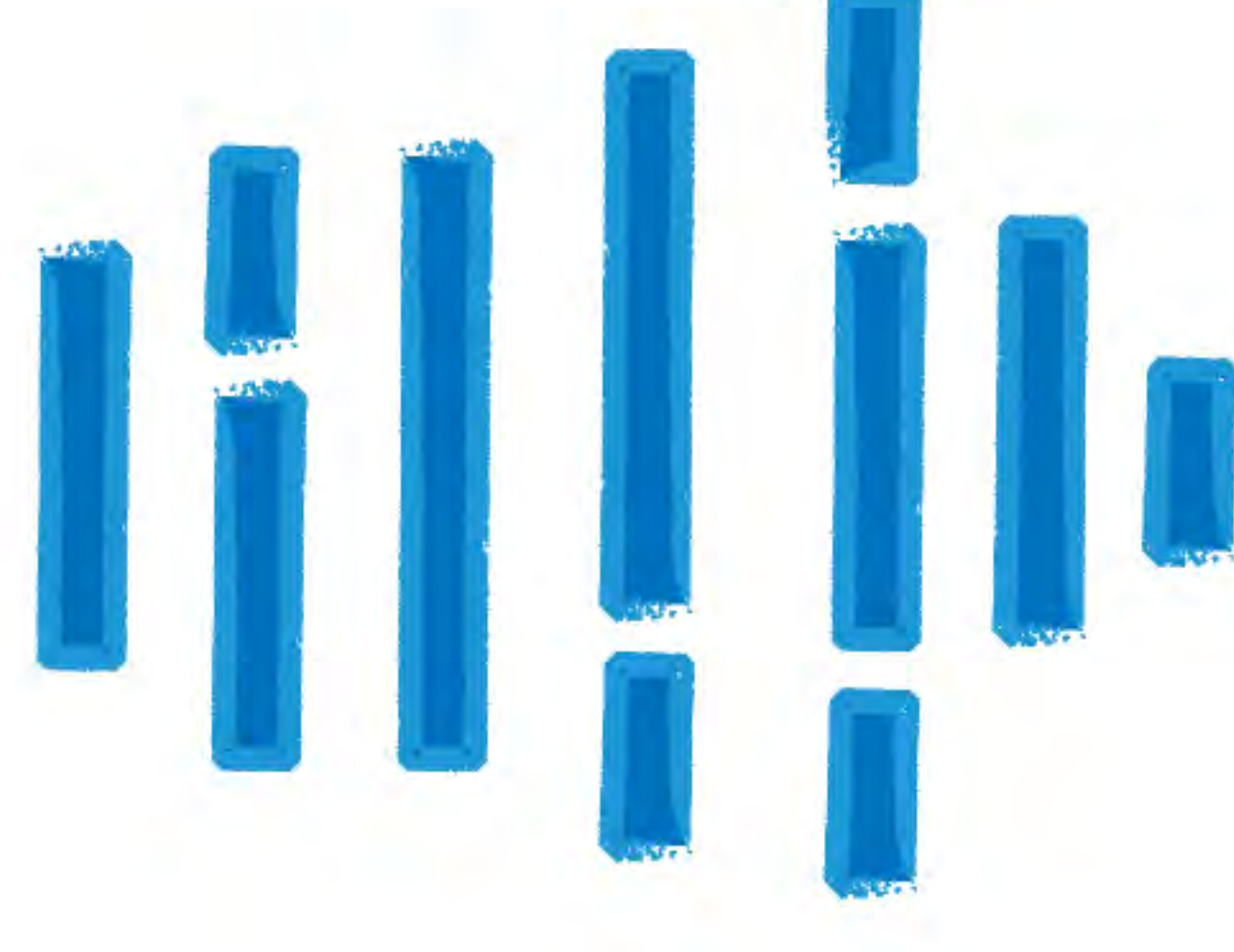




# CCC GARY I, II, III



MAP A.3  
THE MUSEUM

MAP A.1 & A.2  
THE DINNER PARTY  
THE AFTER PARTY

MAP A.4  
THE BATHS

MAP B.1  
THE KID IS NOT MY SON

MAP B.3  
WAKKA, WAKKA, WAKKA

MAP B.2  
THE BARON

MAP C.1 & C.2

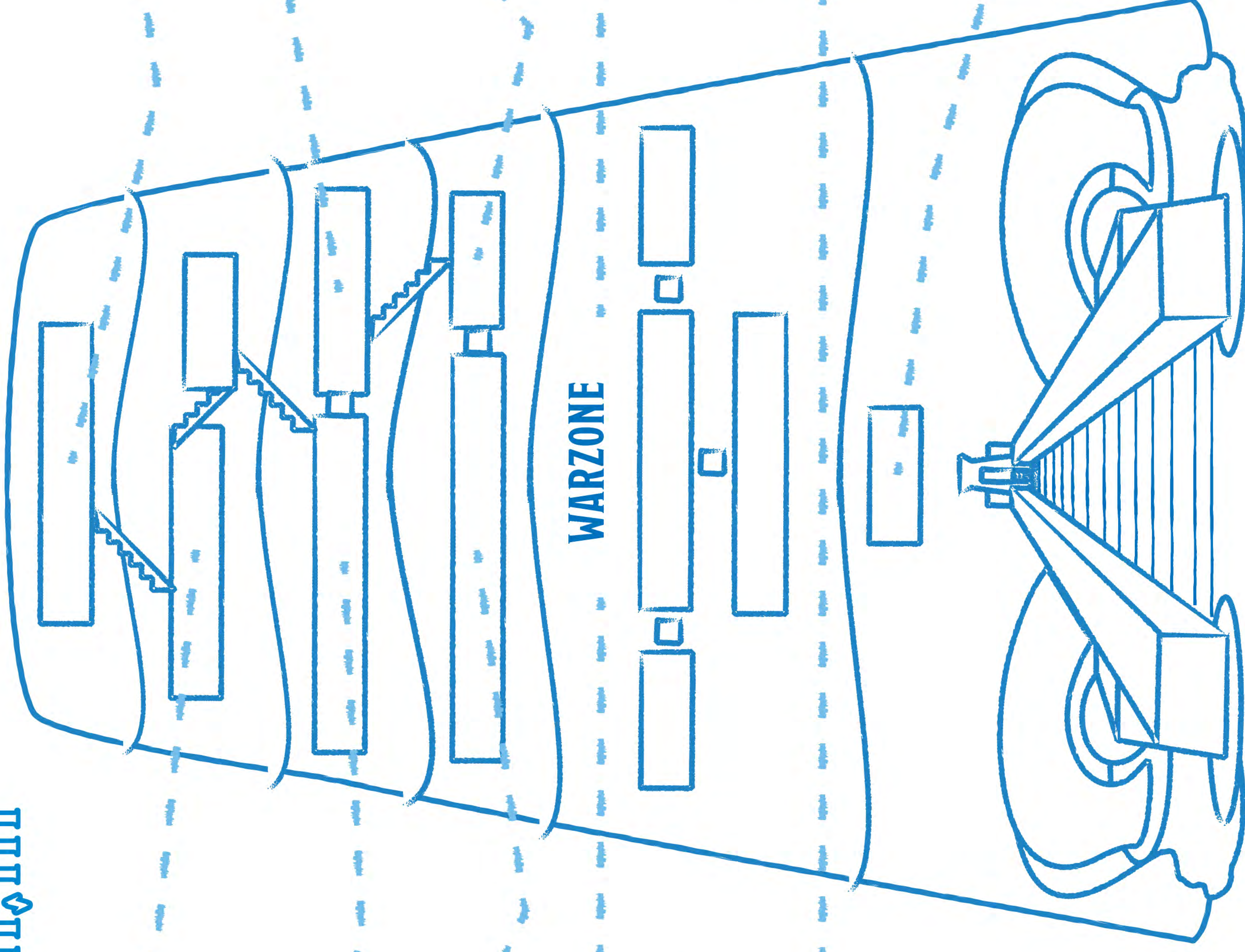
MAP C.3 ~ C.10

- 1 GUN EMPLOYMENT
- 2 RUNNING BATTLE
- 3 FLEEING COMBATANTS
- 4 INVISIBLE WIZARD
- 5 SNEAK THIEF

- 6 DEFENDED POSITION
- 7 CORPSES EVERYWHERE
- 8 TRIPWIRE EXPLOSIVES
- 9 YUAN-TI PATROL
- 10 KRAKEN PATROL

- 1 DEFENDED ROOM
- 2 DEATH ROOM
- 3 ILLUSIONARY ROOM
- 4 COMPLEX TRAP ROOM
- 5 ASSAULTED ROOM

- 6 WIRED TO EXPLODE ROOM
- 7 SAFE HAVEN ROOM
- 8 DEN ROOM
- 9 BROKEN TRAP ROOM
- 10 PUZZLE ROOM



# THE COILED COMPLEX

THE COILED COMPLEX: CCC GARY I II III

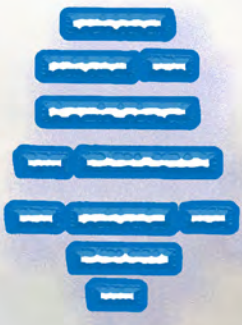
D&D  
ADVENTURERS  
LEAGUE

LUKE GYGAX & THOMAS VALLEY

"CELEBRATING A LIFE WELL PLAYED"







# THE COILED COMPLEX



## THE COMPLEX

BOUND

A MYSTERIOUS NEW CONSTRUCT WITHIN THE  
ZHENT SLUMS OUTSIDE MULLMASTER





# THE COILED COMPLEX



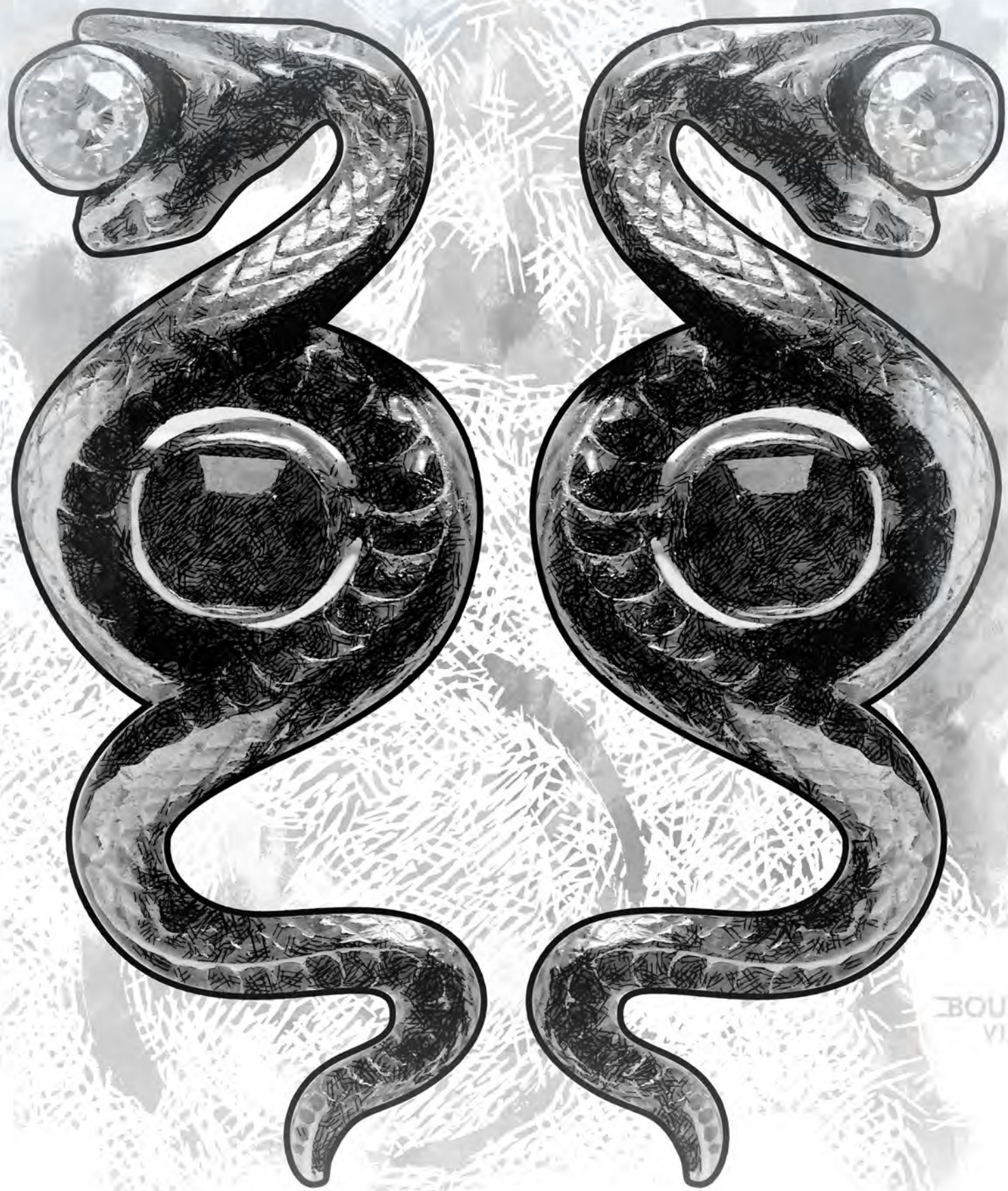
Handout A.1

**INVITATION TO THE COILED COMPLEX**





# THE COILED COMPLEX



BOUND  
VII

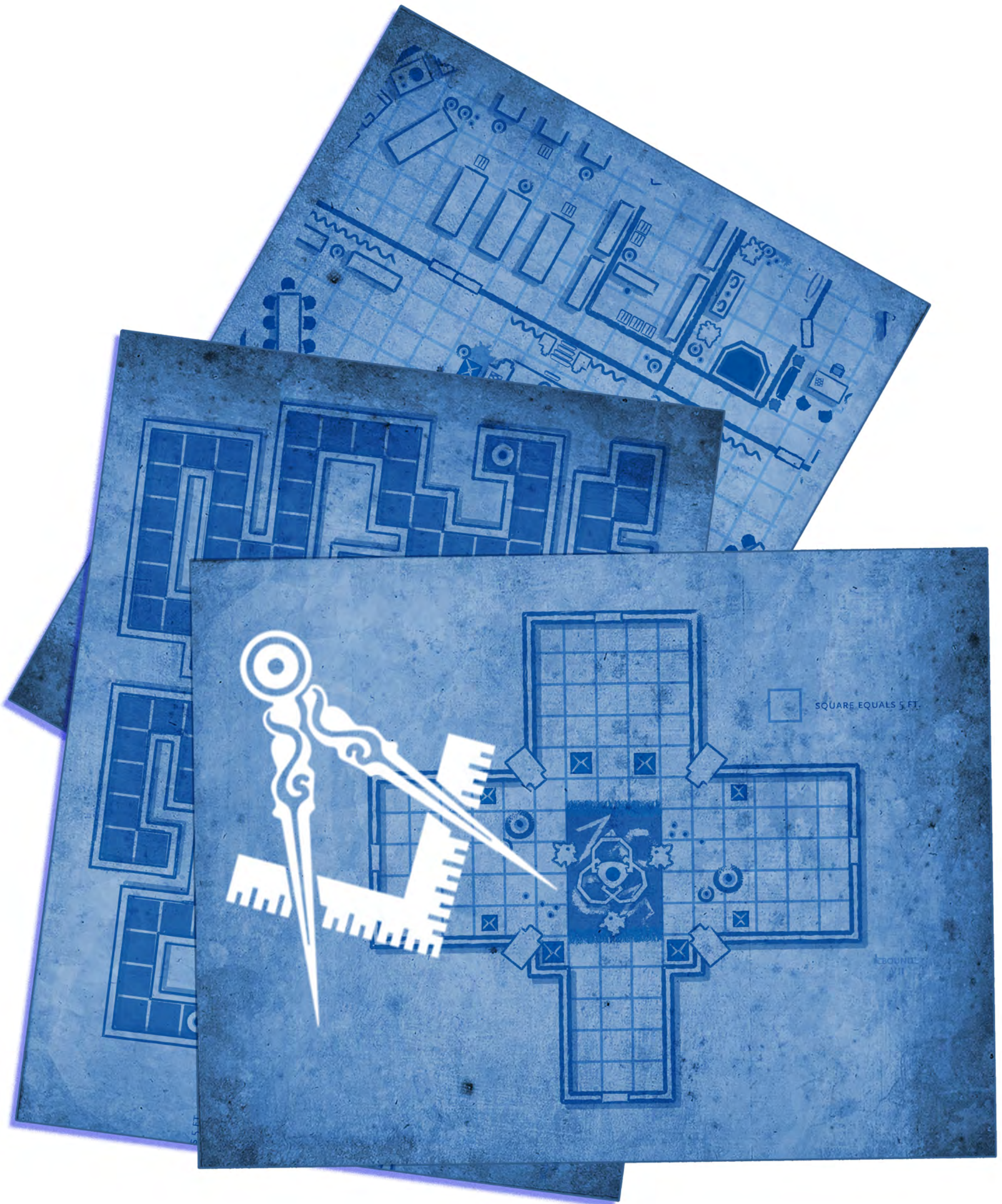
*fig. a.1*

HANDLES IN SHAPE OF TWO SERPENT HEADS  
ADORN MAHOGANY DOORS





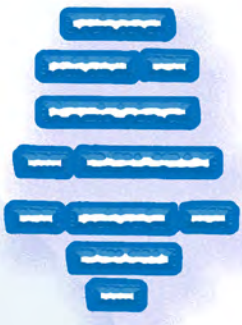
# THE COILED COMPLEX



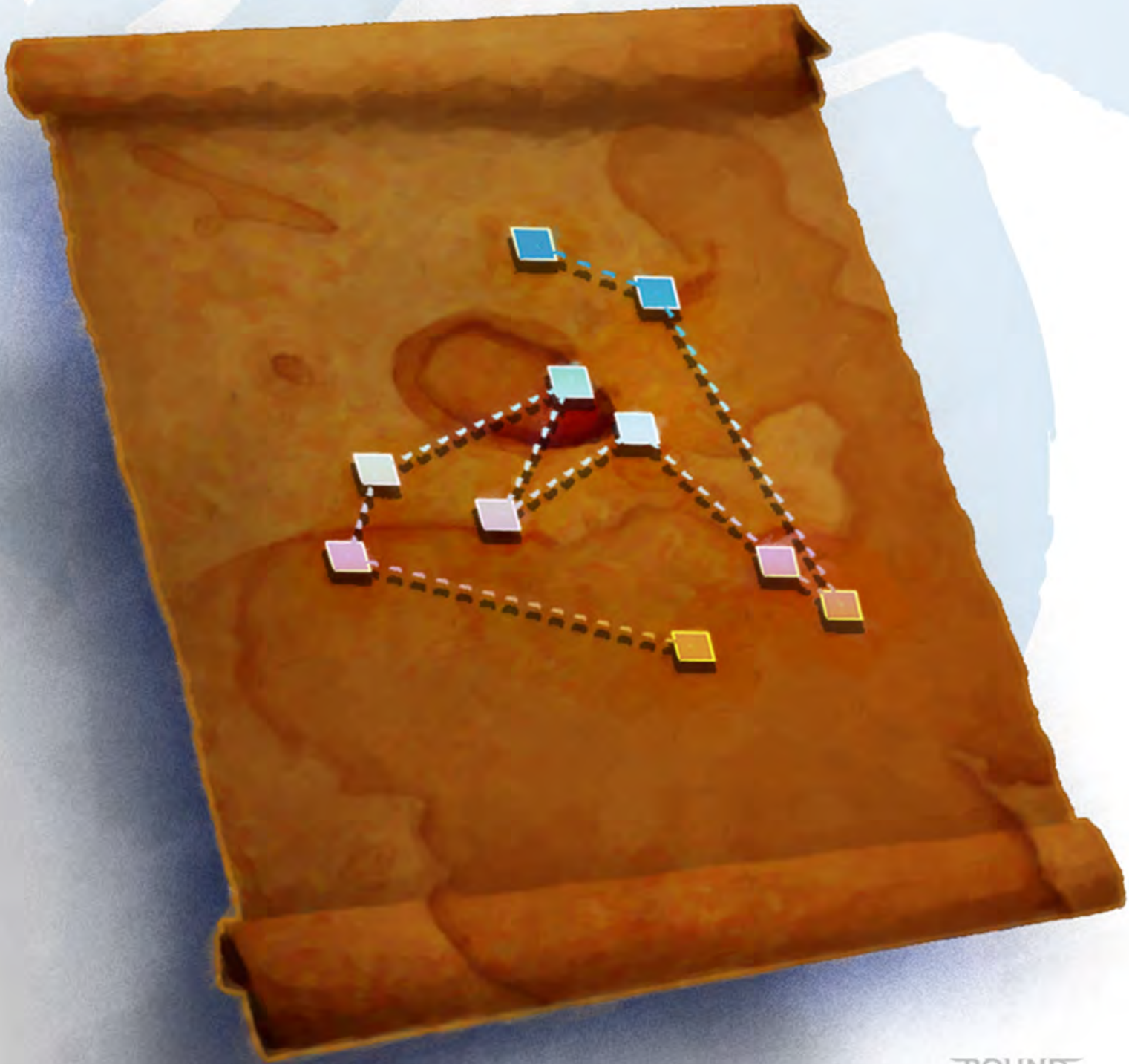
Handout A.3

**BLUEPRINTS OF THE COILED COMPLEX**





# THE COILED COMPLEX



BOUND  
VII

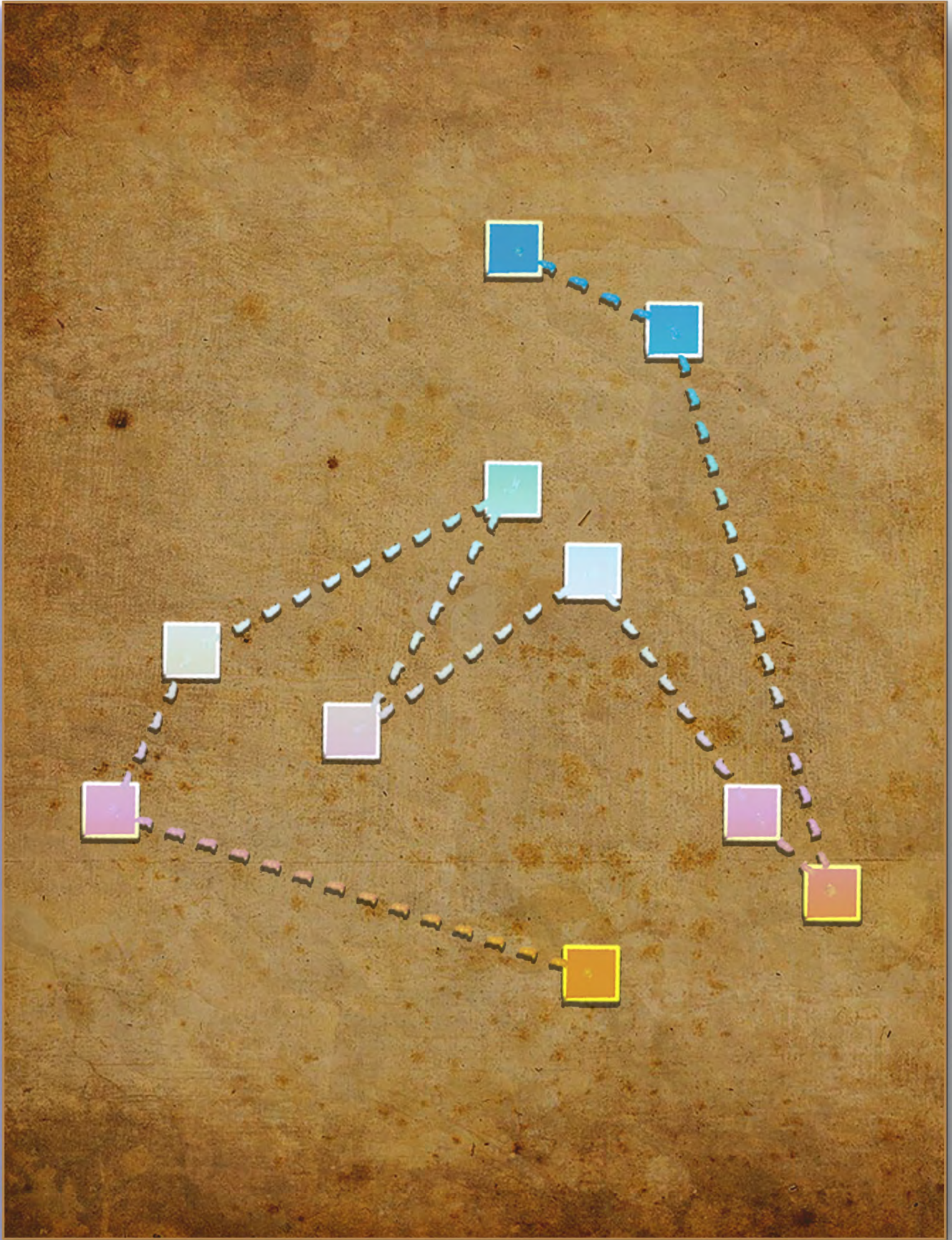
## TILE OBSTACLE KEY

A MAP CONTAINING DIRECTIONS FOR A CHALLENGE OR TRAP OF SOME KIND.





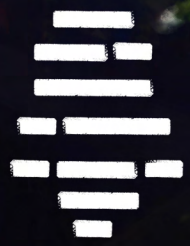
# THE COILED COMPLEX



Handout A.2

**MAP CCC~GARY~02: PART ONE**



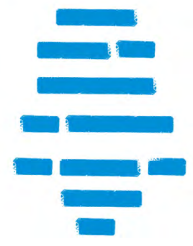


# THE COILED COMPLEX



THE BATHS





# THE COILED COMPLEX



BOUND  
VII

## EEL POOL





# THE COILED COMPLEX



YUAN TI MALISON





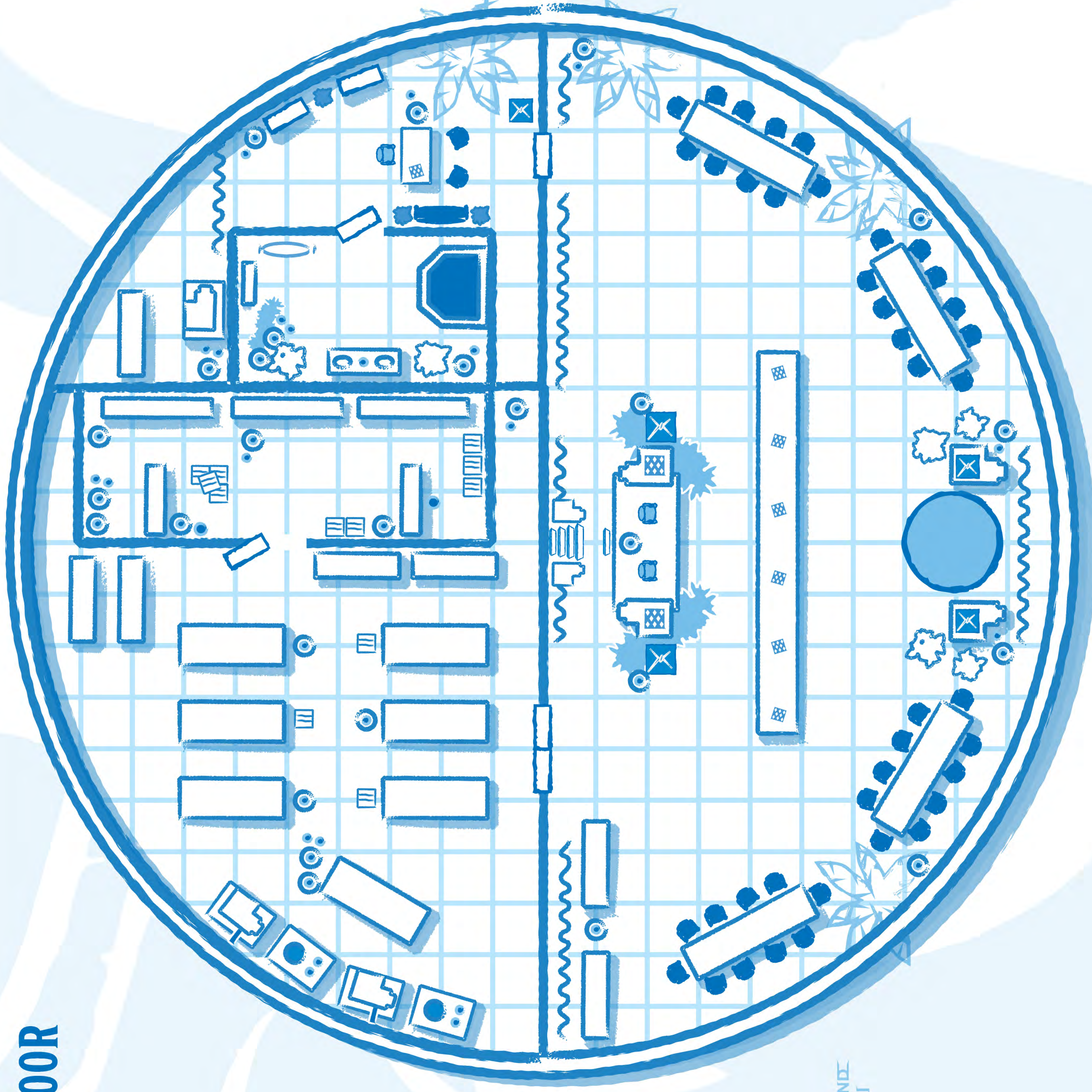
# THE COILED COMPLEX



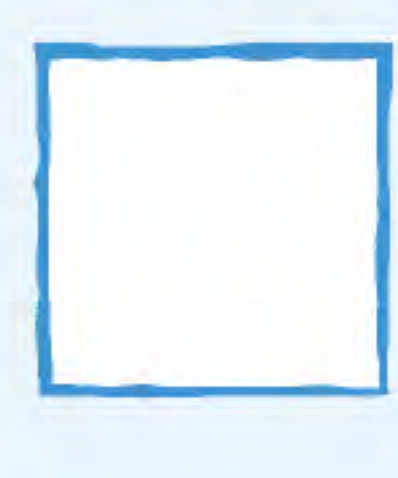
**THE BARON**  
**(YUAN TI ANATHEMA)**



# MAP A.1, A.2 : TOP FLOOR



BOUND  
VII



SQUARE EQUALS TO FT.

## A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY



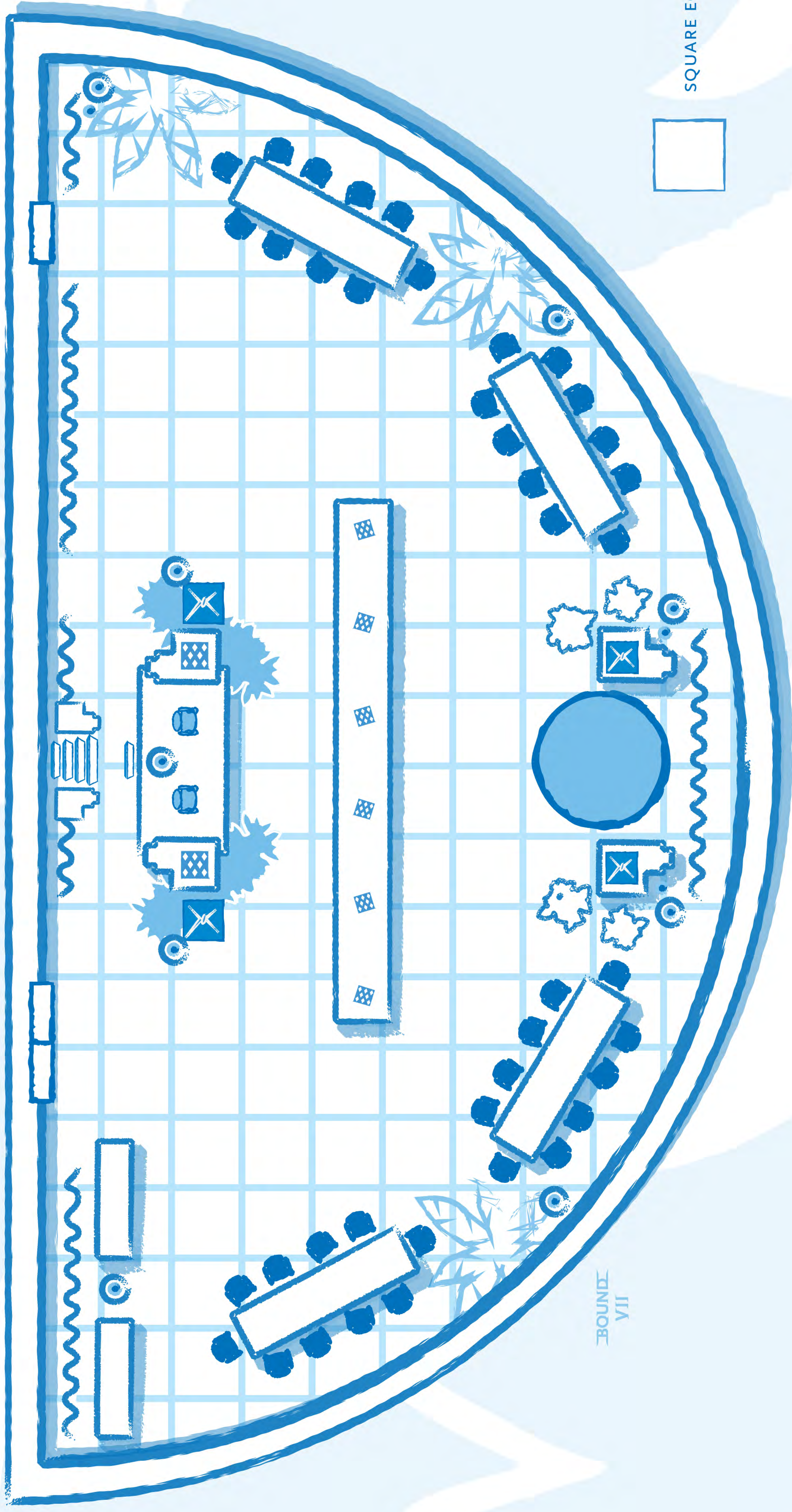
"CELEBRATING A LIFE WELL PLAYED"



THE COILED COMPLEX: CCC GARY I II III



# MAP A.1 : THE DINNER PARTY



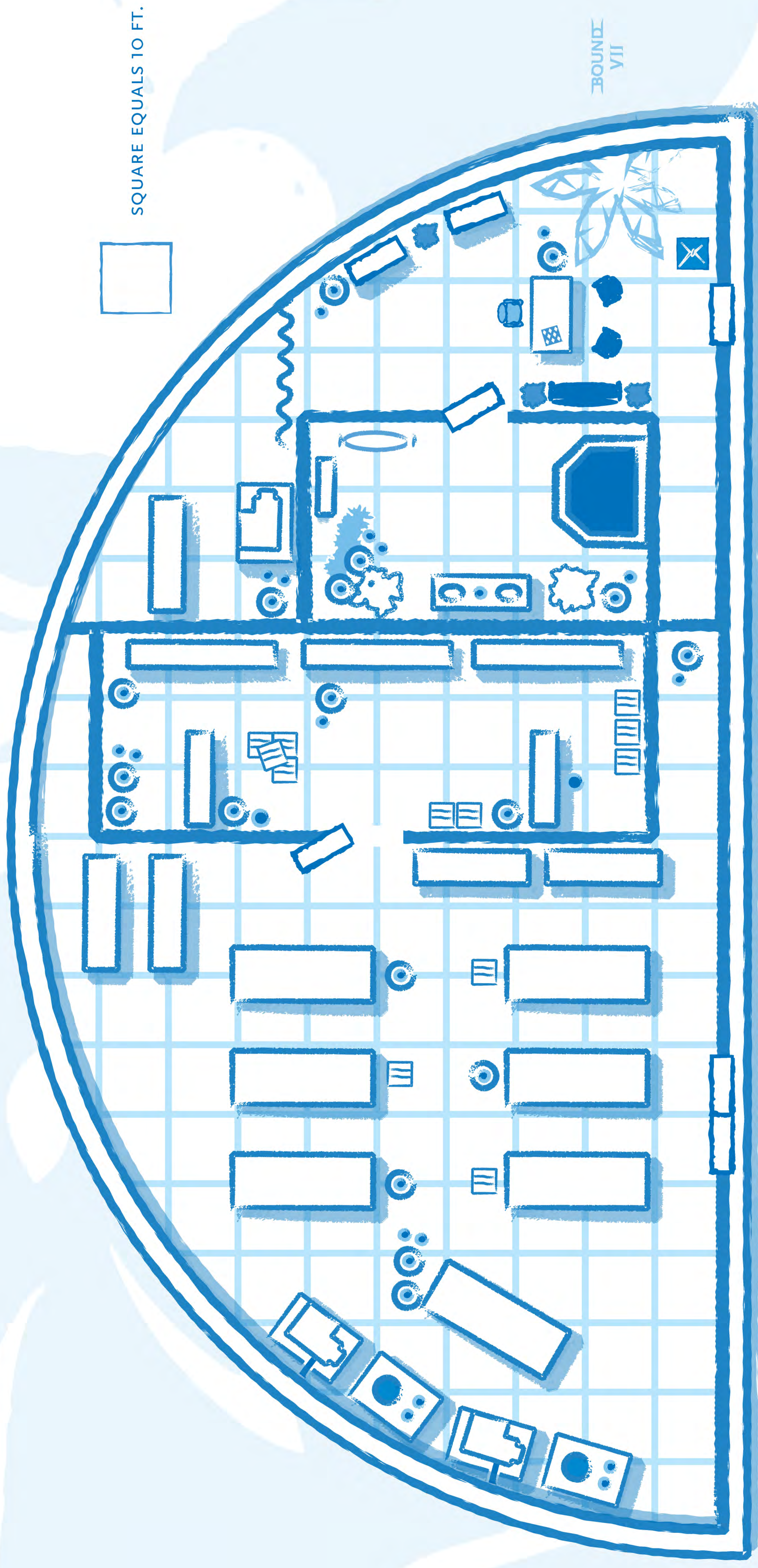
BOUND VII

1 SQUARE EQUALS TO FT.

## A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY



# MAP A.2 : THE AFTER PARTY

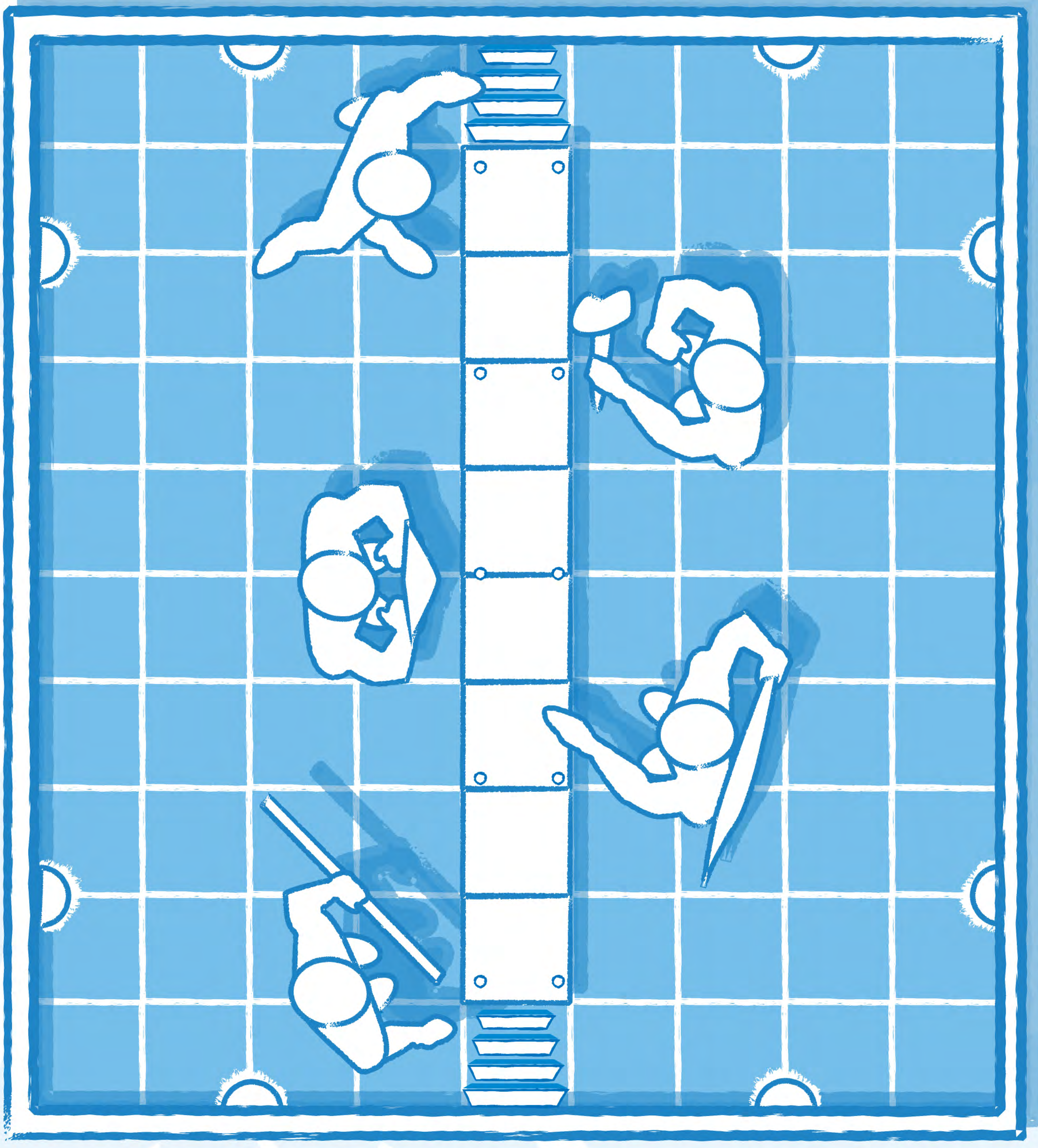


## A NIGHT TO REMEMBER

LUKE GYGAX & THOMAS VALLEY



# MAP A.3 : THE MUSEUM



SQUARE EQUALS 20 FT.

BOUND VII

## A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY

D&D  
ADVENTURERS  
LEAGUE

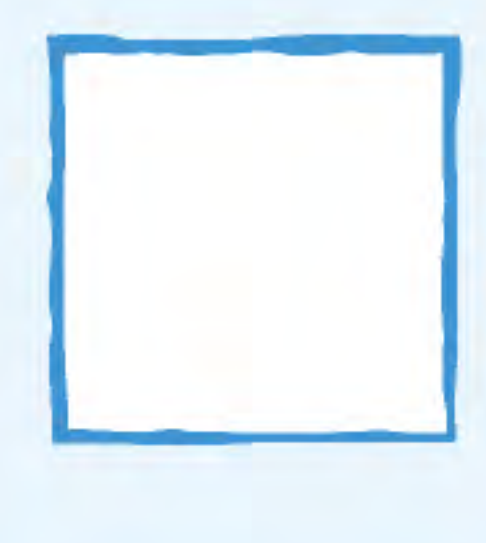
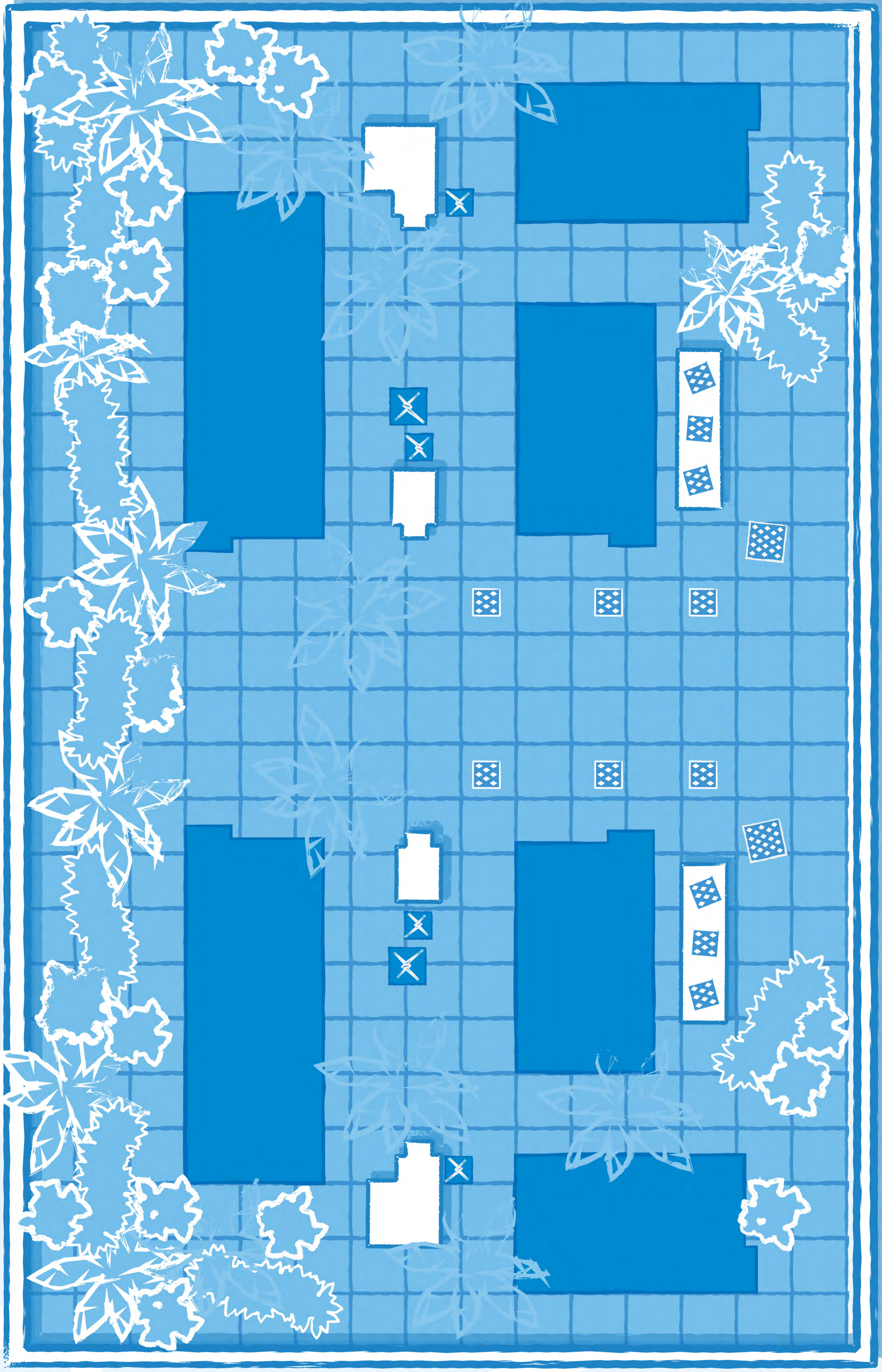
THE COILED COMPLEX: CCC GARY I II III



"CELEBRATING A LIFE WELL PLAYED"



# MAP A.4 : THE BATHS



SQUARE EQUALS  
5 FT.

BOUND  
VII

## A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY



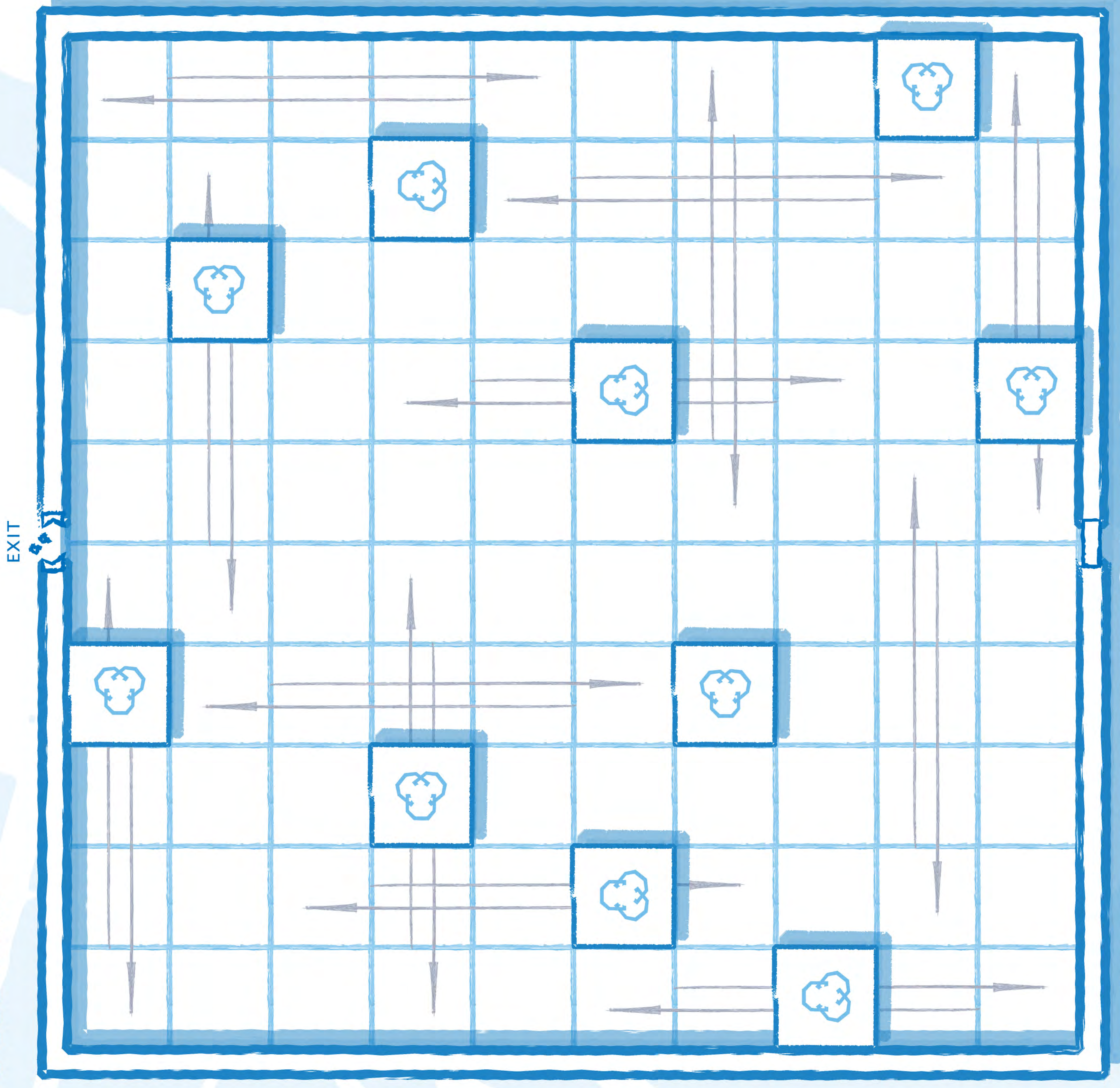
"CELEBRATING A LIFE WELL PLAYED"



THE COILED COMPLEX: CCC GARY I III III



# MAP B.1 : THE KID IS NOT MY SON



BOUND VII



SQUARE EQUALS TO FT.

ENTER

## TO FIND A WAY OUT

LUKE GYGAX & THOMAS VALLEY



THE COILED COMPLEX: CCC GARY I III III

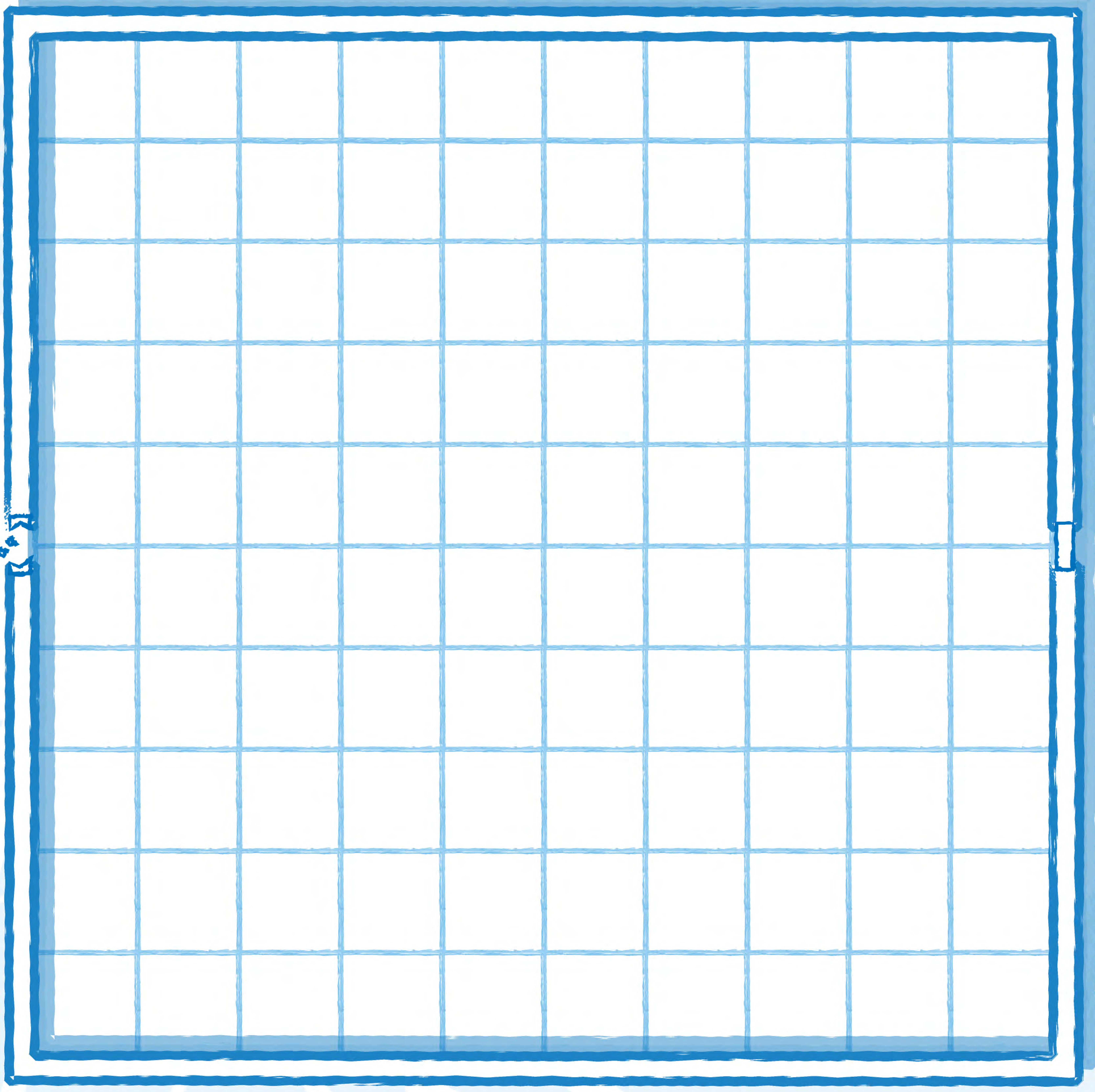


"CELEBRATING A LIFE WELL PLAYED"



# MAP B.1 : THE KID IS NOT MY SON

EXIT



BOUND  
VII



SQUARE EQUALS TO FT.

ENTER

## A NIGHT TO REMEMBER

LUKE GYGAX & THOMAS VALLEY



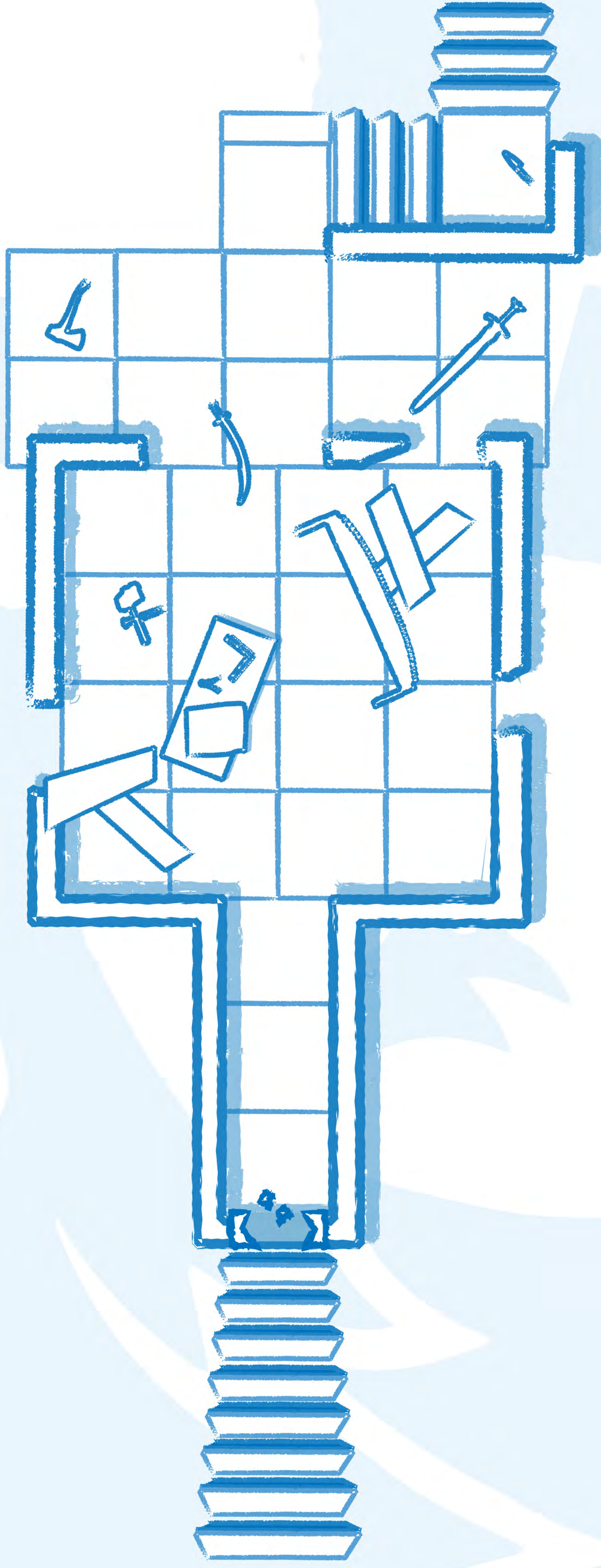
THE COILED COMPLEX: CCC GARY I III III



"CELEBRATING A LIFE WELL PLAYED"



# MAP B.2 : THE BARON



BOUND VII

SQUARE EQUALS 5 FT.



**TO FIND A WAY OUT**  
**LUKE GYGAX & THOMAS VALLEY**

**ADVENTURERS LEAGUE**  
"CELEBRATING A LIFE WELL PLAYED"  
D&D  
IX

**ADVENTURERS LEAGUE**  
THE COILED COMPLEX: CCC GARY I II III



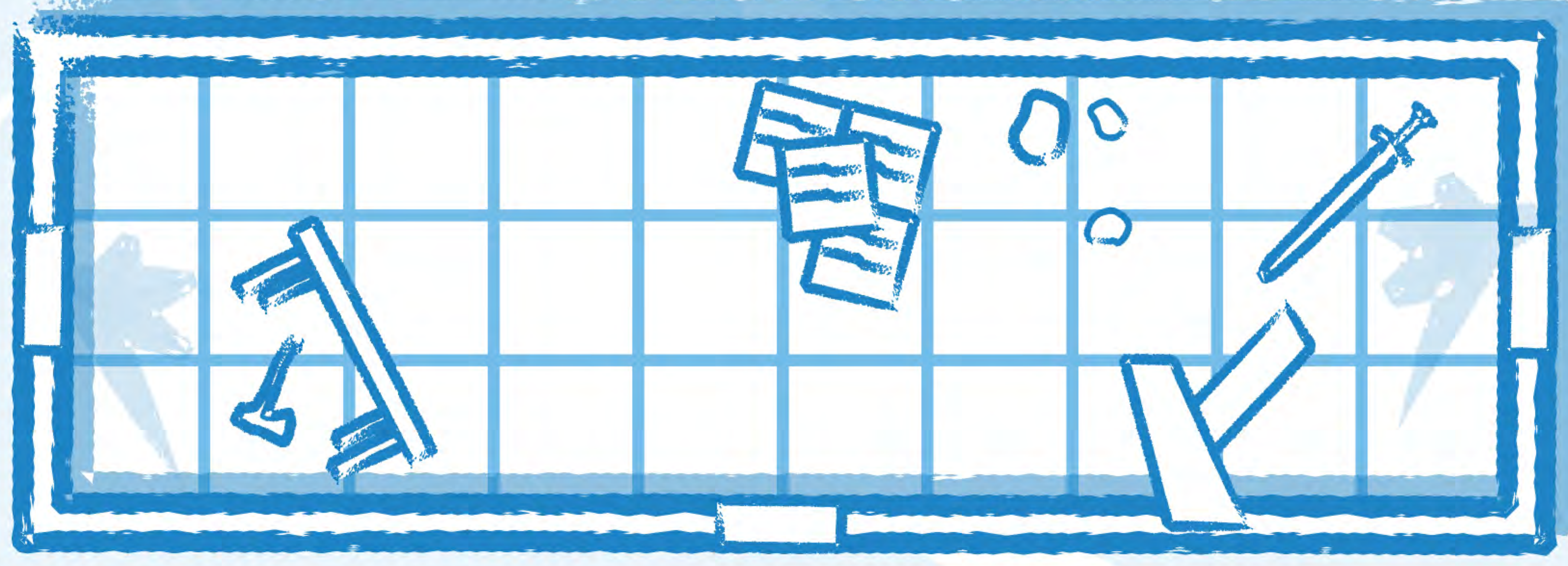




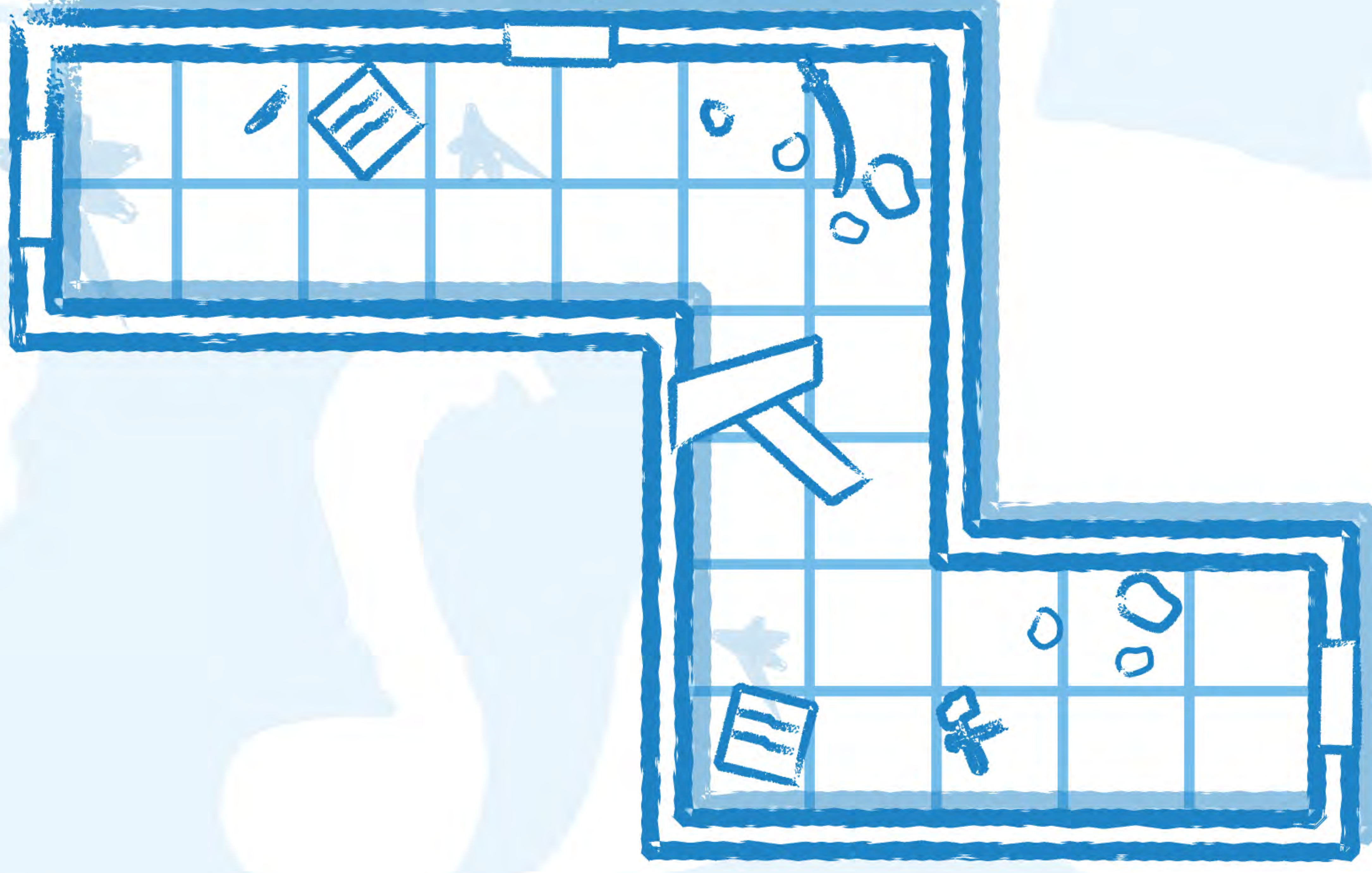
# MAP C.1 : WARZONE ~ HALLWAYS A, B, C



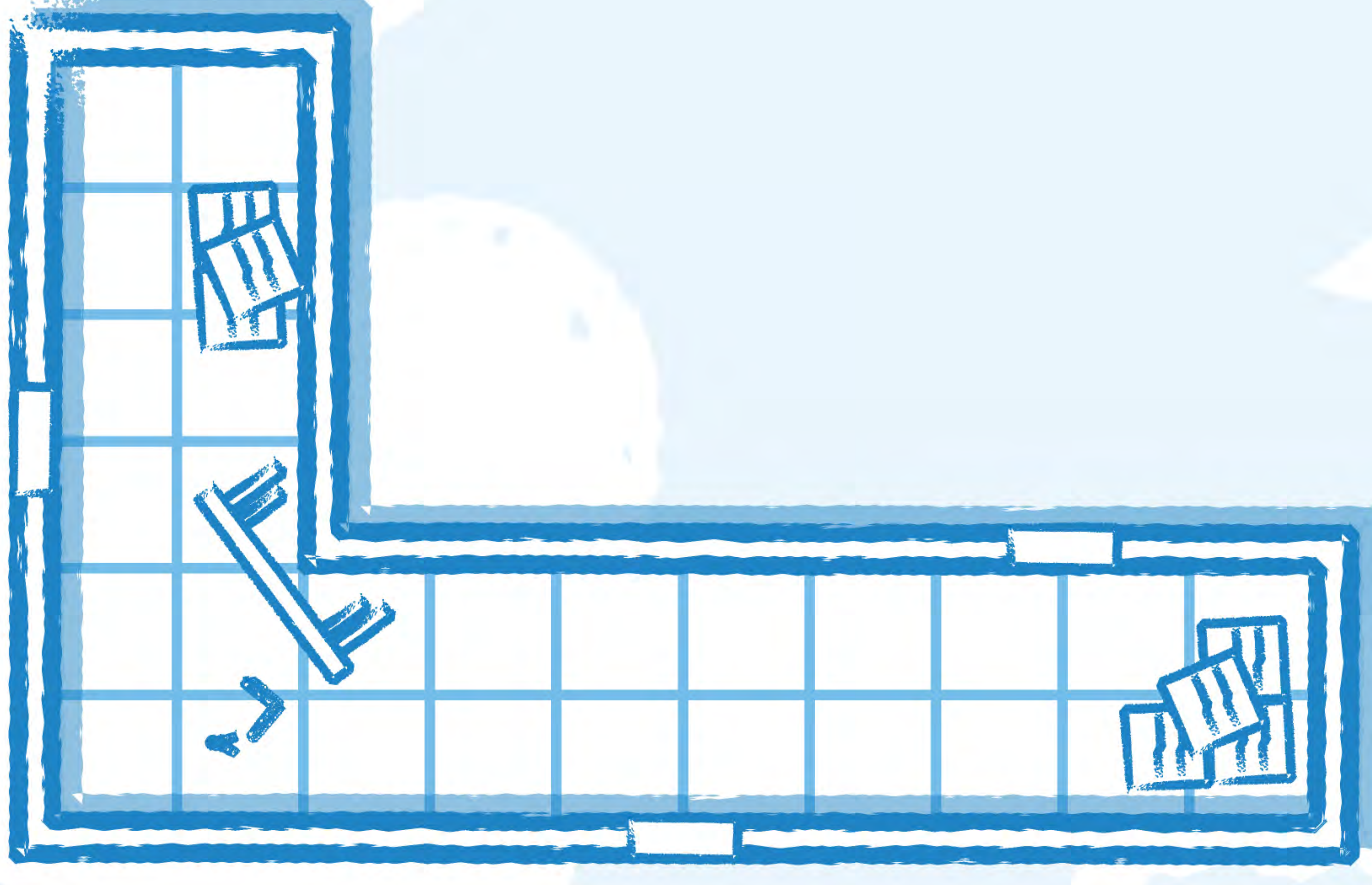
SQUARE EQUALS 5 FT.



HALLWAY A



HALLWAY B



HALLWAY C

BOUND  
VII

**OH, WE'RE IN IT, NOW**  
LUKE GYGAX & THOMAS VALLEY



THE COILED COMPLEX: CCC GARY I III III



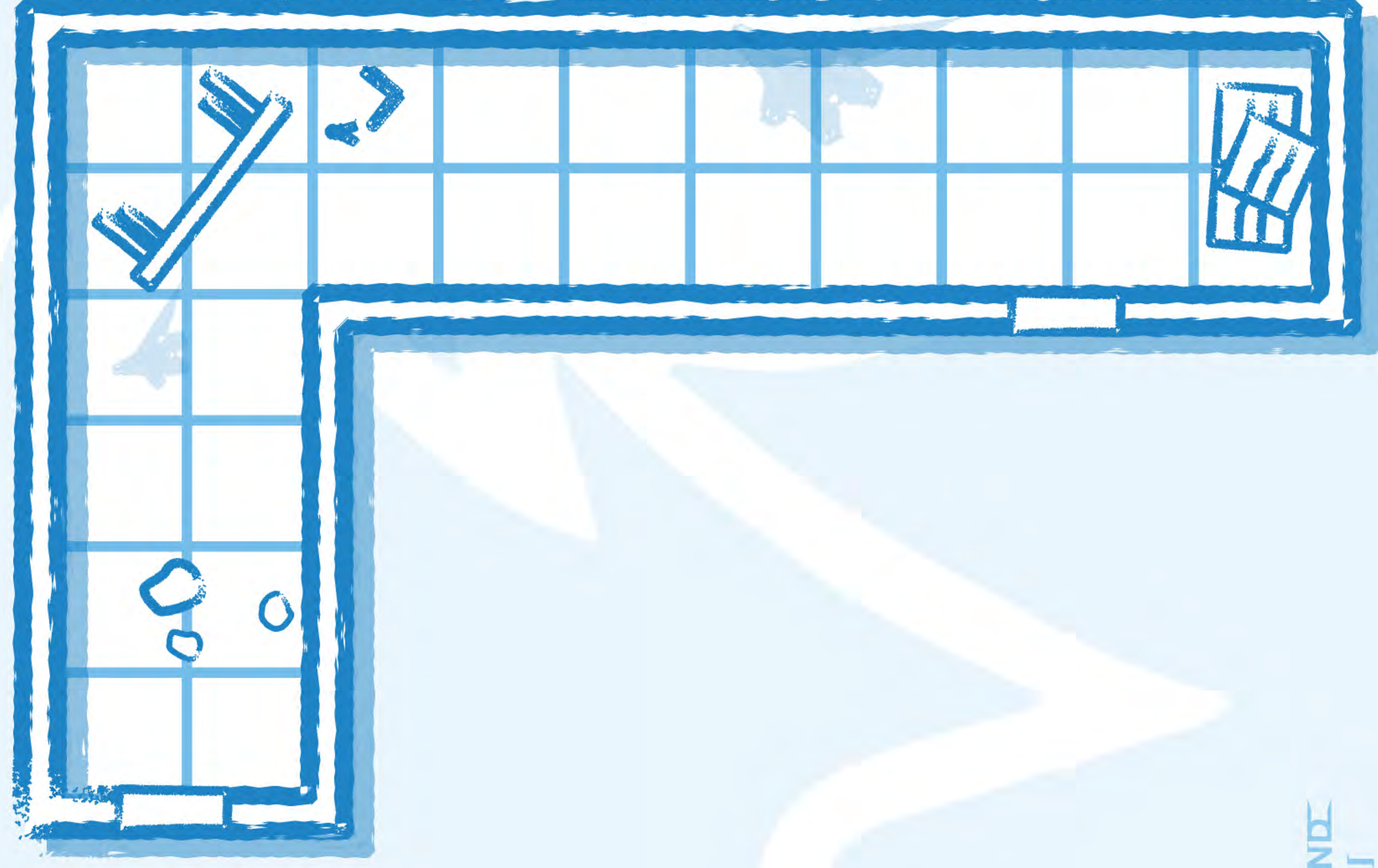
"CELEBRATING A LIFE WELL PLAYED"



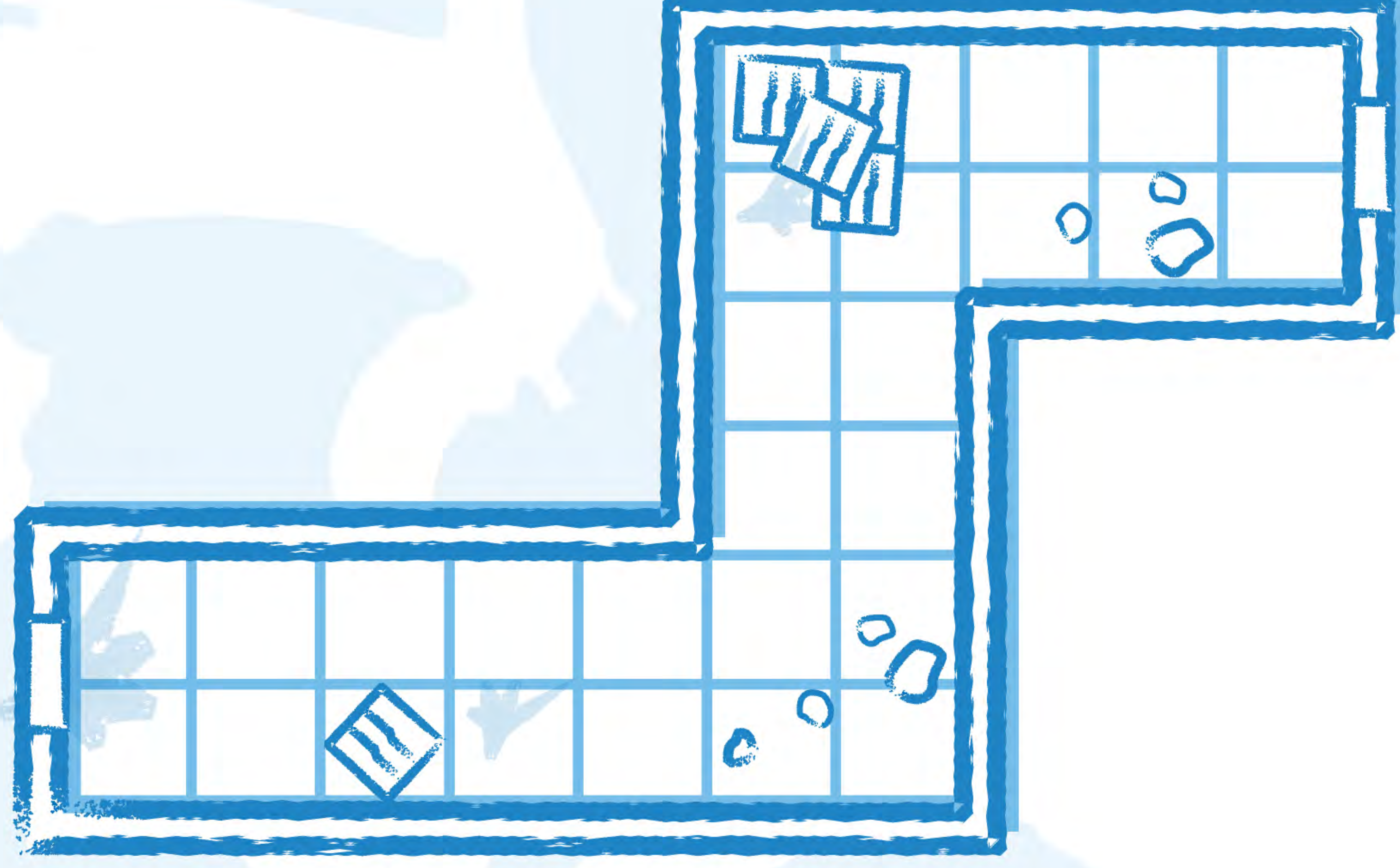
# MAP C.2 : WARZONE ~ HALLWAYS D, E, F



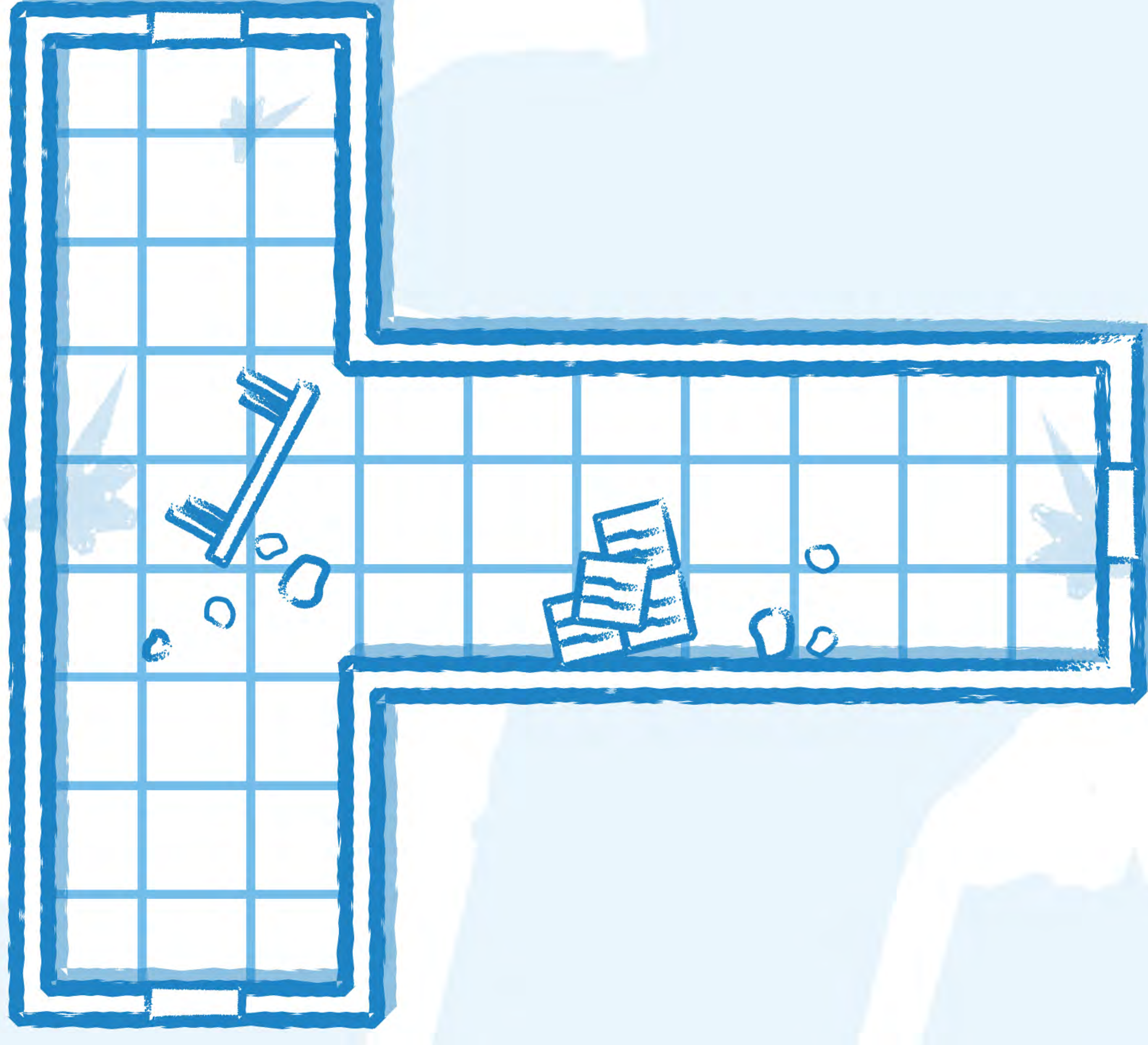
SQUARE EQUALS 5 FT.



HALLWAY D



HALLWAY E



HALLWAY F

BOUND VII

**OH, WE'RE IN IT, NOW**  
LUKE GYGAX & THOMAS VALLEY



THE COILED COMPLEX: CCC GARY I III III

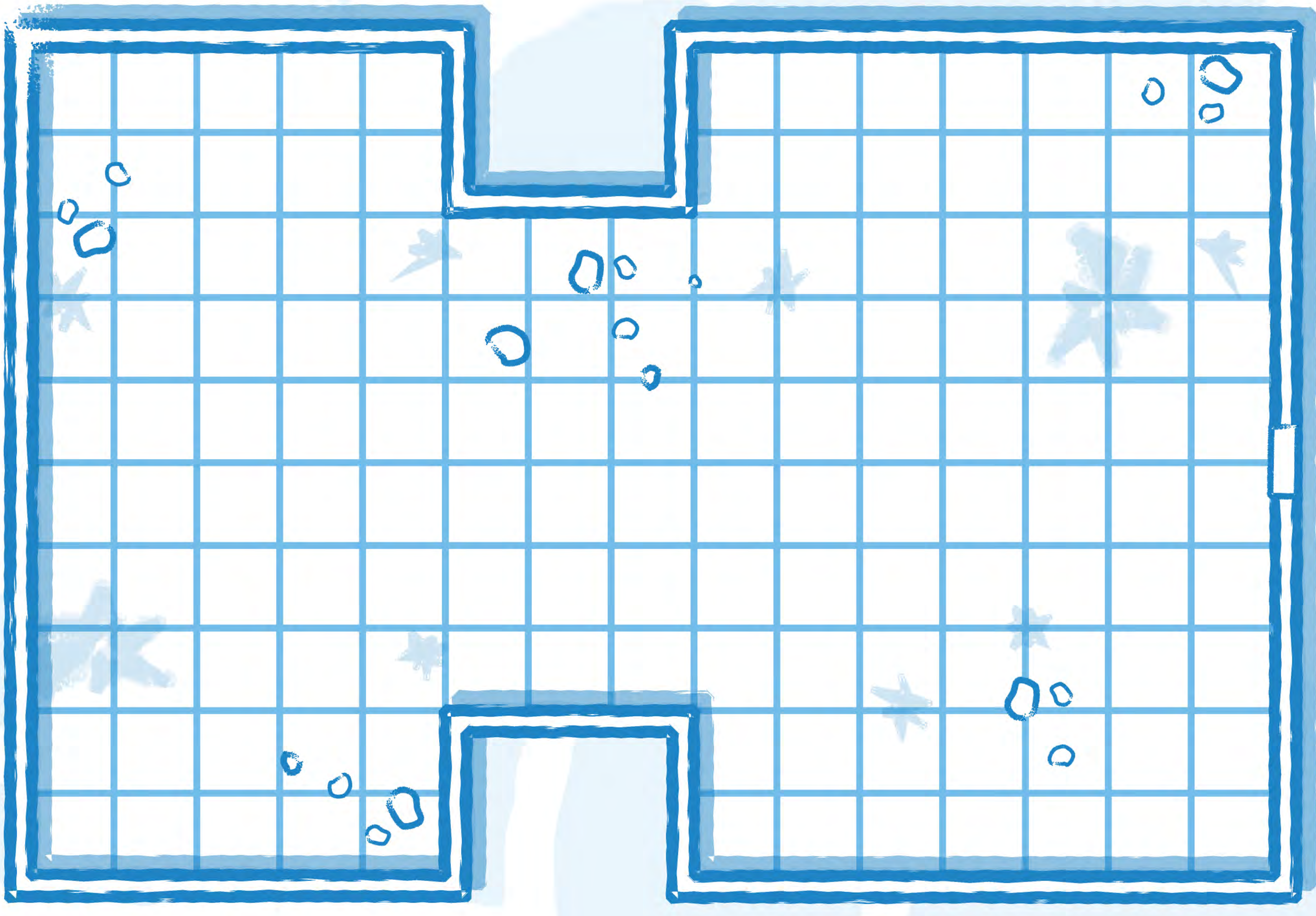


"CELEBRATING A LIFE WELL PLAYED"

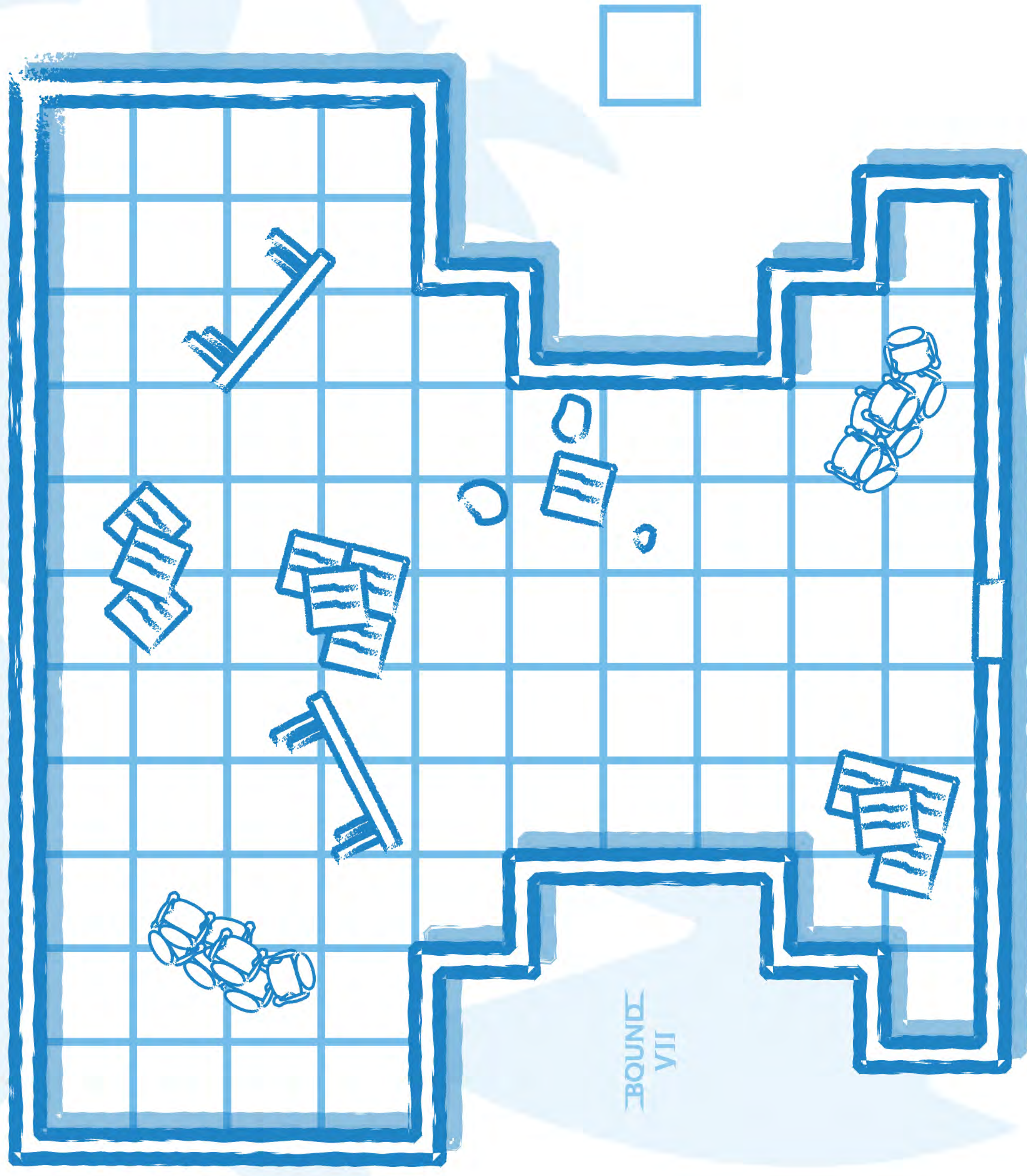


# MAP C.3 : WARZONE ~ DEFENDED ROOM, DEATH ROOM

DEATH ROOM

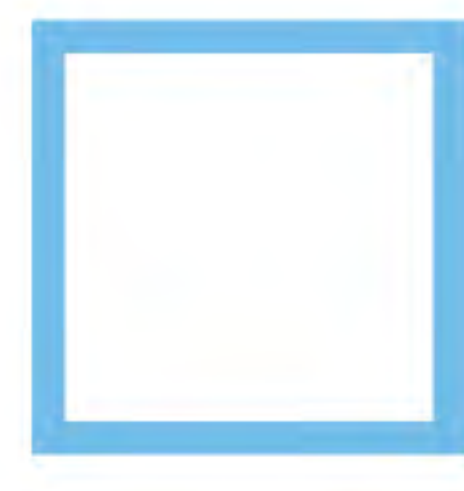


DEFENDED ROOM



BOUND VII

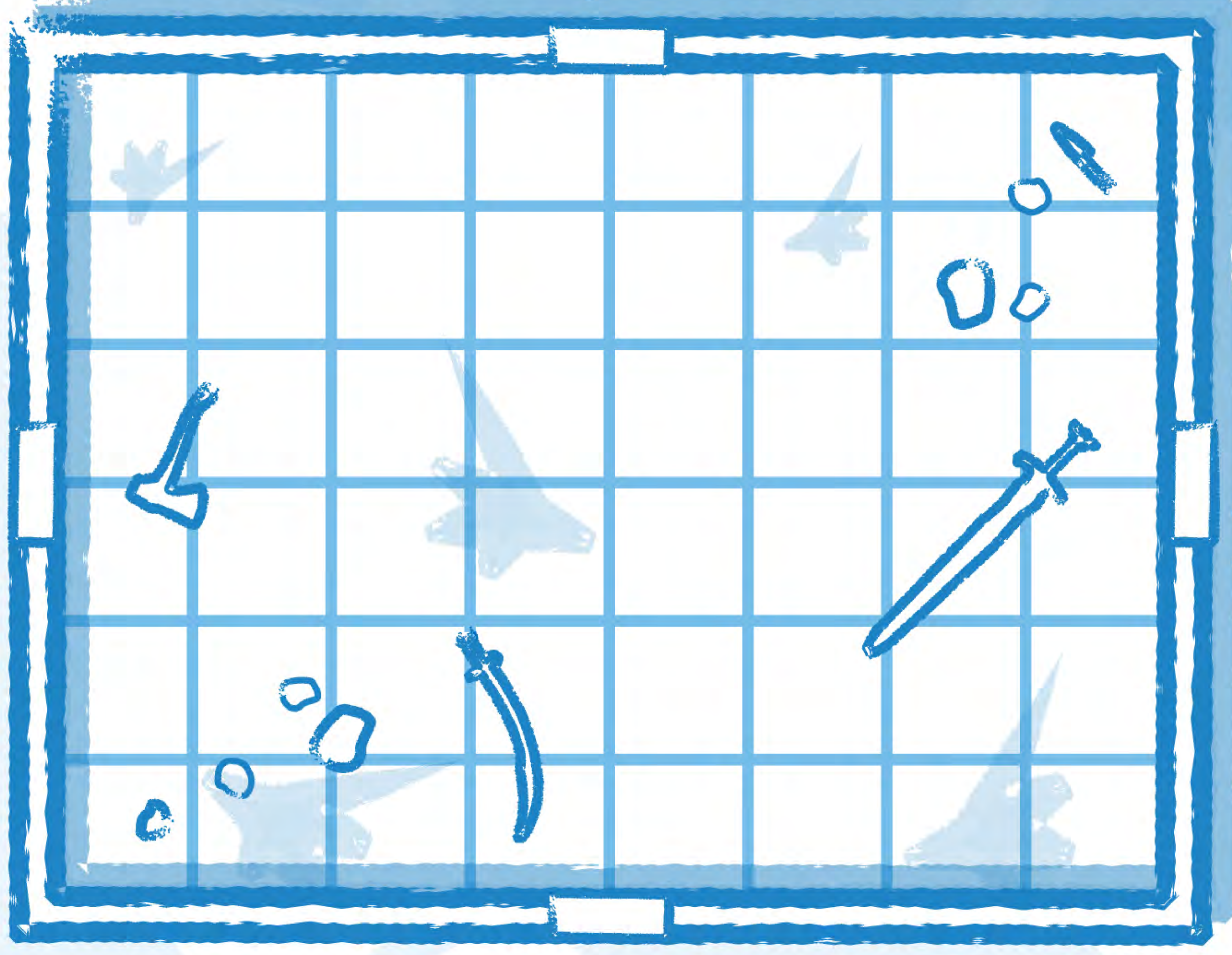
SQUARE EQUALS 5 FT.



**OH, WE'RE IN IT, NOW**  
LUKE GYGAX & THOMAS VALLEY



# MAP C.4 : WARZONE ~ ILLUSIONARY ROOM



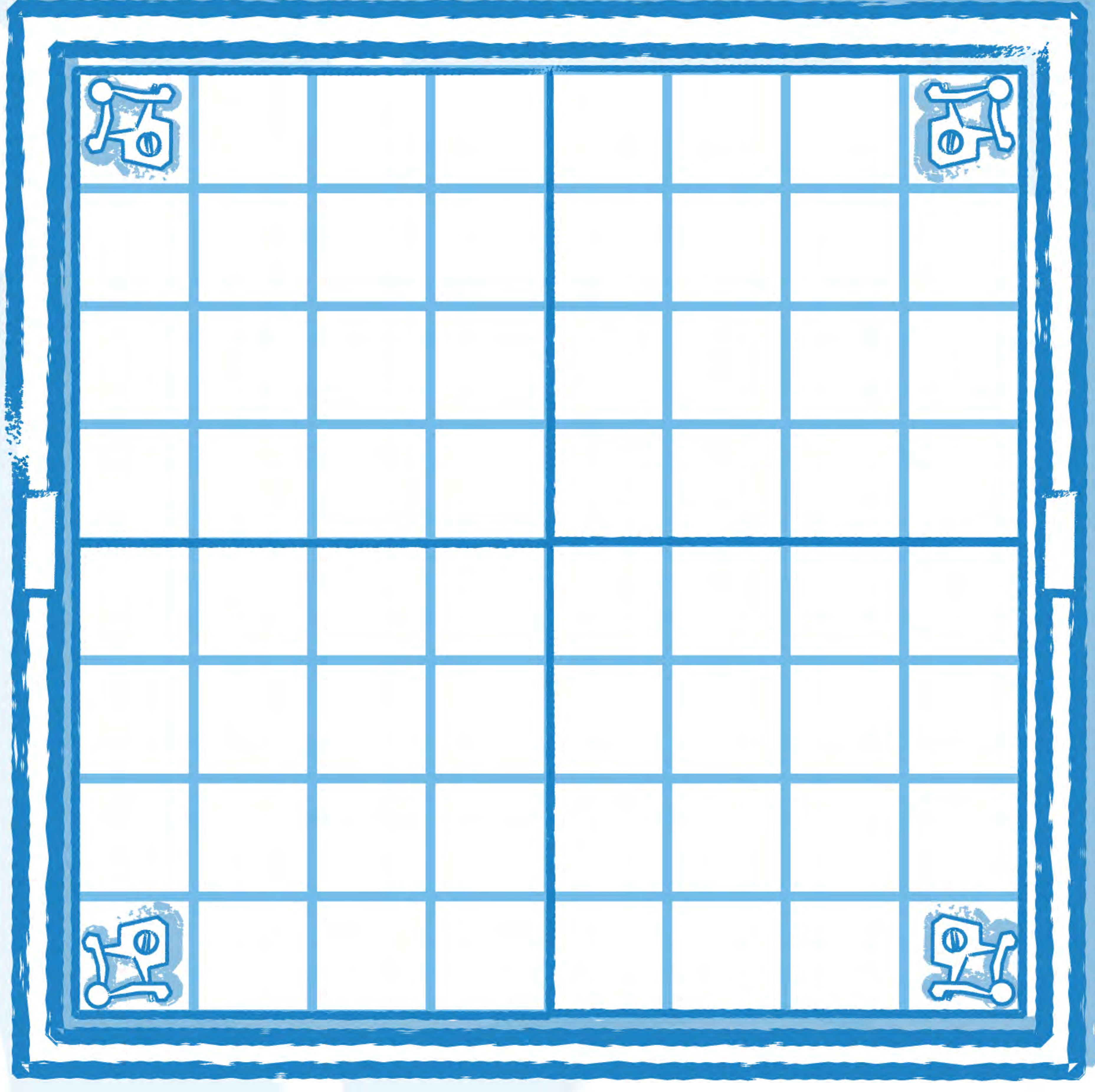
SQUARE EQUALS 5 FT.

BOUND VII

**OH, WE'RE IN IT, NOW**  
**LUKE GYGAX & THOMAS VALLEY**



# MAP C.5 : WARZONE ~ COMPLEX TRAP ROOM



BOUND:  
VII



SQUARE EQUALS 5 FT.

**OH, WE'RE IN IT, NOW**  
**LUKE GYGAX & THOMAS VALLEY**



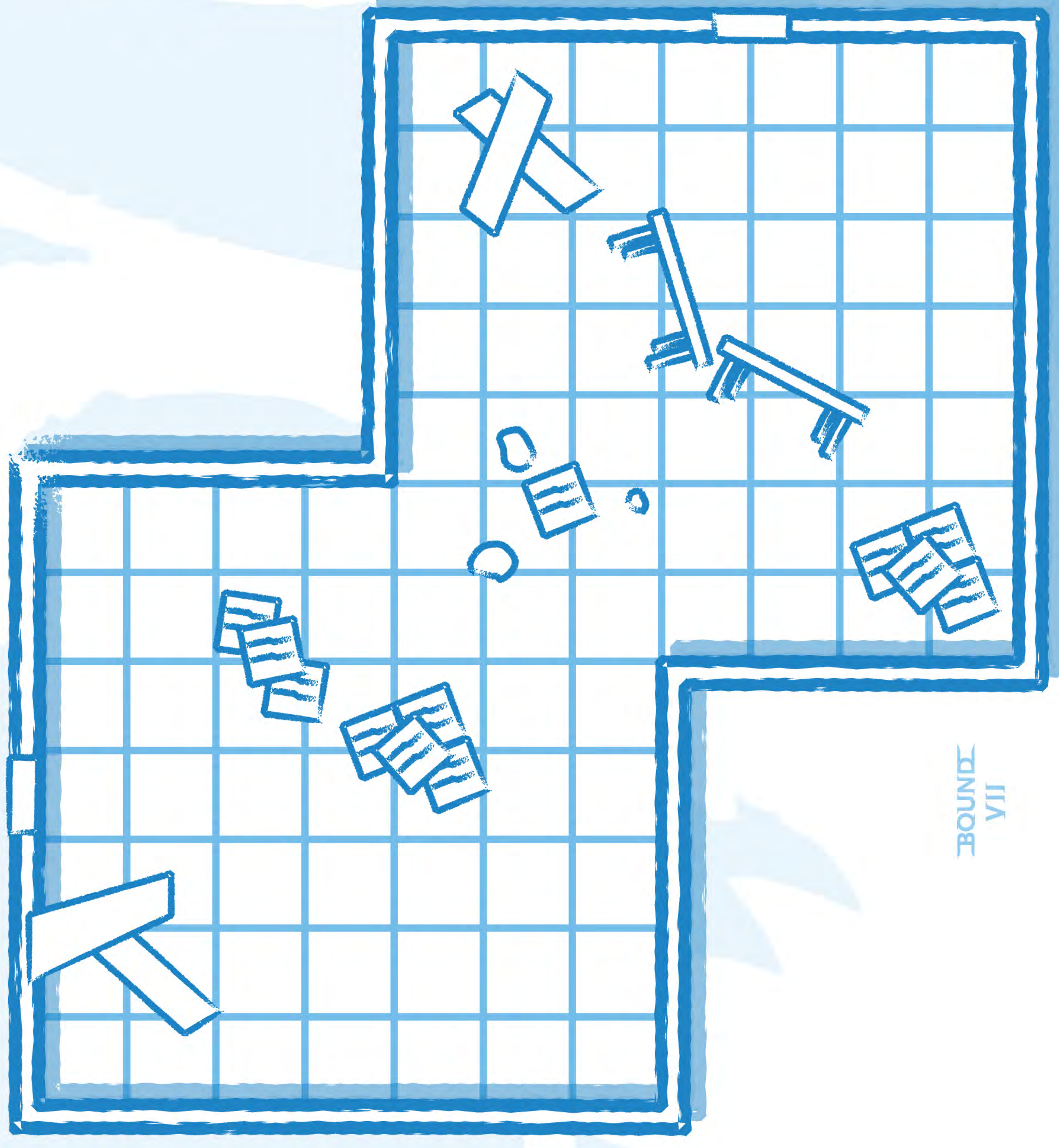
THE COILED COMPLEX: CCC GARY I III III



"CELEBRATING A LIFE WELL PLAYED"



# MAP C.6 : WARZONE ~ ASSAULTED ROOM

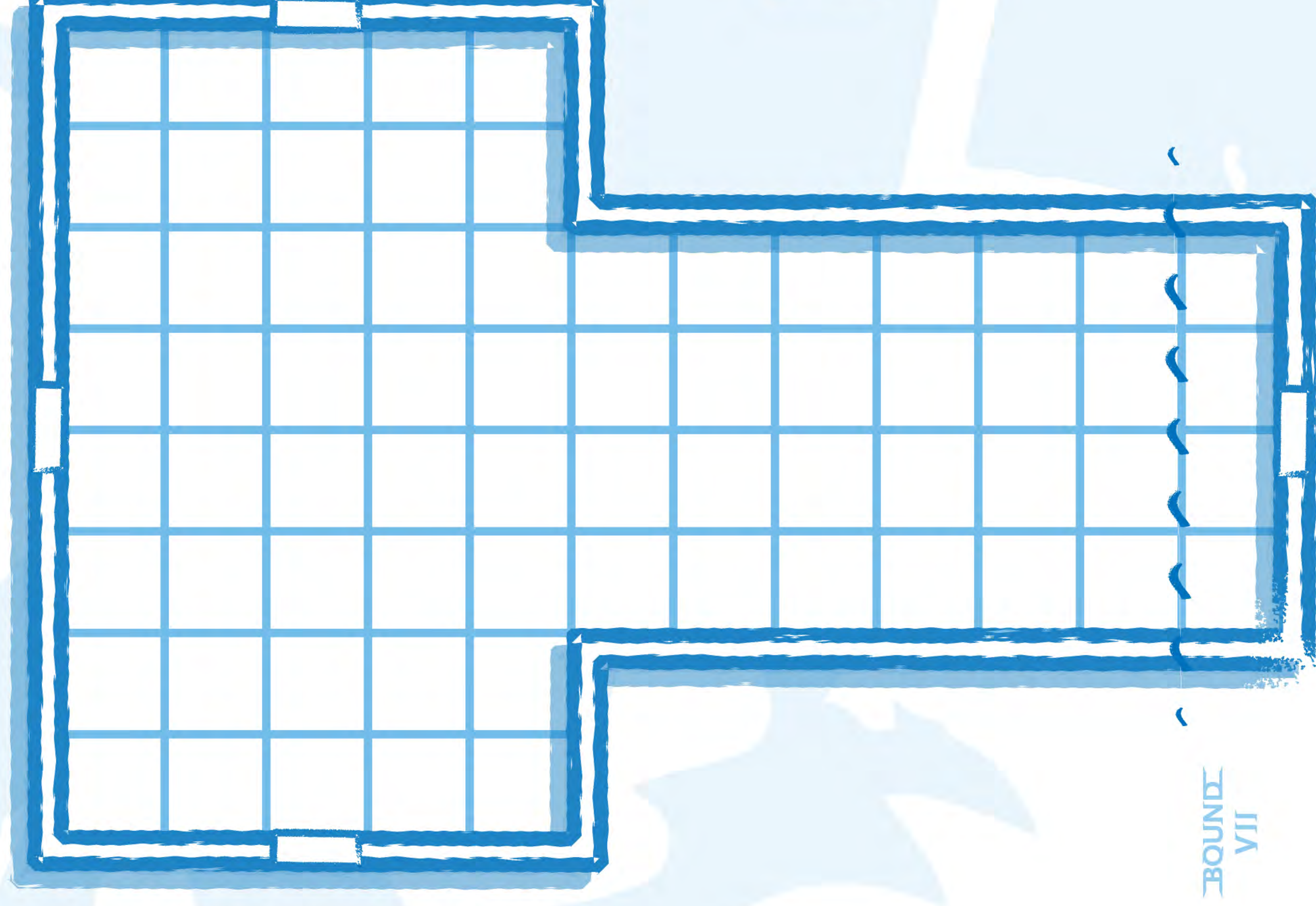


SQUARE EQUALS 5 FT.

**OH, WE'RE IN IT, NOW**  
LUKE GYGAX & THOMAS VALLEY



# MAP C.7 : WARZONE ~ WIRED TO EXPLODE ROOM



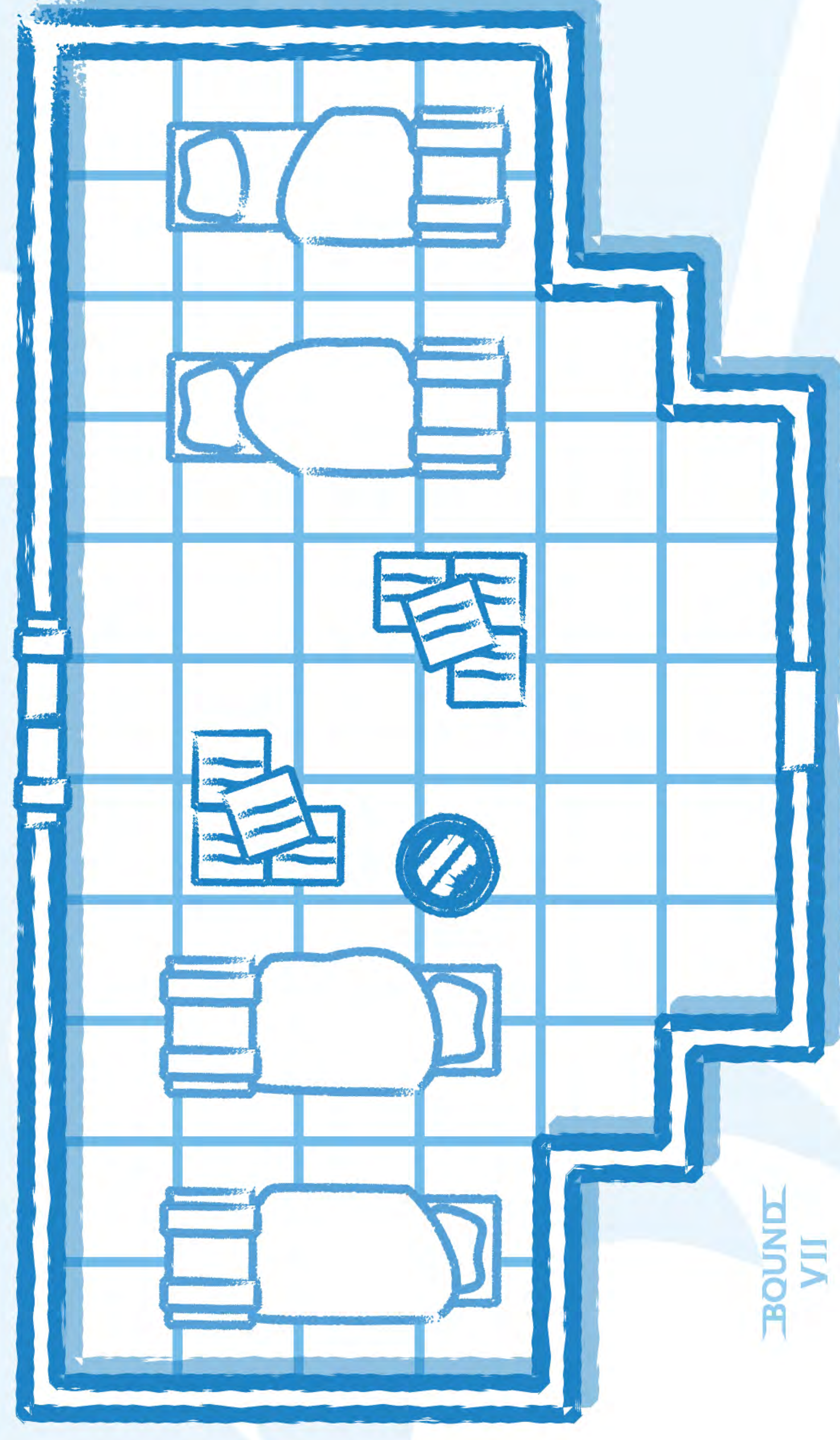
SQUARE EQUALS 5 FT.

BOUND  
VII

**OH, WE'RE IN IT, NOW**  
**LUKE GYGAX & THOMAS VALLEY**



# MAP C.8 : WARZONE ~ SAFE HAVEN ROOM



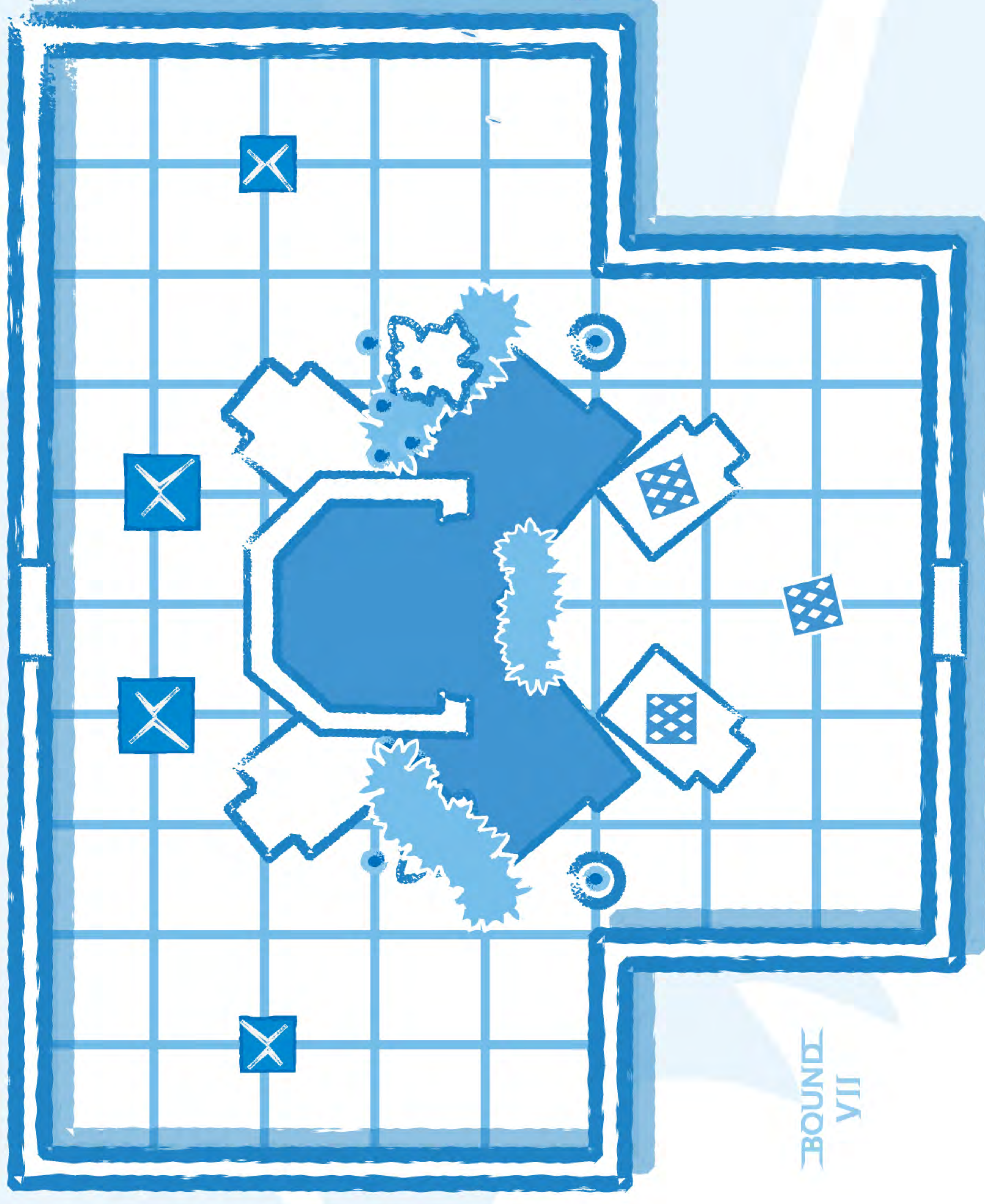
SQUARE EQUALS 5 FT.



**OH, WE'RE IN IT, NOW**  
LUKE GYGAX & THOMAS VALLEY



# MAP C.9 : WARZONE ~ DEN ROOM



SQUARE EQUALS 5 FT.

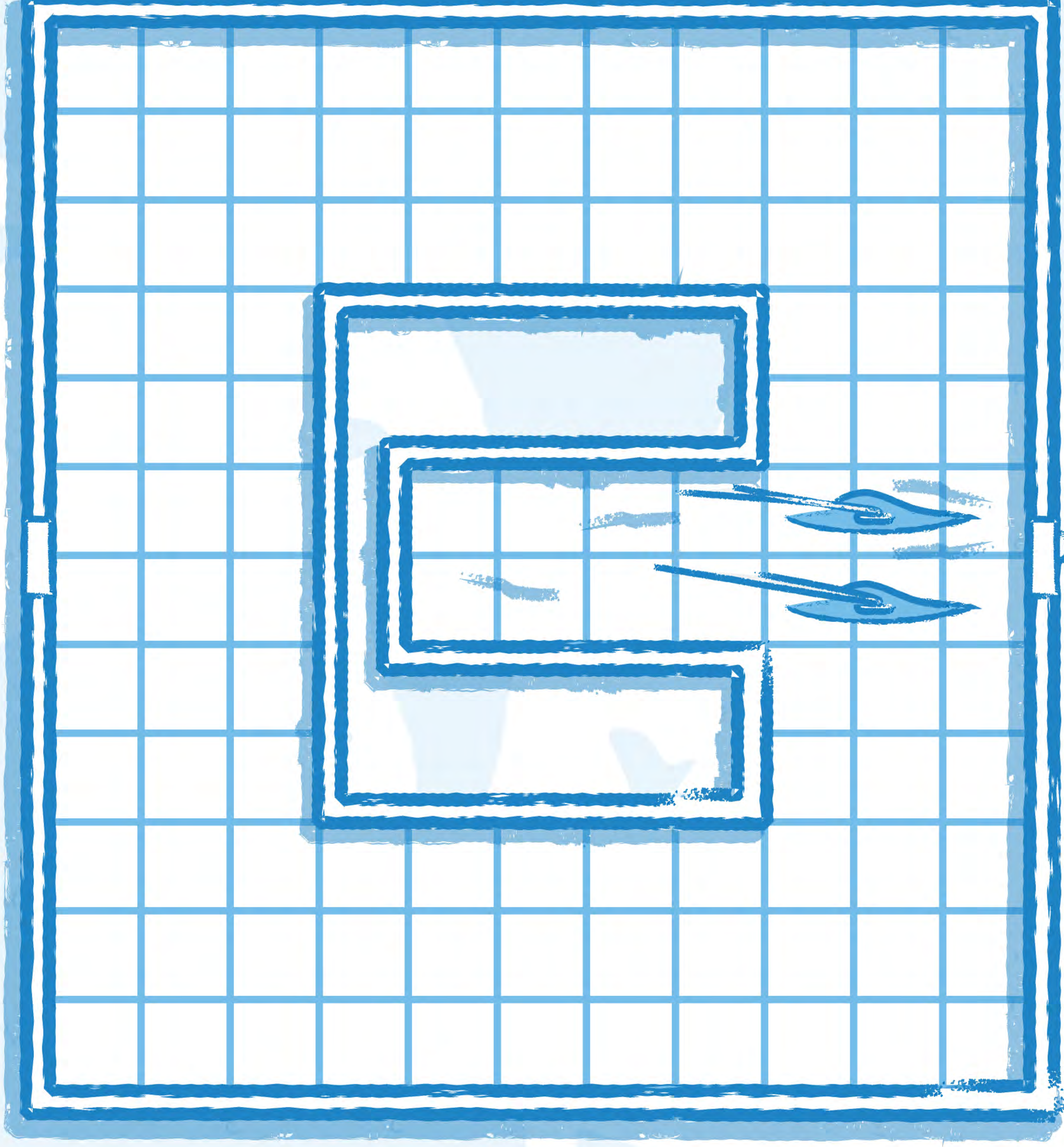


BOUND  
VII

**OH, WE'RE IN IT, NOW**  
LUKE GYGAX & THOMAS VALLEY



# MAP C.10 : WARZONE ~ BROKEN TRAP ROOM



BOUND:  
VII



SQUARE EQUALS 5 FT.

**OH, WE'RE IN IT, NOW**  
**LUKE GYGAX & THOMAS VALLEY**



