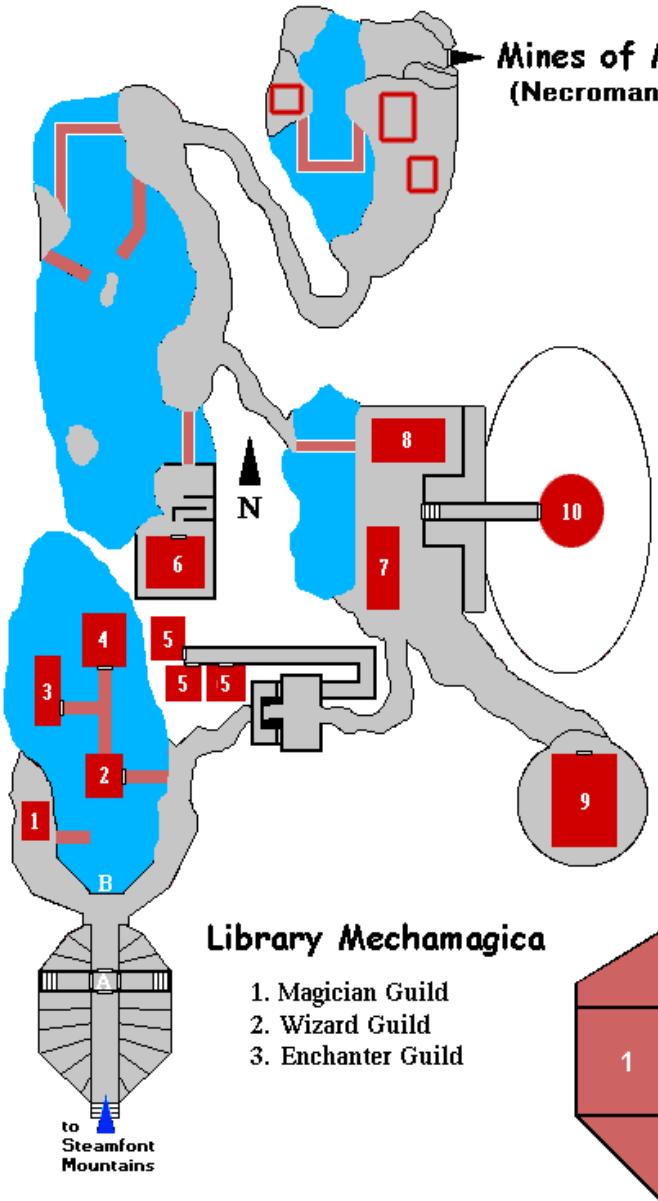
Ak'Anon

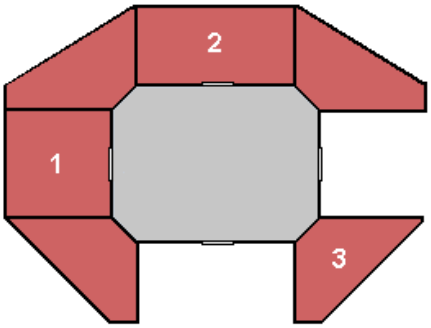


1. Fishing Supply Store
2. Jeweler
3. Ak'Anon's Keep
4. Tailor
5. Warrior Guild
6. Cleric/Rogue Guild
7. Forge of Defense
8. Weaponsmith
9. Library Mechamagica (Mage Guilds)
10. Bank, Zoo, Merchants

A. City Gate/Ballistas
B. Waterfall

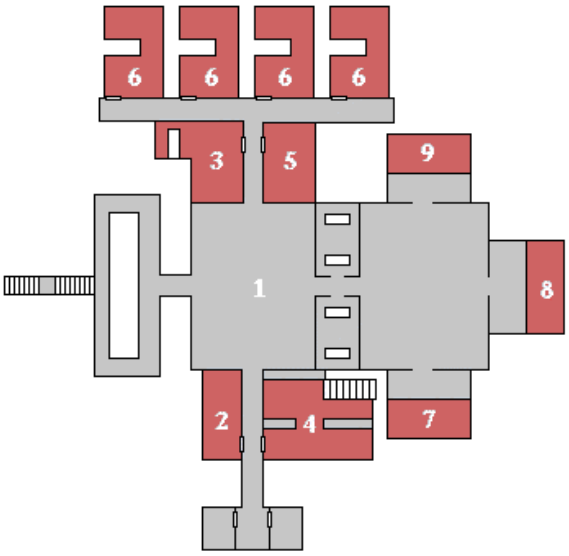
Library Mechamagica

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



Bank and Zoo

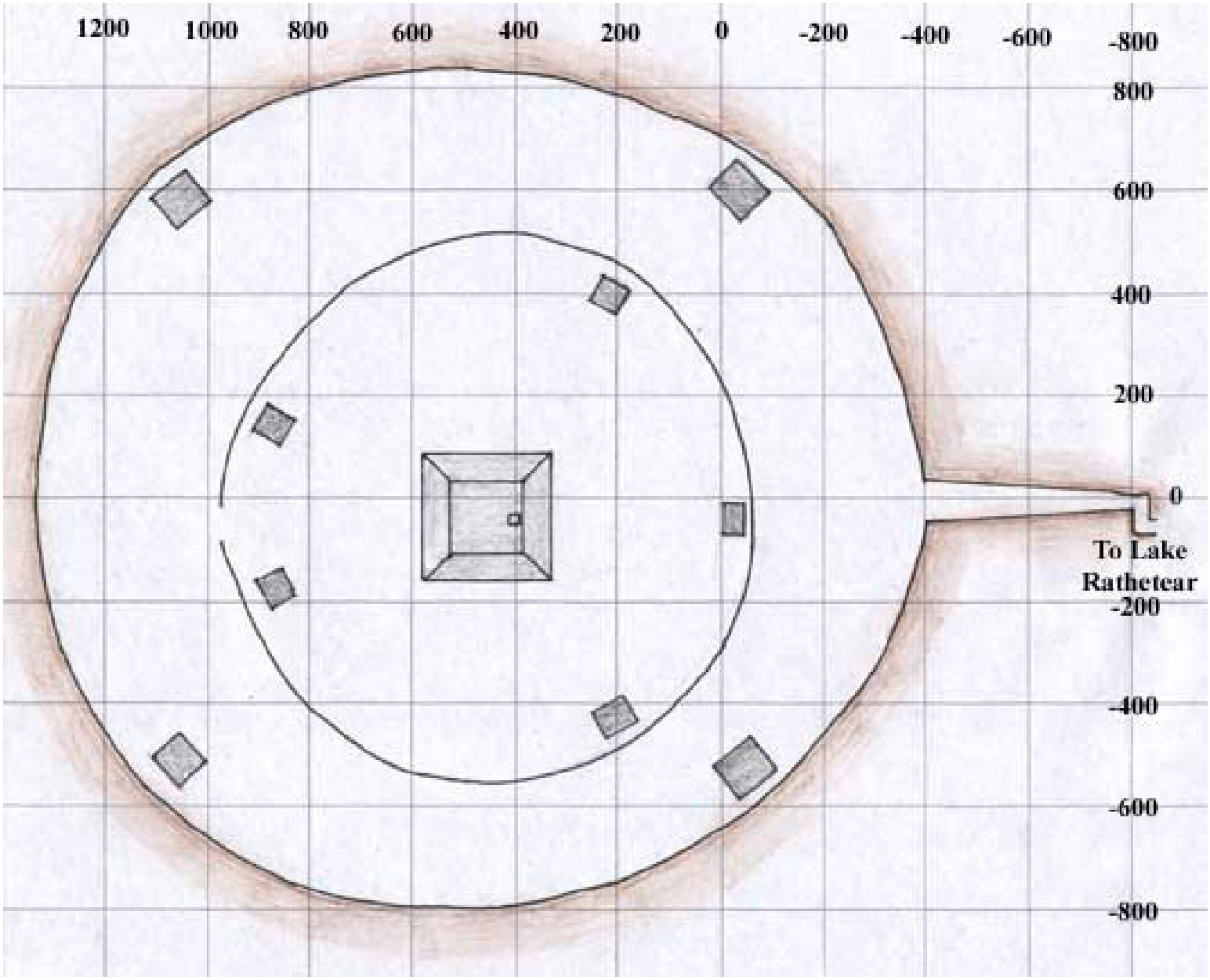
1. Guard, Clockwork Tailor, Two Clockwork Merchants, Clockwork Weaponsmith
2. Clockwork Jeweler
3. 2 Clockwork Barkeeps
4. 2 Bankers, 1 Guard
5. Clockwork Fletcher
6. Empty rooms
7. Ak;Anon Zoo cage (Brown Bear)
8. Ak'Anon Zoo cage (Lesser Minotaur)
9. Ak'Anon Zoo cage (Black Bear)

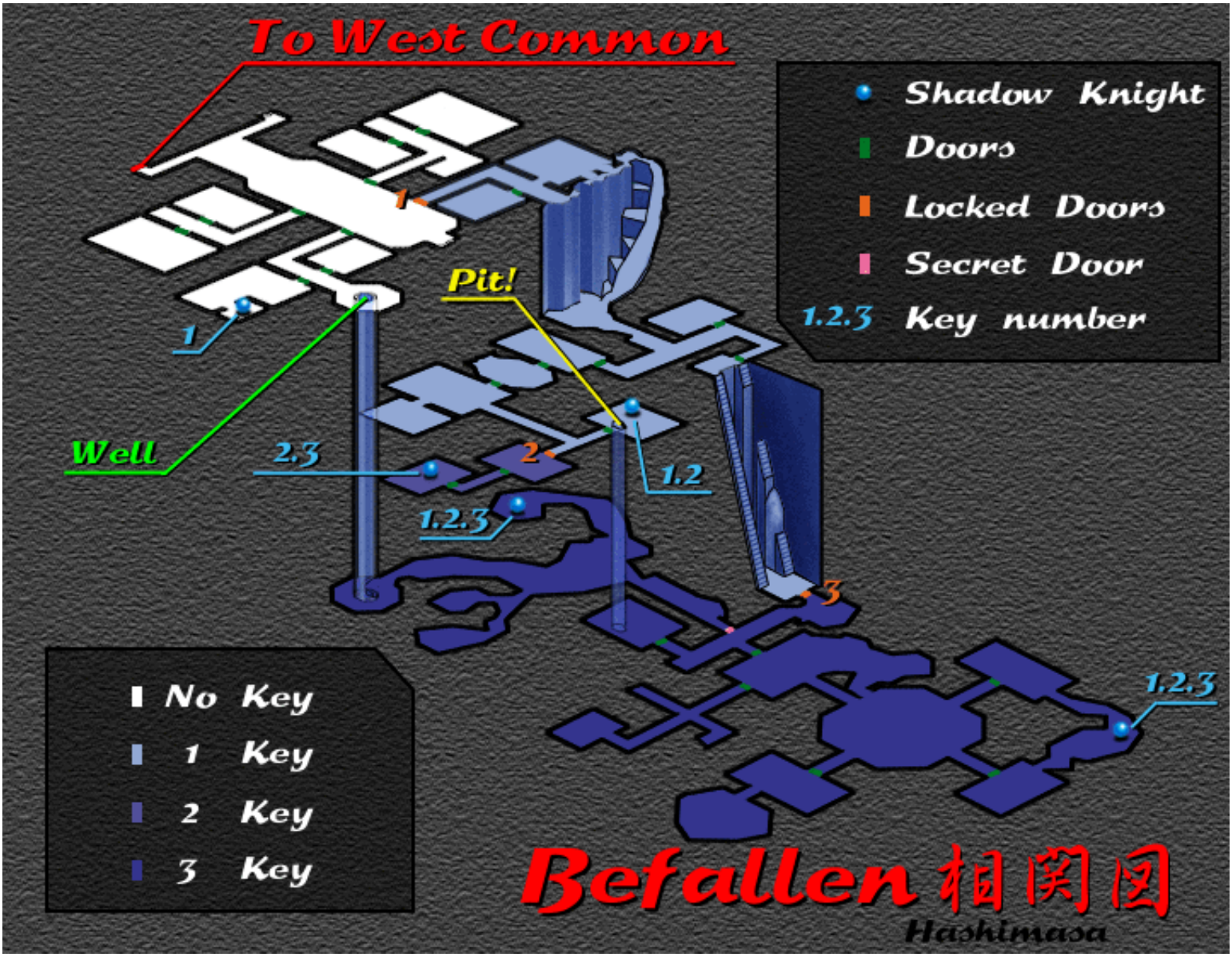


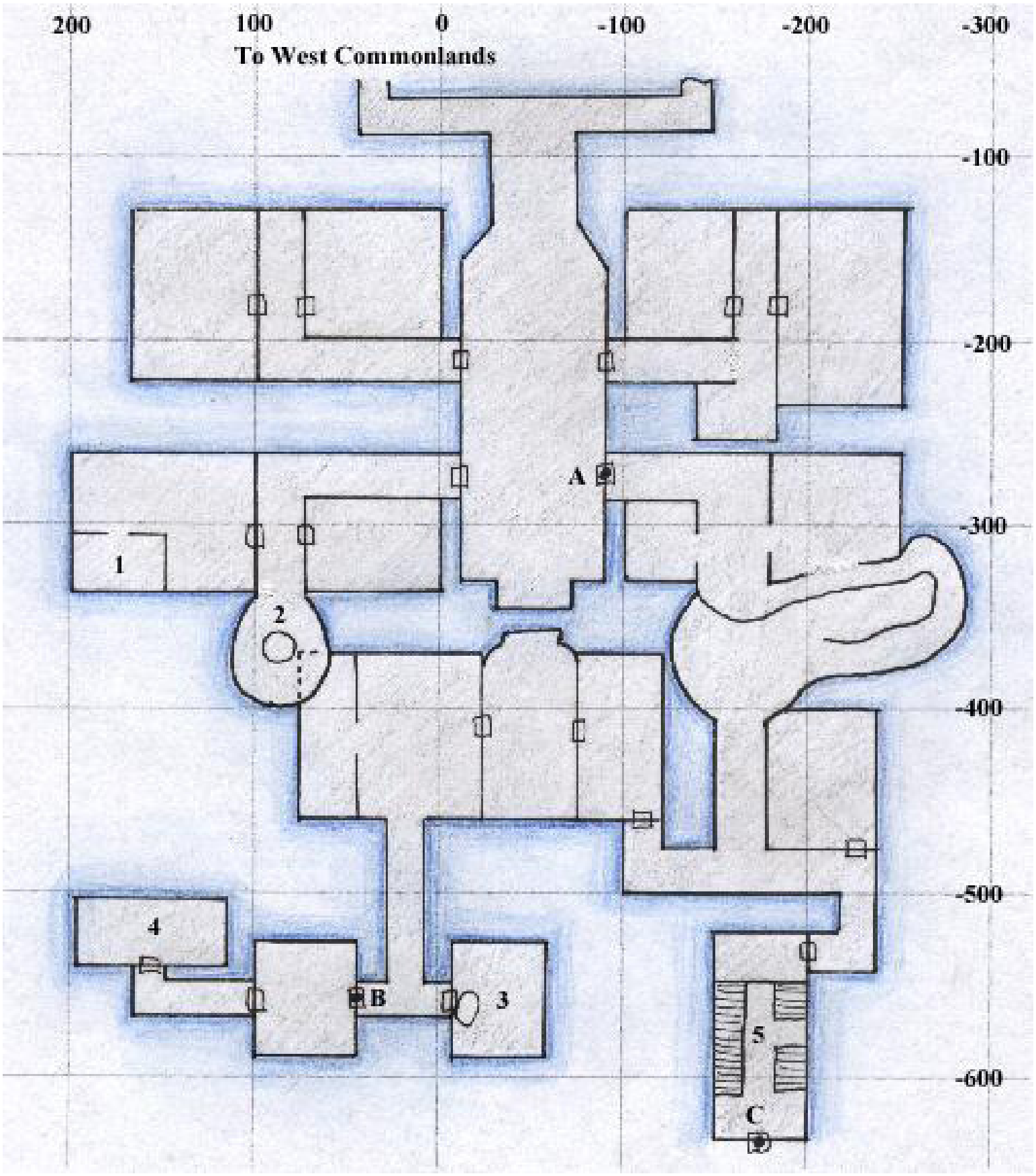
Ak' Anon B 2

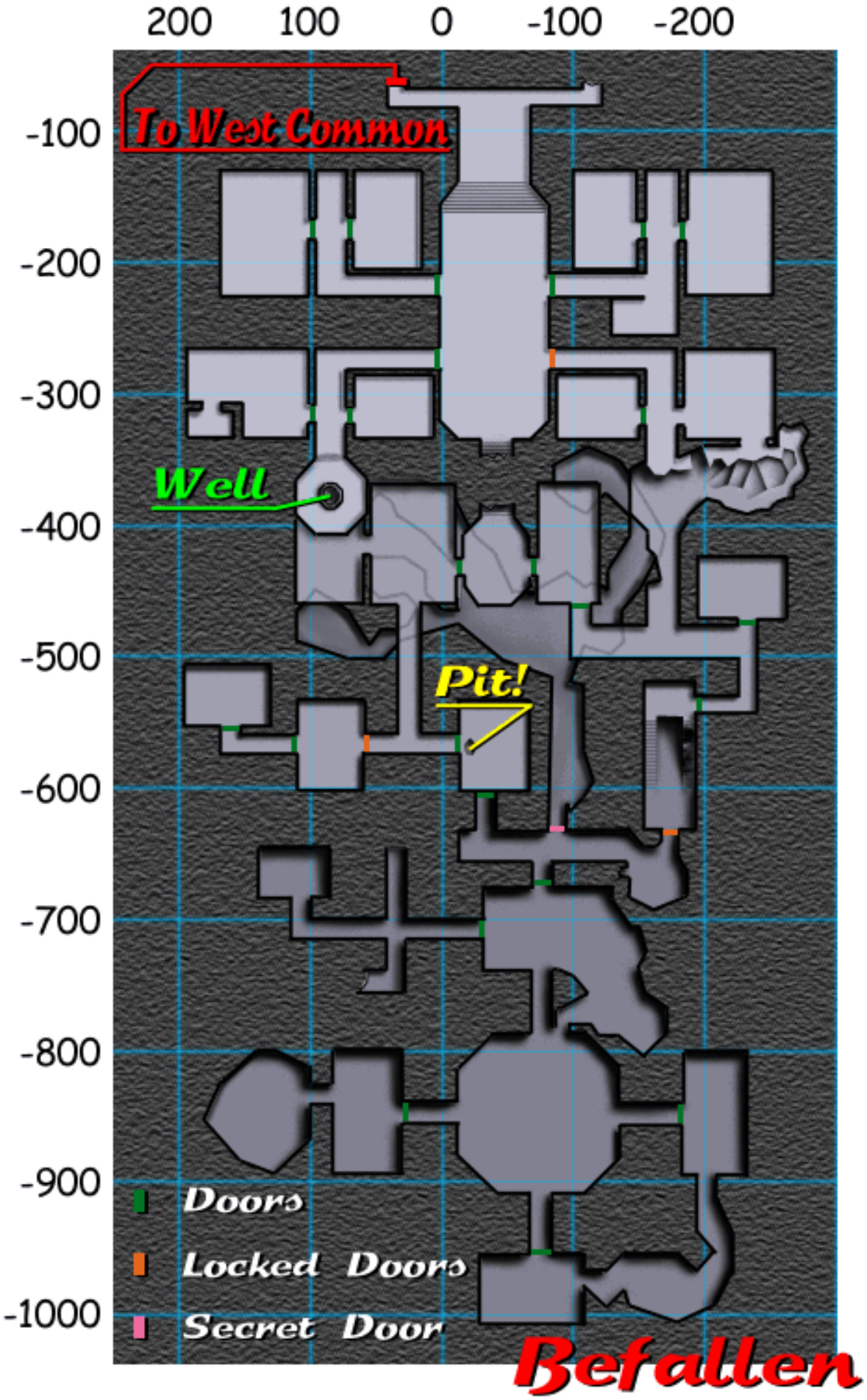
To Steamfont Mountains
Ak'Anon
1. Fishing Supply Store
2. Jeweler
3. Ak'Anon Keep
4. Tailor
5. Warrior Guild
6. Cleric Guild & Rogue Guild
7. Forge of Defense
8. Weaponsmith
9. Library Mechamagica (Mage Guilds)
10. Bank, Zoo, Merchants
A. City Gate/Ballistas
B. Waterfall
To Basement Dungeon
N

Arena
3

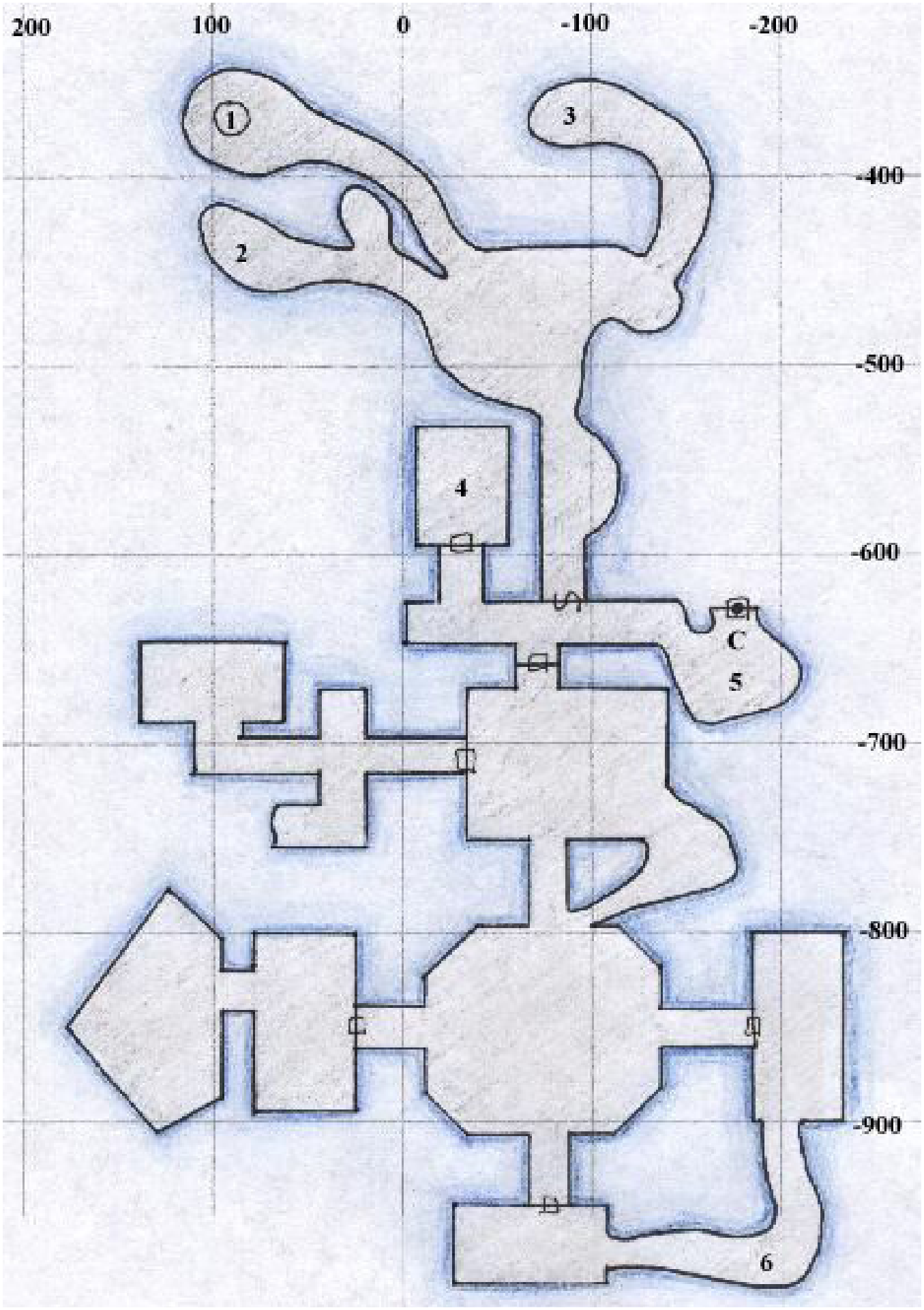

1200
1000
800
600
400
200
0
-200
-400
-600
-800
800
600
400
200
0
-200
-400
-600
-800
To Lake
Rathetear

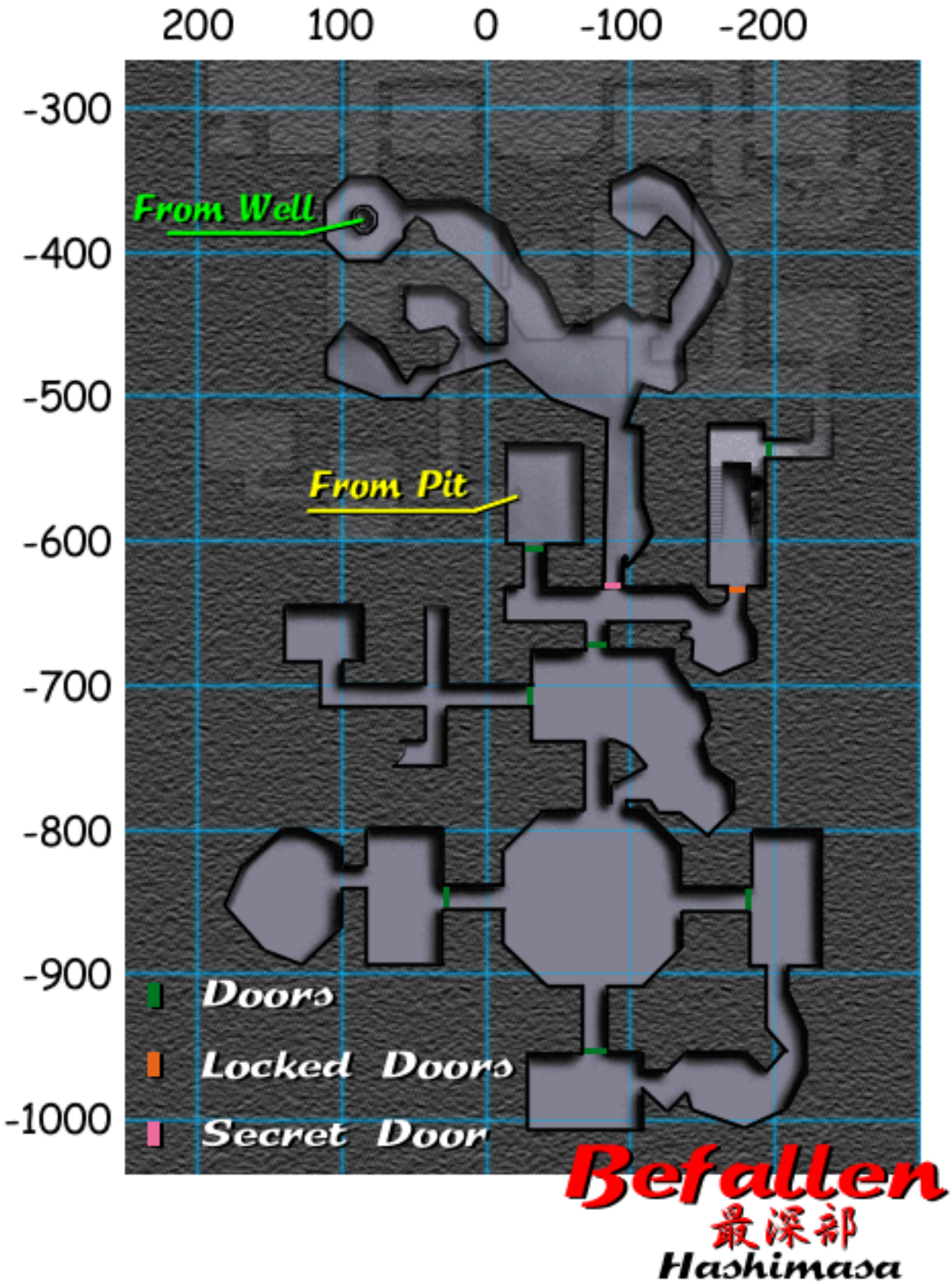

To West Common
Shadow Knight
Doors
Locked Doors
Secret Door
1.2.3 Key number
Pit!
Well
1
1
2.3
2
1.2
1.2.3
3
1.2.3
No Key
1 Key
2 Key
3 Key
Befallen 相関図
Hashimasa

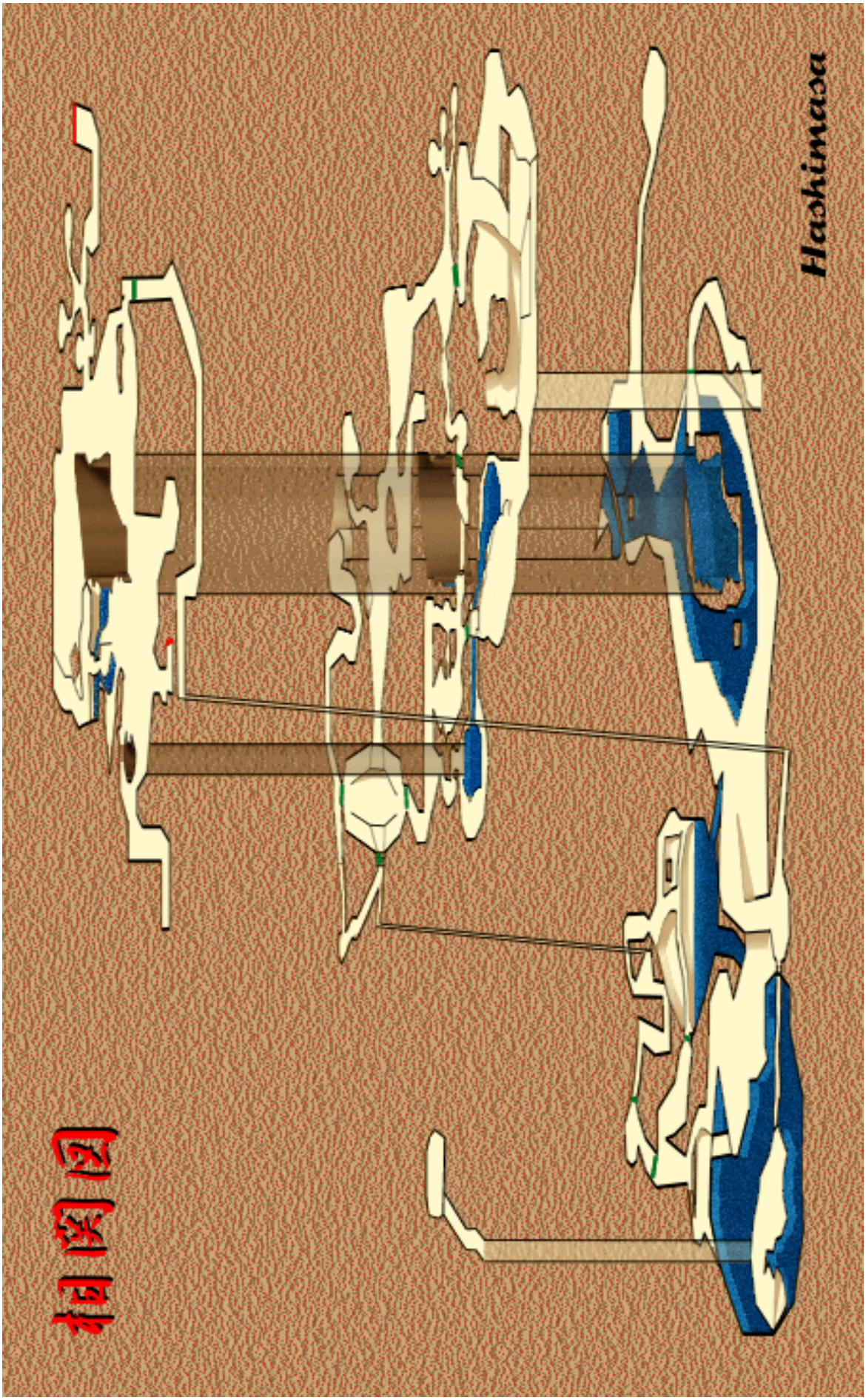

200
100
0
-100
-200
-300
To West Commonlands
-100
-200
-300
-400
-500
-600
A
1
2
3
4
5
B
C

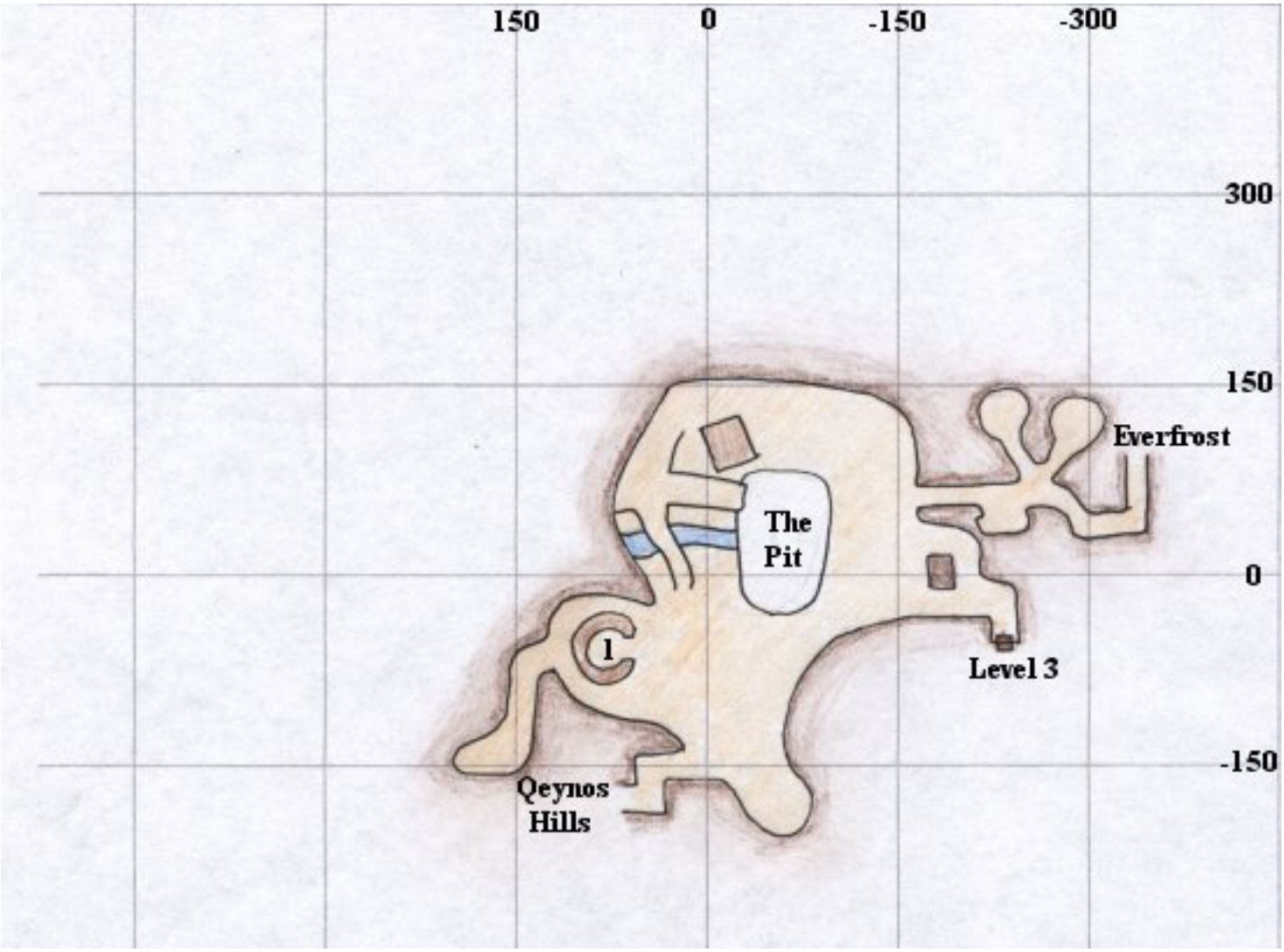

200
100
0
-100
-200
-100
-200
-300
-400
-500
-600
-700
-800
-900
-1000
To West Common
Well
Pit!
Doors
Locked Doors
Secret Door
Befallen

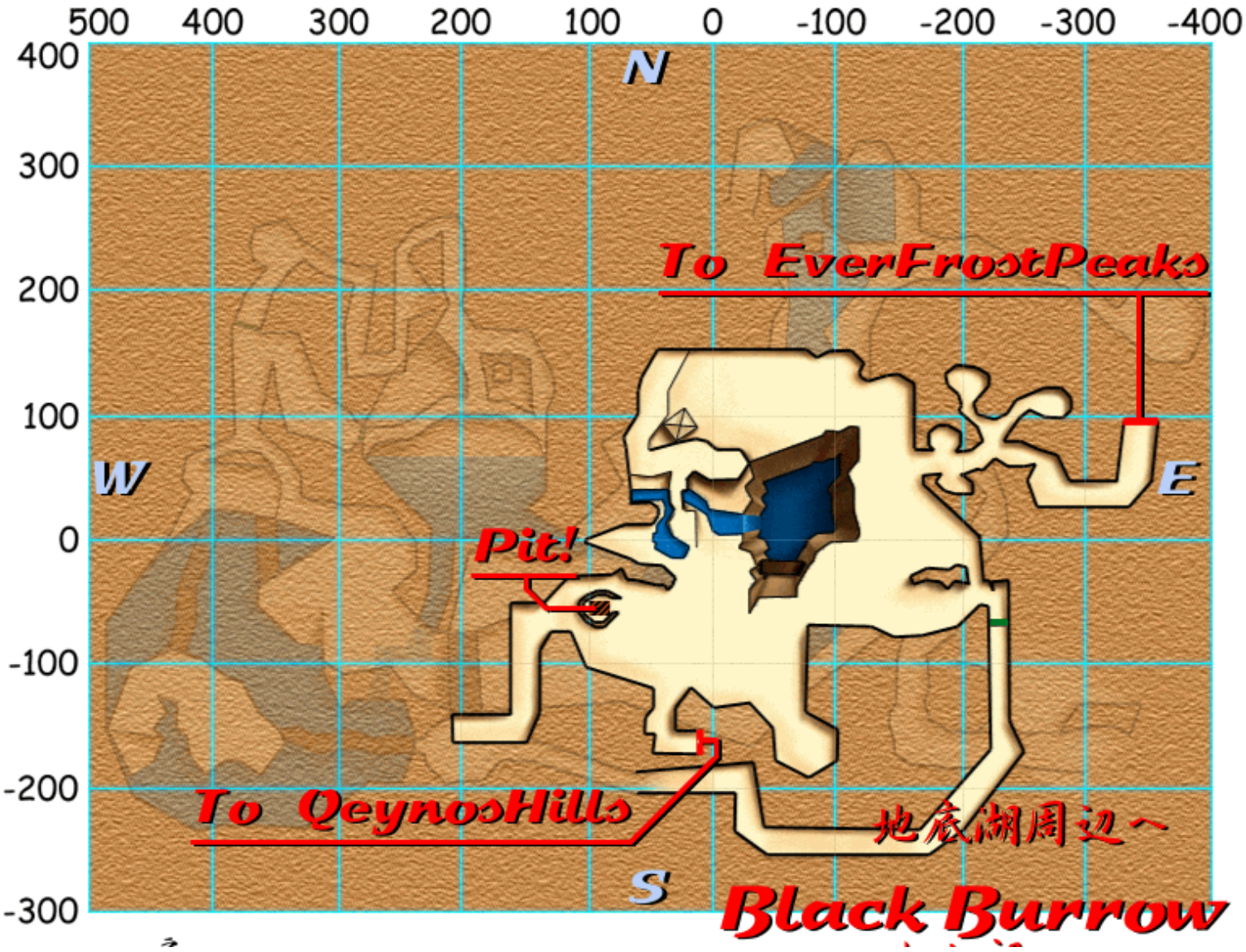
Hashimasa


200
100
0
-100
-200
-400
-500
-600
-700
-800
-900
1
2
3
4
5
6
C

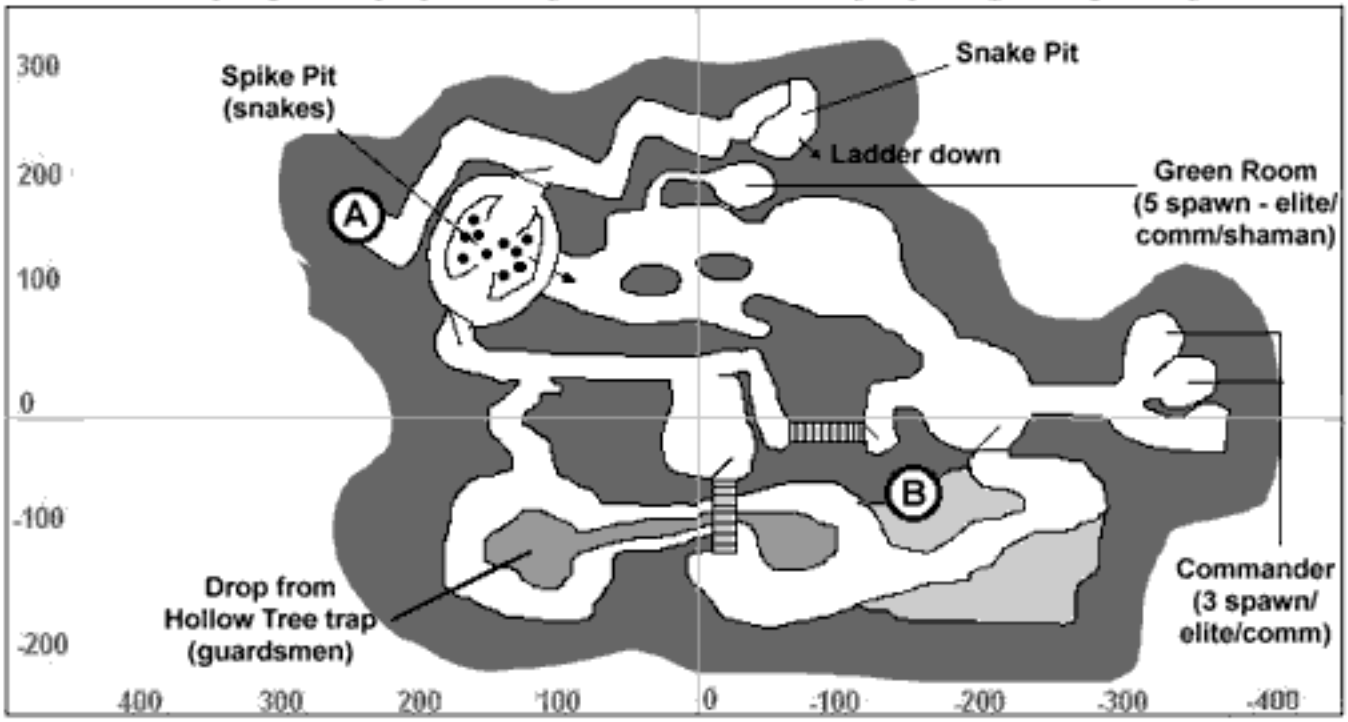

200
100
0
-100
-200
-300
-400
-500
-600
-700
-800
-900
-1000
From Well
From Pit
Doors
Locked Doors
Secret Door
Befallen
最深部
Hashimasa


Hashimasa
地下墓地

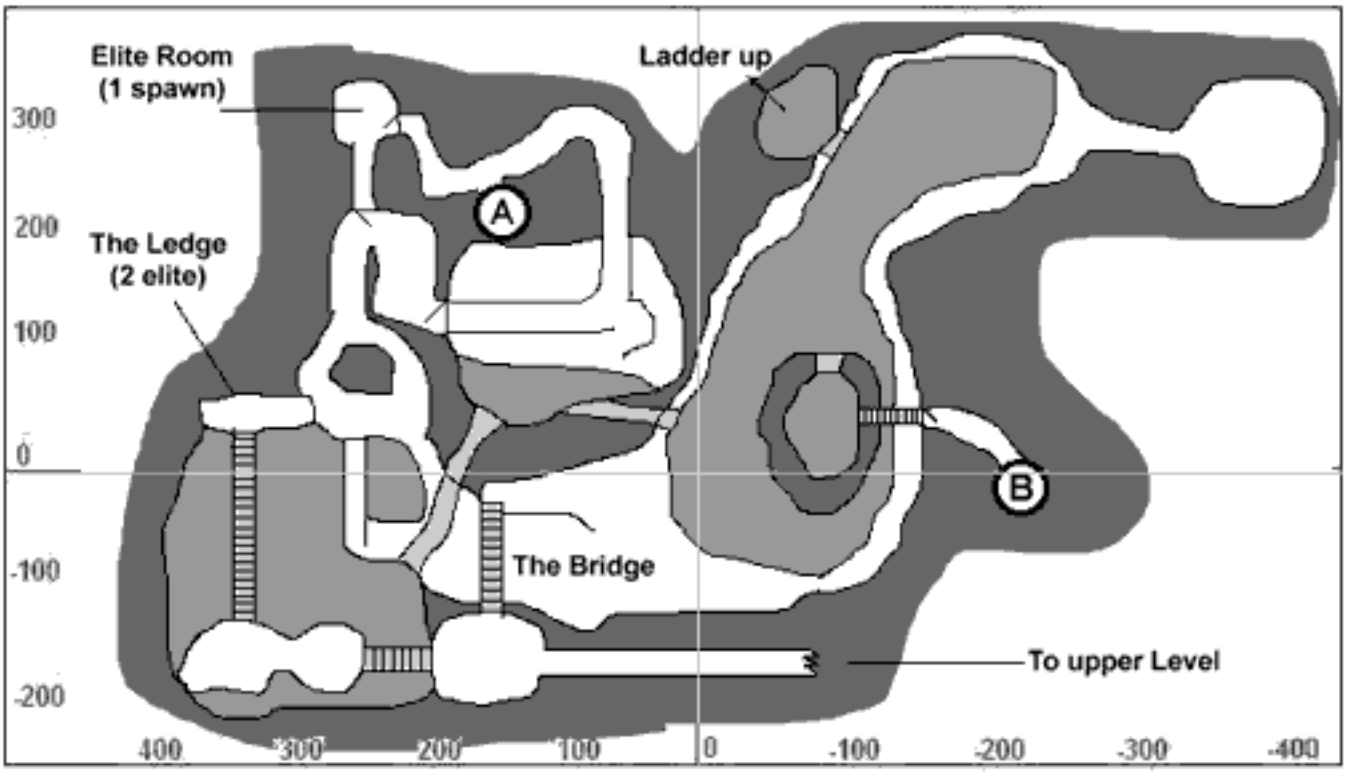

150
0
-150
-300
300
150
0
-150
Everfrost
The Pit
1
Level 3
Qeynos Hills


500
400
300
200
100
0
-100
-200
-300
-400
400
300
200
100
0
-100
-200
-300
N
W
E
S
To EverFrostPeaks
Pit!
To QeynosHills
地底湖周辺へ
Black Burrow

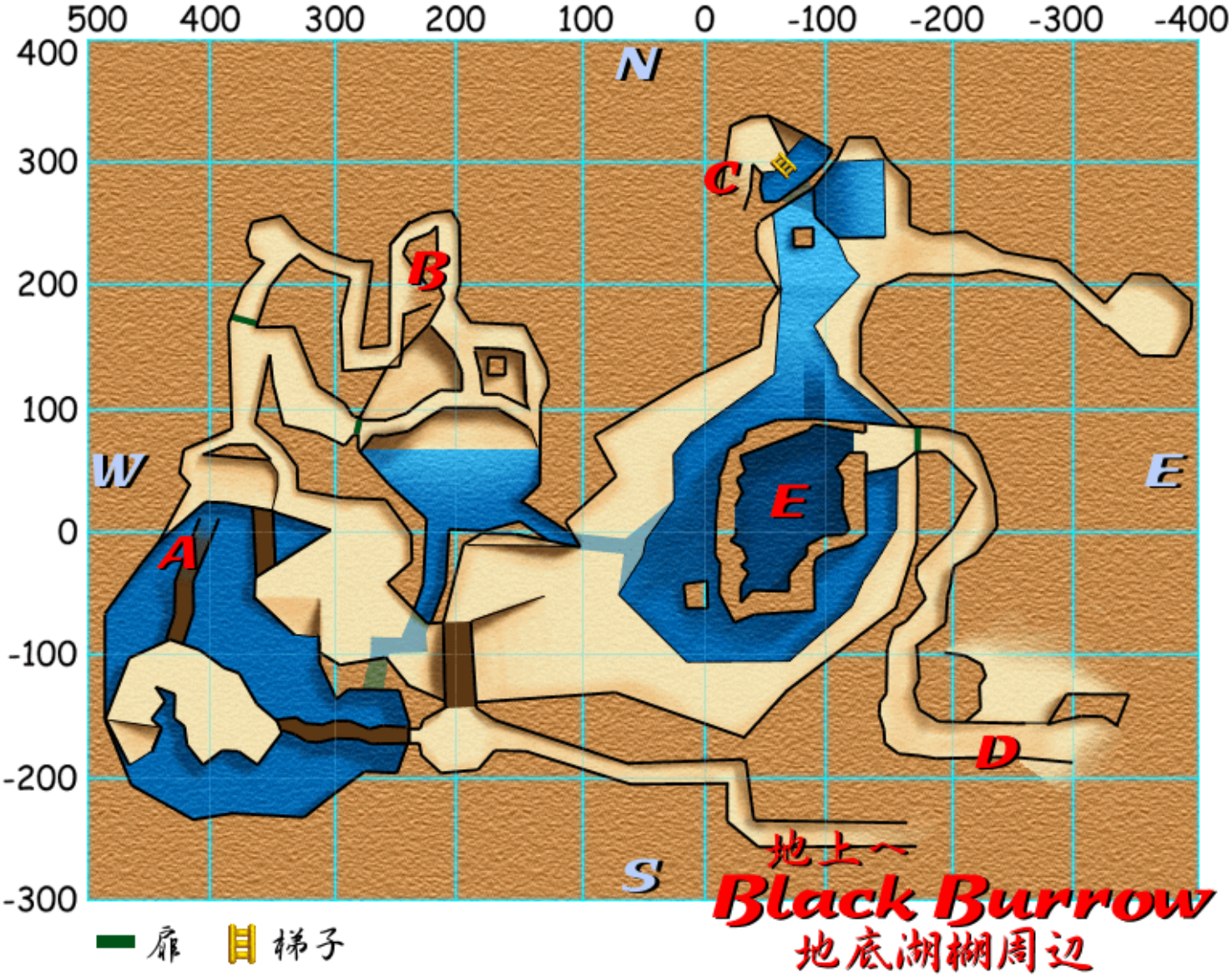
Blackburrow - middle level



Blackburrow - lower level

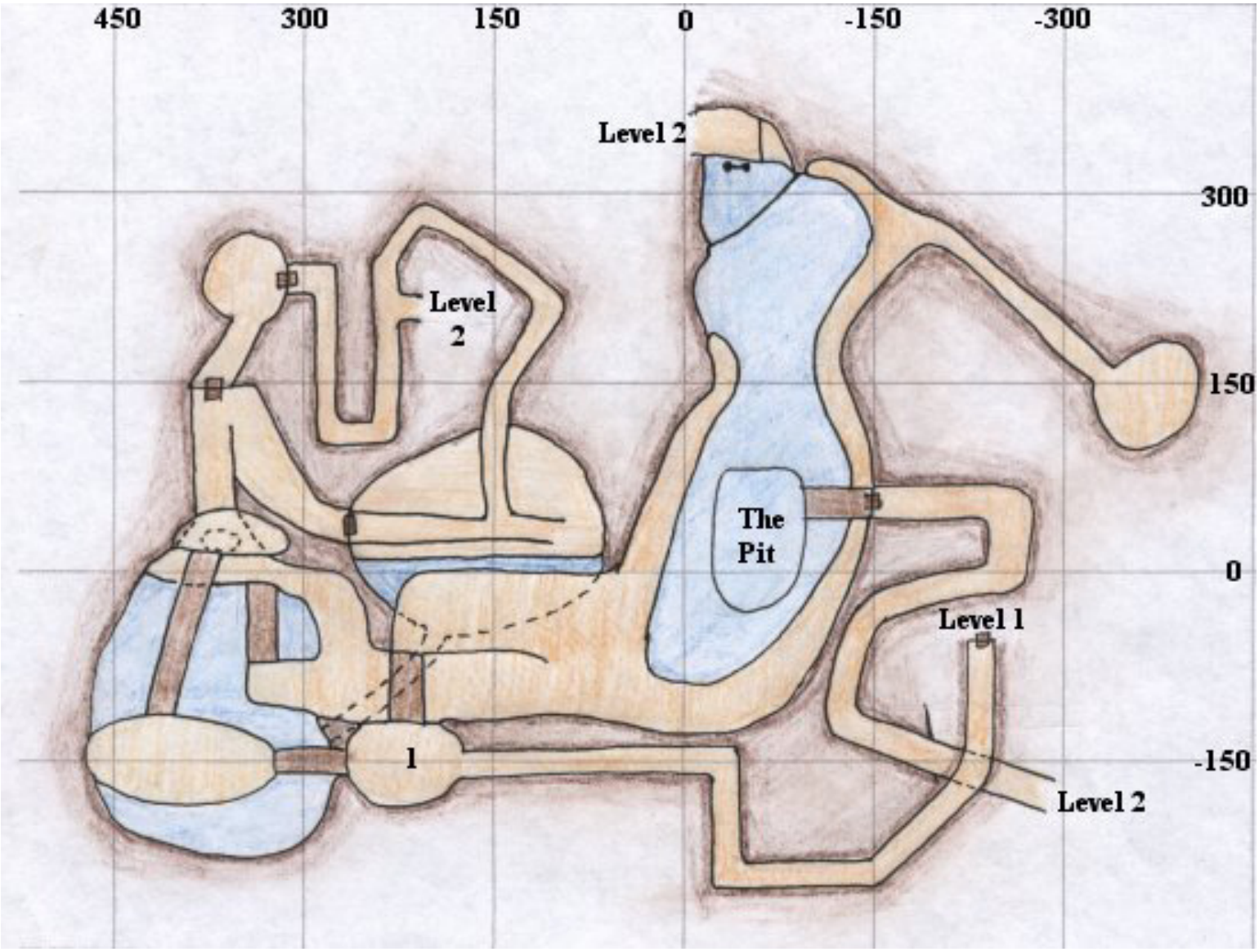


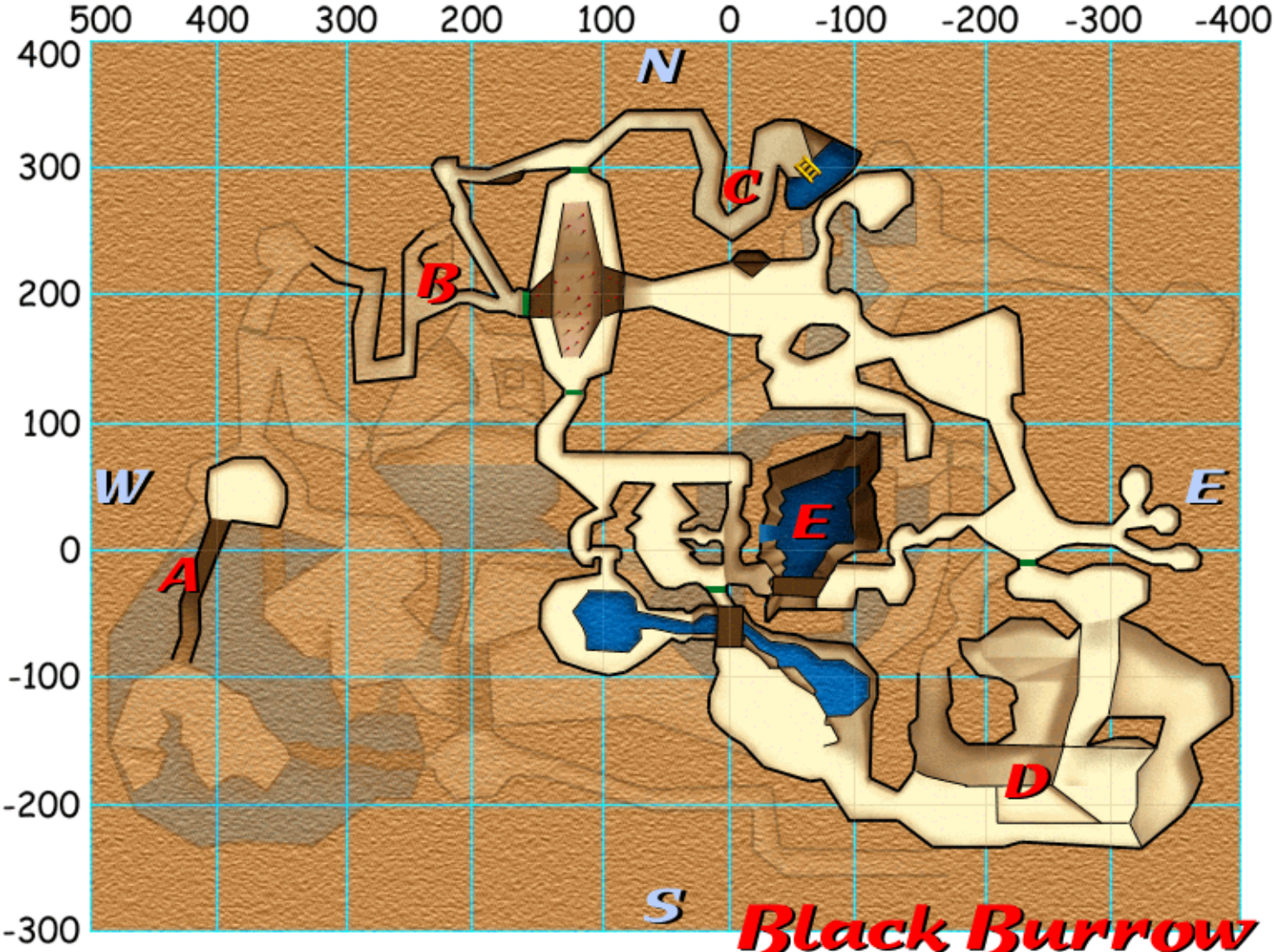
300
150
0
-150
-300
2
Level
3
3
300
Level 3
1
150
The
Pit
4
0
5
Level
3
-150



＊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


450
300
150
0
-150
-300
Level 2
300
Level
2
150
The
Pit
0
Level 1
1
-150
Level 2

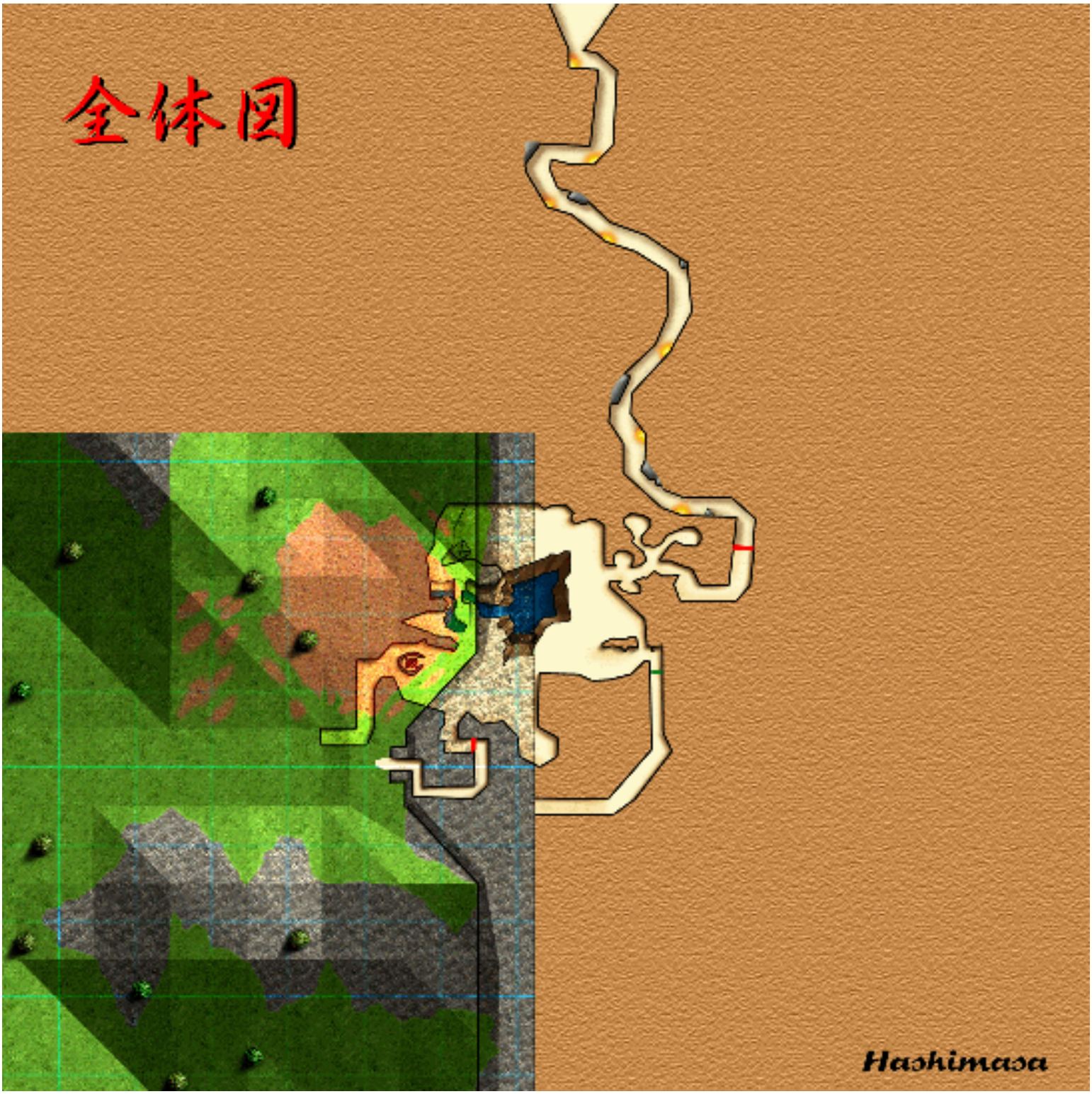


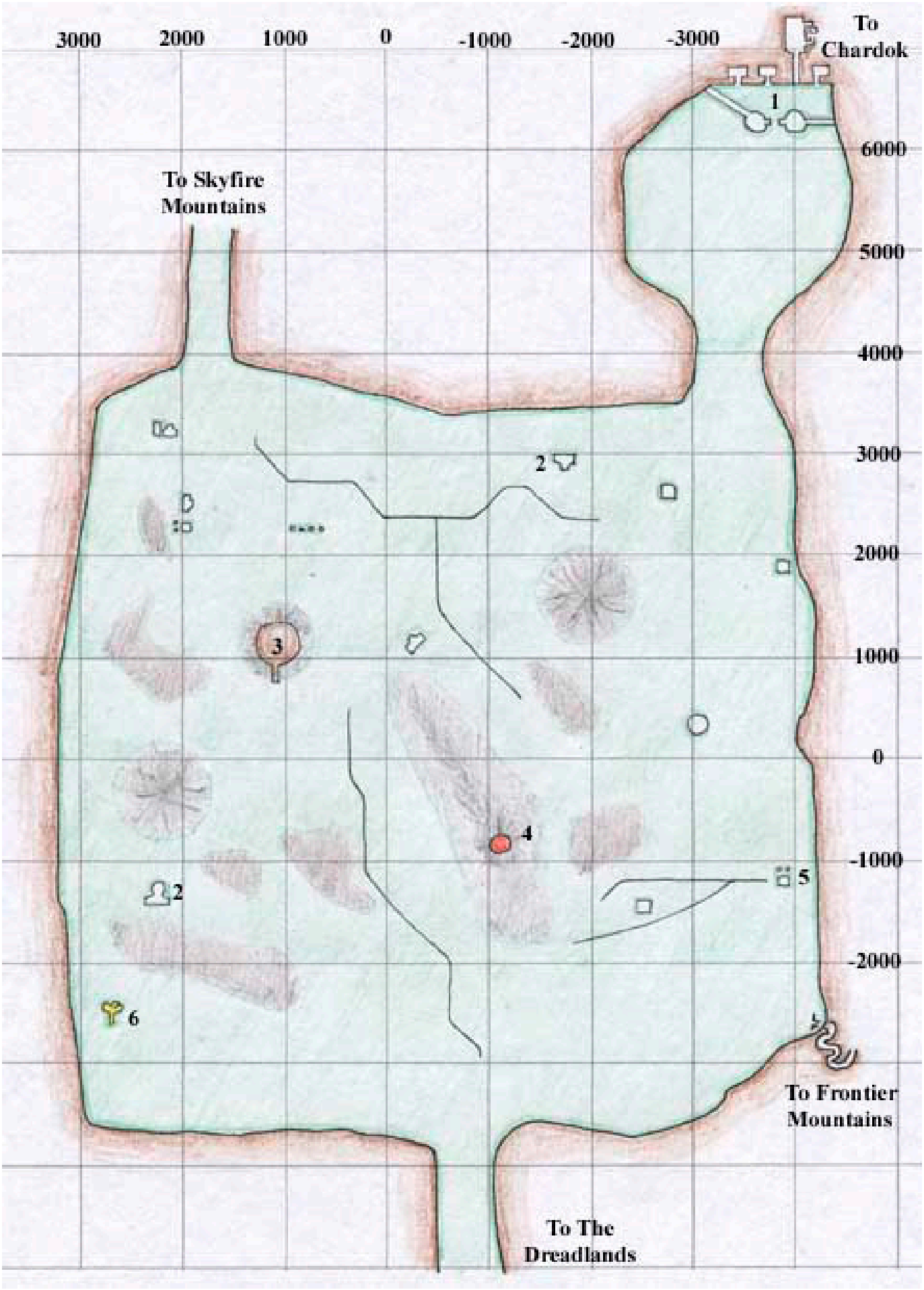
Black Burrow
最深部

扉　梯子

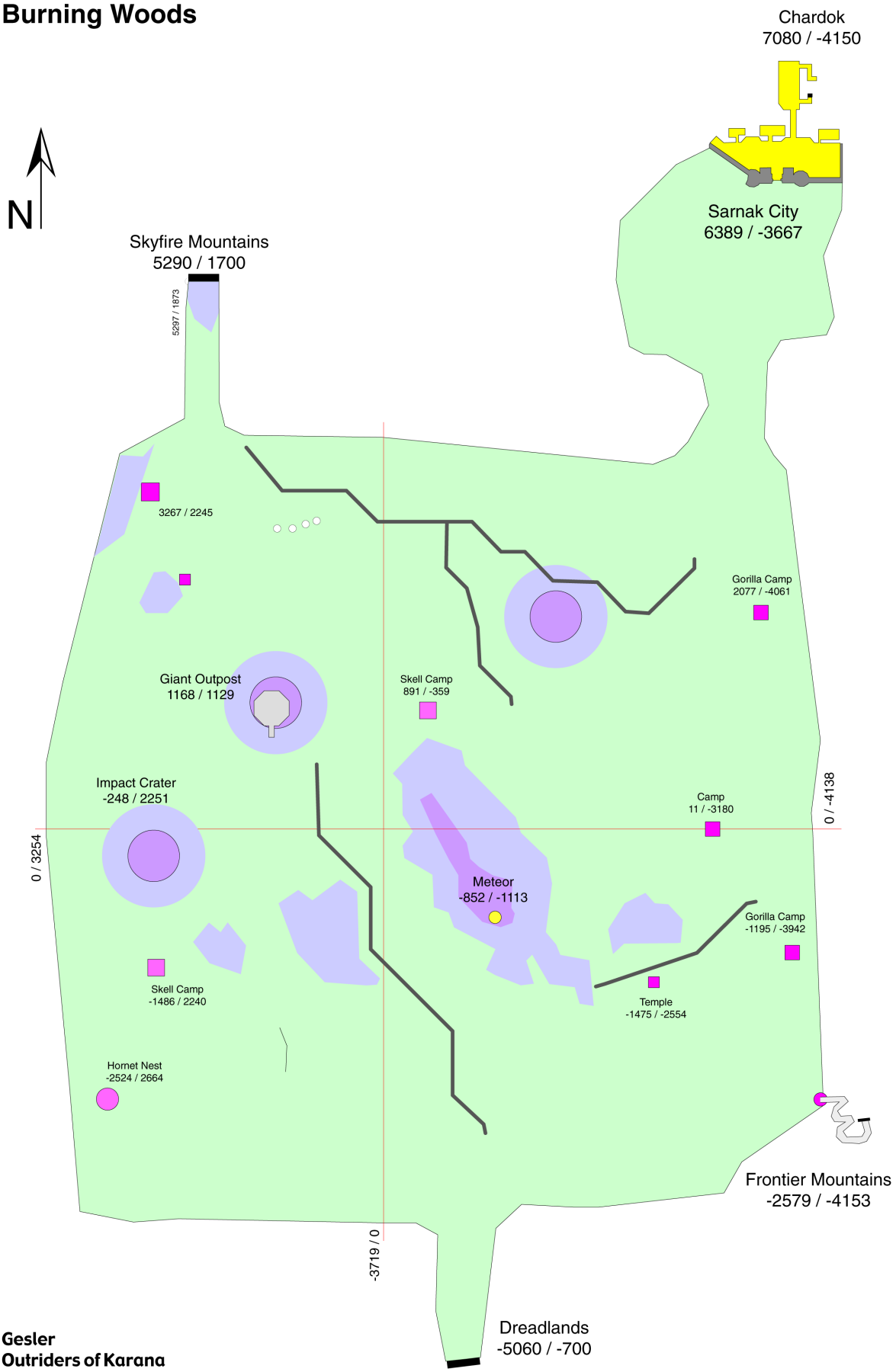
＊マップ中心にある大穴に落ちると、地底湖で魚に襲われるので
Lvlが低いうちは注意！

Hashimasa


全体図
Hashimasa

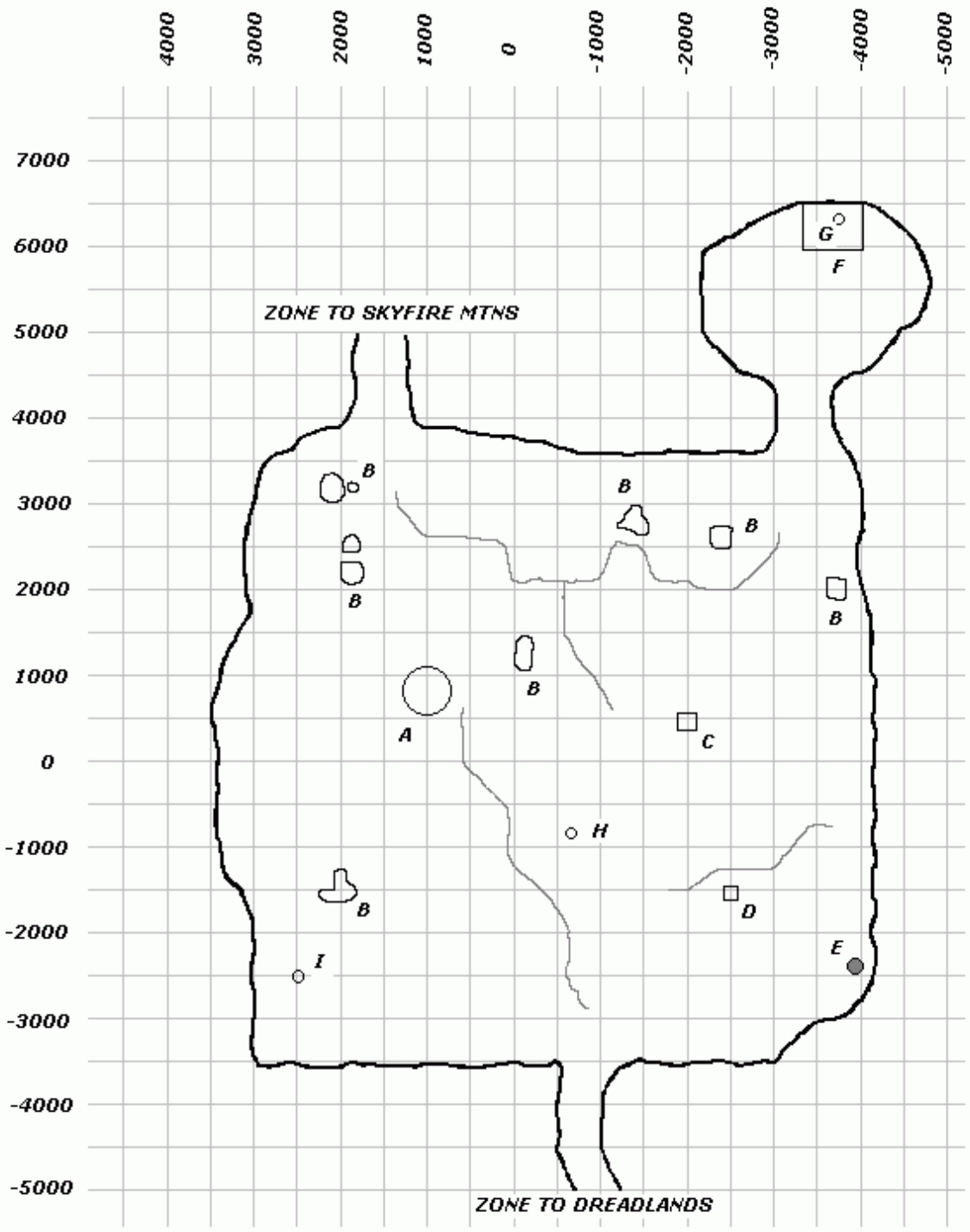

3000
2000
1000
0
-1000
-2000
-3000
To Chardok
1
6000
To Skyfire Mountains
5000
4000
3000
2
2000
3
1000
0
4
-1000
5
2
-2000
6
To Frontier Mountains
To The Dreadlands

Burning Woods



Gesler
Outriders of Karana
5/15/2000

THE BURNING WOOD OF KUNARK



LEGEND

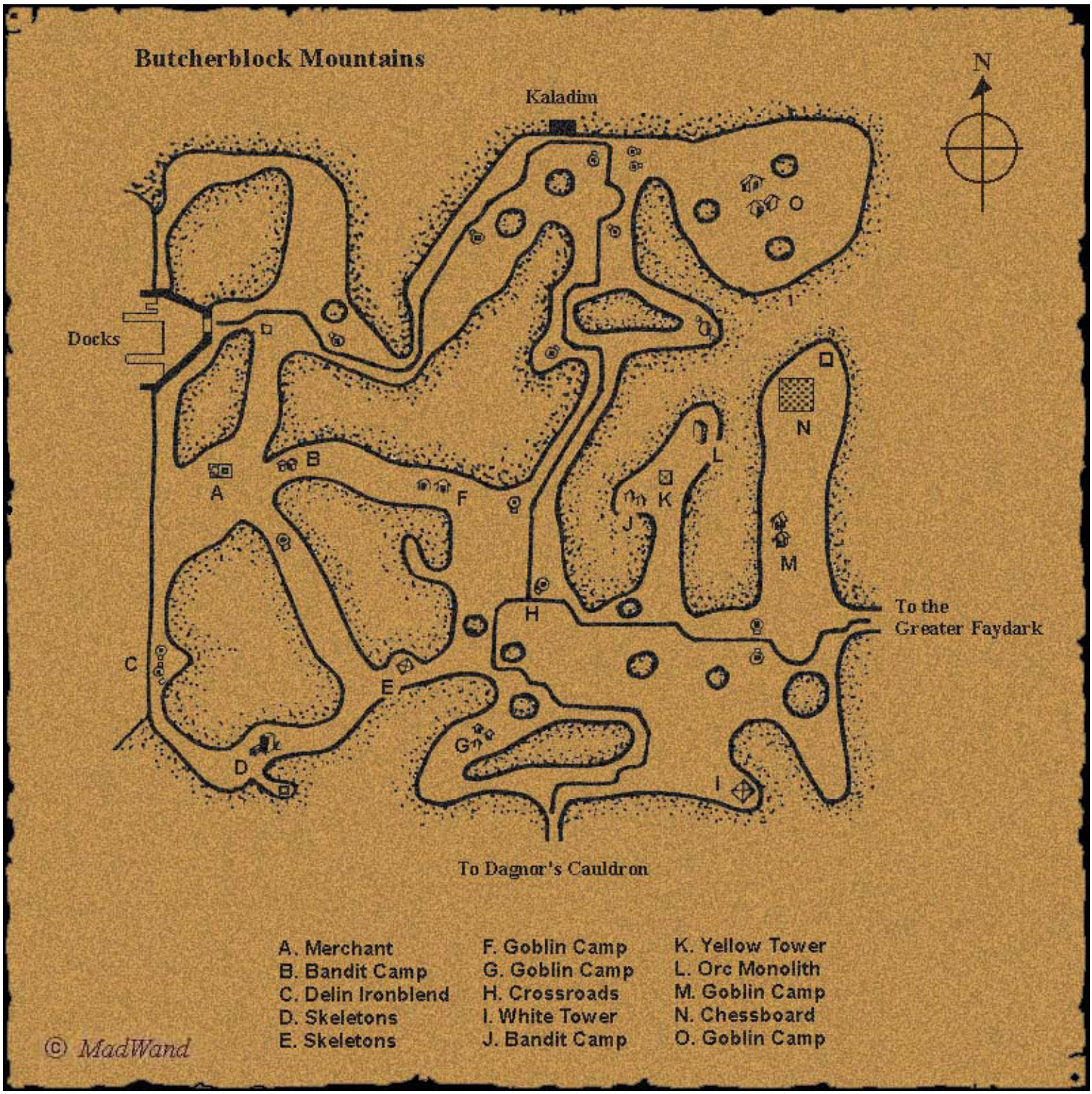
- ROAD
A - GIANT FORTRESS
B - RUIN/HOUSE
C - TOWER
D - COLUMN W/ STATUE
E - ZONE TO FRONTIER MOUNTAINS
F - SARDAK OUTPOST
G - ZONE TO CHARDOK
H - CRATER/ORB
I - GIANT NEST

BY:

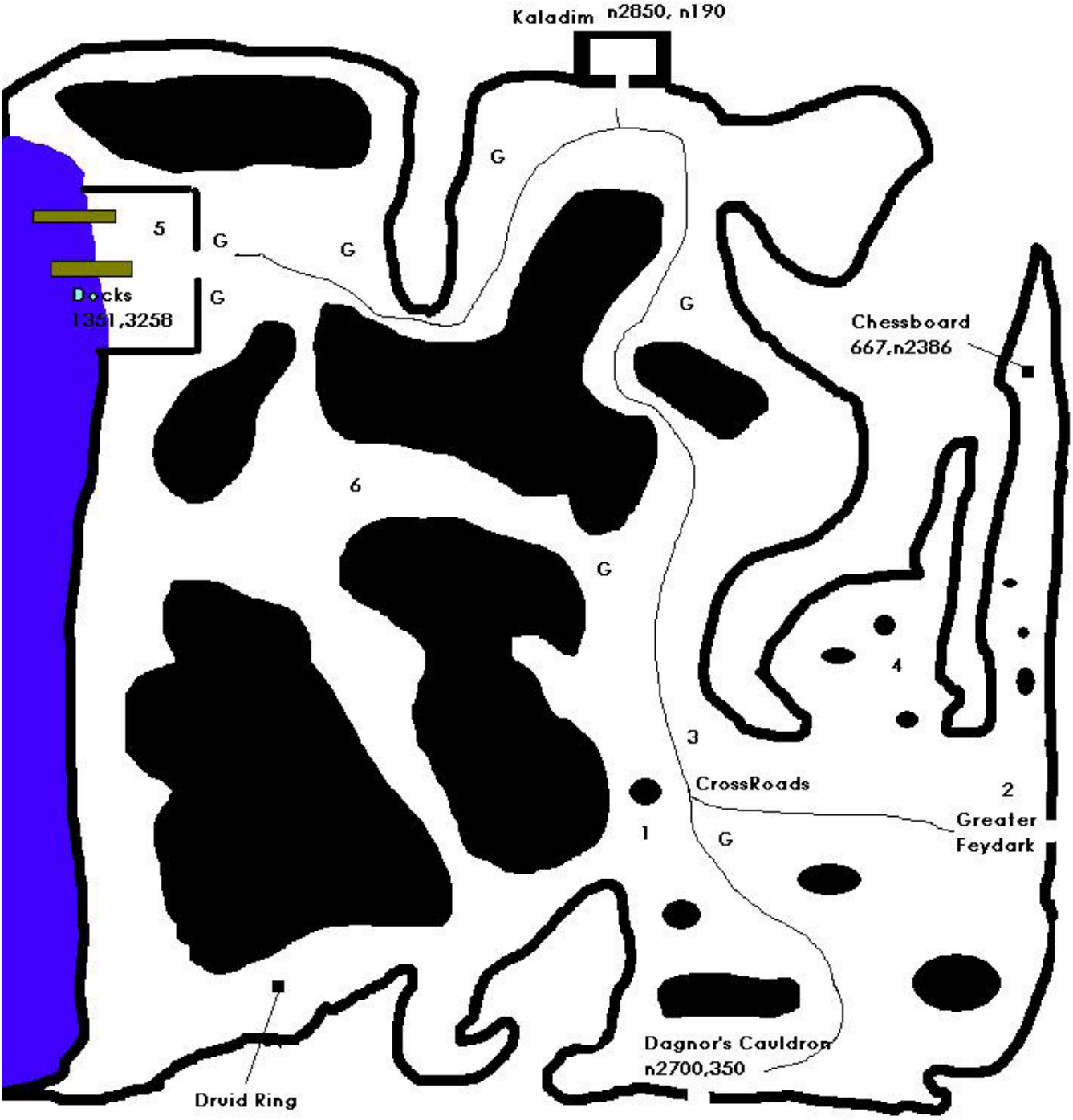
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

SEND CORRECTIONS/ADDITIONS TO:
rickyh@telapex.com

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


Butcherblock Mountains
N
Kaladim
Docks
To the
Greater Faydark
To Dagnor's Cauldron
A. Merchant
B. Bandit Camp
C. Delin Ironblend
D. Skeletons
E. Skeletons
F. Goblin Camp
G. Goblin Camp
H. Crossroads
I. White Tower
J. Bandit Camp
K. Yellow Tower
L. Orc Monolith
M. Goblin Camp
N. Chessboard
O. Goblin Camp
© MadWand

ButcherBlock - BB

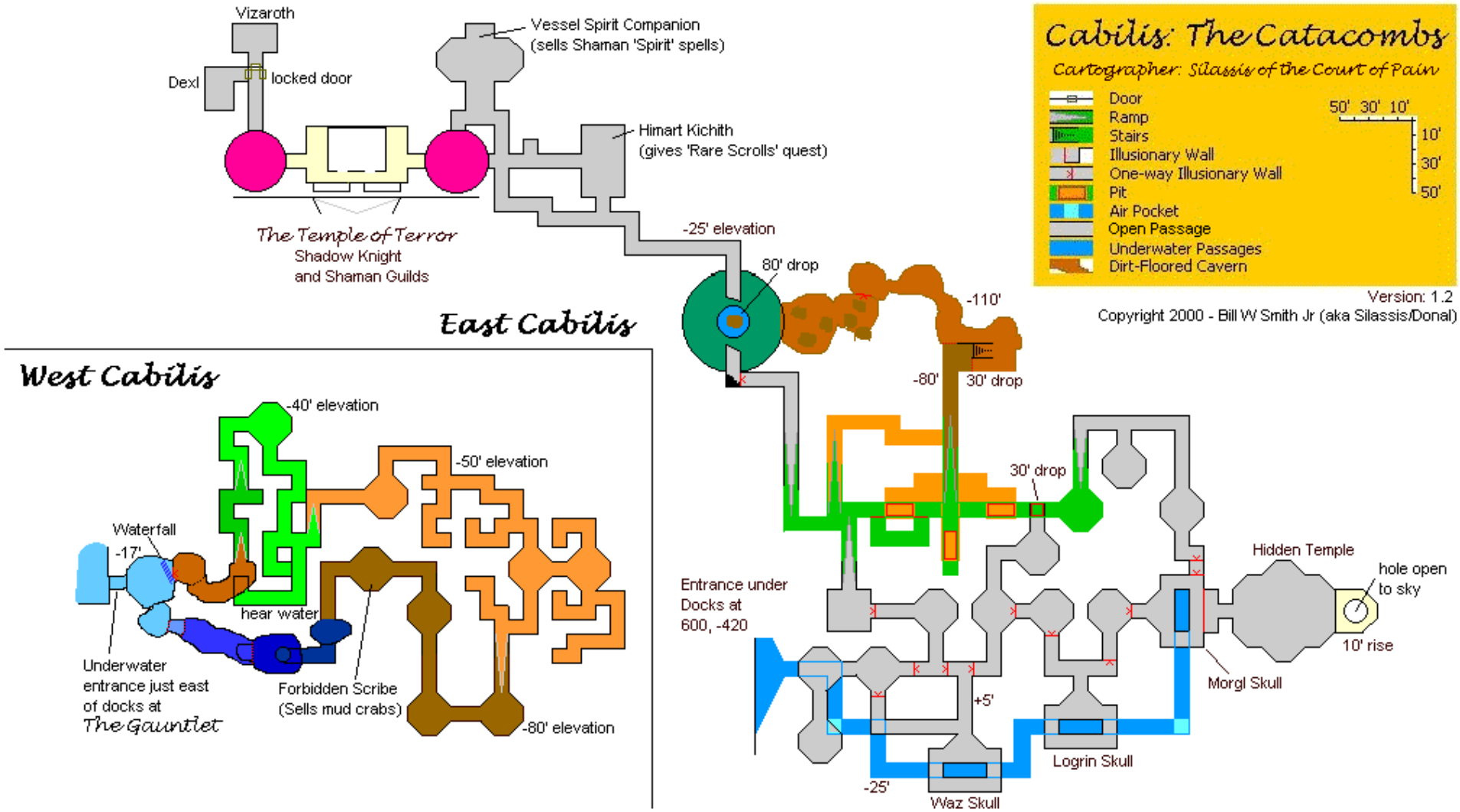


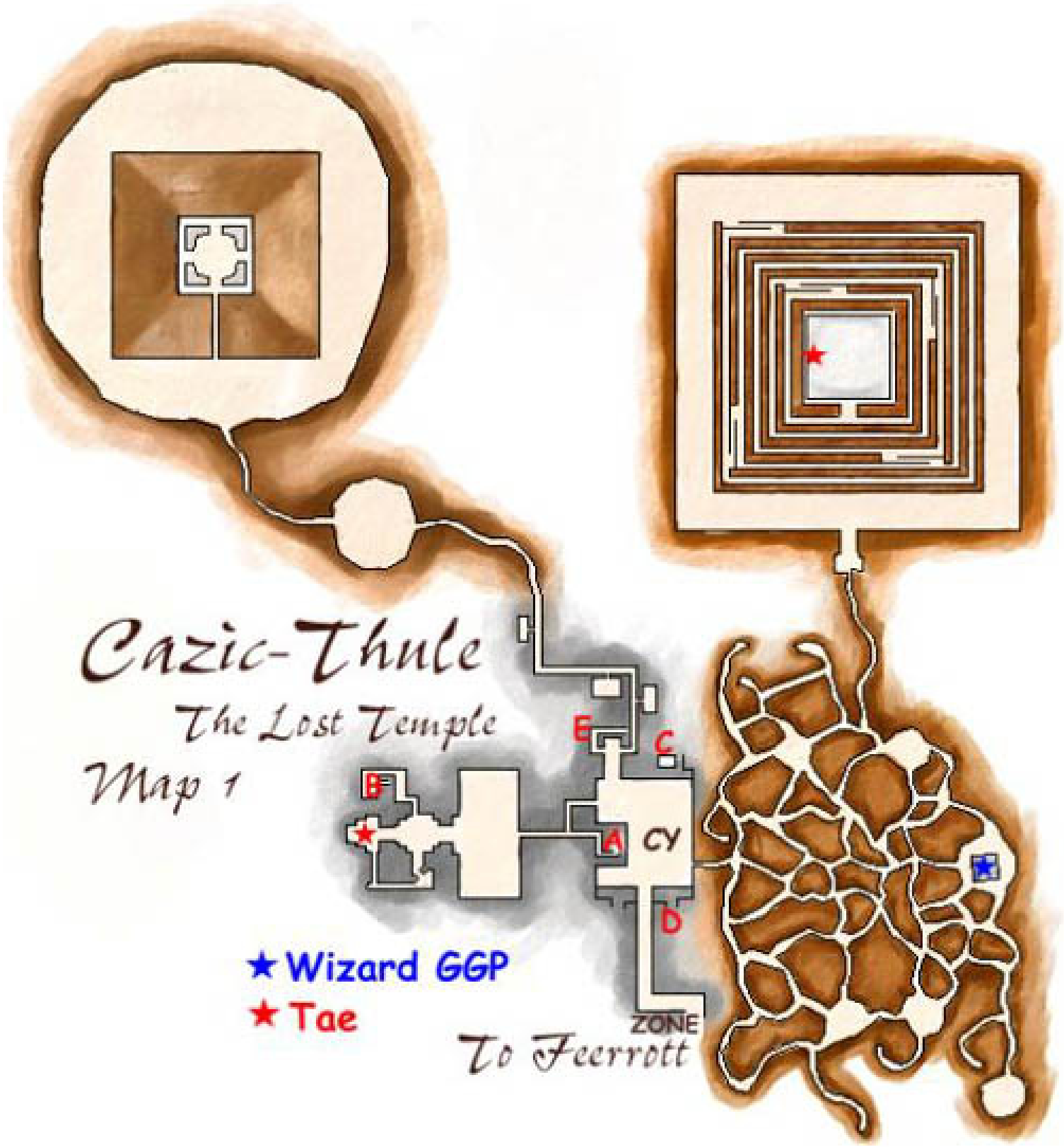
Map by Lord Khan of The Taken

1 Zarchoomi and Corflunk 2. Orc Runner 3. Nyzil Bloodforge 4. Signus Boran

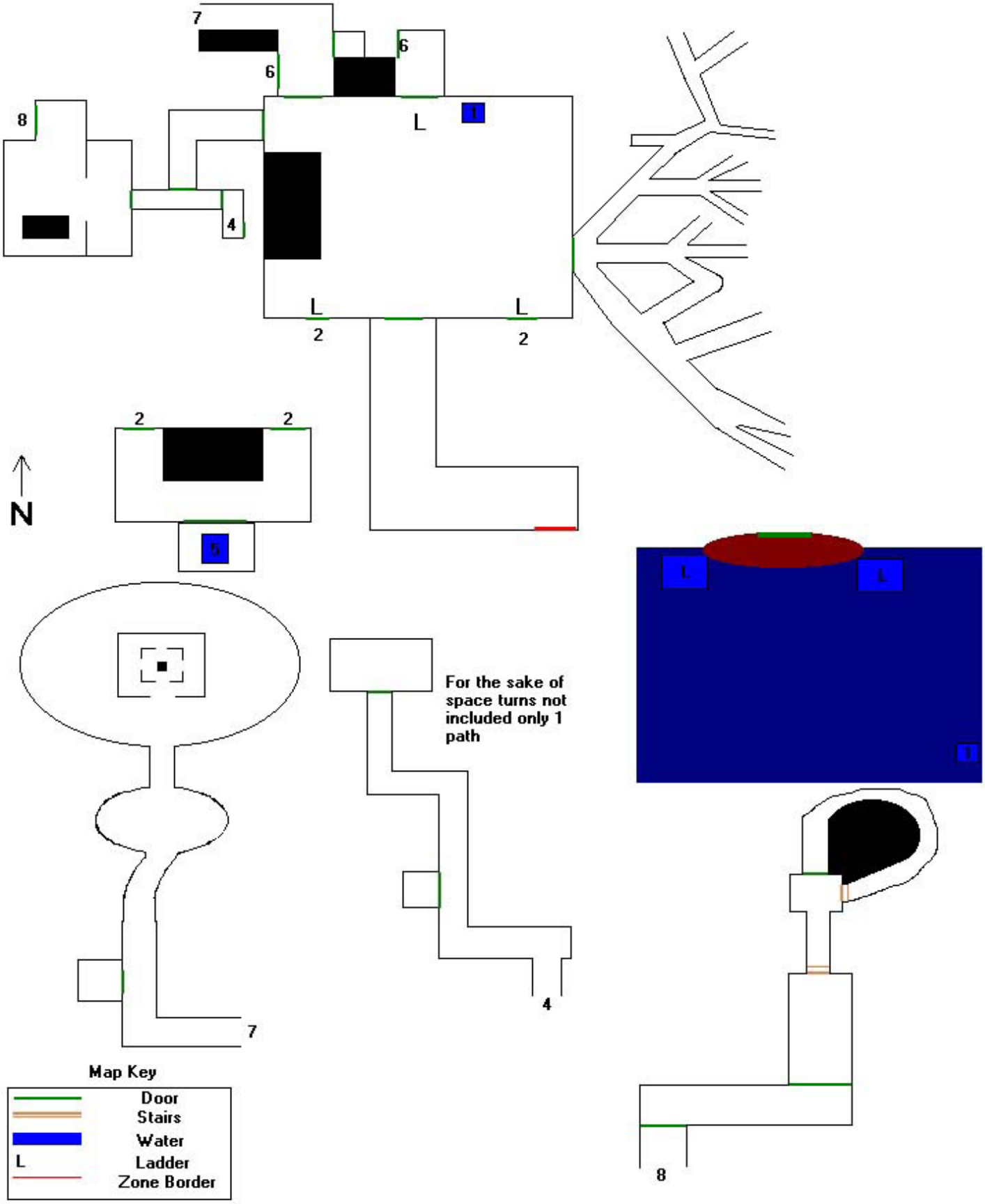
5.Blyle Bundin and Glubsing (Riptide spear). 6. Pegleg

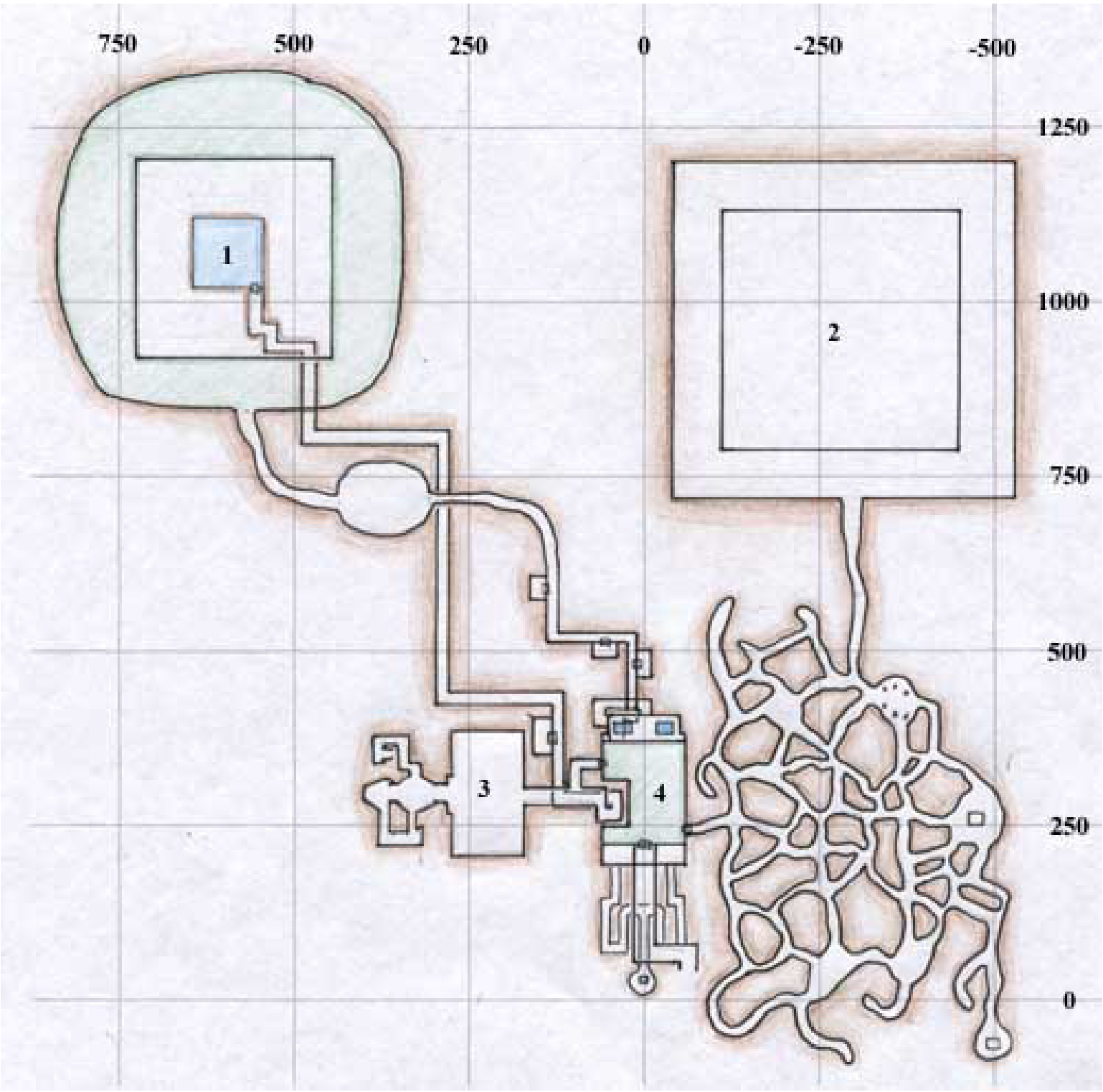
Cabilis Catacombs



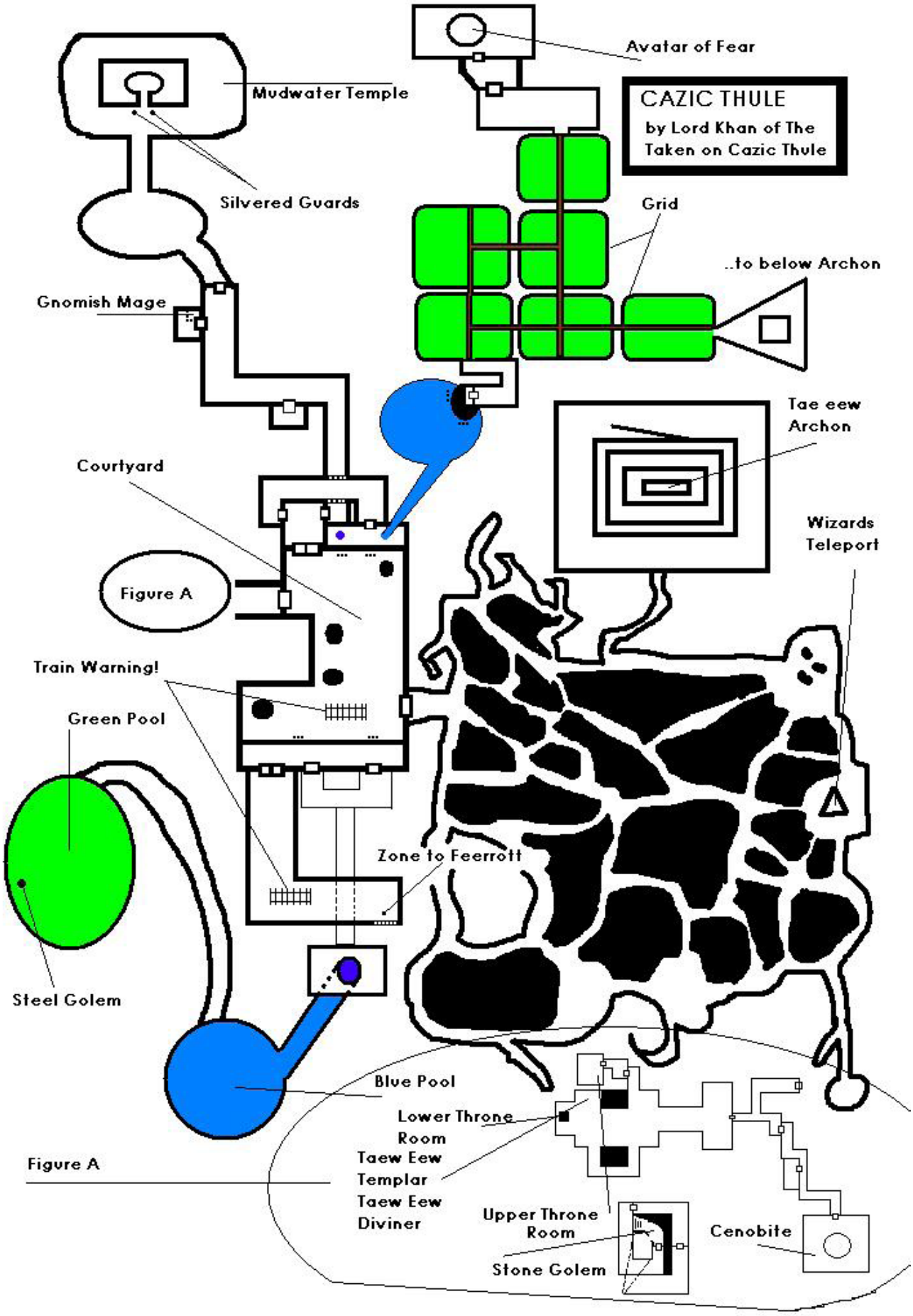

Cazic-Thule
The Lost Temple
Map 1
E
C
B
A
CY
D
ZONE
To Feerrott
★ Wizard GGP
★ Tae

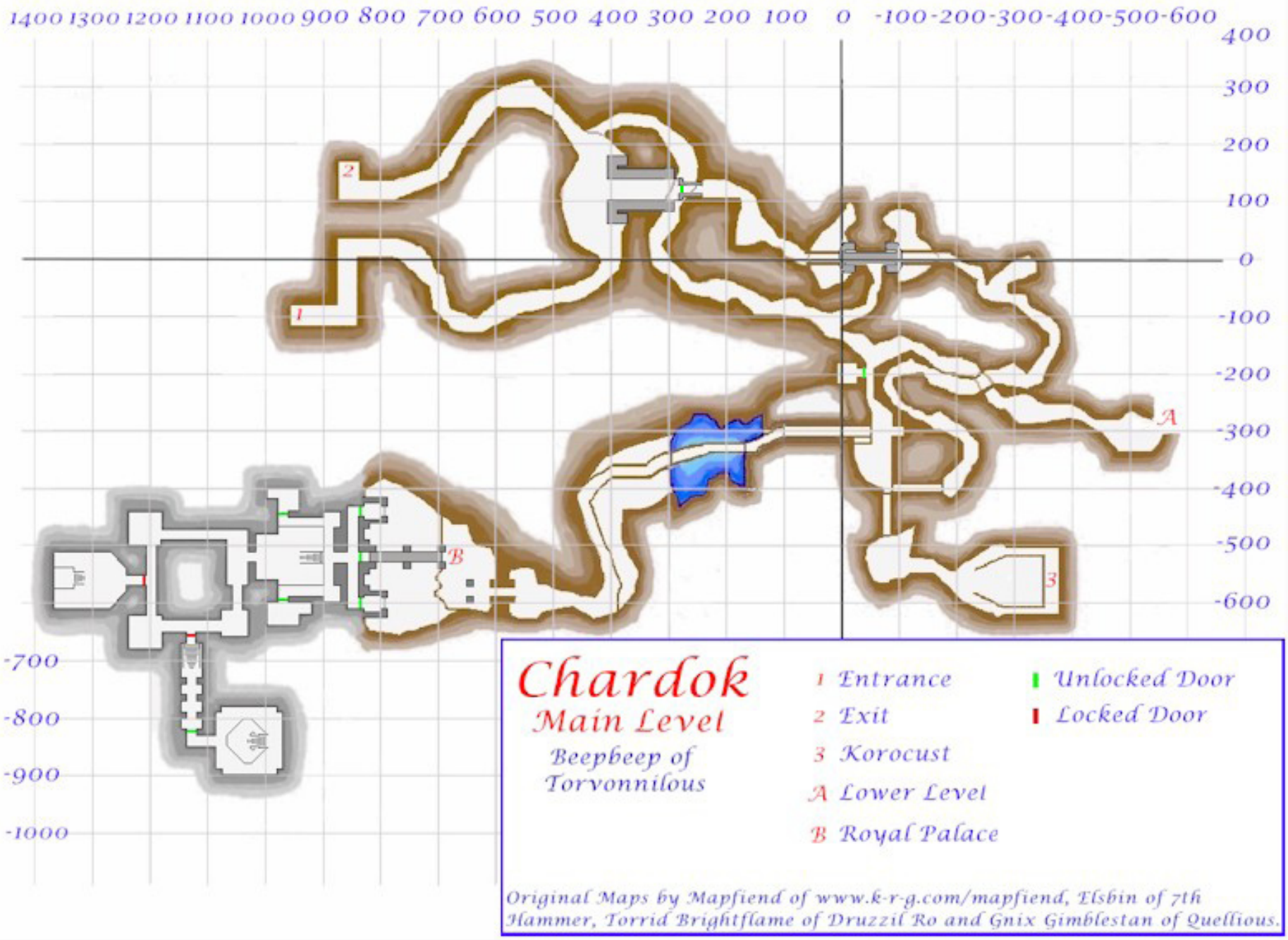
Cazic Thule

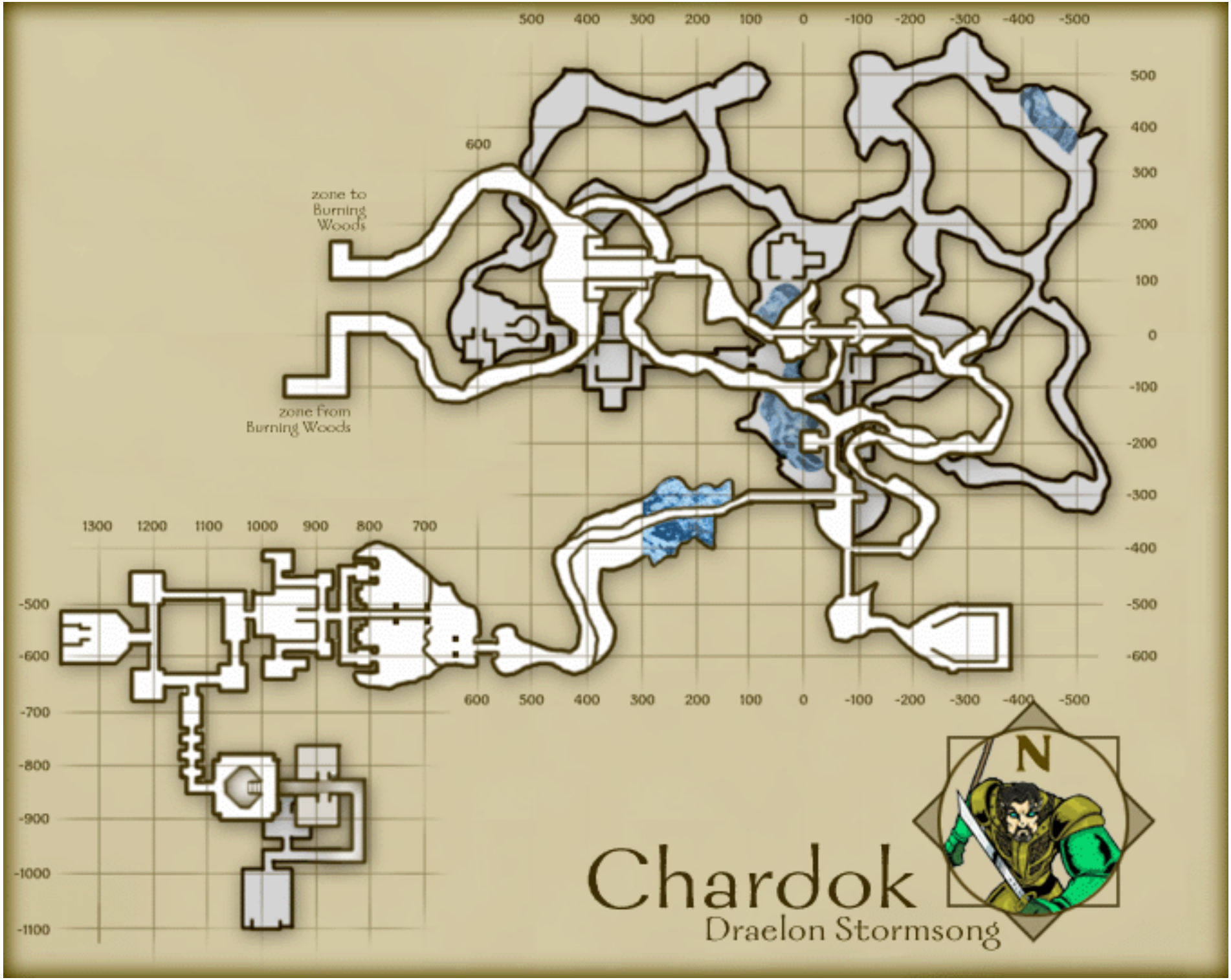

7
6
6
8
L
1
4
L
2
L
2
2
2
N
5
L
L
1
For the sake of space turns not included only 1 path
4
7
8
Map Key
Door
Stairs
Water
L
Ladder
Zone Border


750
500
250
0
-250
-500
1250
1000
750
500
250
0
1
2
3
4

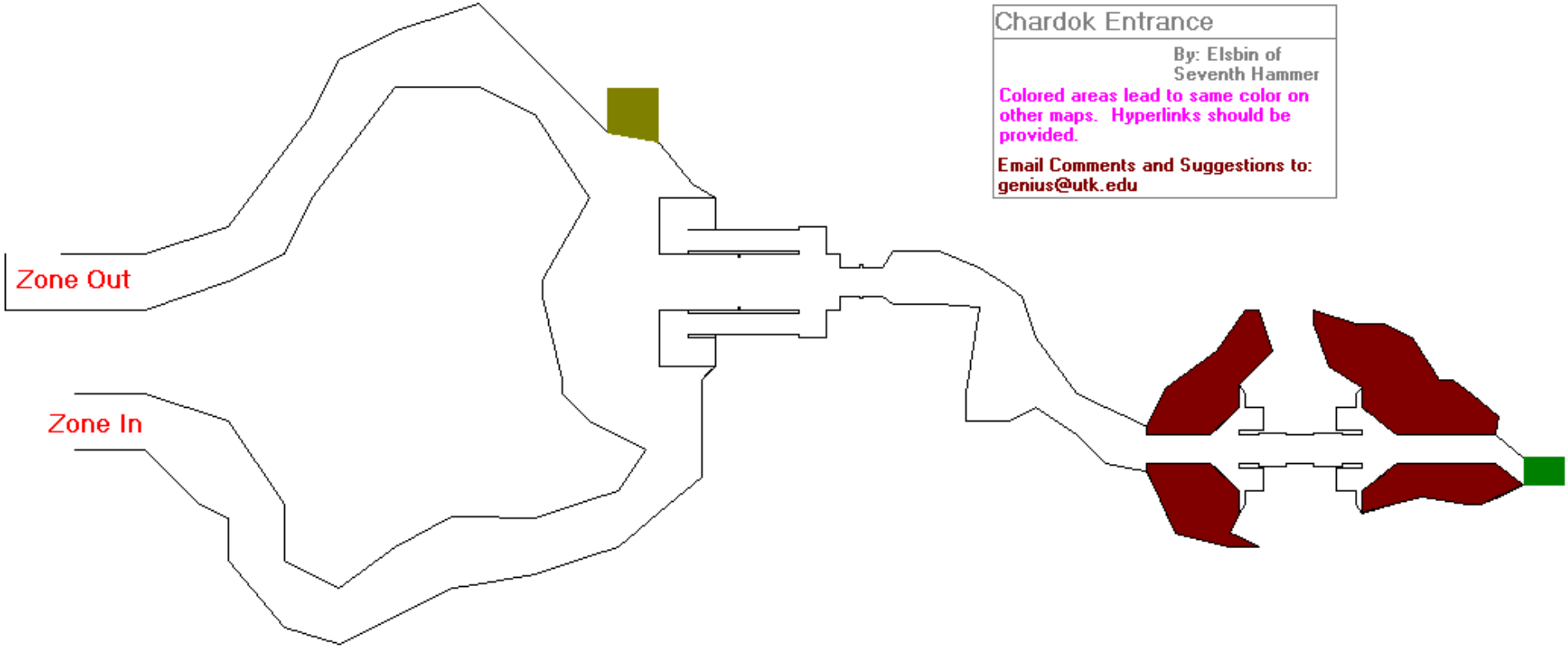
To Avatar of Fear Room
(Warter Pit Fall)
Golem
2nd Story of Lost Temple
2nd Story of Central Yard
Central Yard
Golem Pond
(Under Ground)
Cazic-Thule
The Lost Temple Map 2
Drawn by maps


Avatar of Fear
CAZIC THULE
by Lord Khan of The Taken on Cazic Thule
Mudwater Temple
Silvered Guards
Grid
..to below Archon
Gnomish Mage
Tae eew Archon
Courtyard
Wizards Teleport
Figure A
Train Warning!
Green Pool
Zone to Feerrott
Steel Golem
Blue Pool
Lower Throne Room
Taew Eew Templar
Taew Eew Diviner
Figure A
Upper Throne Room
Cenobite
Stone Golem

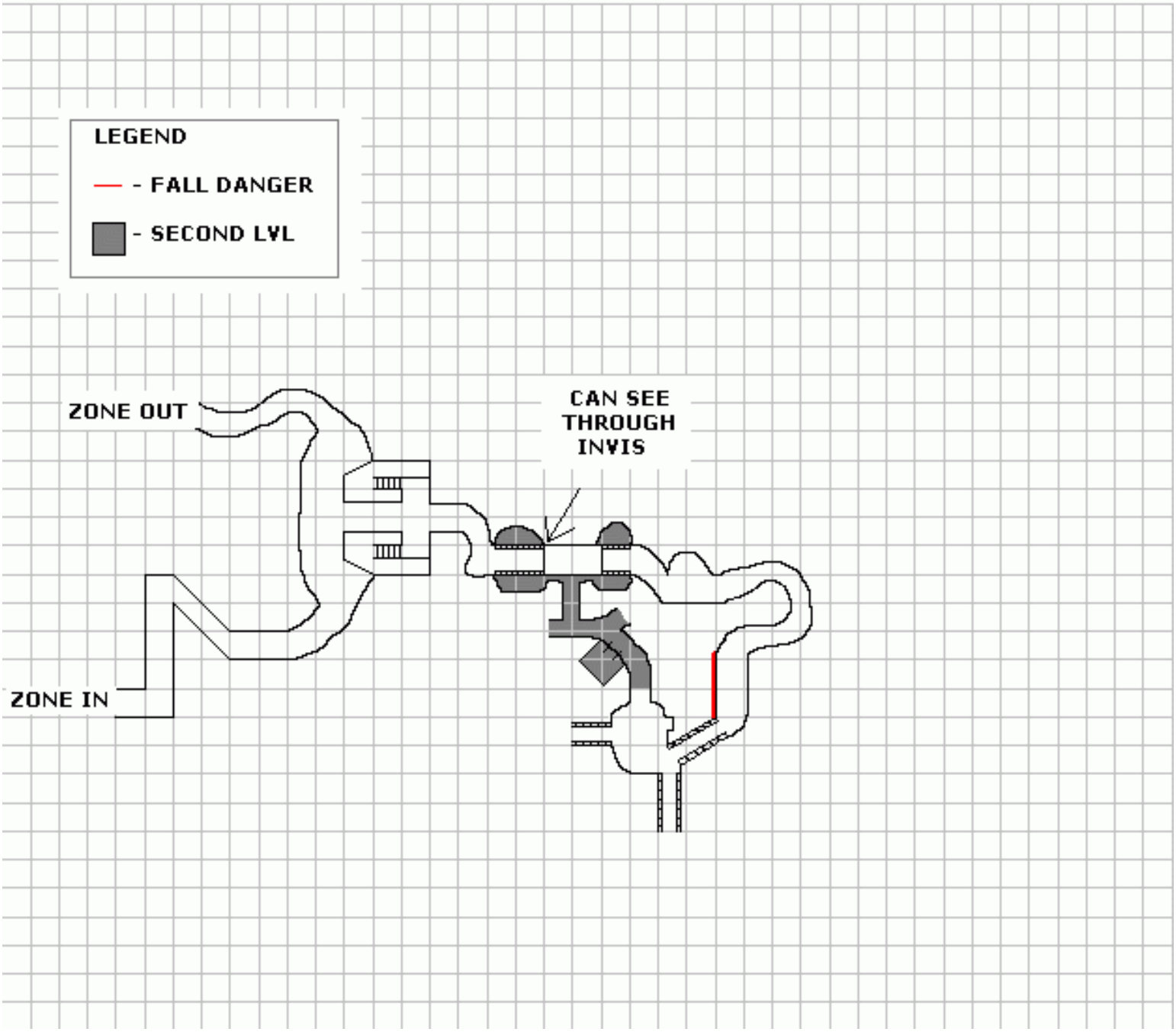

1400 1300 1200 1100 1000 900 800 700 600 500 400 300 200 100 0 -100 -200 -300 -400 -500 -600
400
300
200
100
0
-100
-200
-300
-400
-500
-600
-700
-800
-900
-1000
1
2
3
A
B
Chardok
Main Level
Beepbeep of Torvonnilous
1 Entrance
2 Exit
3 Korocust
A Lower Level
B Royal Palace
Unlocked Door
Locked Door
Original Maps by Mapfiend of www.k-r-g.com/mapfiend, Elsbin of 7th Hammer, Torrid Brightflame of Druzzil Ro and Gnix Gimblestan of Quellious.

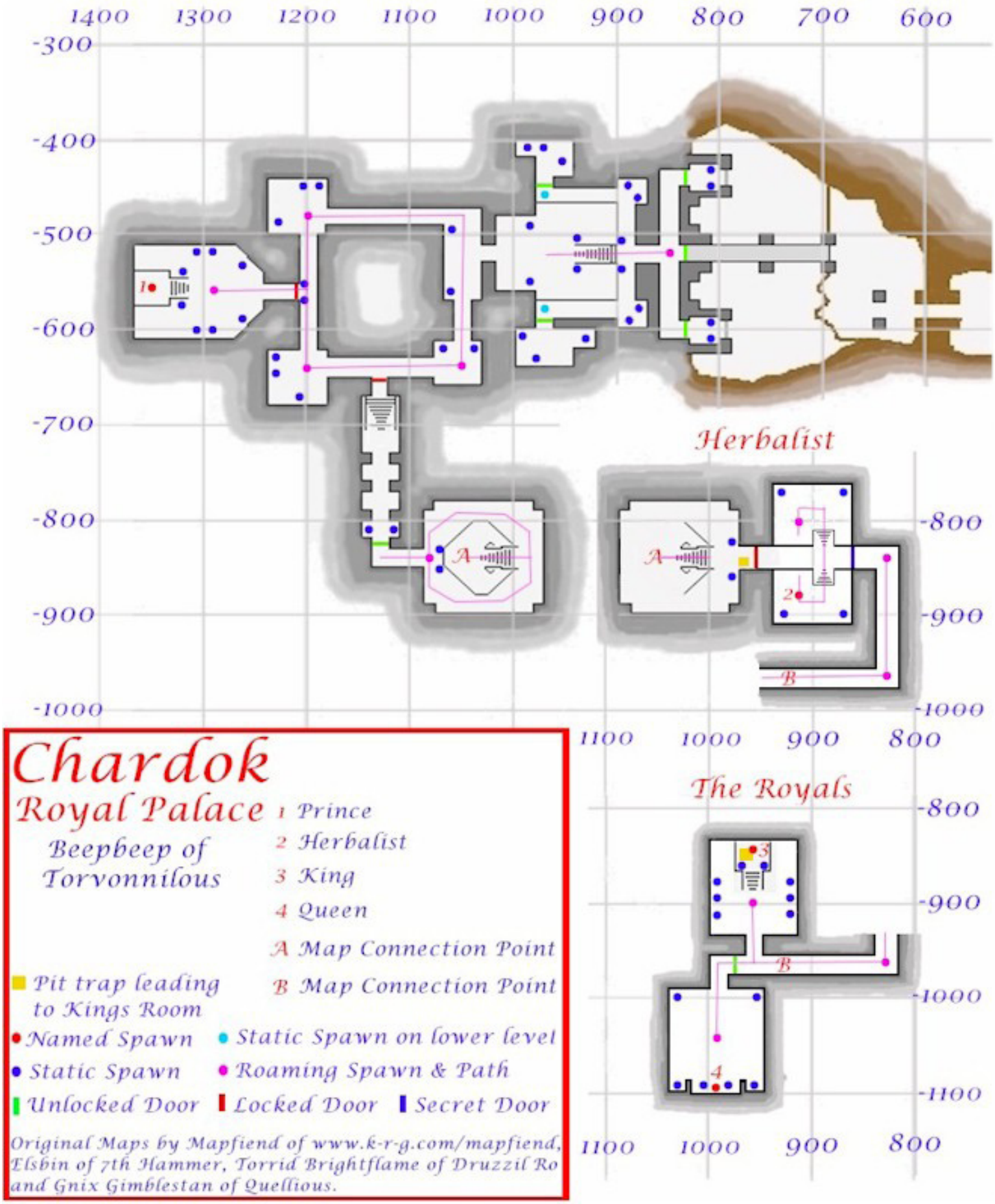

zone to Burning Woods
zone from Burning Woods
Chardok
Draelon Stormsong
N

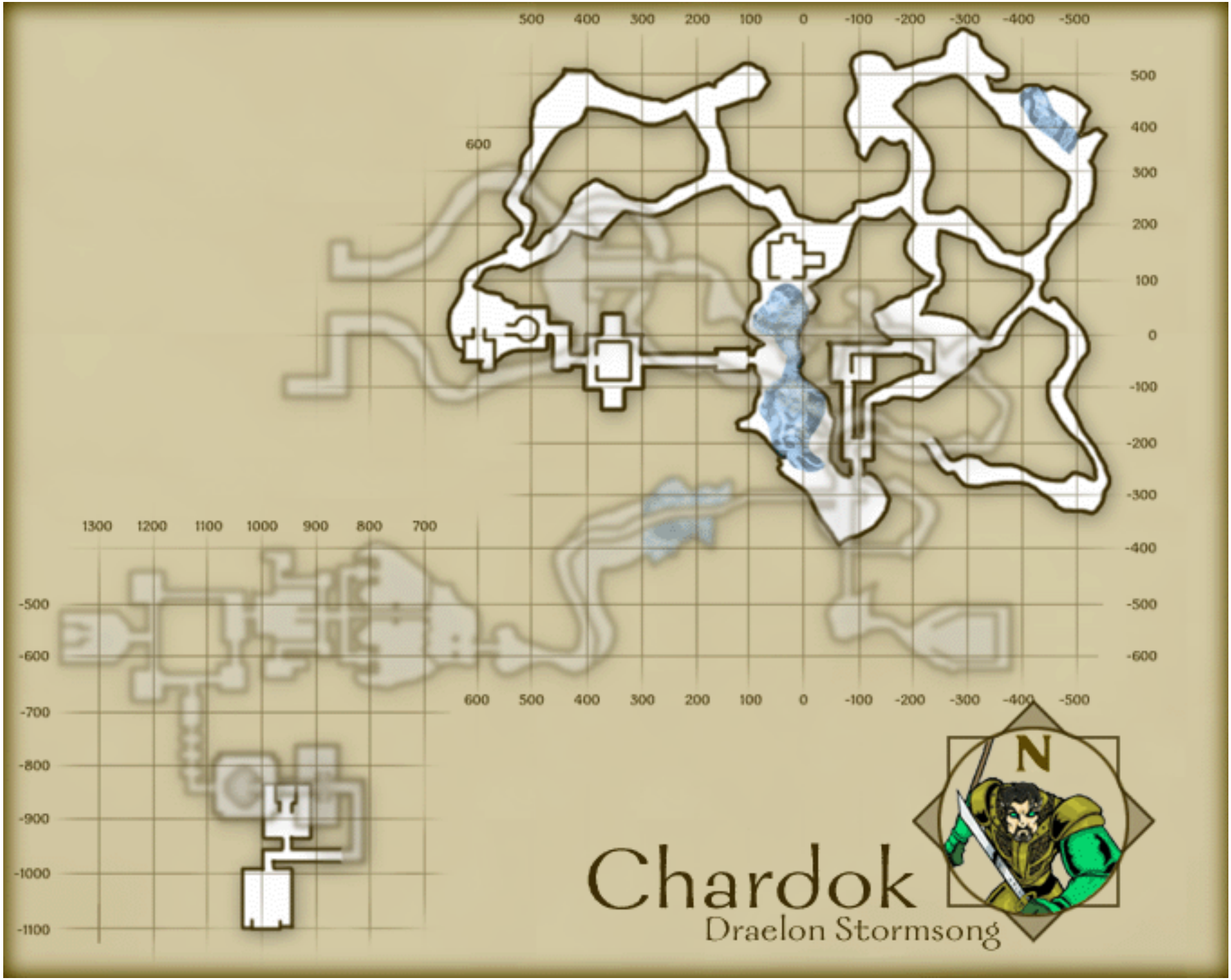
Chardok A

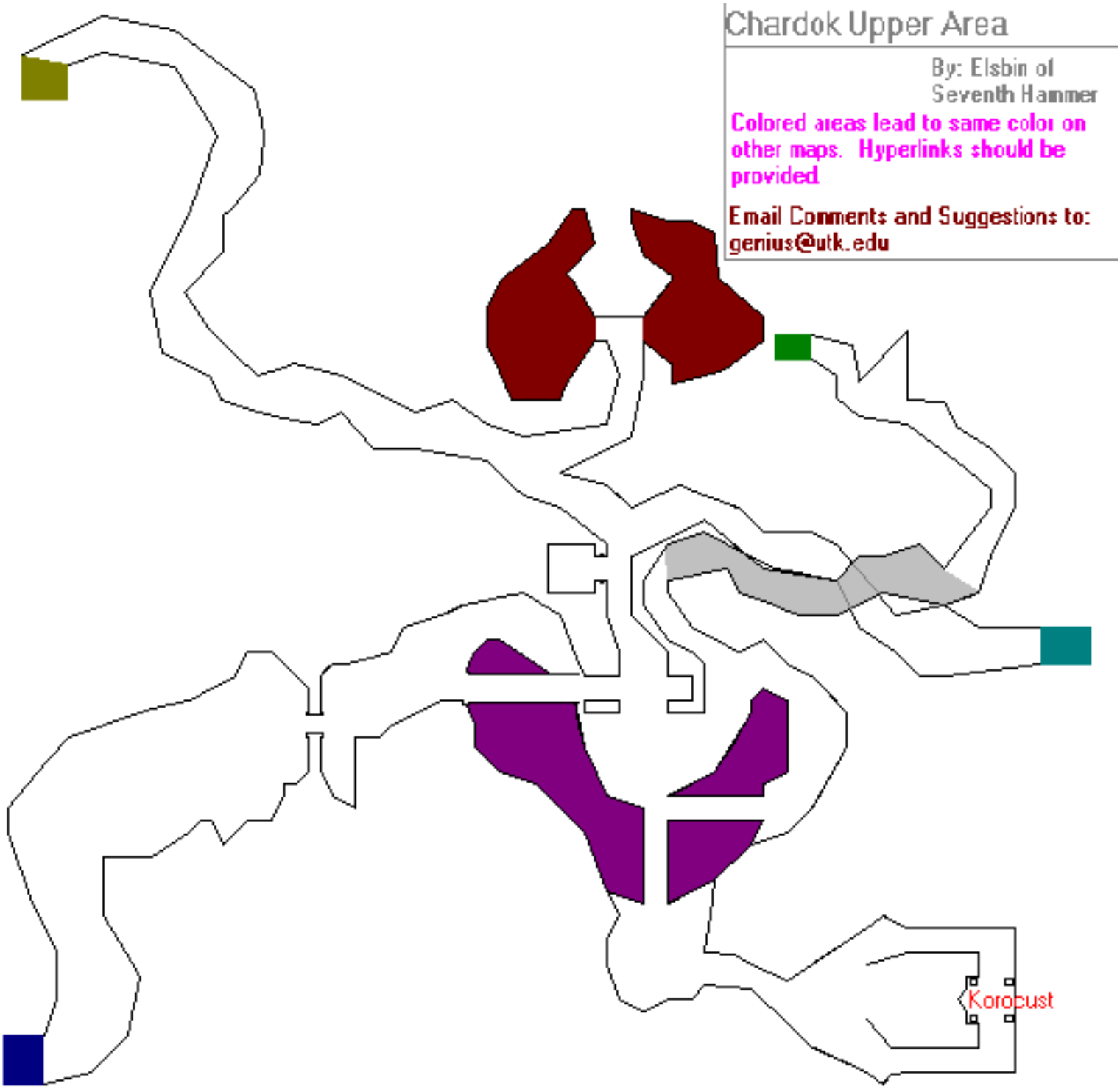

Chardok Entrance
By: Elsbin of
Seventh Hammer
Colored areas lead to same color on other maps. Hyperlinks should be provided.
Email Comments and Suggestions to:
genius@utk.edu
Zone Out
Zone In

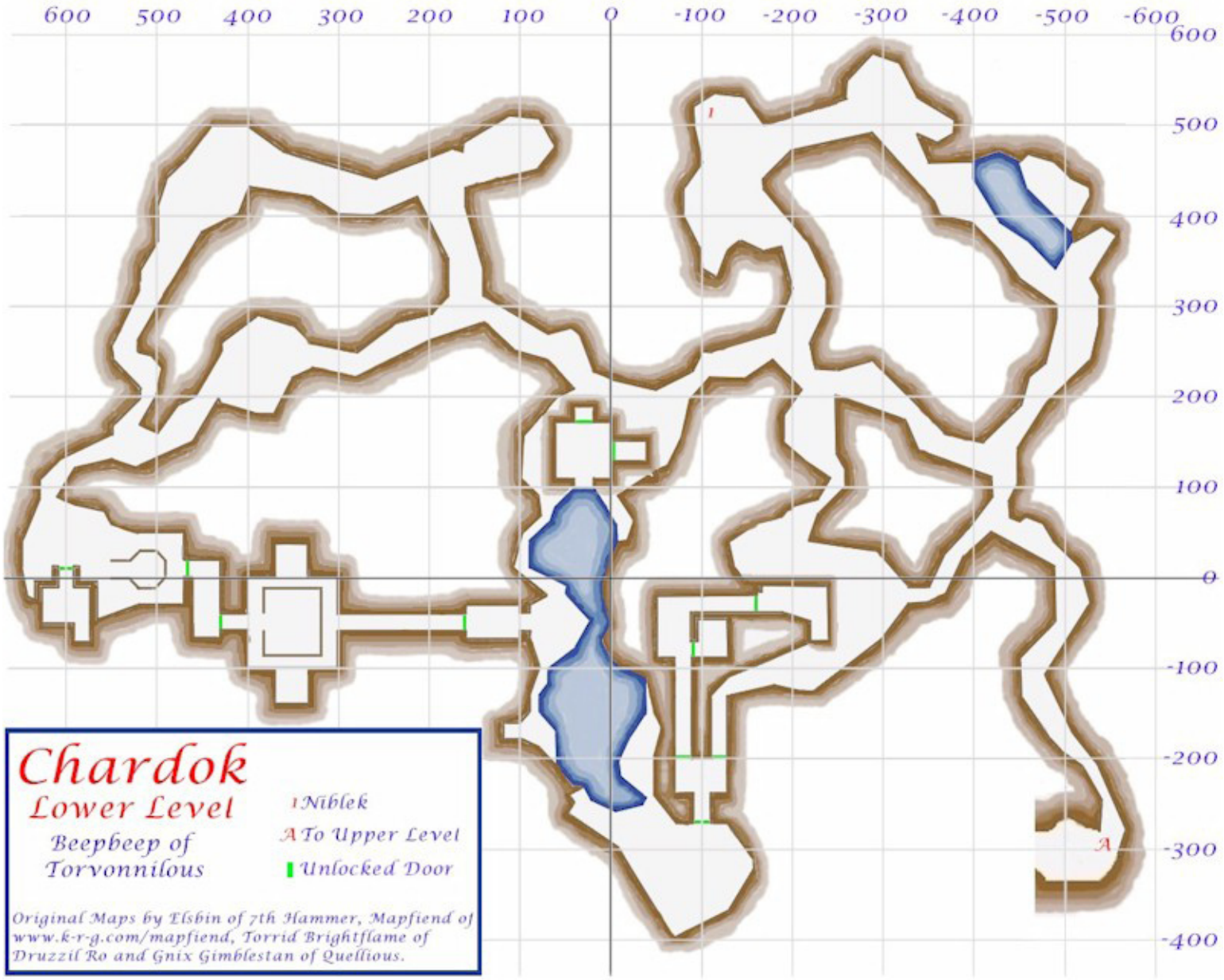
CHARDOK

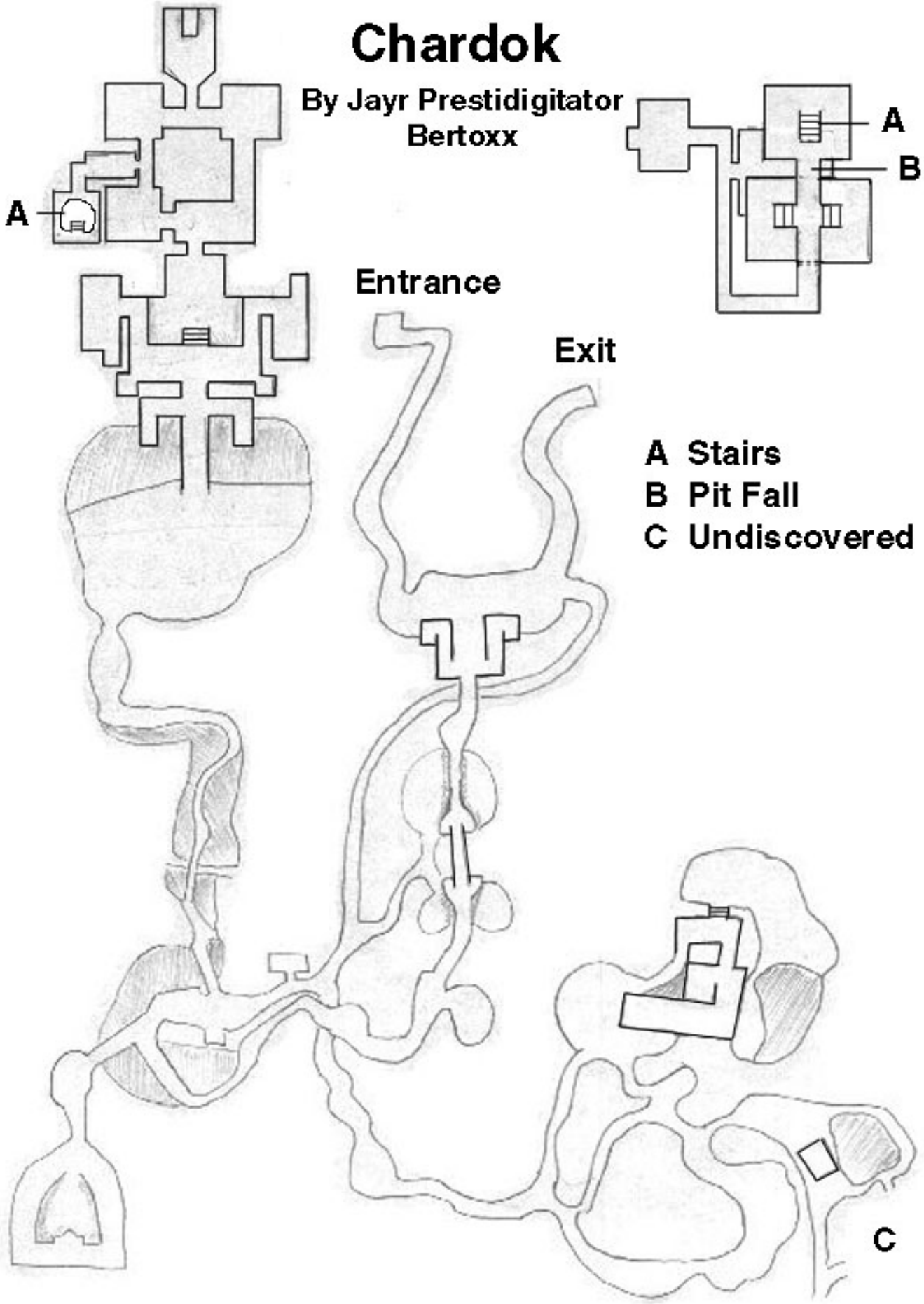

LEGEND
- FALL DANGER
- SECOND LVL
ZONE OUT
CAN SEE THROUGH INVIS
ZONE IN

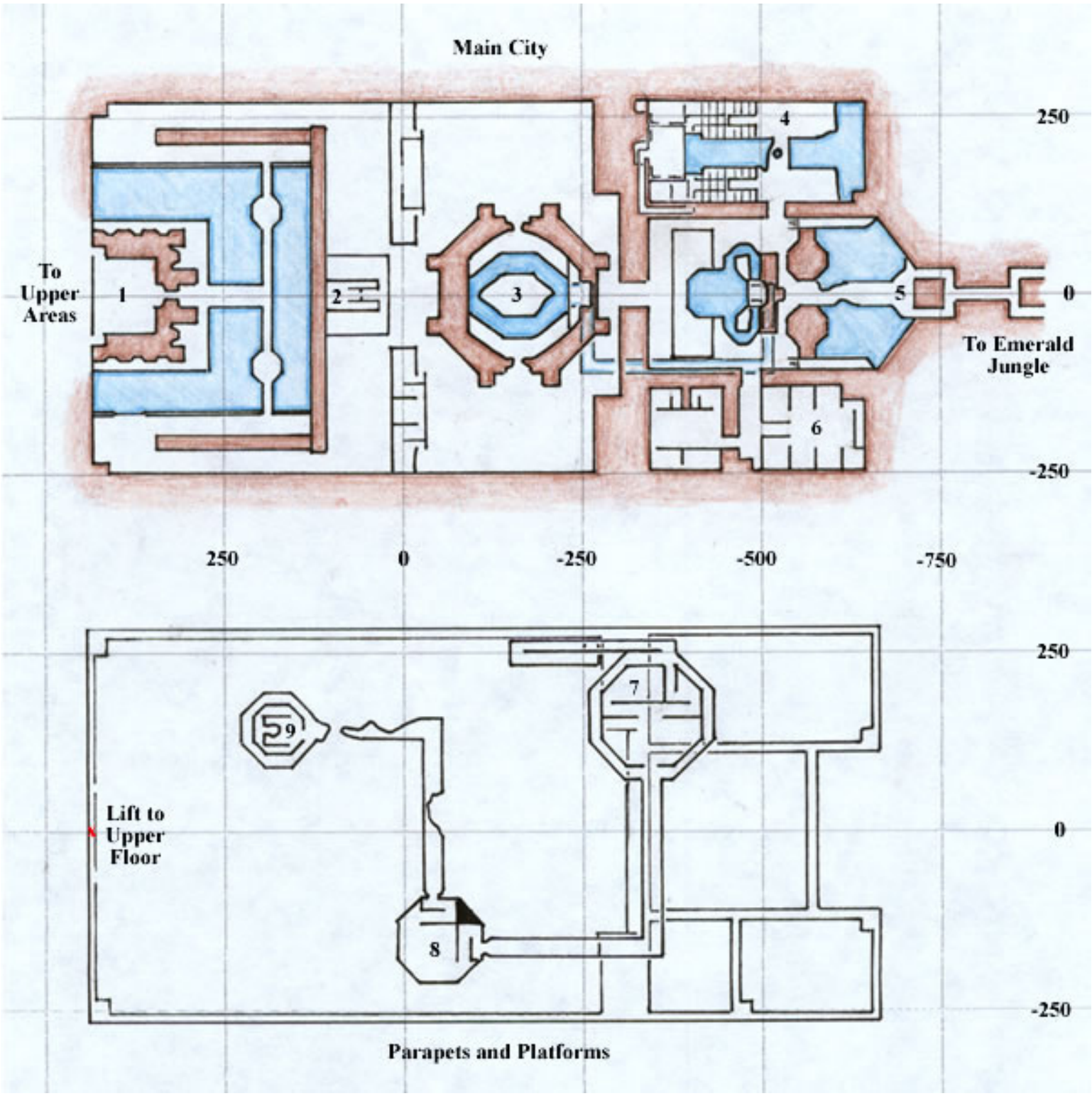

1400
1300
1200
1100
1000
900
800
700
600
-300
-400
-500
-600
-700
-800
-900
-1000
1
A
Herbalist
A
2
B
-800
-900
-1000
1100
1000
900
800
The Royals
3
B
4
-800
-900
-1000
-1100
1100
1000
900
800
Chardok
Royal Palace
Beepbeep of Torvonnilous
1 Prince
2 Herbalist
3 King
4 Queen
A Map Connection Point
B Map Connection Point
Pit trap leading to Kings Room
Named Spawn
Static Spawn on lower level
Static Spawn
Roaming Spawn & Path
Unlocked Door
Locked Door
Secret Door
Original Maps by Mapfiend of www.k-r-g.com/mapfiend, Elsbin of 7th Hammer, Torrid Brightflame of Druzzil Ro and Gnix Gimblestan of Quellious.

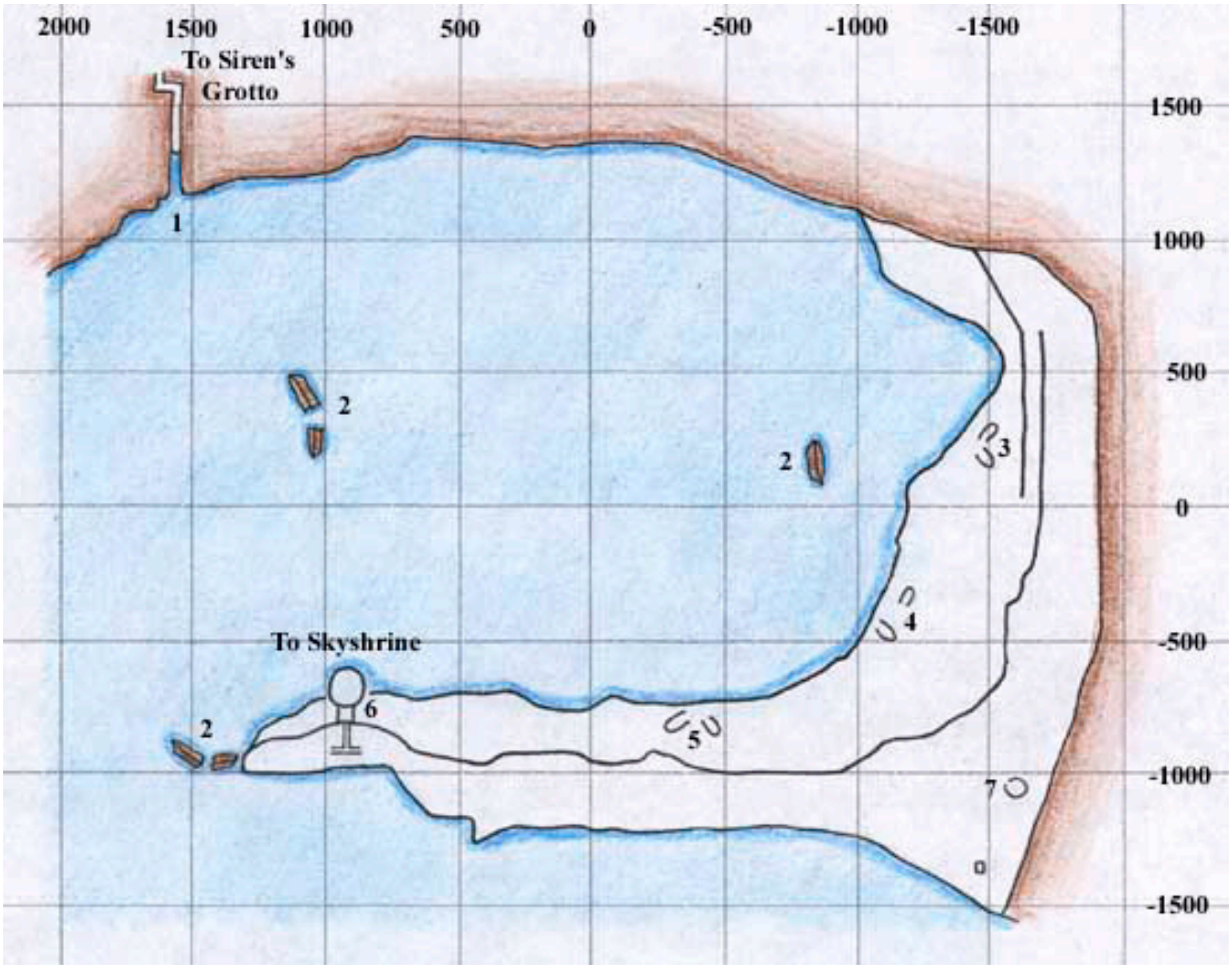

Chardok
Draelon Stormsong
N

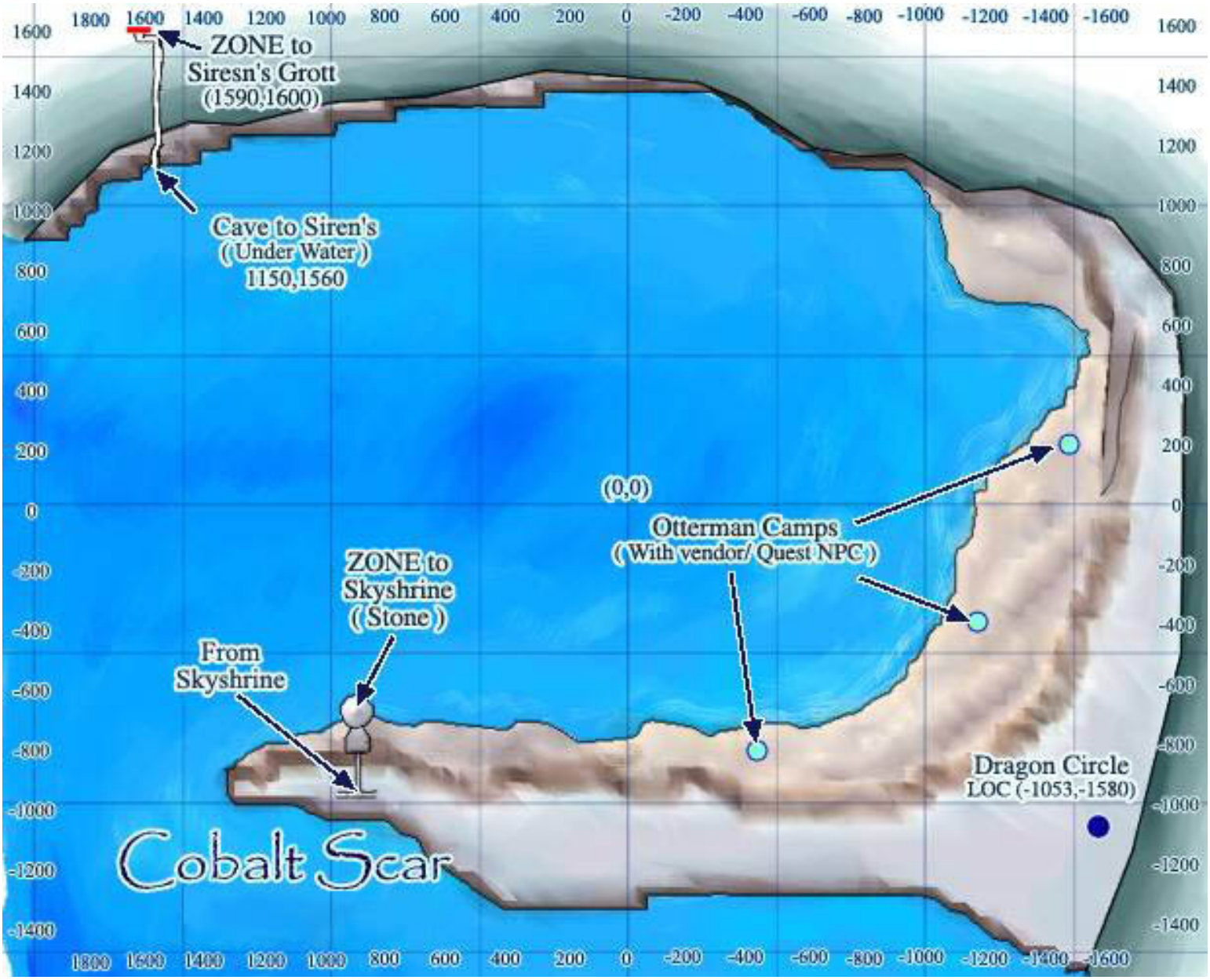

Chardok Upper Area
By: Elsbin of
Seventh Hammer
Colored areas lead to same color on other maps. Hyperlinks should be provided
Email Comments and Suggestions to:
genius@utk.edu
Korocust


600 500 400 300 200 100 0 -100 -200 -300 -400 -500 -600
600
500
400
300
200
100
0
-100
-200
-300
-400
1
A
Chardok
Lower Level
Beepbeep of
Torvonnilous
1 Niblek
A To Upper Level
Unlocked Door
Original Maps by Elsbin of 7th Hammer, Mapfiend of
www.k-r-g.com/mapfiend, Torrid Brightflame of
Druzzil Ro and Gnix Gimblestan of Quellious.

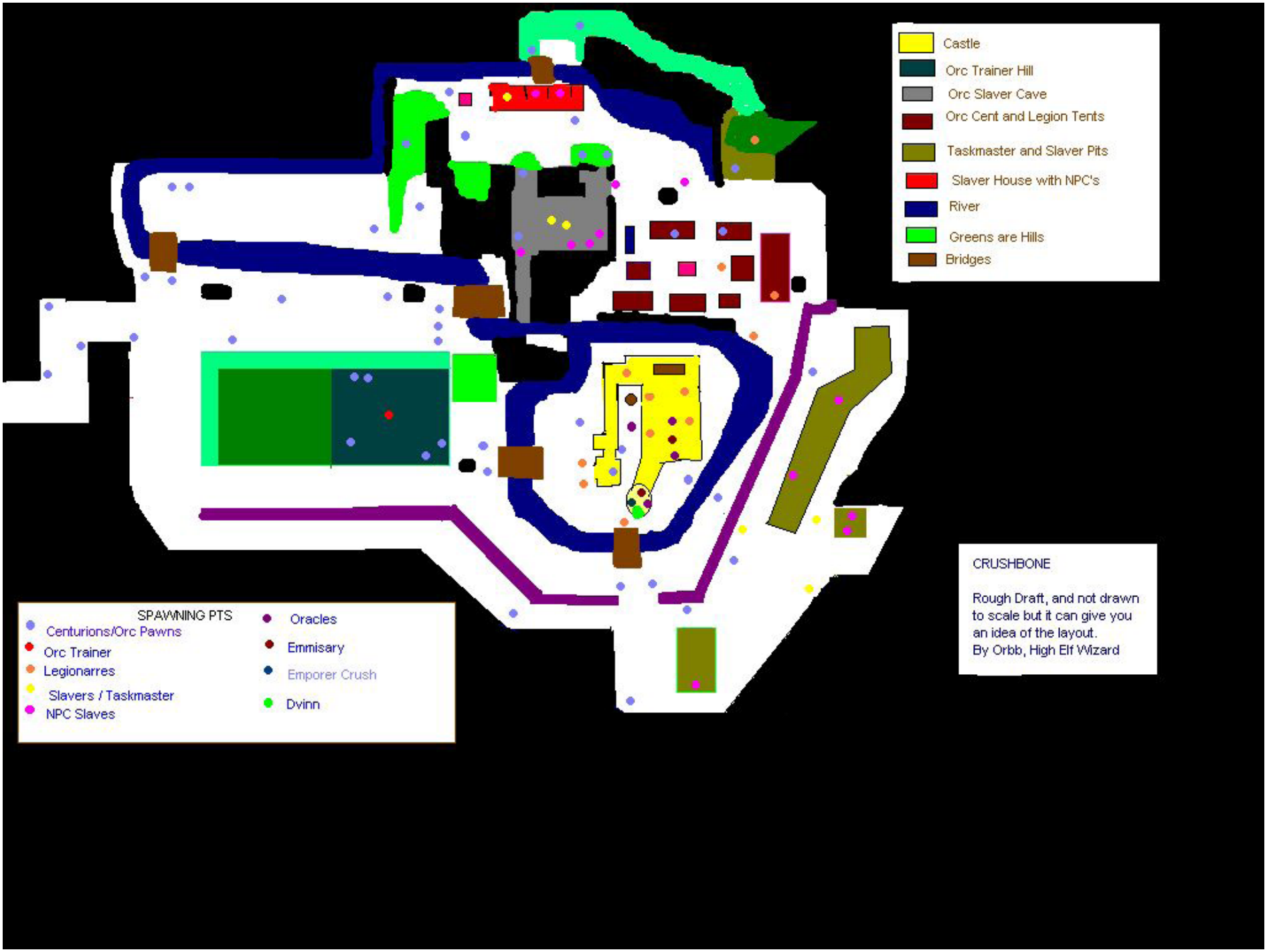

Chardok
By Jayr Prestidigitator
Bertoxx
A
B
A
Entrance
Exit
A Stairs
B Pit Fall
C Undiscovered
C


Main City
To Upper Areas
1
2
3
4
5
6
To Emerald Jungle
250
0
-250
250
0
-250
-500
-750
7
8
9
Lift to Upper Floor
250
0
-250
Parapets and Platforms

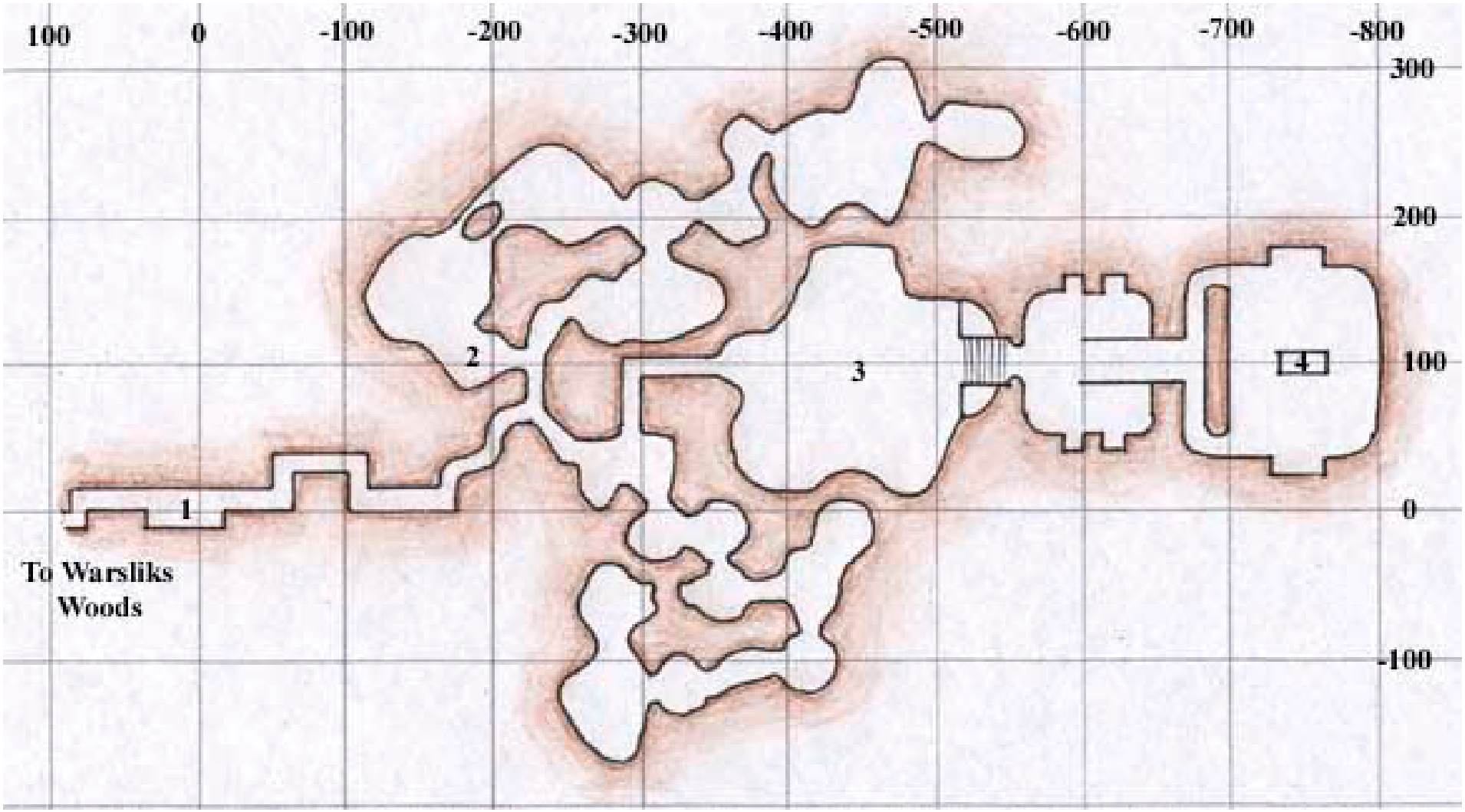

2000
1500
1000
500
0
-500
-1000
-1500
To Siren's Grotto
1
2
2
2
3
4
5
6
7
To Skyshrine
1500
1000
500
0
-500
-1000
-1500

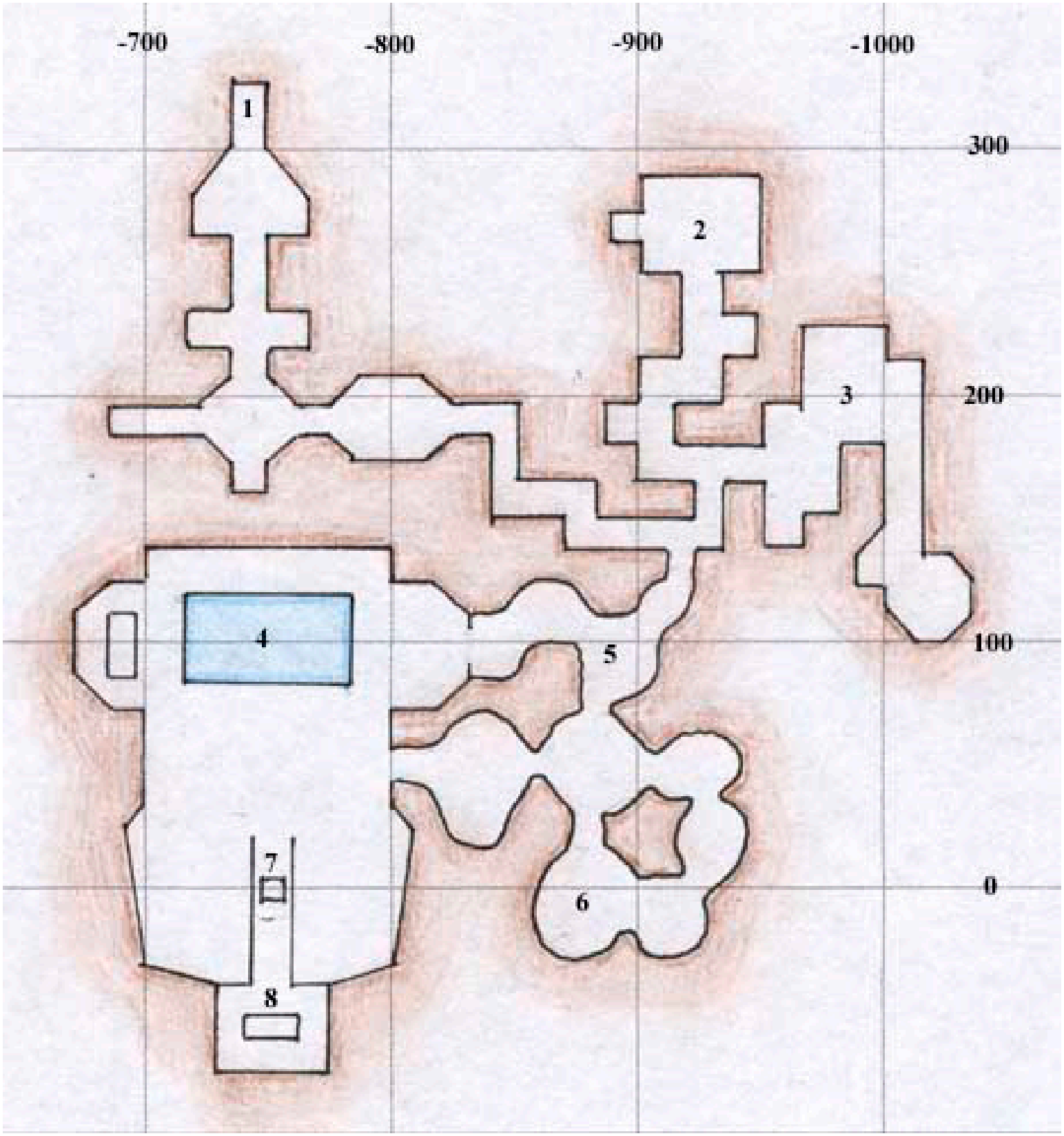

ZONE to
Siresn's Grott
(1590,1600)
Cave to Siren's
(Under Water)
1150,1560
(0,0)
Otterman Camps
(With vendor/ Quest NPC)
ZONE to
Skyshrine
(Stone)
From
Skyshrine
Dragon Circle
LOC (-1053,-1580)
Cobalt Scar

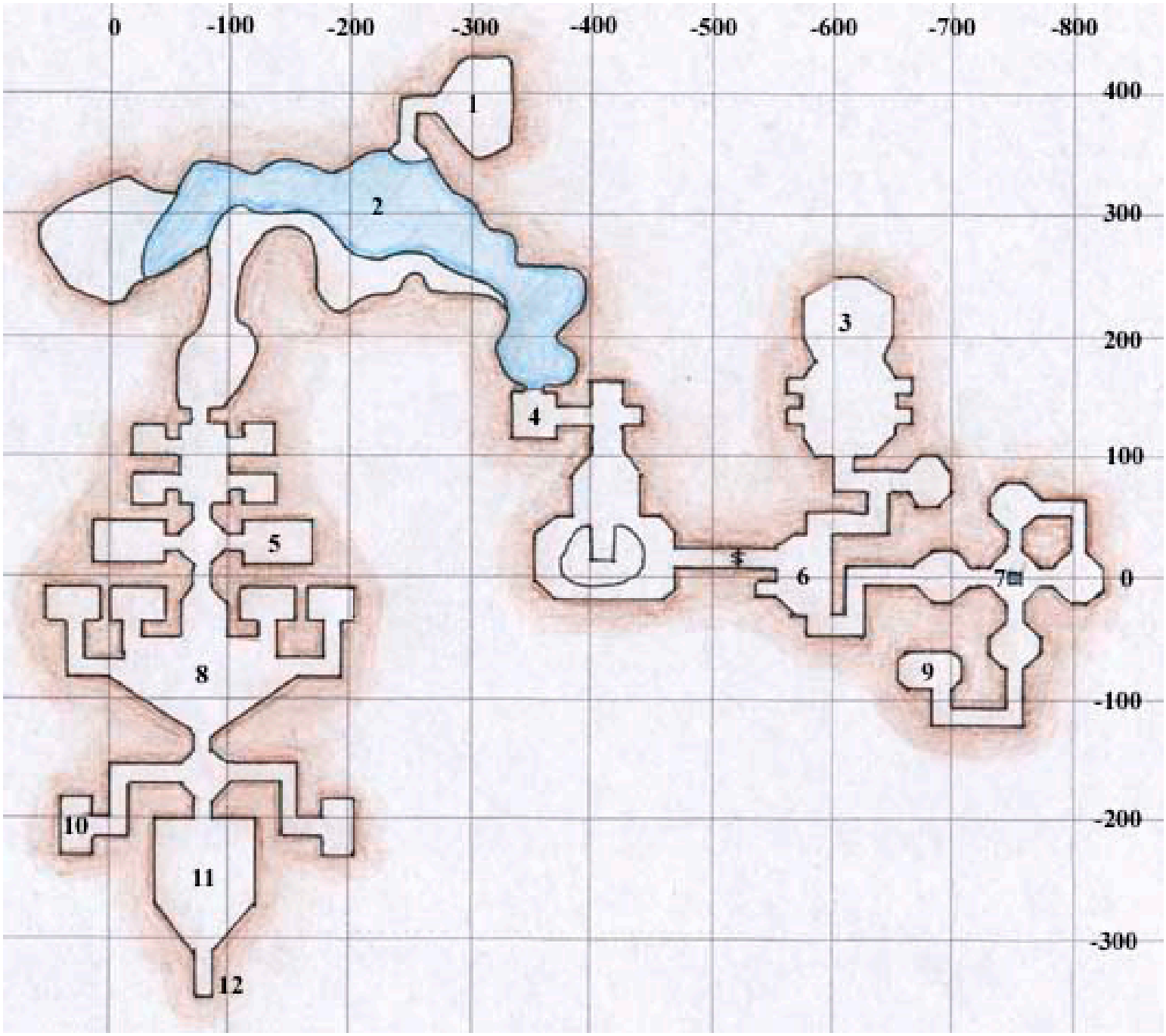
800
600
400
200
0
-200
400
200
0
-200
-400
-600
1
2
3
4
5
6
To Greater
Faydark

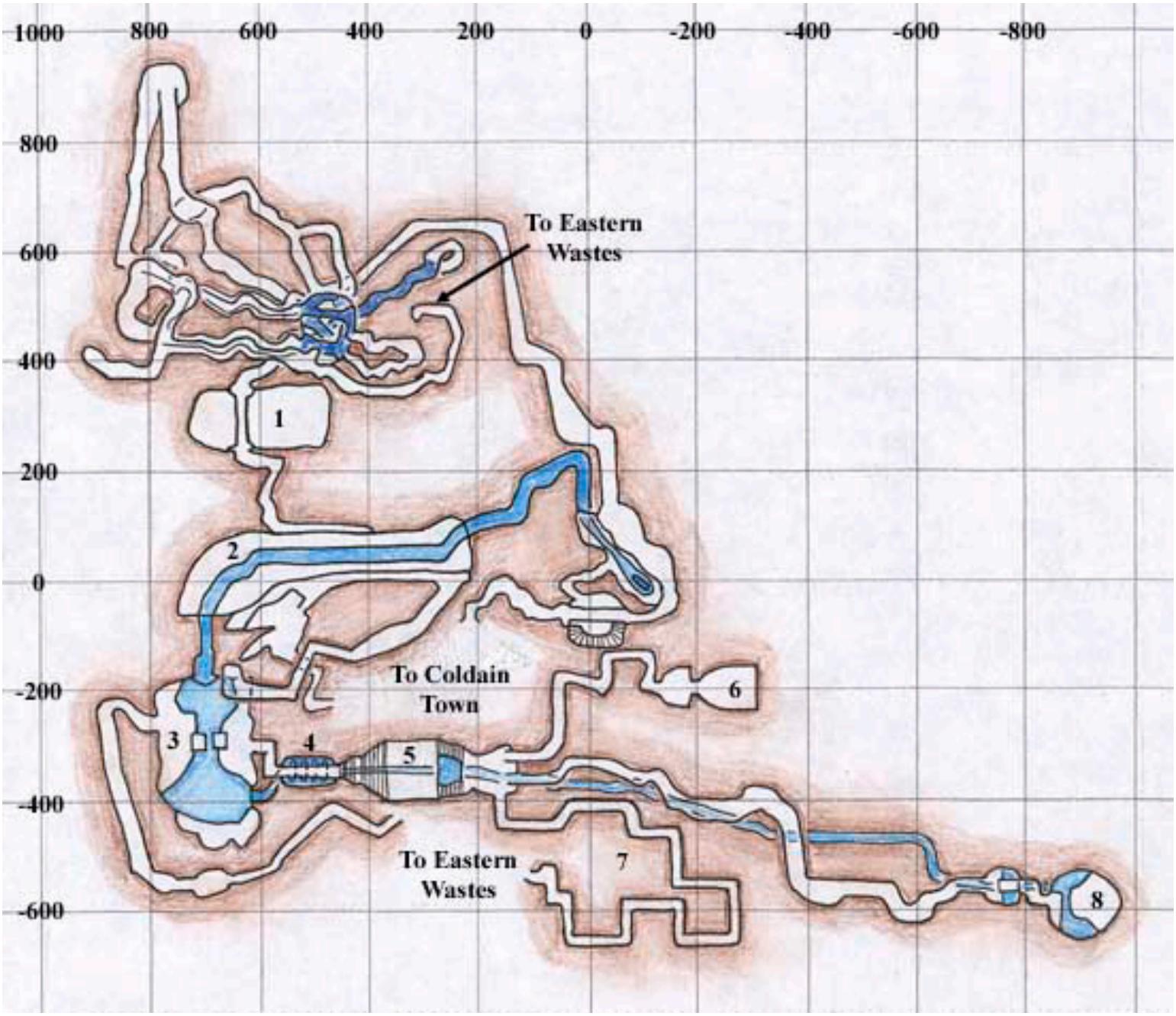

Castle
Orc Trainer Hill
Orc Slaver Cave
Orc Cent and Legion Tents
Taskmaster and Slaver Pits
Slaver House with NPC's
River
Greens are Hills
Bridges
SPAWNING PTS
Centurions/Orc Pawns
Orc Trainer
Legionarres
Slavers / Taskmaster
NPC Slaves
Oracles
Emmisary
Emporer Crush
Dvinn
CRUSHBONE
Rough Draft, and not drawn to scale but it can give you an idea of the layout.
By Orbb, High Elf Wizard

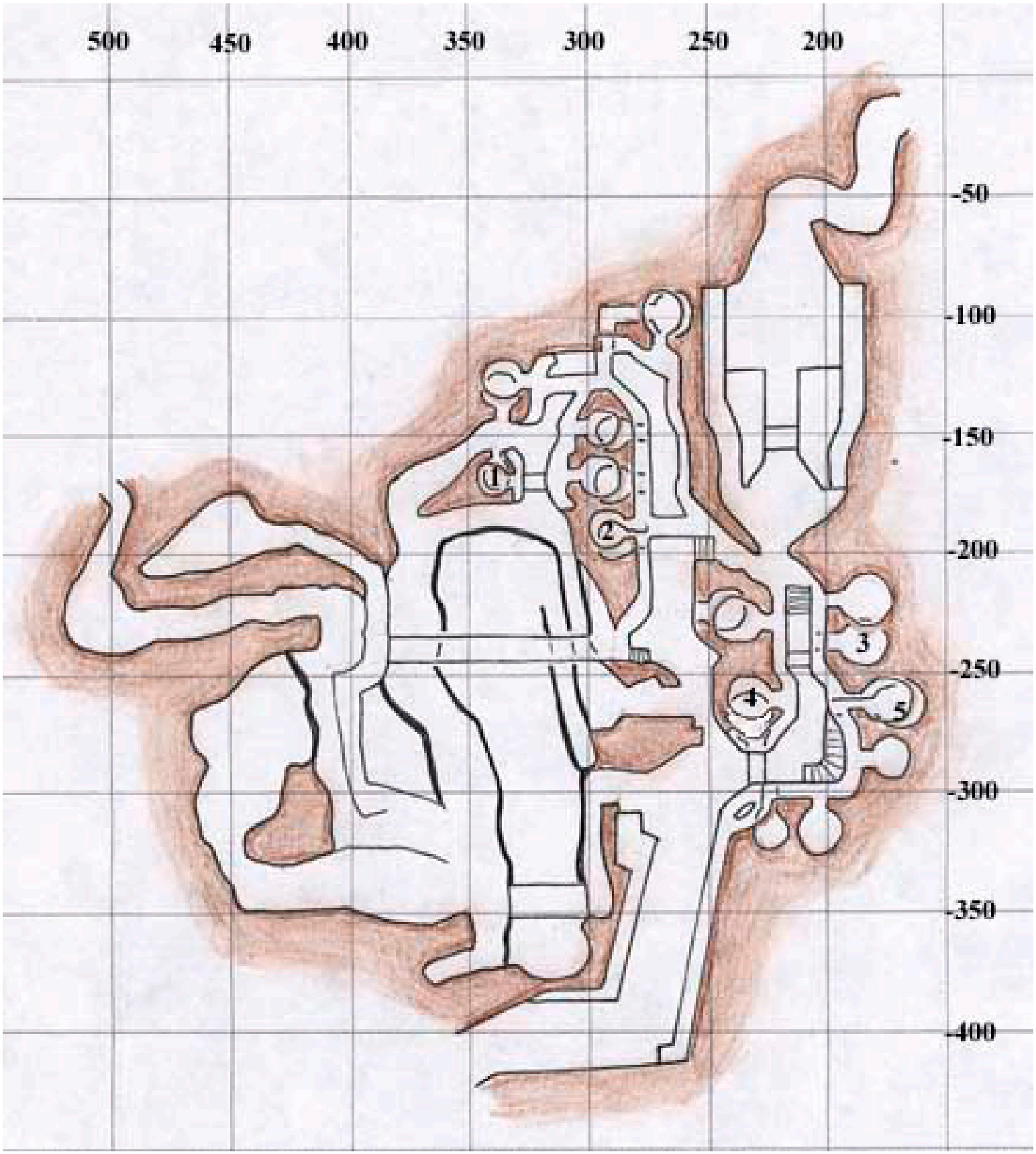
Crypt of Dalnir A

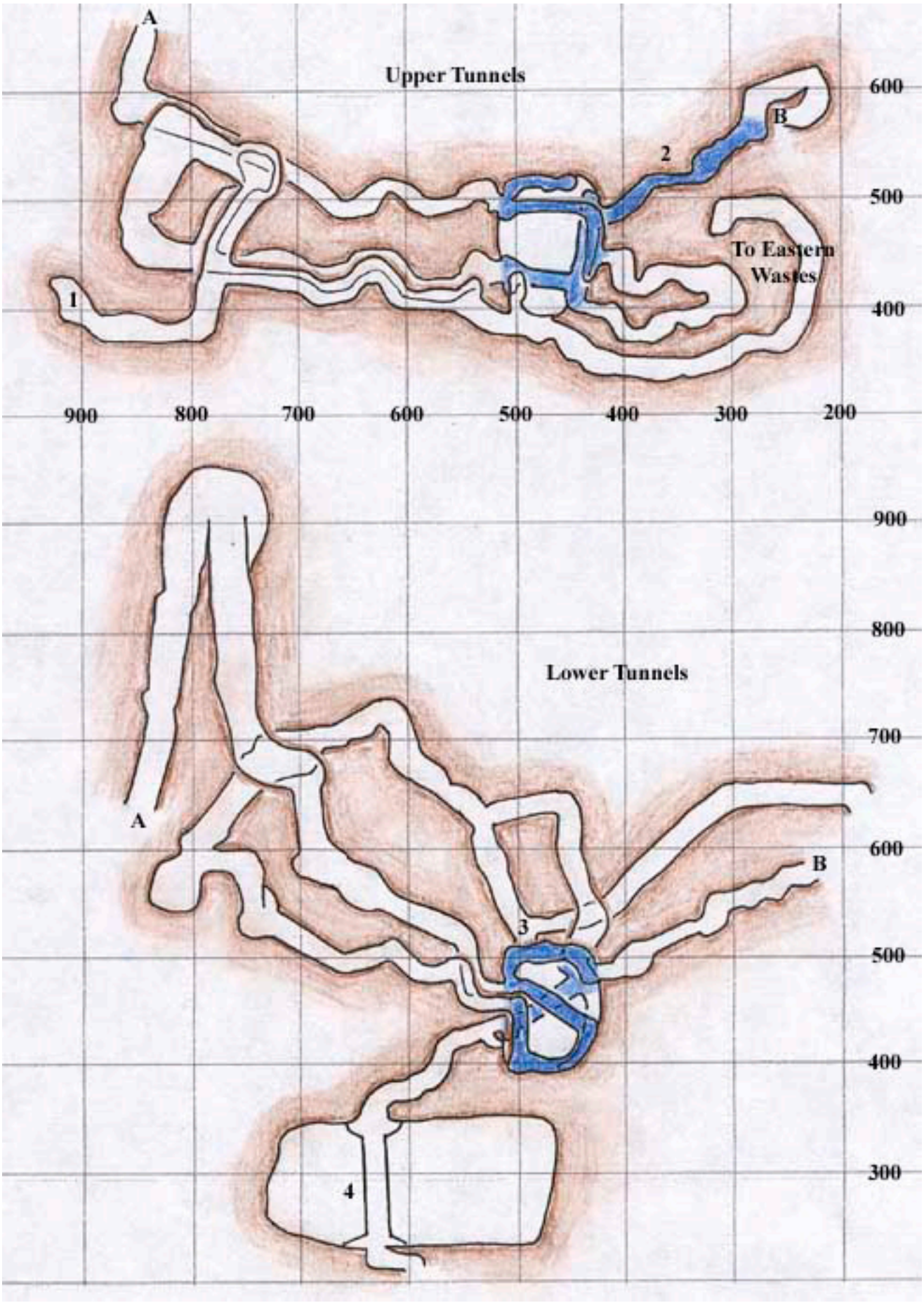


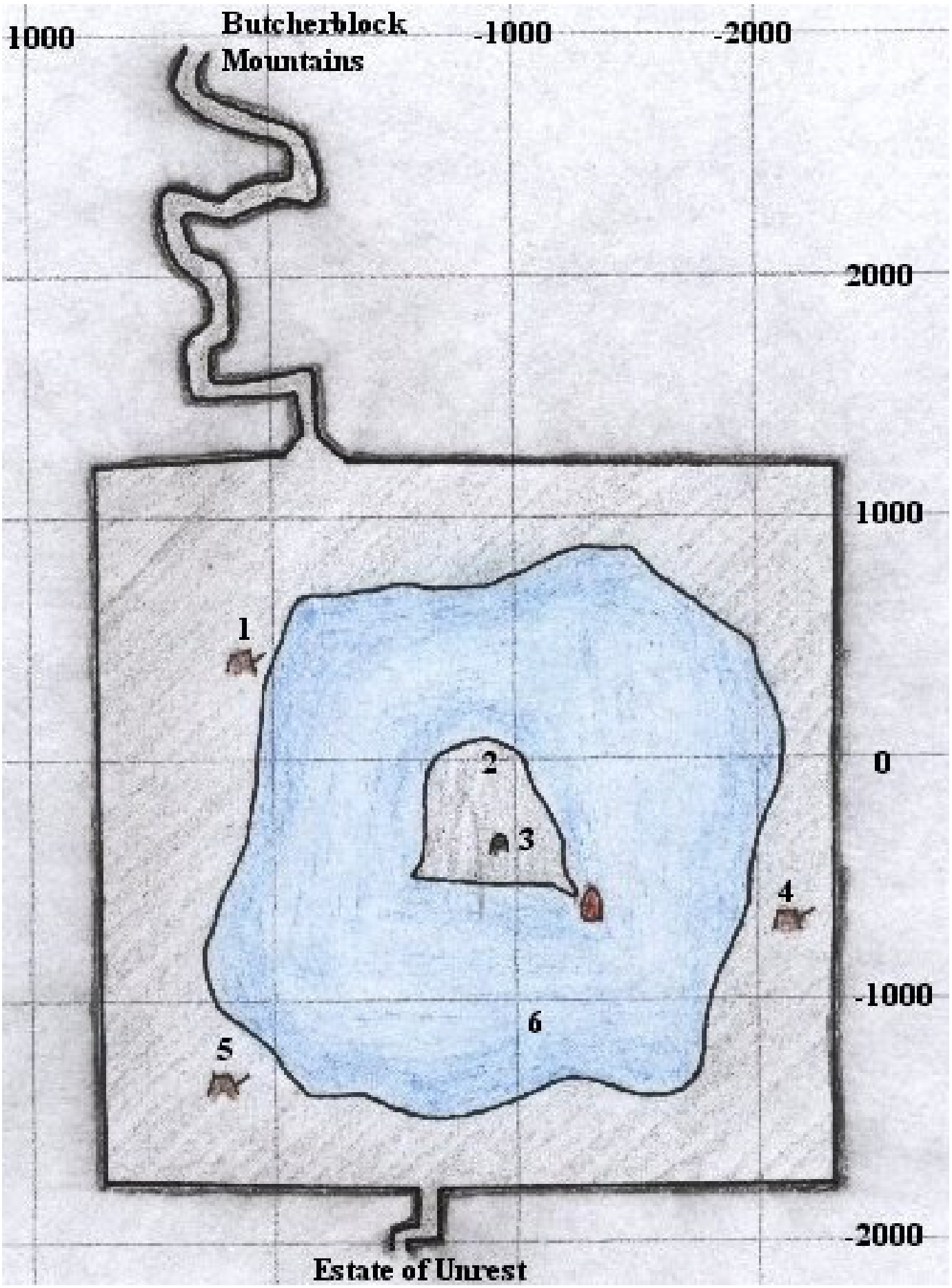

-700
-800
-900
-1000
300
200
100
0
1
2
3
4
5
6
7
8

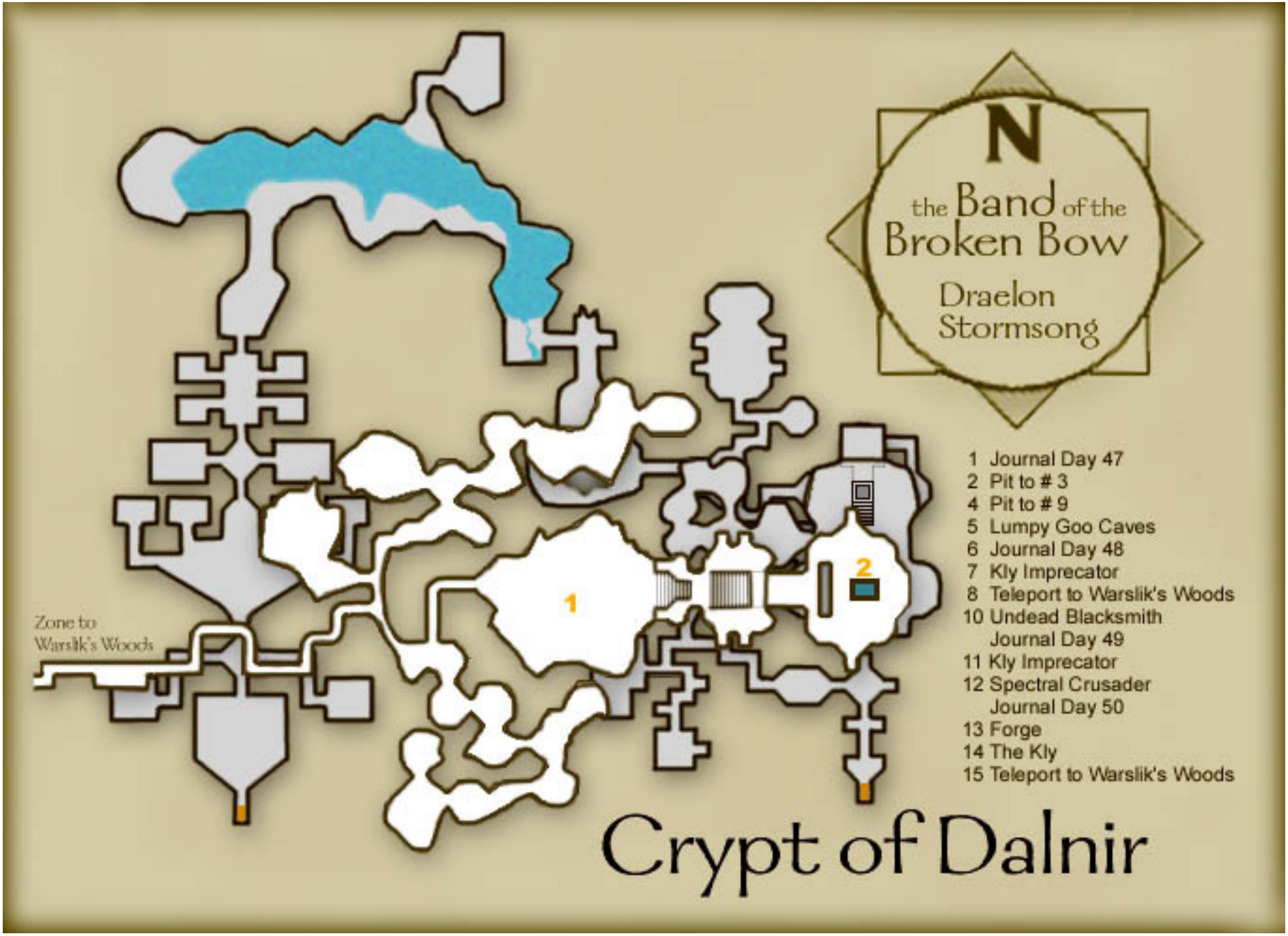

0
-100
-200
-300
-400
-500
-600
-700
-800
400
300
200
100
0
-100
-200
-300
1
2
3
4
5
6
7
8
9
10
11
12

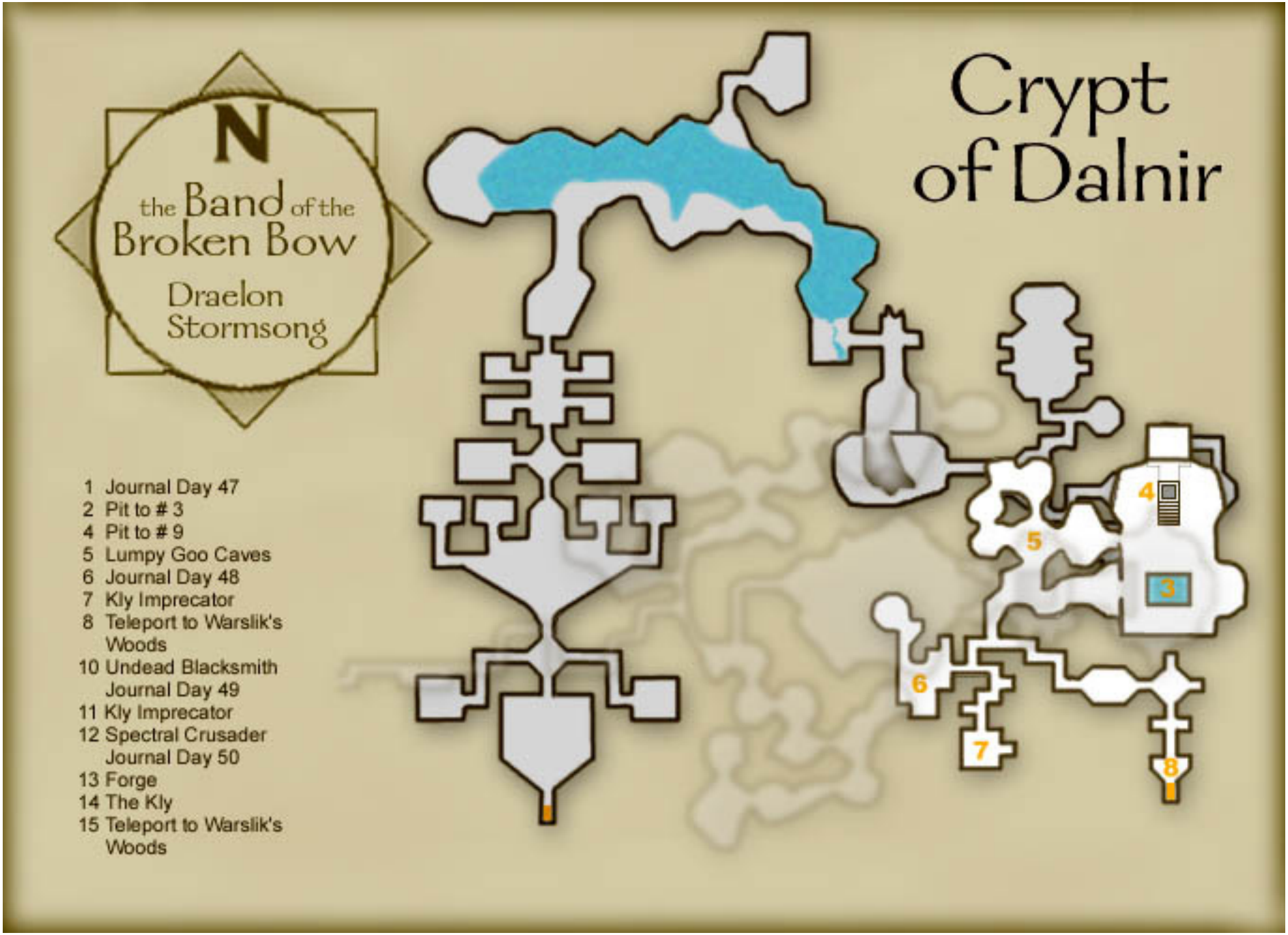

1000
800
600
400
200
0
-200
-400
-600
-800
800
600
400
200
0
-200
-400
-600
To Eastern Wastes
1
2
To Coldain Town
6
3
4
5
To Eastern Wastes
7
8

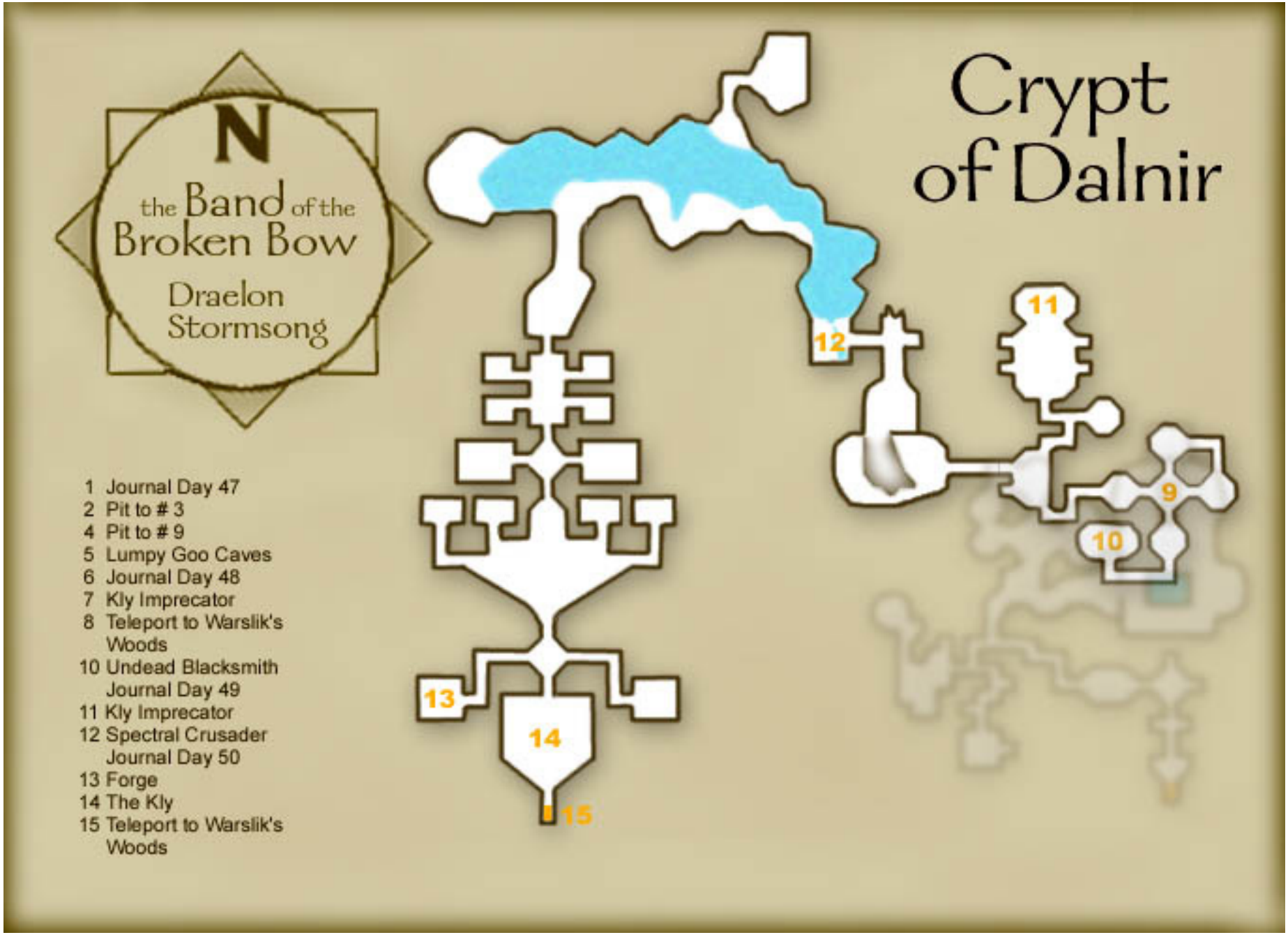

500
450
400
350
300
250
200
-50
-100
-150
-200
-250
-300
-350
-400
1
2
3
4
5


A
Upper Tunnels
600
B
2
500
To Eastern
Wastes
1
400
900
800
700
600
500
400
300
200
900
800
Lower Tunnels
700
A
600
B
3
500
400
300
4


1000
Butcherblock Mountains
-1000
-2000
2000
1000
0
-1000
-2000
1
2
3
4
5
6
Estate of Unrest

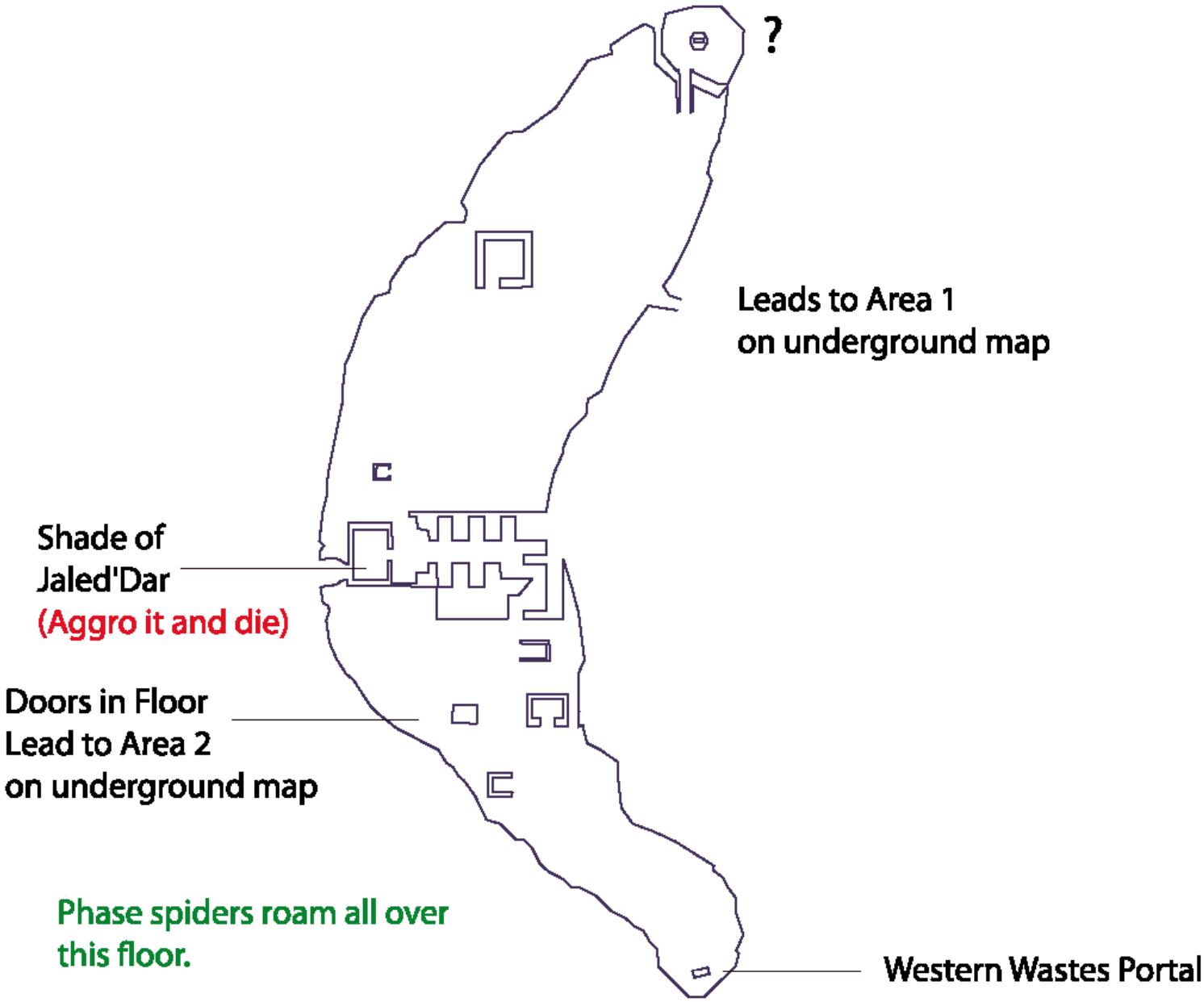

N
the Band of the Broken Bow
Draelon Stormsong
1 Journal Day 47
2 Pit to # 3
4 Pit to # 9
5 Lumpy Goo Caves
6 Journal Day 48
7 Kly Imprecator
8 Teleport to Warslik's Woods
10 Undead Blacksmith
Journal Day 49
11 Kly Imprecator
12 Spectral Crusader
Journal Day 50
13 Forge
14 The Kly
15 Teleport to Warslik's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


Crypt of Dalnir
N
the Band of the Broken Bow
Draelon Stormsong
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
4
5
3
6
7
8


Crypt of Dalnir
N
the Band of the Broken Bow
Draelon Stormsong
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
9
10
11
12
13
14
15

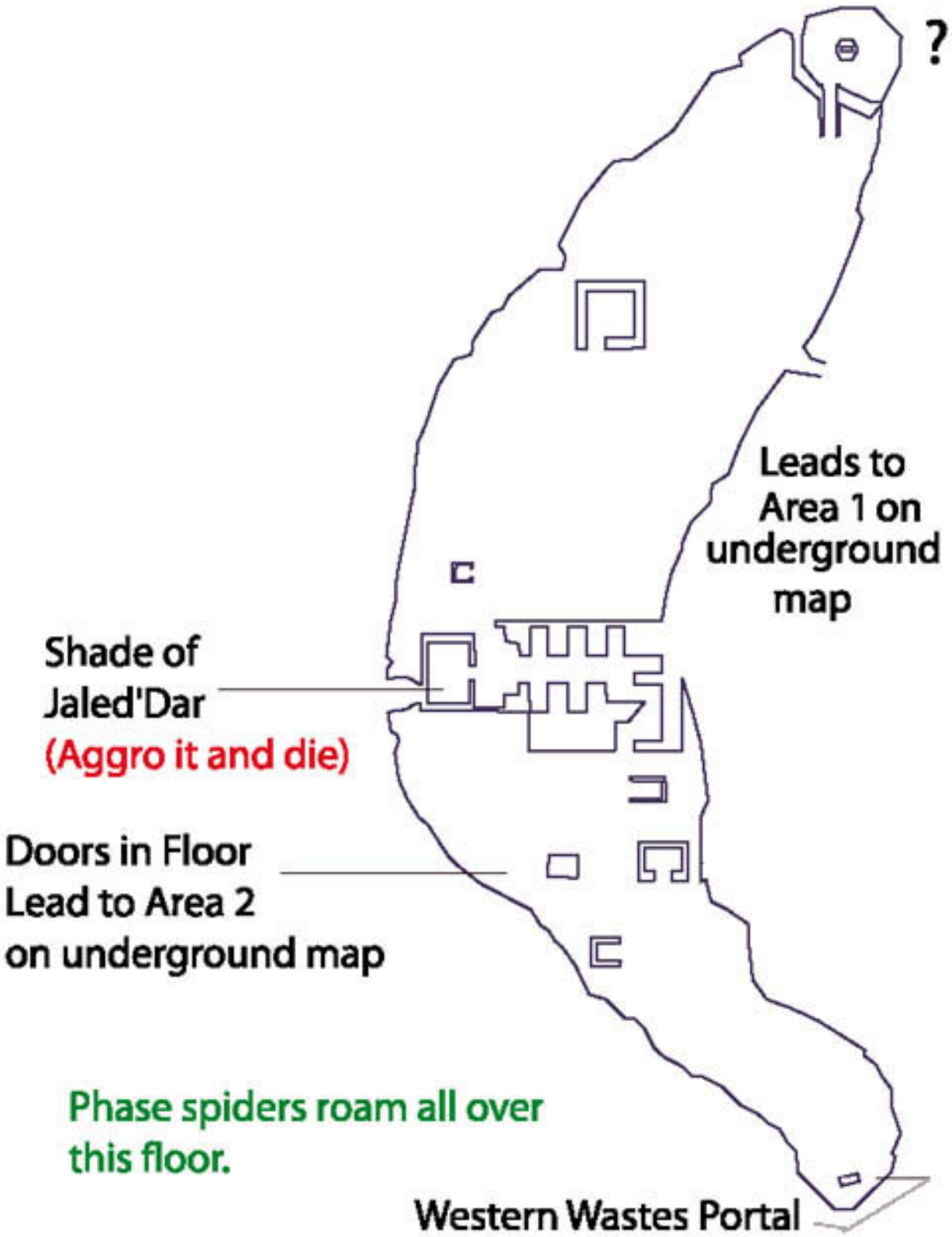
Dragon Necropolis, Upper Level

Doccus of Bristlebane

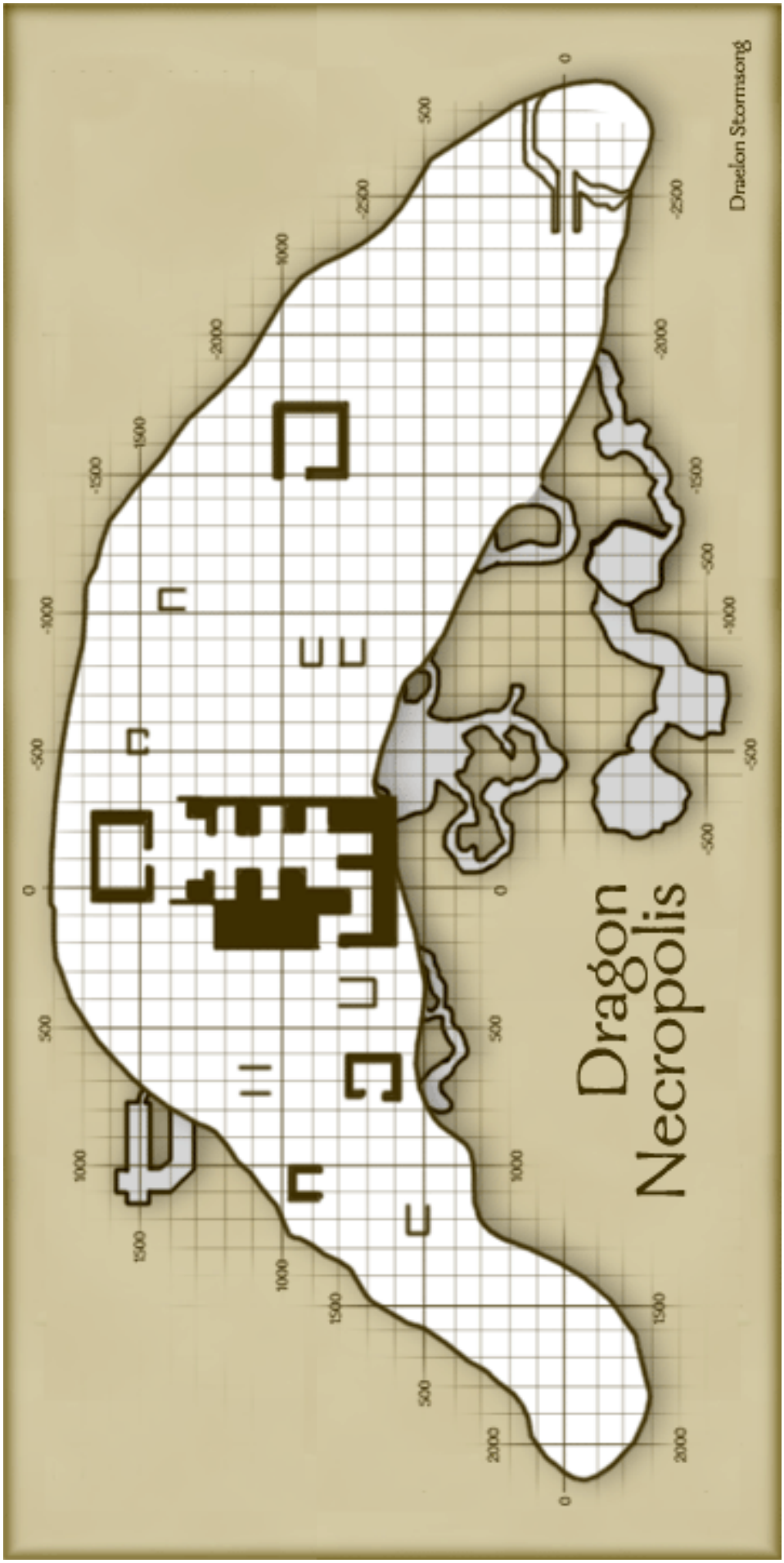


Dragon Necropolis, Upper Level

Doccus of Bristlebane

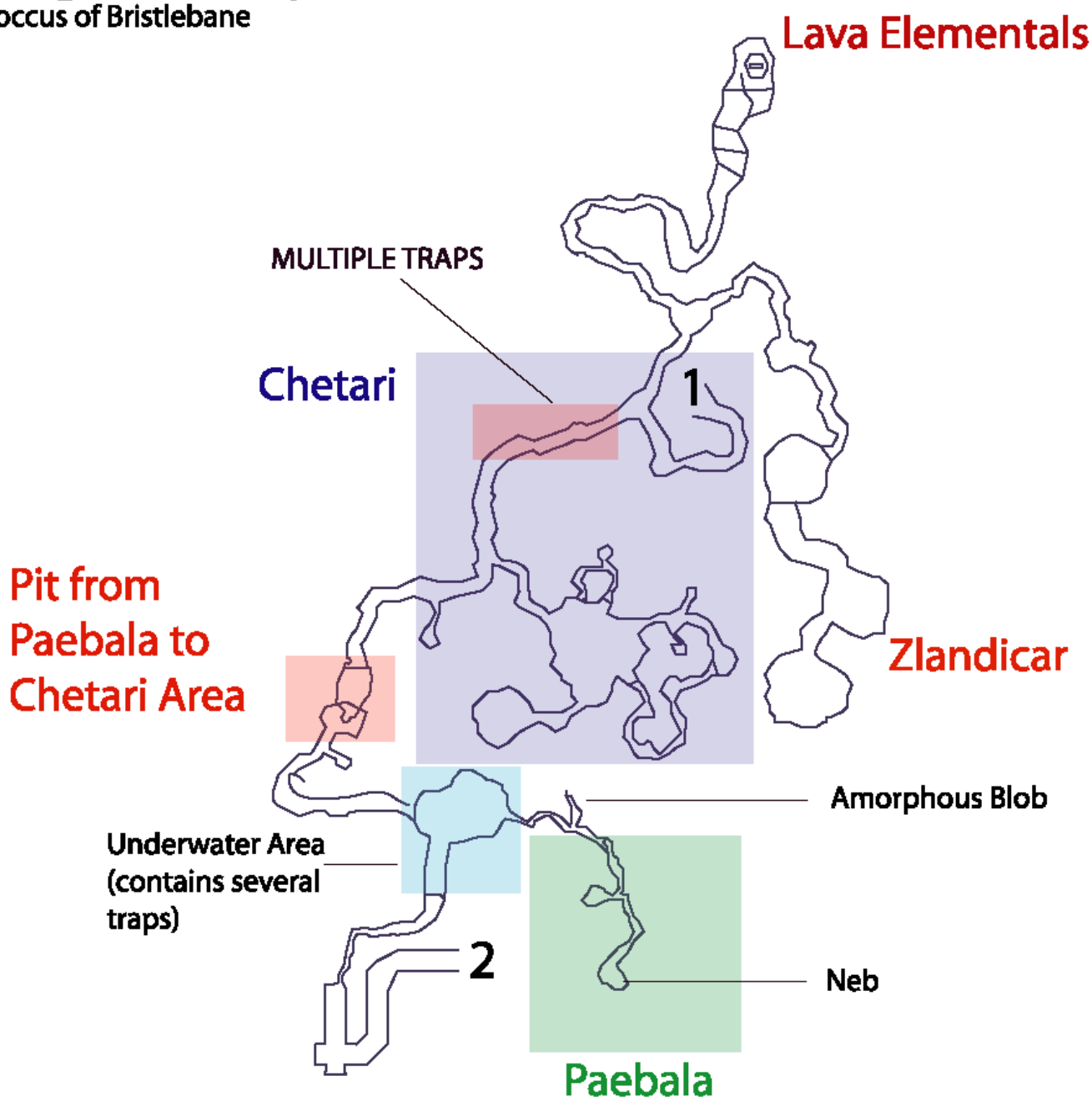


Dragon Necropolis A



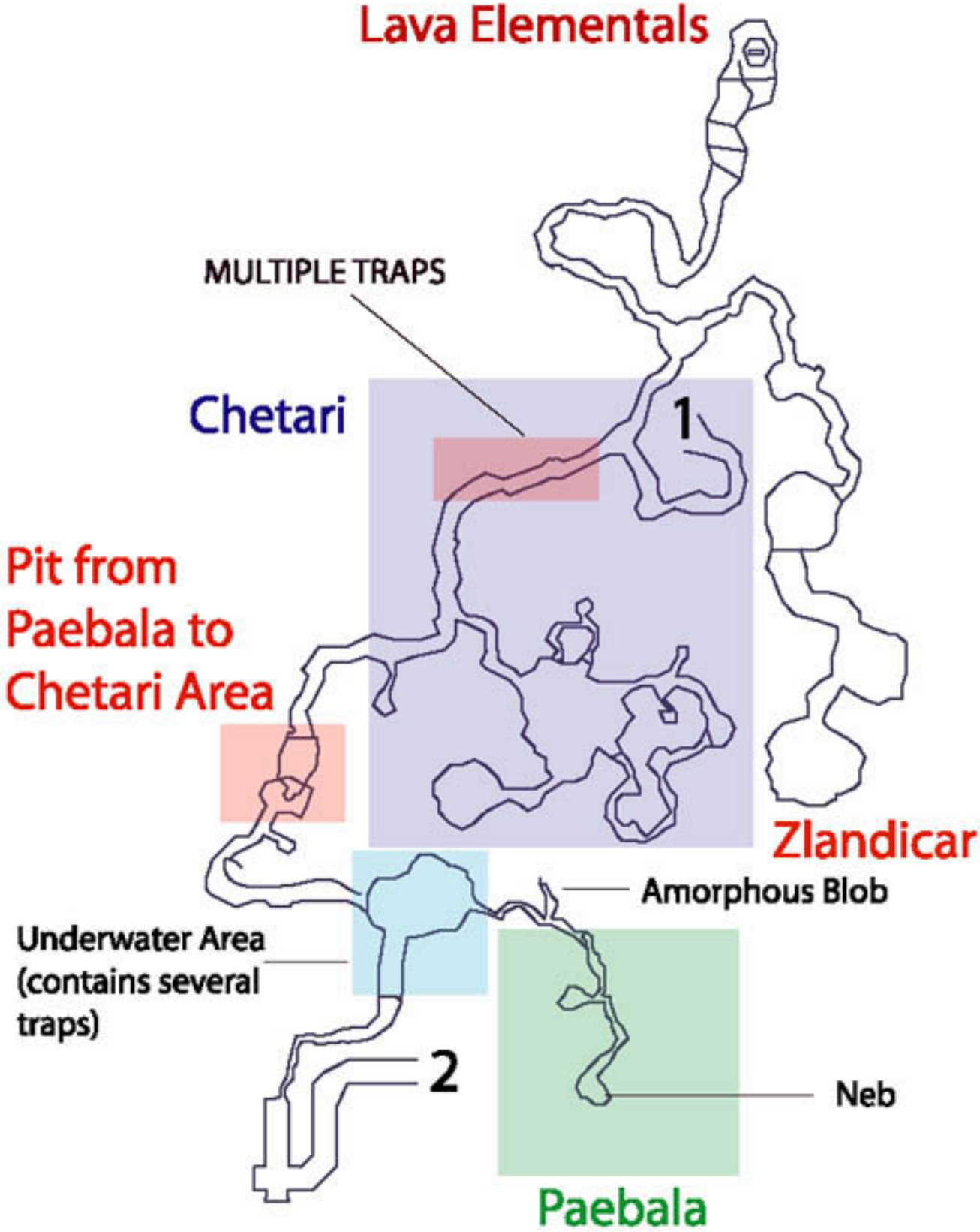
Dragon Necropolis, Lower Level

Doccus of Bristlebane

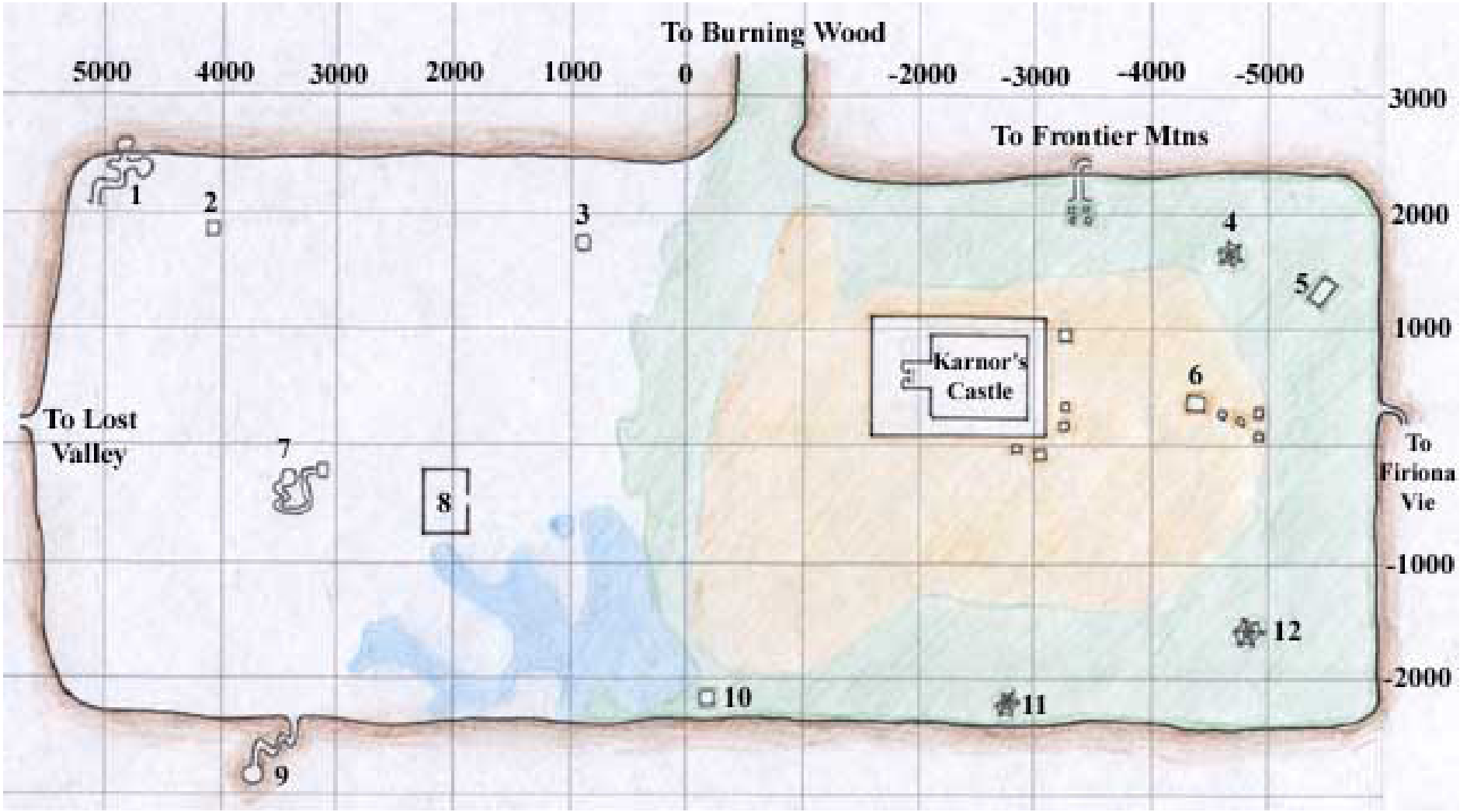


Dragon Necropolis, Lower Level

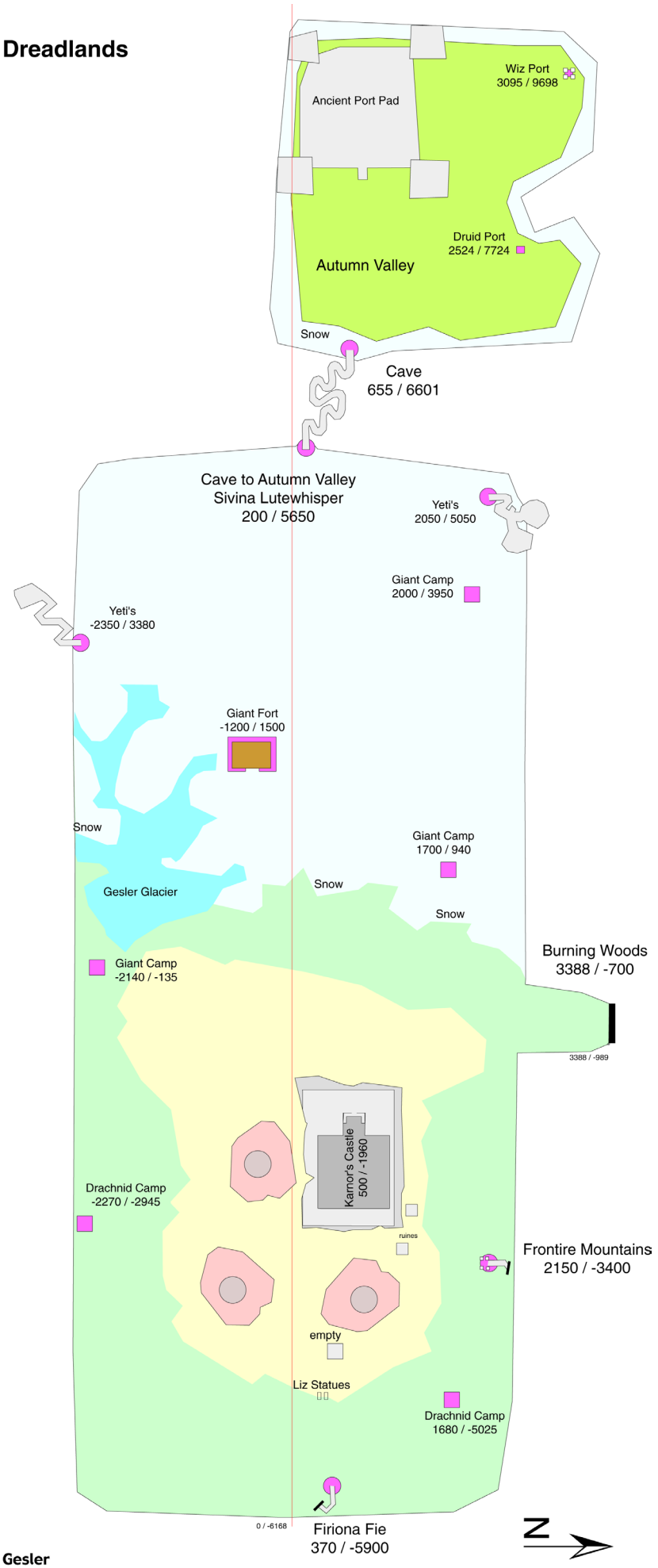
Doccus of Bristlebane



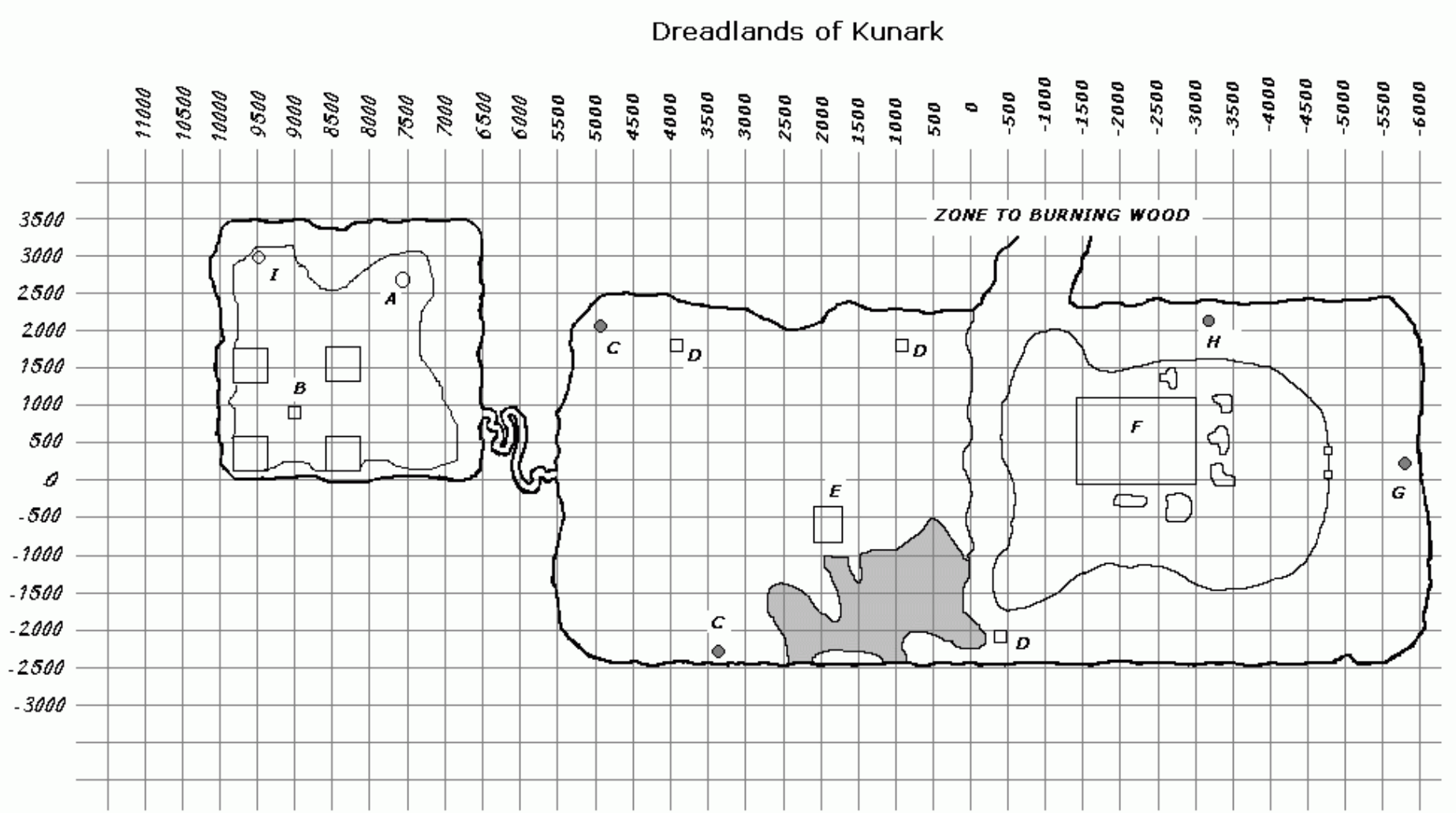
Dragon
Necropolis
Draelon Stormsong


To Burning Wood
5000
4000
3000
2000
1000
0
-2000
-3000
-4000
-5000
3000
2000
1000
-1000
-2000
To Frontier Mtns
To Lost Valley
To Firiona Vie
Karnor's Castle
1
2
3
4
5
6
7
8
9
10
11
12

Dreadlands



Gesler
Outriders of Karana
5/15/2000



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 MTNS
I - WIZZIE SPIRES

N

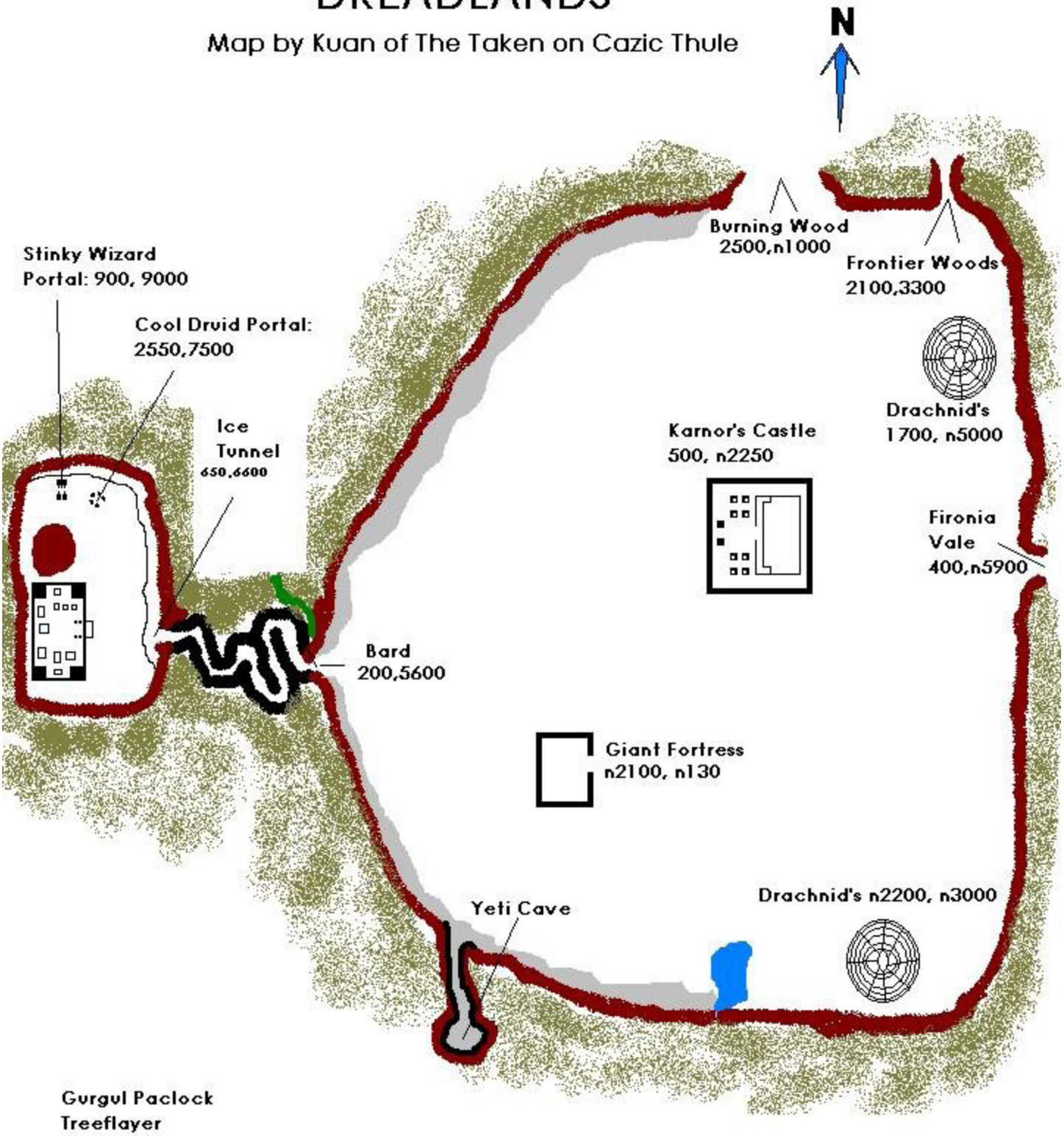
BY:

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

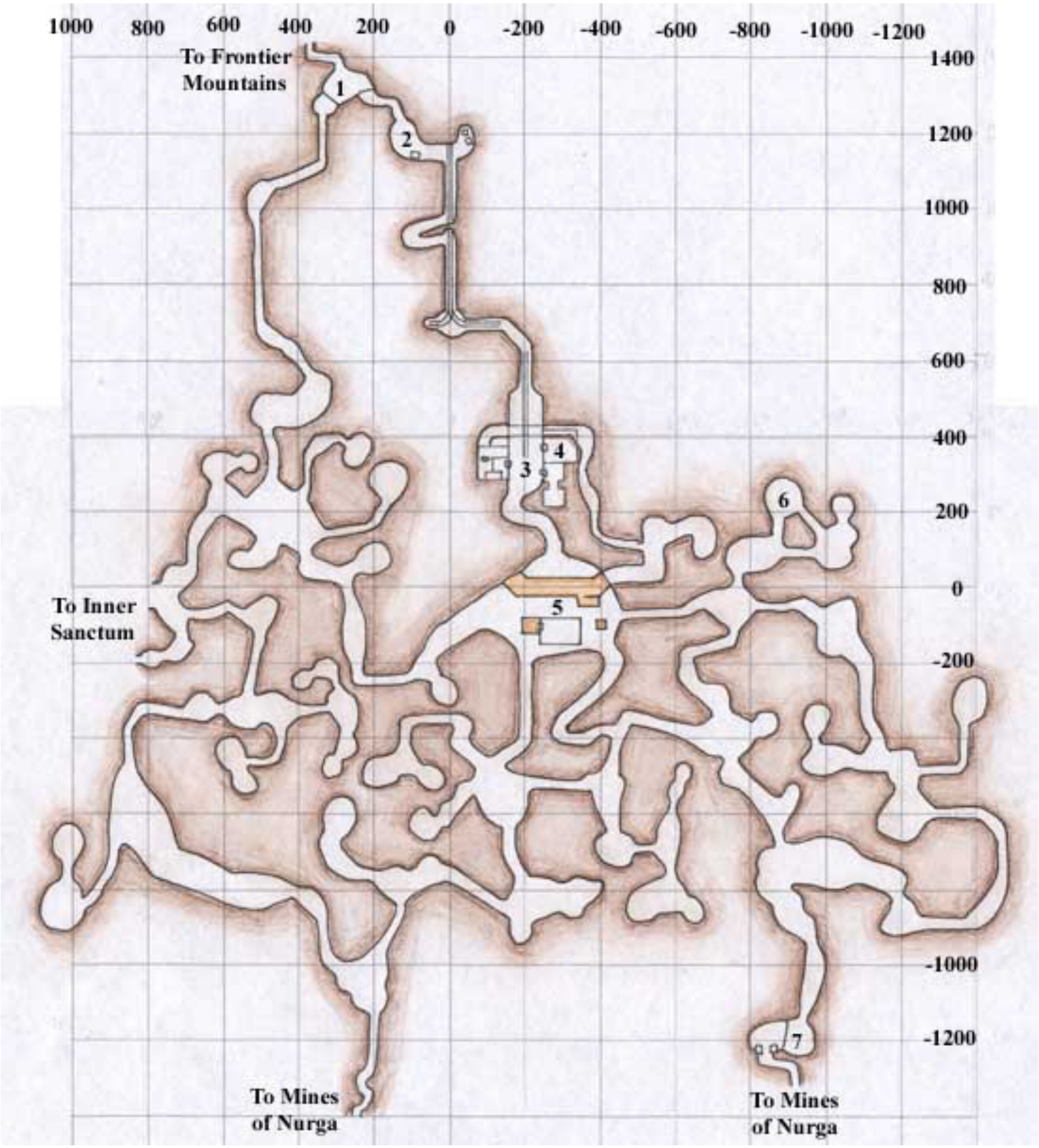
Maps by Hop - http://users.telepak.net/~rickyh/mapsbyho.htm

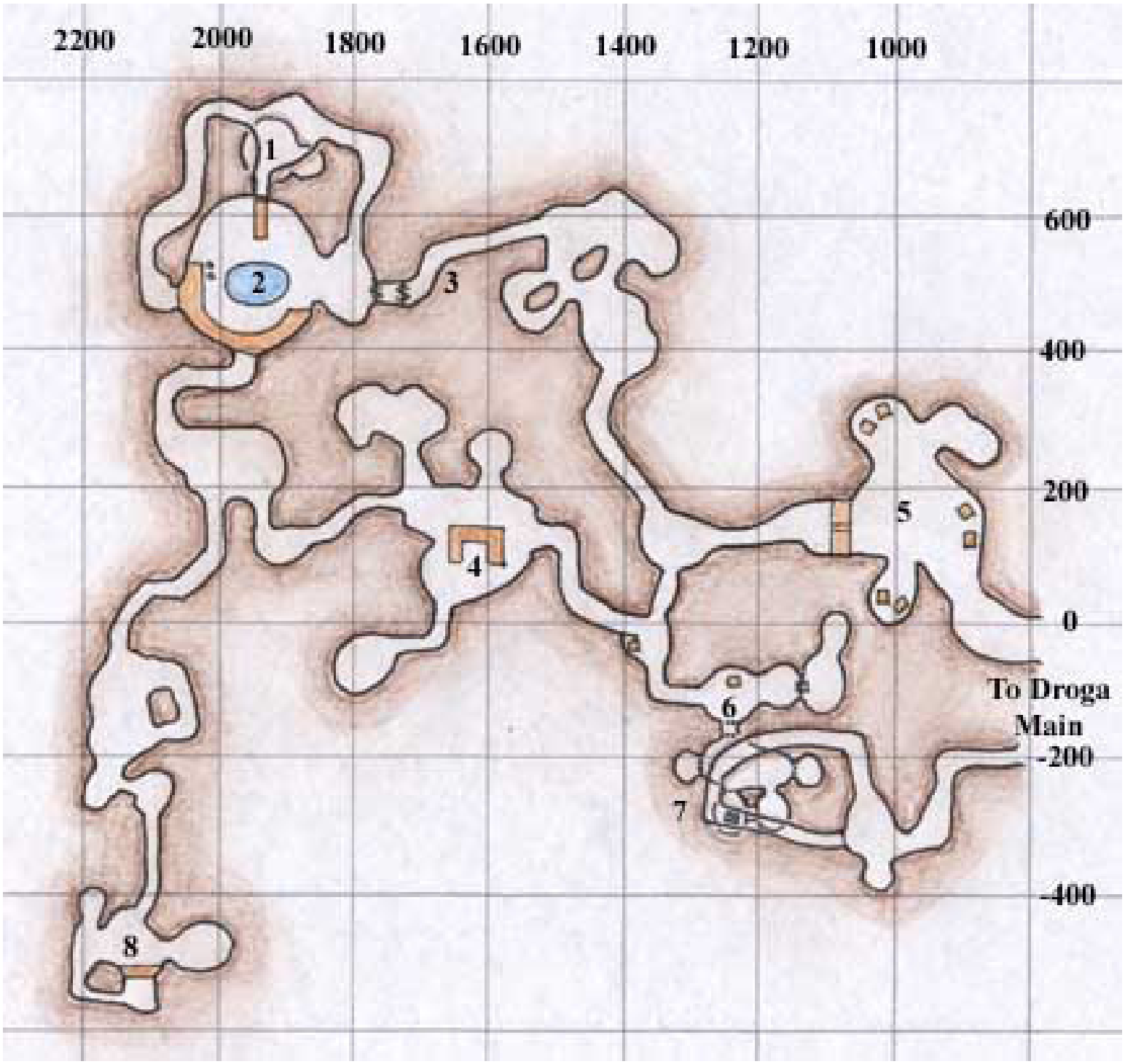
DREADLANDS

Map by Kuan of The Taken on Cazic Thule



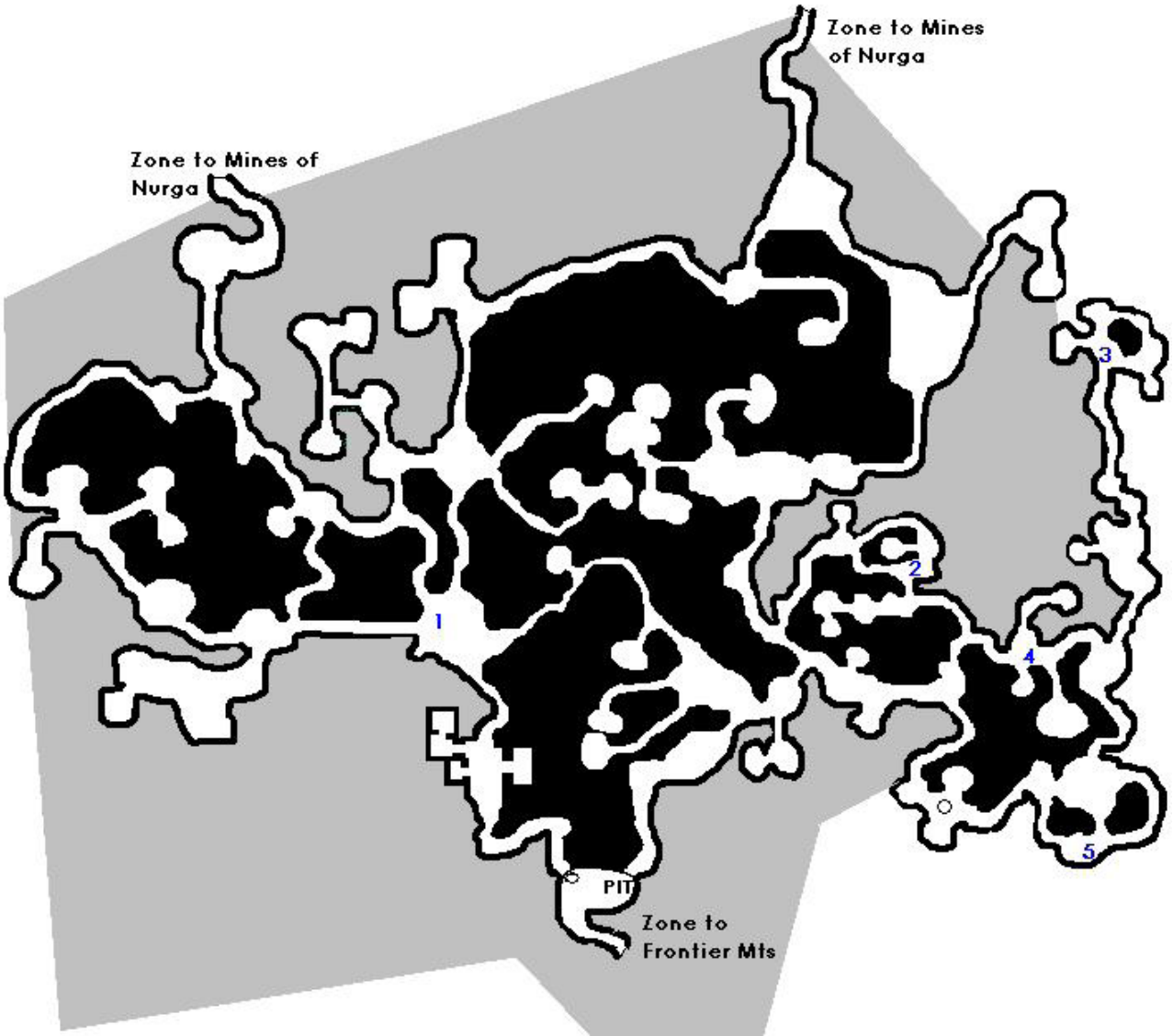
Gurgul Paclock
Treeflayer
Wulfare Lonewolf (Yellow Whip)
Dread Widow (Drachnid Thyxl ac5, int5, mana40,mr10 casters only)
Mountain Giant Patriarch (Tree Weave)
Dread Stalker


1000
800
600
400
200
0
-200
-400
-600
-800
-1000
-1200
1400
1200
1000
800
600
400
200
0
-200
-1000
-1200
To Frontier Mountains
1
2
3
4
5
6
7
To Inner Sanctum
To Mines of Nurga
To Mines of Nurga


2200
2000
1800
1600
1400
1200
1000
600
400
200
0
-200
-400
1
2
3
4
5
6
7
8
To Droga
Main

TEMPLE OF DROGA

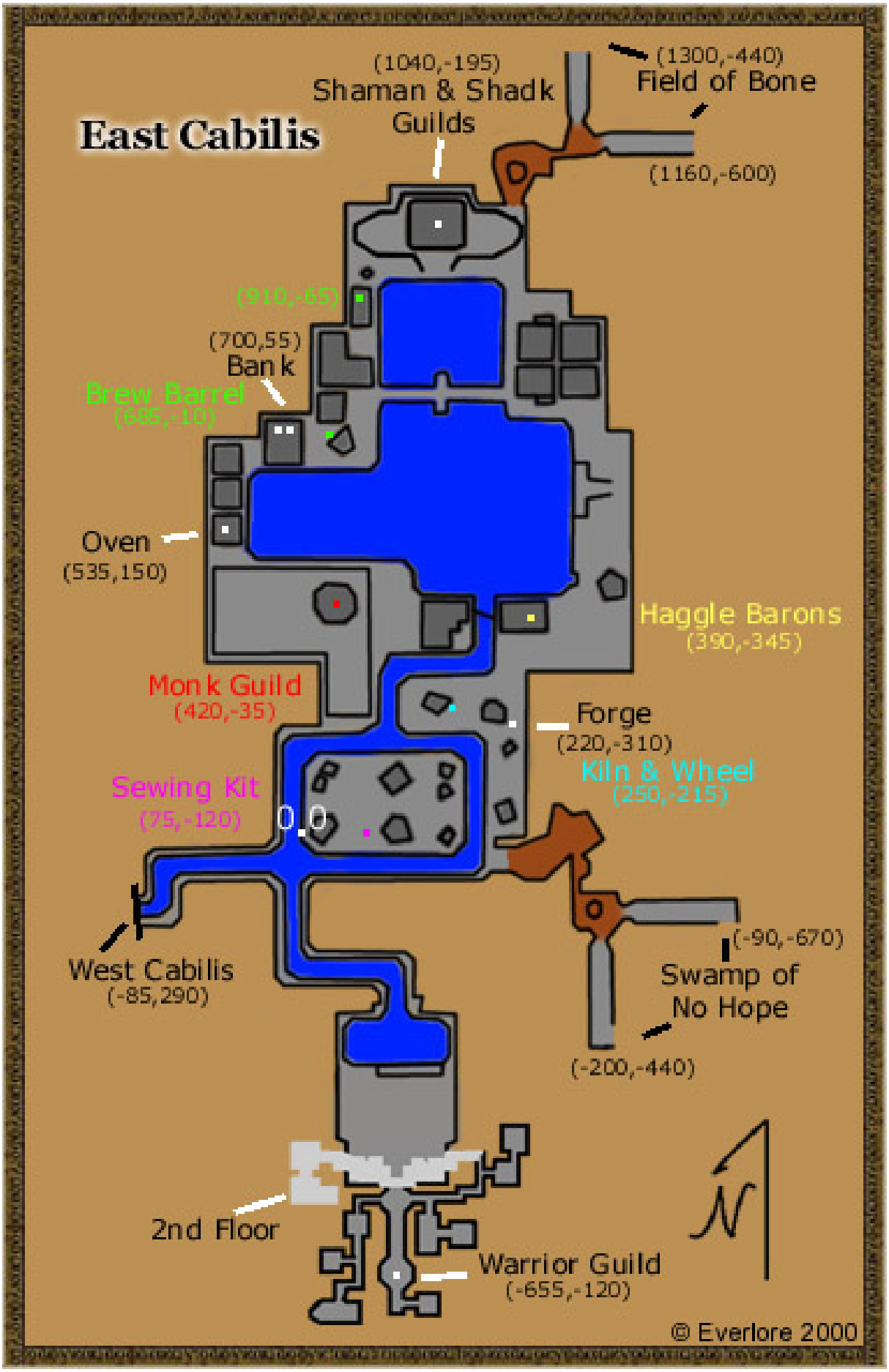
Map by Kuan of The Taken on Cazic Thule



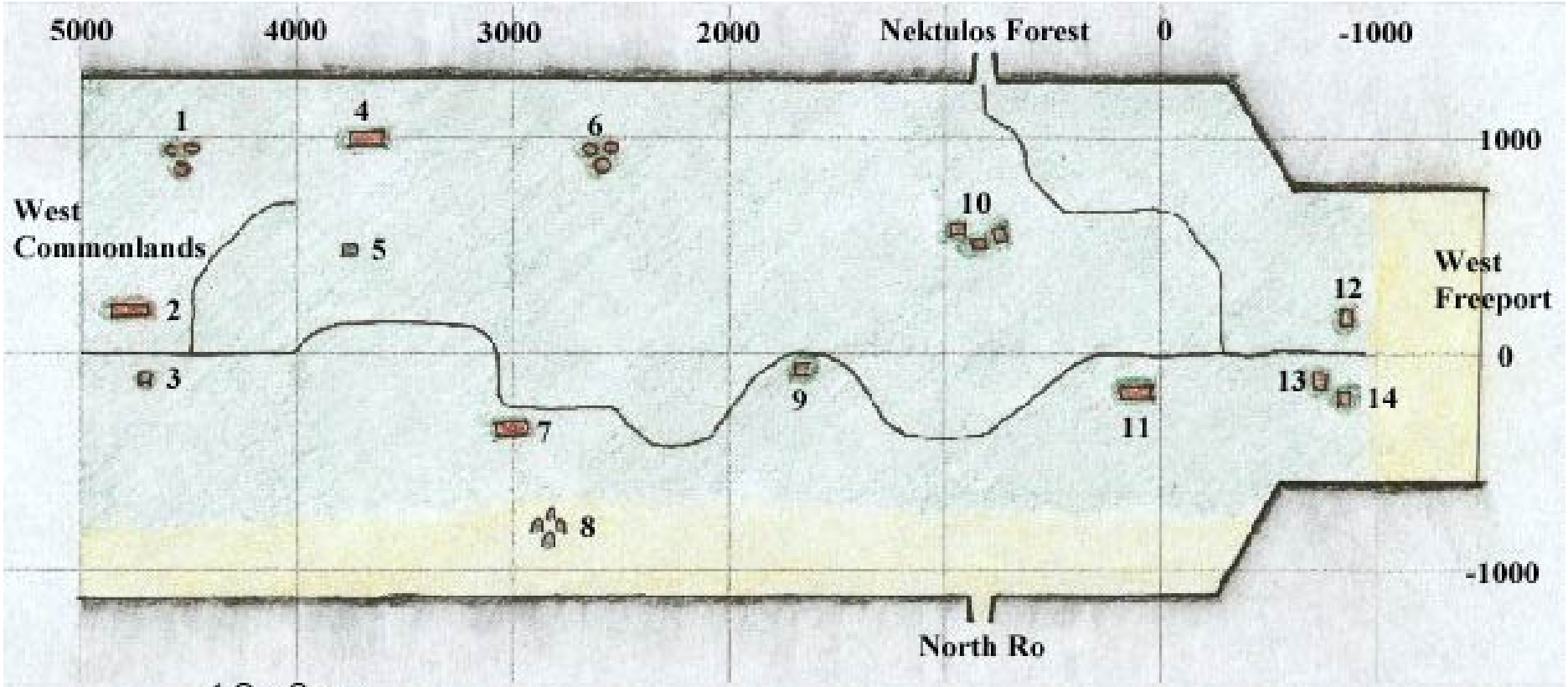
1. Goblin City. Warders (Shroud of Nature)
2. Jail (pit traps around)
3. Store Room
4. Dining Room
5. Soothsayer Dregza

Canyoneer (Canyoneer Pike 6/27 procs drowsy)
Chief RukGus (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)

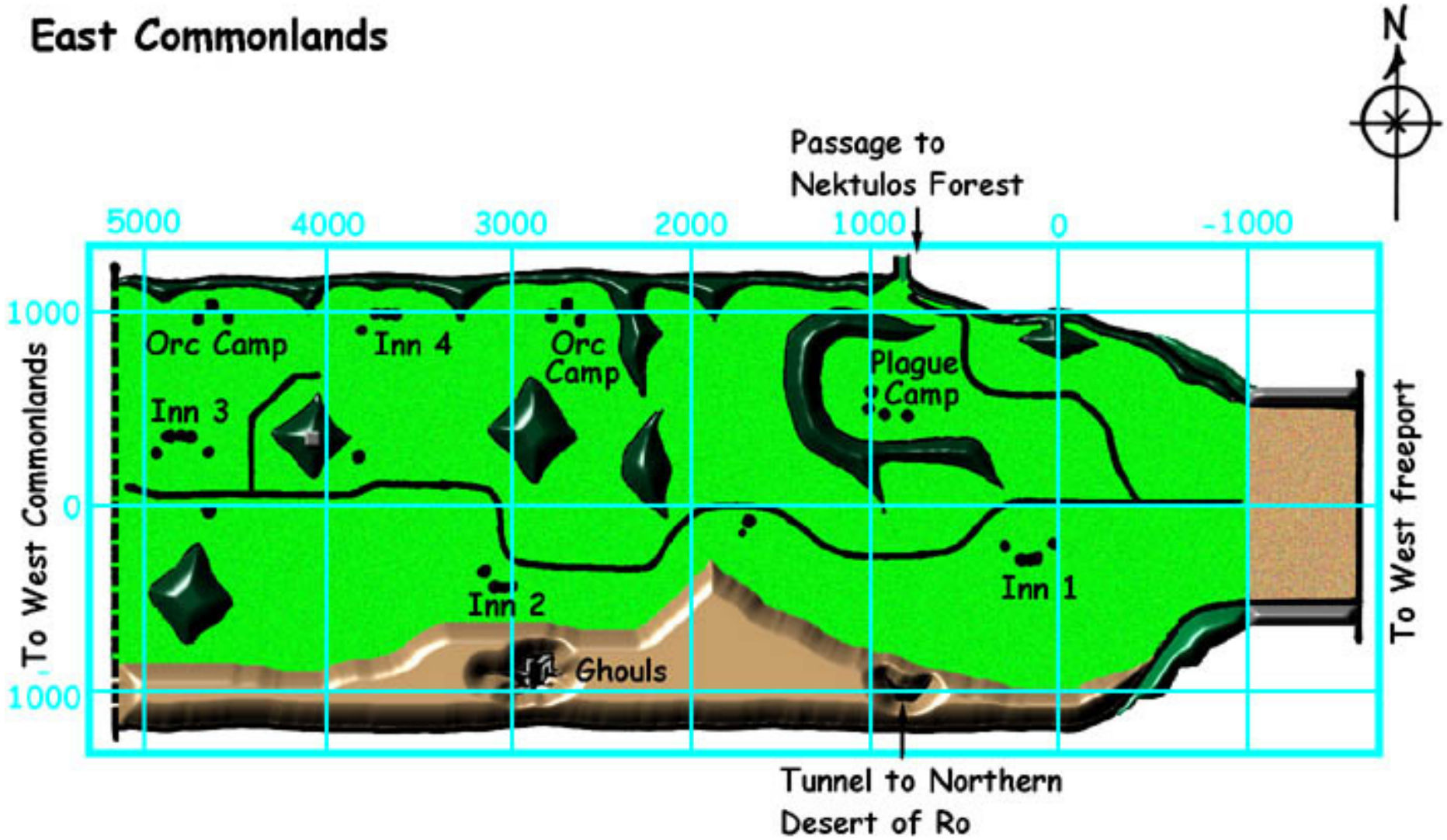
OTHER LOOT *I dont know drops*
Hangman's Noose (AC 5, haste(?)
Blade of the Earthcaller (root)
Book of the Rings (+20 hp, +8 wis, +10co/fire)
Bracer of Vajeen (AC 10, +5 dex, +10 co/fire)
Choker of Majdd (AC 4, +5 int (see invis))
Drogan Obsidian Dagger (5/25, (obsidian shatter))
Eye of Melnor (+5 wis,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


East Cabilis
(1040,-195)
Shaman & Shadk
Guilds
(1300,-440)
Field of Bone
(1160,-600)
(910,-65)
(700,55)
Bank
Brew Barrel
(685,-10)
Oven
(535,150)
Haggle Barons
(390,-345)
Monk Guild
(420,-35)
Forge
(220,-310)
Kiln & Wheel
(250,-215)
Sewing Kit
(75,-120)
0,0
West Cabilis
(-85,290)
(-90,-670)
Swamp of
No Hope
(-200,-440)
2nd Floor
Warrior Guild
(-655,-120)
© Everlore 2000

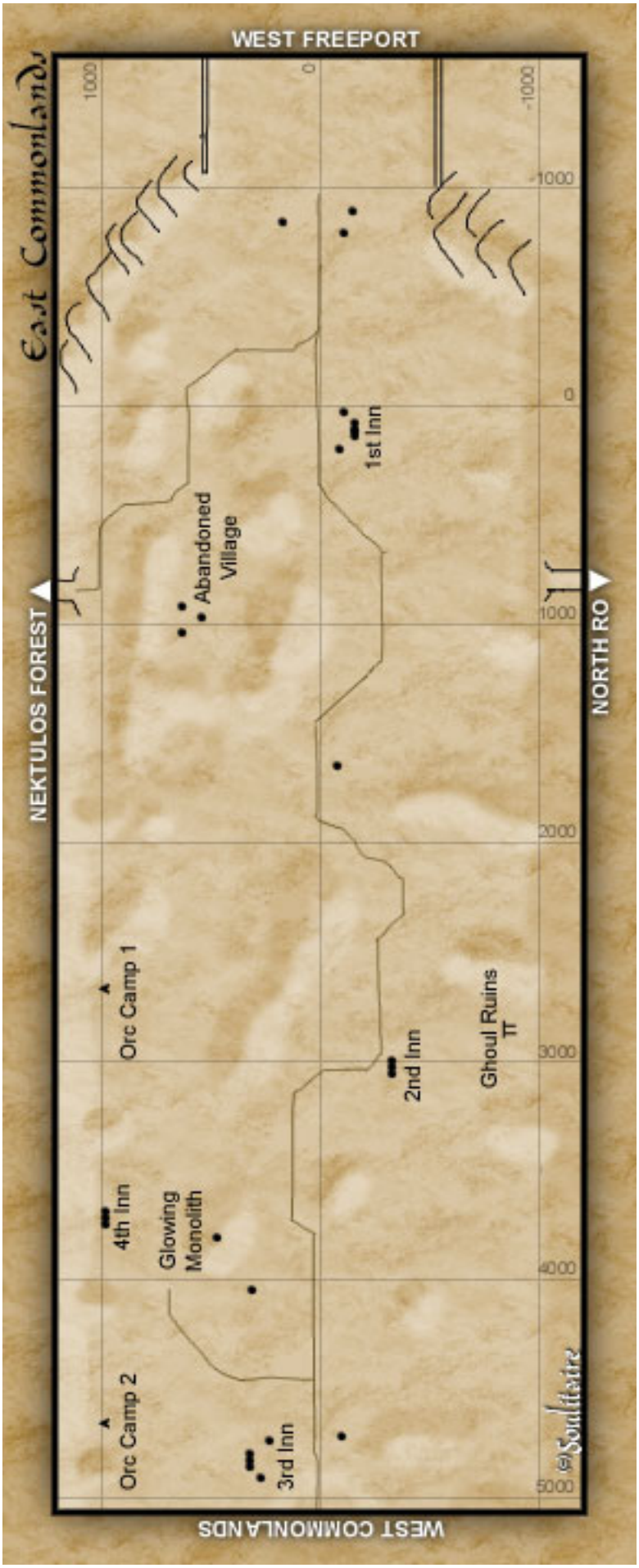
East Commonlands

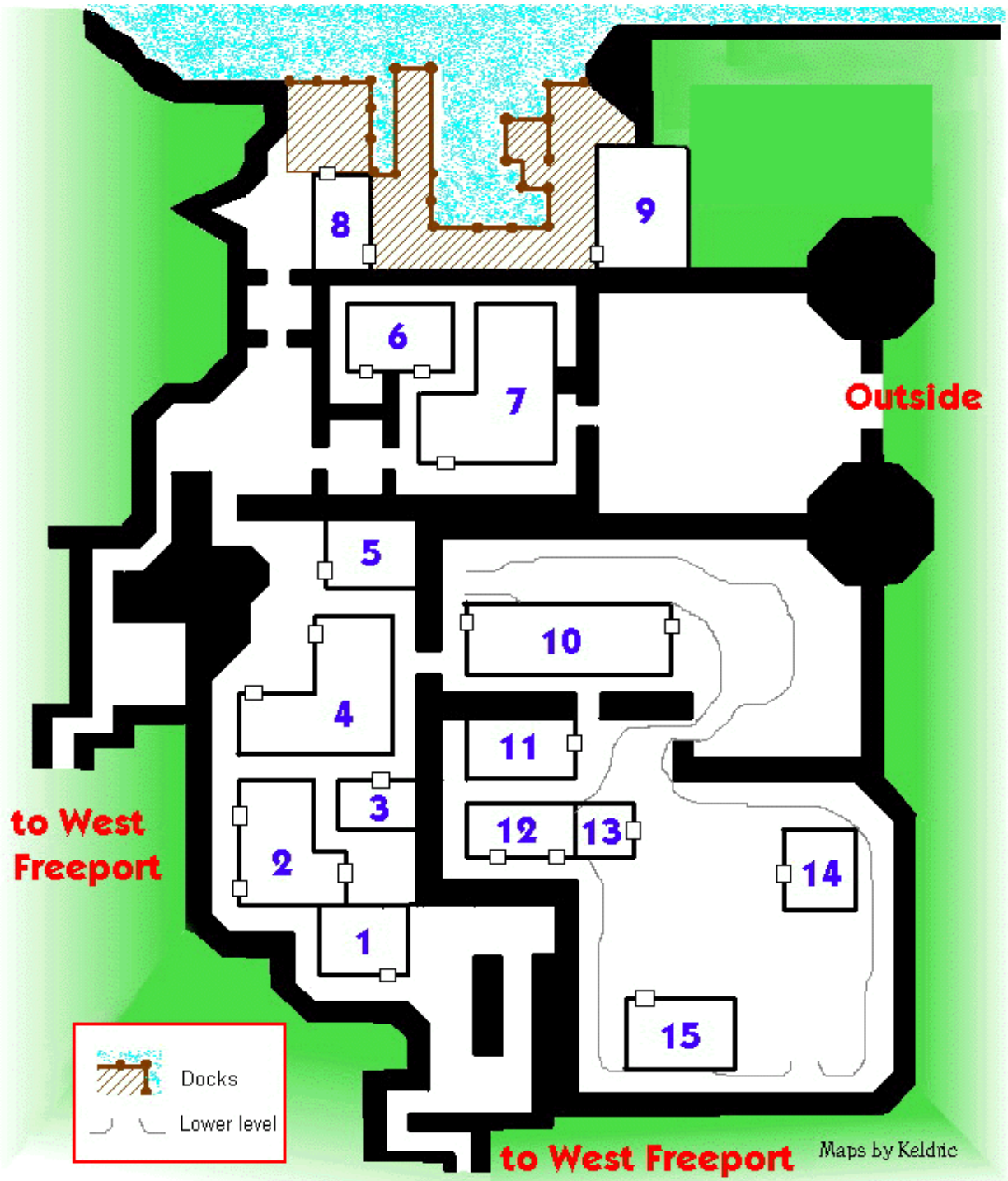


1 Orc Camp
2 Inn 4 - Alcohol, Cloth Armor, Magician Books, Spell Components, Tiny Daggers, Gems
3 Hut with Food, Herbs, and Compass
4 Inn 3 - Archery Supplies, Alcohol, and Cloth Armor
5 Obelisk with Rangers
6 Orc Camp
7 Inn 2 - Food, Alcohol, and Cloth Armor
8 Haunted Ruins
9 Empty Hut
10 Plagued Huts
11 Inn 1 - Food, Alcohol, Cloth Armor, Pottery Supplies
12 Shop w/ Weapons
13 Shop w/ Spell Components
14 Shop w/ Cleric Trainer

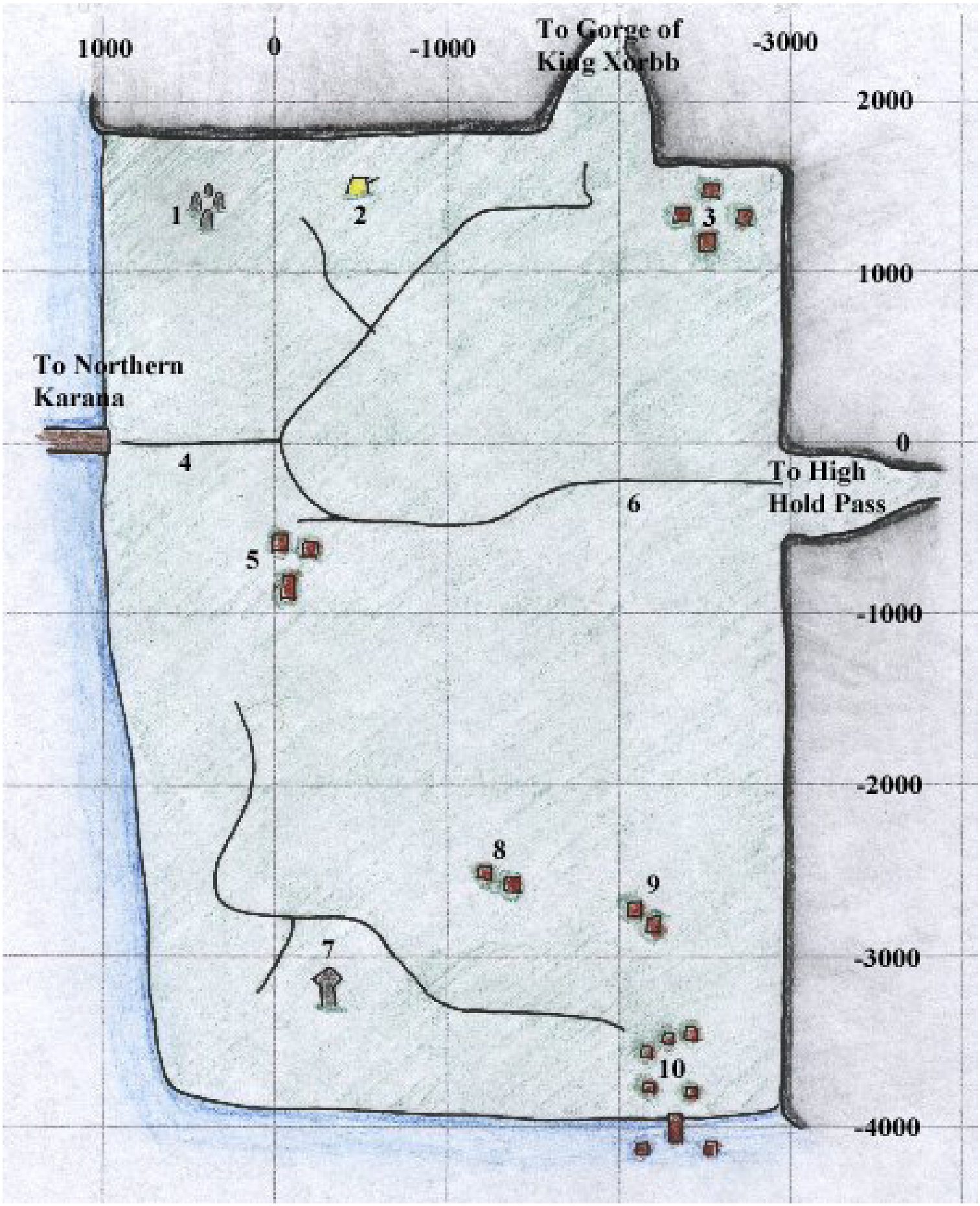

East Commonlands
N
Passage to
Nektulos Forest
5000
4000
3000
2000
1000
0
-1000
1000
0
1000
Orc Camp
Inn 4
Orc
Camp
Plague
Camp
Inn 3
Inn 2
Inn 1
Ghouls
To West Commonlands
To West freeport
Tunnel to Northern
Desert of Ro

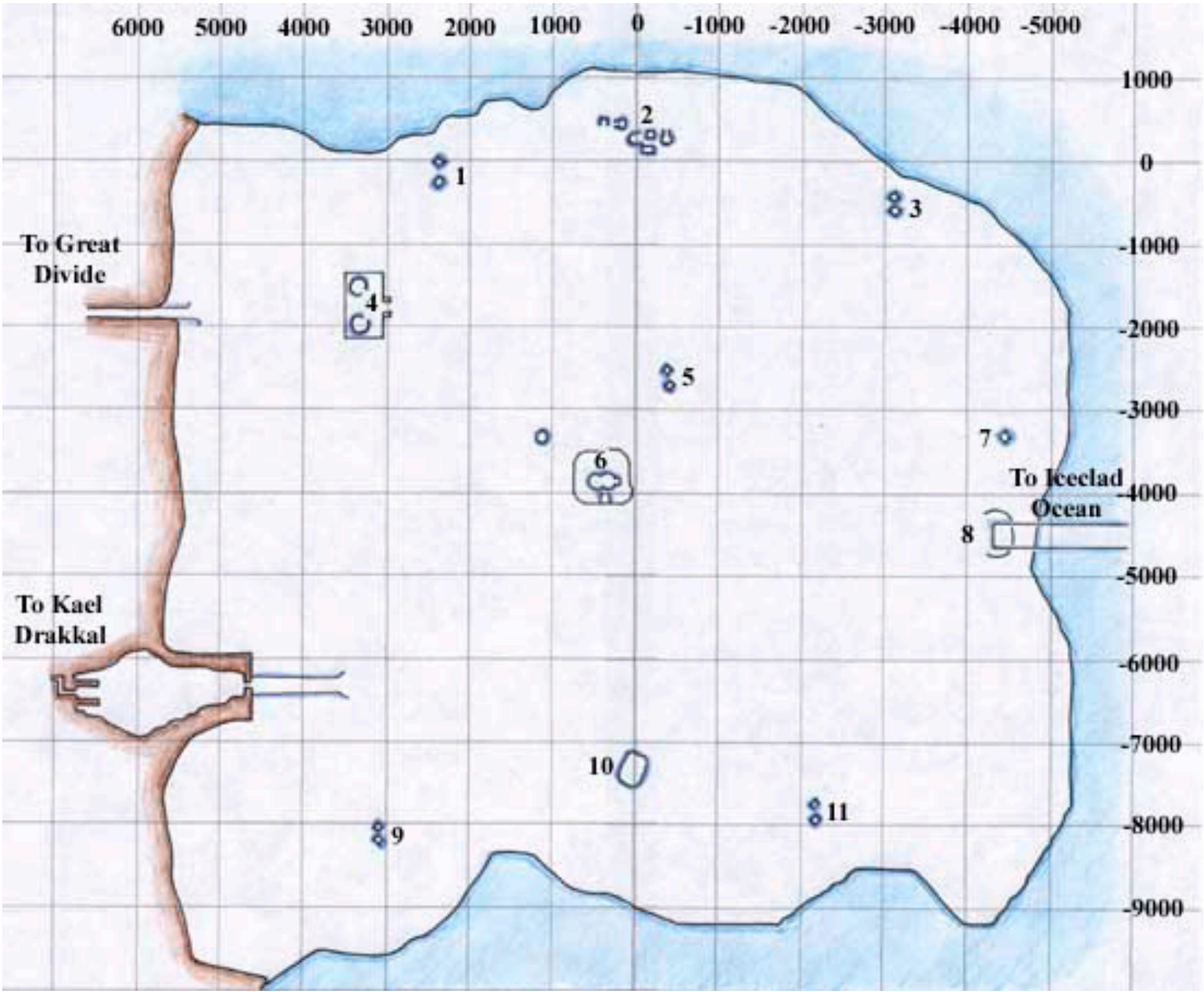
© MadWand


East Commonlands
WEST FREEPORT
NEKTULOS FOREST
NORTH RO
WEST COMMONLANDS
Abandoned Village
1st Inn
Orc Camp 1
2nd Inn
Ghoul Ruins
TT
4th Inn
Glowing Monolith
Orc Camp 2
3rd Inn
1000
0
-1000
-1000
0
1000
2000
3000
4000
5000
©Soulfeatre



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 Auhtority
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


1000
0
-1000
To Gorge of King Xorbb
-3000
2000
1000
0
-1000
-2000
-3000
-4000
1
2
3
4
5
6
7
8
9
10
To Northern Karana
To High Hold Pass


6000
5000
4000
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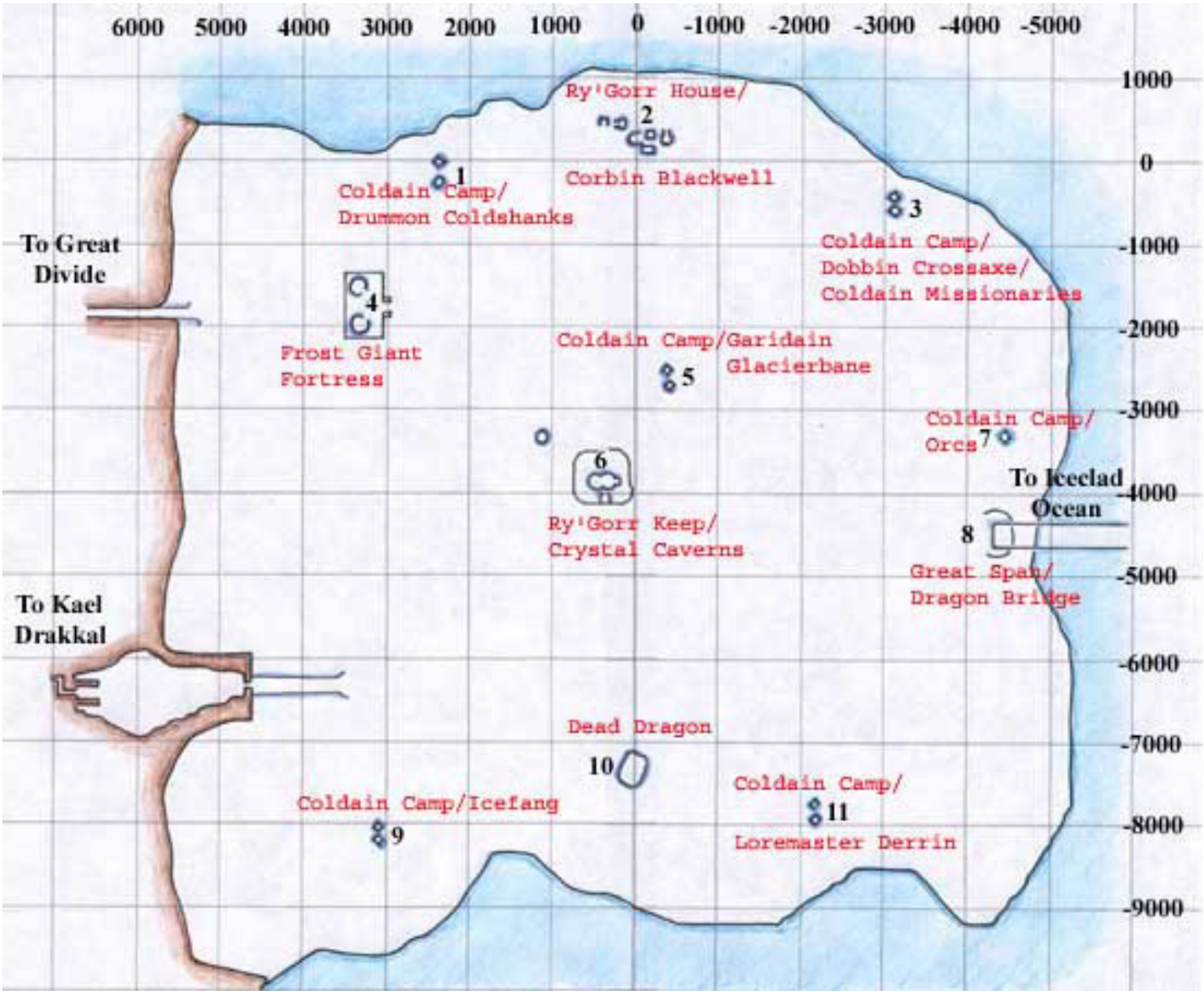
-1000
-2000
-3000
-4000
-5000
1000
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
-9000
To Great Divide
To Kael Drakkal
To Iceclad Ocean
1
2
3
4
5
6
7
8
9
10
11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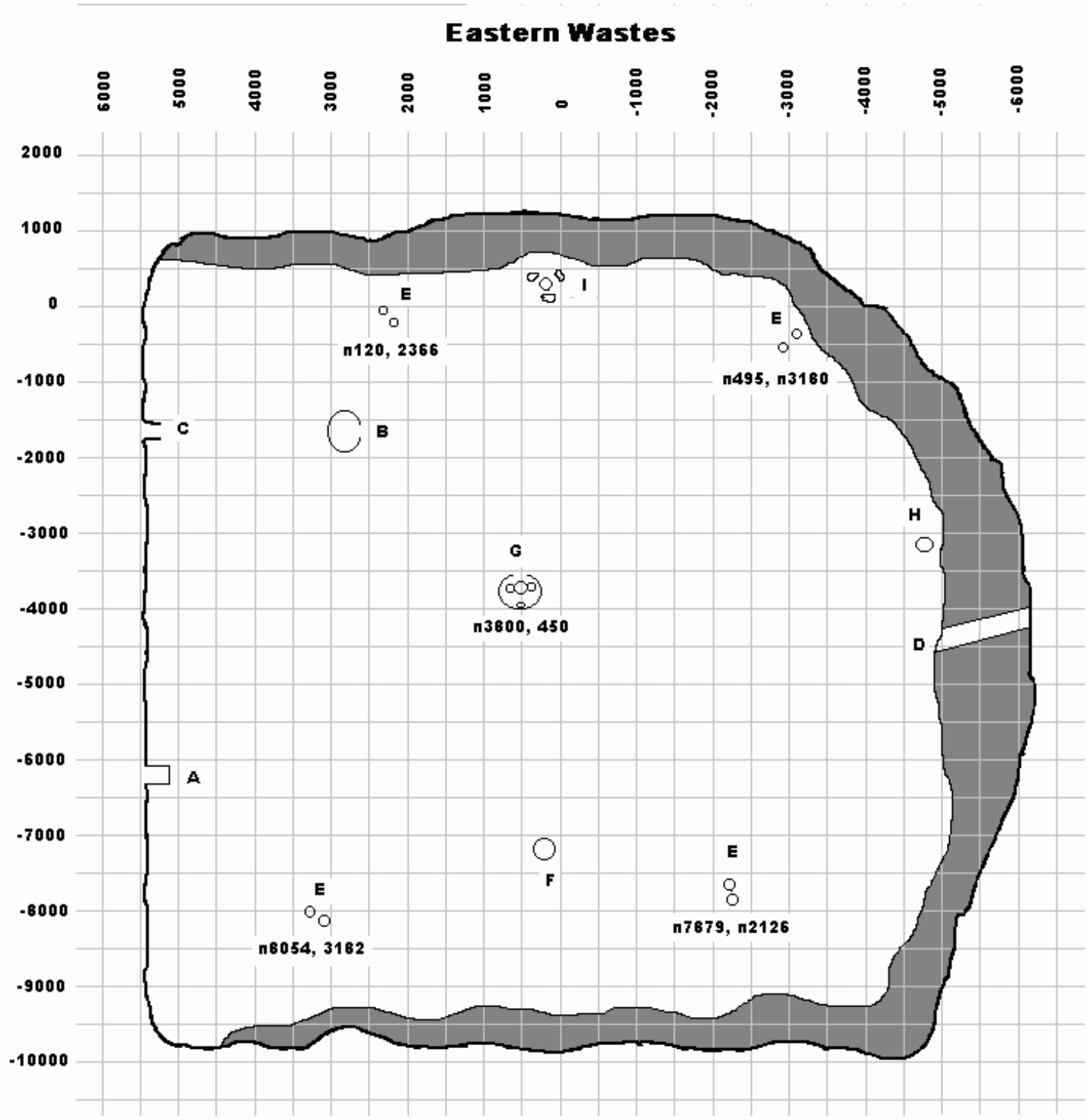
5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
1000
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
-9000
Ry'Gorr House/
Corbin Blackwell
2
1
Coldain Camp/
Drummon Coldshanks
3
Coldain Camp/
Dobbin Crossaxe/
Coldain Missionaries
To Great
Divide
4
Frost Giant
Fortress
Coldain Camp/Garidain
Glacierbane
5
Coldain Camp/
Orcs
7
6
Ry'Gorr Keep/
Crystal Caverns
To Iceclad
Ocean
8
Great Span/
Dragon Bridge
To Kael
Drakkal
Dead Dragon
10
Coldain Camp/
11
Loremaster Derrin
Coldain Camp/Icefang
9



A - Kael Drakken, Giant City - n6200, 5000
B - Giant Fort - n1700, 2900
C - Great Divide Zone - n1600, 6000
D - Bridge to Iceclad Zone - n4500, n4500
E - Dwarf Camps
F - Dragon Statue - n7266, 104
G - Orc Camp, Zone to Crystal Caves -
H - Orc Camp - n3346, n4446
I - Ruins - 161, 145

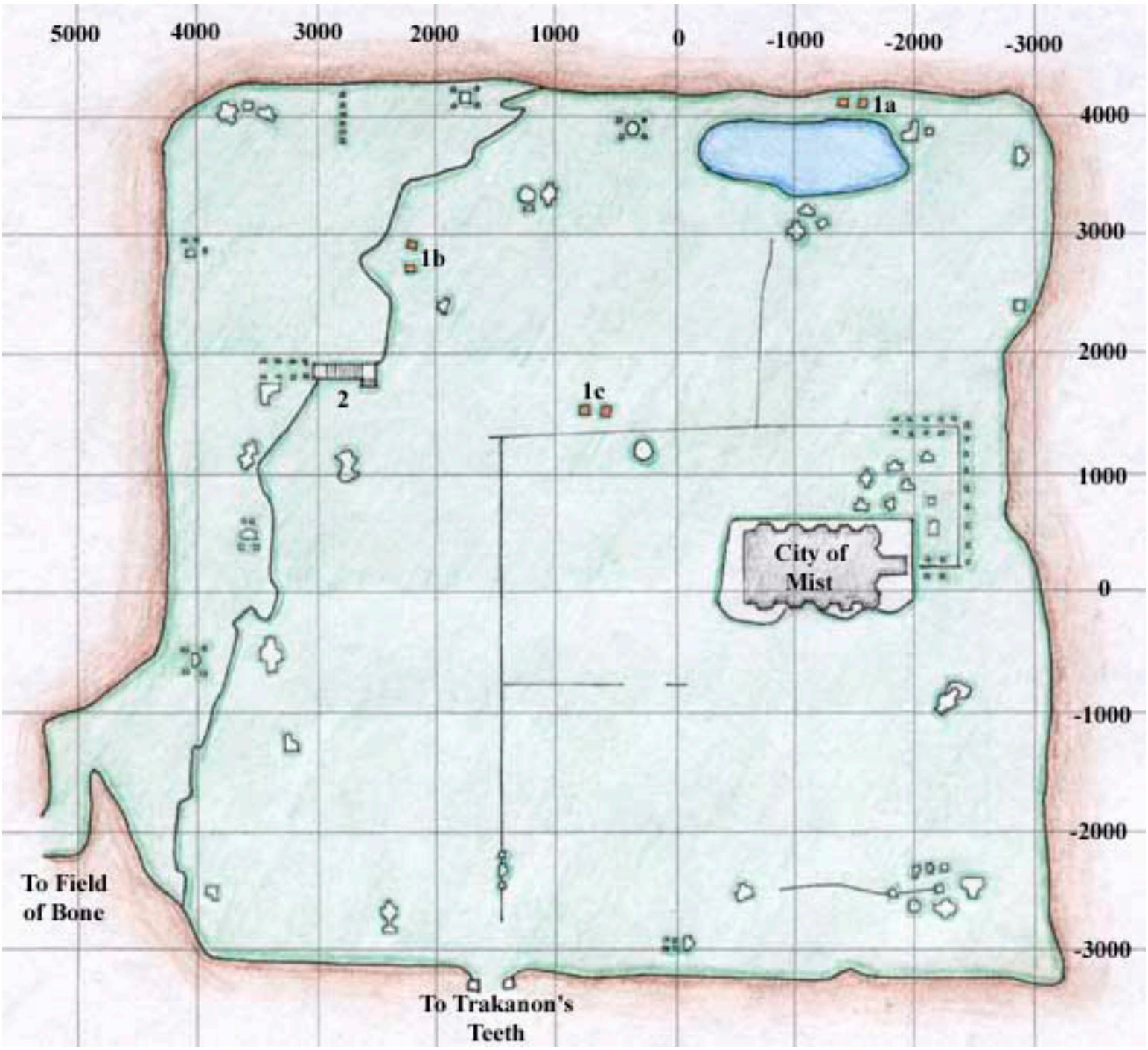
N

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

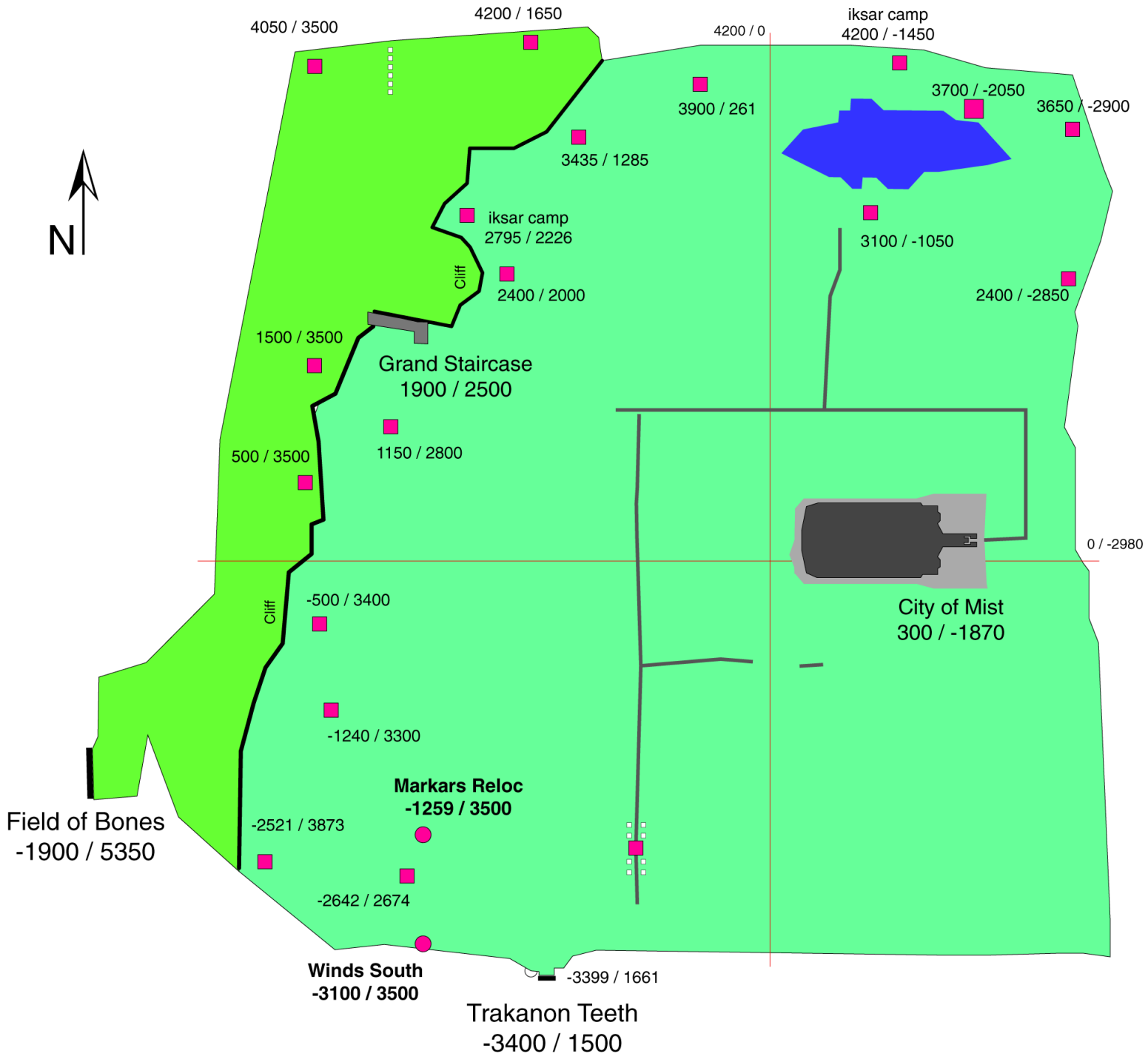
Send corrections/additions to:
rickyh@telapex.com

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

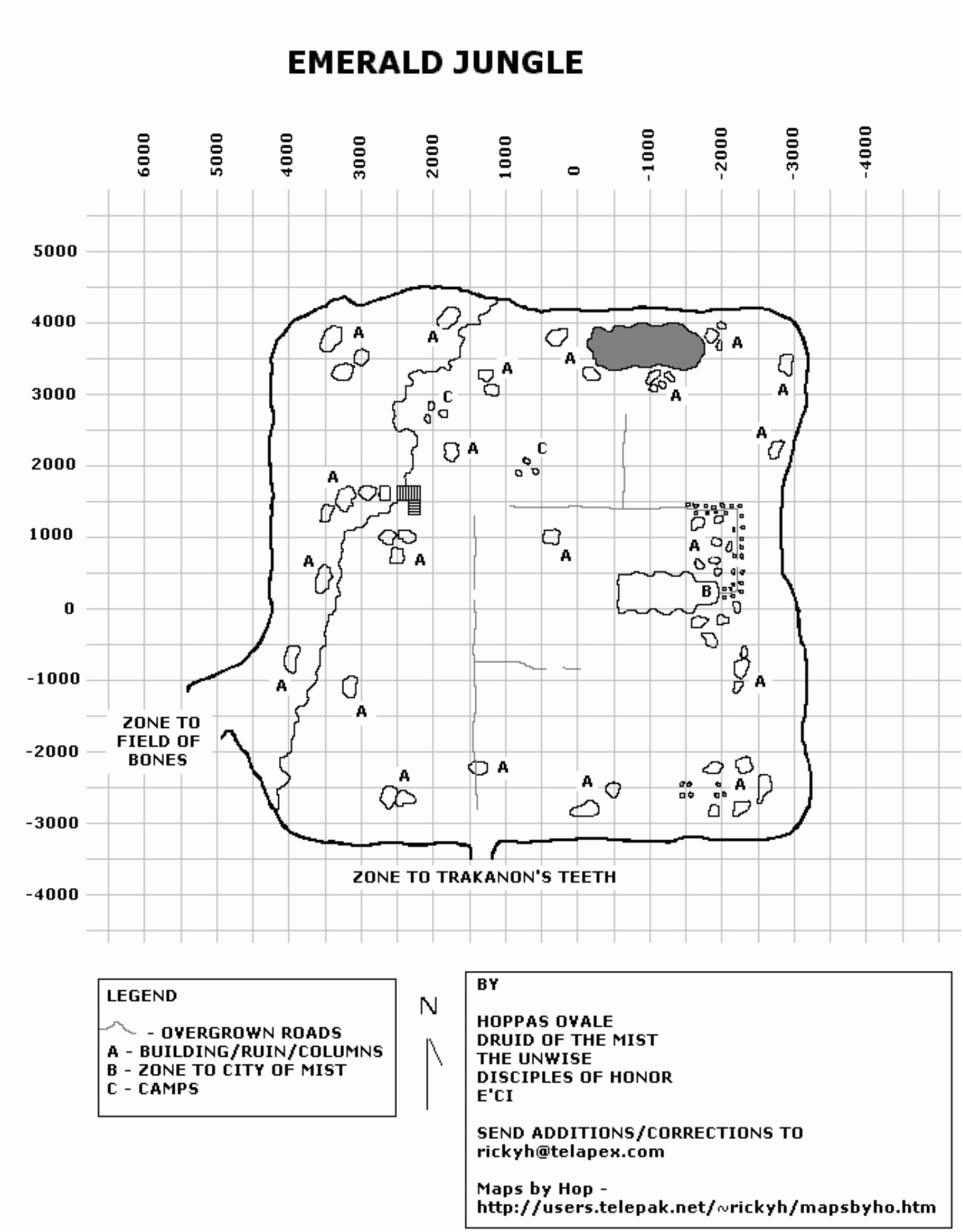
Eastern Wastes


5000
4000
3000
2000
1000
0
-1000
-2000
-3000
4000
3000
2000
1000
0
-1000
-2000
-3000
1a
1b
1c
2
City of Mist
To Field of Bone
To Trakanon's Teeth

Emerald Jungle

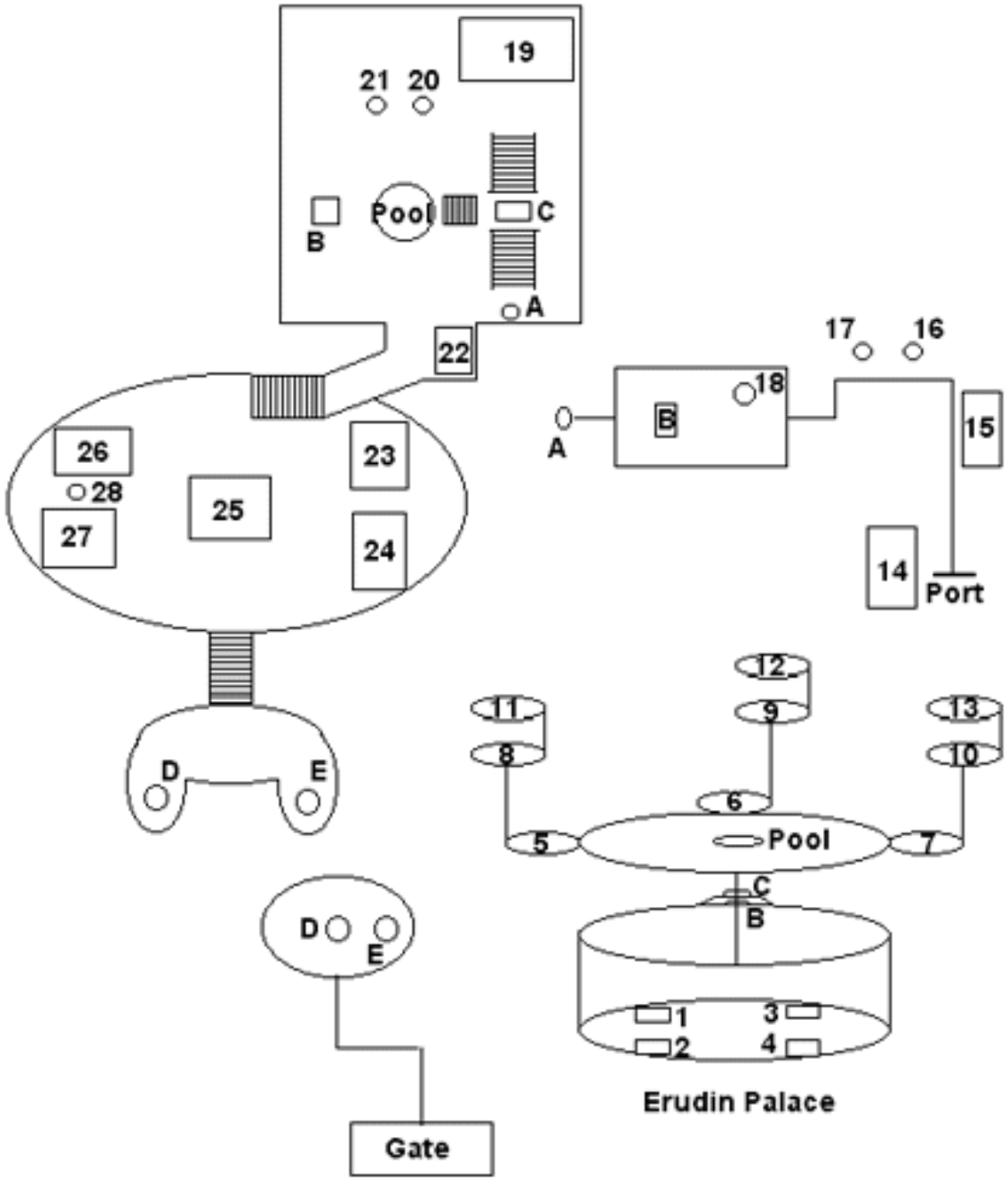


Gesler
Outriders of Karana
5/18/2000

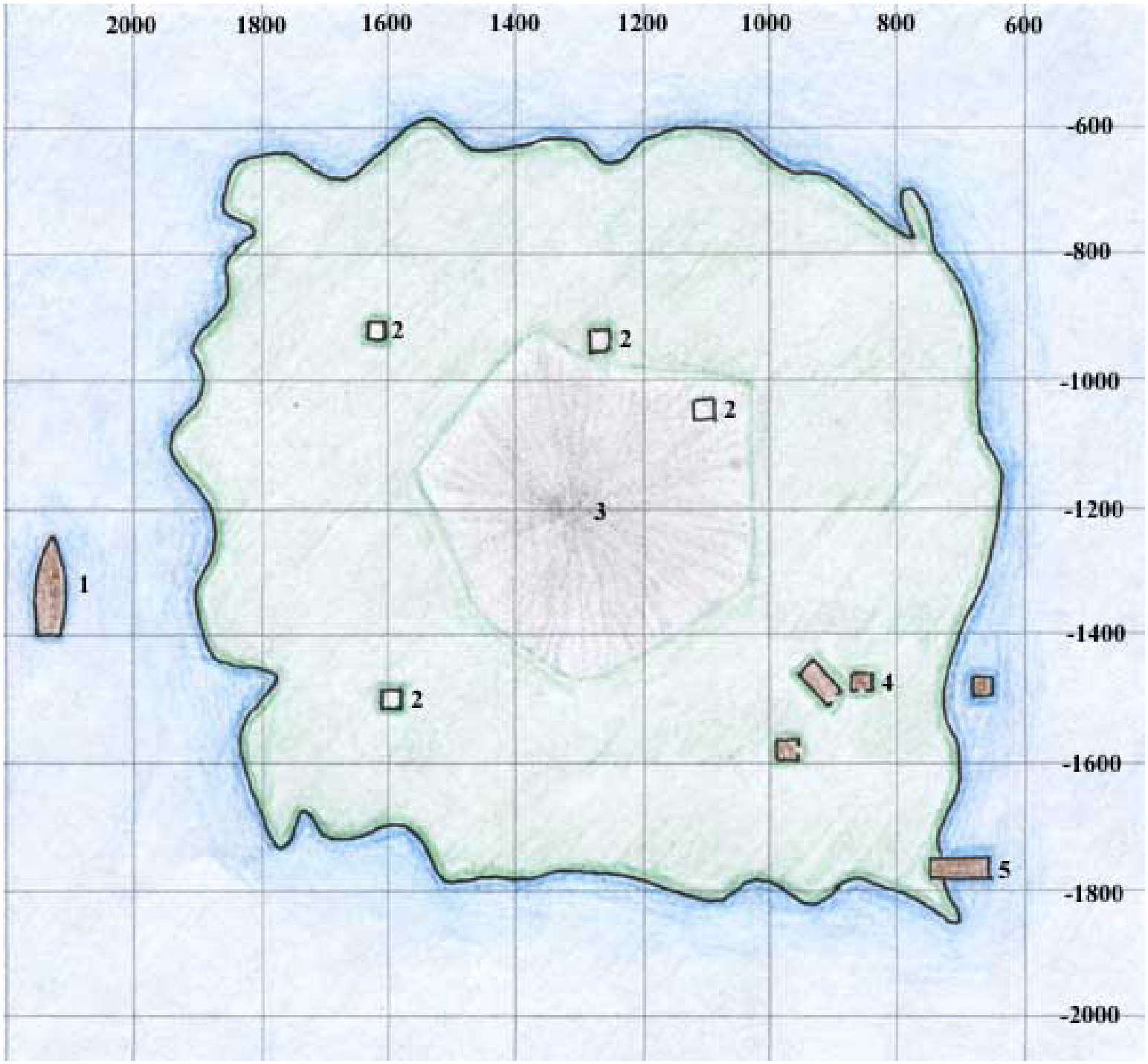

EMERALD JUNGLE
6000
5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
ZONE TO FIELD OF BONES
ZONE TO TRAKANON'S TEETH
LEGEND
- OVERGROWN ROADS
A - BUILDING/RUIN/COLUMNS
B - ZONE TO CITY OF MIST
C - CAMPS
N
BY
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
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

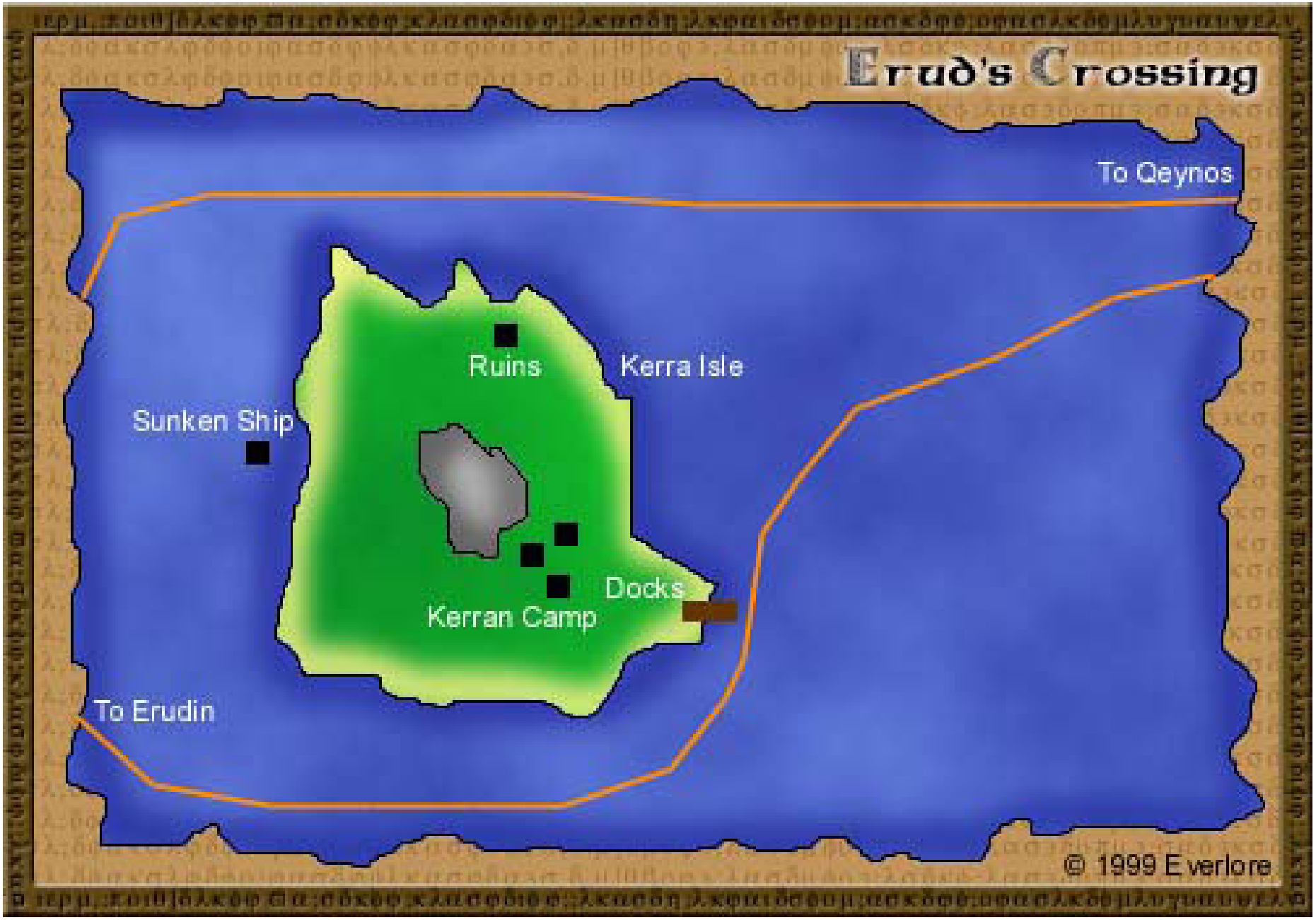
Flag	Description
1	Erudin City Office
2	Viles of Vitality
3	Bank of Erudin
4	Sothure's Fine Gems
5	Wizard Spells
6	Magician Spells
7	Enchanter Spells
8	Wizard Reagents
9	Magician Reagents
10	Enchanter Reagents
11	Wizard Guild
12	Magician Guild
13	Enchanter Guild
14	Ferry to Boat (Takes you to Qeynos)
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 (Provisonar)
27	Vasty Deep Inn
28	Palus Weaponsmith (Weapons)
*	Note: A, B, C, D, & E are Teleporter Pads to the Matching Letters

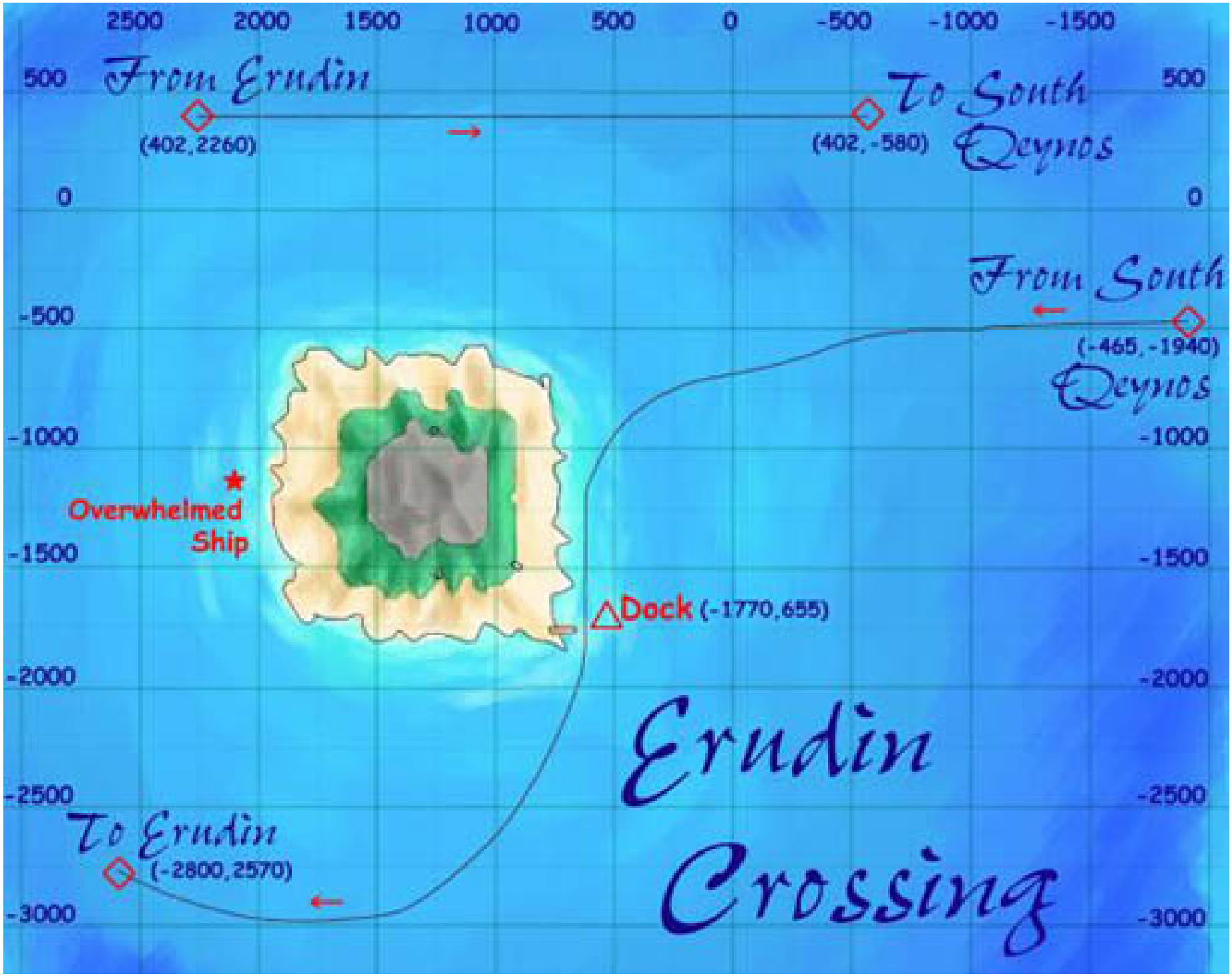


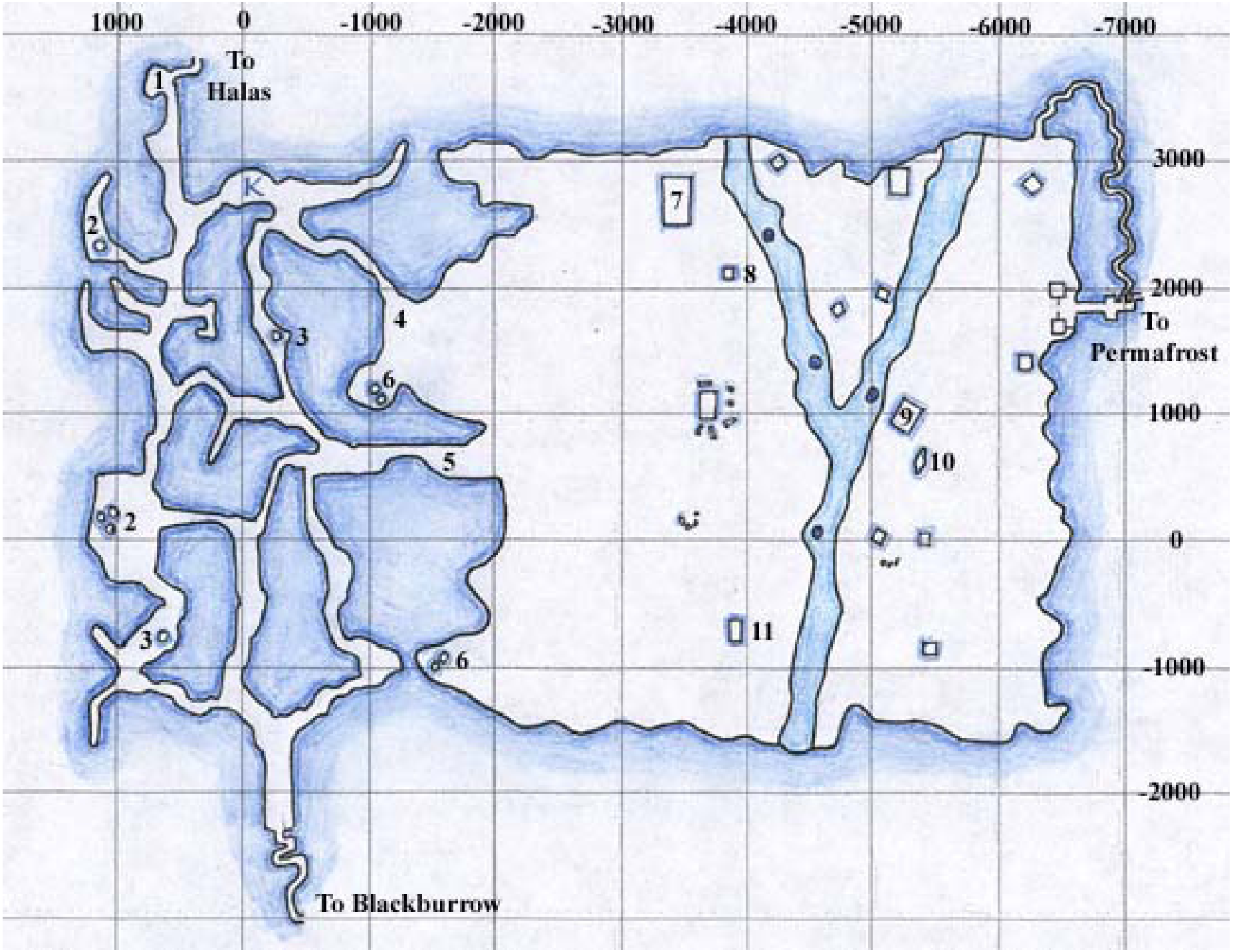
Metallica

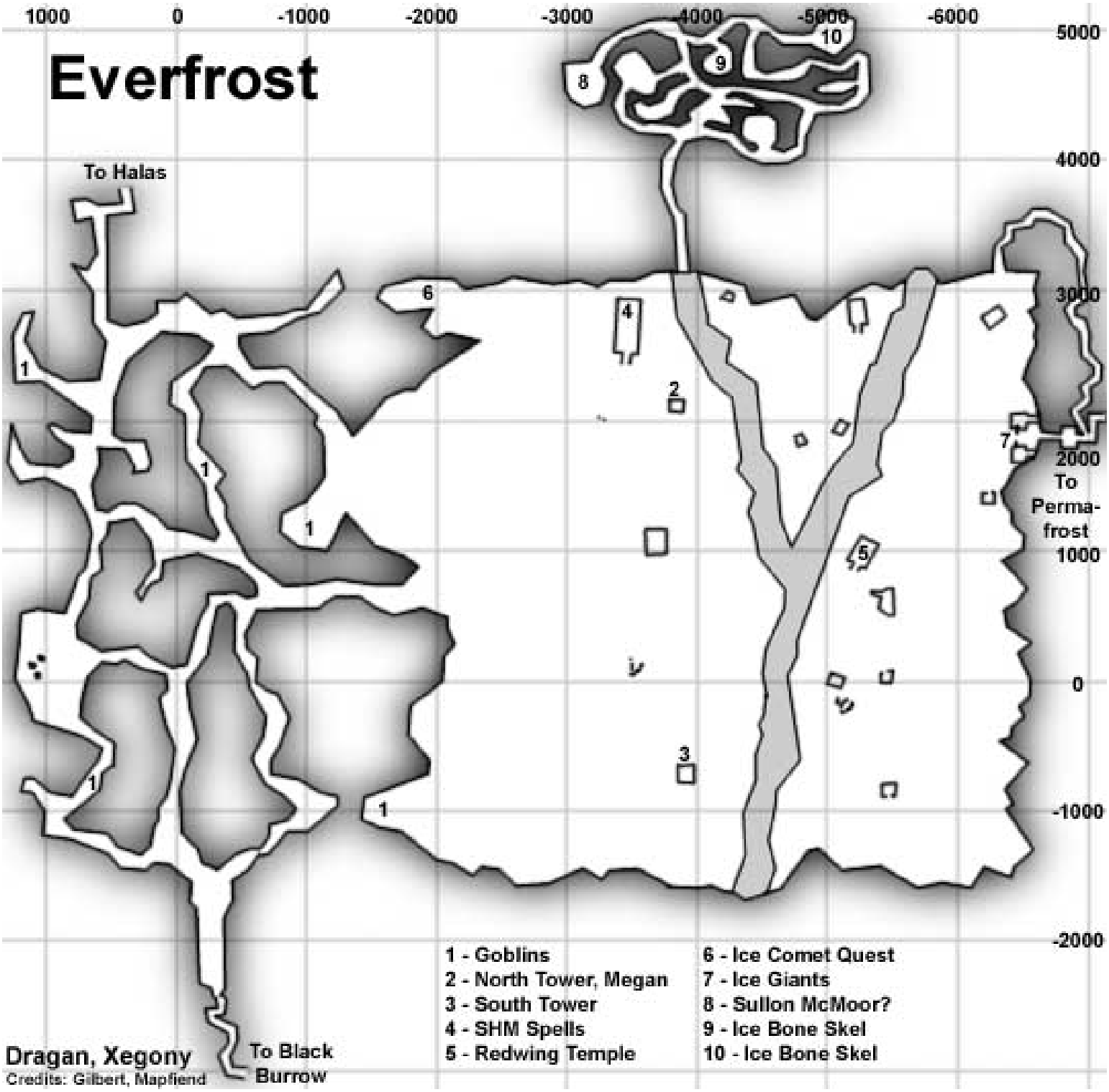

2000
1800
1600
1400
1200
1000
800
600
-600
-800
-1000
-1200
-1400
-1600
-1800
-2000
1
2
2
2
3
2
4
5

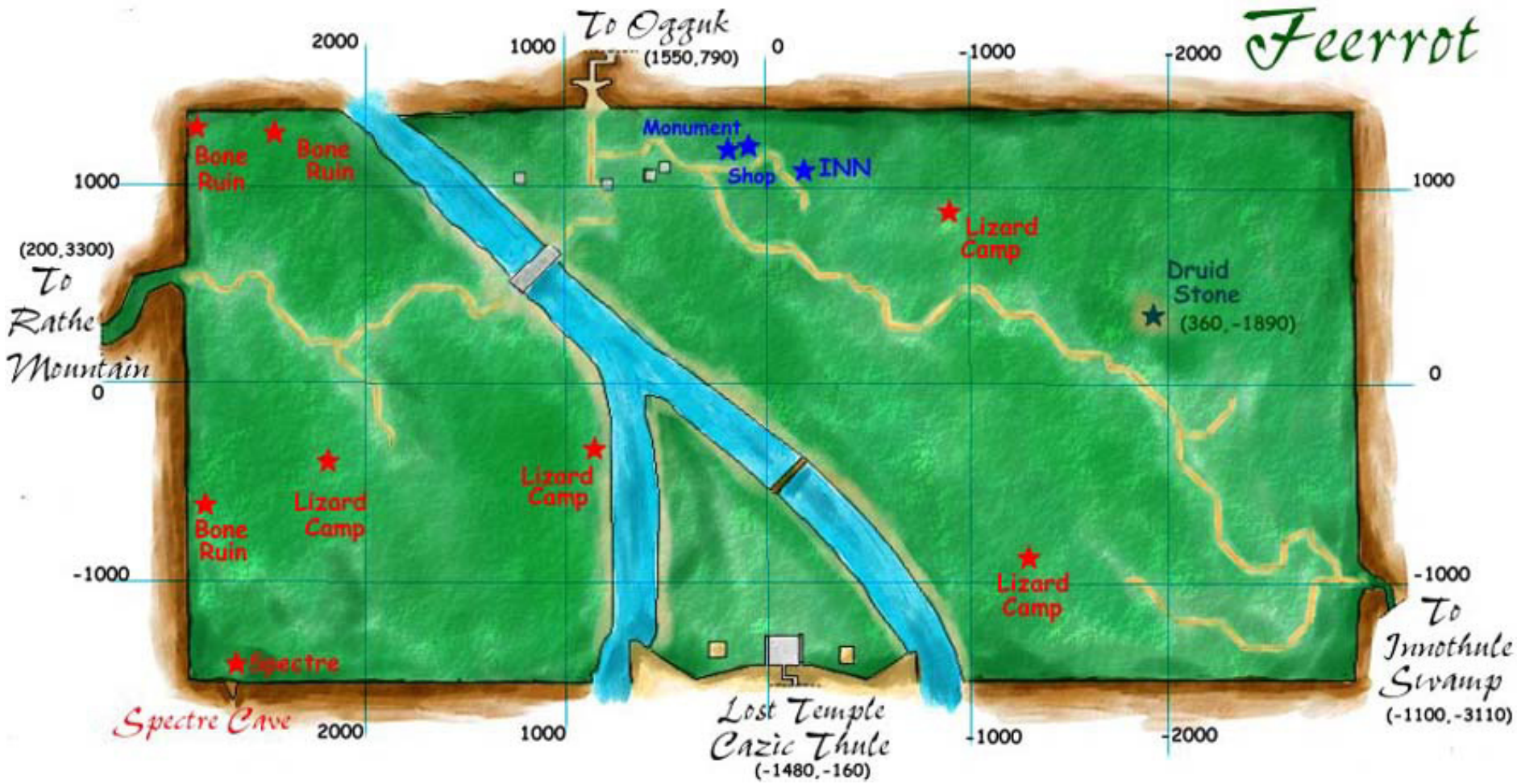
Eruds Crossing

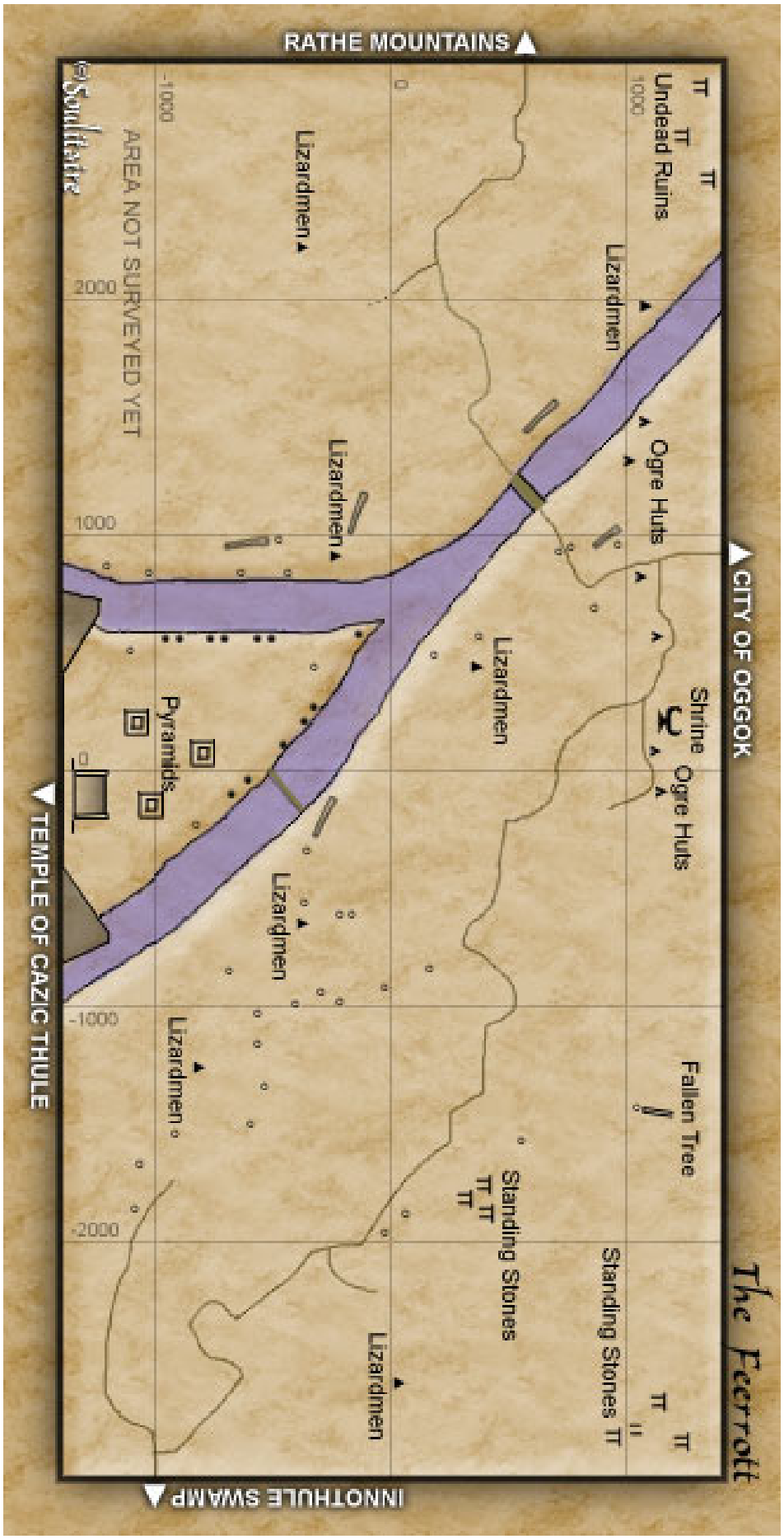


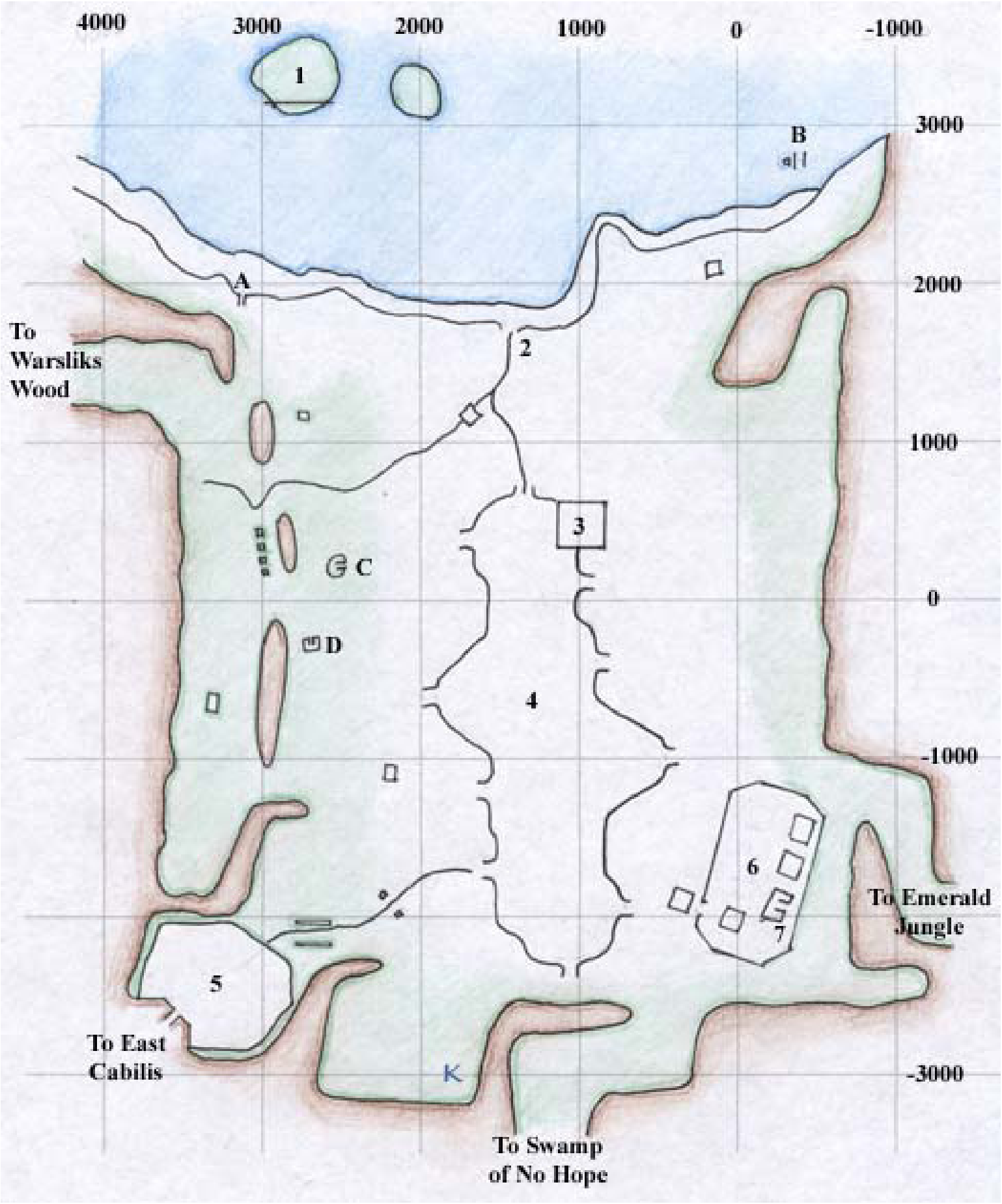

2500
2000
1500
1000
500
0
-500
-1000
-1500
500
0
-500
-1000
-1500
-2000
-2500
-3000
From Erudin
(402,2260)
To South Qeynos
(402,-580)
From South Qeynos
(-465,-1940)
Overwhelmed Ship
Dock (-1770,655)
Erudin Crossing
To Erudin
(-2800,2570)


1000
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
3000
2000
1000
0
-1000
-2000
To Halas
To Permafrost
To Blackburrow
K
1
2
3
4
5
6
7
8
9
10
11

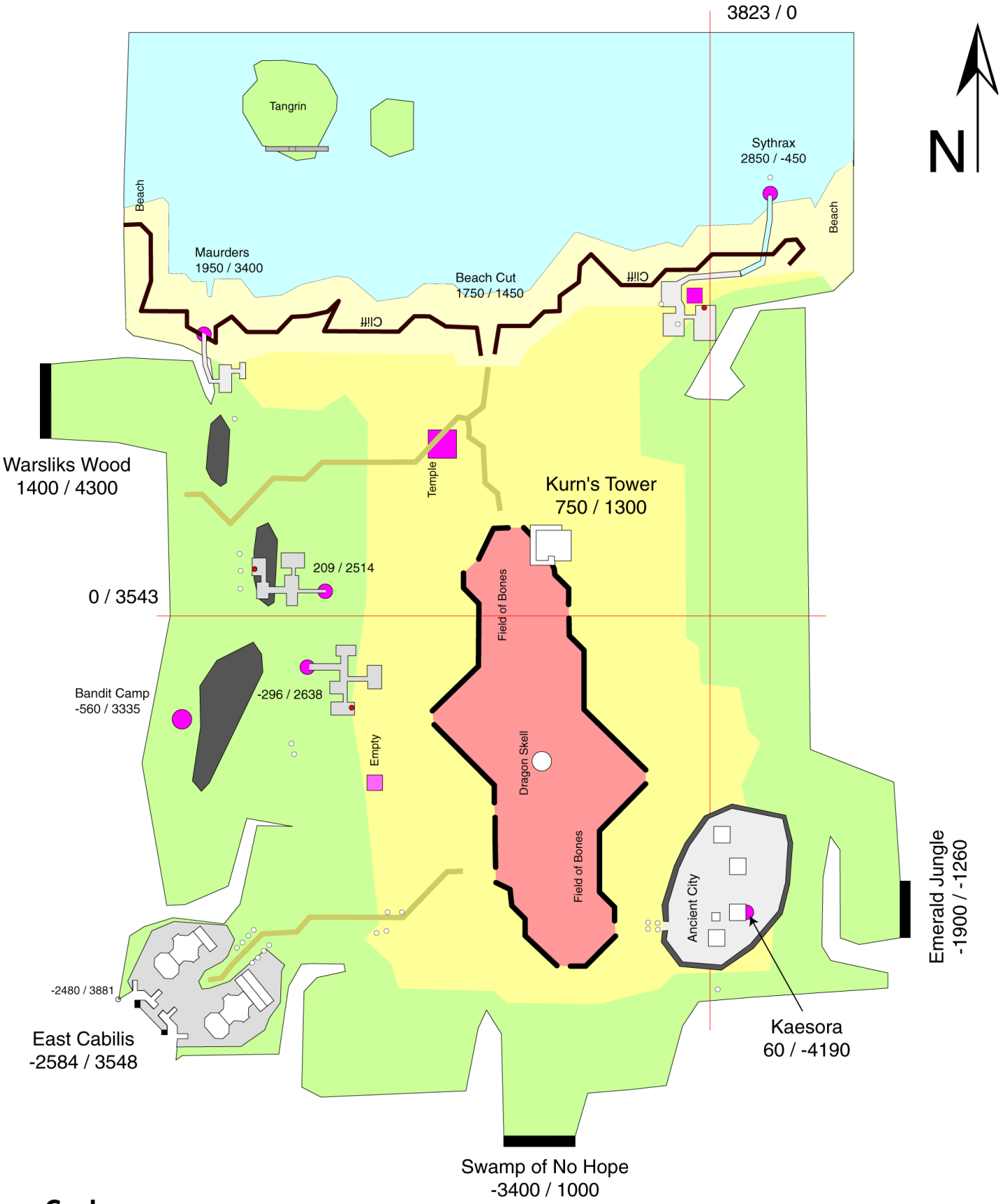

Everfrost
1000
0
-1000
-2000
-3000
-4000
-5000
-6000
5000
4000
3000
2000
1000
0
-1000
-2000
To Halas
To Perma-frost
To Black Burrow
1 - Goblins
2 - North Tower, Megan
3 - South Tower
4 - SHM Spells
5 - Redwing Temple
6 - Ice Comet Quest
7 - Ice Giants
8 - Sullon McMoor?
9 - Ice Bone Skel
10 - Ice Bone Skel
Dragan, Xegony
Credits: Gilbert, Mapfiend


Feerrot
To Ogguk
(1550,790)
2000
1000
0
-1000
-2000
1000
0
-1000
Bone Ruin
Bone Ruin
Monument
Shop
INN
Lizard Camp
Druid Stone
(360,-1890)
(200,3300)
To Rathe Mountain
Lizard Camp
Lizard Camp
Bone Ruin
Lizard Camp
Spectre
Spectre Cave
Lost Temple Cazic Thule
(-1480,-160)
To Innothule Swamp
(-1100,-3110)

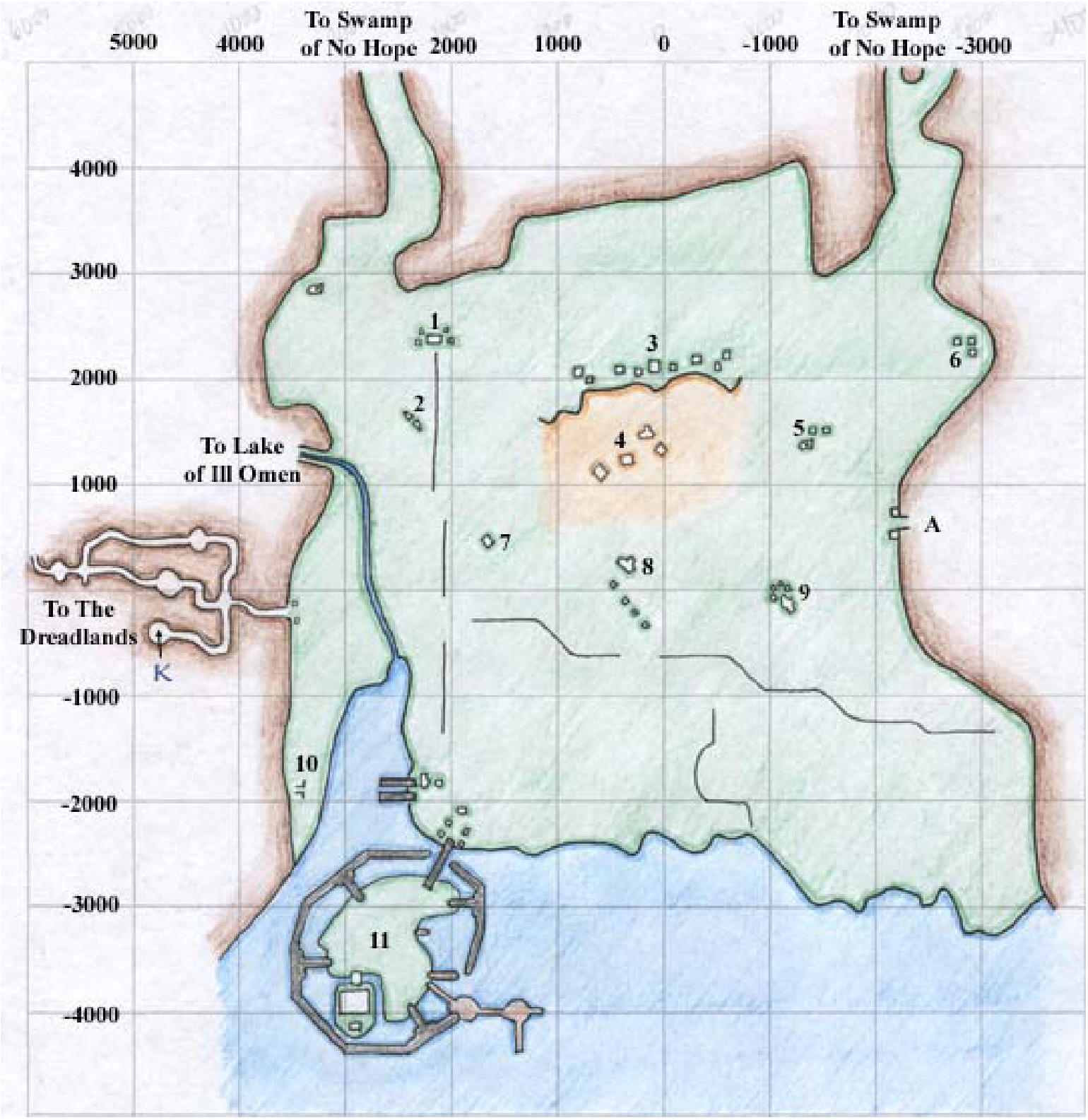

The Feerrott
CITY OF OGGOK
RATHE MOUNTAINS
TEMPLE OF CAZIC THULE
INNOTHULE SWAMP
Undead Ruins
Lizardmen
Ogre Huts
Shrine
Ogre Huts
Fallen Tree
Standing Stones
Lizardmen
Standing Stones
Lizardmen
Lizardmen
Lizardmen
Lizardmen
Pyramids
Lizardmen
AREA NOT SURVEYED YET
Soulfetre
1000
0
-1000
2000
1000
-1000
-2000


4000
3000
2000
1000
0
-1000
3000
2000
1000
0
-1000
-3000
1
2
3
4
5
6
7
A
B
C
D
K
To Warsliks Wood
To Emerald Jungle
To East Cabilis
To Swamp of No Hope

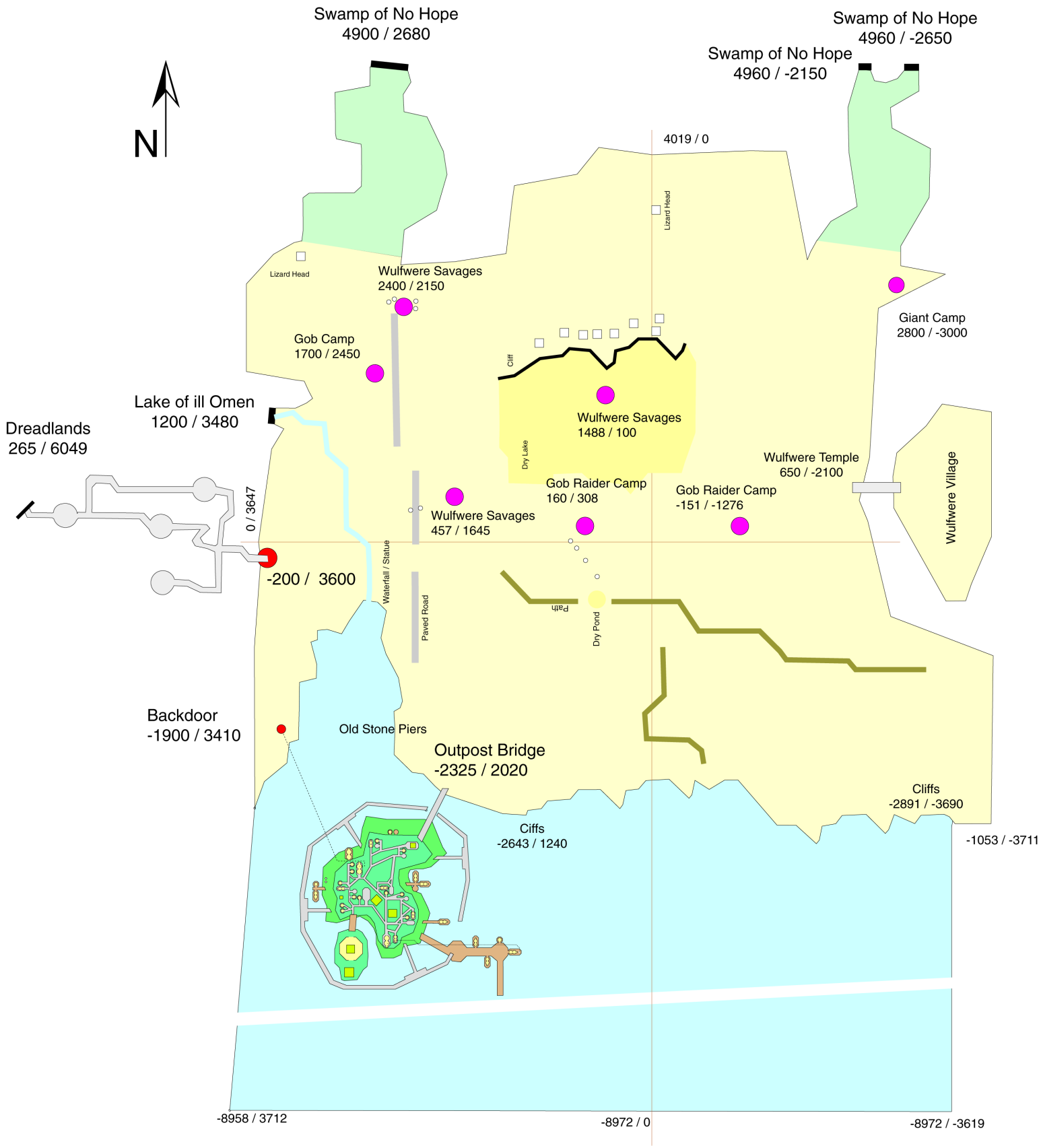
Field of Bones



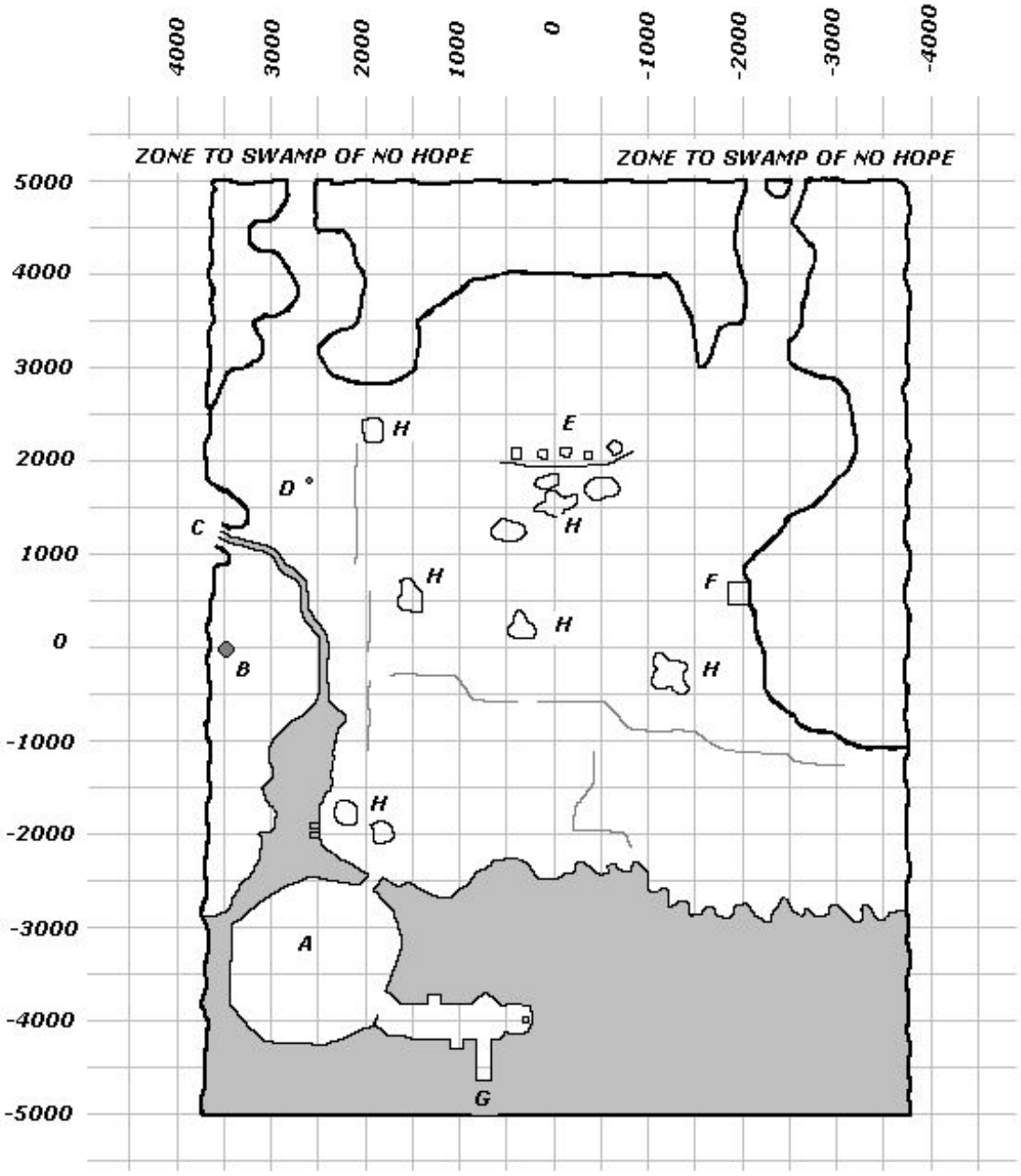
Gesler
Outriders of Karana
5/15/2000


5000
4000
To Swamp of No Hope
2000
1000
0
-1000
To Swamp of No Hope
-3000
4000
3000
2000
1000
-1000
-2000
-3000
-4000
1
2
3
4
5
6
7
8
9
10
11
A
To Lake of Ill Omen
To The Dreadlands
K

Firiona Vie


Swamp of No Hope
4900 / 2680
Swamp of No Hope
4960 / -2650
Swamp of No Hope
4960 / -2150
N
4019 / 0
Lizard Head
Lizard Head
Wulfwere Savages
2400 / 2150
Giant Camp
2800 / -3000
Gob Camp
1700 / 2450
Cliff
Lake of ill Omen
1200 / 3480
Wulfwere Savages
1488 / 100
Dreadlands
265 / 6049
Dry Lake
Wulfwere Temple
650 / -2100
Wulfwere Village
Gob Raider Camp
160 / 308
Gob Raider Camp
-151 / -1276
0 / 3647
Wulfwere Savages
457 / 1645
-200 / 3600
Waterfall / Statue
Paved Road
Path
Dry Pond
Backdoor
-1900 / 3410
Old Stone Piers
Outpost Bridge
-2325 / 2020
Cliffs
-2891 / -3690
Ciffs
-2643 / 1240
-1053 / -3711
-8958 / 3712
-8972 / 0
-8972 / -3619

FIRIONA VIE OF KUNARK



LEGEND

- ROAD
A - HIGH ELF OUTPOST
B - ZONE TO DREADLANDS
C - ZONE TO LAKE OF ILL OMEN
D - CAMP
E - STATUES AND COLUMNS
F - DROLVARG FORTRESS
G - BOAT DOCK
H - RUINS/HOUSES

N

BY

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

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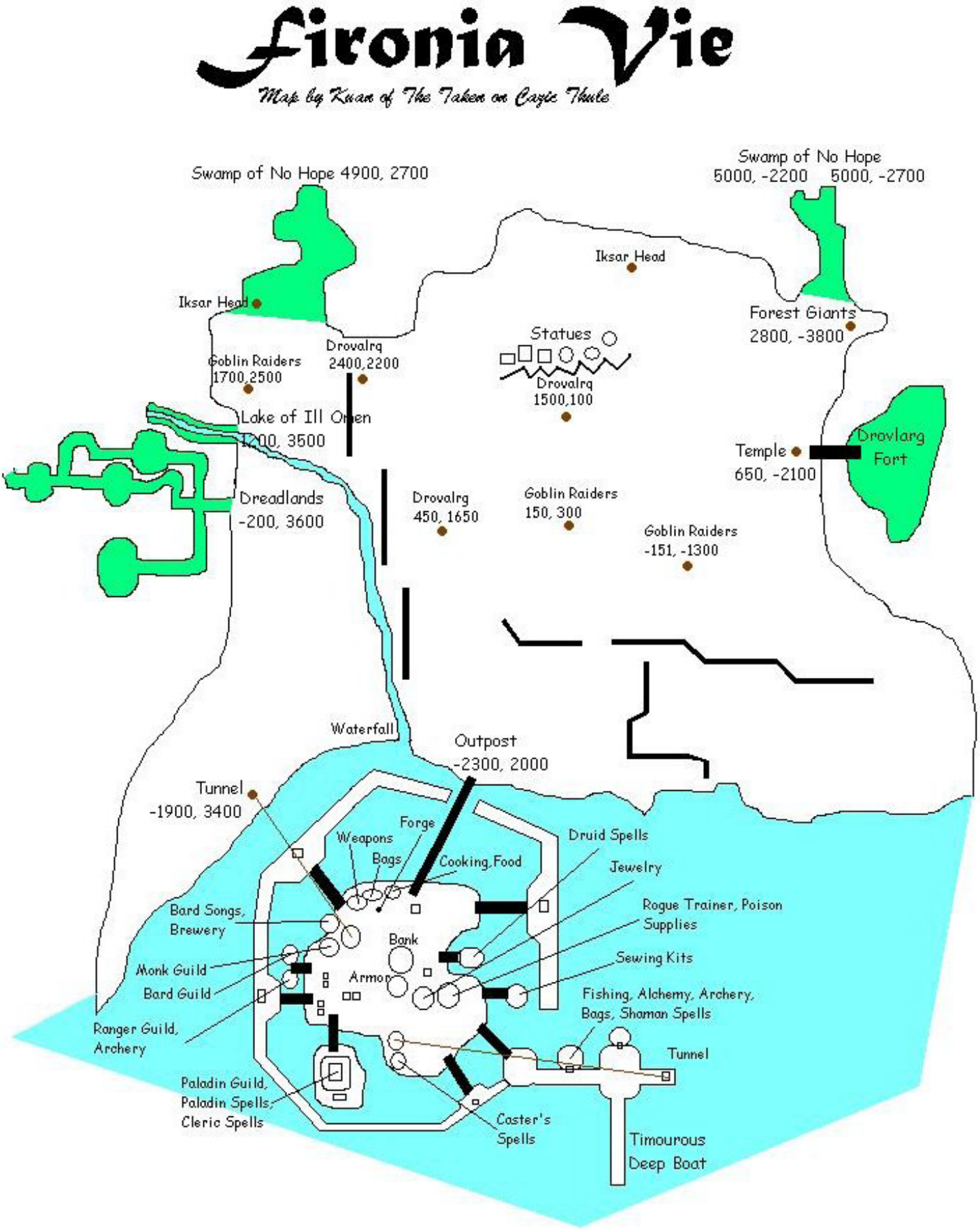
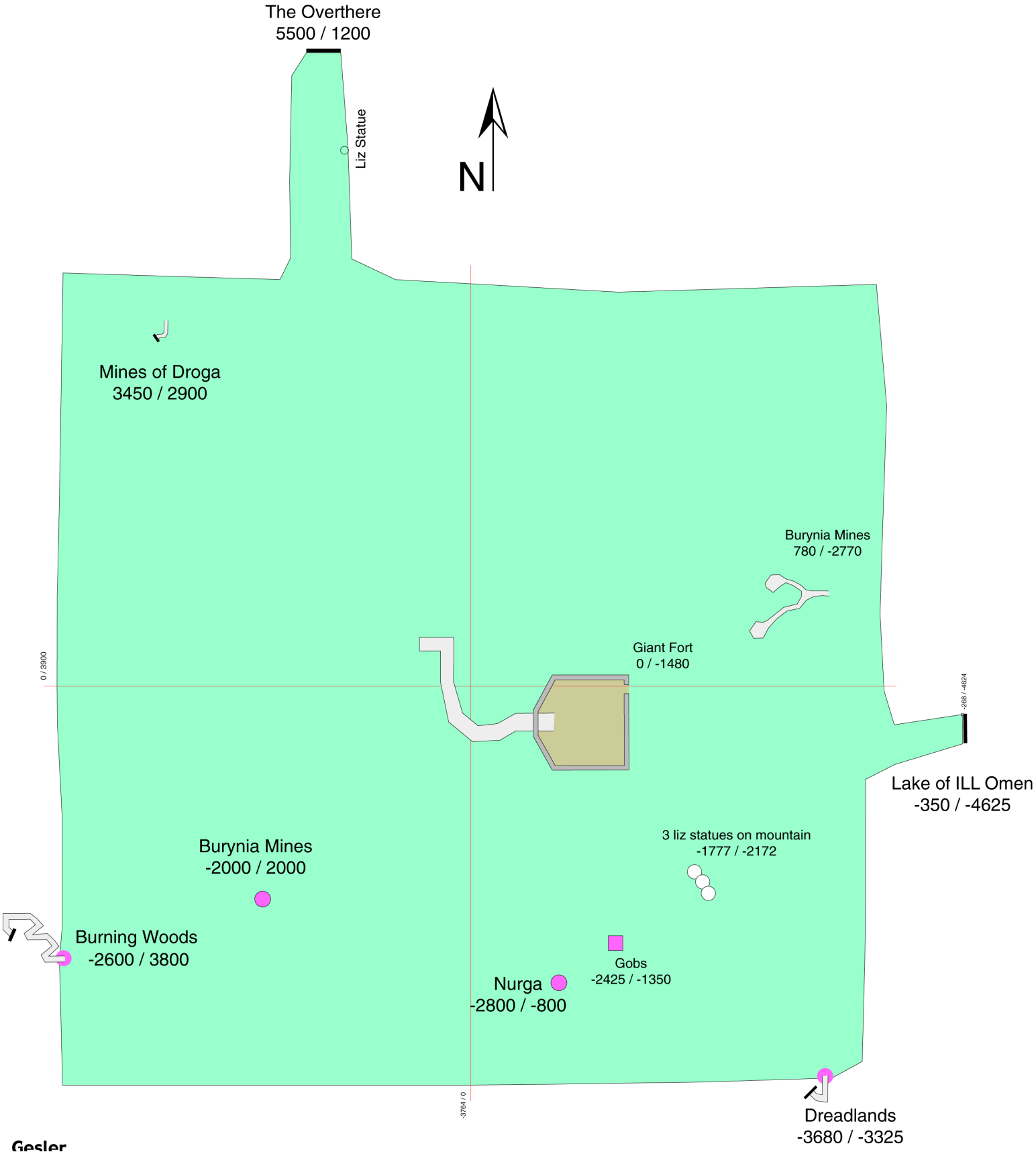
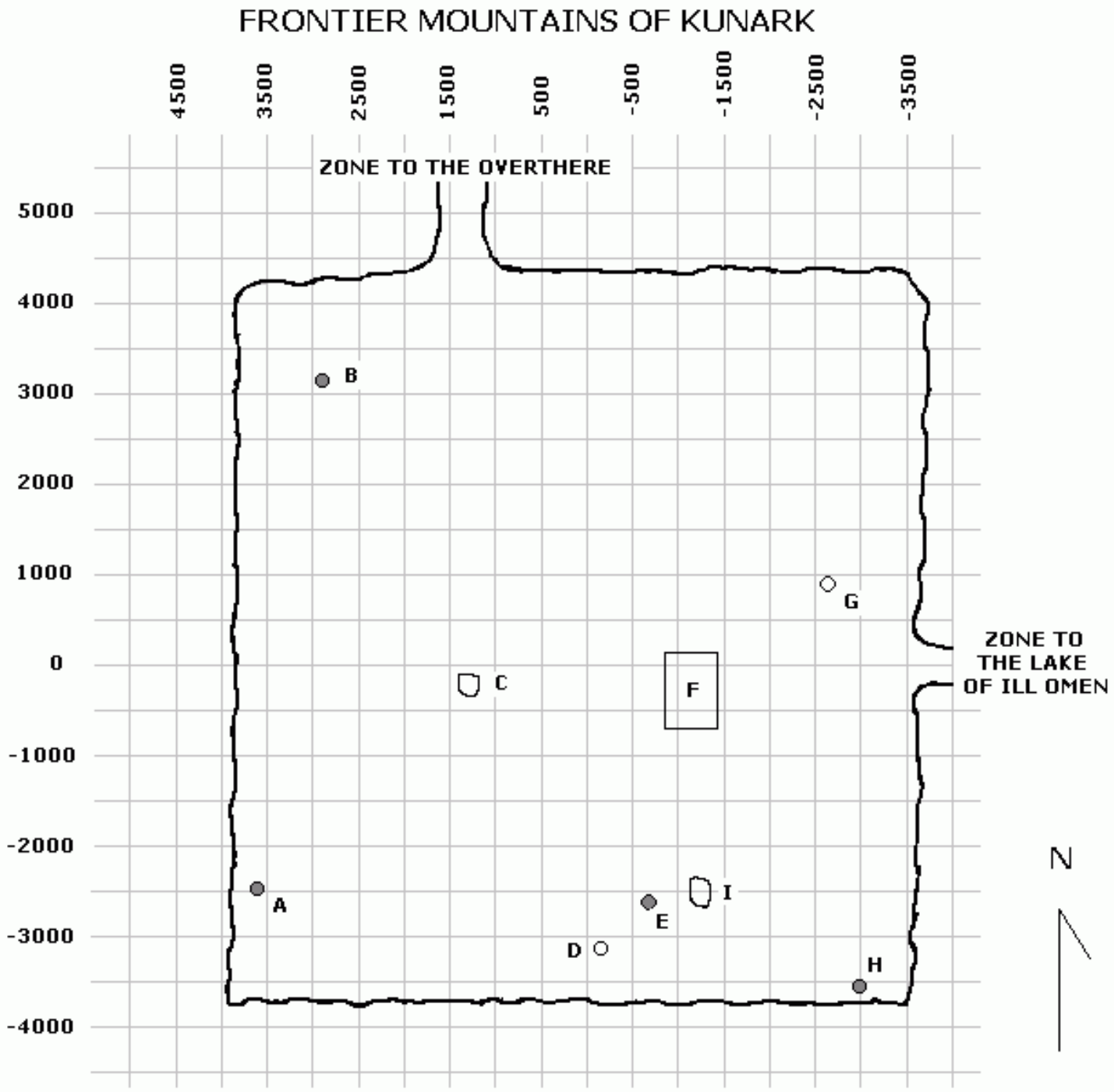
rickyh@telapex.com

* note - I followed the water south to about -8000 before I got tired of water..not sure how much further it goes....


Fironia Vie
Map by Kuan of The Taken on Cayle Thule
Swamp of No Hope 4900, 2700
Swamp of No Hope
5000, -2200 5000, -2700
Iksar Head
Iksar Head
Forest Giants
2800, -3800
Statues
Drovalrg
2400,2200
Goblin Raiders
1700,2500
Drovalrg
1500,100
Lake of Ill Omen
1200, 3500
Temple
650, -2100
Drovlarg
Fort
Dreadlands
-200, 3600
Drovalrg
450, 1650
Goblin Raiders
150, 300
Goblin Raiders
-151, -1300
Waterfall
Outpost
-2300, 2000
Tunnel
-1900, 3400
Forge
Weapons
Bags
Cooking,Food
Druid Spells
Jewelry
Bard Songs,
Brewery
Rogue Trainer, Poison
Supplies
Bank
Sewing Kits
Monk Guild
Armor
Bard Guild
Fishing, Alchemy, Archery,
Bags, Shaman Spells
Ranger Guild,
Archery
Tunnel
Paladin Guild,
Paladin Spells,
Cleric Spells
Caster's
Spells
Timourous
Deep Boat

Frontier Mountains





LEGEND

A - ZONE TO BURNING WOOD
B - TEMPLE OF DROGA
C - STATUE/COLUMNS
D - TOWER
E - MINES OF NURGA
F - GIANT CITADEL
G - MOLE CAVE
H - XONE TO DREADLANDS
I - RUINS/BUILDING

BY:

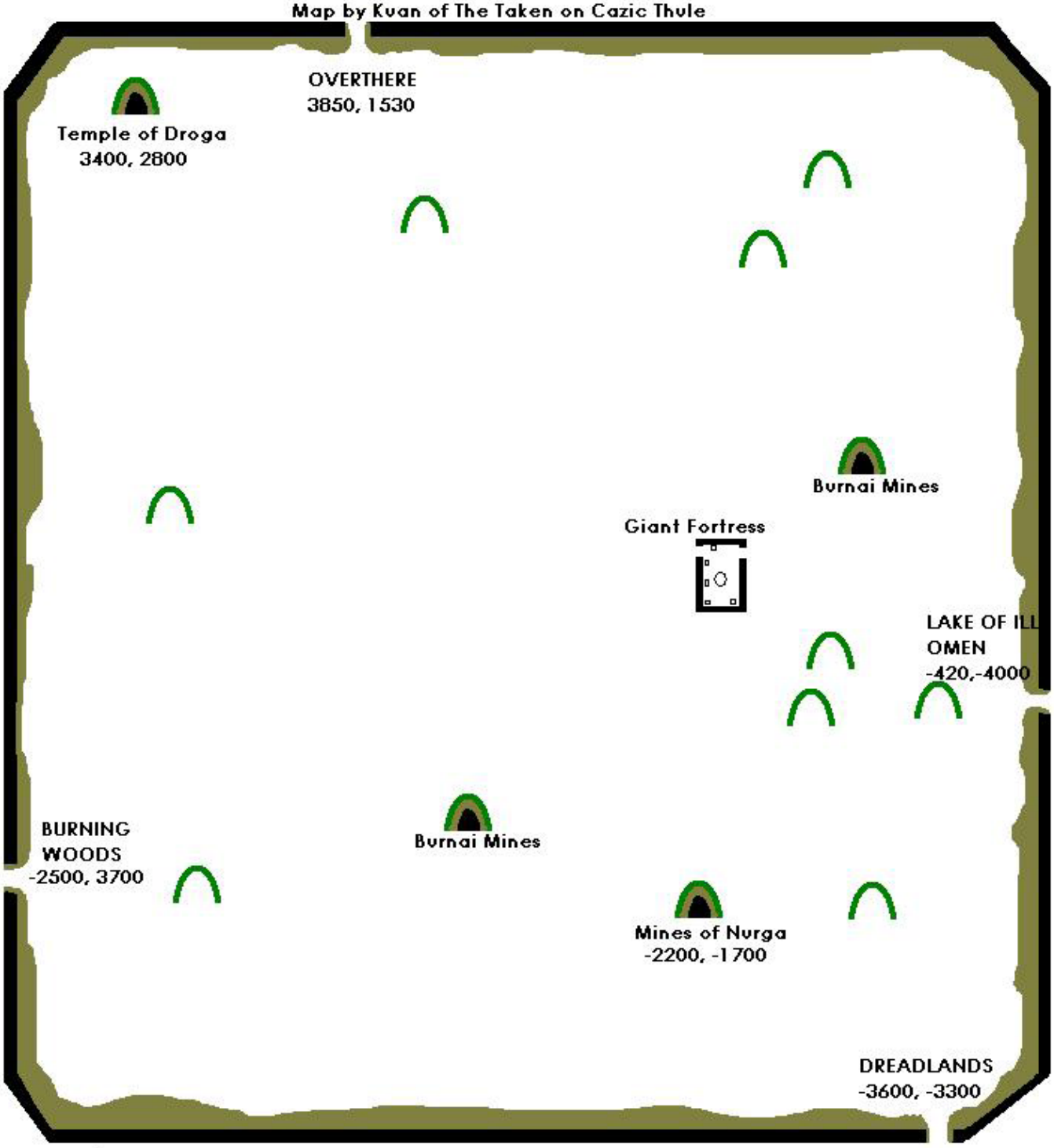
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

SEND CORRECTIONS/ADDITIONS TO
rickyh@telapex.com

MAPS BY HOP -
HTTP://users.telepak.net/~rickyh/mapsbyho.htm

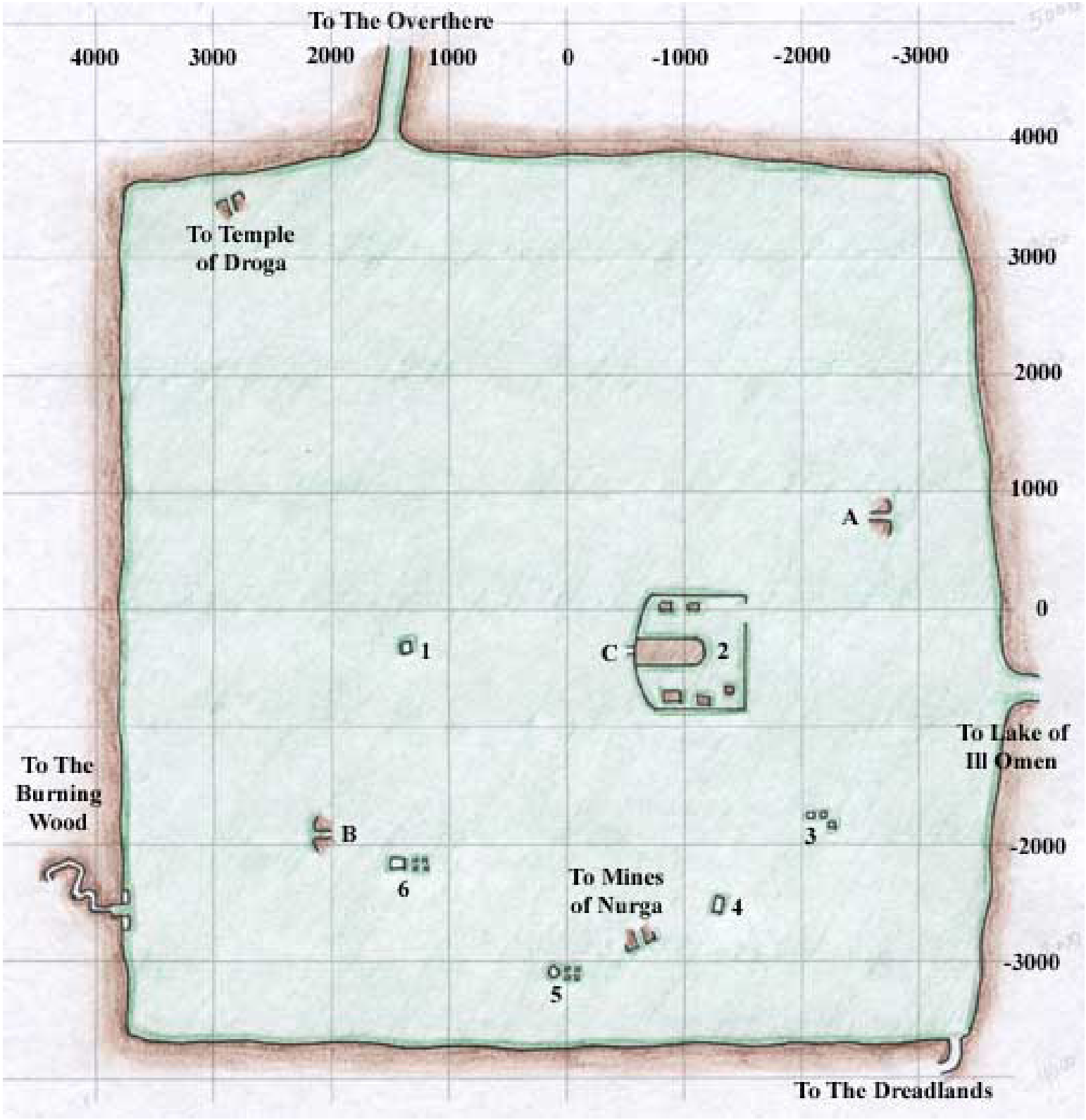
The Frontier Mountains

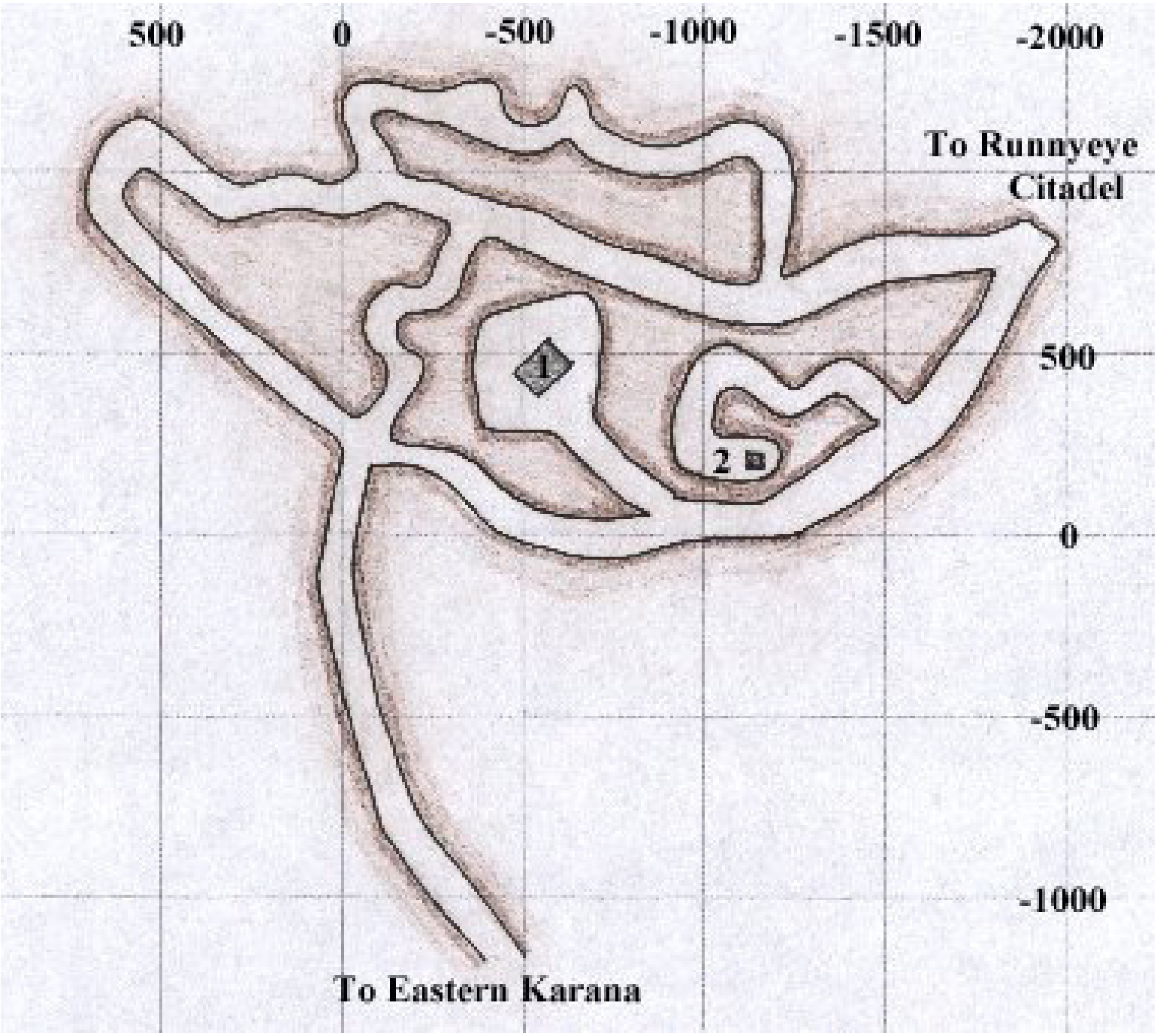
Map by Kvan of The Taken on Cazic Thule



Goblinstomper
Goblin Dustscryer (crystal ball, +2int, +30 mana range)
Dustback
Samak Bloodbinder
Samak Assassin
Samak Seer
Bonegrinder
Stonegrinder (Stone Thuner 10/34 1hb)
Gemeye (Gem Finder)
Goblin Trailblazer (Trailblazer Knife)
Blugtin (Medicine Totem +5 wis AC 4 Range)
Bloodscale the Viscous
A Wandering Stonehealer (+5wis +10 mr necklace cleric only)
Overseer Miklik

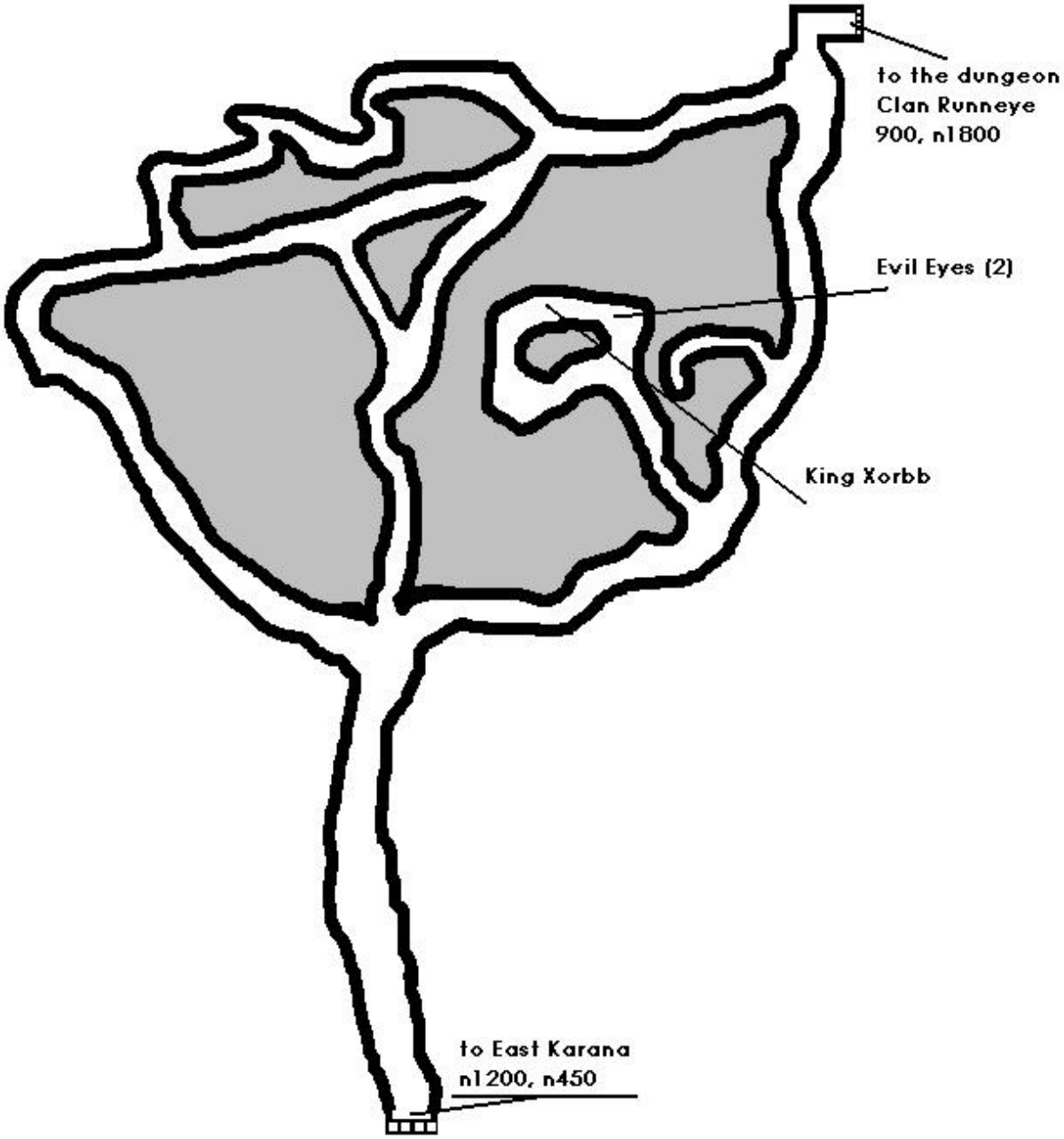
Clazxiss
Goblin Headhuner (Excavator Claws, 8/29 piercer)
Grand Cenobite (AC5, +7wis, +10 sv cold belt cleric only)
Miner Bordakn
Mountain Giant Prospector
Rockwolf
Krenlek
Slithinis (shield AC 10 +15str)
Gromlok
Goblin Iksar Slayer
Varithyx (Sleeve of Ancients AC 16 Str +3, +8 cha)
Eboneyes (Ebon Razor)
JoojOoBooBoo
Mangy Brute (Choppers)


To The Overthere
4000
3000
2000
1000
0
-1000
-2000
-3000
4000
3000
2000
1000
0
-2000
-3000
To Temple of Droga
A
1
C
2
To Lake of Ill Omen
To The Burning Wood
B
3
6
To Mines of Nurga
4
5
To The Dreadlands

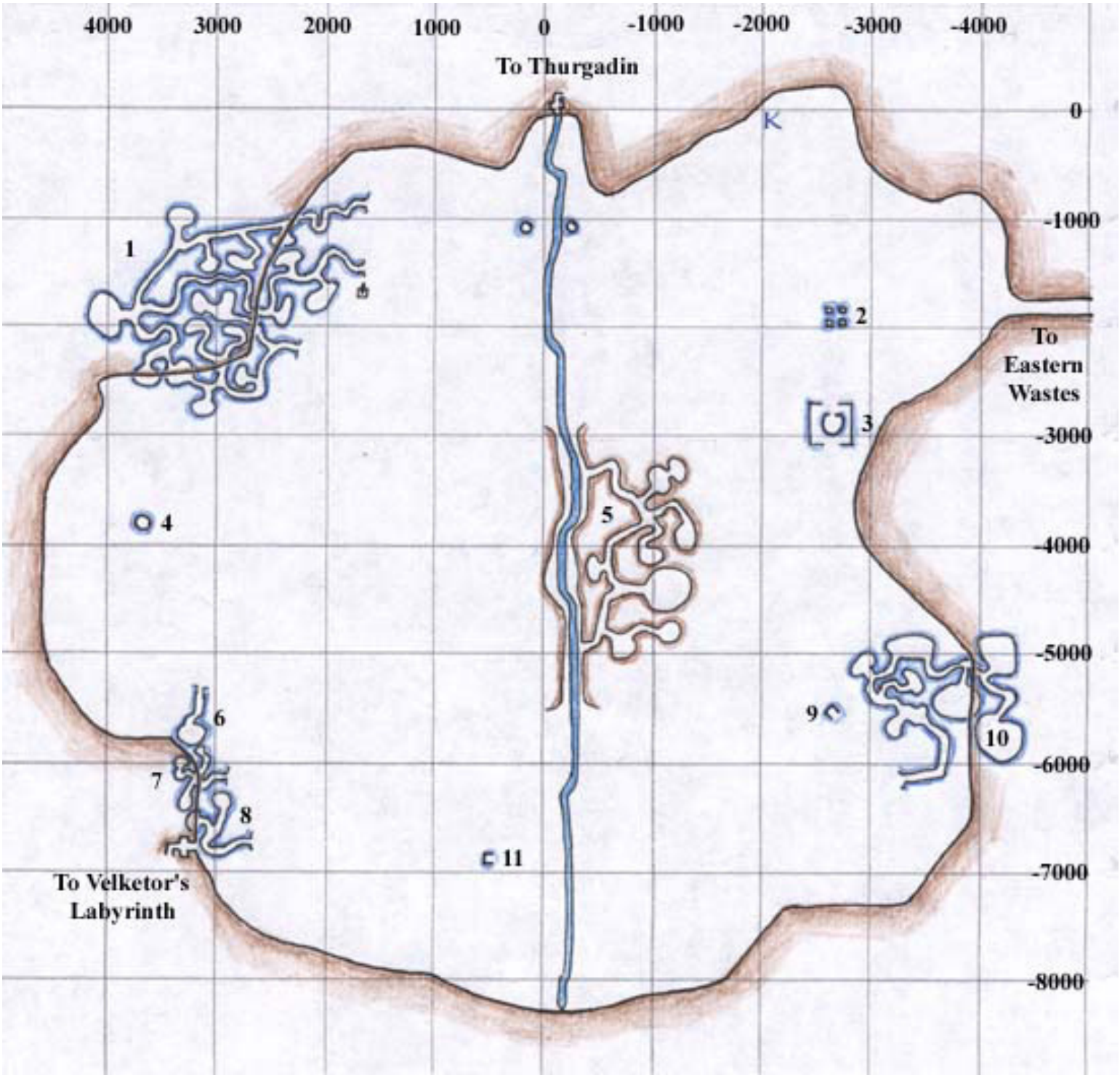

500
0
-500
-1000
-1500
-2000
To Runnyeye Citadel
500
0
-500
-1000
1
2
To Eastern Karana

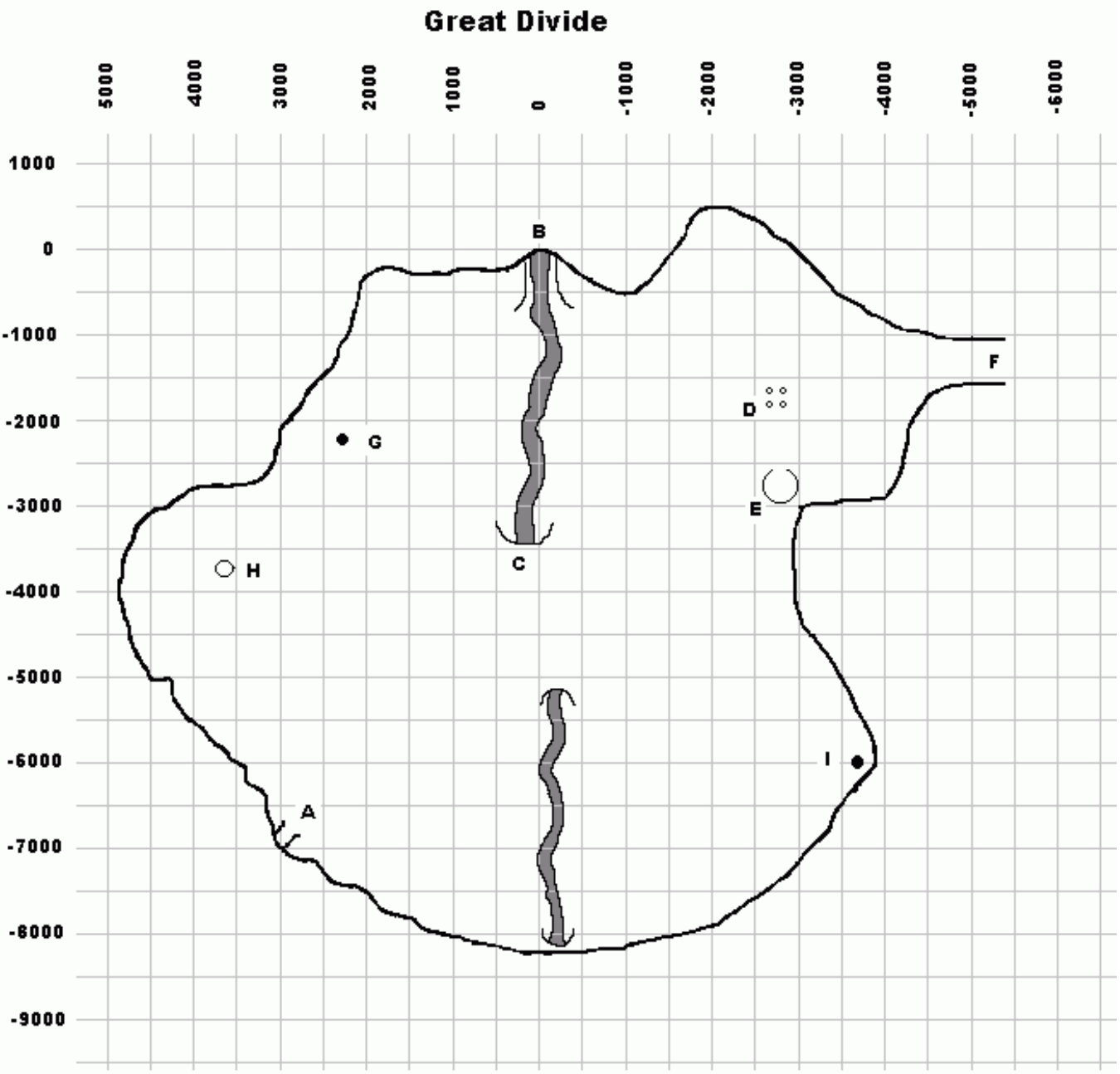
Gorge of King Xorbb

Map by Kvan of The Taken on Cazic Thule



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


4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
To Thurgadin
0
-1000
-3000
-4000
-5000
-6000
-7000
-8000
1
2
3
4
5
6
7
8
9
10
11
K
To Eastern Wastes
To Velketor's Labyrinth



A - Labrynth of Velrator - n6700, 3000
B - Thurgdin, Dwarf City - n100, n50 - Behind Falls
C - Wurm Cave - n3102, n253
D - Spires - n1827, n2716
E - Giant Fort - n2565, n2635
F - Zone to Eastern Wastes - n1200, n5000

G - Caves - 2190,2306
H - Dragon Circle - n3840, 3653
I - Caves - n6146, n3308

N

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

Send corrections/additions to:
rickyh@telapex.com

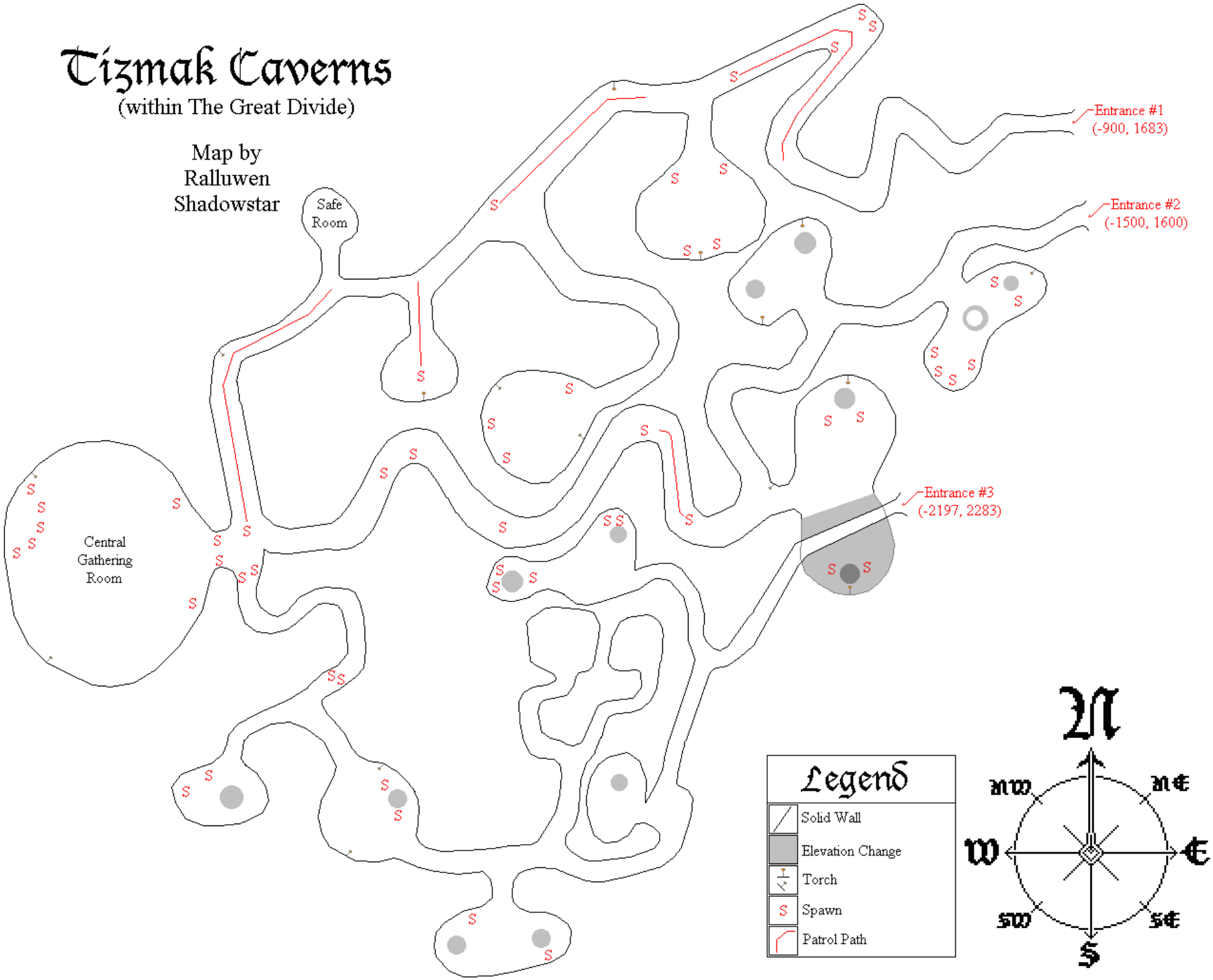
Maps by Hop:
http://users.telepak.net/~rickyh/mapsbyho.htm

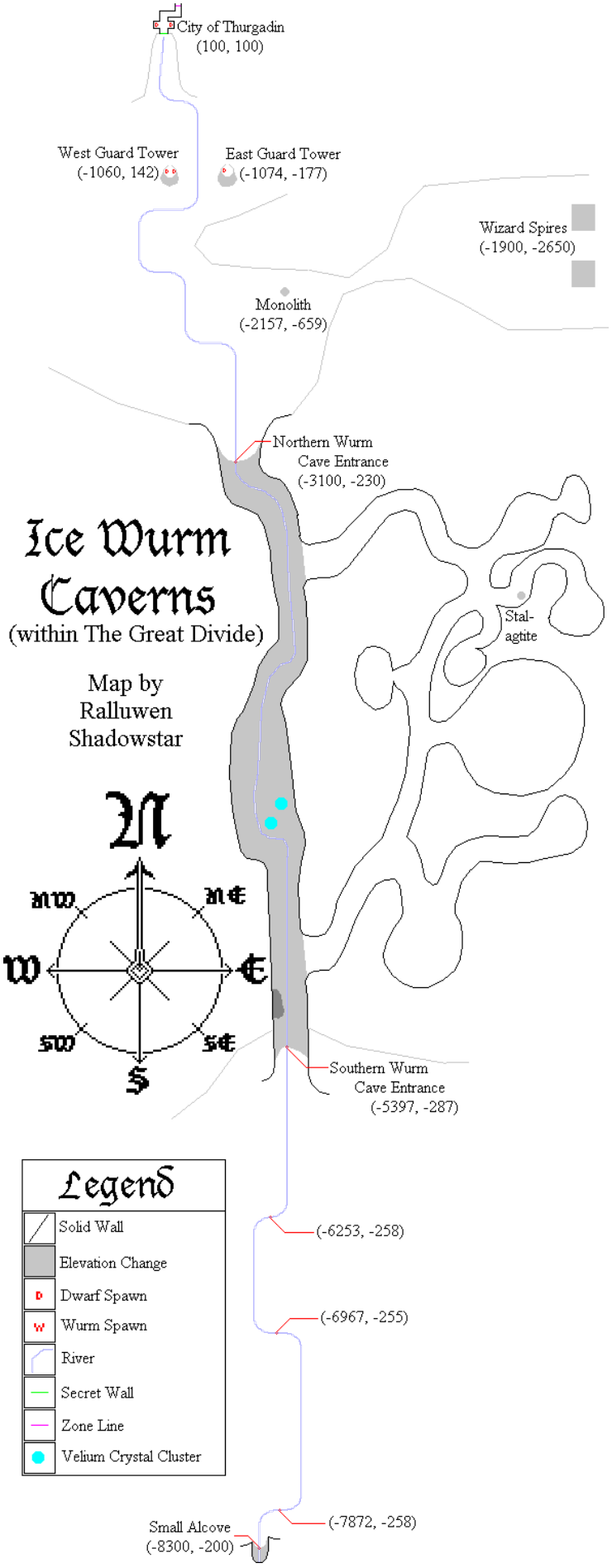
Great Divide
Watar Fall
ZONE
To City of Thurgadin
50,150
To Cave A
(Map 2)
Wizard Piller
-1878,-2700
ZONE
To Eastern Waste
-1800,5200
Giant Fort
Divide Mountain
Dragon Circle
-3750,3650
Wurm Cave
(Map2)
To Cave B
(Map2)
To Cave C
(Map2)
Crystal River
ZONE
Velketor Labyrinth
-6770,3350
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000

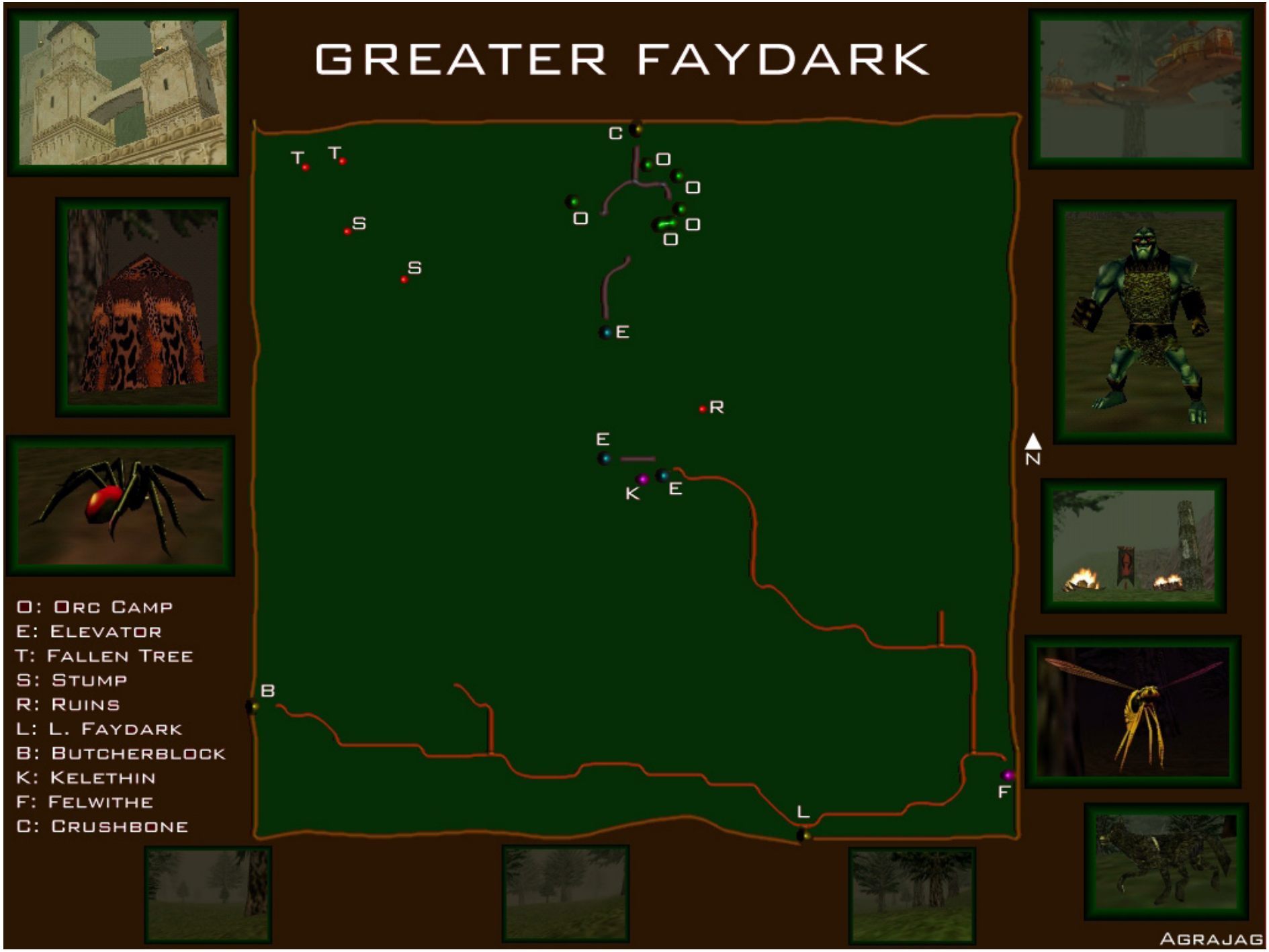
Tizmak Caverns

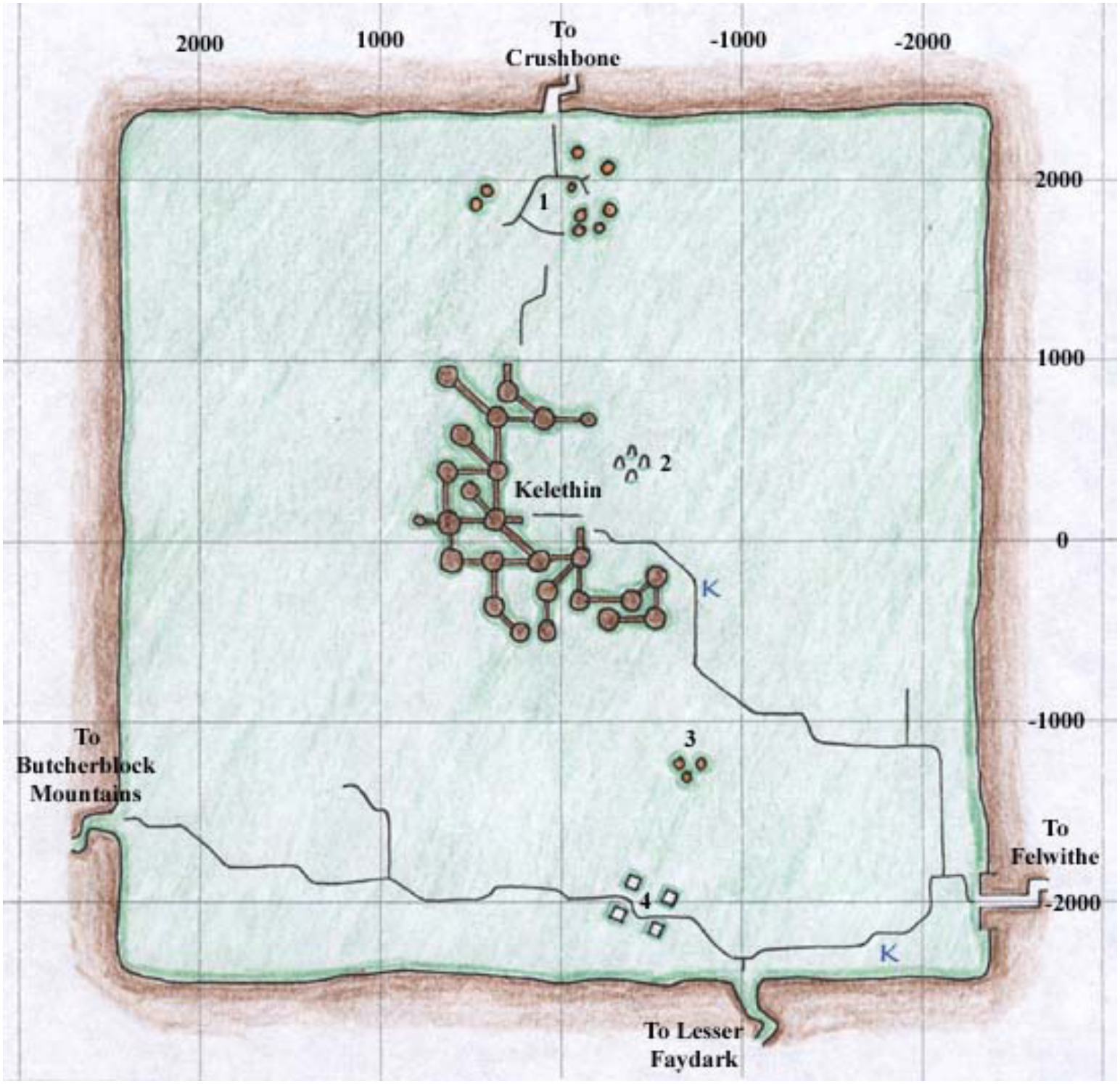
(within The Great Divide)

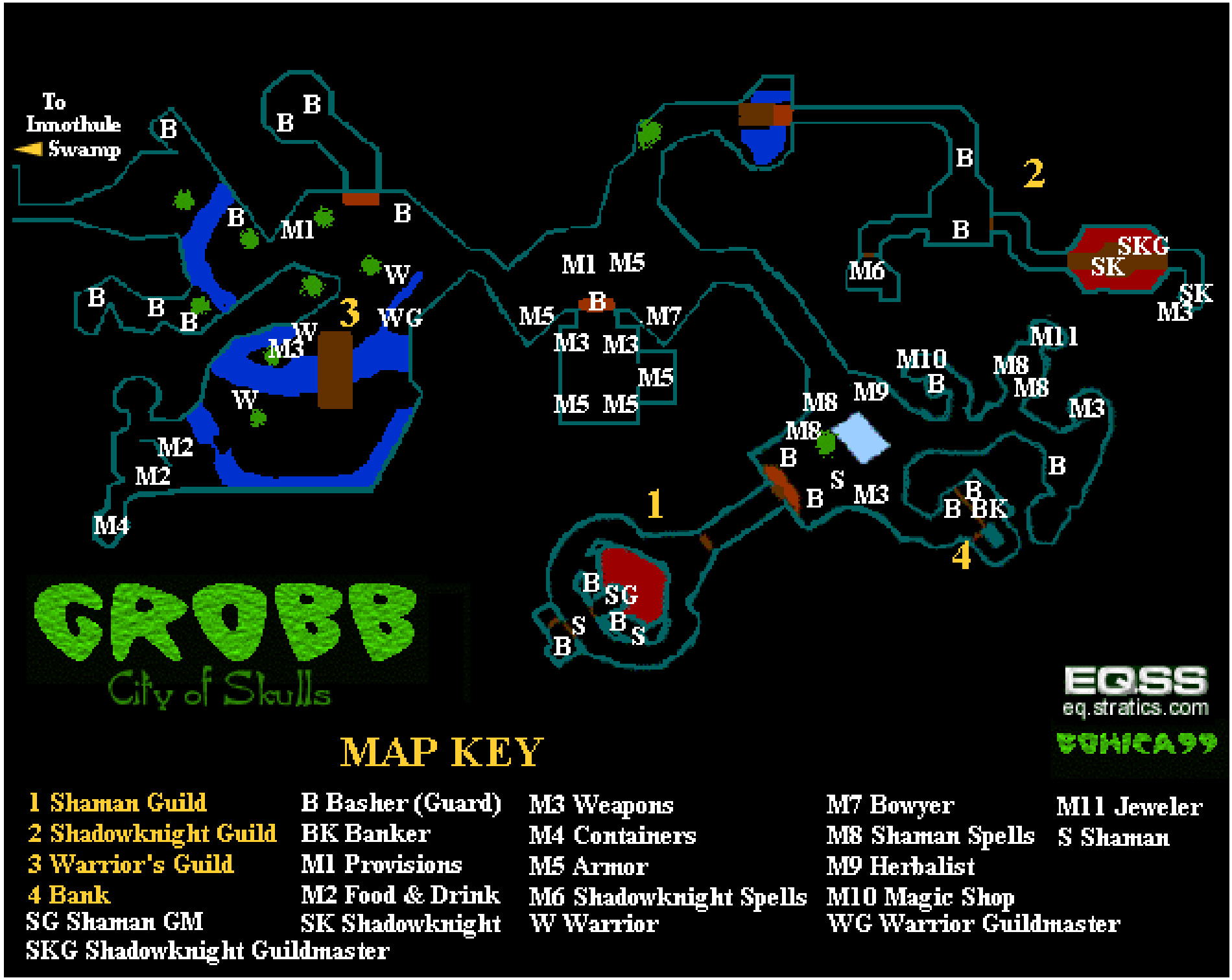
Map by
Ralluwen
Shadowstar

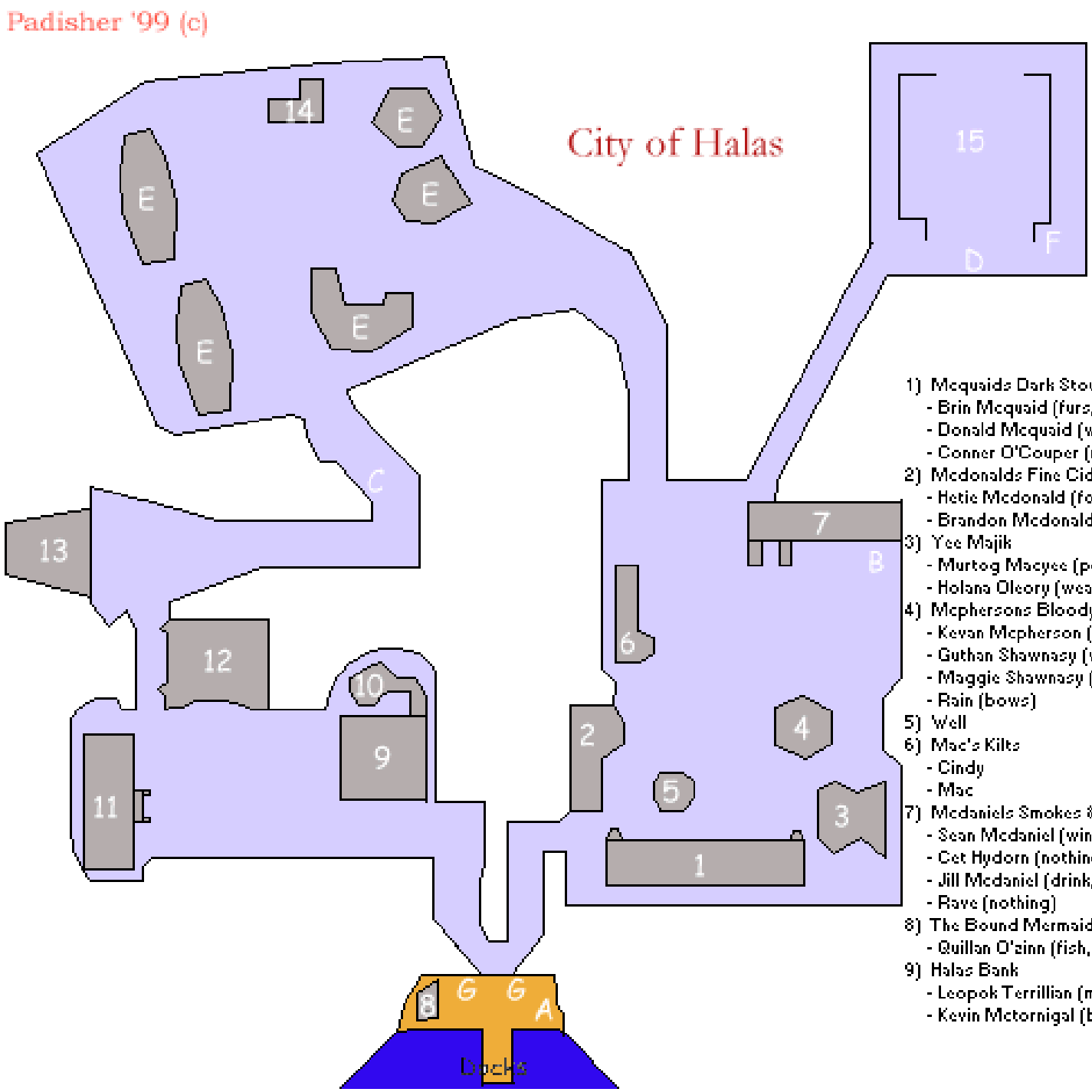



City of Thurgadin
(100, 100)
West Guard Tower
(-1060, 142)
East Guard Tower
(-1074, -177)
Wizard Spires
(-1900, -2650)
Monolith
(-2157, -659)
Northern Wurm
Cave Entrance
(-3100, -230)
Ice Wurm
Caverns
(within The Great Divide)
Map by
Ralluwen
Shadowstar
Stal-
agtite
N
NW
NE
W
E
SW
SE
S
Southern Wurm
Cave Entrance
(-5397, -287)
Legend
Solid Wall
Elevation Change
Dwarf Spawn
Wurm Spawn
River
Secret Wall
Zone Line
Velium Crystal Cluster
(-6253, -258)
(-6967, -255)
(-7872, -258)
Small Alcove
(-8300, -200)


GREATER FAYDARK
O: Orc Camp
E: Elevator
T: Fallen Tree
S: Stump
R: Ruins
L: L. Faydark
B: Butcherblock
K: Kelethin
F: Felwithe
C: Crushbone
N
Agrajag


2000
1000
To
Crushbone
-1000
-2000
2000
1
1000
2
Kelethin
0
K
-1000
3
To
Butcherblock
Mountains
To
Felwithe
4
-2000
K
To Lesser
Faydark


To Innothule Swamp
GROBB
City of Skulls
EQSS
eq.stratics.com
MAP KEY
1 Shaman Guild
2 Shadowknight Guild
3 Warrior's Guild
4 Bank
SG Shaman GM
SKG Shadowknight Guildmaster
B Basher (Guard)
BK Banker
M1 Provisions
M2 Food & Drink
SK Shadowknight
M3 Weapons
M4 Containers
M5 Armor
M6 Shadowknight Spells
W Warrior
M7 Bowyer
M8 Shaman Spells
M9 Herbalist
M10 Magic Shop
WG Warrior Guildmaster
M11 Jeweler
S Shaman



A) Teria Odonos (food, weapons)
B) Greta Terrillion (misc)
C) Rose Mcdowell (weapons, misc)
D) Doran Mcpherson (nothing)
E) Empty Building
F) Karo Donsin (weapons, armor)
G) Guards

1) Mcquaids Dark Stout
- Brin Mcquaid (furs, food)
- Donald Mcquaid (wine)
- Conner O'Couper (nothing)

2) Mcdonalds Fine Cider
- Hetie Mcdonald (food, drink)
- Brandon Mcdonald (drink)

3) Yee Majik
- Murtog Macyee (potions, armor)
- Holana Oleory (weapons, armor)

4) Mcphersons Bloody Bladed
- Kevan Mcpherson (weapons)
- Guthan Shawnasy (weapons)
- Maggie Shawnasy (armor)
- Rain (bows)

5) Well

6) Mac's Kilts
- Cindy
- Mac

7) Mcdaniels Smokes & Spirits
- Sean Mcdaniel (wine)
- Cet Hydorn (nothing)
- Jill Mcdaniel (drink, food)
- Rave (nothing)

8) The Bound Mermaid
- Quillan O'zinn (fish, weapons)

9) Halas Bank
- Leopok Terrillian (misc)
- Kevin Mctornigal (banker)

10) Rogue Guild
- Ysanna Mcgibbon (rogue guild leader)

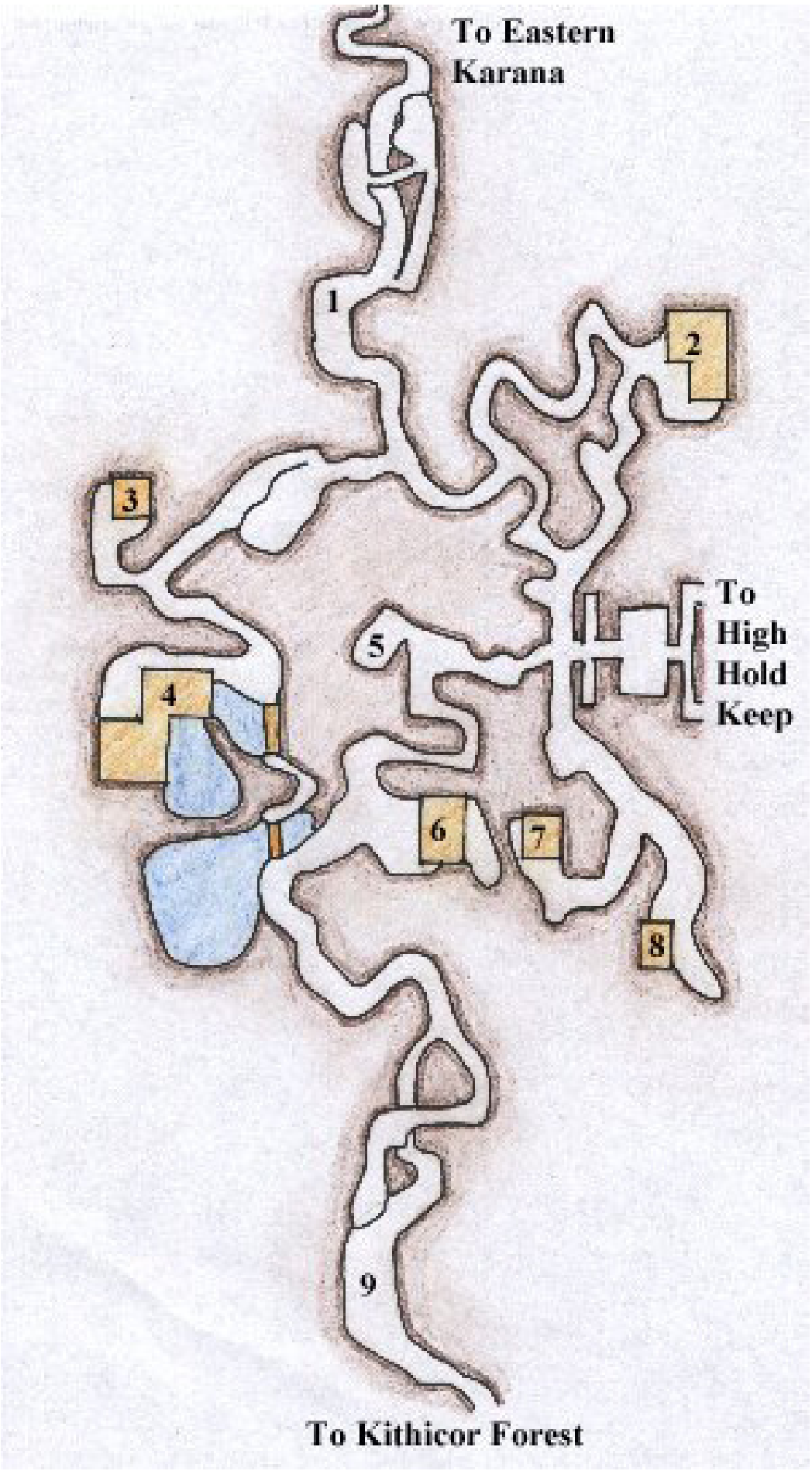
11) The Golden Toro
- Rosin Macgrove (weapons, armor)
- Joe Macgove (same)

12) Doks Cigars
- Merin (weapons)
- Doc (weapons)

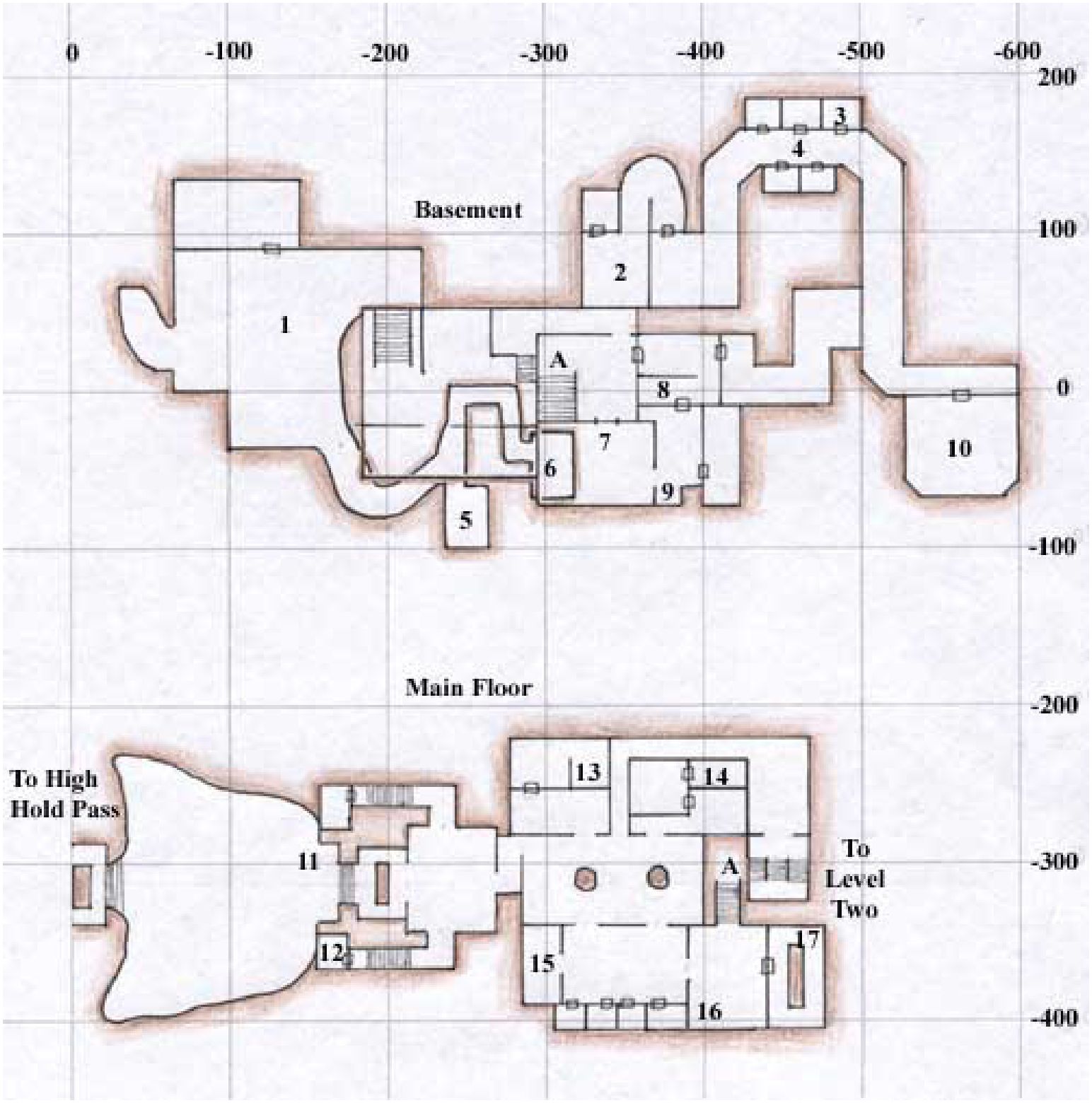
13) Church of the Tribunal
- Margyn Mconn (shaman guild leader)
- 2 Shaman Merchants (spells)

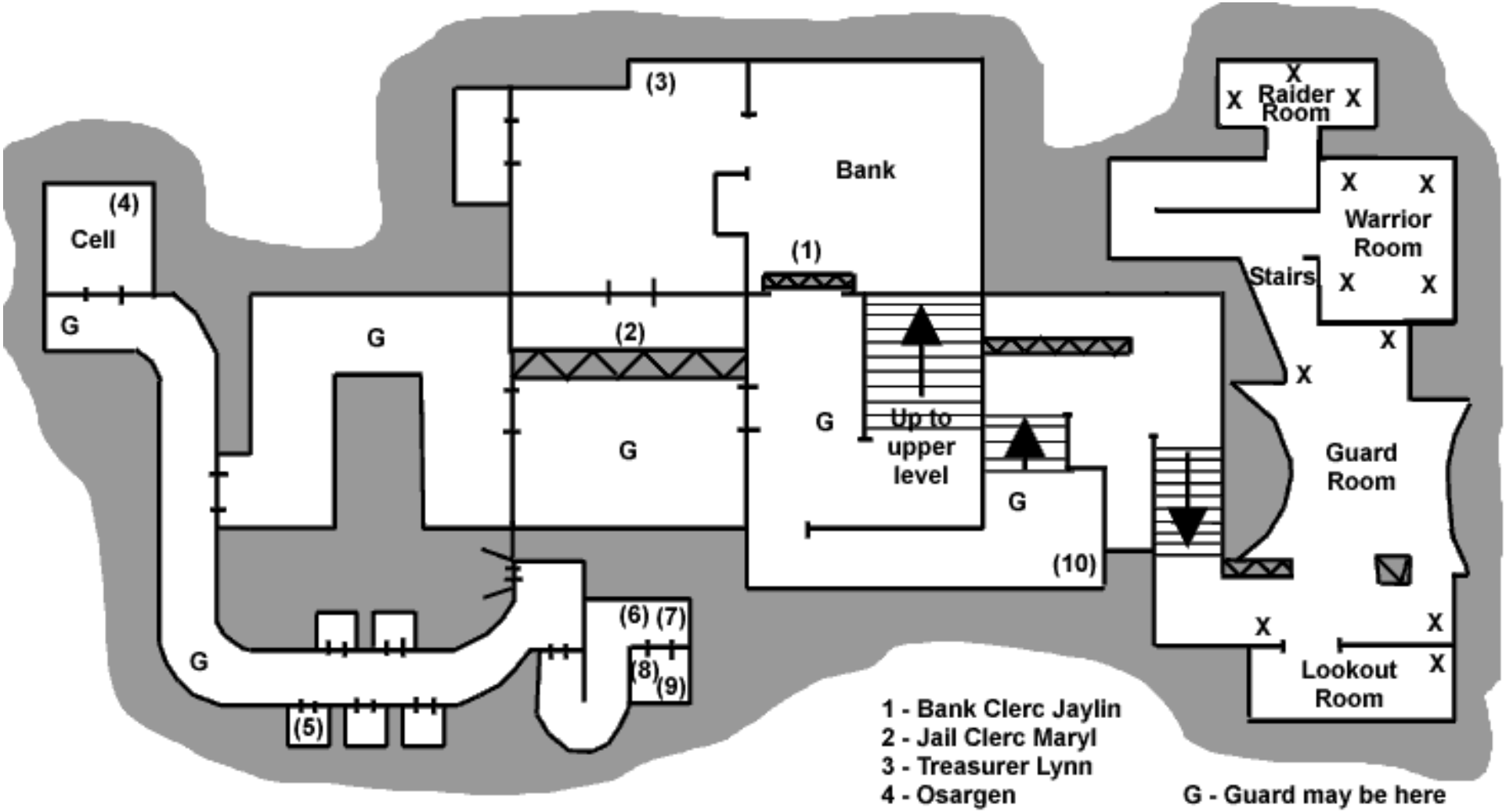
14) Dog Pen

15) Warrior Pits
- Lyshith Mcnarth (warrior guild)
- Kylan O'Donos (warrior guild)


To Eastern Karana
1
2
3
4
5
6
7
8
9
To High Hold Keep
To Kithicor Forest

To
East Karana
(840,105)
Greenix &
Vexven Mucktail
Gnoll Spawn
1
2
7
To
High Keep
(-100,-110)
3
4
5
6
Highpass
Hold
1 Alcolic Drinks
2 Foods
3 Cafe and INN
4 Tairoring patterns
5 Cafe
6 Weapons and Smithing
7 - Smugglers
Shralok
Orc Spawn
To
Kitior Forrest
(-979,91)

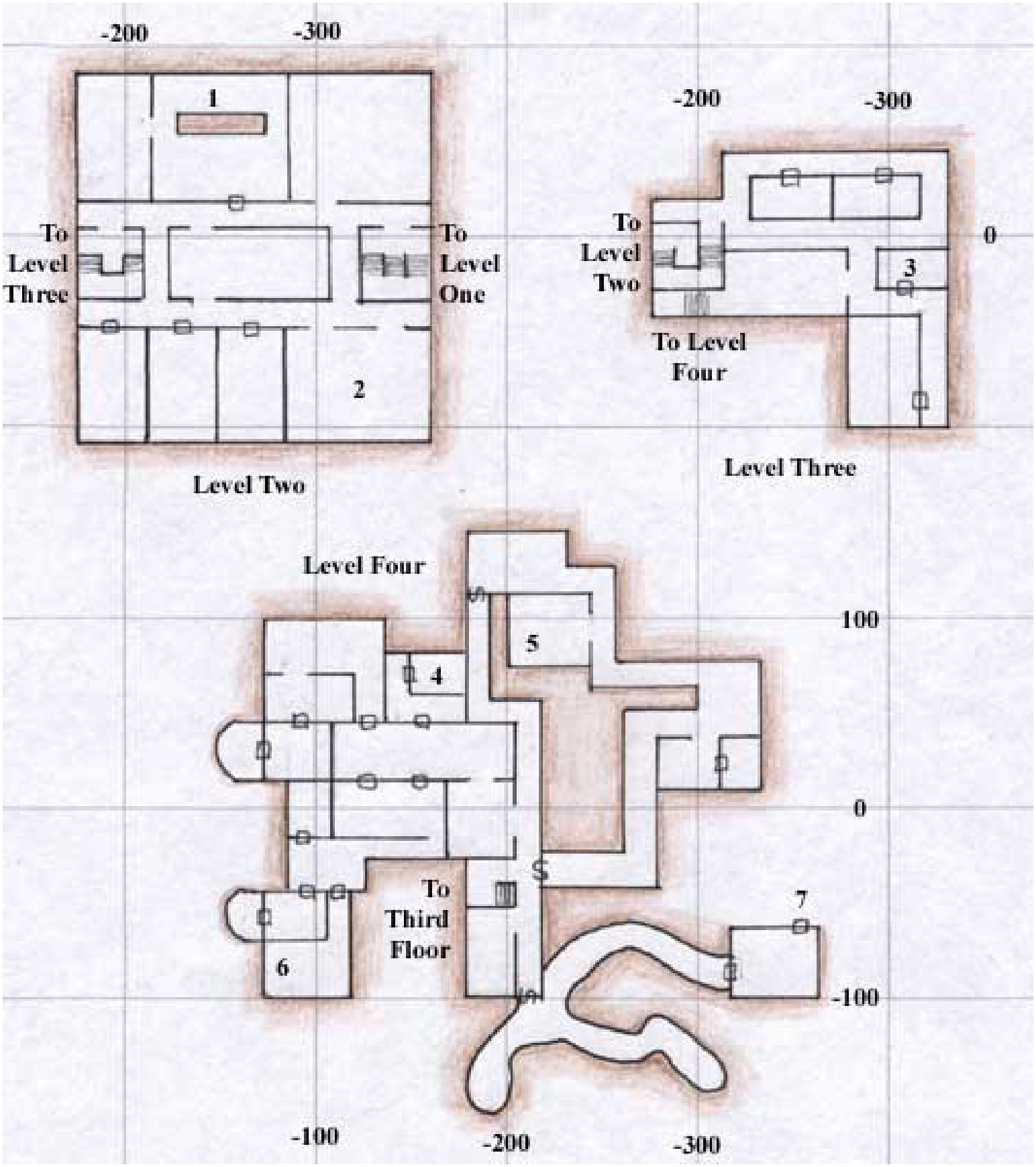

0
-100
-200
-300
-400
-500
-600
200
100
0
-100
-200
-300
-400
Basement
1
2
3
4
5
6
7
8
9
10
A
Main Floor
To High Hold Pass
11
12
13
14
15
16
17
A
To Level Two



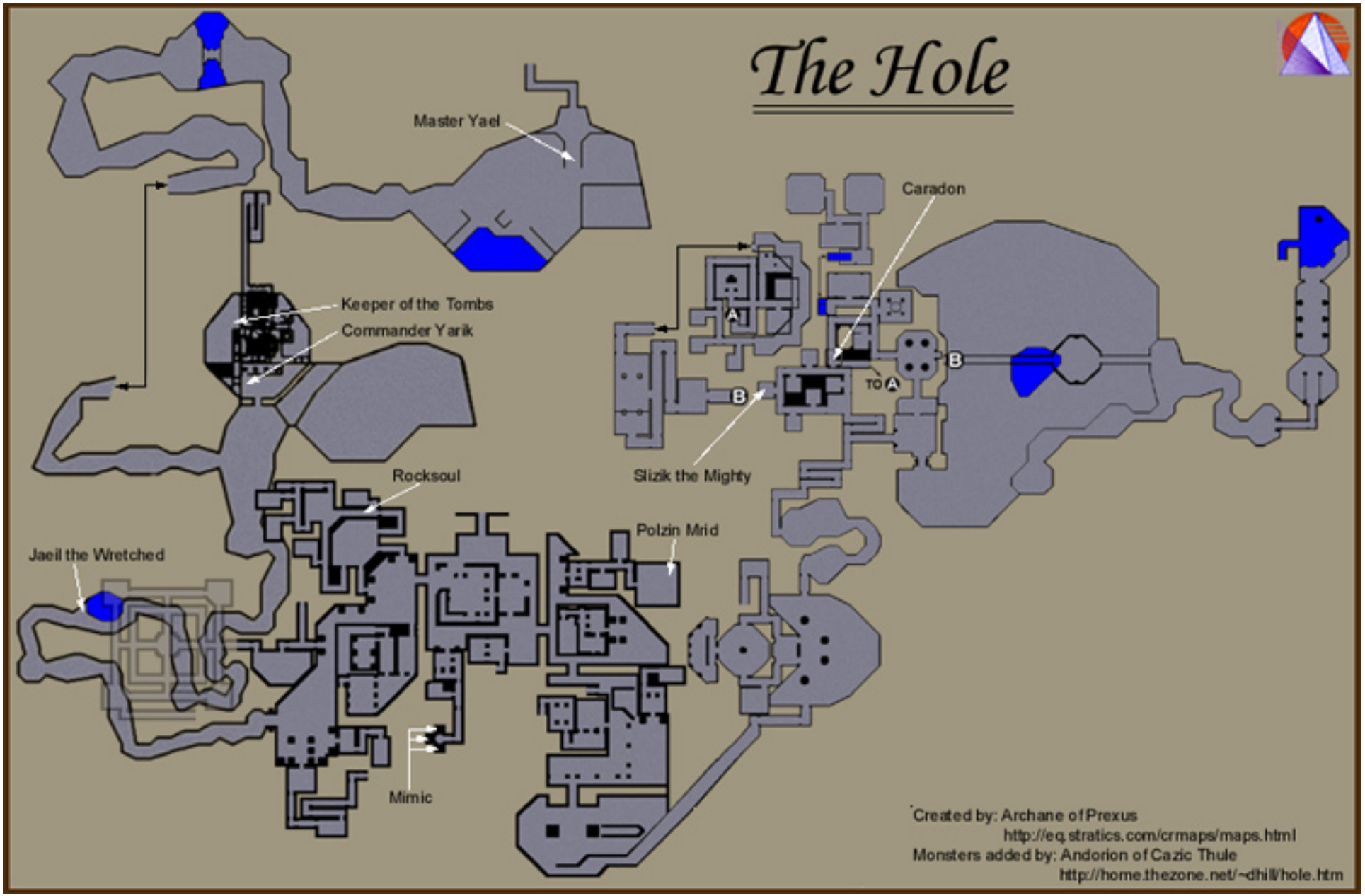
HighKeep Hold Pickclaw Area (The basement)

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

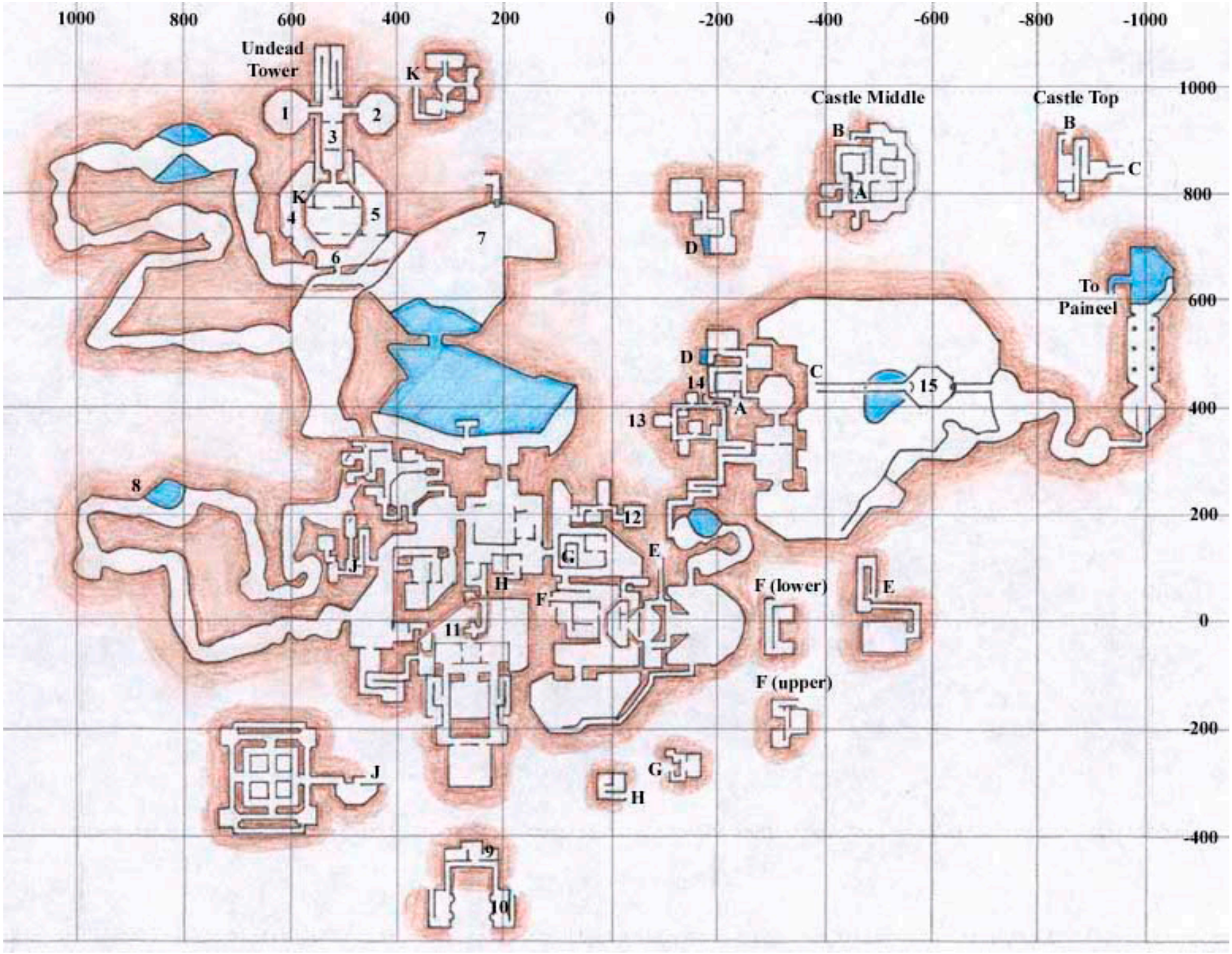
G - Guard may be here
X - Pickclaw Spawn

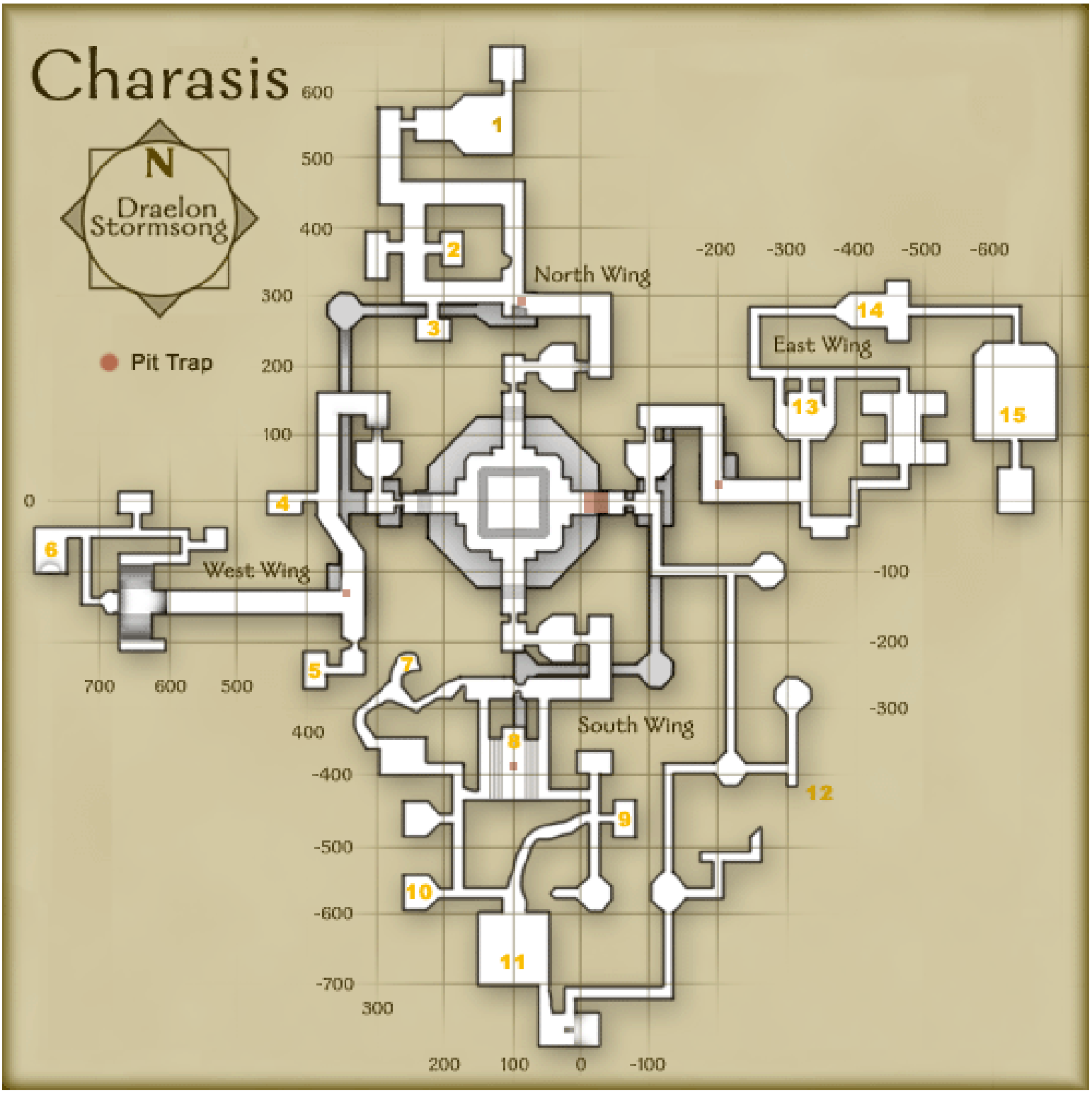

-200
-300
1
To Level Three
To Level One
2
Level Two
-200
-300
0
To Level Two
3
To Level Four
Level Three
Level Four
100
5
4
0
To Third Floor
7
6
-100
-100
-200
-300

Hole Archane



Hole 114

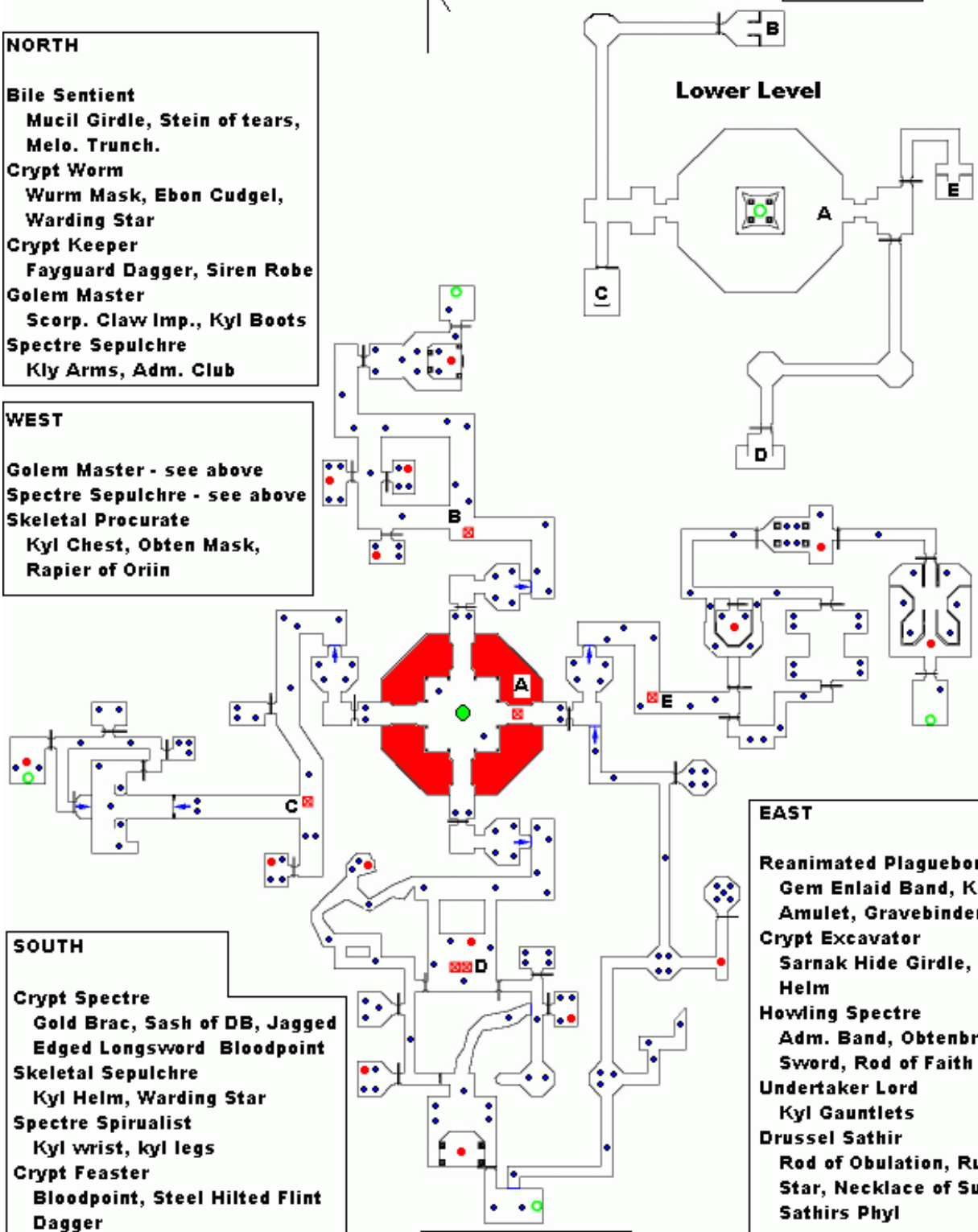

1000
800
600
400
200
0
-200
-400
-600
-800
-1000
Undead Tower
Castle Middle
Castle Top
To Paineel
F (lower)
F (upper)


Charasis
N
Draelon Stormsong
Pit Trap
North Wing
East Wing
West Wing
South Wing
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
600
500
400
300
200
100
0
-100
-200
-300
-400
-500
-600
-700
700
600
500
400
300
200
100
0
-100
-200
-300
-400
-500
-600

Howling Stones

- mob
- named
- port in
- portal

N



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
Embalming Fluid
Enshr. Veil, Fingerbone Hoop, Hand of the Reaper

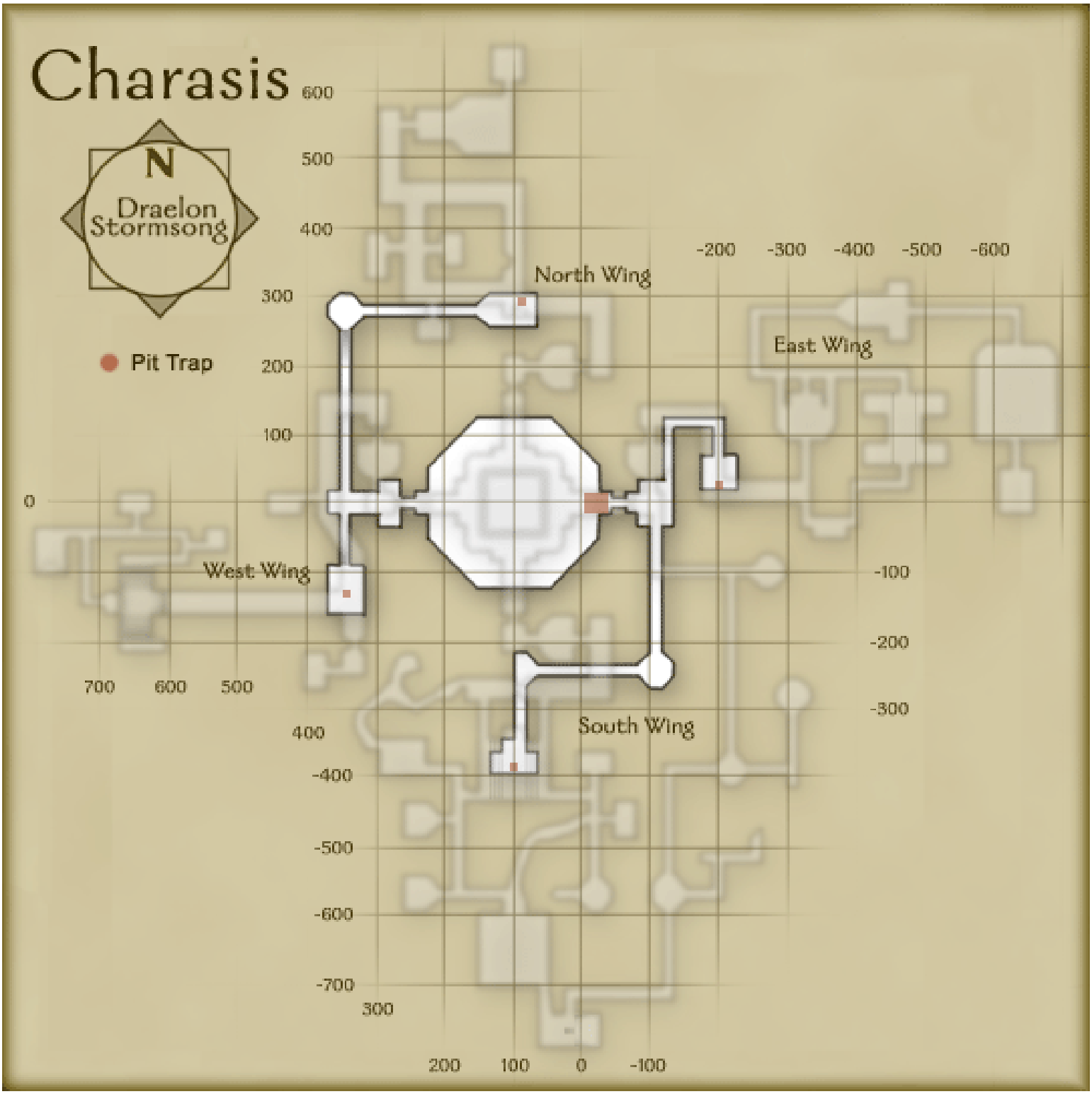
PH's

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 Obulation, Runed Morning Star, Necklace of Superiority, Sathirs Phyl

Also, druid boots have been added to this wing somewhere


Charasis
N
Draelon Stormsong
Pit Trap
North Wing
East Wing
West Wing
South Wing
600
500
400
300
200
100
0
-100
-200
-300
-400
-500
-600
-700
700
600
500
400
300
200
100
0
-100
-200
-300
-400
-500
-600

Howling Stones: Charasis

New design edited map by
Fettsack of the Ayonae Ro Server
Original map: Jay Prestidigiator of Bertoxx

NORD

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
Adamantite Club

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 Obulation
Runed Morning Star
Necklace of Superiority
Sathirs Phyl

There have been druid boots implemented to this wing somwhere.

Place Holders

Crypt Guardian
Skeletal Watchman

WEST

Golem Master
Scorp. Claw Imp.
Kyl Boots

Spectre Sepulchre
Kly Arms
Adamantite Club

Skeletal Procurate
Kyl Chest
Obten Mask
Rapier of Oriin

SOUTH

Crypt Spectre
Gold Brac
Sash of DB
Jagged Edged LSw.
Bloodpoint

Spectre Sepulchre
Kly Helm
Warding Star

Spectre Spirualist
Kyl Wrist
Kyl Legs

Embalming Fluid
Enshrouded. Veil
Fingerbone Hoop
Hand of the Reaper

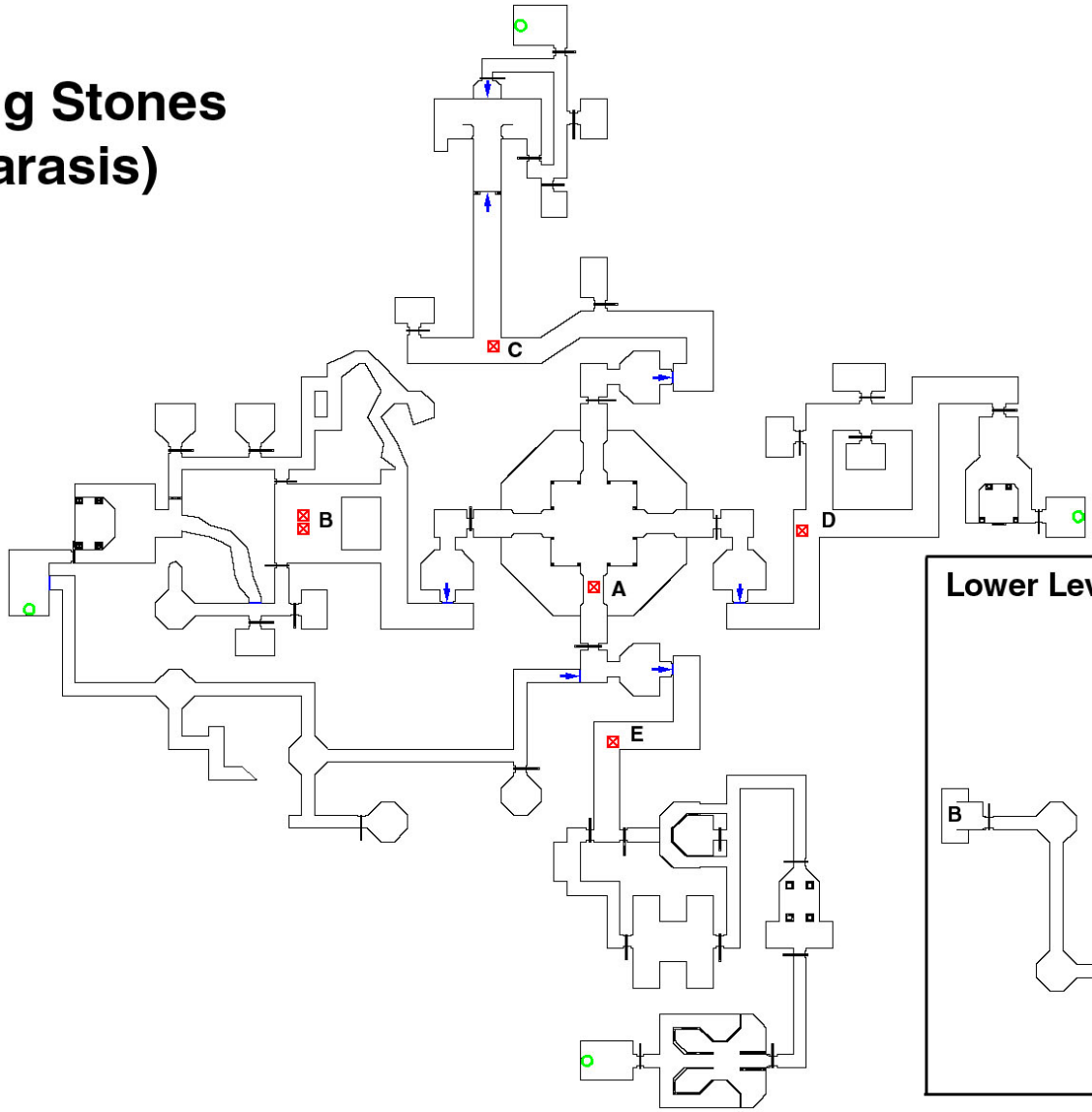
Crypt Feaster
Bloodpoint
Steel Hilted F. Dagger

- Monster
- Named
- Port in
- Portal

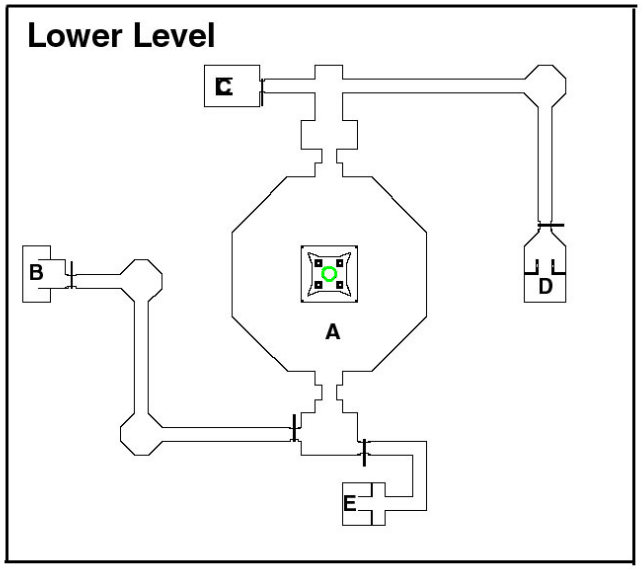
N

Lower Level

Howling Stones (Charasis)



Jayr Prestidigitator Bertoxx

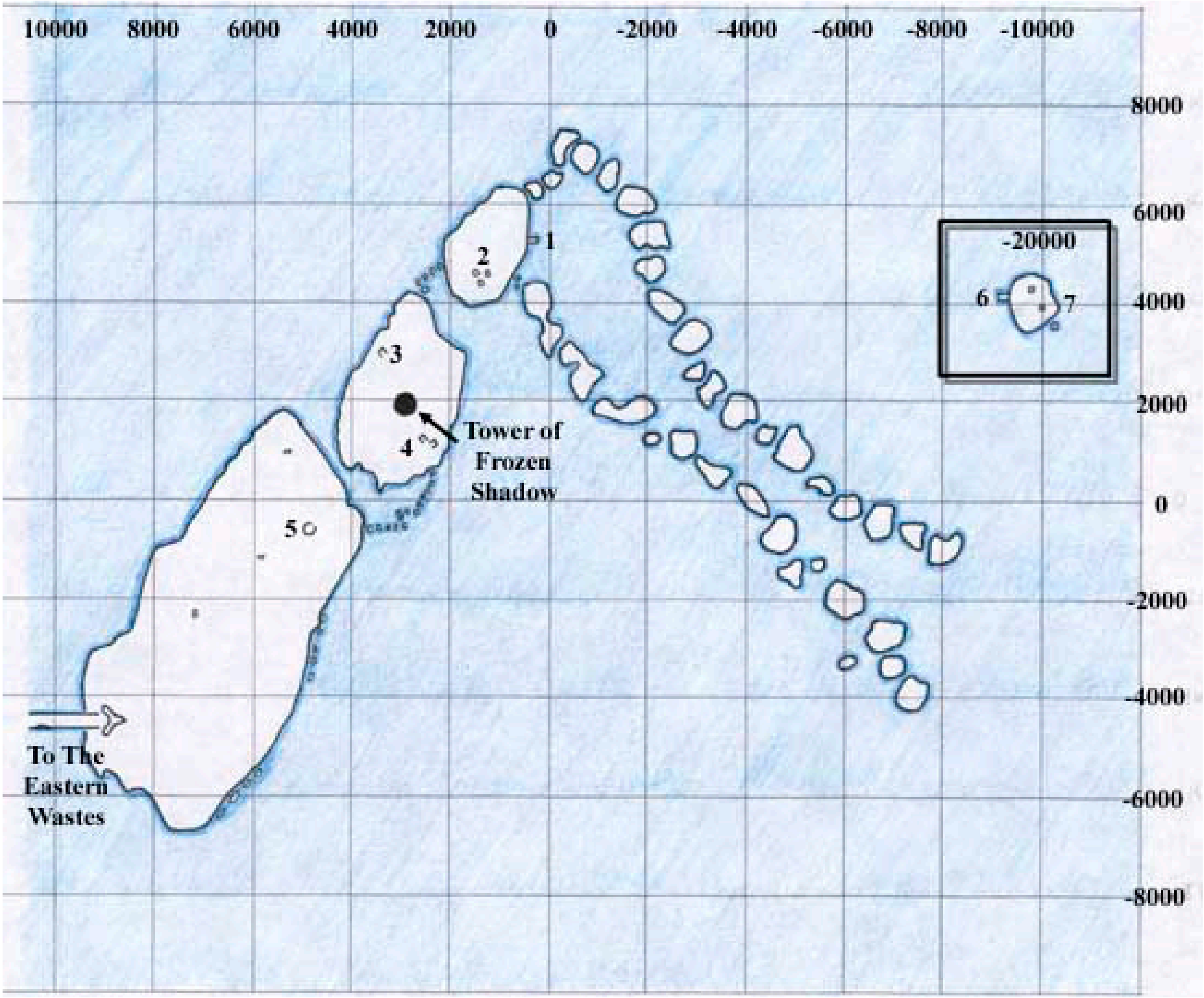


Exit

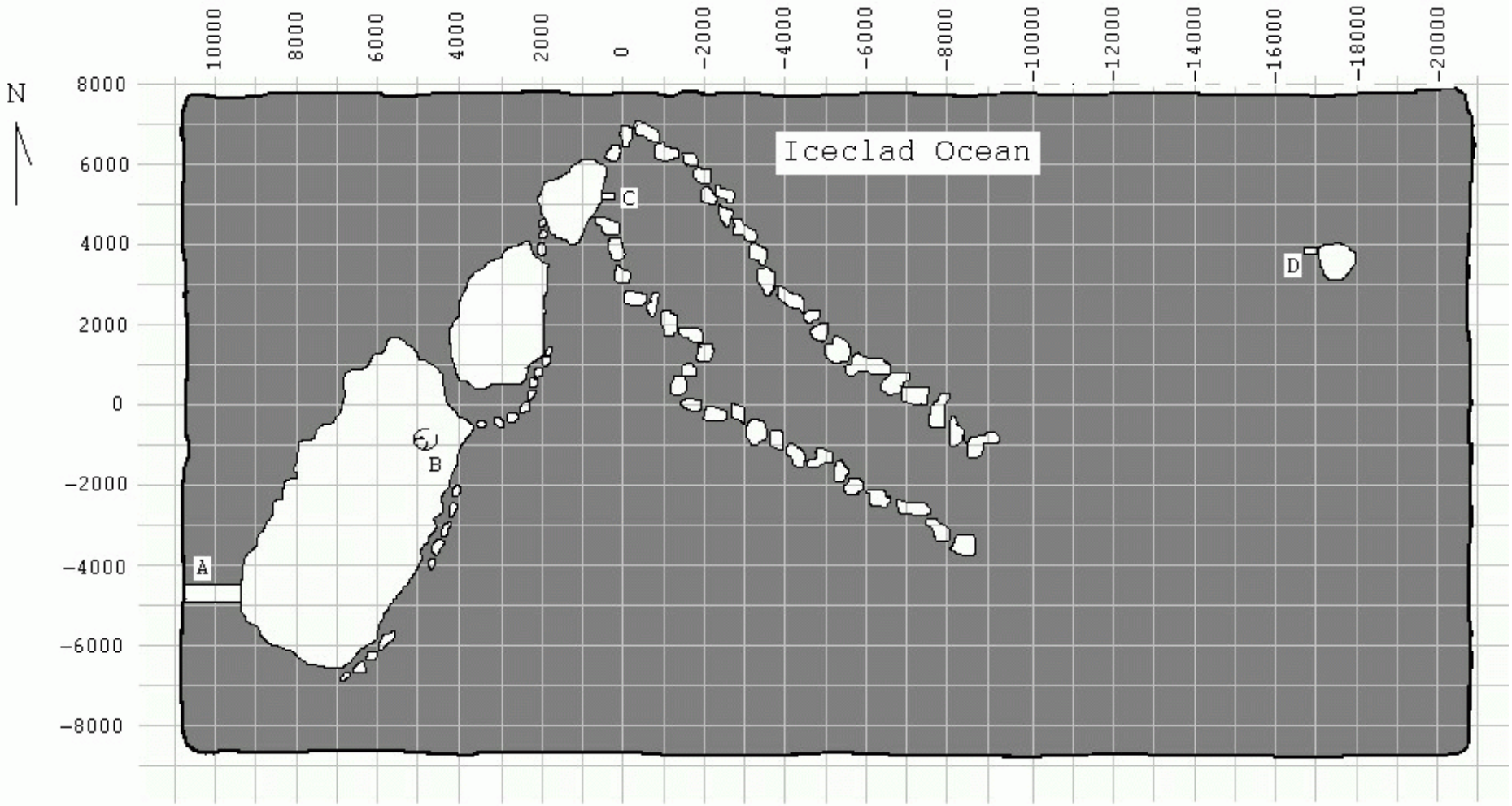
Pit Trap

Fake Wall

One Way


10000
8000
6000
4000
2000
0
-2000
-4000
-6000
-8000
-10000
8000
6000
4000
2000
0
-2000
-4000
-6000
-8000
-20000
1
2
3
4
5
6
7
Tower of Frozen Shadow
To The Eastern Wastes

Iceclad Ocean

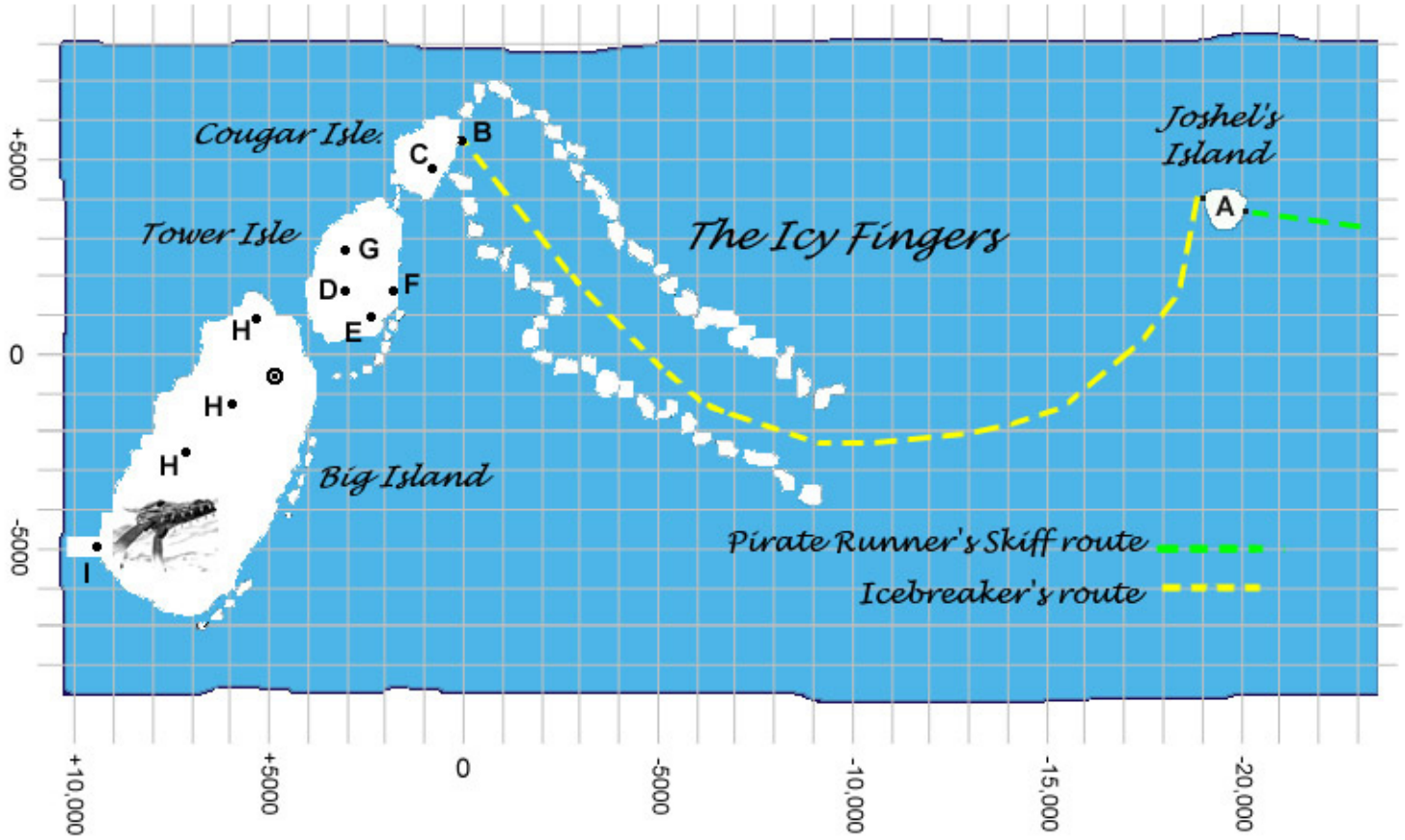


A - Dragon Bridge, Zone to Eastern Wastes - n5000,9200
B - Druid Port Area - n900, 5000
C - Dock - 5100, 500
D - Dock, Nro barge - 4000, n19300

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

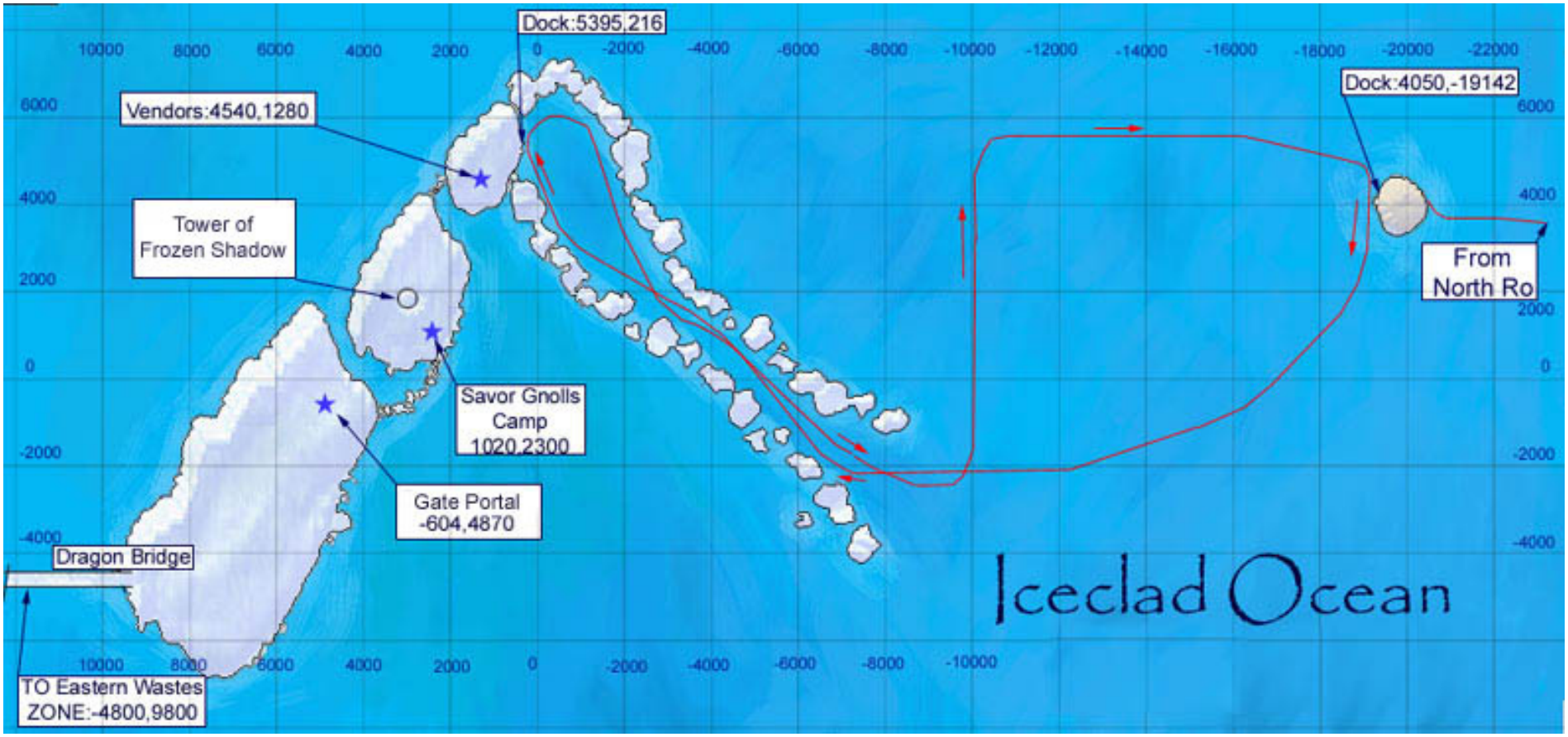
Send corrections/additions to:
rickyh@telapex.com

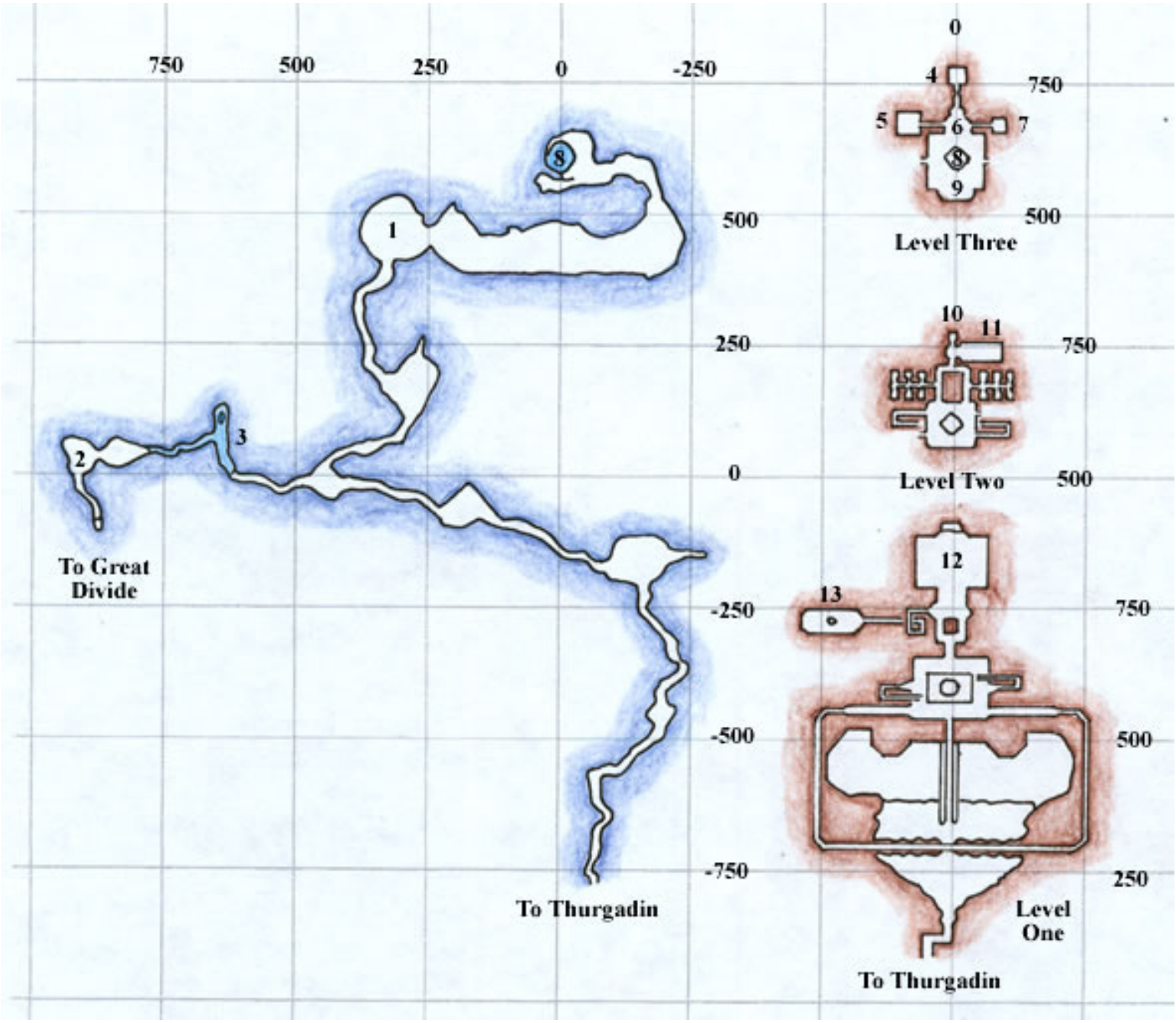
Maps by Hop:
http://users.telepak.net/~rickyh/mapsbyho.htm

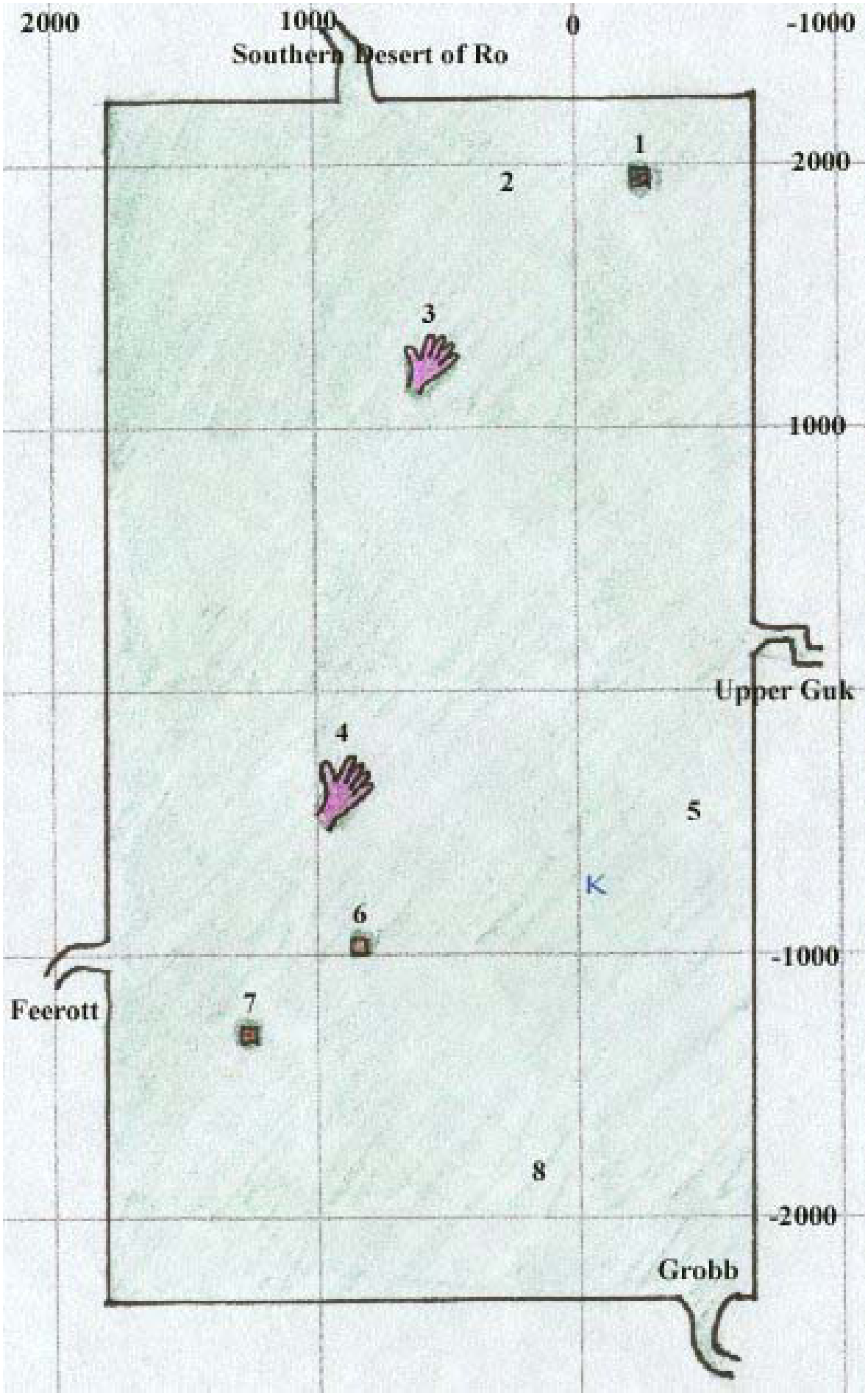


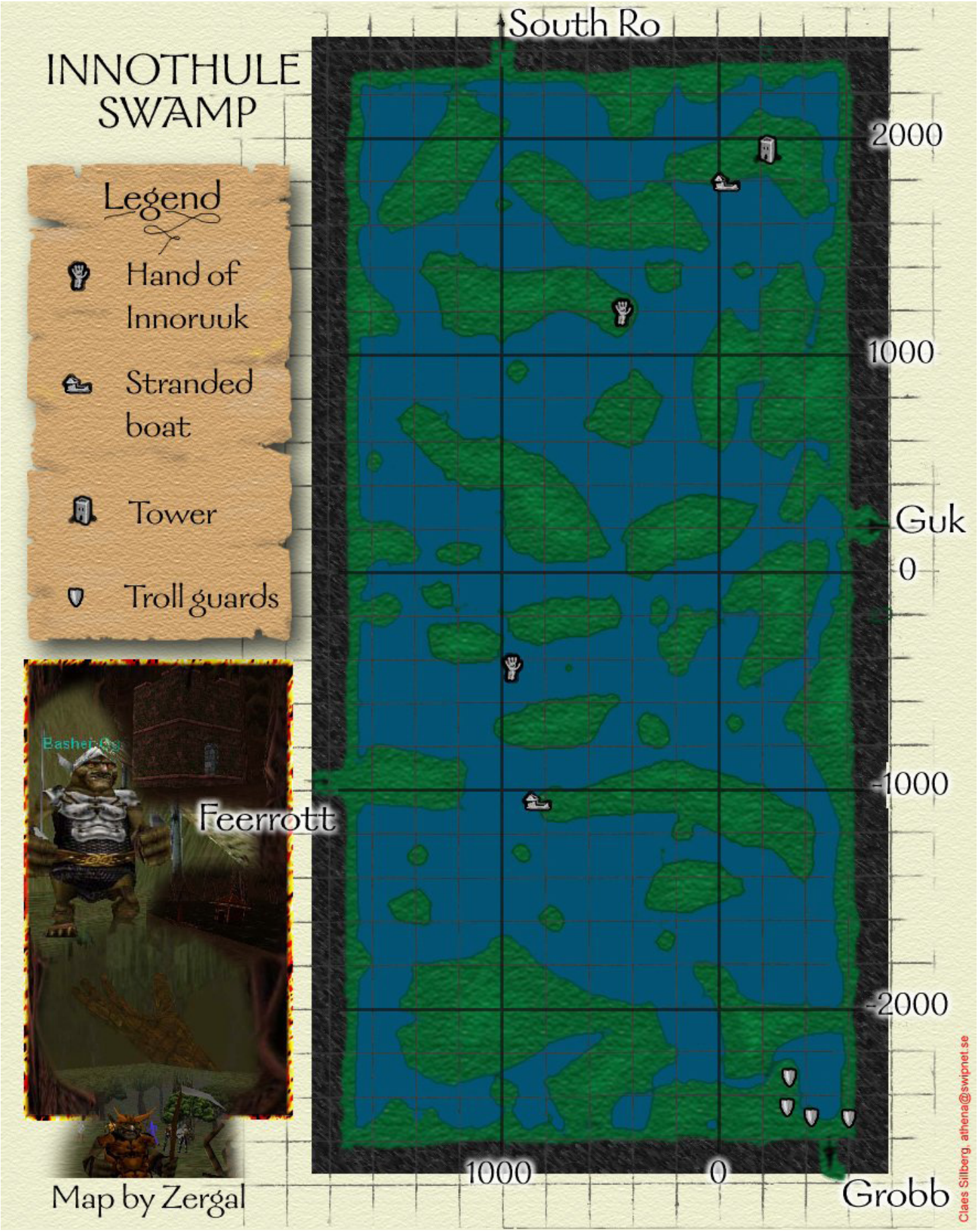
- ⊙ Druid / Wizard Portal *(-600,+4900)*
- **A** Boat Transfer Here *(Joshel the Large)*
- **B** Dock *(Masurt Dok, Rendap, Nelet Durzit)*
- **C** Gnome Pirate Camp *(+4500, +1310)*
  - *- NPC's : Madan Eflik, Adinel Jailbar, Tsilos the Swabby Captain Nalot, Xorbinasticalus Zimralicus, Nilham the Chef, Relit, Novyak the Lookout, Ami, Stubblechin & Sojan the Sleepless*
- **D** Tower of Frozen Shadow *(+1750, +3200)*
- **E** Snowfang Gnoll's *(+1000, +2500)*
  - *-NPC's: Grizlan Bloodfang, Ergrez Shortpaw & Errgriz*
- **F** Lodizal Spawn (?)
- **G** Balix Misteyes *(+2900, +3200)*
- **H** Skull Markers
- **I** Grete Spaign to Eastern Wastes *(-4500, +9000)*

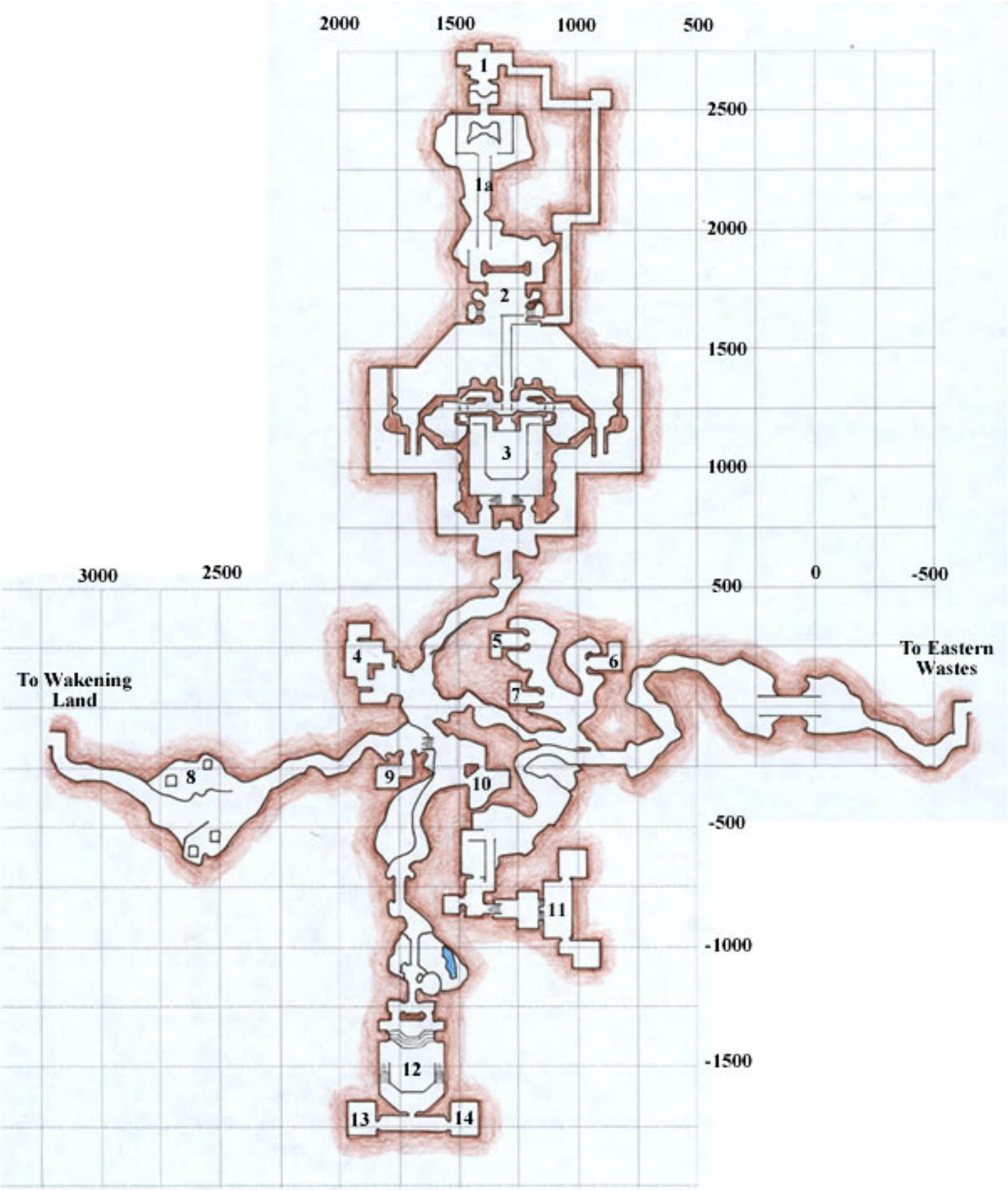
Iceclad Ocean




750
500
250
0
-250
500
250
0
-250
-500
-750
1
2
3
8
To Great Divide
To Thurgadin
0
4
5
6
7
8
9
750
500
Level Three
10
11
750
500
Level Two
12
13
750
500
250
Level One
To Thurgadin


2000
1000
0
-1000
Southern Desert of Ro
1
2
2000
3
1000
Upper Guk
4
5
K
6
-1000
Feerott
7
8
-2000
Grobb


INNOTHULE SWAMP
Legend
Hand of Innoruuk
Stranded boat
Tower
Troll guards
South Ro
2000
1000
Guk
0
-1000
-2000
Feerrott
1000
0
Grobb
Map by Zergal
Claes Sillberg, athena@swipnet.se

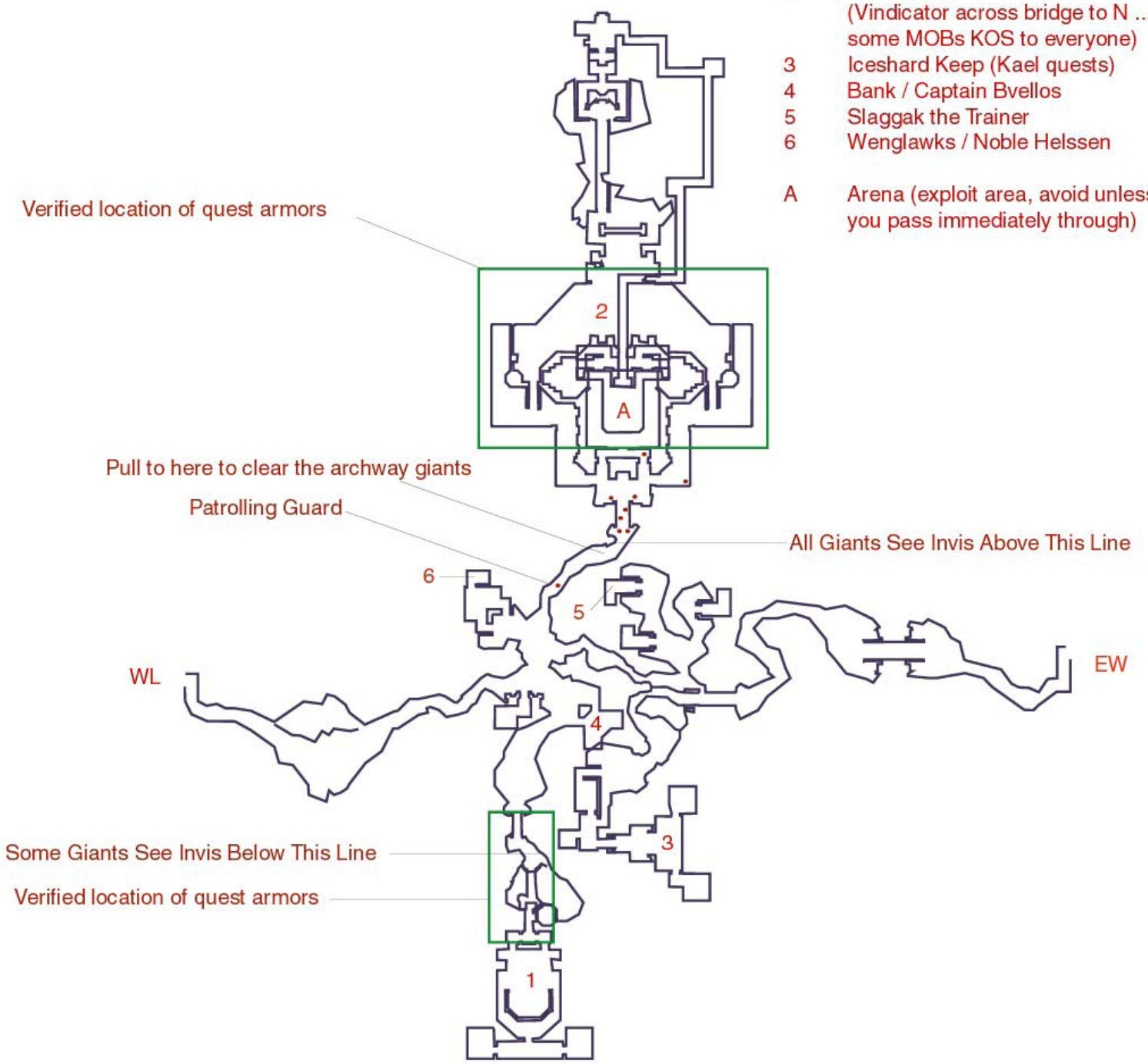

2000
1500
1000
500
2500
2000
1500
1000
500
0
-500
-1000
-1500
3000
2500
1
1a
2
3
4
5
6
7
8
9
10
11
12
13
14
To Wakening Land
To Eastern Wastes

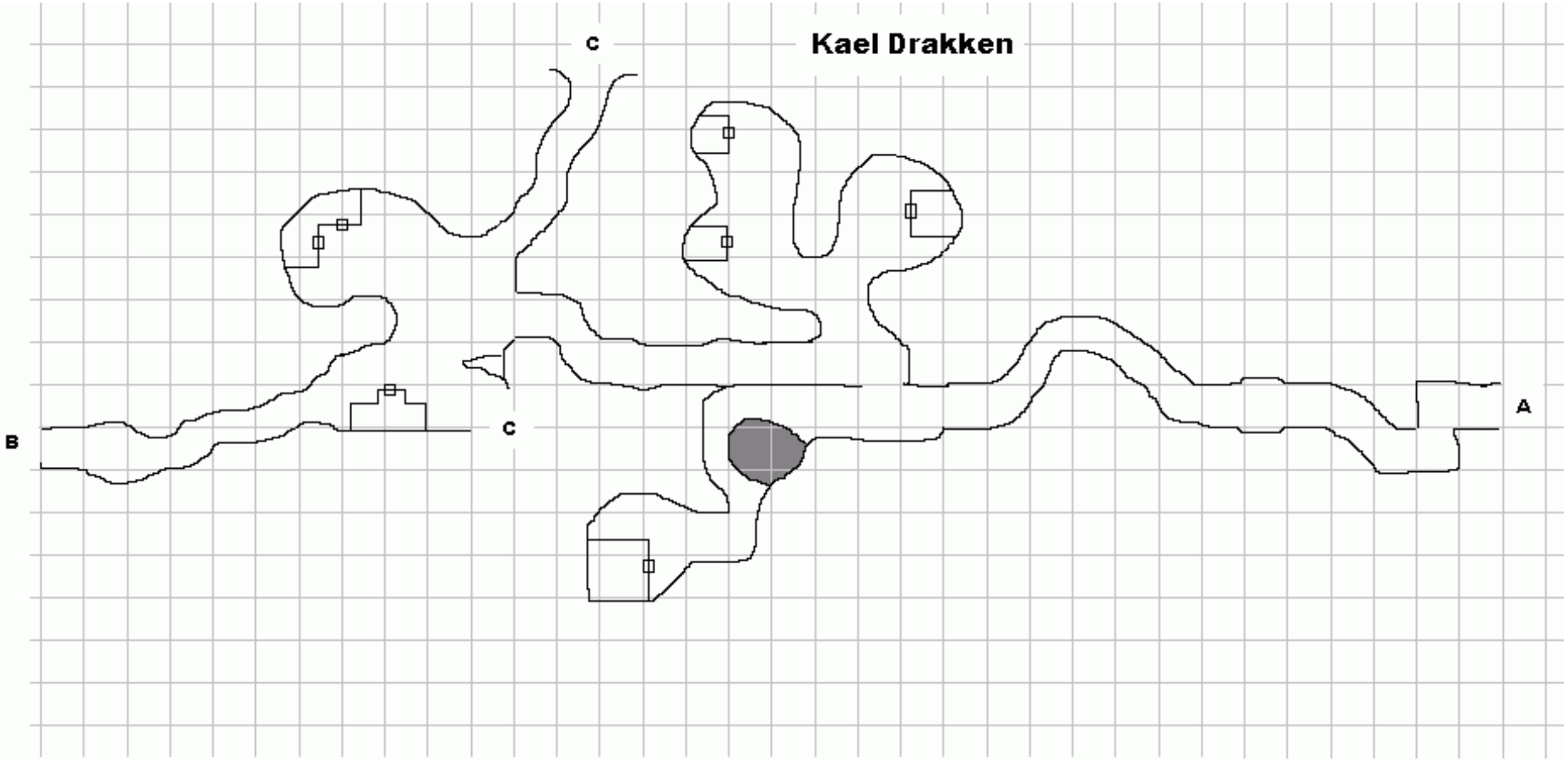
Here are some details from my recent Kael raid, as well as I remember them. Apologies in advance for any errors caused by my faulty grey matter. A big thank you to Mathas Oakheart of Bristlebane for adding additional information!

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)





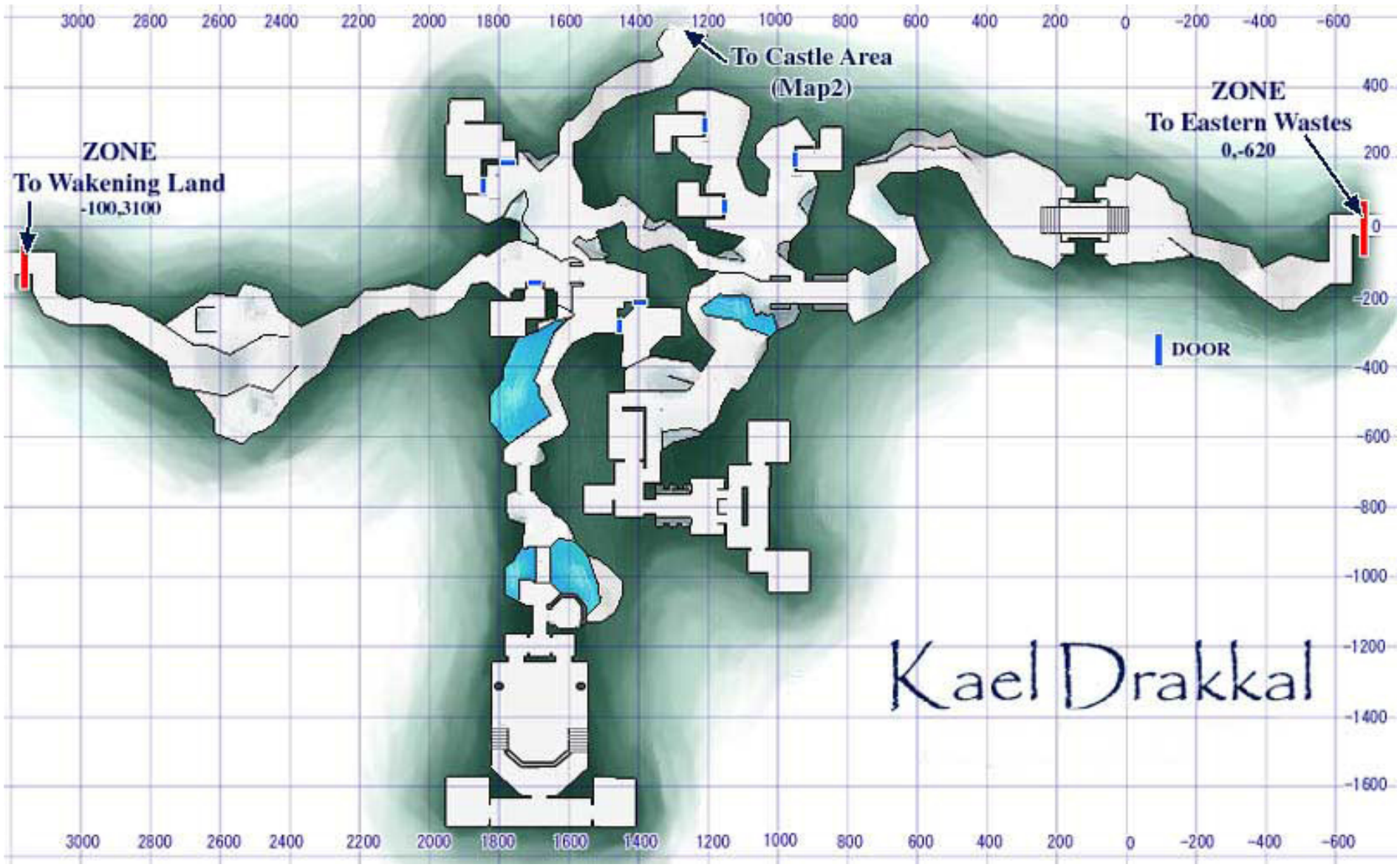
A - Zone to Eastern Wastes
B - Zone to Wakening Land
C - Unexplored

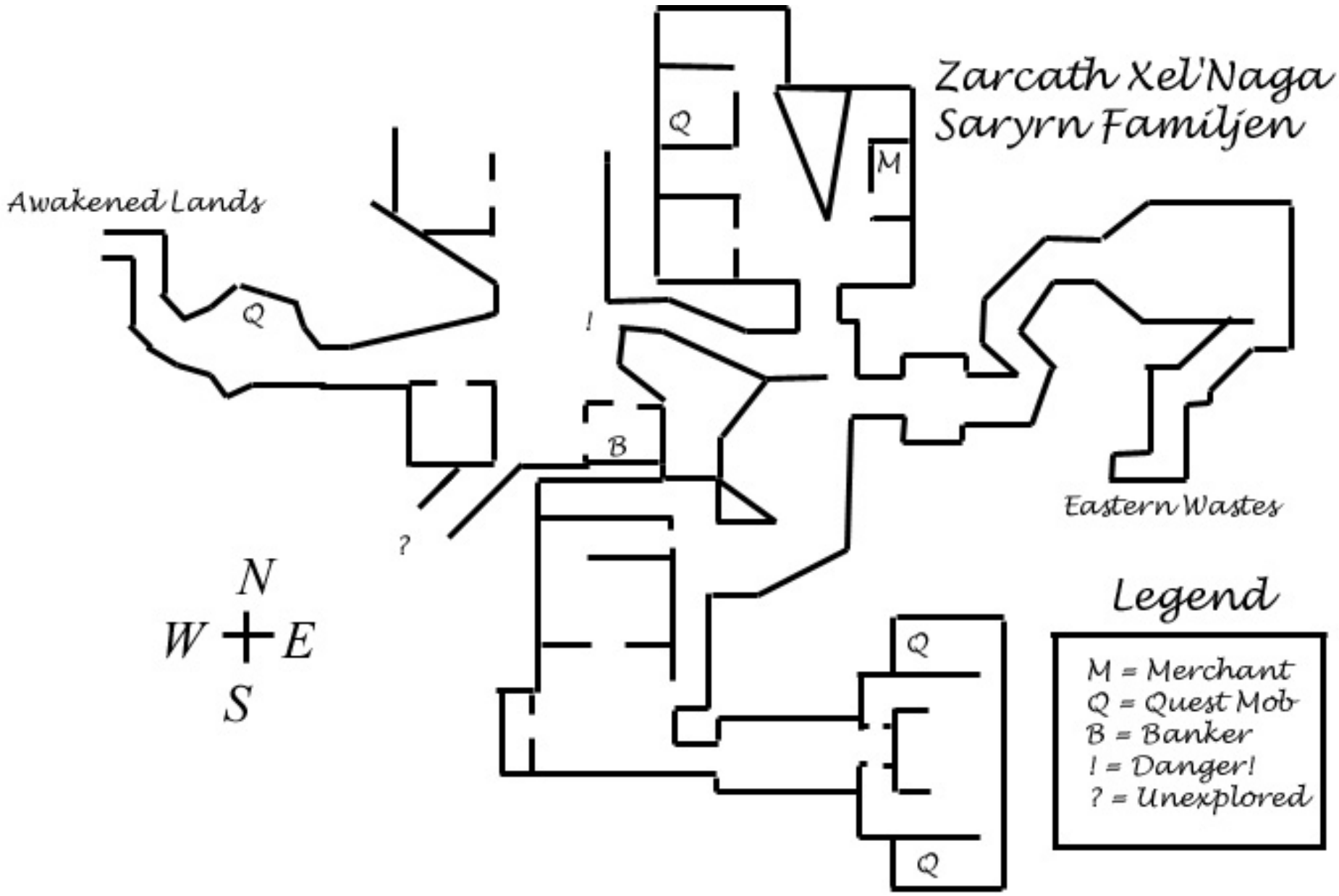
N

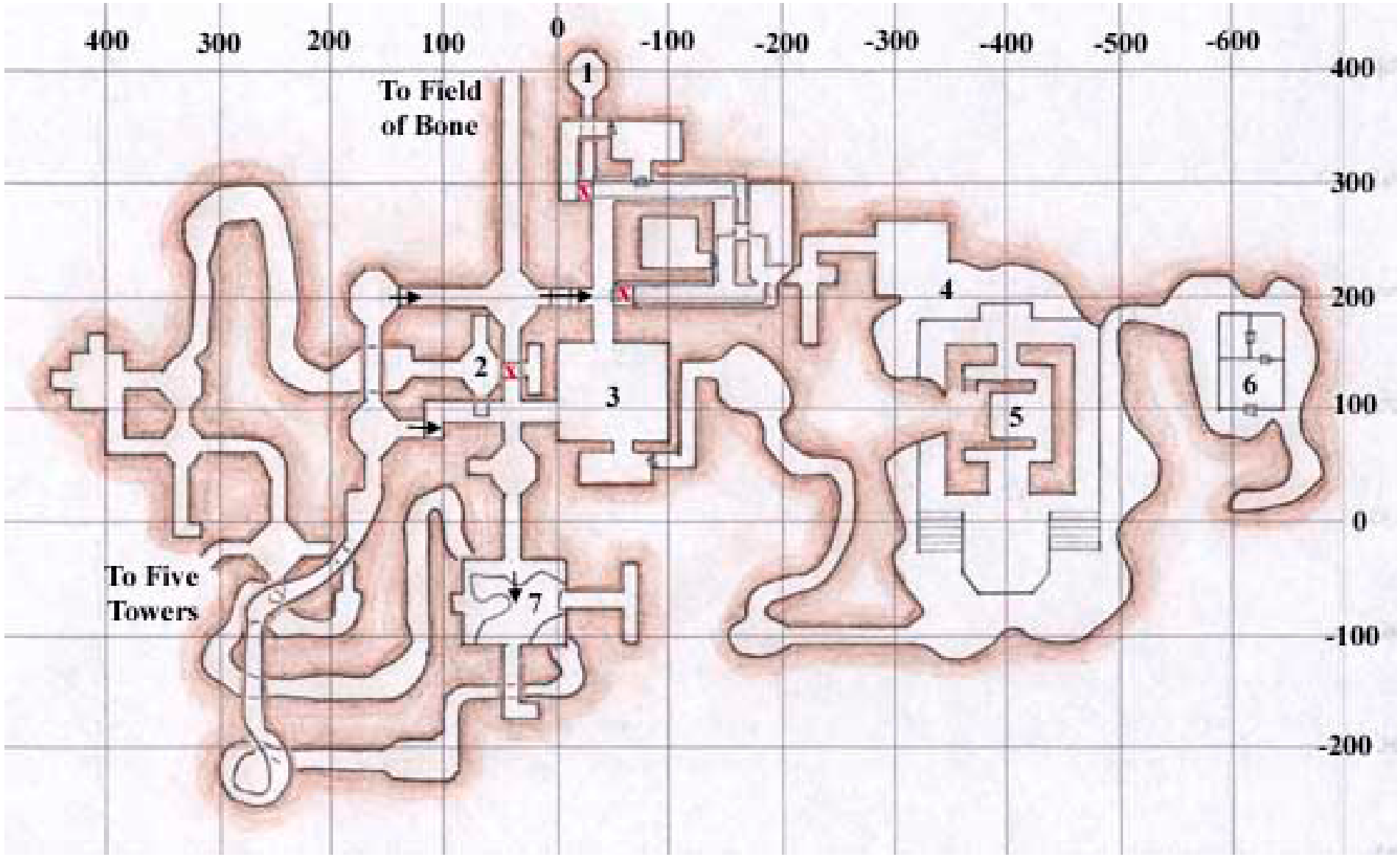
Hoppas Ovale, Druid of the Mist
Disciples of Honor, E'ci

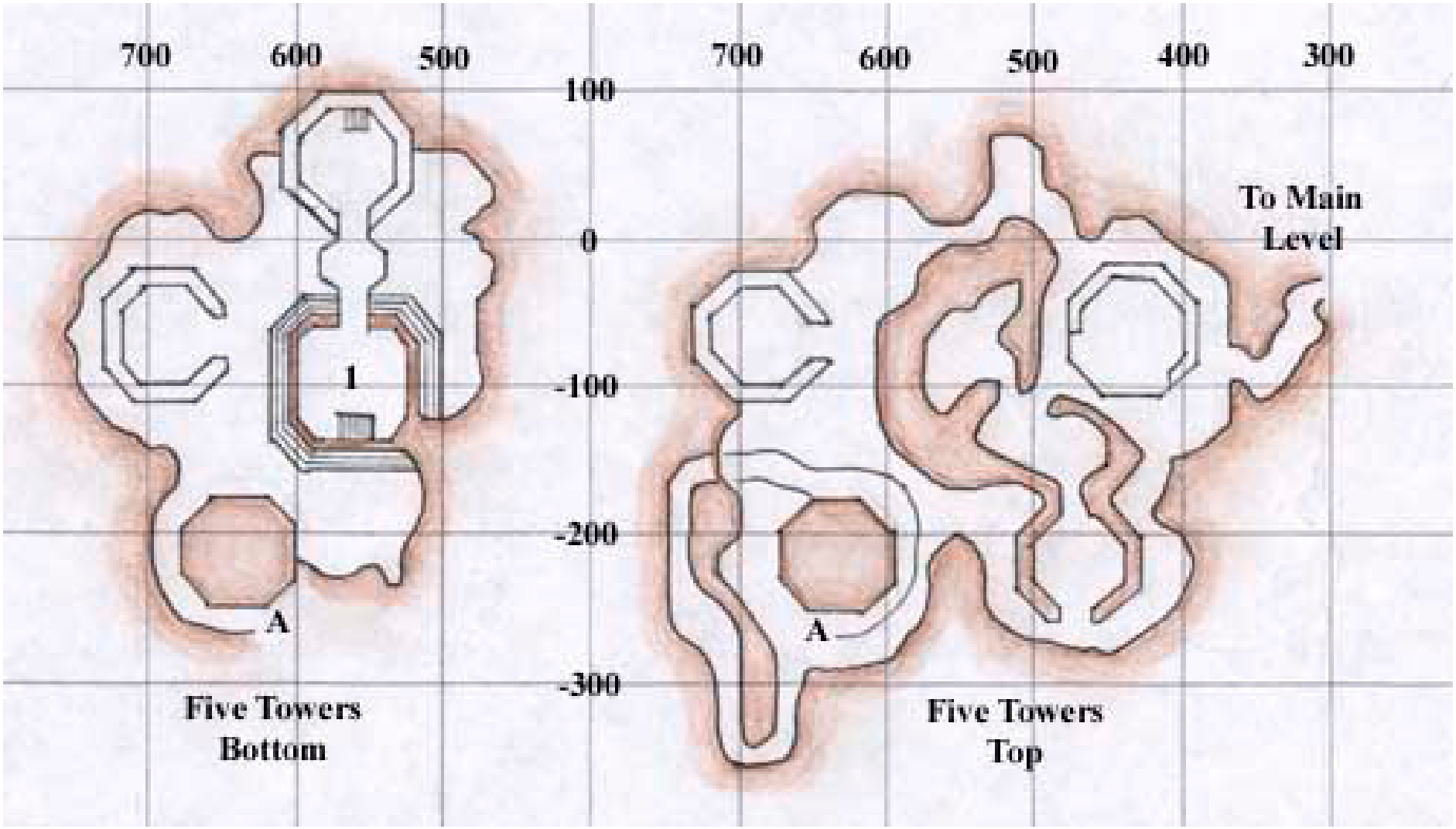
Send corrections/additions to:
rickyh@telapex.com

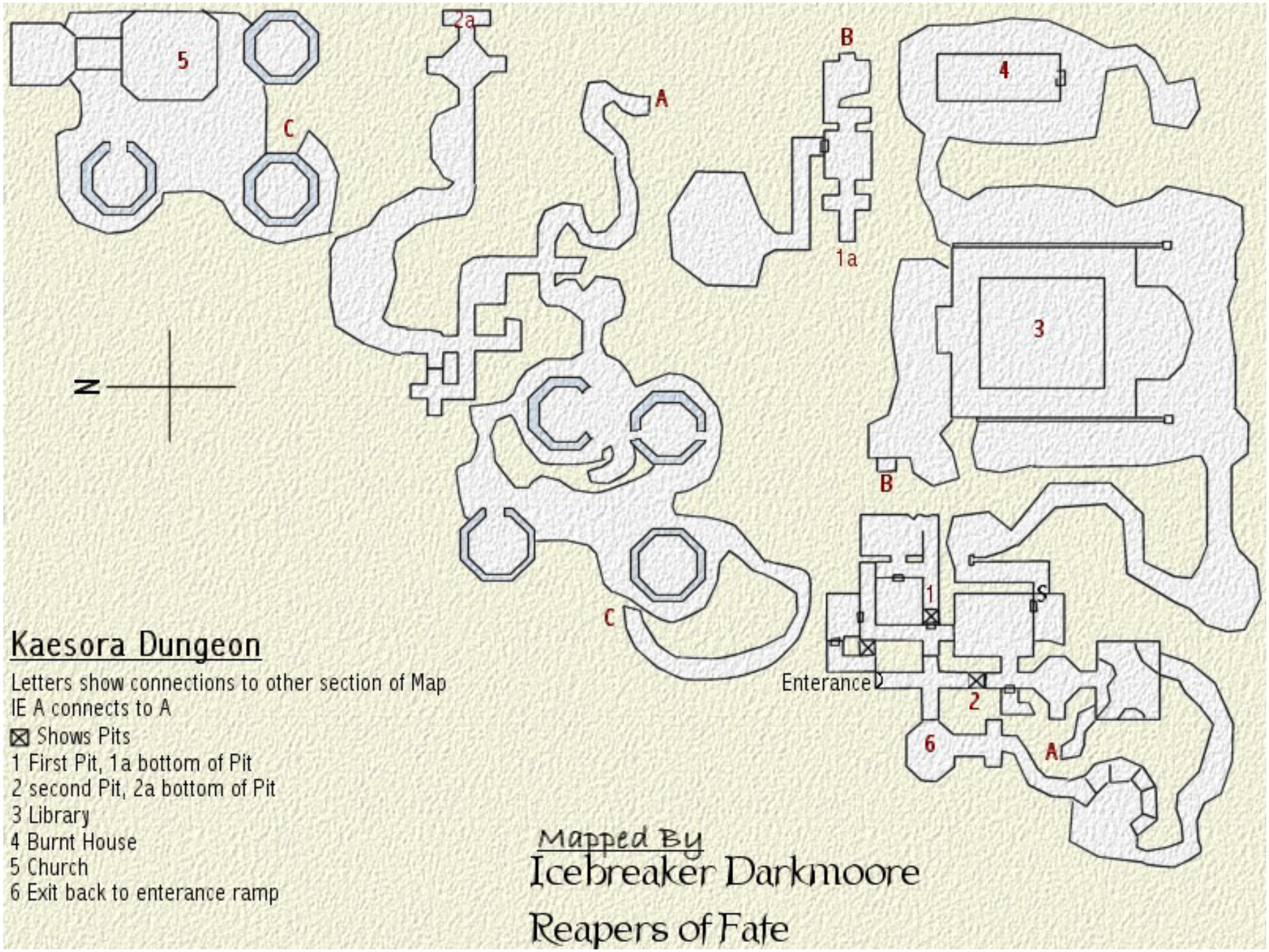
Maps by Hop:
http://users.telepak.net/~rickyh/mapsbyho.htm

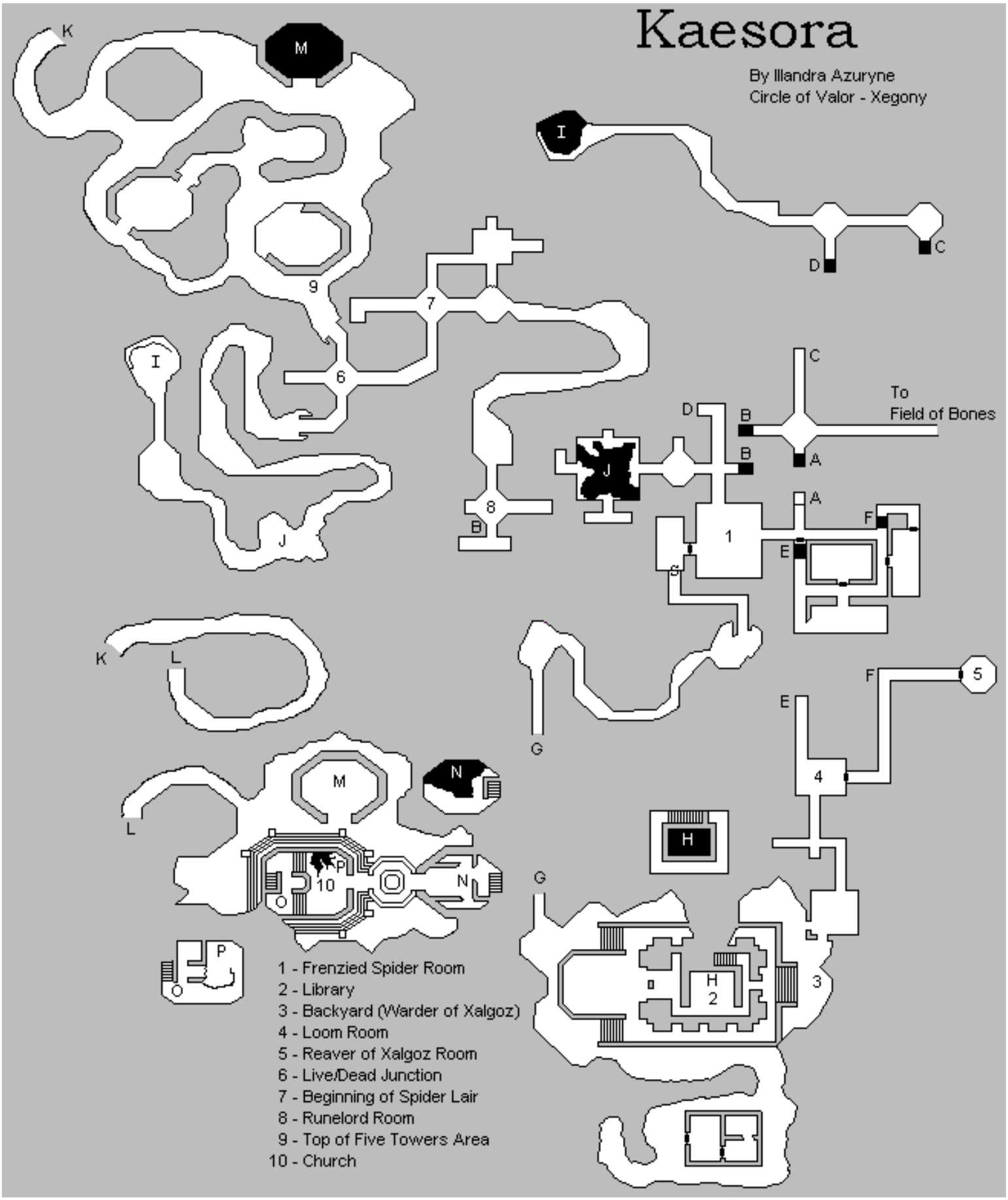

To Castle Area
(Map2)
ZONE
To Wakening Land
-100,3100
ZONE
To Eastern Wastes
0,-620
DOOR
Kael Drakkal


Zarcath Xel'Naga
Saryrn Familjen
Awakened Lands
Eastern Wastes
Q
M
B
!
?
N
W
E
S
Legend
M = Merchant
Q = Quest Mob
B = Banker
! = Danger!
? = Unexplored

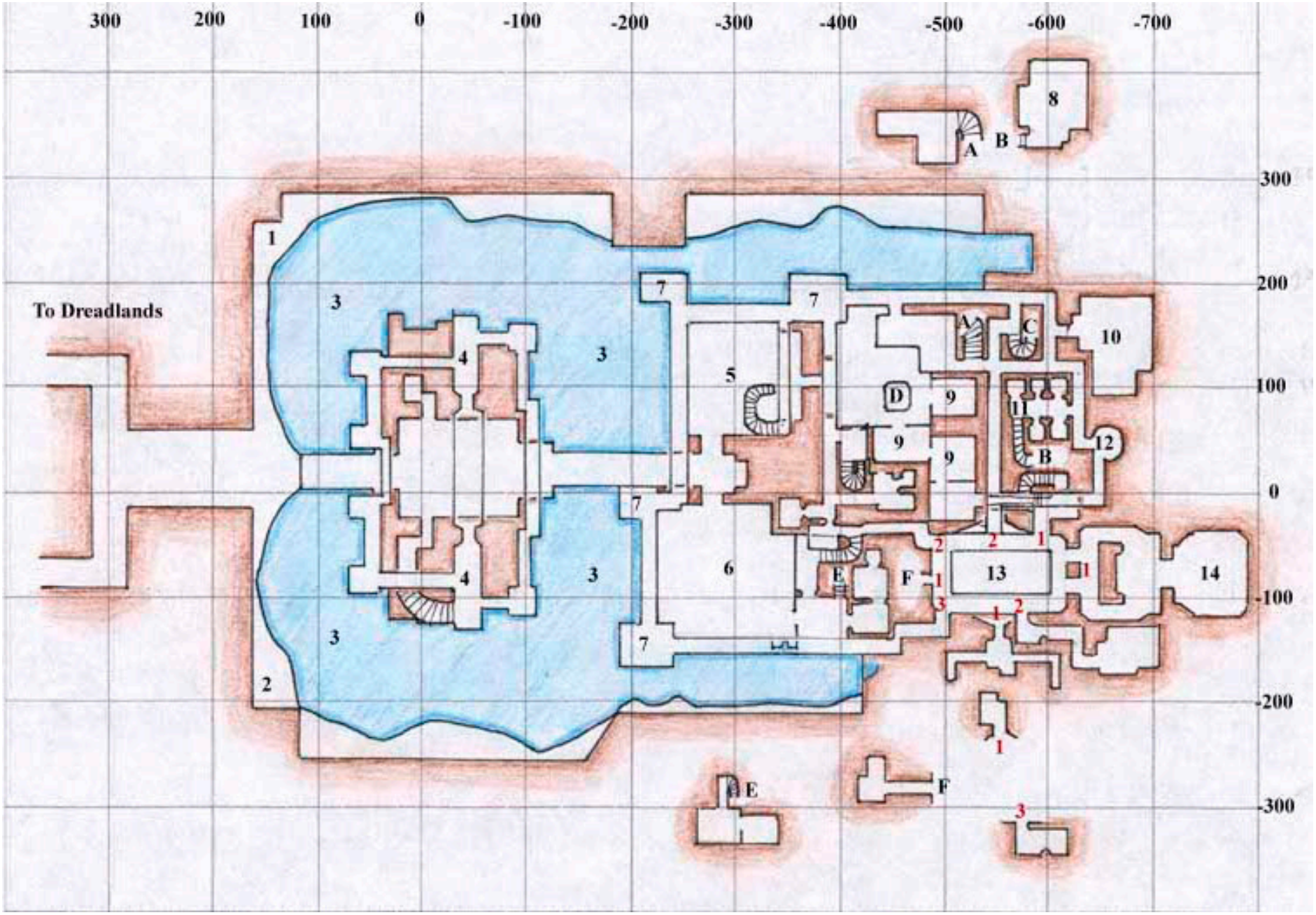

400
300
200
100
0
-100
-200
-300
-400
-500
-600
400
300
200
100
0
-100
-200
To Field of Bone
To Five Towers
1
2
3
4
5
6
7

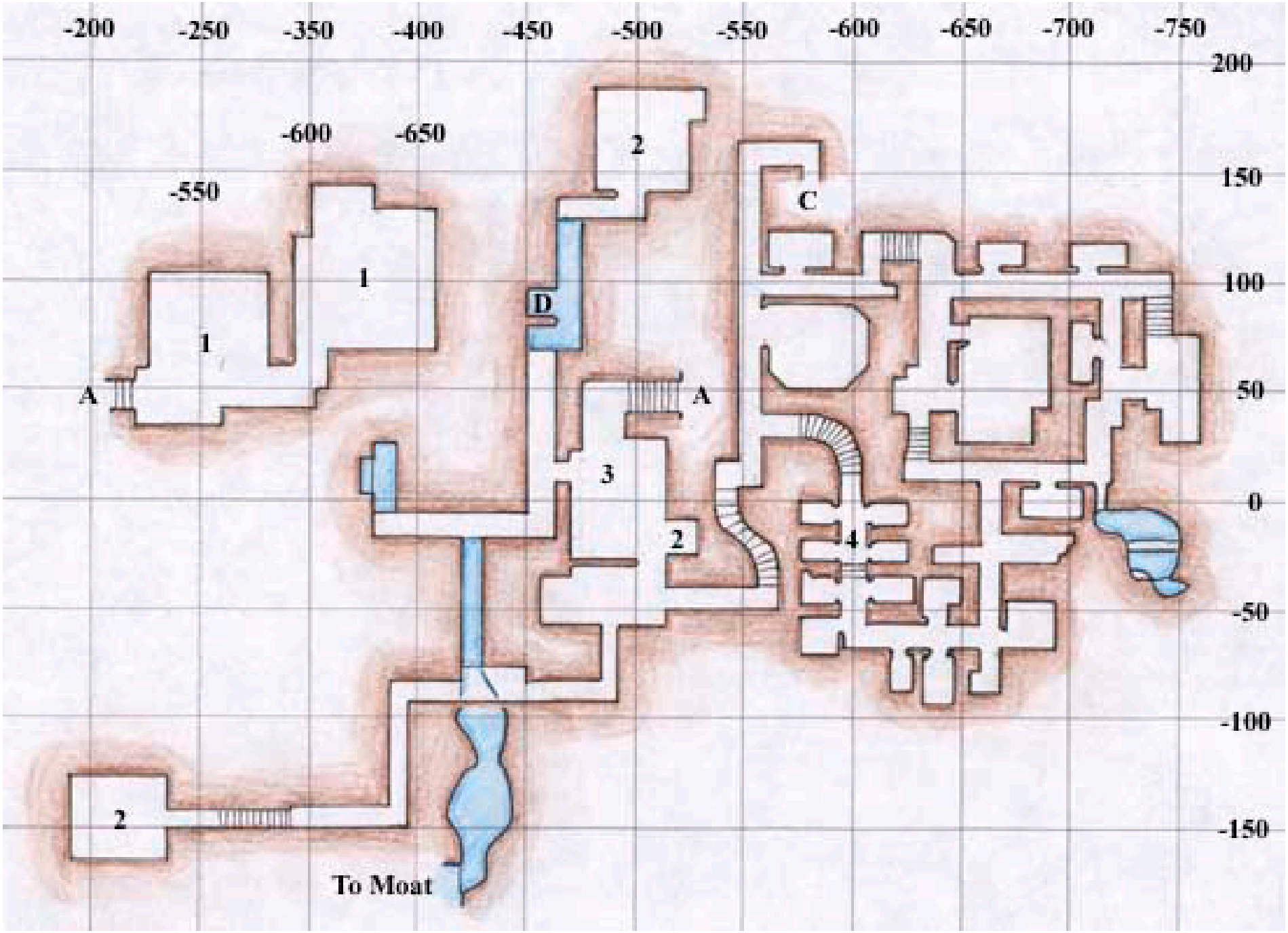

700
600
500
100
0
-100
-200
-300
1
A
Five Towers
Bottom
700
600
500
400
300
To Main
Level
A
Five Towers
Top


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 enterance ramp
Mapped By
Icebreaker Darkmoore
Reapers of Fate
N
Enterance
1
1a
2
2a
3
4
5
6
A
B
C
S


Kaesora
By Illandra Azuryne
Circle of Valor - Xegony
To
Field of Bones
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

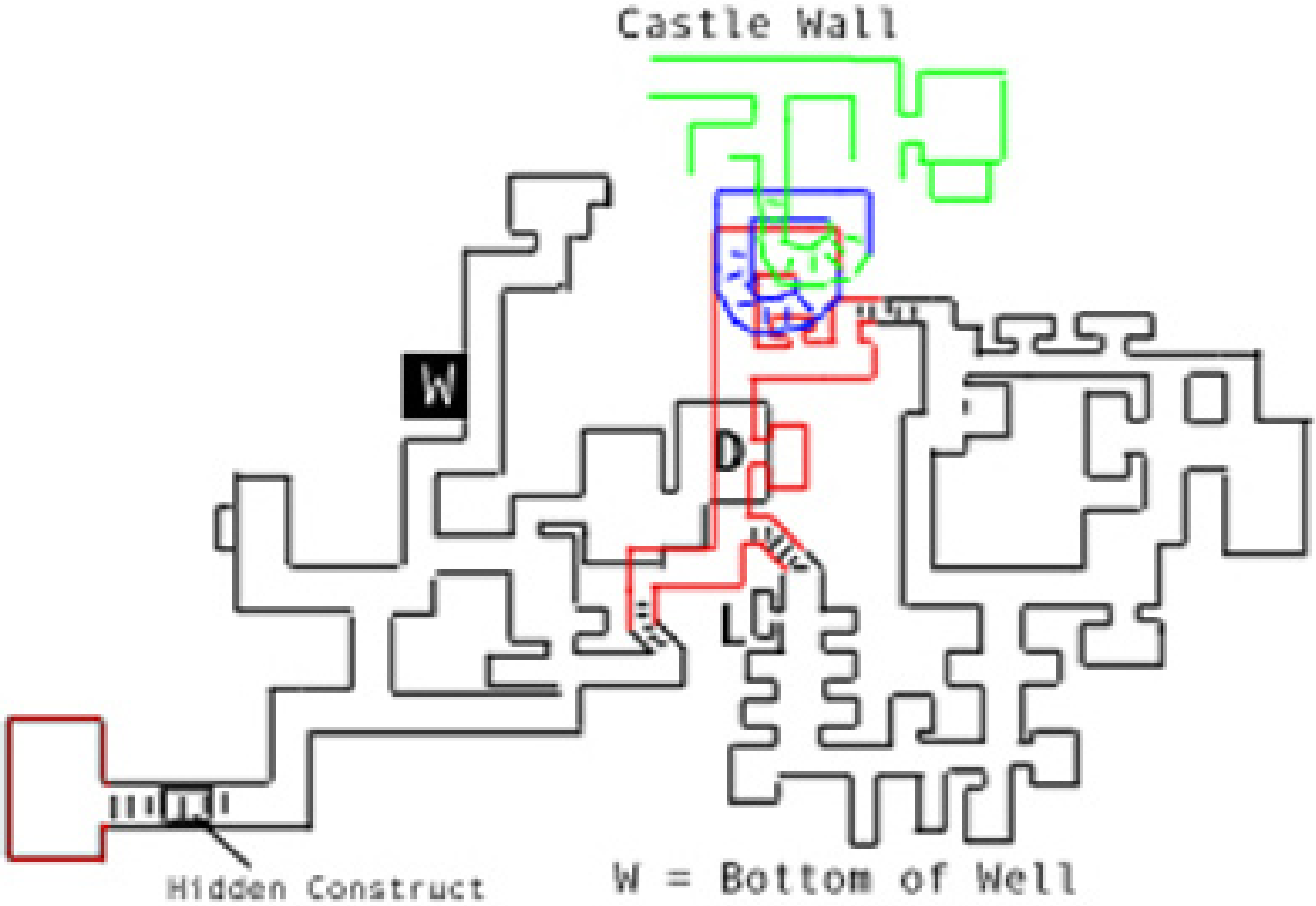
Karnors Castle A



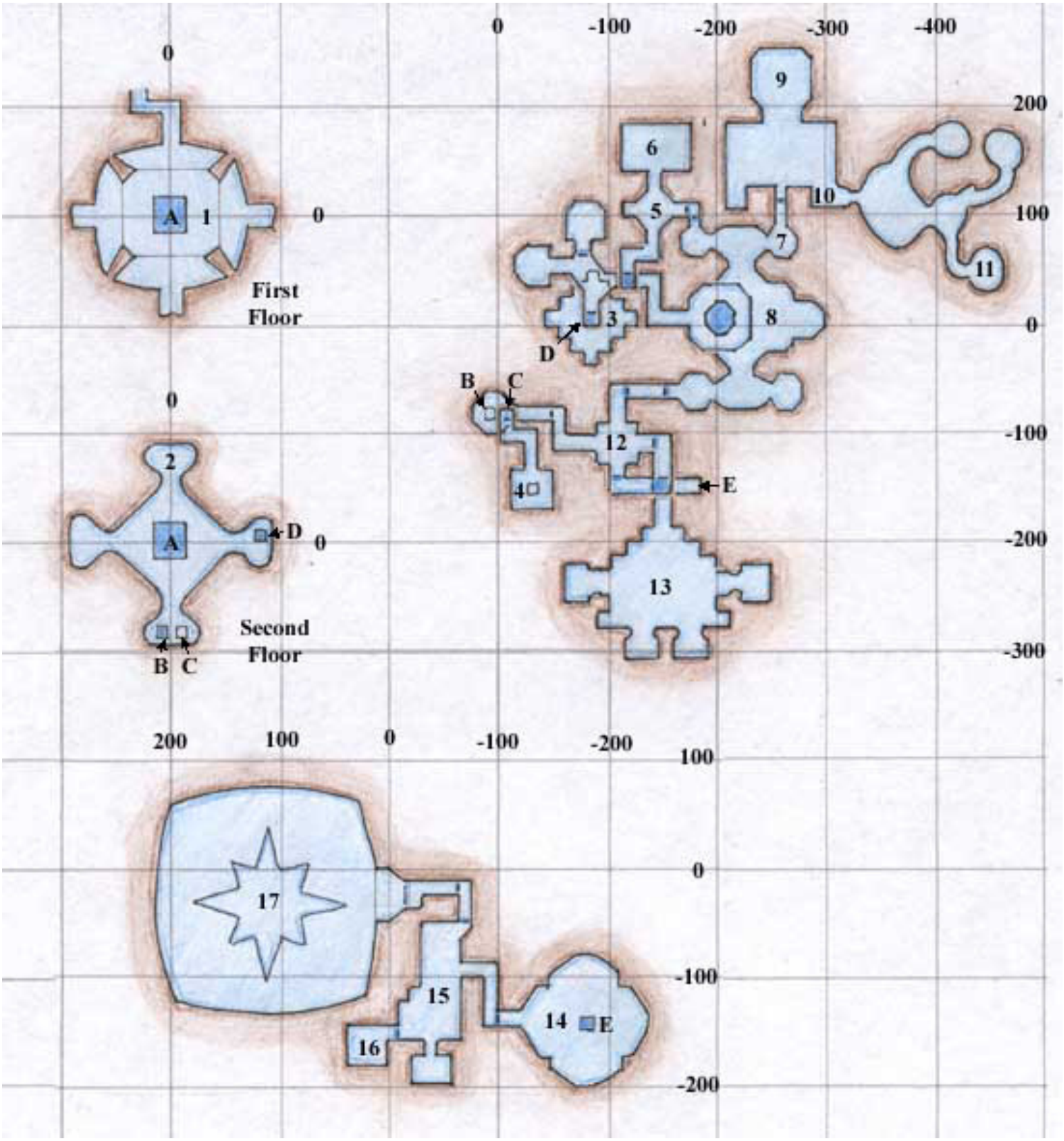

-200
-250
-350
-400
-450
-500
-550
-600
-650
-700
-750
200
150
100
50
0
-50
-100
-150
-550
-600
-650
1
1
2
2
3
4
A
A
C
D
To Moat

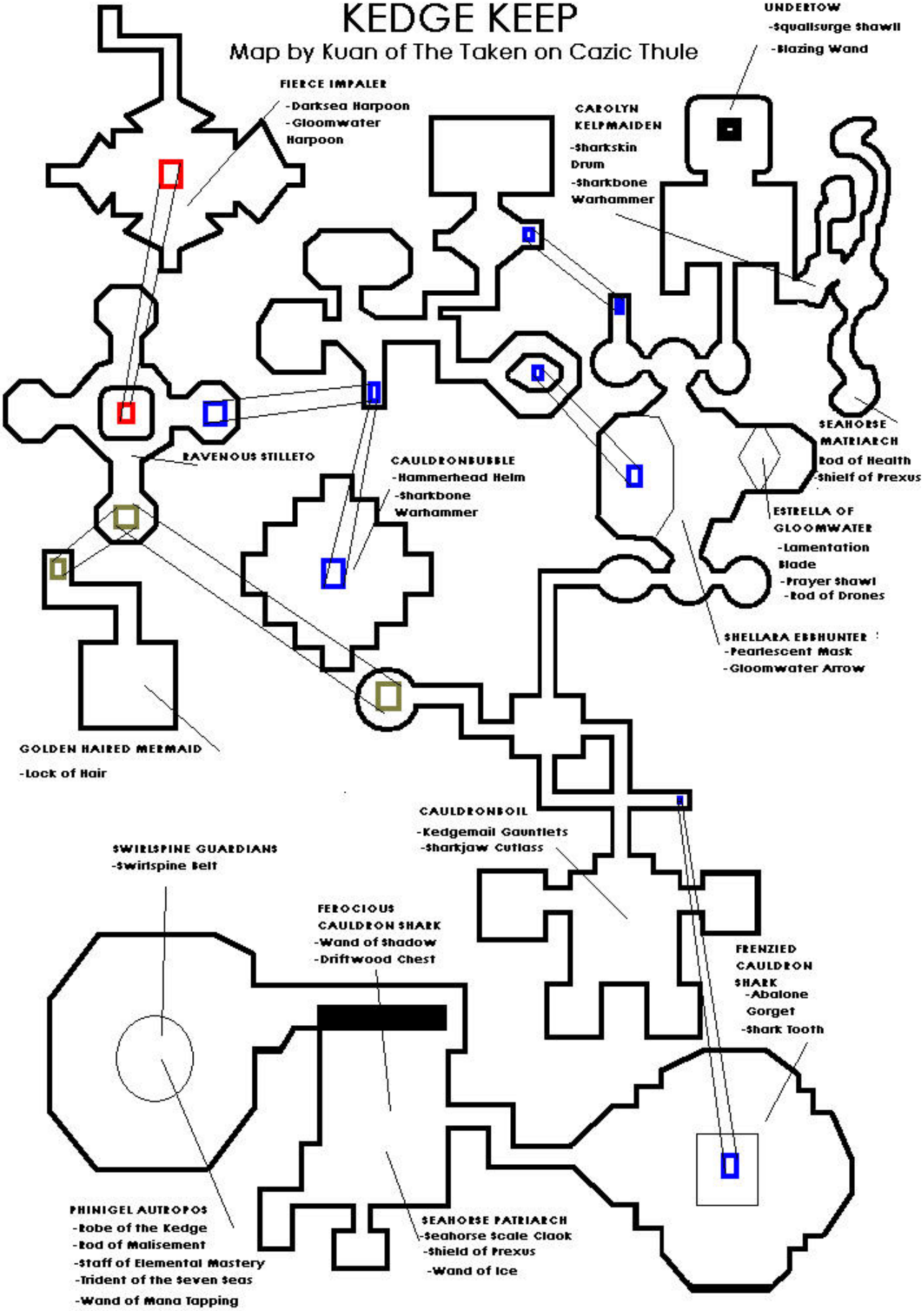
Karnors Castle Basement

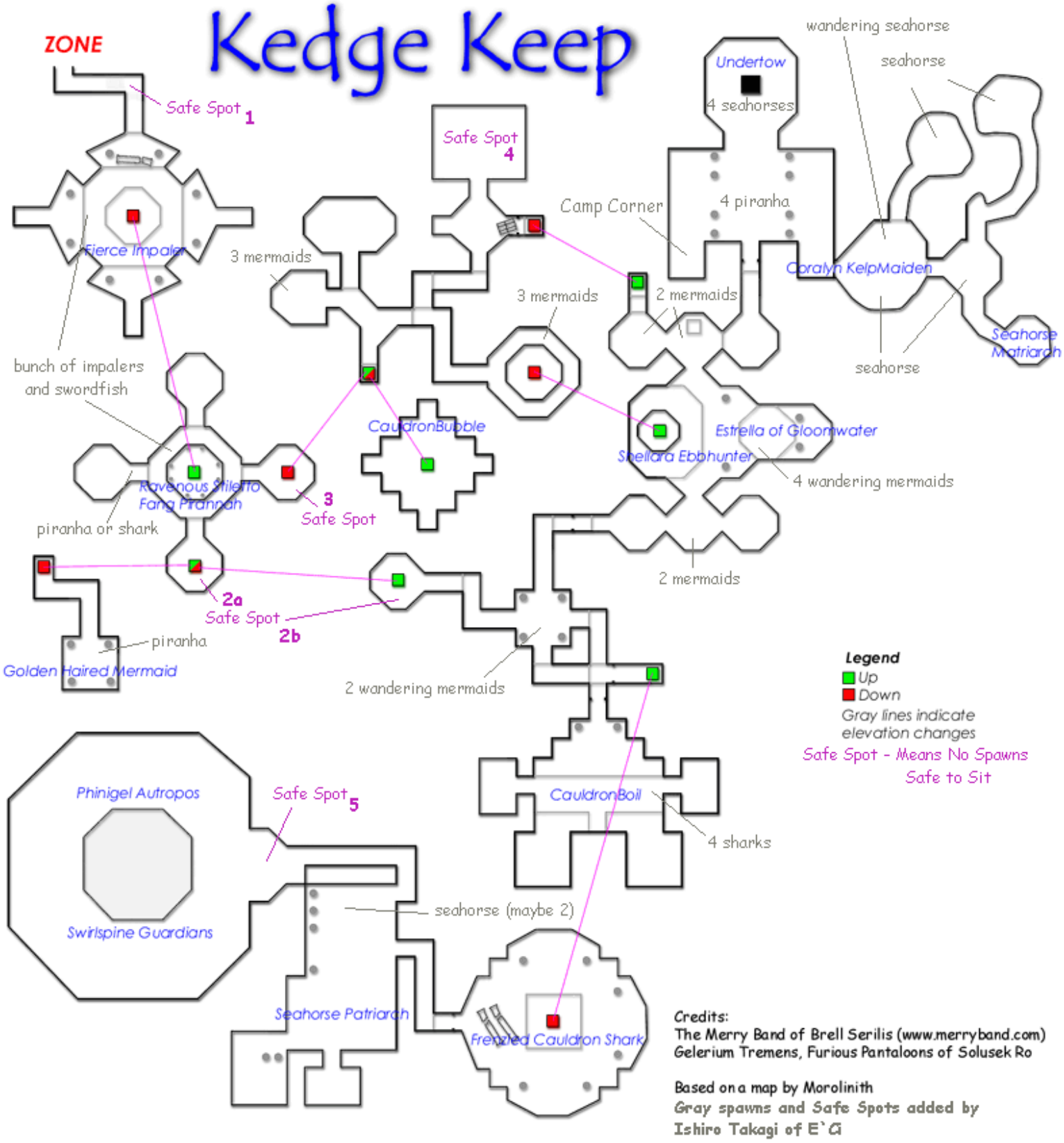
Shangra Kai de Idyllic
Commander of the Militia
Tainted Paladin of E'ci

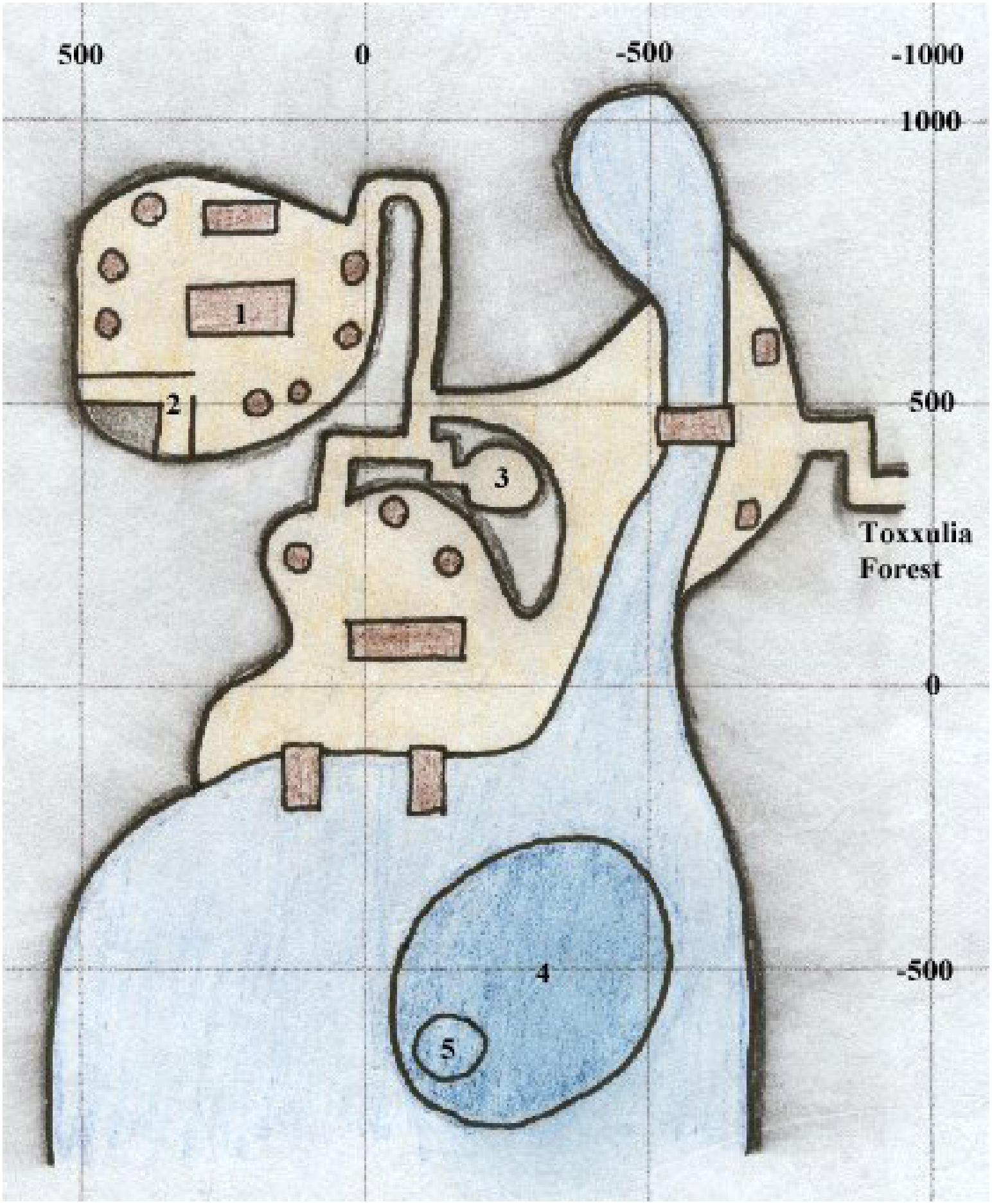


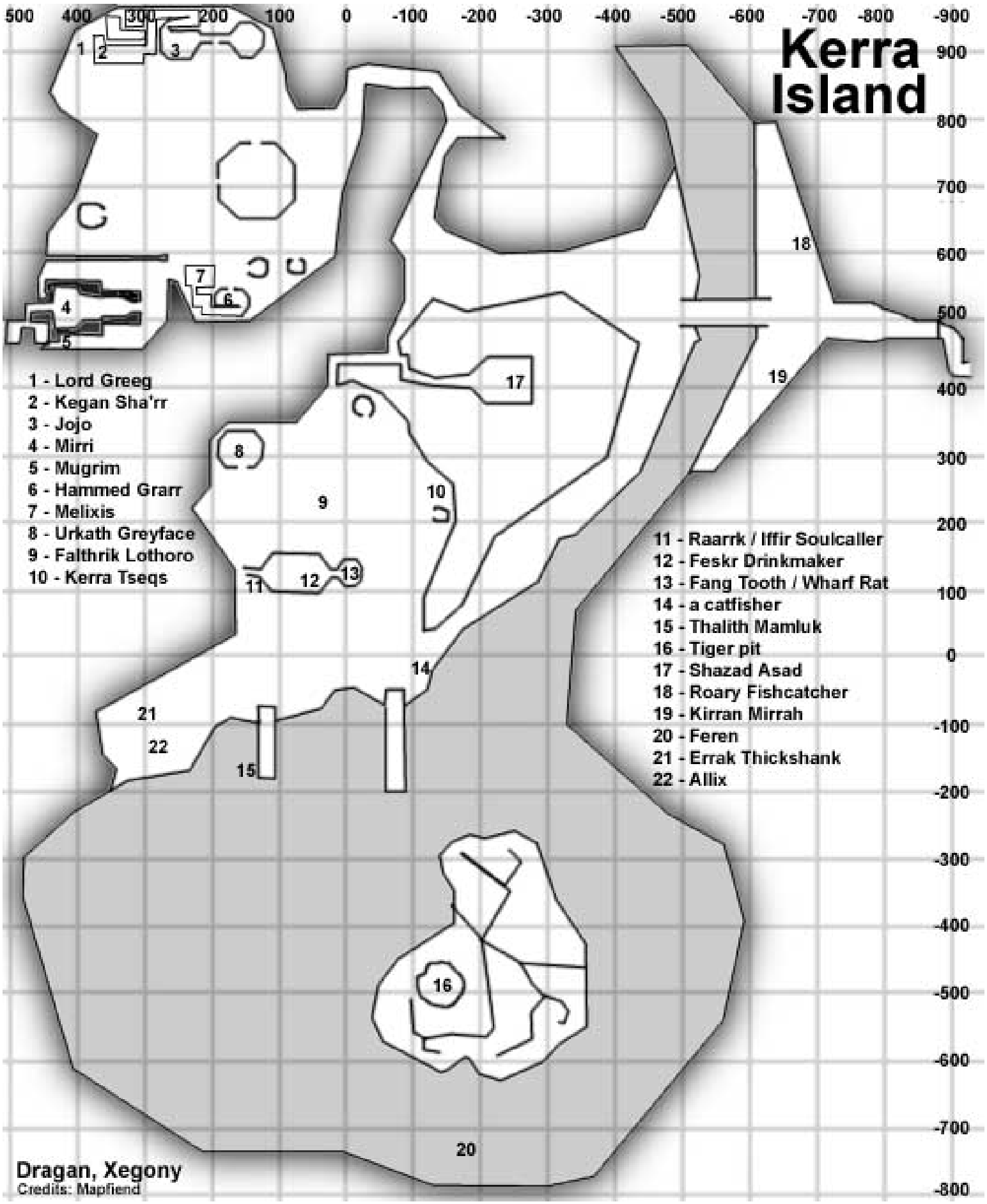
W = Bottom of Well
L = Locked Door
D = Decayed Kylong Iksar
Black = Basement
Red = Level 1
Blue = Level 2
Green = Level 3

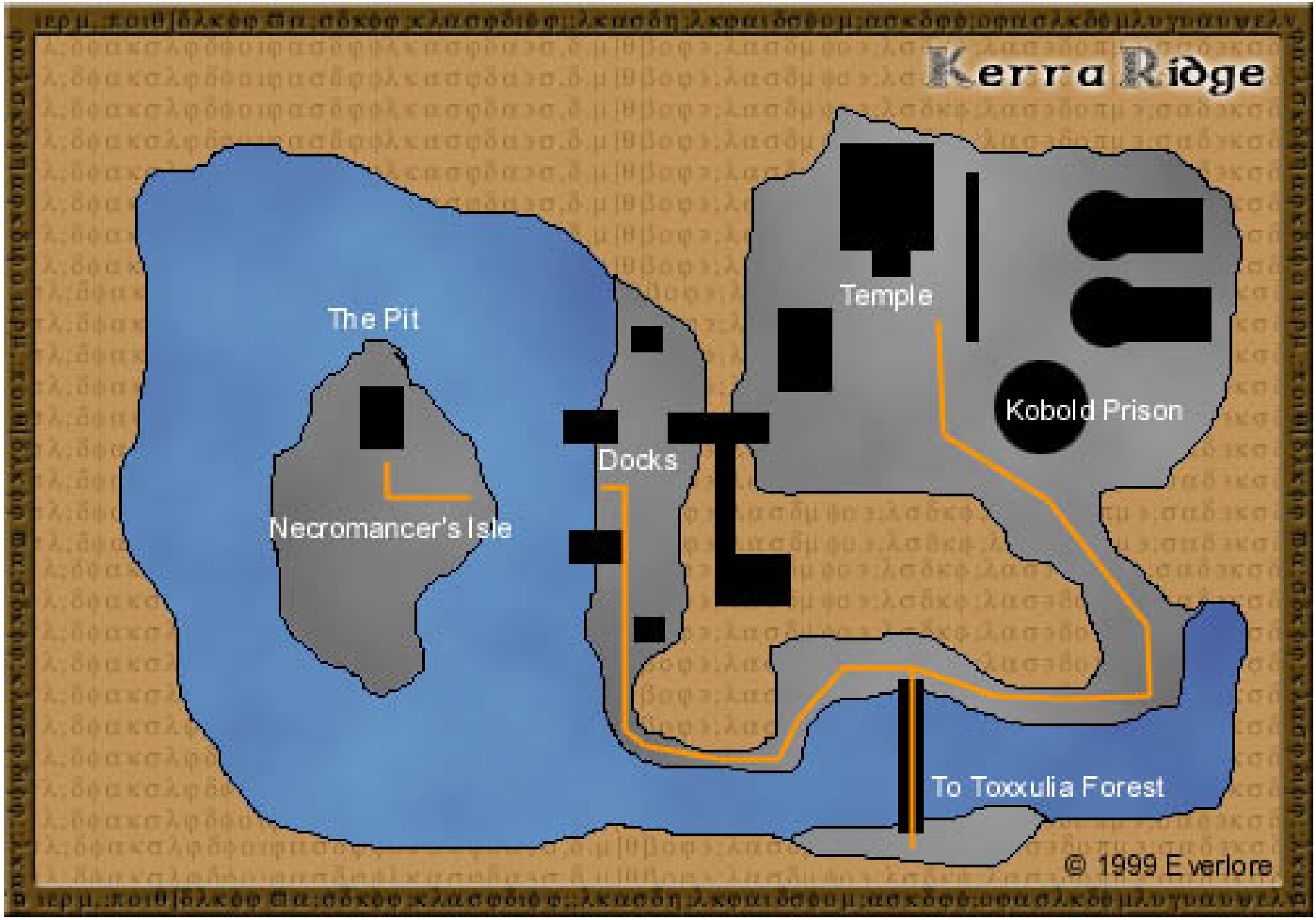

First Floor
Second Floor
A
B
C
D
E
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
0
-100
-200
-300
-400
200
100


KEDGE KEEP
Map by Kuan of The Taken on Cazic Thule
UNDERTOW
-Squallsurge Shawll
-Blazing Wand
FIERCE IMPALER
-Darksea Harpoon
-Gloomwater Harpoon
CAROLYN KELPMAIDEN
-Sharkskin Drum
-Sharkbone Warhammer
SEAHORSE MATRIARCH
Rod of Health
-Shielf of Prexus
RAVENOUS STILLETO
CAULDRONBUBBLE
-Hammerhead Helm
-Sharkbone Warhammer
ESTRELLA OF GLOOMWATER
-Lamentation Blade
-Prayer Shawl
-Rod of Drones
SHELLARA EBBHUNTER
-Pearlescent Mask
-Gloomwater Arrow
GOLDEN HAIRED MERMAID
-Lock of Hair
CAULDRONBOIL
-Kedgemail Gauntlets
-Sharkjaw Cutlass
SWIRLSPINE GUARDIANS
-Swirlspine Belt
FEROCIOUS CAULDRON SHARK
-Wand of Shadow
-Driftwood Chest
FRENZIED CAULDRON SHARK
-Abalone Gorget
-Shark Tooth
PHINIGEL AUTROPOS
-Robe of the Kedge
-Rod of Malisement
-Staff of Elemental Mastery
-Trident of the Seven Seas
-Wand of Mana Tapping
SEAHORSE PATRIARCH
-Seahorse Scale Cloak
-Shield of Prexus
-Wand of Ice

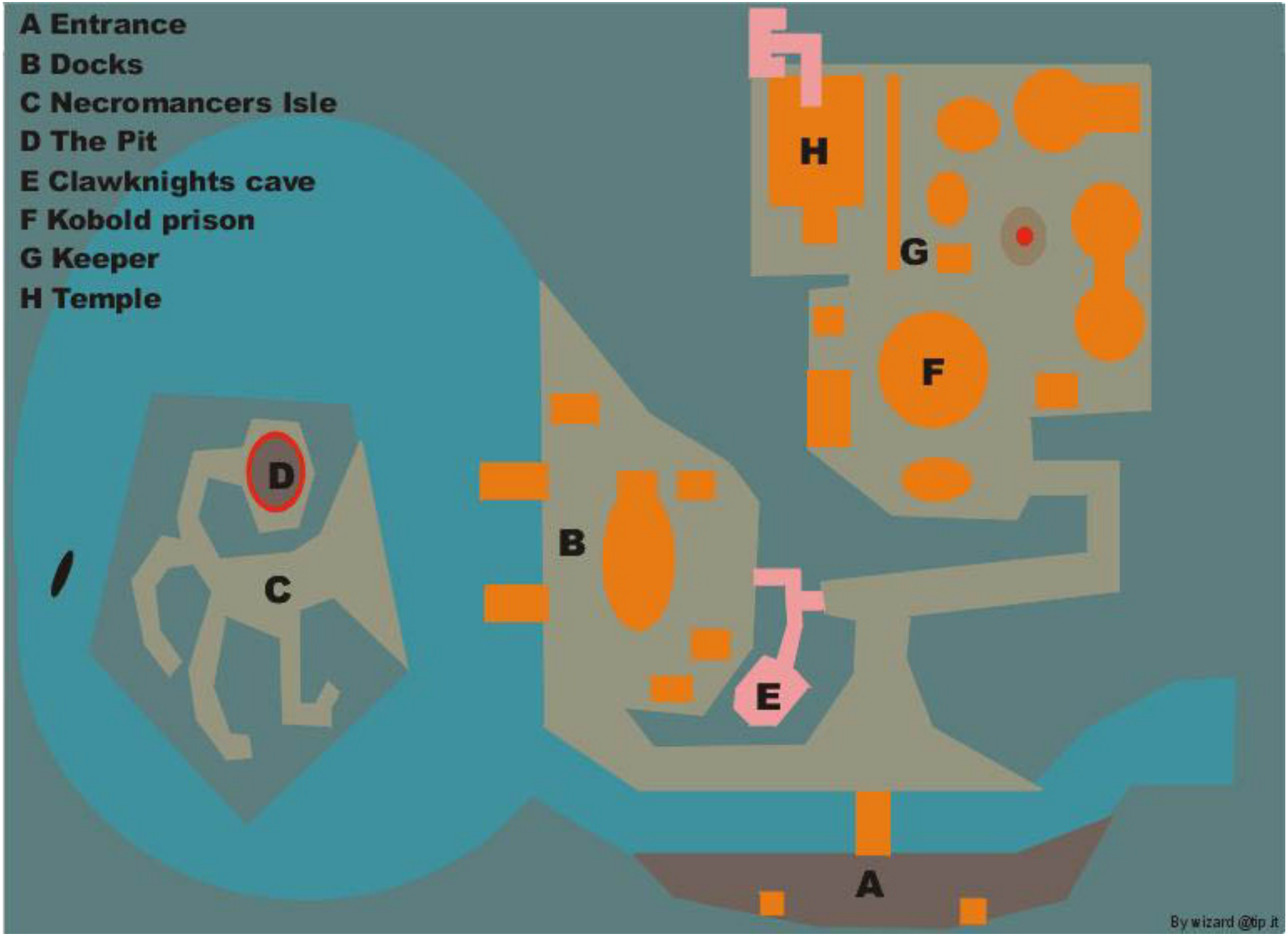

Kedge Keep
ZONE
Safe Spot 1
Fierce Impaler
bunch of impalers and swordfish
Ravenous Stiletto Fang Piranhah
piranha or shark
3 Safe Spot
2a Safe Spot 2b
piranha
Golden Haired Mermaid
3 mermaids
Safe Spot 4
Camp Corner
3 mermaids
CauldronBubble
2 mermaids
Undertow
4 seahorses
4 piranha
wandering seahorse
seahorse
Coralyn KelpMaiden
Seahorse Matriarch
seahorse
Estrella of Gloomwater
Shellara Ebbhunter
4 wandering mermaids
2 mermaids
2 wandering mermaids
Legend
Up
Down
Gray lines indicate elevation changes
Safe Spot - Means No Spawns
Safe to Sit
Phinigel Autropos
Safe Spot 5
Swirlspine Guardians
CauldronBoil
4 sharks
seahorse (maybe 2)
Seahorse Patriarch
Frenzied Cauldron Shark
Credits:
The Merry Band of Brell Serilis (www.merryband.com)
Gelerium Tremens, Furious Pantaloons of Solusek Ro
Based on a map by Morolinith
Gray spawns and Safe Spots added by
Ishiro Takagi of E`G

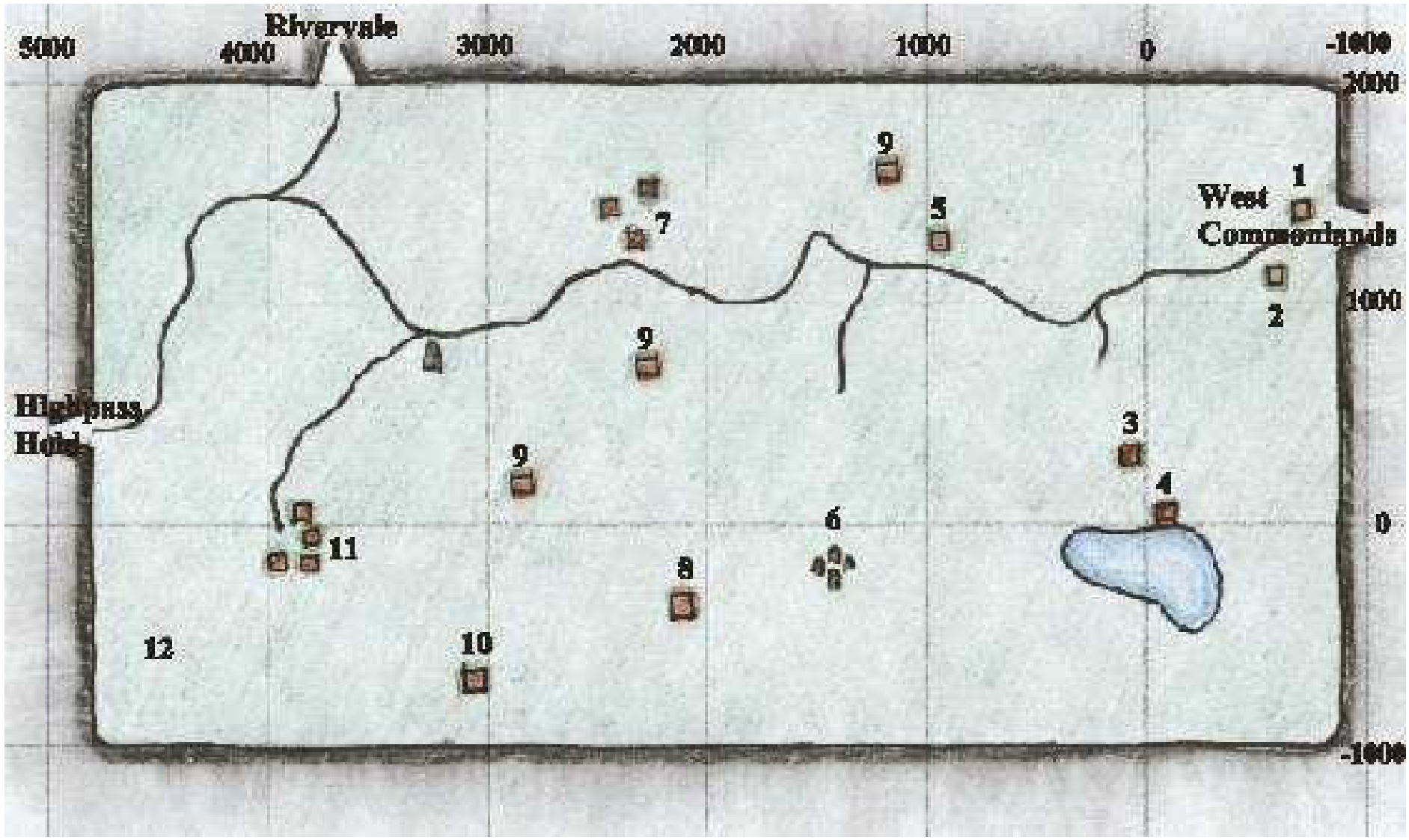

500
0
-500
-1000
1000
500
0
-500
1
2
3
4
5
Toxxulia
Forest

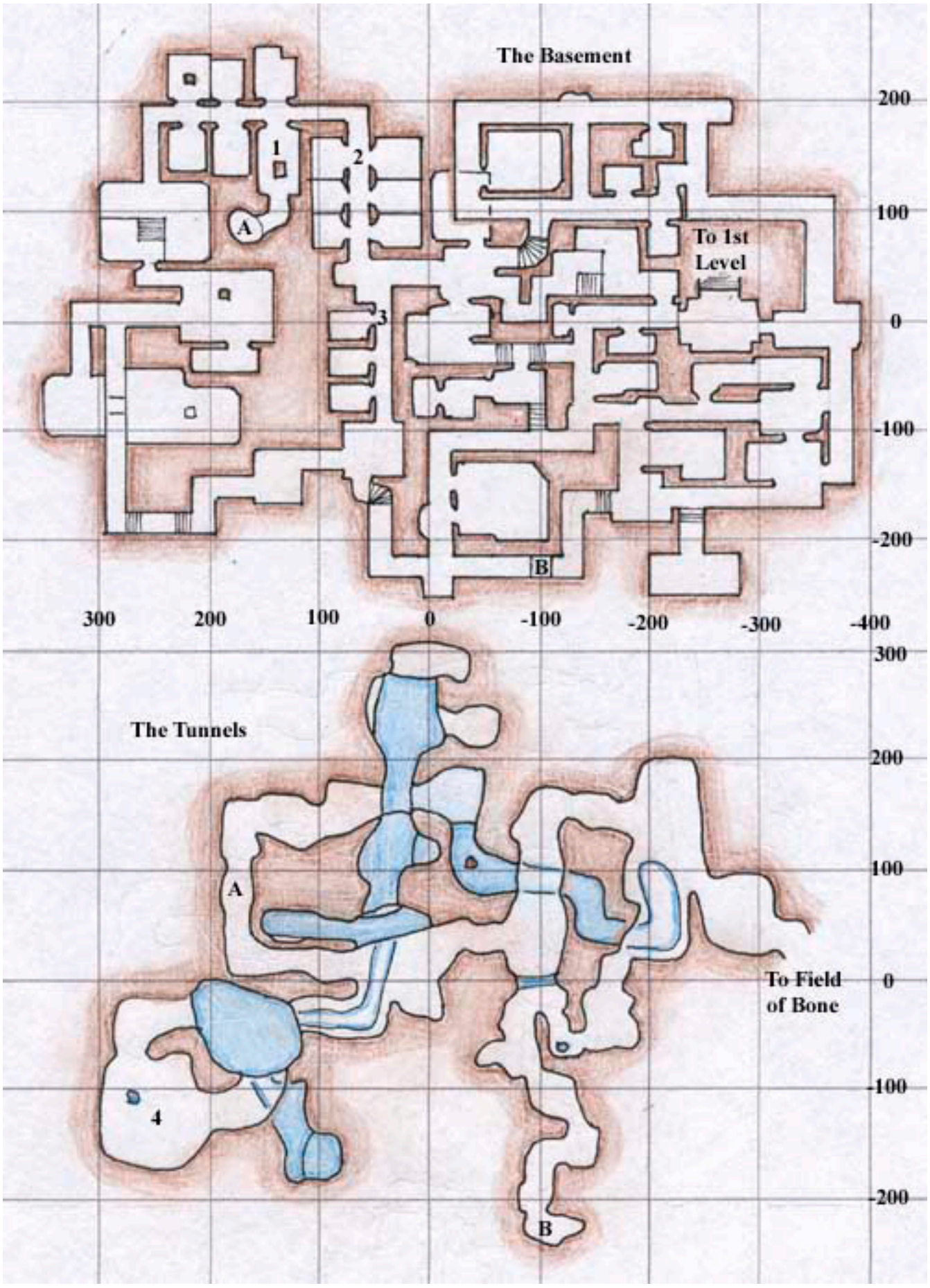

Kerra Island
500 400 300 200 100 0 -100 -200 -300 -400 -500 -600 -700 -800 -900
900 800 700 600 500 400 300 200 100 0 -100 -200 -300 -400 -500 -600 -700 -800
1 - Lord Greeg
2 - Kegan Sha'rr
3 - Jojo
4 - Mirri
5 - Mugrim
6 - Hammed Grarr
7 - Melixis
8 - Urkath Greyface
9 - Falthrik Lothoro
10 - Kerra Tseqs
11 - Raarrk / Iffir Soulcaller
12 - Feskr Drinkmaker
13 - Fang Tooth / Wharf Rat
14 - a catfisher
15 - Thalith Mamluk
16 - Tiger pit
17 - Shazad Asad
18 - Roary Fishcatcher
19 - Kirran Mirrah
20 - Feren
21 - Errak Thickshank
22 - Allix
Dragan, Xegony
Credits: Mapfiend

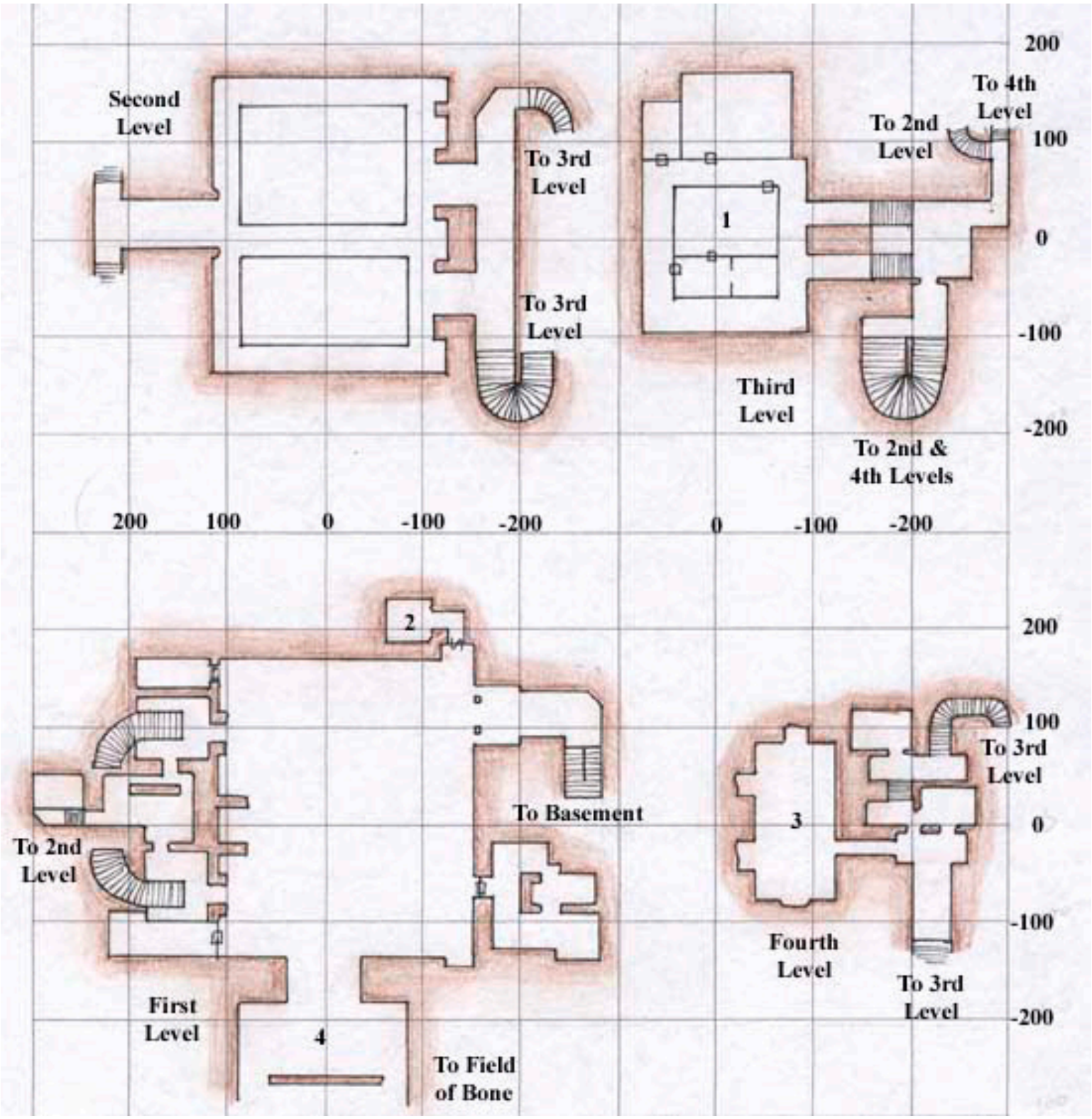

Kerra Ridge
The Pit
Necromancer's Isle
Docks
Temple
Kobold Prison
To Toxxulia Forest
© 1999 Everlore

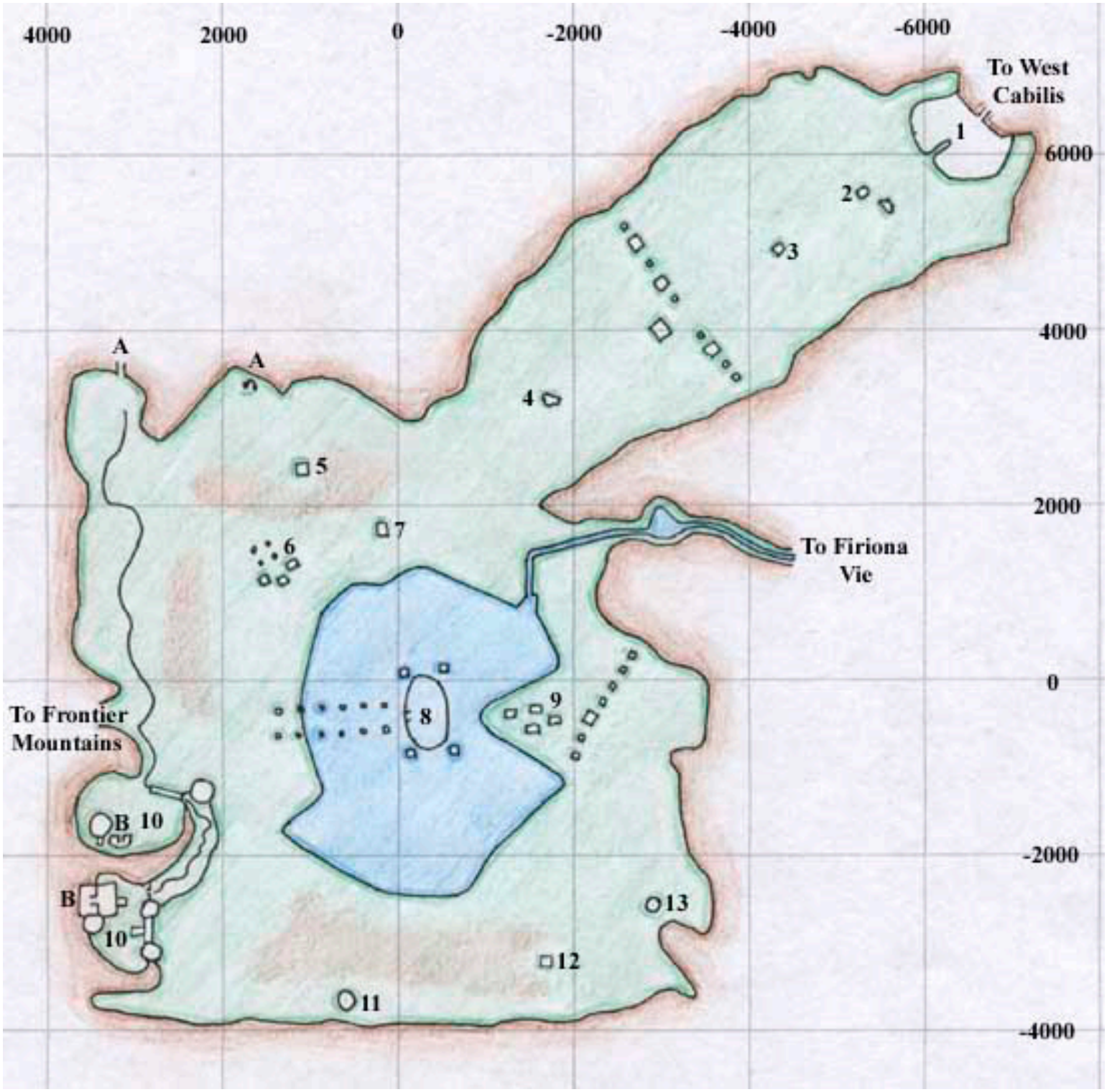
Kerra Isle

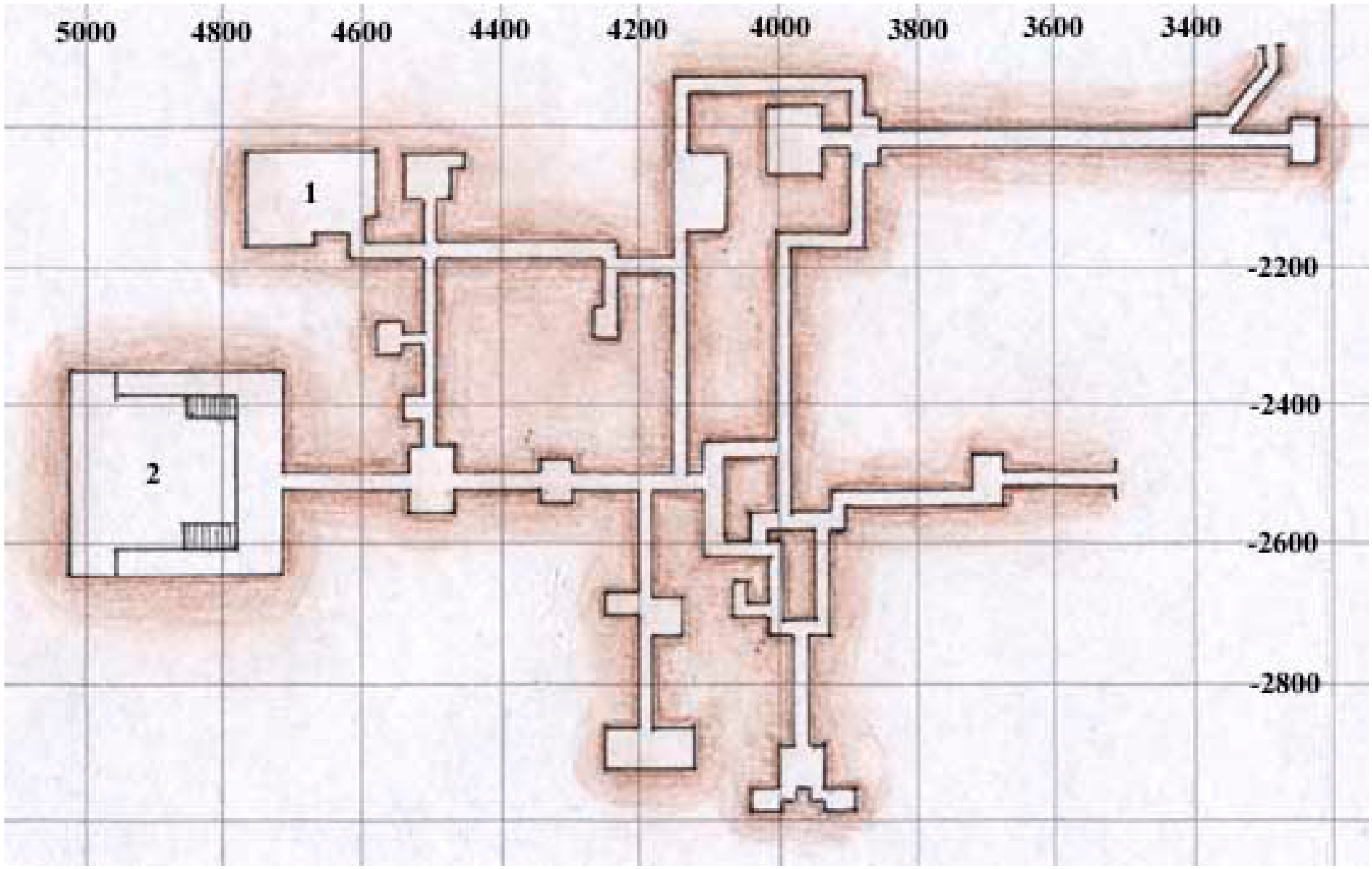

A Entrance
B Docks
C Necromancers Isle
D The Pit
E Clawknights cave
F Kobold prison
G Keeper
H Temple
A
B
C
D
E
F
G
H
By wizard @tp.it

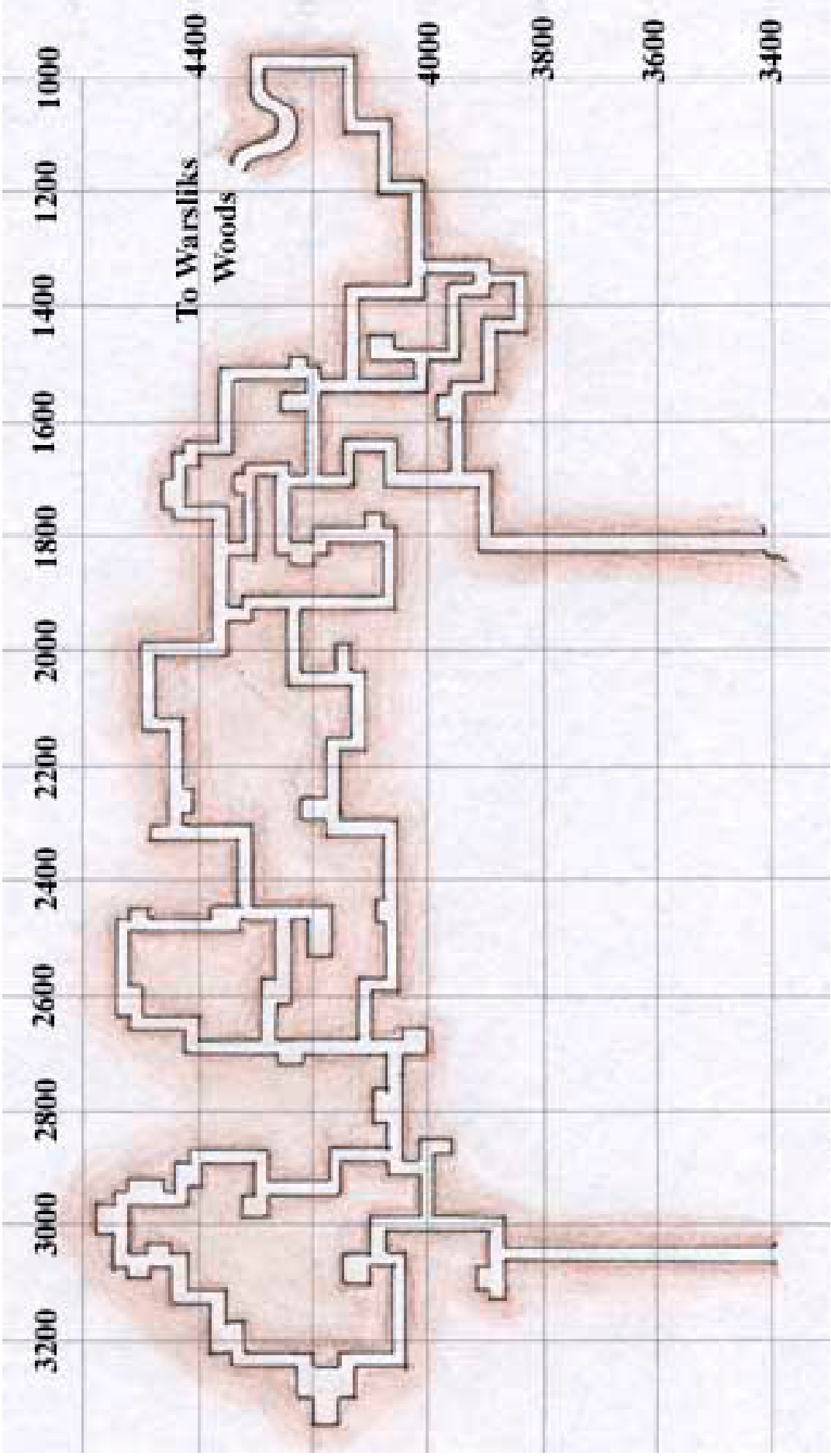

Rivervale
5000
4000
3000
2000
1000
0
-1000
2000
1000
0
-1000
West Commonlands
Highpass Hold
1
2
3
4
5
6
7
8
9
9
9
10
11
12


The Basement
1
2
3
A
B
To 1st Level
200
100
0
-100
-200
300
200
100
0
-100
-200
-300
-400
The Tunnels
A
B
4
To Field of Bone
300
200
100
0
-100
-200


Second Level
To 3rd Level
To 3rd Level
1
To 4th Level
To 2nd Level
Third Level
To 2nd & 4th Levels
200
100
0
-100
-200
2
To Basement
To 2nd Level
First Level
4
To Field of Bone
3
To 3rd Level
Fourth Level
To 3rd Level

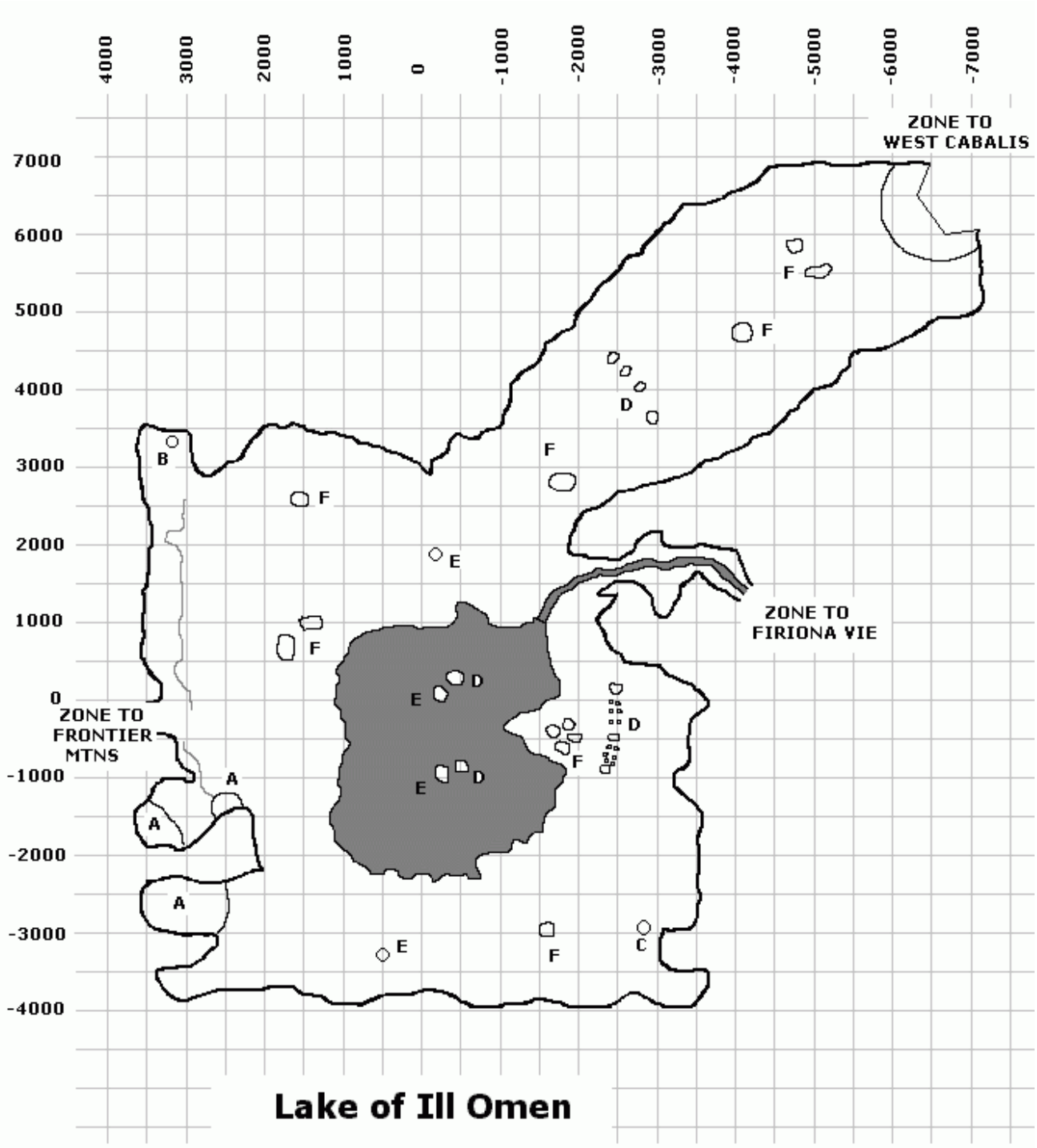

4000
2000
0
-2000
-4000
-6000
6000
4000
2000
0
-2000
-4000
To West Cabilis
To Firiona Vie
To Frontier Mountains
1
2
3
4
5
6
7
8
9
10
10
11
12
13
A
A
B
B


5000
4800
4600
4400
4200
4000
3800
3600
3400
-2200
-2400
-2600
-2800
1
2


1000
1200
1400
1600
1800
2000
2200
2400
2600
2800
3000
3200
4400
4000
3800
3600
3400
To Warsliks
Woods

Lake of ill Omen
152

Gesler
Outriders of Karana
5/15/2000



LEGEND

- ROAD
A - SARNAK FORTRESS
B - GOBLIN STRONGHOLD
C - PROFESSOR AKABAO
D - COLUMNS/STATUES
E - TOWERS
F - RUINS/BUILDINGS

N

BY

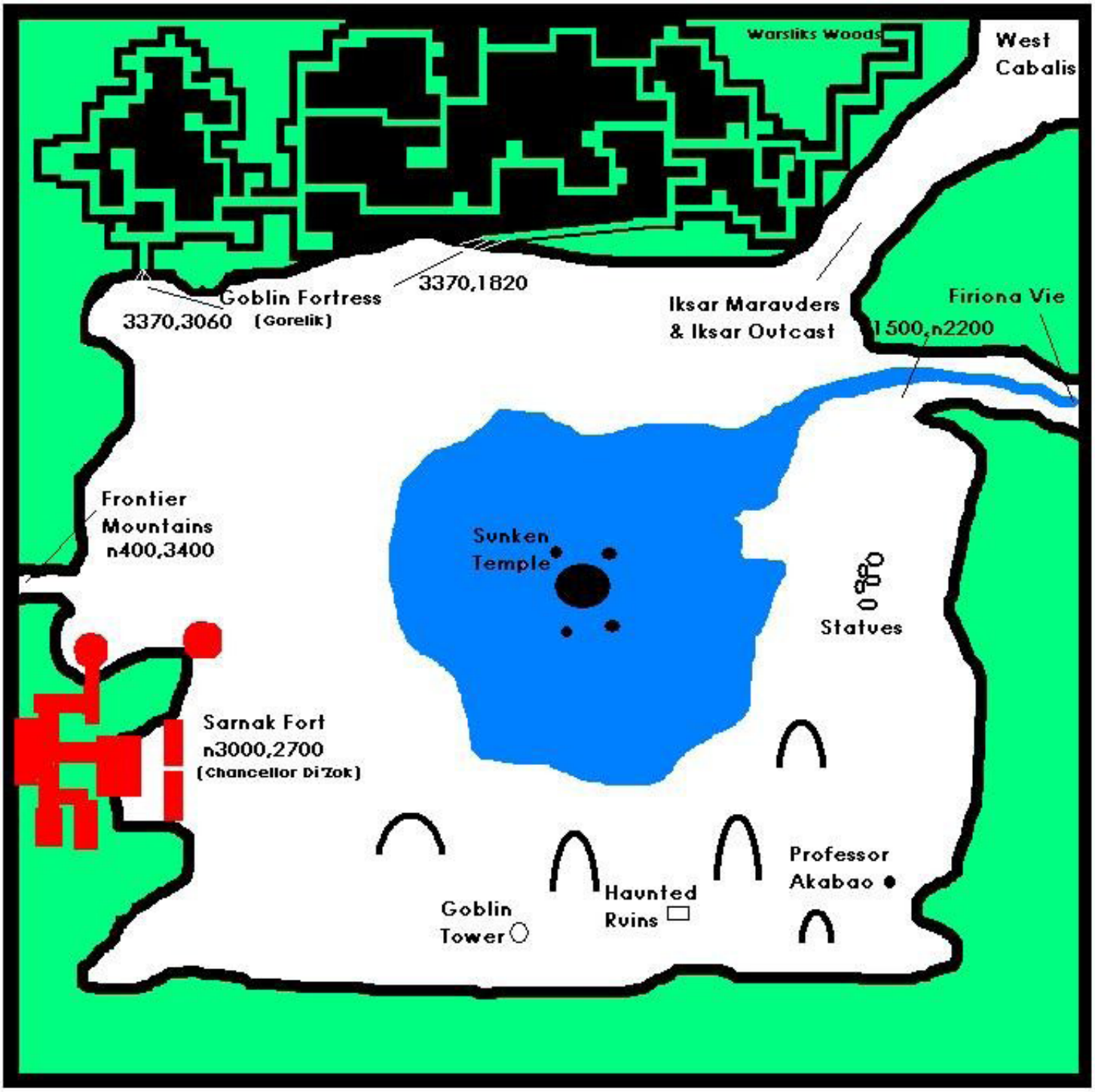
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

SEND CORRECTIONS/ADDITIONS TO:
rickyh@telapex.com

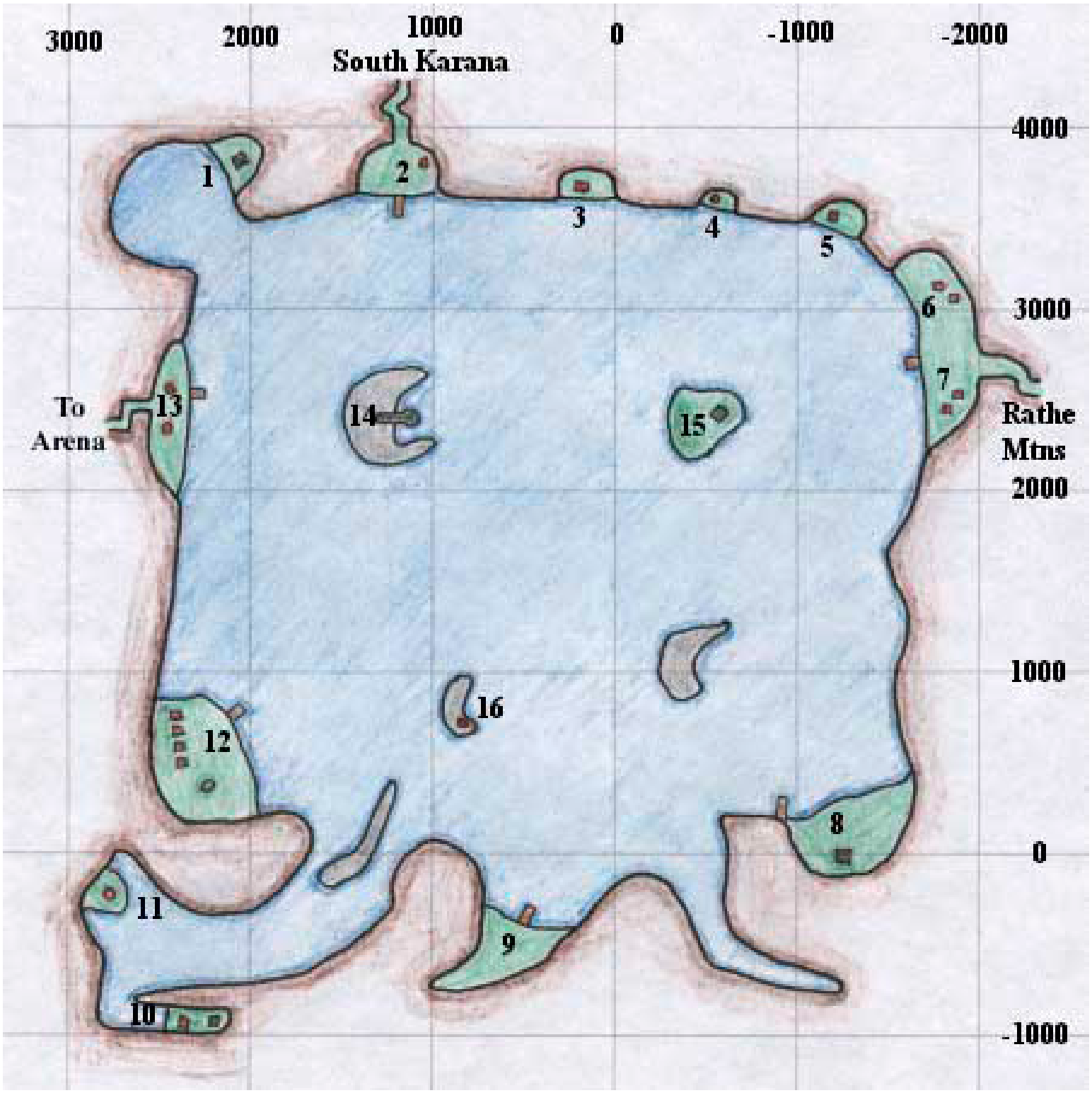
Maps by Hop -
http://users.telepak.net/~rickyh/mapsbyho.htm

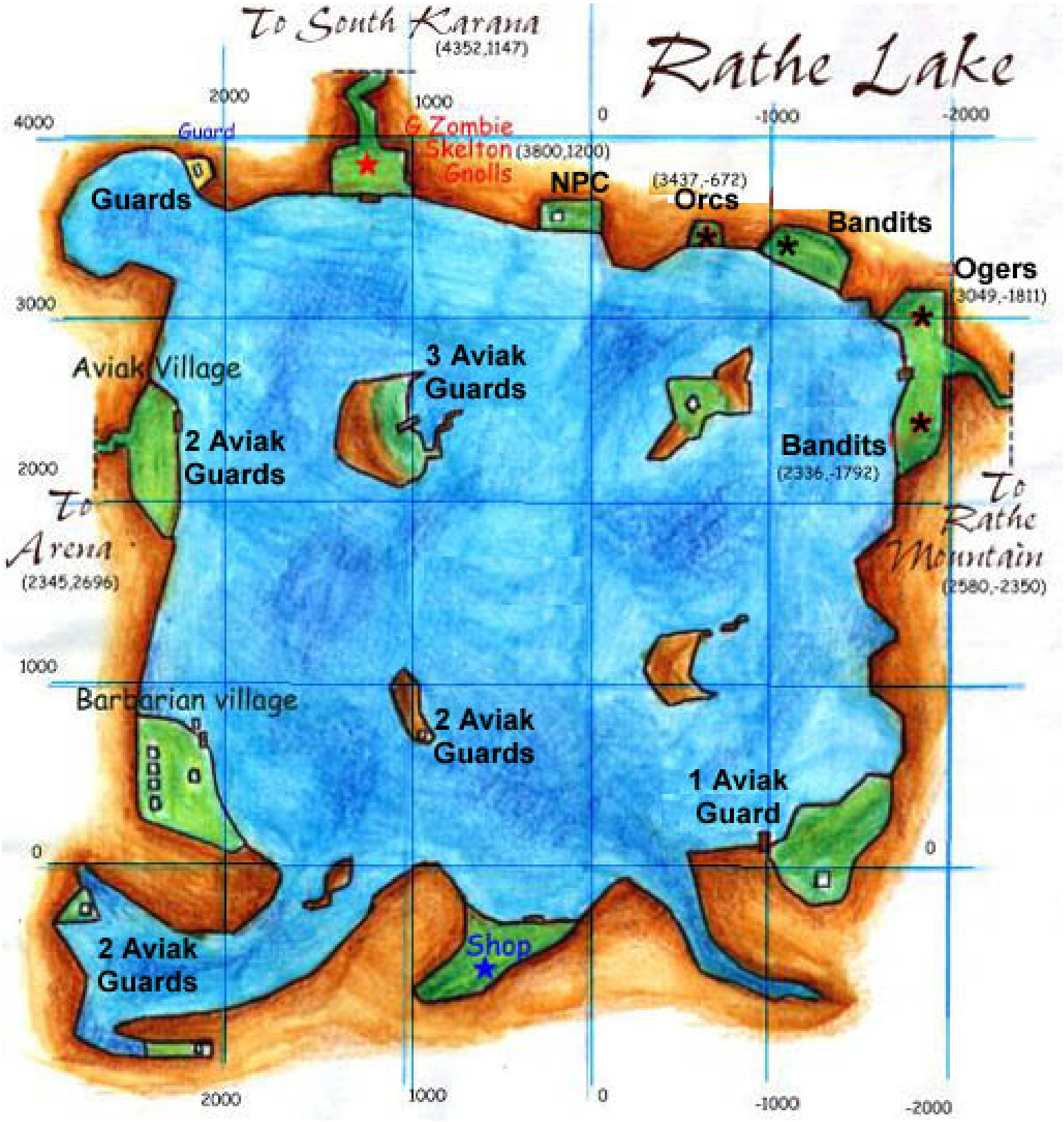
Lake of Ill Omen

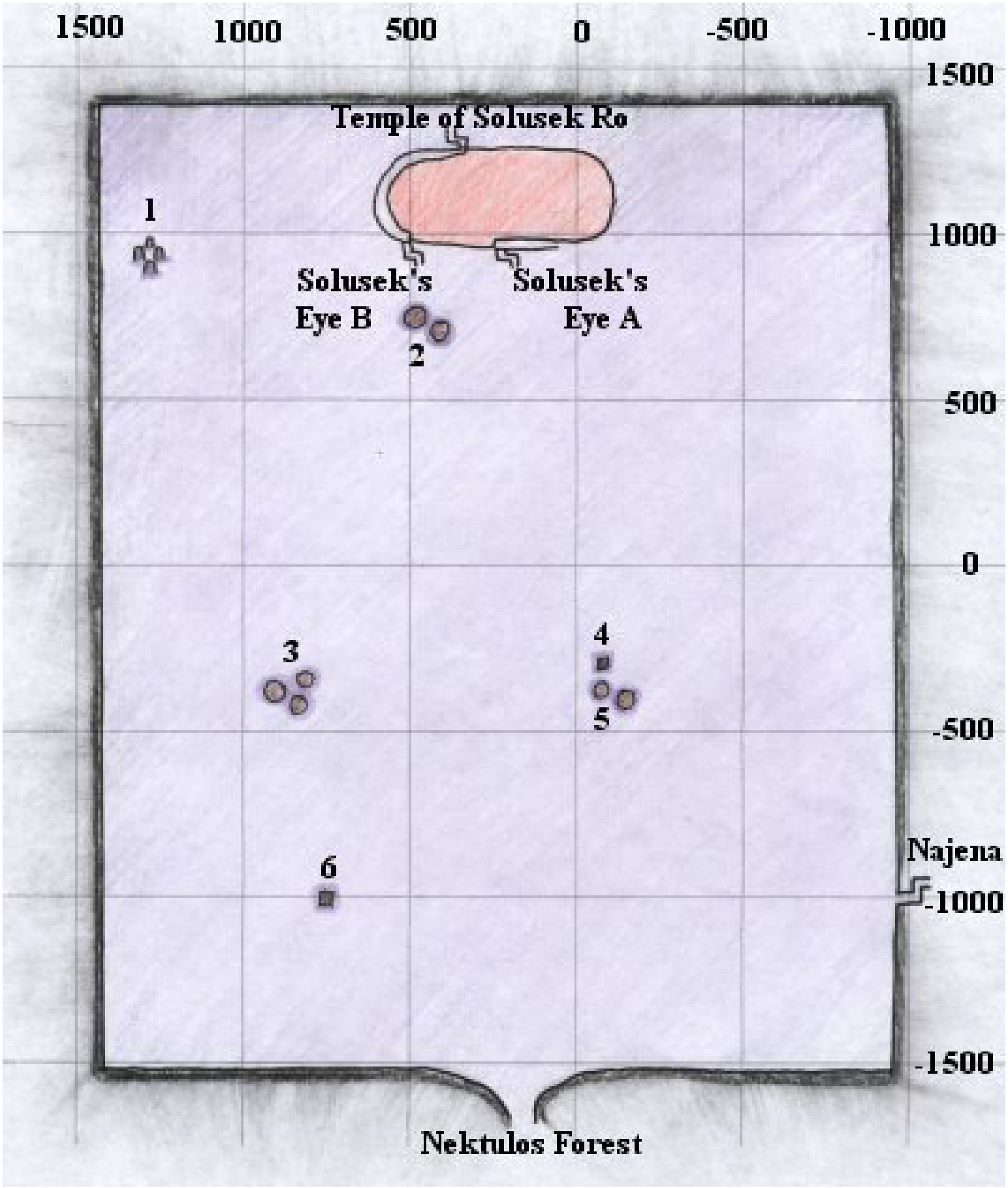
Map by Kuan of The Taken



Chancellor Di'Zok (Jade Chokidar Prod Piercing 11/20 shaman only +3 sta +6 wis)
Goblin Skinner (Goblin Battle Master (1hs 7/41)
Lord Gorelik (Mithril Staff 2hb 28/45 Warrior only)
Sarnak Courier (Grave Sandals Necro only boots 5AC +2 int, +10 dex, -10cha, +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)

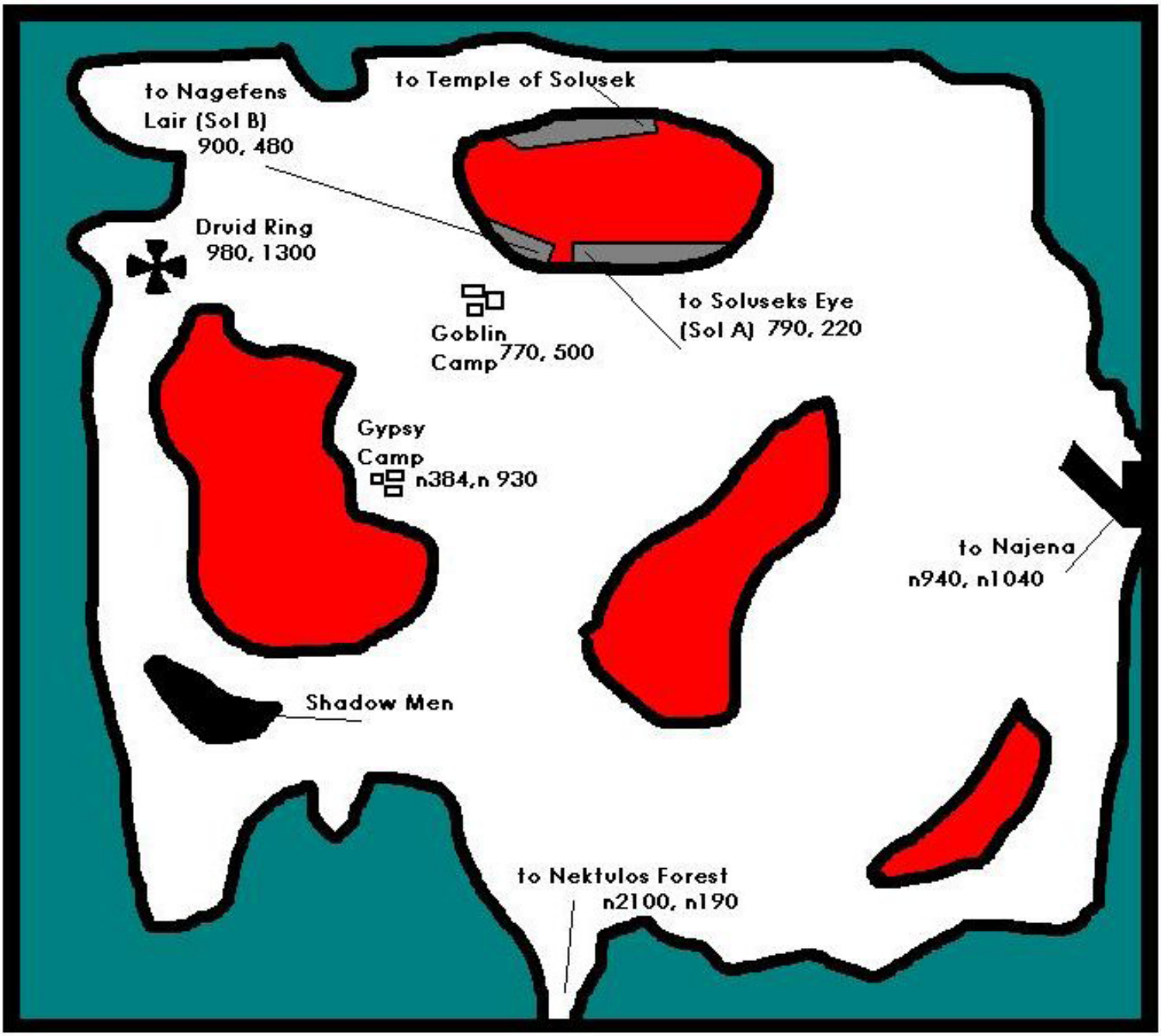

3000
2000
1000
0
-1000
-2000
South Karana
4000
3000
2000
1000
0
-1000
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
To
Arena
Rathe
Mtns


To South Karana
(4352,1147)
Rathe Lake
2000
1000
0
-1000
-2000
4000
3000
2000
1000
0
Guard
G Zombie
Skelton
Gnolls
(3800,1200)
NPC
(3437,-672)
Orcs
Bandits
Guards
Ogers
(3049,-1811)
Aviak Village
3 Aviak Guards
2 Aviak Guards
Bandits
(2336,-1792)
To Arena
(2345,2696)
To Rathe Mountain
(2580,-2350)
Barbarian village
2 Aviak Guards
1 Aviak Guard
2 Aviak Guards
Shop

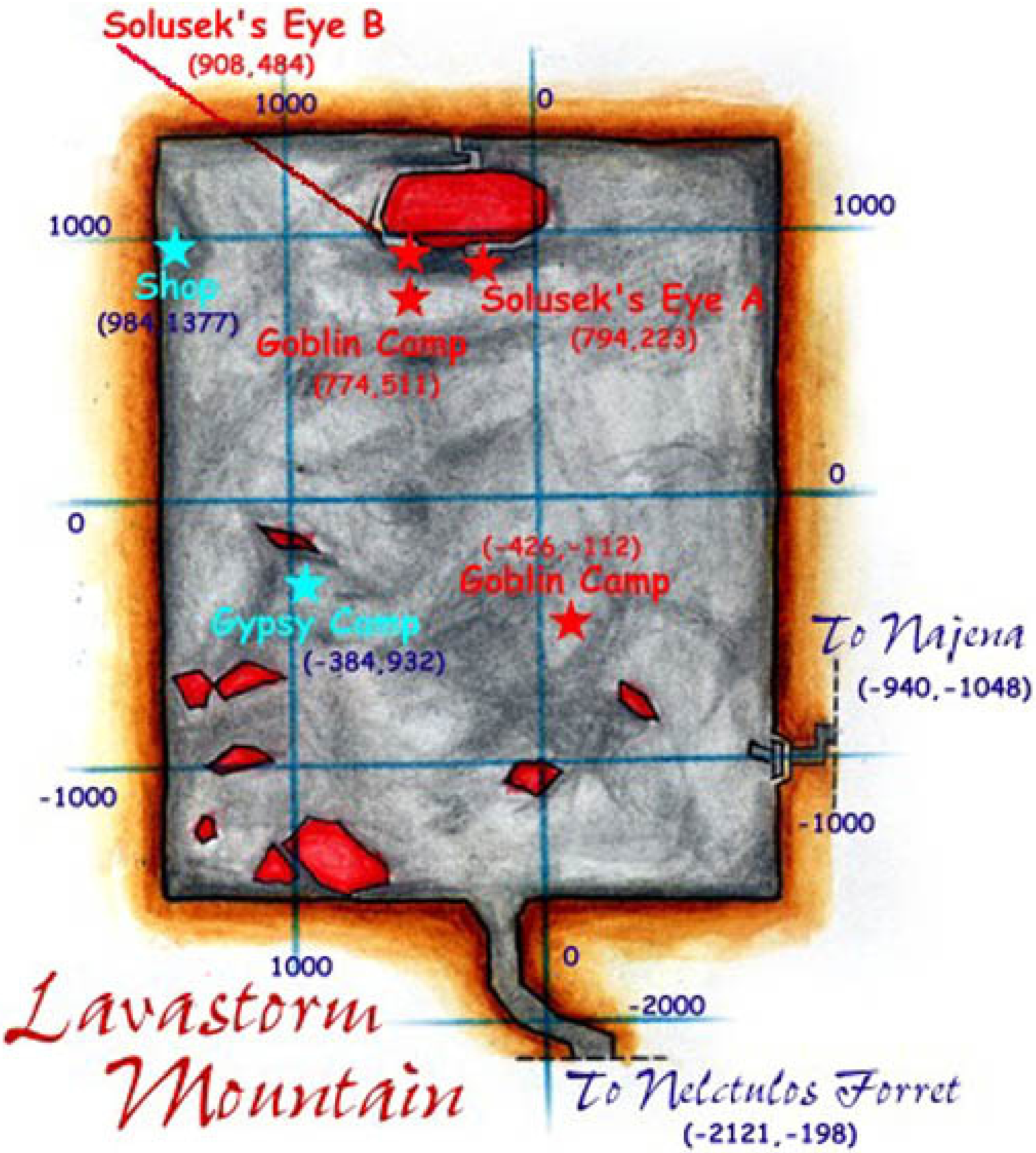

1500
1000
500
0
-500
-1000
1500
1000
500
0
-500
-1000
-1500
Temple of Solusek Ro
1
Solusek's
Eye B
Solusek's
Eye A
2
3
4
5
6
Najena
Nektulos Forest

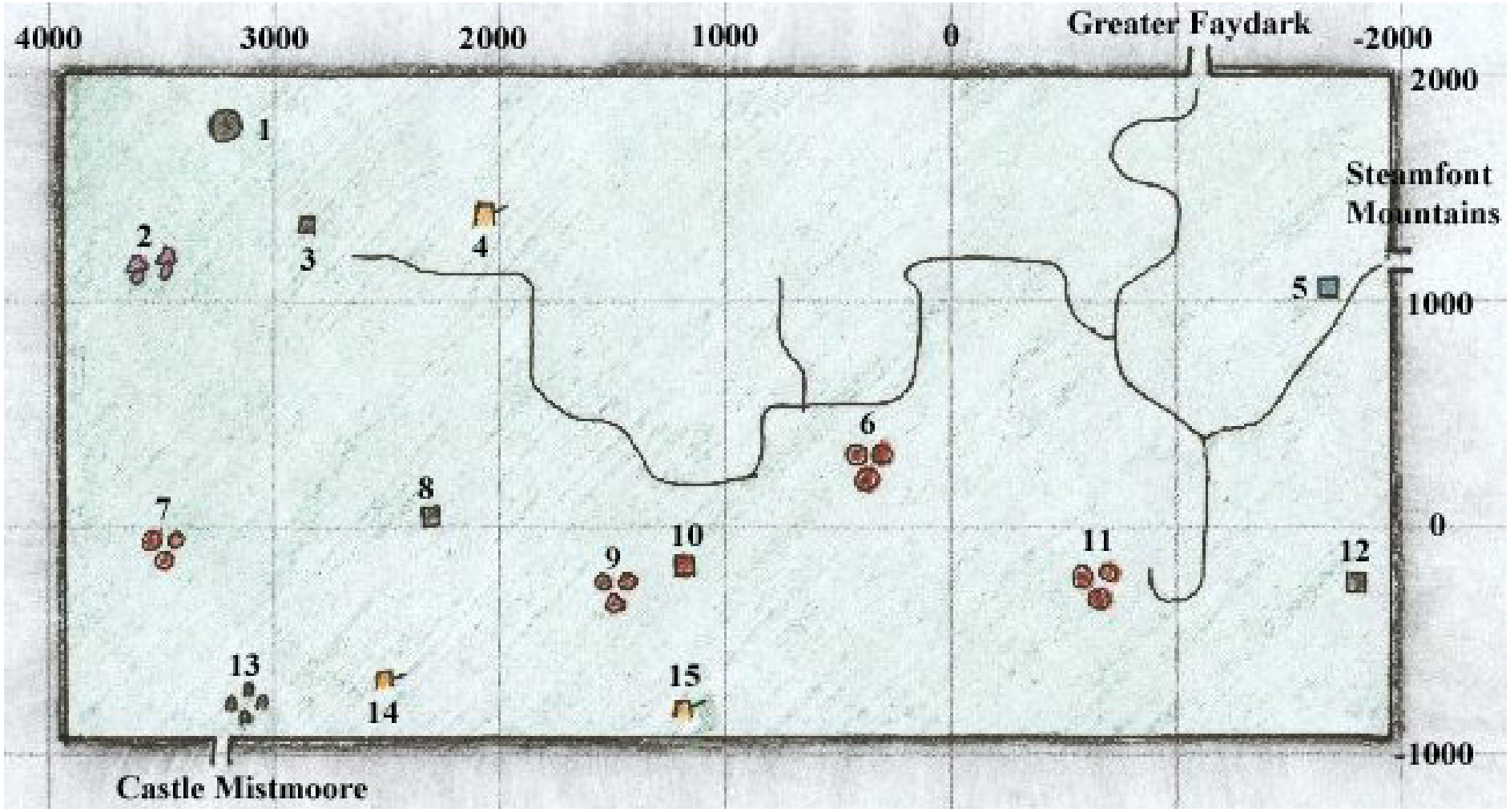
LavaStorm Mountains

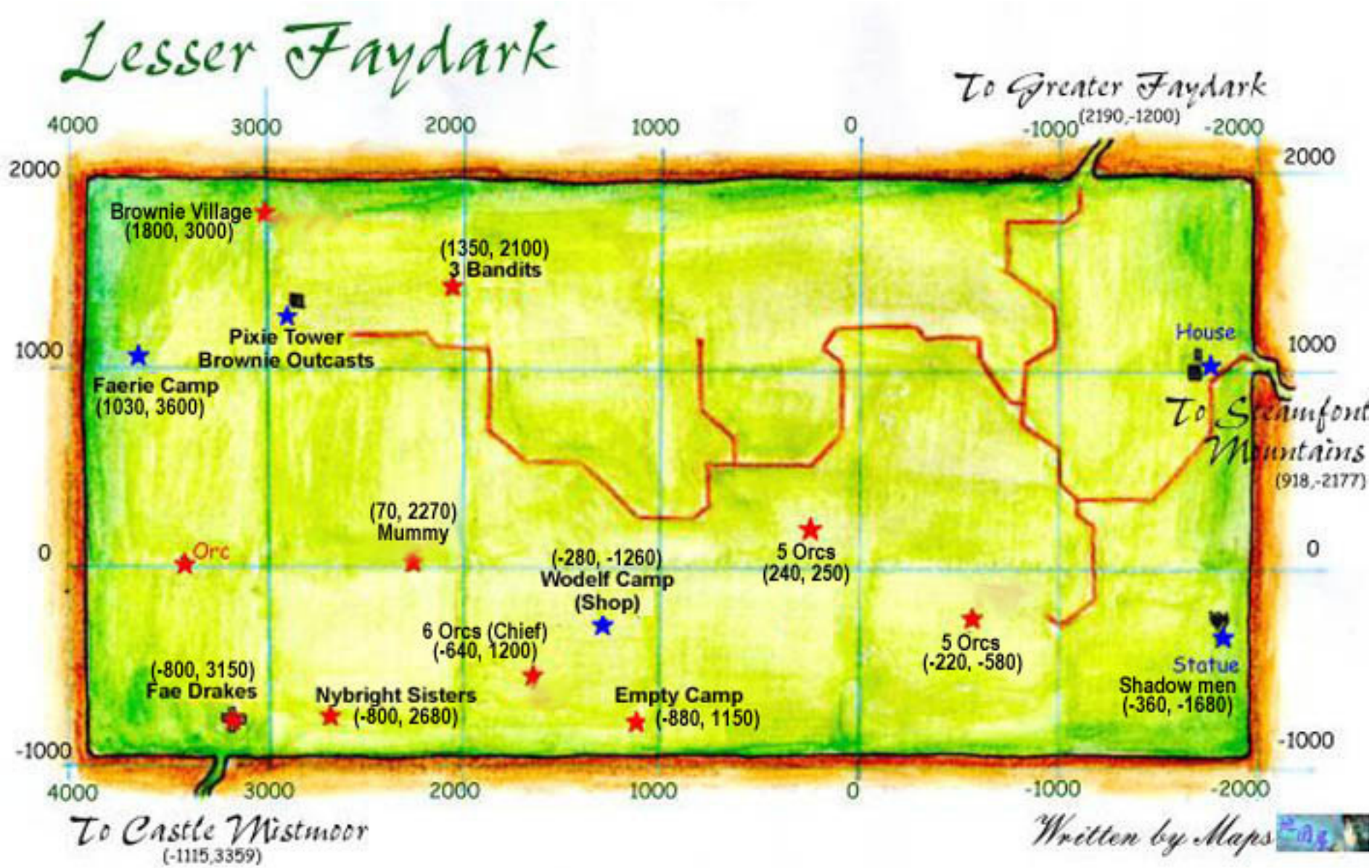
Map by Lord Khan of The Taken on Cazic Thule

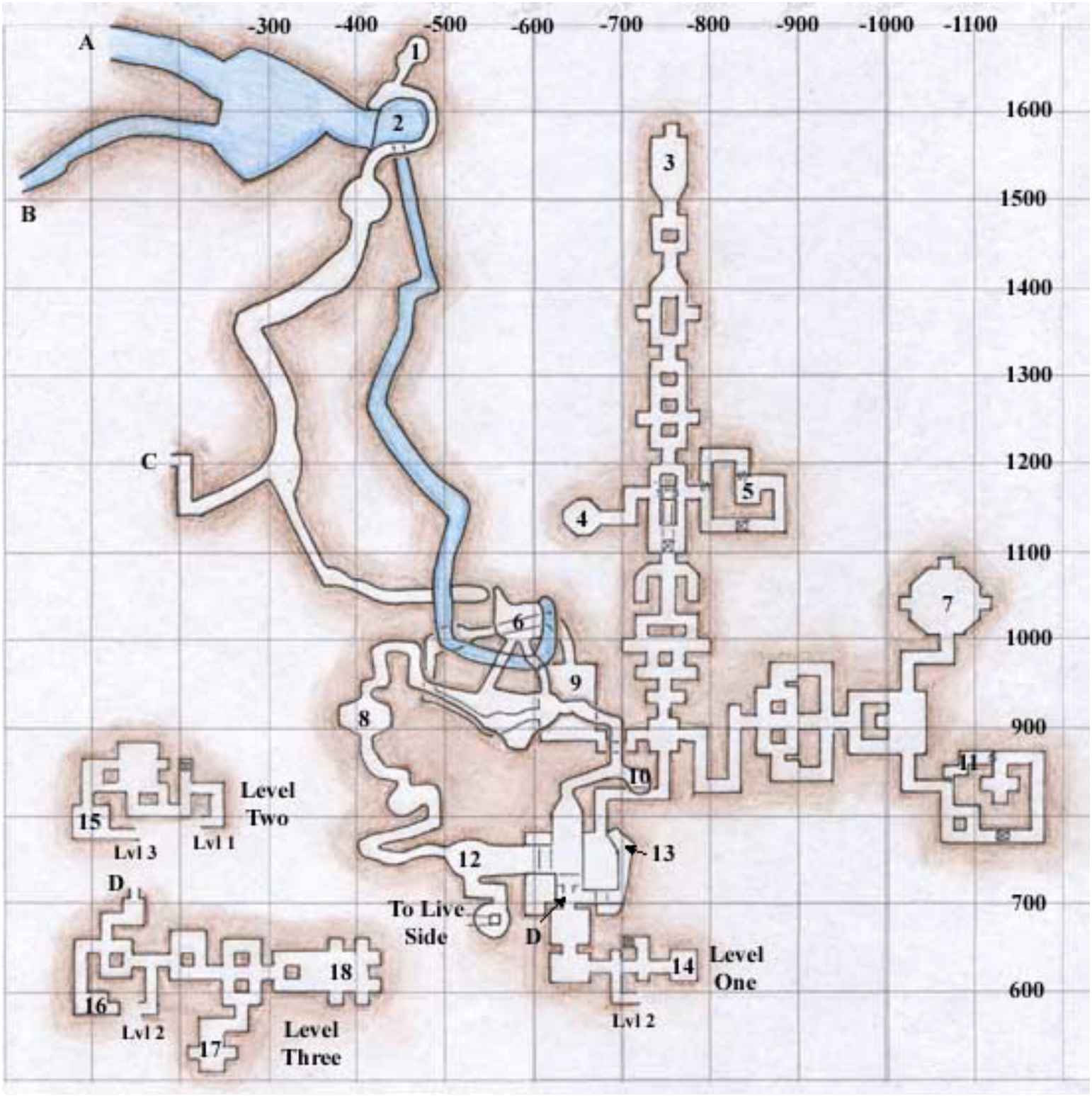


Skeletal Warrior Bone Spear, Bone Shield
Warbone Knight Bone Broadsword
Deep Lava Basilisk Basilisk Bracer
Sir Lindeal
Warboned Monk Bone fingered Glove
Lesser Knightmare Knightmare hide
Nykallen
Thought Bleeder Tears
Tisella Glowing Torch

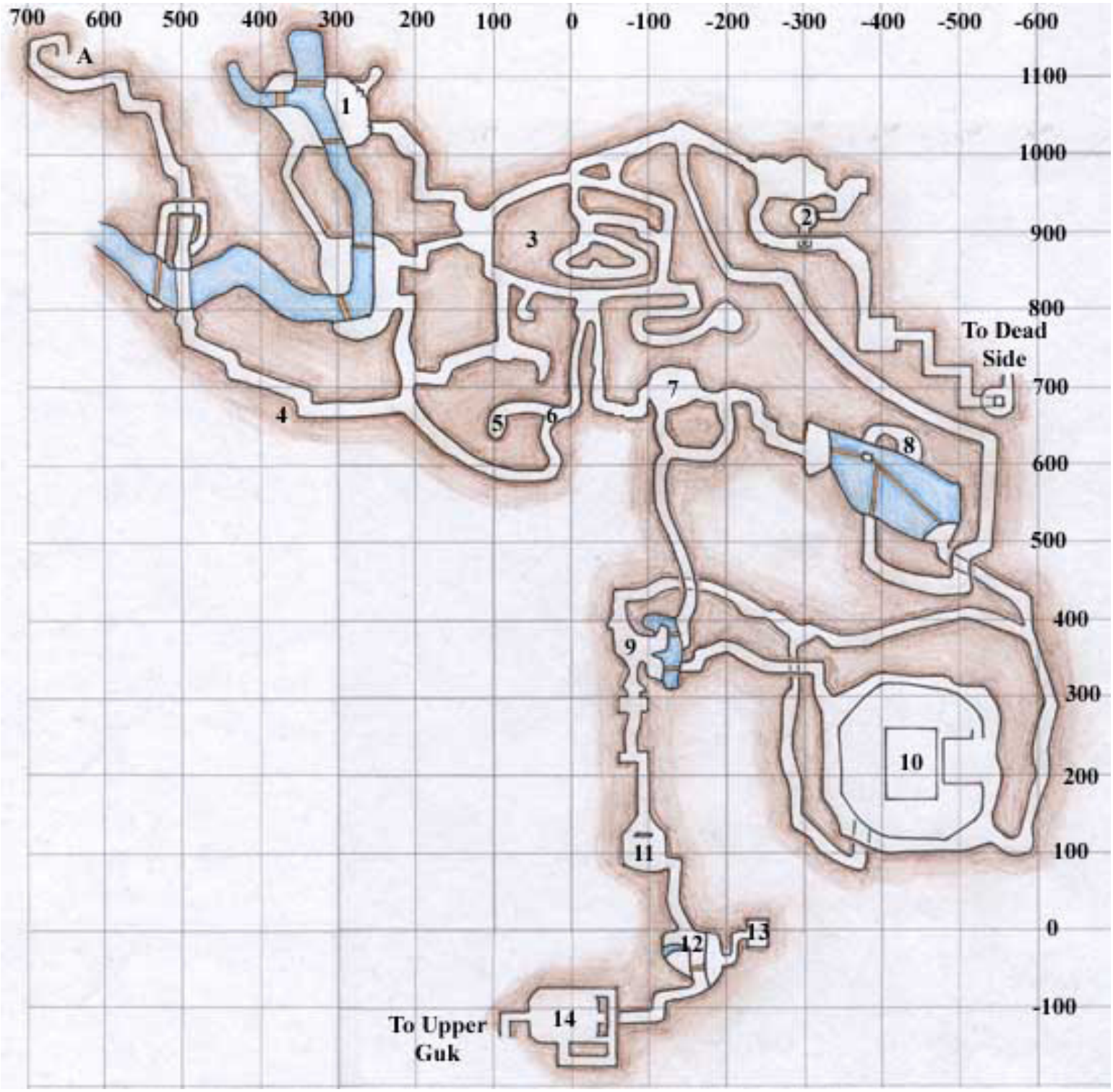

Solusek's Eye B
(908,484)
1000
0
1000
1000
Shop
(984,1377)
Solusek's Eye A
(794,223)
Goblin Camp
(774,511)
0
0
(-426,-112)
Goblin Camp
Gypsy Camp
(-384,932)
To Najena
(-940,-1048)
-1000
-1000
1000
0
-2000
Lavastorm Mountain
To Nektulos Forest
(-2121,-198)

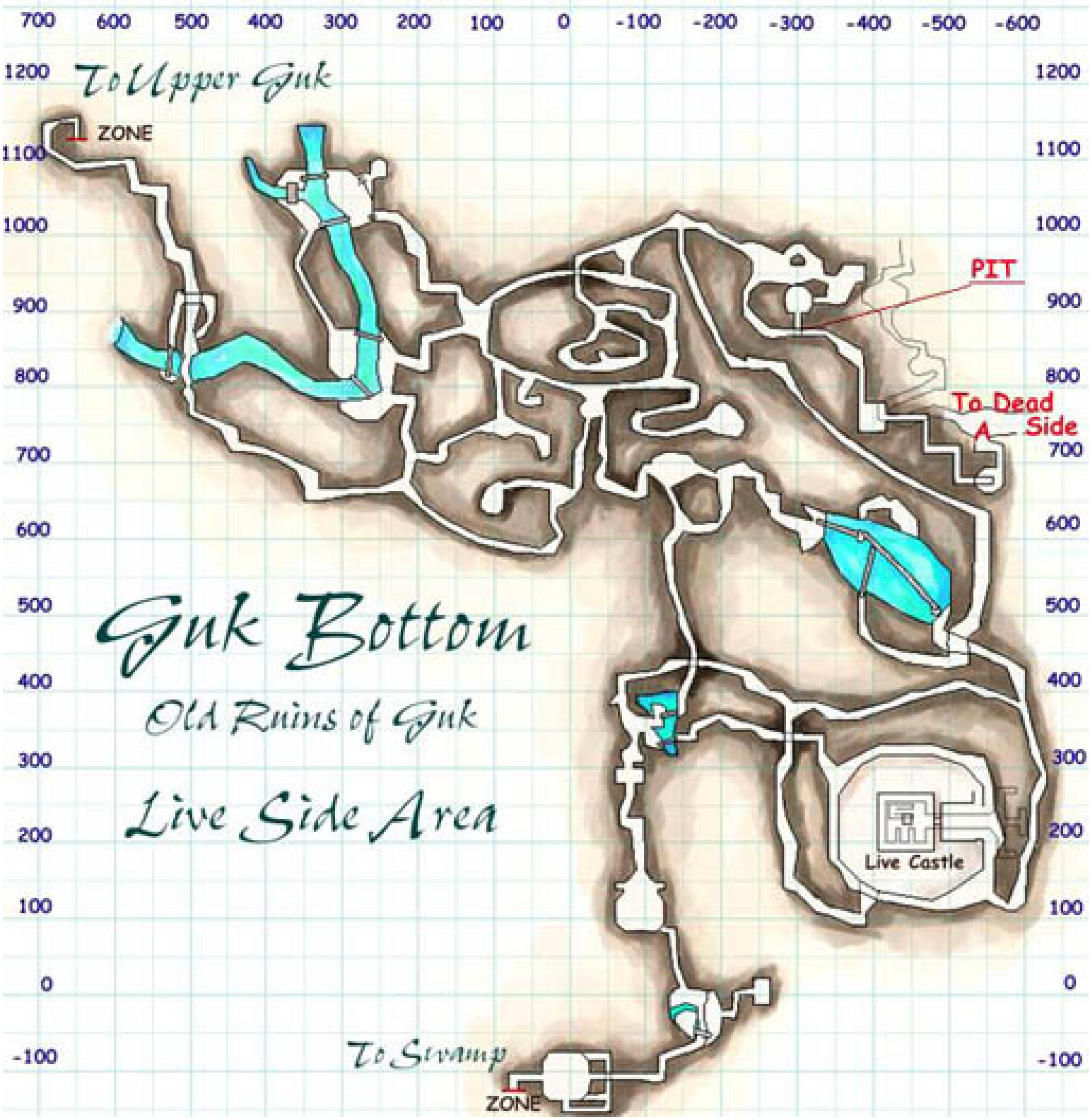

4000
3000
2000
1000
0
-2000
2000
1000
0
-1000
Greater Faydark
Steamfont Mountains
Castle Mistmoore
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15


Lesser Faydark
To Greater Faydark
(2190,-1200)
Brownie Village
(1800, 3000)
(1350, 2100)
3 Bandits
Pixie Tower
Brownie Outcasts
Faerie Camp
(1030, 3600)
House
To Steamfont Mountains
(918,-2177)
(70, 2270)
Mummy
Orc
(-280, -1260)
Wodelf Camp
(Shop)
5 Orcs
(240, 250)
6 Orcs (Chief)
(-640, 1200)
5 Orcs
(-220, -580)
Statue
Shadow men
(-360, -1680)
(-800, 3150)
Fae Drakes
Nybright Sisters
(-800, 2680)
Empty Camp
(-880, 1150)
To Castle Mistmoor
(-1115,3359)
Written by Maps


-300
-400
-500
-600
-700
-800
-900
-1000
-1100
1600
1500
1400
1300
1200
1100
1000
900
700
600
A
B
C
D
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
Level Two
Lvl 3
Lvl 1
Level One
Lvl 2
Level Three
To Live Side

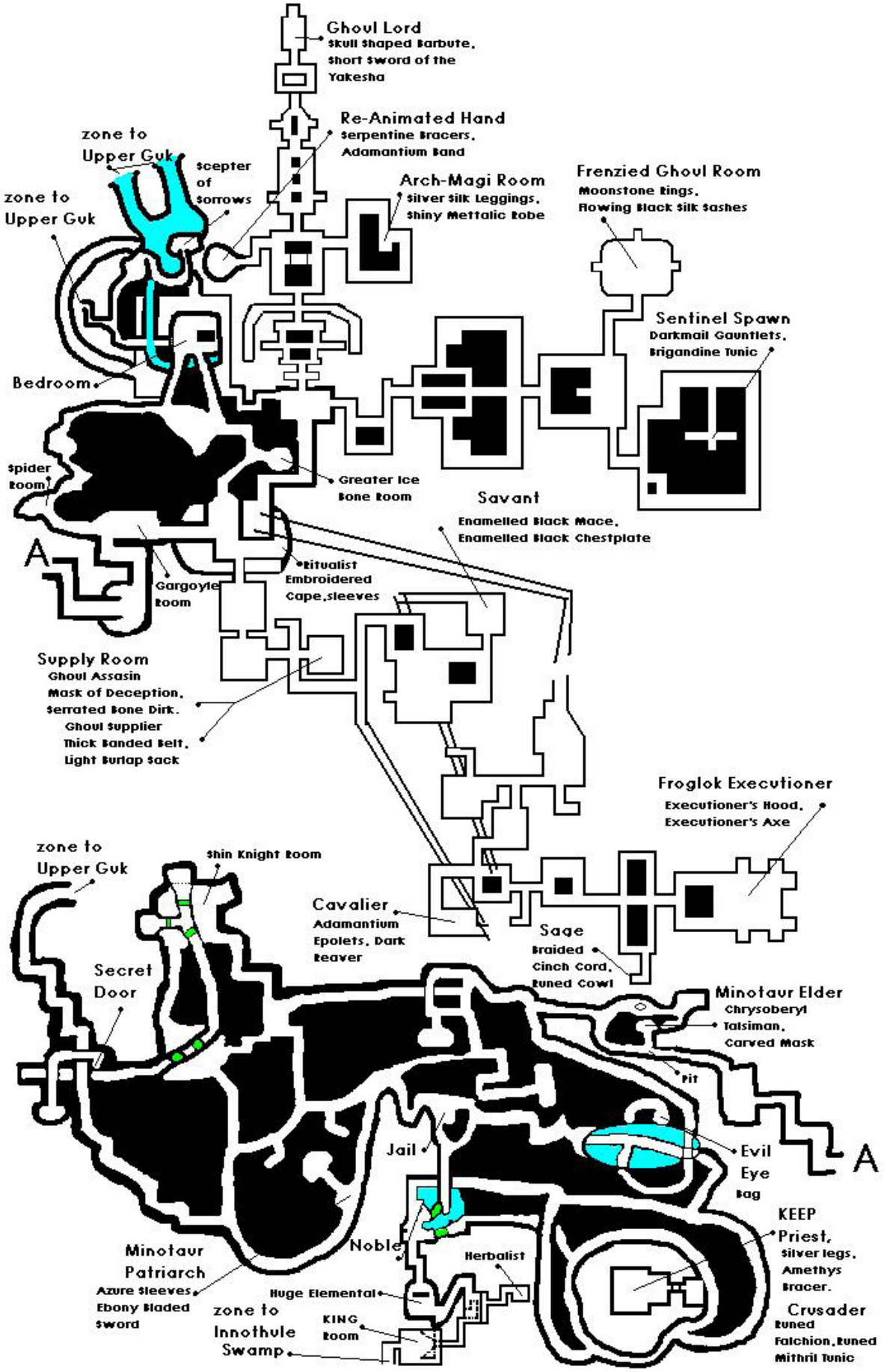
Guk Bottom
Dead Side
Part 1
0
-100
-200
-300
-400
-500
-600
-700
-800
-900
-1000
-1100
1600
1500
1400
1300
1200
1100
1000
900
800
700
600
ZONE 4
ZONE 3
To Upper Guk
To Upper Guk
ZONE 1
BR
A
C
B
To Live Side
To B1
Guk Bottom
Dead Tower B2
C
Foam B1
To B1
Guk Bottom
Dead Tower B1
To B2
To B2

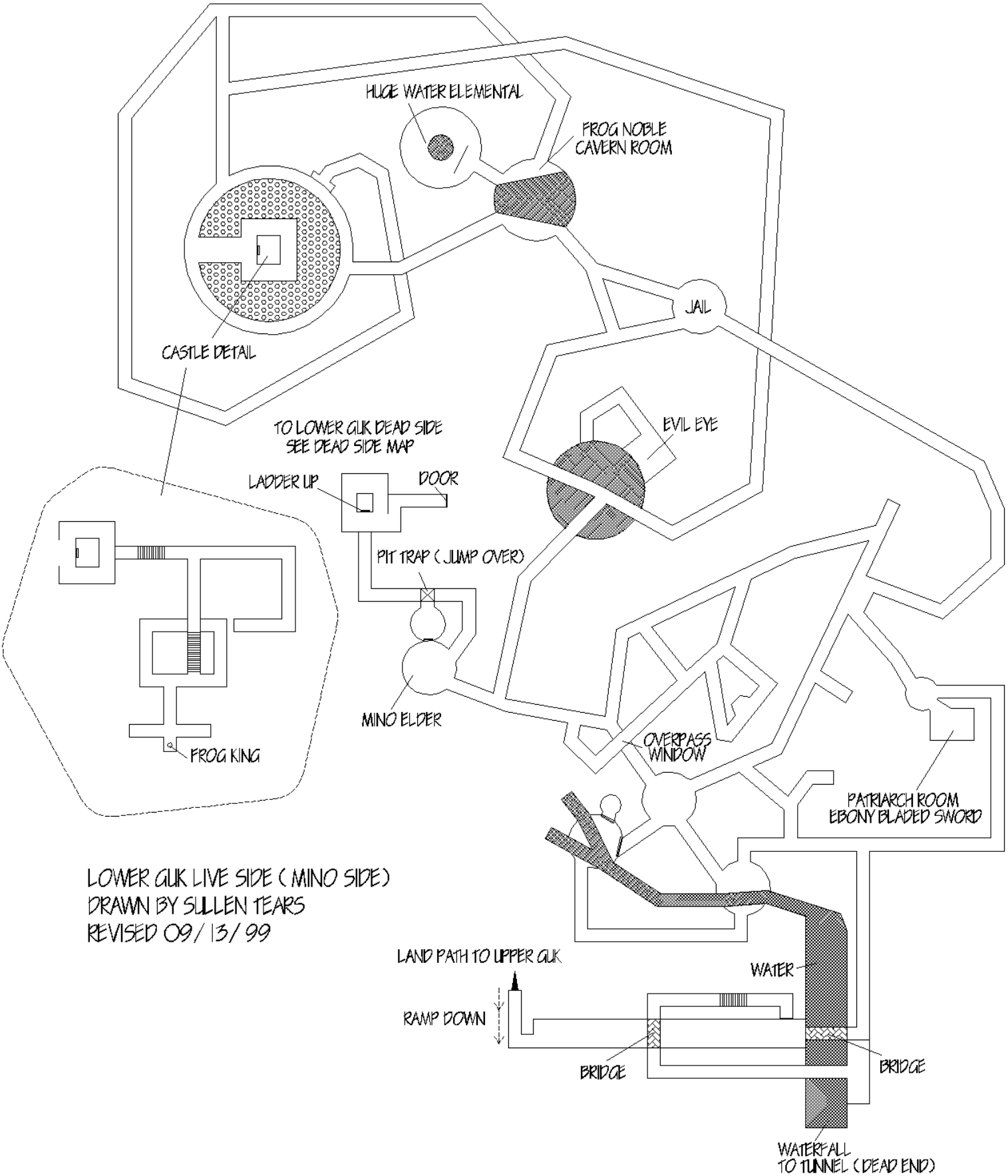

700
600
500
400
300
200
100
0
-100
-200
-300
-400
-500
-600
1100
1000
900
800
700
600
500
400
300
200
100
0
-100
A
1
2
3
4
5
6
7
8
9
10
11
12
13
14
To Dead Side
To Upper Guk

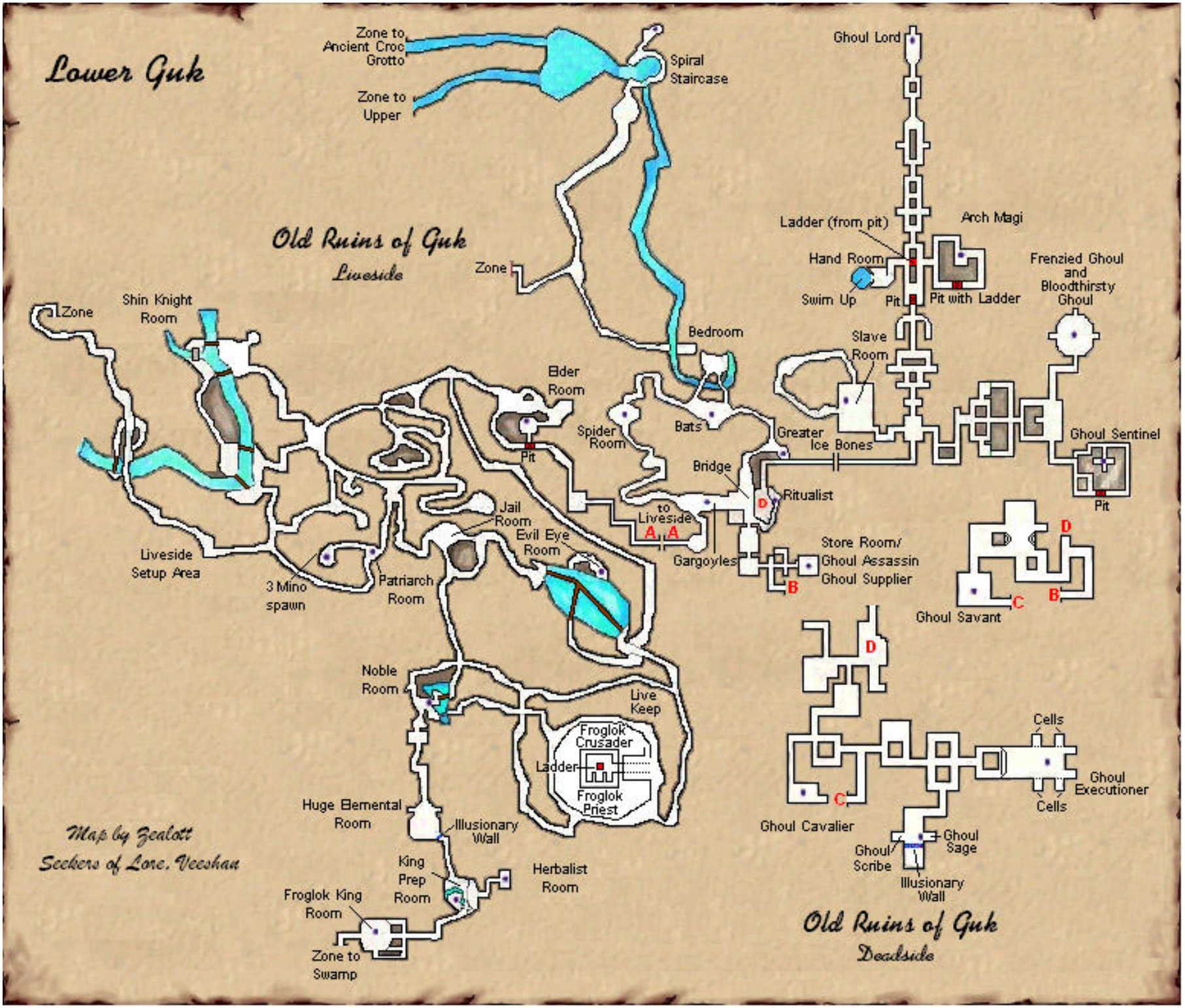

700 600 500 400 300 200 100 0 -100 -200 -300 -400 -500 -600
1200 1100 1000 900 800 700 600 500 400 300 200 100 0 -100
To Upper Guk
ZONE
PIT
To Dead Side
A
Guk Bottom
Old Ruins of Guk
Live Side Area
Live Castle
To Swamp
ZONE

Lower Guk

Map by Kvan of The Taken on Cazic Thule



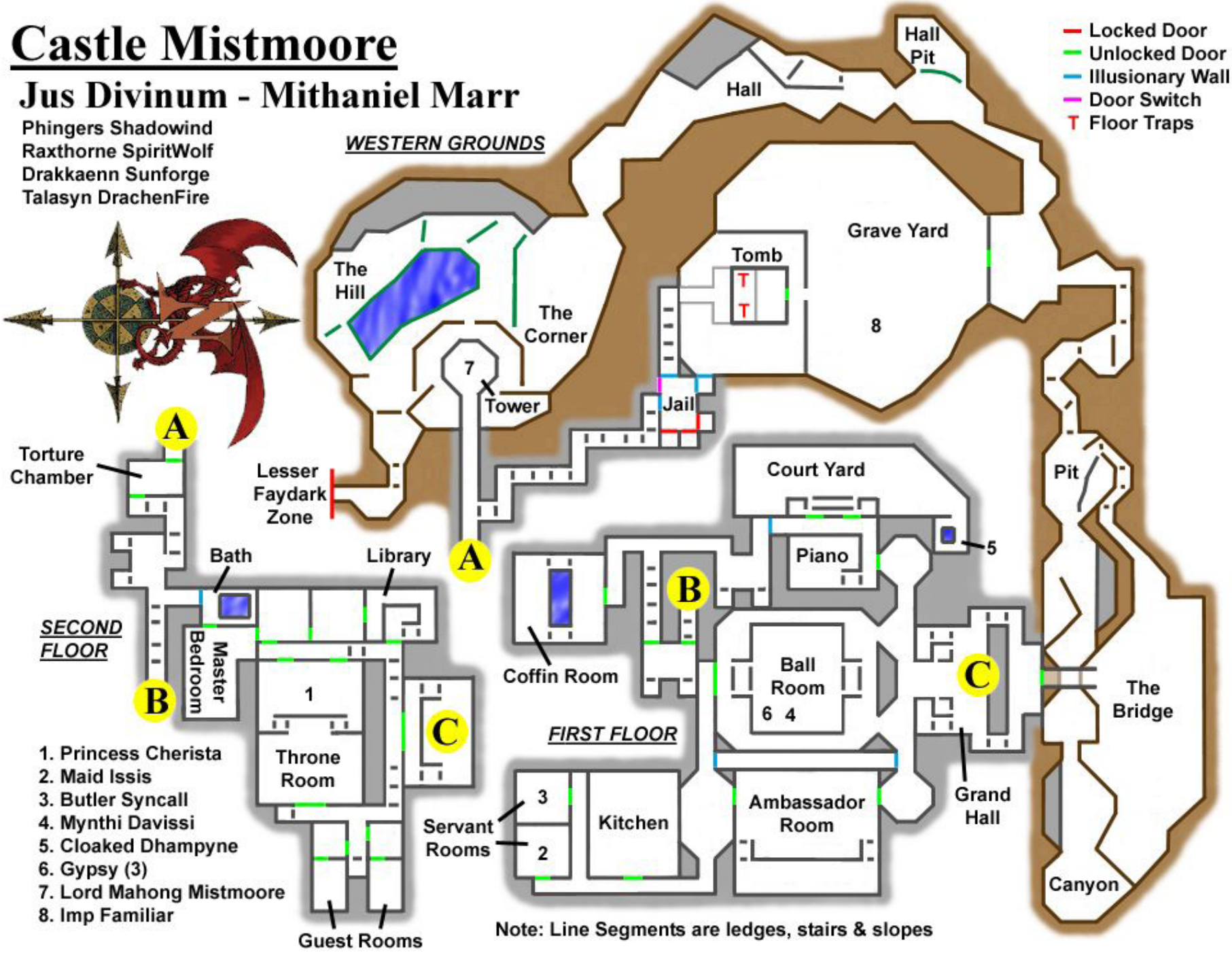

HUGE WATER ELEMENTAL
FROG NOBLE
CAVERN ROOM
JAIL
CASTLE DETAIL
TO LOWER GUK DEAD SIDE
SEE DEAD SIDE MAP
EVIL EYE
LADDER UP
DOOR
PIT TRAP (JUMP OVER)
MINO ELDER
OVERPASS
WINDOW
FROG KING
PATRIARCH ROOM
EBONY BLADED SWORD
LOWER GUK LIVE SIDE (MINO SIDE)
DRAWN BY SULLEN TEARS
REVISED 09/13/99
LAND PATH TO UPPER GUK
WATER
RAMP DOWN
BRIDGE
BRIDGE
WATERFALL
TO TUNNEL (DEAD END)


Lower Guk
Zone to Ancient Croc Grotto
Zone to Upper
Spiral Staircase
Old Ruins of Guk
Liveside
Zone
Shin Knight Room
Zone
Bedroom
Elder Room
Pit
Spider Room
Bats
Greater Ice Bones
Bridge
Ritualist
to Liveside
A
A
Gargoyles
Jail Room
Evil Eye Room
Liveside Setup Area
3 Mino spawn
Patriarch Room
Noble Room
Live Keep
Froglok Crusader
Ladder
Froglok Priest
Huge Elemental Room
Illusionary Wall
King Prep Room
Herbalist Room
Froglok King Room
Zone to Swamp
Map by Zealott
Seekers of Lore, Veeshan
Ghoul Lord
Ladder (from pit)
Arch Magi
Hand Room
Swim Up
Pit
Pit with Ladder
Frenzied Ghoul and Bloodthirsty Ghoul
Slave Room
Ghoul Sentinel
Pit
D
Store Room/ Ghoul Assassin Ghoul Supplier
B
D
C
B
Ghoul Savant
D
Cells
Ghoul Executioner
Cells
C
Ghoul Cavalier
Ghoul Sage
Ghoul Scribe
Illusionary Wall
Old Ruins of Guk
Deadside

Castle Mistmoore

Jus Divinum - Mithaniel Marr

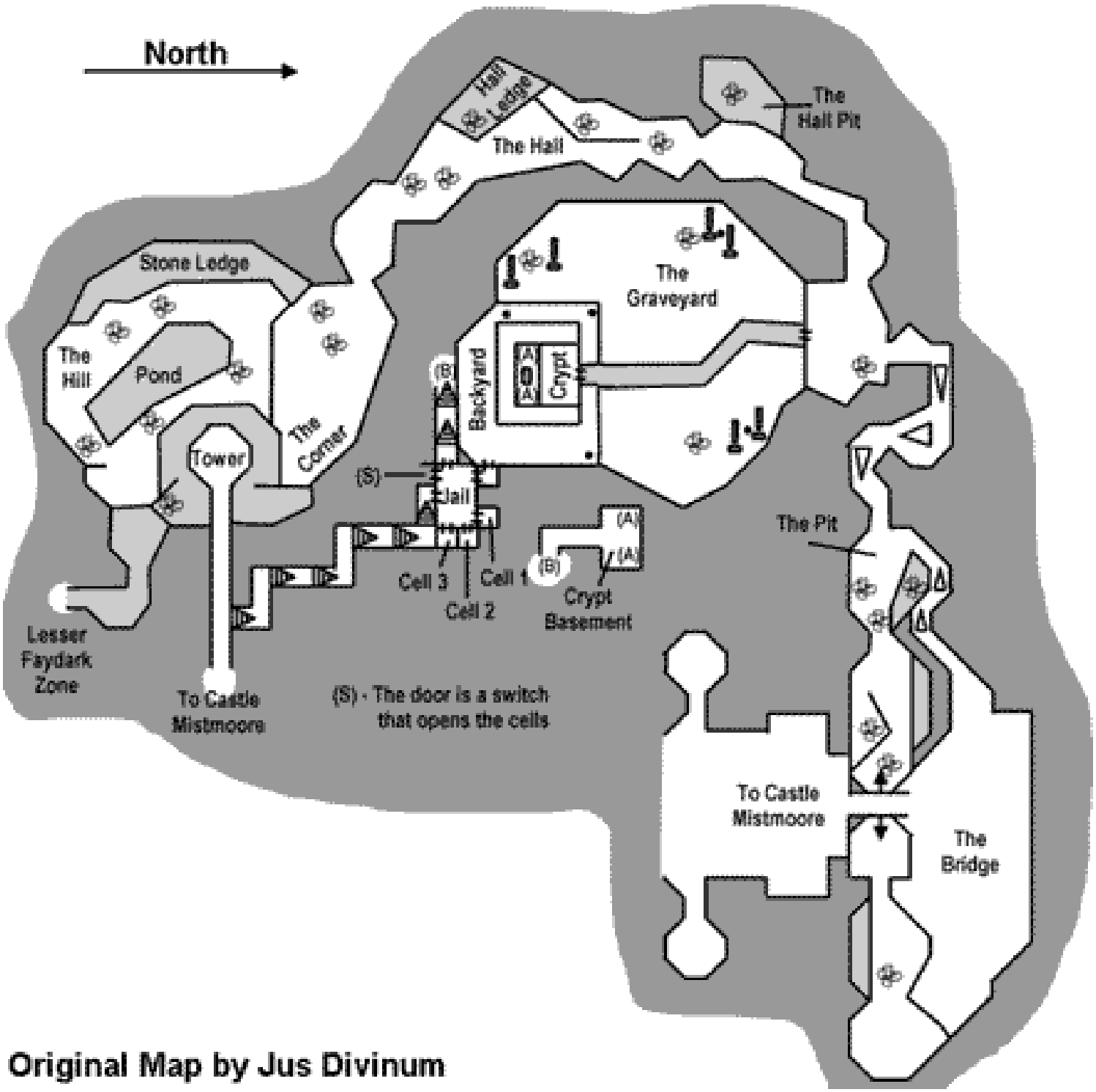
Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge
Talasyn DrachenFire



1. Princess Cherista
2. Maid Issis
3. Butler Syncall
4. Mynthi Davissi
5. Cloaked Dhampyne
6. Gypsy (3)
7. Lord Mahong Mistmoore
8. Imp Familiar

600
500
400
300
200
100
0
-100
-200
200
100
0
-100
-200
-300
-400
-100
-200
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
A
B

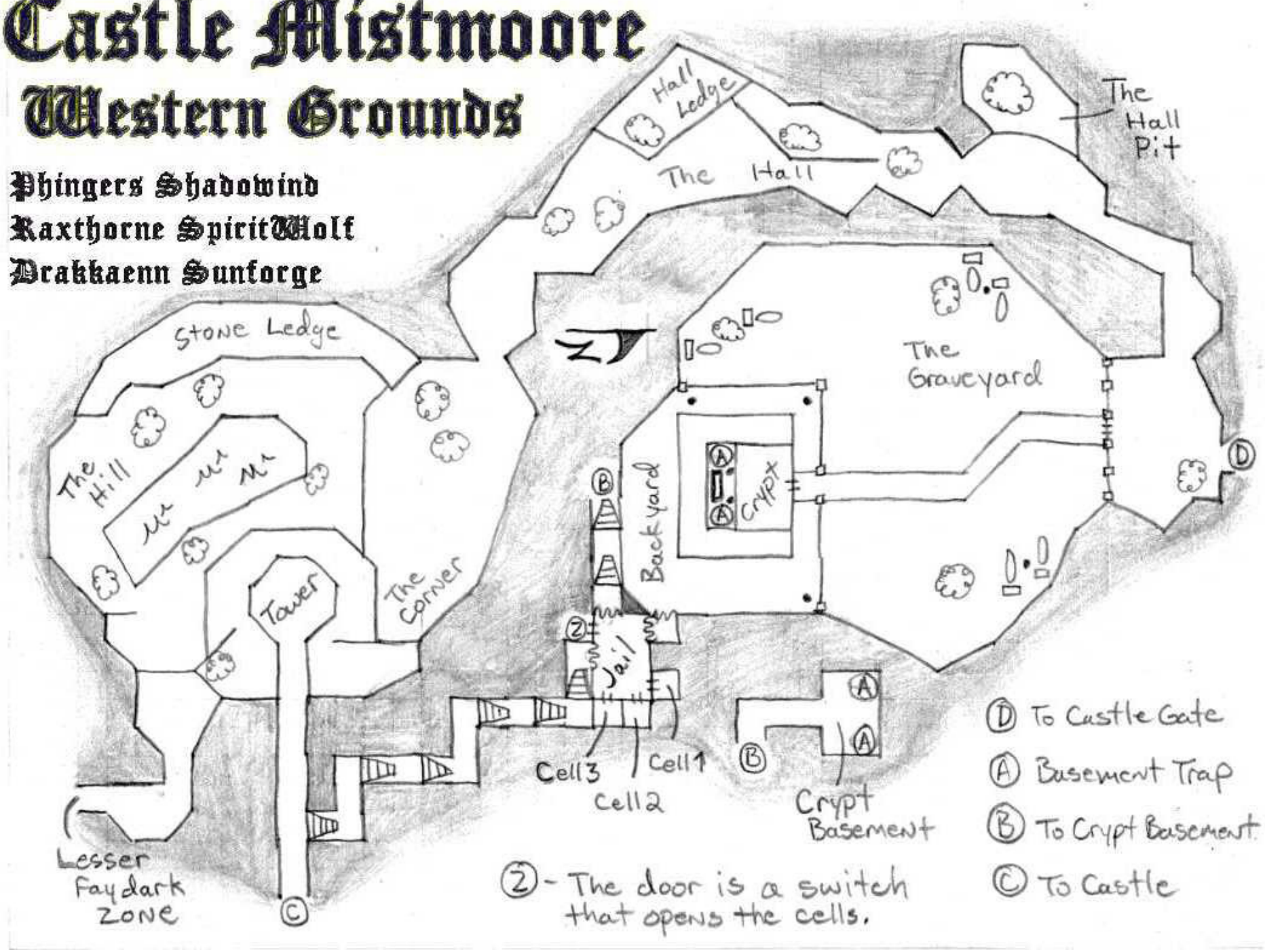
Castle Mistmoore
(Pond and Western Grounds)



Original Map by Jus Divinum

Castle Mistmoore
Western Grounds

Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge



Castle Mistmoore

First Floor

E + F To Floor 2

G To Castle Bridge

Jus Divinum

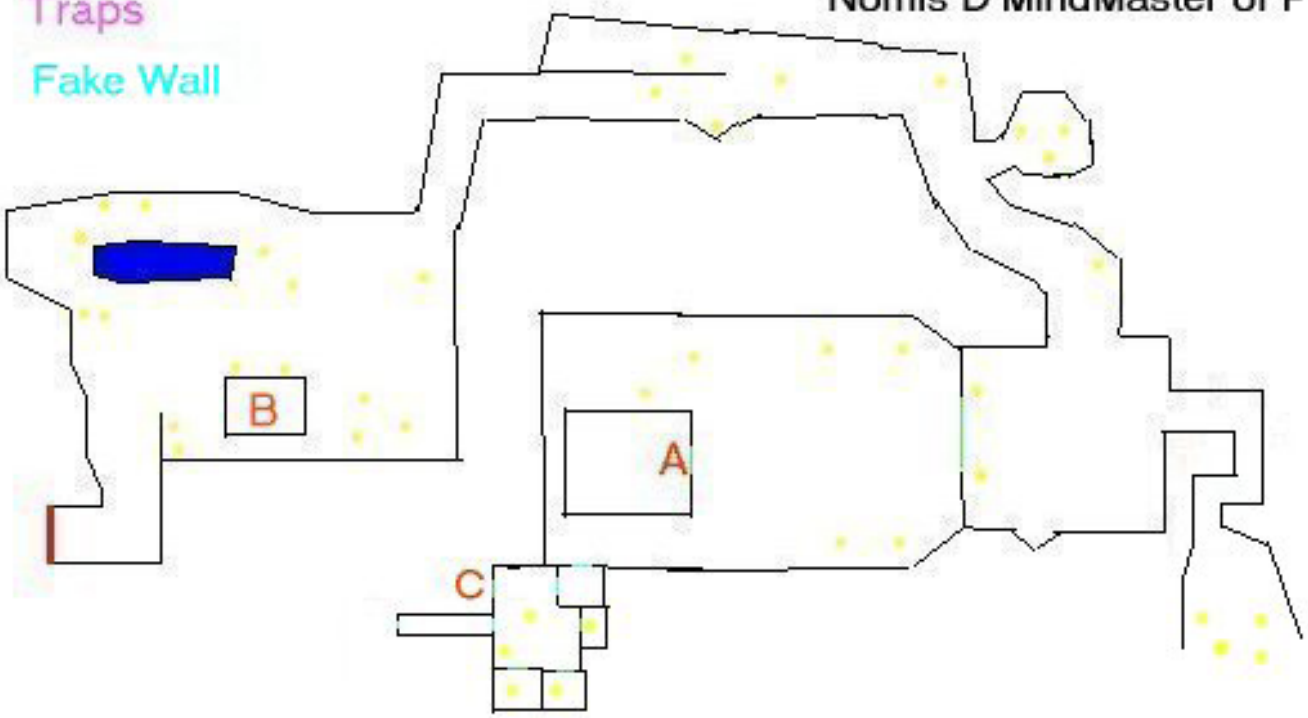
Mithaniel Marr

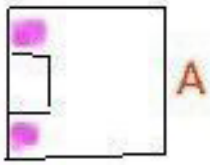
Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge

Monster
Water
Door
Zone
Traps
Fake Wall

Mistmoore

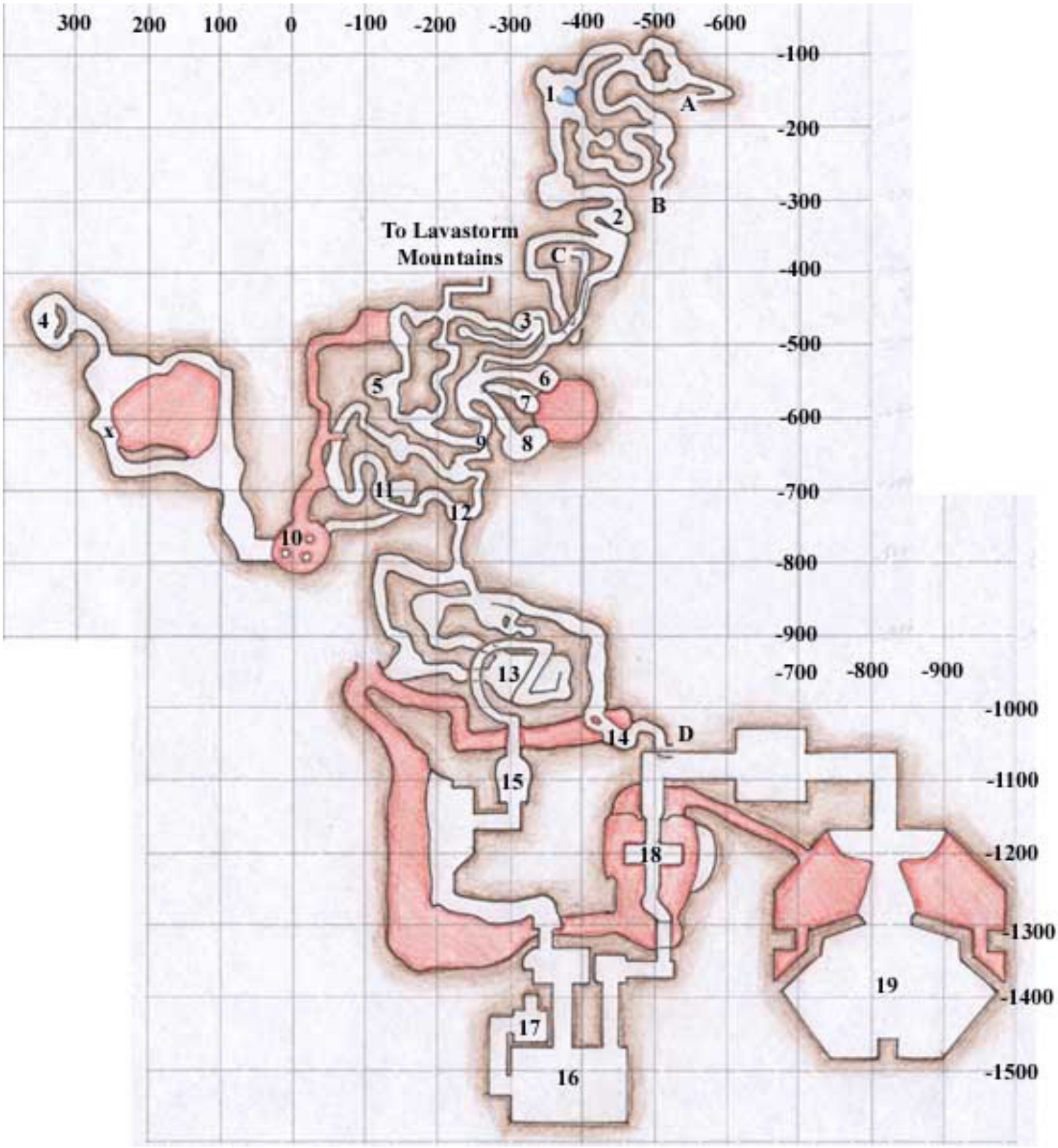
By
Nomis D'MindMaster of Prexus

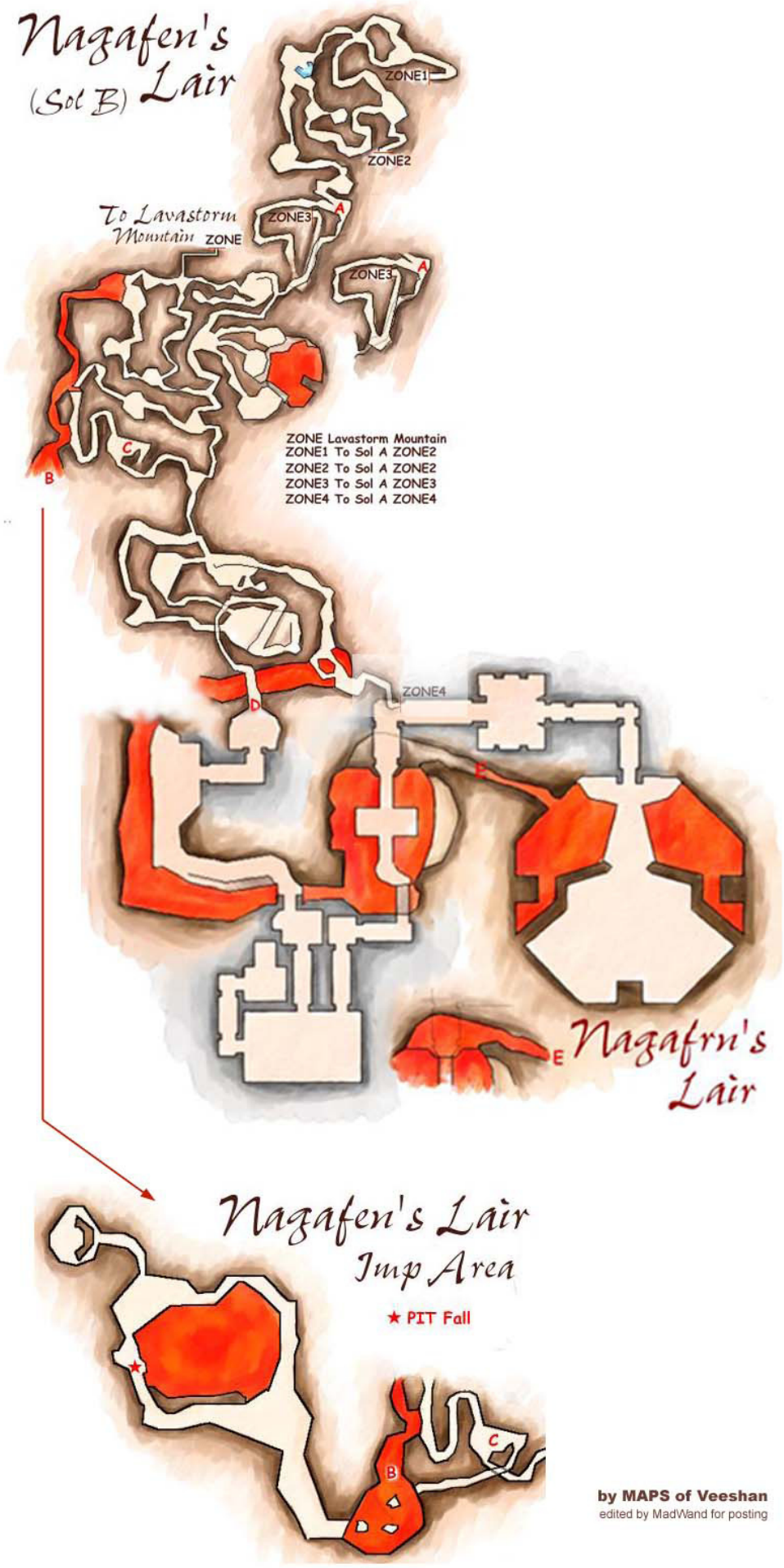




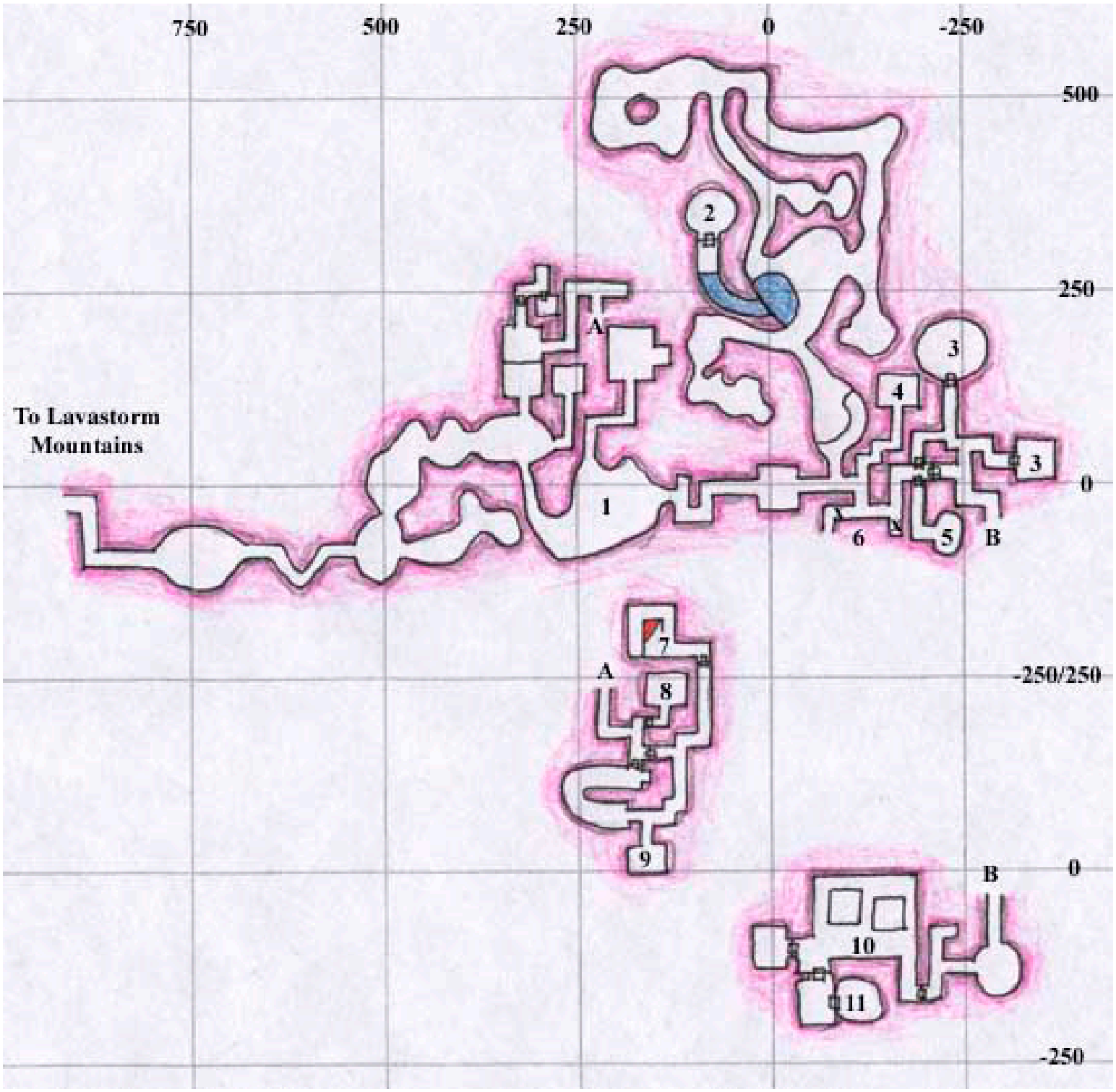
C= This door open the 3 others doors

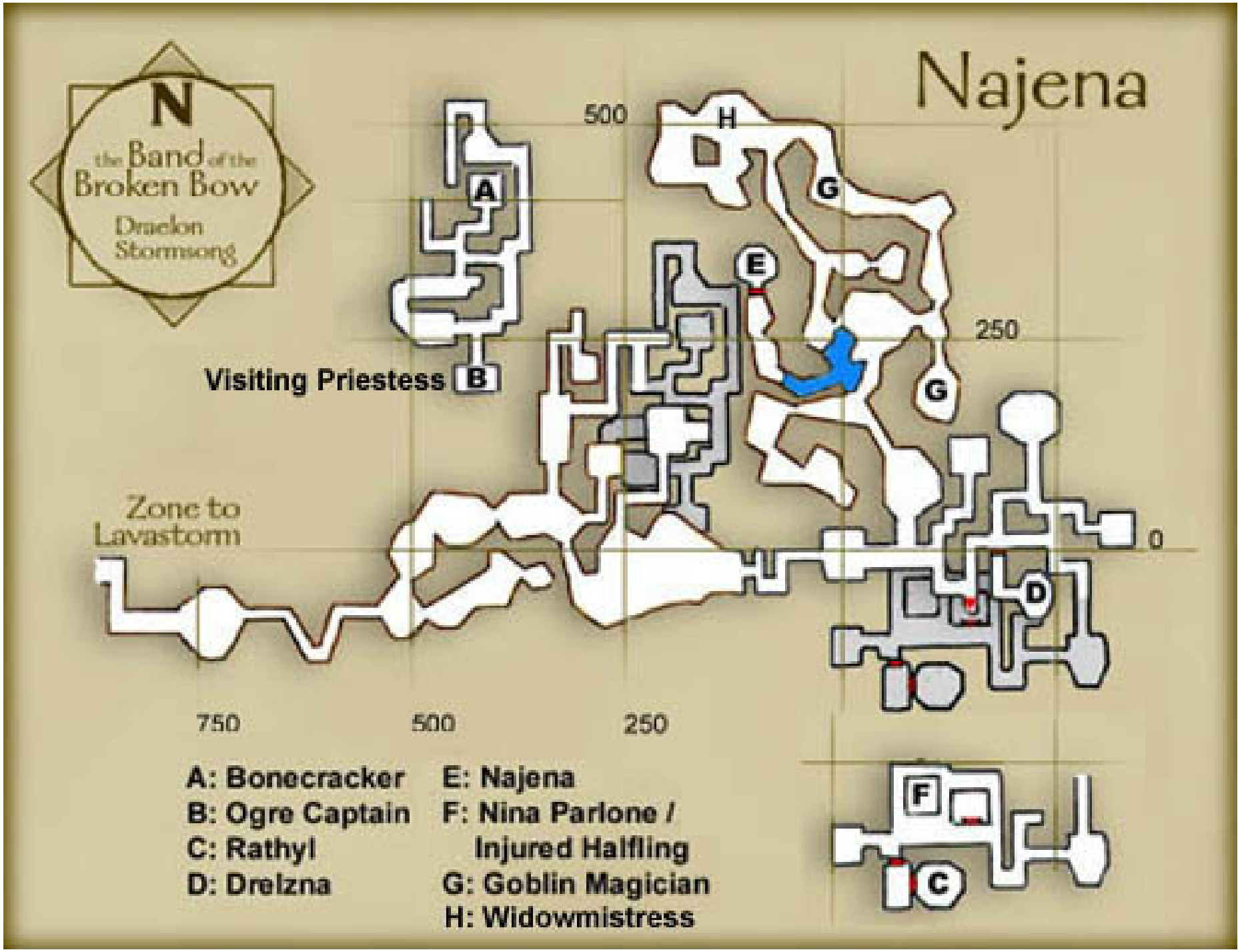
B= Shadowy Sage (High Level Caster)

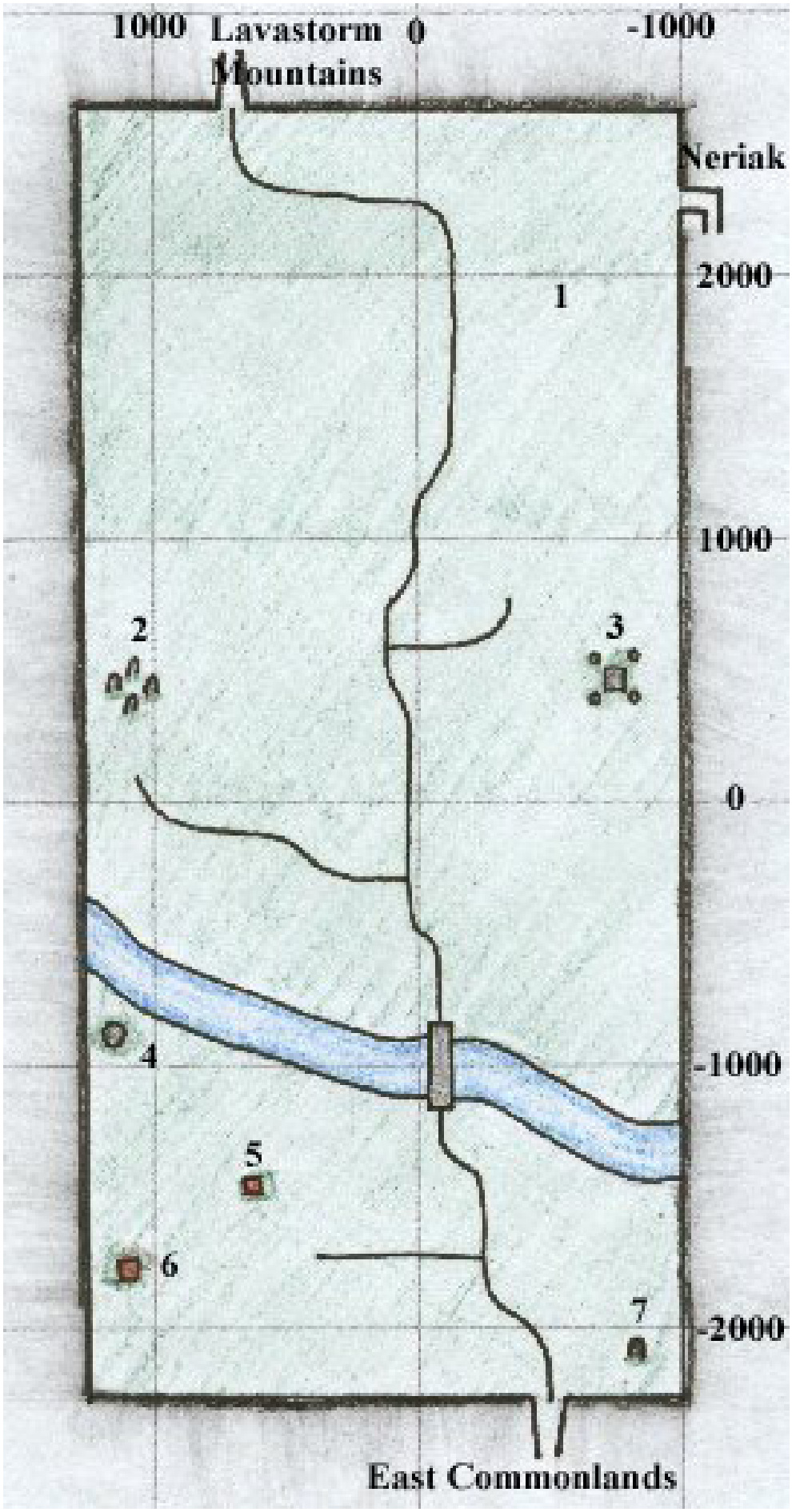

300
200
100
0
-100
-200
-300
-400
-500
-600
-100
-200
-300
-400
-500
-600
-700
-800
-900
-700
-800
-900
-1000
-1100
-1200
-1300
-1400
-1500
1
A
B
2
C
To Lavastorm
Mountains
3
4
5
6
7
8
9
10
11
12
13
14
D
15
16
17
18
19



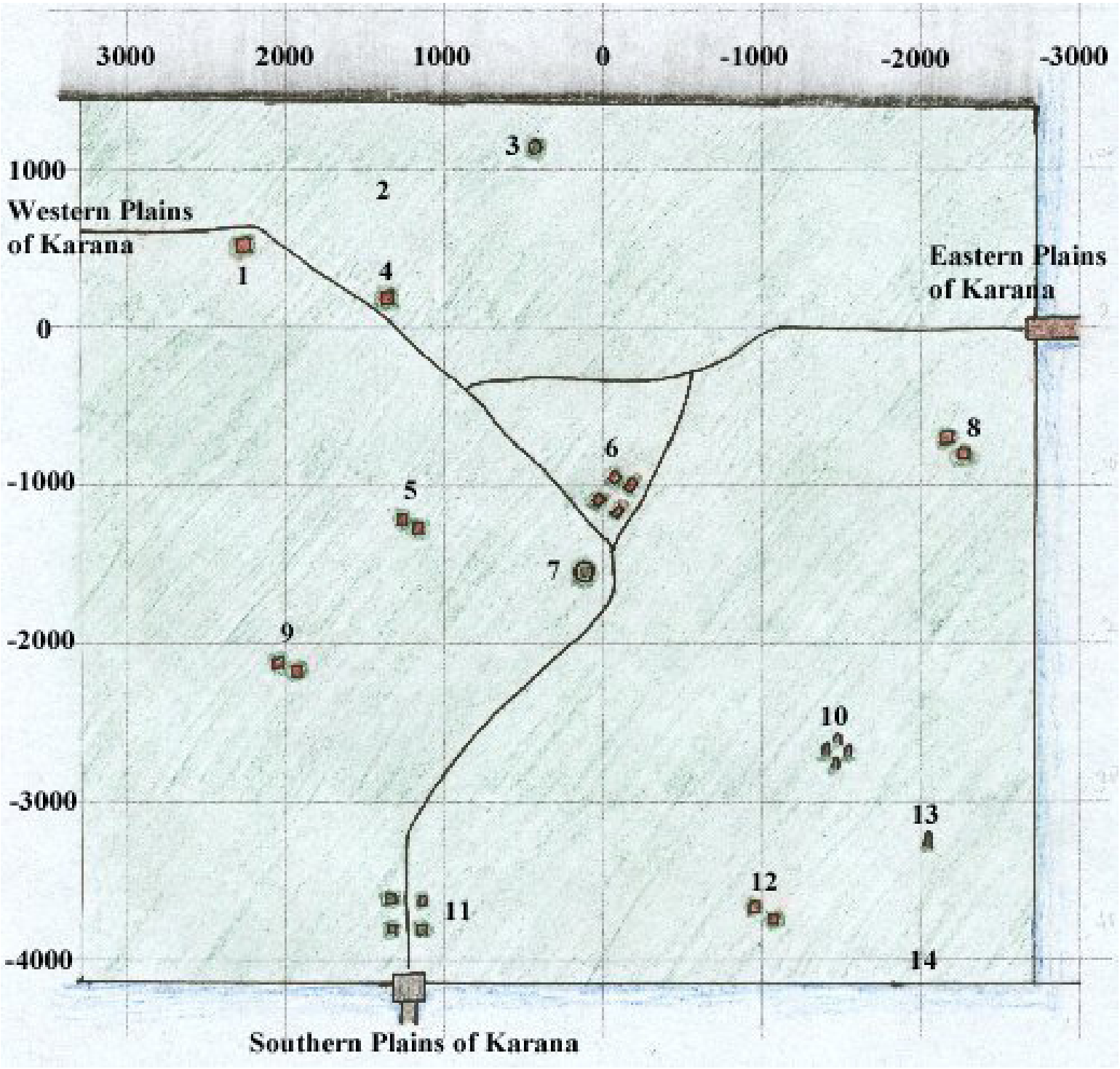
by MAPS of Veeshan
edited by MadWand for posting


750
500
250
0
-250
500
250
0
-250/250
0
-250
To Lavastorm Mountains
1
2
3
4
5
6
7
8
9
10
11
A
B
A
B


Najena
N
the Band of the Broken Bow
Draelon Stormsong
500
250
0
750
500
250
A
B
C
D
E
F
G
G
H
Visiting Priestess
Zone to Lavastorm
A: Bonecracker
B: Ogre Captain
C: Rathyl
D: Drelzna
E: Najena
F: Nina Parlone / Injured Halfling
G: Goblin Magician
H: Widowmistress

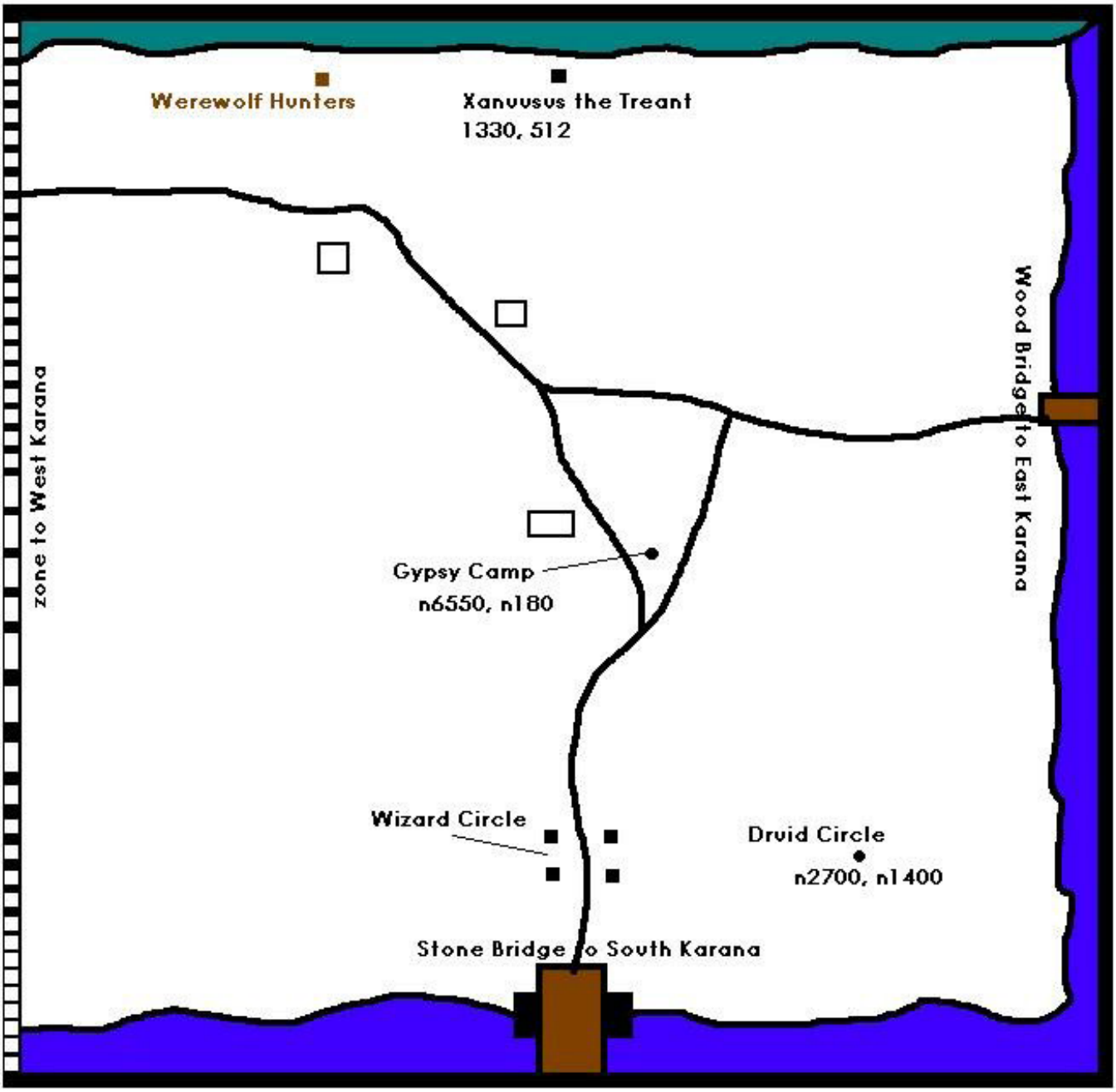

1000
Lavastorm Mountains
0
-1000
Neriak
2000
1
1000
2
3
0
4
-1000
5
6
7
-2000
East Commonlands

Neriak (Foreign quarter, Commons and Third Gate)
Map by Zealott
1) Guard House
2) The Smugglers Inn - Alcohol, Brewing, Pottery, Food Items and Other Goods
3) Silk Underground - Cloth Armor and Sewing Kits
4) Dranas Bread and Butcher - Food Items, Cooking Items, Oven Outside
5) Slugs Tavern - Alcohol, Brew Barrel Outside
6) Market View - Alcohol, Brewing, Pottery, Food Items and Other Goods
7) Merchant - Shoes and Bags, Kiln and Pottery Wheel
8) Merchant - Weapons
9) Two Ogres - Blacksmithing Books and Molds
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 Overlook
15) PvP Area - Merchant Selling Food, Alcohol and Other Goods
16) Bites n Pieces - Sells Food, Oven Outside
17) Shinie Things - Metals for Jewelcraft
18) Priest of Discord
19) Entrance to Neriak Underground - Neriak Bank, The Burnished Coin, The Refined Palate, The Bounty of Earth and The Blind Fish. This Area has Sharpening Stones, Clay, Ore, Weapons, Molds, Alcohol, Books, Food, Cooking Supplies, Potions, Stones a Brew Barrel and Oven
20) Smithy - Ringmail and Weapons
21) Adamant Armor - Plate Armor
22) Forge House - Sells Alcohol
23) Guild Hall - Enchanter, Magician and Wizard
24) Toadstools - Sells Alcohol, Small Armor Molds and Fishing Supplies
25) The Bleek Fletcher - Sells Fletching Supplies
26) The House D'abth - Sells Food Items and Other Goods
27) The Dashing Form - Sells Cloth Armor and Sewing Kits
28) Guild Hall - Warrior
29) Concealed Entrance
30) Temple Of Innoruuk - Cleric Guild, Blunt Weapons, Soulstones and Verina Tomb
31) Guild Hall - Necromancer and Shadowknight
32) Library - Teleport, Enchant Metal and Summon Spells
33) Furrier Royale - Leather Armor, Patterns and Sewing Kits
34) Guild Hall - Rogue
35) The Maidens Fancy - Alcohol, Brew Barrel, Dark Elf Ambassador and Ironforge 'Prisoner'
36) The Bauble - Sells Gems
37) Cuisine Excelsior - Sells Alcohol
38) The Rack - Sells Wine
39) TierDal Forge and Merchant Selling Small Plate Molds
40) XLotti Private Mansion
41) J'Narus Private Mansion
Coin of Tash - Rod - Segment

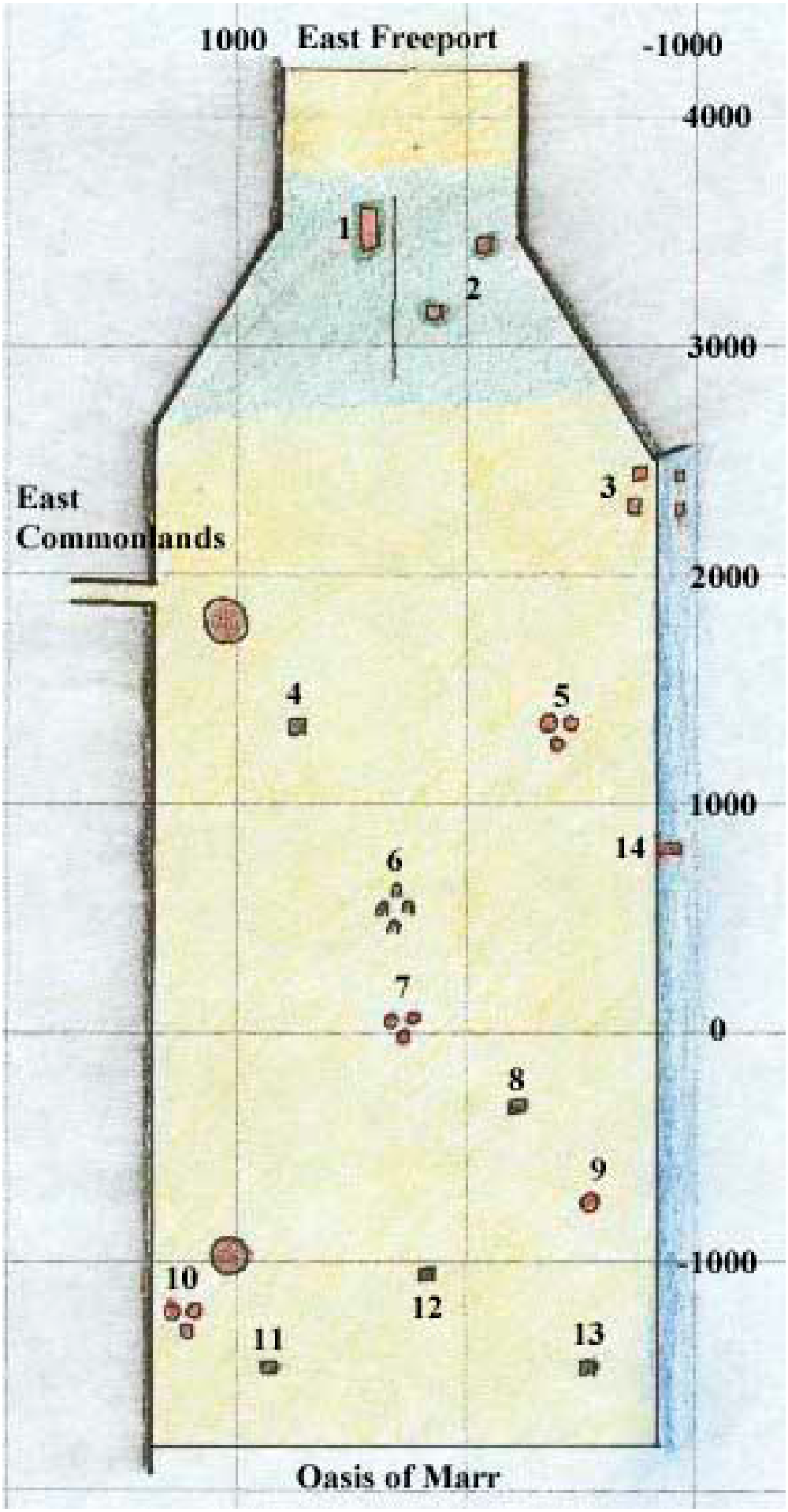

3000
2000
1000
0
-1000
-2000
-3000
1000
0
-1000
-2000
-3000
-4000
Western Plains of Karana
Eastern Plains of Karana
Southern Plains of Karana
1
2
3
4
5
6
7
8
9
10
11
12
13
14

North Karana

map by Lord Khan of The Taken..Cazic Thule

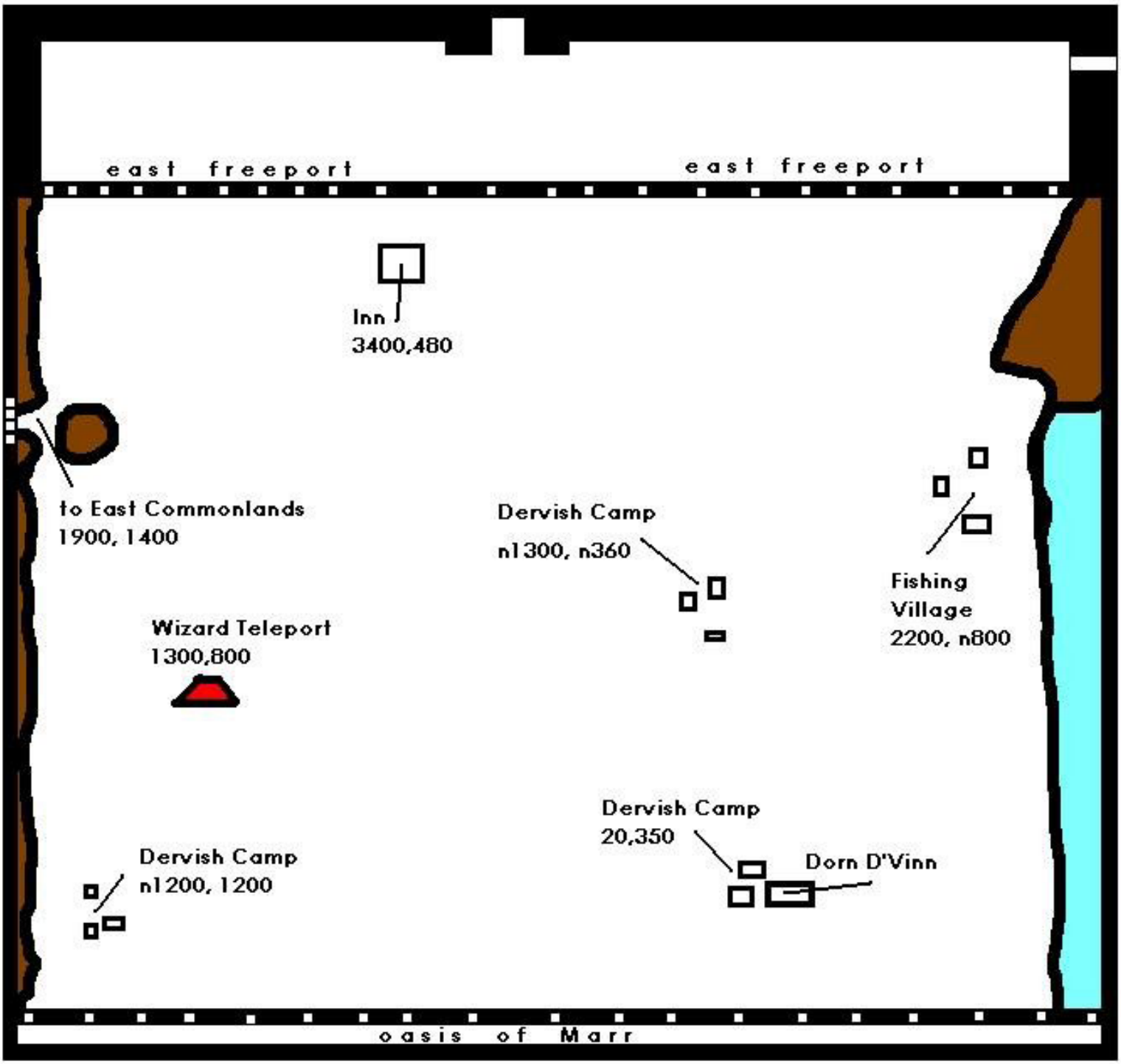


Bristltoe (15) Bear Hide Jerkin
Grimfeather
Timber the Tiny (20) Giant Laceless Sandall
Timbur the Tiny (30) Giant Reminder String
Lieutenant Midraim Granite Earring
Callowing Griffon Talon Claws
Calloway (20) Griffon Talon Gloves
Orvik the Cursed Iron shackles
Grimtooth (25) Werewolf-hide Jerkin
Ashenpaw Wolfhide Sleeves

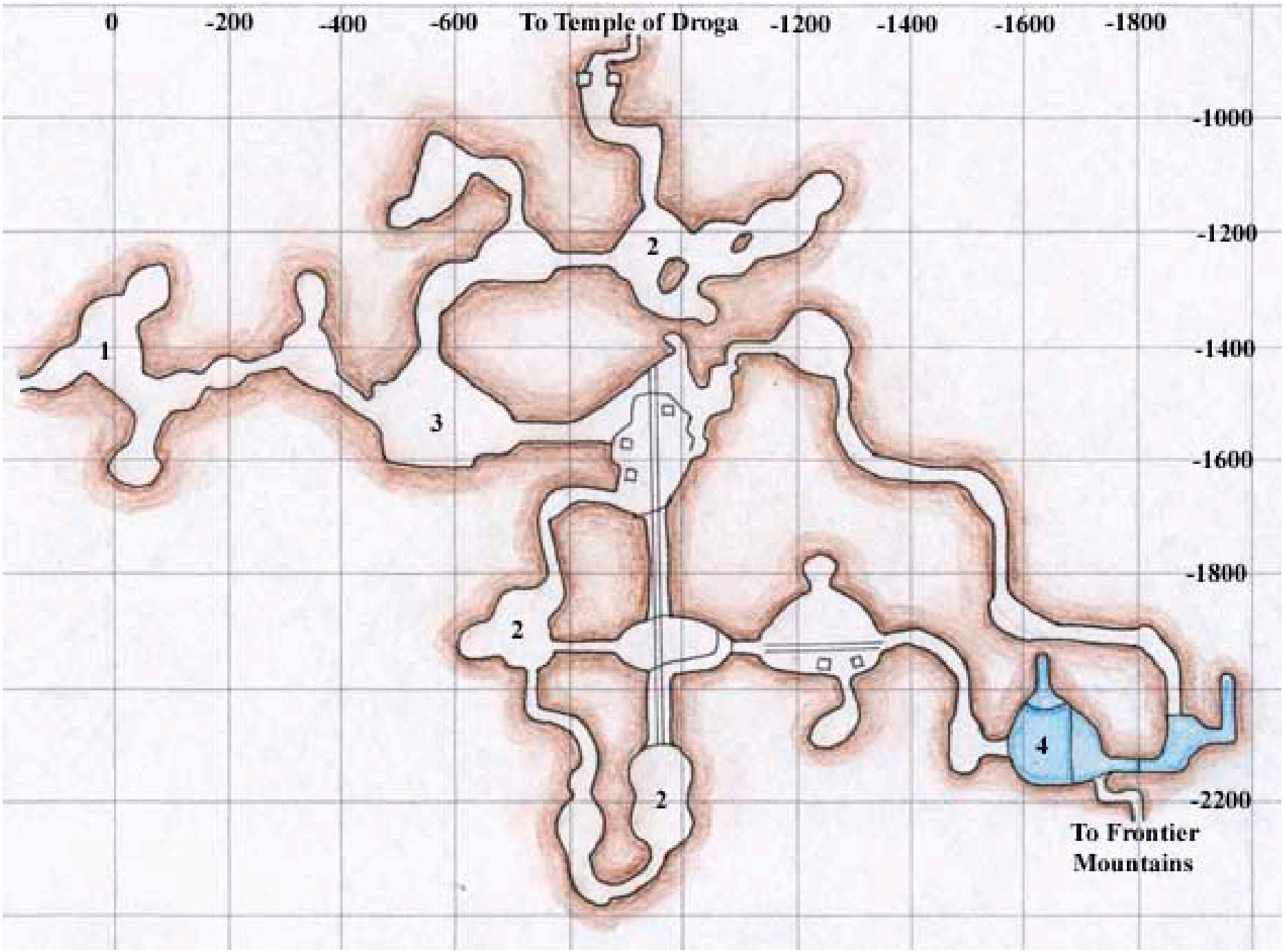

1000
East Freeport
-1000
4000
3000
2000
1000
0
-1000
East
Commonlands
Oasis of Marr
1
2
3
4
5
6
7
8
9
10
11
12
13
14

North Ro

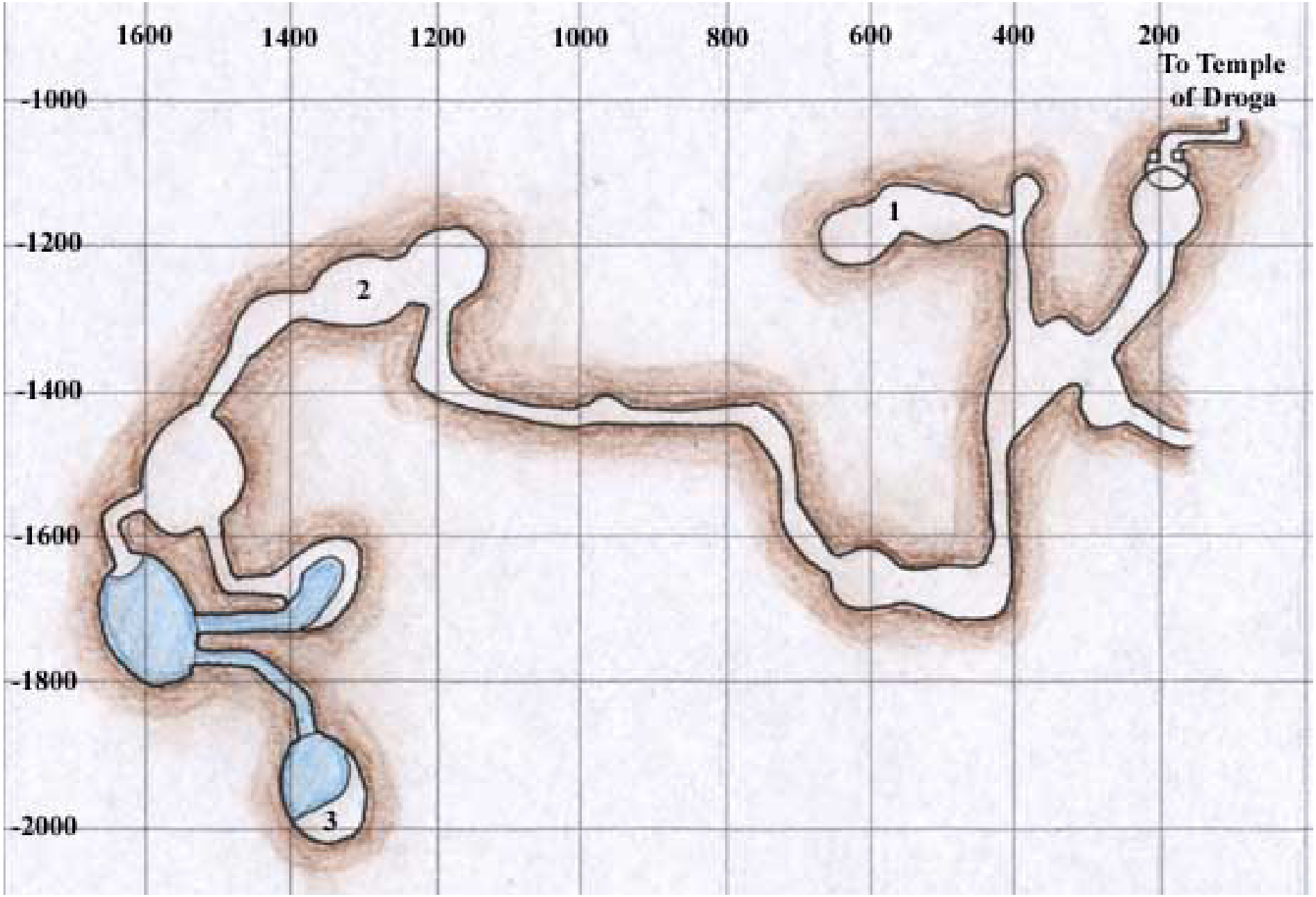
Map by Kvan of The Taken on Cazic Thule

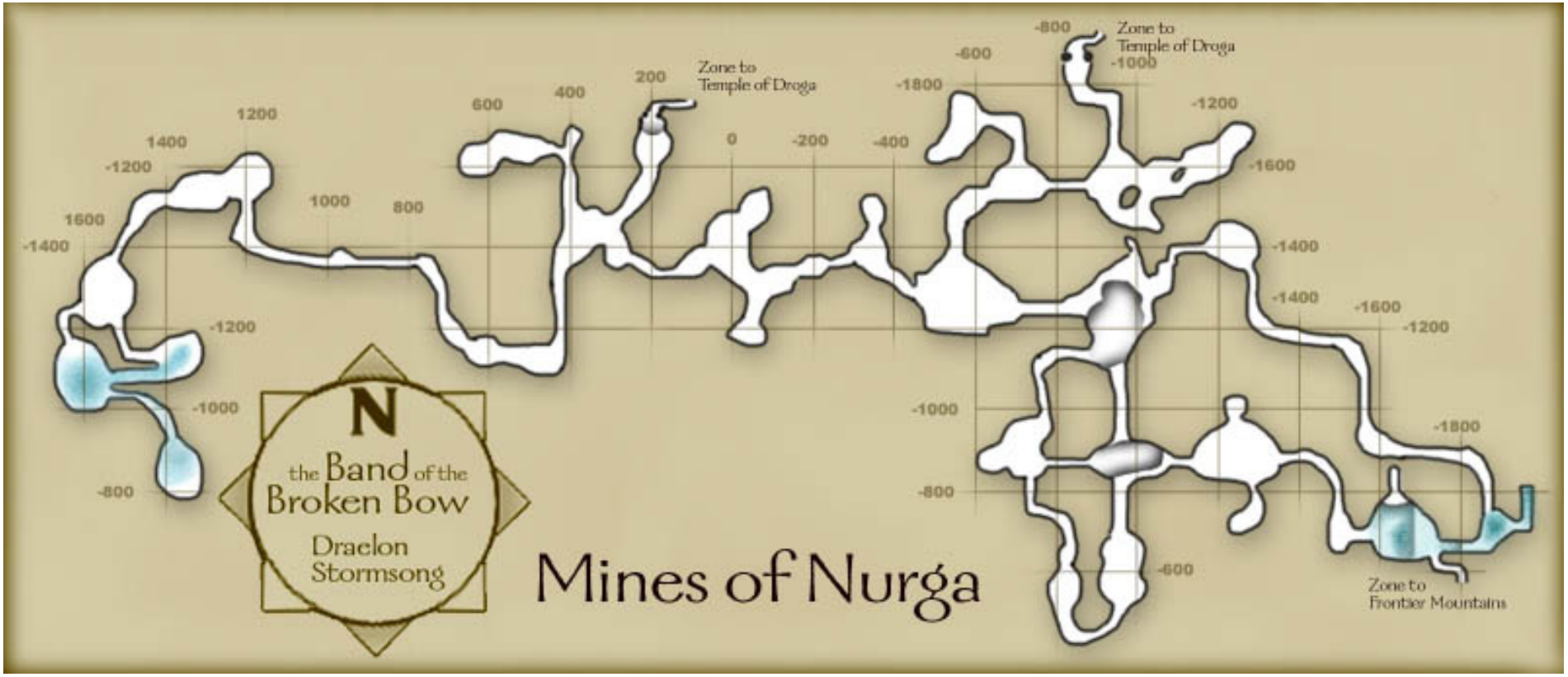


Rahotep (16) Scarab Ring, Scepter of Rahotep
DuneDigger (10) Scute Shield, Armadillo Hide
Dorn (16) {yeah right - tough bastard}


0
-200
-400
-600
To Temple of Droga
-1200
-1400
-1600
-1800
-1000
-1200
-1400
-1600
-1800
-2200
1
2
3
2
2
4
To Frontier Mountains

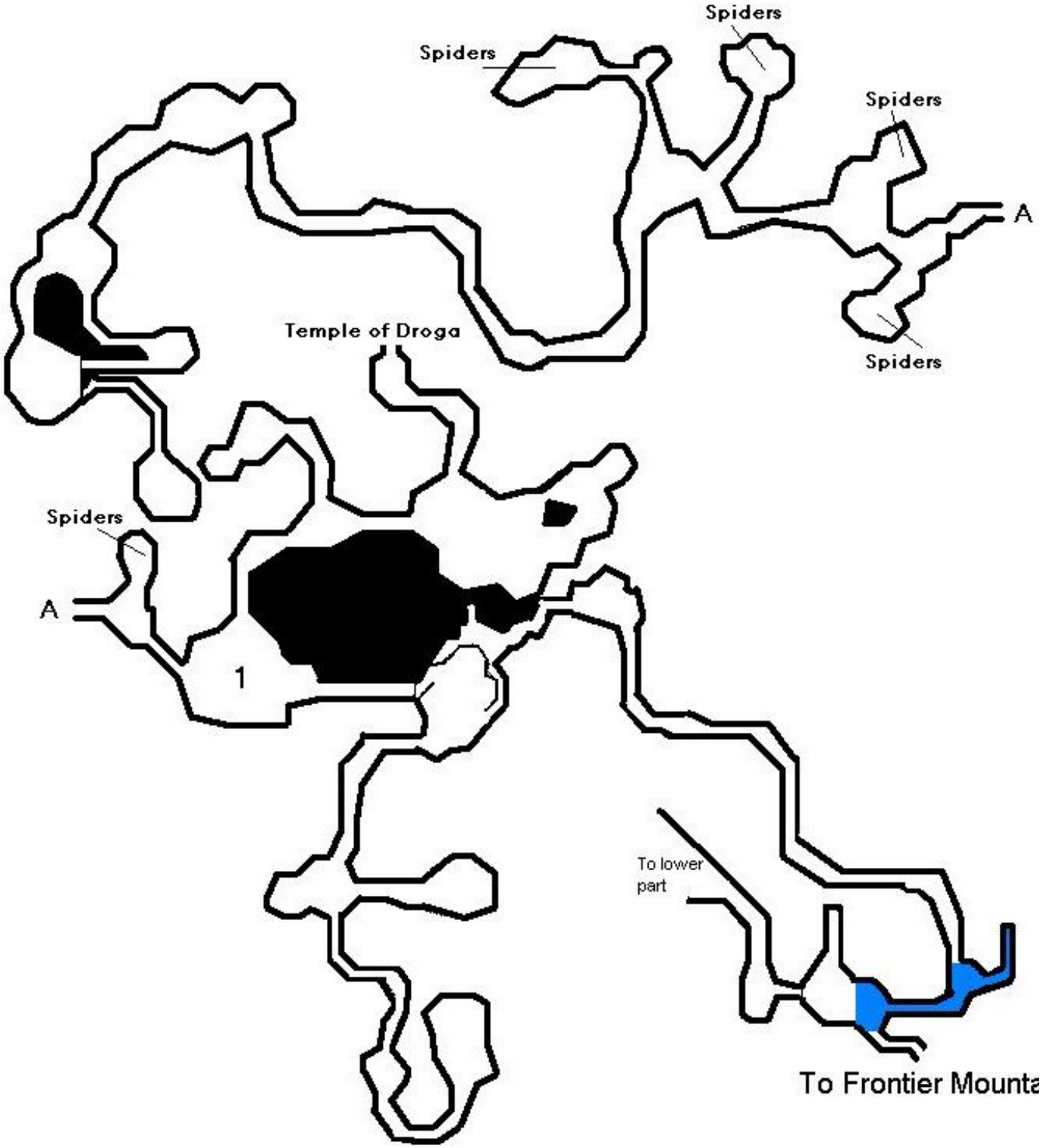
Nurga A

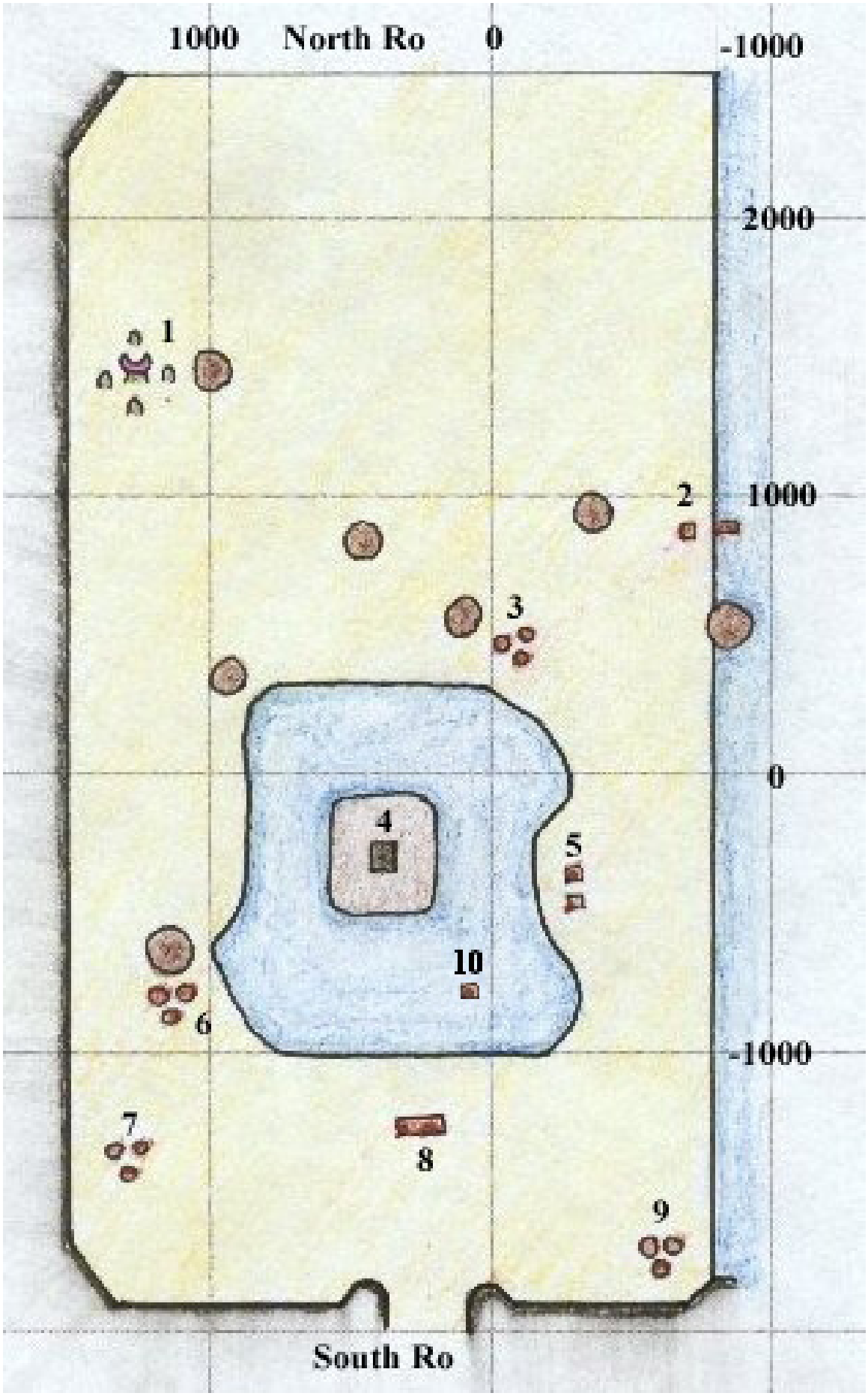

1600
1400
1200
1000
800
600
400
200
-1000
-1200
-1400
-1600
-1800
-2000
To Temple of Droga
1
2
3

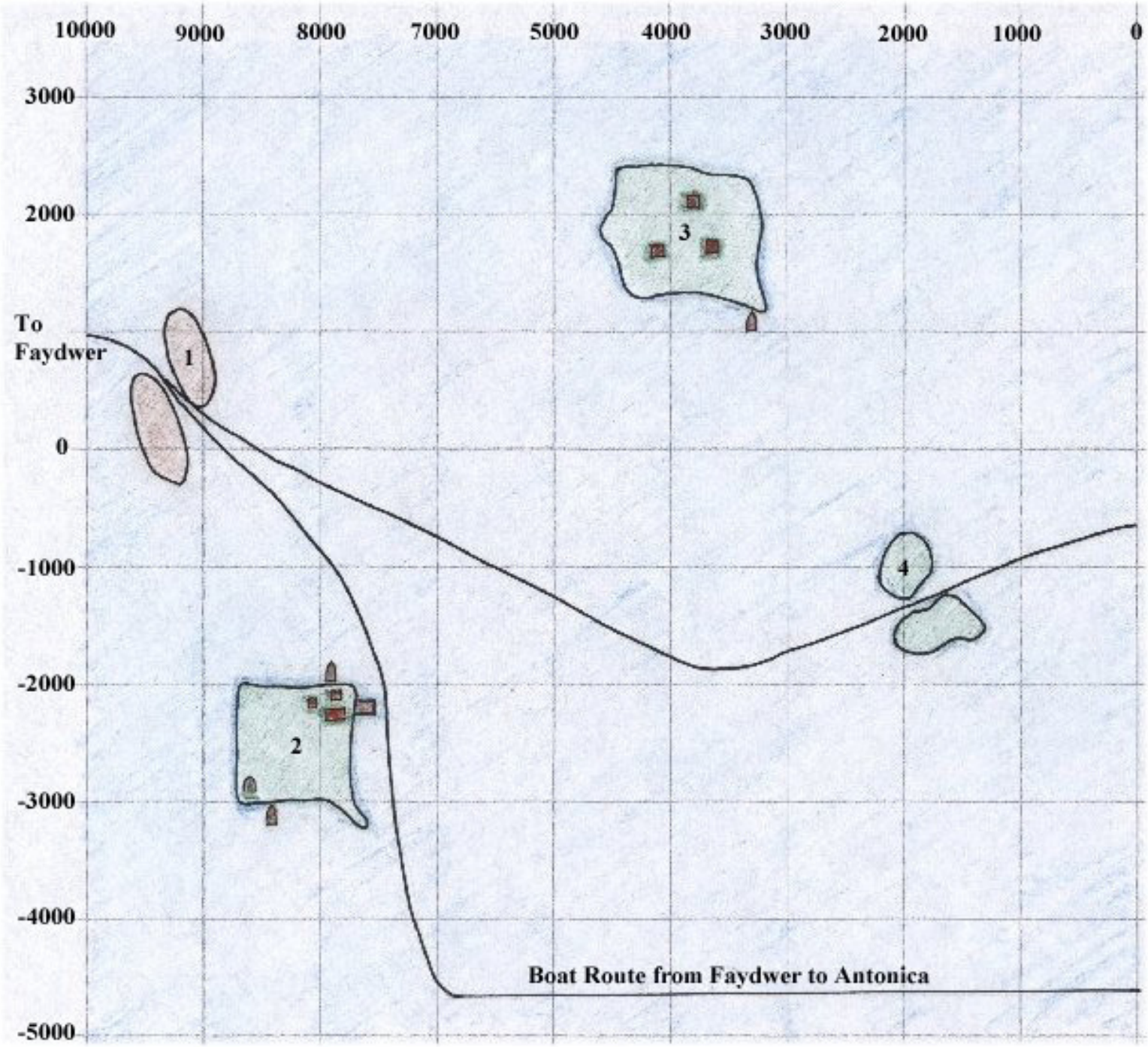

Mines of Nurga
N
the Band of the Broken Bow
Draelon Stormsong
Zone to Temple of Droga
Zone to Temple of Droga
Zone to Frontier Mountains
1600
1400
1200
1000
800
600
400
200
0
-200
-400
-600
-800
-1000
-1200
-1400
-1600
-1800

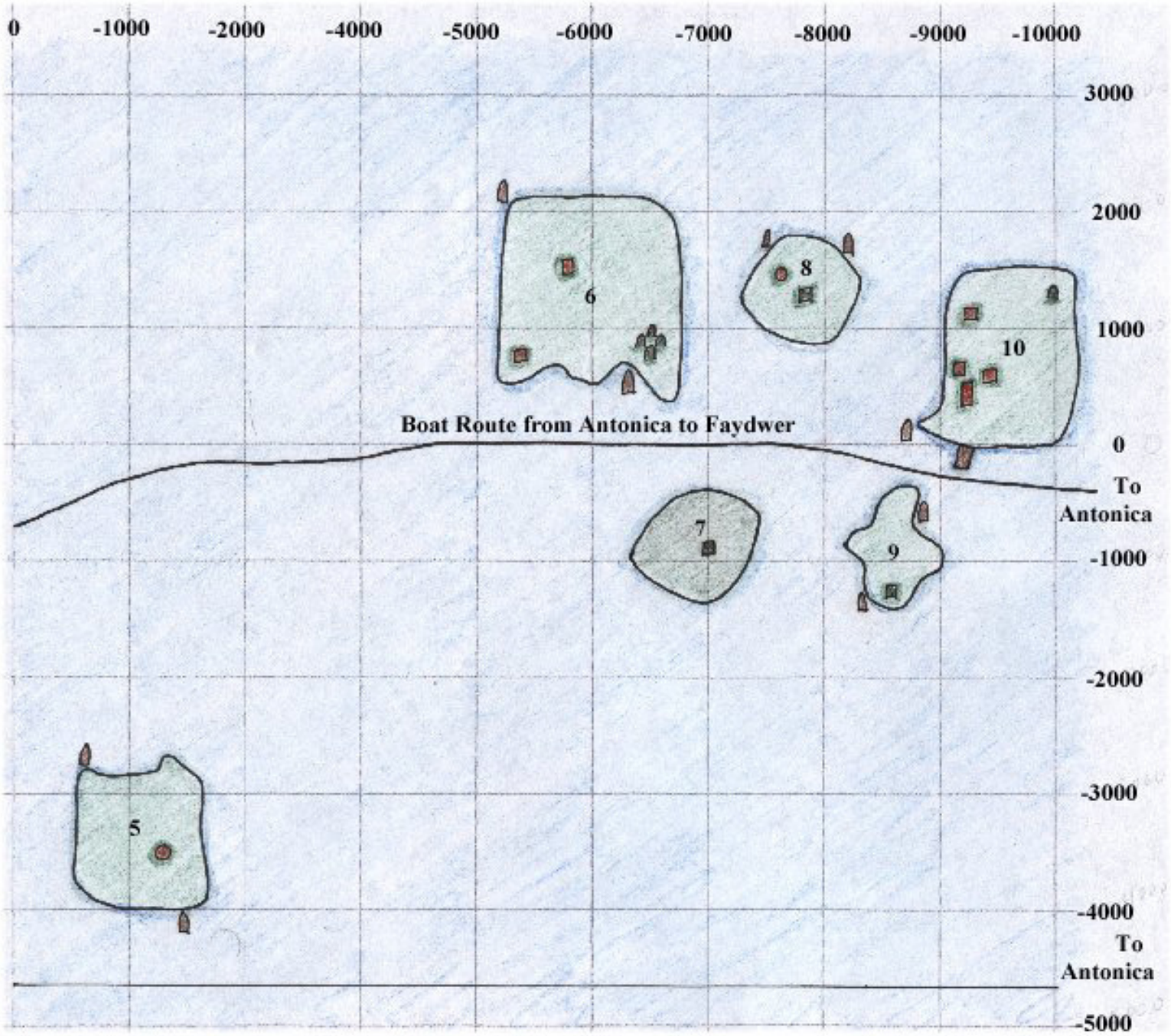
Mines of Nurga

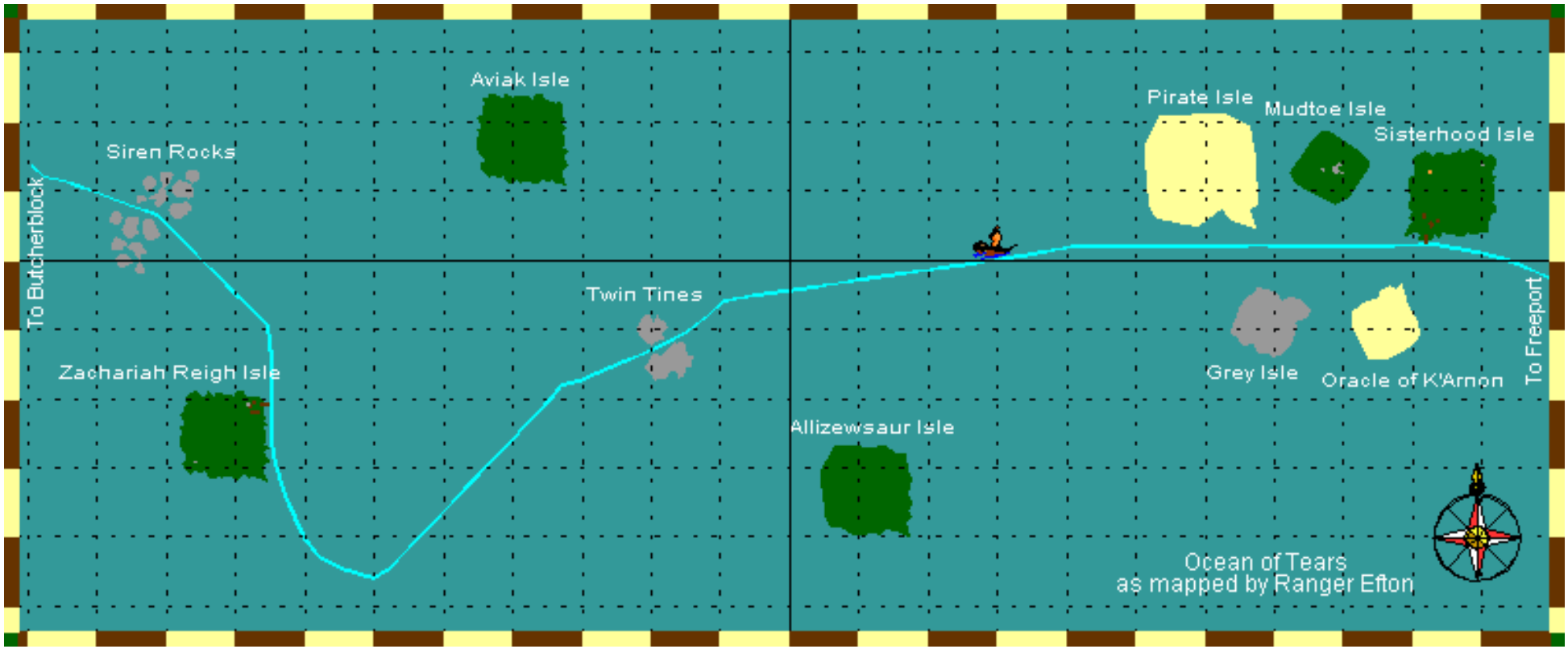
Map by Kuan of The Taken on Cazic Thule




1000
North Ro
0
-1000
2000
1
2
1000
3
0
4
5
10
6
-1000
7
8
9
South Ro


10000
9000
8000
7000
5000
4000
3000
2000
1000
0
3000
2000
0
-1000
-2000
-3000
-4000
-5000
To
Faydwer
1
2
3
4
Boat Route from Faydwer to Antonica

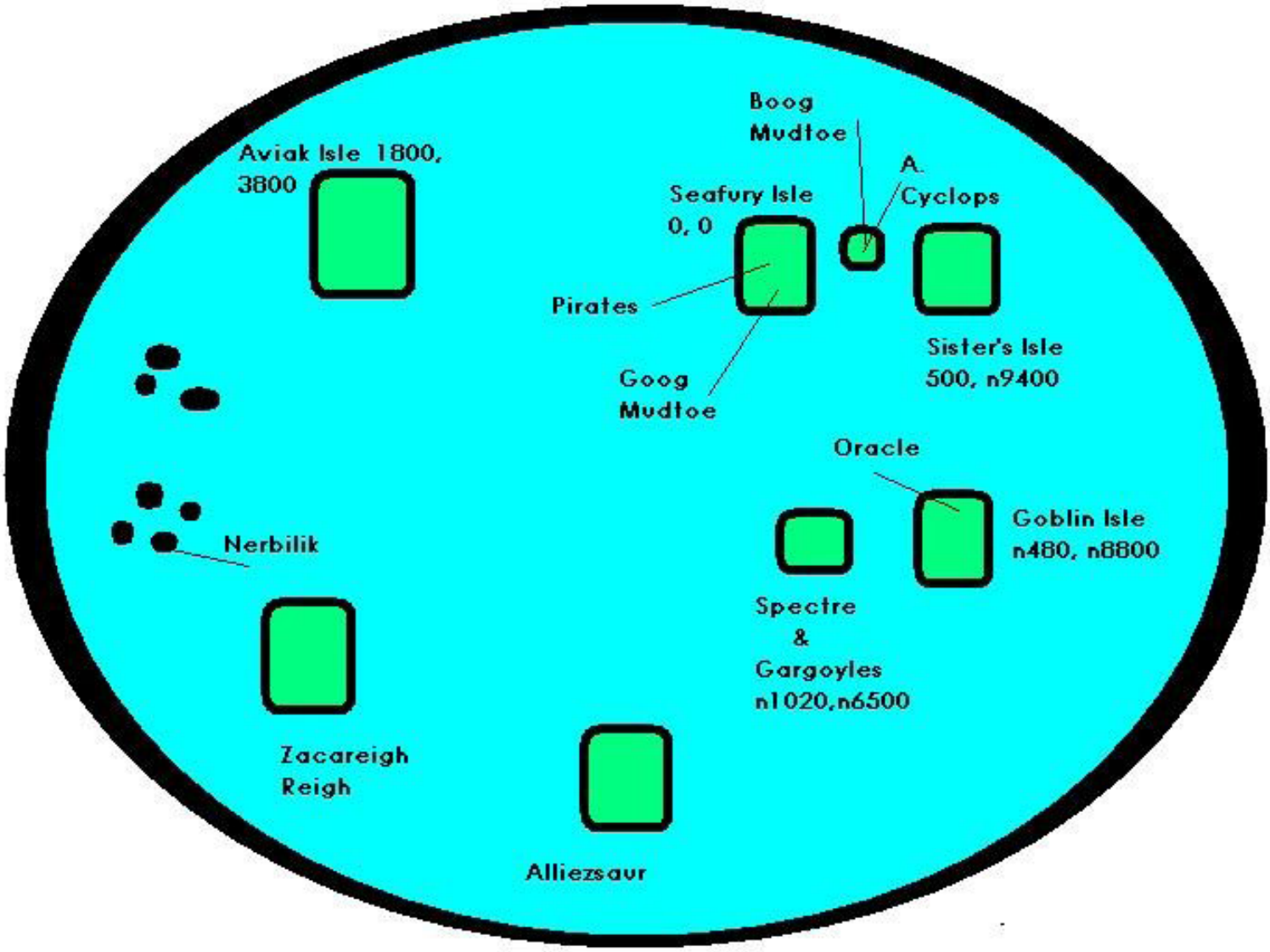

0
-1000
-2000
-4000
-5000
-6000
-7000
-8000
-9000
-10000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
6
8
10
7
9
5
Boat Route from Antonica to Faydwer
To Antonica
To Antonica


Aviak Isle
Siren Rocks
To Butcherblock
Zachariah Reigh Isle
Twin Tines
Allizewsaur Isle
Pirate Isle
Mudtoe Isle
Sisterhood Isle
Grey Isle
Oracle of K'Arnon
To Freeport
Ocean of Tears
as mapped by Ranger Efton

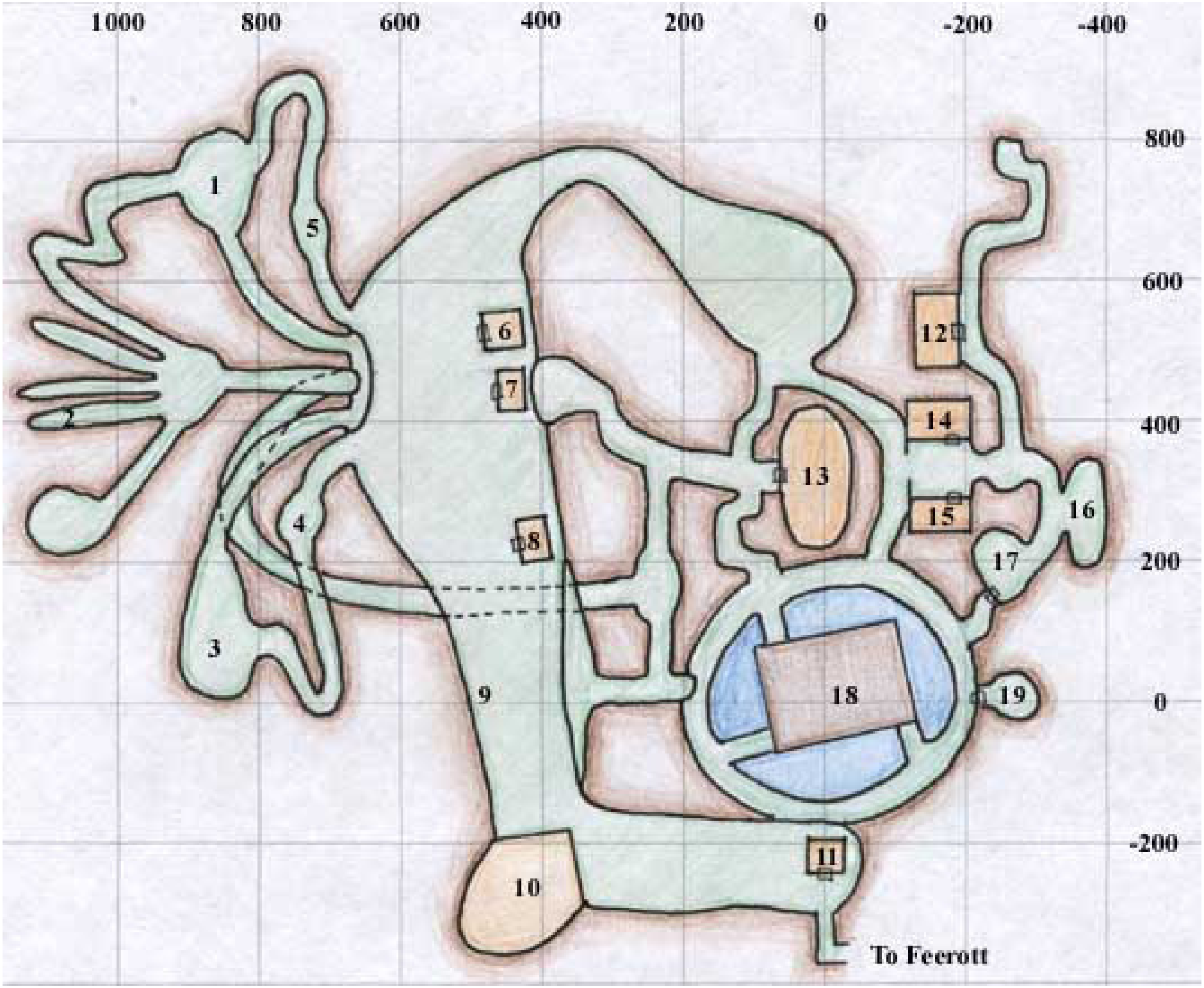
Ocean Of Tears
N
Aviak Island
Aqua Goblins
Sirens
Siren Islands
Brother Island
Dock
Alizewsaur
Seafury Island
Magician Merchant
Sister Island
Witlin Windwalker
Ancient Cyclops
Gornit
Goob Mudtoe
Dock
Dwarves
Oracle of K'Arnon
Gargoyle/Spectre Island
Goblin Island
Created By:
JMANN
Scions of Veeshan, 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


1000
800
600
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200
0
-200
-400
800
600
400
200
0
-200
1
2
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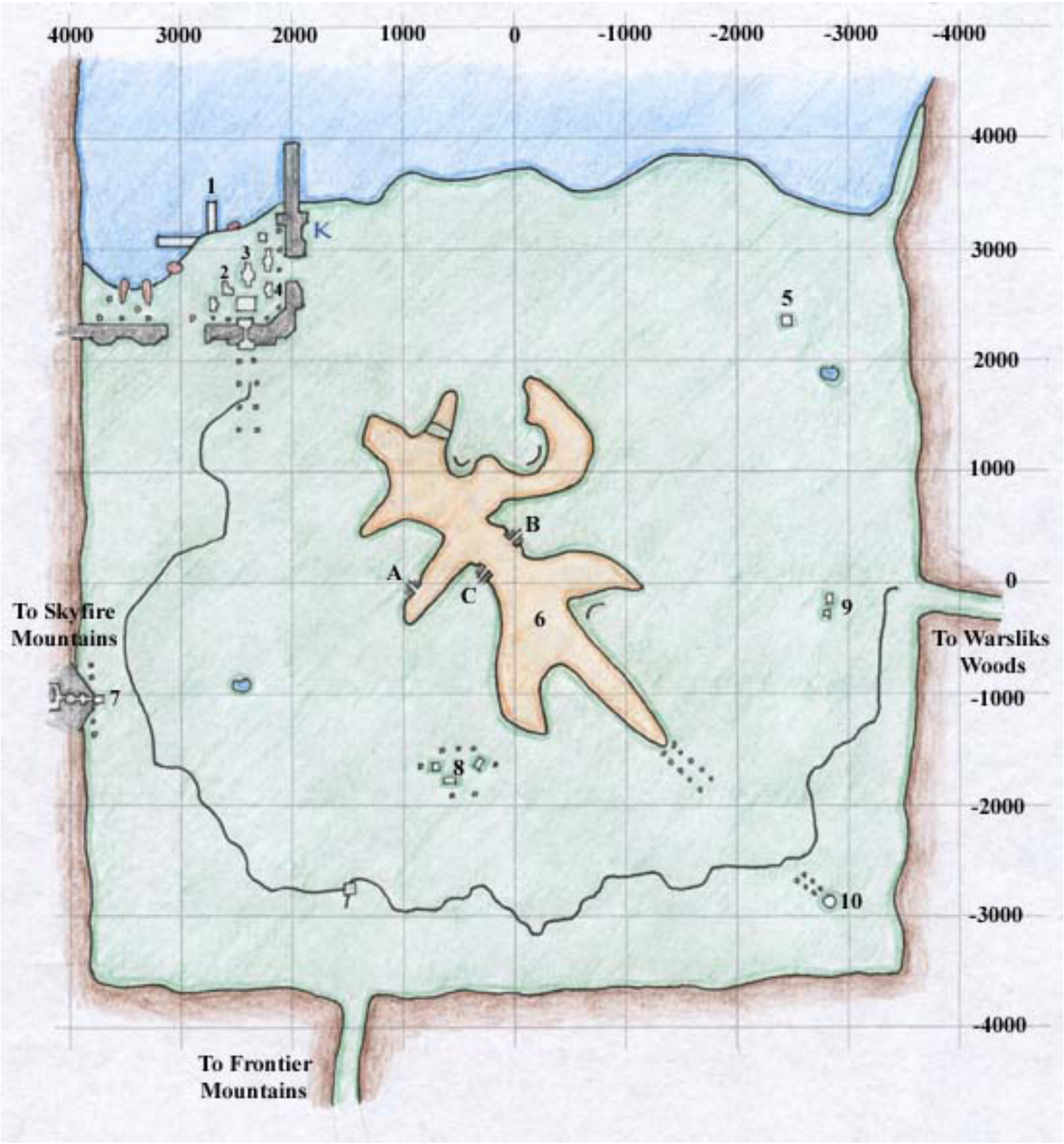
16
17
18
19
To Feerott


4000
3000
2000
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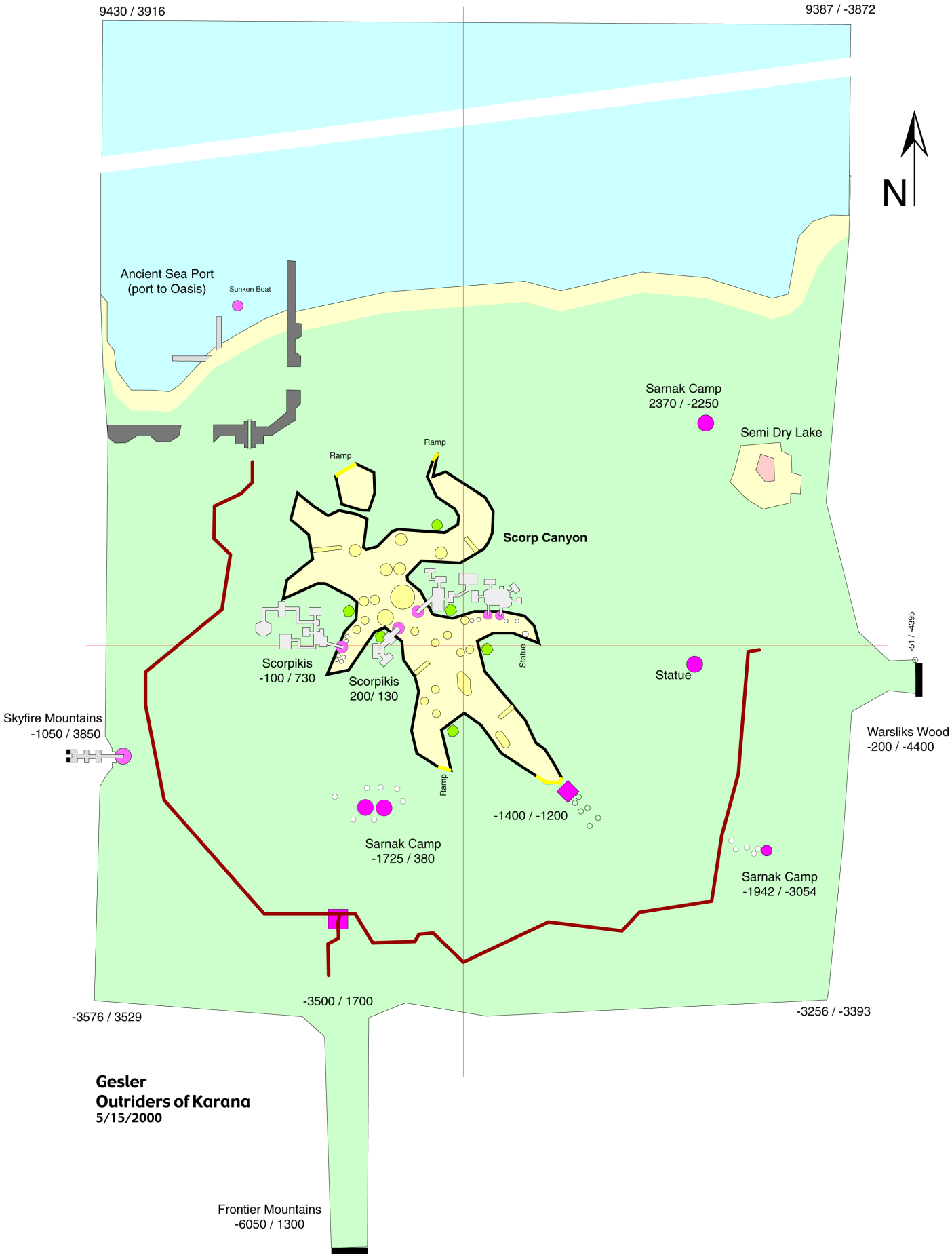
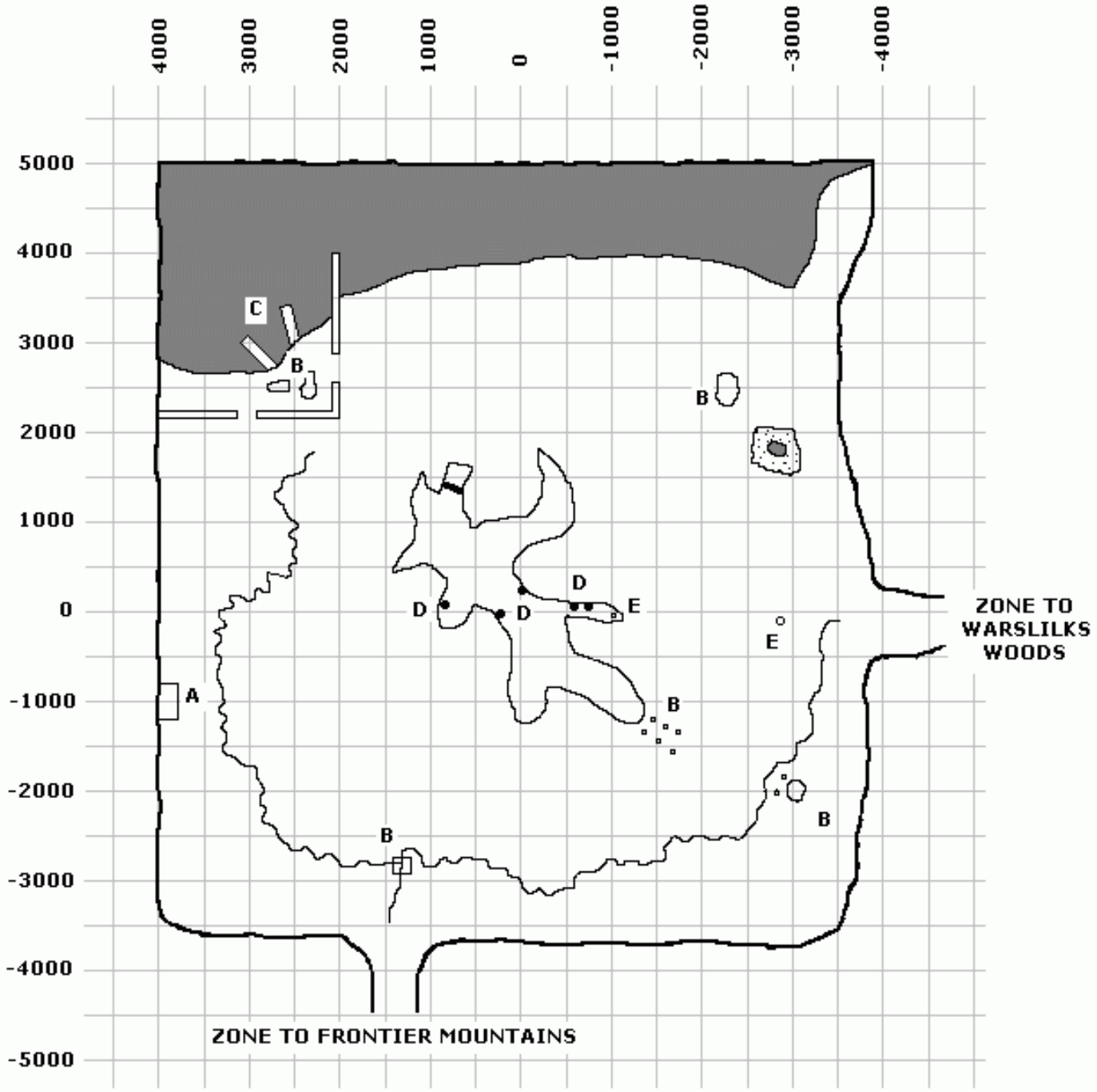
0
-1000
-2000
-3000
-4000
1
2
3
4
K
5
6
7
8
9
10
A
B
C
To Skyfire Mountains
To Warsliks Woods
To Frontier Mountains

The Overthere



Gesler
Outriders of Karana
5/15/2000

THE OVERTHERE



LEGEND

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

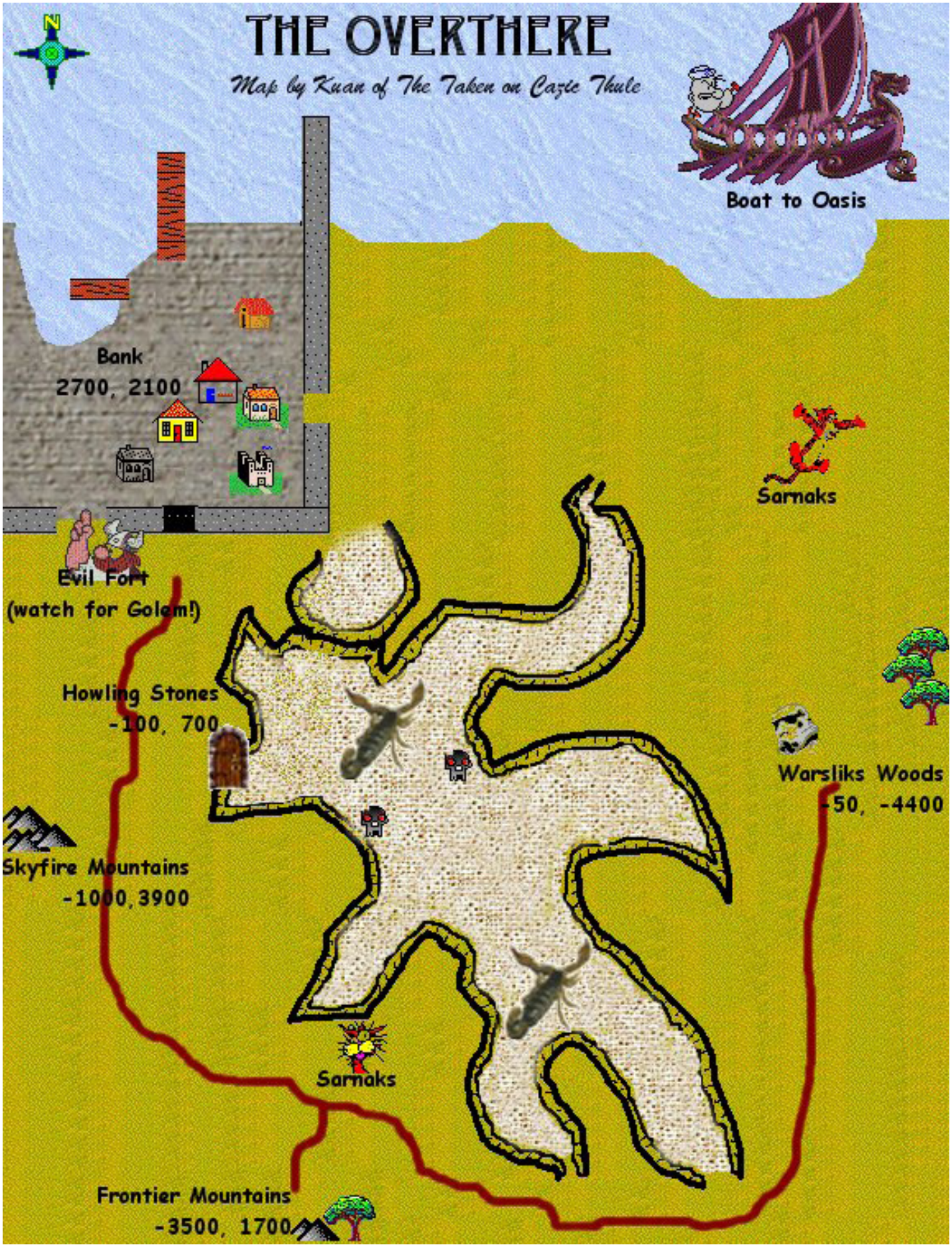
N

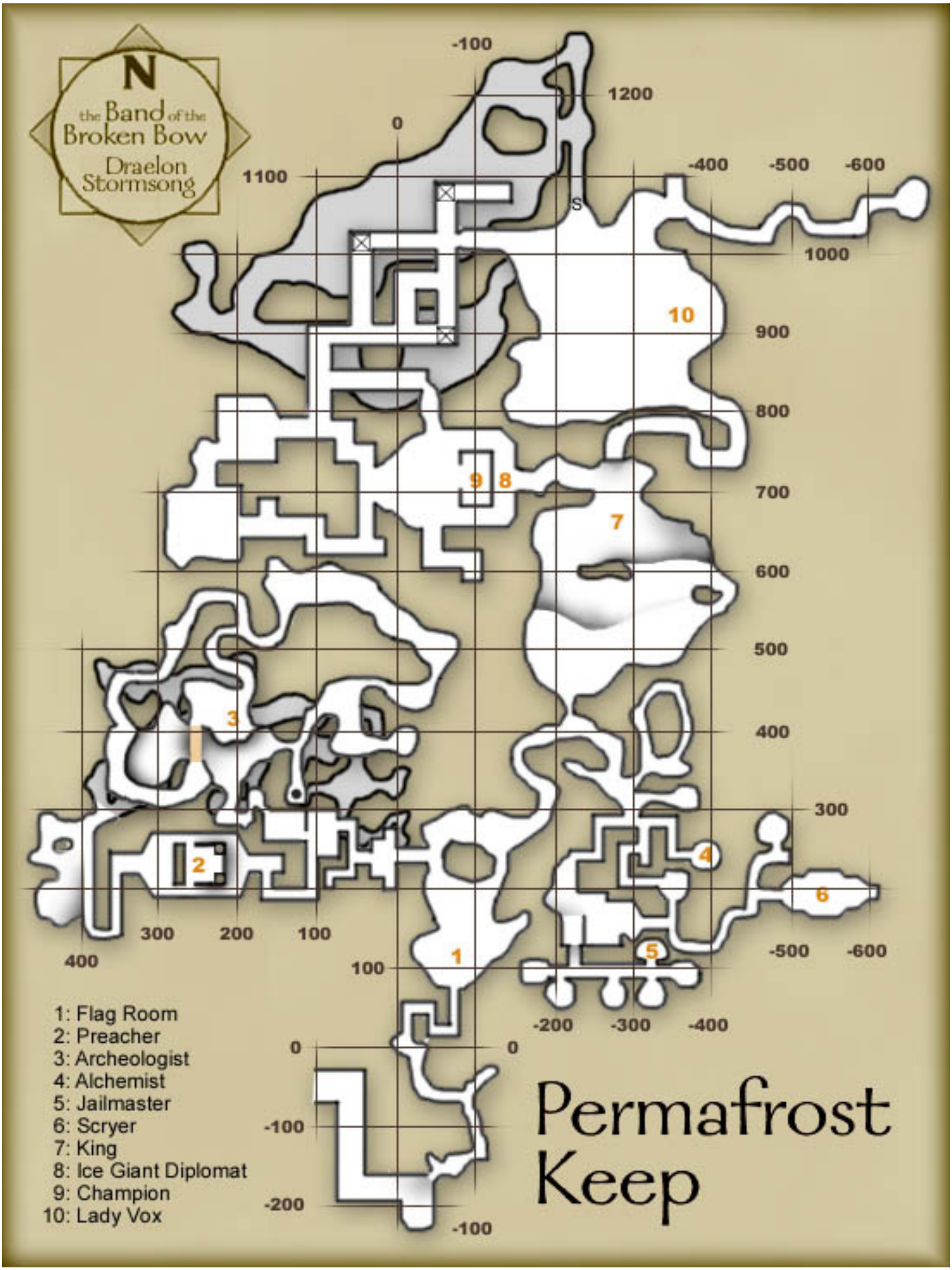
BY

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

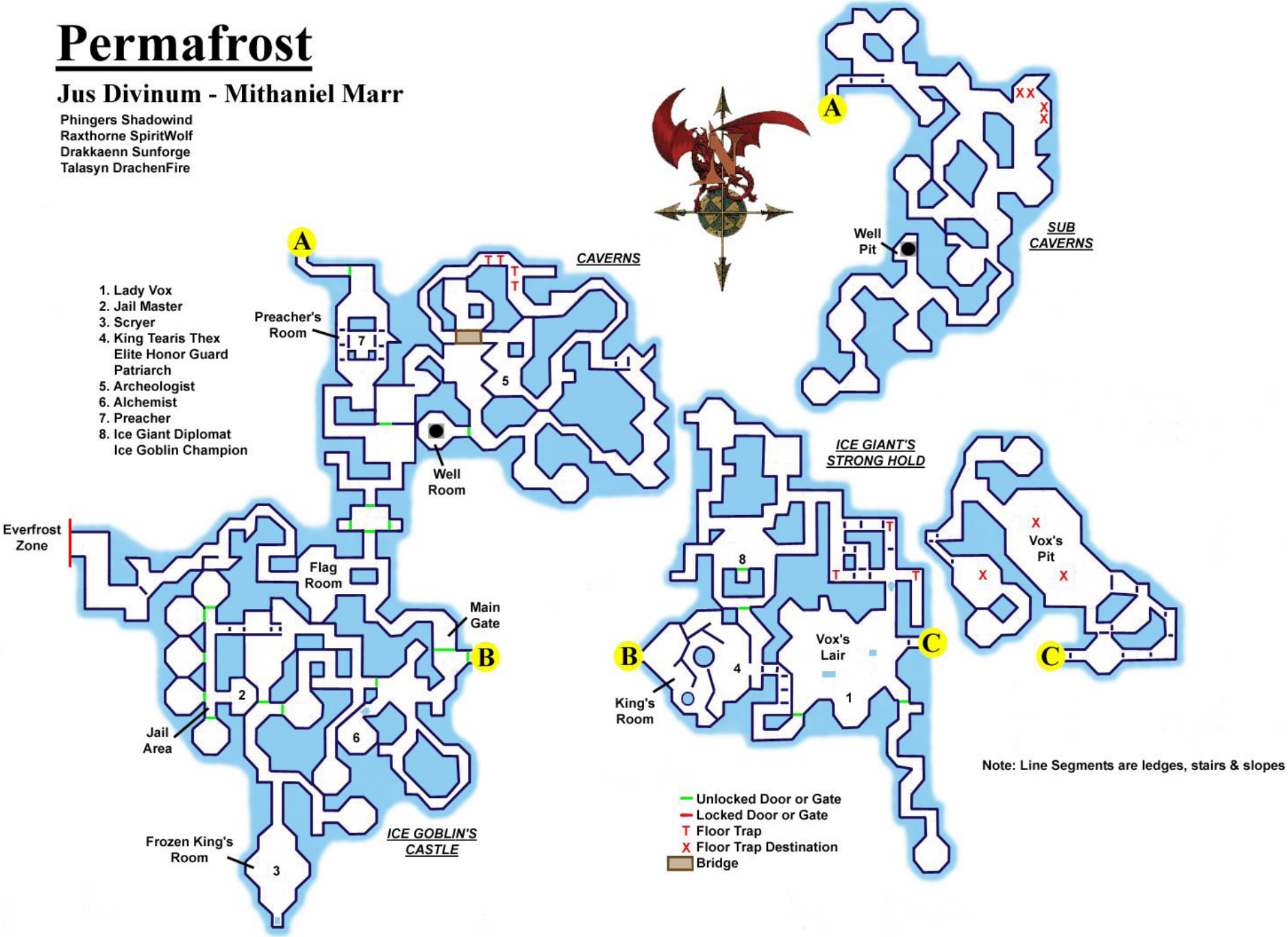

THE OVERTHERE
Map by Kuan of The Taken on Cazic Thule
N
Boat to Oasis
Bank
2700, 2100
Sarnaks
Evil Fort
(watch for Golem!)
Howling Stones
-100, 700
Warsliks Woods
-50, -4400
Skyfire Mountains
-1000,3900
Sarnaks
Frontier Mountains
-3500, 1700

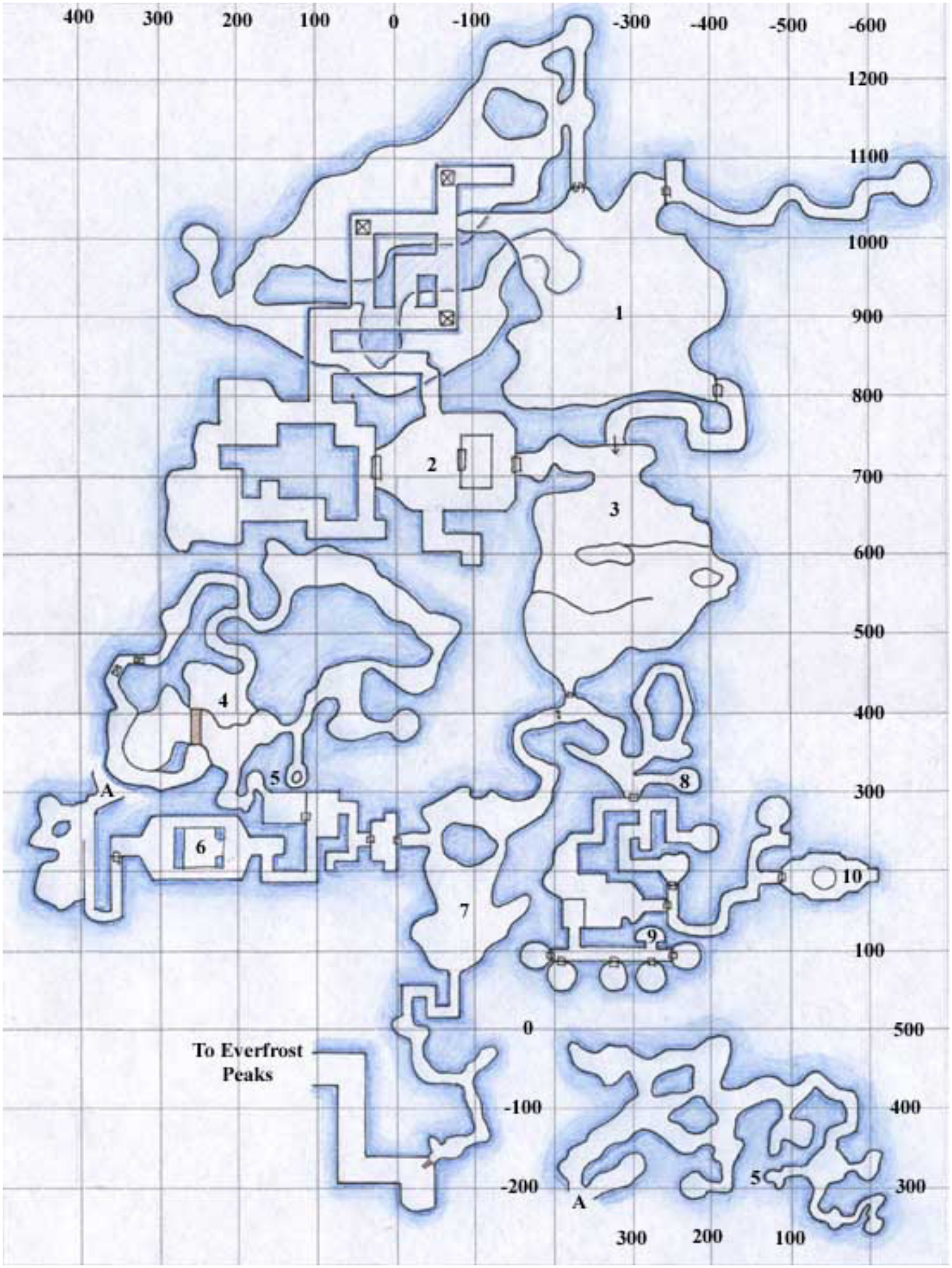

N
the Band of the Broken Bow
Draelon Stormsong
Permafrost Keep
1: Flag Room
2: Preacher
3: Archeologist
4: Alchemist
5: Jailmaster
6: Scryer
7: King
8: Ice Giant Diplomat
9: Champion
10: Lady Vox

Permafrost

Jus Divinum - Mithaniel Marr

Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge
Talasyn DrachenFire

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300
200
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-100
-300
-400
-500
-600
1200
1100
1000
900
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700
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300
100
0
-100
-200
500
400
300
300
200
100
1
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3
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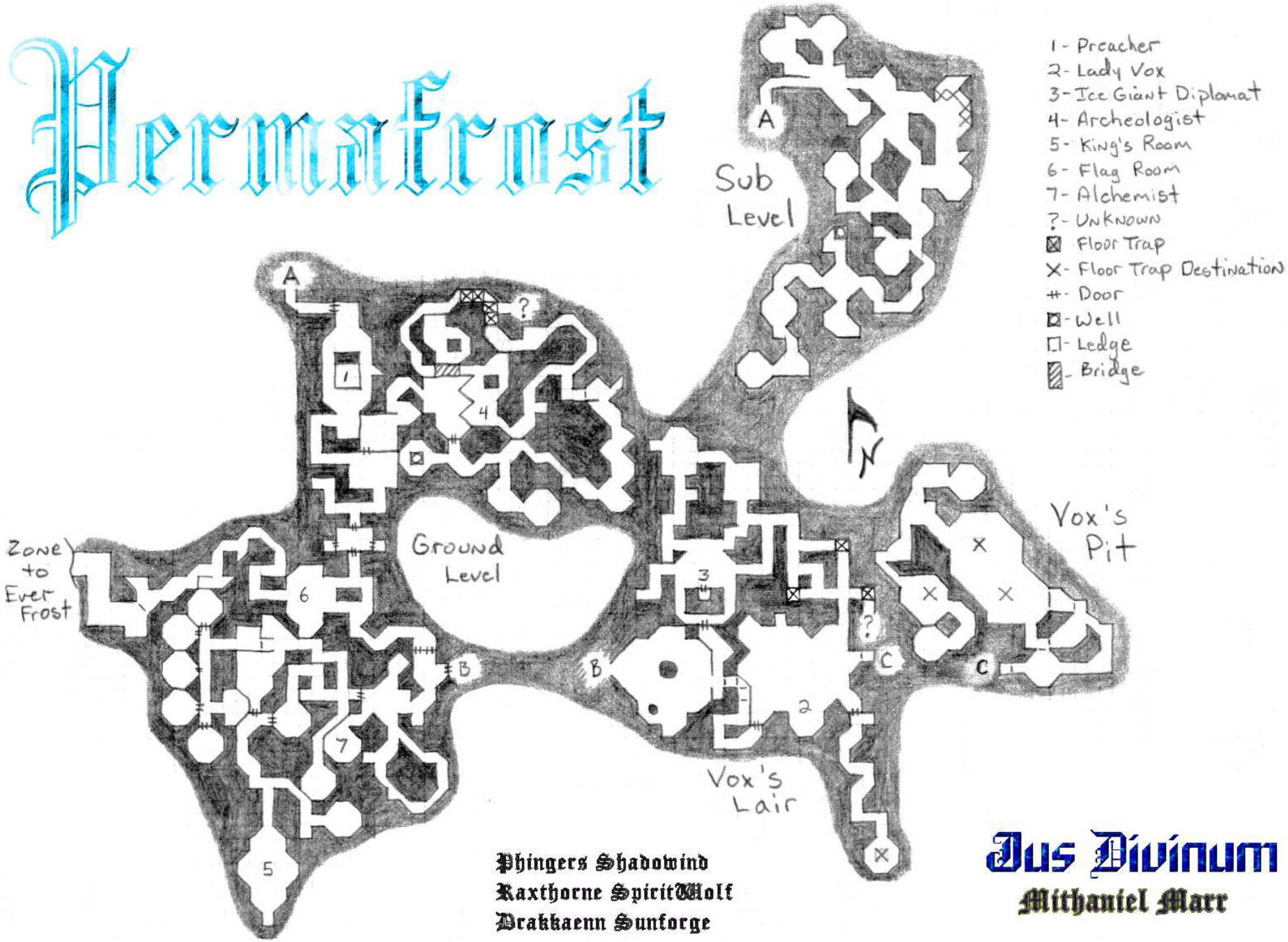
6
7
8
9
10
A
A
5
To Everfrost
Peaks

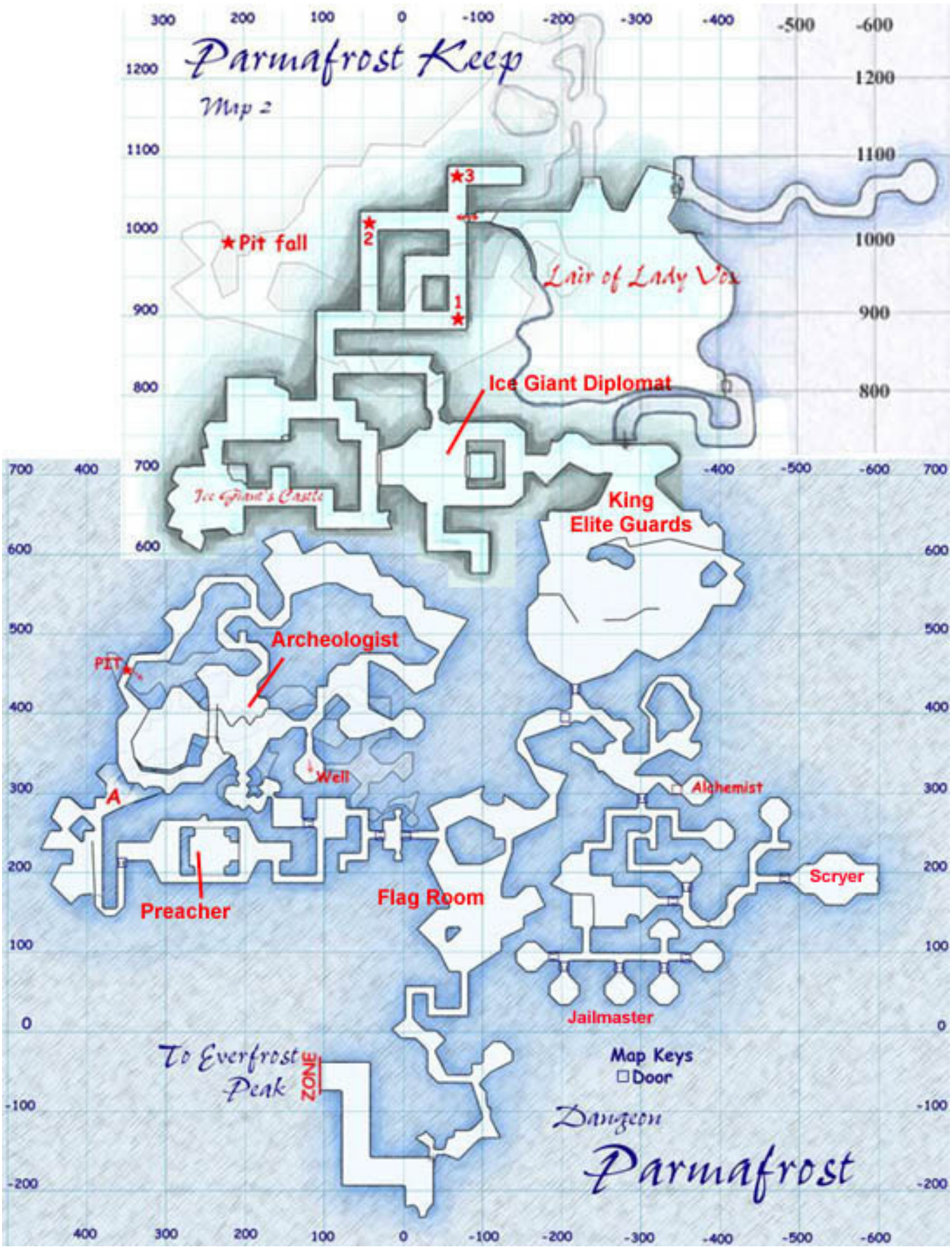
Permafrost

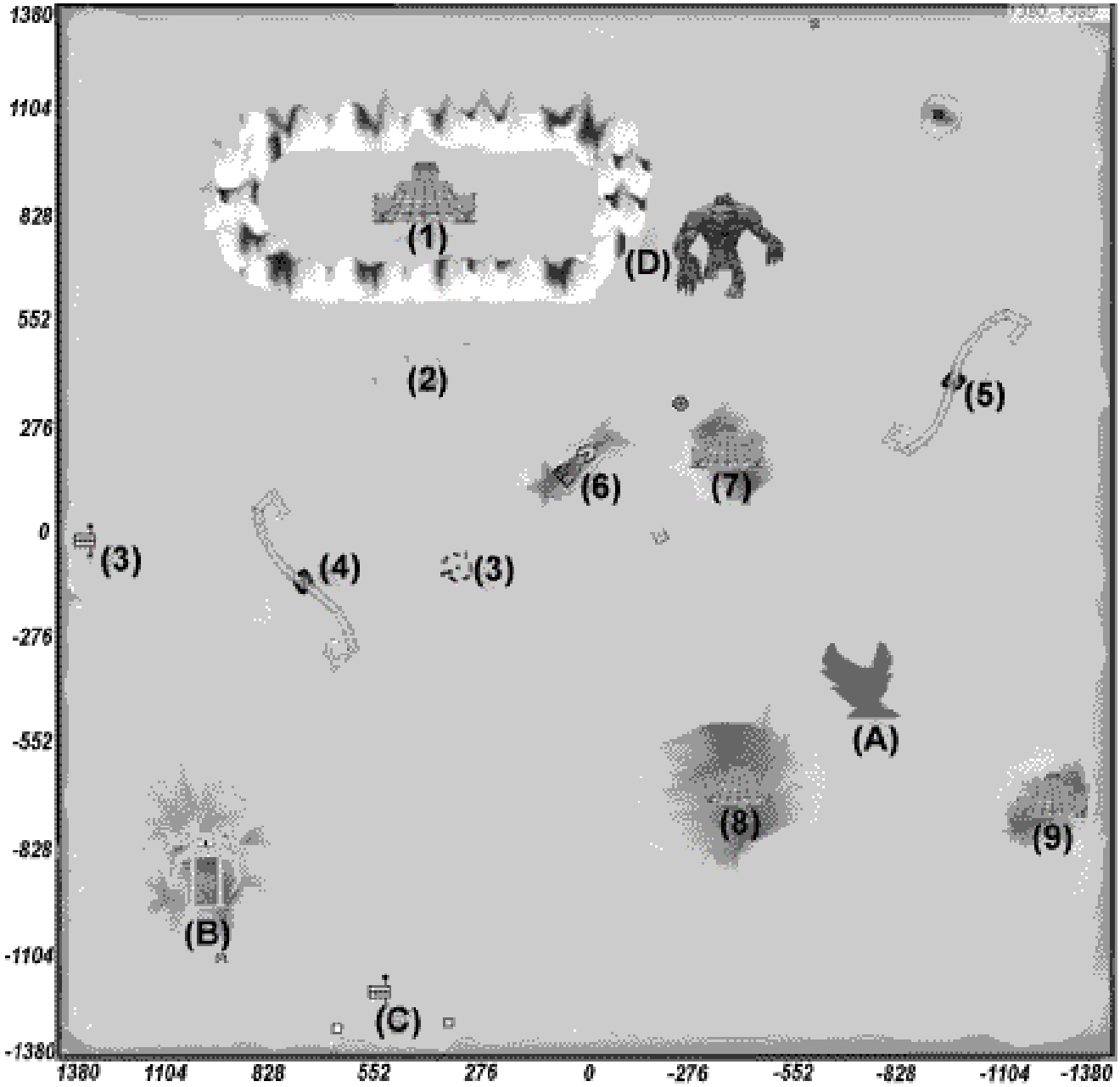


Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge

Jus Divinum

Mithaniel Marr


Parmafrost Keep
Map 2
Pit fall
Lair of Lady Vex
Ice Giant Diplomat
Ice Giant's Castle
King
Elite Guards
Archeologist
PIT
Well
A
Alchemist
Scryer
Preacher
Flag Room
Jailmaster
To Everfrost Peak
ZONE
Map Keys
Door
Dungeon
Parmafrost



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.

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

9 - Temple of Terror = Terror has two Amy Knight guards.

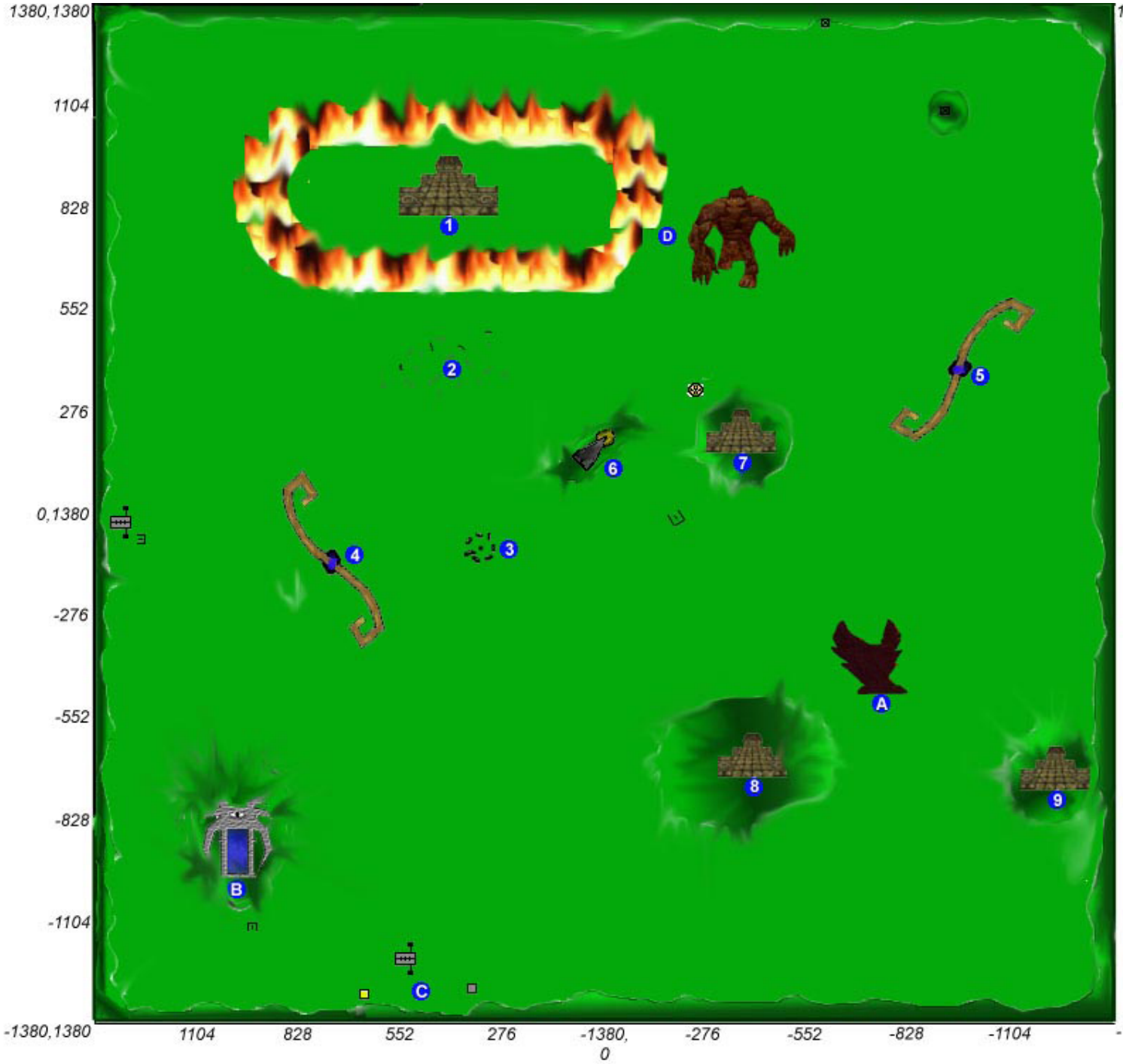
A - Gorgon Tower = This structure is typically guarded by at least 3 gorgons.

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 patroled by Nightmares, Cubes and Cazic Thule himself.

Plane of Fear



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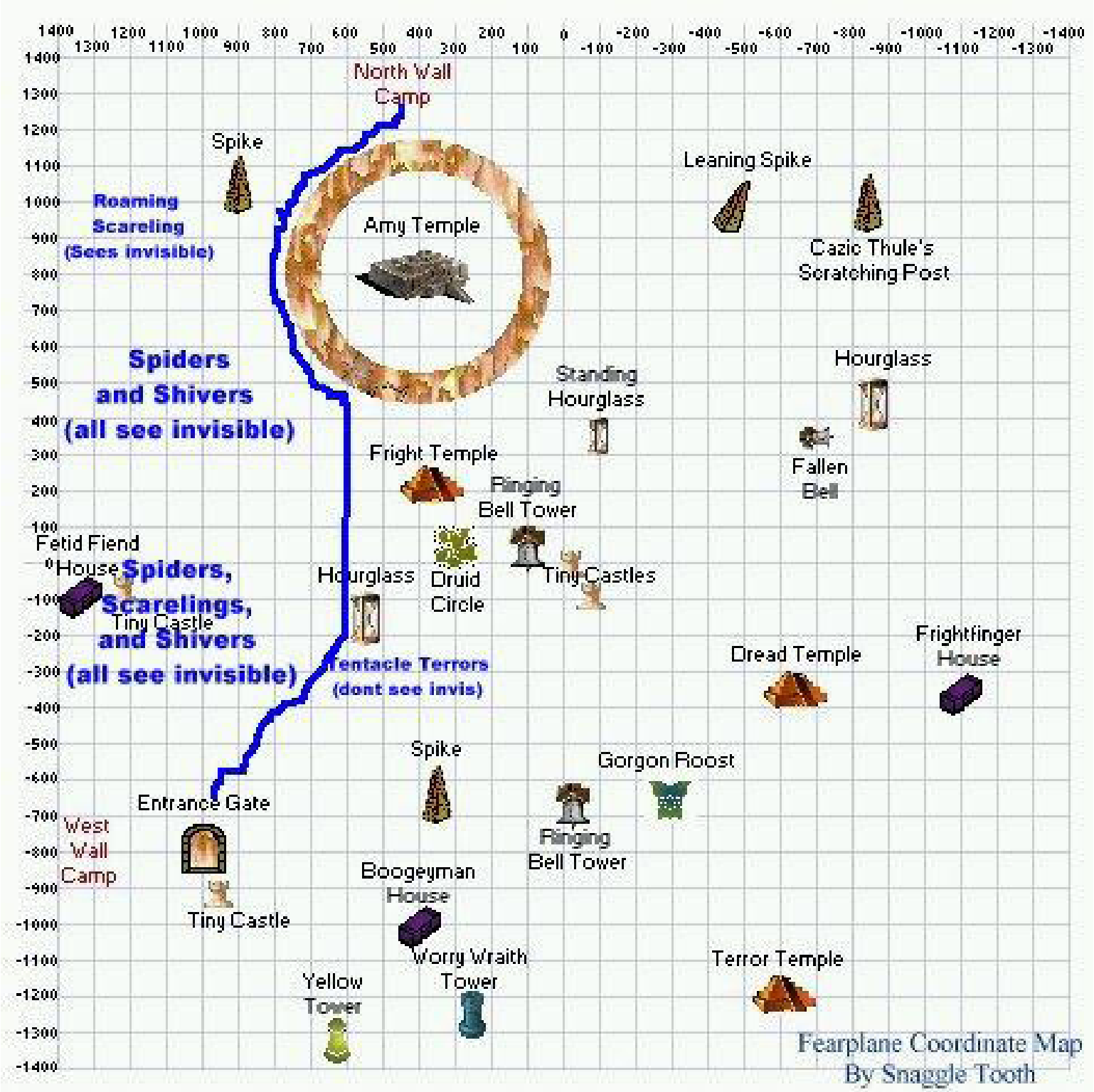
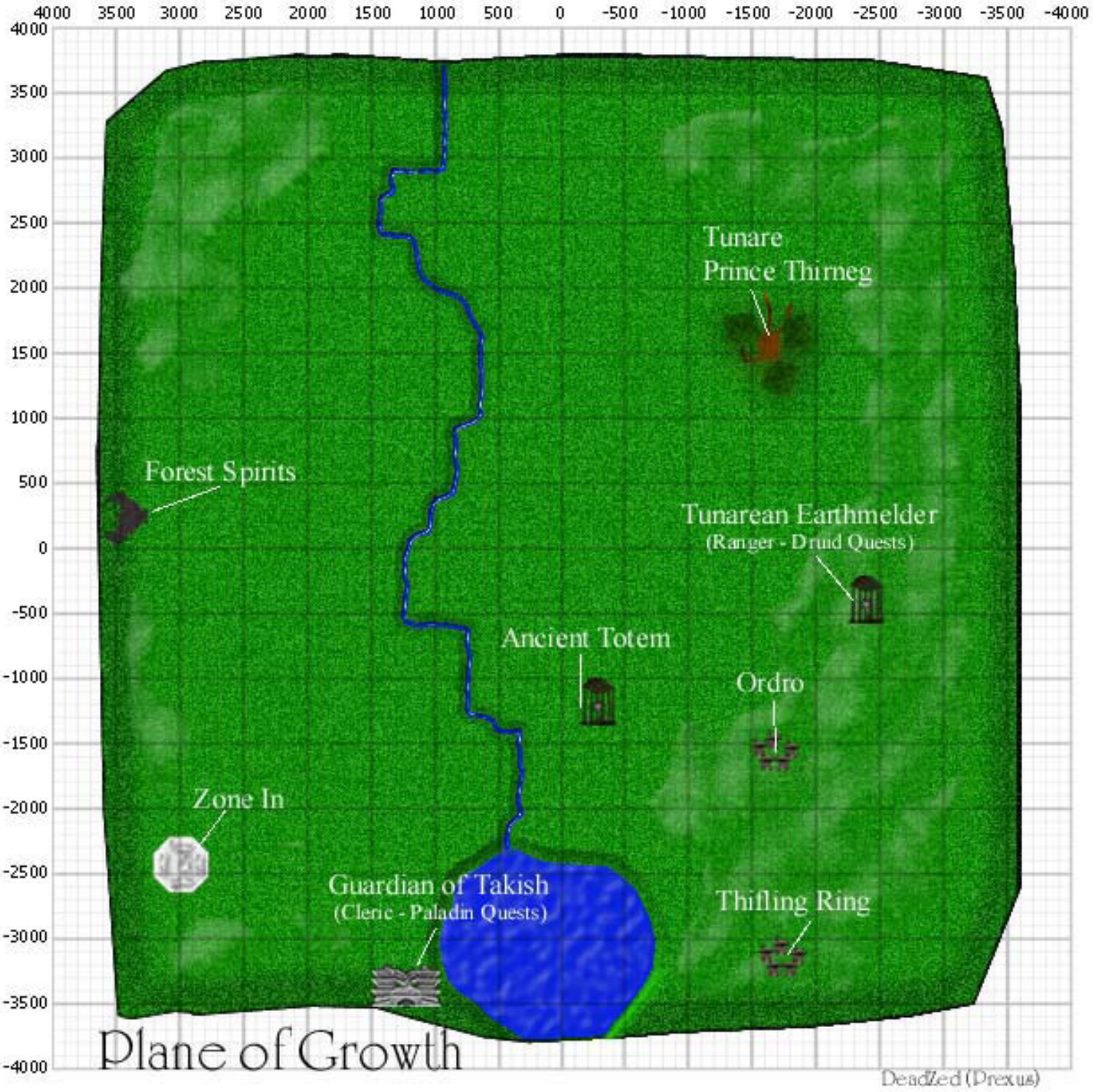
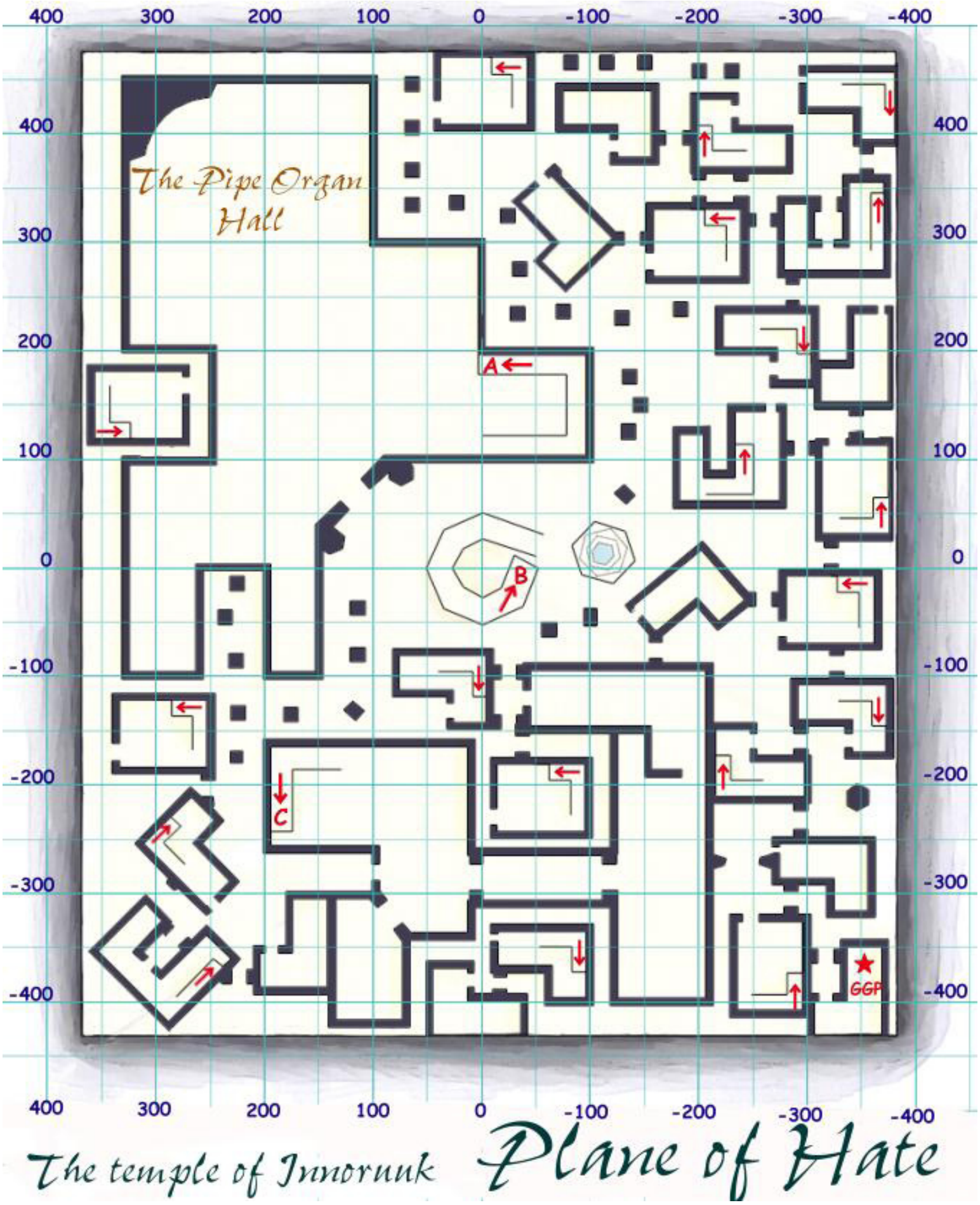
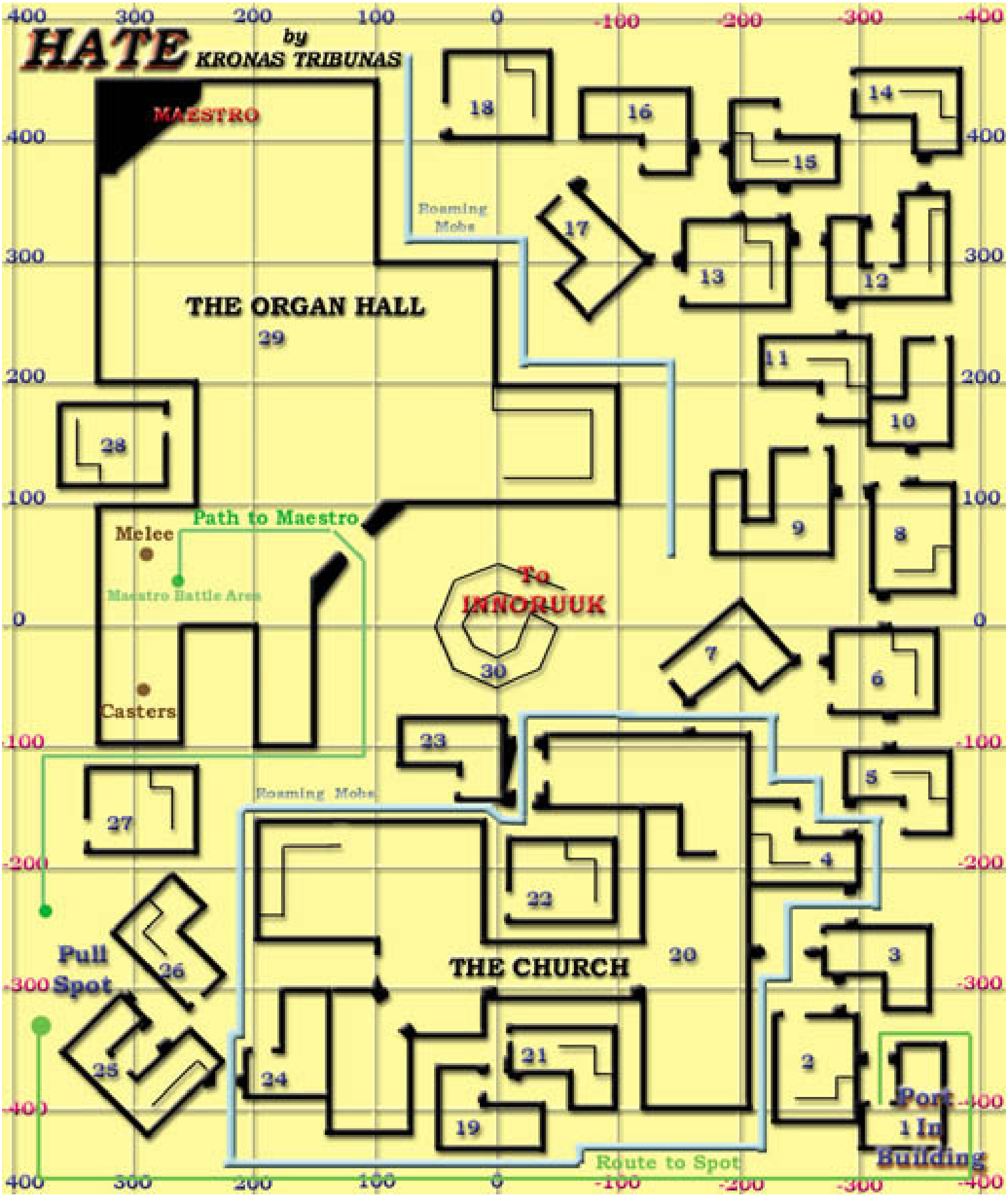
N

Sertain TKell
Arch Overseers
Bristlebain Server


North Wall Camp
Spike
Leaning Spike
Roaming Scareling (Sees invisible)
Amy Temple
Cazic Thule's Scratching Post
Spiders and Shivers (all see invisible)
Standing Hourglass
Hourglass
Fallen Bell
Fright Temple
Ringing Bell Tower
Fetid Fiend House
Spiders, Scarelings, and Shivers (all see invisible)
Tiny Castle
Hourglass
Druid Circle
Tiny Castles
Tentacle Terrors (dont see invis)
Dread Temple
Frightfinger House
Spike
Gorgon Roost
Entrance Gate
West Wall Camp
Ringing Bell Tower
Boogeyman House
Tiny Castle
Worry Wraith Tower
Terror Temple
Yellow Tower
Fearplane Coordinate Map
By Snaggle Tooth


4000 3500 3000 2500 2000 1500 1000 500 0 -500 -1000 -1500 -2000 -2500 -3000 -3500 -4000
Tunare
Prince Thirneg
Forest Spirits
Tunarean Earthmelder
(Ranger - Druid Quests)
Ancient Totem
Ordro
Zone In
Guardian of Takish
(Cleric - Paladin Quests)
Thifling Ring
Plane of Growth
DeadZed (Prexus)


400
300
200
100
0
-100
-200
-300
-400
The Pipe Organ Hall
A
B
C
GGP
The temple of Innorunk
Plane of Hate


HATE
by
KRONAS TRIBUNAS
MAESTRO
THE ORGAN HALL
29
Roaming Mobs
Path to Maestro
Melee
Maestro Battle Area
Casters
To
INNORUUK
30
THE CHURCH
20
Roaming Mobs
Pull Spot
Port 1 In Building
Route to Spot
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
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26
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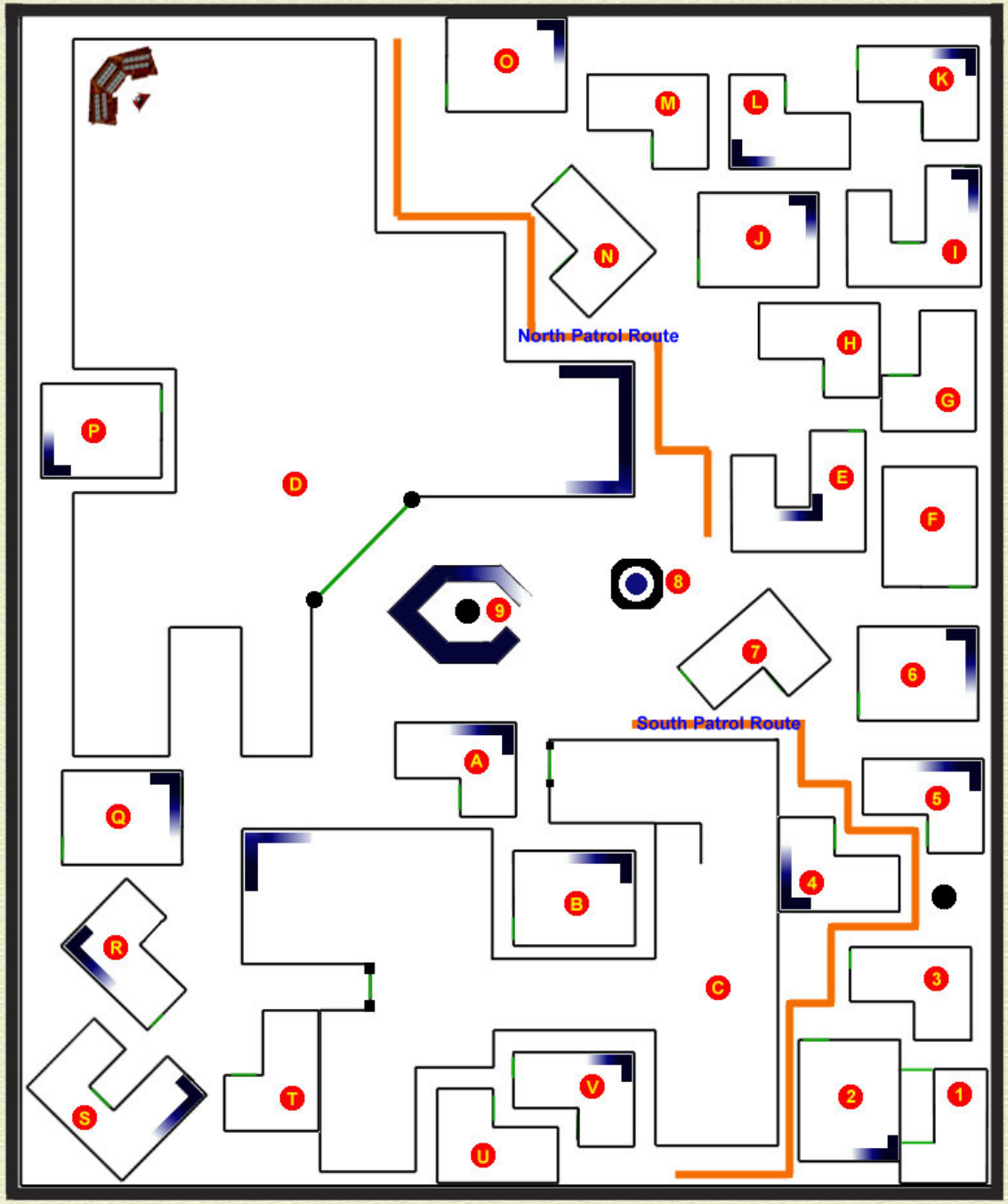
28

N

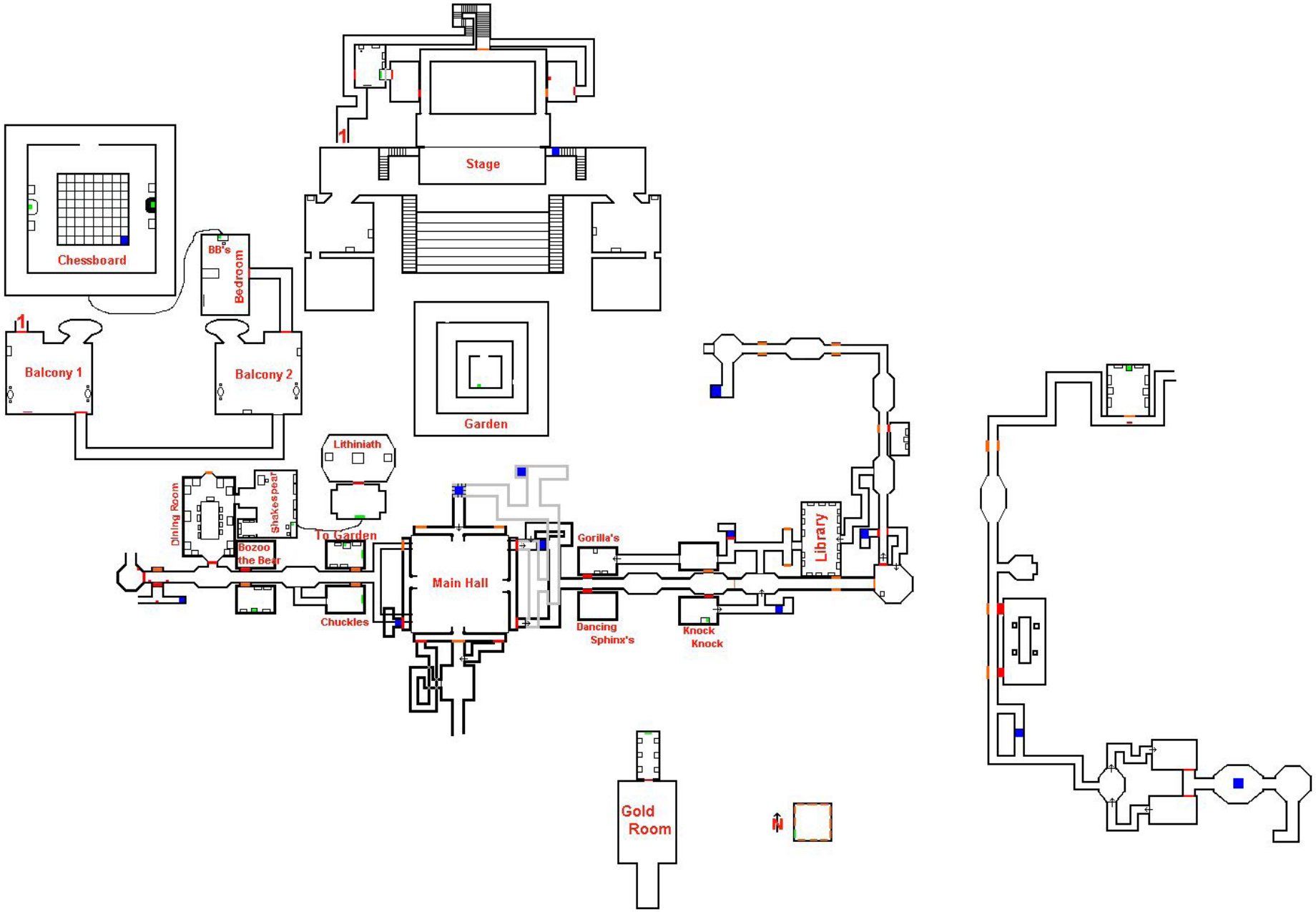
Sertain T'Kell
ArchOverseers
Bristlebane Server

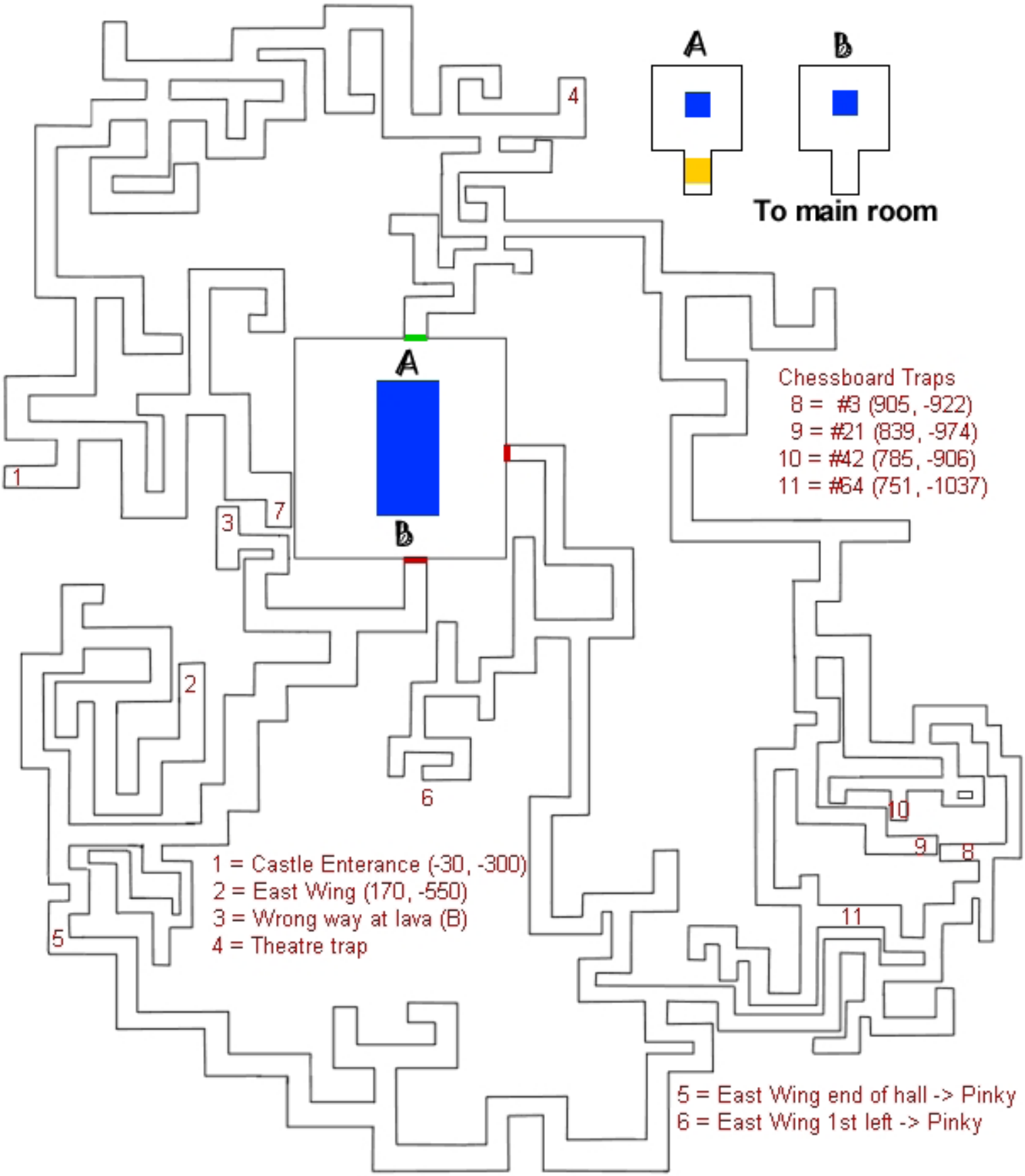
Some information
kept Guild Confidential



Plane of Mischief

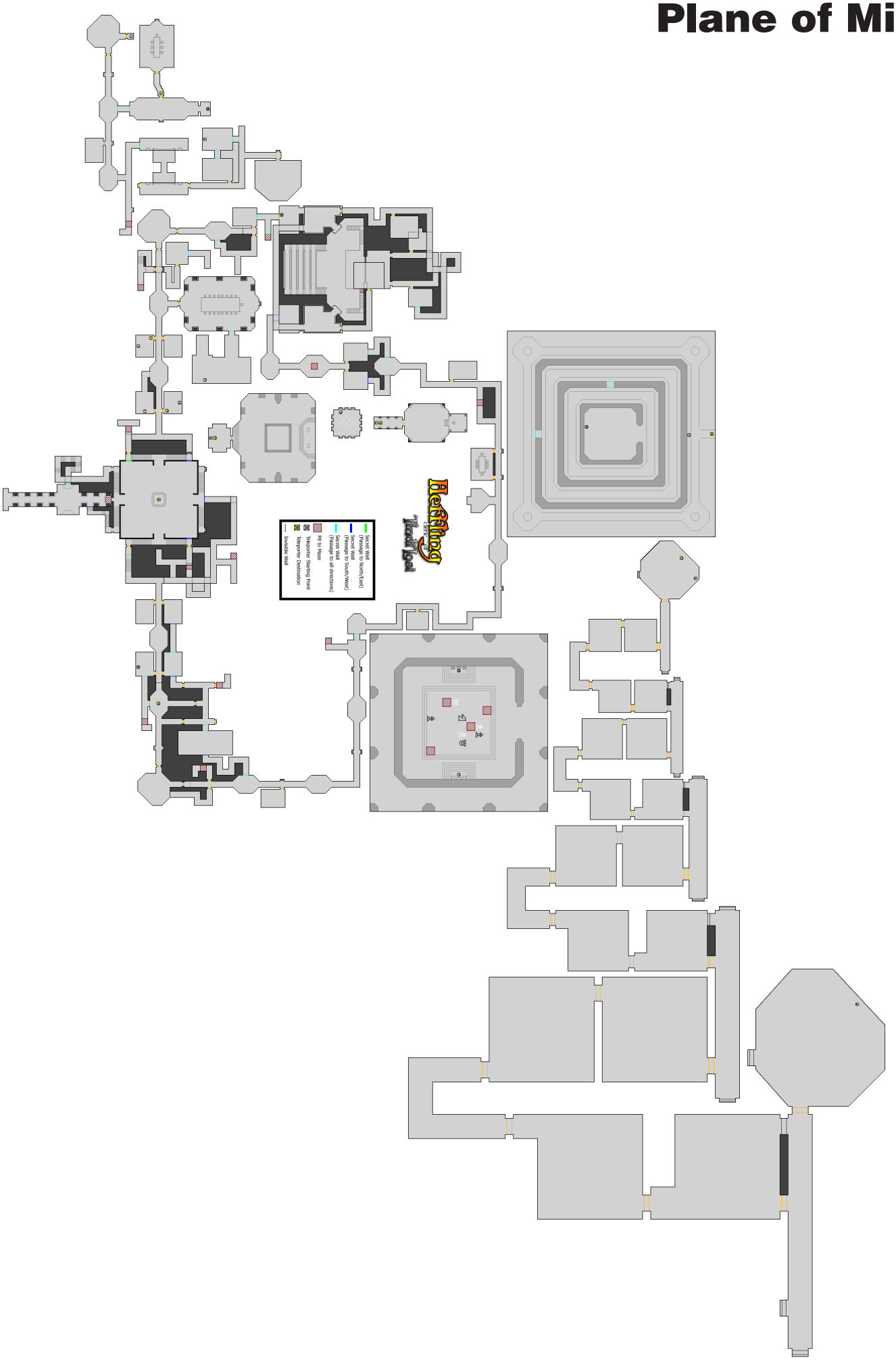
212

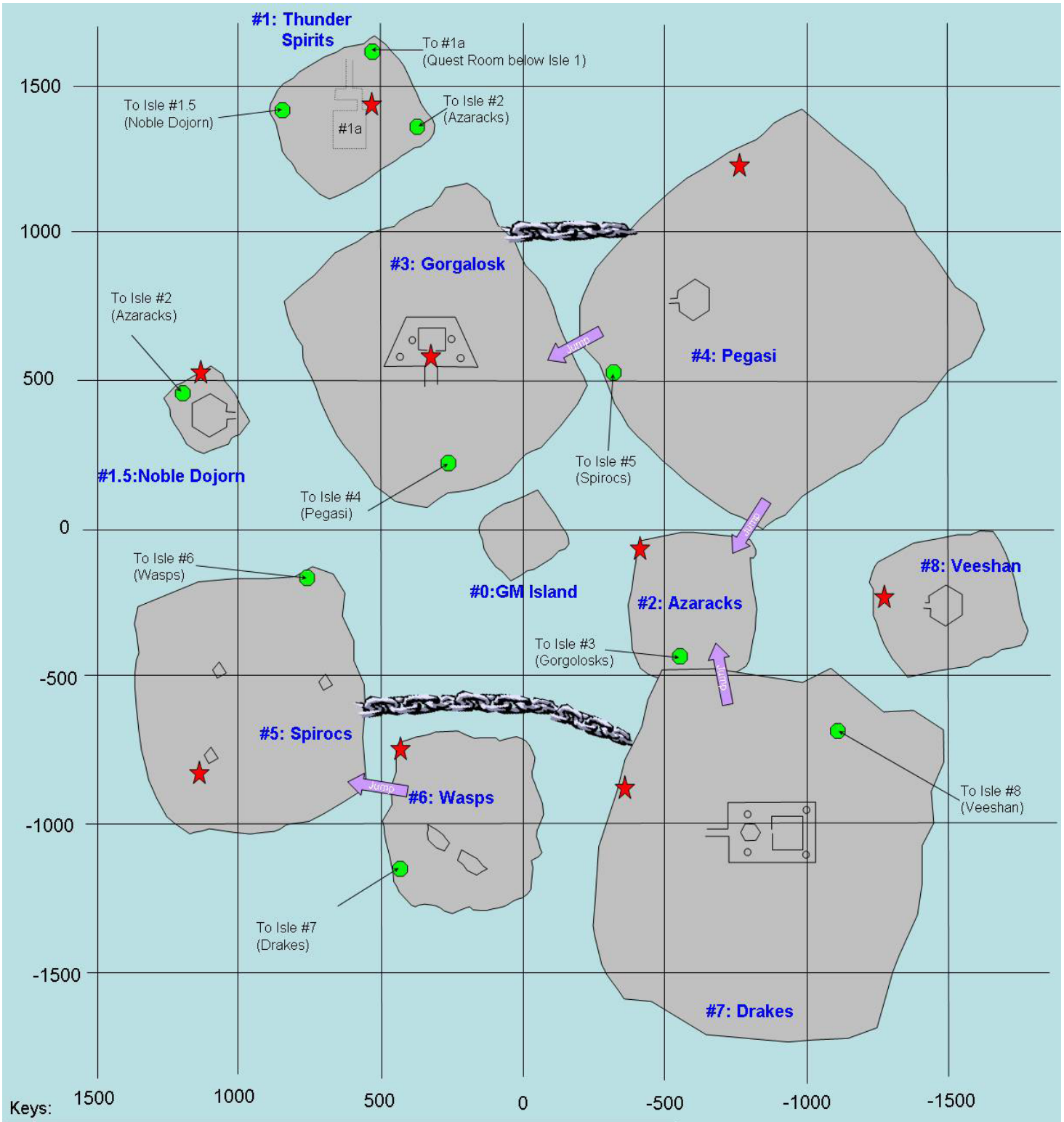



A
B
To main room
A
B
Chessboard Traps
8 = #3 (905, -922)
9 = #21 (839, -974)
10 = #42 (785, -906)
11 = #64 (751, -1037)
1 = Castle Enterance (-30, -300)
2 = East Wing (170, -550)
3 = Wrong way at lava (B)
4 = Theatre trap
5 = East Wing end of hall -> Pinky
6 = East Wing 1st left -> Pinky
1
2
3
4
5
6
7
8
9
10
11

Plane of Mischief

214





Keys:

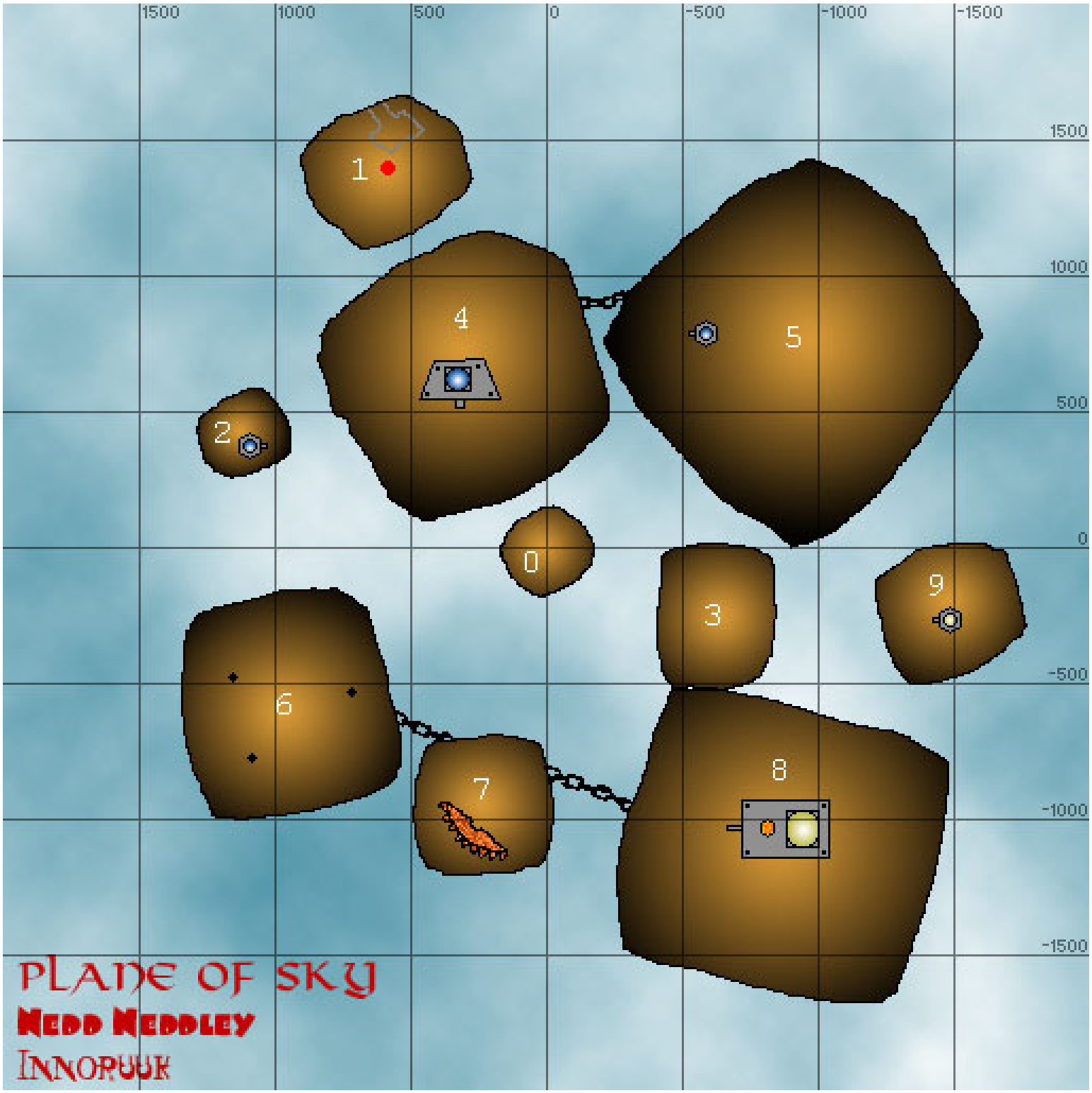
From	To	Loot Item	From Mob	Trade For / Key Name	Cost from Key Master
1	1a	N/A	N/A	Veeshan's Key (1)	1 cp
1	1.5	Miniature Sword	A thunder spirit	Key of Swords	210 pp
1	2	Lost Rabbit's Foot	A thunder spirit	Key of the Misplaced	105 pp
1.5	2	Lost Rabbit's Foot (Island 1 only)	A thunder spirit (Island 1 only)	Key of the Misplaced	105 pp
2	3	Broken Mirror	An azarack	Key of Misfortune	N/A
3	4	Animal Figurine	All but Shimmering Meteors	Key of Beasts	N/A
4	5	Bird Whistle	Any of the 6 initial unnameds	Avian Key	N/A
5	6	Noise Maker	A Spiroc Vanquisher	Key of the Swarm	N/A
6	7	Dull Dragon Scale	Bzzazzt and Bazzt Zzzt	Key of Scale	N/A
7	8	Replica of the Wyrm Queen	All but Undine Spirits	Veeshan's Key (2)	N/A

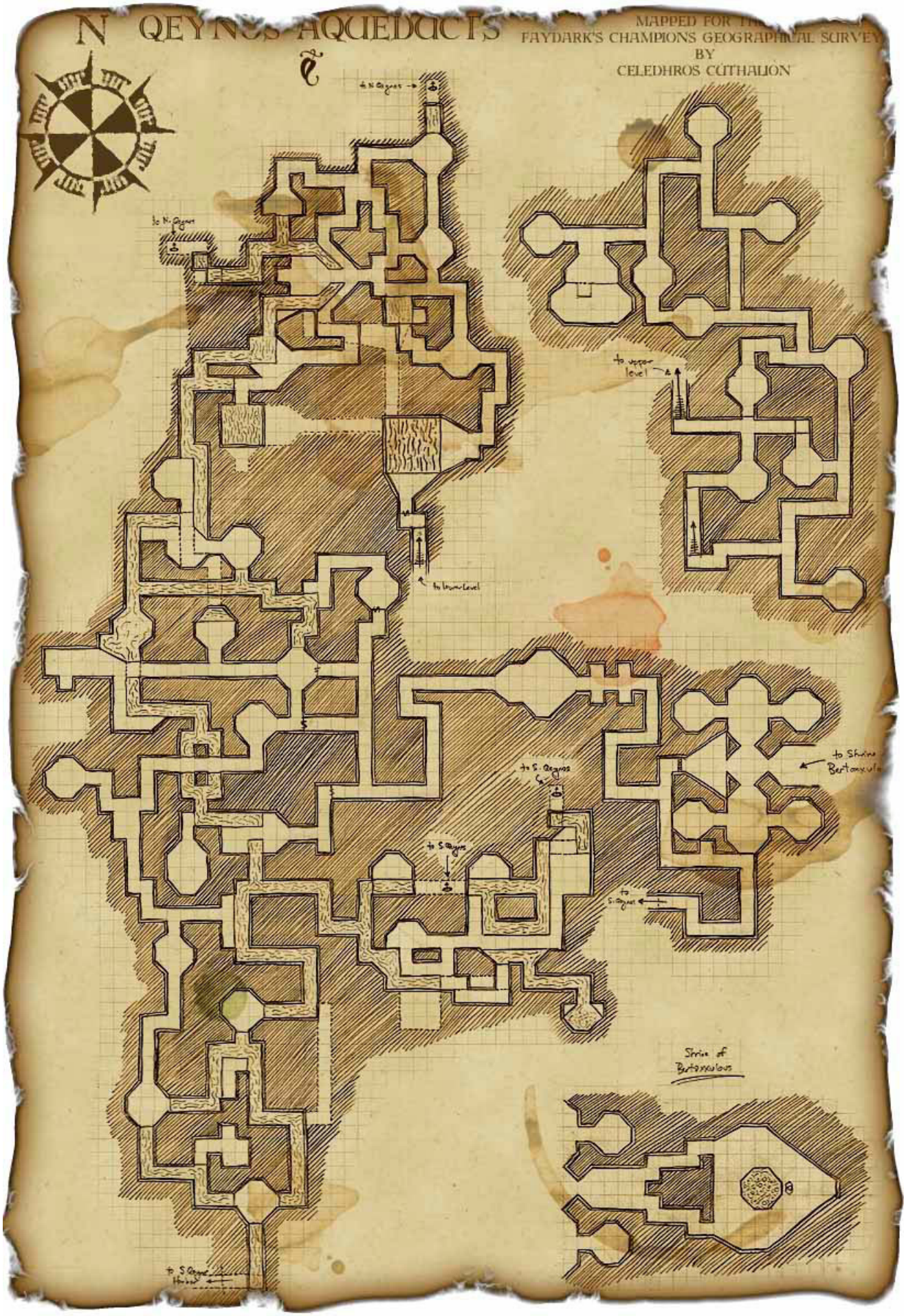
Jump — Jumpable (with precautions)

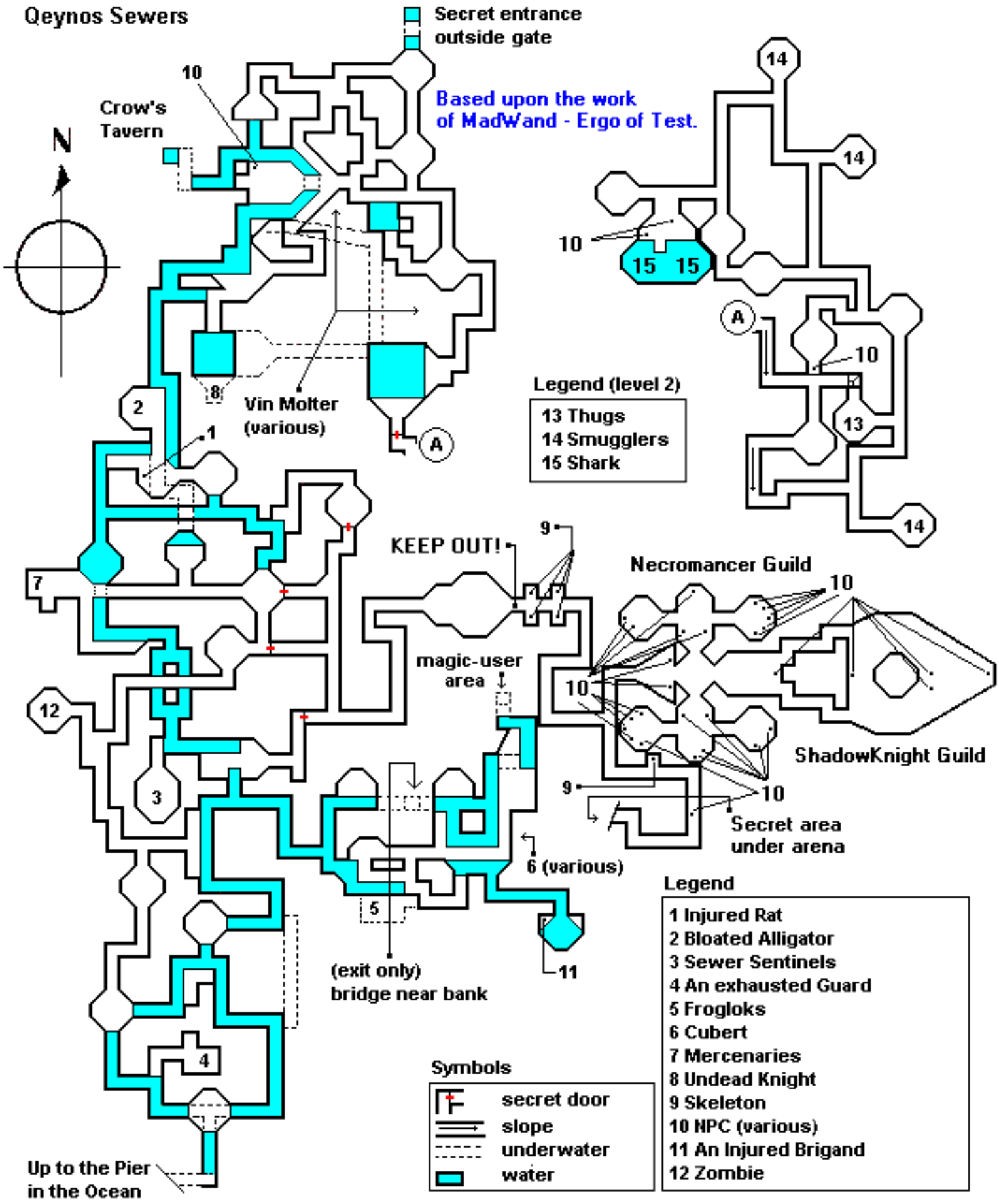
★ Arrival Point

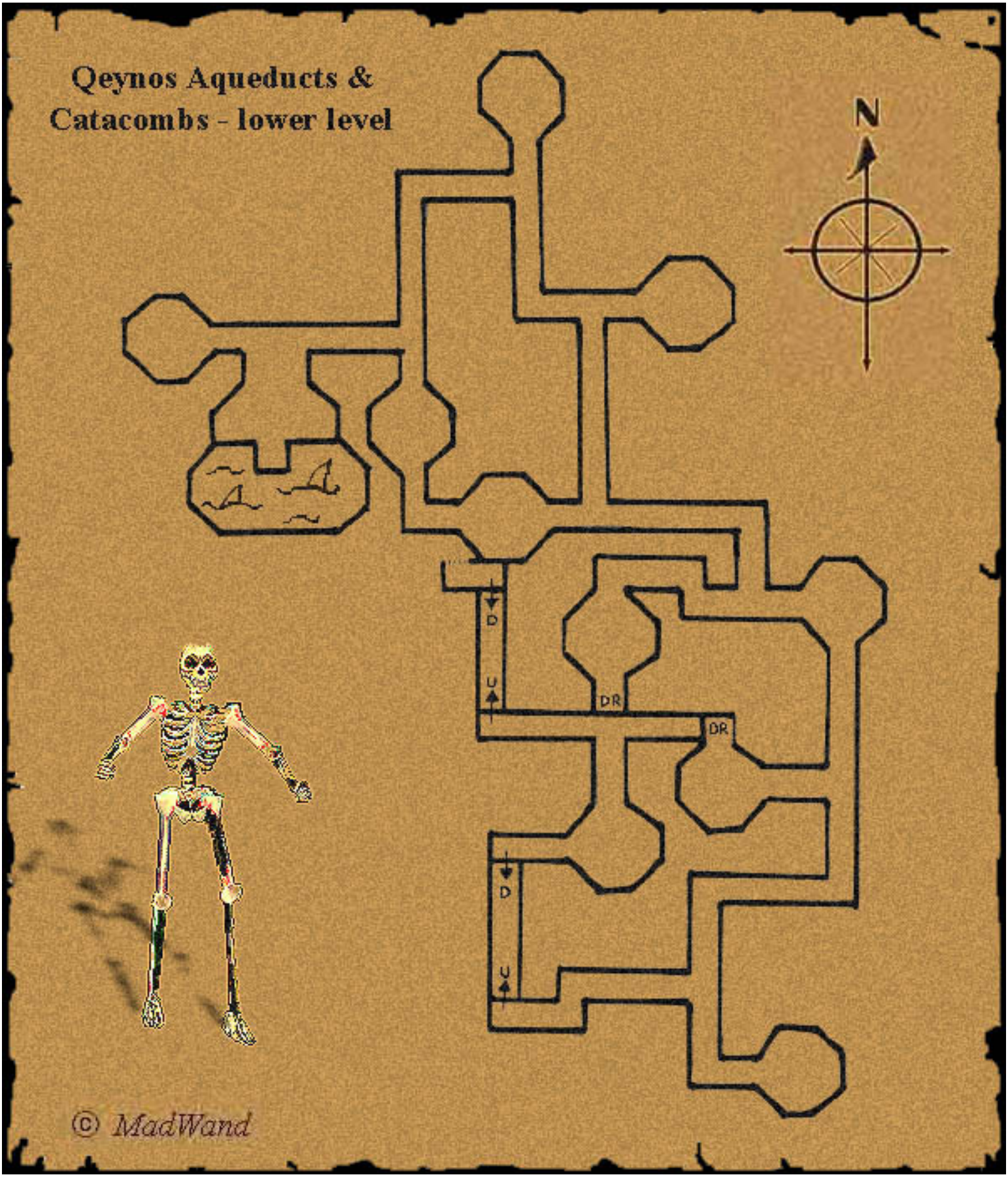
● Keyed Departure Pad

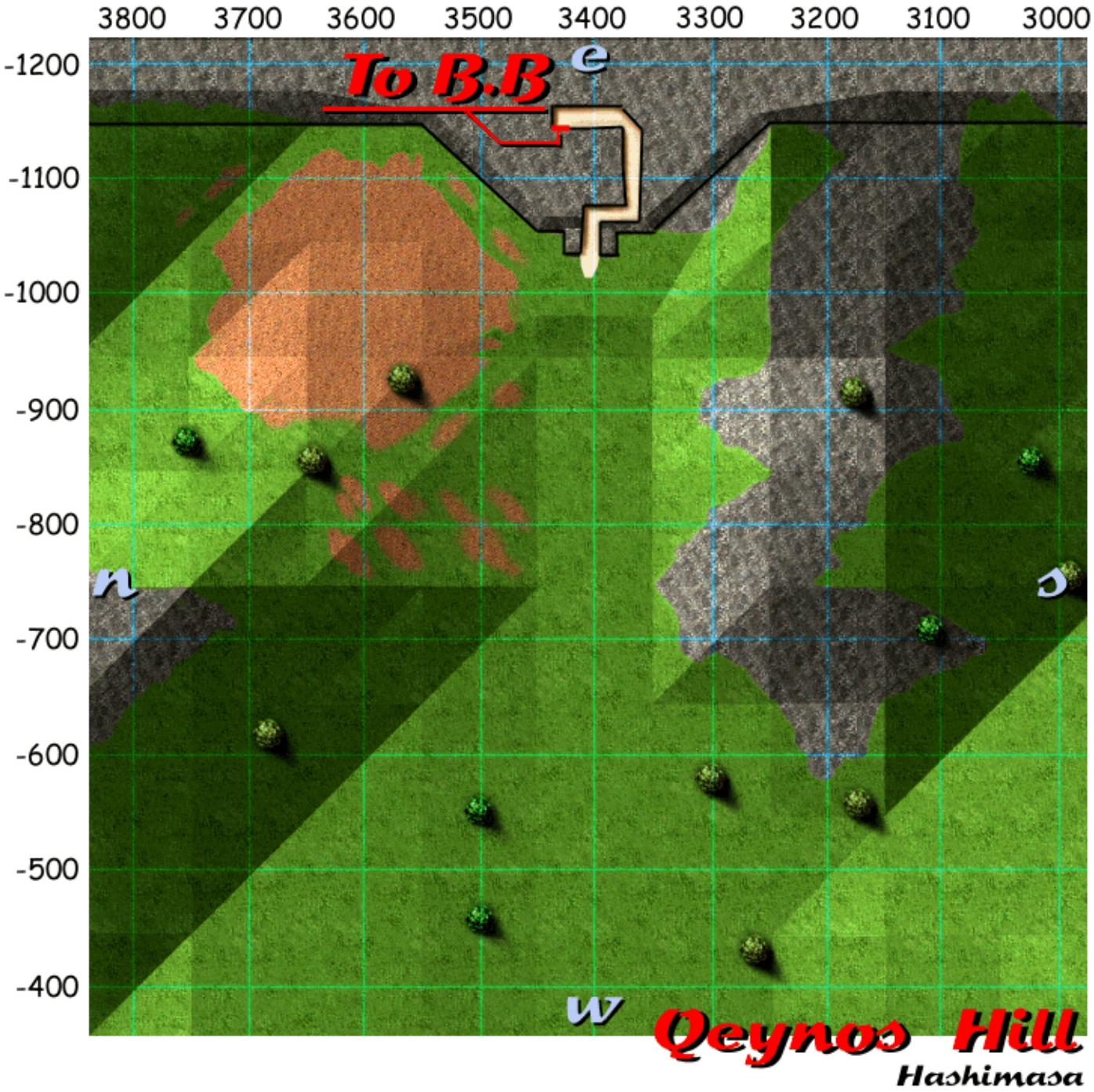
Plane of Sky
Overview Map v 1.2 (11/28/2005)
Drexxell, Wayfarers of Veeshan
drexxell@comcast.net

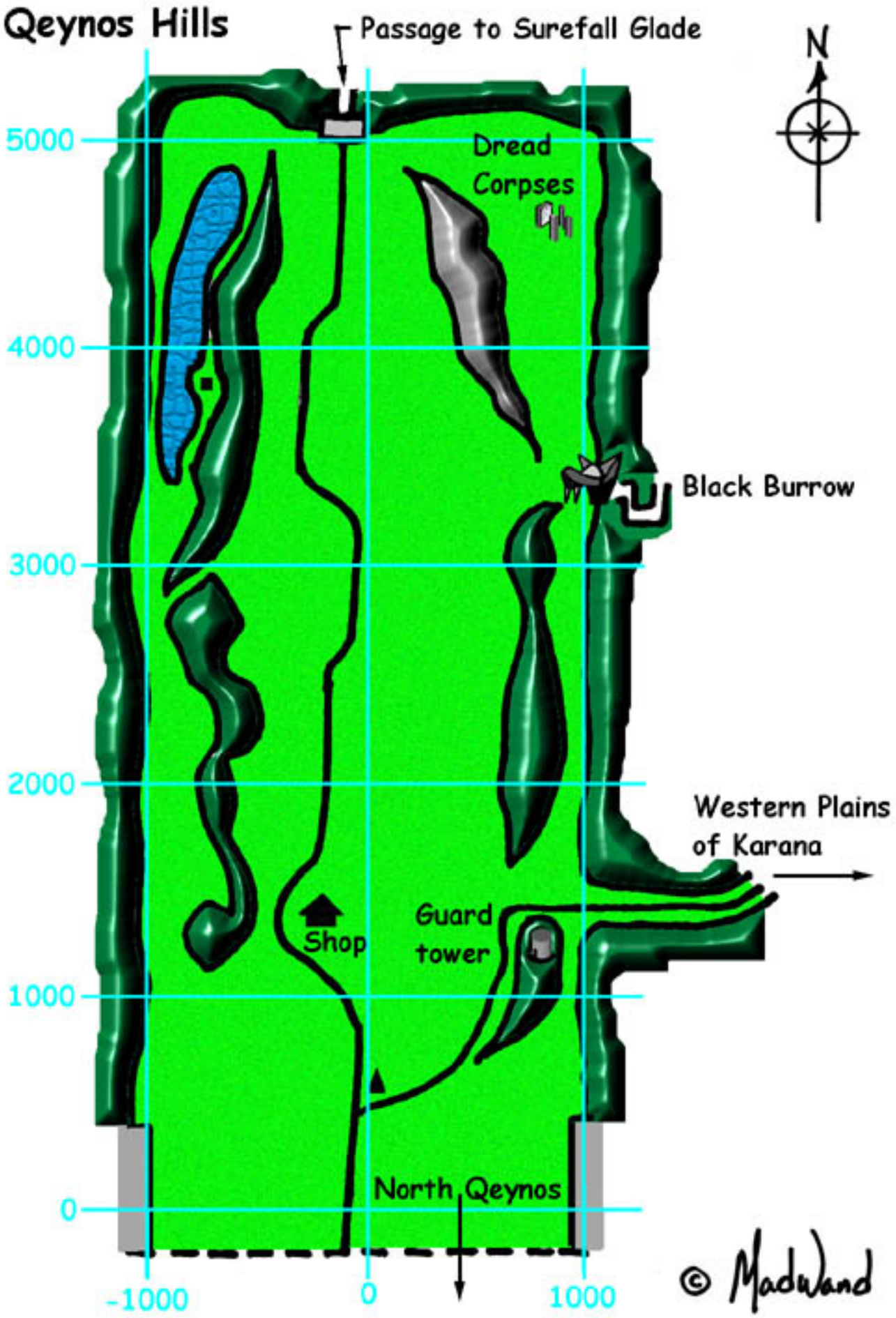

1500
1000
500
0
-500
-1000
-1500
1
2
3
4
5
6
7
8
9
0
PLANE OF SKY
NEDD NEDDLEY
INNORUUK

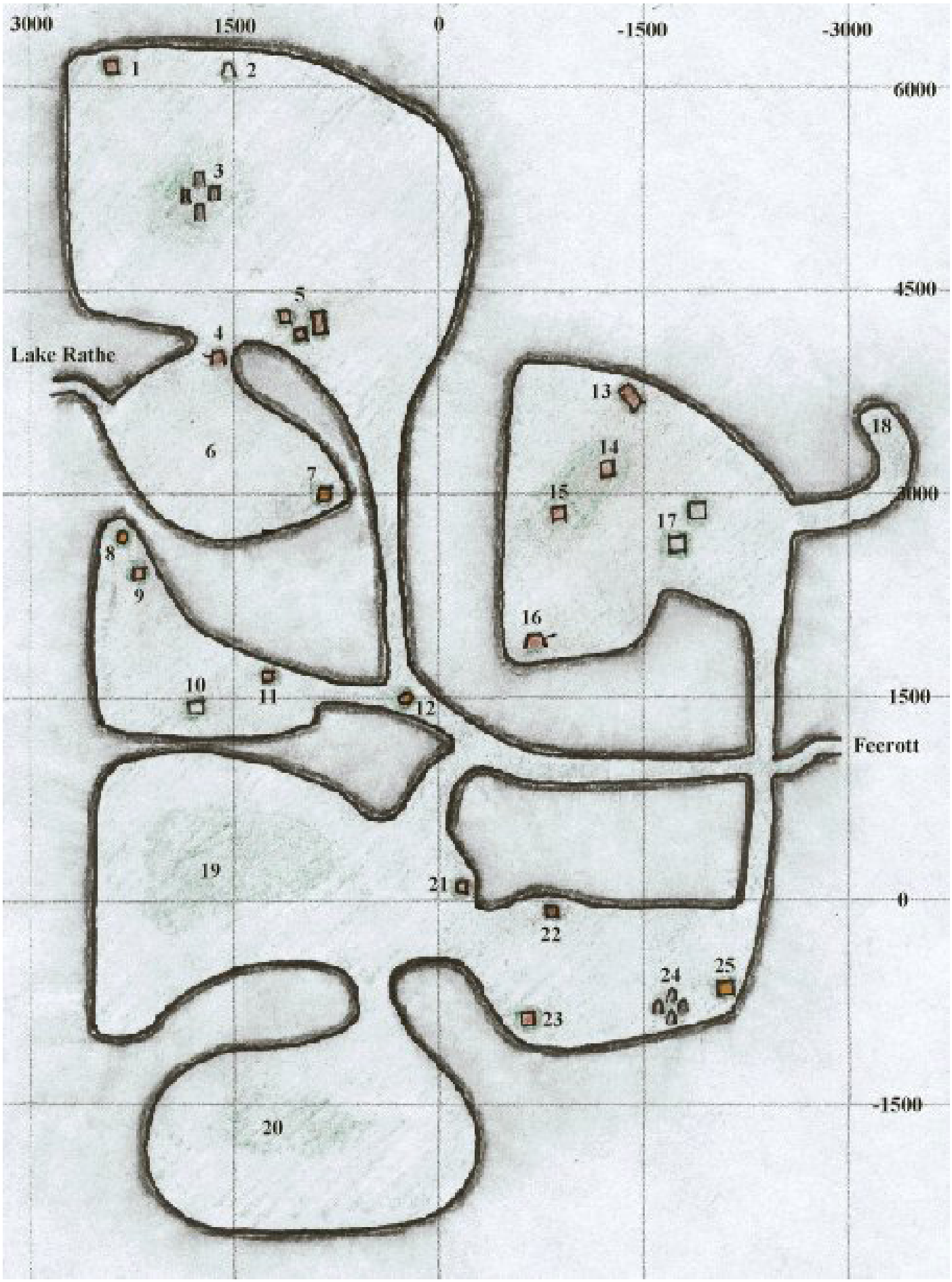

N QEYNOS AQUEDUCTS
MAPPED FOR THE
FAYDARK'S CHAMPIONS GEOGRAPHICAL SURVEY
BY
CELEDHROS CÚTHALION
to N. Qeynos
to N. Qeynos
to upper level
to lower level
to Shrine Bertoxxulous
to S. Qeynos
to S. Qeynos
to S. Qeynos
Shrine of Bertoxxulous

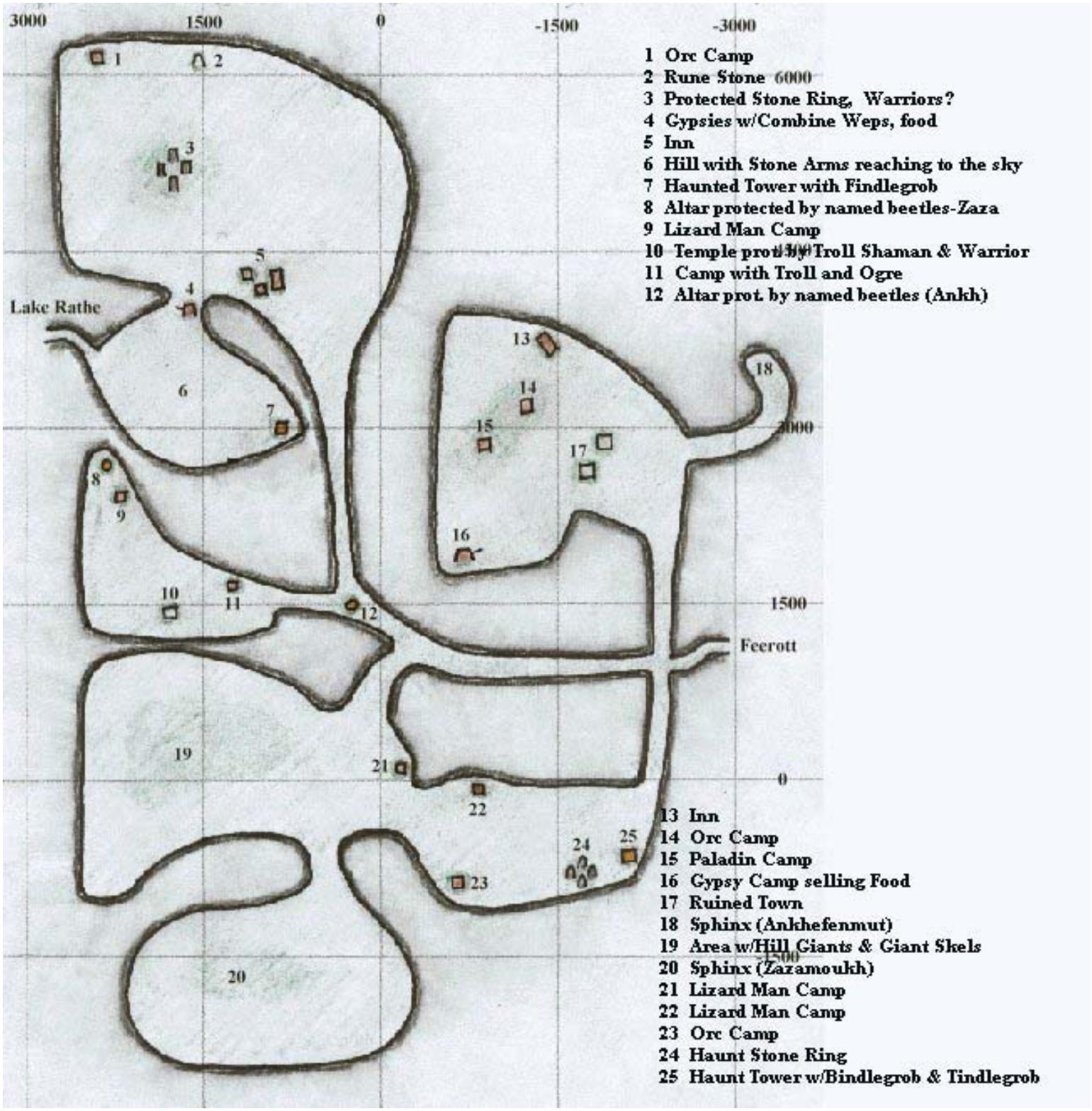

Qeynos Sewers
Secret entrance
outside gate
Based upon the work
of MadWand - Ergo of Test.
Crow's
Tavern
N
Vin Molter
(various)
Legend (level 2)
13 Thugs
14 Smugglers
15 Shark
KEEP OUT!
Necromancer Guild
magic-user
area
ShadowKnight Guild
Secret area
under arena
6 (various)
(exit only)
bridge near bank
Up to the Pier
in the Ocean
Legend
1 Injured Rat
2 Bloated Alligator
3 Sewer Sentinels
4 An exhausted Guard
5 Frogloks
6 Cubert
7 Mercenaries
8 Undead Knight
9 Skeleton
10 NPC (various)
11 An Injured Brigand
12 Zombie
Symbols
secret door
slope
underwater
water


Qeynos Aqueducts &
Catacombs - lower level
N
D
U
DR
DR
D
U
© MadWand


3800
3700
3600
3500
3400
3300
3200
3100
3000
-1200
-1100
-1000
-900
-800
-700
-600
-500
-400
To B.B
e
n
s
w
Qeynos Hill
Hashimasa

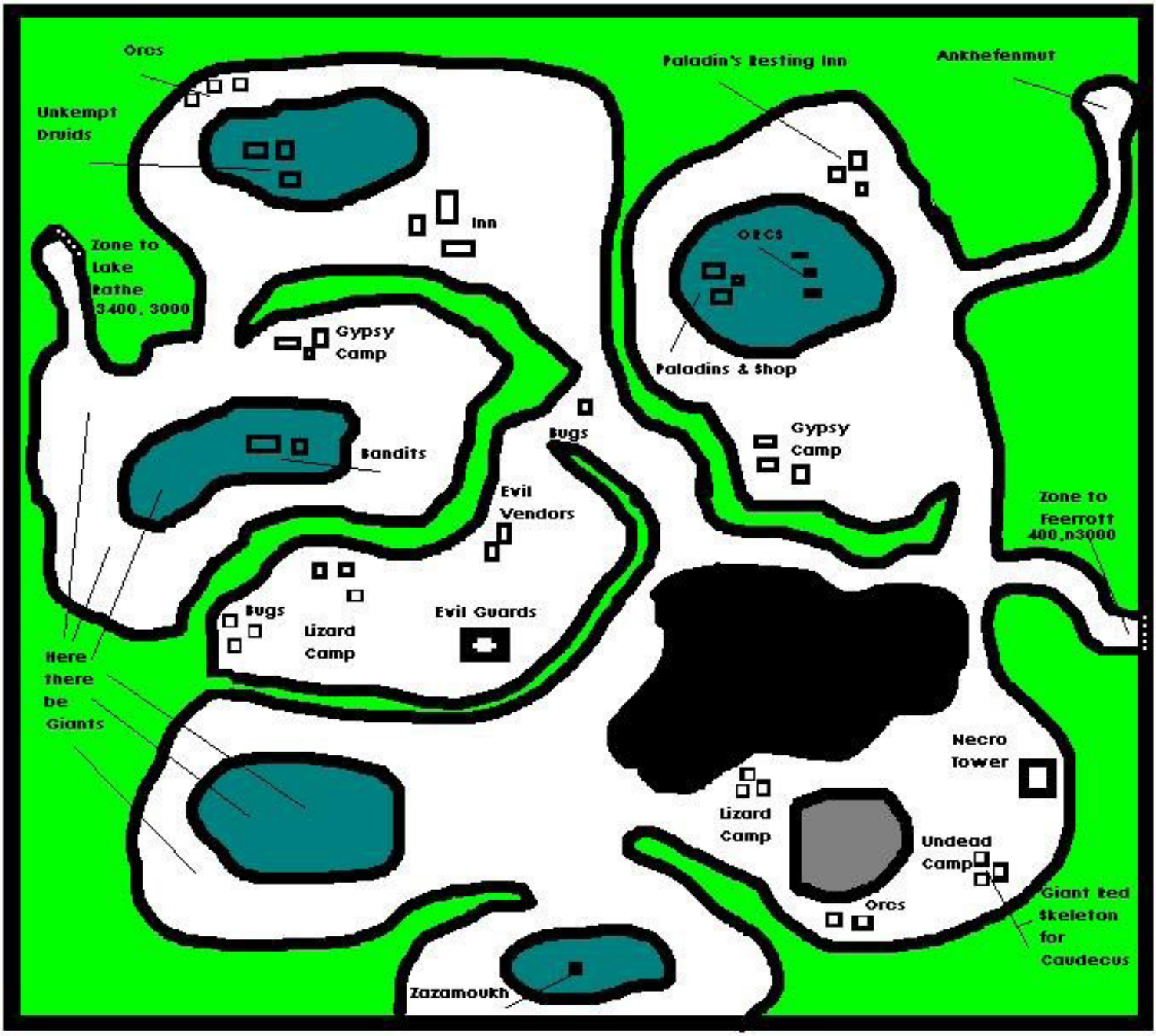

Qeynos Hills
Passage to Surefall Glade
N
5000
4000
3000
2000
1000
0
Dread
Corpses
Black Burrow
Western Plains
of Karana
Shop
Guard
tower
North Qeynos
-1000
0
1000
© MadWand


3000
1500
0
-1500
-3000
6000
4500
3000
1500
0
-1500
Lake Rathe
Feerott
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25


3000
1500
0
-1500
-3000
3000
1500
0
-1500
Lake Rathe
Feerott
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 prot. 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 (Ankhefenmut)
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

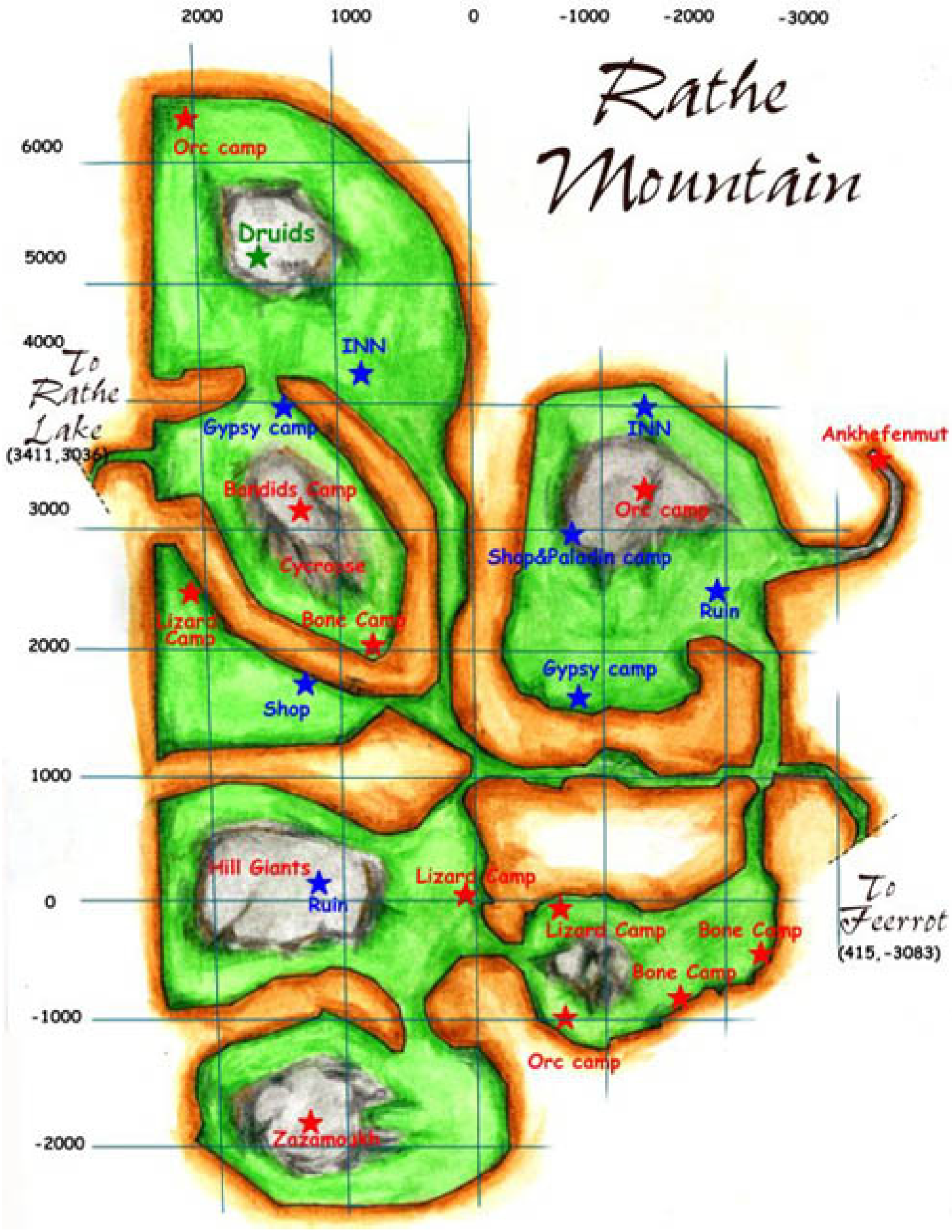
Rathe Mountains

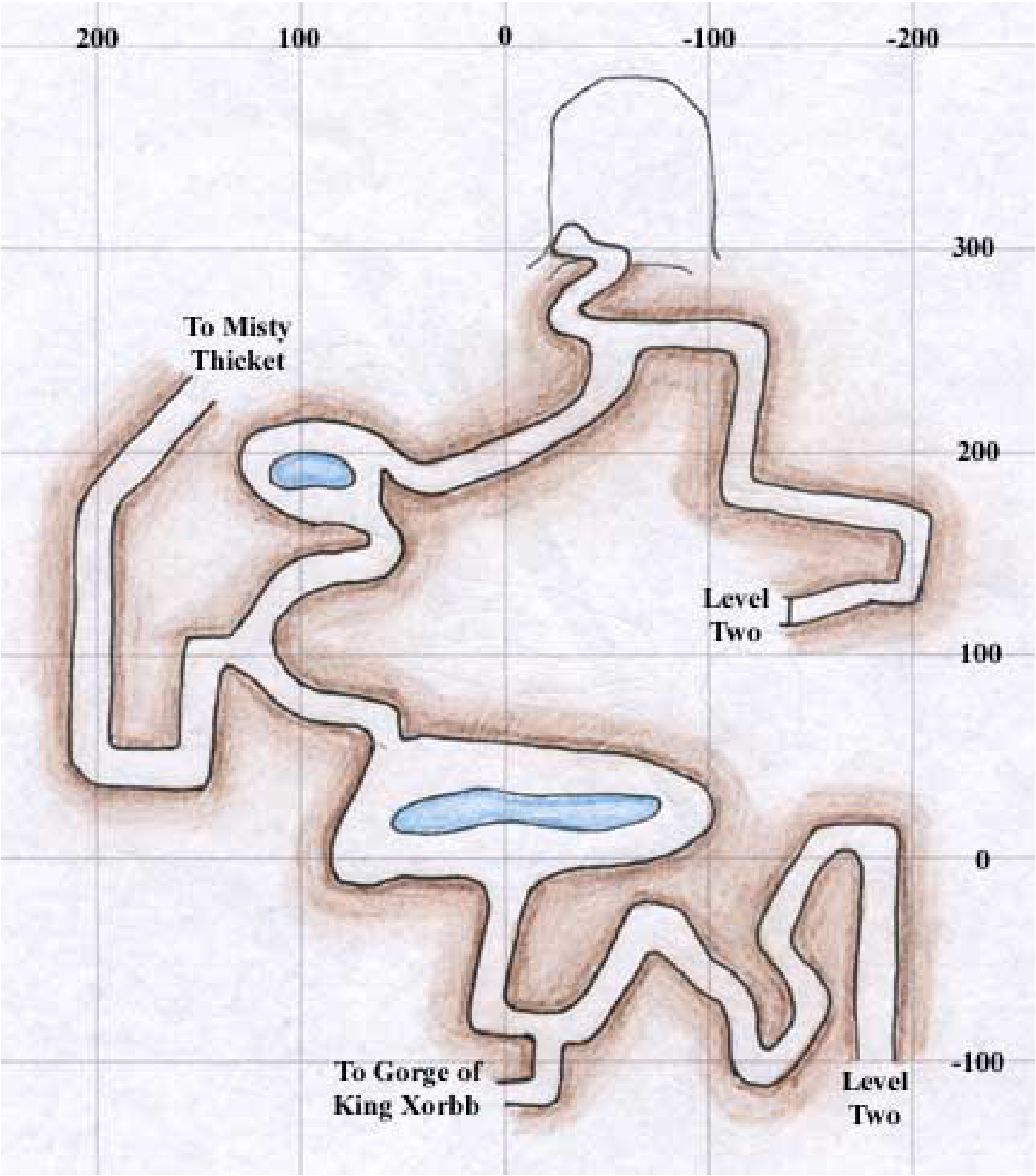
Map by Kvan of The Taken on Cazic Thule

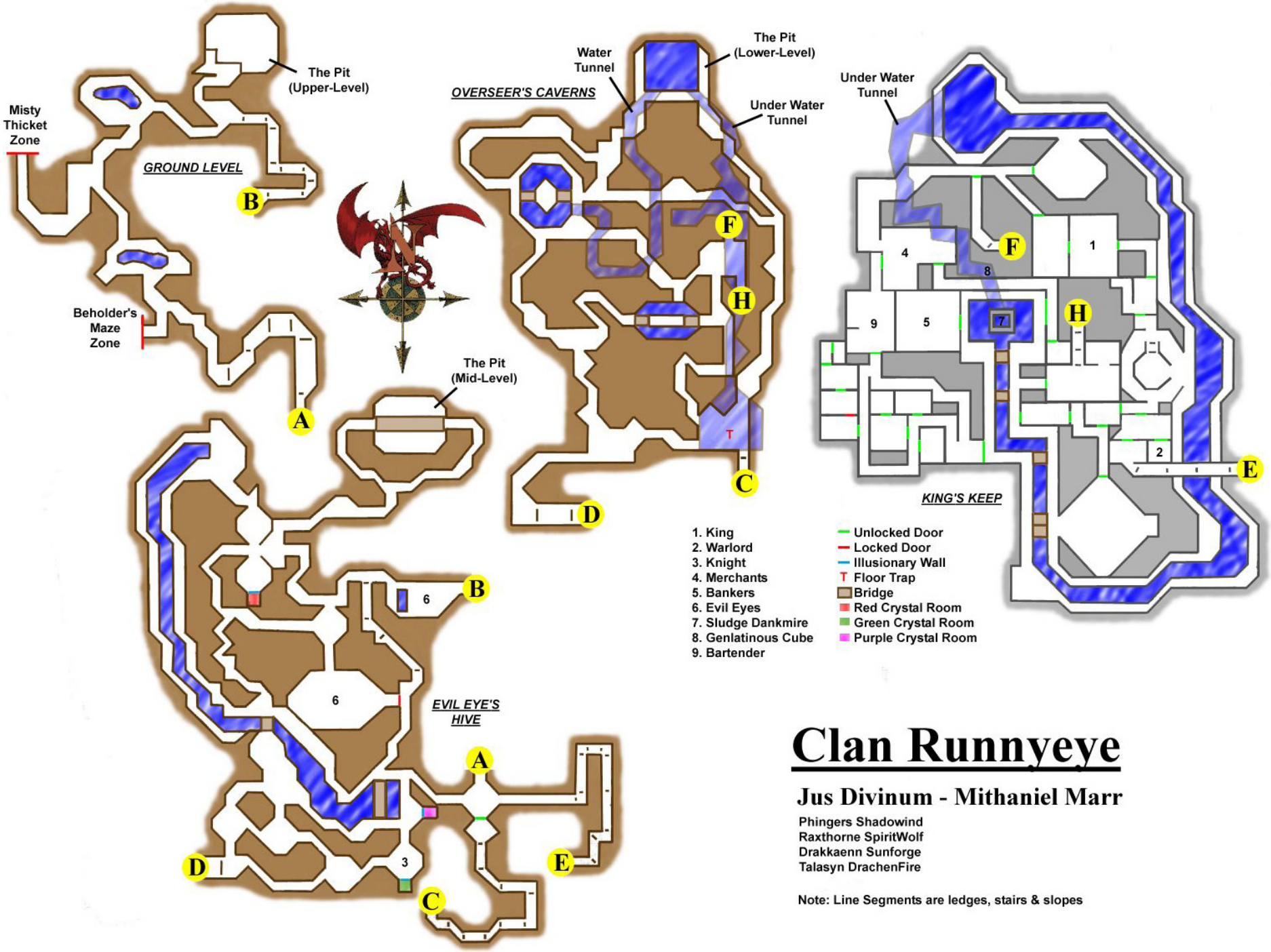


Findlegrob, Bindlegrob, & Thindlegrob
Ankhefenmut & Zazamoukh
Broog Bloodbeard {Giant}
Kezzel D'Leryt {necro}
Shardwing (40) Onyx Drake Scale Cloak
Oculys Ogrefiend (Giant) Totemic Armor,
Petrafin (40) {Basilisk}, Granite Bracer
Syythrak {Lizardman} Mortificator's Staff, Vest

Gazhak The Bezerker Mithril Girth, Slayers Axe
Tbrinn Ember {halfling}
Quid Rilstone
Brother Zephyl
Hasten Bootstrutter


Rathe Mountain
2000
1000
0
-1000
-2000
-3000
6000
5000
4000
3000
2000
1000
0
-1000
-2000
Orc camp
Druids
INN
To Rathe Lake
(3411,3036)
Gypsy camp
INN
Ankhefenmut
Bandids Camp
Orc camp
Shop&Paladin camp
Cycrope
Ruin
Lizard Camp
Bone Camp
Gypsy camp
Shop
Hill Giants
Ruin
Lizard Camp
Lizard Camp
Bone Camp
Bone Camp
To Feerrot
(415,-3083)
Orc camp
Zazamouth


200
100
0
-100
-200
300
200
100
0
-100
To Misty Thicket
Level Two
To Gorge of King Xorbb
Level Two



Clan Runnyeye

Jus Divinum - Mithaniel Marr

Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge
Talasyn DrachenFire

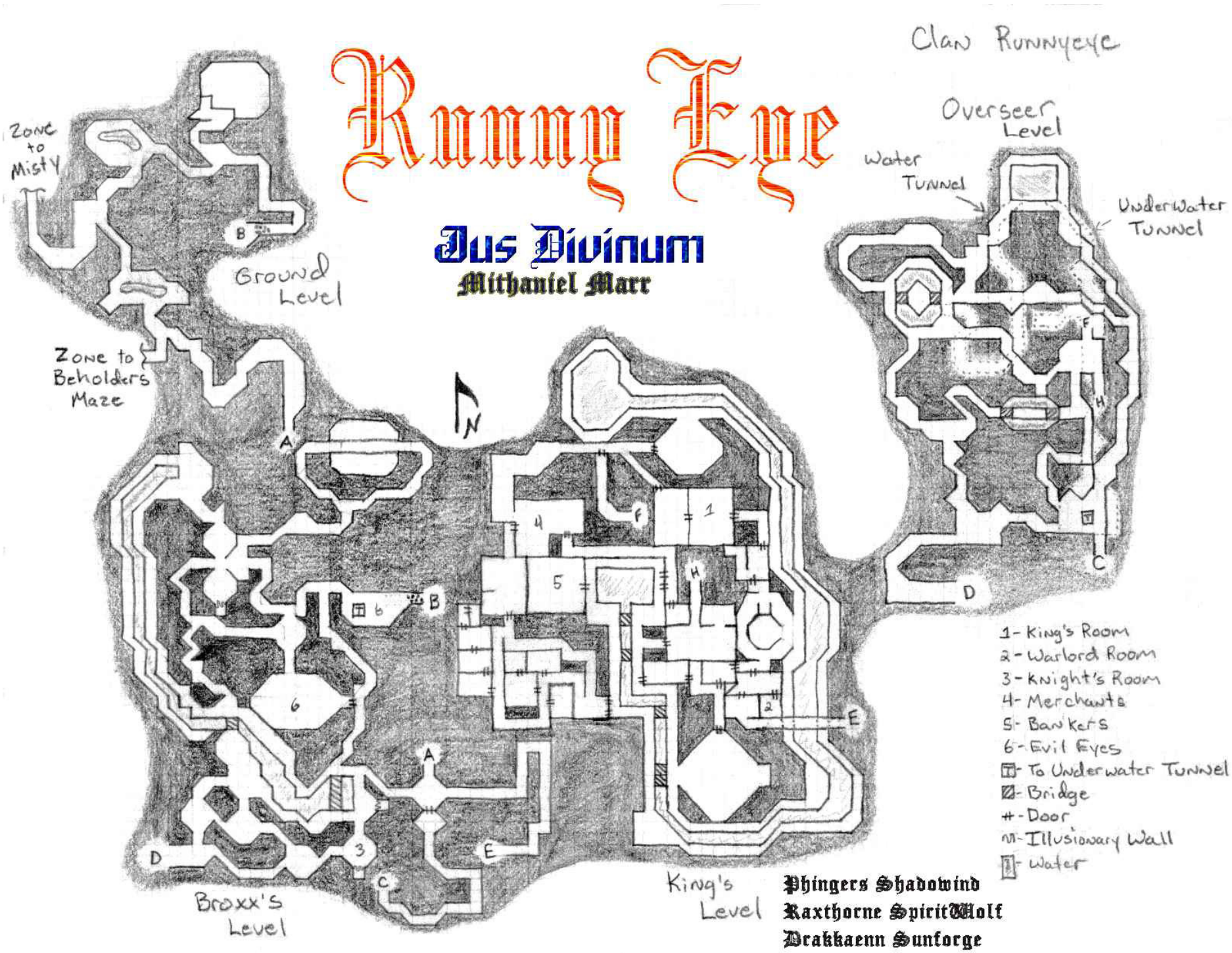
Note: Line Segments are ledges, stairs & slopes

200
100
0
-100
-200
300
200
100
0
-100
-200
1
2
3
4
5
Level One
Level One
Level Three
Level Three

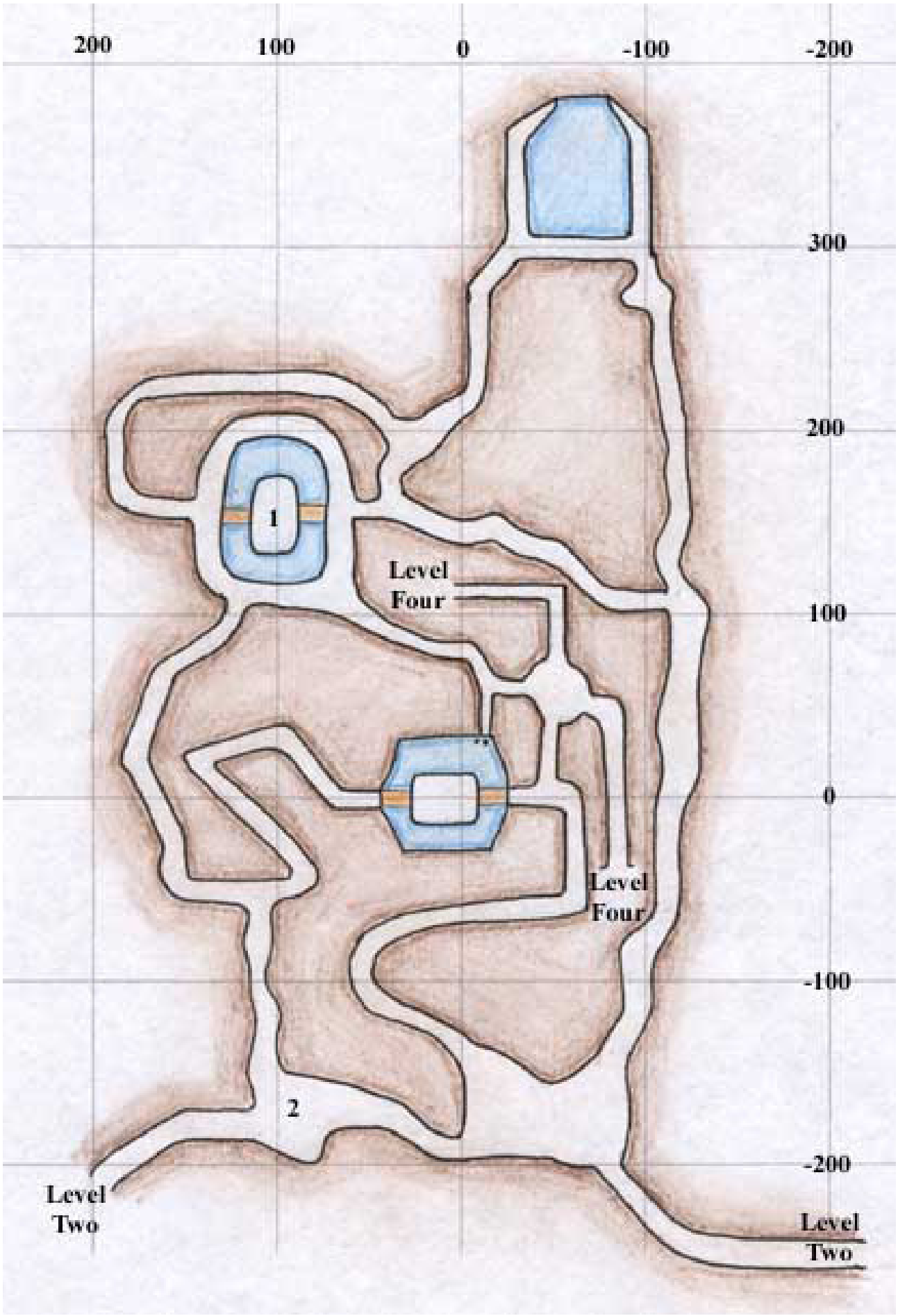
Runny Eye

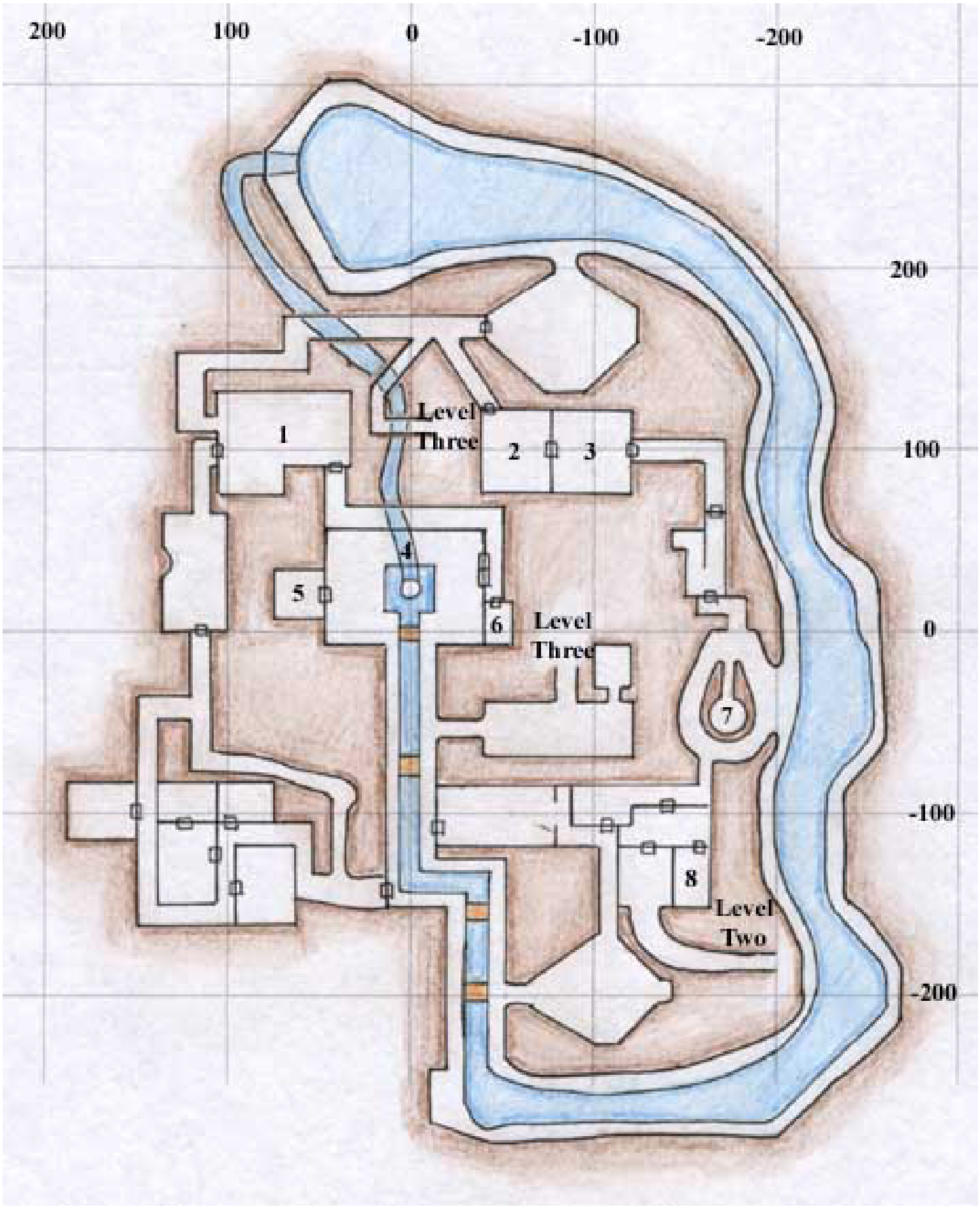
Jus Divinum

Mithaniel Marr



Phingers Shadowind
Raxthorne SpiritWolf
Drakkaenn Sunforge

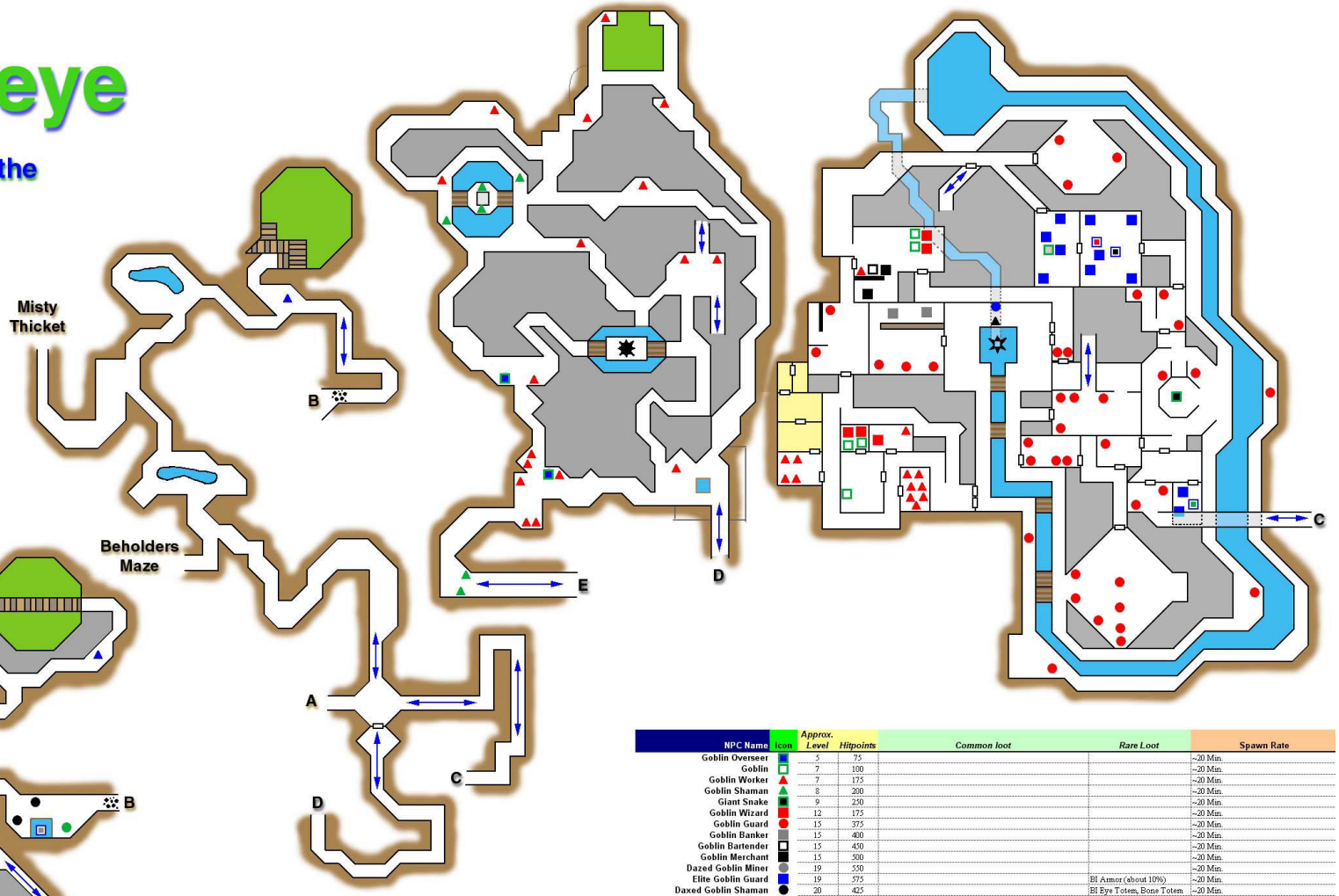

200
100
0
-100
-200
300
200
100
0
-100
-200
1
2
Level Four
Level Four
Level Two
Level Two

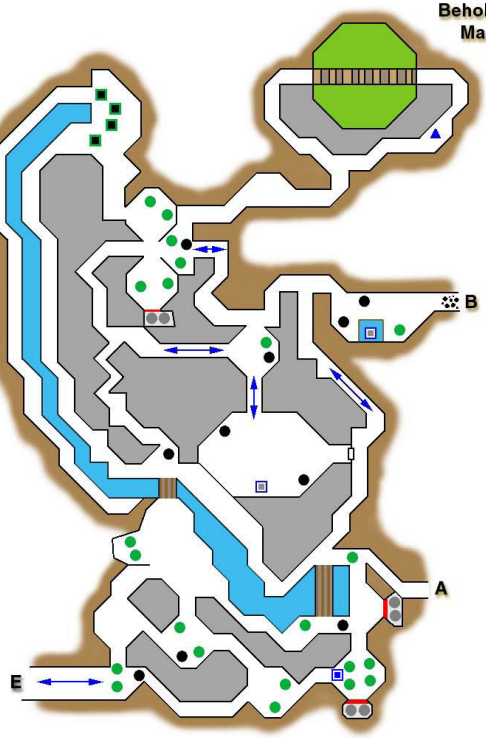

200
100
0
-100
-200
200
100
0
-100
-200
1
2
3
4
5
6
7
8
Level Three
Level Three
Level Two

Runnyeye

By ZEWT of The Rathe

- Door
- Bridge
- Transparent Wall





NPC Name	Icon	Approx. Level	Hitpoints	Common loot	Rare Loot	Spawn Rate
Goblin Overseer		5	75			~20 Min.
Goblin		7	100			~20 Min.
Goblin Worker		7	175			~20 Min.
Goblin Shaman		8	200			~20 Min.
Giant Snake		9	250			~20 Min.
Goblin Wizard		12	175			~20 Min.
Goblin Guard		13	375			~20 Min.
Goblin Banker		15	400			~20 Min.
Goblin Bartender		15	450			~20 Min.
Goblin Merchant		15	500			~20 Min.
Dazed Goblin Miner		19	550			~20 Min.
Elite Goblin Guard		19	575		BI Armor (about 10%)	~20 Min.
Daxed Goblin Shaman		20	425		BI Eye Totem, Bone Totem	~20 Min.
Gelatinous Cube		20	650	Cat Skull Cap (*always drops*)		~20 Min.
Dazed Goblin Guard		21	700		BI Armor (misc.)	~20 Min.
Goblin Captain		23		Fractured Femur (*always drops*)		~20 Min.
Goblin Warlord		23	800	BI Armor, BI Medallion	Sleek Black Cape	~20 Min.
Goblin King		24	875	BI Amulet, BI Armor	BI Crown, Grotesque Mask	~20 Min.
Slime Elemental		25				~20 Min. Found near slime bridge area.
Goblin Knight		25		BI Bastard Sword		Rare (~4 hours)
Sludge Dankmire(Aqua Goblin)		25		Icon of the Feratant (Cleric Quest Item) (*always drops*)	BI Totem	Rare (~4 hours)
Evil Eye		28		Runes Parts for Crafted Armor (Warrior)	Onyx Ring	~20 Min.
Borxx(Evil Eye)		32		Crystal Lens (Observer Staff component) (*always drops*)		Random, based on Placeholder.

Levels are approximate, may vary by 1 or 2.

Map Legend	Icon
Ramp or Stairs Up and Down	
Wood Bridge	
Fake Wall	
Door	
Unexplored Room	
Water	
Boulders	
Wood Floorboards	

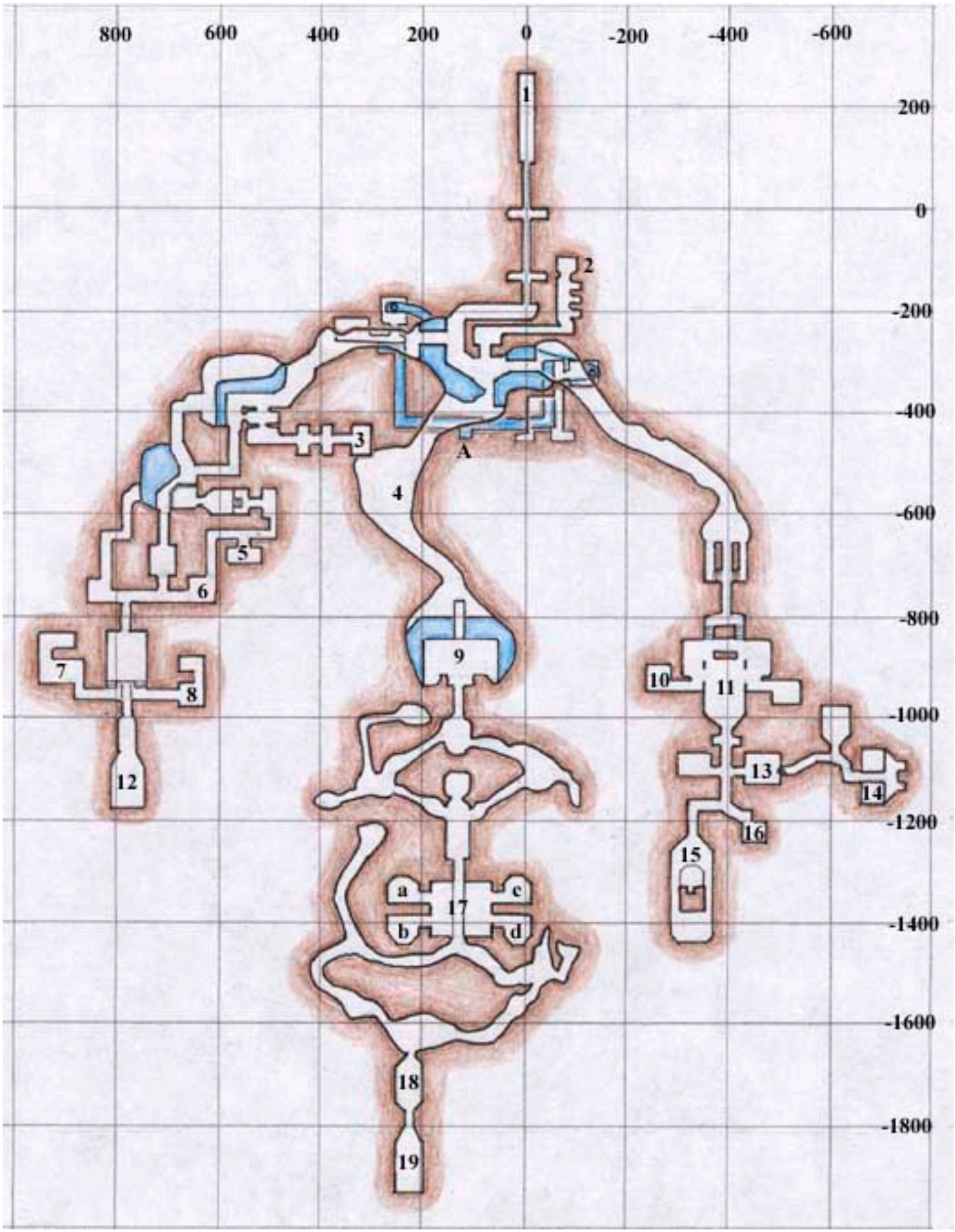
This map is a work in progress, it will never be complete or 100% accurate so use it with that warning in mind. My hat is off to 989 Studios for the amazing zones they have created. Their creations have been a tremendous joy to explore and discover.

The placement of NPC's only represents fixed NPC's, there are a great number of roving 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 as I am not a rogue I could not explore further. Maybe you can. Good Luck.

This map was created using Photoshop, and the original has great detail and is a very large document. If you are interested in a copy I can be contacted at rapp@jps.net.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600
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200
0
-200
-400
-600
200
0
-200
-400
-600
-800
-1000
-1200
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-1600
-1800
1
2
3
4
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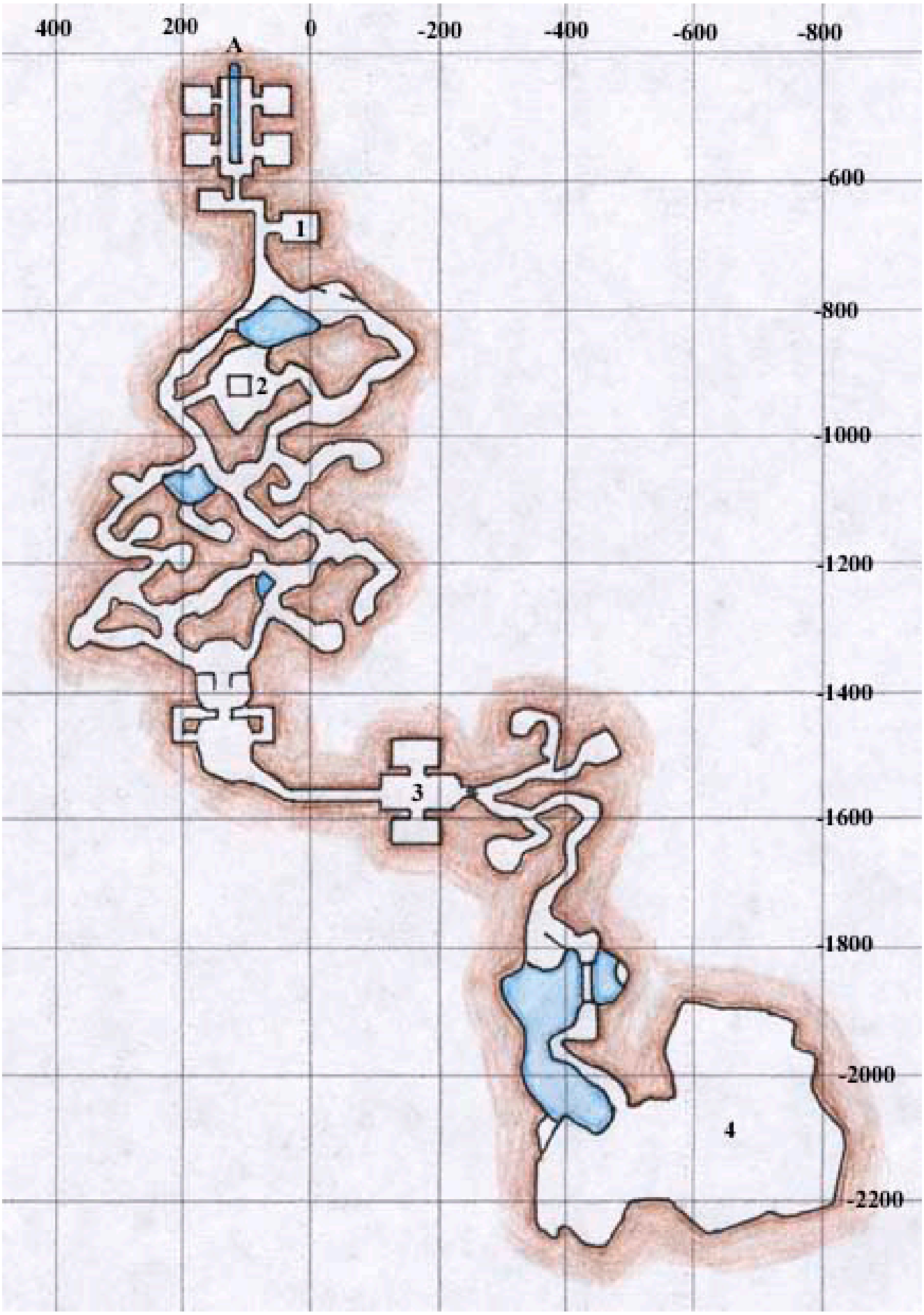
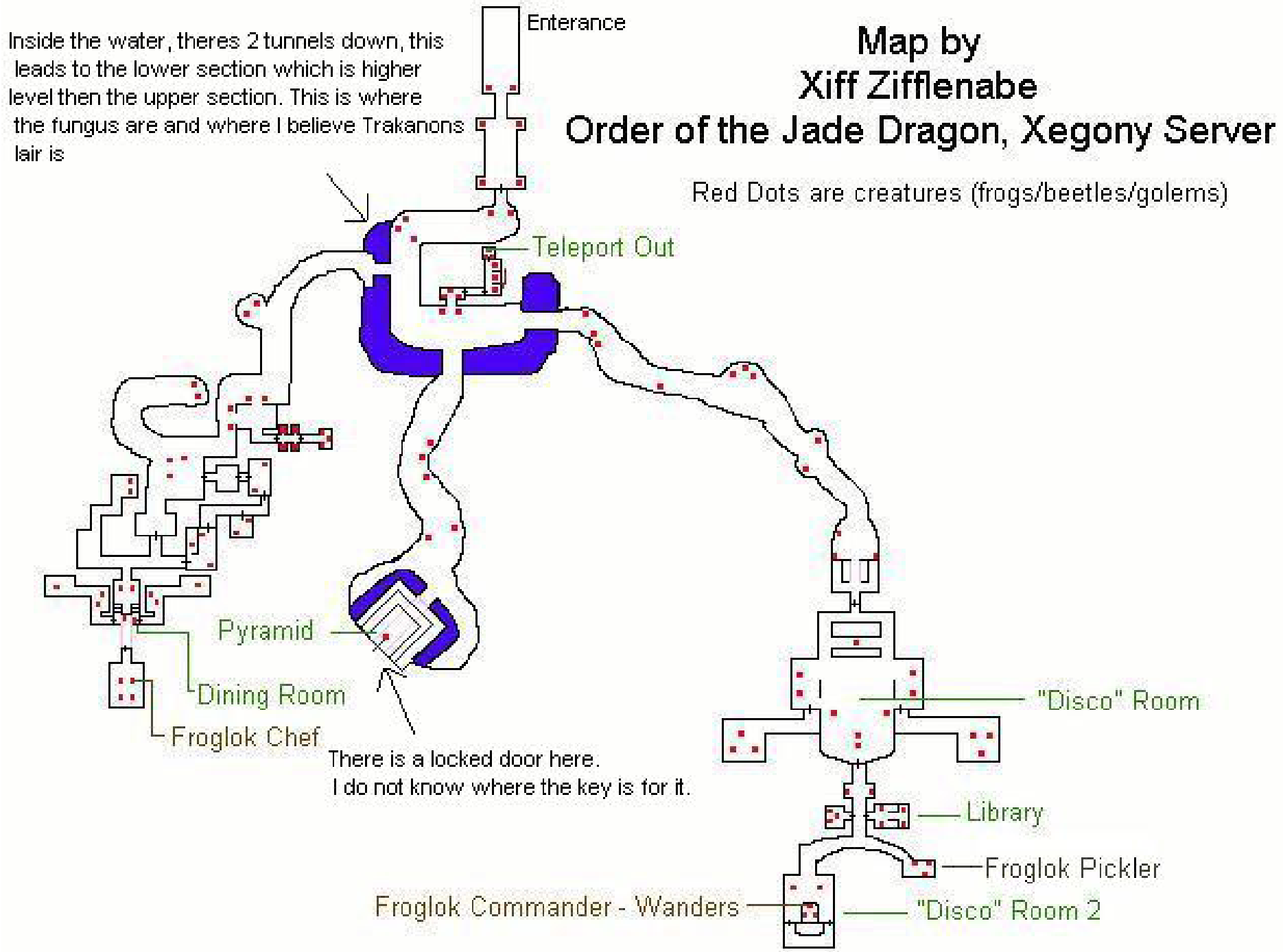
12
13
14
15
16
17
18
19
A
a
b
c
d


400
200
0
-200
-400
-600
-800
A
-600
1
-800
2
-1000
-1200
-1400
3
-1600
-1800
-2000
4
-2200

Old Sebilis
Mashroom Area
To
Trakanon's Lair
Bench Room
Jug Gate
Zone Portal
(To Traka Teeth)
King Castle
Brain
Room
To
Water
Room
Norrath Map Shop
2000/12/1
By Sika/Lanys

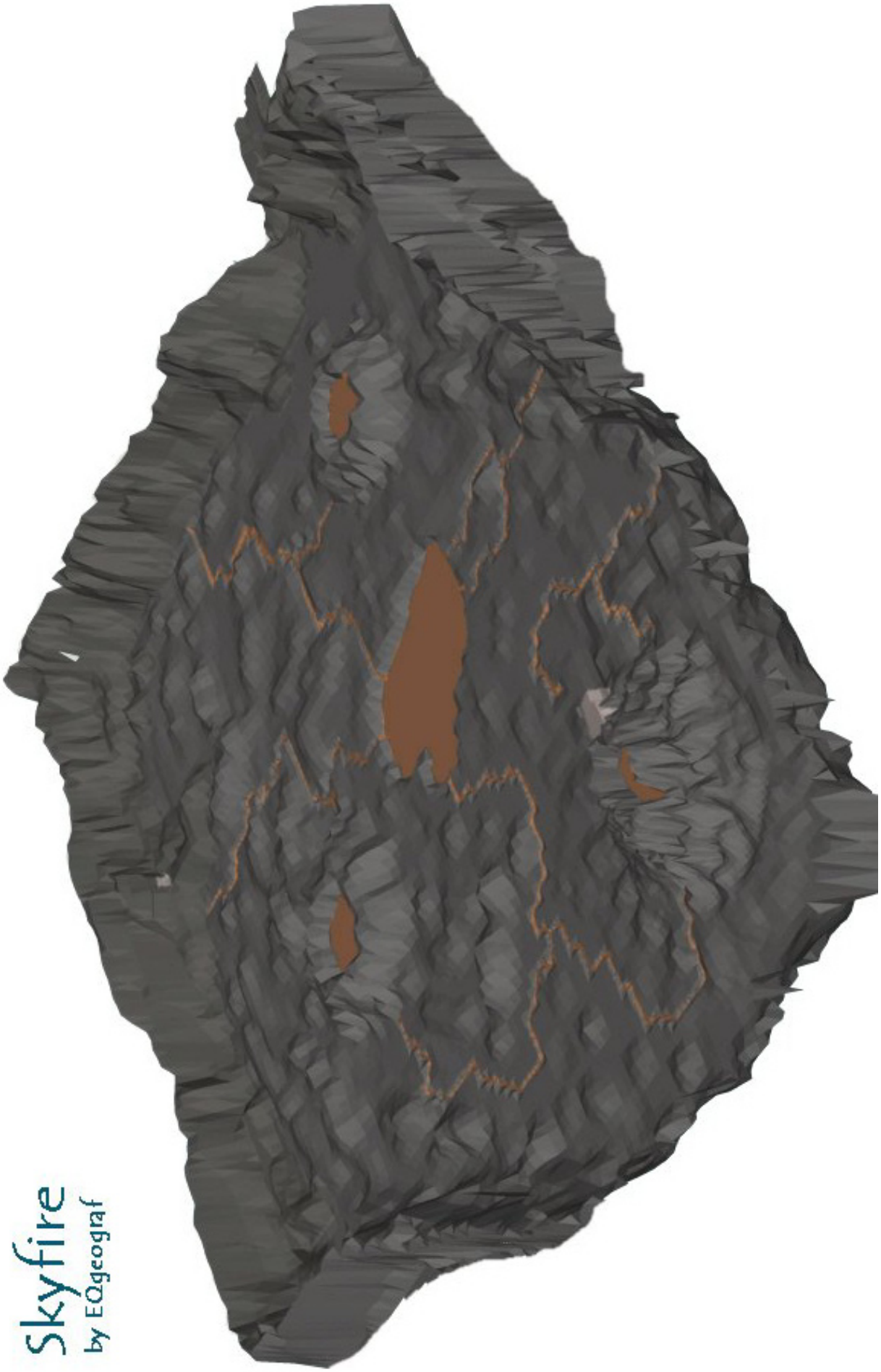

Map by
Xiff Zifflenabe
Order of the Jade Dragon, Xegony Server
Red Dots are creatures (frogs/beetles/golems)
Enterance
Inside the water, theres 2 tunnels down, this leads to the lower section which is higher level then the upper section. This is where the fungus are and where I believe Trakanons lair is
Teleport Out
Pyramid
Dining Room
Froglok Chef
There is a locked door here.
I do not know where the key is for it.
"Disco" Room
Library
Froglok Pickler
Froglok Commander - Wanders
"Disco" Room 2

Siren's Grotto
N
Draelon Stormsong
Zone to Western Wastes
Zone to Cobalt Scar
100
0
-200
-300
200
100
0
-100
-200
-300
-400
-500
-600
-700
-400
-800
-600
200
-700
-800
100
0
-100
-900

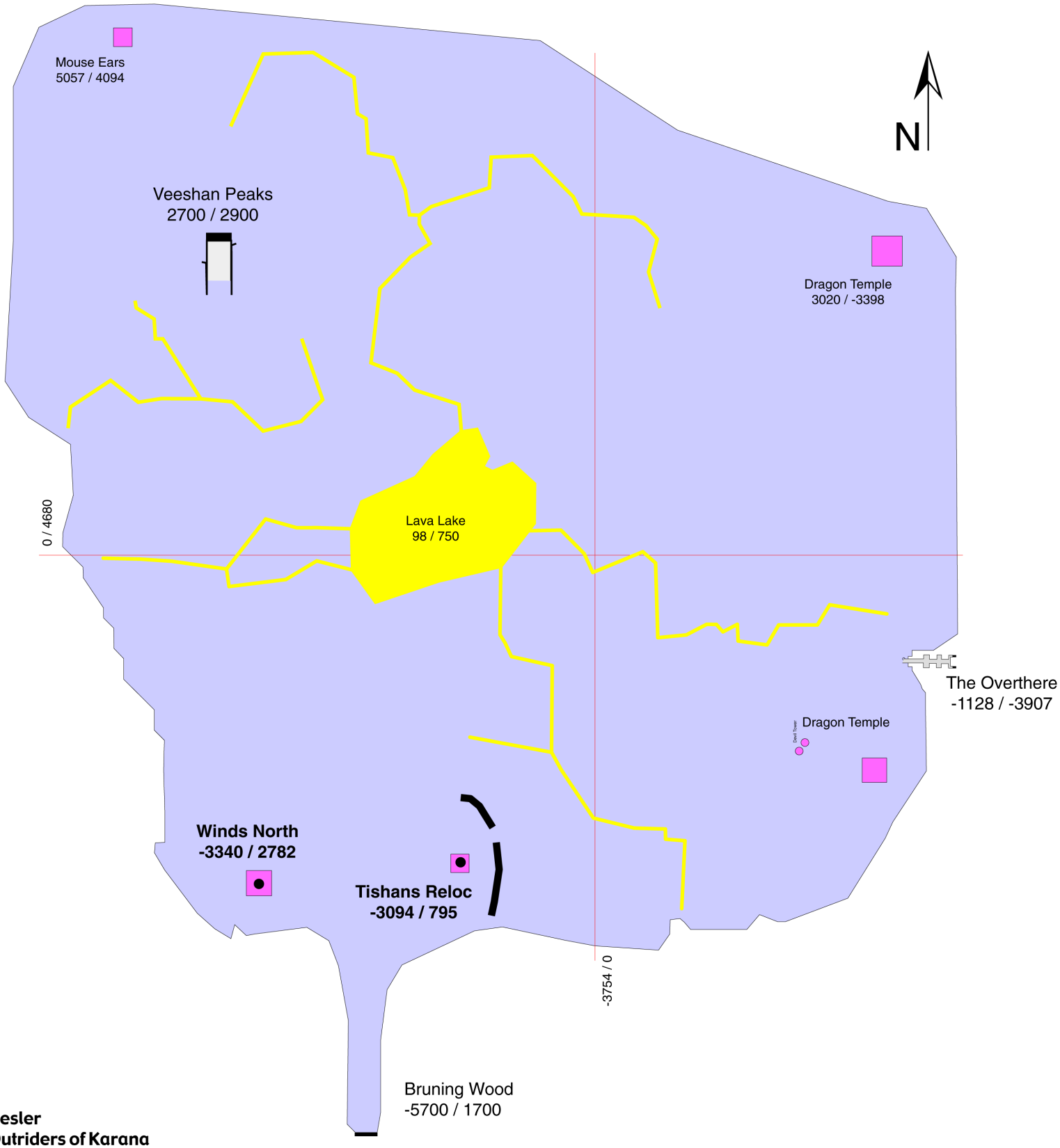
Siren's Grotto
N
Draelon Stormsong
Zone to Western Wastes
Zone to Cobalt Scar
100
0
-200
-300
200
100
0
-100
-200
-300
-400
-500
-600
-700
-400
-800
-600
200
-700
-800
100
0
-100
-900

Siren's Grotto
N
Draelon Stormsong
Zone to Western Wastes
Zone to Cobalt Scar
100
0
-200
-300
200
-100
-400
-500
-600
-700
-800
-900

5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
1
Veeshan's Peak
To The Overthere
4
3
2
To Burning Wood


Skyfire
by EQgeograf

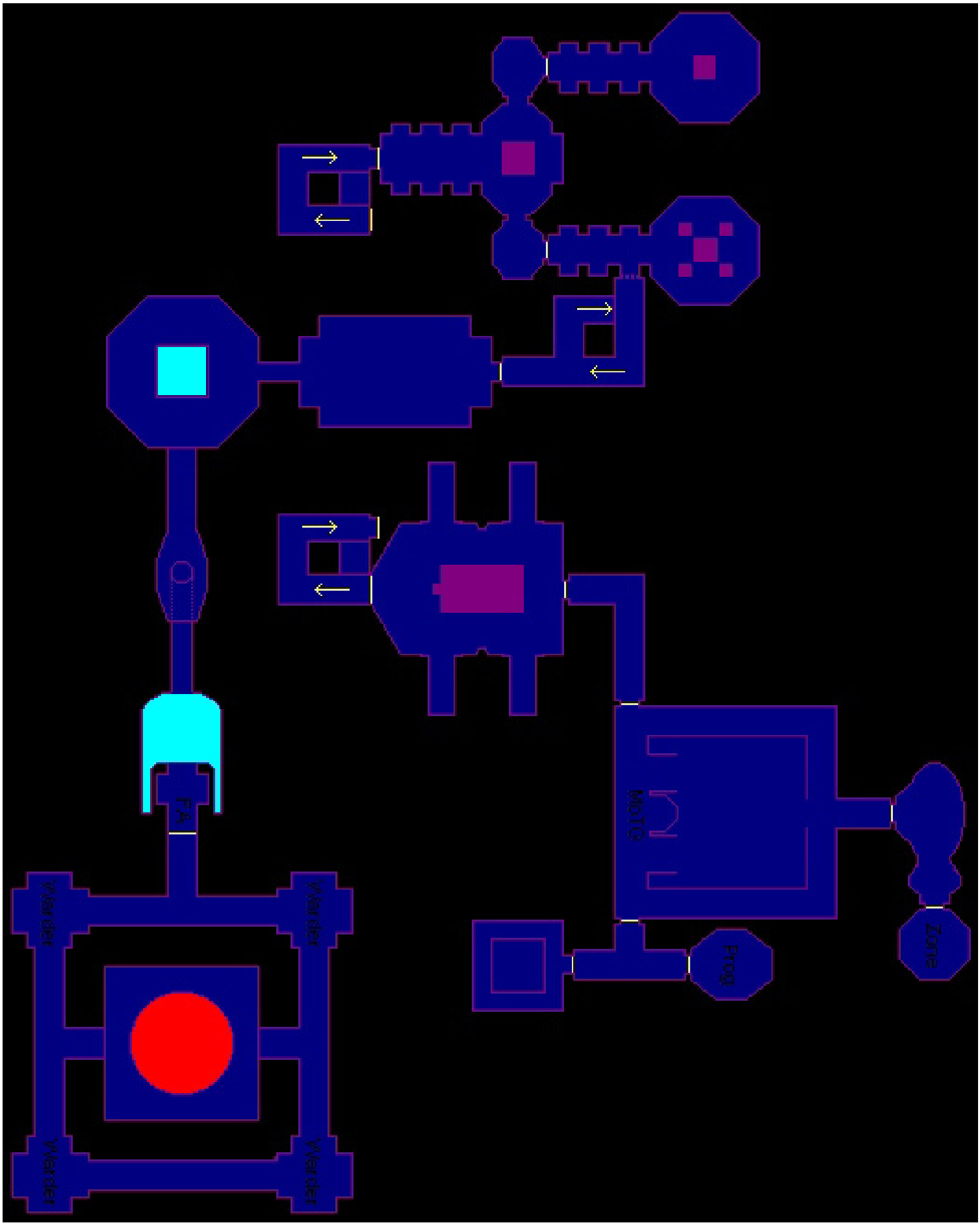
Skyfires Mountains

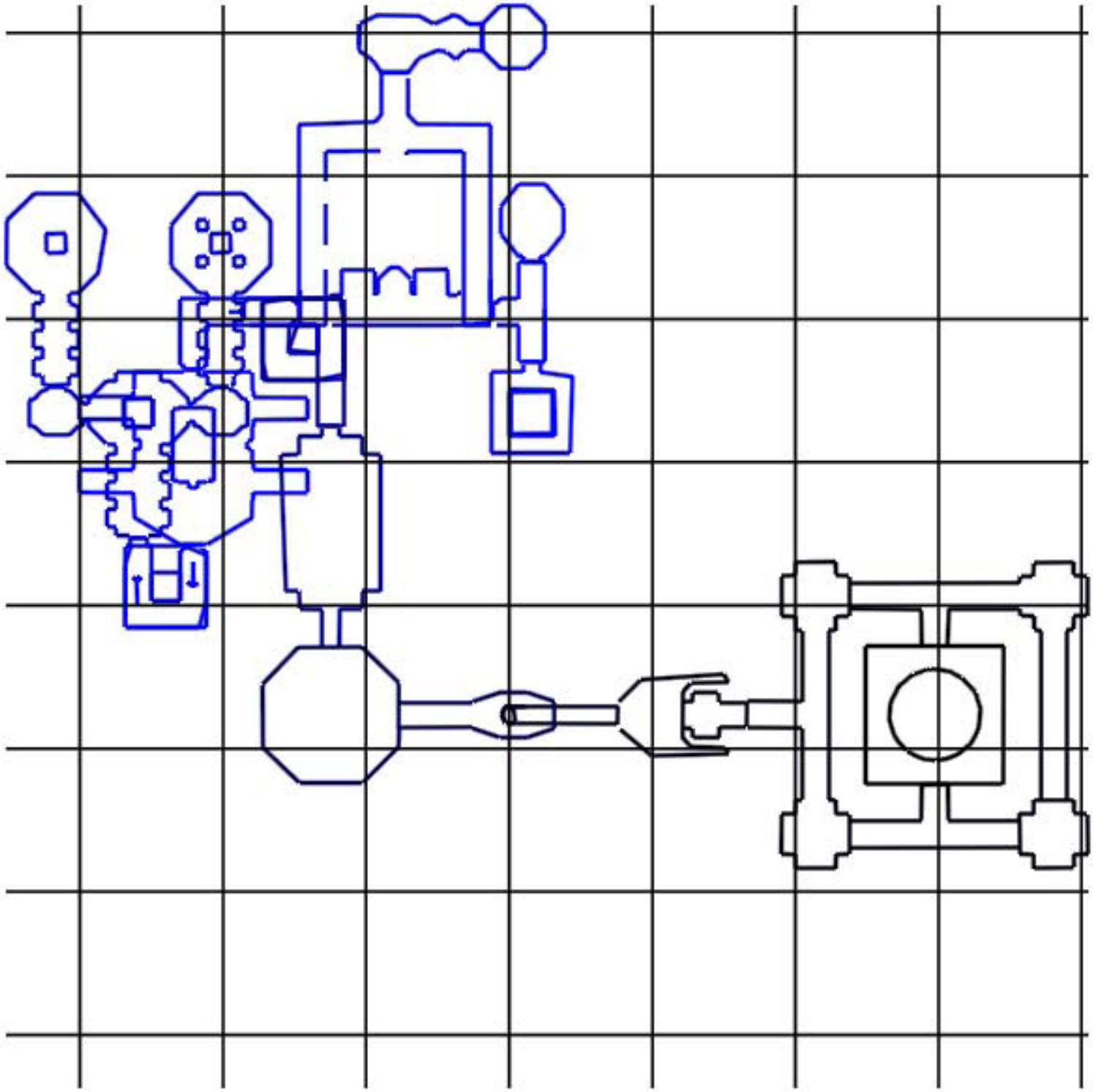


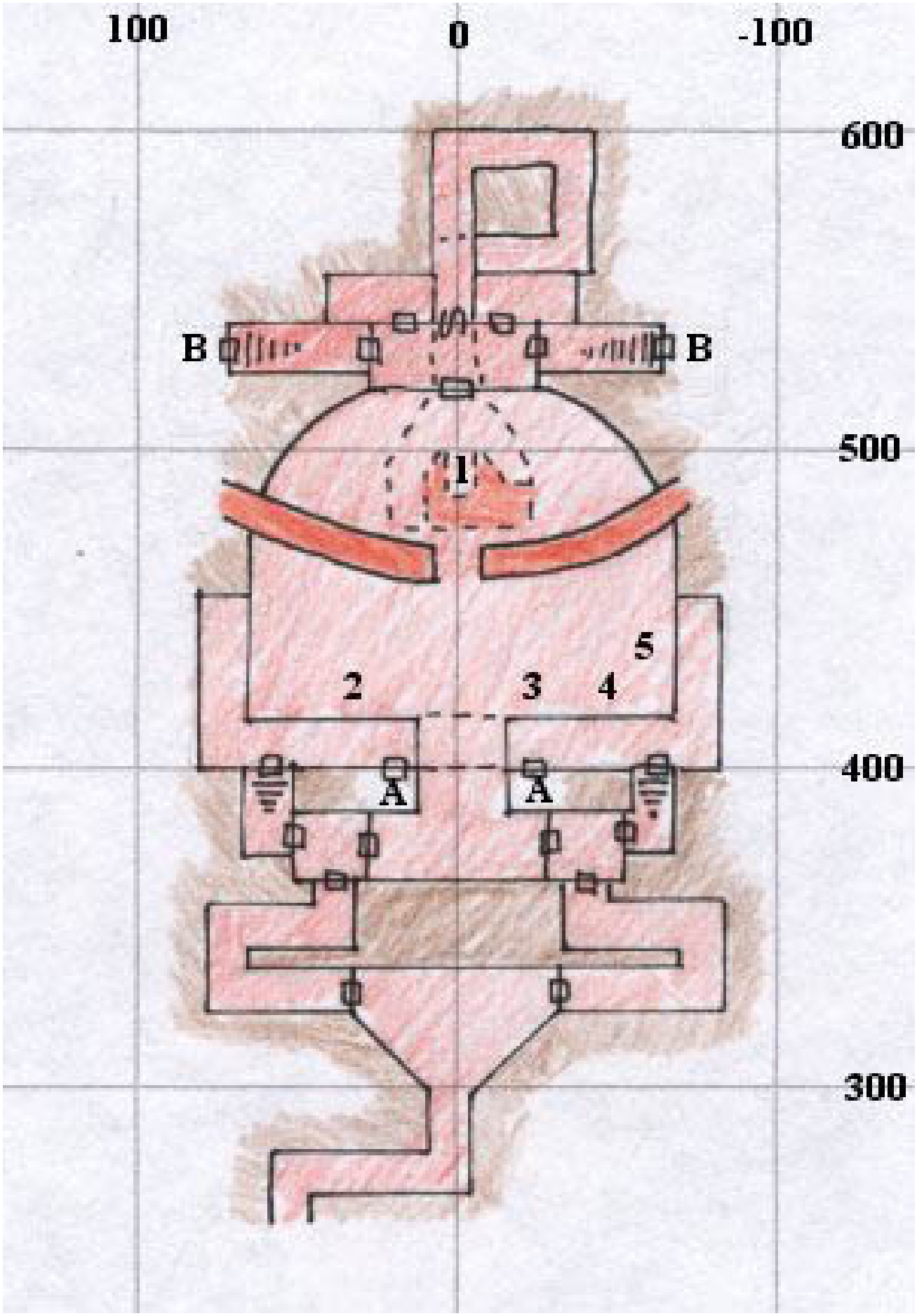
Gesler
Outriders of Karana
5/15/2000

Sleepers Tomb

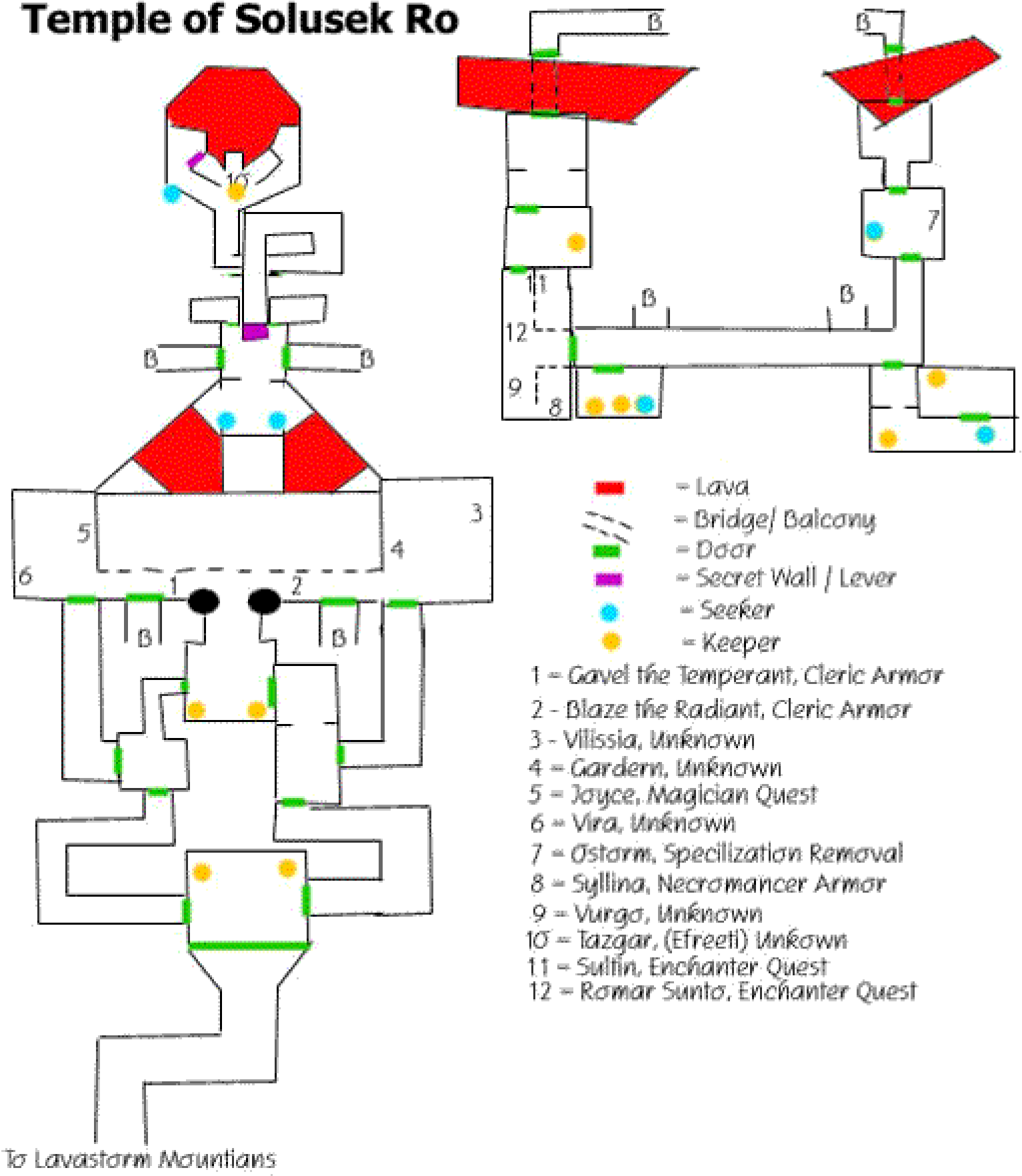
243

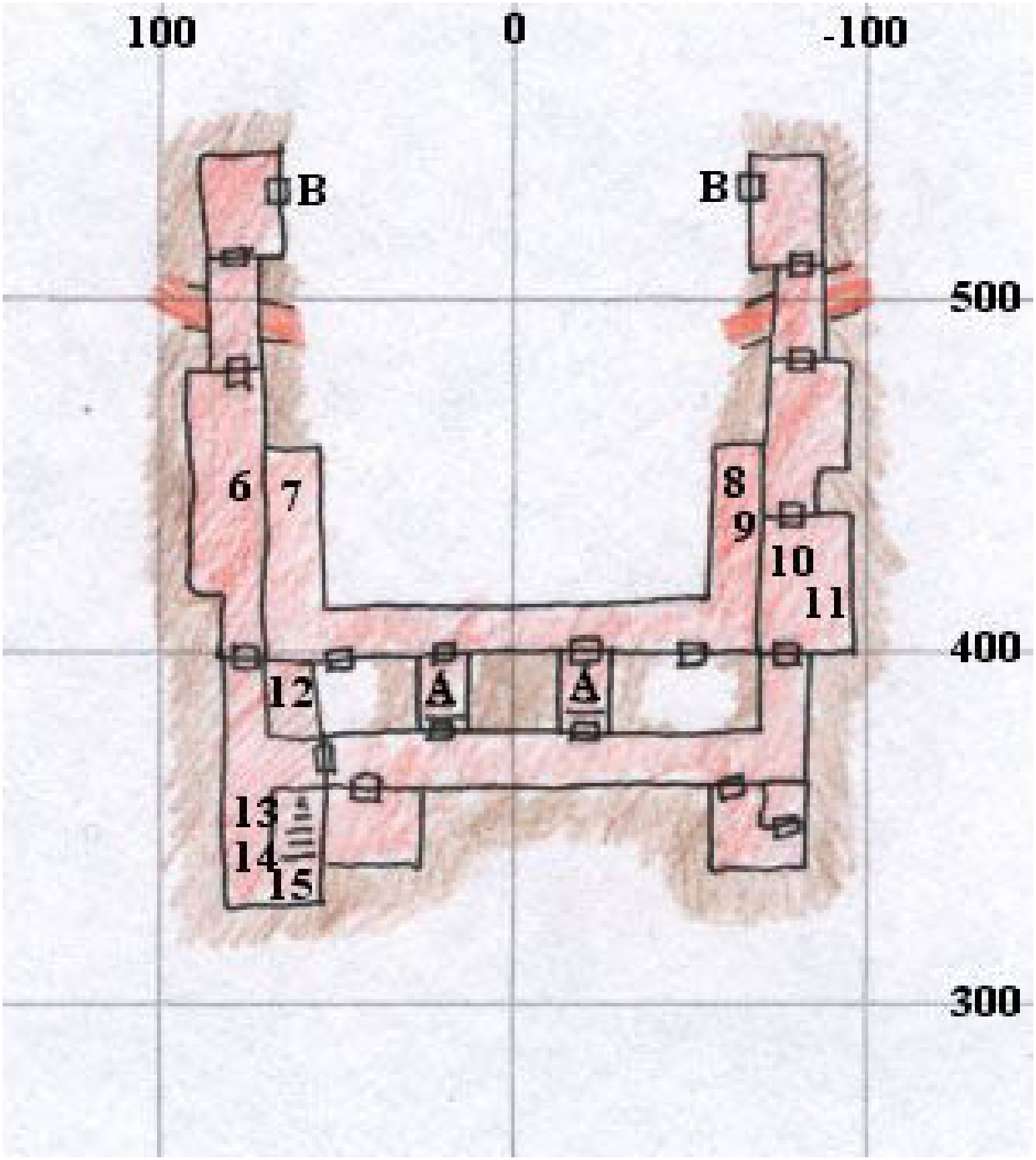





100
0
-100
600
500
400
300
B
B
1
2
3
4
5
A
A

Temple of Solusek Ro



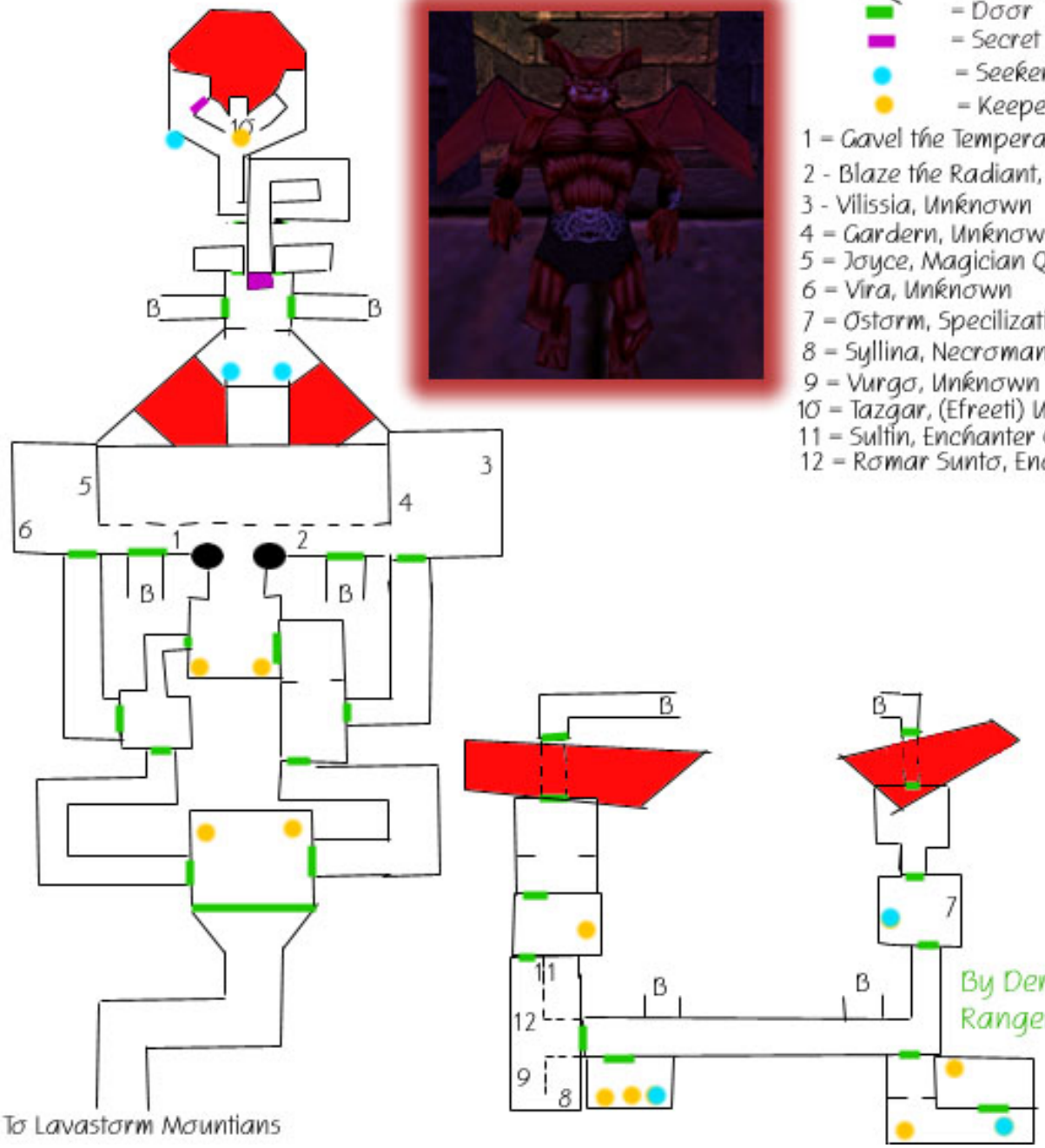

100
0
-100
500
400
300
B
B
6
7
8
9
10
11
12
A
A
13
14
15

Temple of Soulsek Ro

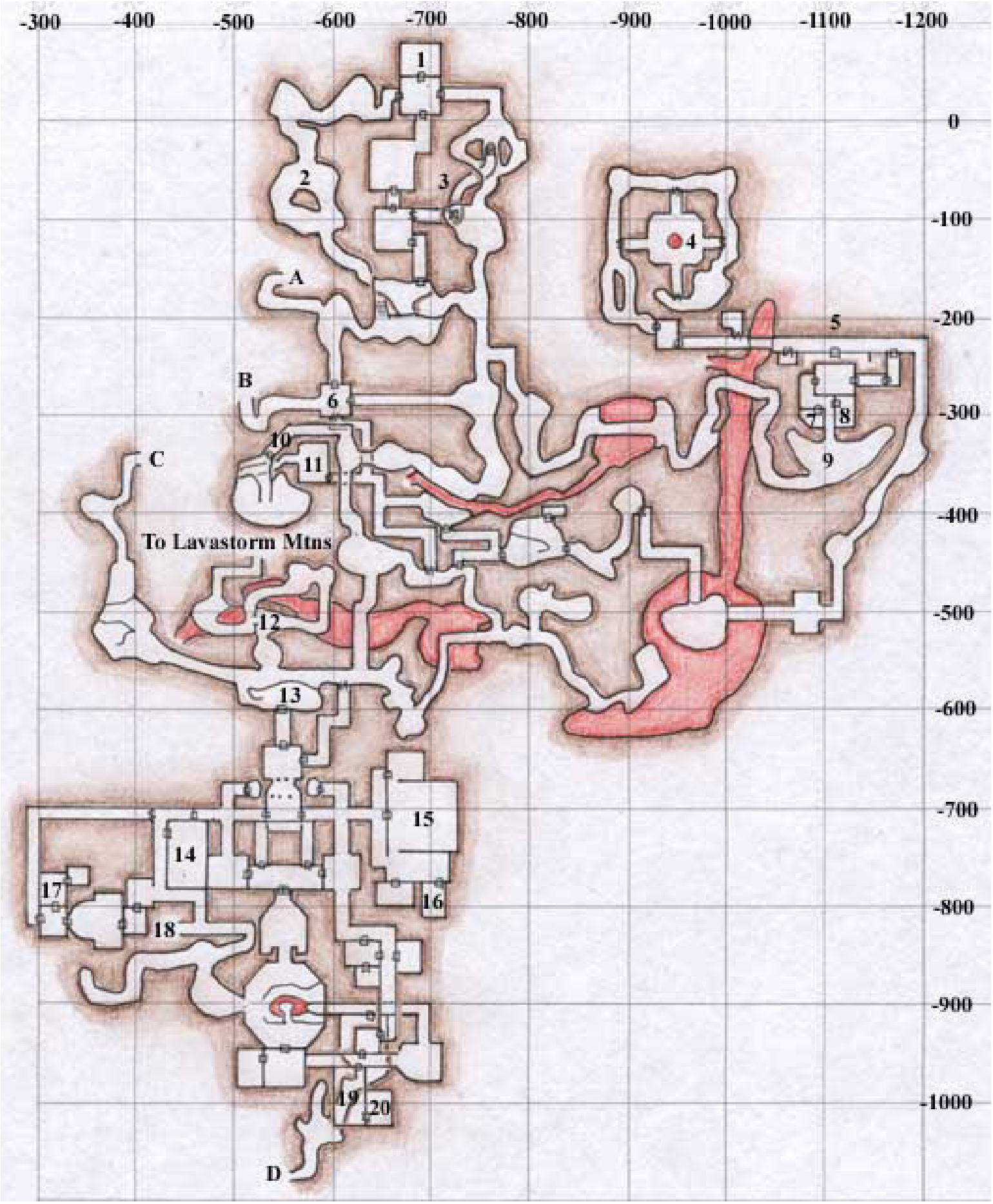
Key...

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

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



By Deriel Lagrion
Ranger of Tarew Marr


-300
-400
-500
-600
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-800
-900
-1000
-1100
-1200
0
-100
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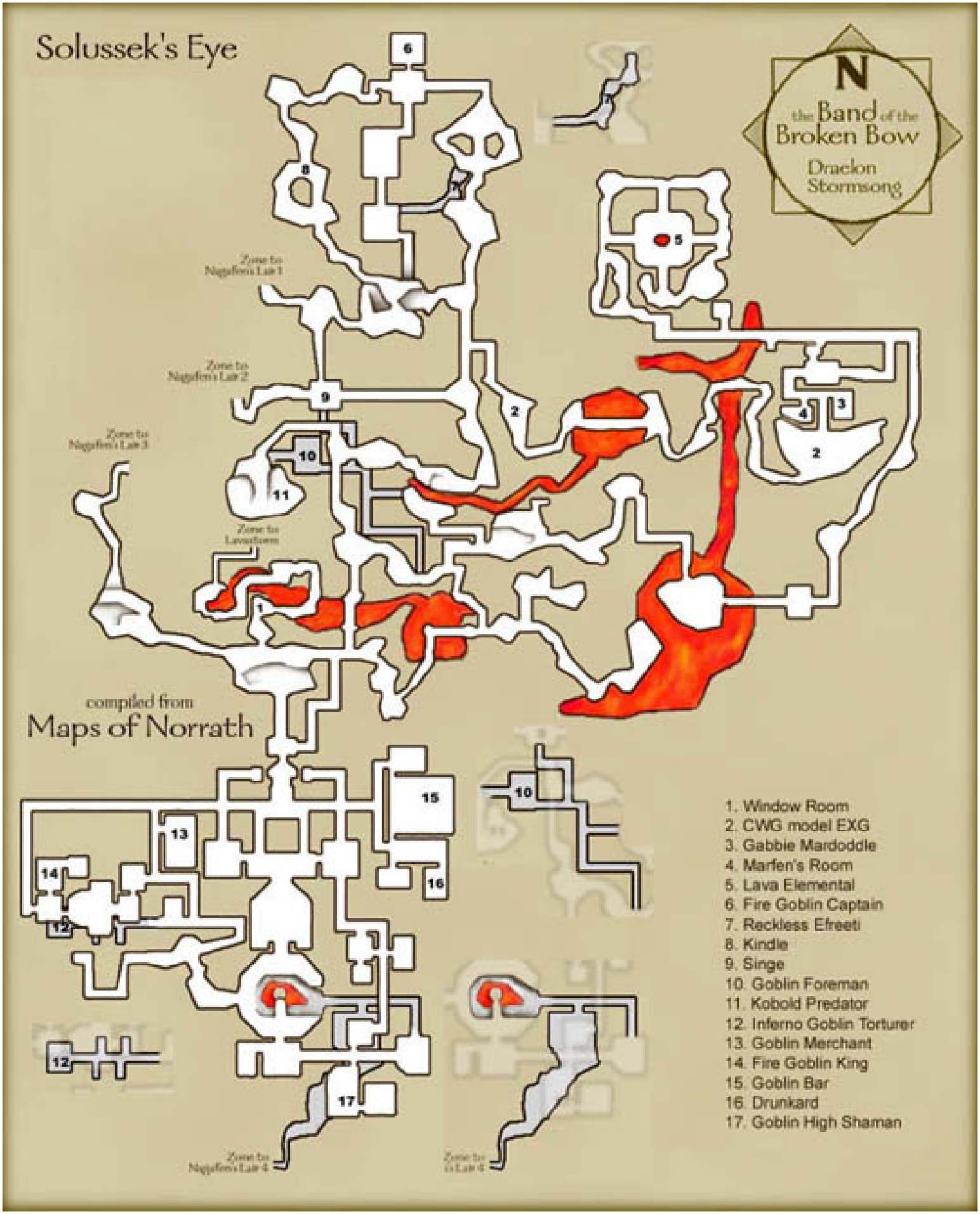
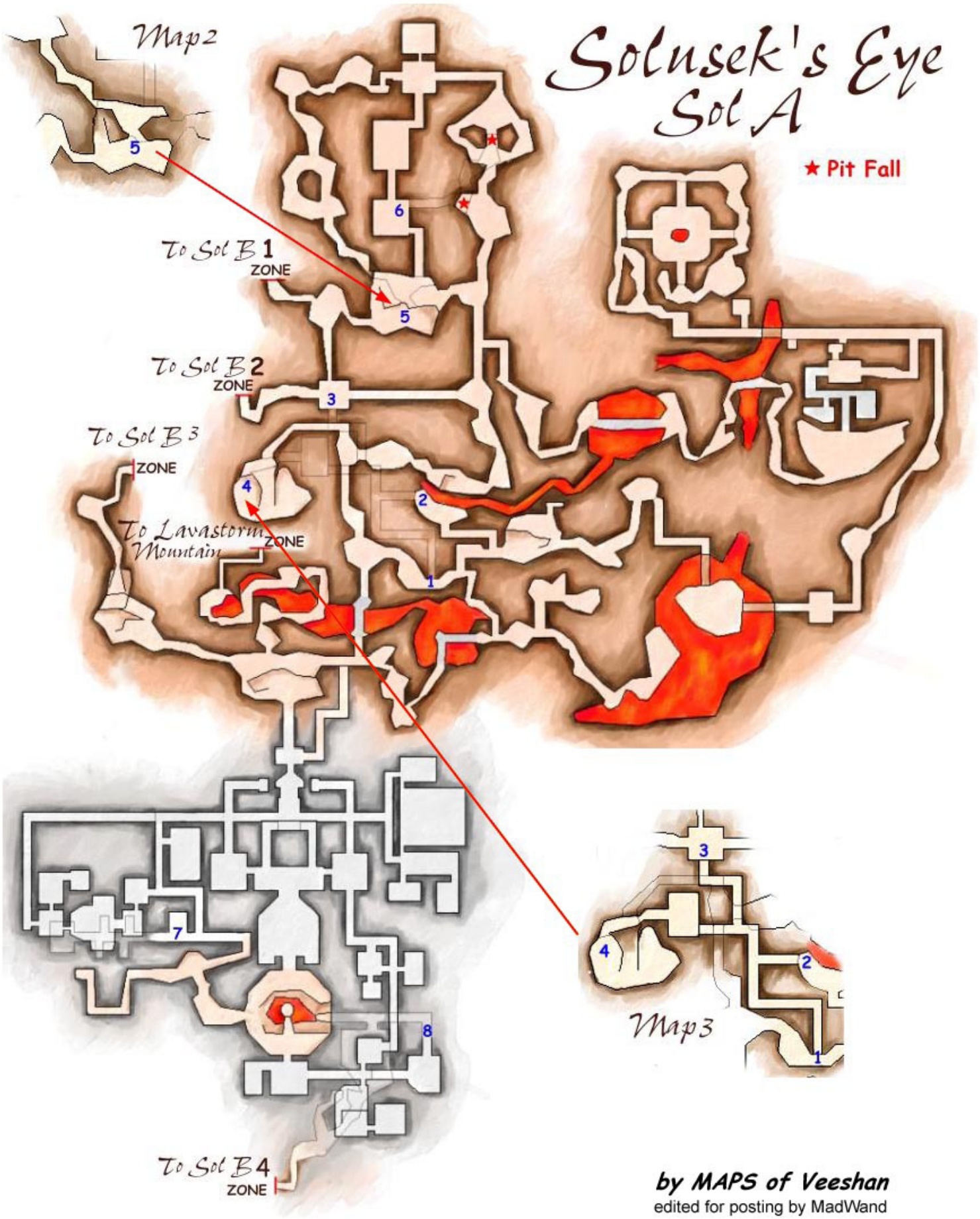
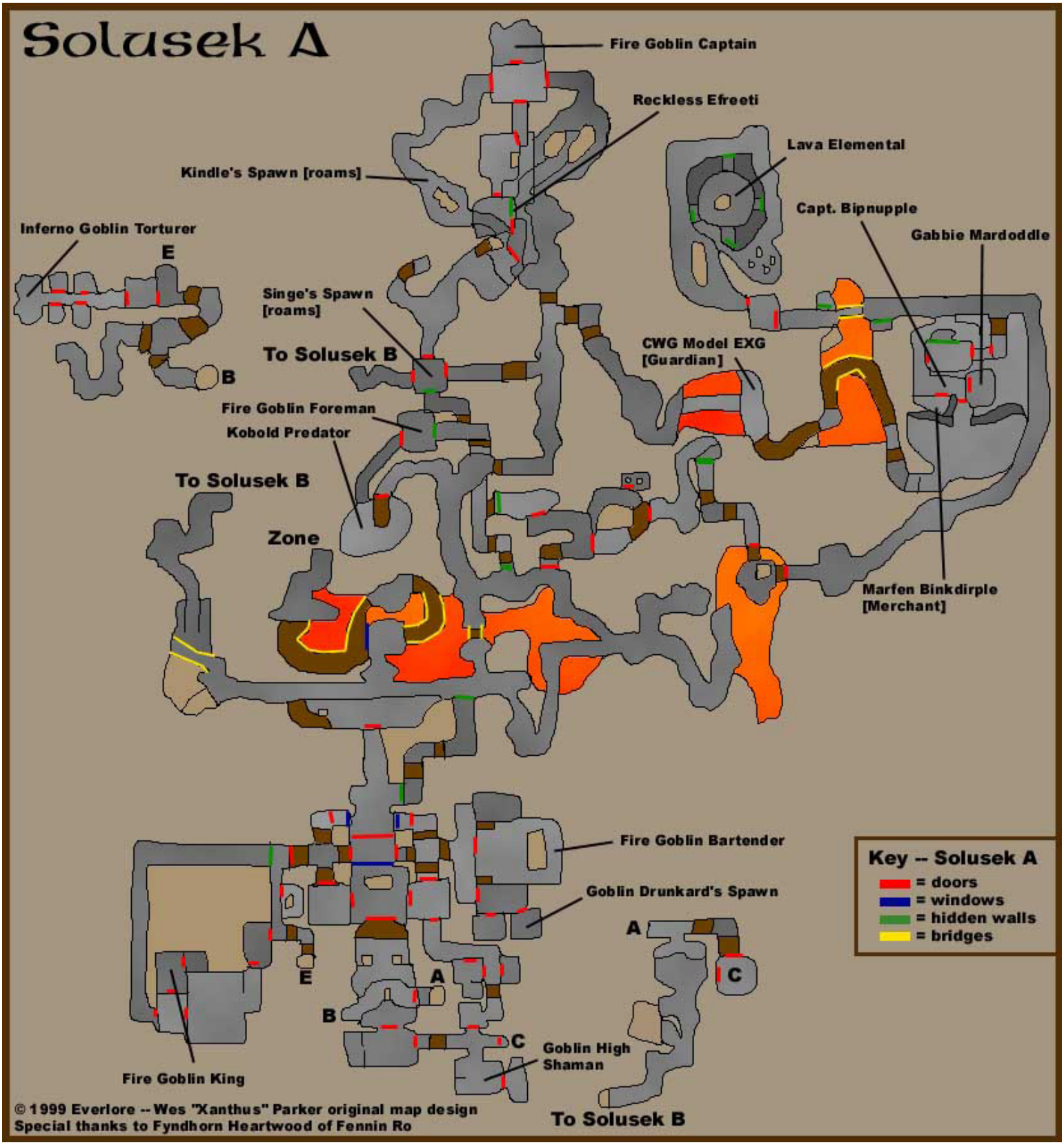
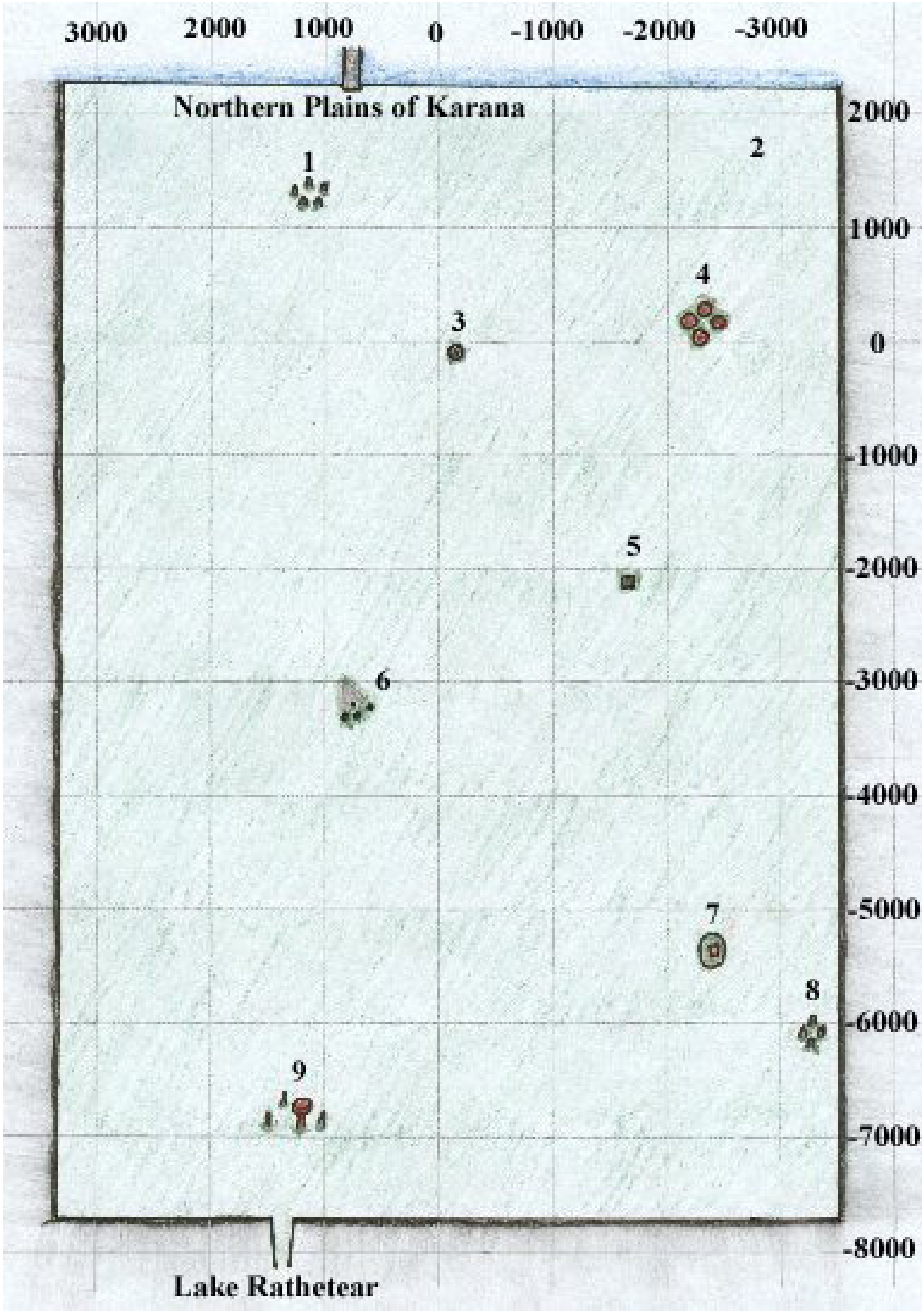
-300
-400
-500
-600
-700
-800
-900
-1000
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
A
B
C
D
To Lavastorm Mtns


Solussek's Eye
N
the Band of the Broken Bow
Draelon Stormsong
Zone to Naggfen's Lair 1
Zone to Naggfen's Lair 2
Zone to Naggfen's Lair 3
Zone to Lavaflows
Zone to Naggfen's Lair 4
Zone to Naggfen's Lair 4
compiled from
Maps of Norrath
1. Window Room
2. CWG model EXG
3. Gabbie Mardoddle
4. Marfen's Room
5. Lava Elemental
6. Fire Goblin Captain
7. Reckless Efreeti
8. Kindle
9. Singe
10. Goblin Foreman
11. Kobold Predator
12. Inferno Goblin Torturer
13. Goblin Merchant
14. Fire Goblin King
15. Goblin Bar
16. Drunkard
17. Goblin High Shaman



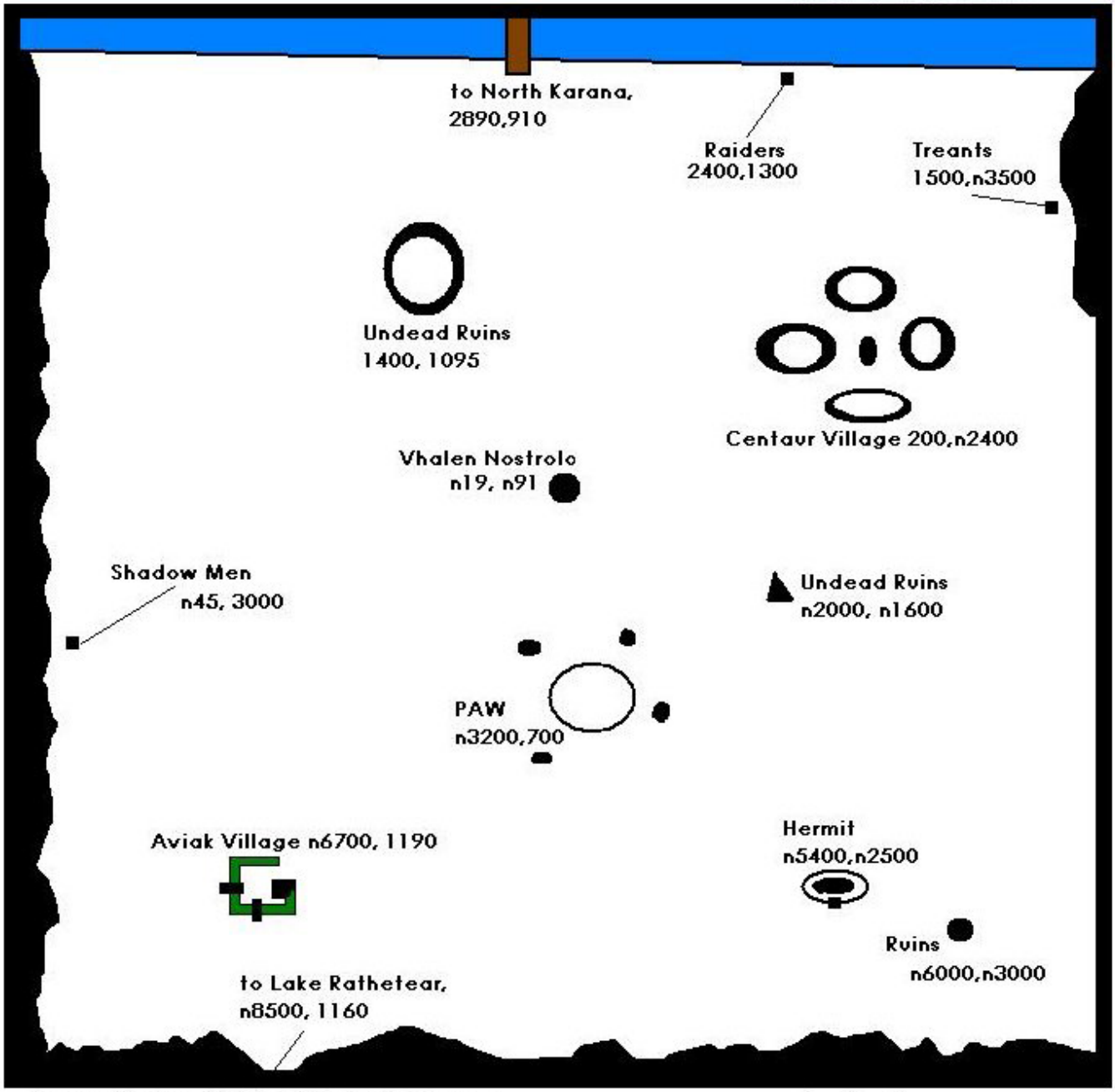
by MAPS of Veeshan
edited for posting by MadWand


Solusek A
Fire Goblin Captain
Reckless Efreeti
Lava Elemental
Kindle's Spawn [roams]
Capt. Bipnupple
Gabbie Mardoddle
Inferno Goblin Torturer
E
Singe's Spawn [roams]
To Solusek B
CWG Model EXG [Guardian]
B
Fire Goblin Foreman
Kobold Predator
To Solusek B
Zone
Marfen Binkdirple [Merchant]
Fire Goblin Bartender
Goblin Drunkard's Spawn
A
C
E
A
B
C
Goblin High Shaman
Fire Goblin King
© 1999 Everlore -- Wes "Xanthus" Parker original map design
Special thanks to Fyndhorn Heartwood of Fennin Ro
To Solusek B
Key -- Solusek A
= doors
= windows
= hidden walls
= bridges


3000
2000
1000
0
-1000
-2000
-3000
Northern Plains of Karana
2000
1000
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
1
2
3
4
5
6
7
8
9
Lake Rathetear

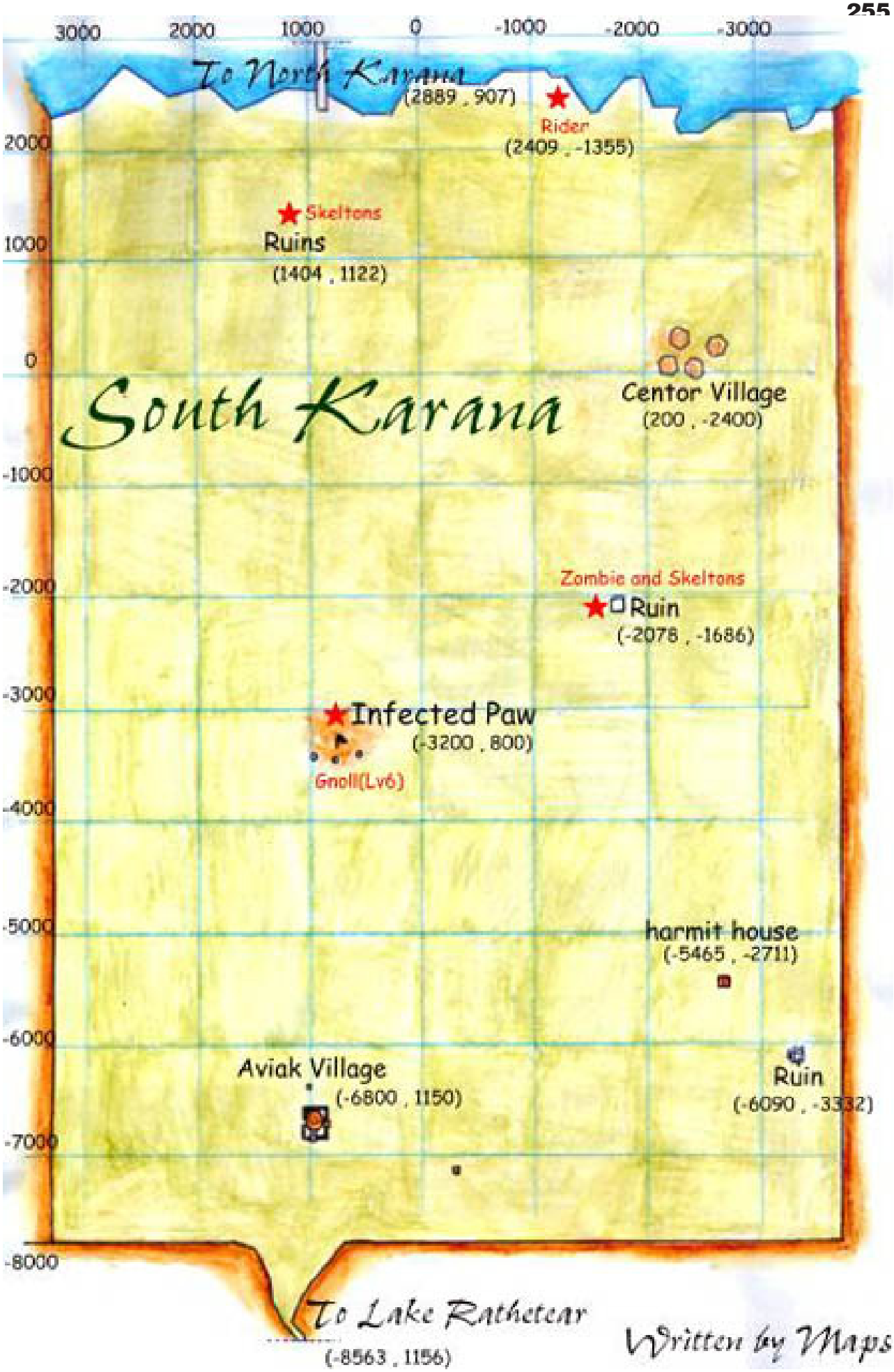
SOUTH KARANA

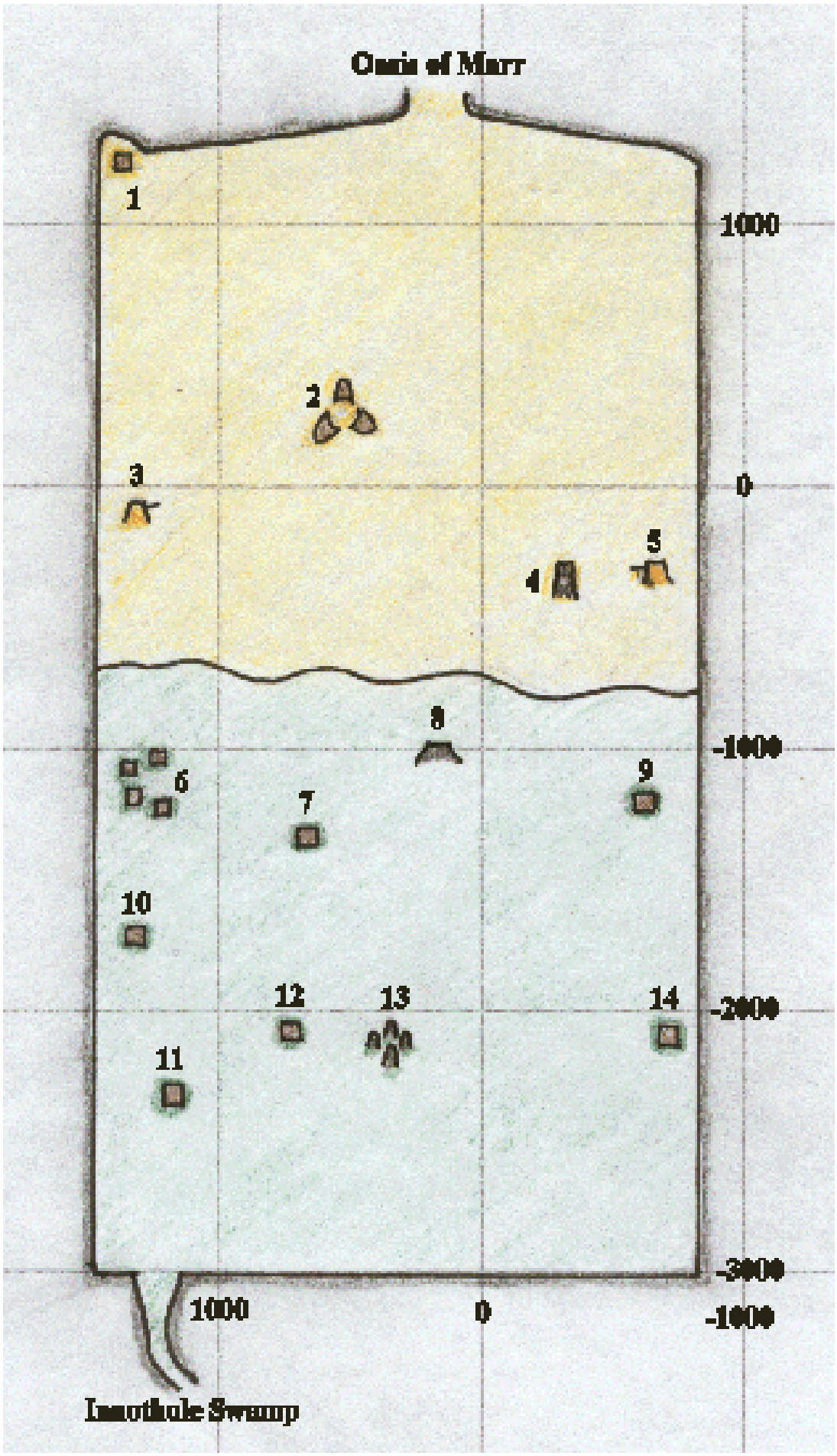
map by Lord Khan of The Taken on Cazic Thule



Synger Foxfyre (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 Braclet
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

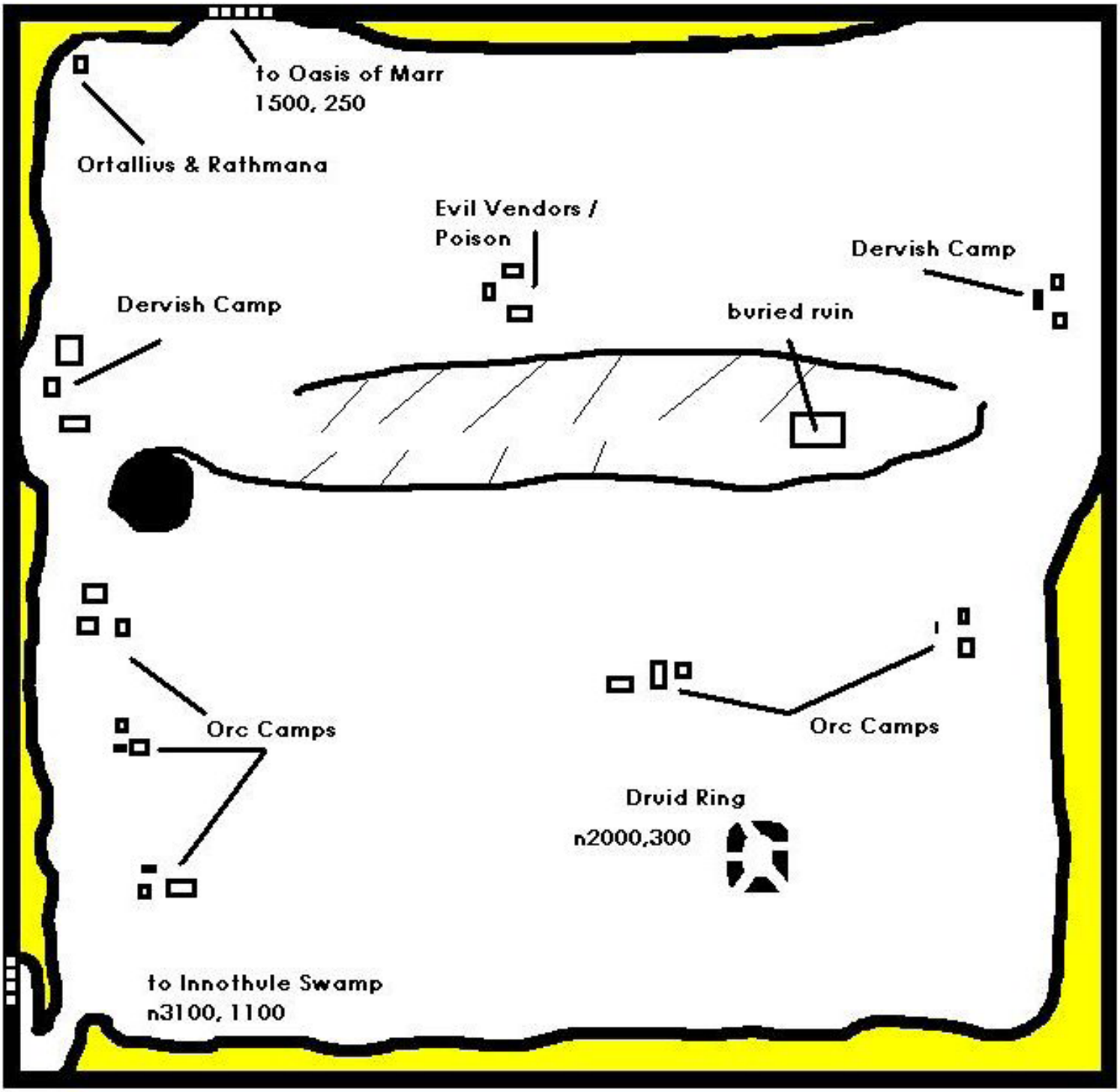
Brother Qwynn
Brother Drash ('good' gnoll near Paw)
Vhalen Nostrolo (30)
Kraktusk


3000
2000
1000
0
-1000
-2000
-3000
To North Karana
(2889 , 907)
Rider
(2409 , -1355)
2000
Skeltons
Ruins
(1404 , 1122)
1000
0
South Karana
Centor Village
(200 , -2400)
-1000
Zombie and Skeltons
Ruin
(-2078 , -1686)
-2000
-3000
Infected Paw
(-3200 , 800)
Gnoll(Lv6)
-4000
-5000
harmit house
(-5465 , -2711)
-6000
Aviak Village
(-6800 , 1150)
Ruin
(-6090 , -3332)
-7000
-8000
To Lake Rathetear
(-8563 , 1156)
Written by Maps


Oasis of Marr
1
2
3
4
5
6
7
8
9
10
11
12
13
14
1000
0
-1000
-2000
-3000
1000
0
-1000
Innothule Swamp

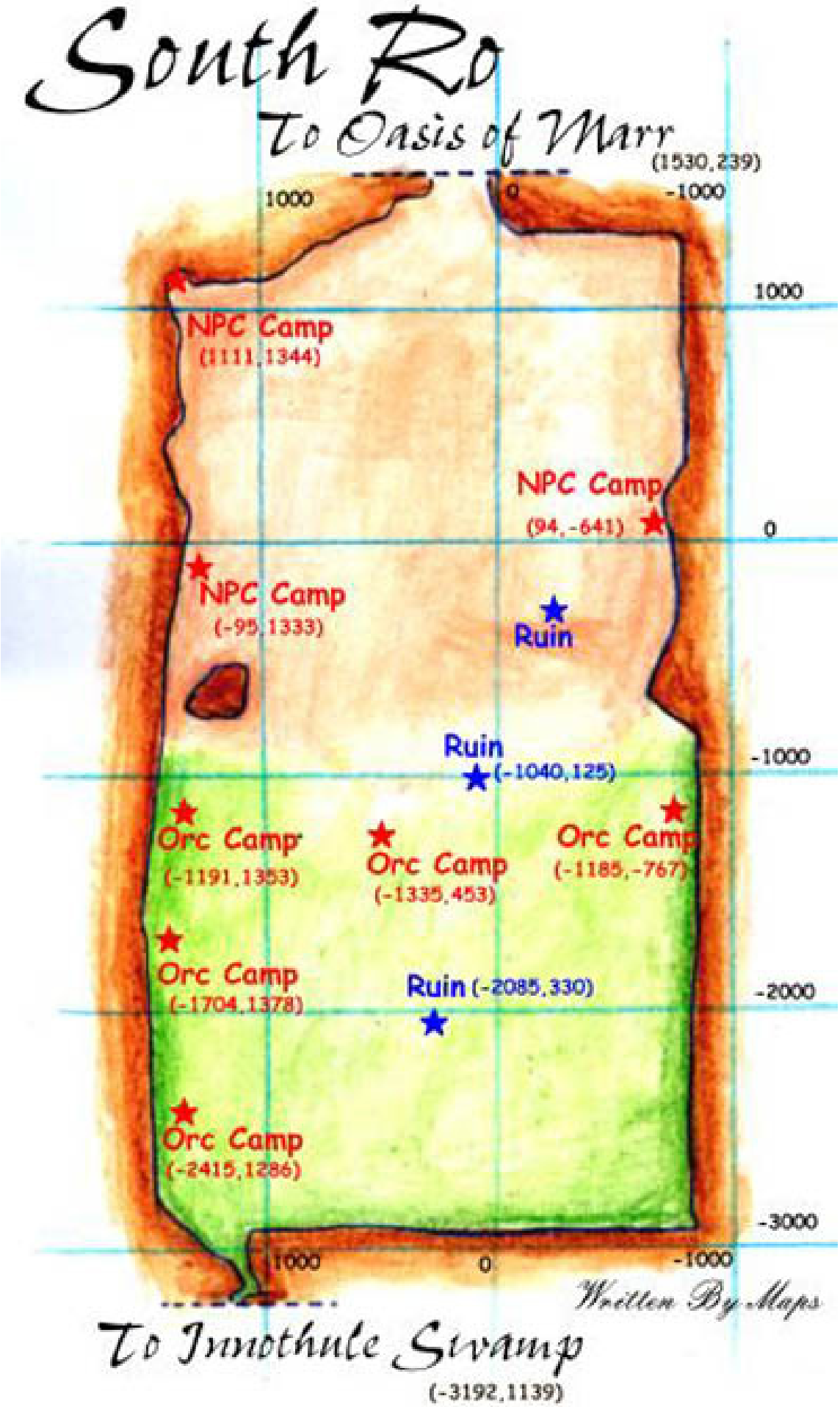
South Ro

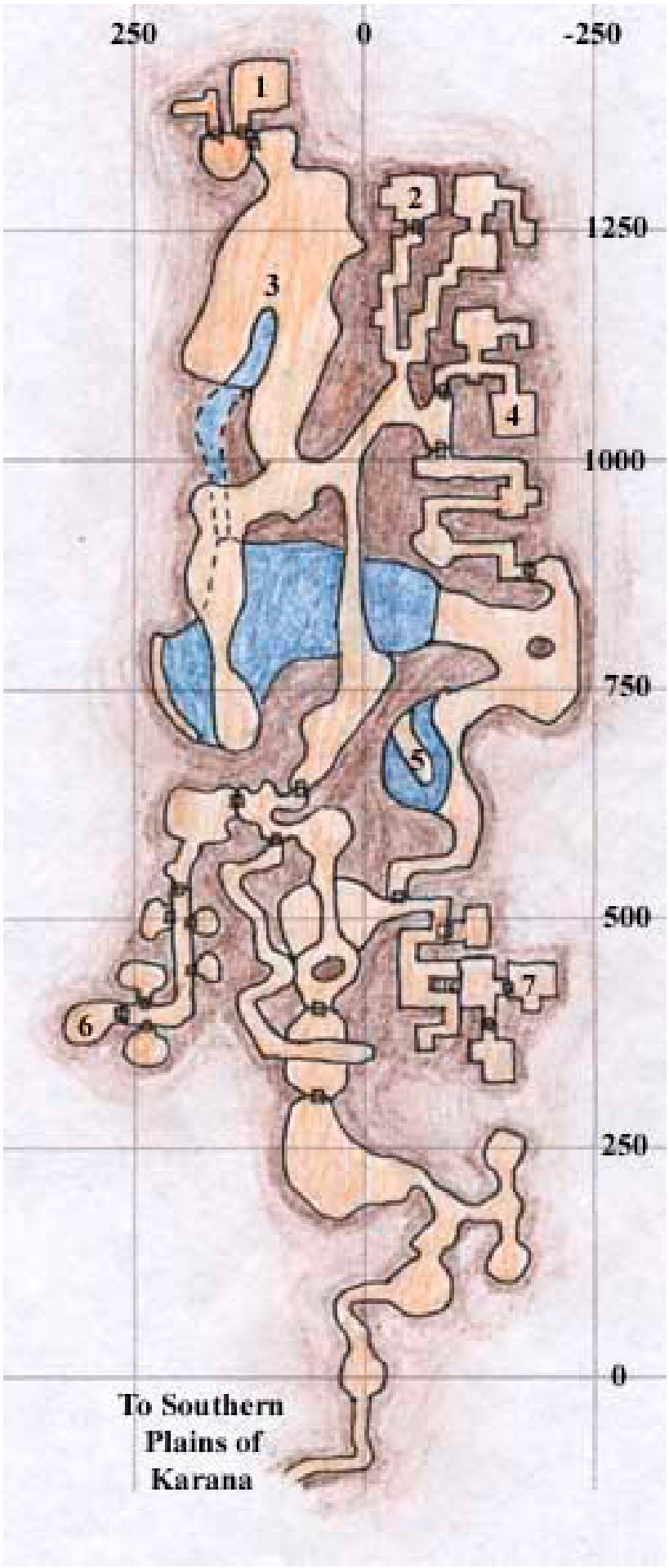
Map by Kvan of The Taken on Cazic Thule



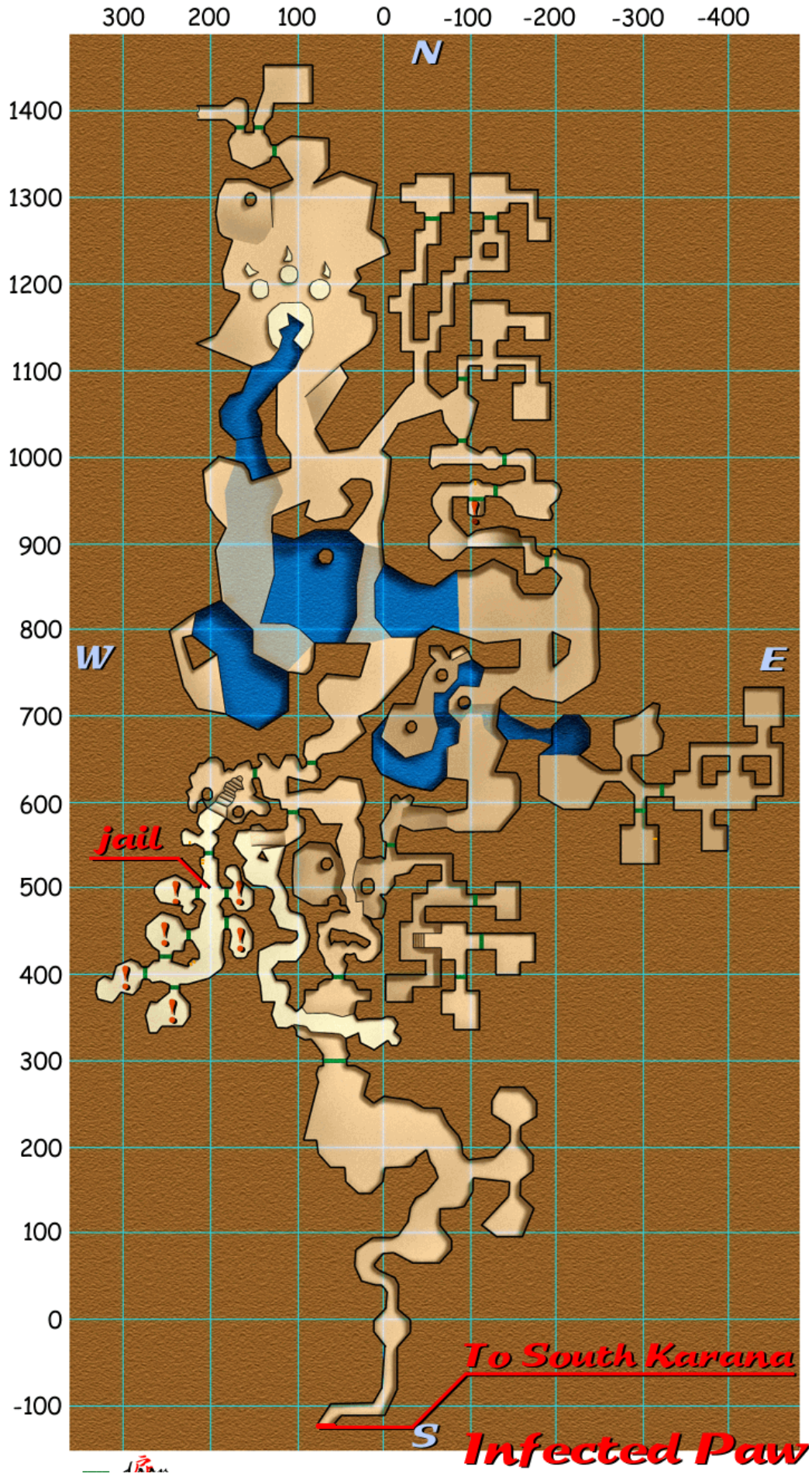
Scrounge (15) Scrounge's Claw
Terrorantula Leg
Ancient Cyclops (thingy for jboots)
Cyclops (20) Kilij Plans

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.

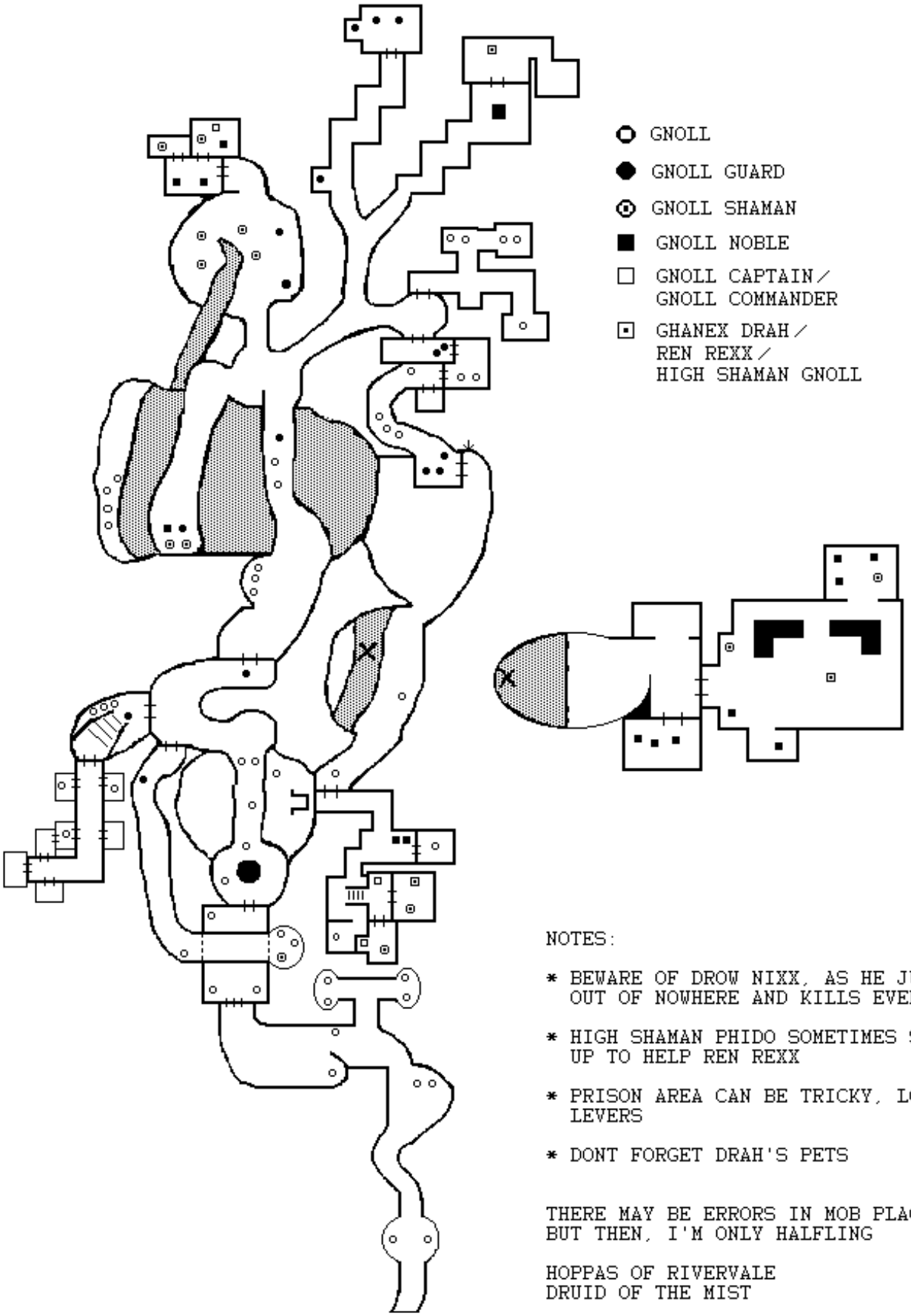

South Ro
To Oasis of Marr
(1530,239)
1000
0
-1000
1000
NPC Camp
(1111,1344)
NPC Camp
(94,-641)
0
NPC Camp
(-95,1333)
Ruin
Ruin
(-1040,125)
-1000
Orc Camp
(-1191,1353)
Orc Camp
(-1335,453)
Orc Camp
(-1185,-767)
Orc Camp
(-1704,1378)
Ruin (-2085,330)
-2000
Orc Camp
(-2415,1286)
-3000
1000
0
-1000
Written By Maps
To Innothule Swamp
(-3192,1139)


250
0
-250
1250
1000
750
500
250
0
1
2
3
4
5
6
7
To Southern
Plains of
Karana

Splitpaw
1 Tesch Val Kadvem
2 Ishva Mal
3 Rosch Val L'Vlor
4 Nisch Val Torash Mashk
5 Tesch Val Deval'Nmak
200
0
-200
-400
1400
1200
1000
800
600
400
200
0
0
1
2
3
4
5
N
the Band of the Broken Bow
Draelon Stormsong
Zone to South Karana


300
200
100
0
-100
-200
-300
-400
1400
1300
1200
1100
1000
900
800
700
600
500
400
300
200
100
0
-100
N
W
E
S
jail
To South Karana
Infected Paw

INFECTED PAW



NOTES:

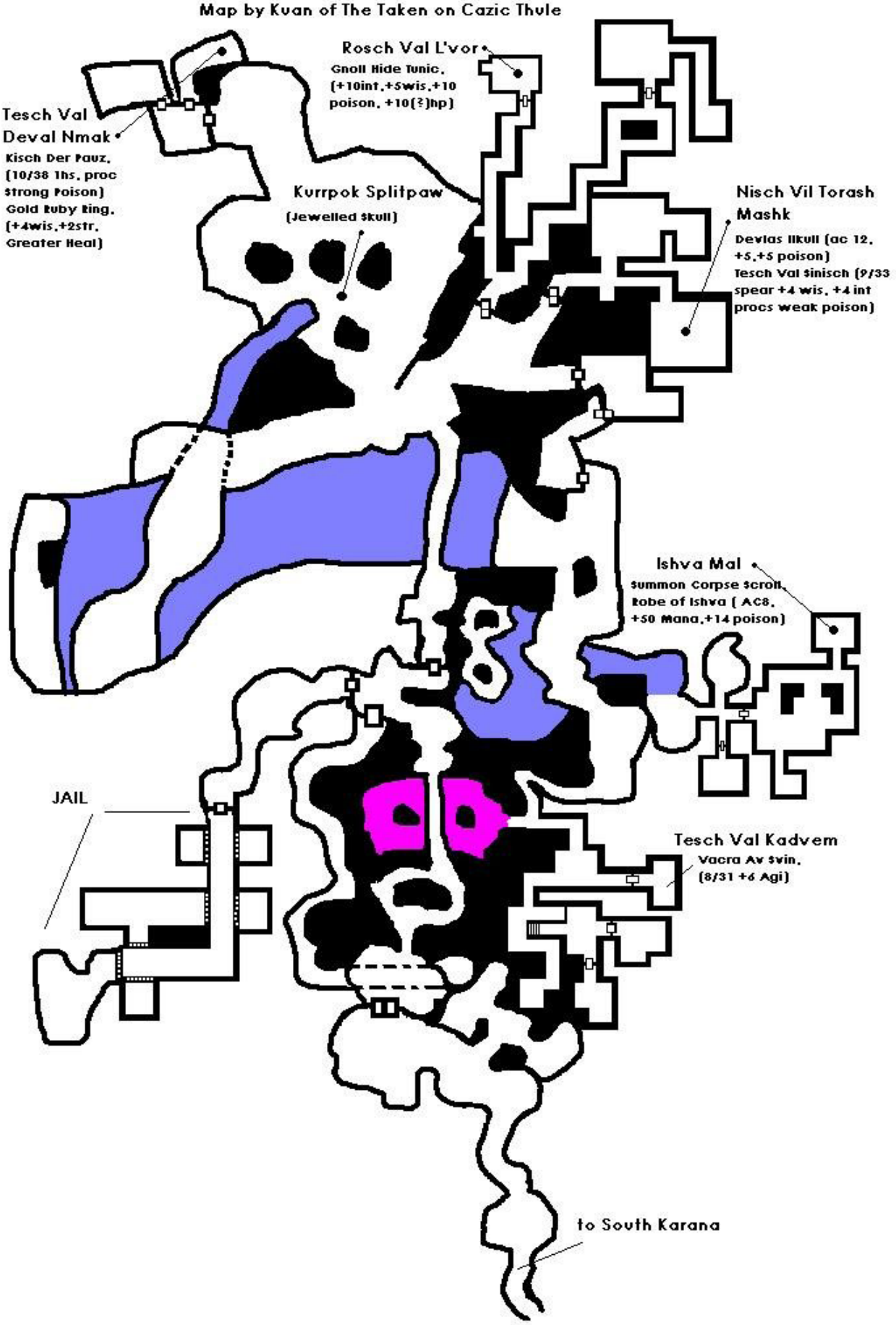
* BEWARE OF DROW NIXX, AS HE JUMPS OUT OF NOWHERE AND KILLS EVERYTHING
* HIGH SHAMAN PHIDO SOMETIMES SHOWS UP TO HELP REN REXX
* PRISON AREA CAN BE TRICKY, LOTS OF LEVERS
* DONT FORGET DRAH'S PETS

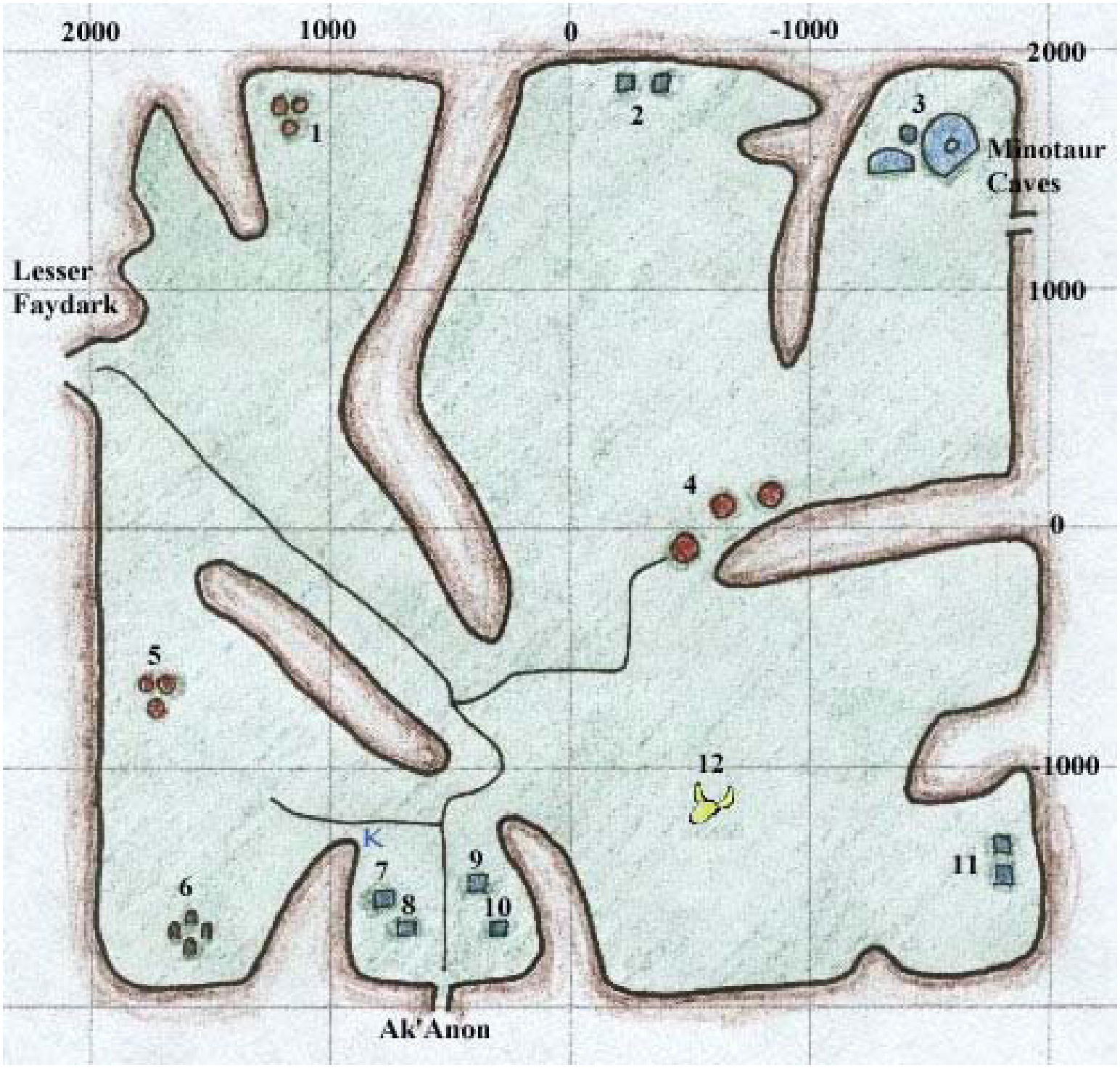
THERE MAY BE ERRORS IN MOB PLACEMENT, BUT THEN, I'M ONLY HALFLING

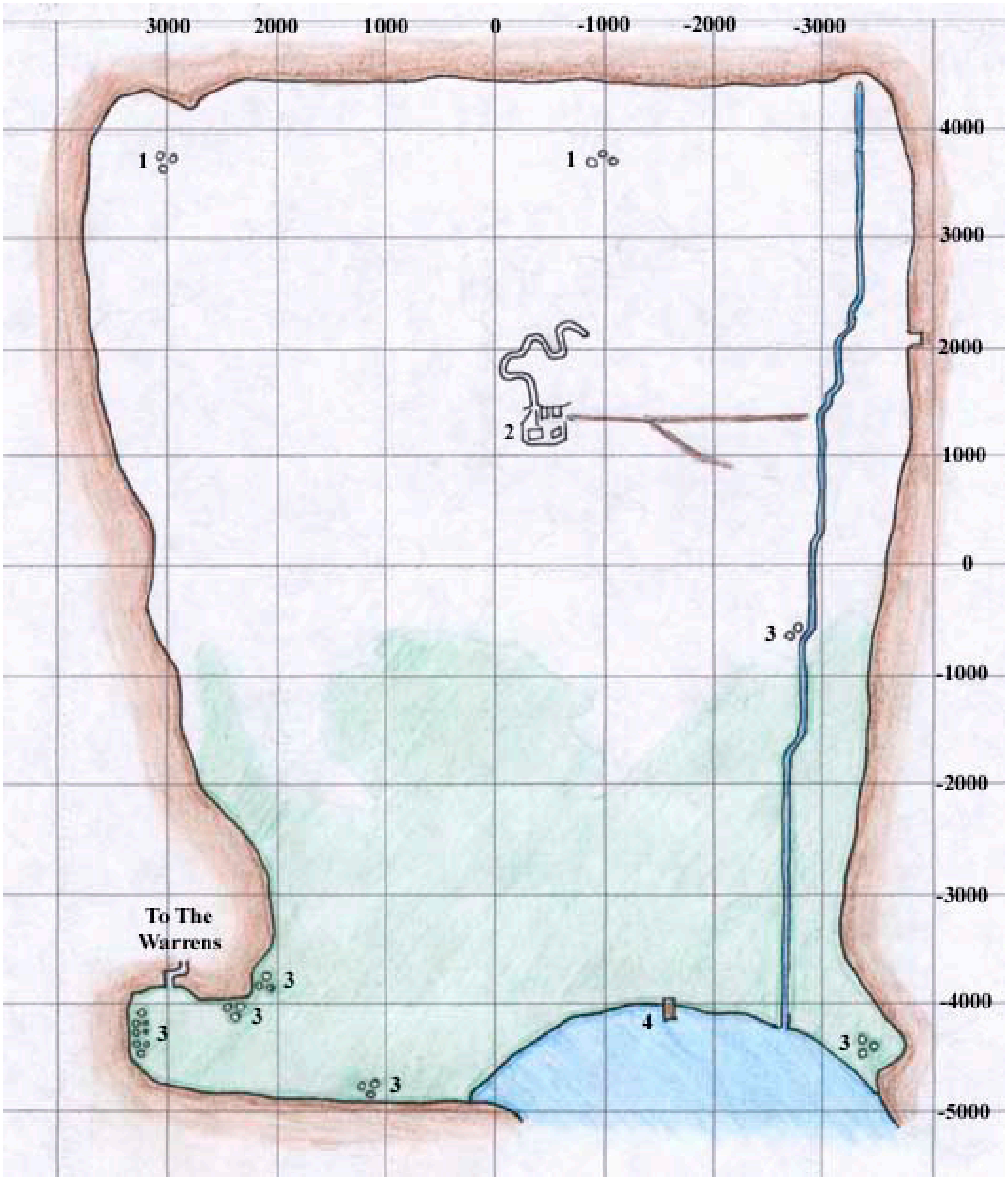
HOPPAS OF RIVERVALE
DRUID OF THE MIST

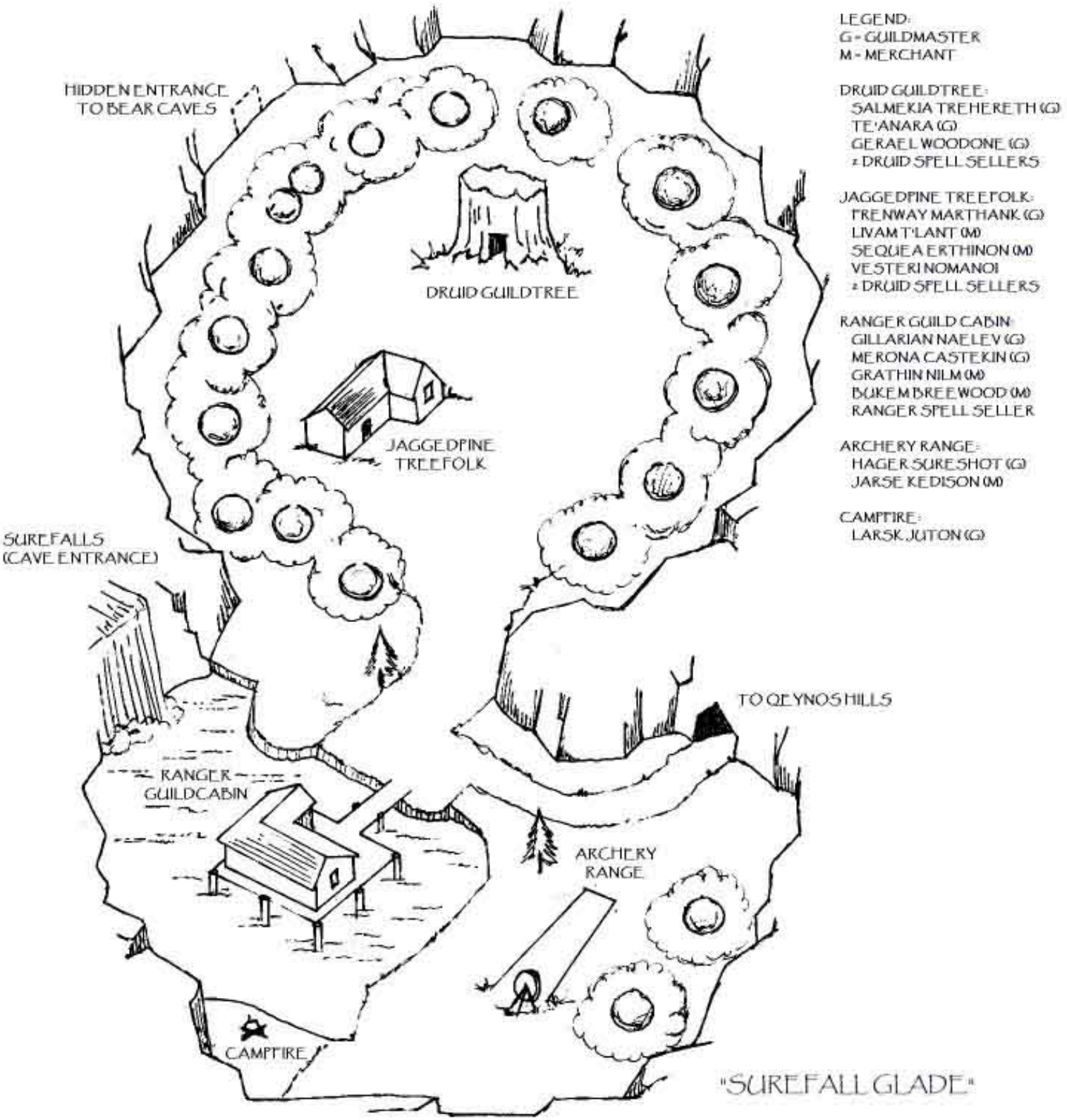
Infected Paw

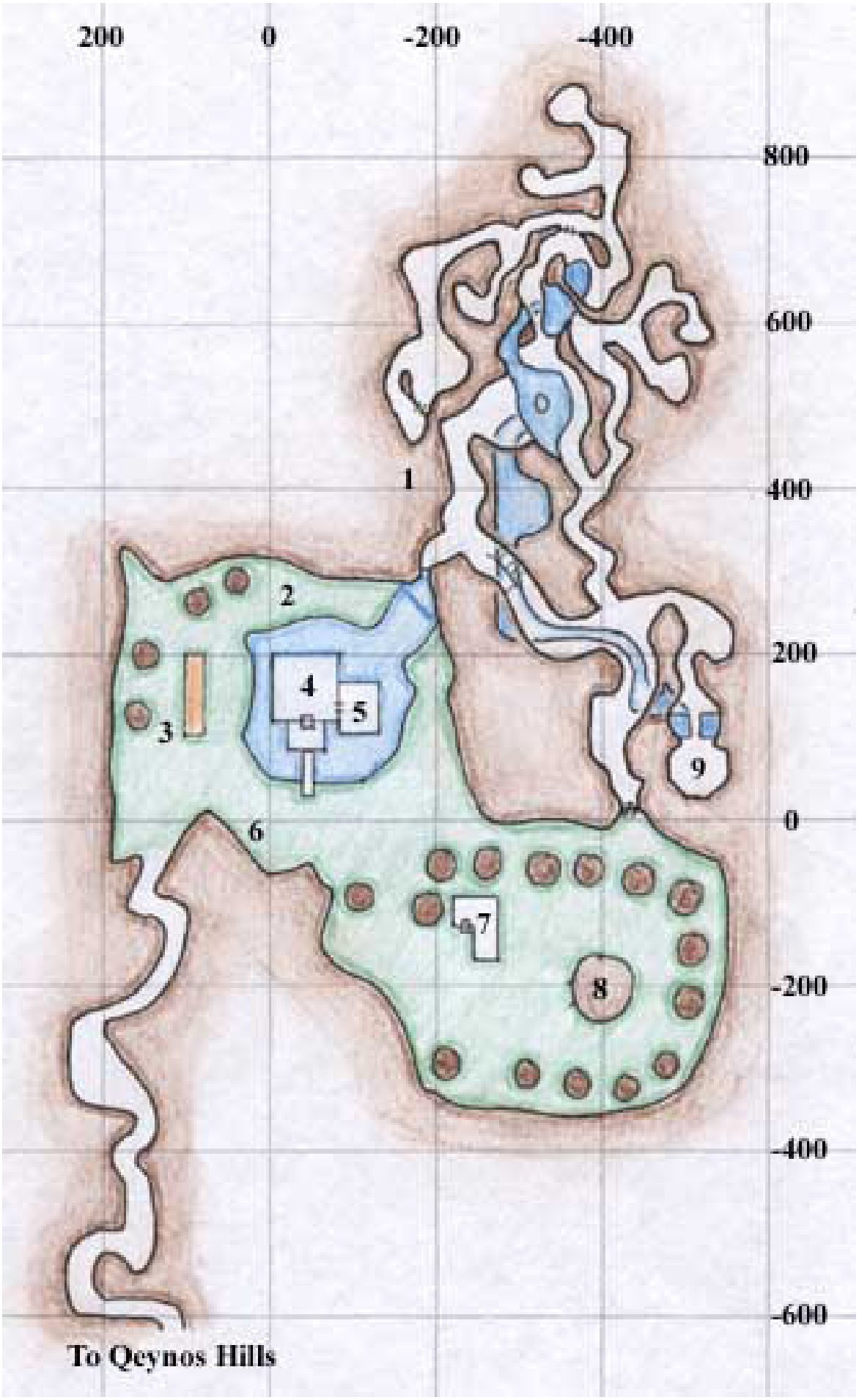
Map by Kvan of The Taken on Cazic Thule

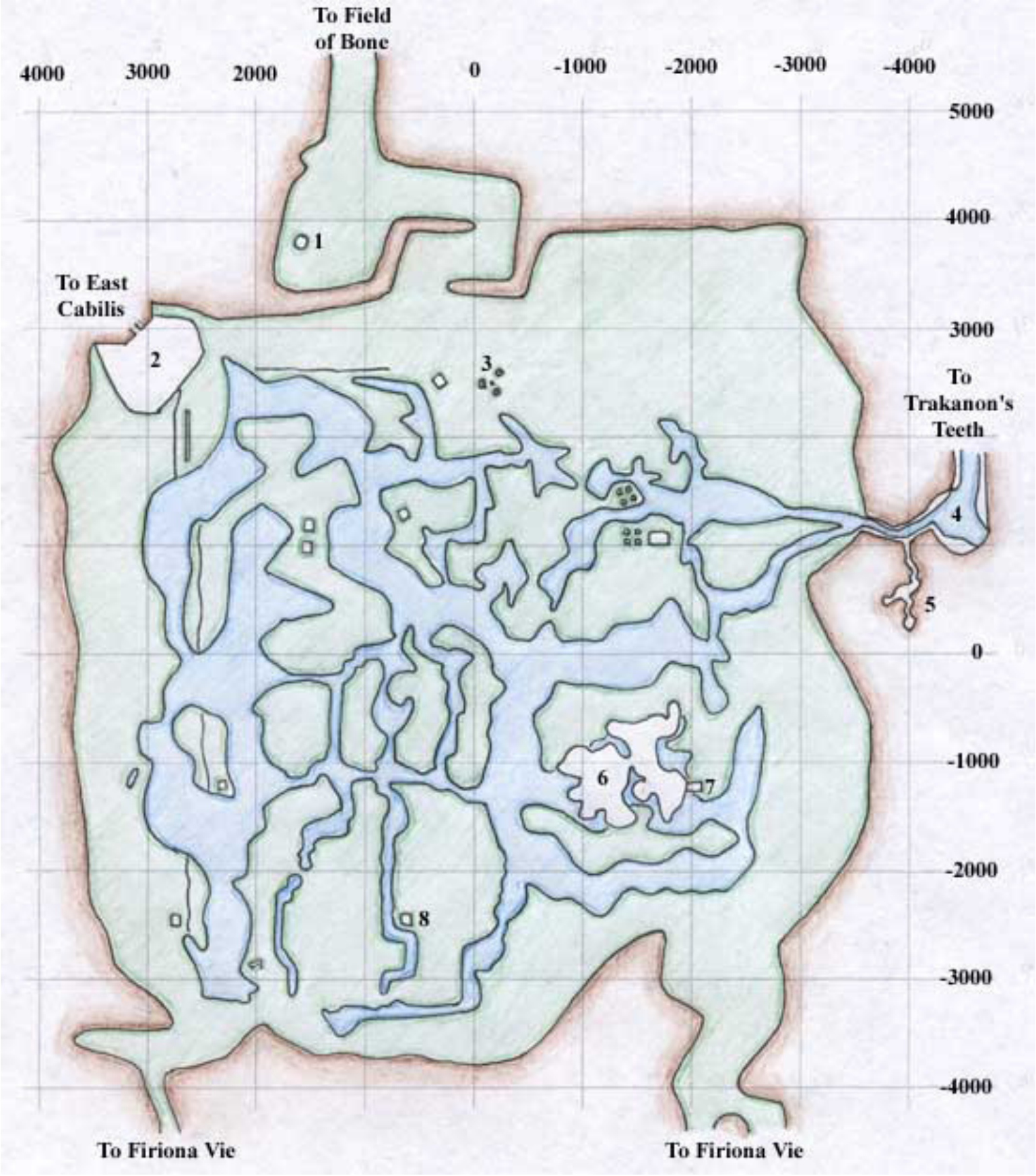



2000
1000
0
-1000
2000
1000
0
-1000
1
2
3
Minotaur Caves
Lesser Faydark
4
5
6
7
8
9
10
11
12
K
Ak'Anon

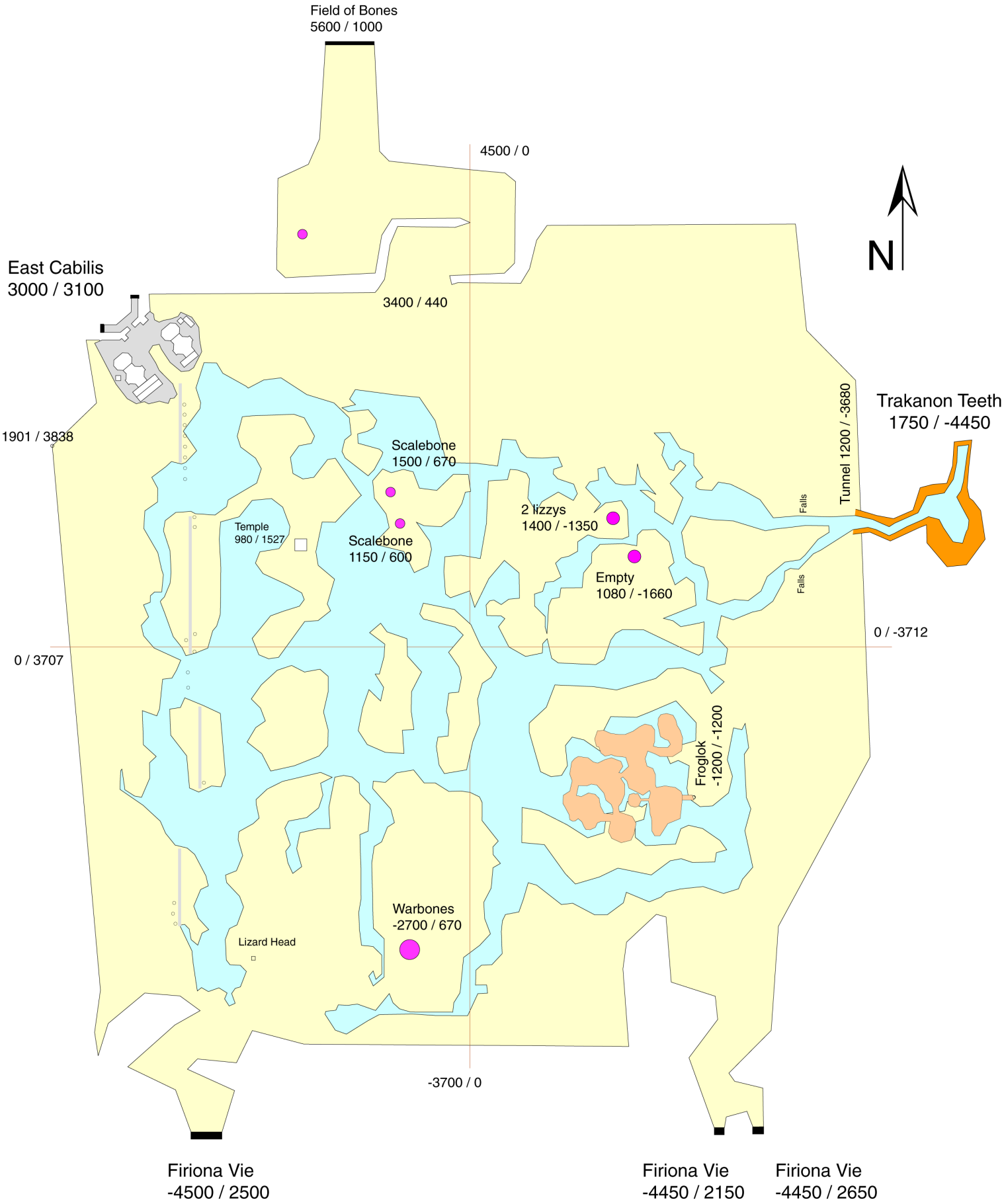

3000
2000
1000
0
-1000
-2000
-3000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
1
1
2
3
3
3
3
3
3
4
To The
Warrens

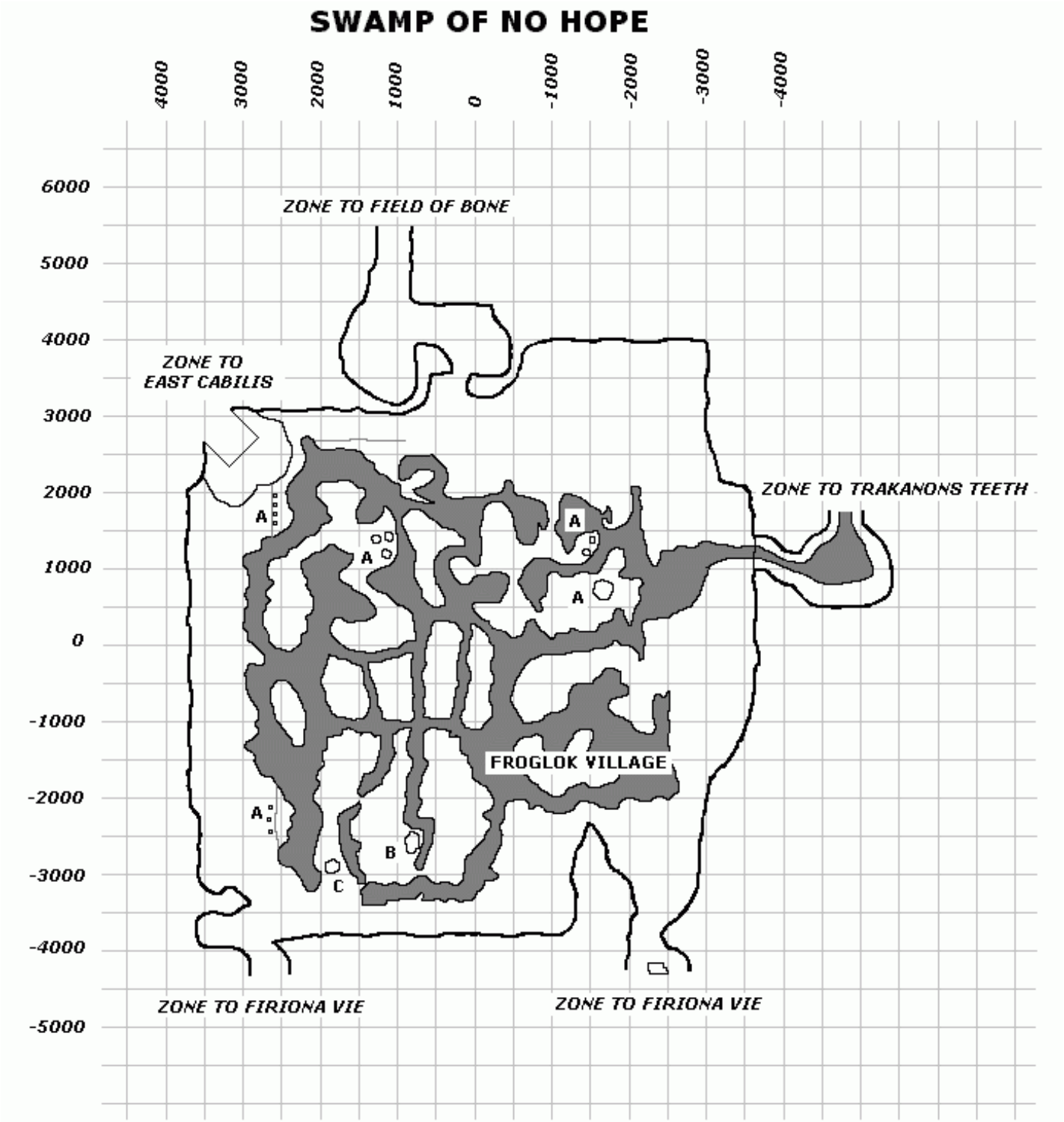

HIDDEN ENTRANCE TO BEAR CAVES
DRUID GUILDTREE
JAGGEDPINE TREEFOLK
SUREFALLS (CAVE ENTRANCE)
RANGER GUILDCABIN
ARCHERY RANGE
TO QEYNOS HILLS
CAMPFIRE
LEGEND:
G - GUILDMASTER
M - MERCHANT
DRUID GUILDTREE:
SALMEKIA TREHERETH (G)
TE'ANARA (G)
GERAEL WOODONE (G)
2 DRUID SPELL SELLERS
JAGGEDPINE TREEFOLK:
TRENWAY MARTHANK (G)
LIVAM T'LANT (M)
SEQUEA ERTHINON (M)
VESTERI NOMANOI
2 DRUID SPELL SELLERS
RANGER GUILD CABIN:
GILLARIAN NAELEV (G)
MERONA CASTEKIN (G)
GRATHIN NILM (M)
BUKEM BREEWOOD (M)
RANGER SPELL SELLER
ARCHERY RANGE:
HAGER SURESHOT (G)
JARSE KEDISON (M)
CAMPFIRE:
LARSK JUTON (G)
"SUREFALL GLADE"


200
0
-200
-400
800
600
400
200
0
-200
-400
-600
1
2
3
4
5
6
7
8
9
To Qeynos Hills


To Field of Bone
4000
3000
2000
0
-1000
-2000
-3000
-4000
5000
4000
3000
0
-1000
-2000
-3000
-4000
1
To East Cabilis
2
3
To Trakanon's Teeth
4
5
6
7
8
To Firiona Vie
To Firiona Vie

Swamp of No Hope





LEGEND

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

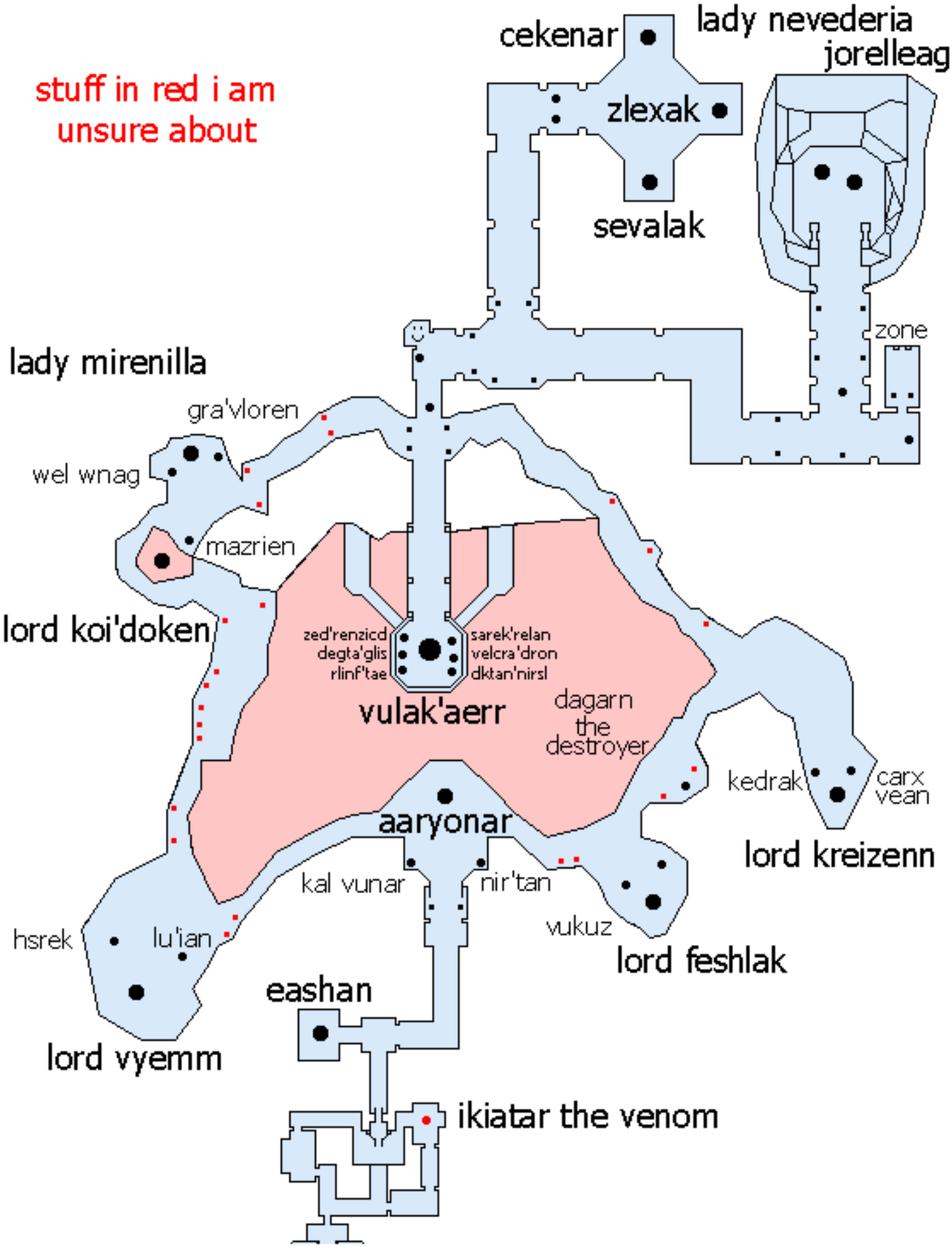
N

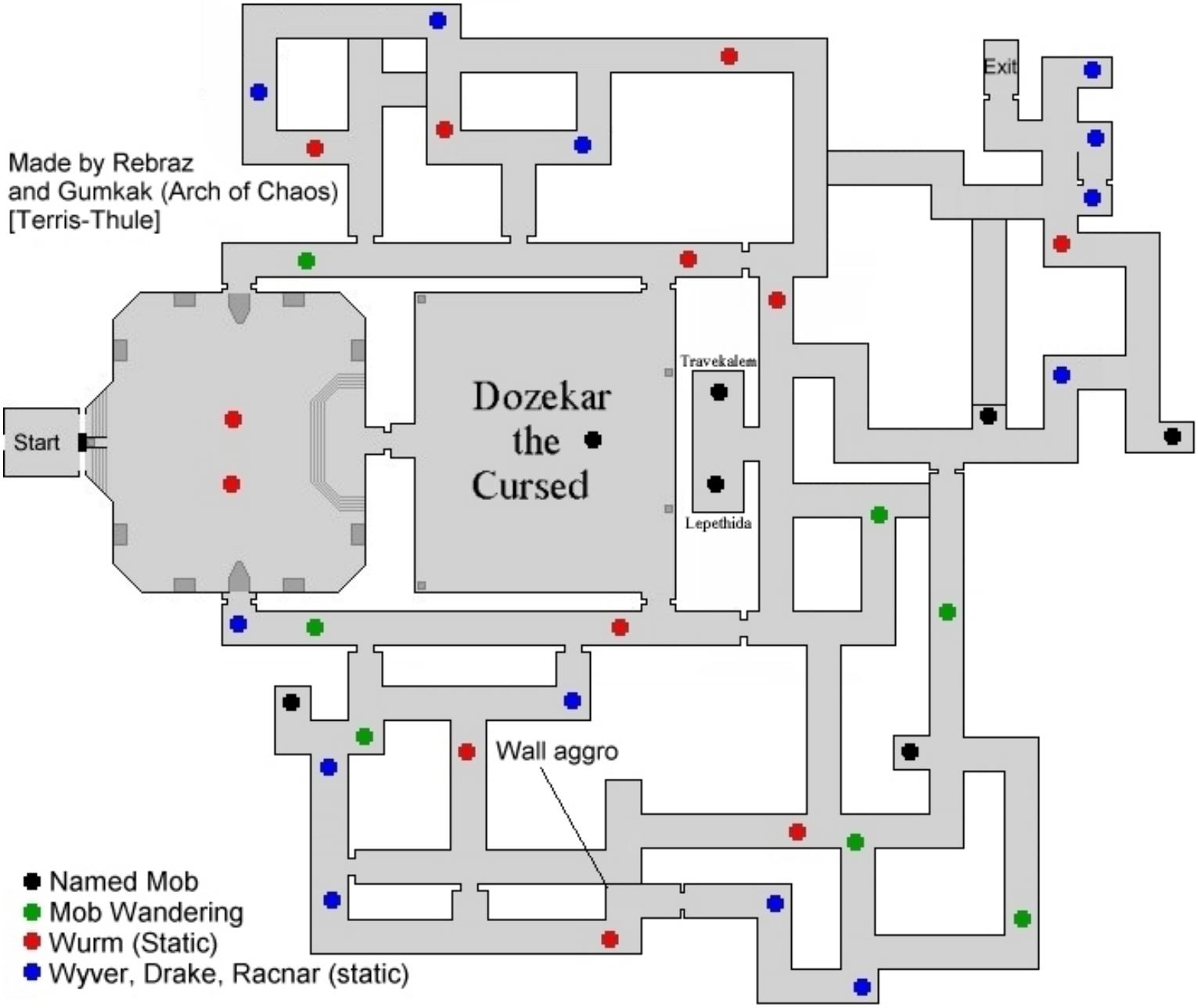
BY:

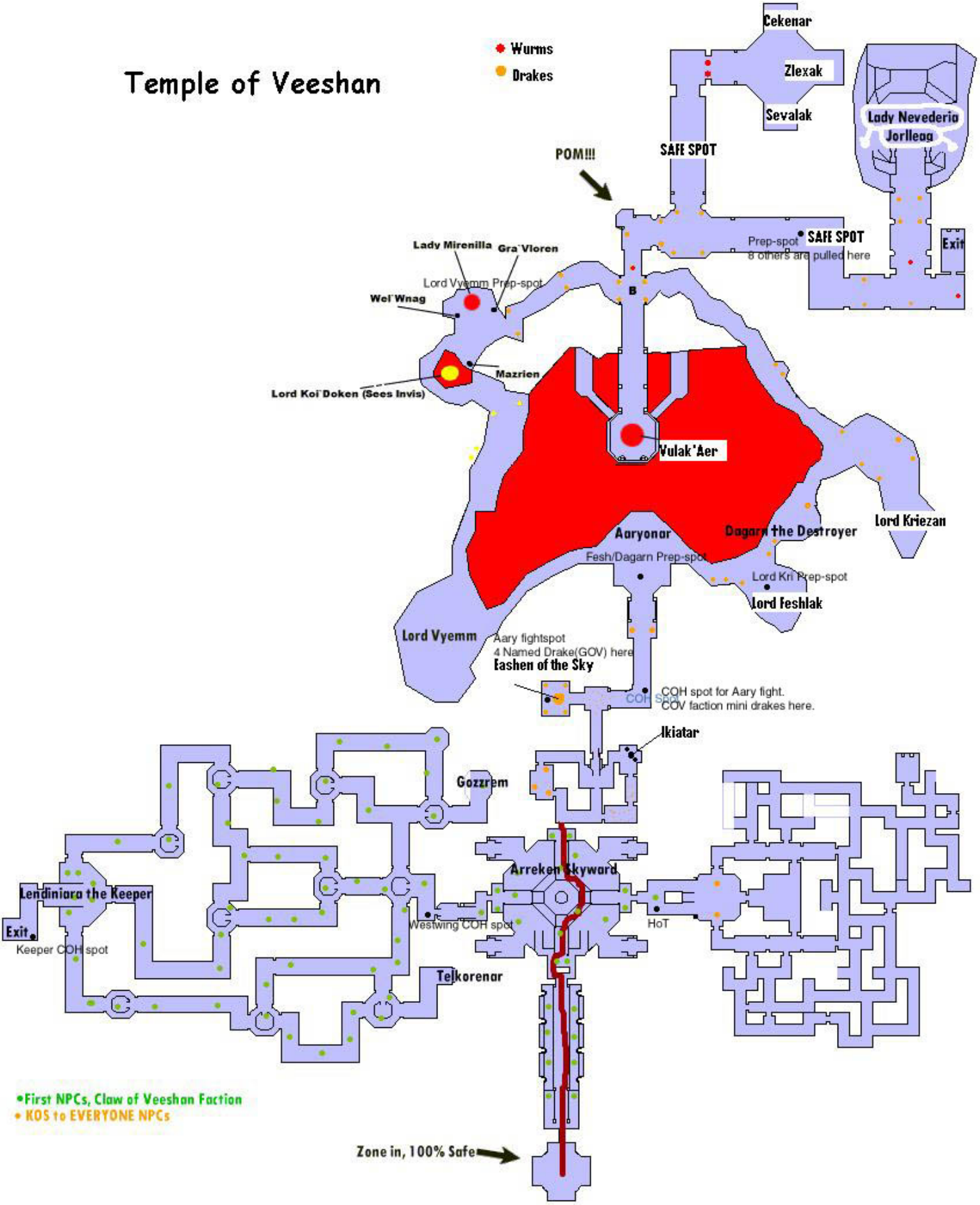
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

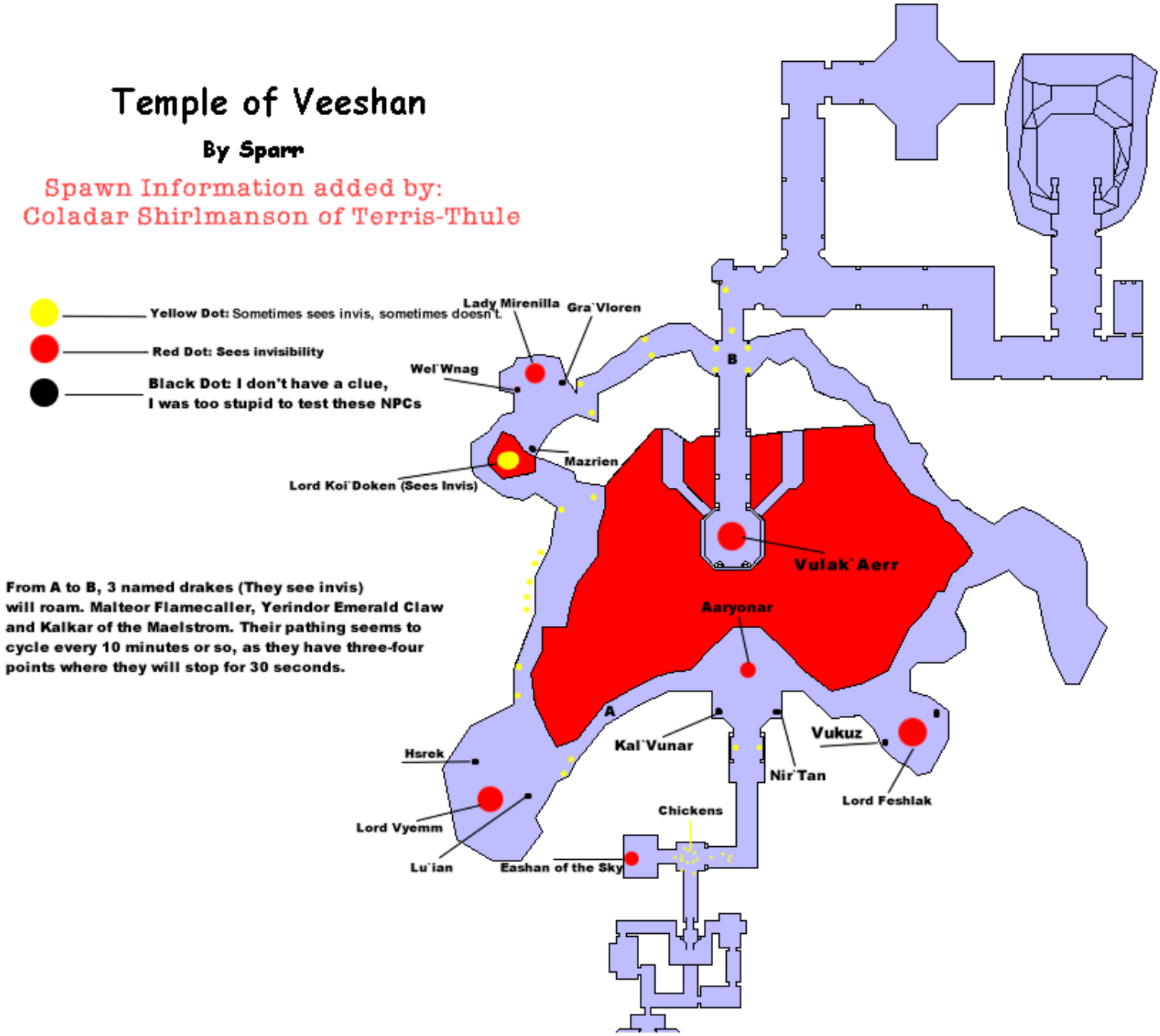
SEND CORRECTIONS/ADDITIONS TO
rickyh@telapex.com

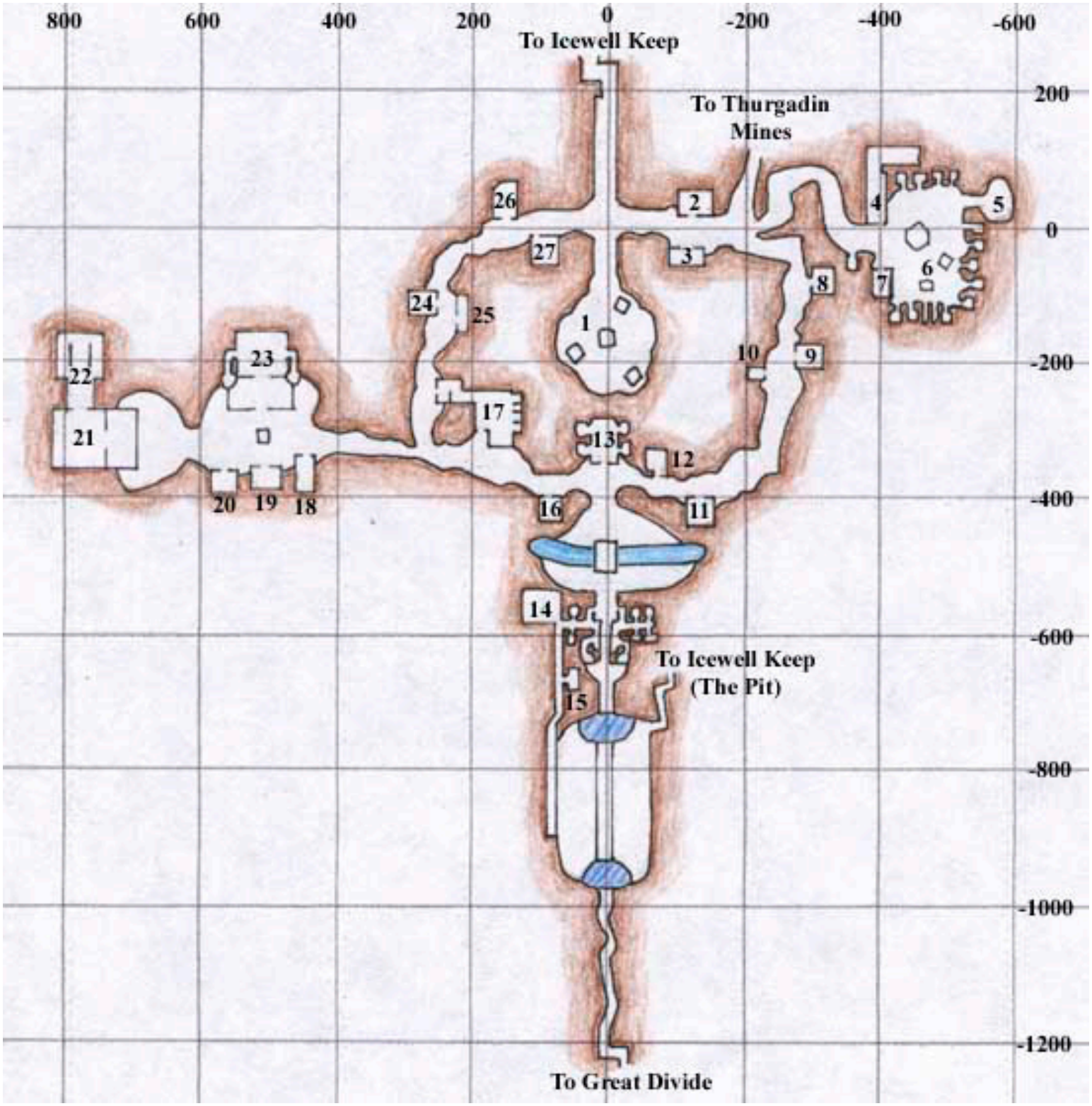
MAPS BY HOP -
http://users.telepak.net/~rickyh/mapsbyho.htm

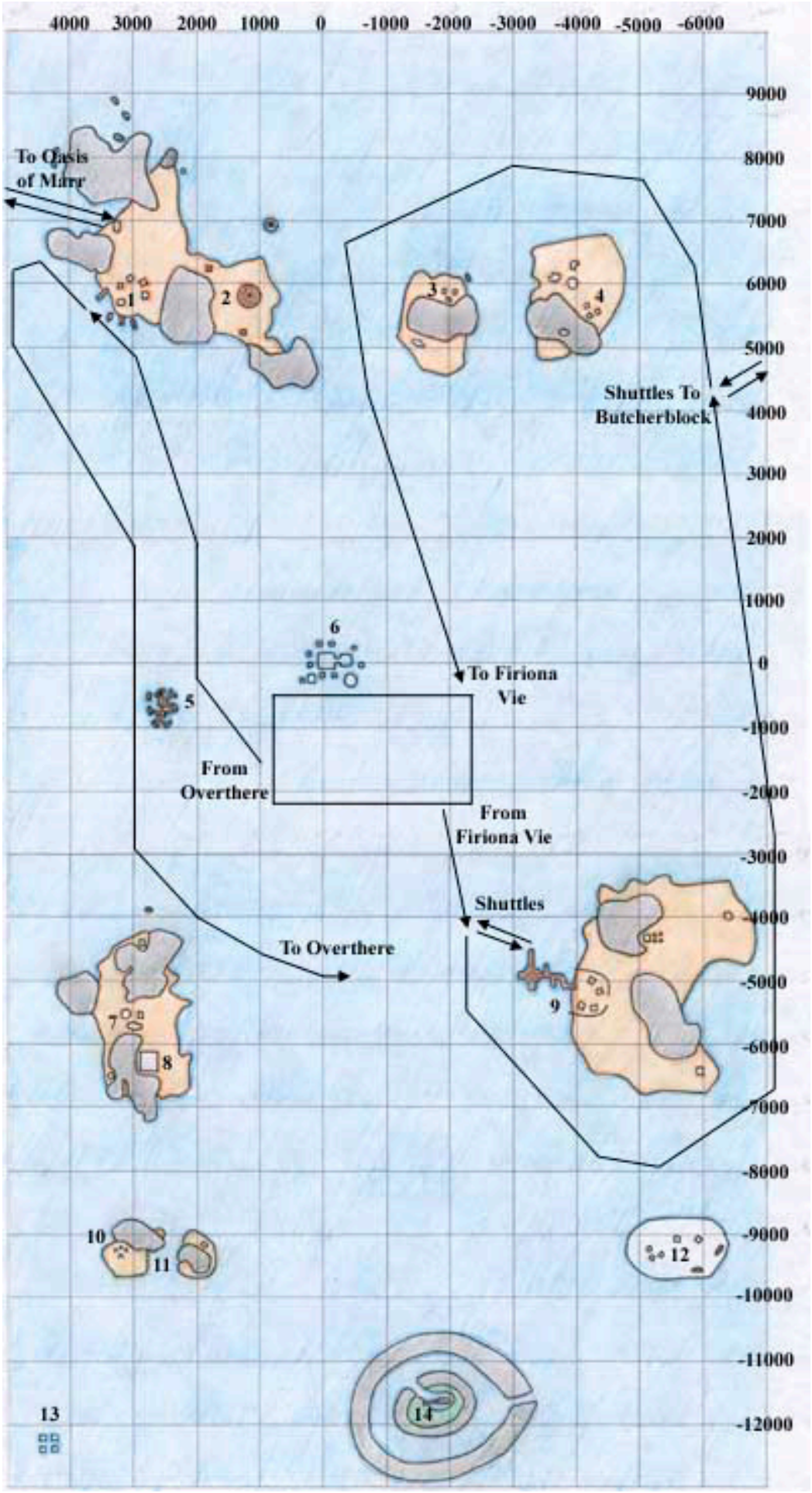

stuff in red i am unsure about
cekenar
lady nevederia
jorelleag
zlexak
sevalak
zone
lady mirenilla
gra'vloren
wel wnag
mazrien
lord koi'doken
zed'renzicd
degta'glis
rlinf'tae
sarek'relan
velcra'dron
dktan'nirsl
vulak'aerr
dagarn the destroyer
kedrak
carx vean
lord kreizenn
aaryonar
kal vunar
nir'tan
vukuz
lord feshlak
hsrek
lu'jan
lord vyemm
eashan
ikiatar the venom

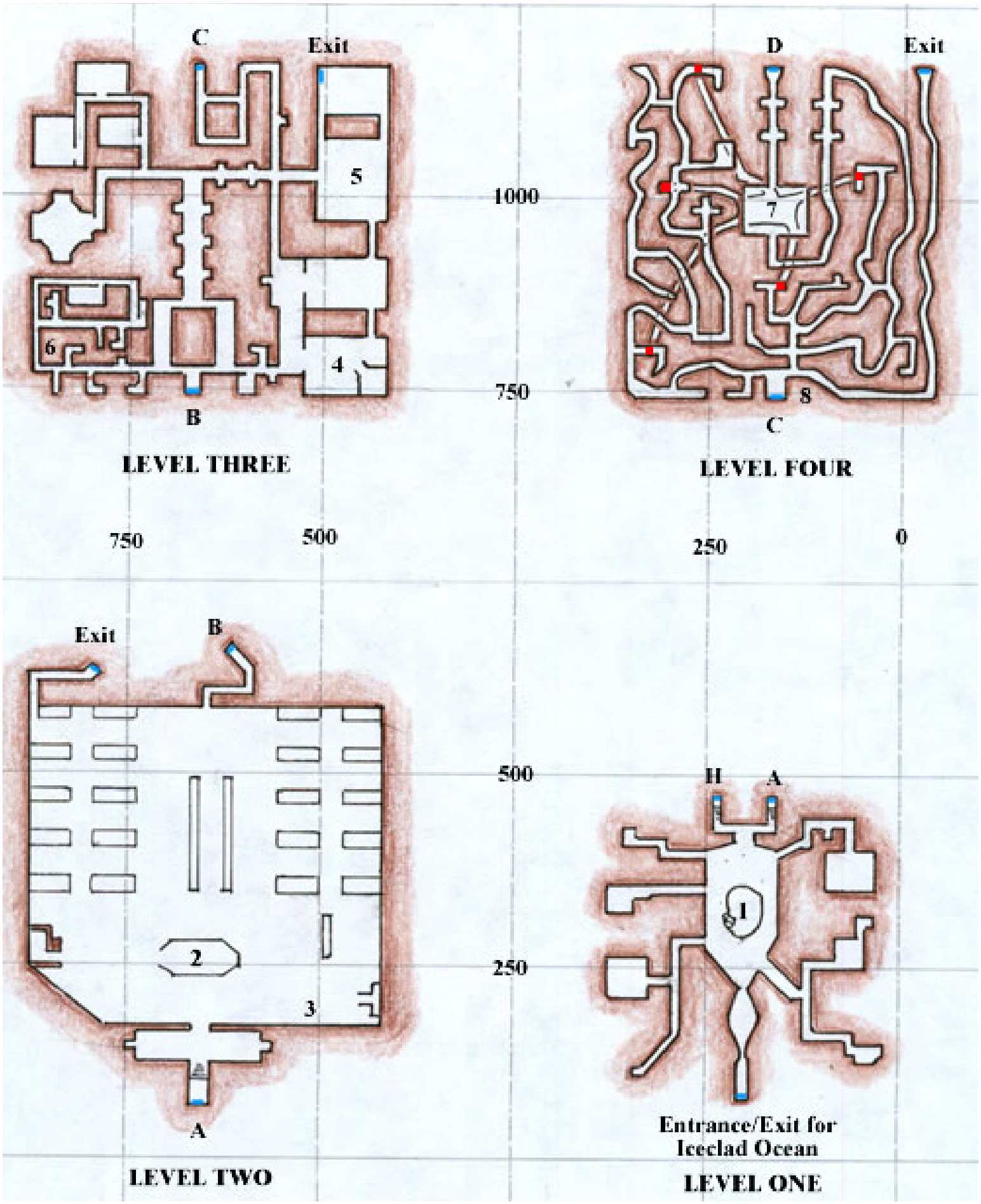

Made by Rebraz
and Gumkak (Arch of Chaos)
[Terris-Thule]
Exit
Start
Dozekar
the
Cursed
Travekalem
Lepethida
Wall aggro
Named Mob
Mob Wandering
Wurm (Static)
Wyver, Drake, Racnar (static)

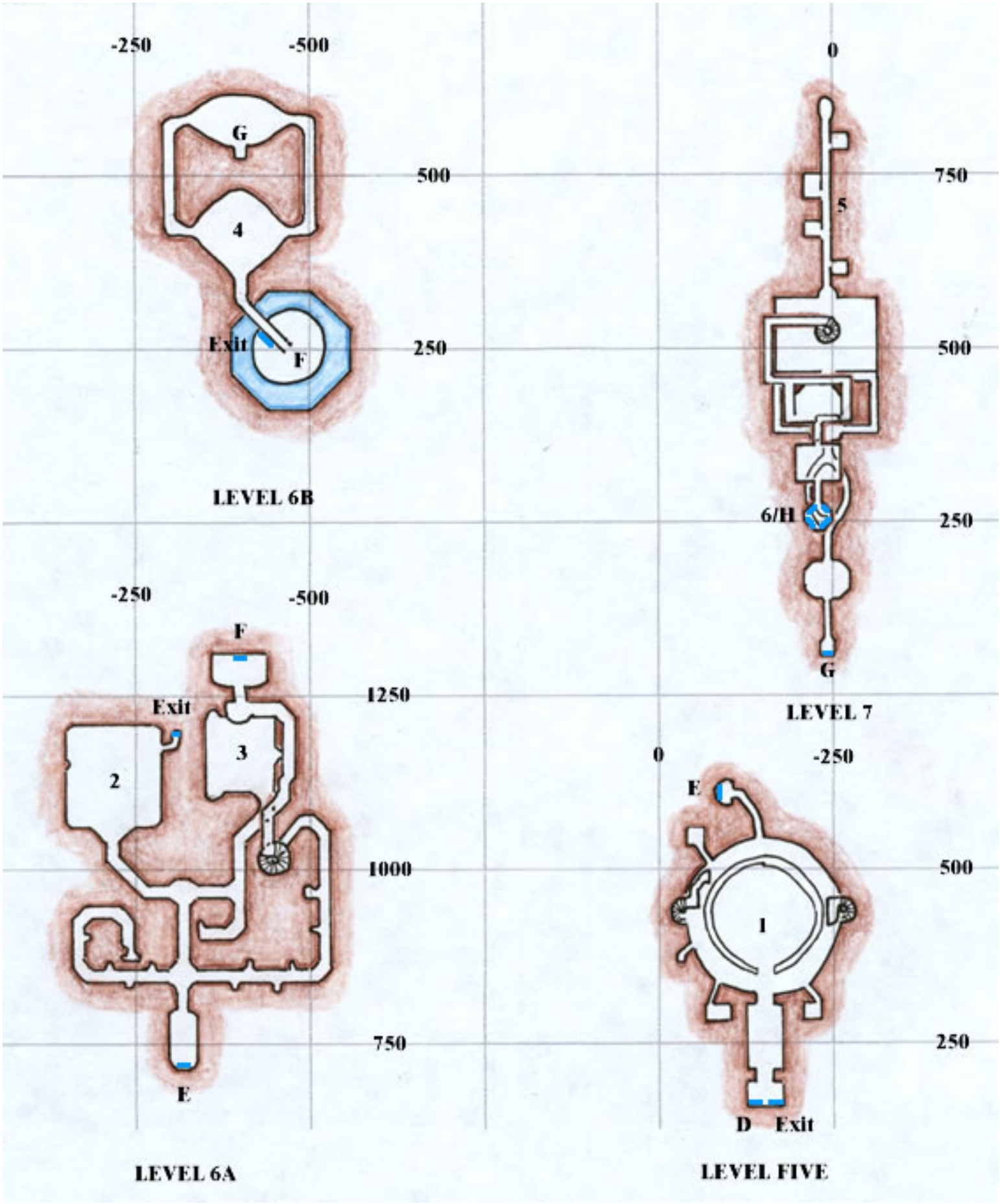

Temple of Veeshan
Wurms
Drakes
Cekenar
Zlexak
Sevalak
Lady Nevederia
Jorlleag
POM!!!
SAFE SPOT
Prep-spot
SAFE SPOT
8 others are pulled here
Exit
Lady Mirenilla
Gra`Vloren
Lord Vyemm Prep-spot
Wel`Wnag
B
Mazrien
Lord Koi`Doken (Sees Invis)
Vulak`Aer
Lord Kriezan
Aaryonar
Dagarn the Destroyer
Fesh/Dagarn Prep-spot
Lord Kri Prep-spot
Lord Feshlak
Lord Vyemm
Aary fightspot
4 Named Drake(GOV) here
Fashen of the Sky
COH spot
COH spot for Aary fight.
COV faction mini drakes here.
Ikiatar
Gozzrem
Arreken Skyward
Lendiniara the Keeper
Exit
Keeper COH spot
Westwing COH spot
HoT
Telkorenar
•First NPCs, Claw of Veeshan Faction
• KOS to EVERYONE NPCs
Zone in, 100% Safe


Temple of Veeshan
By Sparr
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
Lady Mirenilla
Gra`Vloren
Wel`Wnag
B
Mazrien
Lord Koi`Doken (Sees Invis)
Vulak`Aerr
Aaryonar
From A to B, 3 named drakes (They see invis) will roam. Malteor Flamecaller, Yerindor 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.
A
Kal`Vunar
Vukuz
Hsrek
Nir`Tan
Lord Feshlak
Chickens
Lord Vyemm
Lu`ian
Eashan of the Sky

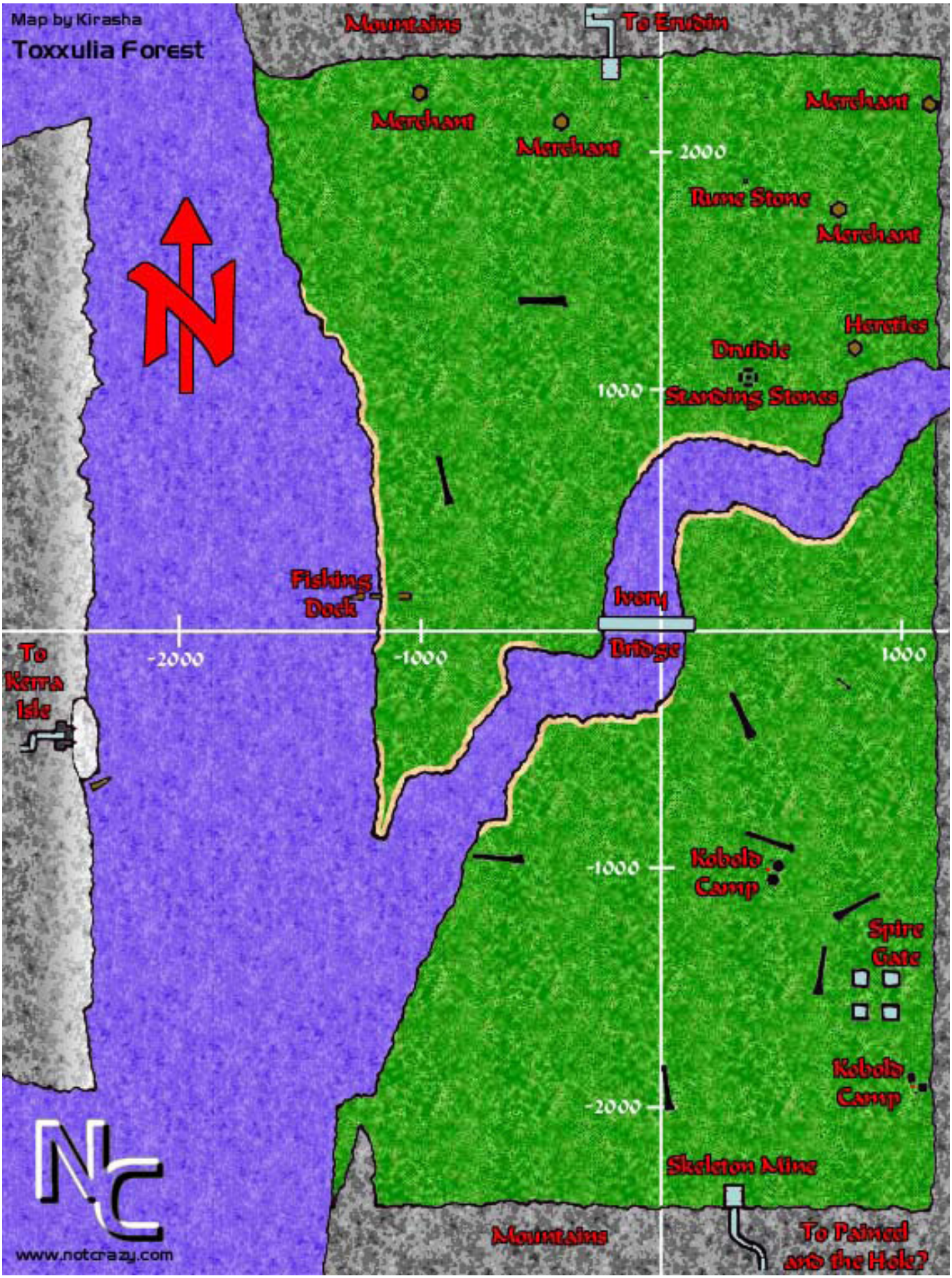

800
600
400
200
0
-200
-400
-600
200
0
-200
-400
-600
-800
-1000
-1200
To Icewell Keep
To Thurgadin Mines
To Icewell Keep (The Pit)
To Great Divide
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27

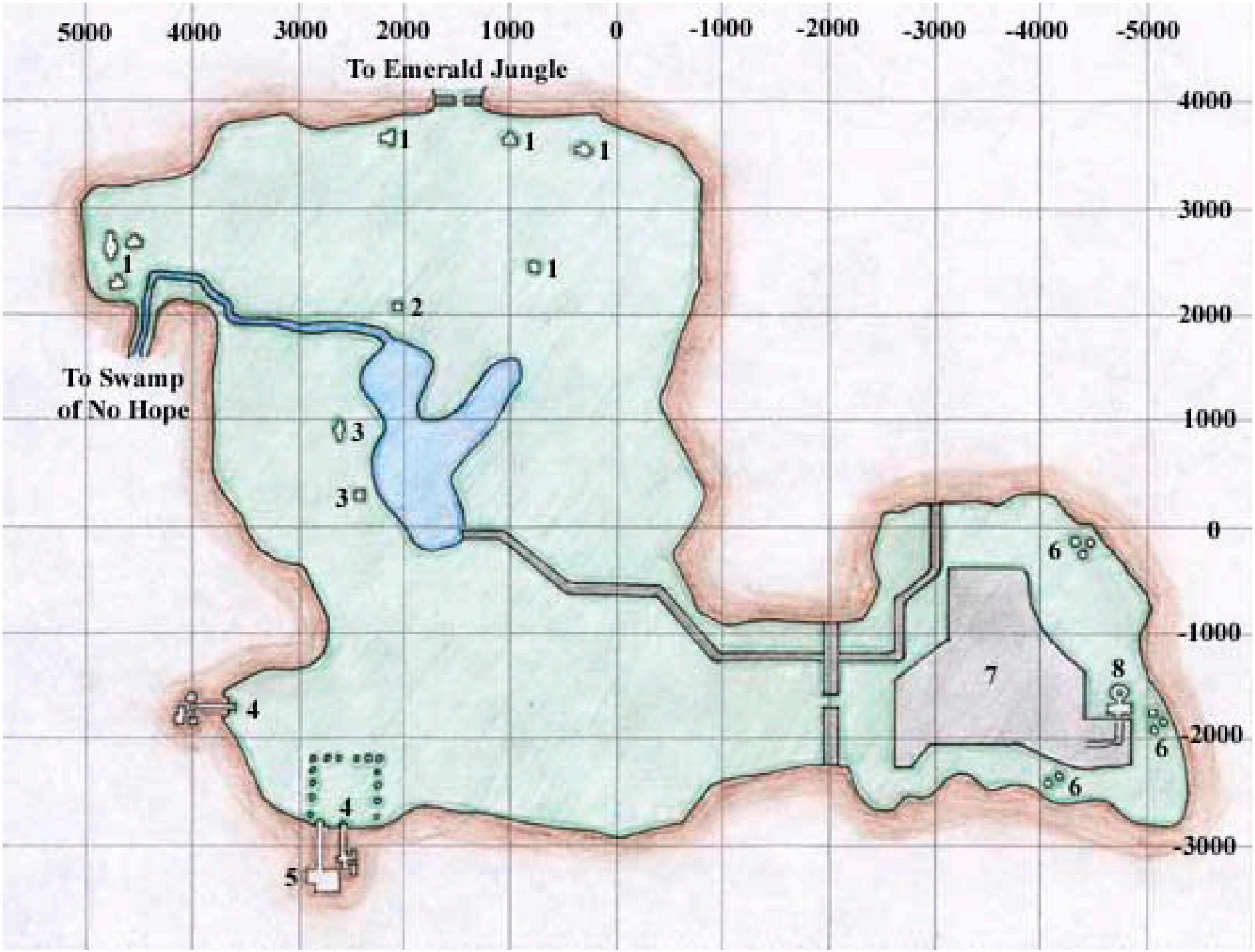

4000 3000 2000 1000 0 -1000 -2000 -3000 -4000 -5000 -6000
9000
8000
7000
6000
5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
-9000
-10000
-11000
-12000
To Oasis of Mirr
1
2
3
4
Shuttles To Butcherblock
6
To Firiona Vie
5
From Overthere
From Firiona Vie
Shuttles
To Overthere
9
7
8
10
11
12
13
14


C
Exit
5
6
4
B
LEVEL THREE
1000
750
D
Exit
7
8
C
LEVEL FOUR
750
500
250
0
Exit
B
2
3
A
LEVEL TWO
500
250
H
A
1
Entrance/Exit for
Iceclad Ocean
LEVEL ONE

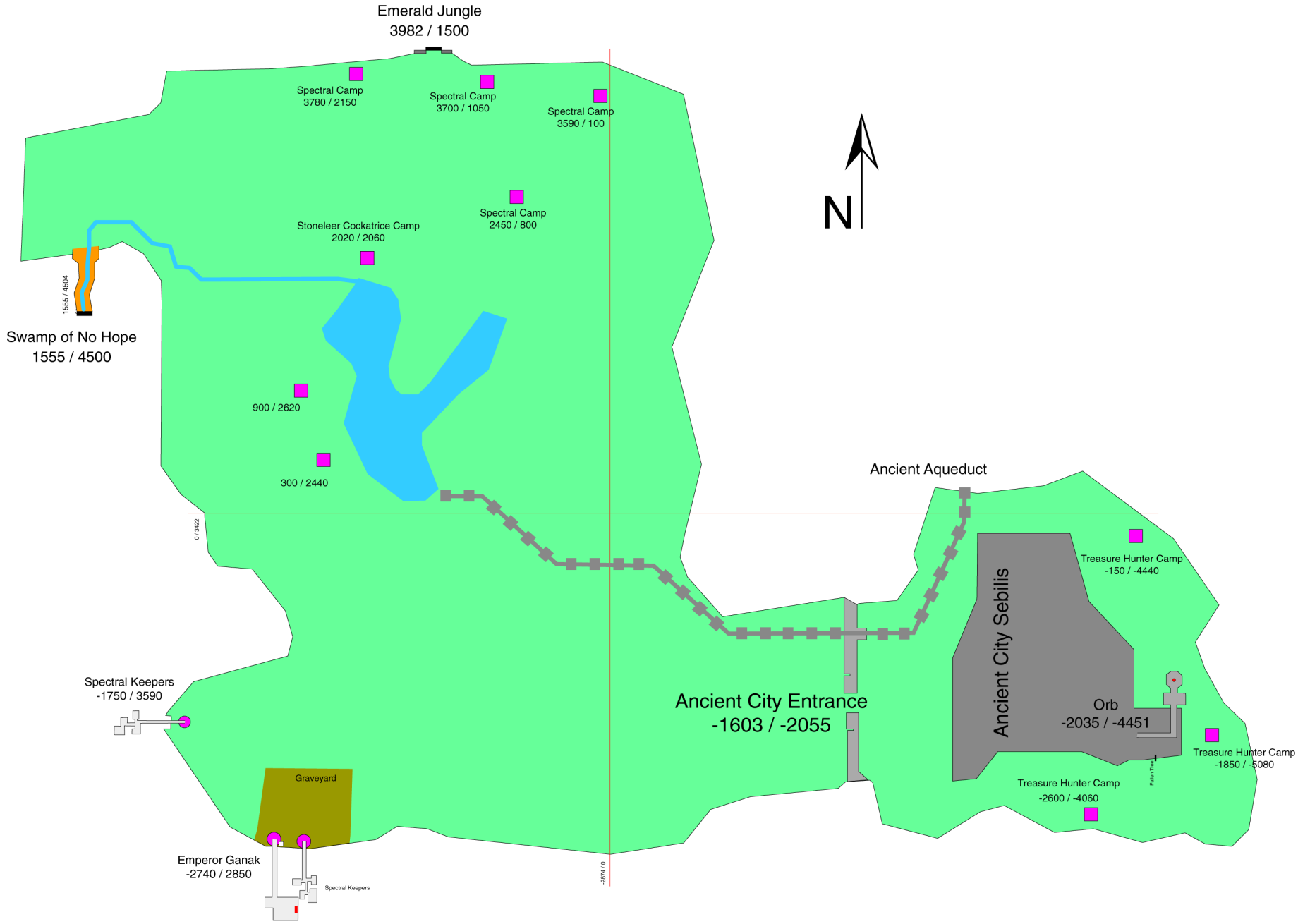

-250
-500
G
500
4
Exit
F
250
LEVEL 6B
0
750
5
500
6/H
250
G
LEVEL 7
-250
-500
F
1250
Exit
3
2
1000
750
E
LEVEL 6A
0
-250
E
500
1
250
D
Exit
LEVEL FIVE

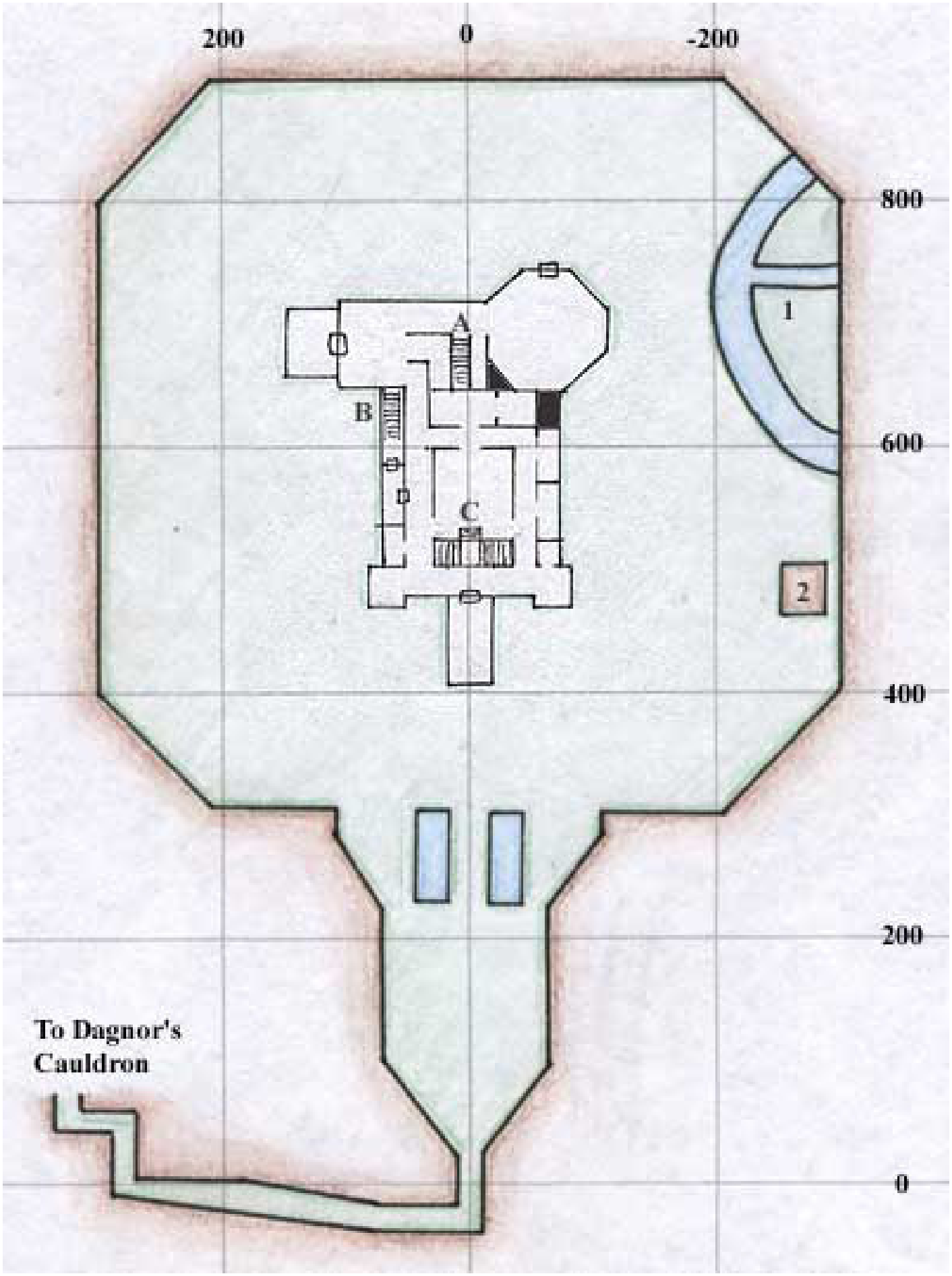
Tower of Frozen Shadow

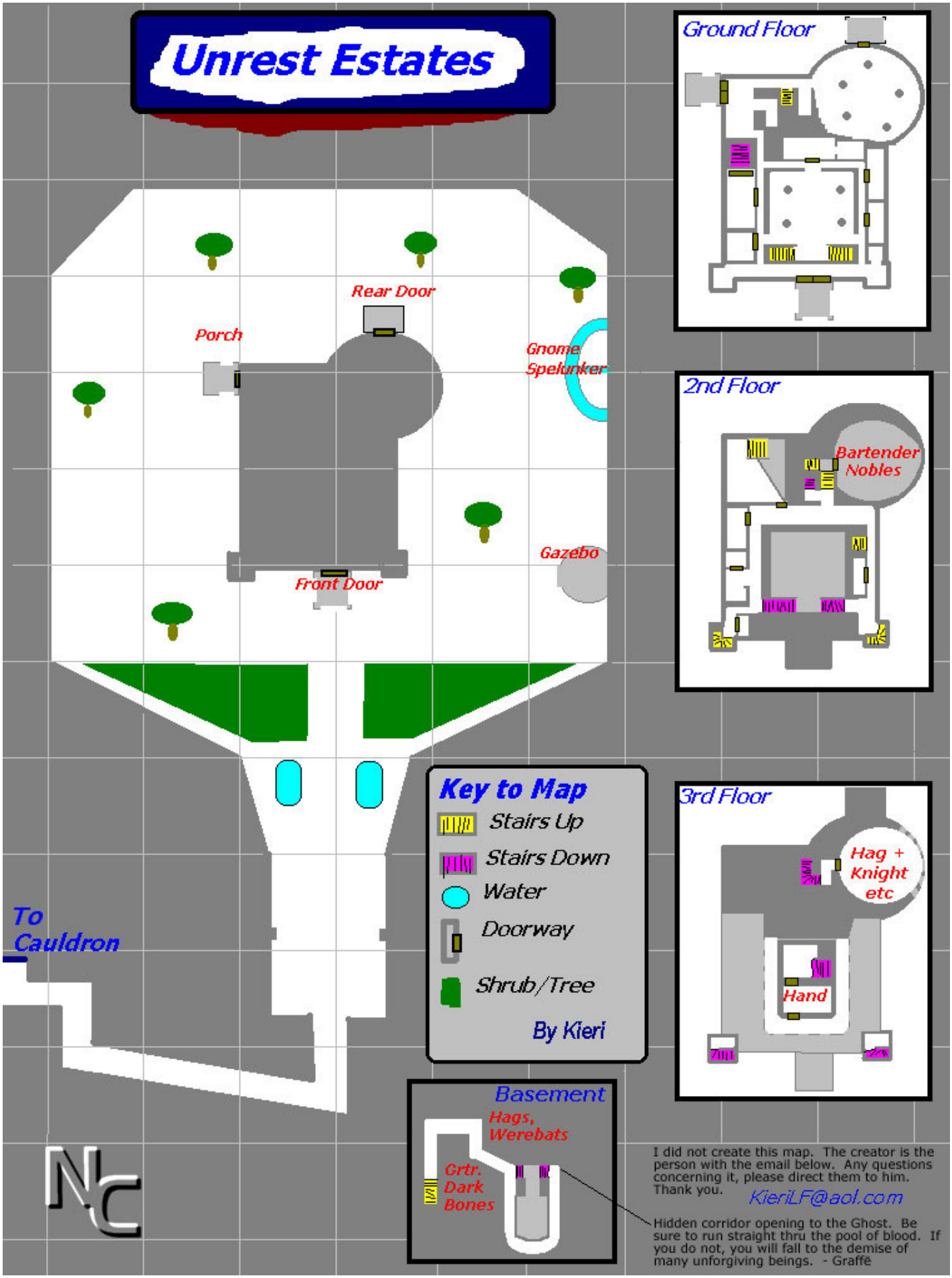

Map by Kirasha
Toxxulia Forest
Mountains
To Erudin
Merchant
Merchant
Merchant
2000
Rune Stone
Merchant
Heretics
Druidic
Standing Stones
1000
Fishing Dock
Ivory Bridge
To Kerra Isle
-2000
-1000
1000
-1000
Kobold Camp
Spire Gate
Kobold Camp
-2000
Skeleton Mine
Mountains
To Painted and the Hole?
www.notcrazy.com


5000
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000
4000
3000
2000
1000
0
-1000
-2000
-3000
To Emerald Jungle
To Swamp of No Hope
1
1
1
1
1
2
3
3
4
4
5
6
6
6
7
8

Trakanon Teeth

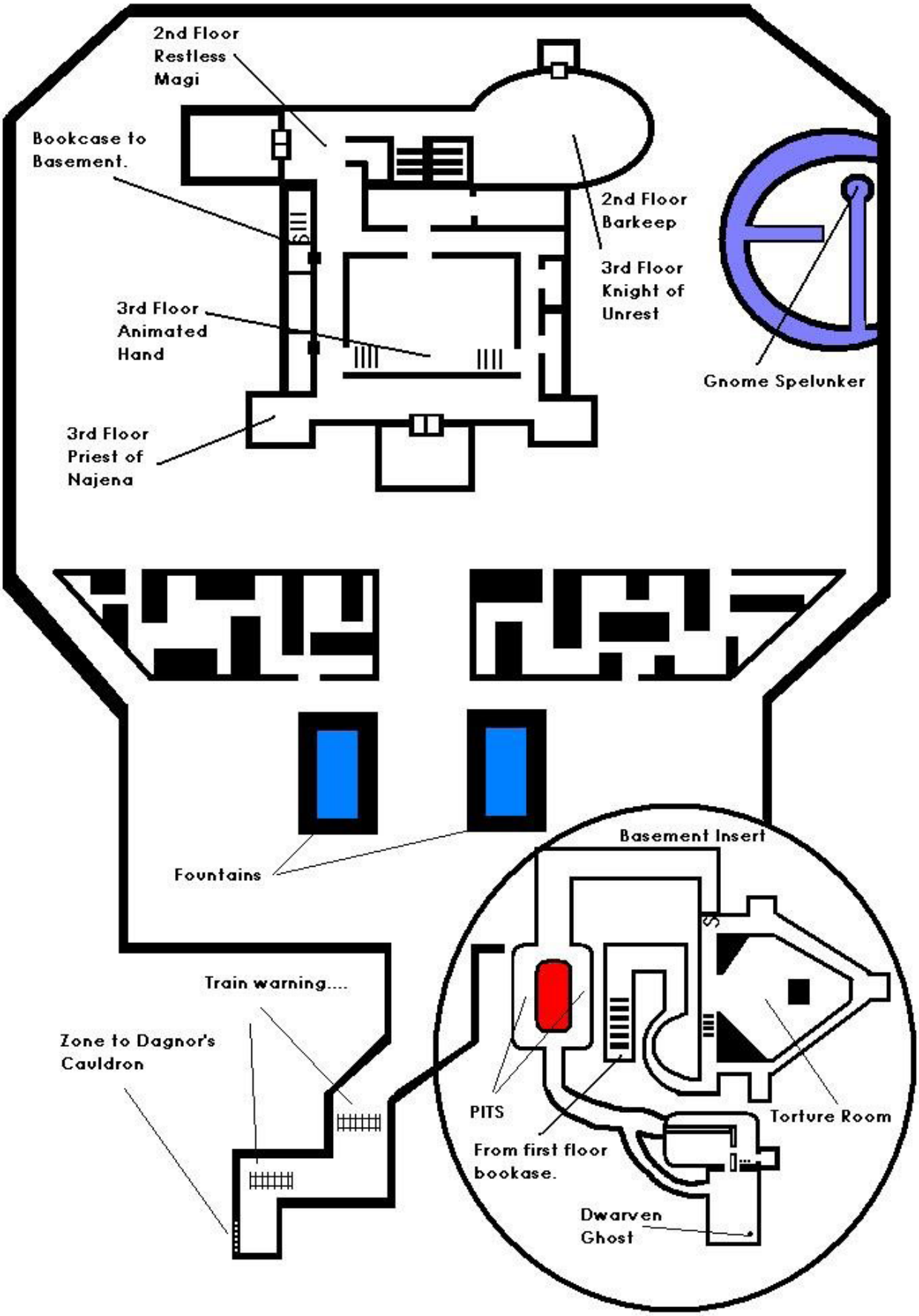


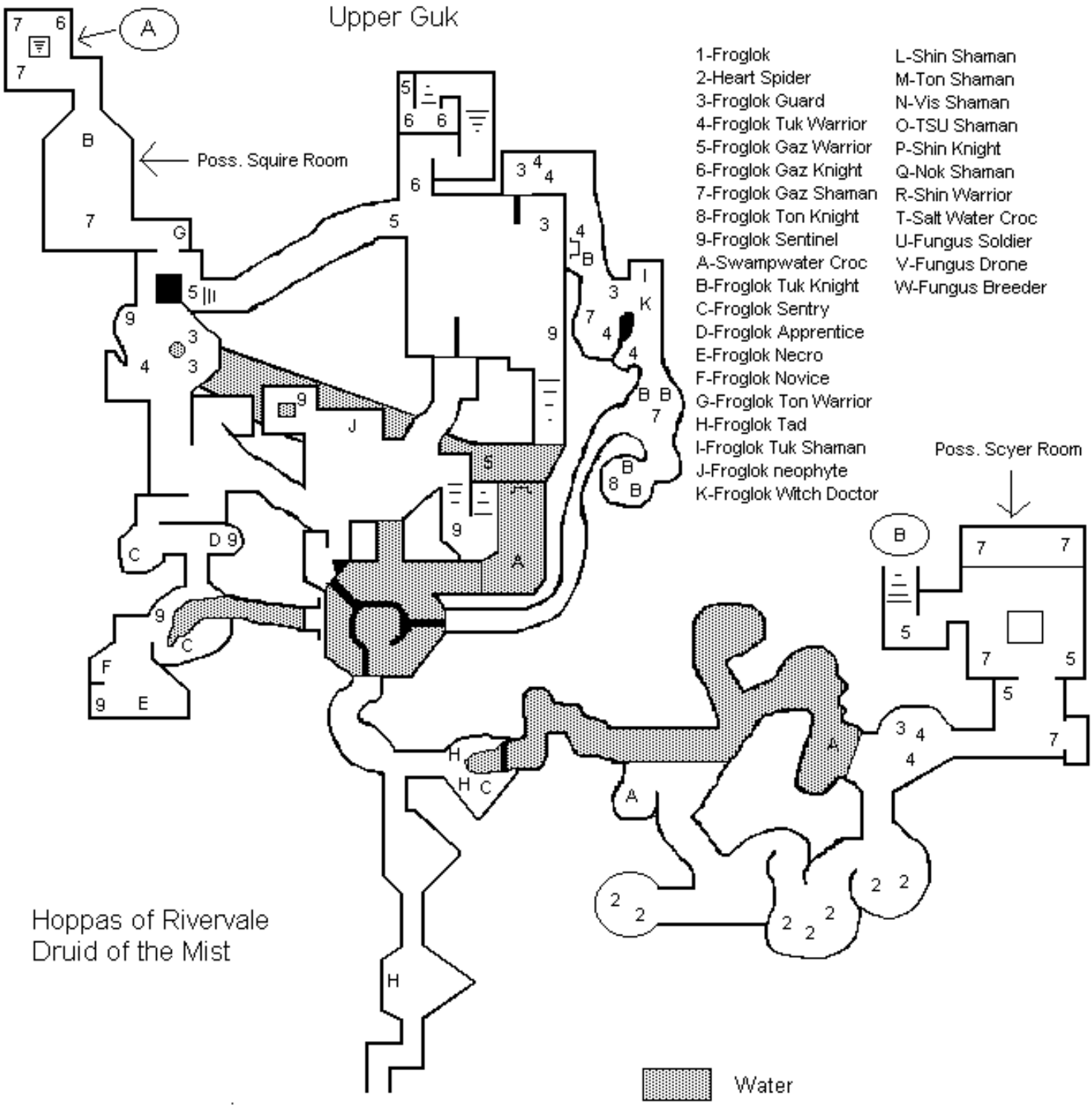

200
0
-200
800
600
400
200
0
A
B
C
1
2
To Dagnor's
Cauldron


Unrest Estates
Rear Door
Porch
Gnome Spelunker
Gazebo
Front Door
To Cauldron
Ground Floor
2nd Floor
Bartender Nobles
3rd Floor
Hag + Knight etc
Hand
Key to Map
Stairs Up
Stairs Down
Water
Doorway
Shrub/Tree
By Kieri
Basement
Hags, Werebats
Grtr. Dark Bones
I did not create this map. The creator is the person with the email below. Any questions concerning it, please direct them to him. Thank you.
KieriLF@aol.com
Hidden corridor opening to the Ghost. Be sure to run straight thru the pool of blood. If you do not, you will fall to the demise of many unforgiving beings. - Graffe

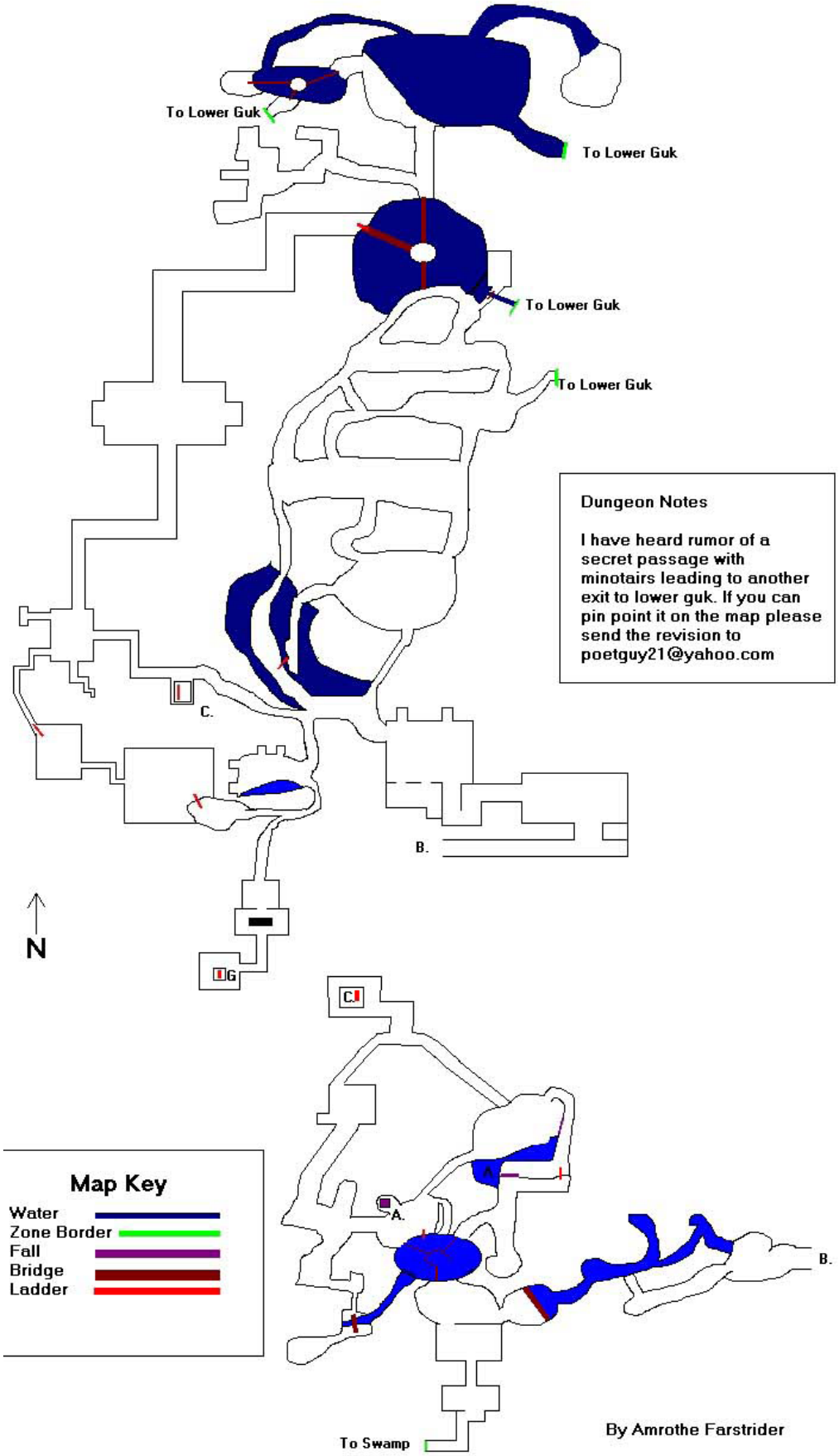
Estate of Unrest

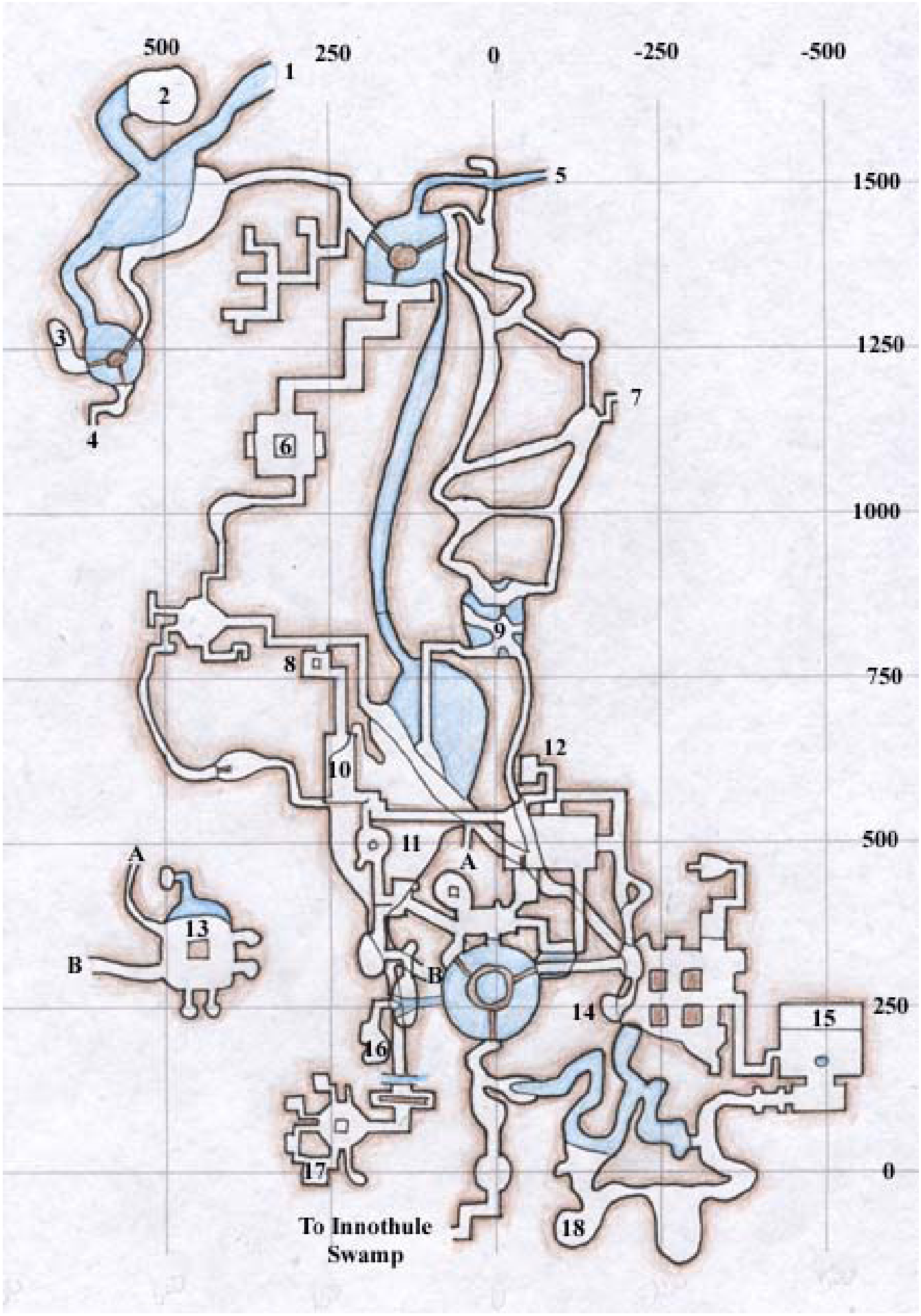
Map by Lord Khan of The Taken




Upper Guk
Poss. Squire Room
Poss. Scyer Room
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
Water

Upper Guk

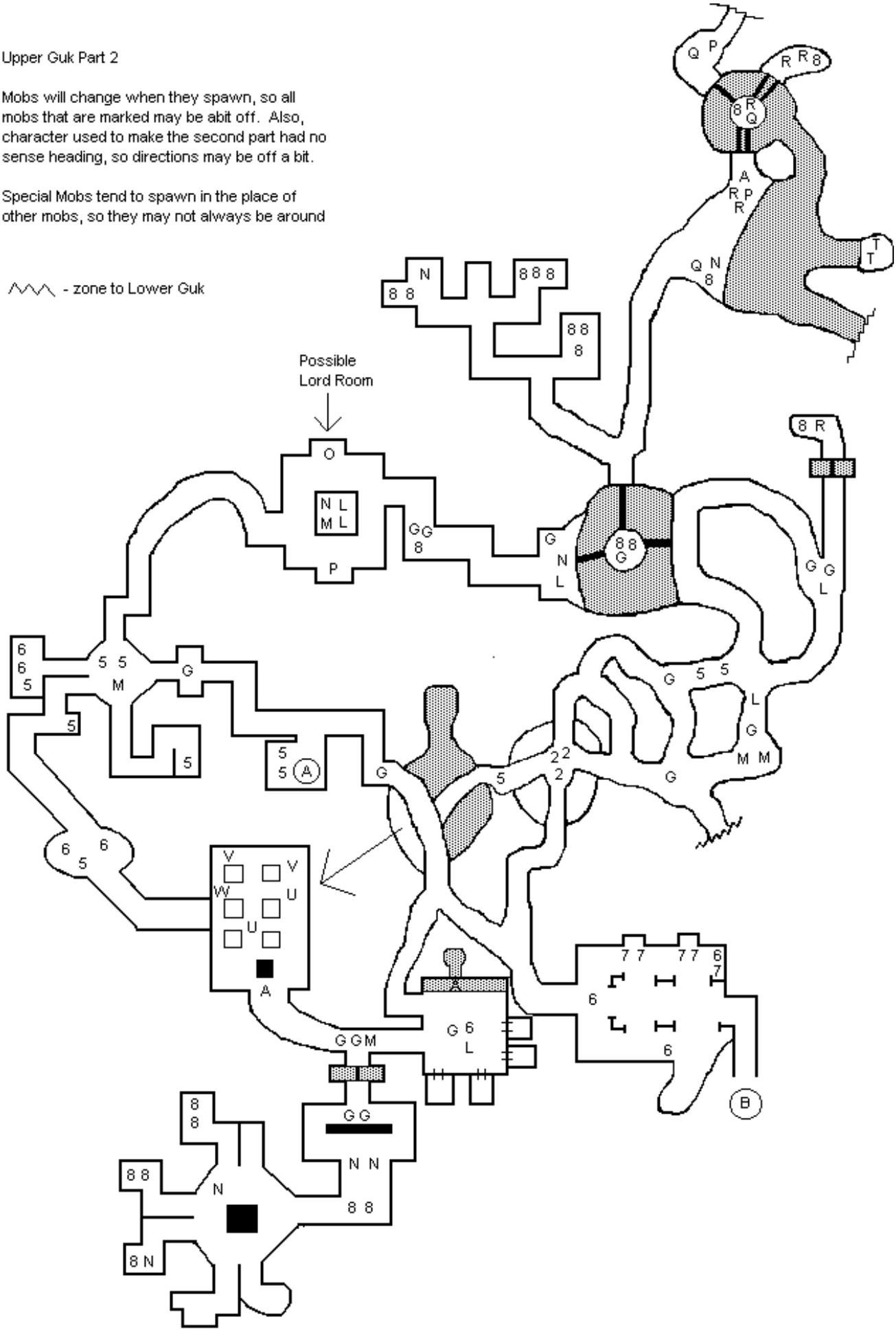

To Lower Guk
To Lower Guk
To Lower Guk
To Lower Guk
Dungeon Notes
I have heard rumor of a secret passage with minotairs leading to another exit to lower guk. If you can pin point it on the map please send the revision to poetguy21@yahoo.com
C.
B.
N
G
C.
A.
A.
B.
Map Key
Water
Zone Border
Fall
Bridge
Ladder
To Swamp
By Amrothe Farstrider

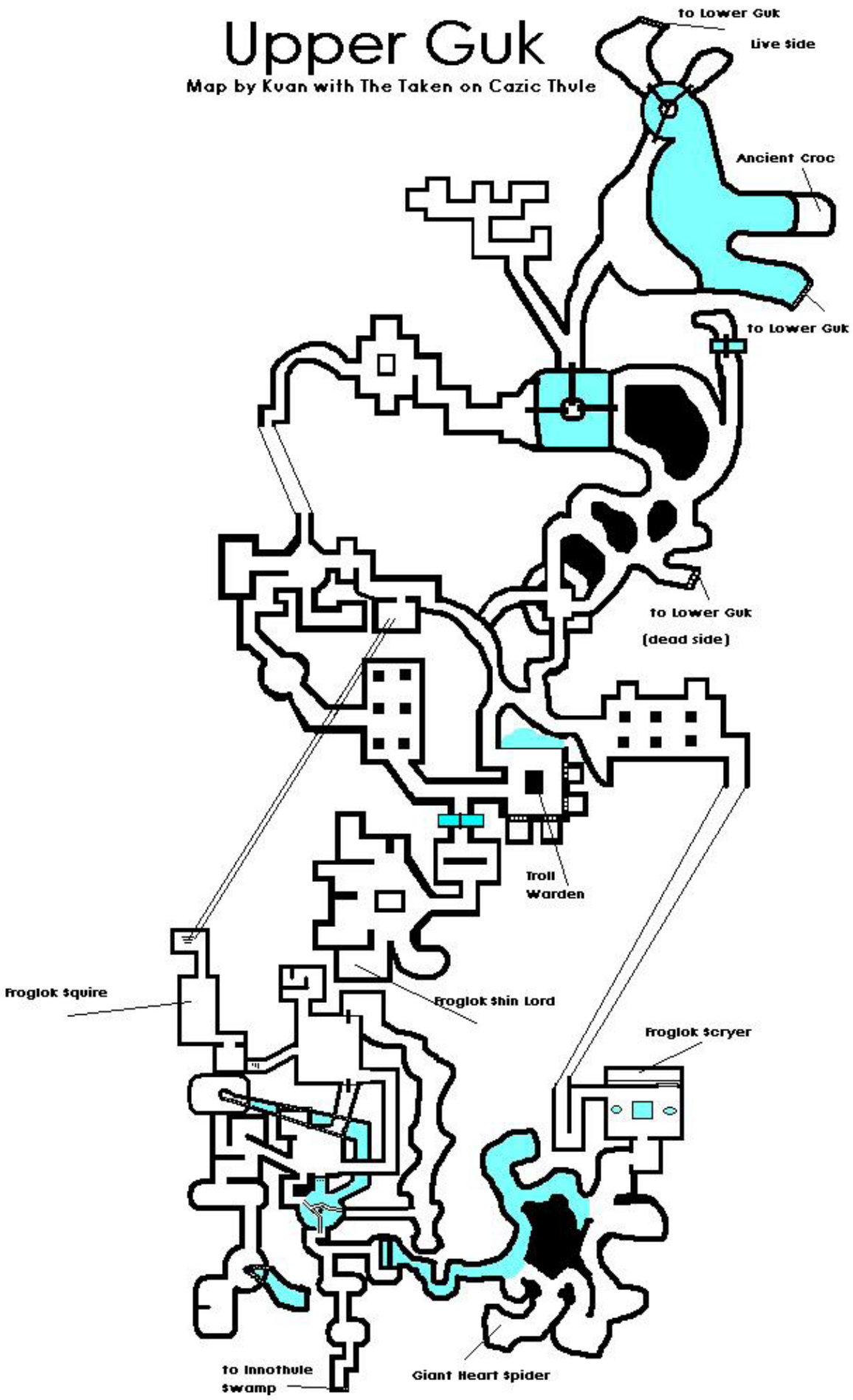

500
250
0
-250
-500
1500
1250
1000
750
500
250
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
A
B
A
B
To Innothule
Swamp

Upper Guk Part 2

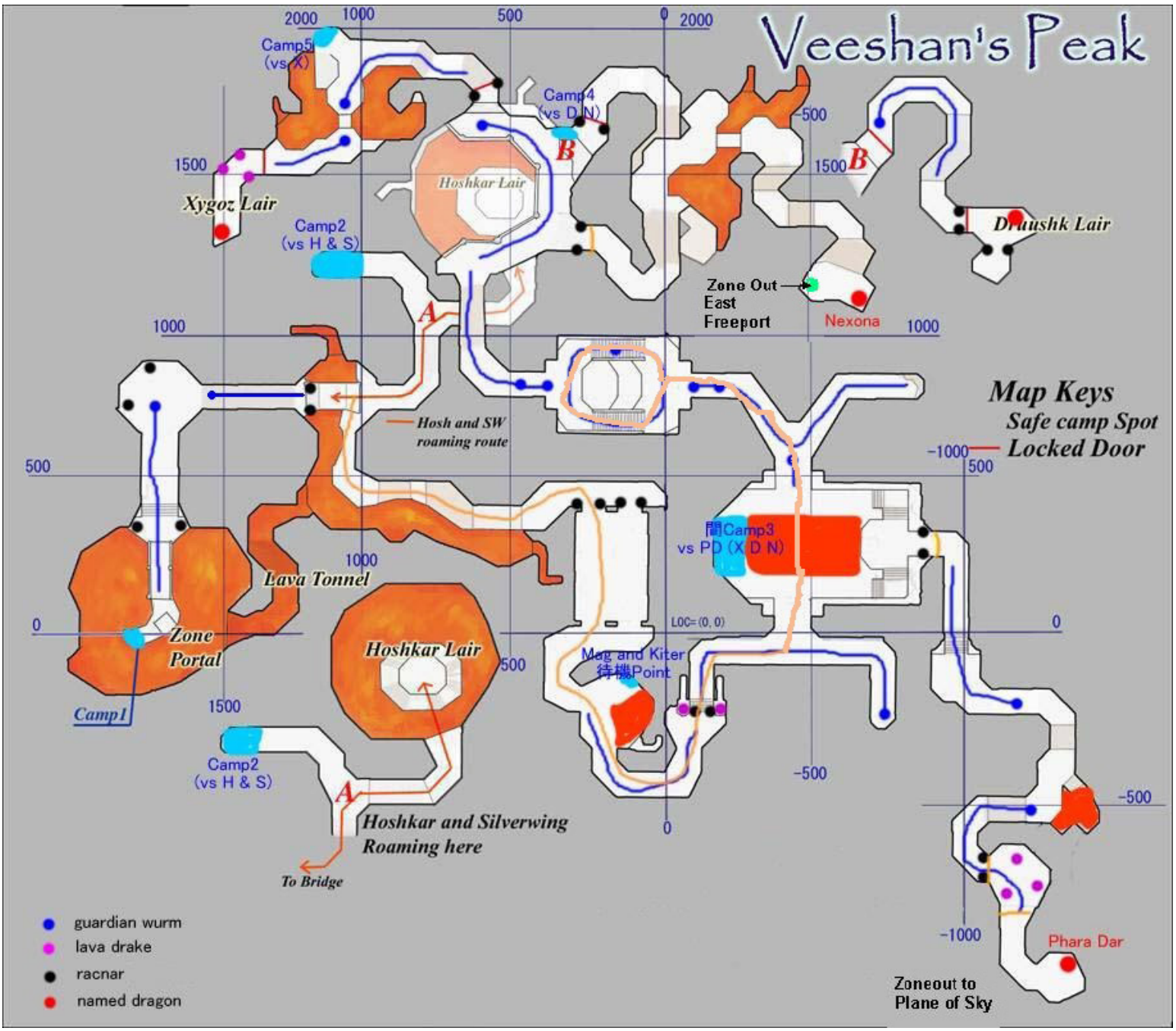
Mobs will change when they spawn, so all mobs that are marked may be abit off. Also, character used to make the second part had no sense heading, so directions may be off a bit.

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



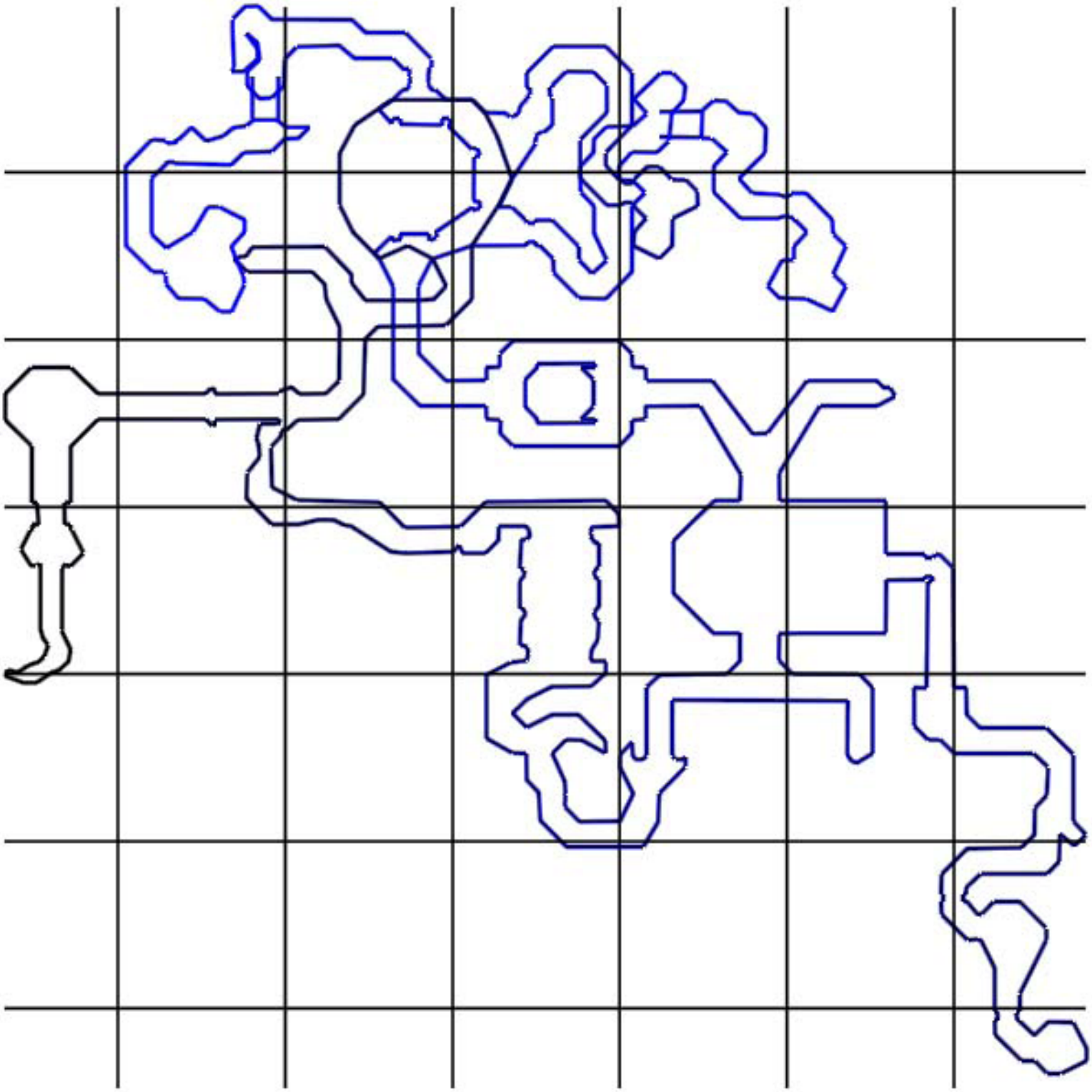

Upper Guk
Map by Kvan with The Taken on Cazic Thule
to Lower Guk
Live side
Ancient Croc
to Lower Guk
to Lower Guk
(dead side)
Troll
Warden
Froglok Squire
Froglok Shin Lord
Froglok Scryer
to Innothule
Swamp
Giant Heart Spider

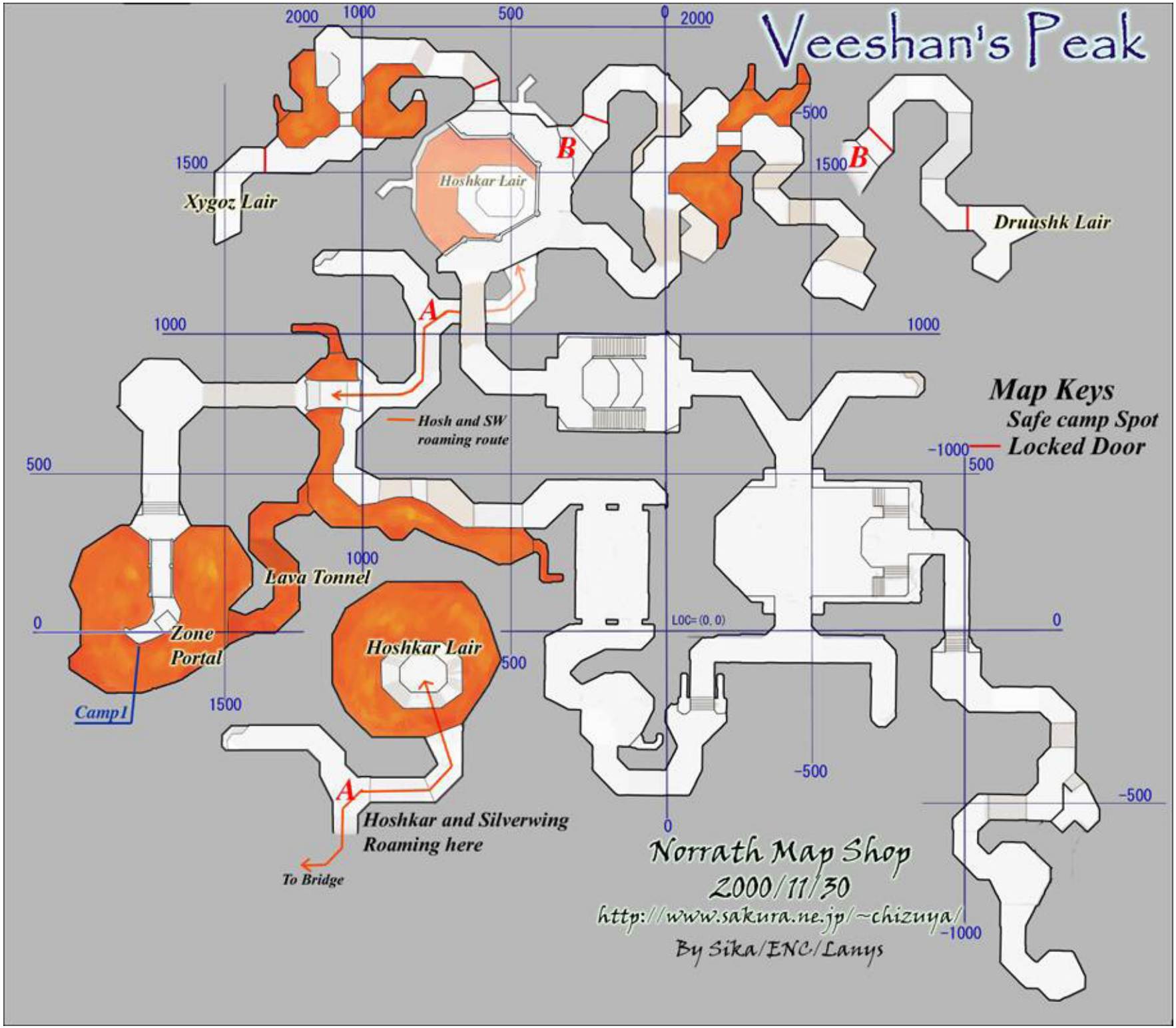
Ancient Croc
To Guk Bottom
ZONE 4
To Guk Bottom
ZONE 3
Shinta Warrior
To Guk Bottom
ZONE 1
ZONE 2
To Guk Bottom
Skeletal Monk Underwater Hidden room
B
Upper Guk
Old Ruin of Froglok
A
Froglok Scryer
ZONE
To Inotthule Swamp

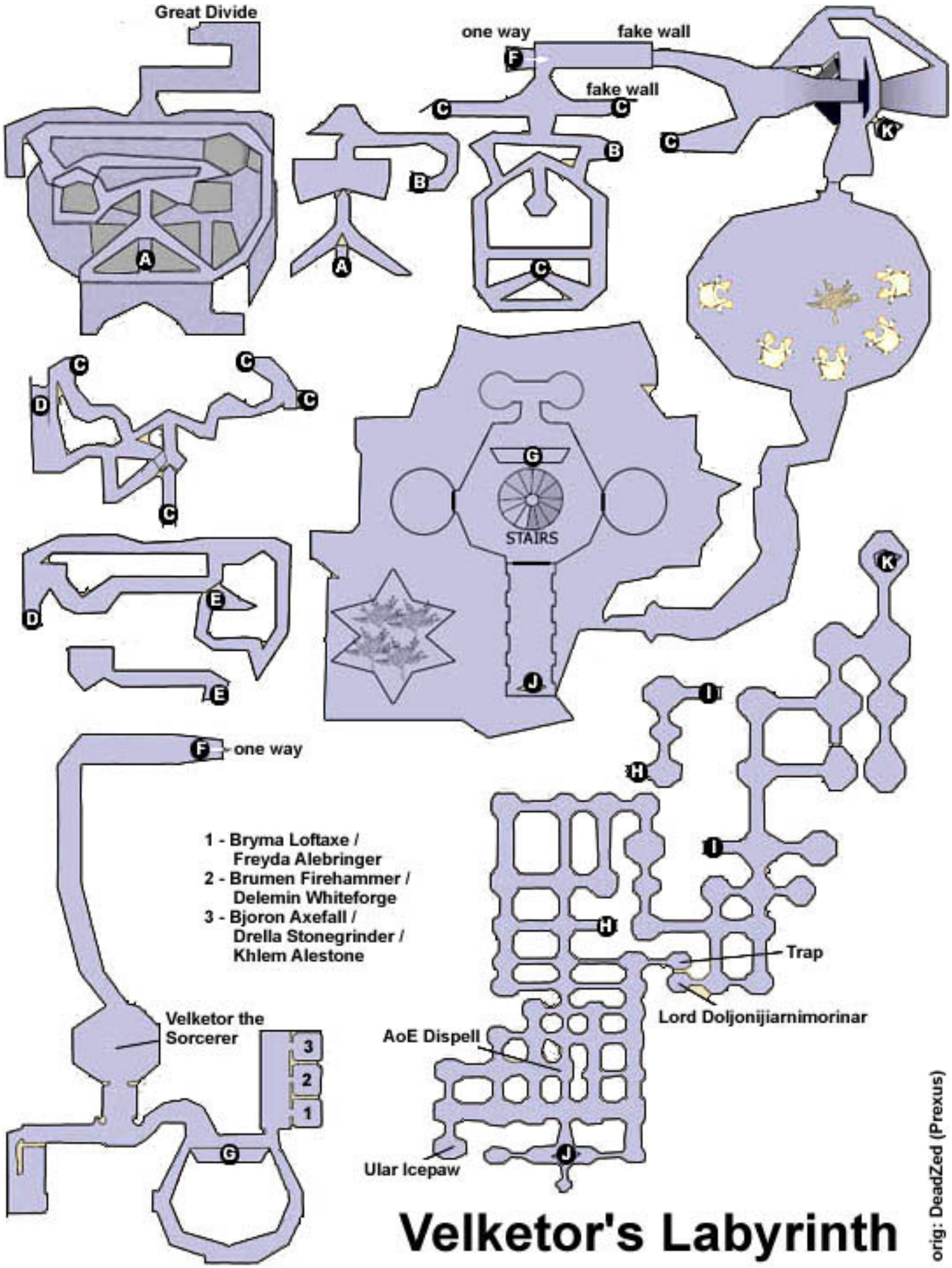

Veeshan's Peak
Camp5
(vs X)
Camp4
(vs D N)
Xygoz Lair
Hoshkar Lair
Camp2
(vs H & S)
Druushk Lair
Zone Out
East
Freeport
Nexona
Map Keys
Safe camp Spot
Locked Door
Hosh and SW
roaming route
Lava Tonnel
間Camp3
vs PD (X D N)
Zone
Portal
Hoshkar Lair
Mag and Kiter
待機Point
Camp1
Camp2
(vs H & S)
Hoshkar and Silverwing
Roaming here
To Bridge
Phara Dar
Zoneout to
Plane of Sky
guardian wurm
lava drake
racnar
named dragon

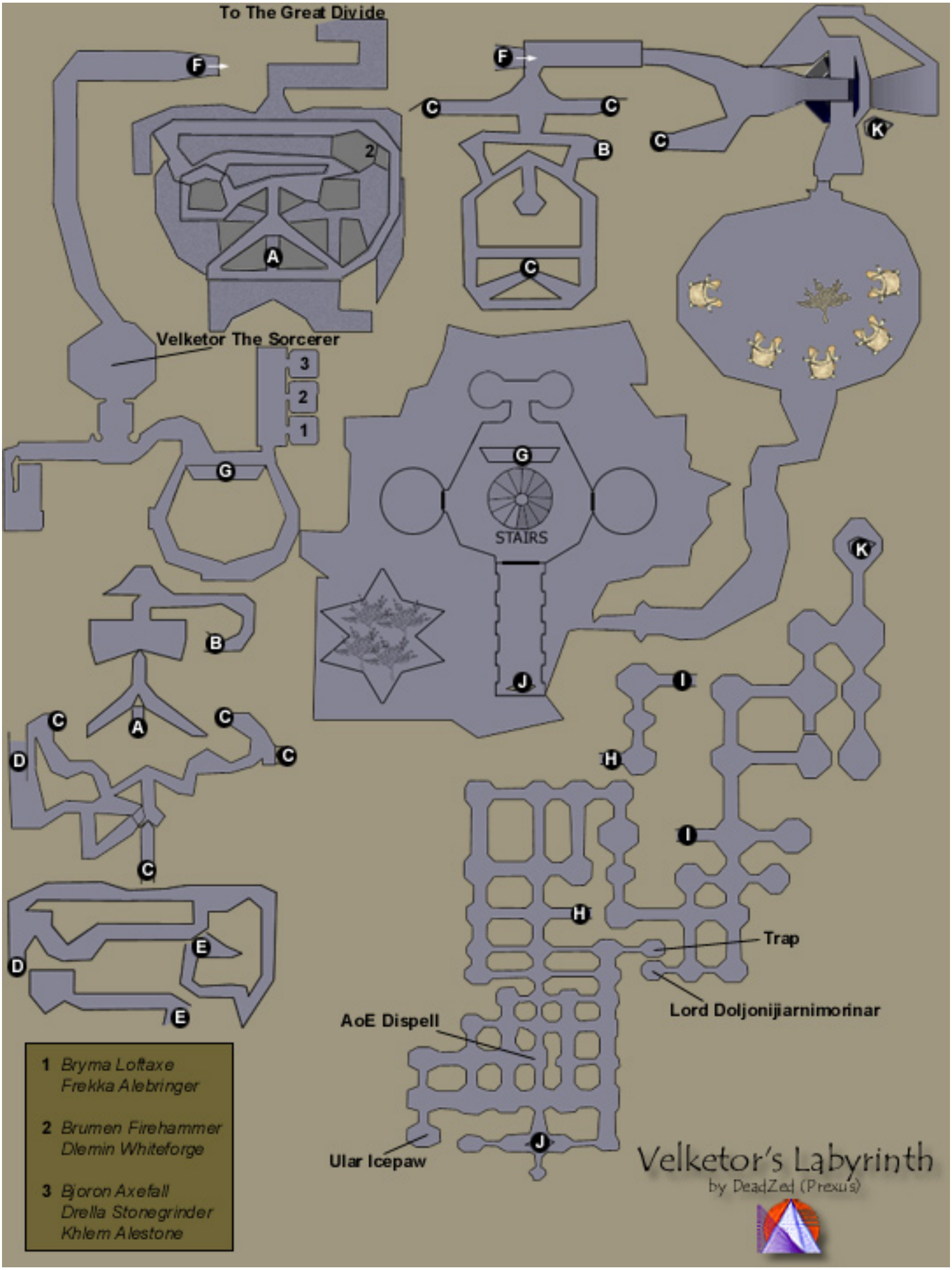
Veeshans Peak

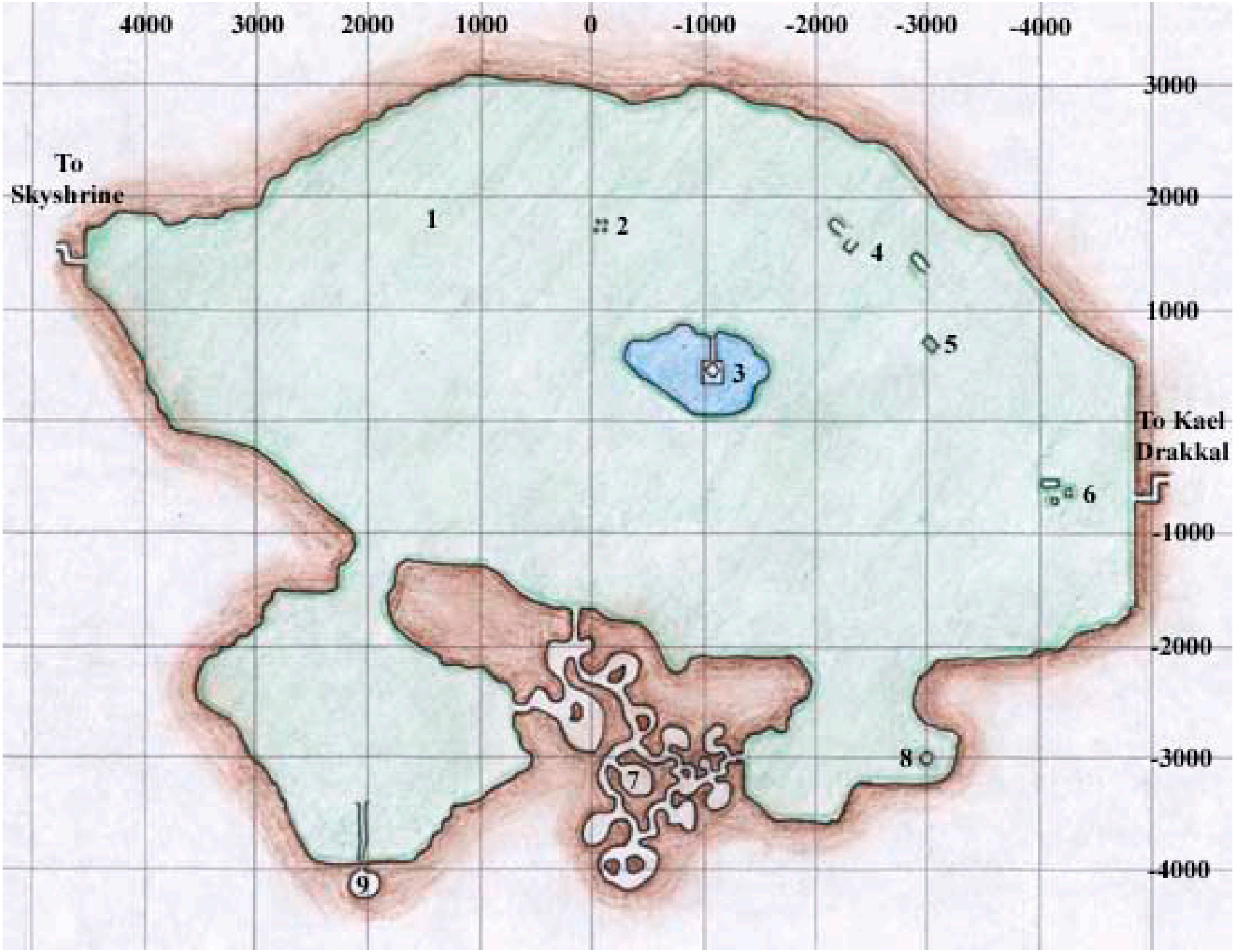
293

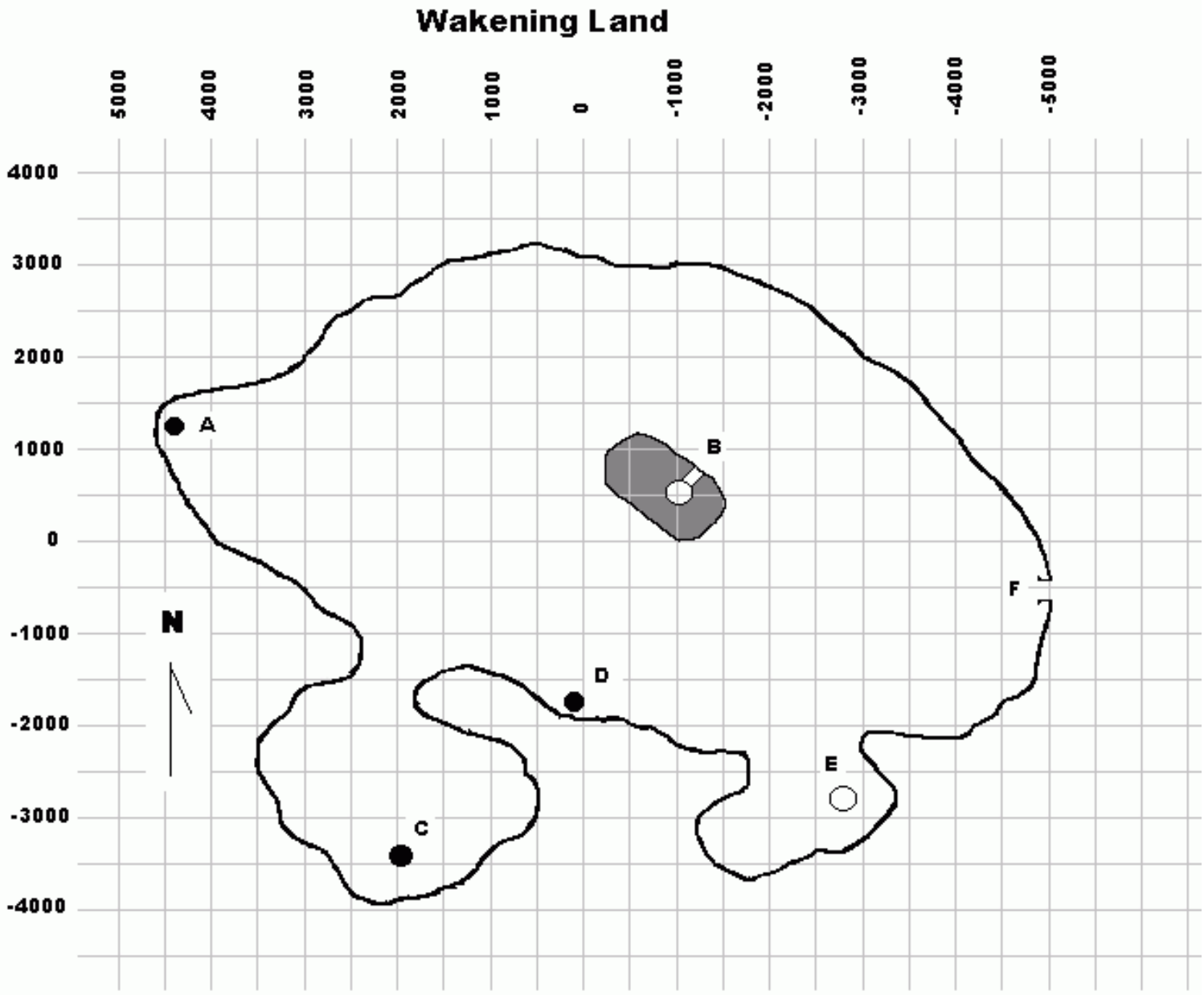



Veeshan's Peak
Xygoz Lair
Hoshkar Lair
Druushk Lair
Hosh and SW roaming route
Lava Tonnel
Zone Portal
Camp1
Hoshkar Lair
Hoshkar and Silverwing Roaming here
To Bridge
Map Keys
Safe camp Spot
Locked Door
LOC= (0, 0)
Norrath Map Shop
2000/11/30
http://www.sakura.ne.jp/~chizuya/
By Sika/ENC/Lanys


Great Divide
one way
fake wall
fake wall
STAIRS
one way
1 - Bryma Loftaxe / Freyda Alebringer
2 - Brumen Firehammer / Delemin Whiteforge
3 - Bjoron Axefall / Drella Stonegrinder / Khlem Alestone
Velketor the Sorcerer
Trap
Lord Doljonijiarnimorinar
AoE Dispell
Ular Icepaw
Velketor's Labyrinth
orig: DeadZed (Prexus)


To The Great Divide
Velketor The Sorcerer
STAIRS
Trap
Lord Doljonijiarnimorinar
AoE Dispell
Ular Icepaw
1 Bryma Loftaxe
Frekka Alebringer
2 Brumen Firehammer
Dlemin Whiteforge
3 Bjoron Axefall
Drella Stonegrinder
Khlem Alestone
Velketor's Labyrinth
by DeadZed (Prexus)


4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
3000
2000
1000
-1000
-2000
-3000
-4000
To Skyshrine
To Kael Drakkal
1
2
3
4
5
6
7
8
9

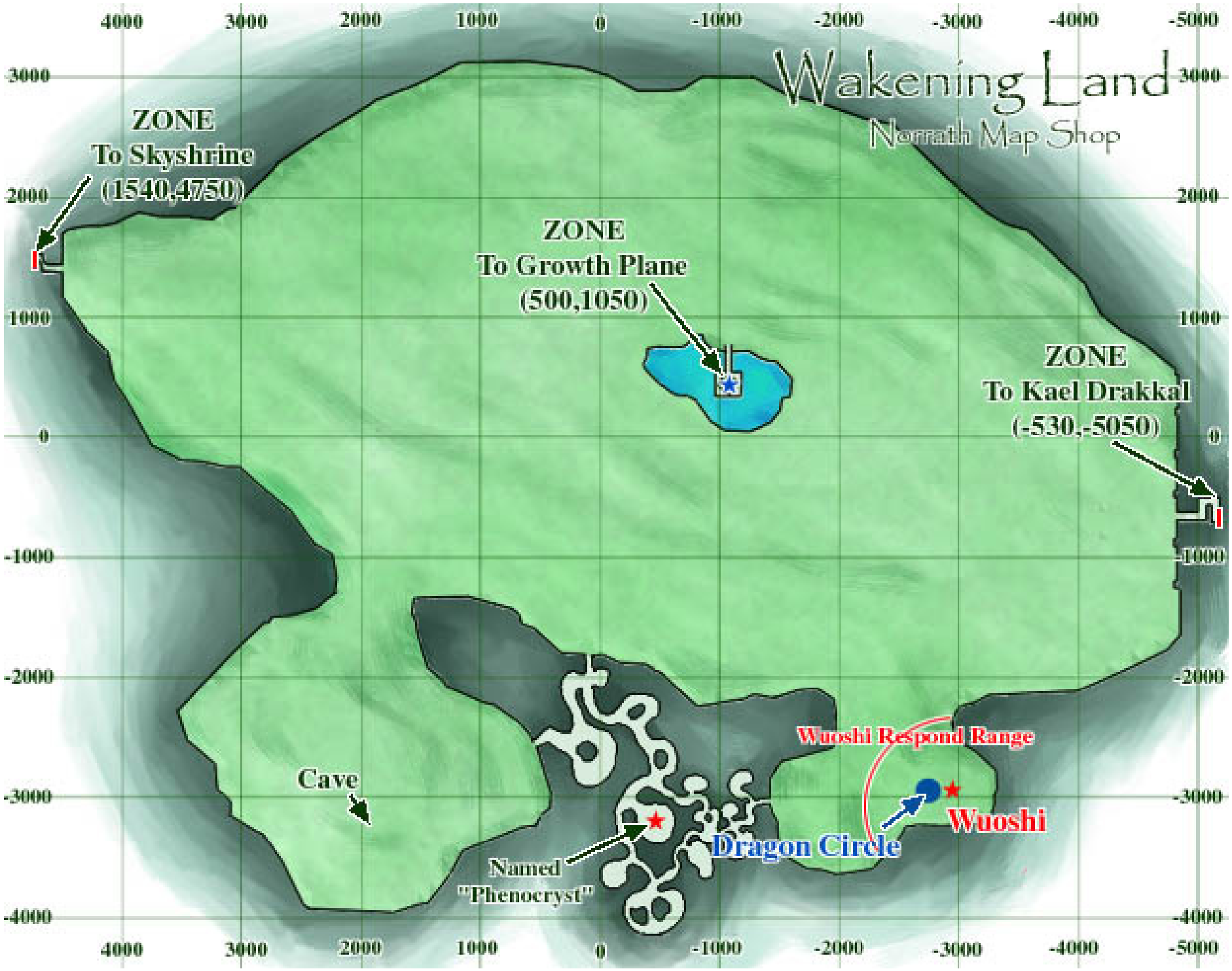


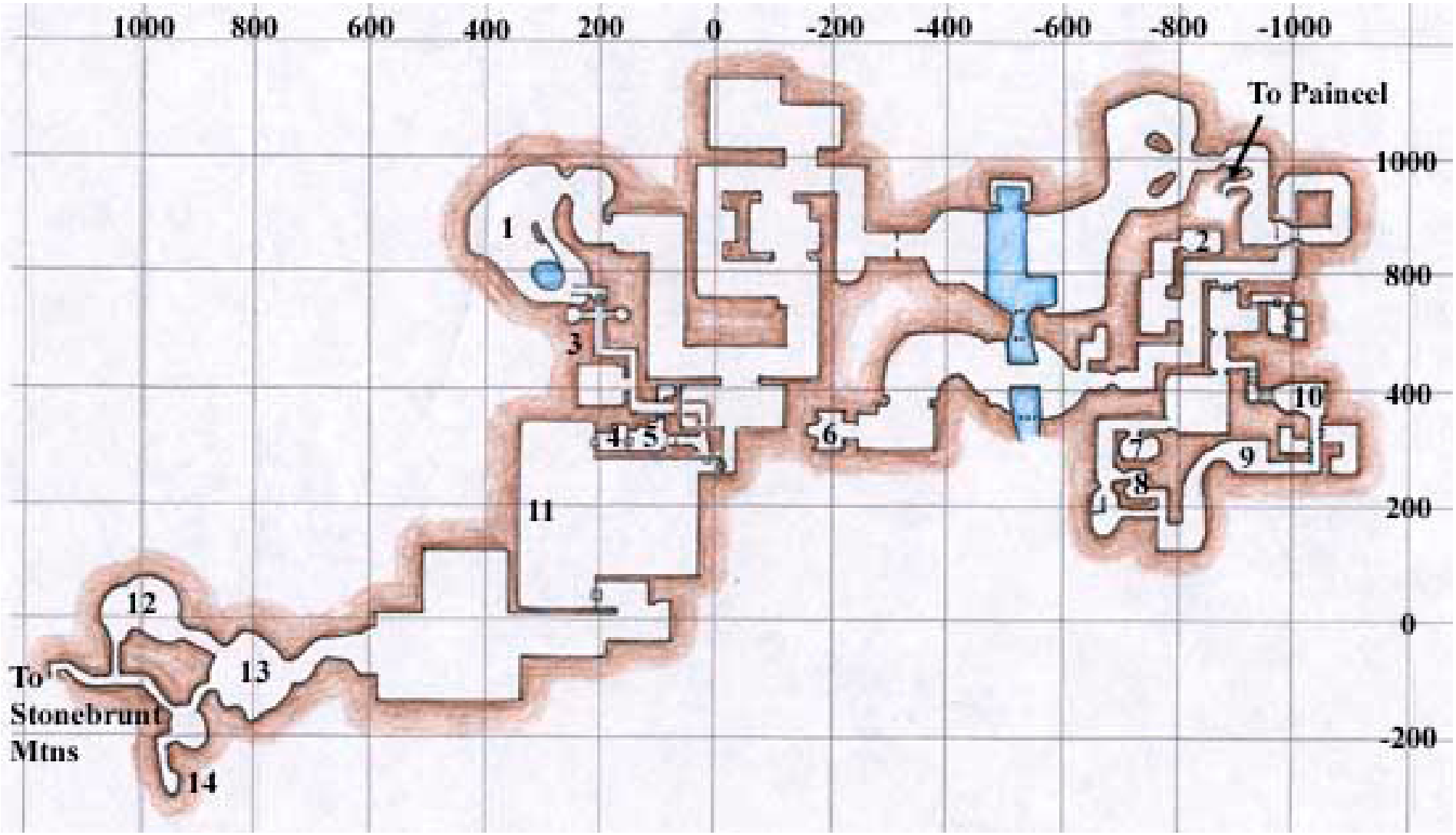
A - Skyshrine Zone - 1457, 4532
B - Plane of Growth Zone - 500, n1019
C - Flying Monkey Cave - n3411, 2043
D - Faerie Dragon Cave - n1711, 156
E - Dragon Ring - n3000, n3000
F - Kael Drakken Zone - m686, n4640

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

Send corrections/additions to:
rickyh@telapex.com

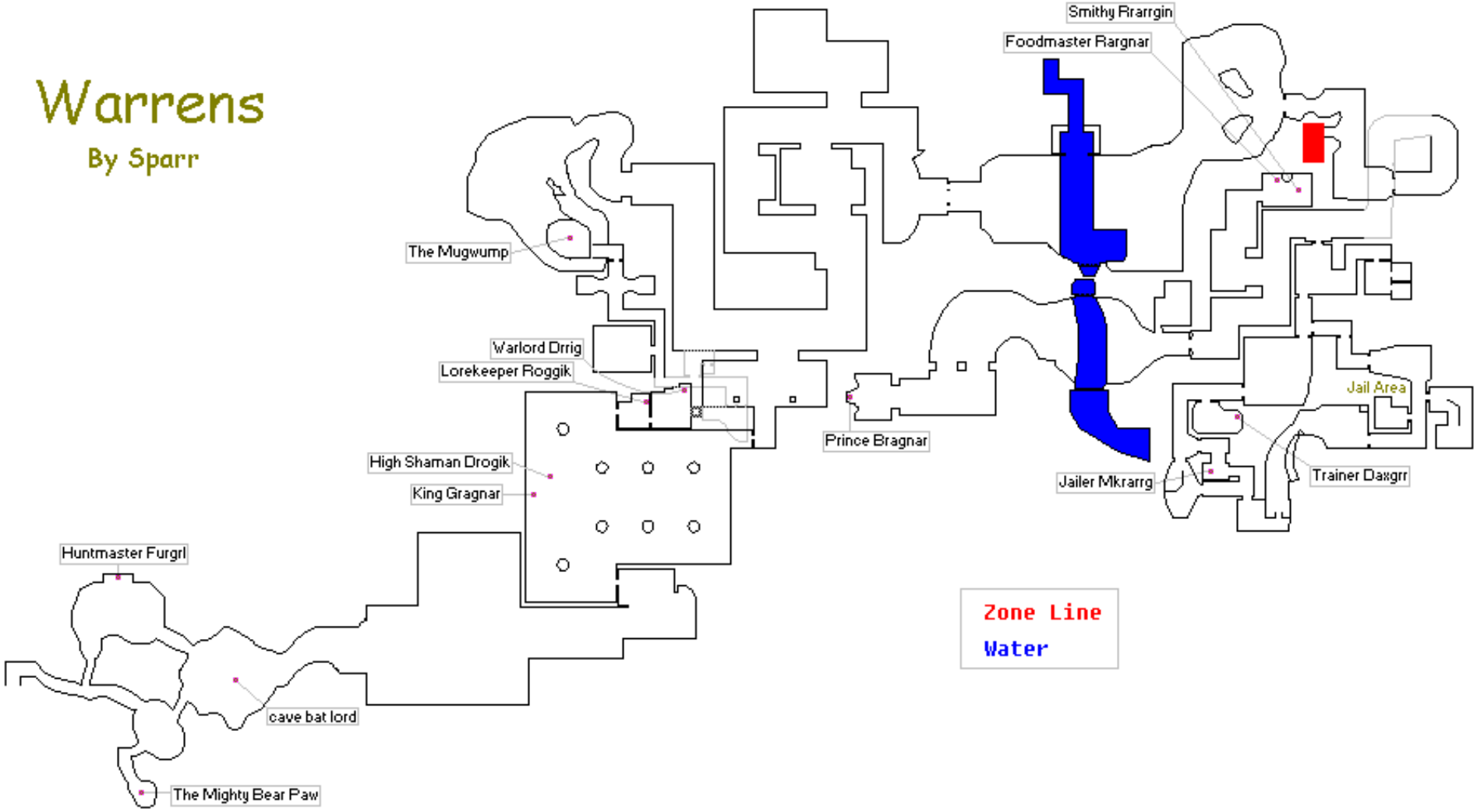
Maps by Hop:
http://users.telepak.net/~rickyh/mapsbyho.htm

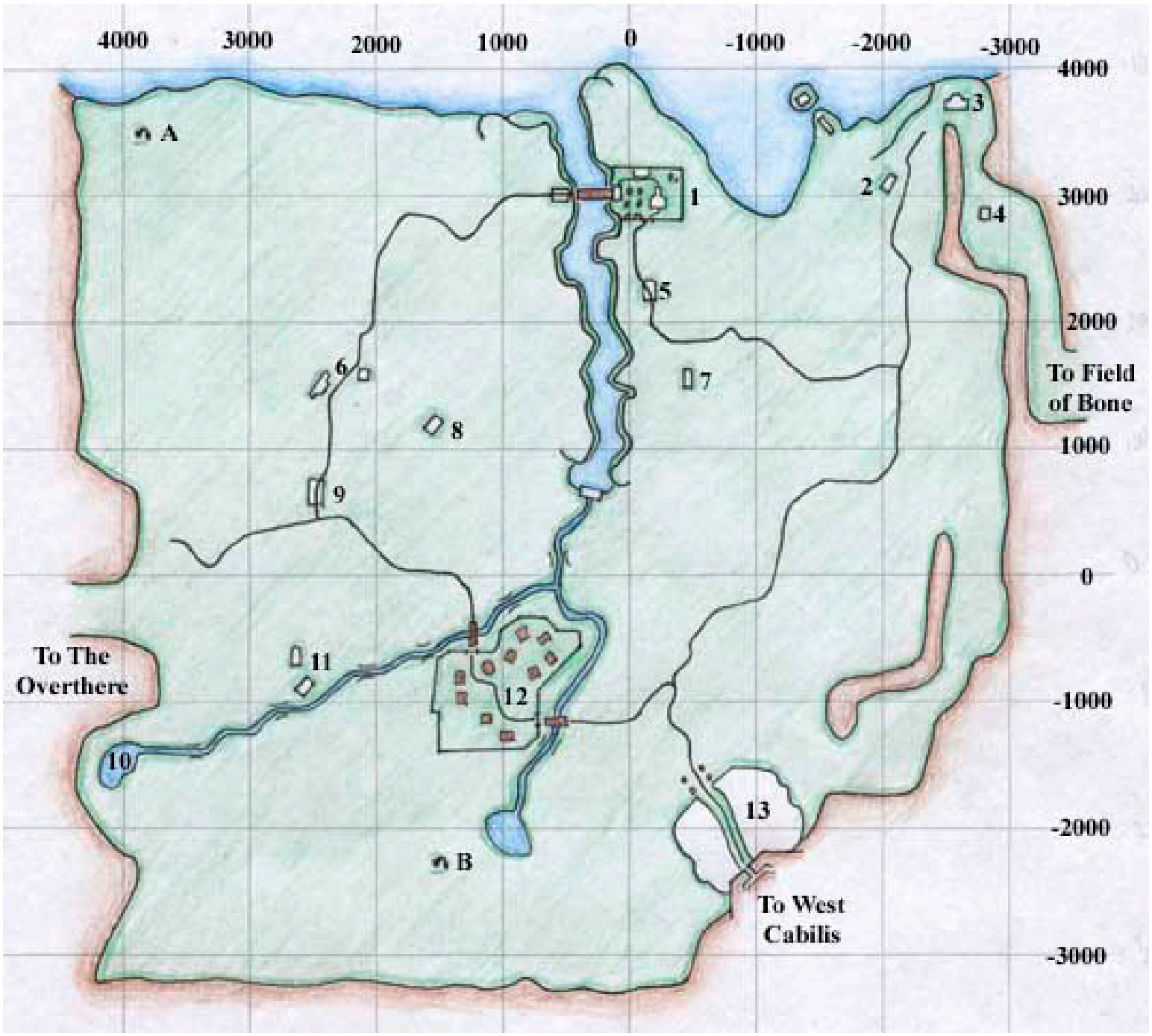

Wakening Land
Norrath Map Shop
ZONE
To Skyshrine
(1540,4750)
ZONE
To Growth Plane
(500,1050)
ZONE
To Kael Drakkal
(-530,-5050)
Wuoshi Respond Range
Wuoshi
Dragon Circle
Cave
Named
"Phenocryst"
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000


1000
800
600
400
200
0
-200
-400
-600
-800
-1000
1000
800
400
200
0
-200
To Paincel
1
2
3
4
5
6
7
8
9
10
11
12
13
14
To
Stonebrunt
Mtns

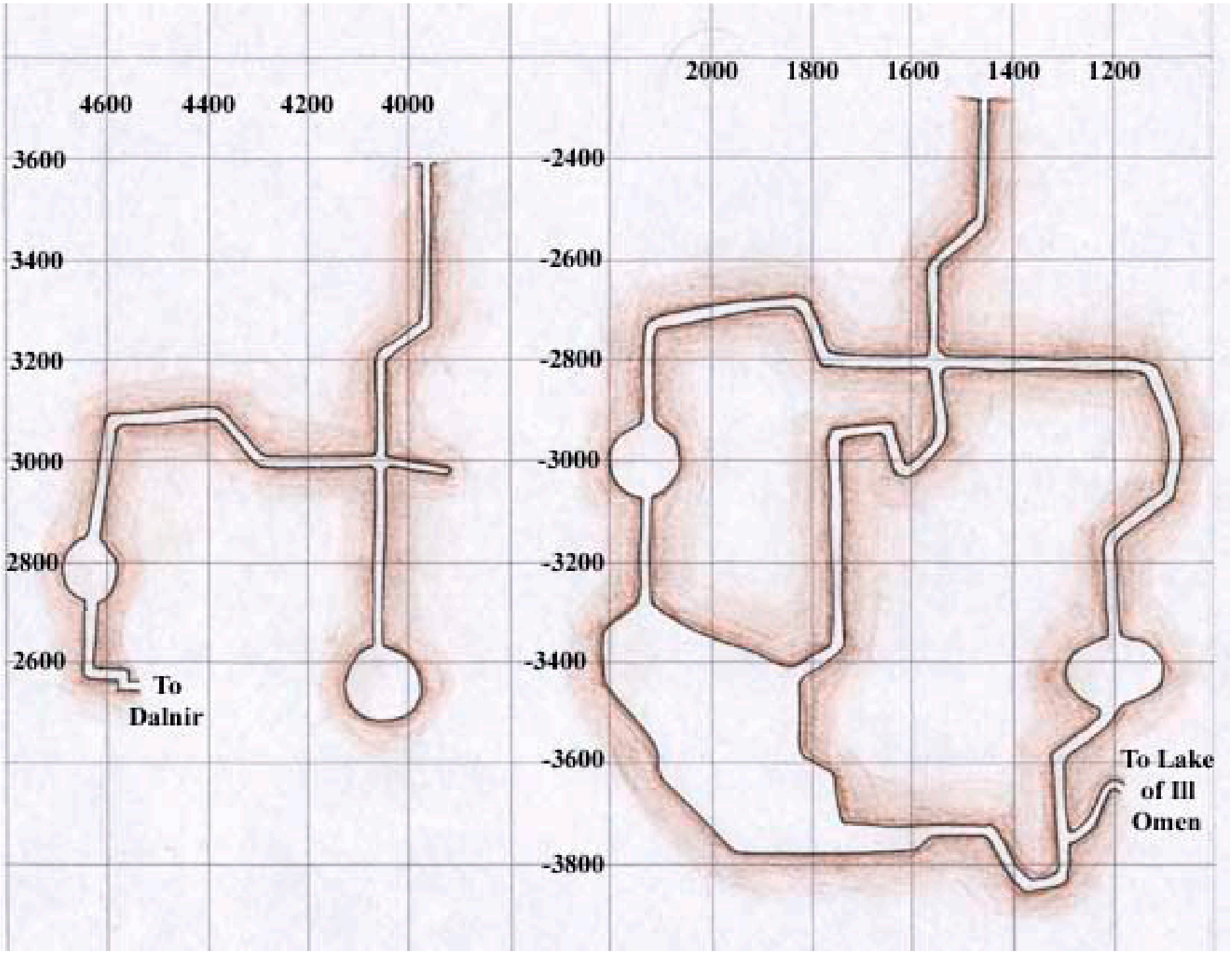
Warrens

By Sparr

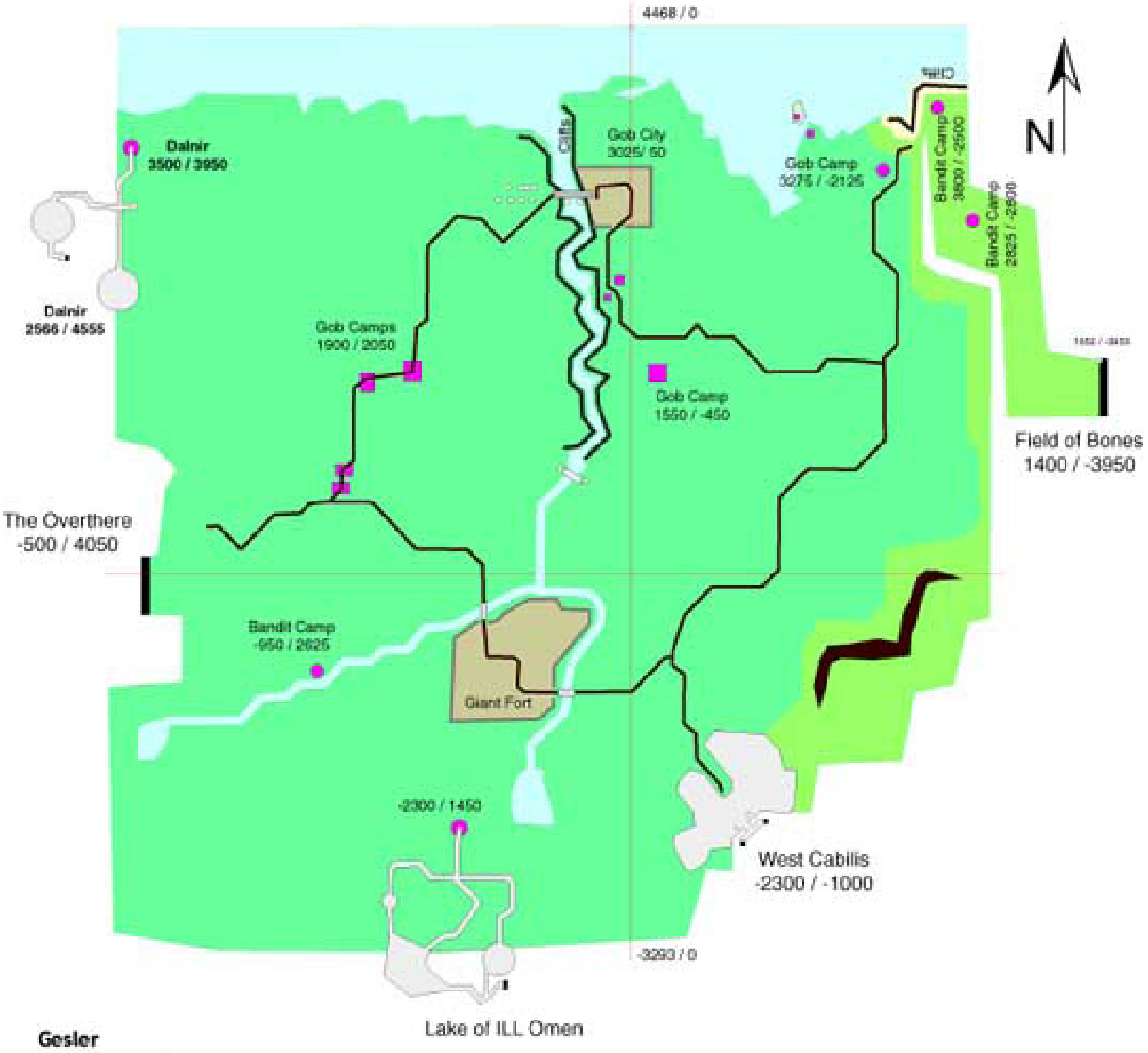



4000
3000
2000
1000
0
-1000
-2000
-3000
A
1
2
3
4
5
6
7
8
9
10
11
12
13
B
To Field of Bone
To The Overthere
To West Cabilis

Warsliks Woods B

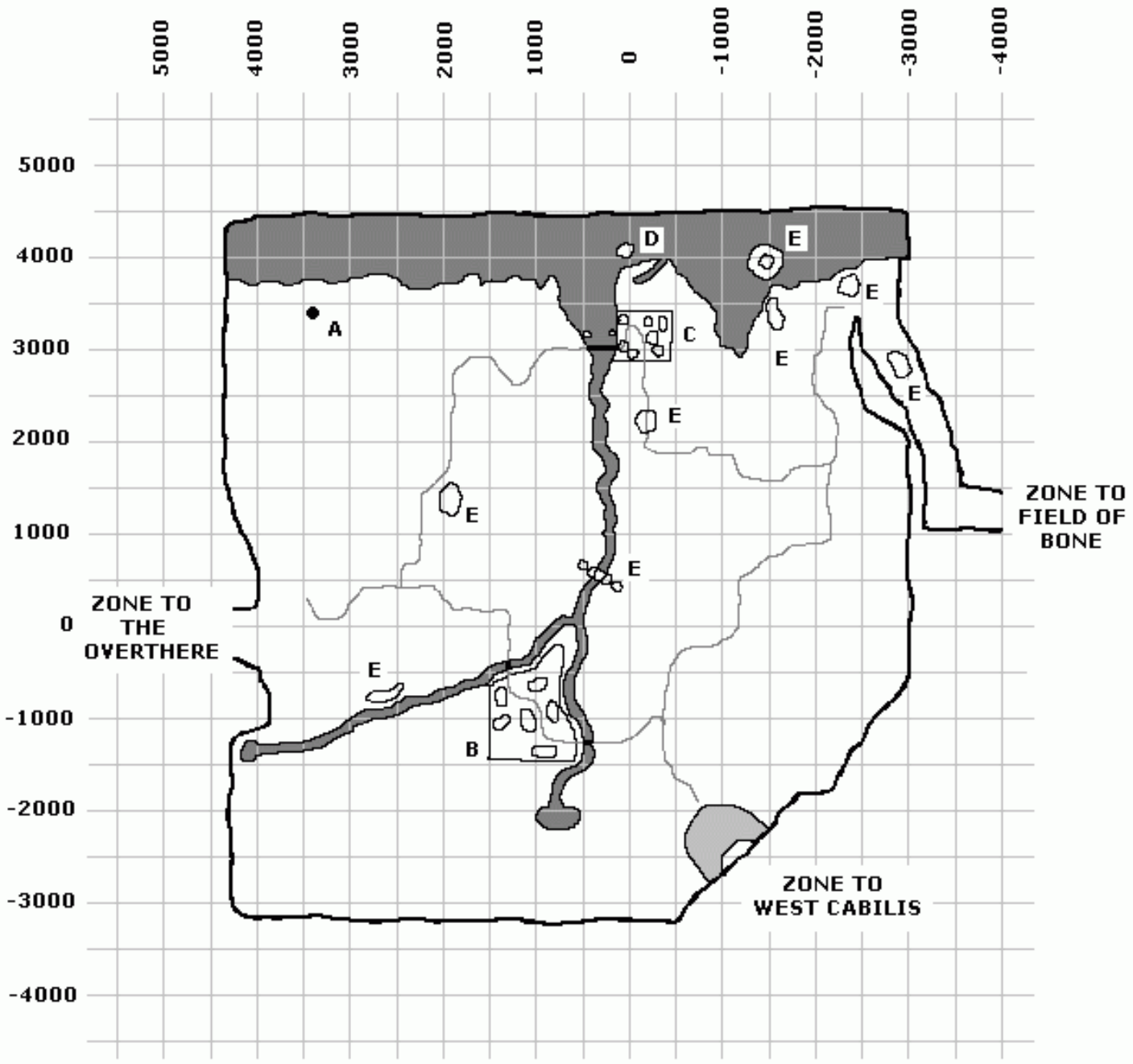


Warsliks Woods



Gesler

WARSLILK'S WOODS



LEGEND

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

N

BY

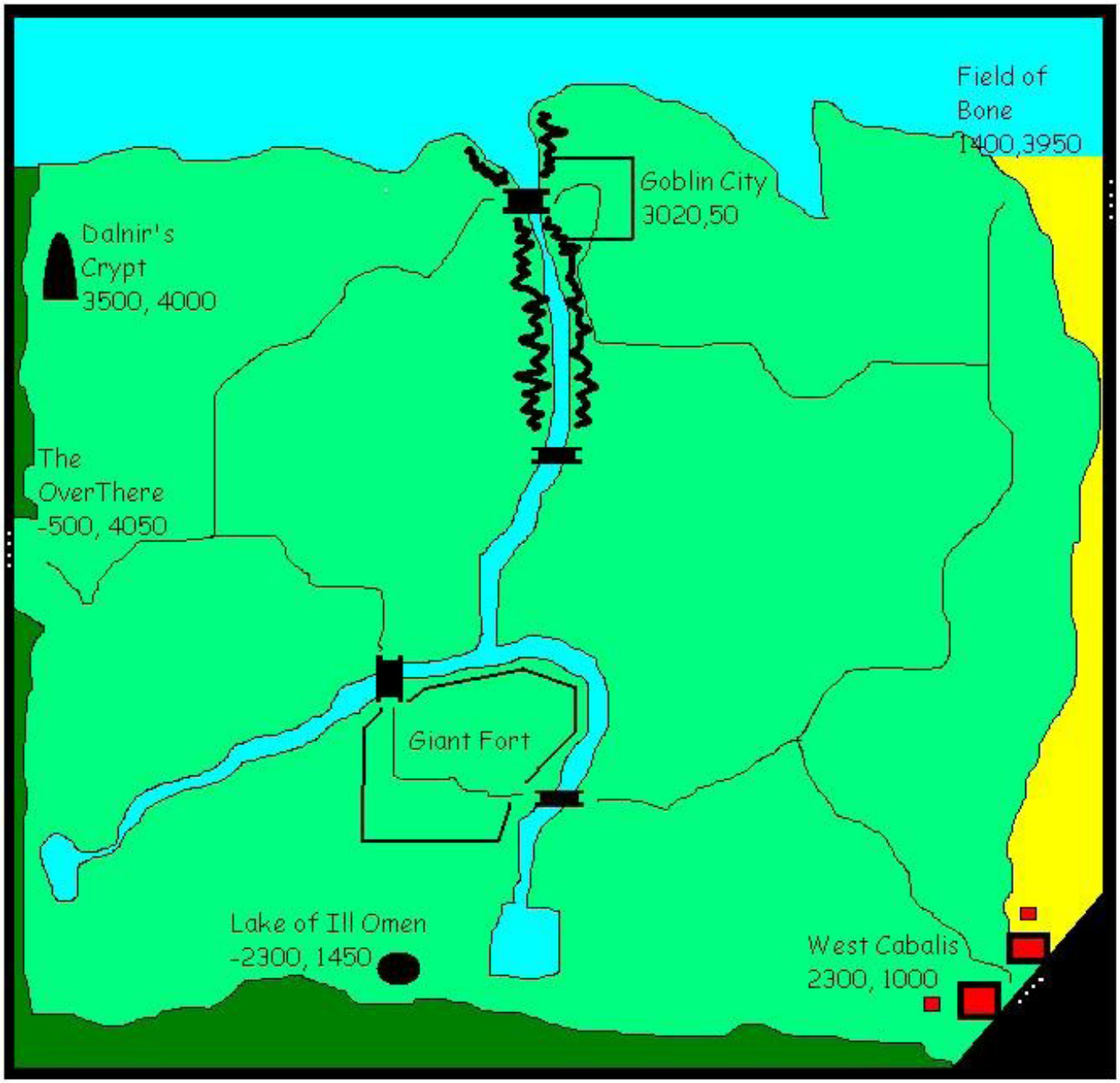
HOPPAS OVALE
DRUID OF THE MIST
THE UNWISE
DISCIPLES OF HONOR
E'CI

SEND CORRECTIONS/ADDITIONS TO:
rickyh@telapex.com

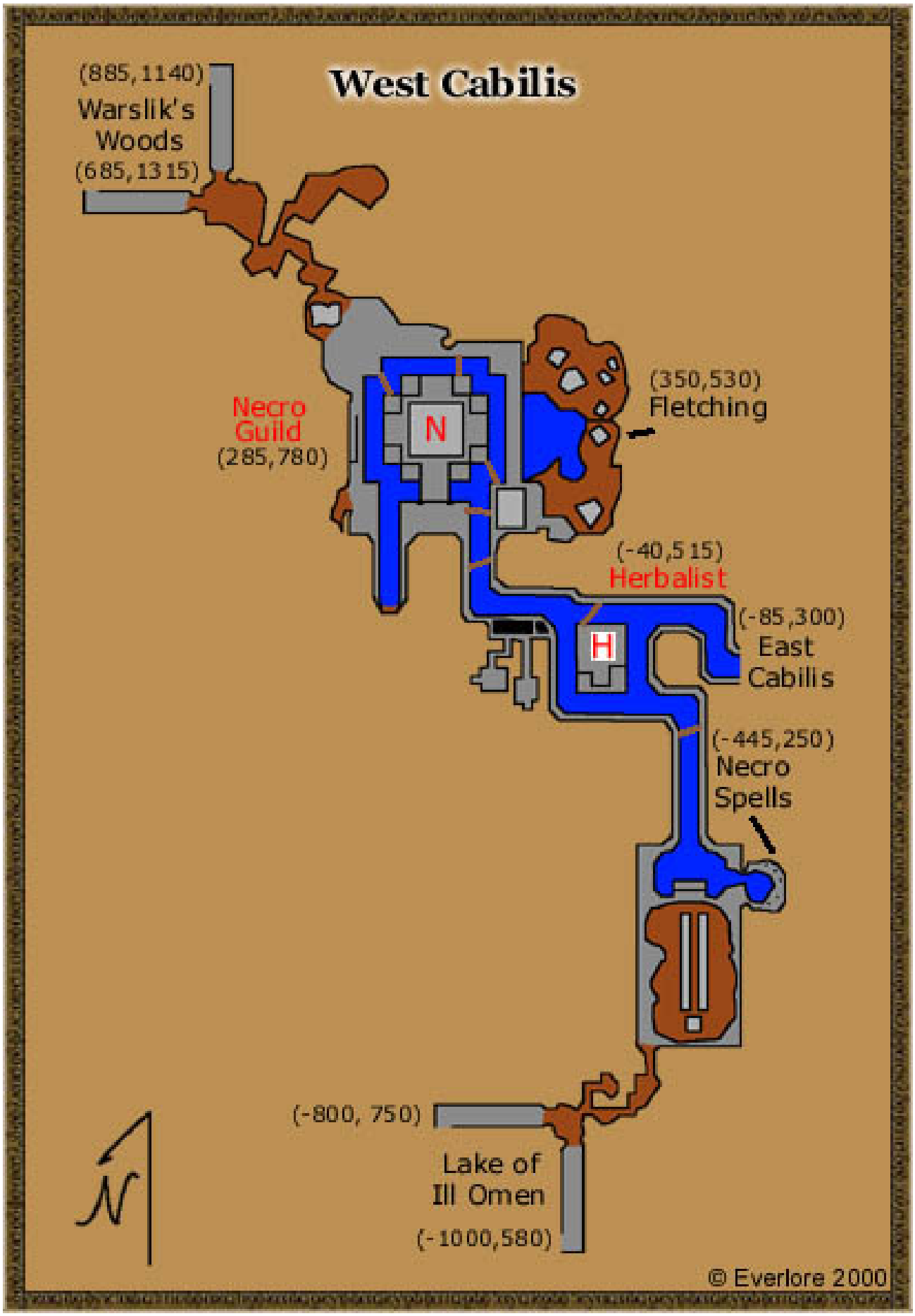
Maps by Hop -
http://users.telepak.net/~rickyh/mapsbyho.htm

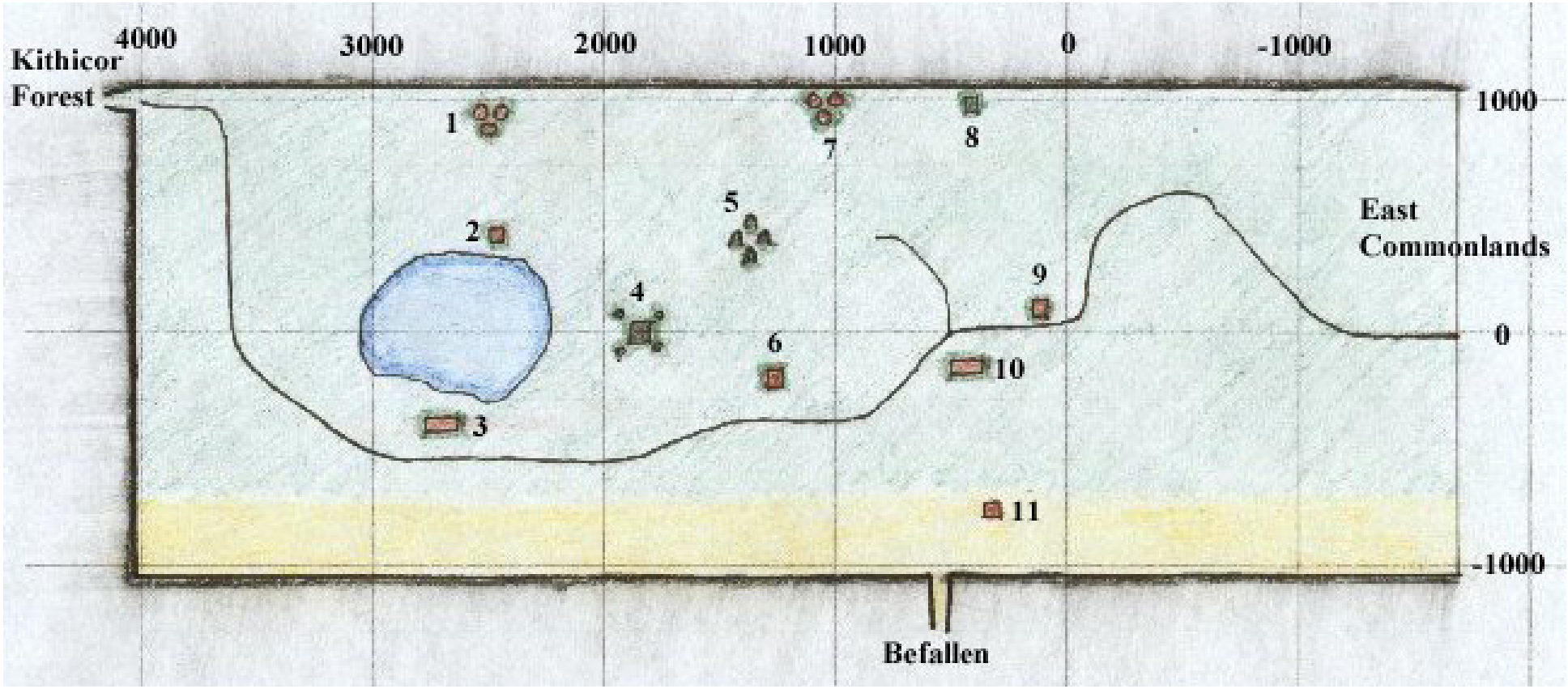
Warslik's Woods

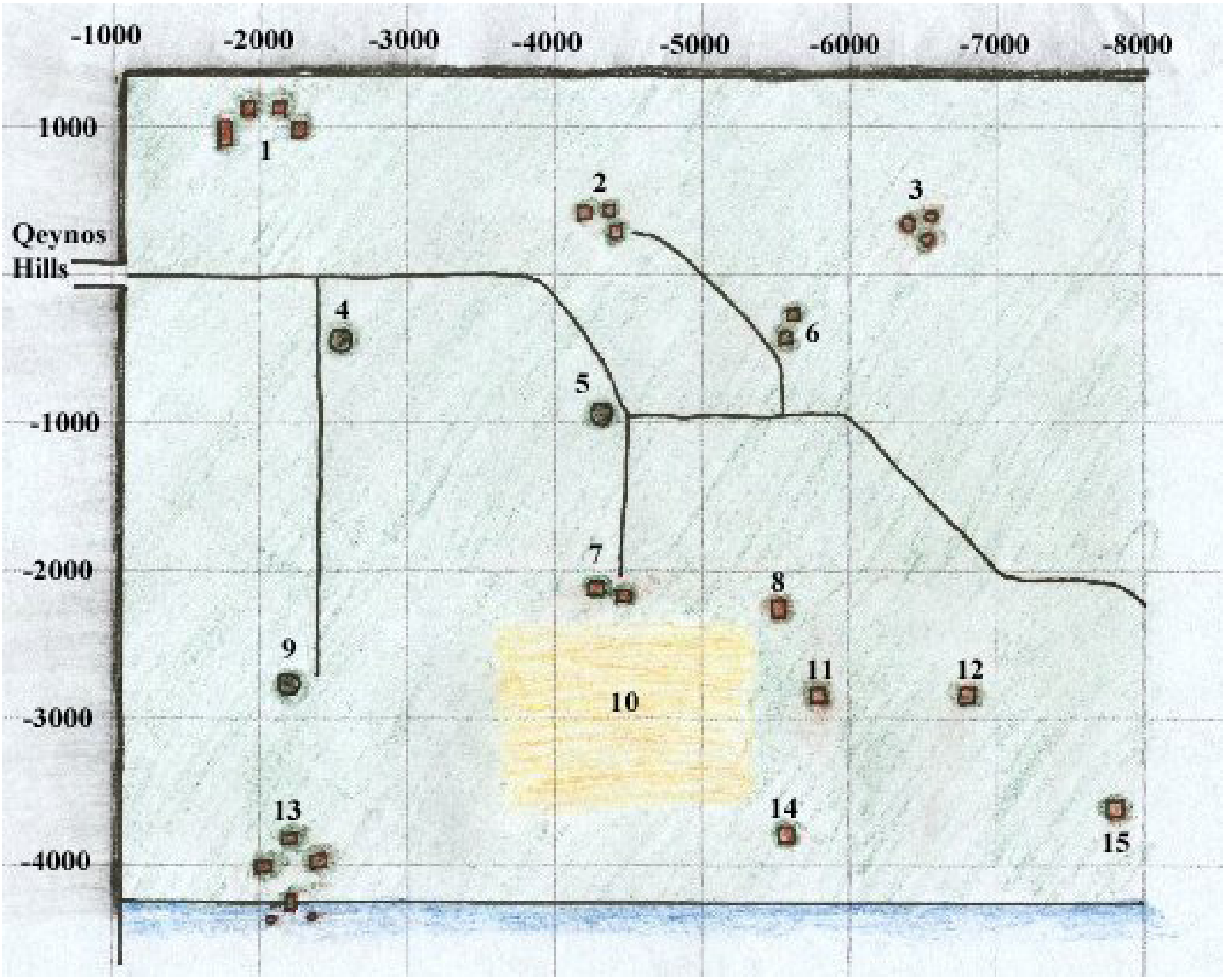
Map by Kuan of The Taken on Cazic Thule



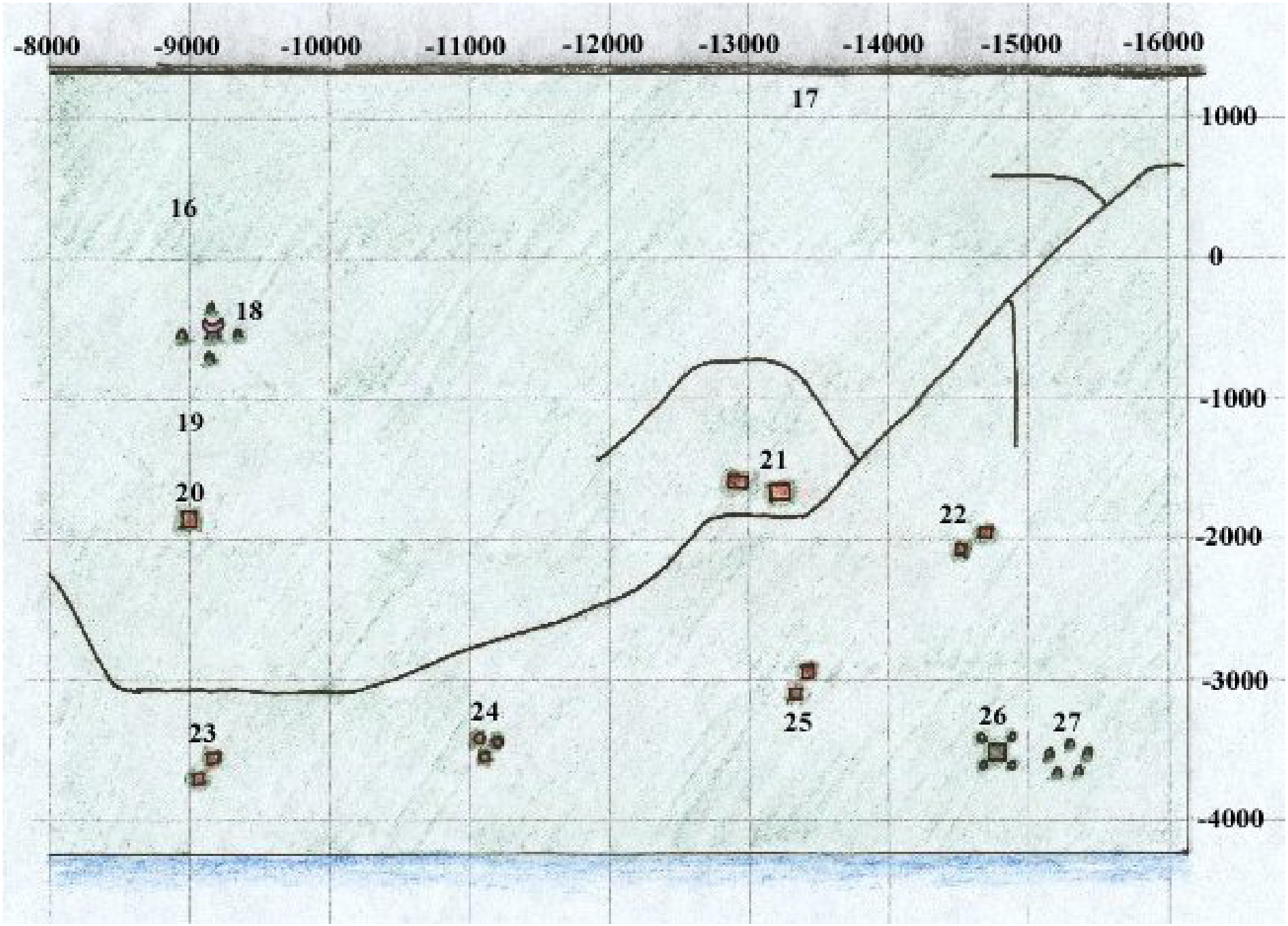
Grichnist the Destroyer (Shrunken Goblin Skull Earring AC 3, Iksar Scale Gloves AC 10, +3 dex/str +10hp)
Lord of the Outcast Iksars (Bracer of Scavenging AC 9, +5 dex/str)
Goblin Bloodlette (Teir'Dal Sooth Doll)
Goblin Hextracer (Froglok Hex Doll)
Goblin Trainer (Sparring Gloves)
Pygmy Skulking Brute (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 Cabilis
(885,1140)
Warslik's Woods
(685,1315)
Necro Guild
(285,780)
N
(350,530)
Fletching
(-40,515)
Herbalist
H
(-85,300)
East Cabilis
(-445,250)
Necro Spells
(-800, 750)
Lake of Ill Omen
(-1000,580)
© Everlore 2000

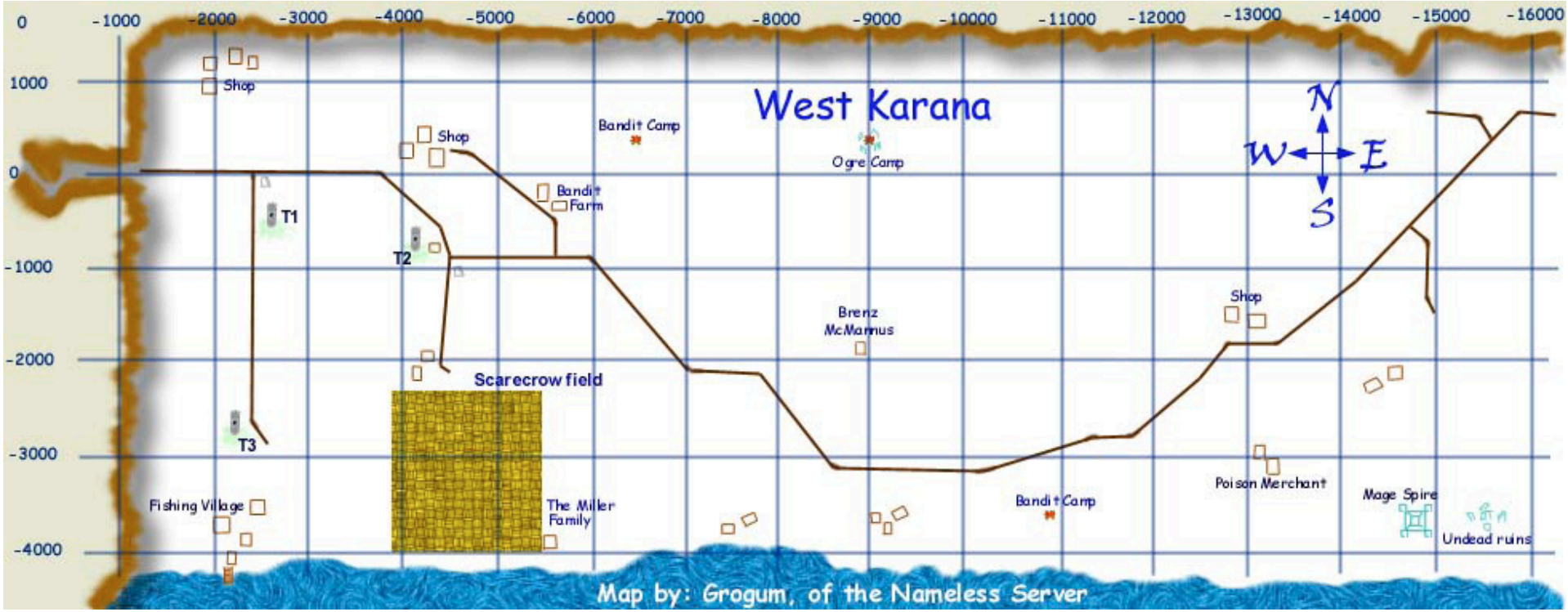

4000
3000
2000
1000
0
-1000
Kithicor Forest
1000
0
-1000
East Commonlands
Befallen
1
2
3
4
5
6
7
8
9
10
11


-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
1000
-1000
-2000
-3000
-4000
Qeynos
Hills
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

West Karana B
310

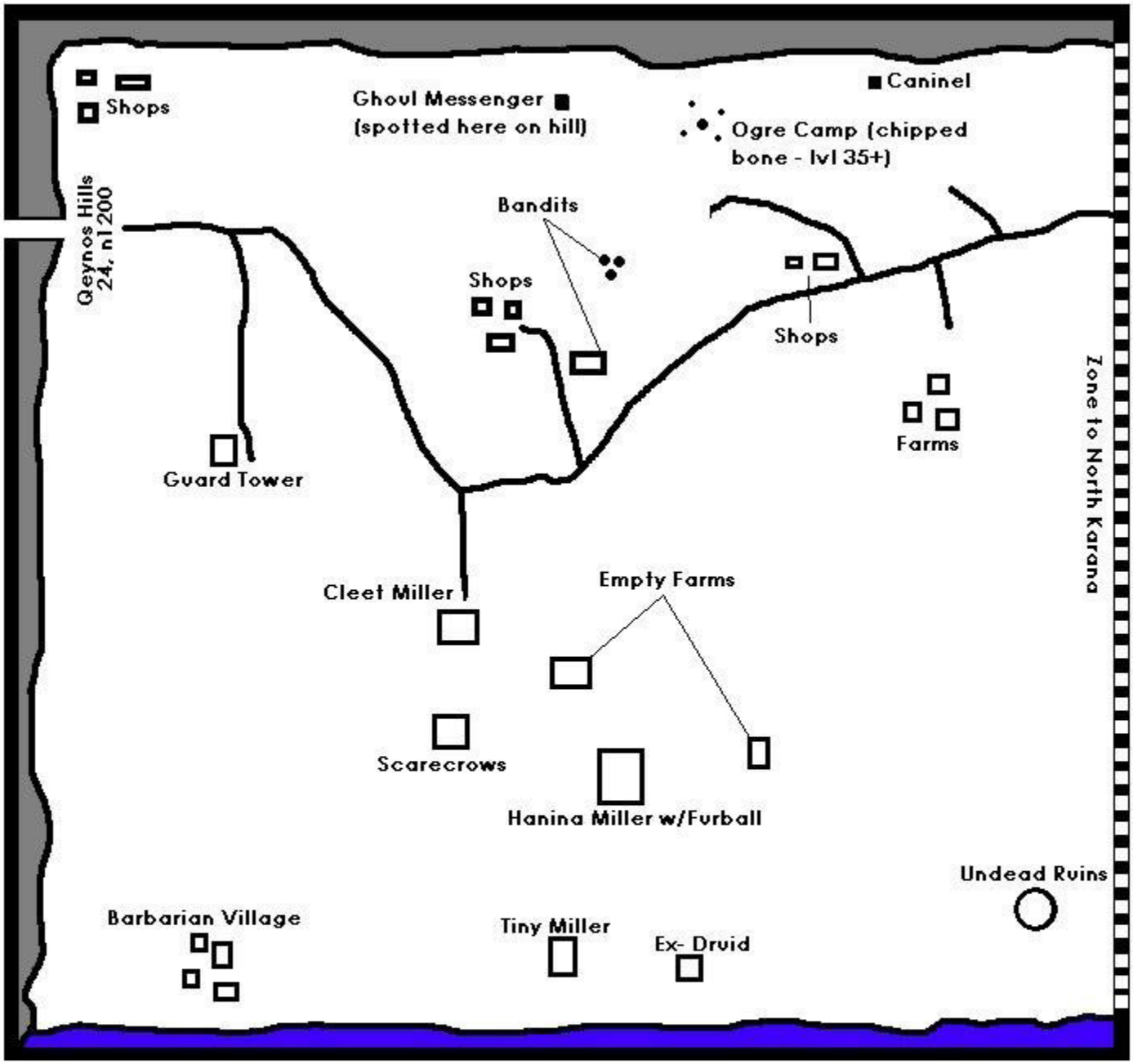


West Karana


West Karana
N
W
E
S
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
-9000
-10000
-11000
-12000
-13000
-14000
-15000
-16000
1000
0
-1000
-2000
-3000
-4000
Shop
Shop
Bandit Camp
Ogre Camp
Bandit Farm
T1
T2
T3
Scarecrow field
Brenz McMannus
Shop
Fishing Village
The Miller Family
Bandit Camp
Poison Merchant
Mage Spire
Undead ruins
Map by: Grogum, of the Nameless Server

West Karana

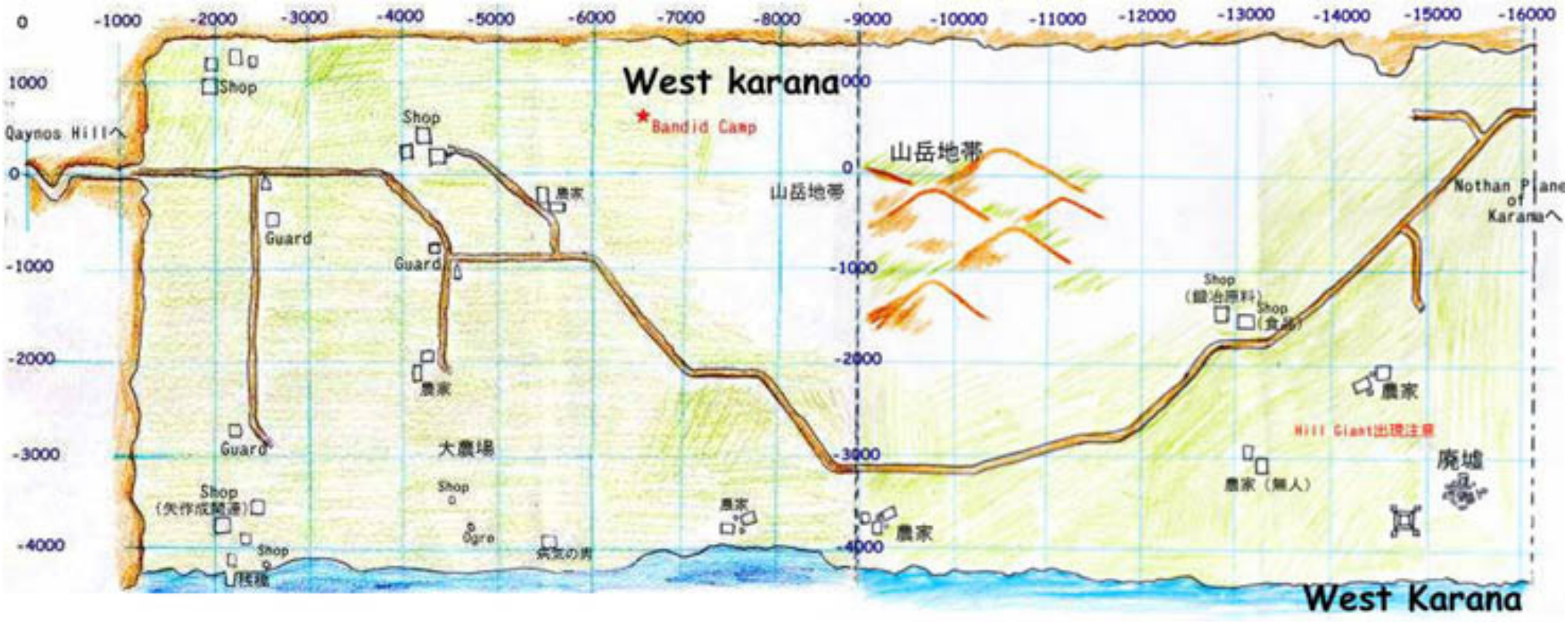
map by Lord Khan of The Taken on Cazic Thule

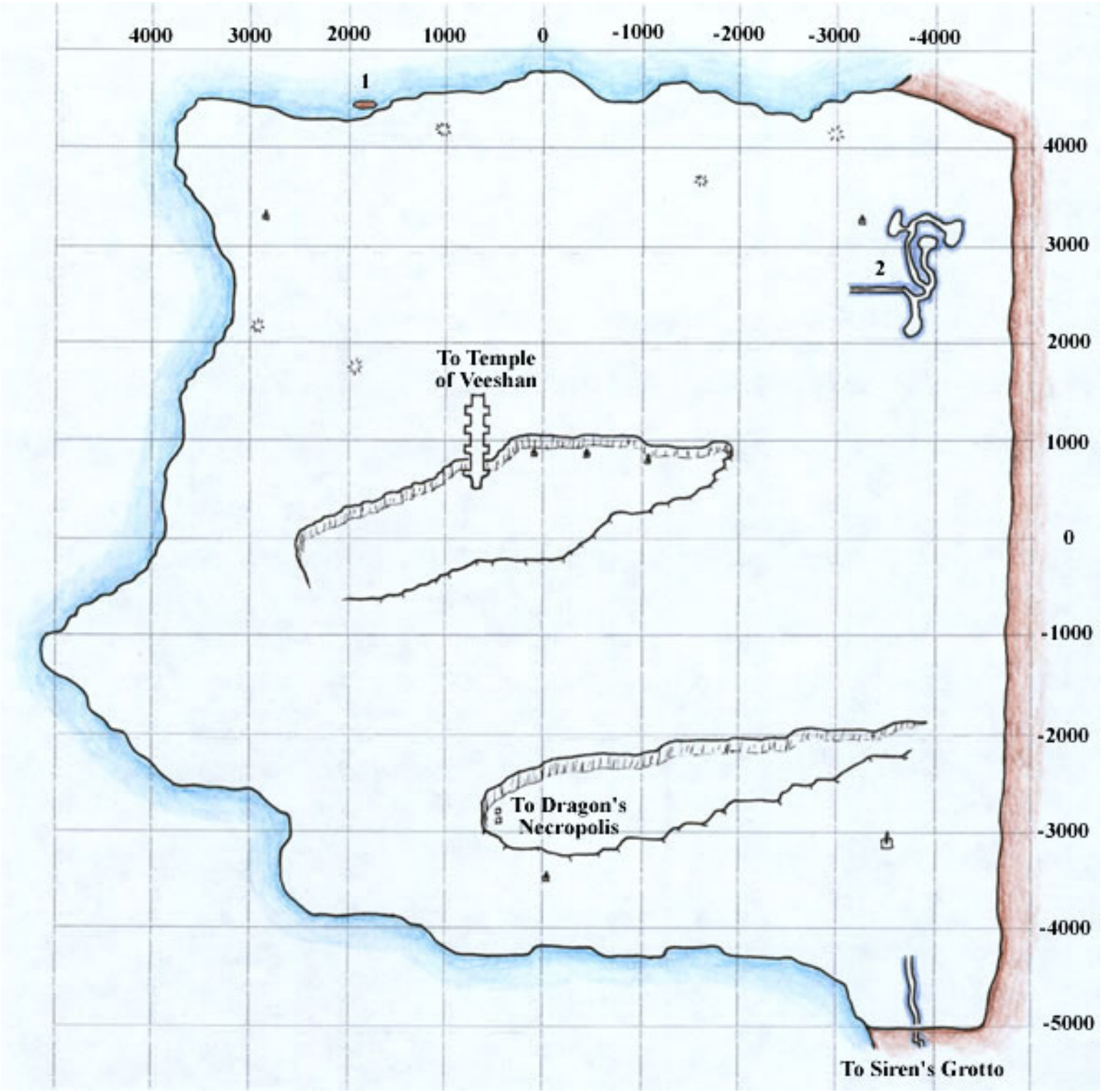


McManus n1900, n8966
Ogre camp n824, n9292
Ghoul Messenger (27) n1497, 12837
Miller's Farm n2600, n5800
Caninel 1330, n13300
Ogres Froon & Choon n800, n9300
Manir {Crossroads} n900, n4380
Splitpaw Assasin Hollow Skull
Brother Trintle (8) Rat shaped Ring {bad monk, smoke him}
Brother Estile
Brother Chintle
Gindlin Tox Foddler {Poison Vendor 3000, n13000}
Paglin (19) Basil (23) are near Mac's Kilts.

*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
Bandid Camp
Ogre Shaman Camp
山岳地帯
山岳地帯
Qaynos Hillへ
Nothan Plane of Karanaへ
Shop
Shop
農家
Guard
Guard
Guard
農家
大農場
Shop
Ogre
Lempeck Harding
Shop
(矢作成関連)
Shop
Barbarian Fishing Village
農家
農家
Map created by The Questor
- extra additions by Graffé -
Shop
(鍛冶原料)
Shop
(食品)
Yiz Pon Sighting
農家
Hill Giant出現注意
Undead Spawn Area
農家（無人）
Combine Ruins
Our Gate Point for West Karana
0
-1000
-2000
-3000
-4000
-5000
-6000
-7000
-8000
-9000
-10000
-11000
-12000
-13000
-14000
-15000
-16000
1000
0
-1000
-2000
-3000
-4000


West karana
Bandid Camp
山岳地帯
山岳地帯
Qaynos Hillへ
Nothan Plane of Karanaへ
Shop
Guard
農家
大農場
Ogre
Hill Giant出現注意
農家（無人）
廃墟
West Karana


4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
1
2
To Temple of Veeshan
To Dragon's Necropolis
To Siren's Grotto
4000
3000
2000
1000
0
-1000
-2000
-3000
-4000
-5000

Gnome's Shipwrecked Ship
4461,1792
Wyvern Cave
2550,-3100
Zone
(click to zone)
Zone to
Veeshan Temple
737,650
Zone to
Dragon Necropolis
-2870,500
Zone Cave
to
Siren's Grotto
-4322,-3797
Zone
Western Wastes
Norrath Map Shop
-4000
-3000
-2000
-1000
0
1000
2000
3000
4000
5000