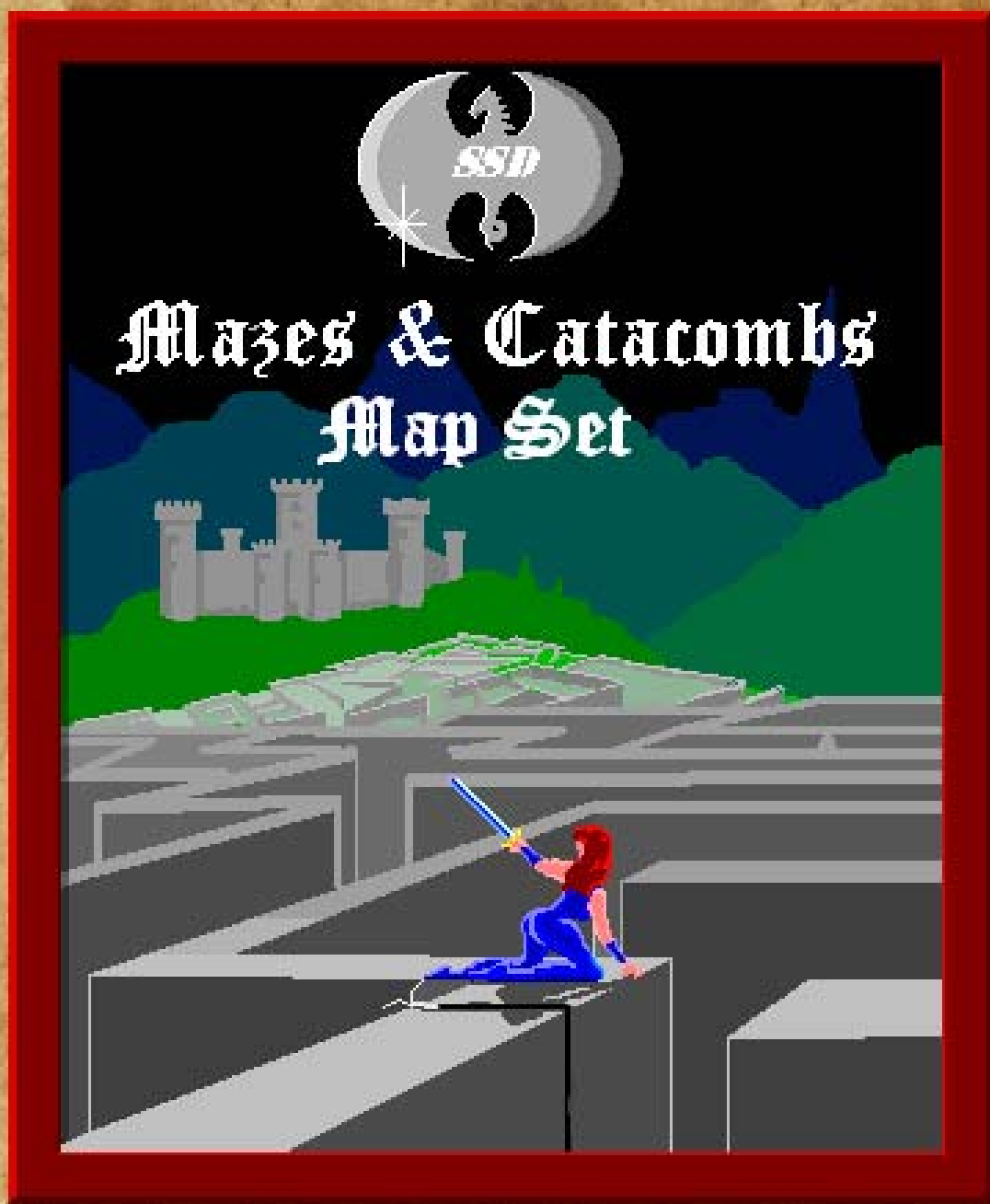


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Design & Illustration

By Jon Volden

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Credits

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Map Design: Jon Volden
Writing: Jon Volden



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"SSD Mapping the way to Adventure!"

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Designer Notes:

These maps are NOT designed to be pretty wall decorations. They are designed to be extremely detailed, yet easy to use informational tools. Each map in this book is designed to be printed out onto an 8x11 inch sheet of paper with 1/2-inch wide margins on all sides. Maps are made relatively simple and are in B&W to ensure the best possible tabletop copy from a variety of printers. Also white space was chosen over a more artistic colored background to allow GMs to add notes where needed. It is recommend GMs print out one map for their use and another map for player use. Please view PDF pages at 100% image size to see at best detail.

These maps were deliberately designed to be iconic. Once a user gets used to the various symbols used on one map they can easily use all SSD map sets. At first glance these iconic symbols may appear crude, but they are designed to convey a lot of detailed information. (At pixel level) How thick are the walls? Where are the windows? How is a door locked? Where are torches on the walls? What is in the rooms? Are there any traps? This is important information and basic iconic symbols are the quickest and easiest way to convey it. The symbols in this map set are standardized in all SSD Map sets and up coming modules. As far as scale is concerned, most icons are in scale with each, however some animals were made a little larger than they would actually appear. (Creature icons in most SSD maps sets are simply there for atmosphere to suggest what creatures might be held or found in an area and they should not be used as size scales.) The basic scale for all maps as the dungeon key indicates is one pixel equals 4 inches in a human sized settlement. So a door two pixels thick would be a 8 inch thick (heavy-duty) door. A bed would be about six feet (24 pixels) long for a human sized settlement. Scale bars were intentional left off maps so the GMs can scale these cities up or down to suit their needs. (Dwarf to titan size.) If you need a scale, find a bed.

SSD Maps are created though intelligent design, and not some random map generator. Although icons are used over and over in various maps they are not boiler-plated. An icon, by definition should be recognizable since it needs to be used over and over again. SSD maps attempt to use icons as a form a short hand to describe basic rooms details without forcing the GM to search through descriptions in a book. GMs are encouraged to embellish such descriptions, and numbers are often placed on maps to aid GMs in creating their own encounters and descriptions. Some serous thought goes into the making of each Castle, Lair, Maze and Cave. All are made for FANTASY realms, and they are not designed to be historically correct. Most maps are designed to offer "interesting" challenges to invaders or defenders not found in a mundane world. The effort SSD puts into unique atmosphere is one of the things that distinguishes SSD map sets from less detailed generic map sets. SSD Map names are designed to be descriptive, but are not written in stone, feel free to rename anything you choose. In regards to other styles of maps, Yes, we could put color and texture and grids on our maps, but we believe those additions would take away from the "more important" details that are our maps have to offer. If not as a PDF on a monitor screen then when printed-out with a B&W printer.

As a special bonus to this map set. I am including both a B&W & Color regional map that lists the locations of over 100 Castles, Keeps, Strongholds, Labyrinths, Lairs, Temples, Tombs, Caves and Caverns. Many of which are now or will soon be available. I am also including some typed and/or scanned information from the SSD DungeonLord's Logbook that will help GMs fluff out their cities with various stores, NPCs, random city events, as well as laws and punishments. This additional bonus material will help transform these maps from a collection of individual Fortresses and Strongholds into a campaign of challenges for any would-be conquer, or perhaps provide a GM with an empire to base a campaign world upon. If you like this map set, please look at our other map sets and products.

Final Note: If you have questions, comments or concerns regarding this product feel free to email me at JonVolden@DunJon.Com

Jon Volden

Mapmaker's Notes

I created this collection of maps to guide others through the forgotten kingdoms of the ancient lords. A path I journeyed long ago. In those days the wilderness teemed with monsters, and strong castle walls were all that stood between humanity and the evil that lurked outside. Today, there is no telling what manner-of-beings now inhabit these mazes & Catacombs. Be their new lords good or evil, friends or foes? I personally don't know, but I leave these notes in the hope that they may benefit those with the courage to explore that which waits for them in ancient mazes of confusion, and dark catacombs of illusion.

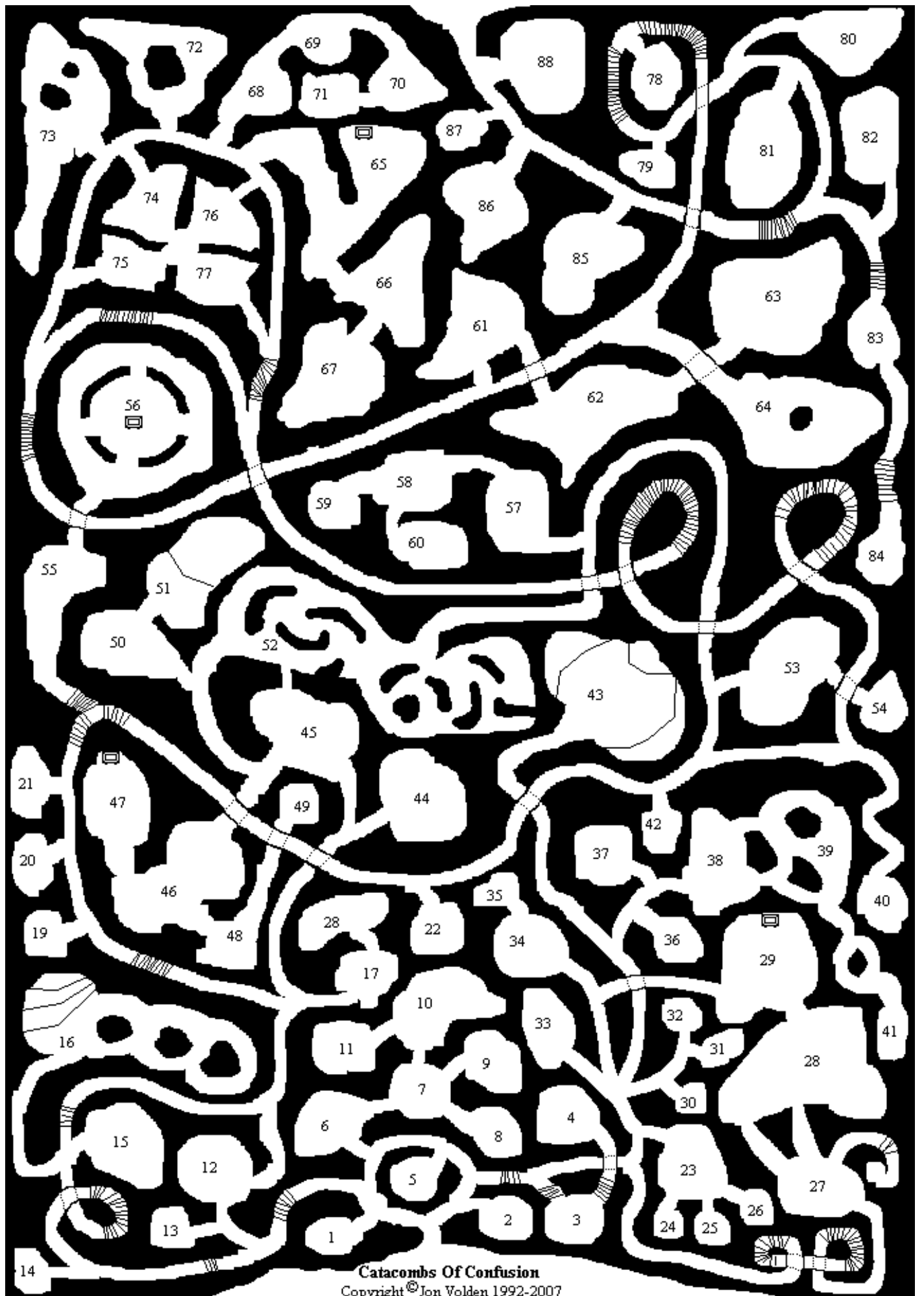
(When Applicable)

- 1) Scale equals passages width suitable for current occupants. (As chosen by GM)
- 2) Beds in various barracks are sometimes doubled, or tripled stacked (Bunk Beds) which increases the number of guards garrisoned in an area.
- 3) Water areas usually contain some nasty monsters.
- 4) Heavy gates usually take at least 30 seconds open/close.
- 5) Rotating Rooms can move quickly or slowly. (GM discretion.)
- 6) Rotating Rooms may move in any direction, at any time. (GM discretion.)
- 6) Teleporters usually are invisible and work instantaneously with little or no warning.
- 7) Farm houses, huts, and hovels, were not included in my mapping, but it should be assumed that sufficient peasant housing exists outside the Maze or Catacomb area to support population when applicable.
- 8) Mazes and Catacombs with outhouses generally have some type of sewage system. (I didn't map the sewer systems, would you?)
- 9) Since it has been several years since I mapped these mazes & catacombs, it is likely that treasure, traps, locks, doors, and other fortifications may have been added, removed or replaced.
- 10) Occupants if any will defend their mazes & catacombs to the death, and will usually hunker down and hide when possible.

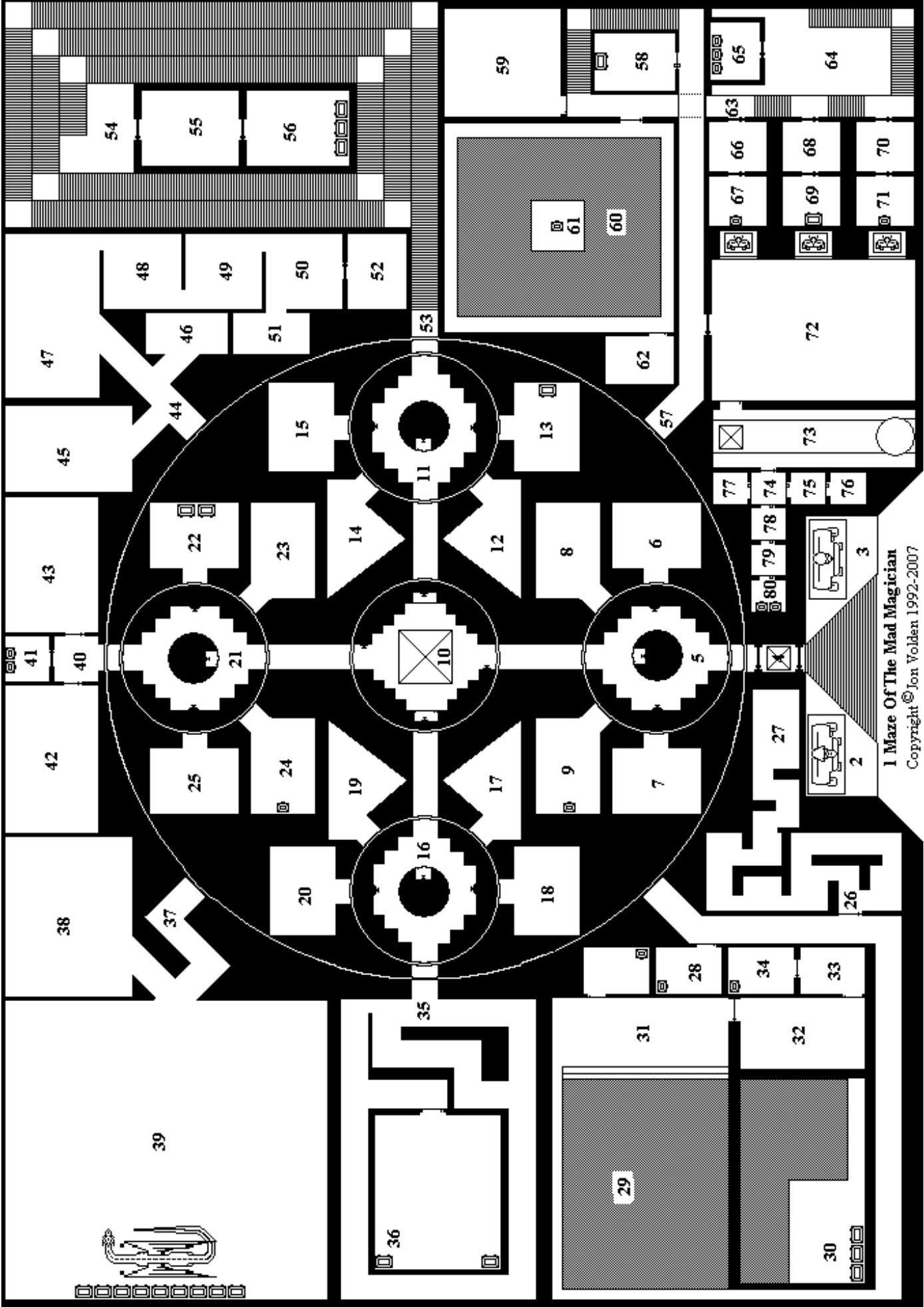
Good luck in your travels!

Lord Voldar

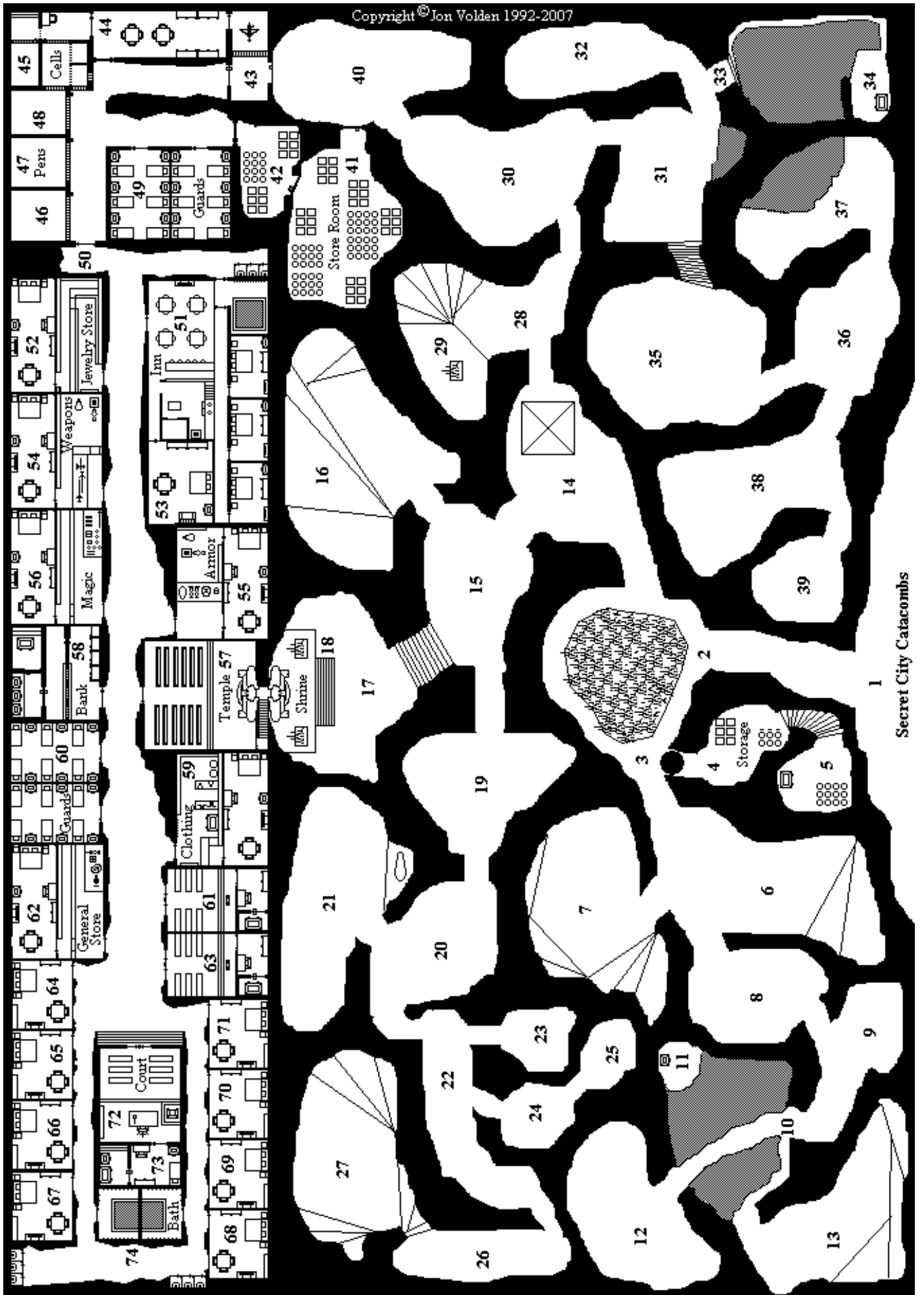
Master Mapmaker



Catacombs Of Confusion
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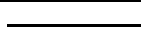


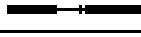






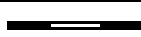




















1 Maze Of The Mad Magician
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Secret City Catacombs

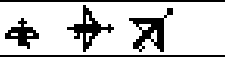







Building Structure

Wall 4"	
Wall 8"	
Wall 12"	
Door, Normal	
Door, Heavy	
Door, Locked	
Door, Heavy Lock	
Door, Lock & Trap	
Door, Secret/Trap	
Door, Double	
Door, Barred	
Window	
Window, Barred	
Cage	
Gate	
Grate	
Stairs, Natural	
Stairs, Crude	
Stairs, Steps	
Stairs, Spiral	
Stairs, Ladder	
Pit or Trap	
Well, Bucket	
Pool/Fountain	
Hot Tub/Jacuzzi	
Lever	
Lever, Secret	
Torch/Lantern	
Toilet	

Cargo & Transport

Barrels	
Crates	
Carriage	
Chariot	
Wagon	












Fortifications

Ballista	
Battering Ram	
Catapults	
Gong	
Oil Caldron	
Siege Tower	
Spike, Front	
Spike, Top	







Castle & Dungeon
































Terrain

Bushes	
Grass	
Hills	
Rocks	
Trees	
Mountains	
Sand	
Swamp	
Water, Shallow	
Water, Deep	
Water, Wavy	

Statues

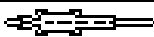







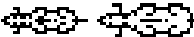


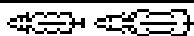







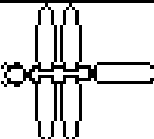
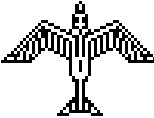








Statue, Small	
Statue, Medium	
Statue, Large	
Statue, Huge	
Statue, Beast	
Statue, Gargoyle	

Furnishings



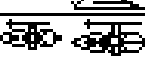
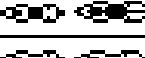

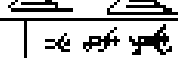






Bed, Single/Bunk	
Bed, Double	
Bed, Queen	
Bed, King	
Bench/Pew	
Cabinet	
Chairs	
Chests	
Coffins	
Crypt	
Desk & Chair	
Fire Place	
Fire Pit	
Forge	
Nightstand	
Oven	
Sarcophagus	
Stove	
Table, Sm. Square	
Table, Sm. Round	
Tables, Large	
Table, Feast	
Table, Picnic	
Table, Armor	
Table, Gen Goods	
Table, Magic	
Table, Stable	
Table, Weapons	
Throne, Small	
Throne, Medium	
Throne, Large	
Bail/Pile Of Straw	
Spider Webs	

Mapping The Path To Adventure!

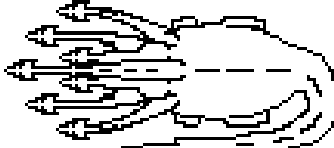


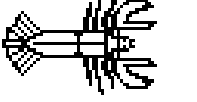


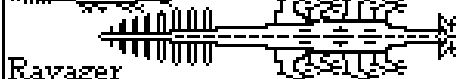


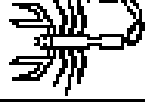





Creatures A-G

Alligator/Lizard	
Badger	
Bat	
Bear	
Bee, Giant	
Bird, Giant	
Boar	
Brontosaurus	
Bull/Bull Giant	
Cat, Wild	
Centuar	
Cow/Giant Cow	
Cloud Being	
Crab	
Deer	
Demon	
Demon, Winged	
Dog	
Dragons	
Dragonfly Giant	
Eagle, Giant	
Elephant/Giant	
Energy Being	
Eye, Floating	
Fairy	
Frog	
Fire Being	
Fish Giant	
Gargoyle	



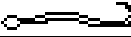
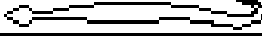









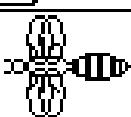




Creatures G-S

Griffon Saddled	
Hippogrif	
Horse, Rider	
Horse, Saddled	
Horse, Wild	
Horse, Winged	
Humanoid, Dead	
Humanoid, Small	
Humanoid, Medium	
Humanoid, Large	
Humanoid, Giant	
Humanoid, Winged	




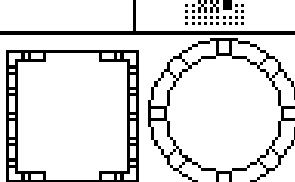




Creature Guide & Special Key

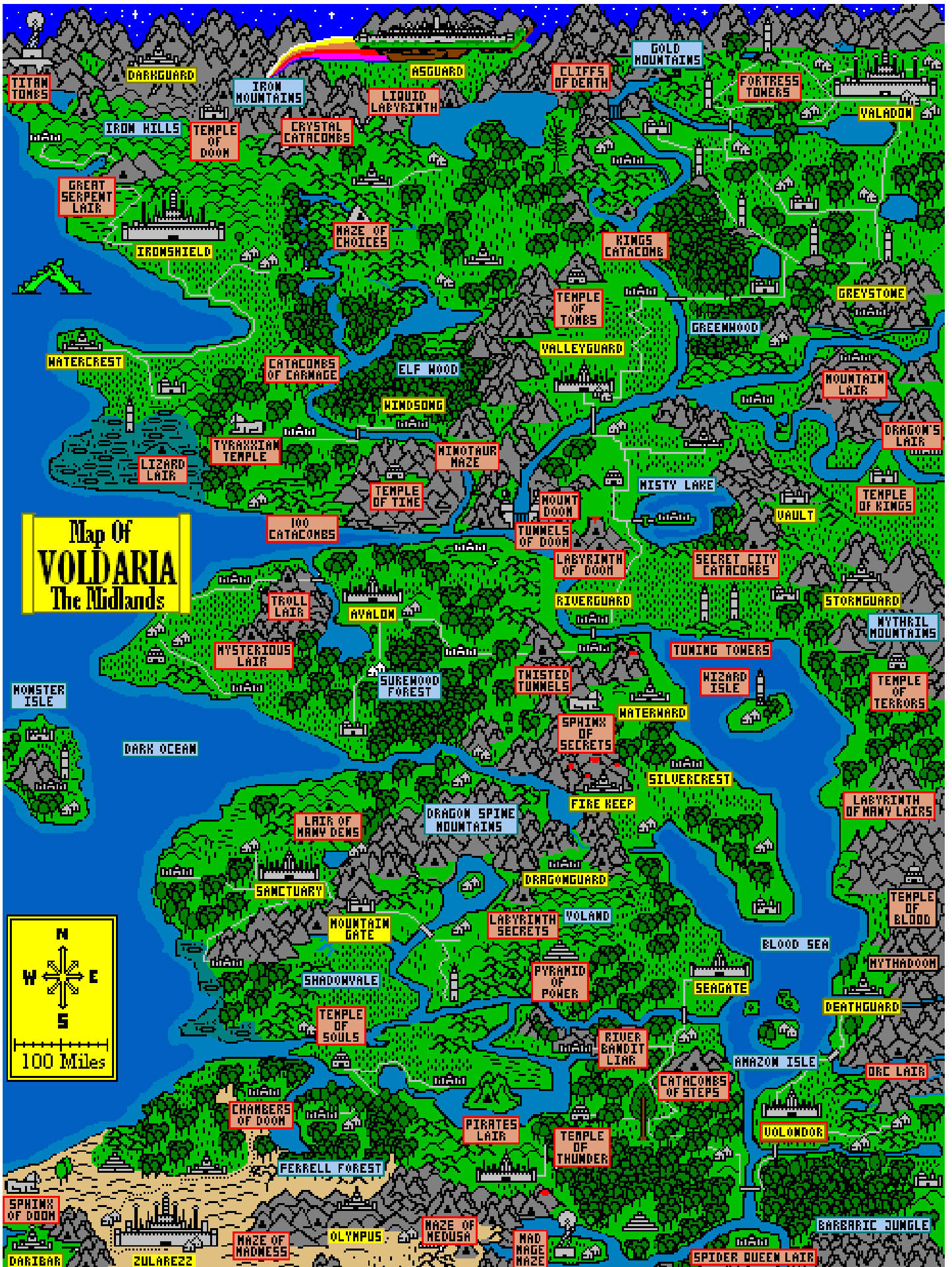
Hydra	
Lion	
Mermaid	
Lobster, Giant	
Octopus, Giant	
Rat/Big/Large/Giant	
Ravager	
Raptor	
Rhino/Giant	
Scorpion, Giant	
Seal	
Shambler	
Shark, Giant	
Slime	
Snail, Giant	

Creatures S-Z

Smoke Being	
Snake, Large	
Snake, Huge	
Snake, Giant	
Owl Bear	
Lizard Men	
Spider/Big/Huge/Giant	
Squid	
Stag/Moose	
Triceratops	
Tremorler, S1	
Tremorler, S2	
T-Rex	
Wasp, Giant	
Water Being	
Wolf	
Xork	
Zorn	

Special Items

Teleporter, 2 way	
Teleporter, 1 way	
No Return	
Towers	
Rack, Torture	
Stocks	
Shackles	
Iron Maiden	



Map of
VOLDARIA
The Midlands

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W E
S
100 Miles

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