

3 - Whasehouses 4 - Path to spicefields and lizardmen [also Celvi and Galok] 8- General Store [2nd story: Scales and Balence agency] 9- Hain roads and houses of villagers
10- 'Mud and Eels' Inn I basement: Miro Hetzels office] 5- Fisherman's whosehouse and wharf 6- Old lighthouse 7- Haunted house (on haunted hill) 1- Defences 2-Wharves & dack area







