

Basic Maps



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ADVENTURE
MAPS

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*Perhaps it is a nondescript gap between two rocks at the base of a hillside. Perhaps it is a crack in a wall that opens to reveal a dank passageway. Perhaps it is the lair of foul evil, hiding from the light of day. Regardless, **it is a cave**, and countless adventures began with one step into its narrow confines.*

*Maybe it links two chambers in the basement of a warehouse. Maybe it is the entrance to a dwarven keep. Maybe it is a highway across the deepest reaches of the Underearth. In any event, **it is a tunnel**, and more than one great treasure was found at its end.*

*It is perchance a gaping wound in the side of a mountain, deep, and hollow, and lonely. It is perchance the home of a great wyrm, with venomous spittle and flame for breath. It is perchance a vast realm unto itself, far from the glare of the sun. At any rate, **it is a cavern**, and only the most intrepid walk beneath its vaulted heights.*

Sometimes, when least expected, therein lies a ruin, carved by the hand of man, or dwarf, or other. And there rests a cache of gems, a bit of arcane lore, or a wicked nightmare.

-- Caverns, Tunnels and Caves

Basic Maps

Cartography Nicholas Kristof
Terrain Monkey Studios

Cartography Previously Published In:

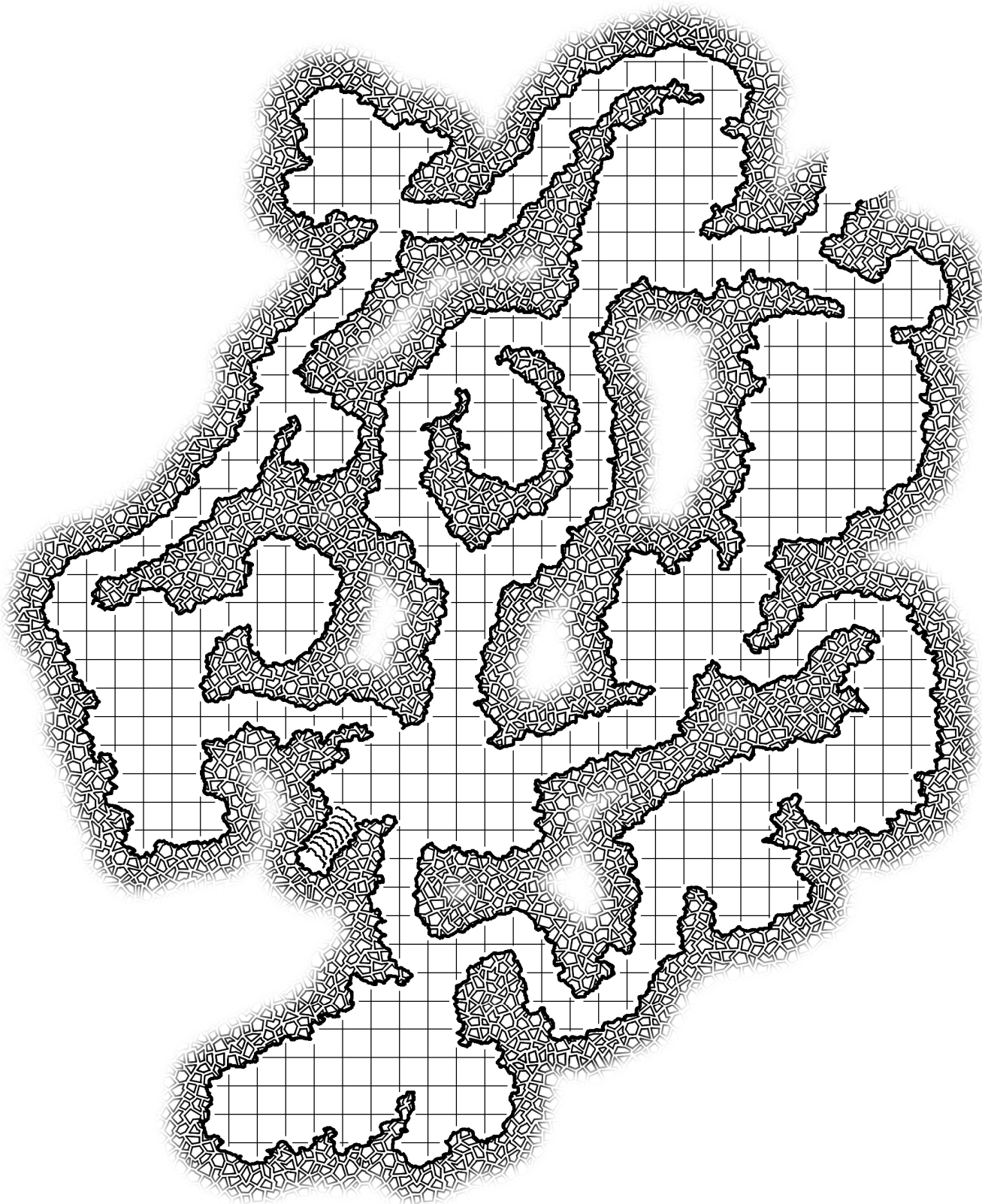
Caverns, Tunnels, and Caves: Vol 1 Pages 4 – 18

Caverns, Tunnels, and Caves: Vol 2 Pages 19 – 33

**Terrain Monkey's Hand
Drawn Maps, Vol 1** Pages 34 – 42

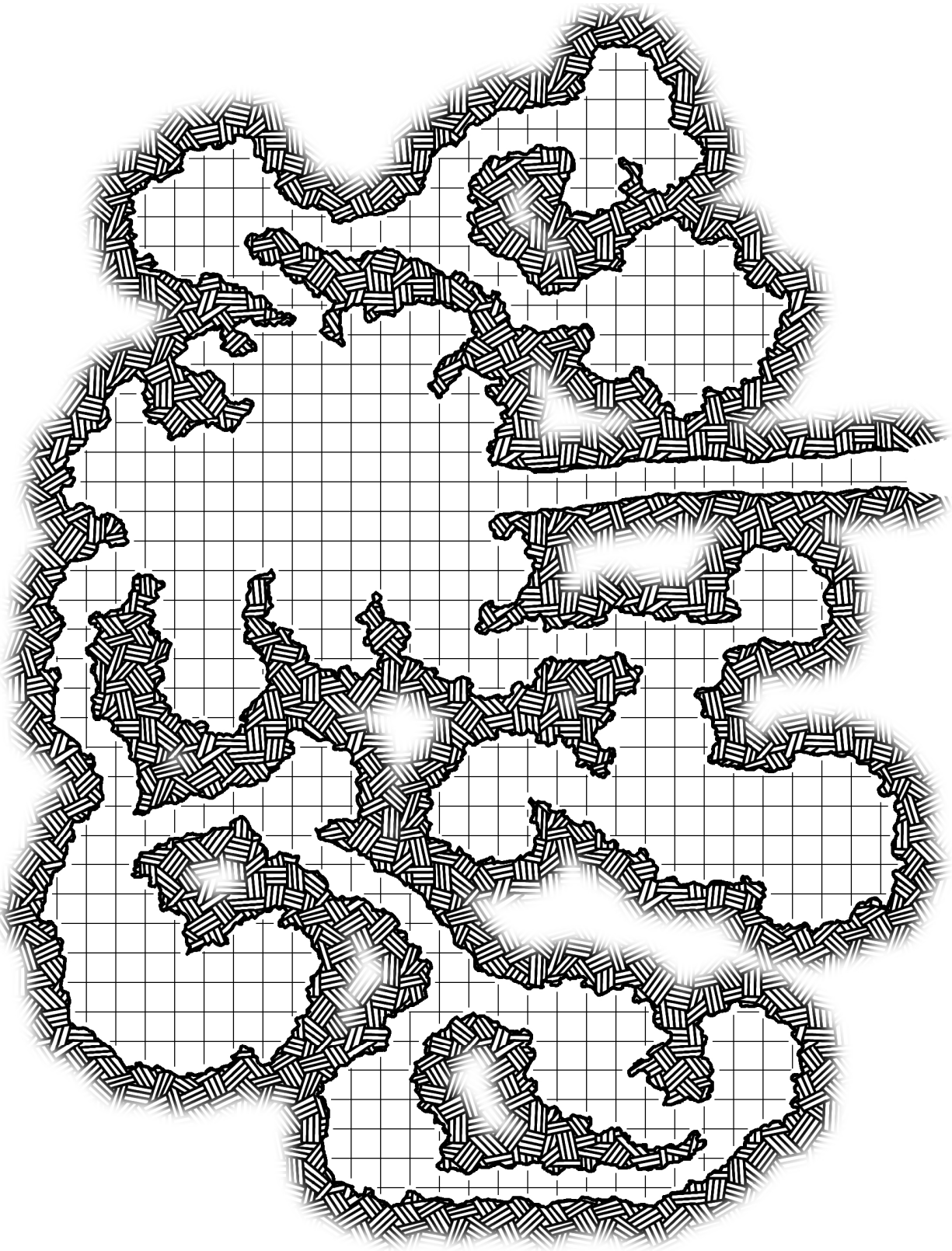
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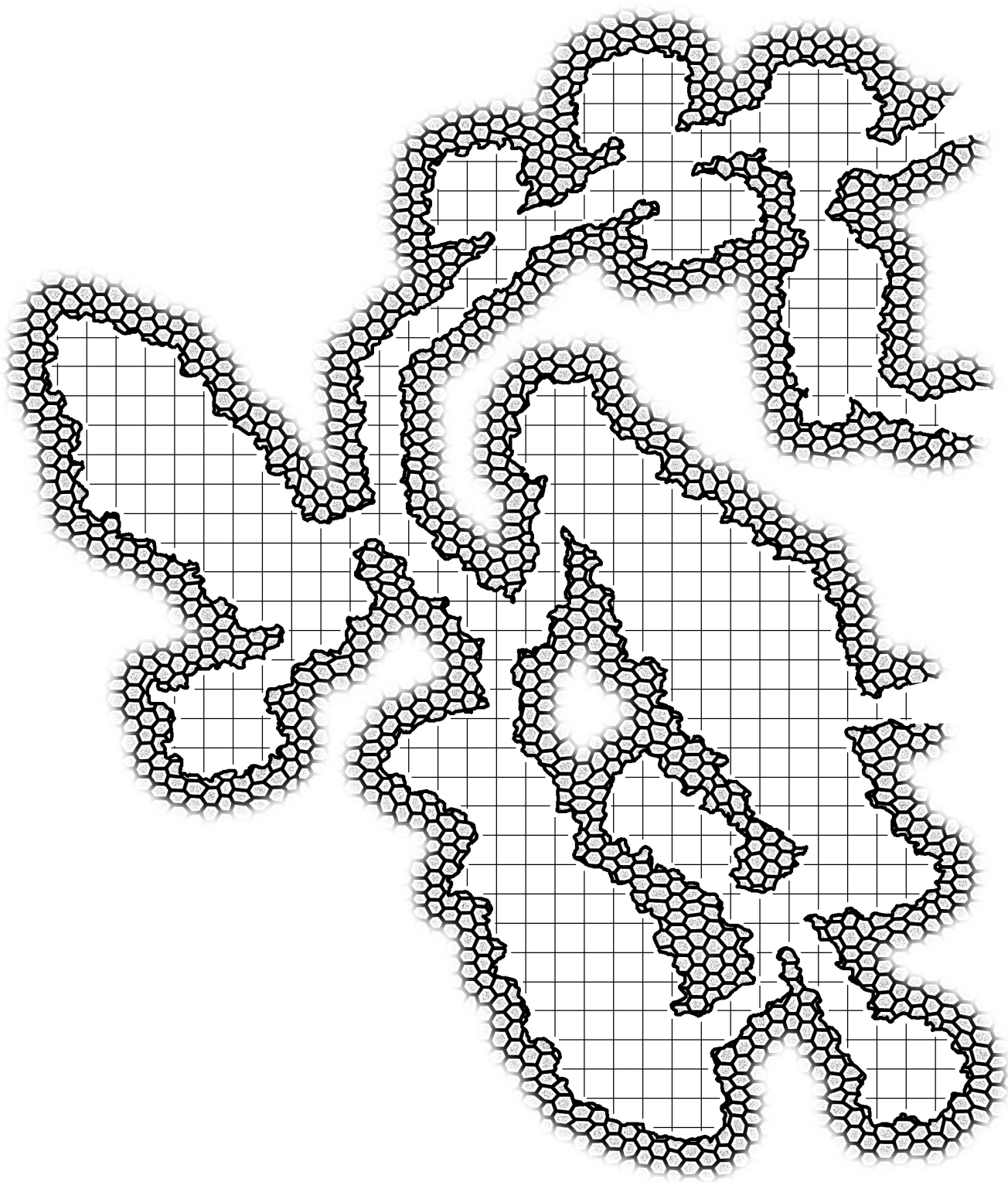
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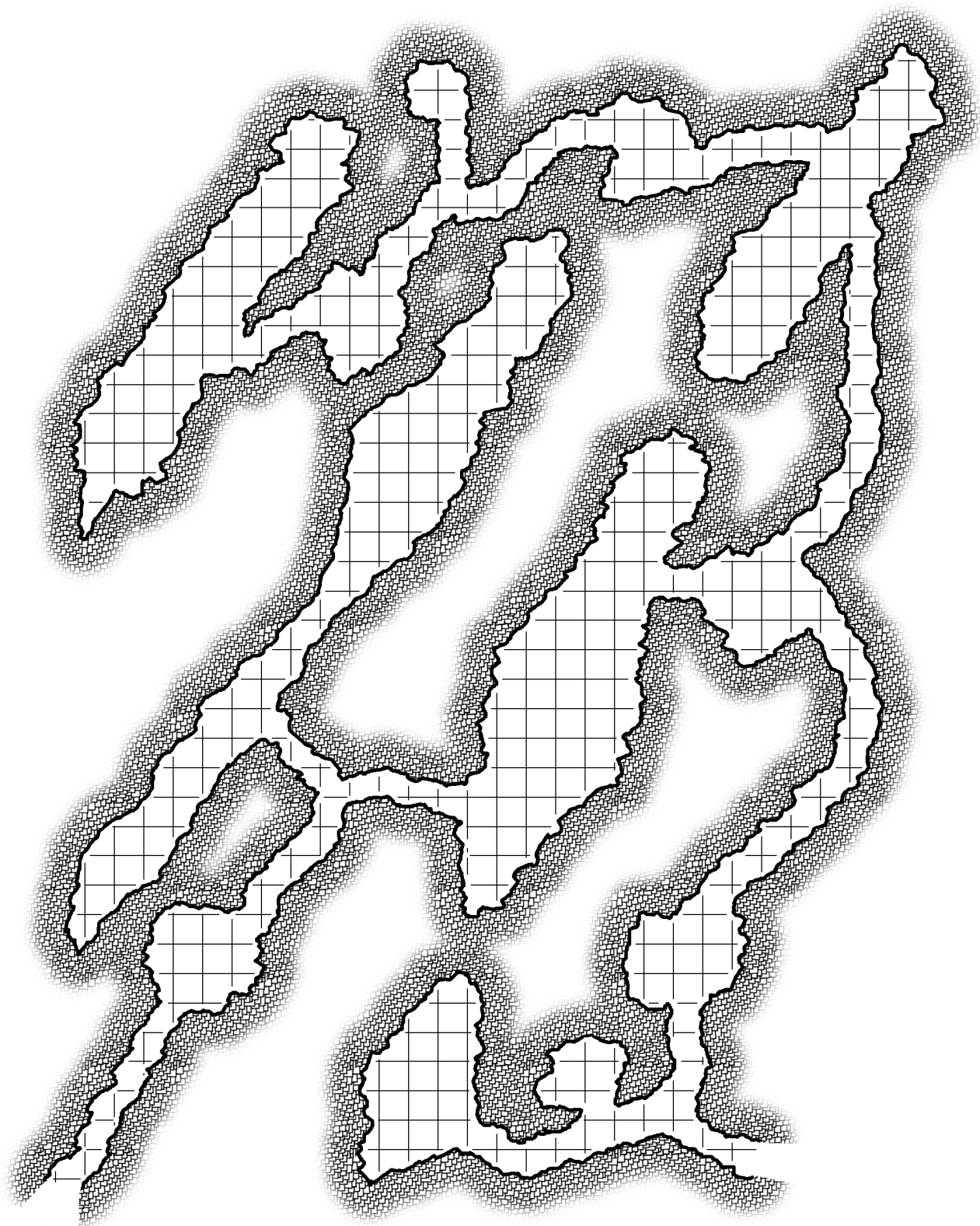
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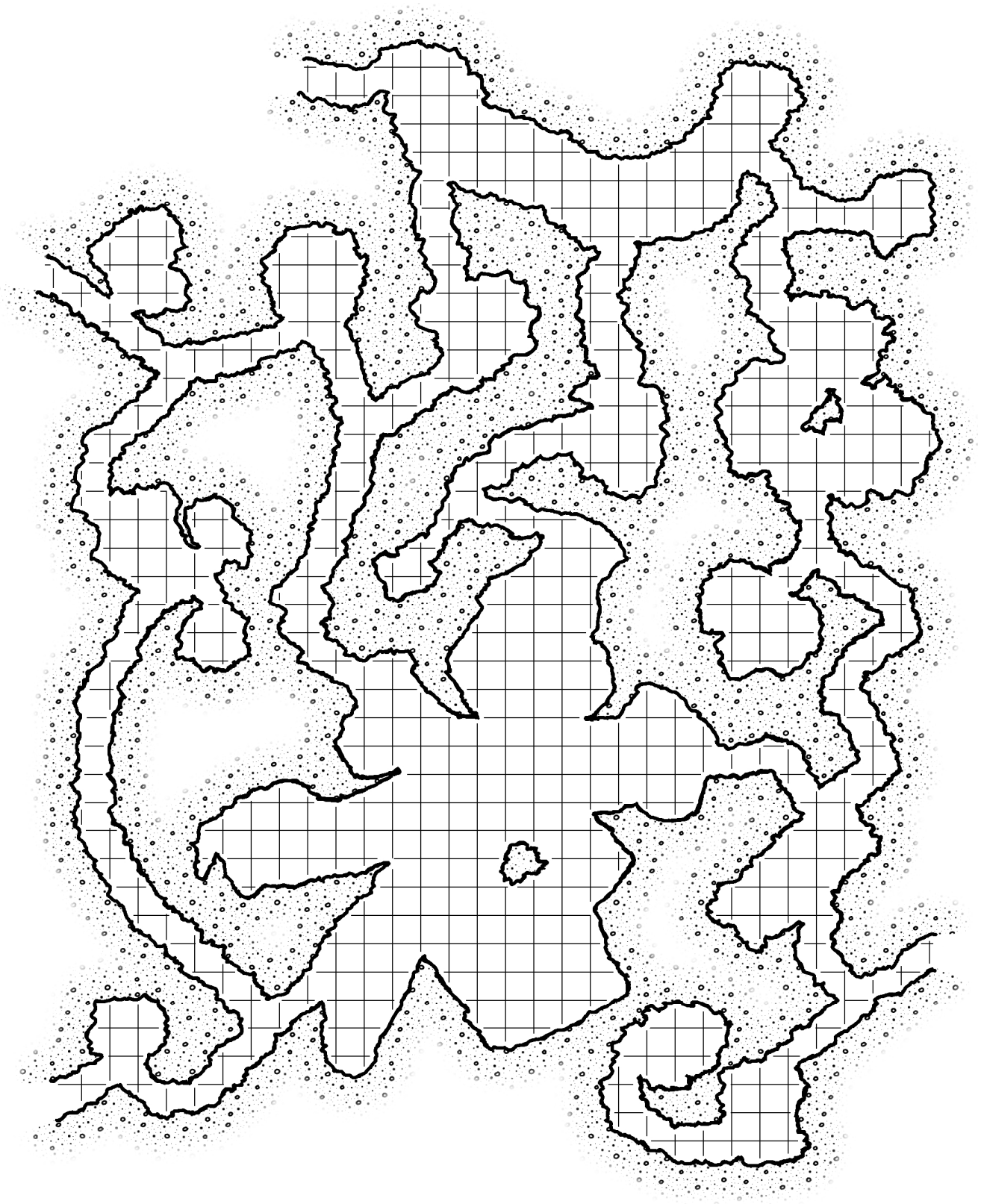
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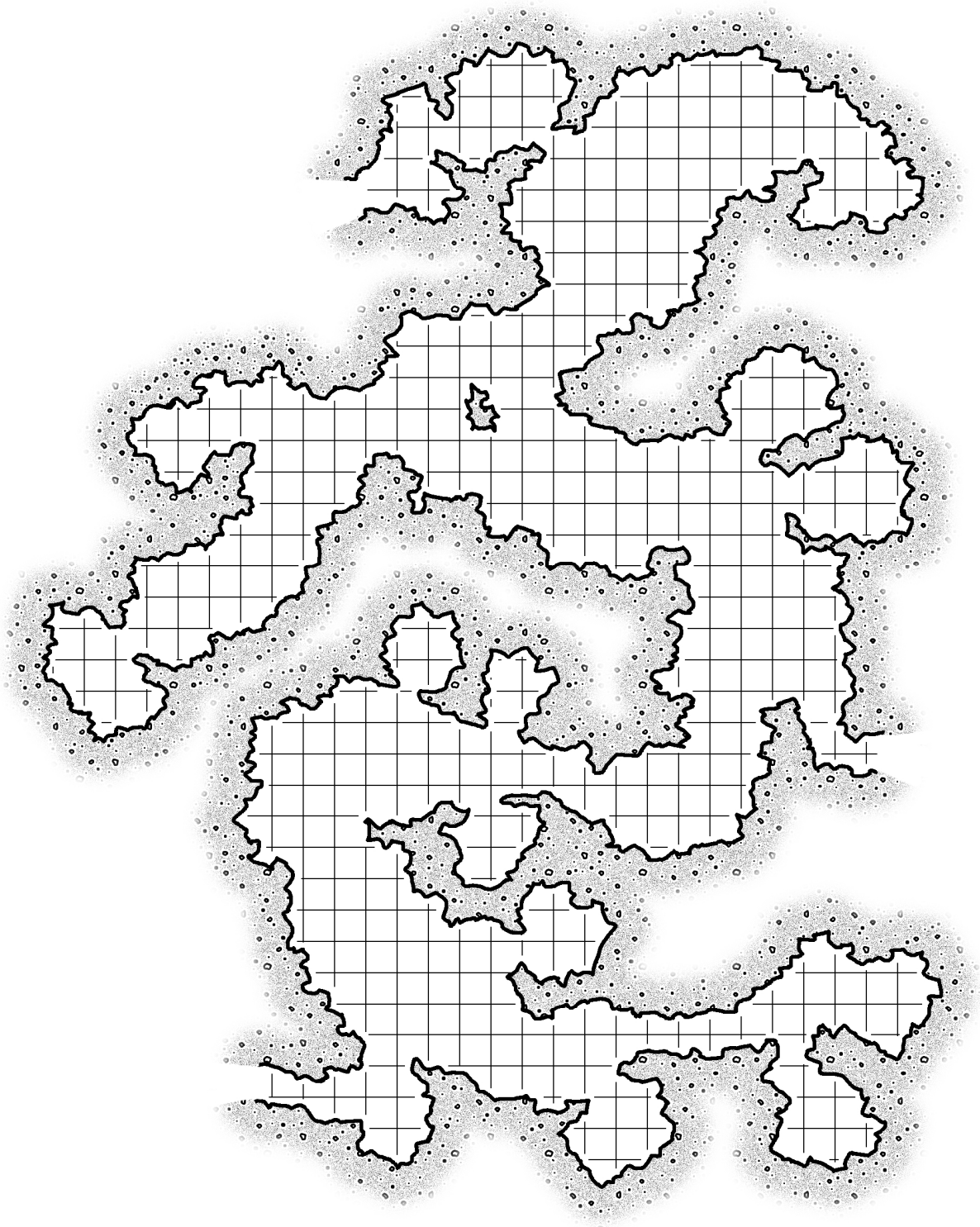
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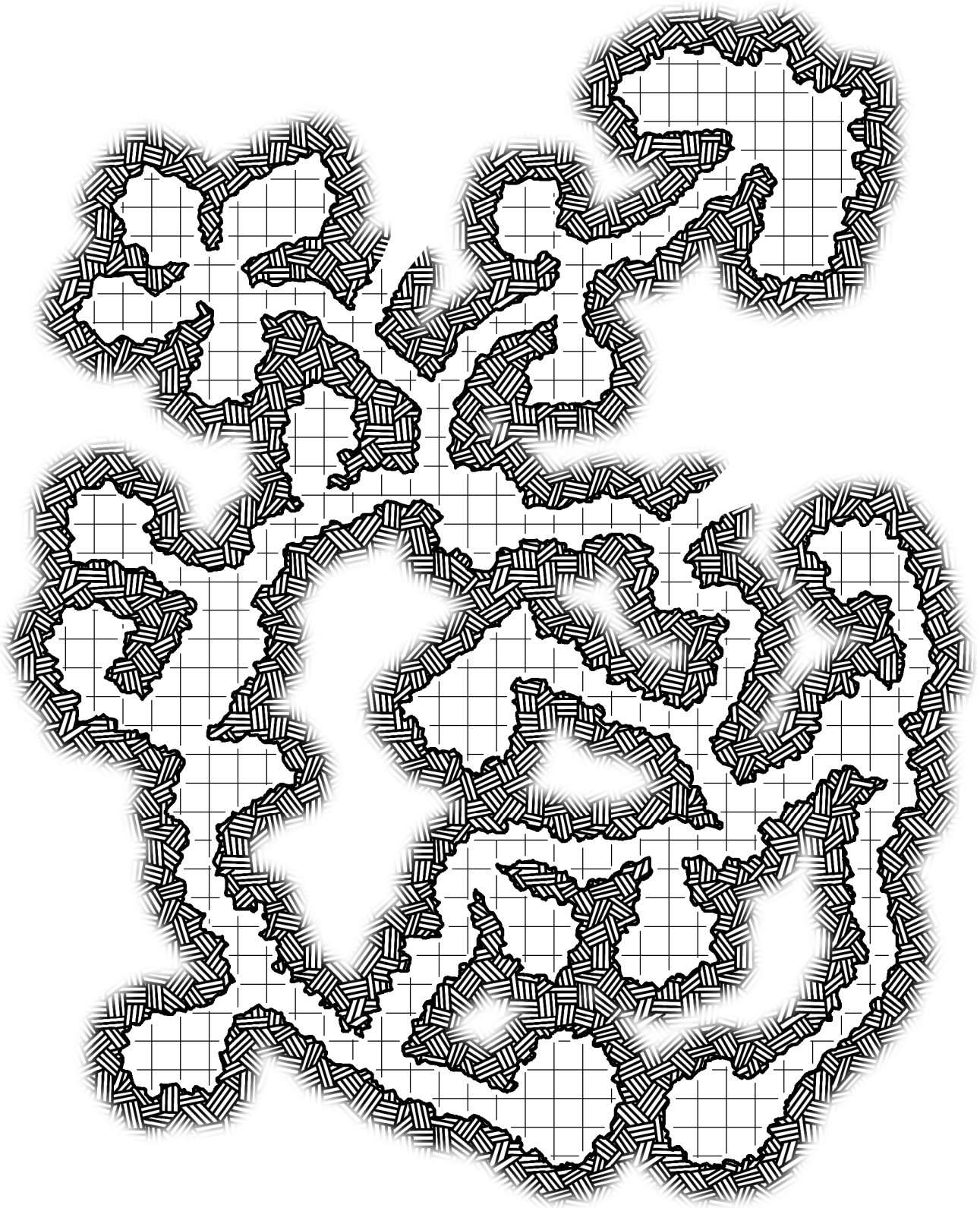
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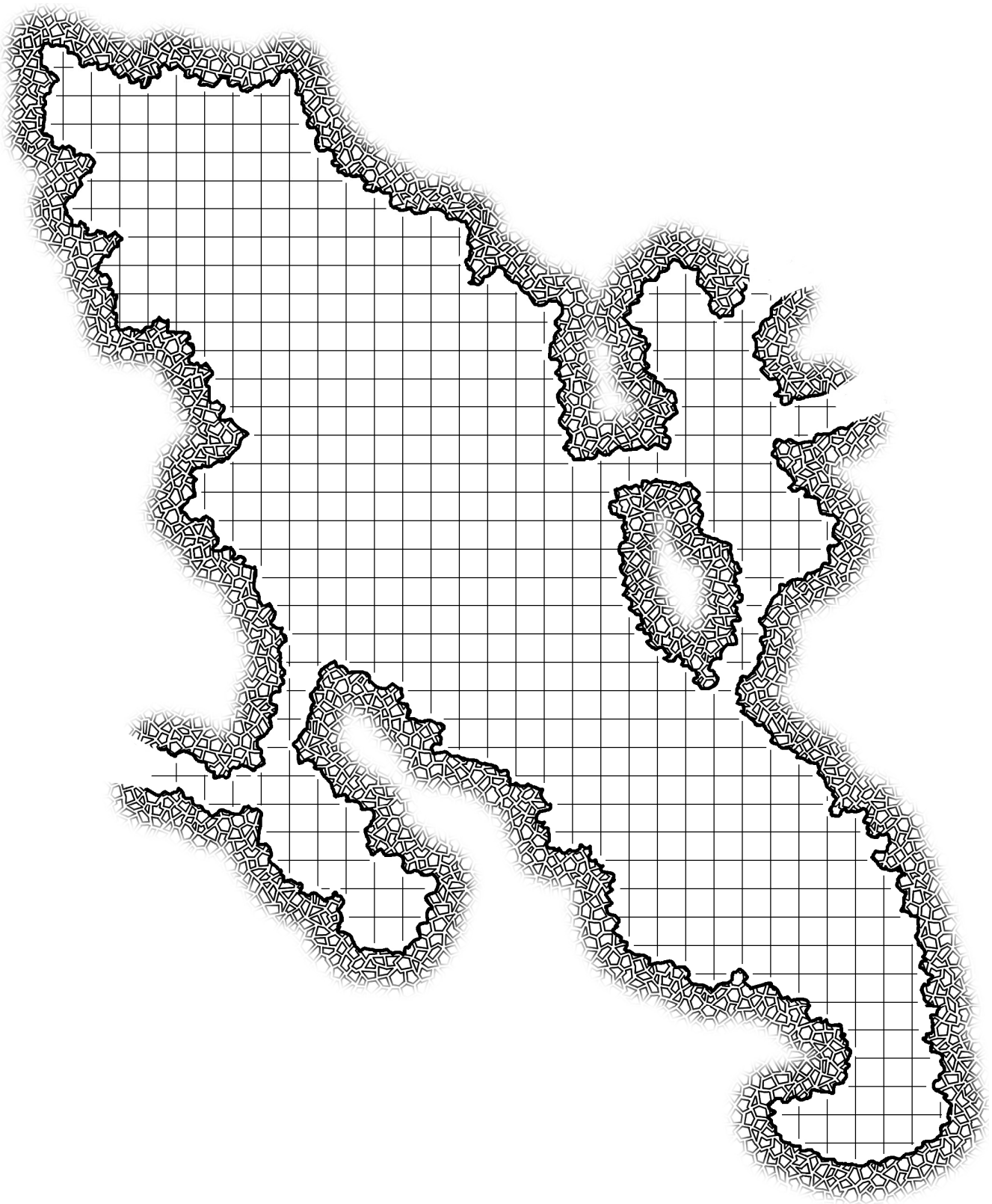
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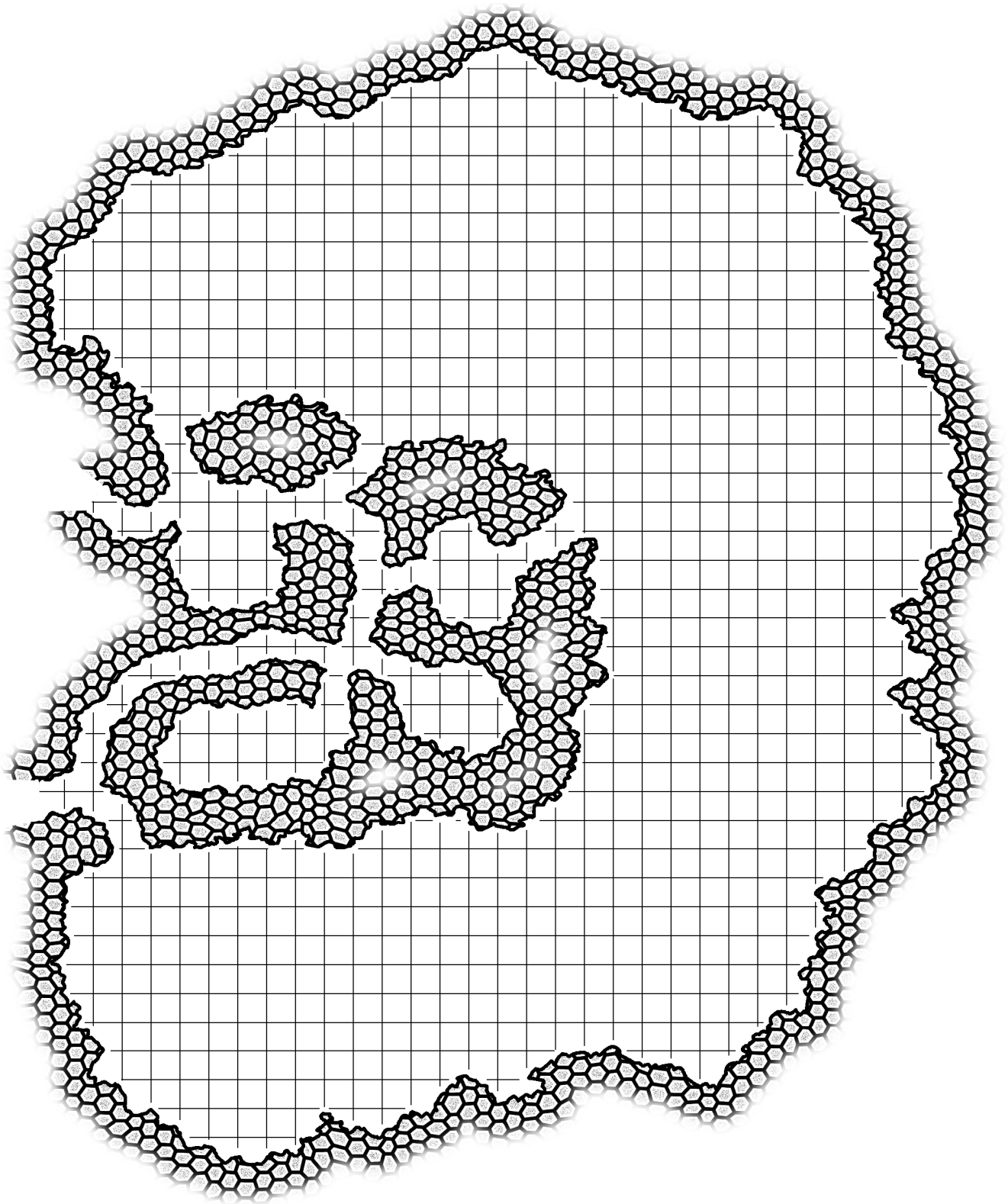
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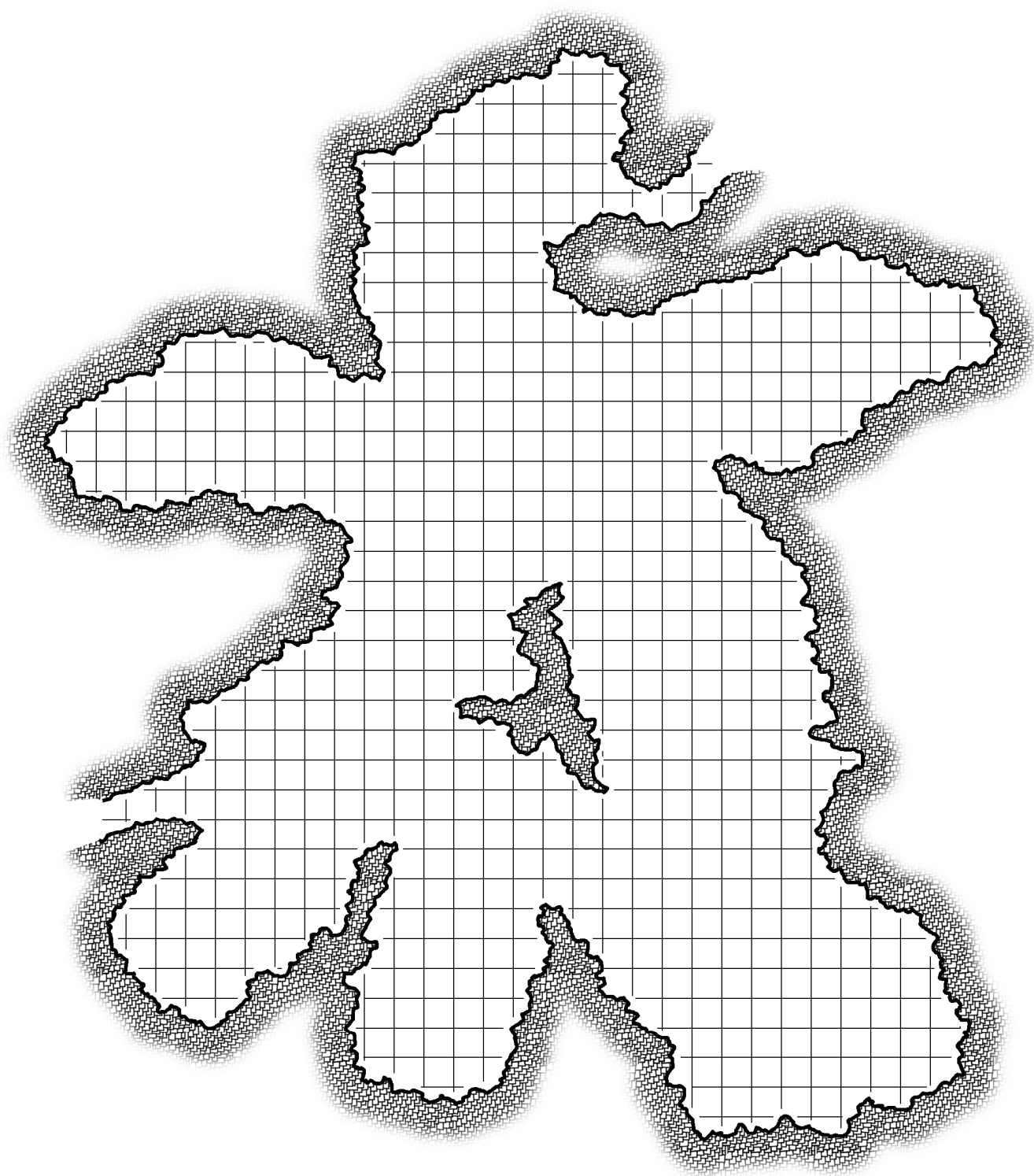
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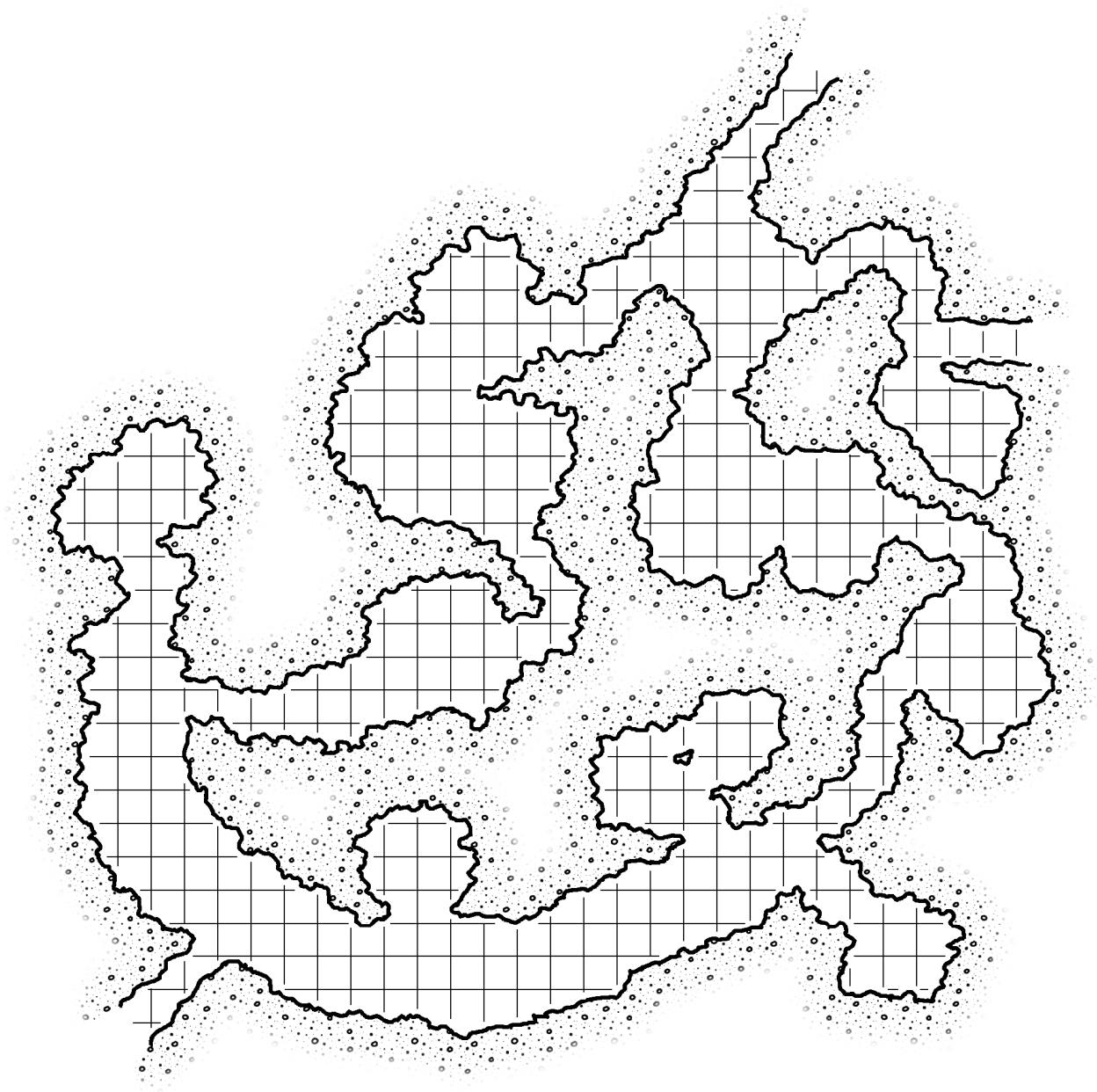
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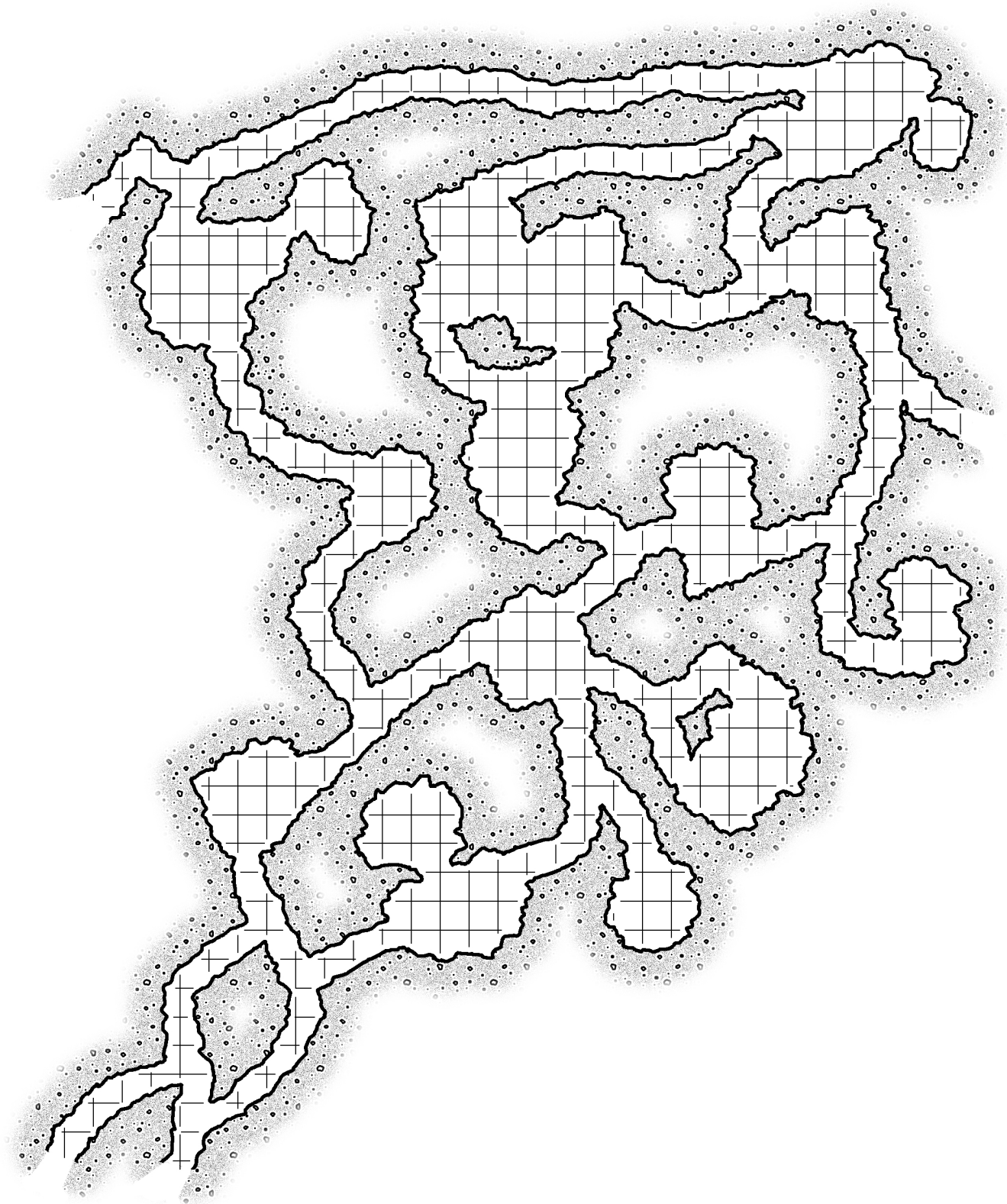
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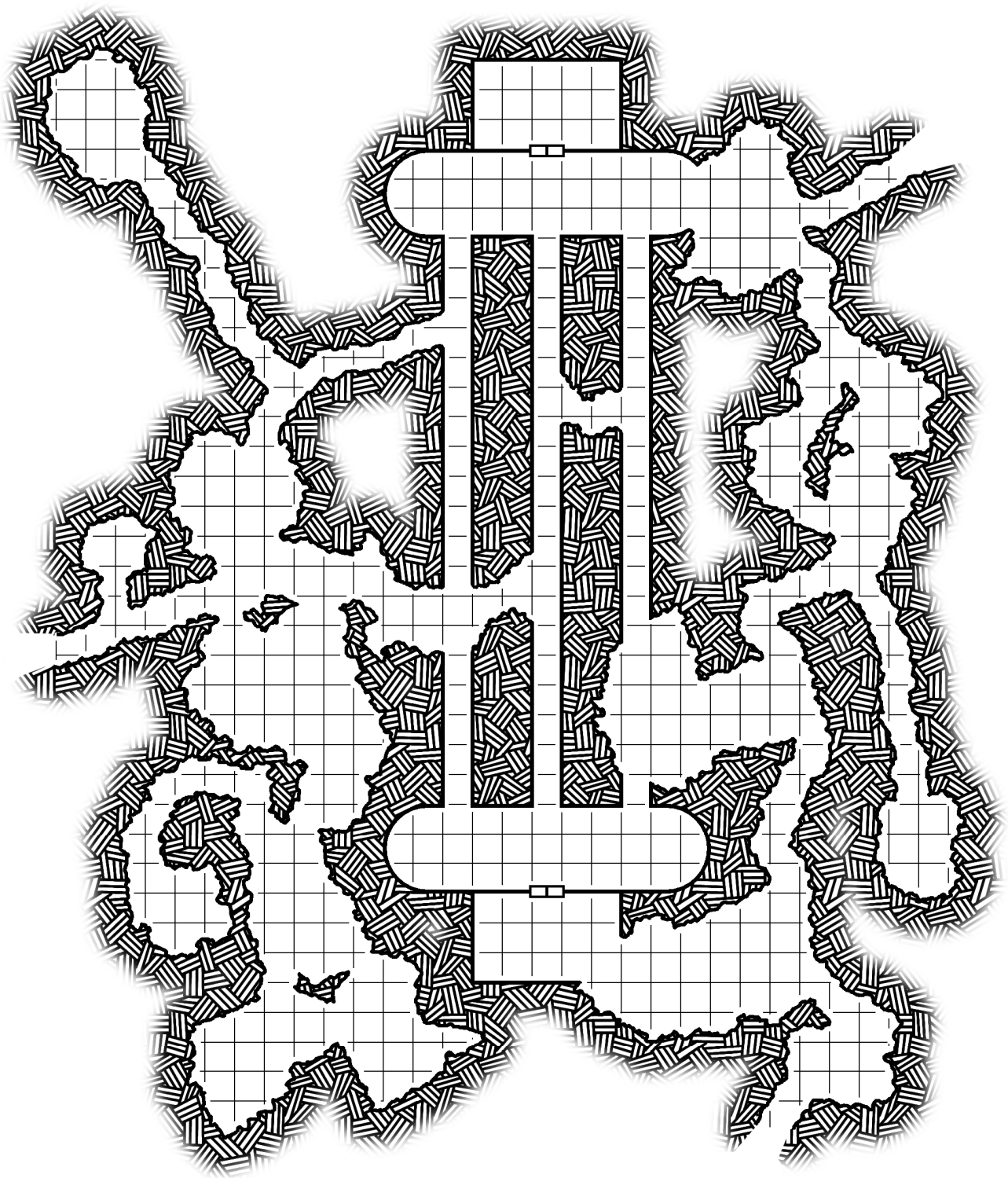
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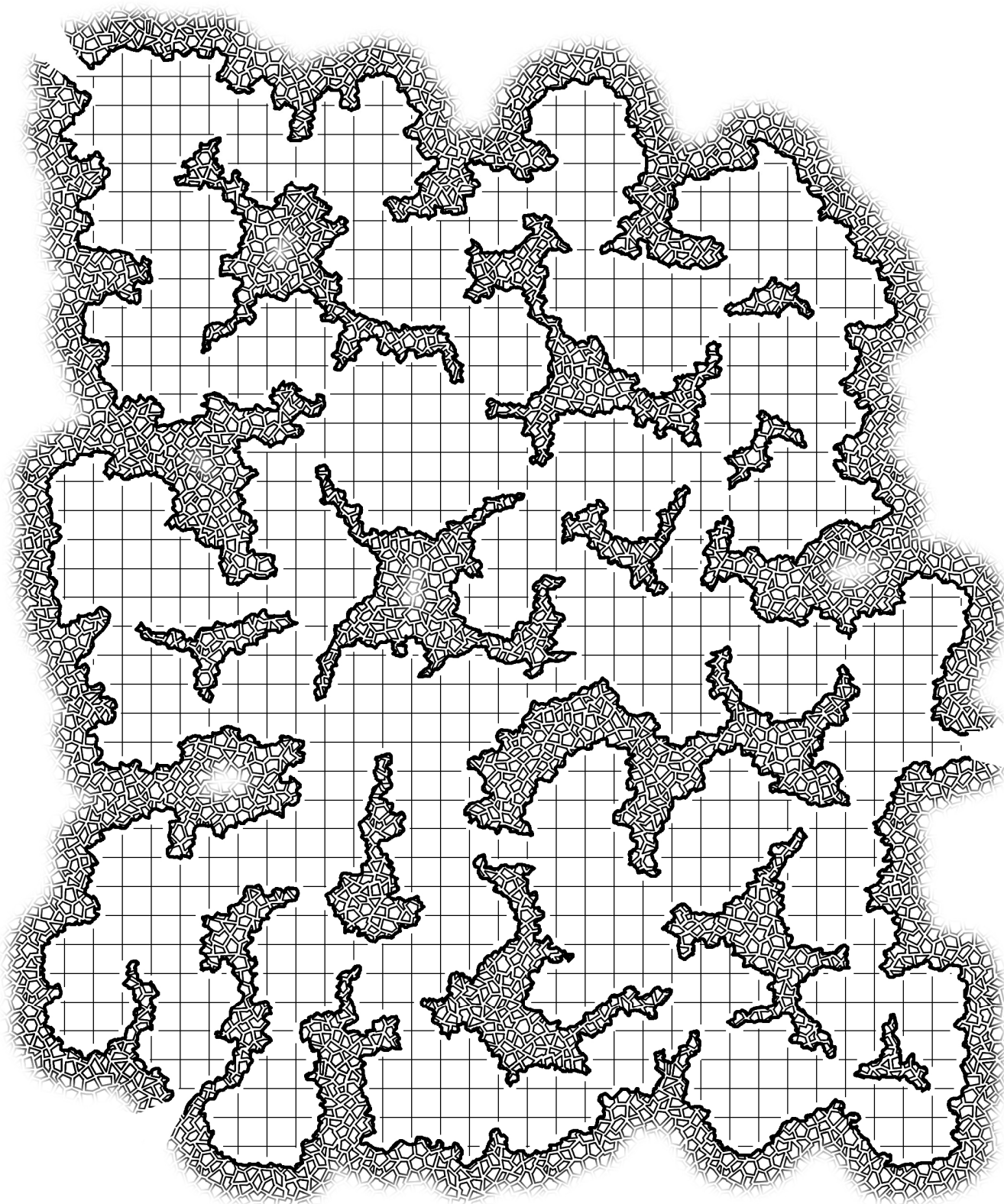
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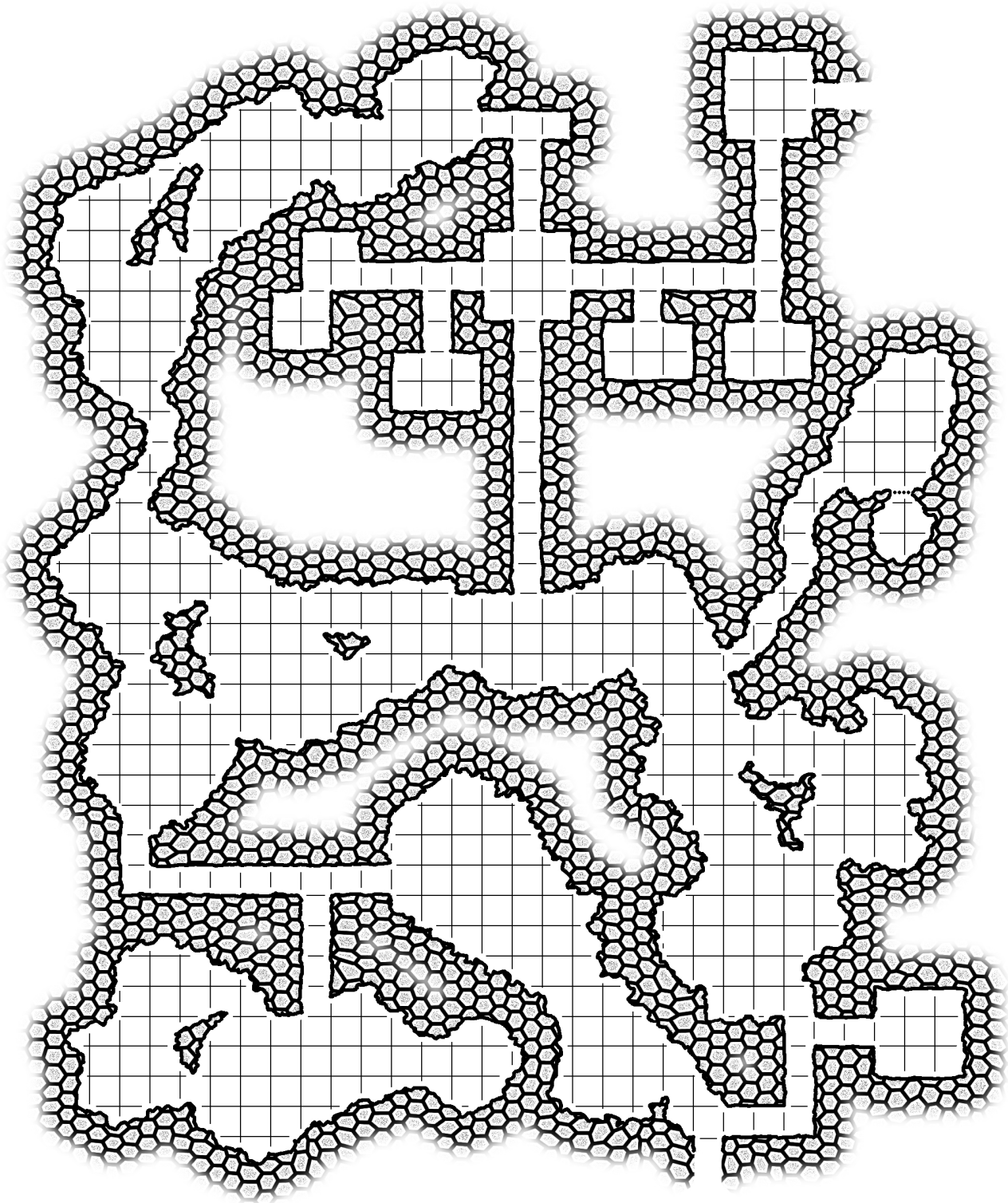
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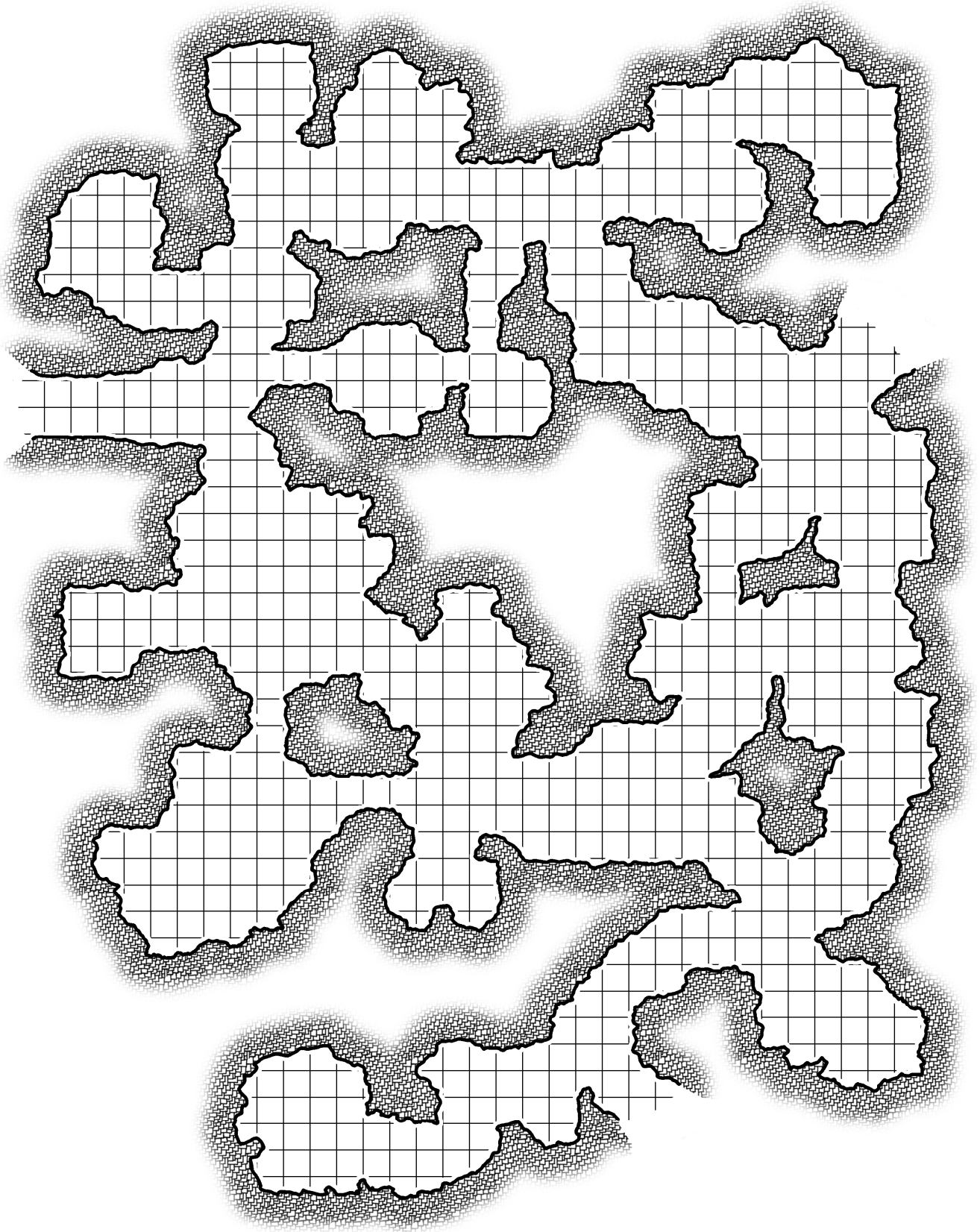
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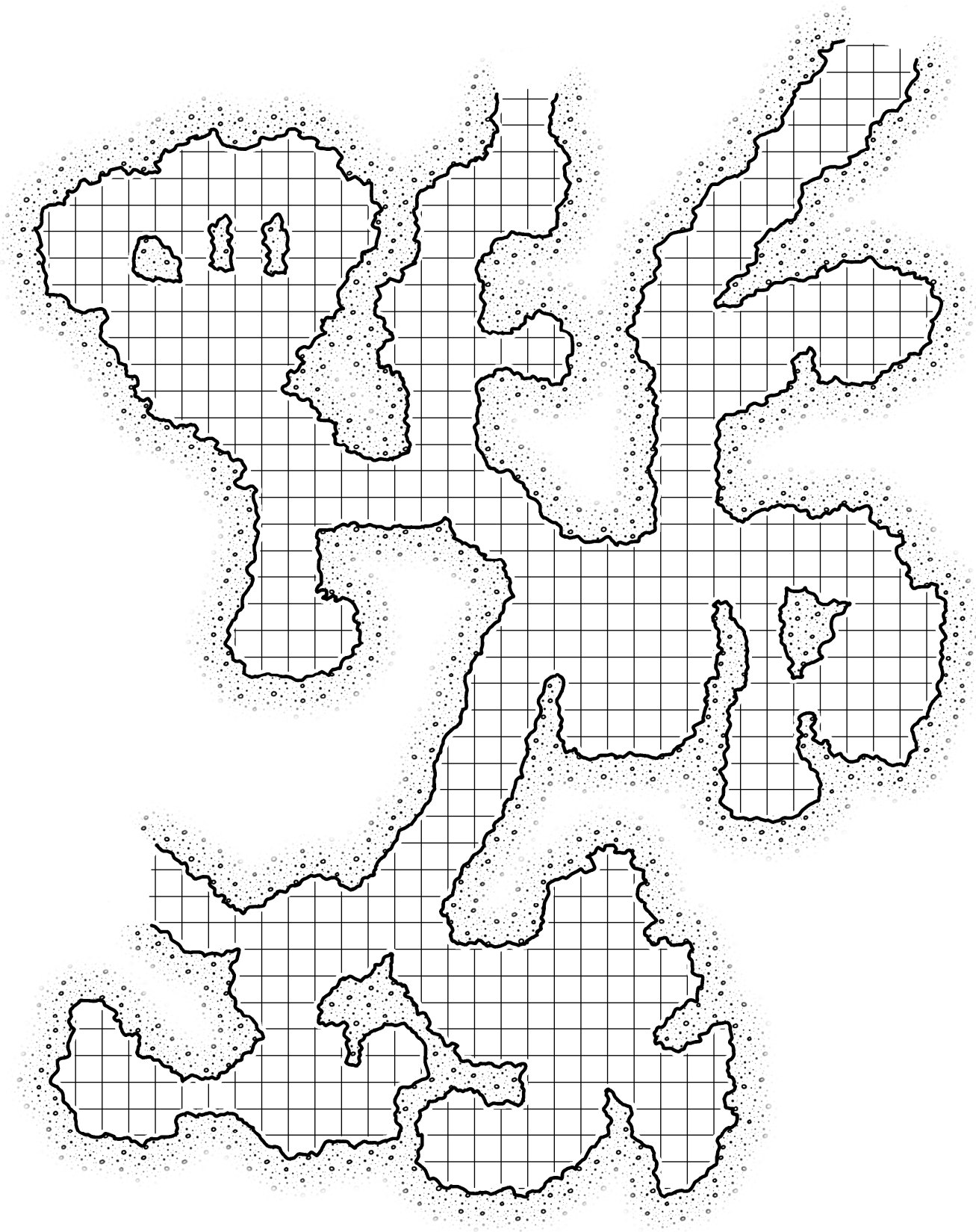
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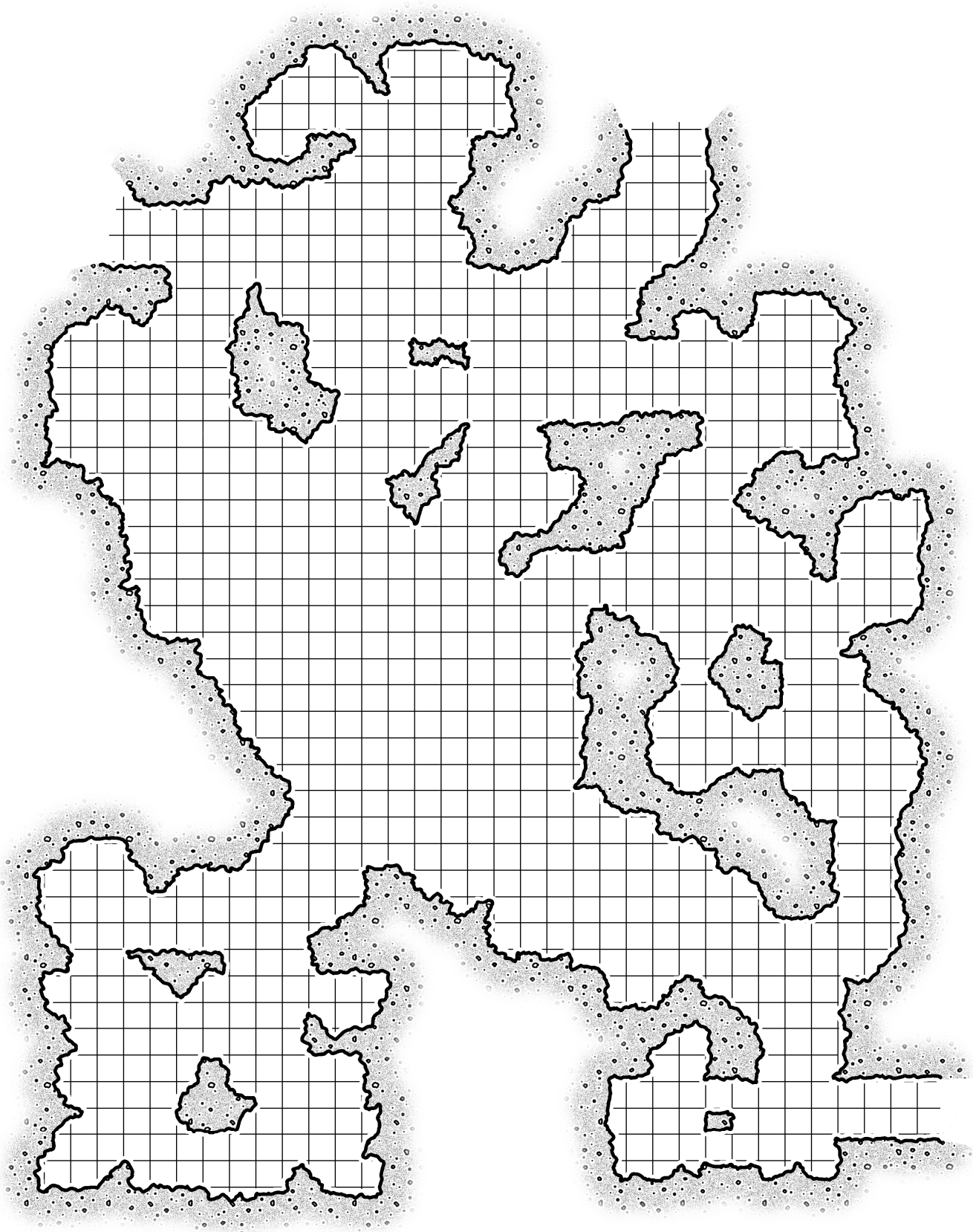
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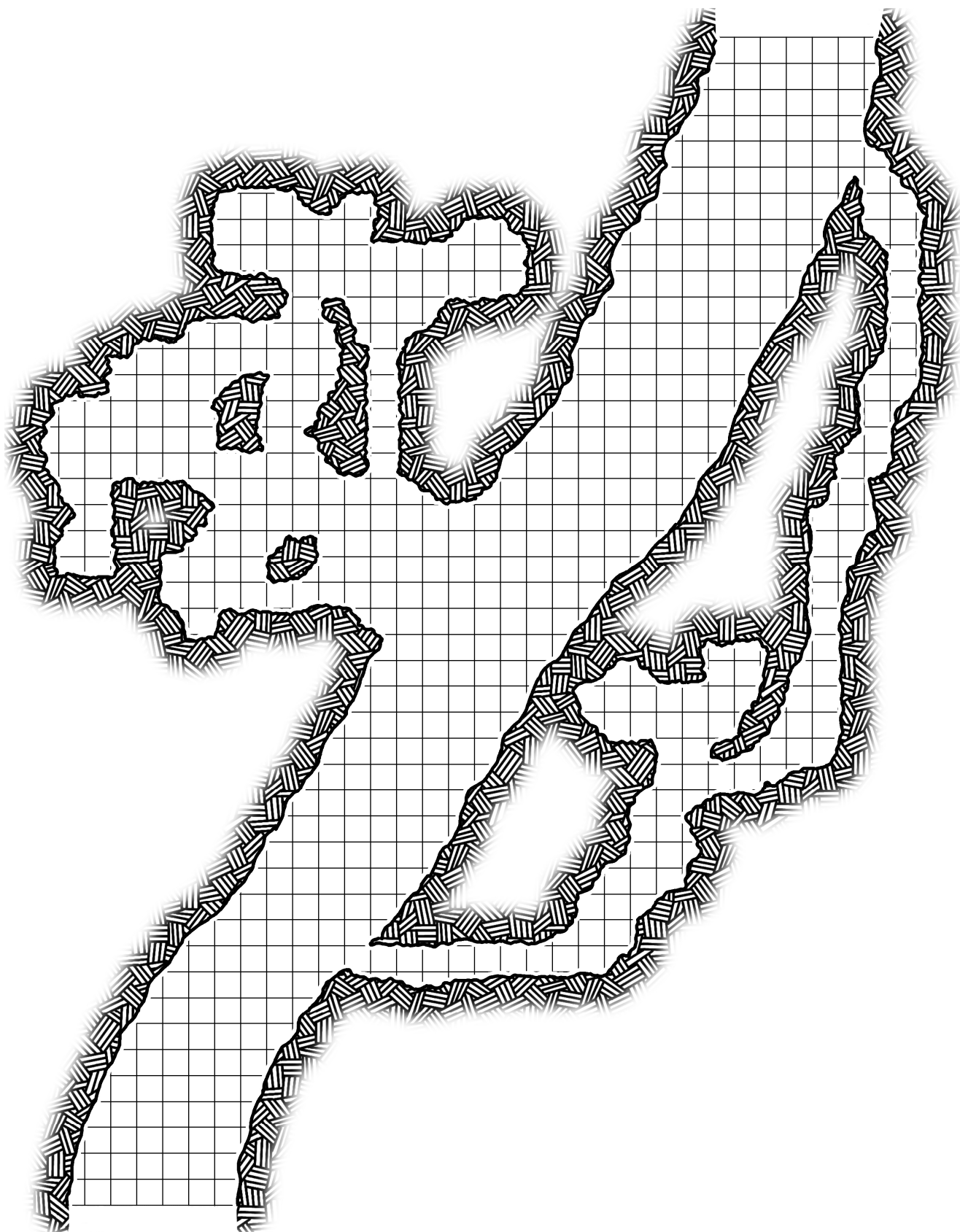
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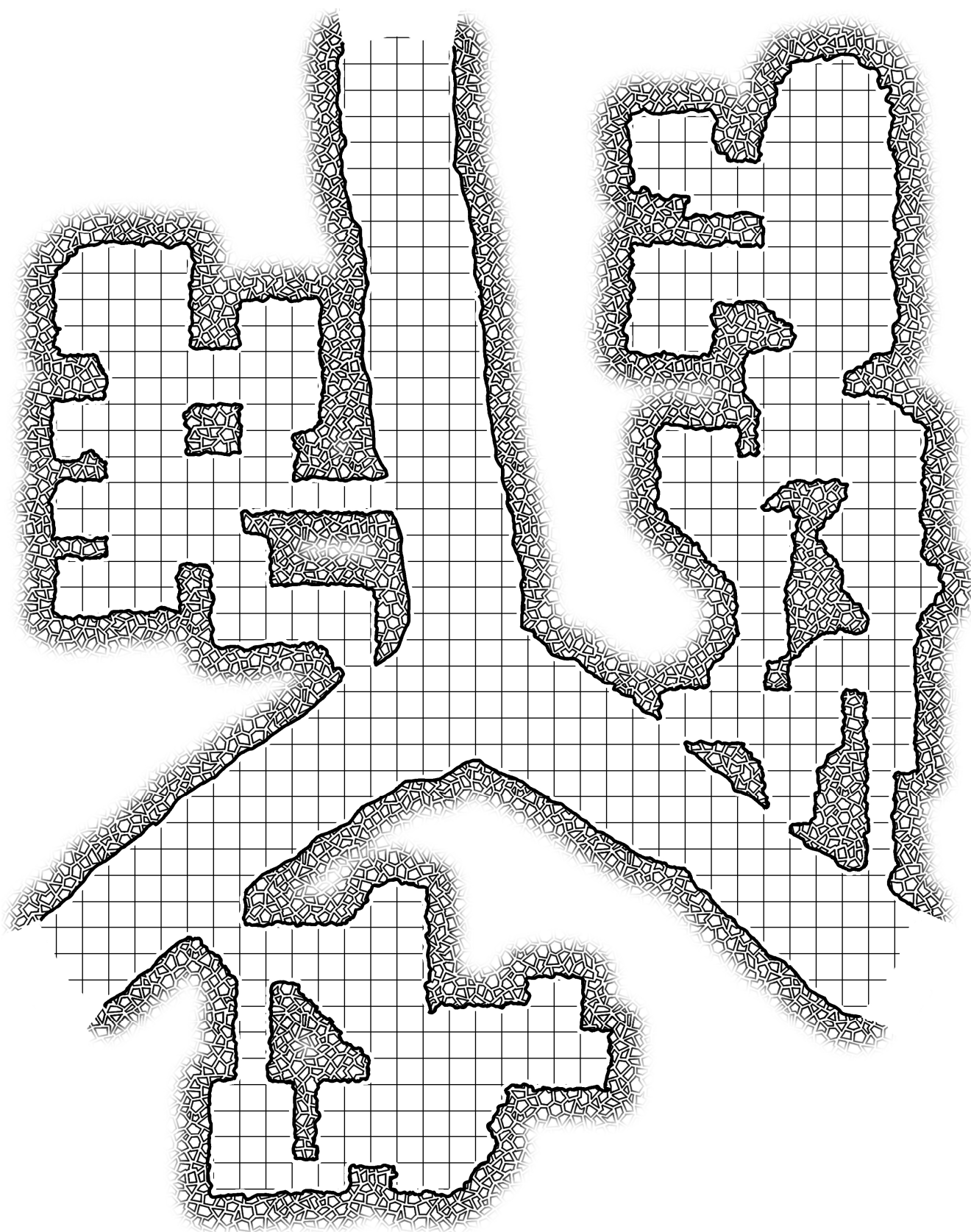
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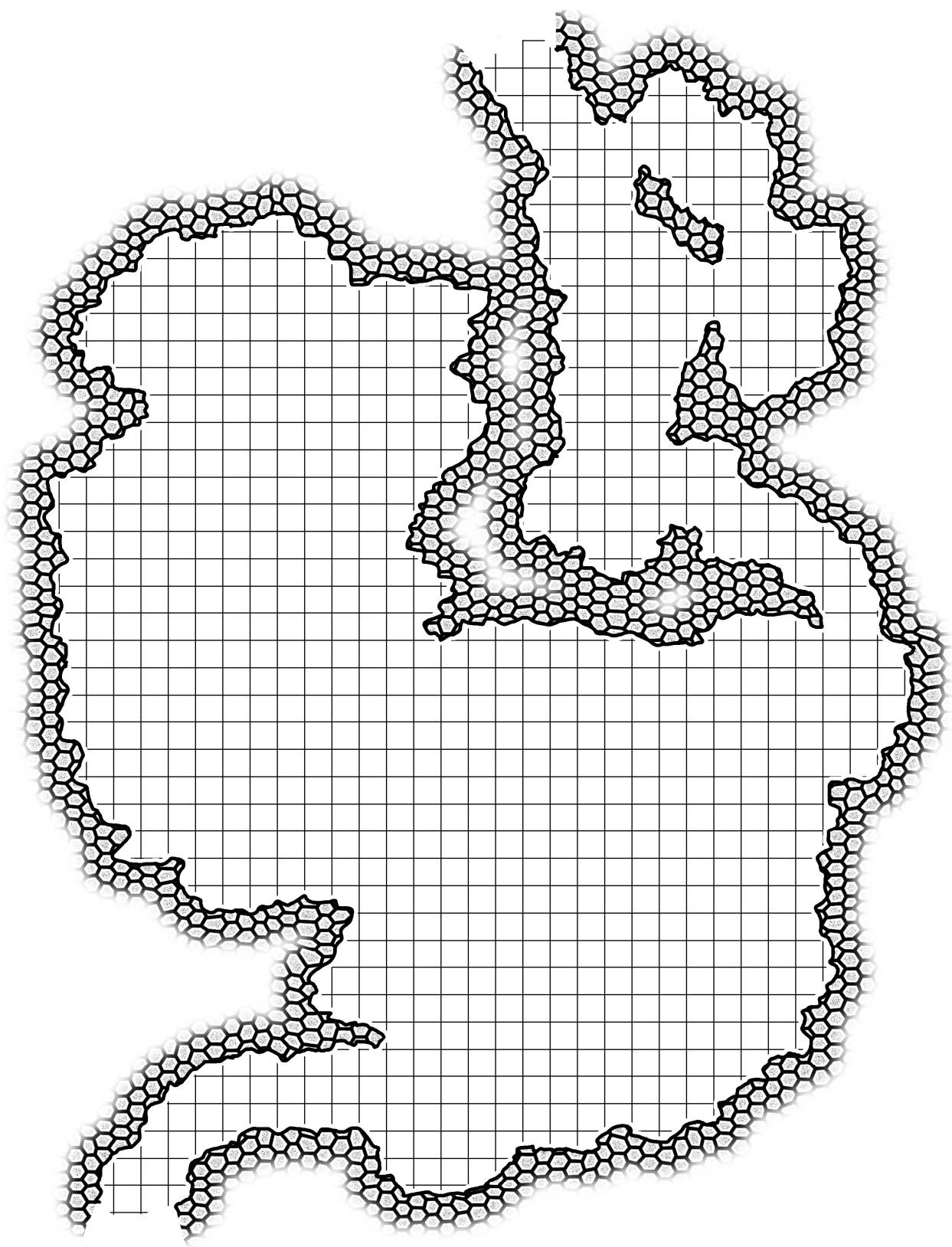
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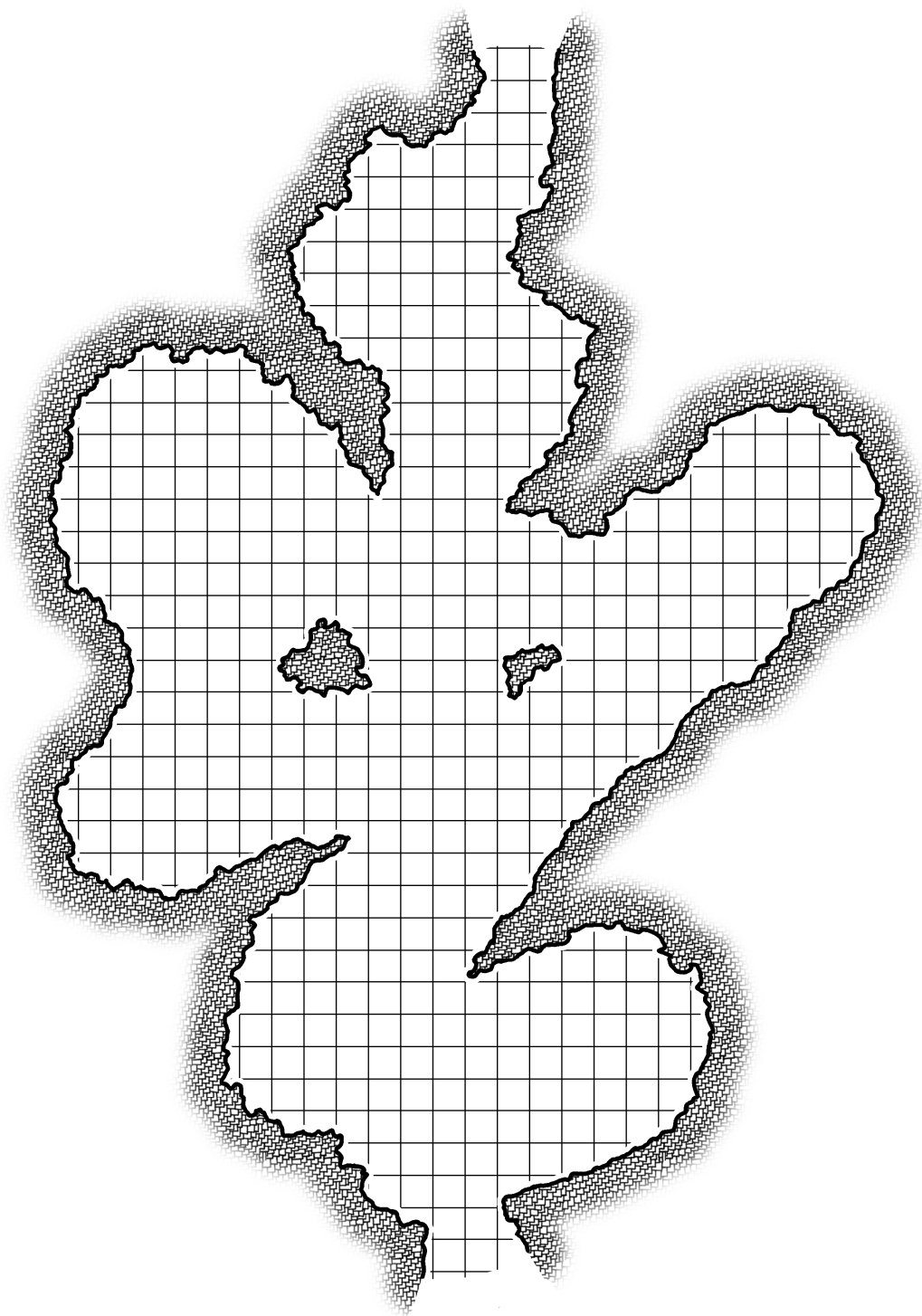
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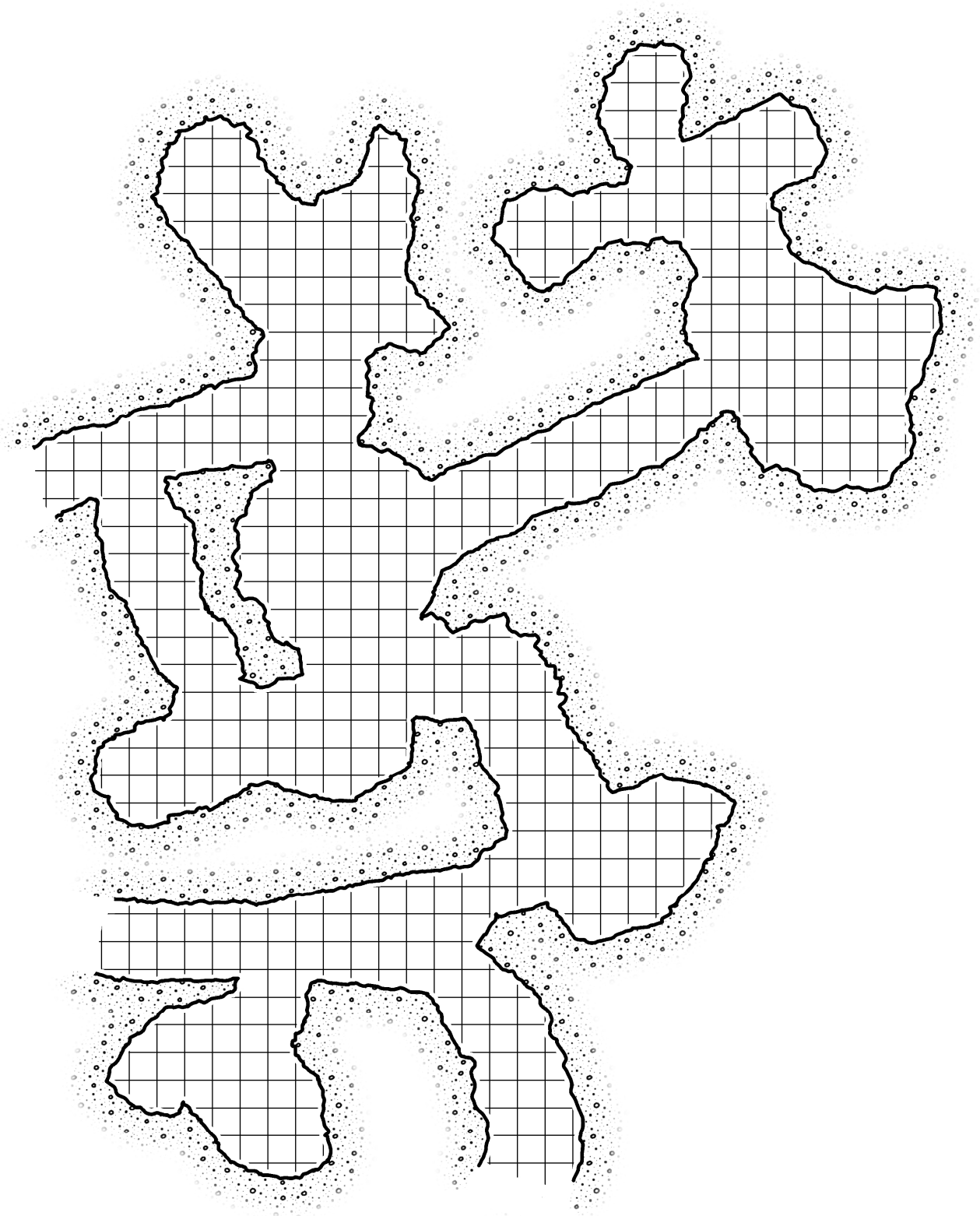
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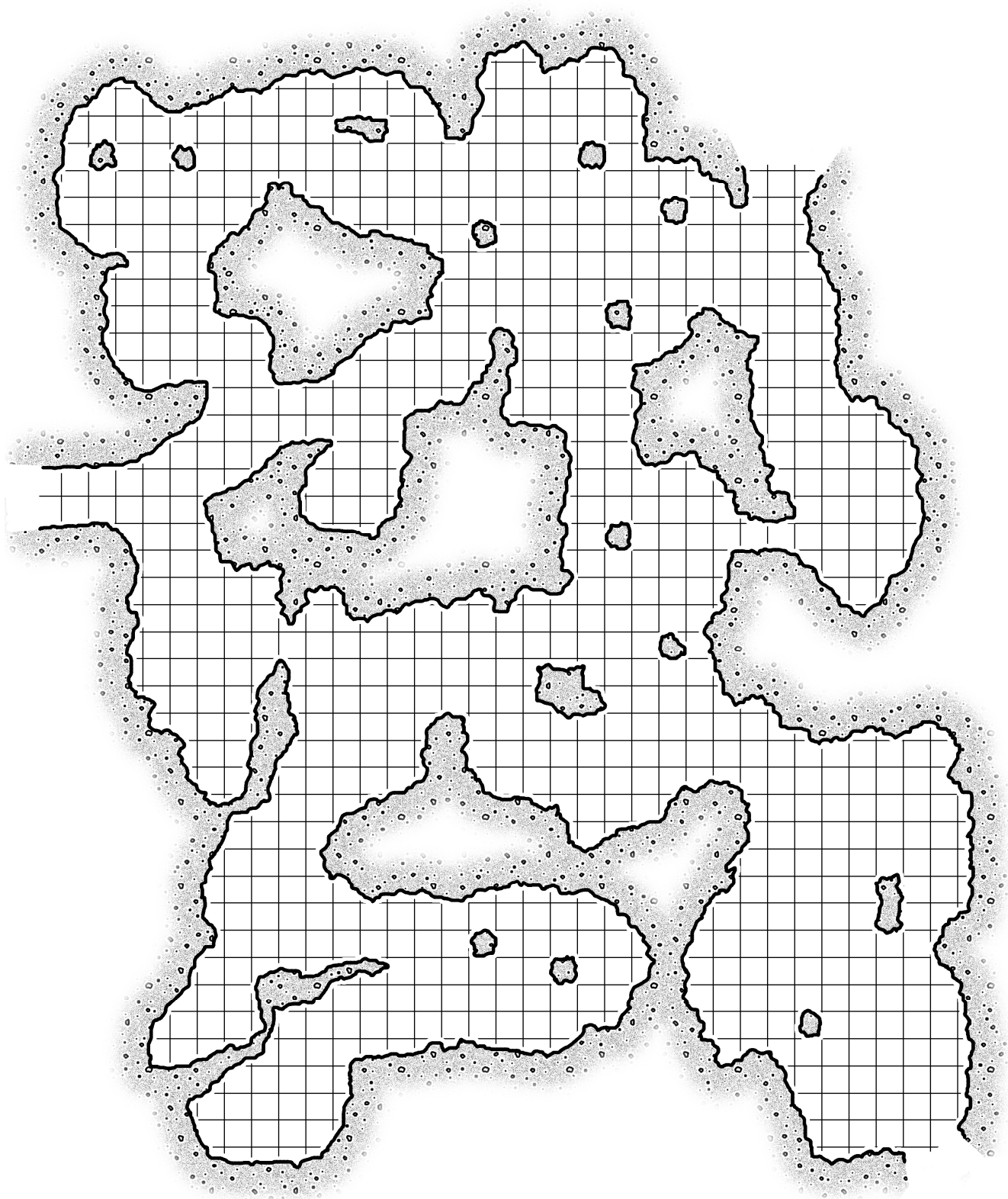
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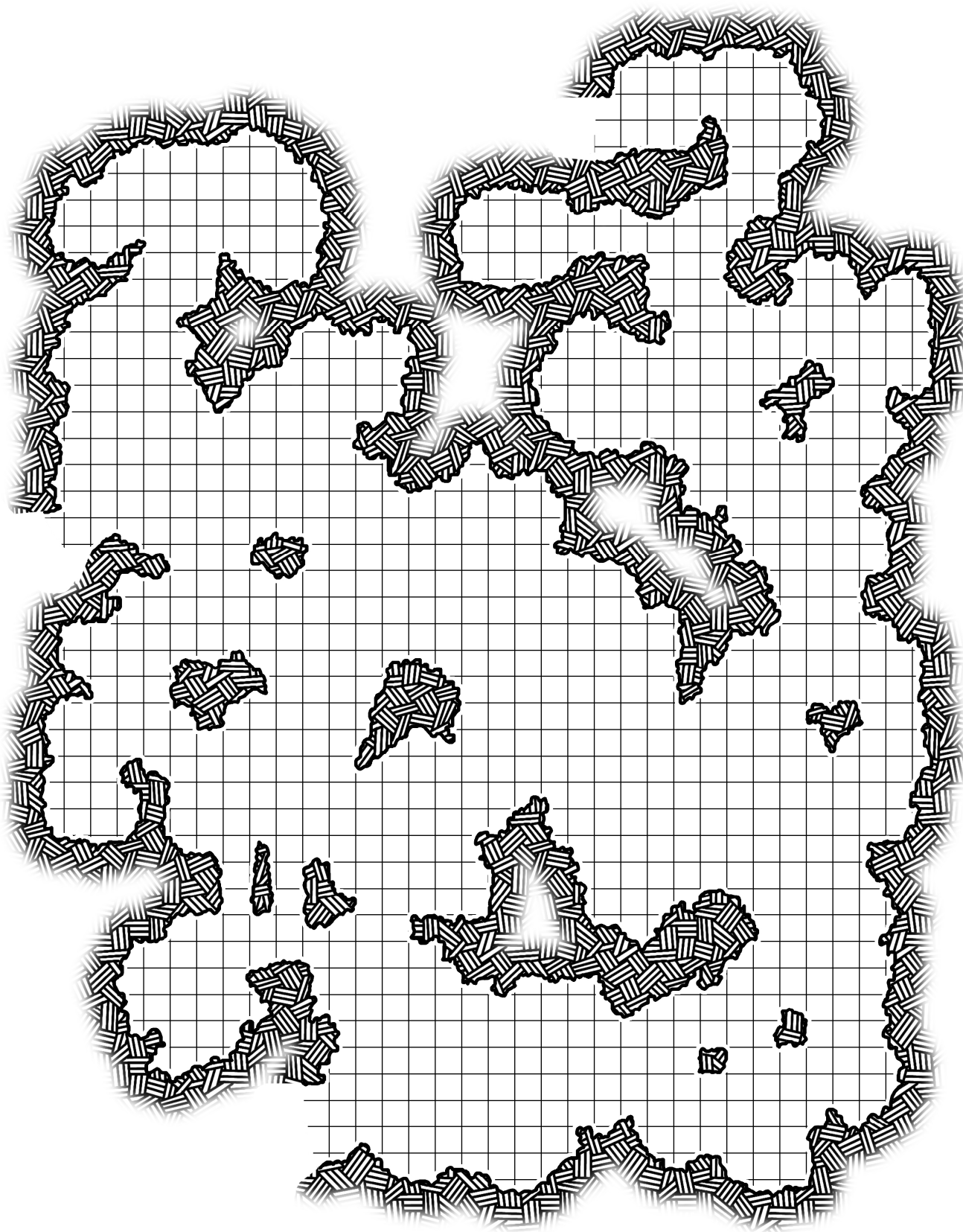
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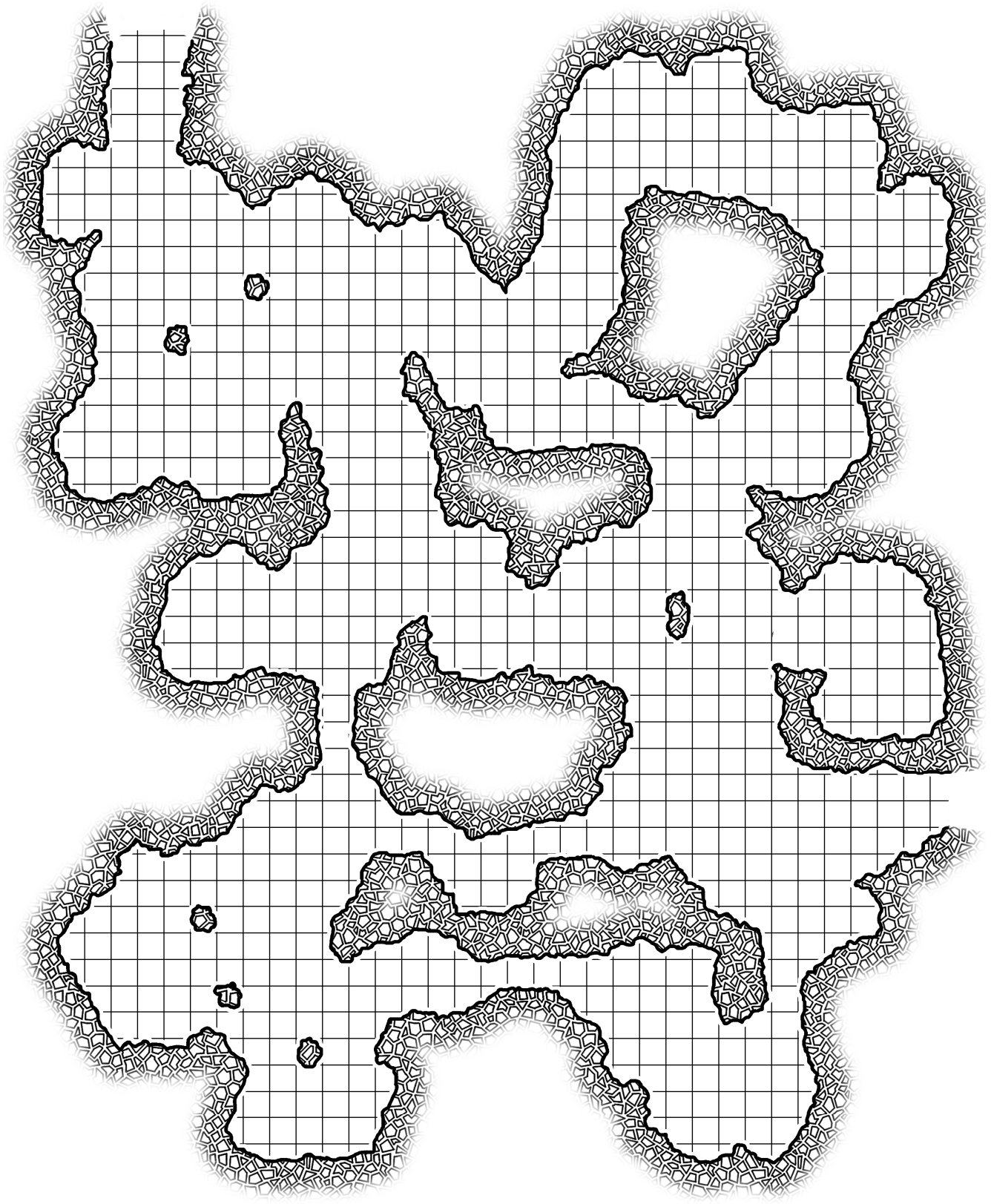
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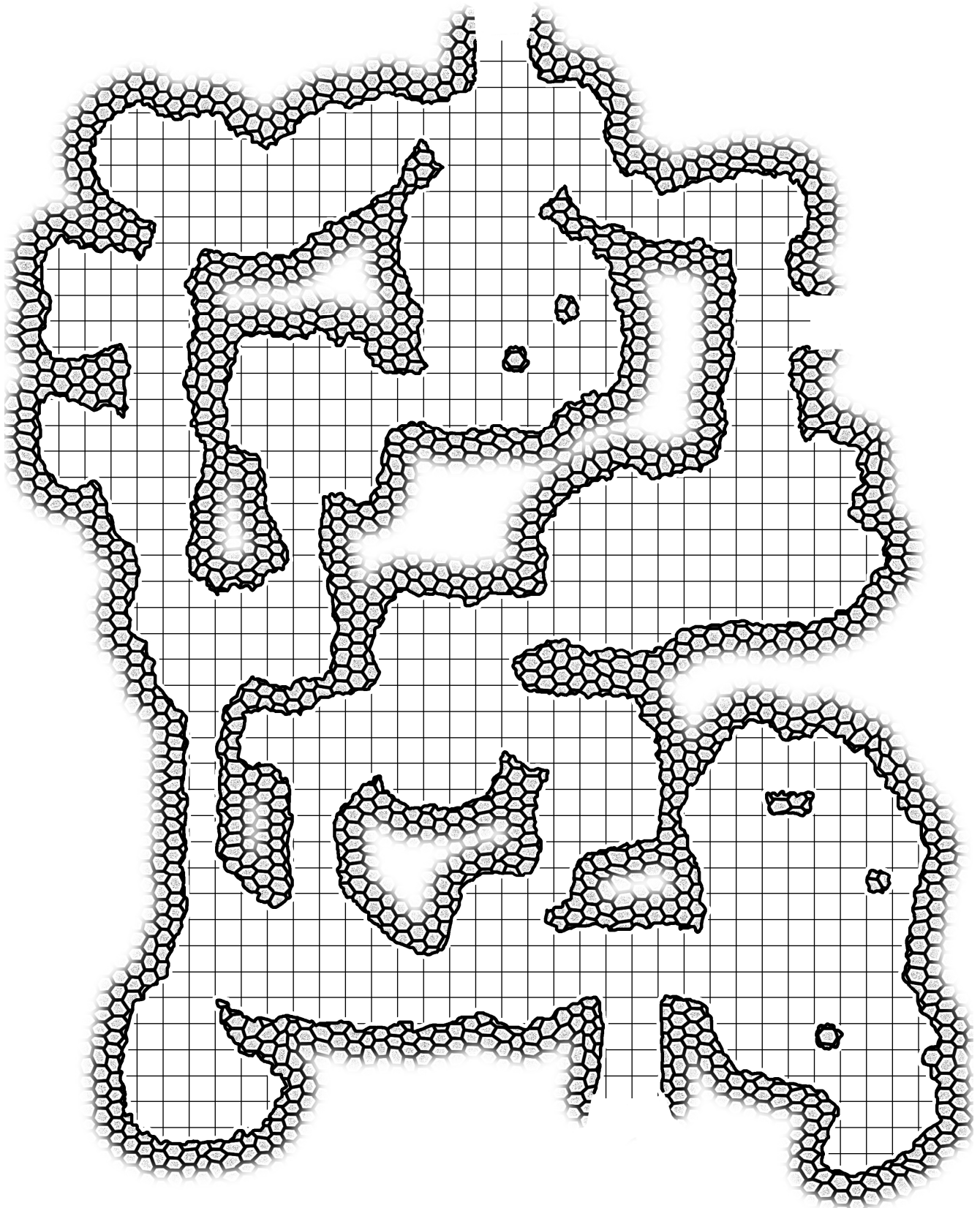
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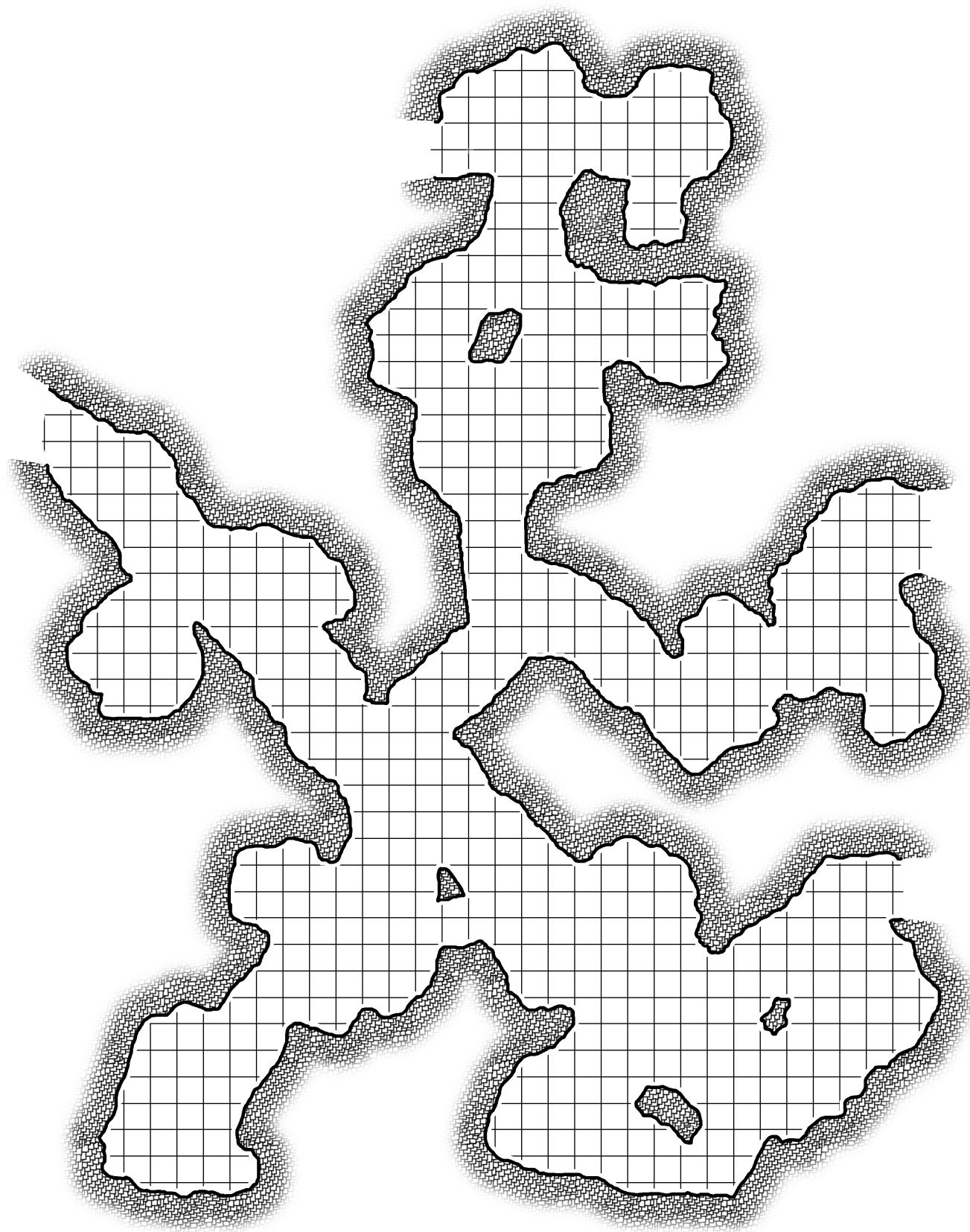
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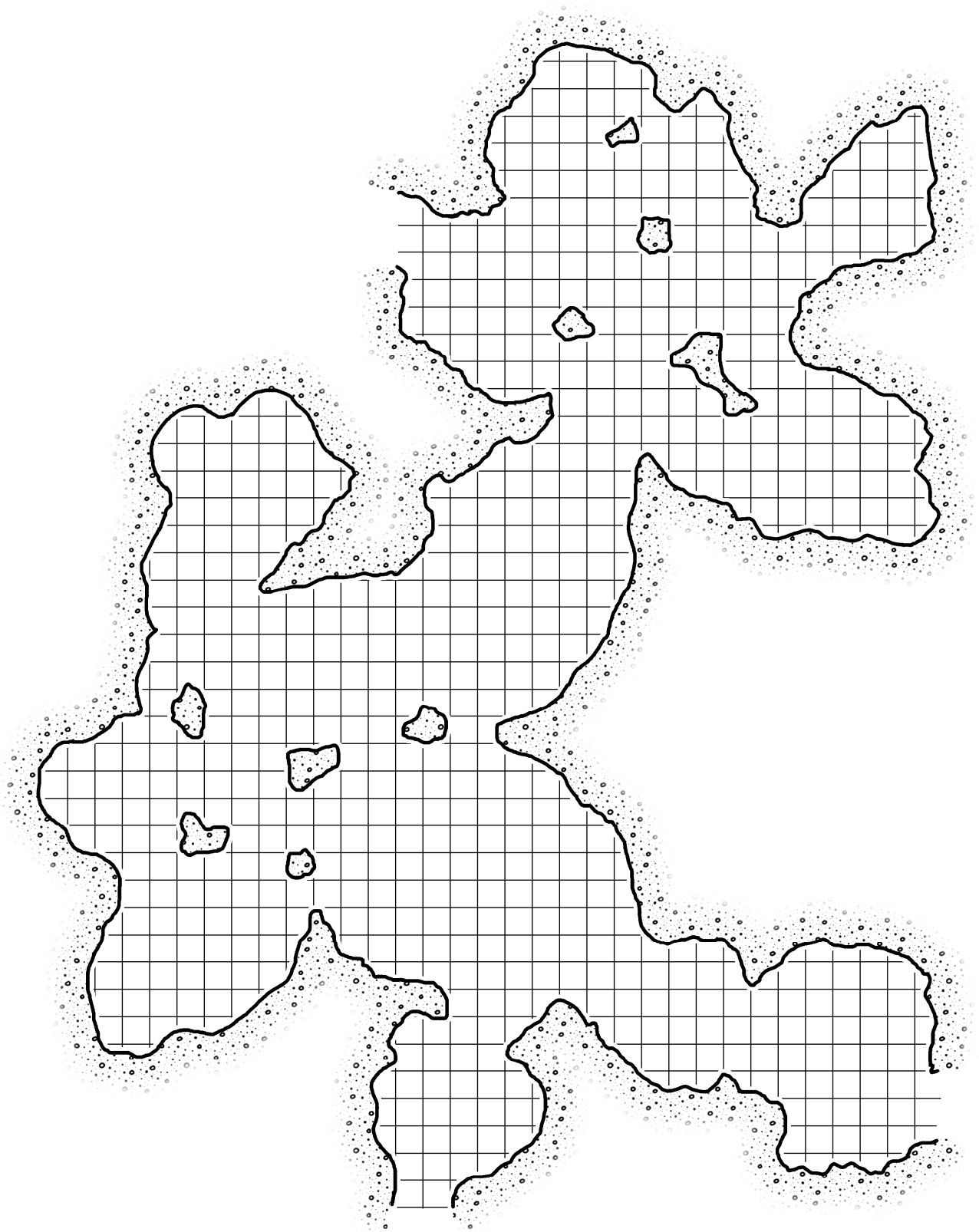
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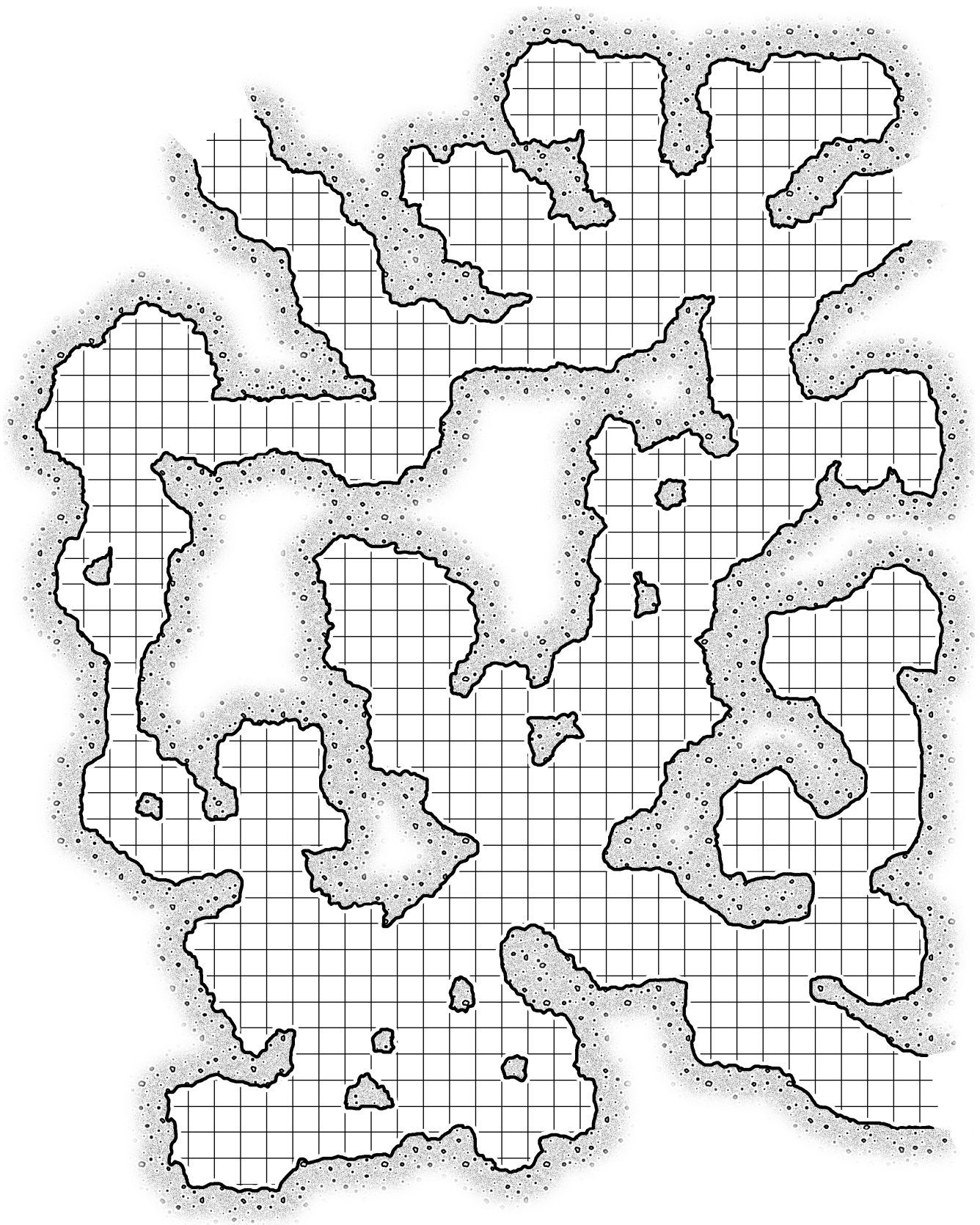
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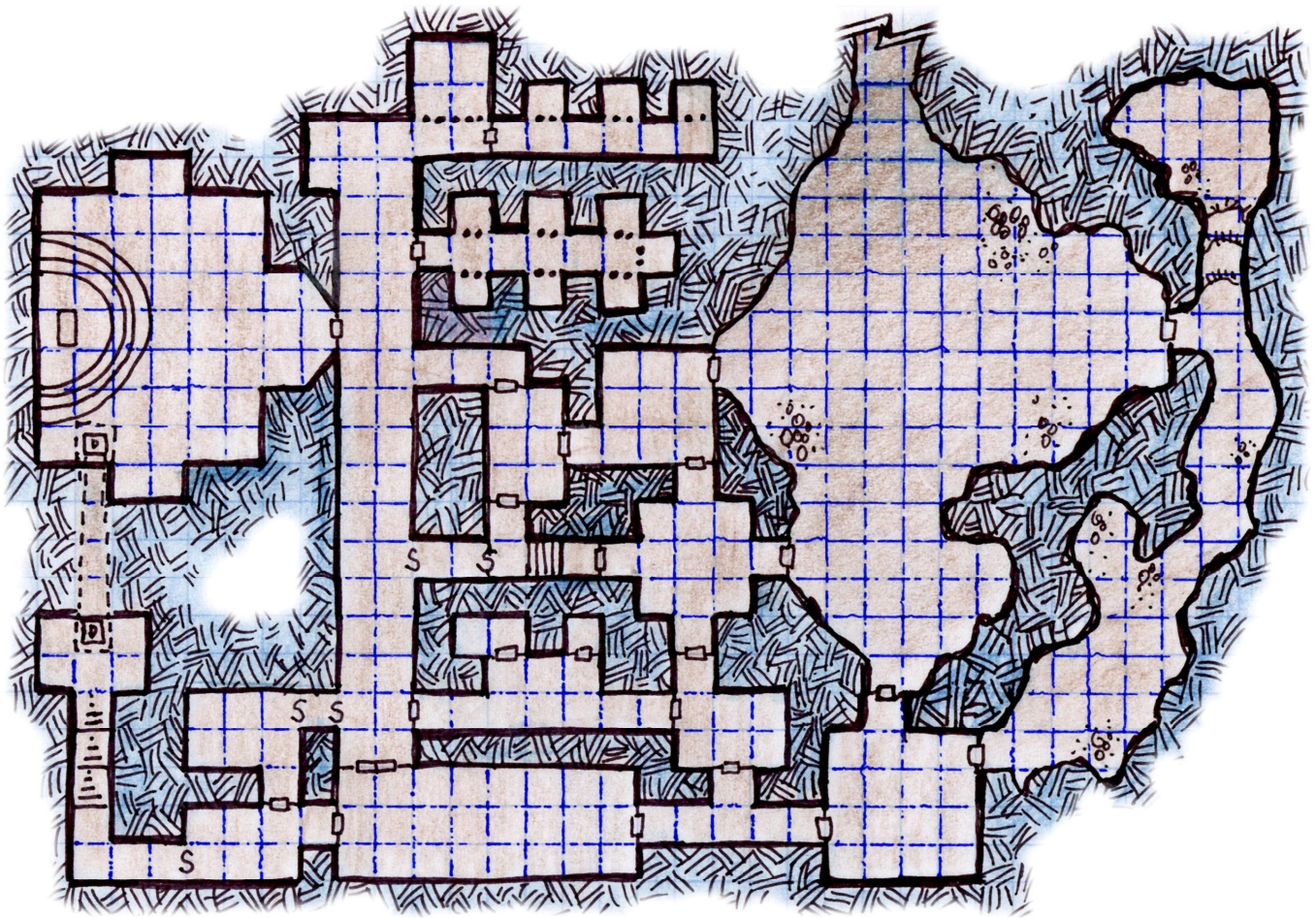
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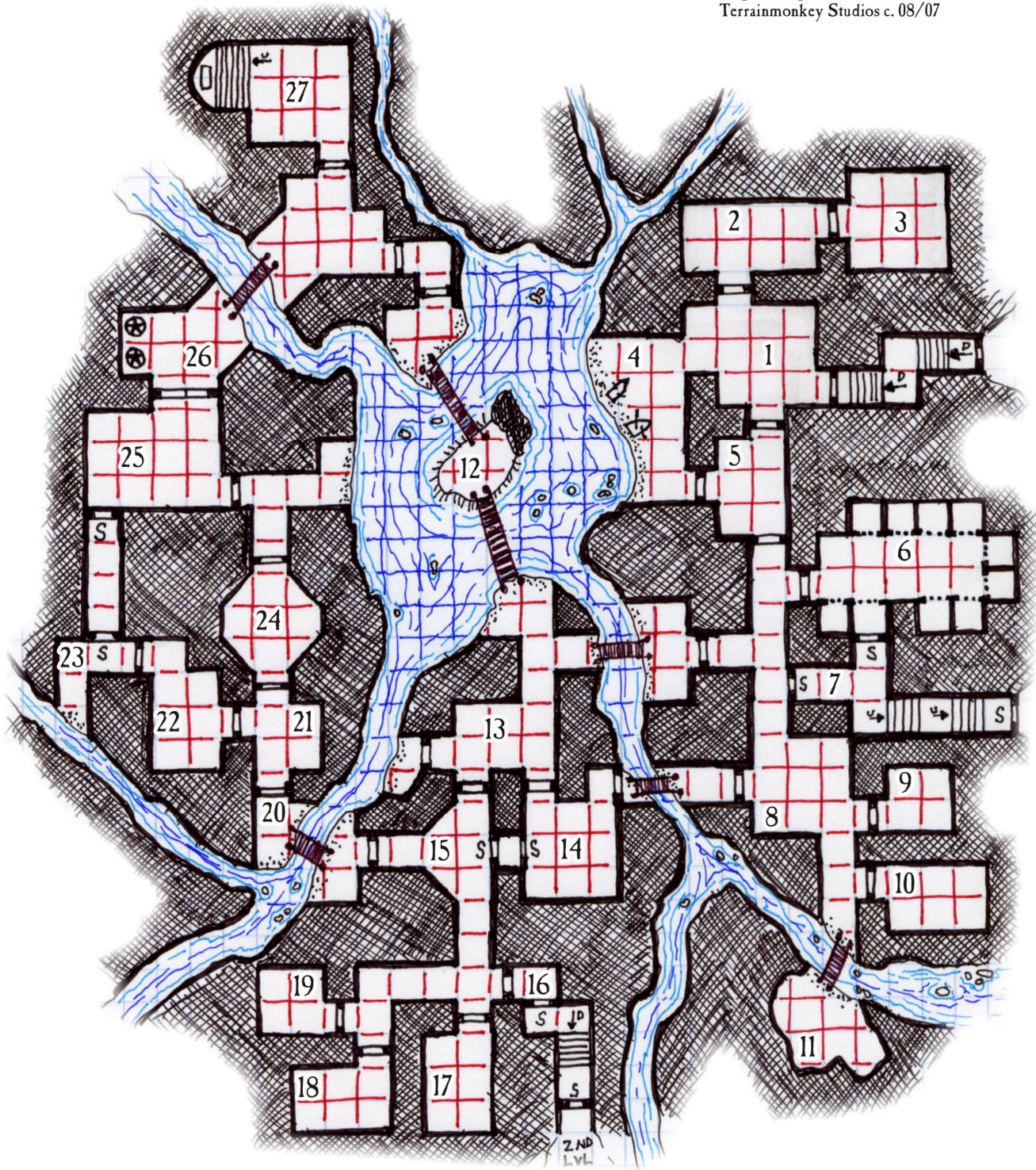


Temple of the Dragon

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Undercity Smuggler Caves

1 square equals 10 feet
Terrainmonkey Studios c. 08/07

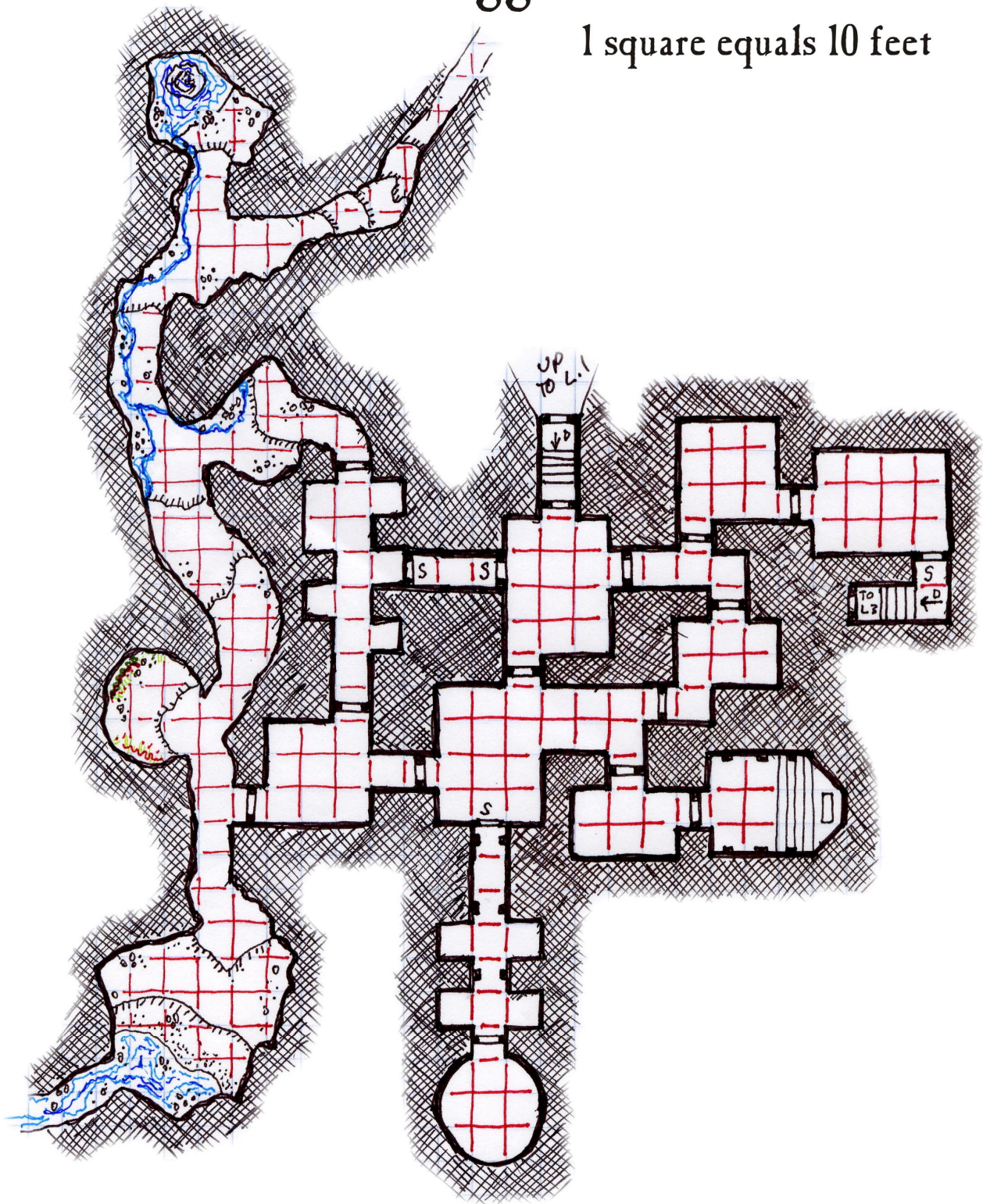


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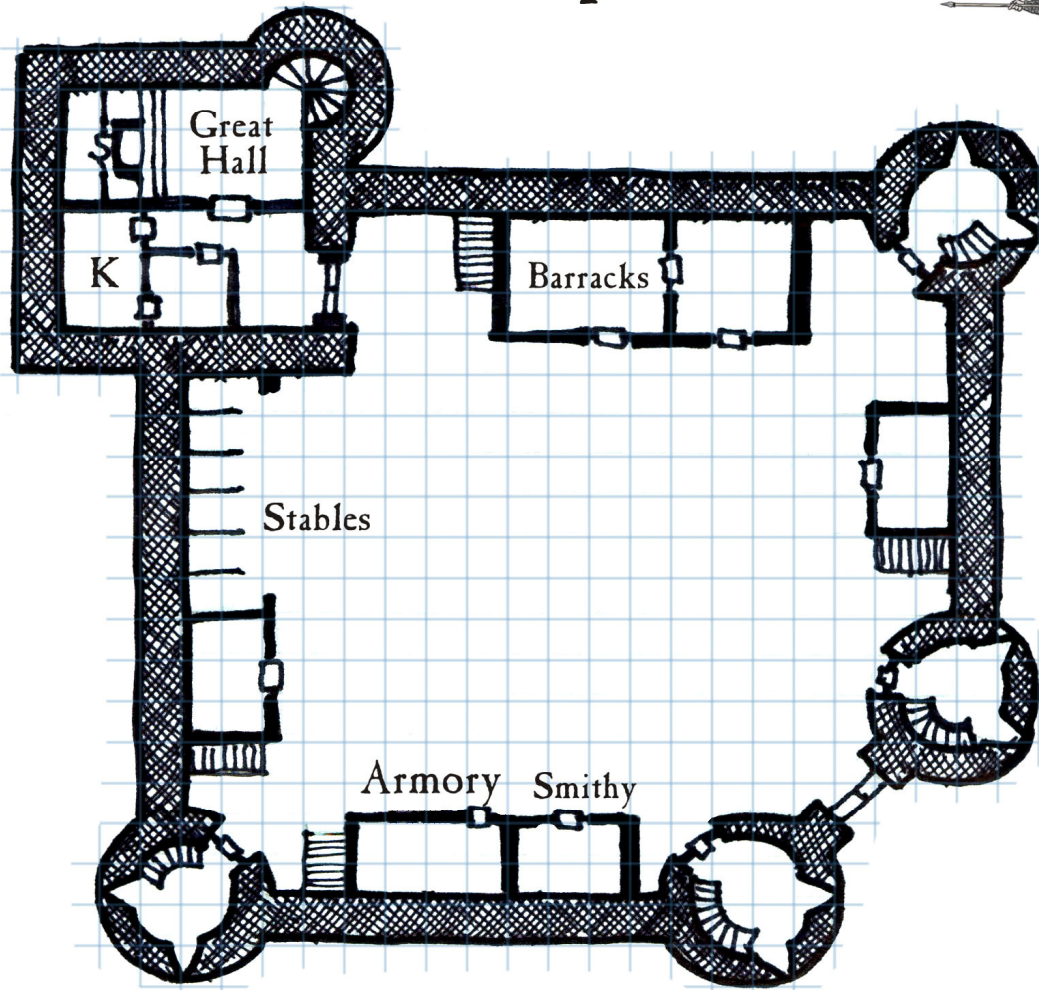
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Smuggler Caves Level 2

1 square equals 10 feet



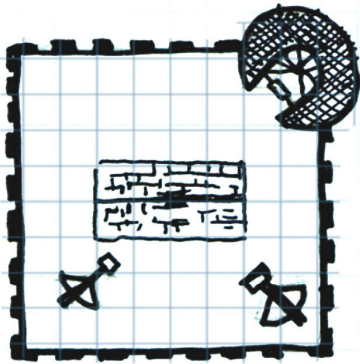
Keep level 1



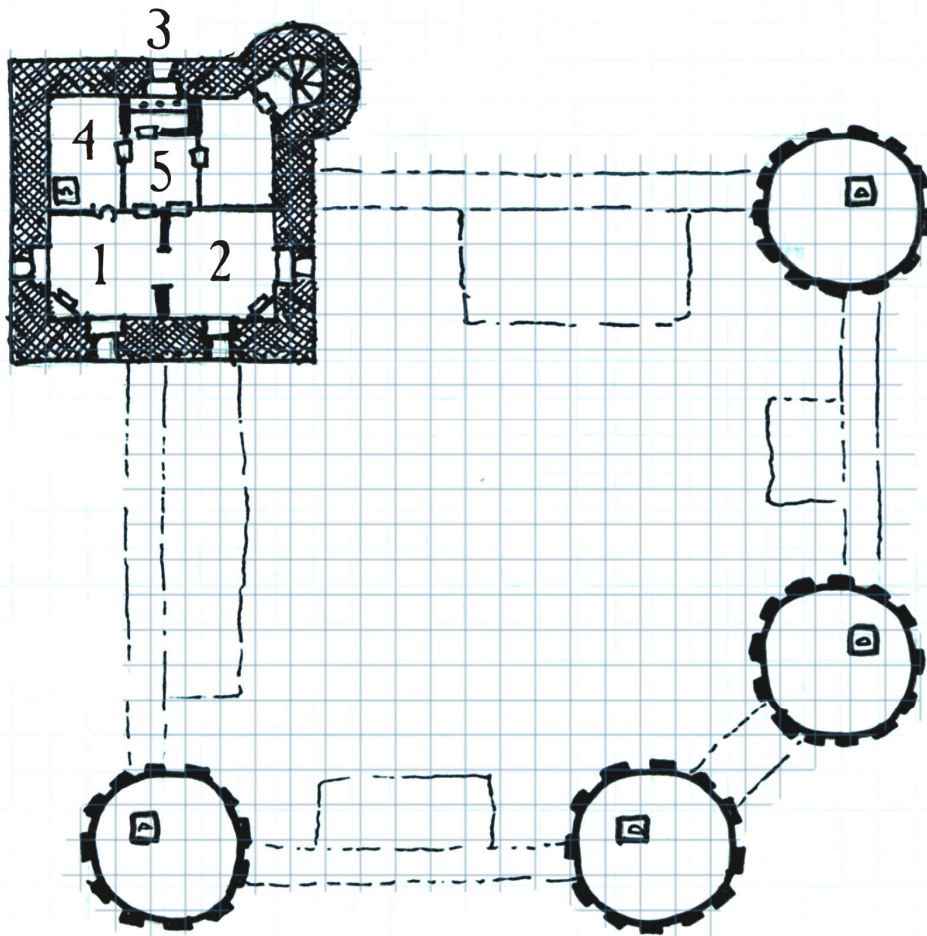
1 square equals 5 feet

Keep Level 2





Keep Level 4

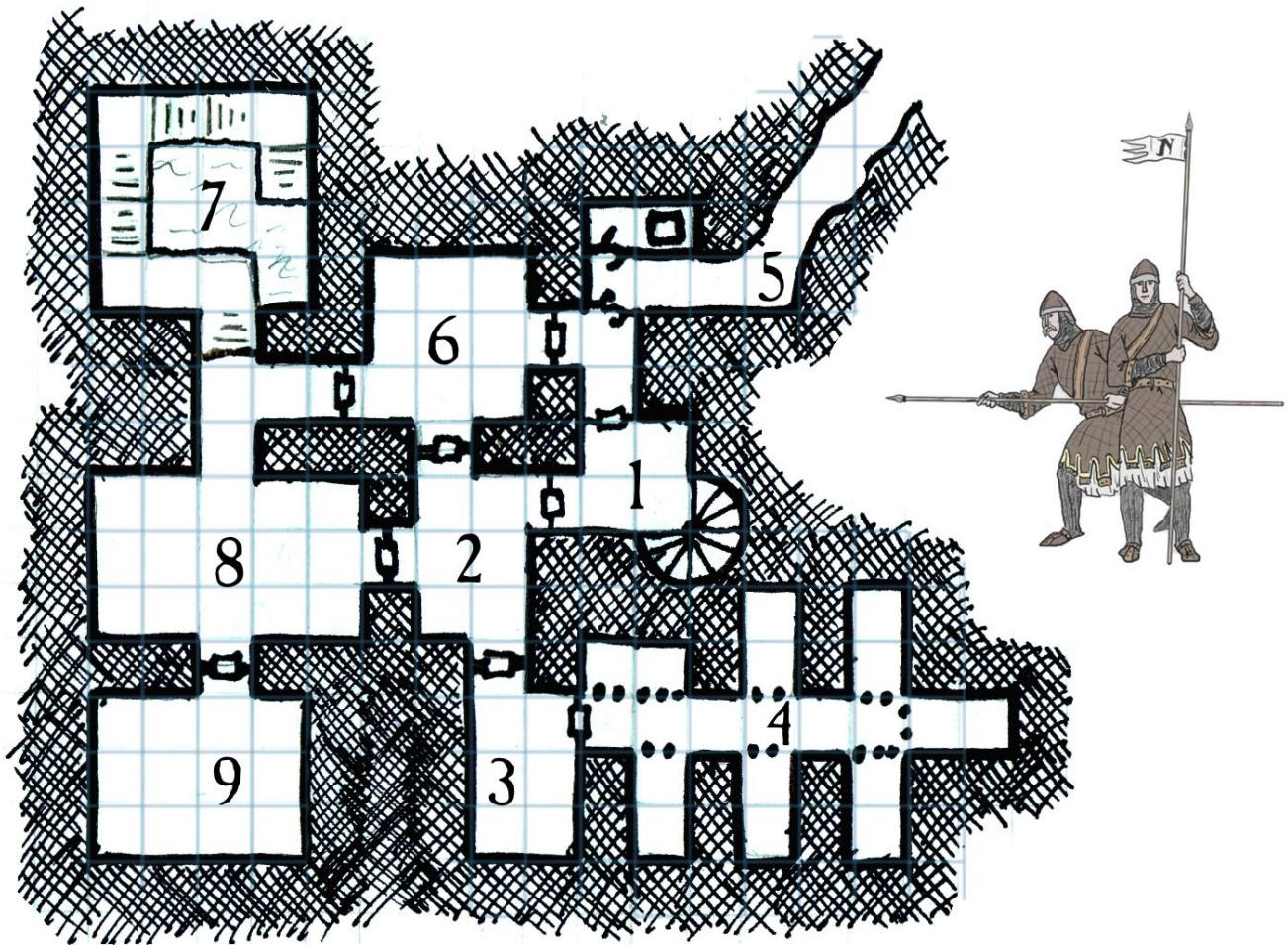


Keep Level 3

1. Master Bedroom
2. Mistress Bedroom
3. Privy
4. Secret Room
5. Annex

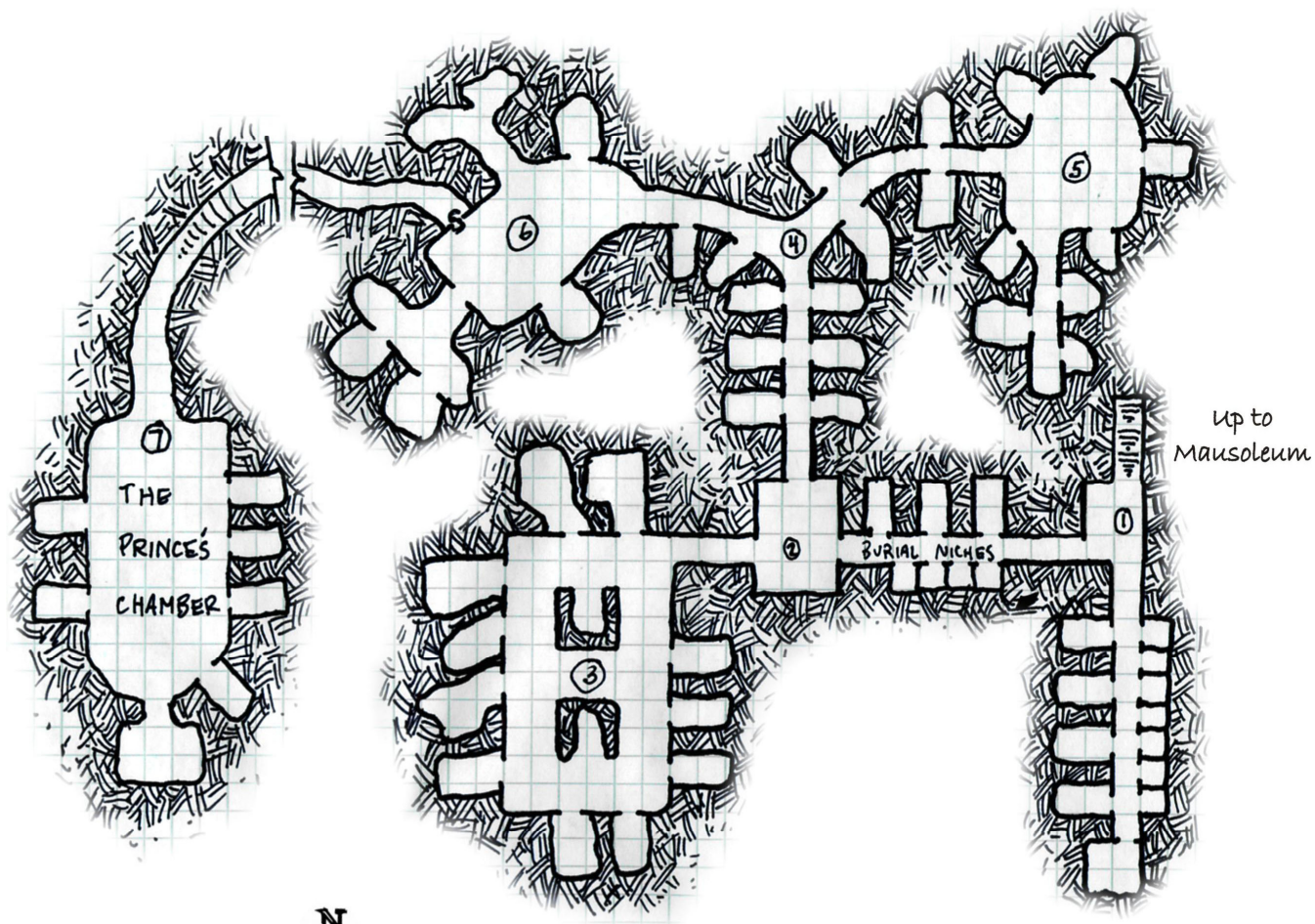
Keep Dungeon Level

1 square equals 5 feet

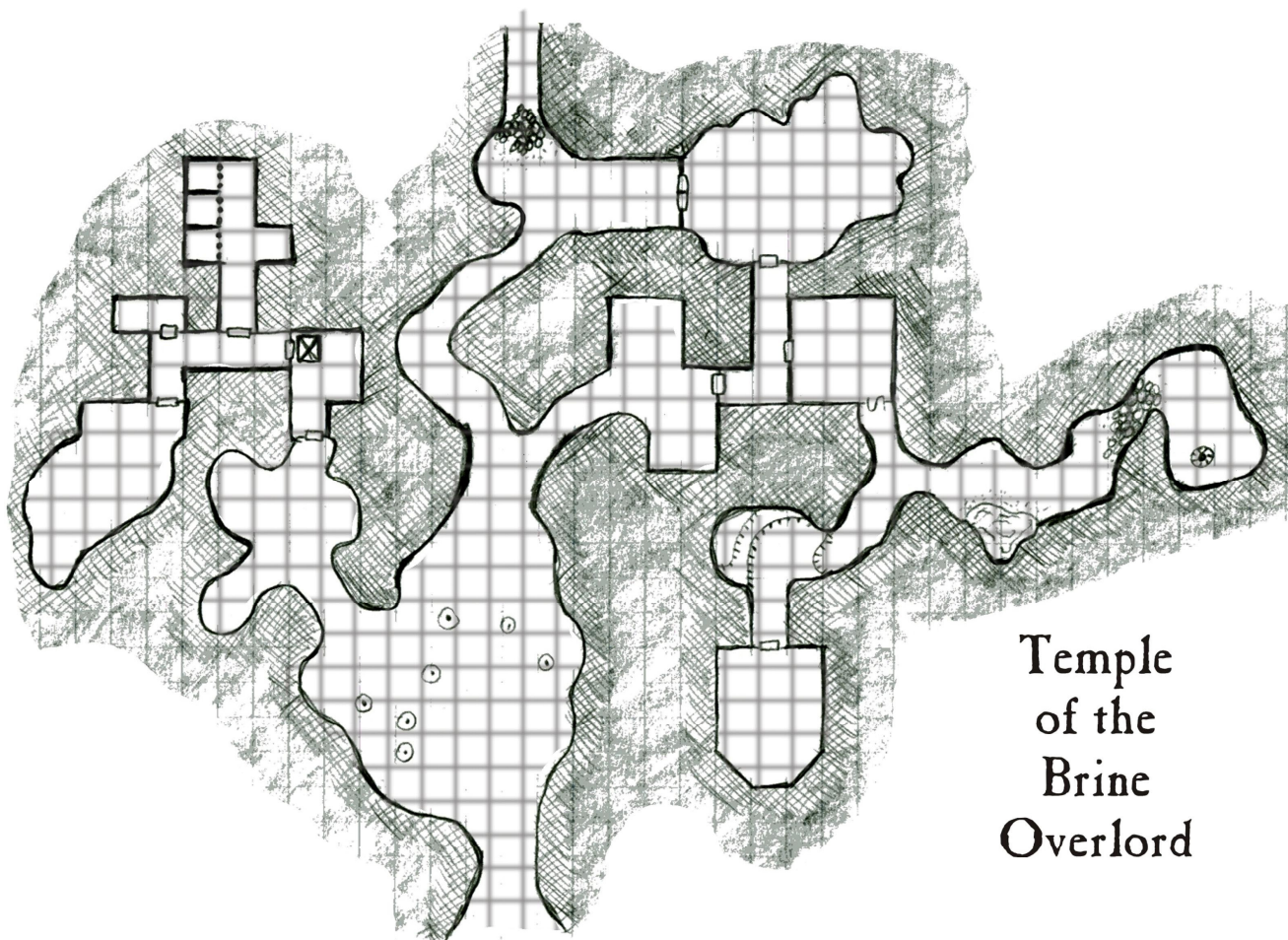


1. Entry
2. Annex
3. Guard Room
4. Cells
5. Secret Passage

6. Armory
7. Cistern
8. Food Stores
9. Wine Cellar



Catacombs of the
Lexrian Princes
1 Square equals 5 feet



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- Terrain Monkey's Hand Drawn Maps, Volume 1

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