

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)

