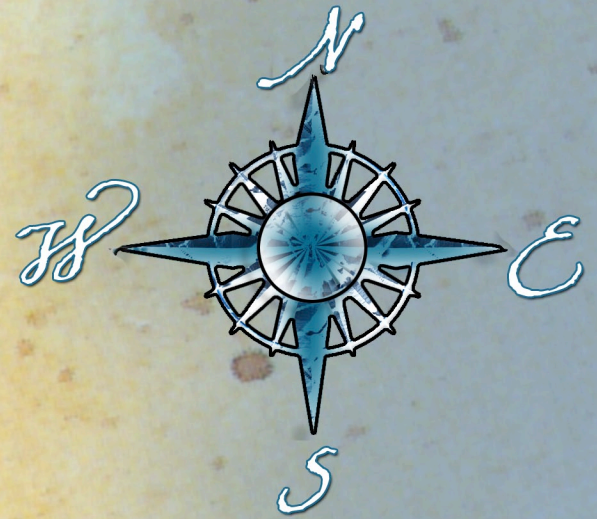


CARTOGRAPHY BY SEAN MACDONALD

The Continent of Ansalon

Age of Might (1 pc)



Distance in Miles

0 200

Northern Turbidus Ocean

Northern Courrain Ocean

Southern Turbidus Ocean

Southern Courrain Ocean



200 Miles South to the lands of Scorch

- Village / Small Town
- City
- ⊙ Town / Fort
- ⊙ Ruin
- ⊙ Mountain Site
- ⊙ Capital
- ⊙ Imperial Capital
- ⊙ Holy Site
- ⊙ Mountain Peak
- ⊙ Magic Village

- Green: Grasslands
- Brown: Desert
- Blue: Mountains
- Light Green: Wetlands
- Dark Green: Bay
- Light Blue: Swamp
- Dark Blue: Salt Flat
- Light Yellow: Plains
- Light Green: Savannah
- Light Blue: Desert
- Light Blue: Snow

- Red: Trail
- Orange: Road
- Yellow: Holy Road
- Blue: Dike

By Sean Macdonald
Additional Research by Ben Jacobson, Justin Parkoff, John Moloy

Ansalon in the Age of Might

PROCESSED BY THE MOUNT NEVERMIND GUILD OF CARTOGRAPHY
#403983785787 1527849303202712772929462526284040282722527

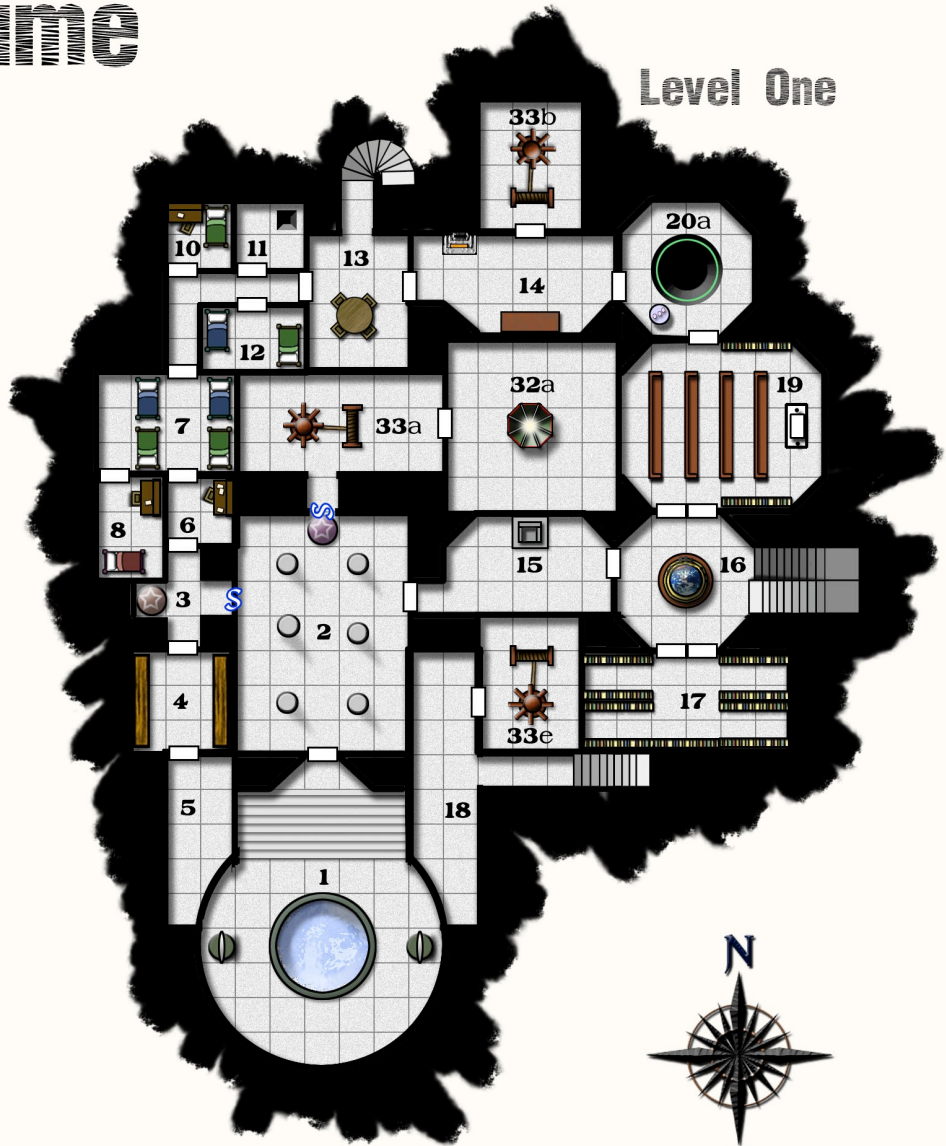


Map by Tasslehoff Burrfoot!

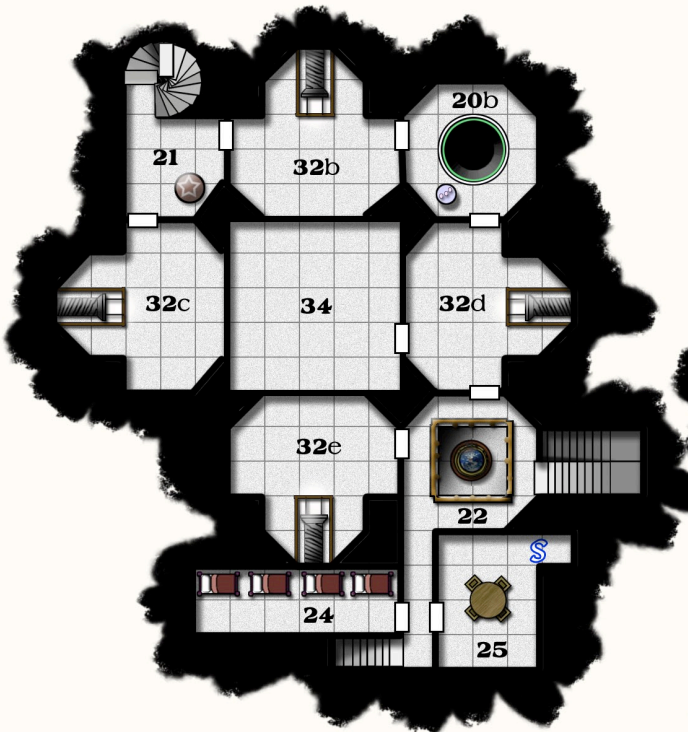
Anvil of Time

Level One

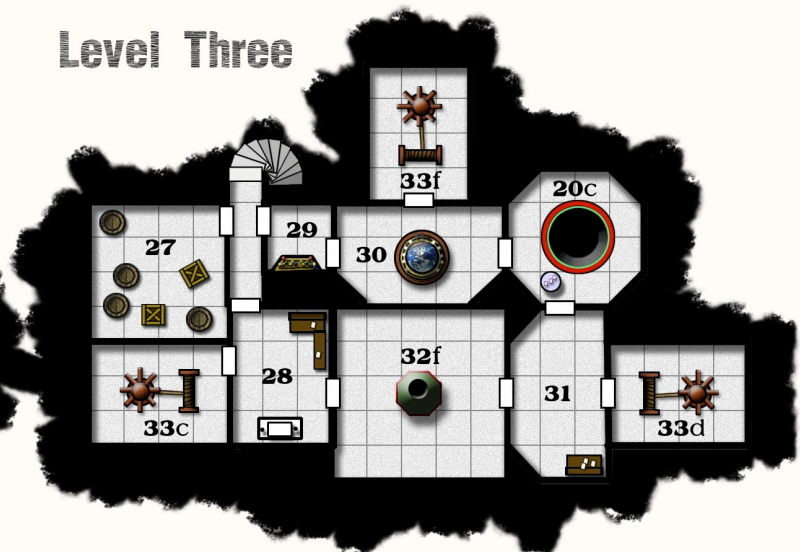
1. Entry
2. Temple
3. Corridor
4. Armory
5. West Guard Room
6. Captain's Post
7. Barracks
8. Captain's Quarters
9. Rear Hall
10. Headmaster's Cell
11. Privy
12. Acolytes' Cell
13. Ward Room
14. Kitchen
15. Throne Room
16. Crystal Globe
17. Codex Library
18. East Guard Room
19. Chapel
20. Up-down
21. Guardian Statue
22. Observation Walk
23. South Hall
24. Apprentice Quarters
25. Apprentice Commons
26. Upper Hall
27. Pantry and Storage
28. West Laboratory
29. Guardian Room
30. Transfinite Repeater
31. East Laboratory
32. Crystal Focus Rooms
33. Winch Adjustment Rooms
34. The Cube

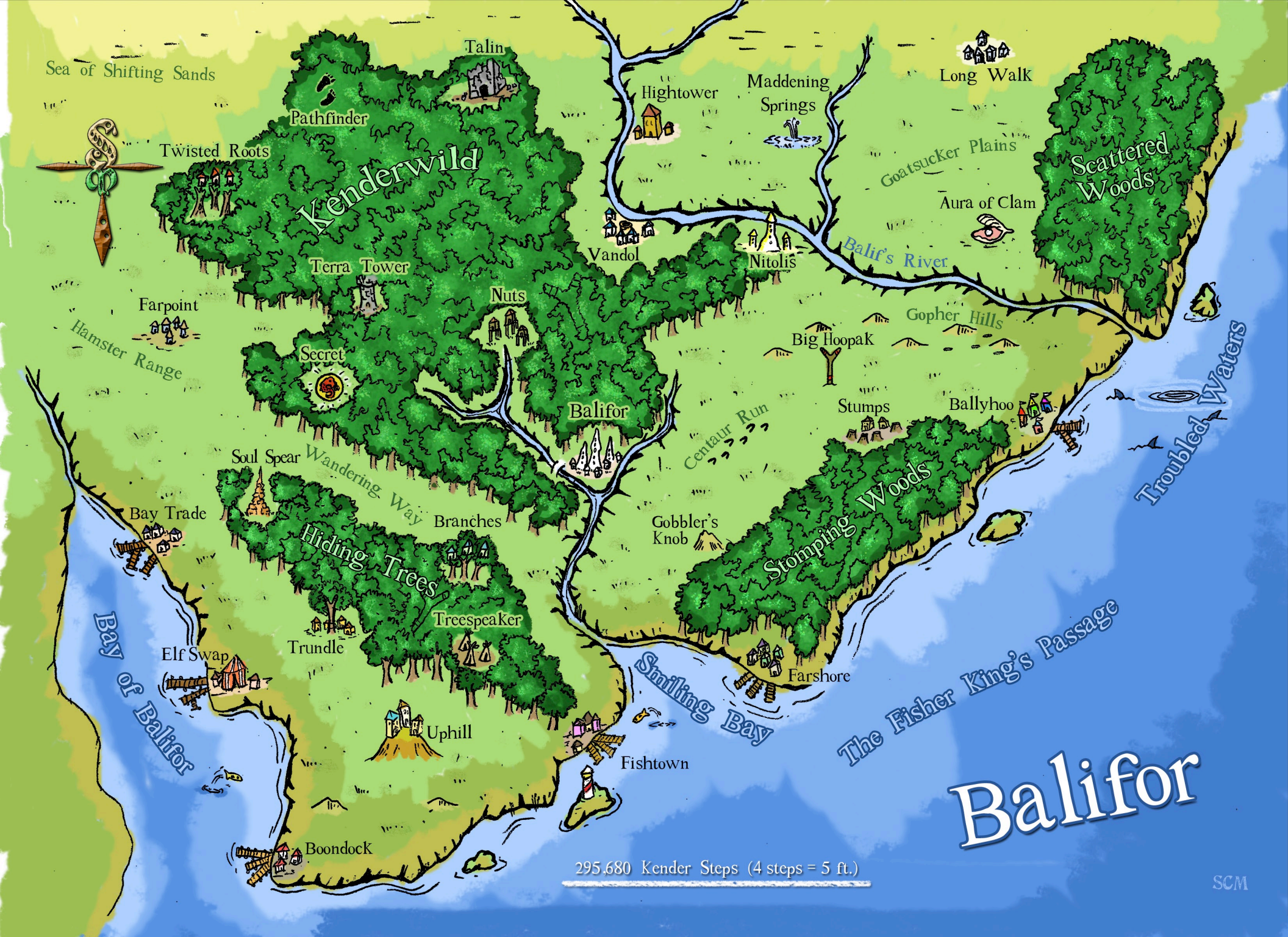


Level Two



Level Three





Sea of Shifting Sands



Twisted Roots

Pathfinder

Talin

Hightower

Maddening Springs

Long Walk

Goatsucker Plains

Scattered Woods

Aura of Clam

Kenderwild

Vandol

Nitoli's

Balif's River

Farpoint

Nuts

Gopher Hills

Hamster Range

Secret

Balifor

Big Hoopak

Ballyhoo

Soul Spear

Wandering Way

Branches

Centaur Run

Stumps

Gobbler's Knob

Stomping Woods

Bay Trade

Hiding Trees

Treespeaker

Trundle

Farshore

Bay of Balifor

Elf Swap

Uphill

Fishtown

Smiling Bay

The Fisher King's Passage

Troubled Waters

Boondock

Balifor

295.680 Kender Steps (4 steps = 5 ft.)

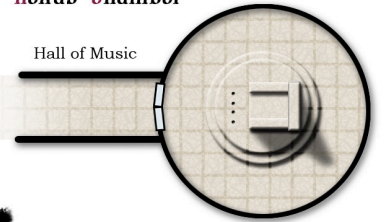
SCM

The Glitterpalace

From the entrance of the Glitterpalace you proceed down the Hall of Music to the Nexus Chamber and the Throne Room. At the foot of the massive white throne awaits a deck of Talis Cards. Selecting a card magically transports you to one of Paladine's three tests where you must recover a total of four gems to place at the base of the Throne of Paladine. In the Test of Wisdom you must navigate a maze of water filled passages and traverse twisting halls and inverted rooms. In the Test of the Heart you must cross mist filled swamps filled with the souls of your closest companions to the Pavilion of Light. In the Test of Valor you must make your way through the honored dead of Solammnia to the King's Court where you must plead your case for the gem. Only those that pass the three test and retrieve the four gems will be found worthy to enter Godshome and meet with the gods of Krynn.

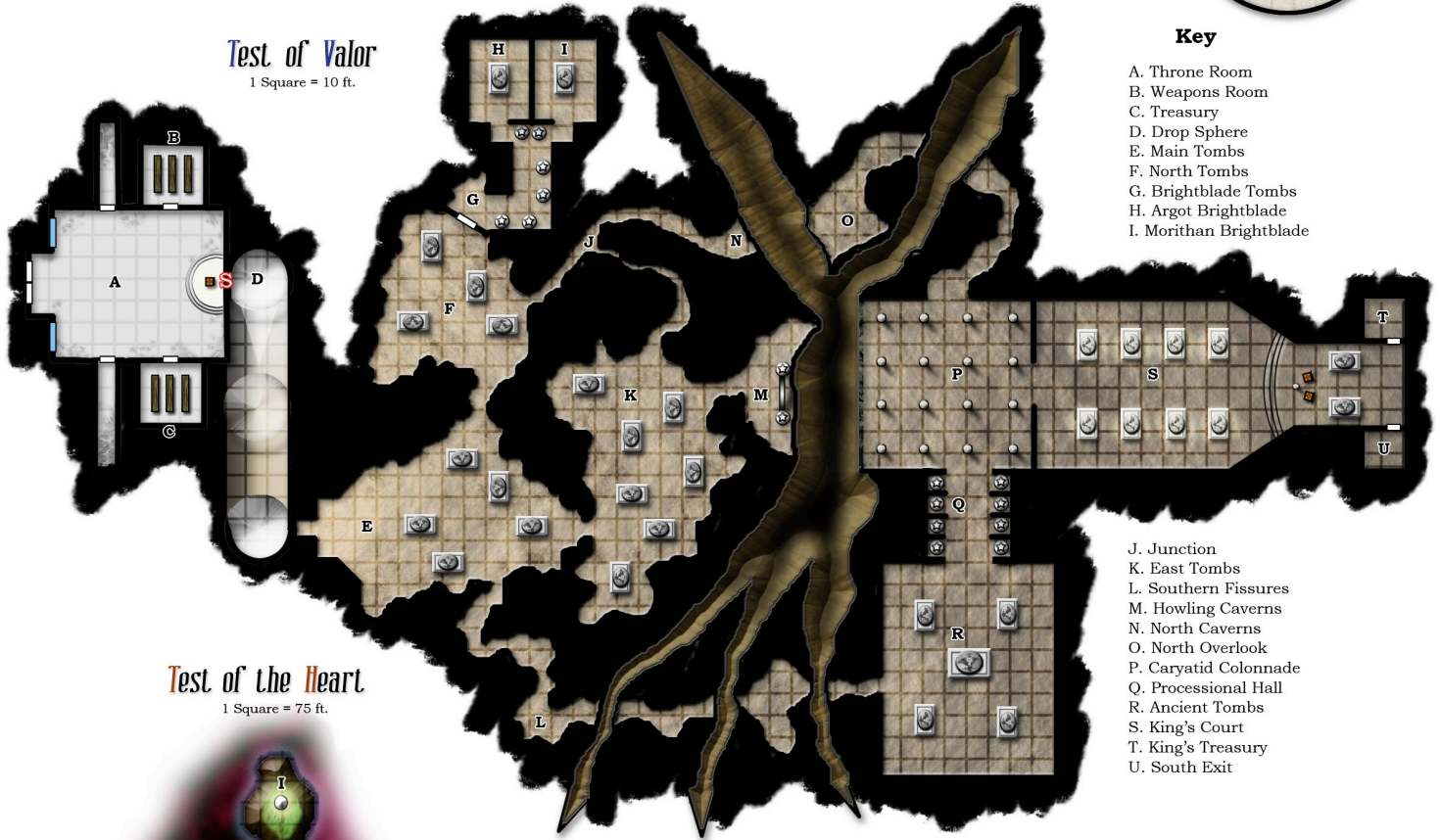
Nexus Chamber Throne Room

Hall of Music



Test of Valor

1 Square = 10 ft.



Key

- A. Throne Room
- B. Weapons Room
- C. Treasury
- D. Drop Sphere
- E. Main Tombs
- F. North Tombs
- G. Brightblade Tombs
- H. Argot Brightblade
- I. Morithan Brightblade

Test of the Heart

1 Square = 75 ft.

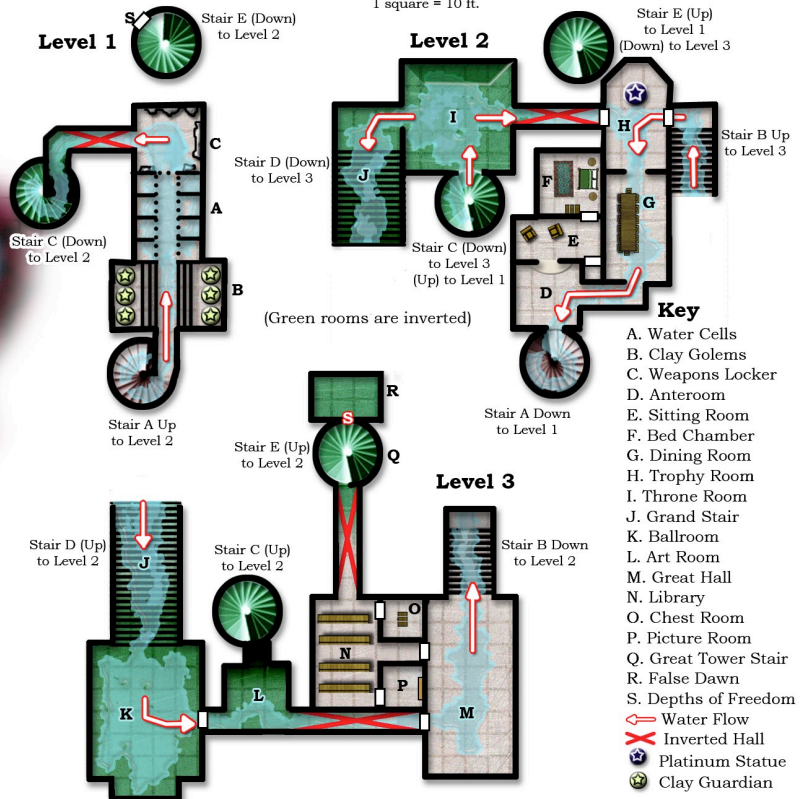


Key

- A. Entry Point
- B. Overlook
- C. Portal
- D. West Moor
- E. East Grove
- F. Dark Bog
- G. The Great Moor
- H. Final Gulf
- I. Pavilion of Light

Test of Wisdom

1 square = 10 ft.

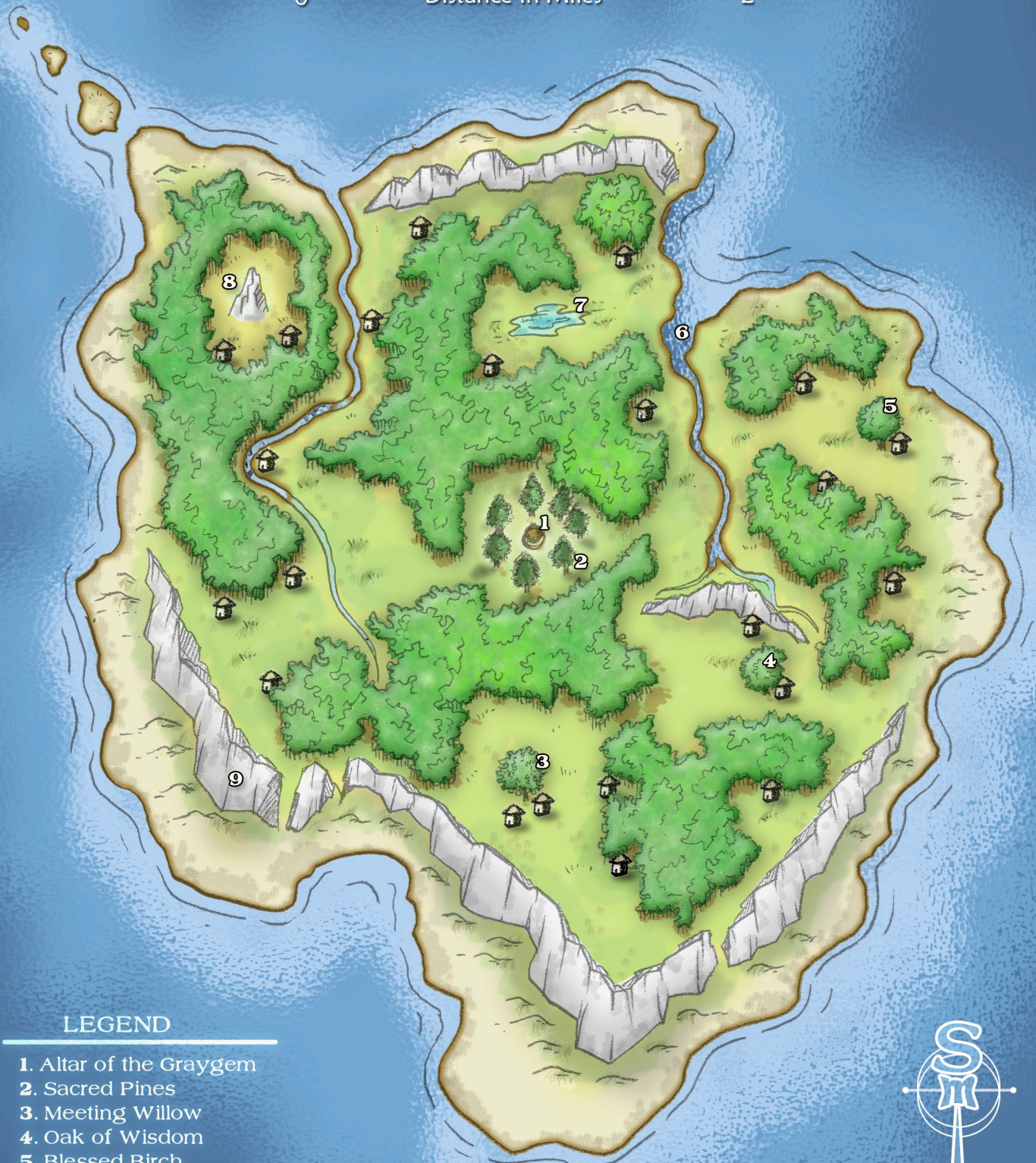


Key

- A. Water Cells
- B. Clay Golems
- C. Weapons Locker
- D. Anteroom
- E. Sitting Room
- F. Bed Chamber
- G. Dining Room
- H. Trophy Room
- I. Throne Room
- J. Grand Stair
- K. Ballroom
- L. Art Room
- M. Great Hall
- N. Library
- O. Chest Room
- P. Picture Room
- Q. False Dawn
- R. Great Tower Stair
- S. Depths of Freedom
- Water Flow
- Inverted Hall
- Platinum Statue
- Clay Guardian

Isle of the Irda

0 Distance in Miles 2



LEGEND

1. Altar of the Graygem
2. Sacred Pines
3. Meeting Willow
4. Oak of Wisdom
5. Blessed Birch
6. Secret Cove
7. Healing Springs
8. Rock of Paladine
9. Ivory Walls



Lordcity of Istar

1. The Great Temple
2. The Barigon Plaza
3. Shrine of Branchala's Bells
4. The Eusymmeas Fountain
5. Dome of Infinite Light
6. Sacred Halls of Silence
7. North to The Hammerhall
8. Keep of the Kingfisher
9. Imperial Prison
10. School of Games
11. Tower of High Sorcery
12. Marketplace
13. Slave Market
14. Square of Six Swords
15. Hill of Lords
16. Pursemaker's Square
17. Paradise Park
18. Silversmith Square
19. Beggar's Alley
20. Hysolar's Wall
21. Istaran Money Traders
22. Mirrorgarden Wines
23. Exotic Art Emporium
24. Inn of the Four Courts
25. Timon's Folly Inn
26. Sign of the Basilisk Pub
27. Hart's Leap Tavern
28. Willow Wand Tavern
29. Imperial Warehouses
30. Imperial Jetty
31. God's Eyes Beacons
32. Great White Road



Distance in Miles

0 5

Lake Istar

Tower of High Sorcery at Istar

Balakan Grove

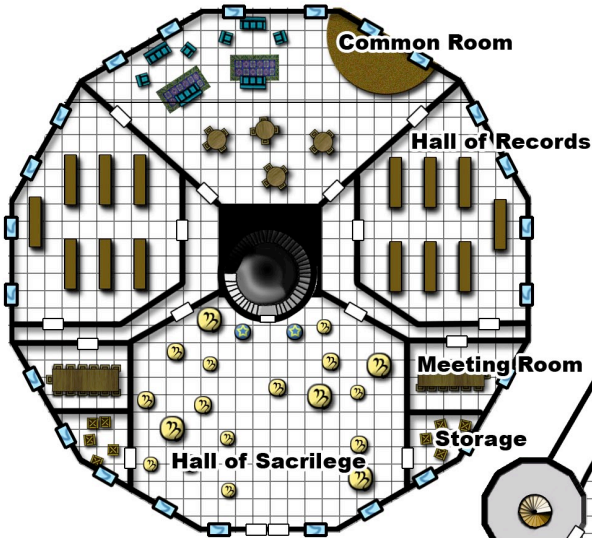


Distance
0 ft 75 ft

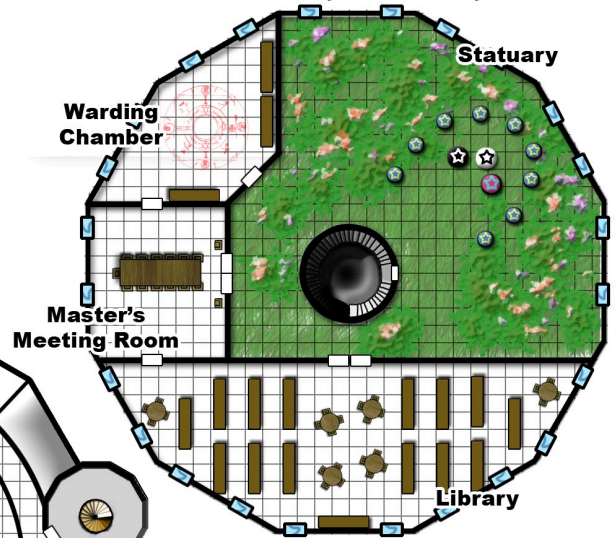
1 square - 5 ft.

- Master of the Tower Statue
- Statue of Solinari
- Statue of Lunitari
- Statue of Nunitari
- Sacrilegious Relic

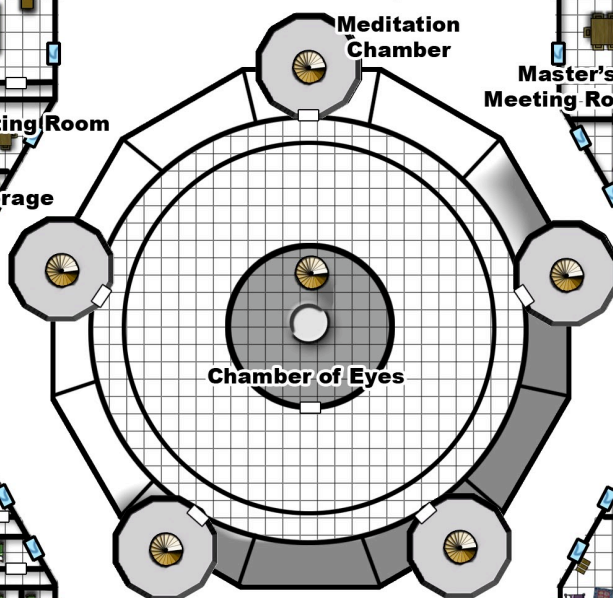
1st Floor
Solio Febalas



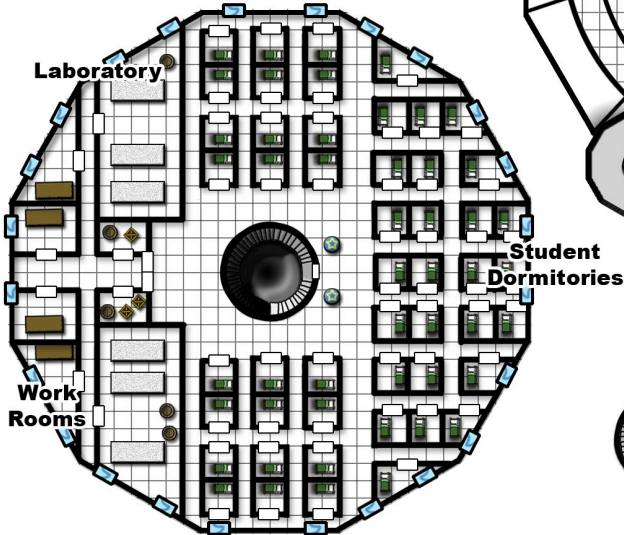
17th Floor
Statuary & Library



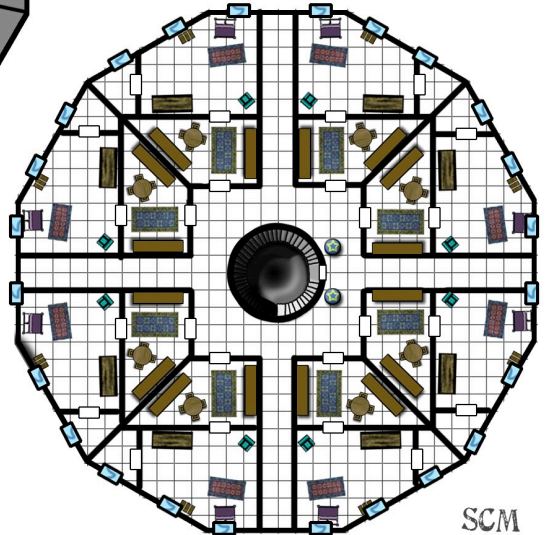
26th Floor
Chamber of Eyes



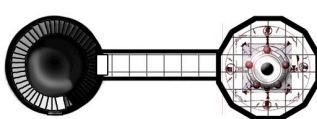
10th Floor
Student Dormitories



23rd Floor
Master's Chambers



Underground
Heart Room



Paesten



LEGEND

1. North Gate
2. Caer Gate
3. Jura Gate
4. Caretaker's Manor
5. Watchmen's Barracks
6. Temple of Corij
7. Marcon's Smithy
8. The Velvet Curtain
9. Town Square



Distance in Feet

0 1,000

SCM

1 Square - 5 ft.

Ulgaard

SCM

Subterranean Castle

First floor

The Dark One's Hall

Second floor

1. Antechamber
2. Reception Chamber
3. Waiting Room
4. Meeting Room
5. Library
6. Altar of Nuitari
7. Sitting Room
8. Dining Area
9. Kitchen
10. Great Hall
11. Learning Room
12. Student Rooms
13. Luxury Suites
— Illusory Window

Heart of Ulgaard

24

23

22

21

20

19

18

17

16

15

14

27

26

25

23

28

14. Dungeons of Despair
15. Chamber of the Accursed
16. Examination Room
17. Storage
18. Laboratory of Fistandantilus
19. Spell Vault
20. Casting Chamber
21. Chamber of Torment
22. Endless Chasm
23. Pit of Abyssal Summoning
24. Eternal Rage
25. Madness Incarnate
26. Sanguine Pool
27. Toxic Garden
28. River of Blood

— Spelltrapped Door

Vingaard

Vingaard Village

Vingaard Keep

4

3

2

10

9

8

1

5

6

7

Legend

- 1. Vingaard River
- 2. Ferry Dock
- 3. Toll Station
- 4. Knight's High Road
- 5. Keep Main Gates
- 6. Grand Master's Citadel
- 7. Keep Road
- 8. Knight's Rest (Inn)
- 9. Merchant's Folly
- 10. Tarren's Arms



0 Distance in Yards 250

XAK TSAROTH

The serpentine city

1. Royal Palace
2. Court of Reception
3. Great Plaza
4. Temple of Mishakal
5. Welcome Obelisk
6. Treasury Tower
7. Hall of Justice
8. Temple of Paladine
9. Tower of Truth
10. Noble's Park
11. Open Air Market
12. Temple of Shinare
13. Bitter Snake Tavern
14. Holy Pilgrim Inn
15. Kingly Pub
16. Dead Dwarf's Supplies
17. Halls of Learning
18. Urnion's Bounty
19. Statue of Paladine
20. Manor of the Measure



Distance In Miles

0 3



SCM



TASSLEHOFF'S MAP POUCH Legends

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