The City of Dipur

Gateway to the East

A Map and Legend for the city.

(By Paul Kirk)

The World of Xoth is copyright (C) 2008-2015, Morten Braten and Xoth.Net Publishing. It is used in this work with permission.
• A - **The Desert Gate** - on the western wall of the city on the caravan road to Zul Bazzir.
• B - **The Black Gate** - in the north east of the city on the caravan route to the Kharjah Pass.
• C - **Conqueror's Gate** - in the south of the city on the road to Khazabad.
• D - **The Great Kasbah** - fortress citadel and imperial barracks buttressing the Desert Gate.
• E - **The Black Kasbah** - fortress citadel, prison and barracks for the Black Guard. It buttresses the Black Gate.
• F - **The Conqueror's Kasbah** - fortress citadel and imperial barracks buttressing the Conqueror's Gate.
• G - **The King's Kasbah** - fortress citadel and barracks for the Satrap's Guard, overlooking the Square of the Grand Souk.
• H - **The Satrap's Palace** - fortified palace atop a crag at he north end of the city.
• I - **The Temple of Baal Khardah** - abandoned Ziggurat on the western edge of the Square of the Grand Souk.
• J - **The Square of the Grand Souk** - the main Market square of the city.
• K - **The Temple of Belit Lil** - Ziggurat and walled garden on the southern edge of the Square of the Grand Souk.
• L - **The Shrine of the Keepers** - temple of the hooded cult of embalmers.
• M - **The Tower of Xantalos** - abandoned tower and overgrown walled garden.
• N - **The Street of the Black Gate** - leads from the Black Gate to the Square of the Grand Souk.
• O - **The Street of the Desert Gate** - leads from the Desert Gate to the Square of the Grand Souk.
• P - **The Street of Conquerors** - leads from the Conqueror's Gate to the Square of the Grand Souk.
• Q - **The Old Caravanserai** - abandoned warehouses and a few remaining businesses. Those that remain are generally found distasteful elsewhere in the city.
• R - **The Dwellings and the Street of a Hundred Bazaars** - the Khazistani residential and mercantile district.
• S - **The Den** - the Zorabi residential district.
• T - **The Wealthy District** - merchant villas and noble residences.
• U - **The Dives** - slum district along the south and west wall of the city.
• V - **The House of Haram Baal** - villa and gardens of the wealthy Susrahnite Merchant.
• W - **The House of the Gilded Palm** - the most expensive inn of the city.
• X - **Jamukha's Ostlery** - stabling for camels and horses by Jamukha of Sarnad.
The Temple of the Moon Maidens

Lower Level (Left) and Upper Level (Right)

Entrance Level
**Entrance Level**

A) 20 ft deep concealed pit at main entrance to the Ziggurat  
B) Flagstoned Passageway  
C) Sacred Band Dormitory  
D) Sacred Band Dormitory  
E) Shrine to Belit Lil  
F) Private rooms for the use of the Moon Maidens

**Upper Level**

A) High Priestess' Chambers  
B) Stair to the summit of the Ziggurat

**Lower Level**

A) Domicile of the Captain of the Sacred Band  
B) Armoury  
C) Moon Maiden Dormitory  
D) Moon Dancer Dormitory  
E) Great Hall  
F) Concealed Trapdoor