



Map Folio I



Robert Lazzaretti and Todd Gamble



Credits and Acknowledgements

FOR MAP FOLIO I

ALL MAPS ILLUSTRATED BY

Todd Gamble
Robert Lazzaretti

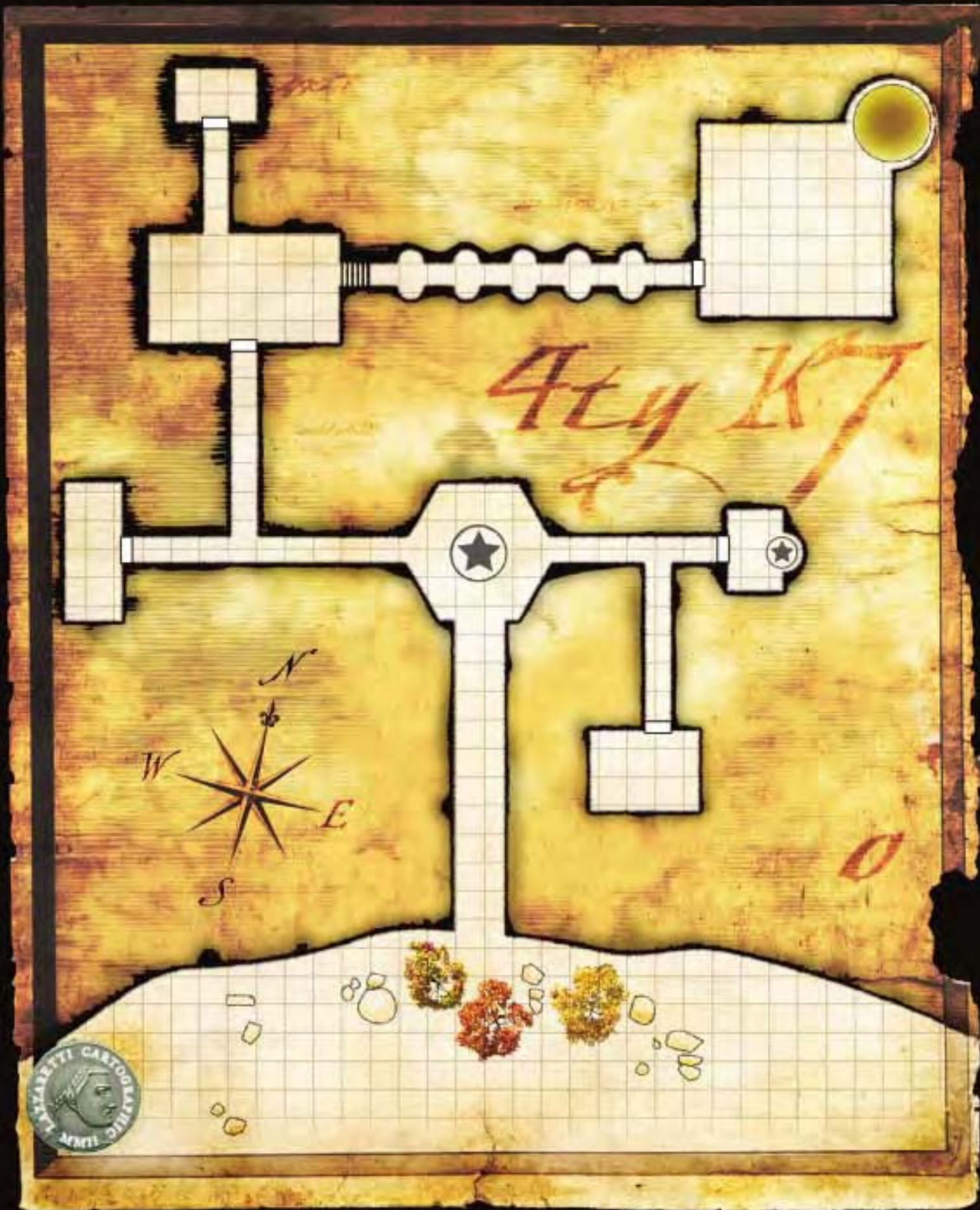
GRAPHIC DESIGN
Trish Yochum

SPECIAL THANKS GO TO:

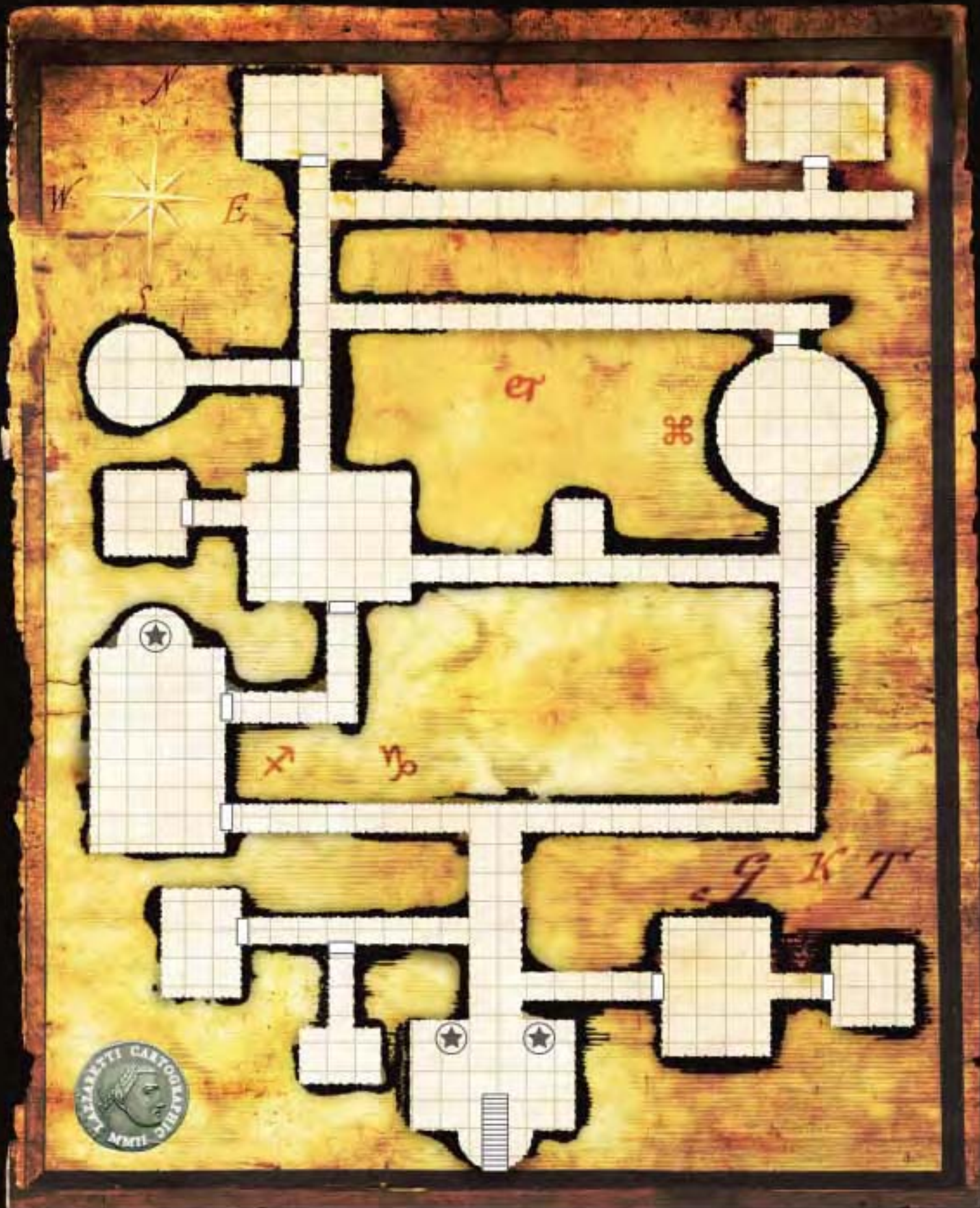
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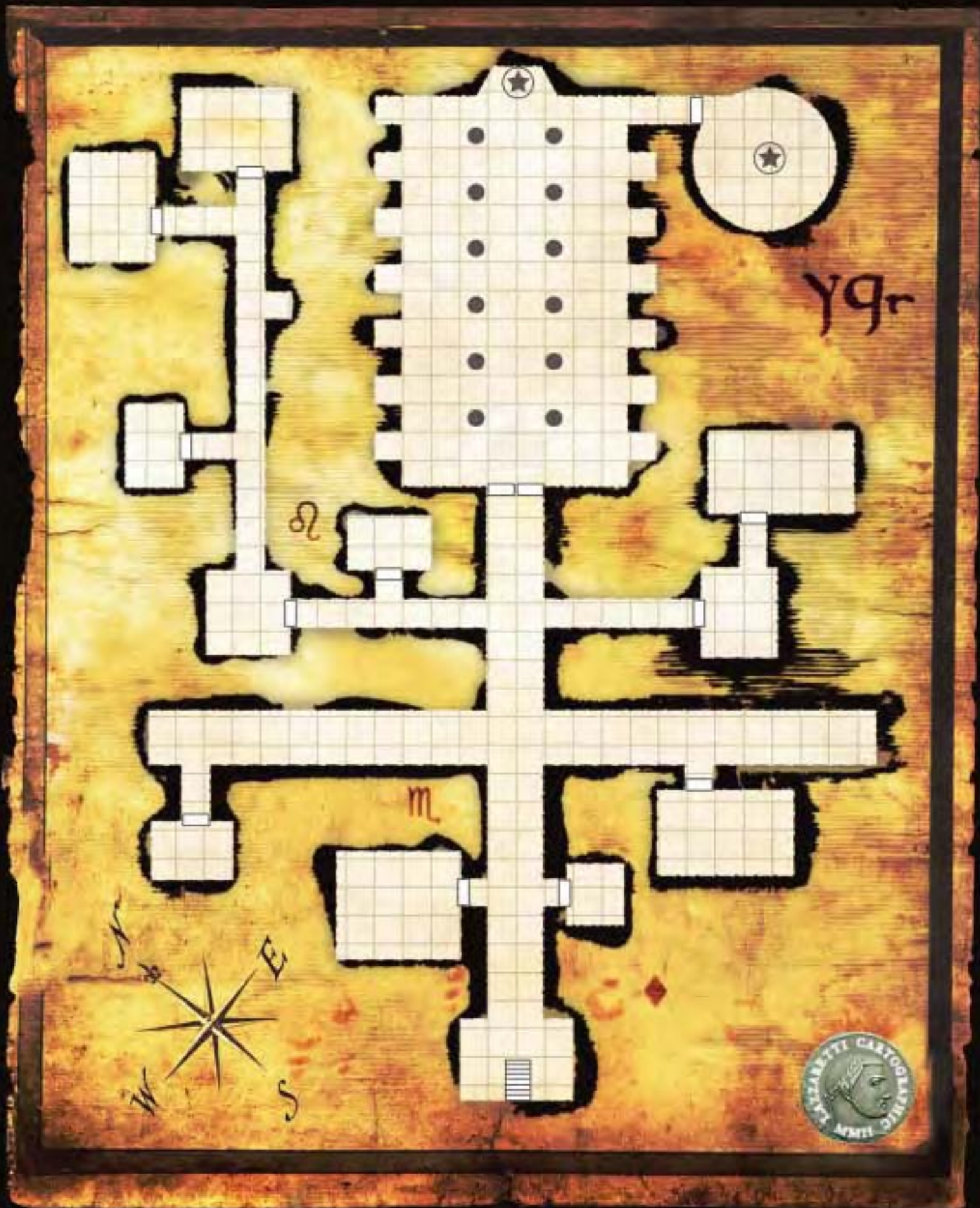
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The Hidden Coast



Misty Bay

The Village
Pierston

Shipyard
Docks

Old
Captain's
Raft

The Old
Lighthouse

Shipwreck



Wizards of the Coast



The Village Poisson











Tertiary Watch
Tower C

Tertiary Watch
Tower D

Tertiary Watch
Tower A

Tertiary Watch
Tower B

Main Entrance

Gilhyanki Citadel Plan View

0 80 feet
Scale

Main Watch Tower

Gilhyanki Citadel Floor Sections

Ground
Floor



Main
Entrance

Second
Floor

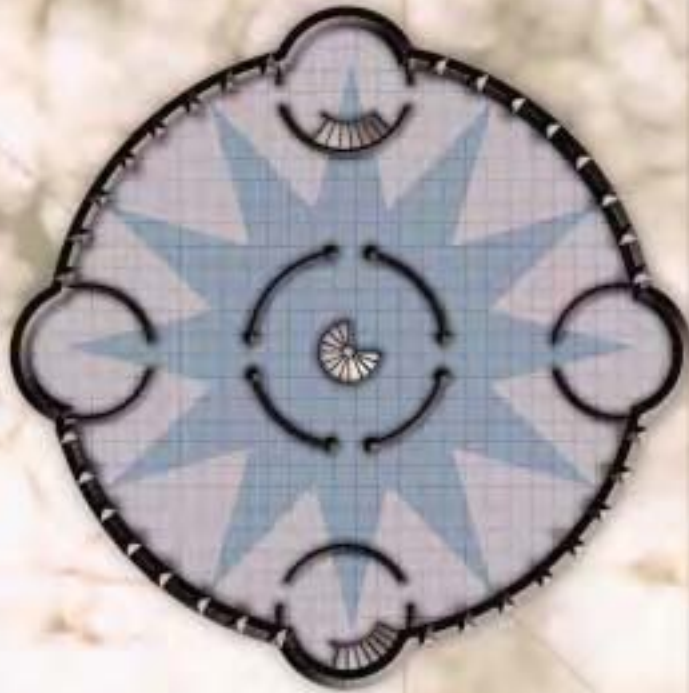


5 feet
10 feet
Scale

Gilhyanki Citadel Floor Sections

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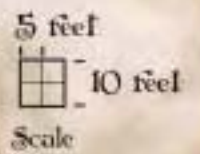
Third
Floor



Central
Tower
Lower



Central
Tower
Upper



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Gilhyanki Cifadel Side View



0 80 feet
Scale



Sorcerer's Tower
south end of the Great Pyramid Wall

Sorcerer's Tower
at any height



Sorcerer's Tower
at any height
Great Pyramid Wall

Sorcerer's Tower

south end of the Great Pyramid Wall



- 5 Observatory
- 4 Sleeping Quarters
- 3 Library and Study
- 2 Sorcerer's Laboratory
- 1 Entrway 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.



MAP NOT TO SCALE

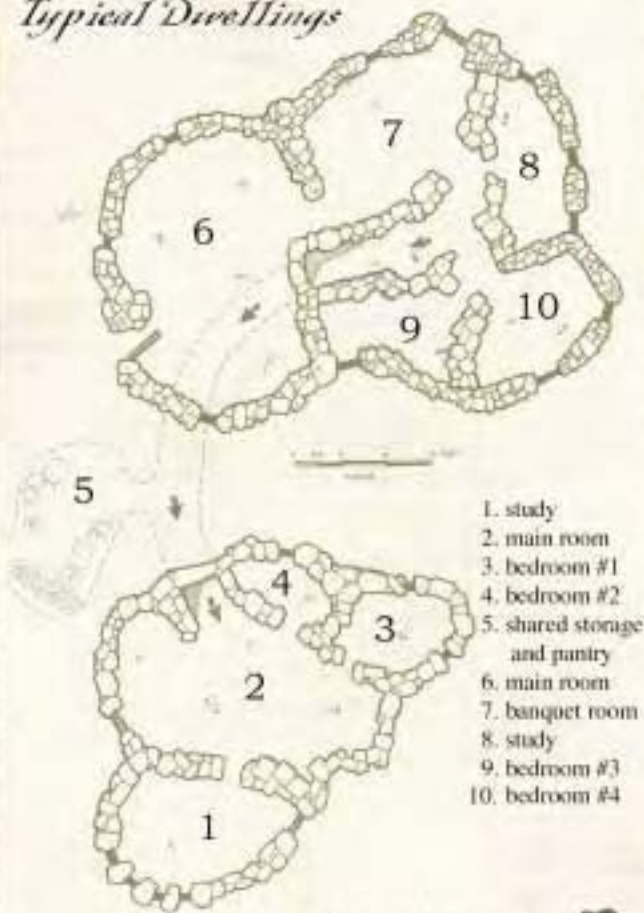
CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER



Polr-Tax-Lah Village Dwellings

Inhabitants nestled within
the strong
roots of the giant banyan-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

Jill Gault, 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



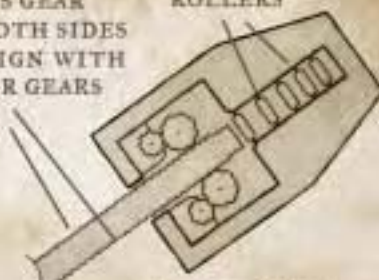
CRANKSHAFT AND FLYWHEEL



LEVEL TWO

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

ROLLERS



LEVEL ONE

SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS

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 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



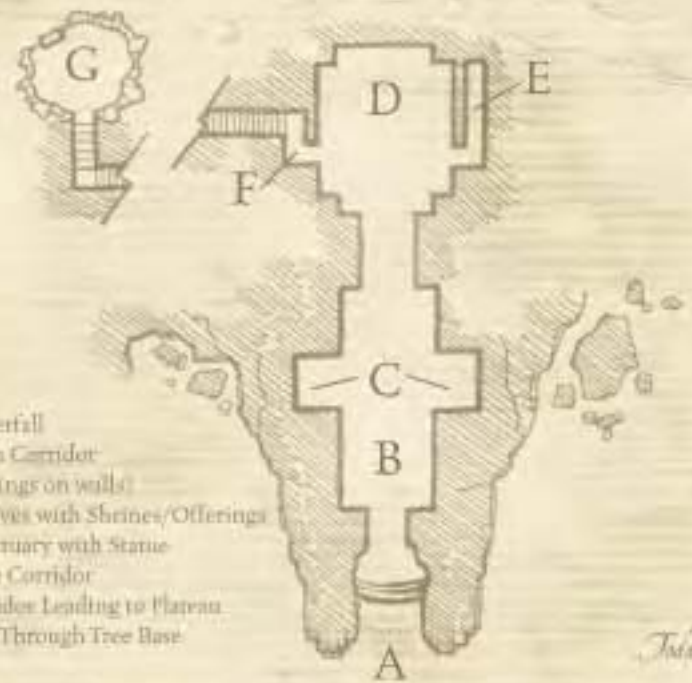
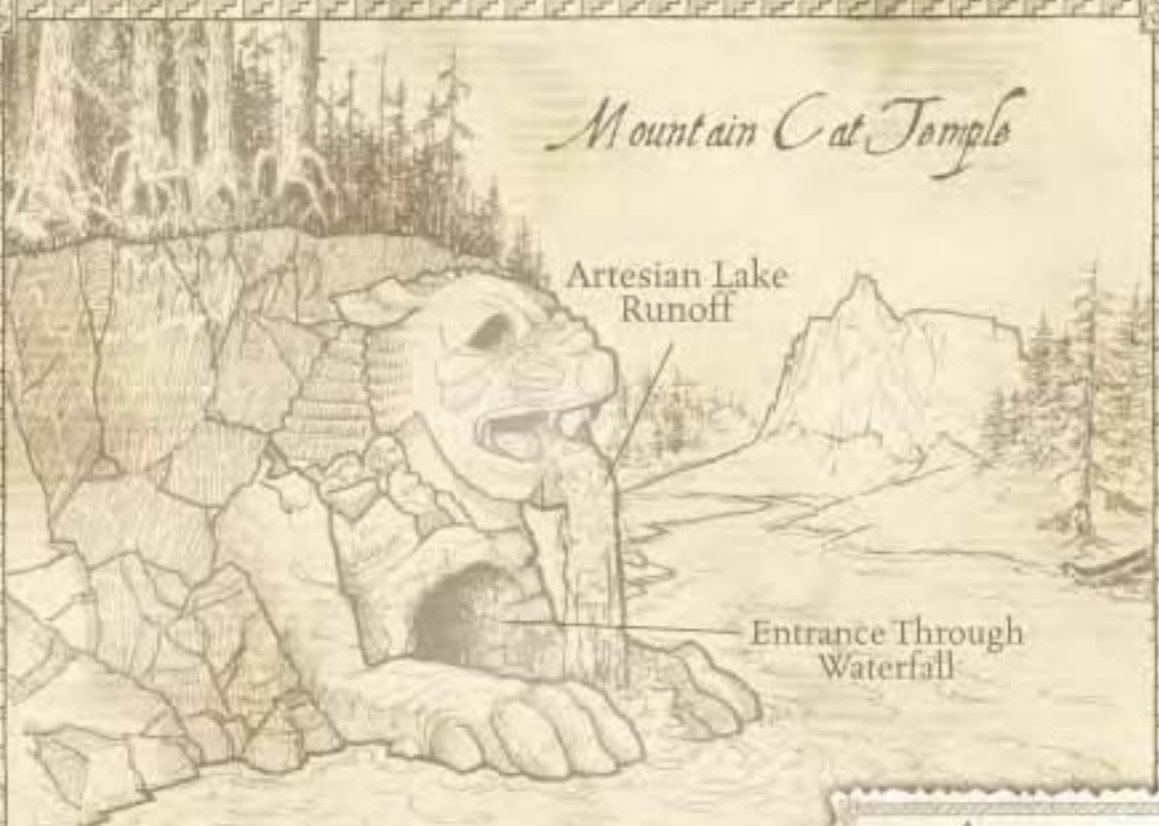
MINEHEAD #1

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.

CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

MAP NOT TO SCALE

Mountain Cat Temple



- A. Waterfall
- B. Main Corridor (carvings on walls)
- C. Alcove 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 GREAT COVERS.

Dead Coral Reef

Gap Channel

Dead Coral Reef

CAVERN PORT

LIBERTINE 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



Typical Tools

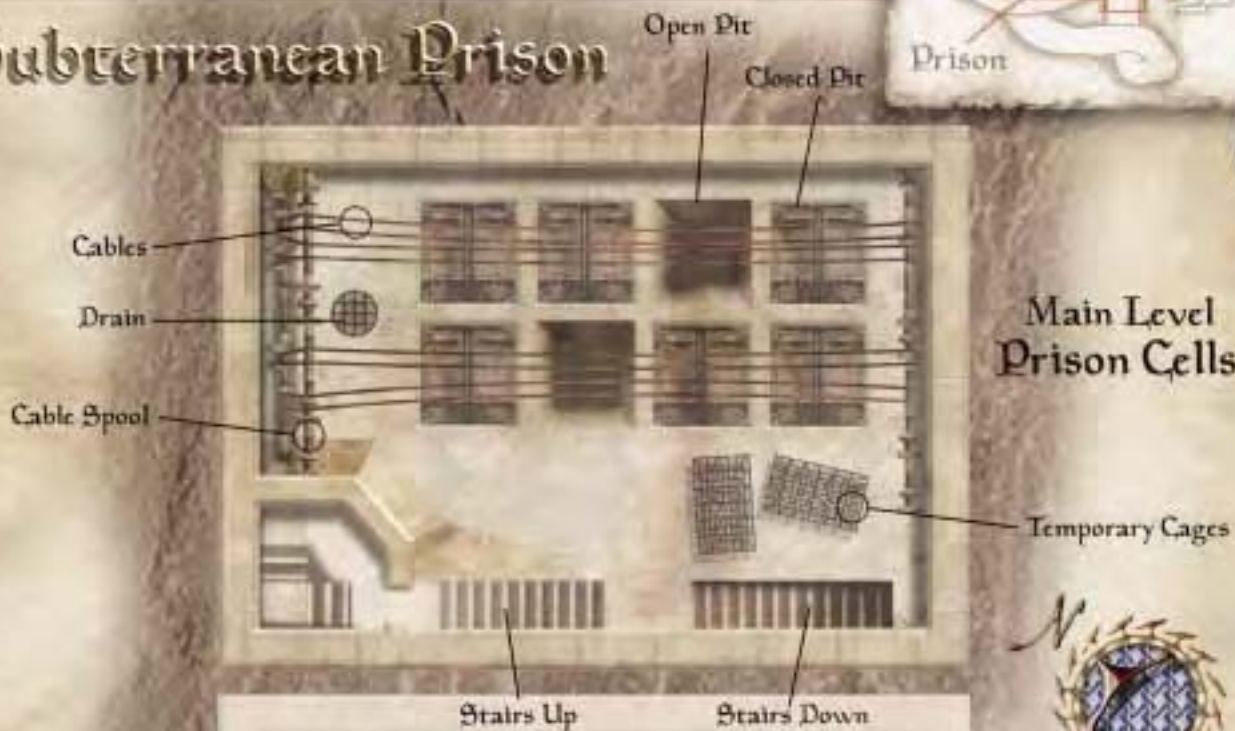
1. Typical Stone Cutting Tool
2. Typical Tool Used for Cultivation



Toll Quake, Cartographer.



Subterranean Prison



Main Level Prison Cells

Temporary Cages



Stairs Up

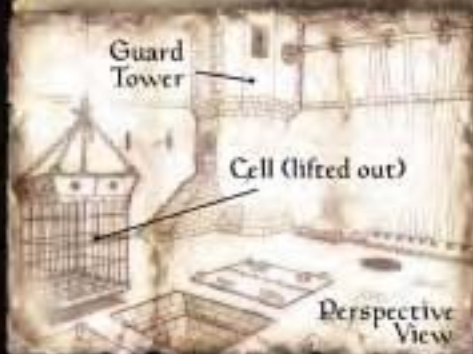
Stairs Down

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.

Upper Level Guard Tower

Stairs Up

Levers



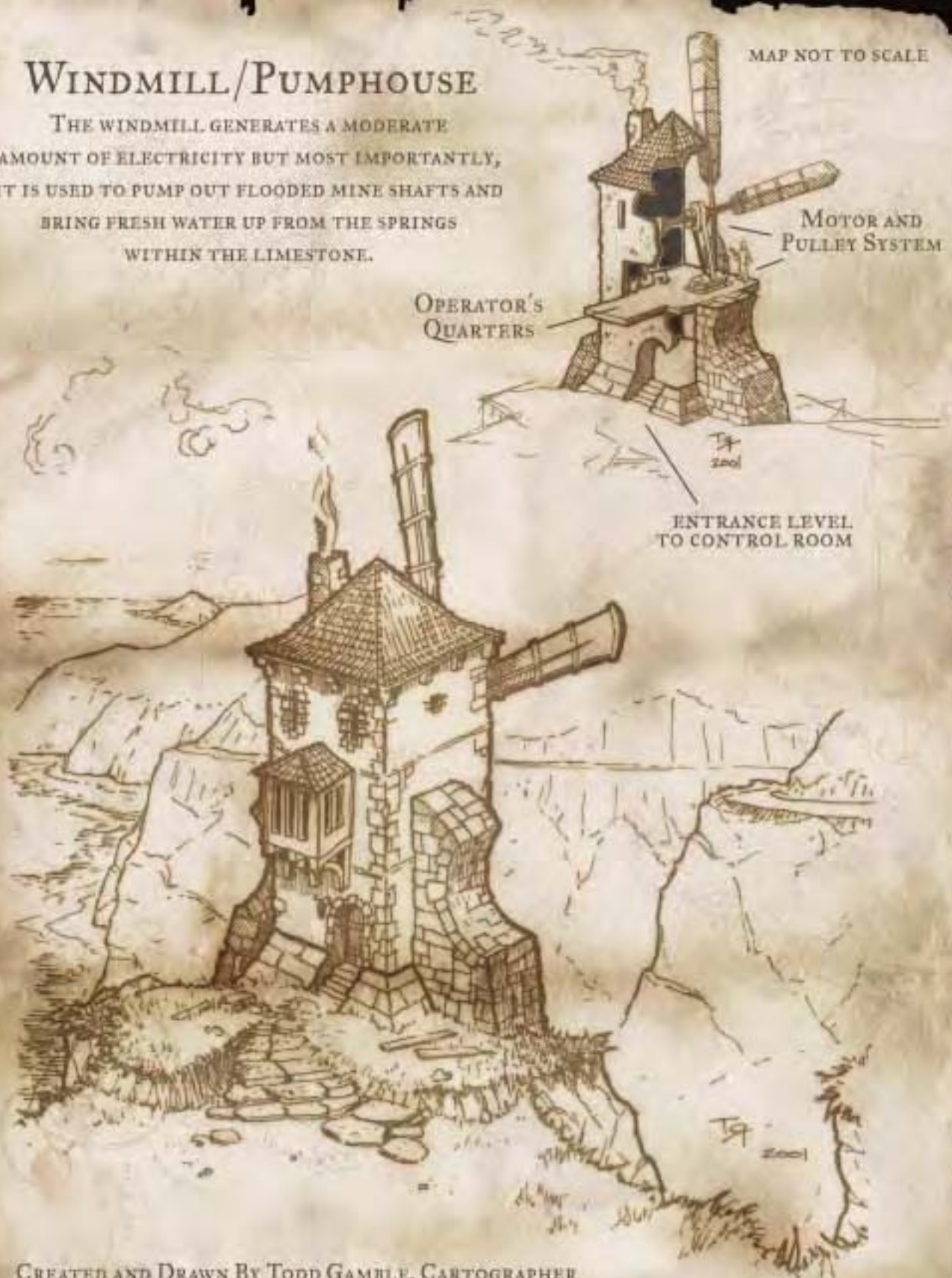
Map Created and Drawn By Todd Gamble, Cartographer



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

Salt Mine Level 5

Mine Elevator
from level 4

Abandoned Mine Cart Tracks

Explosives

Explosives

Salt Pile

Mine Elevator
to level 6

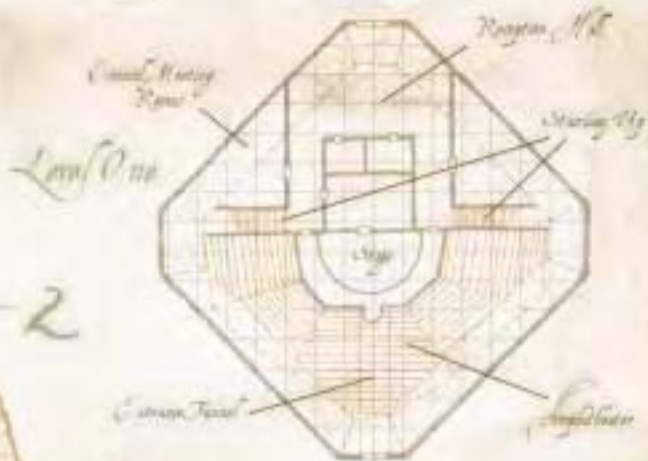
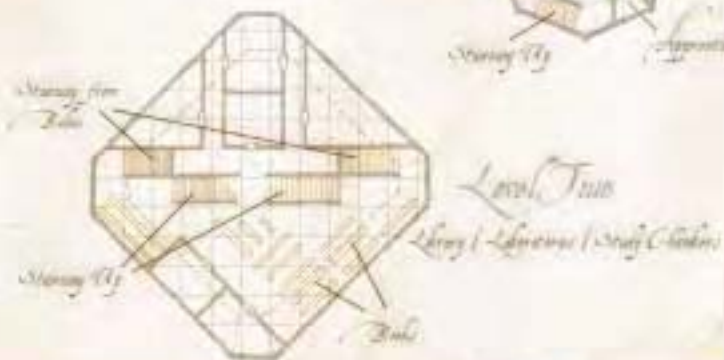
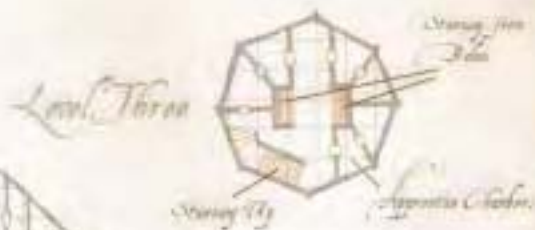
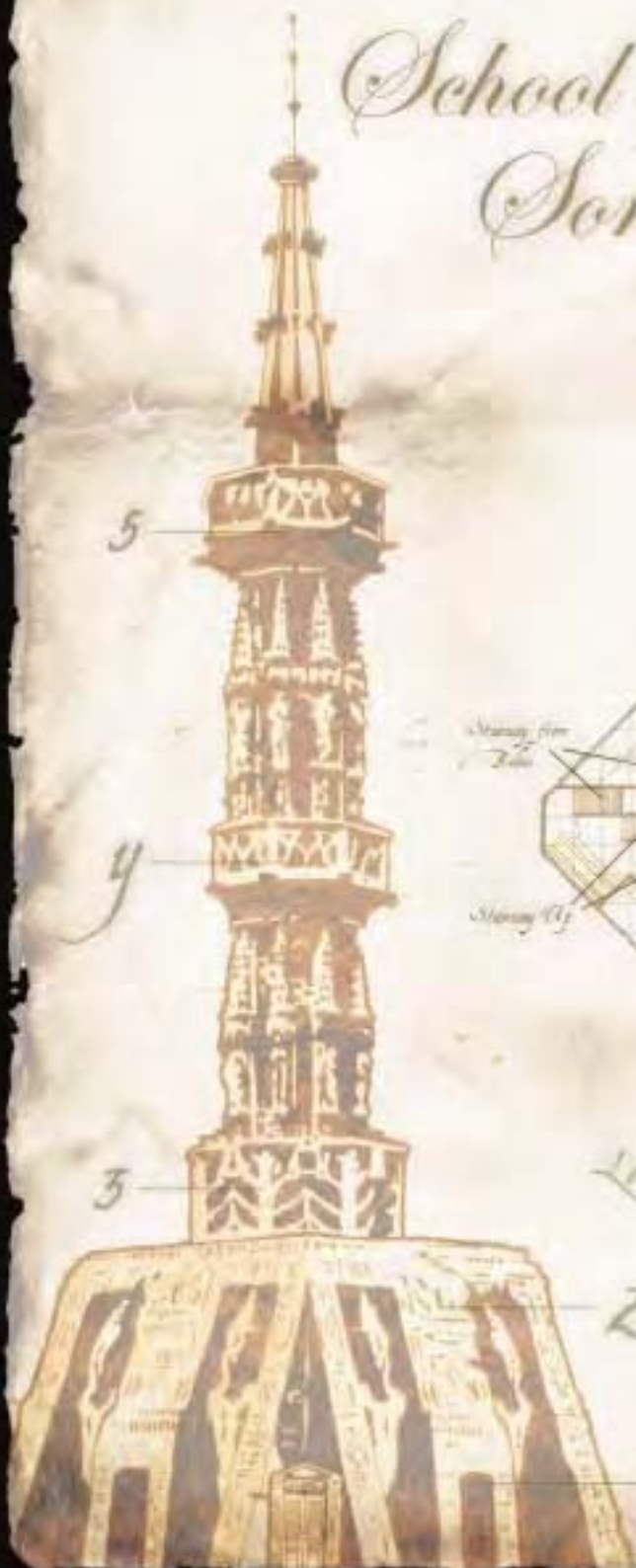
There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5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

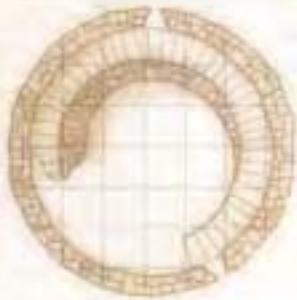


One Square Equals 100 Feet

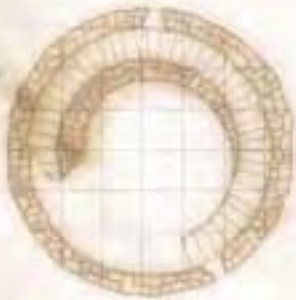
High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals 7 in Feet



Tower Of Deception



Level Nine



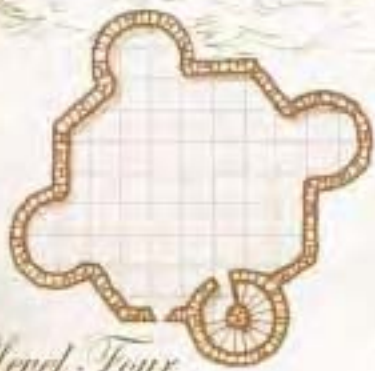
Level Eight



Level Seven



Level Six



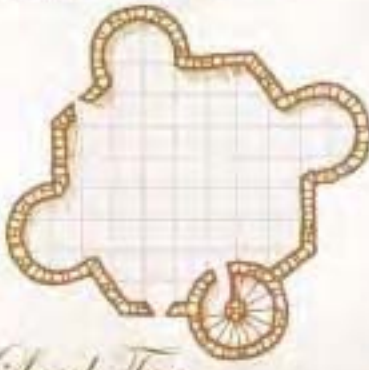
Level Four



Level Five



Level Three

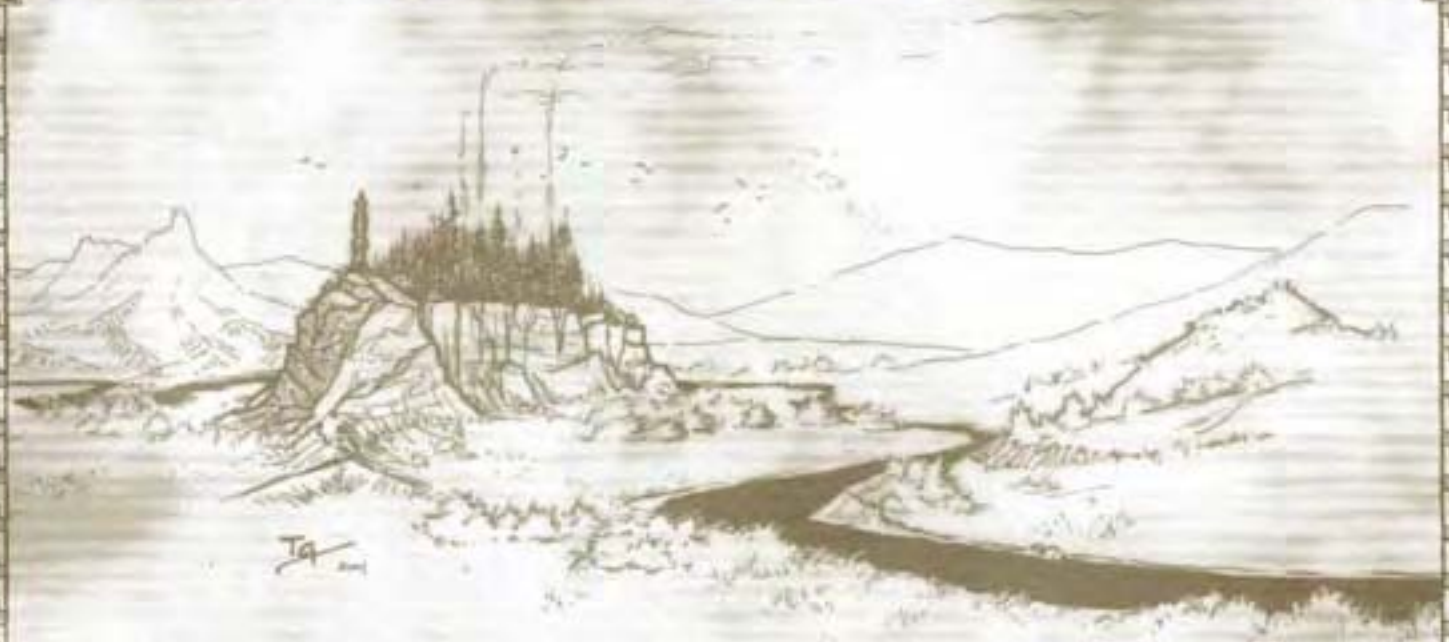


Level Two



Level One

One Square Equals 3 feet



JA



Jedd Gamble, Cartographer.

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