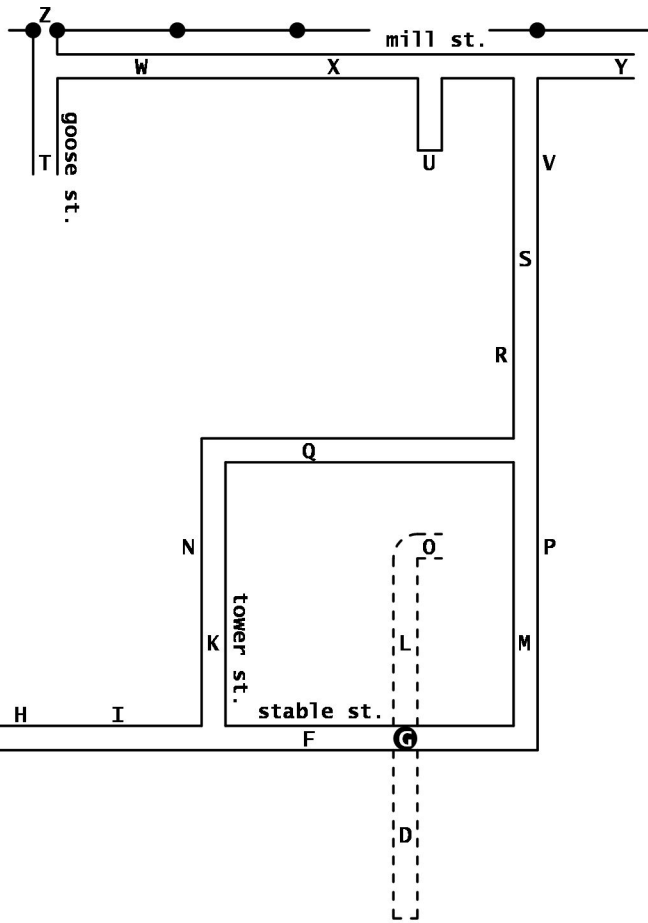
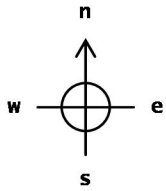


city - of - thieves

port blacksand



key

- A, beggar
- B, bays' ball
- C, madwomen
- D, giant centipede
- E, goblin thief
- F, healing potion
- G, sewer
- H, elf candle maker
- I, silversmith
- J, fishwives
- K, robbers
- L, giant rats
- M, vagabonds
- N, hog & frog tavern
- O, hag
- P, serpent queen
- Q, crossbow attack
- R, blacksmith
- S, escaped murderer
- T, hay cart
- U, tattooist
- V, pawnbroker
- V, public garden
- W, sourbelly
- X, fatnose
- X, barrow boy
- Y, town guards
- Z, north gate

key

- a, town guard
- b, dwarf locksmith
- c, madman
- d, archer ambush
- e, man-orc herbalist
- f, ogre
- g, healer
- h, spotted dog tavern
- i, lizardine
- j, thieves
- k, water barrel
- l, town guards
- m, fat man
- n, dead end
- o, elven boots
- p, jeweller
- q, florist
- r, dwarf robbers
- s, market square
- t, catfish river
- u, derelict house
- v, wild dogs
- w, singing bridge
- x, nicodemus
- x, poison pill game
- y, pirates
- z, carriage

