

## Appendix III: Maps

This section contains the necessary maps for the adventure. These 3-D maps enhance gameplay by providing a visual play area for the PCs. If you enjoy the use of miniatures or counters, you may still want to keep a battle mat handy. The maps appear in the following order:

- *Map 1: The Troglodyte Tunnels*
- *Map 2: Antechamber*
- *Map 3: Kr\_lik's Throne Room*

Map 3 needs to be enlarged by 200% in order to be used as a battle map suitable for miniatures and the cardboard counters provided

with this adventure (see **Appendix IV**). Map 1 can also be enlarged (200% is good), and though it is not usable as a battle map, it can be employed to mark the location of the PC party as they explore the troglodyte tunnels. Place a miniature or marker on the map to represent the party. Map 2 is already at 1"-scale, and needs no enlargement; just print and play!

There are no maps provided for Kralik's chamber (30' x 30' cave) or the room where the Hydra has been imprisoned (not described), both part of **Encounter 8**. DM's are at liberty to draw these as they see fit.

## The Troglodate Tunnels





