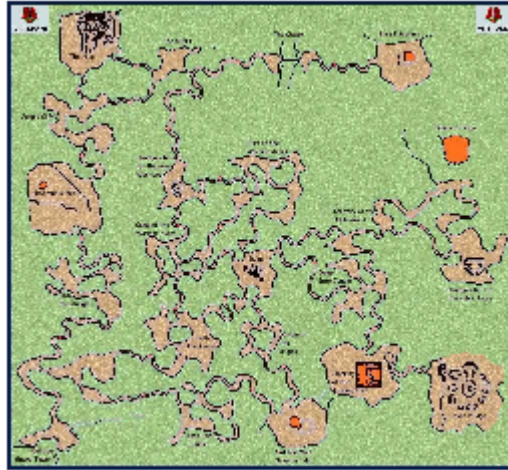


## Map Numbers



This is a List of Area's and the numbers that you need to get to them from the \$ menu.

The mapnames are used for the: [go rid\\_<mapname>](#) command normally used by Bards.

Also [goplayer <playername>](#) sends you to a player and [getplayer <playername>](#) sends them to you.

### Map Numbers:

**1 Underworld**

**2 Outside CV**

**3 The Fields**

**4 The Deep Dark woods of Tos**

**5 The Underground Lake**

**27 A Deep, Dark, Spooky, Icky Cave**

**24 Forests of Meridian**

**26 Forests of Meridianb**

**28 Forests of Meridianc**

**32 The Berdonne Canyons**

**35 The Spider Nest**

**37 The Hermit's Hut**

**38 Castle Victoria**

- 39 Upstairs in Castle Victoria
- 40 The Throne Room of Victoria Castle
- 41 Underbasement of Victoria
- 43 Out of Grace with the Higher Powers (OOG)
- 45 The Badlands
- 47 Martyrs battleground
- 48 The Temple of Shal'ille
- 50 The Streets of Tos
- 51 The Freelance Merchant and Mender's Shop
- 52 Familiars
- 53 Frisconar's Mysticals
- 54 First Royal Bank of Tos
- 56 Abandoned Building
- 57 Abandoned Building 2
- 58 Forgotten Lover's Tryst
- 59 Hall of the Forgotten Heroes
- 60 The Arena of Kraanan
- 61 East Ende
- 70 The Graveyard of Tos
- 71 The Crypt
- 72 The Adventurer's Hall of Tos
- 73 The Arena of Kraanan (entry)
- 101 North Barloque
- 102 South Barloque
- 103 The Bhrama & Falcon
- 104 Joguer's Herbs and Roots
- 105 Adventurer's Hall of Barloque

106 Brownestone Inn

107 The Ports of Barloque

108 The Sewers of Barloque

109 The Sparkling Stone Shop

110 A shadowy corner

111 The Sewers of Barloque 2

112 The Sewers of Barloque 3

113 The Royal Blacksmith of Barloque

114 Office of the Barloque Vaultman

150 Cor Noth

151 Solomon's Edibles

152 The Adventurer's Hall of Cor Noth

153 Cibilo Creek Inn

154 The Weapon Master's Abode

155 The Spindle and the Spinster

156 The Hall of Genealogy

200 Marion

201 Ye Olde Slasher Salesman

202 The Limping Toad Inn and Tavern

203 The home of the elder

204 The Adventurer's Hall of Marion

205 Lady Aftyn's Sanctuary

350 Jasper

351 Old Granary

352 Icehouse

353 Old Schoolhouse

354 Deserted Eating House

**355 Abandoned Building 3**

**356 Abandoned Building 4**

**357 Abandoned Building 5**

**358 Abandoned Building 6**

**359 Abandoned Building 7**

**360 Disused Shop**

**361 Abandoned Counting Room**

**362 Old Barracks**

**363 Dusty Chamber**

**364 Warm Haven**

**370 Yonder Inn of Jasper**

**371 Pietro's Wicked Brews**

**372 Adventurer's Hall of Jasper**

**373 General Store of Jasper**

**374 Quintor's Smithy**

**375 The Home of the Wise Man**

**376 The Royal Bank of Jasper**

**377 The Sewers of Jasper**

**378 The Sewers of Jasper 2**

**378 The Sewers of Jasper 3**

**379 The Sewers of Jasper 4**

**380 The Ancient Smuggler's Crossing**

**511 North Quilicia Wood**

**515 Seafarer's Peak**

**516 The Hills**

**521 Elhadrim**

**522 Lower Elhadrim**

526 Druid Hills

531 The Fey's Crossing

532 The Vale of Sorrows

533 Quilicia Wood

534 Deep Woods of Ileria

535 West Merchant Way through Ilerian Woods

536 Forest of Farol

537 Faronath, home of the TreeFolk

541 Dirhadrim

542 Lower Dirhadrim

544 Valley of Ileria

545 West merchant way

546 Deep in the Forest of Farol

547 Deep in the Forest of Farol 2

552 The Great Ocean

554 East Merchant Way through Ilerian Woods

556 Deep Forest of Farol

557 The Sweet Grass Prairies

562 The sandy shores of the Great Ocean

563 Source of the River Ille

564 East Merchant Way

566 Off the beaten path

567 Off the beaten path 2

568 Lake of Jala's Song

574 Main gate to Cor Noth

575 The King's Way

576 The King's Way 2

578 The Cragged Mountains

579 An ancient place, it's origin forgotten

583 Outskirts of Barloque

584 The Flatlands

585 The border of the Badlands

586 Main gate to the city of Tos

587 Western border of the Twisted Woods

589 Under the shadow of the Sentinel

593 Main gate of Barloque-- Royal City of Meridian

596 Outskirts of Tos

597 The Twisted Wood

598 The Cragged Mountains 2

599 Ukgoth, Holy Land of Trolls

603 The Queen's Way

615 The Badlands

700 The Guildmaster's Hall

701 Mercenary Alley

702 The Hall of Explorers

703 The Den of Shadows

704 The Wryn's Keep

705 West Tower Guild Hall in Ko'catan

706 The Old Dwarven Hall

707 Konima's Abandoned Dwelling

708 The Sewer Hideout

709 The Abandoned Warehouse

710 Jaarba's Abode

711 The Ivory Chapel

712 The home of the Friends of the Forest

713 The Hall of the Slaughtered Command

714 The Bookmarker's Guild House

715 Inner Sanctum of Queen Venya'cyr

750 The Dreaded Caves of Ice

801 The Temple of Kraanan

802 The Temple of Qor

825 The Dungeon of Castle Brax

826 Winding Caverns

827 Ancient Graveyard of Brax

828 Decaying City of Brax

829 Within the Walls of Castle Brax

830 Ruins of Castle Brax

831 Ancient Building

832 Ancient Building 2

850 Banquet Hall of the Bourgeois Castle

851 Bourgeois Castle

852 The Assembly Chamber

853 Royal Library of the Bourgeois Castle

854 Chamber of the Mocker

855 The Councilor's Chamber

856 Madelia's Fine Peacockeries

901 The meeting place of the Gods

902 Meridian University

903 object gallery

950 The Courtyard of Blackstone Keep

951 Blackstone Keep

**952 The Chambers of Duke Kalior**

**953 Blackstone Keep 2**

**954 The Duke's Grand Ballroom**

**970 Office of the Justicar**

**971 Old Jailhouse**

**1005 The Home of Roderic D'Stane**

**1006 Mausoleum**

**1007 Eric's Stout Spirits**

**1011 Raza Inn**

**1012 Raza**

**1013 Raza Blacksmith**

**1014 Ravi's Magicks of Raza**

**1015 Raza Hut**

**1016 Mausoleum**

**1017 Raza Pub**

**1018 The Grand Museum of Raza**

**2000 Ko'catan, the Island Settlement**

**2001 The Aerie Guest House**

**2002 Two Lizards Magic Shop**

**2003 The Chimney House**

**2004 The Neglected Arsenal**

**2005 The Hungry Vaults**

**2006 The Crooked Hem Garment Shop**

**2007 The Hall of Heroes**

**2008 The Barking Monster**

**2009 The Chimney House**

**2010 A foul place to wander**



**2012 A Chuk Creek without a paddle**

**2013 The East Tower**

**2014 The Hall of Heroes West**

**2015 The Hall of Heroes East**

**2115 Outside the Guard Tower**

**2121 The Cliffs**

**2122 Headquarters of the Avar Warriors**

**2123 Camp of the Warrior Avars**

**2124 Path to the Ruins**

**2125 Into the Jungle**

**2131 The Chasm**

**2132 Turf of the Warrior Avars**

**2133 Ruins of the Riija Temple**

**2134 Origin of the Kriipa**

**2135 Outside the Mad Scientist's Hut**

**2136 Hut of the Mad Scientist**

**2141 Lair of the Bone Priestess**

**2142 Territory of the Noble Avars**

**2143 Deep in the Jungle**

**2144 The Clearing of the Trading Post**

**2151 The Temple of Riija**

**2152 Headquarters of the Noble Avars**

**2154 Avar Village**

**2500 Ugol's warren entrance**

**2501 An Enigmatic Chamber**

**2502 The Archaic Hollows**

**2503 Aqueducts of Merb**

**2504 Obfal's Sepulchre**

**2505 Konima's Ascension**

**'Go Rid ' Mapnames:**

*(The first name part is the [go rid\\_](#) part, the number is what room number it is like above. Some have been figured out for you already)*

**A1 = 511**

**A2 = 512**

**A3 = 513**

**A4 = 514**

**A5 = 515**

**SEAFARER = Seafarers Peak**

**A6 = 516**

**B1 = 521**

**B2 = 522**

**B3 = 523**

**B4 = 524**

**B5 = 525**

**B6 = 526**

**B7 = 527**

**B8 = 528**

**C1 = 531**

**C2 = 532**

**VALE = Vale Node Area**

**C3 = 533**

**C4 = 534**

**C5 = 535**

**C6 = 536**

**C7 = 537**

**FARONATH = 537**

**C8 = 538**

**C9 = 539**

**D1 = 541**

**D2 = 542**

**D3 = 543**

**D4 = 544**

**ILERIA = The Valley of Ileria**

**D5 = 545**

**D6 = 546**

**D7 = 547**

**D8 = 548**

**D9 = 549**

**E2 = 552**

**E4 = 554**

**E6 = 556**

**E7 = 557**

**E8 = 558**

**E9 = 559**

**F2 = 562**

**F3 = 563**

**F4 = 564**

**F5 = 565**

**F6 = 566**

**F7 = 567**

**F8 = 568**

**LAKE = 568**

F9 = 569

G3 = 573

G4 = 574

G5 = 575

G6 = 576

G7 = 577

G8 = 578

**CRAGGED = The Cragged Mountains**

G9 = 579

H3 = 583

H4 = 584

H5 = 585

**BOB = Border of the Badlands**

**H6 = Main Gate of Tos**

H7 = 587

H8 = 588

H9 = 589

I2 = 592

I3 = 593

I4 = 594

I5 = 595

I6 = 596

I7 = 597

I8 = 598

I9 = 599

**UKGOTH = Ukgoth, holy land of trolls.**

J3 = 603

**J4 = 604**

**J5 = 605**

**J6 = 606**

**J7 = 607**

**J8 = 608**

**J9 = 609**

**K3 = 613**

**K4 = 614**

**K5 = The Badlands**

**K6 = 616**

**K7 = 617**

**K8 = 618**

**L2 = 622**

**L3 = 623**

**L4 = 624**

**L5 = 625**

**L6 = 626**

**L7 = 627**

**L8 = 628**

**M1 = 631**

**M2 = 632**

**M3 = 633**

**M4 = 634**

**M5 = 635**

**M6 = 636**

**M7 = 637**

**M8 = 638**

N1 = 641

N2 = 642

N3 = 643

N4 = 644

N5 = 645

N6 = 646

N7 = 647

N8 = 648

O1 = 651

O2 = 652

O3 = 653

O4 = 654

O6 = 656

O7 = 657

O8 = 658

P7 = 667

P8 = 668

P9 = 669

GMHALL = Frular's place

GUILDH1 = Mercenary Alley

GUILDH2 = The Hall of Explorers

GUILDH3 = The Den of Shadows

GUILDH4 = Wyrn's Keep

GUILDH5 = The home of the Friends of the Forest

GUILDH6 = The Ivory Chapel

GUILDH7 = The Old Dwarven Hall

GUILDH8 = The Sewer Hideout

GUILDH9 = The Abandoned Warehouse

GUILDH10 = Jaarba's Abode

GUILDH11 = The Ivory Chapel

GUILDH12 = West Tower Guild Hall in Ko'catan

GUILDH13 = The Hall of the Slaughtered Command

GUILDH14 = The home of the Friends of the Forest

GUILDH15 = 715

ICE\_CAVE1 = 750

TEMPLE\_KRAANAN = Temple of Kraanan

TEMPLE\_QOR = Temple of Qor

TEMPLE\_RIIJA = Temple of Riija

BRAX\_START = 825

NECROPOLIS = 828

NEC\_CAVES = 826

NEC\_GRAVEYARD = 827

NEC\_ALTAR1 = 831

NEC\_ALTAR2 = 832

NEC\_PASSAGE1 = 829

NEC\_PASSAGE2 = 830

LICH\_MAZE = 825

BRAX = 828

BRAX\_CAVES = 826

BRAX\_GRAVE = 827

BRAX\_GRAVEYARD = 827

BRAX\_BUILDING1 = 831

BRAX\_BUILDING2 = 832

BRAX\_CASTLE1 = 829

BRAX\_CASTLE2 = 830

BRAX\_MAZE = 825

BRAX\_END = 832

BOURGEOIS = 850

CASTLE2A = 850

CASTLE2B = 851

CASTLE2C = 852

CASTLE2D = 853

MOCKERS\_ROOM = 854

BIZMANS\_ROOM = 855

CASTLE2E = 856

GODROOM = 901

UNIVERSITY = 902

GALLERY = 903

BLACKSTONE = 950

DUKE1 = 950

DUKE2 = 951

DUKE3 = 952

DUKE4 = 953

DUKE5 = 954

GUEST\_BASE = Hazar Inn

GUEST1 = Hazar

GUEST2 = 1002  
HAZAR = 1002  
GUEST3 = 1003  
GUEST4 = 1004  
GUEST5 = 1005

GUEST6 = 1006  
GUEST7 = Hazar Pub  
GUEST8 = 1008  
NEWB\_BASE = 1010 = Raza Inn  
NEWB1 = Raza  
NEWB2 = 1012  
RAZA = 1012  
NEWB3 = 1013  
NEWB4 = 1014  
NEWB5 = 1015  
NEWB6 = 1016  
NEWB7 = Raza Pub  
NEWB8 = 1018  
KOCATAN = North Kocatan Town  
KOC\_INN = Kocatan Inn  
KOC\_APOTH = Kocatan Reagent Shop  
KOC\_SMITHY = Kocatan Blacksmith  
KOC\_STORE = Kocatan Junk Store  
KOC\_BANK = The Hungry Vaults  
KOC\_TAILOR = Kocatan Tailor  
KOC\_HALL\_OF\_HEROES = Hall of Heros  
KOC\_TAVERN = Kocatan Bar

KOC\_SOUTH = South Kocatan  
KOC\_SEWER1 = Kocatan Sewers  
KOC\_NORTH = North Kocatan Town  
KOC\_GUARDTOWER\_NORTH = North Guardtower  
KOC\_SEWER2 = Kocatan Sewers2  
KOC\_GUARDTOWER\_EAST = East Guard Tower  
KOC\_HALL\_OF\_HEROES\_A = 2014  
KOC\_HALL\_OF\_HEROES\_B = 2015  
JUNGLE\_BOWMAKER\_HUT = Bowmakers Hut  
JUNGLE\_TRADING\_POST = Trading Post  
JUNGLE\_TRADING\_POST\_CELLAR = Trading Post Cellar  
KA1 = 2111  
KA2 = 2112  
KA3 = 2113  
KA4 = 2114  
KA5 = 2115  
KB1 = 2121  
KB2 = 2122  
  
KB3 = 2123  
KB4 = 2124  
KB5 = 2125  
KC1 = 2131  
CHASM = 2131  
KC2 = 2132



KC3 = 2133  
KC4 = 2134  
KC5 = 2135  
MAD\_SCIENTIST\_HUT = Mad Scientists Hut  
KC5A = 2136  
KD1 = 2141  
KD2 = 2142  
KD3 = 2143  
KD4 = 2144  
TRADING\_POST = WulfGangs Trading Post  
TEMPLE\_RIIJA = Temple of Riija  
KE2 = 2152  
KE4 = 2154  
KOCATAN\_END = 2499  
ORC\_CAVE1 = 2500  
ORC\_CAVE2 = 2501  
ORC\_CAVE3 = 2502  
ORC\_CAVE4 = 2503  
ORC\_CAVE5 = 2504  
ORC\_CAVE6 = 2505  
ORC\_PIT = 2506  
ORC\_PIT\_A = 2507  
ORC\_PIT\_B = 2508  
  
ORC\_CAVE1\_EXT = 2509  
ORC\_CAVE5\_EXT = 2510  
ORC\_CAVE\_END = 2599