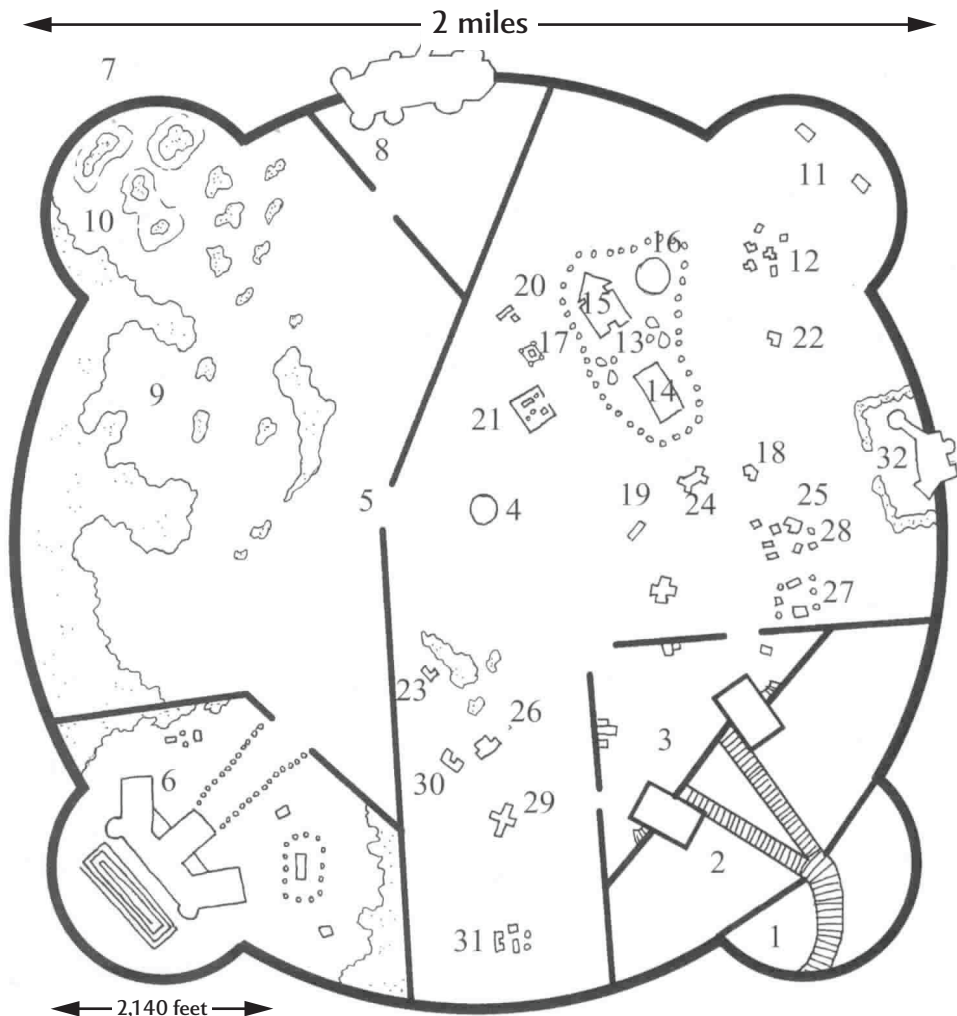
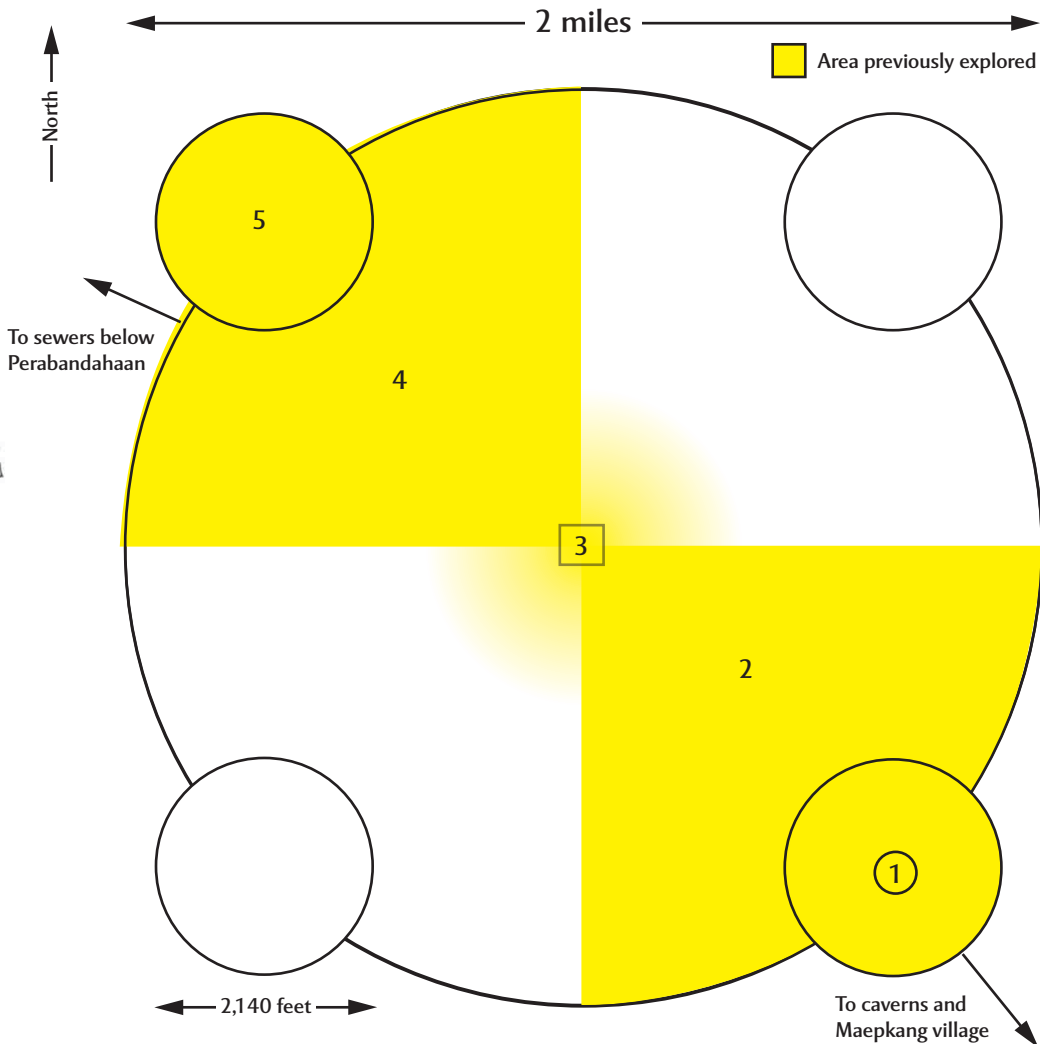


STORMHAVEN



- | | | |
|--------------------|--------------------------------|--------------------------------|
| 1. The Grand Stair | 13. Rockhammer Square | 23. Crippled Bone Embassy |
| 2. Staircase Keep | 14. Hall of Voices | 24. First Embassy |
| 3. Flotsam Harbour | 15. Firefly Cathedral | 25. The Creeping Rose |
| 4. The Black Crown | 16. Mausoleum | 26. Sunbow Mansion |
| 5. Worthy Gate | 17. House of Four Winds | 27. Player's Court |
| 6. Stormhold | 18. Underwriter's House | 28. Tick Tock Castle |
| 7. Seawillow House | 19. Moneychangers' Hall | 29. Crossed Swords |
| 8. Greystone Keep | 20. Seafoam Company | 30. Flashing Blade |
| 9. Fox Run | 21. Twilight House | 31. School of the Winter Blade |
| 10. Stone Forest | 22. Loyal Order of Shipwrights | 32. VanFleet Manor |
| 11. The Lifts | | |
| 12. Carnival | | |

THE CITY IN THE CAVERN



1. Wizard's tower (where you entered the city)
2. Moderately-sized buildings (purpose unknown), streets, and alleys—buildings suitable for humanoid use
3. Open-air shrine; altar
4. Widely-spaced, large buildings (purpose unknown), streets, and alleys—buildings seem somehow "alien," sub-optimal for humanoids
5. Apparently solid pillar (no opening discovered)