

**AEGIS
OF
EMPIRES**

AE6

**KNIGHT FALL IN
OLD CURGANTIUM
ART & MAP FOLIO**

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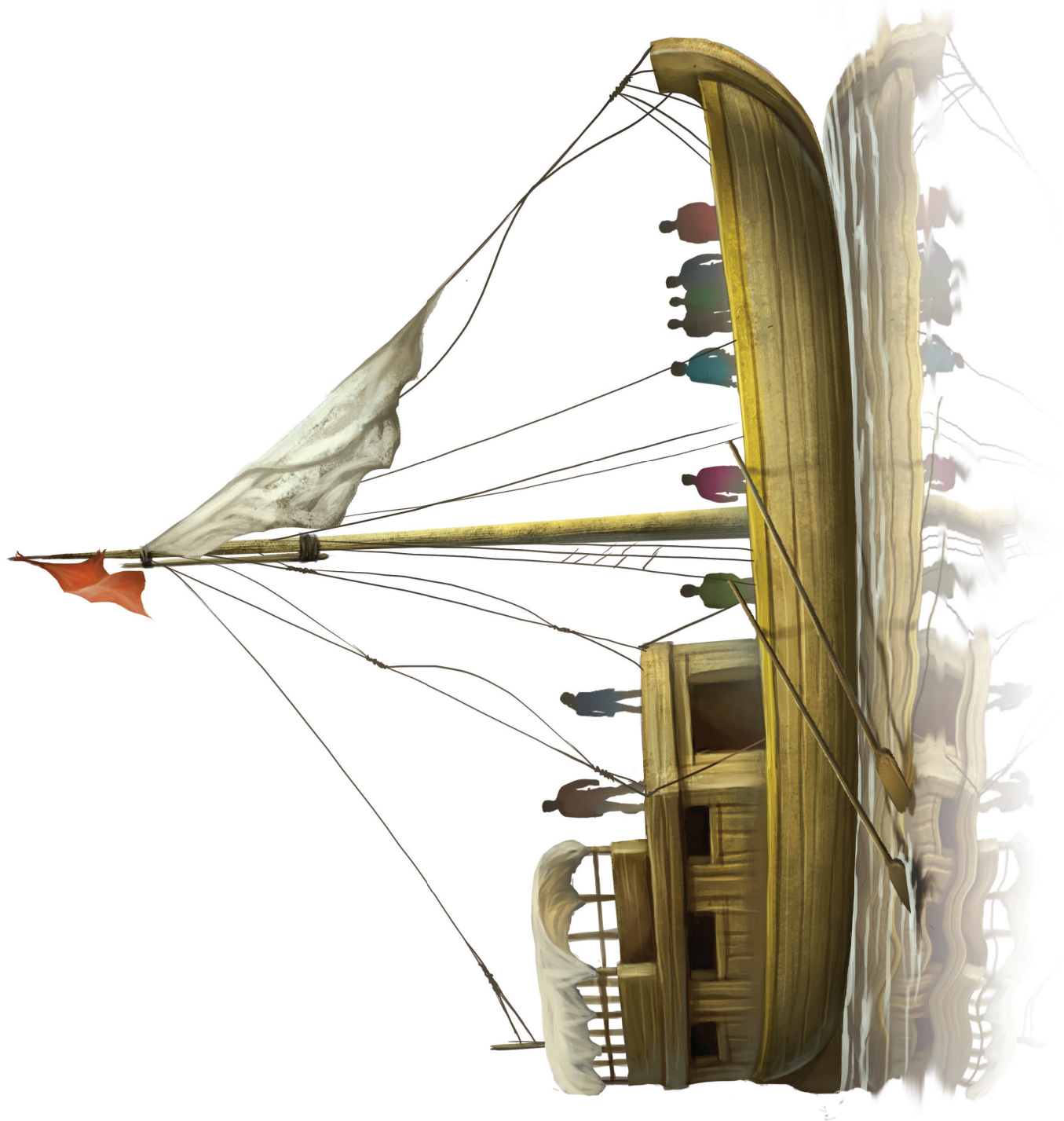
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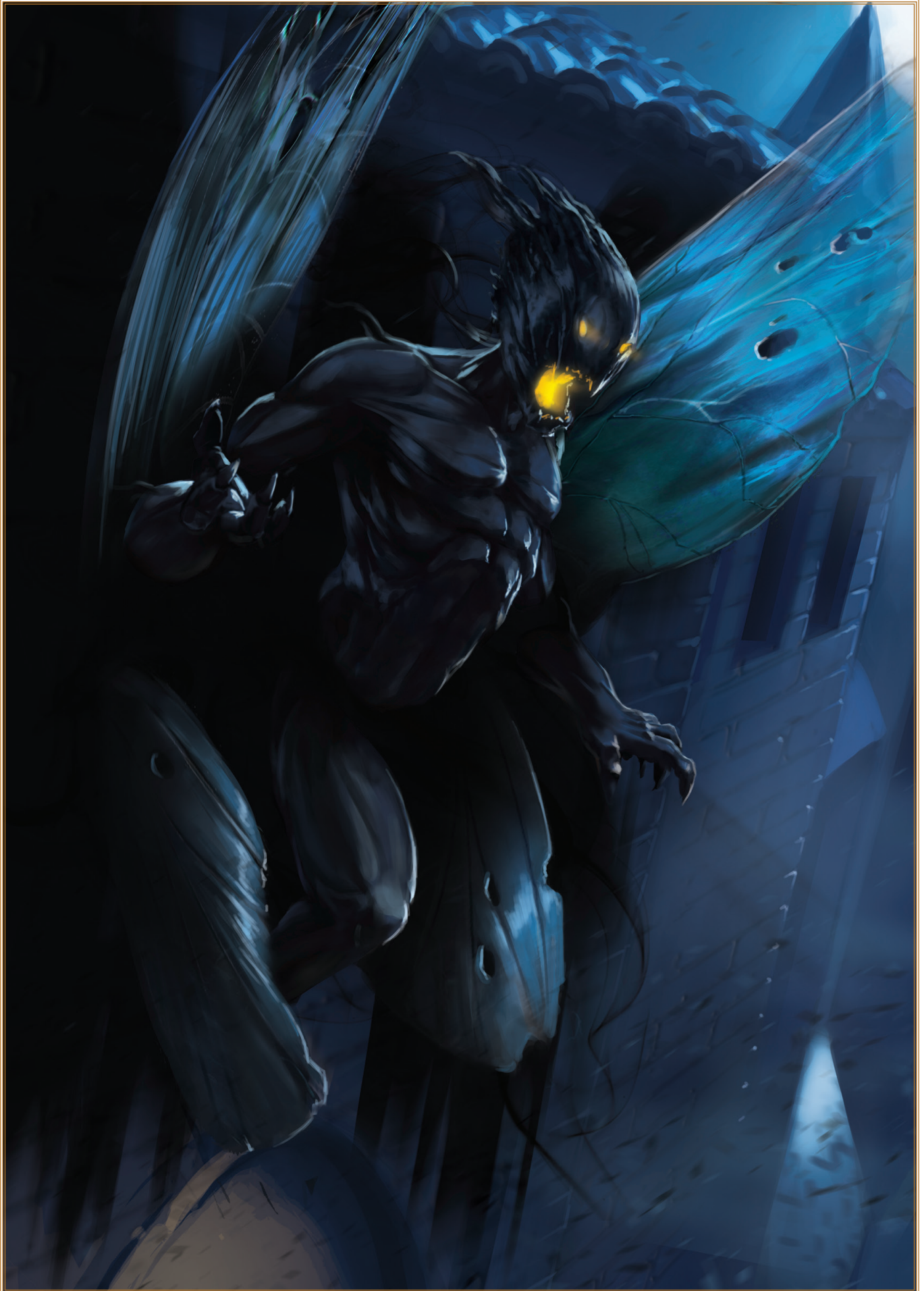






























The rubble path is marked with broken glass. Don't stray - there are many snakes!

Two alarms in entry - Banner & 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 Tourghais - half-elf male, magic robe covered in living eyes, powerful staff

Sir Axi de Homme of Troye - assassin 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 Axi - 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

talard, dragonne companion - Malcolm

Lady Elgierlid Daltroix of Cantellburgh - Foerdewaith female; spellcaster and puissant warrior, distinctive red

hair with silver streak, adamantite breastplate bearing the Swan of Daltroix, dancing sword

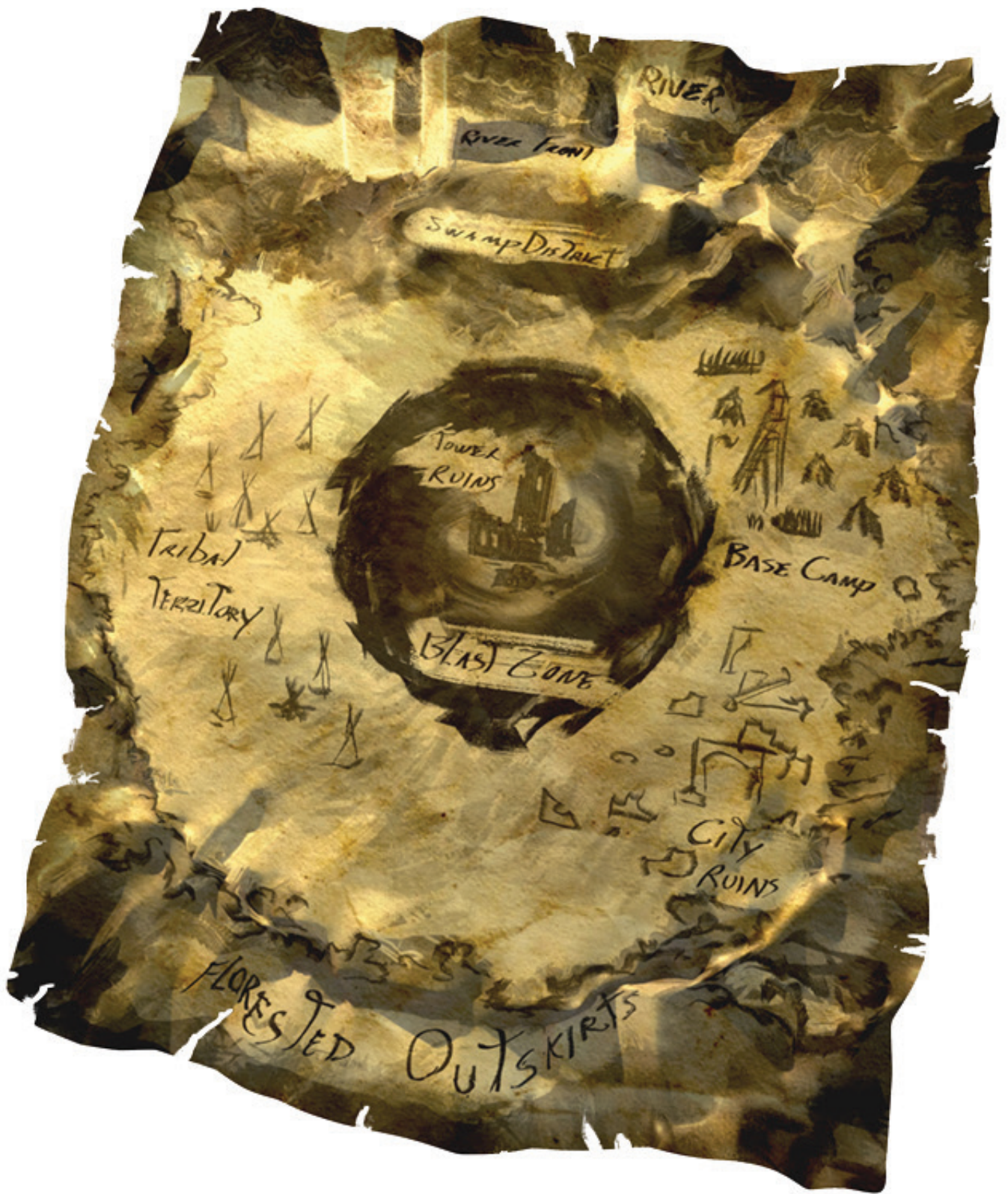
Sir Ernst Braanak of Vermis - Jeldring male; heavily scarred, blond hair and beard

Sir Urutus 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 talard with Throne of

Quell, electricity sea-fork

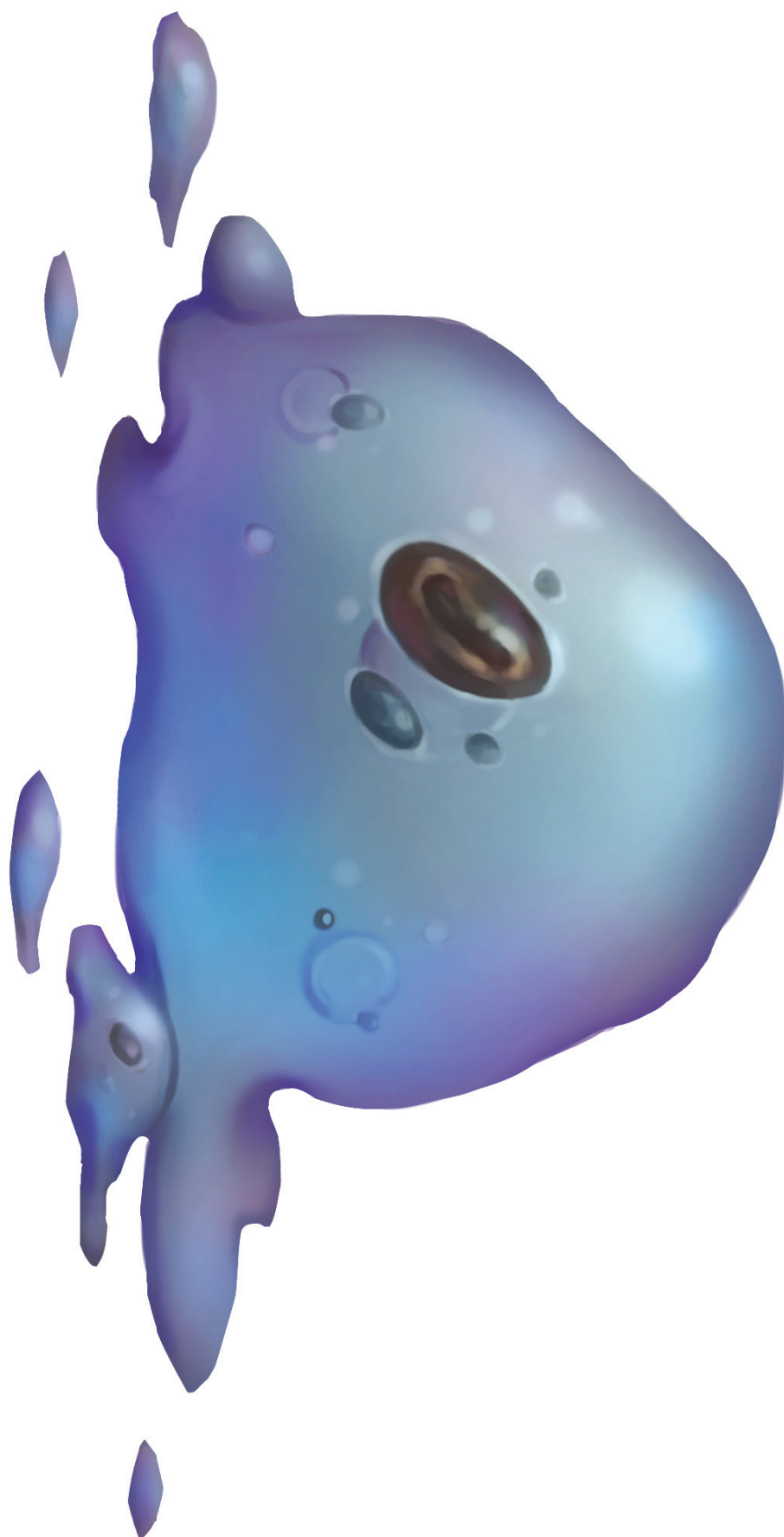


In the Year of the Emperor 681 did the Huns of the Great Steppes enter into civil war amongst their own numberless clans.

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. Dolemarck Corbillus 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

GREAT AMRIN RIVER

RIVERFRONT

SWAMP
DISTRICT

TRIBAL TERRITORY

BLAST ZONE

CITY RUINS

G-H

C

D

F

B

I

A

1 MILE



OLD CURGANTIUM



1 MILE



B. BASE CAMP



1 SQ. = 5 FT.

B. BASE CAMP



1 SQ. = 5 FT.



C. LOST LIBRARY



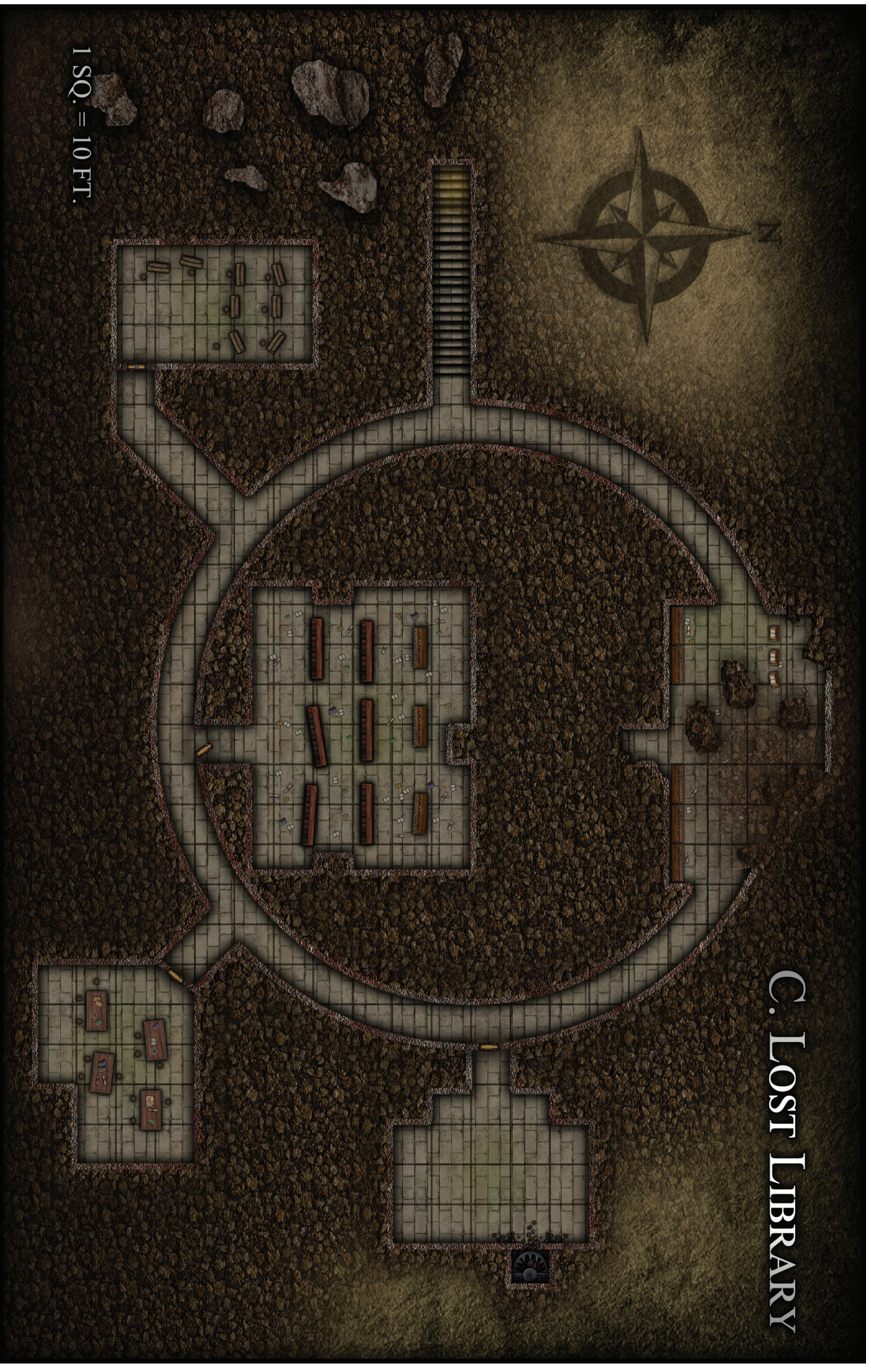
TO
C1

C2



1 SQ. = 10 FT.

C. LOST LIBRARY



1 SQ. = 10 FT.



D. ANCIENT CATACOMBS (GROUND LEVEL)



1 SQ. = 10 FT.

D. ANCIENT CATACOMBS

(GROUND LEVEL)







D. ANCIENT CATACOMBS (LOWER LEVEL)

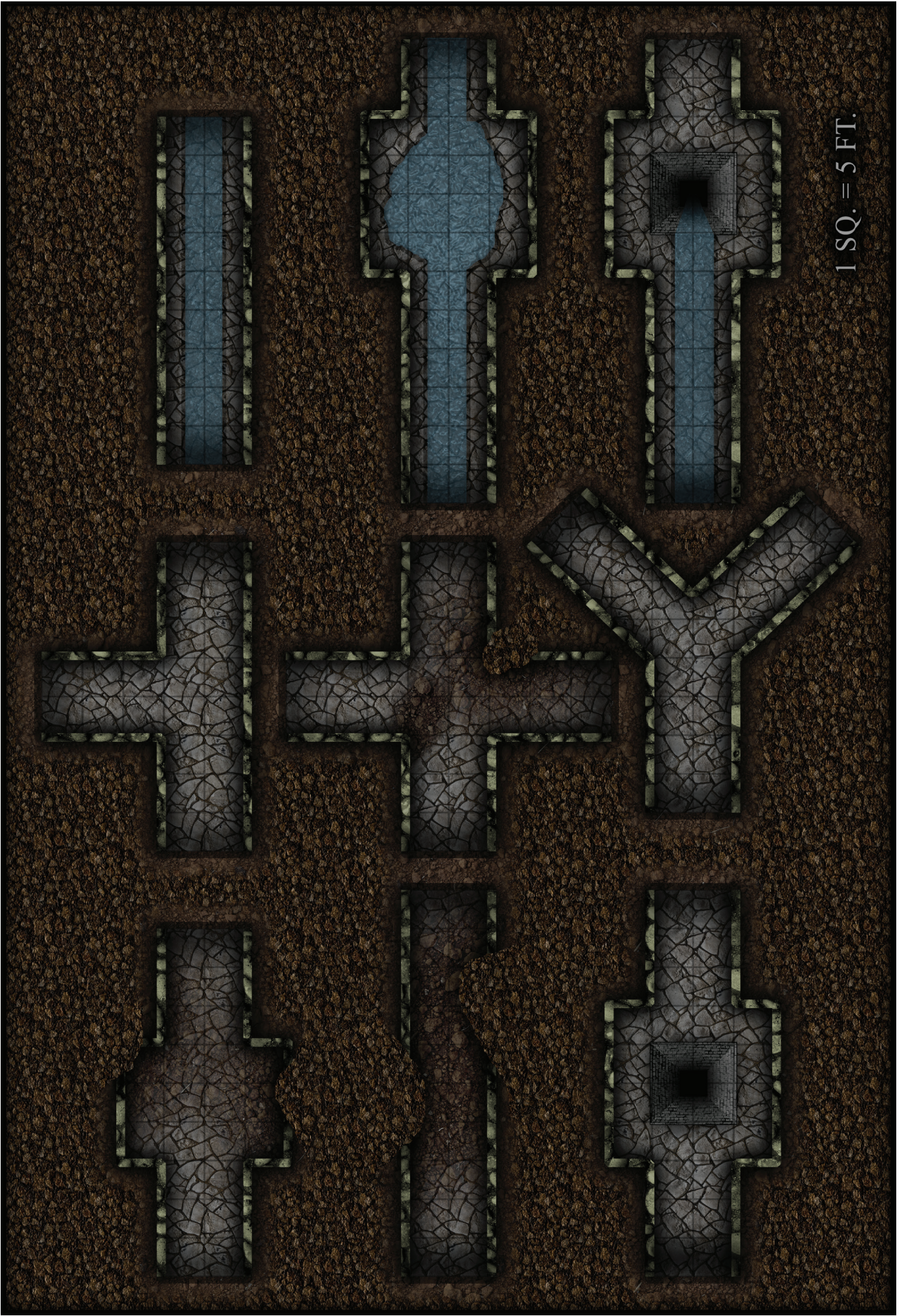
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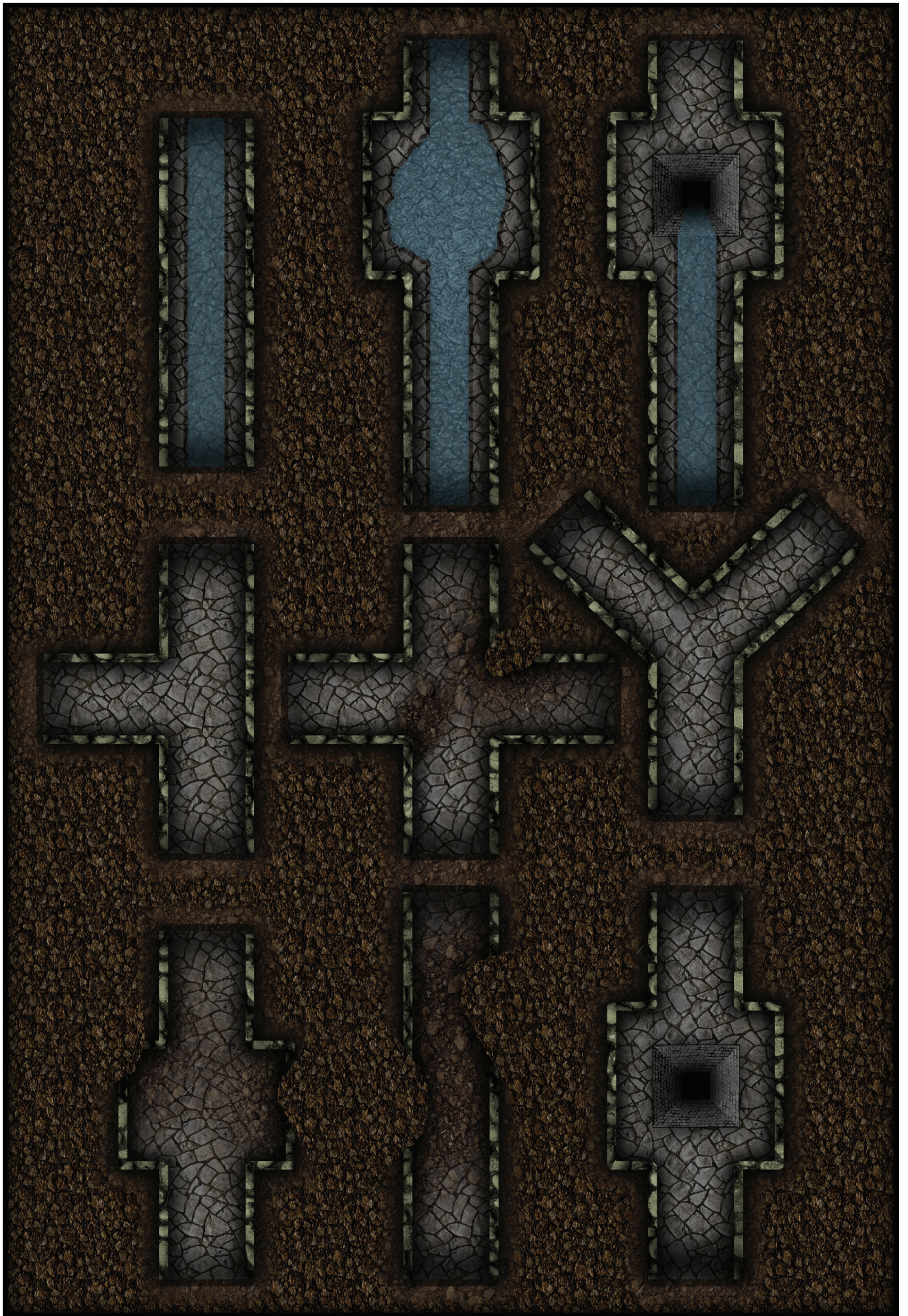


D. ANCIENT CATACOMBS (LOWER LEVEL)



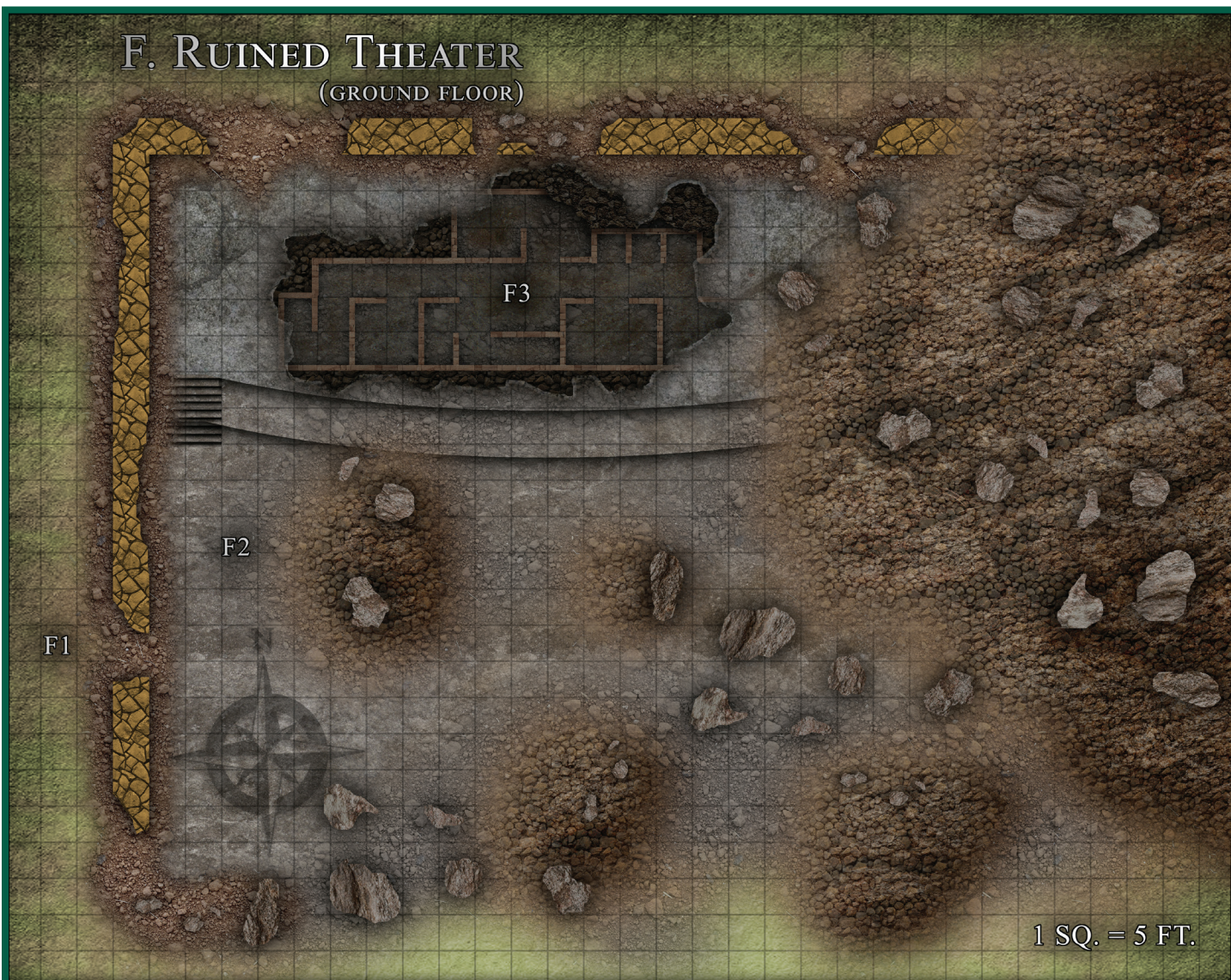


1 SQ. = 5 FT.



F. RUINED THEATER

(GROUND FLOOR)



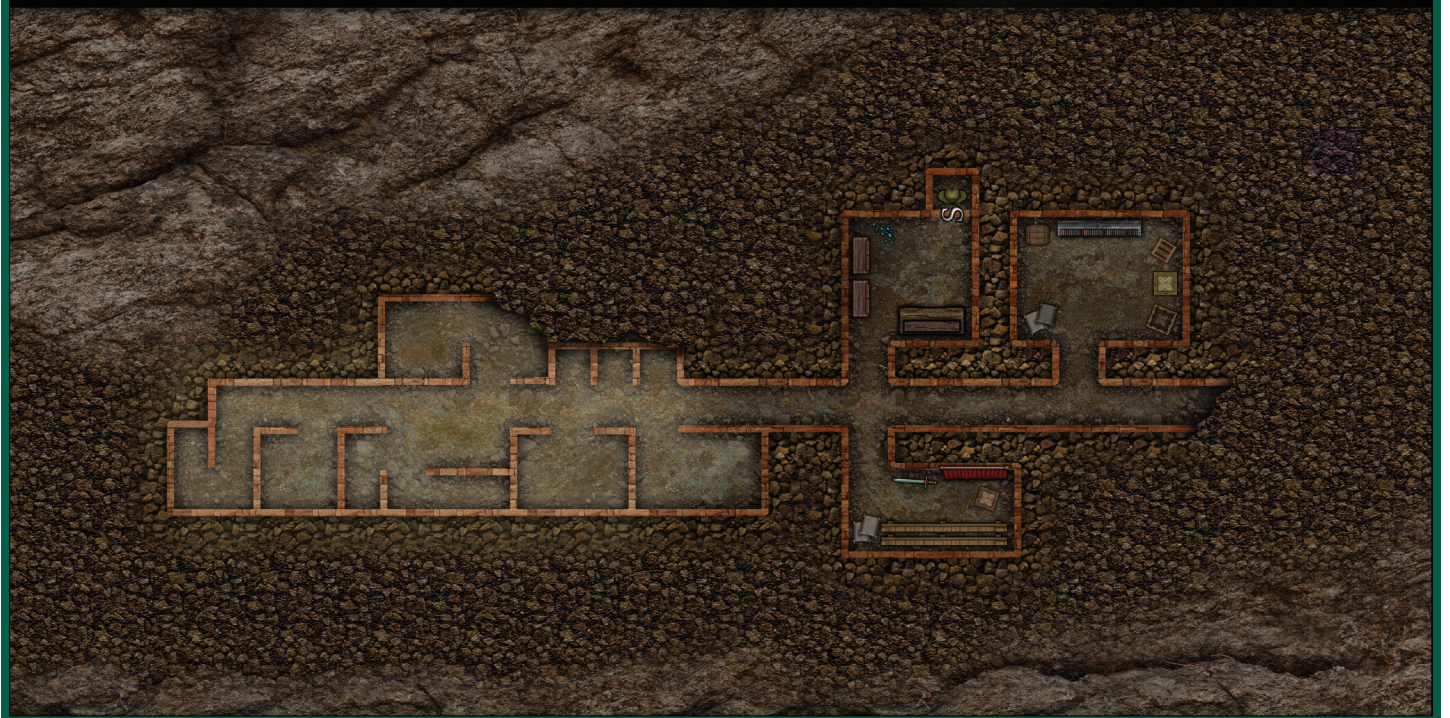
F. RUINED THEATER

(GROUND FLOOR)



(SUBFLOOR)







G. Tower of Oerson

Sublevel One



1 square = 10 ft.

melted glass

G1

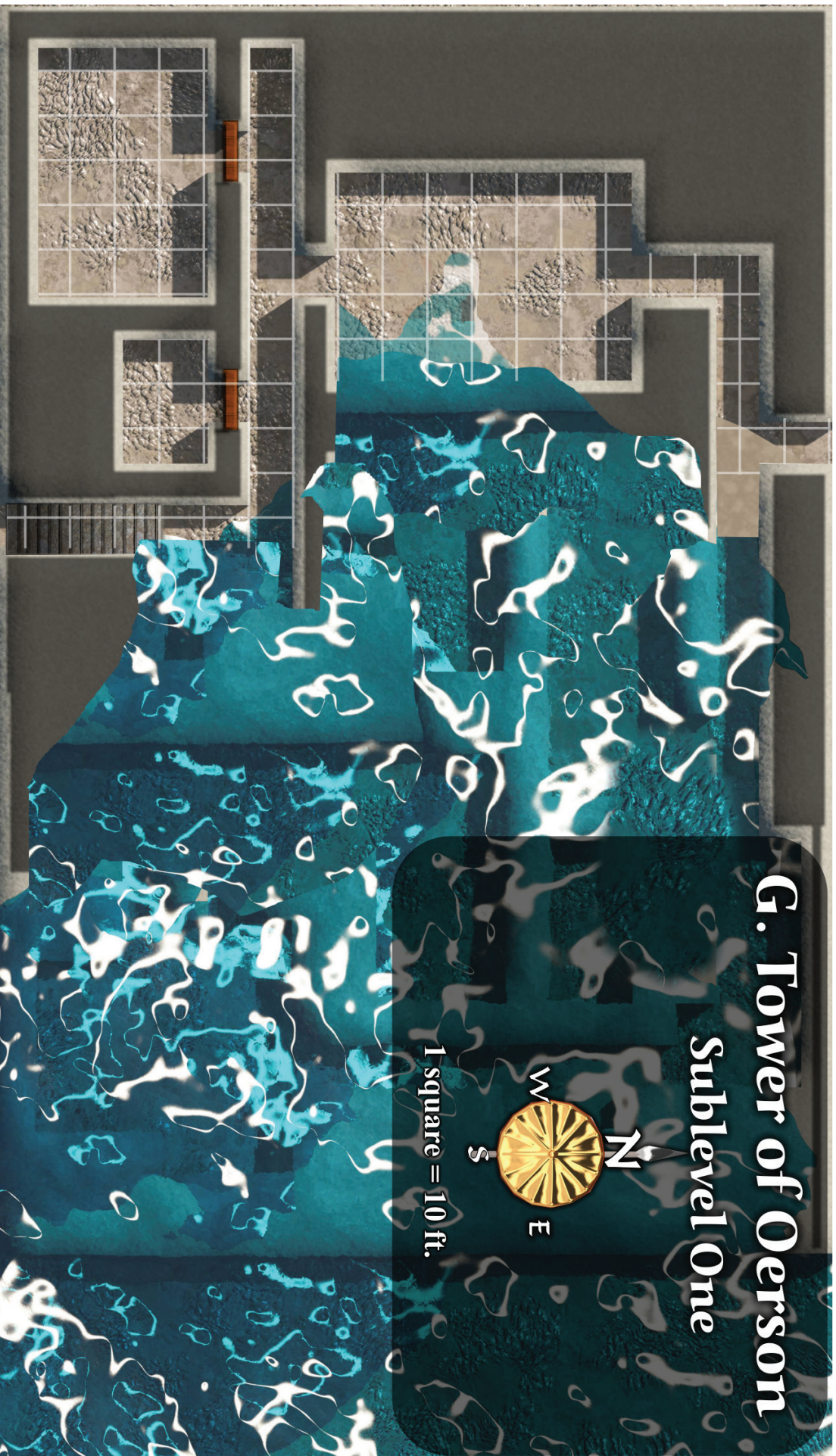
G3

G2

G6

G5

G4



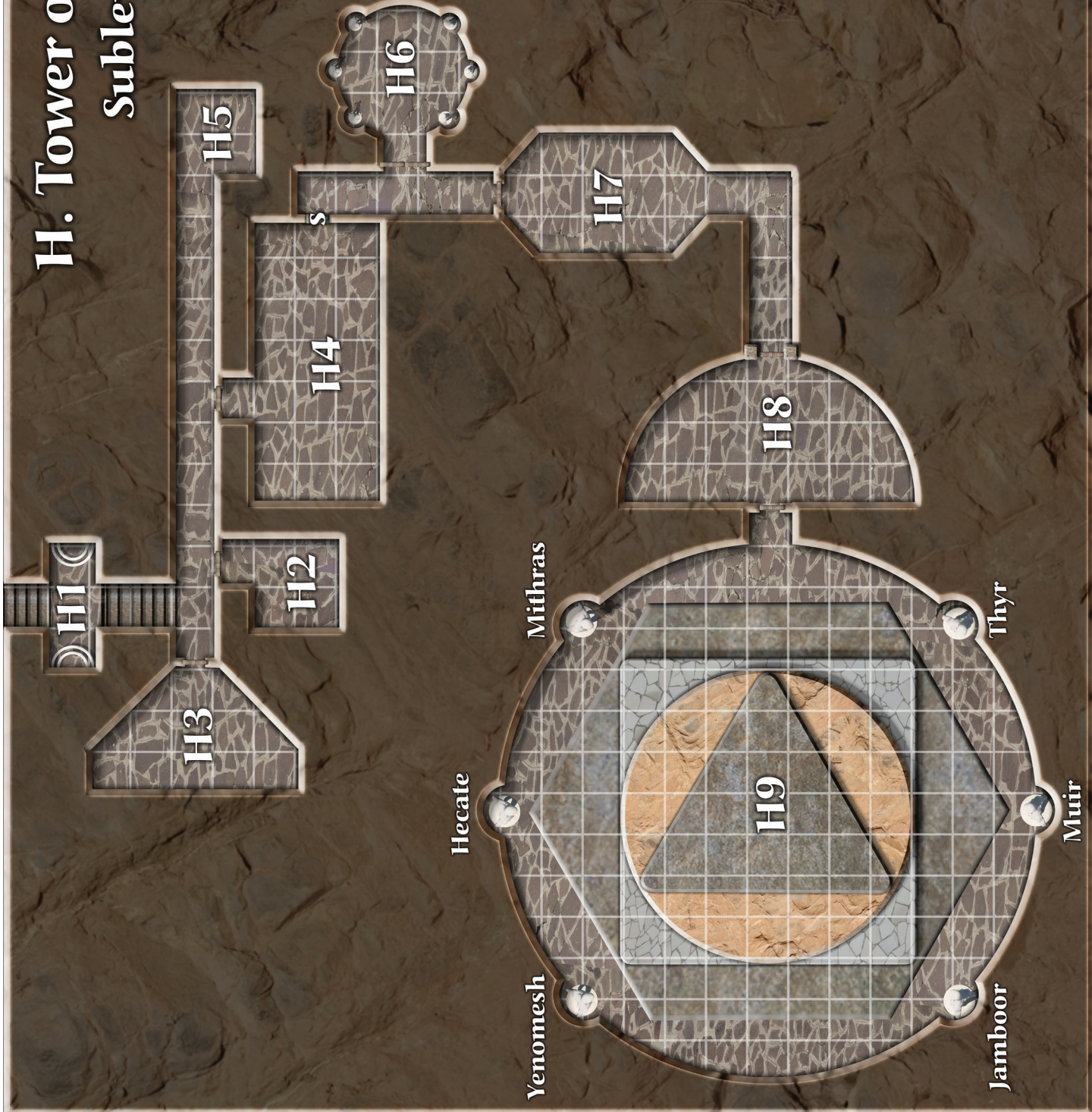


H. Tower of Oerson

Sublevel Two



1 square = 10 ft.



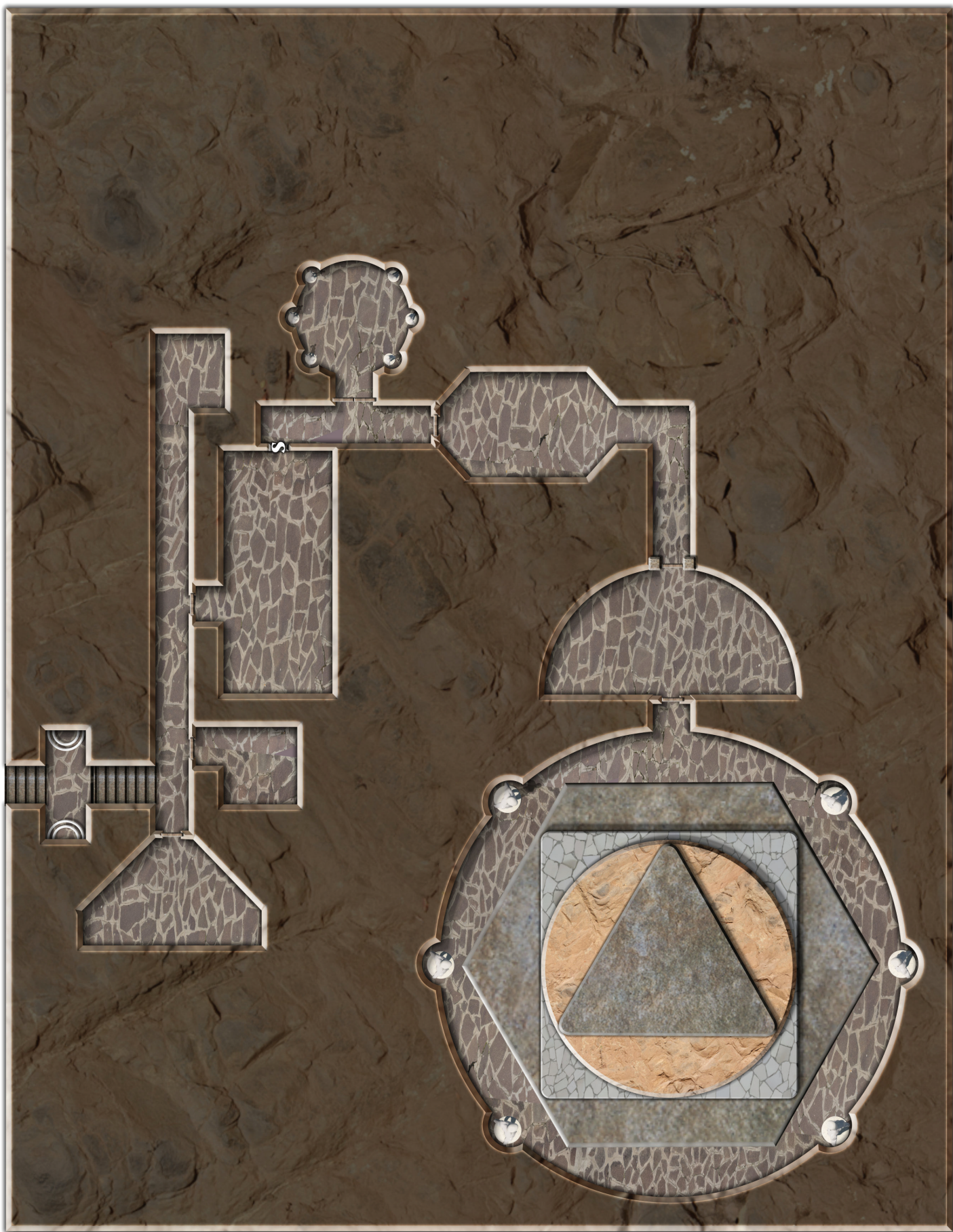
H. Tower of Oerson

Sublevel Two



1 square = 10 ft.





I. TUNNELS OF THE UNDERGUILD

1 SQ. = 5 FT.



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1 SQ. = 5 FT.



