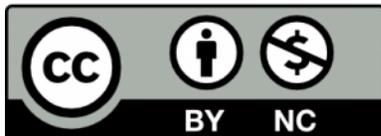# Map 32 – Evergreen Valley

This is the first top-view area map I draw. I'm really happy with the result. The 1 km scale makes it very convenient to explore, even in a one-shot scenario, PCs can walk from town to town in a few hours. It lends perfectly for low-level work like escorting merchants from town to town. Exploring old ruins in the forests or mountains, working for the army in the fort and so on.

Many of my other underground maps can be easily integrated here, for a full experience. I have included two versions of this map, one with name tags I invented. You can use this map when PCs visit a new area. Another version of the map has no tags, in case you want or need to use your own area names, depending on your campaign.

Asturian Range

Ardania Village

Fort Stratell

Ardanic road

Slimmering woods

Evergreen

Telltel Forest

Old road

Taratell

Lakepass

Sandrange Mountains

Foresters road

Sanders Valley

Gardel Mountains

N

1 km

Evergreen Valley

Evergreen Valley

1 km