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

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

A. City Gate/Ballistas
B. Waterfall
To West Common

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

No Key
1 Key
2 Key
3 Key

Befallen 3D
Blackburrow A
Blackburrow - middle level

- Spike Pit (snakes)
- Snake Pit
- Ladder down
- Green Room (5 spawn - elite/comm/shaman)
- Drop from Hollow Tree trap (guardsmen)
- Commander (3 spawn/elite/comm)

Blackburrow - lower level

- Elite Room (1 spawn)
- The Ledge (2 elite)
- Ladder up
- The Bridge
- To upper Level
* E は、地上部の中心にある大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
最深部

* マップ中央にある大穴に落ちると、地底湖で魚に襲われるのでLvLが低いとうちは注意！
Blackburrow Overview
Burning Woods
ButcherBlock - BB

Map by Lord Khan of The Taken


5. Blyle Bundin and Glubsing (Riptide spear)  6. Pegleg
Cazic Thule B

To Avatar of Fear (Warter Pit Fall) Room

Golem

2nd Story of Lost Temple

2nd Story of Central Yard

Golem Pond (Under Ground)

Cazic-Thule
The Lost Temple Map 2

Drawn by maps
Chardok A

Main Level

Beep Beep of Torvonnious

1 Entrance
2 Exit
3 Korocust
A Lower Level
B Royal Palace

Original Maps by Mapsiend of www.k-r-g.com/mapsiend, Elsbin of 7th Hammer, Torrid Brightflame of Druzzil Ro and Gnix Gimblestan of Quellious.
CHARDOK

LEGEND
- FALL DANGER
- SECOND LVL

ZONE OUT

CAN SEE THROUGH INVIS

ZONE IN
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@utk.edu
Chardok C

Chardok
Lower Level
Beepbeep of Torvonnilous

- Niblek
- A to Upper Level
- Unlocked Door

Original Maps by T8st1n of 7th Hammer, Mapfiend of www.k-r-g.com/mapfiend, Torrid Brightflame of Druzzil Ro and Nix Gimbleston of Quelious.
Crypt of Dalnir A

To Warsliks Woods
Crypt of Dalnir B

44
Crystal Caverns B
Crypt of Dalnir

1. Journal Day 47
2. Pit to #3
3. Pit to #9
4. Lumpy Goo Caves
5. Journal Day 48
6. Kly Imprecator
7. Teleport to Warslik’s Woods
8. Undead Blacksmith
9. Journal Day 49
10. Kly Imprecator
11. Spectral Crusader
12. Journal Day 50
13. Forge
14. The Kly
15. Teleport to Warslik’s Woods

Zone to
Warslik’s Woods

Dalnir
50
The Band of the Broken Bow

Draelon Stormsong

1. Journal Day 47
2. Pit to #3
3. Pit to #9
4. Lumpy Goo Caves
5. Journal Day 48
6. Kly Imprecator
7. Teleport to Warslik's Woods
8. Undead Blacksmith
9. Journal Day 49
10. Kly Imprecator
11. Spectral Crusader
12. Journal Day 50
13. Forge
14. The Kly
15. Teleport to Warslik's Woods
Crypt of Dalnir

1. Journal Day 47
2. Pit to # 3
4. Pit to # 9
5. Lumpy Goo Caves
6. Journal Day 48
7. Kly Imprecator
8. Teleport to Warslik's Woods
10. Undead Blacksmith
   Journal Day 49
11. Kly Imprecator
12. Spectral Crusader
   Journal Day 50
13. Forge
14. The Kly
15. Teleport to Warslik's Woods
Dragon Necropolis, Upper Level
Docus 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
Docus of Bristlebane

Shade of Jaled'Dar
(Aggro it and die)

Doors in Floor
Lead to Area 2
on underground map

Phases spiders roam all over this floor.

Western Wastes Portal

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

- Lava Elementals
- Chetari
- MULTIPLE TRAPS
- Zlandicar
- Amorphous Blob
- Neb
- Paebala
- Pit from Paebala to Chetari Area
- Underwater Area (contains several traps)
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

Neb

Paebala
DREADLANDS

Map by Kuan of The Taken on Cazic Thule

Stinky Wizard Portal: 900, 9000

Cool Druid Portal: 2550, 7500

Ice Tunnel 450, 4600

Bard 200, 5600

Yeti Cave

Giant Fortress n2100, n130

Drachnid's 2200, n3000

Fironia Vale 400, n5900

Karnor's Castle 500, n2250

Drachnid's 1700, n5000

Burning Wood 2500, n1000

Frontier Woods 2100, 3300

Gurgul Paclock
Treeflayer

Wulfare Lonewolf (Yellow Whip)

Dread Widow (Drachnid Thyl ac5, int5, mana40, mr10 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 Essense +30hp, +10ma]. [RukGus Sticker 6/25 +2int/wis, +3 str]
Goblin Bodyguard [Whip of Strangulation 6/24 +15 hp, procs Choke]
Soothsayer Dregza [Mantle of Mirth +4ac, +2 int/wis, -2 str, +10 mana, -10 disease]

OTHER LOOT *I dont know drops*
Hangman's Noose (AC 5, haste[?])
Blade of the Earthcaller [root]
Book of the Rings (+20 hp, +8 wis, +10co/fire)
Bracer of Vajeen (AC 10, +5 dex, +10 co/fire)
Choker of Majdd (AC 4, +5 int [see invis])
Drogan Obsidian Dagger (6/25, (obsidian shatter))
Eye of Melnor (+5 wis, -2 disease, shield slot (25 chg of identify))
Goblin Backstabber (6/18 +4sta/agil)
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
East Freeport

1) Armor by Ikthar
2) Trader's Holiday
3) Noname Tavern
4) Felith & Bards
   Imported Goods
5) Leather & Hide
6) Grub & Grog Tavern
7) Freeport Inn
8) Port Authority
9) Seafarer's Roost
10) Hallard's Resales
11) Empty Building
12) Inn - Secret Door leads to
    Necromancer & Shadow Knight
    Guild - also secret door to outside
13) Empty Building
14) Chops & Hops
15) Gord's Smithy
Emerald Jungle
EMERALD JUNGLE

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

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

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. Nerth 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. DemiCLA 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 (Provisioner)
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 Thul

Temple of Droga
3400, 2000

OVERTHERE
3650, 1530

Giant Fortress

Barnai Mines

LAKE OF ILL
OMEN
-120, -4000

BURNING WOODS
-2500, 3700

Barnai Mines

Mines of Nurga
-2200, -1700

DREADLANDS
-3600, -3300

Goblinkomper
Goblin Destroyer (crystal ball, +2int, +60 mana range)
Dratback
Formak Bloodbinder
Formak Assassin
Formak Seer
Hoggrinder
Stonegrinder (Stone Thuner 10/34 lhb)
Gemeye (Gem Finder)
Goblin Trailblazer (trailblazer knife)
Squatkin (Medicine Totem +5 wis AC 4 Range)
Bloodscale the Viscoz
A wandering stonehealer (+Swis +10 mr necklace cleric only)
Overseer Miklik

Grazziis
Goblin Headhunter (excavator claws, 8/25 piercing)
Grand Genobite (Ac5, +2 wis, +10 sv cold bull cleric only)
Miner Kordaen
Mountain Giant Prospector
Rockwolf
Kreniek
Athnus (Shield Ac 10 +18 str)
Gromlok
Goblin Fiskaloyer
Varithyx (robe of ancients Ac 16 str +9, +9 cha)
Eboneyas (Ebonazer)
Jaojoogkonga
Mangy brute (chopper)
Frontier Mountains

To Temple of Droga

To The Burning Wood

To Mines of Nurga

To Lake of Ill Omen

To The Dreadlands

To The Overthere
Gorge of King Xorbb
Gorge of King Xorbb

Map by Kuan of the Taken on Cazic Thule

King Xorbb (24)  Ring of King Xorbb, Slime Crystal Staff, Evil Eye Stalks
Brahm {minotaur}  Labrynth Talisman
Yymp the Inferal {imp}  Minotaur Ribcage
Lords Syrkt and Sviir (22)  Polished Bone Bracers, Polished Bone Hoops
SpinFlint {whirling dervish} (16)  Whirling gems
Glei {Muddite}
Goblin Alchemist  Humerus Bone Mace
Great Divide

To Thurgadin

To Eastern Wastes

To Velketor's Labyrinth
Tizmak Caverns
(within The Great Divide)

Map by
Ralluwen
Shadowstar

Legend
- Solid Wall
- Elevation Change
- Torch
- Spawn
- Patrol Path
HighKeep Hold
Pickclaw Area
(The basement)

1 - Bank Clerc Jaylin
2 - Jail Clerc Maryl
3 - Treasurer Lynn
4 - Osargen
5 - Fake Princess Lenia
6 - Flayer Hopkins
7 - Dyrna Nilith
8 - Purchin Oddsbolt
9 - Rodrick Marslett
10 - Miner Harton

G - Guard may be here
X - Pickclaw Spawn
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 Oriin

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
Embalmning 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
Howling Stones:
Charasis

New design edited map by
Fetsack of the Ayraae Ro Server
Original map: Jay Prestidigitator of Bertexx

Noth East
Reanimated Plaguebone
Gem Enslav Band
Kunzar Hex Amulet
Gravebinder

Crypt Excavator
Sarnak Hide Girdle
Helot Scull Helm

Howling Spectre
Acim. Band
Obtenbrate Short Sword
Rod of Faith

Undertaker Lord
Kyl Gauntlets

Drussel Sathir
Rod of Oublation
Puned Morning Star
Necklace of Superiority
Sathirs Phyl

There are no druid boots implemented to this wing somewhere.

East

Place Holders
Crypt Guardian
Skeletal Watchman

South

Crypt Spectre
Gold Broc
Sash of DB
Jagged Edge L.Sw.
Bloodpoint

Spectre Sepulchre
Kly Helm
Warding Star

Spectre Spirualist
Kyl Wrist
Kyl Legs
Embalming Fluid
Enshrouded, Yell
Fingertip Hoop
Hand of the Reaper

Crypt Feaster
Bloodpoint
Steel Hilted F. Dagger

West

Golem Master
Scrog, Claw Imp.
Kyl Boots

Spectre Sepulchre
Kly Arms
Adamantine Club

Skeletal Procure
Kyl Chest
Obten Mask
Rapier of Oriin

Nord
Bla Sentient
Mucl Girdle
Stein of Tears
Melo, Trunch.

Crypt Worm
Wurm Mask
Ebon Cudgel
Warding Star

Crypt Keeper
Fayquard Dagger,
Siren Robe

Golem Master
Scrog, Claw Imp.
Kyl Boots

Spectre Sepulchre
Kly Arms
Adamantine Club
Howling Stones (Charasis)
A - Dragon Bridge, Zone to Eastern Wastes - n5000, 9200
B - Druid Port Area - n900, 5000
C - Dock - 5100, 500
D - Dock, Nro barge - 4000, n19300

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

Send corrections/additions to:
rickyh@telapex.com

Maps by Hop:
http://users.telesak.net/~rickyh/mapsbyhc.htm
Iceclad Ocean

Druid / Wizard Portal (-600, +9000)
A Boat Transfer Here (Josheal the Large)
B Dock (Masurt Dok, Rendap, Nelet Durzit)
C Gnome Pirate Camp (+4500, +1310)
   - NPC's: Madan Ellik, Adnel Jalbar, Telos the Swabby
   Captain Naot, Xohrimasticus Zmireccs, Nillam the Chef, Reilt, Novyak the Lookout,
   Arni, Stubblechin & Sojan the Sleepless
D Tower of Frozen Shadow (+1750, +3200)
E Snowfang Gnoll's (+1000, +2500)
   - NPC's: Gizlen Bloodfang, Ergzez Shortpaw & Ergziz
F Lodizal Spawn (?)
G Ballix Misteyes (+2500, +3200)
H Skull Markers
I Grete Spaign to Eastern Wastes (-1500, +9000)
INNOTHULE SWAMP

Legend
- Hand of Innoruuk
- Stranded boat
- Tower
- Troll guards

Map by Zergal
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

Patrolling Guard

All Giants See Invis Above This Line

Some Giants See Invis Below This Line

Verified location of quest armors

Pull to here to clear the archway giants
Kaesora Dungeon

Letters show connections to other section of Map
IE A connects to A
☒ Shows Pits
1 First Pit, 1a bottom of Pit
2 second Pit, 2a bottom of Pit
3 Library
4 Burnt House
5 Church
6 Exit back to entrance ramp

Mapped By
Icebreaker Darkmoore
Reapers of Fate
Karnors Castle Basement

Shangra Kai de Idyllic
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
A Entrance
B Docks
C Necromancers Isle
D The Pit
E Clawknights cave
F Kobold prison
G Keeper
H Temple
Kithicor Forest
Lake of Ill Omen

Map by Kuan of The Taken

Lake of Ill Omen

Frontier Mountains n400,3400
Goblin Fortress n3370,3060 (Gorelik)
Goblin Fortress n3370,1820
Iksar Marauders & Iksar Outcast
1500, n2200
Firiona Vie
West Cabalis
Sunken Temple
Goblin Tower
Haunted Ruins
Professor Akabao

Chancellor Di'Zok (Jade Chokidar Prod Piercing 11/20 shaman only +3 sta +6 wis)
Goblin Skinner (Goblin Battle Master (1sh 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

155
LavaStorm Mountains

Map by Lord Khan of The Taken on Cazic Thule

- to Nagefens Lair (Sol B) 900, 480
- to Temple of Solusek
- Druid Ring 980, 1300
- Goblin Camp 770, 500
- to Soluseks Eye (Sol A) 790, 220
- to Najena n940, n1040
- to Nektulos Forest n2100, n190

Skeletal Warrior Bone Spear, Bone Shield
Warbone Knight Bone Broadsword
Deep Lava Basilisk Basilisk Bracer
Sir Lindeal
Warboned Monk Bone fingered Glove
Lesser Knightmare Knightmare hide
Nykallen
Thought Bleeder Tears
Tisella Glowing Torch
Lower Guk Live Side (Mino Side)
Drawn by Sullen Tears
Revised 09/13/99
Castle Mistmoore
Jus Divinum - Mithaniel Marr

Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge
Talasyn DrachenFire

WESTERN GROUNDS

The Hill
The Corner
Tomb
Grave Yard

SECOND FLOOR

A Master Bedroom
B 1. Princess Cherista
2. Maid Issis
3. Butler Syncall
4. Mynti Davissi
5. Cloaked Dhampyre
6. Gypsy (3)
7. Lord Mahong Mistmoore
8. Imp Familiar

C Library

Bath
Lesser Faydark Zone

Torture Chamber

FIRST FLOOR

C Guest Rooms

Ambassador Room
Piano
Ball Room

Court Yard

Jail

Note: Line Segments are ledges, stairs & slopes
Castle Mistmoore
(Pond and Western Grounds)

Original Map by Jus Divinum
Castle Mistmoore
Western Grounds

Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge

The door is a switch that opens the cells.
Mistmoore

By
Nomis D'MindMaster of Prexus

C= This door open the 3 others doors
B= Shadowy Sage (High Level Caster)
Nektulos

179
Neriak (Foreign quarter, Commons and Third Gate)

Map by Scaled

1) Guard House
2) The Smuggler’s Inn - Alcohol, Brewing, Pottery, Food Items and Other Goods
3) Silk Underground - Cloth Armor and Sewing Kits
4) Dinag’s Bread and Butcher - Food Items, Cooking Items, Over Outside
5) Shasta Tavern - Alcohol, Brew Bami Outside
6) Market View - Alcohol, Brewing, Pottery, Food Items and Other Goods
7) Merchant - Shoes and Bags, Kilm and Pottery Wheel
8) Merchant - Weapons
9) Two Ogres - Blacksmithing Books and Molts
10) Armor Shop - Large Ringmail, Forge Outside
11) Pig Stickers - Weapons
12) Building with Secret Entrance to Underground and Troll NPC
13) Empty Area
14) Neriak Outpost
15) Pole Area - Merchant Selling Food, Alcohol and Other Goods
16) Other n Pieces - Sells Food, Over Outside
17) Chimney Things - Metals for Jewellery
18) Priest or Disciple
20) Smithy - Ringmail and Weapons
21) Armament - Plate Armor
22) Forge House - Sells Alcohol
23) Guild Hall - Enchanter, Magician and Wizard
24) Tradestore - Sells Alcohol, Small Armor and Fishing Supplies
25) The Bleak Fletcher - Sells Fletchering Supplies
26) The House of Death - Sells Food Items and Other Goods
27) The Dashing Forum - Sells Cloth Armor and Sewing Kits
28) Guild Hall - Warrior
29) Emerald Entente
30) Temple of Omnissil - Cleric Guild, Bant Weavers, Swiftshokes and Neriak Tomb
31) Guild Hall - Necromancer and Shadowknight
32) Library - Teleport, Enchant, Metal and Summon Spells
33) Funeral Pyre - Leather Armor, Patterns and Sewing Kits
34) Guild Hall - Rogue
35) The Madens’ Fancy - Alcohol, Brew Bami, Dark Elf
36) Ambassador and Inquisite Inquisitor
37) The Barbe - Sells Gems
38) Cuisine Excelsior - Sells Alcohol
39) The Pack - Sells Wine
40) Tierdal Forge and Merchant Selling Small Plate Molds
41) Nats - Private Mansion

Neriak 180
North Karana

map by Lord Khan of The Taken...Cazic Thule

Werewolf Hunters
Xanuusus the Treant
1330, 512

Wood Bridge to East Karana

Gypsy Camp
n6550, n180

Wizard Circle

Druid Circle
n2700, n1400

Stone Bridge to South Karana

Bristltoe (15) Bear Hide Jerkin
Grimfeather
Timber the Tiny (20) Giant Laceless Sandal
Timbur the Tiny (30) Giant Reminder String
Lieutenant Midramm 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

Temple of Droga

Spiders

To Frontier Mounts

To lower part
Boat Route from Faydwer to Antonica
Ocean of Tears

To Butcherblock
Siren Rocks
Zachariah Reign Isle

To Freeport
Twin Tines
Allizewaur Isle

Aviak Isle

Pirate Isle
Mudtoe Isle
Sisterhood Isle

Grey Isle
Oracle of K'Arnon

Ocean of Tears
as mapped by Ranger Eton
Ocean Of Tears

[Map of Ocean of Tears with various islands and creatures labeled.]

Created by: Jmann
Scions of Yeeshan: The Nameless
Ocean of Tears

Map by Kvan 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
Map by Kuan of The Taken on Caerie Thule

Bank
2700, 2100

Evil Fort
(watch for Golem!)

Howling Stones
-100, 700

Skyfire Mountains
-1000, 3900

Sarnaks

Frontier Mountains
-3500, 1700

Warsliks Woods
-50, -4400

Sarnaks

Boat to Oasis
Permafrost A

1: Flag Room
2: Preacher
3: Archeologist
4: Alchemist
5: Jailmaster
6: Scryer
7: King
8: Ice Giant Diplomat
9: Champion
10: Lady Vox
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 scarplings. 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 scarplings 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 scarplings, fetids and sambins.
Plane of Fear

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, Felt, 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 Tenacle Tomms.
5. Bridge looking structure = This one is typically guarded by Giaro 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 top of a small hill that is generally patrolled by shiverhacks, frogs and scarlings. It's also one of the few places that the shiverback spiders can be found.
C. Structures known as Scarling Towers = One gold and one stone looking tower accompanied by a church style house. This place is a haven for scarlings and felids.
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 scarlings, felids and samhins.
The Pipe Organ Hall

The temple of Innorunnk

Plane of Hate
Plane of Hate

210
Plane of Mischief

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

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

To main room
Plane of Mischief

214
Qeynos Catacombs
Qeynos Aqueducts & Catacombs - lower level

© MadWand
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 protected by named beetles (Ankh)

13 Inn
14 Orc Camp
15 Paladin Camp
16 Gypsy Camp selling Food
17 Ruined Town
18 Sphinx (Ankhesenmut)
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 Thulé

Findlegrob, Bindlegrob, & Thindlegrub
Anhefenmut & Zazamoukh
Broog Bloodbeard (Giant)
Kezel D’Lerynt (necro)
Shardwing (40) Onyx Drake Scale Cloak
Oculys Ogrefiend (Giant) Totemic Armor,
Petrain (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
Rathe Mountains

225

Orc camp
Druids
Gypsy camp
Bandits Camp
Cycroose
Lizard Camp
Hill Giants
Lizard Camp
Zazamouth
INN
INN
Ruins
Ruins
Shop & Paladin Camp
Shop

To Rathe Lake
(3411, 3036)
To Feerrot
(415, -3083)
Runnyeye D
231
Runnyeye
By ZEWT of The Rathe

This map is a work in progress, it will never be complete or 100% accurate so use it with that warning in mind. My thanks to TTY for lending the amazing maps they have created. Their creations have been a tremendous joy to explore and discover.

The placement of NPC's only represents fixed NPC's, there are a great number of swing NPC's. The level of the NPC's are consistent with the area you are in.

The Bank in Runnyeye is functional, most NPC's will not be aggressive to levels over 30th or so, so give it a visit if you are interested.

I found one door I could not open, and so I am not a super I could not explore further. Maybe you can. Good Luck.

The map was created using Harbinger, and the original has been reduced to a very large document. If you are interested in a copy it can be contacted at applegame set.
Old Sebilis
Mashroom Area

Zone Portal
(To Traka Teeth)

Brain Room

To Trakanon’s Lair

Bench Room

Jug Gate

King Castle

To Water Room

Norrath Map Shop
2000/12/1
By Sika/Lanys
Inside the water, there are 2 tunnels down, this leads to the lower section which is higher level than the upper section. This is where the fungus are and where I believe Trakanons lair is.

Map by Xiff Zifflenabe
Order of the Jade Dragon, Xegony Server

Red Dots are creatures (frogs/beetles/golems)
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 = Ostorn, Specilization Removal
8 = Syllina, Necromancer Armor
9 = Vurgo, Unknown
10 = Tazgar, (Efreeti) Unknown
11 = Sultin, Enchanter Quest
12 = Romar Sunto, Enchanter Quest

To Lavastorm Mountains
Solusek Ro

Temple of Solusek Ro

Key...

- Lava
- Bridge/Balcony
- Door
- Secret Wall/Lever
- Seeker
- Keeper

1 = Gavel the Temperant, Cleric Armor
2 = Blaze the Radiant, Cleric Armor
3 = Vilissia, Unknown
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7 = Ostorn, Specilization Removal
8 = Syllina, Necromancer Armor
9 = Vurga, Unknown
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11 = Sultin, Enchanter Quest
12 = Ramar Sunto, Enchanter Quest

By Deriel Lagrion
Ranger of Tarew Marr
South Karana

Northern Plains of Karana

Lake Rathetear
South Karana

Map by Lord Khan of The Taken on Cazic Ihule

Undead Ruins 1400, 1095

Vhelen Nostrolo n19, n91

Centaur Village 200, n2400

Raiders 2400, 1300

Treatants 1500, n3500

Undead Ruins n2000, n1600

Shadow Men n45, 3000

PAW n3200, 700

Hermit n5400, n2500

Aviak Village n6700, 1190

Ruins n6000, n3000

to North Karana, 2890, 910

to Lake Rathetear, n8300, 1160

Synger Foxfire (25) BarkShield, dbl bone axe
Marik Clubthorn (15) Beartooth Necklace, Hulking Club
Grizzleknot (25) Cloak of Leaves, Treatant Staff
Narra Tanith (25) Crown of Leaves, Silvery Scimitar
Knari Mowhawk, (25) Electrum Bracelet
Quillmane (30) Feathered Leggings, Pegasus Feathered Cloak
Mroon (25) Mroon'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)

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

Kraitusk
South Ro

Map by Kuan of The Taken on Cazic Thule

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

0

1000

-1000

1000

-1000

-2000

-3000

To Innothule Swamp

(-3192, 1139)
Splitpaw

1 Tesch Val Kadvehm
2 Ishva Mal
3 Rosch Val L’Vlor
4 Nisch Val Torash Mashk
5 Tesch Val Deval’Nmak

The Band of the Broken Bow
Draelon Stormsong

Zone to South Karana
INFECTED PAW

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

268
SWAMP OF NO HOPE

ZONE TO FIELD OF BONE

ZONE TO EAST CABILIS

ZONE TO TRAKANON'S TEETH

FROGLOK VILLAGE

ZONE TO FIRIONA VIE

ZONE TO FIRIONA VIE

LEGEND

- ROAD
A - STATUES/COLUMNS
B - STATUE HEAD
C - RUINS/BUILDINGS

BY:
HOPPAS O'VALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
L'CI

SEND CORRECTIONS/ADDITIONS TO
rickyh@telapex.com

MAPS BY HOP -
http://users.telepak.net/~rickyh/mapsbyho.htm
stuff in red i am unsure about
Temple of Veeshan

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

By Sparr

Spawn Information added by:
Coladar Shirlmanson of Terris-Thule

From A to B, 3 named drakes (They see invis) will roam. Maltor Flamecaller, Verindor Emerald Claw and Kalkar of the Naelstrom. Their pathing seems to cycle every 10 minutes or so, as they have three-four points where they will stop for 30 seconds.
Tower of Frozen Shadow
Level 4

Bridgecrusher Dabashar
United Norrath Coalition
Frolisli Marr

URL: http://24.5.5.115/
Estate of Unrest

Map by Lord Khan of The Taken

2nd Floor
Restless Magi

2nd Floor Barkeep

3rd Floor Knight of Unrest

Gnome Spelunker

3rd Floor Animated Hand

3rd Floor Priest of Najena

Bookcase to Basement

Fountains

Train warning...

Zone to Dagnor’s Cauidron

Basement Insert

PITS

From first floor bookcase.

Dwarven Ghost

Torture Room
Upper Guk A

1-Froglok
2-Heart Spider
3-Froglok Guard
4-Froglok Tuk Warrior
5-Froglok Gaz Warrior
6-Froglok Gaz Knight
7-Froglok Gaz Shaman
8-Froglok Ton Knight
9-Froglok Sentinel
A-Swampwater Croc
B-Froglok Tuk Knight
C-Froglok Sentry
D-Froglok Apprentice
E-Froglok Necro
F-Froglok Novice
G-Froglok Ton Warrior
H-Froglok Tad
I-Froglok Tuk Shaman
J-Froglok neophyte
K-Froglok Witch Doctor

L-Shin Shaman
M-Ton Shaman
N-Vis Shaman
O-TSU Shaman
P-Shin Knight
Q-Nok Shaman
R-Shin Warrior
T-Salt Water Croc
U-Fungus Soldier
V-Fungus Drone
W-Fungus Breeder

Hoppas of Rivervale
Druid of the Mist
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
Upper Guk Part 2

Mobs will change when they spawn, so all mobs that are marked may be abit 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
Upper Guk
Map by Kuan with The Taken on Cazic Thule

- to Lower Guk
- Live side
- Ancient Croc
- to Lower Guk
- (dead side)
- Troll Warden
- Froglok Squire
- Roglot Shin Lord
- Roglot Scryer
- to Innothule Swamp
- Giant Heart Spider
Velketor's Labyrinth

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

Velketor the Sorcerer

AoE Dispell

Ular Icepaw

Lord Doljonijarnimorinar

Orig: DeadZed (Prexus)
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:
http://users.telepak.net/~rickyh/mapsbyho.htm
ZONE
To Skyshrine
(1540, 4750)

ZONE
To Growth Plane
(500, 1050)

ZONE
To Kael Drakkal
(-530, -5050)

Wuoshi Respond Range

Wuoshi

Dragon Circle

Named "Phenocryst"

Cave
Warrens
By Sparr
Warsliks Woods A

To The Overthere

To West Cabilis

To Field of Bone
WARSLILK’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 Maruader (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 B

310
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, n5800
Caninel 1330, n13300
Ogres Froon & Choon n800, n9300
Manir (Crossroads) n900, n4380
Splitpaw Assassin, Hollow Skull
Brother Trindle (8) Rat shaped Ring {bad monk, smoke him}
Brother Estile
Brother Chintle
Gindlin Tox Foddler {Poison Vendor 3000, n13000}
Paglin (19) Basil (23) are near Mac's Kils.

*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...
West Karana