

DUNGEONS & DRAGONS®

Accessory

Map Folio I



Robert Lazzaretti and Todd Gamble



Credits and Acknowledgements

FOR MAP FOLIO I

ALL MAPS ILLUSTRATED BY

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GRAPHIC DESIGN

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SPECIAL THANKS GO TO:

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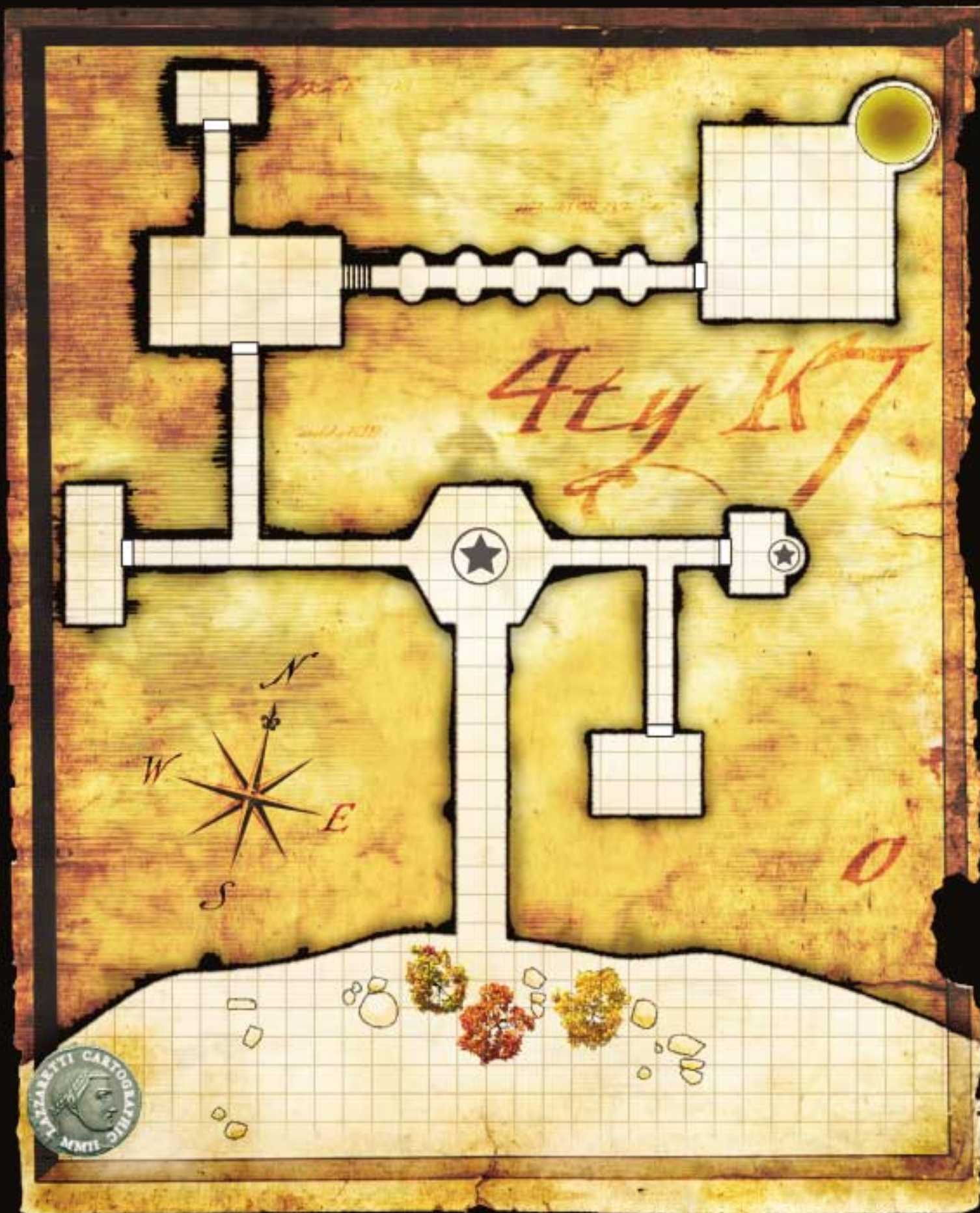
Dawn Murin, for keeping it real.

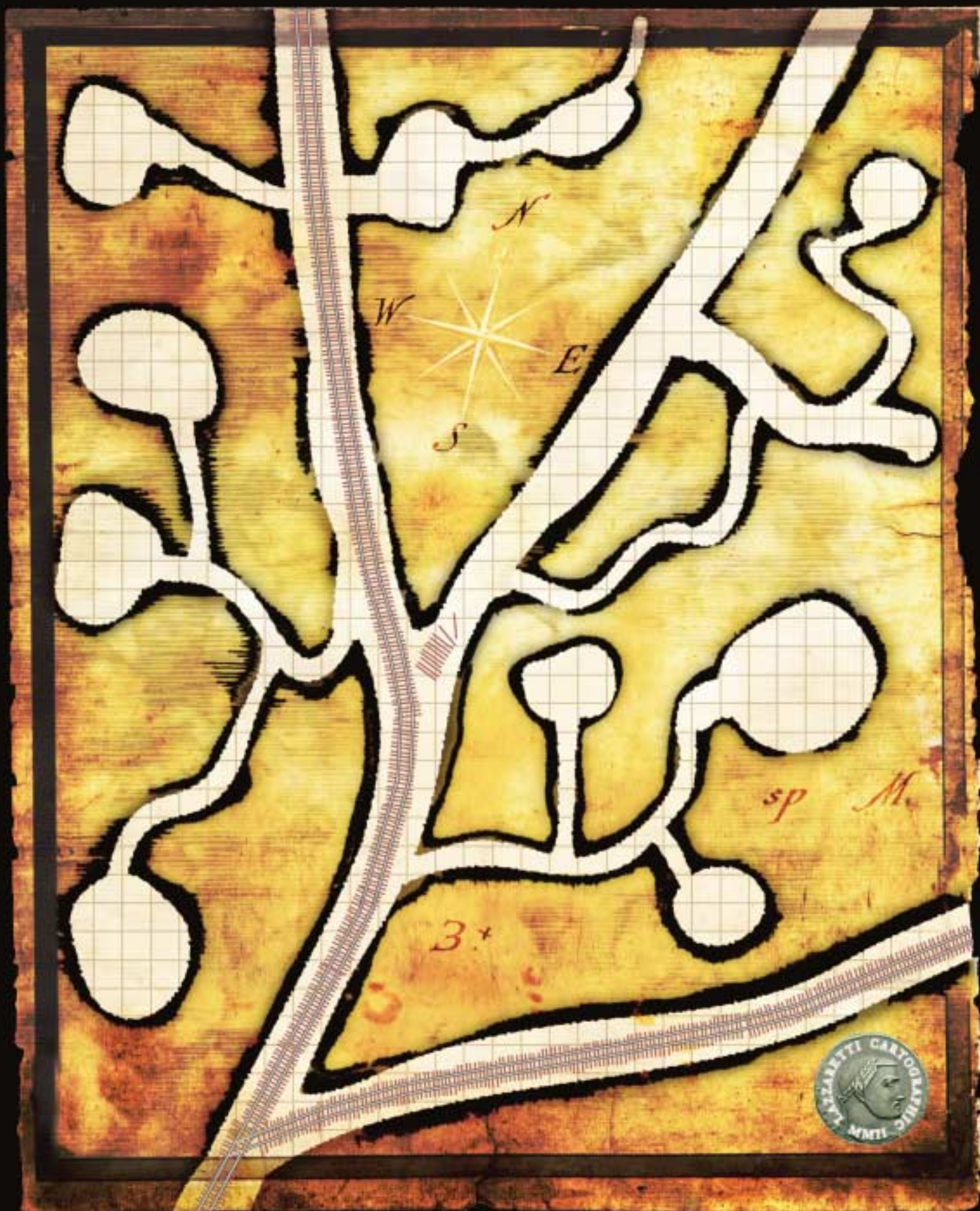
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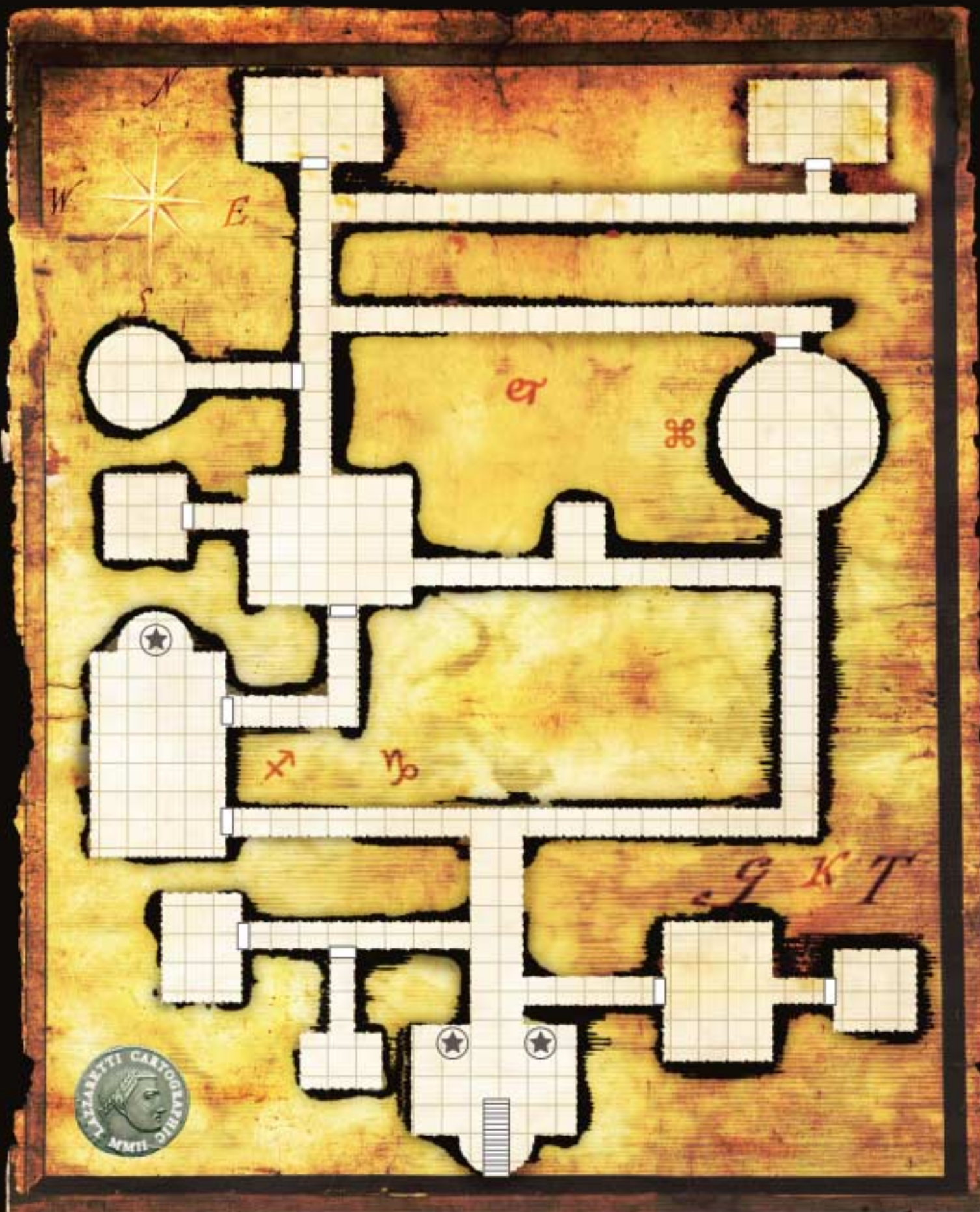
DUNGEONS & DRAGONS, d20 SYSTEM, d20 MODERN, Player's Handbook, Dungeon Master's Guide.

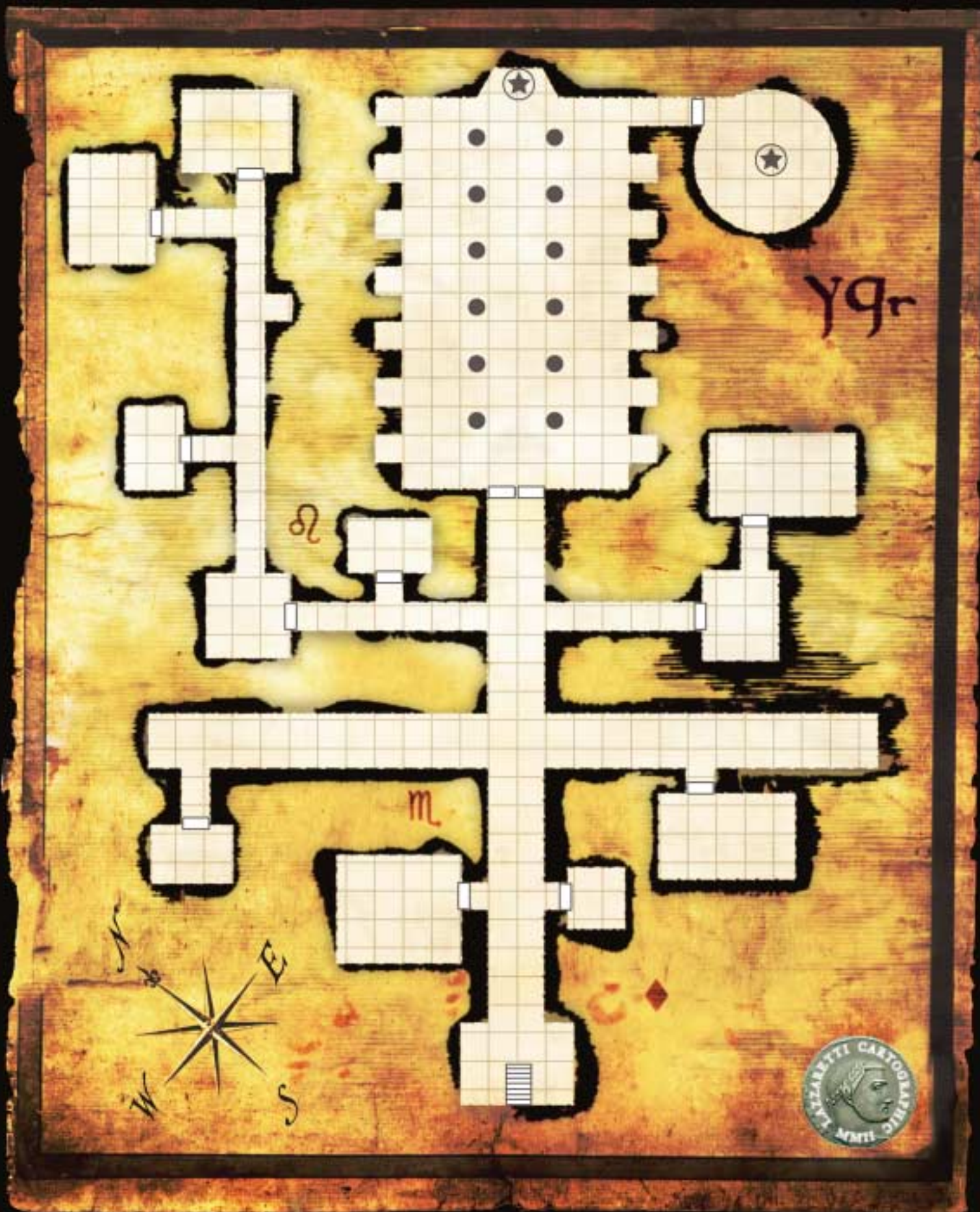
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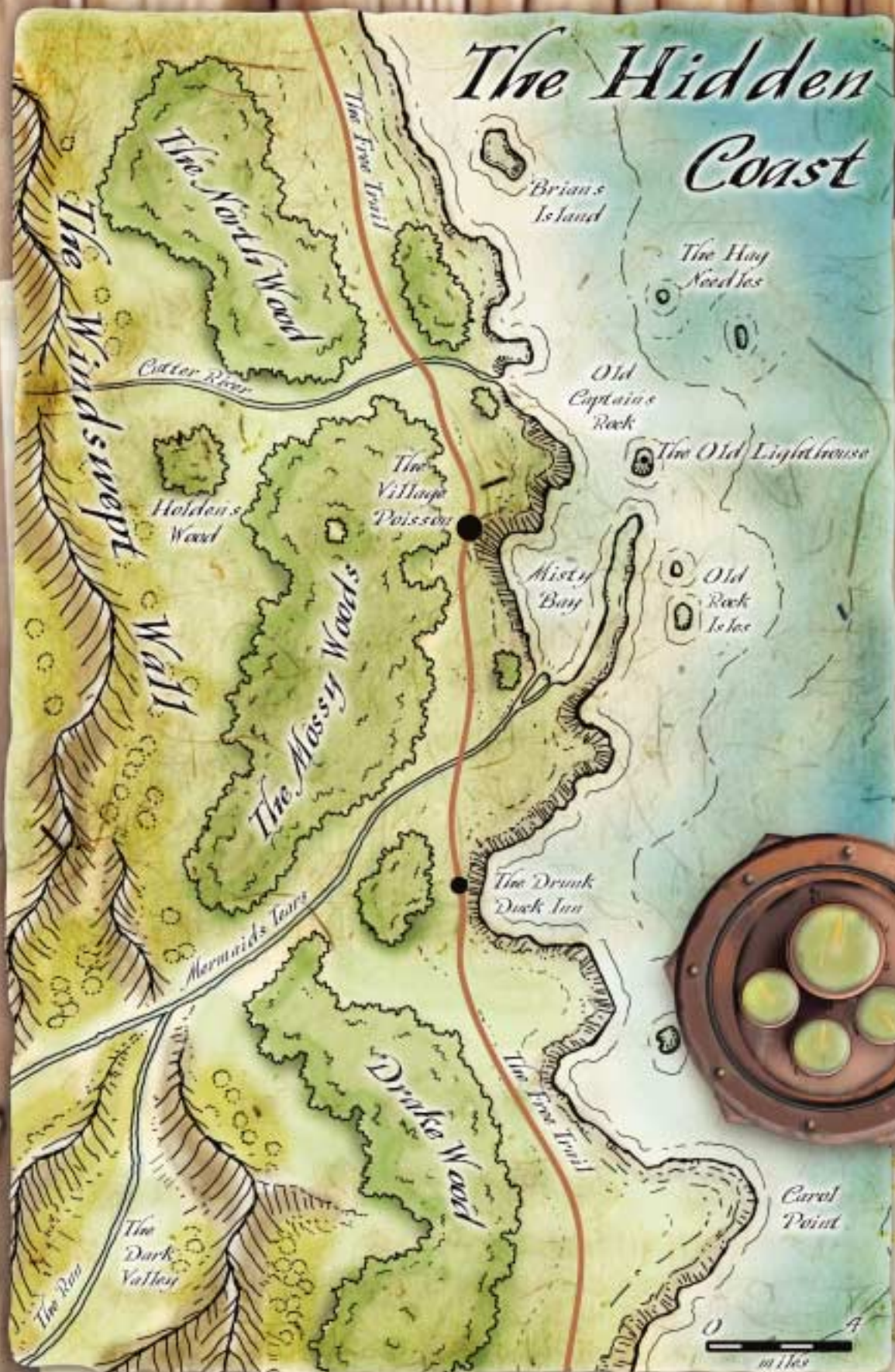
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The Village Poisson

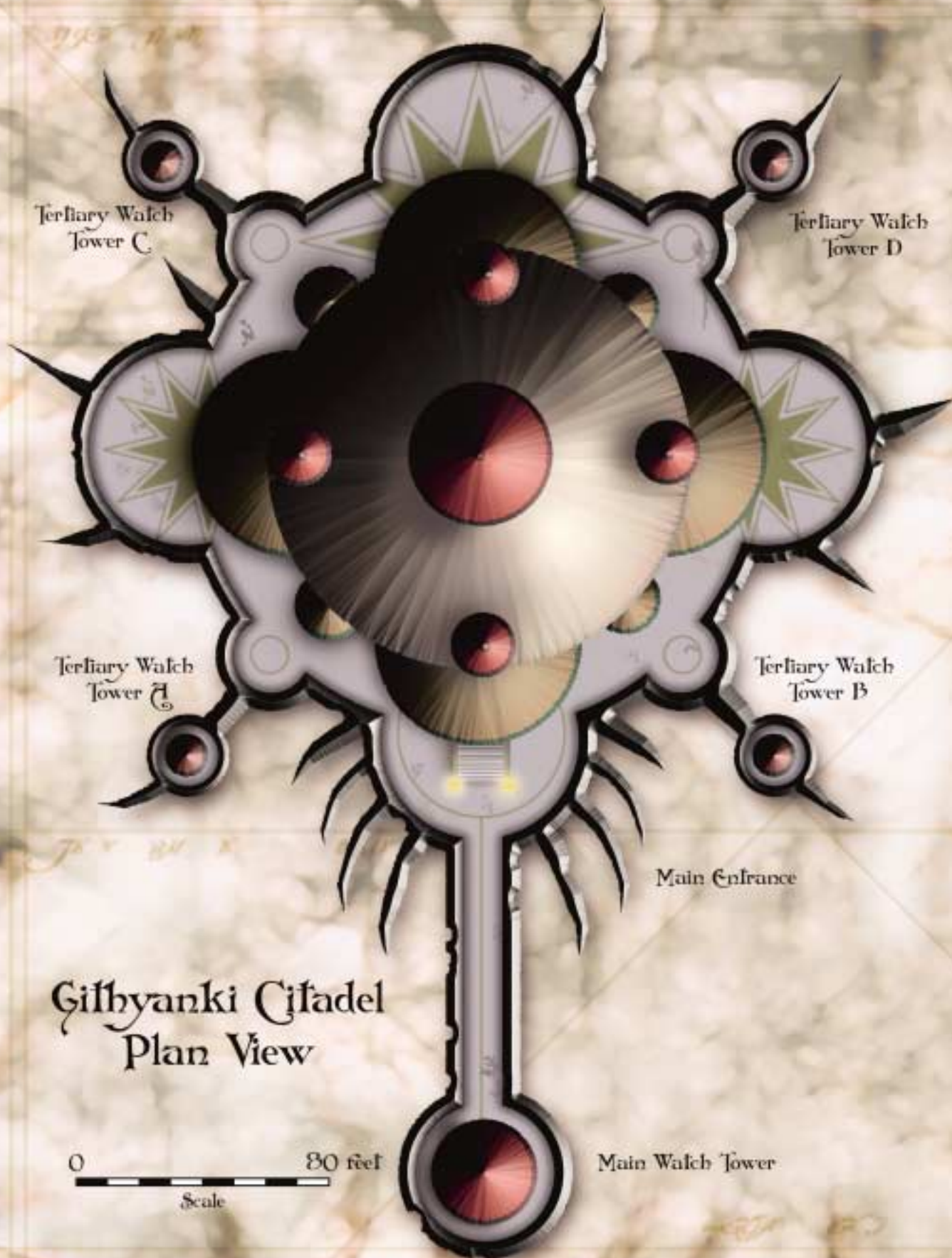












Gilhyanki Citadel Plan View

0 80 feet
Scale

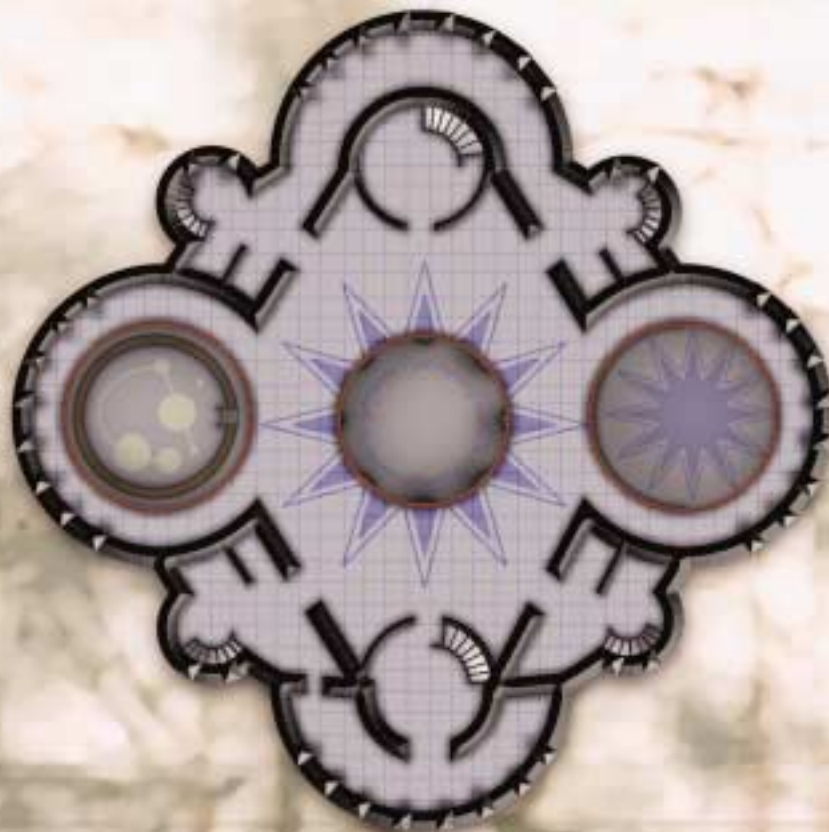
Gilhyanki Citadel Floor Sections

Ground
Floor



Main
Entrance

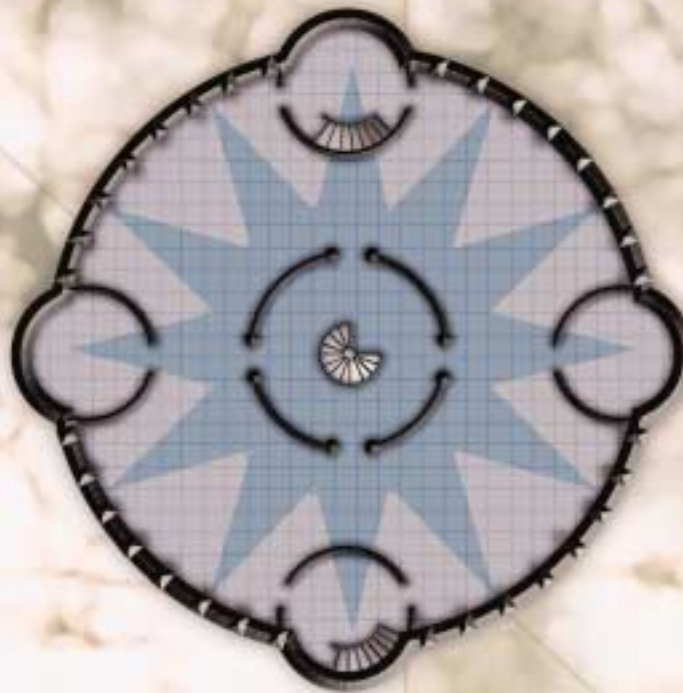
Second
Floor



5 feet
10 feet
Scale

Gilhyanki Citadel Floor Sections

Third
Floor



Central
Tower
Lower



Central
Tower
Upper



5 feet
10 feet
Scale

Gilhyanki Citadel Side View



0 80 feet
Scale



Sorcerer's Tower

South End of the Great Petrified Wood

Sorcerer's Tower

at many levels



Wine, Water, Food

Great River

Salt Marsh

Sorcerer's Tower

at many levels
South End of the Great Petrified Wood

Sorcerer's Tower

South End of the Great Petrified Wood



5 Observatory

4 Sleeping Quarters

3 Library and Study

2 Sorcerer's Laboratory

1 Entryway to Reception Hall





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

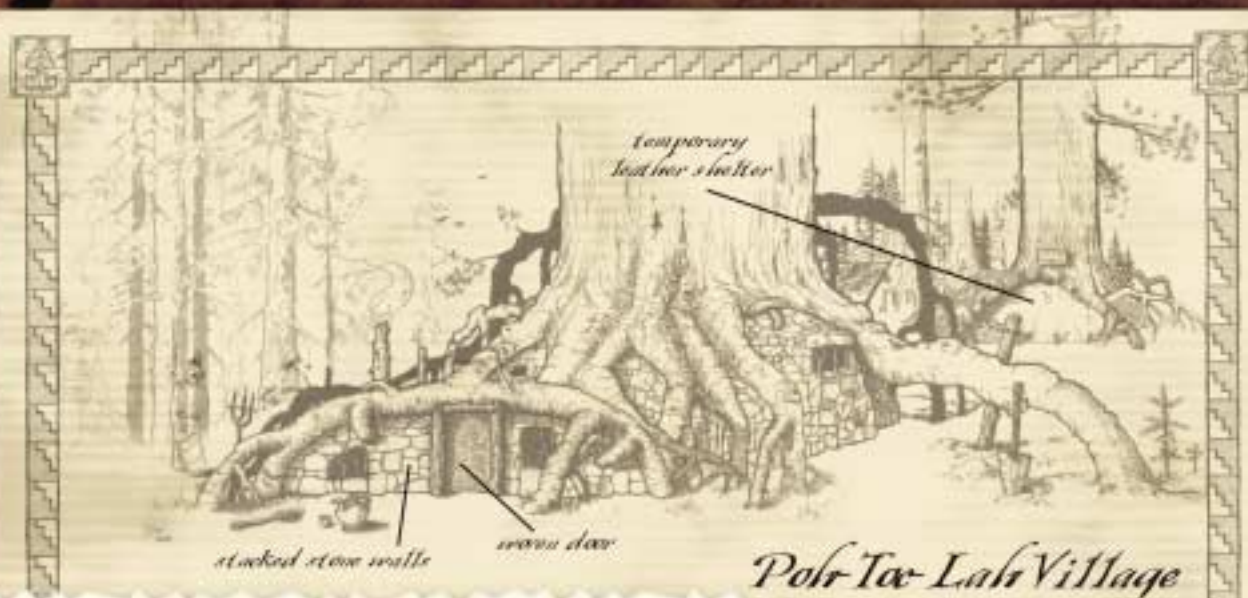
OFFICE

SUPPLY RAILS

ELEVATOR TO
MINEHEAD #1

MAP NOT TO SCALE

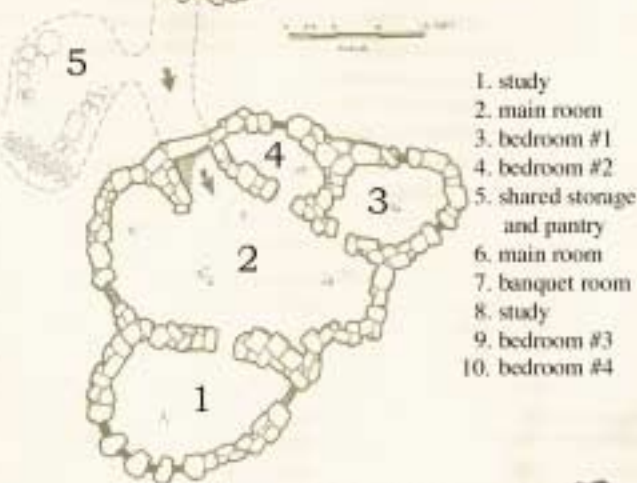
CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER



Polr-Tax-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

Jodi Jacobs, Cartographer



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.

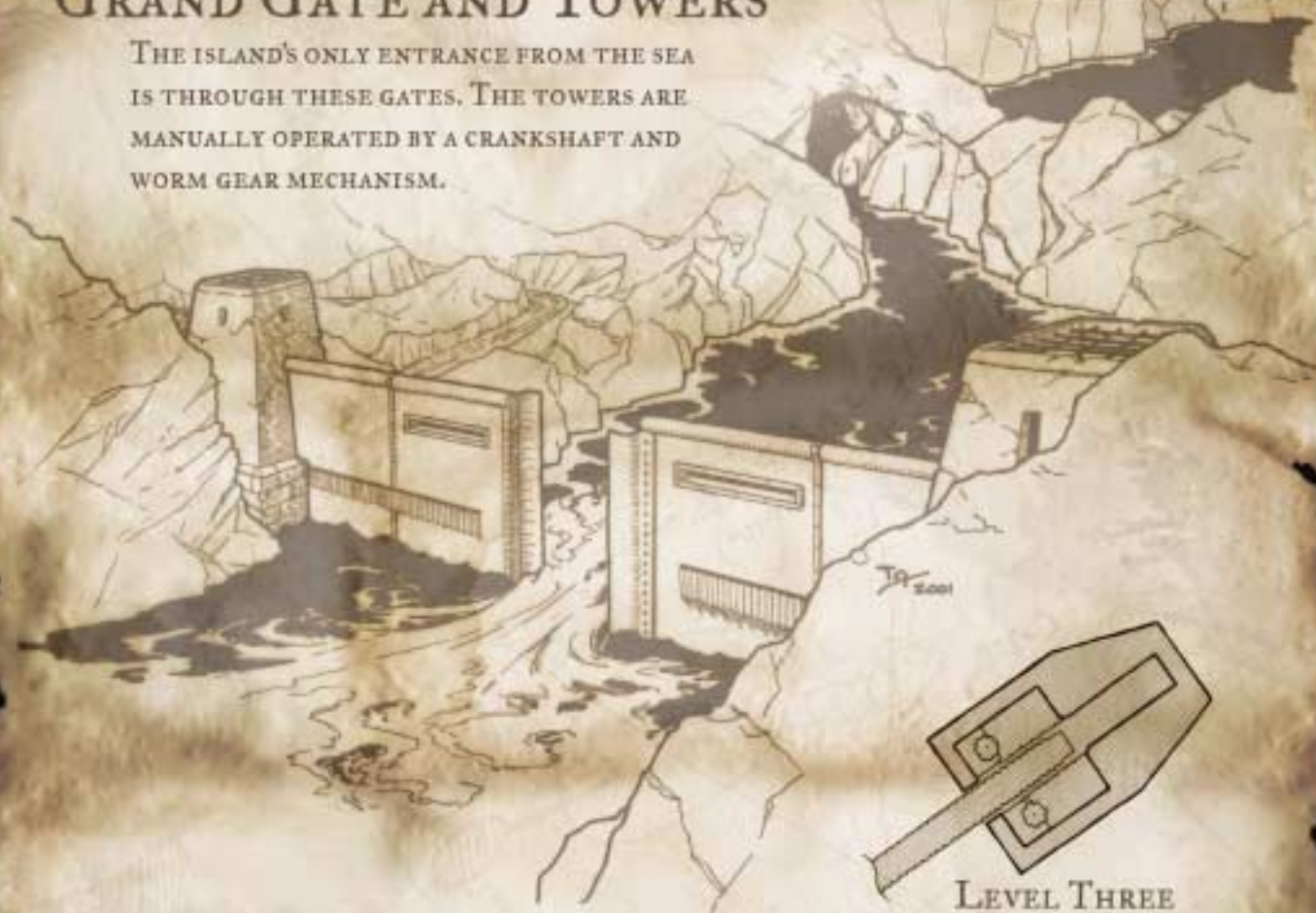


Map Created and Drawn By Todd Gamble, Cartographer.



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



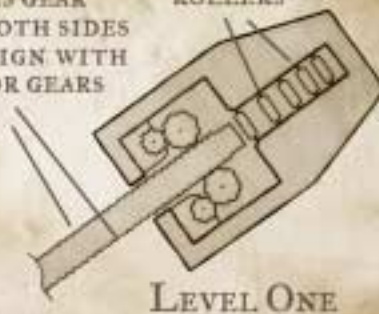
SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS

CRANKSHAFT AND FLYWHEEL



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

ROLLERS



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

John G. Gable, 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

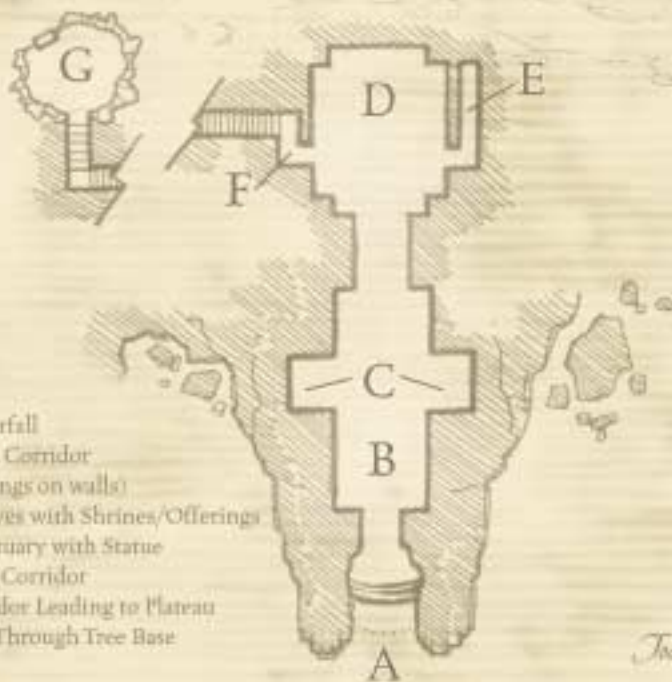
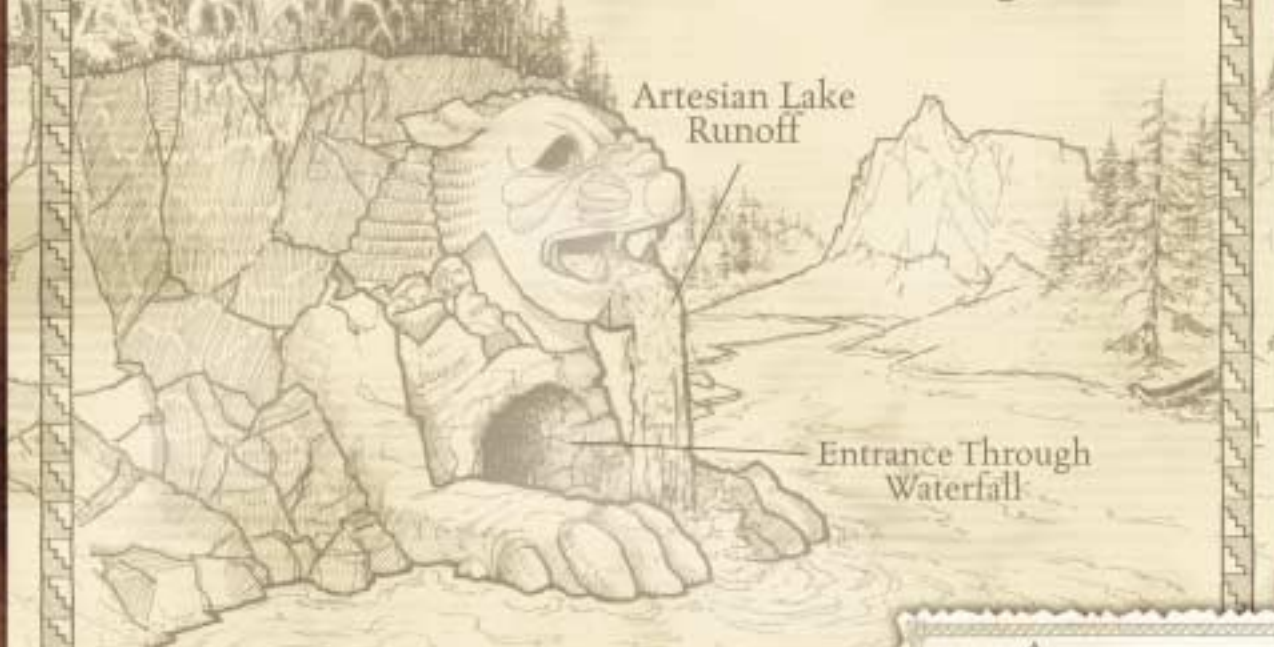
MINEHEAD #1

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.

CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

MAP NOT TO SCALE

Mountain Cat Temple



- 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



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.

Dead Coral Reef

Dead Coral Reef

CAVERN PORT

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



OUTPOST



CAVERN PORT



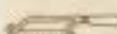
GATE TOWERS



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



Toll Garble, Cartographer.

Subterranean Prison



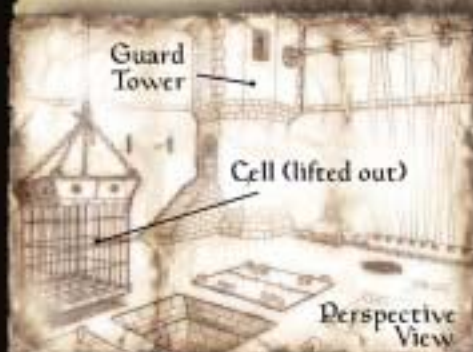
Main Level
Prison Cells



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.



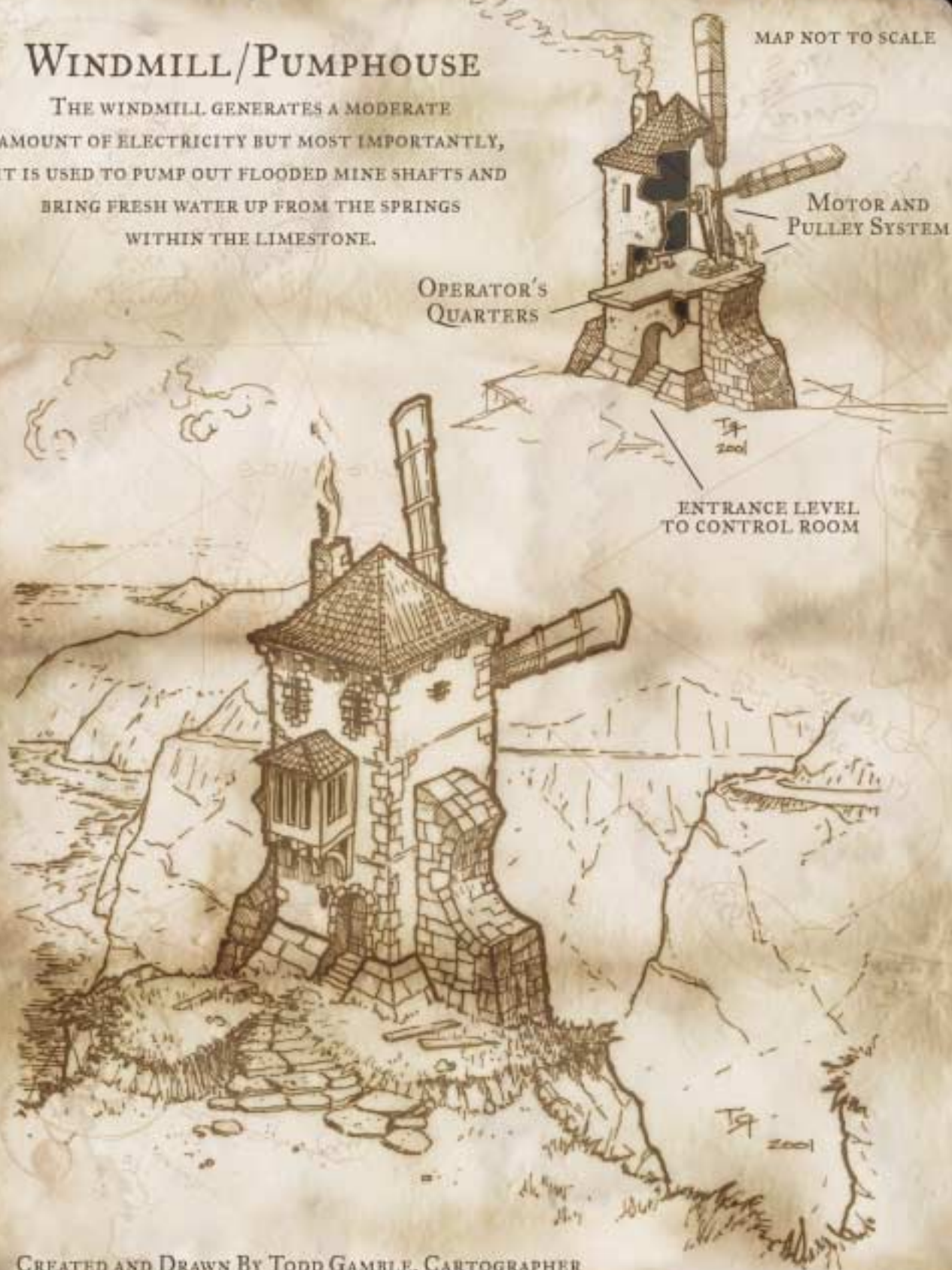
Map Created and Drawn By Todd Gamble, Cartographer.



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



CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

Salt Mine Level 5

The Great Petrified Worm



Salt Mine Level 5

Mine Elevator
from level 4

Abandoned Mine Cart Tracks

Explosives

Explosives

Salt Pile

Mine Elevator
to level 6

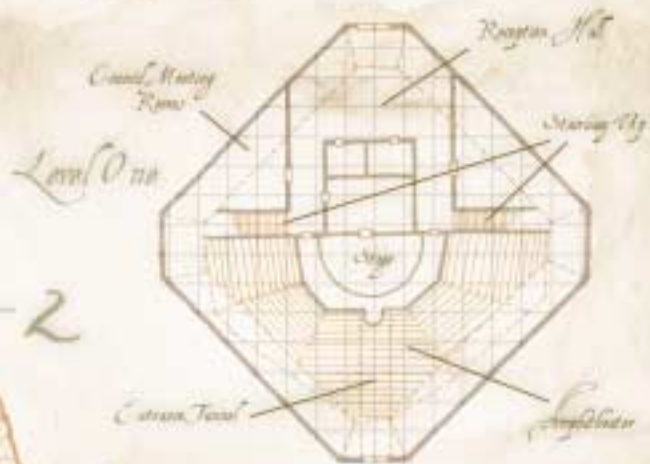
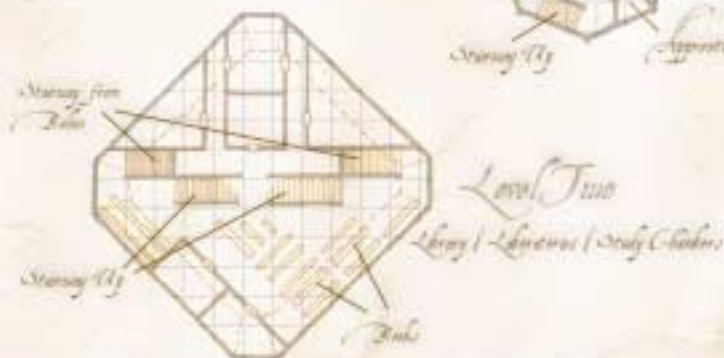
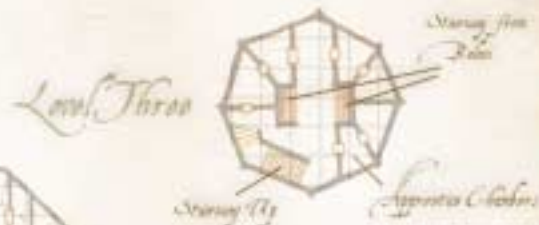
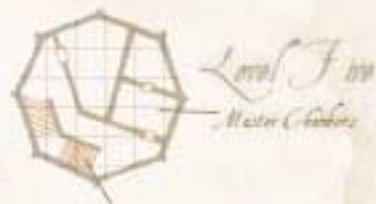
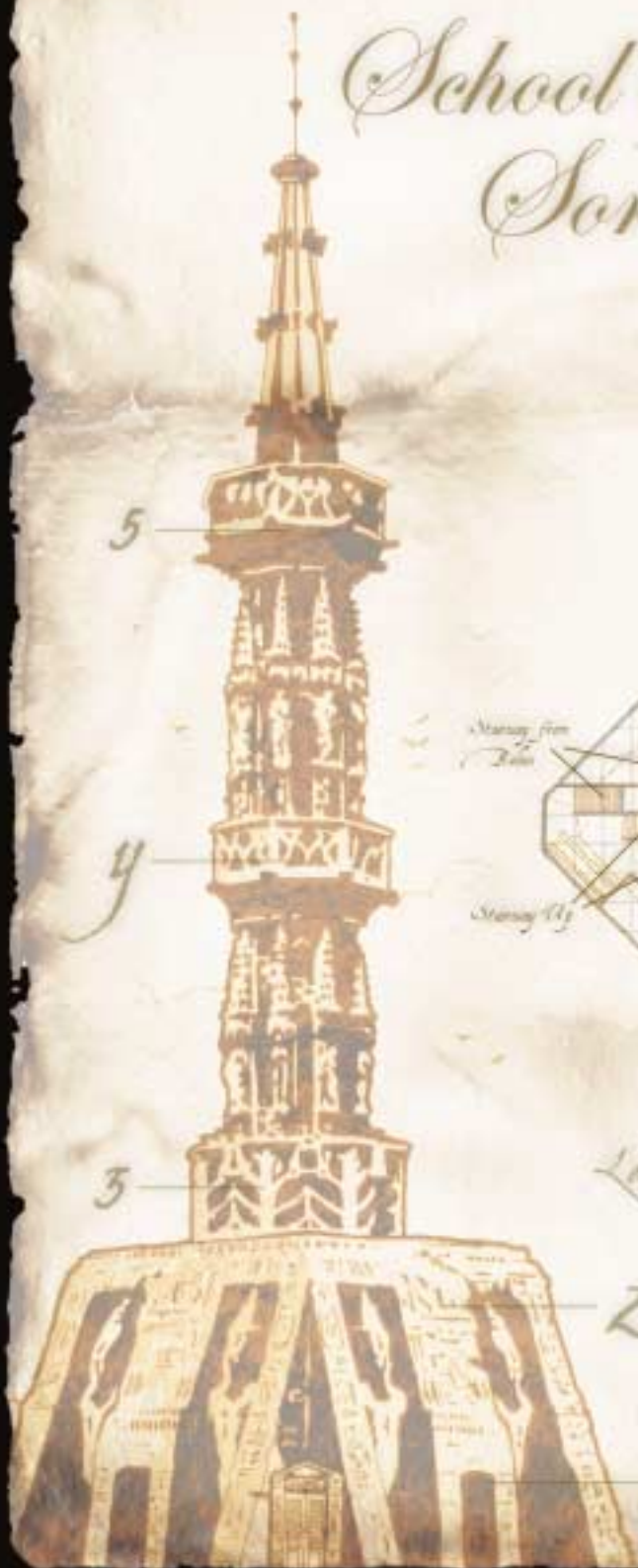
There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5 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.



Map Created and Drawn By Todd Gamble, Cartographer.



School of Sorcery

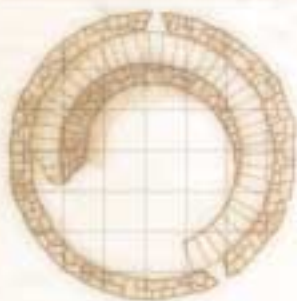


One Square Equals Two Feet

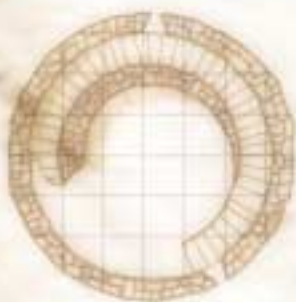
High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals Four Feet





Tower Of Deception

One Square Equals 5 feet



Level Nine



Level Eight



Level Seven



Level Six



Level Four



Level Five



Level Three



Level Two



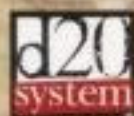
Level One

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