```
   SLUMS AND NEW DARKWOOD FOREST                                                   \           \
                                                                                    D           M
                                                                                    @           |
                                                                                 D-D-D          M
                                                                                /             / \
  SILVERMERE         N-O-B-L-E-N-O-B-L-E                                     D   D             B-D   M
 .......................|.............................................   / \  |   Blue Tower       @\
      SLUMS             #           SLUMS                                 D   D-5     (jorah)        D M
S connects to S         |                                                 |       \                 /   \
G: Ghostly Figure       #   M: Go manhole (to sewers)                     D       D                 D     2
S: Spectral Mage        |  SH: Shadowy Healer (down to Earthen Tomb)      |      /                 /      @
@: move rubble          #   G: Grungy Shop                          D   D   D-D     D D     D-D   D-D       3
Strange Mansion   Spell |   C: Slum Crossroads                      |\ / \ /         |/ \   /   \ /  |      /
Second floor      shop>S-#                                          D D   D         D   D-1     1   D     D
 1+D Aged Desk          |                 BLACK HOUSE                \   /         /           /   /      |
 |   (pull drawer) #-#-#-C-#-#-#-#-2   # $:black star key             D-5         D           D   1       D
 H 1               |     |       |  \ / \   2nd lvl                   \         \           |   |      /
 | +       M-2-#-#-# M-S #       #   #   #  .......                     D     D   2         D   W     D
 2@H       |move     +   |       |       |  : # # :                     |    /|  /         /   |    /
 | |       #book    B+M-H #-#-#-#-#       #  : + + :                 D-D   D   D D-D     D-D-1     W   4
 S H       |case -> @   ? |   |   |       |  : U-D :               /   \ /   /   / \   /         /   /
  ++       #-#-#-#-1 2+M #   #   1       #  :.....:     D       D D   D   D   D   D-D         W   D
 G G       |       |   | |   |   |       |  3rd lvl      \     |  \ /   /    |      \        |   |
           #  @=go # S-2 #-#-#-1-#-#     #  :     :       D   D D-L D-D     D       V   W-2-W   D
           |  hole |   | |     |   |     |  : D-# :       |  /   /|/                |   |       |
   R       #   #@G # K-E 2     #   #-#-#-#  :.....:       5-D   D D   V:VORTEX      D G-W       D
   |       |   |   |   | |     |   |     | P:push        / \     /                 @           /
 O-O-O #-#-#-#-#   #-#-C-#     #   M #-P #   brick     D   D   D           D     D       3-D-D
 & | | |   | C:ring chime|     |   | | |   to        |   |    \         / \   /       /
 V O-O #   1  SH-->D G   #     #   2$3-U #   dark  D   D   D   D-D       D   D-D       D
   $   |   |       + +   |     |   |     | caverns |   |  / \ /   \      |            /
   E-S #   #-#-#-#-#-#-#-#     #-#-#     #         D   D D   5     D-D   D            D
   |   |   |     |             |   |    /           \ / /   /|\       \ /            |
   2-#-#   #     #             #   #   #             3-D   D D D       D  G: GIANT   D
   |*Rusty |     |             |   |   |            /         /|       |     SPIDER /
   #  iron #     1-#-M-#-#-#-1-#   #   #           D-D       D D-D   D-D           3
   |  key  |     |Red House|       |   |          /   \      |    \ /   \         /|
-W*#-#-#-#-2     #   R-R-R #       #   1         D     D-D   D     D     D     D-D D
   |.......|     |    $ $  |       |   |         |         \   \   /       \   /    |
   #:W-W-U:#:    #-#   R   #       #   #     G   D         D   D-D         D-D     D
   |:| | |:|:     |   |   |       |   |    / \ /          |      \                /
   #:W-W-W:#RG    #-#-#-#-#-#-M-#-#-#-G-P-G-T G       D   D       D             D
   |:| | |:|:          |                     \ /       / \  @      |             |
   #:W-W-W:#:           # W-W-W-W-W           G   D-D-D   D-1   D   D             D
   |:..D..:|:           | |       +          /   /         /    |\ /              |
   #-M-#-#-#-#-#-#-1    # W-2 #-#-2         D   D     C   D     D D               2
                        |   |     |           \  |    / \   \   /   @                \
       ^                #-#-#-#-#              D-D   C   C   D-D     L                 D
 Warehouse Door          O:OFFICE                 /    |  @        |                 |
(snap chain with    push button to rooftops      C     C-1         2                 D
 crowbar)                                       /      |          /                  |
                         @= go path           C   C-C C         L                    D
                         &  go path SW,        \ /  |/          &   WYVERNS         |
                            walk thru ne        3   C       L@2-L                    D
                                                |           /     \                  |
                                BUGBEARS        C     C   L       L 2-2              D
                                                 !   / \  |       |/   \          /
                                                  C-C   C L     2-L     L        D
                                                         /   \   / @      |       /
                                             3-C 3   C     L-L   L     L     B  B: Bonfire
                                            /   \ \ /            /     /      |
                                         3-C     C-3           L   L-L
                                                  |             \ /          TO GREEN DRAGONS
                                                  3             2
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