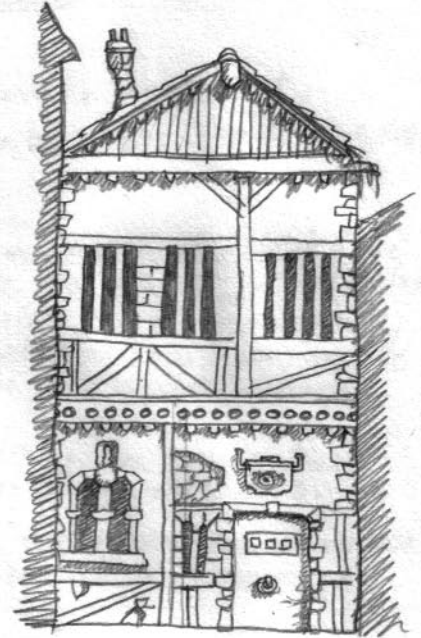
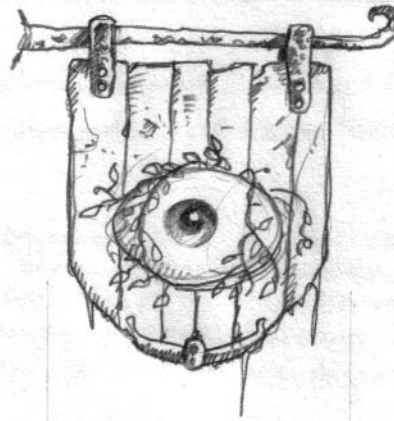
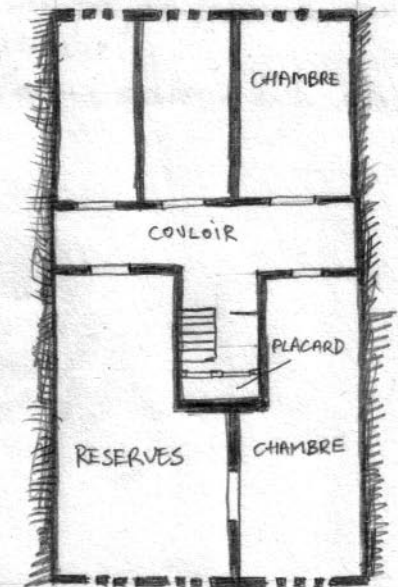
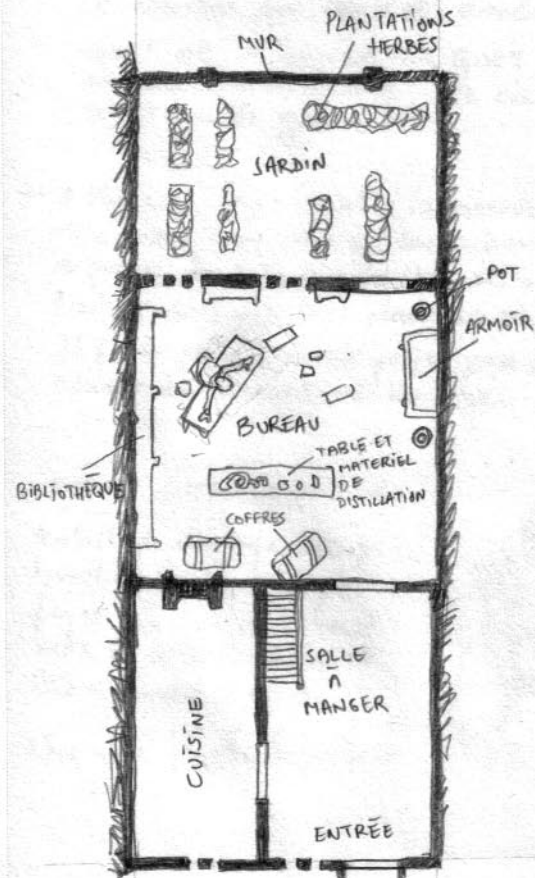
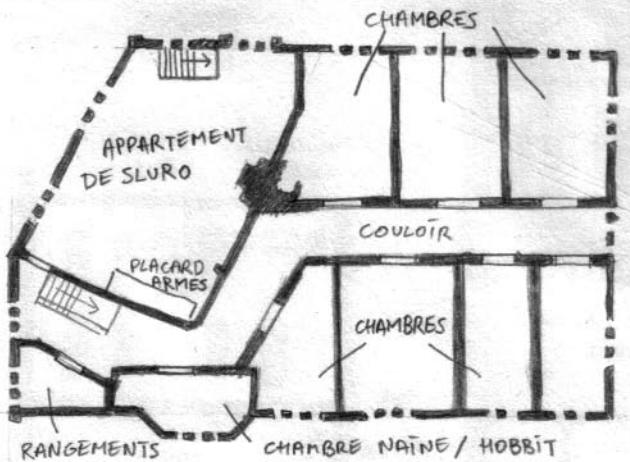


Widenhoft

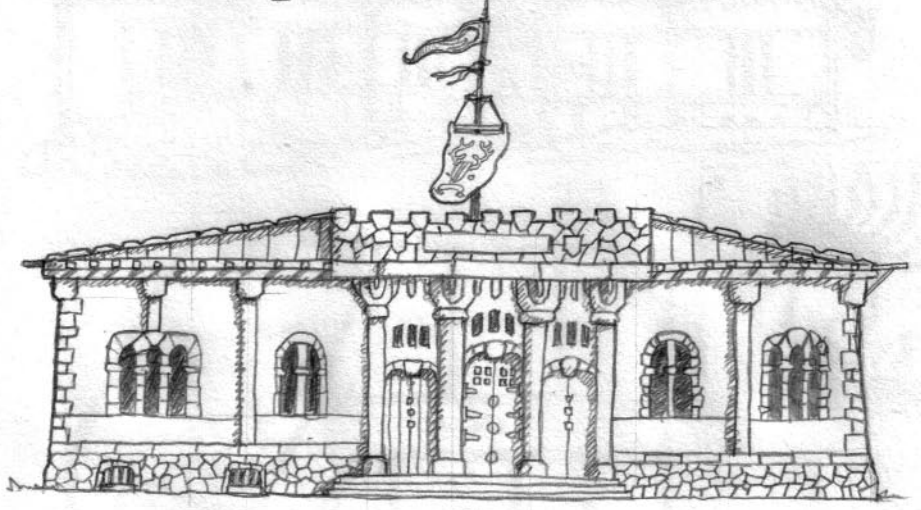
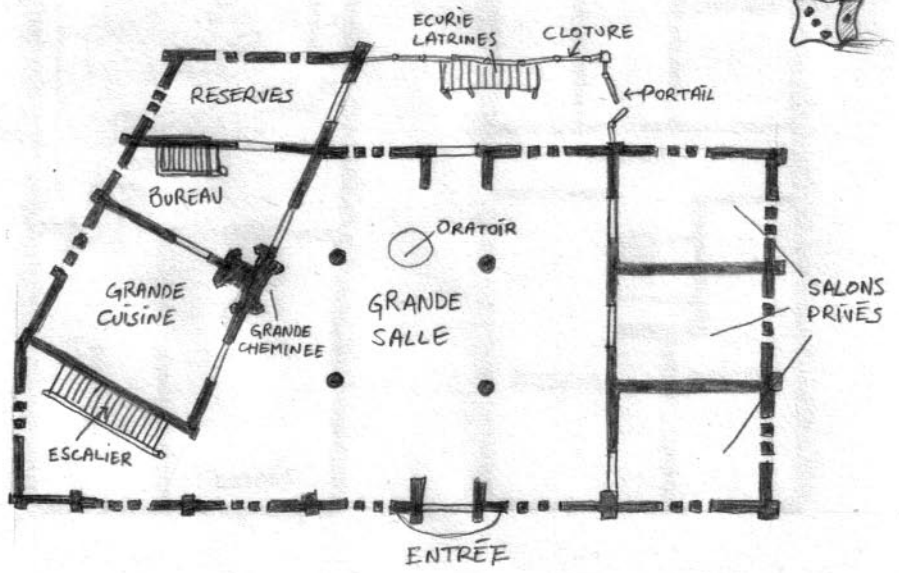


IMPASSE DES QUATRES HIBOUX

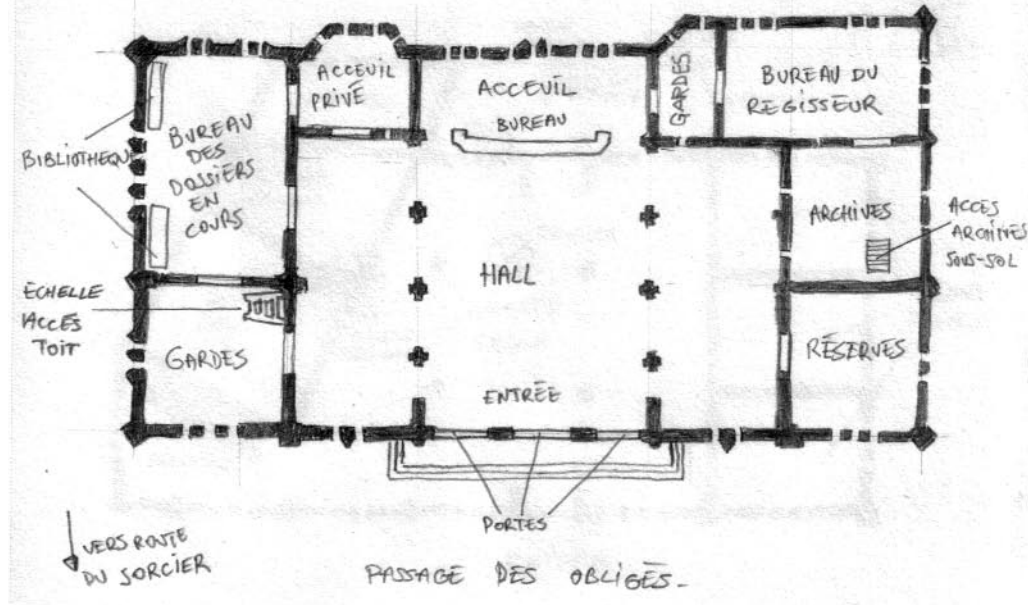


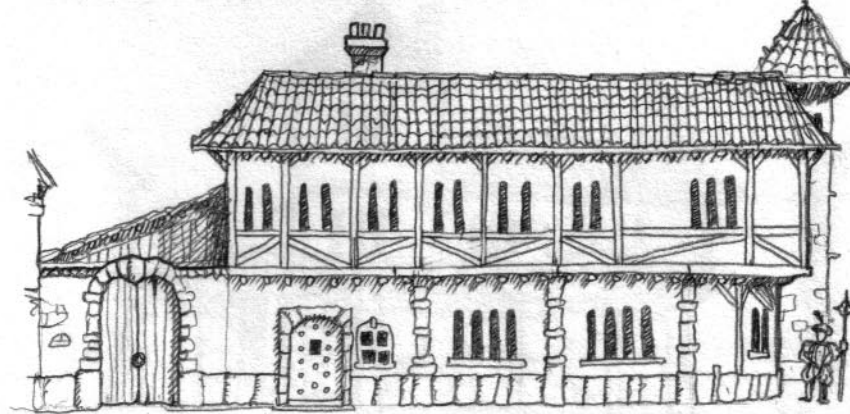
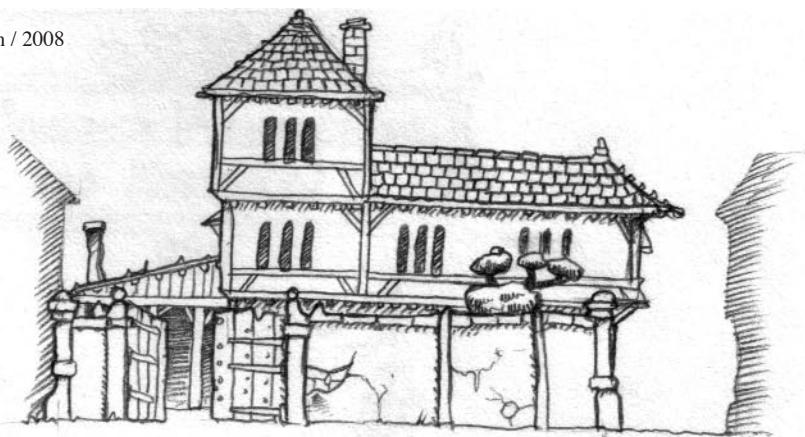


CHEZ SLURO



← 35 M →



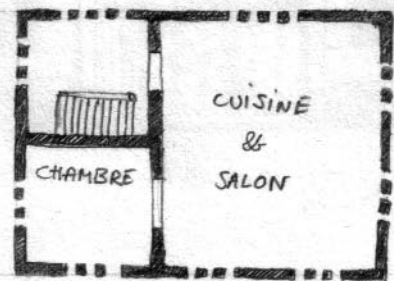


LE MARTEAU ET LES PINGES

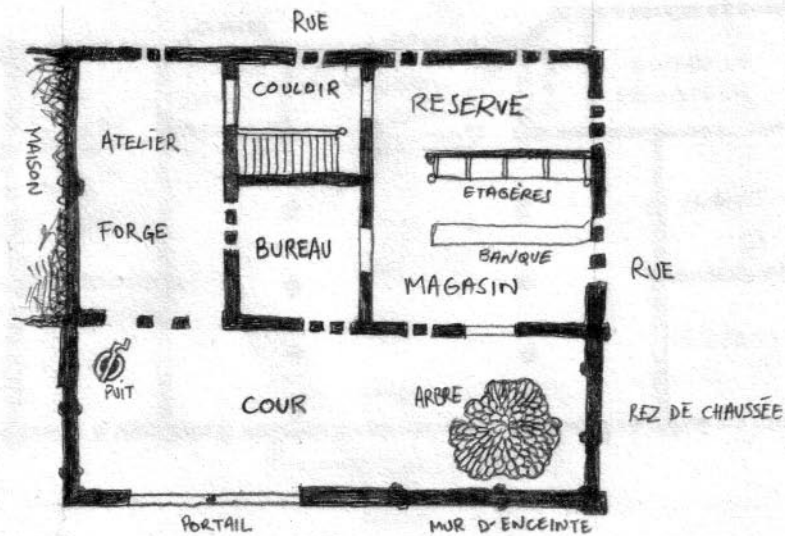


TOUR 2ND ETAGE

TOMAS GUSSEL

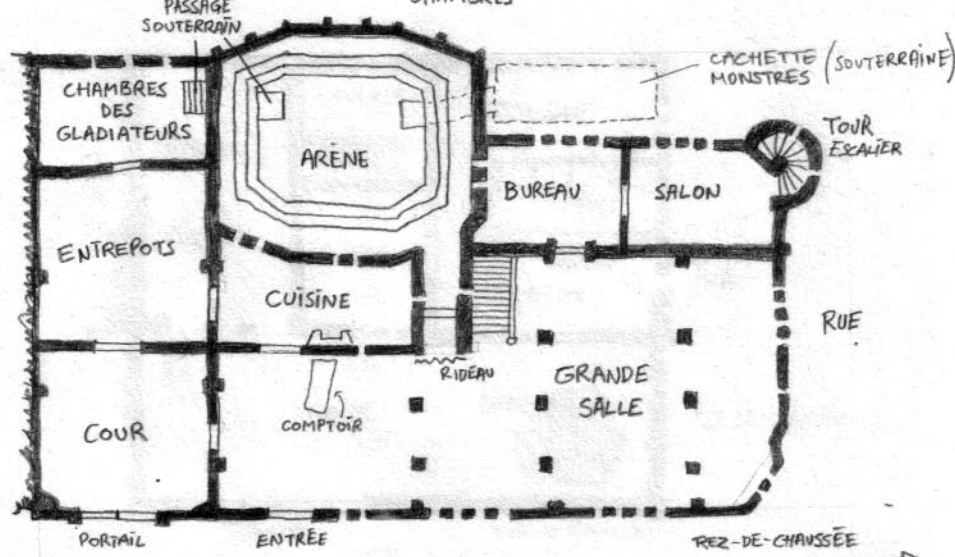
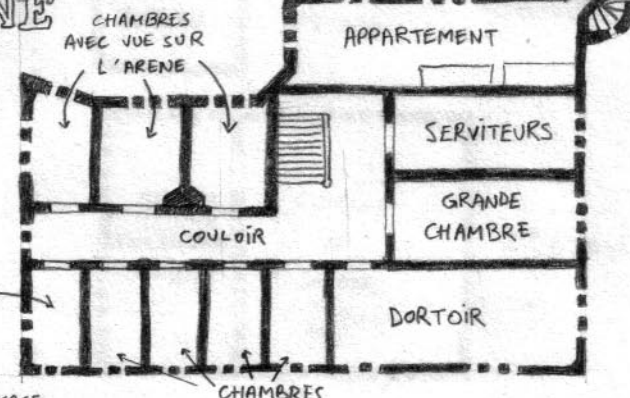


1^{ER} ETAGE



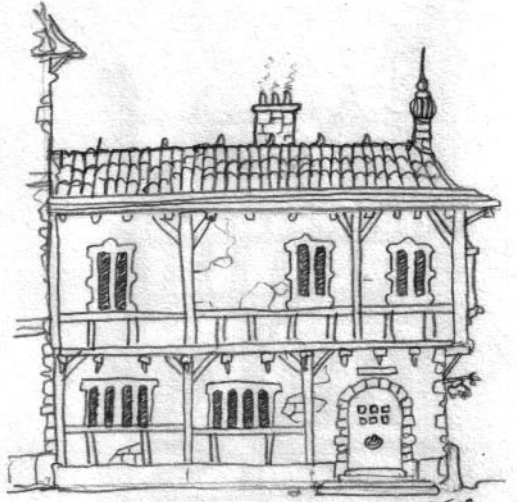
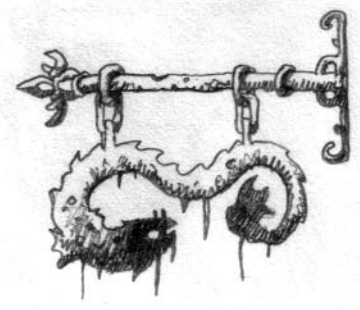
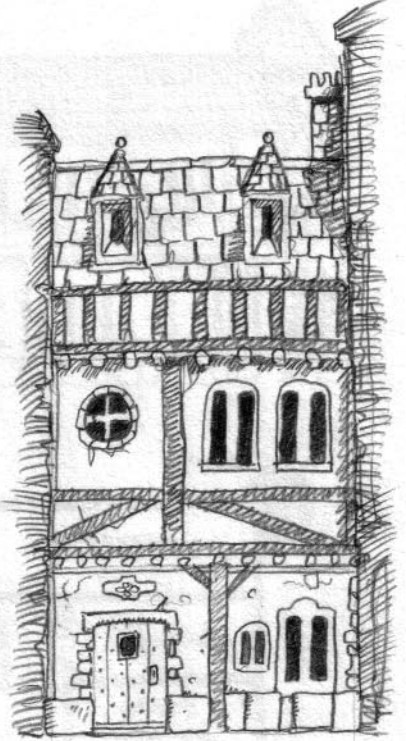
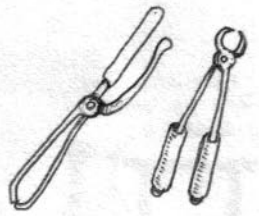
← 14 m →

L'ARENE



← 30 M →





L'ANGUILE

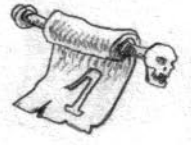
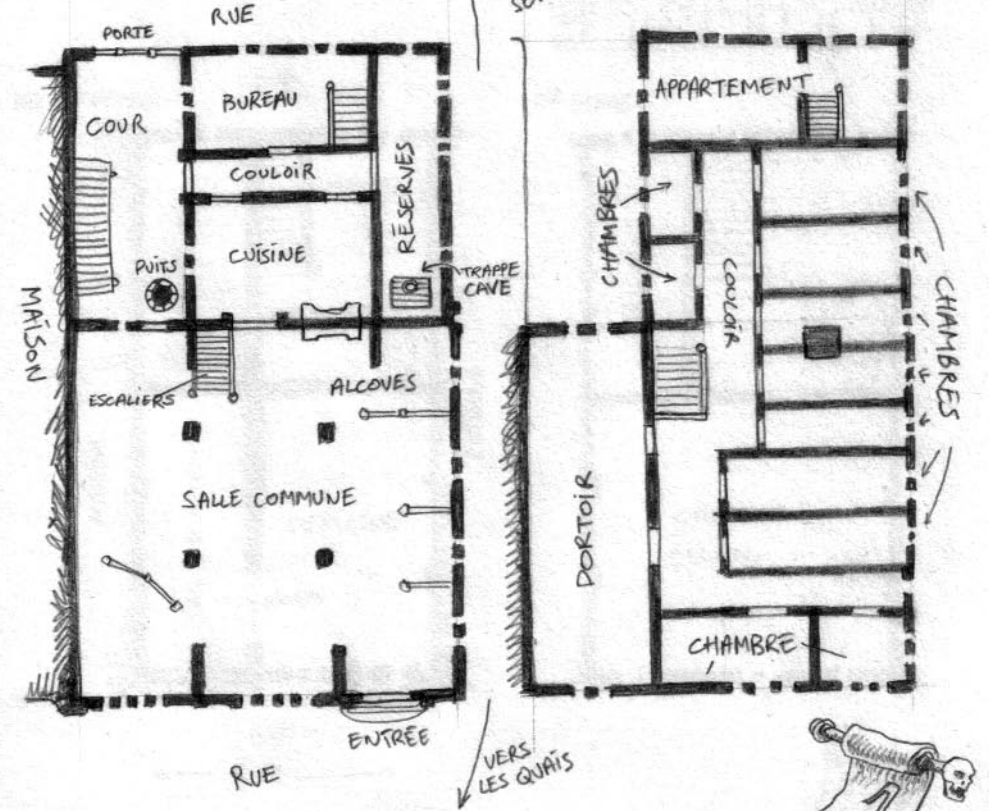
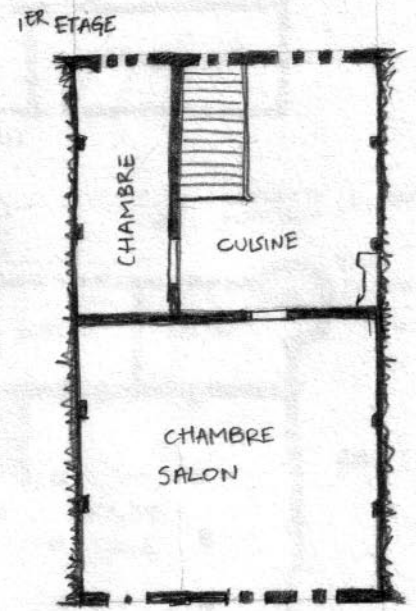
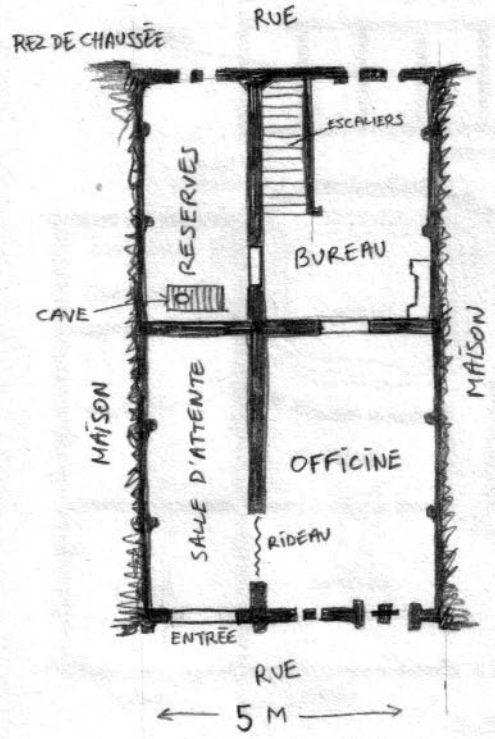
LUDWIG KUNSTOD

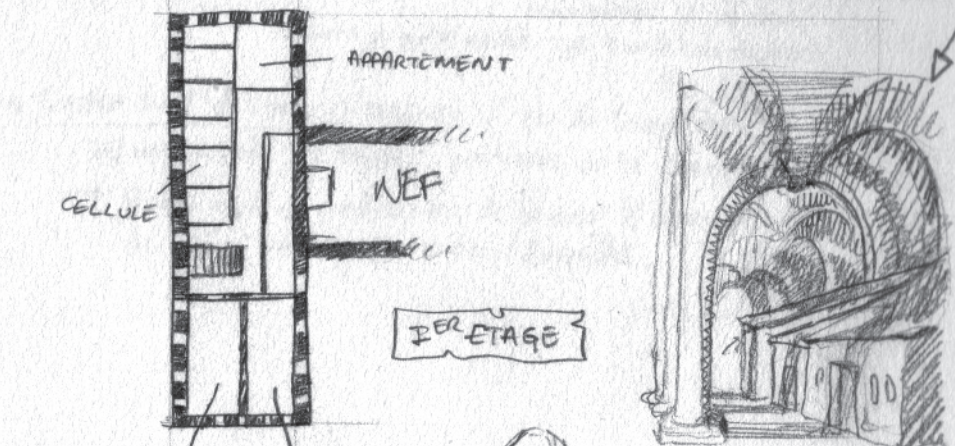
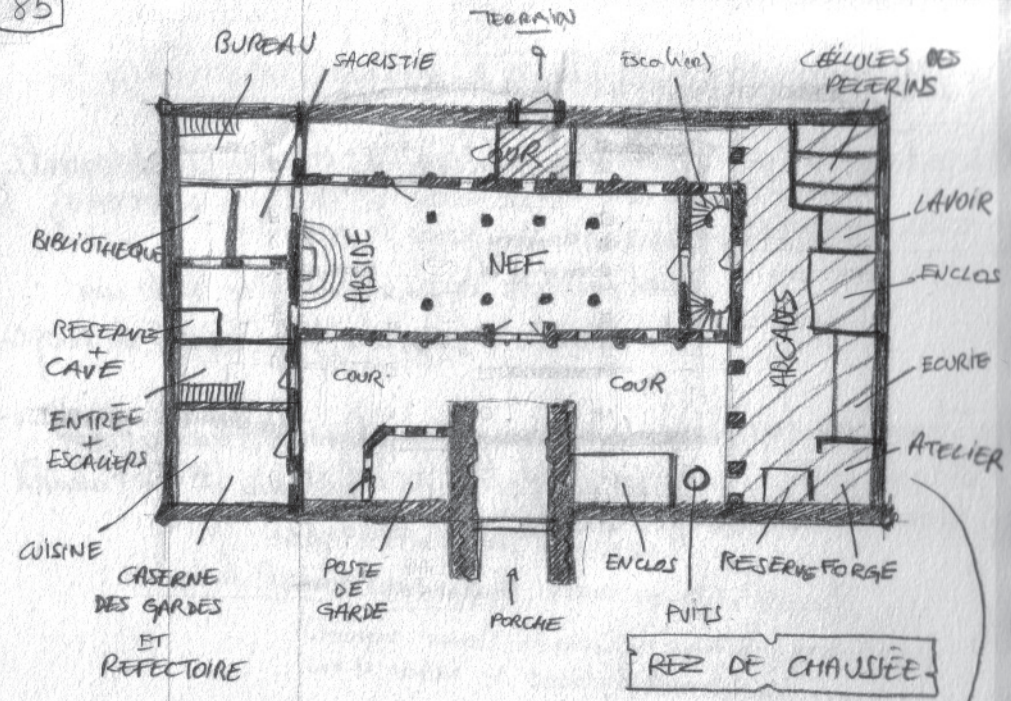


← 10M →

JÉRÔME

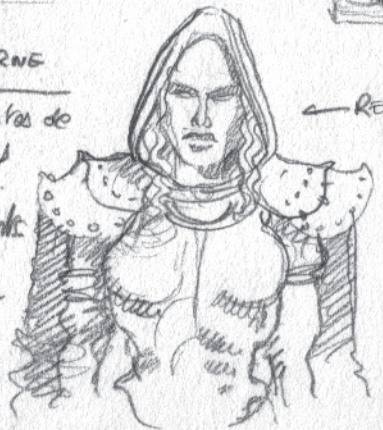
VERS LE CHEMIN DU SORCIER



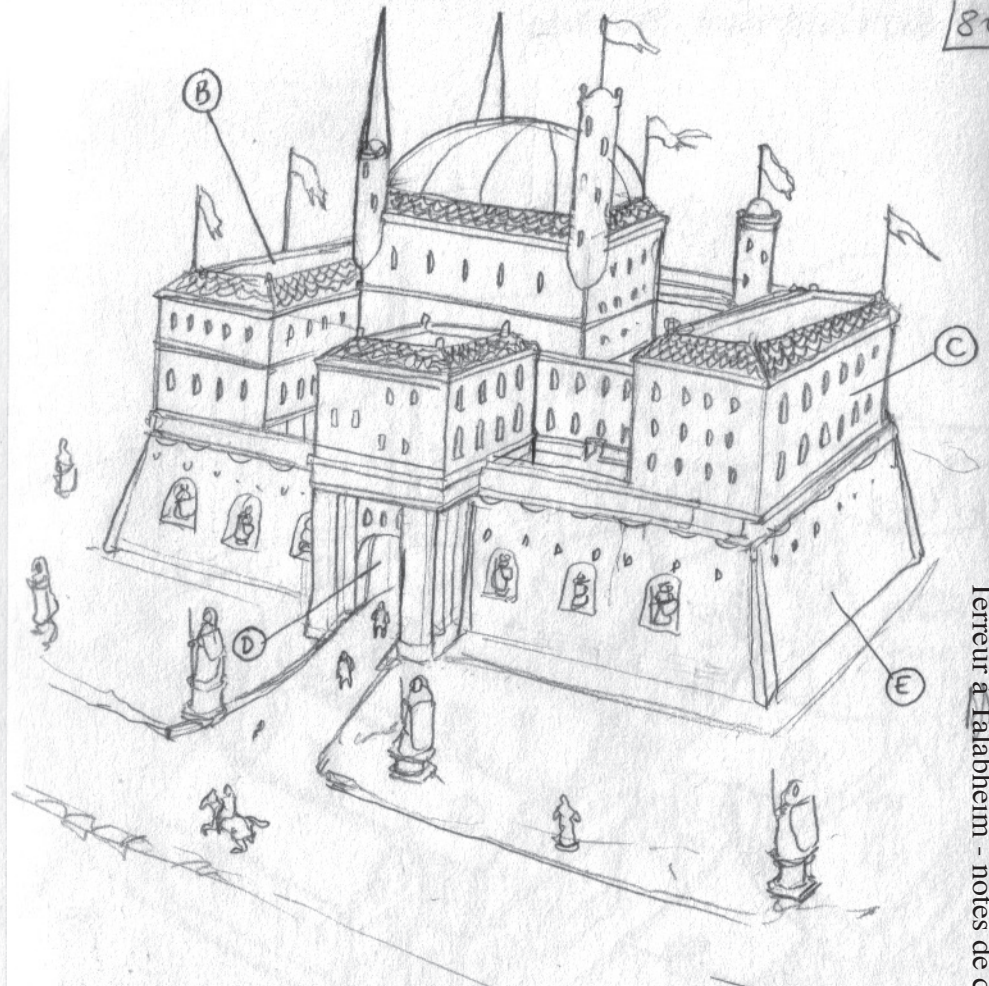


Le temple répond aux principes de la science pour les cellules spatiales dotées du minimum pour ses habitants.

→ Le temple grâce à ses différents quartiers peut vivre en autonomie pendant plusieurs semaines.



REPRESENTATION DE MYRMIDIA - AU CŒUR DE LA NEF.



TEMPLE DE MYRMIDIA

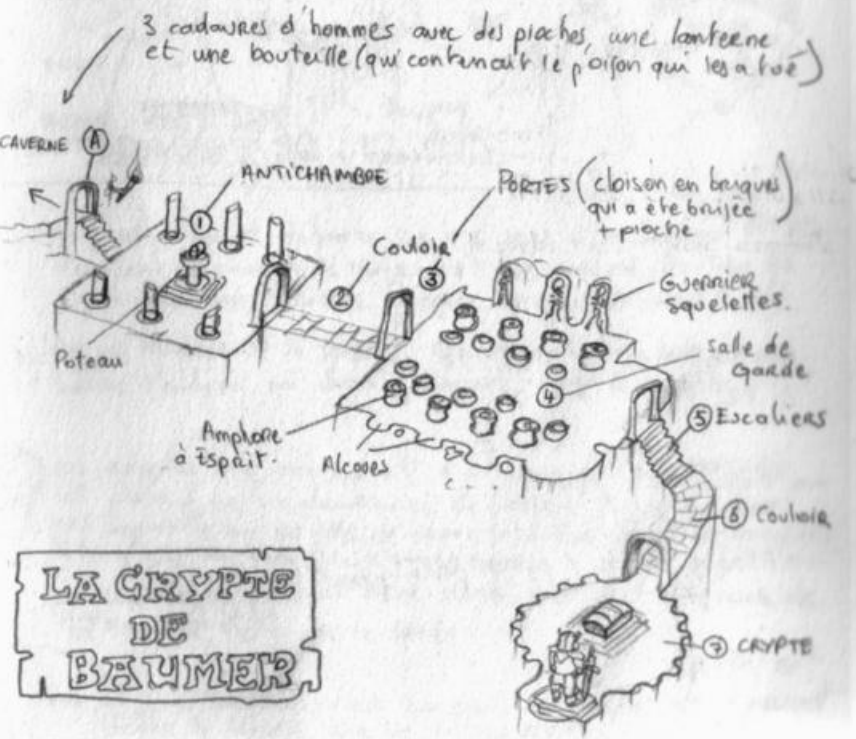
- (A) NEF - Elle occupe tout le bâtiment, les étages supérieurs sont pourvus de balcons qui surplombent la nef et forment un véritable atrium d'une 20 mètres. De nombreuses représentations de la déesse ornent les importants piliers qui soutiennent la toiture - Abside est surmontée d'une haute statue -
- (C) = Quantica des visiteurs - (voyageurs et prêtres d'autres temples) -
- (B) = Quantica des prêtres et chevaliers du temple -

(A) après un long couloir incliné, une porte en acier ciselée descends de combat et de caanes et de 3 figures → 3 Empereurs et un outaric combattant des créatures + une scène où il porte un livre

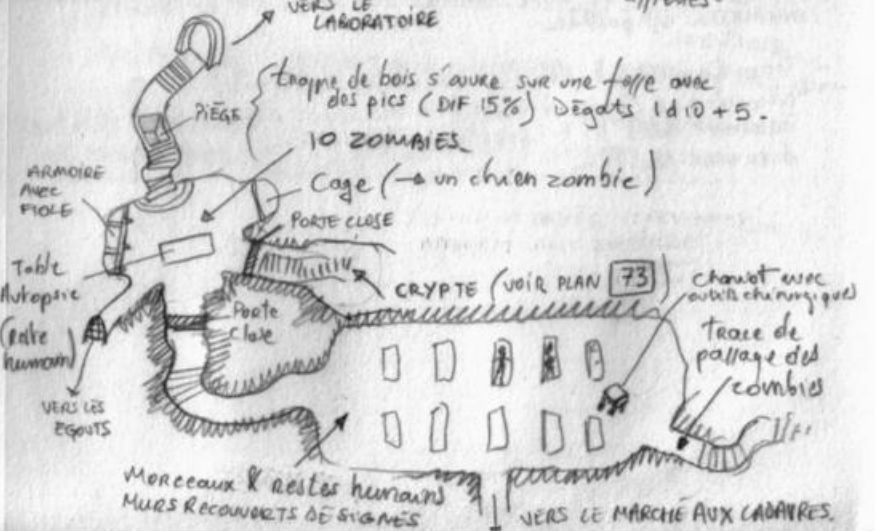
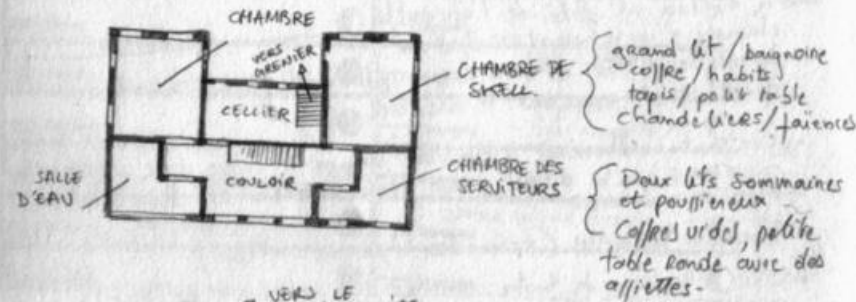
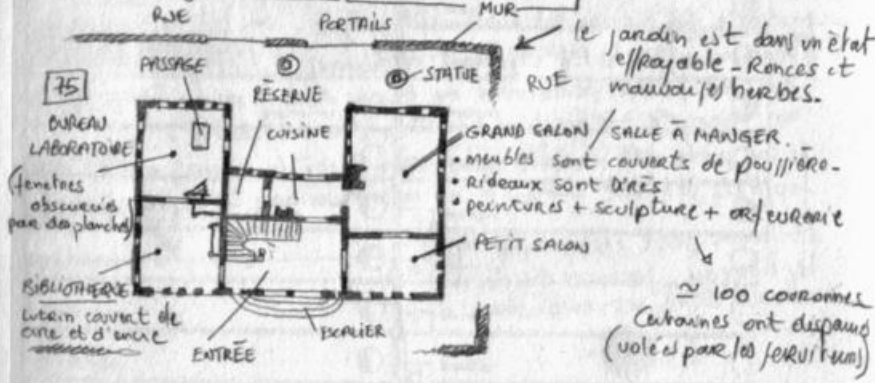
① ANTICHAMBRE La porte qui mène à la crypte a été forcée et de nombreux débris gisent au sol.

④ Une vingtaine de guerriers squelettes peuvent s'écarter lorsque quelqu'un passe sans porter l'amulette (1 PJ peut traverser la Salle s'il porte l'amulette, les autres se feront attaquer)

→ SQUELETTES P110 BVM



MANOIR DE SKELL



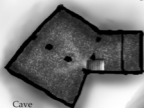


Warhammer

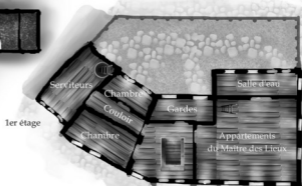
Petit Manoir Urbain



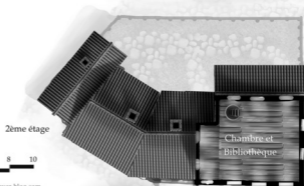
Rez-de-Chaussée



Cave

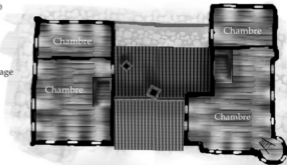
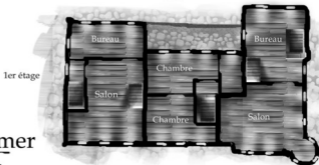
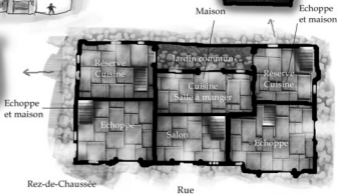
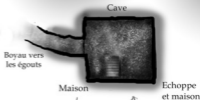


1er étage



2ème étage





Warhammer

3 maisons de ville



Talabheim, quelques PnJs



Grumbur
Responsable du Rockfoyer



Erwin Elburg
Capitaine de bastion



Joerg Hafner
Elu de Taal
Chef de la milice
de Talabheim



Malivius
Prêtre de Morr



Isolde Grenback
Prêtresse de
Myrmidia



Linus Littlef
Prêtre de Sigmar
Ordre de la Torche



Raguél Cynrik
Prêteur sur gage



Cylia Cynrik



Mardenbruf
Le ratier



Daubler
l'apothicaire



Fritz
l'apprenti



Viruna
la ventrue



Karistia Nierhaus
Shalléenne



Argan Vork
Elu de Taal



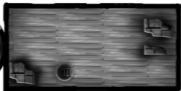
Artmug
Tavernier

Talabheim

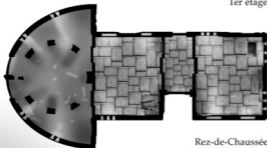
Ancien Pigeonnier



2ème étage



1er étage



Rez-de-Chaussée

Cave cachée



Cave