

THE FORTRESS

WORLD ATLAS

A map of the Vale, and how its twelve reaches fit together — the ground the whole game is played across.

V0.0.28-P473

The fourth player document, a companion to the Player Reference (what everything costs), the Manual (how to play), and the Progression Atlas (the climb to the Throne). Every area, path, creature, and gate here is read straight from the shipped map. Areas are shown as the player can know them: what is open is named plainly; what is still locked behind a story gate is teased, not spoiled.

Presentation note — this document is also the FORMAT for future map and area proposals: an overview render with named areas, then one compact card per area (description, notable features, connections, residents, and what bars the way).

THE VALE

One valley, twelve named reaches. You wake at the southern foot and open the map northward — area by area — as each story gate falls.



The terrain is rendered straight from the baked map the game loads (recoloured only so it reads on paper). Area labels sit at each reach's heart; the borders the game draws follow the tree lines and the river organically, so a spot near a seam may fall under the neighbouring reach in the breakdowns that follow.

The Twelve Reaches

Each reach in the order you meet it, climbing north from the waking-field. “What bars the way” is the story gate the game itself names.

The Awakening

OPEN

DEEP FOREST (88%), MEADOW GRASS (9%)

Where you open your eyes with nothing but the grass under you. A dying man, a first weapon, and a beast on the road are the whole of the world you can see - the tutorial ground of the Vale.

NOTABLE	your waking-place, a dying man with a last gift, a giant rat guarding the road
PATHS	closed off from The Shore (by forest), Builder's Wood (by forest), The Approach (by forest)
RESIDENTS	Giant Rat

The Approach

LOCKED AREA

DEEP FOREST (84%), TRODDEN ROAD (14%)

The corridor north out of the waking-field: a wandering road hemmed by trees, climbing toward the crossroads where the valley proper opens.

NOTABLE	a fallen log across the road, the Woodsman, blocking the road
PATHS	open ground onto The Keep, Builder's Wood; closed off from The Shore (by forest), Warrior's Glen (by forest), The Awakening (by forest)
RUMOURED TO HOLD	Wolf×3 (unconfirmed until the way opens)
WHAT BARS THE WAY	Defeat the beast blocking the road

Builder's Wood

LOCKED AREA

DEEP FOREST (79%), MEADOW GRASS (21%)

A dense stand of timber off the western trail - the Builder's country. Wolves den thick in here, and the axe you need to go on is somewhere among them.

NOTABLE	timber (trees)
PATHS	open ground onto Warrior's Glen, The Approach; closed off from The Wolf Den (by forest), The Awakening (by forest)
RUMOURED TO HOLD	Wolf (unconfirmed until the way opens)
WHAT BARS THE WAY	Take the club from the dying man; The Woodsman stands in your way — hear him out

WARRIOR'S GLEN

LOCKED AREA

DEEP FOREST (69%), MEADOW GRASS (24%)

A quiet hollow west of the road where an old fighter is said to keep to himself. A hedge and a boulder bar the easy ways in.

NOTABLE	a hut, a thick hedge, a barred arena gate, the Builder's stone cottage, the Woodsman's hut, the arena gate
PATHS	open ground onto Builder's Wood; closed off from The Meadow (by forest), The Approach (by forest), The Keep (by forest)
RUMOURED TO HOLD	Wolf (unconfirmed until the way opens)
WHAT BARS THE WAY	Defeat the beast blocking the road; A thick hedge bars the way to the arena

THE WOLF DEN

LOCKED AREA

DEEP FOREST (81%), MEADOW GRASS (19%)

The far south-western wood, and the heart of the wolf packs. An alpha runs with them; the lesser wolves refill after they are cleared.

PATHS	open ground onto The Meadow; closed off from Builder's Wood (by forest), Warrior's Glen (by forest)
RUMOURED TO HOLD	Wolf ×5, Alpha Wolf (unconfirmed until the way opens)
WHAT BARS THE WAY	Defeat the beast blocking the road; Equip a pickaxe to break the boulder

THE MEADOW

LOCKED AREA

DEEP FOREST (59%), MEADOW GRASS (32%)

Open western pasture, brighter and safer than the woods that ring it - but not empty of wolves at its edges.

PATHS	open ground onto The Fields, The Wolf Den; closed off from Warrior's Glen (by forest)
RUMOURED TO HOLD	Wolf ×2 (unconfirmed until the way opens)
WHAT BARS THE WAY	Cut down the fallen log to pass; Equip a pickaxe to break the boulder

THE FIELDS

LOCKED AREA

DEEP FOREST (86%), MEADOW GRASS (10%)

Tilled plots on the western flat - dozens of furrows worked by hand. A thresher tends them, if the packs at the treeline let you reach him.

NOTABLE	worked field plots, straw
PATHS	open ground onto The Keep, The Meadow; closed off from The Quarry (by forest)
RUMOURED TO HOLD	a Thresher to rescue (unconfirmed until the way opens)
WHAT BARS THE WAY	Cut down the fallen log to pass; Equip a pickaxe to break the boulder

THE KEEP

LOCKED AREA

DEEP FOREST (46%), MEADOW GRASS (29%)

The ruined fortress at the valley's heart, and the whole point of the climb: repair it and the Vale becomes yours. The crossroads and the repair-stones lie in its clearing.

NOTABLE	the ruined keep (repair it to claim the Vale), stone, straw
PATHS	open ground onto The Fields, The Wetlands, The Quarry, The Approach; closed off from Warrior's Glen (by forest), The Shore (by forest)
WHAT BARS THE WAY	Cut down the fallen log to pass

THE QUARRY

LOCKED AREA

DEEP FOREST (74%), MEADOW GRASS (16%)

A worked pit of stone in the north, cut into the rock. Good hard stone for the walls - once the road that far north is open.

NOTABLE	a cut stone pit, stone
PATHS	open ground onto Bandit Camp, The Wetlands, The Keep; closed off from The Fields (by forest)
RUMOURED TO HOLD	a Quarryman to rescue (unconfirmed until the way opens)
WHAT BARS THE WAY	Cut down the fallen log to pass; A heavy tree blocks the road north

THE WETLANDS

LOCKED AREA

DEEP FOREST (73%), OPEN WATER (12%)

The eastern marsh where the river spreads and slows - reeds, standing water, and a bramble-choked path along the bank.

NOTABLE	a river bridge, a wall of bramble
PATHS	open ground onto The Keep, The Quarry, The Shore; closed off from Bandit Camp (by forest)
WHAT BARS THE WAY	Cut down the fallen log to pass; Rebuild the fortress to earn passage across the bridge

THE SHORE

LOCKED AREA

DEEP FOREST (75%), OPEN WATER (15%)

The south-eastern waterline where the river meets the valley's edge. A bridge crosses here, but it does not open to just anyone.

PATHS	open ground onto The Wetlands; closed off from The Awakening (by forest), The Approach (by forest), The Keep (by forest)
RUMOURED TO HOLD	an Archer to rescue (unconfirmed until the way opens)
WHAT BARS THE WAY	Defeat the beast blocking the road; A bramble wall chokes the river path

BANDIT CAMP

LOCKED AREA

DEEP FOREST (69%), MEADOW GRASS (20%)

A tented camp in the far north, held by brigands under a leader. Someone worth freeing is said to be their prisoner.

NOTABLE	brigand tents, timber (trees), stone
PATHS	open ground onto The Quarry; closed off from The Wetlands (by forest)
RUMOURED TO HOLD	Bandit ×4, Bandit Leader — the Librarian (grants the Library blueprint) (unconfirmed until the way opens)
WHAT BARS THE WAY	Cut down the fallen log to pass; Rebuild the fortress to earn passage across the bridge