



# *Map Folio I*



Robert Lazzaretti and Todd Gamble





# *Credits and Acknowledgements*

## FOR MAP FOLIO I

ALL MAPS ILLUSTRATED BY

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GRAPHIC DESIGN

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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.

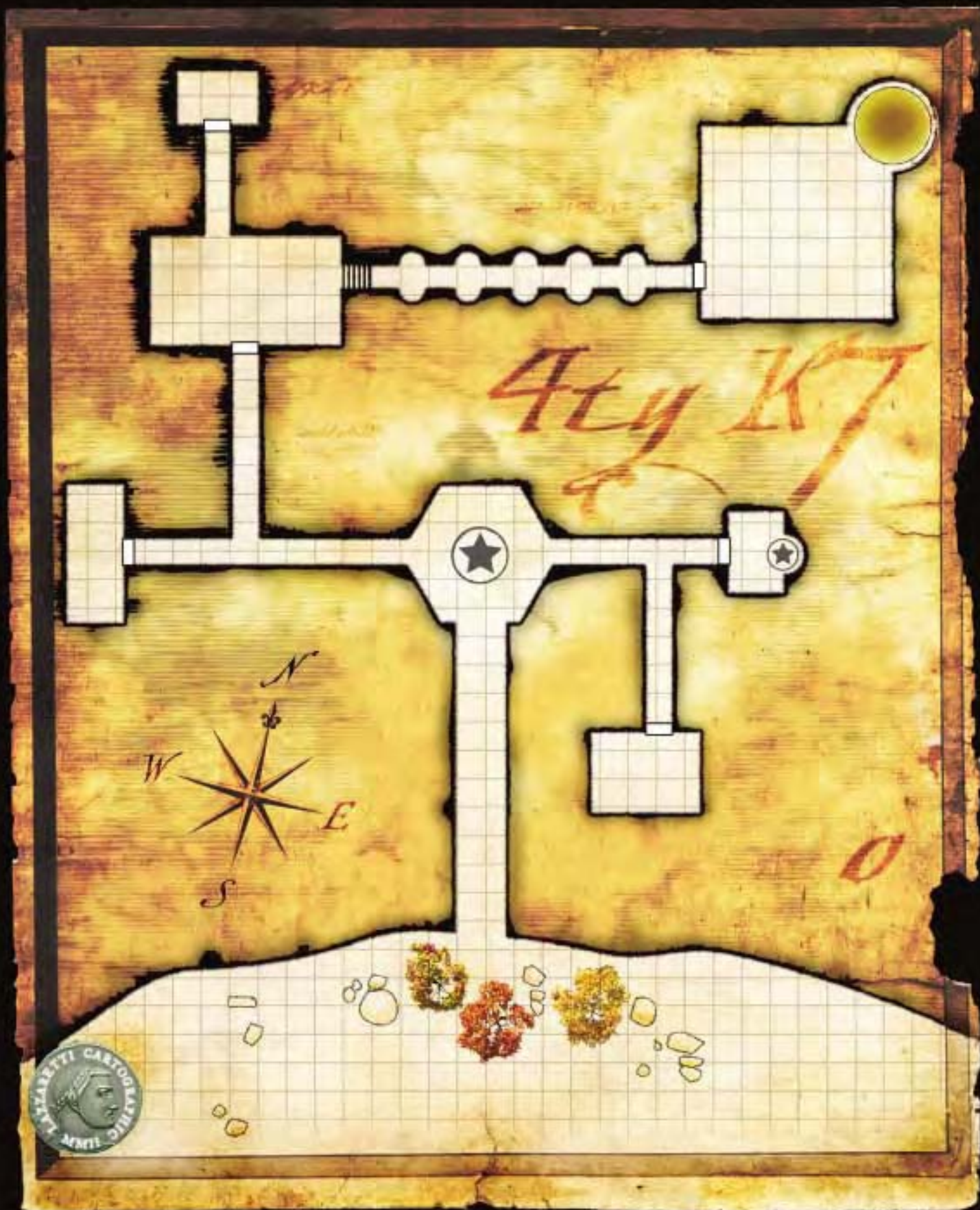
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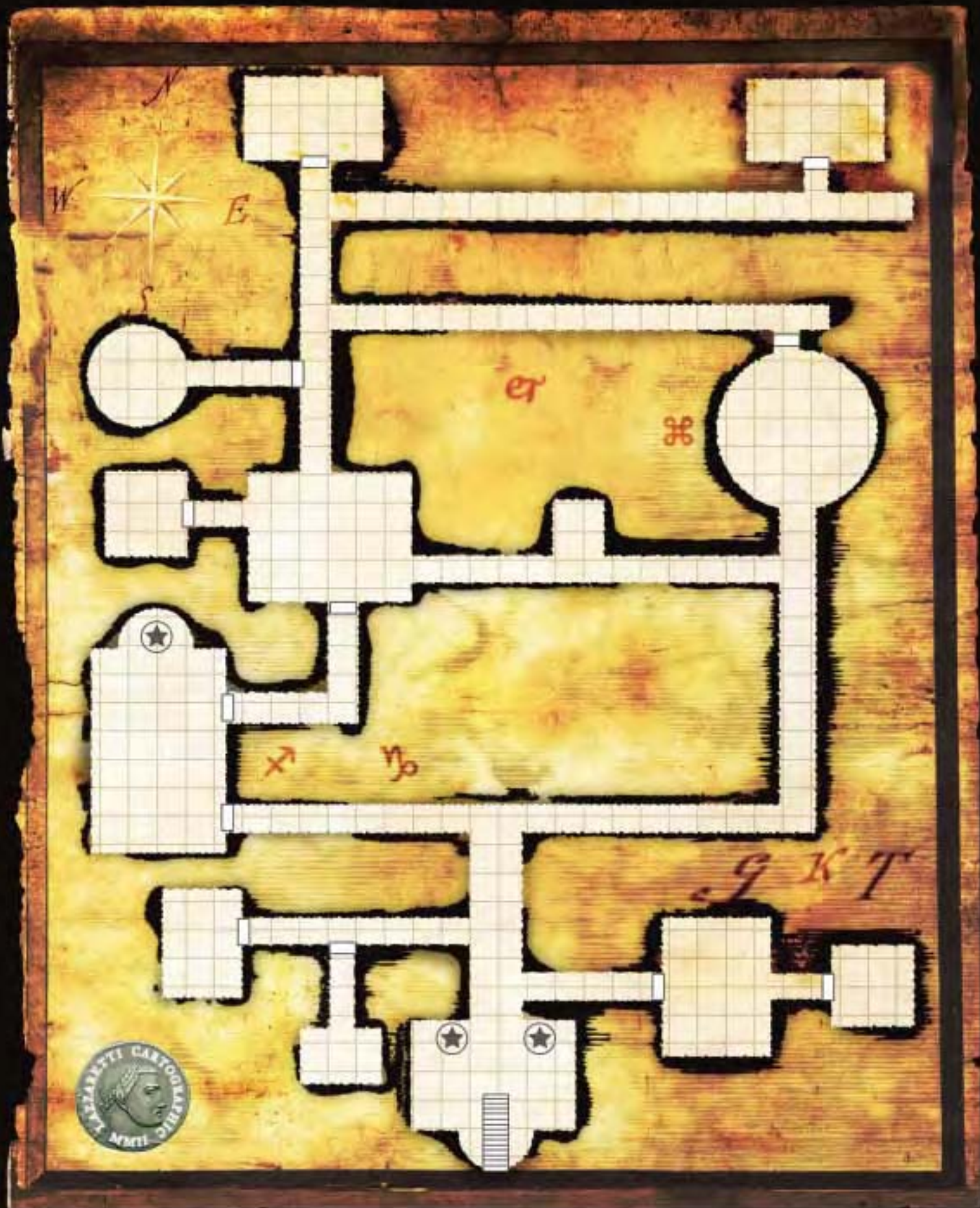




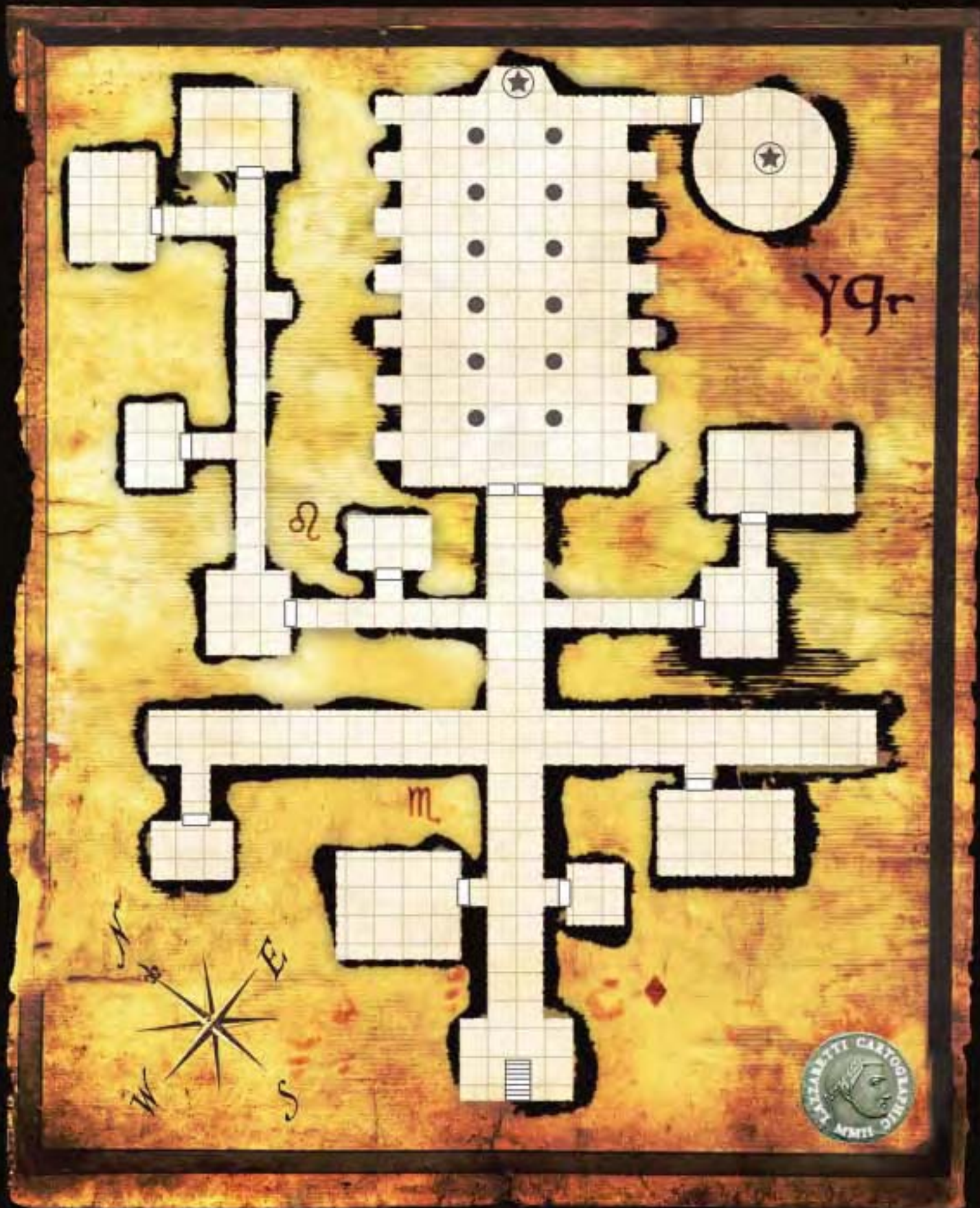














# The Hidden Coast





# Misty Bay

The Village  
Thirston

Shipyard  
Docks

The Old  
Lighthouse  
Old  
Captain's  
Raft

Shipwreck

Shipwreck Detail









# The Village Poisson











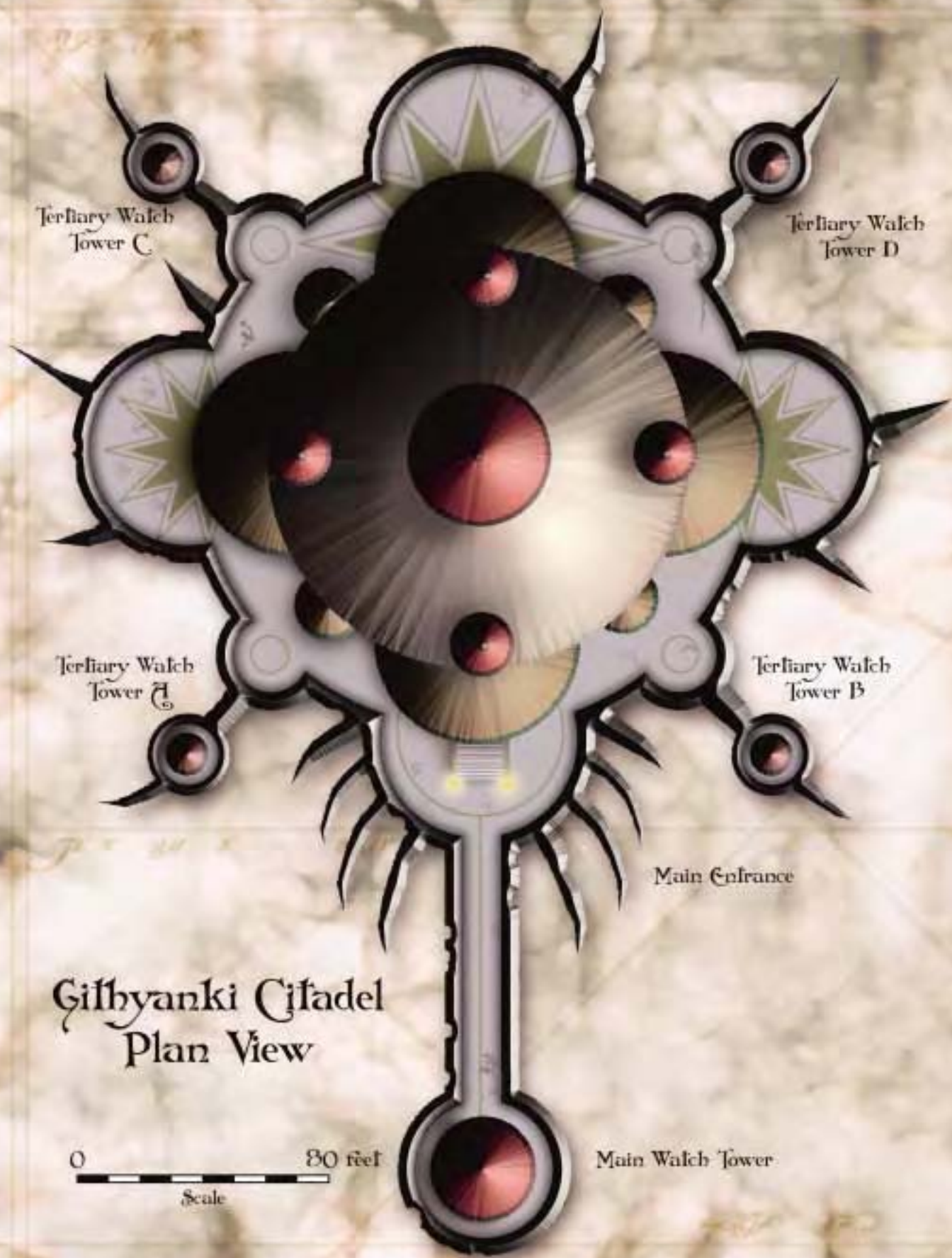












Tertiary Watch  
Tower C

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



# Gilhyanki Citadel Side View



0 80 feet  
Scale





# Sorcerer's Tower

South end of the Great Pyramid Wall

## Sorcerer's Tower

at night looking

Entrance to Reception Hall



## Sorcerer's Tower

at night looking  
Great Pyramid Wall

# Sorcerer's Tower

South end of the Great Pyramid Wall



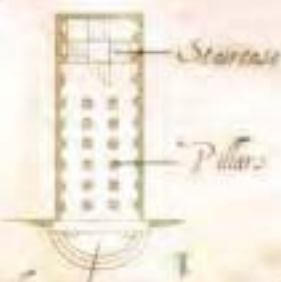
5 Observatory

4 Sleeping Quarters

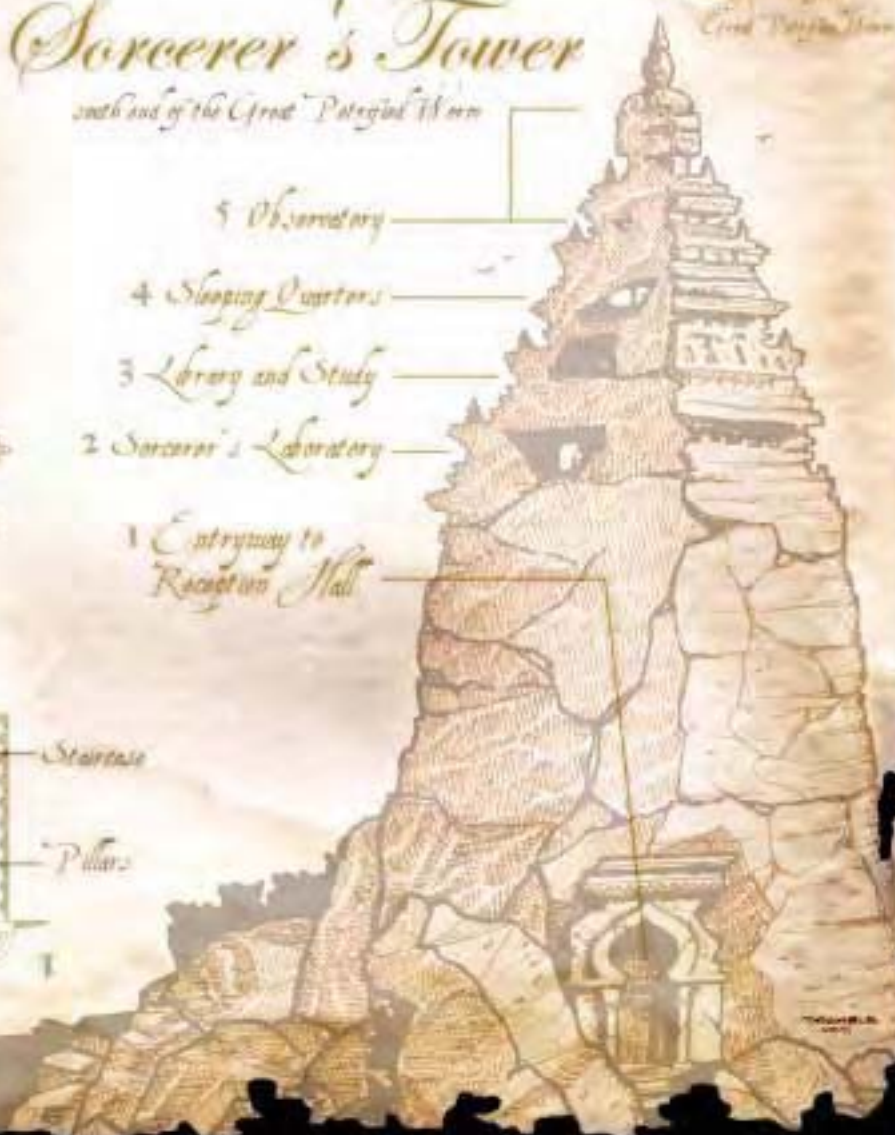
3 Library and Study

2 Sorcerer's Laboratory

1 Entryway to Reception Hall



Steps are 7 wide







## 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-Ta-Lah Village Dwellings*

*Inhabitants nestled within  
the strong  
roots of the giant banyan-redwood.*

### *Typical Dwellings*



*John Gards, Cartographer*





## "The Great Petrified Worm"



# 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

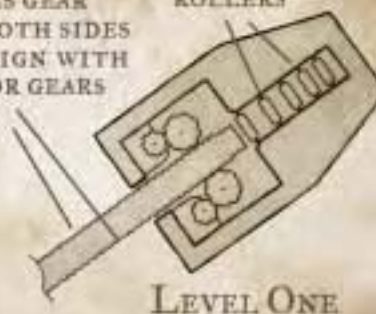


CRANKSHAFT AND FLYWHEEL



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

ROLLERS



SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS



## 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

*John 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

Artesian Lake  
Runoff

Entrance Through  
Waterfall



- 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

## The Giant Idol



*Full Circle 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  
THE GATE TOWERS.

*Ship Channel*

*Dead Coral Reef*

### CAVERN PORT

LIMESTONE CAVERN  
BLASTED OPEN TO  
CREATE AN ENTER PORT  
WITH STALACTITES.



OUTPOST



CAVERN PORT



GATE TOWERS



OFFICERS' QUARTERS



MINEHEAD #1



CLINIC



### LEAD AND DIAMOND MINES AND FACILITIES

MAP CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

OVERVIEW MAP



# The Greater Poh-Joc-Lah Valley

(overland view looking north)

Giant Totem

Plateau of the People

Sum-Tah-Wah River



*Typical Tools*

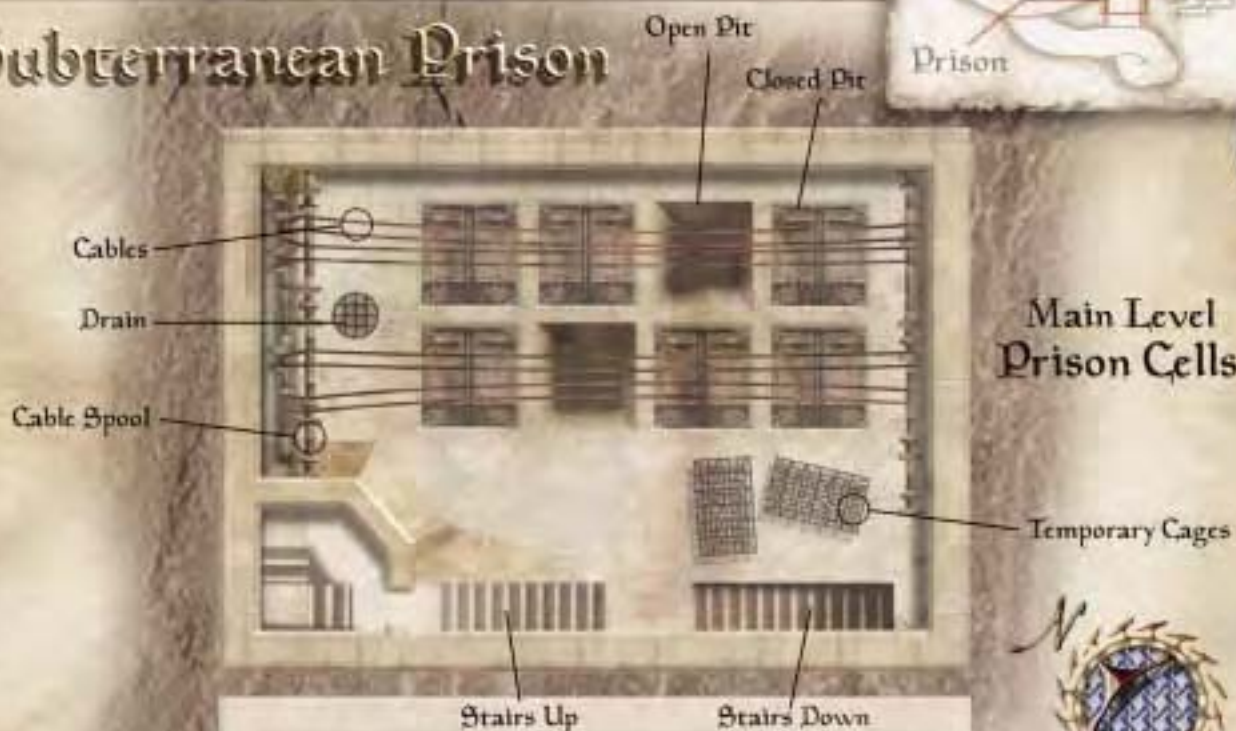
1. Typical Stone Cutting Tool  
2. Typical Tool Used for Cultivation



Tall Qarba, Cartographer.



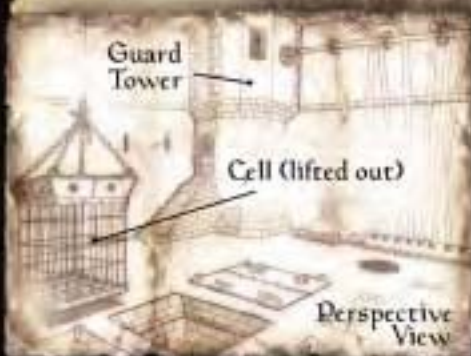
# Subterranean Prison



## 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.



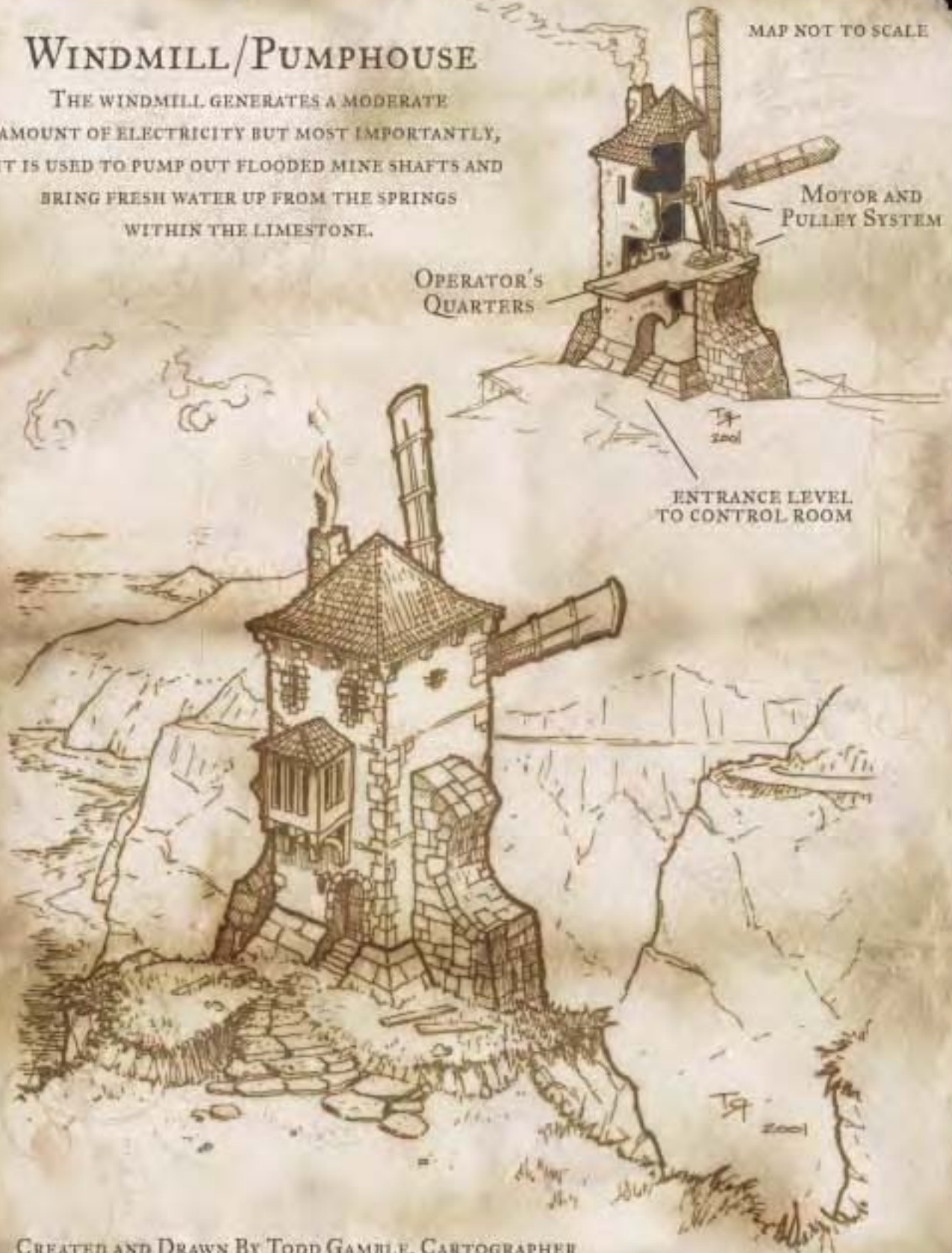
Map Created and Drawn By Todd Gamble, Cartographer



# 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.

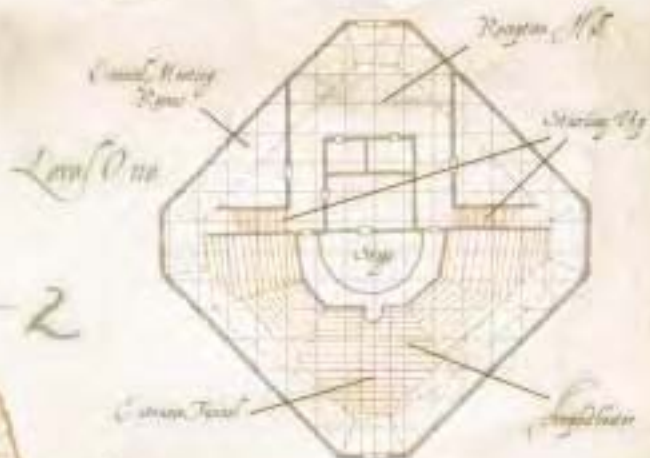
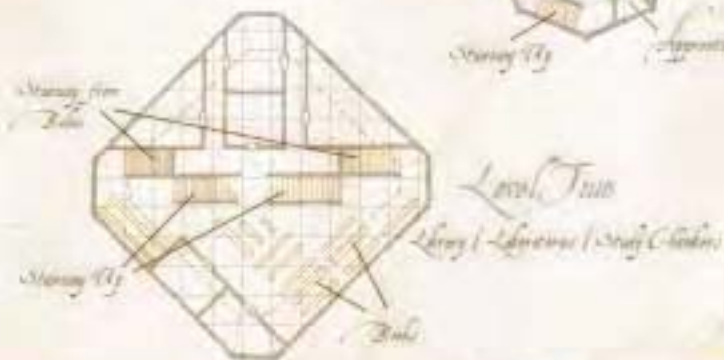
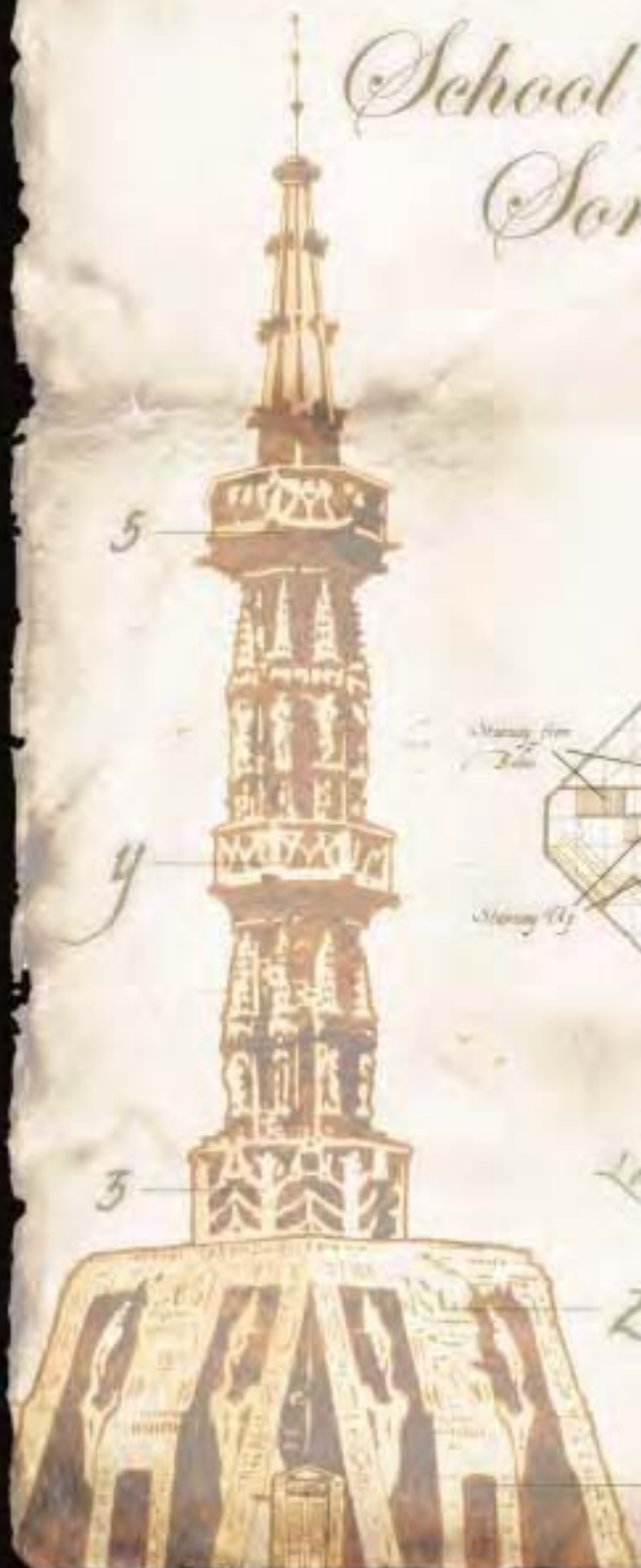


Map Created and Drawn By Todd Gamble, Cartographer.





# School of Sorcery



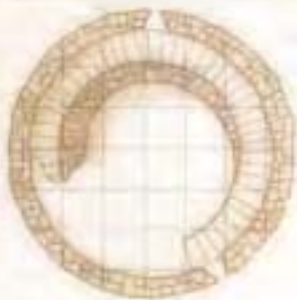
One Square Equals 100 Feet



# High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals Ten Feet





# Tower Of Deception



Level Nine



Level Eight



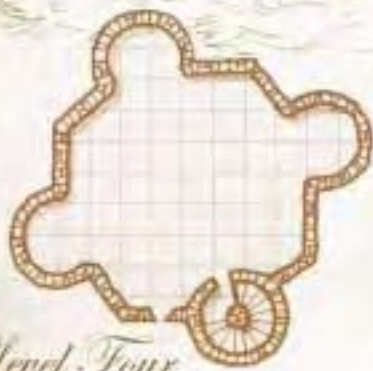
Level Seven



Level Six



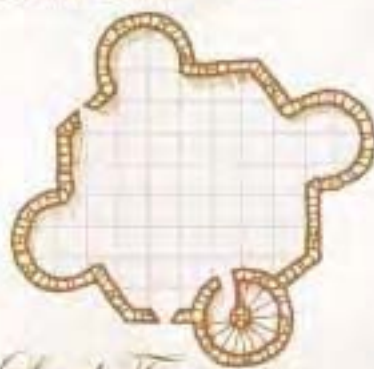
Level Five



Level Four



Level One



Level Two



Level Three



One Square Equals 5 feet





Ta



Todd Gamble, Cartographer.



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