





Key

- 1- Abandoned houses (new construction).
- 2- Original stone houses.
- 3- Bridge guardhouse.
- 4- Newly constructed houses.
- 5- Mill (and smithy).
- 6- Manor house.
- 7- Bridges.
- 8- Tool sheds.
- 9- Fields - farms.
- 10- Town hall/church - fortified.
- 11- General store and smithy.
- 12- Inn and stables.
- 13- River Winkle.
- 14- Guard house and gate.
- 15- Cgrus the wizard.
- 16- Old Skye the sea-captain.
- 17- Abandoned (haunted) citadel.
- 18- Empty, blocked up moat.

