

# **THE LOST TEMPLES OF MINGALARBAR**

## **Advanced Supplements**



### **A 5E MODULE FOR 4-6 PLAYERS, LEVELS 6+**

The design of this module blends the look of old-school modules of the 1980s with 5E rules. The adventurers find themselves surrounded by the ruins of tens of thousands of ancient temples. Lurking somewhere deep within is an unknown evil that has tormented the area for years. Can the party find the source of the evil and restore the area to its past monastic glory?

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### Important Note to DMs and Players

This Supplement to *The Lost Temples of Mingalarbar* is intended to be played with the module of the same name.

Originally players were encouraged to run these one-temple, one a month at a time for approximately two years—a hopeful balance between full 5E campaigns and AD&D Dungeon Crawls. Here, they are presented in the order in which I intended them to be run.

Instead, the temples are being written one at a time, and will be released to original Kickstarter supporters. They will be published in sets of 8 as modules as they are completed.

### Background

This temple is unlike the others that the party has so far discovered in Mingalarbar. Although part of the same complex of thousands of temples, Lawkanada was over-run centuries ago by gods who were jealous of Mingalarbar and Xan Yae.

Although perfectly evil in their intentions, the surrounding temples continue to influence the nature of this temple. As a result, chaos swirls around this temple and manifests itself in traps that don't always work consistently, strange behaviors from monsters, and even stranger behavior from party members the more they are affected and the longer they are in the temple.

Strange manifestations in behavior have the potential of starting in two different ways in this adventure.

One is by the amount of time the party spends in the temple. For every hour in the temple, the odds of being psychologically afflicted increases.

The second will be determined by the areas of the temple that the party explores, and the traps that they fail to detect and disarm.

The tables for determining those afflictions are presented at the beginning and apply throughout the adventure.

**Note:** References to **Chaos Dice** can be substituted with a D6 if you do not have them.

### Journey to Lawkanada



This adventure may be run as a regular part of *Mingalarbar* or as a side adventure.

In either case, the party has briefly returned to the monastery to recover from their efforts to return the *Lost Cantos*. During their recovery, they initially overhear some of the monks talking about one temple in particular that seems to be unlike the other temples of Mingalarbar.

Eager to learn more about the mysterious temple, the party asks Brinton above the temple. He tells them that when constructing all of the temples to Mingalarbar, there is a legend that one of the temples went horribly wrong shortly after it was constructed. Although nothing was ever proven, rumor has it that a temple called Lawkanada was built over a crypt haunted by an evil wizard that was turned into a lich.

Legend has it that the lich killed the temple's priest and all of its Acolytes. Rumor of its power is so strong that none have ventured into the temple for many centuries. However, Brinton informs the party that the monks have recently come to believe that there is a lost *Canto* that was not written by Mingalarbar and that not only must be discovered but destroyed by the monks. If they fail to do so, the entire effort to save Mingalarbar will be lost.

Brinton will be able to point the party in the direction of the temple but able to offer no other assistance or clues about what they will find.

### Psychological Afflictions

Lawkanada sits in a location surrounded by temples of Mingalarbar that have thrown it into a chaotic flux that mystifies all who inhabit or visit the temple. Even the gods are unable to control the chaos that reigns here.

Lawkanada is a dangerous and deadly temple that lives outside of the confines of typical time and space. Here, logic does not apply, and what happens here is extremely dangerous to all who enter.

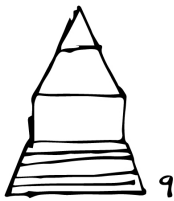
The following tables are referenced in the areas of the temple where they apply and describe both effects and durations. Some afflictions are triggered by merely being in a specific location within the temple, and others by specific traps.

**Table 1: Minor Afflictions****Minor Duration: 1d20 minutes+10****Major Duration: 1d20 minutes+10\***

\* At the end of a major duration, the afflicted character makes a **DC 12 Wisdom** save at **disadvantage**. A failed save makes the affliction permanent until the character leaves the temple for at least a 48-hour period.

Roll	Affliction
1	<b>Chaos:</b> The character's actions become chaotic and unpredictable. With every D20, roll a chaos die and modify (+1, +2, +3, -1, -2, -3).
2	<b>Confused:</b> The character is confused as if they are no longer certain where they are. Any <b>Perception</b> checks made at disadvantage.
3	<b>Spell Dysphasia:</b> Any spell or ritual cast has a 75% chance of failure.
4	<b>Tremors:</b> The character's Dexterity is reduced by 6.
5	<b>Backfire:</b> The action (attack or spell) has a 50% chance of backfiring. If the action is a spell, the character must save or suffer full effect; if the action is a physical attack, the character takes 1d8 damage.
6	<b>Cataleptic:</b> The character falls into a trance for the duration but will enter having had a vision that may be relevant to the adventure up to 48 hours in the future.

### Lawkanada



1. **MAIN WORSHIP AREA:** When the main doors are opened, the first thing the party will notice is that it is un-naturally light in this temple. It's as if the sunlight stops at the doorway.

Natural light sources will not work in this temple as the darkness is protected by even more magic than one might expect. For characters with any kind of **darkvision**, they



will notice that the worship area walls are covered with once-colorful tapestries, and the side walls inset with what were also once colorful stained glass. Everything is covered in layers of dust and cobwebs—perhaps centuries old.

With a **DC 16 Arcana (Wisdom)** check, a party member will notice that the tapestries are covered with symbols of holy relics and talismans that they recognize as religious. With a **DC 18**, they might surmise that they are much more sinister than the symbols they have seen in the other temples of *Mingalarbar*. Their origin, however, will remain unknown.

There is a solitary path that cuts through the dust and leads from the doorway, down the center of the worship area and ends at the foot of an altar.

The worship area is comprised of two rows of plain wooden pews. At the front of the worship area is a long rectangular altar, with two stone candle stands, one on each side.

There are two items of note in the area that the party might recognize if they investigate. With a **DC 12 Perception**, they will recognize that the eastern wall is recessed in a way that suggest there might be something hidden behind the walls in the northeast and southeastern corners. A solitary door in the southeastern corner provides a clue that there could be a corresponding secret door in the northeastern corner.

The second item the party might note is much more subtle and requires that the party **specifically explores the path leading down the center of the worship area**. If they do, they will note with a **DC 16 Perception** that about halfway down the aisle, the steps become lighter, and appear that everyone has staggered past that point in the worship area.

There is no way to avoid this trap other than to avoid the center aisle. There is room on the opposite sides of the pews, if the party still wants to proceed to the altar.

For any party member walking down the center of the worship area, they will need to make a **DC 18 Wisdom** save or suffer an affliction from **Table 1**.



The altar poses its own challenges for the party. If they approach and inspect it from a distance, they can make a **DC 18 Arcana (Wisdom)** check to determine its nature.

Any character approaching within 6 feet of the altar makes a **DC 12 Intelligence** save or is further afflicted with insanity (**Table 2**).

The altar is plainly adorned and there is nothing of value on it.

The doors to the Confessionals (3) are simple sliding doors and easy to identify.

Both secret doors are simple push-button secret doors and relatively easy to find with a **DC 12 Perception** check. The secret door leading to the **Secret Treasury (2)** is trapped and requires an additional **DC 14 Perception** check to identify and **DC 14 Dexterity** to disarm. Failure to disarm the trap results in 2d4 damage from two plain darts.

The secret door leading to the **Catacombs (9)** is not trapped.

The door to the second floor is locked, and there is no key. It will require enough attacks to reduce the door (AC: 9, HP 8) to 0 HP. If the attacks to the door make any noise, they will alert the monsters in the **Common Area (4)** who will prepare for a surprise attack on the party when they emerge from the stairwell.

#### Table 2: Insanity

**Minor Duration:** 1d20 minutes+10

**Major Duration:** 1d20 minutes+10\*

\* At the end of a major duration, the afflicted character makes a **DC 12 Wisdom** save at **disadvantage**. A failed save makes the affliction permanent until the character leaves the temple for at least a 48-hour period.

Roll	Affliction
1	<b>Hallucination:</b> The afflicted suffers from a persistent hallucination that is horrifying and so real that all actions are attempted at disadvantage.
2	<b>Anti-Social:</b> The party member will have the urge to leave the party and adventure on their own—further convinced that only they will be successful.



3	<b>Seizures:</b> You suffer from uncontrollable seizures that reduce <b>Strength</b> by -4 and <b>Dexterity</b> by -4.
4	<b>Impulsive:</b> The next decision that you try and make for the party is something you are absolutely convinced is correct. You will not wait for the party's decision but will begin acting upon it immediately.
5	<b>Shock:</b> Mental images from earlier in the adventure are so shocking as to render the party member immobile for 1d6 rounds. Shock has a 25% of occurring every round of combat.
6	<b>Walking Dead:</b> The character is convinced that they have died, and believe they pose a threat to the party.

2. **SECRET TREASURY:** This room serves a dual purpose, both as a small treasury and as an entrance to the four small **Confessionals (3)**. There are only a few items in the treasury, but the party will immediately note their worth.

The north wall is lined with two shelves, which hold two chalices. Upon inspection, both are filled with a golden liquid that shines like the sun and smells like pure ambrosia. The party might suspect that the chalices are used as part of a worship service in the temple.

In the center of the room is a small dais upon which sits a crystal vase.

If a party member picks up either of the **chalices**, they will have the unrelenting urge to drink from it. A **DC 14 Intelligence** check will be required to resist that urge. If the party member is afflicted with **Impulsive** behavior, they will drink with no saving throw. The liquid is "golden mead" and the character drinking it will immediately sense an uncomfortable, full feeling. Unless they somehow are able to extract the mead, it will coalesce into gold and cause the party member to starve to death (painfully) in 1d4 days. After 1 day, they will be immobilized. If the party is willing, they can extract 100 GP worth of gold bullion from the character's stomach.

Each chalice is worth 25 GP.

The **vase** is also trapped. Upon inspection, the party will note that it contains a large sum of platinum pieces (80 PP). The vase is unusual in that it radiates a sense of negative magic.





Whoever chooses to carry the vase will be cursed with **-2 strength**, which will increase by -2 for every turn they carry it, until reduced to 0 at which time they will become immobile. They will regain strength at a rate of +2 per hour after the vase has been removed. If a party member destroys the vase, they will lose **-6 intelligence** until the curse is removed.

The curse may be easily removed from the vase by tipping it upside down so that the platinum pieces are removed.

The vase is not of value.

The secret door to the confessionals is activated by a concealed lever that requires a **Perception DC 12** to identify. It is not trapped; however, opening it will instantly open all four secret doors.

3. **CONFESSIONALS:** The confessionals will provide the first clue that the players are in a temple unlike the others that they have encountered to this point. Each of the confessionals contains a **Flameskull (4)** (AC: 13; HP: 40; +5 to hit, 10 fire damage). The skulls are not sentient, and will attack together, as screaming, insane laughter echoes across the confessionals. The flameskulls emit blazing green flames and have fiery orange eyes. They will not hesitate to cast their spells and then use **Fire Ray**.

The Flameskulls are ultimately protecting the treasure located in the **Catacombs (9-12)**, but the last confessional contains a treasure chest that is sitting on the bare wooden floor.

The treasure chest is a Mimic (AC: 12; HP: 58; +5 to hit, 7 piercing or bludgeoning damage). It will automatically attack with surprise.

If the party removes the mimic, they will discover a poorly concealed loose floorboard. The board conceals a small storage area beneath the floor but is a simple lever trap that requires a **Perception DC 10** to identify and disarm. If the trap is not identified, the floorboard will hit the player in the forehead and inflict 1d4 damage.

The area under the floor contains 25 GP that are loosely strewn in the area, along with a **ring of protection +1**.



4. **COMMON AREA:** The party will be immediately surprised and attacked by four **Shadow Demons** (AC: 13; HP: 66; +5 to hit; 10 psychic damage).

Once the shadow demons have been defeated, the party will see that this area once served the acolytes of the temple as a common gathering area. There are places for reading and studying.

The shadow demons have completely destroyed the area, smashing furniture against the walls, and piling refuse in the corners.

There is nothing of value in the common area. The party will note a stairwell to the third level, and two doors that lead off to the west. The door handle leading to the **Kitchen (5)** is made of a gold metallic material, and the one leading to the **Dining (6)** area is made of silver. Both are trapped, and require a **DC 17 Perception** to identify, and **DC 18** to safely disarm. Because the traps are identical, the party will easily identify the second one; however, they will still need to disarm it. If they succeeded in disarming the first trap, their odds **improve by +4**. If they failed, their odds **decrease by -2**. If the traps are not found or disarmed, they will emit a mist of the same color. The silver mist causes a **Minor Affliction (Table 1)** while the gold mist causes a **Major Affliction (Table 1)**. Both mists require a **DC 14 Constitution** save from anyone located in the room as the mist disperses quickly to cover the entire area.

There is nothing of value in the Common Area.

5. **KITCHEN:**

The party will immediately notice the smell emanating from every corner of the kitchen. There are rusty, bloodied meat hooks hanging on old chains from the ceiling, and hunks of meat and organs sitting on surfaces covered with gore.

Everything is in a state of extreme rot and decay. Small rats scurry away, bottle flies buzz heavily in the air, and maggots work furiously, crawling in and out of the carcasses.

If the party chooses to enter the kitchen, their conscious reflex will be to breathe very carefully and shallowly.

The party will be initially and immediately repulsed by the kitchen, refusing to enter. In



order to do so, they will have to make a conscious decision to do so, making **DC 16 Constitution** save just to enter the room. Use the following table to determine the results for each player:

Roll	Result
<16	Throws up for 1d6 damage, and unable to enter the room; may retry in 1d6 rounds
16	Throws up for 1d6 damage, but is able to enter the room
17	Throws up for 1d4 damage, and is able to enter
18	Throws up for no damage, and is able to enter
19+	No effect

Once the party enters the kitchen, they will note a variety of cupboards and ample preparation areas. There is a cooking pit in the center of the room that is somehow vented throw the ceiling, and a large wooden cooking oven on the north wall.

If the party inspects the oven, they will see what appears to be something golden in the far back of the stove. It is too dark to see what it is, and the stove appears to be protected by magic so that those with darkvision will not be able to identify it either.

Should the party decide to thrust a torch in the oven, they will quickly discover that a large pocket of super-enriched oxygen was trapped in the stove, exploding upon impact with any open flame. The person holding the torch takes 2d12 fire damage from the explosion; there is no saving throw. Party members within the first 5 feet of the stove make a **DC 18 Dexterity** save or take 1d12 damage (half upon save). Anyone else in the room makes a **DC 12 Dexterity** save or takes 1d6 damage.

If the air inside the stove explodes, it will destroy the object inside. If the party finds an alternative way to remove the object, they will discover that it is a small golden bowl worth 75 gp.

## 6. DINING:

When the party looks inside the dining area, they will see a large oak table, surrounded by chairs.

By all appearances, the acolytes and priests must have been sitting down to a meal when the temple was attacked. The attackers not only spared no one, but apparently took great relish in beheading all who sat at the table.

It appears as though the priest was sitting at the head of the table, and the assailants slit his body open, leaving his entrails spilling out across the table where they are slowly rotting.

The room is plainly adorned with only a handful of iron sconces and torches on the wall to normally provide a small amount of light to the diners.

The party has the impression that after the diners were executed in their seats, the room has not since been revisited.

If the party chooses to more carefully observe the room before they enter, a **DC 14 Perception** check reveals that what appeared to be intestines on the table are in fact purplish-black tentacles attached to a humanoid skull. Rolls of **DC 16 Perception** or better will reveal that it is actually a **Mind Flayer** (AC: 15; HP: 71; +7 to hit; 15 psychic damage).

If the party searches the acolytes at the table, they will notice that they are all wearing plain chain necklaces under plain habits. The necklaces are adorned with two different symbols. They will notice that those wearing the (fire) symbol are wearing red robes, and those wearing the (water) symbol are wearing pale blue robes. Constructed of wood, the necklaces have no value.





The party will need a (fire) necklace for the lock in **Observation Deck One (7)** and one in **Observation Deck Two (8)**. They will then need both to unlock the final mystery of the **Secret Crypt (12)**.



fire



water

7. **OBSERVATION DECK ONE:** As the party has adventured through Mingalarbar, the temples have often had observation decks that have allowed magnificent views of the surrounding temples and jungles. This level is no different, except for one defining feature: when they step out of the stairwell, a round dais will slowly raise from the center of the floor.

The dais is constructed of stone and will make a stone-on-stone grating noise as it raises from the floor. When done, it will stand approximately four feet tall from the floor. The dais is empty with the exception of one inset symbol that glows a bright red:



fire

The party will have ten seconds from the time they leave the stairwell to insert one of the fire necklace talismans into the dais. Once they complete that step, the inset symbol will stop glowing. There will be no other evidence that anything has happened. The party needs to leave the talisman in the dais. When they leave the observation deck, they will see/hear the dais recess back into the floor.

If the party doesn't have the talisman, and if they linger longer than ten seconds, the 3<sup>rd</sup> floor will quickly fill with poisonous gas. By the time they realize that the gas is present, it will have begun to fiercely burn their eyes and lungs, causing intense fear of suffocation. There is no saving throw; afflicted party members will run, fleeing from the observation deck and temple for 2d4 turns. They will be unwilling to return for at least 48 hours.

8. **OBSERVATION DECK TWO:** This observation deck is identical in physical features to **Observation Deck One**, with two notable differences.

The first is the dead body of an acolyte that lies slumped against the western wall of the observation deck.

At the extreme western edge of the view is the tallest of all the temples—one that towers at least eight stories in height, more than double the height of Lawkanada. They will see that someone has taken chalk, probably the dead Acolyte, and hastily drawn a likeness of the same temple on the wall, along with one word:

### *Mahabodhi*

This is the only clue provided to the party as to their next destination. The illustration was drawn and labeled hastily by an Acolyte whose body lies beneath it, killed by the intruders as he completed his message.

The second feature initially appears to be the same: a stone dais that raises from the stone floor when the party enters. It is identical except for the glowing symbol, this time blue, inset into the center of the dais:



water







Although the party will not initially have the time to take in the beauty, the views from this observation deck are truly dazzling in their beauty. The view from the western side is one of the most expansive as it looks across the largest number of temples.

The party will have ten seconds from the time they leave the stairwell to insert one of the fire necklace talismans into the dais. Once they complete that step, the inset symbol will stop glowing. There will be no other evidence that anything has happened. The party needs to leave the talisman in the dais. When they leave the observation deck, they will see/hear the dais recess back into the floor.

If the party doesn't have the talisman, and if they linger longer than ten seconds, the 4<sup>th</sup> floor ceiling will collapse upon the party, inflicting 20d10 bludgeoning damage to anyone in the room.

9. CATACOMBS: The stairs to the catacombs descend from the temple for at least twenty or more feet. The party will feel the air turn noticeably colder and damper as they descend the stone stairs.

At the bottom of the stairs, the ground quickly becomes rough and unfinished. An **Arcana DC 16** check will reveal to the party that this short tunnel likely predates the temple.

This is in fact the demise of the temple as it was built on top of an old burial catacombs and series of crypts.

The main catacomb open ups into a large chamber, with a small, rotting door at the extreme eastern end of the cavern.

The catacomb is dark and cold. The walls are covered in ancient petroglyphs that look like they were drawn with some kind of dark umber chalk.

The catacombs have several above-ground crypts spread out across the ground. They largely obscure the far end of the catacomb from view. When the party reaches the half-way point, they will see four **Trolls** (AC: 15; HP: 84; 3 attacks; +7 to hit; 11 slashing damage).

The trolls are only part of the problem for the party as there are **Stirges** (AC: 14; HP: 2; +5 to hit; 5 piercing damage) (10 per party member) hanging from the ceiling. The stirges will not attack until the trolls have attacked.

There is nothing of value in the catacombs.

10. CRYPT ONE: This is a small 10' x 10' burial vault with an arched ceiling. There is one central crypt in the room, which is otherwise empty. The crypt is doubly trapped. The first trap is automatically released by the insertion of the talismans in **Observation Deck 1 (7)** and **Observation Deck 2 (8)**.

The second part of the trap will not be identified until the lid of the crypt is open (DM: initially, tell the player that their character found no traps), at which point a previous roll of **DC 19 Perception** reveals an inaudible, but incredibly faint resistance as the lid is raised. The character feels as though perhaps the hinges might just be a bit rusty from lack of use—they aren't sure. At this point, the player should roll a second check of **DC 19 Perception** as this is an extremely subtle trap constructed by the most expert of trap-makers. Upon success, the character knows that the crypt is trapped, and can see how to easily disable it—while very subtle, it is also almost as easy to remove.

However, if the party misses the trap, any character standing over the crypt will feel an intense vacuum pulling them into the crypt. Characters standing over the crypt need to make a **DC 16 Strength** save, +2 if they are wearing heavy armor (thus making them heavier and more difficult to pull into the crypt). The crypt is lined with a series of poisoned spikes (6) that will cause 1d6x6 piercing damage. No more than two humanoids may be sucked into the crypt. The spikes are additionally poisoned, and the character makes a **DC 16 Constitution** save for each spike (all 6 for one character or 3 if there are two). Each failed spike delivers 1d12 poison damage for every 1 minute, up to 1d6+2 minutes. The poison is especially lethal.





If the party, however, is able to disarm the trap, they will be handsomely rewarded as the crypt has an easy-to-detect false bottom over the following treasure:

- 3 Large Gems, including a peridot (10,000 GP), emerald (50,000 GP) and a black pearl (40,000 GP).
- 10 potions (determined randomly)
- 3 scrolls (determined randomly)
- 1 ring of fire resistance.
- +2 long sword
- -2 long sword (cursed)

The crypt has one door to the south that leads to the second crypt. The door is relatively heavy and thick, so the lich in **Crypt Two** will not hear the adventurers.

11. **CRYPT TWO:** The second crypt is similar in dimension and shape to the first crypt. It also has a solitary crypt in the center of the room and appears to be identical as well.

The crypt is home to a **Lich** (AC: 17; HP: 135; +12 to hit; 10 cold damage and save v.s. paralysis). The lich was once a great wizard and is the source of the chaos surrounding the temple.

All of the lich's treasure was located in **Crypt One**.

12. **SECRET CRYPT:** This crypt is accessible only by way of a secret door, and it has the equivalent of a double-lock securing it. The party will have first needed to have activated both dais in the observation towers, **(7)** and **(8)**.

Once activated, two recessed hand-prints will appear, one on each side of the secret door. They are identical save for the fact that the one on the left is pitch black, and the one on the right is glowing a bright golden light.

There are no clues provided as to how to activate the secret door. However, as an evil temple, the bright golden light hand-print is a fake and trapped mechanism. If the party investigates it, they will require a **DC 20 Perception** to determine that the mechanism is somehow connected to a series of gears that activate something large behind the walls. There is no way to physically alter or

deactivate the trap: the goal should be for the party to just ignore it. If they attempt to deactivate the trap or place their hand or other object in the recess, the ceiling will collapse, killing everyone in the outside crypt **(11)**.

The hand print on the left is not trapped and placing a hand in it will activate the secret door and open access to this crypt.

There is a plain altar in the center of the room, which is otherwise empty. There is a mithril plate sitting on top of the altar, which is not trapped.

Given all of the traps the party has encountered, they will likely be overly cautious in this room before they take the tablet.

The tablet contains the missing Canto that the party has been seeking:

*Darkness falls,  
Songs silent.  
Mingalarbar mourns days gone by.*

THE END

### **Destruction of the Canto**

The party's journey back to the monastery and to Brinton will be uneventful.

Brinton will be surprised to see the party, admitting that he and his fellow monks thought the effort to be nearly impossible a feat to accomplish.

On the evening of the party's return, they will ask them to participate in a worship ceremony much like the one that started their adventure, weeks earlier. As part of the ceremony, they will destroy the mithril template and the missing Canto.

It will be unclear to the party how the tablet is destroyed, though it will obviously be by magical means.

The party can confirm with Brinton that the next leg in their journey (if this is not a side adventure) will be to find **Mahabodhi** and continue their quest for the lost cantos.





### *Awarding Experience*

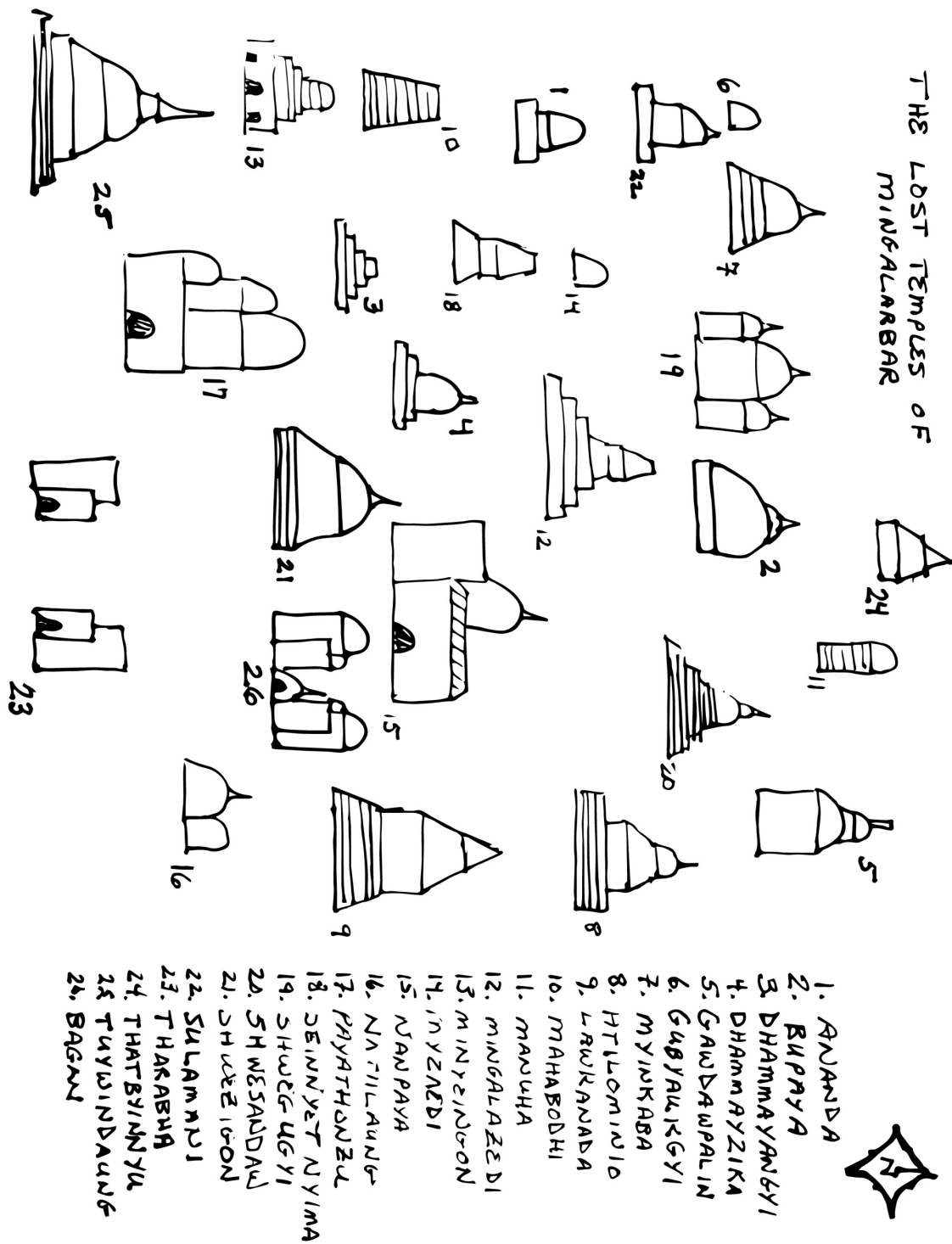
The adventure is designed to play in roughly one session. Survivors of the adventure should be awarded one level of experience.

If you feel your party's efforts were truly creative and valiant, you may award them up to two levels of experience.






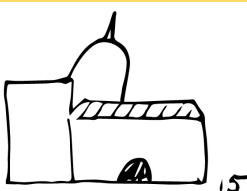

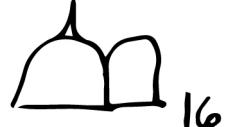

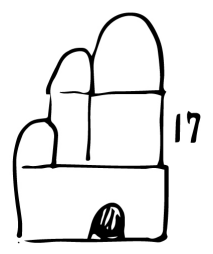




Master Map: Mingalarbar









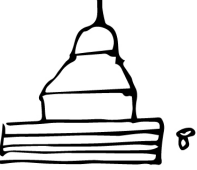
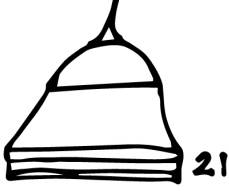
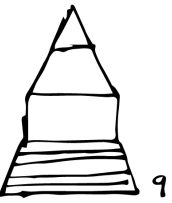



Master Journal: Mingalarbar

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<input type="checkbox"/> FOUND QUADRANT NOTES:	 BUPAYA	<input type="checkbox"/> FOUND QUADRANT NOTES:	 NANPAYA
<input type="checkbox"/> FOUND QUADRANT NOTES:	 DHAMMAYANGYI	<input type="checkbox"/> FOUND QUADRANT NOTES:	 NATHLAUNG
<input type="checkbox"/> FOUND QUADRANT NOTES:	 DHAMMAYZIKA	<input type="checkbox"/> FOUND QUADRANT NOTES:	 PAYATHONZU
<input type="checkbox"/> FOUND QUADRANT NOTES:	 GAWDAWPALIN	<input type="checkbox"/> FOUND QUADRANT NOTES:	 SEINNYETNYIMA





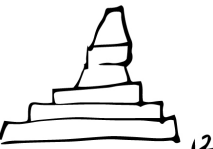







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<input type="checkbox"/> FOUND QUADRANT NOTES:	 8 HTILOMINIO	<input type="checkbox"/> FOUND QUADRANT NOTES:	 21 SHWEZIGON
<input type="checkbox"/> FOUND QUADRANT NOTES:	 9 LAWKANADA	<input type="checkbox"/> FOUND QUADRANT NOTES:	 22 SULAMANI
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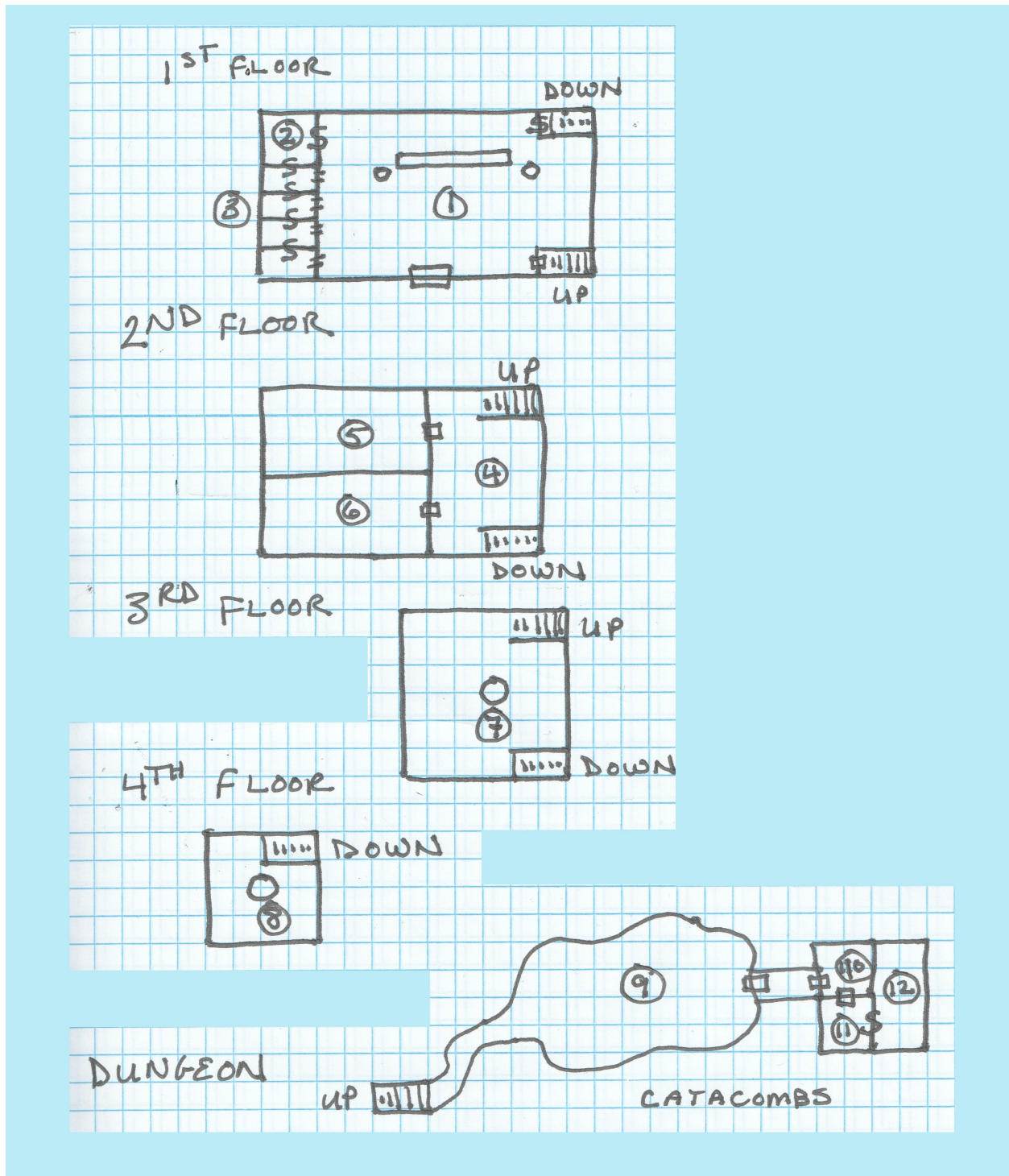


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Map: Lawkanada





Appendix: Legendaria







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