Ak' Anon

1. Fishing Supply Store
2. Jeweler
3. Ak'Anon's Keep
4. Tailor
5. Warrior Guild
6. Cleric/Rogue Guild
7. Forge of Defense
8. Weaponsmith
9. Library Mechamagica
   (Mage Guilds)
10. Bank, Zoo, Merchants

A. City Gate/Ballistas
B. Waterfall

Library Mechamagica

1. Magician Guild
2. Wizard Guild
3. Enchanter Guild

Bank and Zoo

1. Guard, Clockwork Tailor,
   Two Clockwork Merchants,
   Clockwork Weaponsmith
2. Clockwork Jeweler
3. 2 Clockwork Barkeeps
4. 2 Bankers, 1 Guard
5. Clockwork Fletcher
6. Empty rooms
7. Ak'Anon Zoo cage
   (Brown Bear)
8. Ak'Anon Zoo cage
   (Lesser Minotaur)
9. Ak'Anon Zoo cage
   (Black Bear)
To West Common

- Shadow Knight
- Doors
- Locked Doors
- Secret Door
- 1.2.3 Key number

Well

Pit!

No Key
- 1 Key
- 2 Key
- 3 Key

Befallen 開闘図

Hashimasa
相関図

Hashimasa
地底湖湖周辺

* E は、地上部の中心にある穴に落ちるとここに出る
ただし、ここに落ちると魚に襲われるので注意！

Hashimasa
$B$  マップ中心にある大穴に落ちると、地底湖で魚に襲われるので$ LvL $が低いうちは注意！
ButcherBlock - BB

Map by Lord Khan of The Taken

5. Byle Bundin and Glubsing (Riptide spear)  6. Pegleg
Cabilis Catacombs

West Cabilis
- Waterfall -17
- Underwater entrance east of docks at The Gauntlet
- Forbidden Scribe (Sells mud crabs)
- -40' elevation
- -50' elevation
- -80' elevation

East Cabilis
- Vizaroth
- Vessel Spirit Companion (sells Shaman 'Spirit' spells)
- Himart Kichith (gives 'Rare Scrolls' quest)
- -25' elevation
- -80' drop
- -110' elevation
- Entrance under Docks at 800, -420

Cabilis: The Catacombs
Cartographer: Silassis of the Court of Pain

Version 1.2
Copyright 2000 - Dill W Smith Jr (aka Silassis/Donal)
Cazic-Thule
The Lost Temple
Map 1

★ Wizard GGP
★ Tae

To Feerrott
Chardok Entrance

By: Elsin of Seventh Hammer

Colored areas lead to same color on other maps. Hyperlinks should be provided.

Email Comments and Suggestions to: genius@utk.edu
Chardok B

Royal Palace

Beep beep of Torvonilous

1 Prince
2 Herbalist
3 King
4 Queen

A Map Connection Point
B Map Connection Point

Pit trap leading to Kings Room
Named Spawn
Static Spawn
Static Spawn
Unlocked Door
Locked Door
Secret Door

Static Spawn on lower level
Roaming Spawn & Path

Original Maps by Mapfiend of www.k-r-g.com/mapfiend, Elsin of 7th Hammer, Torrid Brightflame of Druzzil Ro and Gnxix Gimblesfan of Quellious.
Chardok Upper Area

By: Elsbin of Seventh Hammer

Colored areas lead to same color on other maps. Hyperlinks should be provided.

Email Comments and Suggestions to: genius@uik.edu
Chardok
Lower Level
Beepboop of Torvonnitus

1. Niblek
2. A To Upper Level
3. Unlocked Door

Original Maps by Xisbin of 7th Hammer, Mapfiend of www.ker-g.com/mapfiend, Torrid Brightflame of Druzzil Ro and Enix Gimblestan of Quelious.
Chardok

By Jayr Prestidigitator
Bertoxx

Entrance

Exit

A Stairs
B Pit Fall
C Undiscovered
Dagnors Cauldron

Butcherblock Mountains

Estate of Unrest
Dragon Necropolis, Upper Level
Doccus of Bristlebane

- Shade of Jaled‘Dar
  (Aggro it and die)
- Doors in Floor
  Lead to Area 2
  on underground map
- Phase spiders roam all over this floor.
- Leads to Area 1
  on underground map
- Western Wastes Portal
Dragon Necropolis, Upper Level
Doccus of Bristlebane

Shade of Jaled’Dar
(Aggro it and die)

Doors in Floor
Lead to Area 2
on underground map

Phase spiders roam all over this floor.

Western Wastes Portal

Leads to Area 1 on underground map
Dragon Necropolis, Lower Level
Docus of Bristlebane

Lava Elementals

MULTIPLE TRAPS

Chetari

Pit from Paebala to Chetari Area

Underwater Area (contains several traps)

1

Zlandicar

Amorphous Blob

2

Paebala

Neb
Dragon Necropolis, Lower Level
Doccus of Bristlebane

Lava Elementals

Multiple Traps

Chetari

Pit from Paebala to Chetari Area

Underwater Area (contains several traps)

Amorphous Blob

Zlandicar

Neb

Paebala
Dreadlands of Kunark

LEGEND
A - DRUID RING
B - ABANDONED TOWN
C - YETI CAVES
D - EMPTY HOUSES
E - GIANT FORTRESS
F - CASTLE RUINS - KARNOR
G - ZONE TO FIRONIA VIE
H - ZONE TO FRONTIER MINS
I - WIZZIE SPIRES

BY:
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

Maps by Hop - http://users.telepak.net/~rickyh/mapsbyho.htm
DREADLANDS

Map by Kuan of The Taken on Cazic Thule

Stinky Wizard Portal: 900, 9000
Cool Druid Portal: 2550, 7500
Ice Tunnel 650, 6000
Bard 200, 5600
Yeti Cave

Burning Wood 2500, n1000
Frontier Woods 2100, 3300
Karnor's Castle 500, n2250
Fironia Vale 400, n5900
Giant Fortress n2100, n130
Drachnid's n2200, n3000

Gurgul Paclock
Treeflayer
Wulfare Lonewolf (Yellow Whip)
Dread Widow (Drachnid Thyl ac5, int5, mana40, mt10 casters only)
Mountain Giant Patriarch (Tree Weave)
Dread Stalker
TEMPLE OF DROGA
Map by Kuan of The Taken on Cazic Thule

1. Goblin City. Warders (Shroud of Nature)
2. Jail (pit traps around)
3. Store Room
4. Dining Room
5. Soothsayer Dregza

Canyoneer (Canyoneer Pike 6/27 procs drowsy)
Chief RutGus (Earring of Essence +30hp, +10ma), (RukGus Sticker 6/25 +2int/wis, +3 str)
Goblin Bodyguard (Whip of Strangulation 6/24 +15 hp, procs Choke)
Soothsayer Dregza (Mantra of Mirth +4ac, +2 int/wis, -2 str, +10 mana, -10 disease)

OTHER LOOT "I don't know drops"
Hangman's Noose (AC 5, haste[?])
Blade of the Earthcaller (root)
Book of the Rings (+20 hp, +8 wis, +10 co/fire)
Bracer of Vajaen (AC 10, +5 dex, +10 co/fire)
Choker of Majidd (AC 4, +5 int [see invis])
Drogan Obsidian Dagger (6/25, (obsidian shutter))
Eye of Melnor (+5 wis, -2 disease, shield slot (25 chg of identify))
Goblin Backstabber (6/18 +4sta/agil)
East Cabilis
1 Orc Camp
2 Inn 4 - Alcohol, Cloth Armor, Magician Books, Spell Components, Tiny Daggers, Gems
3 Hut with Food, Herbs, and Compass
4 Inn 3 - Archery Supplies, Alcohol, and Cloth Armor
5 Obelisk with Rangers
6 Orc Camp
7 Inn 2 - Food, Alcohol, and Cloth Armor
8 Haunted Ruins
9 Empty Hut
10 Plagued Huts
11 Inn 1 - Food, Alcohol, Cloth Armor, Pottery Supplies
12 Shop w/ Weapons
13 Shop w/ Spell Components
14 Shop w/ Cleric Trainer
Eastern Wastes
Eastern Wastes

A - Kael Drakken, Giant City - n6200, 5000
B - Giant Fort - n1700, 2900
C - Great Divide Zone - n1800, 6000
D - Bridge to Iceclad Zone - n4500, n4500
E - Dwarf Camps
F - Dragon Statue - n7288, 104
G - Orc Camp, Zone to Crystal Caves - n3346, n4446
H - Orc Camp - n8054, 3182
I - Ruins - 161, 145

Hoppas Ovale, Druid of the Mist
Disciples of Honor, E'ci

Send corrections/additions to:
rickyh@telapex.com

Maps by Hop:
http://users.telepak.net/~rickyh/mapsbyho.htm
Eastern Wastes
EMERALD JUNGLE

ZONE TO TRAKANON'S TEETH

ZONE TO FIELD OF BONES

LEGEND
- OVERGROWN ROADS
A - BUILDING/ RUIN/ COLUMNS
B - ZONE TO CITY OF MIST
C - CAMPS

BY
HOPPAS OYALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'C'I

SEND ADDITIONS/ CORRECTIONS TO
rickyh@telapex.com

Maps by Hop -
http://users.telepak.net/~rickyh/mapsbyho.htm
ERUDIN
City of The High Man

Flag
1 Erudin City Office
2 Viles of Vitality
3 Bank of Erudin
4 Sothure's Fine Gems
5 Wizard Spells
6 Magician Spells
7 Enchanter Spells
8 Wizard Reagents
9 Magician Reagents
10 Enchanter Reagents
11 Wizard Guild
12 Magician Guild
13 Enchanter Guild
14 Ferry to Boat (Takes you to Qeynos)
15 Port Authority
16 Neth Sailwinds Tent (Boxes and Bags)
17 Beth Breadmaker (Food)
18 Priest of Discord
19 Temple of Divine Light (Quellious, The Tranquil) Cleric/Paladin Guild
20 Demencia Tanner (Hides and Leather Armor)
21 Galbasi Weaver (Cloth Armor)
22 City Armory
23 Deepwater Knights (Followers of Prexus) Cleric/Paladin Guild
24 Tavern
25 Erudin Library
26 Erudin Surplus Store (Provisionar)
27 Vasty Deep Inn
28 Palus Weaponsmith (Weapons)

* Note: A, B, C, D, & E are Teleporter Pads to the Matching Letters
* note - I followed the water south to about -8000 before I got tired of water...not sure how much further it goes....
The Frontier Mountains

Map by Kuan of the Taken on Cazic Thula

Temple of Droga
3400, 2000

Overthere
3650, 1530

Giant Fortress

Burnai Mines

Lake of Ill Omen
-420, -4000

Burning Woods
-2500, 3700

Burnai Mines

Mines of Nurga
-2200, -1700

Dreadlands
-3600, -3300

Goblin stomper
Goblin Destroyer (crystal ball, +5 int, +100 mana range)
Dustback
Tanak Bloodbinder
Tanak Assassin
Tanak Seer
Stonegrinder
Stonegrinder (Stone Tumbler 10/34 lhb)
Gemeye (Gem Finder)
Goblin Trailblazer (Trailblazer Knife)
Buggin (Medicine Totem +5 wis AC 4 range)
Bloodscale the Viscoes
A Wandering stonehealer (+5 wis +10 mp necklace cleric only)
Overseer Miklik

Grazzis
Goblin Headhuner (Excavator Claws, 8/29 piercer)
Grand Genocide (Ac5, +7 wis, +10 sv cold belt cleric only)
Miner Koratun
Mountain Giant Prospector
Rockwolf
Kreniek
Hlhinis (Shield Ac 10 +16 str)
Gromlok
Goblin Exar Slayer
Varithyx (Steel of Ancients Ac 16 str +3, +8 cha)
Eboneyas (Ebon Lazor)
Joonjonnunno
Mangy brute (Chopper)
Frontier Mountains
Gorge of King Xorbb
King Xorbb (24)  Ring of King Xorbb, Slime Crystal Staff, Evil Eye Stalks
Brahm {minotaur}  Labyrinth Talisman
Yymp the Infernal {imp}  Minotaur Ribcage
Lords Syrkl and Sviir (22)  Polished Bone Bracers, Polished Bone Hoops
SpinFlint {whirling dervish} (16)  Whirling gems
Qlei {Muddite}
Goblin Alchemist  Humerus Bone Mace
High Hold Pass

To East Karana
(840, 105)

Greenix & Vexven Mucktail

Gnoll Spawn

To High Keep
(-100, -110)

Highpass Hold

1. Alcolic Drinks
2. Foods
3. Cafe and INN
4. Tailoring patterns
5. Cafe
6. Weapons and Smithing
7. Smugglers

To Kitior Forrest
(-979, 91)
Howling Stones

NORTH
Bile Sentient
  Mucil Girdle, Stein of tears, Melo. Trunch.
Crypt Worm
  Wurm Mask, Ebon Cudgel, Warding Star
Crypt Keeper
  Fayguard Dagger, Siren Robe
Golem Master
  Scorp. Claw Imp., Kyl Boots
Spectre Sepulchre
  Kly Arms, Adm. Club

WEST
Golem Master - see above
Spectre Sepulchre - see above
Skeletal Procurate
  Kyl Chest, Obten Mask, Rapier of Orii

SOUTH
Crypt Spectre
  Gold Brac, Sash of DB, Jagged Edged Longsword, Bloodpoint
Skeletal Sepulchre
  Kyl Helm, Warding Star
Spectre Spirualist
  Kyl wrist, kyl legs
Crypt Feaster
  Bloodpoint, Steel Hilted Flint Dagger
Embalming Fluid
  Enshr. Veil, Fingerbone Hoop, Hand of the Reaper

PH's
Crypt Guardian
Skeletal Watchman

EAST
Reanimated Plaguebone
  Gem Enlaid Band, Kunzar Hex Amulet, Gravebinder
Crypt Excavator
  Sarnak Hide Girdle, Helot Scull Helm
Howling Spectre
  Adm. Band, Obtenbrate Short Sword, Rod of Faith
Undertaker Lord
  Kyl Gauntlets
Drussel Sathir
  Rod of Oblation, Runed Morning Star, Necklace of Superiority, Sathirs Phyl

Also, druid boots have been added to this wing somewhere.
Iceclad Ocean

- Druid / Wizard Portal (-500, +900)
- A Boat Transfer Here (Josheil the Large)
- B Dock (Masut Dok, Rendap, Nelet Durzil)
- C Gnome Pirate Camp (+4500, +1310)
  - NPC’s: Madan Elik, Adnel Jaihir, Telos the Swabby
  - Captain Naot, Xorimastilus Zemreicus, Nilhim the Chef, Reidi, Noyak the Lookout, Arni, Stubblechirn & Sjoman the Sleepless
- D Tower of Frozen Shadow (+1750, +3200)
- E Snowfang Gnoll's (+1000, +2500)
  - NPC’s: Gizzlen Bloodfang, Ergez Shortpaw & Erfiiz
- F Lodizal Spawn (?)
- G Balix Misteves (+2500, +3200)
- H Skull Markers
- I Grete Spaign to Eastern Wastes (+4500, +9000)
Here are some details from my recent Kael raid, as well as I remember them. Apologies in advance for any errors caused by my faulty grey matter. A big thank you to Mathas Oakheart of Bristlebane for adding additional information!

Doccus Windstalker
Bristlebane

1. Castle of King Tormax
2. Arena Area
   (Vindicator across bridge to N ... some MOBs KOS to everyone)
3. Iceshard Keep (Kael quests)
4. Bank / Captain Bvellos
5. Slaggak the Trainer
6. Wenglawks / Noble Helssen
A. Arena (exploit area, avoid unless you pass immediately through)

Verified location of quest armors

Pull to here to clear the archway giants

Patrolling Guard

All Giants See Invis Above This Line

Some Giants See Invis Below This Line

Verified location of quest armors
Kaesora Dungeon

Reapers of Fate
Icembreaker Darkmoore

Map: Exit back to entrance ramp
6 Church
5 Burnt House
4 Library
3 Pit
2 Pit, 2a bottom of Pit
1 Pit, 1a bottom of Pit

Letters show connections to other section of map.
1. Frenzied Spider Room
2. Library
3. Backyard (Warder of Xalgoz)
4. Loom Room
5. Reaver of Xalgoz Room
6. Live/Dead Junction
7. Beginning of Spider Lair
8. Runelord Room
9. Top of Five Towers Area
10. Church
Karnors Castle Basement

Shangra Kai de Idylic
Commander of the Militia
Tainted Paladin of E'ci

Castle Wall

W = Bottom of Well
L = Locked Door
D = Decayed Kylong Iksar

Black = Basement
Red = Level 1
Blue = Level 2
Green = Level 3
Lake of ill Omen A

To West Cabilis

To Firiona Vie

To Frontier Mountains
Lake of ill Omen B
Lake of ill Omen C
Lake of Ill Omen

Map by Kuan of The Taken

Chancellor DiZok (Jade Chokidar Prod Piercing 11/20 shaman only +3 sta +6 wis)
Goblin Skinner (Goblin Battle Master (1 hs 7/41)
Lord Gorelik (Mithril Staff 2hb 28/45 Warrior only)
Sarnak Courier (Grave Sandals Necro only boots 5AC +2 int, +10 dex, -10 cha, +10 mana, -2 fire)
Sarnaks (Bracer of the Hidden ac 6 see invis)
Iksar Marauder (Marauder Snout Ring)
Sarnak Revenant (Tattered Note, Stem of Candlestick)
Lake Rathetear

- Guards
  - 3 Aviak Guards
  - 2 Aviak Guards
  - 2 Aviak Guards
  - Shop
- Orcs
- Bandits
- G. Zombie
  - Skelton
  - Gnolls
- Ogres
- To South Karana (4352, 1147)
- To Rathe Mountain (2580, 2350)
- Barbarian village
- To Arena (2345, 2696)
LavaStorm Mountains
Map by Lord Khan of The Taken on Cazic Thule

Skeletal Warrior  Bone Spear, Bone Shield
Warbone Knight  Bone Broadsword
Deep Lava Basilisk  Basilisk Bracer
Sir Lindeal
Warboned Monk  Bone fingered Glove
Lesser Nightmare  Nightmare hide
Nykallen
Thought Bleeder  Tears
Tisella  Glowing Torch
Lavastorm Mountain

Solusek's Eye A
(794, 223)

Solusek's Eye B
(908, 484)

Goblin Camp
(774, 511)

Goblin Camp
(-426, -112)

Gypsy Camp
(-384, 932)

Shop
(984, 1377)

To Najena
(-940, -1048)

To Neletulos Forret
(-2121, -198)
Lower Guk B

Guk Bottom
Old Ruins of Guk
Live Side Area

To Upper Guk
PIT
To Dead Side
Live Castle

To Swamp
LOWER GUk LIVE SIDE (MINO SIDE)
DRAWN By SULLEN TEARS
REVISED 09/13/99
Castle Mistmoore
(Pond and Western Grounds)

North

Original Map by Jus Divinum
The door is a switch that opens the cells.

To Castle

A: Crypt
B: Basement Trap
C: To Castle
D: To Castle Gate
E: Hallway
F: Hallway
G: Hallway
H: Hallway
I: Hallway
J: Hallway
K: Hallway
L: Hallway
M: Hallway
N: Hallway
O: Hallway
P: Hallway
Q: Hallway
R: Hallway
S: Hallway
T: Hallway
U: Hallway
V: Hallway
W: Hallway
X: Hallway
Y: Hallway
Z: Hallway
Mistmoore
By Nomis D'Mind
Master of Prexus

C = This door open the 3 others doors
B = Shadowy Sage (High Level Caster)
Nagafen's Lair

(Not B)

To Lavastorm Mountain
ZONE1 To Sol A ZONE2
ZONE2 To Sol A ZONE3
ZONE3 To Sol A ZONE4
ZONE4 To Sol A ZONE4

Nagafen's Lair
Imp Area

* PIT Fall

by MAPS of Veeshan
edited by MacWend for posting
North Karana

map by Lord Khan of The Taken Cazic Thule

 Werewolf Hunters
 Xanuusus the Treant
 1330, 512

 Gypsy Camp
 n6550, n180

 Wizard Circle

 Druid Circle
 n2700, n1400

 Stone Bridge to South Karana

Wood Bridge to East Karana

zone to West Karana

Bristltoe (15) Bear Hide Jerkin
Grimfeather
Timber the Tiny (20) Giant Laceless Sandal
Timbur the Tiny (30) Giant Reminder String
Lieutenant Midraim Granite Earring
Callowing Griffon Talon Claws
Calloway (20) Griffon Talon Gloves
Orvik the Cursed Iron Shackles
Grimtooth (25) Werewolf-hide Jerkin
Ashenpaw Wolfhide Sleeves
North Ro
Map by Kuan of The Taken on Cazic Thule

Rahotep (16) Scarab Ring, Scepter of Rahotep
DuneDigger (10) Scute Shield, Armadillo Hide
Dorn (16) {yeah right - tough bastard}
Mines of Nurga
Map by Kuan of The Taken on Cazic Thule
Boat Route from Faydwer to Antonica
Ocean of Tears

Map by Kuan of The Taken on Cazic Thule

Zarchoomi (15)  Ogre Head
Corflunk (15)  Ogre Head
Guardian of K’Arnon (41)
Goblin Headmaster (25)  Goblin Knife, Chipped bone mask
Alliezwsaur (50)
Goblin Headhunter (24)
Gornitt (33)
Goblin Chief (27)  Pipe, Rune
THE OVERTHERE

ZONE TO SKYFIRE MNTS
A - ZONE TO SKYFIRE MNTS
B - COLUMNS/BUILDINGS/RUINS
C - DOCKS
D - SCORPION CAVES
E - STATUES

LEGEND

ROAD

BY

HOPPAS QVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

SEND CORRECTIONS/ADDITIONS TO:
rickyh@telapex.com

Maps by Hop -
http://users.telepak.net/~rickyh/mapsbyho.htm
The Overt Here
Map by Kuan of The Taken on Cazic Thule

- Bank
  2700, 2100

- Evil Fort
  (watch for Golem!)

- Howling Stones
  -100, 700

- Skyfire Mountains
  -1000, 3900

- Warsliks Woods
  -50, -4400

- Sarnaks

- Boat to Oasis

- Frontier Mountains
  -3500, 1700
1: Flag Room
2: Preacher
3: Archeologist
4: Alchemist
5: Jailmaster
6: Scryer
7: King
8: Ice Giant Diplomat
9: Champion
10: Lady Vox
Permafrost

1. Preacher
2. Lady Vox
3. Ice Giant Diplomat
4. Archeologist
5. King's Room
6. Flag Room
7. Alchemist
8. Unknown
- Floor Trap
X - Floor Trap Destination
+ - Door
□ - Well
□ - Ledge
□ - Bridge

Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge

Jus Divinum
Mithaniel Marr
1 - Temple of Cazic Thule = Inside Guarded by Amy Warriors and Knights, outside patrolled by a few spinechiller spiders.
2 - Graveyard = Contains several mobs. Mainly Frogs, Fetid, Cubes and Nightmares. Sometimes a wandering Amy Knight.
3 - Druid circle = Or at least it looks like it.
4 - Bridge looking structure = This one is typically guarded by Tenticle Torms.
5 - Bridge looking structure = This one is typically guarded by Glare Lords.
6 - Bell Tower = No specific guards.
7 - Temple of Fright = Fright has two Amy Knight guards.
8 - Temple of Dread = Dread has two Amy Knight guards.
9 - Temple of Terror = Terror has two Amy Knight guards.

A - Gorgon Tower = This structure is typically guarded by at least 3 gorgons.
B - Gate to Fear = This is the one-way gate to Fear. It's on a top of a small hill that is generally patrolled shiverbacks, frogs and scarelings. It is also one of the few places that the shiverback spiders can be found.
C - Structures known as Scareling Towers = One gold and one stone looking tower accompanied by a church style house. This place is a haven for scarelings and fetids.
D - Ring of Fire = The ring of fire serves as a fence for the Temple of Cazic Thule. It is patrolled by Nightmares, Cubes and Cazic Thule himself.

Note: The entire map has several patrolling mobs that follow the zone edge. Commonly these mobs include scarelings, fetids and samin.

Plane of Fear
205
Plane of Fear

- Temple of Fear
- Temple of Darkness
- Temple of Death
- Temple of Voodoo
- Temple of Fright
- Temple of Light
- Temple of Shadows
- Temple of Magic
- Temple of Elements
- Temple of Nature
- Temple of Time
- Temple of Space
- Temple of Reality
- Temple of Wisdom
- Temple of Knowledge
- Temple of Creativity
- Temple of Art
- Temple of Music
- Temple of Dance
- Temple of Word
- Temple of Mind
- Temple of Body
- Temple of Soul
- Temple of Spirit
- Temple of Heart
- Temple of Love
- Temple of Joy
- Temple of Peace
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
- Temple of Bliss
Plane of Mischief

1 = Castle Entrance (-30, -300)
2 = East Wing (170, -550)
3 = Wrong way at lava (B)
4 = Theatre trap

5 = East Wing end of hall -> Pinky
6 = East Wing 1st left -> Pinky

Chessboard Traps
8 = #3 (905, -922)
9 = #21 (839, -974)
10 = #42 (785, -906)
11 = #64 (751, -1037)

To main room
Plane of Mischief

214
Plane of Sky

PLANE OF SKY
Nedd Neddley
INNORUUQ
Based upon the work of MadWand - Ergo of Test.
Qeynos Aqueducts & Catacombs - lower level
1 Orc Camp
2 Rune Stone
3 Protected Stone Ring, Warriors?
4 Gypsies w/Combine Weps, food
5 Inn
6 Hill with Stone Arms reaching to the sky
7 Haunted Tower with Findlegrob
8 Altar protected by named beetles-Zaza
9 Lizard Man Camp
10 Temple protected by Troll Shaman & Warrior
11 Camp with Troll and Ogre
12 Altar prot. by named beetles (Ankh)

13 Inn
14 Orc Camp
15 Paladin Camp
16 Gypsy Camp selling Food
17 Ruined Town
18 Sphinx (Ankhfenmut)
19 Area w/Hill Giants & Giant Skels
20 Sphinx (Zazamoukh)
21 Lizard Man Camp
22 Lizard Man Camp
23 Orc Camp
24 Haunt Stone Ring
25 Haunt Tower w/Bindlegrob & Tindlegrob
Rathe Mountains
Map by Kvan of The Taken on Cazic Thule

Findlegrob, Bindlegrob, & Thindlegrob
Ankhefenmut & Zazamoukh
Broog Bloodbeard (Giant)
Kezzel D’Lernt (necro)
Shardwing (40) Onyx Drake Scale Cloak
Oculys Ogrefriend (Giant) Totemic Armor,
Petravin (40) (Basilisk), Granite Bracer
Syythrak (Lizardman) Mortificator’s Staff, Vest

Gazhak The Bezerker Mithril Girth, Slayers Axe
Tbrinn Ember (halfling)
Quid Rilstone
Brother Zephyl
Hasten Bootstrutter
Runny Eye

Jus Divinum

Mithaniel Marr

Clan Runnyeye

Overseer Level

Water Tunnel

Underwater Tunnel

Zone to Misty

Ground Level

Zone to Beholder's Maze

King's Room

Warlord Room

Knight's Room

Merchants

Bankers

Evil Eyes

To Underwater Tunnel

Bridge

Door

Illusory Wall

Water

Broxx's Level

King's Level

Phingers Shadowind

Raxthorne SpiritWolf

Drakkaenn Sunforge
Old Sebilis
Mushroom Area

To
Trakanon's Lair

Jug Gate

Bench Room

King Castle

Norath Map Shop
2000/12/1
By Sika/Lany's

Zone Portal
(To Taka Teeth)

To
Water Room
Order of the Jade Dragon, Xegony Serper
Xiff Zilhember
Map by Sebilis
Sleepers Tomb
244
Temple of Solusek Ro

1 = Gavel the Temperant, Cleric Armor
2 = Blaze the Radiant, Cleric Armor
3 = Vilissia, Unknown
4 = Gardern, Unknown
5 = Joyce, Magician Quest
6 = Vira, Unknown
7 = Ostorm, Specilization Removal
8 = Syllina, Necromancer Armor
9 = Urgo, Unknown
10 = Tazgar, (Efreeti) Unknown
11 = Sullin, Enchanter Quest
12 = Rumar Sunto, Enchanter Quest

To Lavastorm Mountains
Temple of Solusek Ro

Key:
- Red = Lava
- Green dots = Bridge/Balcony
- Green squiggles = Door
- Blue = Secret Wall/Lever
- Yellow = Seeker
- Orange = Keeper

1 = Gavel the Temperant, Cleric Armor
2 = Blaze the Radiant, Cleric Armor
3 = Vilissia, Unknown
4 = Gardem, Unknown
5 = Joyce, Magician Quest
6 = Vira, Unknown
7 = Ostork, Specilization Removal
8 = Syllina, Necromancer Armor
9 = Vurga, Unknown
10 = Tazgar, (Efreeti) Unknown
11 = Sultin, Enchanter Quest
12 = Romar Sunto, Enchanter Quest

By Deriel Lagrion
Ranger of Tarew Marr

To Lavastorm Mountains
South Karana

Undead Ruins
1400, 1095

Vhelen Nostrolo
n19, n91

Centaur Village
200, n2400

Shadow Men
n45, 3000

PAW
n3200, 700

Aviak Village
n6700, 1190

to North Karana,
2890, 910

Raiders
2400, 1300

Treants
1500, n3500

Hermit
n5400, n2500

Brother Gwynn
Brother Drash ('good' gnoll near Paw)
Vhelen Nostrolo (30)

Synger Foxfire (25) Barkshield, dbl bone axe
Marik Clubthorn (15) Beartooth Necklace, Hulking Club
Grizzleknot (25) Cloak of Leaves, Treant Staff
Narra Tanith (25) Crown of Leaves, Silvery Scimitar
Knari Mowhawk, (25) Electrum Bracelet
Quillmane (30) Feathered Leggings, Pegasus Feathered Cloak
Moon (25) Moon's Toy, Topknot Headband
Groi Gutblade (25) Lionhide backpack, Ring of Shadows
Lord Grimrot (35), Pestilence Scythe
Gnashmaw, Vial of Rabid Froth
Thunderhoof (18), Thunderhoof Quiver
Gnawfang (18) Gnawfang Pelt, Gnawfang Fang
Coloth Meadowgreen (35) Runed Oak Bow
Krak Windchaser (aviak merchant in aviak village)
South Ro

Map by Kuan of The Taken on Cazic Thule

South Ro

257

Scrounge (15) Scrounge's Claw
Terrorantula Leg
Ancient Cyclops (thingy for jboots)
Cyclops (20) Kilij Plans

**Notes**
I love this zone, I have no idea why. Note this is my first attempt at trying to draw a ridge or something..this one is so big I had to.
South Ro

To Oasis of Marr
(1530, 239)

1000
-1000

0

1000
-1000

NPC Camp
(1111, 1344)

NPC Camp
(94, -641)

NPC Camp
(-95, 1333)

Ruin

Ruin
(-1040, 125)

Orc Camp
(-1191, 1353)

Orc Camp
(-1335, 453)

Orc Camp
(-1185, -767)

Orc Camp
(-1704, 1378)

Ruin

Ruin

Ruin

Ruin

(-2085, 330)

(-3192, 1139)

To Innothule Swamp

Written By Maps
NOTES:

* BEWARE OF DROW NIXX, AS HE JUMPS OUT OF NOWHERE AND KILLS EVERYTHING

* HIGH SHAMAN PHIDO SOMETIMES SHOWS UP TO HELP REN REXX

* PRISON AREA CAN BE TRICKY, LOTS OF LEVERS

* DON'T FORGET DRAH'S PETS

THERE MAY BE ERRORS IN MOB PLACEMENT, BUT THEN, I'M ONLY HALFLING

HOPPAS OF RIVERVALE
DRUID OF THE MIST
Swamp of No Hope

To East Cabilis

To Field of Bone

To Trakanon's Teeth

To Firiona Vie

To Firiona Vie
Swamp of No Hope

Field of Bones
5600 / 1000

East Cabilis
3000 / 3100

Scalebone
1500 / 670

Scalebone
1150 / 600

Empty
1080 / -1660

2 lizzys
1400 / -1350

Temple
980 / 1527

Froglok
-1200 / -1200

Warbones
-2700 / 670

Lizard Head

Firiona Vie
-4500 / 2500

Firiona Vie
-4450 / 2150

Firiona Vie
-4450 / 2650

Trakanon Teeth
1750 / -4450

Tunnel 1200 / -3660

0 / -3712

Firs
Temple of Veeshan

stuff in red i am unsure about

Temple of Veeshan

271

cekenar

lady nevederia jorelleag

zlexak

sevalak

zone

lady mirenilla

gra'lvoren

wel wnag

mazrien

vulak'aerr

dagarn the destroyer

zedomizcd
degta'glois
rlinf'tae

sarek'relan
velcr'a'dron
dktan'hirsl

kedrak
carx vean

lord kreizenn

vukuz

lord feshlak

ikiar the venom

eashan

lord vyemm

hsrek

lui'an

kal vunar

nirt'an

Lord Koi'doken

Lord Mirenilla

Lord Vyemm
Temple of Veeshan

Made by Rebraz and Gumkak (Arch of Chaos) [Terris-Thule]

Dozekar the Cursed

Wall aggro

- Named Mob
- Mob Wandering
- Wurm (Static)
- Wyver, Drake, Racnar (static)
Temple of Veeshan

By Sarrn

Spawn Information added by:
Coladar Shirlmanson of Terris-Thule

Yellow Dot: Sometimes sees invis, sometimes doesn’t.
Red Dot: Sees invisibility
Black Dot: I don’t have a clue, I was too stupid to test these NPCs

From A to B, 3 named drakes (They see invis) will roam. Malter Flamecaller, Verindor Emerald Claw and Kalkar of the Maelstrom. Their pathing seems to cycle every 10 minutes or so, as they have three-four points where they will stop for 30 seconds.
Timorous Deep
Tower of Frozen Shadow

Level 1

Bridgecrusher Dabashar
United Norrath Coalition
Erollisi Marr

URL: http://24.5.5.115/
To Dagnor's Cauldron
Dungeon Notes
I have heard rumor of a secret passage with minotaurs leading to another exit to lower Guk. If you can pin point it on the map please send the revision to poetguy21@yahoo.com

Map Key
Water Zone Border Fall Bridge Ladder

By Amrotha Farstrider
Upper Guk Part 2

Mobs will change when they spawn, so all mobs that are marked may be a bit off. Also, character used to make the second part had no sense heading, so directions may be off a bit.

Special Mobs tend to spawn in the place of other mobs, so they may not always be around

----------- zone to Lower Guk
Velketors Labyrinth

1 - Bryma Loftaxe / Freyda Alebringer
2 - Brumen Firehammer / Delemin Whiteforge
3 - Bjoron Axefall / Drella Stonegrinder / Khlem Alestone

Velketor the Sorcerer

AoE Dispell

Lord Doljonijiamorinar

Ular Icepaw

Velketor's Labyrinth
Velketor's Labyrinth

1. Bryma Loftaxe
   Frekka Alebringer

2. Brumen Firehammer
   Dlemin Whiteforge

3. Bjoron Axefall
   Drelia Stonegrinder
   Khlem Alestone

Velketor The Sorcerer

To The Great Divide

Stairs

AoE Dispell

Ular Icepaw

Lord Doljonijiarnimorinar

Trap
Wakening Land

A - Skyshrine Zone - 1457, 4532
B - Plane of Growth Zone - 500, n1019
C - Flying Monkey Cave - n3411, 2043
D - Faerie Dragon Cave - n1711, 156
E - Dragon Ring - n3000, n3000
F - Kael Drakken Zone - m666, n4840

Hoppas Ovale, Druid of the Mist
Disciples of Honor, E'ci

Send corrections/additions to:
rickyh@telapex.com

Maps by Hop:
hp://users.telepak.net/~rickyh/mapsbyho.htm
Warsliks Woods

- Dalnir: 3500 / 3950
- Gob City: 3025 / 50
- Gob Camp: 3275 / -2125
- Bandit Camp: 3800 / -2500
- Field of Bones: 1400 / -3950
- The Overthere: -500 / 4050
- Bandit Camp: -650 / 2625
- Giant Fort
- West Cabilis: -2300 / -1000
- Lake of ILL Omen

Gesler
WARSILK'S WOODS

LEGEND
- ROAD
A - CRYPT OF DALNIR
B - GIANT STRONGHOLD
C - GOBLIN STRONGHOLD
D - SSOLET DNAAS
E - BUILDINGS/ RUINS/ COLUMNS

BY
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

SEND CORRECTIONS/ADDITIONS TO:
rickyh@telapex.com

Maps by Hop -
http://users.telepak.net/~rickyh/mapsbyho.htm
Warslik's Woods
Map by Kuan of The Taken on Cazic Thule

Grichnist the Destroyer (Shrunken Goblin Skull Earring AC 3; Iksar Scale Gloves AC 10, +3 dex/str +10hp)
Lord of the Outcast Iksars (Bracer of Scavenging AC 9, +5 dex/str)
Goblin Bloodlette (Teir'Dal Sooth Doll)
Goblin Hextracer (Froglok Hex Doll)
Goblin Trainer (Sparring Gloves)
Pygmy Skulking Brute (Intact pygmy Brute Choppers)
Iksar Marauder (Scale wolf hide boots)
Forrest Giants (Evergreen Ivy Ringband)
Mountain Giants (straw spun belts, Forest Loop, Axes, Leg choppers, flayers, all kinds of great stuff!)
West Karana

map by Lord Khan of The Taken on Cazic Thule

McManus n1900, n6966
Ogre camp n024, n9292
Ghoul Messenger (27) n1497, 12837
Miller's Farm n2600, n5600
Caninel 1330, n13300
Ogres Froon & Choon n800, n9300
Manir [Crossroads] n900, n4380
Splitpaw Assassin, Hollow Skull
Brother Trintle (8) Rat shaped Ring [bad monk, smoke him]
Brother Estile
Brother Chintle
Gindlin Tox Fodder [Poison Vendor 3000, n13000]
Paglin (19) Basil (23) are near Mac's Kills.

*Please note this is a WIDE zone. I wanted a map on ONE page, so its scrunched up...WK is one of the biggest zones in the game...