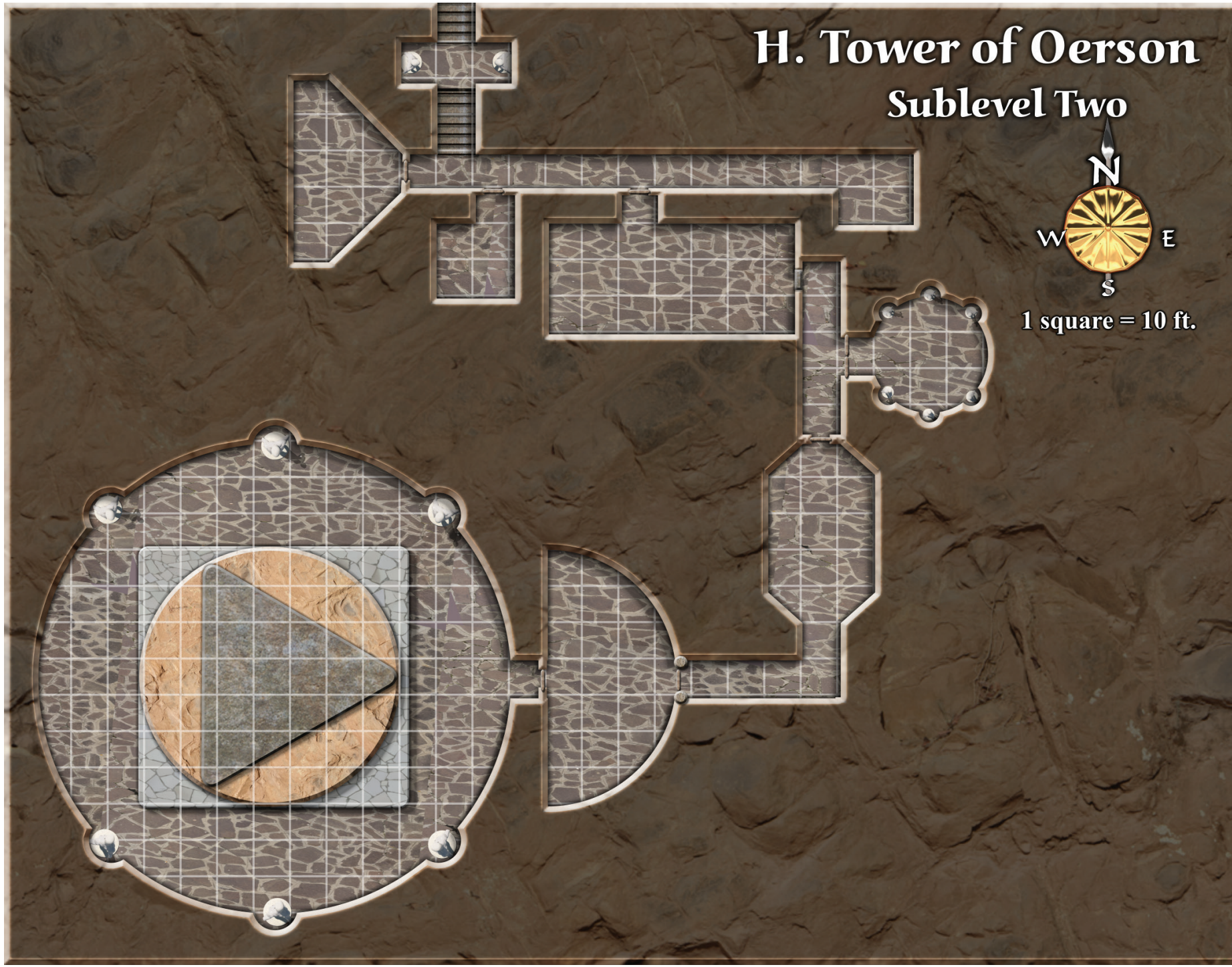


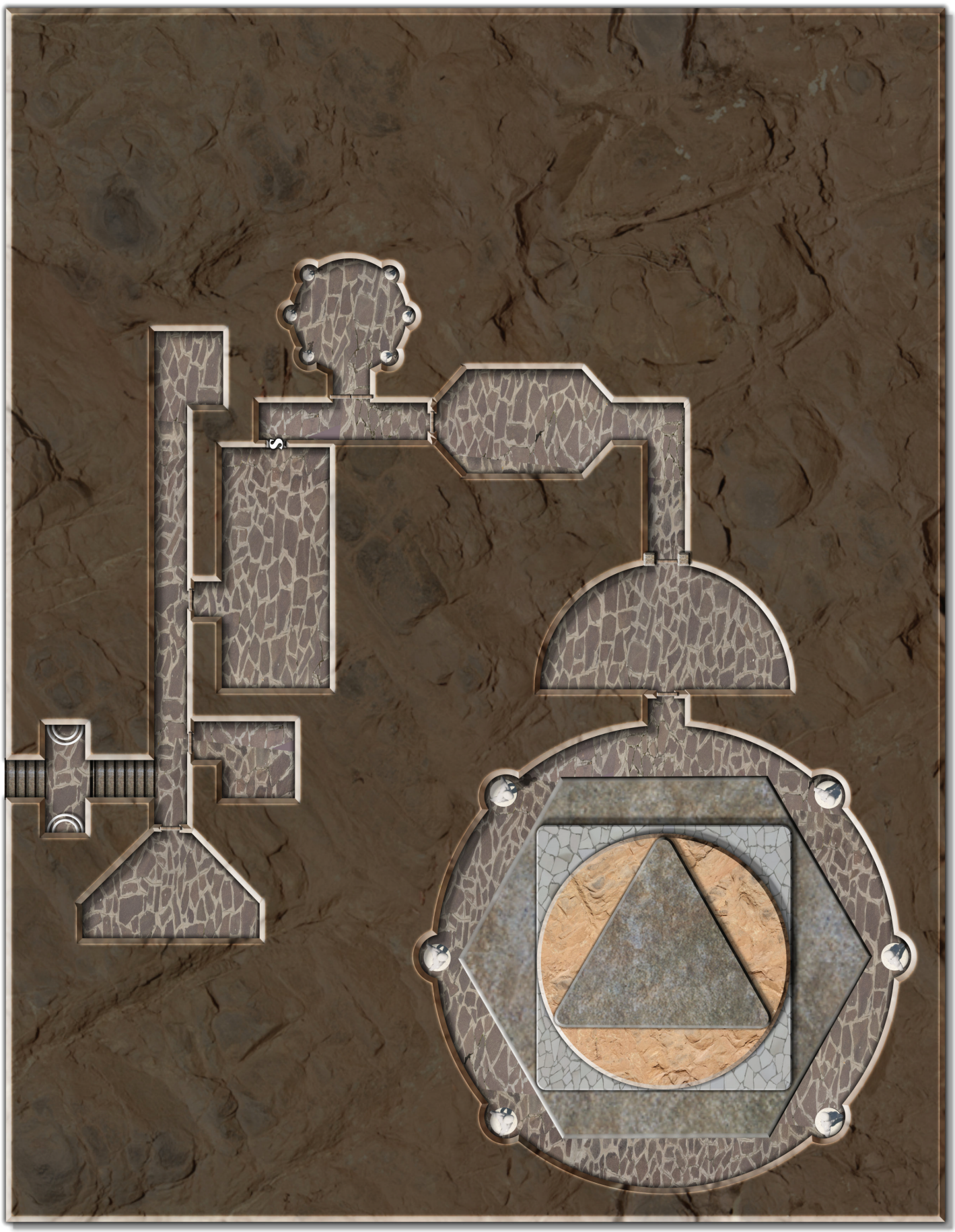

G. Tower of Oerson
Sublevel One
N
W
E
S
1 square = 10 ft.
melted glass
G1
G2
G3
G4
G5
G6


G. Tower of Oerson
Sublevel One
N
W
E
S
1 square = 10 ft.




H. Tower of Oerson
Sublevel Two
N
W
E
S
1 square = 10 ft.
H1
H2
H3
H4
H5
H6
H7
H8
H9
Hecate
Yenomesh
Mithras
Jamboor
Thyr
Muir


H. Tower of Oerson
Sublevel Two
N
W
E
S
1 square = 10 ft.





I. Tunnels of the Underguild

1 SQ. = 5 FT.


I. Tunnels of the Underguild
1 SQ. = 5 FT.

