

1 Silent Forest

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4 The ruined towers were there to keep a watch on the Wizard. They, and the small
village that supported them, are now in ruins. Three ruined houses are near The
Charging Tower.

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6 Fill under the forest is: Scrubland_MS from Mike Schley

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8 Path to the Cove: How the Old Wizard gets supplies. Marshy, sand banks, foggy at all
times of the year. 221 feet long by 222 feet wide. Rather regular for an inlet...

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10 The open area that goes past The Charging Tower to the southeast is full of pit traps.

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12 The dead deciduous trees, and the fir trees, seem to be in a decades long battle
over dominance.

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14 Silent Forest: No animal nor bird sounds, the Wizard doesn't like noise.

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16 A number of small unmarked ponds. Unknown depths. Anything falls in, the leaves
close back up. No signs of anything nor anyone had come by there.

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