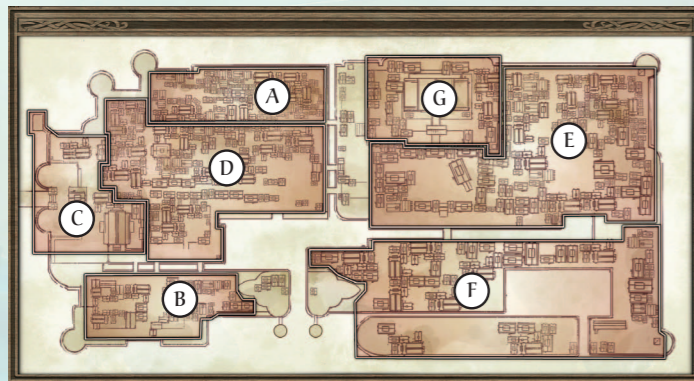


# lake-town



- A. Artisans' district
- B. Elven quarter
- C. Gatehouse and bridge defences
- D. Merchants' district
- E. Residential district
- F. Shipyards' district
- G. Town Hall's quarter

- 1. Bowmen's Guild-hall
- 2. Bridge Street
- 3. Butchers' Quay
- 4. Gaol
- 5. Gatehouse
- 6. Glittering Gate
- 7. Granaries and Warehouses
- 8. Guard barracks
- 9. Hospital
- 10. Market-pool
- 11. Market square
- 12. Merchants' Guild-hall
- 13. River trade Tollhouse
- 14. Street of bowyers and fletchers
- 15. Tollhouse
- 16. Town-hall
- 17. Town watch barracks
- 18. Water-gate

wilderland



- Easy
- Moderate
- Hard
- Severe
- Daunting
- Impassable
- Free Lands
- Border Lands
- Wild Lands
- Shadow Lands
- Dark Lands

