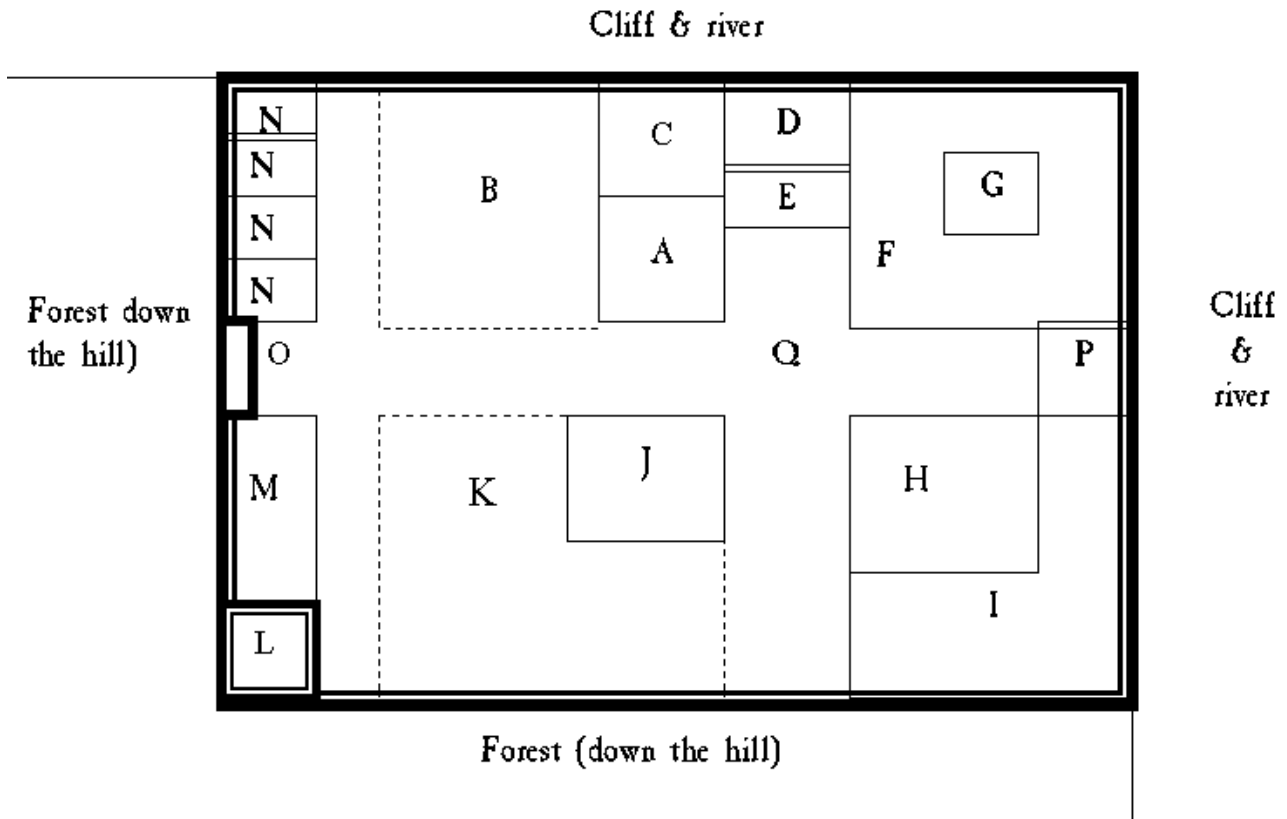


THE OLD SMITHY INN

MAP OF THE SETTLEMENT FROM NIGHTMARE ON HELMSTRASSE* BY FRANÇOIS DUBÉ



A-G Old Smithy Inn

A Feasting Hall (with central fireplace and high chimney)

B Feasting Square (include wood storage and access to Feasting Hall)

C Kitchen, storage and servant apartment

D Innkeeper office and apartment

E Entrance Hall (Stuffed beasts, doorman)

F Guest rooms (including a few rooms for servants and hunters)

G Bretonnian garden

H Trading post, general store and apartment for the family of the Van Kester family

I Warehouse

J Stables and livestock

K Field for horses, cows and livestock

L Watch tower

M Barrack and houses for the family of the watchmen

N Leather and wood working artisans (all the production is sold to the general store)

O Settlement entrance (includes stone fortification giving more protection for the door)

P Shrine dedicated to Taal

Q Settlement centre with a Statue of a prospector

