

Locations Missing from the Map of Allansia on AFF.com

The map of Allansia is a spectacular resource and an incredible tribute to the FF world. I cannot recommend it highly enough.

Given the amount of work put into the map and given the lengths to which Dave Holt has gone to include every location from within the books I have contacted Dave with regard to the following small things which do not appear in the map but which are in the books, and will help towards absolute completion.

1) In the map around Zengis in 'Tower of Destruction' (FF46 on the inside cover of the book which is now on the site) it shows four villages to the north and east of Zengis, all connected to it by routes. There are villages in that area but I am not certain if they are these ones or not because not all the routes appear to be there.

To the east it shows the north eastern corner of the Forest of Fiends (The part of the Forest immediately below the settlement of Highpass on your map) and it names this. The name on the map is Thanega..? Wood. The reason I have put a question mark in is because I am not sure what comes after the last 'a' because the map cuts off. This is not named on the map. Thanegar wood sounds like a good Dwarven sounding word fitting in with the Dwarven activity in the area. (Thane meaning 'home' in your Dwarven language.)

2) In the 10th Anniversary yearbook there is a section on Orc eateries (The Good Rat Guide)

It mentions three places, two of which are in Allansia and one is in Kakhabad

The two in Allansia are:

Shuggur Village in Darkwood
Boneslice Caverns on the Zengis Road (it doesn't specify where)

(Incidentally the one in Kakhabad is Zuzbeck in East Kakhabad)

3) The Orc settlement of the Bonerat Caves is mentioned in Titan as being in Allansia although it doesn't specify where. I could not see this on the map although given the question mark over its location I can understand why it would not be on there.

4) Grey rock: a Dwarfhold, a Dwarven gold mine in the Moonstone hills.

This was also the site of the Battle of Grey Rock between the forces of the sorcerer Manadrax (his army consisted of a local tribe of orcs (the Bone Breakers) and a skeletal undead army). More can be found in Warlock 12. (A map of the area is contained in the Book of Atlan)

5) Sapphire city (from Warlock 5): somewhere South of the Desert of Skulls, this place is famous for gemstones mine.

- 6) Kokbridge (from Warlock 6), a village on the way to Fang.
- 7) Small system of caves near Kokbridge once inhabited by Anakendis and minions (from Warlock 6).
- 8) Horizon inn (from Warlock 8): A long single story thatched building on top of a hill which rises from the lowlands on the East Road. Somewhere in Allansia. Probably in Northern Allansia.
- 9) Tower of Hades (Ar Gadayon's Tower) (from Warlock 8): this was underground hence would not be on a map, but it was very near the site of the Horizon inn.
- 10) The ancient stone ring (of 7 terrors) (from Warlock 9): The tomb of the Hunched King specifically in NW Allansia on high moorland terrain.
- 11) Galthazzeth the sorcerer once occupied an abandoned mine on the edge of the mountains, (from Warlock 10 and later the 10th anniversary yearbook). Using the 10th anniversary yearbook we know that these abandoned mines were several days walk north through scrubland then forest from Wolftown.
- 12) Reaver's castle (from Warlock 13): Not large but fantastically ornate castle, south of Blacksand in the Plains.

And from FF52, Night Dragon:

- 13) The little village to south of Rentarn nestling in the woods in the map of Allansia is not named on the map (see 'Towns with no name' article). This location would fit well with that of Sharndale described in FF52.
- 14) The village of Mazail is not named anywhere on the maps of Allansia (half way between Blacksand and Rentarn.)
- 15) FF52 at one point tells you that from Ismater if you go East you will reach the land of the Frost Giants. If you go South then west you will reach the Mist Crypts. These are not on the map.