

# Map Foundry



## 01 - The Cave in the Cliffs

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## Credits

**Cartography & Layout:** Kosala Ubayasekara

<<http://www.silven.com/>>

### Using This Product

The Map Foundry line of products is designed to be very Game Master friendly. Each map is provided in both full color and printer friendly variants. There are also DM maps with tags and notes, and player maps with just the map and we hope that this product line provides you with some very versatile maps to use in your games.

### Map Suggestions

Do you have ideas for future maps? Send them to [maps@silven.com](mailto:maps@silven.com) with the words "MAP REQUEST" somewhere in the subject line, and we will add them to the TODO list.

### Printing the Maps

Each map is in a fully vector based format. They can be re-sized to any size you like with no loss of resolution or clarity. They are built at 72dpi to ensure that printing is good quality without using up masses of ink in your printer.

### License

You are granted a license to print this product as many times as needed for personal use. Re-sale is prohibited in both partial or complete form.

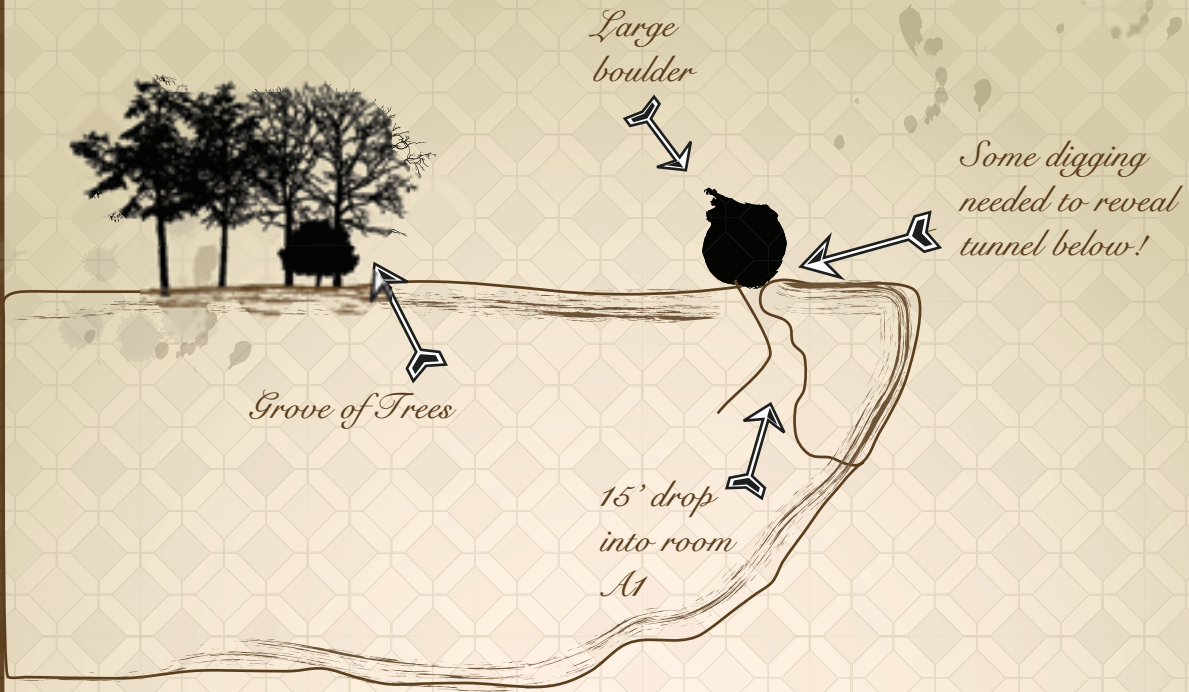
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### ***Map Foundry***

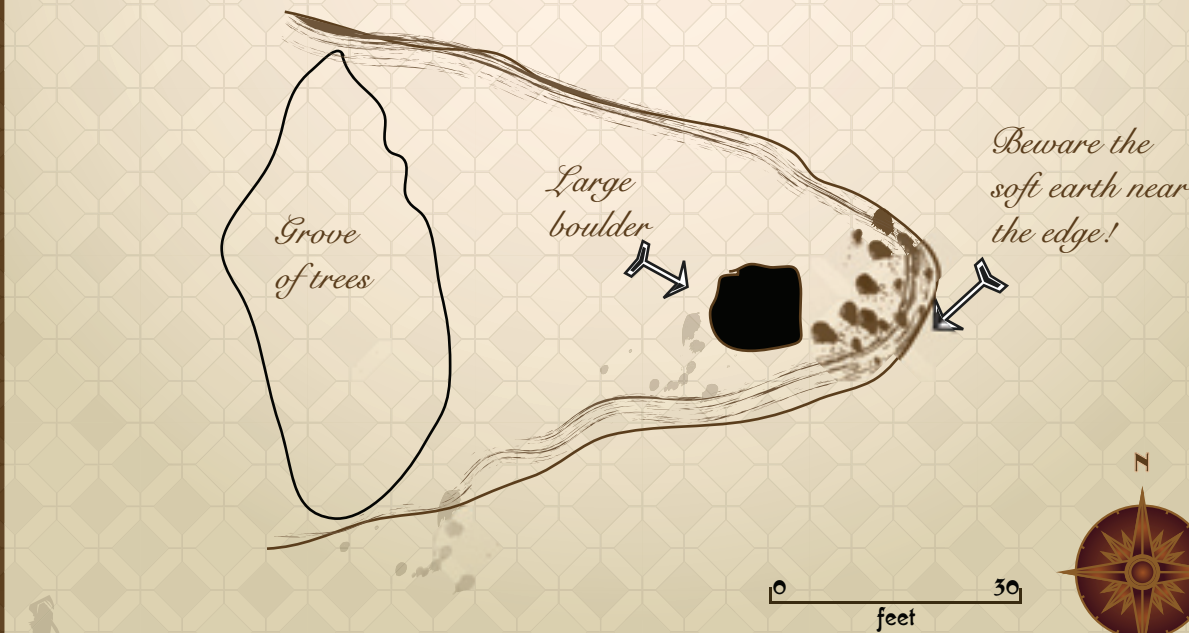
**The Cave in the Cliffs**

Web enhancements and free articles and updates can be found on the Silven Publishing website at <http://www.silven.com>.

Map ID: 01a - Side View



Map ID: 01b - Top-Down View



Map ID: 01c - First Level

*Strange echos...like something stalking me in the darkness! It's completely dark...*

*Crevass leading to lower level*

*Room A3*

*Room A2*

*Room A1*

*Peculiar trail*

*The air is stale here like something sucked all of it out*



Map ID: 01D - Second Level

*Ha! Found it...cunning sliding panel lock to the secret door here*

*Something foul resides here...I sneaked past it*

*Treacherous Walkway! Weak in the middle...*

Secret Room B3

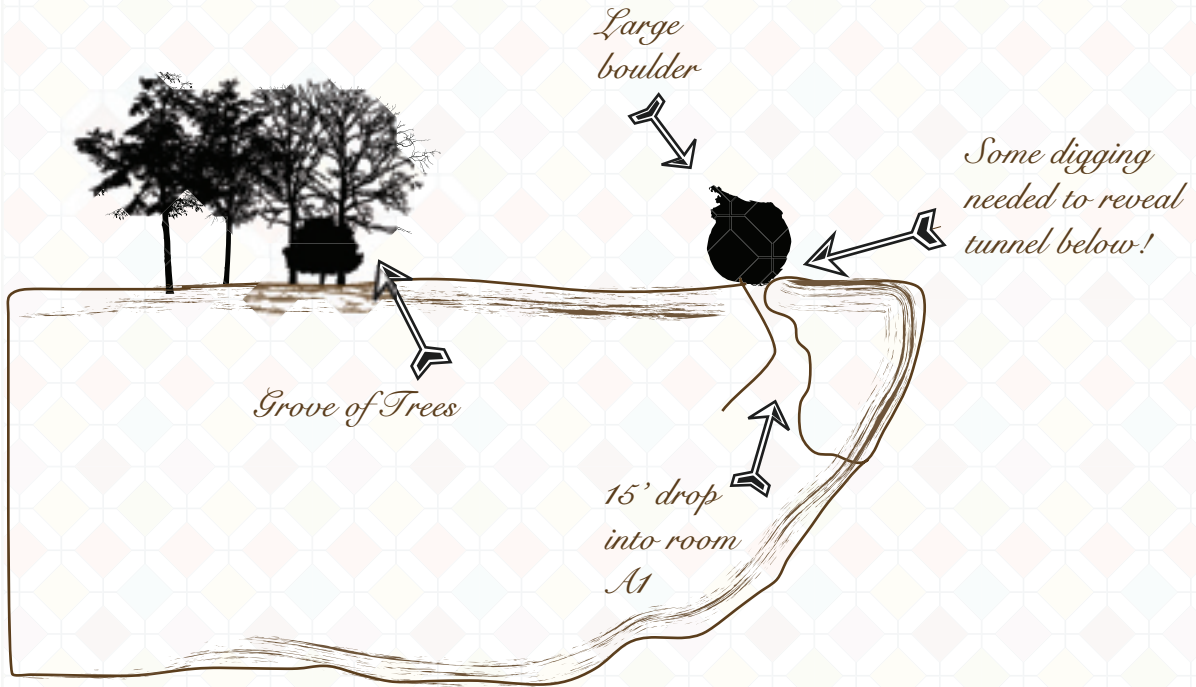
Room B2

Room B1

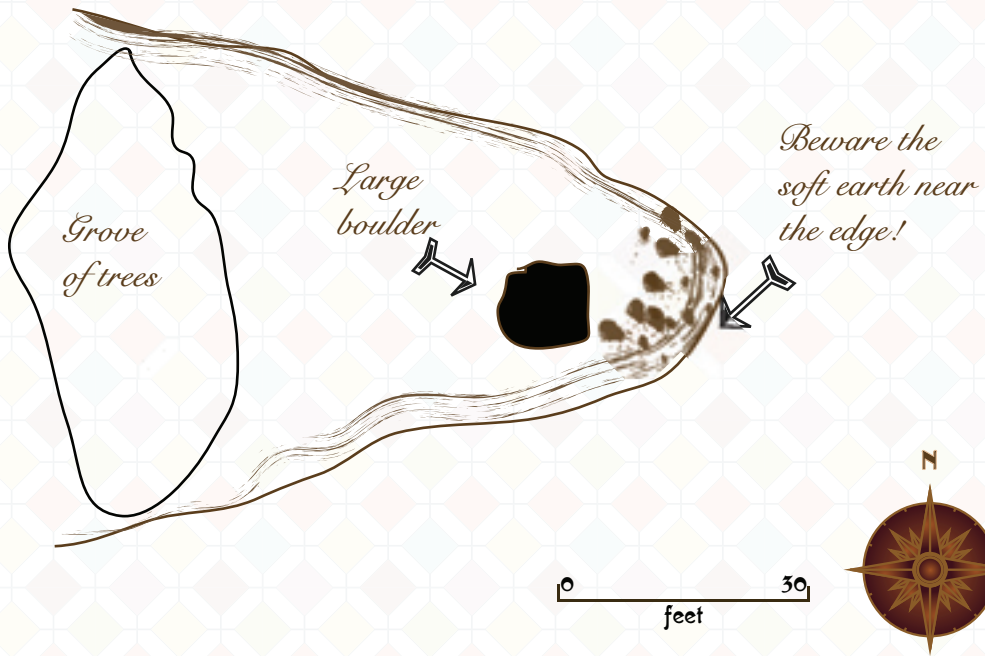
0 feet 30



Map ID: 01a - Side View



Map ID: 01b - Top-Down View



Map ID: 01c - First Level

*Strange echos....like something stalking me in the darkness! It's completely dark...*

*Crevass leading to lower level*



*The air is stale here like something sucked all of it out*

0 feet 30



Map ID: 01D - Second Level

*Ka! Found it..cunning sliding panel lock to the secret door here*

*Something foul resides here...I sneaked past it*

*Treacherous Walkway! Weak in the middle...*

*Secret Room B3*

*Room B2*

*Room B1*





Map ID: 01a - Side View



Map ID: 01b - Top-Down View



0 feet 30



Map ID: 01c - First Level



0 30  
feet



Map ID: 01D - Second Level



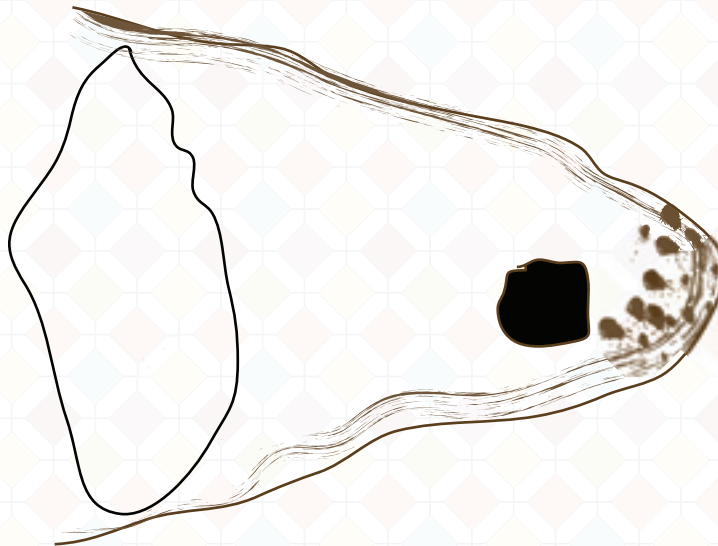
0 30  
feet



Map ID: 01a - Side View



Map ID: 01b - Top-Down View



0 feet 30



Map ID: 01c - First Level



0 feet 30



Map ID: 01D - Second Level



0 30  
feet

