Utraean Peninsula Map

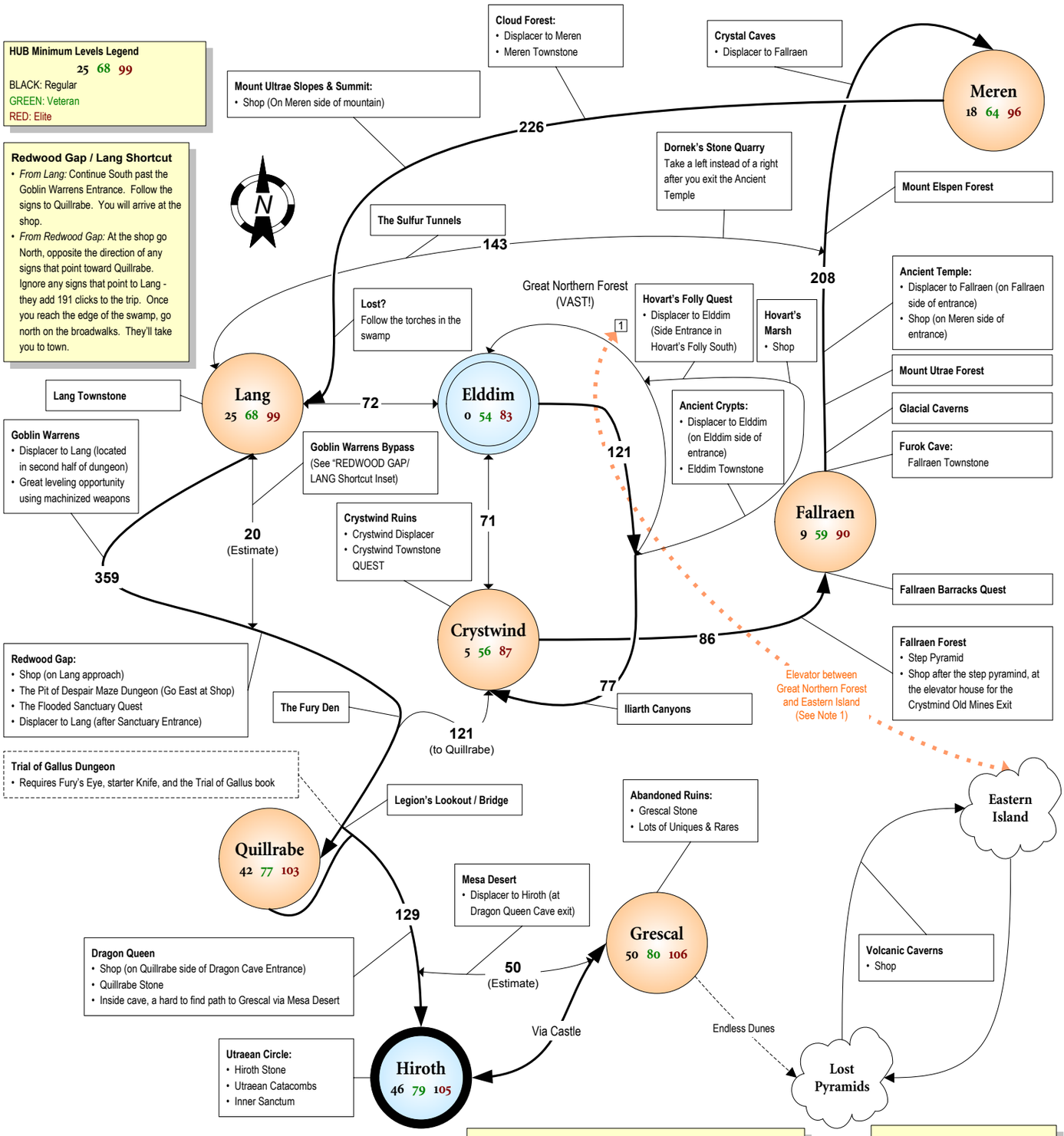
This our guesstimate version. I apologize for the messiness. As you can see, the map is definitely **not** to scale. It's here to show distances, and where things are in relation to each other… approximately. Hopefully I'll make this map look prettier and neater when, and if, GPG releases a UP map similar to the one of Ehb found in the manual, *or* when we can dump a huge screenshot of the UP map once the siege editor comes out. We do, however, try to give correct exit/entrance points for each town, with North pointing up.

We have not fully explored Castle Hiroth yet, so we're missing any potential quests & distance information for the path between Hiroth & Grescal. This goes for the "Great Northern Forest", which includes paths between Elddim, Hovart's Folly North, Elddim Lowlands, and Iliarth Meadows. The Great Northern Forest also includes a shop, two tall towers with an elevator to the elusive Eastern Islands, a demented protector ("Loola"), monsters from all levels (from Krug to Skeletons to Mucosas to Trolls to Darklings to Bandits …), and much loot to, well, loot.

The main path is bolded. This is the path the NPCs in the game recommend you take when you talk to them for directions. It starts at Elddim and ends at Hiroth (after a side trip to Grescal to get the Grescal Townstone)

If you have any suggestions, corrections, additions, etc; feel free to contact me at zen@heavengames.com

-Angel Zen, Dungeon Siege Heaven (http://ds.heavengames.com)



Note 1: The Two Towers

There exists two towers in the Great Northern Forest. Inside one of the towers is a "magic" elevator that will take you to Eastern Island, which will bring you out to the Lost Pyramids via a Tunnel, or through the Volcanic Caverns.

To find the towers:

1.) Start from Elddim, go East, and follow the signs to the Ancient Crypts
2.) You will come to a bridge with a guard. Don't cross the bridge. Follow the signs to the Great Northern Forest.
3.) Eventually you will see a sign that says "Hovart's Folly North 34". Continue on the direction the sign points to, and follow the torches.
4.) You will come to a second sign that says "Hovart's Folly North 21". Continue West just a little, cross the small wooden bridge. Right after you cross the bridge, go North, up a small ramp, and you will find three wooden bridges a little to the North. You want to keep on going north in the area between the west-most bridge and the middle bridge.
5.) You will hit a precipice. Venture a little to the west, and up the ramp that climbs the precipice. Turn East right there.
6.) You will run into a river. A little to the North you will find a bridge that crosses it. Cross it. You should be battling Mucosas at this point.
7.) Continue East. You will find the two towers. (and lots of monsters)
8.) From there, take the elevator down to Eastern Island.

The Lost Pyramids

They are called Lost Pyramids for a reason. You can get *really* lost trying to get to them.

There are two ways to the Pyramids. The first is via the Two Towers in the Great Northern Forest (See Note 1). The second is from Grescal.

From Grescal, head South-South East. There is a possibility that you might see the pyramids or just miss it by a tad. Now, if you miss it, you will hit the wall and see a resurrection shrine close by.

Run along the wall till you see the second resurrection shrine, go past the shrine a bit and then turn back into the endless dunes and head North. Then you should bump into them.