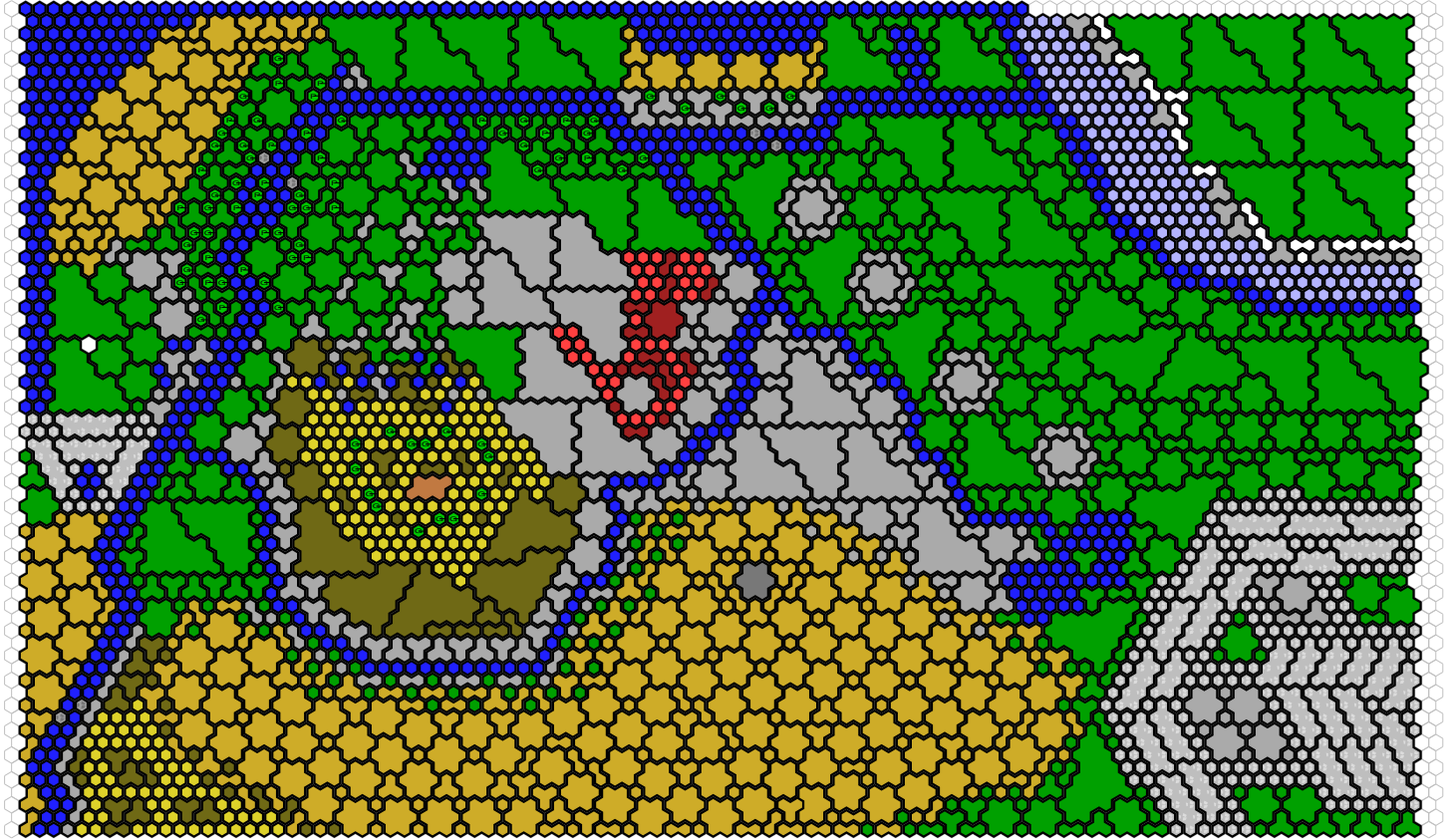


# Alansya

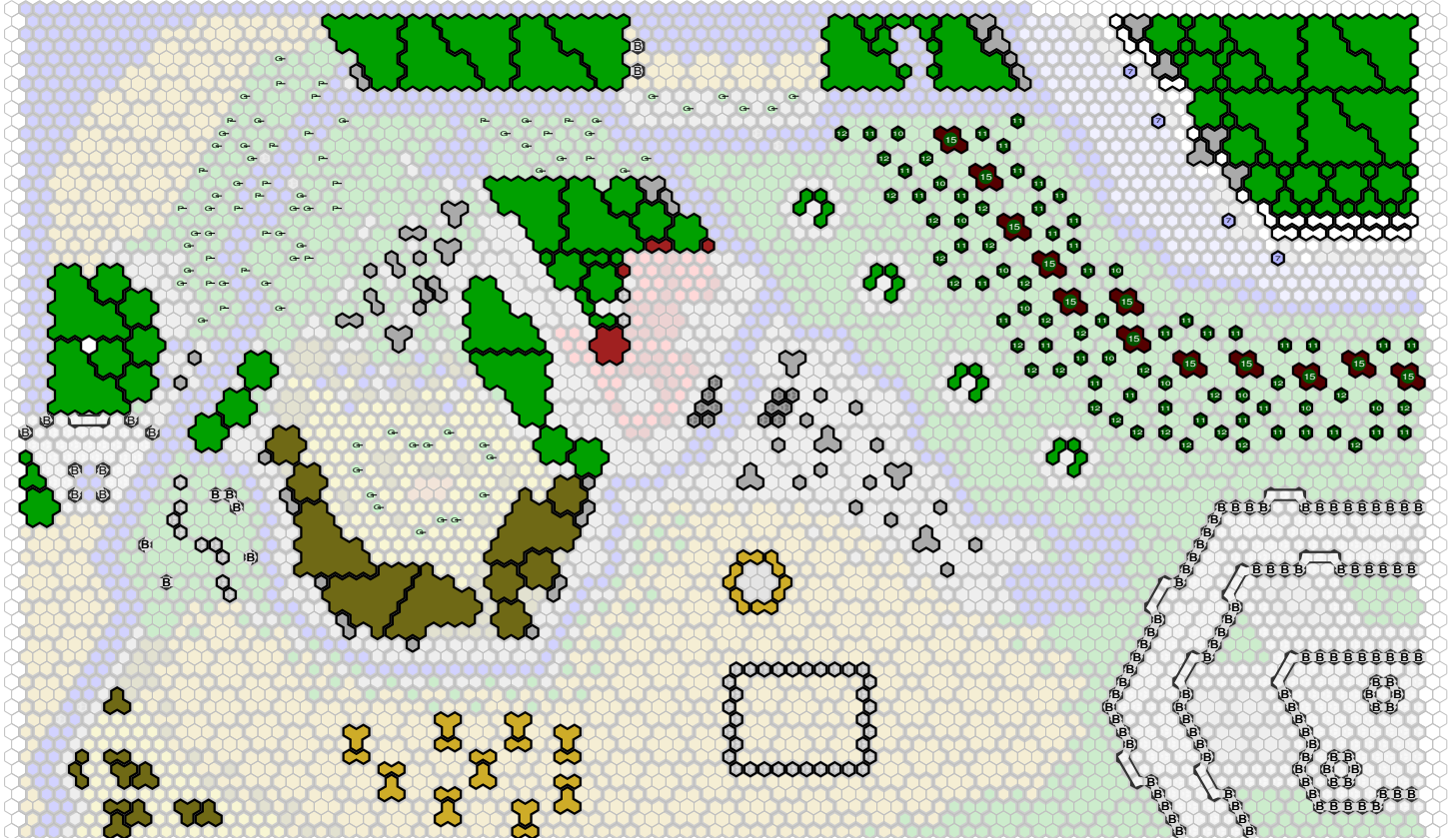


Author : nyys

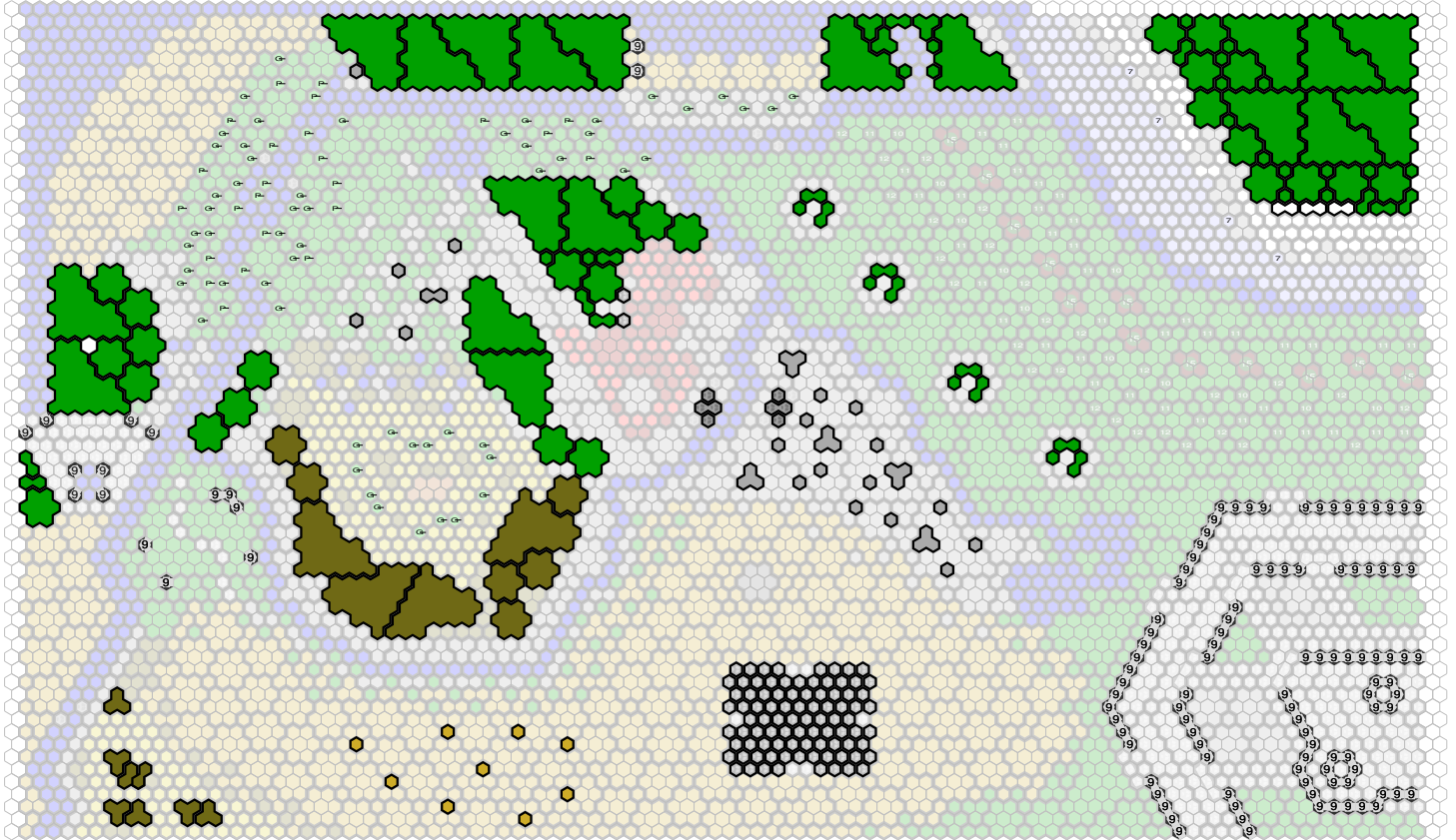
# Level : 1



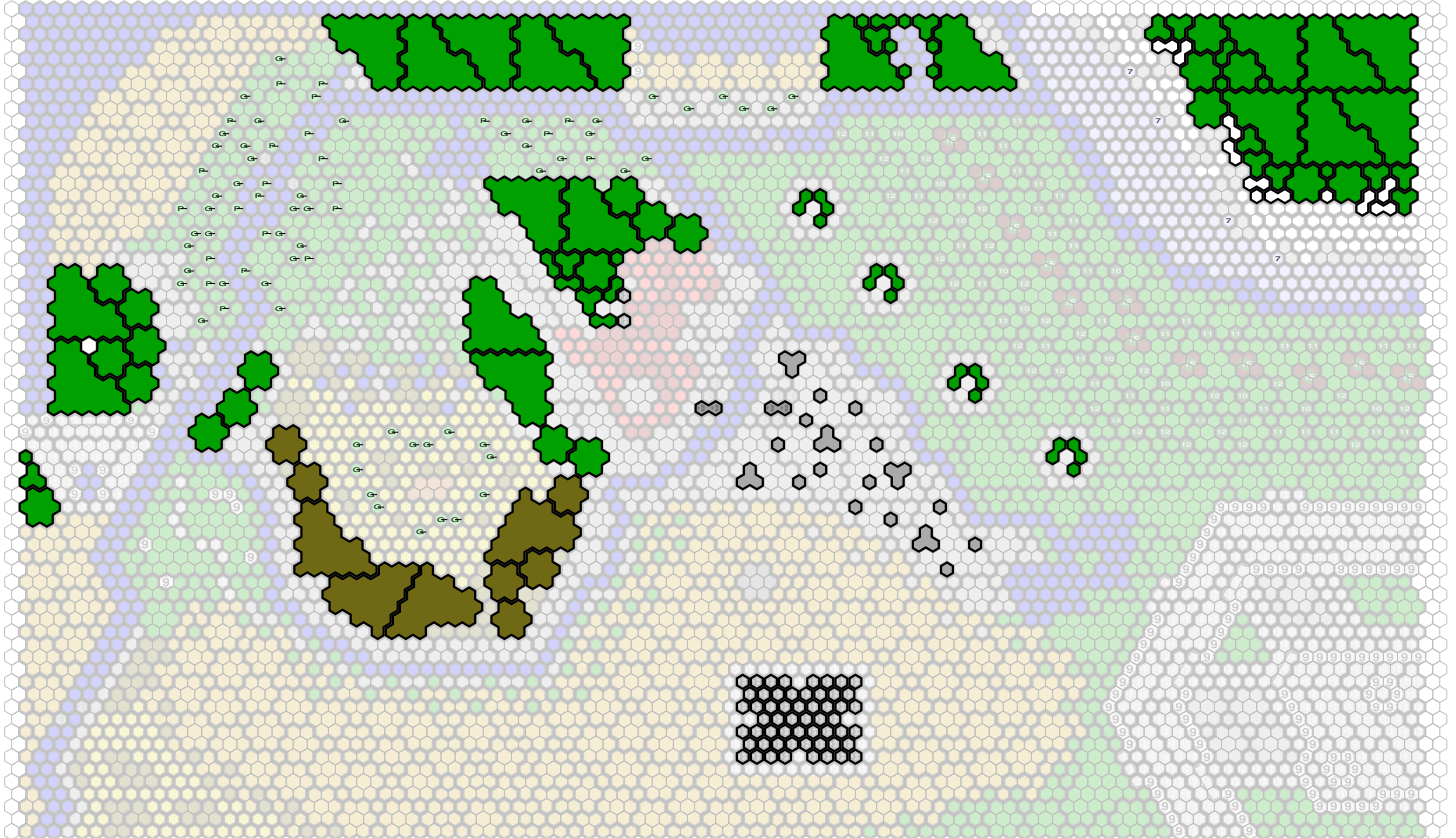
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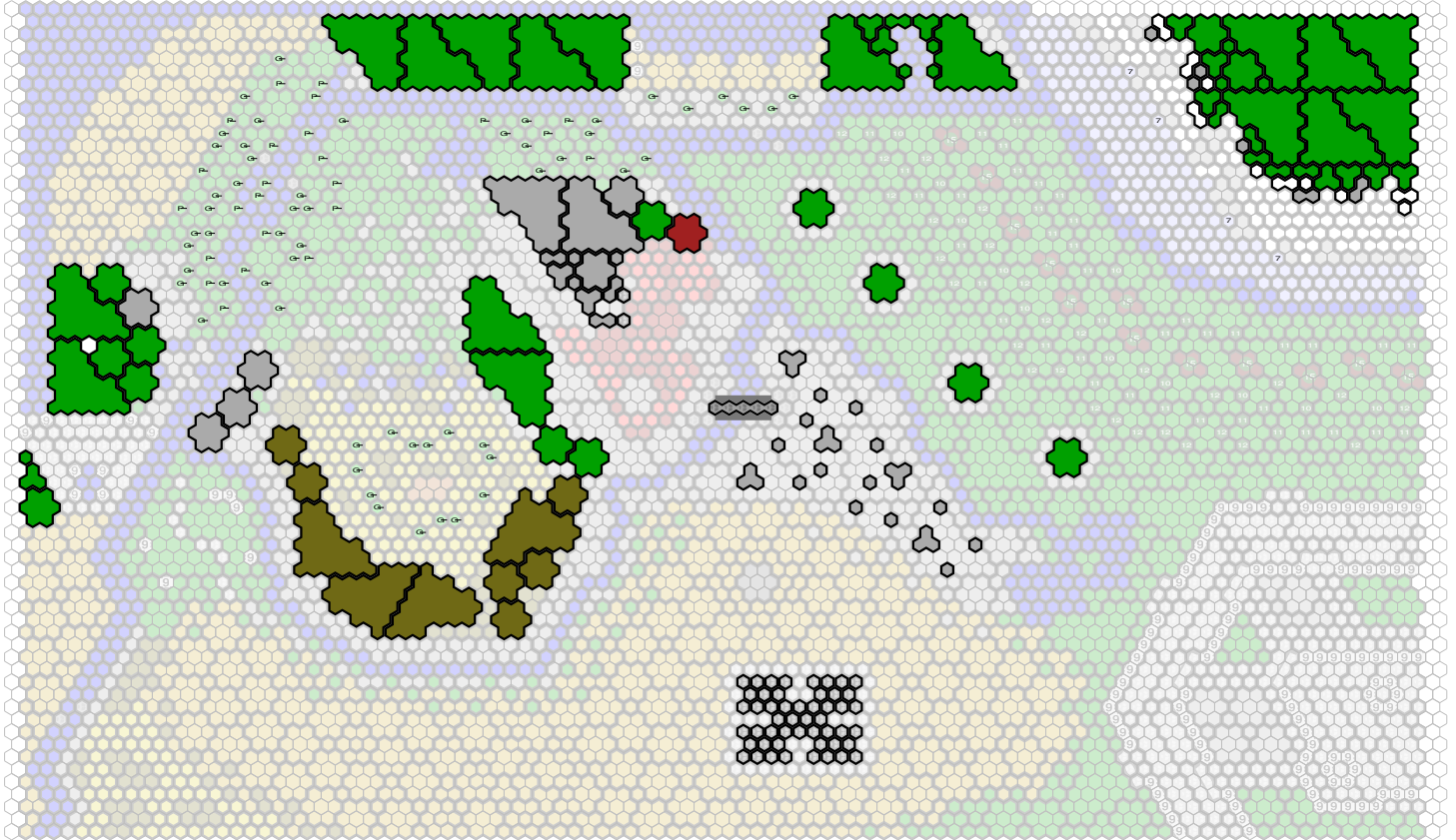
# Level : 3



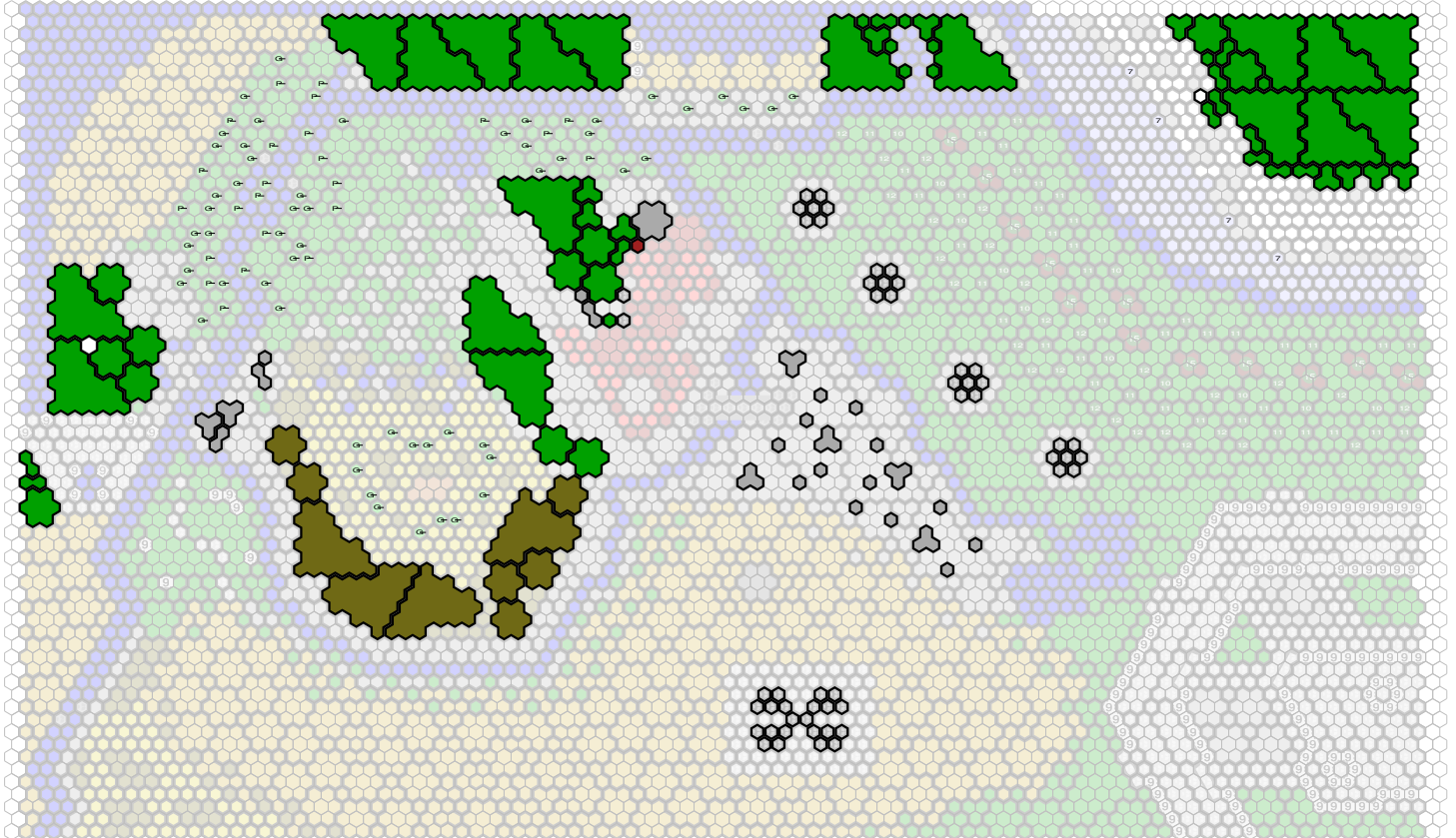
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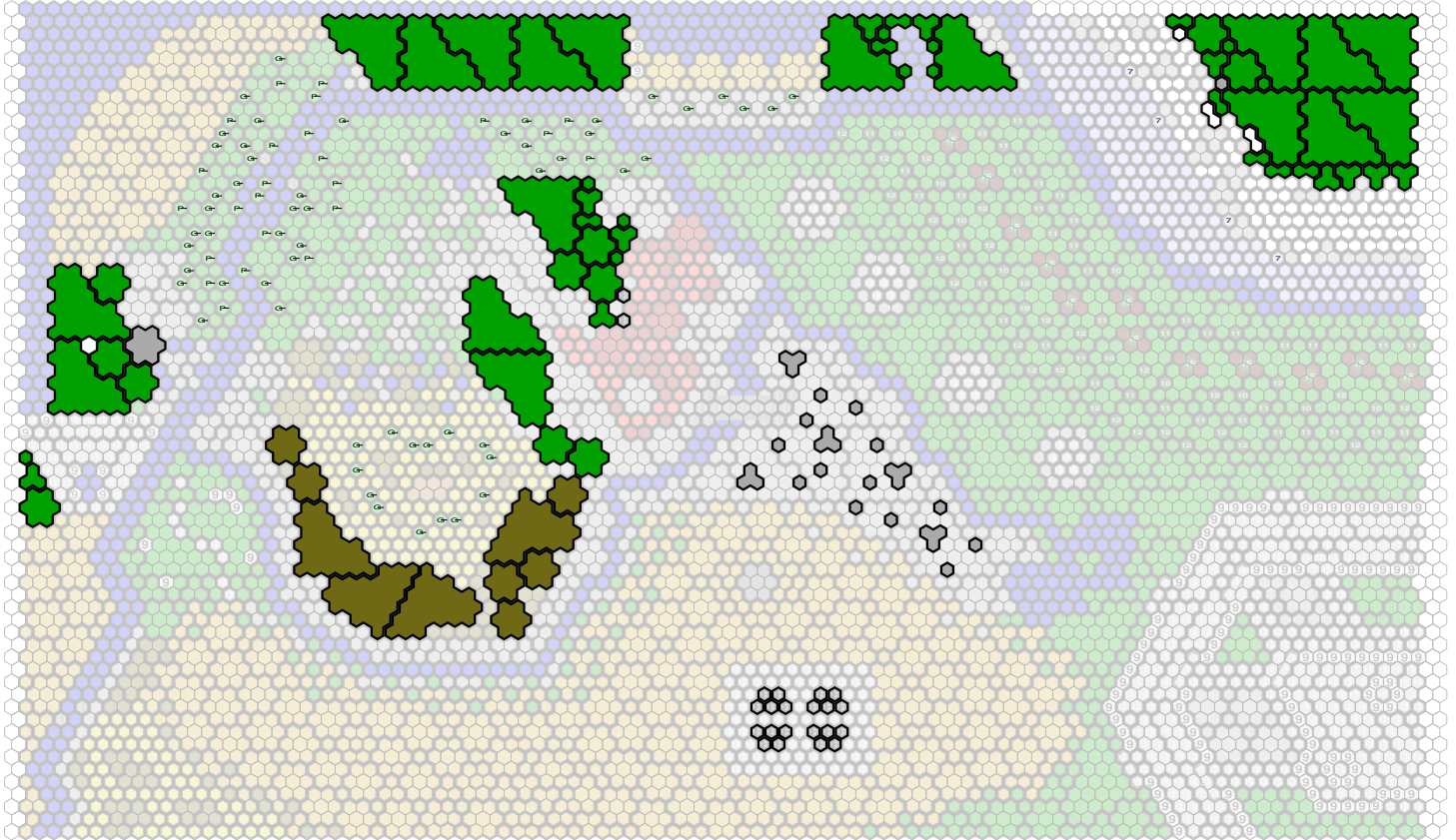
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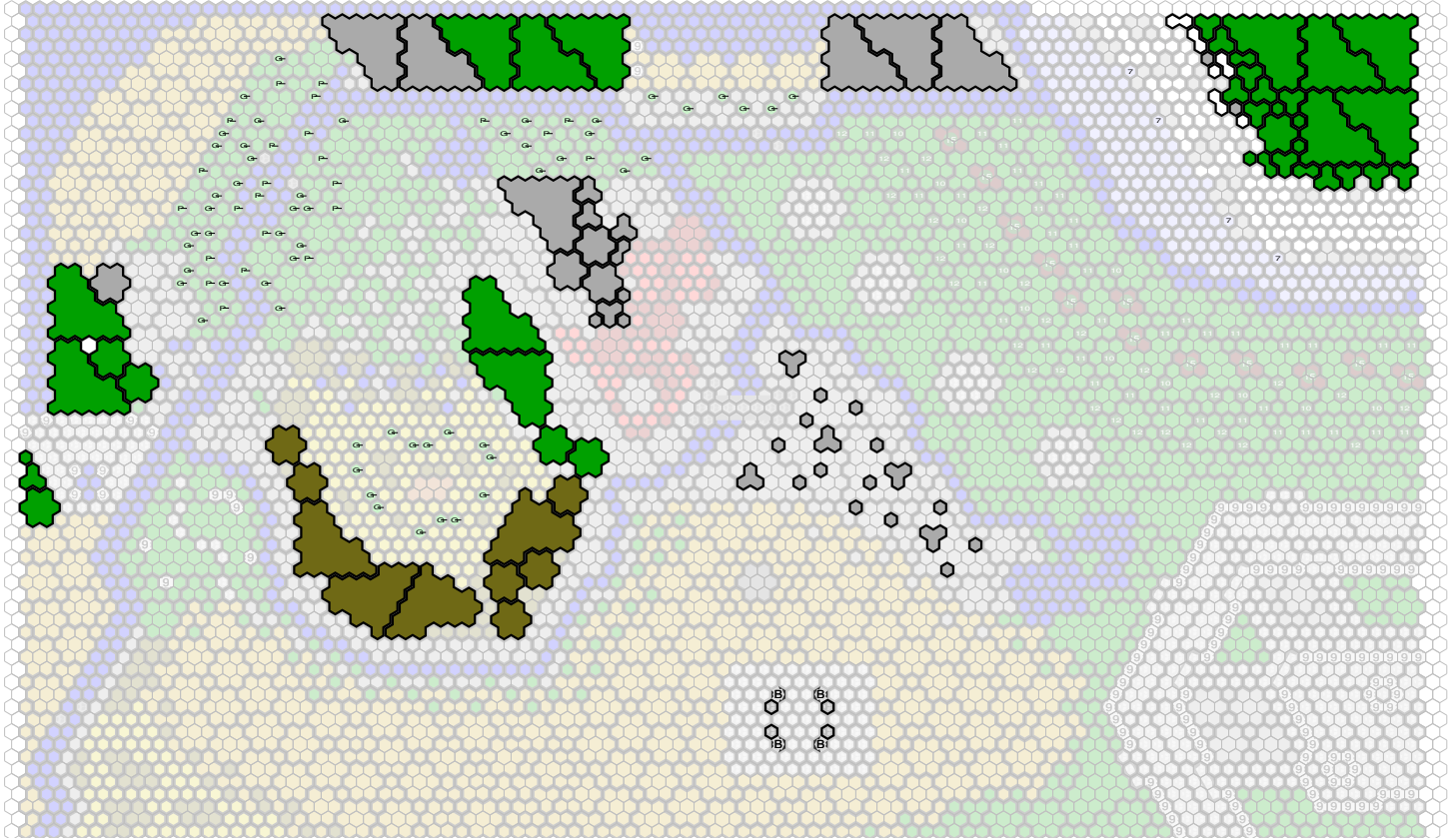
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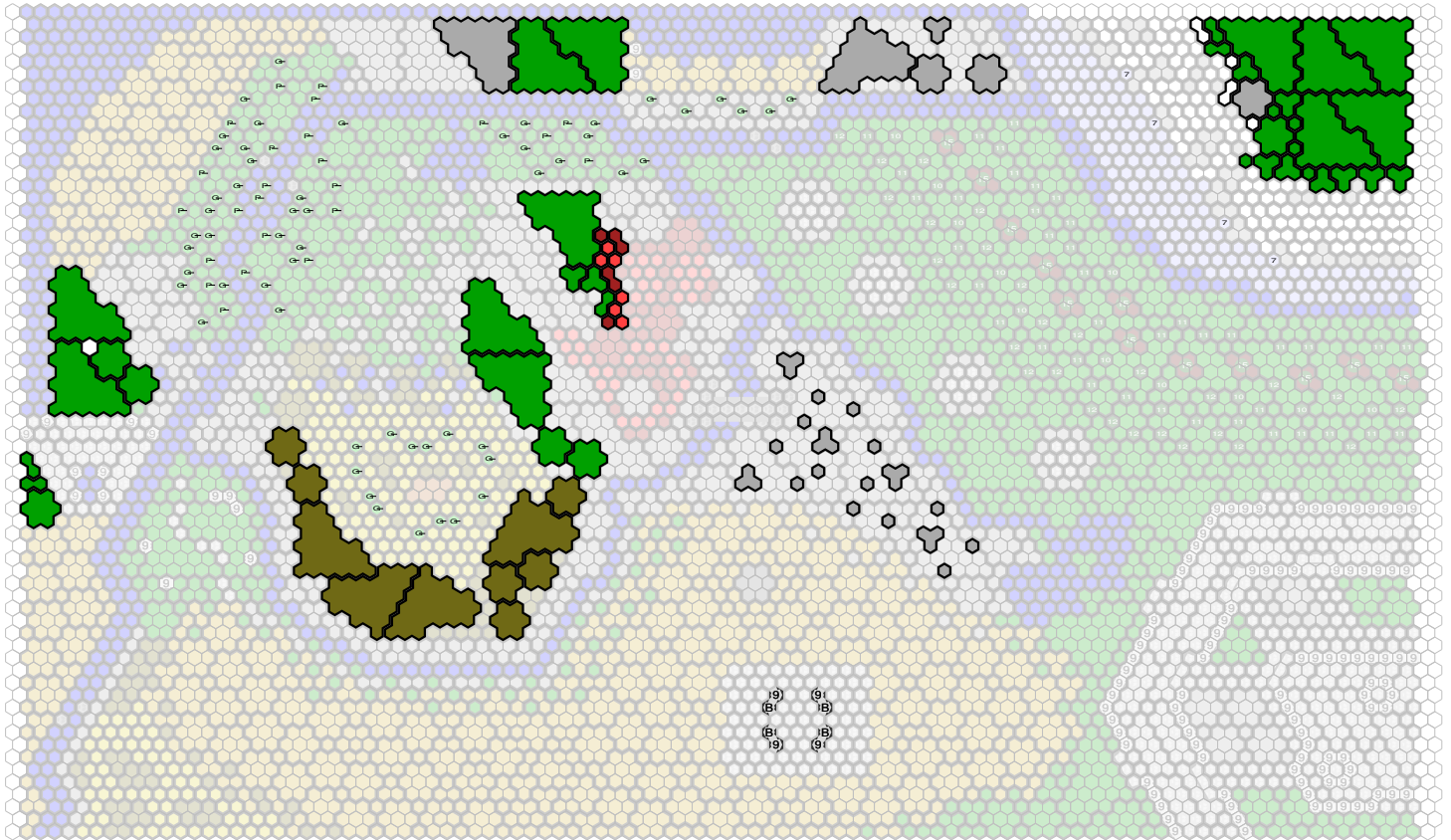
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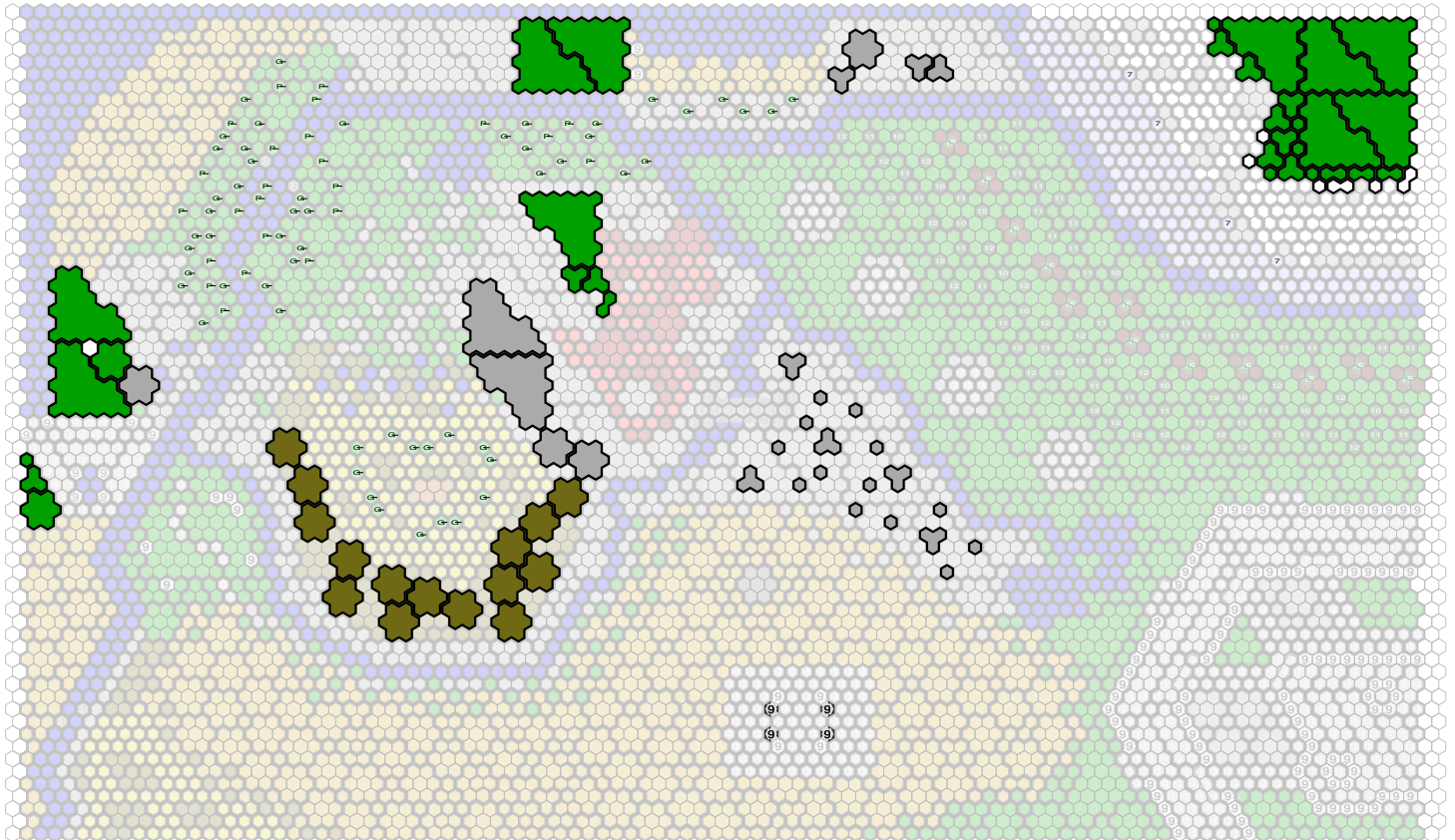
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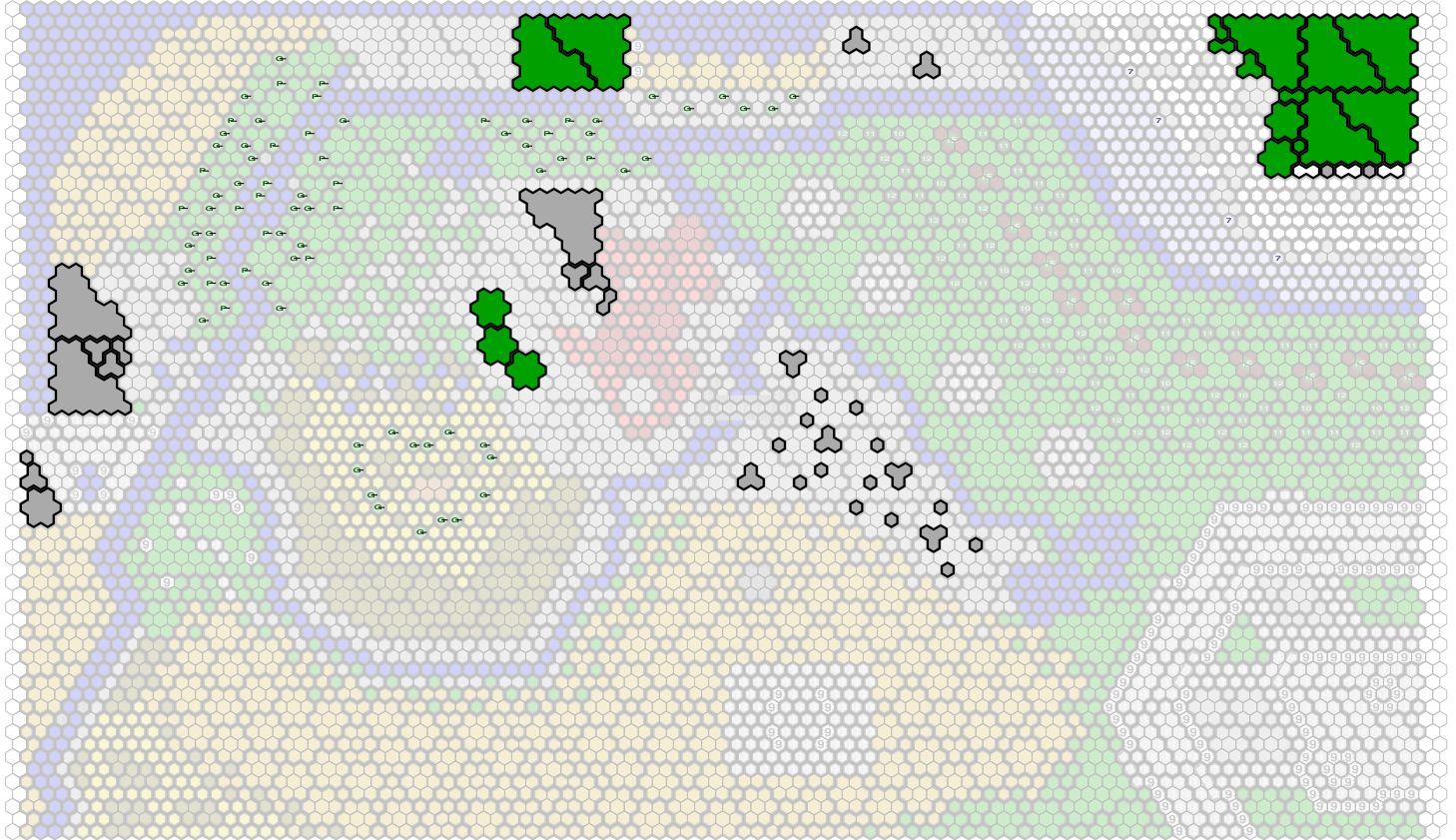
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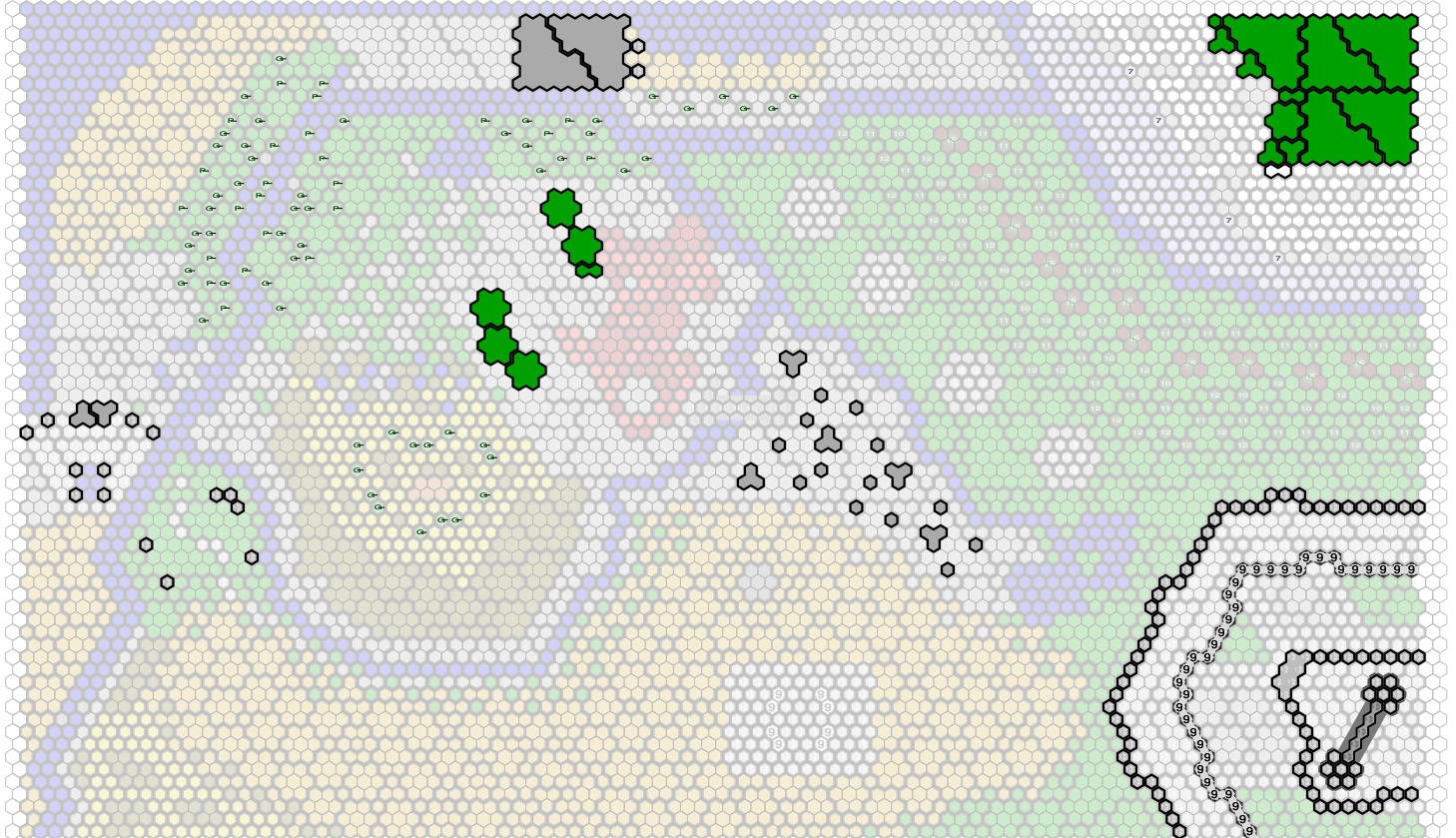
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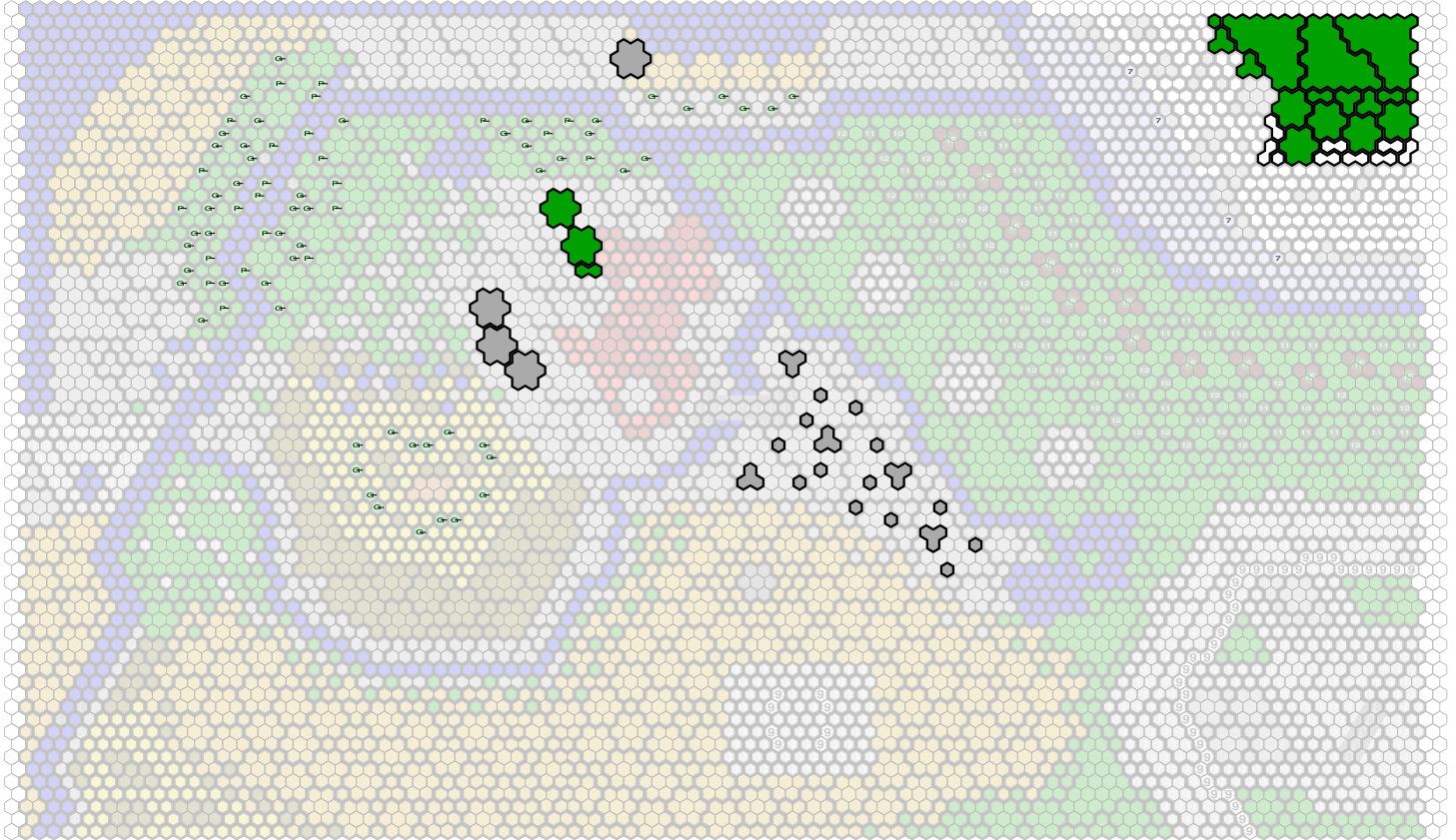
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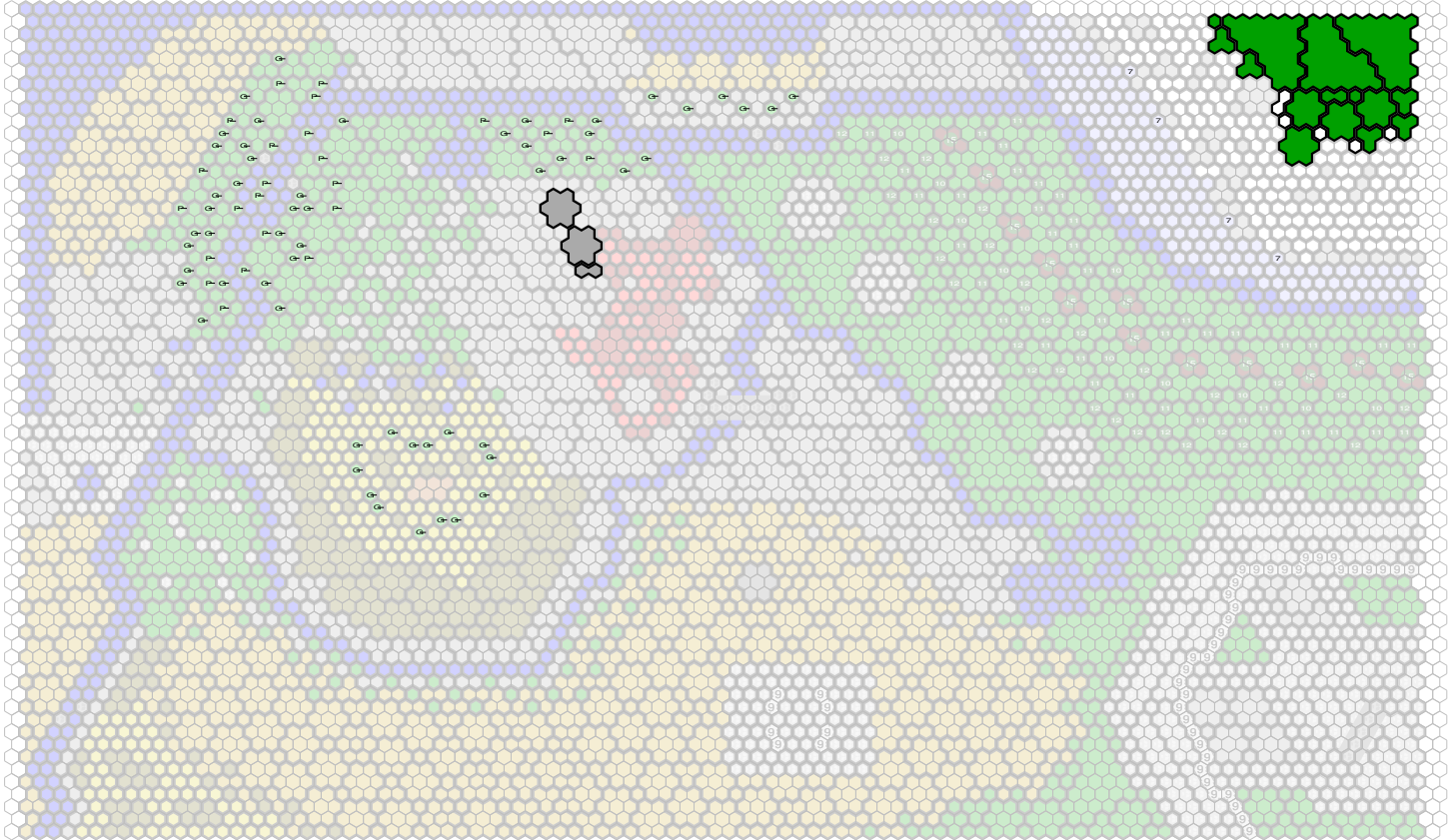
# Level : 12



# Level : 13

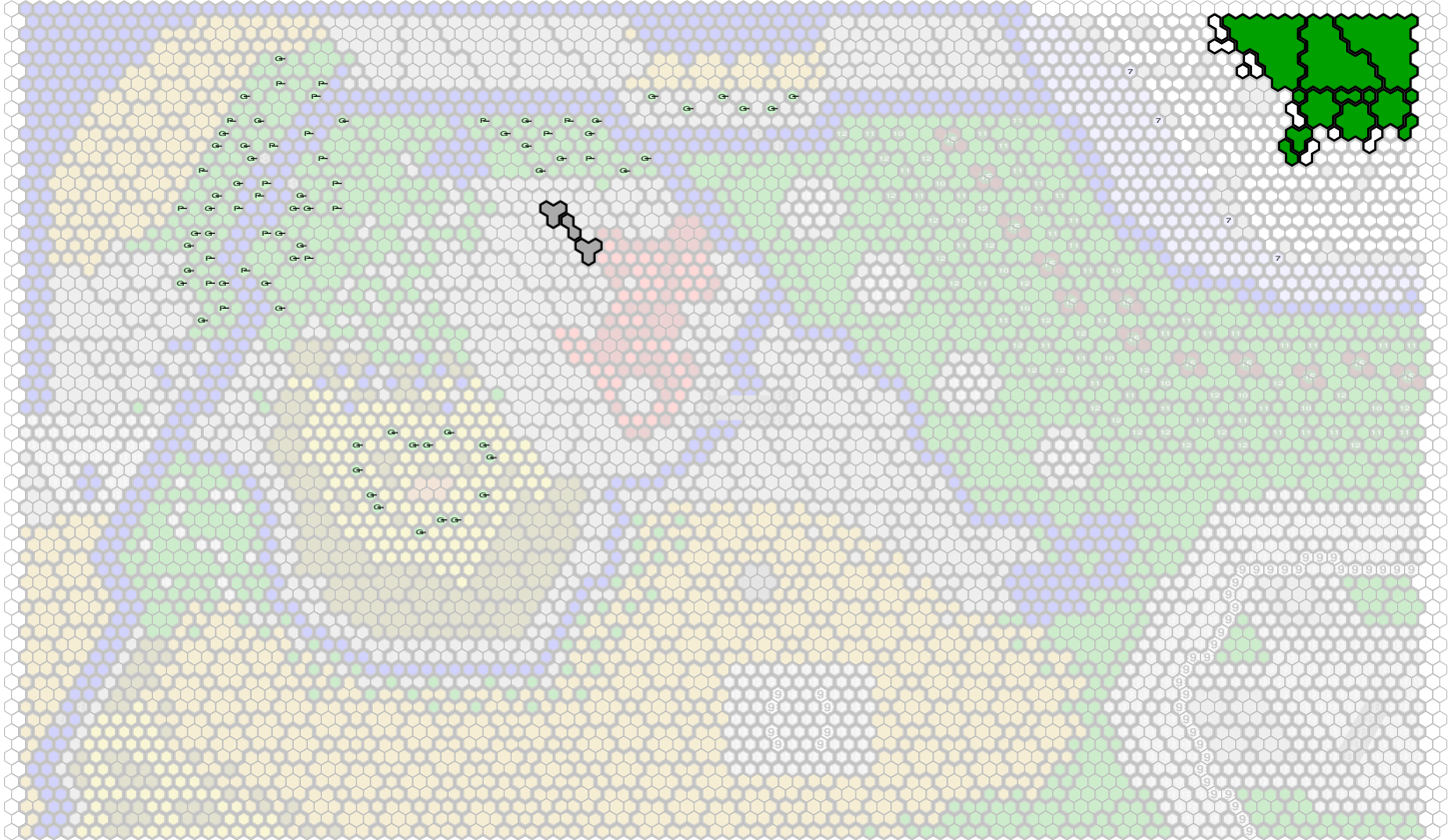


# Level : 14

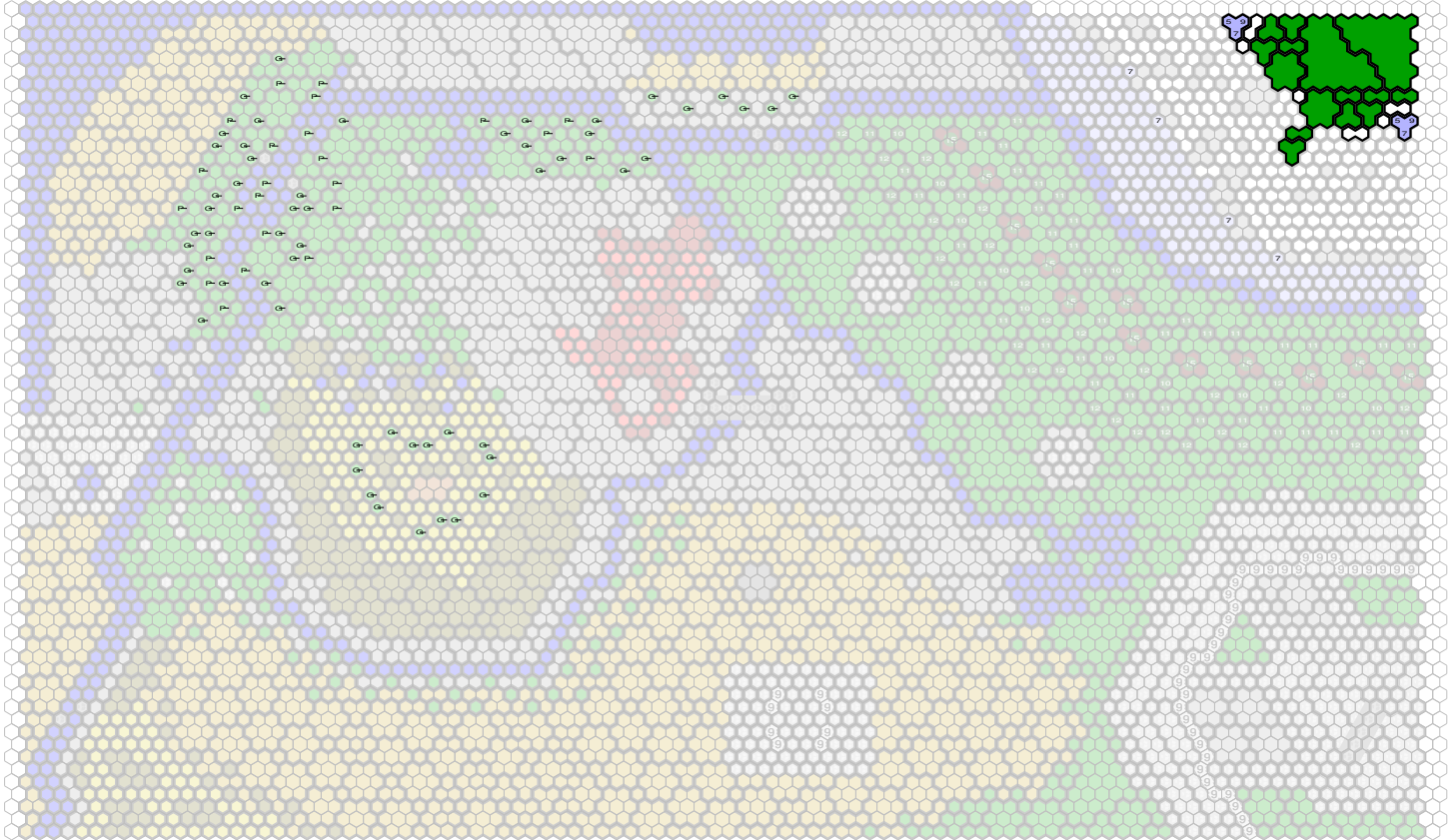




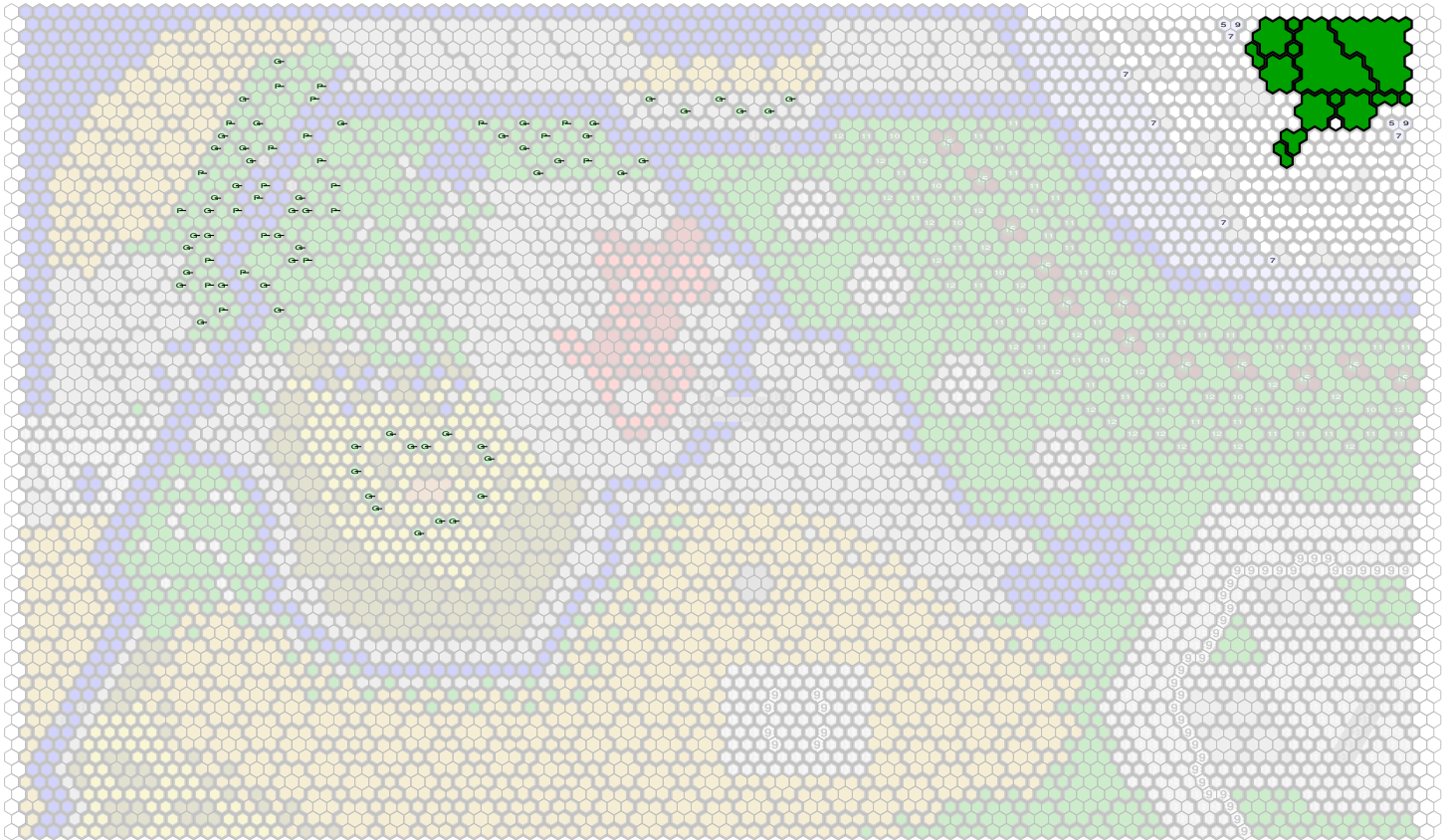
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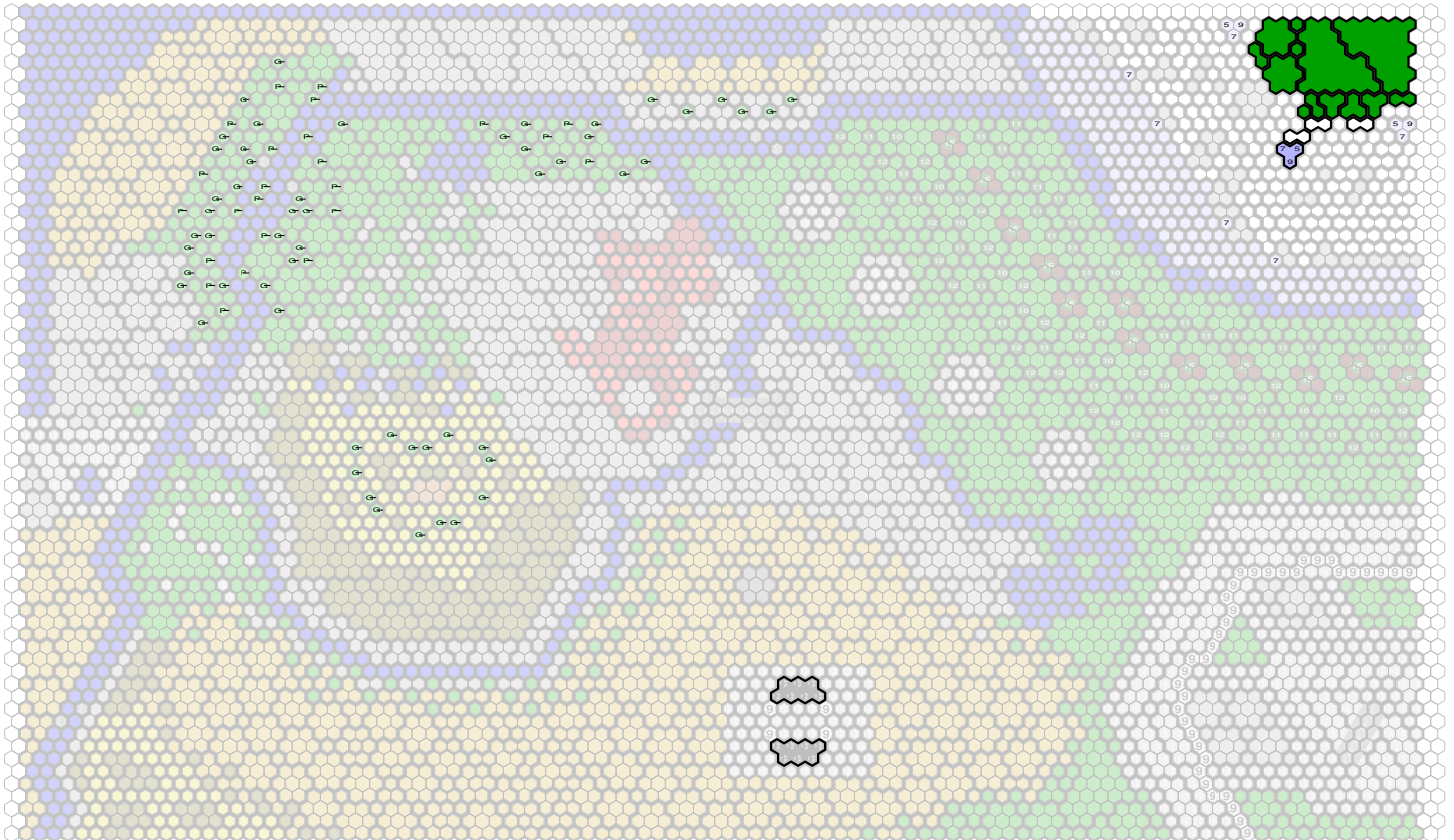
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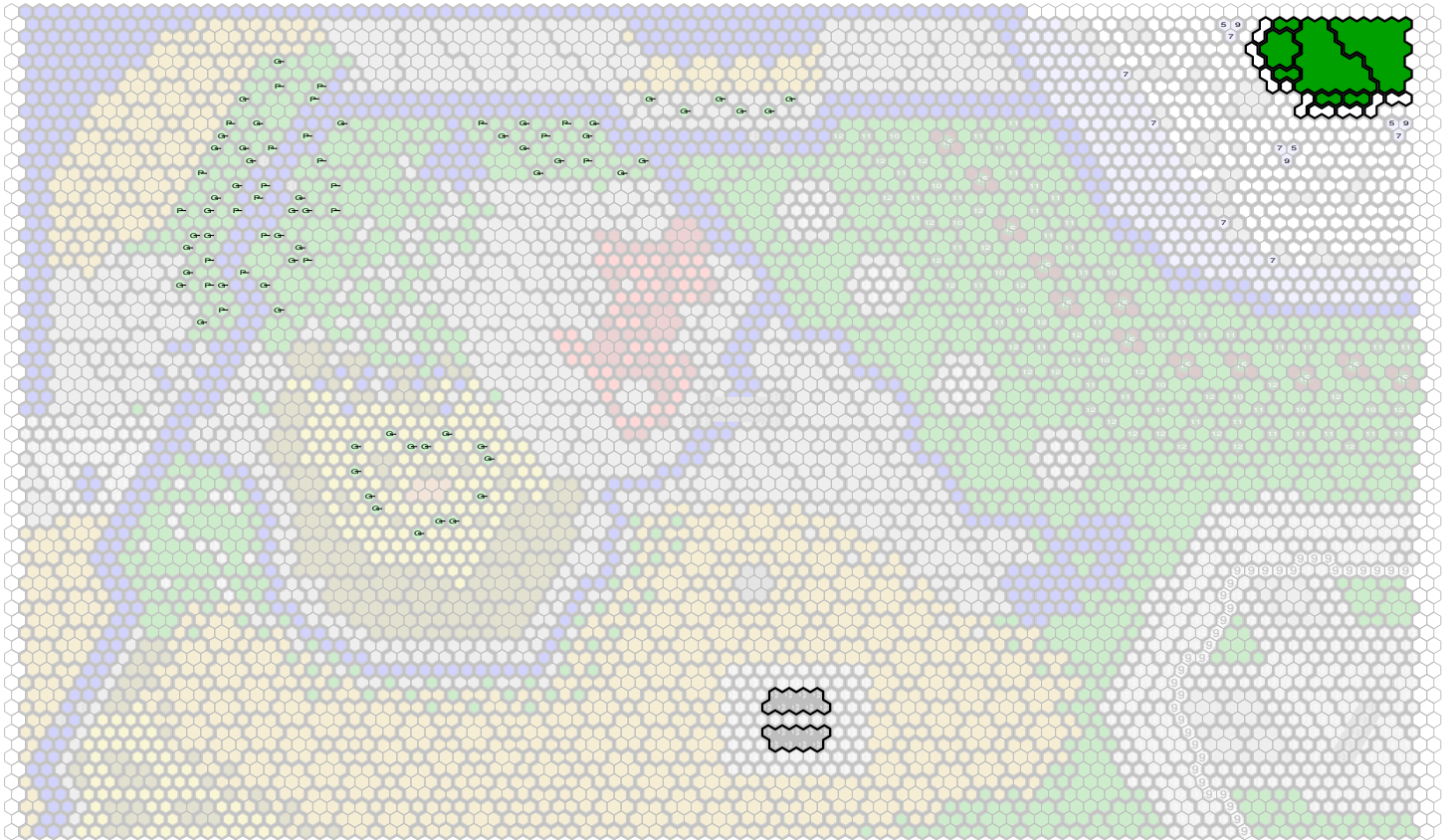
# Level : 17



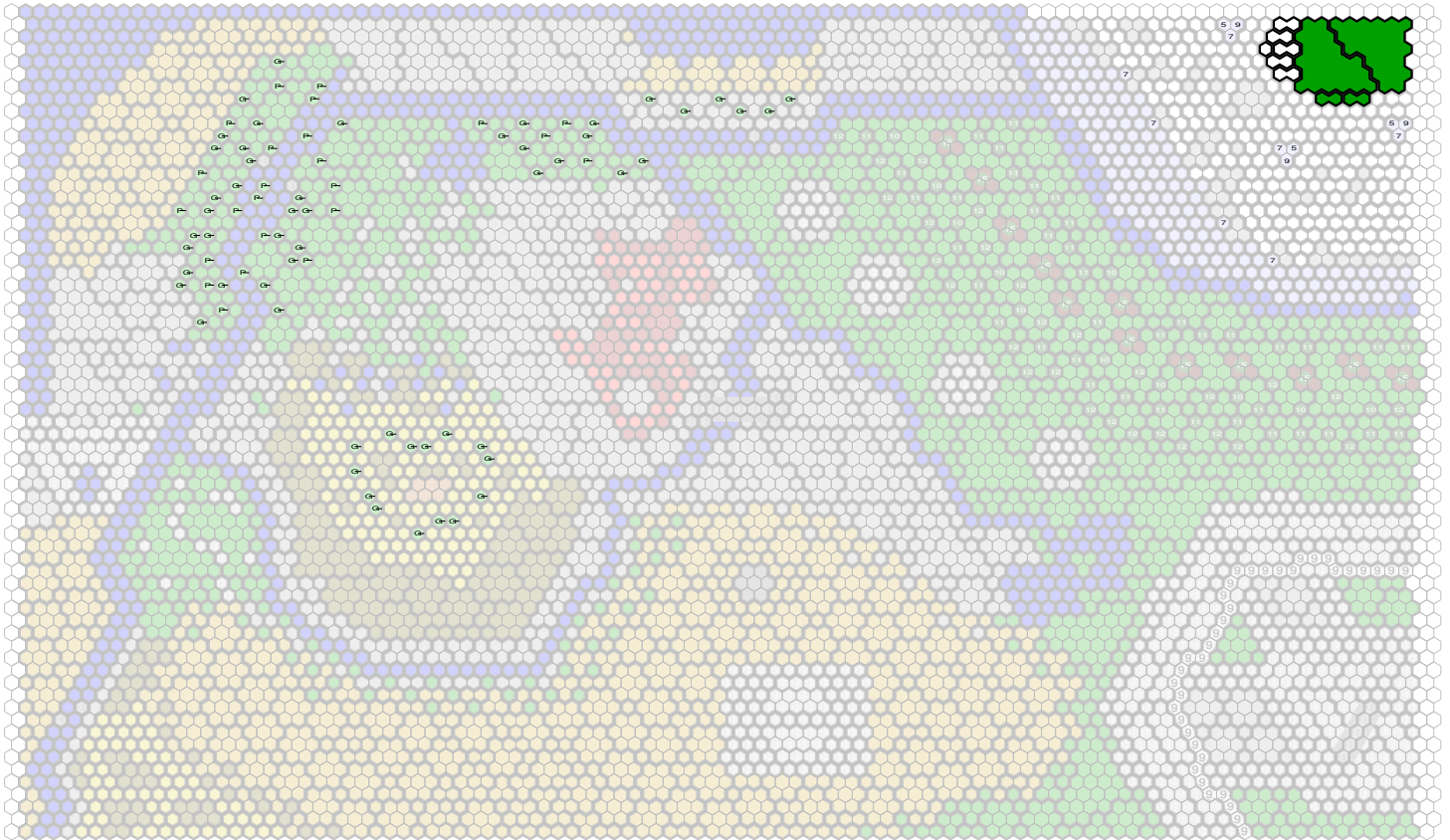
# Level : 18



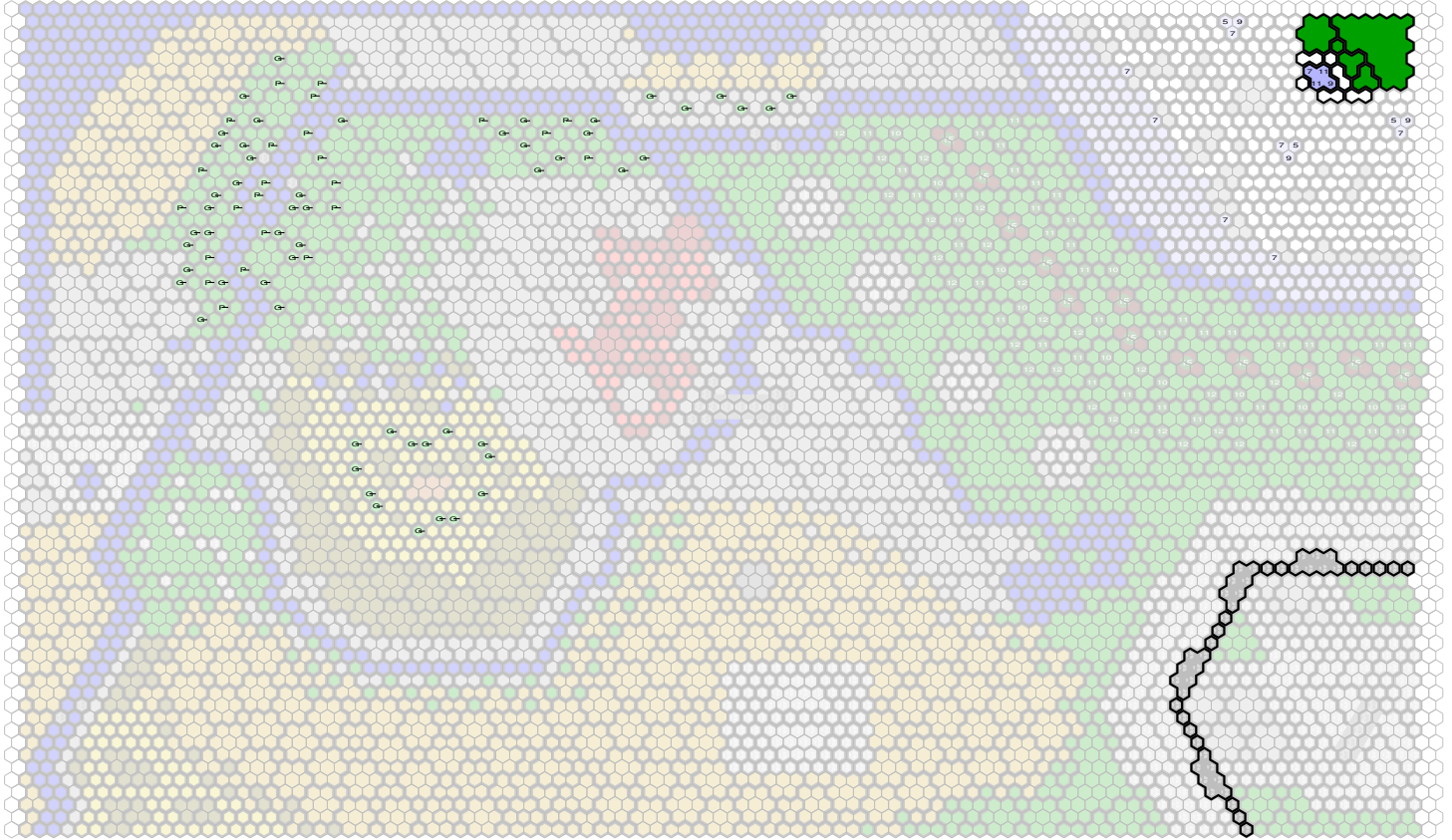
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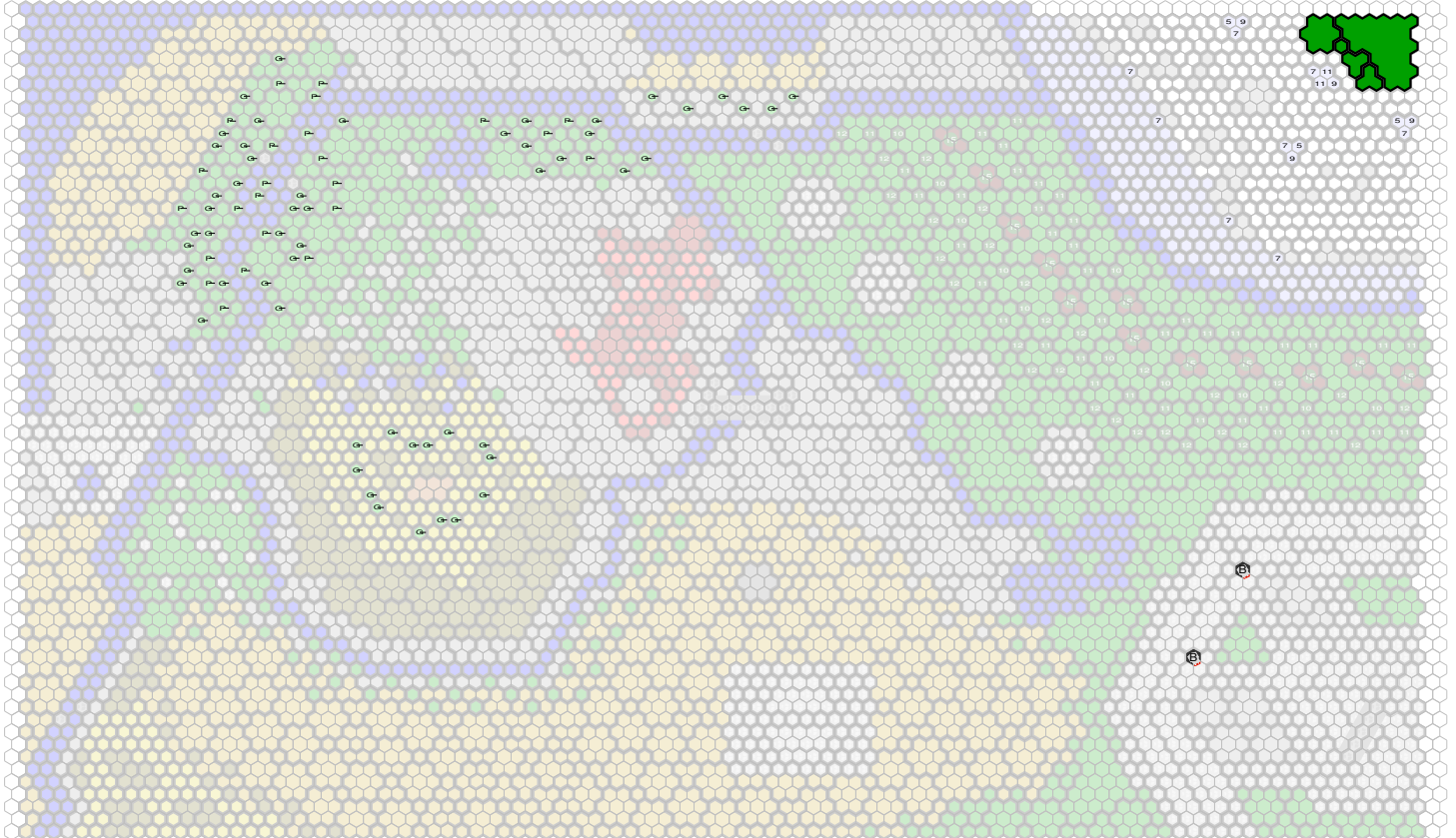
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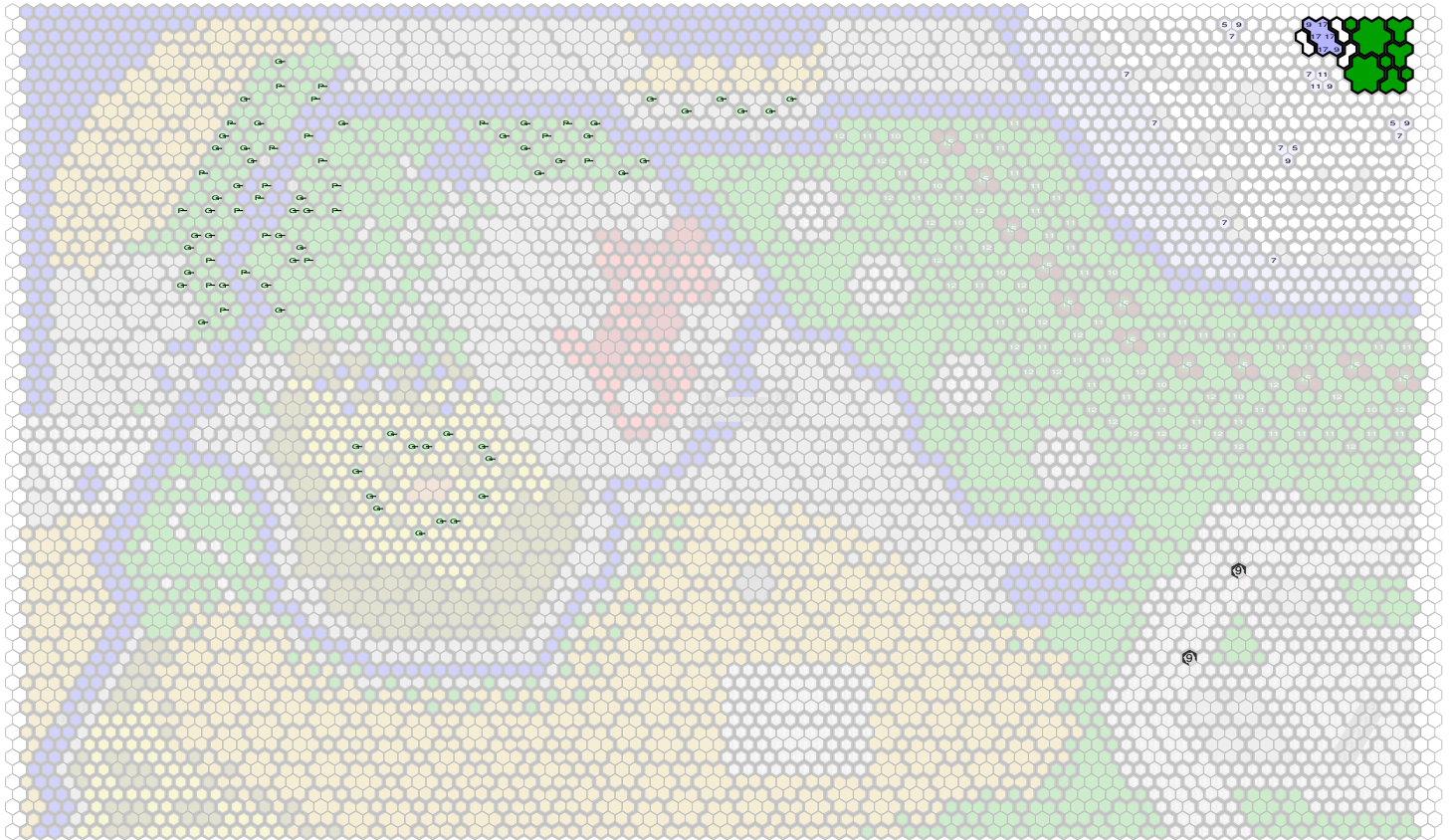
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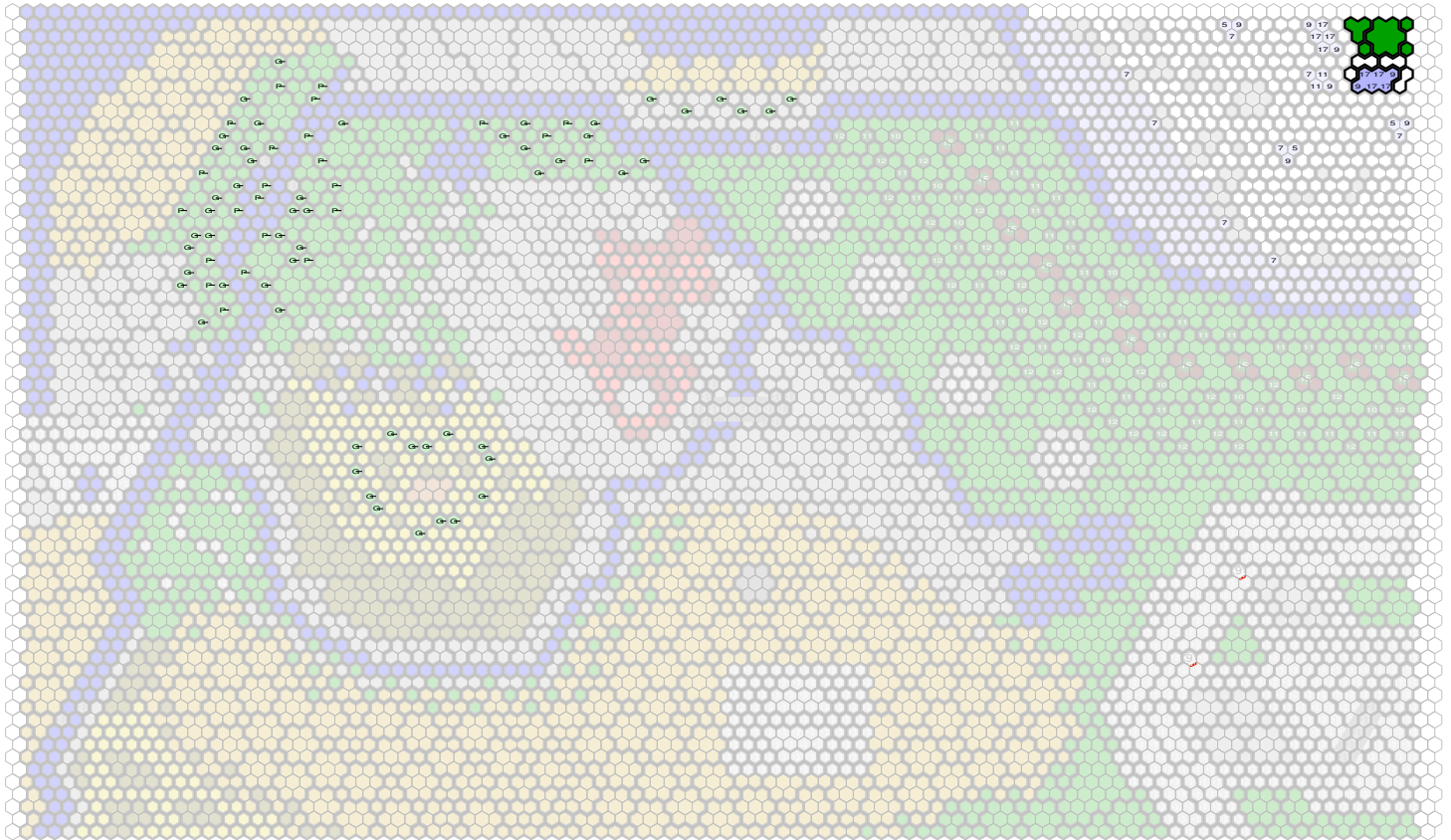
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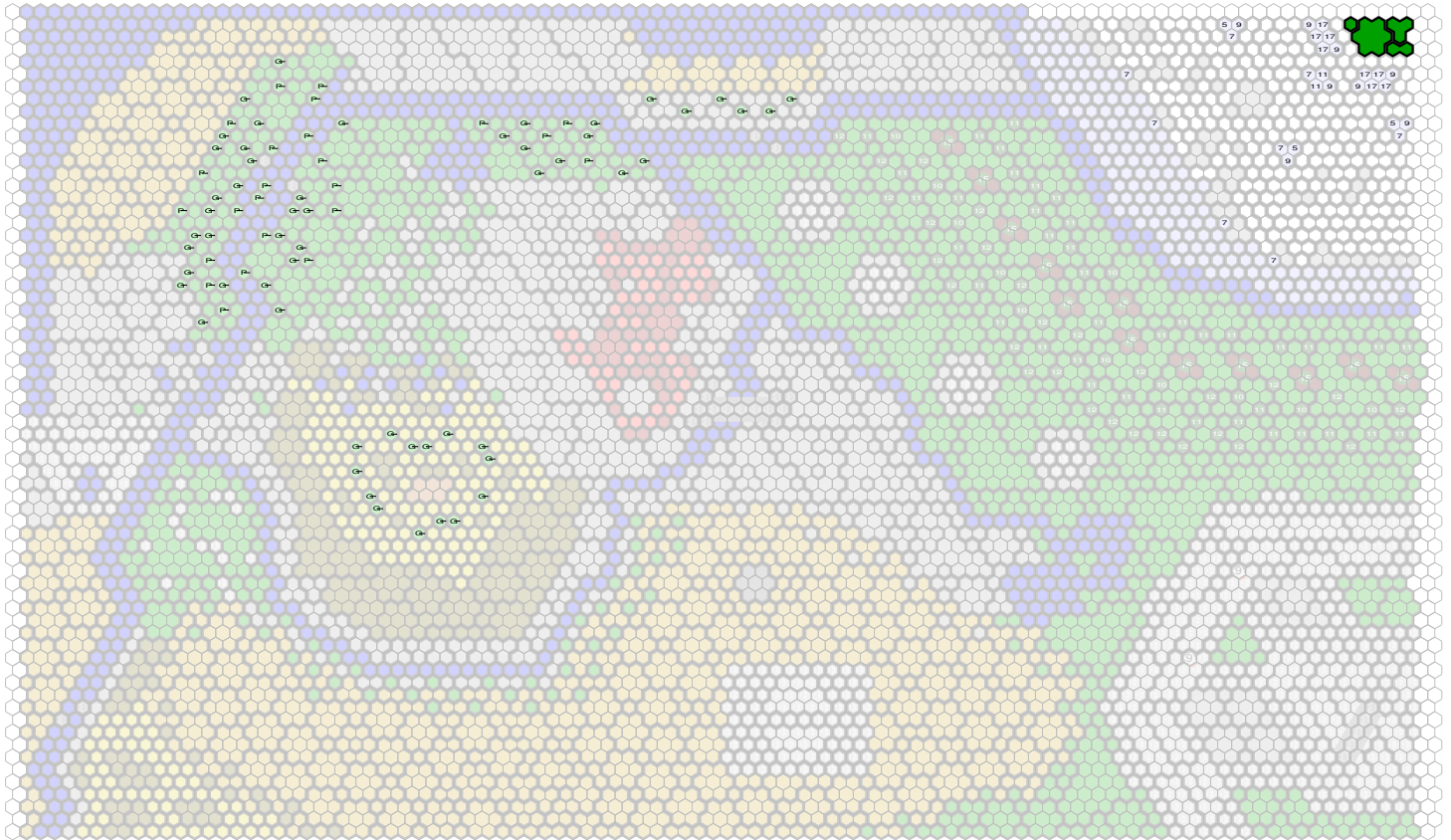
# Level : 23



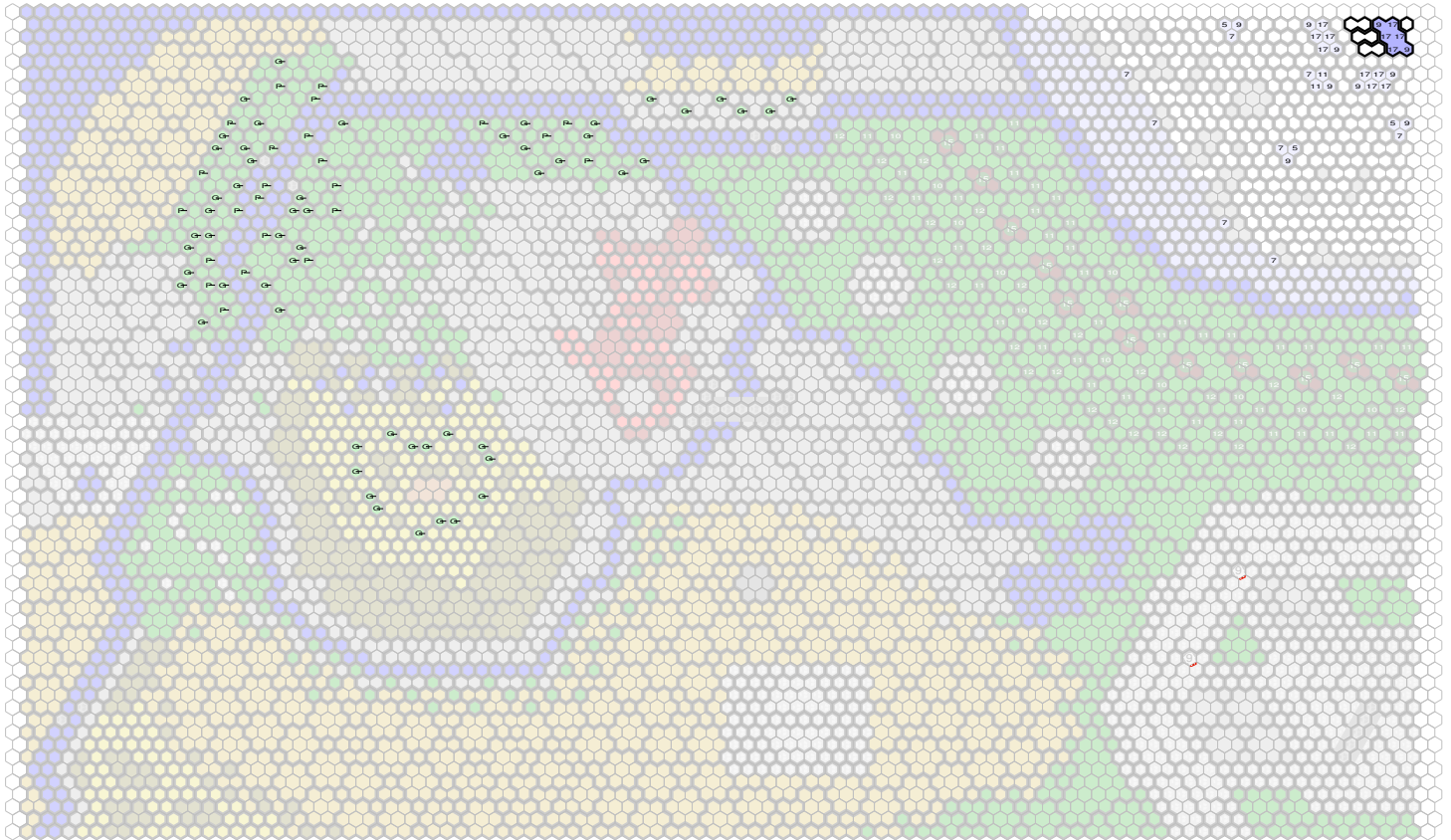
# Level : 24



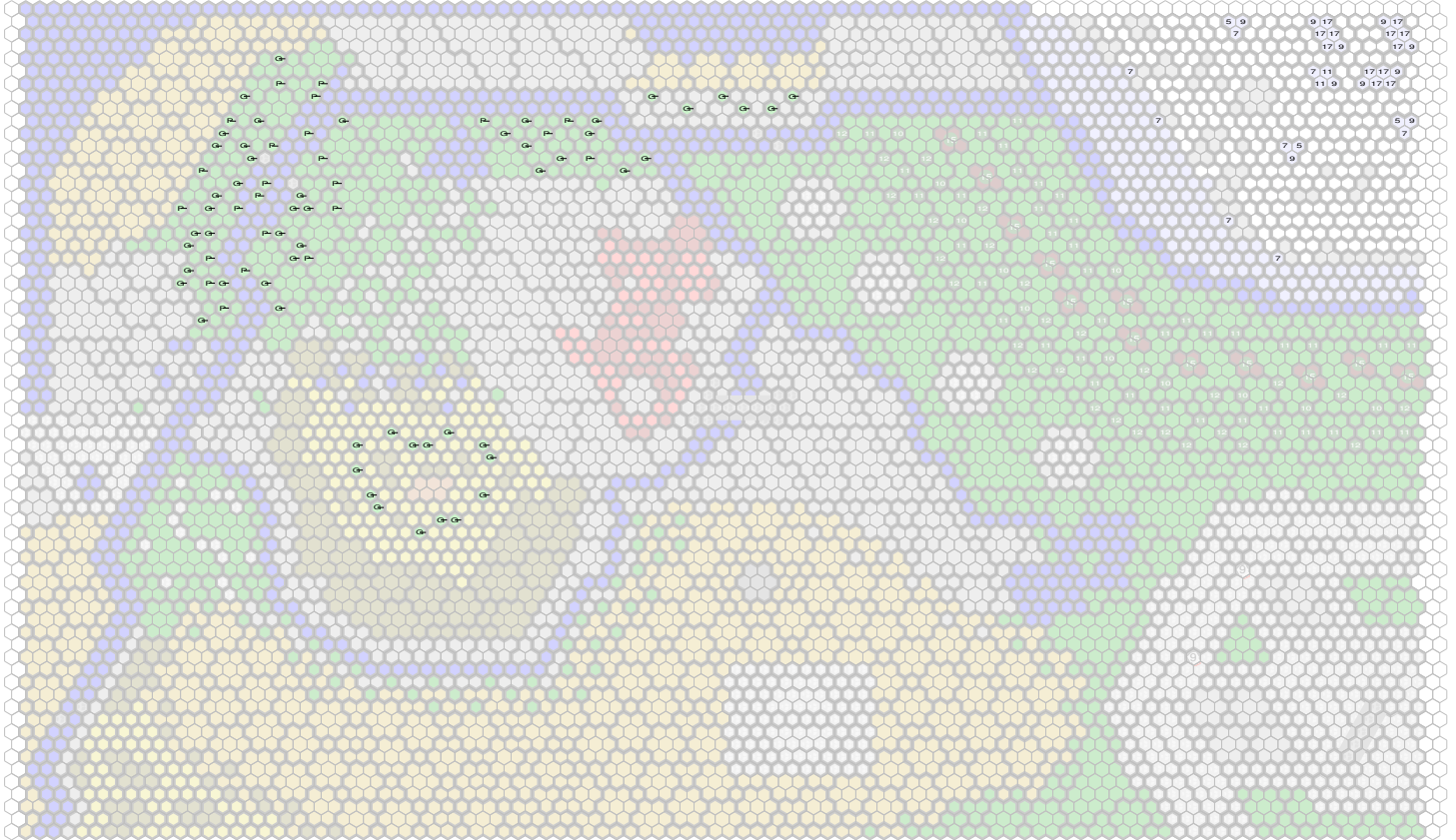
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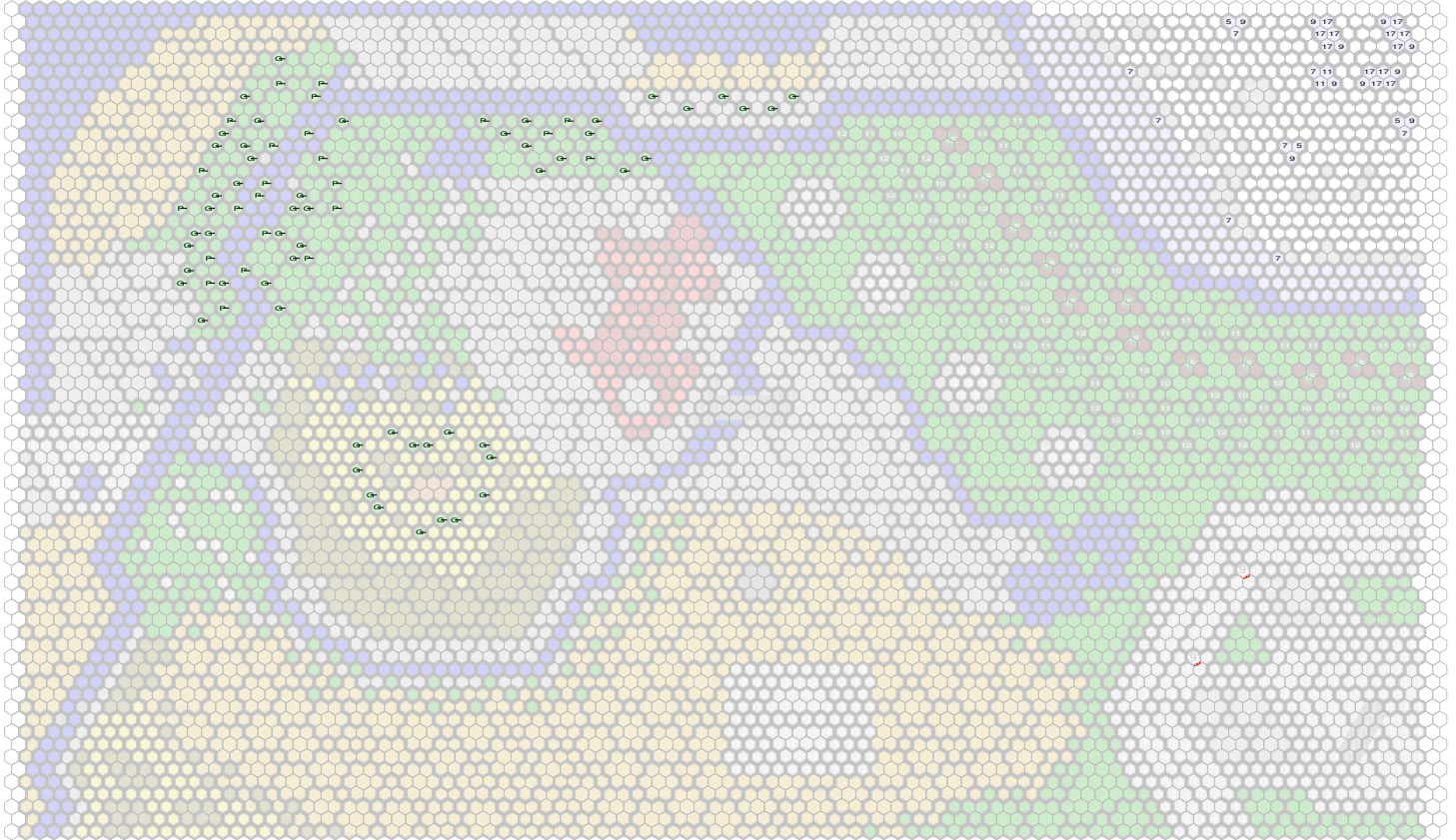
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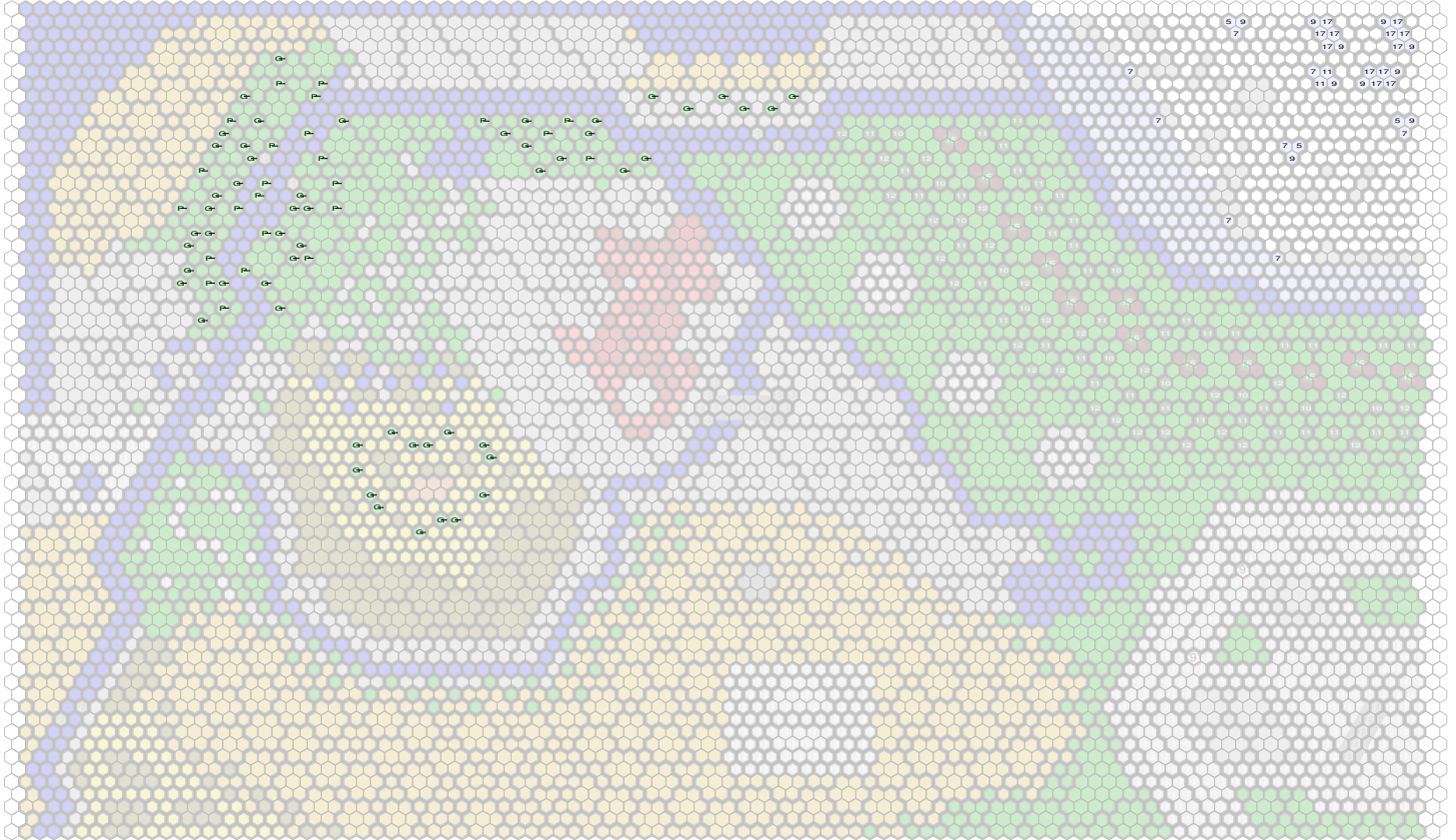
# Level : 27



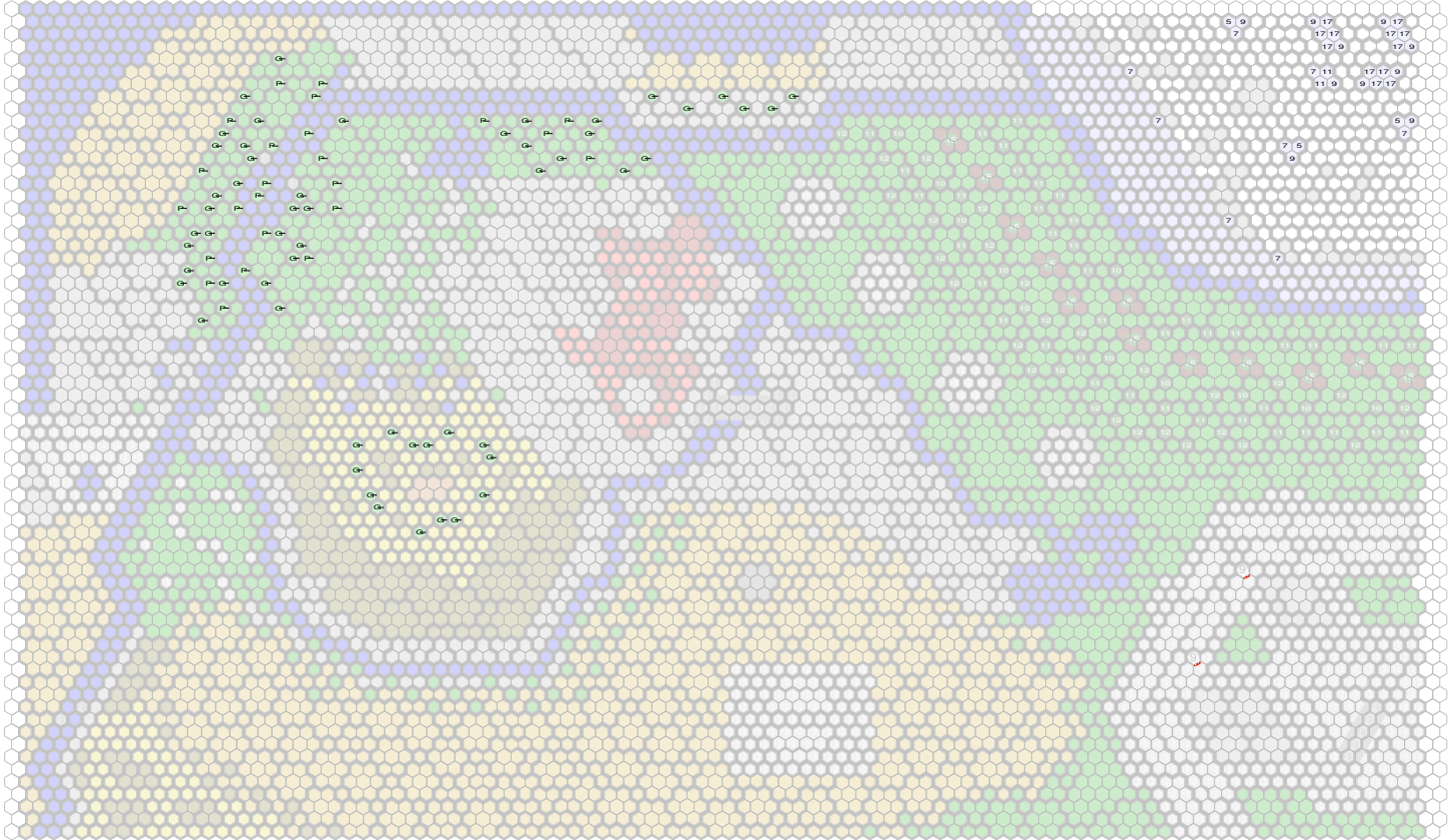
# Level : 28



# Level : 29

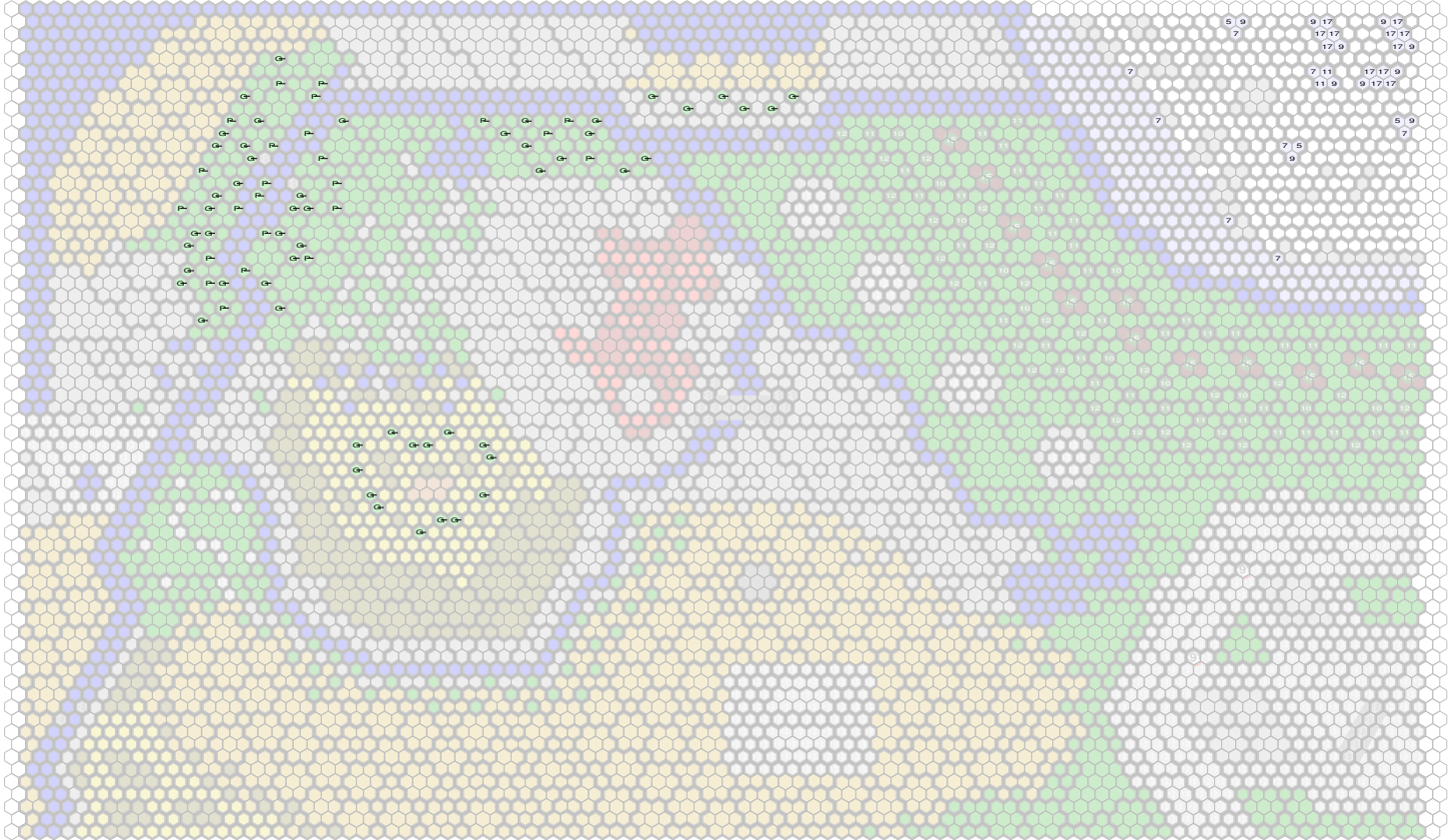


# Level : 30

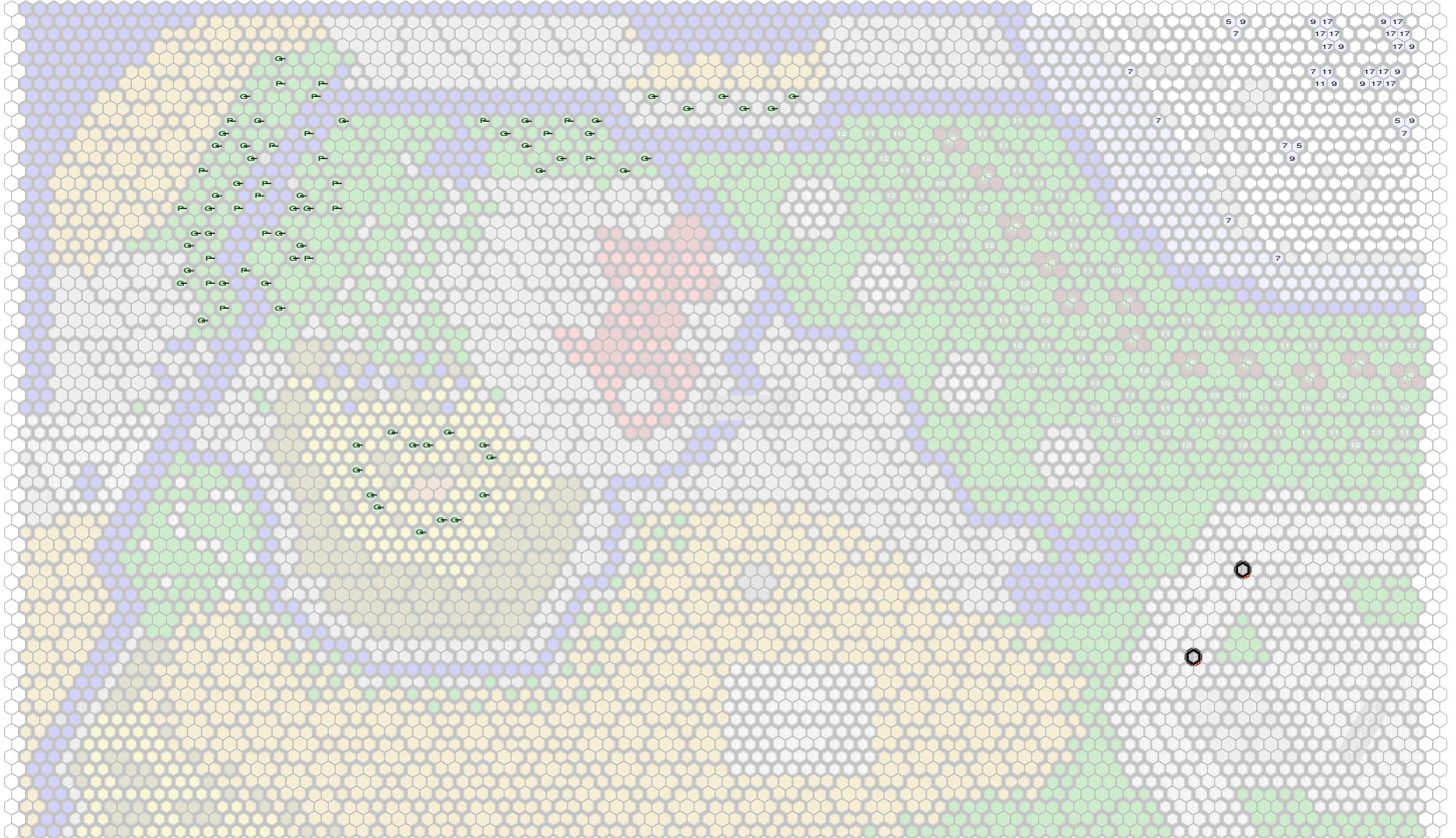




# Level : 31



# Level : 32



Number of player : many

Size : 100.50x66.00 hex

This is a world map that I created for a campaign that I am developing (this map isn't meant to be actually built). Each area of the map will represent a part of the land of Alansya. As the adventurers travel into each area they will play scenarios on maps that will be built with each sections 'theme' in mind.

I plan to make a separate thread when I get all the rules drawn-up, along with a better array of pictures. Hard to see some of the 'hidden' areas that contain entrances to caves and tunnels.

It's basically a big Legend of Zelda like map, and my campaign will be a lot like the original game that came out back in the day (1986 I believe).