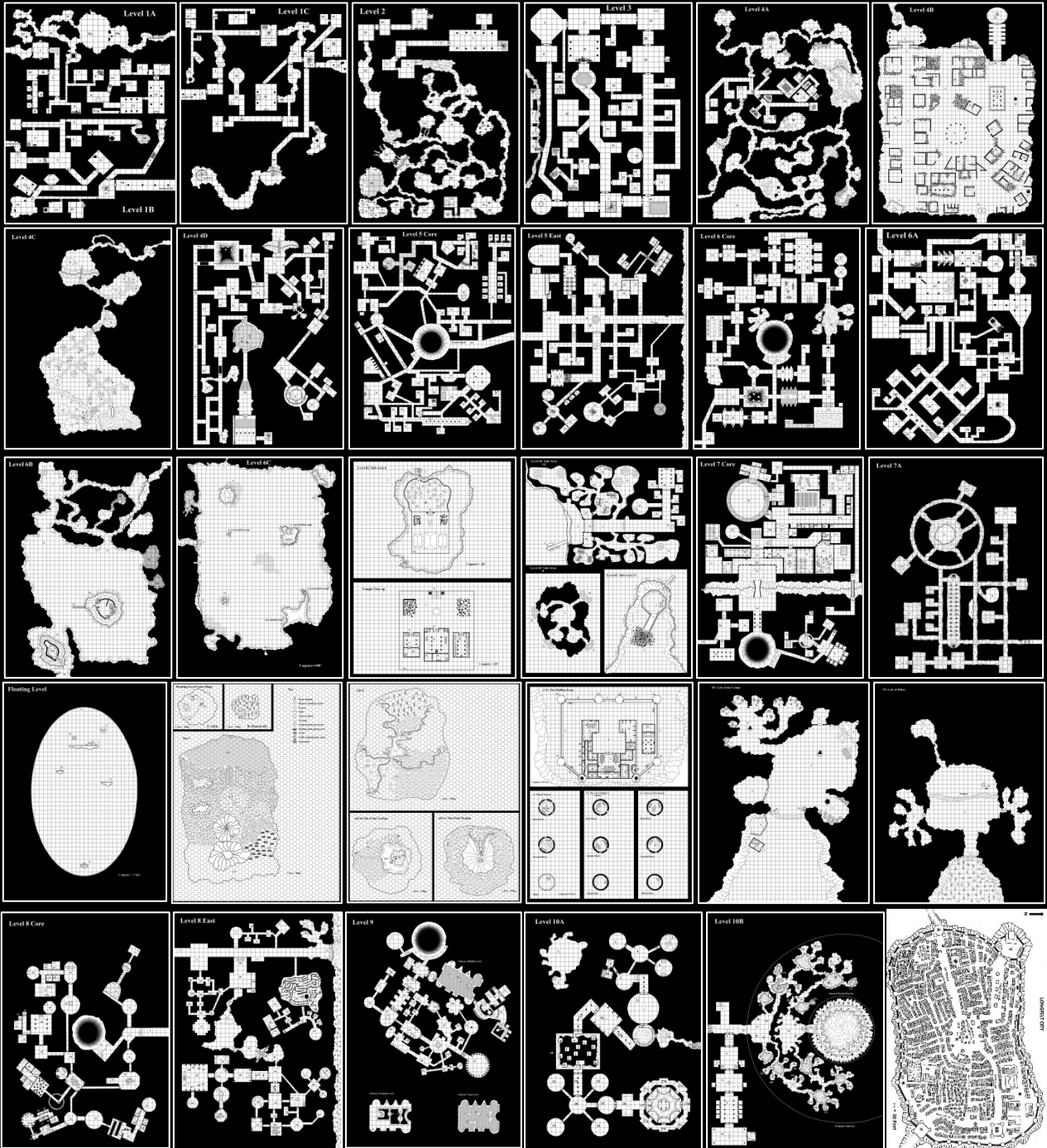


# GUNDERHOLFEN MAP PACK



G. HAWKINS











































# GUNDERHOLFEN MAP PACK

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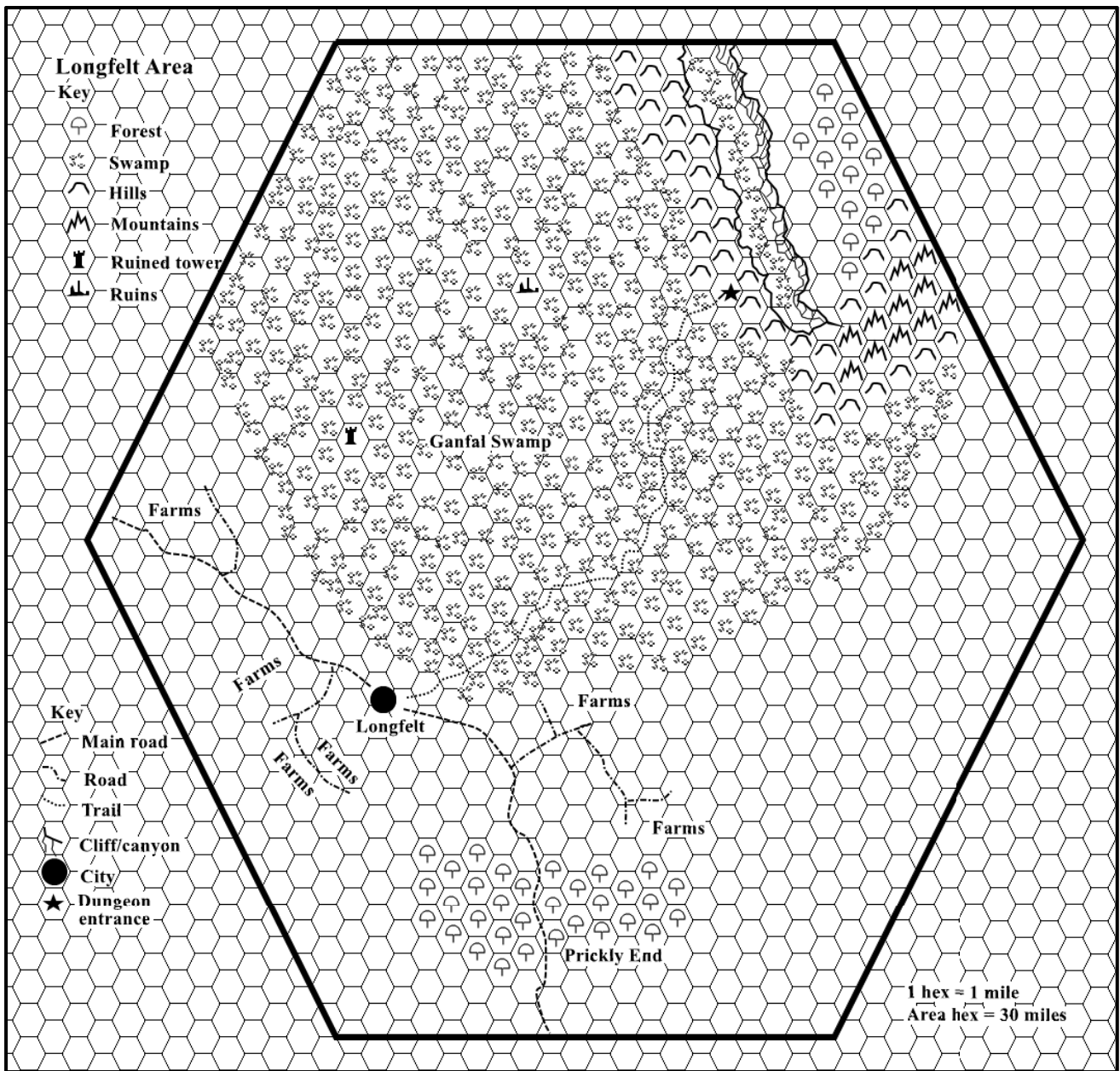
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# DUNGEON KEY








|   |                   |  |   |
|---|-------------------|--|---|
|    | Covered pit       |    | Dais  |
|    | Fountain          |    | Altar   |
|    | Curtain           |    | Mechanism   |
|    | Pillar            |    | Giant mushrooms/fungus                                    |
|    | Pedestal          |    | Pools   |
|    | Open fire         |    | Pools   |
|    | Table             |    | Bridges   |
|    | Fireplace         |    | Bridges   |
|    | Chairs            |    | Door  |
|    | Statue            |    | Locked door   |
|    | Natural columns   |    | Well (rimless)  |
|  | Chest             |   | Well  |
|  | Rubbish           |  | Stairs (>down)  |
|  | Secret door       |  | Portcullis/bars   |
|  | Open pit          |  | Rubble  |
|  | Water             |  | Torch/wall-mounted brazier                                |
|  | Cliff/embankment  |  | Brazier   |
|  | Book shelf        |  | Other light source present in area (magic/glow fungi etc) |
|  | Barrel            |  |   |
|  | Bed               |  |   |
|  | Straw/rag bedding |  |   |
|  | Trapdoor          |  |   |

**Note:** 1 square = 10' on all maps unless indicated otherwise

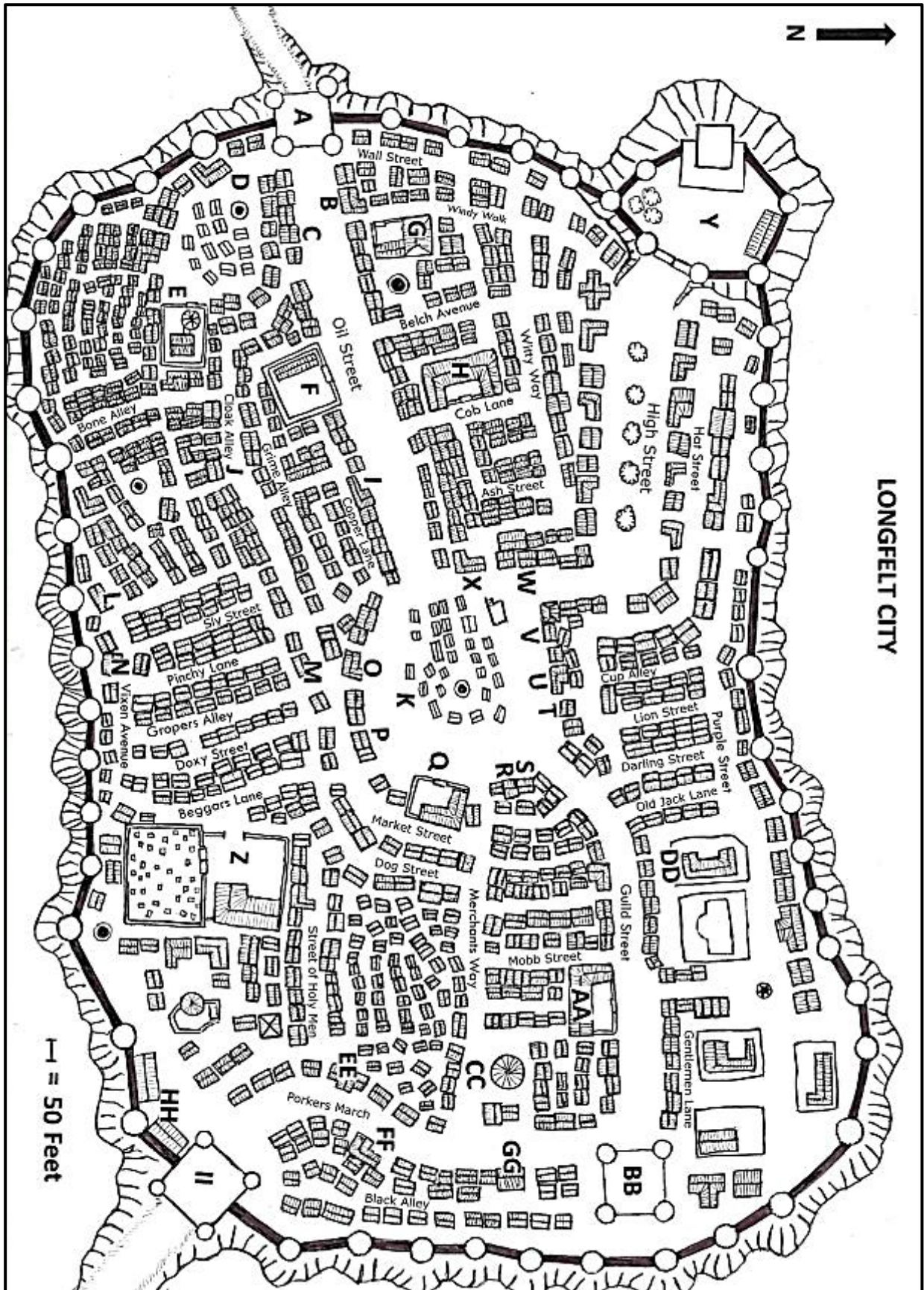
# LONGFELT AREA



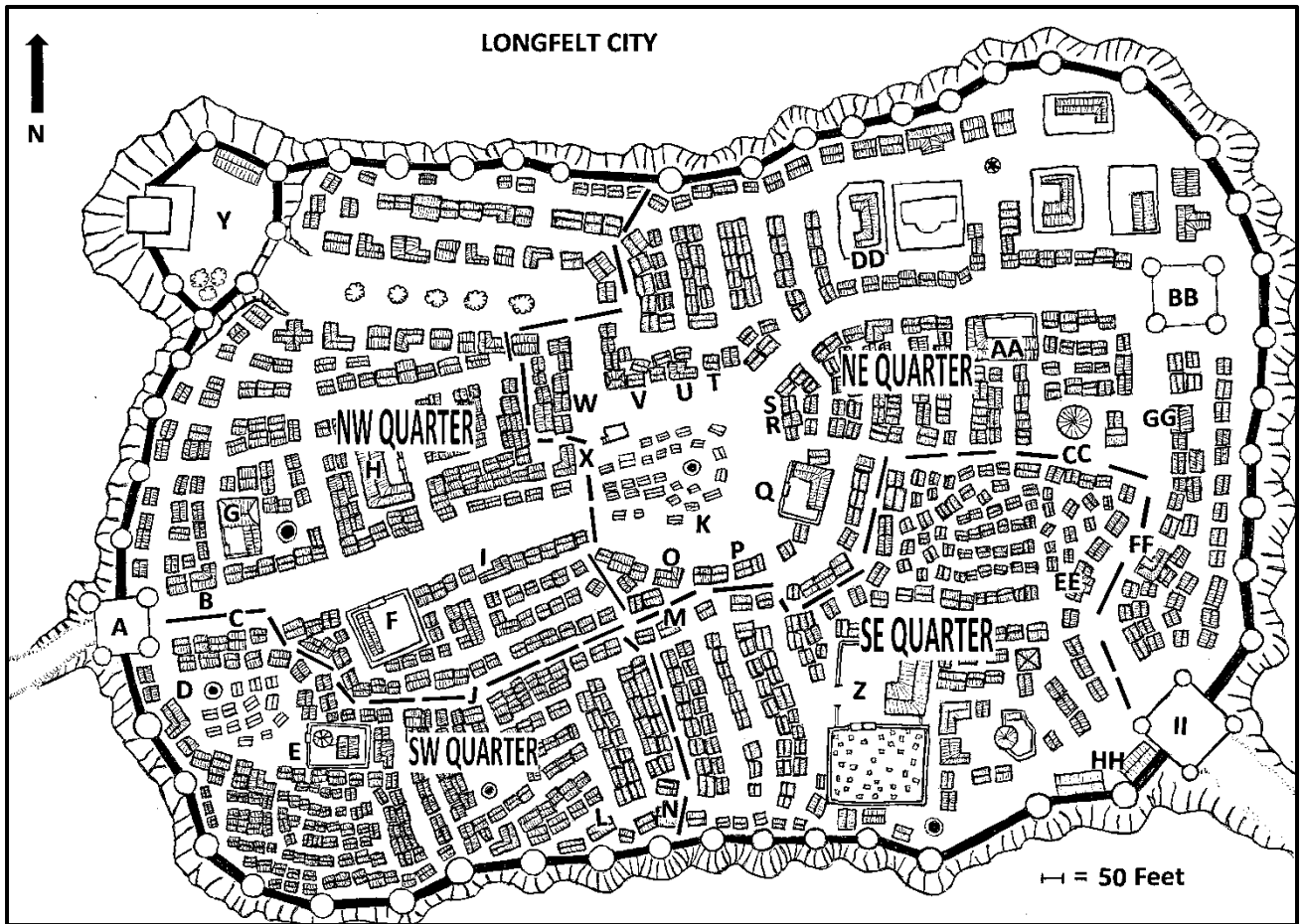
## CITY KEY

- |   |                |   |                |   |             |
|---|----------------|---|----------------|---|-------------|
|  | Tower          |  | Wall tower     |  | Gravestones |
|  | Building/house |  | Tree           |   |             |
|  | Stalls         |  | Steep gradient |   |             |

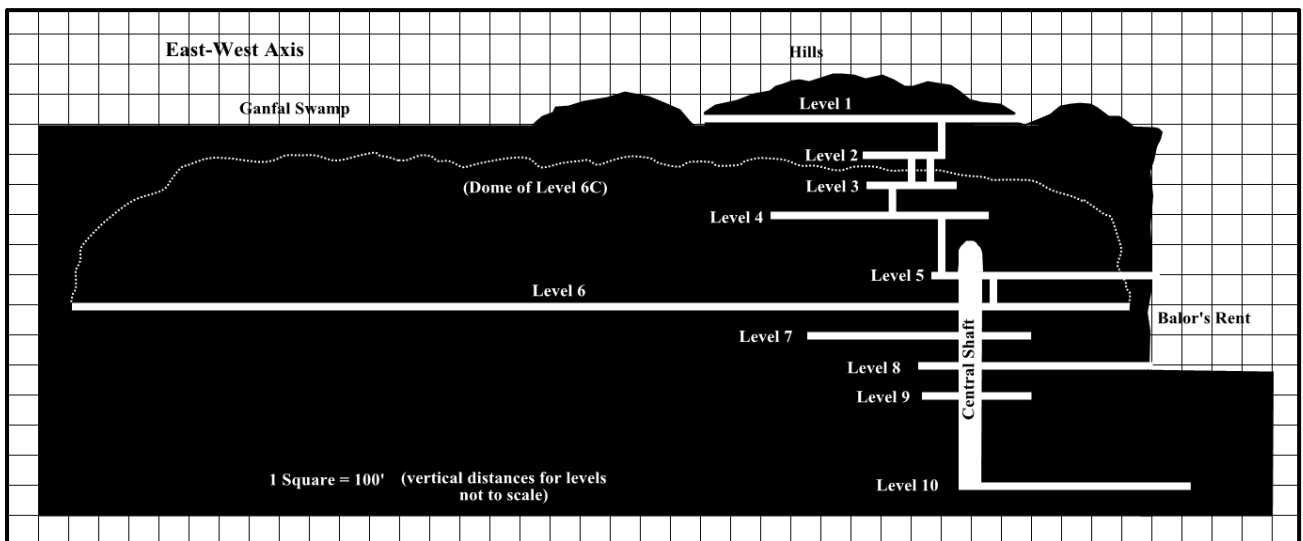
# LONGFELT CITY



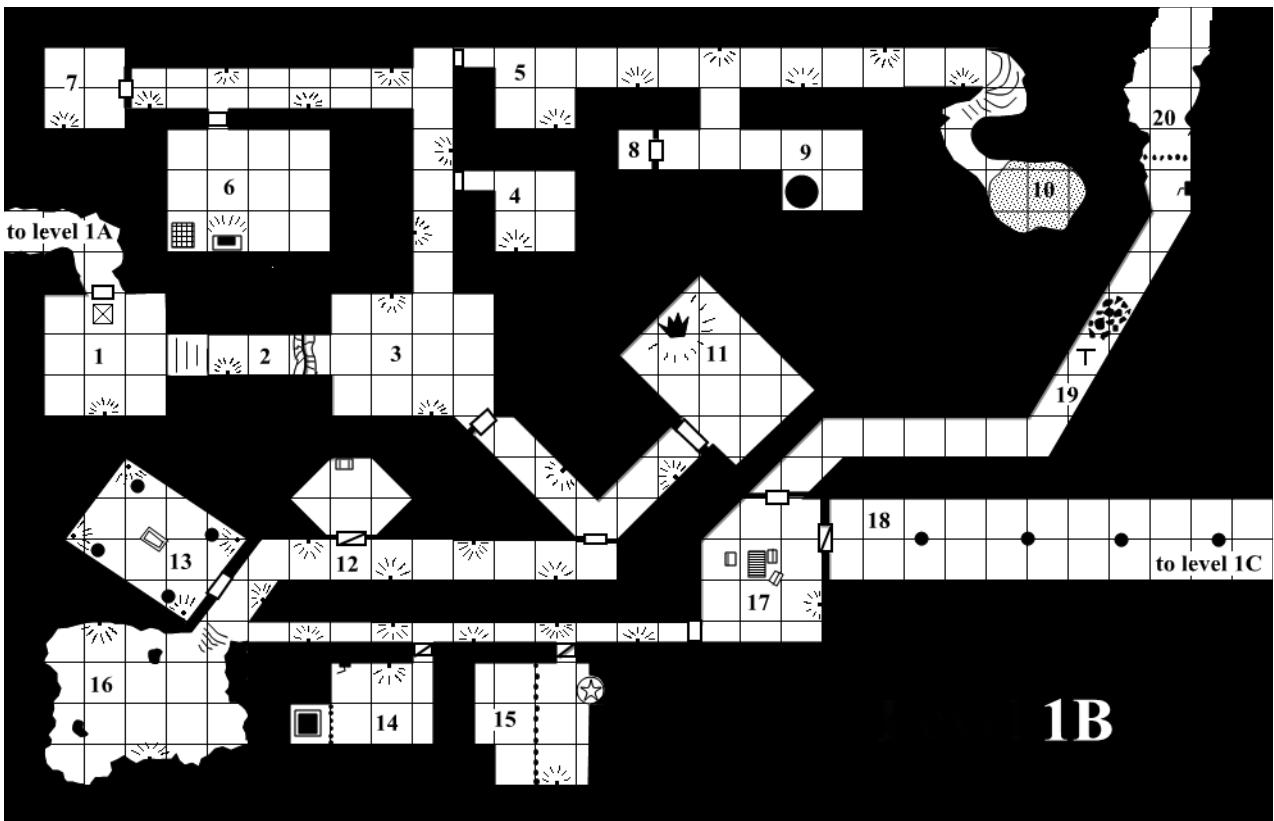
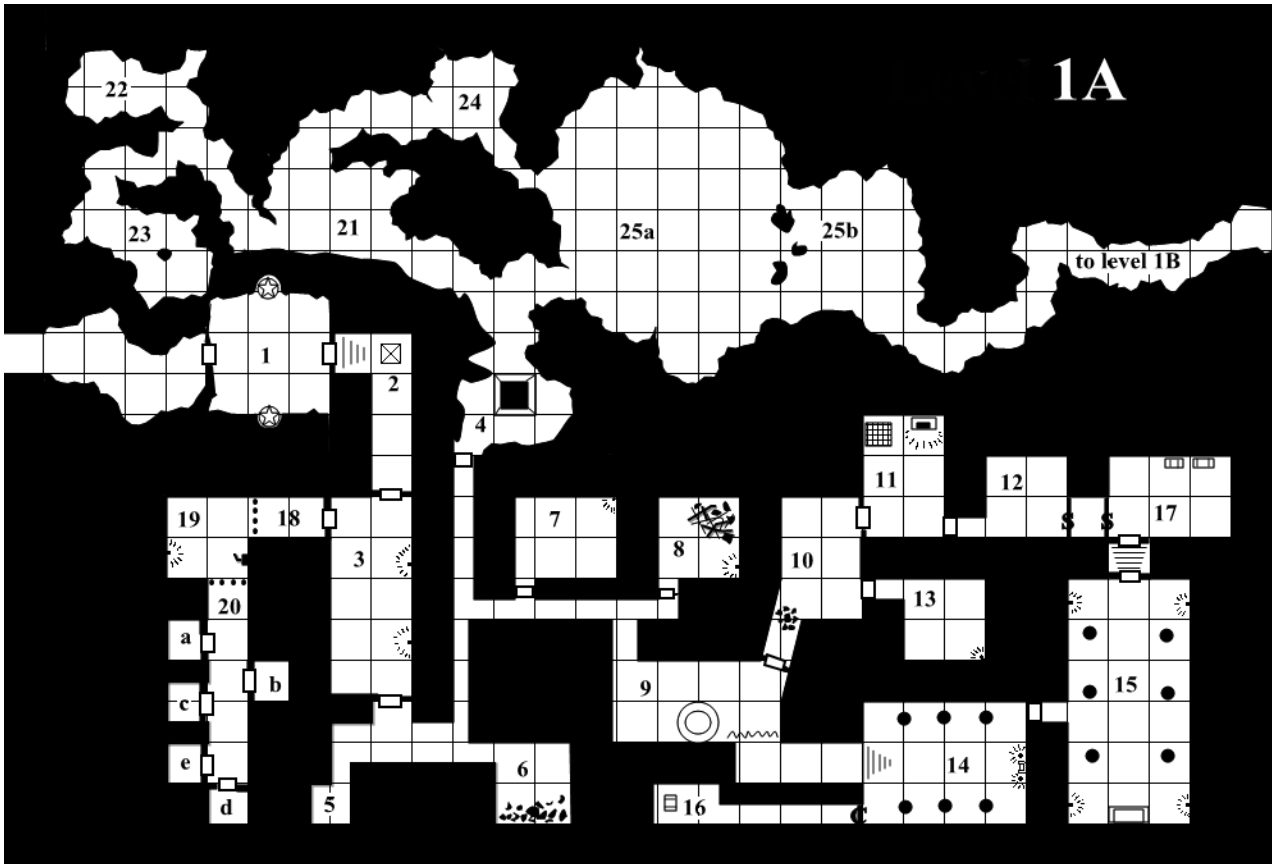
# LONGFELT DISTRICT MAP



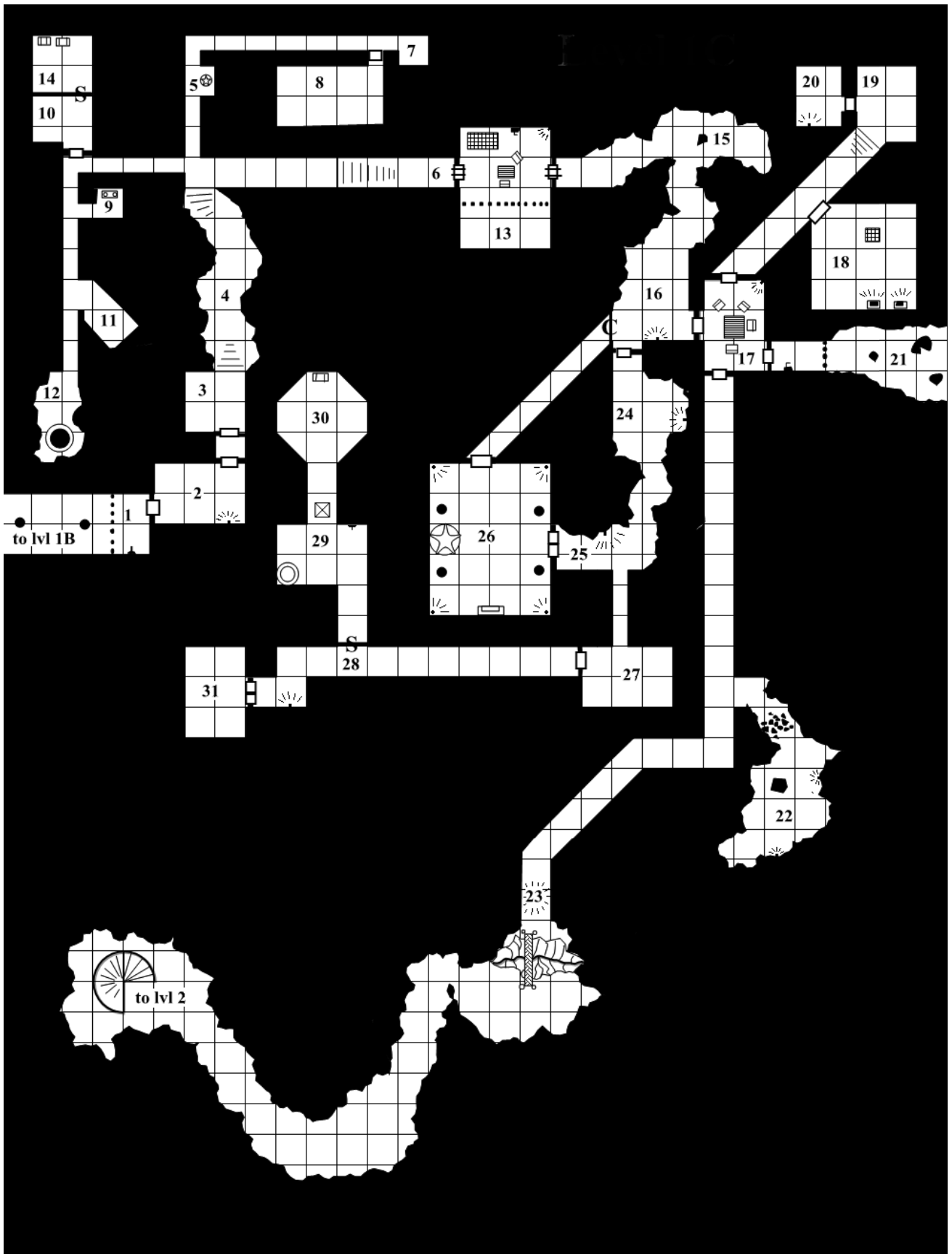
# GUNDERHOLFEN SIDE VIEW



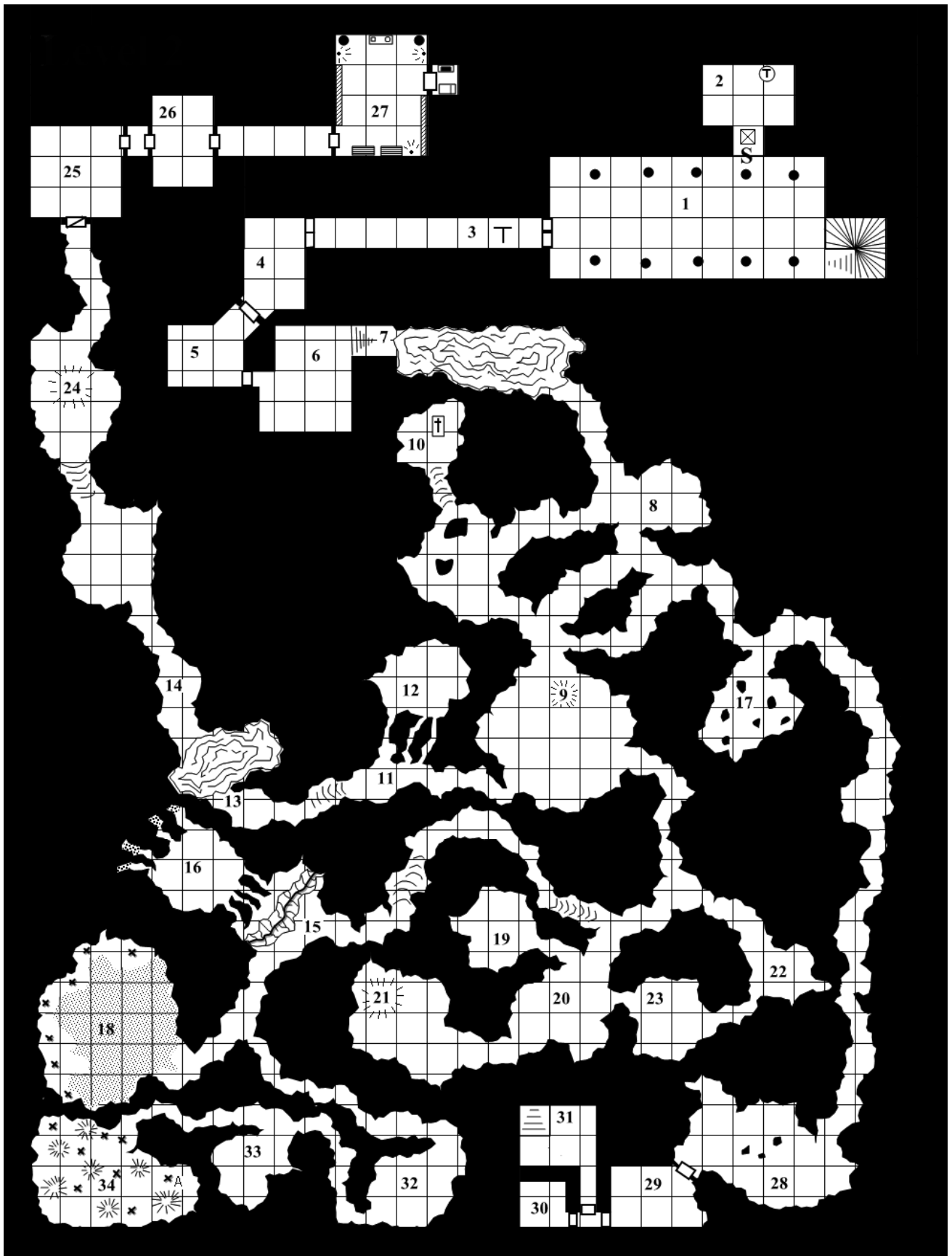
# LEVELS 1A AND 1B



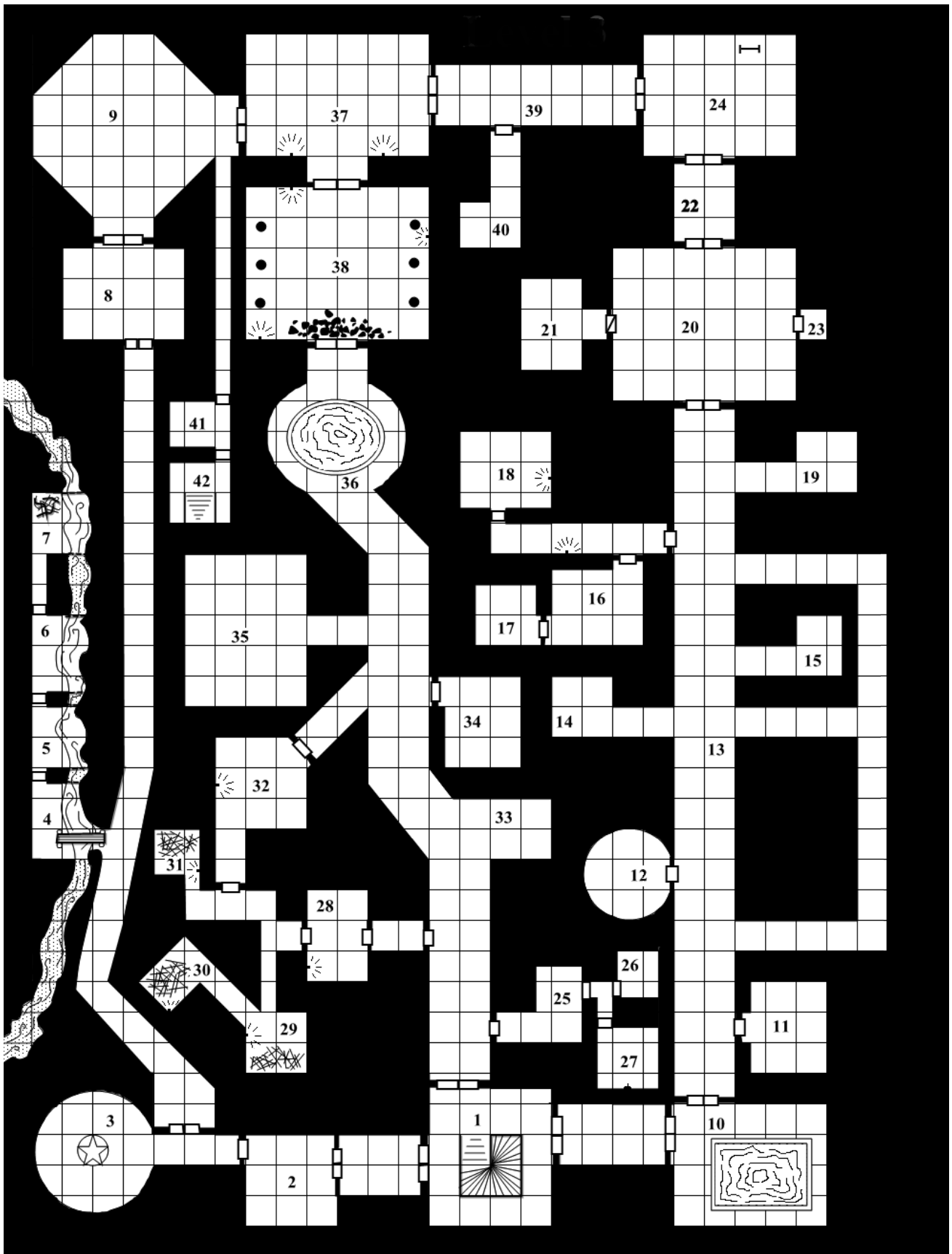
# LEVEL 1C



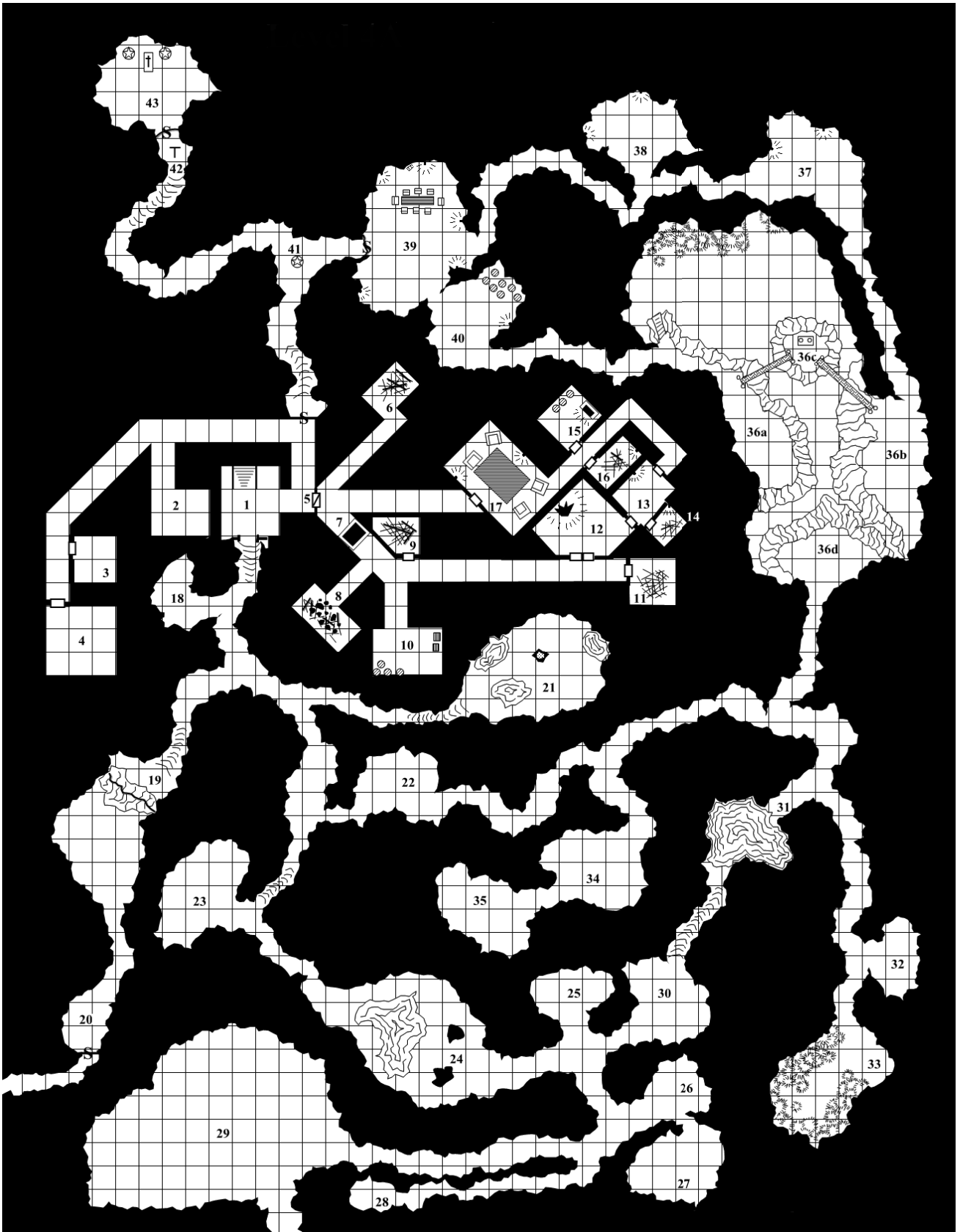
# LEVEL 2



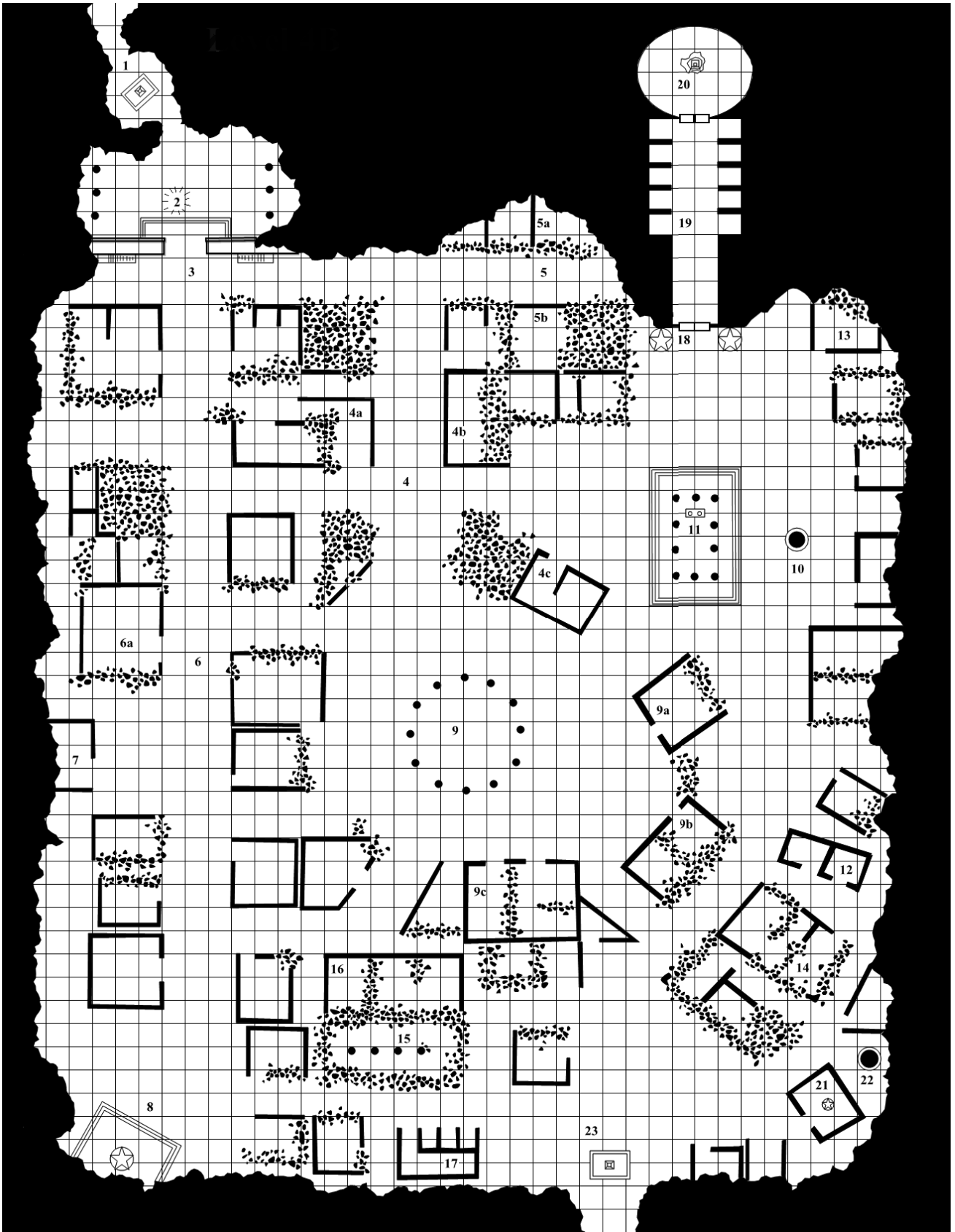
# LEVEL 3



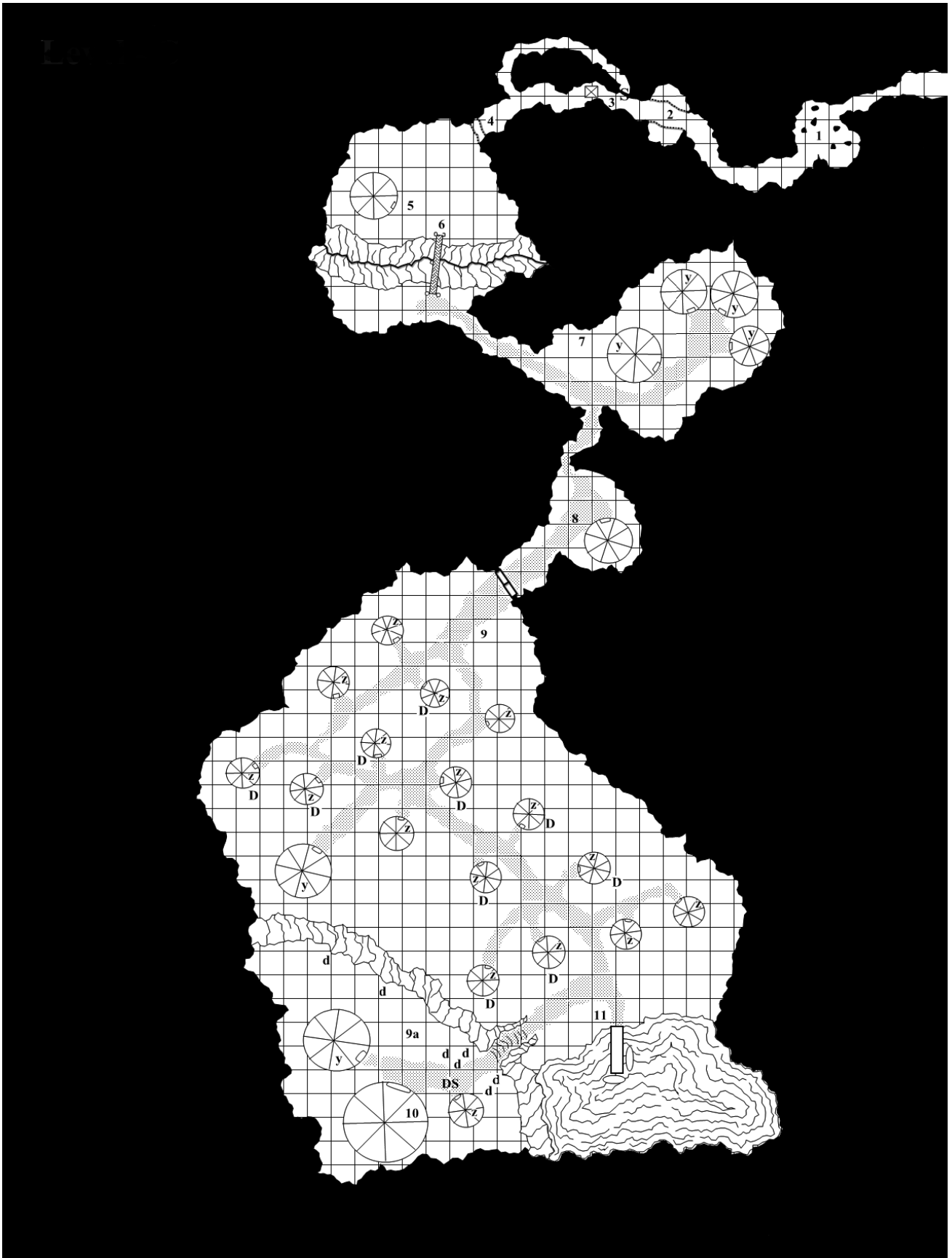
# LEVEL 4A



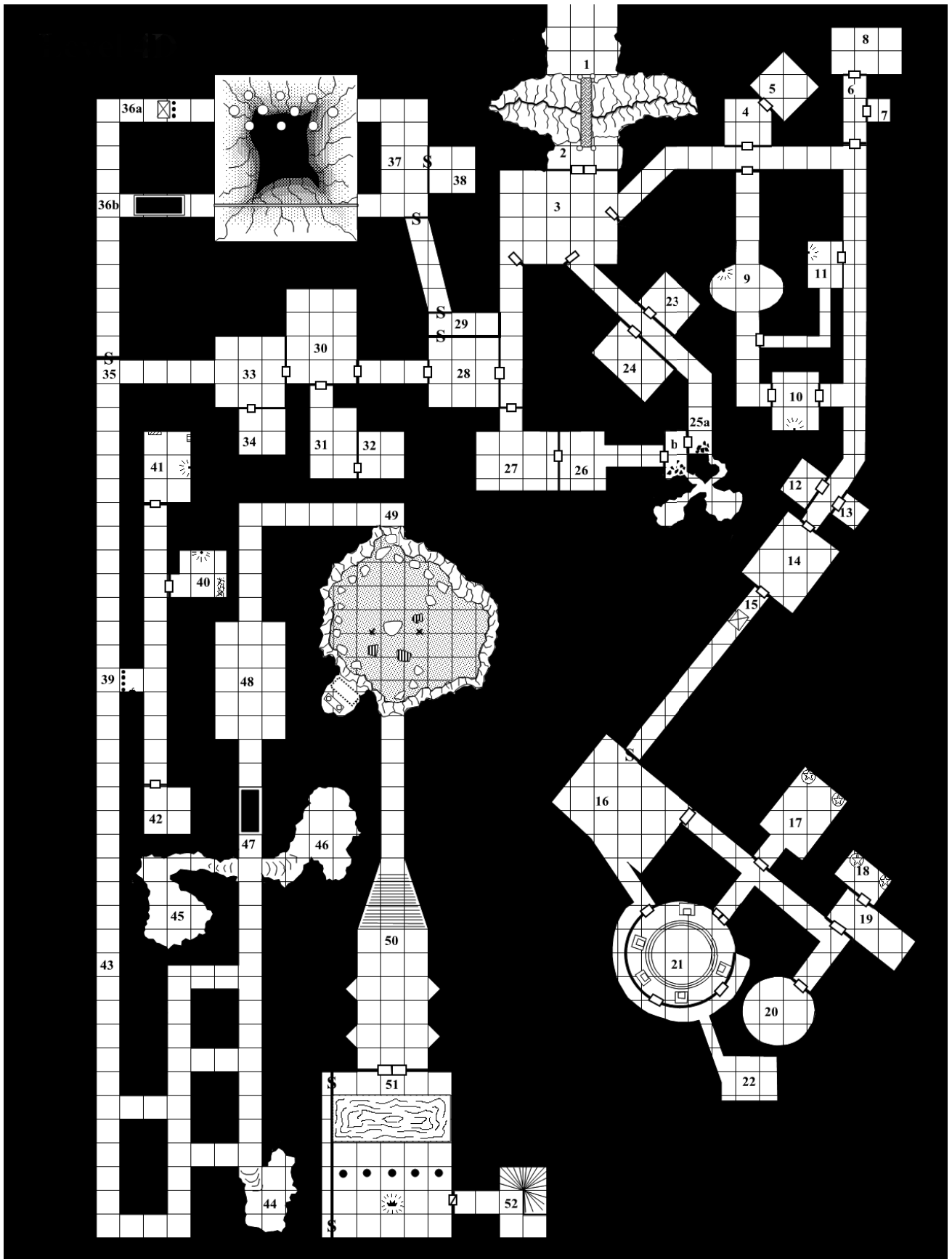
# LEVEL 4B



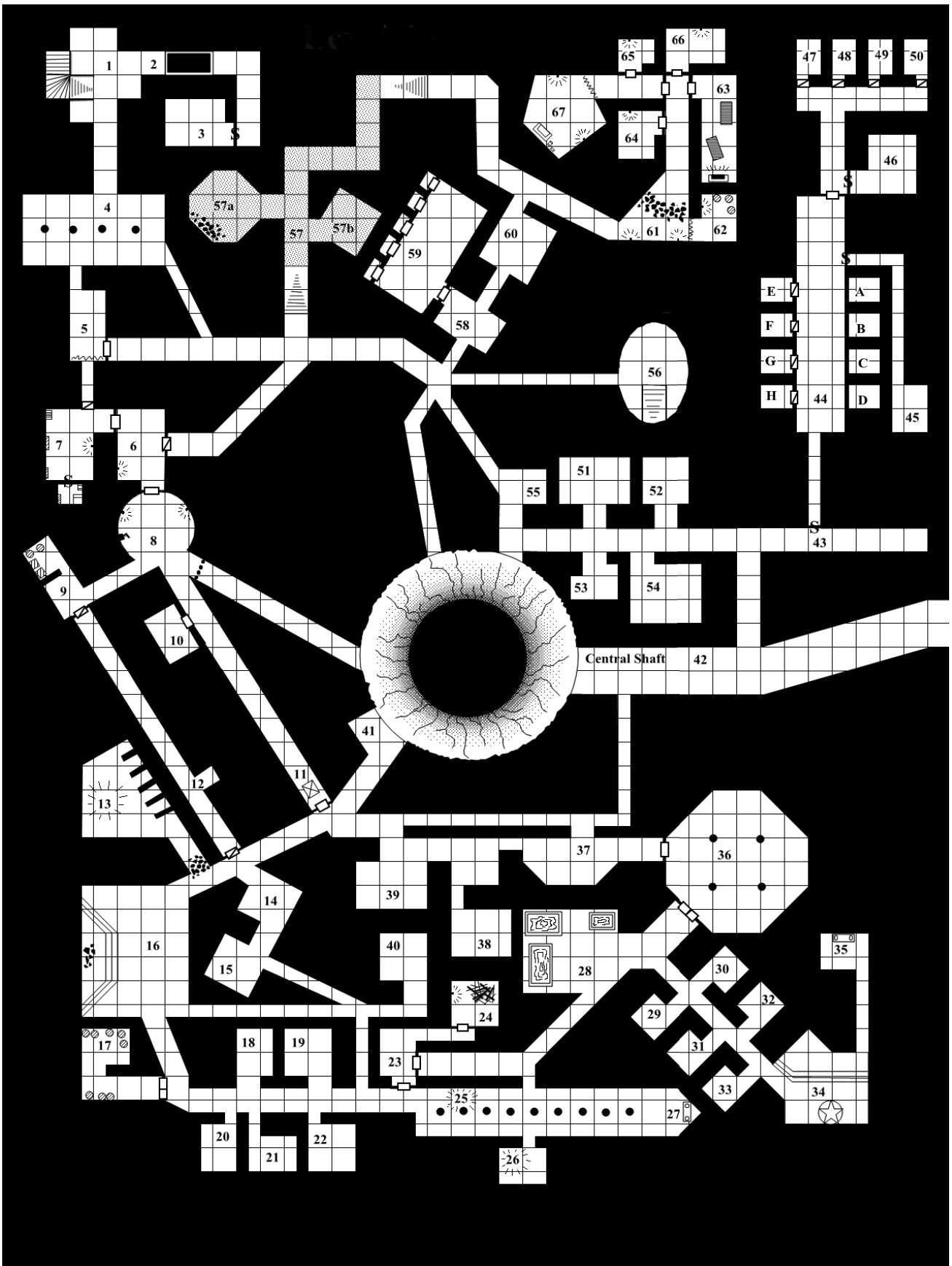
# LEVEL 4C



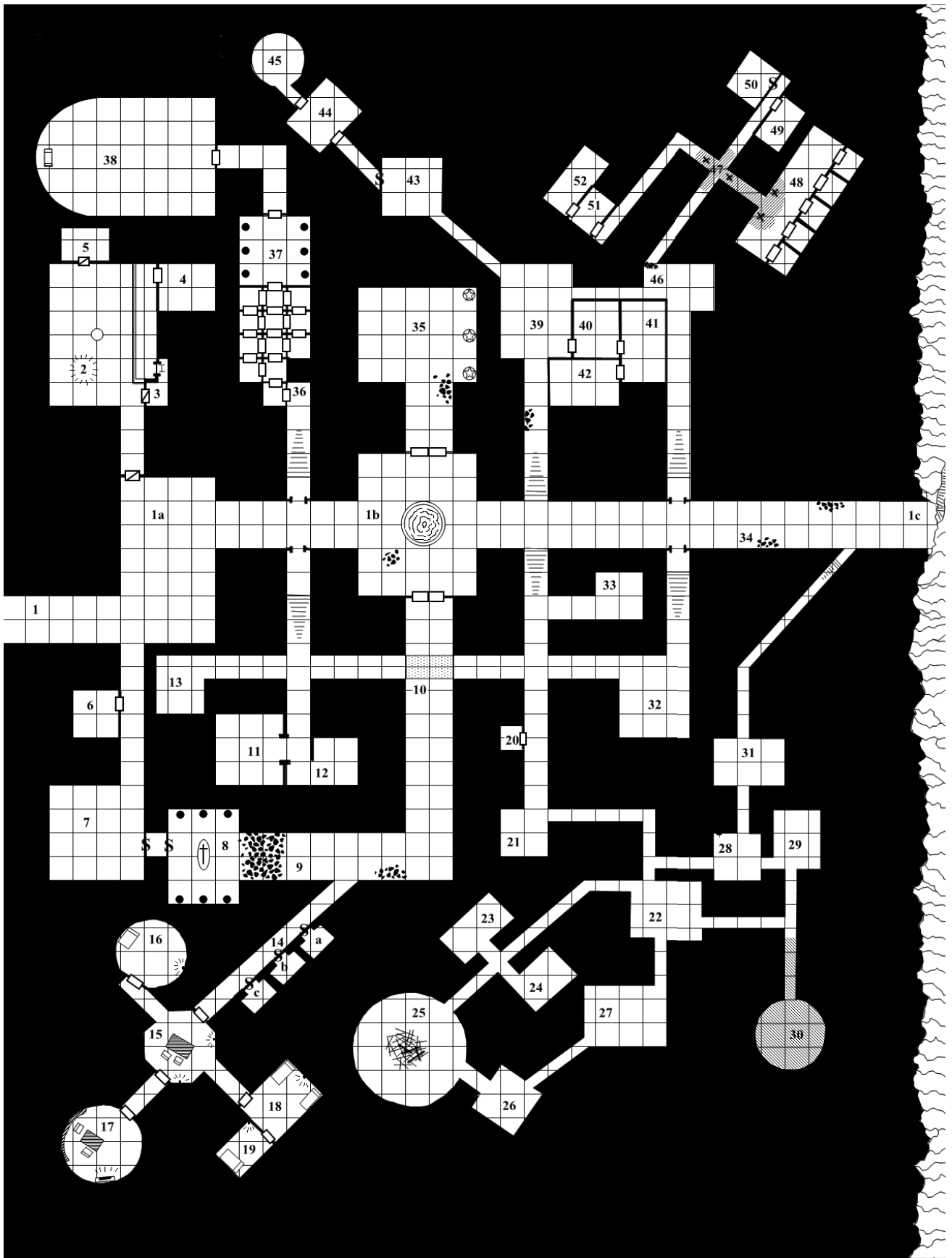
# LEVEL 4D



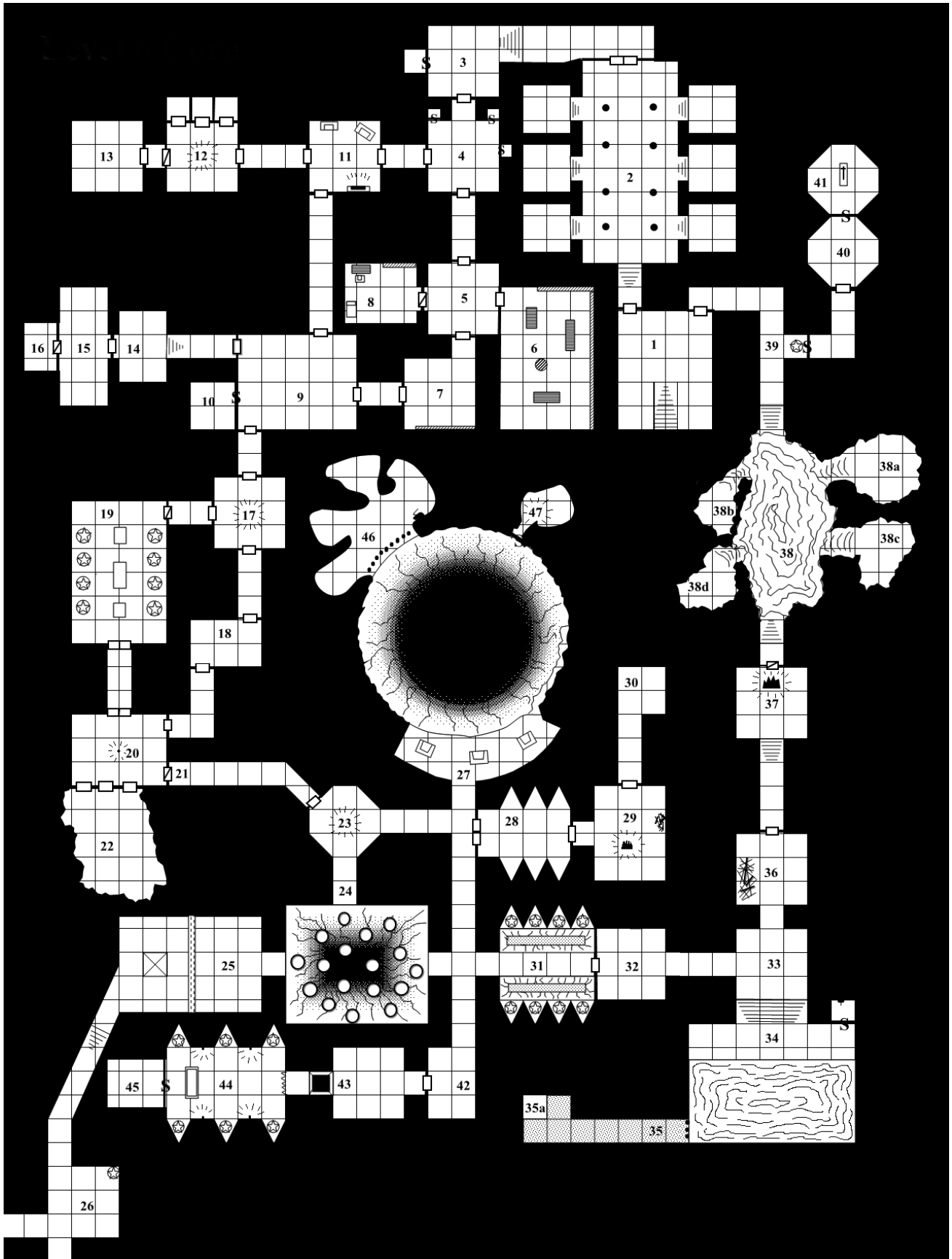
# LEVEL 5 CORE



# LEVEL 5 EAST

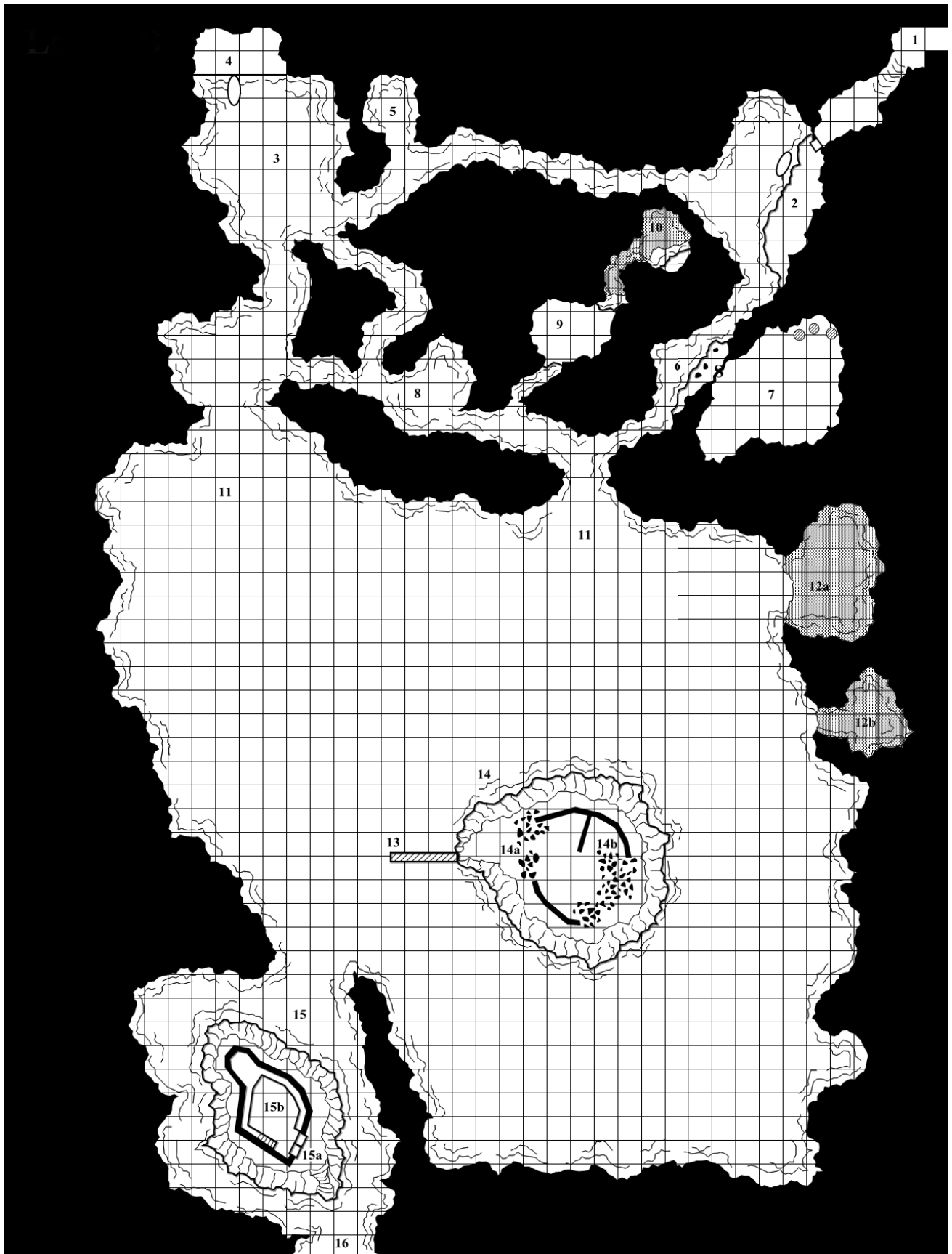


# LEVEL 6 CORE

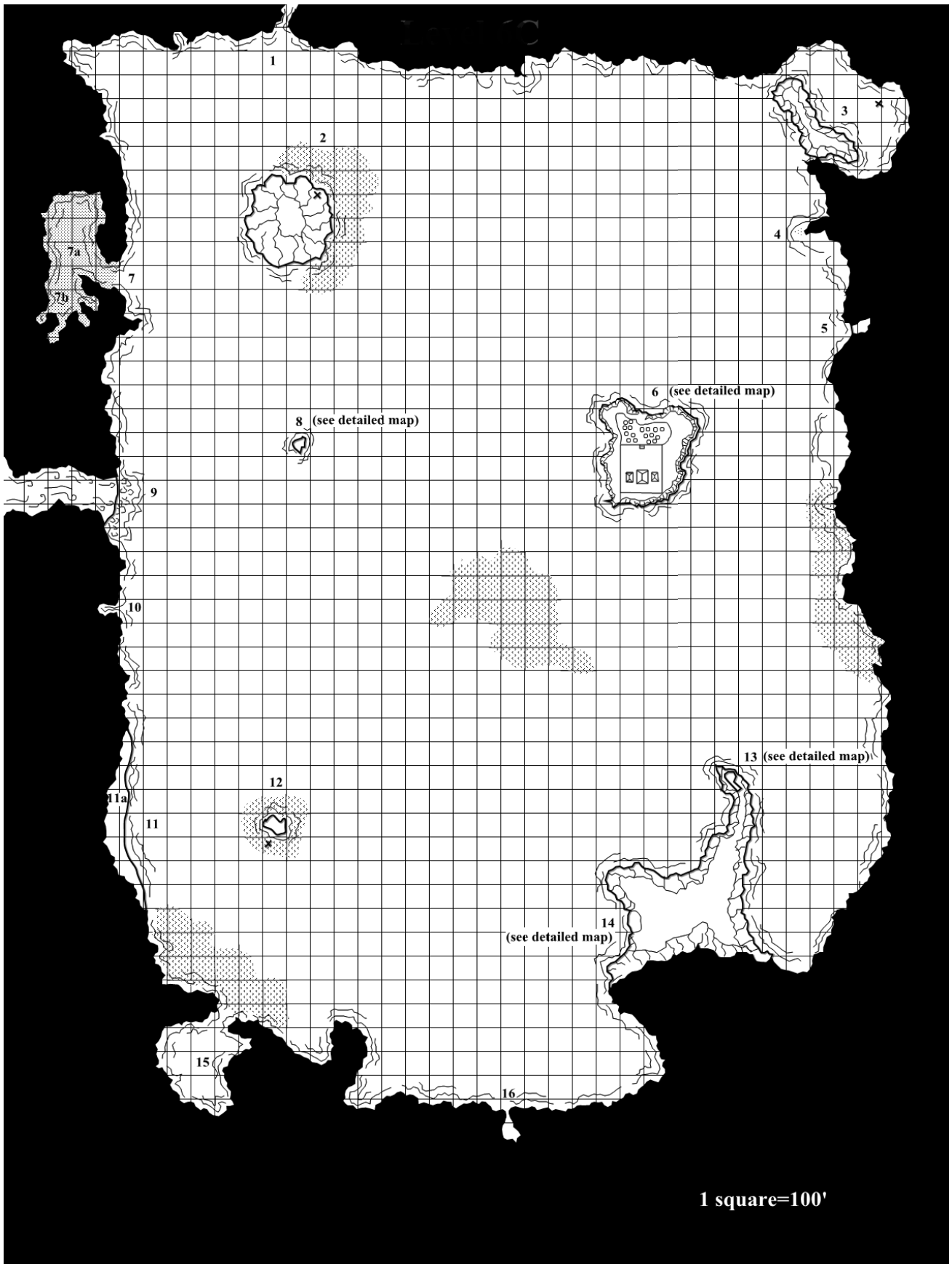




# LEVEL 6B

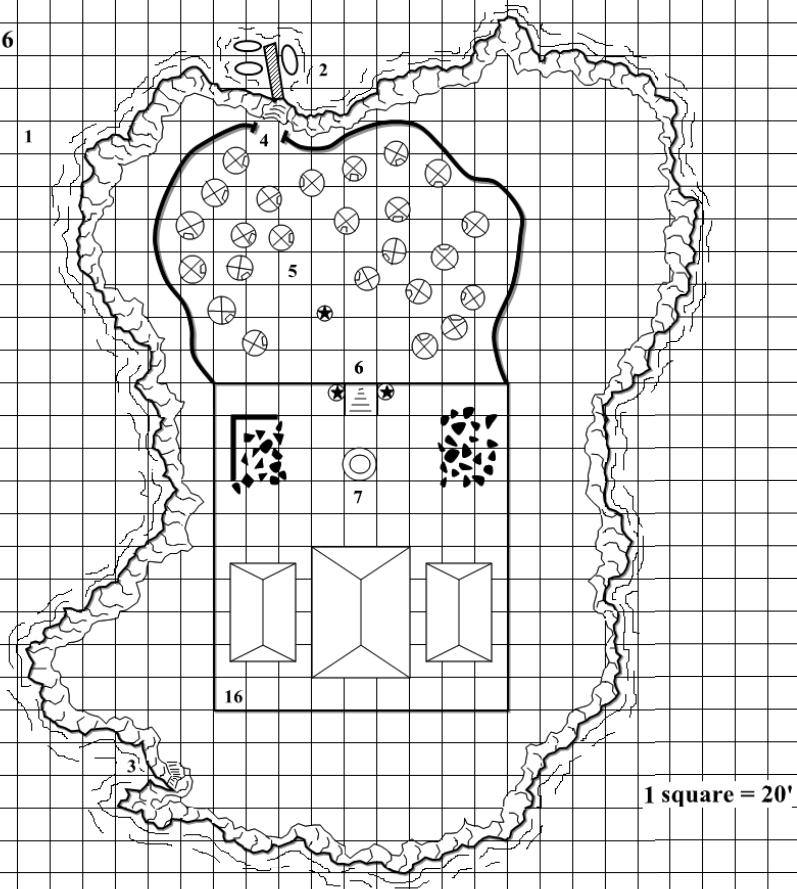


# LEVEL 6C

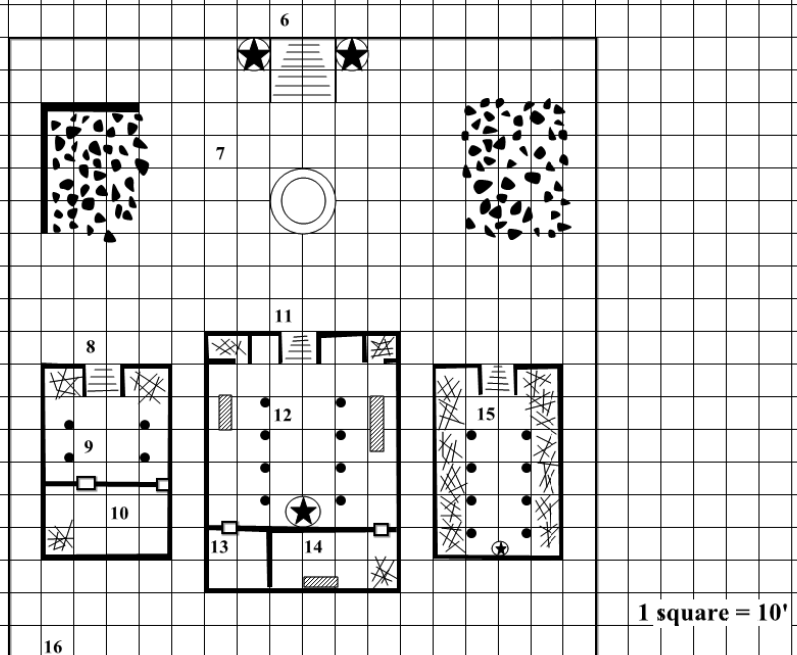


# LEVEL 6C SUB-AREA 6

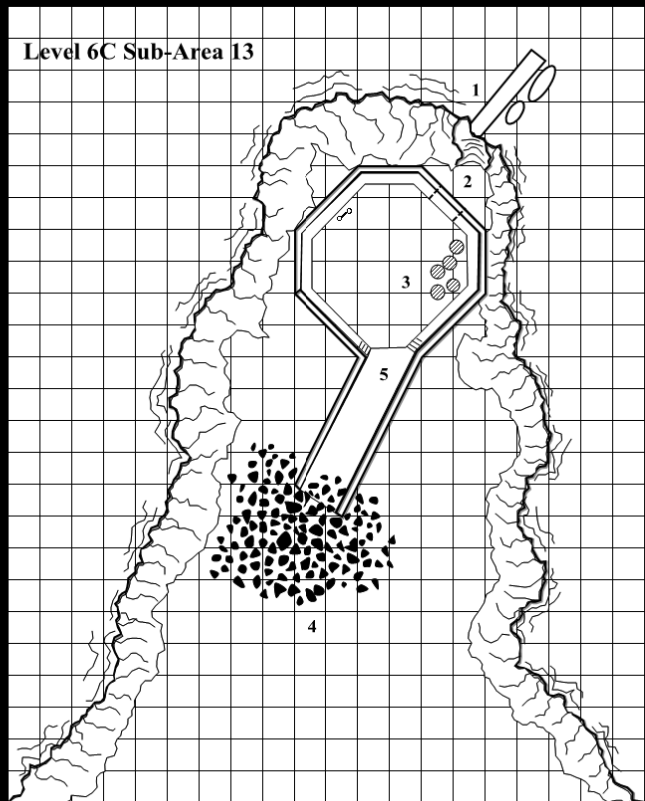
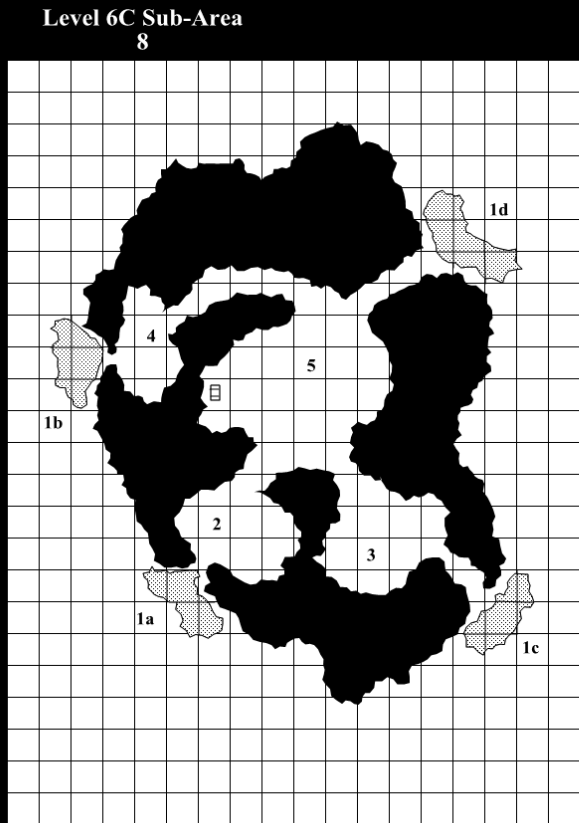
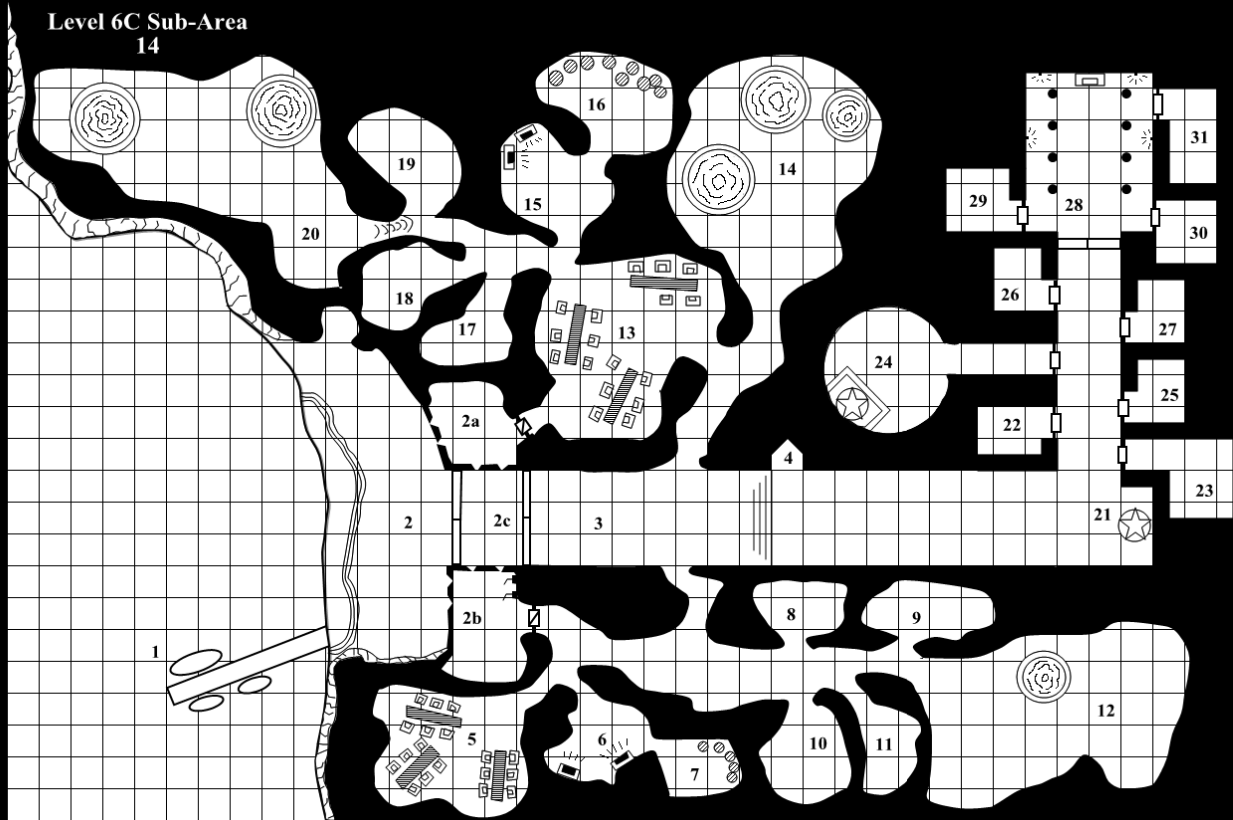
Level 6C Sub-Area 6



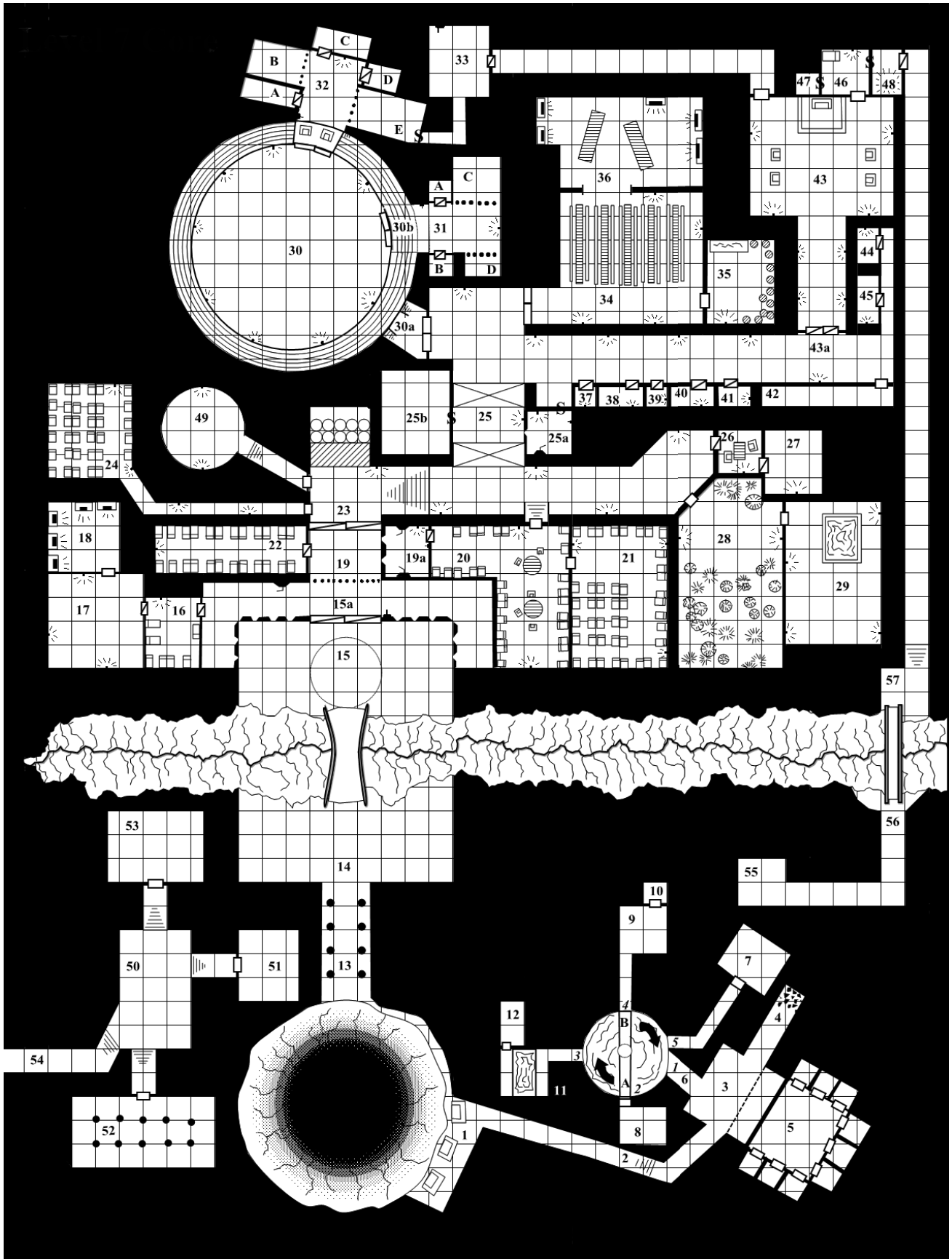
Temple Close up



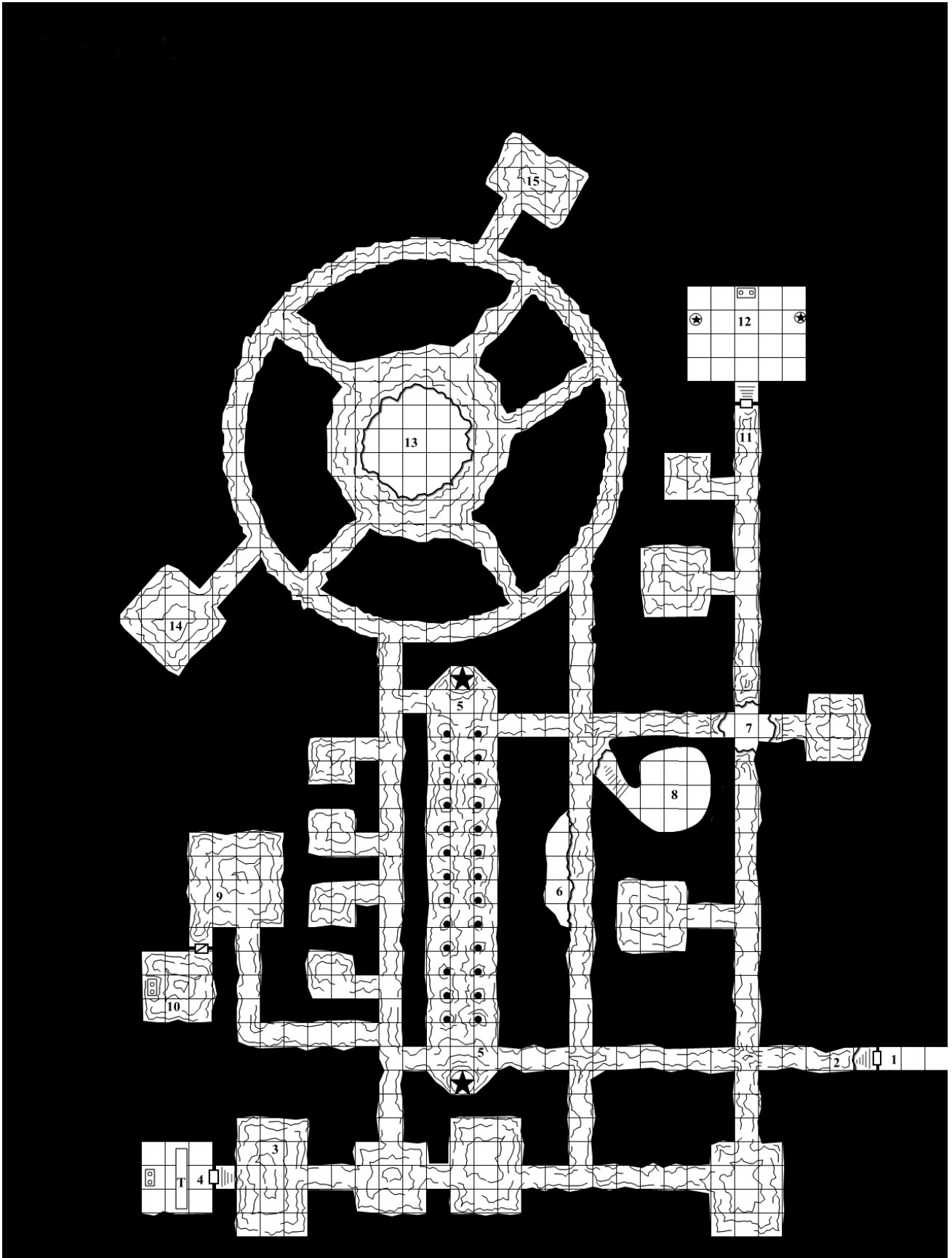
# LEVEL 6C SUB-AREAS 8, 13 AND 14



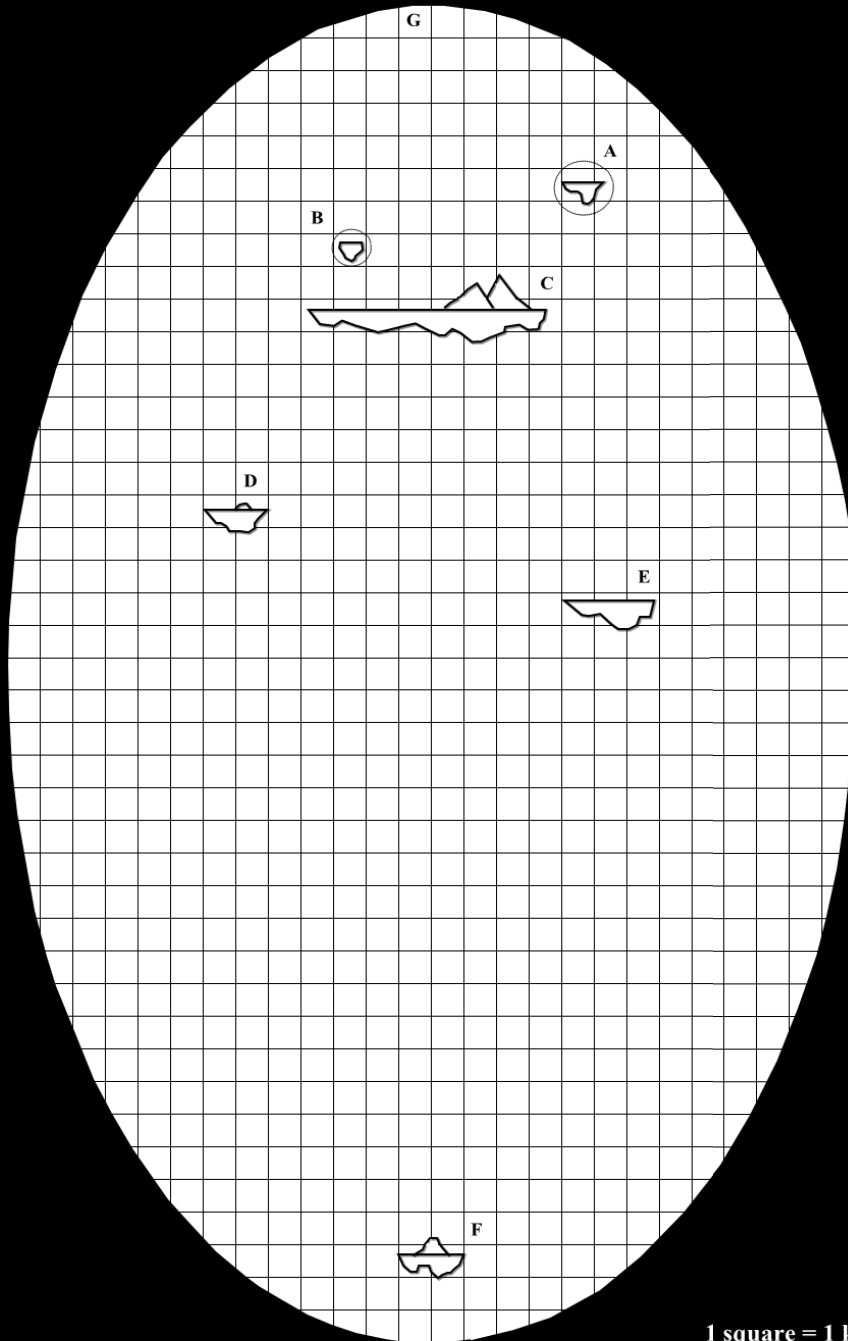
# LEVEL 7 CORE



# LEVEL 7A

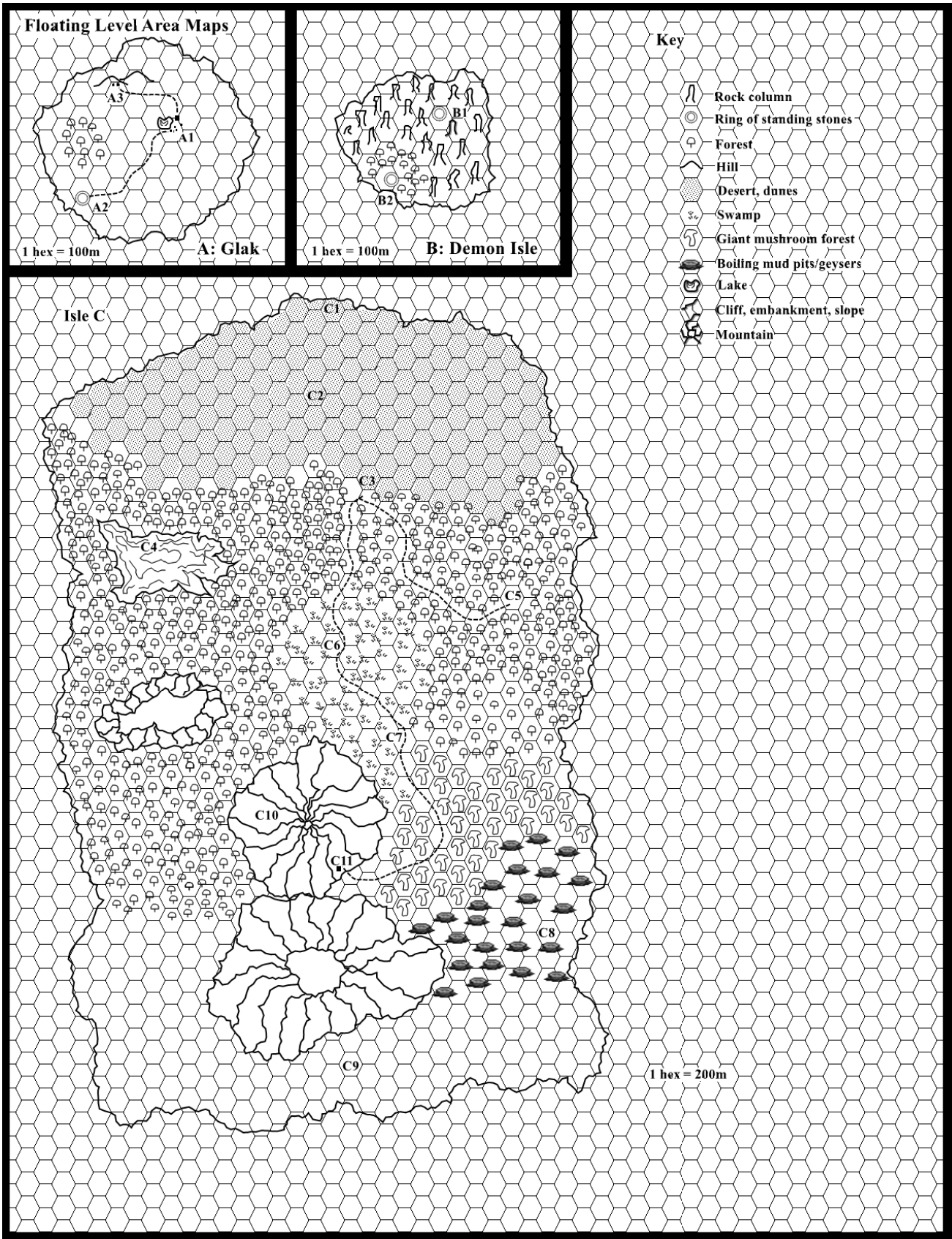


# FLOATING LEVEL (SIDE VIEW)

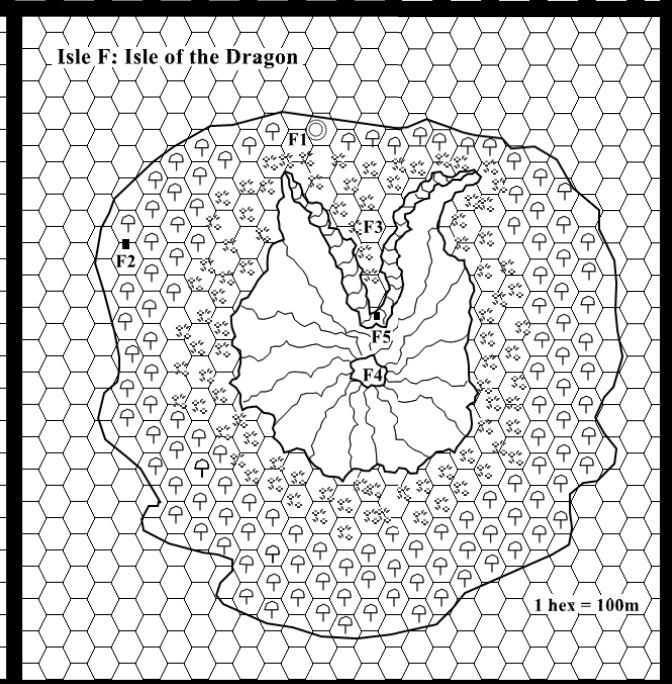
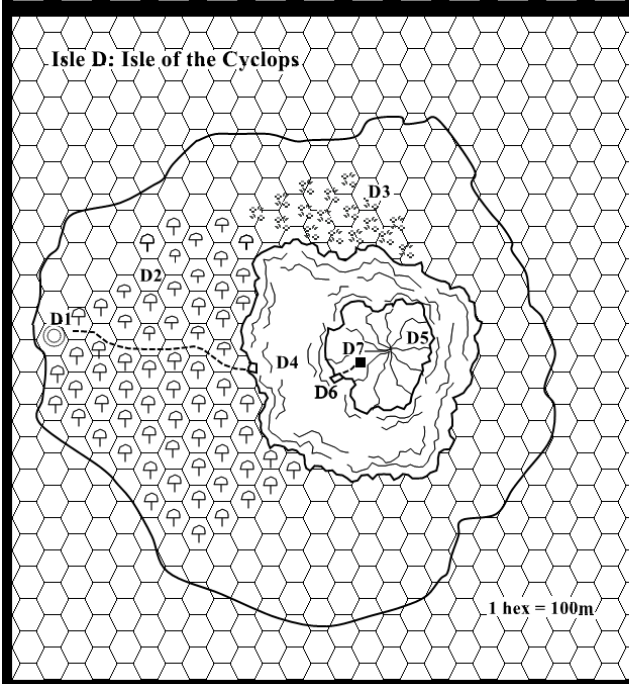
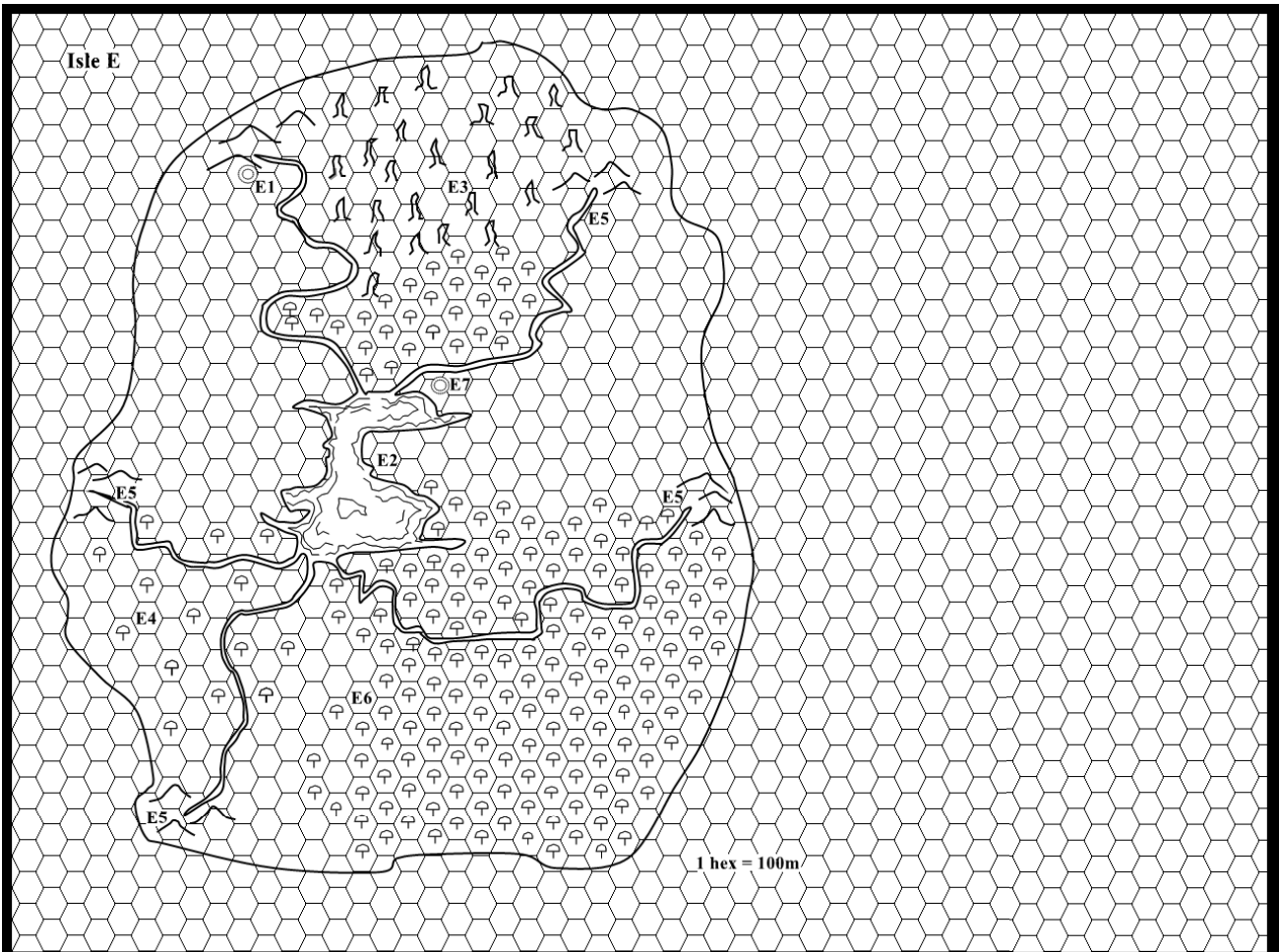


1 square = 1 km

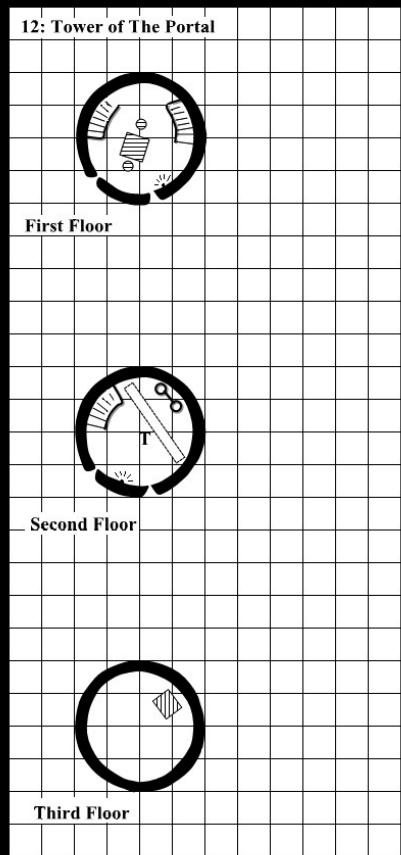
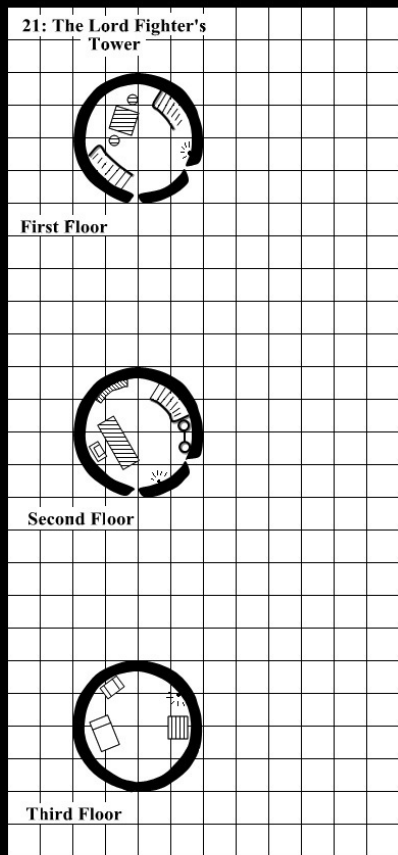
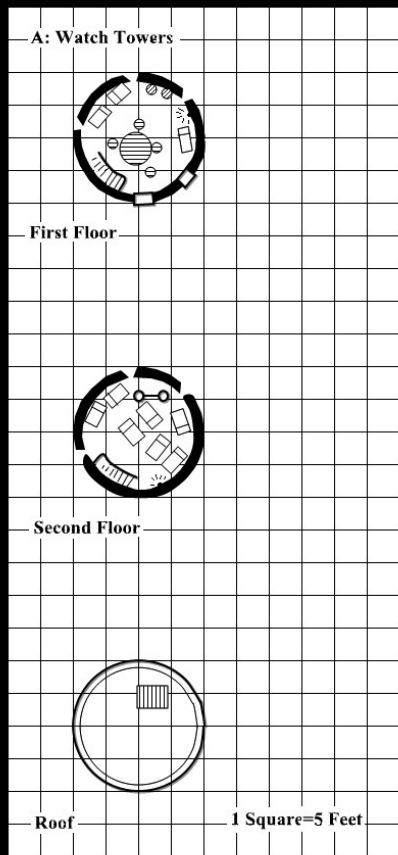
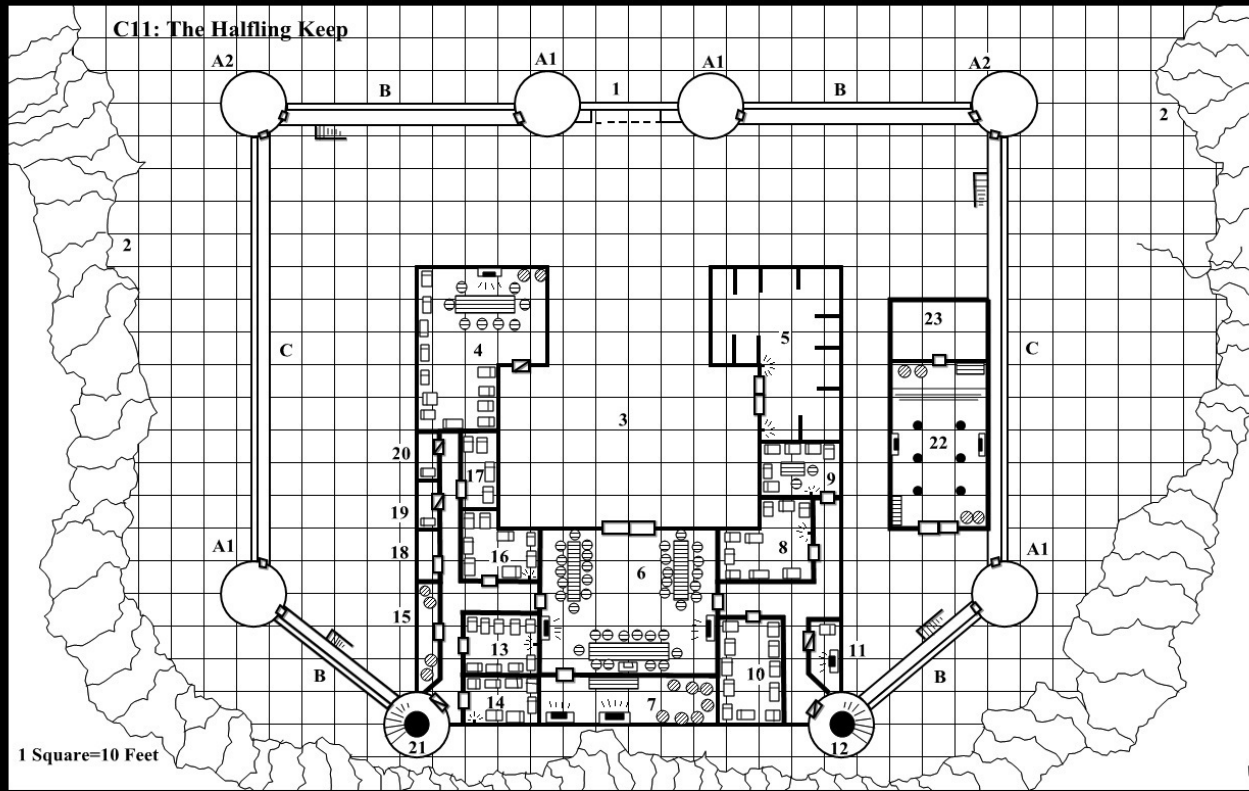
# FLOATING LEVEL ISLES A, B AND C



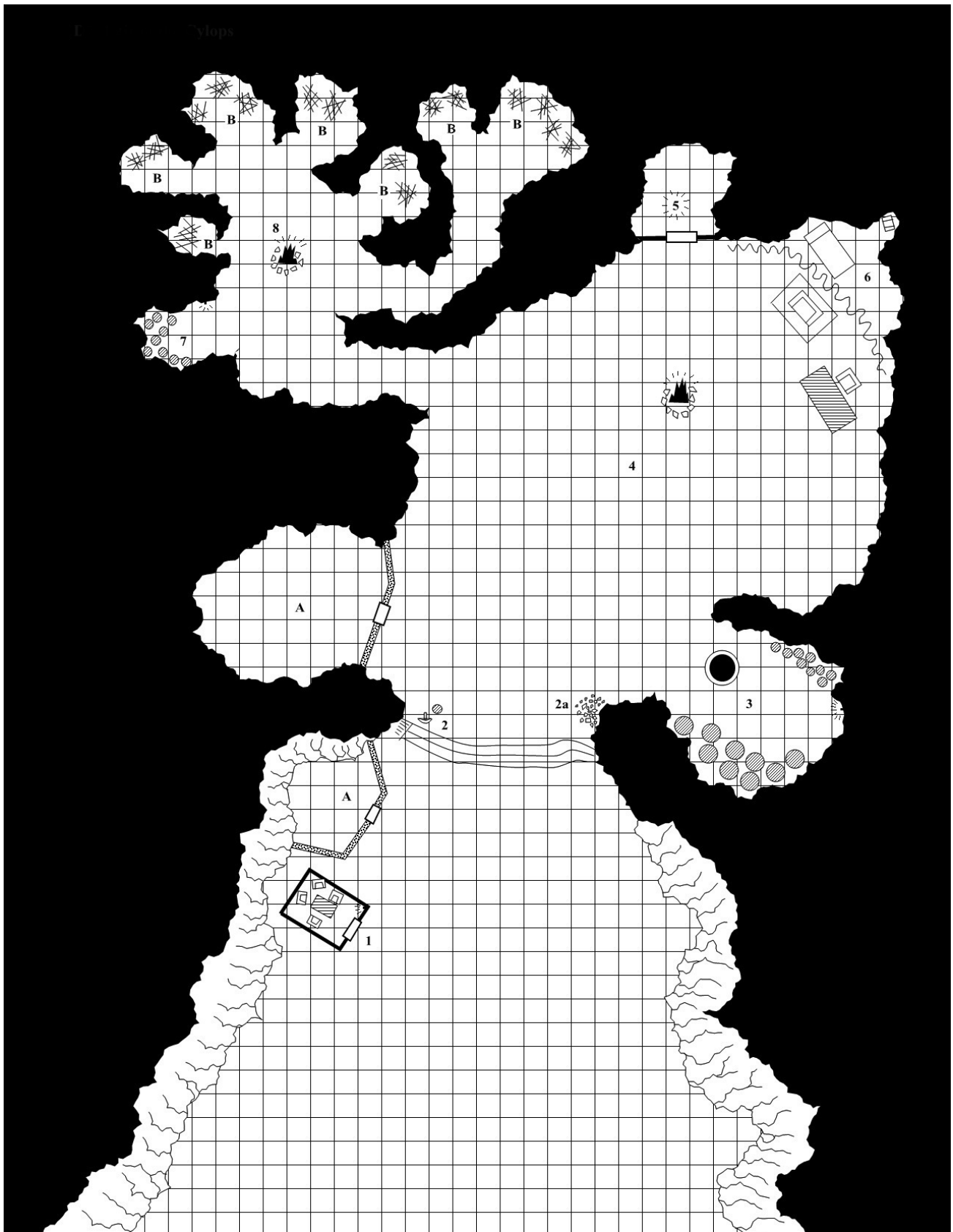
# FLOATING LEVEL ISLES D, E AND F



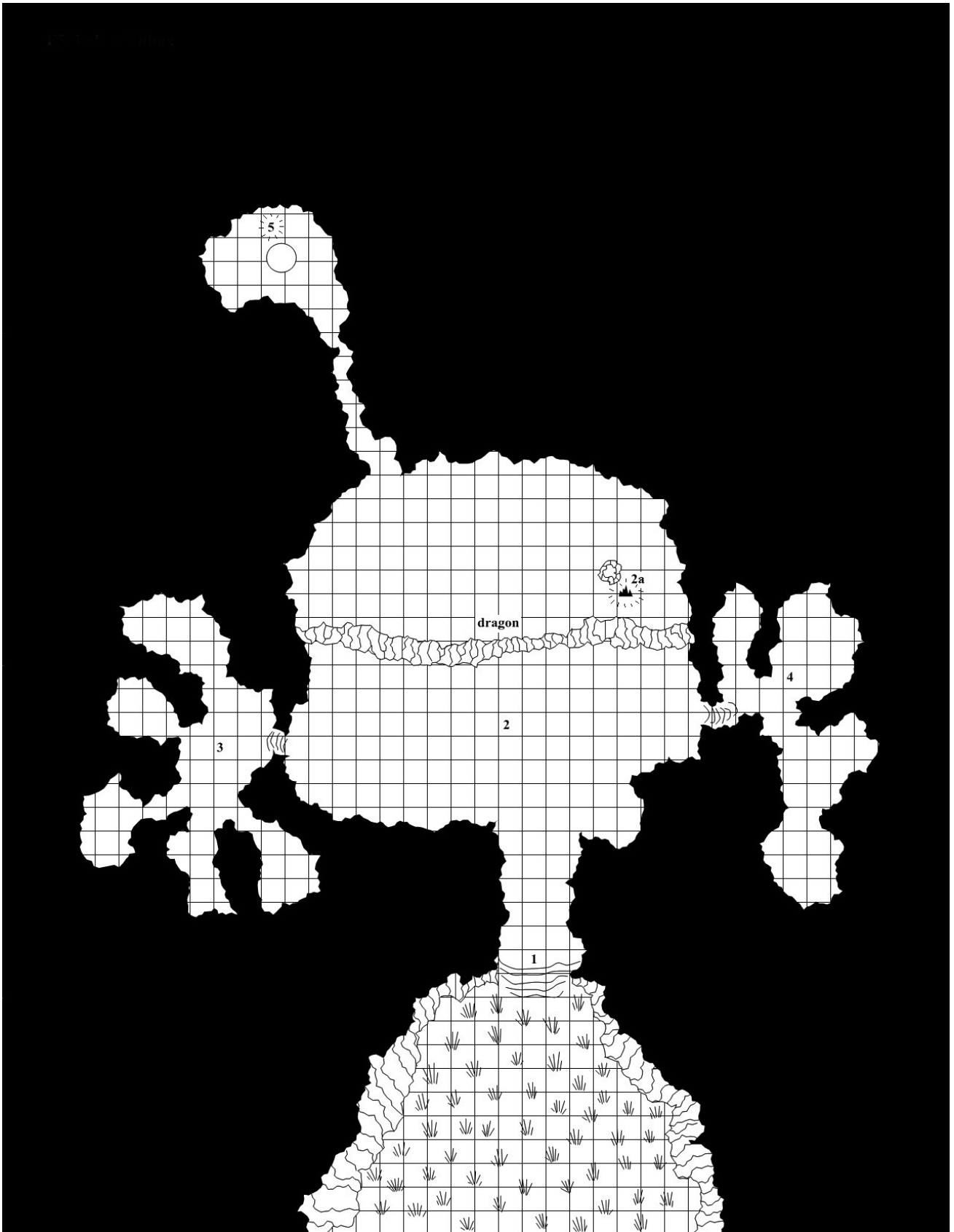
# ISLE C AREA C11



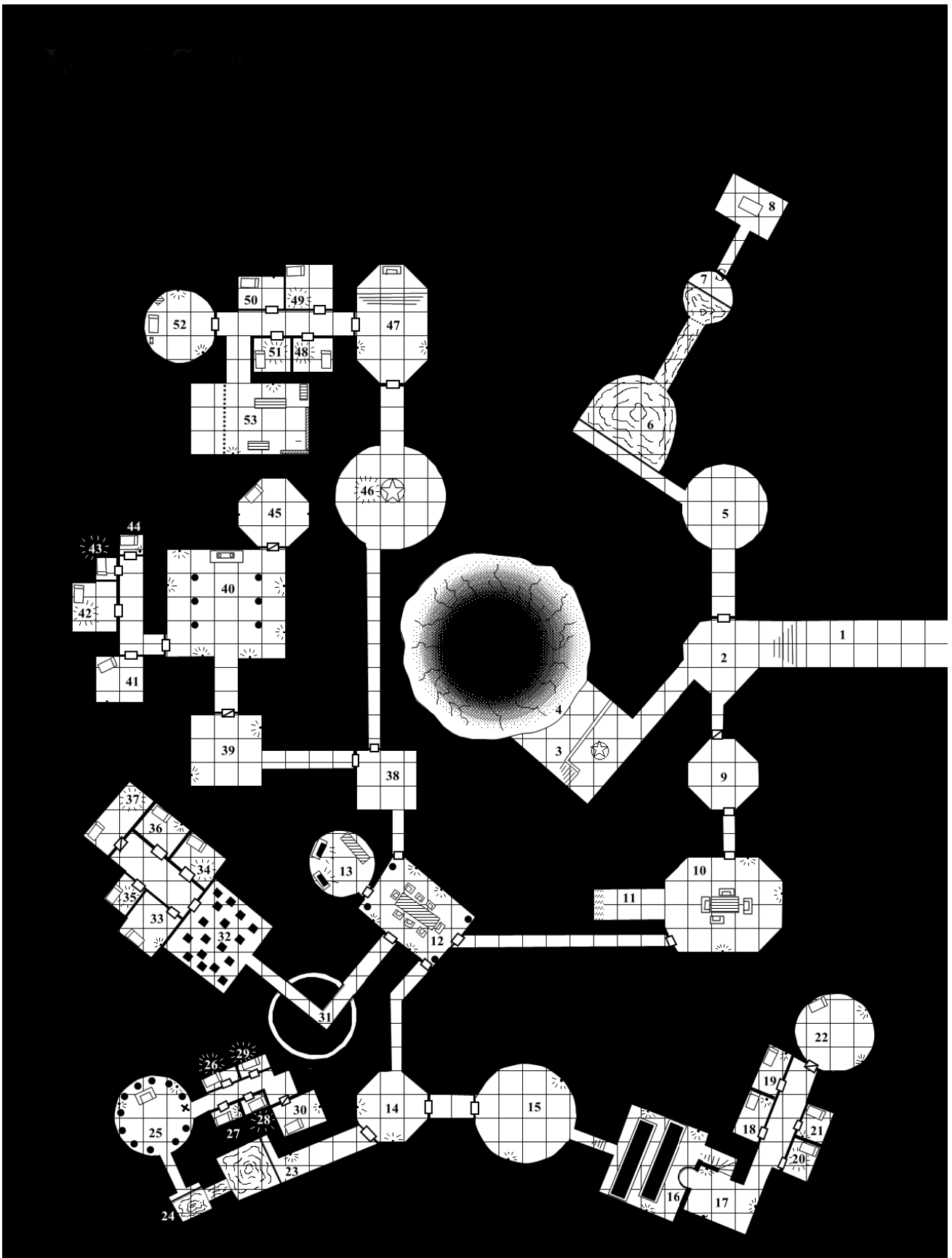
# ISLE D AREA D7



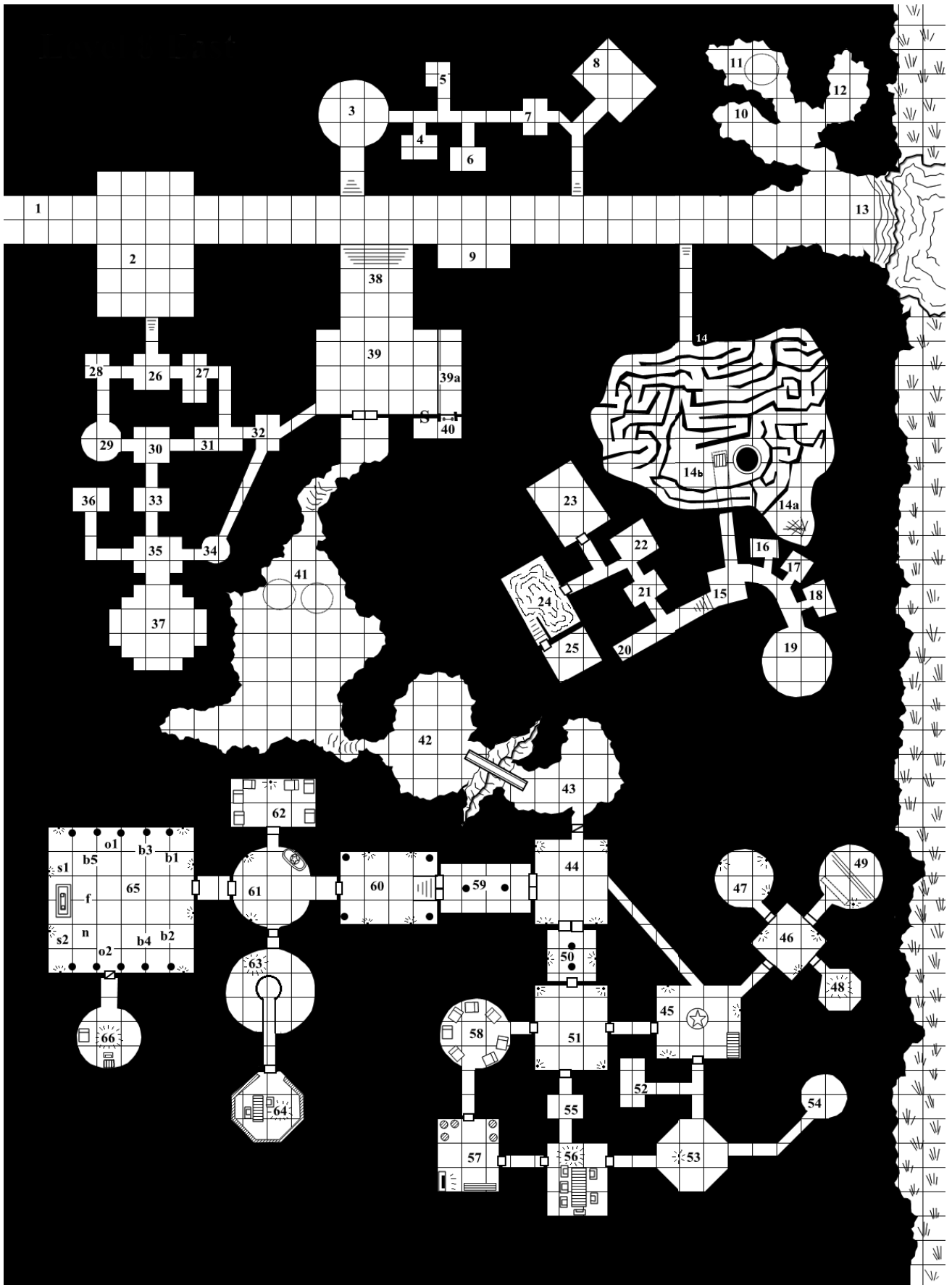
# ISLE F AREA F5



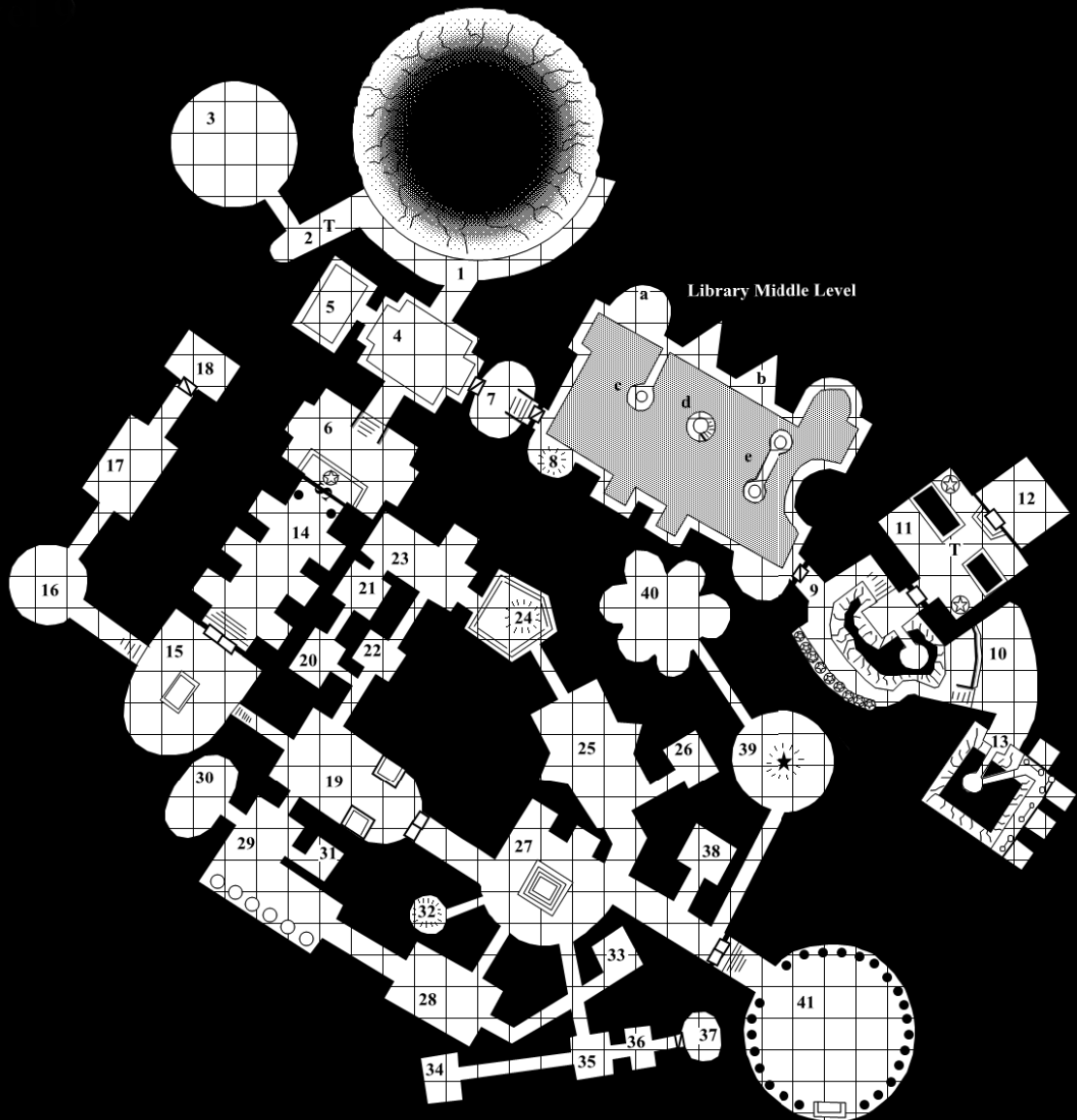
# LEVEL 8 CORE



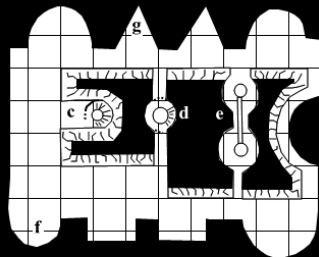
# LEVEL 8 EAST



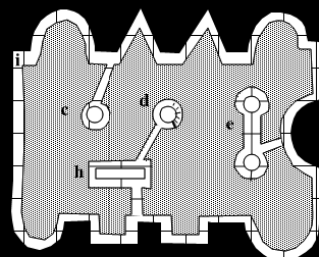
# LEVEL 9



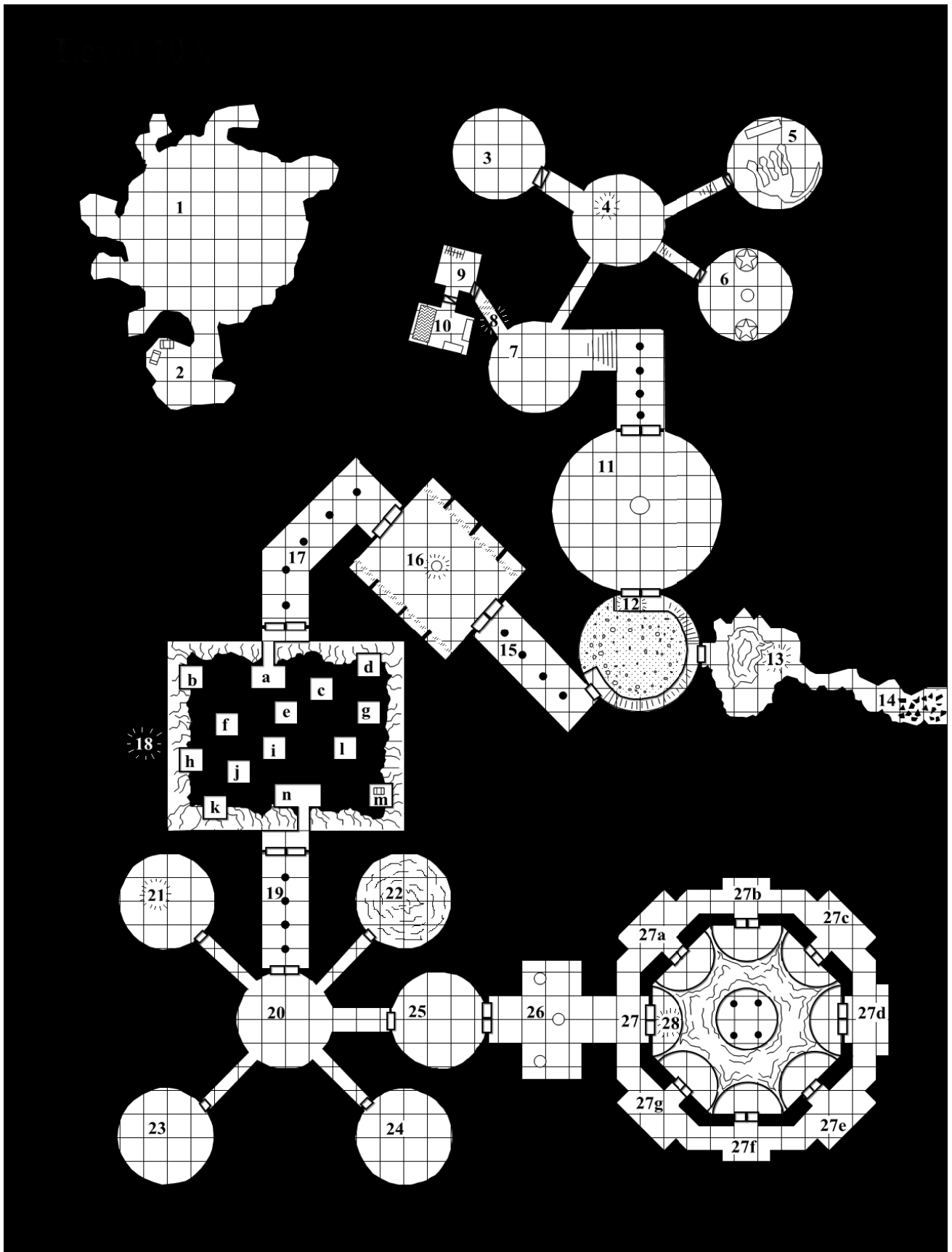
Library Ground Level



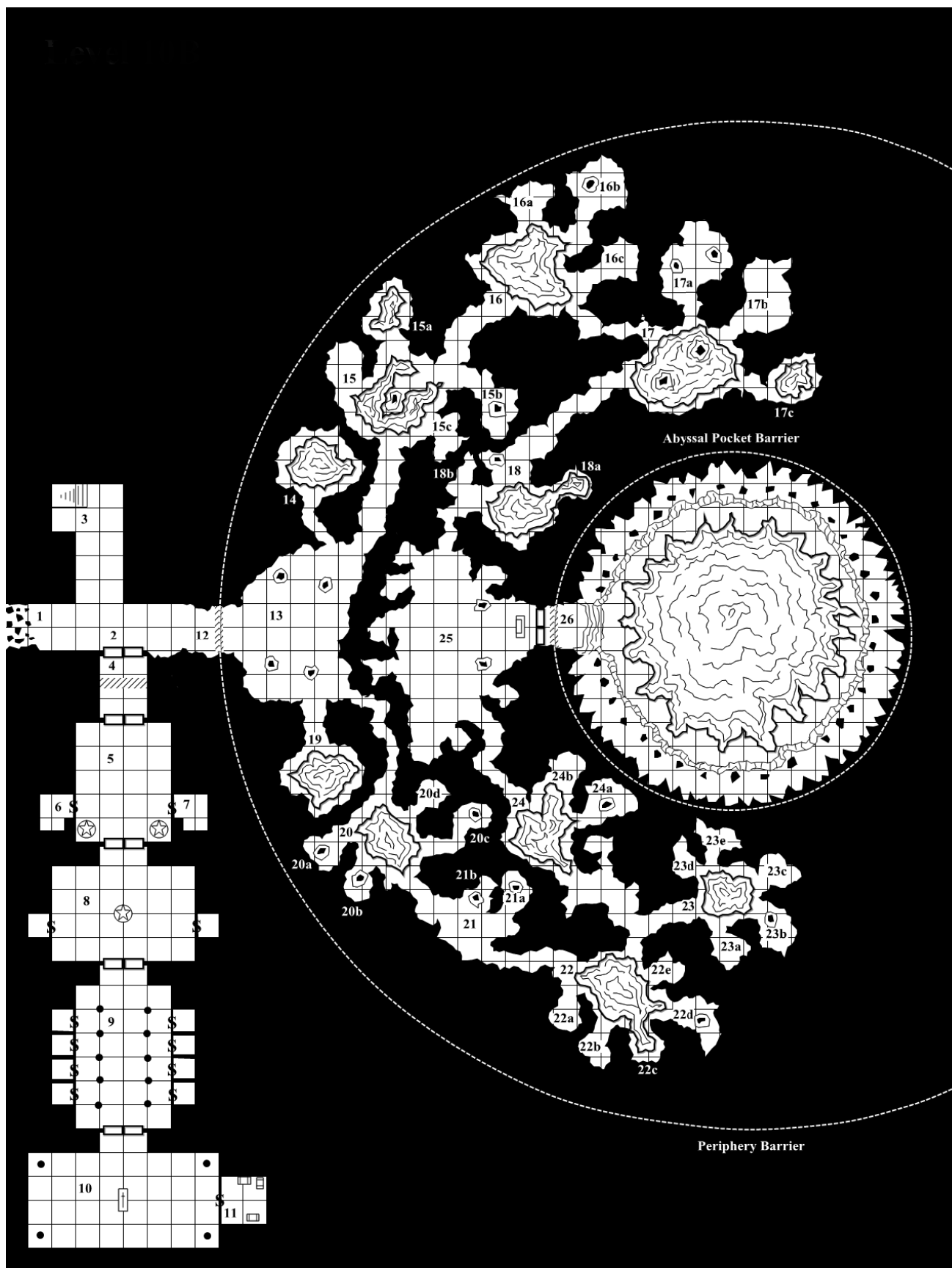
Library Top Level



# LEVEL 10A

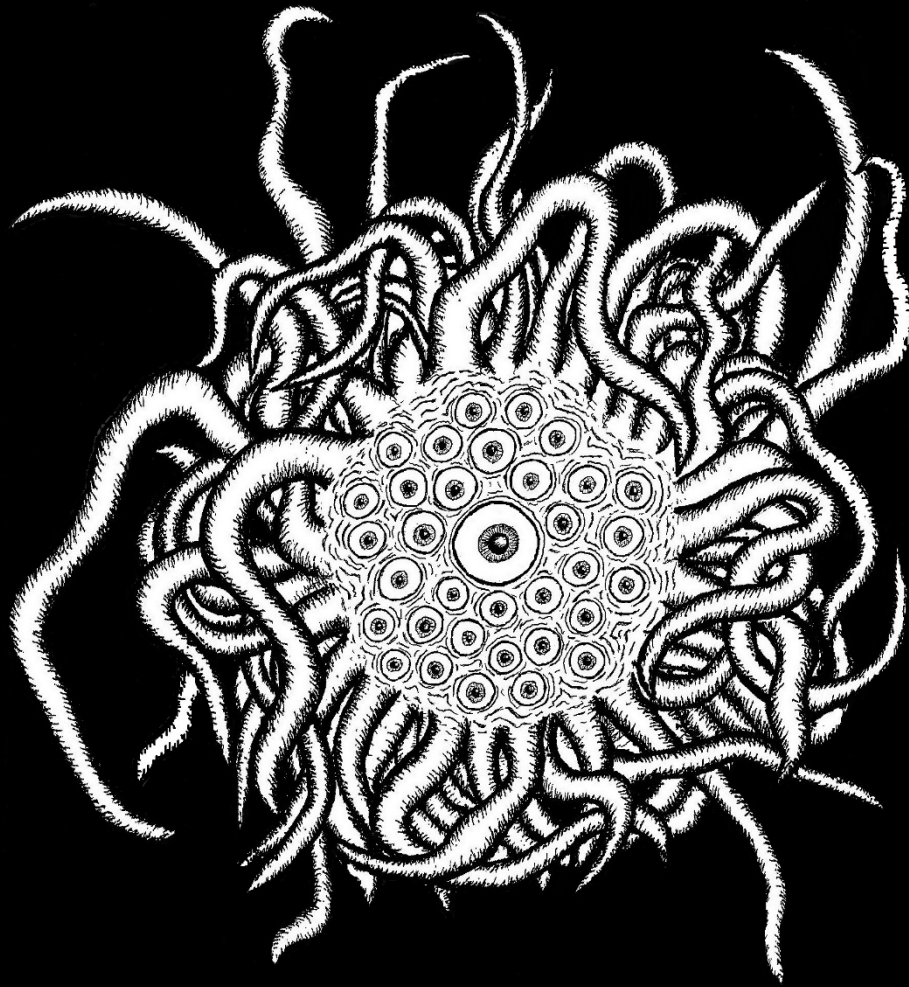


# LEVEL 10B





# GUNDERHOLFEN MAP PACK



For use with Gunderholfen mega-dungeon.

**OSR**