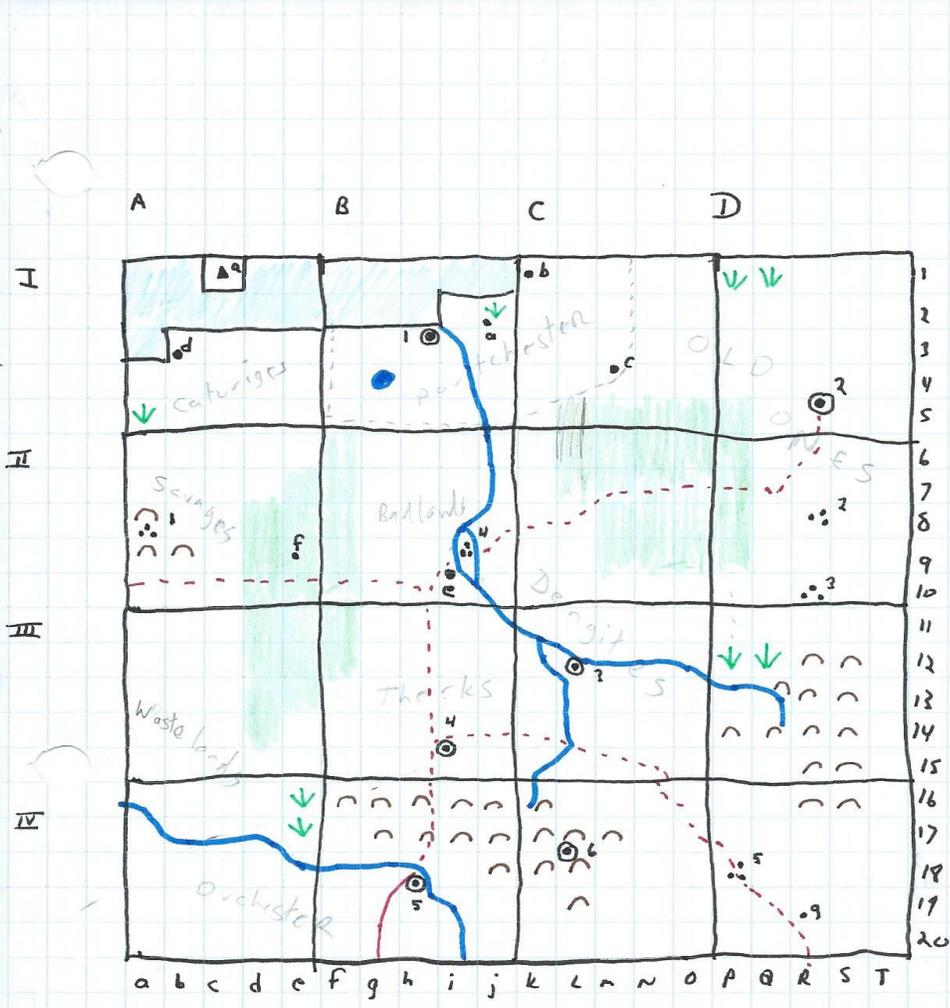


MAPS:
GATAVIA III CAMPAIGN

by David L. Nelson

MAP 1: GATAVIA PROVINCE MAP (200 miles x200 miles)



Gatavia 1420

- UNFORTIFIED SETTLEMENTS
- a Bogtown
- b Haxhaven
- c Hastings
- d Seatun
- e Bastardville
- f Elftown
- g Cavano

- ⊙ Fortified Settlements
- 1 Portchester
- 2 City of the Old Ones
- 3 Tower of Dengwur
- 4 Pulchester
- 5 Orchester
- 6 Dwarfhall

- Ruins
- 1 Rathrig
- 2 Haxmoot
- 3 Old Barrows
- 4 Island of Dead
- 5 Quinteri

- ▲ shrines
- a choir mosque

MAP 2: THE BADLANDS REGION (50 miles by 50 miles)

Region B-II : The Badlands



- M = mysterious monolith
- G = Goblin Lair
- D.T. = Death Troopers

MAP: 50 miles x 50 miles
 Large square: District 10 mi x 10 mi
 Small square: 2 mi x 2 mi

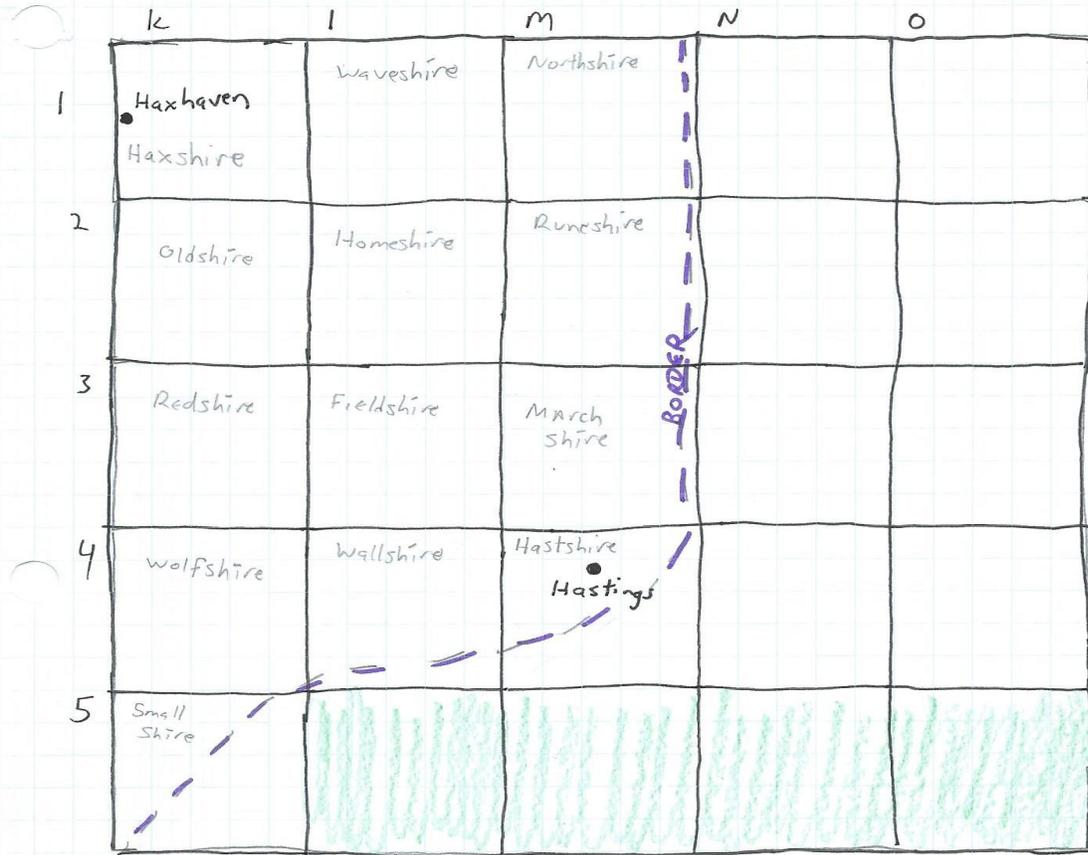
MAP 3: PORTCHESTER REGION (50 miles by 50 miles)

Region A-II : Portchester

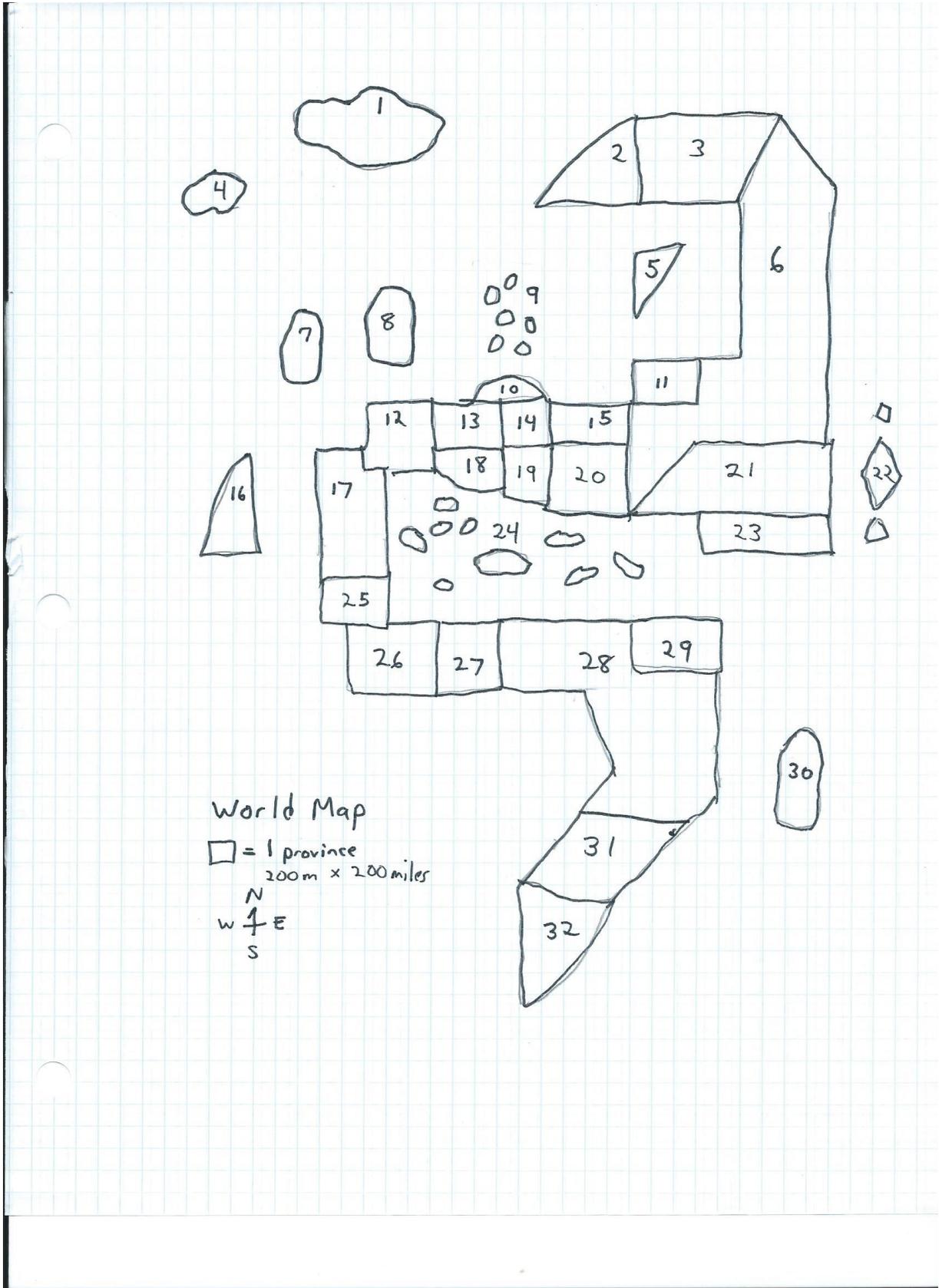


MAP 4: PORTCHESTER, EAST MARCH REGION (50 miles x 50 miles)

Region A - III: Portchester East March



MAP 5: WORLD MAP (approx. 9000 miles x 9000 miles)



WORLD MAP KEY

- 1—**Jotunheim**: land of giants and frost
- 2—**Drakkhar**: Northron kingdom, original home of Northrons
- 3—**Trollheim**: fallen Northron kingdom, land of trolls
- 4—**Frost Island**: isolated island, scouted by Northron sailors.
- 5—**Drell**: Bare, rocky kingdom of the Neanderthals
- 6—**The Great Eastern Plains**: home of countless Easterling Nomads
- 7—**Aster**: Westerling Island, heart of the Druid cult on earth, original homeland of Westerlings
- 8—**Ulban**: Westerling Island, once an Ardean province, now battleground between Westerling natives and Northron Invaders
- 9—**The Haunted Islands**: a series of mysterious islands filled with danger, magic and treasure?
- 10—**Seamark**: a kingdom of sea-faring Northrons.
- 11—**Rucconia**: a heavily forested kingdom of Easterlings who have given up nomadism.
- 12—**Hallia**: originally a Westerling region, but conquered by Ardeans centuries ago. Now it is a shattered, disordered land of independent provinces and regions. The Old Ones have several city-states across the land.
- 13—**Gautland**: confederation of forest-dwelling Northron tribes.
- 14—**Ost-Gaut**: second confederation of forest and mountain Northron tribes.
- 15—**Bastarnae**: series of petty chiefdoms of a mixed Northron-Easterling tribes
- 16—**Hiron**: remote and misty magical island, Westerling and Elvish population.
- 17—**Vesperos**: once an Ardean province, now a weak kingdom ruled by a Northron dynasty. Nobility are of Northron descent, but Ardean is the language of all population.
- 18—**Aetia**: once a key Ardean mainland province, now an independent Ardean kingdom.
- 19—**Roricon**: mountainous collection of petty fiefdoms and towns, Ardean in language and culture.
- 20—**Provere**: once the eastern frontier of the Ardean Empire, now the king of this domain claims to be the Ardean Emperor, a claim occasionally honored by other Ardean regions, but mostly ignored.
- 21—**The Great Easterling Kingdom**: most ancient civilized realm on earth, wealthy and decadent.
- 22—**Lipon**: independent island kingdom of Easterlings, known for warlike isolationism.
- 23—**Hydaspes**: rival Easterling kingdom known for seafaring
- 24—**Ardean Islands**: once heart of Ardean Empire, now a series of independent island duchies, one of which is an Old Ones city state, another is the home of the Lawful Patriarch of the West.
- 25—**Gendis**: a mixed Westerling-Southron kingdom that has become an extreme Lawful religious state since the fall of the Ardean empire.
- 26—**Rudrun**: ancient Southron kingdom, now has a mixed Southron and Ardean and Old Ones population divided into a host of duchies engaged in constant bloody war.
- 27—**Desh**: original home of the Zaharan people, now divided into a series of small emirates, several of which are in the hands of the Old Ones.
- 28—**The Zahara Desert**: a vast desert full of mystery and death.
- 29—**Ur-mutoz**: an Easterling colony across the sea. The coastal cities are still in Easterling hands, but the Old Ones and Orcs have seized the inland regions.
- 30—**Island of Shebar**: mysterious Southron Kingdom of great wealth and legend.
- 31—**Southern Jungle**: filled with savage Southron tribes, lizardmen and who knows what else.
- 32—**The Kingdom of the South**: original homeland of the Southrons, an ancient and legendary land.