



## Parthanon Map

Welcome! Please use the map any way you want, these notes are general thoughts I had while making the map.

**Midnight Island** is where most of the nasties live...liches, drow, etc.

**Crystal Island** is where a low level mage experimented with a high level artifact and turned the whole island to crystal, animals and all.

**Mistic Isle** is where the Academy of Magic is located.

**Daeland** is where the barbarian races come from.

**Volcano** - recently dormant but could add a little spice to the game.

**Thryn** is the main continent with the following points of interest:

- Desert of Dymenia is where the Egyptian type people and monsters are located. The pyramid of pain is a boundary where no man can cross without getting zapped by something. In the center is a huge pyramid... have fun with it.
- Isle of Justice is where the council of Parthanon sends criminals to do hard time. They meet to judge the misdeeds of the realm in Junction City. The council is made up of two representatives of each non-evil race. The island is covered all around in some sort of indestructible magic sphere.
- Evervale Forrest is mostly populated by High Elves.
- Delve Deep, Dwarven Hold, and High Keep are Dwarven towns.
- Area around Treant Forrest is populated with Halflings or Kenders while the forest is populated with Druids, Rangers, and Wood Elves.

**Dragon Isle** is a DragonRider island with Training and Hatching areas as well as Dragon Keep.

The most important thing that I can tell you is this:  
When in doubt, make it up!

Scott Rowley

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# PARTRAGON

