Port Nyanzaru

Old City
Merchants' Ward
Harbor Ward
Malar's Throat
Tiryki Anchorage
Market Ward
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
50
0
100
250
500
1000
feet
W
S
E
N

Port Nyanzaru

Old City

Merchants' Ward

Harbor Ward

Malar's Throat

Tiryki Anchorage

Market Ward

0 50 100 250 500 1000 feet

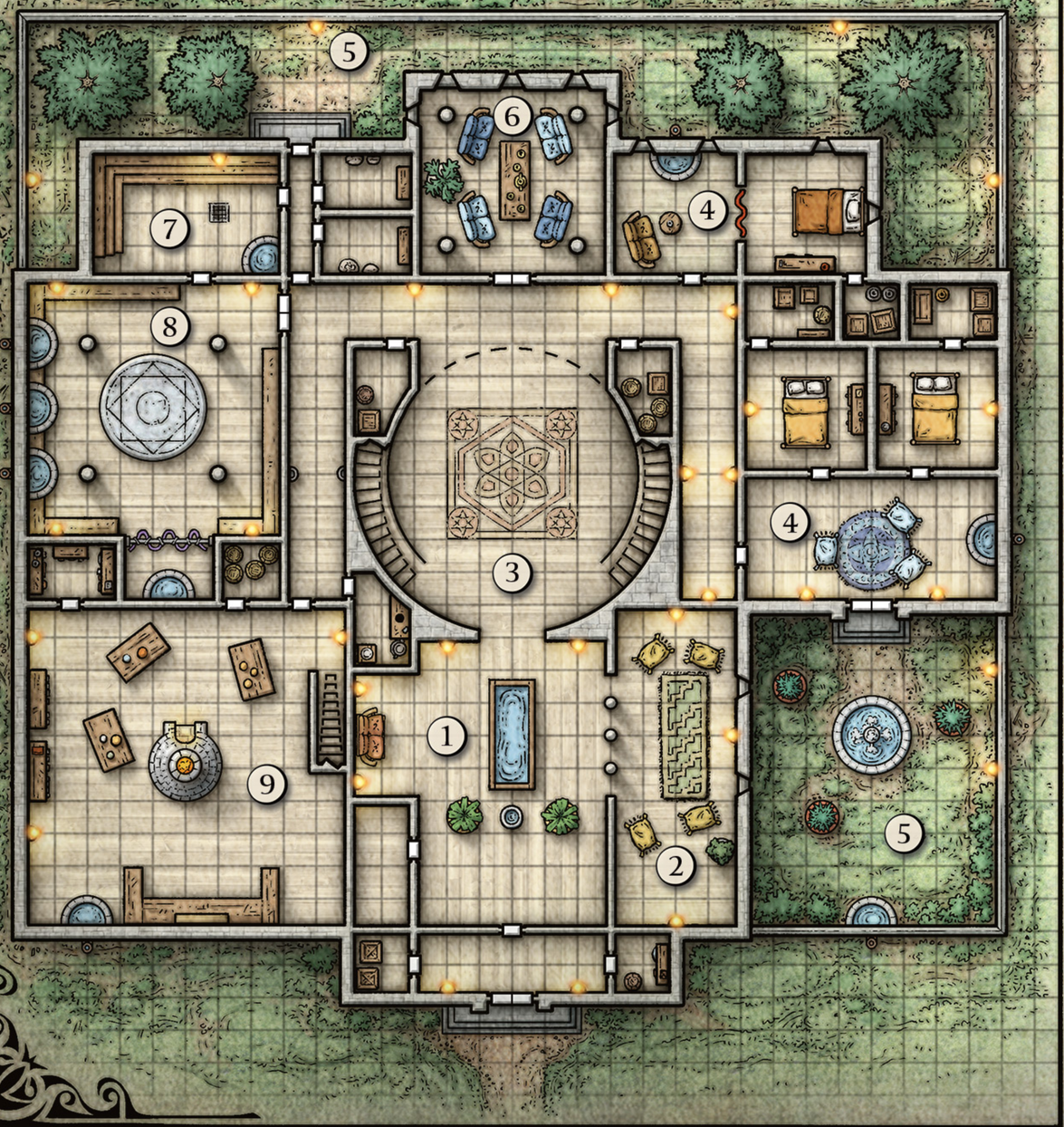
W S E N

Merchant Prince's Villa

1 square = 5 feet

N
W
E
S

Lower Level



Upper Level

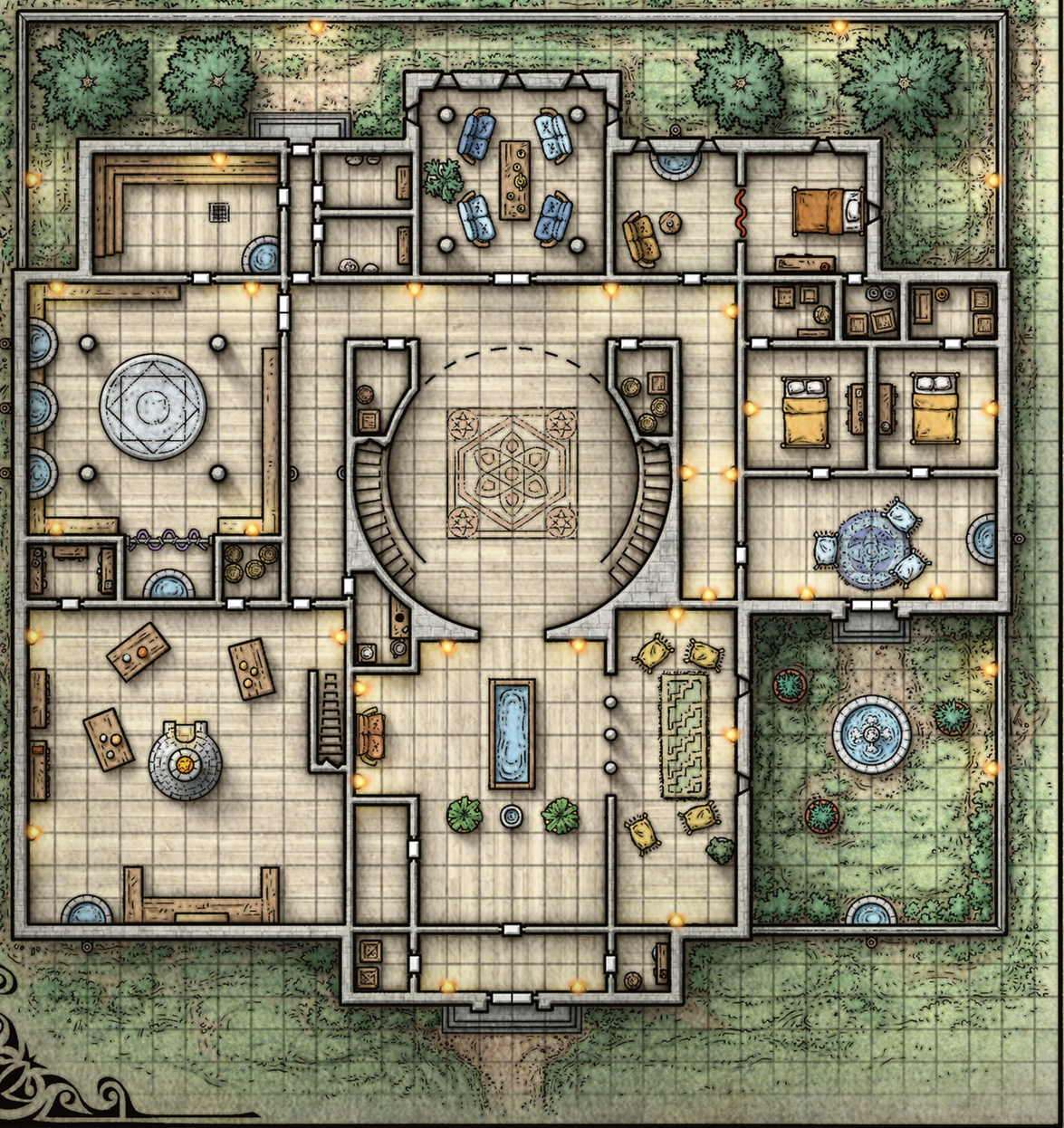


Merchant Prince's Villa

1 square = 5 feet

N
W
E
S

Lower Level



Upper Level



MS

Ataaz Muhahah

1 square = 5 feet



+ 100 ft.

N

W

E

S

MS

Omu

The Forbidden City



Omu

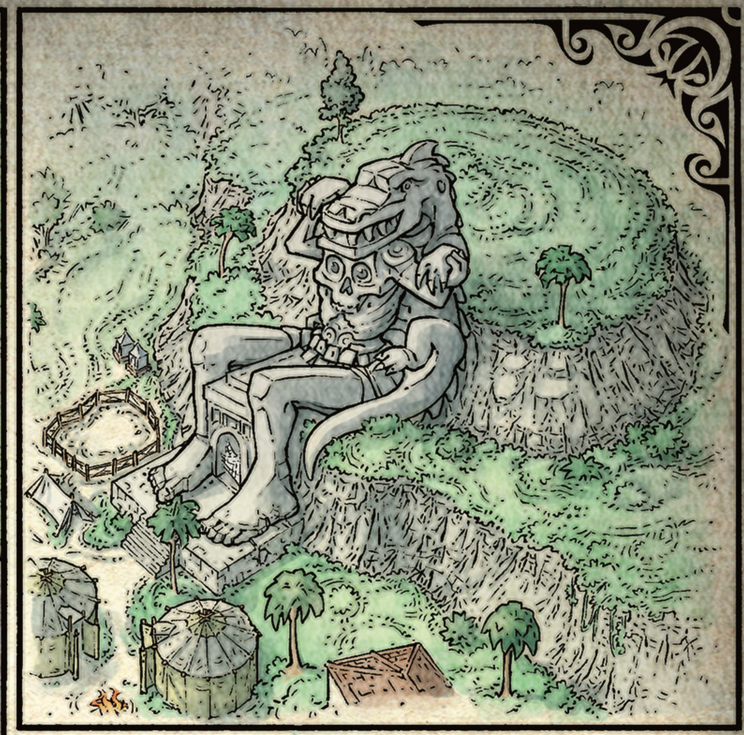
The Forbidden City





Camp Righteous

1 square = 5 feet



+5 ft.

+10 ft.

+25 ft.

+50 ft.

N

W

E

S

Camp Righteous

1 square = 5 feet

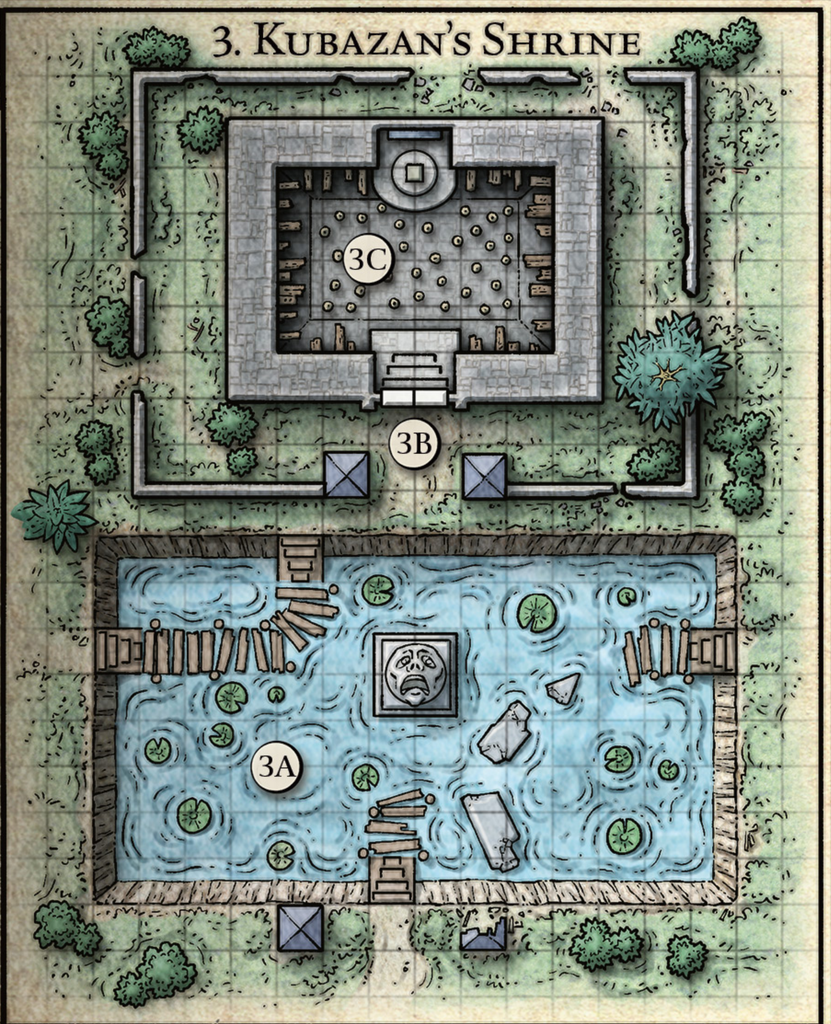
MS

Nine Shrines

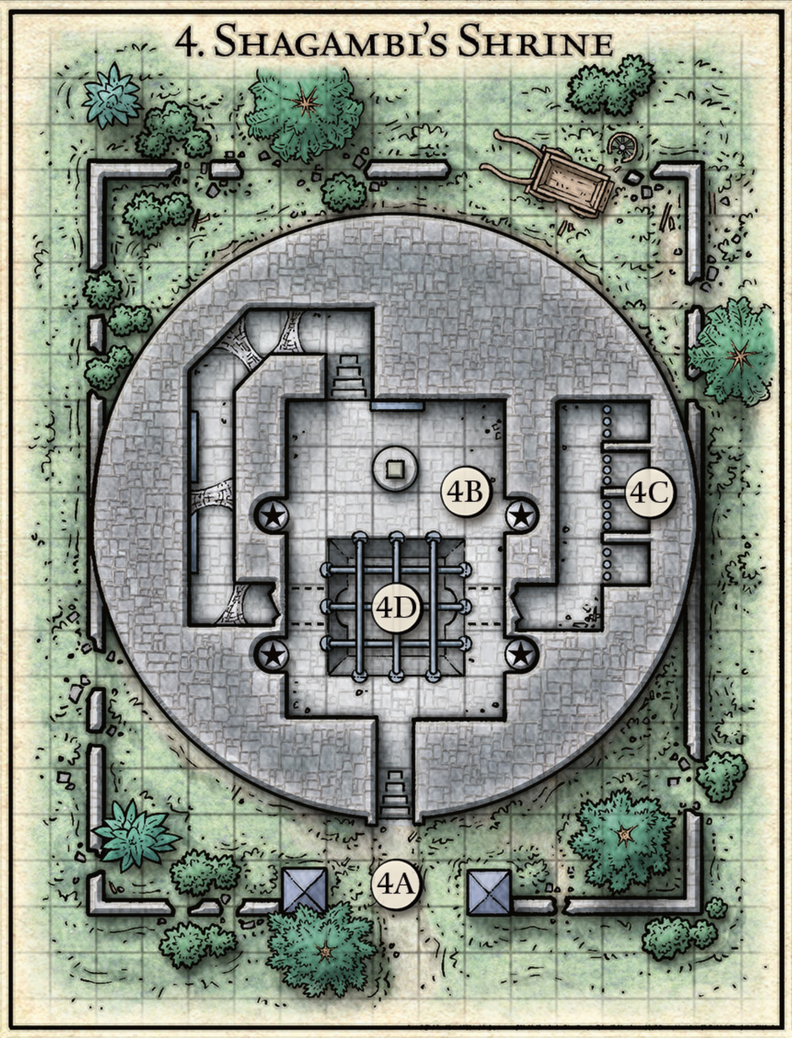
1 square = 5 feet

N W E S

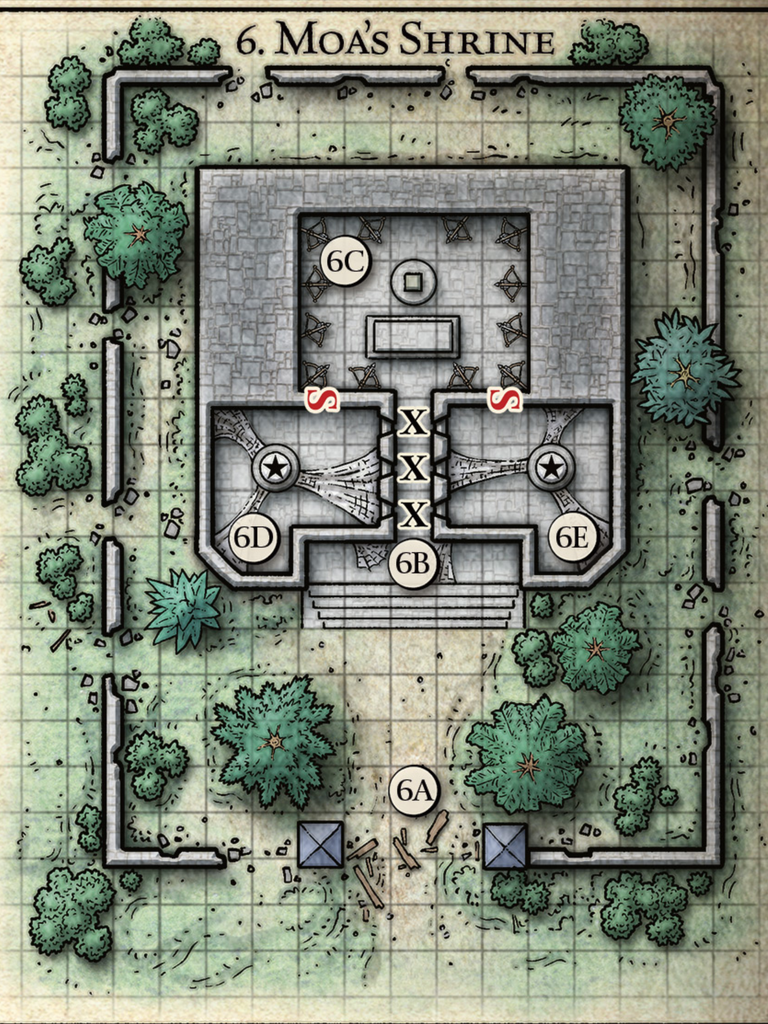
3. Kubazan's Shrine



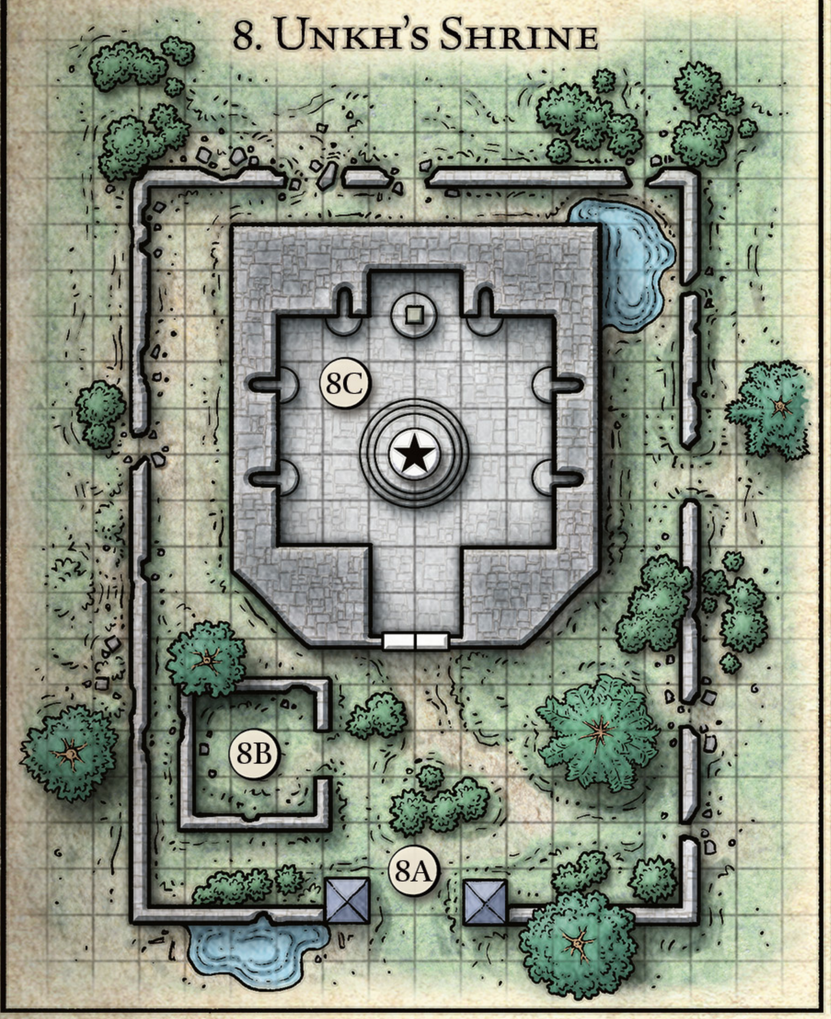
4. Shagambi's Shrine



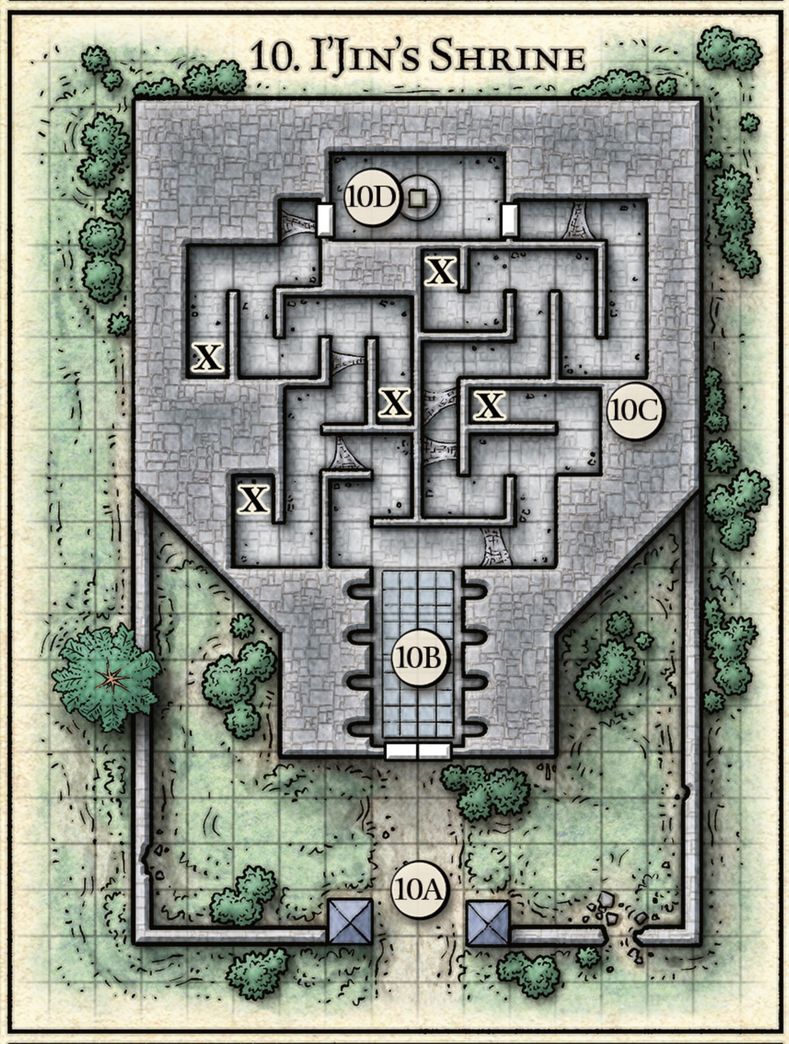
6. Moa's Shrine



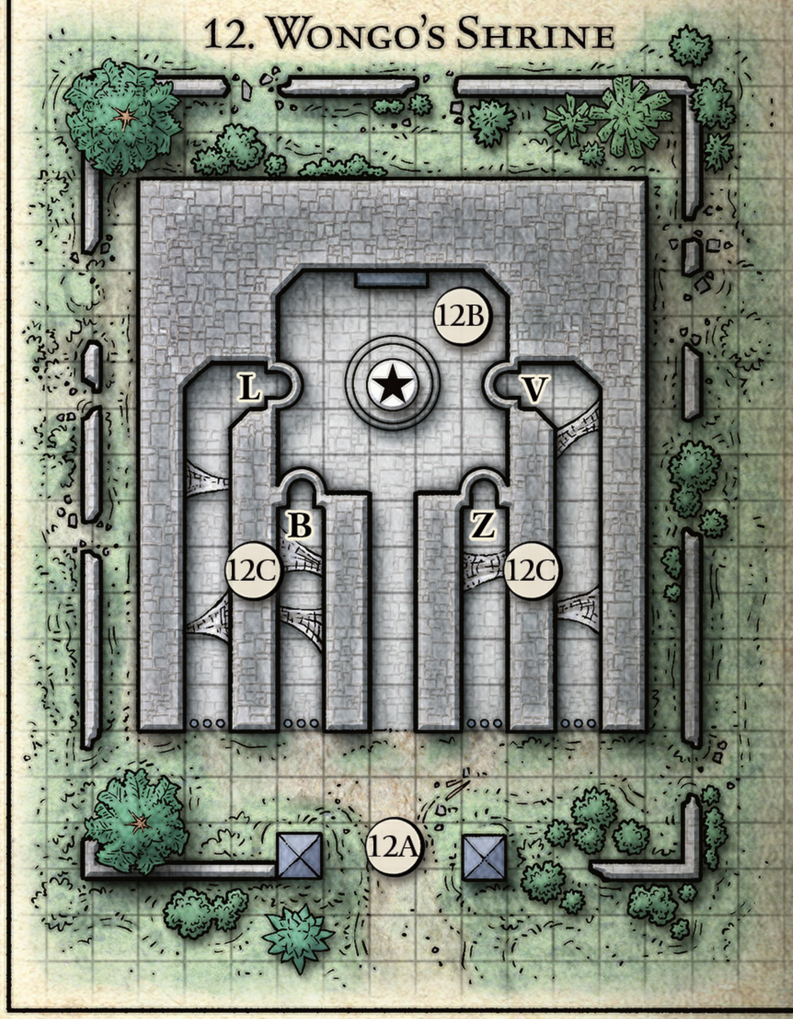
8. Unkh's Shrine



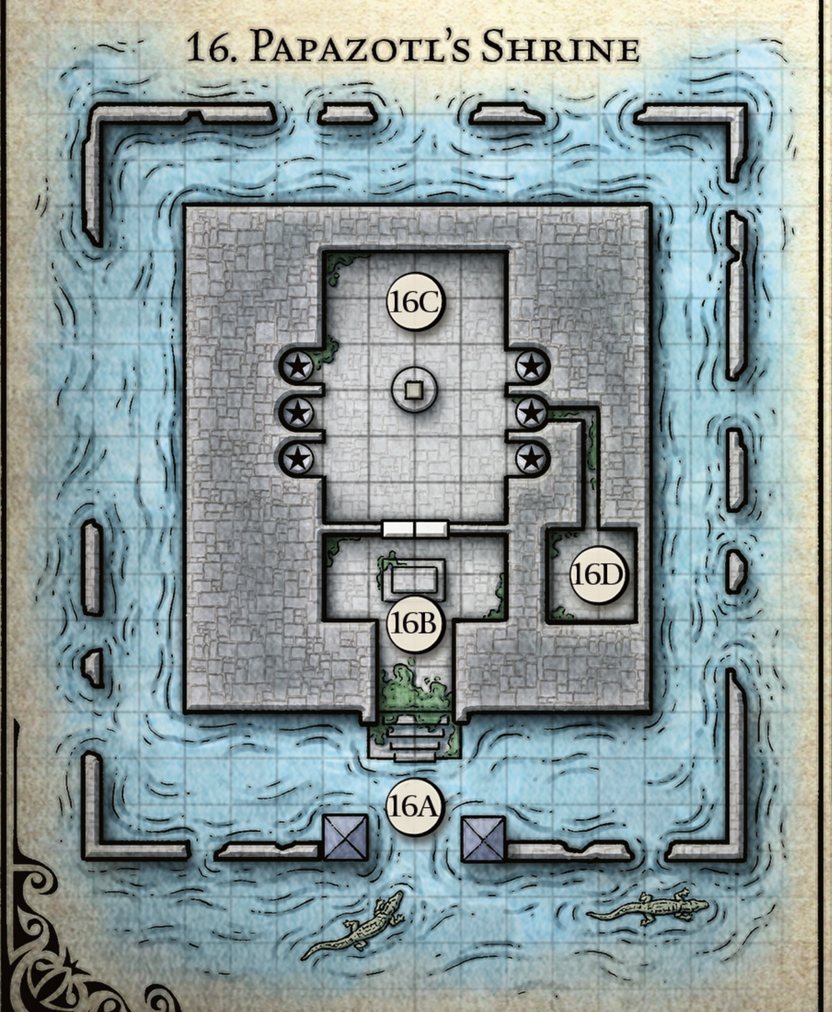
10. I'Jin's Shrine



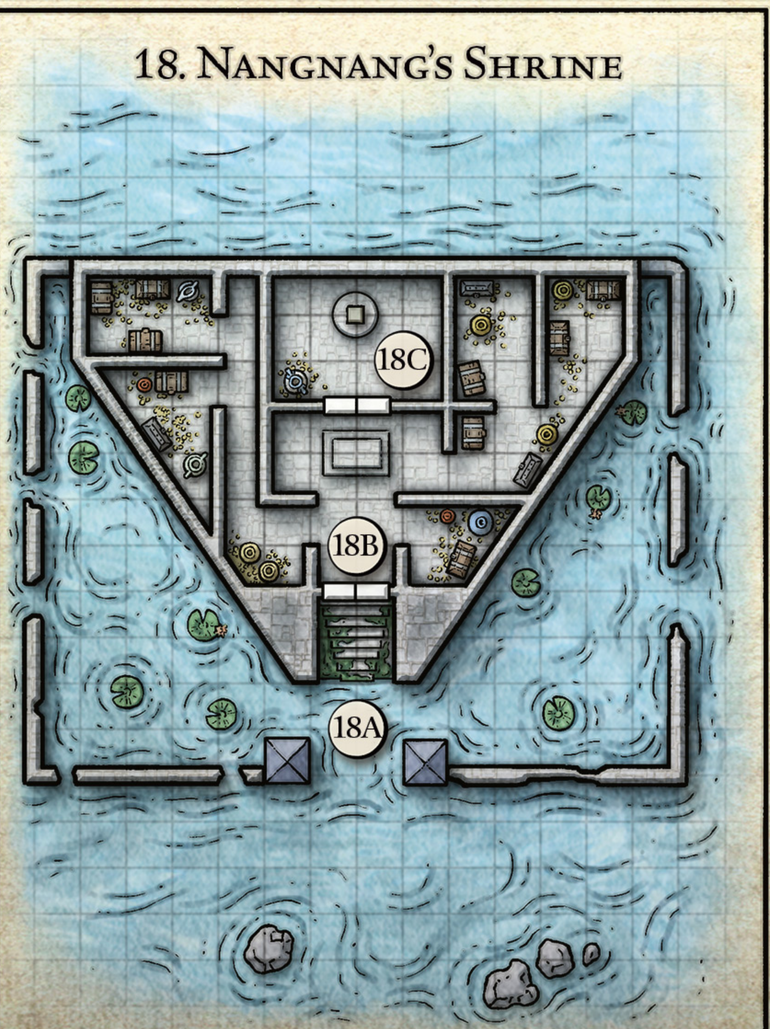
12. Wongo's Shrine



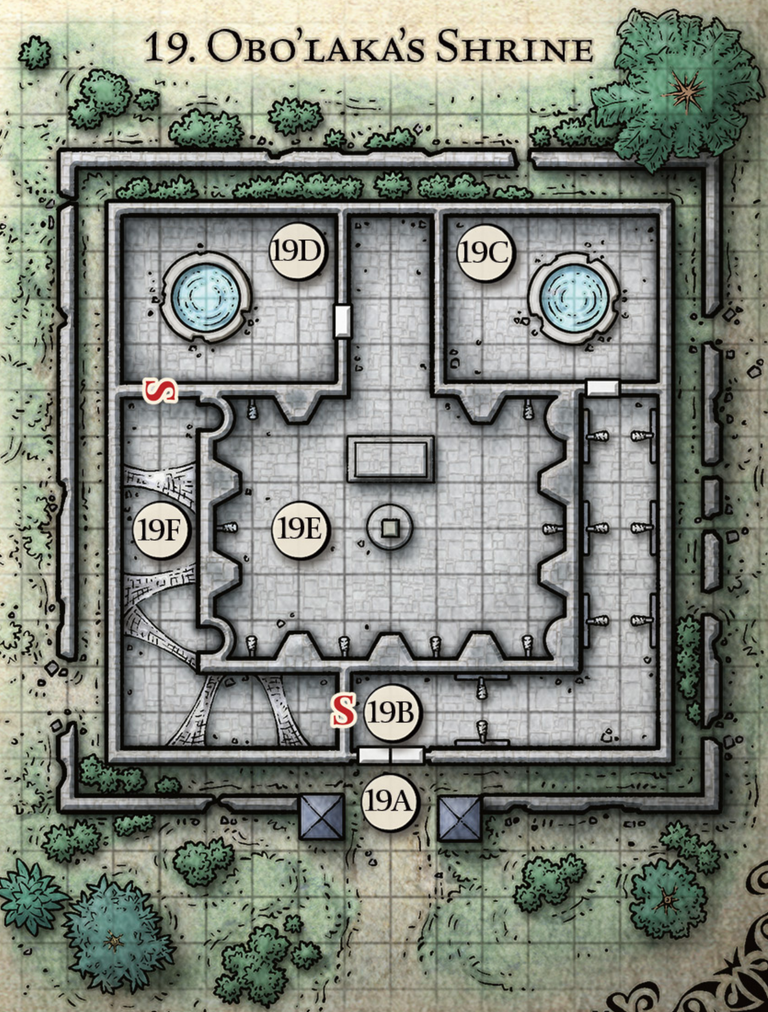
16. Papazotl's Shrine



18. Nangnang's Shrine



19. Obo'laka's Shrine

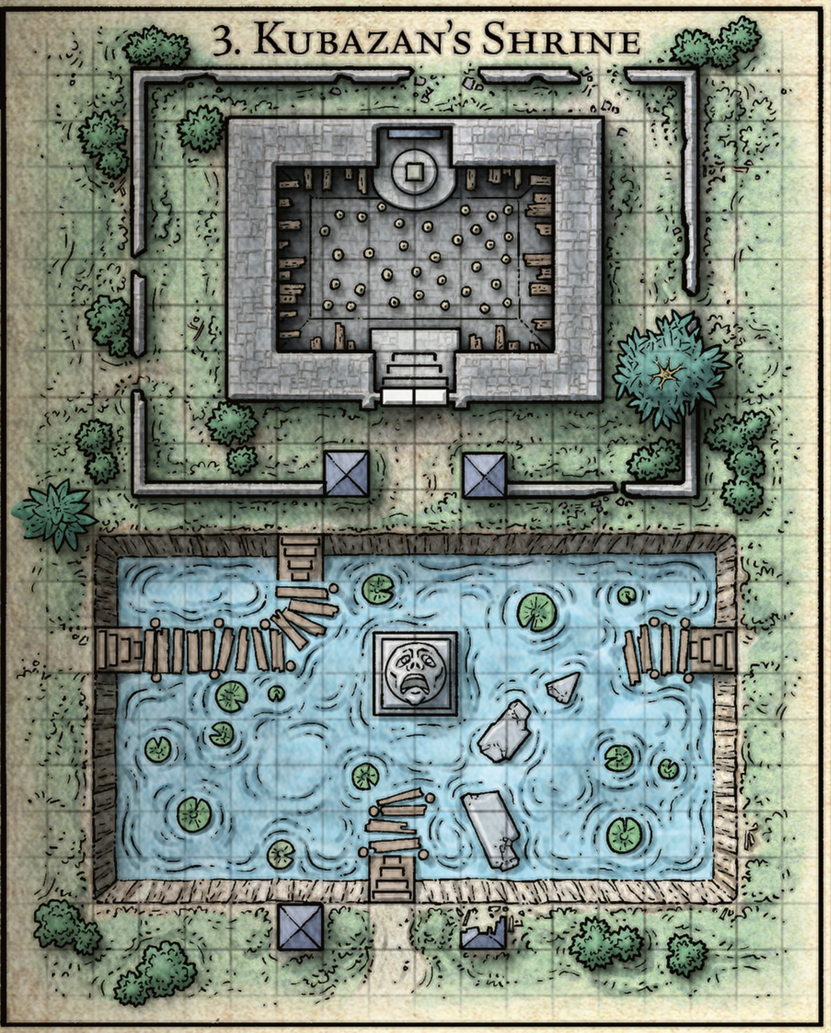


Nine Shrines

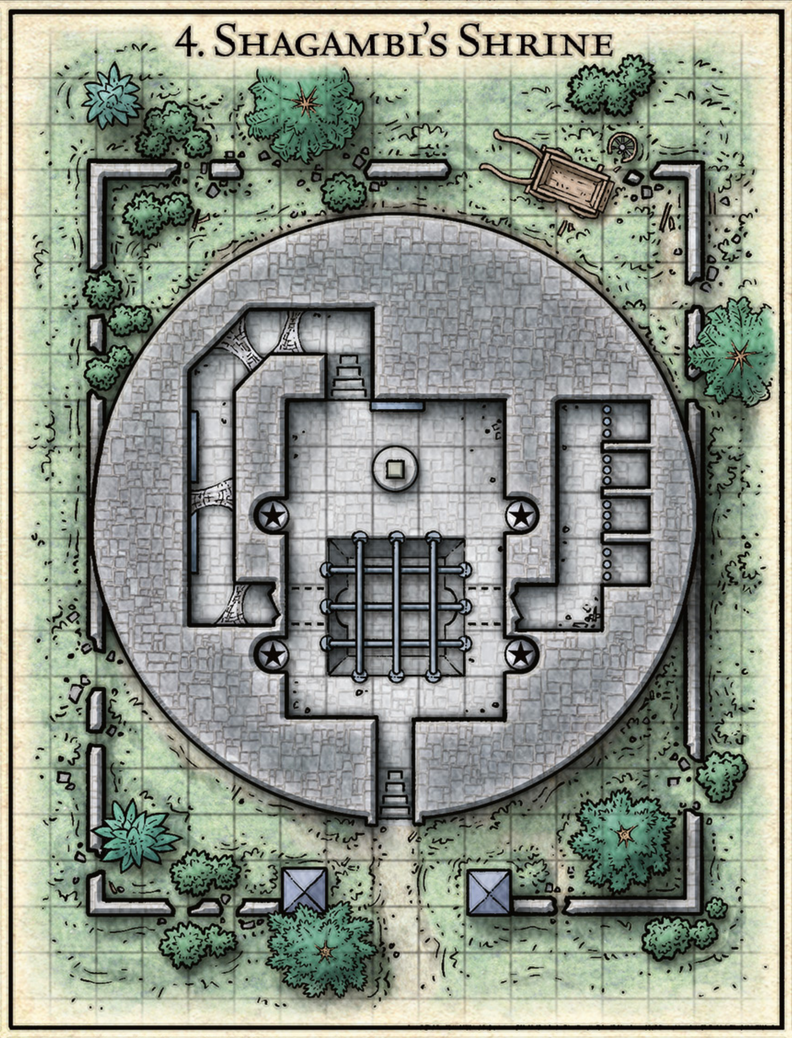
1 square = 5 feet

N
W E
S

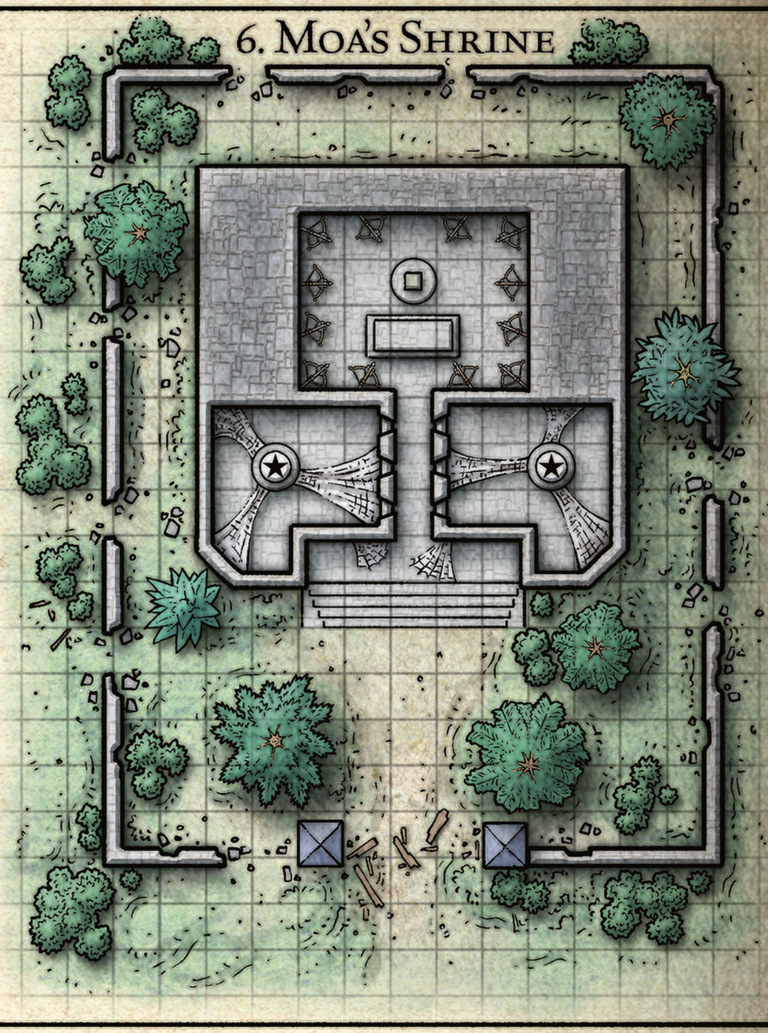
3. Kubazan's Shrine



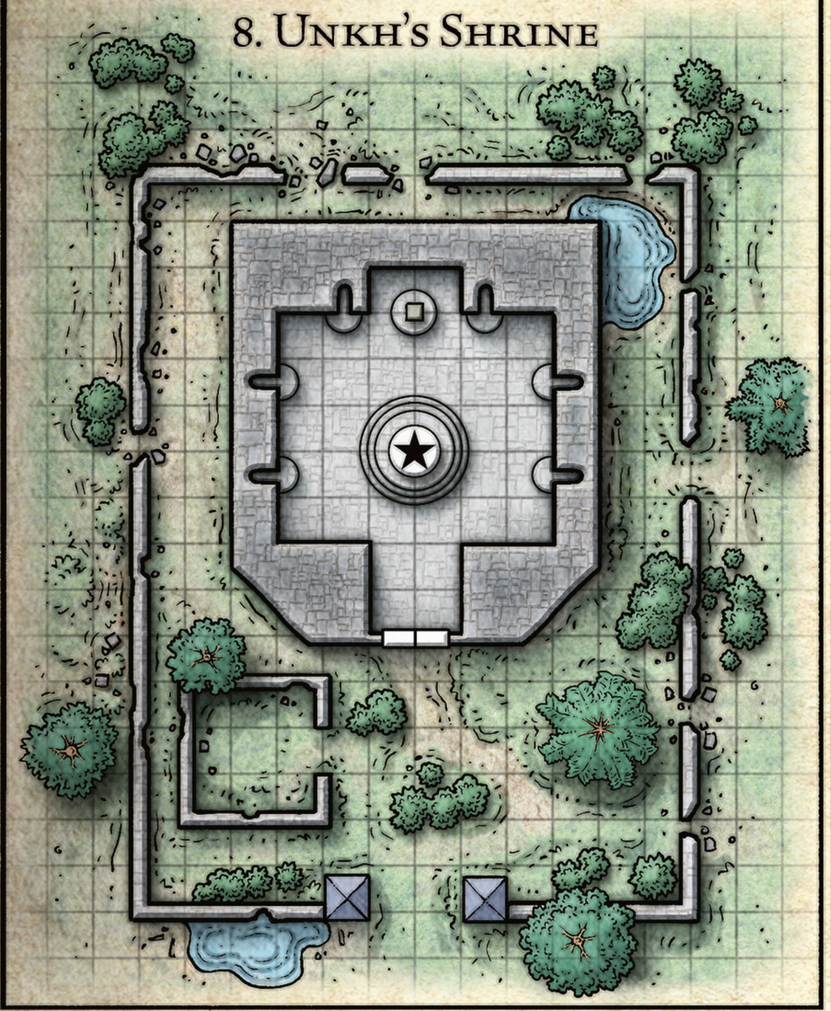
4. Shagambi's Shrine



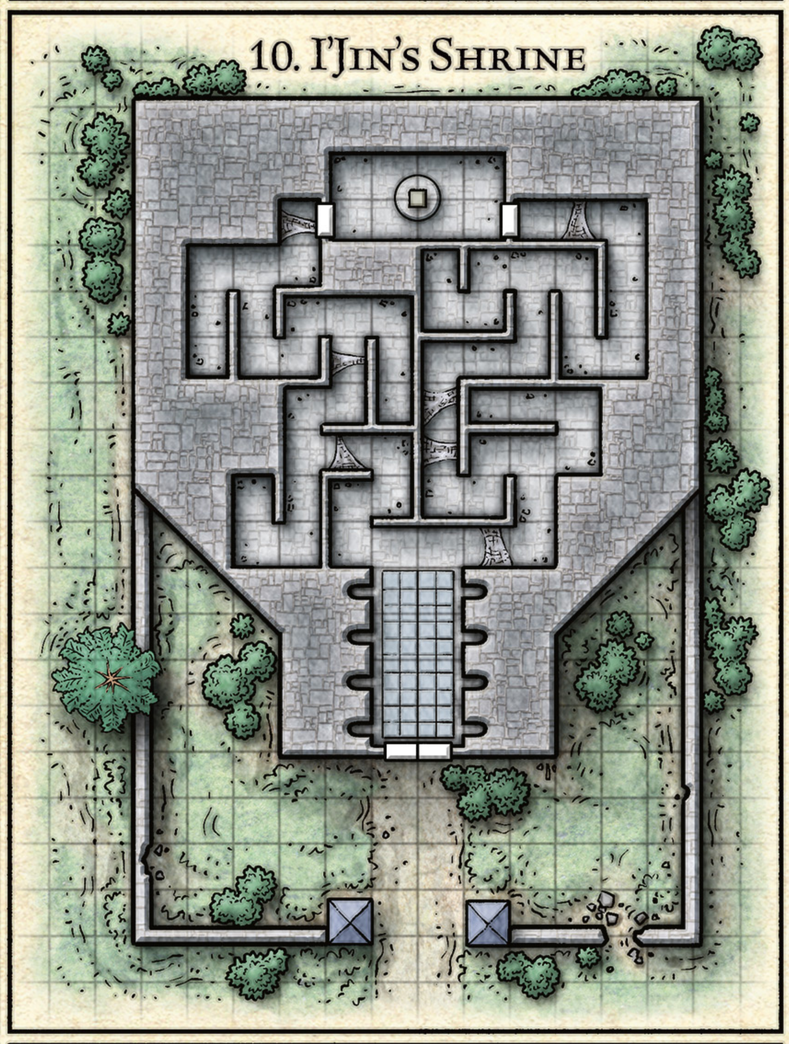
6. Moa's Shrine



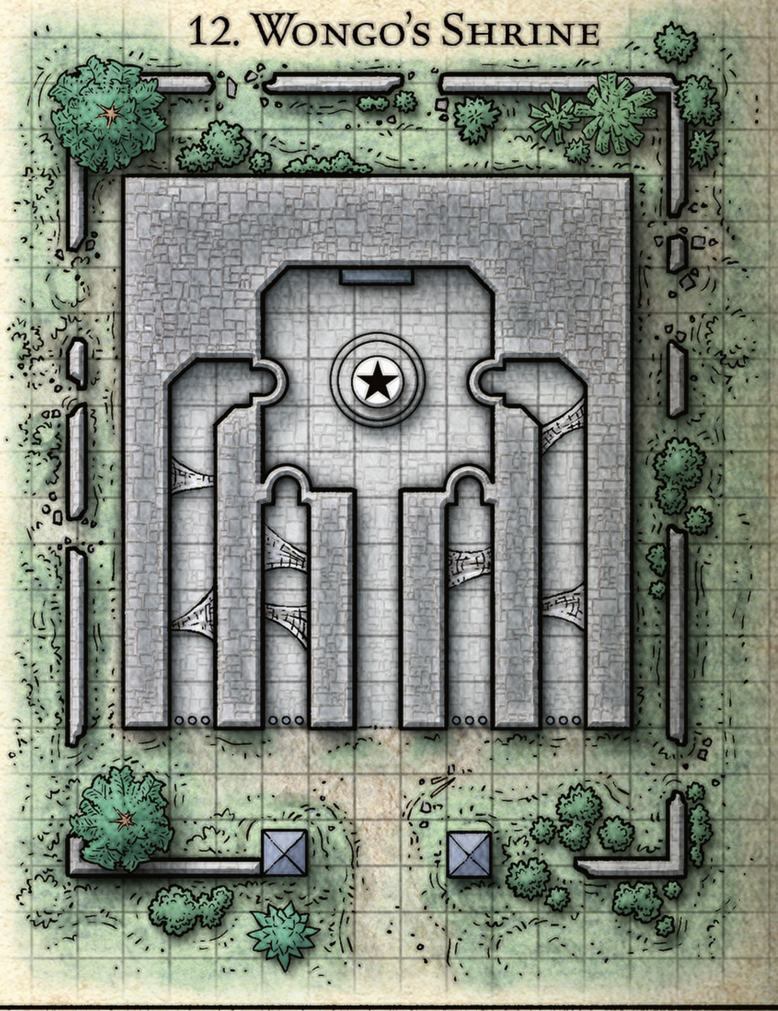
8. Unkh's Shrine



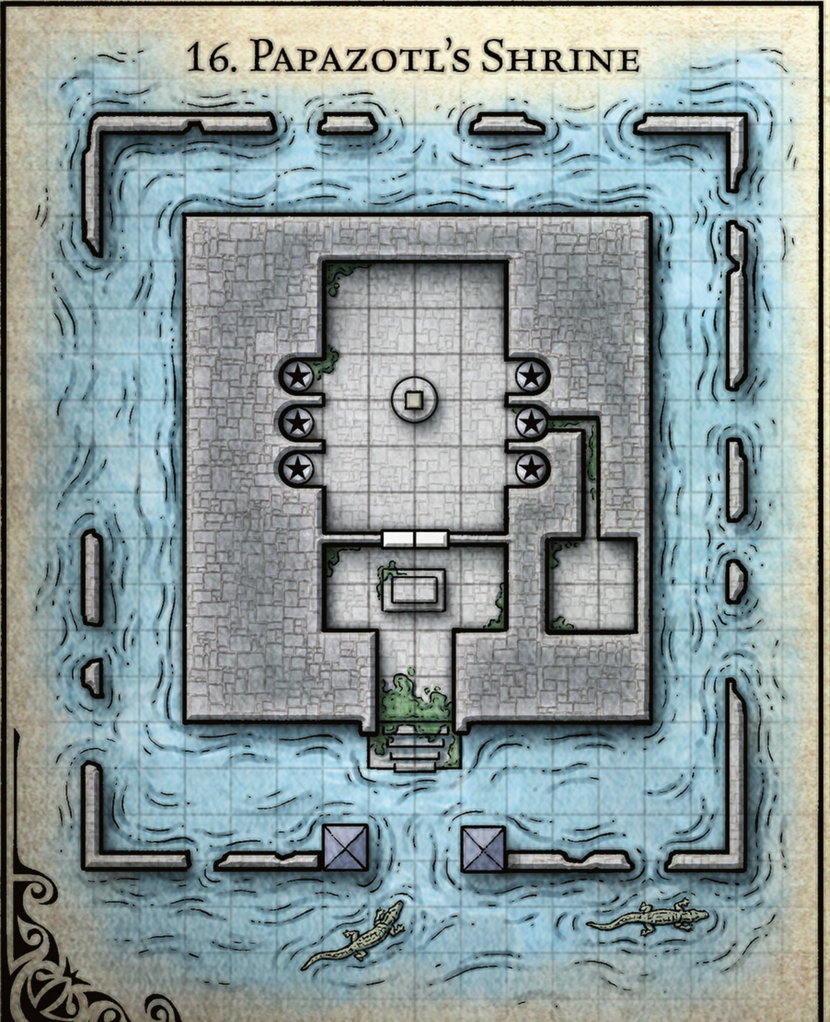
10. I'Jin's Shrine



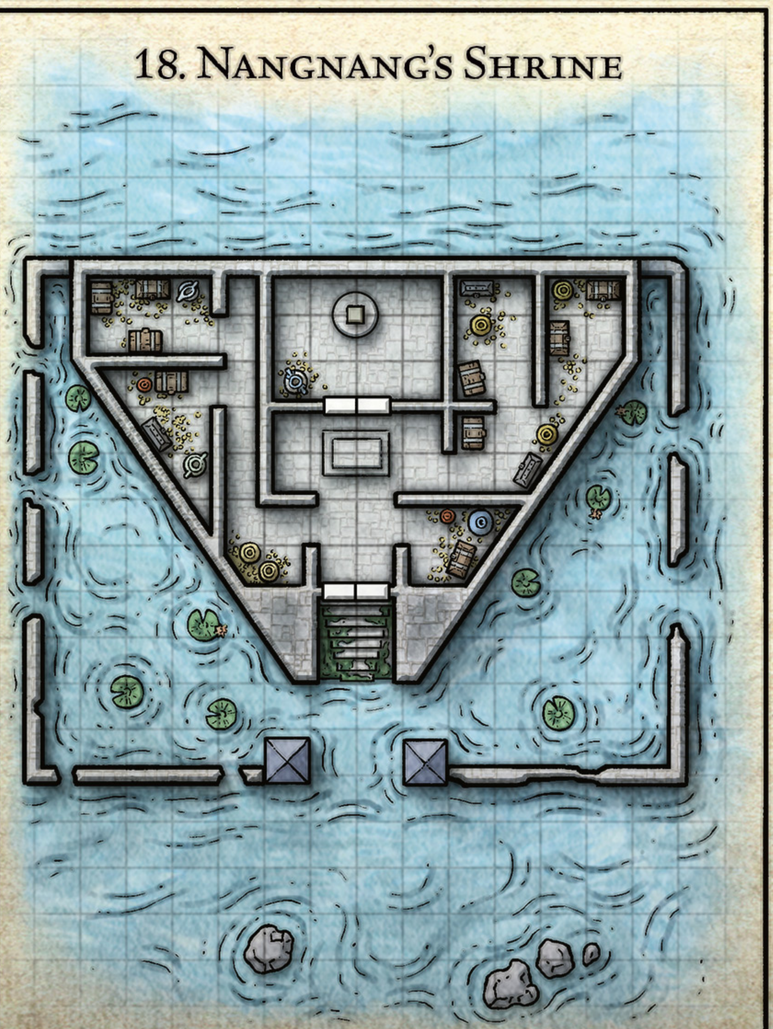
12. Wongo's Shrine



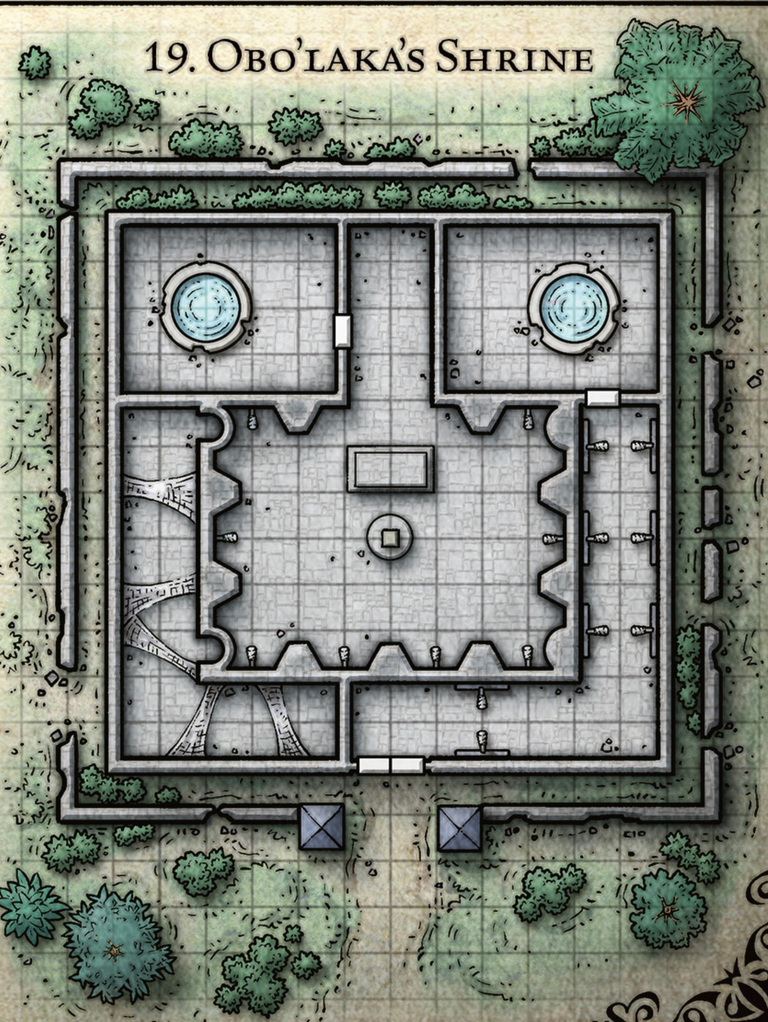
16. Papazotl's Shrine



18. Nangnang's Shrine

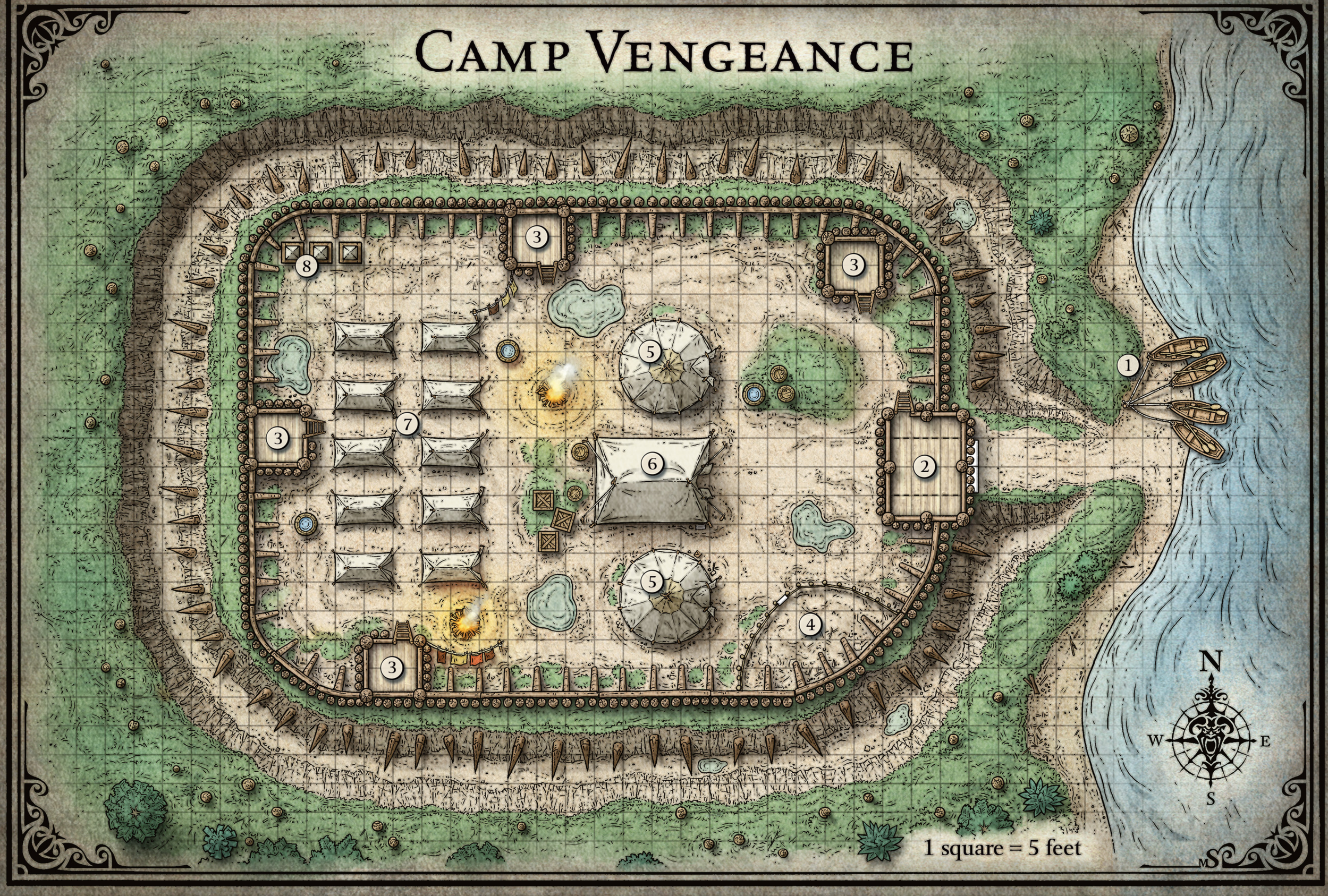


19. Obo'laka's Shrine

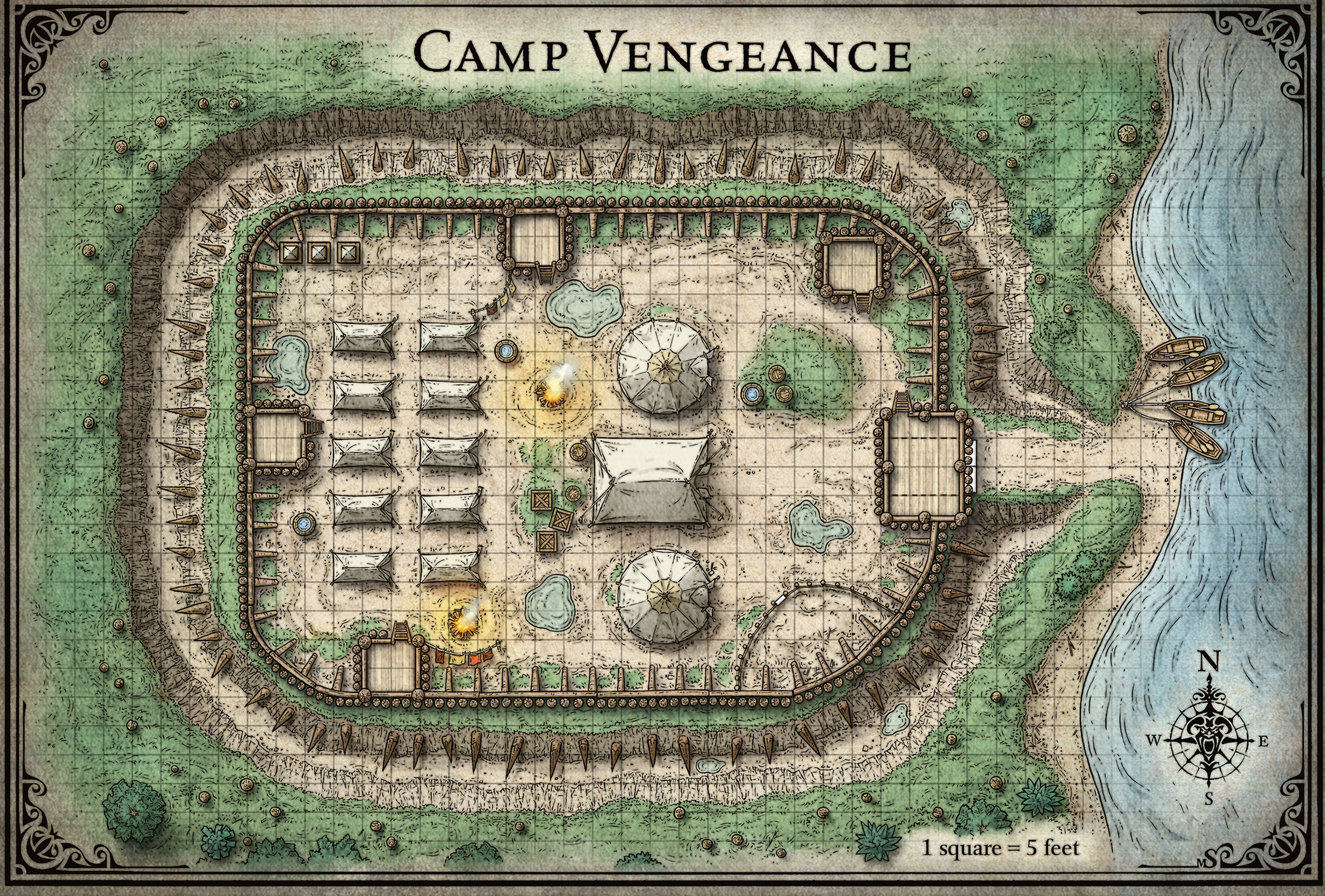


MS

Camp Vengeance



Camp Vengeance





Dungrunglung

1 square = 10 feet



N

W E

S

Dungrunglung

1 square = 10 feet

MS

Firefinger

Level 4

300 ft.
above ground



Down
to 3

Level 2

160 ft.
above ground



Down
to 1

Level 3

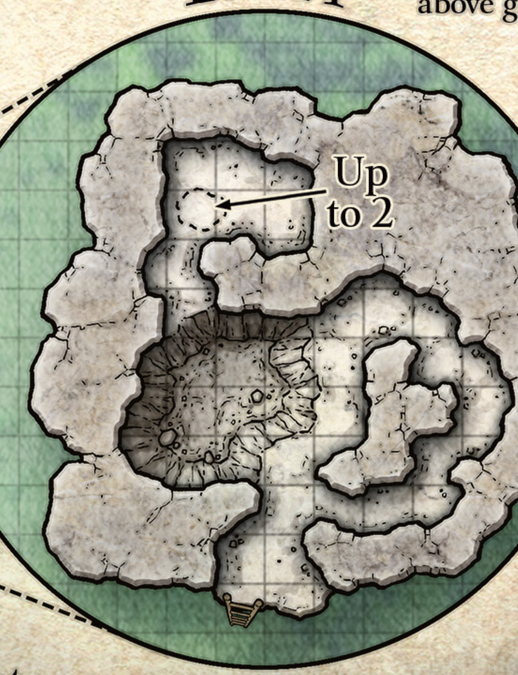
240 ft.
above ground



Up
to 4

Level 1

60 ft.
above ground



Up
to 2

N
W E
S

1 square = 5 feet

MS

Fort Beluarian

1 square = 10 feet

N

W E

S

1

2

3

4

5

6

7

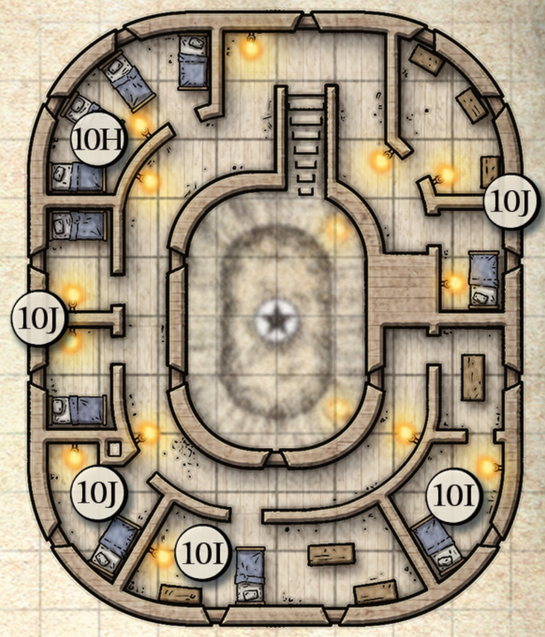
8

9

10

Inner Bailey

Upper Level



Lower Level



MS

Fort Beluarian

1 square = 10 feet

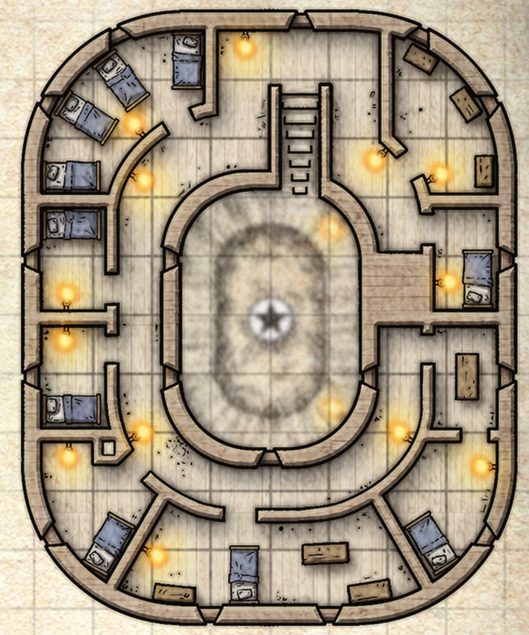
N

W E

S

Inner Bailey

Upper Level



Lower Level



MS

Heart of Ubtao



1 square = 5 feet

Top



Inside



Heart of Ubtao



1 square = 5 feet

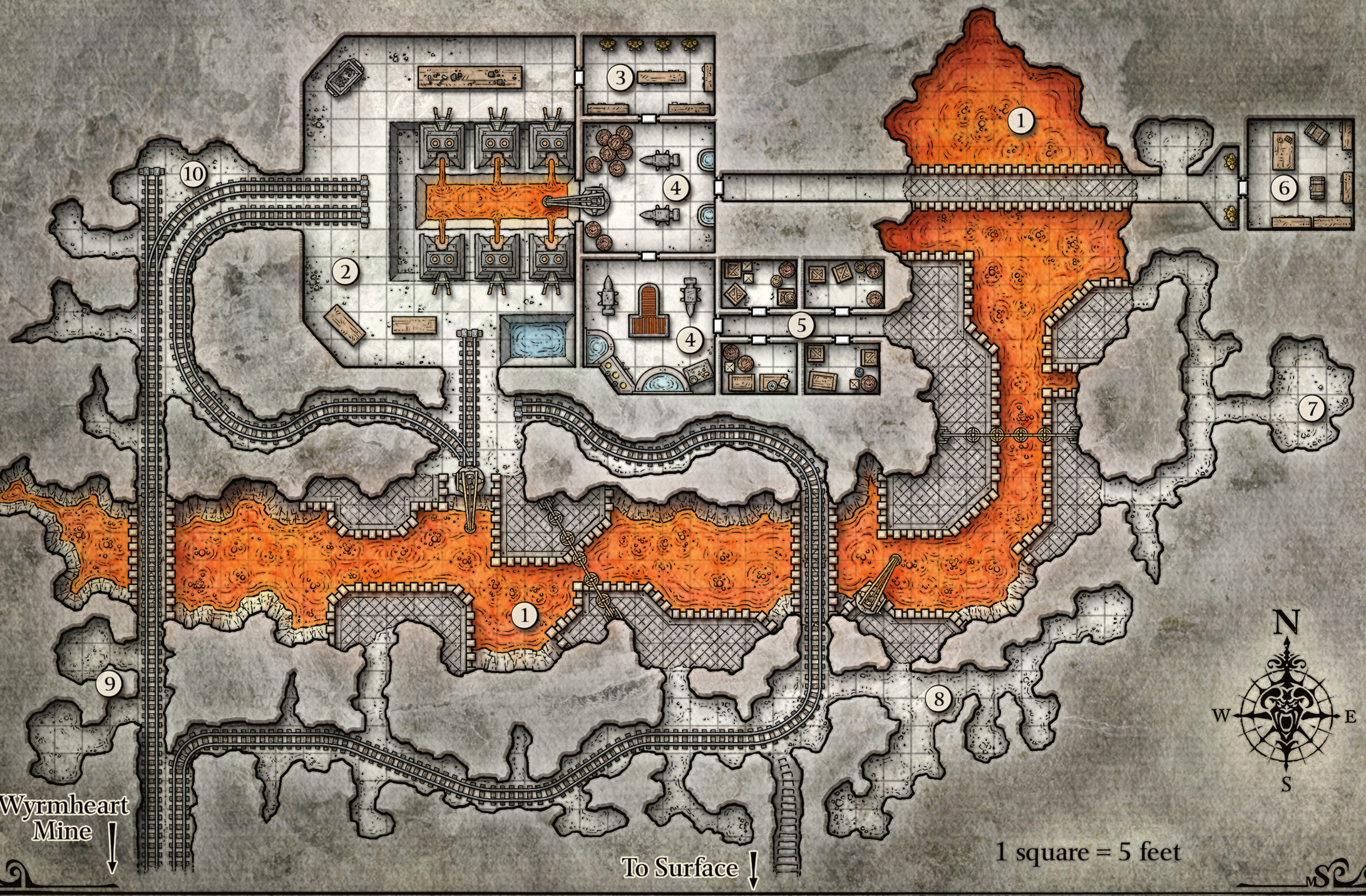
Top



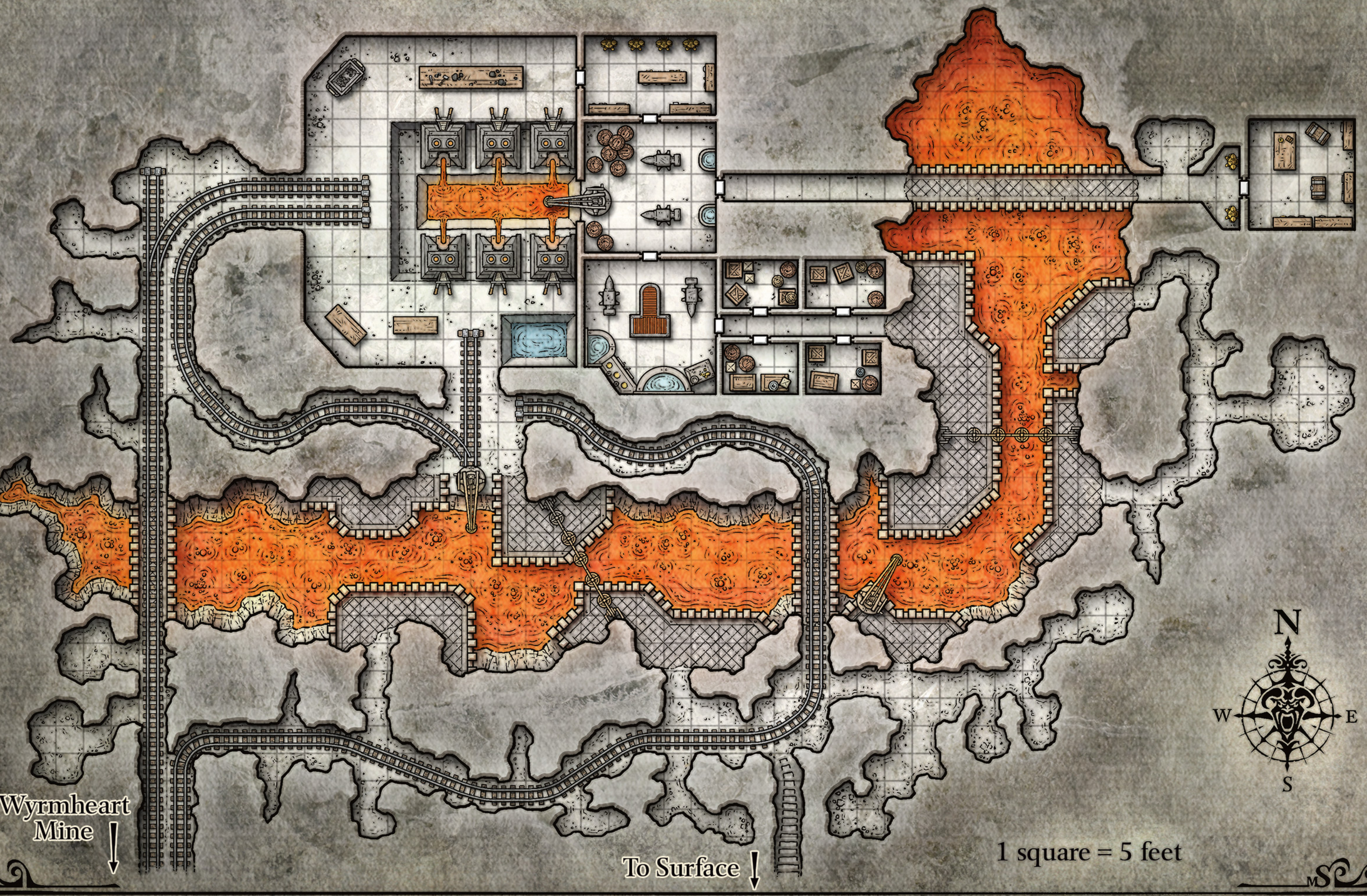
Inside



Hrakhamar


1
2
3
4
4
5
6
7
8
9
10
1
N
W
E
S
Wyrmheart Mine
To Surface
1 square = 5 feet

Hrakhamar



Jahaka Anchorage

N
W
E
S

5
4
+30 ft.
3
2
6
+30 ft.
1

6A
6B
6C

1 square = 10 feet

Jahaka Anchorage

N
W
E
S

+30 ft.

+30 ft.

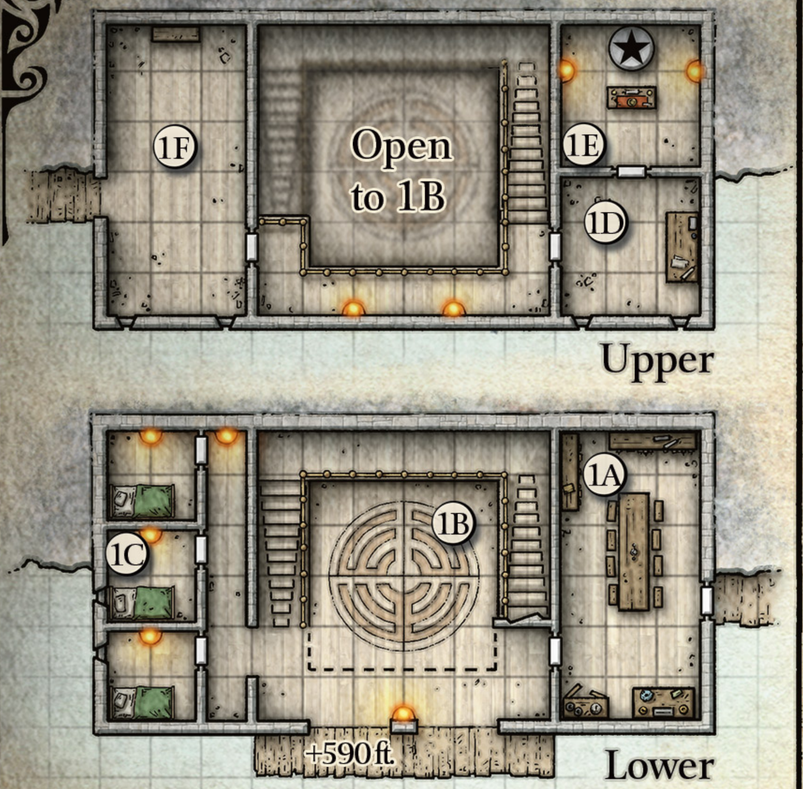
1 square = 10 feet

MS

Kir Sabal

1 square = 5 feet

1. Monastery

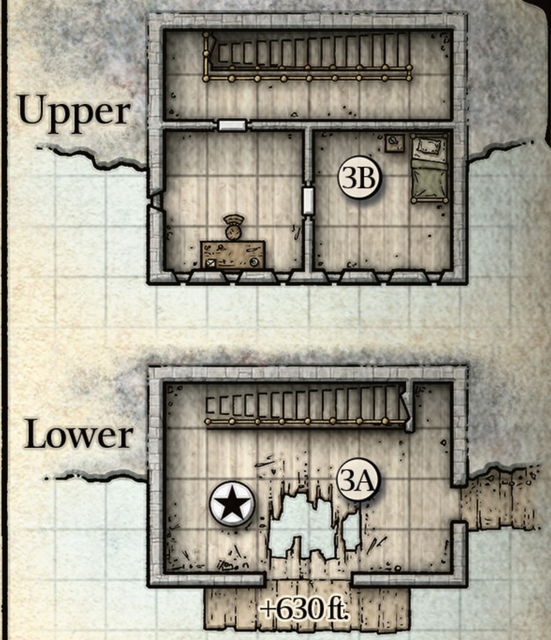


2. Cleansing Chamber

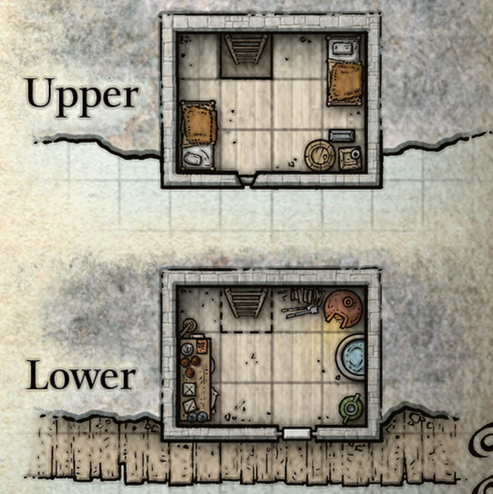




3. Elder's House



4. Dwellings



Kir Sabal

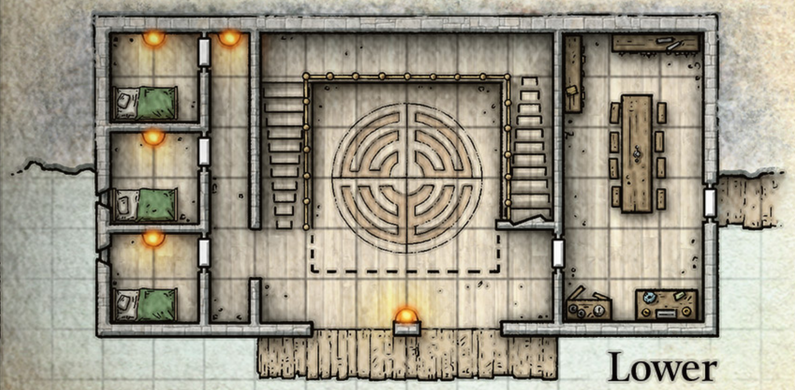
1 square = 5 feet



1. Monastery



Upper



Lower

2. Cleansing Chamber



Upper



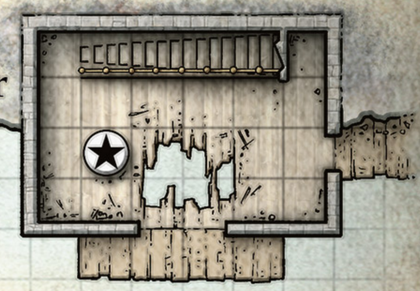
Lower

3. Elder's House

Upper



Lower



4. Dwellings

Upper



Lower



MS

Nangalore

1 square = 5 feet

N

W E

S

0 ft.

+20 ft.

+30 ft.

+10 ft.

+20 ft.

+20 ft.

+30 ft.

6

7

8

+10 ft.

5C

5D

+25 ft.

+15 ft.

+15 ft.

+20 ft.

+20 ft.

4

+25 ft.

+20 ft.

0 ft.

+35 ft.

+15 ft.

+15 ft.

5A

5B

0 ft.

+20 ft.

+20 ft.

+20 ft.

+5 ft.

+10 ft.

+10 ft.

+20 ft.

+5 ft.

+5 ft.

2

+20 ft.

+5 ft.

+10 ft.

0 ft.

3

+5 ft.

+10 ft.

3

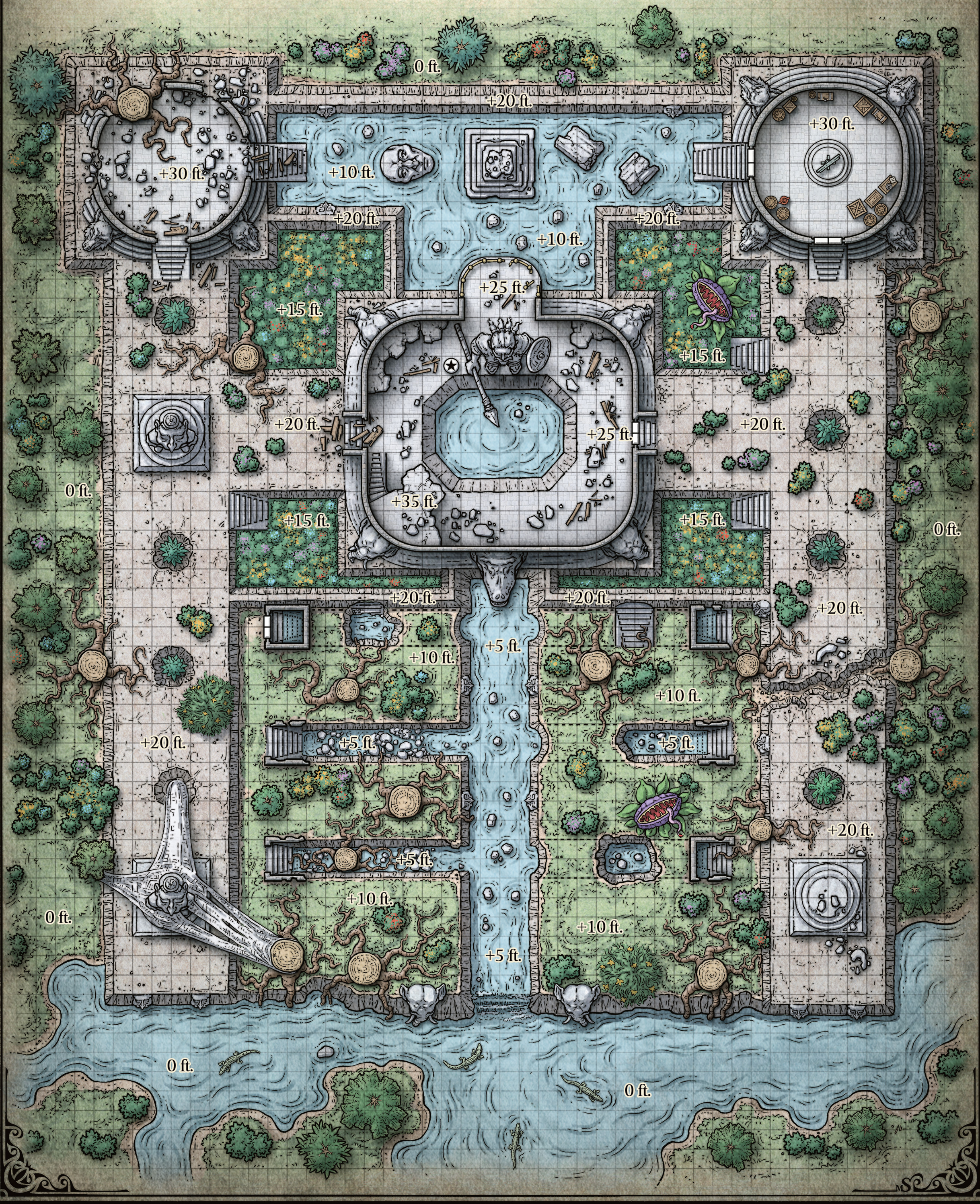
0 ft.

1

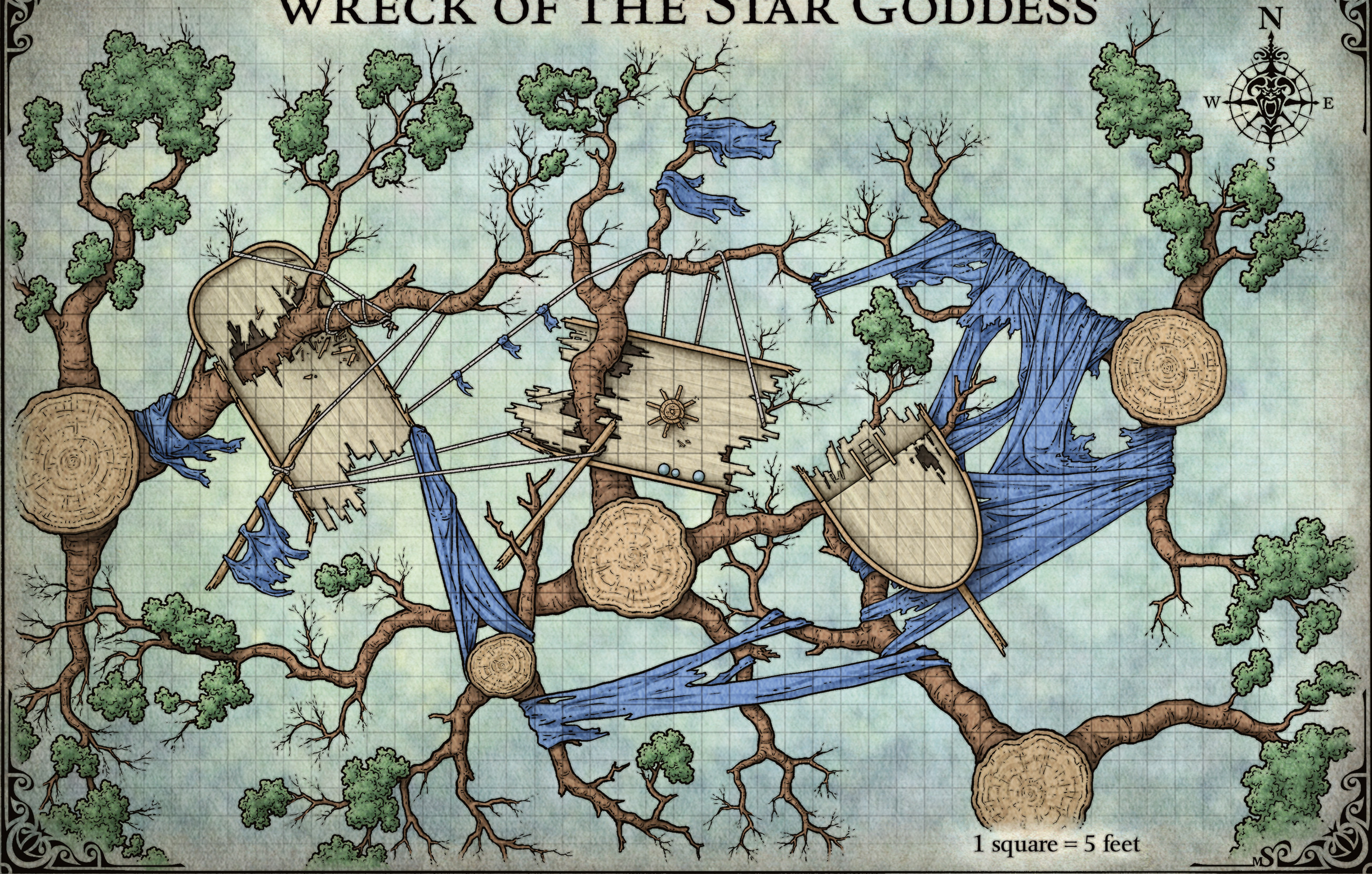
0 ft.

Nangalore

1 square = 5 feet



Wreck of the Star Goddess



Wyrmheart Mine

1 square = 5 feet

Surface Level



Sublevel 1



Sublevel 2



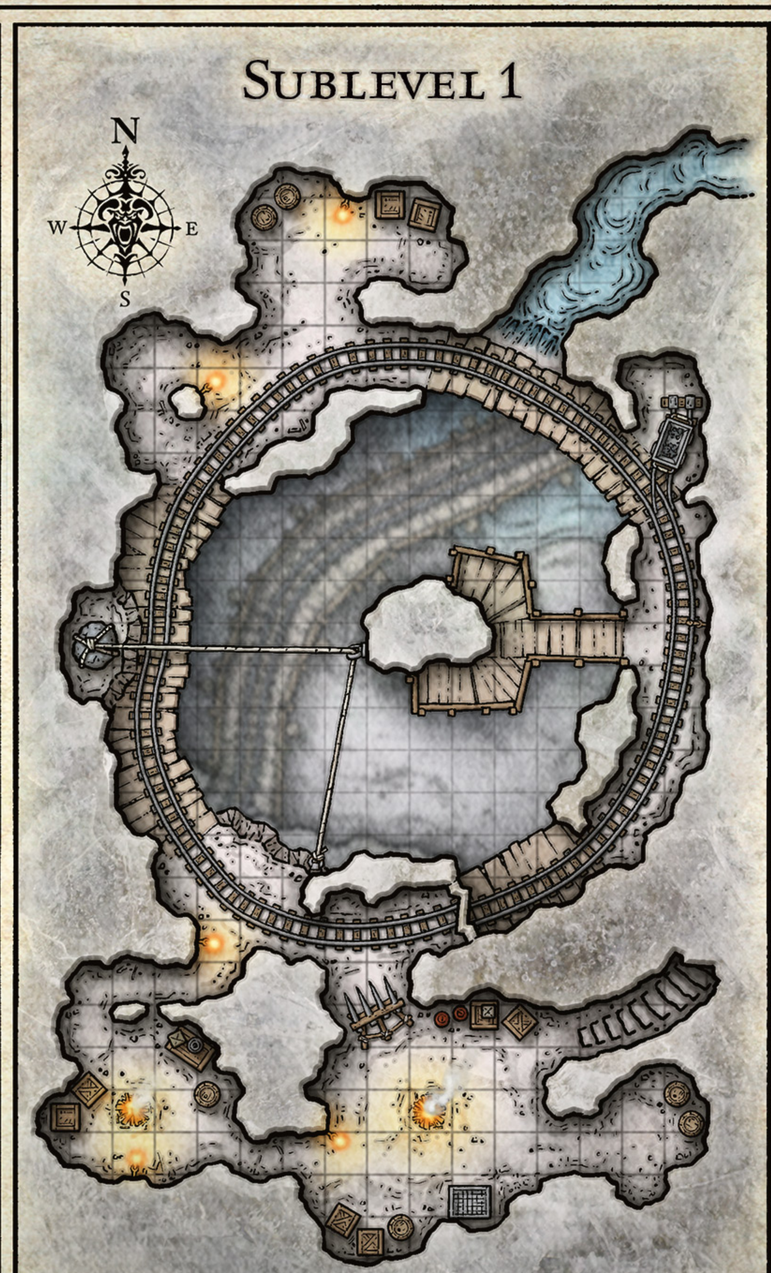
Wyrmheart Mine

1 square = 5 feet

Surface Level



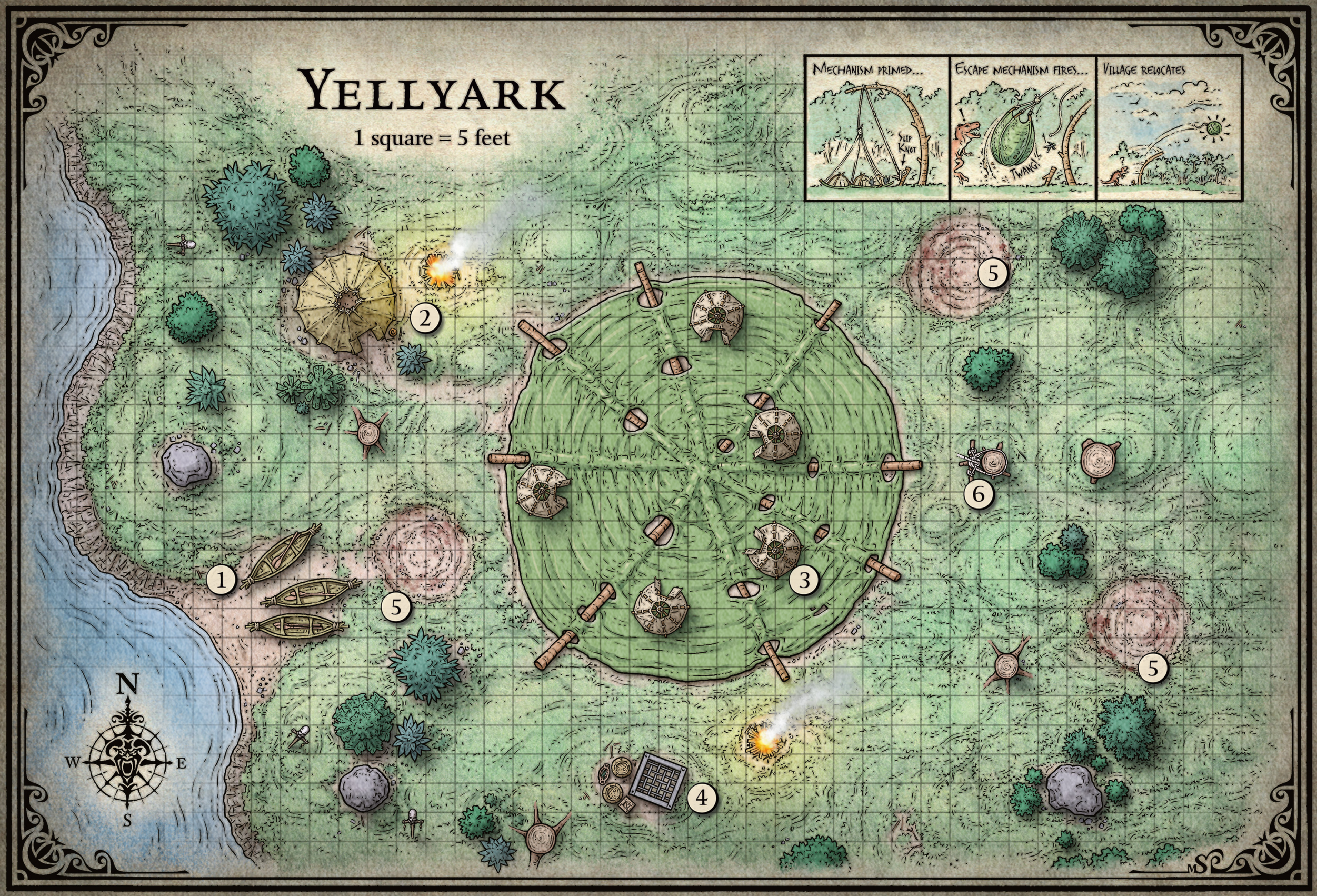
Sublevel 1



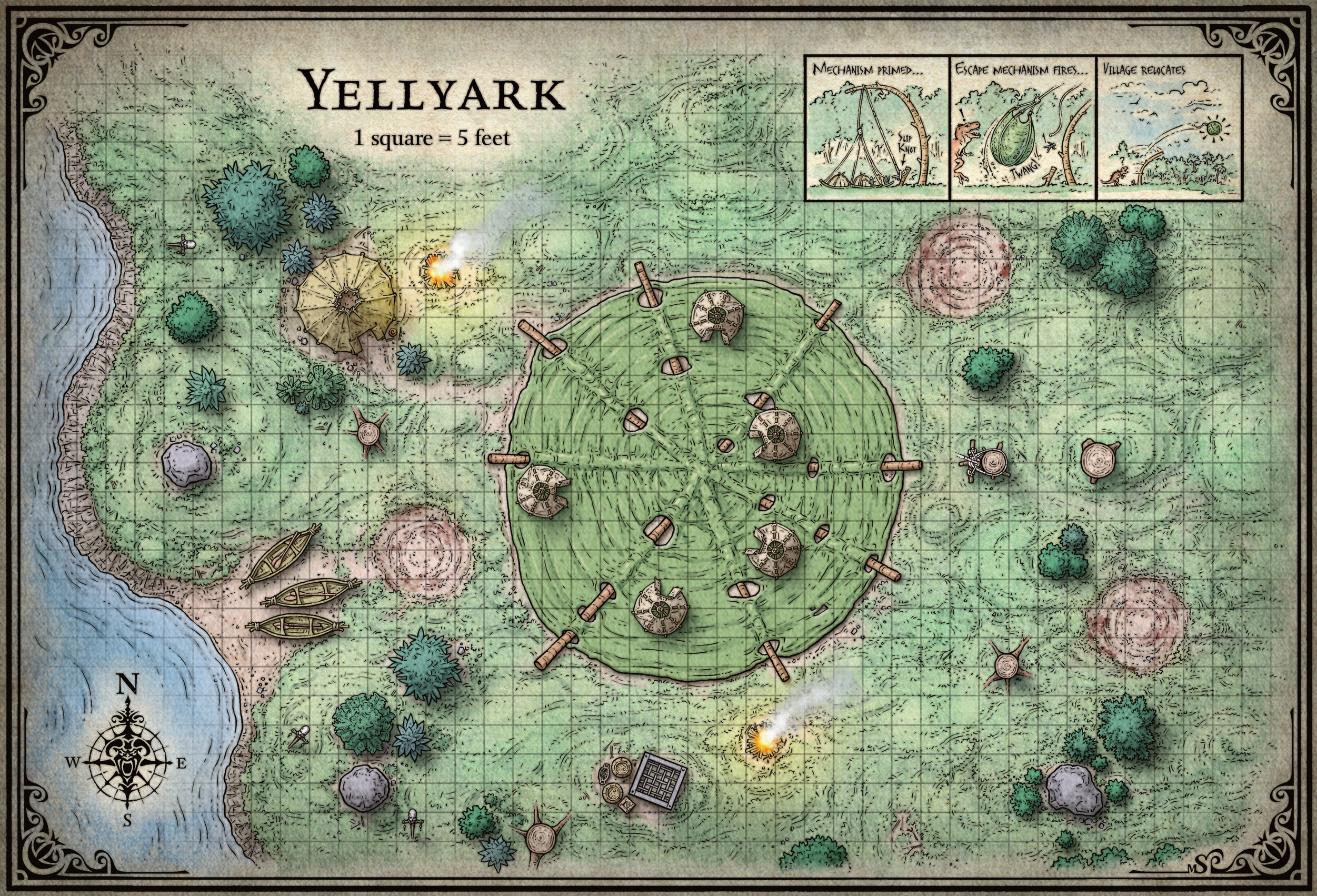
Sublevel 2



MS

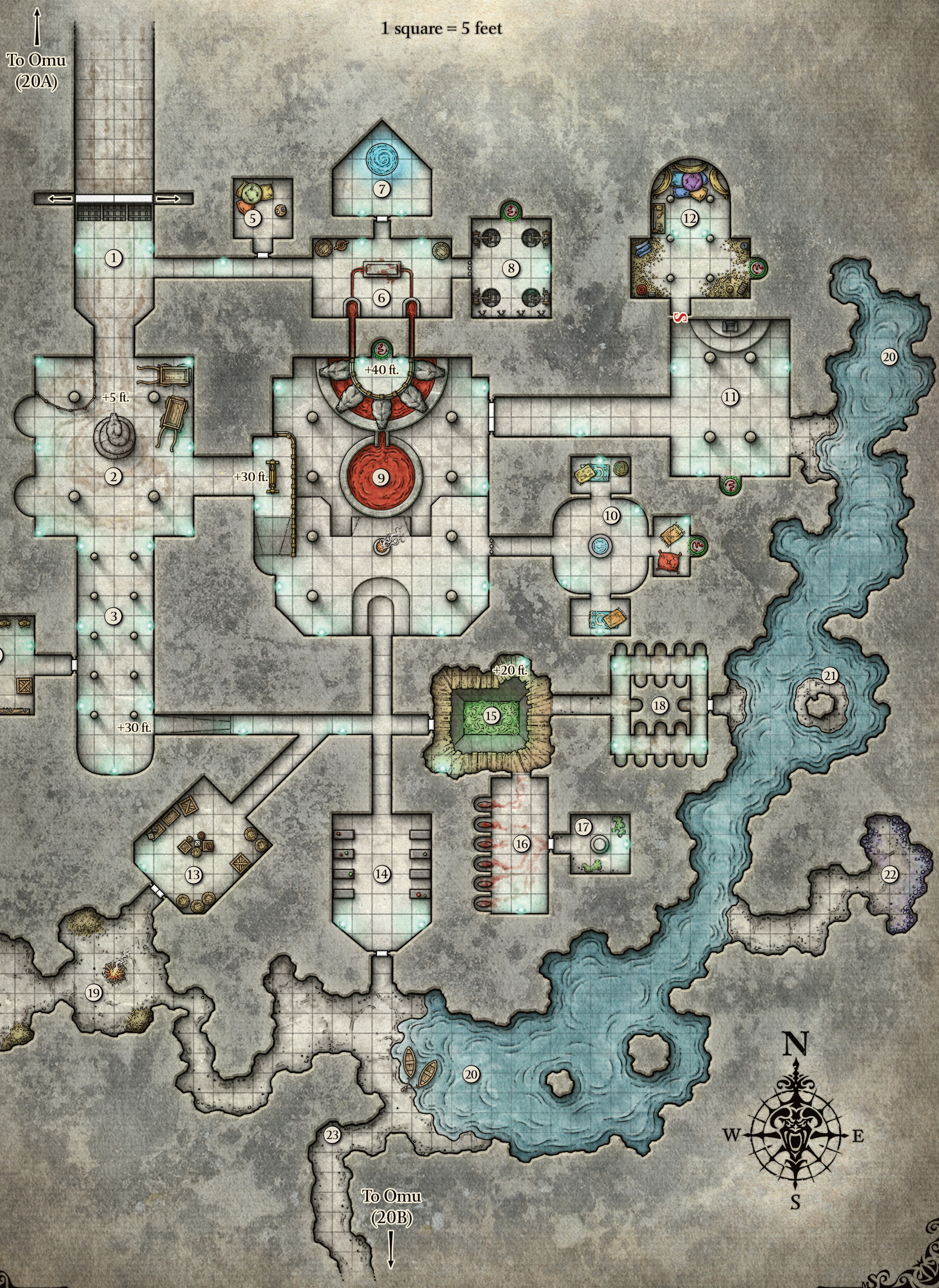


YELLYARK
1 square = 5 feet
MECHANISM PRIMED...
SLIP KNOT
ESCAPE MECHANISM FIRES...
TWANG!
VILLAGE RELOCATES
1
2
3
4
5
5
5
6
N
W
E
S


YELLYARK
1 square = 5 feet
MECHANISM PRIMED...
SLIP KNOT
ESCAPE MECHANISM FIRES...
TWANG!
VILLAGE RELOCATES
N
W
E
S

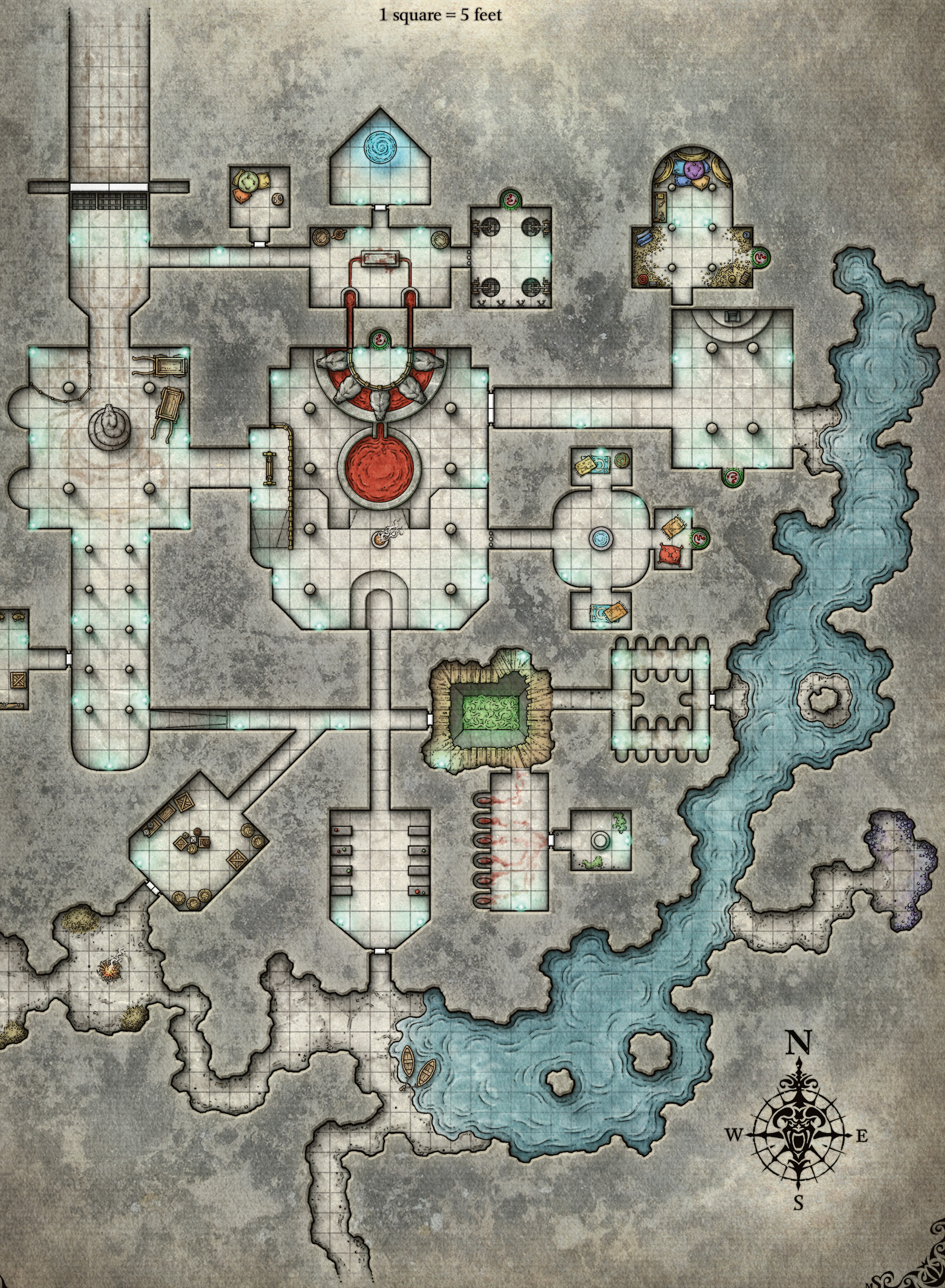
Fane of the Night Serpent

1 square = 5 feet



Fane of the Night Serpent

1 square = 5 feet



Level 1:
Rotten Halls

Open to 64 below

Down to level 2

Down to level 2

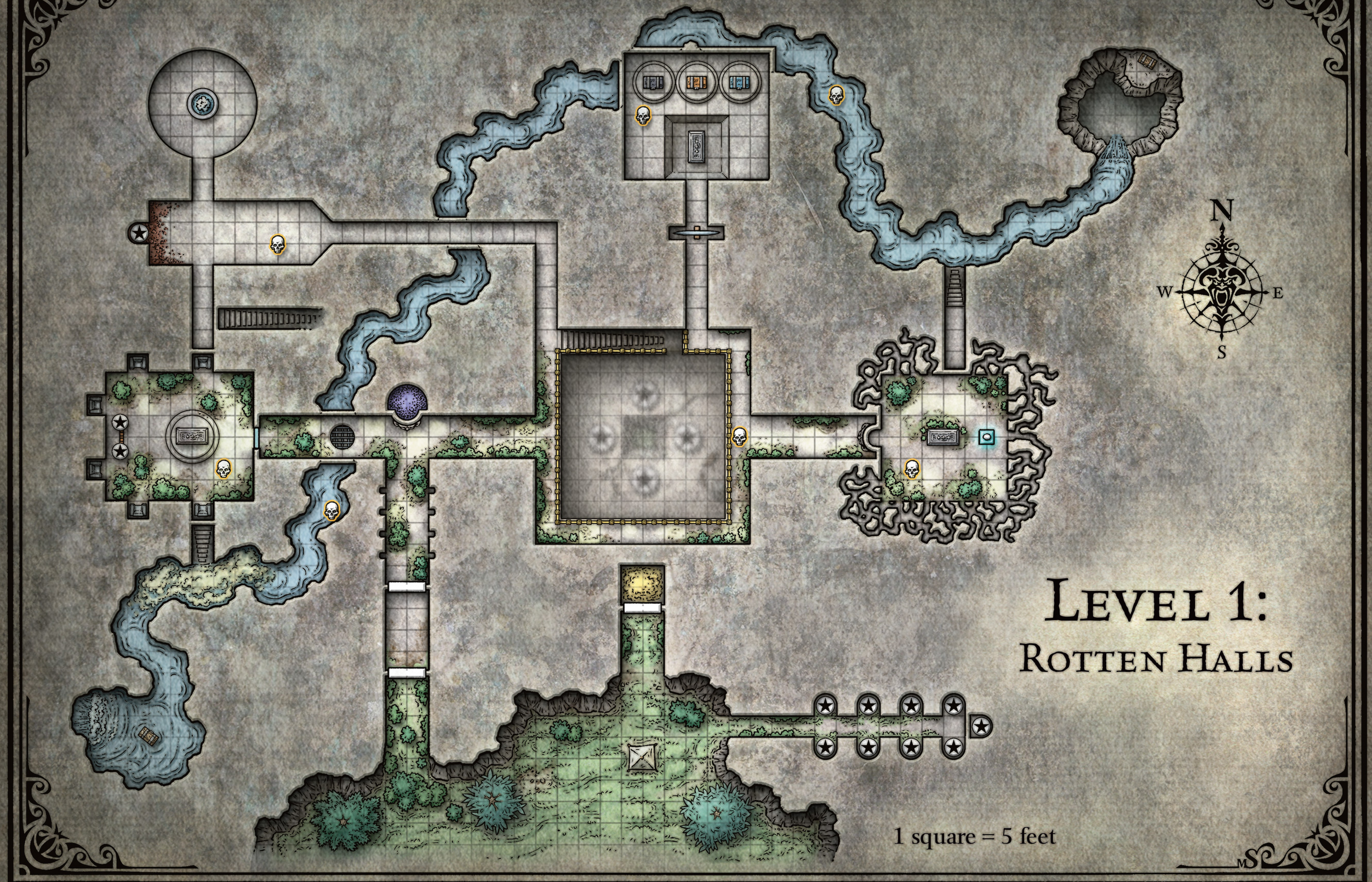
Open to 45 below

N

W E

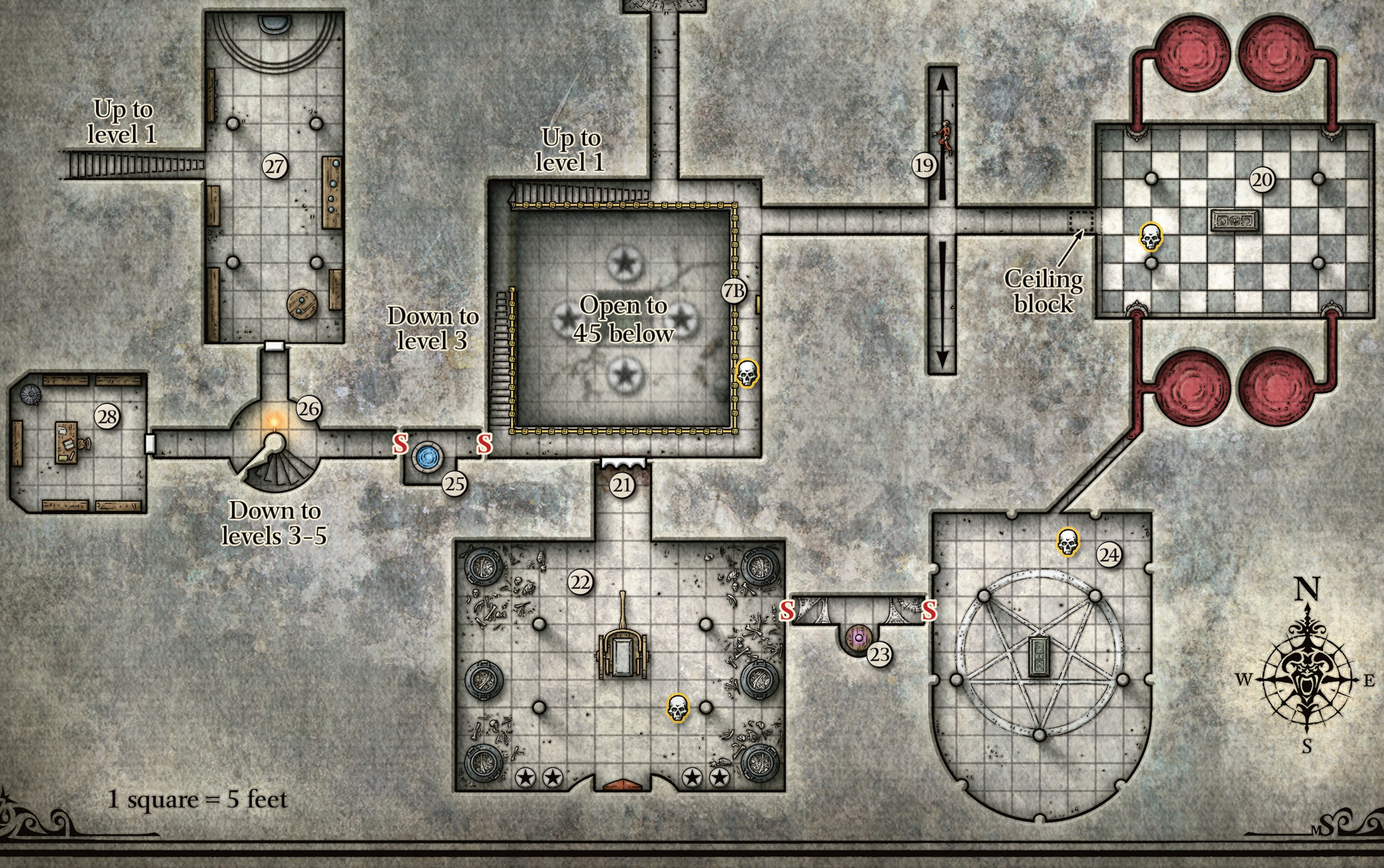
S

1 square = 5 feet

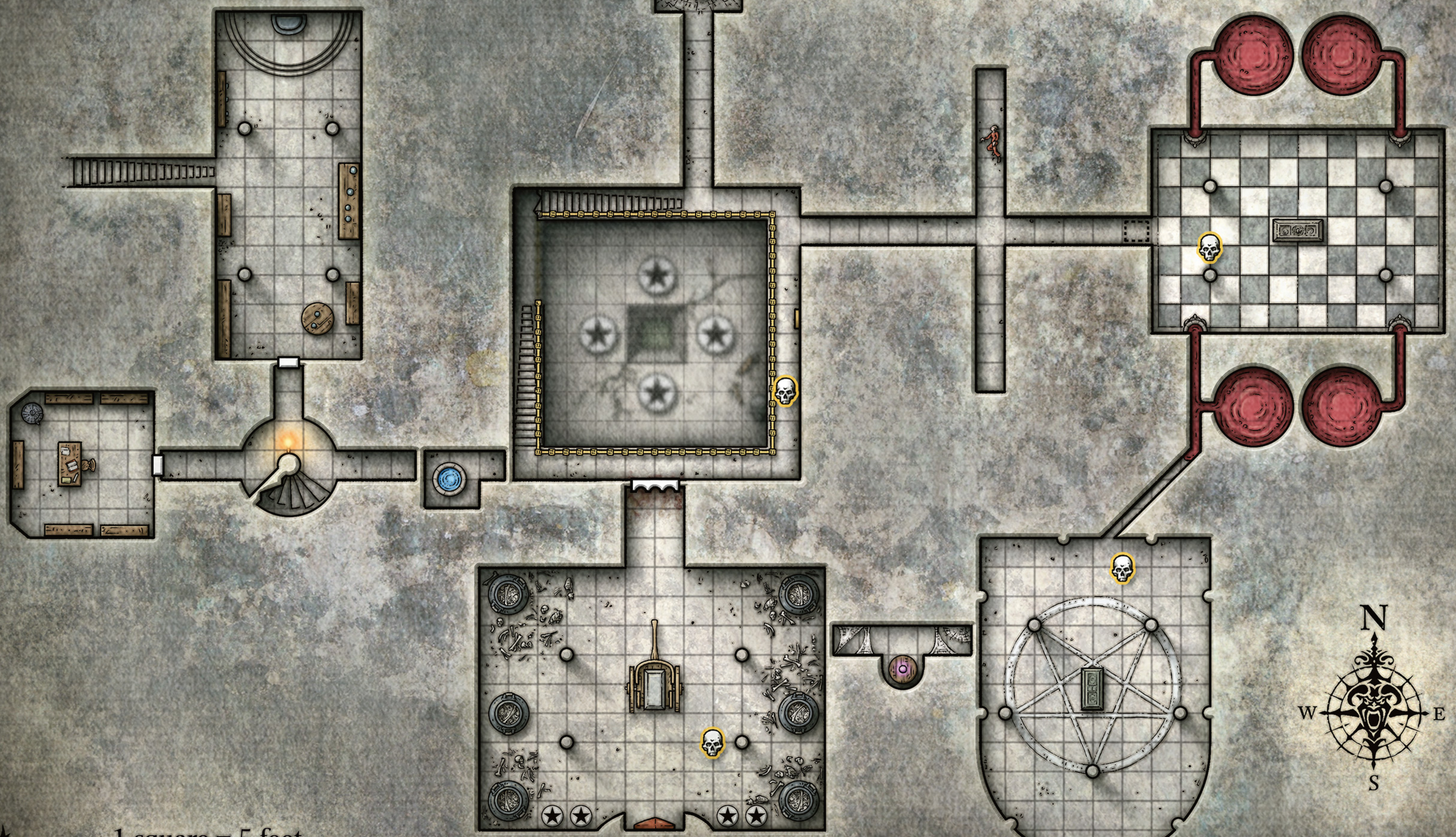


Level 1:
Rotten Halls

Level 2:
Dungeon of Deception



Level 2:
Dungeon of Deception



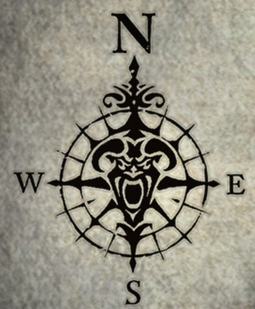
1 square = 5 feet

Level 3:
Vault of Reflection

N
W E
S

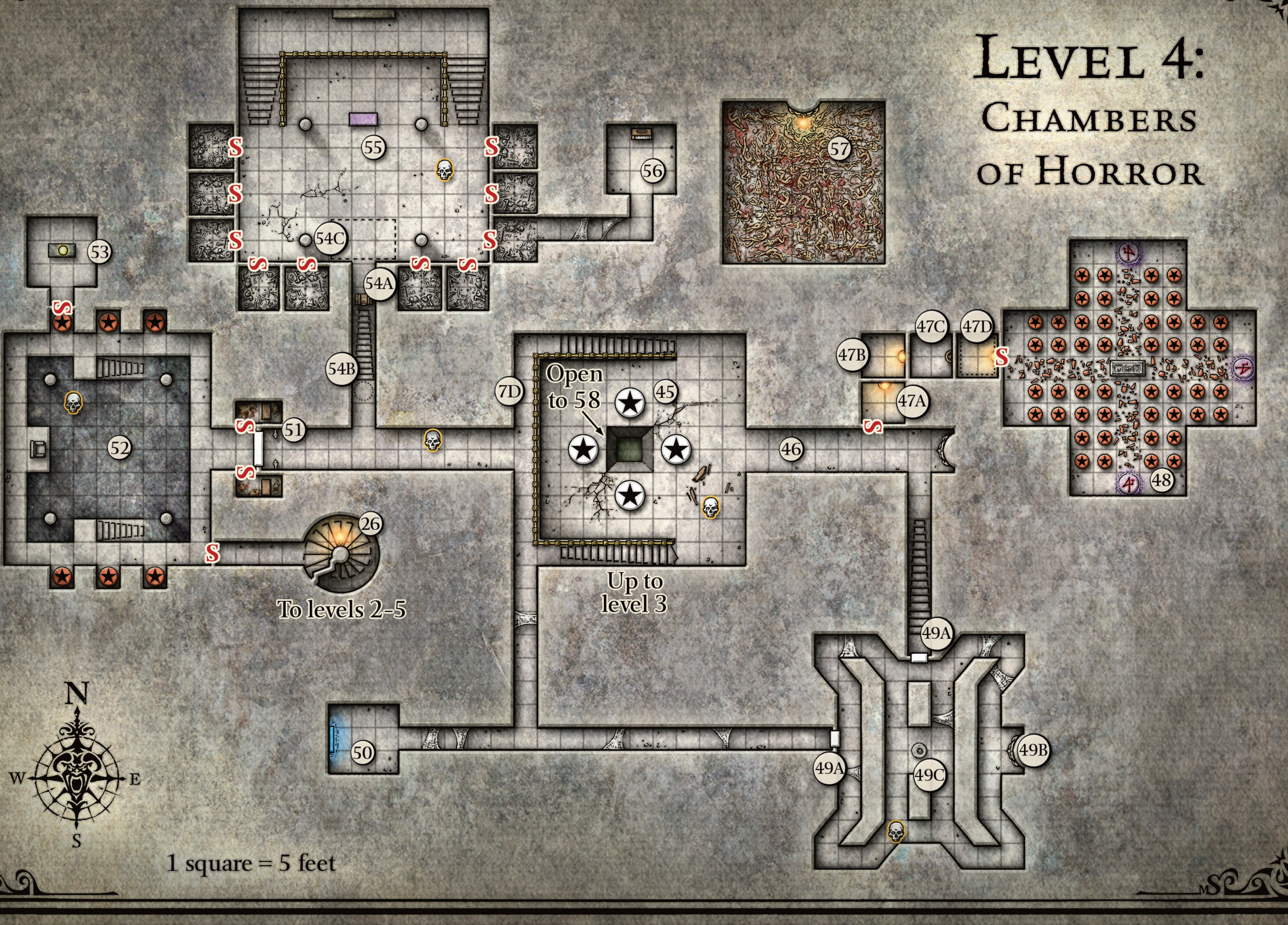
42
35B
34
35A
33
29
Tunnel B
32
Tunnel A
7C
43
41
31A
Open to
45 below
40
Up to
level 2
31B
To
levels
2–5
26
31A
Down to level 4
38A
30
44B
38B
38C
36
44A
37
S
39
1 square = 5 feet

Level 3:
Vault of Reflection

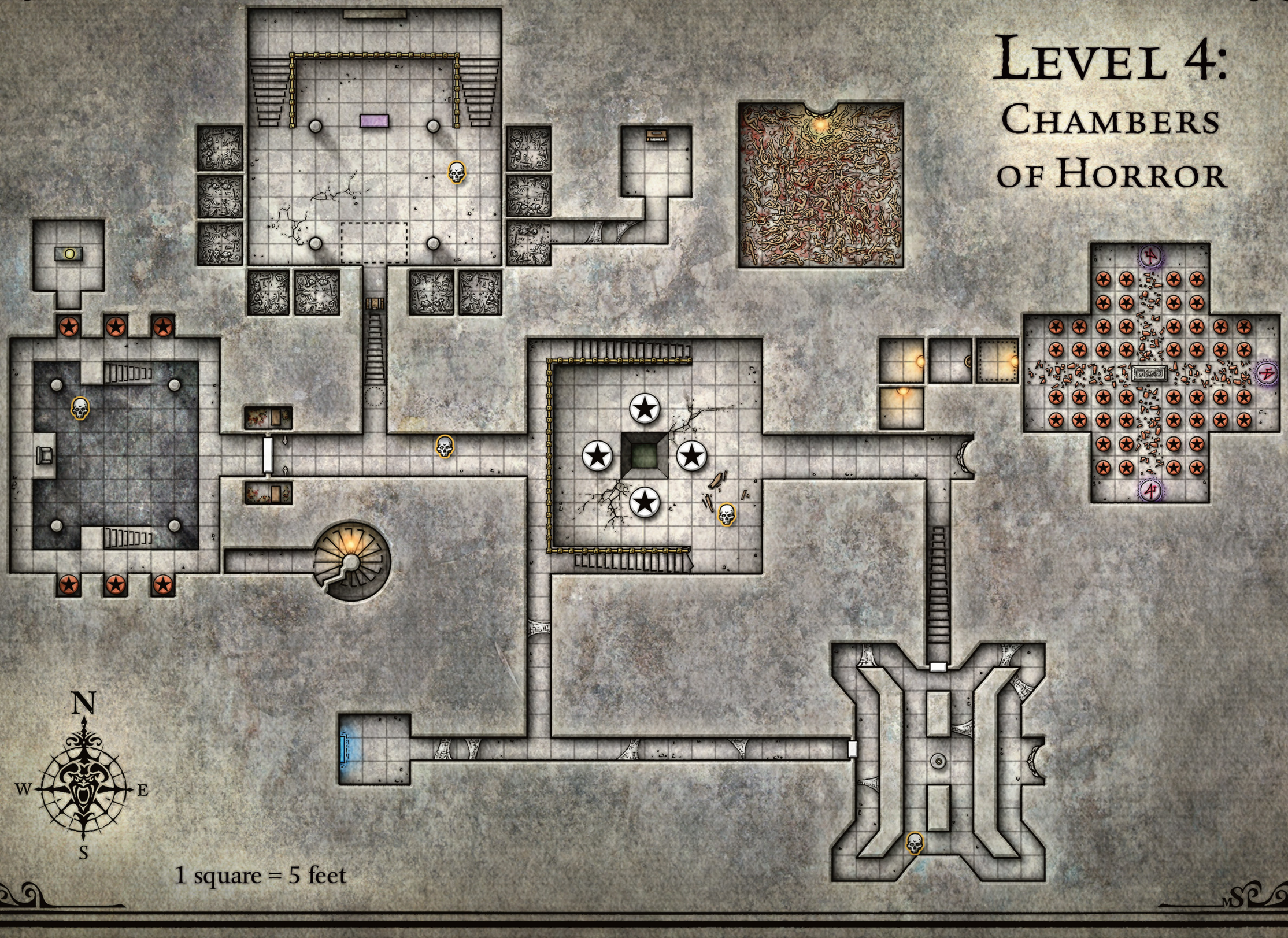


1 square = 5 feet

Level 4: Chambers of Horror



Level 4:
Chambers of Horror




70
69
68
64
Open to
17 above
Down to
level 6
Portcullis
61
63
60
65
59
58
Open to
45 above
To
levels
2–4
26
66
Stone
block
67
62D
62A
62B
62C
S
X
N
W
E
S
1 square = 5 feet
Level 5:
Gears of Hate

Level 5:
Gears of Hate

N
W E
S

1 square = 5 feet

Level 5:
Gears of Hate

N
W E
S

1 square = 5 feet

MS

Level 5:
Gears of Hate

N
W E
S

1 square = 5 feet

Level 5:
Gears of Hate

N
W E
S

1 square = 5 feet

Level 5:
Gears of Hate

N
W E
S

1 square = 5 feet

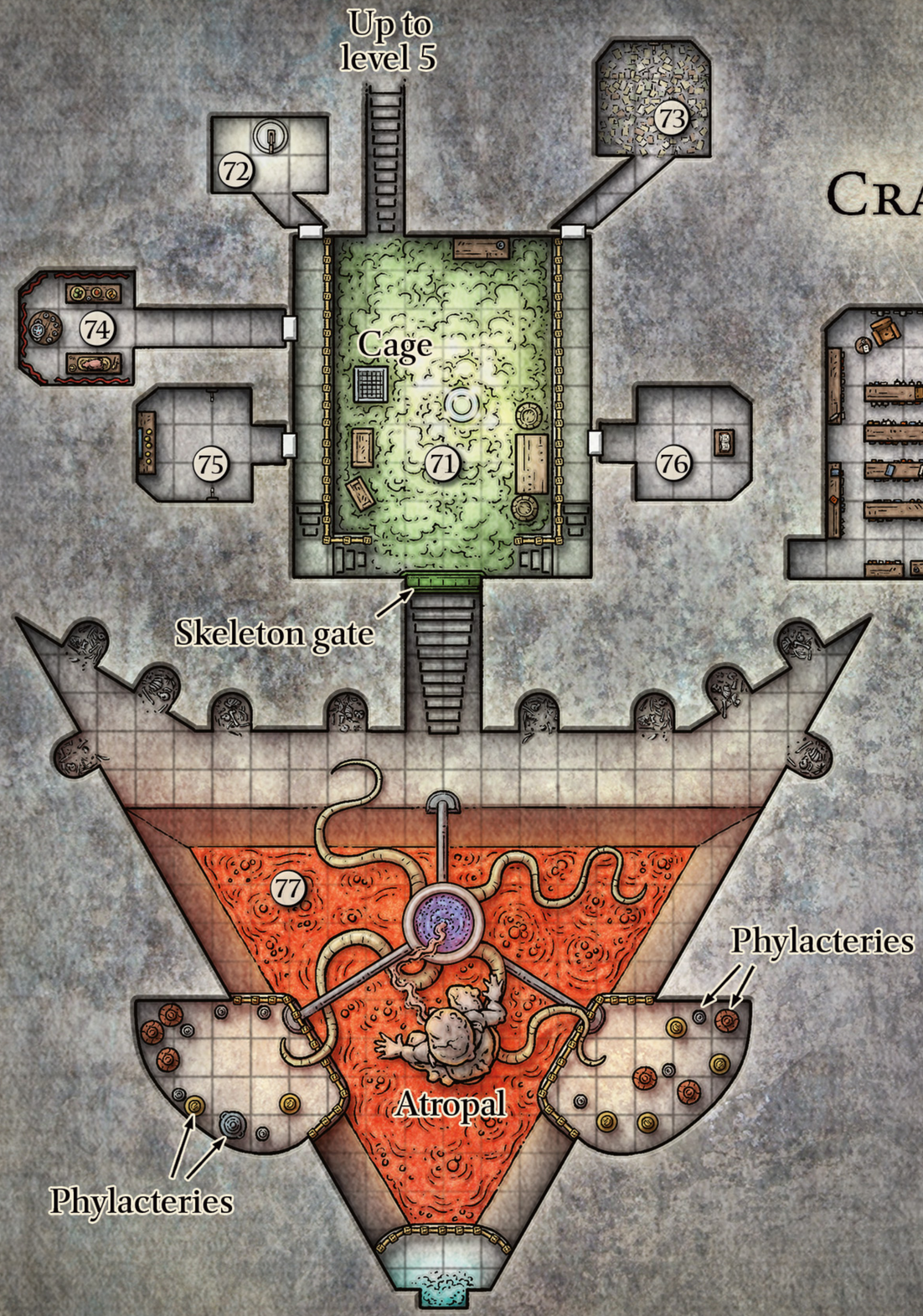
Level 5:
Gears of Hate

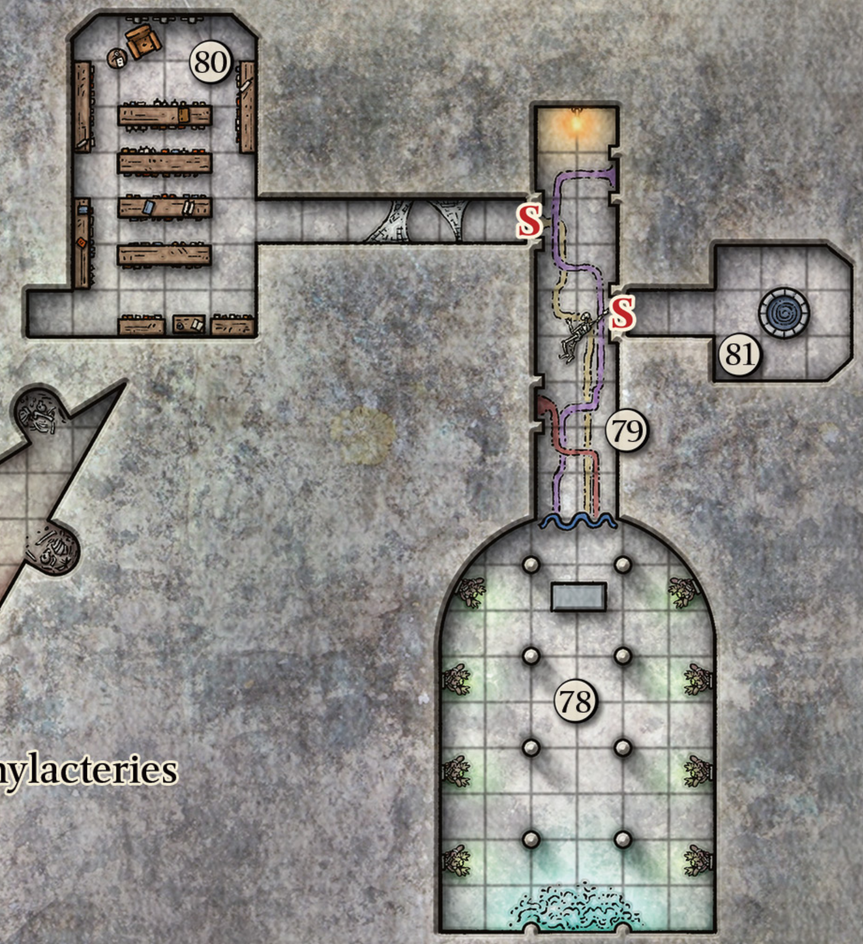
N
W E
S

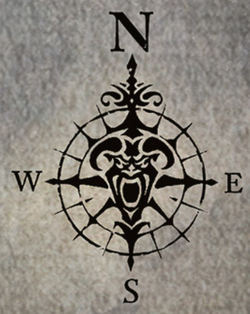
1 square = 5 feet

MS

Level 6:
Cradle of the Death God

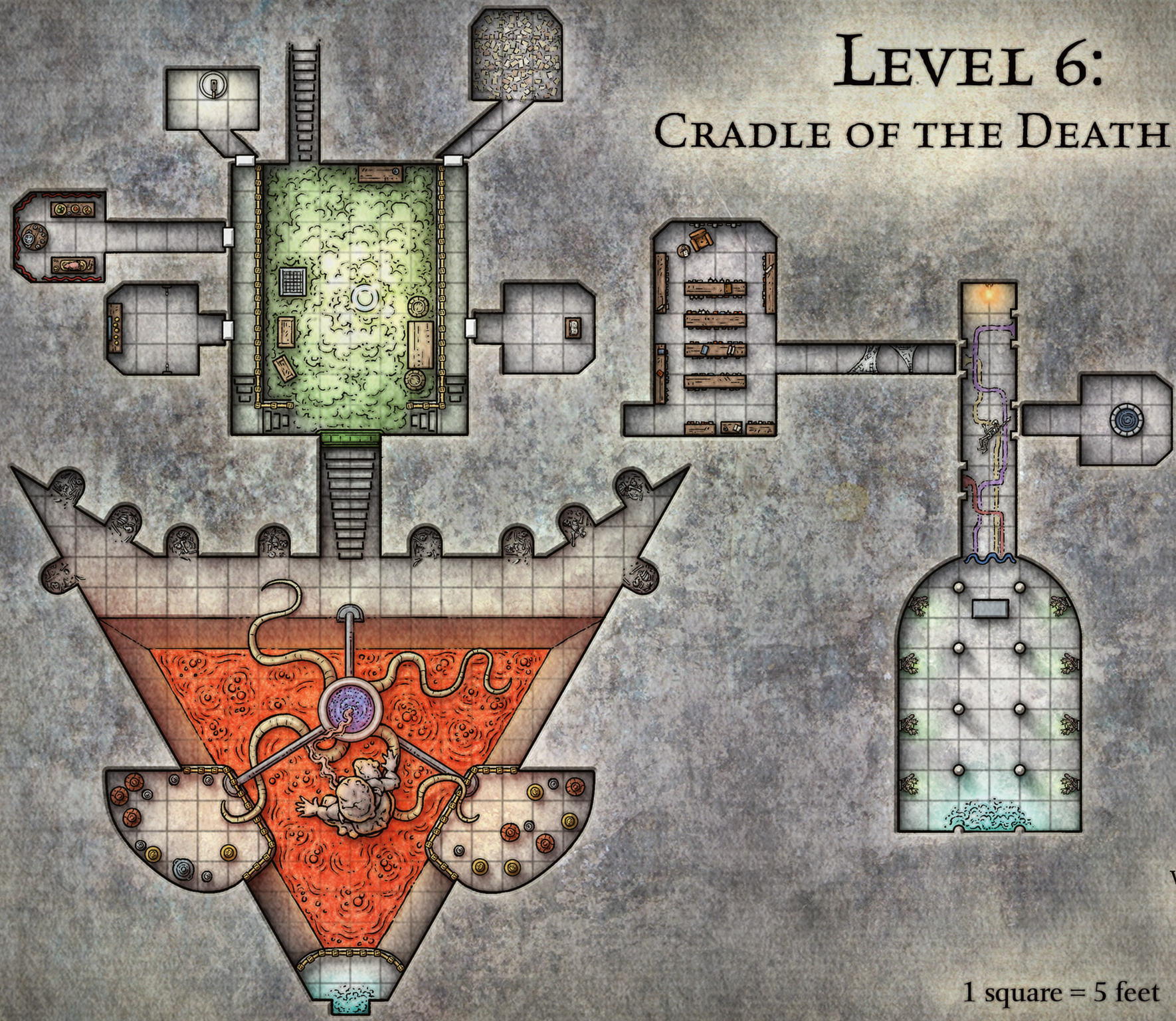






1 square = 5 feet

Level 6:
Cradle of the Death God



1 square = 5 feet

Chult

Lantan

Mother-of-Mists

The Ssan (The Daughters)

The Mistcliff

Mistcliff Mountains

Bay of Chult

Fort Beluarian

Shining Sea

Port Nyanzaru

The *Hvalspyd*

Yellyark

River Soshenstar

River Tiryki

Port Castigliar

Kitcher's Inlet

Vorn

Camp Righteous

Mezro

Camp Vengeance

Firefinger

Ataaz Muhahah

Orolunga

Mbala

Dungrunglung

Wreck of the *Narwhal*

Aldani Basin

Needle's Bones

The Dawn Warrior

Ataaz Kahakla

Kir Sabal

Jahaka Anchorage

River Tath

Heart of Ubtao

Nsi Wastes

River Olung

Refuge Bay

Nangalore

Ishau

Jahaka Bay

Kobold Mountains

Wreck of the *Star Goddess*

Hisari

Lake Luo

Valley of Embers

Hrakhamar

Ataaz Yklwazi

Valley of Lost Honor

Sky Lizard Mountains

Wyrmheart Mine

Omu

Peaks of Flame

Valley of Dread

Land of Ash and Smoke

Shilku Bay

Shilku

Wild Coast

The Cauldron

Snapping Turtle Bay

Sanrach Mountains

Samarach

Great Sea

Snout of Omgar

N

W E

S

Key

- City
- Fort
- Settlement
- Ruin
- Mine
- Point of interest
- Undead territory (lesser)
- Undead territory (greater)

1 hex = 10 miles

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Chult

Lantan
Mother-of-Mists
The Ssan (The Daughters)
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The *Hvalspyd*
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River Tiryki
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- Undead territory (lesser)
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miles 10 25 50 100

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miles 10 25 50 100

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