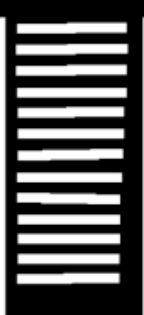
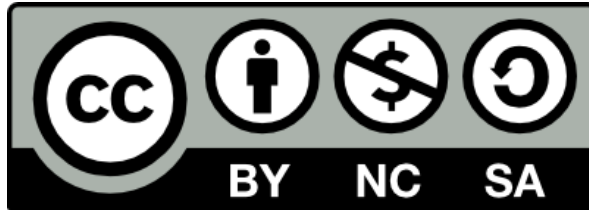


ANCIENT  
TEMPLE

MAPPING  
CARDS





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MAIN  
ENTRANCE



MAIN HALL



ALTAR



TRAP 1



TRAP 2



TRAP 3



HIGH PRIEST'S  
ROOM



CHAPEL OF  
HARMONY



CHAPEL OF  
BALANCE



GARDEN OF  
SERENITY



ROCK  
GARDEN



BELL  
TOWER



LIBRARY



VESTIBULE



PRIEST'S  
QUARTERS 1



PRIEST'S  
QUARTERS 2



PRIEST'S  
QUARTERS 3



CATACOMBS 1



CATACOMBS 2



CATACOMBS 3



BAPTISMAL  
ROOM



ROBE ROOM



HALL OF THE  
MARTYRS



PRAYER ROOM



BASEMENT



SECRET  
TUNNEL



VAULT

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## Aspects.

The following table of chits can be cut out and used as 'aspects' on your Map Tiles.

Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Balance)	Difficult Ground (Balance)	
Low Obstacle (Jump)	Low Obstacle (Jump)	High Obstacle (Climb)	High Obstacle (Climb)	Narrow Passage	
Narrow Passage	Blockage (Strength)	Blockage (Strength)	Something Hidden (Perception)	Harm (Minor)	
Trap (Physical)	Trap (Mechanical)	Barrier (Construct)	Barrier (Environment)	Harm (Major)	





BUGS!  
CARDS

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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QUEEN'S  
ROOM



EGG  
ROOM



FEEDING  
ROOM



WARRIOR'S  
ROOM



WORKER'S  
ROOM



SMALL  
SLIME  
ROOM



LARGE  
SLIME  
ROOM



SMALL  
STICKY  
ROOM



LARGE  
STICKY  
ROOM



SMALL  
CORROSIVE  
ROOM



LARGE  
CORROSIVE  
ROOM



WASTE  
RECYLCING  
PIT



ENVIRO-  
MENTAL  
CONTROL



WORM  
ROOM



BUG  
ALCHEMY  
ROOM



ORGANIC  
DEVELOP-  
MENTS  
ROOM



ORGANIC  
PRODUCTION  
ROOM



HUMAN  
CELLS



GAS  
ROOM



BUG  
BATHING  
ROOM



SMALL  
PARTIALLY  
SLIMED  
ROOM



LARGE  
PARTIALLY  
SLIMED  
ROOM



SMALL  
BUG  
TUNNELS



LARGE  
BUG  
TUNNELS



LIVING  
SLIME  
BARRIER



LARVA  
ROOM



DRIPPING  
OOZE  
ROOM

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CHASE  
CARDS

MAPPING  
CARDS

Hand  
Crafted  
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Opponent 1



Opponent 2



Opponent 3



Small  
Asteroid



Large  
Asteroid



Gravel  
Field



Other  
Ship



Huge  
Asteroid



Rock  
Field



Light Cloud



Heavy Cloud



Rain Cloud



Blitz  
Balloon



Ground  
Fire



Roadside  
Stalls



Light  
Pedestrians



Heavy  
Pedestrians



Mother and  
Pram



Two men with  
glass pane



Police  
Cordon



Herd of sheep



Tractor



Large Semi-  
trailer



Annoying  
person looking  
for a park



Road works  
Team



Detour



Mines



Fallen log



Child chasing a ball



Pothole



Red light



Bridge



Rail Crossing



Floating debris



Swimmers



Slow boat

# MAPPING CARDS – CHASE CARDS

By Kevin Flynn. [flynnkd@gmail.com](mailto:flynnkd@gmail.com) [www.austwiz.com](http://www.austwiz.com)

## CHASE CARDS

The Chase deck is a simulation of a classic cinematic chase scene, whether flying through an asteroid field in space, flying a bi-plane during WW1 or just a car chase through a crowded city or open countryside. The cards represent not only the path options you will have but also the obstacles and challenges you may face.

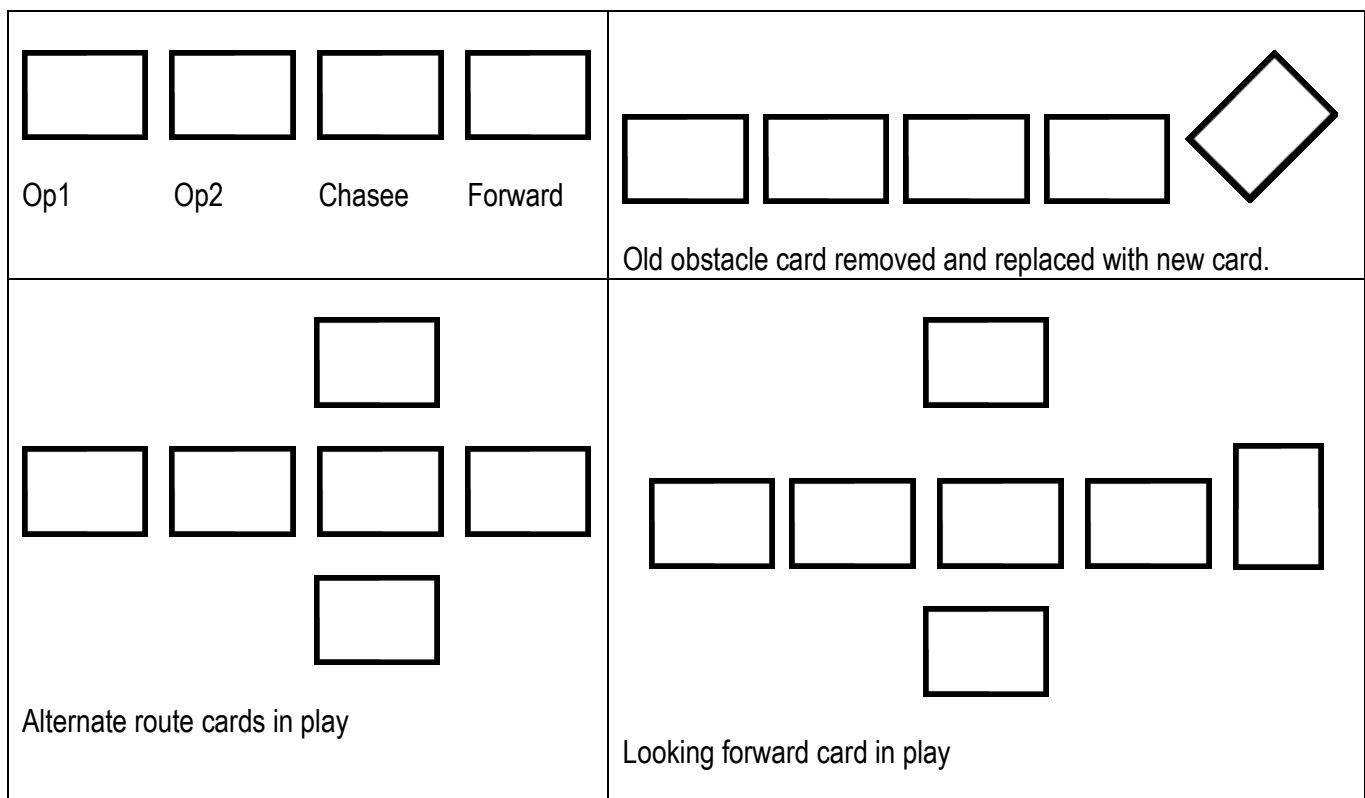
The GM should draw up a deck of cards consisting of Common pathway cards and a selection of obstacle cards, this is the Chase Deck. From this deck they should draw a number of cards that represent the length or difficulty of the chase, this will be the Draw Deck. A short easy chase might be 5 cards, a moderate chase might be 10 cards and a long chase might be 20 cards. And endless chase would be the whole deck.

In a chase the path cards represent the physical forward option available (even in space). Sometimes this will be a maneuver test of some kind. Obstacle cards will be challenges, risks and consequences.

The setup for the chase consists of the players card and a number of opponent cards placed behind them. The Draw Deck (those cards being used) is placed nearby. The remainder of the Chase cards should be kept handy.

The position of pursuers can be set one card immediately behind the player, or more, representing the closeness of the chase and possible range options. If the chasers move up alongside the players you can move the card up alongside the players card.

The chase mechanic will be that the top card of the Draw Deck is taken and placed in front of the chaser's card. This is what lies immediately in front of them and the next action they will need to decide about. Once that card is dealt with (by the players and their opponents) the card is discarded and the next card is selected and placed. By default the placement of the card will be in front of the chaser's card, representing their forward travel.



## **TURNING LEFT OR RIGHT.**

The chasee may decide that the route forward is too difficult, in which case they can take new cards from the Chase Deck, not from the Draw Deck. To do so you should impose some kind of perception test to reflect their noticing the option.

If they elect to take a left or right card this becomes the new front card and the others are discarded. They must then continue on through this card.

## **SYSTEM AGNOSTIC.**

There is a level of effort placed on the GM with these cards. To keep the product independent of a specific system I am giving you broad ideas and expecting you to translate them into the game system you are using.

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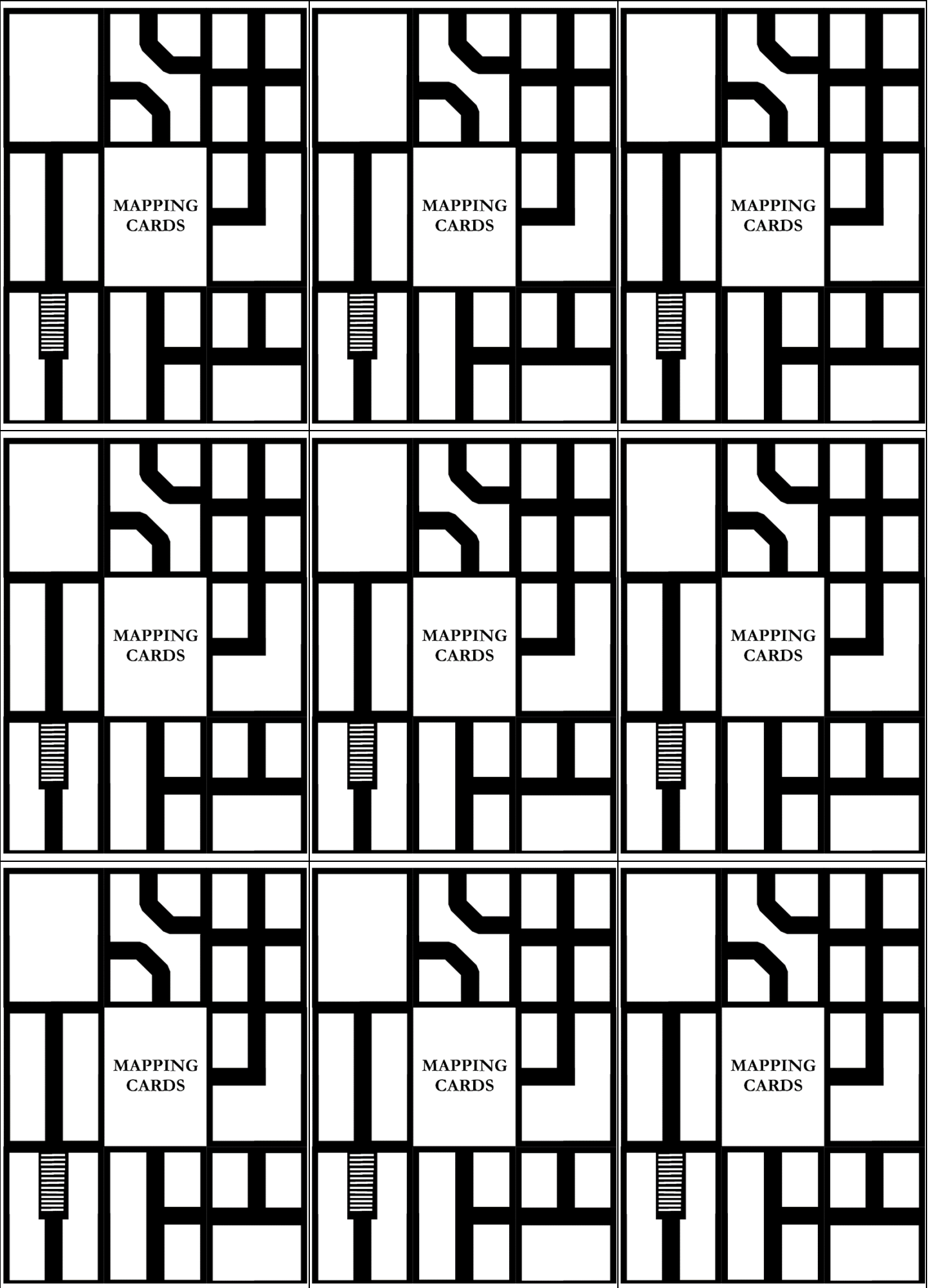
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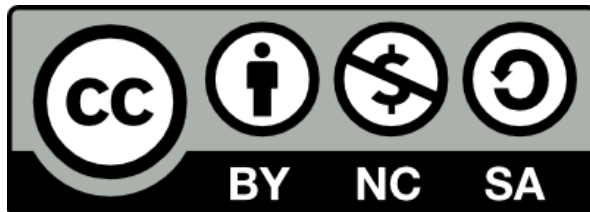


COMMON  
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MAPPING  
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Hand  
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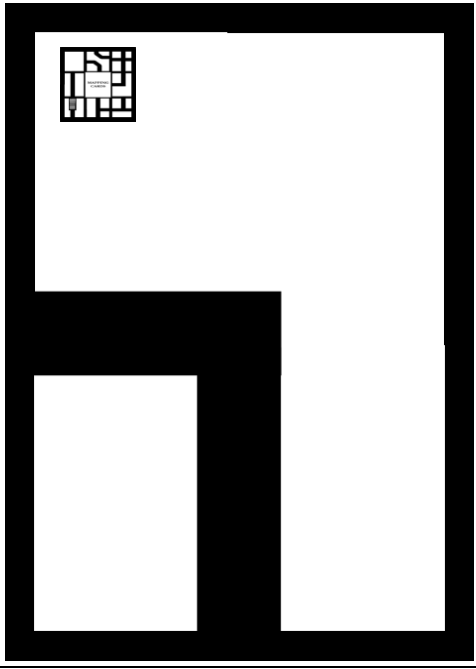
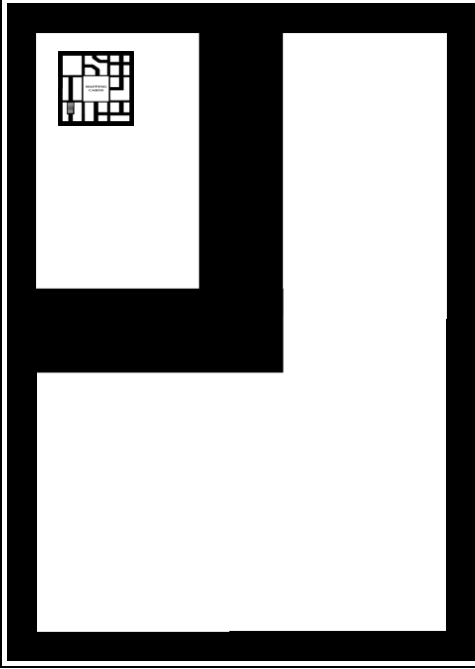
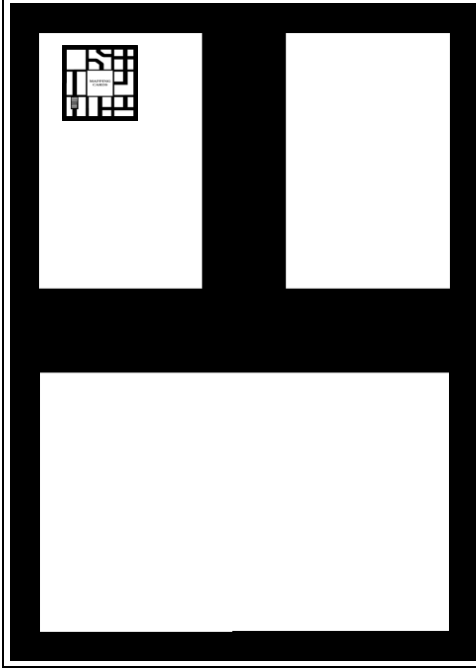
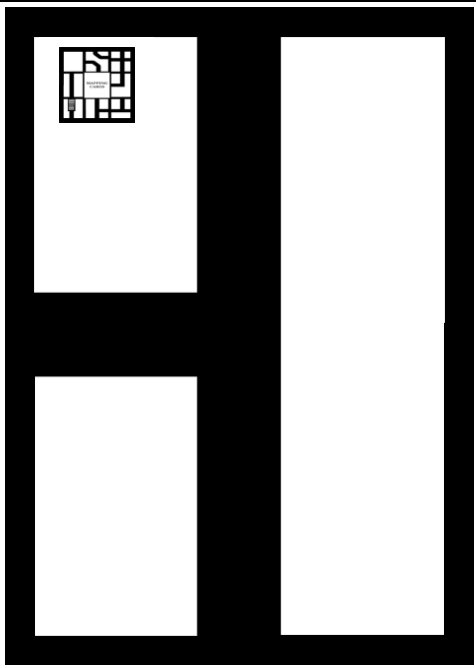
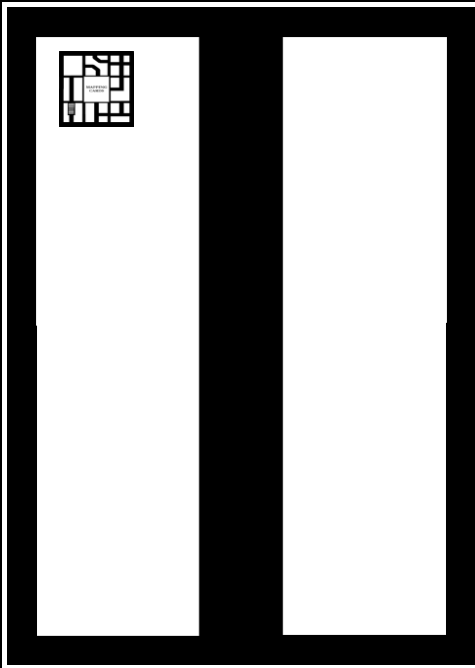
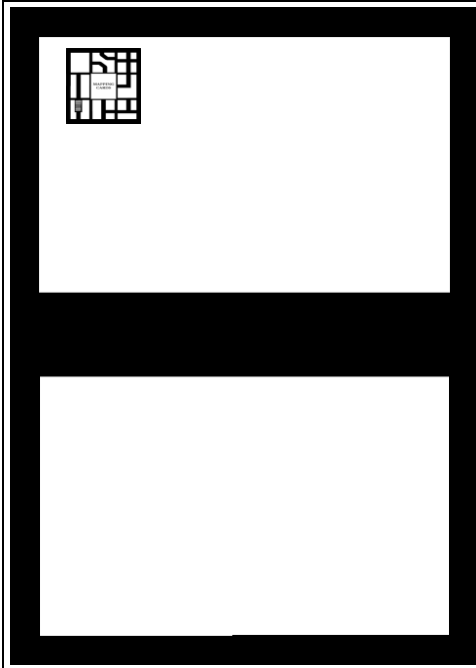
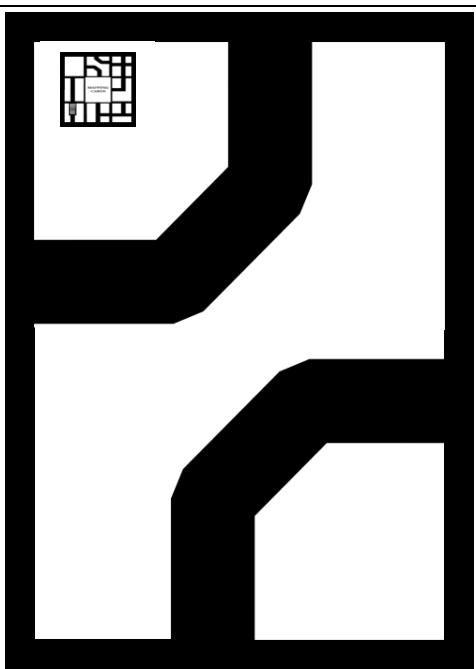
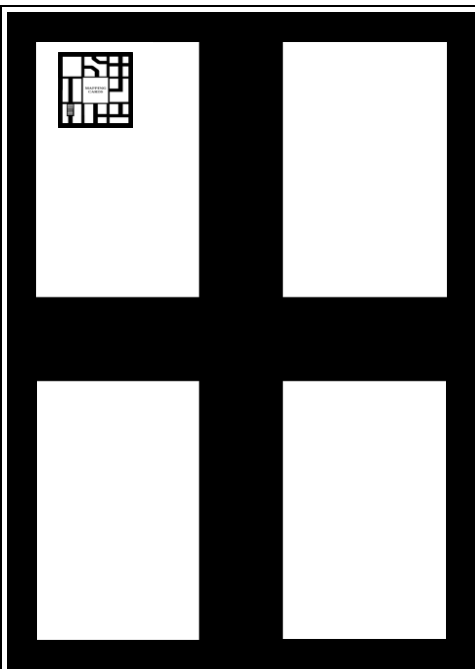
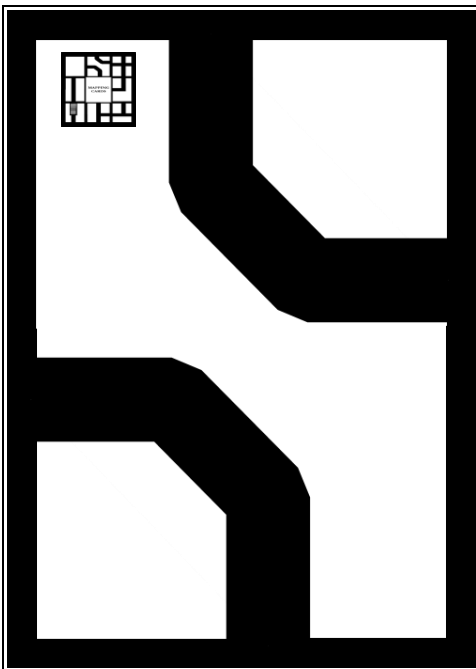
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LIFTS



OPEN  
SPACE



STORAGE



COMMON  
ROOM



COMMON  
ROOM



TOILETS



LIFTS



ADMIN  
AREA



EXIT



SHOWERS



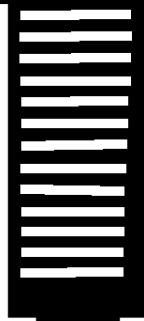
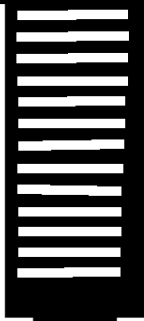
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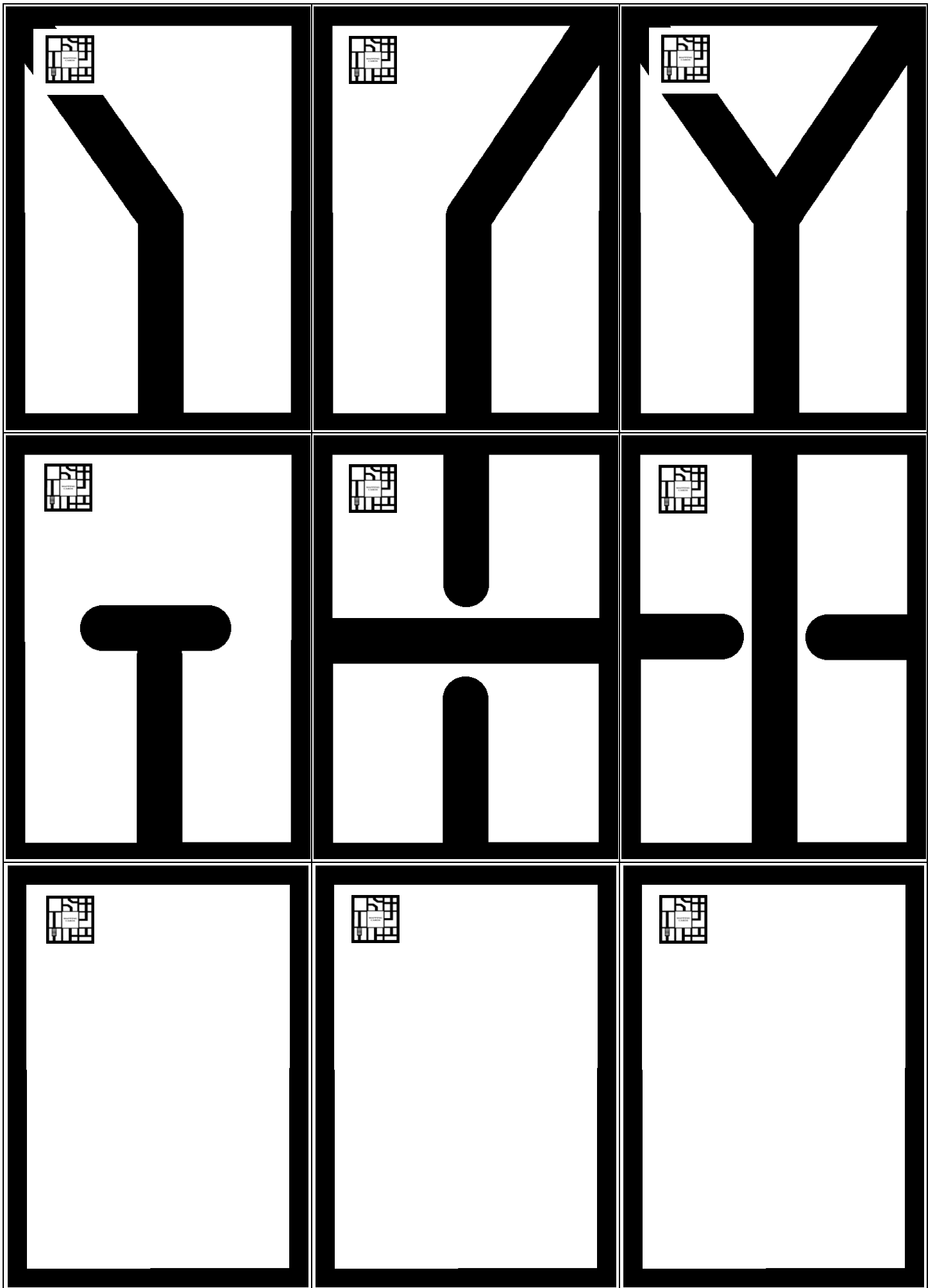


ENTRY



KITCHEN





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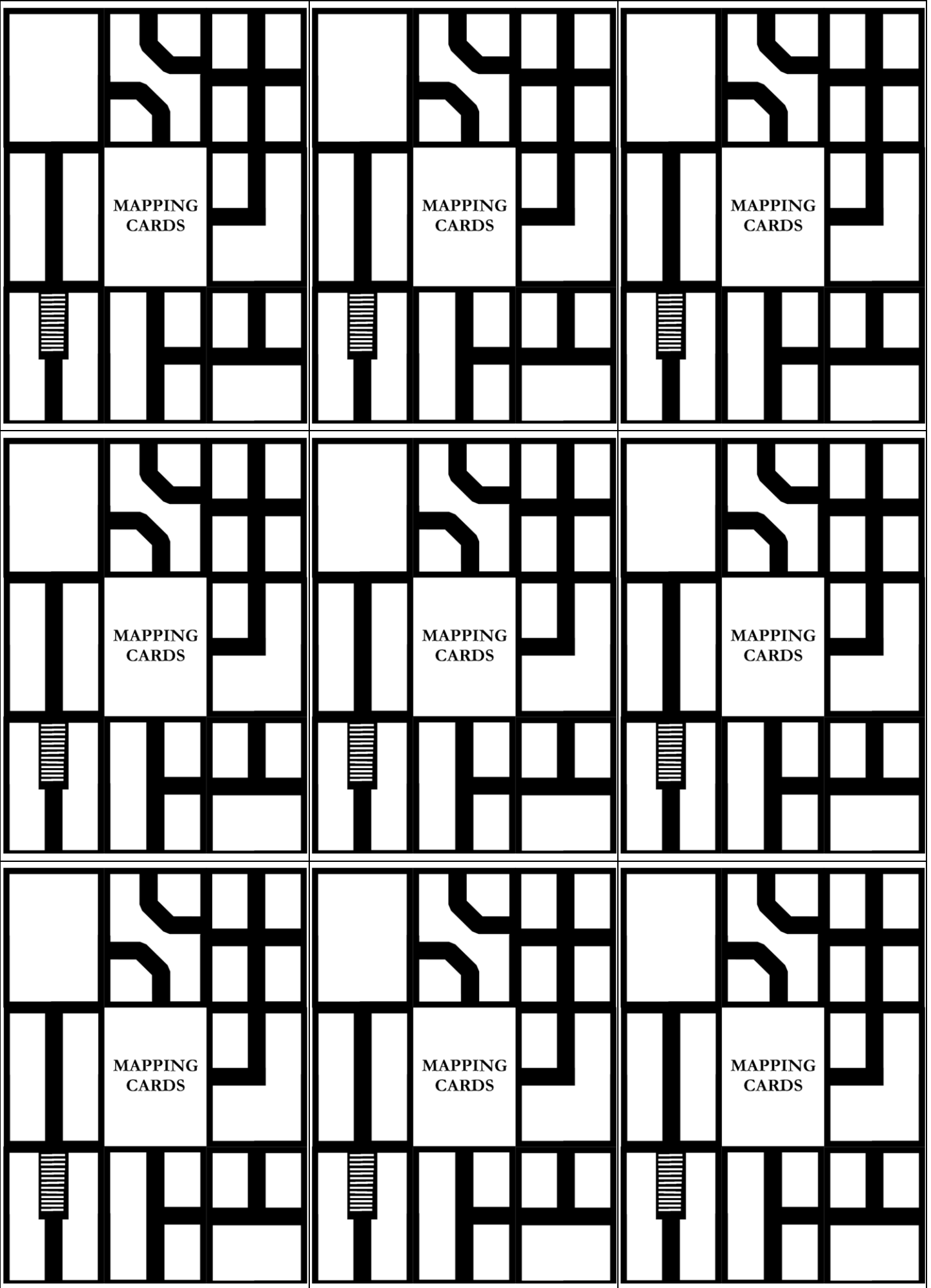
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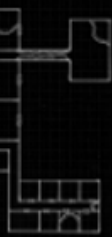


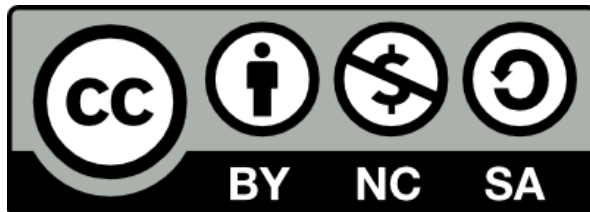


DARK  
FOREST

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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THE OLD OAK



LIGHTNING  
HILL



BEAR CAVE



THORNBUSH



MUSHROOM  
CIRCLE



SMALL HUT



FOREST  
CLEARING



FOREST  
STREAM



FOREST  
STREAM



ANIMAL TRAIL



ANIMAL TRAIL



THE DEAD  
TREE



STONE  
PAVEMENT



BUSHY GULLY



SUNLITE  
COPSE



HEAVY  
ROOTED AREA



FOREST  
HEART



RECENTLY  
CLEARED  
FIELD



GOBLIN  
VILLAGE



GNOMISH  
HUT



SPIDER  
WEBBING



OVERGROWN  
BUILDINGS



VINE  
INFESTED  
AREA



HUMP BACKED  
BRIDGE



OVERGROWN  
ANCIENT  
STATUES



CLEARING  
WITH MANY  
SKELTONS



THERE'S A  
BEAR IN  
THERE!

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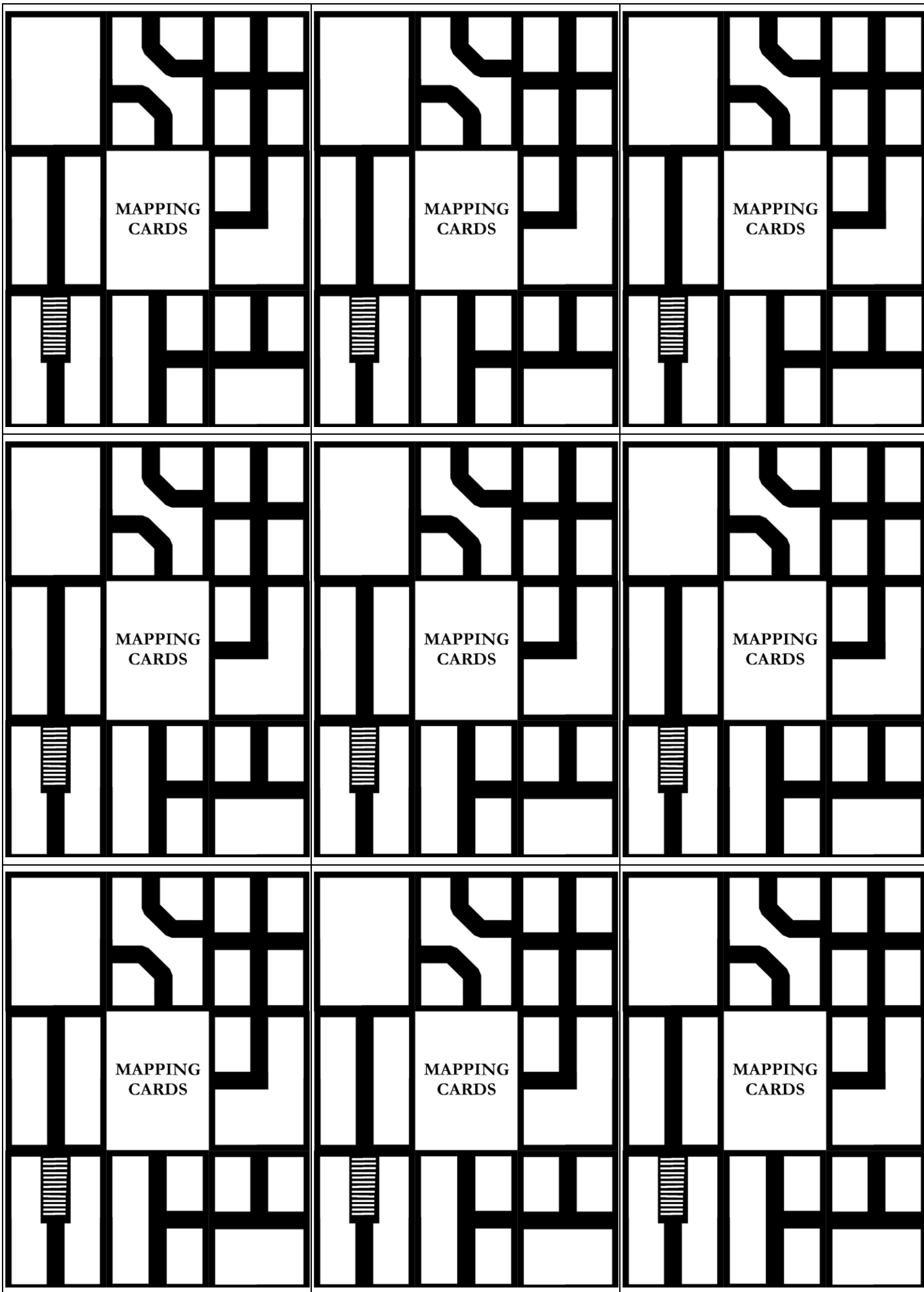
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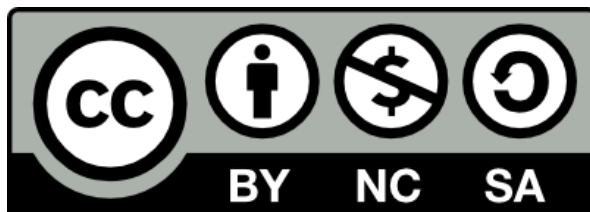


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ISLAND

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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OFF SHORE  
ATOLL



BEACH 1



BEACH 2



BEACH 3



BEACH 4



VOLCANO  
PEAK



VOLCANO  
SLOPE



FRESH  
WATER  
GROTTO



BLUE  
LAGOON



BAMBOO  
FOREST



THE CLIFF



LOW TIDE  
CAVE



OLD HUT



CANNIBAL  
TOTEMS



THE HIDDEN  
CAVE



THE  
WATERFALL



THE GORGE



THE COCONUT  
PIT



HEAVY  
FOREST



ANIMAL  
TRAILS



GIANT  
STONE HEADS



THE LAVA  
CAVE



HOT  
SPRINGS



THE TREE  
HOUSE



RUSTED  
WORLD  
WAR DUMP



THE SKULL  
CAVE



CLEARING IN  
THE WOODS

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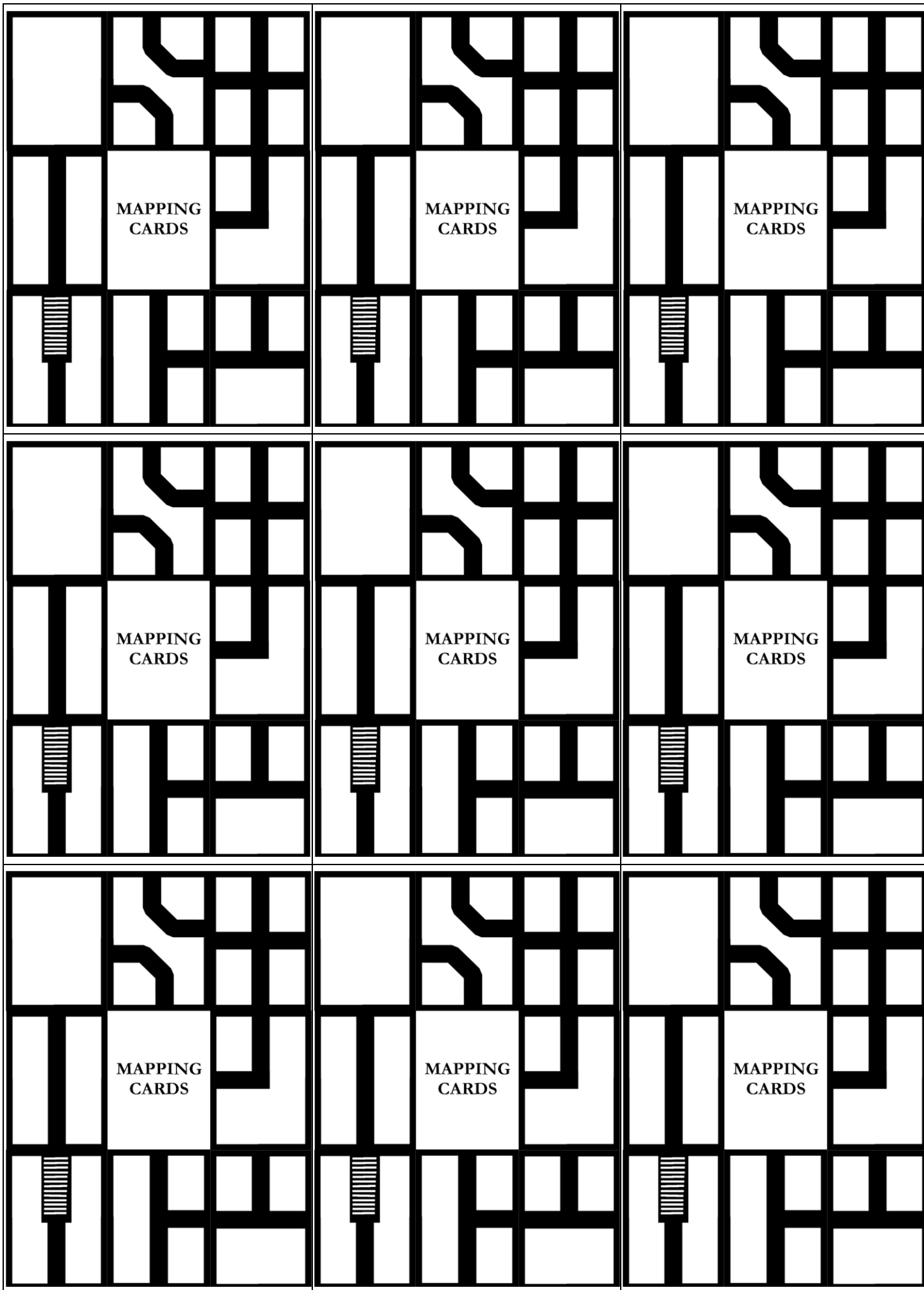
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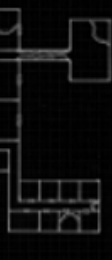




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MAPPING  
CARDS

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Dungeons





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SCIENCE  
LABS



FIRST  
CLASS  
LOUNGE



OBSER-  
VATION  
DECK



GANGWAY  
1



GANGWAY  
2



GANGWAY  
3



COCKPIT



MEDICAL  
BAY



ROOFTOP



GAS BAG



GAS BAG



PLANT  
ROOM 1



PLANT  
ROOM 2



WORK  
SHOP



REST-  
ARAUNT



STEERAGE  
ROOM



ARMOURY



SECURITY



LADDER



GUNNERY  
1



GUNNERY  
2



LADDER



STORAGE  
ROOM 1



STORAGE  
ROOM 2



VEHICLE  
BAY



ENGINE  
POD 1



ENGINE  
POD 2

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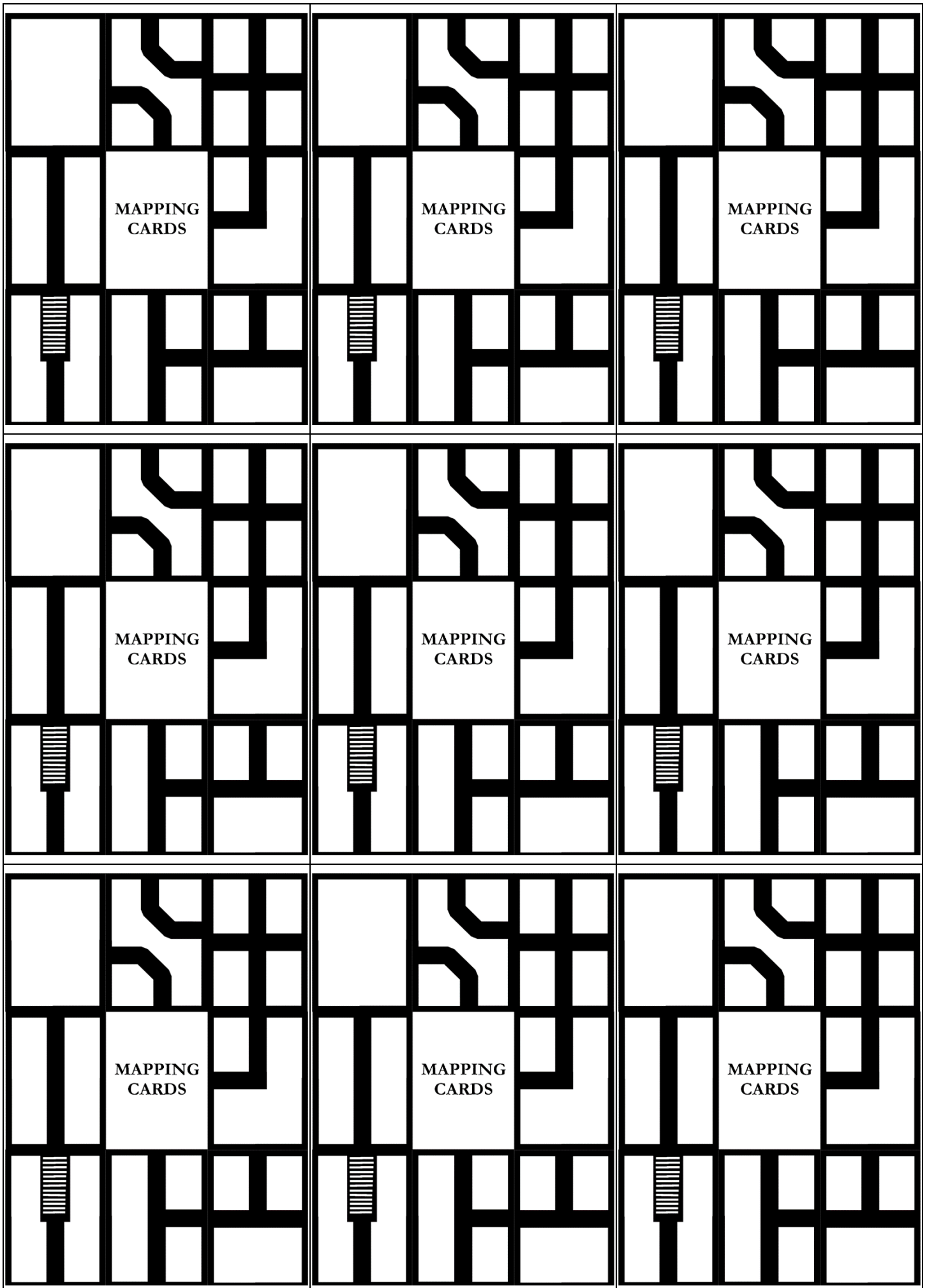
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EGYPTIAN  
TOMBS

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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Approach



Rocky Ravine  
Approach



The Hidden  
Valley  
Approach



A Mysterious  
Mesa



The Deep  
Crevasse



The Lost Caves  
Approach



The Tomb  
Entrance



The Fake  
Entrance



The Secret  
Entrance

 <p>The Entry Chamber</p>	 <p>The Mirror Room</p>	 <p>The Preparation Chamber</p>
 <p>The Treasury Room</p>	 <p>The Armoury</p>	 <p>The Hidden Tomb</p>
 <p>The Scarab Room</p>	 <p>The Pillared Hall</p>	 <p>The Sweeping Stairway</p>



The Ritual  
Room



The Pool  
Room



The Narrow  
Tunnels



The Doom  
Trap



The Muraled  
Walls



The Temple  
Of the Gods












The Great  
Hall




The God's  
Chamber



The Sacrifice  
Pit

 <p>The Burial Chamber</p>	 <p>The Sarcophagus</p>	 <p>The Queen's Room</p>
 <p>The Narrow Corridors</p>	 <p>The Narrow Corridors</p>	 <p>The Narrow Corridors</p>
 <p>The Narrow Corridors</p>	 <p>The Wide Corridors</p>	 <p>The Wide Corridors</p>

 <p>The Wide Corridors</p>	 <p>The Wide Corridors</p>	 <p>The Natural Tunnels</p>
 <p>The Long Chamber</p>	 <p>The Narrow Stairs</p>	 <p>The Narrow Stairs</p>
 <p>The Wide Stairs</p>	 <p>The Wide Stairs</p>	 <p>The Four Way Intersection</p>

 <p>The Junction Room</p>	 <p>The Unfinished Room</p>	 <p>The Mines</p>
 <p>The Bridge</p>	 <p>The Natural Cavern</p>	 <p>The Mezzanine Level</p>
 <p>The Storage Room</p>	 <p>The Secret Room</p>	 <p>The Painted Walls</p>



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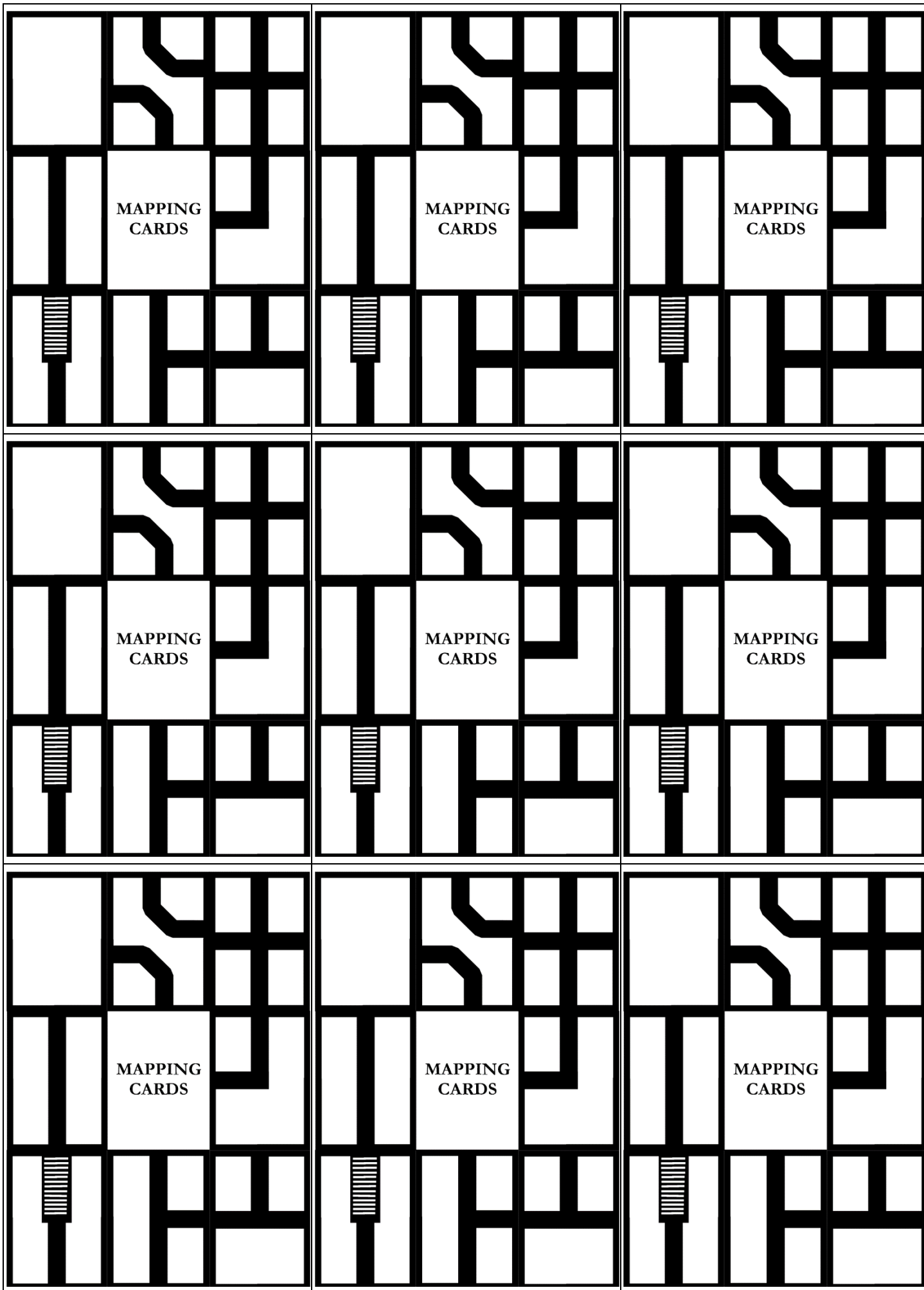
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DUNGEON

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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SMALL  
ROOM 1



SMALL  
ROOM 2



MEDIUM  
ROOM 1



MEDIUM  
ROOM 2



LARGE  
ROOM 1



LARGE  
ROOM 2



PRECIPICE  
CROSSING



CREATURE  
LAIR 1



UNDER-  
WATER  
RIVER



**TRAP 1**



**TRAP 2**



**MAJOR  
JUNCTION**



**SMALL  
NATURAL  
CAVERN**



**MEDIUM  
NATURAL  
CAVERN**



**LARGE  
NATURAL  
CAVERN**



**STRONG  
DOOR**



**BLOCKED  
PASSAGE**



**DWARVISH  
RUINS**



**ANCIENT  
HALL**



**ANCIENT  
ALTAR**



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LAIR 2**



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VILLAGE**



**PETRIFIED  
FOREST**



**GRAVE-  
YARD**



**LOST  
TEMPLE**



**CREATURE  
LAIR 3**



**MAZE**

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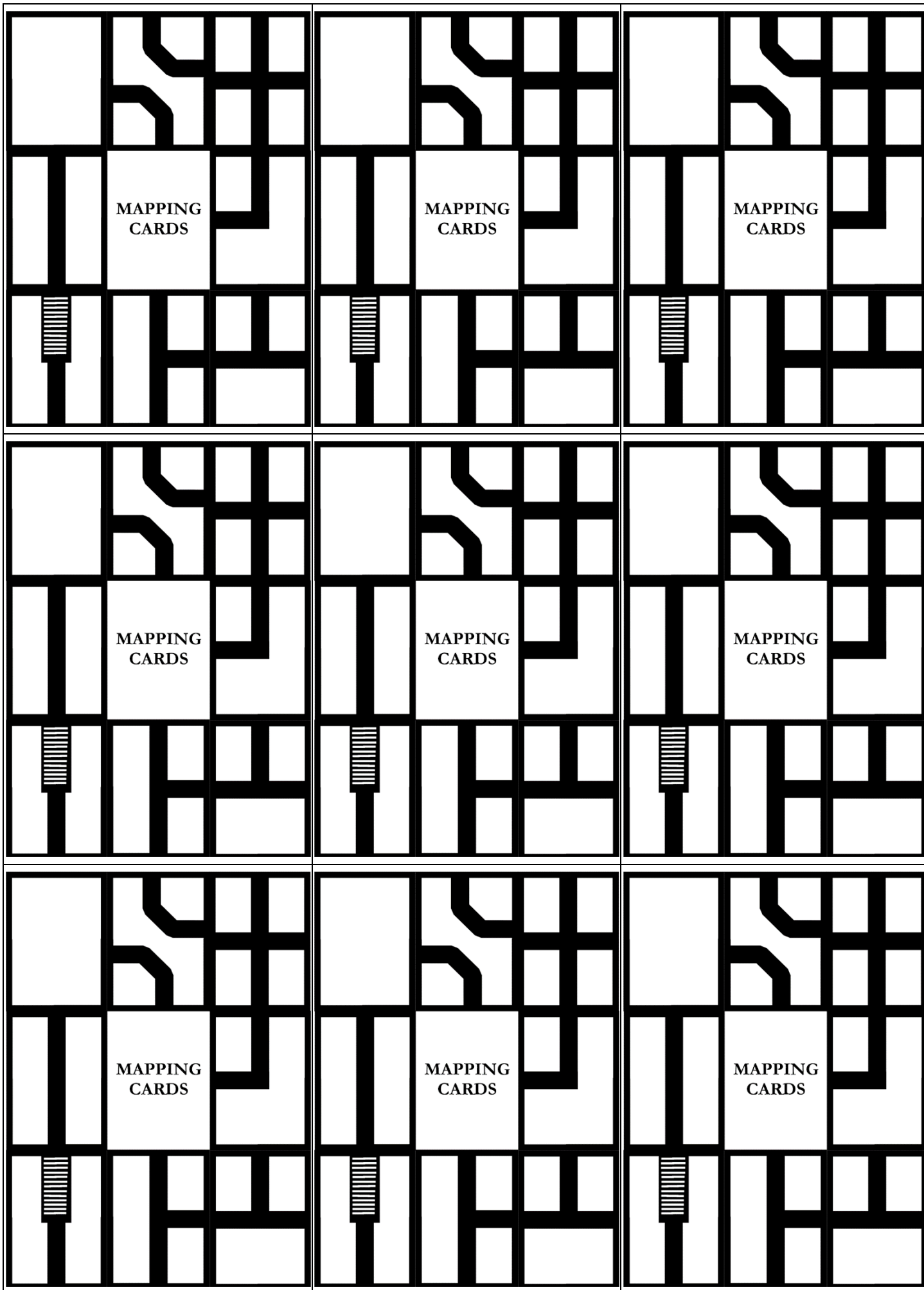
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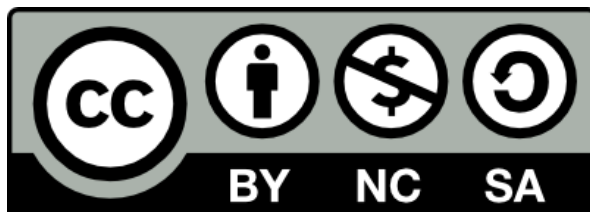


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BARRACKS



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ROOMS



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ARMOURY



CELLS



TRAINING  
ROOM



MAGICAL  
WORKSHOP



KITCHEN



GUARD  
ROOM



FUNCTION  
ROOM



TREASURY



PRIZE  
ROOM



ESCAPE  
TUNNEL



GUEST  
ROOMS



DUNGEON



SCROLL  
ROOM



REAR  
EXIT



STORE  
ROOM



STABLE



SECRET  
ROOM



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## Aspects.

The following table of chits can be cut out and used as 'aspects' on your Map Tiles.

Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Balance)	Difficult Ground (Balance)	
Low Obstacle (Jump)	Low Obstacle (Jump)	High Obstacle (Climb)	High Obstacle (Climb)	Narrow Passage	
Narrow Passage	Blockage (Strength)	Blockage (Strength)	Something Hidden (Perception)	Harm (Minor)	
Trap (Physical)	Trap (Mechanical)	Barrier (Construct)	Barrier (Environment)	Harm (Major)	
Locked Chest	Locked Door	Window	Weapon	Hidden Space	
Secret Door	Physical Alarm	Magical Alarm	Bookshelf	Table	
Chair	Candelabra	Rope	Guards	Companion	
Pet	Sideboard	Food	Valuables	Books	



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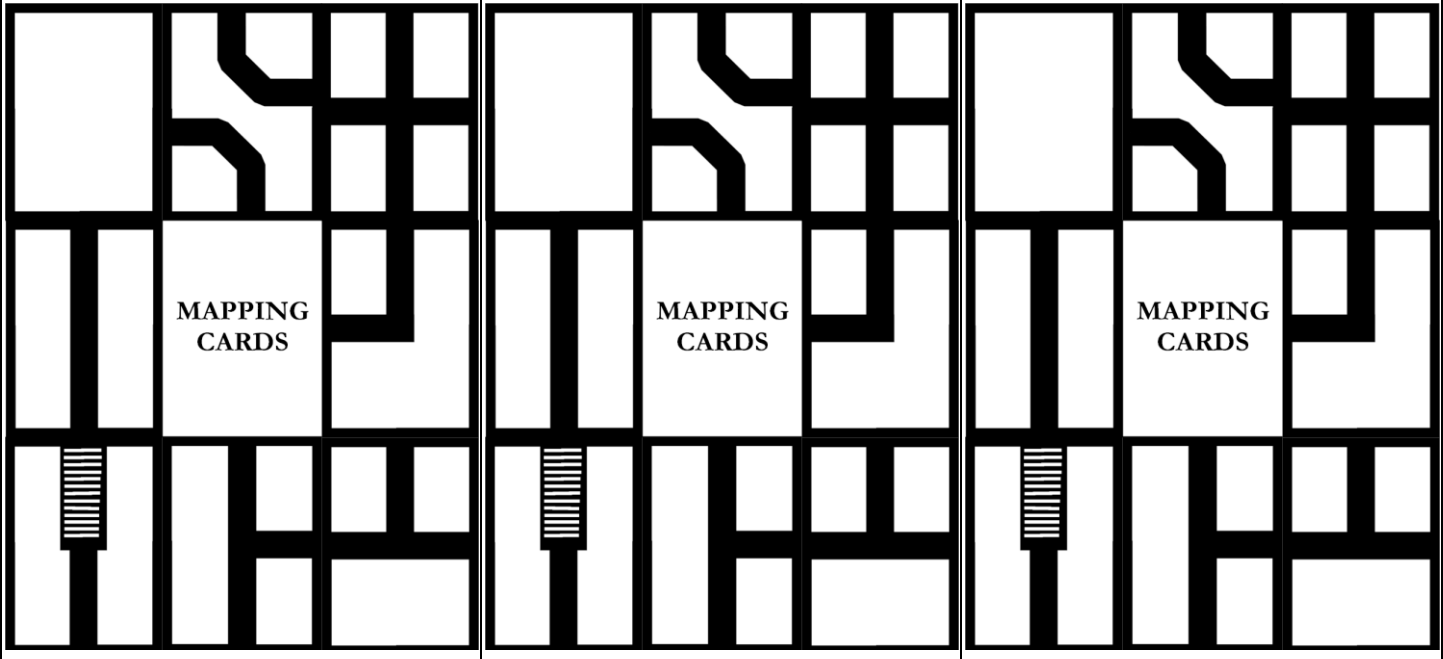
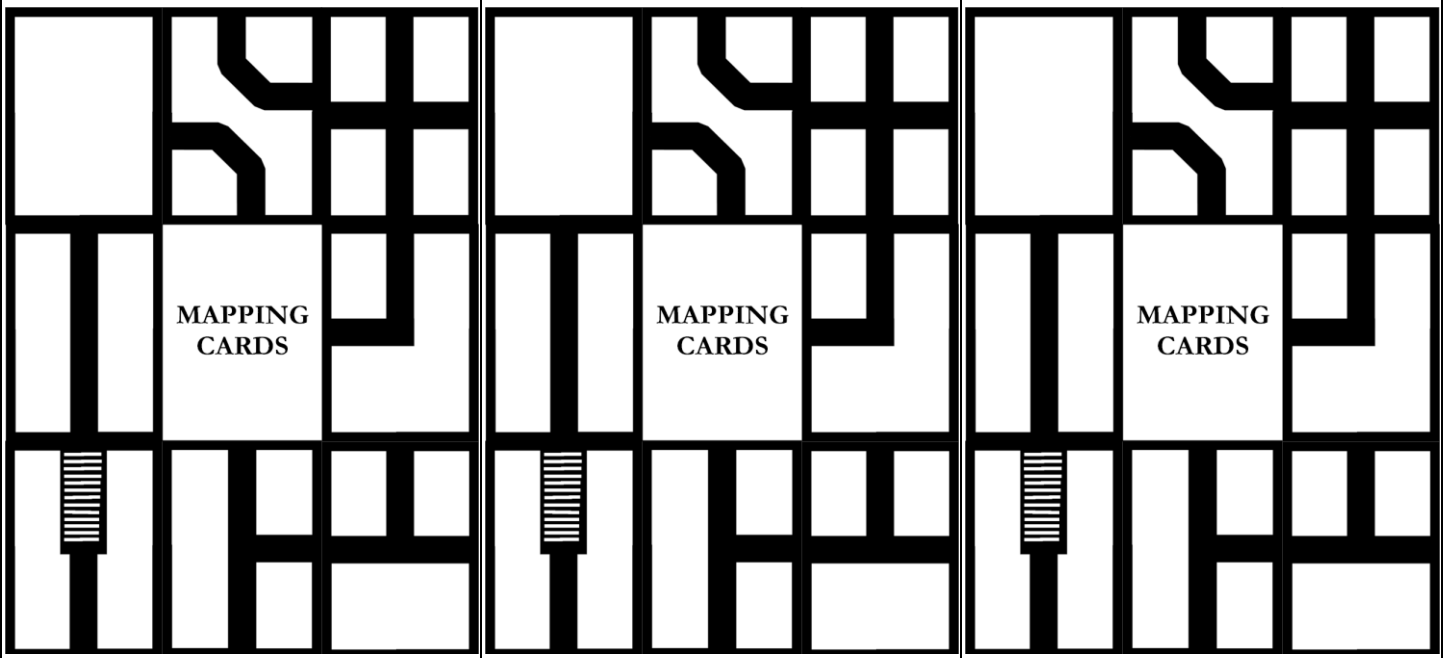
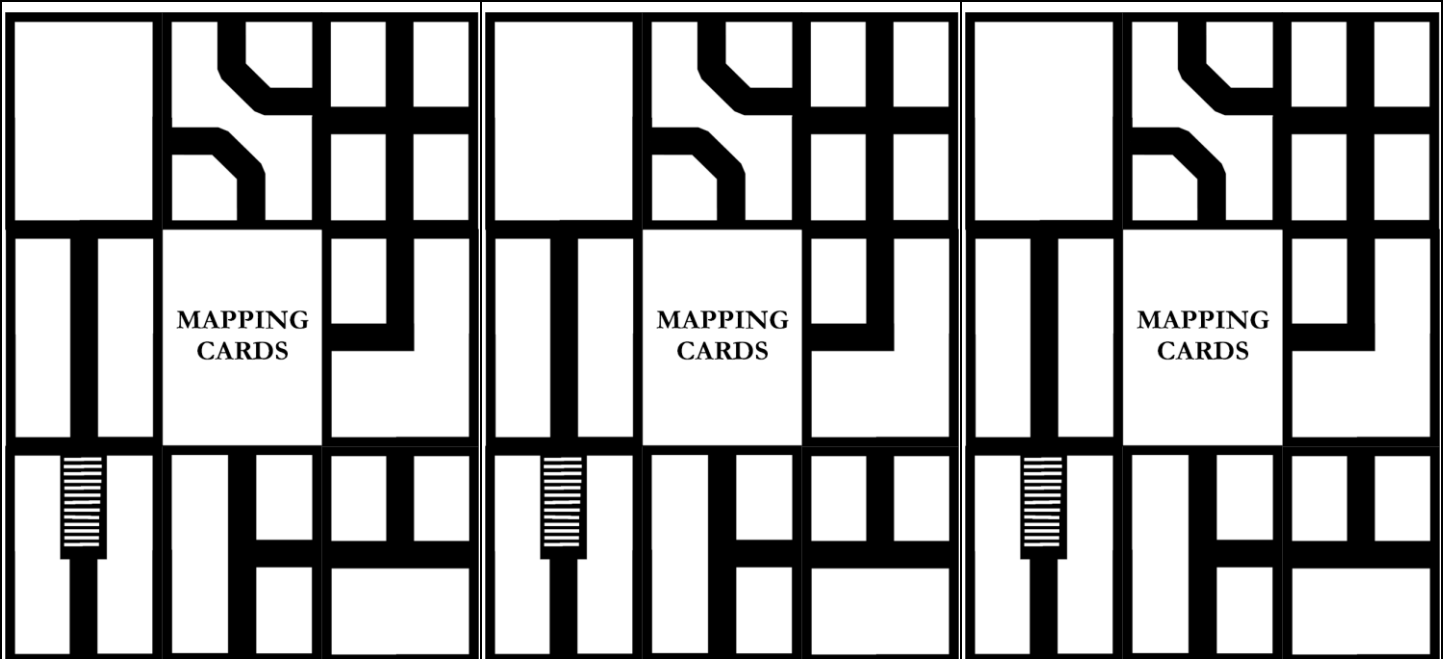
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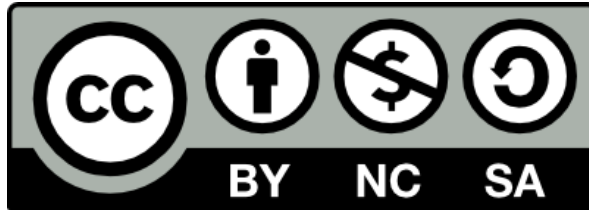


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TUNNELS



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QUARTERS



GARAGE



SEWING  
ROOM



FAMILY  
ROOM



DINING  
ROOM



VERANDAH



GARDNER'S  
HUT



GREENHOUSE



GARDENS



HEDGE  
MAZE



THE POOL



GAMES  
ROOM



TENNIS  
COURT

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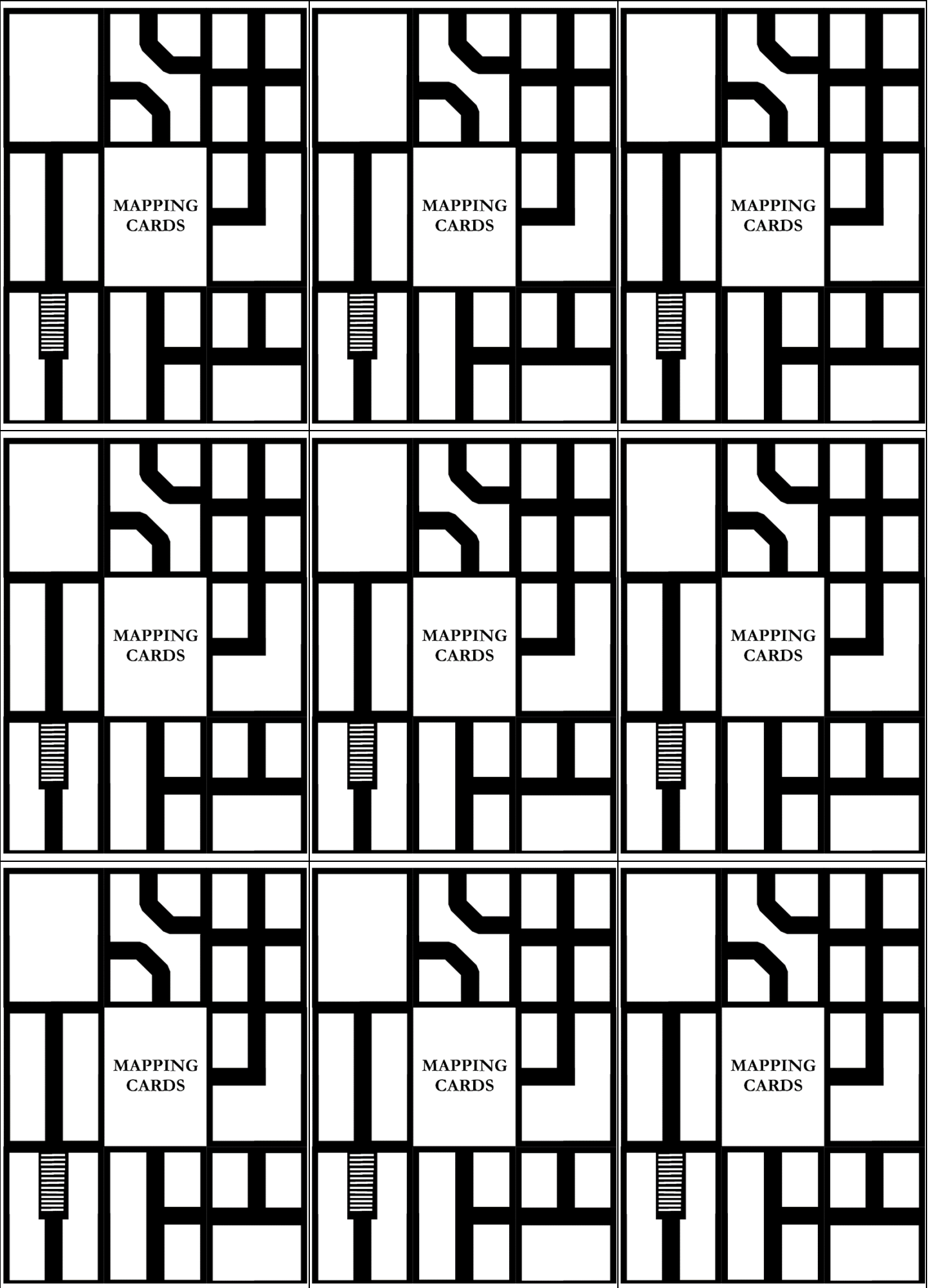
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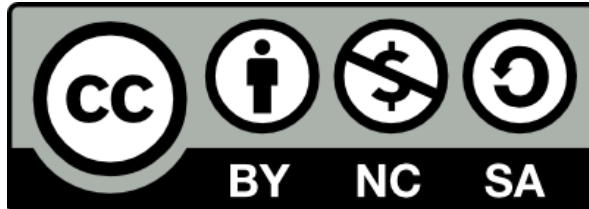


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LABORATORY 2



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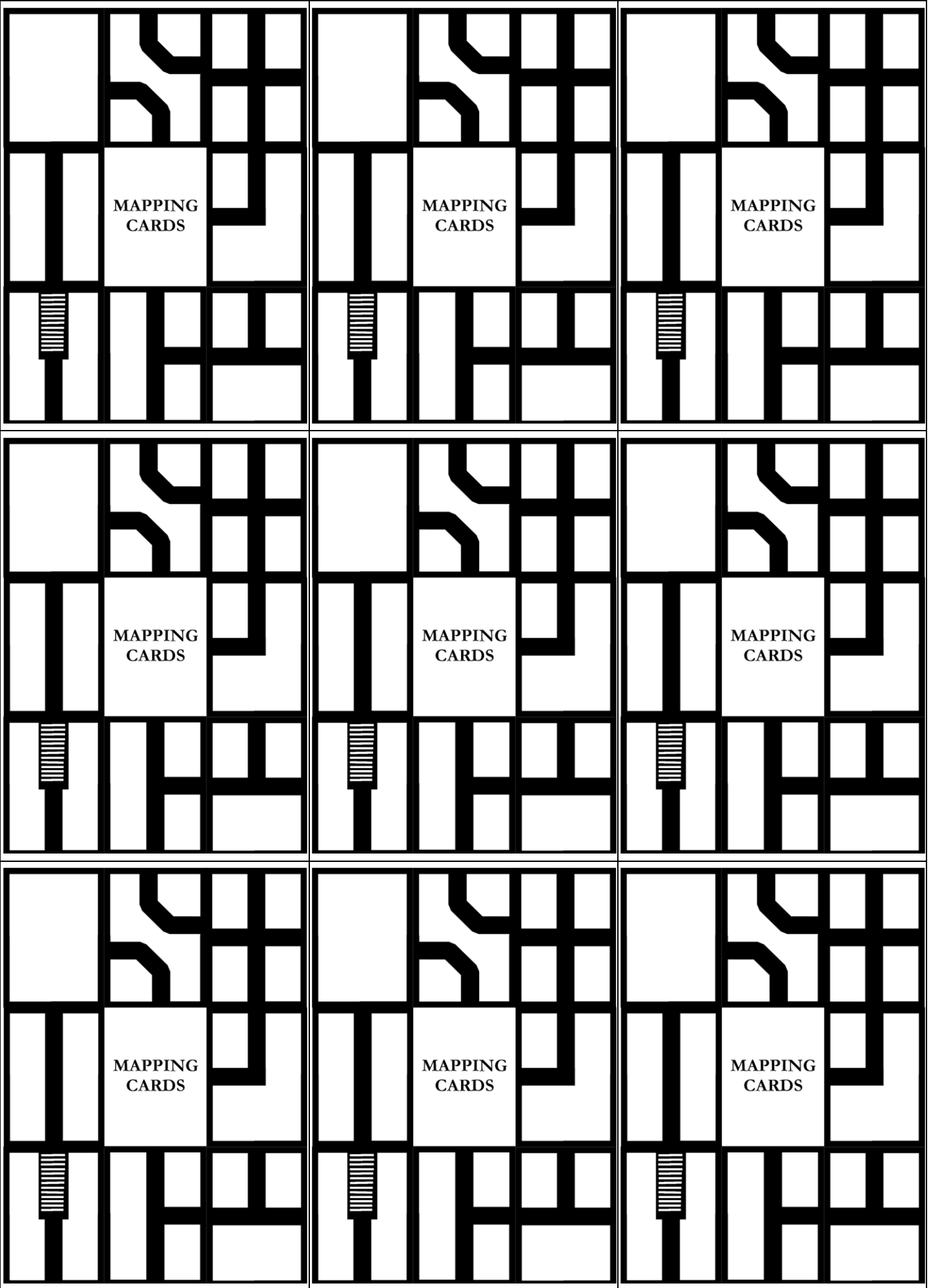
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FRONT  
GATE



SECURITY



MAIN  
OFFICE



SECONDARY  
ROAD



WORK  
SHOP 1



WORK  
SHOP 2



HEAVY  
PLANT 1



HEAVY  
PLANT 2



CONTROL  
ROOM



LOW  
GANGWAY



HIGH  
GANGWAY



ROOFTOP



CONVEYOR  
BELT



PRODUCTION  
LINE



FIRST AID  
ROOM



TRUCKYARD



TRANSFORMER  
STATION



SWITCH-  
BOARD



PACKING  
ROOM



ASSEMBLY  
ROOM



CLEAN  
ROOM



DELIVERY  
& PICKUP



LIGHT  
PLANT 1



LIGHT  
PLANT 2



WASTE  
REMOVAL



CARPARK



BASEMENT

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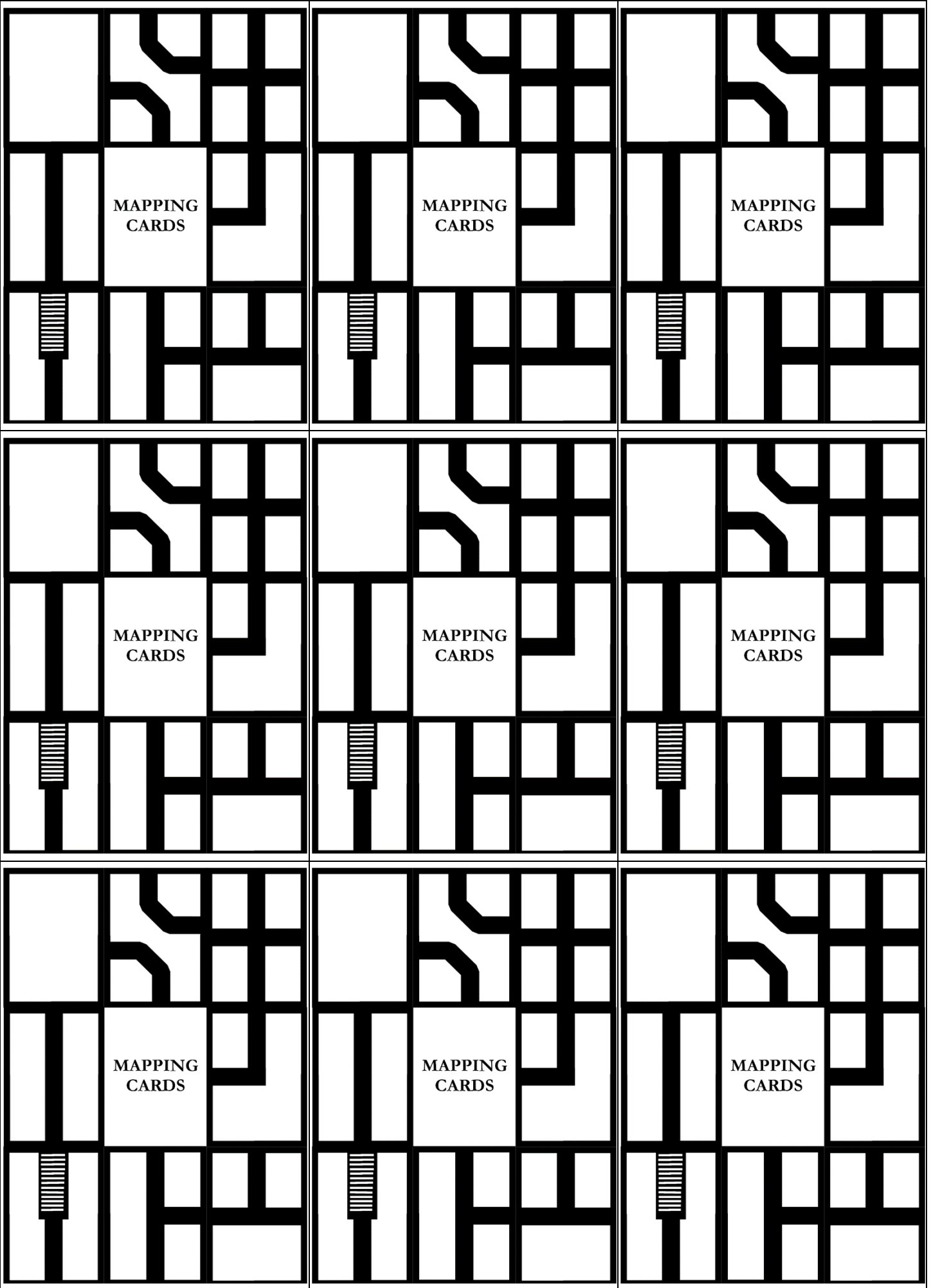
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Mad Science  
Player's  
Base

**MAPPING  
CARDS**

Hand  
Crafted  
Dungeons







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MAIN  
ENTRANCE



RESEARCH  
LAB



TEST  
LAB



POWER  
PLANT



FOOD  
PREP



STORE  
ROOM



WORKSHOP



LIBRARY



PLAYER'S  
ROOMS



GUEST  
ROOMS



RECYCLING  
ROOM



HYDRO-  
PONICS



TELEPORTER



VIEWING  
ROOM



SECURITY  
ROOM



WEAPON'S  
ROOM



POWER  
CONTROL  
ROOM



BASE  
AI  
CHAMBER



ROCKET  
LAUNCHER



PRIVATE  
LABORATORY



THE  
LOCKED  
ROOM OF  
SECRETS



THE  
ABYSS  
CROSSING



BARRACKS



JUNK  
ROOM



THE  
SURGERY



UNDER-  
GROUND  
CAVERN



THE SAFE  
ROOM

## Aspects.

The following table of chits can be cut out and used as 'aspects' on your Map Tiles.

Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Balance)	Difficult Ground (Balance)	
Low Obstacle (Jump)	Low Obstacle (Jump)	High Obstacle (Climb)	High Obstacle (Climb)	Narrow Passage	
Narrow Passage	Blockage (Strength)	Blockage (Strength)	Something Hidden (Perception)	Harm (Minor)	
Trap (Physical)	Trap (Mechanical)	Barrier (Construct)	Barrier (Environment)	Harm (Major)	
Small Robots	Large Robot	A Broken Experiment	Pieces of Junk	Power Control Panel	
Floor Panel	Roof Panel	Large Conduit	Escaped Thing	Security Cameras	
Secure Door	Exposed Cables	Plastic Furniture	Picture Holograph	Raygun	
Notebooks	Blackboard	Laboratory Assistant	Communication Panel	Food Replicator	

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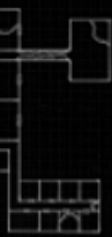
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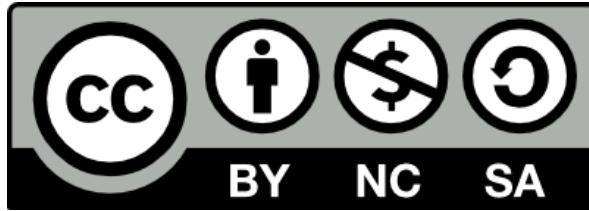
MEDIEVAL  
CASTLE

MAPPING  
CARDS

Hand  
Crafted  
Dungeons







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COURT  
YARD



GREAT  
HALL



GUARD  
ROOM



TOWER 1



TOWER 2



TOWER 3



TOWER 4



GATE  
HOUSE



TREASURY



BARRACKS  
1



BARRACKS  
2



LADY'S  
ROOM



TROPHY  
ROOM



WORK  
SHOP



STABLE



LORDS  
ROOM



ARMOURY



CURTAIN  
WALL 1-2



CURTAIN  
WALL 2-3



CURTAIN  
WALL 3-4



CURTAIN  
WALL 4-1



DUNGEON



STORAGE  
ROOM 1



STORAGE  
ROOM 2



GREETING  
HALL



GUEST  
ROOM



DUNGEON

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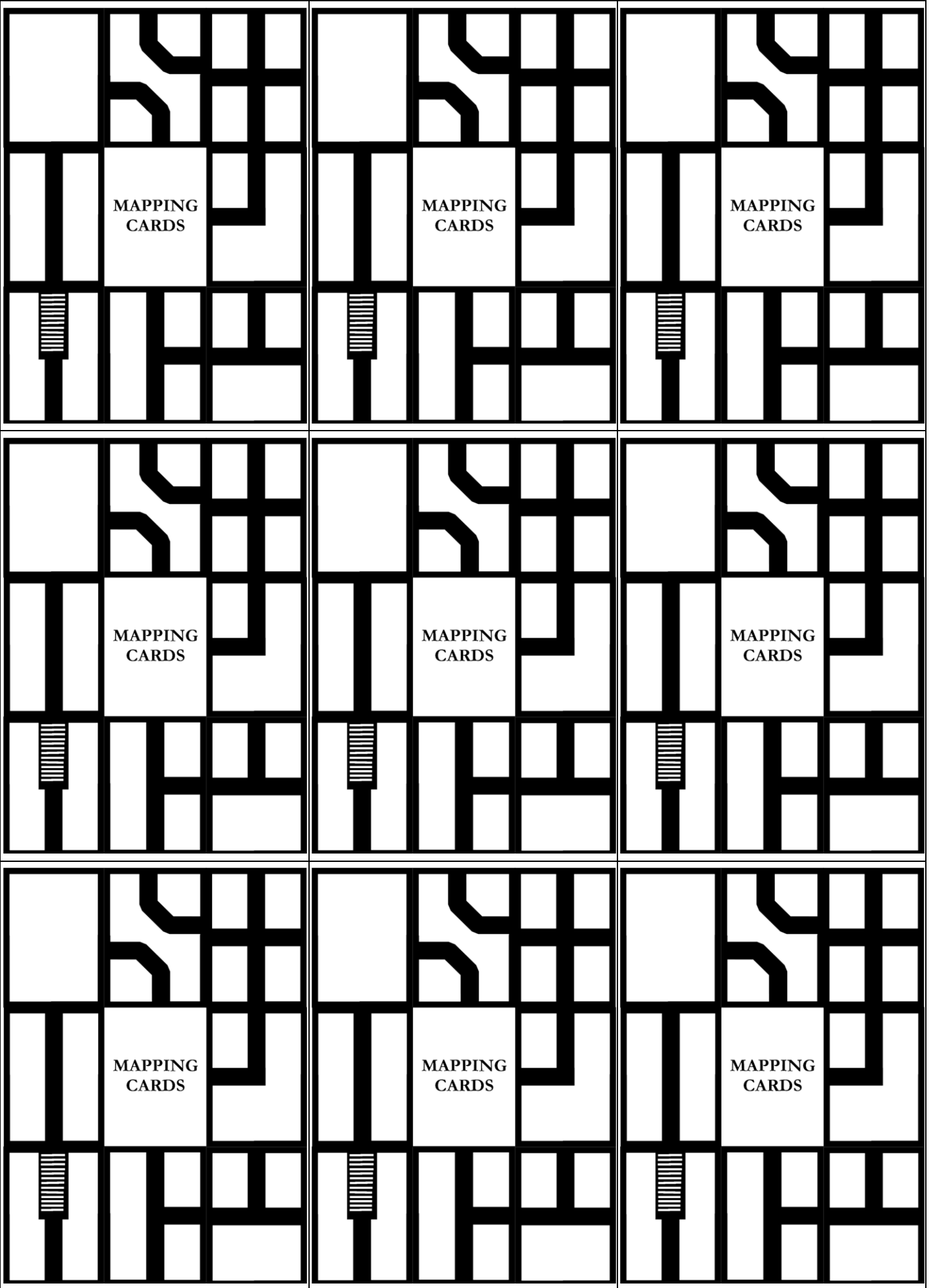
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NECROPOLIS

MAPPING  
CARDS

Hand  
Crafted  
Dungeons







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LARGE IRON  
GATE



SMALL IRON  
GATE



MAIN DRIVE



TOMBSTONES



TOMBSTONES



TOMBSTONES



MAUSELEUM



MAUSELEUM



MAUSELEUM



TEMPLE  
ENTRANCE



MAIN HALL



WEST WING



EAST WING



MORTUARY



CATACOMBS



CATACOMBS



CATACOMBS



BASEMENT



DARK HILL



FIRE PITS



MARBLE  
STATUE



TRELISE  
GARDEN



PAGODA



MEMORIAL  
WALL



LARGE WALL



OVERGROWN  
ORCHARD



CHAPEL

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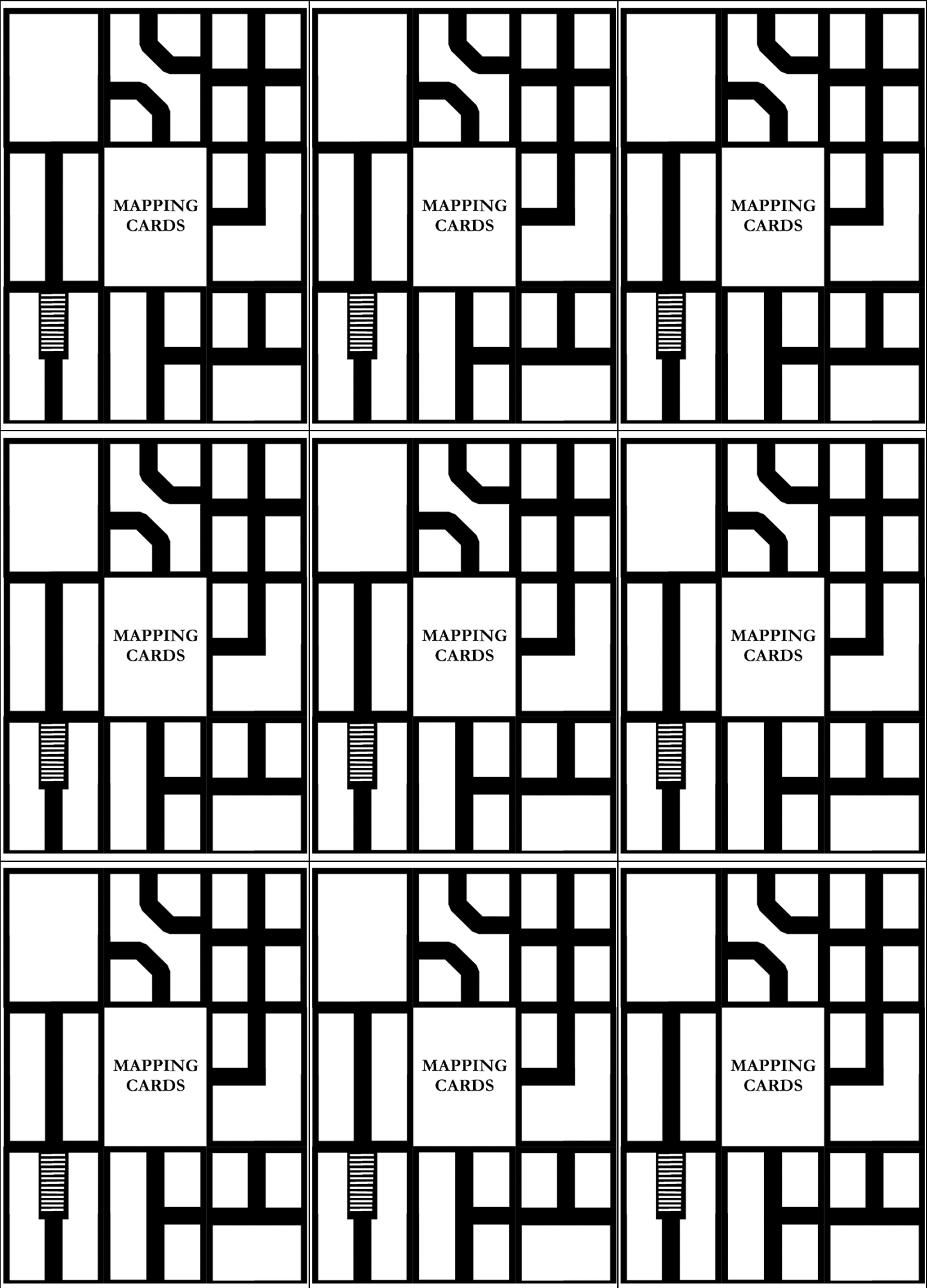
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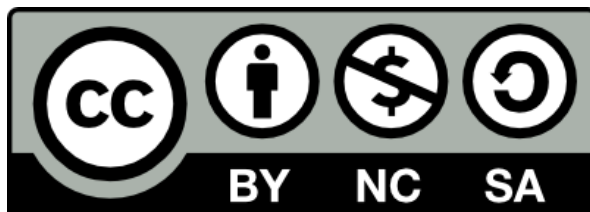


OCEAN  
LINER

MAPPING  
CARDS

Hand  
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COMMAND  
DECK



CREW  
QUARTERS



GUNNERY



STEERAGE



FORE  
-DECK



AFT-  
DECK



AMMO  
LOCKER



MEDICAL  
BAY



BURSER'S  
ROOM



SECURITY



OBSER-  
VATION  
DECK



PLANT  
ROOM



REST-  
ARAUNT



WORK  
SHOP 1



WORK  
SHOP 2



1<sup>st</sup> CLASS



2<sup>nd</sup> CLASS



3<sup>rd</sup> CLASS



CARGO



CARGO



CARGO



BALLROOM



STORAGE  
ROOM 1



STORAGE  
ROOM 2



POOL



ENGINE  
ROOM 1



ENGINE  
ROOM 2

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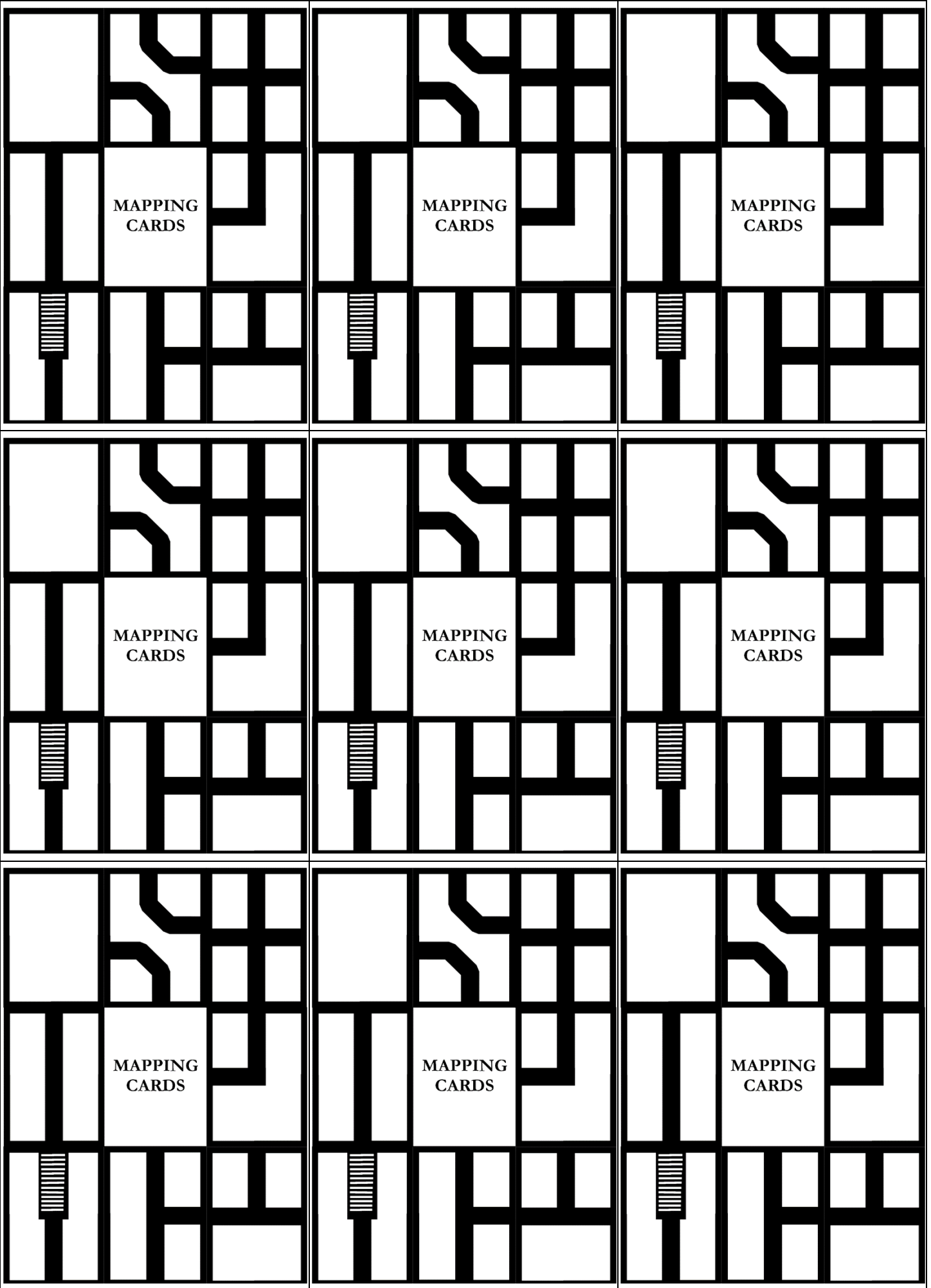
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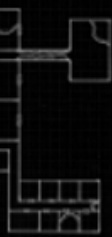




OIL  
REFINERY

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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FRONT  
GATE



SECURITY



TANK 1



TANK 2



SMALL TANK



OLD RUSTY  
TANK



THE CRACKING  
STACK



LABORATORY



WORKSHOP



CONTROL  
ROOM



FIRE  
EMERGENCY  
ROOM



PIPELINES 1



PIPELINES 2



PIPELINES 3



EMERGENCY  
DAM



CAR PARK



MAIN ROAD



SERVICE  
ROAD



TANKER  
PICKUP



EMERGENCY  
BUNKER



HEAVY  
PLANT 1



HEAVY  
PLANT 2



FIRST AID  
ROOM



EMPTY  
TANK



DOCK



RETAINING  
WALL



WATER  
RESERVOIR

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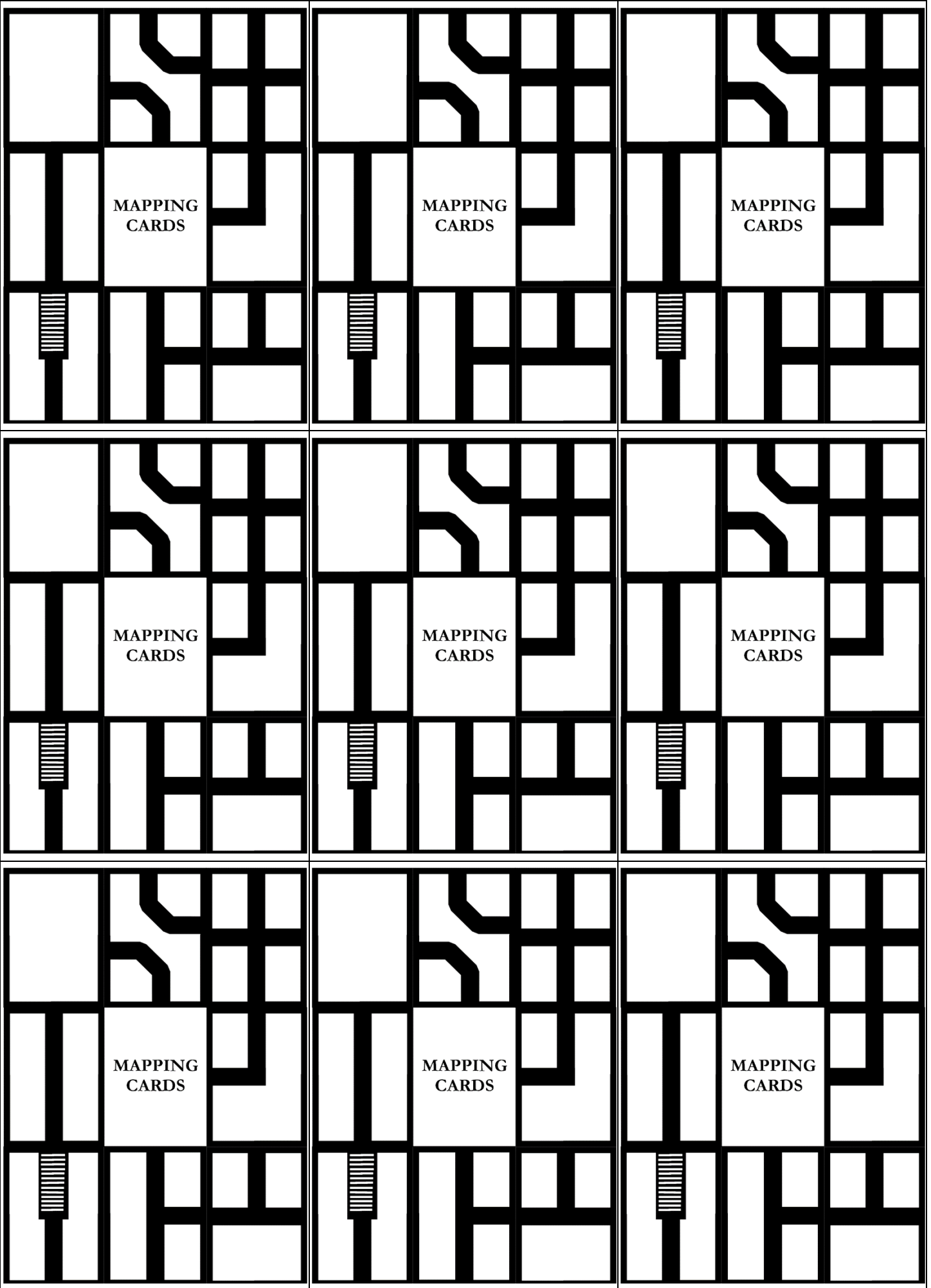
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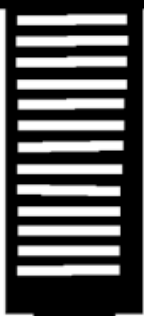
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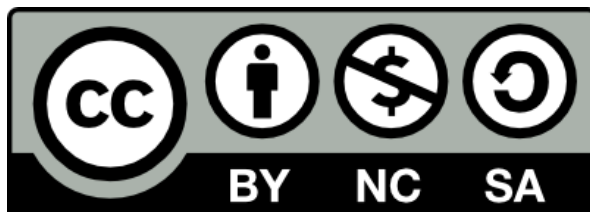


ORBITAL  
STATION

MAPPING  
CARDS

Hand  
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Dungeons





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SCIENCE  
LABS 1



SCIENCE  
LABS 2



UNDER  
CONSTRUCTION



CONTAIN-  
MENT #1



CONTAIN-  
MENT #2



DOCKING  
BAY



COMMAND  
ROOM



MEDICAL  
BAY



ESCAPE  
PODS





BARRACKS



TRAINING



PLANT  
ROOM 1



PLANT  
ROOM 2



WORK  
SHOP 1



WORK  
SHOP 2



AIRLOCK



ARMOURY



SECURITY



SECURITY



CELLS



COMPUTER  
1



COMPUTER  
2



STORAGE  
ROOM 1



STORAGE  
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VEHICLE  
BAY



POWER  
PLANT 1



POWER  
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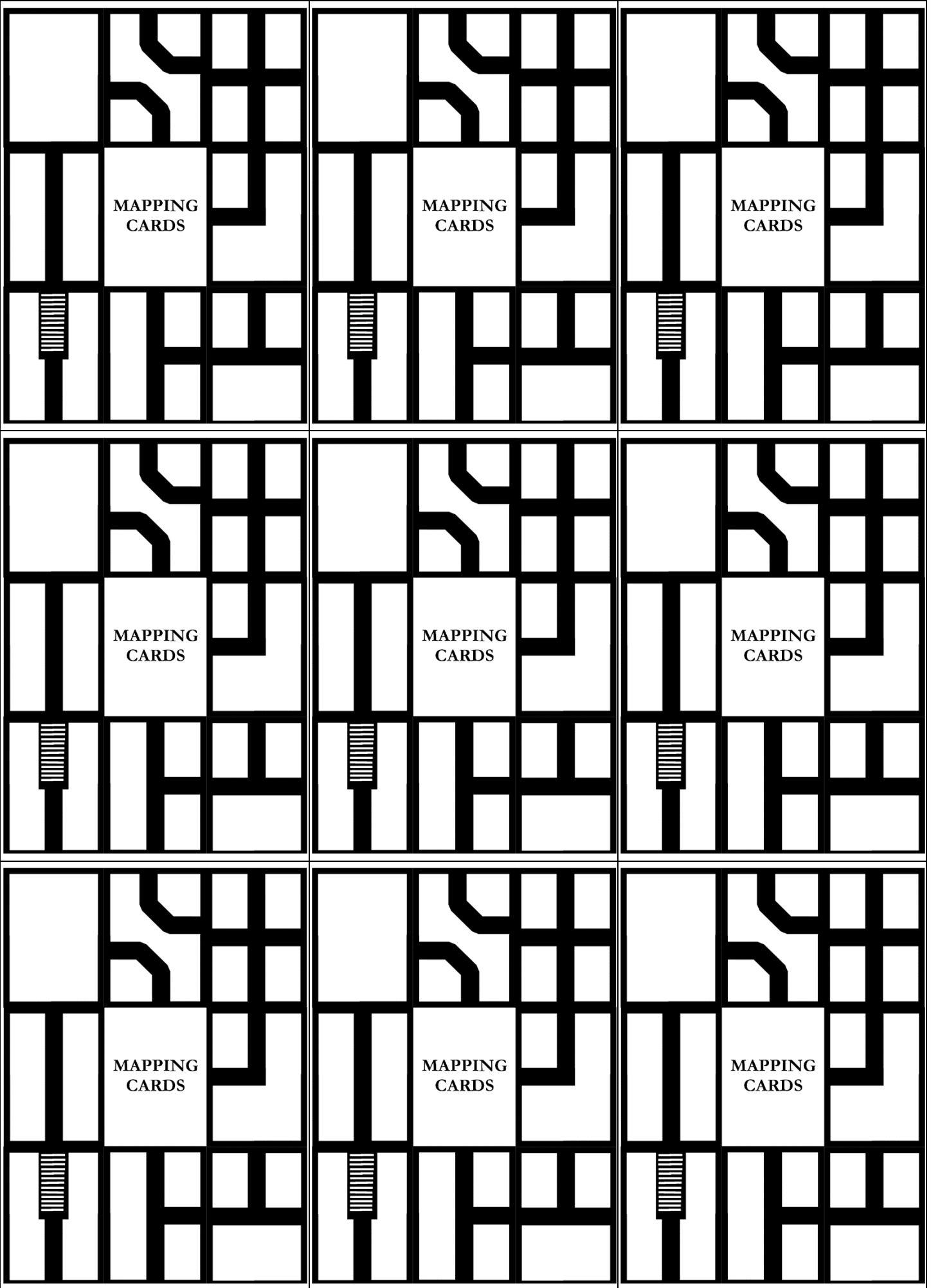
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SciFiction  
Player's  
Base

**MAPPING  
CARDS**

Hand  
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Dungeons





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Main Bridge



Weapons  
Control



Engineering



Medical  
Bay



Docking  
Bay



Power  
Plant



Life  
Support



Armoury



Detention  
Centre





Teleporter



Quarters



Command  
Briefing  
Room



Galley



Holodeck



12  
Sideways



Gardens  
Deck



Refectory



Airlock



Main  
Computer



Auxiliary  
Conduit



Turbo  
Lift



Observation  
Deck



Workshop



Weapon  
Bay



Officer's  
Quarters



Recreation  
Room



Science  
Centre

## Aspects.

The following table of chits can be cut out and used as 'aspects' on your Map Tiles.

Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Balance)	Difficult Ground (Balance)	
Low Obstacle (Jump)	Low Obstacle (Jump)	High Obstacle (Climb)	High Obstacle (Climb)	Narrow Passage	
Narrow Passage	Blockage (Strength)	Blockage (Strength)	Something Hidden (Perception)	Harm (Minor)	
Trap (Physical)	Trap (Mechanical)	Barrier (Construct)	Barrier (Environment)	Harm (Major)	
Conduit	Door	Security Door	Comms	Airlock	
Lift	Access Terminal	Storage Locker	Security Panel	Misc Furniture	
Outer Hull	Low Gravity	No Gravity	Control Panel	Information Terminal	
Ladder	Small Robots	Repair Robot	Exposed Panel	Low Light	

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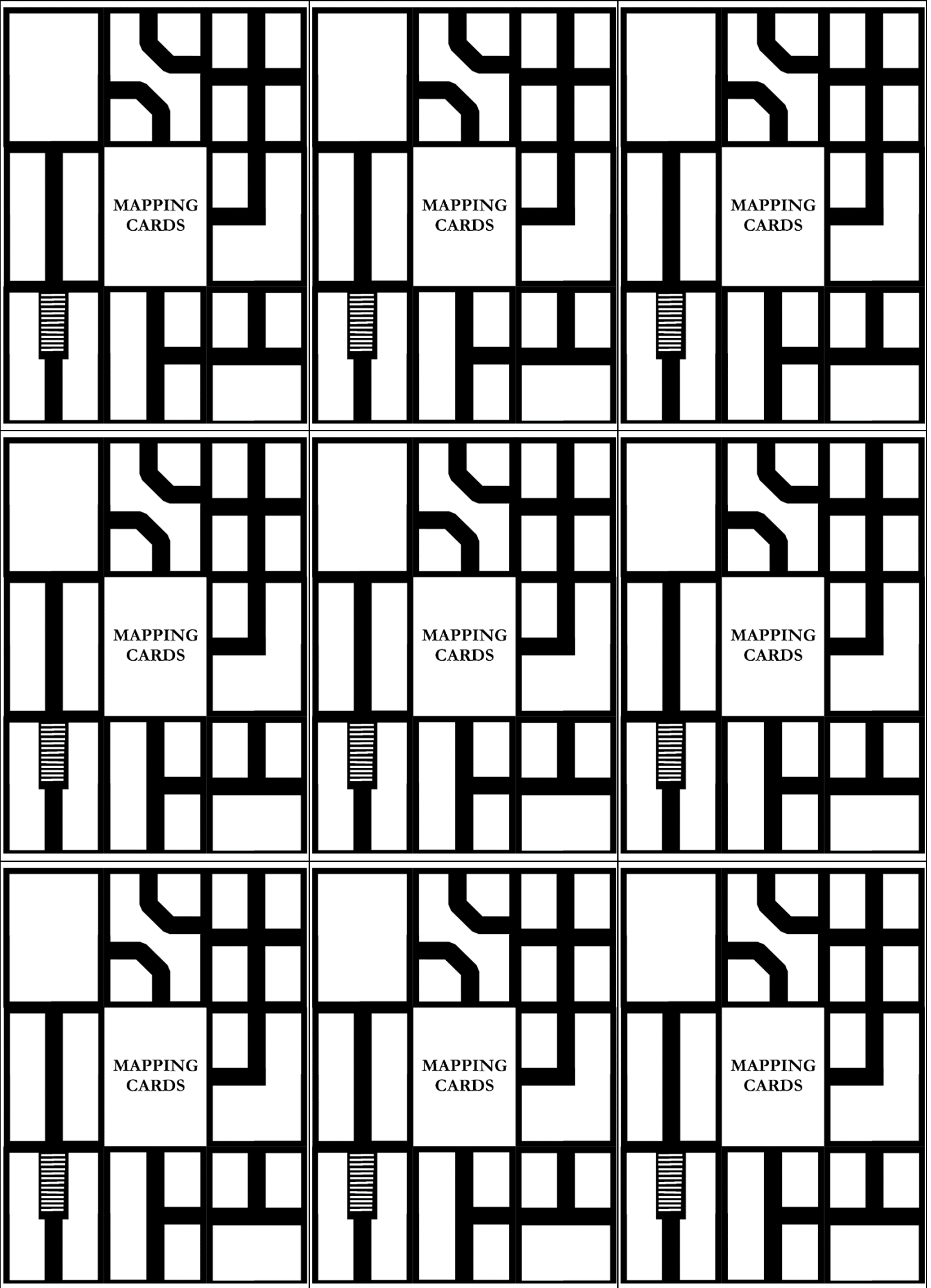
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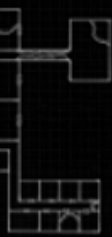
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MAPPING  
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LABS 1



SCIENCE  
LABS 2



SCIENCE  
LAB 3



CONTAIN-  
MENT #1



CONTAIN-  
MENT #2



CONTAIN-  
MENT #3



COMMAND  
ROOM



MEDICAL  
BAY



TREASURY





BARRACKS  
1



BARRACKS  
2



PLANT  
ROOM 1



PLANT  
ROOM 2



WORK  
SHOP 1



WORK  
SHOP 2



WORK  
SHOP 3



ARMOURY



SECURITY



SECURITY



CELLS



COMPUTER  
1



COMPUTER  
2



STORAGE  
ROOM 1



STORAGE  
ROOM 2



GARAGE



POWER  
PLANT 1



POWER  
PLANT 2

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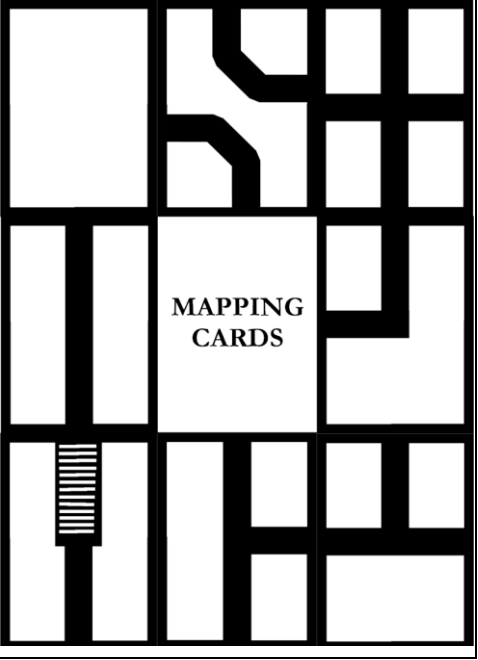
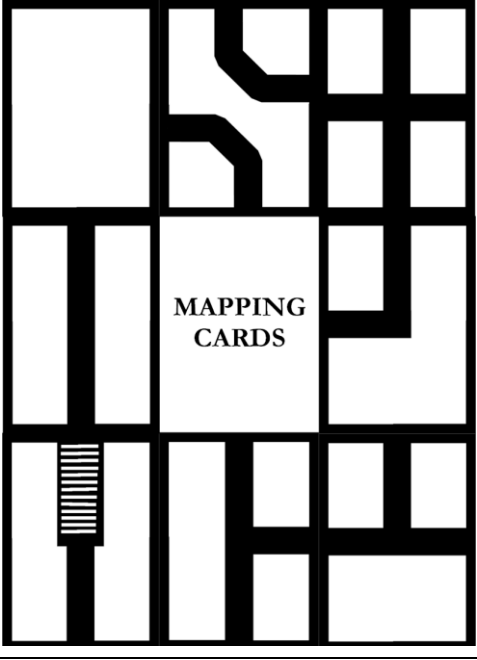
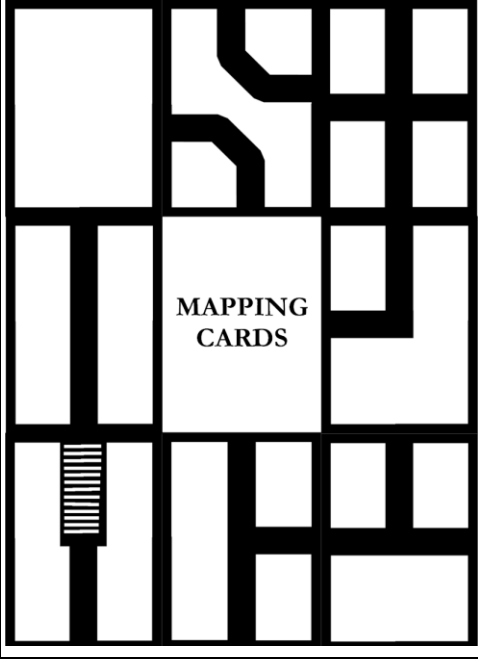
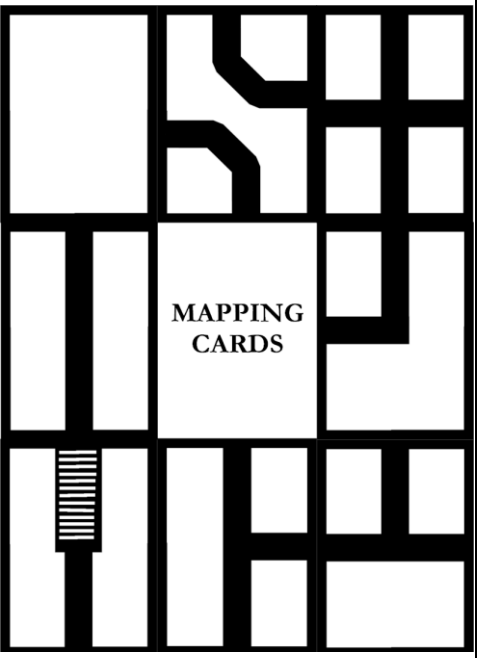
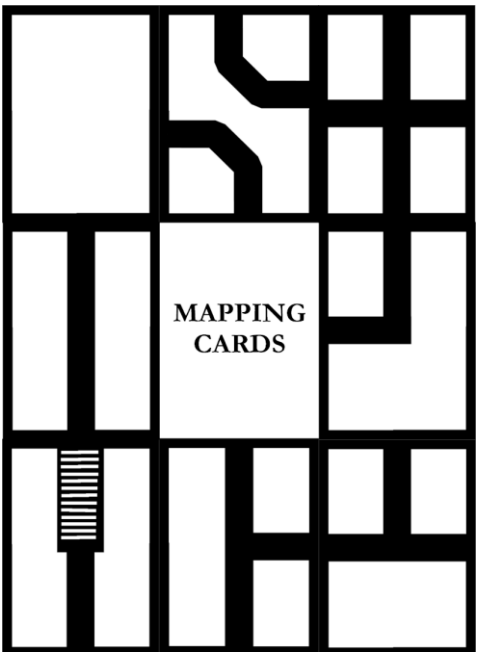
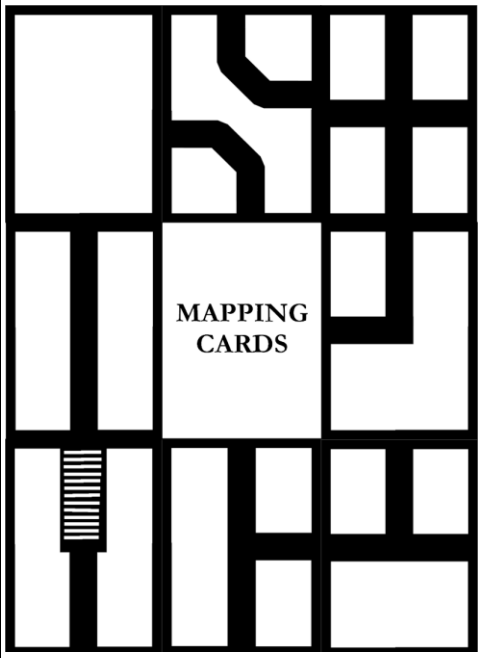
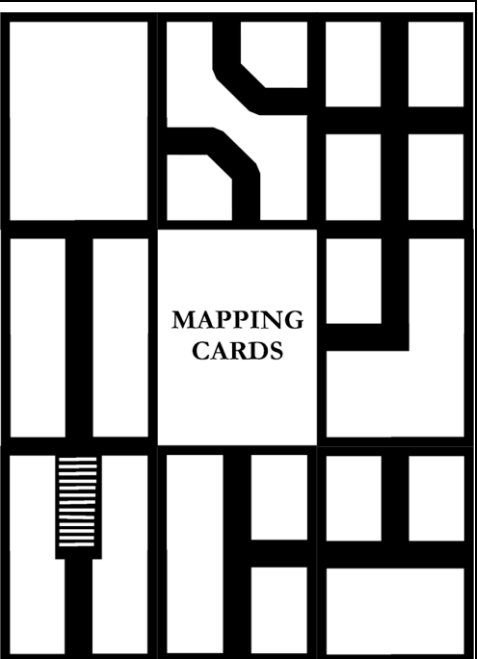
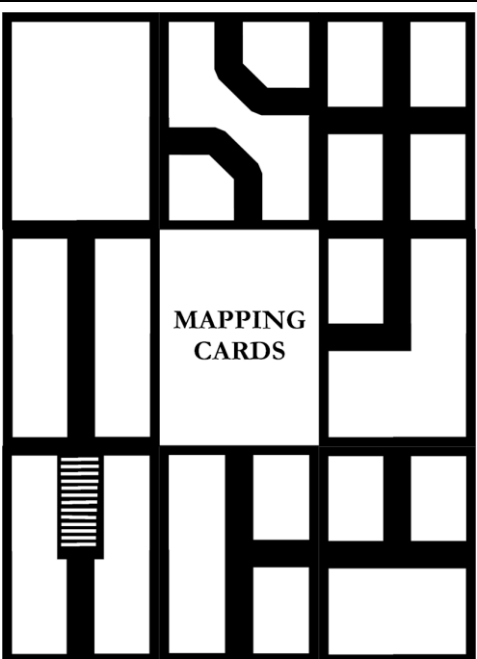
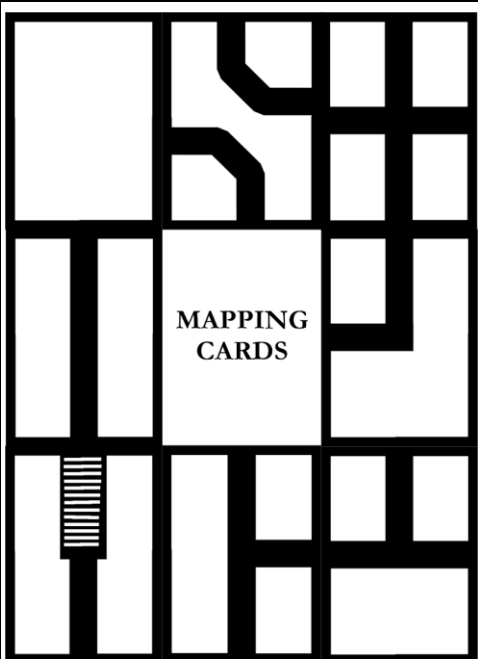
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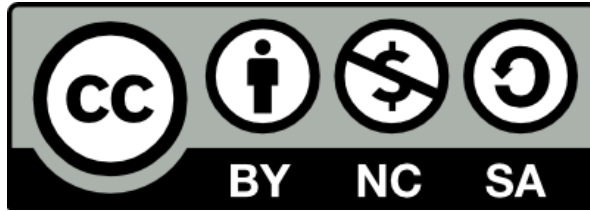


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**MAPPING  
CARDS**

Hand  
Crafted  
Dungeons





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ENTRY/EXIT



WIDE  
SLUDGE  
TUNNEL



WIDE  
TUNNEL



NARROW  
SLUDGE  
TUNNEL



NARROW  
TUNNEL



CUL-DE-SAC



WEIR  
3FT



WEIR  
6FT



TOXIC  
ZONE



BARRICADE



SMALL  
CISTERN



FRACTURED  
TUNNEL



COLLAPSE



LADDER



WATERFALL



SLOPE



IRON  
GRILL



WHIRLPOOL





SMALL  
CAVERN



PRECIPICE



LAIR



HIDEOUT



LABORATORY



LARGE  
CISTERN



PIPES



PROCESSING  
PLANT



ENTRY/EXIT

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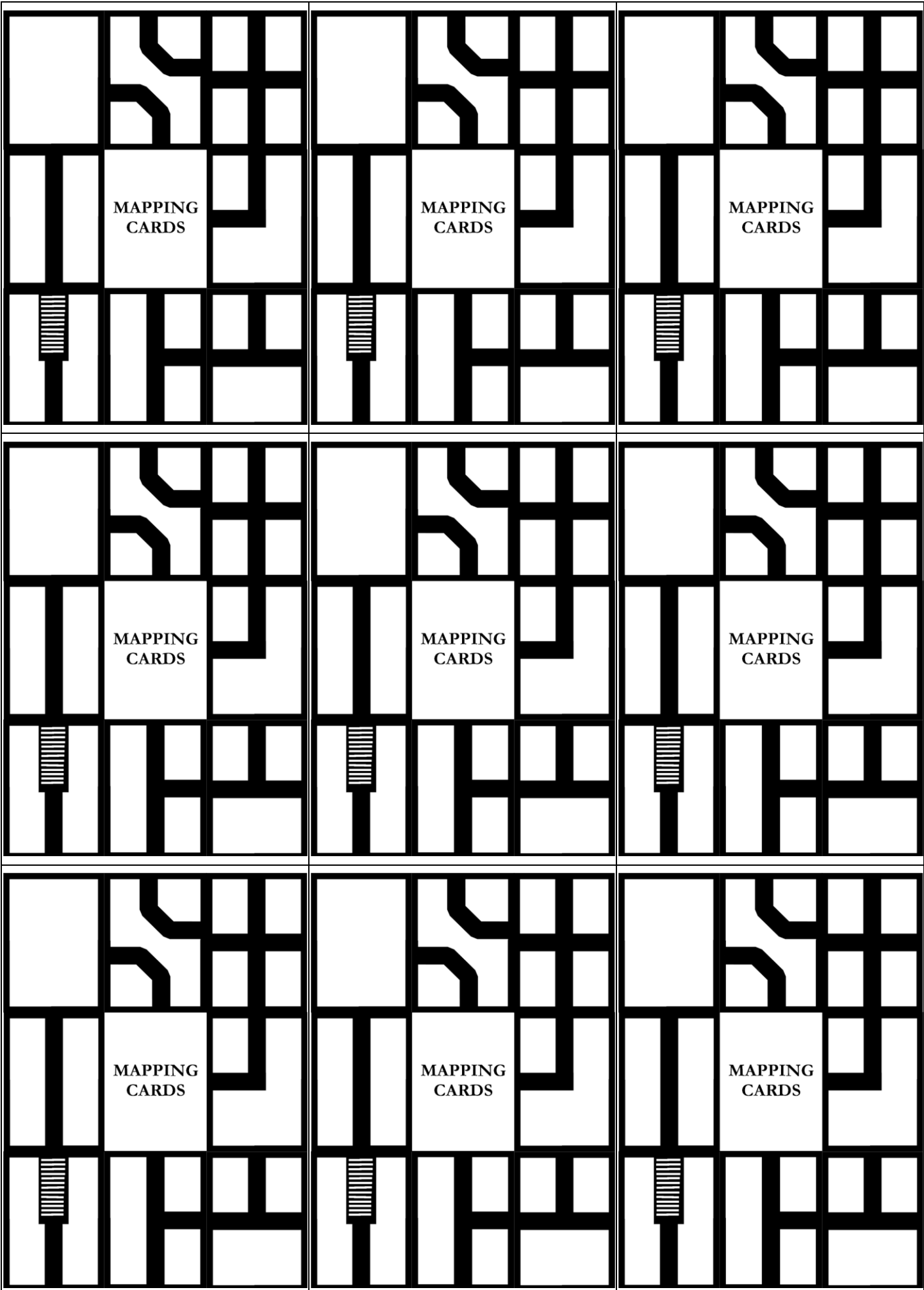
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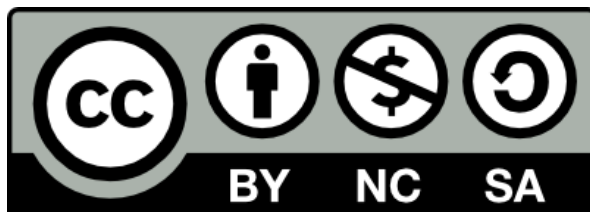


THE  
SHOPPING  
MALL

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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MAIN HALL 1



MAIN HALL 2



MAIN HALL 3



EAST UPPER  
LEVEL



WEST UPPER  
LEVEL



FOOD  
COURT



ADMIN-  
ISTRATION



SUPERMARKET  
1



SUPERMARKET  
2



TAVERN



HARDWARE



BAKERY



BUTCHER



DIME & CENT



HAIRDRESSER



PICTURE  
THEATRE



GAMES  
HALL



CENTRAL  
COURT





PLANT  
ROOM



TOY  
SHOP



RESTAURANT



BOTTLE  
SHOP



MEDICAL  
CENTRE



PHARMACY



DELIVERY  
DOCK



CARPARK 1



CARPARK 2

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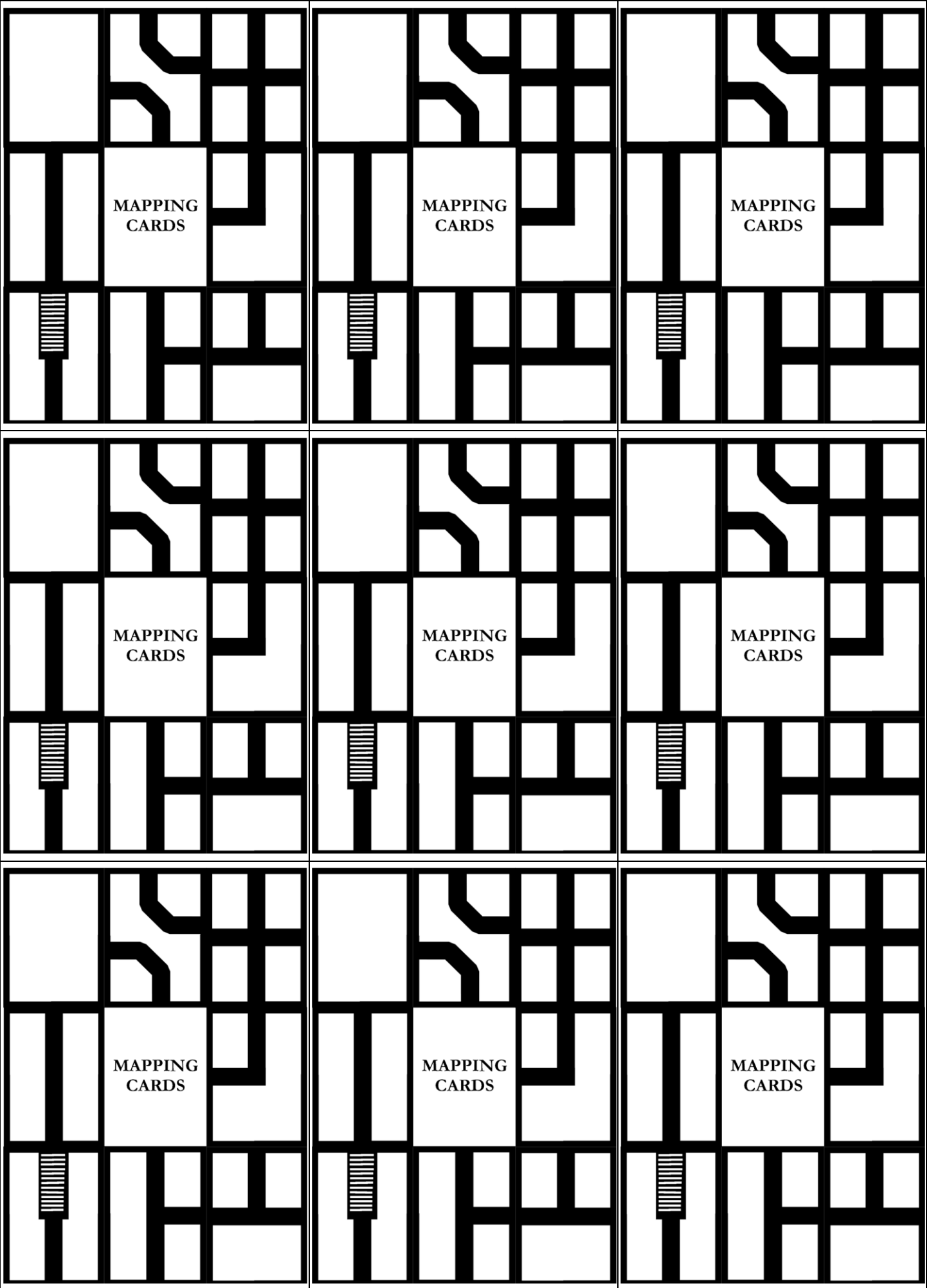
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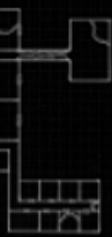
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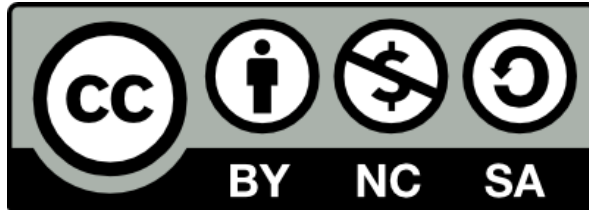


SKY  
SCRAPER

MAPPING  
CARDS

Hand  
Crafted  
Dungeons





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APART-  
MENT



APART-  
MENT



APART-  
MENT



SHOP



FOYER



BAR



REST-  
ARAUNT



LOBBY



MAIN  
DESK



LOUNGE



VERANDAH



PLANT  
ROOM 1



PLANT  
ROOM 2



WORK  
SHOP 1



BASEMENT



LAUNDRY



CARPARK



SECURITY



XPRESS  
LIFT



ROOFTOP



BACK  
ALLEY



CLOAK  
ROOM



STORAGE  
ROOM 1



STORAGE  
ROOM 2



MEZZA-  
NINE



PENT-  
HOUSE



CONCIERGE



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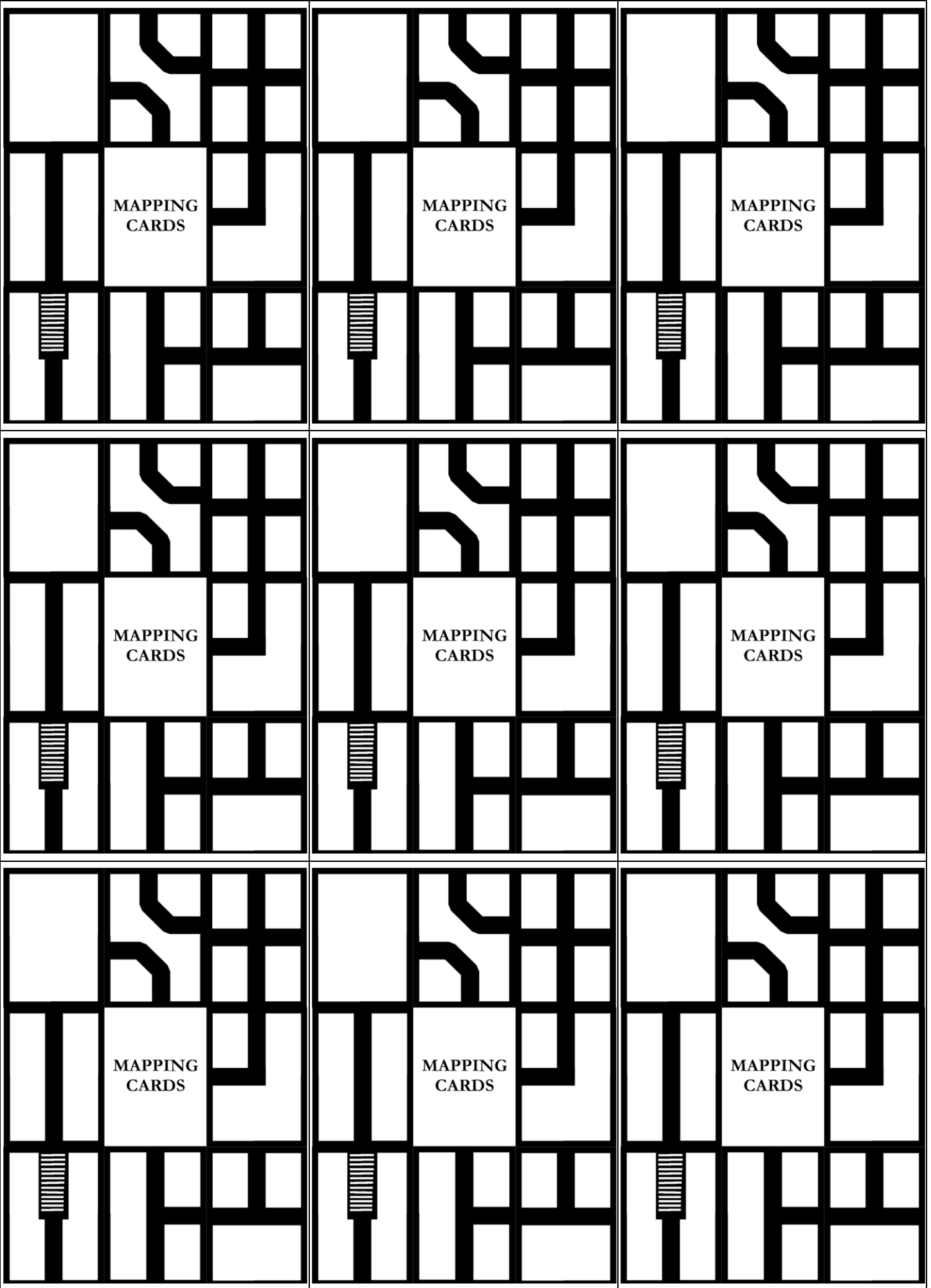
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SCIENCE  
LABS 1



SCIENCE  
LABS 2



GUNNERY



CONTAIN-  
MENT #1



CONTAIN-  
MENT #2



CABINS



COMMAND  
DECK



MEDICAL  
BAY



ENGI-  
NEERING



**BARRACKS**



**DOCKING  
BAY**



**PLANT  
ROOM 1**



**AIRLOCK**



**WORK  
SHOP 1**



**WORK  
SHOP 2**



**ESCAPE  
POD**



**ARMOURY**



**SECURITY**



ZERO G  
ROOM



CELLS



COMPUTER  
1



COMPUTER  
2



STORAGE  
ROOM



CARGO BAY



VEHICLE  
BAY



ENGINE  
ROOM 1



ENGINE  
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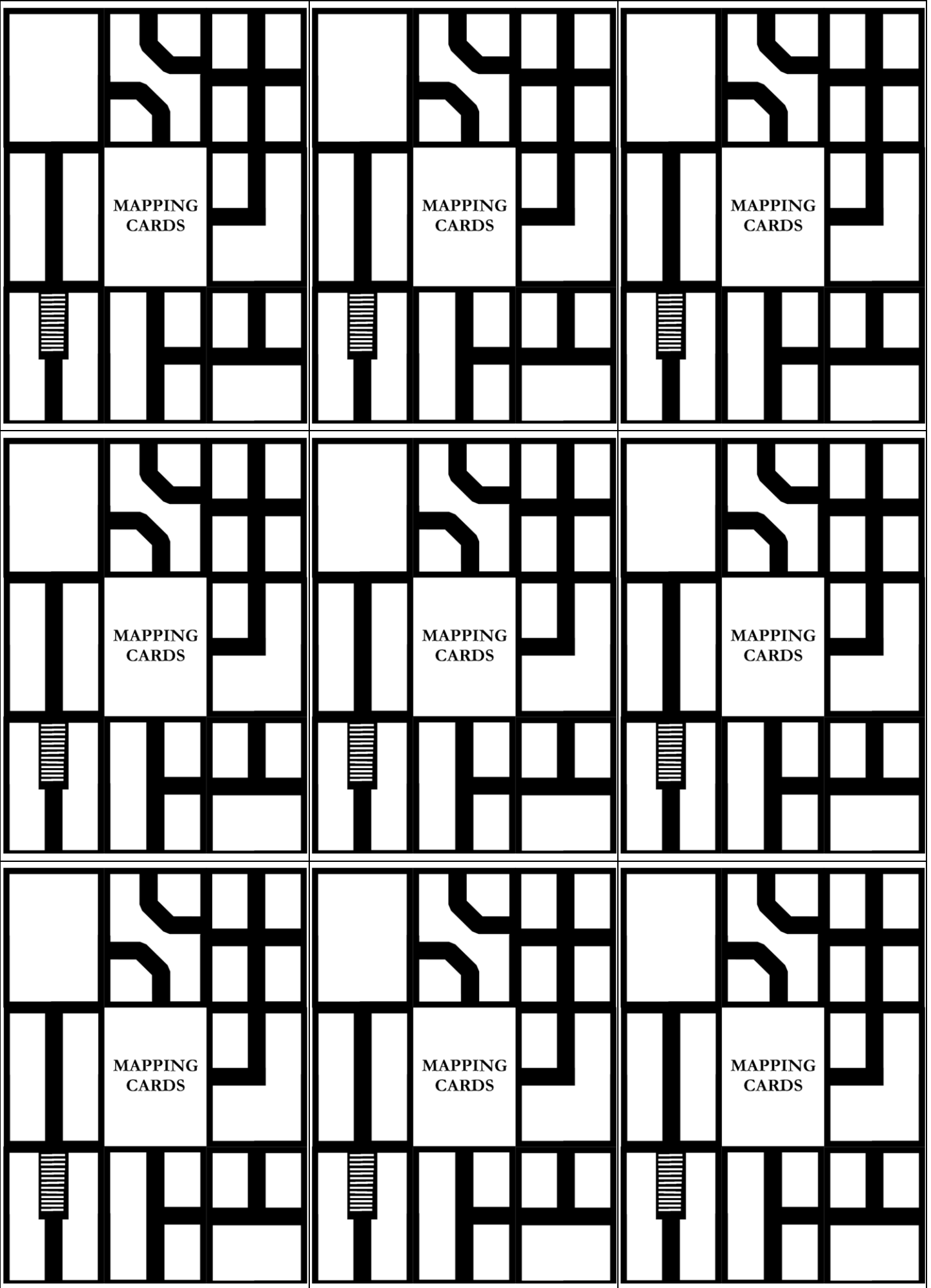
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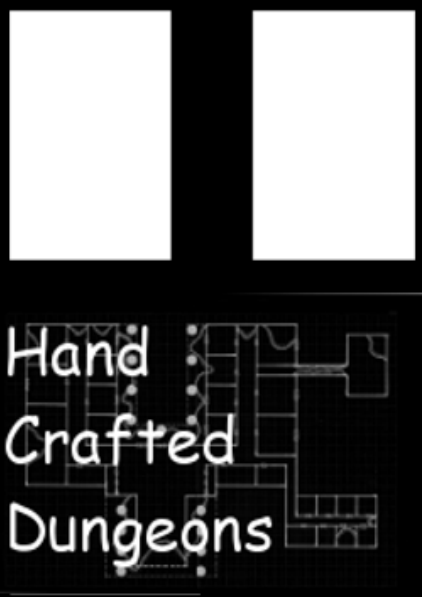
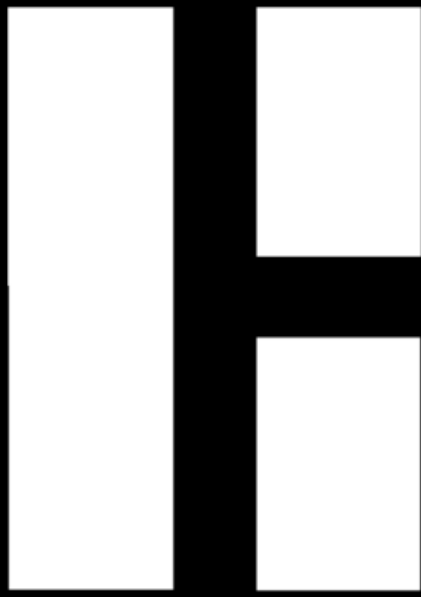
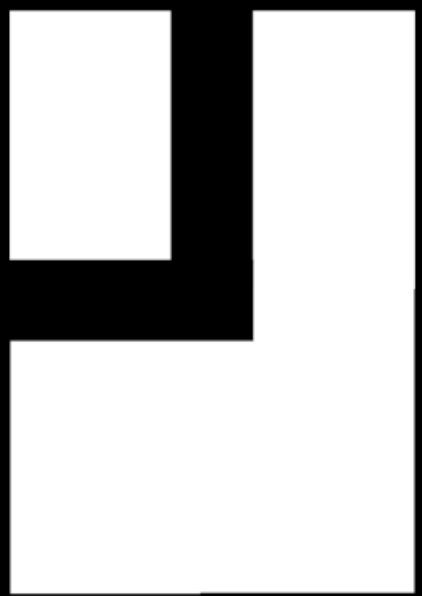
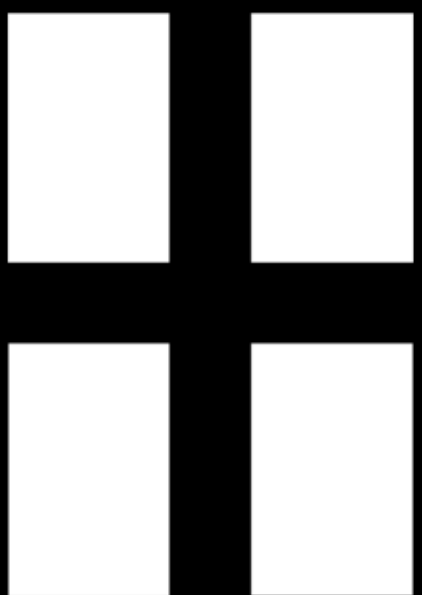
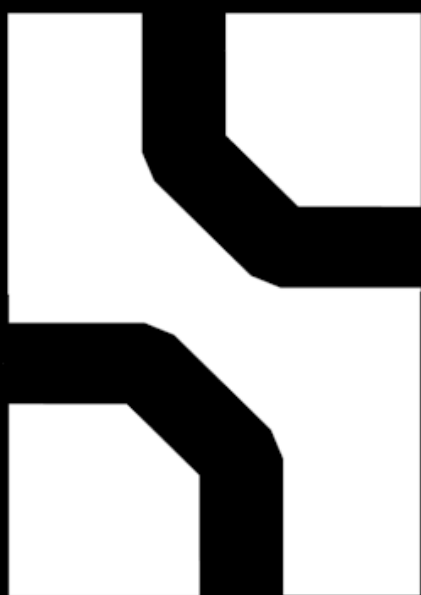
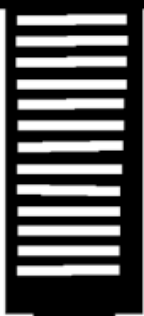




STREET  
LIFE

MAPPING  
CARDS

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ARCADE  
ENTRY



BASEMENT



CAR  
PARK



ALLEYWAY



DEPARTMENT  
STORE  
ENTRY



ABANDONED  
OR EMPTY



HOTEL



MALL  
ENTRY



MALL



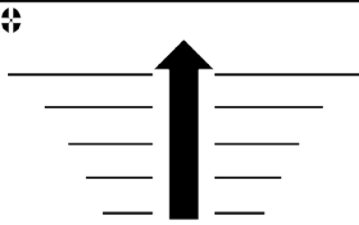
NIGHTCLUB



OVERPASS



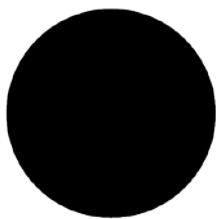
PUBLIC  
SQUARE



RISING  
SLOPE

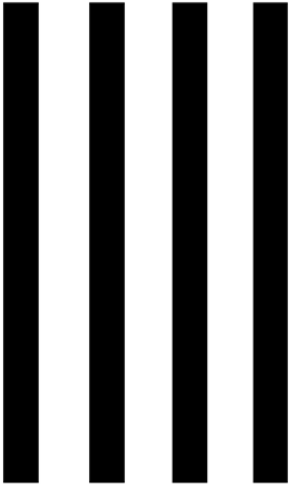


ROAD  
WORKS



SECURE  
ROOM





SHOP  
BACKROOM



SHOP  
FRONT



SMALL  
PARK



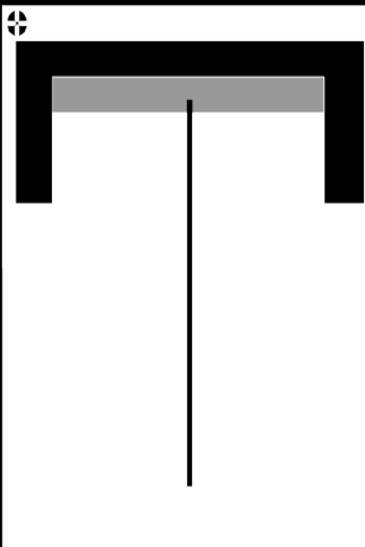
SOYCAFE  
BAR



STATION



SUBWAY  
STATION



WAREHOUSE

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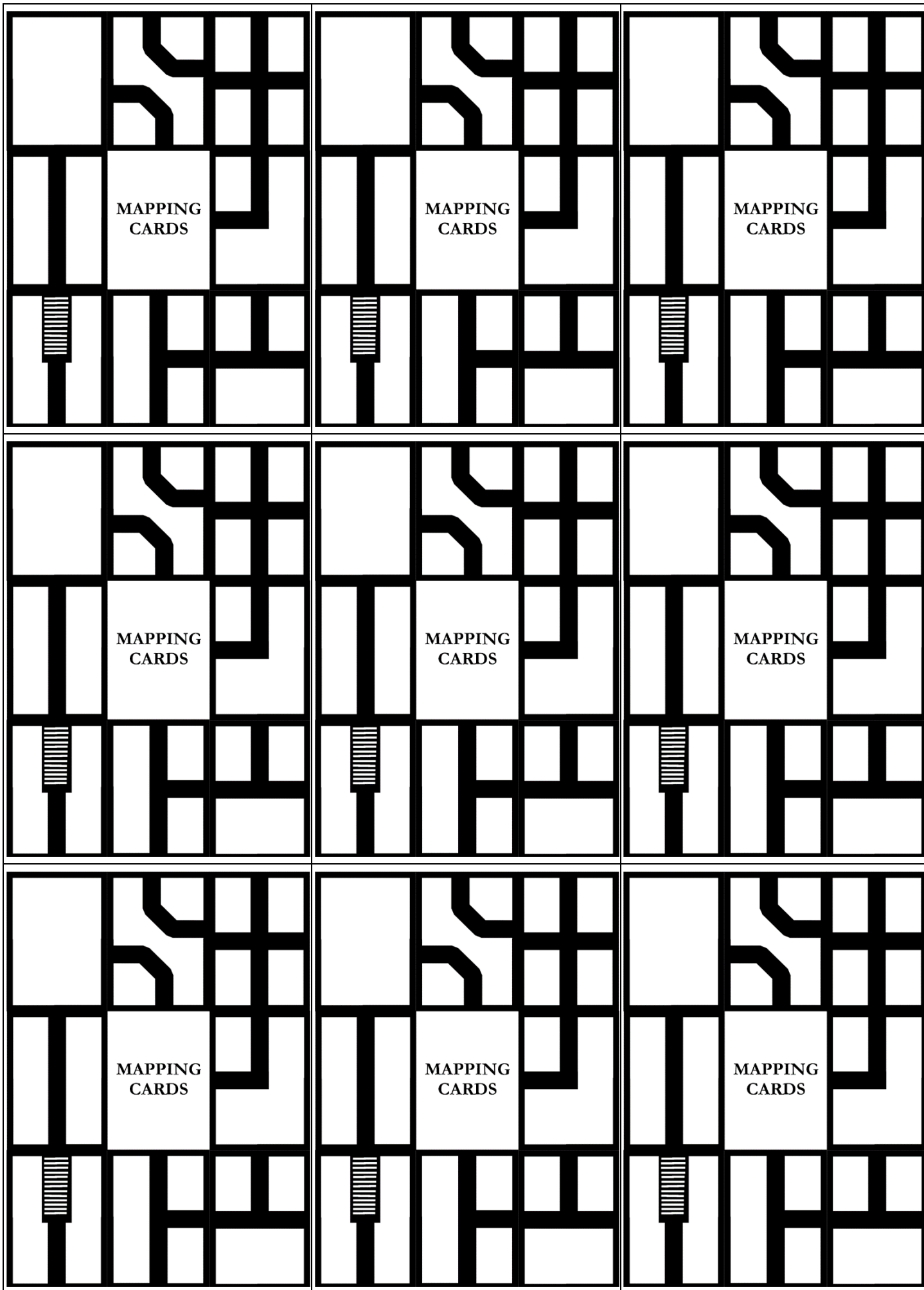
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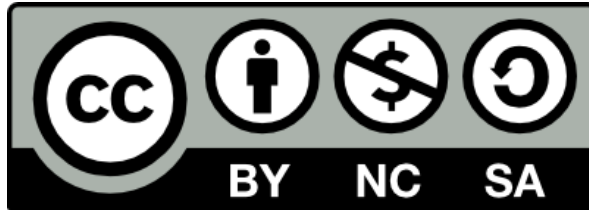


SuperHero's  
Player  
Base

**MAPPING  
CARDS**

Hand  
Crafted  
Dungeons





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Prestigious  
Entry



Main  
Foyer



Large  
Meeting  
Room



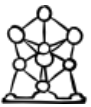
Super  
Science  
Laboratory



Dark  
Matter  
Reactor



Hangar



Costume  
Room



Luxurious  
Common  
Room



Super  
Gynasium



Command  
Centre



AI  
Computer



Advanced  
Workshop



Sumptuous  
Quarters



Teleporter



Secure  
Trophy  
Room



Underground  
Garage



Secret  
Tunnel



Library



Secure  
Weapons  
Room



SideKick's  
Room



Secret  
Lift



Large  
Pool



Environmental  
Containment



Symbolic  
Tower  
Lookout



Weapon  
Bay



Equipment  
Room



Advanced  
Medical  
Bay

## Aspects.

The following table of chits can be cut out and used as 'aspects' on your Map Tiles.

Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Balance)	Difficult Ground (Balance)	
Low Obstacle (Jump)	Low Obstacle (Jump)	High Obstacle (Climb)	High Obstacle (Climb)	Narrow Passage	
Narrow Passage	Blockage (Strength)	Blockage (Strength)	Something Hidden (Perception)	Harm (Minor)	
Trap (Physical)	Trap (Mechanical)	Barrier (Construct)	Barrier (Environment)	Harm (Major)	
Adoring Fan	Super Pet	Anomaly	Mangled Device	Barrier (Super)	
Secret Door	Costume Part	Lingering After Effect	Small Robots	Cameo Stan	
Cartoonist	Photographer	Secret Lift	Sidekick	A Clue	
Damaged Area	Loose Change	Discarded Weapon	Scantly Clad Bimbo	Sudden Exit	

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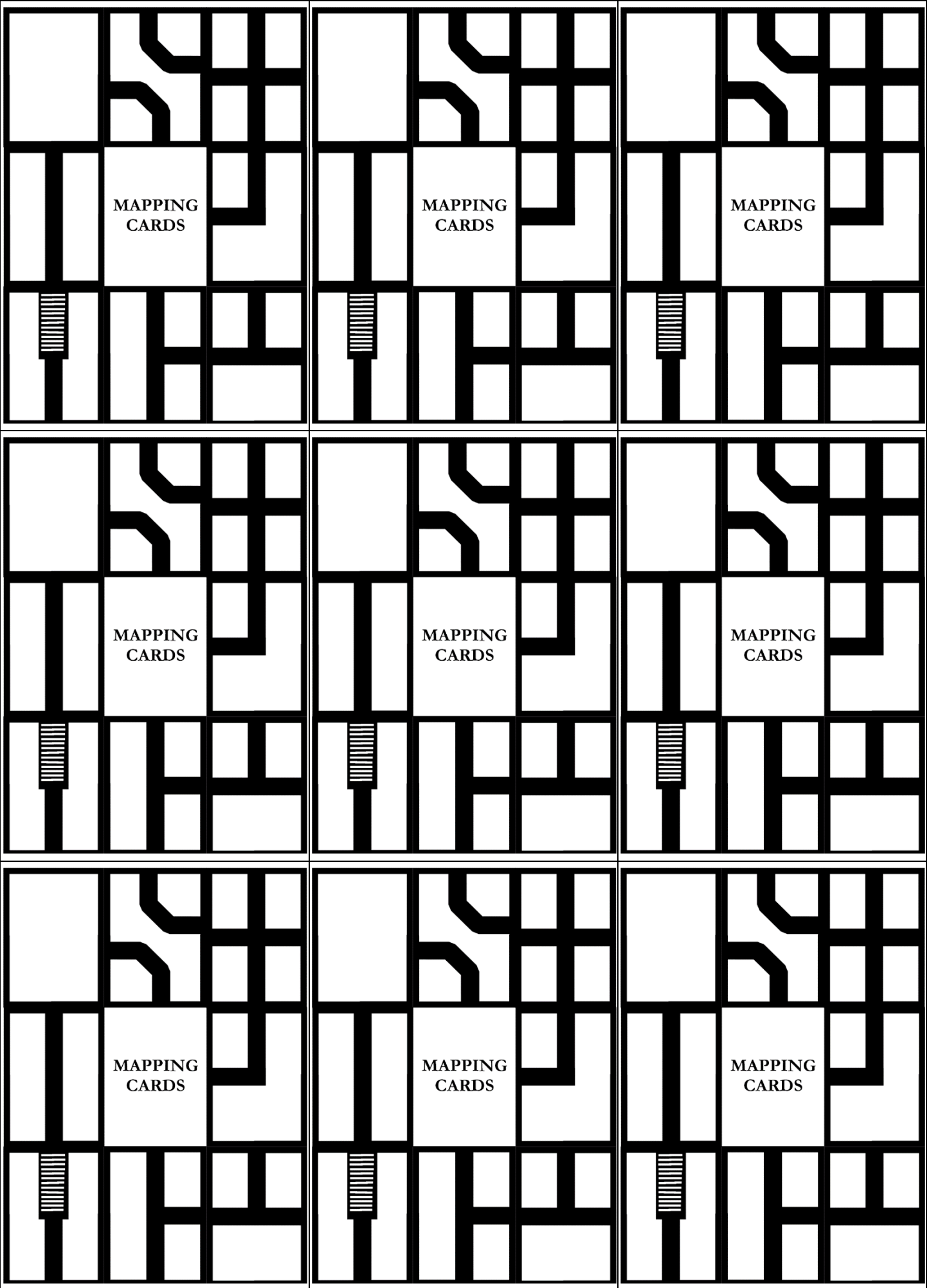
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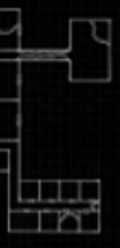




The  
DESERT

**MAPPING  
CARDS**

Hand  
Crafted  
Dungeons





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OASIS



SAND DUNES



SAND DUNES



ROCKY  
GROUND



ROCKY  
GROUND



DRY GULLY



CACTUS FIELD



ABANDONED  
STEADING



ANCIENT  
RUINS



LOST FORT



SMALL MESA



THREE  
SISTERS  
ROCKS



WIND-SWEPT  
PLAINS



SALT FLATS



BURIED FENCE  
LINE



OLD ROMAN  
ROAD



DRY RIVER  
BED



DRY RIVER  
BED



WORN ANIMAL  
TRAIL



WORN ANIMAL  
TRAIL



BONE FIELD



BOULDER  
STREWN HILLS



STRATIFIED  
RIVER BED



CANYON



BOX CANYON



DESERT  
SINKHOLE



DESERT  
CAVERN

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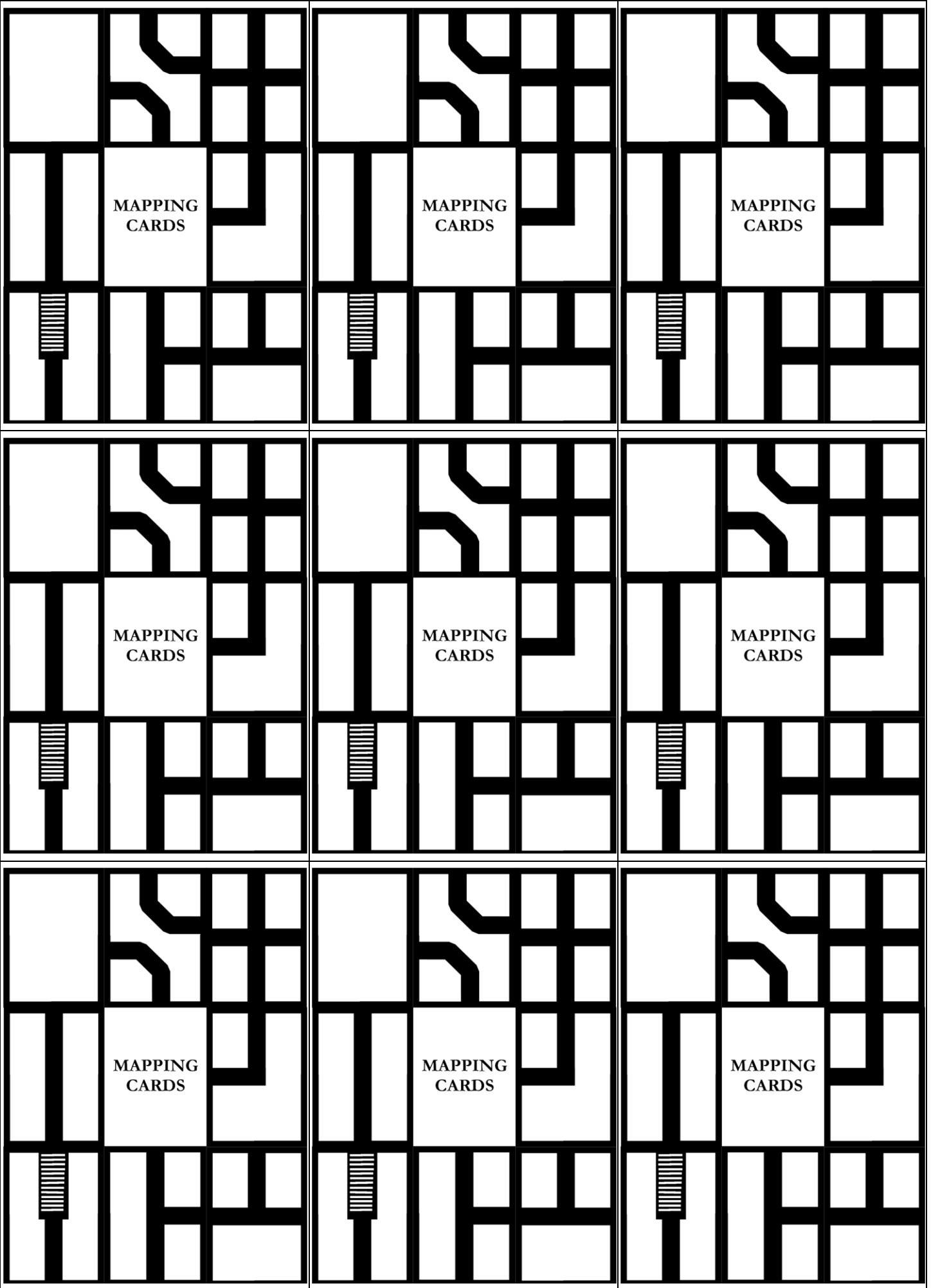
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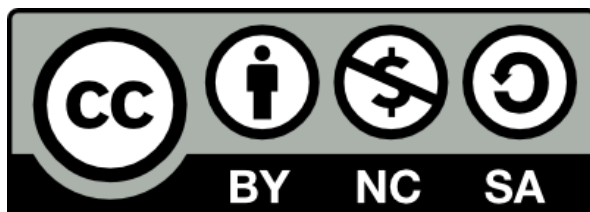
THE  
DRAGON'S  
LAIR

MAPPING  
CARDS

Hand  
Crafted  
Dungeons







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HEWN ROCK  
TUNNELS



HEWN ROCK  
TUNNELS



DWARF  
FINISHED  
TUNNELS



DWARF  
FINISHED  
TUNNELS



DWARF  
FINISHED  
TUNNELS



DWARF  
FINISHED  
TUNNELS



NATURAL  
FISSURE



NATURAL  
FISSURE



MAZE OF  
MINOR  
TUNNELS



MAZE OF  
MINOR  
TUNNELS



MINOR LAVA  
FLOW



MINOR LAVA  
FLOW



BRIDGE OVER  
LAVA FLOW



OLD MINE  
TUNNELS



OLD MINE  
TUNNELS



WINDING  
STAIRWAY



WINDING  
STAIRWAY



LONG  
DESCENDING  
STAIRS



LONG  
DESCENDING  
STAIRS



NARROW  
LEDGES



NARROW  
LEDGES



SMALL  
DWARVISH  
ROOMS



SMALL  
DWARVISH  
ROOMS



LARGE  
DWARVISH  
HALL



WINDING  
HEWN  
TUNNEL



ANCIENT  
TUNNELS  
WITH WEBS



DARK  
NATURAL  
CAVERN



ABANDONED  
WORKSHOPS



DWARVISH  
CATACOMBS



ORC TUNNELS



ORC  
TUNNELS



LARGE PILE  
OF DEAD  
REMAINS



LARGE  
CHASM



BOTTOMLESS  
PIT



SLAG  
HEAPS



RAIL  
TUNNELS



RAIL  
TUNNELS



OVERHEAD  
CABLES



LAVA  
AQUADUCT



COLLAPSED  
TUNNEL



COLLAPSED  
TUNNEL



TRAP 1



TRAP 2



TRAP 3



TRAP 4



TRAP 5



BLOCKADED  
TUNNEL



BLOCKADED  
TUNNEL



GOBLIN  
VILLAGE



SECRET  
TUNNELS



OLD MARKET  
HALL



#1  
THE  
DRAGON'S  
LAIR



#1  
THE  
MOUNTAIN OF  
GOLD



#1  
THE EAST  
ROOM



#1  
THE WEST  
ROOM



#1  
THE  
APPROACH  
HALL



#1  
THE  
ENTRANCE  
ROOM



#2  
STATUE  
LINED  
PROMENADE



#2  
GREAT HALL  
ENTRY



#2  
THE  
REFLECTION  
POOL



#2  
THE HALL  
OF LORDS



#2  
THE HIGH  
THRONE



#3  
BRIDGE OVER  
TROUBLED  
LAVA





#3  
ISLAND IN A  
SEA OF  
LAVA



#3  
TEMPLE TO  
TORG



#3  
THE LAVA  
DAM



#4  
BREACHED  
WALL



#4  
LONG DARK  
TUNNEL



#4  
NATURAL  
CAVERN



#4  
UNDER-  
GROUND  
RIVER



#4  
UNDER-  
GROUND  
WATERFALL



#4  
THE CAVES  
OF ISHKAR



#5  
STEEP  
TUNNELS



#5  
DEEP  
TUNNELS



#5  
ROCKFALL  
BARRIER



#5  
THE LAVA  
CHAMBER



#5  
DEMONS  
LAIR



#5  
CAVES OF  
RICHES



## **The Dragon's Lair**

Is an experiment in using Mapping Cards as a one off ready to play dungeon adventure. All you have to do is set up the group cards, fill in the random cards, tell the players the opening story and off you go.

Would be great if it was that simple, but GMs will still have to populate this dungeon with mobs (although some are implied). The cards give you the BIG picture, you have to add in all the narrative stuff and the things that will be obstacles to the players. But that is the best part of being the GM.

## **They Call the Caves Moriah.**

A powerful group of players find a secret access path to the Lost City of Moriah. Once a booming Dwarvish kingdom under the mountain, the city was devastated by two spectacular events.

The first was a Fire Demon uncovered by the dwarves mining too deeply. This misfortune was stopped at great cost, a cost that weakened them and allowed the second event to succeed.

A great Fire Dragon attacked the city. The weakened dwarves were slaughtered, killed or consumed by the thousands. Collecting their amassed wealth the dragon settled within the city for a nice rest, as they are want to do.

Flash forward many scores of years. A tribe of orcs somehow managed to find a way into Moriah and were able to extract considerable wealth and riches before the Dragon found them. Since then all has been quiet.

The players have come across a diary, or a map, written in orcish that relates the story of the tribe and how they were able to steal great wealth before having to flee. They managed to get into Moriah vi a tunnel they excavated from a natural cave system nearby to the city. The players have identified this cave system as the Caves of Ishkar. The players have explored and discovered the lost tunnel in a pool of water below a great waterfall.

Your players are now ready to venture into the lost city of Moriah, gird their loins and dream of wealth.

## **The Deck Structure.**

The Dragon's Lair comes with 5 set encounters, #1 to #5 is marked on the cards that form these. The cards should be set in a specific order by the GM to match your needs.

The deck you will create will consist of the five sets, the rest of the cards and any number of extra 'common cards' you want to add in (I would suggest about a dozen extra tunnel cards).

Take all the none set cards and shuffle them into one deck.

Set #4 is the entry set starting at the Caves of Ishkar. This will be placed at the top of the deck.

Set #5 or set #1 are the final confrontation (your choice) and will be placed at the bottom of the deck.

The remaining sets should be placed evenly throughout the deck, as a solid block of cards. So cut the deck into four even piles and then place the three other sets between each pile. Place set #4 on top and the last set on the bottom.

Set #1: The Dragon's Lair is where the dragon will be found.

Set #2: The Hall of the Dwarvish King. You should place an appropriate boss mob here, probably undead.

Set #3: The Temple of Torg. You should place a boss mob here.

Set #4: The Caves of Ishkar. Plenty of orcs can still remain using this tunnel.

Set #5: The Demon's Lair. The Great Fire Demon remains alive down here with untold natural riches from the earth.

## MAPPING CARDS

By Kevin Flynn. [flynnkd@gmail.com](mailto:flynnkd@gmail.com) - [www.flynnkd.com](http://www.flynnkd.com)

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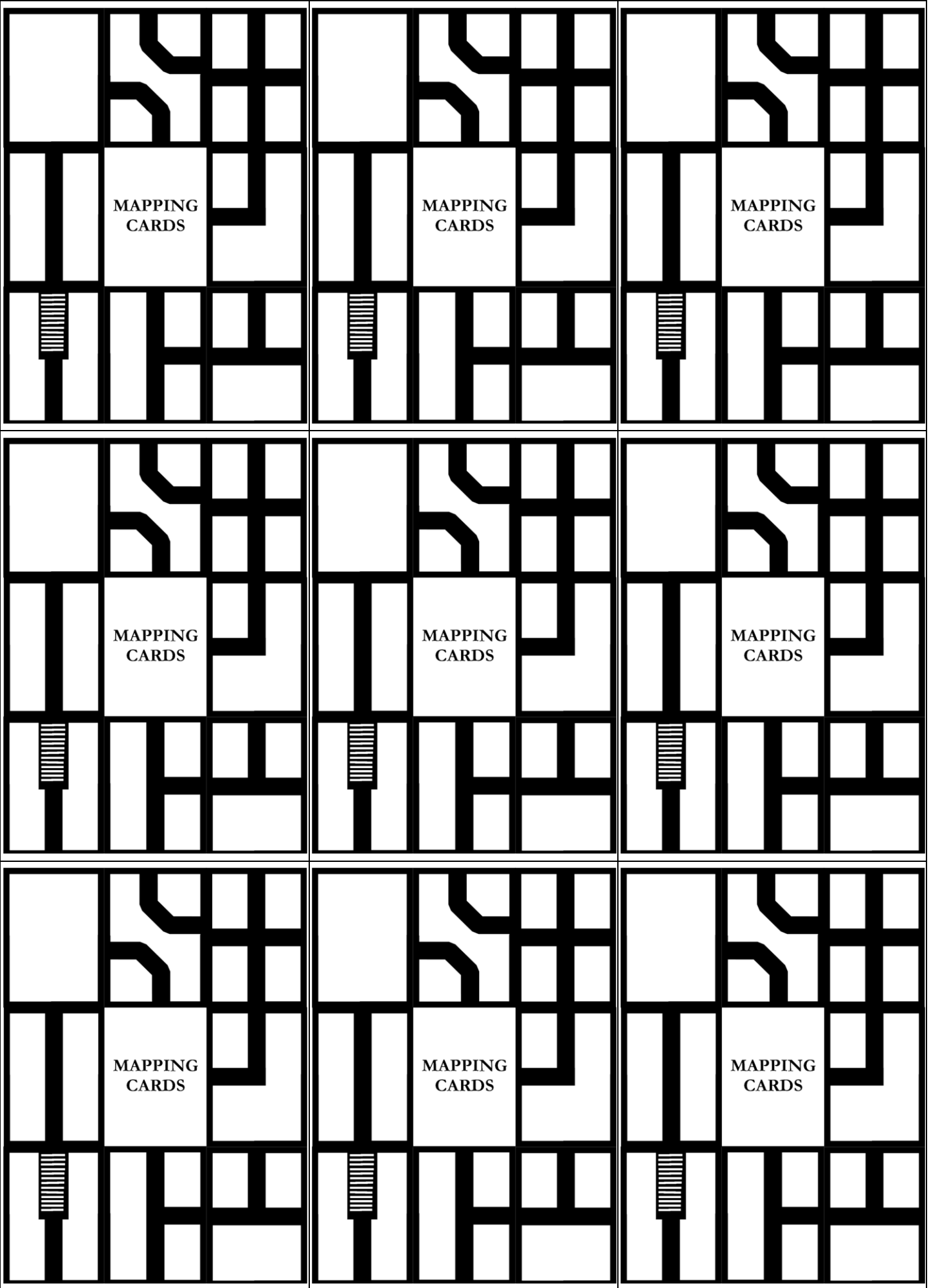
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SWAMP

MAPPING  
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Hand  
Crafted  
Dungeons





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QUICK SAND



ANCIENT LOG



HUT ON STILTS



OLD DOCK



SMALL HILL



OPEN WATER



HUGE WILLOW



GOBLIN  
VILLAGE



LOST ALTAR





SUNKEN RUIN



FORBIDDING  
TEMPLE



STONE CIRCLE



FALLEN  
TRUNKS



STILTED  
PATHWAY



GIANT  
HOLLOW LOG



FIRE BOG



MUTANT  
CREATURES  
LAIR



CARNIVOROUS  
PLANTS



GIANT WASPS  
NEST



COLOSSAL  
FALLEN  
STATUE



PUTRID FIELDS



TAR PIT



ROCKY  
OUTCROP



LINE OF  
BURNING  
TORCHES



WILL'O'WISPS



MUD FLATS



THICK AREA  
OF FOG

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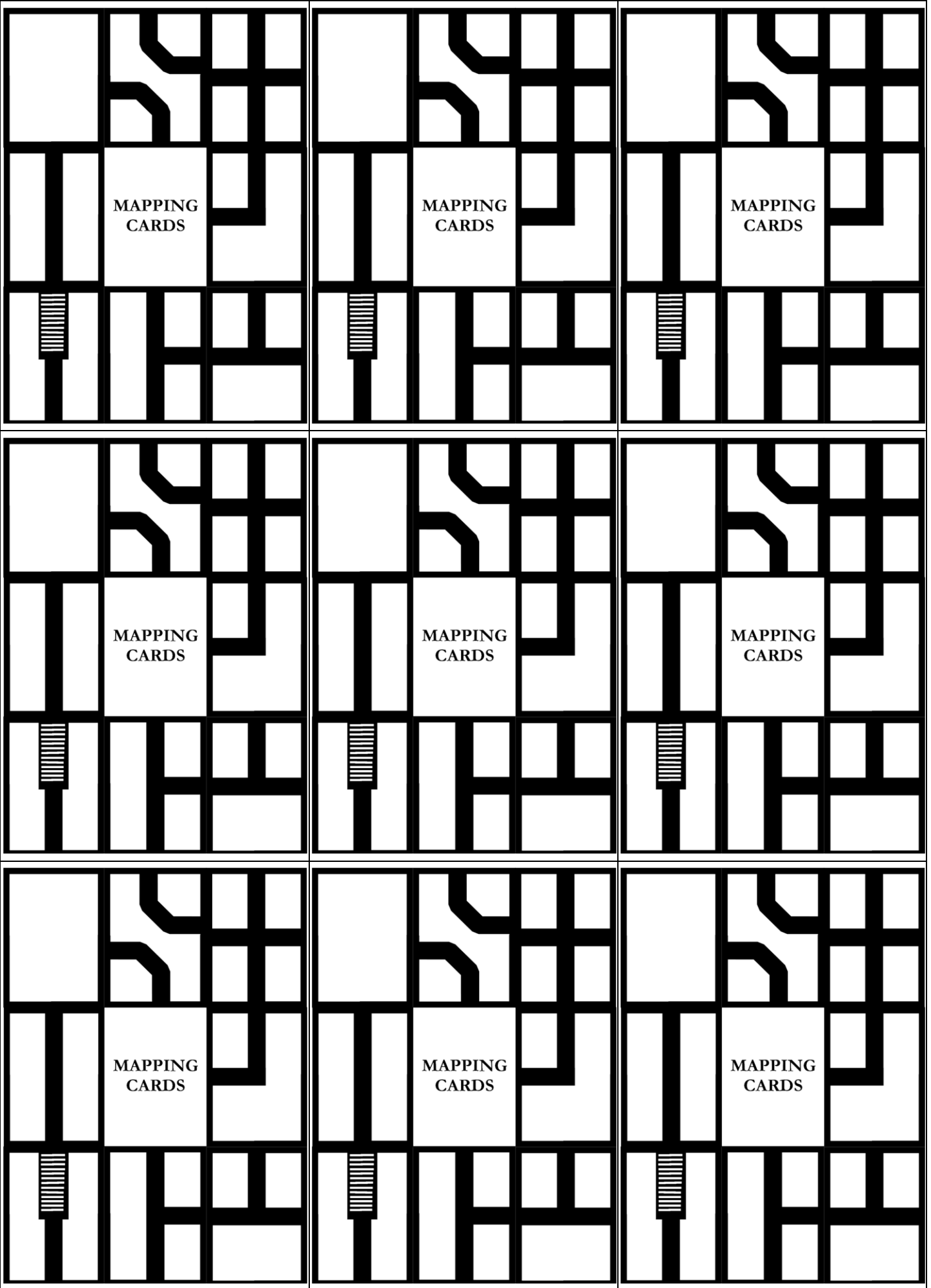
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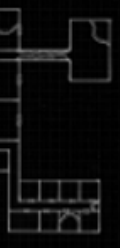
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VILLAGE  
SQUARE



BAKER



ALCHEMIST



TAVERN



RED LIGHT



TOWN HALL



SHERRIFF



MARKETS



BUTCHER



BLACKSMITH



CHURCH



HOUSE 1



HOUSE 2



HOUSE 3



GENERAL  
STORE



ABANDONED  
HOUSE



VILLAGE  
GARDEN



FARMYARD





BARN



GUILDHALL



WITCH'S HUT



BACK ALLEY



SMALL ROAD



HEDGEROW  
PATH



BRIDGE



STREAM



MAIN STREET

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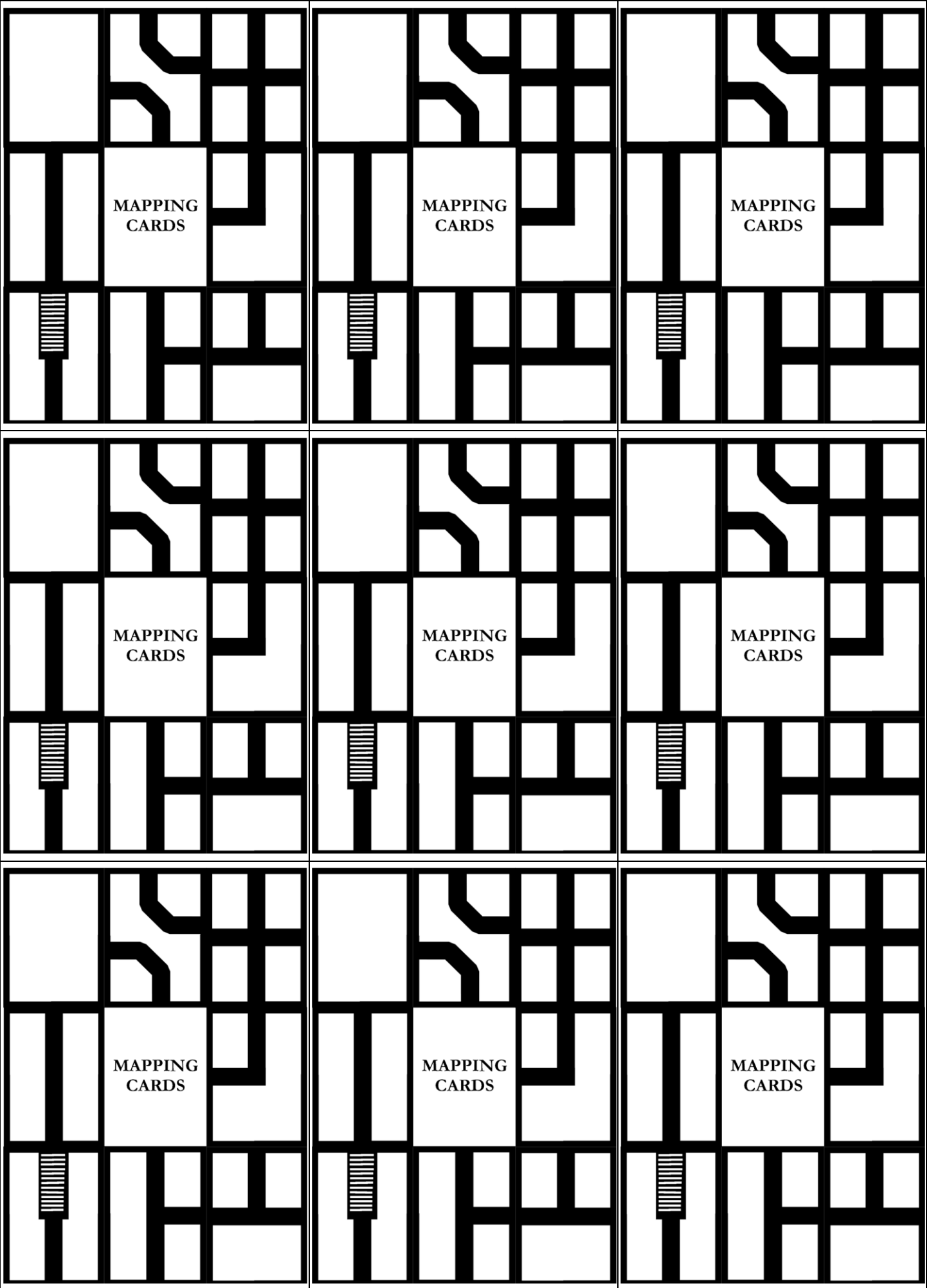
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## Using *MAPPING CARDS*.

By Kevin Flynn.

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### Deck Building

You have a few options. Random decks, constructed decks, planned decks and structured decks.

A random deck is simply a bunch of theme related cards thrown in with some common cards and off you go. You might want to put a few cards at the bottom of the deck that are the target of the evenings adventures.

Constructed decks are where you specifically select the cards used, based on a theme or story line. This can be combined with a planned deck.

A planned deck is one where you place the cards in a specific order, or bunches of them in specific order and placed at specific locations within the deck. You get to control the adventure quite tightly – some might call this railroading your players, and they are probably right. There are times when this makes sense though.

A structured deck is probably better than a planned deck. In this deck you have a few small blocks of cards they are placed in order, and then specifically placed within the deck at certain points. But between those cards other cards are placed randomly. This is particularly useful in larger decks, decks with large structures consisting of several cards that should be linked together etc.

### Table Layouts

An excellent option is to place all or some of the cards face down on the table. The players may have a map already that gives them some idea of where everything is and this option allows you to give them some advantage, plus some idea of what they might be getting into. Feel free to add secret doors and maybe a whole extra deck of things they don't know about but can select from as optional content.

Where you have an adventure with a structure that dominates the deck, such as the main building in the Necropolis deck, you might want to start with several cards laid out for all to see. The players will be responsible for connecting the ENTRY card to the pre-laid structure – tell them this.

Another option is a limited play area. Create an enclosed area and tell the players that all cards must be laid within that area. This helps to keep the layout compact, a good idea where you don't have much table space. You can have unusually shaped areas (like a big hollow cross) that can act as guides to create a certain shape relevant to the areas purpose or meaning.

### Linking & Levels

The Sky Scrapper is an obvious deck that implies levels, floor after floor after floor. But your story is most likely not interested in all of the floors, just a few that the players have to get through before they get to the end of their journey. IN the Sky Scrapper deck the rooms/apartments/penthouse are linked by stairs and lifts, these tiles reflect to multi-level nature of the deck. When you construct the deck you might want to include extra stairs, and construct the flow of your deck such that stairs lead to a room, leads to a stairs, leads to a room etc.

## Forced & Held Cards.

If your story requires that a specific card only appear at a specific time or place, then hold the card back. Don't put it in the deck. Keep it in your mean, nasty, conniving GM Hand and play it at the appropriate time and place.

If by some oversight or accident a card appears that you don't want to use at this time then another option to create some reason why they cannot enter it. They can see it, but some kind of barrier prevents them getting onto the card.

## Card Placing.

To avoid confusion you probably want to not allow cards to overlap. There really isn't any reason to do this, even in a multi-level structure the floors can be fanned out over the table top, linked by stairs to represent the 3D structure.

Usually I would be playing with cards placed so that they run edge to edge. Because cards are oblong in shape you will have the short side of the card running along the long side of another card, this is ok. In fact I recommend that Common cards are played short to wide or wide to short to enhance the visual of longer transit from one room to the next.

Do not be locked into rigid placement or rigid contact rules. Allow the cards to spread a little so you can get a structure that works rather than one that is 5mm short. Proximity is all that is required.

## Adding Cards

There is a vast array of extra cards you could include in any of these decks. A ledge card could be added to the Sky Scrapper if your story required the players to venture out onto a dangerous ledge many stories up. Making new

cards and adding them to your deck is simply a matter of cutting out a piece of paper 3.5x2.5 inches and writing your idea on it in big letters.

## Expanding Details.

There is a temptation to add details to your cards, such as an encounter roll, a chance of random events, even a creature encounter table. I suggest against doing this. This sort of information should be kept in the GMs notes and revealed to the players as required. This gives you maximum flexibility in your options to respond to cards not falling in ideal patterns.

## GM Caveat.

If you are rushed and quickly throw a deck together, only for the players to draw out an unexpected result that seems to be undermining your carefully (but quickly created) plans then fess up. Before they play the card take it back and shove it back into the deck down toward the bottom. Everyone wants to have a full adventure, everyone will live with it. Just be honest, you're only human.

## Aspects.

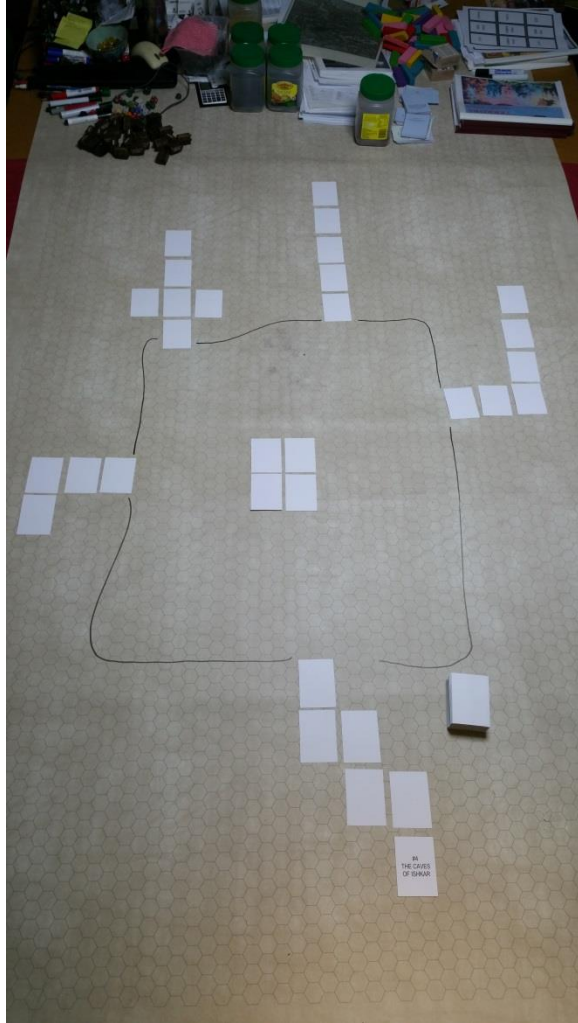
The Cards are simple suggestions, their name evokes a specific image in everyone minds, just be sure everyone has the same image.

You can help make sure everyone is on the same playing field by having a short descriptive sentence about the card, and even a set of descriptive aspects that can be applied and used by everyone (looks at FATE, but there is no reason other systems cannot use this idea).

I hope to put out an set of aspect tiles for use with the cards that can be placed on the cards to visually show their details (see above however).

## An example of play.

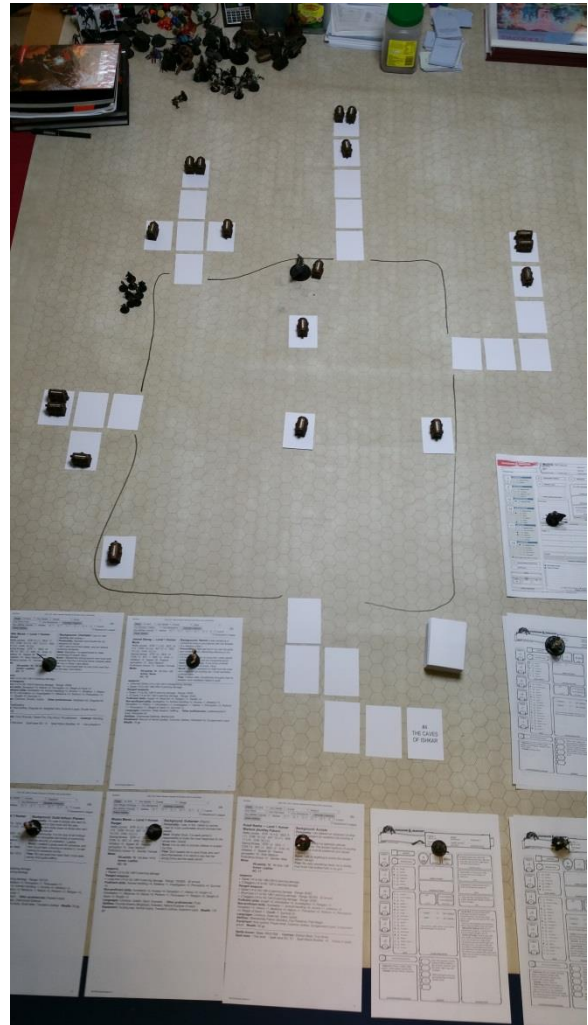
Setup.



The above is an example of Mapping Cards in play. I have used the Dragon's Lair deck as the basis for the adventure and added some Common Cards to fill out the deck a bit. In total there were about 52 cards.

The Dragon's Lair adventure gives you 5 sub-sets of cards representing the entrance and four specific lairs. At the bottom of the picture above you can see the entrance area, the first card turned up. Around the outside of the center block

are the 4 major encounters of the pack. I added another area in the center initially, but by the time of the final game I changed this to 4 separate cards with special treasures spread around the main area as shown in the below shot.



Treasures are indicated by the small chests placed on the cards, this gave the players a visual clue about where to go. They were told that the outside lairs were dangerous, and to explore a bit inside to start.

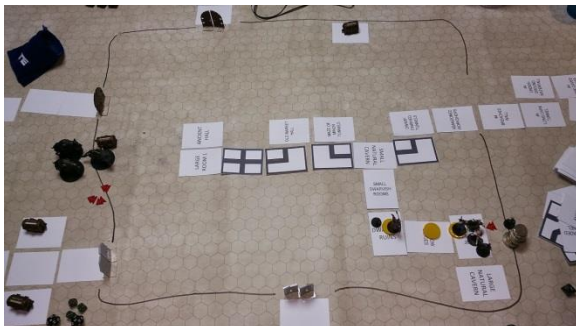
The drawn box was the play area for randomly drawn cards. A deck of about 50 cards was used and players could draw 2 cards each move. They had to place one of the cards to explore the

dungeon. Some of the cards were events and were added to the card they played, so Trap cards were played with a room/corridor card.

Direction was limited to one of the sides of the existing cards, to create a formal grid, but the cards can be played long or short side touching, as you can see in the following pictures.



This picture shows play after they had passed all the entry area and made it to the centre of the play area for their first treasure chest. Note the use of corridor cards that forced them to detour off a straight line.



In this picture they had travelled to one of the corner cards to gain a second treasure chest. Note how they have now started using the long sides of cards to get there quicker (with less cards).



In this last picture (flipped to the other side for this shot), you can see they have crossed the play area and made their way into one of the outside lairs, confronting the demon there and gaining the 3 treasure chests.

For this adventure I rolled for random encounters at 1in6 for each card drawn. I had a list of 6 creatures that would be used for the random encounters. They could be re-used if required.

I also did up a list of 20 descriptive effects that could be applied to the cards randomly as they entered them. Things like variable lighting, webs, ruined statues, vegetation etc.

These random tables are very useful for quickly adding atmosphere to the cards.

Victorian  
Player's  
Base

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ENTRY



SMOKING  
ROOM



LIBRARY



BILLARD  
ROOM



DINING  
ROOM



GUEST  
ROOM



KITCHEN



CONSER-  
VATORY



GREEN-  
HOUSE



MASTER'S  
ROOM



MAIN  
HALL



BASEMENT



ATTIC



SERVANTS  
QUARTERS



TROPHY  
ROOM



SITTING  
ROOM



WORKSHOP



WINE  
CELLAR



SECRET  
LABORATORY



SECRET  
TUNNEL



ROOFTOP  
BALCONY



BALLROOM



CLOAK  
ROOM



GREEN  
HOUSE



LAUNDRY



GAZEBO



SUMMER  
HOUSE

## Aspects.

The following table of chits can be cut out and used as 'aspects' on your Map Tiles.

Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Slows)	Difficult Ground (Balance)	Difficult Ground (Balance)	
Low Obstacle (Jump)	Low Obstacle (Jump)	High Obstacle (Climb)	High Obstacle (Climb)	Narrow Passage	
Narrow Passage	Blockage (Strength)	Blockage (Strength)	Something Hidden (Perception)	Harm (Minor)	
Trap (Physical)	Trap (Mechanical)	Barrier (Construct)	Barrier (Environment)	Harm (Major)	
Smoke Filled	Lantern Light	Stairs	Balcony	Double Doors	
Servants	Wardrobe	Workbench	Guests	Hanging Curtains	
Trapdoor	Obscuring Obstacles	Misc Tools	Hedge	Secret Door	
Secret Corridor	Lead Pipe	Dumb Waiter	Closet	Furniture	

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### Printing the Cards.

There are a number of ways you can produce your own physical copy of these cards. Following are some suggestions.

All the sheets use A4 International page sizes. Do not change this or you are on your own.

Printing: make sure you print the cards 'actual size', do NOT scale or fit to page.

Do not print DUPLEX unless you have a really good printer.

**Option 1:** use at least 160gsm card paper for the card backs (to stiffen them). Print and cut the cards. Use plastic Card Protectors (those used for collectable card games like Magic).

**Option 2:** as above but use lamination sleeves and heat seal the cards in a laminator. This costs more but gives a better feel. Use normal paper, not card.

**Option 3:** use 160-200gsm card paper and carefully glue the fronts and backs together. You will need to practice to get the glue amounts right to avoid buckling (use a paint brush to get an even spread or spray glue). I would also suggest letting the cards dry by placing them on a flat surface and putting a heavy weight on top of them. This is the least preferred option.

