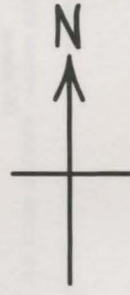
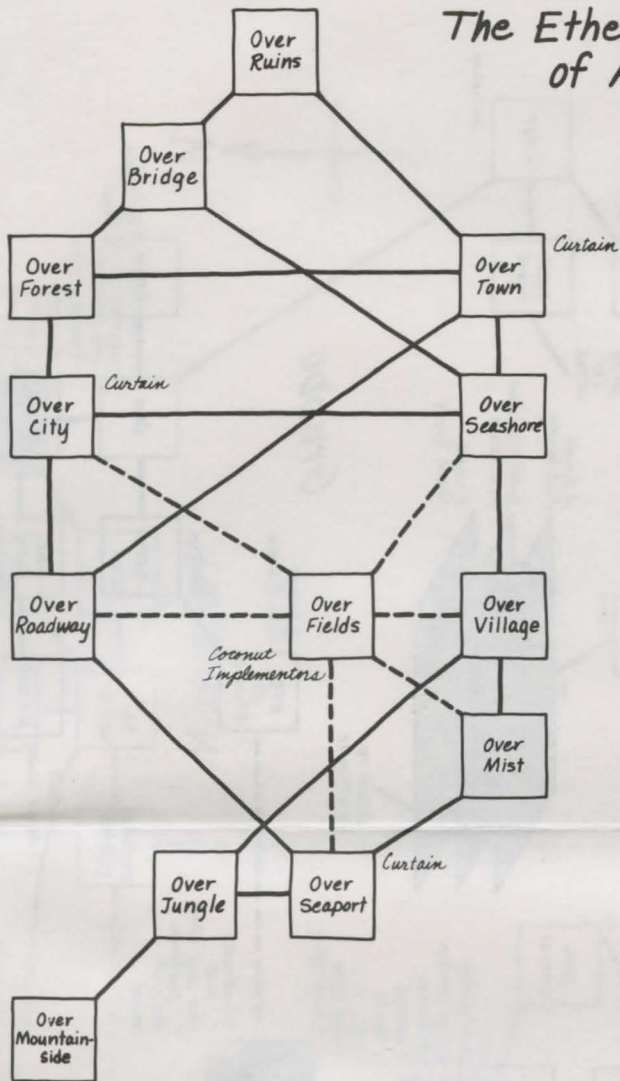


Whilst recording the lore and legends of Quendor, I undertook many pleasant journeys through the Southlands. These maps of my travels may be of value to other adventurers wishing to explore this uniquely varied region of the kingdom.

—M.N.G.

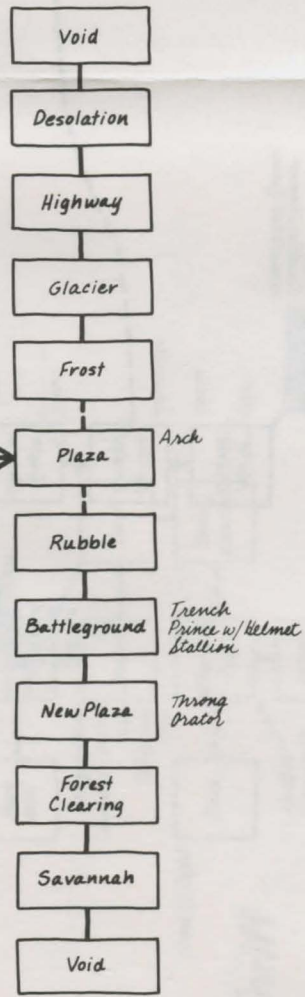
**BEYOND ZORK**

# The Ethereal Plain of Atrii

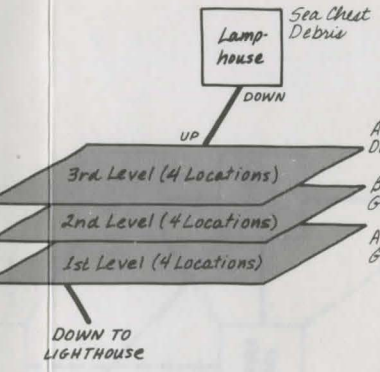
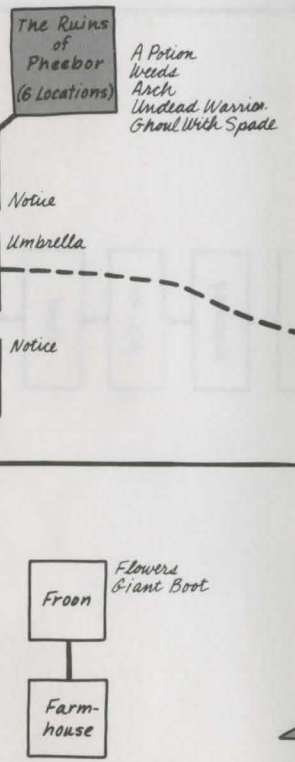
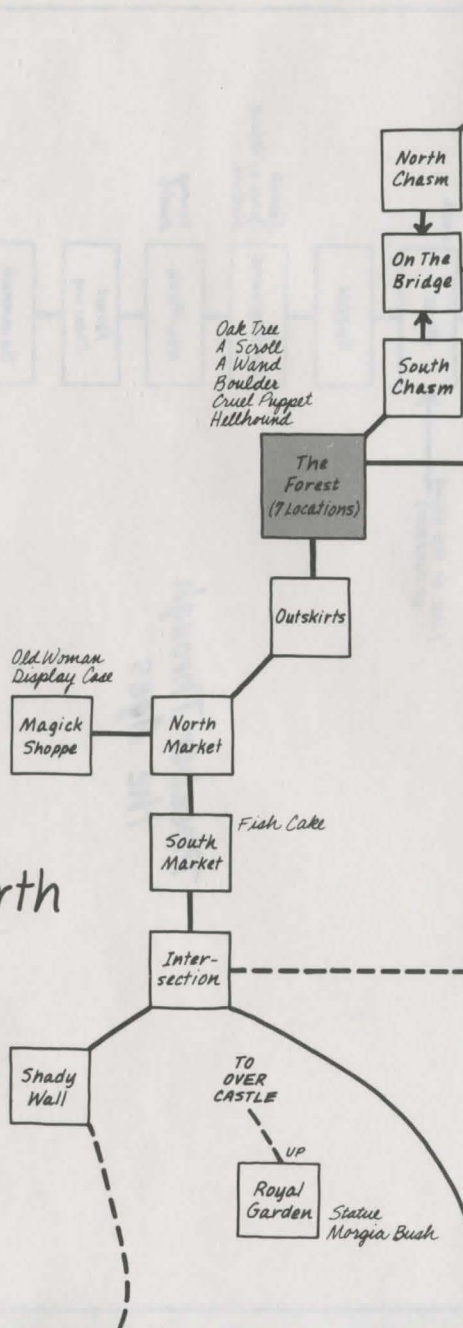


# Pheebor Through the Ages

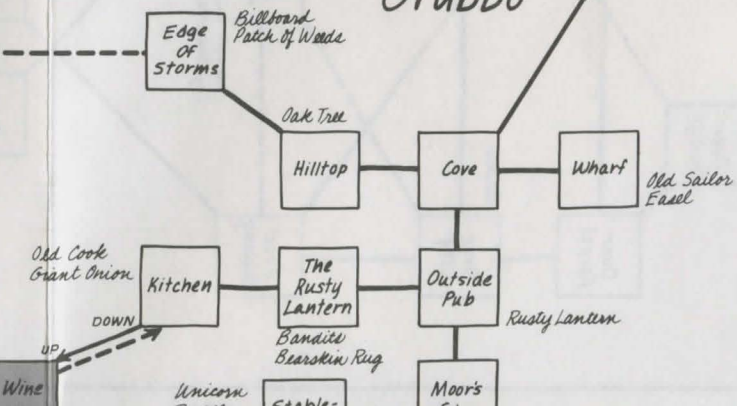
(ONE OF THE RUINS OF PHEEBOR)



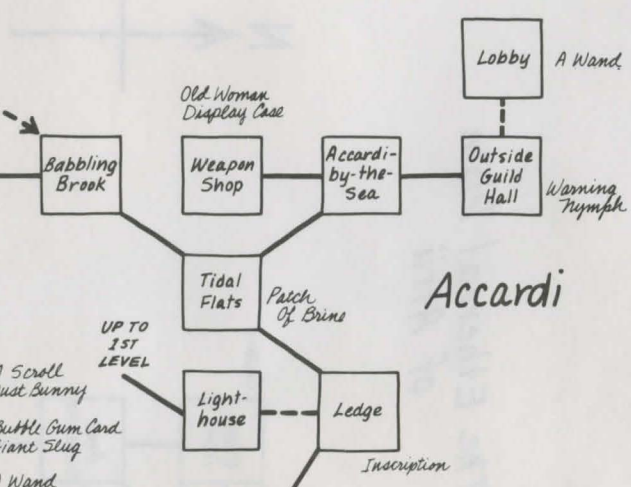
# Gurth



# Grubbo



# Accardi



Underground  
(10 Locations)  
Moss  
Lucksuckers  
Grues  
Heap of Plunder  
Shadow

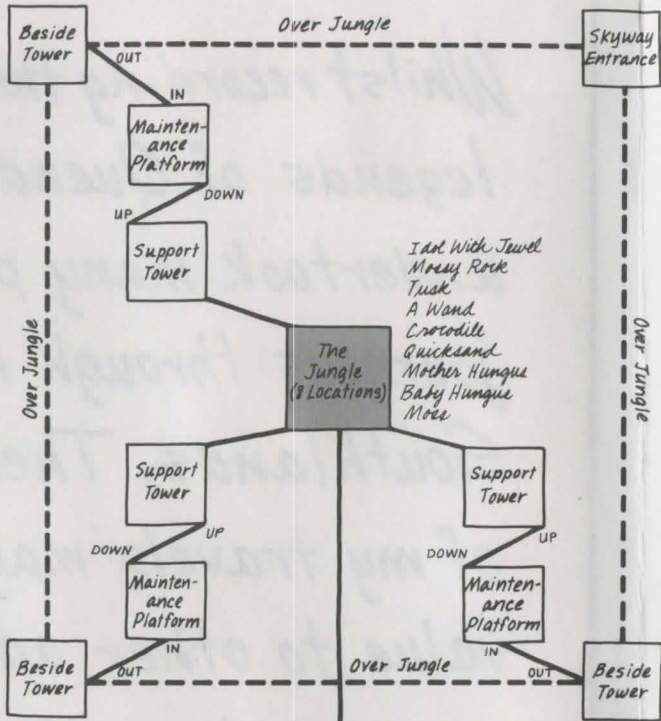
(7 Locations)  
with crown  
Pile of Debris  
Stack of Crates  
Moss  
Bottle

Horseshoe  
House  
Private Way  
Bluffs

The Moors  
(6 Locations)  
A Scroll  
A Wand  
A Potion  
Eldritch Vapor  
Butterknife  
Pterodactyl/Wick  
Whistle And Arrow

Old Woman  
Display Case  
Boutique  
Mizniaport  
Skyway  
Entrance

# Mizniaport



The Jungle  
(8 Locations)  
Idol With Jewel  
Mossy Rock  
Tusk  
A Wand  
Crocodile  
Quicksand  
Mother Hungue  
Baby Hungue  
Moss

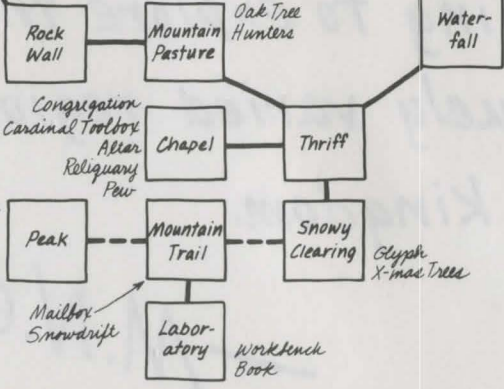
Over Jungle

Over Jungle

## LEGEND

- Normal Passageway
- One-way Passageway
- - - Passageway requiring special equipment or puzzle-solving

NOTE: Gray areas indicate random geography.



# Thriff

Congregation  
Cardinal  
Toolbox  
Altar  
Reliquary  
Pew

Peak  
Dome of Light  
Mailbox  
Snowdrift

Mountain Trail

Snowy Clearing  
Glyph  
X-mas Tree

Laboratory  
Workbench  
Book

Mountain Pasture  
Oak Tree  
Hunters

Water-fall

Chapel

Thriff



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