# 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

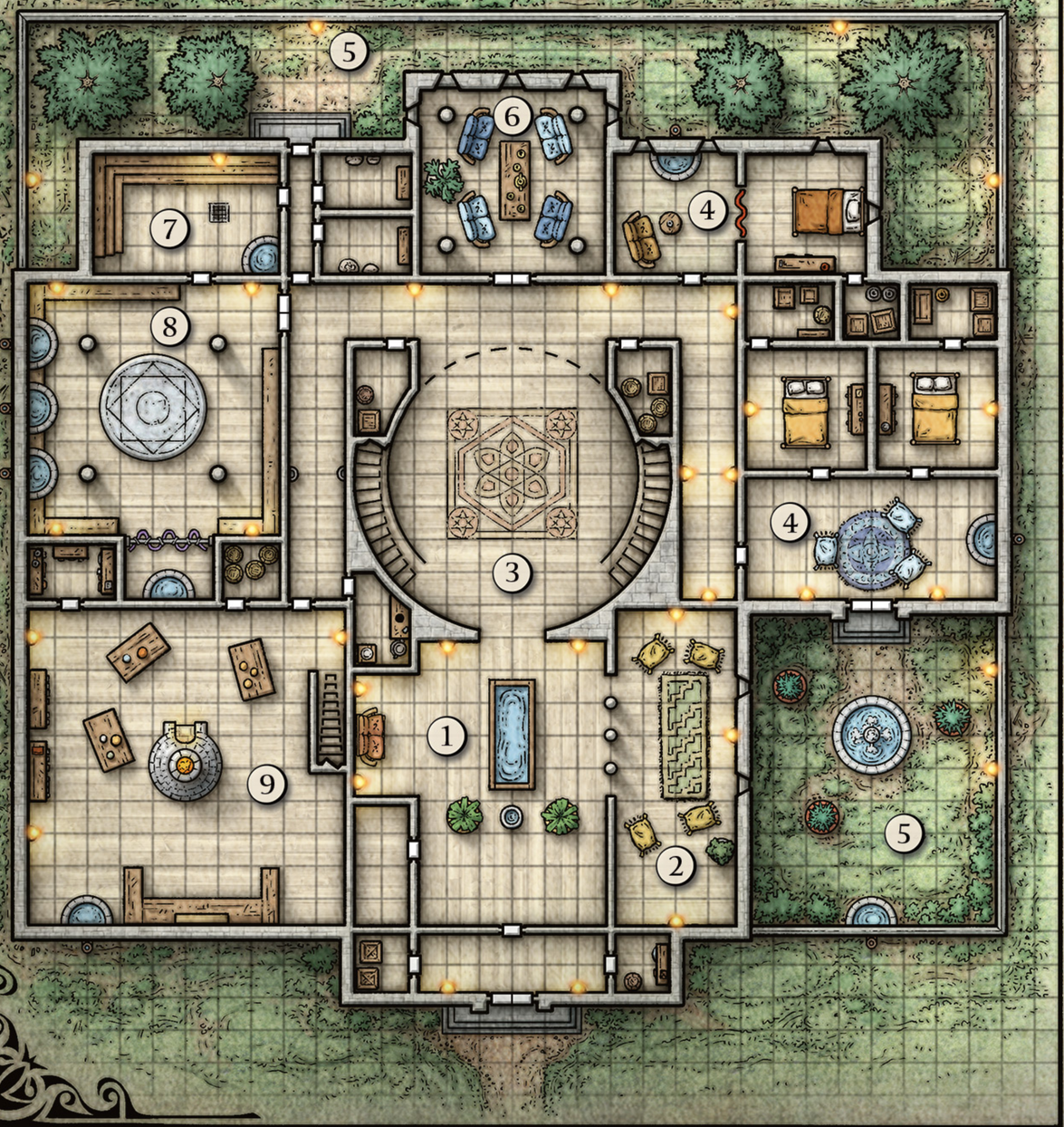
W S E N

# Merchant Prince's Villa

1 square = 5 feet

N
W
E
S

## Lower Level




## Upper Level

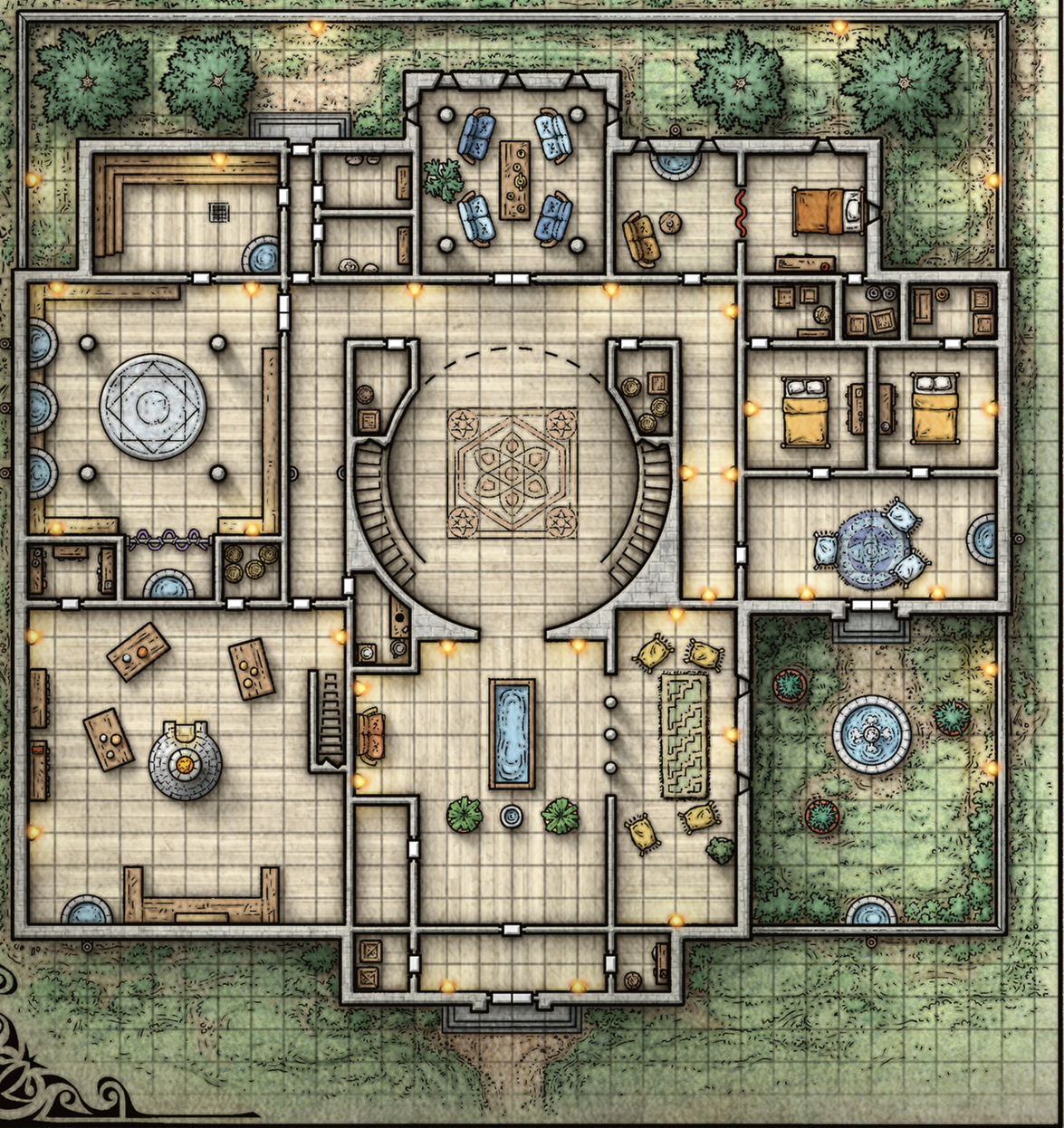


# Merchant Prince's Villa

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

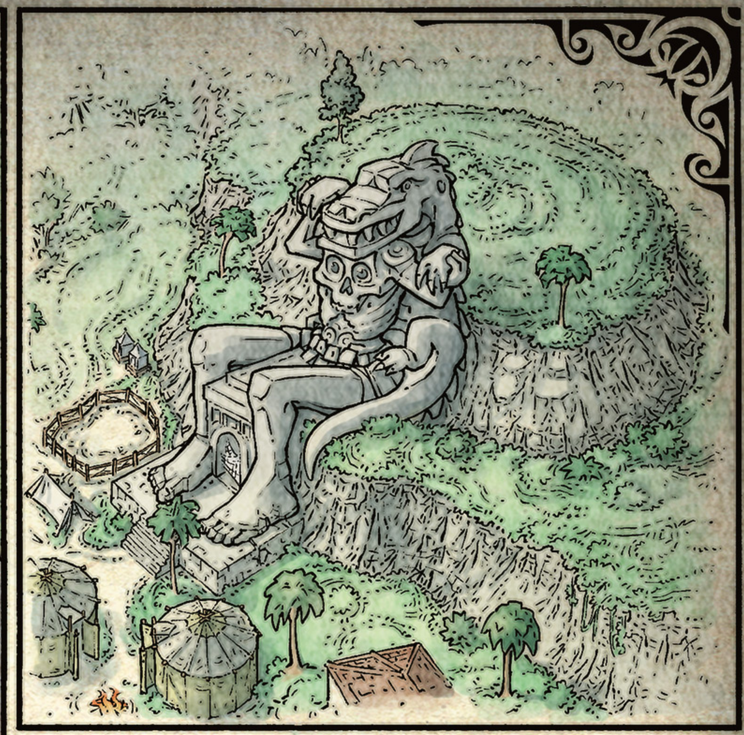
## The Forbidden City





# Camp Righteous

1 square = 5 feet



+5 ft.

+10 ft.

+25 ft.

+50 ft.

N

W

E

S

# Camp Righteous

1 square = 5 feet

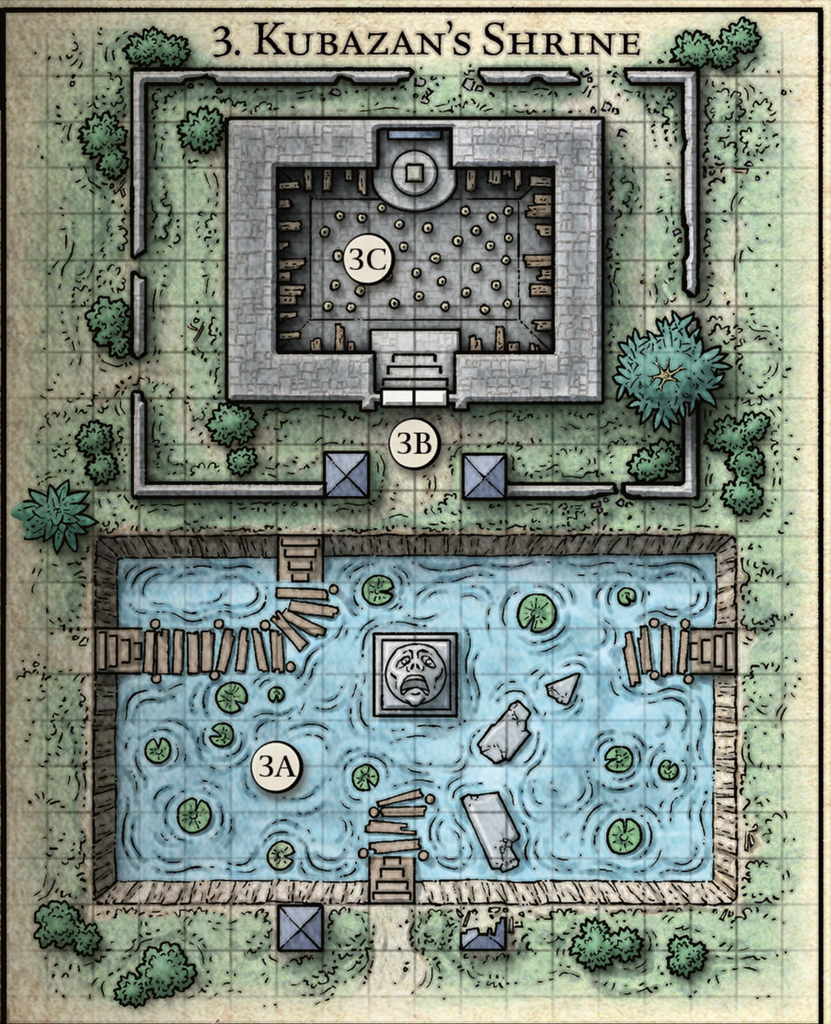
MS

# Nine Shrines

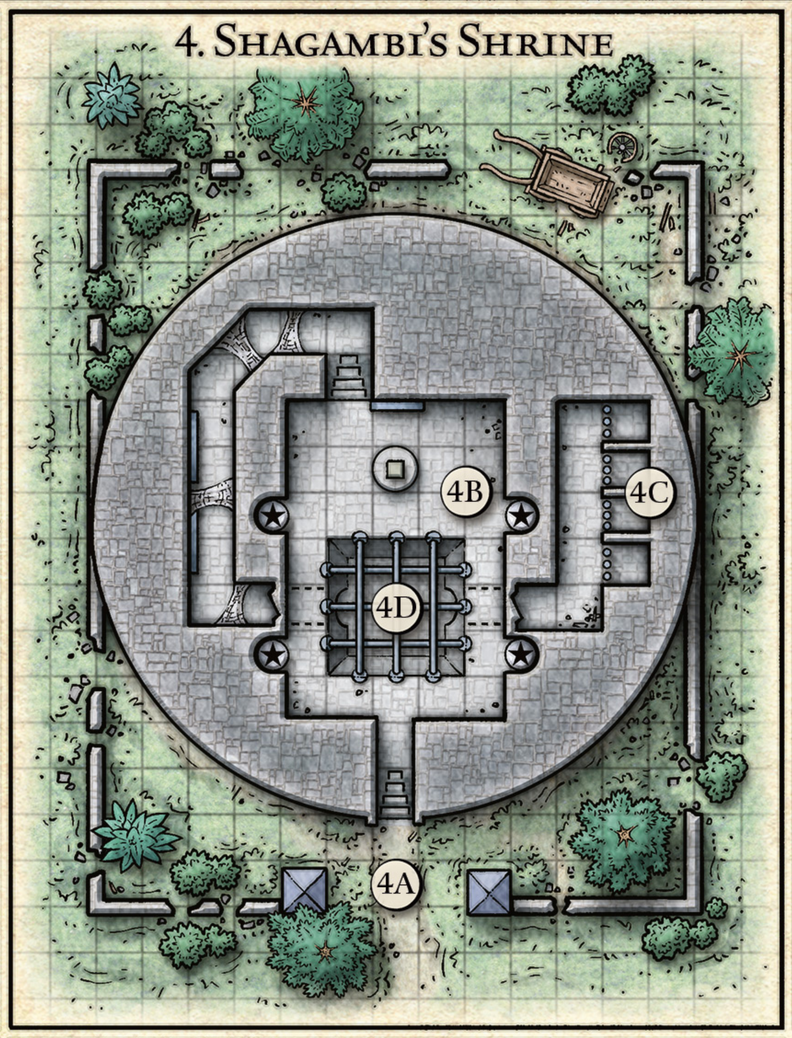
1 square = 5 feet

N W E S

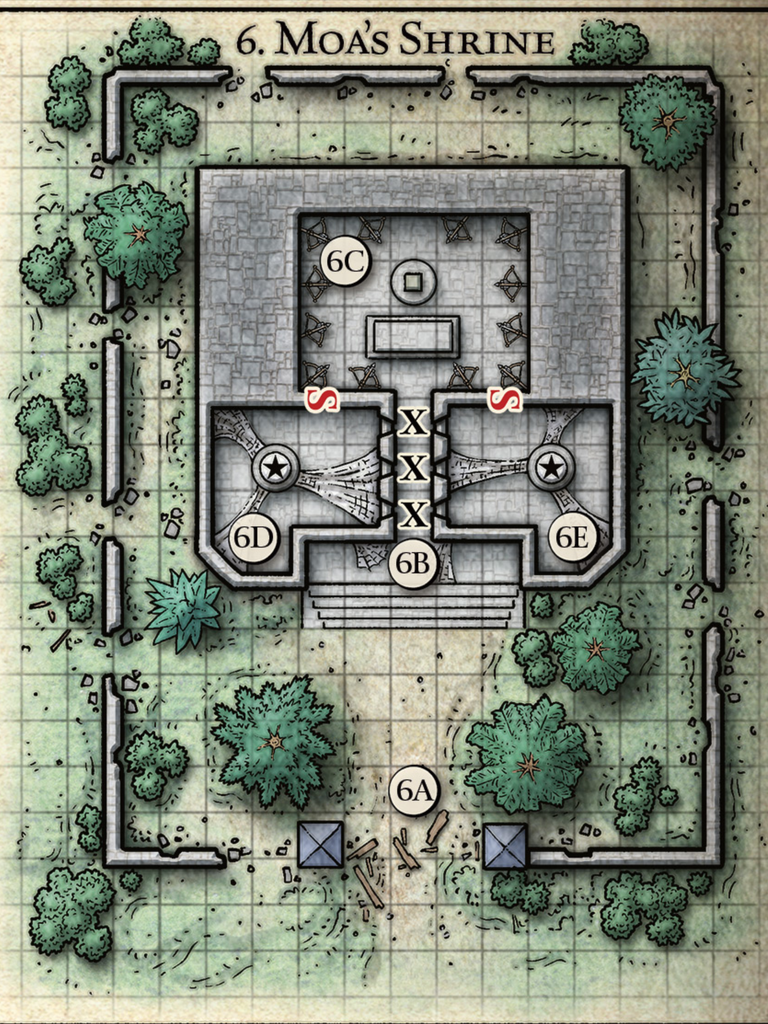
## 3. Kubazan's Shrine



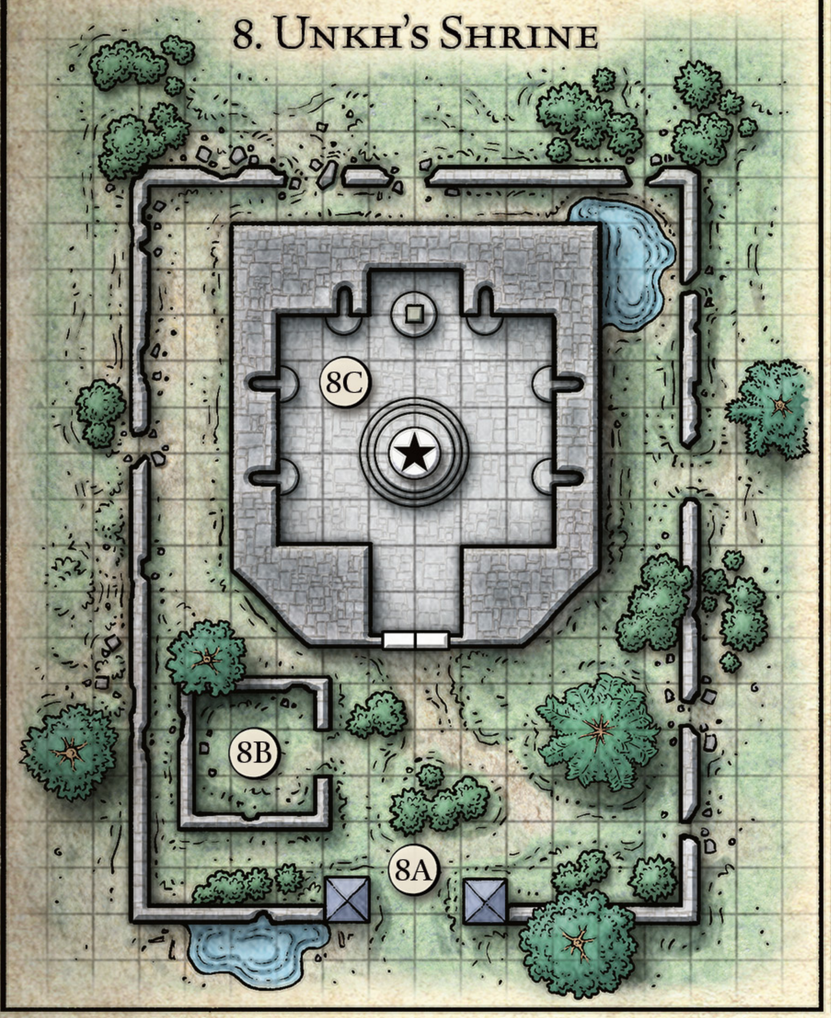

## 4. Shagambi's Shrine



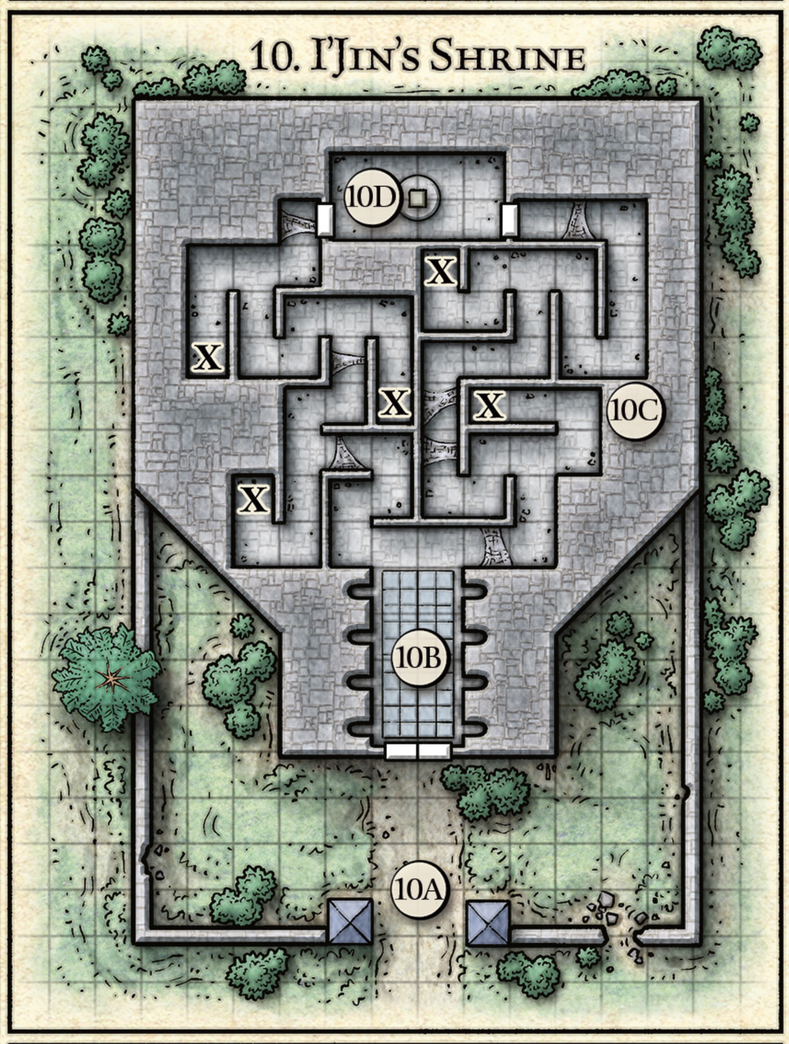

## 6. Moa's Shrine



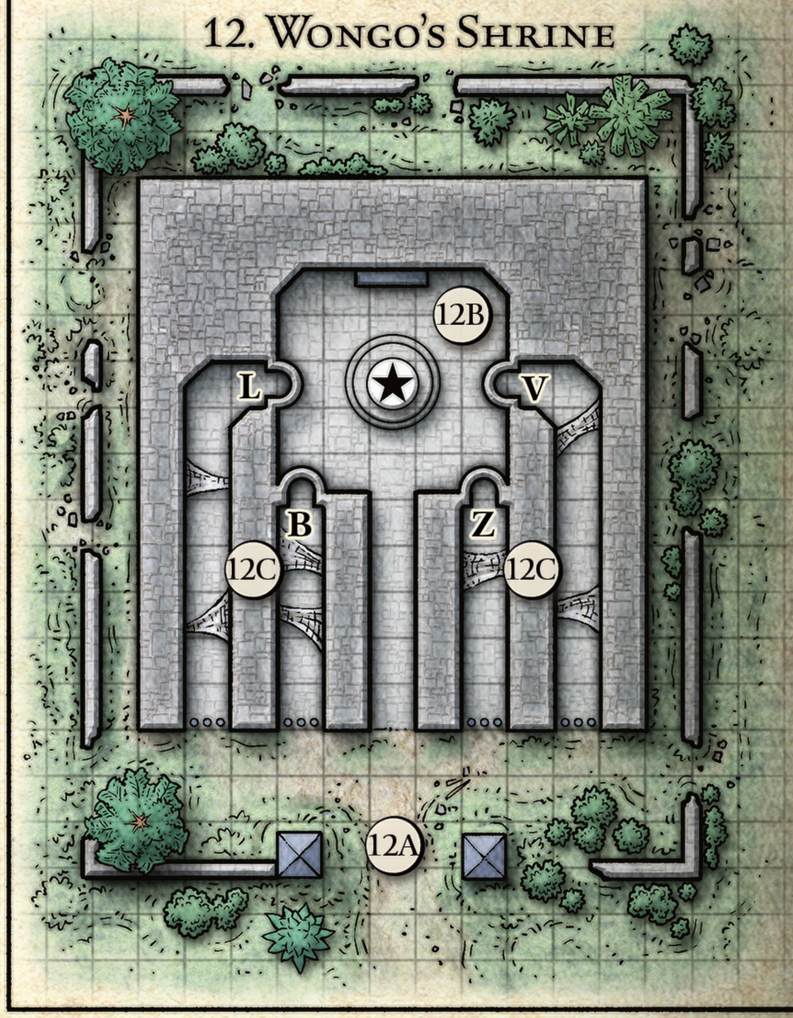

## 8. Unkh's Shrine



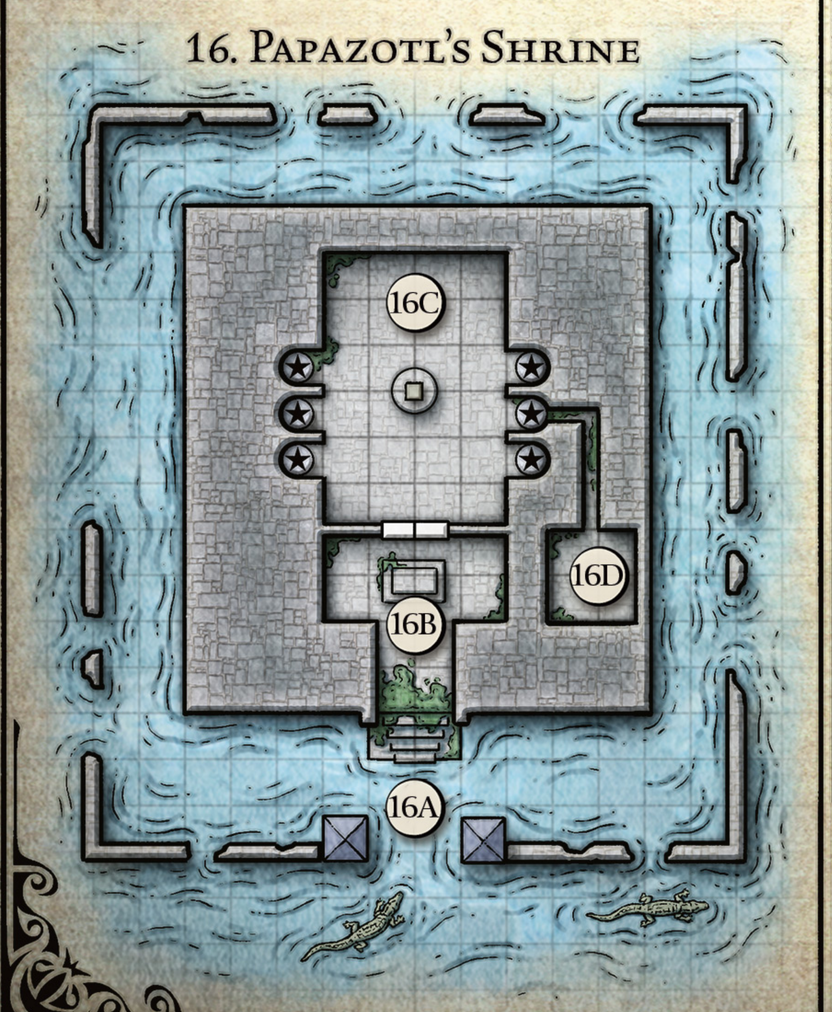

## 10. I'Jin's Shrine



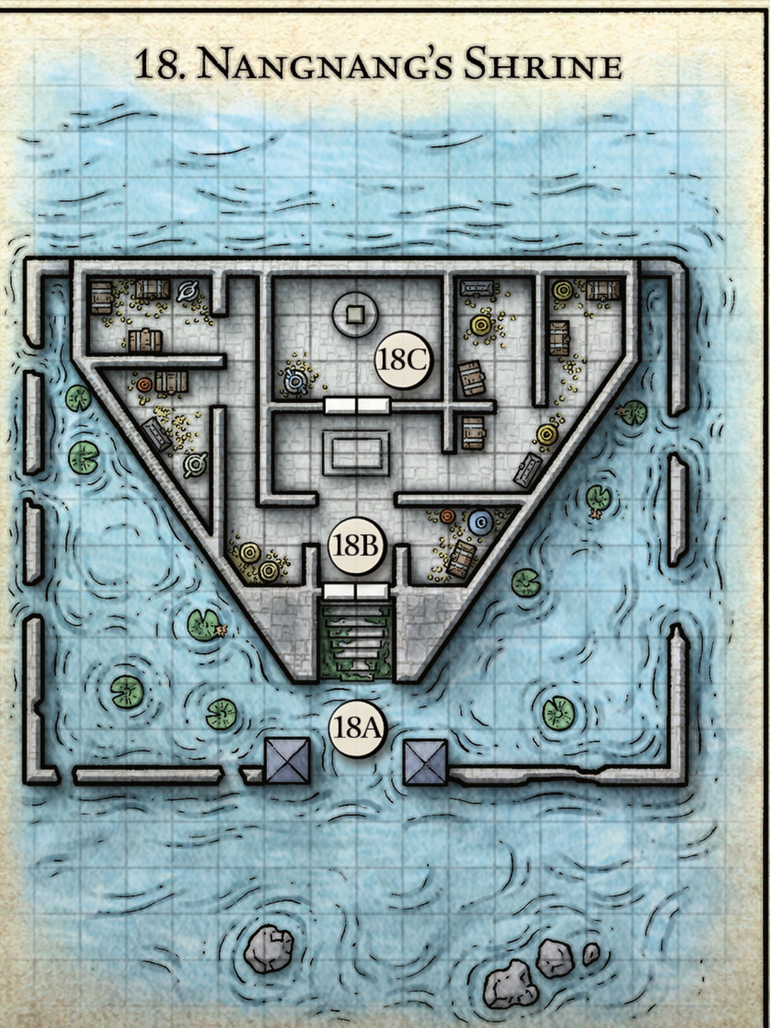

## 12. Wongo's Shrine



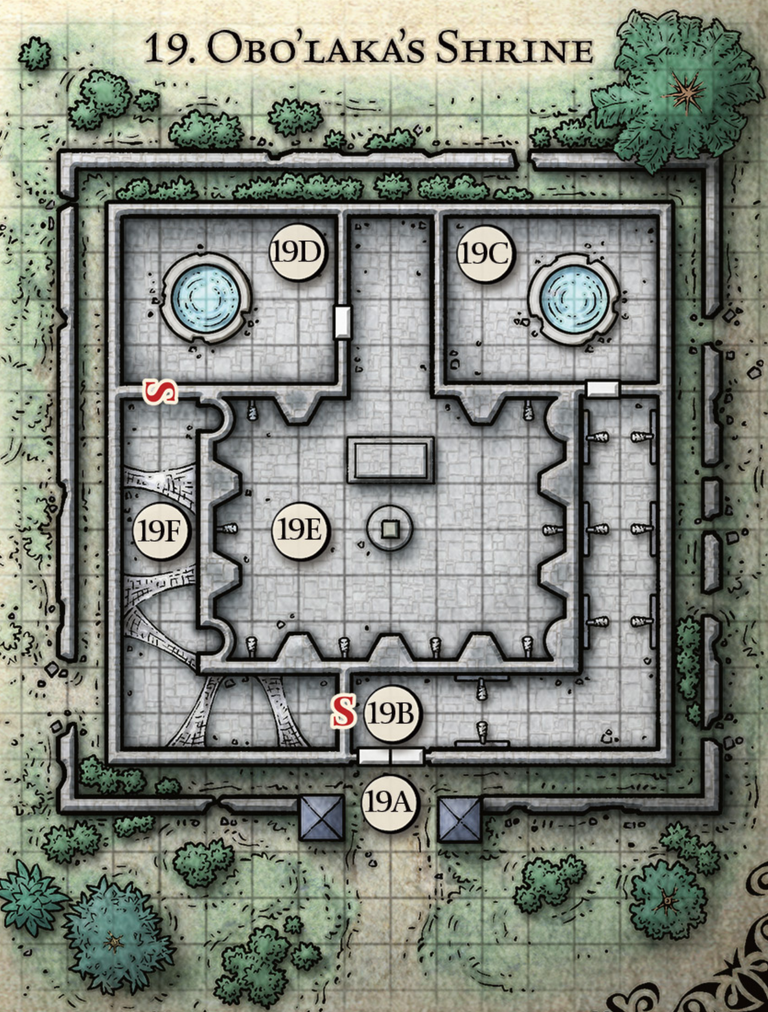

## 16. Papazotl's Shrine




## 18. Nangnang's Shrine




## 19. Obo'laka's Shrine

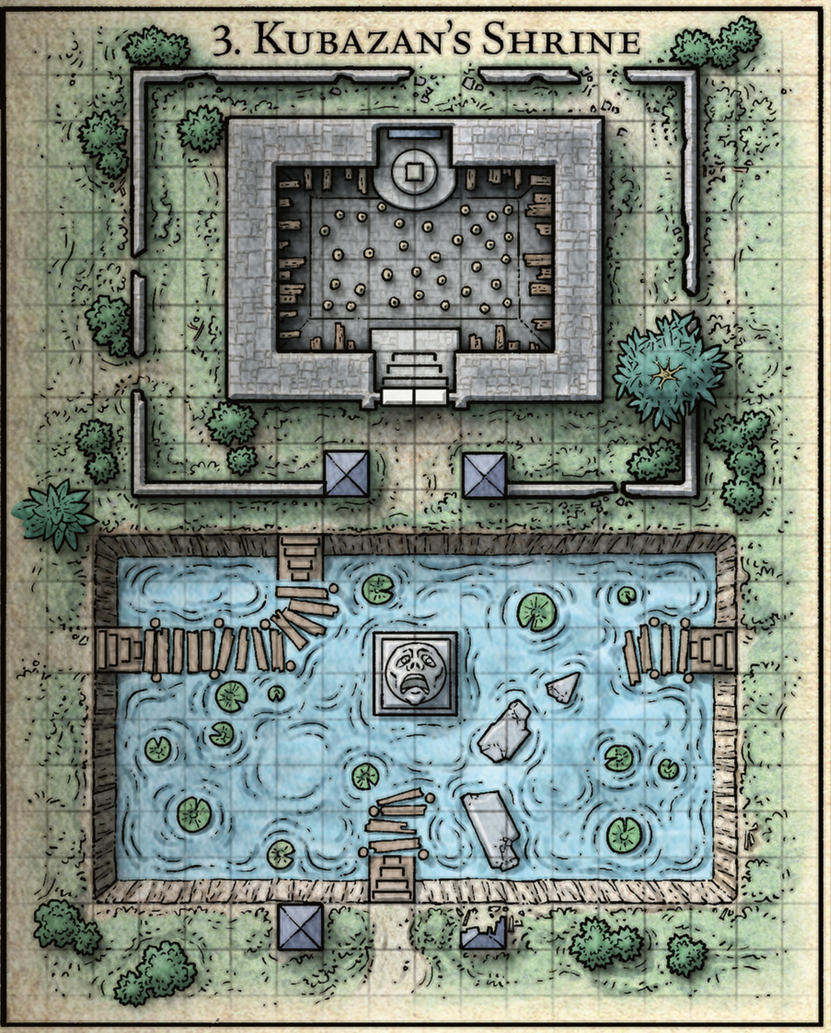


# Nine Shrines

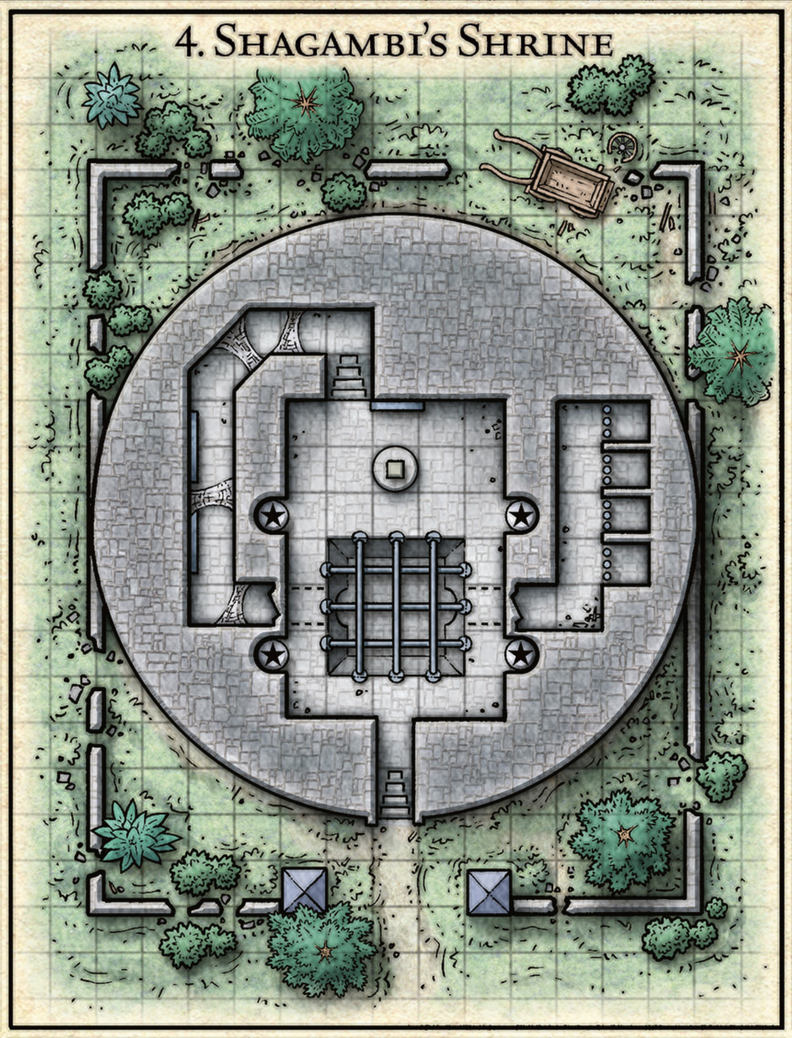
1 square = 5 feet

N
W E
S

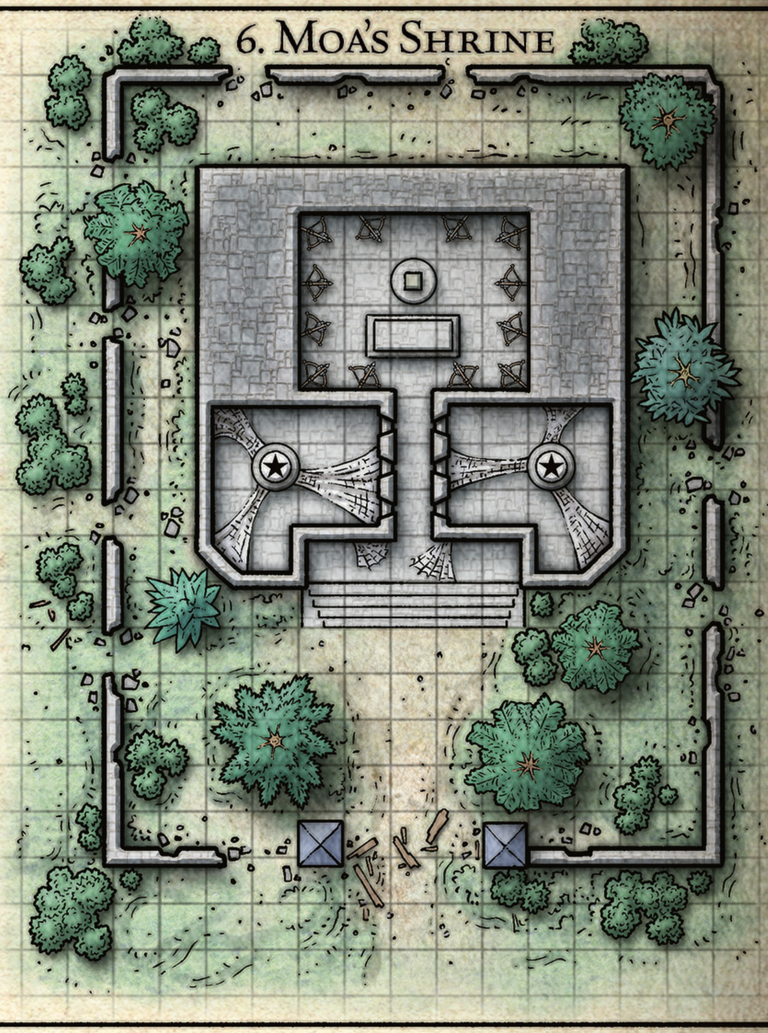
## 3. Kubazan's Shrine



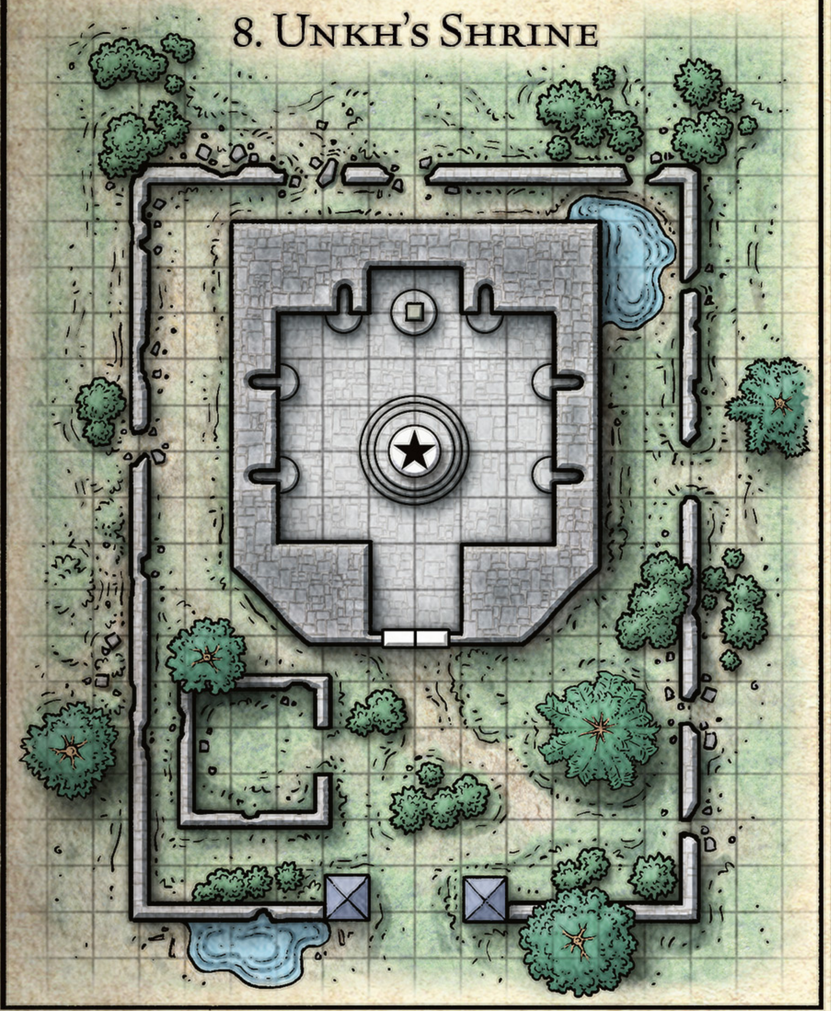
## 4. Shagambi's Shrine



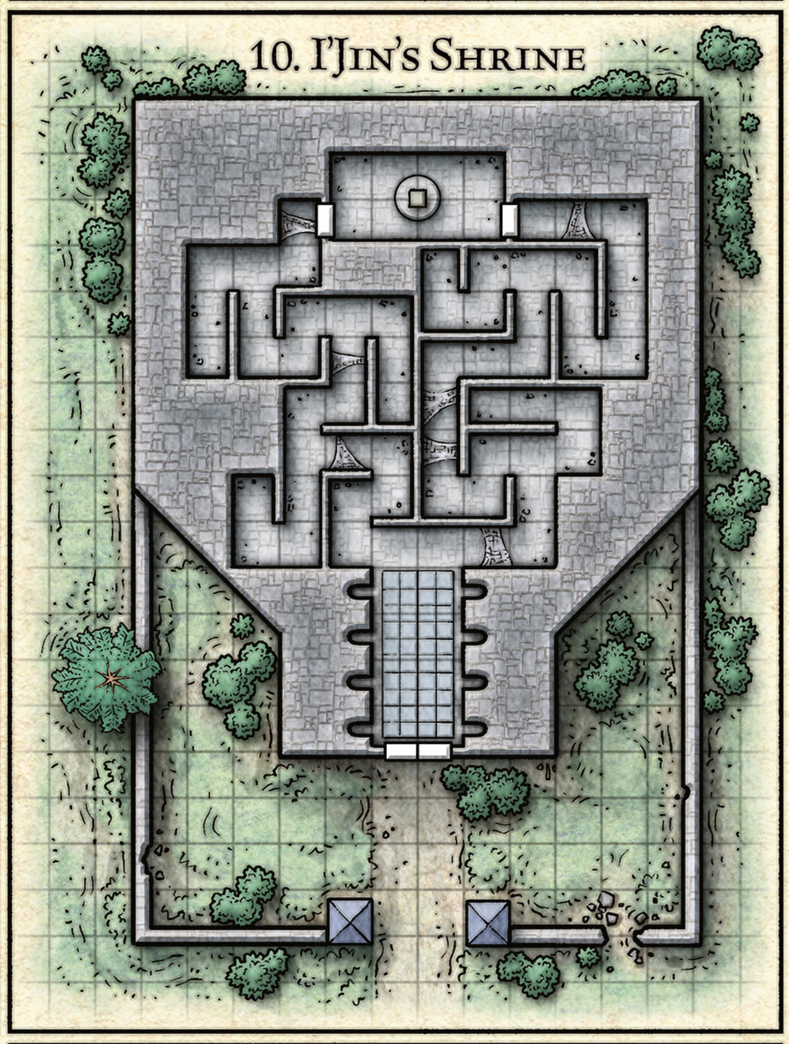
## 6. Moa's Shrine



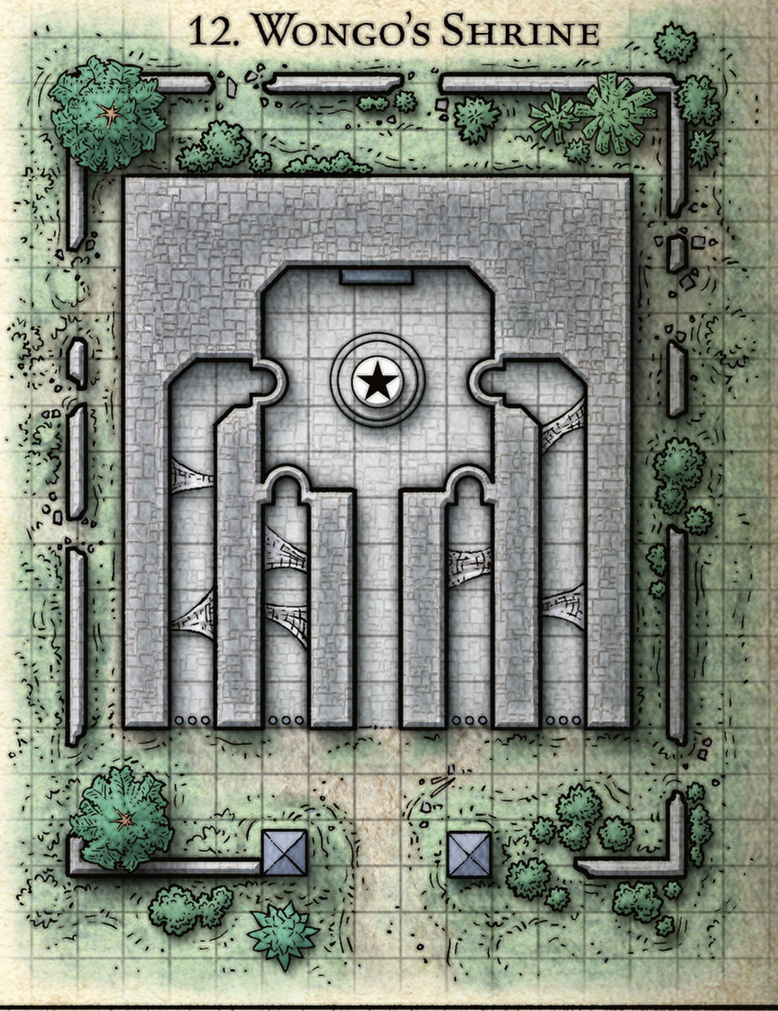
## 8. Unkh's Shrine



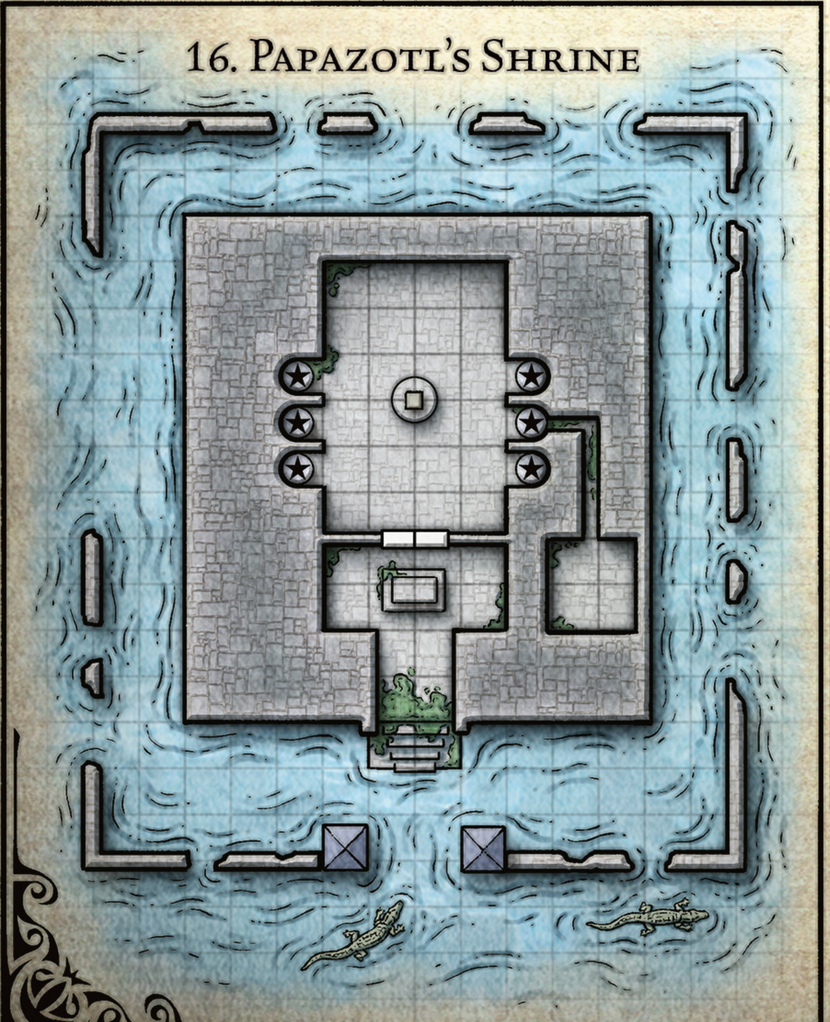
## 10. I'Jin's Shrine



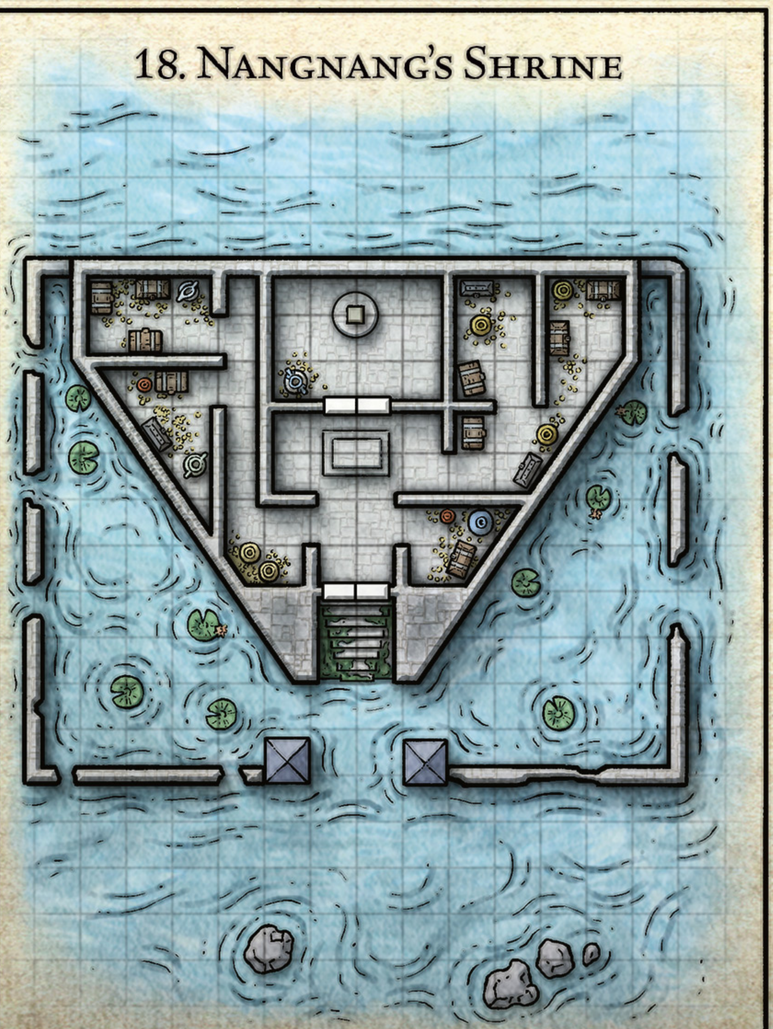
## 12. Wongo's Shrine



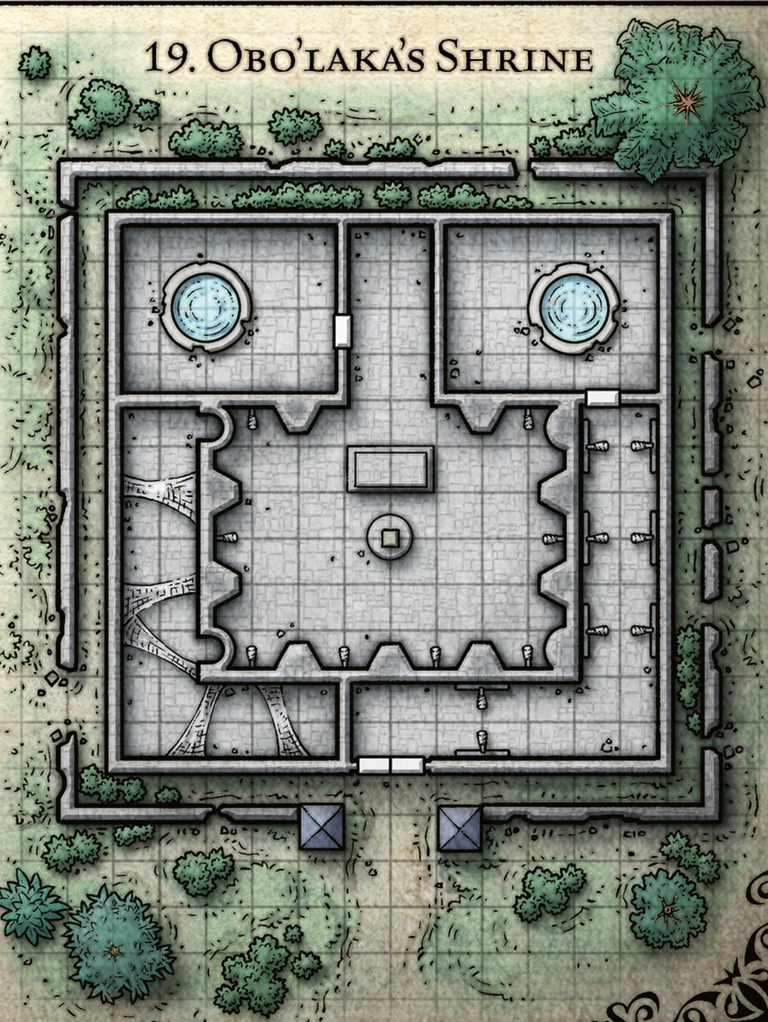
## 16. Papazotl's Shrine



## 18. Nangnang's Shrine

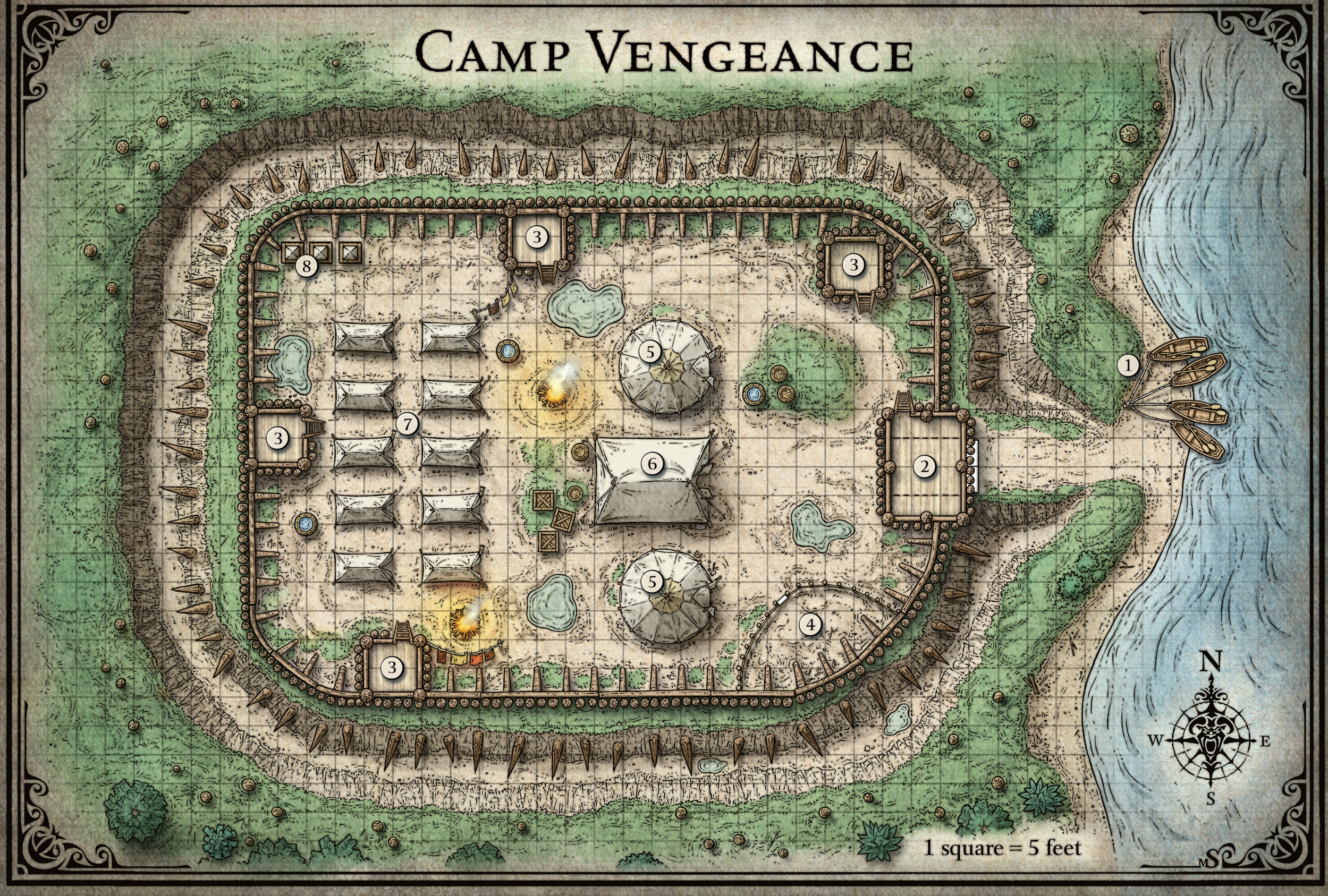


## 19. Obo'laka's Shrine

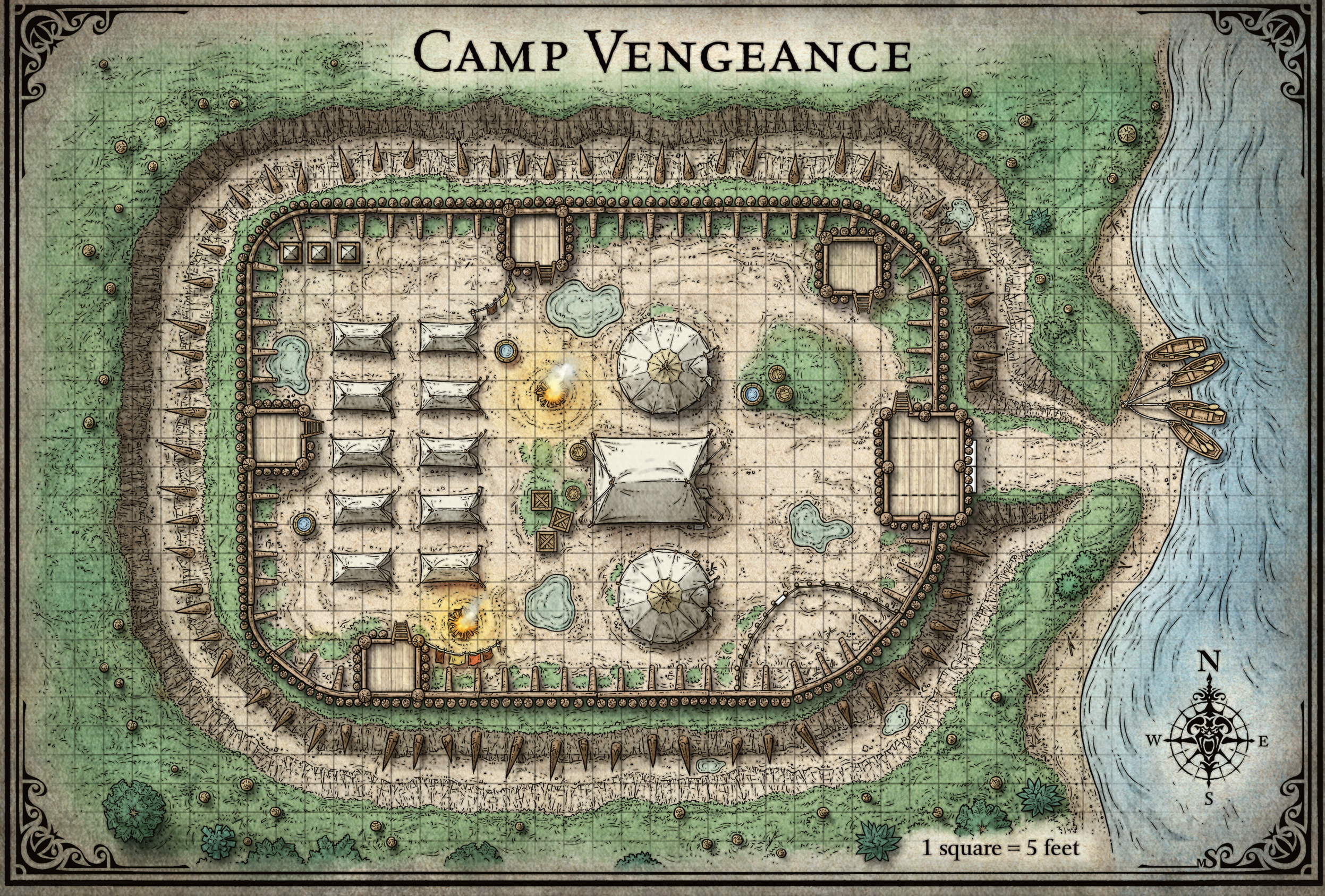


MS

# 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

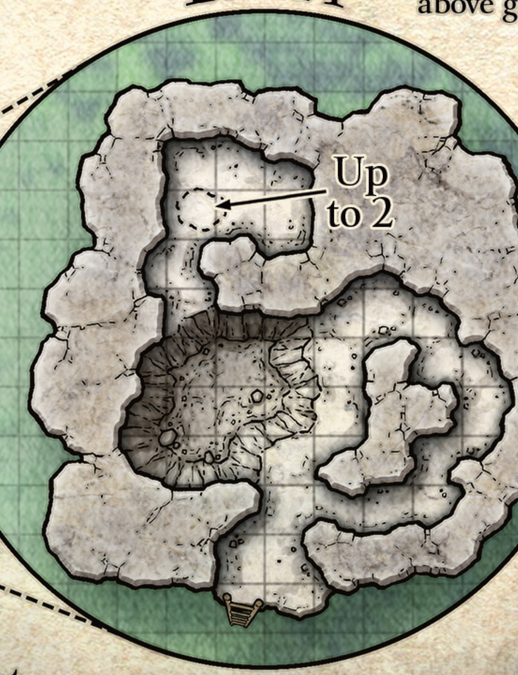
240 ft.
above ground



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

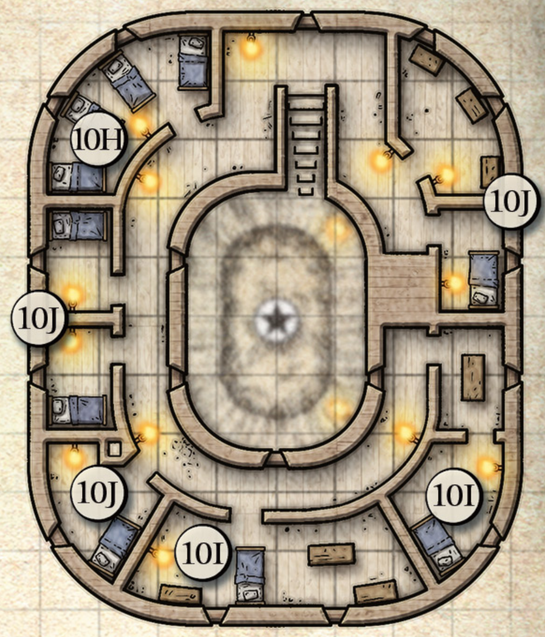
8

9

10

## Inner Bailey

### Upper Level




### Lower Level




MS

# Fort Beluarian

1 square = 10 feet

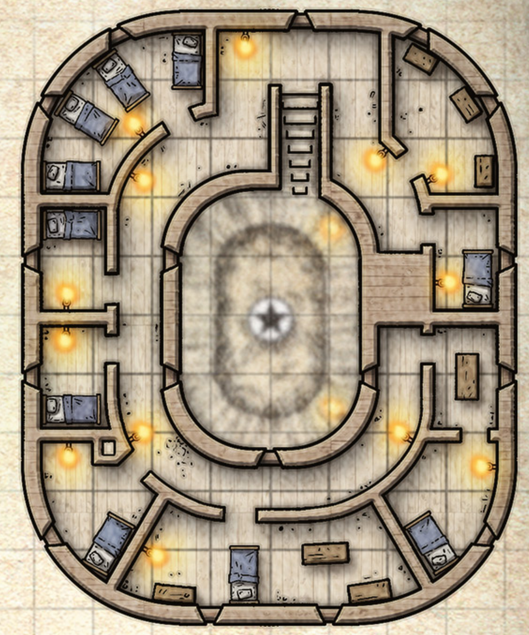
N

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

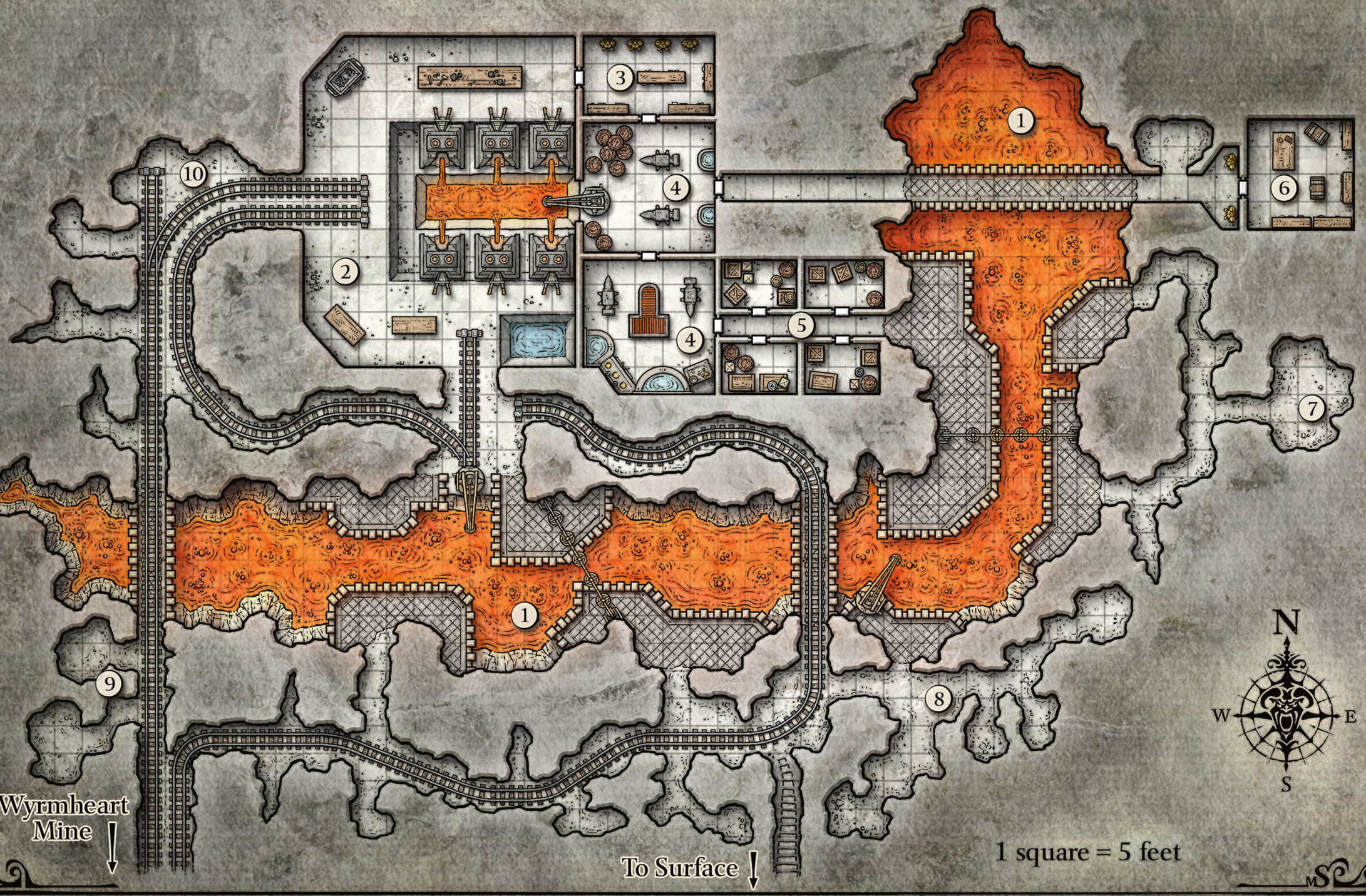
## Top



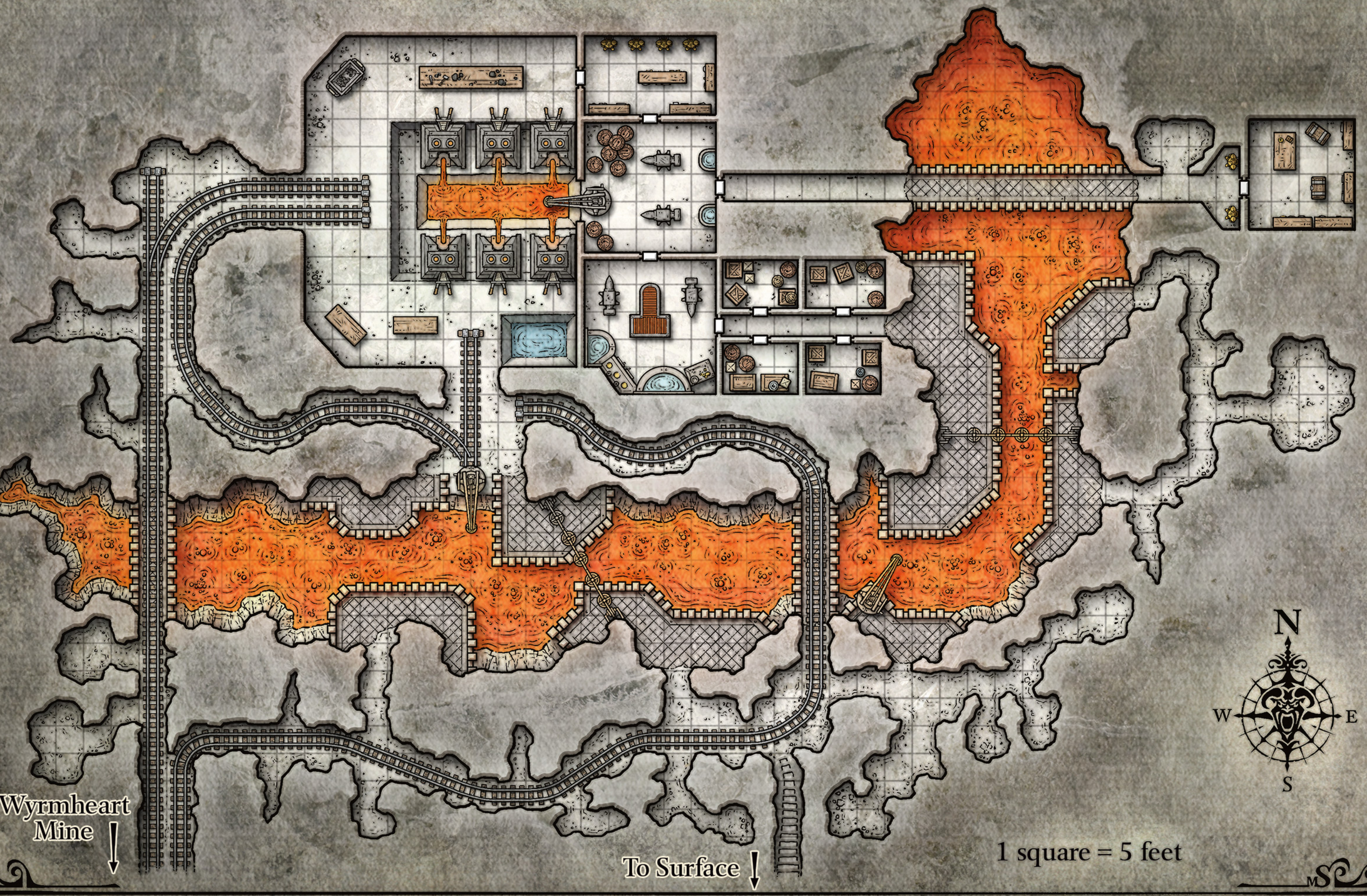
## Inside



# 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.

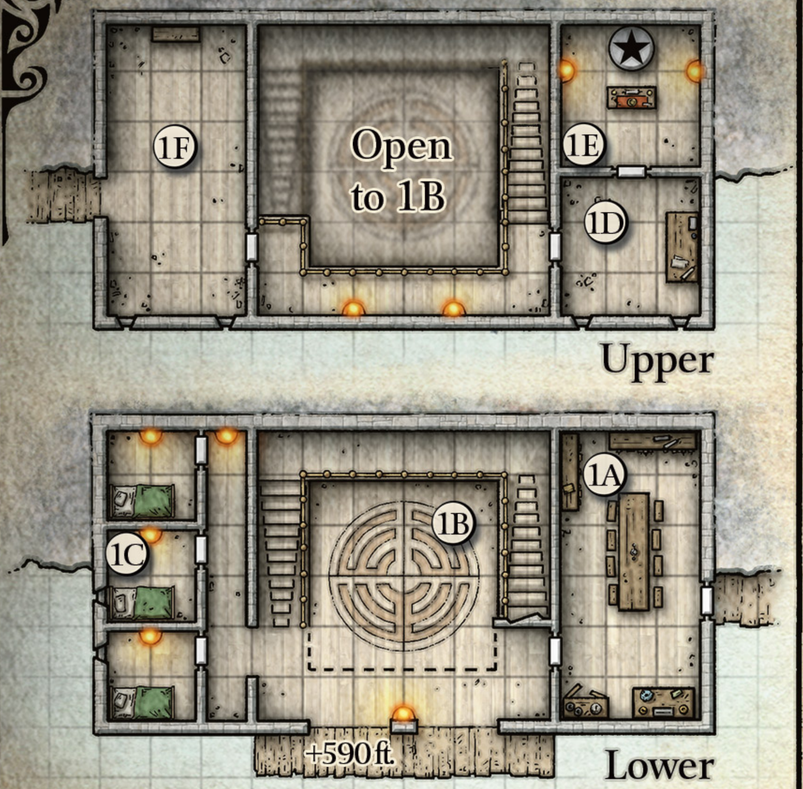
1 square = 10 feet

MS

# Kir Sabal

1 square = 5 feet

## 1. Monastery



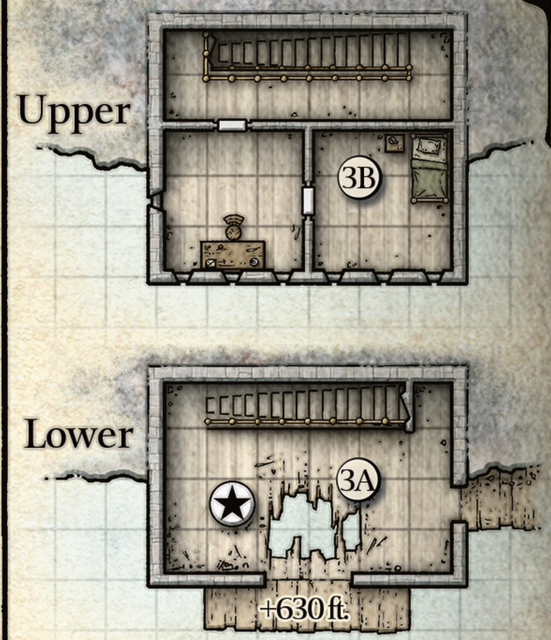

## 2. Cleansing Chamber



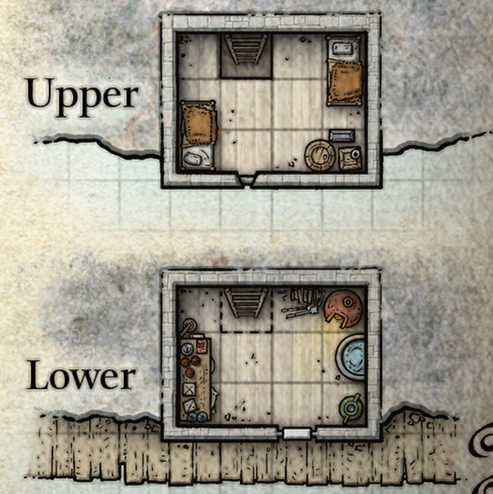




## 3. Elder's House




## 4. Dwellings



# Kir Sabal

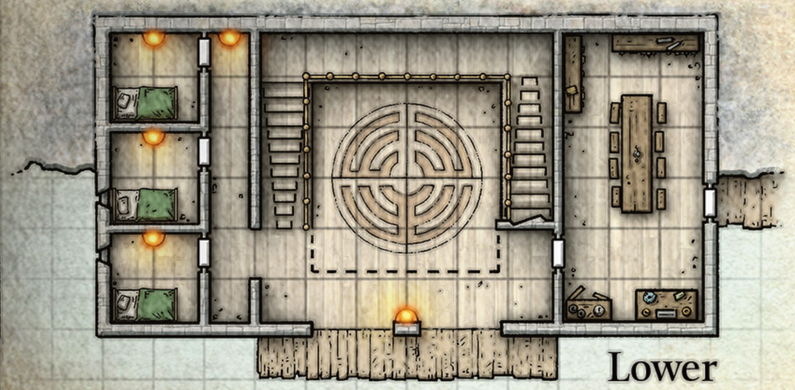
1 square = 5 feet




## 1. Monastery



Upper



Lower

## 2. Cleansing Chamber



Upper



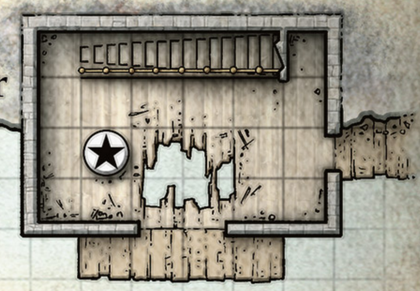
Lower

## 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

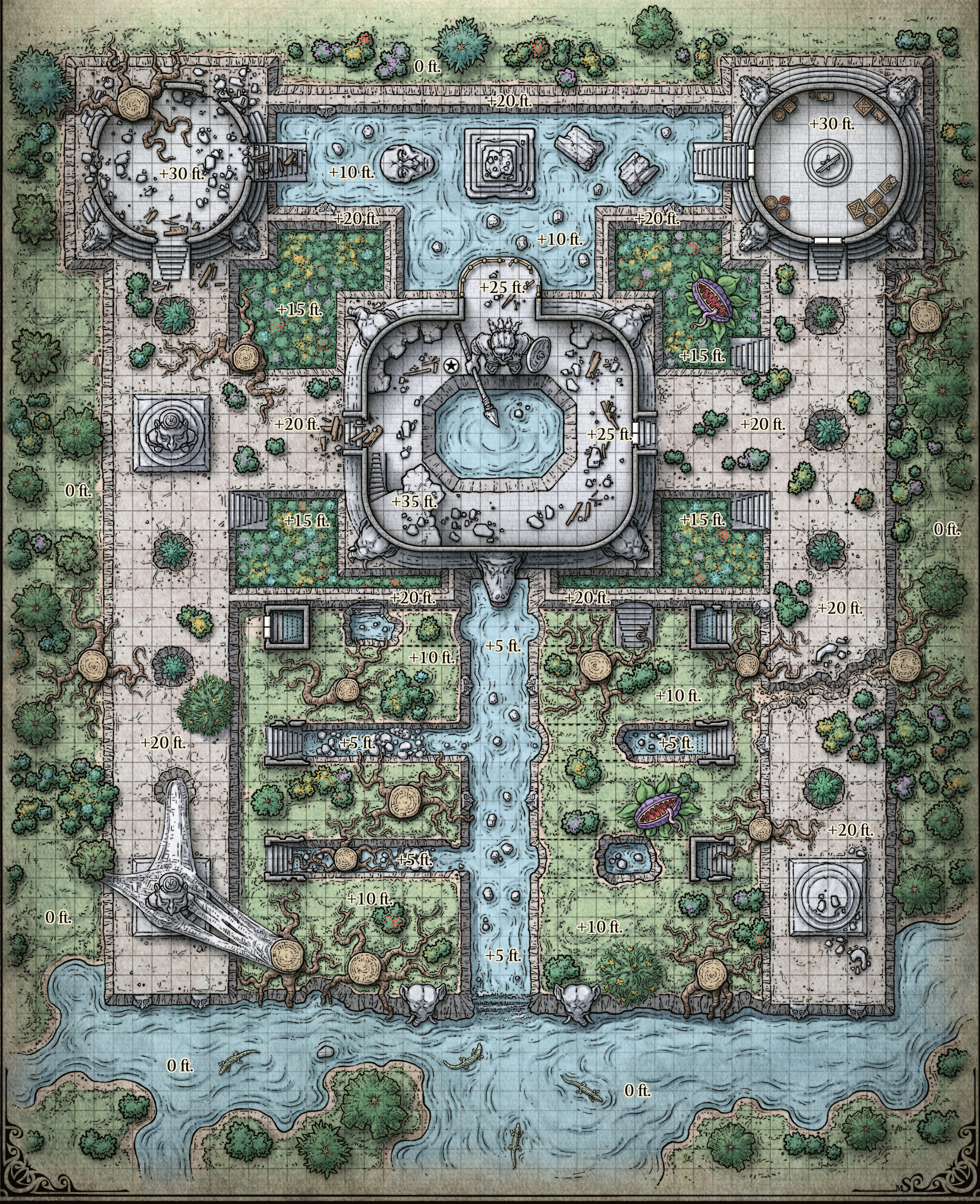
0 ft.

1

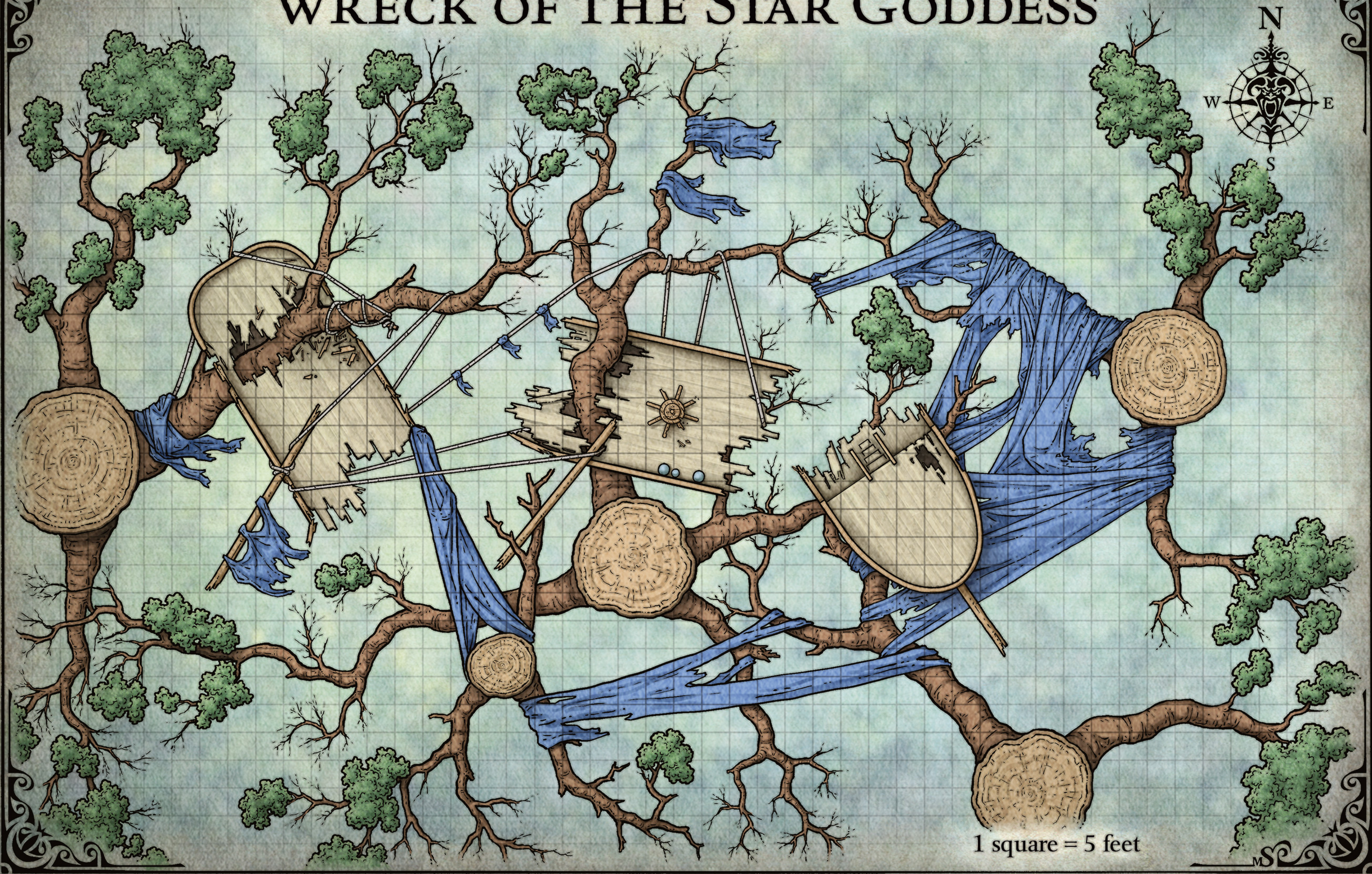
0 ft.

# Nangalore

1 square = 5 feet



# Wreck of the Star Goddess



# Wyrmheart Mine

1 square = 5 feet

## Surface Level




## Sublevel 1




## Sublevel 2



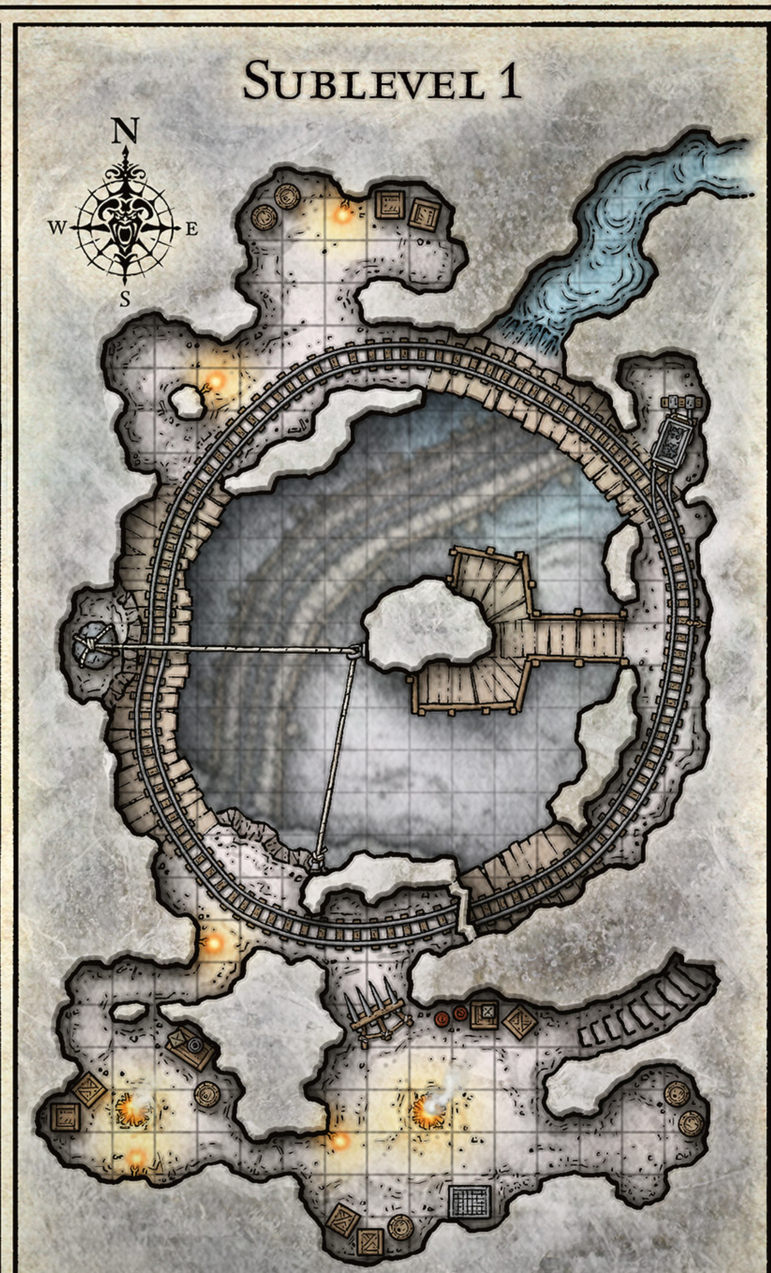
# Wyrmheart Mine

1 square = 5 feet

## Surface Level




## Sublevel 1




## Sublevel 2




MS

# Yellyark

1 square = 5 feet




1

2

3

4

5

5

6

5

N
W
E
S

# Yellyark

1 square = 5 feet

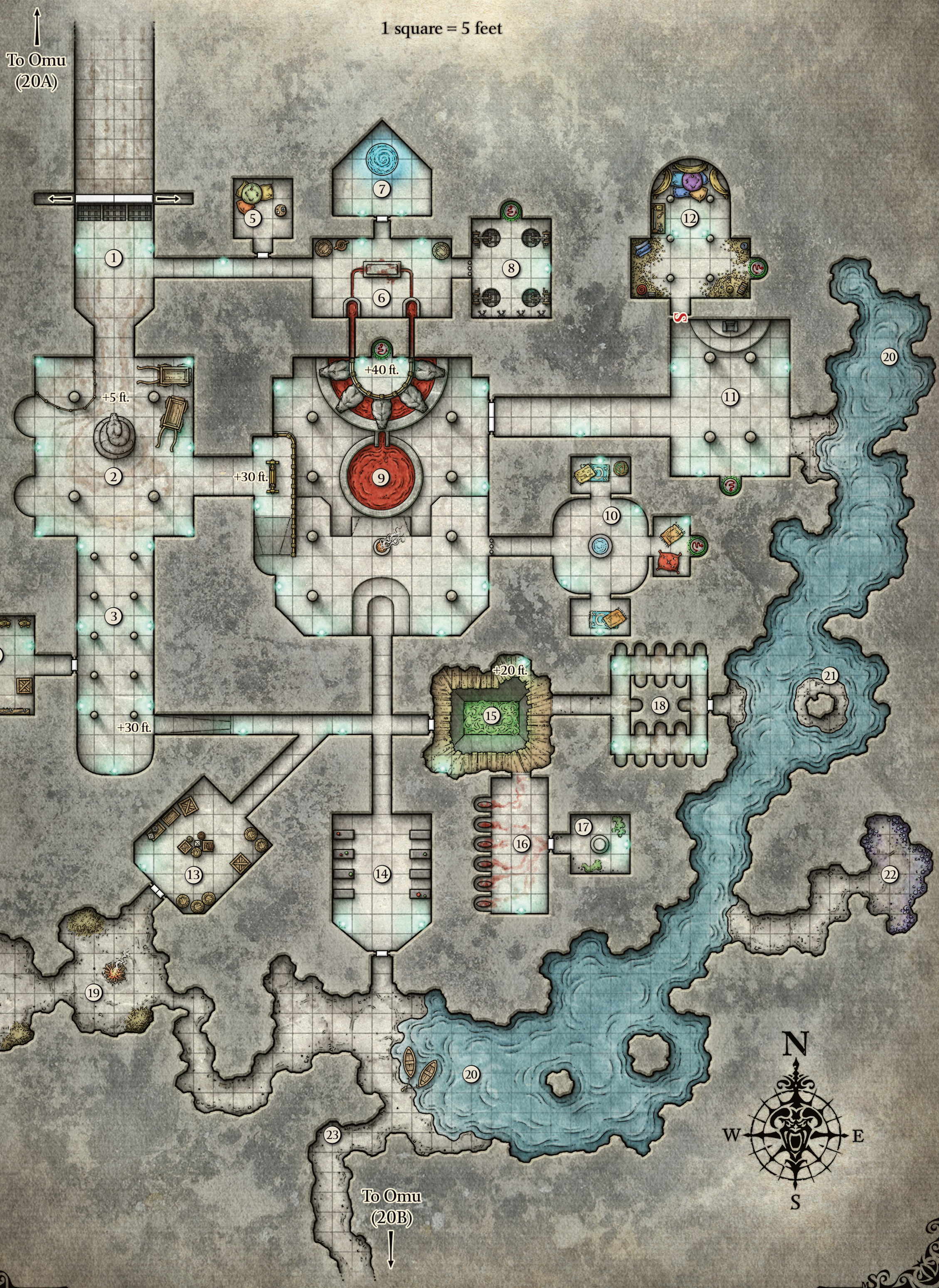



N
W
E
S

MS

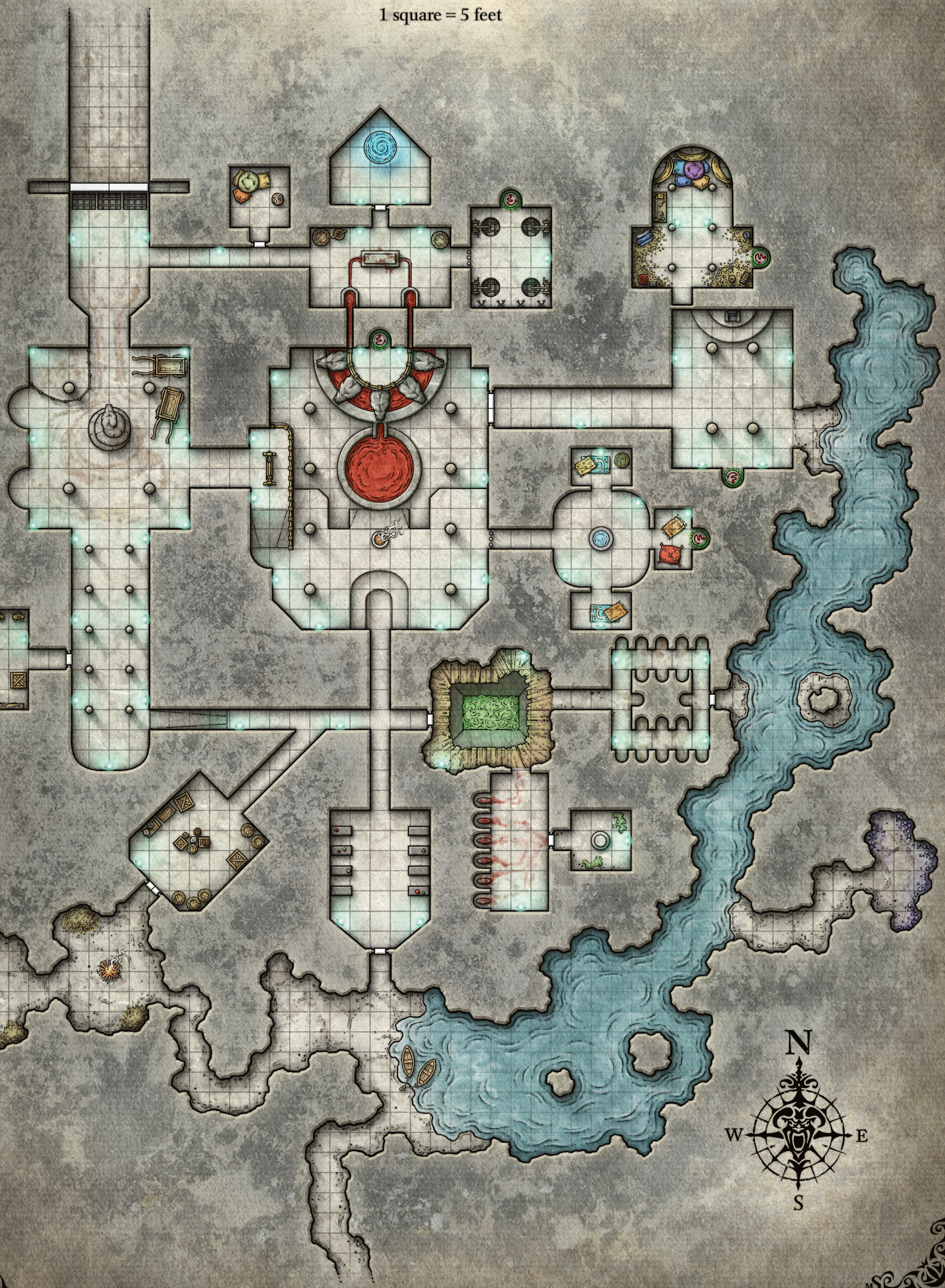
# Fane of the Night Serpent

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

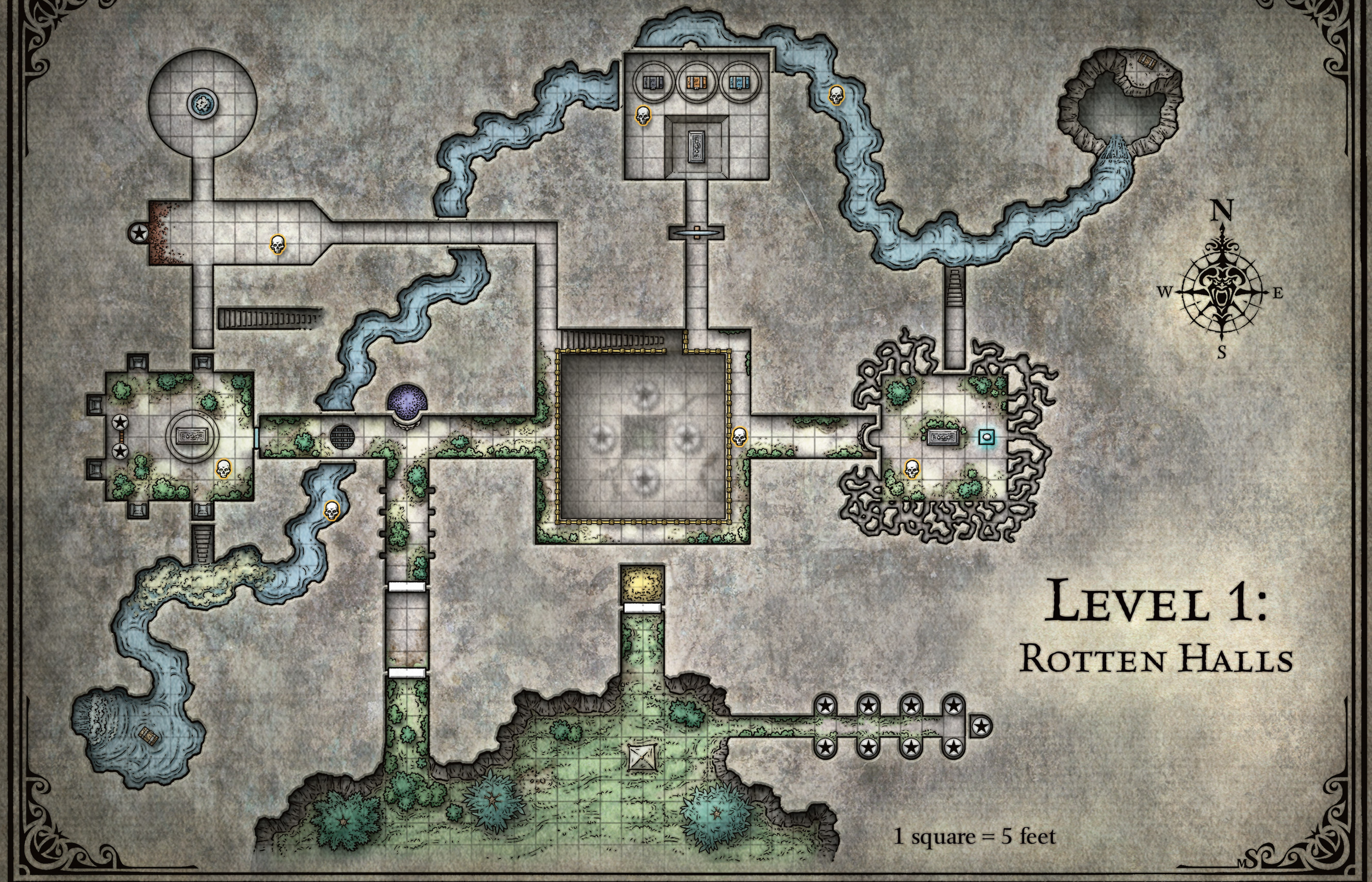
Open to 45 below

N

W E

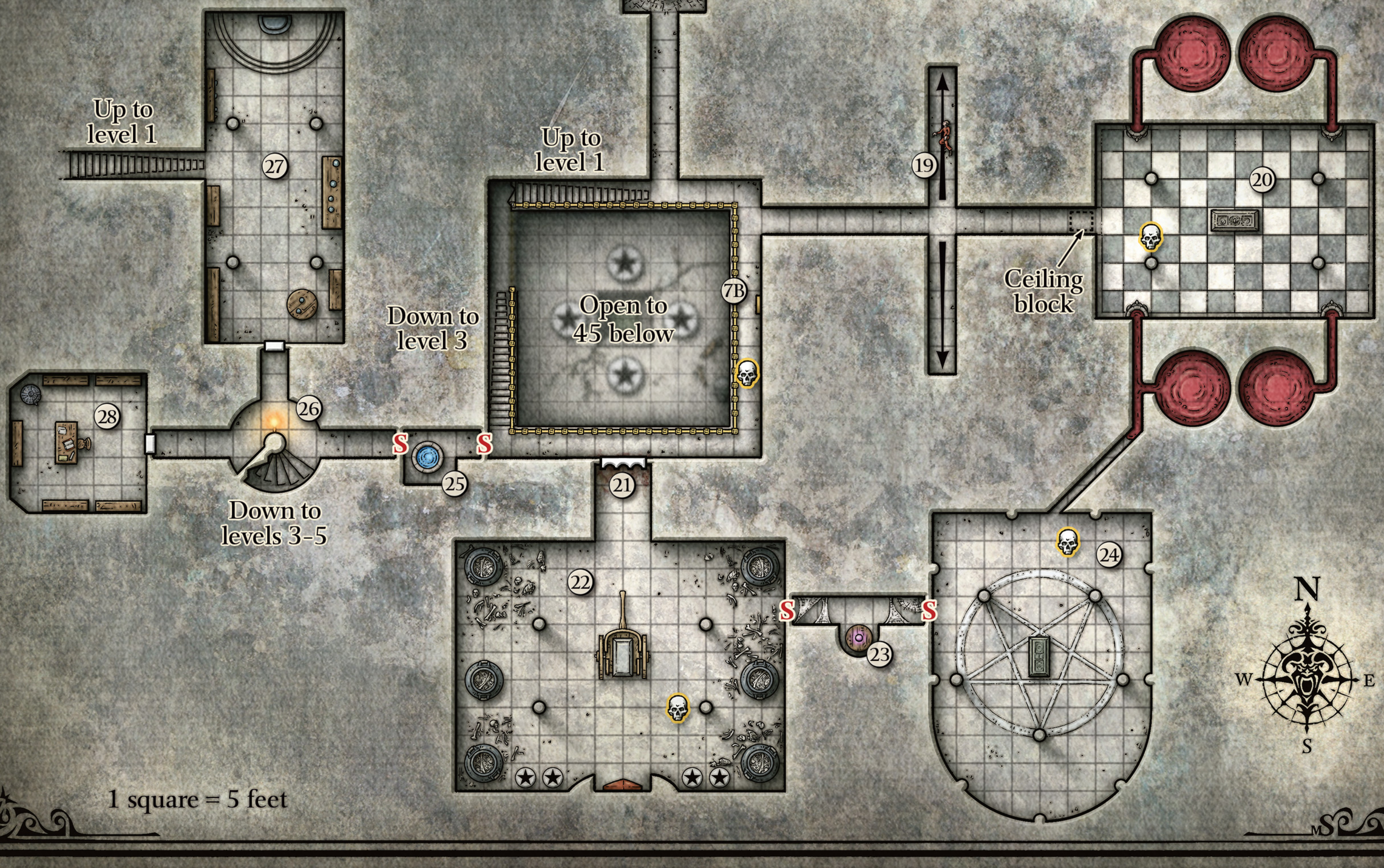
S

1 square = 5 feet

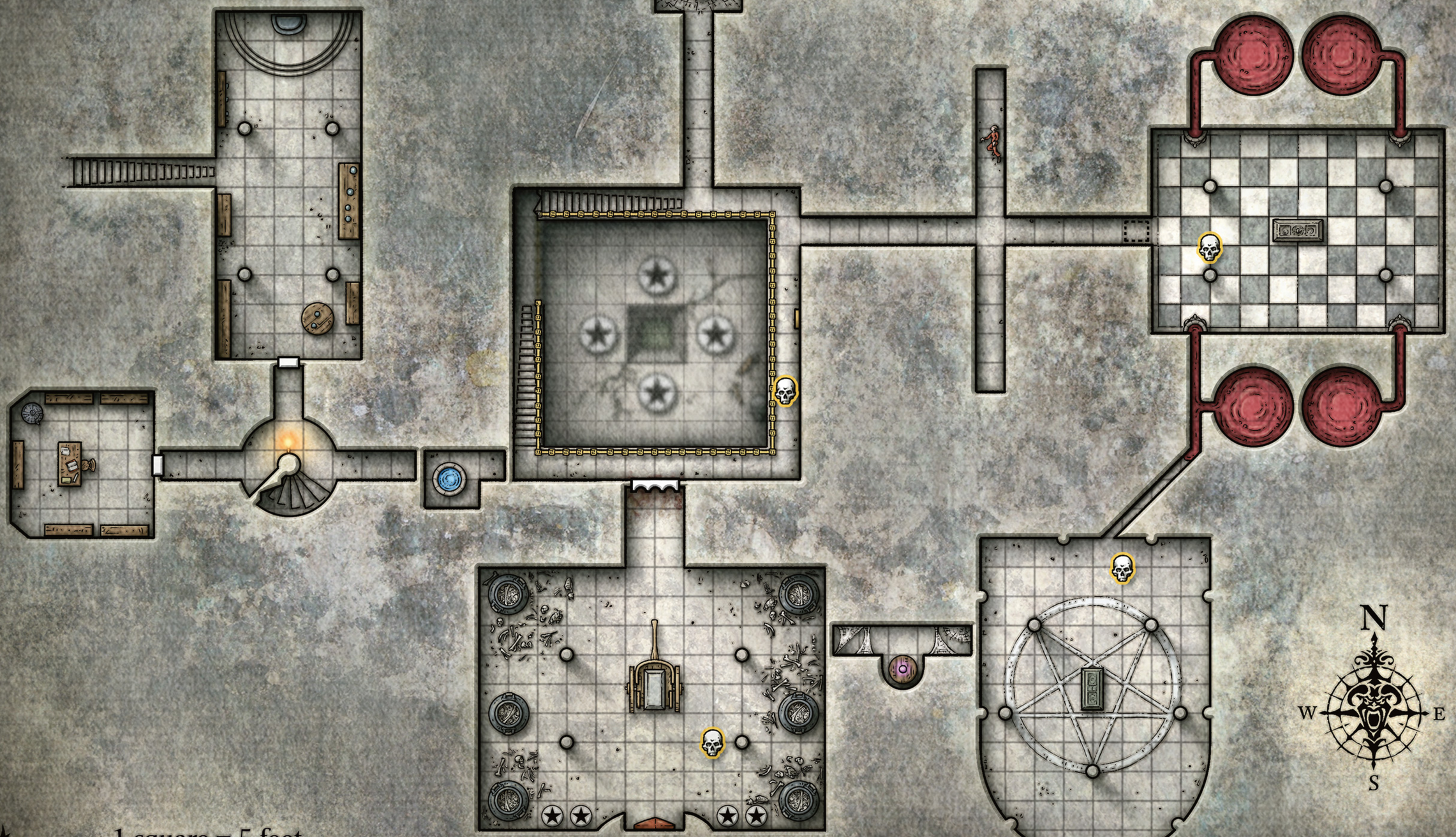



# Level 1:
## Rotten Halls

# Level 2:
## Dungeon of Deception



# Level 2:
## Dungeon of Deception



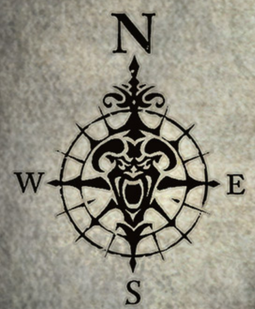

1 square = 5 feet

# Level 3:
## Vault of Reflection

N
W E
S

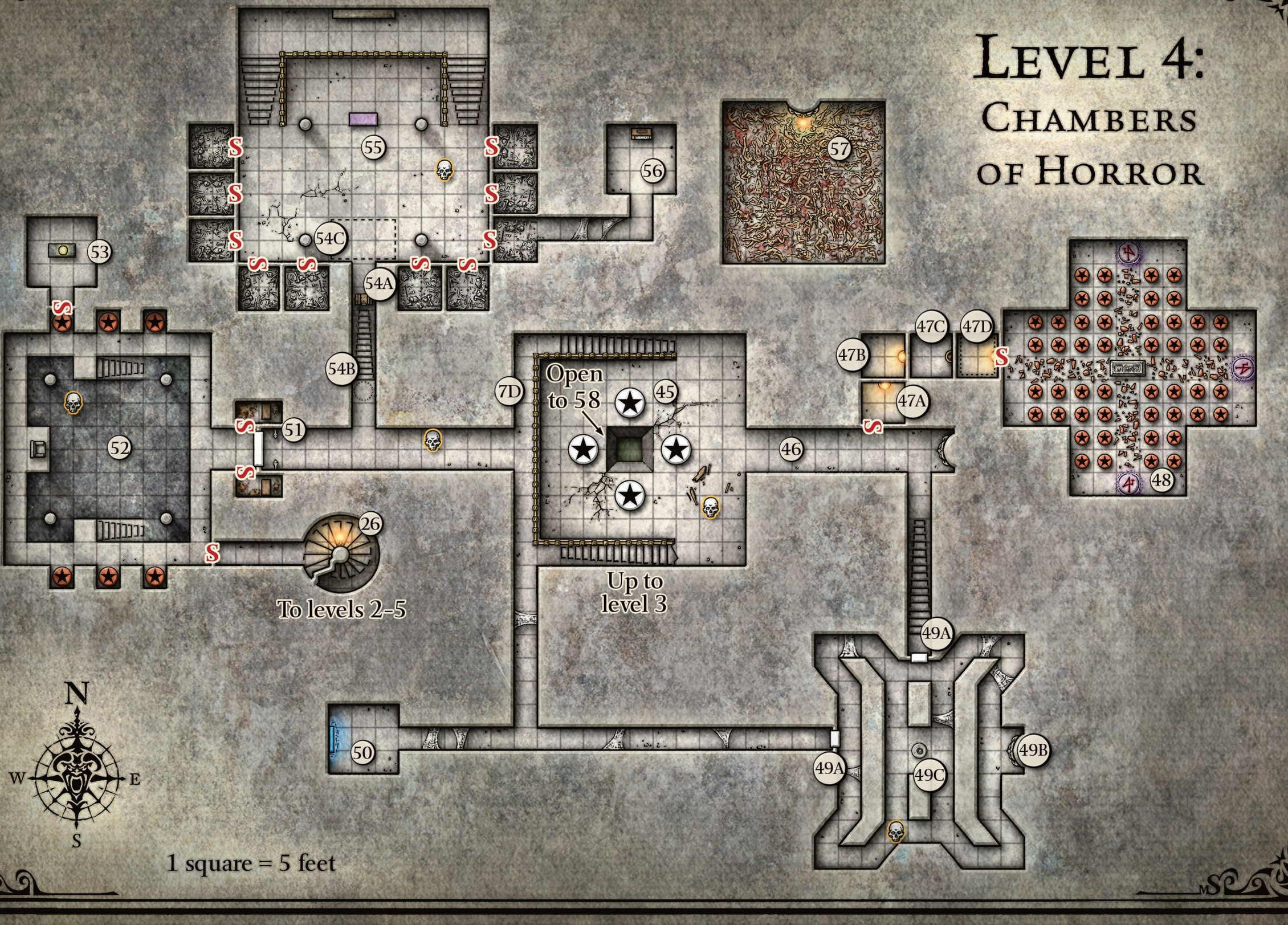
42
35B
34
35A
33
29
Tunnel B
32
Tunnel A
7C
43
41
31A
Open to
45 below
40
Up to
level 2
31B
To
levels
2–5
26
31A
Down to level 4
38A
30
44B
38B
38C
36
44A
37
S
39
1 square = 5 feet

# Level 3:
## Vault of Reflection

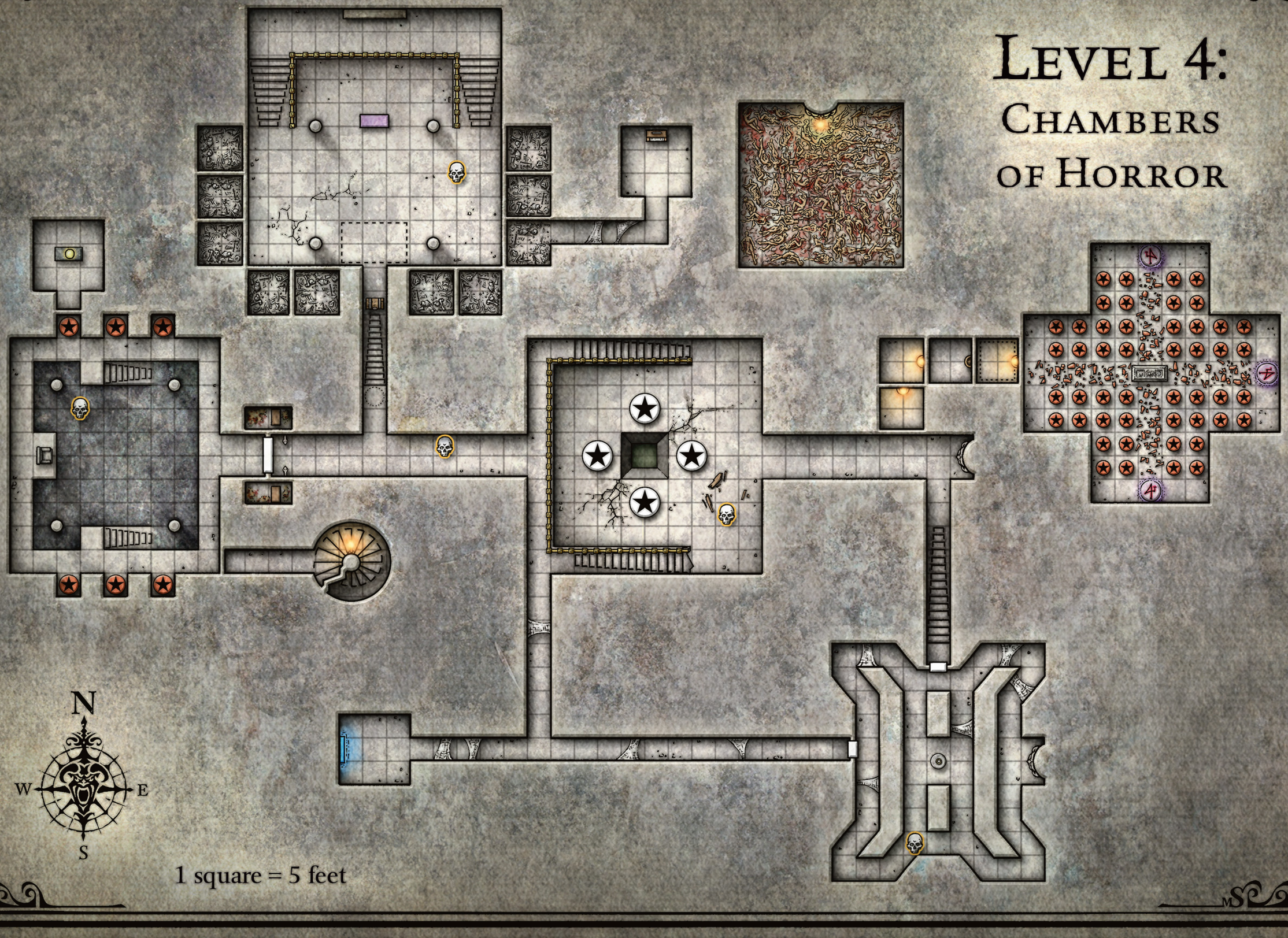



1 square = 5 feet

# 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

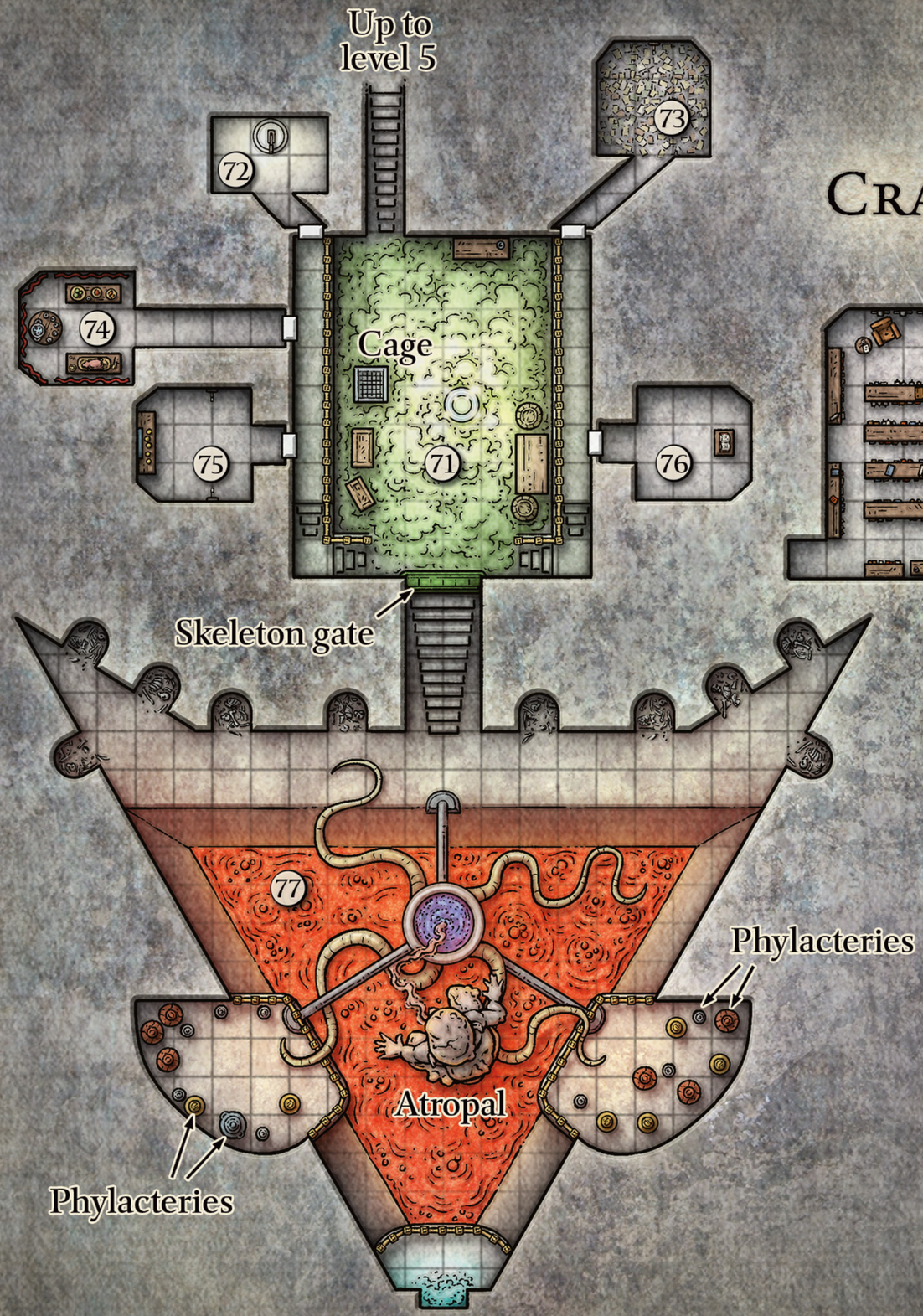
# Level 5:
## Gears of Hate

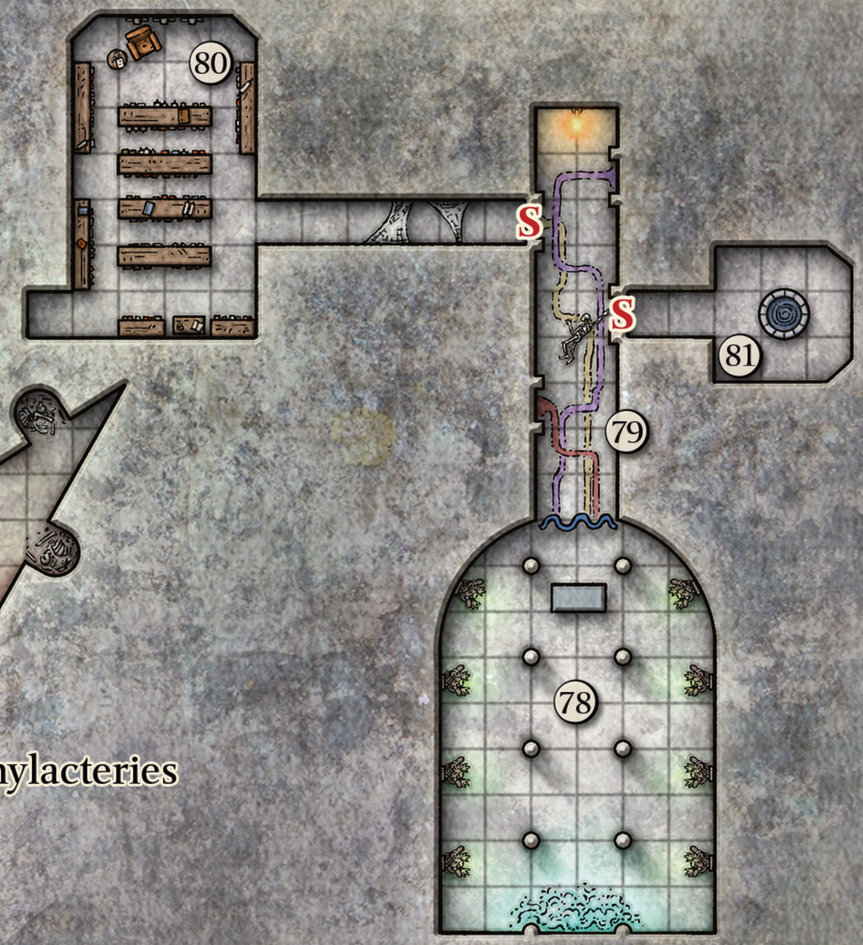
N
W E
S

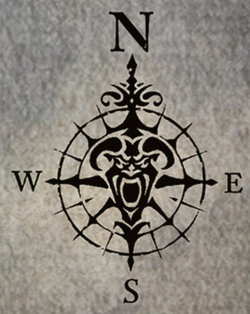
1 square = 5 feet

MS

# Level 6:
## Cradle of the Death God

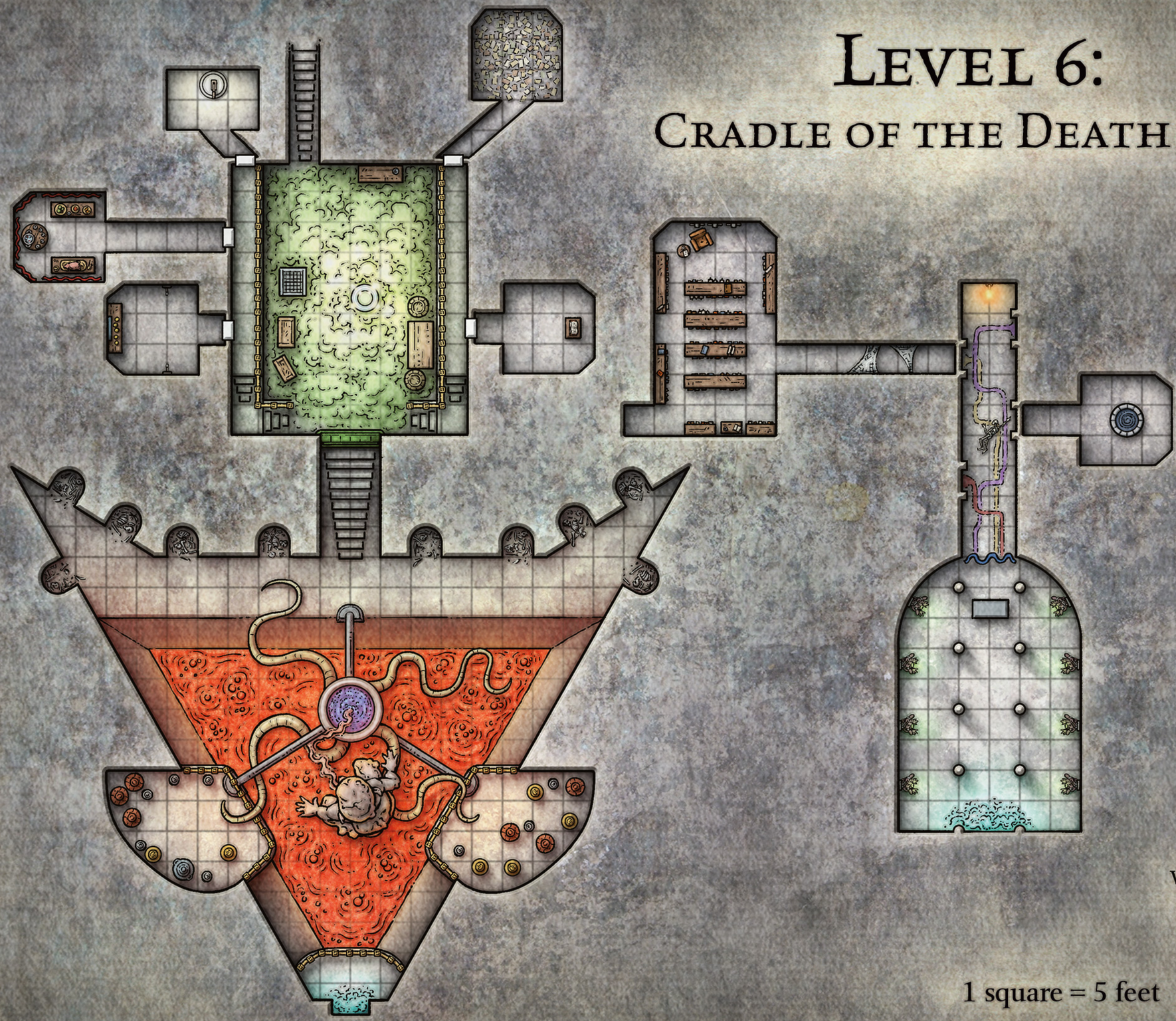



1 square = 5 feet

# 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)
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*
Needle's Bones
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The Dawn Warrior
Ataaz Kahakla
Kir Sabal
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Jahaka Anchorage
River Tath
River Olung
Nsi Wastes
Refuge Bay
Nangalore
Ishau
Jahaka Bay
Kobold Mountains
Wreck of the *Star Goddess*
Lake Luo
Hisari
Valley of Embers
Hrakhamar
Ataaz Yklwazi
Sky Lizard Mountains
Valley of Lost Honor
Omu
Wyrmheart Mine
Peaks of Flame
Valley of Dread
Land of Ash and Smoke
Shilku Bay
Shilku
Wild Coast
The Cauldron
Snapping Turtle Bay
Sanrach Mountains
Samarach
Snout of Omgar
Great Sea

N
W
E
S

Key

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

miles 10 25 50 100

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Shining Sea

Bay of Chult

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miles 10 25 50 100

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W E
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1 hex = 10 miles

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W E
S

miles 10 25 50 100

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