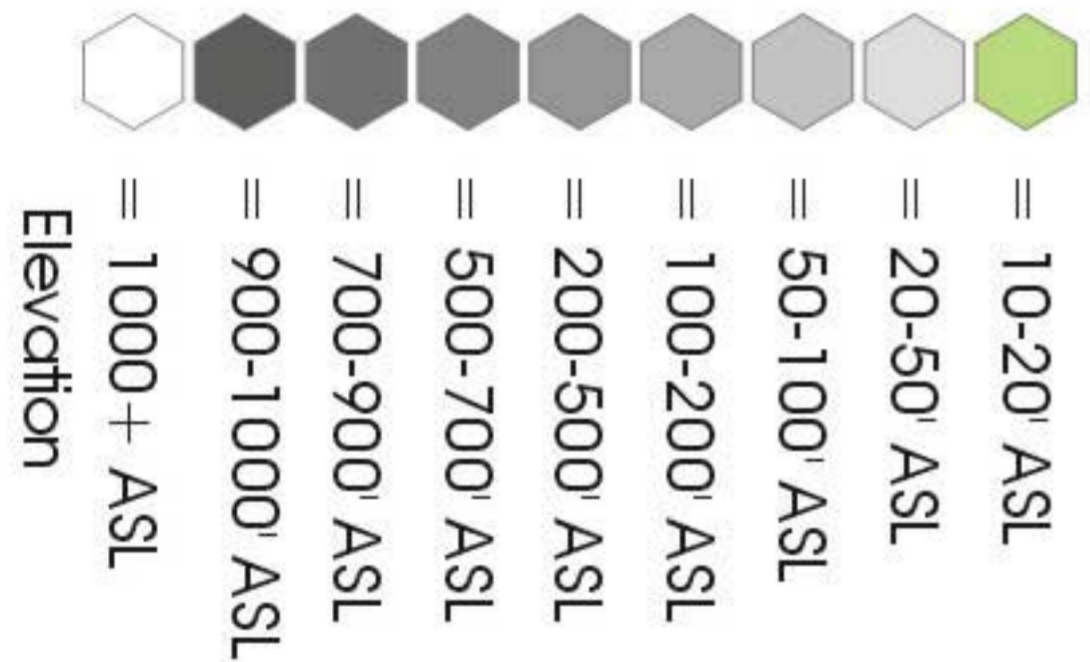


 = Town Location  
 ASL = Above Sea Level



Mystytown  
 Overview  
 Contour  
 Reference  
 Map  
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Overview  
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Mystytown Overview



Here is a brief overview of the town of Mystytown. The basic structure of the lands have been eroded away by the tides and outflowings from the inland ponds & streams. The areas of land remaining have an almost vertical rise to them bordered by swampy marsh mixed with seaweeds nearer the coast. Beach areas are a mixture of sand & rocks. Most of the isle is mixed woods. The area of the town has been cleared of most trees and the ground is covered in a mix of grasses and scrub brush.

The basic premise of this place is the owners of Nellysyr Manor started to build a small keep. Their enemies from the past, caught up with them and after a hard fought battle, were killed. They then took over the premises & finished the keep & are using it for a small pirate/slave trading post. The surrounding "town" is little more than ramshackle huts - all single story dwellings. Most of the buildings are deserted as few of the slaves are here for very long. Due to the surroundings and the wild creatures of the woods and swamps, few are there that attempt escape and live.

Unknown to the pirate/slavers, a Thieves Guild has set up shop in the town....

Unknown to the Thieves Guild, the Red Brotherhood are the power behind the pirate/slavers and only a few of the higher ranking slavers know that.

Unknown to anyone is why Hallyk & Rumford are really here and putting up with all this...

The contour maps is provided as a basic outline of the whole island and the elevations are guidelines and should not be taken too seriously....

-  = Rope Bridge
-  = Watch Tower
-  = SafeHouse
-  = UnderGround Tunnels
-  = Main Roads
-  = Point of Interest
-  = Residence

1. Indell Keep
2. Mrs. Clives
3. Clives Fish Market
4. Old Rotten Man
5. Mama Becho's
6. Joppy's Place
7. Hallyk & Rumford's Tower
8. Mama Soolie Ruins
9. Miko's Place Ruins
10. Fisherman's Quarter
11. HarborMaster
12. WharfMaster
13. Captain's Quarters
14. Ship Good Storage