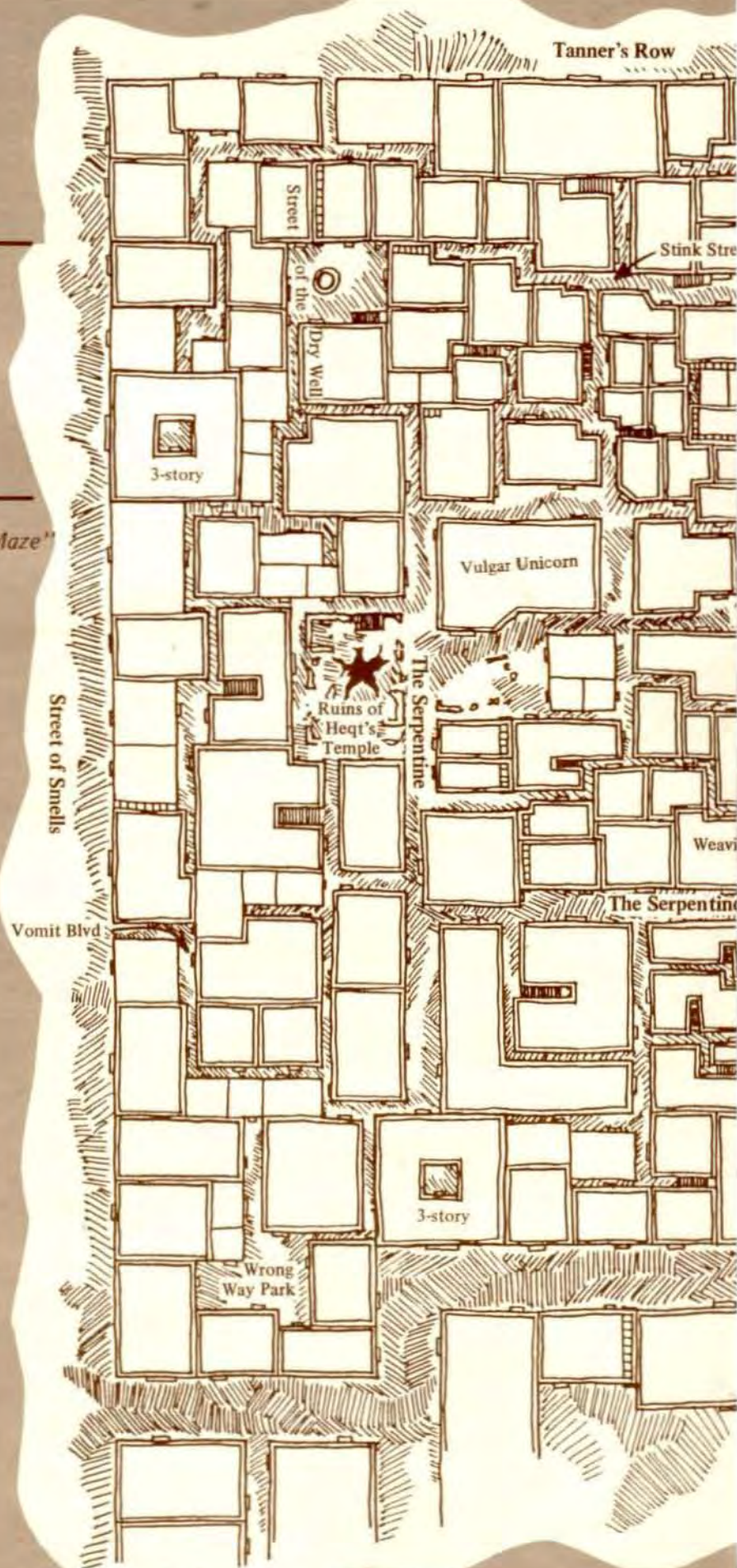


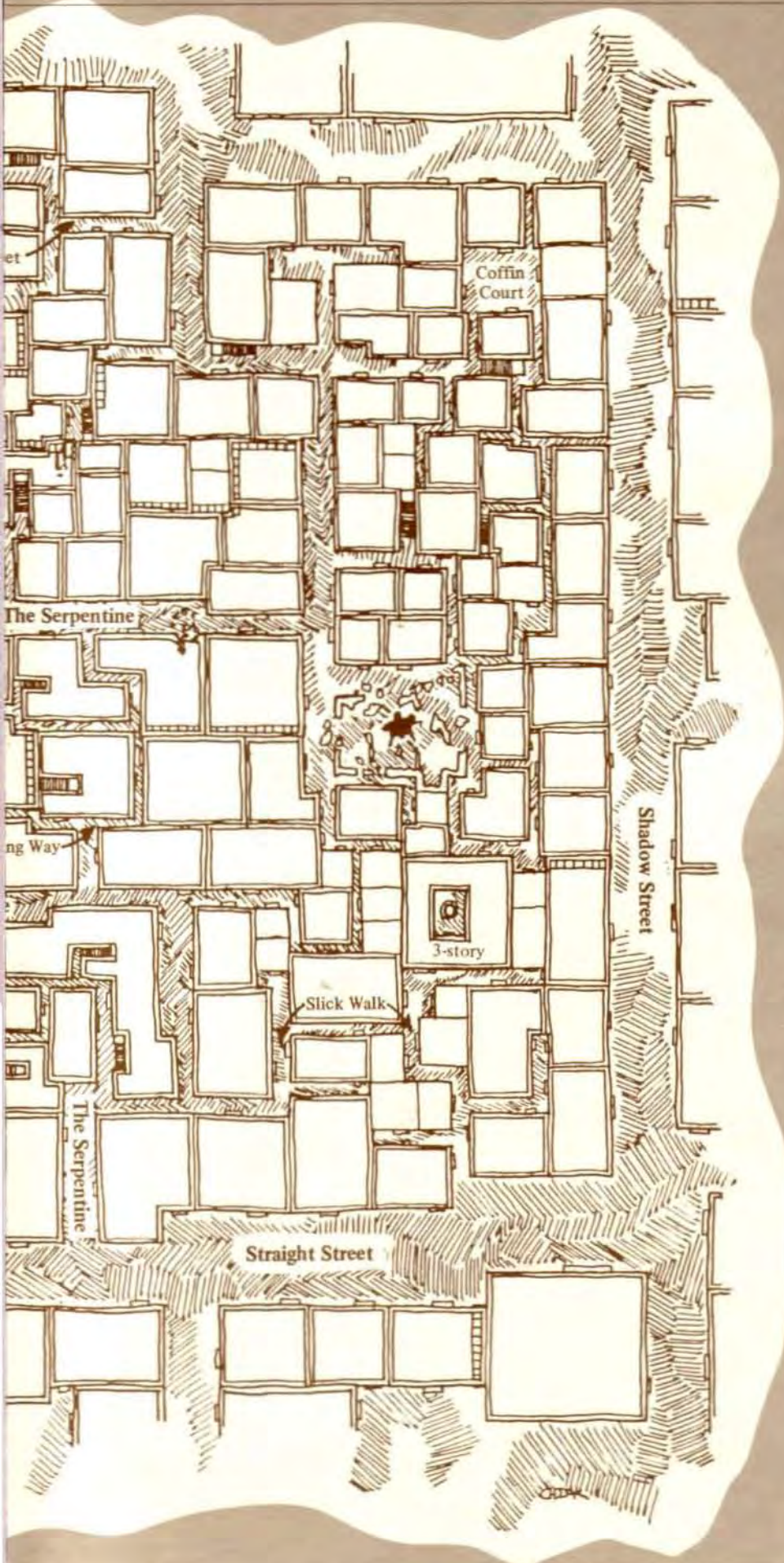
# THE MAZE

*"Only those who seek Death or sell It enter the Maze"*

One-story buildings are shacks that lean against two-story structures. A one-story building is outlined by a single line.

Two-story buildings are outlined by a double-line. Two-story buildings without external stairs have stairs or trap doors between the floors. Such buildings are usually better kept-up, and lived in by single families. Two-story buildings with external stairs are probably tenements.








SCALE 1" = 40'

-  door
-  well
-  one story building
-  two story building
-  stairs
-  area collapsed
-  covered alleyway

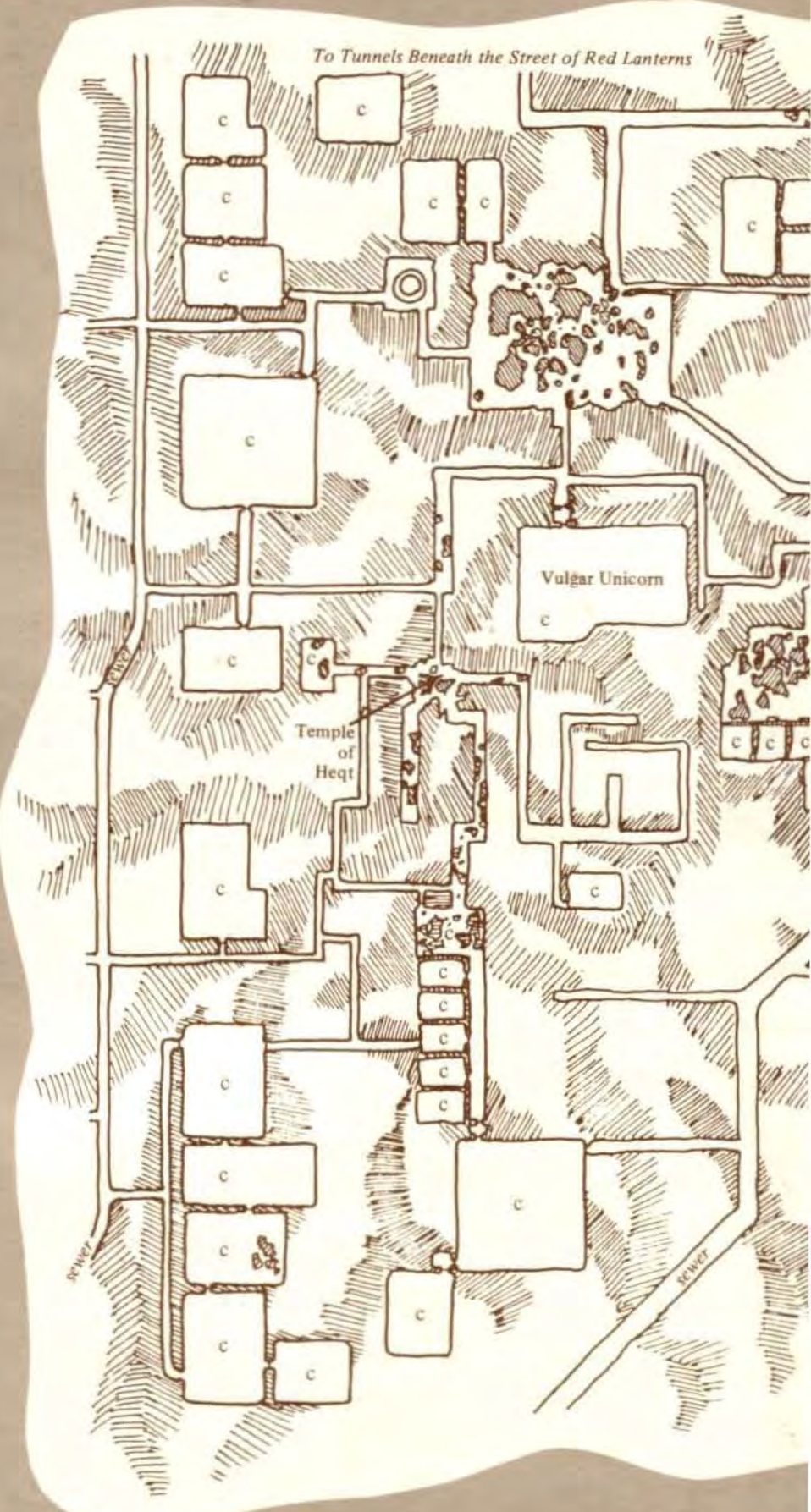


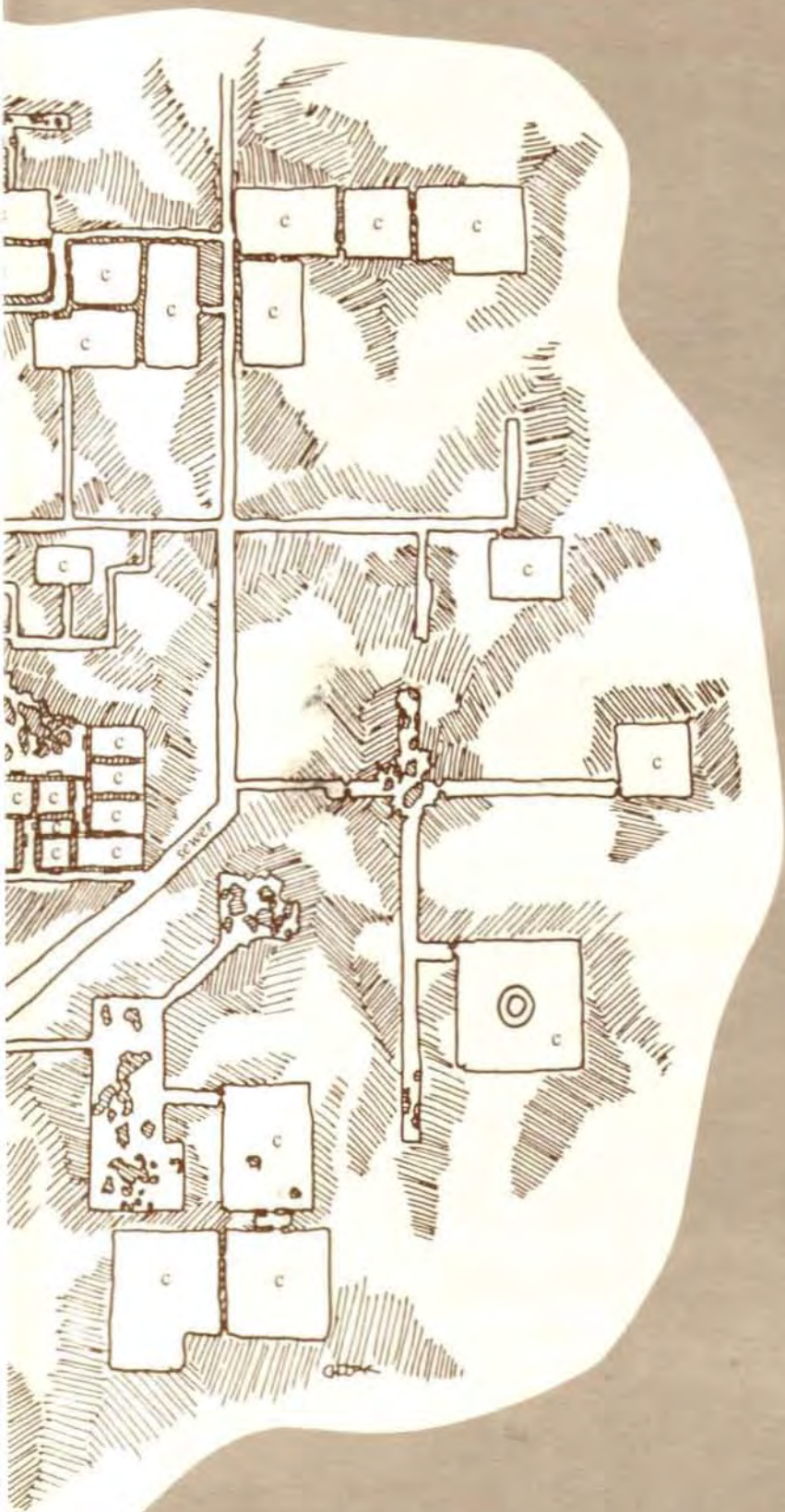
To Tunnels Beneath the Street of Red Lanterns

- cellar c
- collapsed rubble 
- door 
- well 

cellar rooms are connected  
by stairs to the buildings above

SCALE 1" = 40'

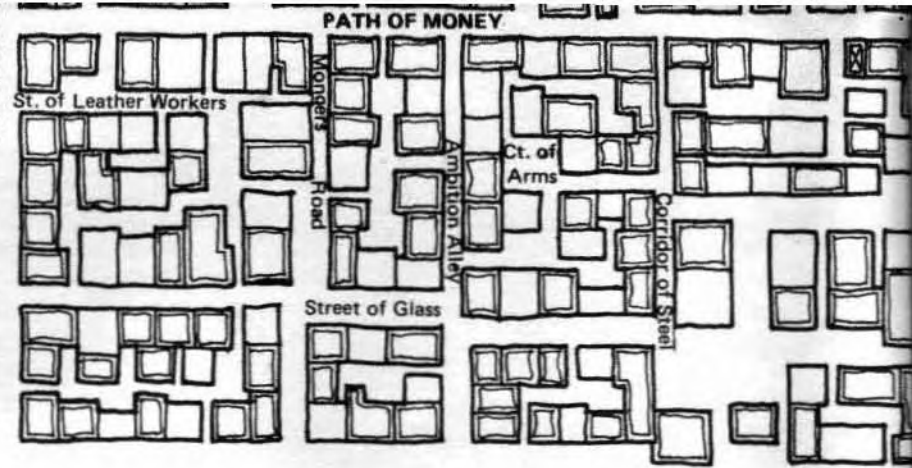




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# THE MAZE UNDERGROUND

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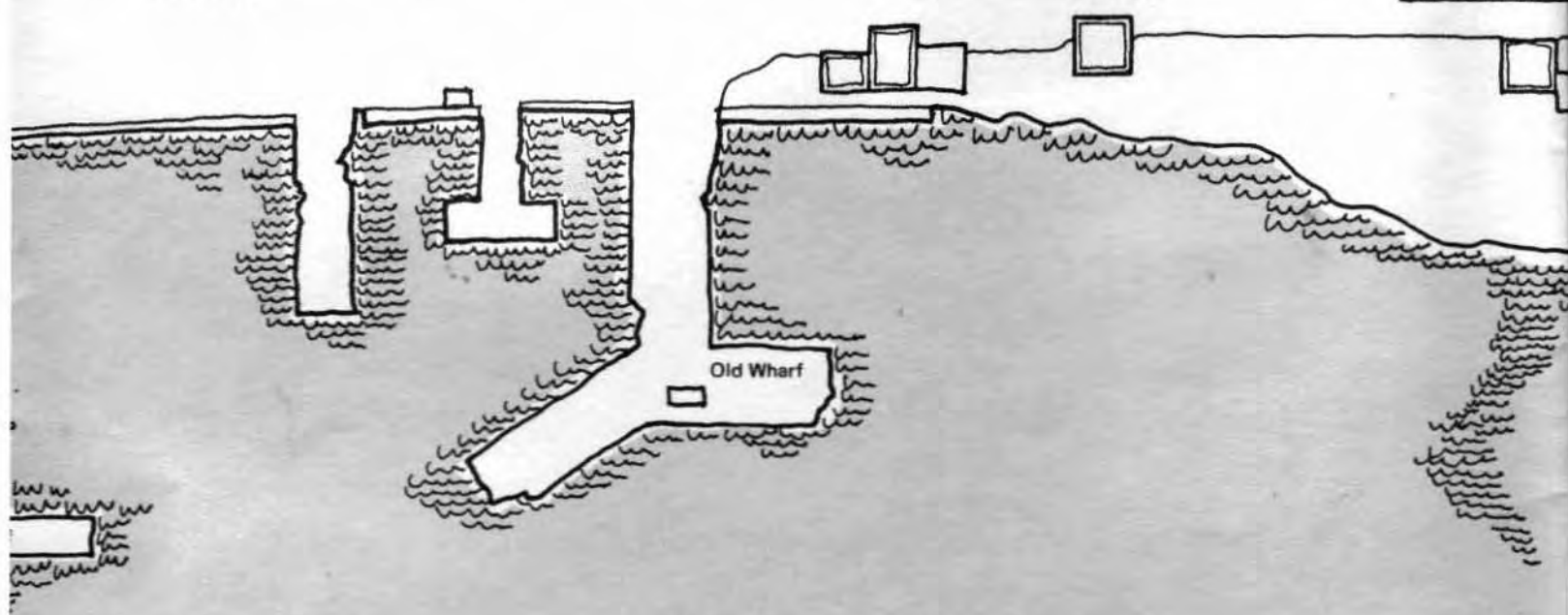






MAZE

WIDEWAY

PATH OF MONEY

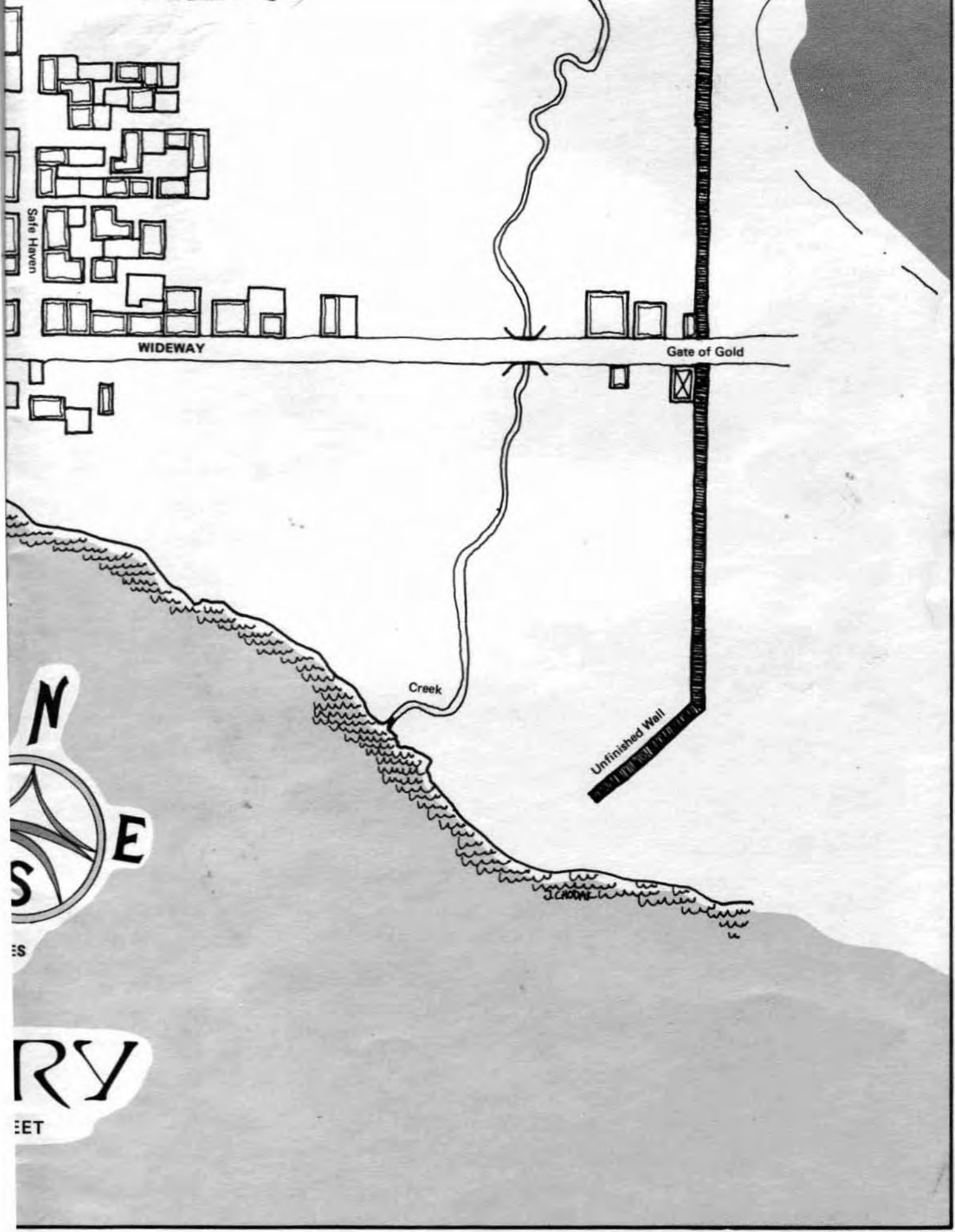
WIDEWAY



-  GUARD BOX
-  TWO OR MORE STOR
-  ONE STORY HOUSE
-  WALL

# The City of SANCTUA

MAP SCALE: ONE INCH EQUALS 160



Safe Haven

WIDEWAY

Gate of Gold

Creek

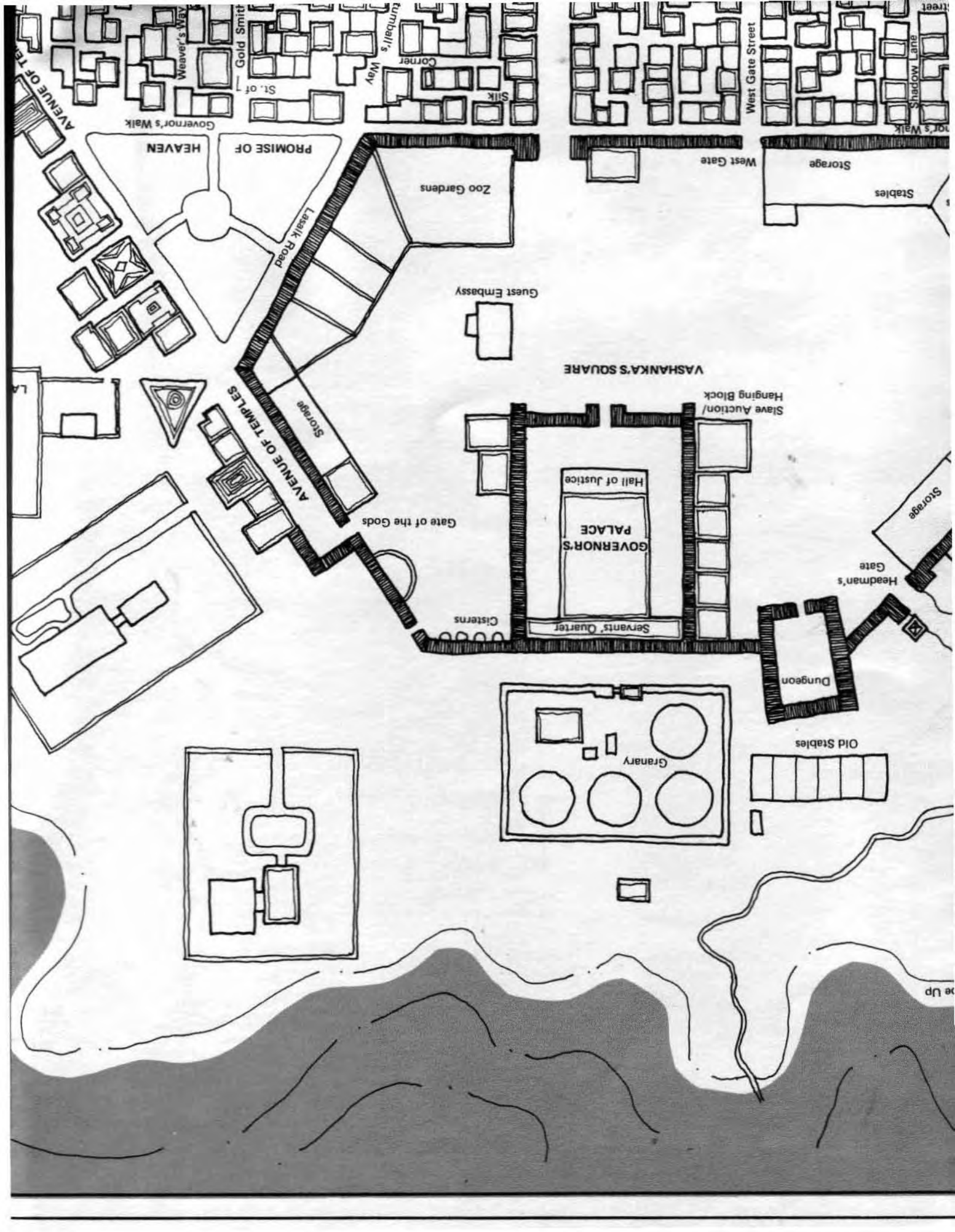
Unfinished Wall



ES

RY

EET



PROMISE OF HEAVEN

Zoo Gardens

VASHANKA'S SQUARE

GOVERNOR'S PALACE  
Hall of Justice

Servants' Quarter

Dungeon

Old Stables

Granary

Gate of the Gods

Cisterns

Guest Embassy

AVENUE OF TEMPLES

Storage

Lalalk Road

Governor's Walk

Weaver's Way

Gold Smith

Tumball's Way

Corner

Silk

West Gate Street

Shadow Lane

Tor's Walk

West Gate

Storage

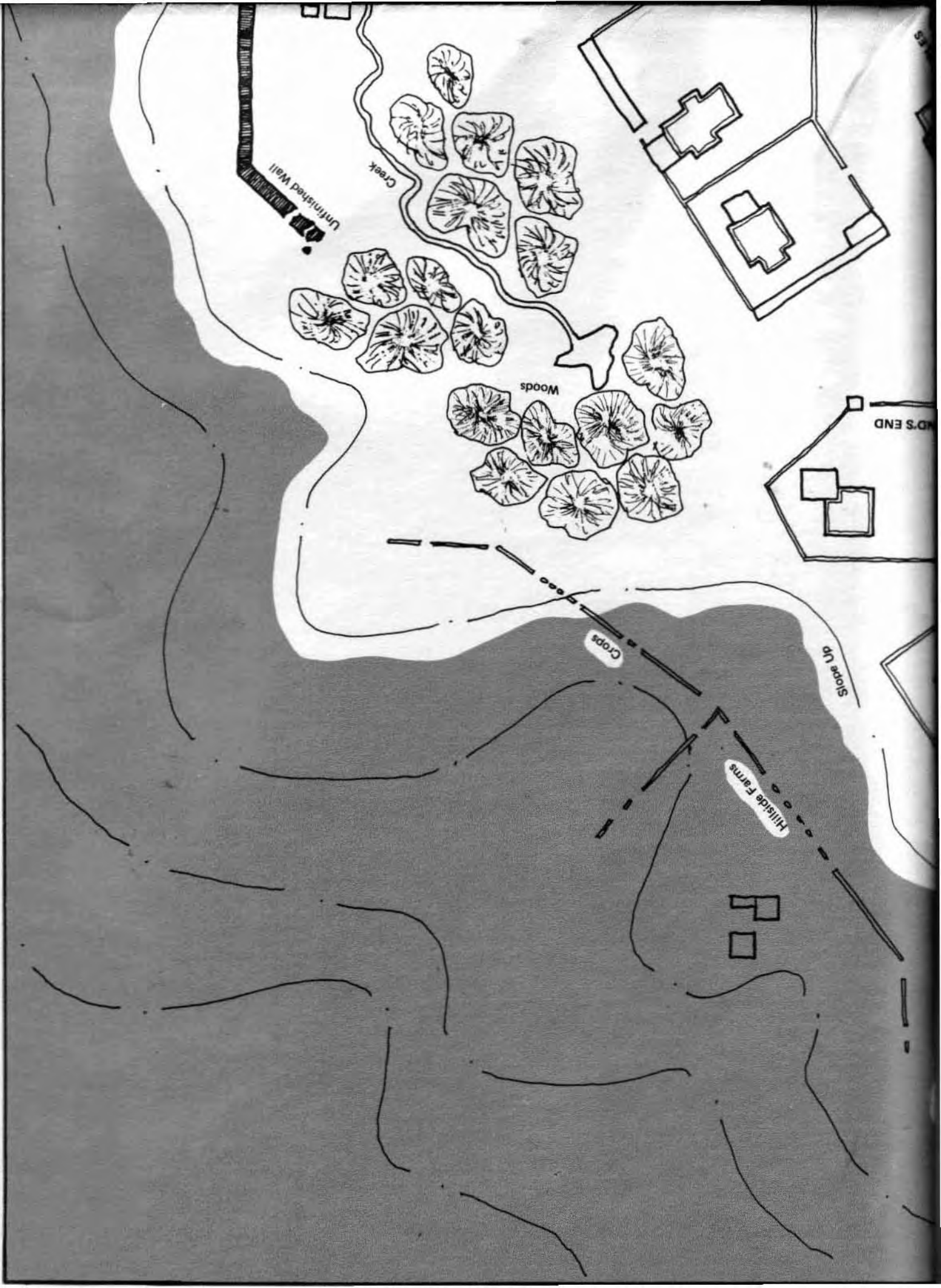
Stables

Slave Auction/  
Hanging Block

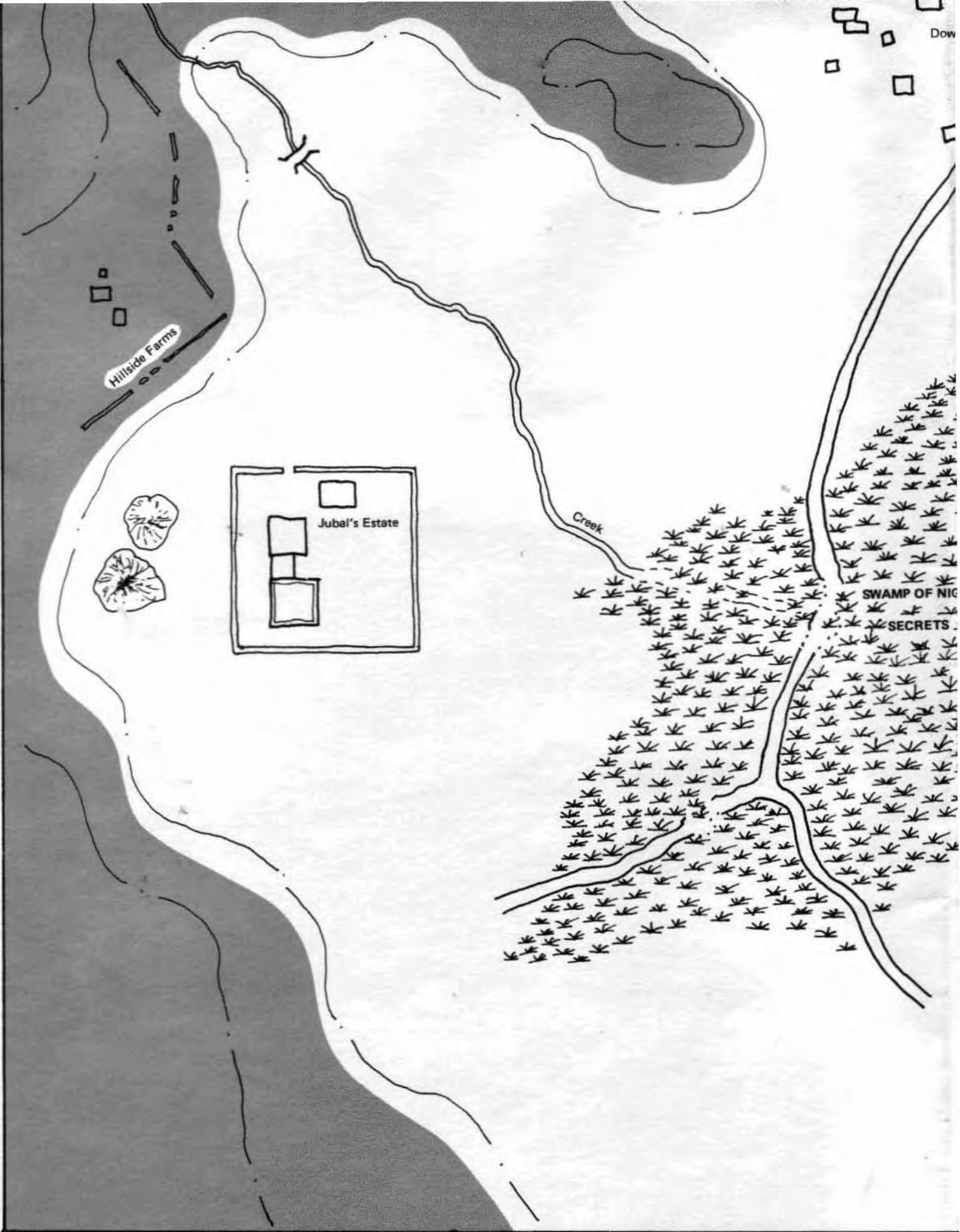
Headman's Gate

Storage

Up







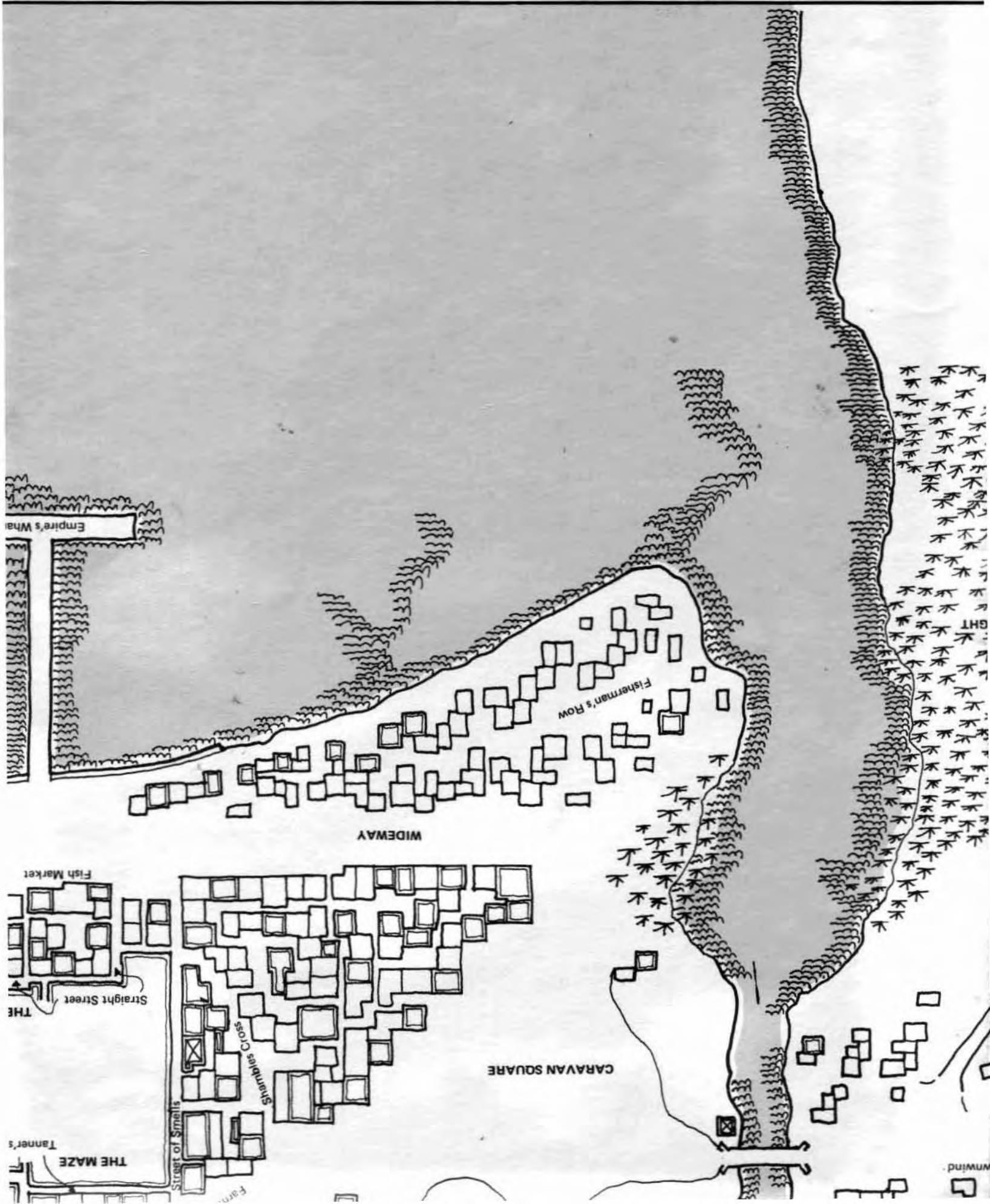
Hillside Farms

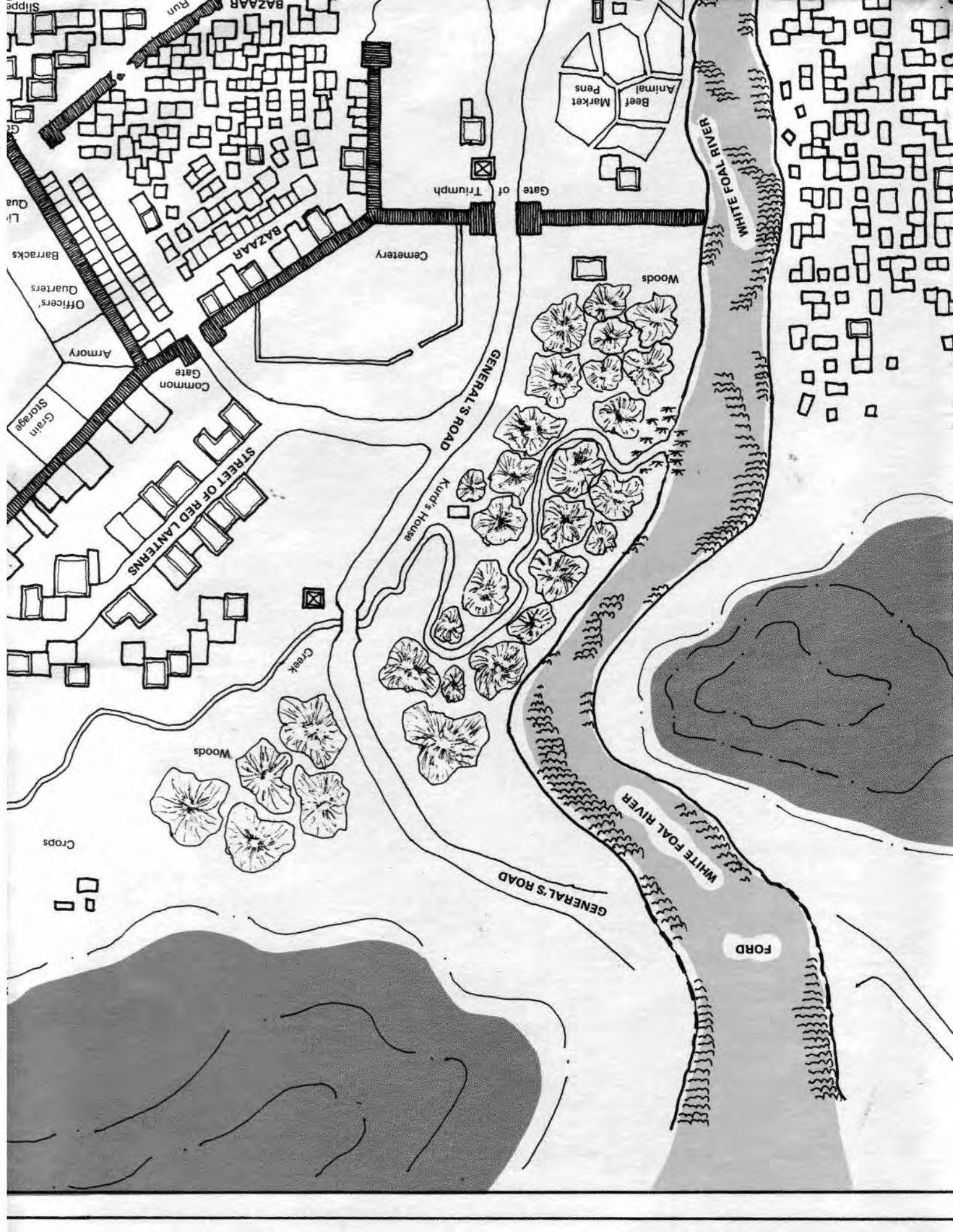
Jubal's Estate

Creek

SWAMP OF NIG  
SECRETS

Dow





Apple Lane

Slope Up

Crops

Hillside Farms

Downwind

