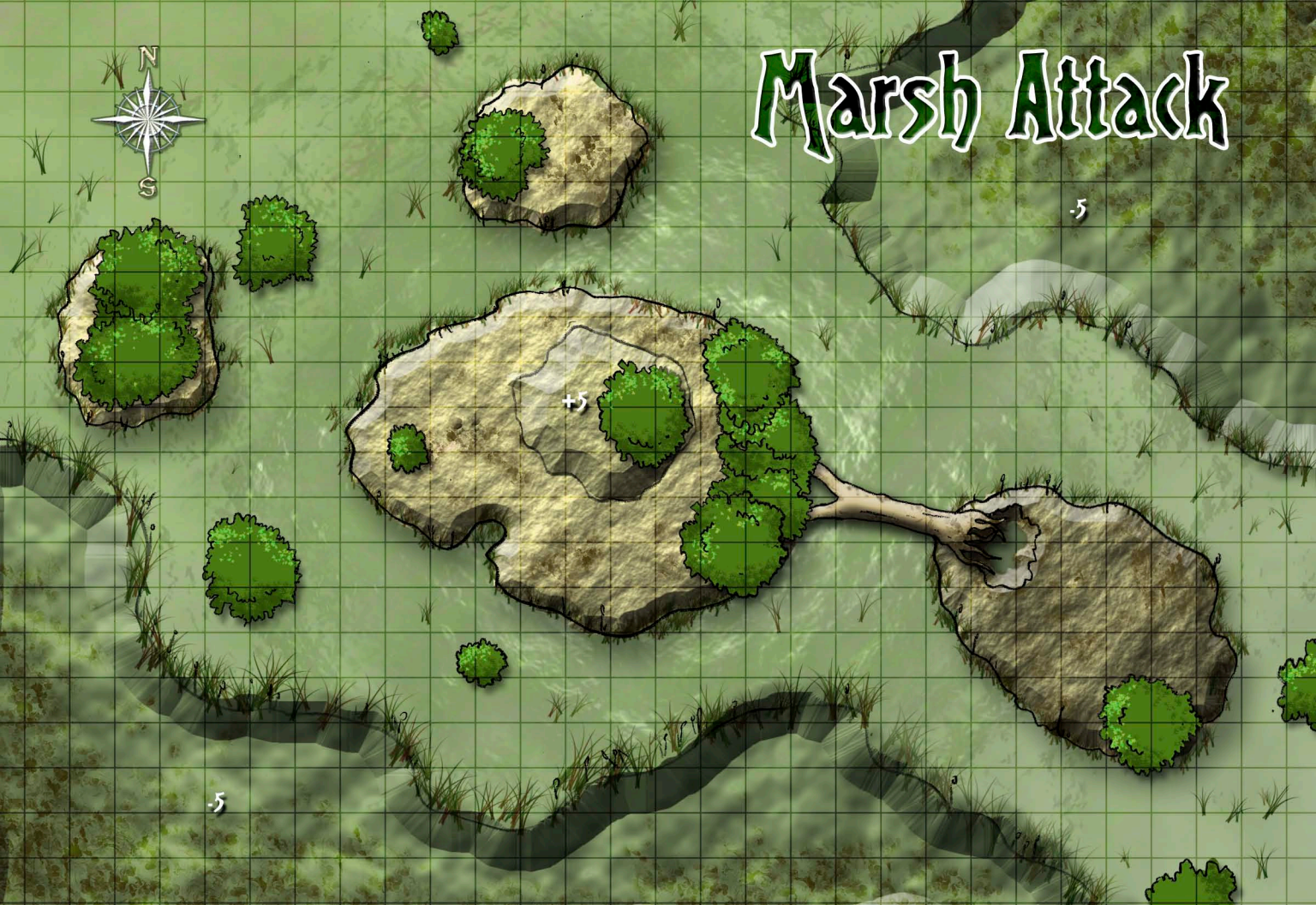


# Marsh Attack





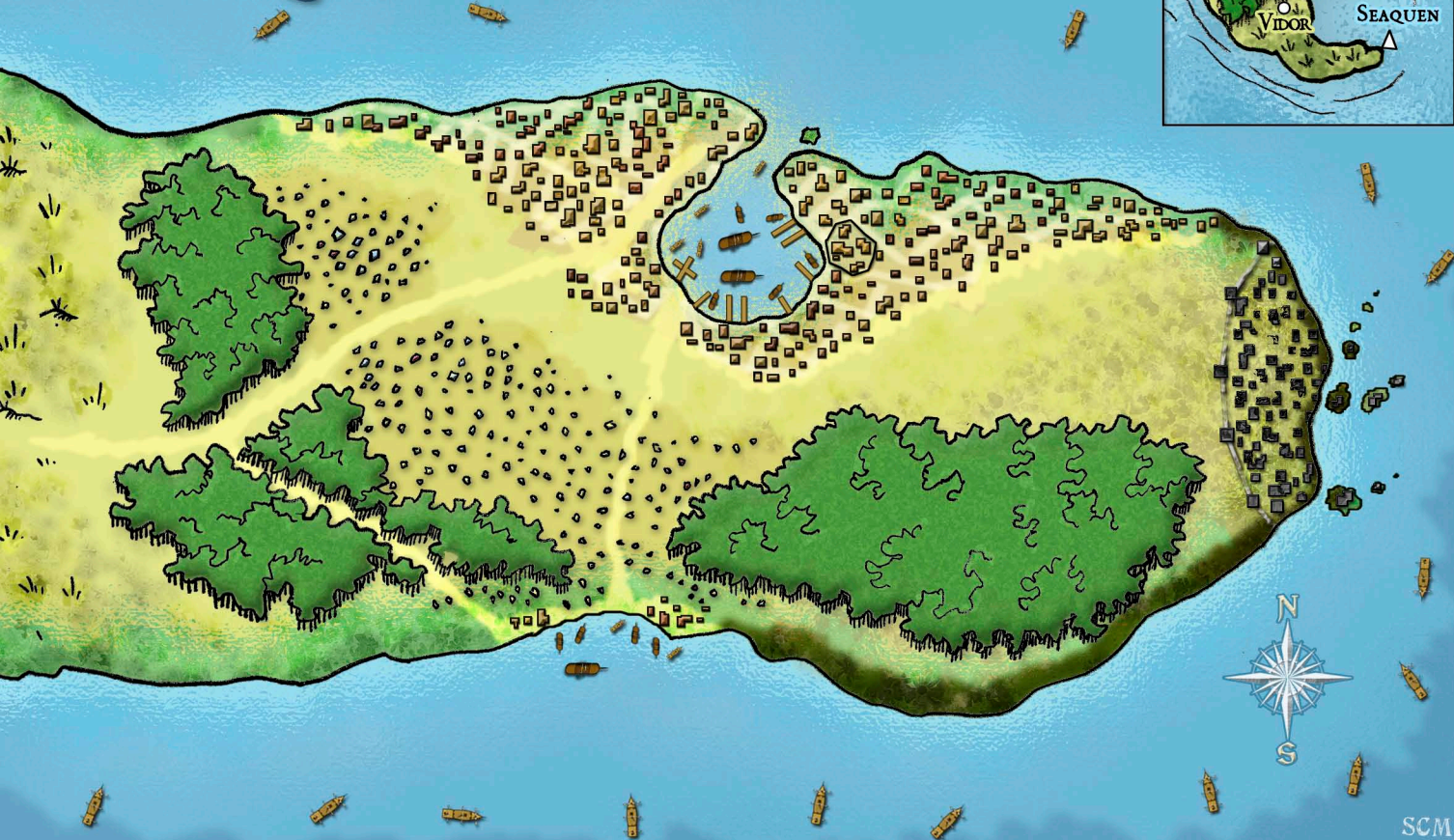
# SEAQUEN

1. Marsh Lands
2. Refugee Camps
3. South Harbor
4. Town of Seaquen
5. Lyceum Academy
6. Seaquen Bay
7. Sunken Ruins
8. Elven Blockade





# SEAQUEN

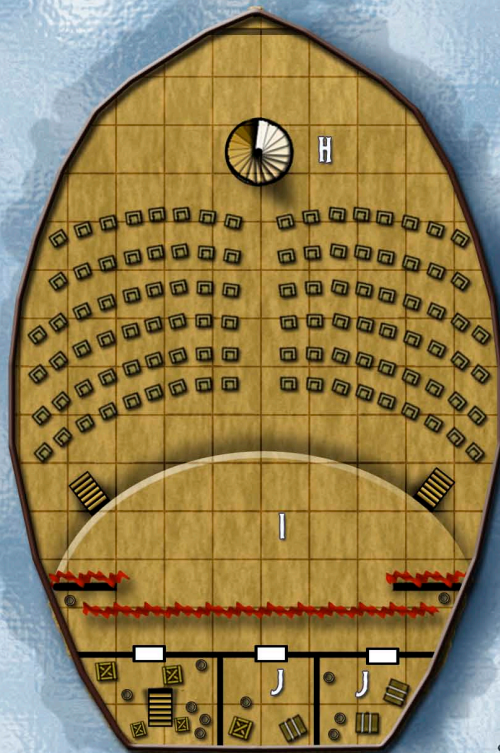
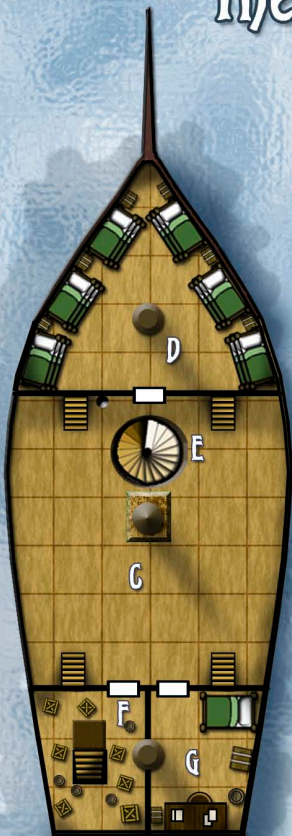
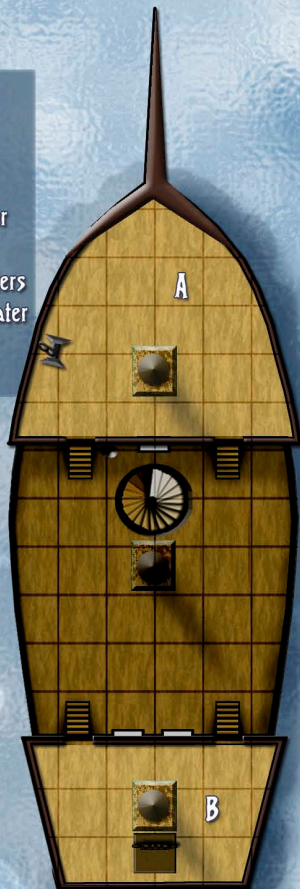




# The Wayfarers' Theater

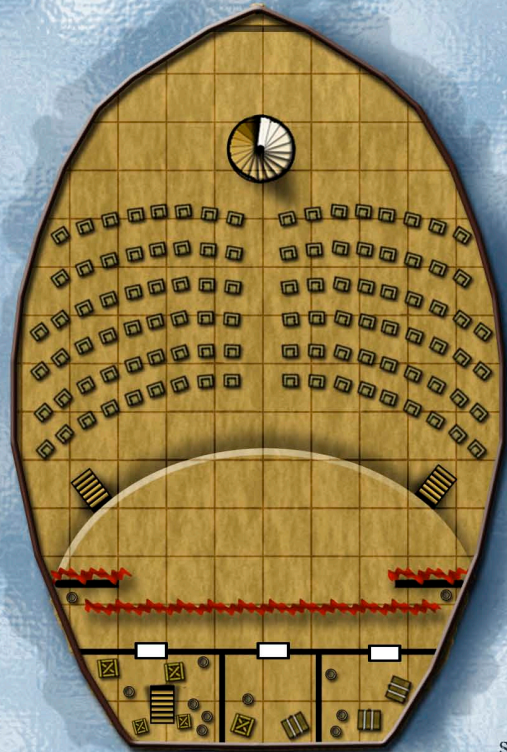
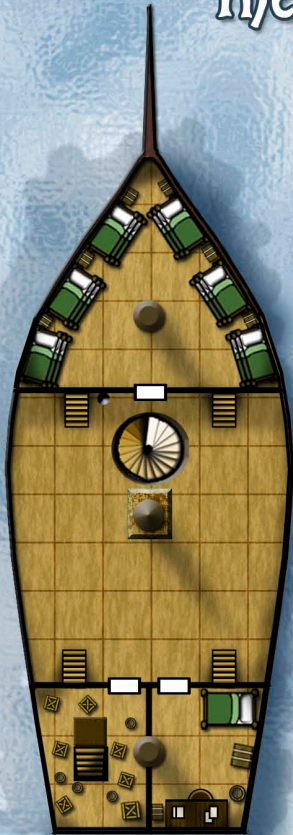
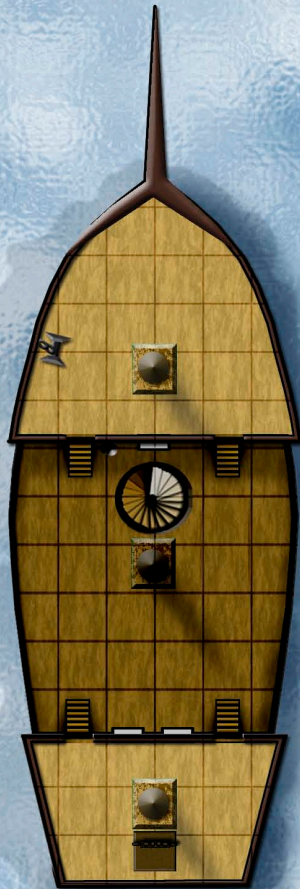
1 Square - 5 ft

- A. Fore Deck
- B. Aft Deck
- C. Main Deck
- D. Crew Quarters
- E. Stairs to Theater
- F. Storage
- G. Captain's Quarters
- H. Wayfarer's Theater
- I. Grand Stage
- J. Dressing Room





# The Wayfarers' Theater

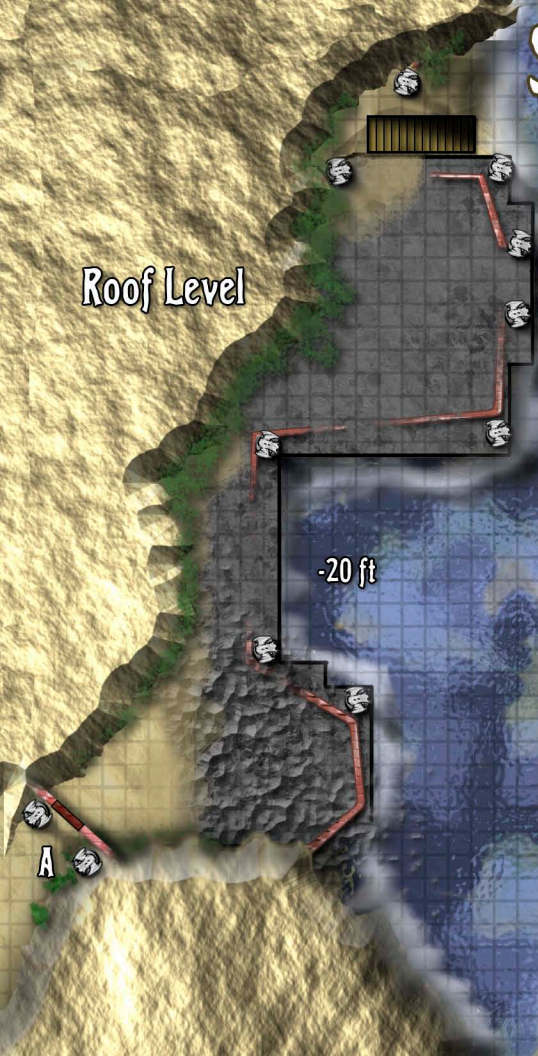




# Sunken Prison

1 square - 5 ft.

Roof Level



- A. Rusty Gate
- B. Prison Entrance
- C. Loading Dock
- D. Janitorial
- E. Guard Room
- F. Trap Room
- G. Storage
- H. Prison Cells
- I. Collapsed Stairs
- J. Living Quarters
- K. Downstairs Lobby
- L. Provisions
- Fence
- 👁️ Gargoyle Pillar

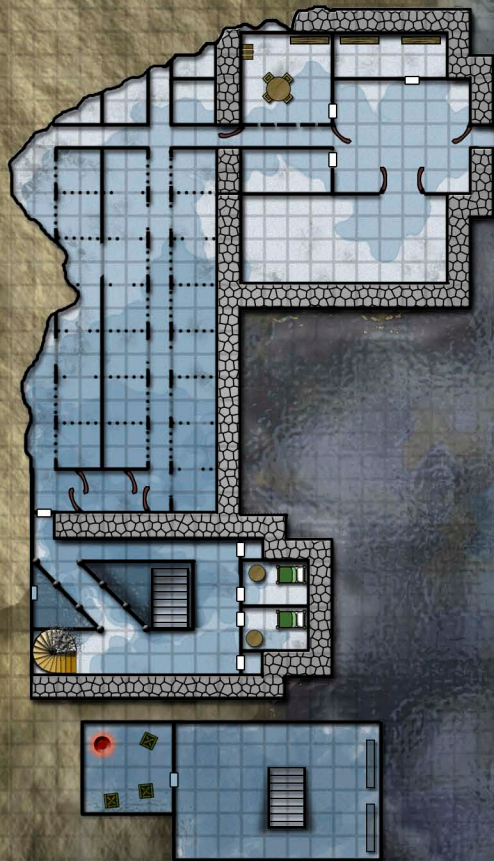
Ground Level



Underground Level

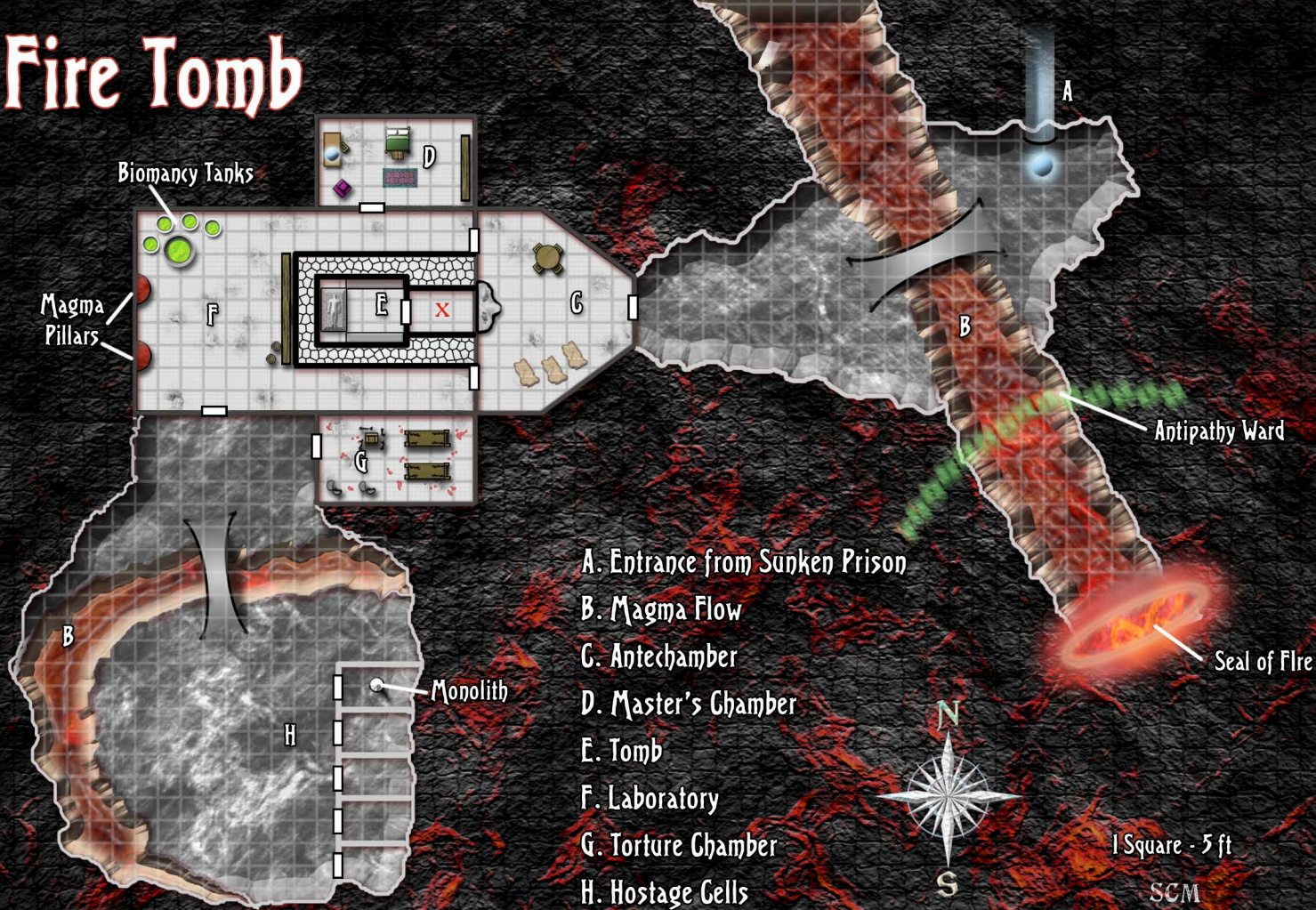


# Sunken Prison





# Fire Tomb



- A. Entrance from Sunken Prison
- B. Magma Flow
- C. Antechamber
- D. Master's Chamber
- E. Tomb
- F. Laboratory
- G. Torture Chamber
- H. Hostage Cells

1 Square = 5 ft  
SCM



# Fire Tomb



1 Square - 5 ft

SCM