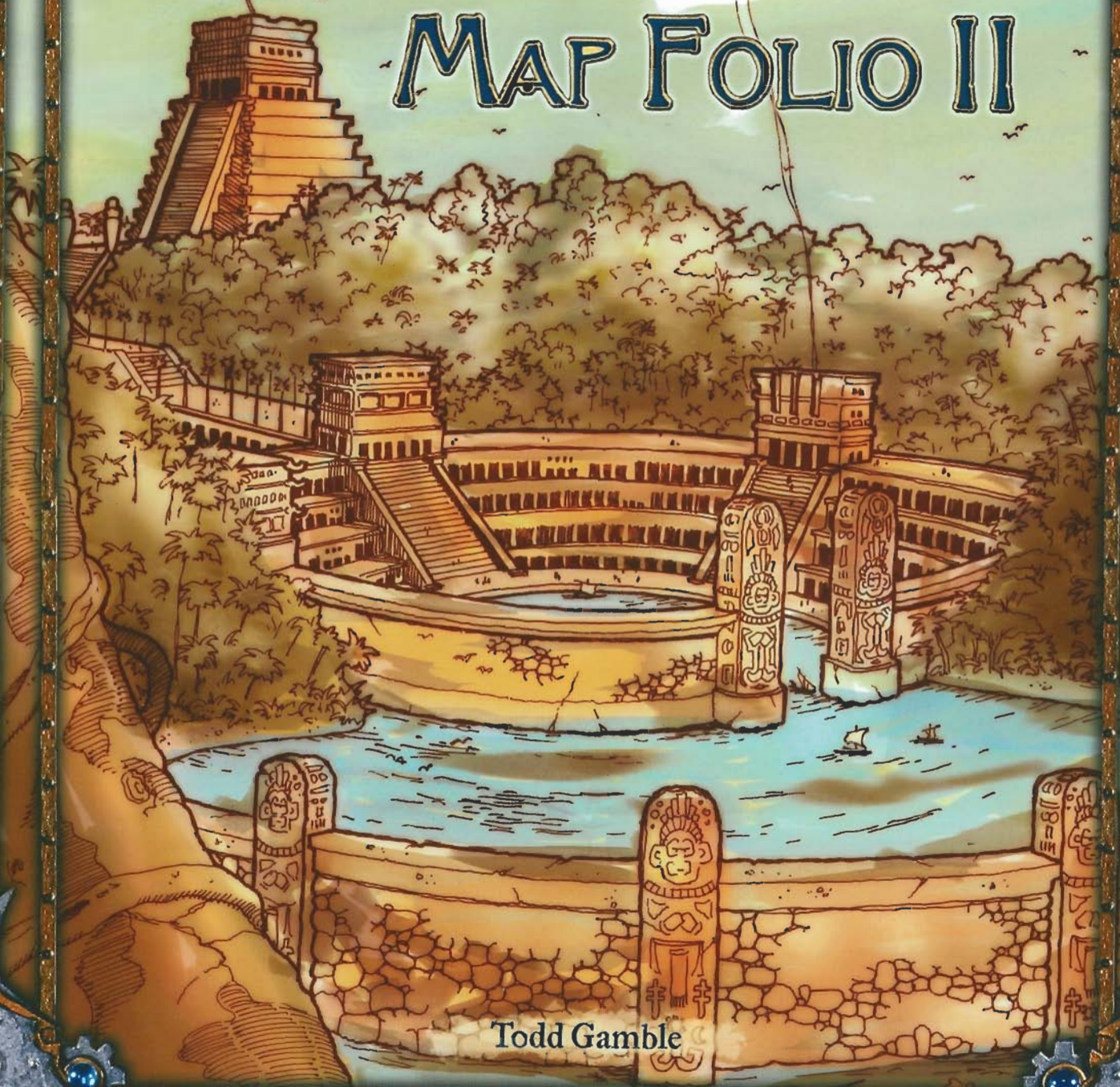
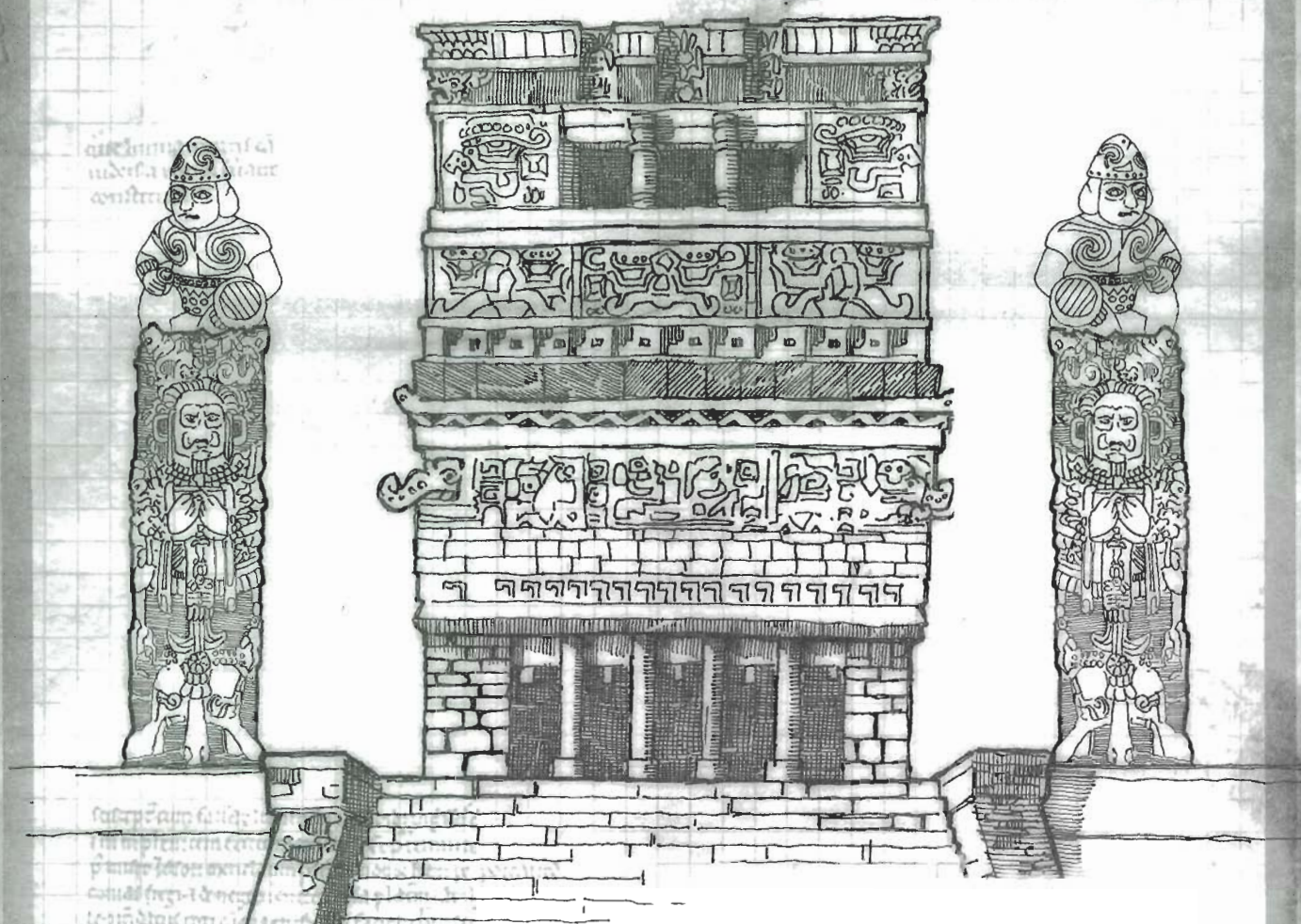


DUNGEONS  
DRAGONS® Accessory

MAP FOLIO II



Todd Gamble



## Credits and Acknowledgements FOR MAP FOLIO II

ALL MAPS ILLUSTRATED BY  
Todd Gamble

GRAPHIC DESIGN  
Trish Yochum

### SPECIAL THANKS GO TO:

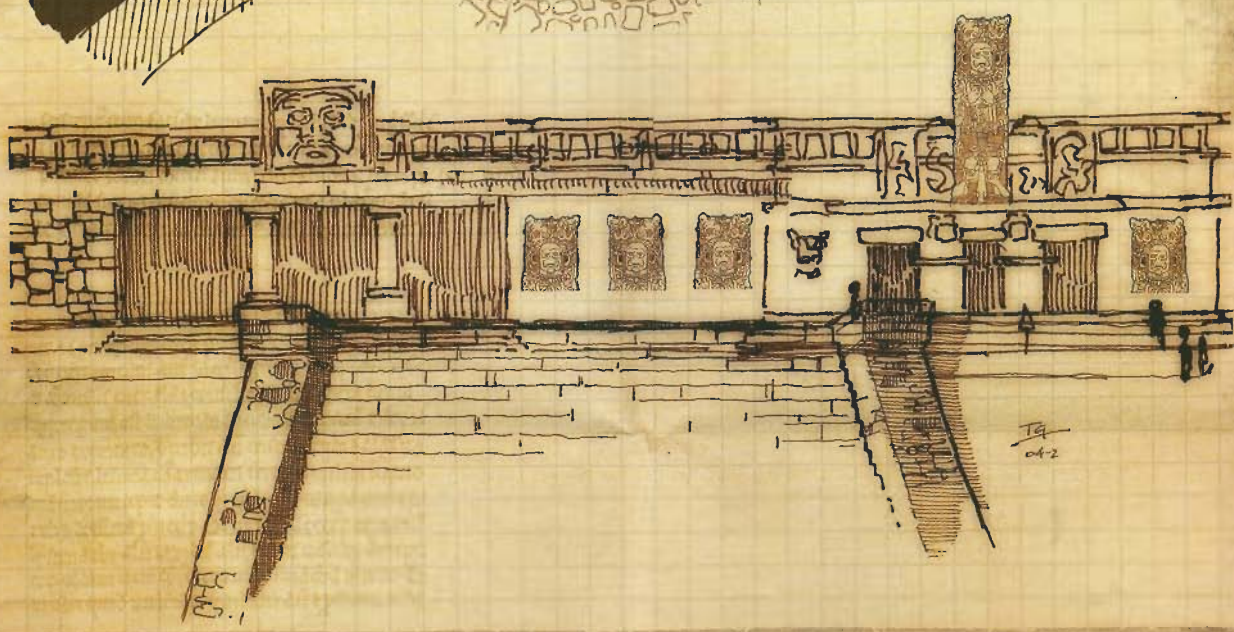
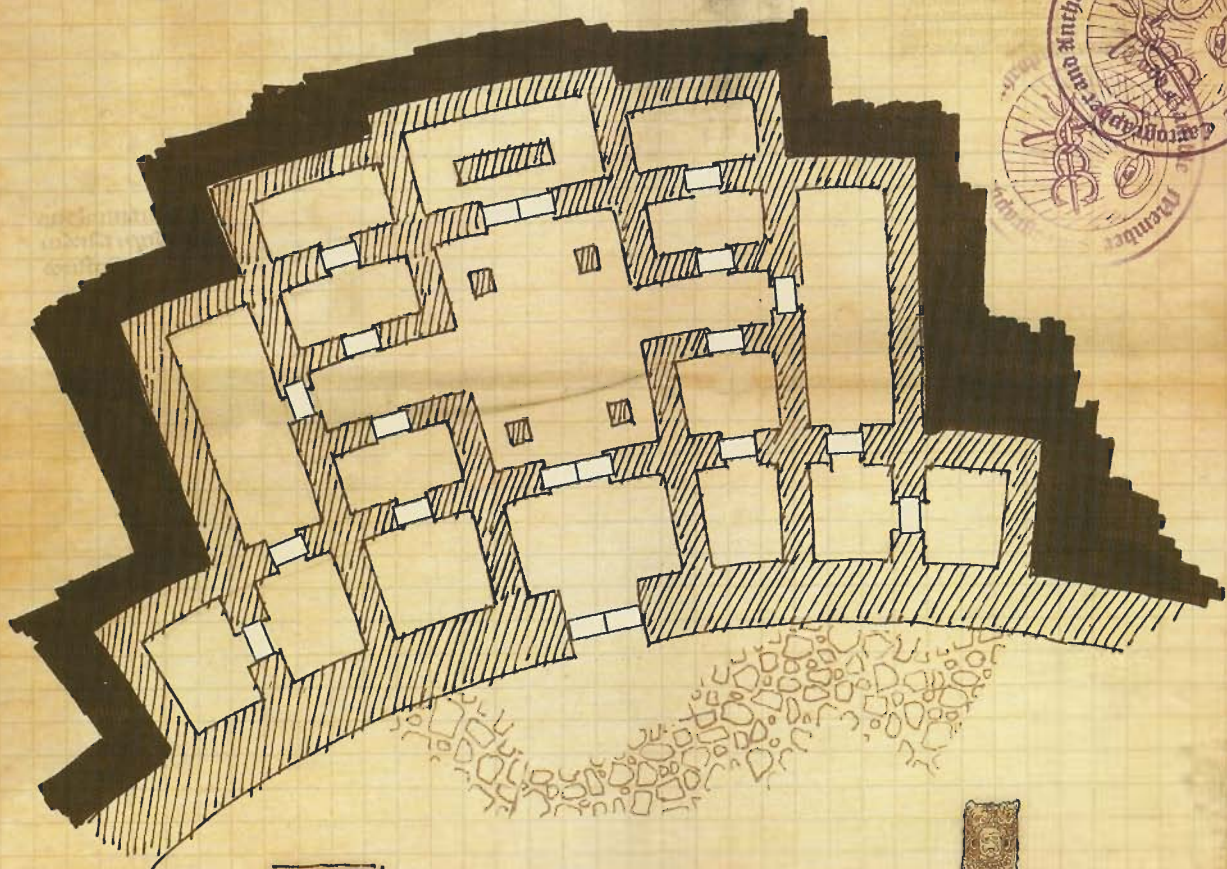
Sue Cook, for asking for some original maps for the website.

Martin Durham, for making this product actually happen.

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

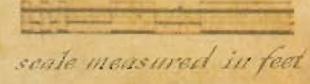
Dawn Murin, for keeping it real.





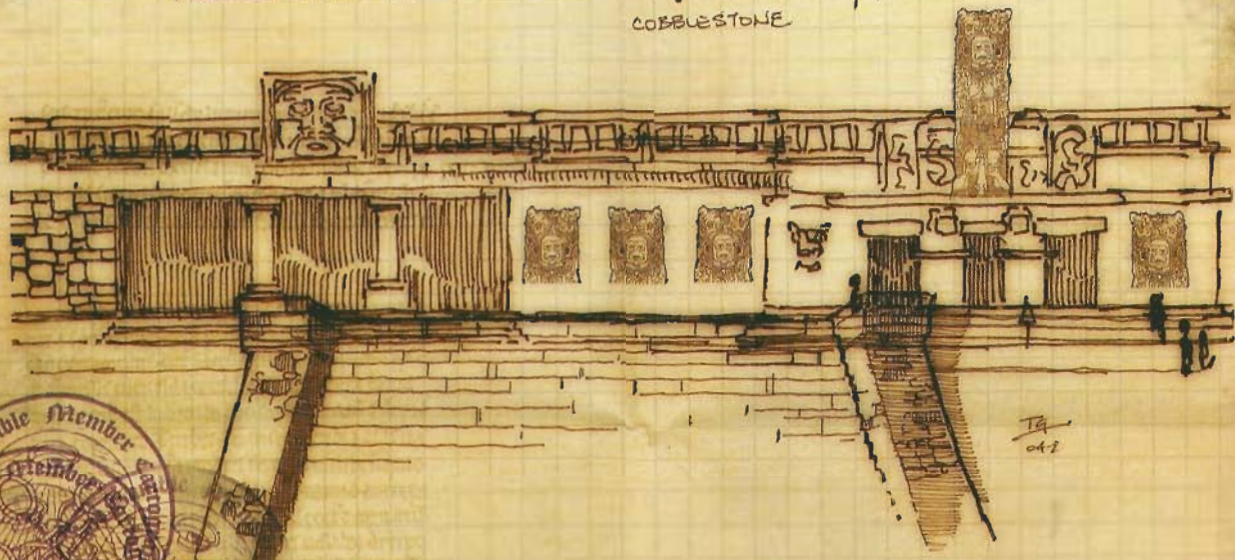
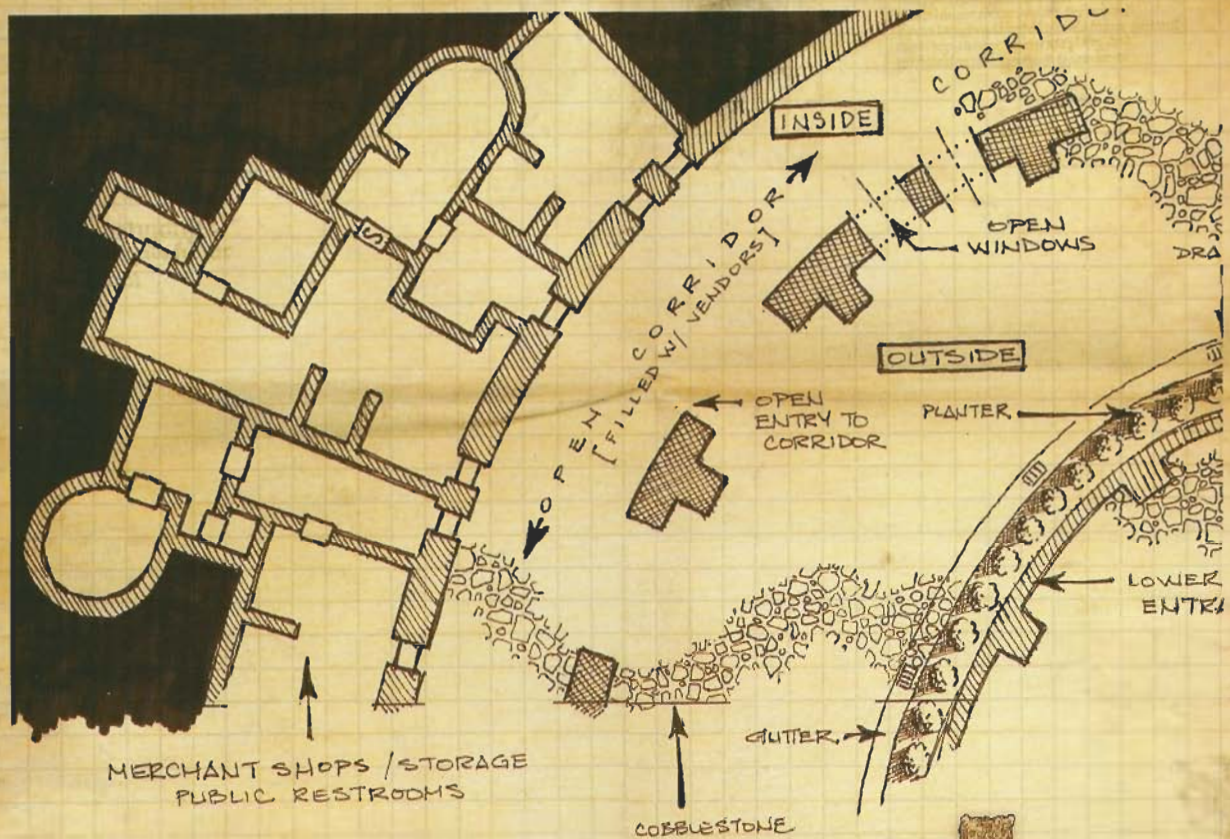
## Typical Dwellings (apartments)

One square equals 5 feet



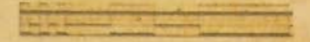
scale measured in feet



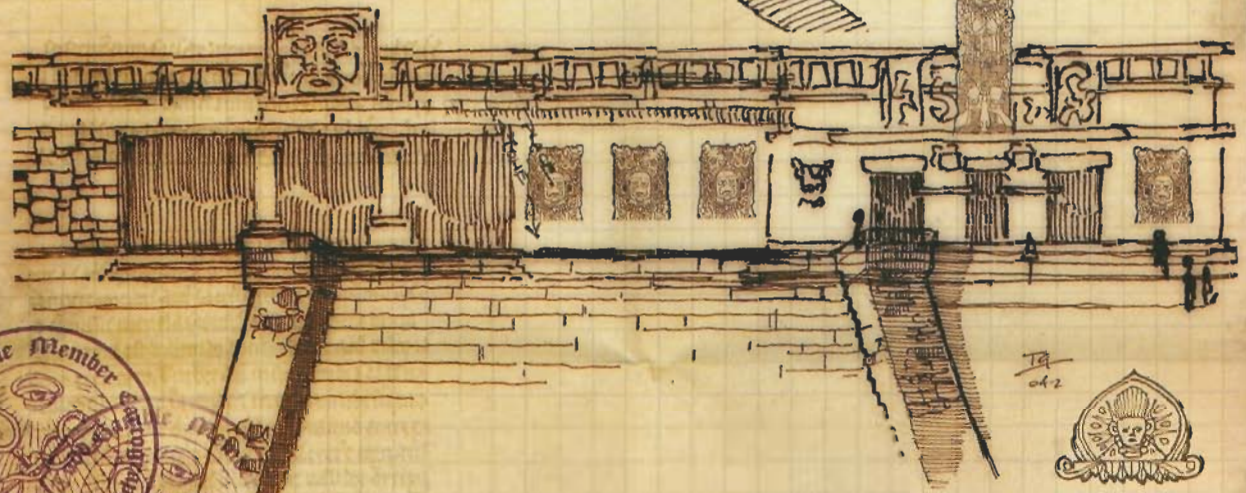
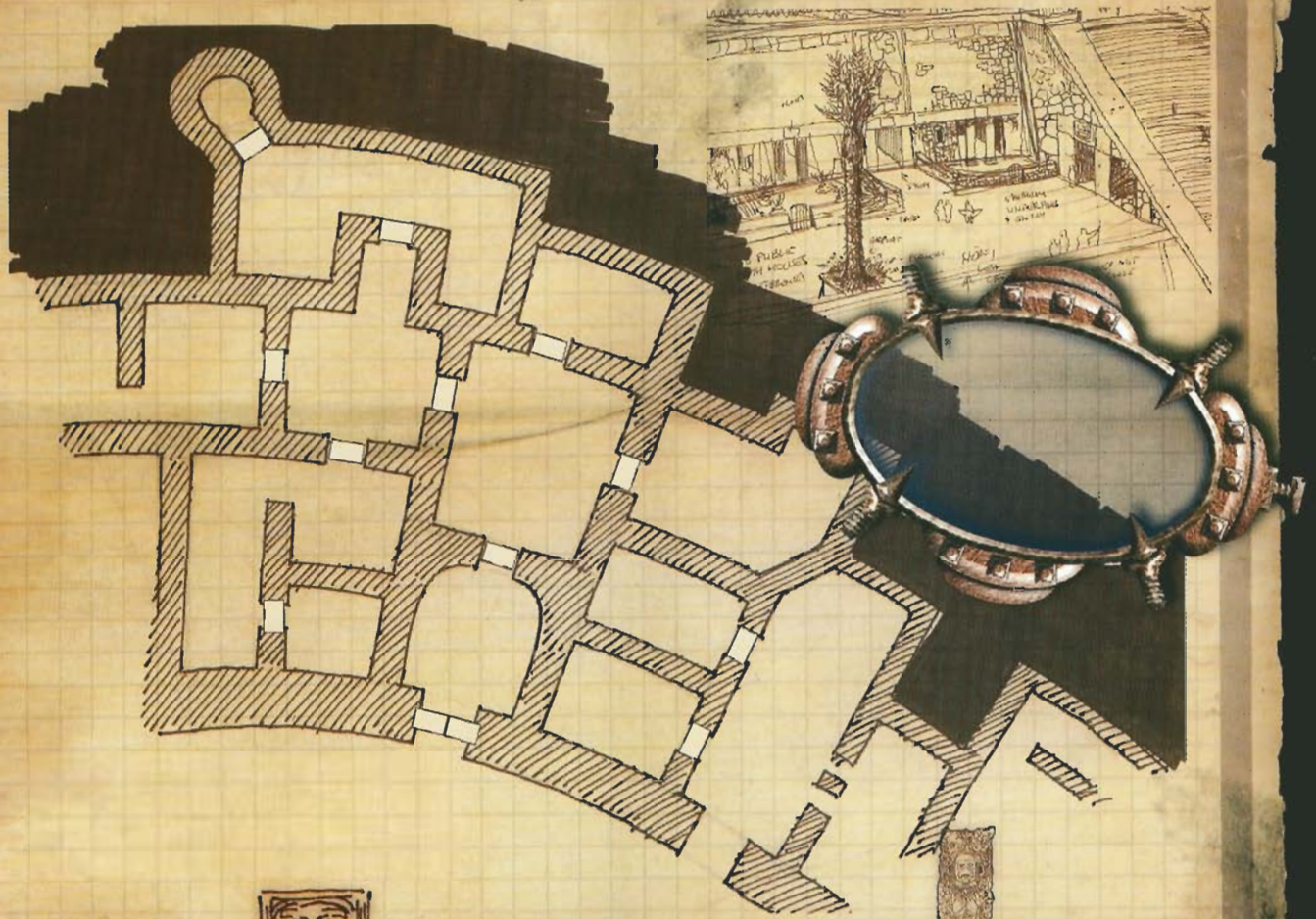


**Typical Dwellings**  
 (mid-class dwellings with merchant sites)

One square equals 5 feet

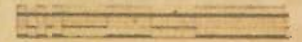


scale measured in feet

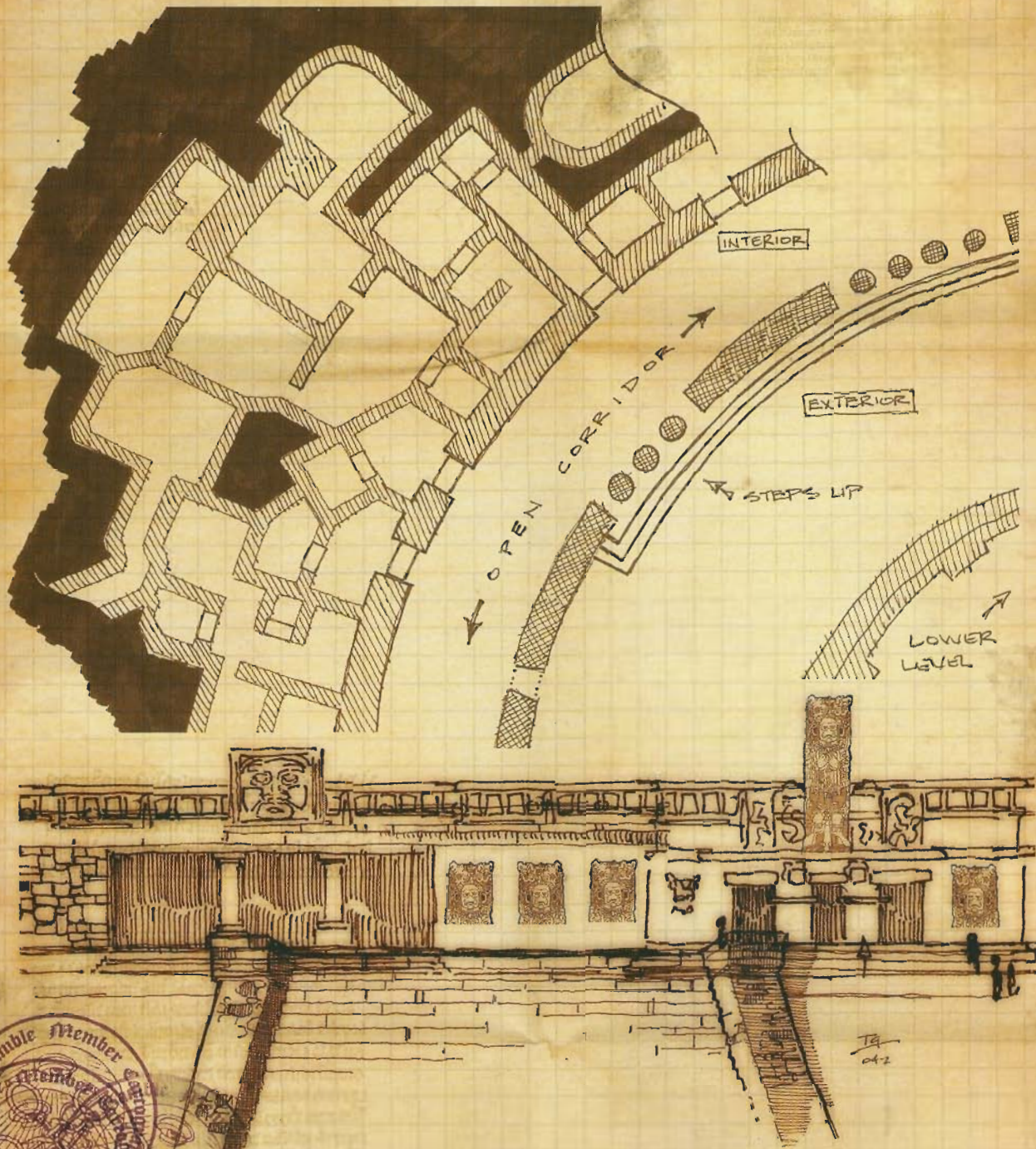


## Typical Dwellings (wealthy homeowner)

One square equals 5 feet



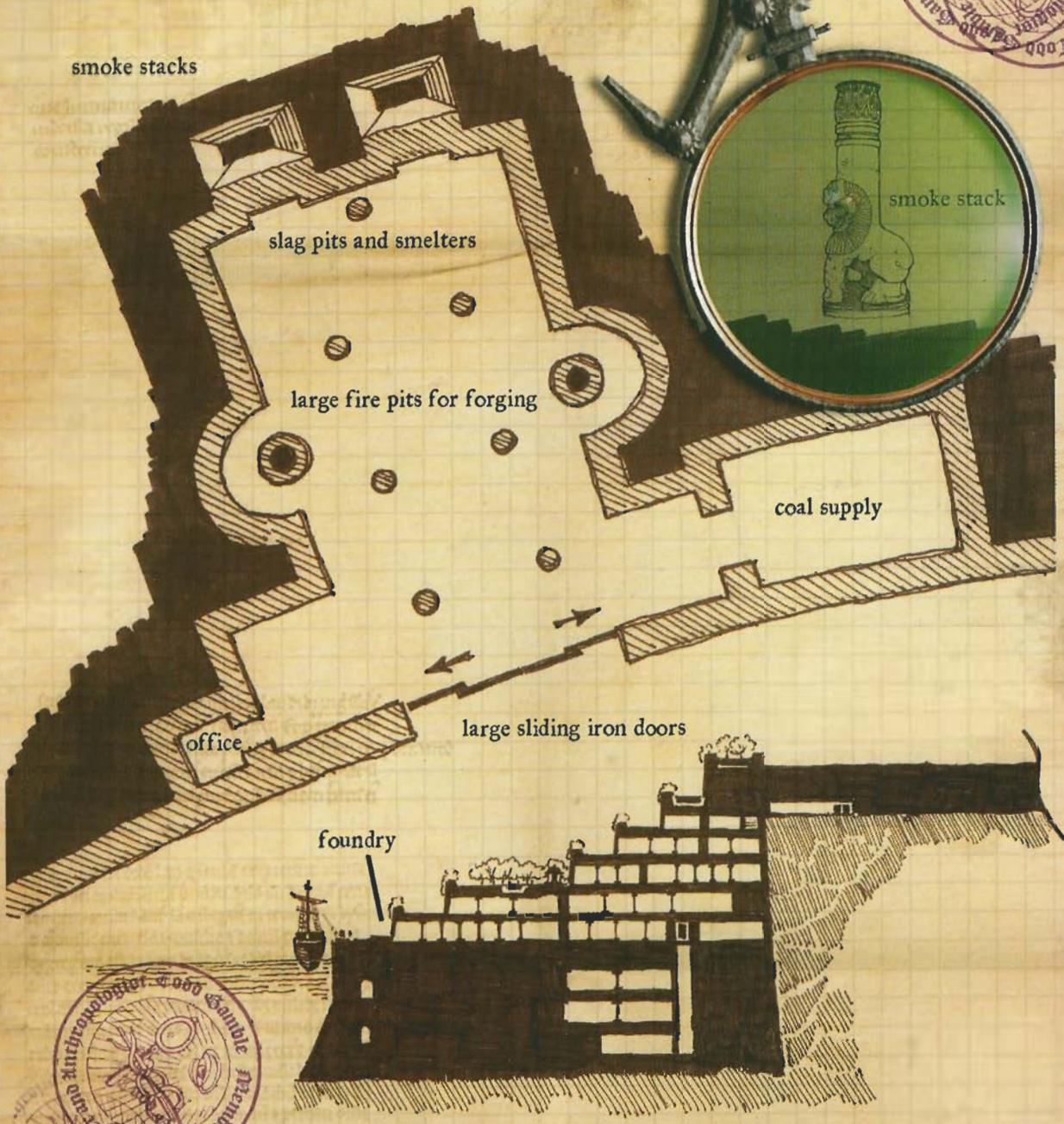
scale measured in feet



**Typical Dwellings**  
 (typical mid-class dwellings)

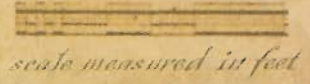
One square equals 5 feet

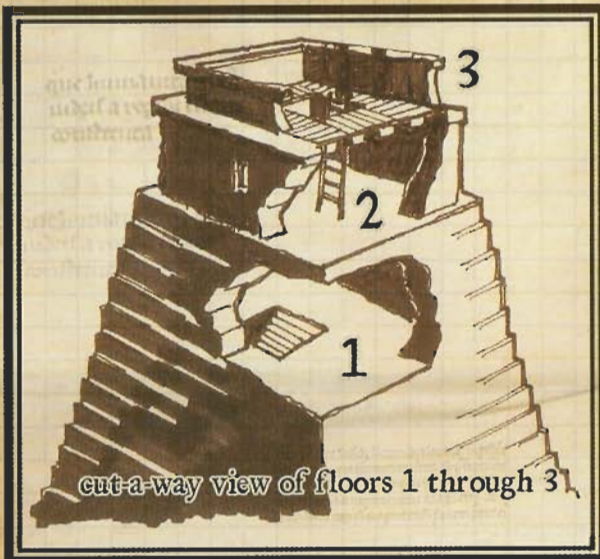
*scale measured in feet*



## Foundry (smelter and forging operations)

One square equals 15 feet



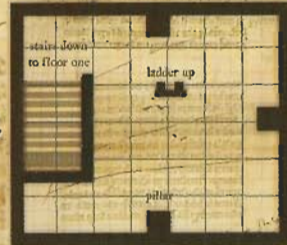


cut-a-way view of floors 1 through 3

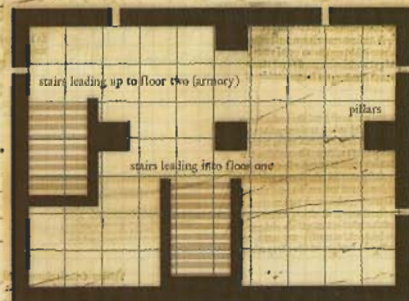
Floor 3



Floor 2

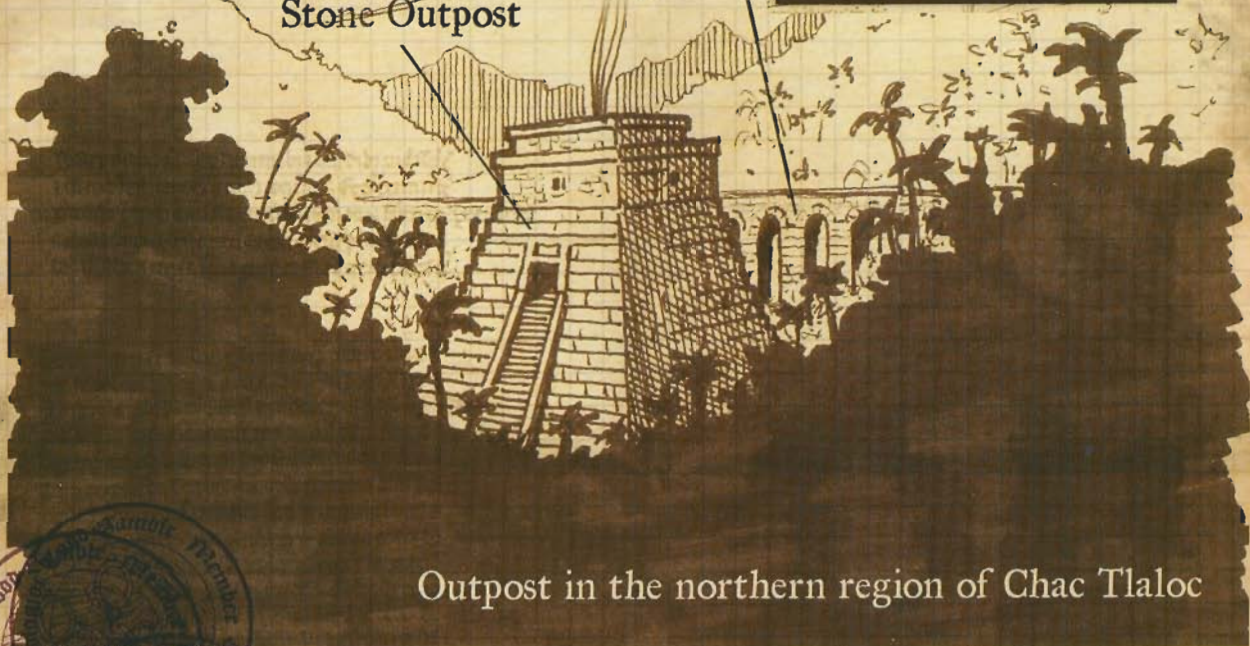


Floor 1



Aqueduct

Stone Outpost



Outpost in the northern region of Chac Tlaloc

**Jungle Outpost  
(protecting aqueduct)**

One square equals 5 feet

*scale measured in feet*



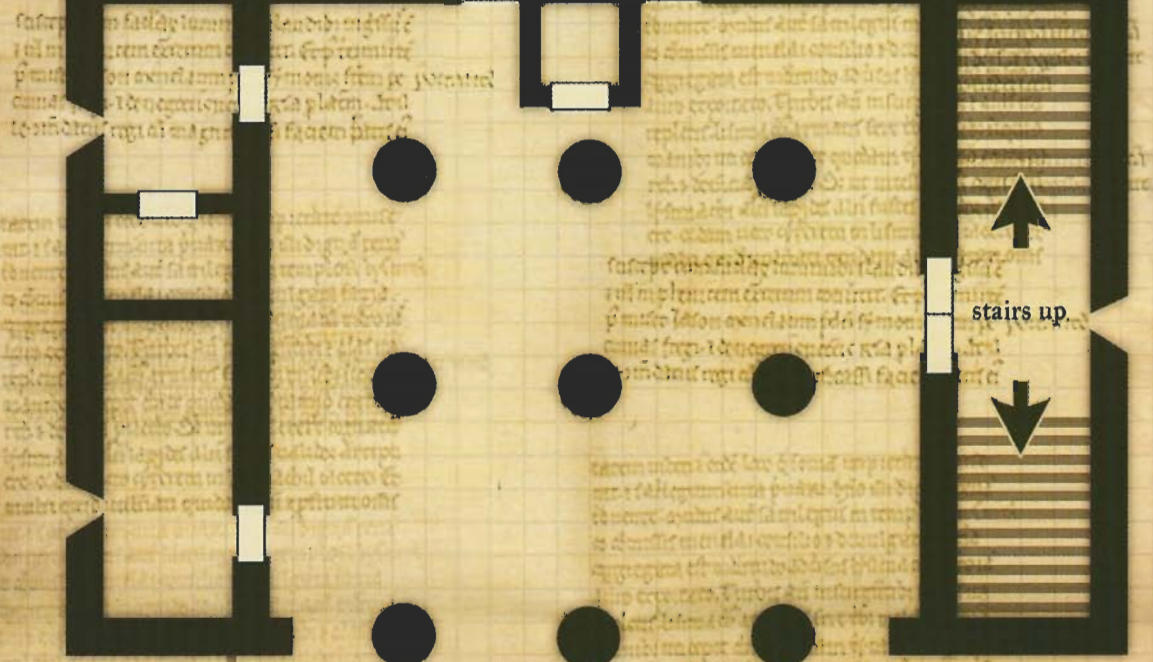


que hanc auctoritatem  
 videtur a regibus fuisse  
 confirmatam

que hanc auctoritatem  
 videtur a regibus fuisse  
 confirmatam

que hanc auctoritatem  
 videtur a regibus fuisse  
 confirmatam

que hanc auctoritatem  
 videtur a regibus fuisse  
 confirmatam

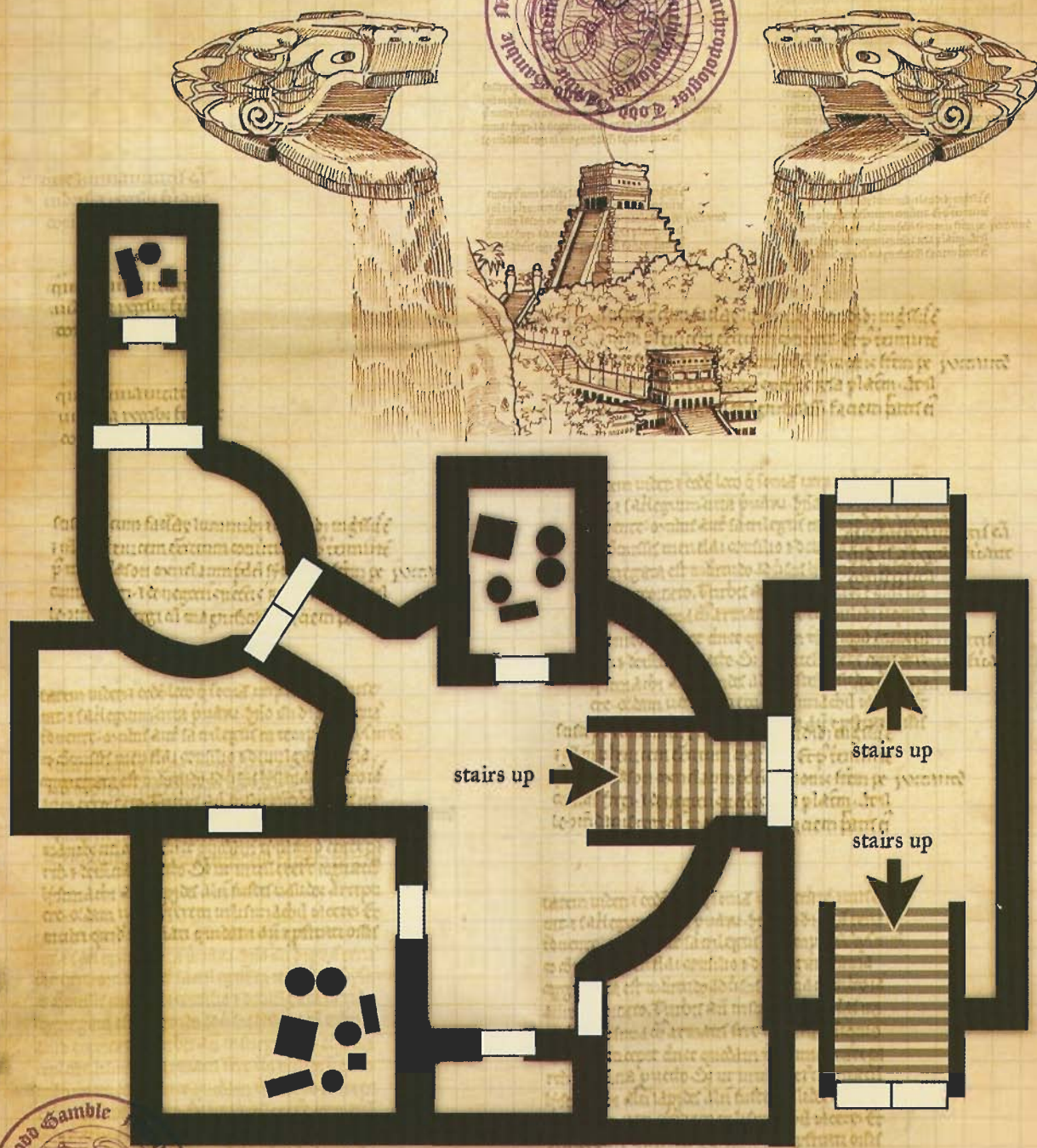


(entry room)

# The King's Temple

One square equals 5 feet

scale measured in feet

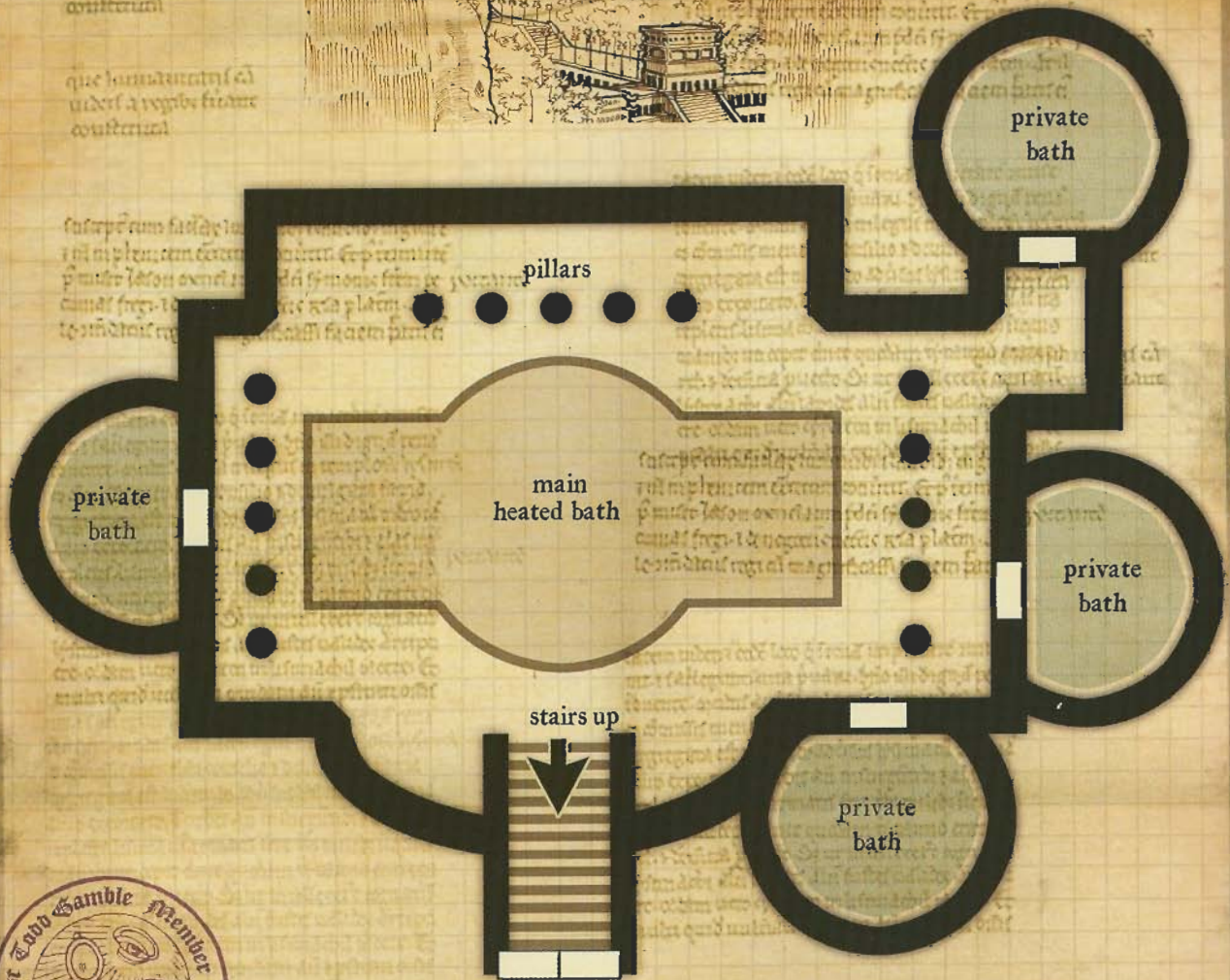
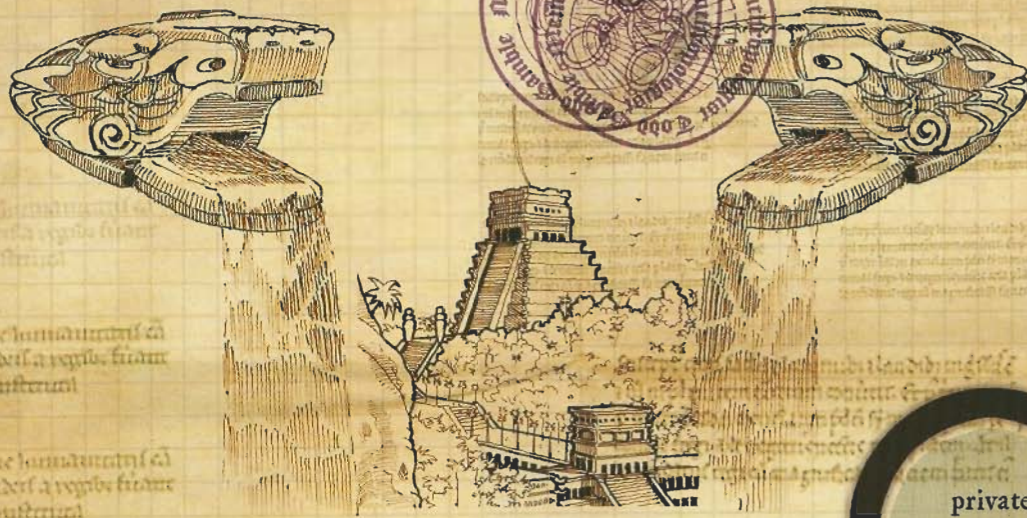


(treasury)

# The King's Temple

One square equals 5 feet

*scale measured in feet*

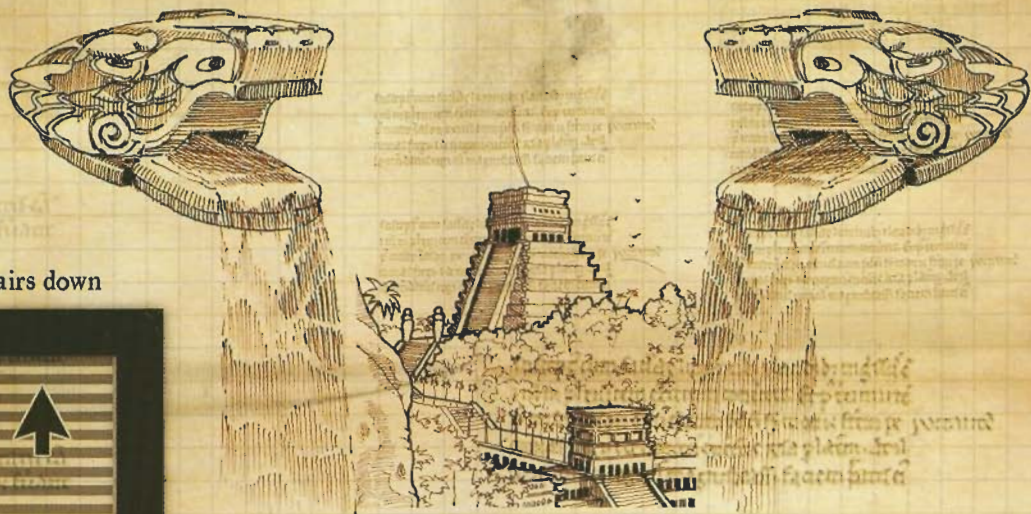


(bathhouse)

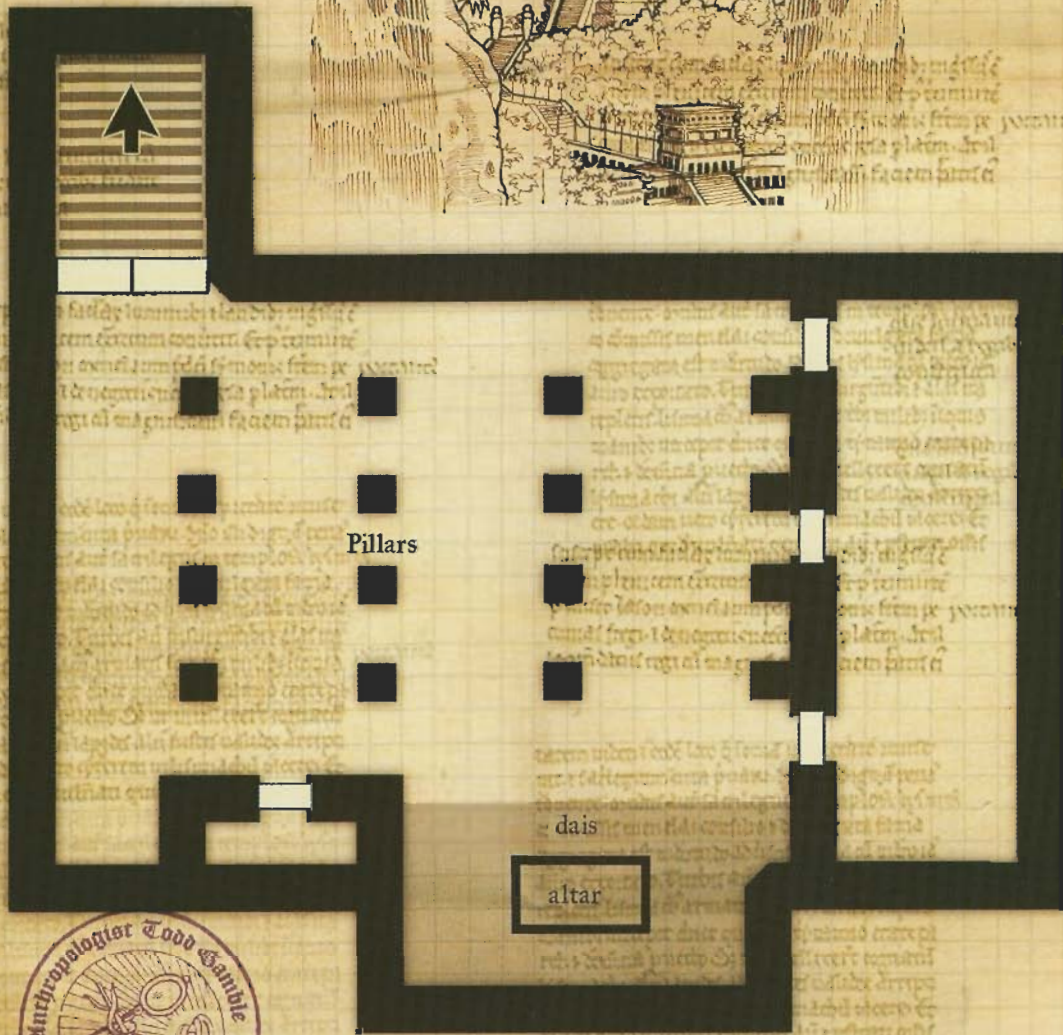
# The King's Temple

One square equals 5 feet

*scale measured in feet*



stairs down

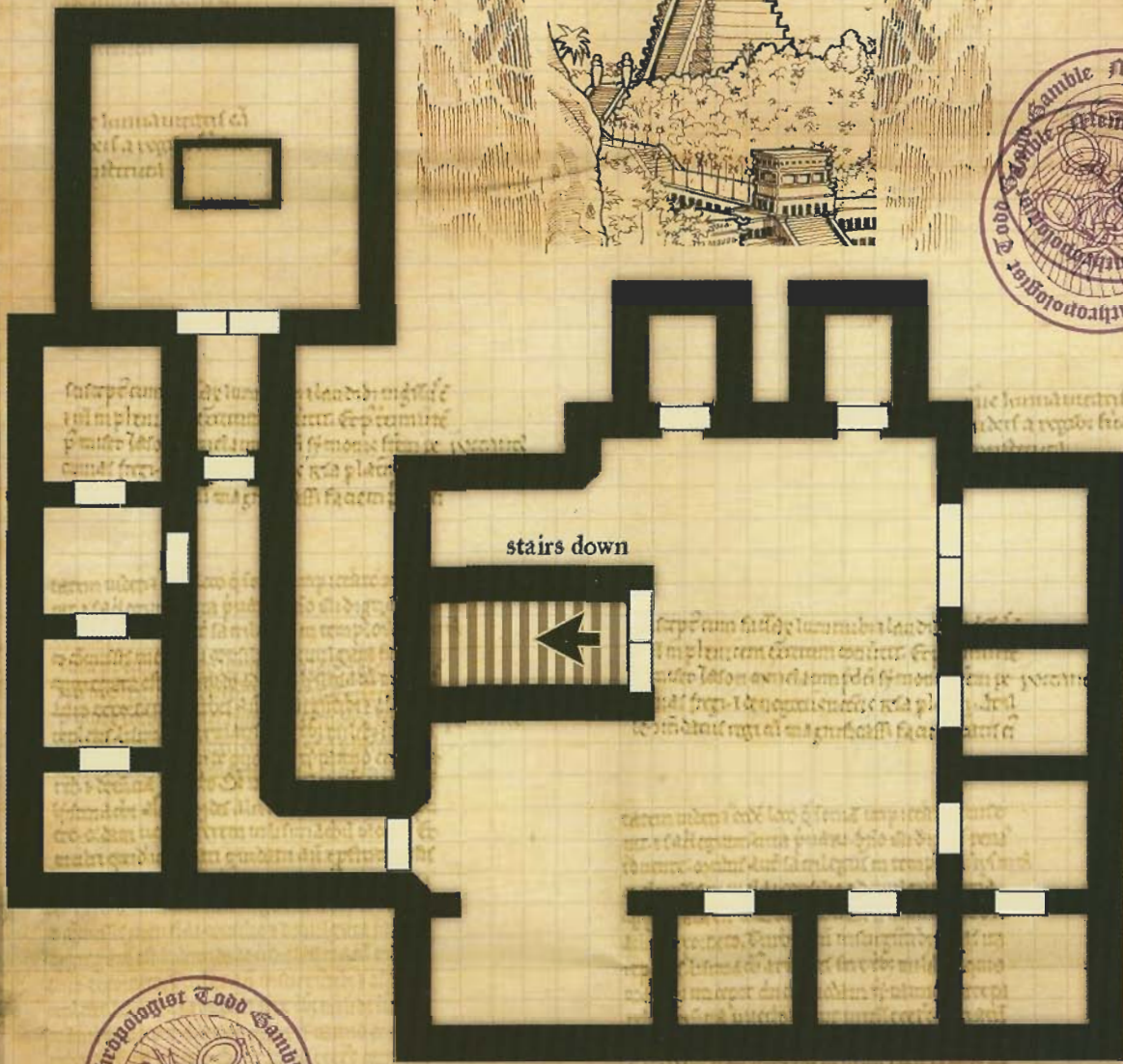


(worship room)

# The King's Temple

One square equals 5 feet

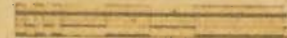
scale measured in feet



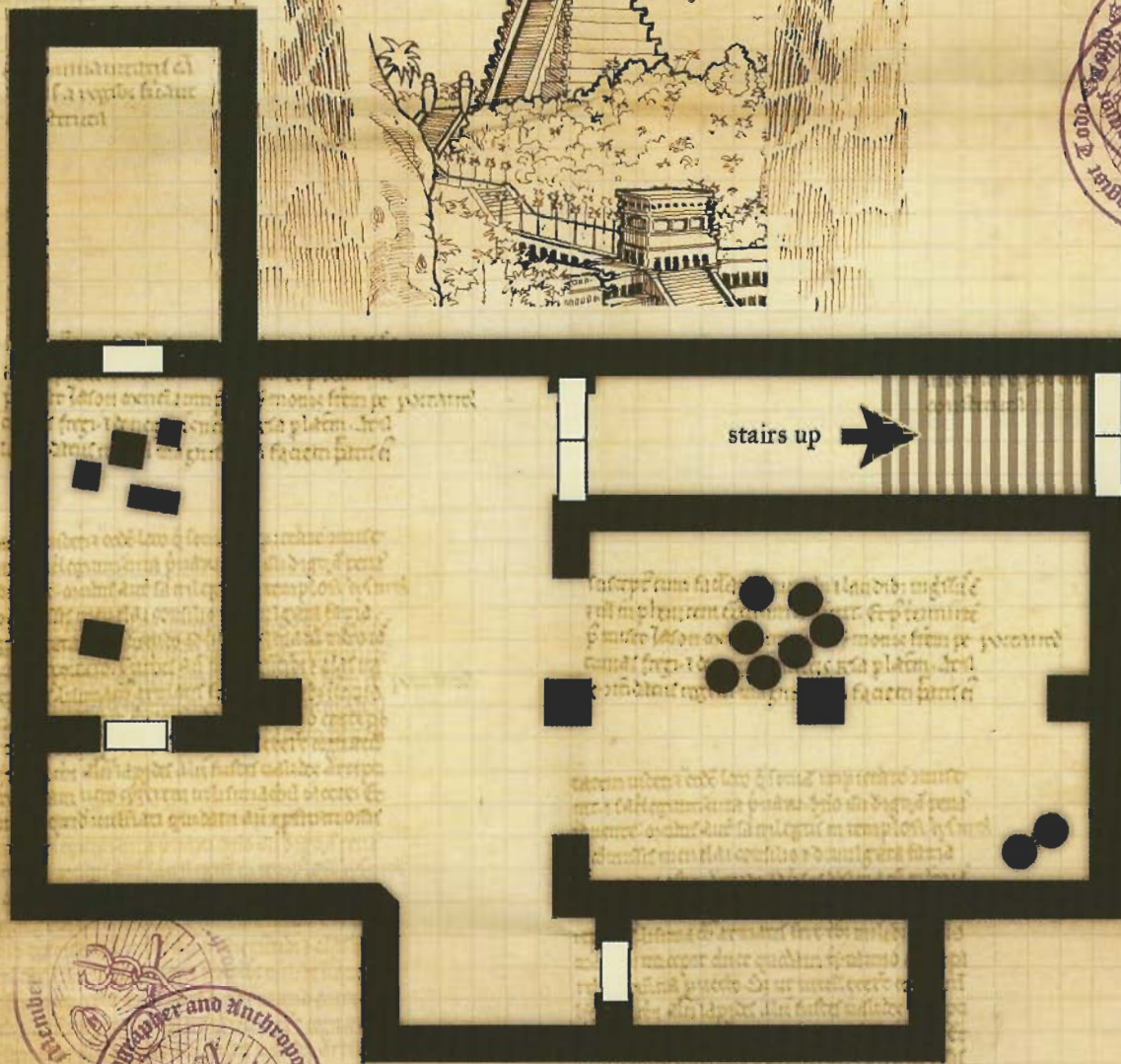
(dungeon)

# The King's Temple

One square equals 5 feet



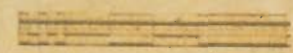
scale measured in feet



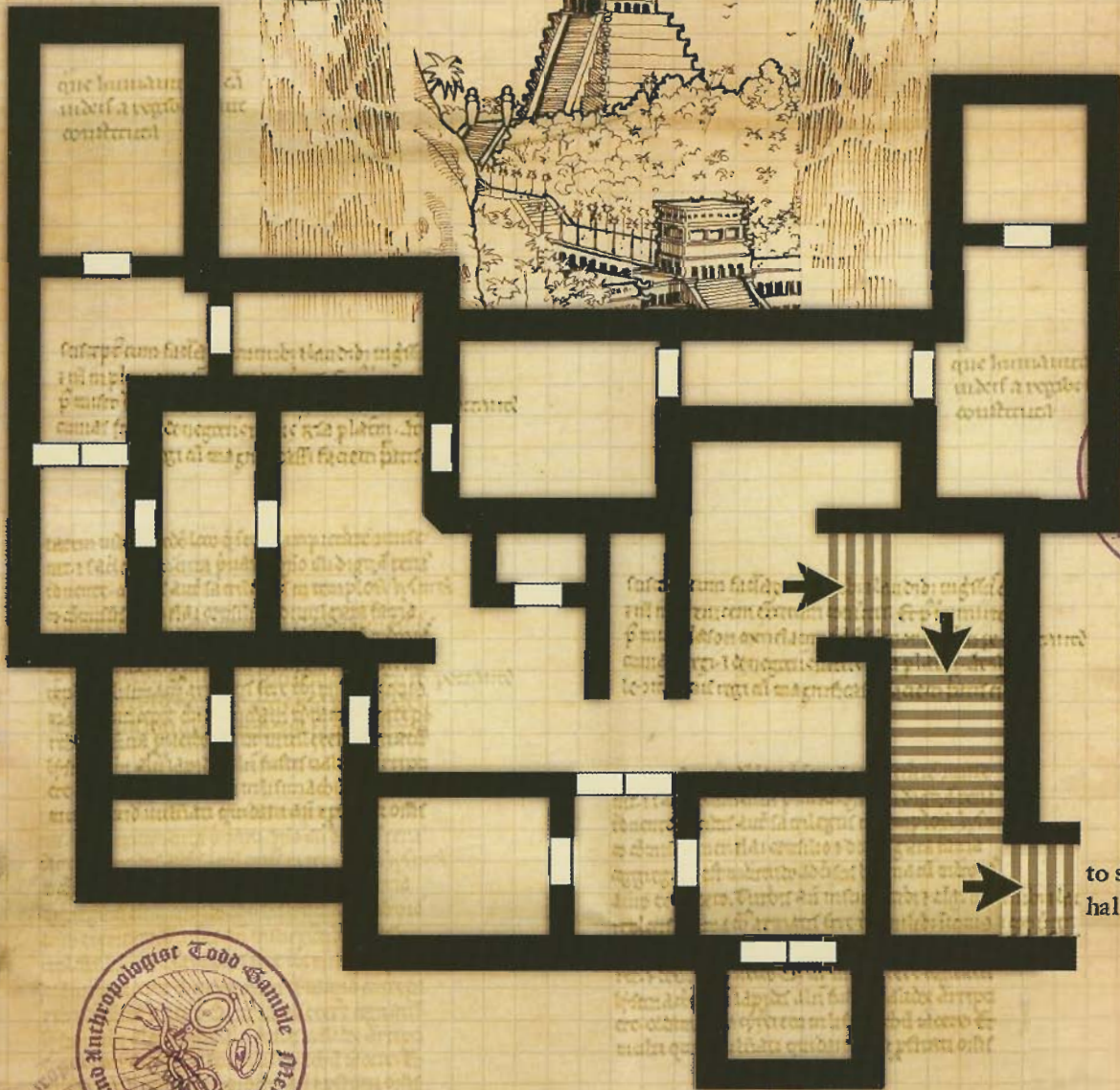
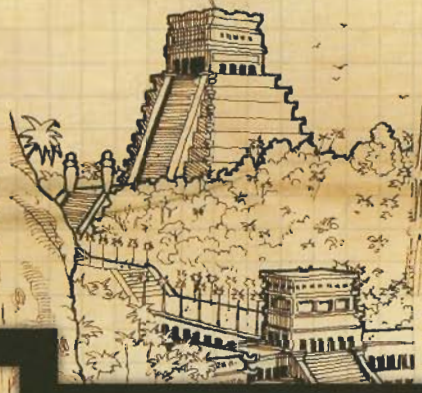
(store room)

# The King's Temple

One square equals 5 feet



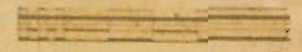
scale measured in feet



(library and study)

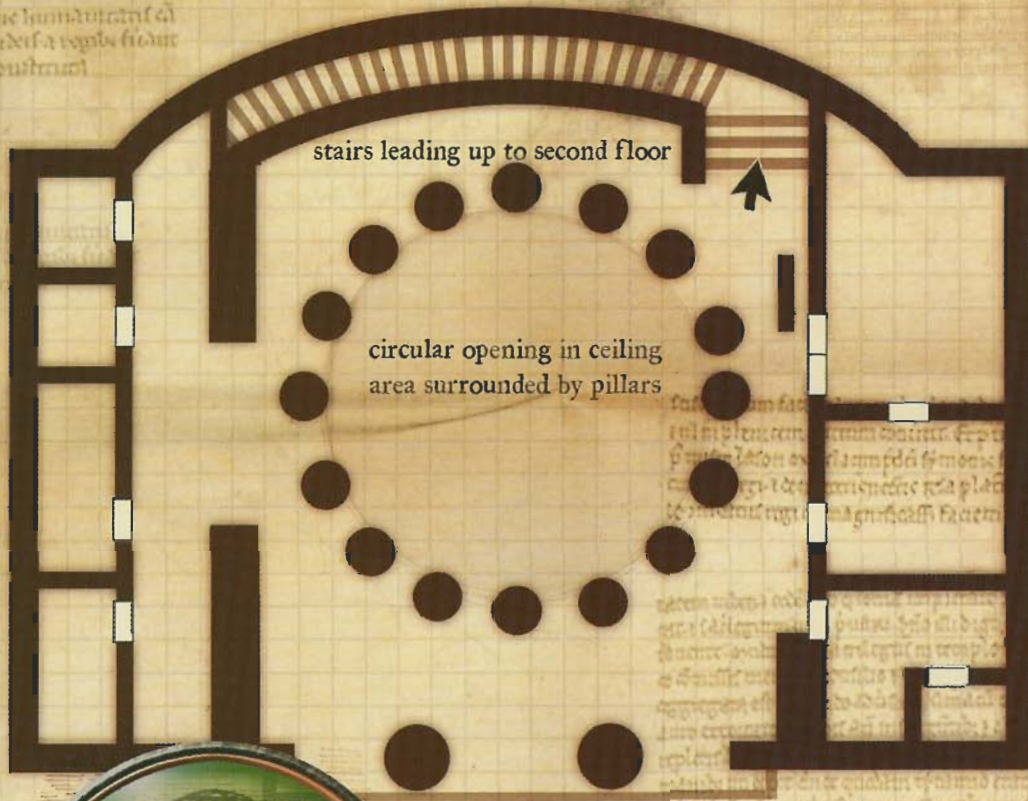
# The King's Temple

One square equals 5 feet



scale measured in feet

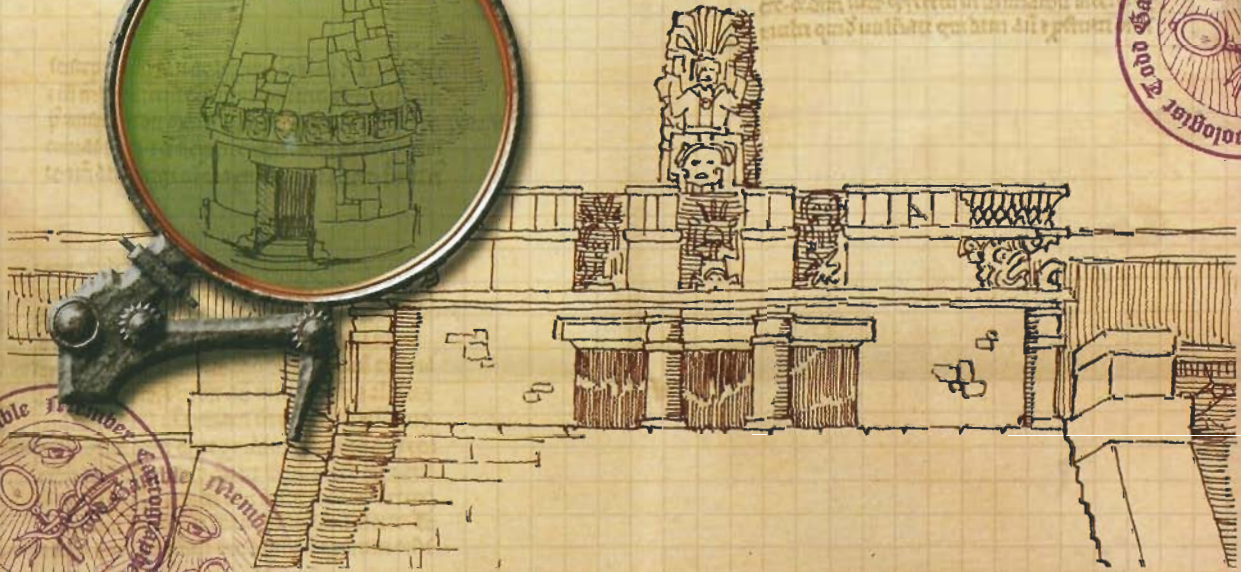
que laudatitatis al  
videt a vobis ficut  
aquidra



stairs leading up to second floor

circular opening in ceiling  
area surrounded by pillars

entry steps



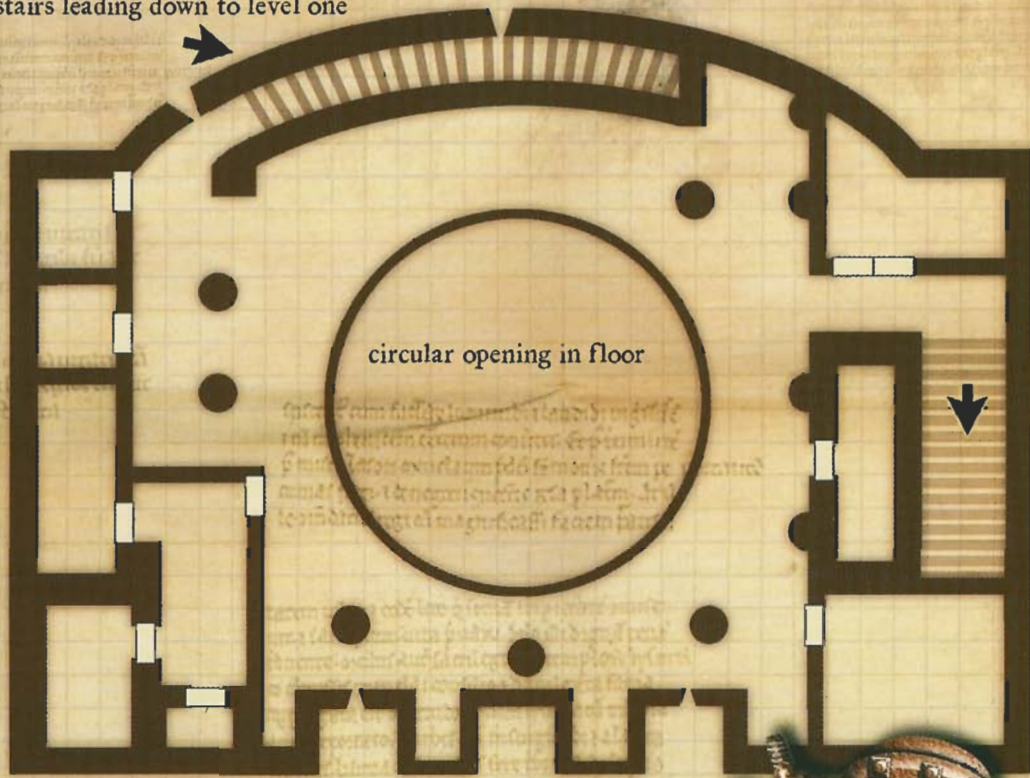
## Observatory (Level One)

One square equals 5 feet

*scale measured in feet*



stairs leading down to level one

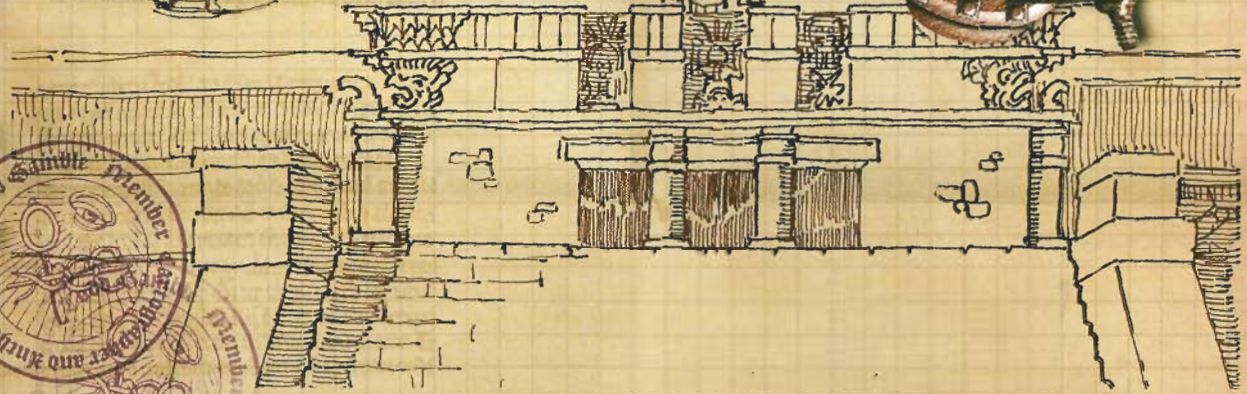
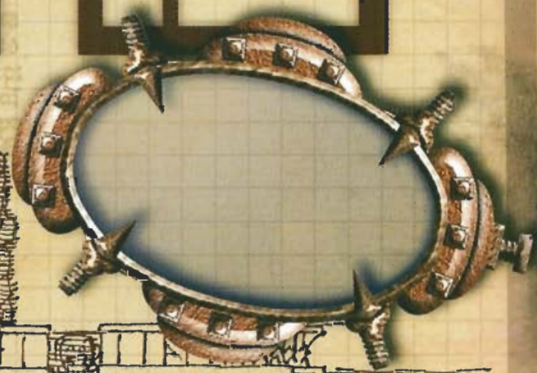


circular opening in floor

stairs leading to level three

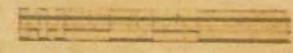


observatory sanctuary dome



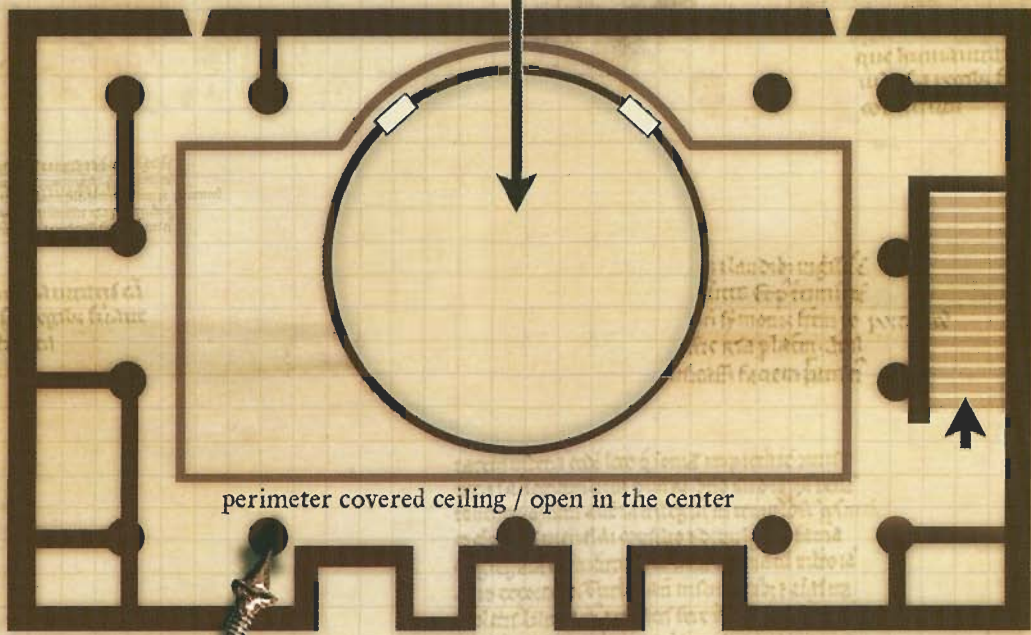
# Observatory (Level Two)

One square equals 5 feet



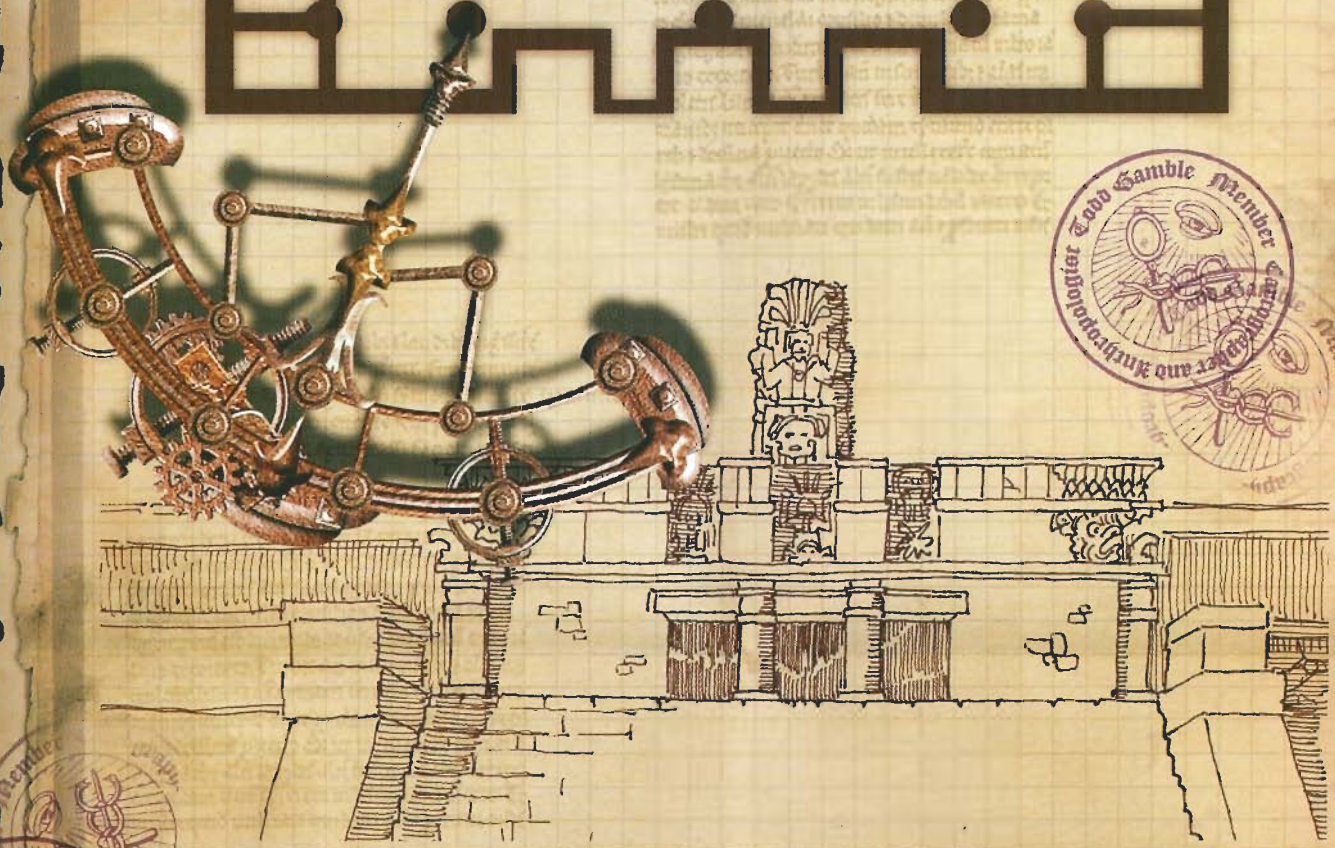
scale measured in feet

Observatory sanctuary dome rising from open ceiling



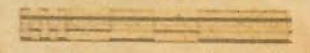
perimeter covered ceiling / open in the center

stairs  
leading  
down  
to  
level  
two



# Observatory (Level Three)

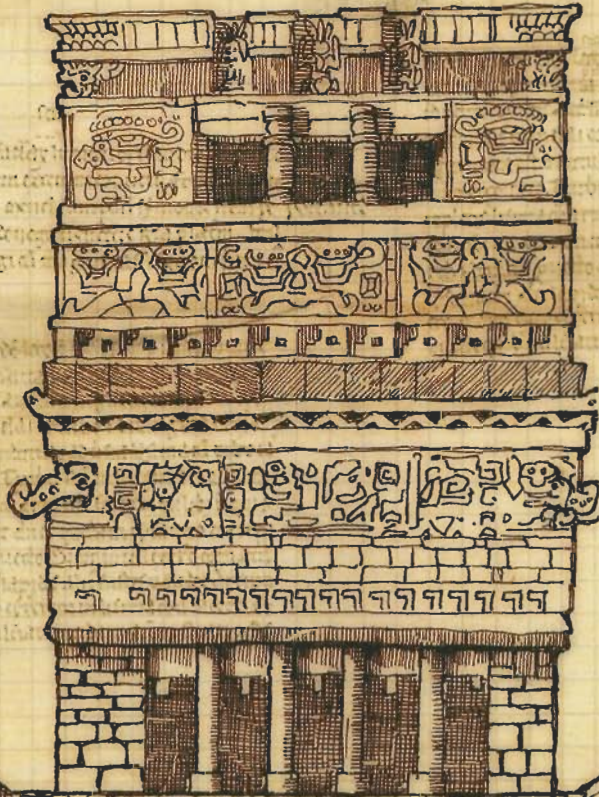
One square equals 5 feet



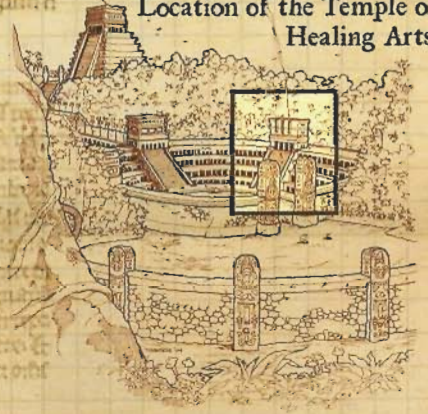
scale measured in feet

que humilitatis et  
uideri a regibus fuerit  
constituit

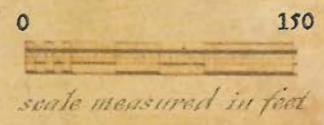
que humilitatis et  
uideri a regibus fuerit  
constituit



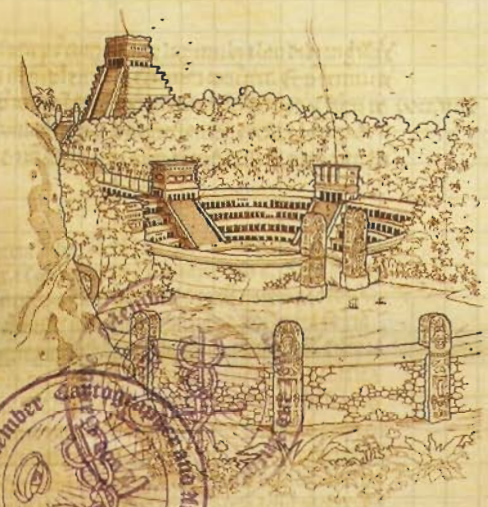
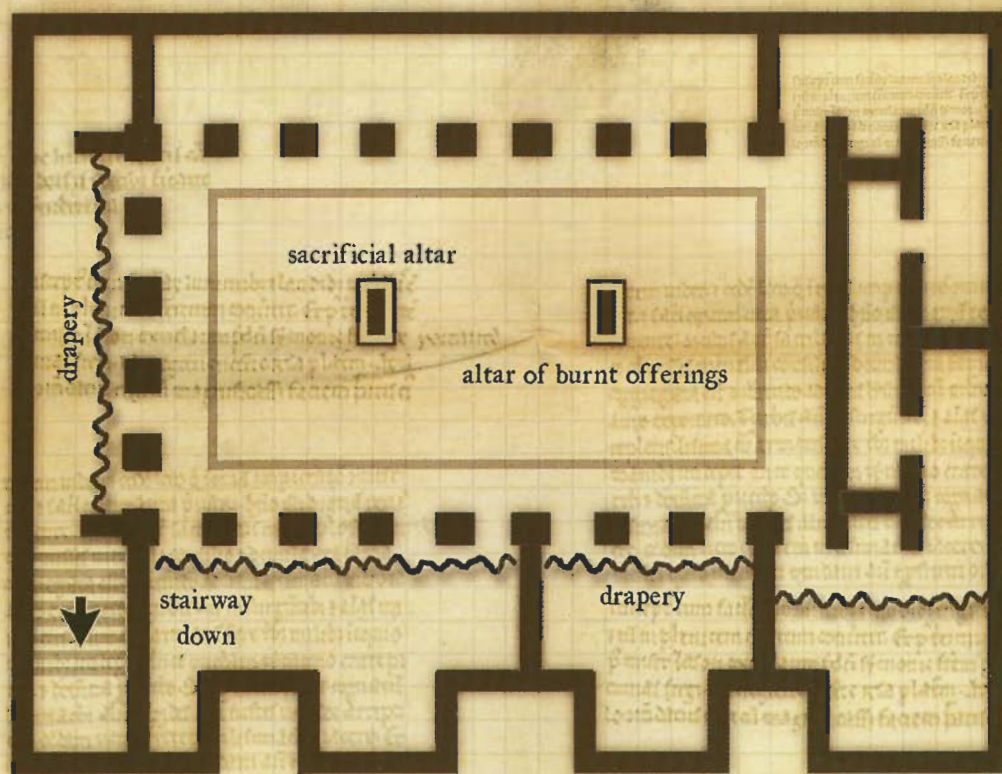
Location of the Temple of  
Healing Arts



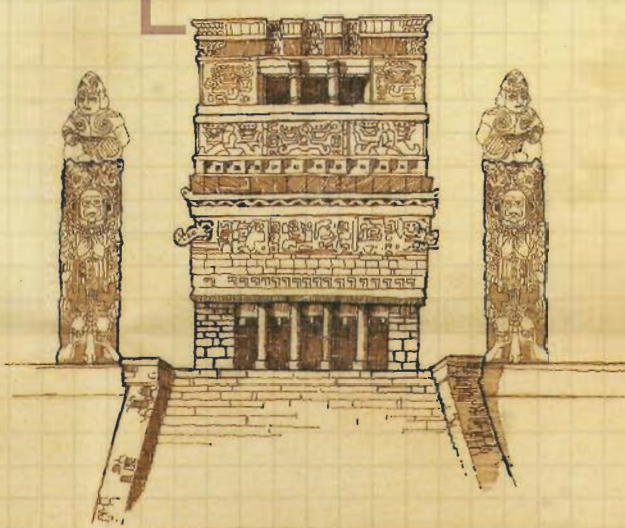
# Temple of Healing Arts (exterior view)



que hanc auctoritate  
videt a regis fiam  
centuriam



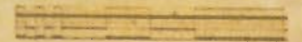
location of map



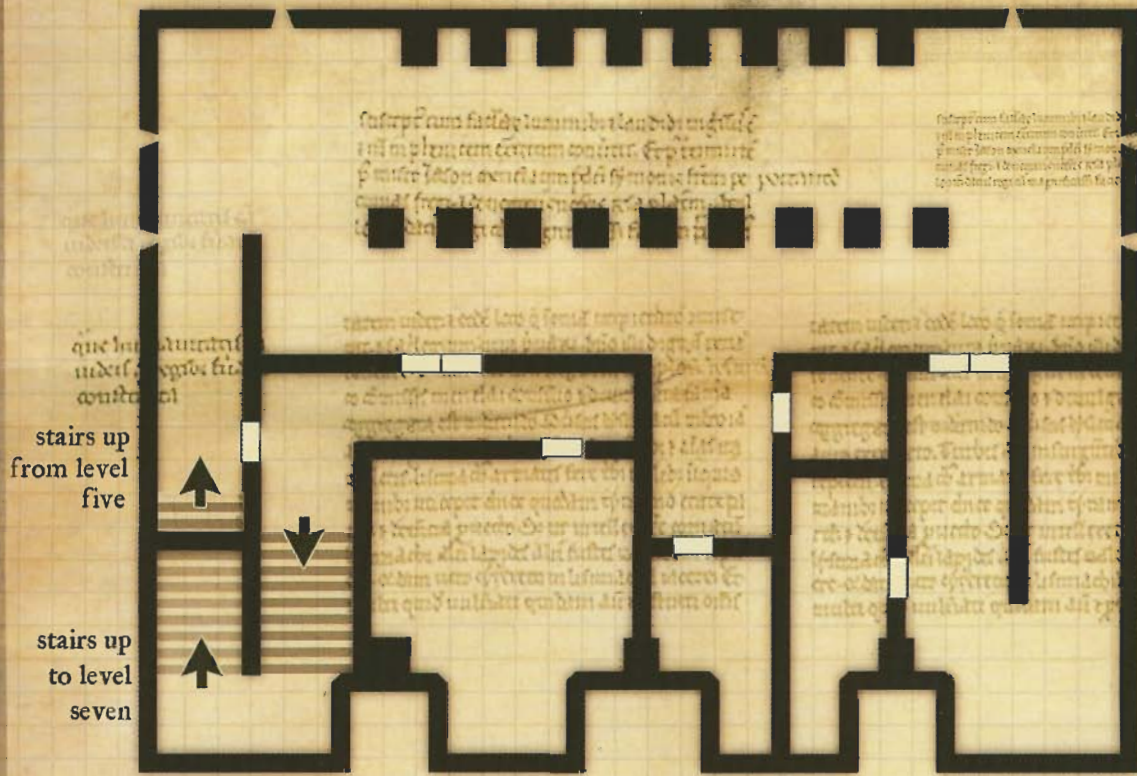
# Temple of Healing Arts

(level seven)

One square equals 5 feet

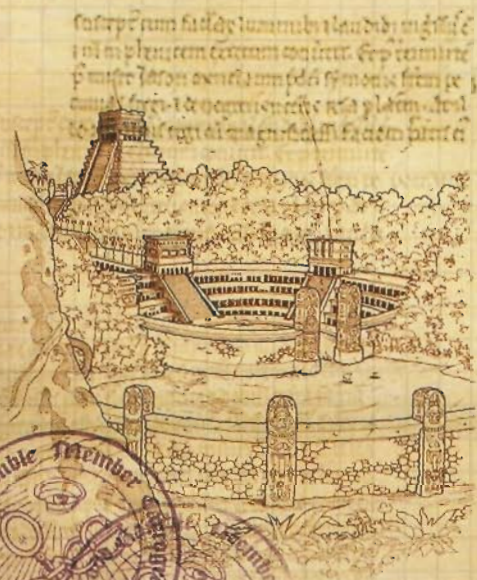


scale measured in feet

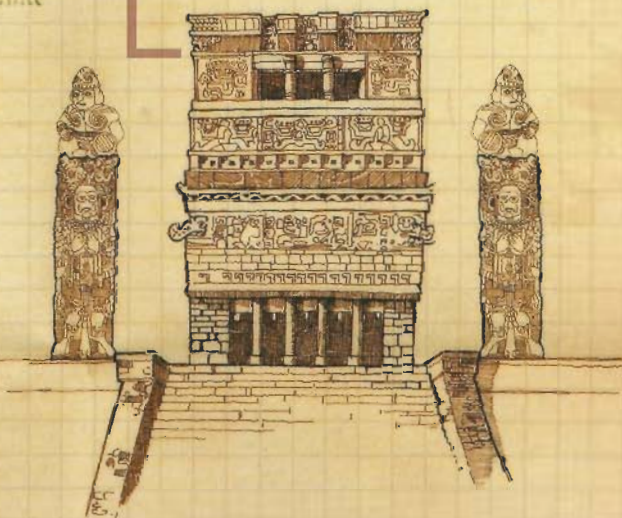


stairs up  
from level  
five

stairs up  
to level  
seven



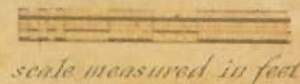
location of map



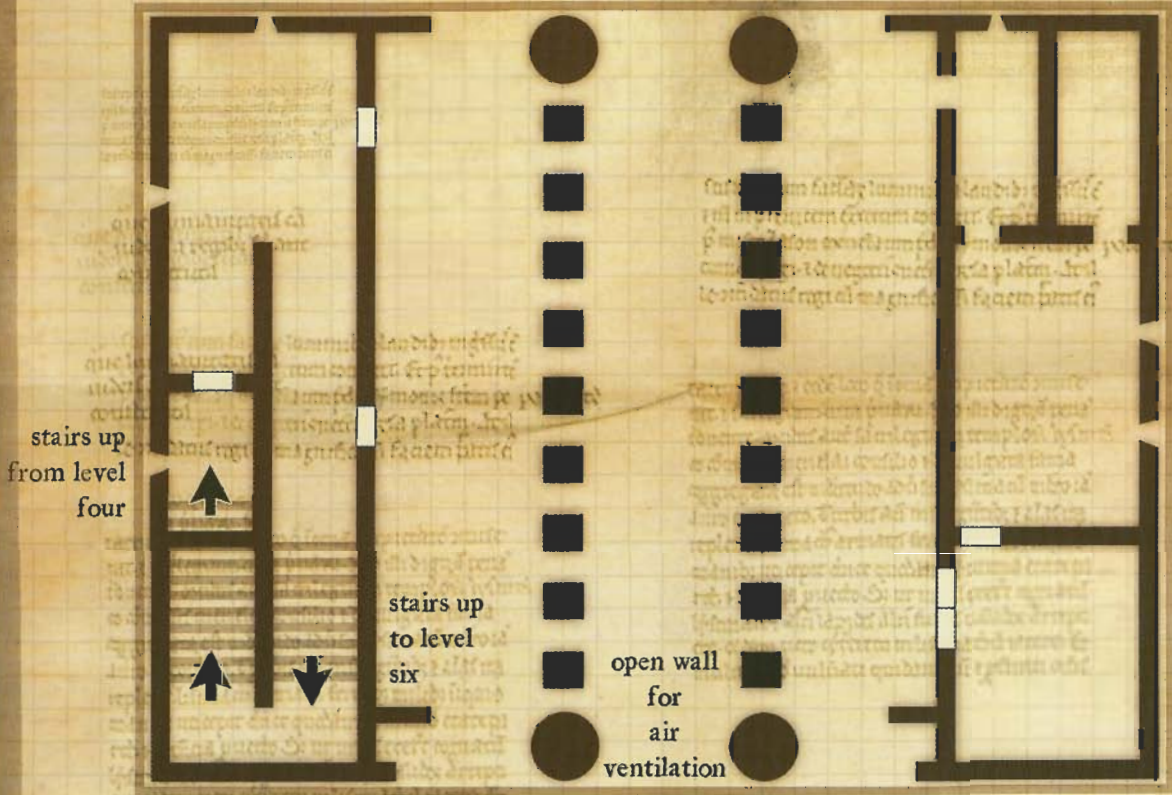
# Temple of Healing Arts

(level six)

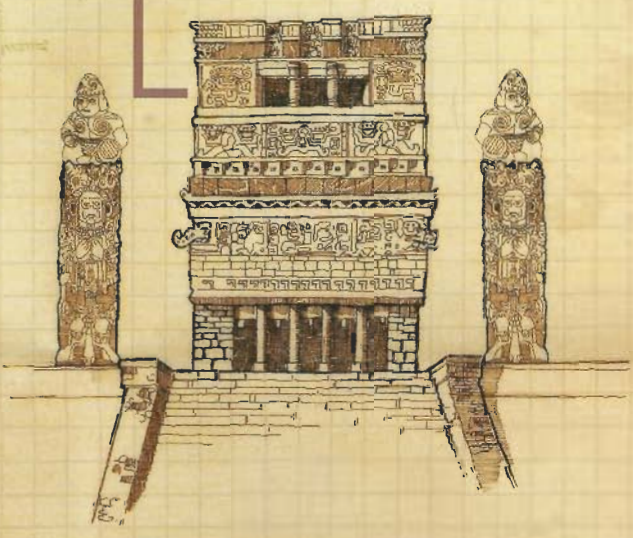
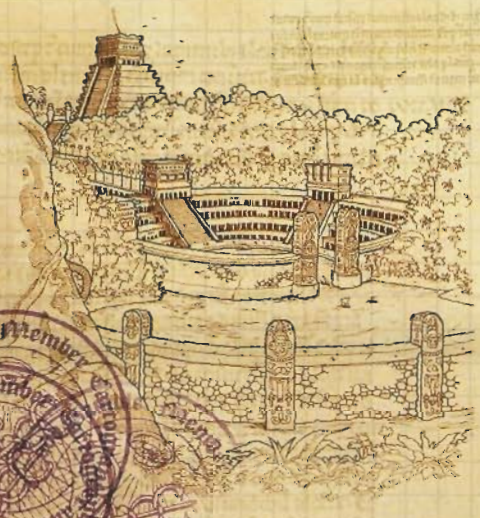
One square equals 5 feet



scale measured in feet



location of map



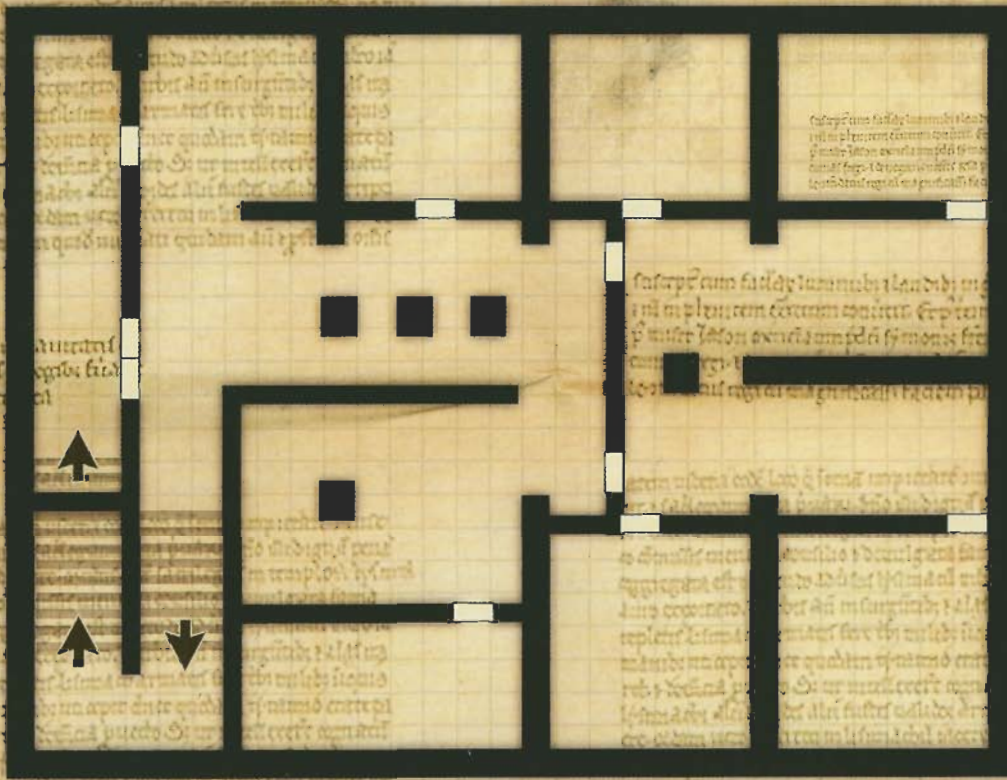
# Temple of Healing Arts (level five)

One square equals 5 feet

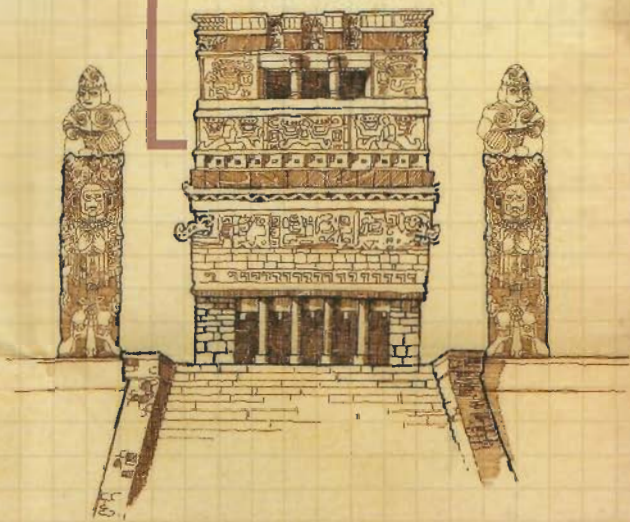
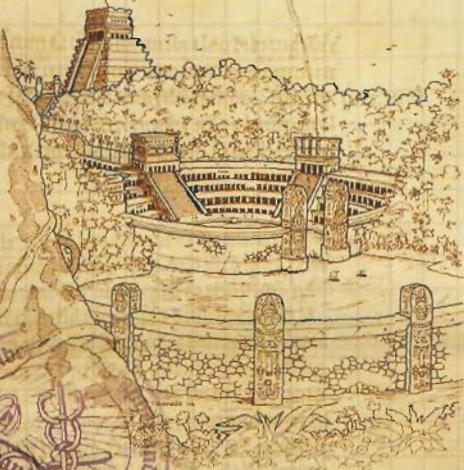
scale measured in feet

stairs up  
from level  
three

stairs up to  
level five



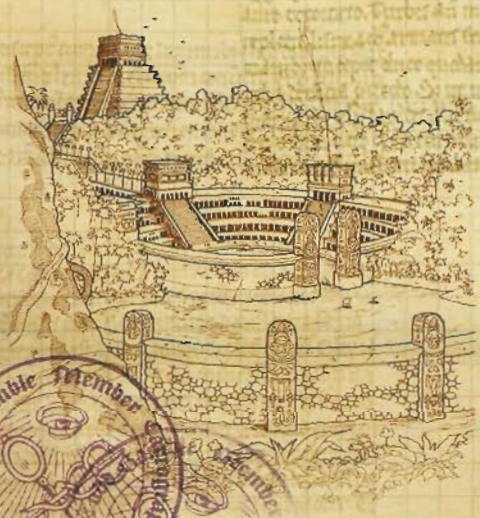
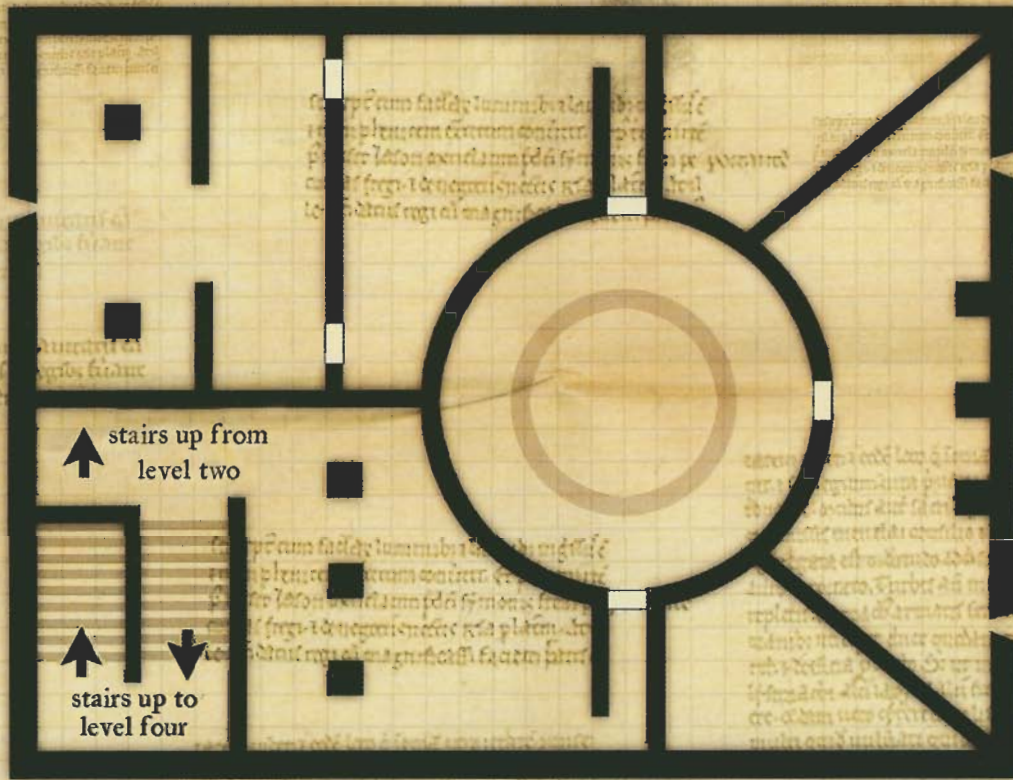
location of map



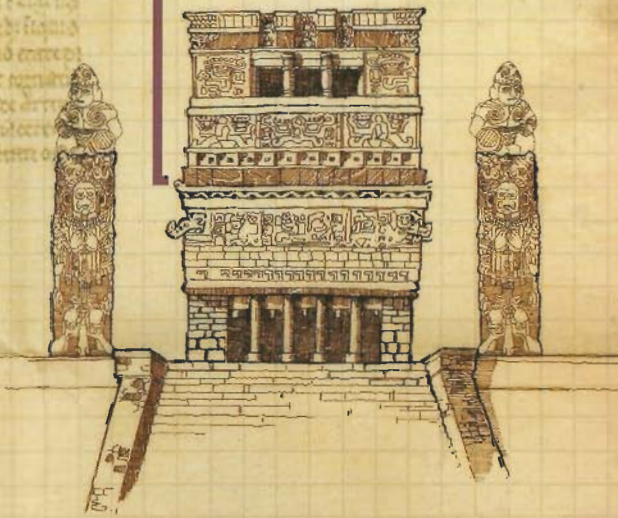
# Temple of Healing Arts (level four)

One square equals 5 feet

scale measured in feet

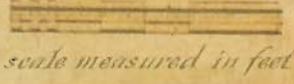


location of map

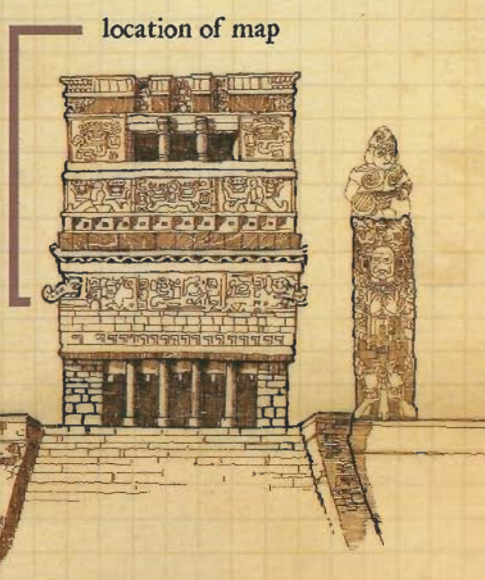
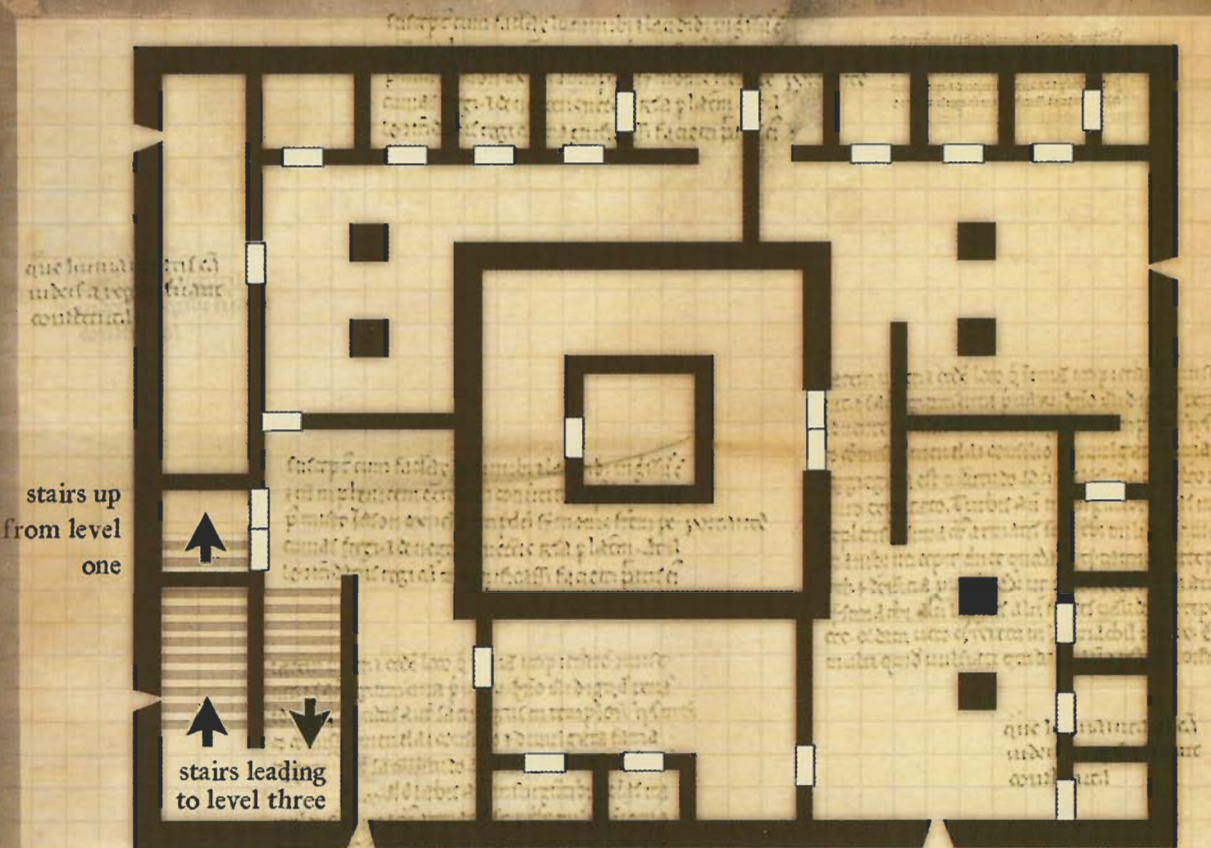


# Temple of Healing Arts (level three)

One square equals 5 feet





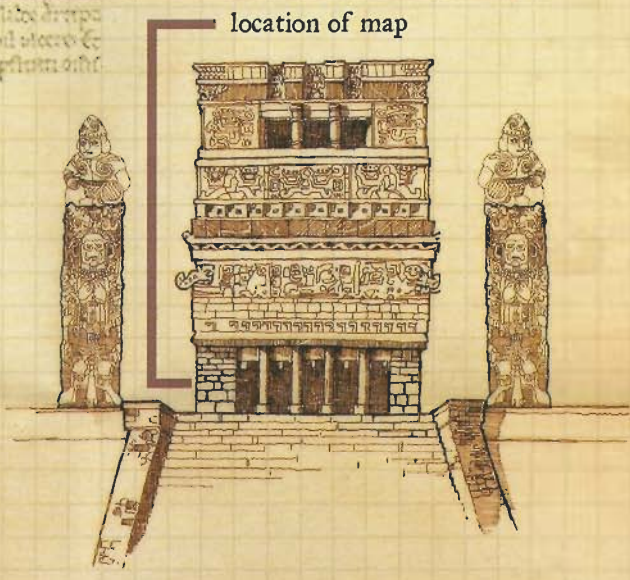
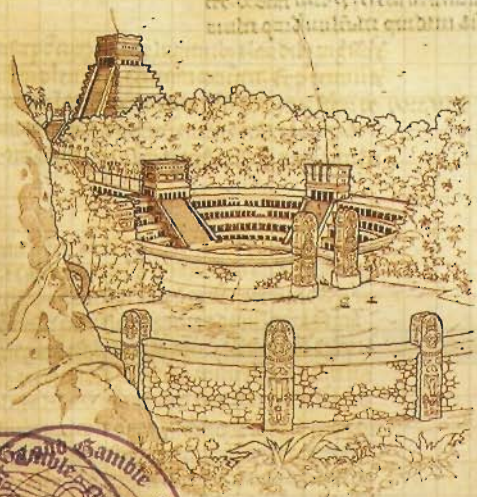
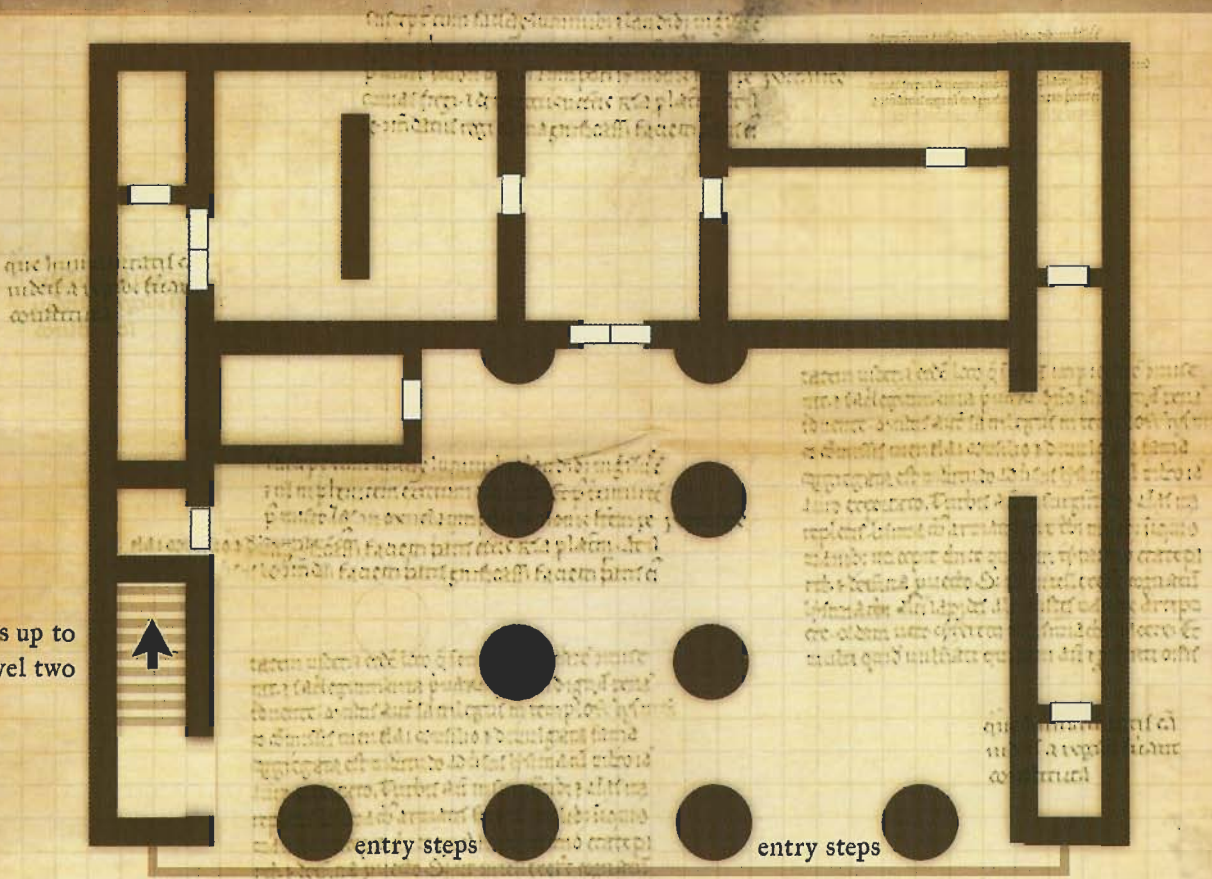


## Temple of Healing Arts (level two)

One square equals 5 feet



scale measured in feet



# Temple of Healing Arts

(level one)

One square equals 5 feet





Inset showing the Isle of Chac Tlaloc and the port city of "Atl".



View of city looking to the Northeast.

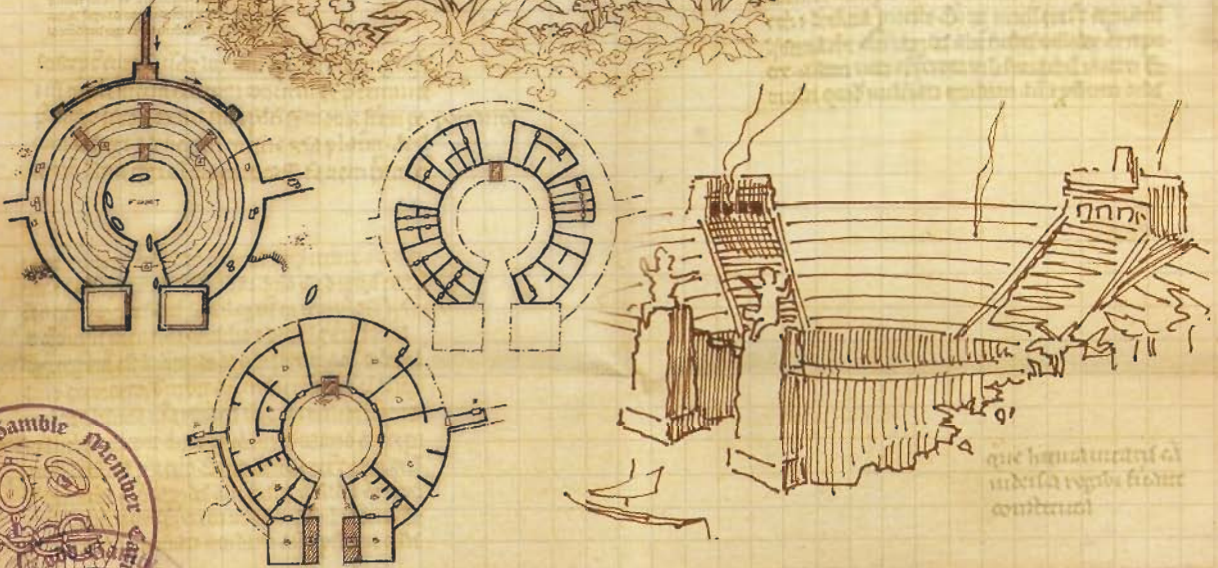
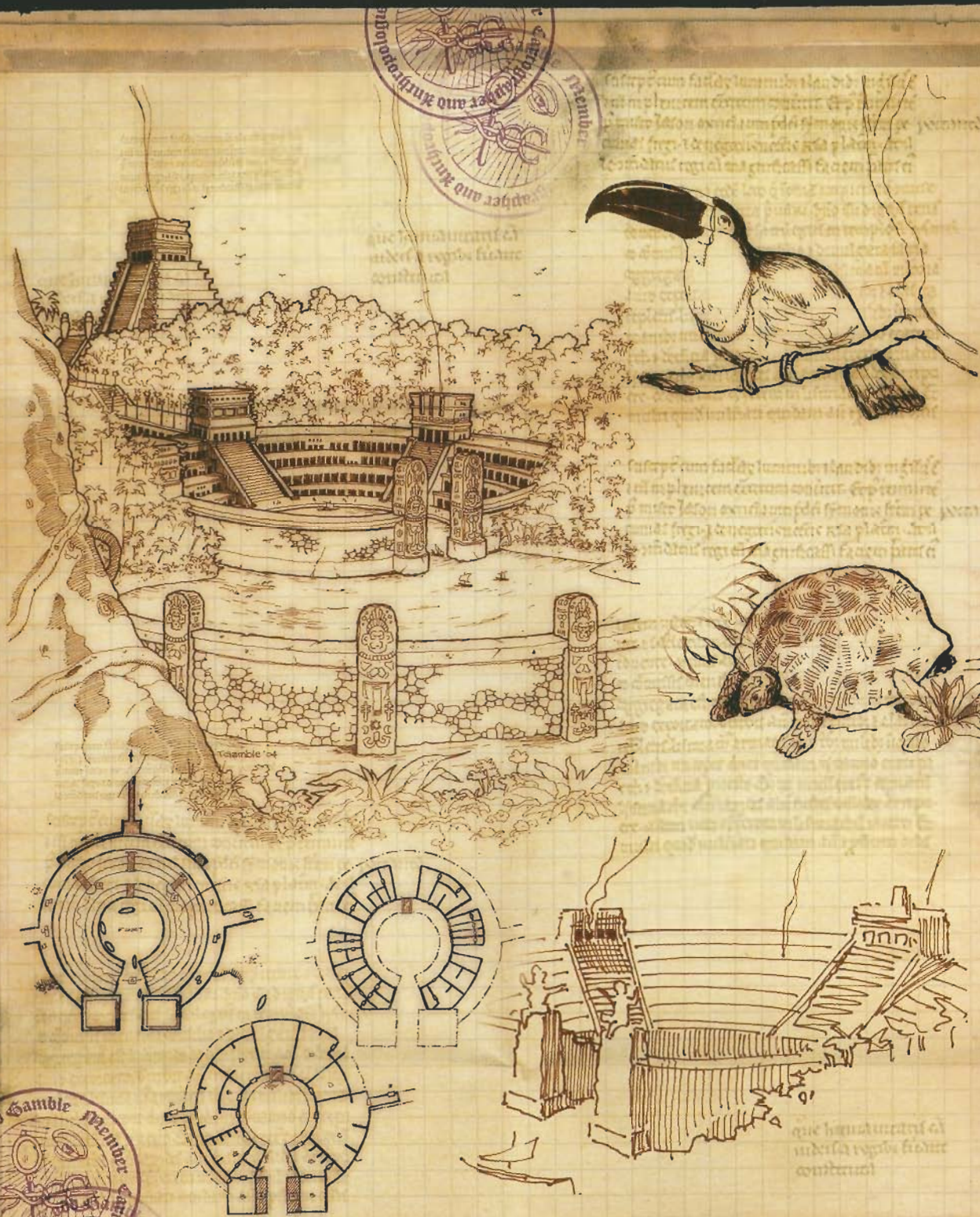


Todd Gamble, Cartographer



City of "Atl" on the isle of Chac Tlaloc  
and  
the continent of "Arxhilian"



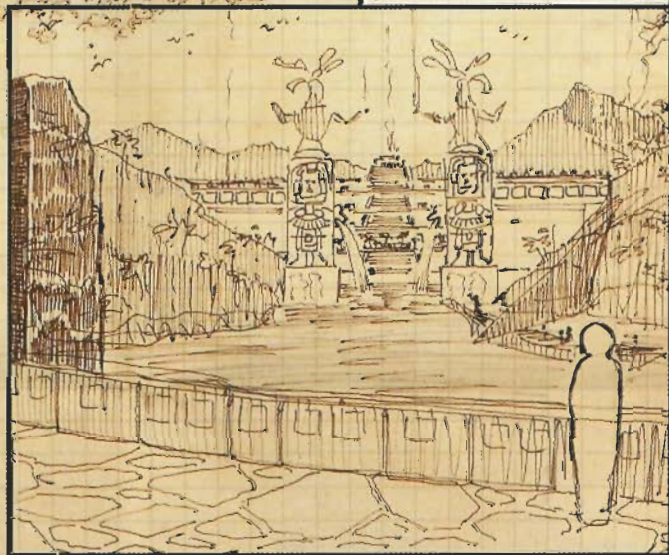
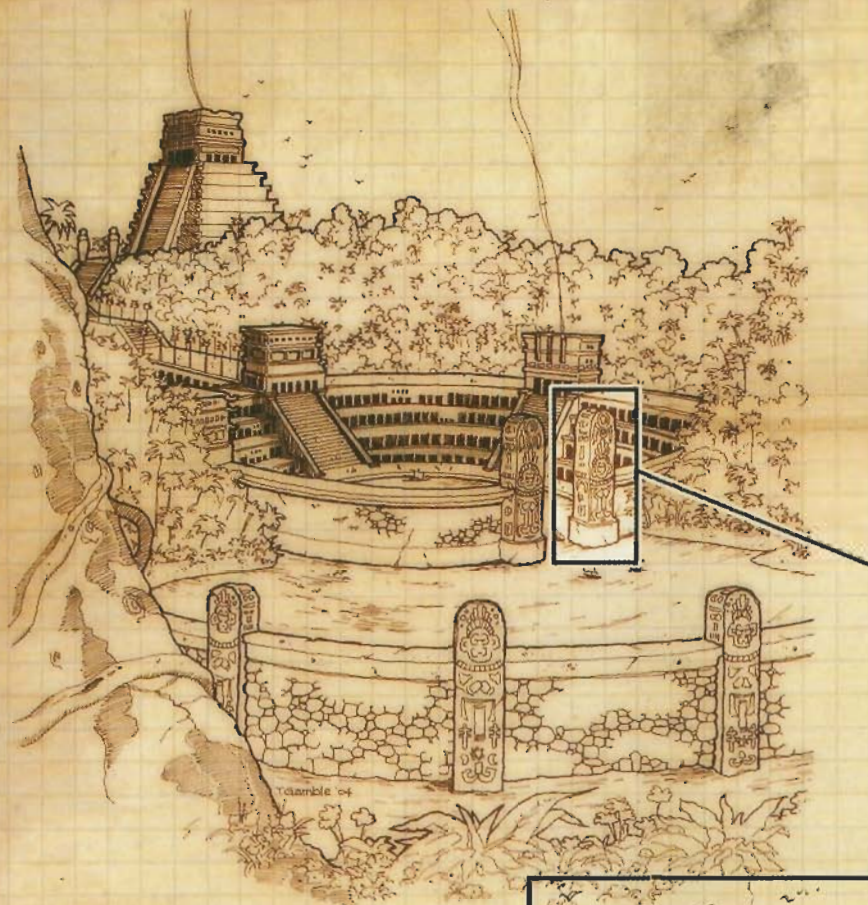


## City Overview

(abstract plan views of various levels  
and animal life found on isle of Chac Tlaloc)

(scale not applicable)

scale measured in feet



## City Overview

(detail of entry statues and view of city looking north)

(scale not applicable)

scale measured in feet



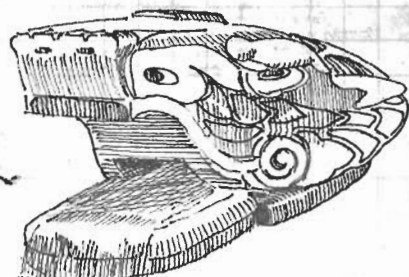
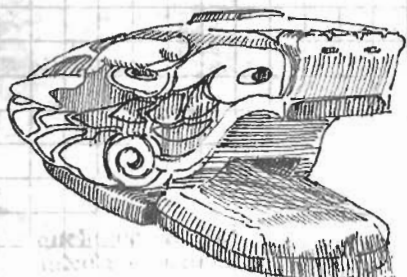












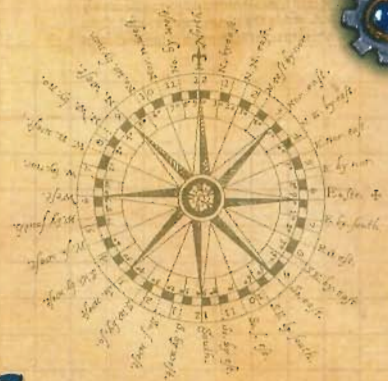
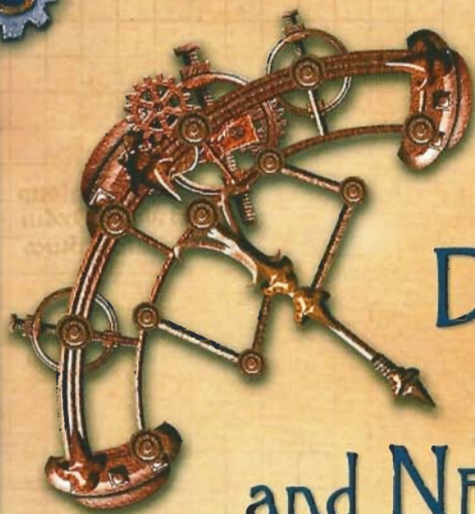
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# DISCOVER ANCIENT SITES and NEW ADVENTURES

Explore labyrinthine tunnels, a mysterious observatory, an imposing temple, and other intriguing locations with the aid of these thirty-two full-color maps. Whether used as inspiration for creating new adventures, as a handy reference during your game, or as a detailed handout to capture your players' imagination, each map offers the promise of adventure, the threat of danger, and the allure of reward.

When combined, the maps in this folio create an exotic walled city built centuries ago by a mighty civilization. Whether still populated by a thriving society, overrun with monsters, or hauntingly vacant, this colossal city holds countless secrets waiting to be uncovered.

These all-new maps are the second in a new series of materials created to help you add flavor and functionality to your D&D® game.

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