

Some of the maps in this collection are based on previous work done by Raydar, The Sage, Doubtful, Phantom, Jotty and likely many more who's names have been lost or forgotten.

They can be best viewed and printed using MS Word or MS Word Viewer. The viewer is available for free at

<http://office.microsoft.com/downloads/2000/wd97vwr32.aspx> . There is also a set done in PDF format to be read with the free Acrobat reader. Any corrections or errors can be brought to my attention by e-mail at winterhawk@softhome.net or winterhawk@majormud.org

Regen rooms have been marked with the number that regen in that room and highlighted with light grey. In the case where other information was more important (an up or down or boss..Etc.) just the gray highlight was used.

Winterhawk

12/5/2002

Fixed a room error in Dragons area
Added map of Negative Power Plains to PDF map set
Added map of Arlysia and Library
Added map of mod 9 graveyard and mausoleum

1/3/2003

updated maps to reflect changes in 1.11j:
ancient ruins, barren hills, Dark-elf City ,Dragontooth hills, Darkwood Forest,Green Dragons,Gnome Village (changes to swampside path),Goblin caves, Graveyard,Misty Swamp(added Black dragons and swampside path changes),Rhudaur and Shadowfist(updated regen in shadowfist), Rocky Trail and Ice caverns (added changes to trail and added new White Dragons area), Scorching Desert(added blue dragons and entrance to Ancient jail), Sivermere(added Newhaven changes), Tasloi Village(fixed error on treetops map), Negative power plains (added some explanation of map use and some examples) Northwest Forest(changes to silverwood and woodelves),serpentkin village

The green dragon map doesn't quite line up but I have been over it a dozen times and can't find any errors, so If anyone finds any please let me know. As always, any errors or omissions can be sent to winterhawk@majormud.org or winterhawk@softhome.net

1/16/2003

Made a few corrections to Darkwood Forest and Slums and New Darkwood(added the connection to Green Dragons area) maps. Fixed some errors on the Misty Swamp, Gnome Village, and Cramped tunnels maps(added some ups and downs).