

Wrelna Town has places for adventurers to stay and buy supplies.

- a) main gate
- b) military commander's house
- c) town hall
- d) wizard tower
- e) merchant homes
- f) Bill's Inn and Bar
- g) Town water fountain and well
- h) wells
- j) storage
- k) commoner houses
- l) town militia or town military homes
- m) tax man
- n) stables
- o) warehouses
- p) store