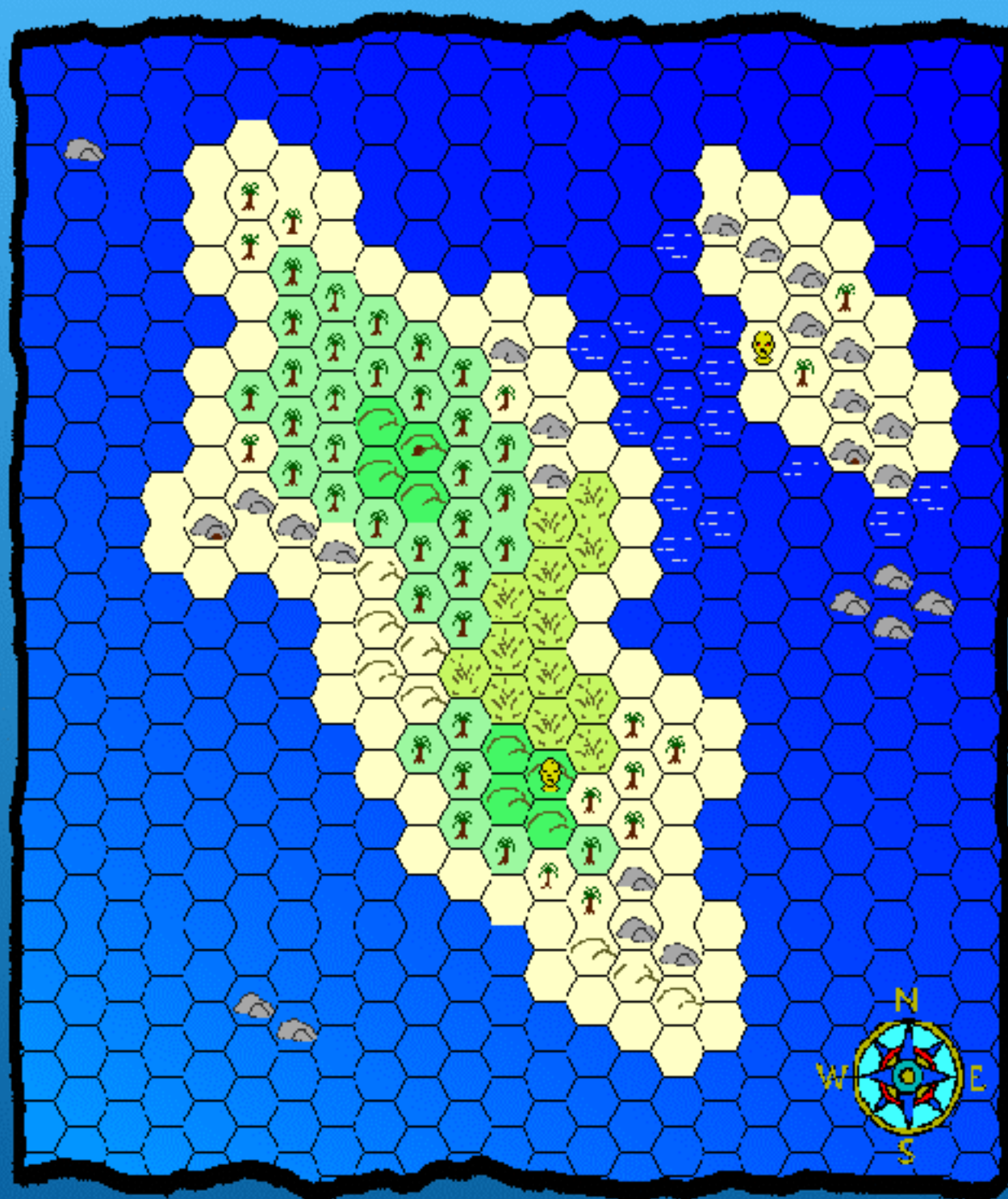


MAP MISER'S MANUAL



Another Fine Universal Fantasy
Product From Top Fashion Games

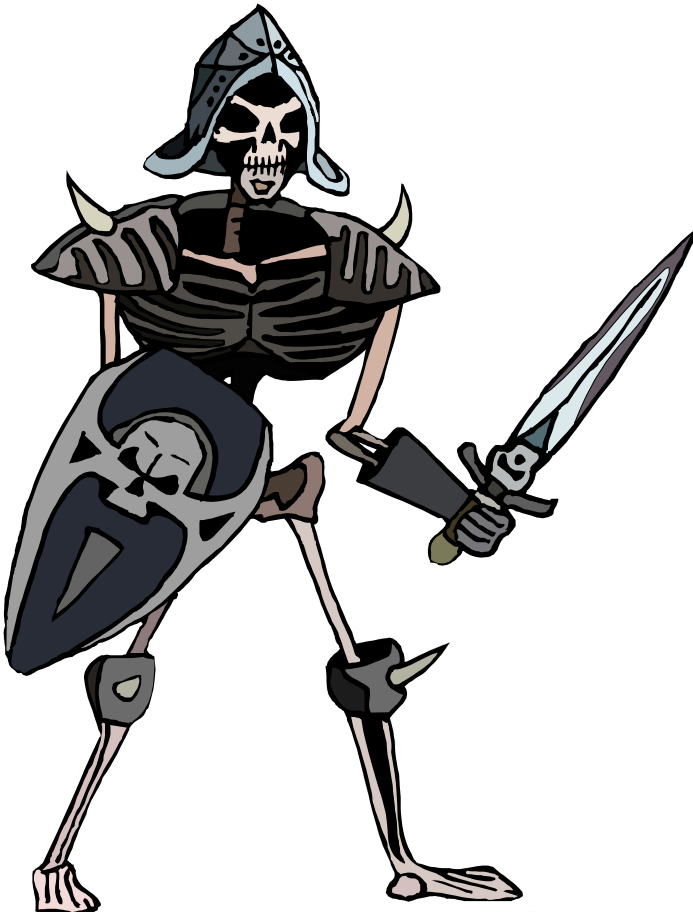


MAPS TO KEEP YOU UP TO PACE WITH YOUR ANNOYING PLAYERS...

It's game night and you've got one hour until the players arrive. Sound good? No, that sounds horrible. And why? Well, three weekends ago you promised the group that you'd have that map of the local region that the campaign is taking place in... do you have it? Of course not. Two weekends ago you promised them that they would start seeing maps of the villages that they stop in, do you have those... Nope. Last weekend you said that the dungeon maps would start looking more interesting.... Are they? Of course not.

The truth is, you calmly admit to yourself, is that you cannot draw a stick figure to save your life, much less a decent dungeon map. You've got a campaign world to put on paper, a temperate forest region to account for, the sprawling lands of an estate to flesh out, a village to go into more pictorial details of, and a couple of dungeons and caverns that need to look a bit more impressive when you scribble them out on the dry erase grid. And now, its an hour until game time and you're still stuck in the same unprepared rut.

Top Fashion Games can help. By picking up this nice little pdf and running it off on your trusty printer you've got quite a bit of evidence to prove you mean just what you say when you tell your players that things will get better map wise. From dungeons to tavern layouts to villages to regions to an entire world map, this collection of assorted maps can help. So don't fret! Roll those dice, dish out those demons, watch the characters die one by one, and laugh long and loud over the fact that the one thing that the players once worried about you the most was the fact that you couldn't produce any interesting maps.



MAP MISER'S MANUAL

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Published By: Top Fashion Games/
Dark Quest Games

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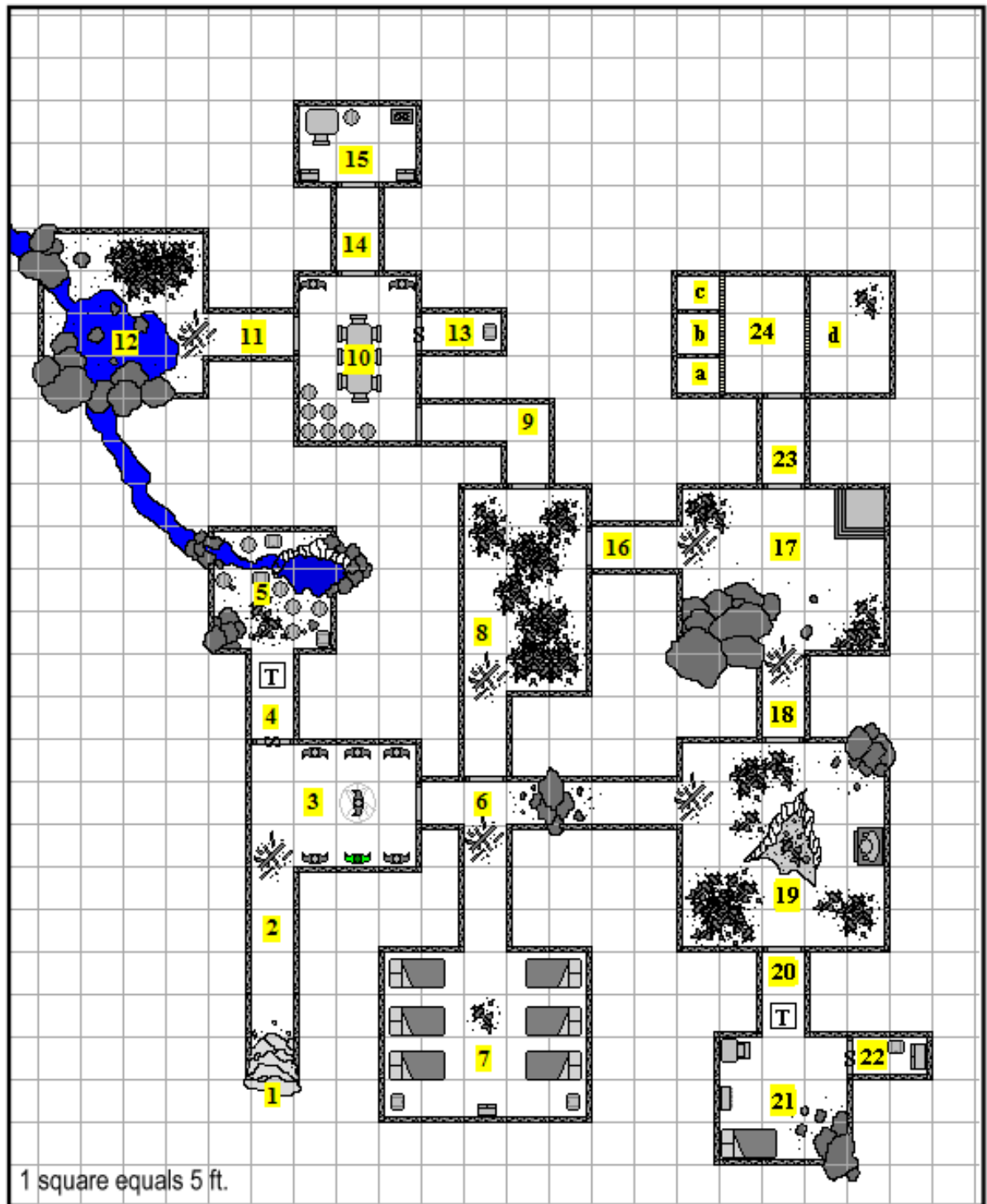
Woodrumworks@yahoo.com



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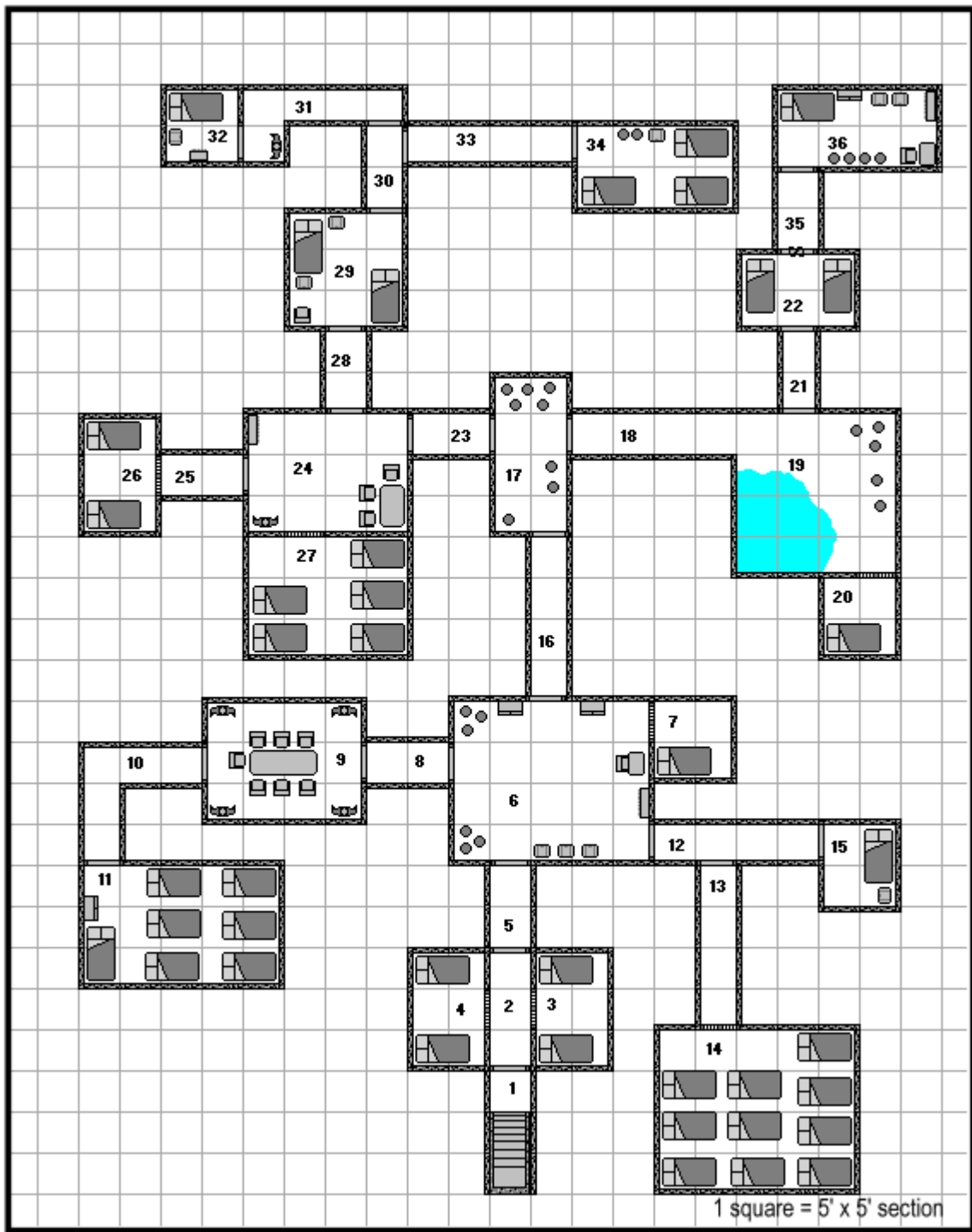
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Woodrumworks@yahoo.com

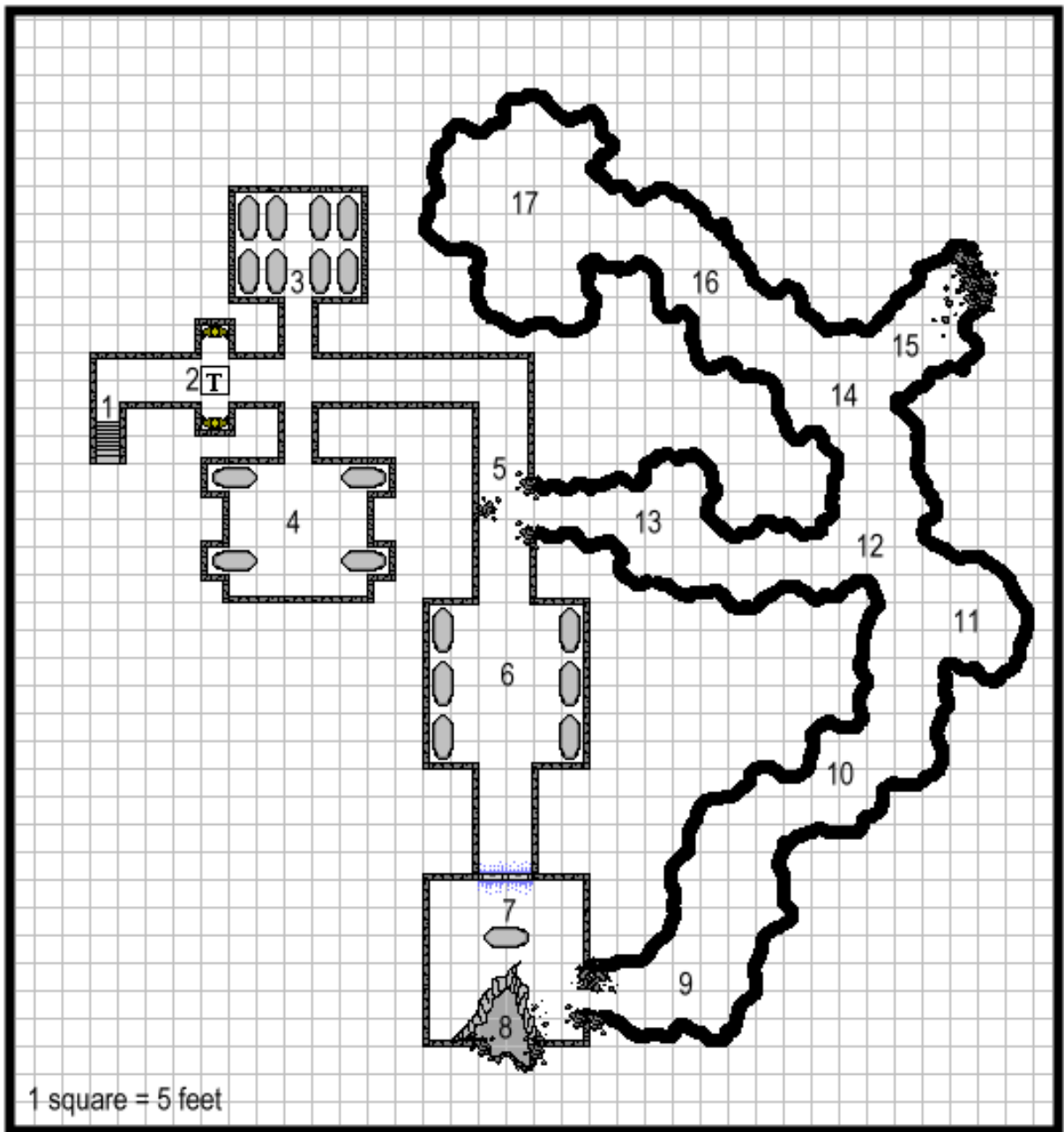


1 square equals 5 ft.

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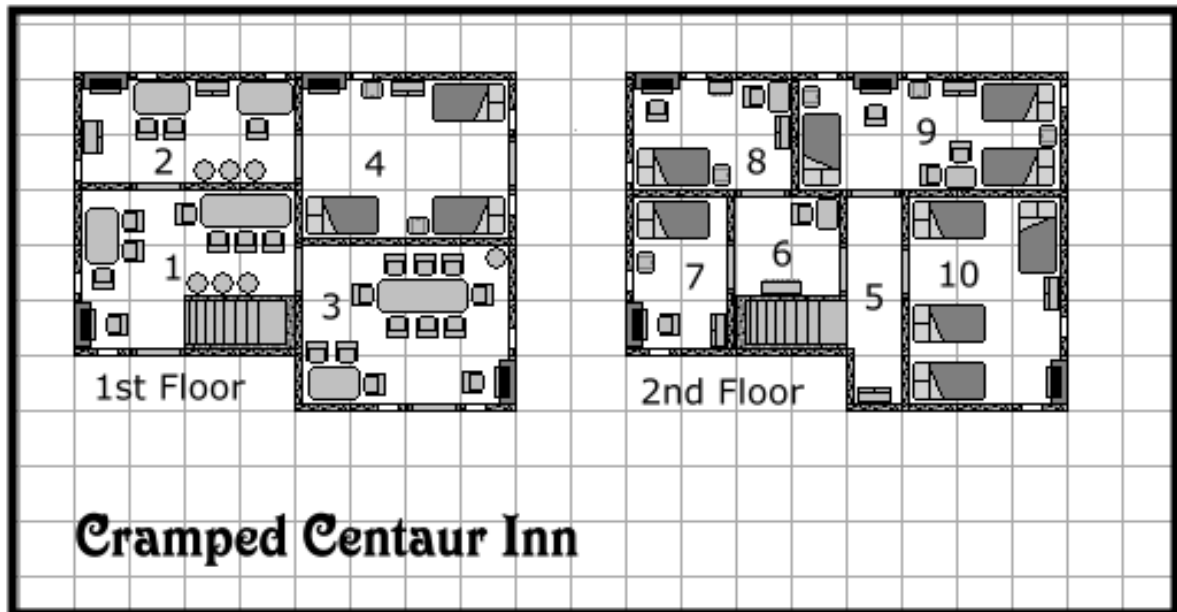


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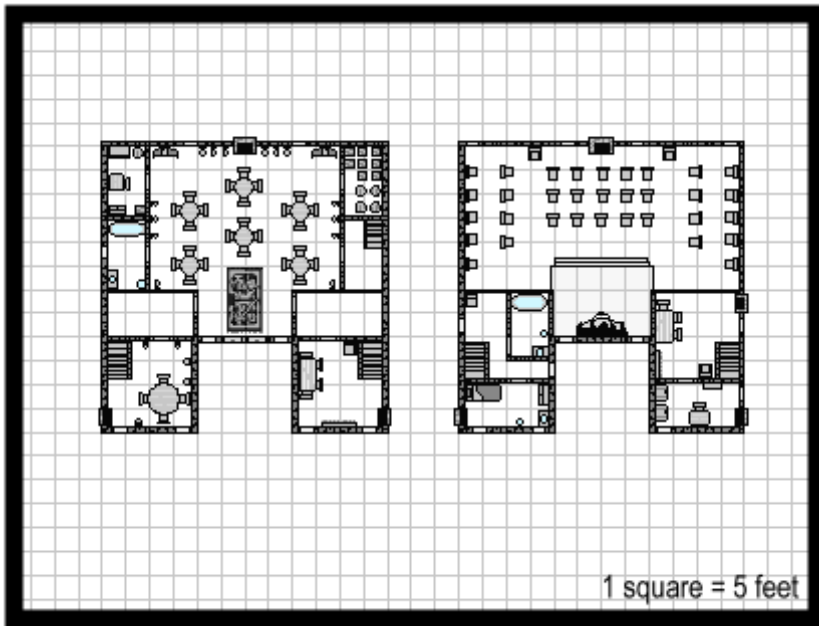
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LOCATION

TYPICAL 5 LEVEL TOWER

1st Floor

2nd Floor

3rd Floor

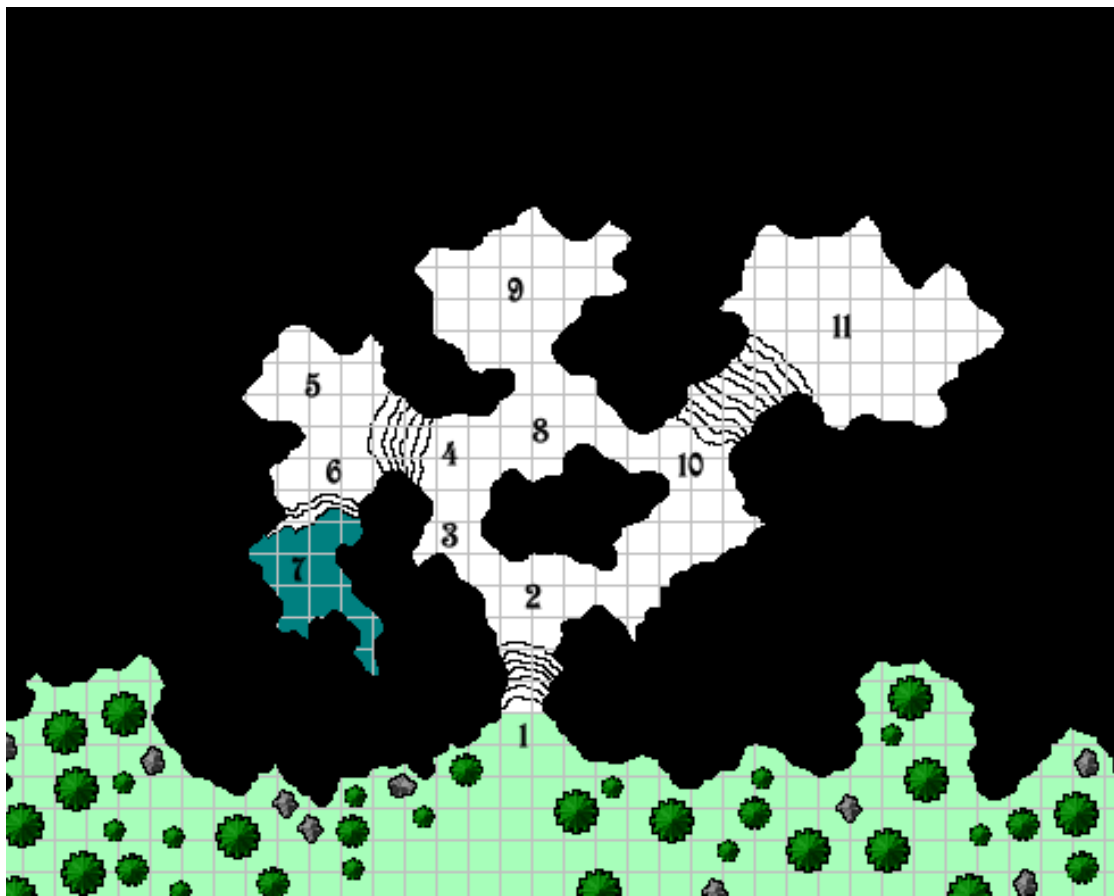
4th Floor

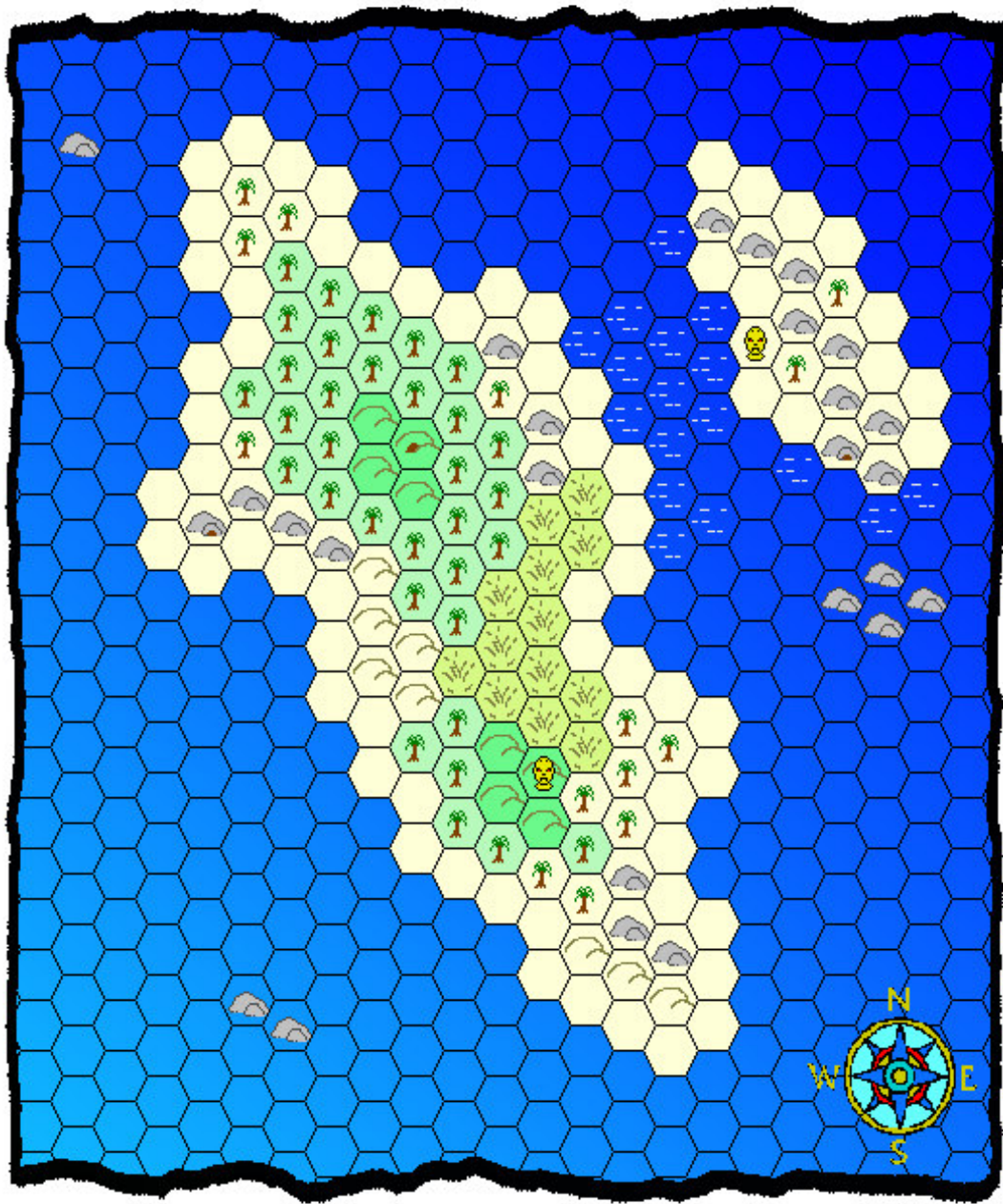
5th Floor

Tower Roof

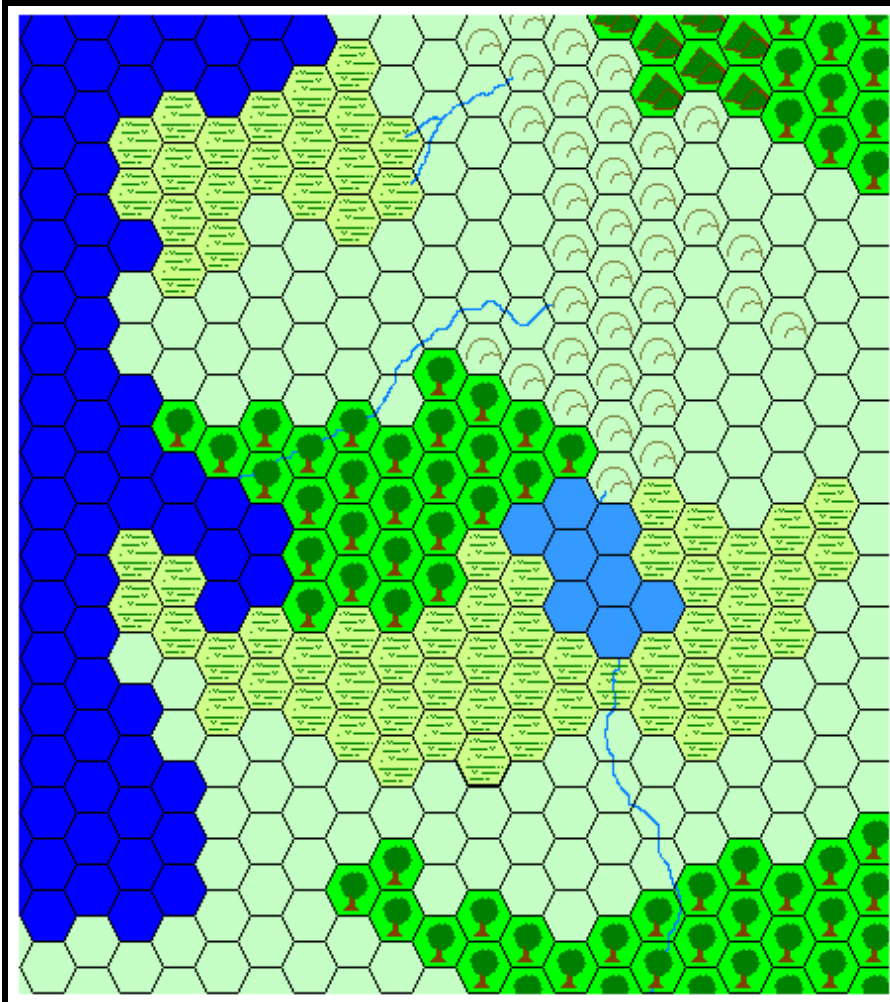
NOTES

1 square = 5 feet



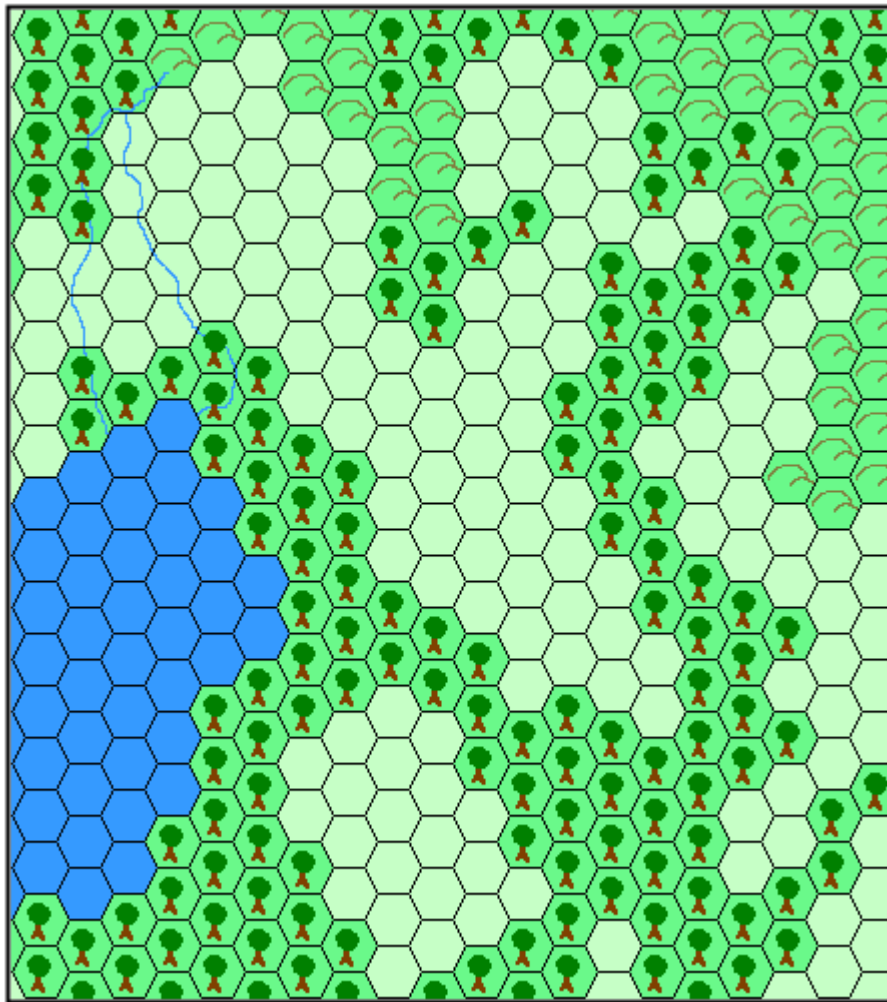


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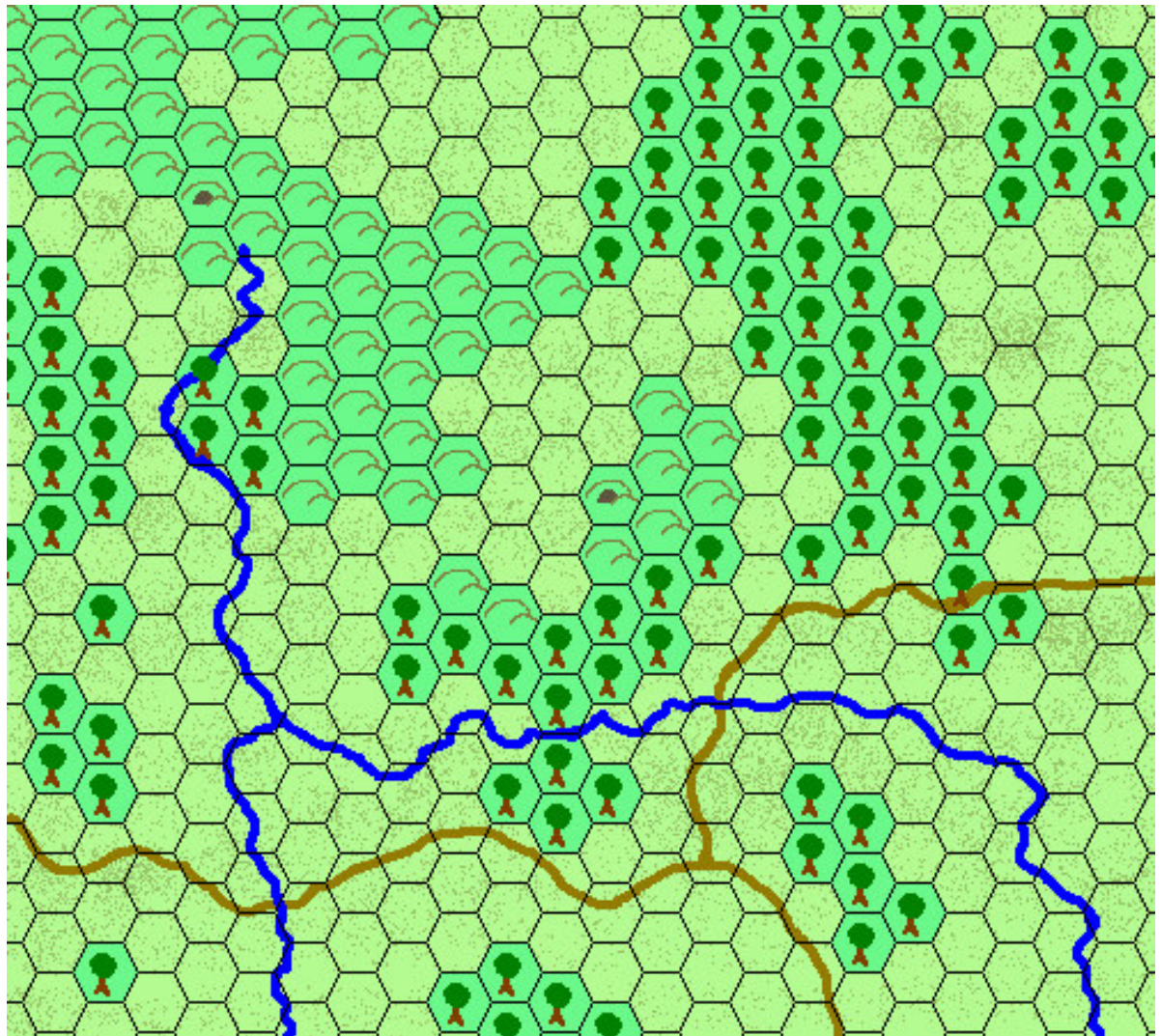
LOCATIONS

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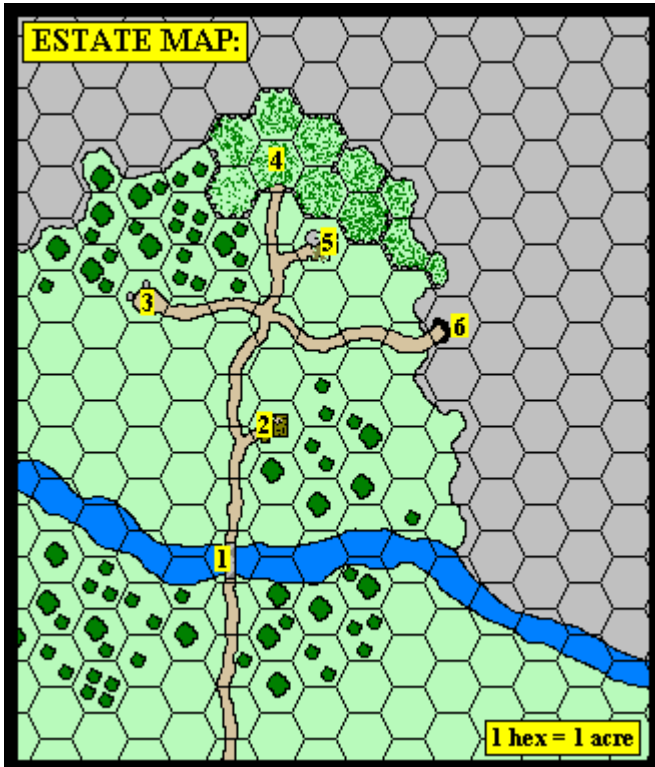
LOCATIONS

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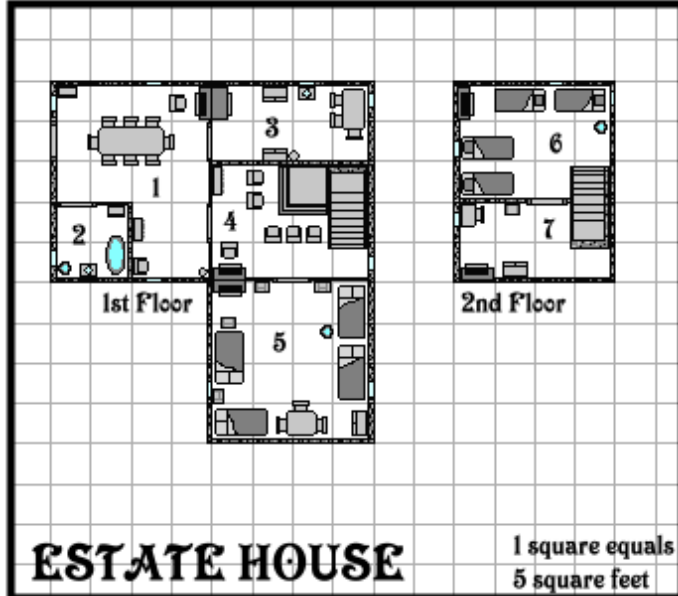


NOTES

A large, empty rectangular box with a black border, intended for writing notes.

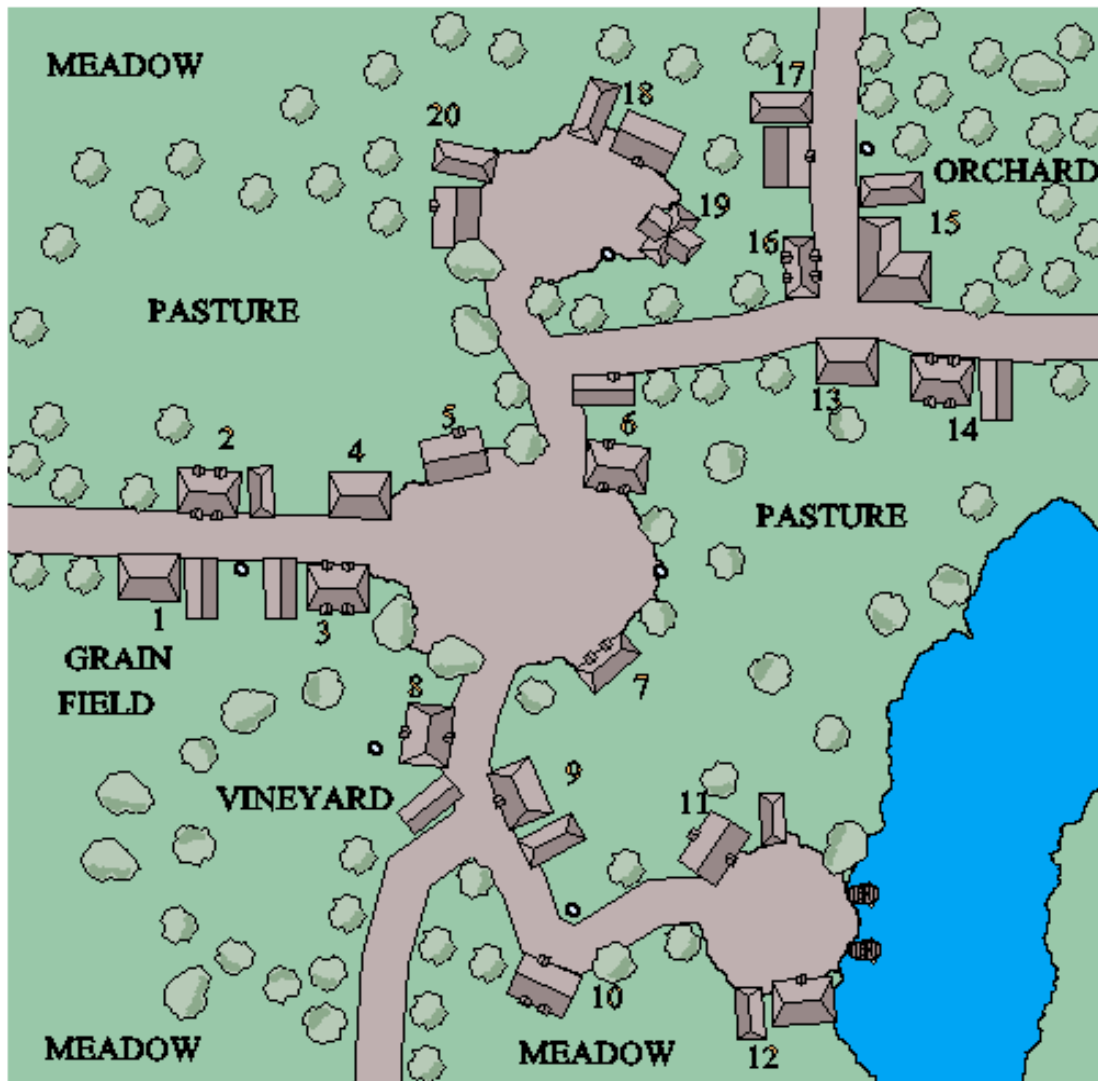


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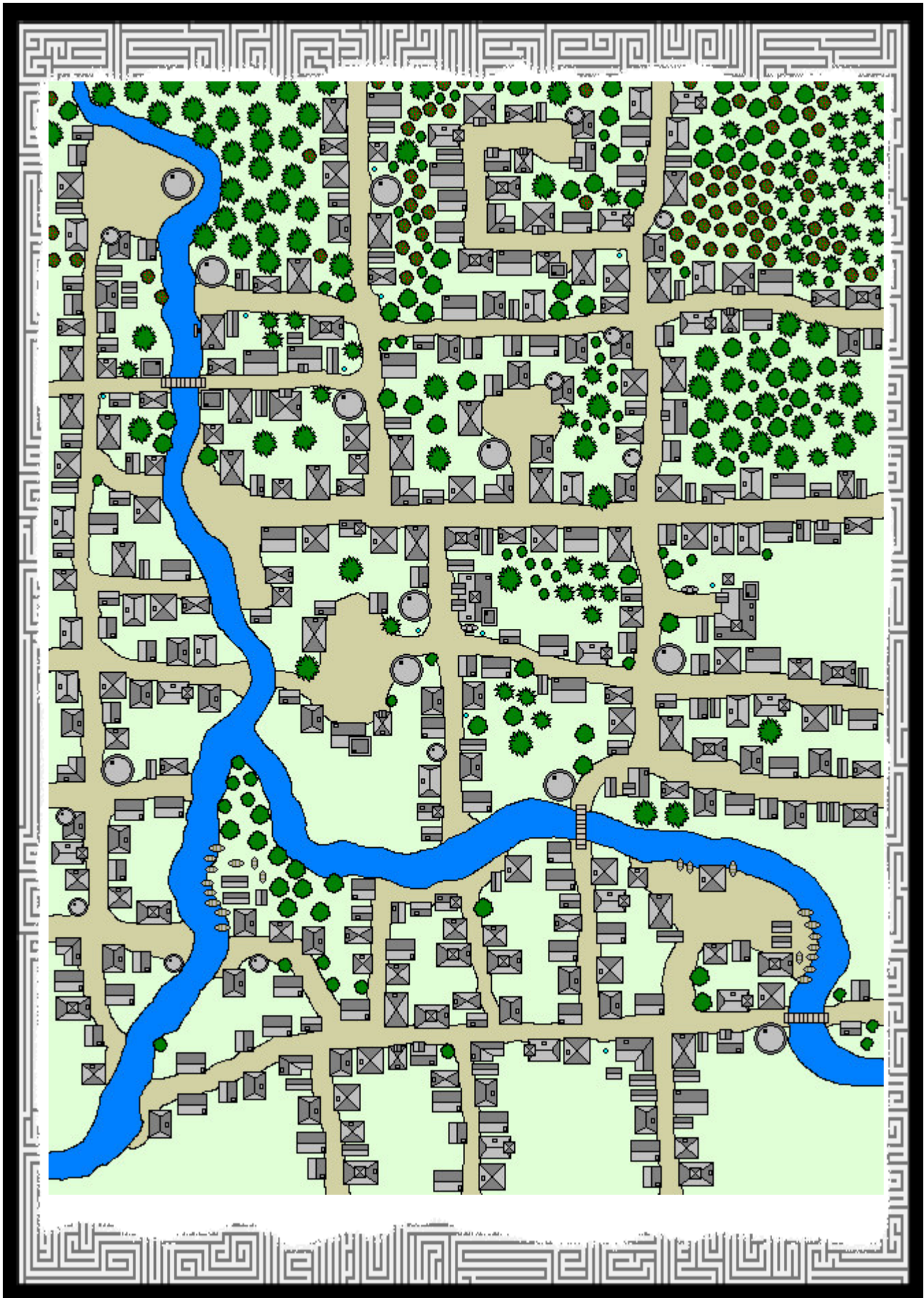


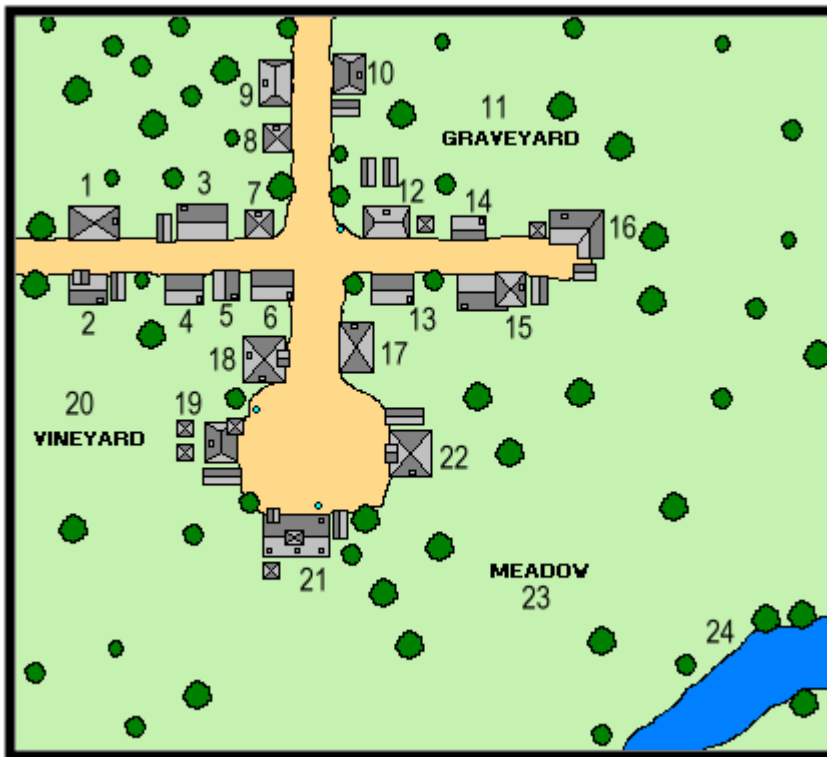
LOCATIONS

A large empty rectangular box intended for listing the names and descriptions of the 23 numbered locations shown on the map.

NOTES

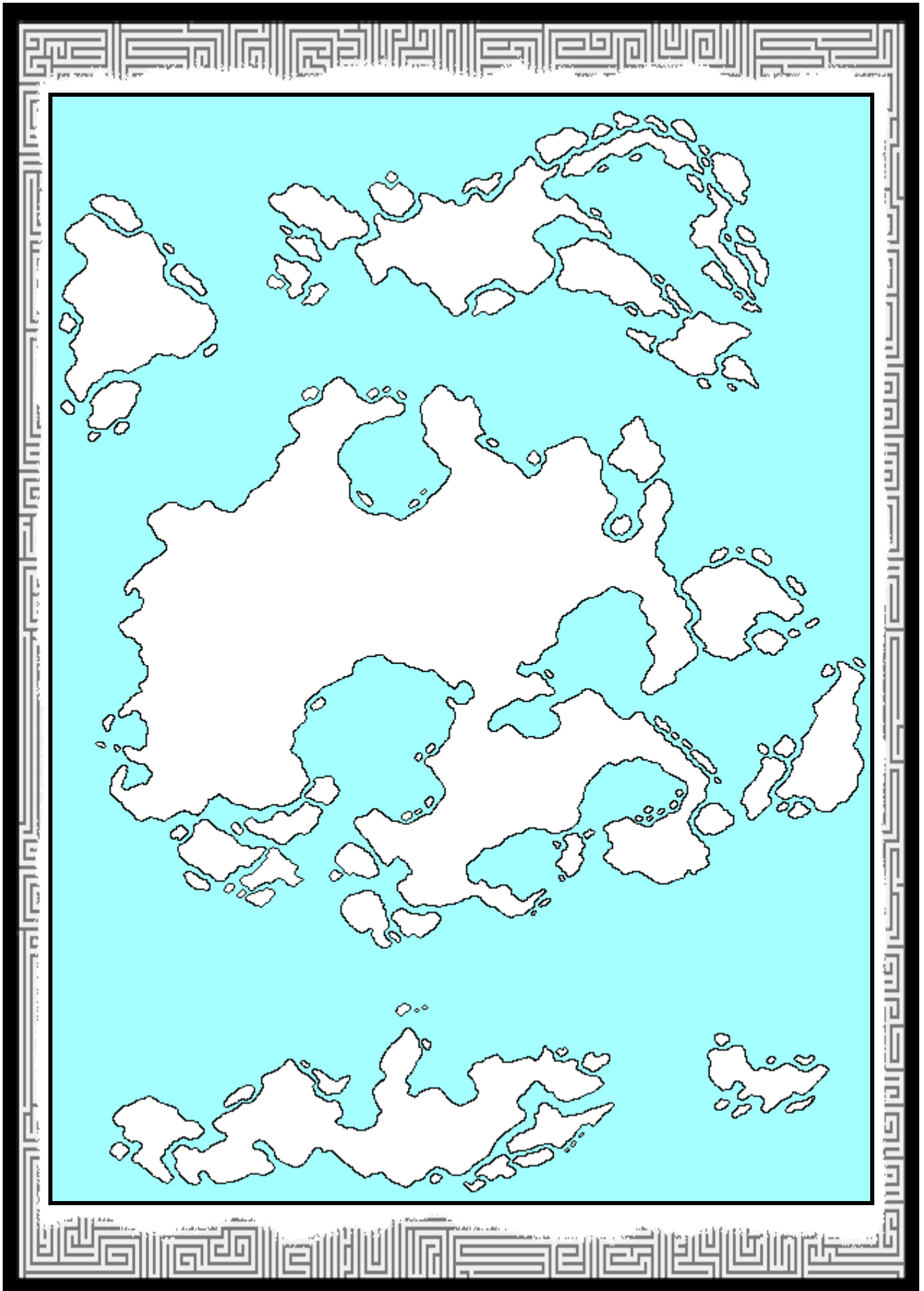
A large empty rectangular box intended for writing notes or additional information related to the map.

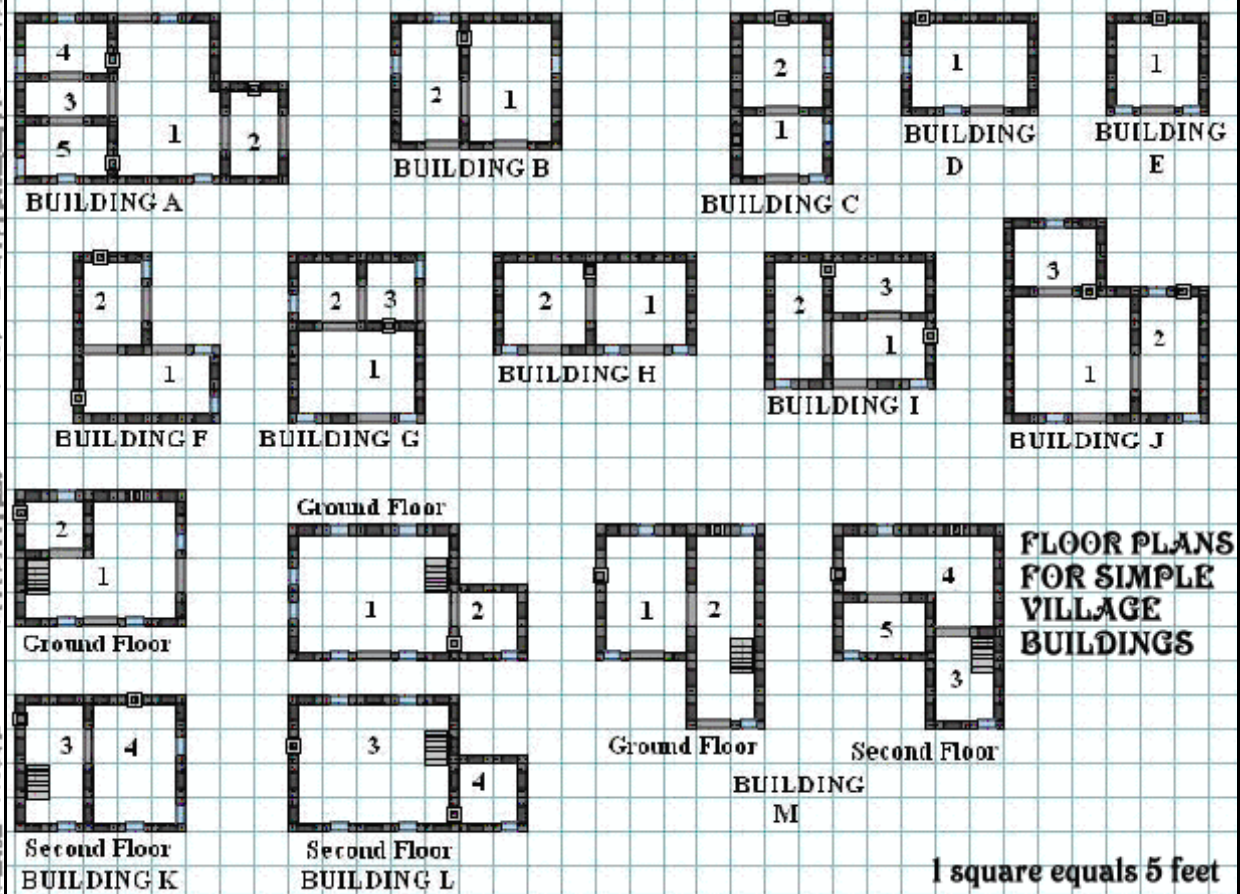




LOCATIONS

VILLAGE NOTES





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