



Map Folio I



Robert Lazzaretti and Todd Gamble



Credits and Acknowledgements

FOR MAP FOLIO I

ALL MAPS ILLUSTRATED BY

Todd Gamble
Robert Lazzaretti

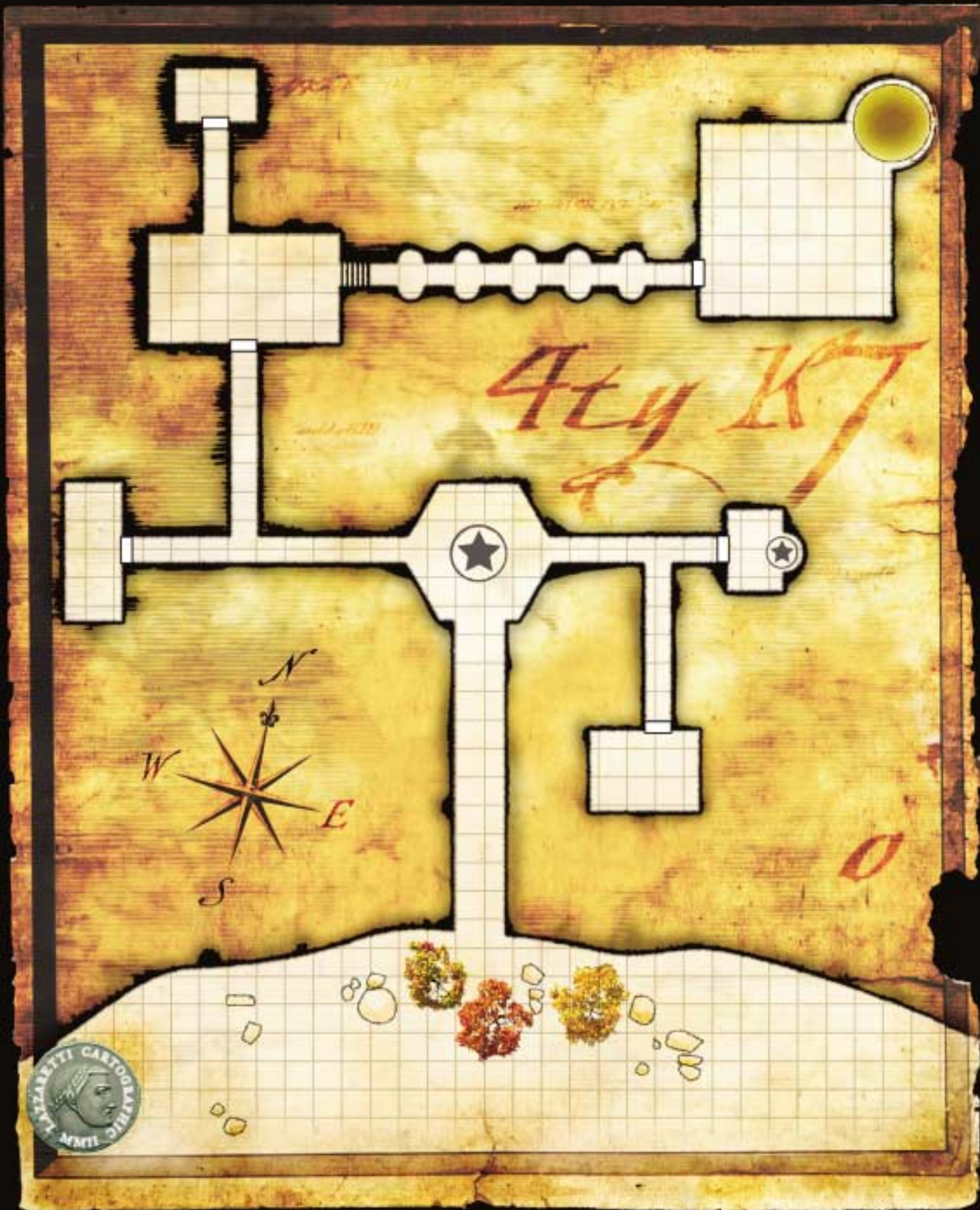
GRAPHIC DESIGN
Trish Yochum

SPECIAL THANKS GO TO:

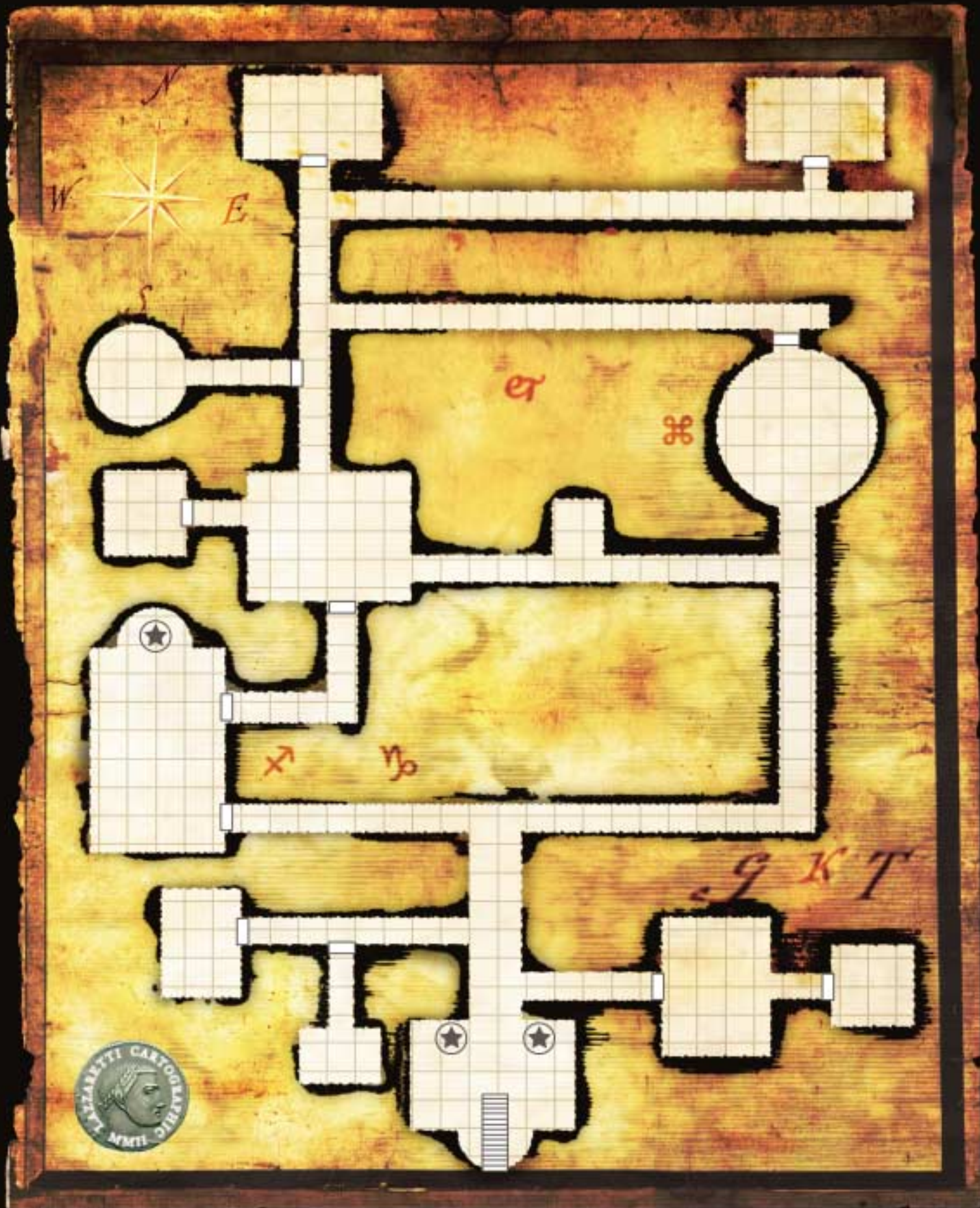
Sue Cook, for asking for some original maps for the website.
Martin Durham, for making this product actually happen.
Julia Martin, for her excellent support, enthusiasm, and encouragement always.
Dawn Murin, for keeping it real.

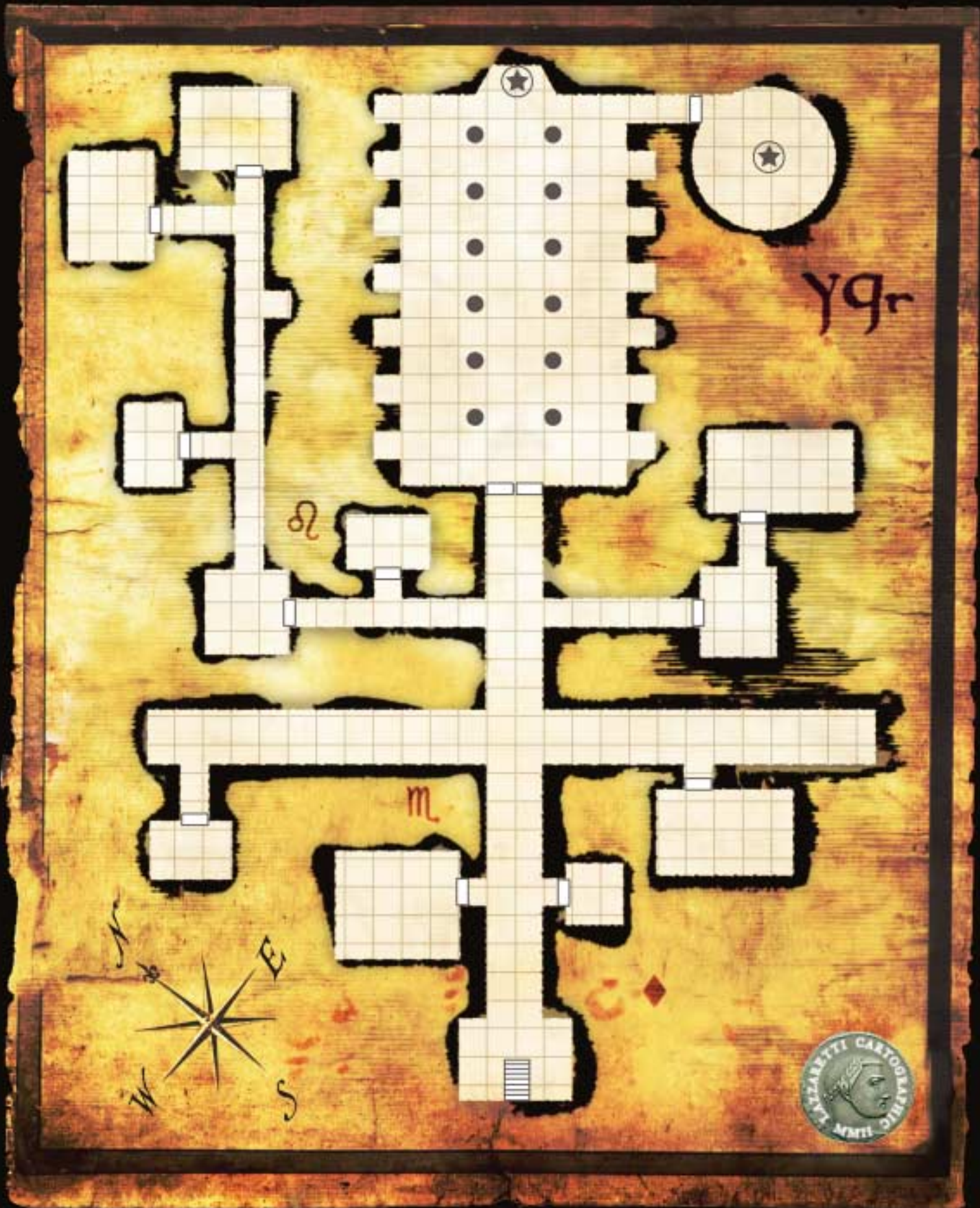
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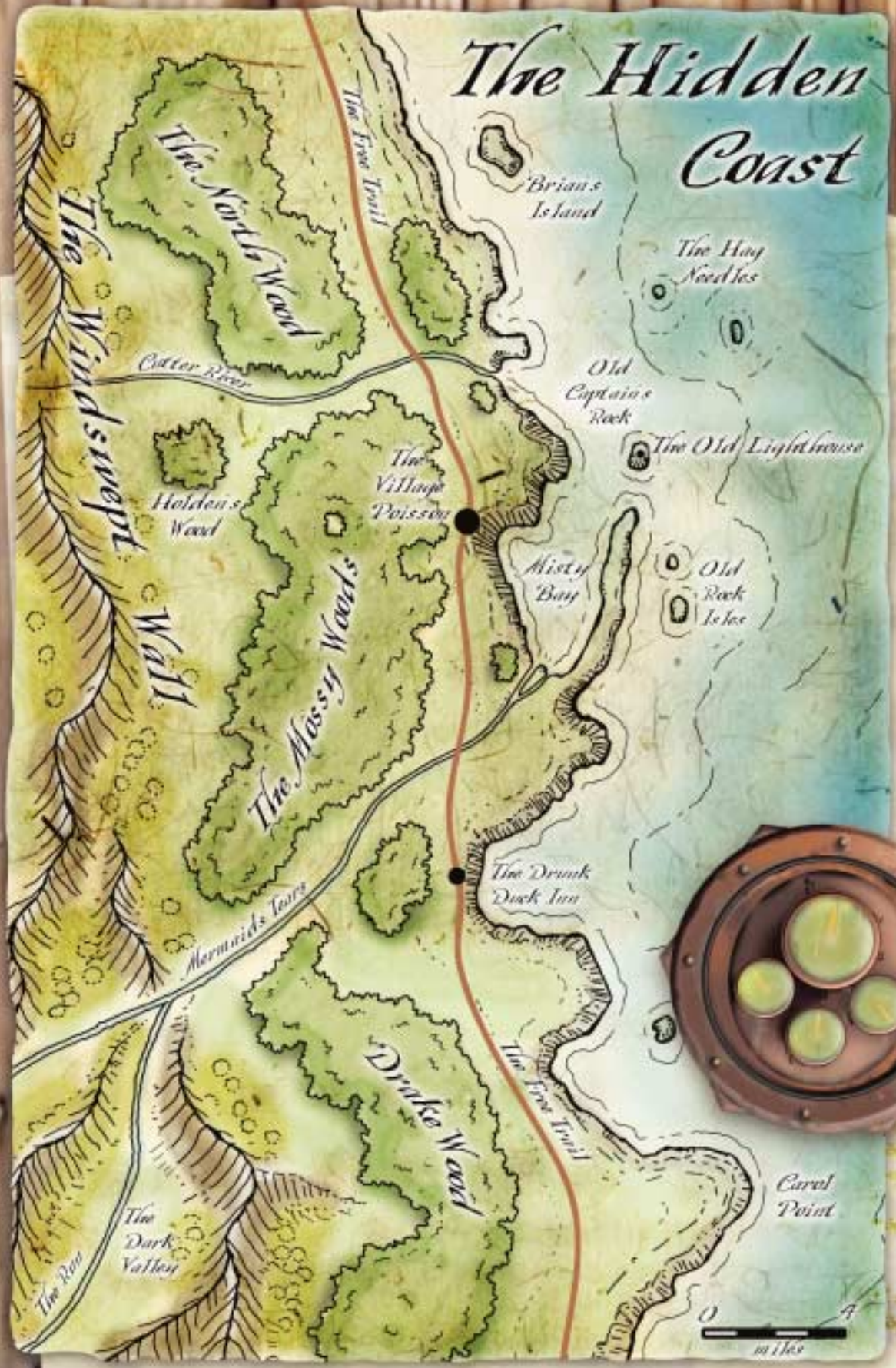








The Hidden Coast



Misty Bay



The Village
Thorsson

Seigneur
Duke

Shipwreck
Detail

Old
Captain's
Rack

The Old
Lighthouse

Shipwreck



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

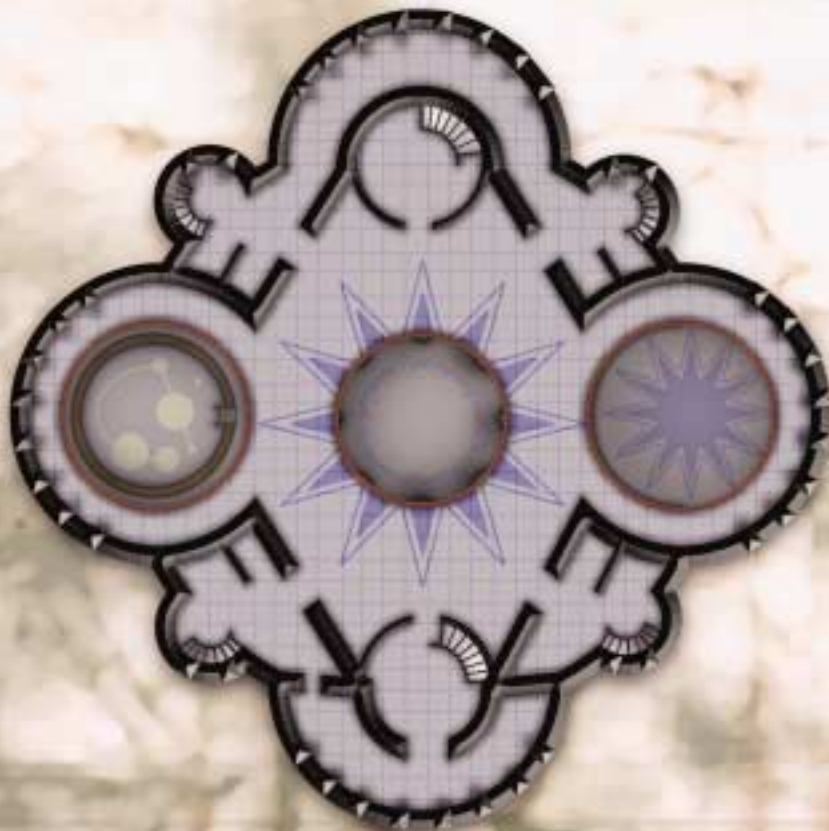
Gilhyanki Citadel Floor Sections

Ground
Floor



Main
Entrance

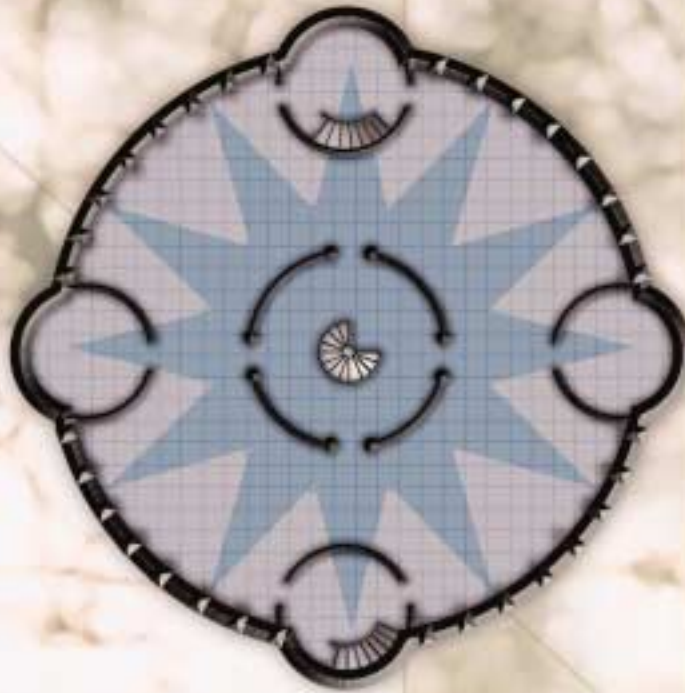
Second
Floor



5 feet
10 feet
Scale

Gilhyanki Citadel Floor Sections

Third
Floor



Central
Tower
Lower



Central
Tower
Upper



5 feet
10 feet
Scale

Gilbyanki Cifadel Side View

1" = 80 feet





Sorcerer's Tower

south end of the Great Petrified Wood

Wine, Meat, Flowers

Great Archway to the River



Sorcerer's Tower

entryway leading

Entrway to Reception Hall

Sorcerer's Tower

and surrounding grounds 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 Entrway to Reception Hall





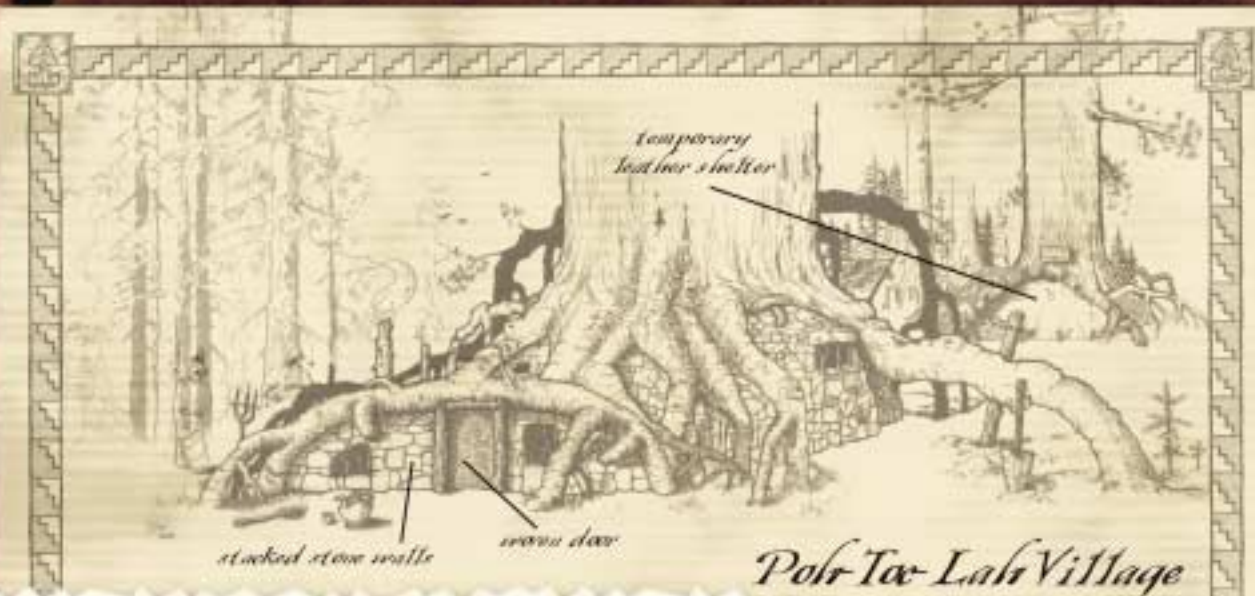
CAVERN PORT

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

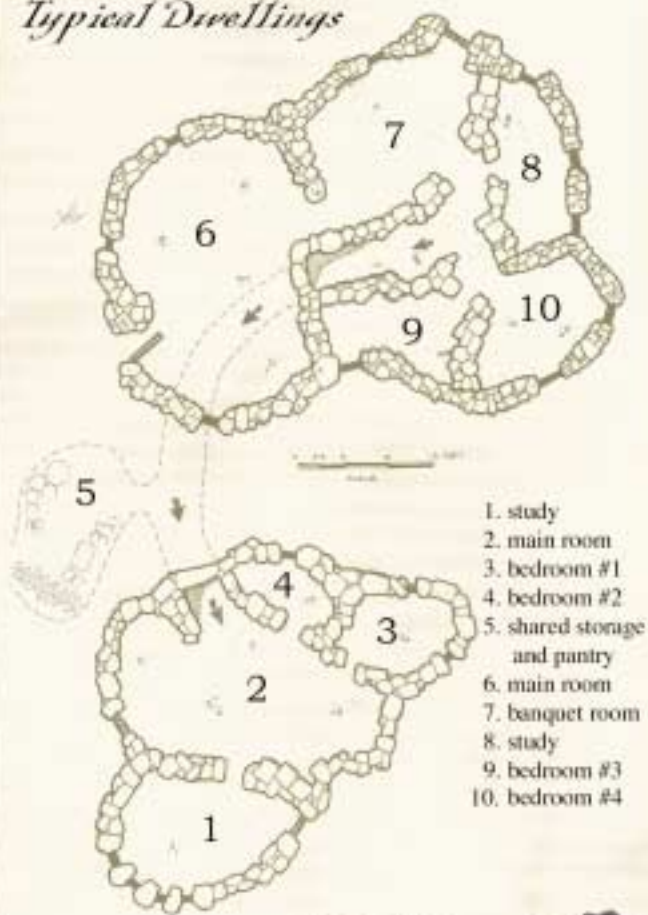
CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER



Polr-Tax-Lah Village Dwellings

Inhabitants nestled within
the strong
roots of the giant 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

Jedl Gards, Cartographer.



"The Great Petrified Worm"

Tunnel Bridge
over the
Catherine River

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



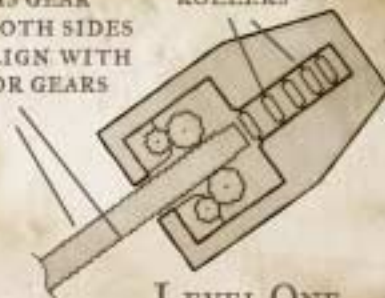
SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS



LEVEL TWO

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

ROLLERS



LEVEL ONE

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

Judd 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

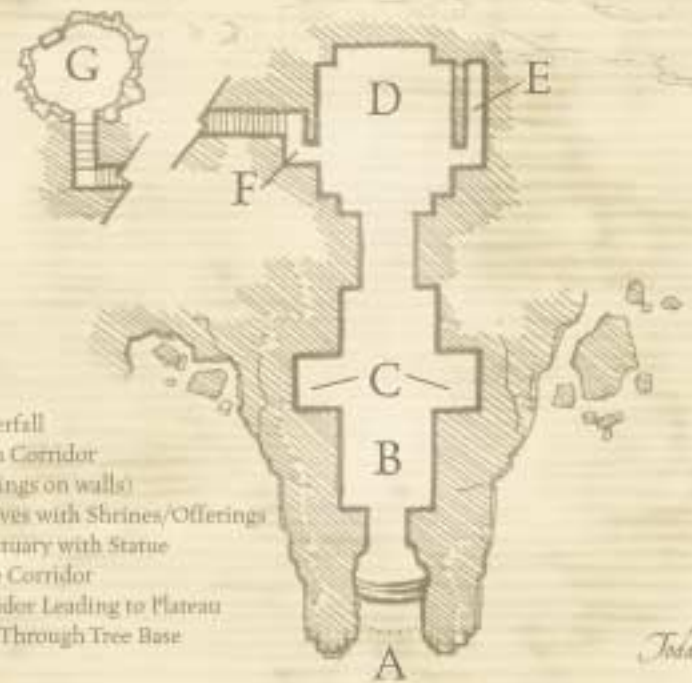
MINEHEAD #1

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. Alcoves with Shrines/Offerings
- D. Sanctuary with Statue
- E. False Corridor
- F. Corridor Leading to Plateau
- G. Exit Through Tree Base



Todd Garble, 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 THROUGH TOWERS.

Dead Coral Reef

Ship Channel

Dead Coral Reef

Ta Zoo!

CAVERN PORT

LIBERTON'S CAVERN BLASTED OPEN TO CREATE AN INNER PORT WITH STALACTITES.



Ta Zoo!



OUTPOST



CAVERN PORT



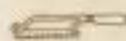
GATE TOWERS



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 Calliivontom

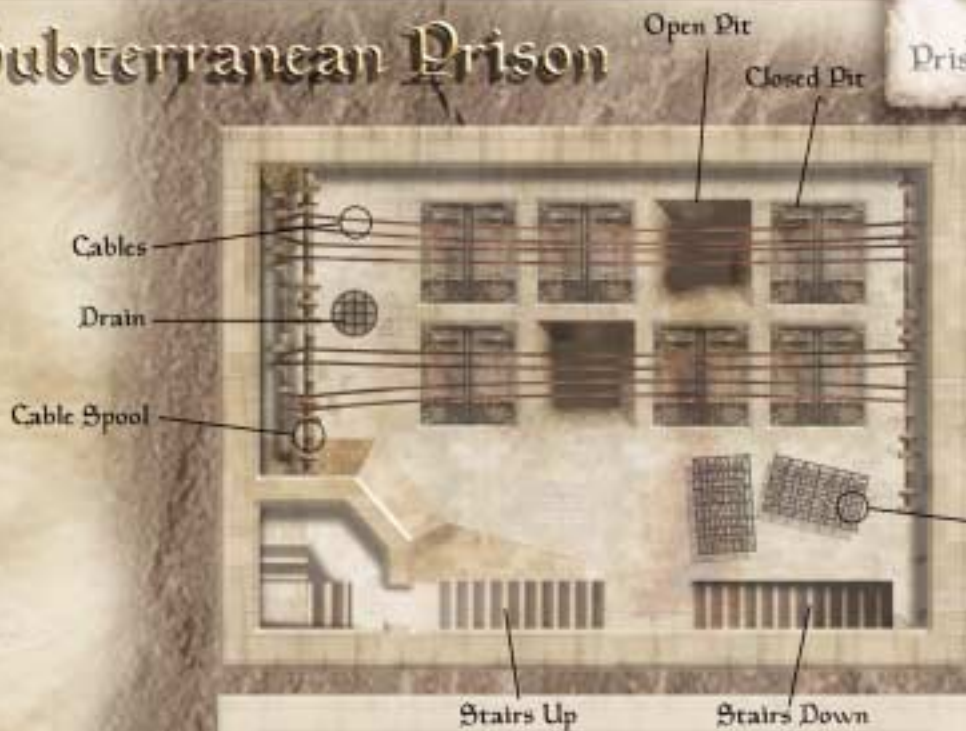


- A. Artesian Lake (underwater treasury)
- B. Giant Banyon-Redwoods (inhabited)
- C. Trout Ponds (artesian lake runoff)
- D. Crops and irrigation canals
- E. Fruit Orchards
- F. Mountain Cat Temple and Waterfall

Toll Garb's Cartographer.



Subterranean Prison

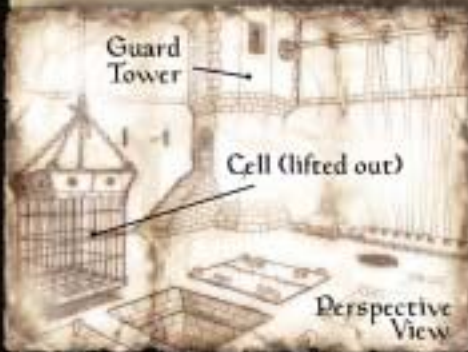


Main Level Prison Cells

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.



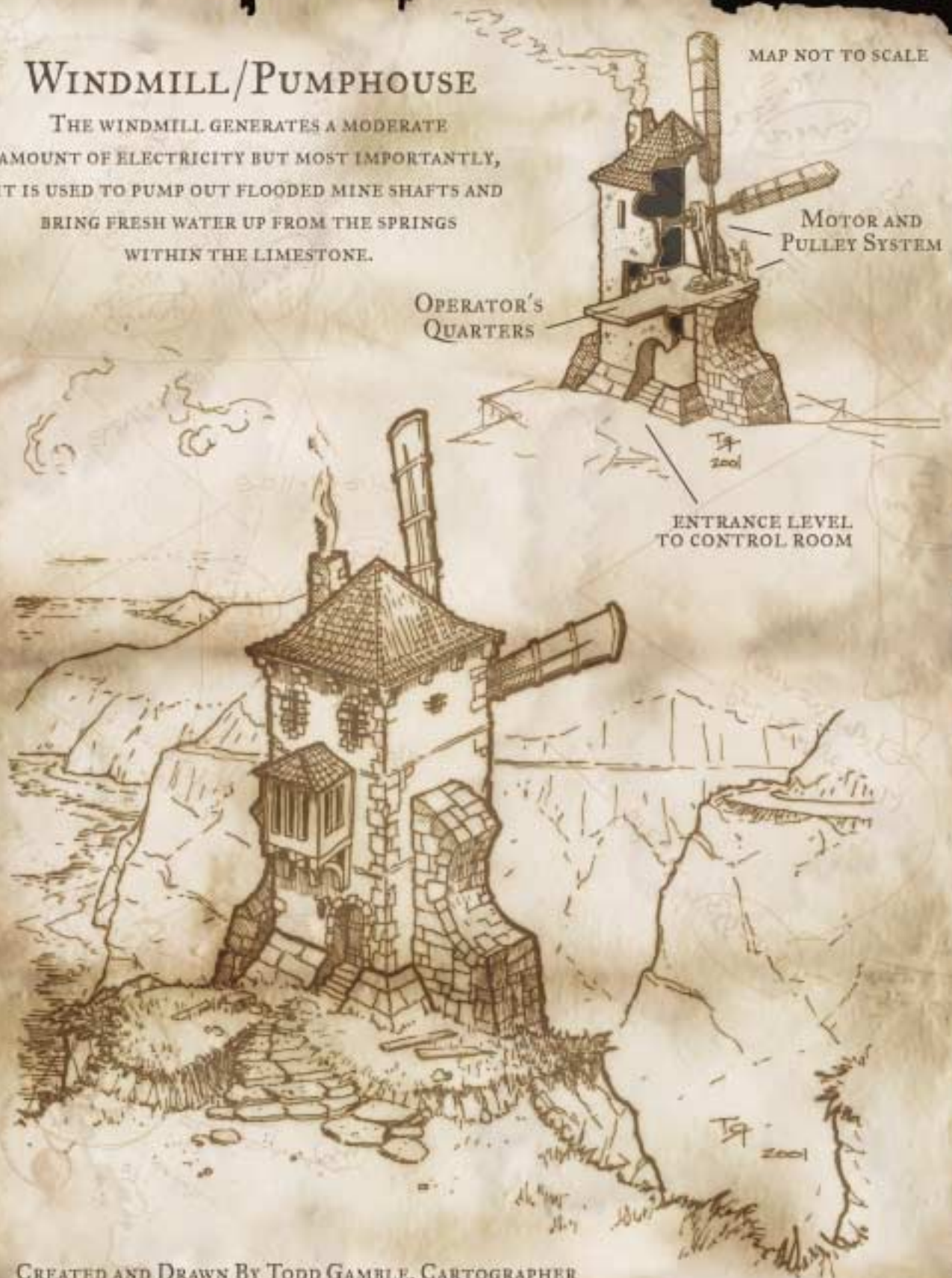
Map Created and Drawn By Todd Gamble, Cartographer.



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

Salt Mine Level 5

Mine Elevator
from level 4

Abandoned Mine Cart Tracks

Explosives

Explosives

Salt Pile

Mine Elevator
to level 6

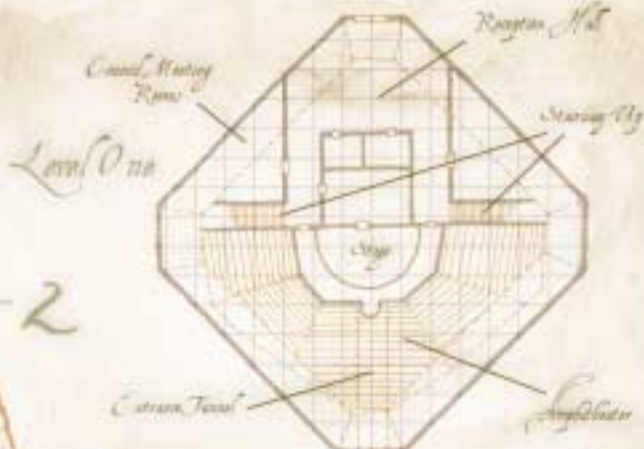
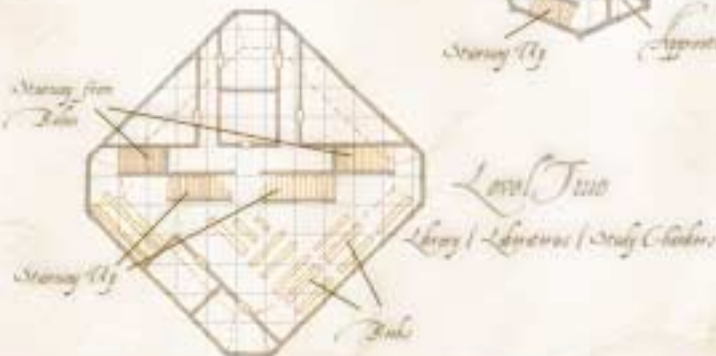
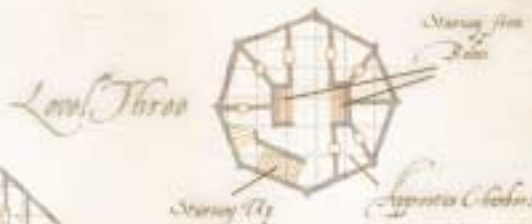
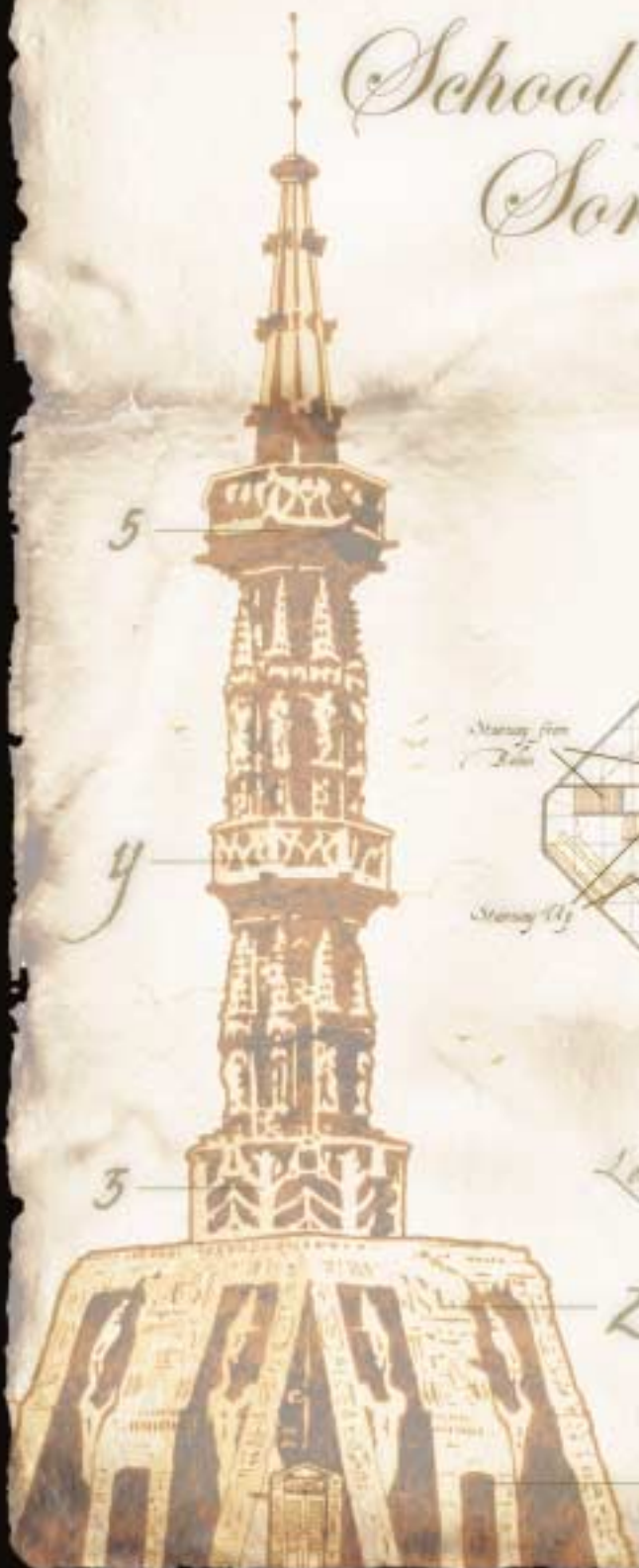
There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5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

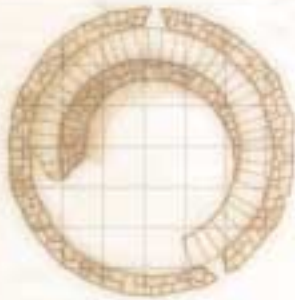


One Square Equals Five Feet

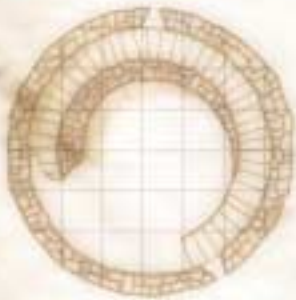
High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals Five Feet



Tower Of Deception



Level Nine



Level Eight



Level Seven



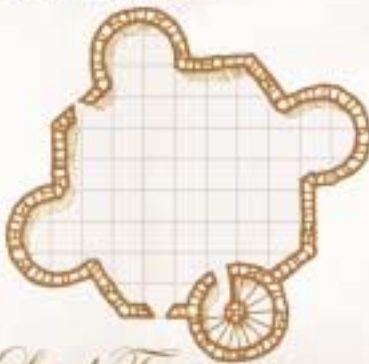
Level Six



Level Five



Level Four



Level Three

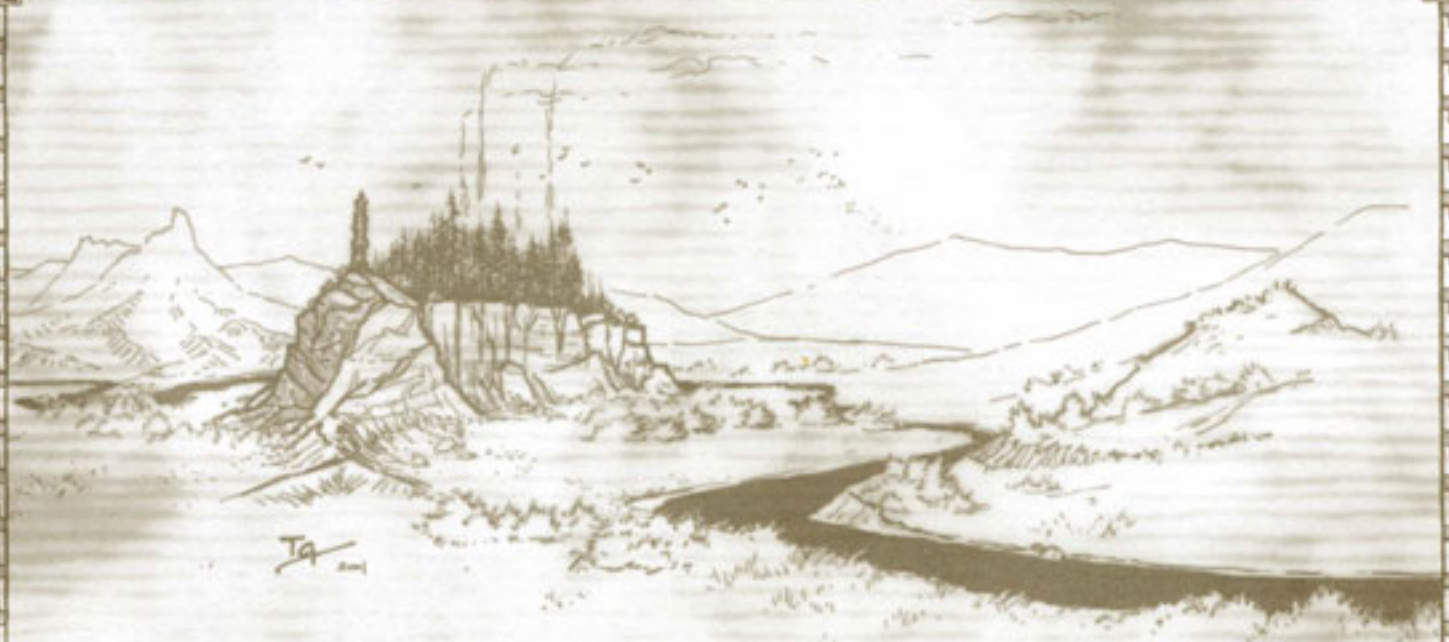


Level Two



Level One

One Square Equals 5 feet



JA



Todd Gamble, Cartographer.



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