









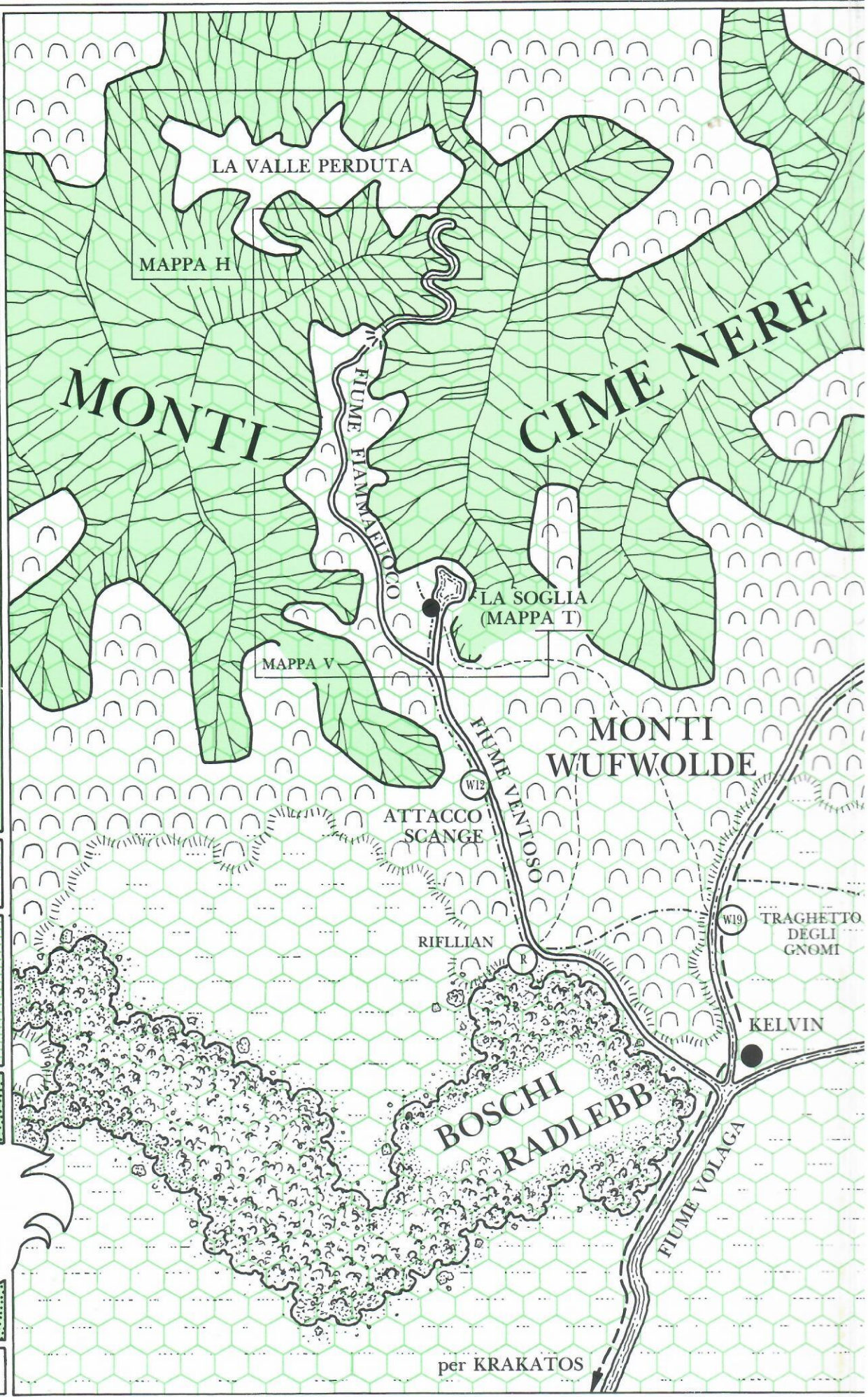


LEGENDA

-  STRADA PRINCIPALE
-  STRADA SECONDARIA
-  SENTIERO
-  PISTA
-  FIUME
-  PIANURA
-  COLLINE
-  SCARPATA
-  FORESTA
-  MONTAGNA

1 esagono = 5 Km



per SELENICA

KARAMEIKOS ORIENTALE

MAPPA K

FIUME SHUTTURGA

FIUME VOLAGA

MINIERA D'ORO

XITAQA (MAPPA X)

TANA DEI LUPI

TOMBE SUL CRINALE

CAMPO DELL'ANELLO D'ACCIAIO

TRAGHETTO DI MISHA

SIELO

ILYAKANA

CHERKASS

HOKOL

SUKISKYN

(PIANTA S)

SCENA DI BATTAGLIA

FIUME SYEREB

SEGENYEV

ISOLA DEI SOGNI PERDUTI

COVO GOBLIN VIPERE

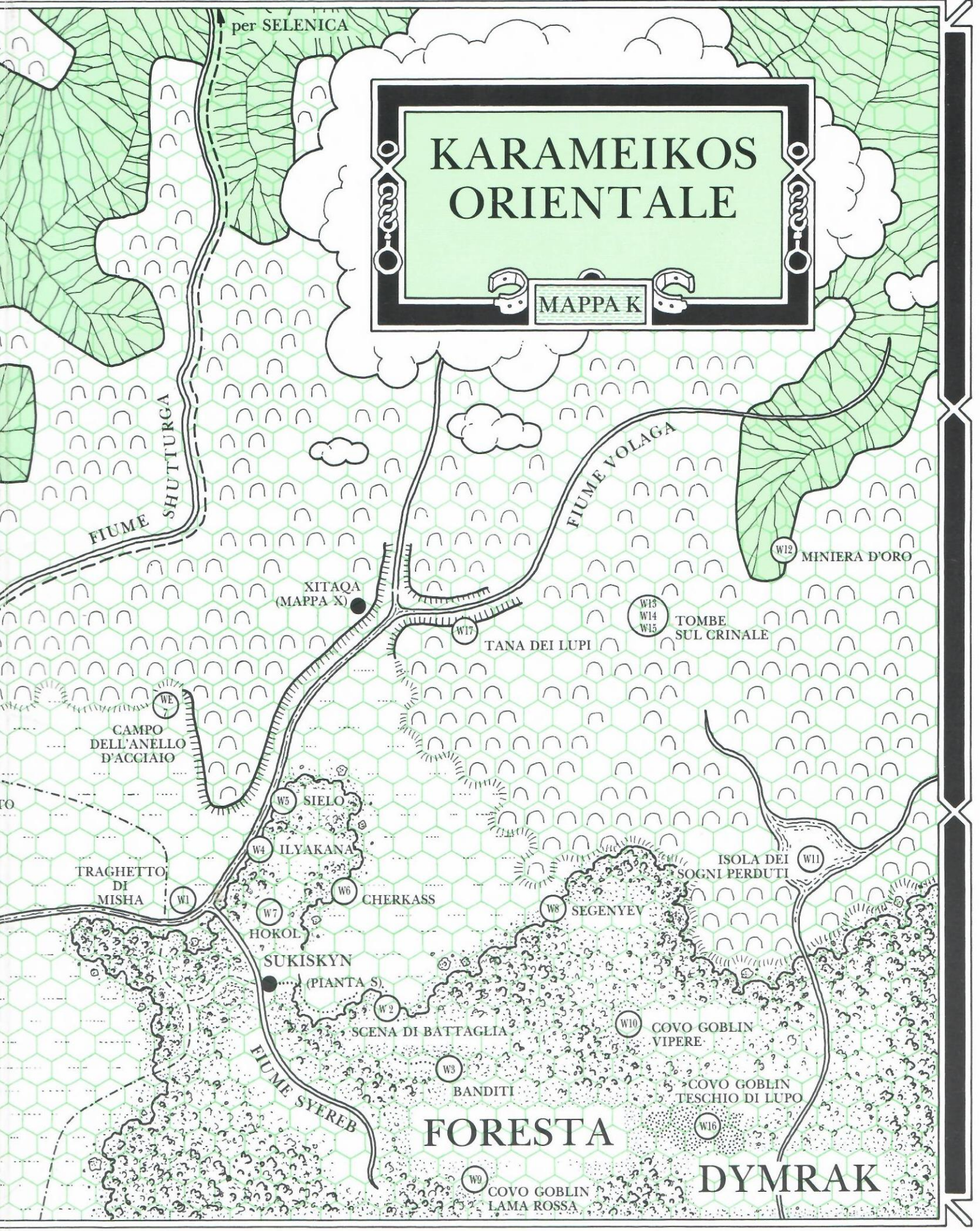
BANDITI

COVO GOBLIN TESCHIO DI LUPO

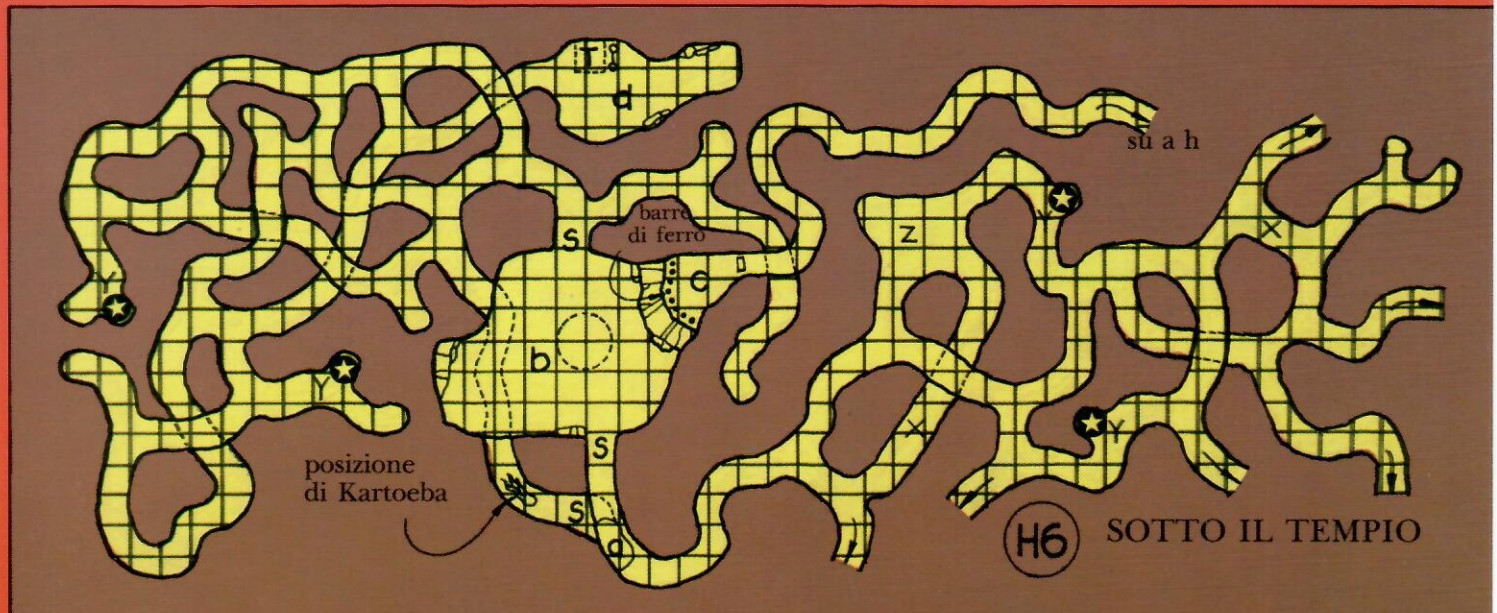
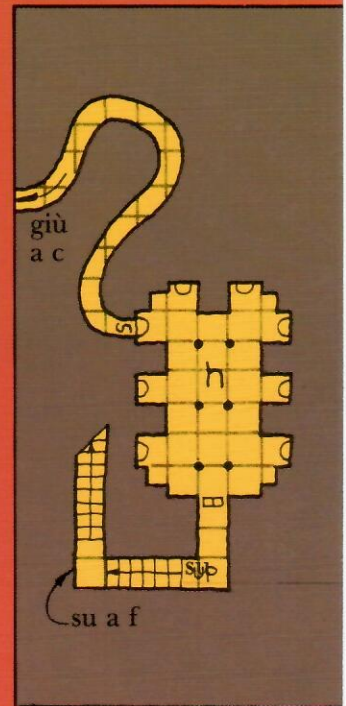
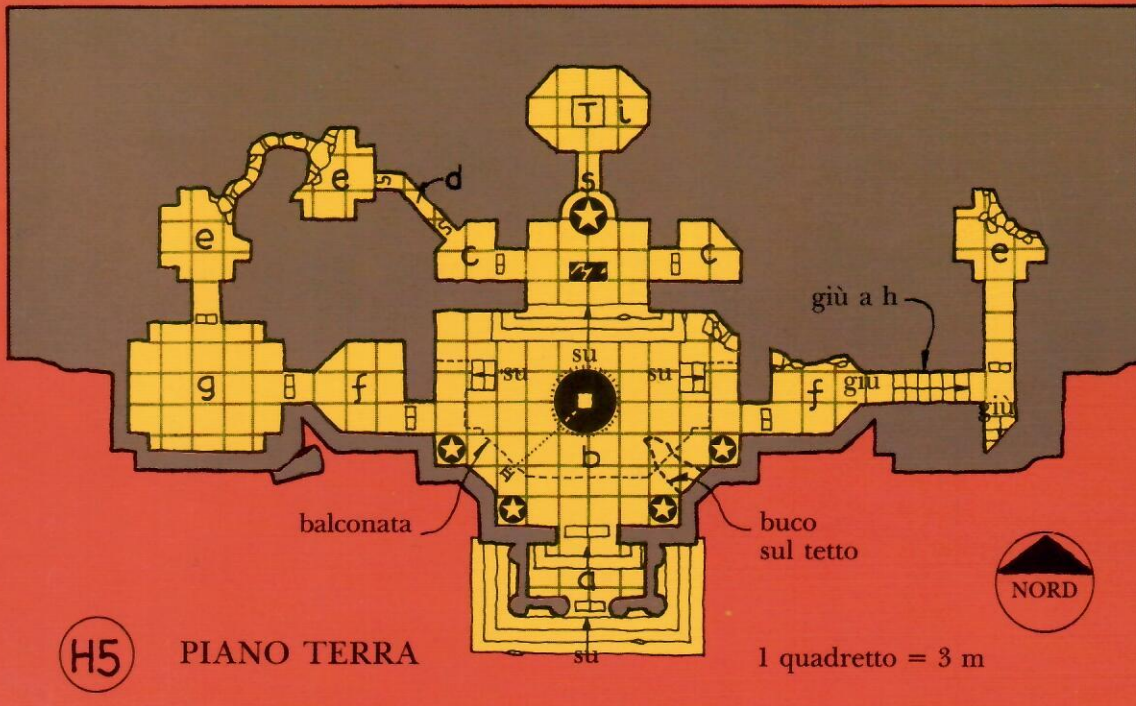
FORESTA

COVO GOBLIN LAMA ROSSA

DYMRAC

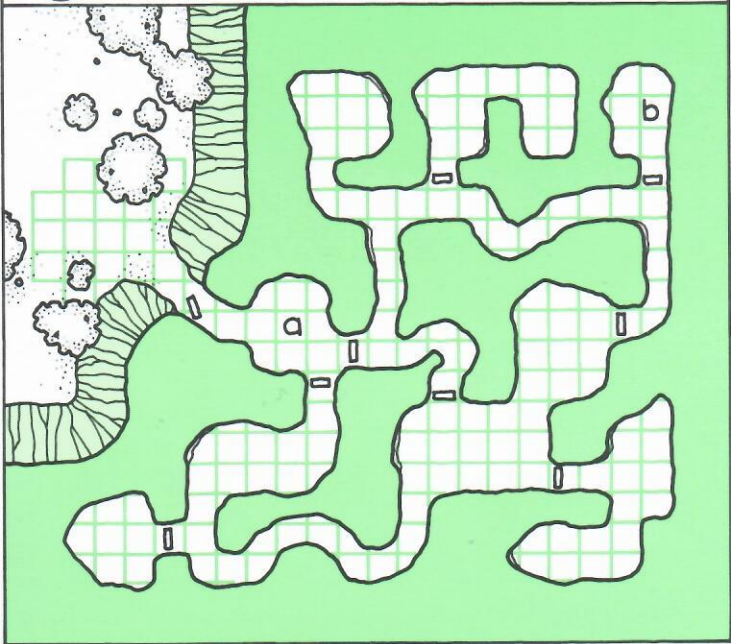


IL TEMPIO DI PFLARR



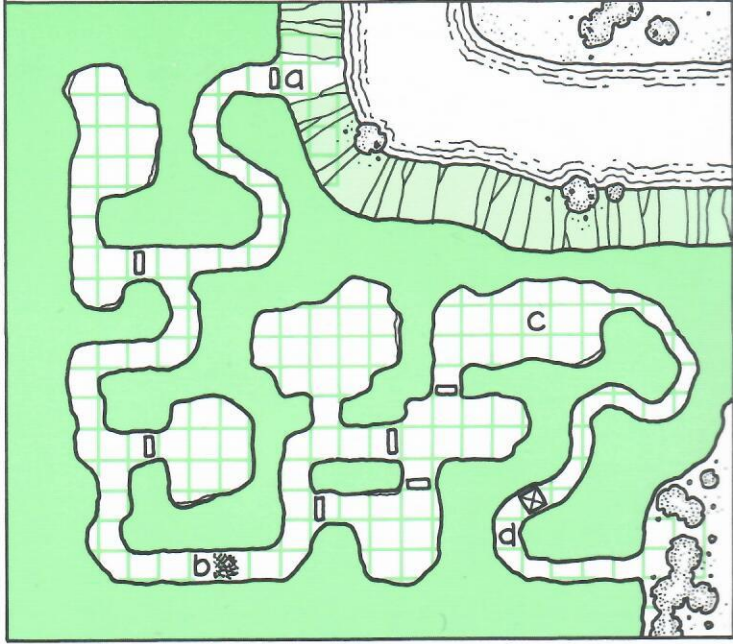
W9 COVO GOBLIN LAMA ROSSA

1 quadretto = 3 m

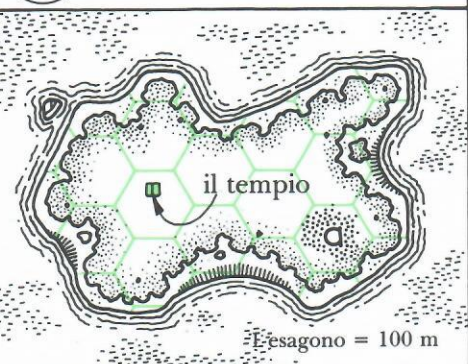


W10 COVO GOBLIN VIPERE

1 quadretto = 3 m



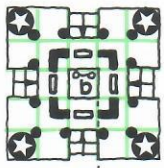
W11 ISOLA dei SOGNI PERDUTI



IL TEMPIO



FRONTE



PIANTA

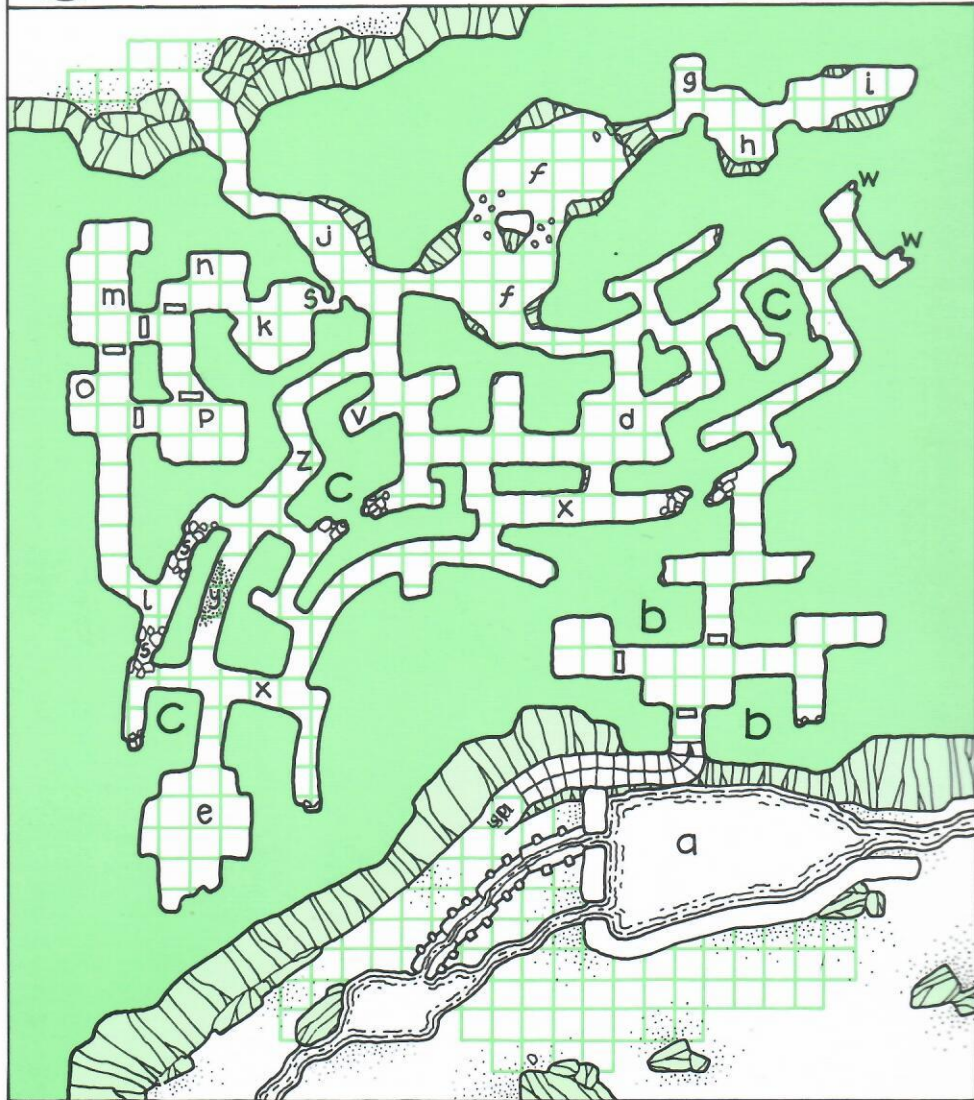
LIVELLI DEL DUNGEON



1 quadretto = 3 m

W12 MINIERA D'ORO

1 quadretto = 3 m



W13

W14











W15

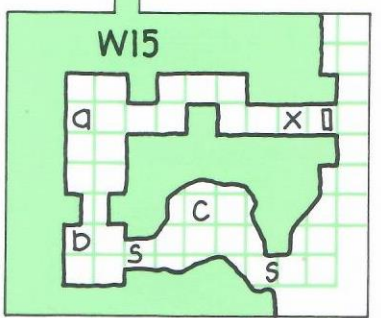
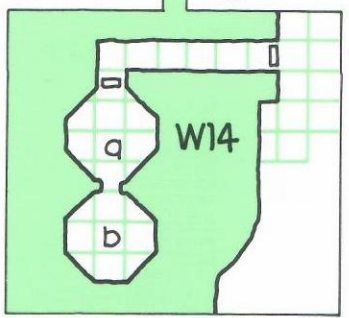
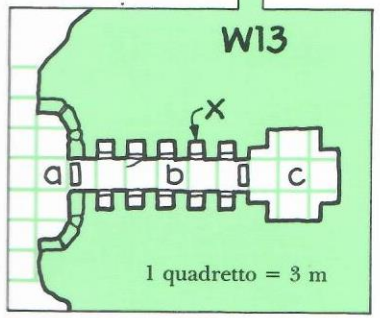
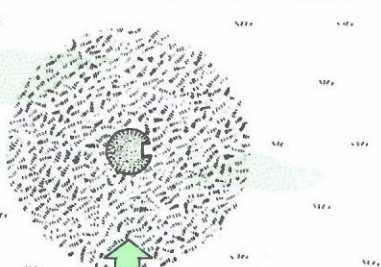
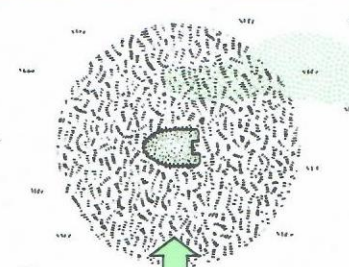
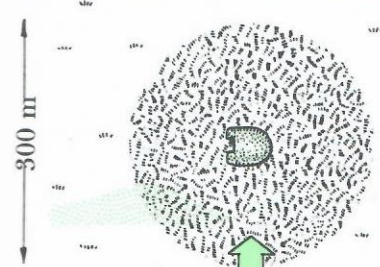
TOMBE SUL CRINALE

300 m di diametro



LEGENDA

-  PORTA
-  PORTA SEGRETA
-  TRAPPOLA
-  STATUA
-  SCALA A PIOLI
-  SPECCHIO
-  ACQUA
-  PARETE DI ROCCIA
-  ALBERI
-  ALBERI E CESPUGLI PIETRIFICATI



W16

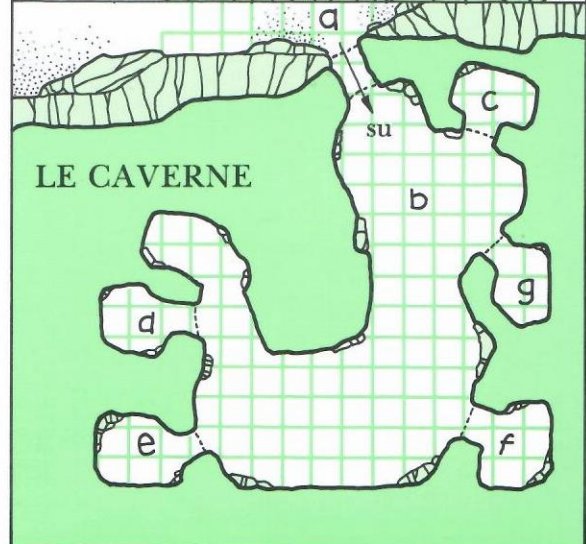
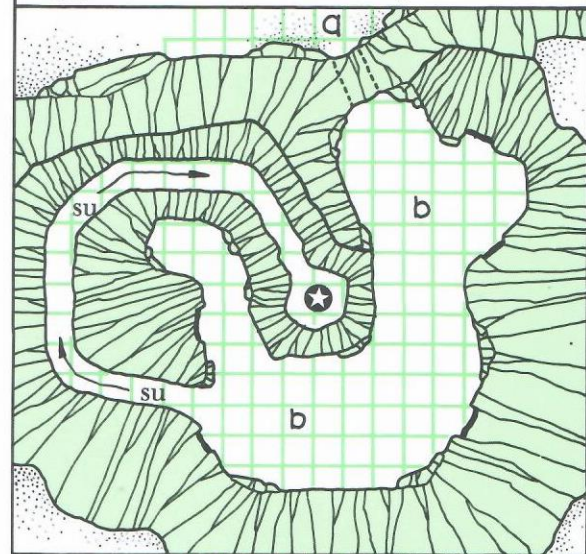
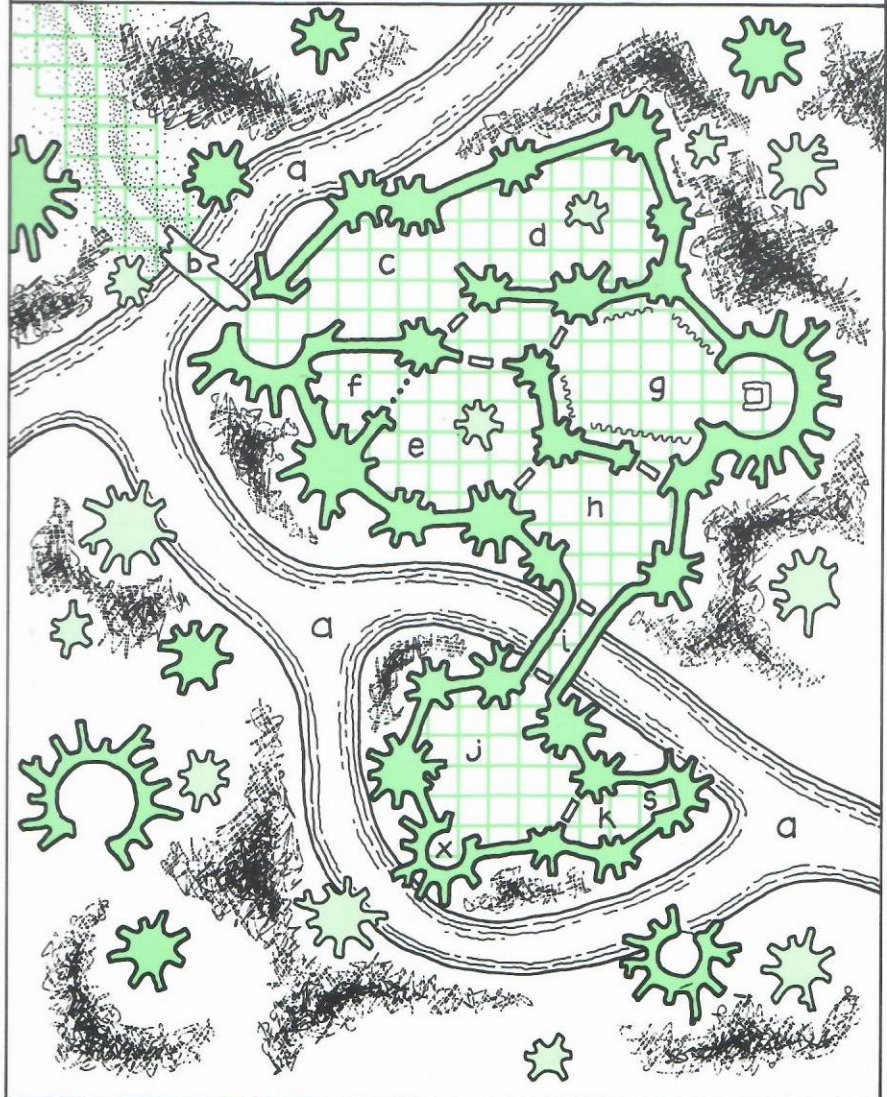
COVO TESCHIO-DI-LUPO

1 quadretto = 3 m

W17

TANA DEI LUPI

1 quadretto = 3 m

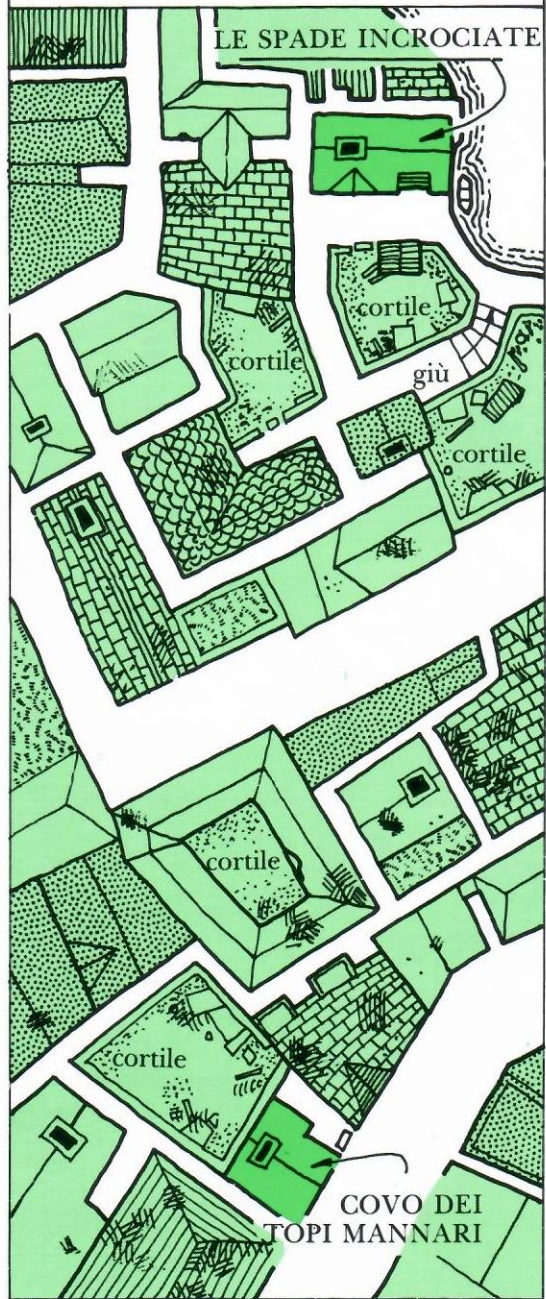


L'ARAZZO



MAPPA F DETTAGLIO DELL'ISOLA FOGOR

TRA I VICOLI

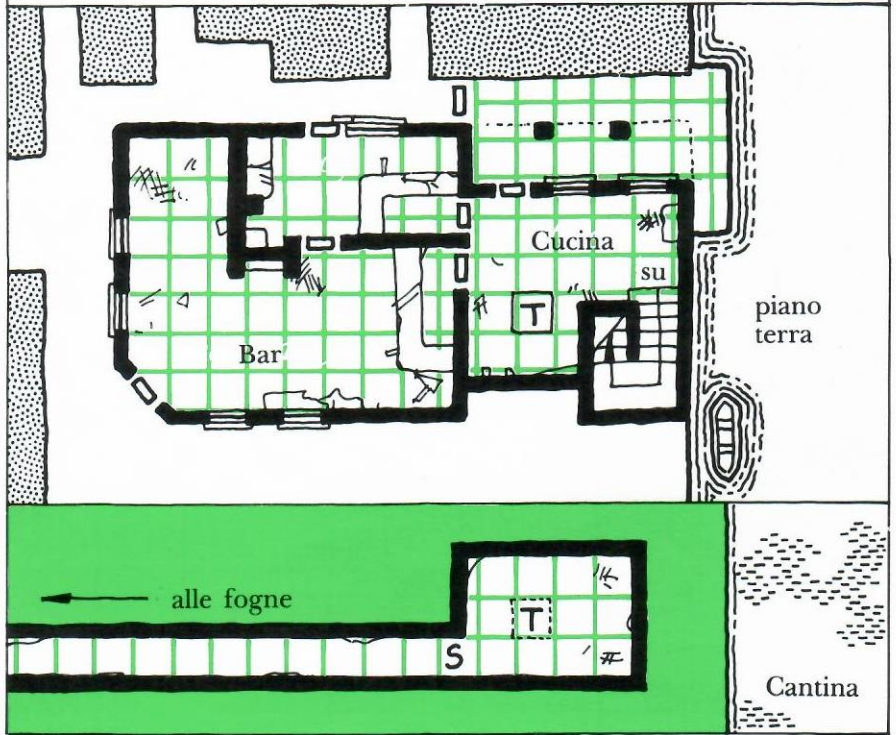


LE SPADE INCROCIATE

SCALA
1 quadretto = 3 m



primo piano

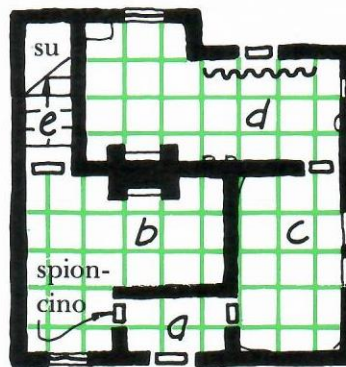


piano terra

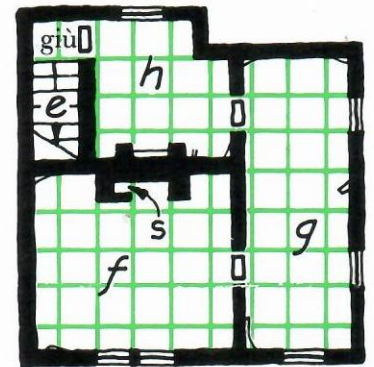
Cantina

COVO DEI TOPI MANNARI

SCALA
1 quadretto = 3 m



piano terra



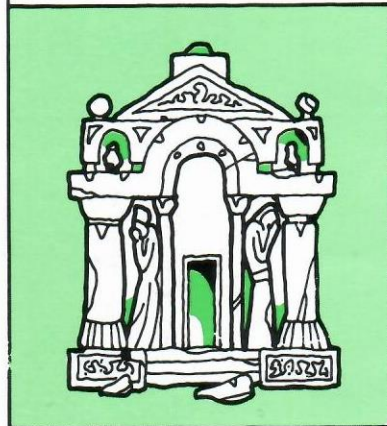
primo piano

	porta		tenda
	finestra		scale
	finestra sbarrata		botola
	apertura segreta		botola sul soffitto

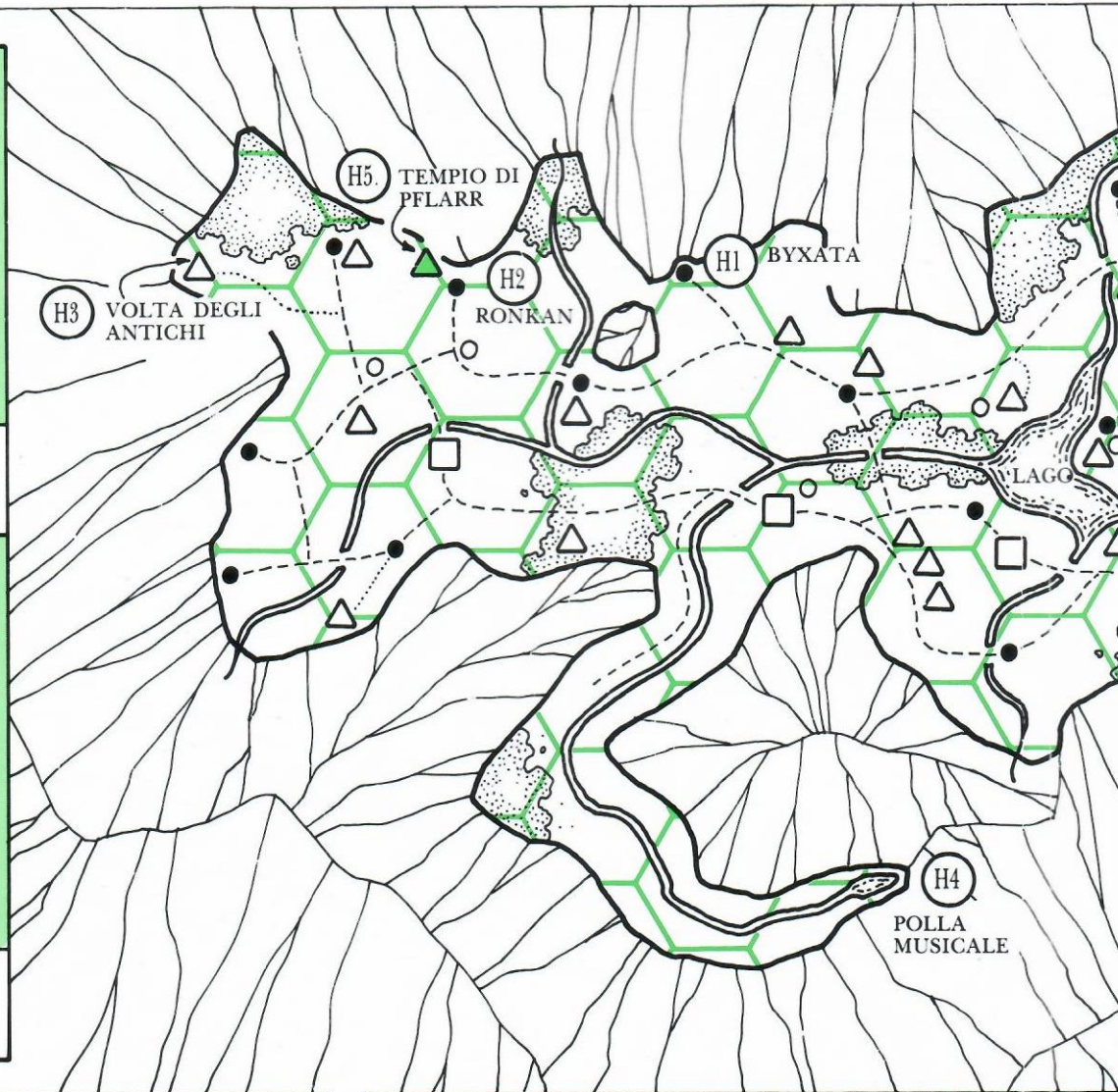
MAPPA H HUTAACA - LA VALLE PERDUTA



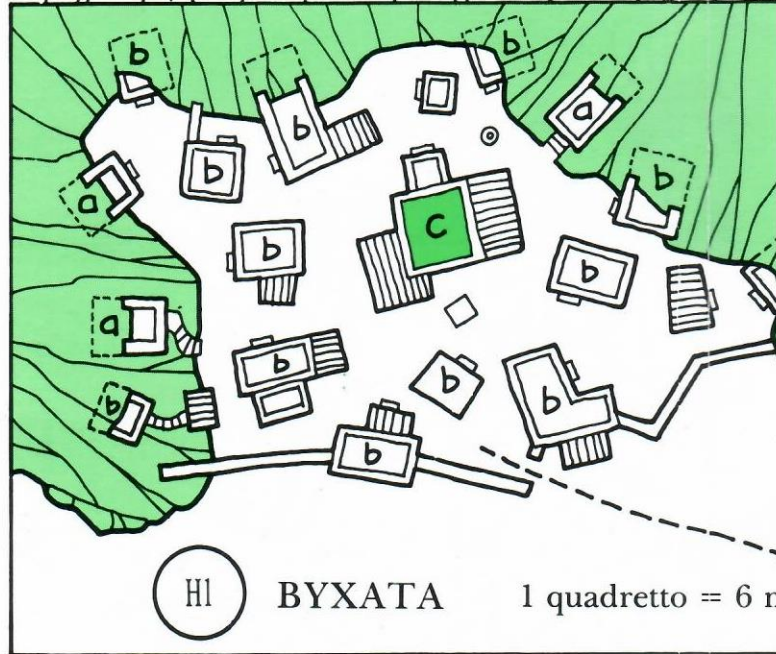
SANTUARIO TIPICO



H3 VOLTA DEGLI ANTICHI

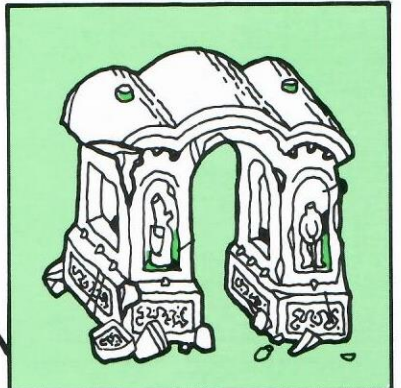
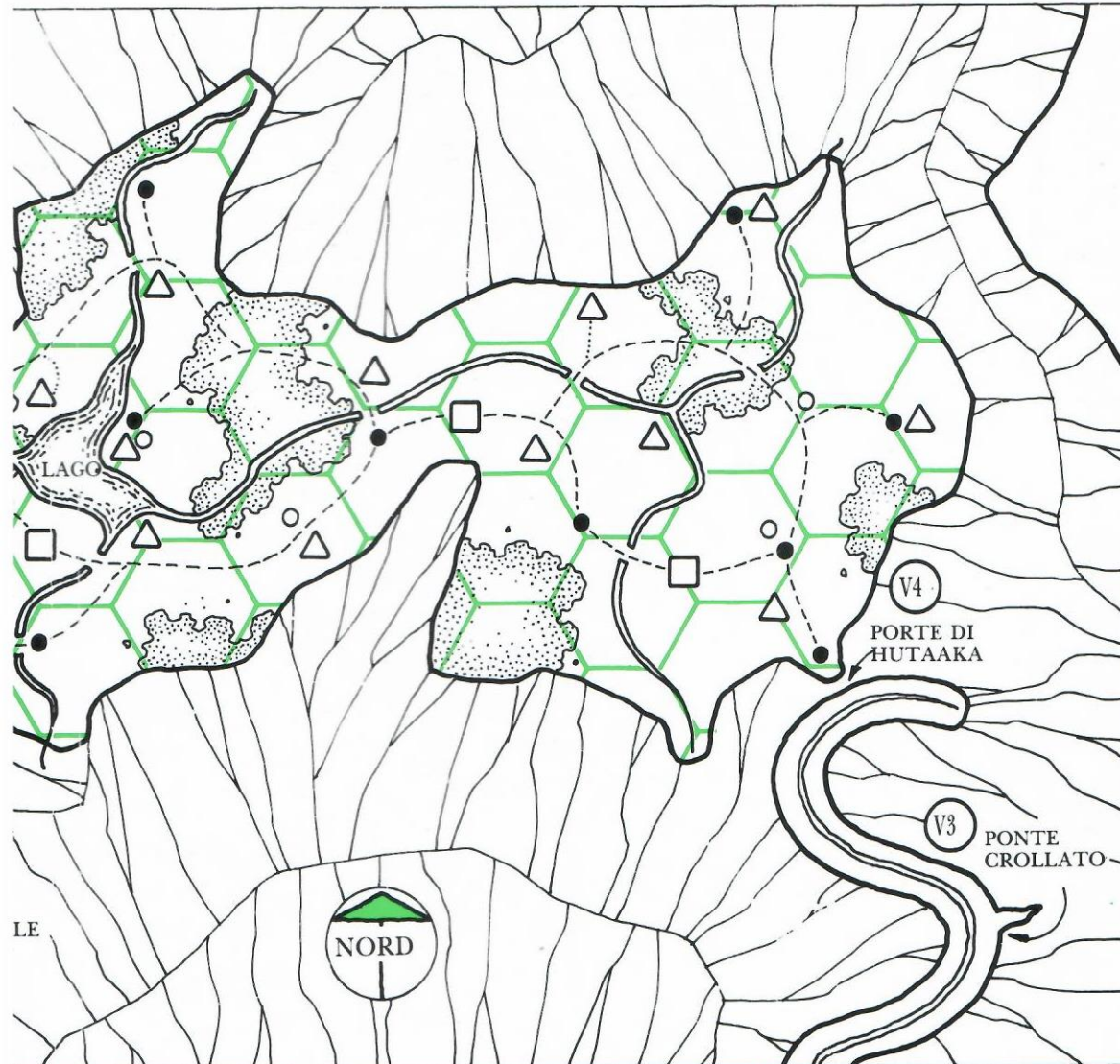


VILLAGGIO TIPICO

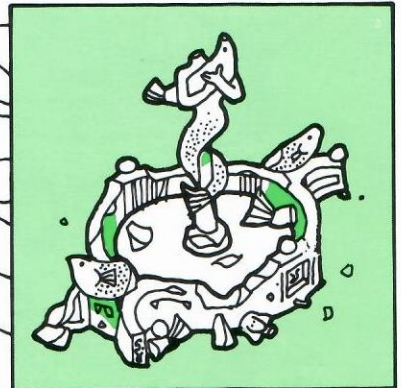


H1 BYXATA 1 quadretto = 6 n

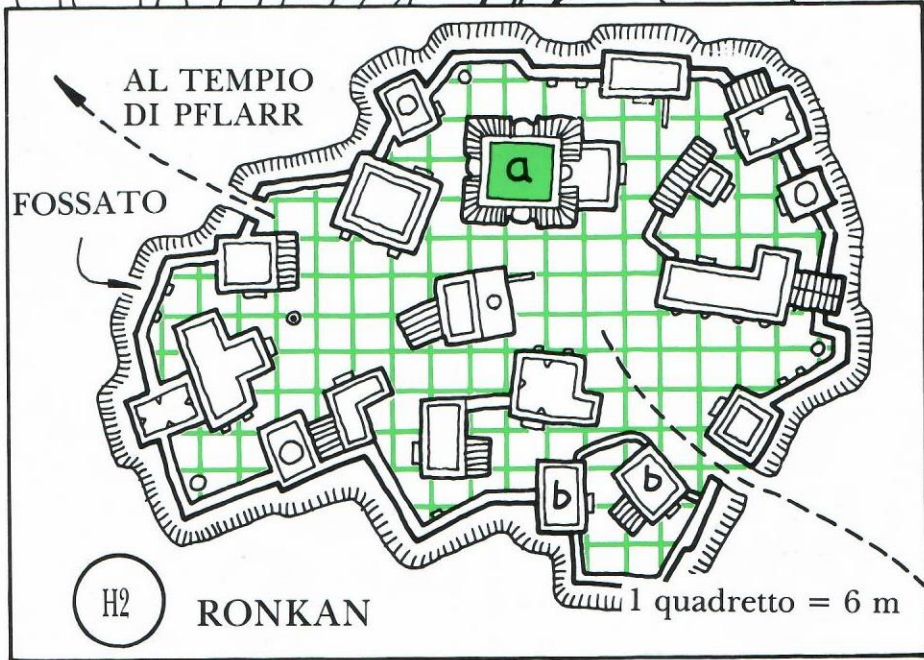
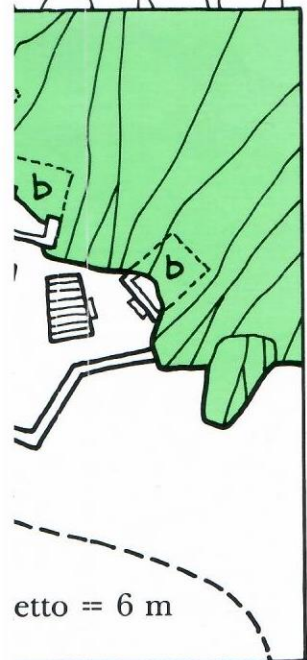
1 esagono = 3 Km



ARCO TIPICO



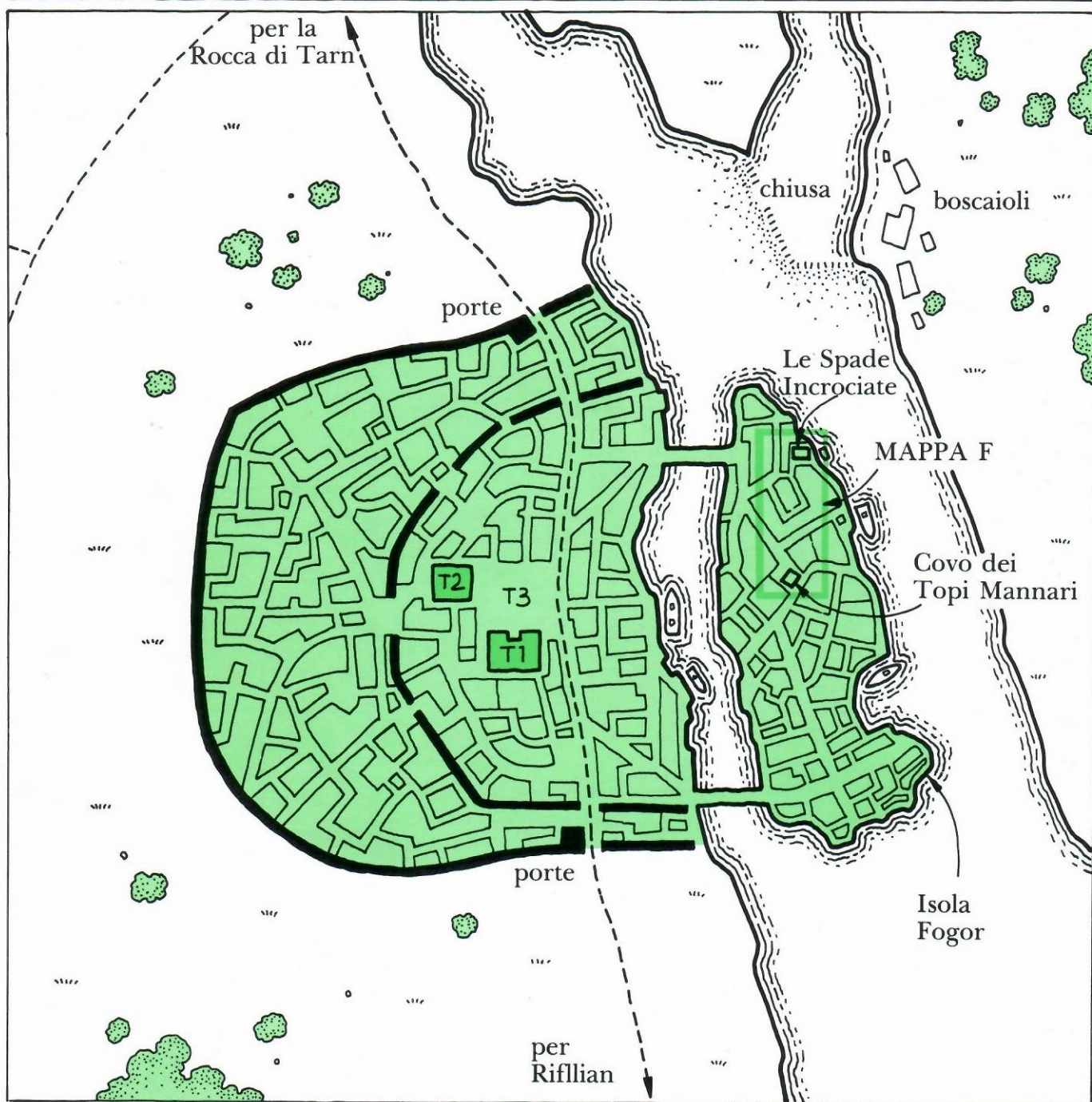
FONTANA TIPICA



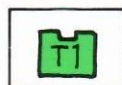
LEGENDA

- VILLAGGIO
- △ SANTUARIO
- ARCO
- FONTANA
- - - STRADA
- ⋯ PISTA
- BOSCO

MAPPA T LA SOGLIA



Legenda



Municipio



Il Tempio



moli



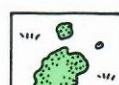
mura



campi



strada principale

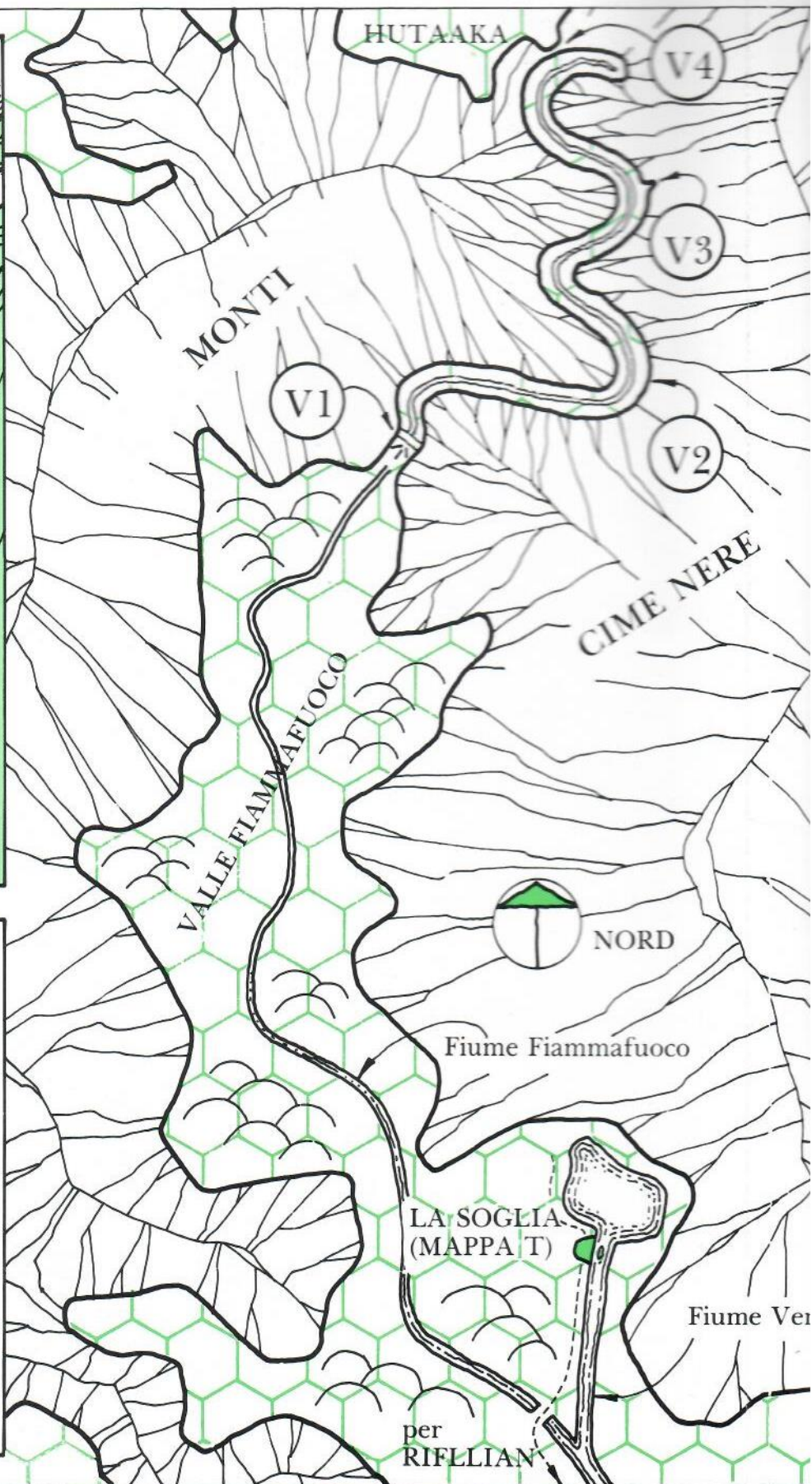
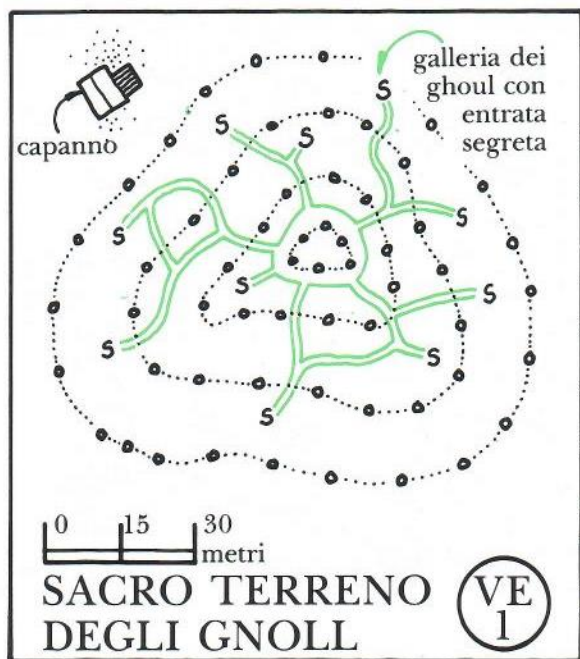
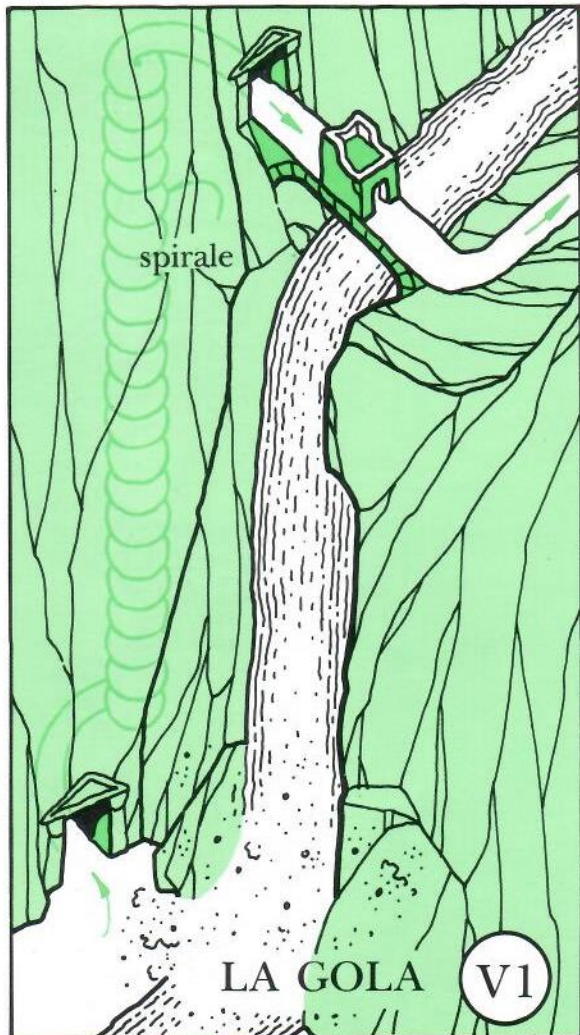


radure/boschi

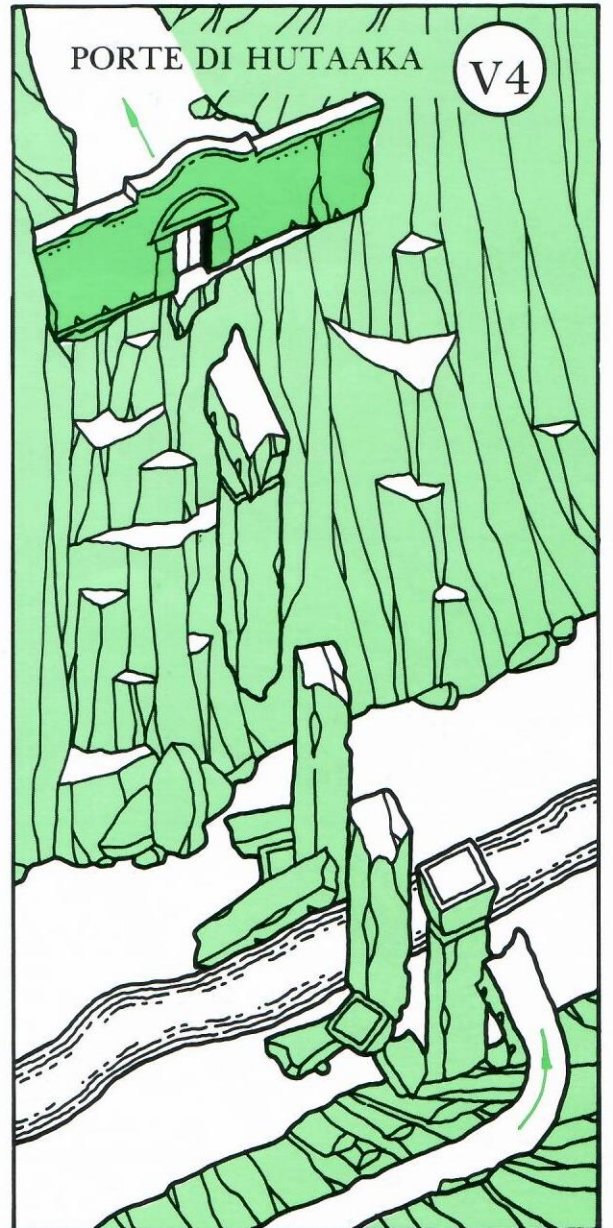
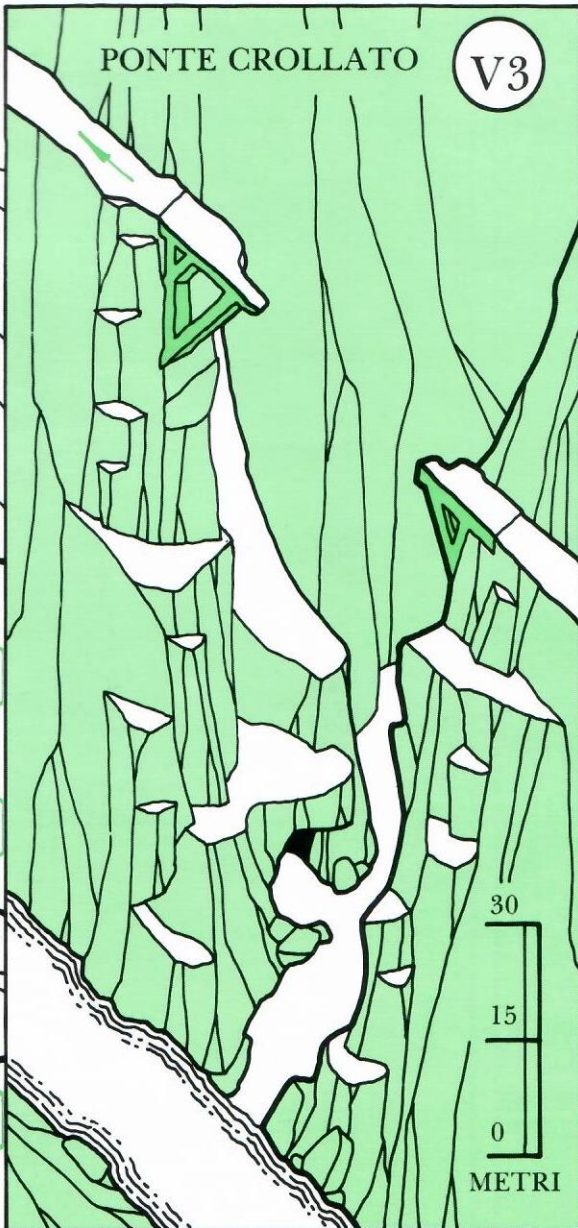
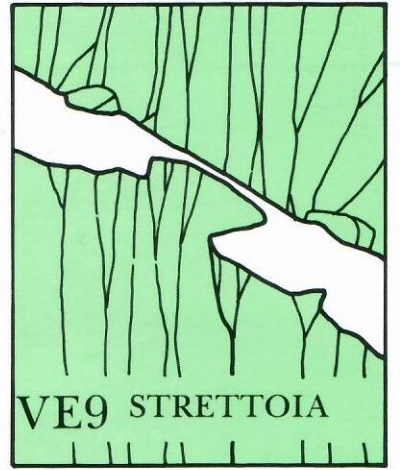
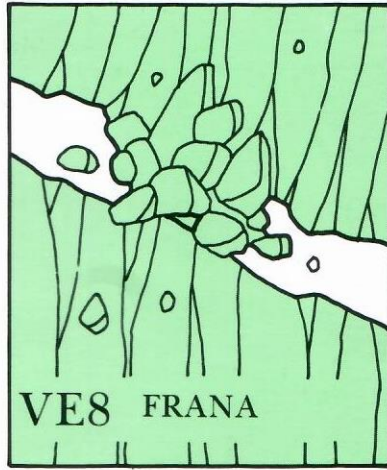
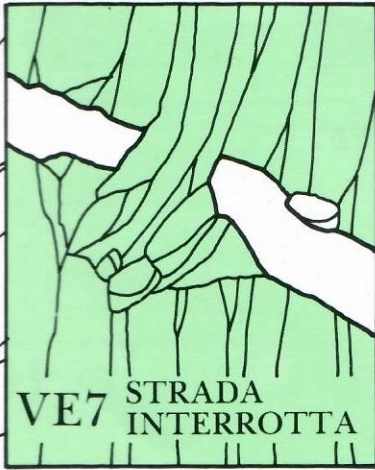
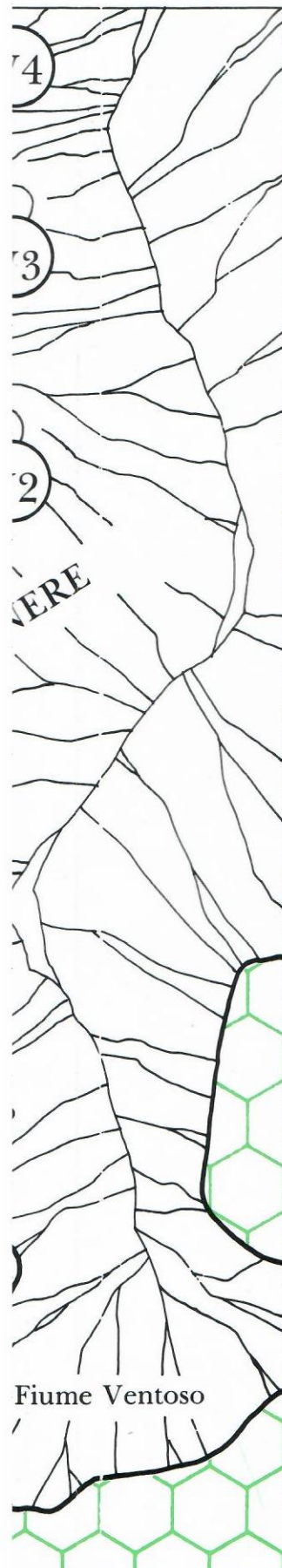


fiume

MAPPA V VALLE FIAMMAFUOCO

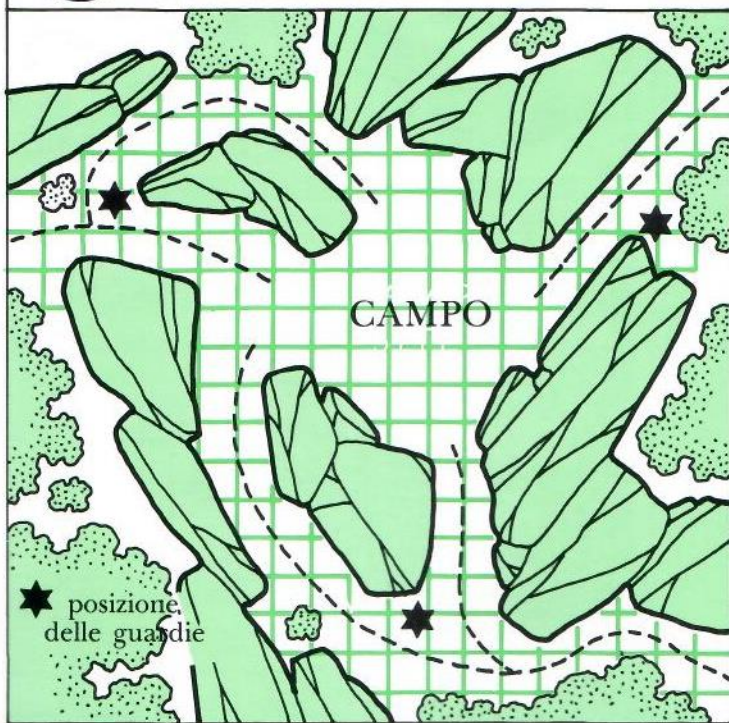


1 esagono = 3 Km



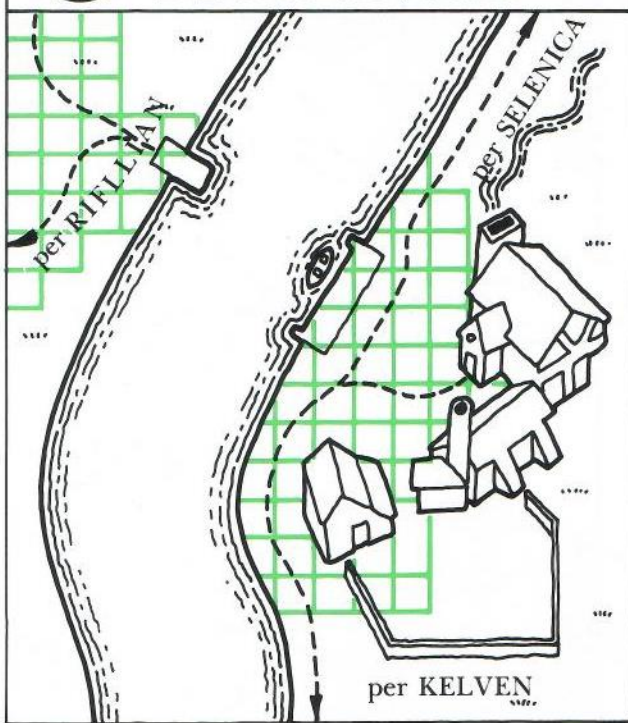
WE
7

CAMPO DELL'ANELLO D'ACCIAIO



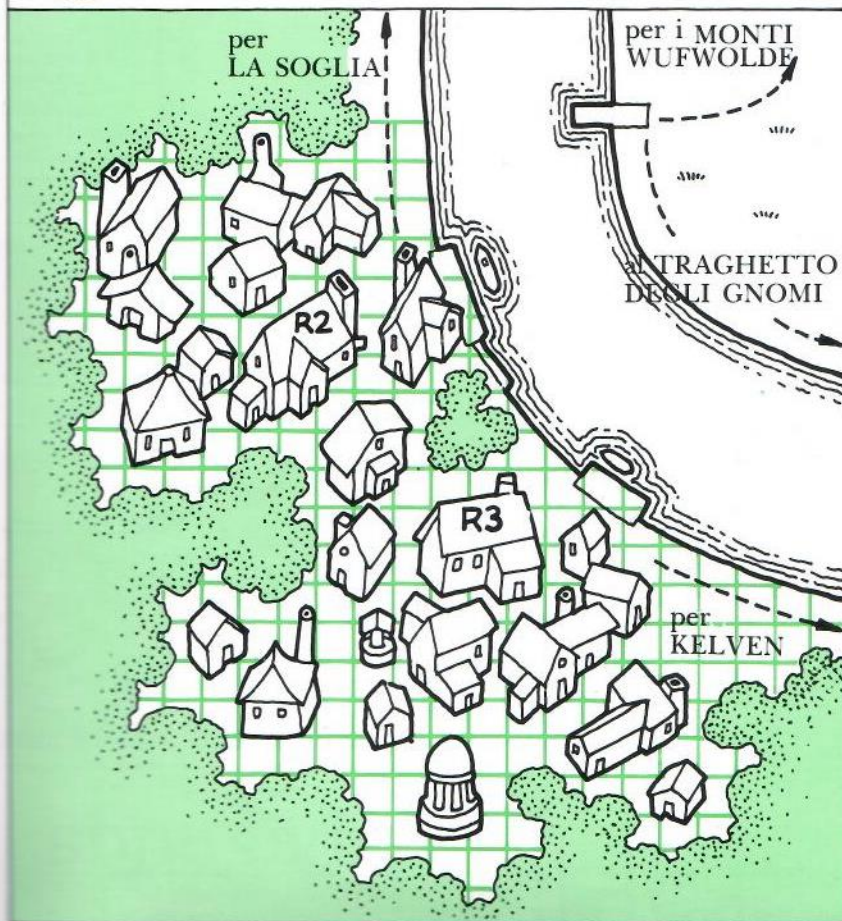
W
19

TRAGHETTO DEGLI GNOMI



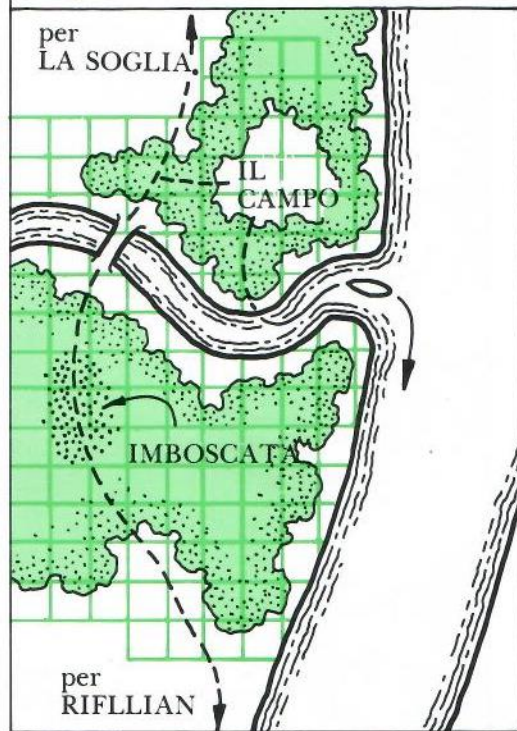
R

RIFLIAN



WE
12

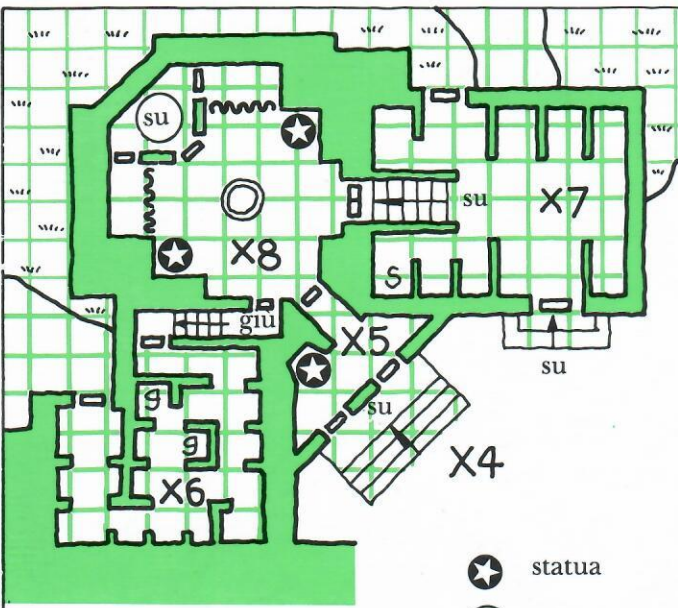
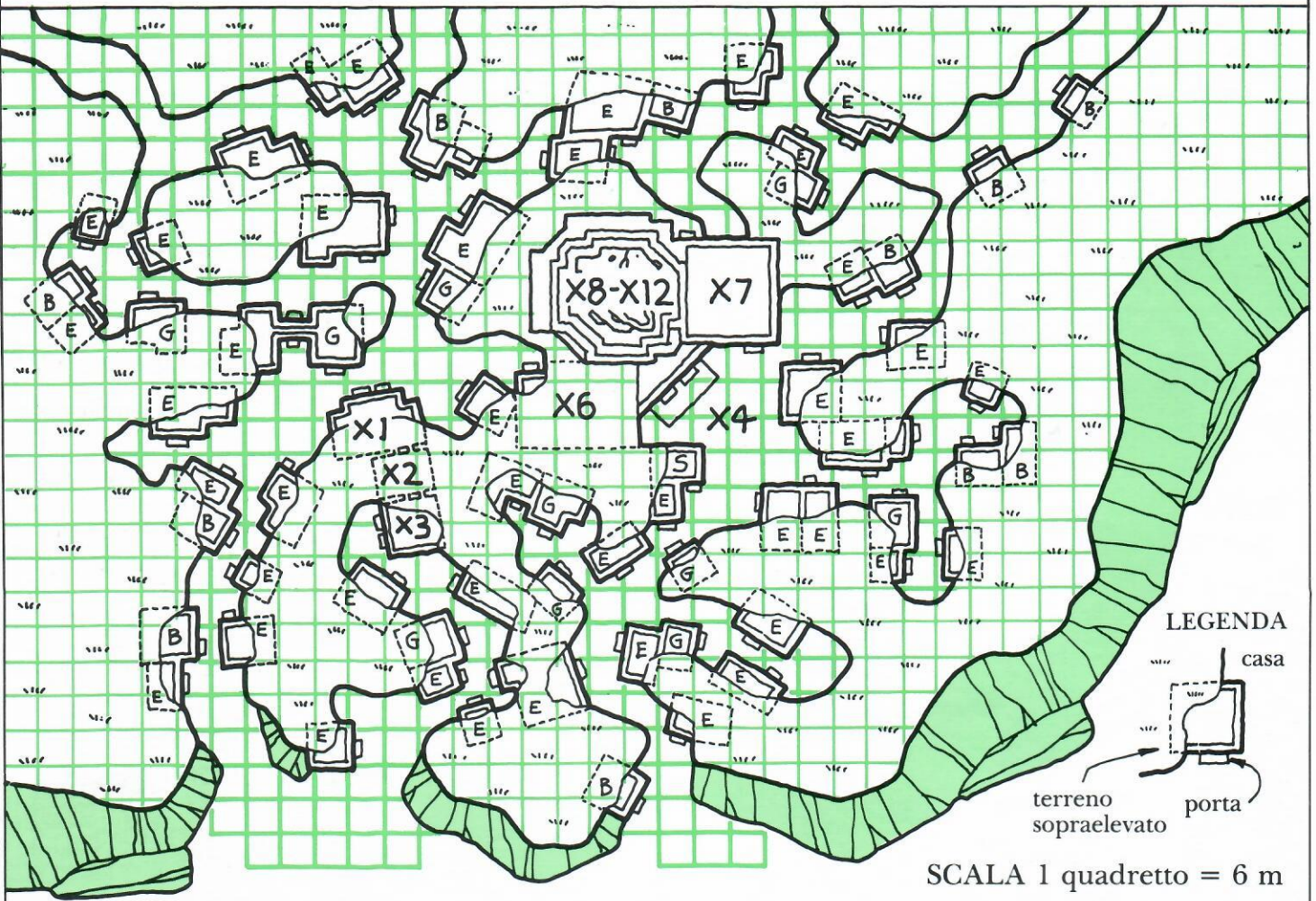
ATTACCO DEGLI SCANGE



NORD

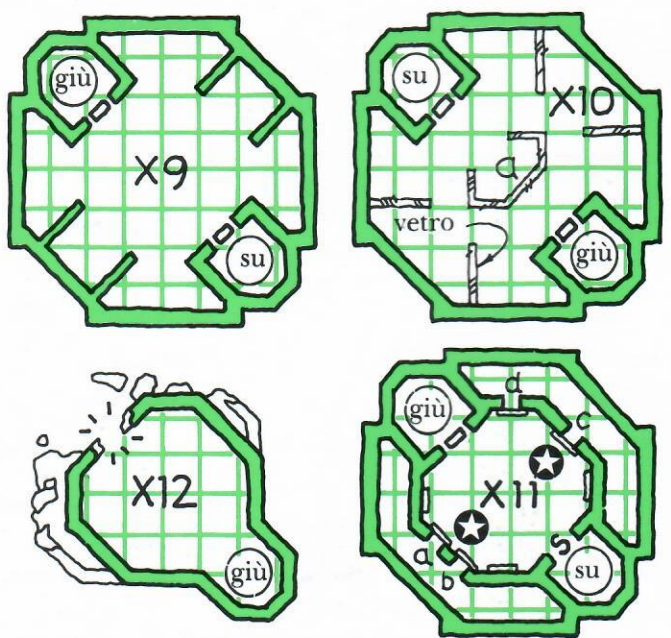
SCALA 1 quadretto = 6 metri

MAPPA X XITAQA



TORRE DI GOLTHAR

- ★ statua
- (su) scale su
- (giu) scale giù



1 quadretto = 3 metri