

# the Butcherblok Mountains

- A. The Ocean of Tears
- B. The Butcherblok Docks
- C. Tombstone Landmark
- D. Dwarven Guard House
- E. Merchant or NPC House
- F. Dwarven Bandit Camp \*
- G. Goblin Camp \*
- H. Dwarven Skeleton Ruins \*
- I. Dwarven Skeleton Tower \*
- J. Abandoned Tower
- K. Entrance To The Greater Faydark
- L. Entrance To Dagnor's Cauldron
- M. The Crossroads  
(with Dwarven Guard House)
- N. Totem Landmark
- O. Orc Ruins \*
- P. The Chessboard \*
- Q. Tower Ruins  
(with Dwarven Guards and High Elf NPC Merchant)
- R. Entrance To The City of Kaladim
- S. Locked Houses

( \* Indicates a spawning point for people / creatures )

