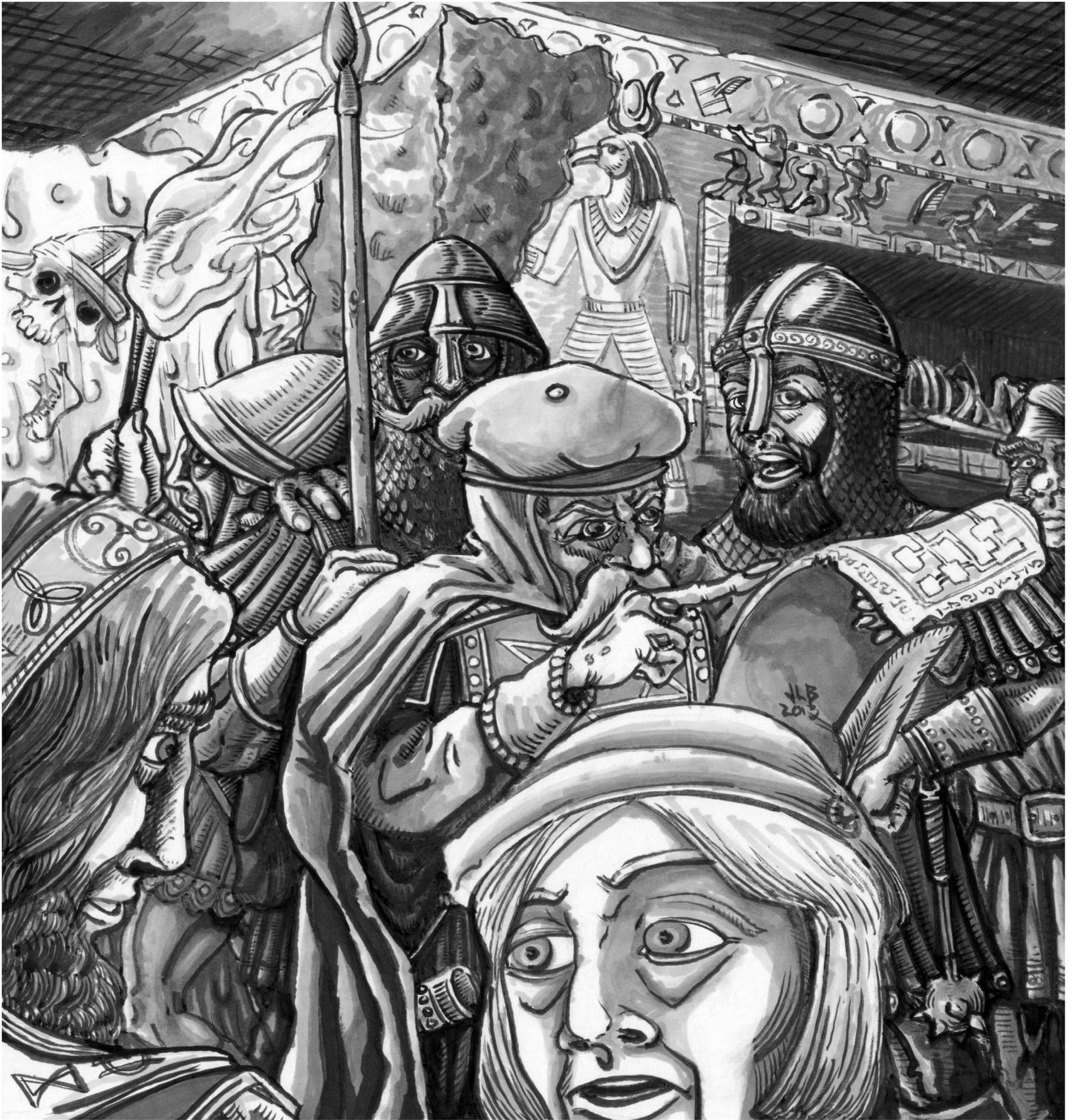


THE MAPS OF



ARDEN VUL

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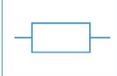
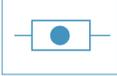
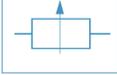
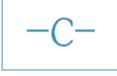
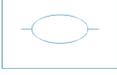
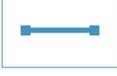
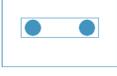
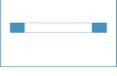
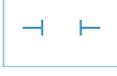
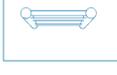
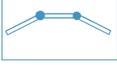
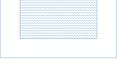
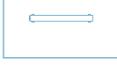
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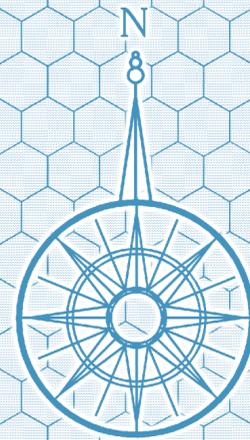


ARDEN VUL - MAP KEY

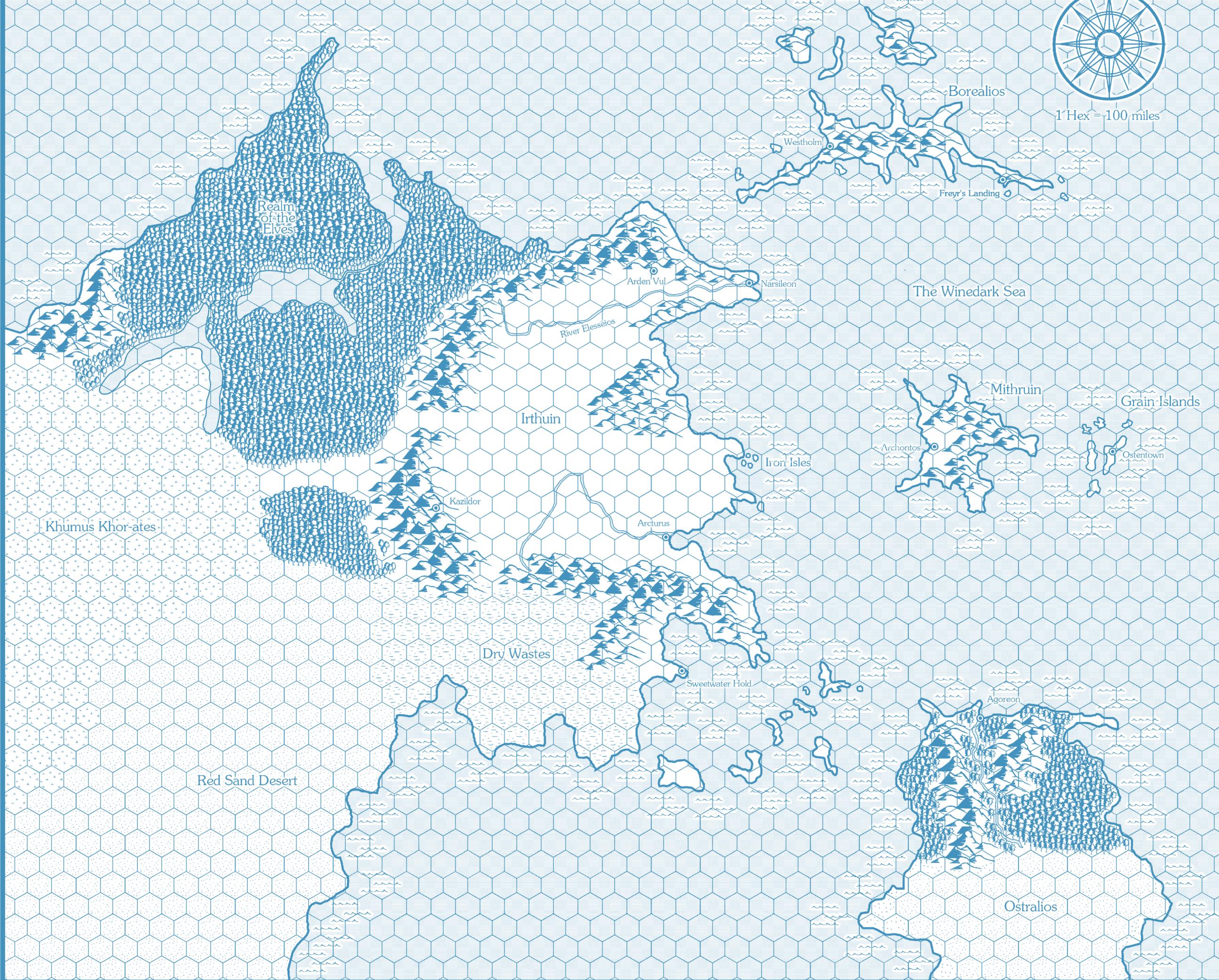
	Door		Illusionary Wall		Pool		Chair
	Door, Double		False Wall		Trap		Pod
	Door, locked		Spy Holes in Wall		Pit Trap		Broken column
	Door, One-way		Force Wall		Fire Pit		Bed
	Door, false		Rudishva Force Wall		Statue		Vat
	Door, Secret		Barricade		Altar		Rowboat
	Door, concealed		Portcullis		Throne / Chair		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



1 Hex = 100 miles





BURDOCK'S VALLEY



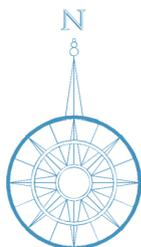
- | | | | |
|--|---------------|--|--------------------------------|
| | Forest | | Special Site |
| | Marsh / Swamp | | Contour Line (300 feet / line) |
| | Settlement | | Water |
| | Castle | | Road |
- 1 Hex = 3 miles

To Narsileon ↓

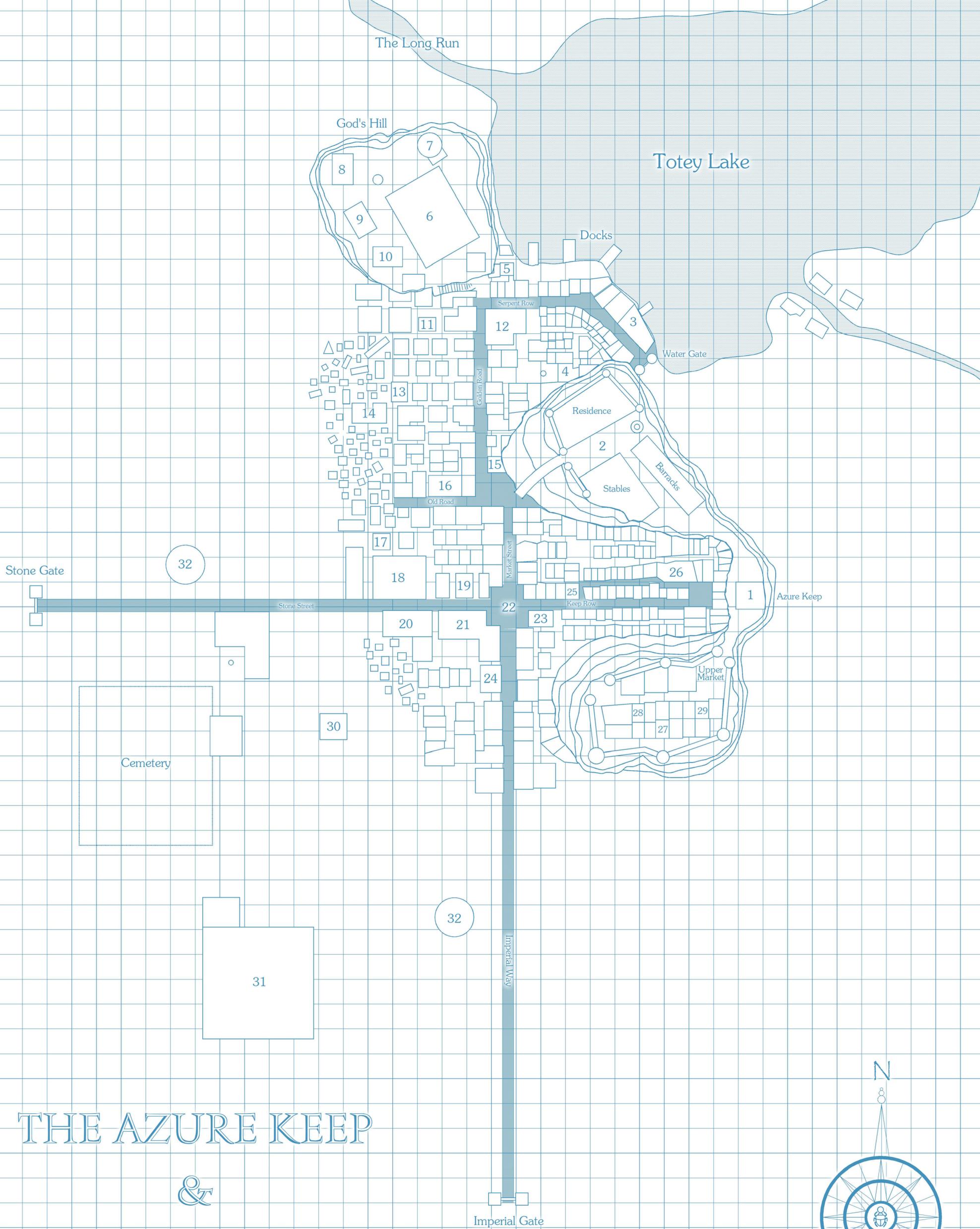


BURDOCK'S VALLEY

- | | | | |
|--|---------------|--|--------------------------------|
| | Forest | | Special Site |
| | Marsh / Swamp | | Contour Line (300 feet / line) |
| | Settlement | | Water |
| | Castle | | Road |
- 1 Hex = 3 miles



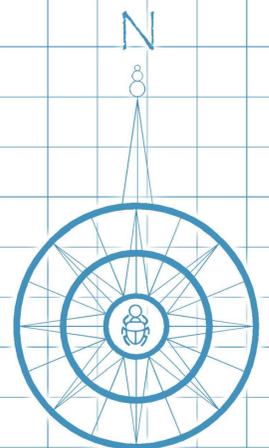
To Narsileon ↓



THE AZURE KEEP



GOSTERWICK

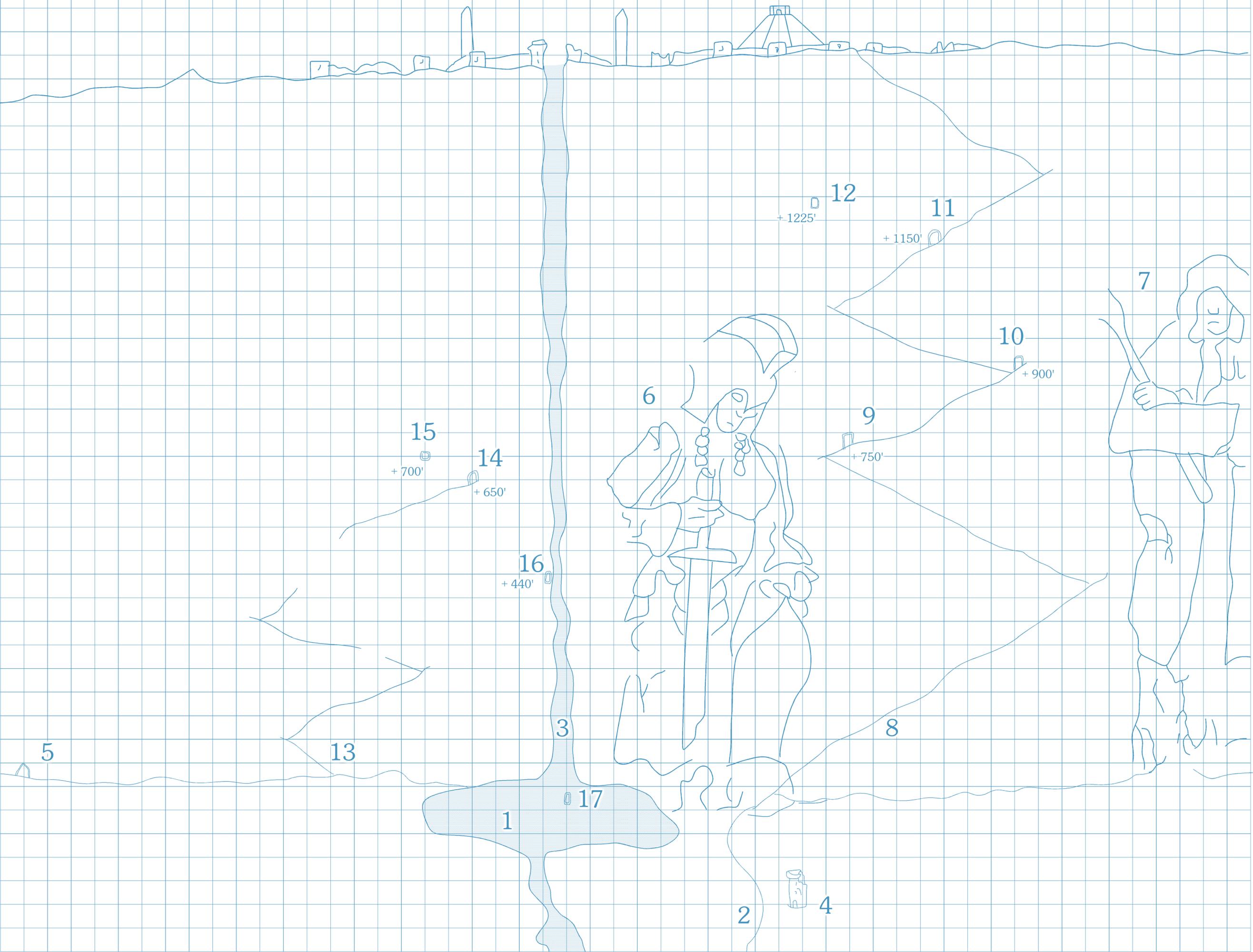


1 square = 50 feet

ARDEN VUL

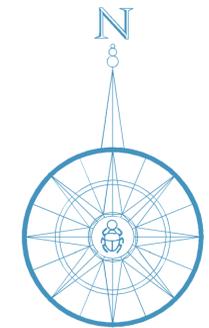
1 square = 50 feet

THE CLIFF FACE



ARDEN VUL

THE RUINED CITY



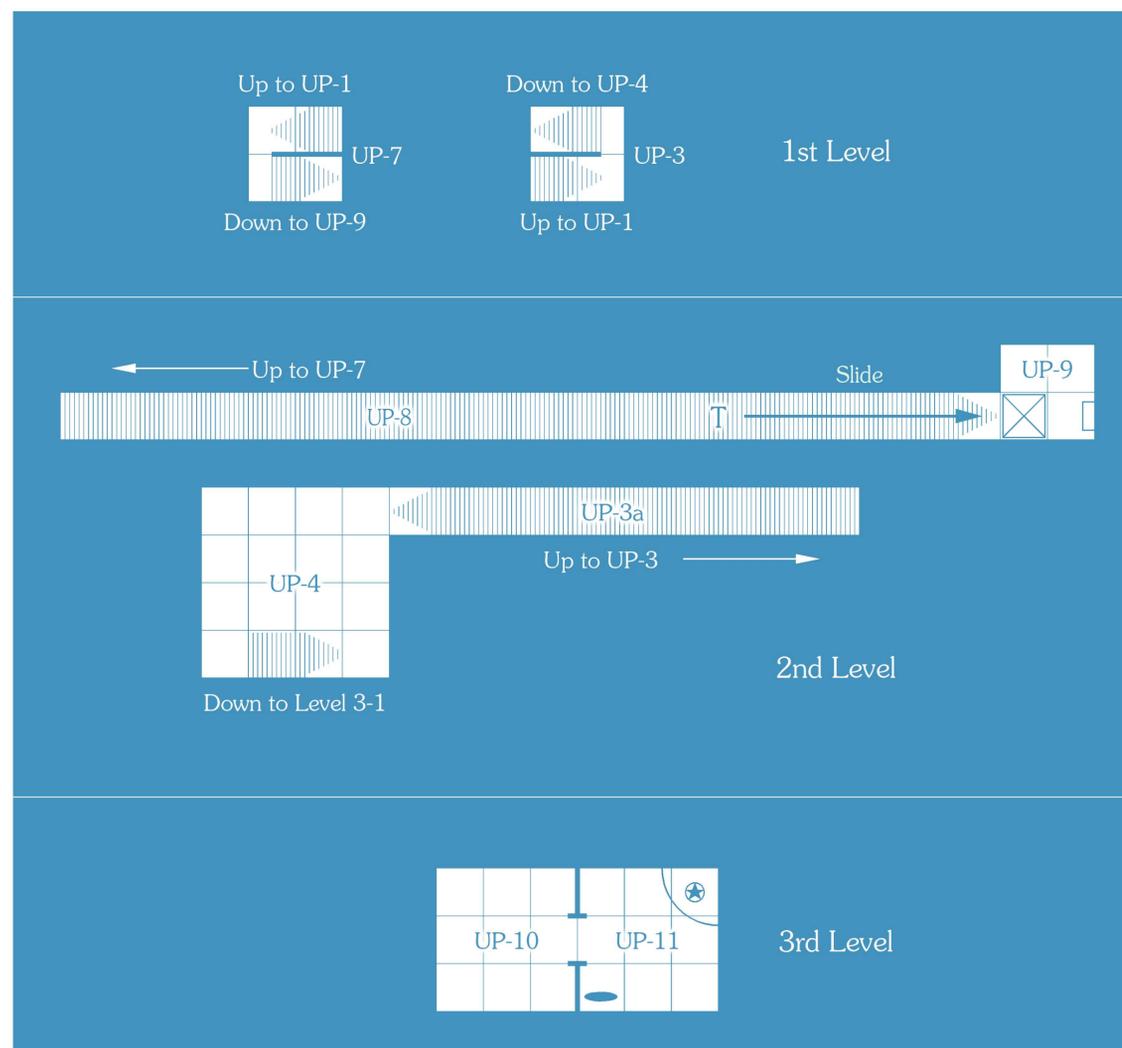
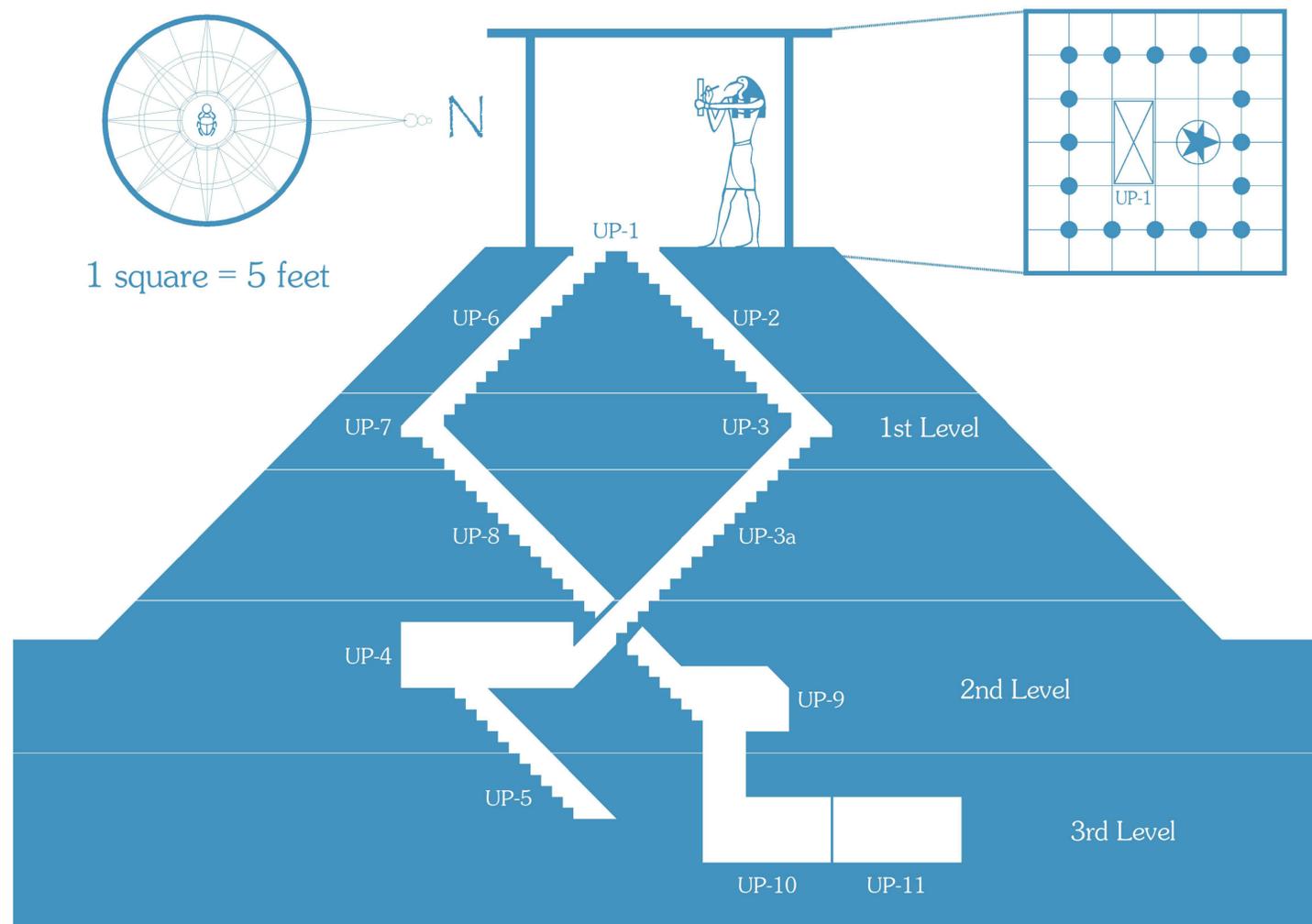
1 square = 50 feet

Connections to The Dungeon Levels

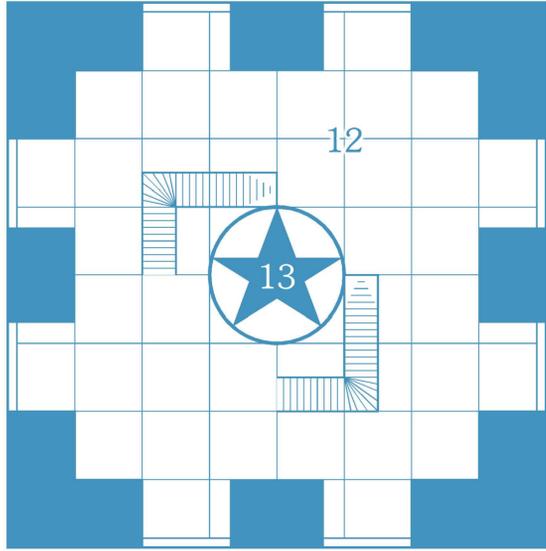
AV-10	To Level 2-54
AV-12	To Level 3-52A
AV-14	To Level 2-1
AV-14	To Sub-Level 1-1
AV-14	To Level 2-64 and 2-65
AV-15	To UP and Level 3-1
AV-16	To Sub-Level 4-37
AV-17	To Level 1-1
AV-18	To Level 2-23
AV-19	To Level 3-50A
AV-20	To Sub-Level 11-18
AV-27	To Sub-Level 6-152
AV-29	Thothian teleportation ring
AV-34	To Sub-Level 14-1
AV-39	To Level 4-122A
AV-44	To Sub-Level 15-9
AV-45	To Sub-Level 15-10
AV-46	To Sub-Level 15-21



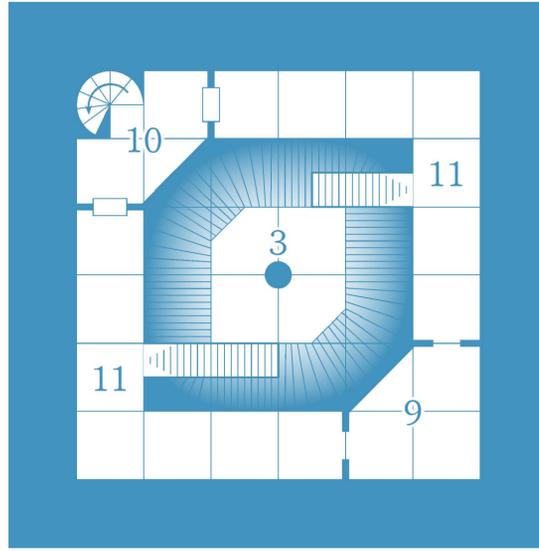
UNDER THE PYRAMID OF THOTH



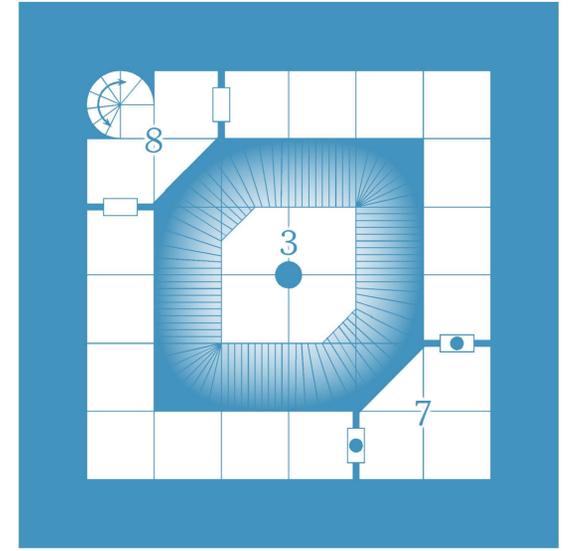
THE TOWER OF SCRUTINY



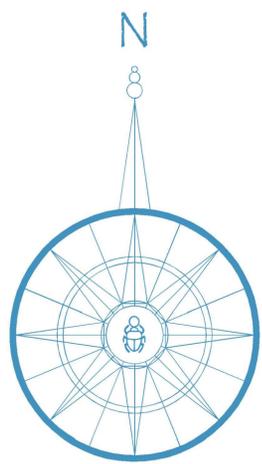
Top floor
(30' from ground)



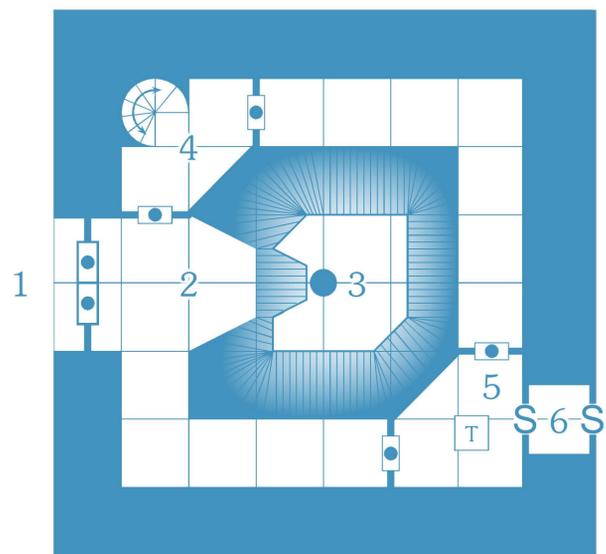
3rd floor
(20' from ground)



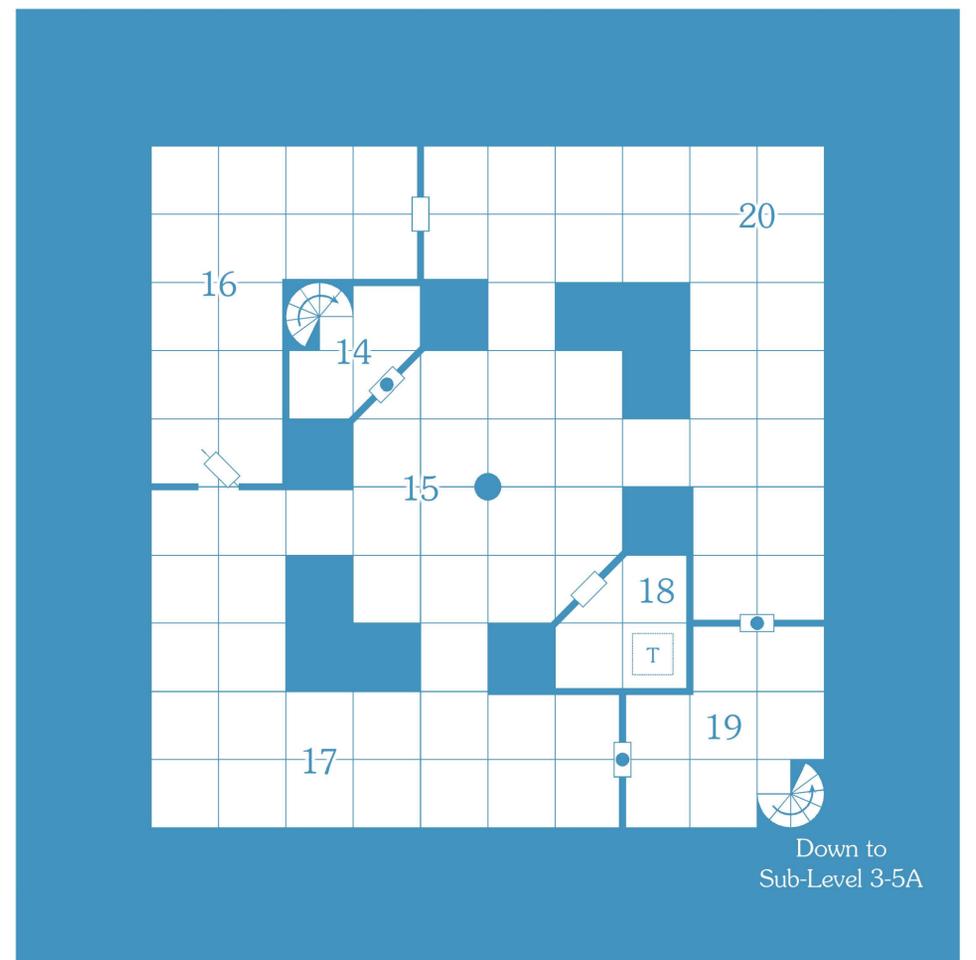
2nd floor
(10' from ground)



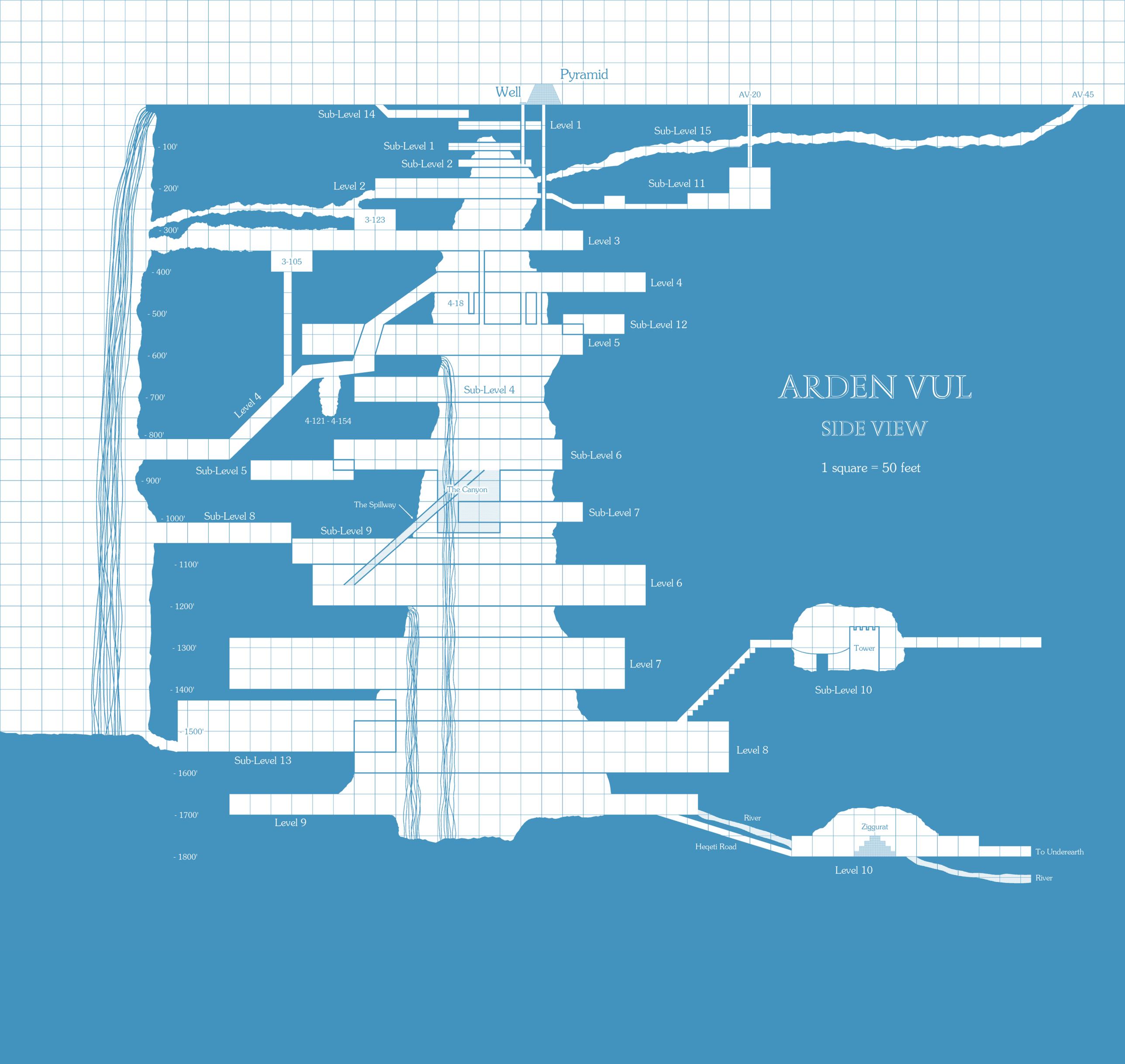
1 square = 5 feet



Ground floor



Basement

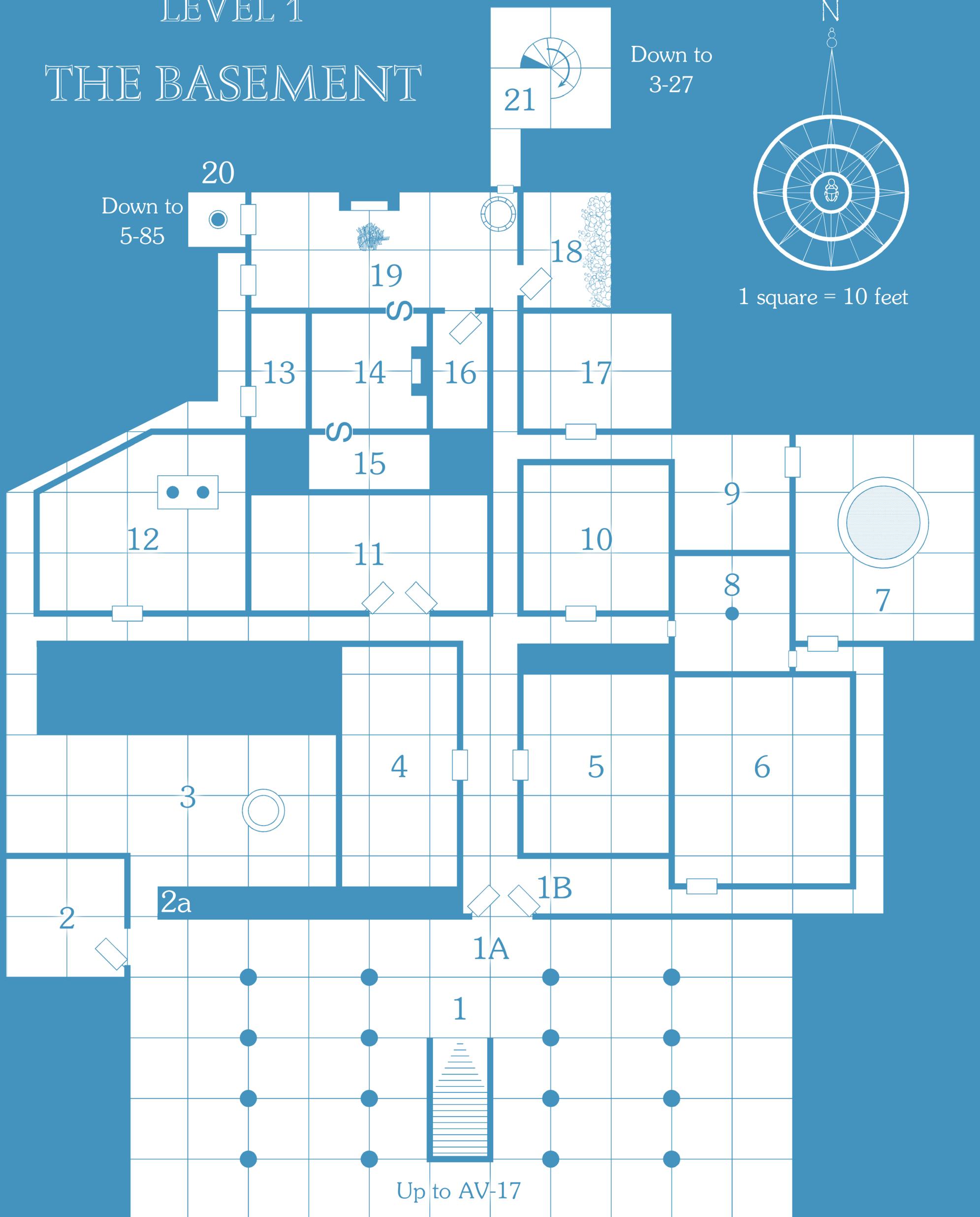


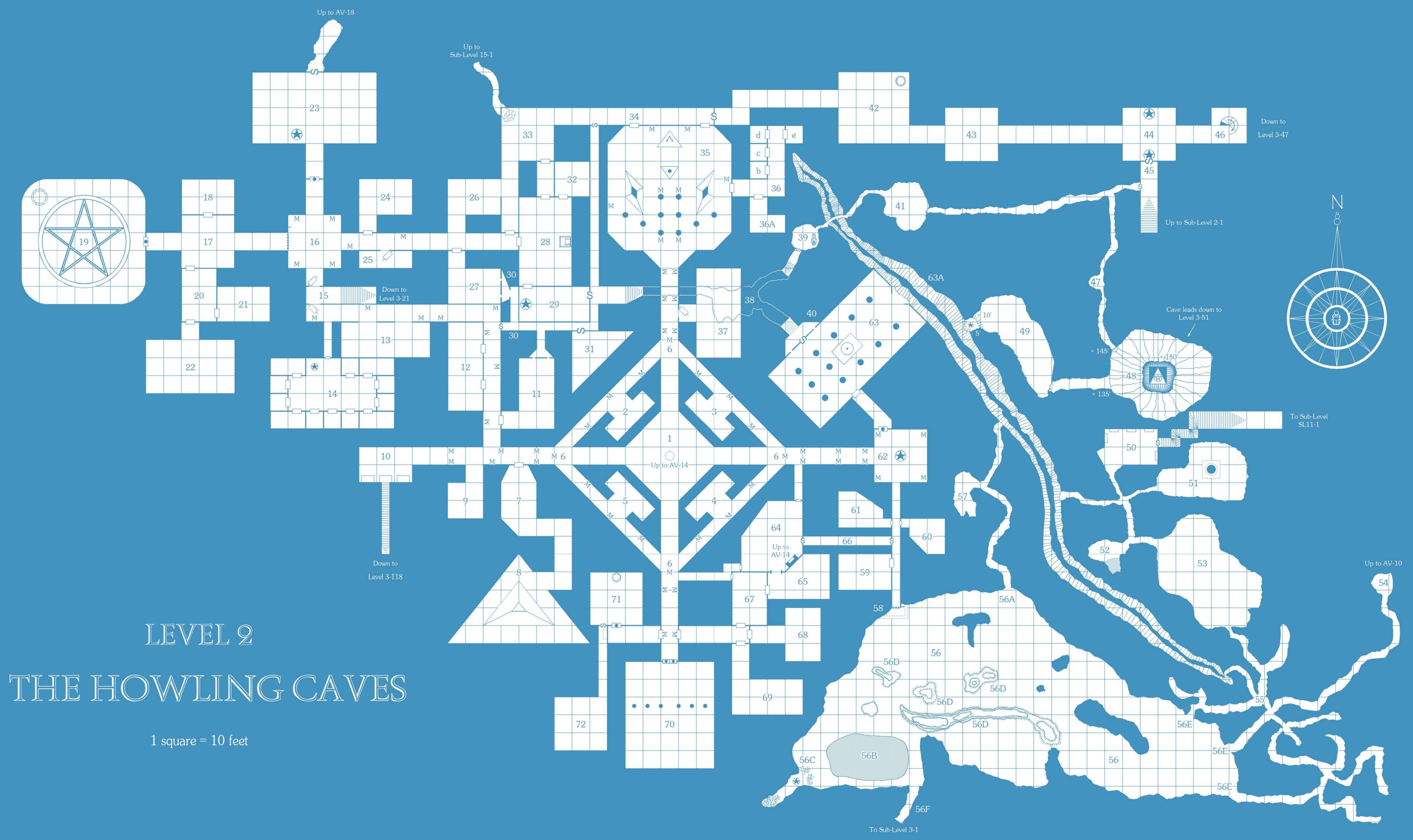
ARDEN VUL

SIDE VIEW

1 square = 50 feet

LEVEL 1 THE BASEMENT





LEVEL 2 THE HOWLING CAVES

1 square = 10 feet

Up to AV-18

Up to Sub-Level 15-1

Down to Level 3-47

Up to Sub-Level 2-1

Cave leads down to Level 3-51

To Sub-Level SL11-1

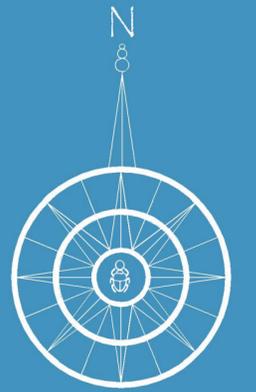
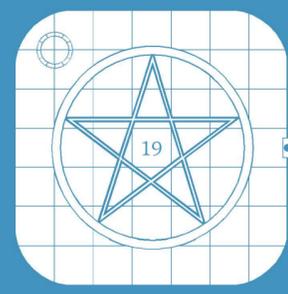
Down to Level 3-118

Up to AV-14

Up to AV-14

Up to AV-10

To Sub-Level 3-1





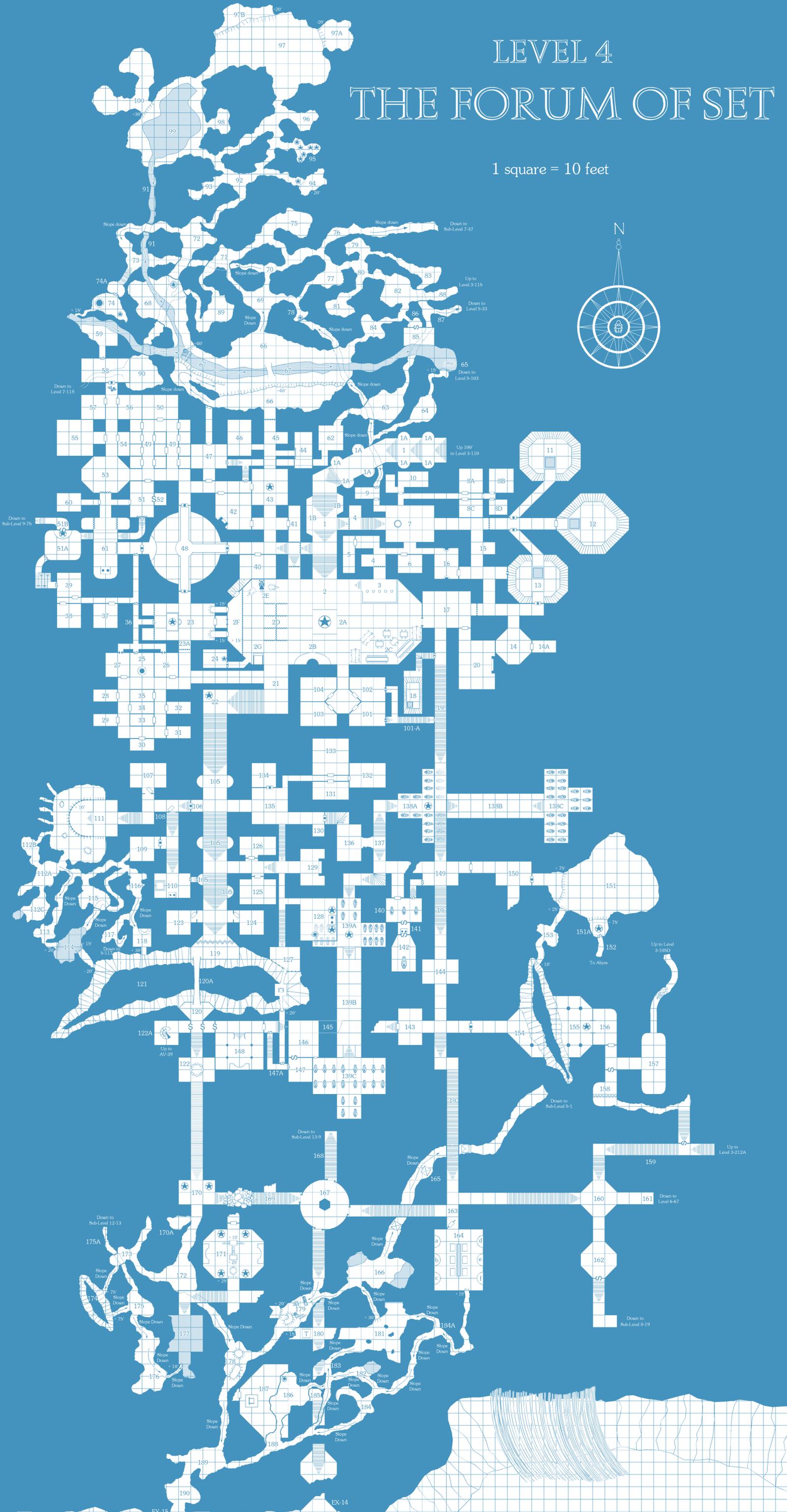
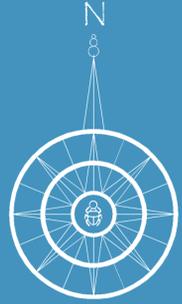
LEVEL 3

THE HALLS OF THOTH

1 square = 10 feet

LEVEL 4 THE FORUM OF SET

1 square = 10 feet





1 square = 10 feet

LEVEL 7

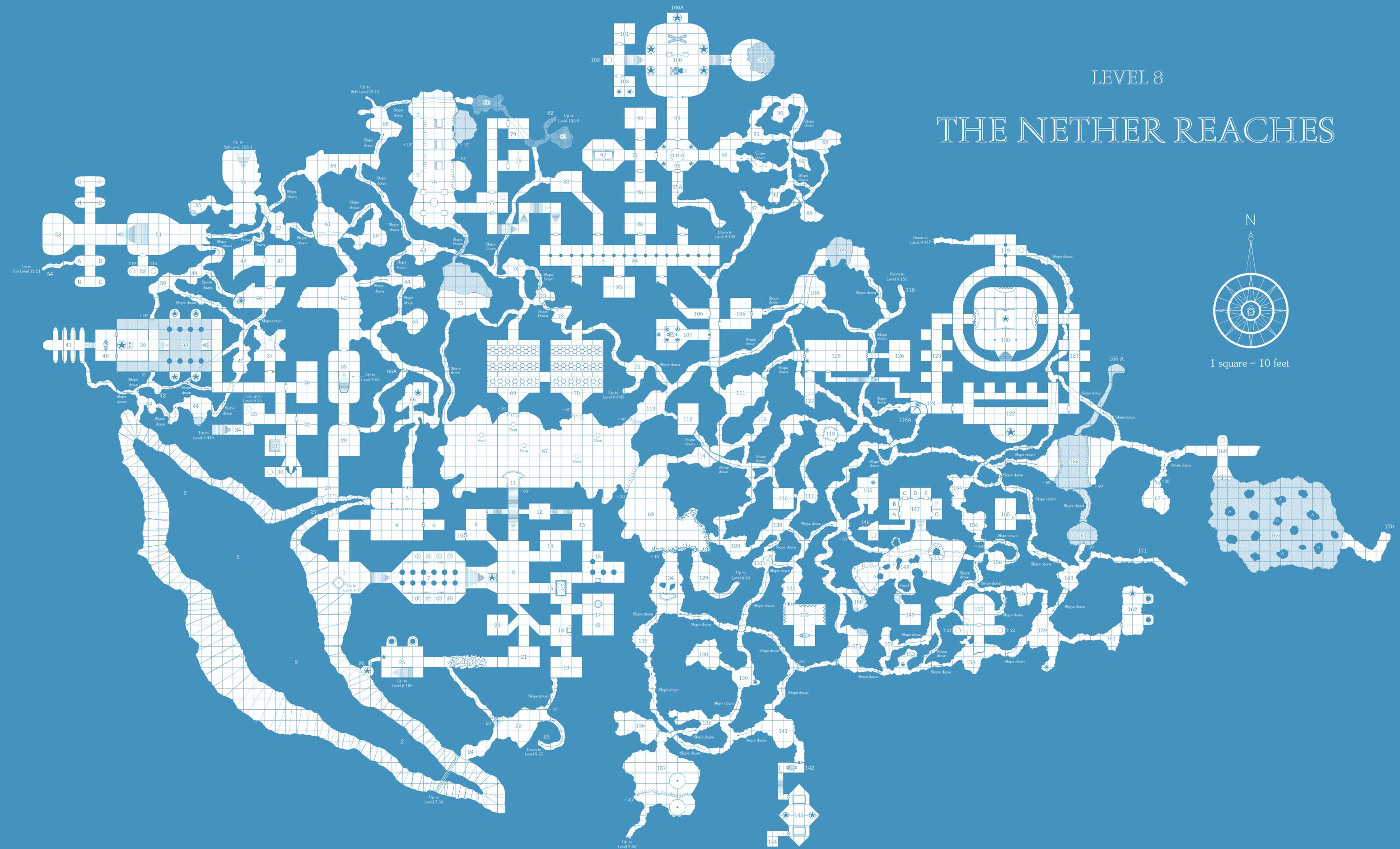
THE COURT OF THE TROLL THEGN

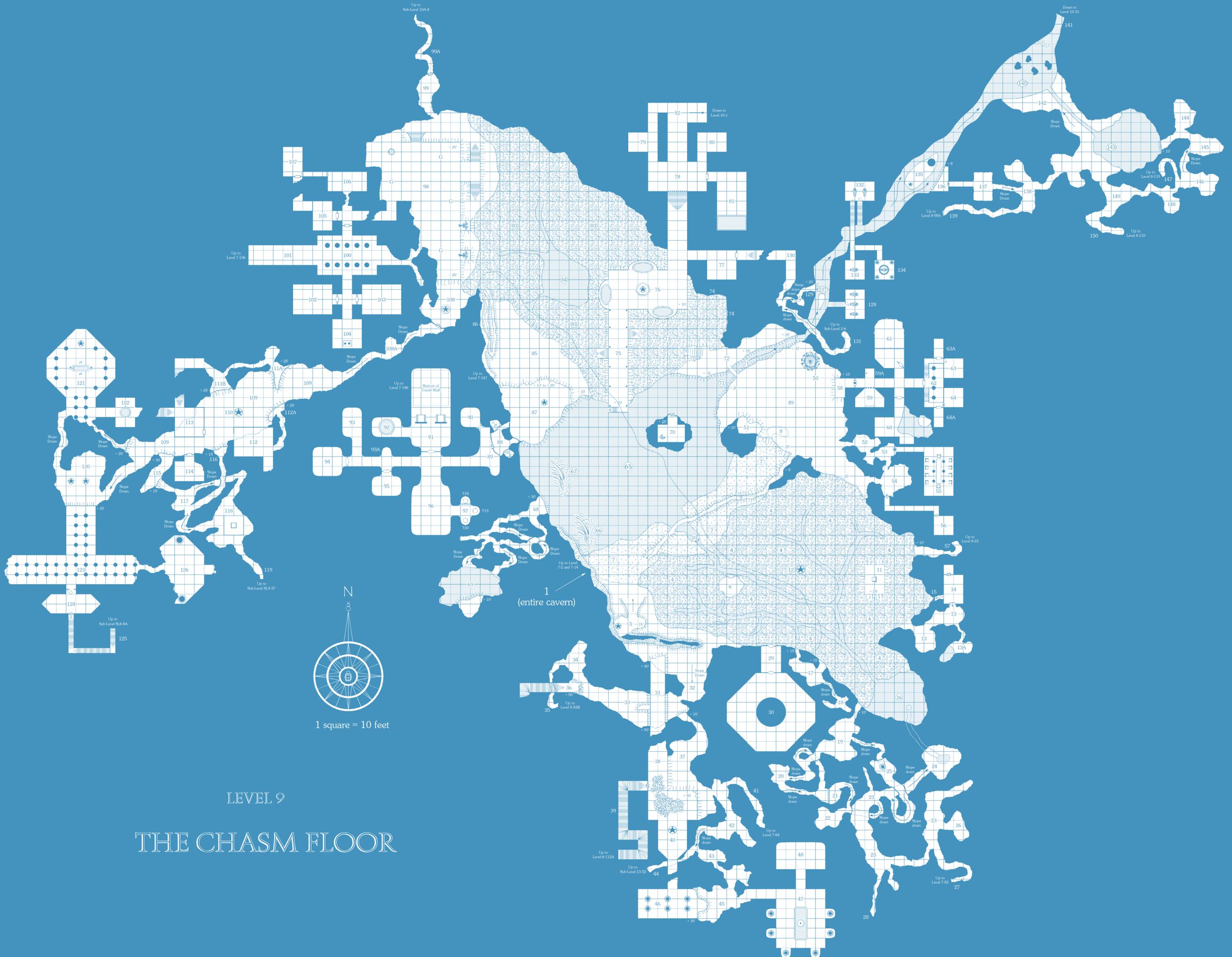
LEVEL 8

THE NETHER REACHES



1 square = 10 feet



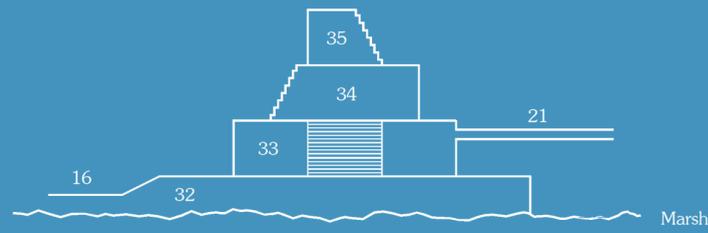


LEVEL 9
 THE CHASM FLOOR

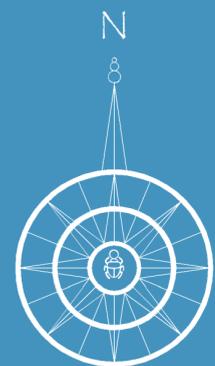
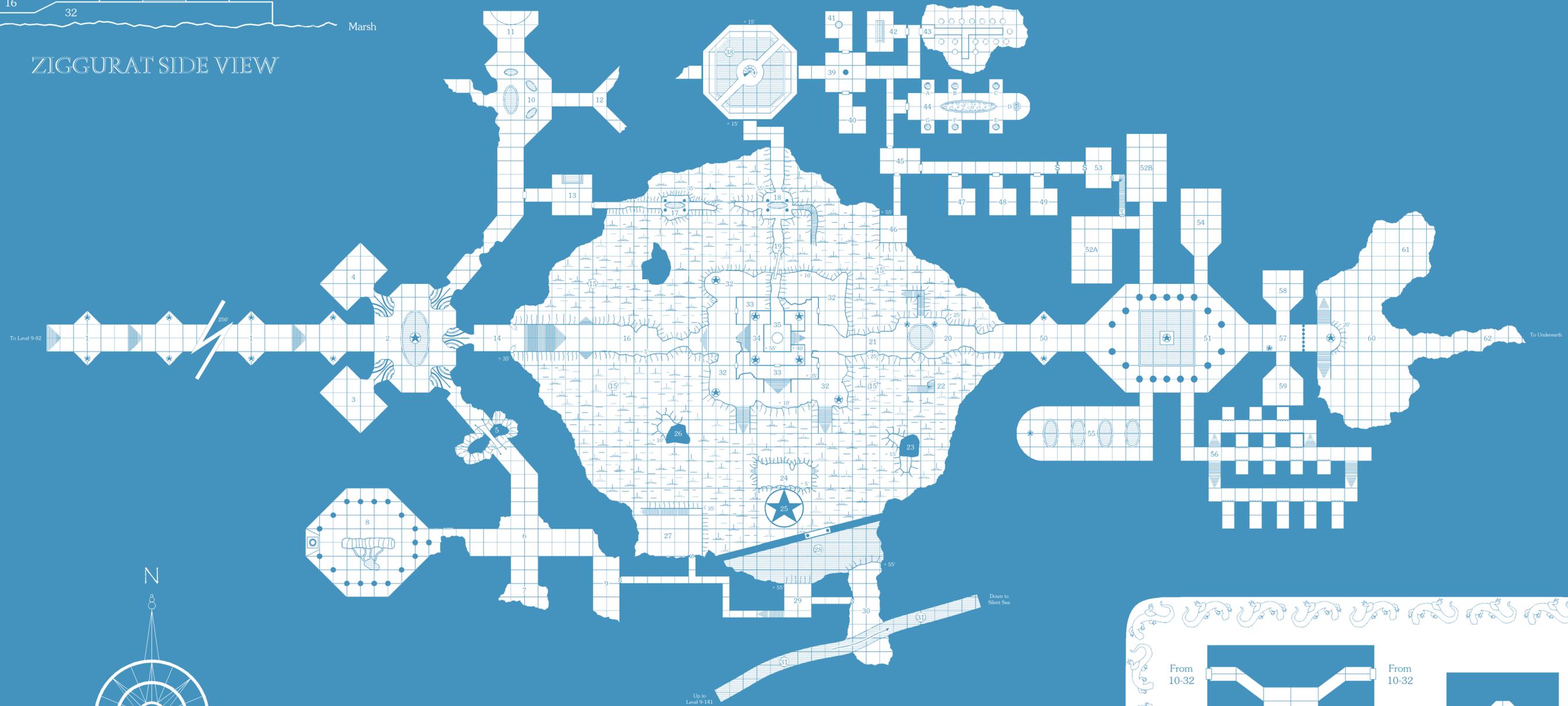


1
 (entire cavern)

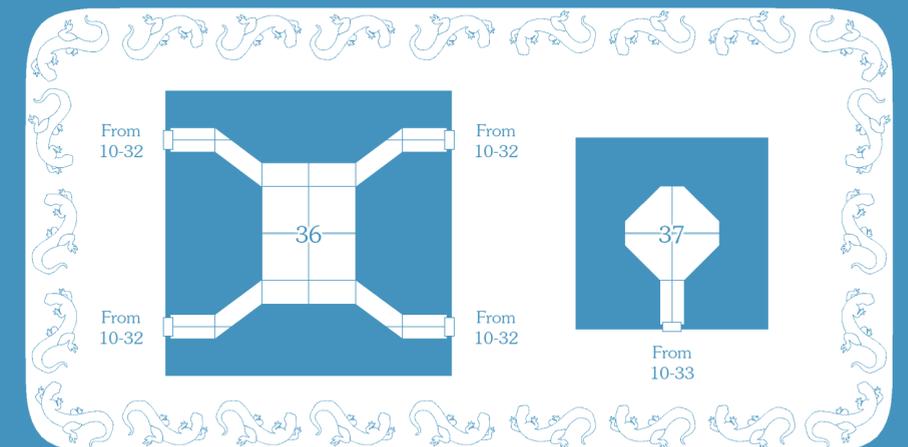
THE ZIGGURAT OF KAUKET



ZIGGURAT SIDE VIEW



1 square = 10 feet

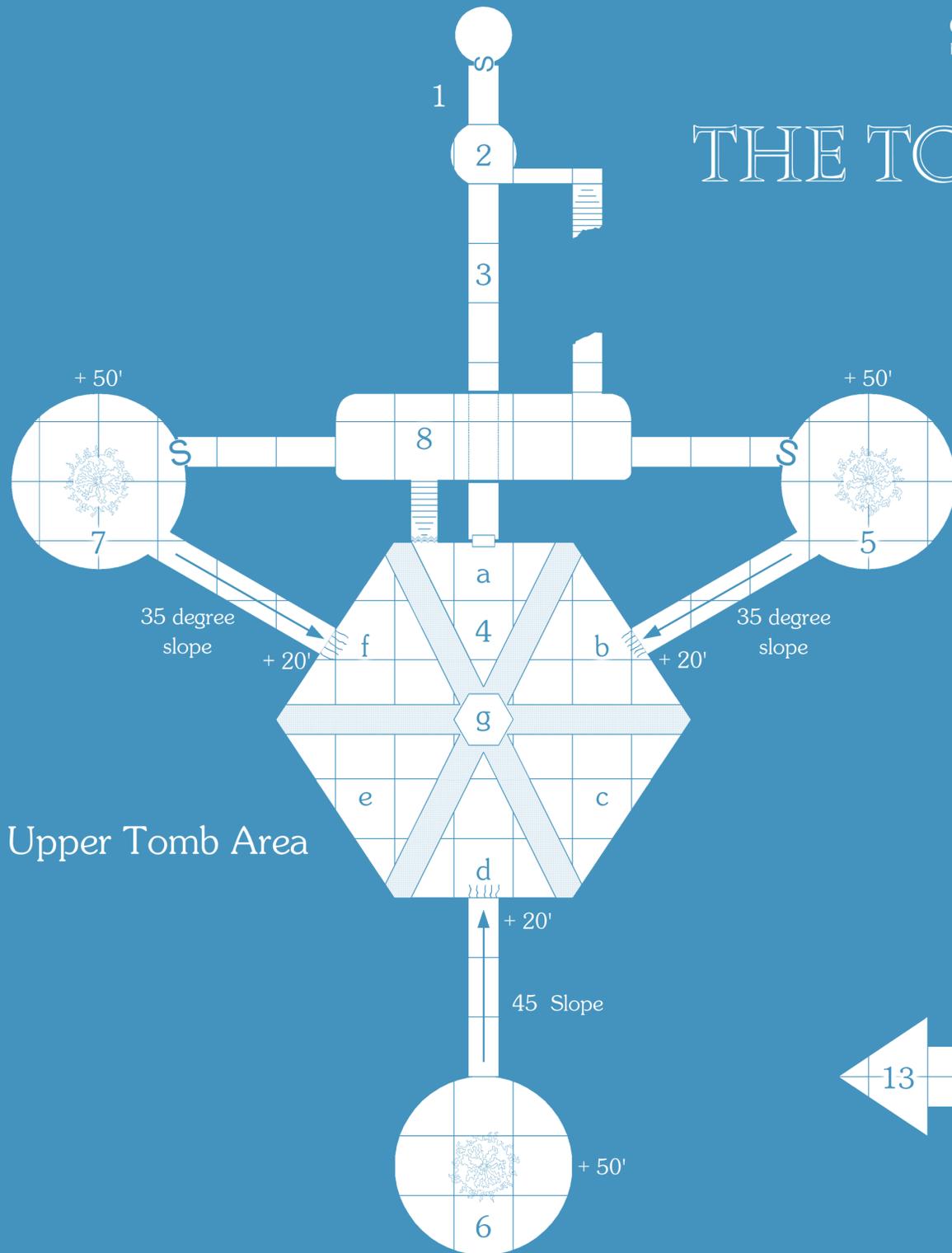


INSIDE THE ZIGGURAT

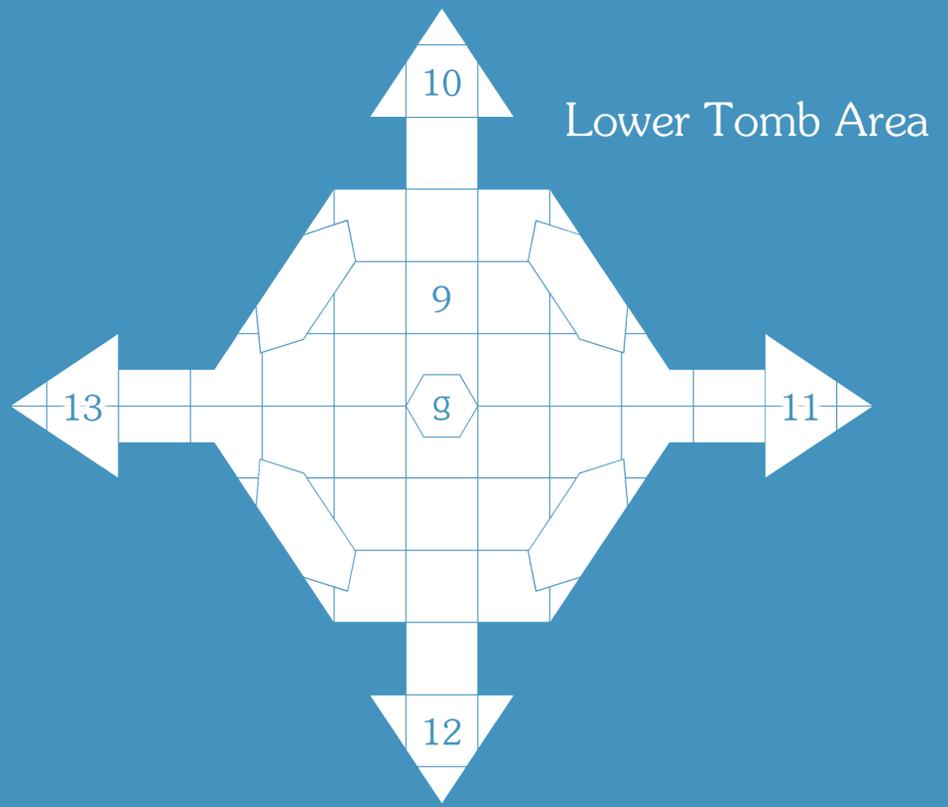
Up to AV-14
and down to
Level 2-1

SUB-LEVEL 1

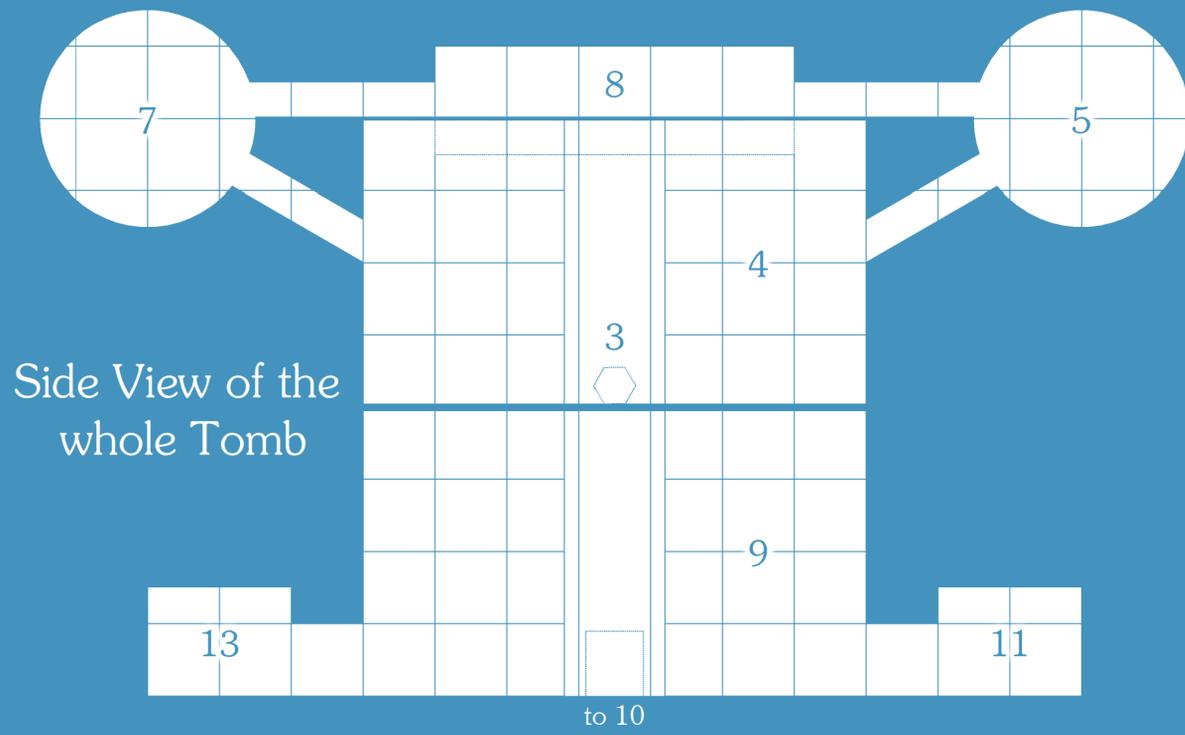
THE TOMBS OF LIGHT



Upper Tomb Area



Lower Tomb Area



Side View of the
whole Tomb

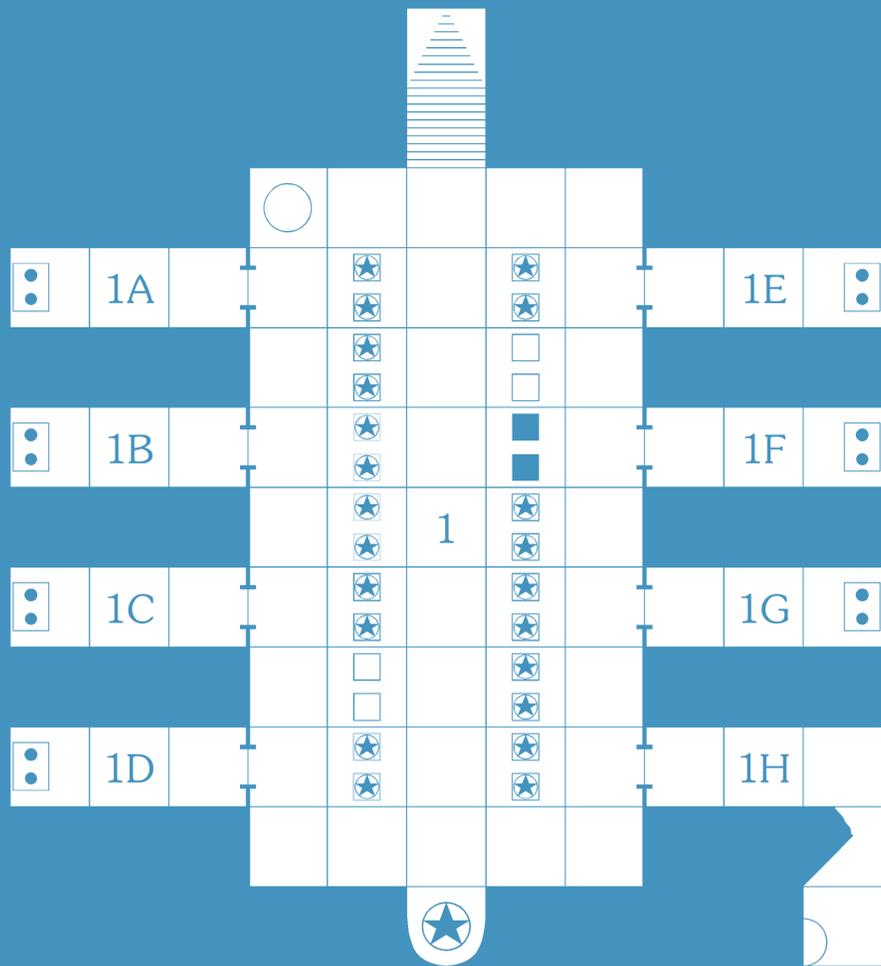


1 square = 10 feet

SUB-LEVEL 2

HALL OF SHRINES

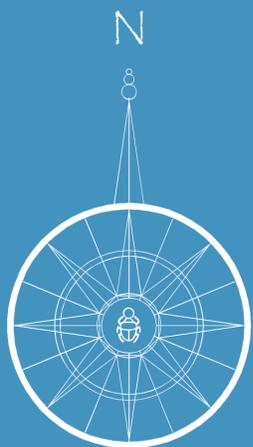
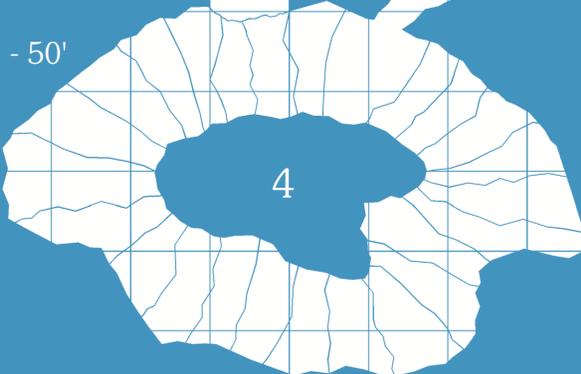
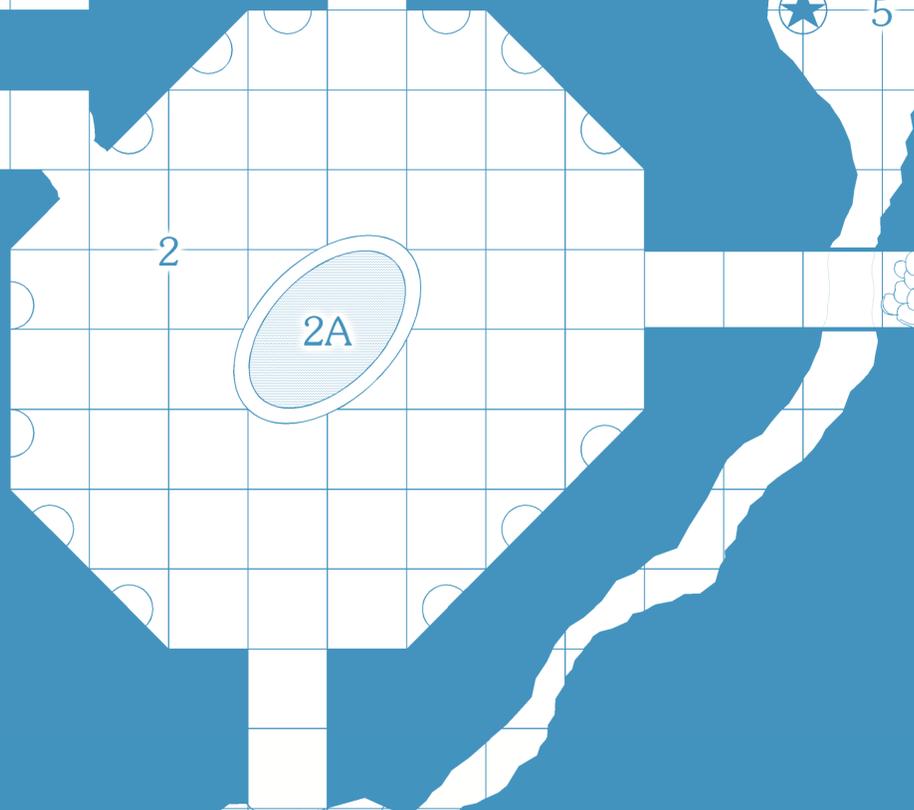
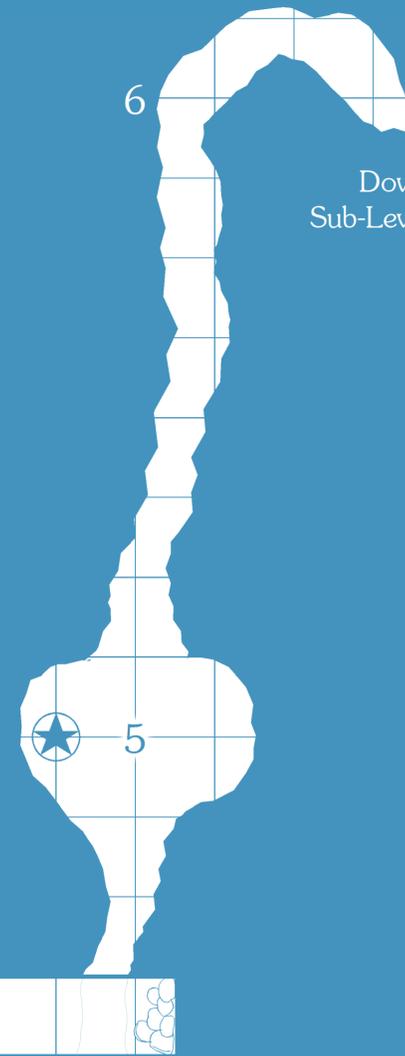
Down to
Level 2-45



Elevator down to
Level 6-95A



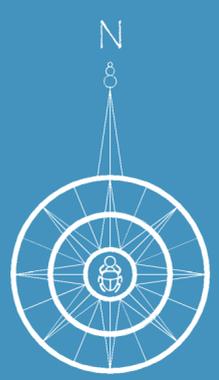
Down to
Sub-Level 9-131



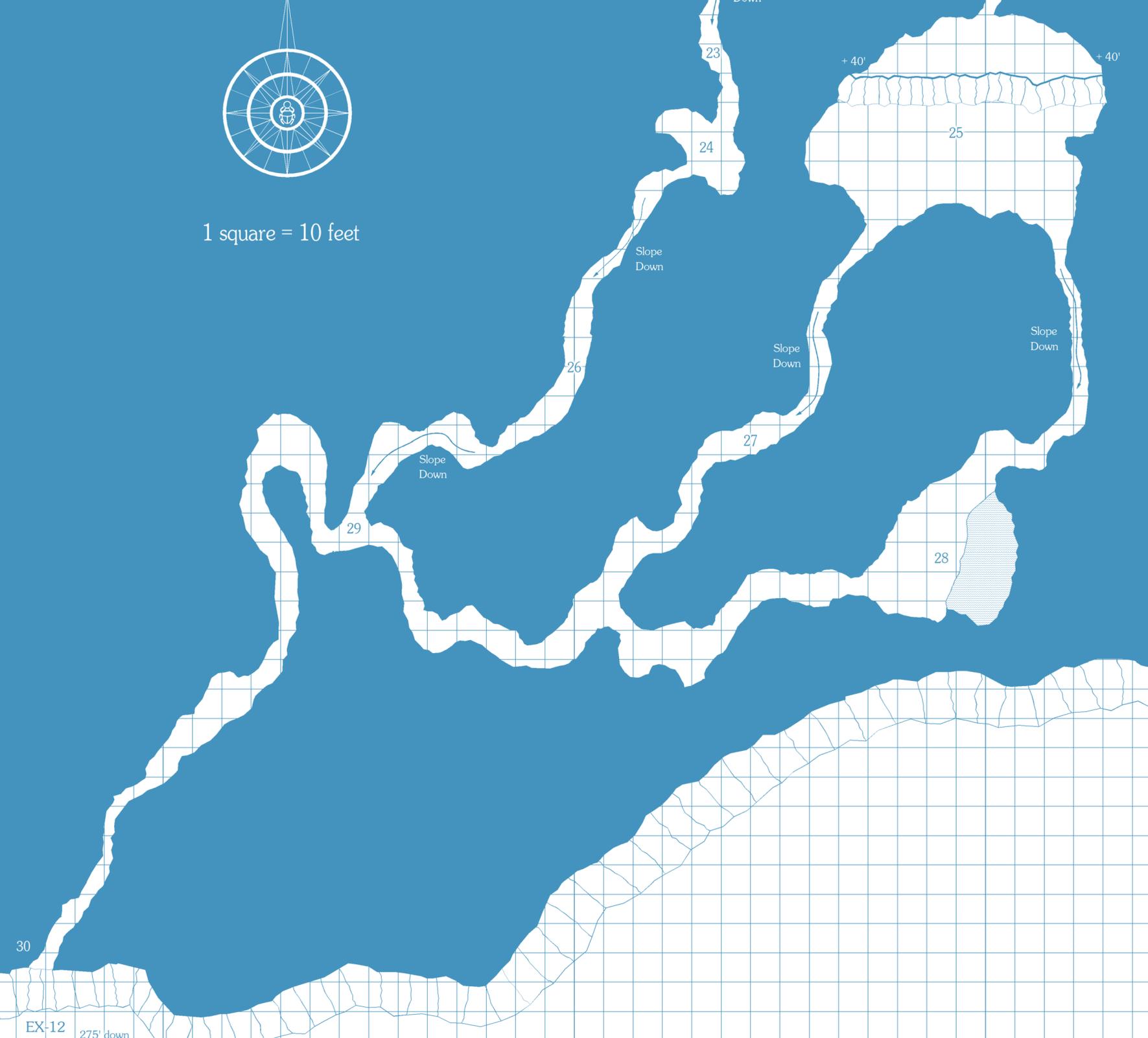
1 square = 10 feet



SUB-LEVEL 3 LESSER BABOON CAVES



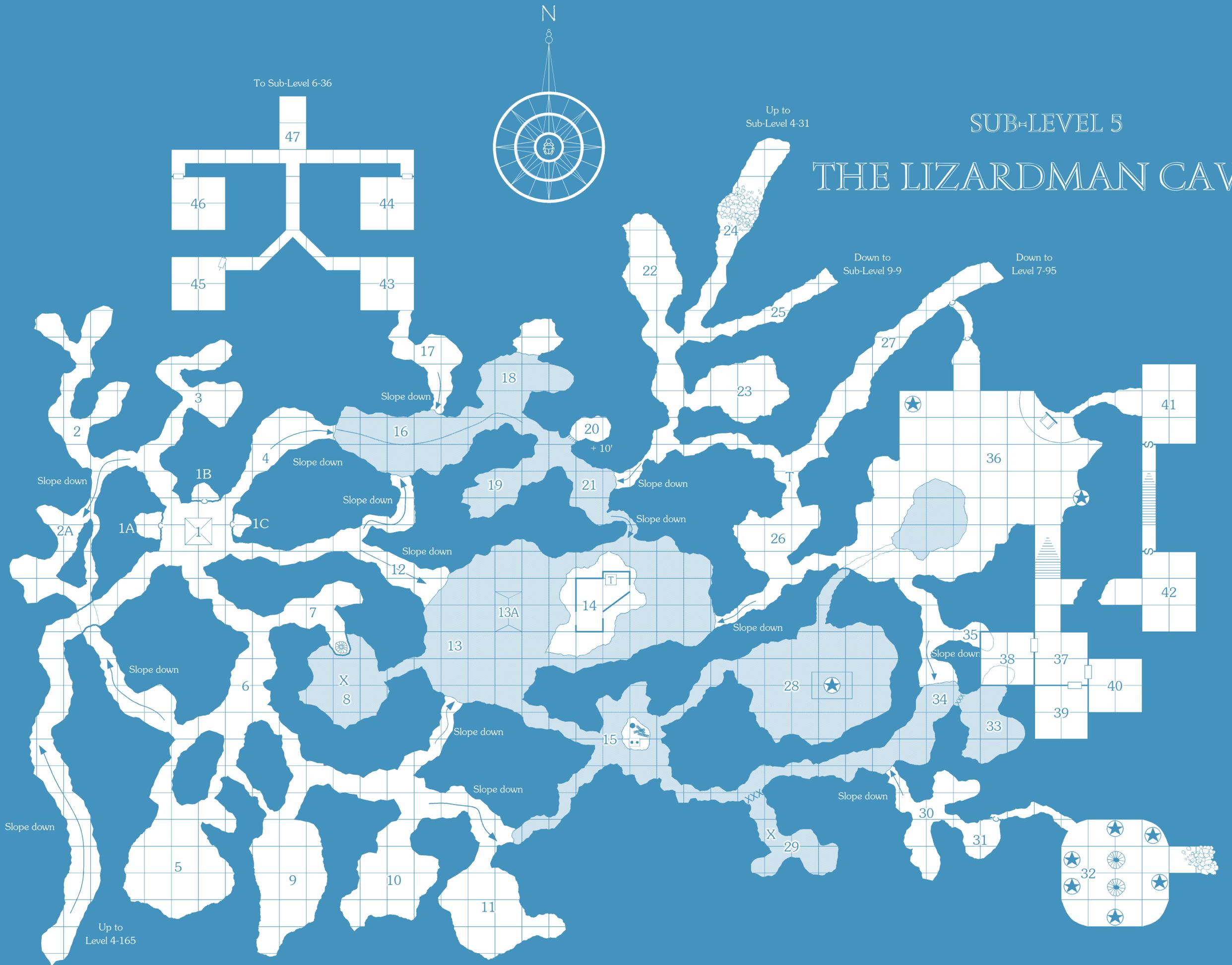
1 square = 10 feet





SUB-LEVEL 5

THE LIZARDMAN CAVES



To Sub-Level 6-36

Up to
Sub-Level 4-31

Down to
Sub-Level 9-9

Down to
Level 7-95

Up to
Level 4-165

Slope down

47

46

44

45

43

22

24

25

27

17

18

23

2

3

16

20

+ 10'

21

26

36

41

1B

4

19

1A

1C

2A

12

13A

14

26

42

7

13

35

38

37

40

Slope down

6

X

8

13

14

28

34

33

39

Slope down

15

Slope down

Slope down

Slope down

5

9

10

11

X

29

30

31

32

32

32

32

32

32

32

32

32

32

32

32

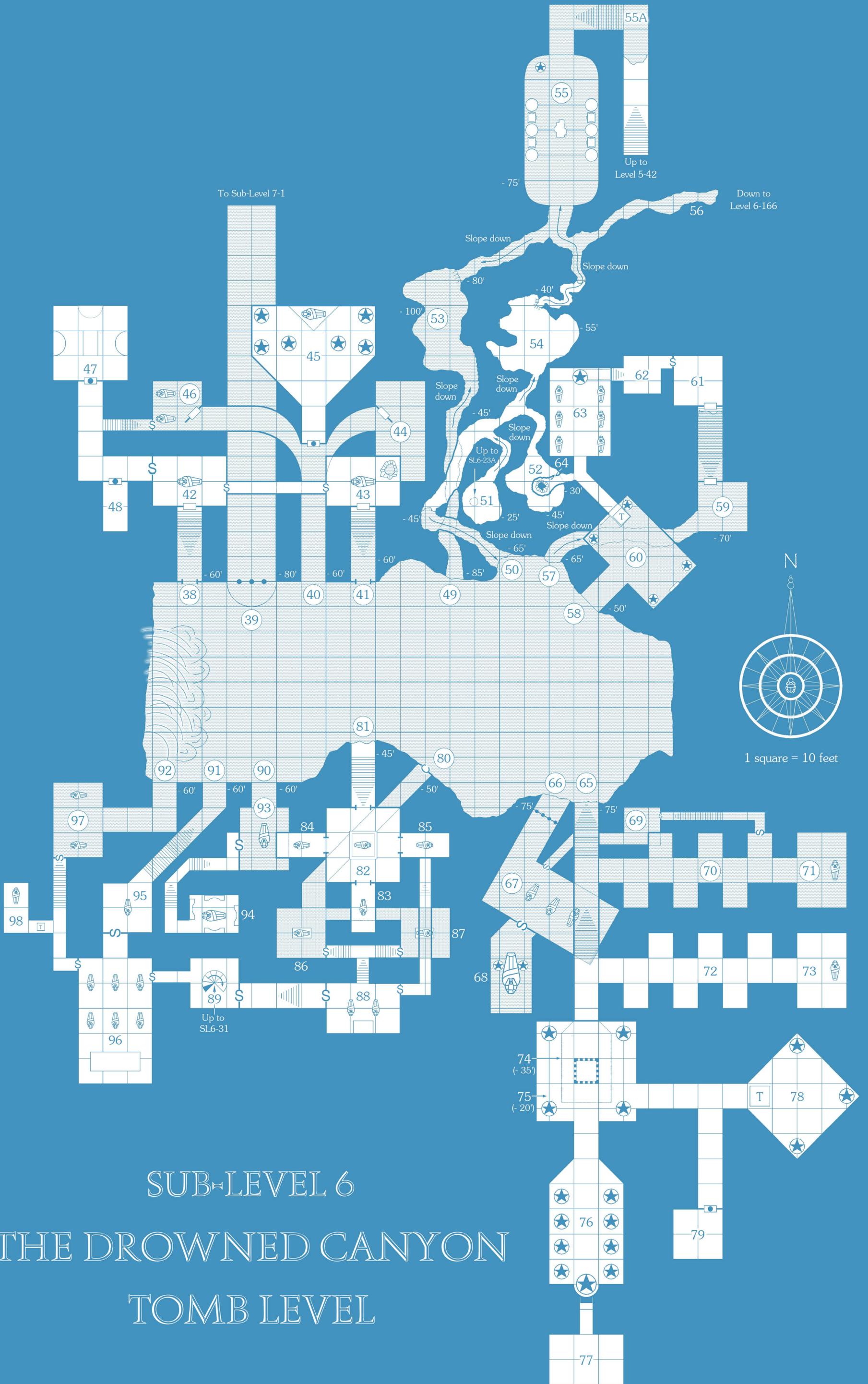
32

32

32

32

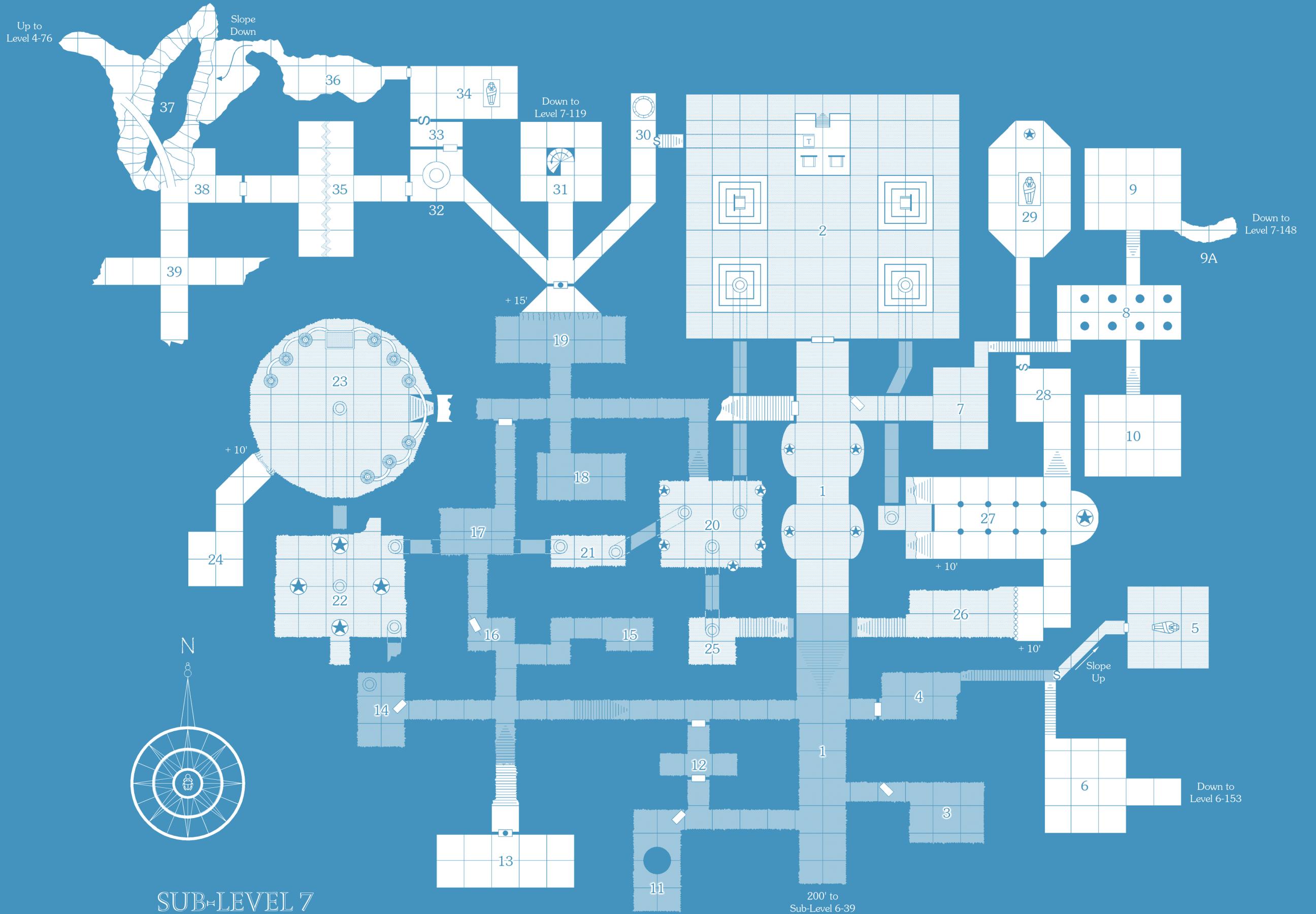
32



SUB-LEVEL 6

THE DROWNED CANYON

TOMB LEVEL

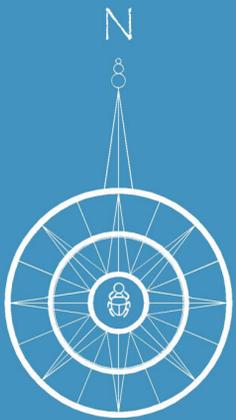


SUB-LEVEL 7

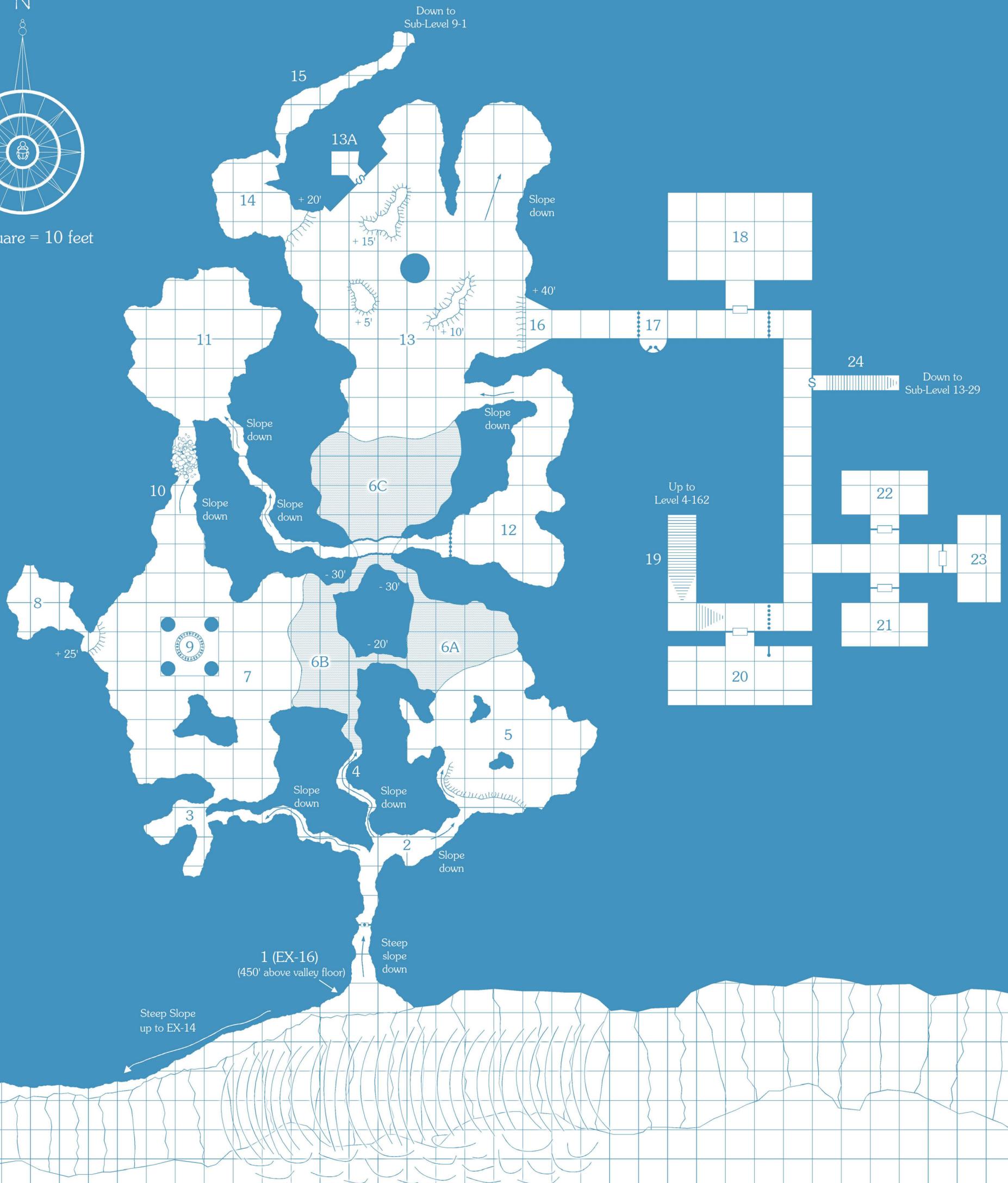
THE FLOODED VAULTS

SUB-LEVEL 8

THE CAVES BEHIND THE FALLS

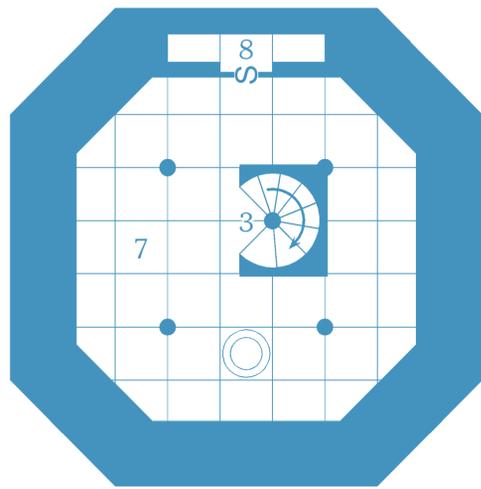


1 square = 10 feet

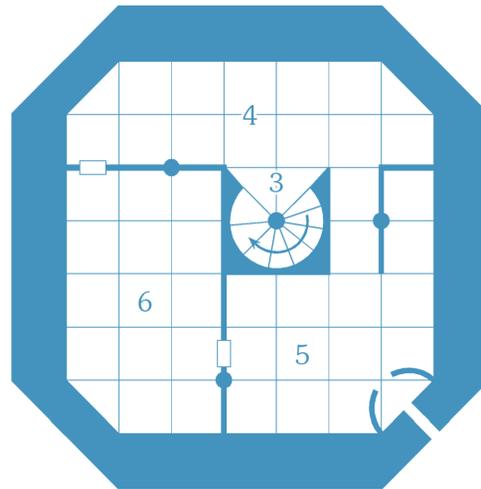


SUB-LEVEL 10B

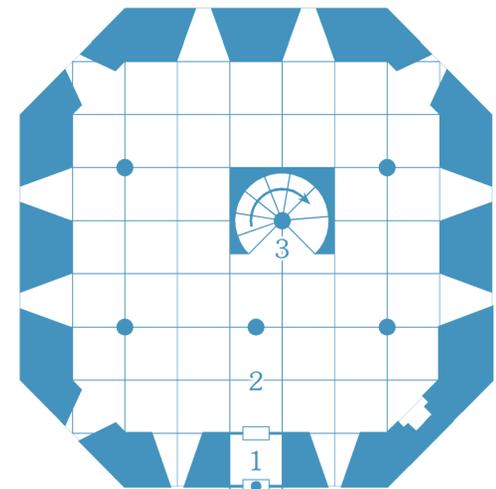
CITADEL OF THE SUN-SCARRED KNIGHTS



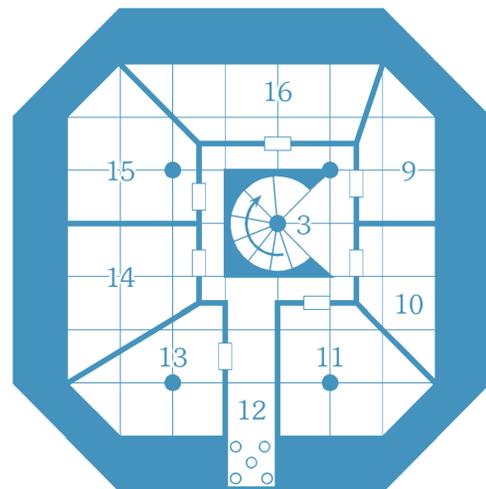
Level 1
(0' from floor)



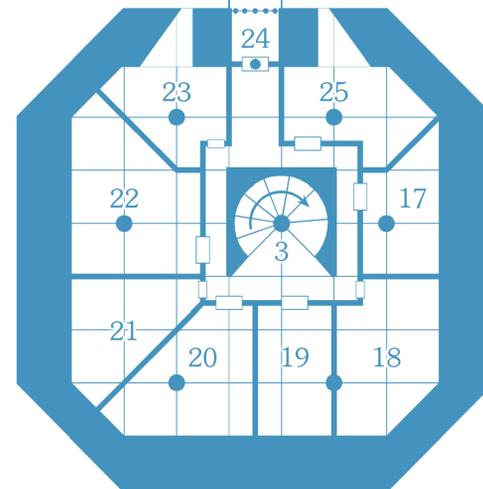
Level 2
(20' from floor)



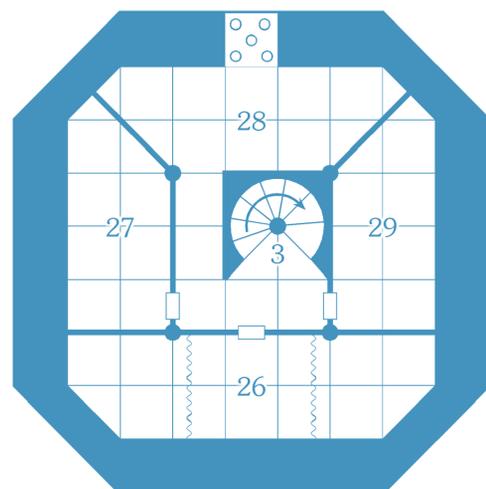
Level 3
(40' from floor)



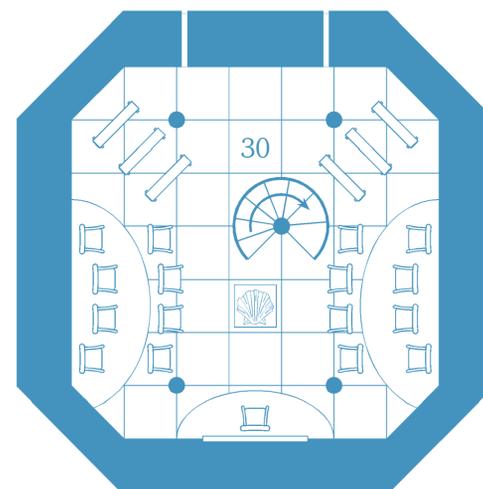
Level 4
(60' from floor)



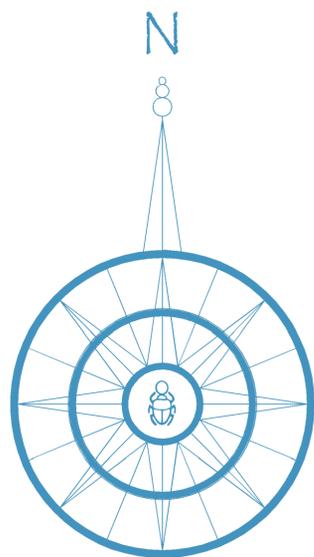
Level 5
(80' from floor)



Level 6
(100' from floor)



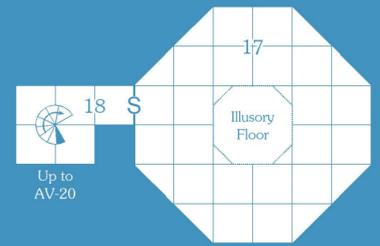
Level 7
(120' from floor)



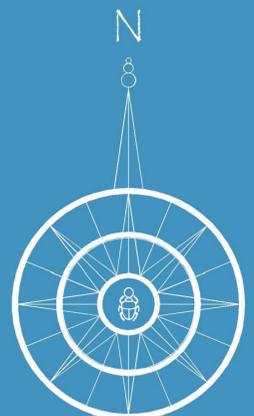
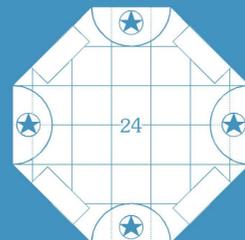
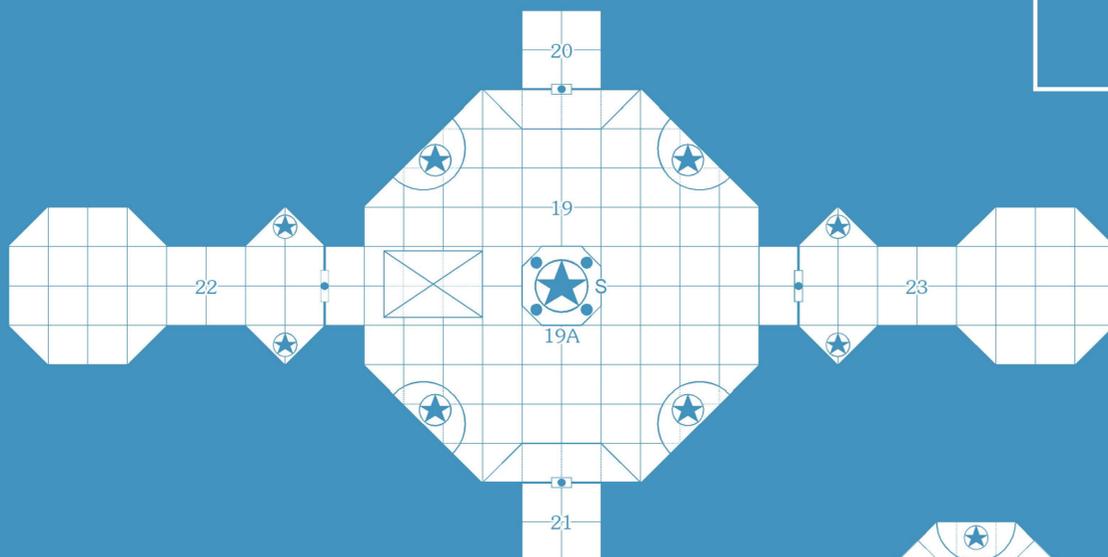
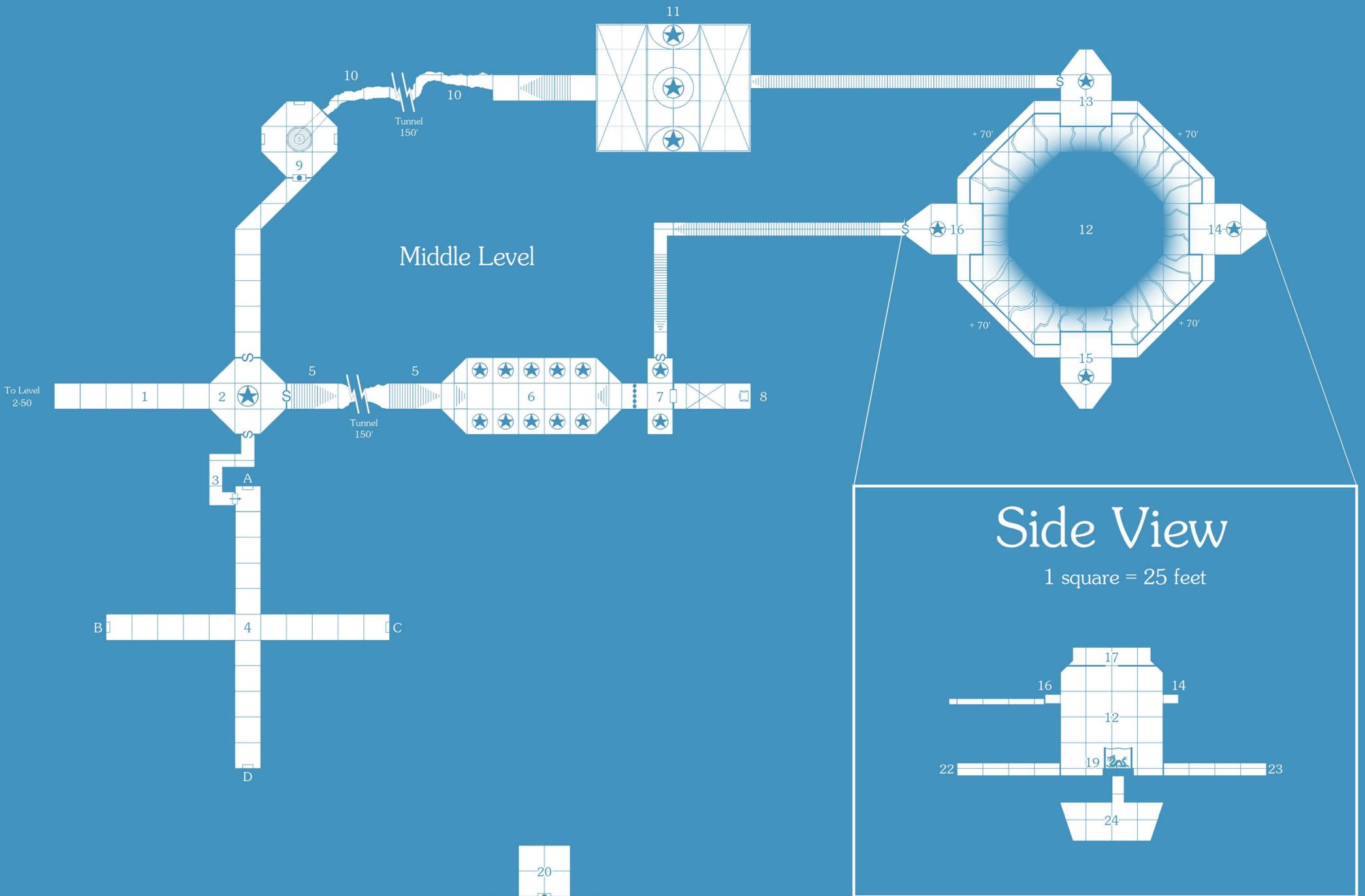
SL 10A-15

SUB-LEVEL 11

THE TOMB OF ISADORA

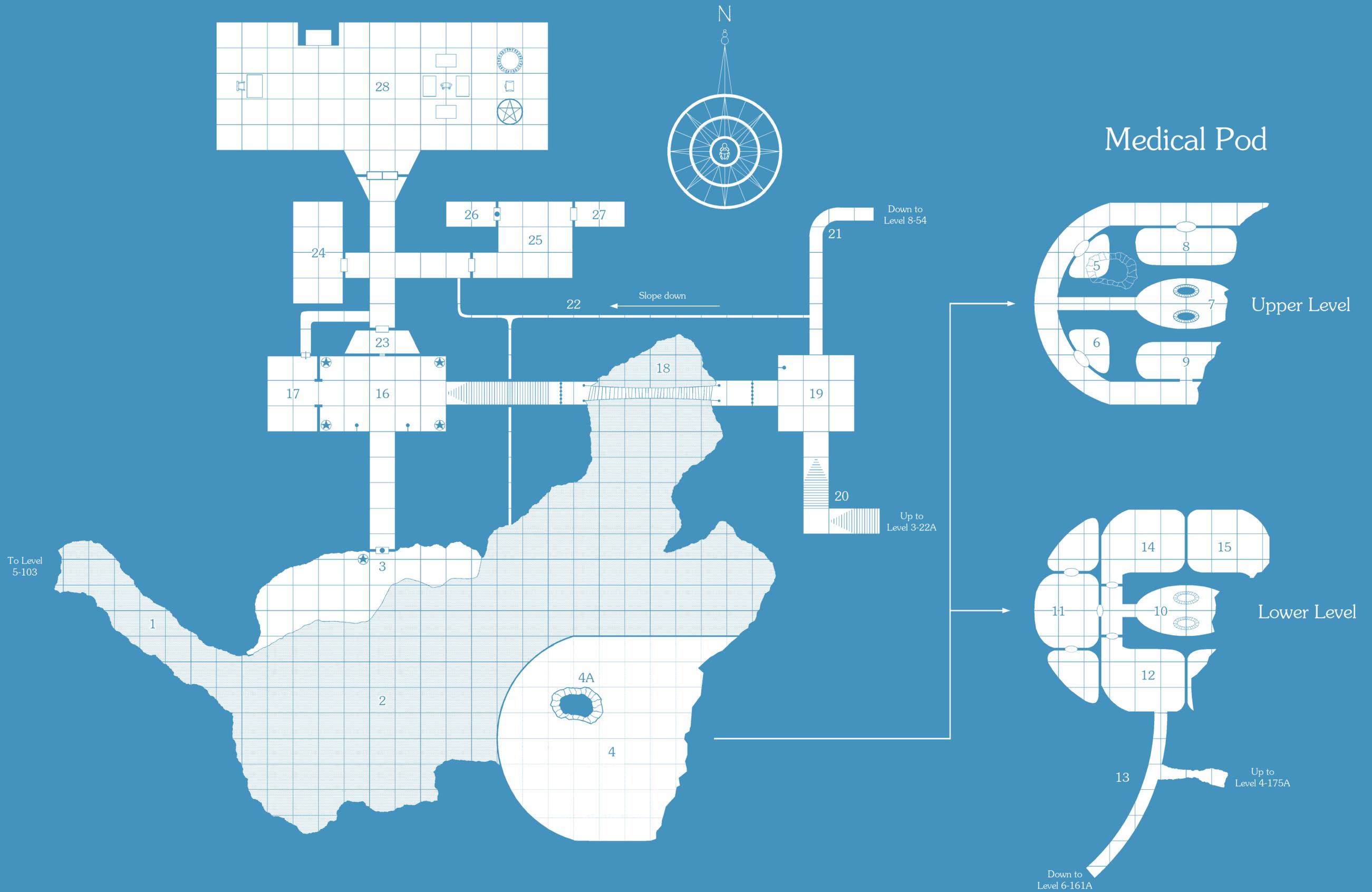


Upper Level



SUB-LEVEL 12

THE WORKSHOPS OF KERBOG KHAN

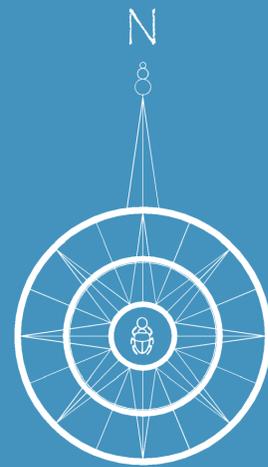
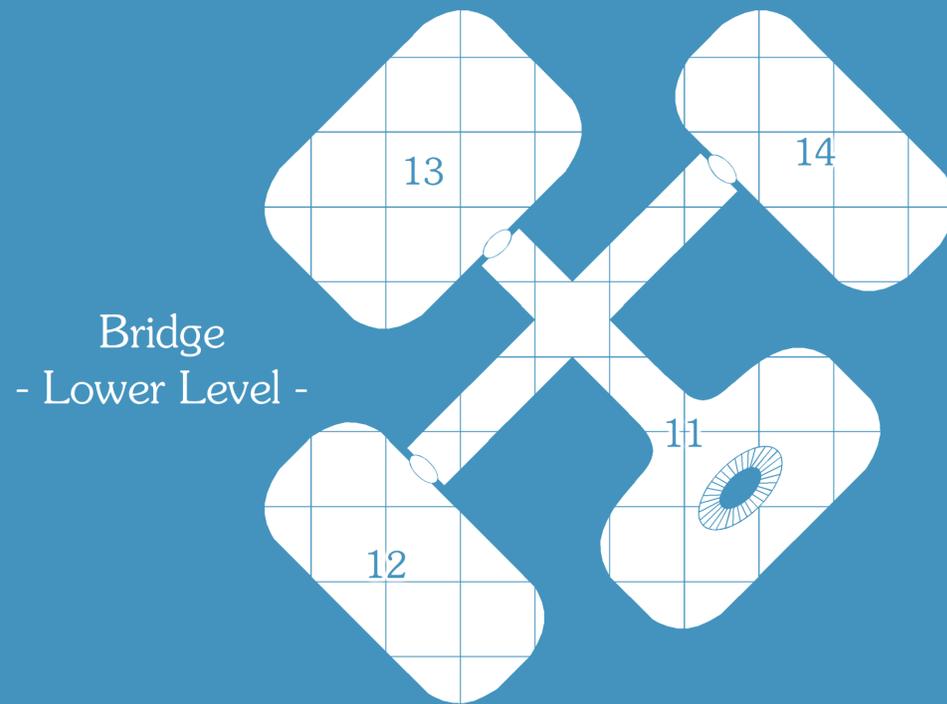
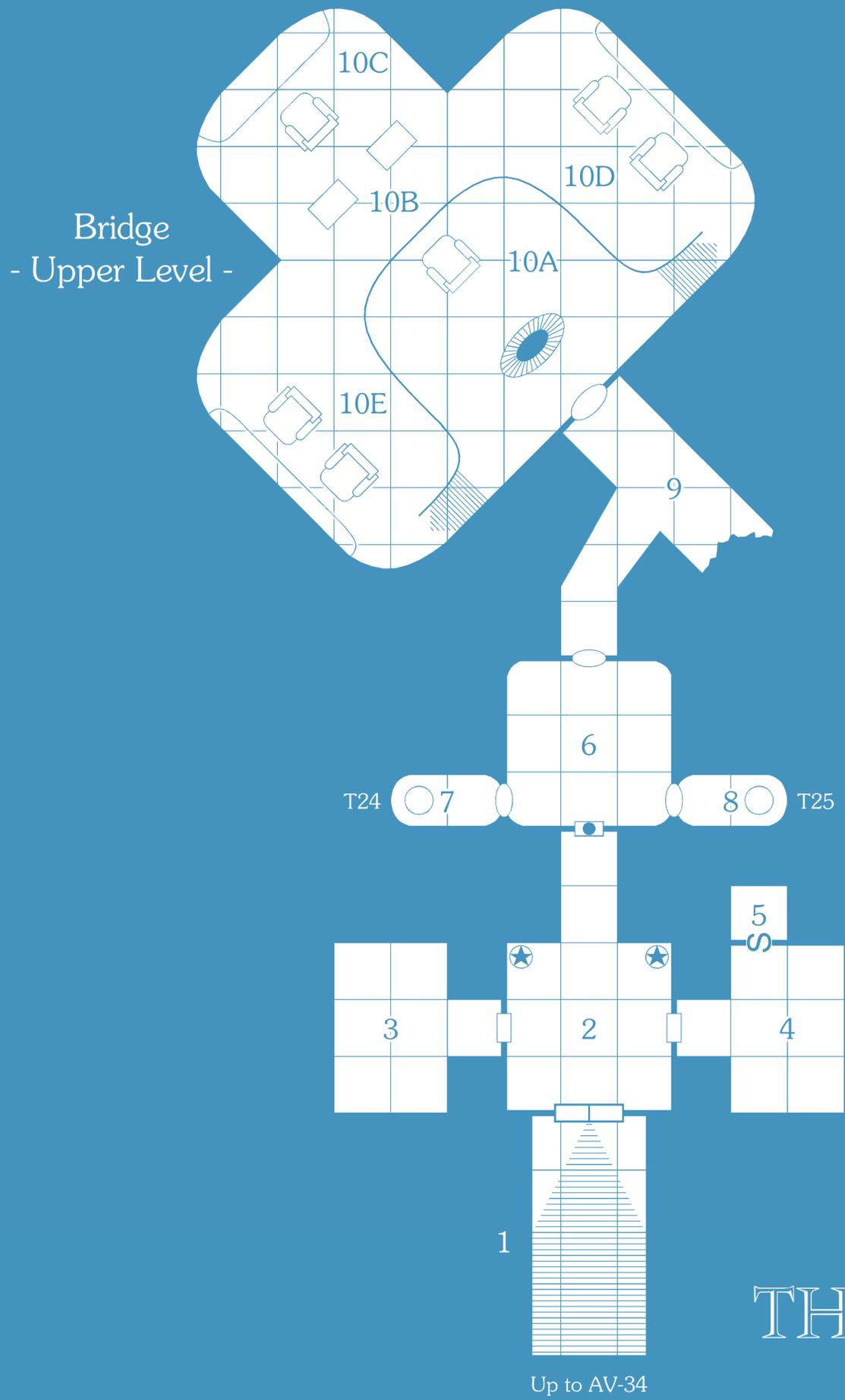


SUB-LEVEL 13

LOST CHAMBERS OF ARDEN



EX-17 on Cliff Face map

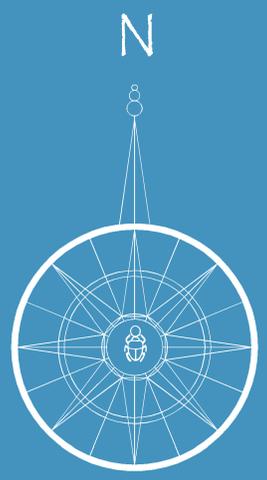
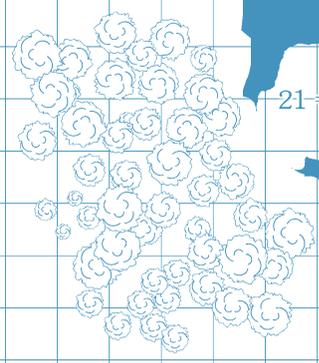


SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT



1 square = 50 feet



Rough edge of City Walls

Down to Level 2-33

Down to Level 8-60