

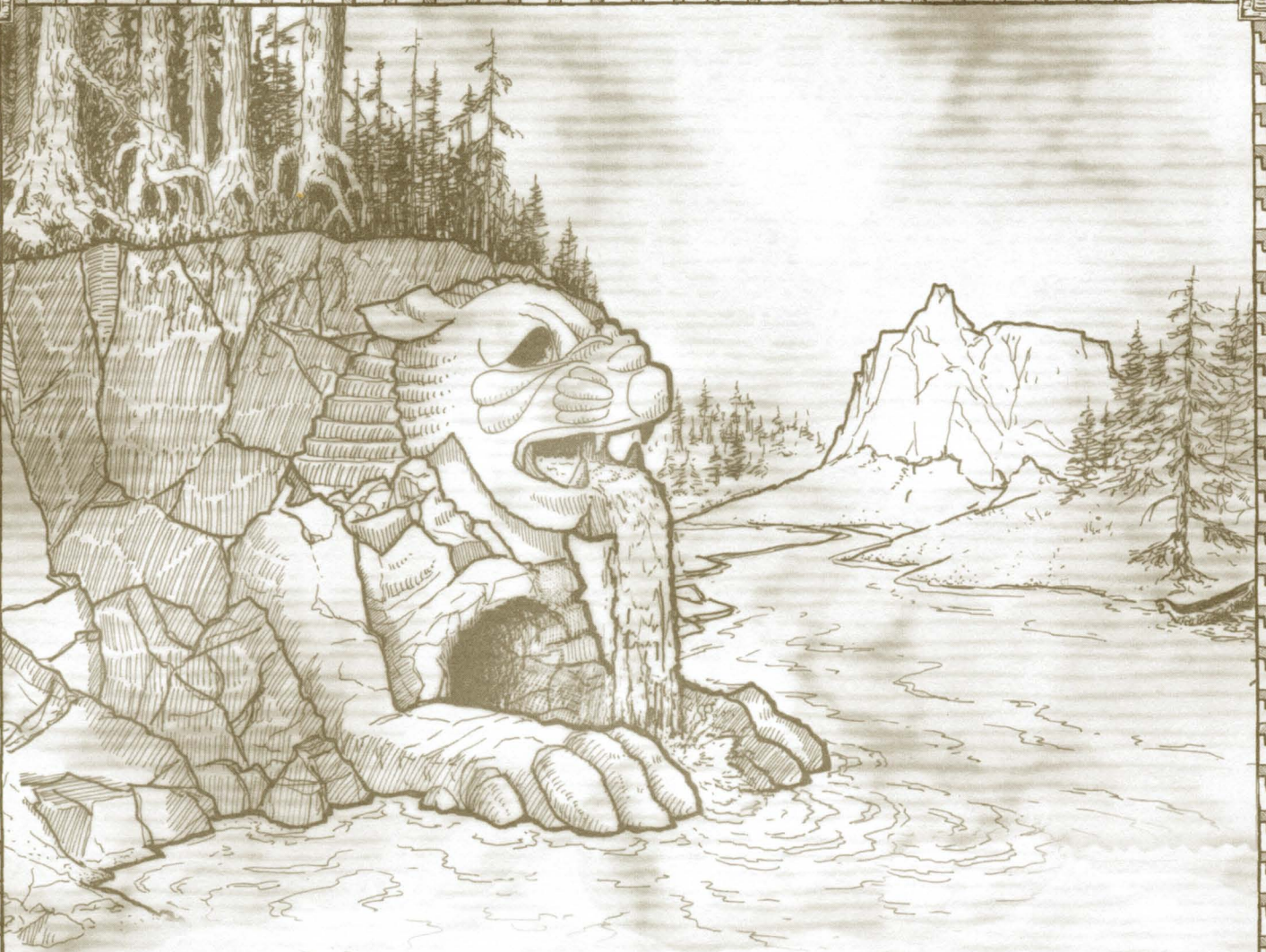
DUNGEONS DRAGONS®

Accessory

Map Folio I



Robert Lazzaretti and Todd Gamble



Credits and Acknowledgements

FOR MAP FOLIO I

ALL MAPS ILLUSTRATED BY

Todd Gamble

Robert Lazzaretti

GRAPHIC DESIGN

Trish Yochum

SPECIAL THANKS GO TO:

Sue Cook, for asking for some original maps for the website.

Martin Durham, for making this product actually happen.

Julia Martin, for her excellent support, enthusiasm, and encouragement always.

Dawn Murin, for keeping it real.

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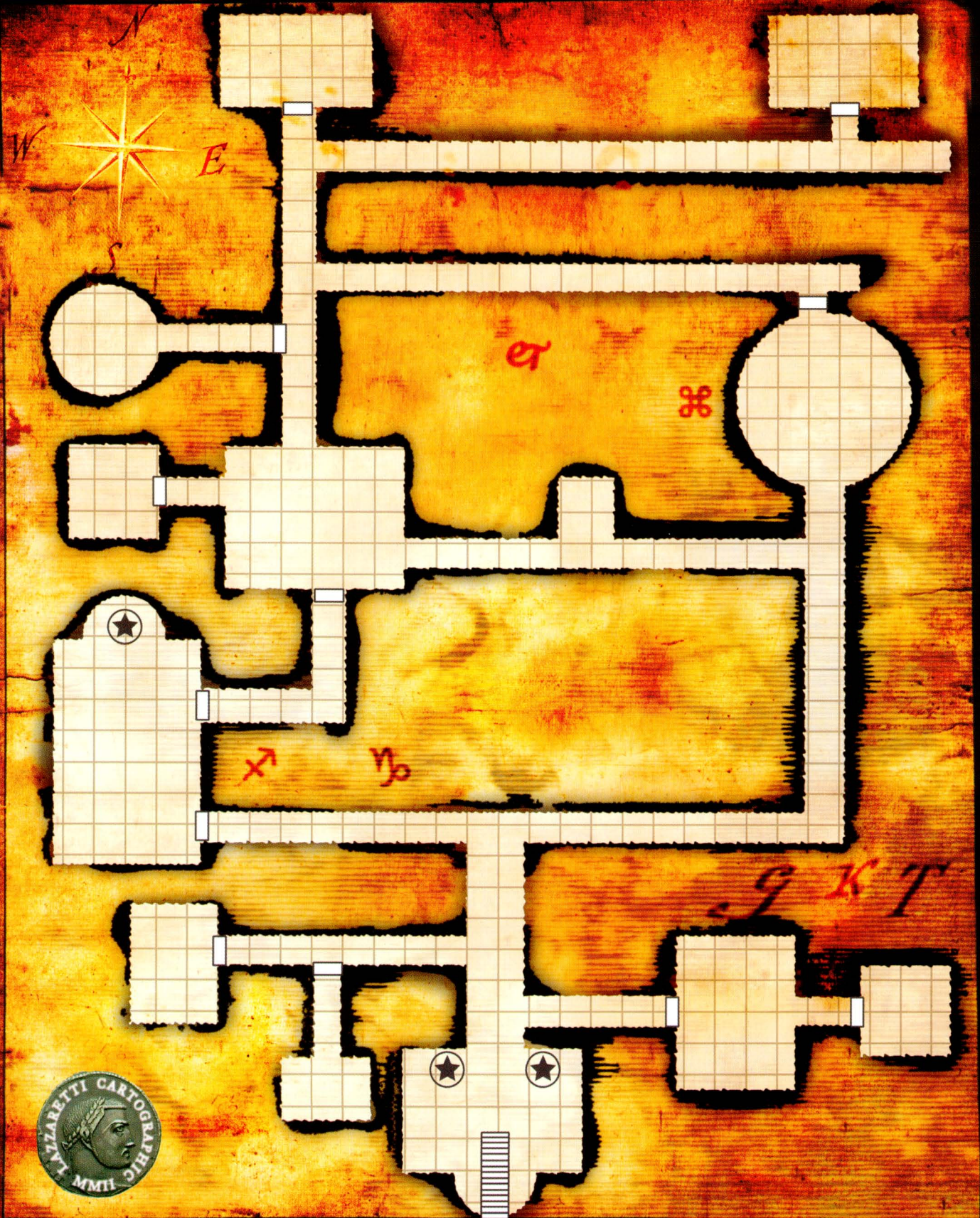
DUNGEONS & DRAGONS, d20 SYSTEM, d20 MODERN, Player's Handbook, Dungeon Master's Guide,

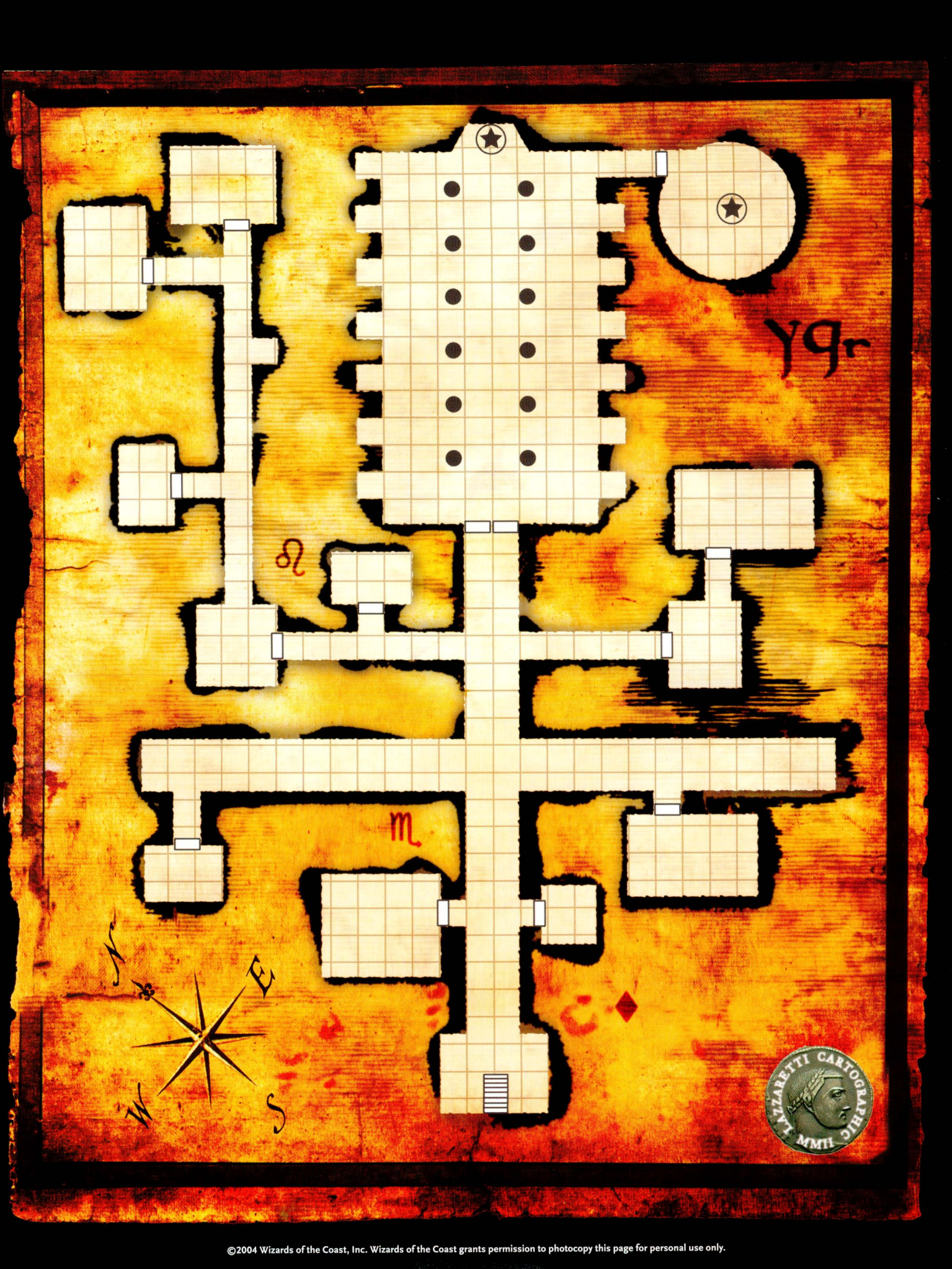
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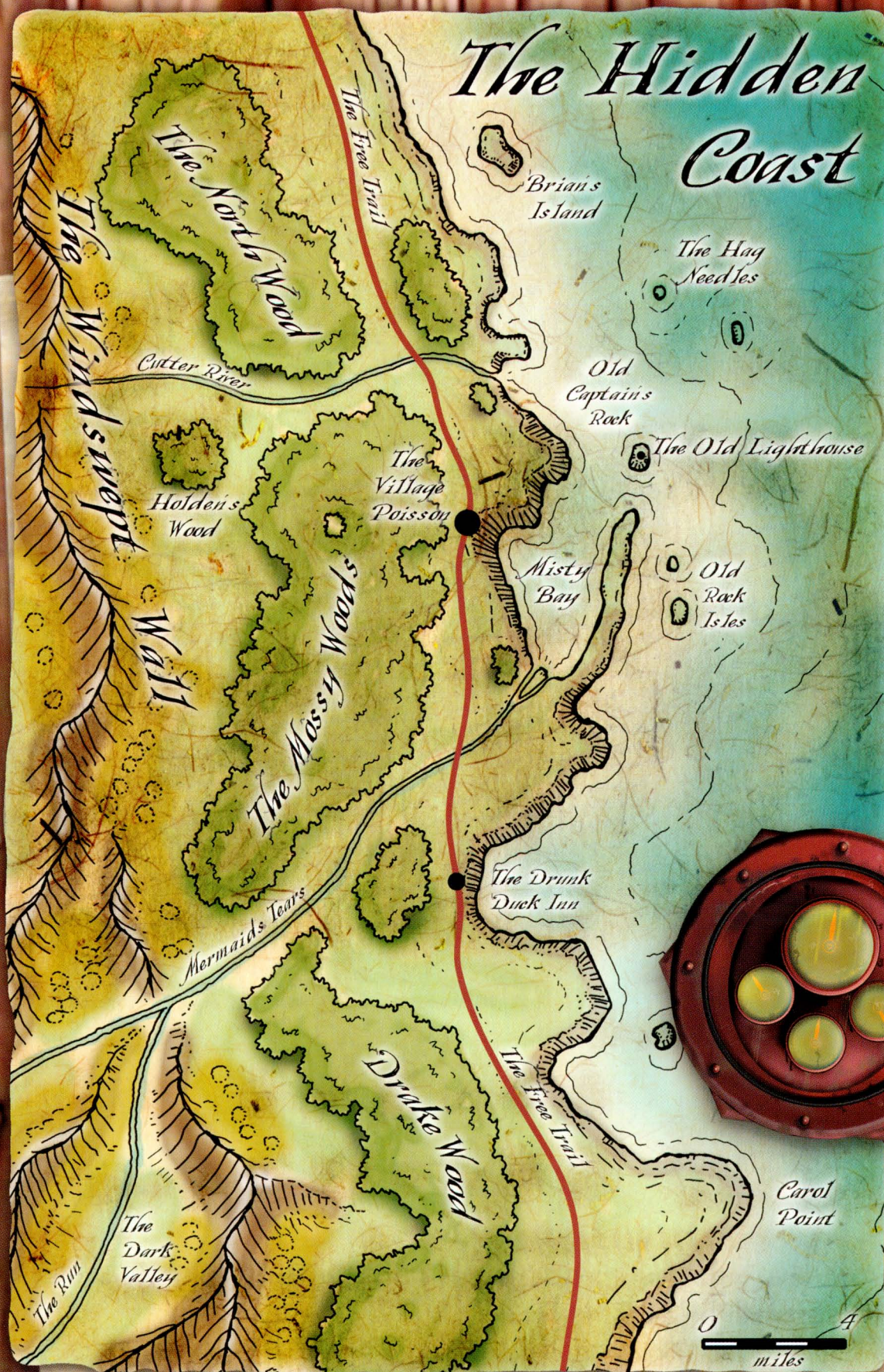








The Hidden Coast



A detailed illustration of a map titled "Misty Bay". The map is set against a background of green and brown textured paper. A large, ornate compass rose with a red frame and a white center is positioned in the upper left. The map features several labeled locations: "The Village Poisson" at the top right, "Shipyard Docks" below it, "The Old Lighthouse" at the bottom right, "Old Captain's Rack" below that, and "Shipwreck" at the bottom left. A small inset map in the upper right corner shows a "Shipwreck Detail" of a wooden boat. The map also depicts a coastline with a lighthouse, a shipyard, and a shipwreck. The title "Misty Bay" is written in a large, elegant script font across the center.

Shipyard
Decks

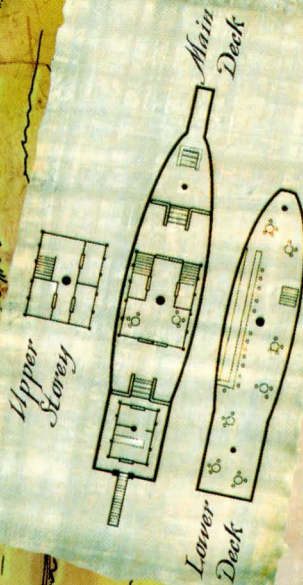
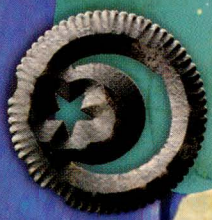
Old
Captain's
Rack

*The Old
Lighthouse*

Shipwreck

Shipwreck Detail





The Village Poisson













Tertiary Watch
Tower C

Tertiary Watch
Tower D

Tertiary Watch
Tower A

Tertiary Watch
Tower B

Main Entrance

Githyanki Citadel Plan View

0 80 feet
Scale

Main Watch Tower

Gilhyanki Citadel

Floor Sections

Ground
Floor



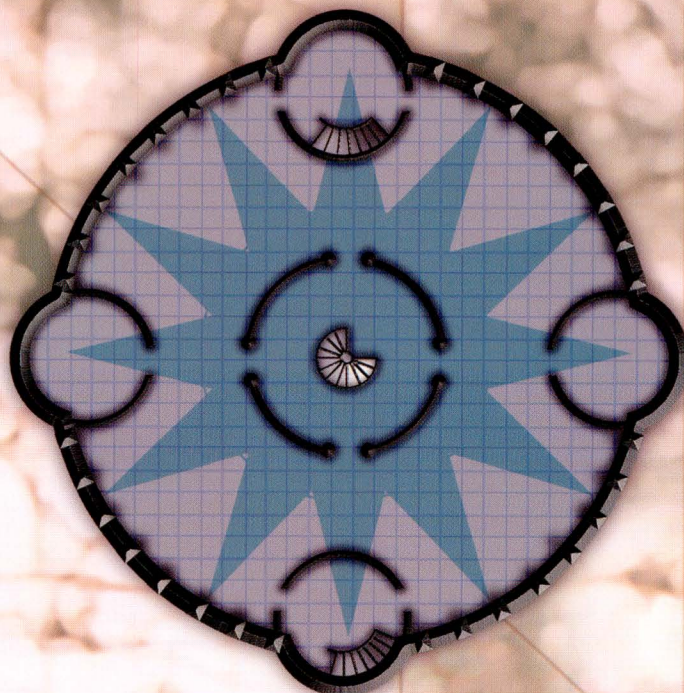
Second
Floor



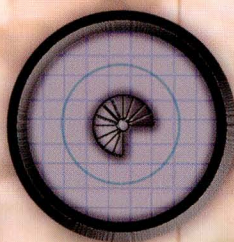
5 feet
10 feet
Scale

Githyanki Citadel Floor Sections

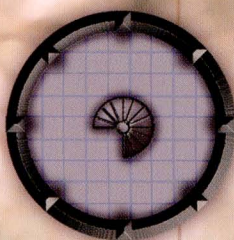
Third
Floor



Central
Tower
Lower



Central
Tower
Upper

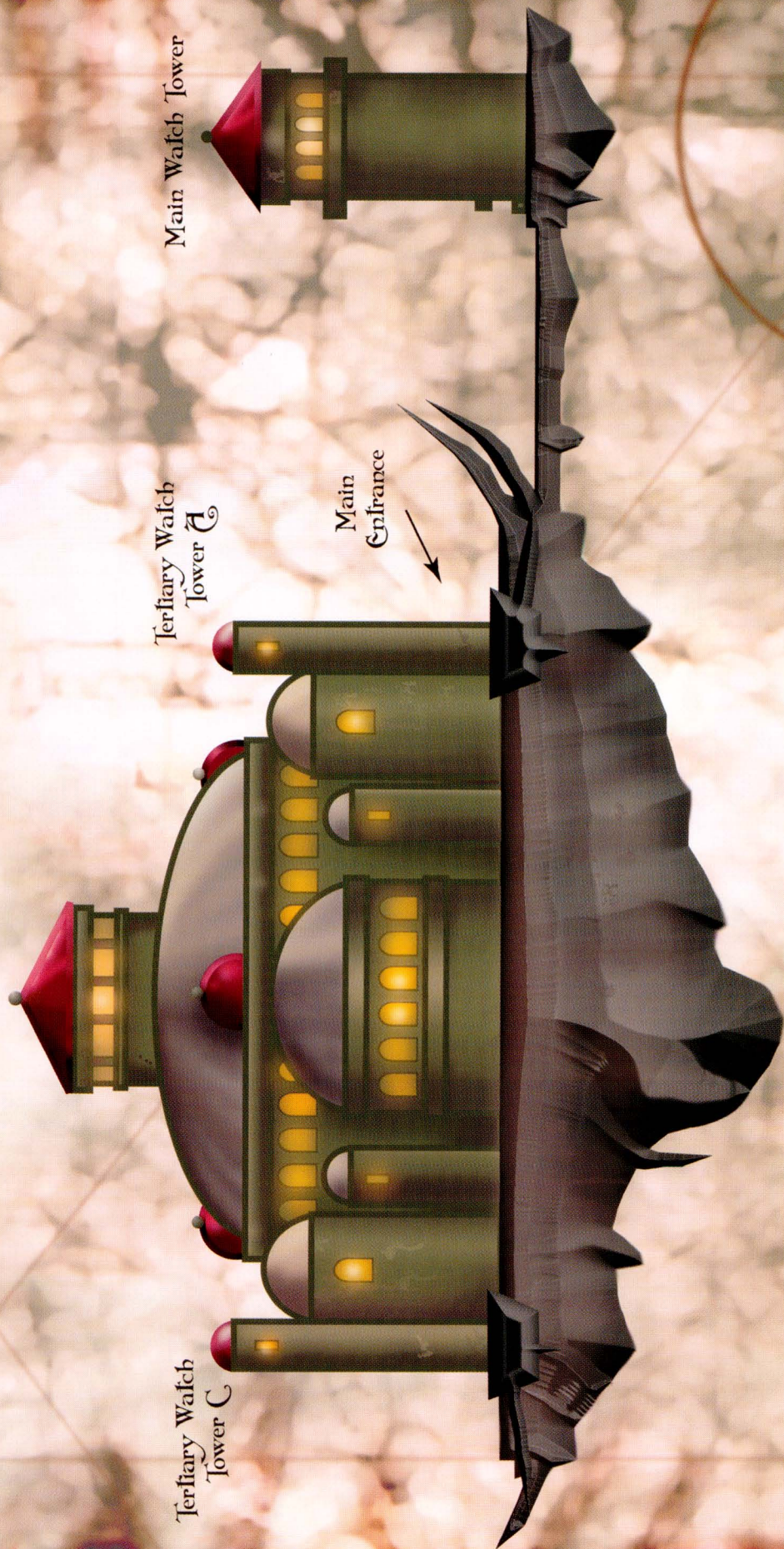


5 feet
10 feet
Scale

15 May 2008

20.52 A

Githyanki Citadel Side View





Sorcerer's Tower

South End of
The Great Petrified Worm

Great Arch over
the River

Worm Mouth Fortress

Sorcerer's Tower

cut away drawing



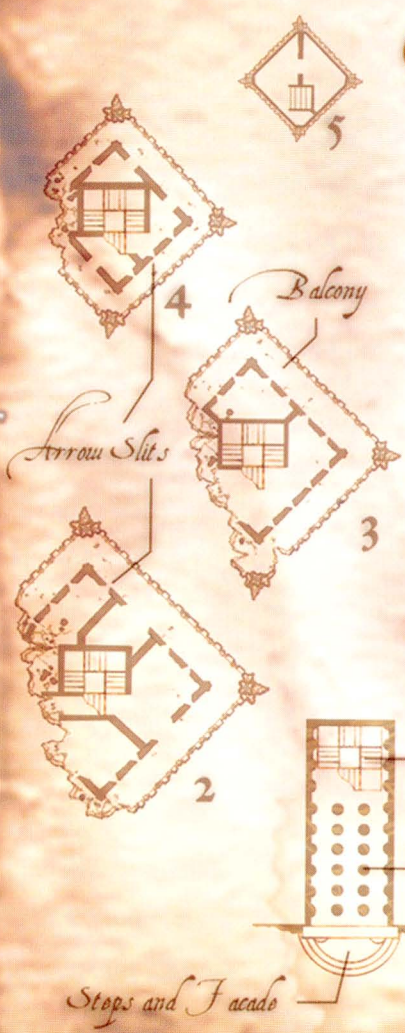
Salt Mines

Sorcerer's Tower

and
Surrounding Area of the
Great Petrified Worm

Sorcerer's Tower

South end of the Great Petrified Worm



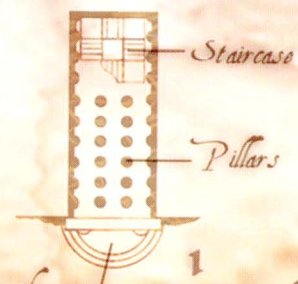
5 Observatory

4 Sleeping Quarters

3 Library and Study

2 Sorcerer's Laboratory

1 Entryway to
Reception Hall



Stops and Facade





TG
2001

CAVERN PORT

THIS PORT WAS CREATED BY BLASTING AN ENTRANCE INTO AN ANCIENT LIMESTONE CAVERN GILDED WITH GIANT STALACTITES AND OTHER WONDROUS FORMS. SHIPS UNLOAD PROVISIONS ONTO SMALL RAILCARS WHICH THEN LEAD 300 FEET INTO THE MOUNTAIN WHERE THE SHAFT LEADING TO MINEHEAD #1 BEGINS.

STALACTITES

CAVERN
ENTRANCE

LOADING DOCK

SHIP

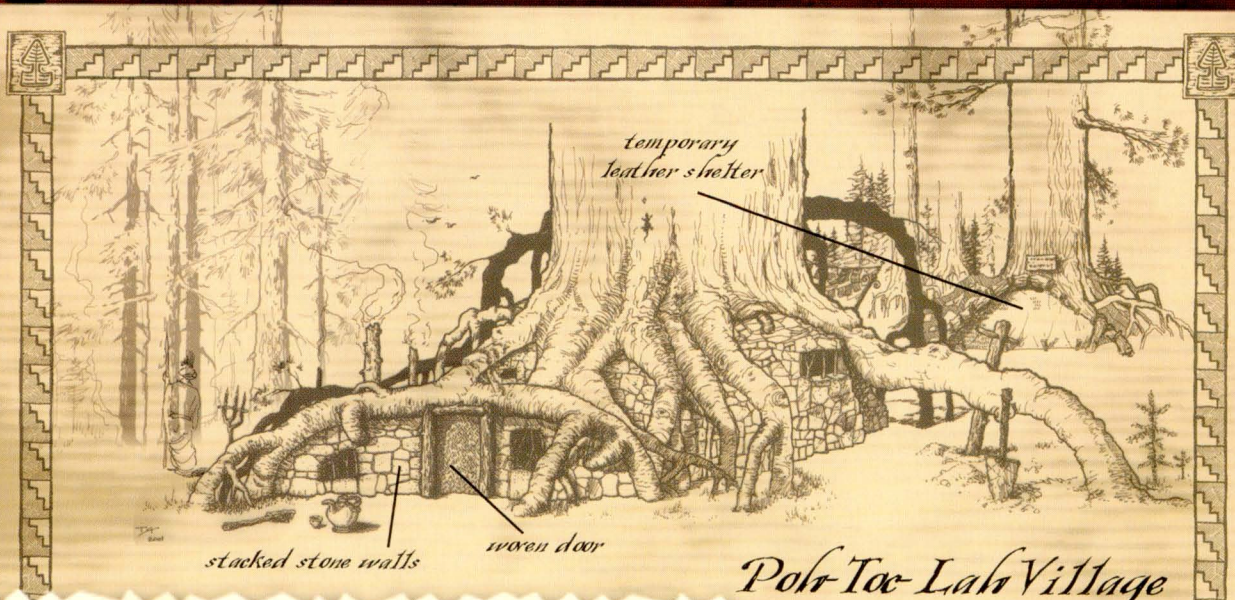
OFFICE

SUPPLY RAILS

ELEVATOR TO
MINEHEAD #1

MAP NOT TO SCALE

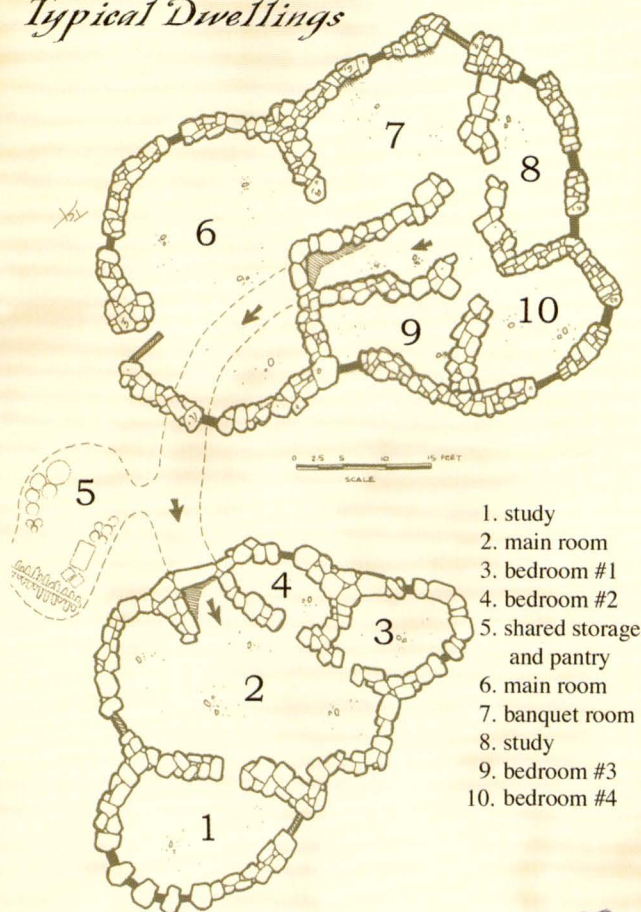
CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER



Polr-Toc Lah Village Dwellings

Inhabitants nestled within
the strong
roots of the giant banyon-redwood.

Typical Dwellings

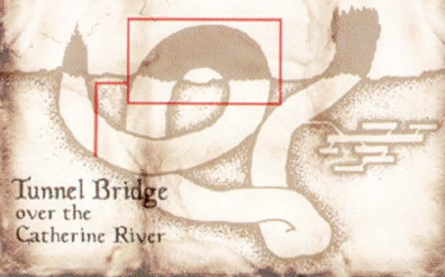


1. study
2. main room
3. bedroom #1
4. bedroom #2
5. shared storage and pantry
6. main room
7. banquet room
8. study
9. bedroom #3
10. bedroom #4

Todd Gamble, Cartographer.

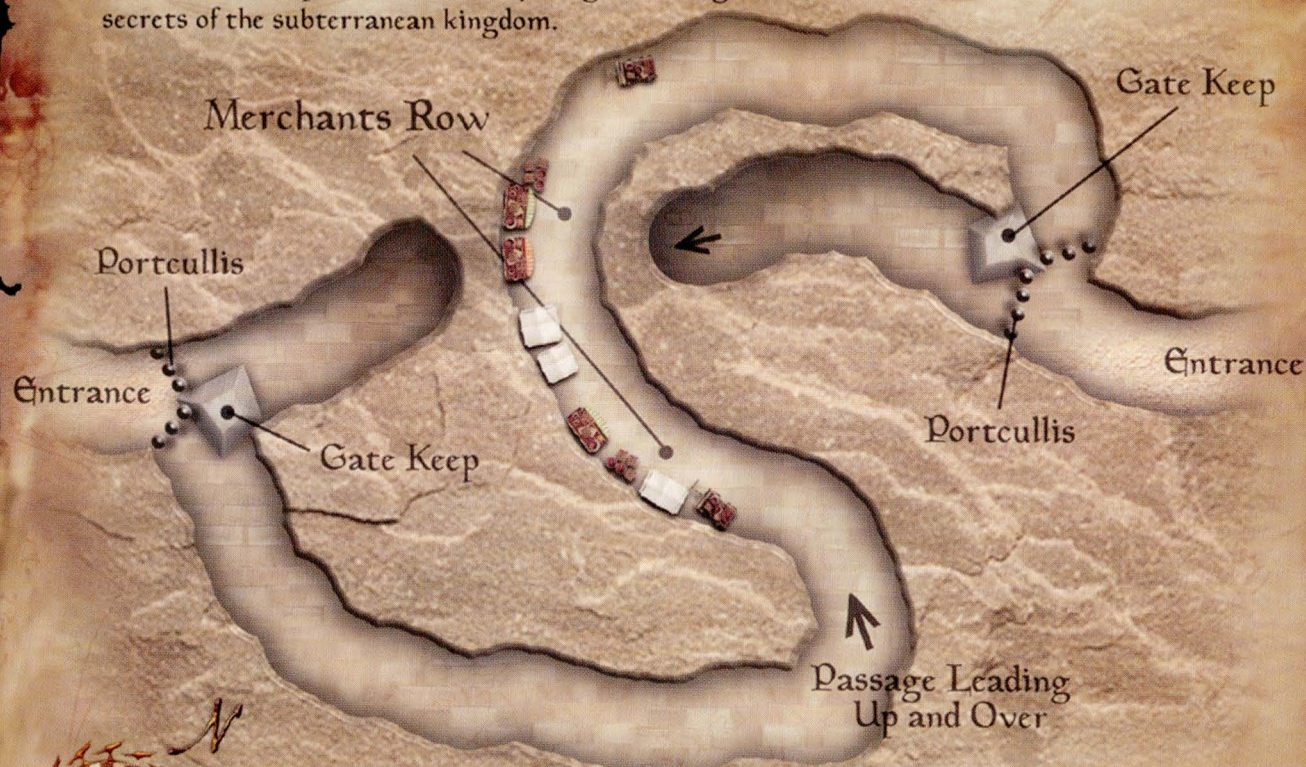


"The Great Petrified Worm"



Tunnel Bridge (plan view) over the Catherine River

Merchants Row is a welcome sight for weary travelers, for here one can purchase most anything, including the secrets of the subterranean kingdom.



The "Great Arch" of the "Great Petrified Worm" forms a natural bridge over the deep waters of the Catherine River. The tunnels within the arch are the result of the petrification of the worm's digestive system. Very little modification was needed to create a wide and safe enough passage for the many travelers, traders and wagons that pass through this bridge.

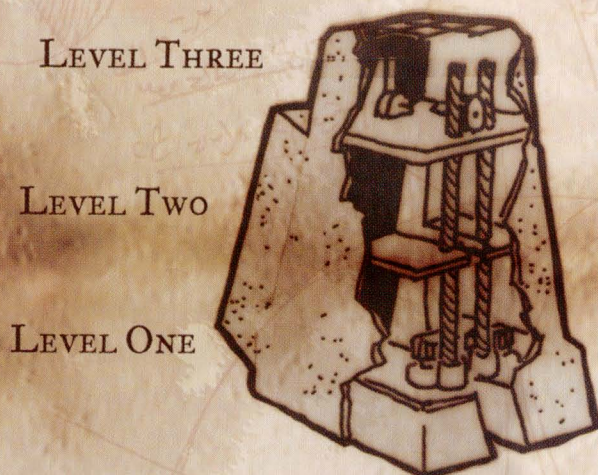


Map Created and Drawn By Todd Gamble, Cartographer.



GRAND GATE AND TOWERS

THE ISLAND'S ONLY ENTRANCE FROM THE SEA IS THROUGH THESE GATES. THE TOWERS ARE MANUALLY OPERATED BY A CRANKSHAFT AND WORM GEAR MECHANISM.

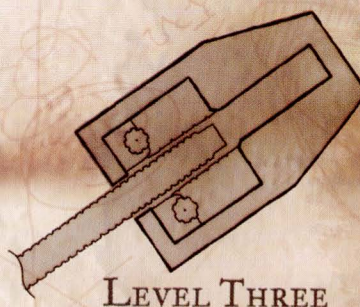


LEVEL THREE

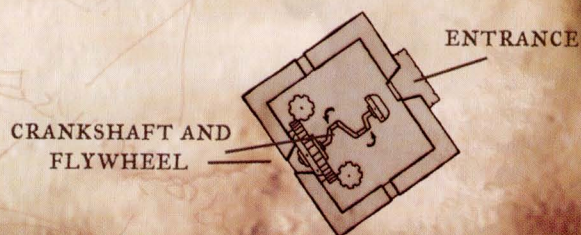
LEVEL TWO

LEVEL ONE

SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS



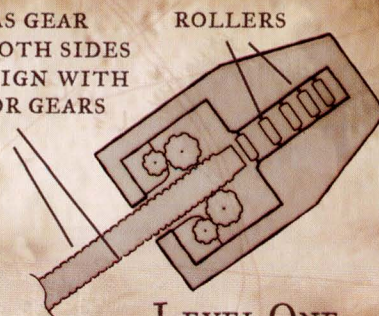
LEVEL THREE



CRANKSHAFT AND FLYWHEEL

LEVEL TWO

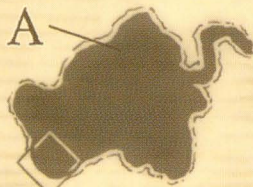
GATE HAS GEAR COGS ON BOTH SIDES WHICH ALIGN WITH INTERIOR GEARS



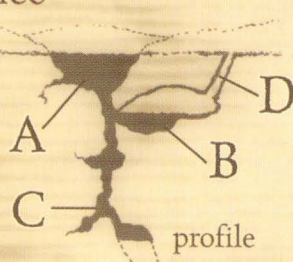
ROLLERS

LEVEL ONE

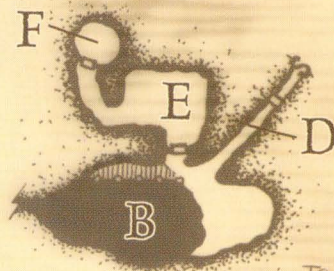
Artesian Lake at a glance



plan view / location



profile



plan view / interior



Typical Food Preparation Utensils

Underwater Treasury (artesian lake)



- A. Artesian Lake
- B. Main Treasury Chamber
- C. Source of Water
- D. Secret Escape Passage
- E. Private Storage Chamber
- F. Historical Records and Items
- G. Dwellings Near the Lake

Todd Gamble, Cartographer.



GRADE AND SORTING ROOM

DIAMONDS ARE DEPOSITED
IN THESE BINS AND SORTED
BY THEIR QUALITY

SHAFT HOIST

ELEVATOR LOWERS AND RAISES
PROVISIONS, DIAMONDS AND LEAD
INGOTS TO CAVERN PORT

OFFICES

STORAGE

ELEVATOR SHAFT

MINEHEAD #1

THIS MINE SHAFT IS THE MORE IMPORTANT
OF THE TWO SHAFTS. SLAVE LABOR IS LOWERED
AND SHUTTLED TO VARIOUS WOLF HOLES TO DIG
FOR RAW DIAMONDS.

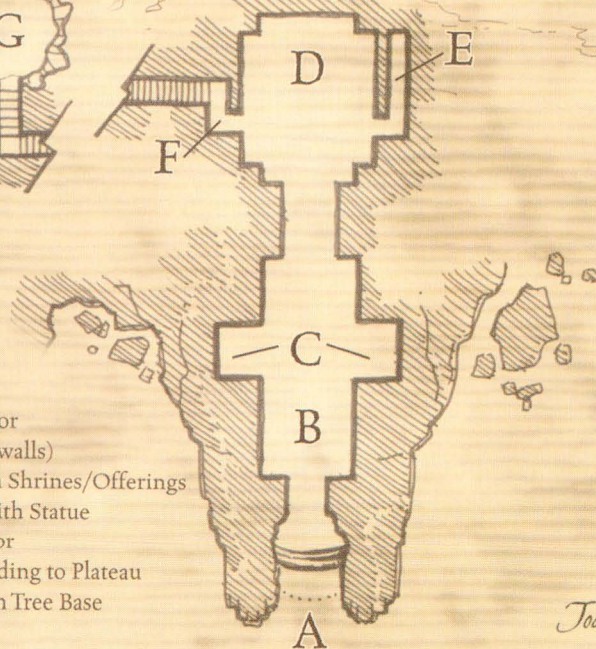
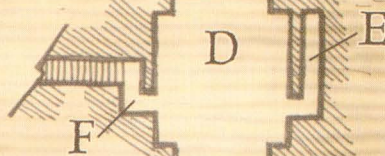
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MAP NOT TO SCALE

Mountain Cat Temple

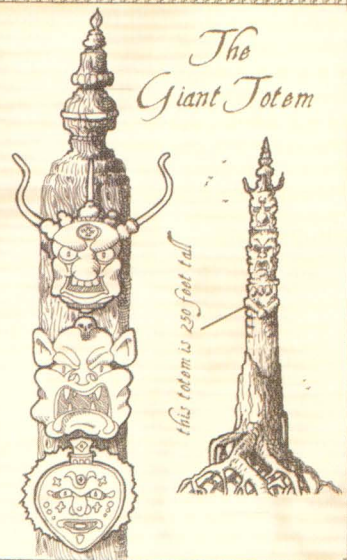
Artesian Lake
Runoff

Entrance Through
Waterfall



- A. Waterfall
- B. Main Corridor
(carvings on walls)
- C. Alcoves with Shrines/Offerings
- D. Sanctuary with Statue
- E. False Corridor
- F. Corridor Leading to Plateau
- G. Exit Through Tree Base

The Giant Totem



Todd Gamble, Cartographer.

MAP NOT TO SCALE



ATOLL OF FAILURE

WHERE THE INSANE
AND DYING SPEND THEIR
LAST DAYS IN ABANDONMENT.



DEAD CORAL REEF

ISLAND HAS NO ACCESS EXCEPT
THROUGH THE ARCH OF ENTRY
BECAUSE OF THE SURROUNDING
DEAD CORAL REEF.

Dead Coral Reef

ARCH OF ENTRY

SHIPS MUST ENTER
THROUGH THE
DEEP WATERS
UNDER
THE ARCHES
AND HUG THE
CLIFFSIDE TO MAKE
THEIR WAY TO THE
CALM WATERS BEYOND
THE GATE TOWERS.

Ship Channel

Dead Coral Reef

CAVERN PORT

LIMESTONE CAVERN
BLASTED OPEN TO
CREATE AN INNER PORT
WITH STALACTITES.



OUTPOST



CAVERN PORT



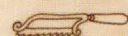
GATE TOWERS



OFFICERS QUARTERS



MINEHEAD #1



CLINIC



LEAD AND DIAMOND MINES AND FACILITIES

OVERVIEW MAP

MAP CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

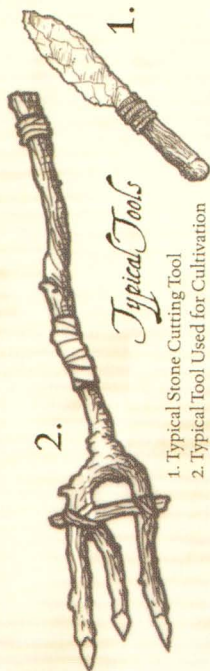
The Greater Poh-Joc-Lah Valley

(overland view looking north)

Giant Totem

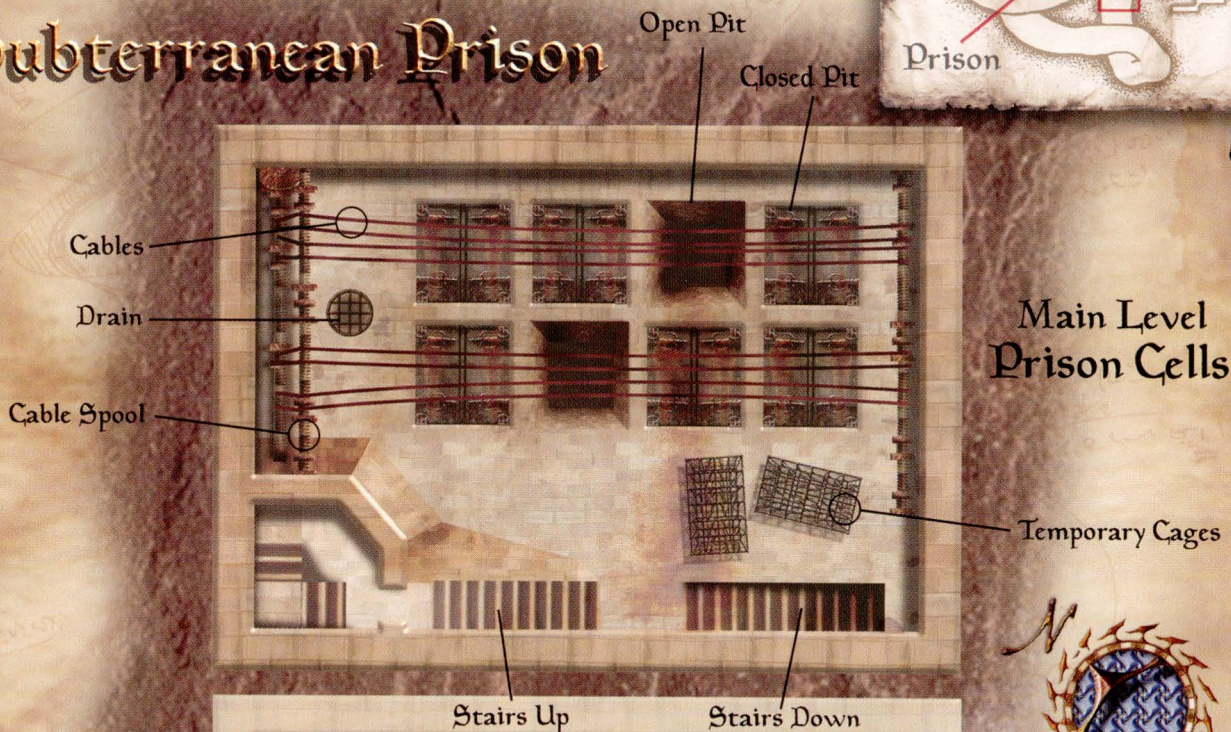
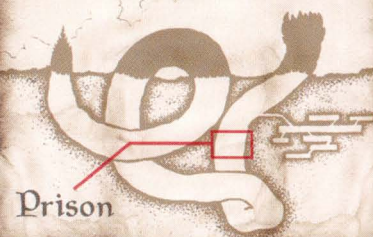
Plateau of the People

Sum-Tah-Wah River

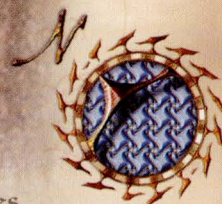


Todd Gamble, Cartographer.

Subterranean Prison



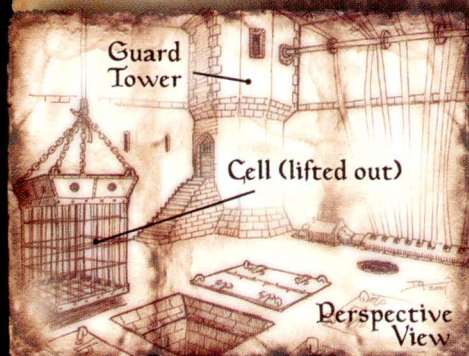
Main Level Prison Cells



Upper Level Guard Tower



This is only one of six prison facilities which includes a torture/confession/execution room. There are eight iron bar cells which are lowered into pits by way of an overhead cable system. The cable system is operated by levers situated in the guard tower. Prisoners are carried up to their cells in temporary cages. The maximum capacity for each cell can be 10 prisoners, standing room only. The bottom of each cell can contain six to twelve inches of stagnant water and waste.



Map Created and Drawn By Todd Gamble, Cartographer.



WINDMILL/PUMPHOUSE

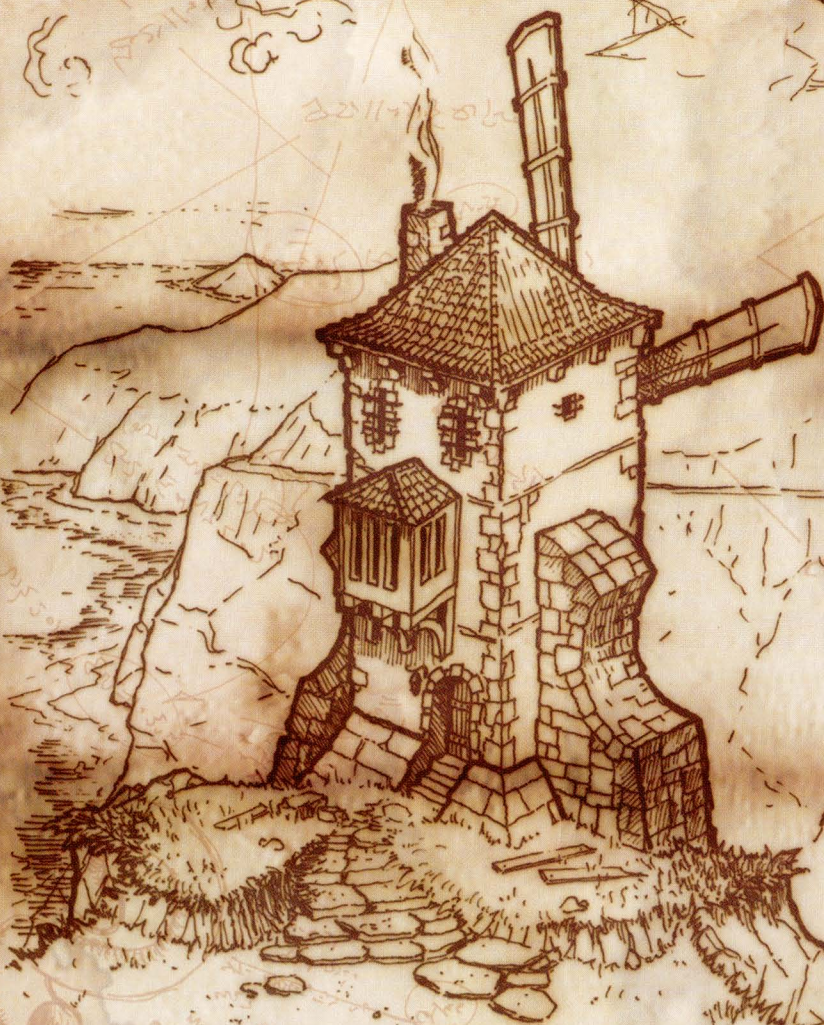
THE WINDMILL GENERATES A MODERATE
AMOUNT OF ELECTRICITY BUT MOST IMPORTANTLY,
IT IS USED TO PUMP OUT FLOODED MINE SHAFTS AND
BRING FRESH WATER UP FROM THE SPRINGS
WITHIN THE LIMESTONE.

MAP NOT TO SCALE

OPERATOR'S
QUARTERS

MOTOR AND
PULLEY SYSTEM

ENTRANCE LEVEL
TO CONTROL ROOM

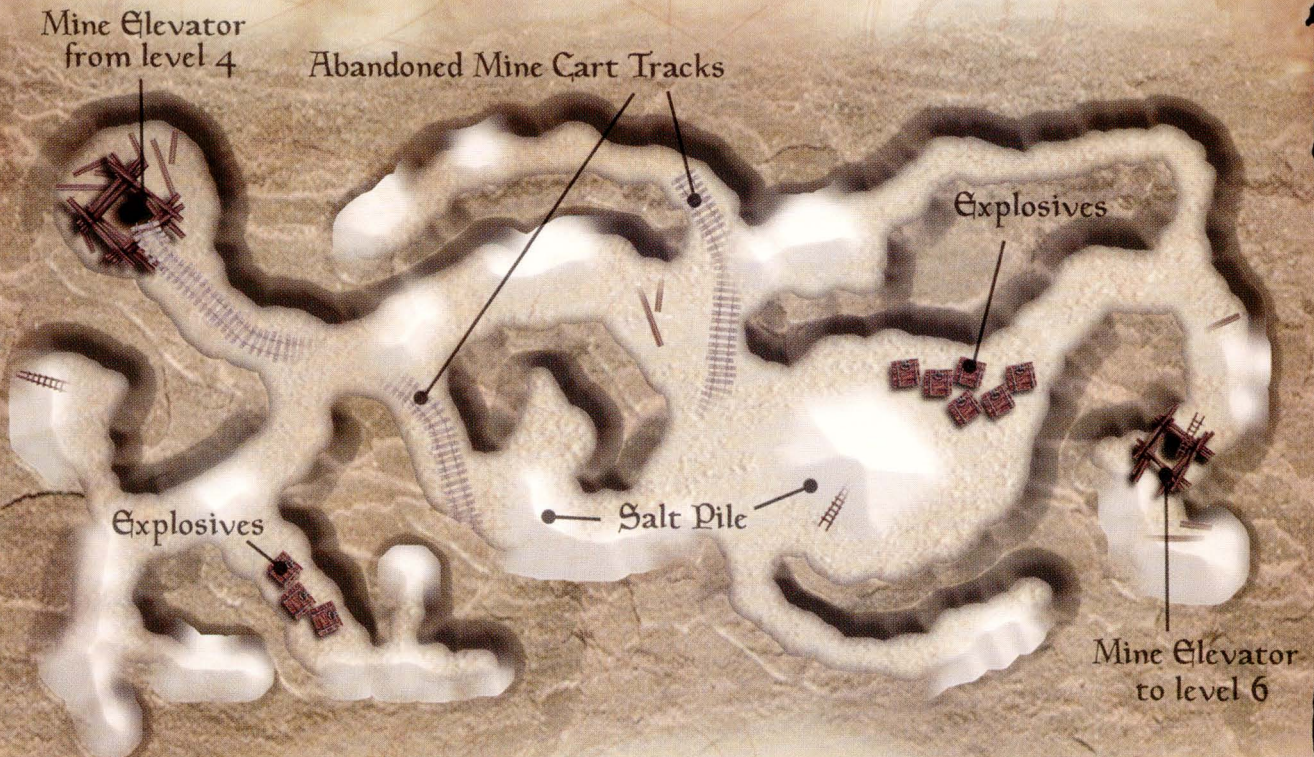


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"The Great Petrified Worm"

Salt Mine Level 5

Salt Mine Level 5



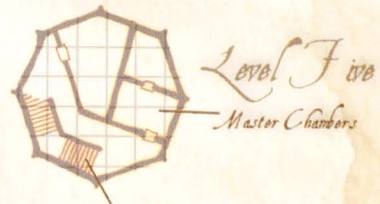
There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5 is no longer used for mining and is primarily used only for storing large piles of salt. Beware, there are very old, salt-encrusted crates containing explosives lying around the mines that are extremely unstable.



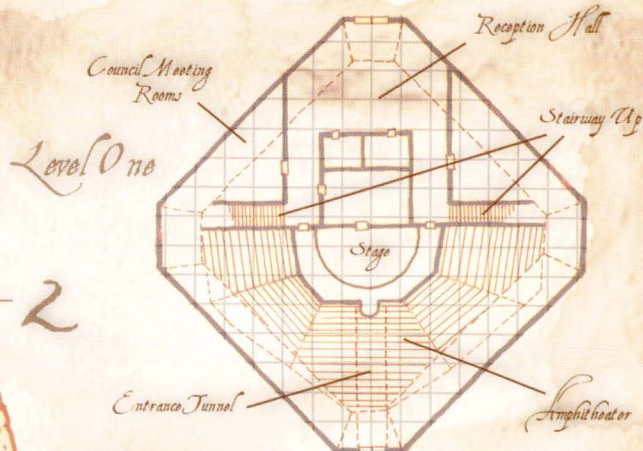
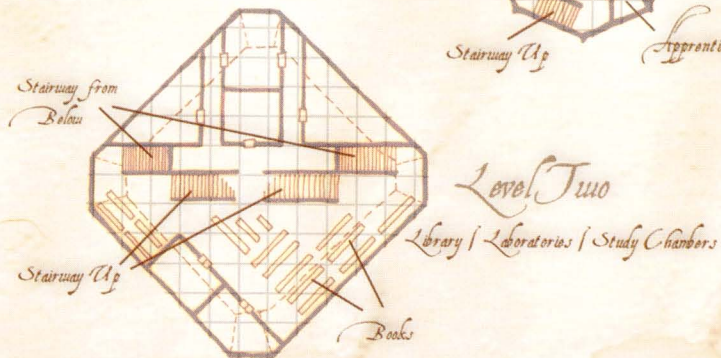
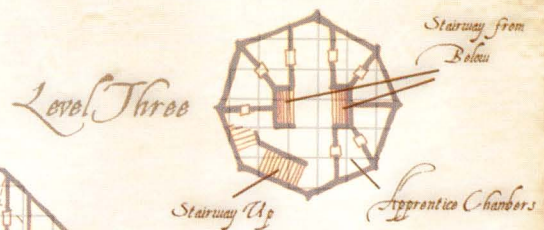
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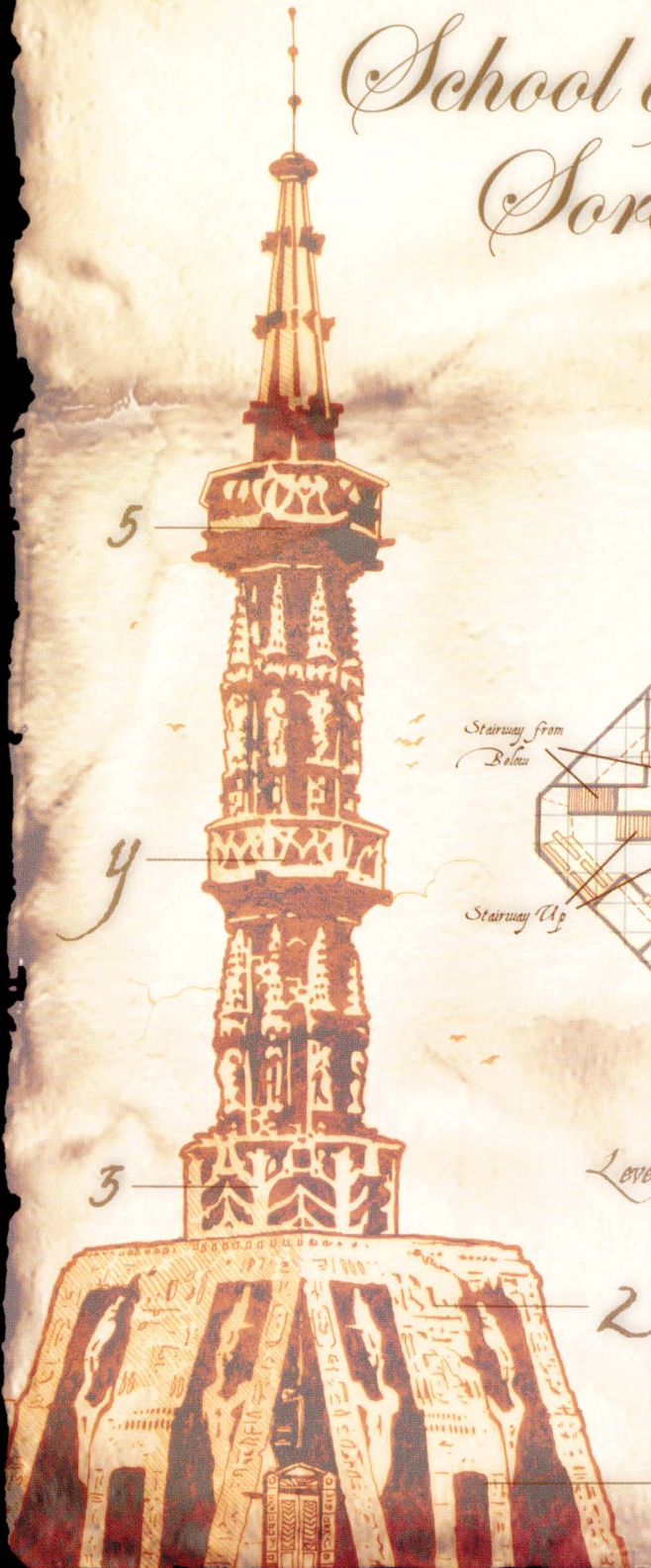
School of Sorcery



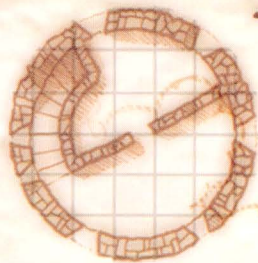
Stairway Up



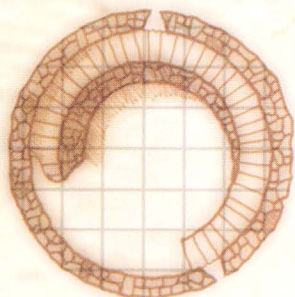
One Square Equals Five Feet



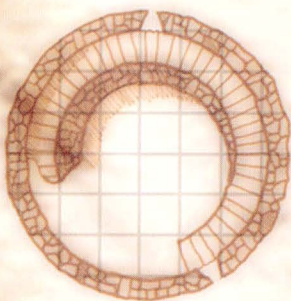
High Mountain Wizard's Tower



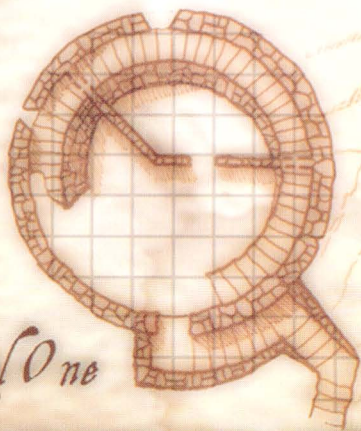
Level Four



Level Three



Level Two

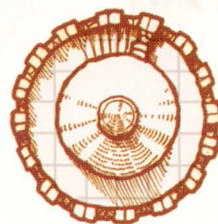


Level One

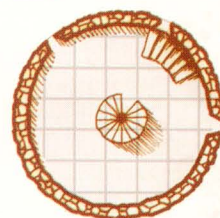
One Square Equals Two Feet

T. GAMBLE
MMI

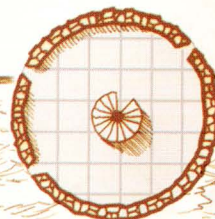
Tower Of Deception



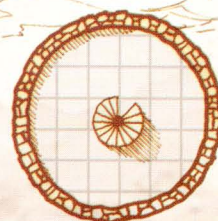
Level Nine



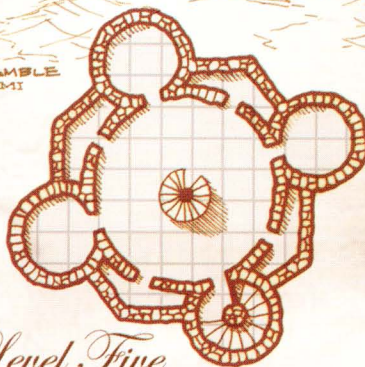
Level Eight



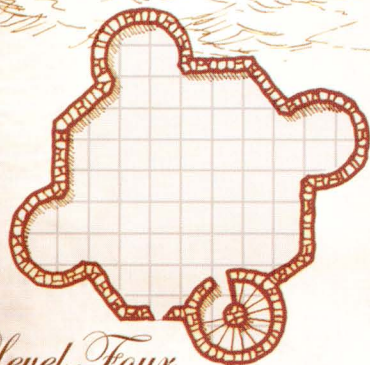
Level Seven



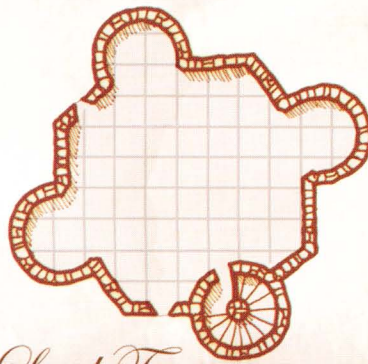
Level Six



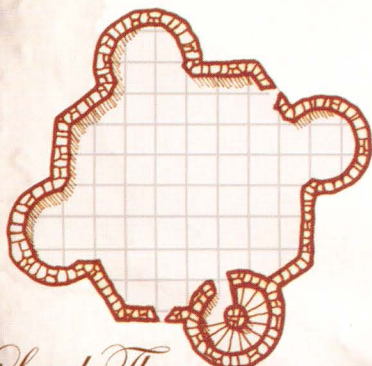
Level Five



Level Four



Level Two



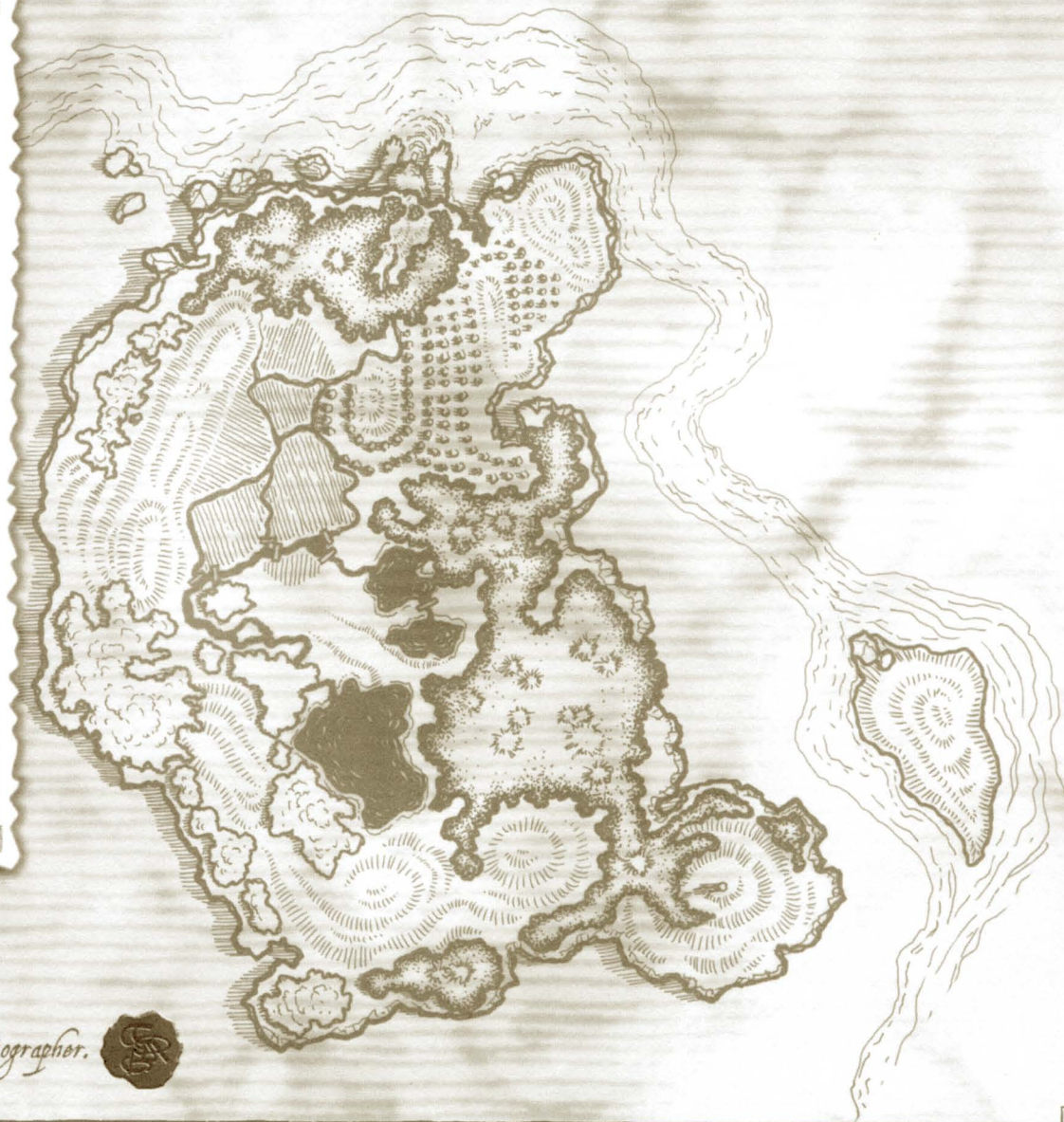
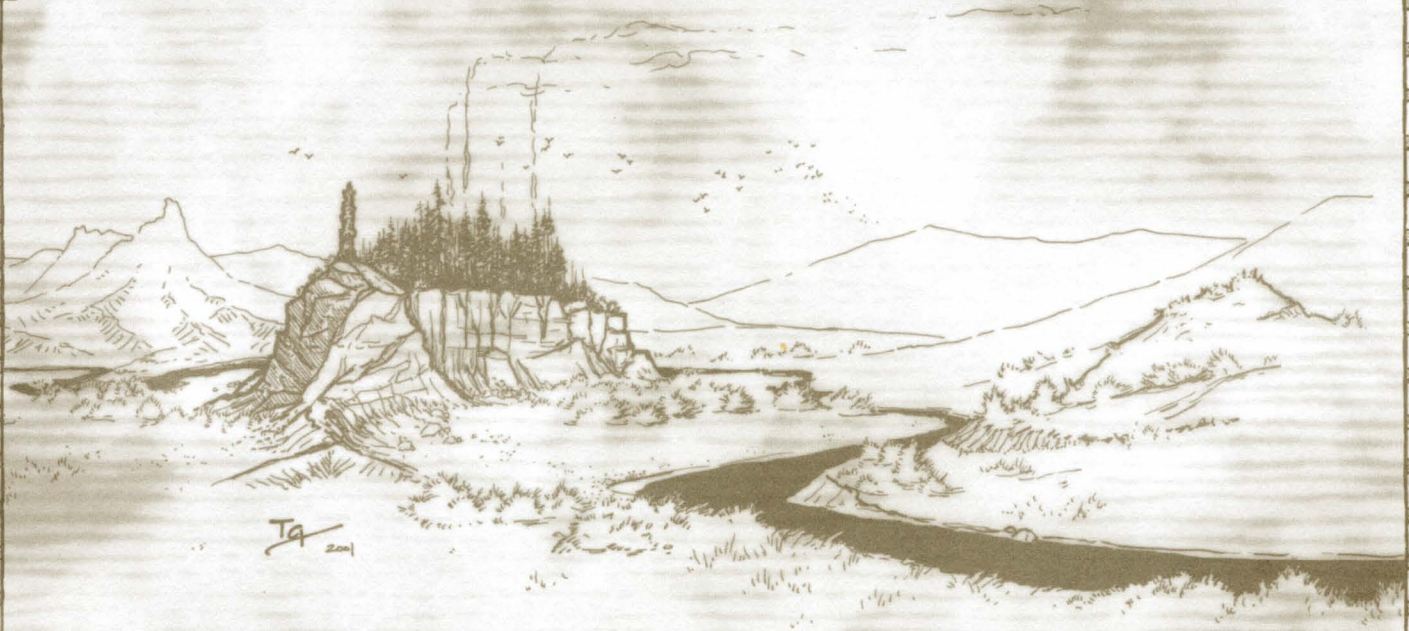
Level Three



Level One

One Square Equals 5 feet

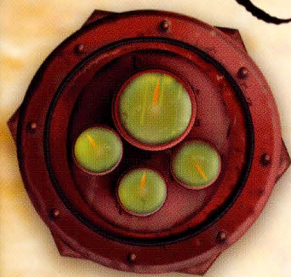
TEMBLE
M-11



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