

Where to find things in the Realms of Despair:

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Abattoir Asylum (45-50)	6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, s, se, s, (maze begins: scry, scan or type exit to find a room called "Afloat on the ocean" with only east and west exits), e
Abishai's Morgue (15-35)	9w, sw, 4w, s, sw, 2w, open s, 2s, sw, s, window
Along the Forest Path (5-25)	7w, sw, 2s
The Ancient City of Aurora (25-40)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 2sw, s, 2sw, s, sw, 5s, 3e, 2s Alternate route (fairly dangerous): 26w, 9s, d, s, e, w, u
Antall, the Lost Harbor (50)	(fly, aqua breath, and scry required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 4e, se, d, [drop something here as a marker, because only one of the following three paths will lead you through the maze and into Antall: (1) e, u, scry in all directions for "A dark, scarlet main"; (2) s, u, scry in all directions for "A dark, scarlet main"; (3) w, u, scry in all directions for "A dark, scarlet main"]
Asgard Nexus (5-50)	42w, 7n
The Ashen Forest (10-50)	12e
The Astral Plane (15-45)	3u
Azure Sea (2-50)	6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e
Barren Peaks of Tahjiera (25-50)	nw, 2w, 4n, e, look painting, open n, n, 28w, 3s
Barrik's Keep (25-50)	(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, 2nw, 3w, s, e, 3ne, se, 4e, 2se, 3e, n, 5ne, 4nw, ne, e, 3ne, 4e, 4n, 3e, n, 2nw, 2w, 4sw, 3w, nw, 2w, 4sw
Bartok Grove (5-20)	6w, 2sw, 5w, s
Blasted Lands (35-50)	8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se, sw, 2w, sw, 2s, e, (scan for entrance)
The Blood Sea (10-50)	52w Alternate route: 6s, ne, 2s, se, 2e, s, 2sw, u, nw, ne, 2w, sw, 3s, 2se, ne, e, sw, s, 3e, 2u, 2n, ne
The Burrows (Halfling HT) (2-50)	9w, nw, 2w, nw, 3n, 2w, 3n, 2e
The Castle of Rol Na Feinne (20-60)	(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, 2nw, 3w, s, 4w, (follow directions precisely here to avoid no-fly DT) sw, 4w, 3u, n
City of Eldestra (Half-Elf HT) (2-50)	13e, ne, nw, w, ne, e, ne, 2e, s, 2e, s, se, e, s Alternate route (shorter, but more dangerous): 8e, 3ne, 3e, ne, e, ne, 2e, 3s, 4e, s
The City of Iniquity (Drow HT) (2-50)	nw, 2w, 4n, e, look painting, open n, n, 28w, 2s, 4e, d Alternate route: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, 2sw, w, sw, w, nw, 7w, s, 4e, d
Coral Depths (5-25)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, ne, 2e
Crystalmir Lake (5-35)	nw, 2w, 4n, e, look painting, open n, n, 28w, 3s, 2d, 5w, nw, 4w, 3sw, w, n Alternate route: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, 2sw, w, sw, w, nw, 7w, 2s, 2d, 5w, nw,

	4w, 3sw, w, n
Cursed Lands (25-50)	nw, 2w, 4n, e, look painting, open n, n, 26w, 2n, ne, nw, n, nw, 2w, 5n, d, 2nw, ne, e, nw, n
Daichaal (35-50)	8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se, sw, 2w, sw, 3s, se, sw, se
Darkhaven Art Gallery (10-50)	4s, w, n
Desert of Despair (15-50)	8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se Alternate route: 6e, (wait for caravan at 6am or 6pm), give 5000 coins Naikiyas, ne, (ride 2 stops), sw
D'Morian's Lands (5-50)	32w, 6s Alternate route: 9w,sw,4w,s,sw,5w,sw,5w,sw,4w,s
Dragon Cult (10-25)	4s, e, n
Dragon Tower (20-40)	(To the rear entrance: requires pick lock, knock, doorbash, pass door, or broach) 6s, ne, 2s, se, 2e, s, 2sw, s, 10sw, w, u, s, 2e, 2se, 2s, sw, 2nw, 3w, sw, w, sw, se, sw Alternate route, without locked doors: 6s, ne, 2s, se, 2e, s, 2sw, s, 5sw, nw, 5n, ne, n, e, 2se, e, s, se, sw, 4s, 2sw, s, se, 2w, nw, sw, 2n, sw, w, 2sw, n, nw, n, ne, n, w, ne, n, ne, e, nw, n, nw, 9n
Dragon's Pass (40-50)	6s, ne, 2s, se, 2e, s, 2sw, s, 5sw, nw, 5n, ne, n, e, 2se
Drow City (15-35)	(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, 2nw, 3w, s, 3w, 3n, ne, open d, d
The Dungeon (25-35)	8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se, sw, s, 2sw, w, 2sw, s, sw, s, 2se, s, 5e, 3n, 2w, n, d, pick e, open e, e, d
The Dunhill Demesnes (10-50)	nw, 2w, 4n, e, look painting, open n, 2n, 57w, ne Alternate route: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, 2n, 41w, ne
Dwarven Catacombs (15-25)	8e, 2se, s, 3se, e, 2ne, n, 2ne, n, nw, n, ne, n, 2w, n, nw, 3n, kill golem, get key corpse, unlock boulder, open boulder, n, 2d, 2n, open w, w, open trapdoor, d
Dylan's Area (30-50)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3sw, u, 3w, s, sw, d, 3w, 3n, w, 3s, sw, 3w, sw, 2nw, sw, w, sw, 2s, sw, tree, 2e, 3se, 4s, 3e, s, 2w, open w, w, n, 2u, 2s
Eastern Trade Route (2-50)	8e, ne
Elemental Canyon (5-30)	13s, 2e, 2u, w, sw, w, sw, 2d, 2sw, 4s, e
Emerald Hills (10-35)	8e, 2se, s, 4se, 2s, sw, w, sw, 3s, sw, se, u, se, e
Forest of Tears (2-50)	7w
Forested Strongholds (50)	9s, w, 2s, fight
The Forgotten Woods (2-50)	8n, ne, w, n
Galaxy (15-30)	(no known walking path) portal to nebula
The Gauntlet (10-20)	Entrance located within The Sentinel (see below)
The Graveyard (5-16)	9w, sw, 2w, s, 2w, sw, 2w, open s, s
Great Eastern Desert (10-25)	8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se, sw, 2w, sw, 2s, e Alternate route (avoiding maze): 8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se, sw, s, 2sw, w, 2sw, nw, 2d, sw, d, n, ne, e
Green Forest (2-15)	6n, 6w, nw
The Halls of Knowledge (Academy) (2-5)	3e, s, d
The Haven of Everlasting Light (35-49)	41w, 7n, w, n Alternate route (safer): 6w, 2sw, 5w, 4nw, 3ne, 2n, 3nw, w, 4sw, w, 2nw, w, nw, n, 4ne, 4n, 2nw, 2w, 4sw, s, 2se, n
High Tower of Sorcery (10-30)	6s, ne, 2s, se, 2e, s, 2sw, s, 5sw, nw, 5n, ne, n, e, 2se, e, s, se, sw, 4s, 2sw, s, se, 2w, nw, sw, 2n, sw, w, sw, n, nw, ne, n,

	(track Ezmerelda)
The Island of Irrybis (Elf HT) (2-50)	nw, 2w, 4n, e, look painting, open n, n, 62w, nw, 2ne, nw, ne, 2n, nw, n, d Alternate route: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, n, 46w, nw, 2ne, nw, ne, 2n, nw, n, d
Keep of Lomar (Human HT) (2-50)	6n, 6w, sw, w, n, ne, nw, n
The Keep of Mahn-Tor (10-45)	Minotaur village: 4s, w, 2n, give 5000 coins receptionist, unlock n, open n, 2n, e, ne, nw, 2ne, n, enter painting, d, e, n Ogre village: (invis required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, se, w, sw, w, u, nw, 3w, 3nw, 3w, sw
The King's Castle (25-40)	8e, 2se, s, 4se, 2ne, e, 2ne, d, 2s, se, e To sewer: Continue ne Alternate route to King's Castle (not through the moat): 13e, 3s, 3e, 2ne, 3se, e, 2s, sw, s, se, s, se, 2e, 2ne, e
Kingdom of Juargan (10-25)	(invis required) 6n, 3nw, w, n, 4e, s, w, sw, nw, n, ne, u, 2ne, u, ne, u, ne, nw, w, u, 2ne, u, w, u, ne, w, 4sw, 4w, d, 2nw, sw, u, 4w, u, 2w, n, 2e
Knights of the Round (35-50)	4s, w, 2n, give 5000 coins receptionist, unlock n, open n, 2n, e, ne, nw, 2ne, enter
Kontaur (35-50)	26w, 5s
La Chute D'eau De L'ancients (50)	(some character classes will be unable to chop through the briars) 6n, 6e, se, e, 2ne, e, nw, 2n, 2ne, w, 2nw, e, 2n, ne, n, ne, 2w, chop, se, chop, sw, chop, w, chop, w, chop, s, chop, sw, chop, w, chop, nw, chop, w, chop, w, chop, nw, ne
Lake of Tich'Pyga (2-50)	7w, nw, 2n
Land of the Fire Newts (8-20)	8e, 2se, 2s, se, s, 4e, 2n, e, ne, 2n, e, s Alternate route (with aggro mobs): 13e, 3s, w, s, 2w, n, w, s
Machine Dreams (2-20)	13e, 3s, w, s, 2w, n, 2w, 2s, se, 2e, ne, w, s, d
Mathlaan Lagoon (Sea-Elf HT) (2-50)	8e, 3ne, 3e, ne, e, ne, 2e, 5n, ne, e, ne, e, se, e, ne, 3n, ne, 2d, 12w, se
Miden'nir (5-15)	7s
The Mire (2-50)	50w, 7s, w, sw, s, 2sw, s Alternate route: 6s, ne, 2s, se, 2e, s, 2sw, s, 10sw, w, u, s, 2e, 2se, 2s, sw
Mithril Hall (35-50)	6s, ne, 2s, se, 2e, s, 2sw, u, nw, ne, 2w, sw, 3s, 2se, sw, 2u, w, nw, w
A Moment in Nature (2-5)	3e, s, d, 9w, enter
Morgul Vale (35-50)	nw, 2w, 4n, e, look painting, open n, n, 49w, 8s, 2sw, 2s, u, 2s, 2w, 2sw, s, se, sw To sewer: Continue 3e, cast pass door (or kill sentinel for key), e, s, 2e, d, w, open d, d Alternate route to Morgul Vale: nw, 2w, 4n, e, look painting, open n, n, 25w, s, 13w, 8s, 2sw, s, nw, 5sw, 3w, 2n, 2w, 2sw, s, se, sw
Moria (5-15)	8e, 2se, 2s
Mount Krozloy (Half-Orc HT) (2-50)	(invis required) 6n, 3nw, w, n, 4e, s, w, sw, nw, n, ne, u, 2ne, u, ne, u, ne, nw, w, u, 2ne, u, w, u, ne, w, 4sw, 4w, d, 2nw, sw, u, 4w, u, 2w, n, 2e, open n, n
The Mountain of Lost Souls (40-50)	nw, 2w, 4n, e, look painting, open n, n, 49w, 8s, sw, 5w, 2sw, nw, 3w, d, sw, 2s, e Alternate route: nw, 2w, 4n, e, look painting, open n, n, 28w, 3s, 2d, 5w, nw, 4w, 3sw, w, 2nw, 9w, 2sw, nw, 3w, d, sw, 2s, e
Mountains of Desolation (10-35)	8e, 2se, s, 3se, e
Nevermore (40-50)	8e, 3ne, 3e, ne, e, ne, 2e, 5n, ne, e, ne, n

New Ofcol (5-35)	6n, 3nw, w, n, e
Northern Plains (2-50)	nw, 2w, 4n, e, look painting, open n, n
Northern Trade Route (2-50)	6n, nw
Ocean Keep (15-50)	8e, 3ne, 3e, ne, e, ne, 2e, 5n, ne, e, ne, e, se, e, ne, 3n, ne To sewer: Continue 2d, 4w, 4n, e, s, open d, d To the Lady Meredith: Continue 2d, 11w, n, w, n, 3w, s, 2w, 3n, 4w, n, 2w To the Valkyrie: Continue 2d, 11w, n, w, n, 3w, s, 2w, 3n, 4w, 3e, n
Ockwater Fens (10-25)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3sw, u, 3w, s, sw, d, 3w, 3n, 2w, sw, w, 3n, 2ne, nw
Octopus Garden (20-50)	(fly and aqua breath required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, 2s, se, e, ne, d
Ofcol (2-50)	6n, 3nw, w, n, e
Old Marsh (20-35)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3sw, u, 3w, s, sw, d, 3w, 3n, w, 3s, sw, 3w, sw, 2nw, sw, w, sw, 2s, sw, tree, 2e, 3se
Old Thalos (2-30)	41w, 7n, 2w Alternate route: 9w, 2nw, n, w, nw, w, nw, 26w, 2n, 2w
Olympus (10-50)	8u, n, (find messenger of the Gods), say 'Will you take me to Olympus?'
Opallinoc (Half-Ogre hometown) (2-50)	nw, 2w, 4n, e, look painting, open n, 2n, 60w, n Alternate route: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, 2n, 44w, n
Otherland (2-50)	(aqua breath and float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, 3s, se, 3e, s, 2se, 3s, sw, w, sw, d, nw, s, w
Pixie Forest (2-5)	8n, ne, w, n, ne, nw, e, ne, n, e, ne, 2n, 2ne, nw Alternate route (more risky): 6n, 6e, se, e, 2ne, e, nw, 2n, 2ne, nw
Qetag's Reach (Dwarf hometown) (2-50)	(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, 2nw, 3w, 5nw, 2w, sw, w, 2u, 3n, nw, 2d, nw, 2n, 2nw, w, 2n, d
Raven Tor (20-50)	(invis recommended, fly required to avoid instant-death room) 6n, 3nw, w, n, 4e, s, w, sw, nw, n, ne, u, 2ne, u, ne, u, ne, nw, w, u, 2ne, u, w, u, ne, se, 2e, 2se, e, d, ne Alternate route: 6s, ne, s, e, (wait for Meridia at 5 pm), buy ticket, u, (ride until 2 pm), d
Realm of Worship (50)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, ne, n, ne, 5n
Redferne's Residence (37-50)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3sw, u, 3w, s, sw, d, 3w, 3n, w, 3s, sw, 3w, sw, 2nw, sw, w, sw, 2s, sw, tree, 2e, 3se, 4s, 3e, s, 2w, open w, w
Reomyr Village (Pixie HT) (2-50)	8n, ne, w, n, ne, nw, e, ne, n, e, ne, 2n, 2ne, 2e, n, ne, nw, w, 2n, u
Revelation City (35-50)	(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, 2nw, 3w, 5nw, w, n To sewer: Continue 2n, e, en, open d, d
The Ruins of T'man (Half-Troll HT) (2-50)	8e, 2se, s, 4se, 2s, sw, n, e
The Sands of Teracchei (Gith HT) (2-50)	8u, e
Scourge of Time (50)	8u, n, track Malsangre, say 'back in time'
Sea of Sorrows (20-40)	(aqua breath and float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, 3s, se, 3e, s, 2se, 3s, sw, w, sw, d

The Sentinel (5-20)	(hide recommended) 9w, 2nw, n, w, nw, w, nw, w, 2s Alternate path: (hide recommended) 17w, 3ne, 2n, nw, sw, 2s
Sesquad'ra Rift (50)	42w, 7n, enter, sw Alternate route: 9w, 2nw, n, w, nw, w, 2nw, 26w, n, enter, sw
Seth's Fortress (20-50)	6s, ne, 2s, se, 2e, s, 2sw, u, nw, ne, 2w, sw, 3s, 2se, ne, e, sw, s, 3e, 2u
Sewer (5-30)	Darkhaven sewer: 6s, open manhole, d Shadowport sewer: (float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 2sw, s, 2sw, s, sw, 2s, w, sw, s, 2sw, s, w, 2s, sw, s, sw, se, e, ne, open wall, n See also The King's Castle, Morgul Vale, Ocean Keep, Revelation City, Thalos, Town of Solace, Transylvania
Shadow Grove (2-20)	7n
Shadowport (25-50)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3sw, u, 2w, n, nw, 2n, sw, s, sw, se, e, ne, open wall, 3n, w, open w, 2w, n, w, 2n, open d, d (Note: recall is possible from the plaque room)
Shai'Ghool (47-50)	8e, 3ne, 3e, ne, e, ne, 2e, 2n, e, ne
Shattered Refuge (5-20)	9s, w, 3s, w
The Shire (5-25)	9w, nw, 2w, nw Alternate route: 17w, 3ne, e
The Slime Pit (35-50)	(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, 2nw, 3w, 5nw, 2w, sw, w, 2u, 3n, nw, 2d, nw, n, 2w, nw, u, 3w, nw, w, se
Southern Mountain Range (2-50)	6s, ne, 2s, se, 2e Alternate route: 13s 2e u
Temple of the Moon (30-49)	nw, 2w, 4n, e, look painting, open n, n, 49w, 8s, sw, 3w, n Alternate route: nw, 2w, 4n, e, look painting, open n, n, 28w, 3s, 2d, 5w, nw, 4w, 3sw, w, 2nw, 7w, n
Thalos (10-25)	(float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3se, 4e, 3s To sewer: Continue 3s, sw, 3w, 3n, w, open d, d
Thul Ab'hara (15-20)	(fly required) 8e, 2se, s, 4se, 2s, sw, w, sw, 2s, 3se, sw, 2w, sw, 3s, se, s, sw, s, se, 3s, e, s, d Alternate route: 6e, (wait for caravan at 6am or 6pm), give 5000 coins Naikiyas, ne
The Tower of Despair (40-50)	6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 4s, 5se, 2s, d, s, se, s, 3sw, u, 3s, sw, s, sw, w, 3u
Tower of Enlightenment (35-50)	(invis and fly required!) 8n, ne, w, n, nw, w, s, w, 2nw, n, nw, 2n, nw, w, nw, ne, 2n, nw, ne, n, nw, sw, nw, n, 3nw, ne, e, nw, n, w, 2n, nw, w, n, sw, w, nw, 2w, 2sw, w, (follow path precisely here to avoid DTs), sw, w, d, w, sw Alternate route for peacefuls only: (invis and fly required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, e, 2se, 4e, n, nw, 2n, sw, e, ne, 2s, se, s, se, s, 4w, 2sw, s, 2w, s, sw, s, w, s, sw, s, se, 2e, ne, se, 2e, (Follow path precisely here to avoid DTs) se, d, w, sw
The Tower of Zenothir (15-25)	Shortcut for peacefuls only: (invis required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, e, 2se, 4e, n, nw, 2n, sw, e, ne, 2s, se, s, se, s, 2e, se, ne Alternate route: (invis required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, se, w, sw, w, u, nw, 3w, 3nw, 3w, sw, 2s, se, 2s, w, s, sw, s, d, s, w, s, sw, s, se, e, ne, u, e, se, ne, 2d, 2se, ne, w, sw, se, 2e, 3ne, 2s, se, s, se,

	<p>s, 2e, se, ne</p> <p>Short & nasty alternate route: (invis and fly required!) 8n, ne, w, n, nw, w, s, w, 2nw, n, nw, 2n, nw, w, nw, ne, 2n, nw, ne, n, nw, sw, nw, n, 3nw, ne, e, nw, n, w, 2n, nw, w, n, sw, w, nw, 2w, 2sw, w, (follow path precisely here to avoid DTs), sw, w, nw, 2w, nw, sw, 2w, nw, n, ne, n, e, n, ne, n, 2e, n, 2ne, 6e, se, ne</p>
Town of Solace (5-50)	<p>nw, 2w, 4n, e, look painting, open n, n, 23w, 3n</p> <p>To sewer: Continue 3n, e, open d, d</p> <p>Alternate route to Town of Solace: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, 2sw, w, sw, w, nw, 2n, nw, ne, n</p>
Transylvania (45-50)	<p>13s, 2e, 2u, e, 3se, d, s, 4se, e, se, e, ne, nw, n, u, 2n</p> <p>To sewer: Continue n, 3w, n, e, open d, d</p>
The Tree of Life (35-50)	<p>50w, 5s, 3w</p> <p>Alternate route: 51w, 3s, sw, s, w</p> <p>Another alternate route: 9w, sw, 4w, s, sw, 5w, sw, 5w, sw, 25w</p>
Treetops and Canopy (20-40)	<p>29w, 2n, u</p> <p>Alternate route: 9w, 2nw, 18w, u</p>
Tribal Swamplands (Lizardman HT) (2-50)	<p>6s, ne, 2s, se, 2e, s, 2sw, s, 10sw, w, u, s, 2e, 2se, 2s, sw, 2nw, 3w, sw, w, 4sw, 4s, se, s, sw, s, sw, w, 2sw, 5s, ne, 7e, se, s, se, e, sw, e</p>
Tullfuhrzky Manor (3-15)	<p>nw, 2w, 4n, w, look painting</p> <p>Alternate route: 6n, 3nw, 2n, 2nw, sw, n</p>
The Underworld (40-50)	<p>26w, 7s, e, s, e, s, d, s, give 50000 coins Wicorith</p>
Unholy Grounds (5-15)	<p>nw, 2w, 4n, e, look painting</p>
Vale of Nidaros (2-50)	<p>(invis required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, e, 2se, 4e, n, nw</p>
Valley of Mysts (10-40)	<p>Shortcut for peacefuls only: (invis required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, e, 2se, 4e, n, nw, 2n, sw</p> <p>Alternate route: (invis required!) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, 2sw, 2s, 2ne, n, nw, w, 2nw, w, 3nw, 3w, se, w, sw, w, u, nw, 3w, 3nw, 3w, sw, 2s, se, 2s, w, s, sw, s, d, s, w, s, sw, s, se, e, ne, u, e, se, ne, 2d, 2se, ne, w, sw, se, 2e, 2ne, w</p>
Valley of the Elves (5-20)	<p>nw, 2w, 4n, e, look painting, open n, n, 30w, 2s, 15w, (n)</p> <p>Alternate route: nw, 2w, 4n, e, look painting, open n, n, nw, 2n, nw, w, 2nw, 3w, 2nw, 2sw, w, sw, w, nw, 2n, nw, 2sw, 3w, 2nw, 2sw, 3w, 2sw, 2nw, 2w, 2sw, nw, w, (n)</p>
Village of Edo (30-50)	<p>nw, 2w, 4n, e, look painting, open n, n, 26w, 2n, ne, nw, n, nw, 2w, 6n, nw, (n, ne, n, nw, ne, 2n)</p>
The Von Deusen Mausoleum (40-50)	<p>8e, 2se, s, 4se, 2s, sw, 2n, nw, pull branch, n</p>
The Warehouse (2-5)	<p>4w, 2n, sw</p>
Wastelands (2-50)	<p>(fly) 6s, ne, 2s, se, 2e, s, 2sw, s, 4sw, 3s, se</p>
Wendle Mansion (1-20)	<p>8n, nw, w, n</p>
Western Trading Route (2-50)	<p>6w, sw</p>
Wild Tundra (10-30)	<p>(aqua breath and float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, 3s, se, 3e, s, 2se, 3s, sw, w, sw, d, nw, s, 2e, 2se, w, nw, sw, 2w, s, d</p>
Wyvern's Tower (15-30)	<p>(invis recommended) 6n, 3nw, w, n, 4e, s, w, sw, s, sw, 2s, sw, 3w, ne</p>
The Ziggurat (45-50)	<p>(aqua breath and float or fly required) 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, 3s, se, 3e, s, 2se, 3s, sw, w, sw, d, nw, s, 2e, 2se, w, nw, sw, w, s</p>

Timetable for the great ship Meridia	Arrival	Departure
Darkhaven Marina (6s, ne, s, e)	5:00 pm	6:00 pm
Black Sand Beaches (Azure Sea: 6s, ne, 2s, se, 2e, s, 2sw, s, 2e, u, 3e, 3s, se, 2e)	8:00 pm	9:00 pm
Ocean Keep	11:00 pm	12:00 am
Village of Edo	1:00 am	2:00 am
Isle of Bilwen (Azure Sea)	7:00 am	8:00 am
Isle of Eurion (Azure Sea)	11:00 am	12:00 pm
Glen Domaire (Raven Tor)	2:00 pm	3:00 pm

The ticket price is 100,000 gold (or more, depending on your charisma). The entire trip takes 24 RoD hours, or 30 minutes of real time. Passengers are permitted to disembark and re-embark while the ship is docked without paying an additional fare, but are advised to be on board prior to the scheduled departure. You may keep the ticket after you complete your trip, but it will disappear when you log off. For a refund of 32,500 gold, let Nelkbum midas your ticket!

Timetable for the Caravan	Arrival	Departure
Darkhaven (6e)	5:00	7:00
Thul Ab'hara	7:00	8:00
Desert of Despair	8:00	10:00
Thalos	10:00	11:00
The Ancient City of Aurora	11:00	1:00
Gryphon's Keep (Dragon's Pass)	1:00	2:00
Village of Edel (Southern Mountain Range)	2:00	3:00
Shattered Refuge	3:00	4:00
Bartok Grove	4:00	5:00

The ticket price is 5,000 gold. The entire trip takes 12 RoD hours, or 15 minutes of real time. Since the trip is on a 12-hour cycle, the same schedule is used for both a.m. and p.m. departures.