

## 00: THE ODYSSEY

### Situation



#### Area 1: Command

*Including: the bridge, off-ship communications, scanner, high security information, captain's quarters, officer's conference room, officer's quarters.*

#### Area 2: Crew

*Including: crew quarters, mess hall, kitchens, recreation, leisure activities.*

#### Area 3: Diplomatic Relations

*Including: guest quarters, mediation room, formal reception hall, ship's discipline.*

#### Area 4: Science and Research

*Including: labs, computers, libraries*

#### Area 5: Medical

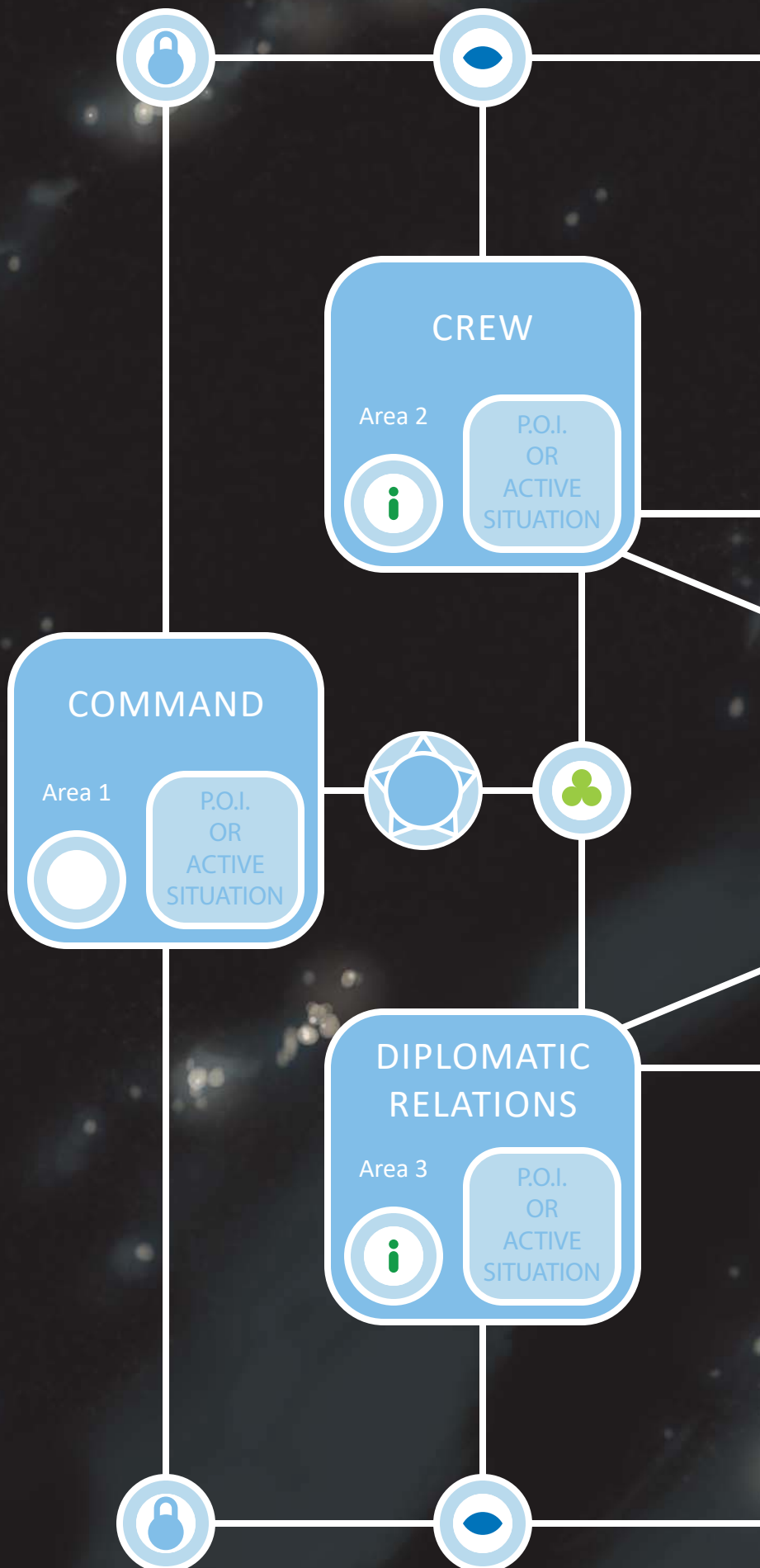
*Including: med bay, medical research, surgery, medical supplies, PT/Fitness equipment.*

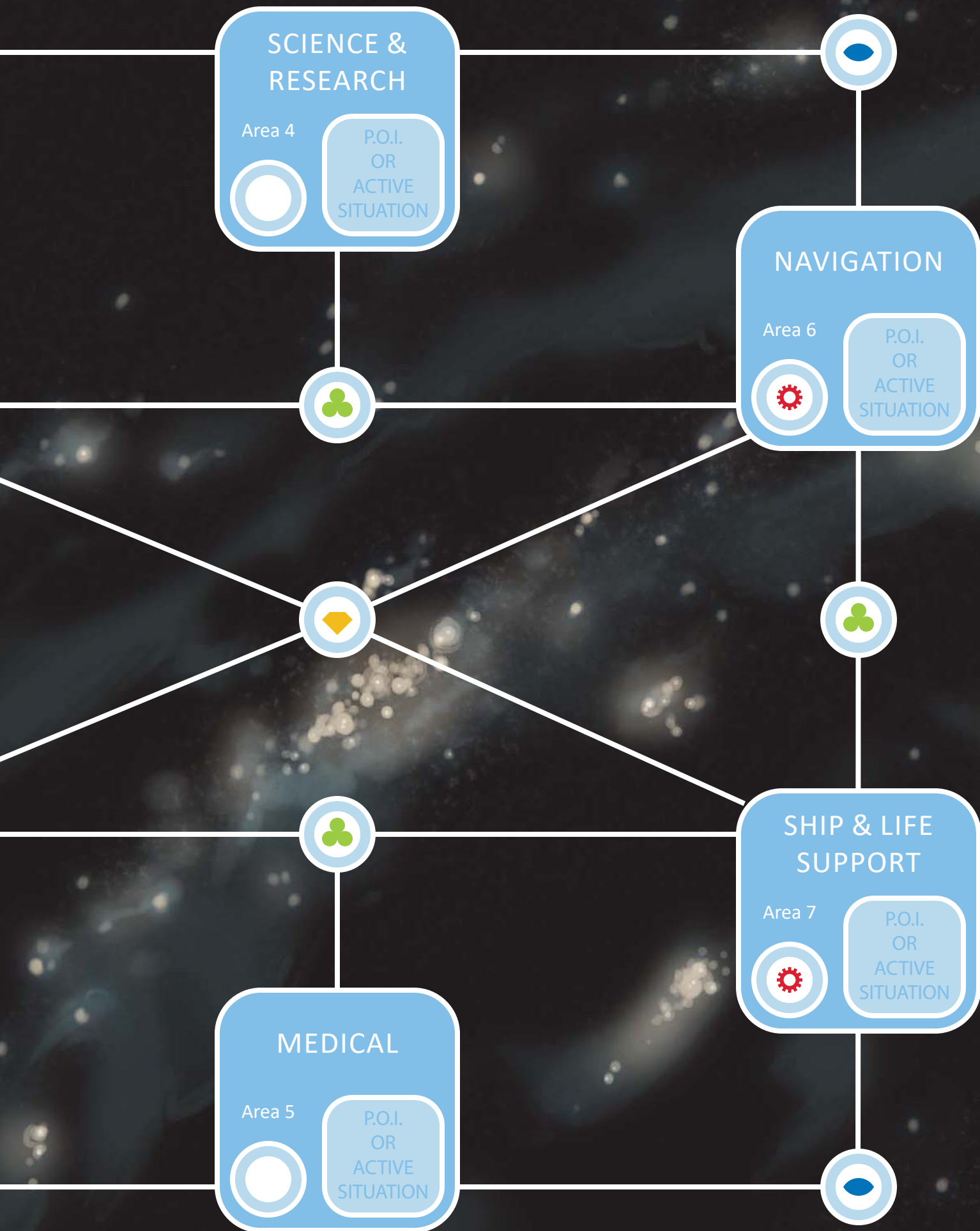
#### Area 6: Navigation

*Including: navigation, engines, thrusters, fuel, astrometrics, cartography*

#### Area 7: Ship & Life Support

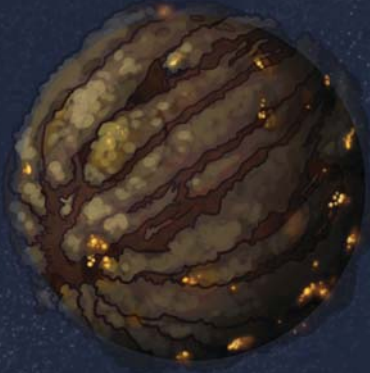
*Including: Life support, electrical generator, water systems, food systems, fire suppression systems, on-board broadcast system, atmospheric systems.*





## 01: BRAXICON

### Situation



## LEVEL 76

### Area 1: Artisan Workshops

*Known for its delicate filigree designs, the jewelry produced here is highly sought-after.*

### Area 2: Retail Shops

*For the purchase of and inquiries about Zibzab jewelry and fine metal work. Including the Golden Goblet.*

### Area 3: Granite Cookie Court

*This beloved Cafe is distinguished by a metal hanging sign in the shape of a Zibzab cookie, though it is often mistaken for a rock. Including the Granite Cookie Cafe.*

### Area 4: Residential Terrace 76D

*Criss-crossing tunnel systems connect the several layers of hive-like living quarters.*

### Area 5: Student Quarters

*Young Zibzab gather in collective areas until they are officially invited to join a research lab.*

### Area 6: Ventilation Laboratory

*This Zibzab laboratory is devoted to the study and advancement of artificial climate production and control and its effects on various sentient species' respiratory systems.*

### Area 7: Abandoned Tunnels

*This region is currently empty until it can be re-purposed for new research endeavors. For your safety, please avoid such areas.*

150 KNO

Read: P 011

## ARTISAN WORKSHOPS

Area 1

P.O.I.  
OR  
ACTIVE  
SITUATION

## RETAIL SHOPS

Area 2

P.O.I.  
OR  
ACTIVE  
SITUATION

## GRANITE COOKIE COURT

Area 3

P.O.I.  
OR  
ACTIVE  
SITUATION

10 BIO

Read: P 012

15 TECH

Read: P 013



## STUDENT QUARTERS

Area 5

P.O.I.  
OR  
ACTIVE  
SITUATION



## RESIDENTIAL TERRACE 76D

Area 4

P.O.I.  
OR  
ACTIVE  
SITUATION



## VENTILATION LABORATORY

Area 6

P.O.I.  
OR  
ACTIVE  
SITUATION

10 TECH

Read: P 015



100 KNO

Read: P 014



## ABANDONED TUNNELS

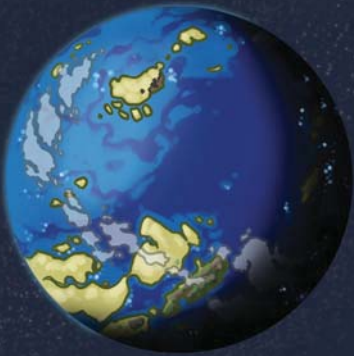
Area 7

P.O.I.  
OR  
ACTIVE  
SITUATION



## 02: FLIMWAIT

Situation



### 29 SE OBSERVATORY

#### Area 1: Landing Platform

Built into a natural depression in the rocky ridge, the landing platform provides a well hidden landing zone.

#### Area 2: Researchers' Quarters

The small team of Zibzab scientists assigned to the installation have constructed blocky dormitories and a canteen for themselves.

#### Area 3: The Grand Telescope

A marvelous feat of Zibzab invention, the Grand Telescope takes advantage of Flimwait's unique atmospheric conditions to produce detailed images of space far beyond the edge of Insula.

#### Area 4: Ocean Overlook

A half meter high stone wall with small openings provides a place where Zibzabs can observe much of the surrounding ocean.

#### Area 5: Desalination Plant

Recently upgraded, the new desalination plant runs for 3 minutes each month to provide fresh water for use at the installation.



20  TECH

Read: P 022

## FLOODED CAVES

Area 6

P.O.I.  
OR  
ACTIVE  
SITUATION

## BRACKISH LABYRINTH

Area 7

P.O.I.  
OR  
ACTIVE  
SITUATION

10  TECH

Read: P 023

## SALTWATER CAVERN

Area 8

P.O.I.  
OR  
ACTIVE  
SITUATION

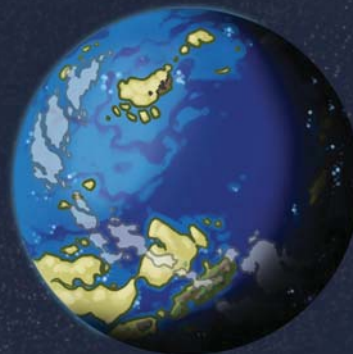
## MUDFLAT CHANNELS

Area 9

P.O.I.  
OR  
ACTIVE  
SITUATION

## 02: FLIMWAIT

Situation



## HERMIT'S ESTUARY

### Area 6: Flooded Caves

*Tilting down into the eroded sandstone, these caves fill with water at each high tide. Visitors at low tide are treated to views illuminated by glowing algae that coats the cave walls.*

### Area 7: Brackish Labyrinth

*This intricate network of tunnels weaves for back and forth for miles through the shallow brackish water. Wildlife is plentiful and a variety of fish are visible from season to season.*

### Area 8: Saltwater Cavern

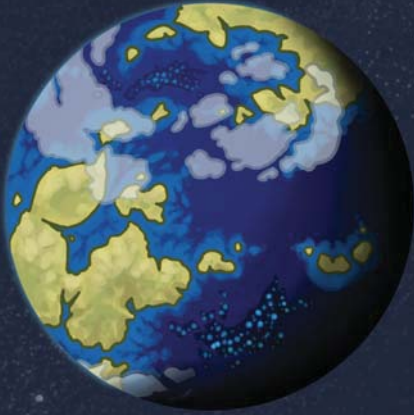
*Daylight streams from the surface through openings in the sandstone, all the way down to the water below. Several smaller tunnels branch off from this grand cavern.*

### Area 9: Mudflat Channels

*Shifting tides cut these channels through the damp and sandy soils.*

### 03: NIRNWEN

#### Situation



### NUUBER BEACH & TOWN

#### Area 1: Seaside Shops

*These shops offer a variety of delightful mementos in this popular tourist area.*

#### Area 2: Boardwalk

*A stroll along the boardwalk offers spectacular views over Nuuber Cove.*

#### Area 3: Pier

*Dive shops and submersible rental outlets offer specialized equipment for non-amphibian species wishing to visit underwater Nuuber Town.*

#### Area 4: Sunning Beach

*This shallow beach offers soft sand and natural wind breaks. Lifeguards are on duty during tourist season only.*

#### Area 5: Underwater Shops

*Especially popular with swimming clientele, everything here is waterproof.*

#### Area 6: Nuuberball Stadium

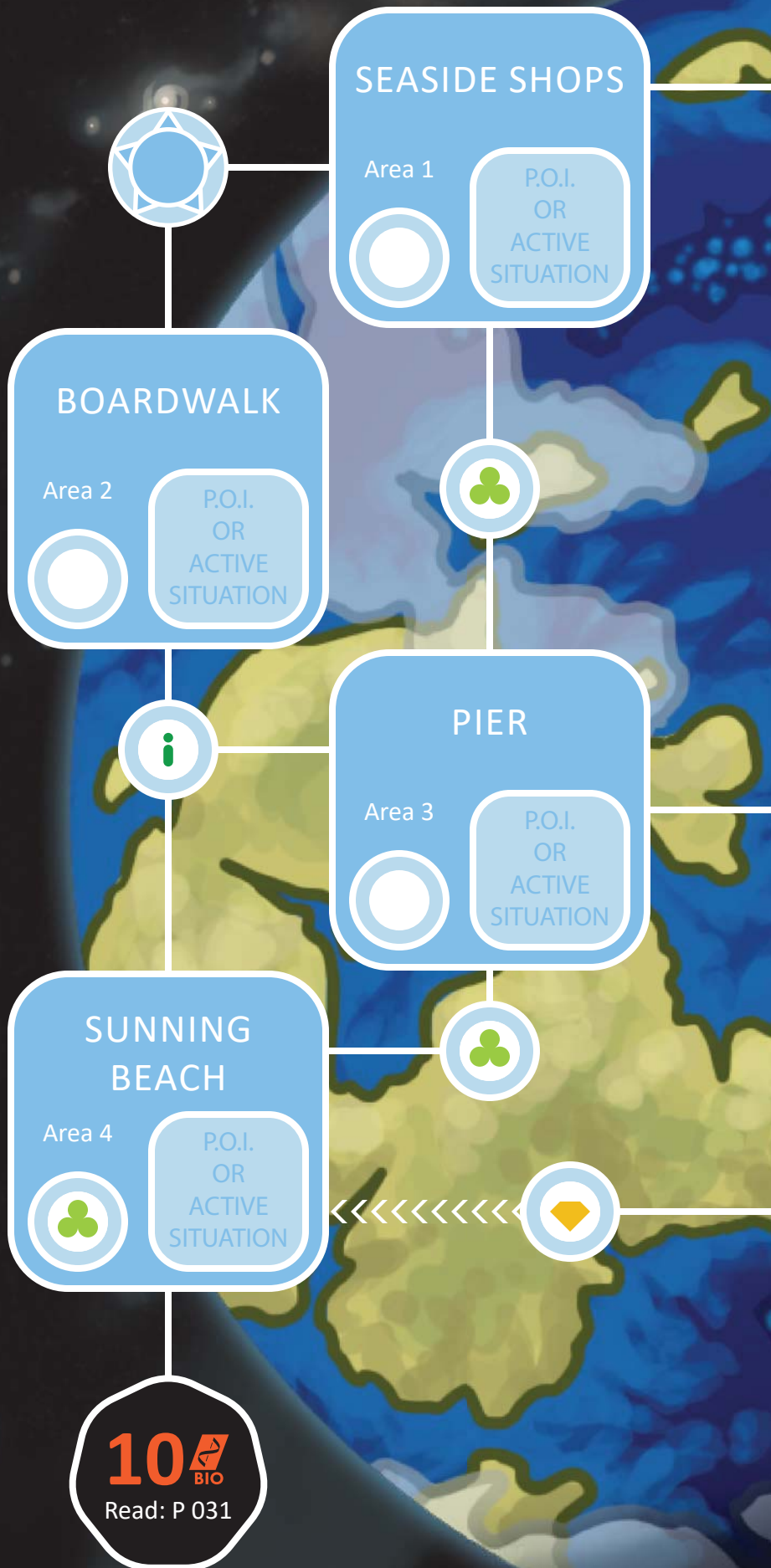
*On game days, the stadium fills with fans.*

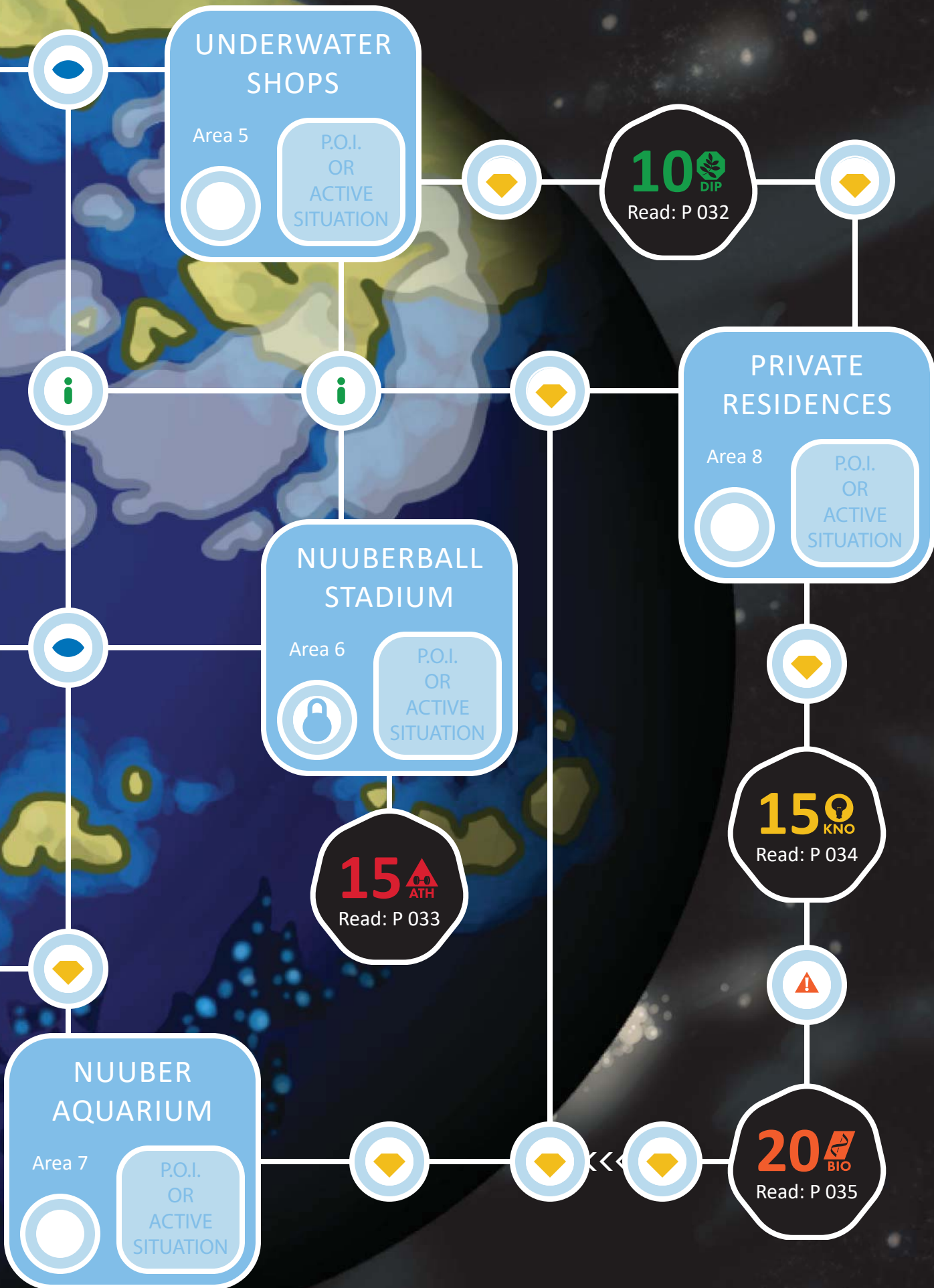
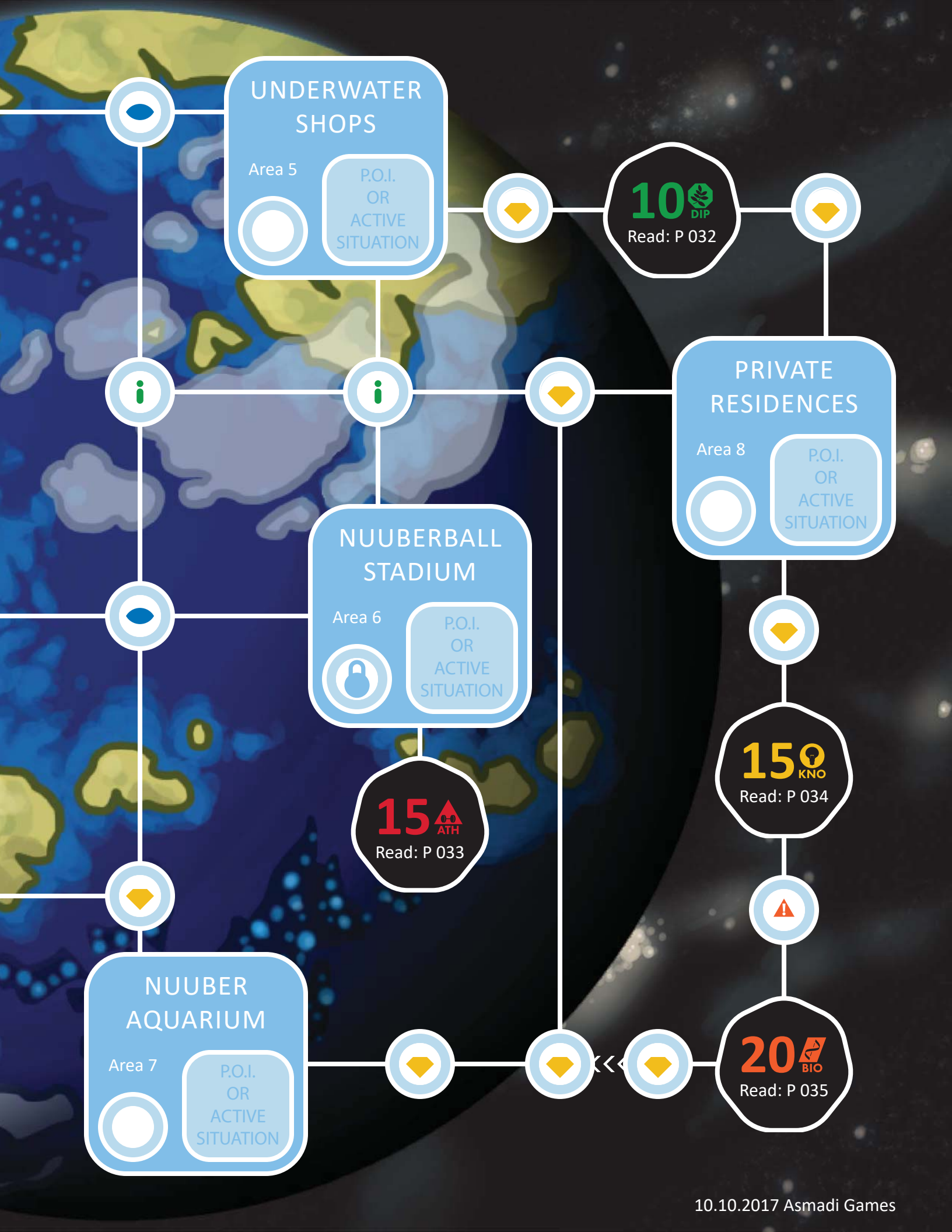
#### Area 7: Nuuber Aquarium

*This marine safari park offers visitors a chance to view wild animals in their natural habitats, with optional educational guides.*

#### Area 8: Private Residences

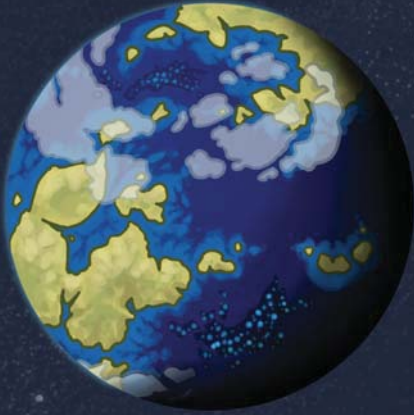
*Though their brilliant architecture is eye-catching, it is considered improper to visit private residences without invitation.*





## 04: NIRNWEN

Situation



### HONEST ERNEST'S ULTRASTORE

#### Area 1: Parking

*The largest Neeble-Woobler-constructed landing facility in all of Insula provides convenient parking for thousands of ships.*

#### Area 2: Checkout and Service

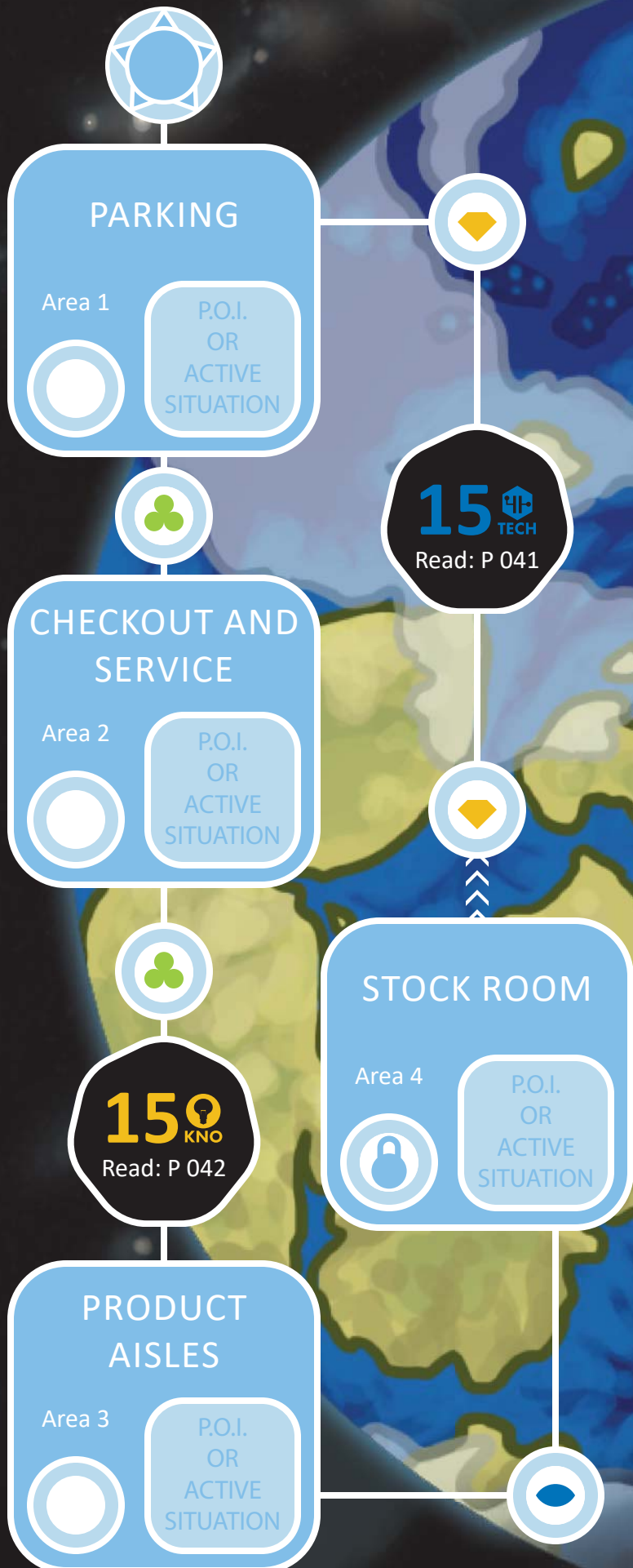
*Automated services efficiently meet customer's needs.*

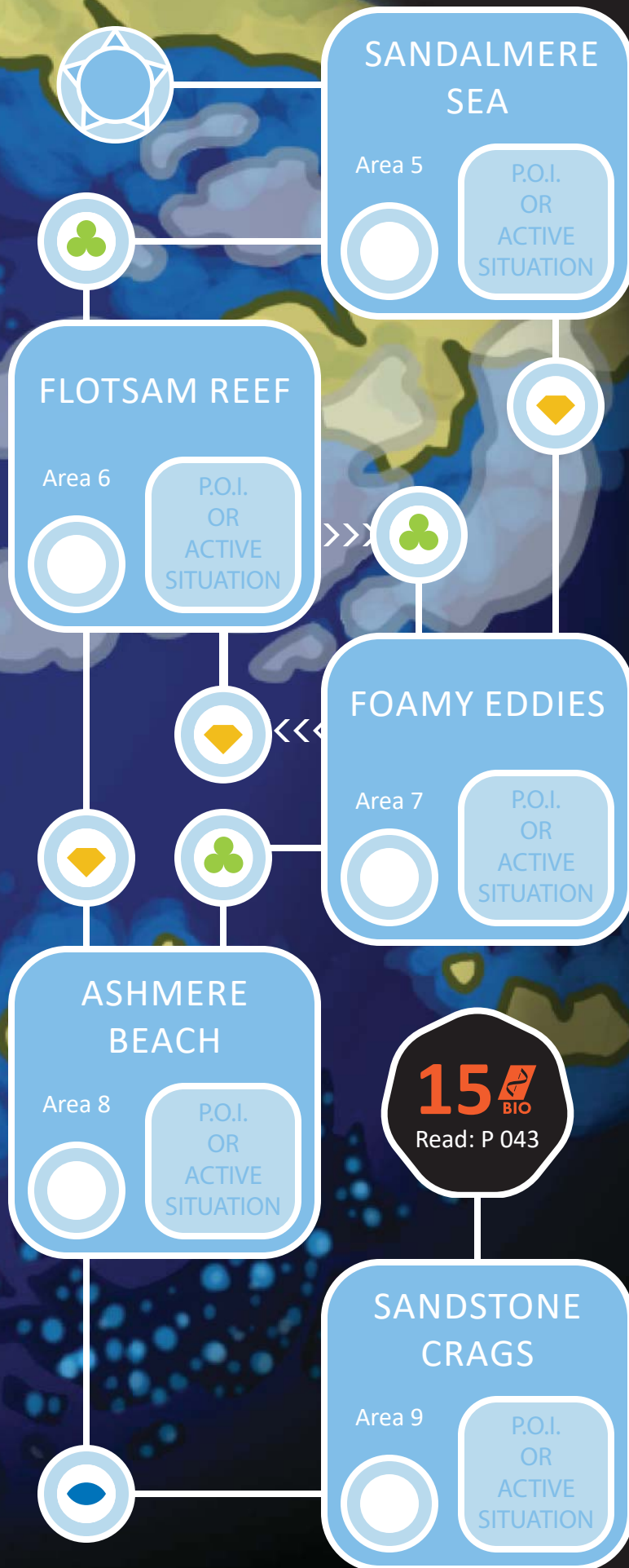
#### Area 3: Product Aisles

*Products for sale are carefully sorted into 19,683 aisles for easy access.*

#### Area 4: Stock Room

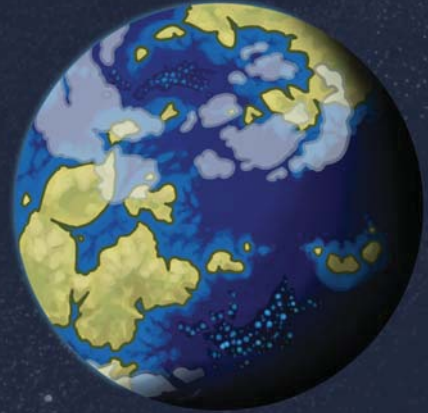
*All entrances are marked with signs that clearly say, "Employees Only. No Exceptions! This means you!"*





## 04: NIRNWEN

Situation



## SANDALMERE COAST

### Area 5: Sandalmere Sea

*An uninhabited section of the ocean that is home to several species of shy wildlife.*

### Area 6: Flotsam Reef

*Rocks just below the surface catch bits of driftwood and other debris from the distant cities in a colorful tangle.*

### Area 7: Foamy Eddies

*Ocean currents intersect in this area, creating rough eddies and a lot of foam.*

### Area 8: Ashmere Beach

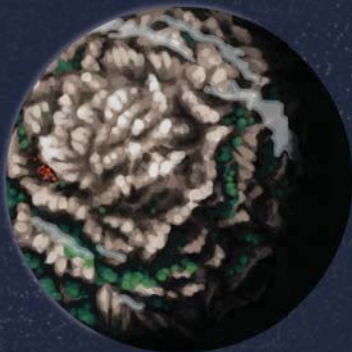
*A wild and unoccupied beach of pale sand, located far from populated areas.*

### Area 9: Sandstone Crags

*The cliffs behind the Sandalmere Beach are largely unexplored.*

## 05: TERRAGAST

### Situation



## MT GOLIATH REGION

### Area 1: Face of Goliath

A challenging climb for experts up to the second highest peak: Mount Goliath.

### Area 2: Stone Heart Caverns

A severe muncher infestation has kept these caverns closed to hikers for years.

### Area 3: Western Base Camp

The largest base camp on the planet offers a comfortable lodge and medical treatment.

### Area 4: Couloirs of Scap

Named for the first Zibzab to scale these rough ravines and continue to the summit.

### Area 5: Thermal Pass

A vertical rock face that offers the only pathway toward the summit.

### Area 6: Terrafern Valley

Deep tropical valleys provide a habitat for the Eglabites: a shy and mischievous sentient species lacking technological advancement.

### Area 7: Eastern Base Camp

Thrill-seekers pass through this base camp on their way up Tyrant Mountain for the most challenging climb in all of Insula.

### Area 8: Tyrant's Cruelty

The most difficult climb in all of Insula.

### Area 9: Lost Vista Plateau

This plateau is rumored to offer a spectacular view, but getting there is tricky.


**15**   
Read: P 051

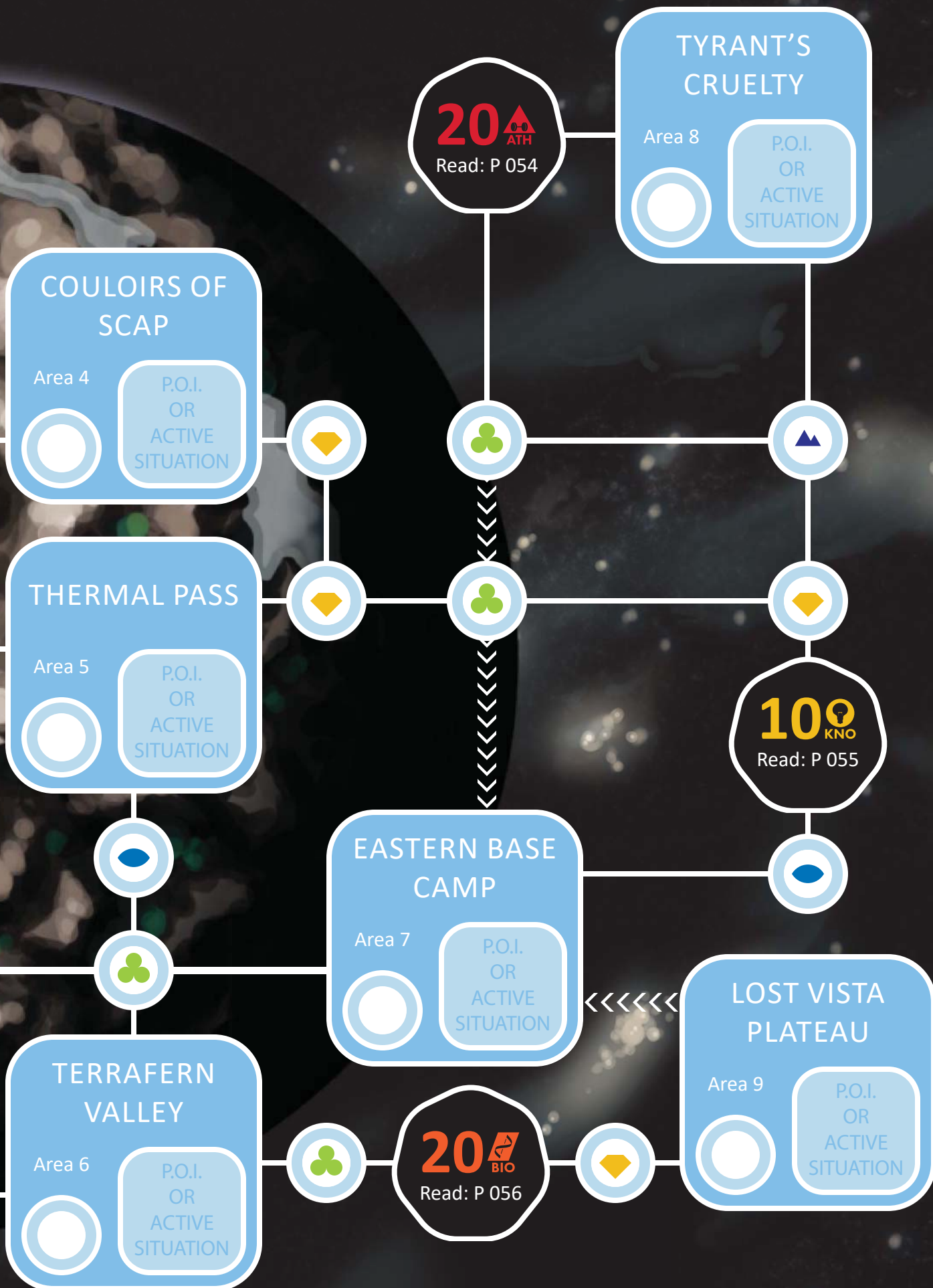
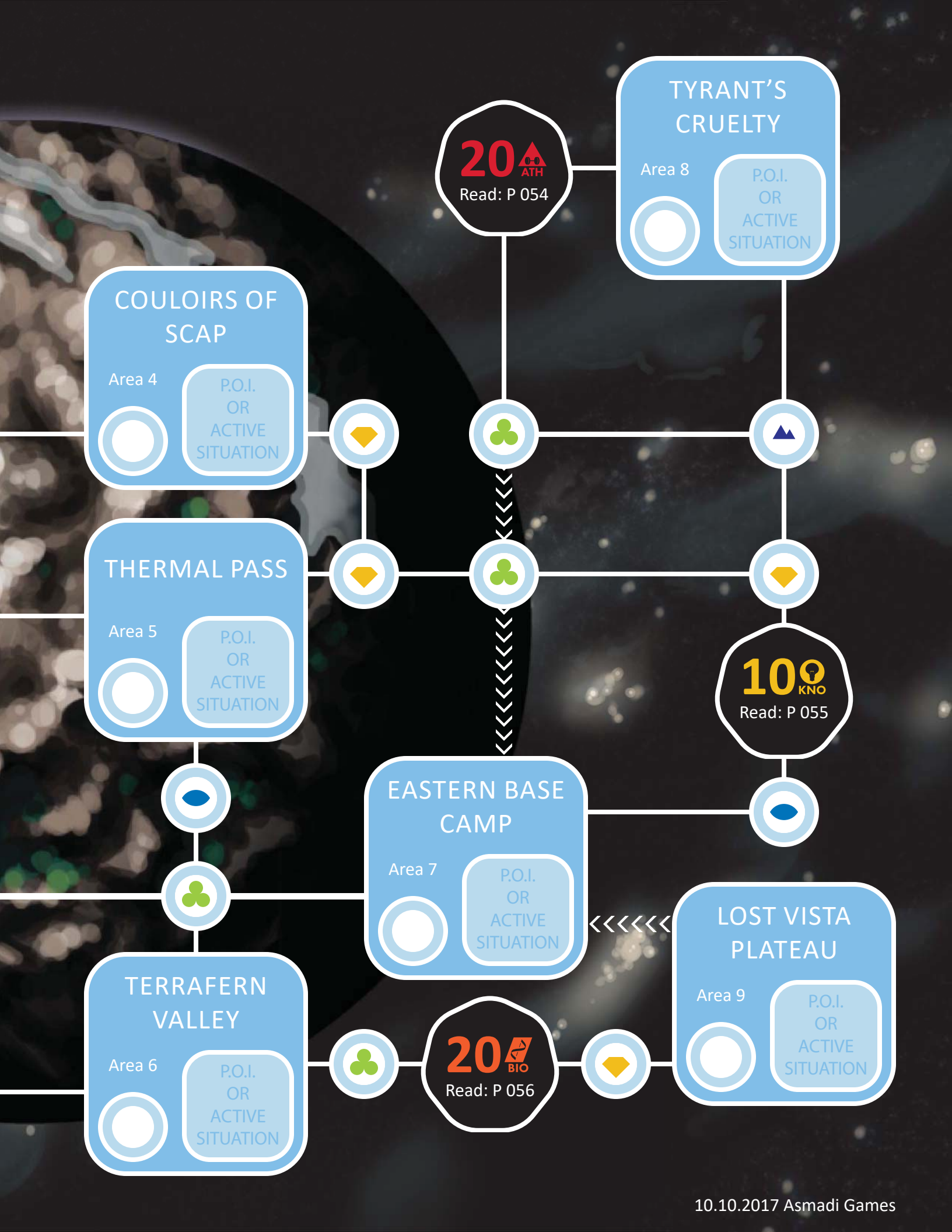
**150**   
Read: P 052

**WESTERN BASE CAMP**  
Area 3  
P.O.I. OR ACTIVE SITUATION

**FACE OF GOLIATH**  
Area 1  
P.O.I. OR ACTIVE SITUATION

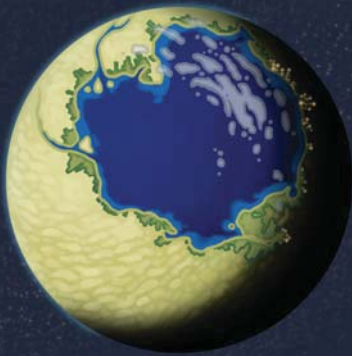
**STONE HEART CAVERNS**  
Area 2  
P.O.I. OR ACTIVE SITUATION

**05**   
Read: P 053



## 06: URVELLION

Situation



## SURFLUFF INSTITUTE

### Area 1: Recovery Kennels

The Institute boasts several open-sided recovery kennels where wild Surfluffs may receive treatment.

### Area 2: Reception Desk

Requests for scientific collaboration are fielded by reception and support staff.

### Area 3: Research Lab

Closed to the general public, the Research Lab is home to a small but dedicated staff of veterinarians and researchers.

### Area 4: Surfluff Nursery

The Institute offers warm and fluffy nests for infant surfluffs.

### Area 5: Visitor Atrium

All visitors should enter here.

### Area 6: Educational Exhibits

Through several engaging exhibits the public can learn about Surfluffs.

### Area 7: Grandstand

A good area to watch any action on the water.

### Area 8: Surf Pool

The Institute provides a sheltered indoor beach for young Surfluffs. It provides a chance to watch them surfing up close.

### Area 9: Estavell Beach

A sandy beach known for perfect waves.

## RECOVERY KENNELS

Area 1

P.O.I.  
OR  
ACTIVE  
SITUATION

15 BIO

Read: P 061

## RECEPTION DESK

Area 2

P.O.I.  
OR  
ACTIVE  
SITUATION

15 TECH

Read: P 062

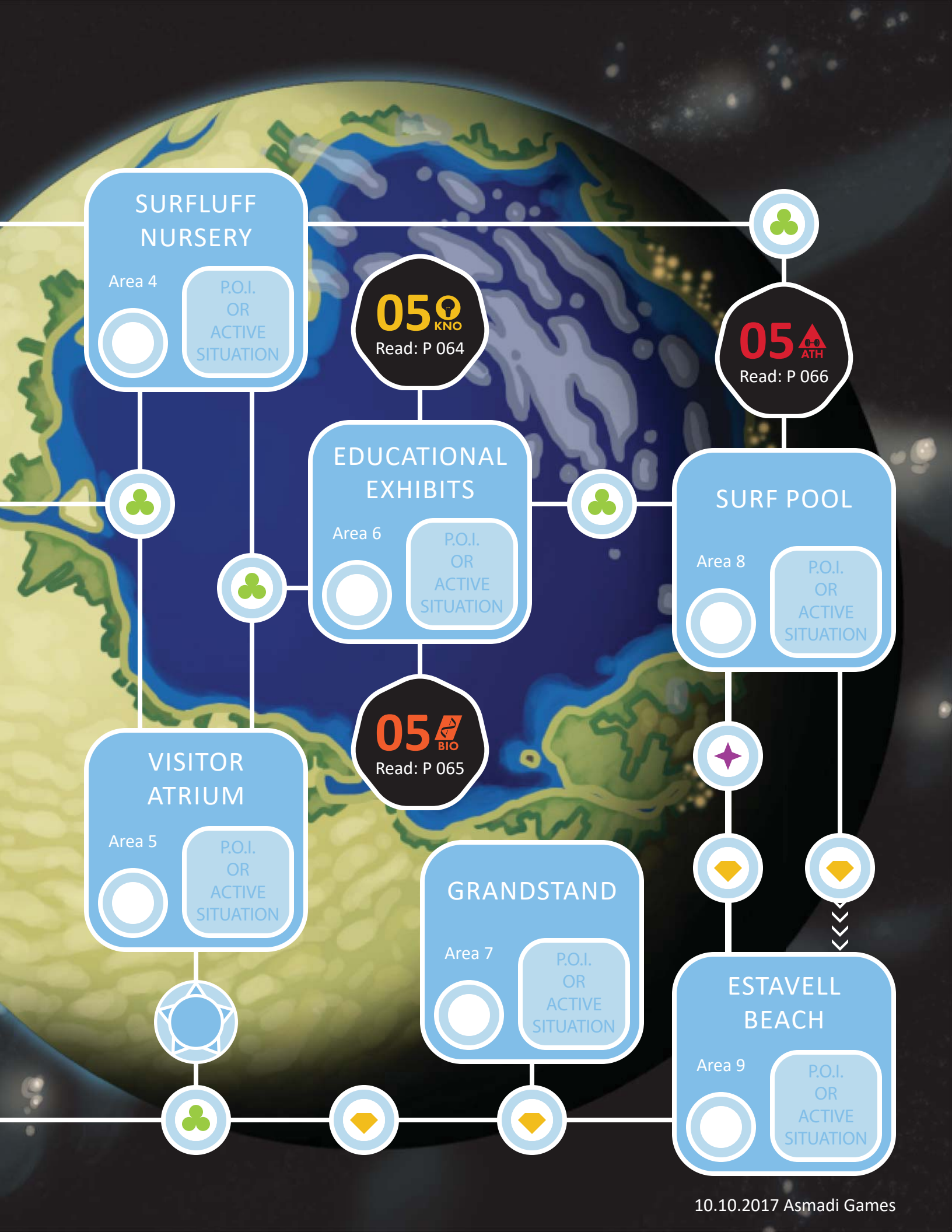
## RESEARCH LAB

Area 3

P.O.I.  
OR  
ACTIVE  
SITUATION

15 KNO

Read: P 063



## SURFLUFF NURSERY

Area 4

P.O.I.  
OR  
ACTIVE  
SITUATION

050  
KNO

Read: P 064

05  
ATH

Read: P 066

## EDUCATIONAL EXHIBITS

Area 6

P.O.I.  
OR  
ACTIVE  
SITUATION

05  
BIO

Read: P 065

## SURF POOL

Area 8

P.O.I.  
OR  
ACTIVE  
SITUATION

## VISITOR ATRIUM

Area 5

P.O.I.  
OR  
ACTIVE  
SITUATION

## GRANDSTAND

Area 7

P.O.I.  
OR  
ACTIVE  
SITUATION

## ESTAVELL BEACH

Area 9

P.O.I.  
OR  
ACTIVE  
SITUATION