

Sasserine



- Avatar's House
- A1 Water's Guildhall
- A2 Anne's Cathedral
- A3 Loran Manor
- A4 Dredger's Guildhall
- A5 Hill of Honor
- A6 East Market
- Champion's District
- R19 Lorchester Manor
- R20 Zeller's Hill
- R21 Sasserine Arena
- R22 House of Lord
- R23 North Market
- R24 Scarle's Embassy
- R25 Foreston Manor
- Cudgel District
- C1 Low Market
- C2 Church of the Whirling Fury
- C3 Shrine of St. Gorbun
- C4 Shipwright's Guildhall
- C5 West Market
- C6 Fisker's Hill Manor
- C7 House of Wicks
- Merchant District
- F1 Harbor Market
- F2 Temple of Abalangan
- F3 Merchant's Guildhall
- F4 Smith's Guildhall
- F5 Araban Manor
- F6 Sashan's House
- F7 Alchemist's Guildhall
- F8 Vanderborn Manor
- F9 Tervent Academy
- Shadowsbar
- W1 Shrine of St. Worgul
- W2 Dredger's Manor
- W3 Sasserine Opera House
- W4 House of the Dragon
- W5 Tahn Manor
- W6 Cartographer's Guildhall
- W7 Temple of Weyl's
- W8 Ancestor Island
- Shadowsbar
- C1 Shrine of St. Worgul
- C2 Dredger's Manor
- C3 Amadi's Trading Concern
- C4 Shipwright's Guildhall
- Sunrise
- H1 Thunder River Lumber
- H2 Historical Guild
- H3 Landowner's Hill
- H4 Dawn Market
- H5 Newclan Manor
- H6 Downhouse
- H7 Standing Stone Park



Scuttlecove

0 200
feet



- 1. Scuttlecove Palace
- 2. Parts Is Parts
- 3. Skindancer Academy
- 4. Kedward Bone's Tower
- 5. The Tall House
- 6. Scuttlecove Orphanage
- 7. The Minting House
- 8. The Deacon's Aria
- 9. The Rattlebox
- 10. The Birdcage
- 11. Scuttlecove Arena
- 12. Plaza of Hanging Ruin
- 13. The Mausoleum
- 14. Porphyry House
- 15. The Rusty Shunt
- 16. Monastery of Dire Hunger
- 17. Eralakni's Emporium
- 18. Red Foam Whaling
- 19. The Violated Ogre
- 20. House of the Black Rider

*The Sea
Hyvern*



Savage Tide

The Isle of Dread

Imposing cliffs and gigantic avians ward most ships away from the northern coasts.

Strange fires often flicker deep within this swamp.

Rumor and fear shrouds the central mesa.

These reefs are particularly dangerous and should be avoided.

Abandoned buildings can be seen along this island's coast. They don't look Olman.

Nothing made the wall's purpose more apparent than venturing beyond it.

Farshore





ISLE OF DREAD