

1. Add Beggar's Haunt under the name of Noble's Blessing (a fortification).
2. Add Mistmantle Manor as a point of interest.
3. Fill Stranglethorn with ruins (Ziata'jai, Zuuldaia, Mizjah, Bal'lal, Kal'ai, Tkashi, Balia'mah, and Jubuwal) and perhaps some points of interest.
4. Change all misspellings of marches to marshes and march to marsh.
5. Change Lock to Loch.
6. Add Venomweb Vale (an area). East of Brightwater Lake.
7. Change the Twillight Grove to a place of power.
8. Add the Deadmines as a point of interest. Right to the south of Moonbrook.
9. Add Kyross (a fortification) as per the map.
10. Rename Rice Fields to Riceshire and move its location as per the map.



11. Add the ruins of Shaol'watha, Hiri'watha, Zun'watha, Agol'watha and Skulk Rock as per the map.
12. Add Valorwind Fortress (a fortification), as per the map.
13. Add Stormfeather Fortress (a fortification), as per the map.



14. Add a special symbol for ports/harbors. The symbols suggested were a ship's wheel, a small ship or an anchor (Places to be changed into harbors: Hasic, Keel Harbor, Chillwind Harbor, King's Harbor, Lordamere Harbor, Sunsail Anchorage and Deeprun Port).
15. Add Firebeard's Den as per the map (a village)
16. Add Twin Peaks (a mountain summit) as per the map.



17. Add the Stonewrought Dam as a place of interest and the Farstrider Lodge as a point of interest.
18. Add the Thandol Strait label.
19. Add Thoradin's Wall. Although not sure how. Perhaps the same way you had it in your older map (just a line of dots)?
20. Rename Raging Stream to Riverside.
21. Rename Wellspring to Aidensberg.
22. Rename Rock Quarry to Rockshire.
23. Rename The Round Village to Round Village (drop "The").
24. Rename Sunrock Cove to Pilgrim's Landing.
25. Rename Market Square to Handelton and change it to a large town.
26. Rename Sanctuary to Caer Siced.
27. Rename Ziggurat City to Zul'Aman.
28. Change Rustberg to a small town.
29. Change Tol Barad to a large town.

30. Add Falkenbrad (a fortification) as per the map
31. Add Ravenholdt Manor (a fortification) as per the map.
32. Add Mordburg (a fortification) as per the map.
33. Add Death's Beauty (a fortification) as per the map.
34. Add Vardus Seat (a fortification) as per the map.



35. Add a Shadowforge City label.
36. Add Dandred's Fold as a point of interest (shore of Lordamere west of Cherryville).
37. Change Traquil Paths to Tranquil Paths.
38. Change River of Three Moons to River of the Three Moons.
39. Change Tower of Ilgalar to a place of power.