DWIMMERMOUNT

MAP BOOK

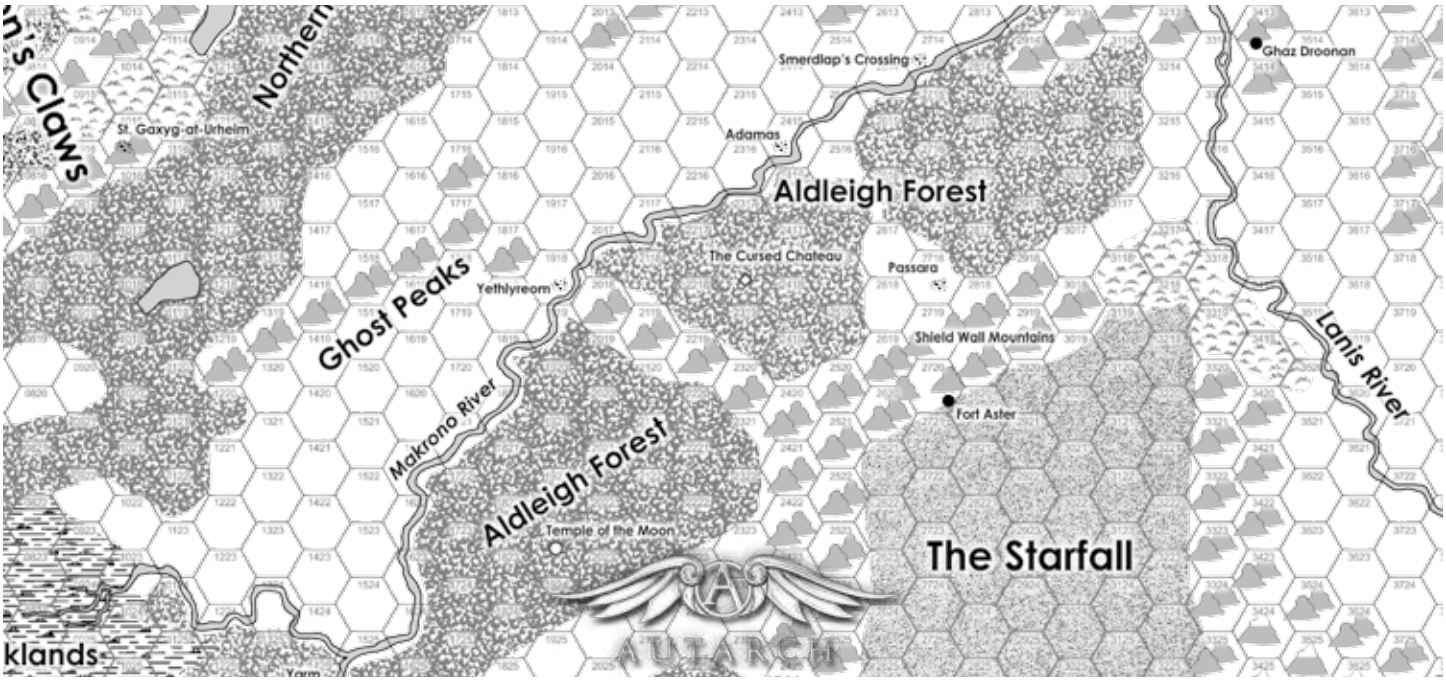
Reference Material for use with Dwimmermount™ For Labyrinth Lord™, ACKS™, and other Fantasy Role-Playing Games

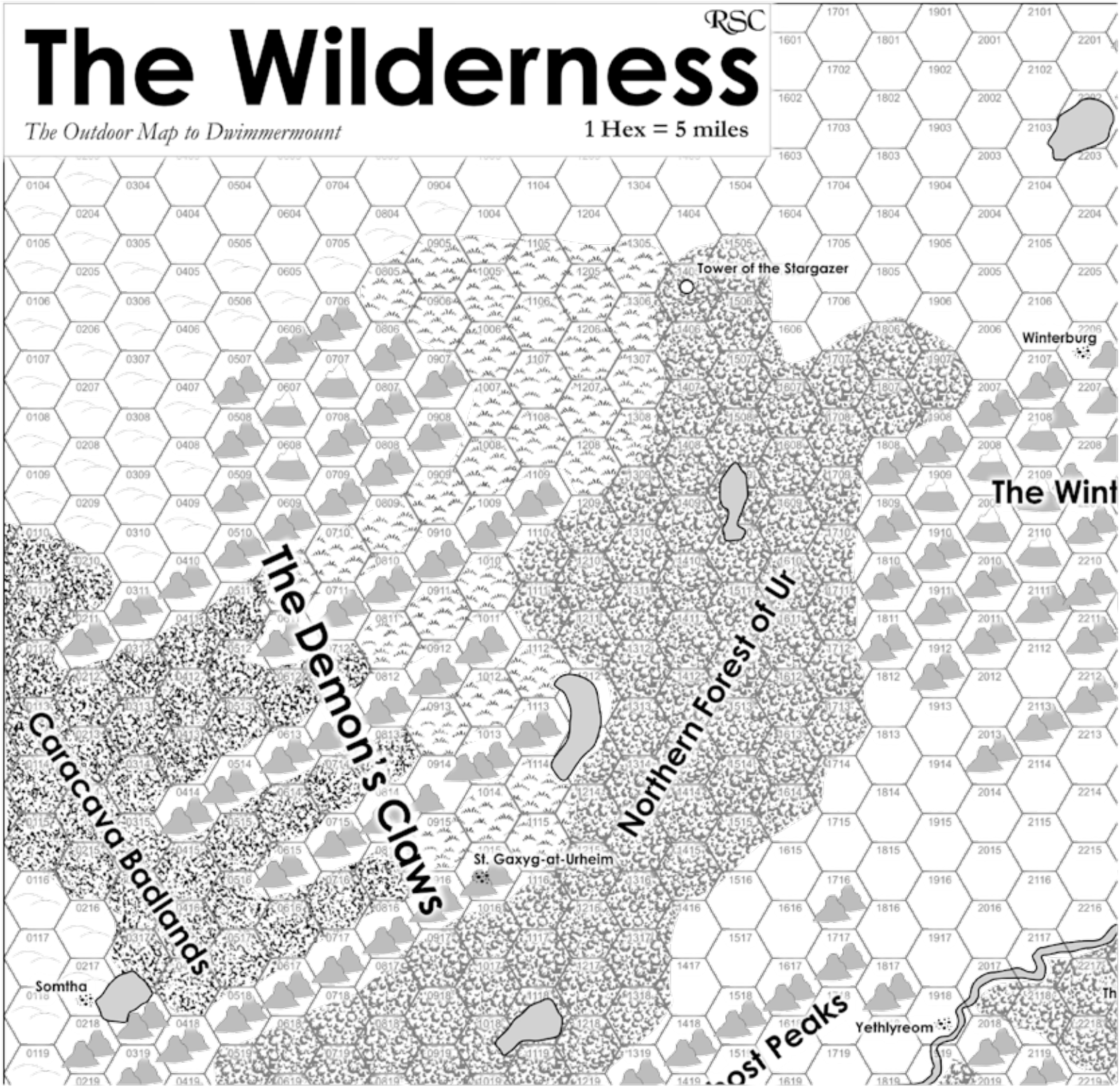
Labyrinth Lord Compatible Product

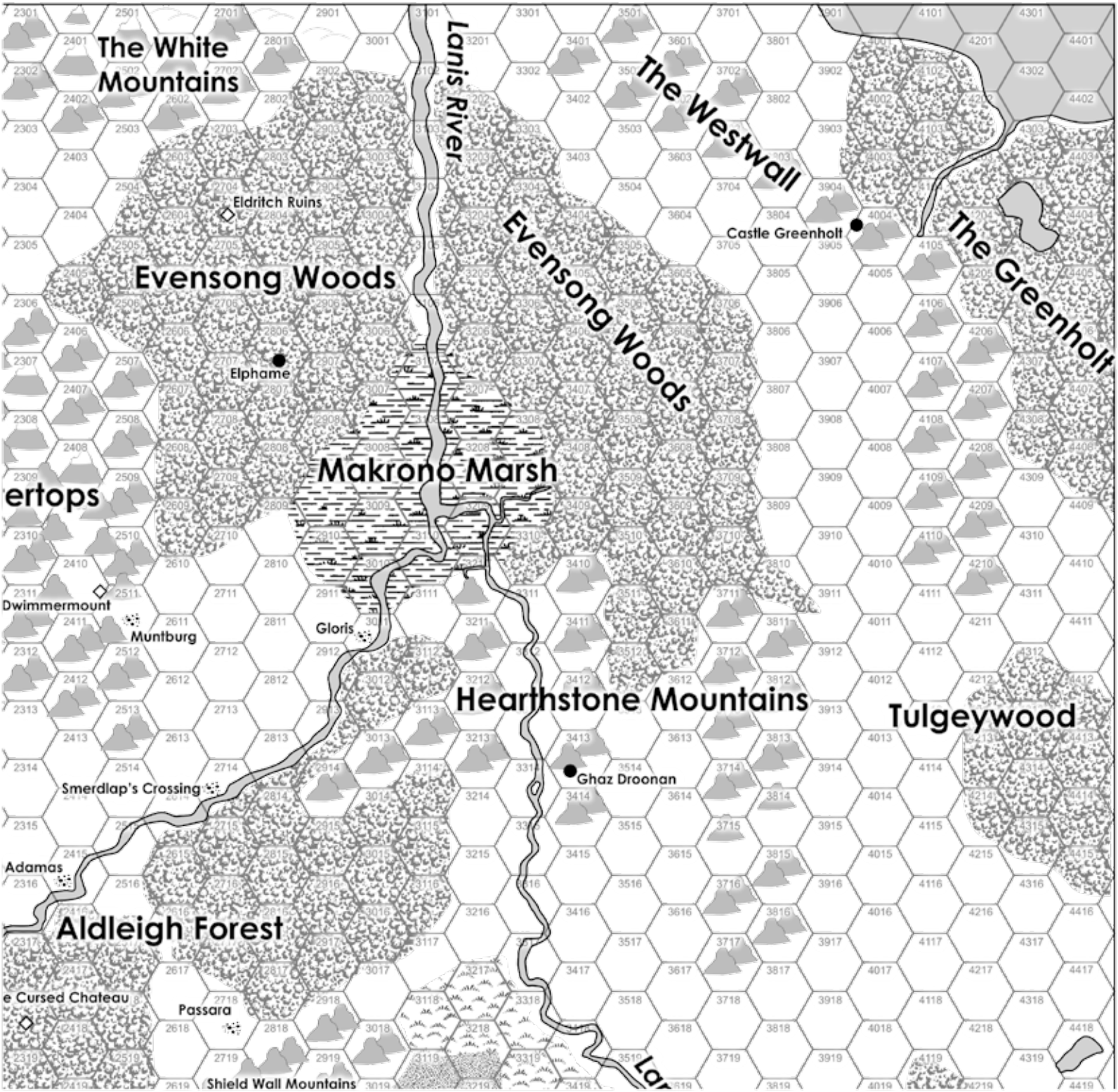
ACKS COMPATIBLE

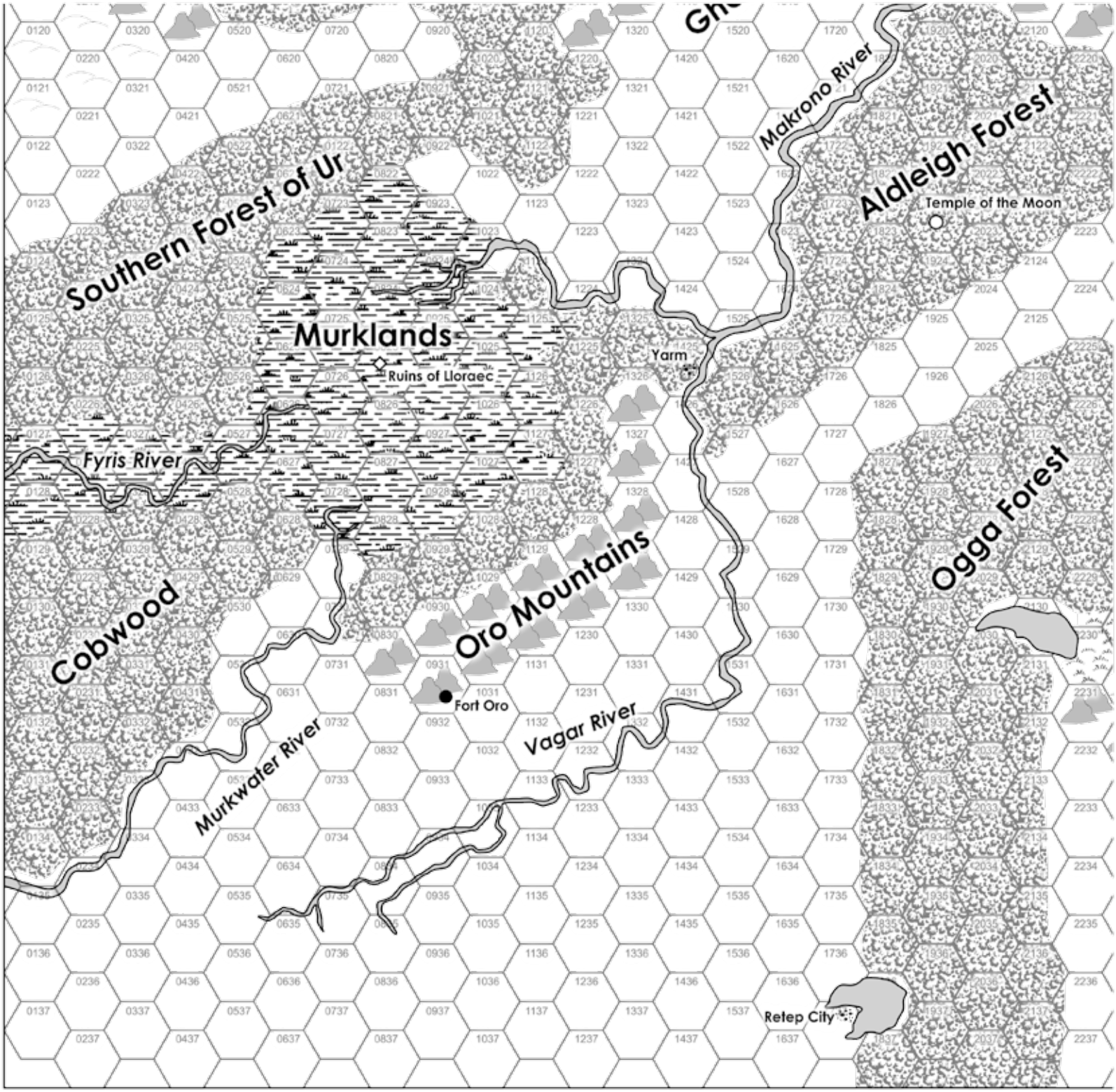
DWIMMERMOUNT

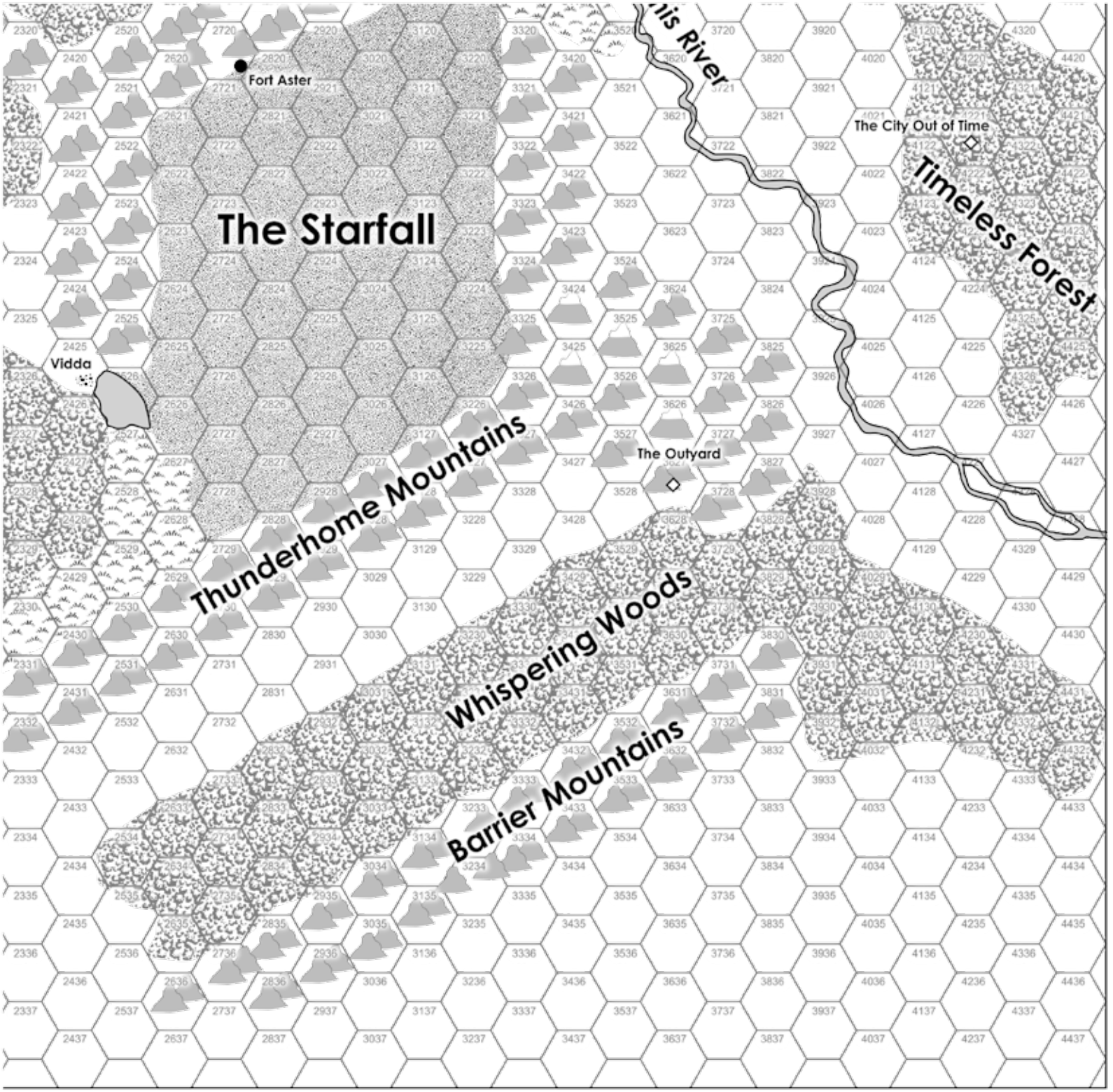
Map Booklet

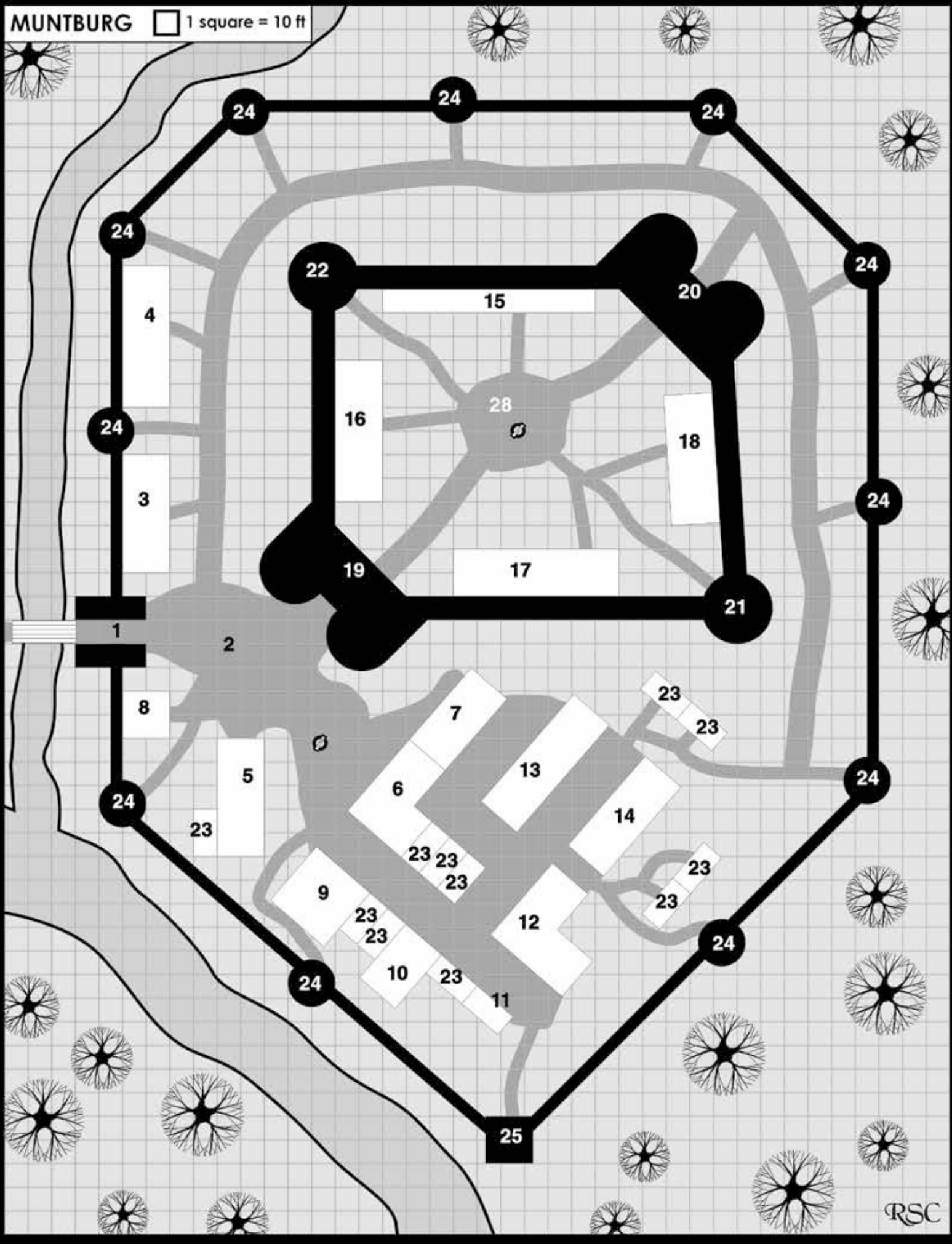



RSC
The Wilderness
The Outdoor Map to Dwimmermount
1 Hex = 5 miles
Tower of the Stargazer
Winterburg
The Wint
The Demon's Claws
Caracava Badlands
Northern Forest of Ur
St. Gaxyg-at-Urheim
Somtha
Yethlyreom
ost Peaks


The White Mountains
Lanis River
The Westwall
Eldritch Ruins
Castle Greenholt
Evensong Woods
Evensong Woods
The Greenholt
Elphame
Makrono Marsh
ertops
Dwimmermount
Muntburg
Gloris
Hearthstone Mountains
Tulgeywood
Ghaz Droonan
Smerdlap's Crossing
Adamas
Aldleigh Forest
e Cursed Chateau
Passara
Shield Wall Mountains


Southern Forest of Ur
Murklands
Ruins of Lloraec
Fyris River
Cobwood
Oro Mountains
Fort Oro
Murkwater River
Vagar River
Makrono River
Aldleigh Forest
Temple of the Moon
Yarm
Ogga Forest
Retep City


Fort Aster
The Starfall
Vidda
Thunderhome Mountains
The Outyard
Whispering Woods
Barrier Mountains
The City Out of Time
Timeless Forest


MUNTBURG
1 square = 10 ft
24
24
24
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25
RSC

DUNGEON LEGEND

Door

Double Door

False Door

Secret Door

Secret Trap Door

Fallen Door

Stairs

Circular Stairs

Statue

Column

Pool of Life

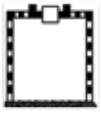
Bars/Portcullis

Fountain

Metal Cylinder

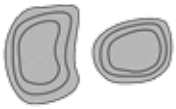
Rubble

Large Circular Pit
(with stone pillars)


Containment Cell

The Great Machine

Stone Steps


Large Pools

Sewer Pipe Drains

Monolith

Elevator

Well/Cistern

Altar

Curtain/Tapestry

Crevasse

Slimy Smear

Small Pool

Large Pool

Dais

Pit Trap

Azoth Pool

Contour Lines

Subterranean Passage

Sinkhole

Wooden Bridge

Docks

Machinery

Astral Vessel
(on Moors)

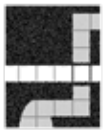
Portal to Areon

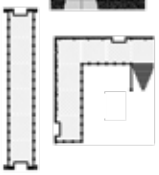
Portal to Ioun

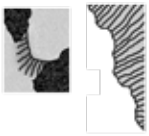
Portal to Kythirea

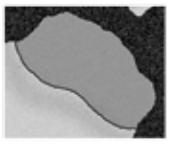
Moon Pool

Balcony (shaded area is lower elevation)

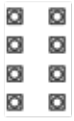

Lower Elevation
(shaded area on Level 2A)


Raised Platforms


Cliff Ledges


Water

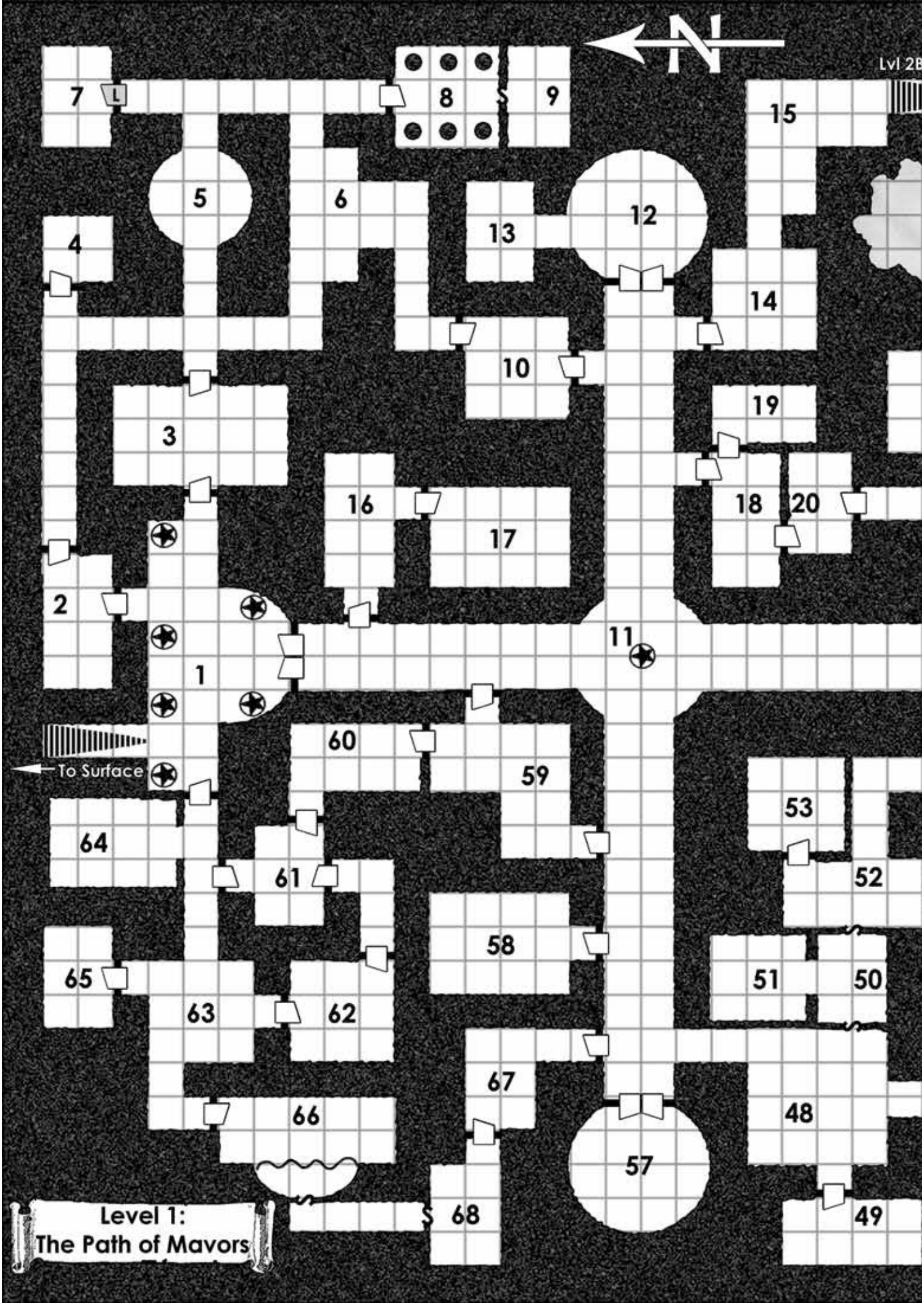
Magic Circle of Binding


Column Promenade

Stone Chairs

Summoning Circle

Large Circular Device


N
Lvl 2B
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To Surface
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64
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62
67
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48
57
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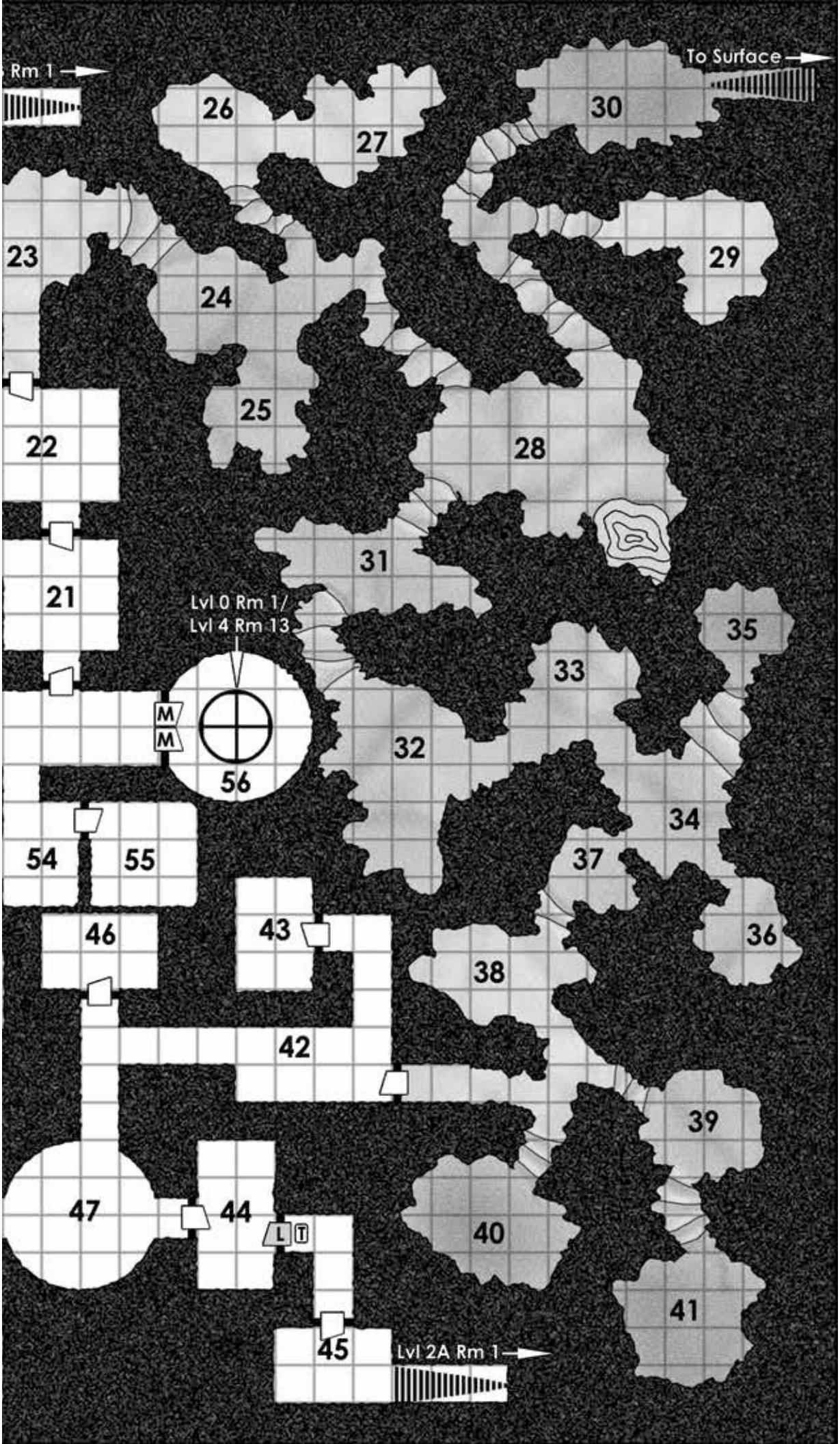
68
49
Level 1:
The Path of Mavors


Rm 1
To Surface
26
27
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31
21
Lvl 0 Rm 1/
Lvl 4 Rm 13
35
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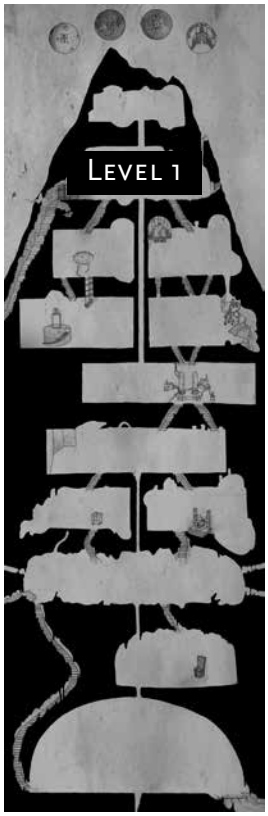
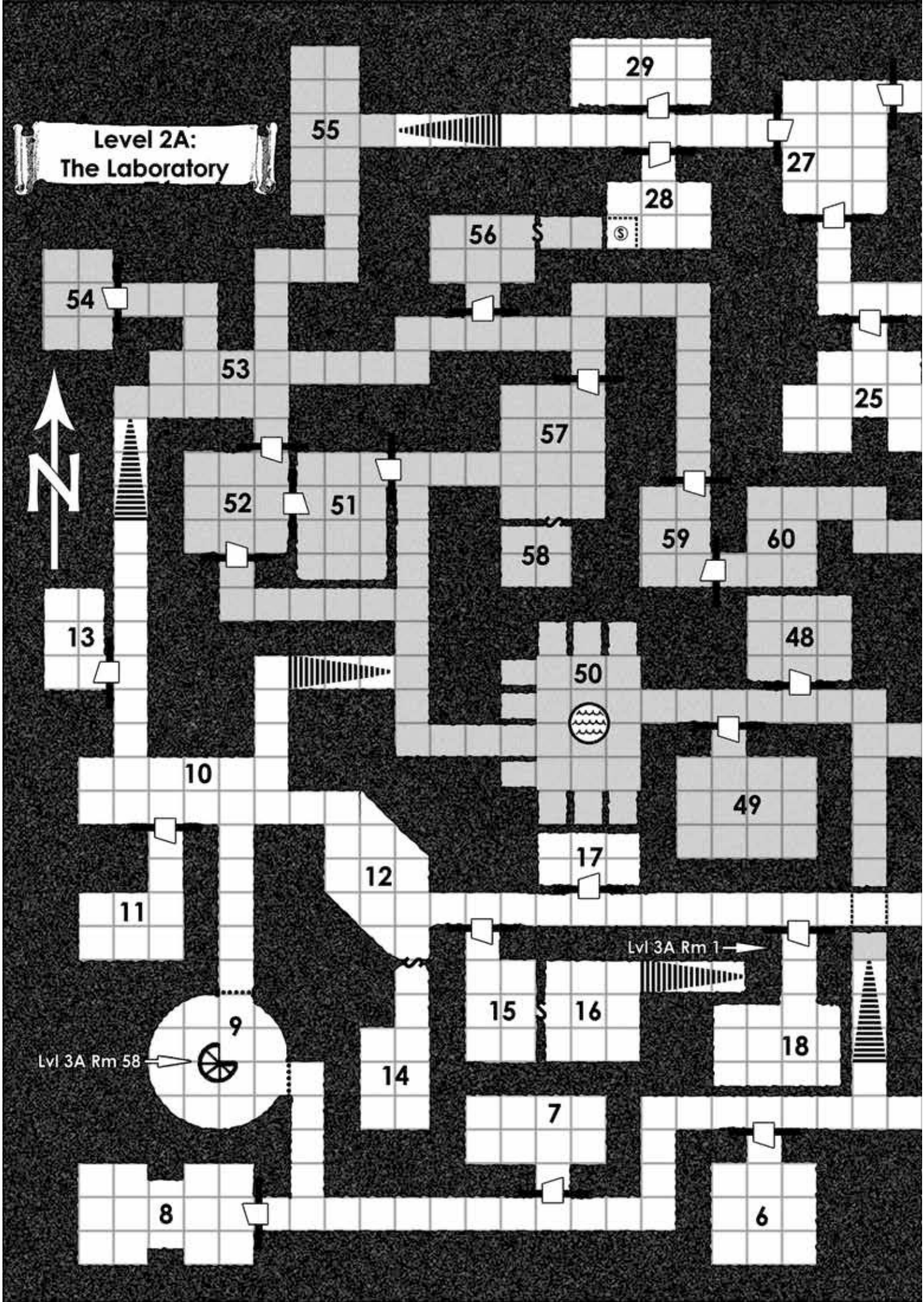
45
Lvl 2A Rm 1


Level 1


Level 2A:
The Laboratory
N
29
55
27
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Lvl 3A Rm 1
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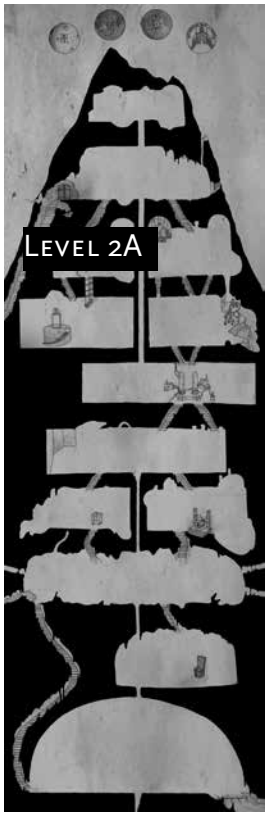
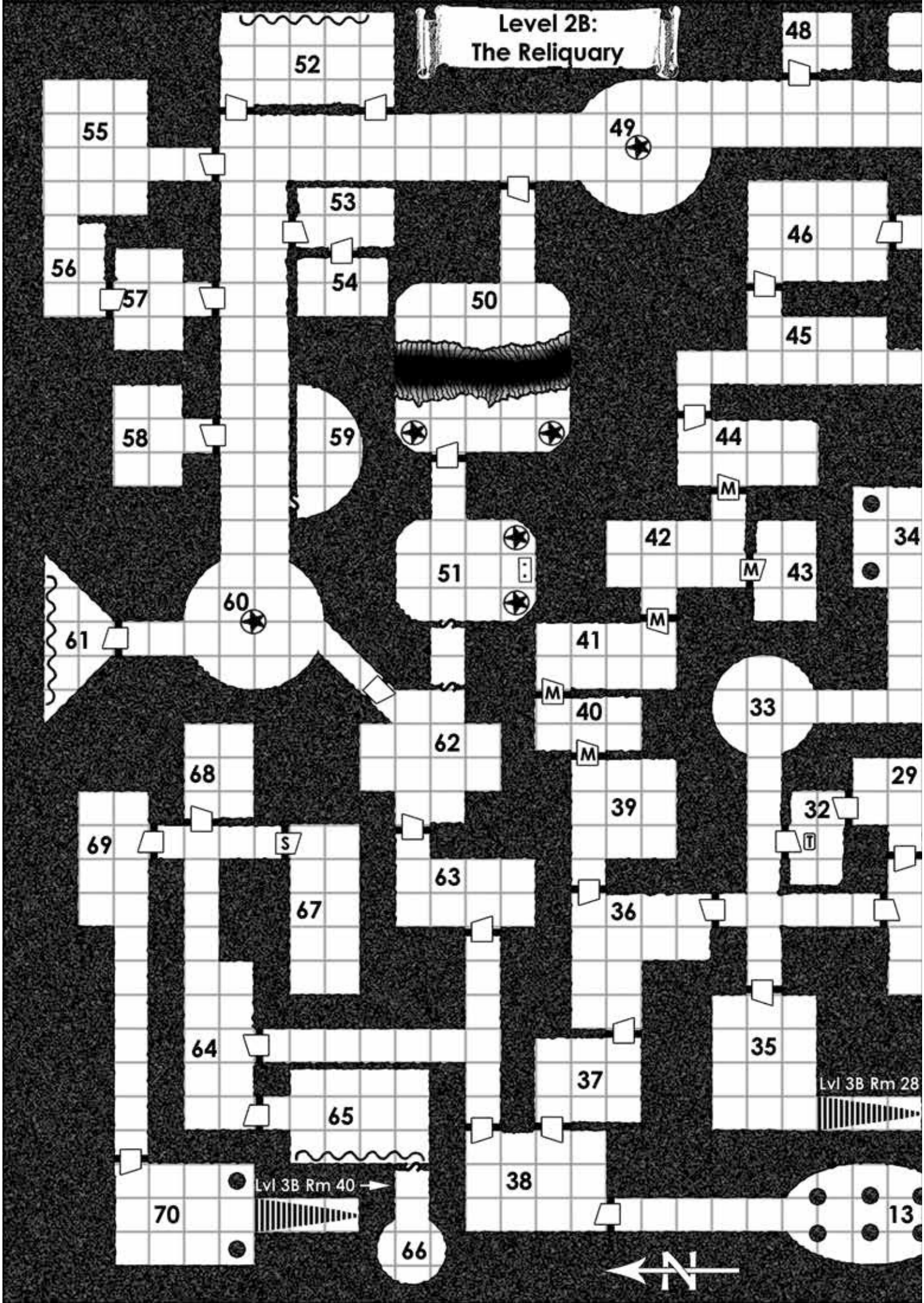
9
Lvl 3A Rm 58
14
7
8
6


Level 2A


Level 2B:
The Reliquary
48
52
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49
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46
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57
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45
58
59
44
M
34
42
51
M
43
60
M
61
41
M
40
33
62
M
68
29
39
32
69
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67
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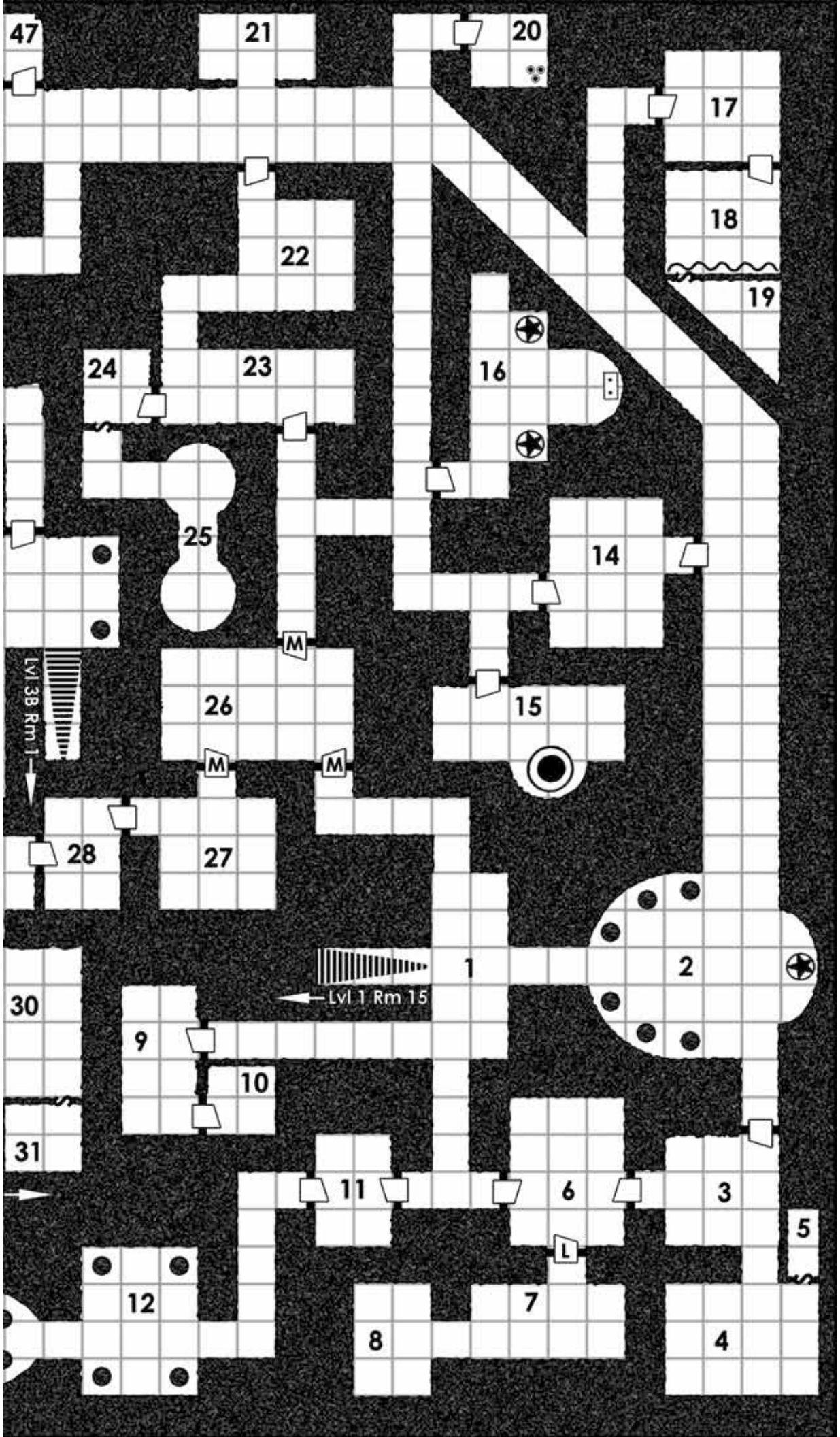
35
37
Lvl 3B Rm 28
65
38
Lvl 3B Rm 40
70
13
66
N


47
21
20
17
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19
22
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23
16
25
14
M
Lvl 3B Rm 1
26
15
M
M
28
27
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Lvl 1 Rm 15
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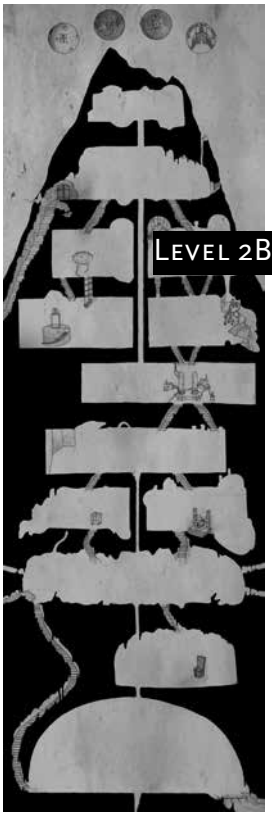
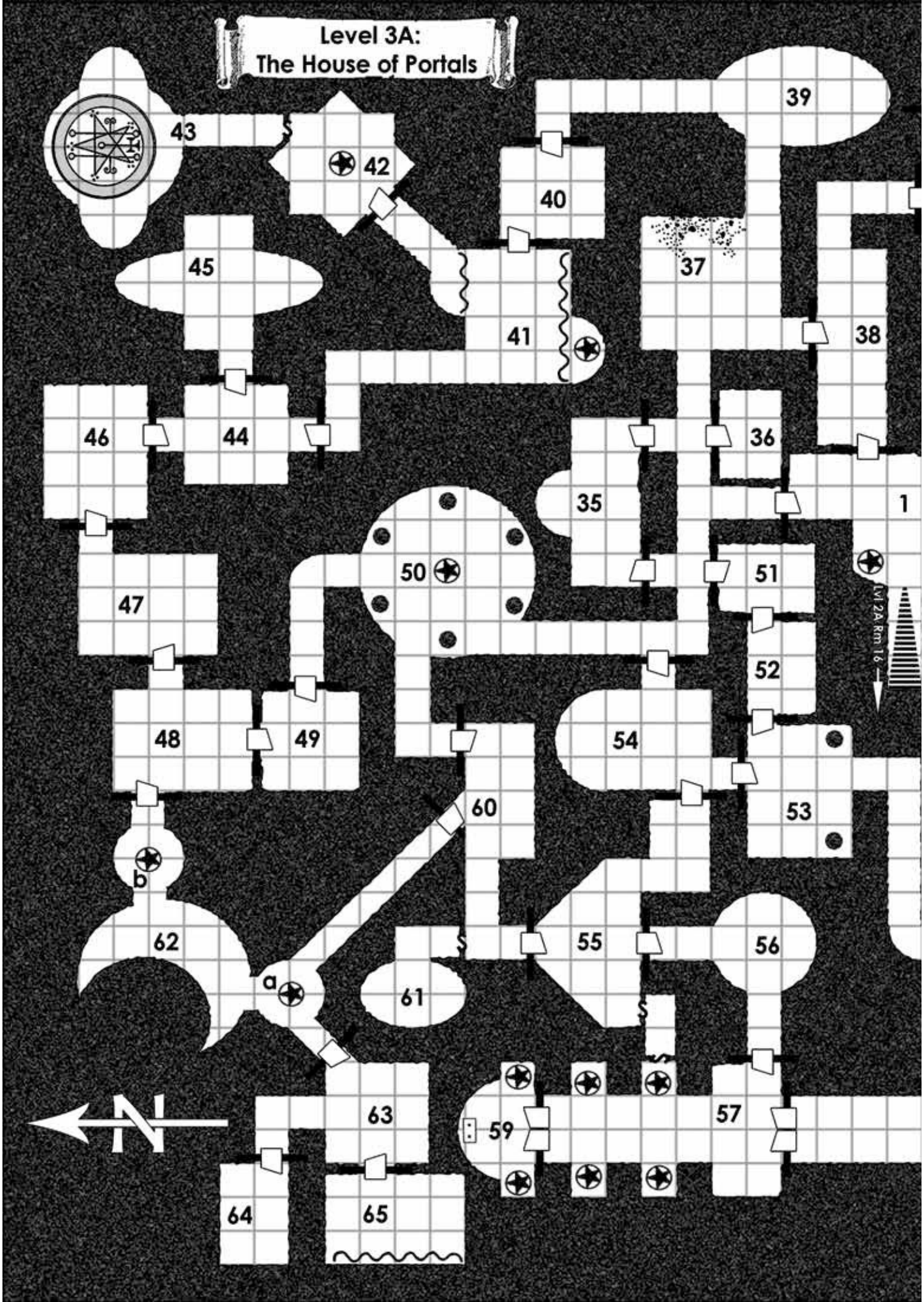


Level 2B


Level 3A:
The House of Portals
43
42
39
40
45
37
41
38
46
44
36
35
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50
51
47
Lvl 2A Rm 16
52
48
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54
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62
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64
65
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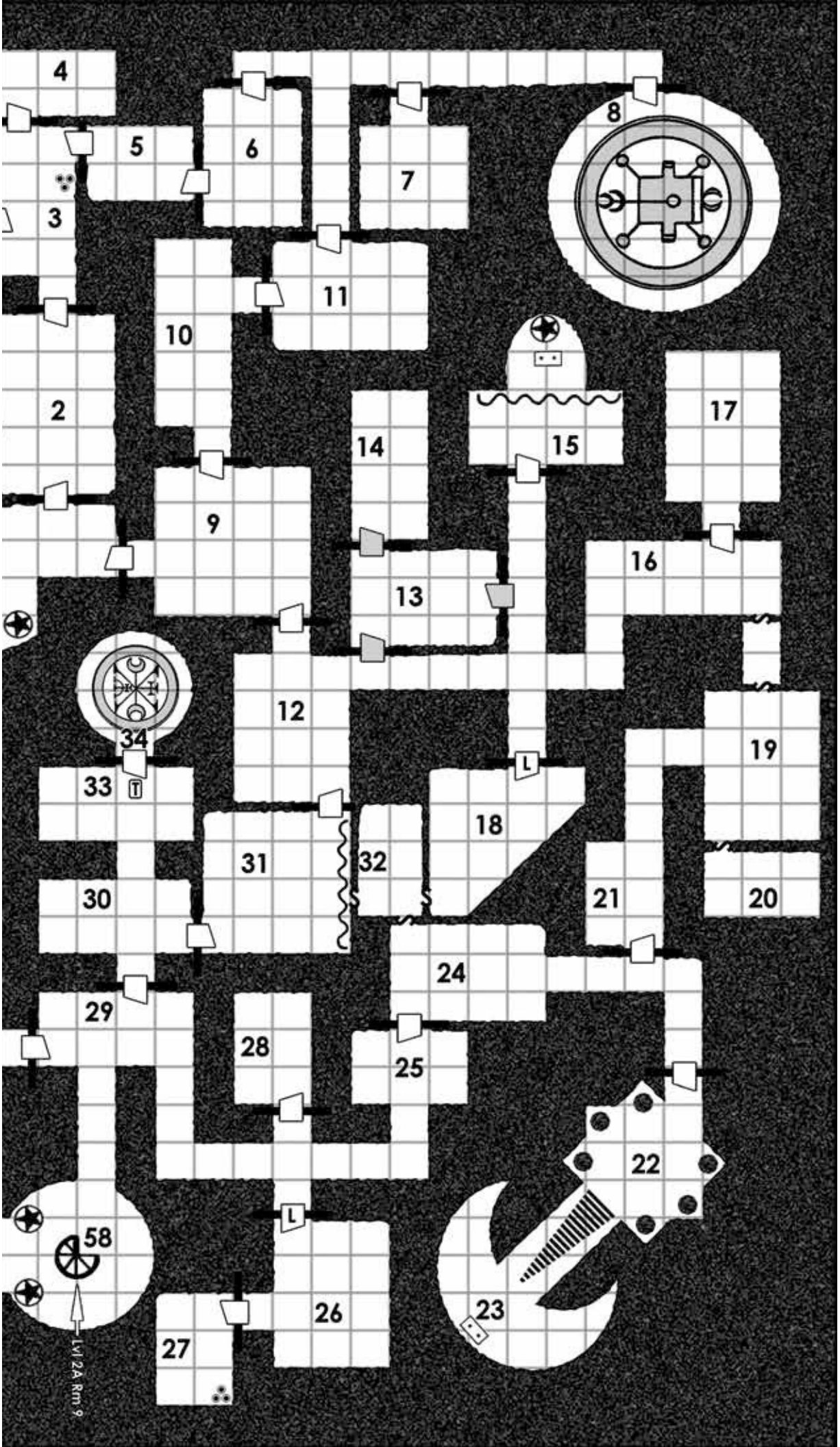
4
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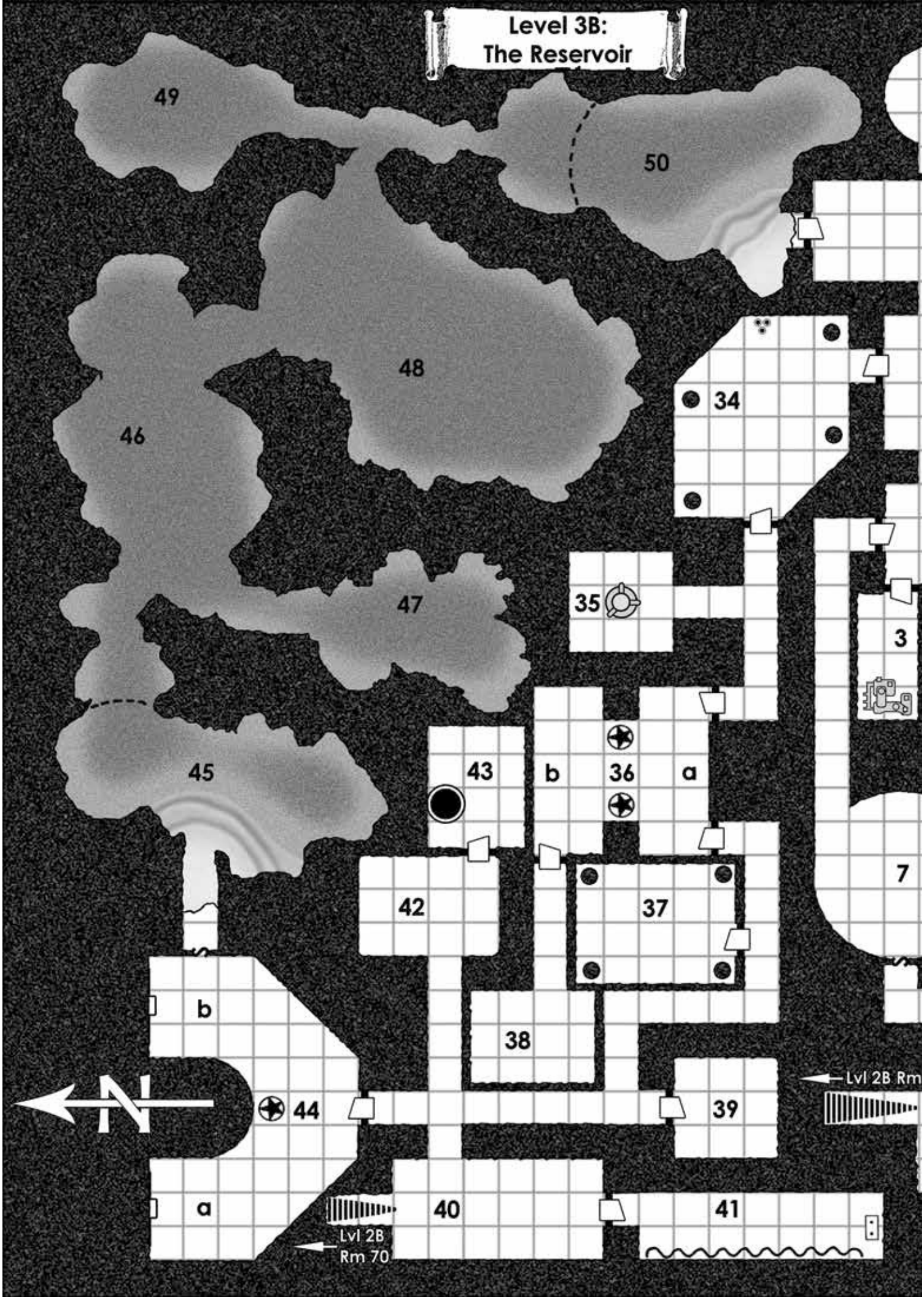
23
27
Lvl 2A Rm 9

Level 3A


Level 3B:
The Reservoir
49
50
48
46
47
45
34
35
3
43
b
36
a
7
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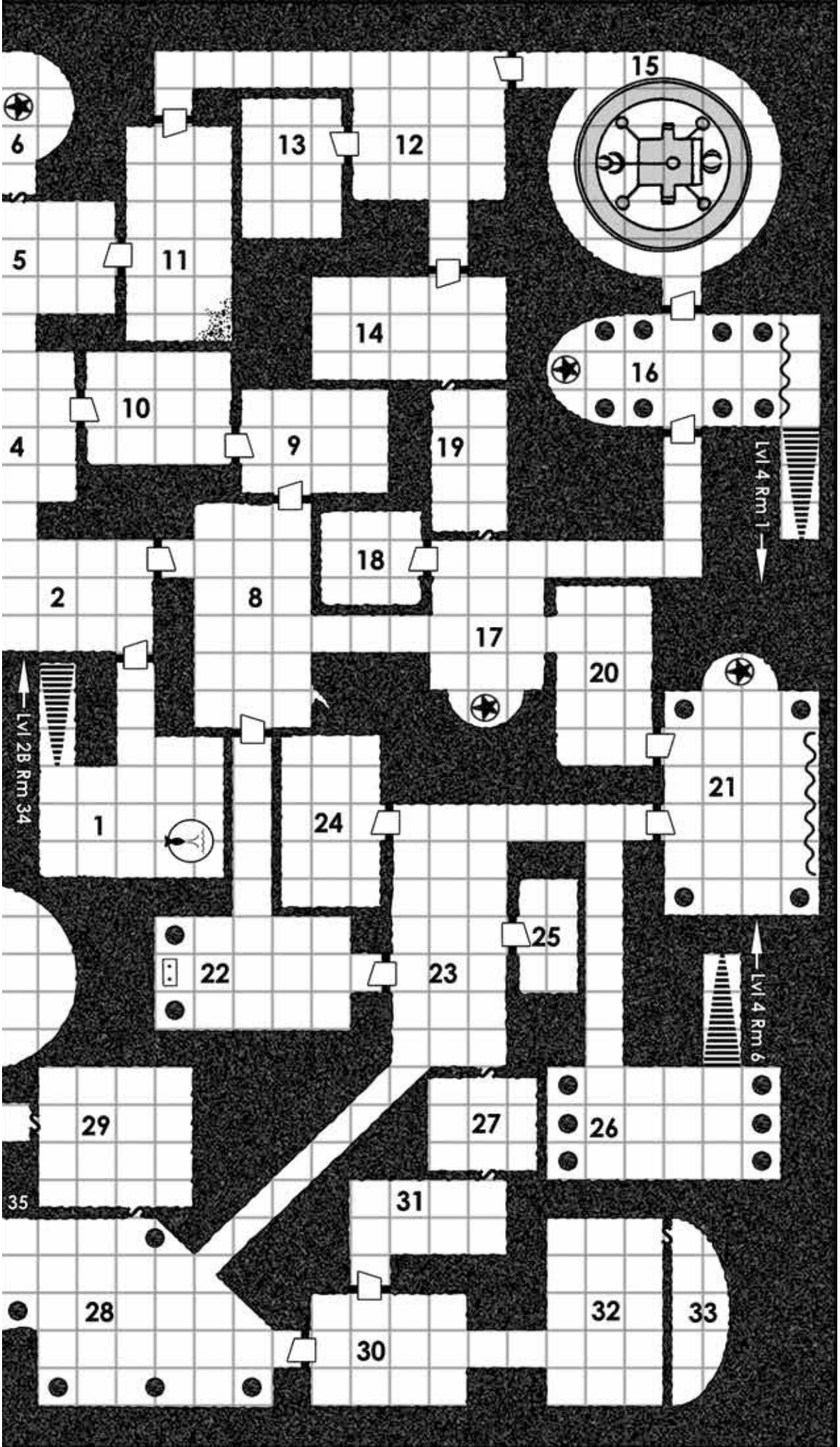
38
b
44
39
Lvl 2B Rm
a
40
41
Lvl 2B
Rm 70


15
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9
19
Lvl 4 Rm 1
18
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Lvl 2B Rm 34
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Lvl 4 Rm 6
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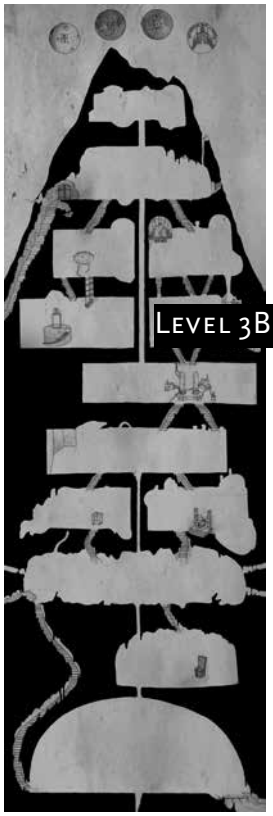
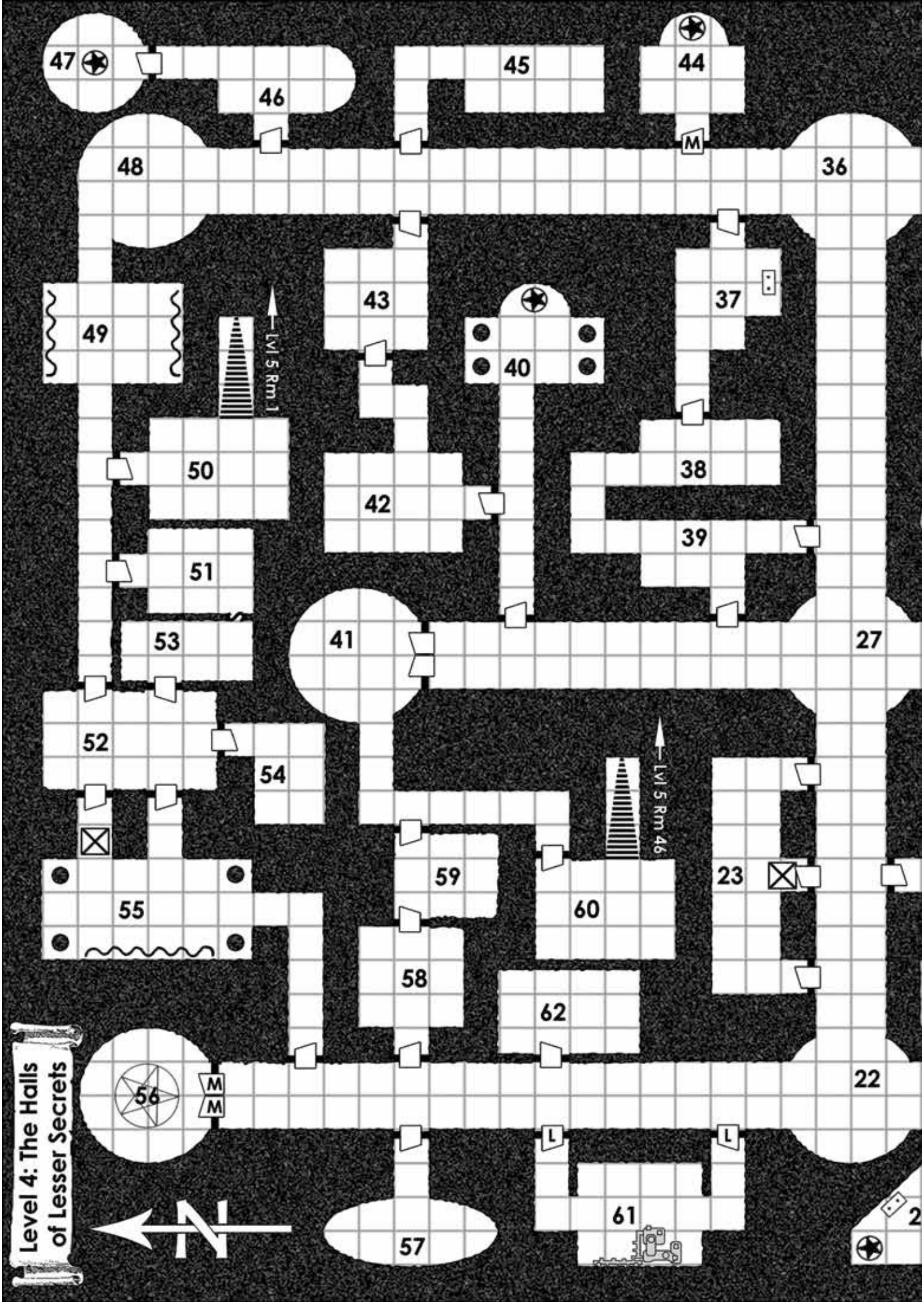


Level 3B


Level 4: The Halls of Lesser Secrets
47
46
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43
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37
Lvl 5 Rm 1
50
42
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52
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Lvl 5 Rm 46
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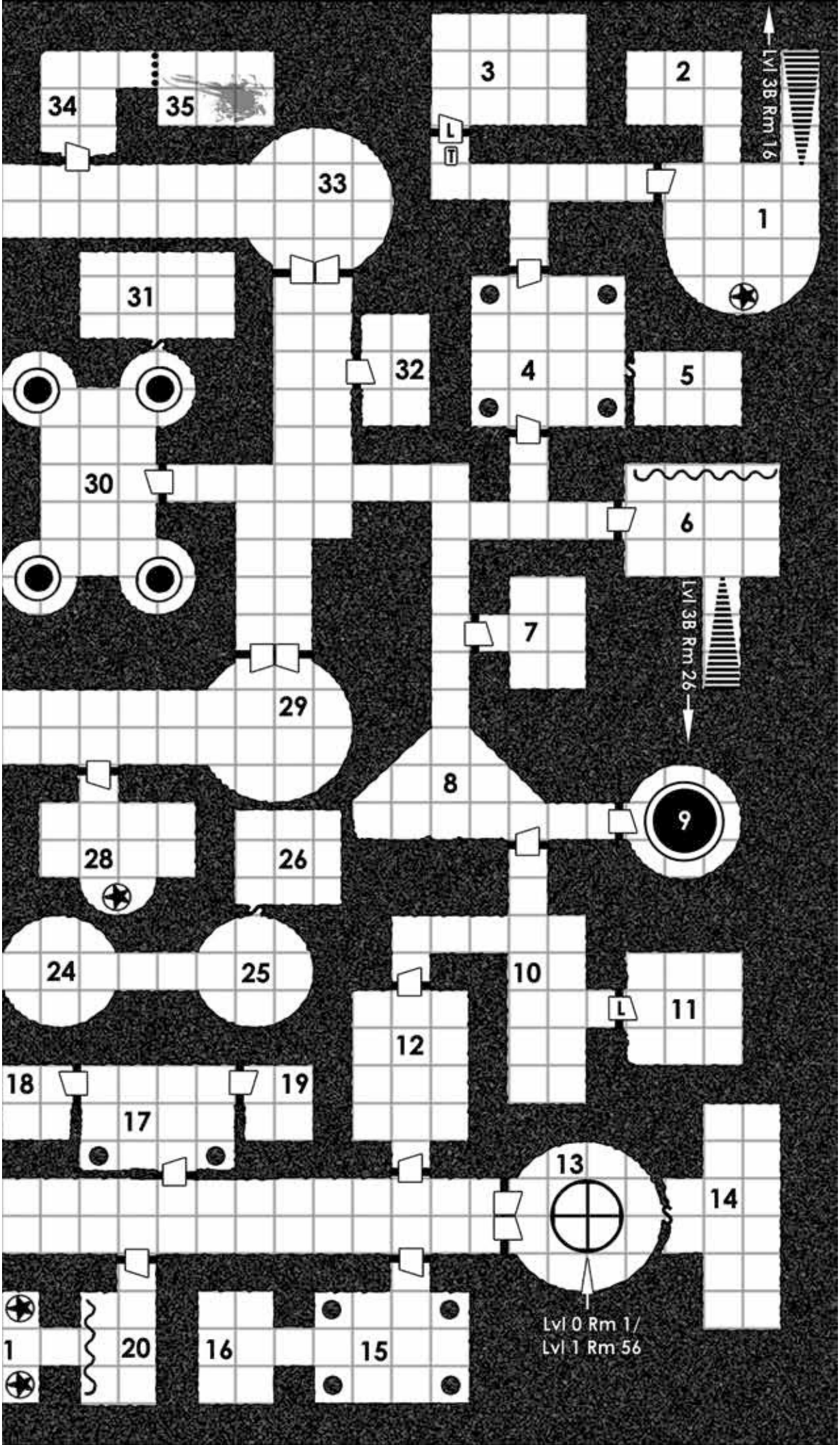
Lvl 3B Rm 16
Lvl 3B Rm 26
Lvl 0 Rm 1/
Lvl 1 Rm 56
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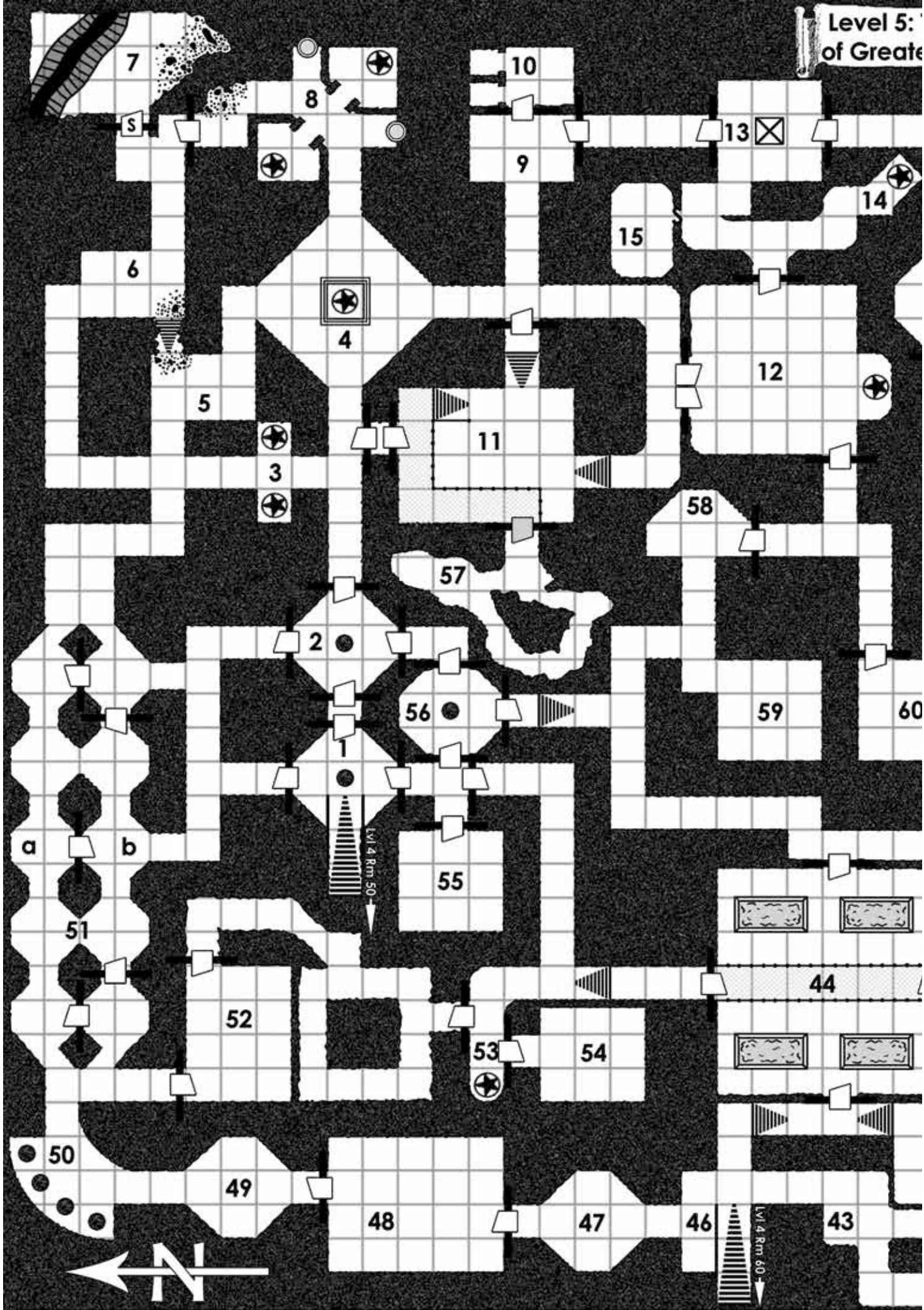
Level 4


Level 5:
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60
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Lvl 4 Rm 50
a
b
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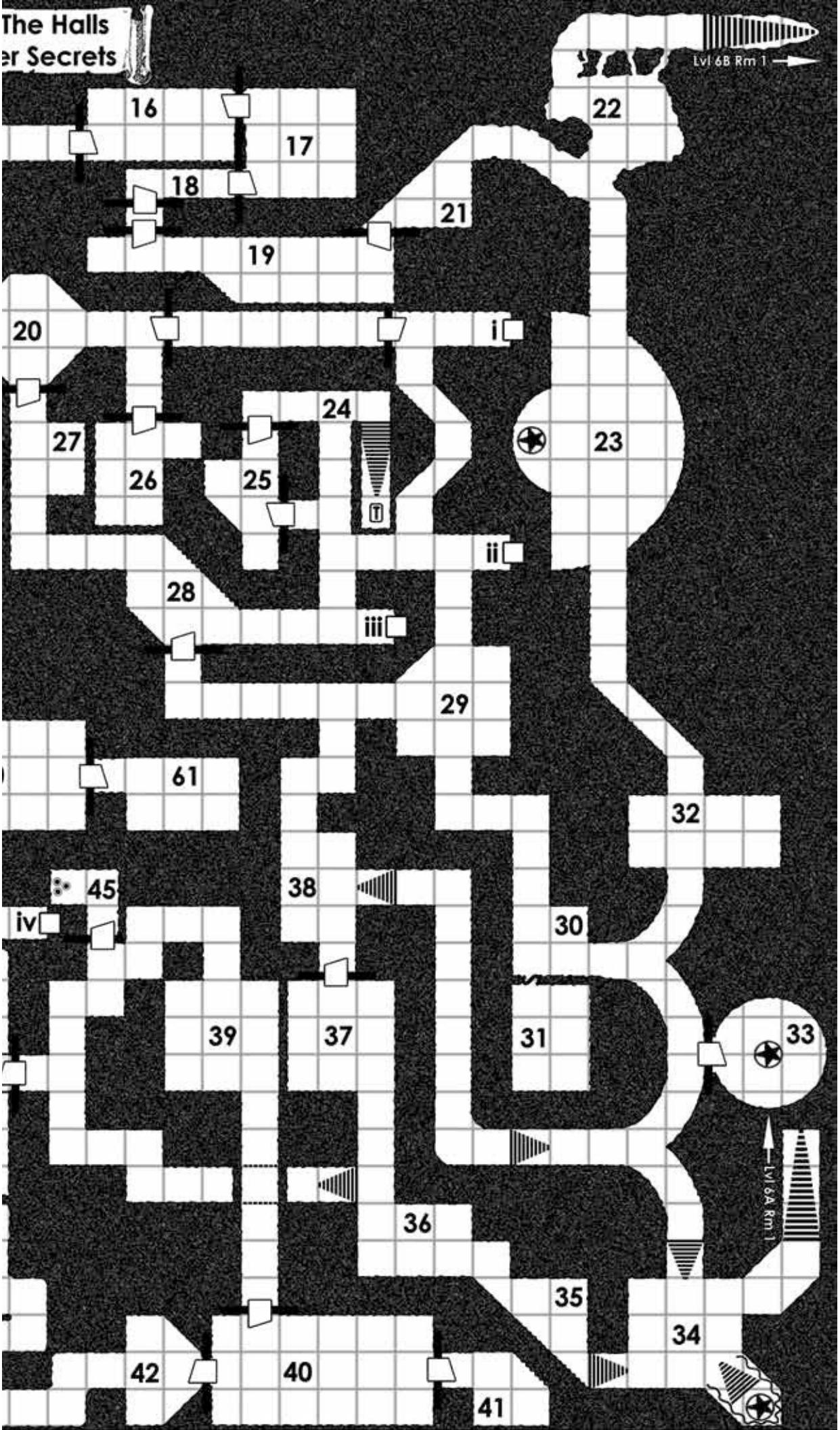
47
46
43
Lvl 4 Rm 60


The Halls
er Secrets
Lvl 6B Rm 1
16
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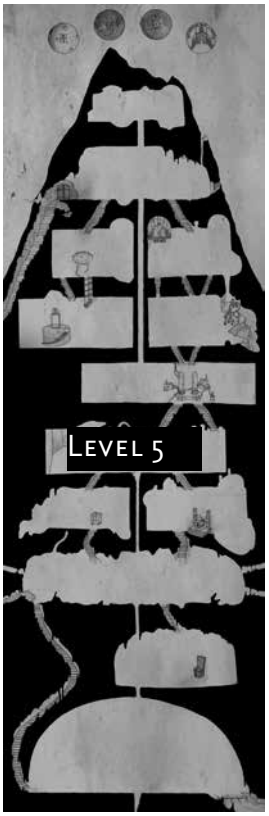
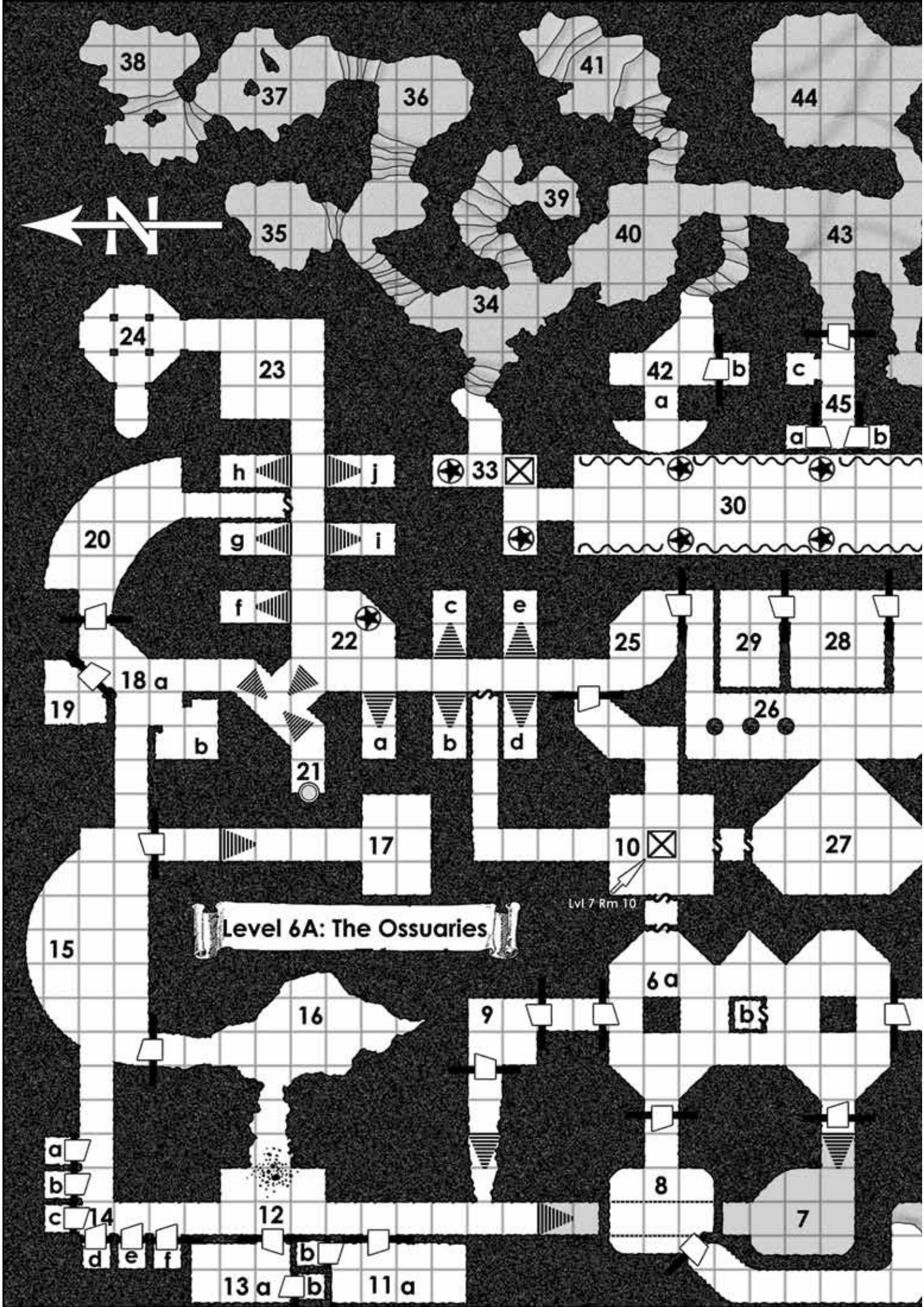
41
Lvl 6A Rm 1


Level 5


Level 6A: The Ossuaries
Lvl 7 Rm 10
N
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41
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39
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43
34
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23
42
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g
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c
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25
29
28
18 a
19
26
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a
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d
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15
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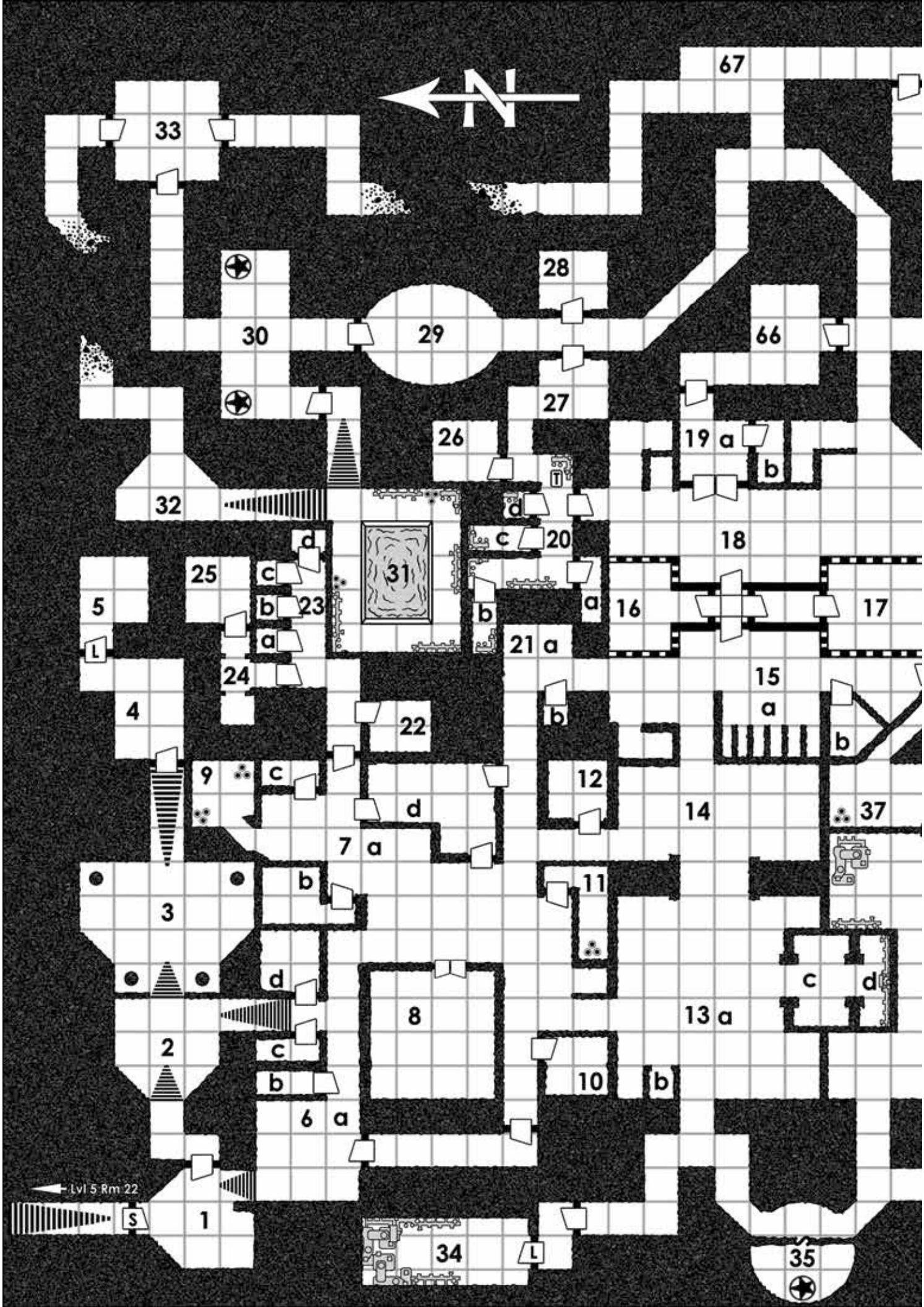
11 a

Level 6A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15
4
22
a
b
9
c
12
d
14
37
7 a
b
11
3
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13 a
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b
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Lvl 5 Rm 22
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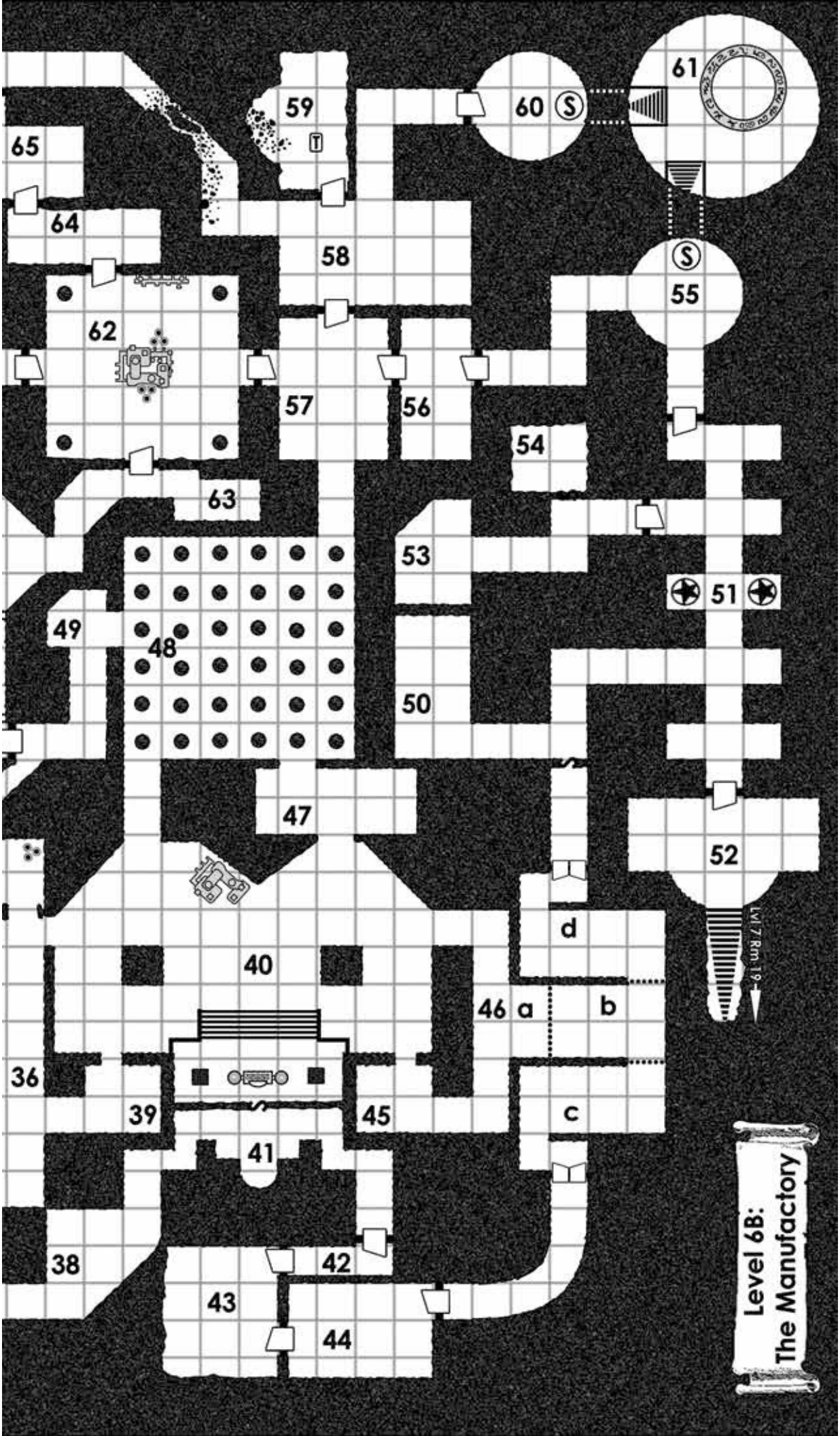
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LVL 7 RM 19
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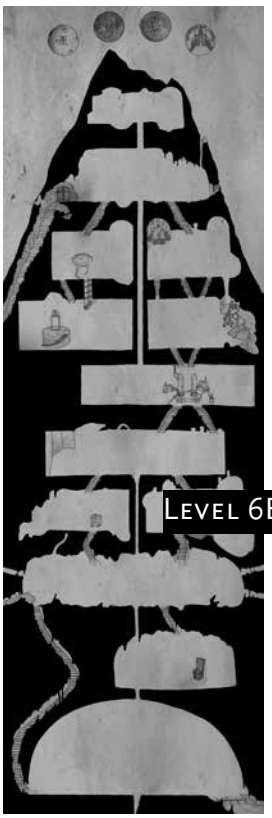
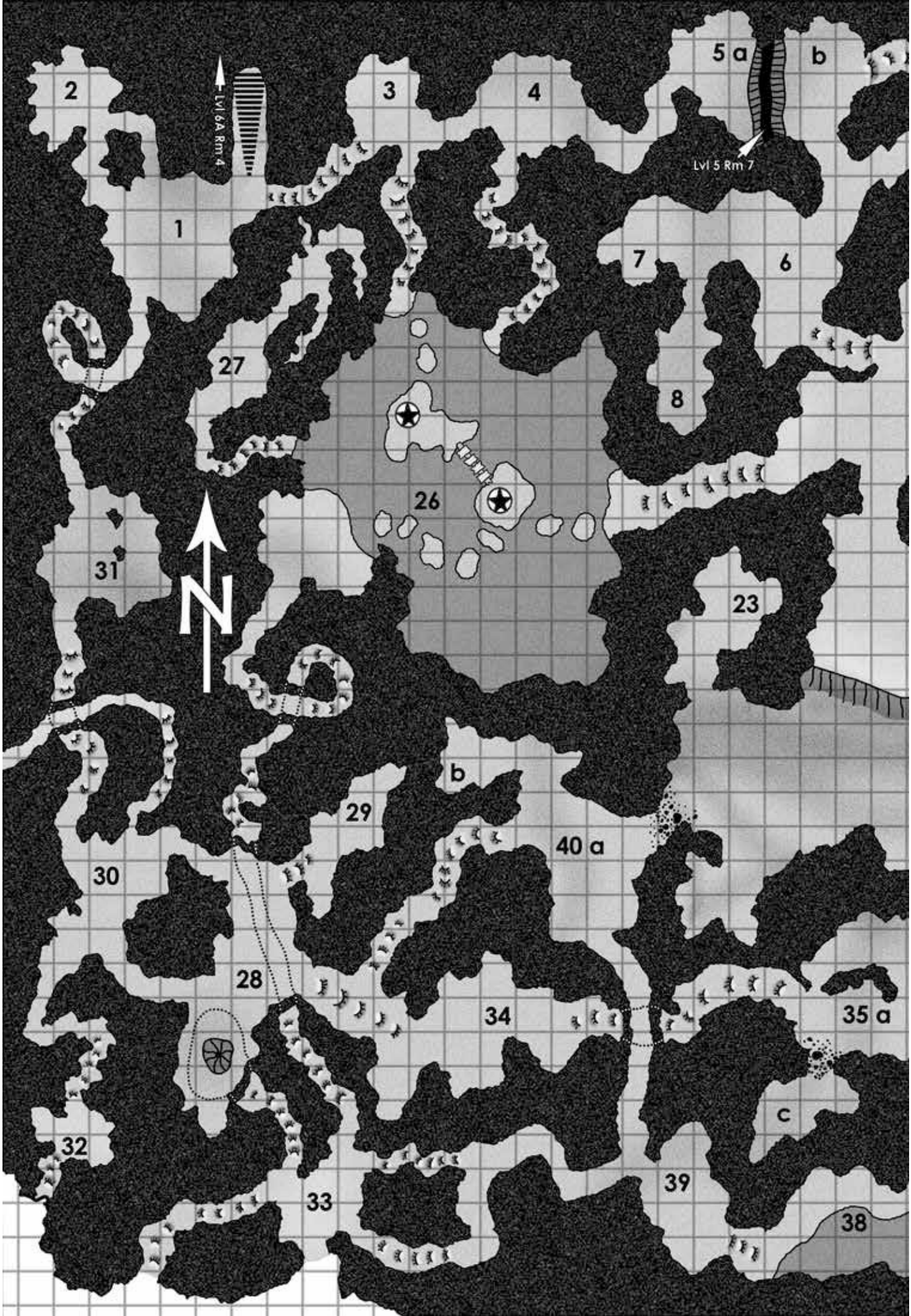
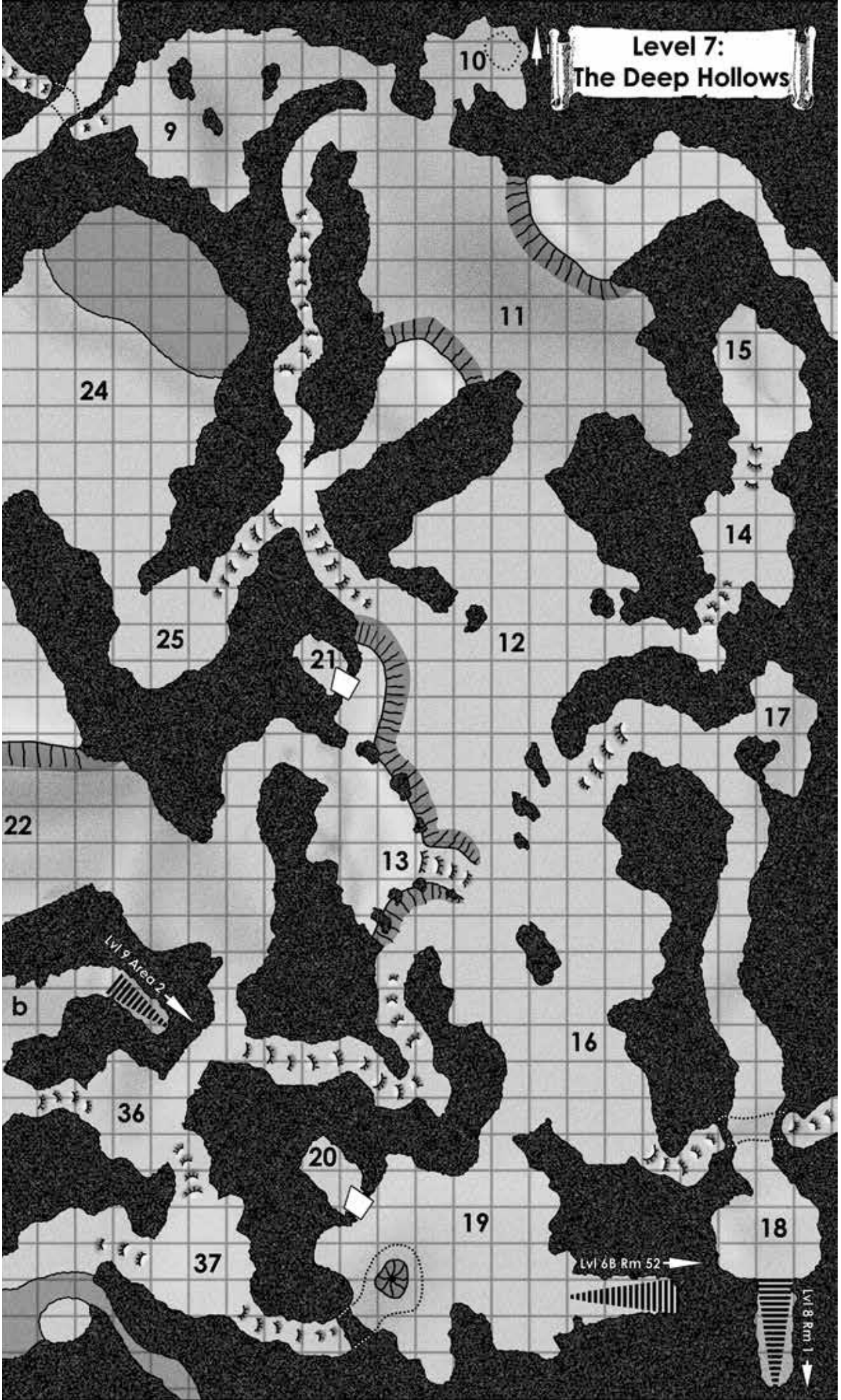
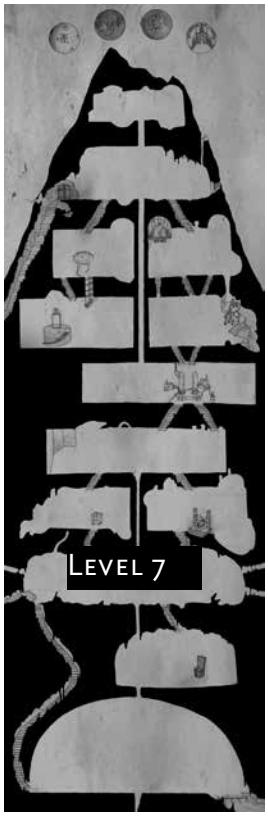
44
Level 6B:
The Manufactory

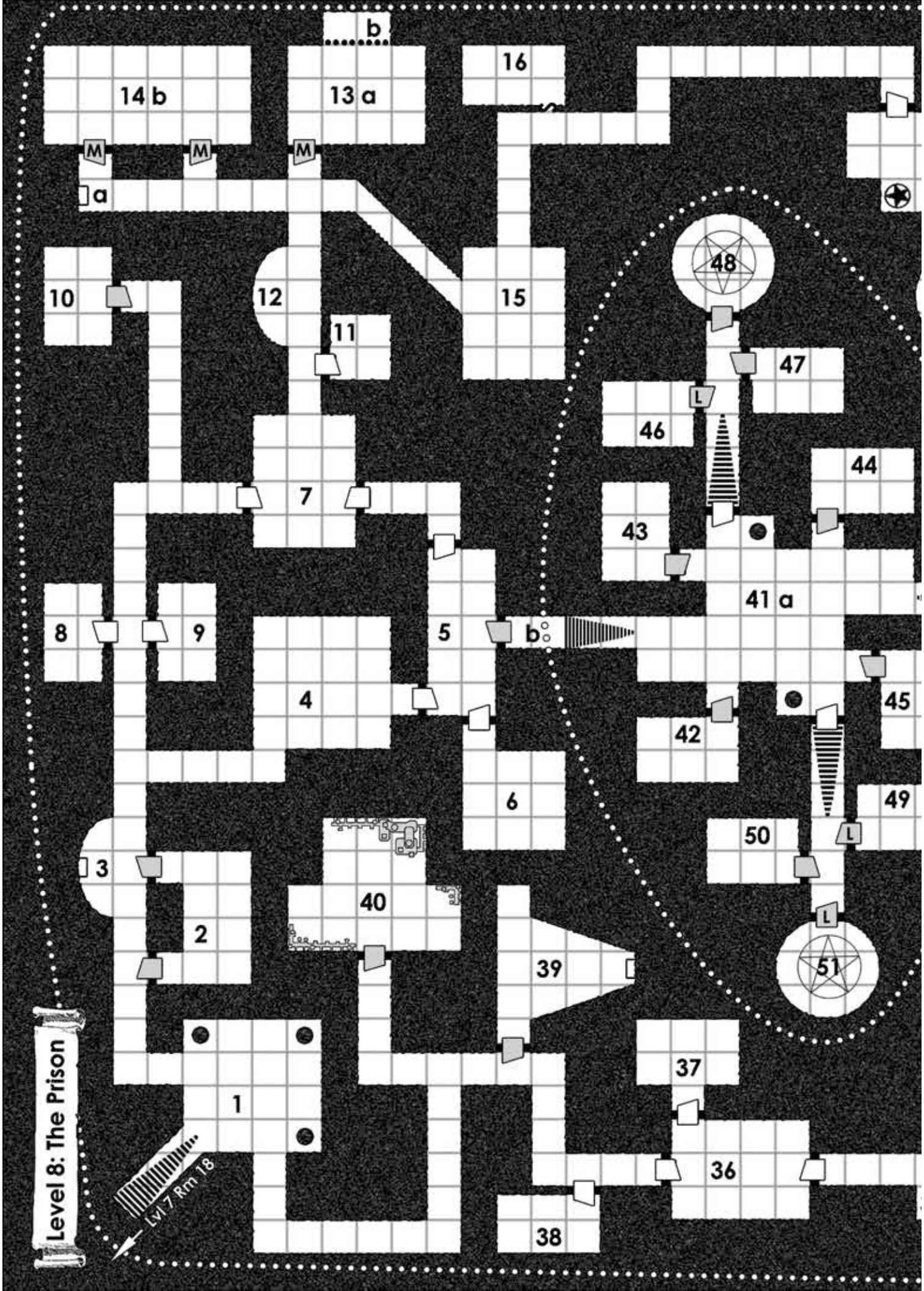


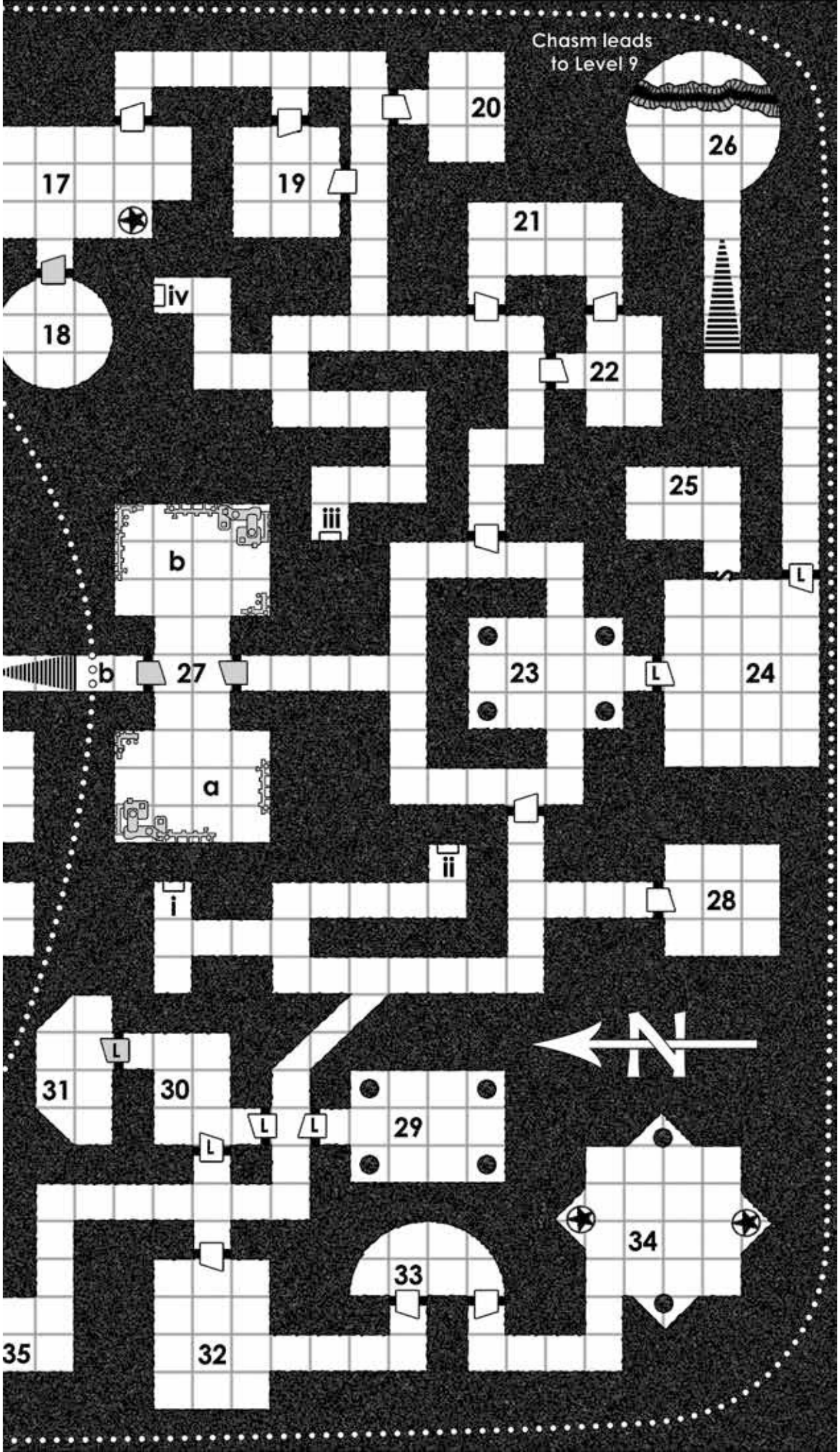
Level 6B

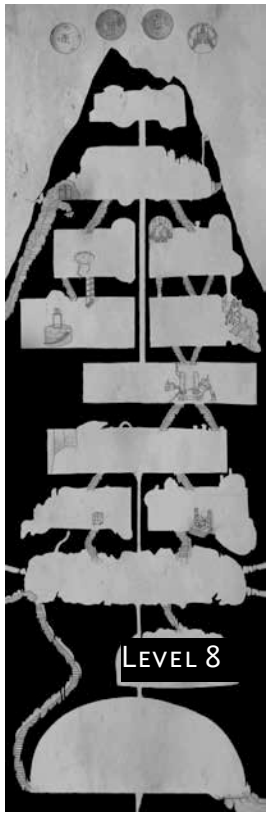

Lvl 6A Rm 4
Lvl 5 Rm 7
N
1
2
3
4
5 a
b
6
7
8
23
26
27
28
29
30
31
32
33
34
35 a
b
c
38
39
40 a

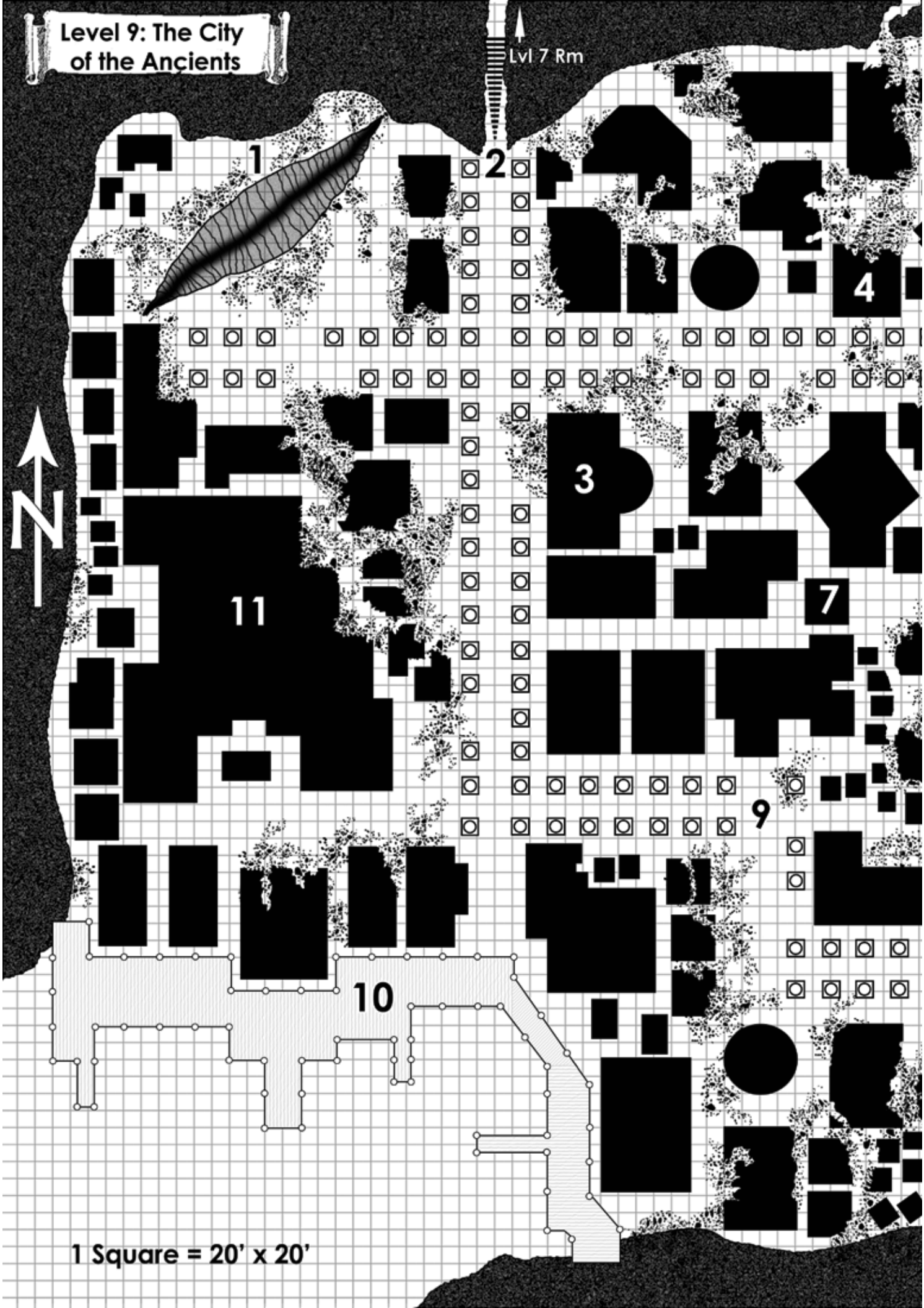

Level 7:
The Deep Hollows
10
9
11
15
24
14
25
12
21
17
22
13
Lvl 9 Area 2
b
16
36
20
19
18
37
Lvl 6B Rm 52
Lvl 8 Rm 1

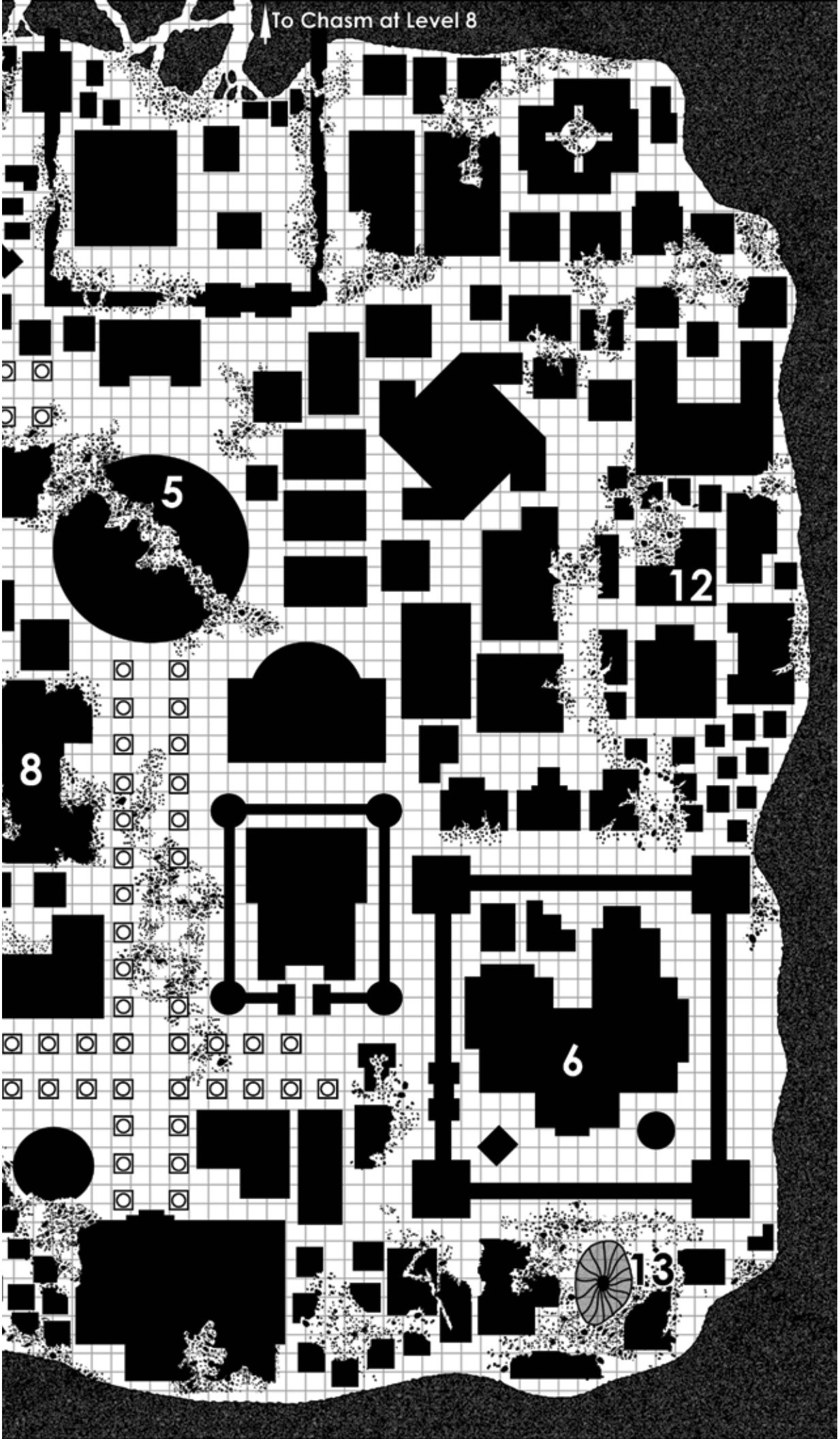

Level 7

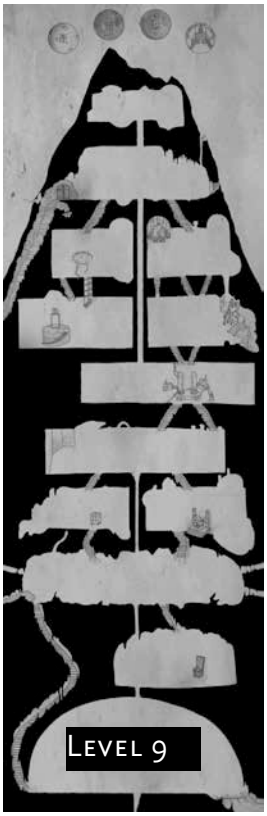

b
14 b
13 a
16
M
M
M
a
48
10
12
15
11
47
L
46
44
7
43
41 a
8
9
5
b
4
45
42
6
49
50
L
3
40
L
2
51
39
37
1
36
38
Level 8: The Prison
Lvl 7 Rm 18

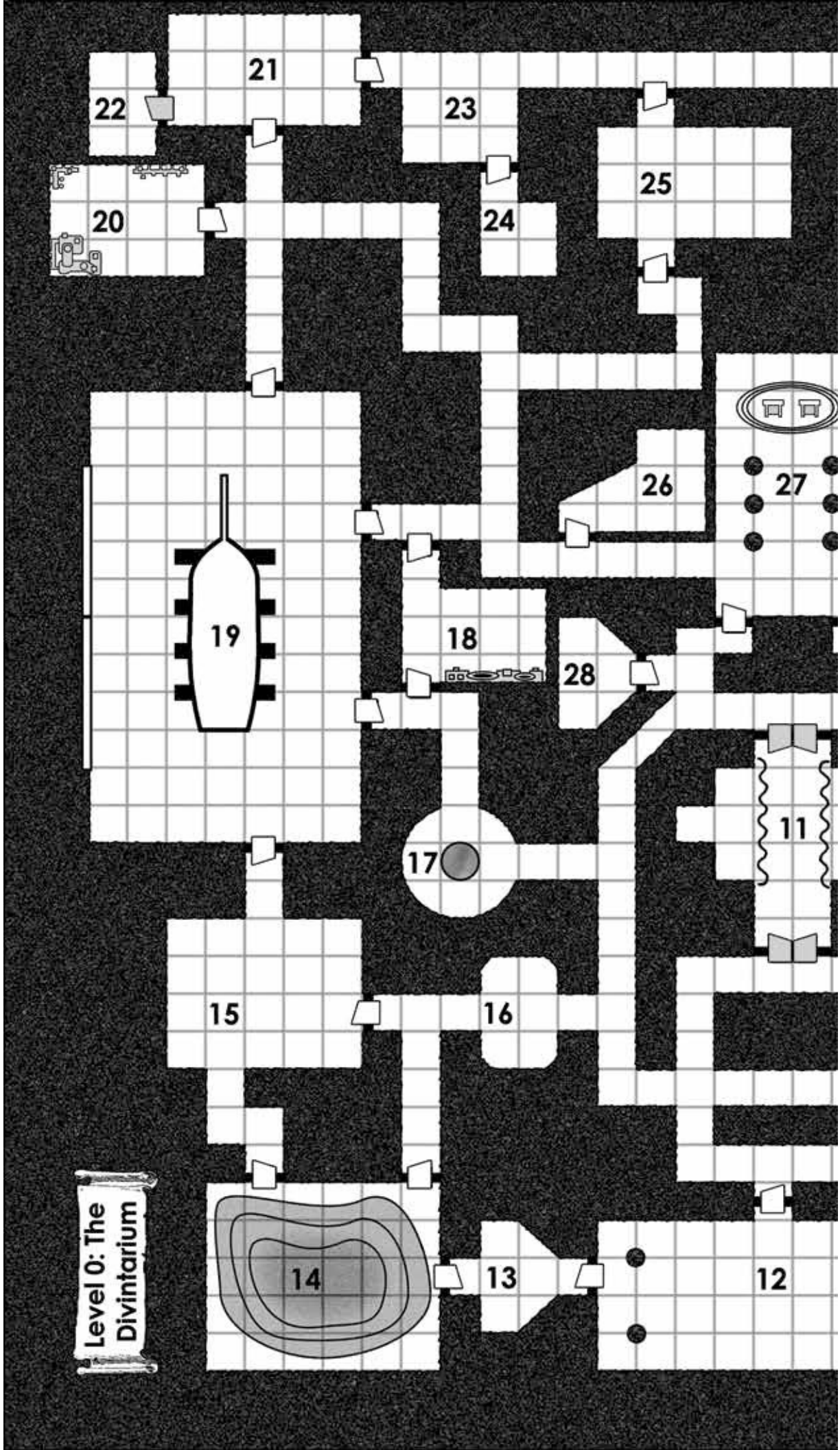

Chasm leads to Level 9
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
i
ii
iii
iv
a
b
b
L
L
L
L
L
L
N

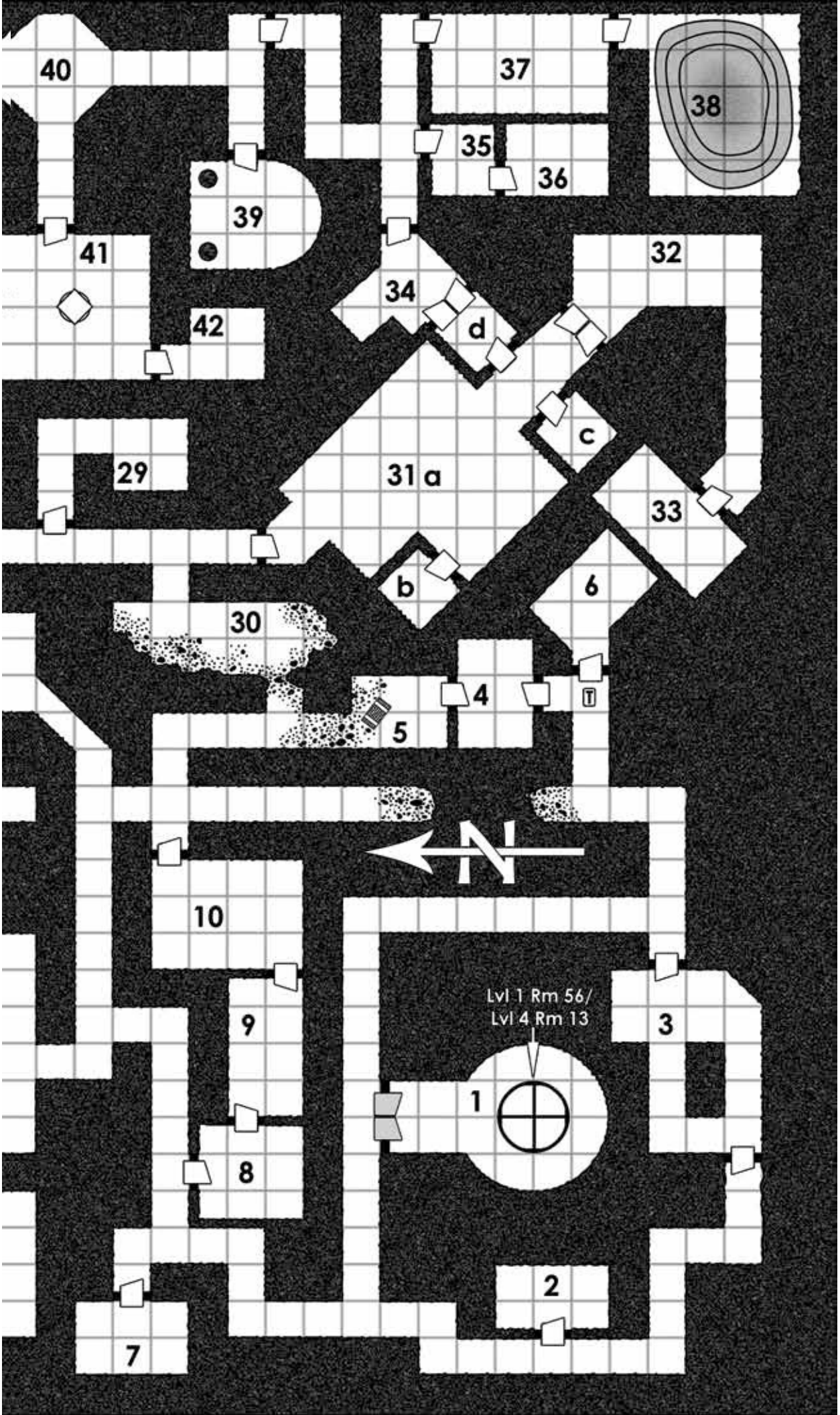

Level 8

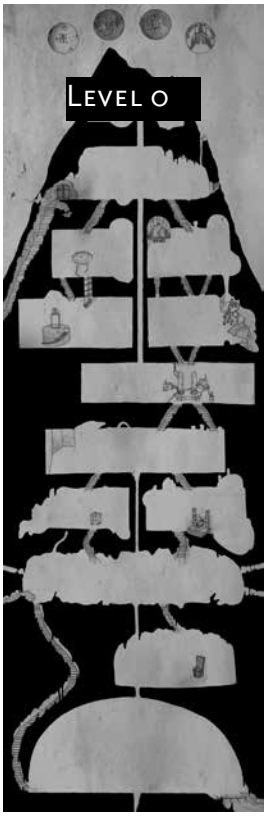

Level 9: The City of the Ancients
Lvl 7 Rm
1
2
3
4
7
9
10
11
N
1 Square = 20' x 20'

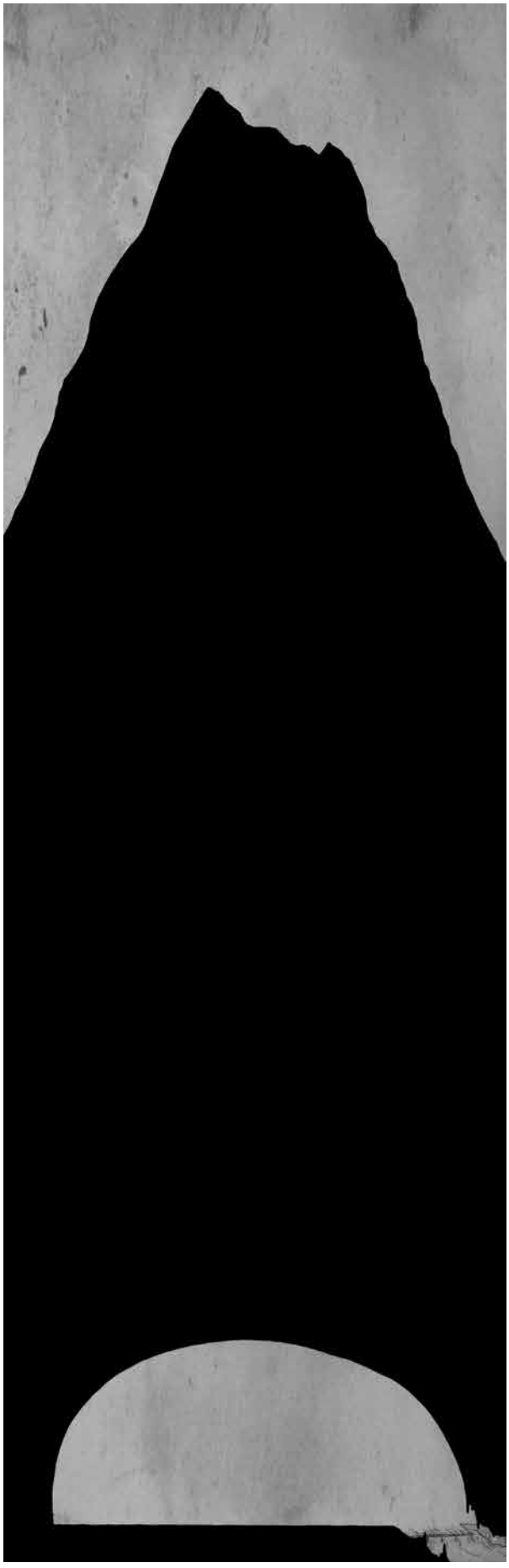

To Chasm at Level 8
5
12
8
6
13


Level 9

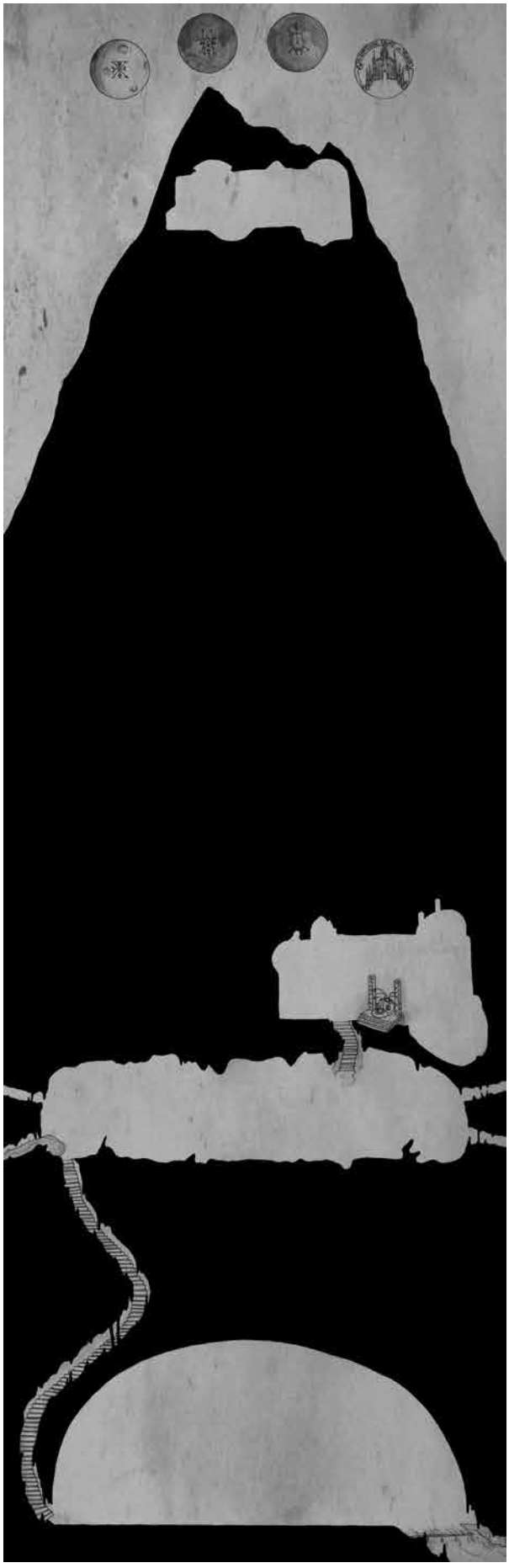

21
22
23
25
20
24
26
27
19
18
28
11
17
15
16
14
13
12
Level 0: The Divintarium


40
37
38
35
36
39
41
32
34
d
42
c
29
31 a
33
b
6
30
4
5
N
10
Lvl 1 Rm 56/
Lvl 4 Rm 13
9
3
1
8
2
7

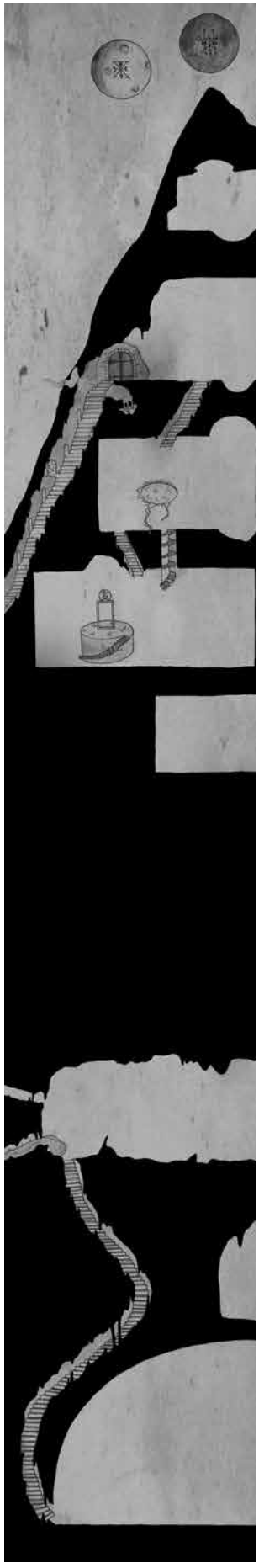

Level 0



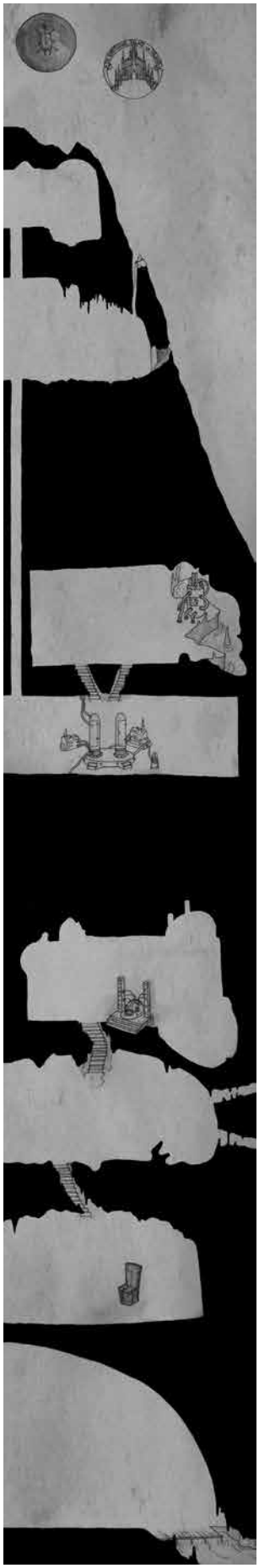
Early Era One



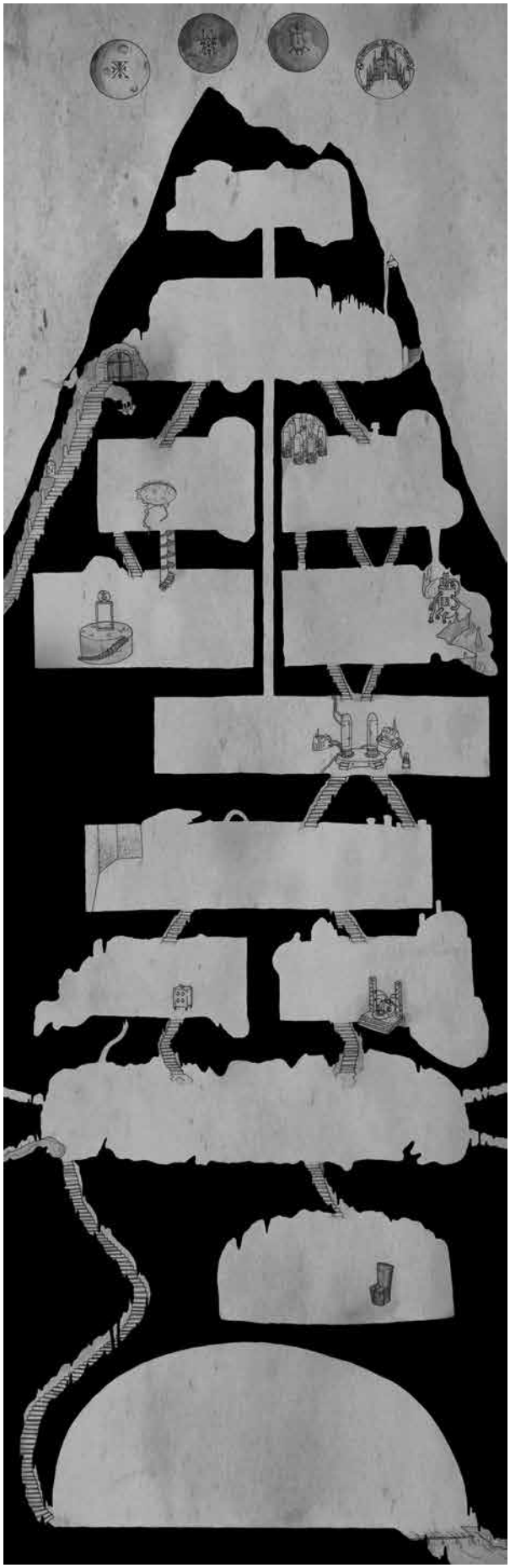
Late Era One



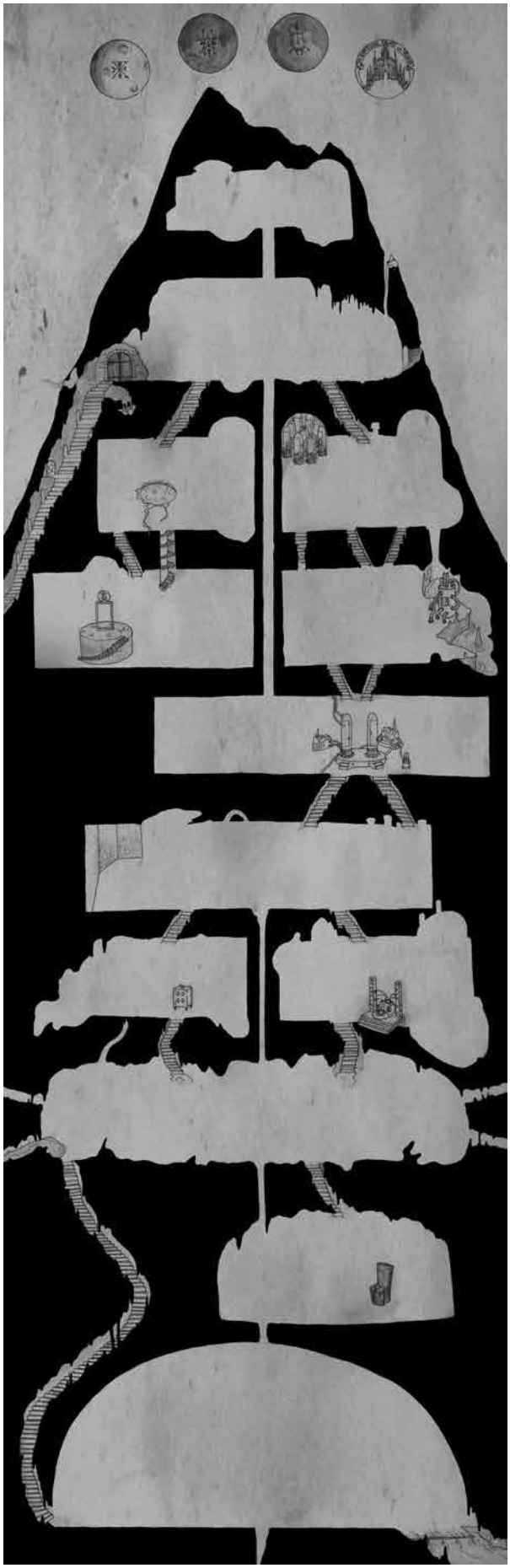
Era



Two

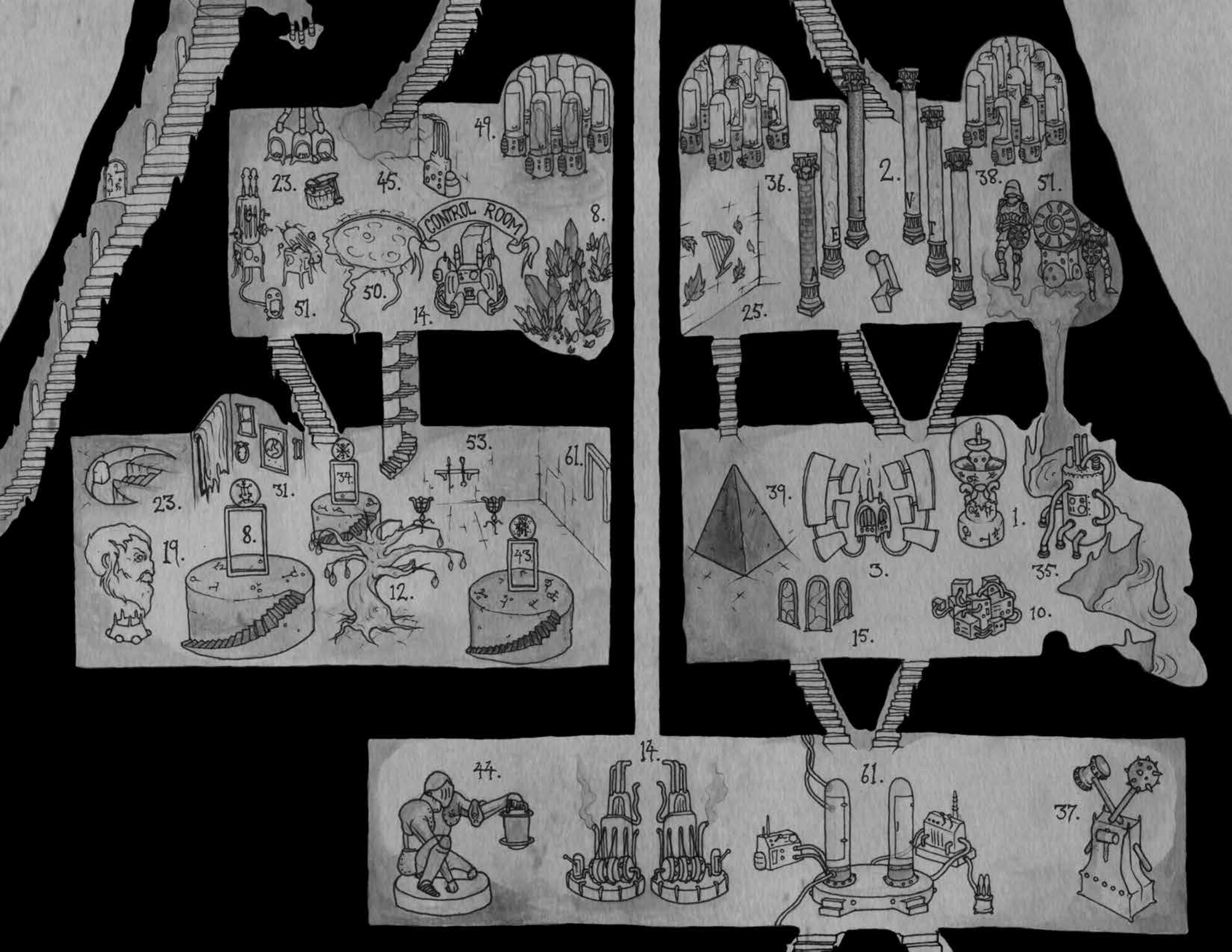


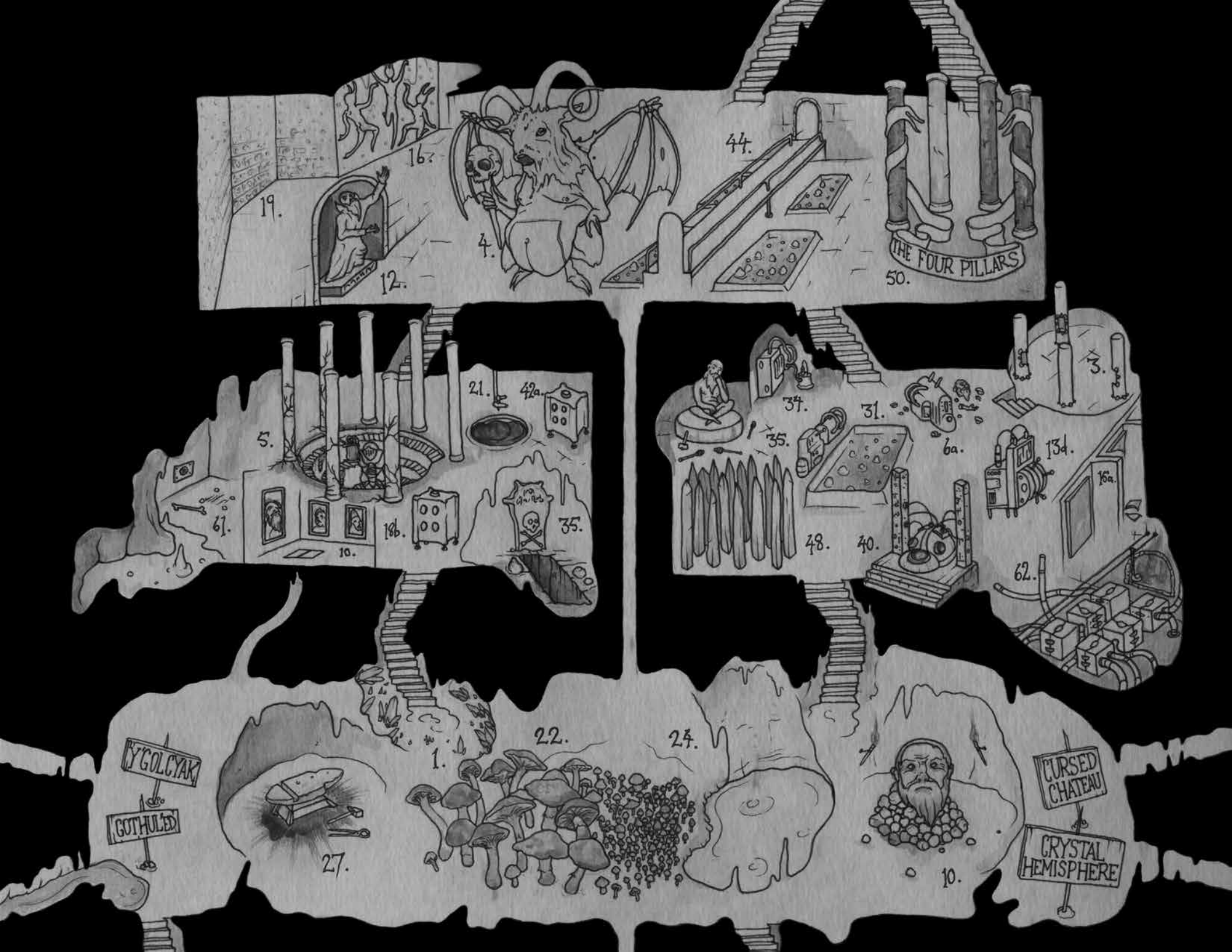
Era Three



Era Four

THE SEMPITERNAL PALACE OF VILMAR
WINTERBURG
MUNTBURG
MEMORY MOSS
11.
17.
3.
31a.
41.
20.
8.
49.
37.
28.
64.
61.


CONTROL ROOM
49.
23.
45.
8.
51.
50.
14.
36.
2.
38.
51.
25.
53.
61.
23.
31.
34.
39.
1.
19.
8.
43.
3.
35.
12.
15.
10.
14.
44.
61.
37.


16.
19.
12.
4.
44.
THE FOUR PILLARS
50.
21.
42a.
5.
61.
18b.
10.
35.
37.
31.
35.
6a.
3.
13d.
15a.
48.
40.
62.
Y'GOLCYAK
GOTHULED
1.
22.
24.
27.
10.
CURSED CHATEAU
CRYSTAL HEMISPHERE

16.
14.
18.
12.
51.
48.
27.
49.
29.

3.

Credits

Original design by James Maliszewski

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Dwimmermount™ is a classic megadungeon and old-school campaign setting presented for use with ***Labyrinth Lord***™ and other d20-based fantasy role-playing games.

The ***Dwimmermount Map Book*** presents each of Dwimmermount's wilderness, dungeon, and fortress maps as a two-page spread for reference and annotation in play. It's an indispensable reference when running a dungeon that's large enough to encompass an entire campaign! The ***Dwimmermount Map Book*** also includes a special two-page visual timeline of the construction of Dwimmermount, showing its origins in the early First Era to its final completion millennia later.

This is not a standalone product. A copy of ***Dwimmermount***™ is required to run the dungeon. ***Dwimmermount*** is a 13-level megadungeon for ***Adventurer Conqueror King System***™, ***Labyrinth Lord***™ and other d20-based fantasy role-playing games, available for purchase separately from Autarch™ LLC.

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