

**AEGIS
OF
EMPIRES**

AE5



**RACE FOR
SHATAAKH-UULM
ART & MAP FOLIO**

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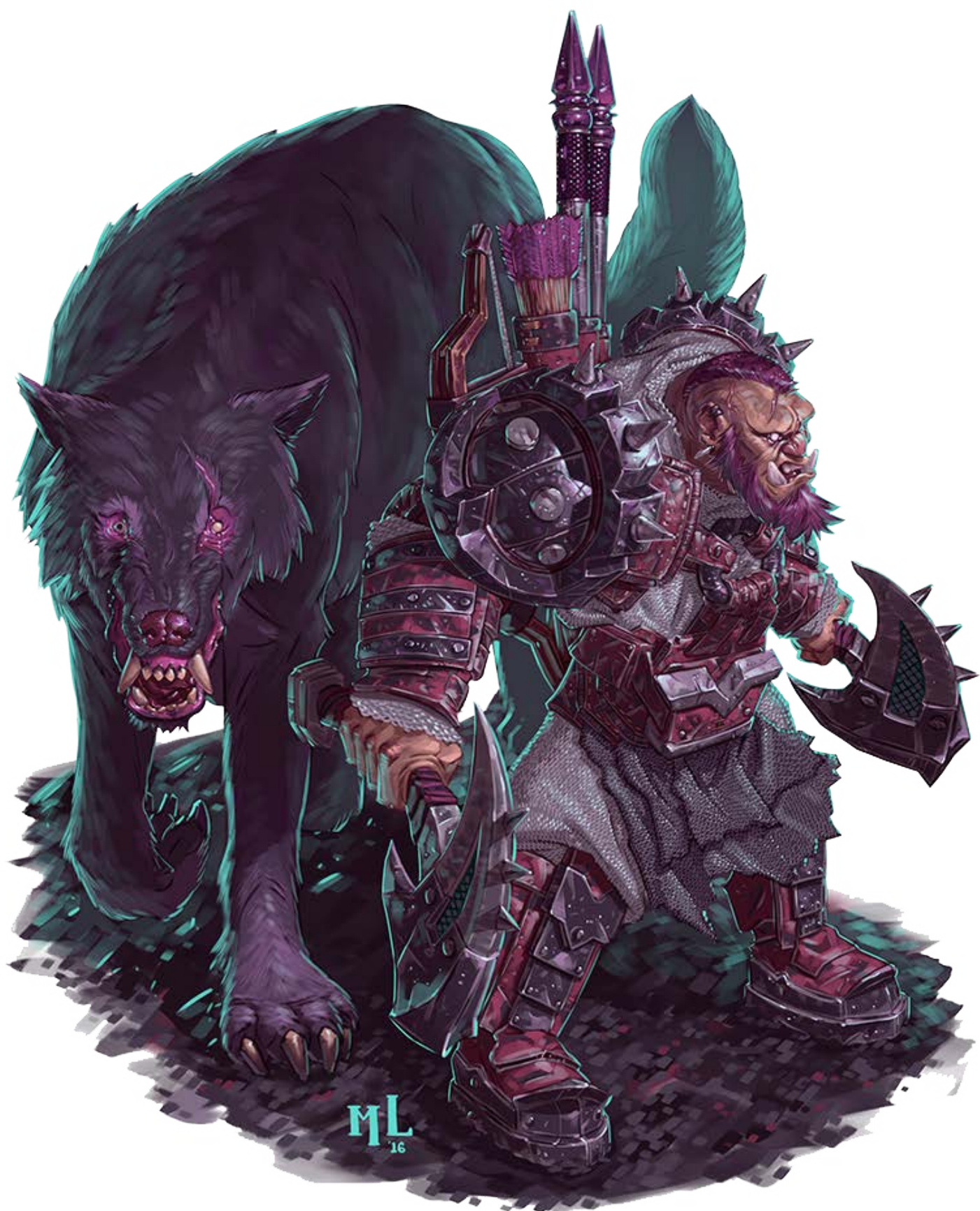






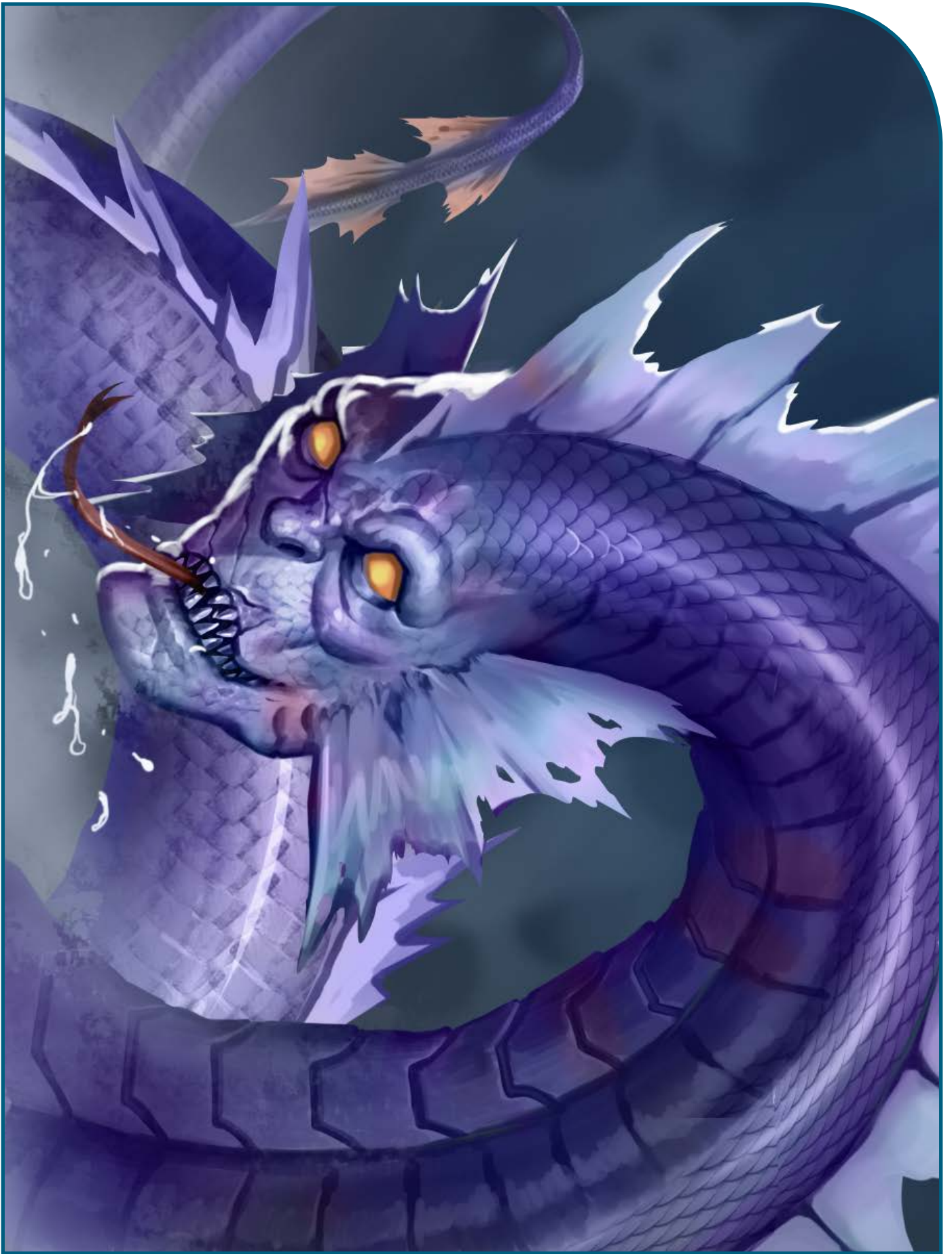


















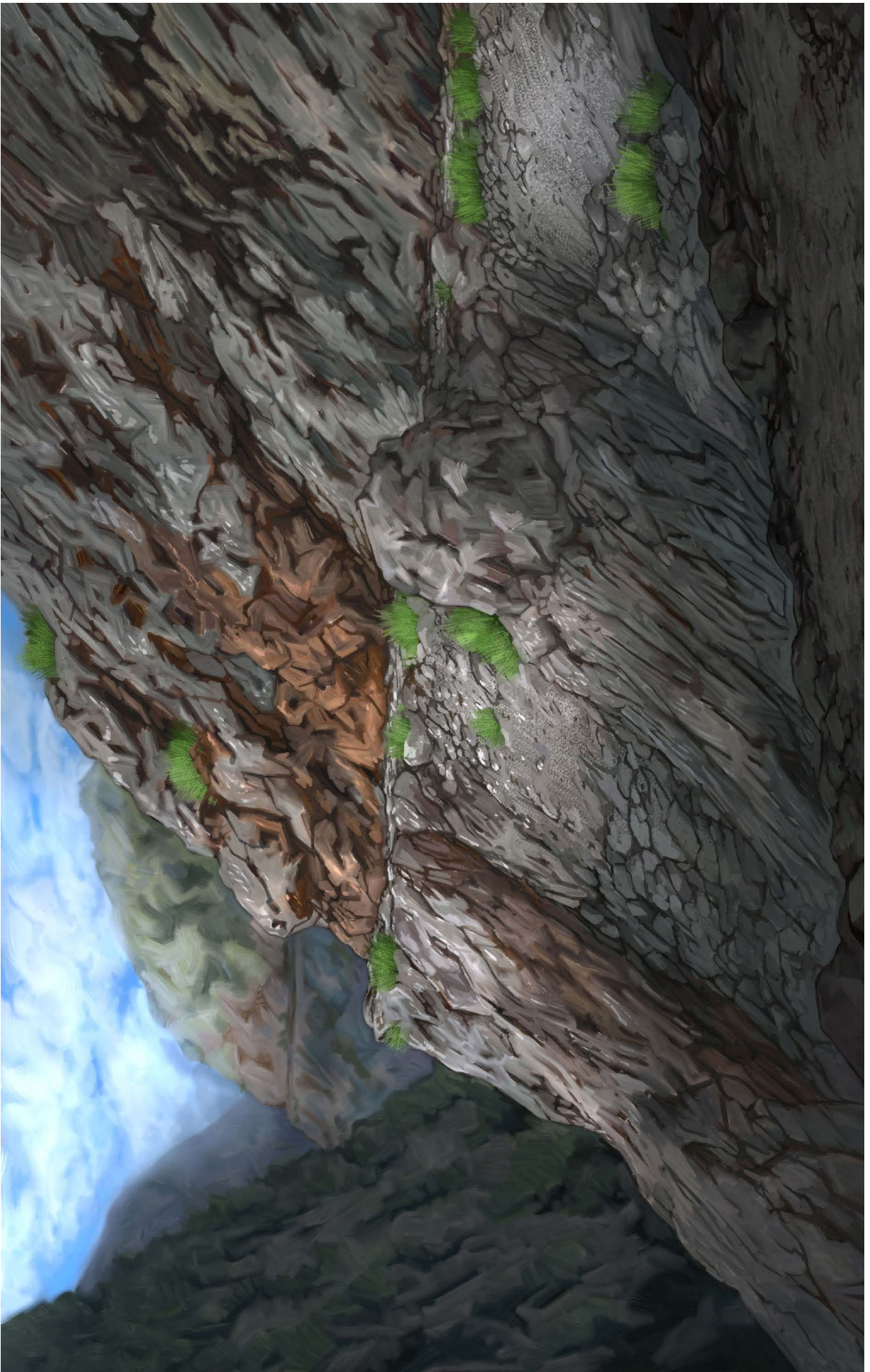










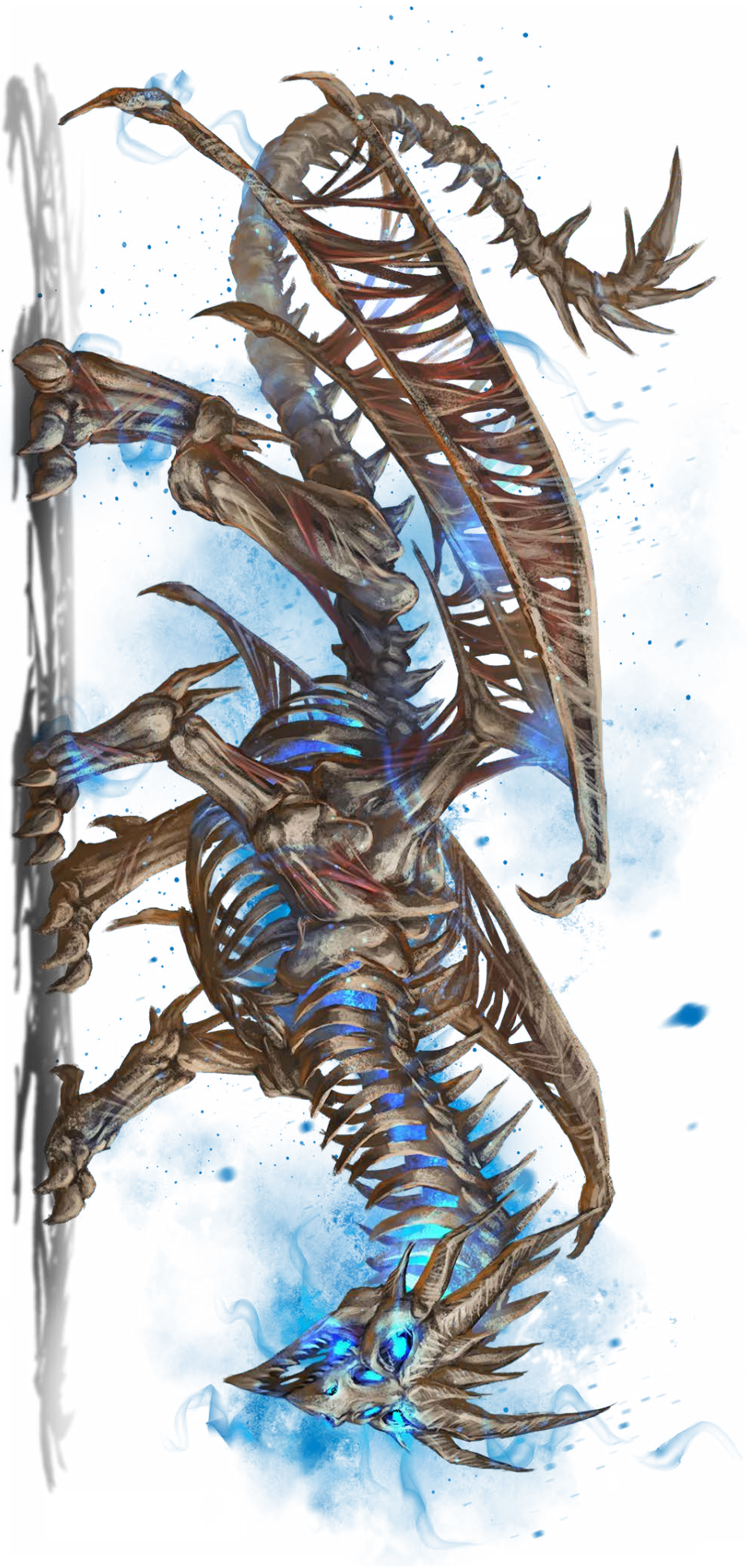






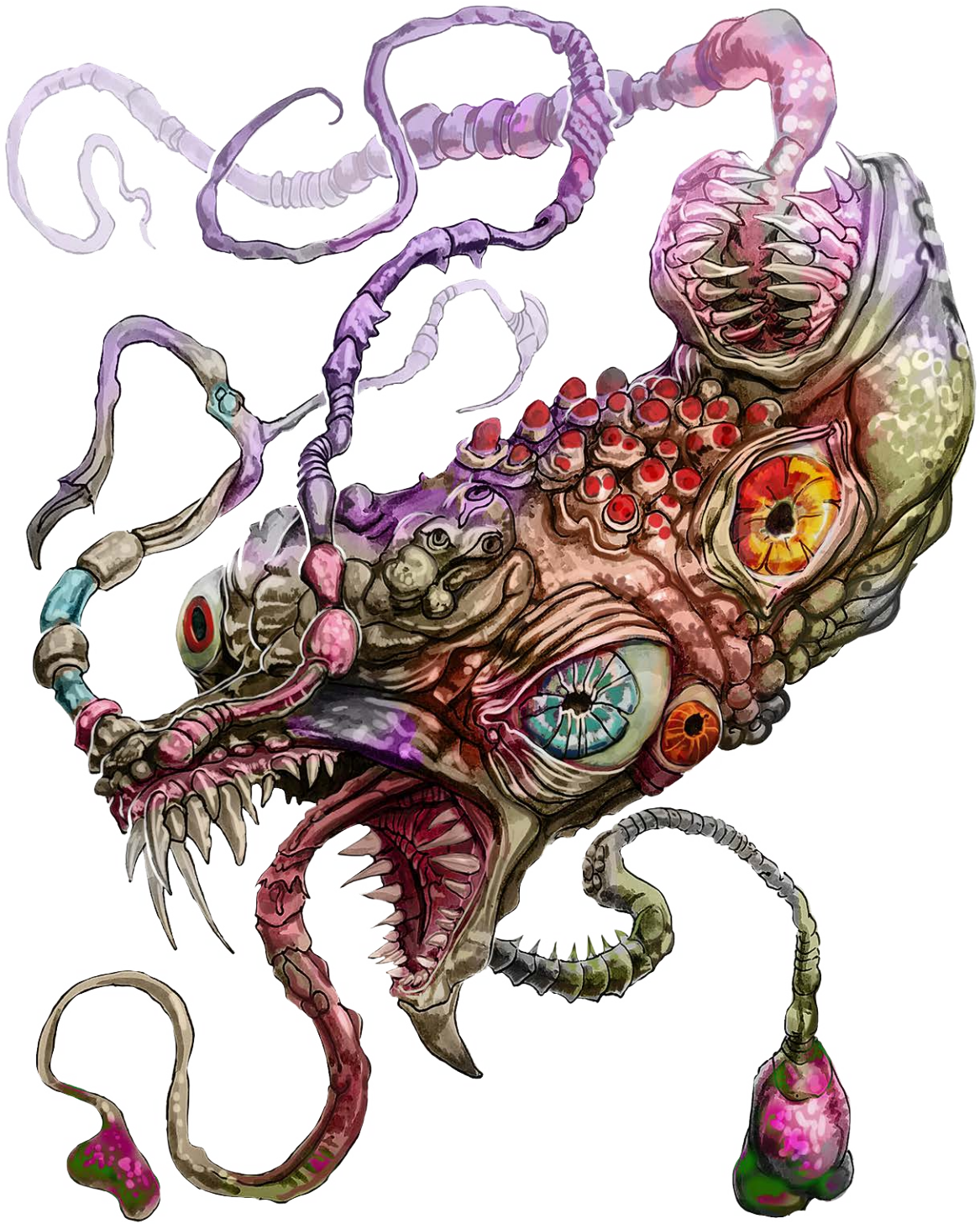
























THE HAUNTED STEPPE



1 HEX = 100 MILES

Erhtawite-cilla-Taw
(God's Ride River)

The Road of Sorrows

I
h
o
F
e

Unnamed River

PIN-I-PINJHANI
(Everfar Hills)

D

C

B

TABER
River

Ghost River

Impeeli River

A

CONROI
Settlements

TANQAN

PETVAN

DRAGONBONE
Peak

SHADOWFALL
Lake

CRYNOMAR
Gap

DURCAN'S
Folly

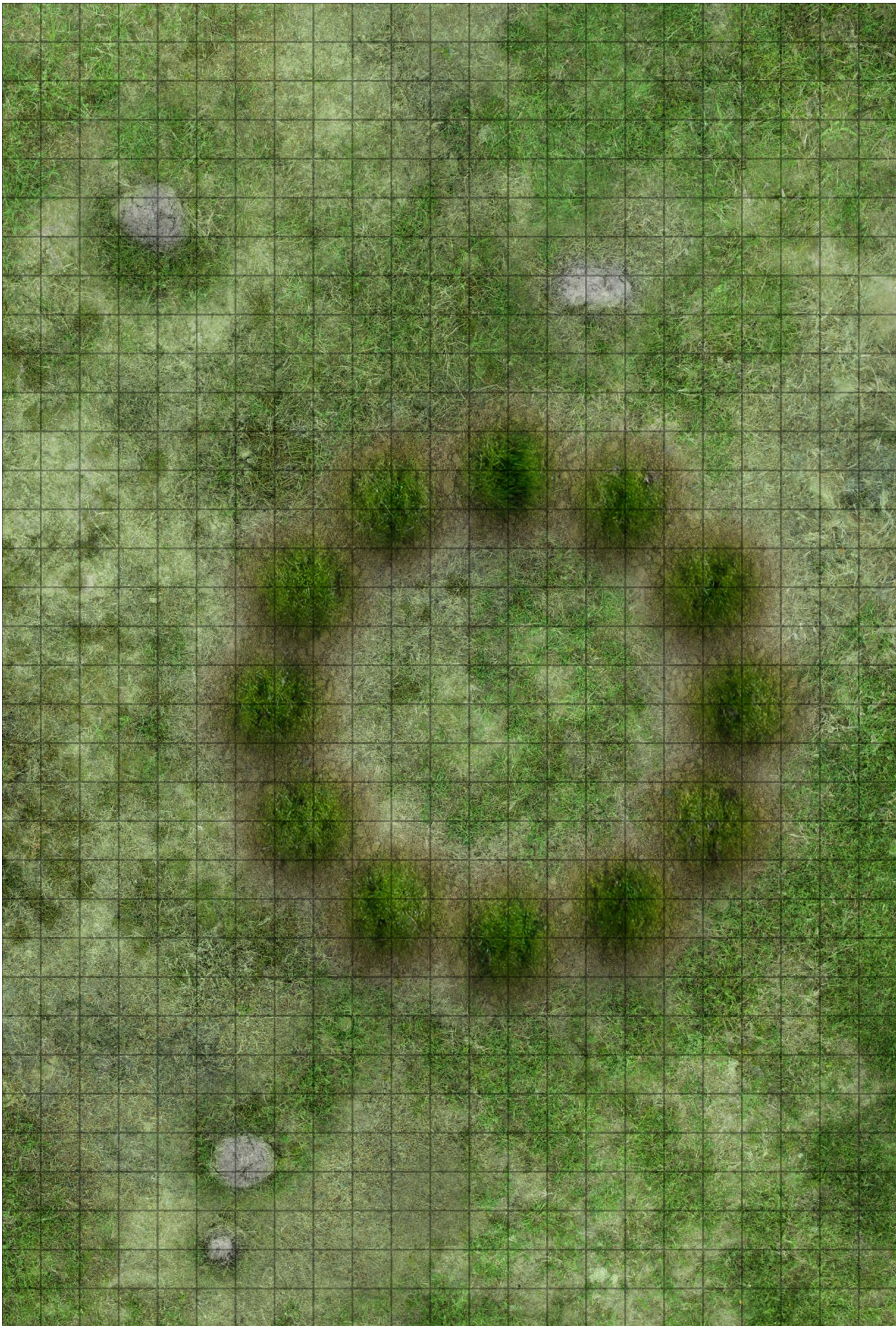
WIZARD'S WALL HANSONBURG
TEUSWALD

The Deepfells

Stoneheart Mountains

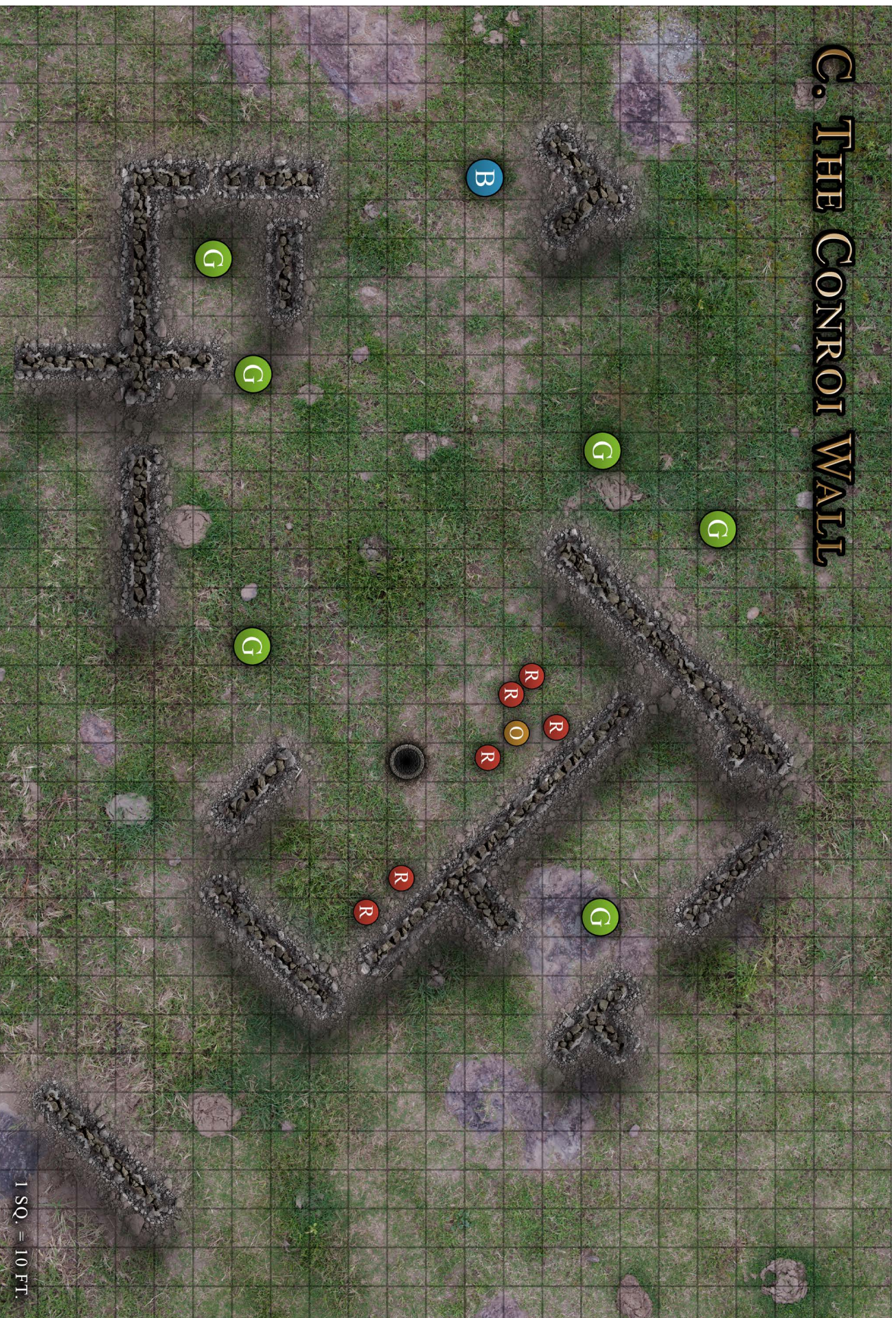
B. THE CIRCLED TWELVE

1 SQ. = 5 FT.

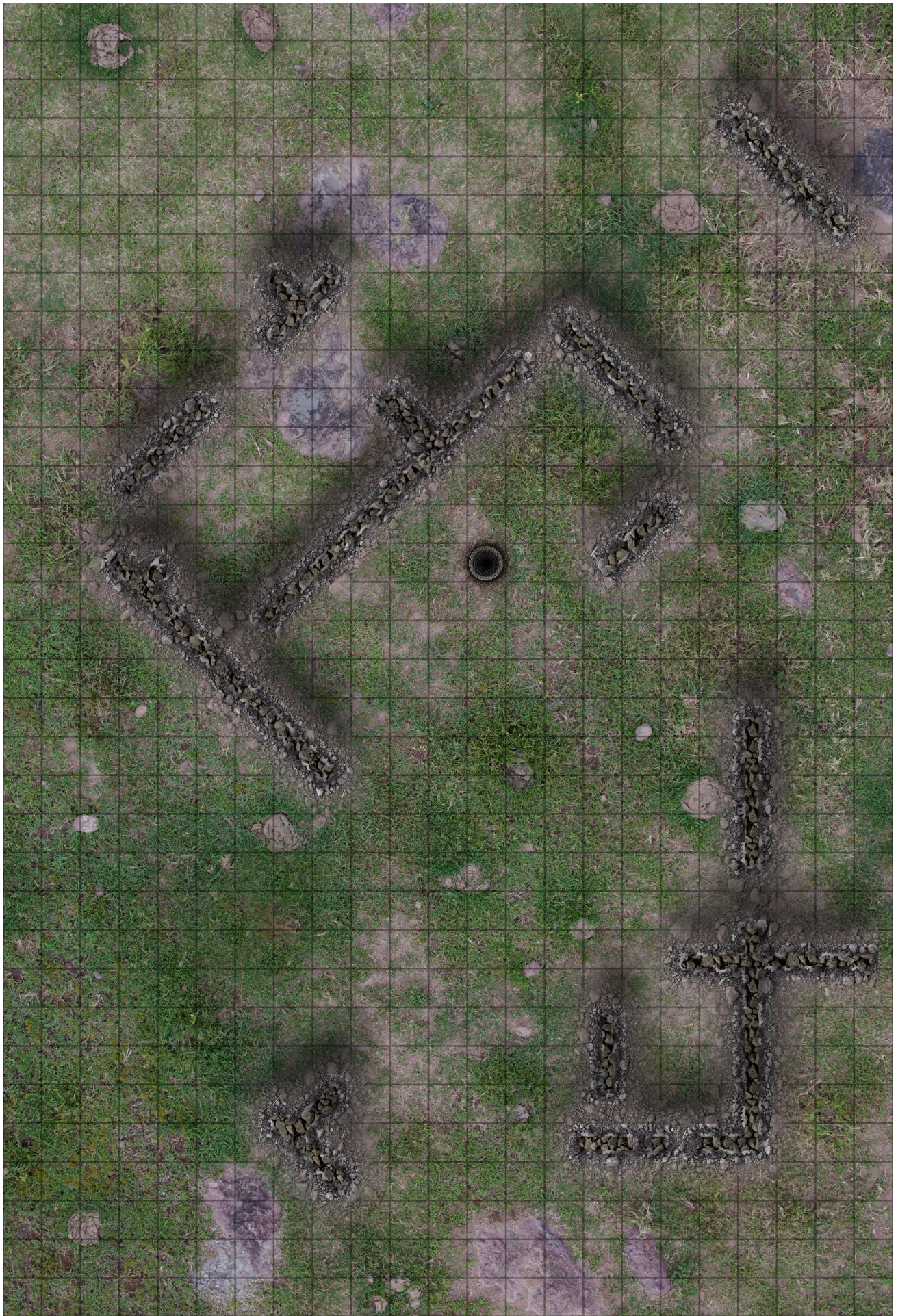


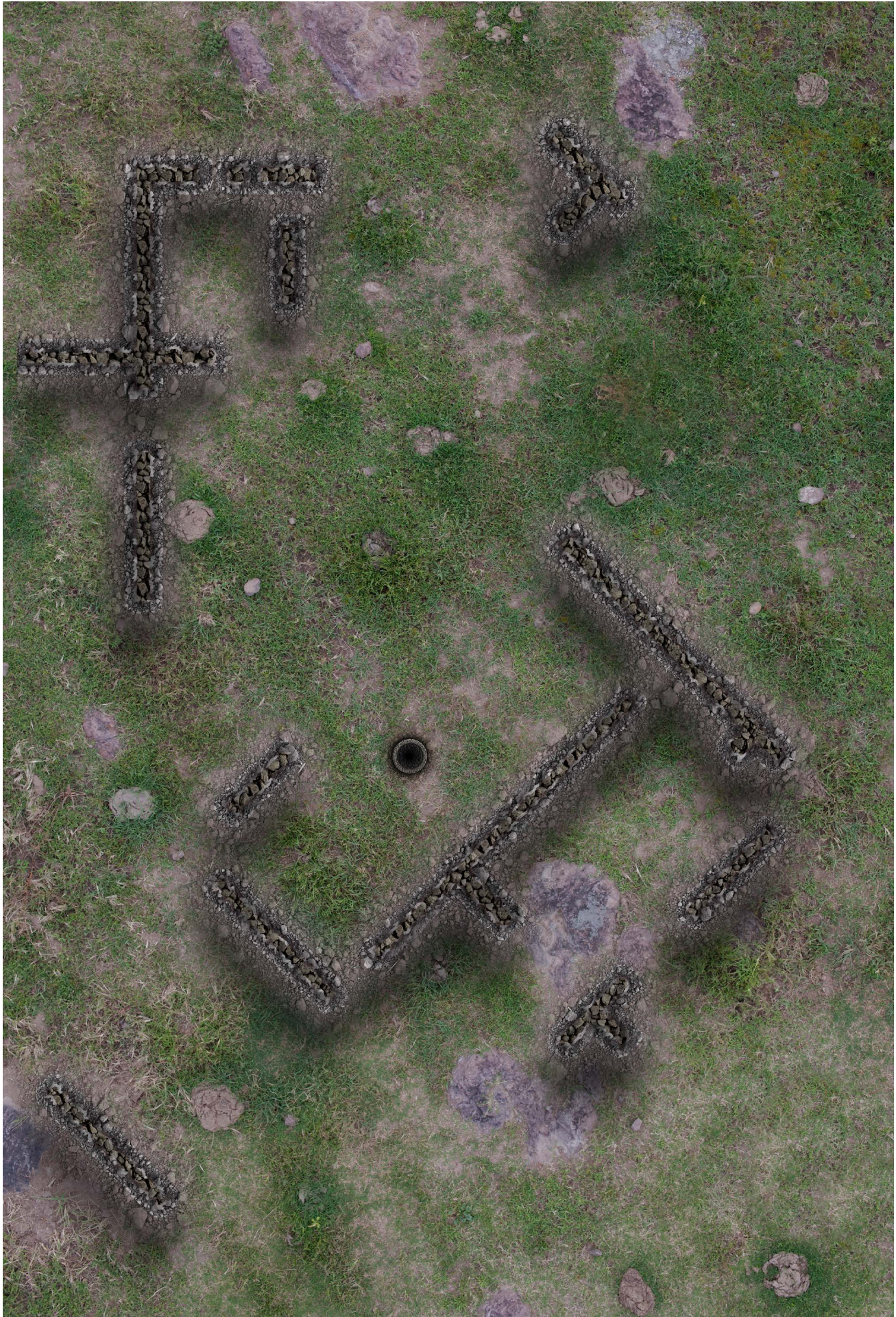


C. THE CONROI WALL



1 SQ. = 10 FT.





D. GRAVENTAR'S CAVE

D1

1 SQ. = 15 FT.

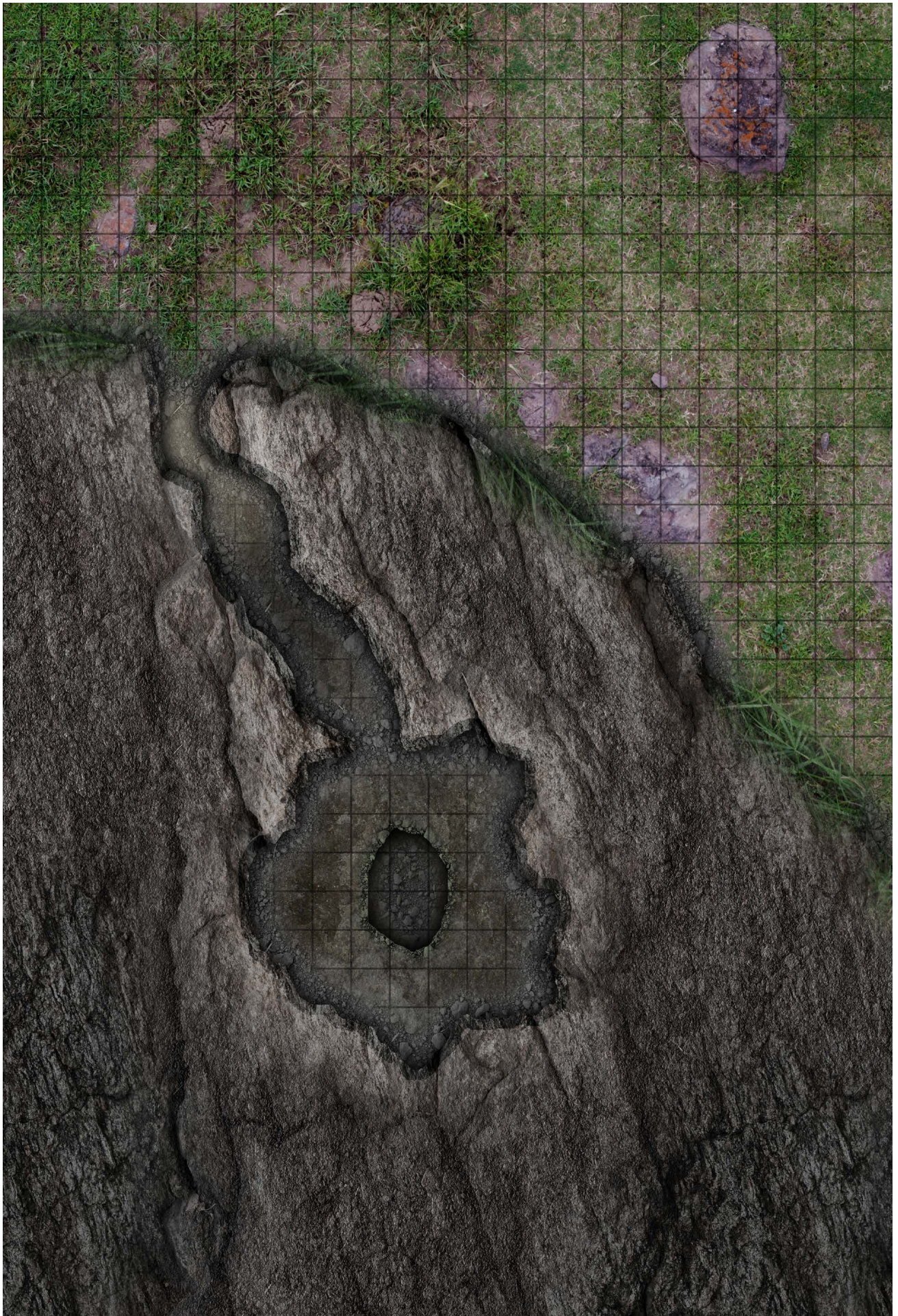




GRAVENFAR'S CAVE INTERIOR



1 SQ. = 5 FT.





E. SIXTUN'S SPYGLASS

Ground Floor



Upper Floor



1 square = 5 ft.



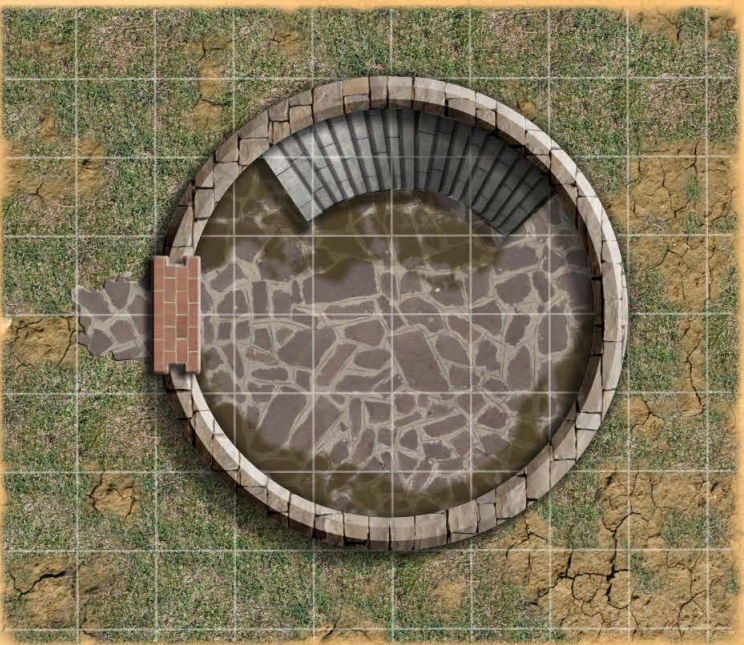
= Bricked Up
Opening



= Spyglass

E. SIXTUN'S SPYGLASS

Ground Floor



Upper Floor



1 square = 5 ft.

Ground Floor



Upper Floor



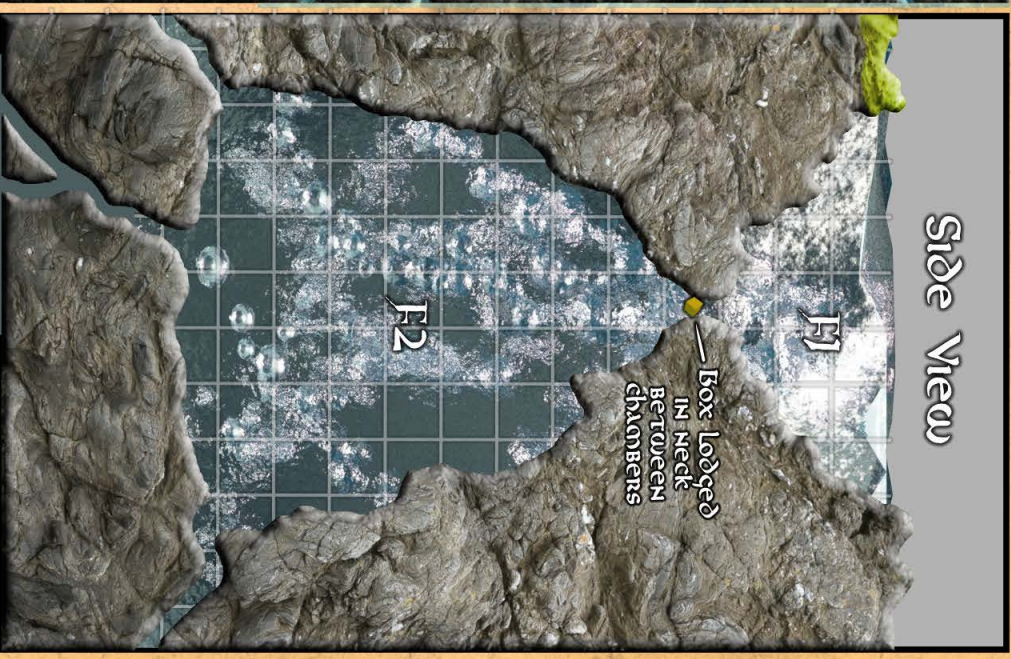
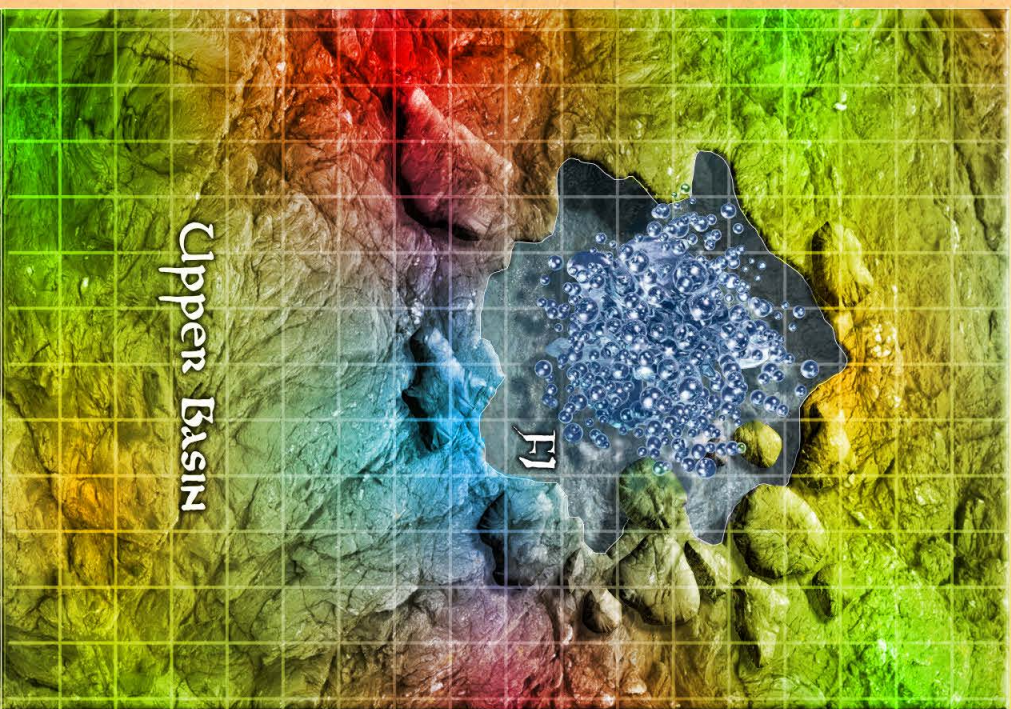
 = Bricked Up
Opening

 = Spyglass

F. HALLELUJAH SPRINGS



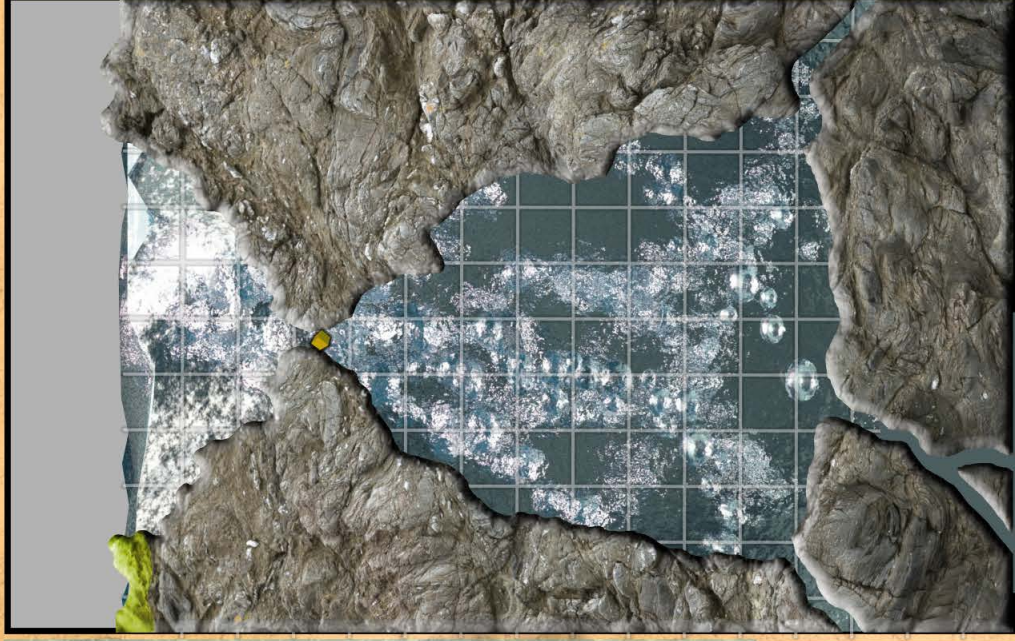
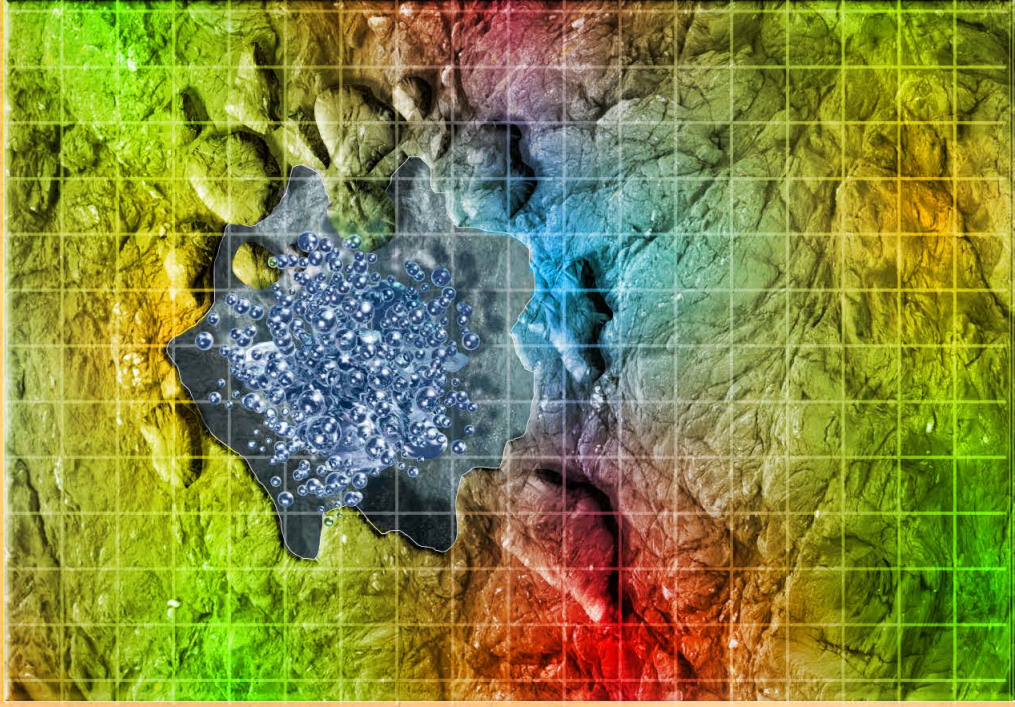
1 square = 10 ft.



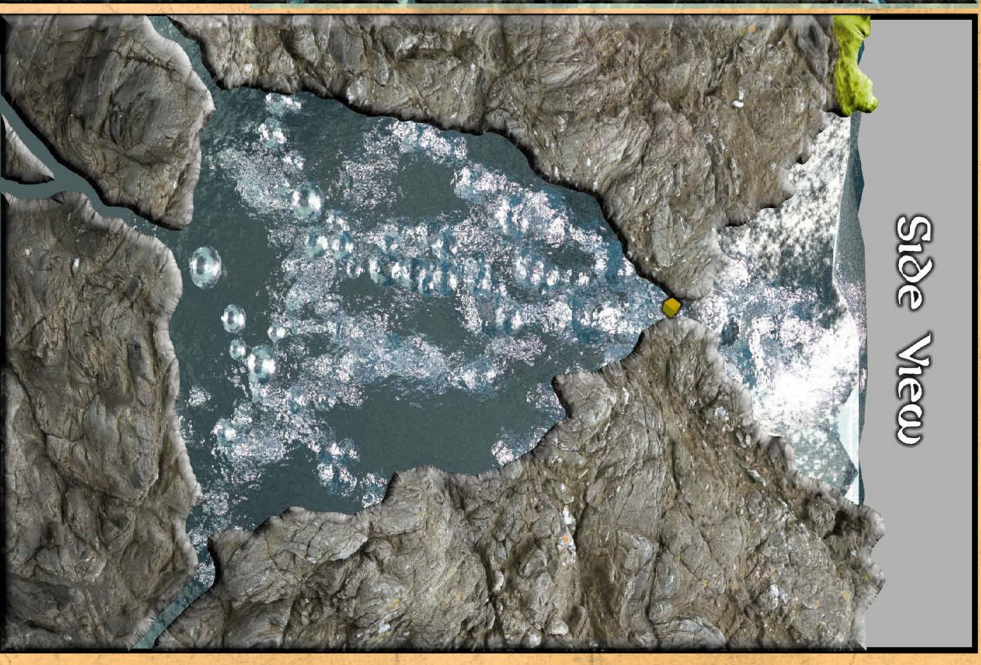
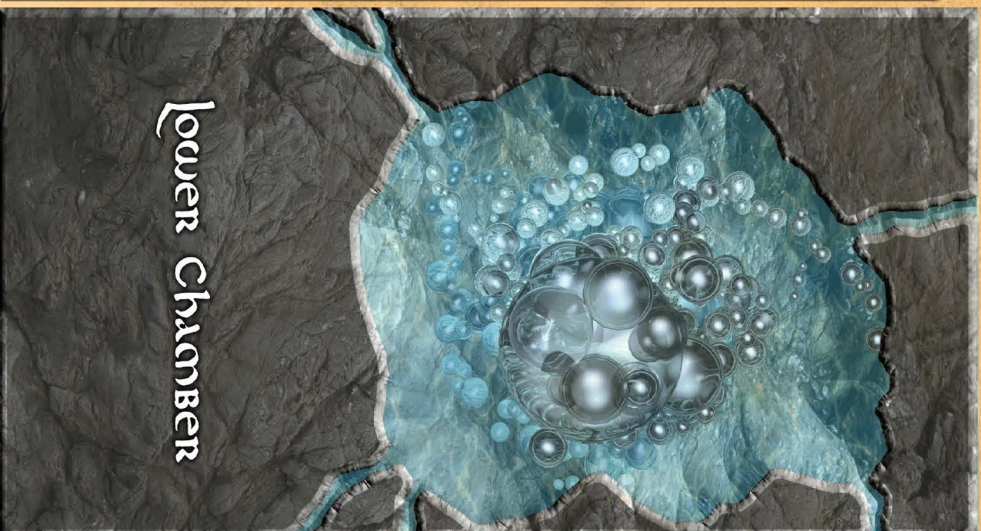
F. HALLELUJAH SPRINGS



1 square = 10 ft.



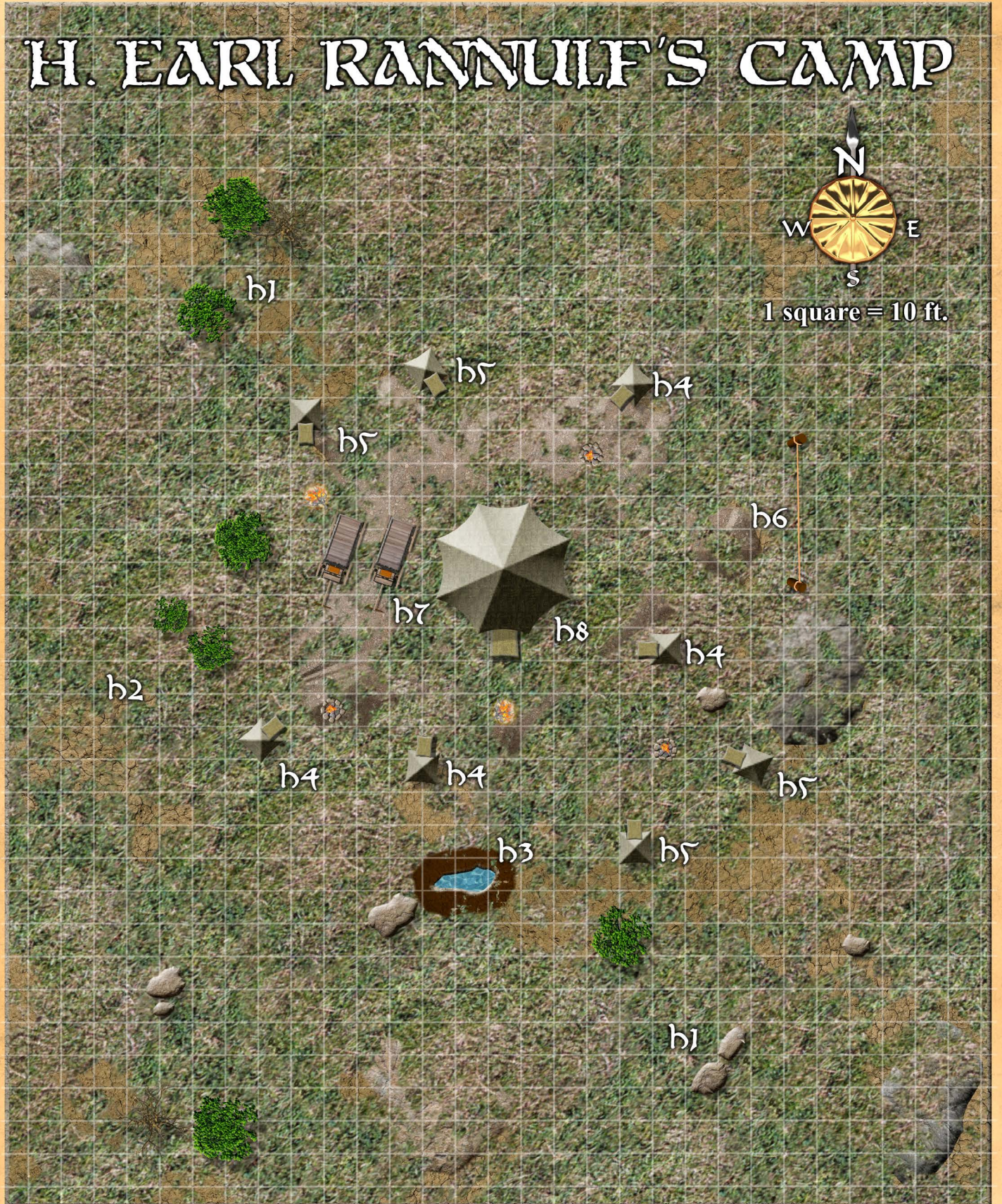
F. HALLELUJAH SPRINGS



H. EARL RANNULF'S CAMP



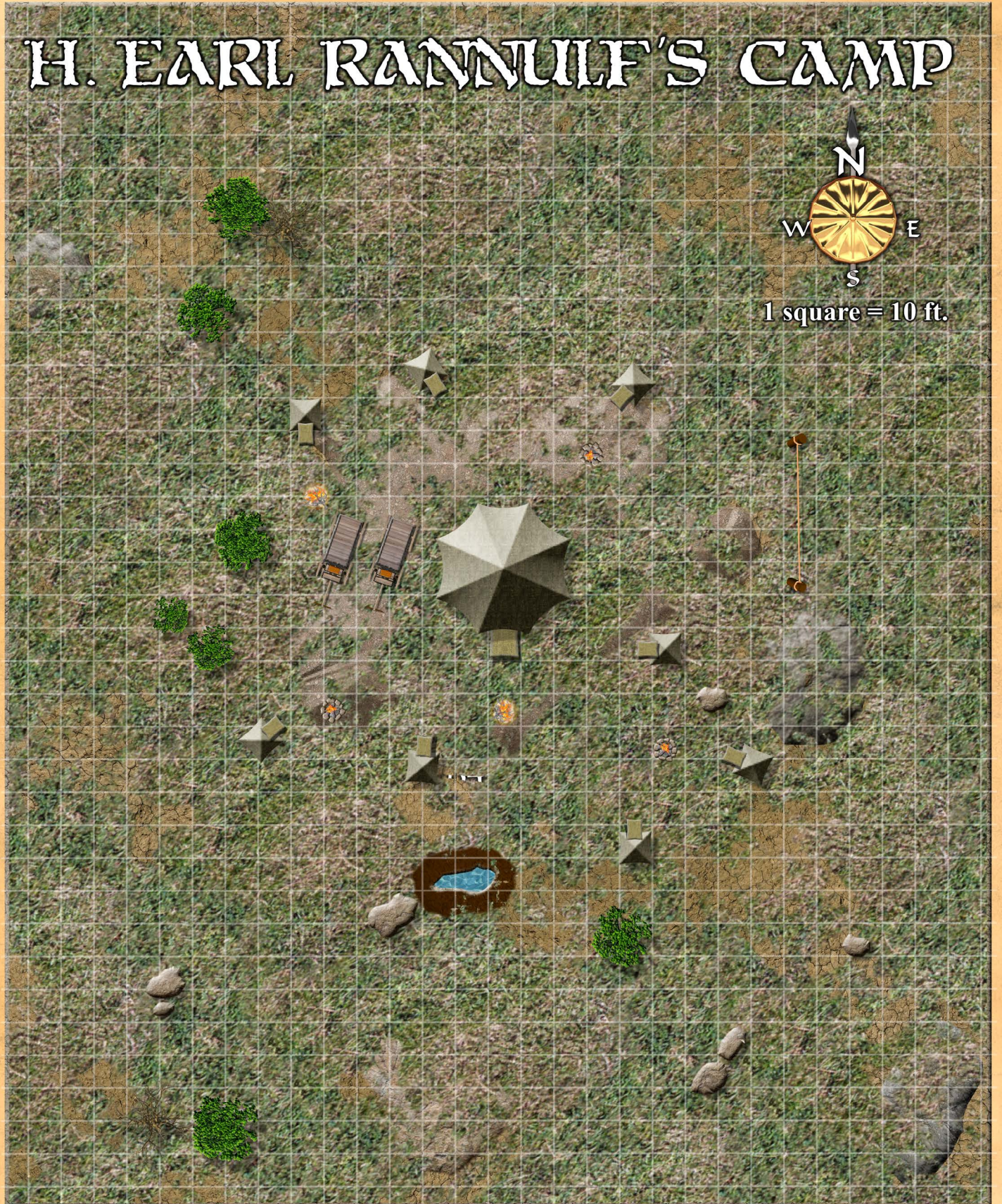
1 square = 10 ft.

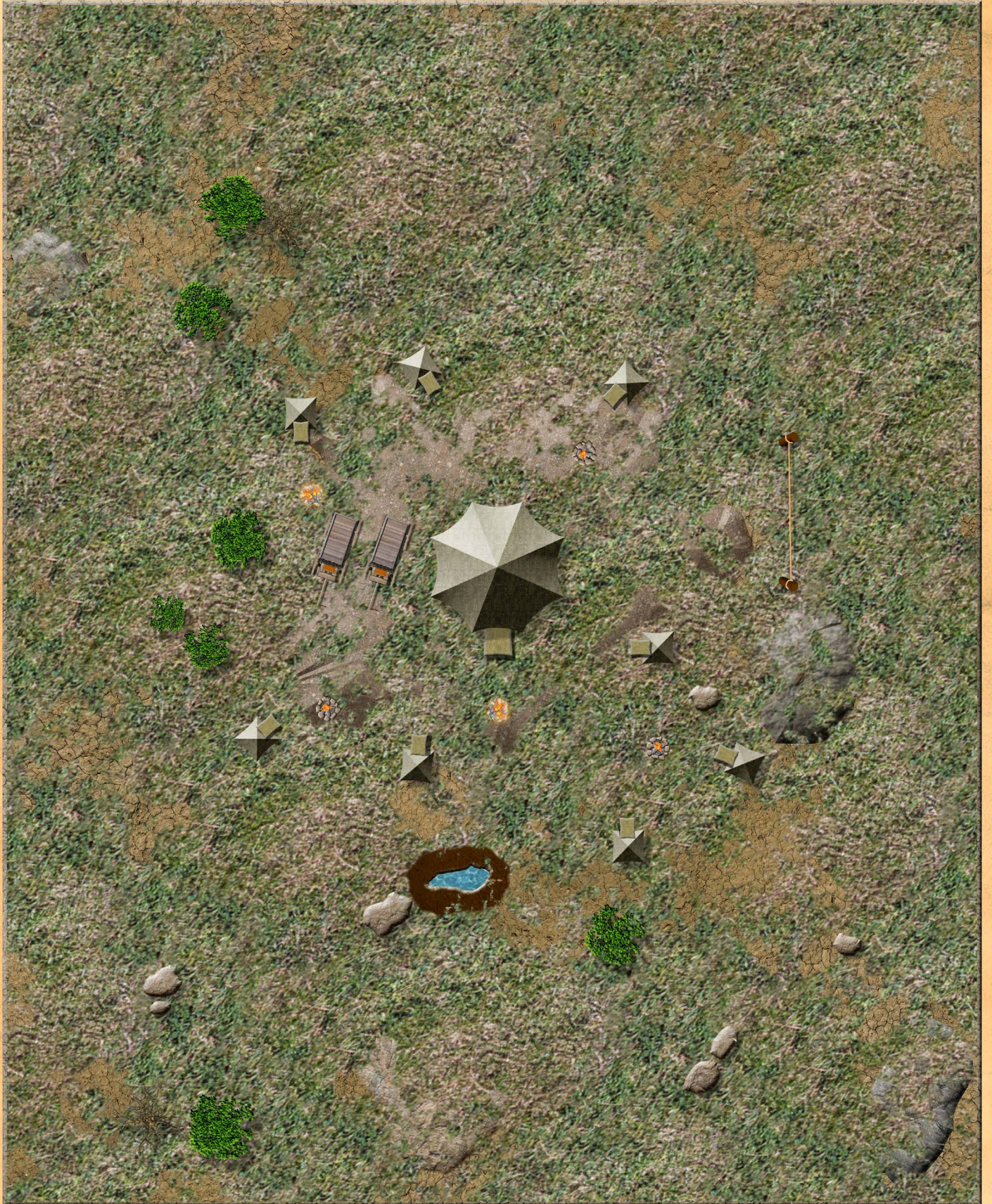


H. EARL RANNULF'S CAMP



1 square = 10 ft.

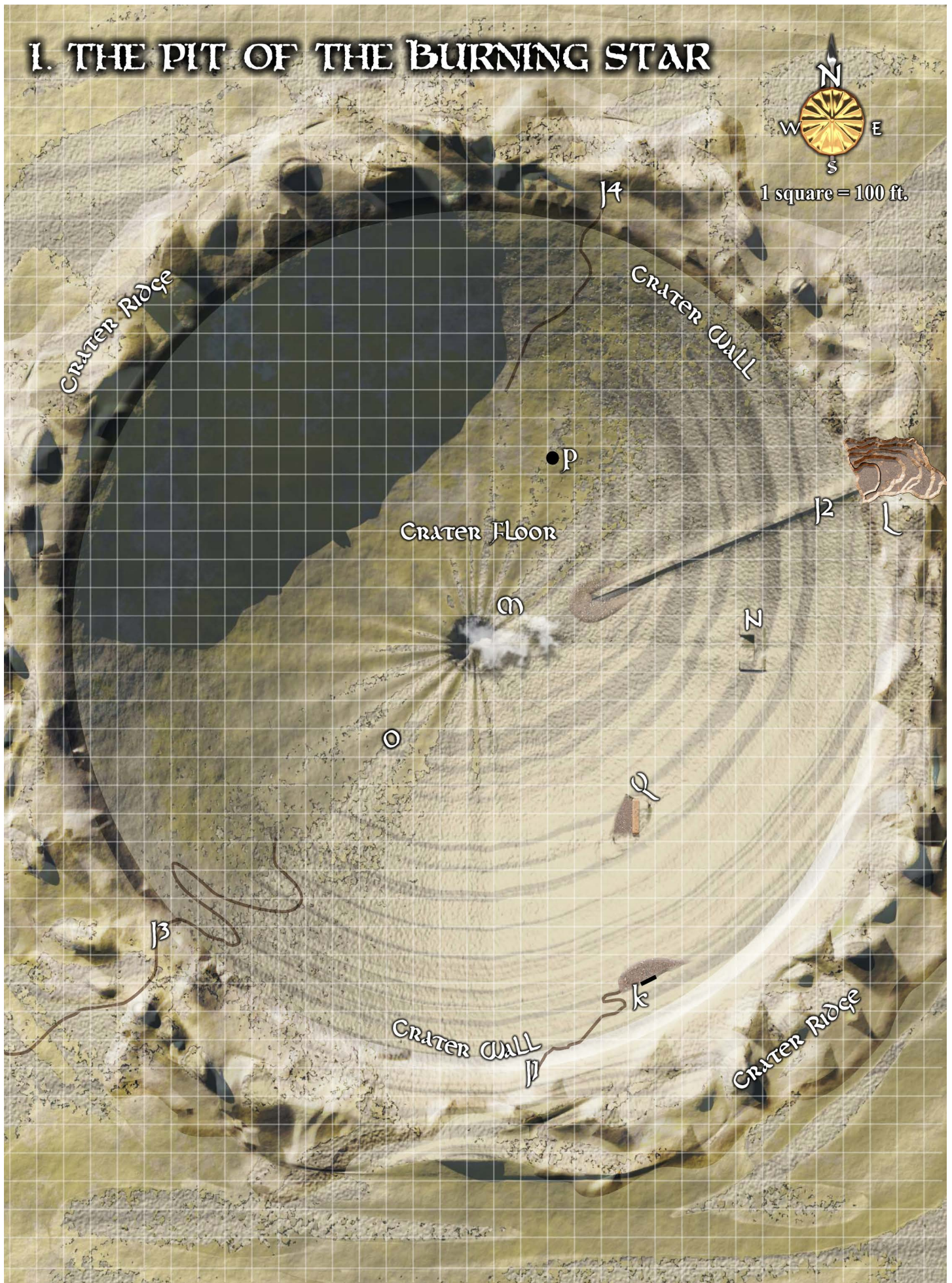




I. THE PIT OF THE BURNING STAR



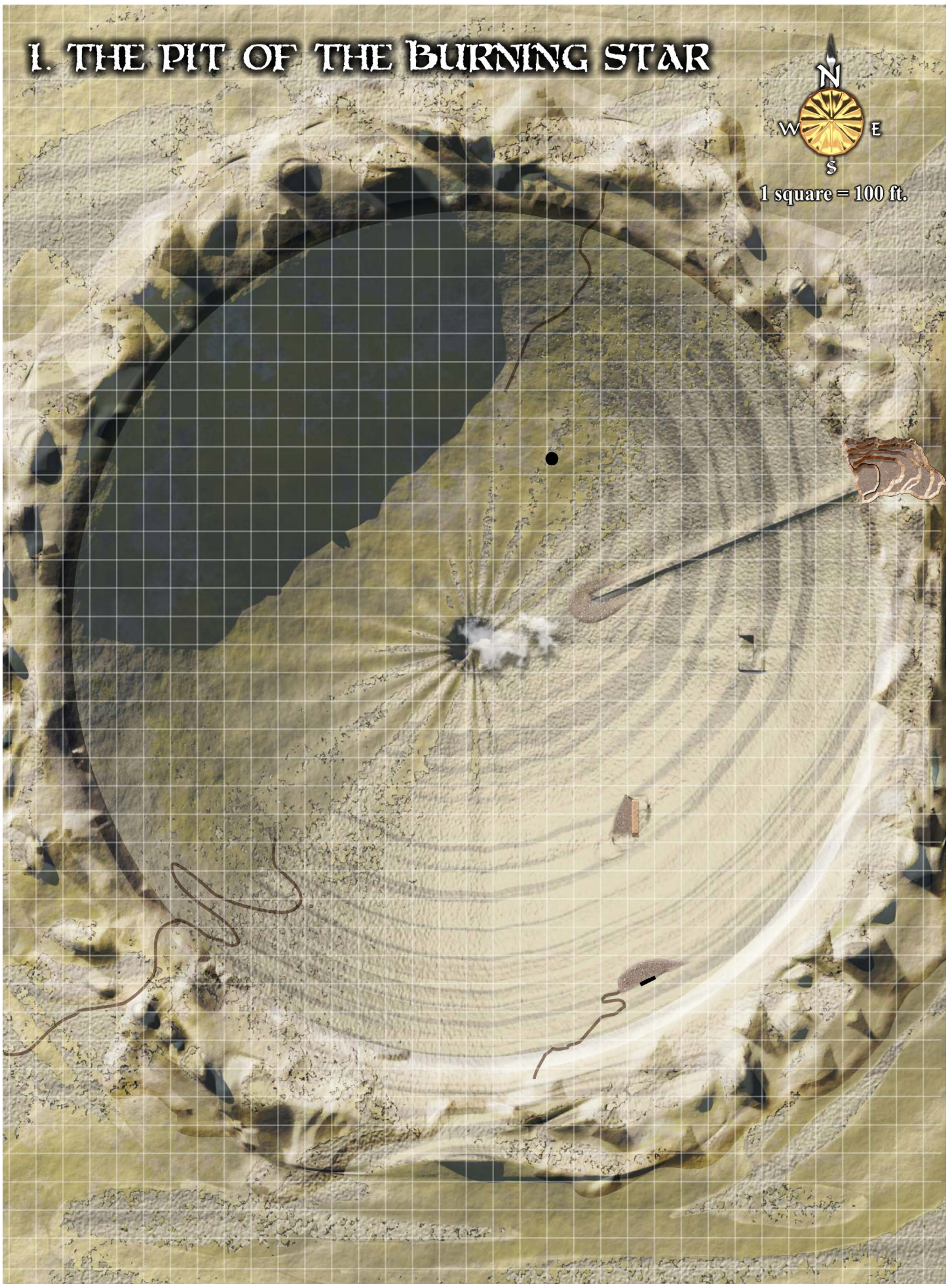
1 square = 100 ft.

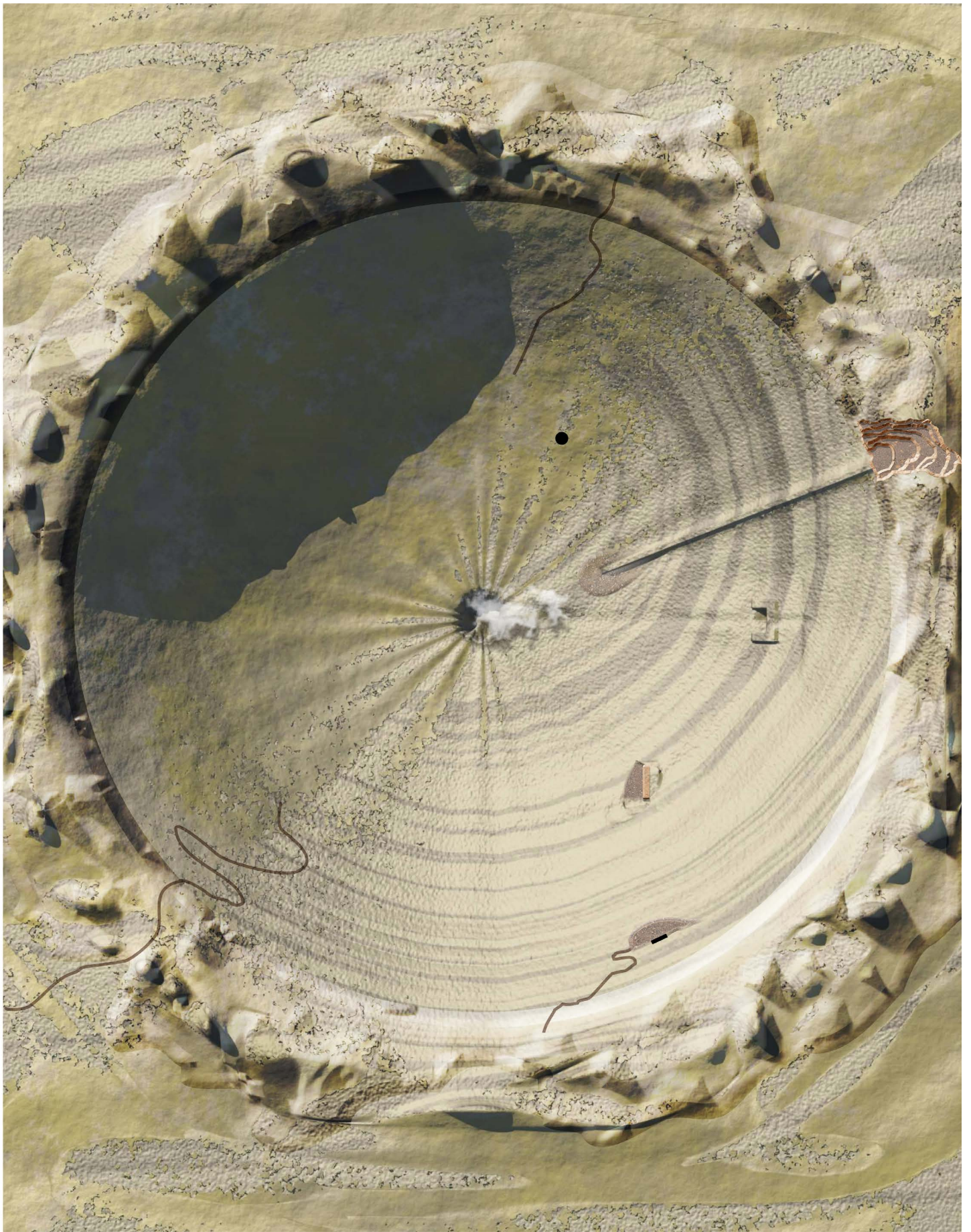


I. THE PIT OF THE BURNING STAR



1 square = 100 ft.







k. Azmerius's Adit



1 square = 5 ft.





I. THE PRIZE PIT



L. THE PRIZE PIT



1 square = 10 ft.





M. FUMING CHASM



1 square = 10 ft.



1 square = 10 ft.



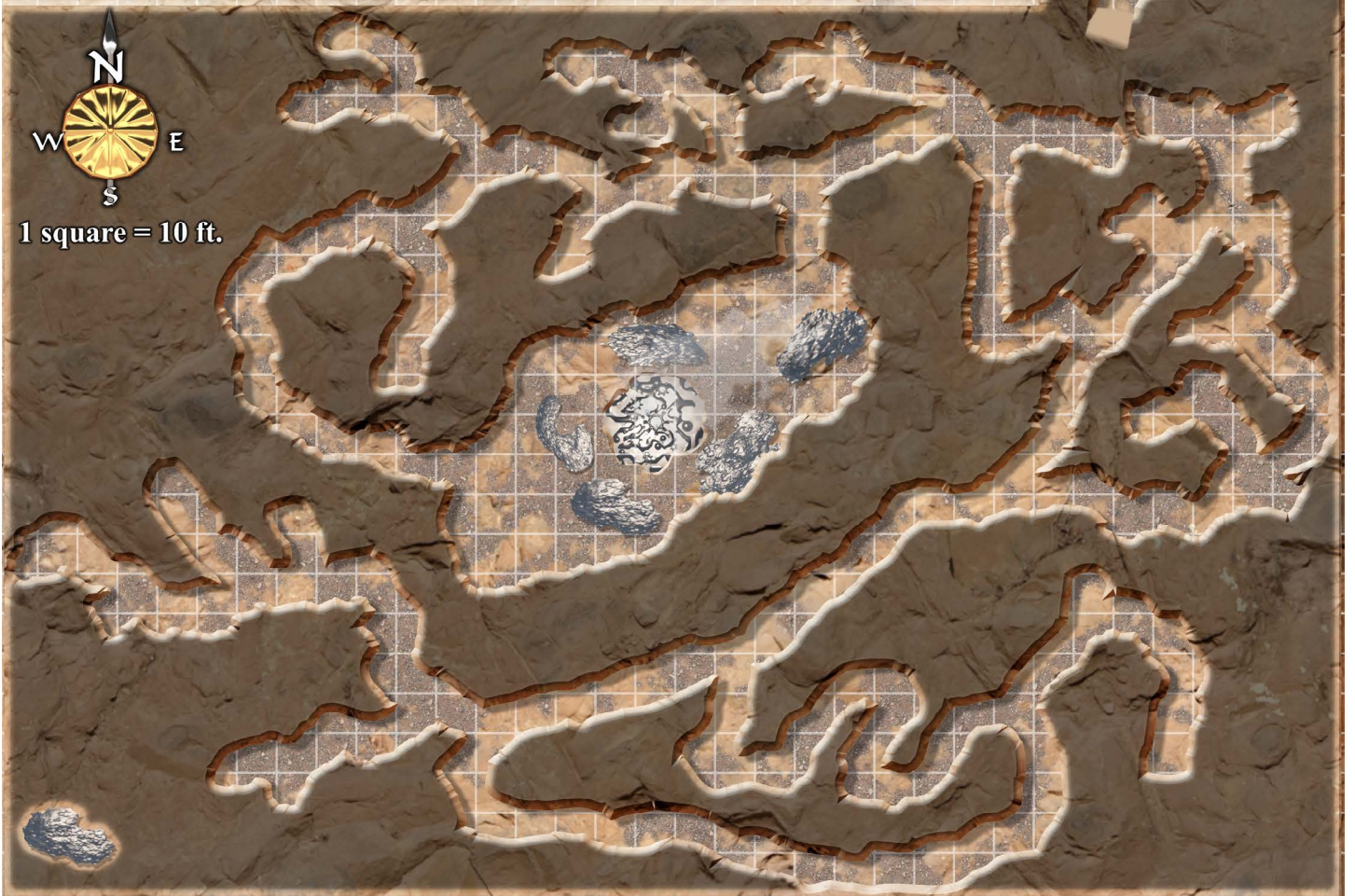
M. FUMING CHASM

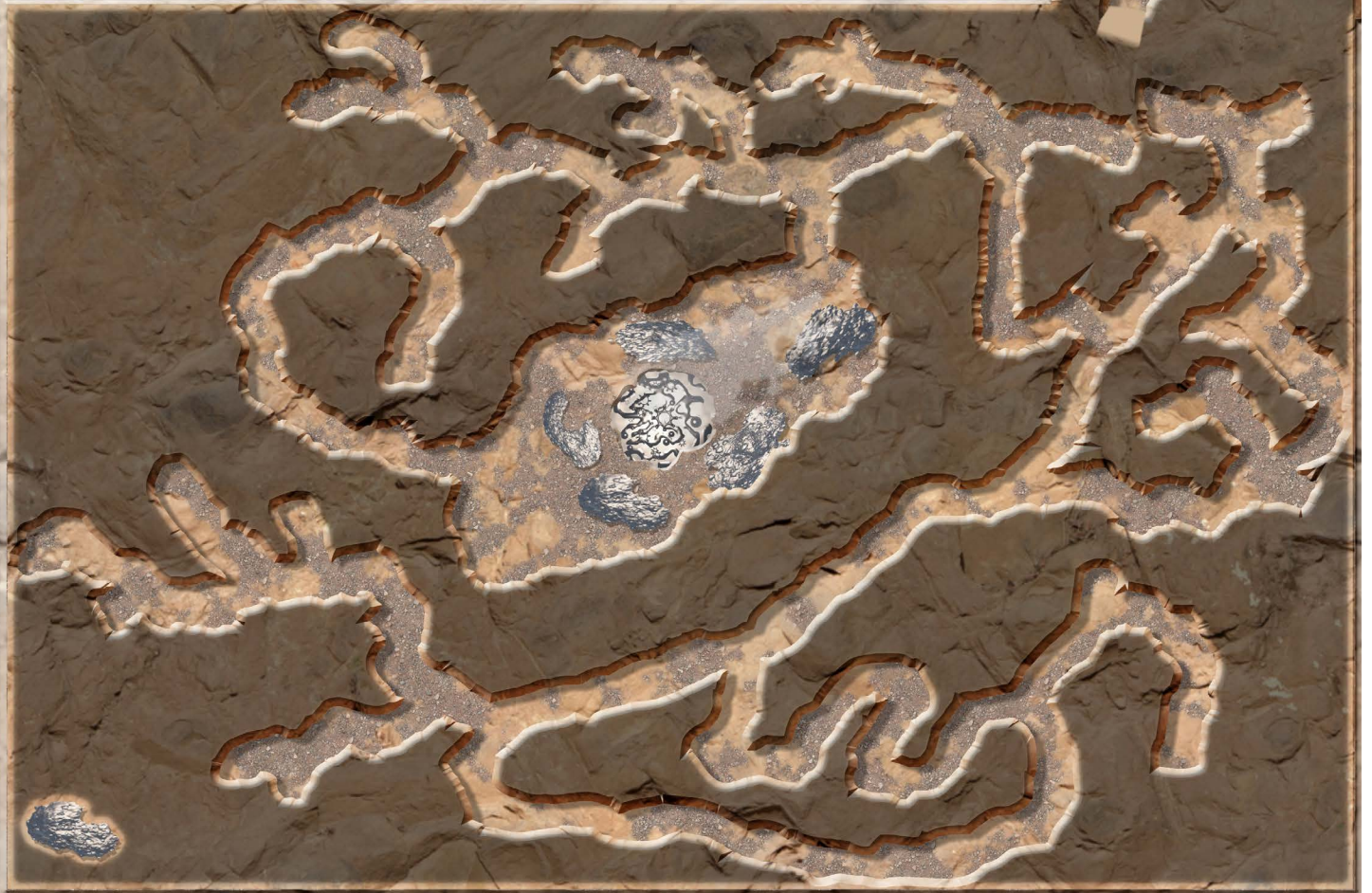
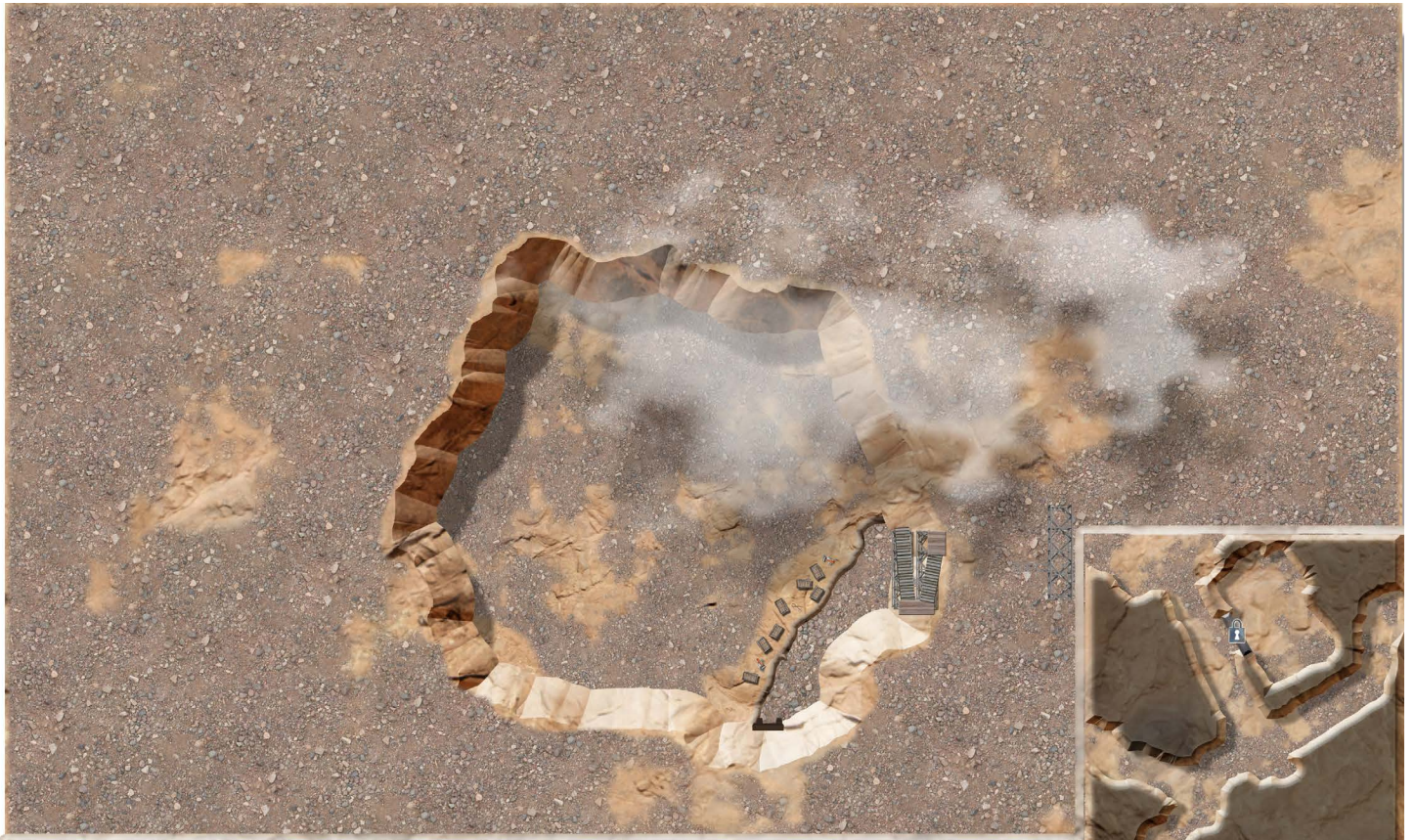


1 square = 10 ft.



1 square = 10 ft.





N. Calleen Cache



1 square = 10 ft.



A detailed map titled "N. Caileen Cache" is displayed on a dark, textured background. The map itself is a light-colored, irregularly shaped area with a grid overlay. It features a river flowing from the top left towards the bottom center, a small lake in the upper right, and a small settlement with several buildings in the lower right. A compass rose is located in the top left corner, and a scale bar indicates that 1 square equals 10 feet. The map is set against a dark, textured background.



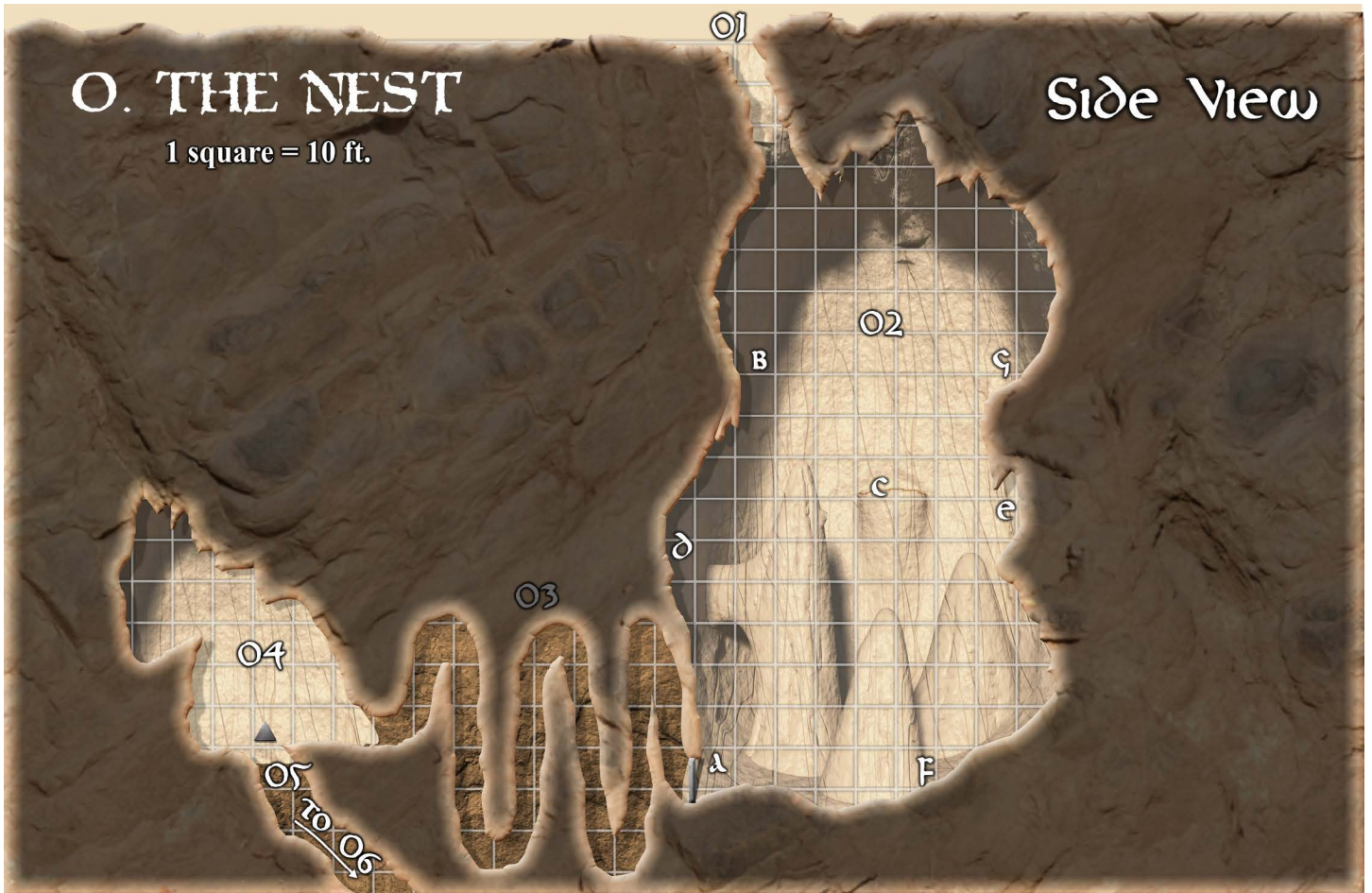
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O. THE NEST

1 square = 10 ft.

Side View



TOP VIEW

Opening to 01

natural arch

B

100'

A

02

20'

F

40'

95'

55'

50'

70'

C

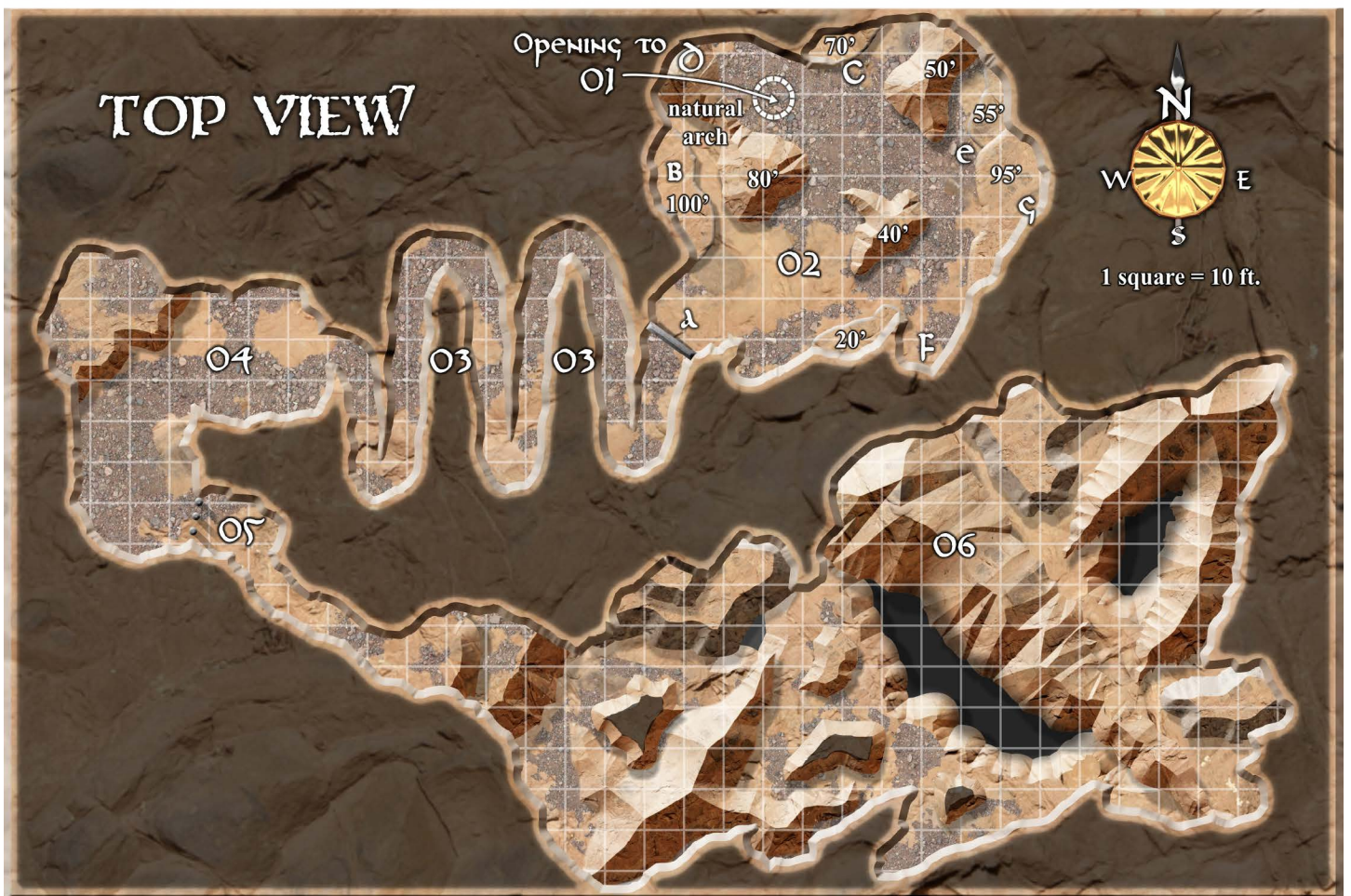
E

S

W

E

1 square = 10 ft.



O. THE NEST

1 square = 10 ft.



TOP VIEW



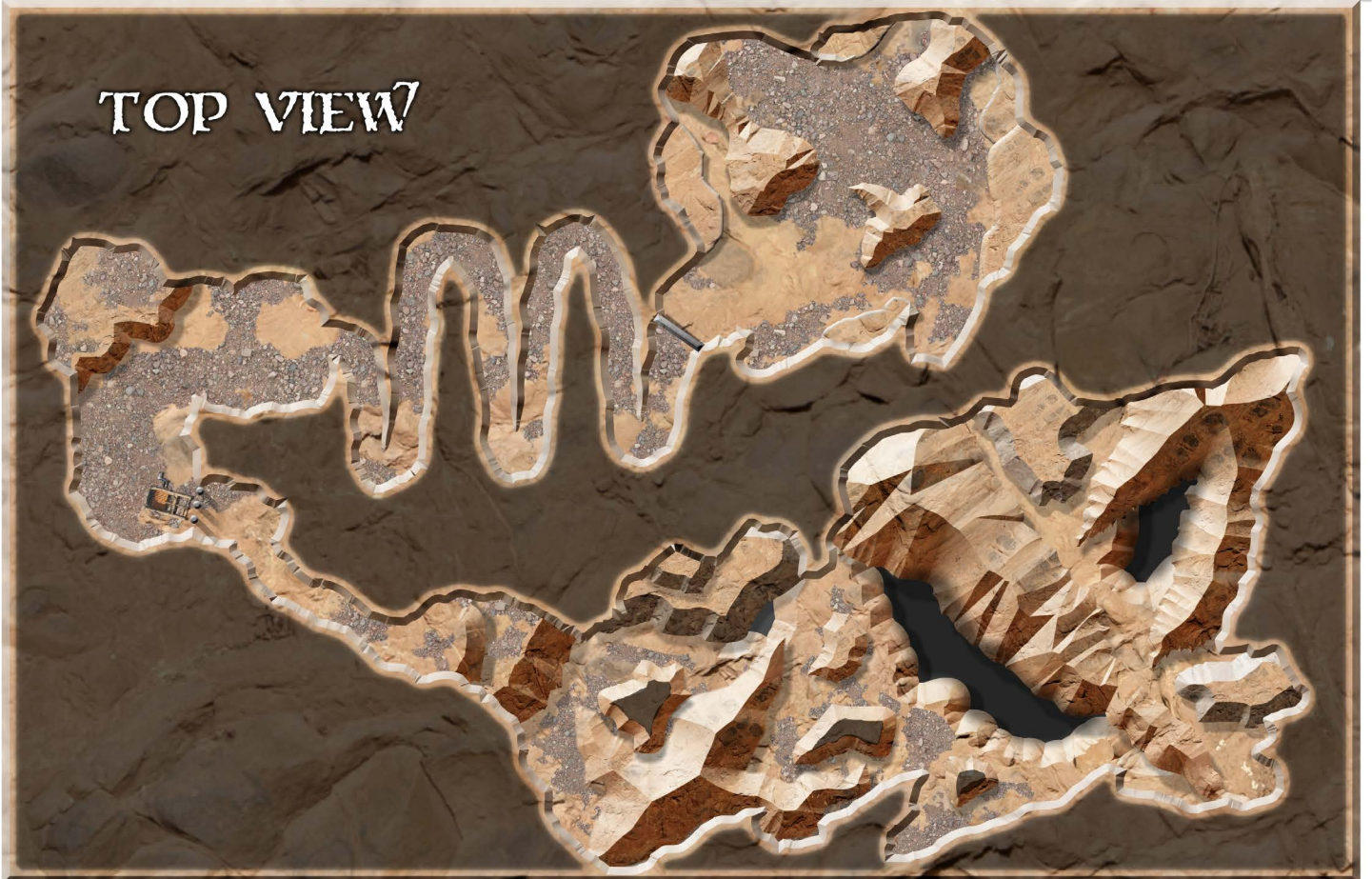
1 square = 10 ft.



Side View



TOP VIEW

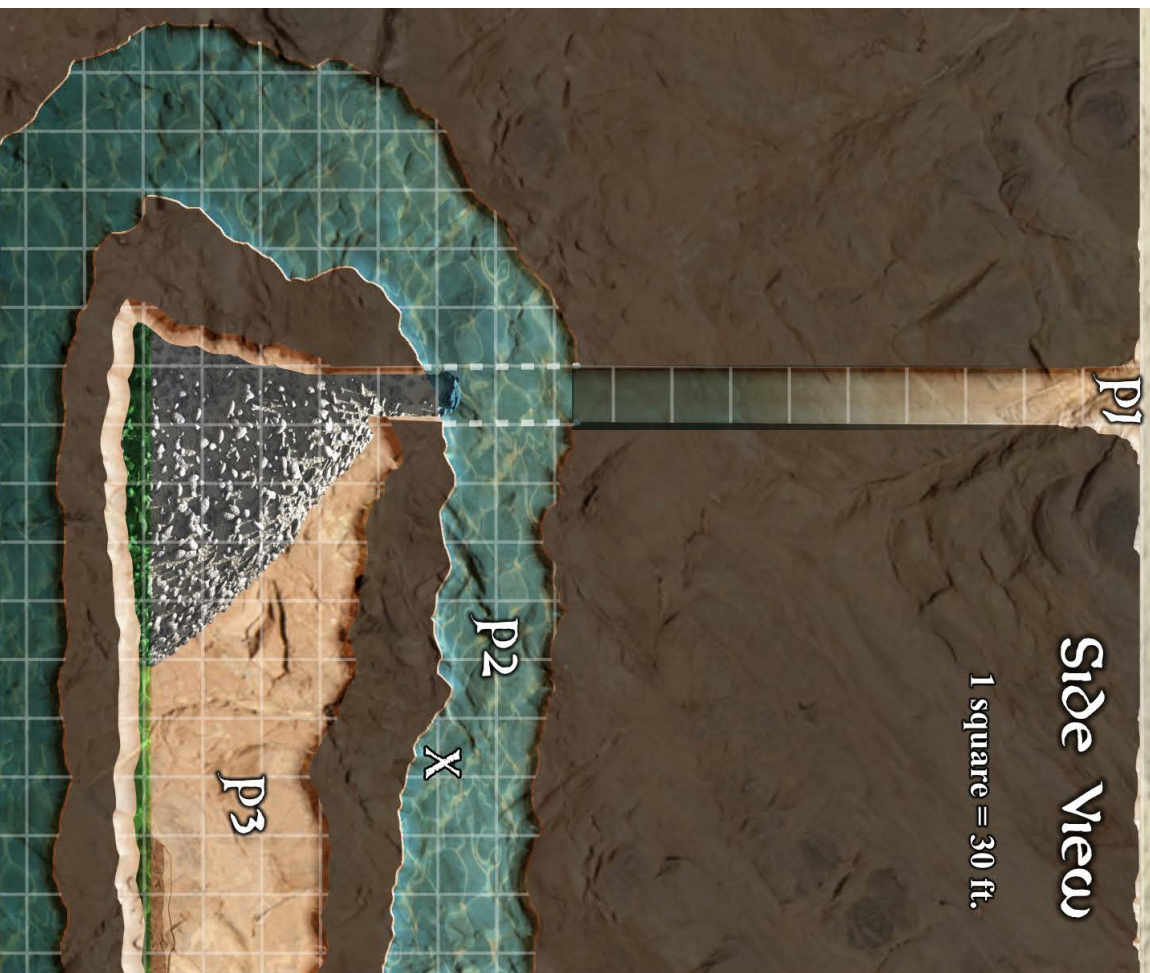


P. THE TRAVELERS TOMB

P1

Side View

1 square = 30 ft.



Top View

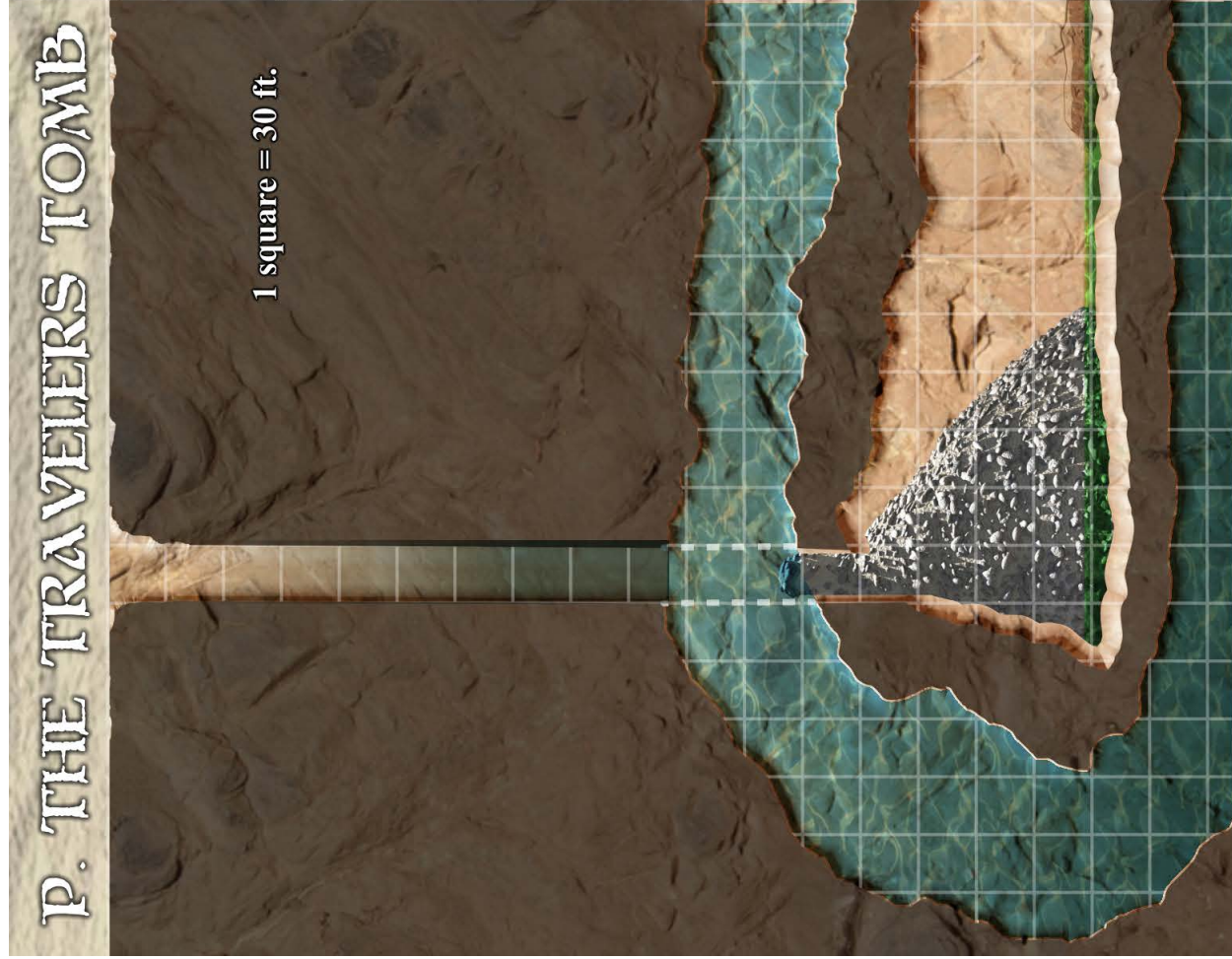
View

1 square = 30 ft.



P. THE TRAVELERS TOMB

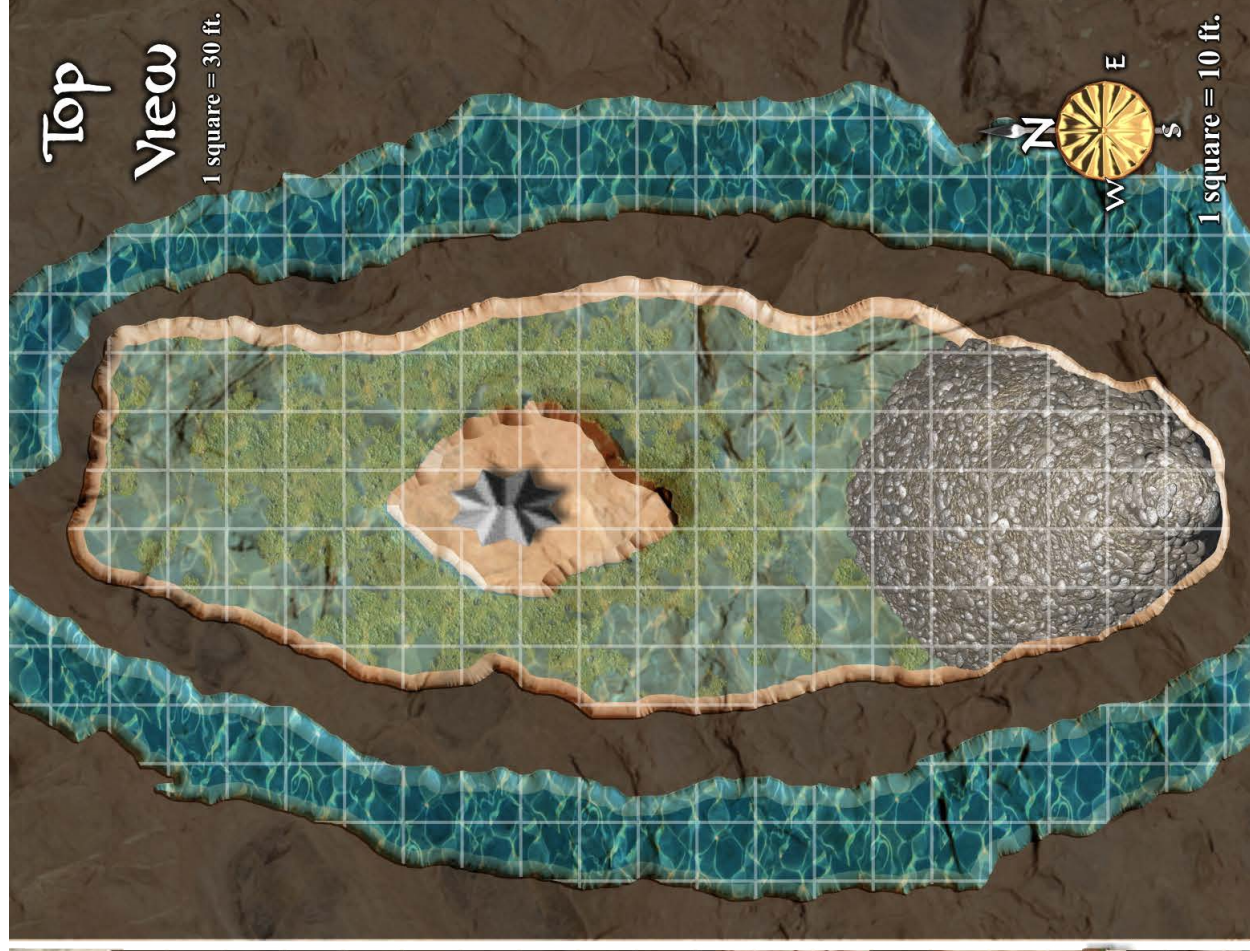
1 square = 30 ft.



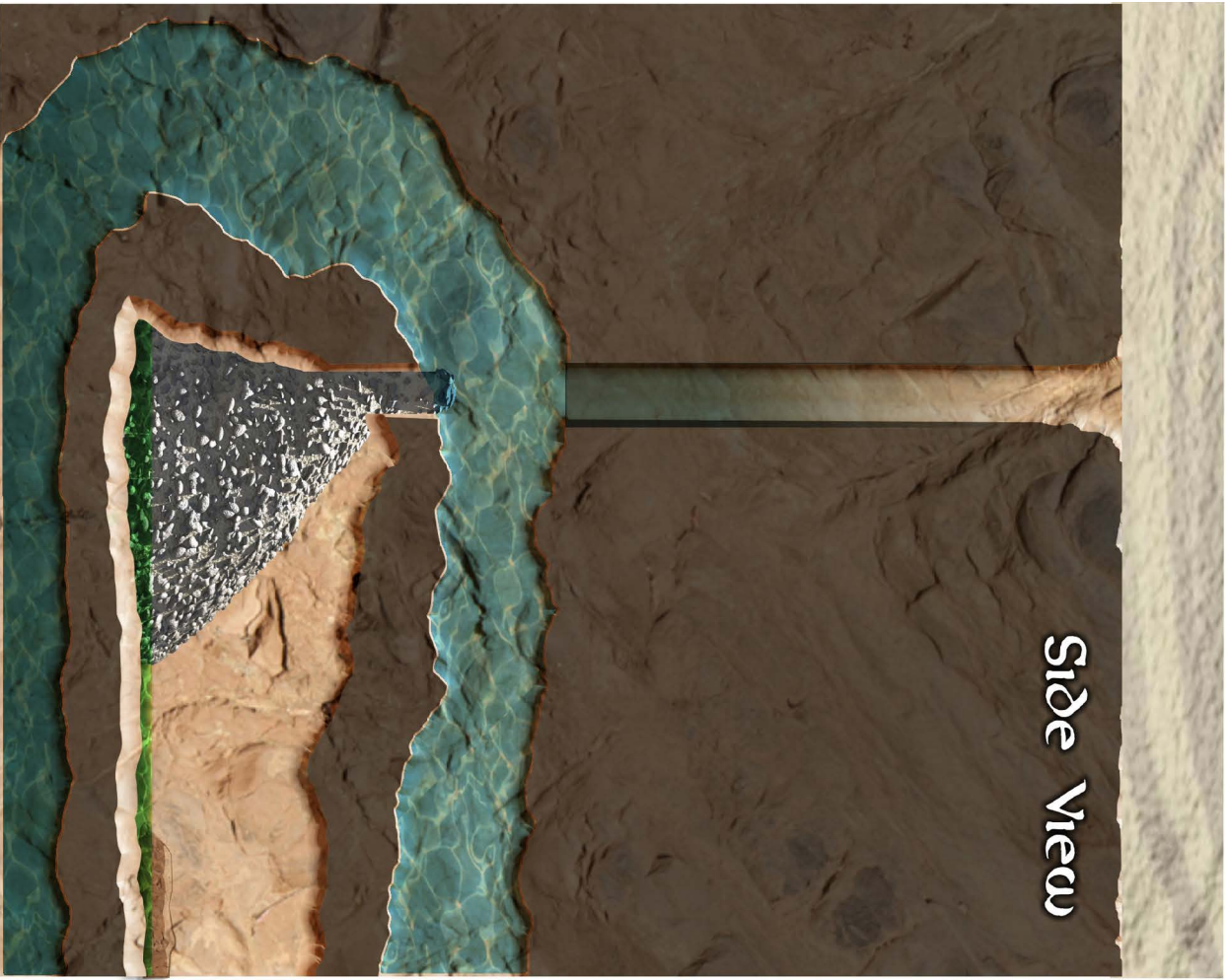
Top

View

1 square = 30 ft.



1 square = 10 ft.



Q. THE MOTHER LODE

Upper Tunnels



1 square = 10 ft.

Q1

Q2

Q3
Open
to
Below

Lower Tunnels

Q4 650 ft.

210 ft.
deep

Q7

Q6

Q5

Q3

Q8

 = dross

Q. THE MOTHER LODE

Upper Tunnels



1 square = 10 ft.

Lower Tunnels

