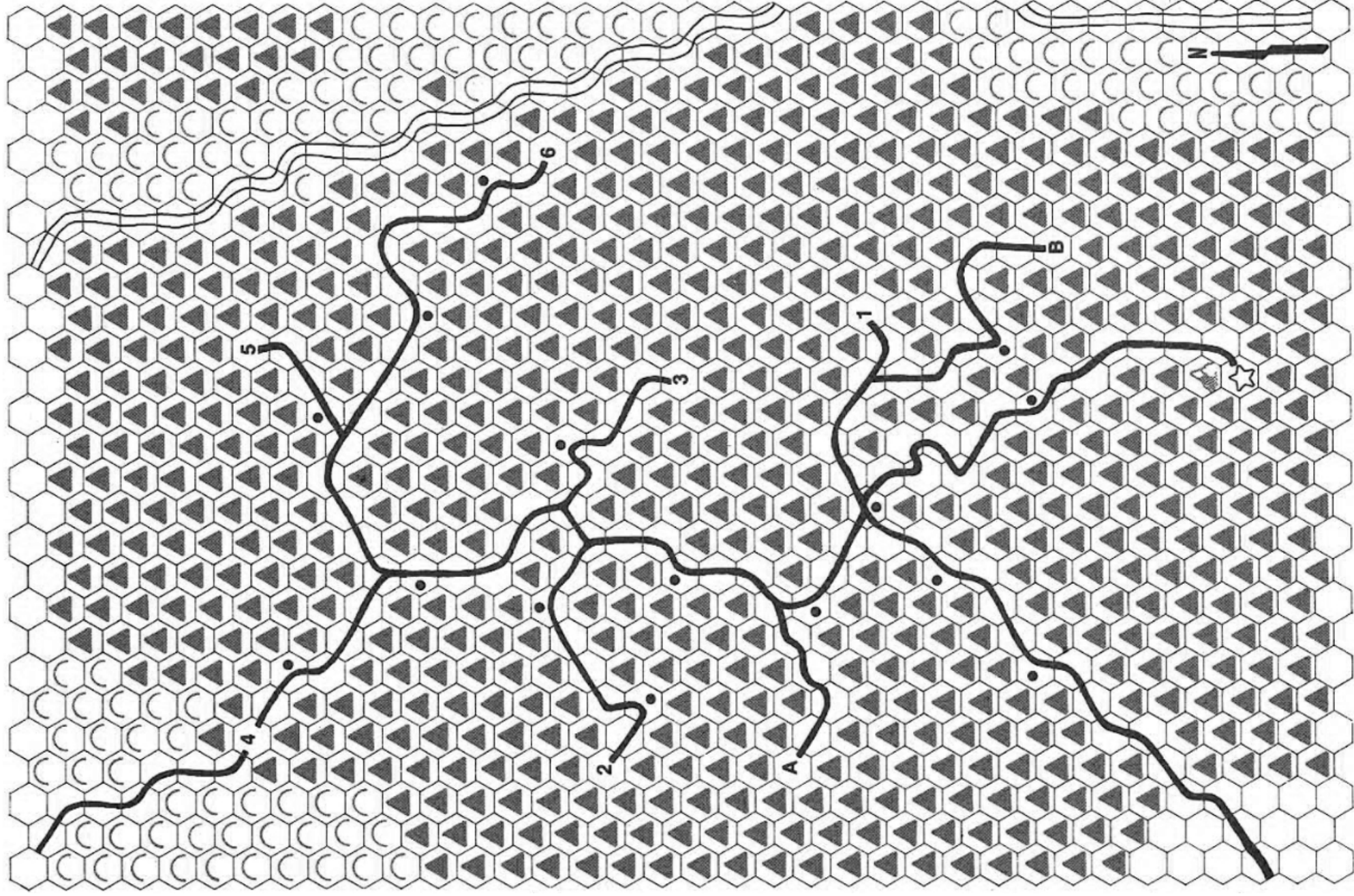
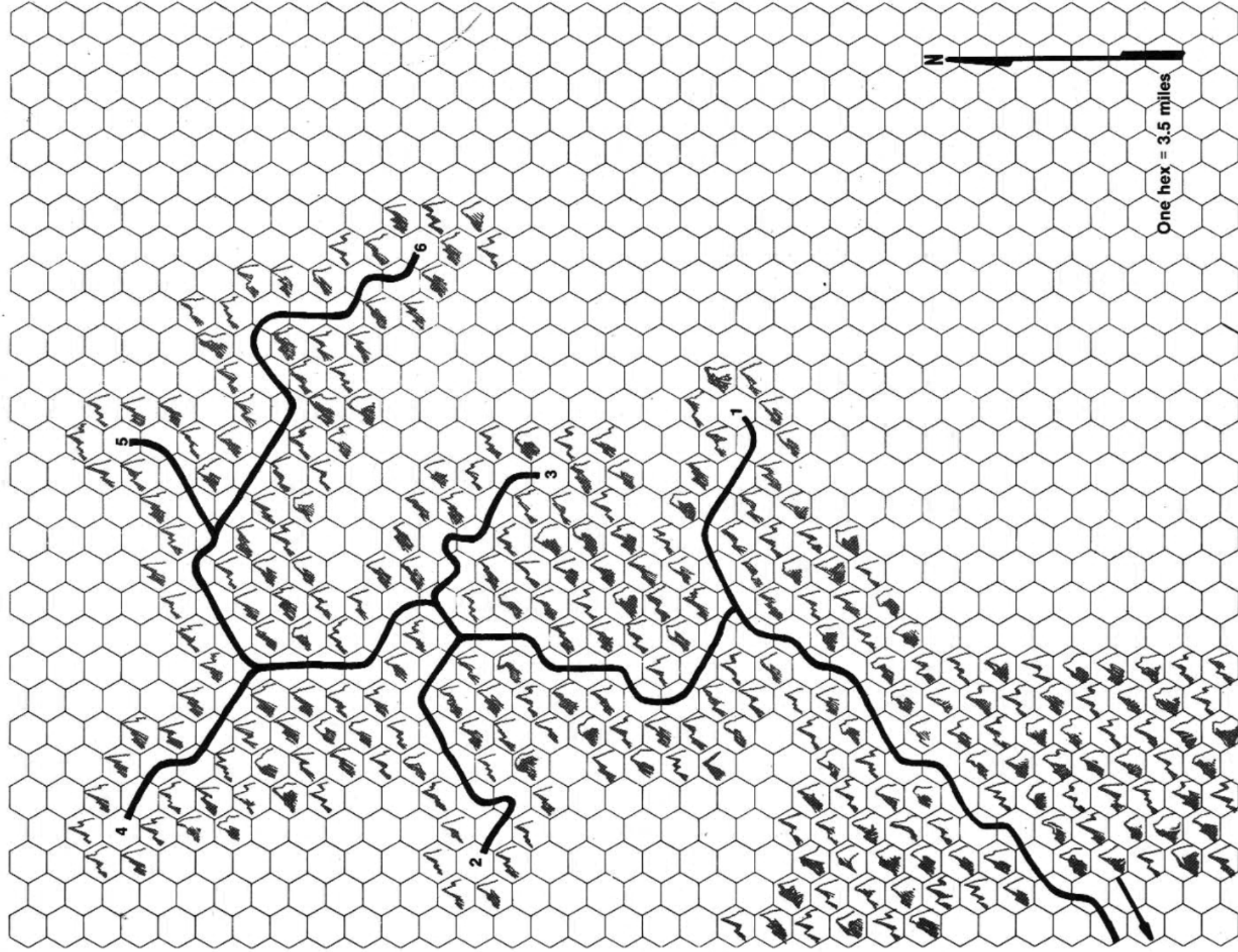


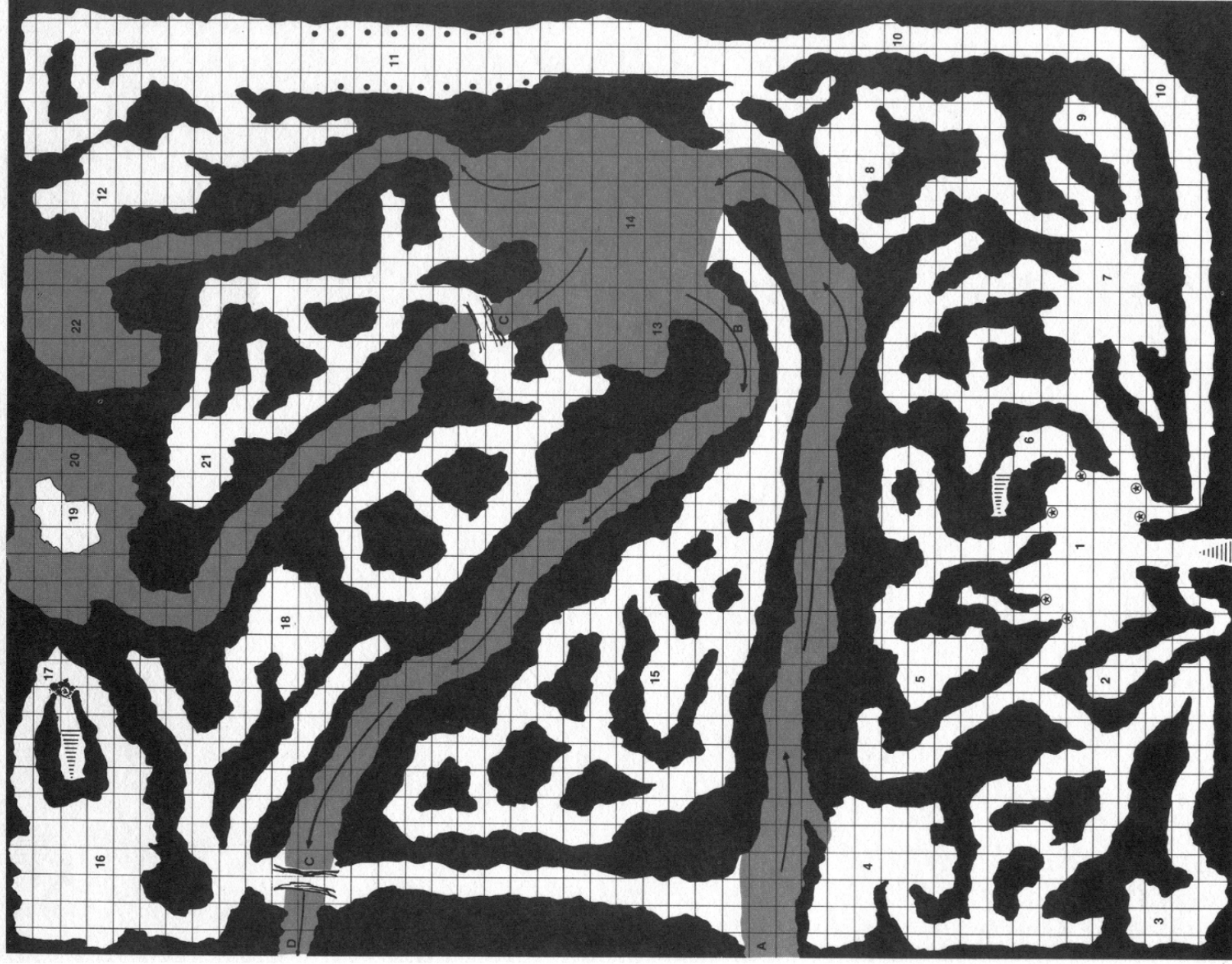




One hex = 3.5 miles



LESSER CAVERNS



CAVERNS COMPASSES



1 square = 10'

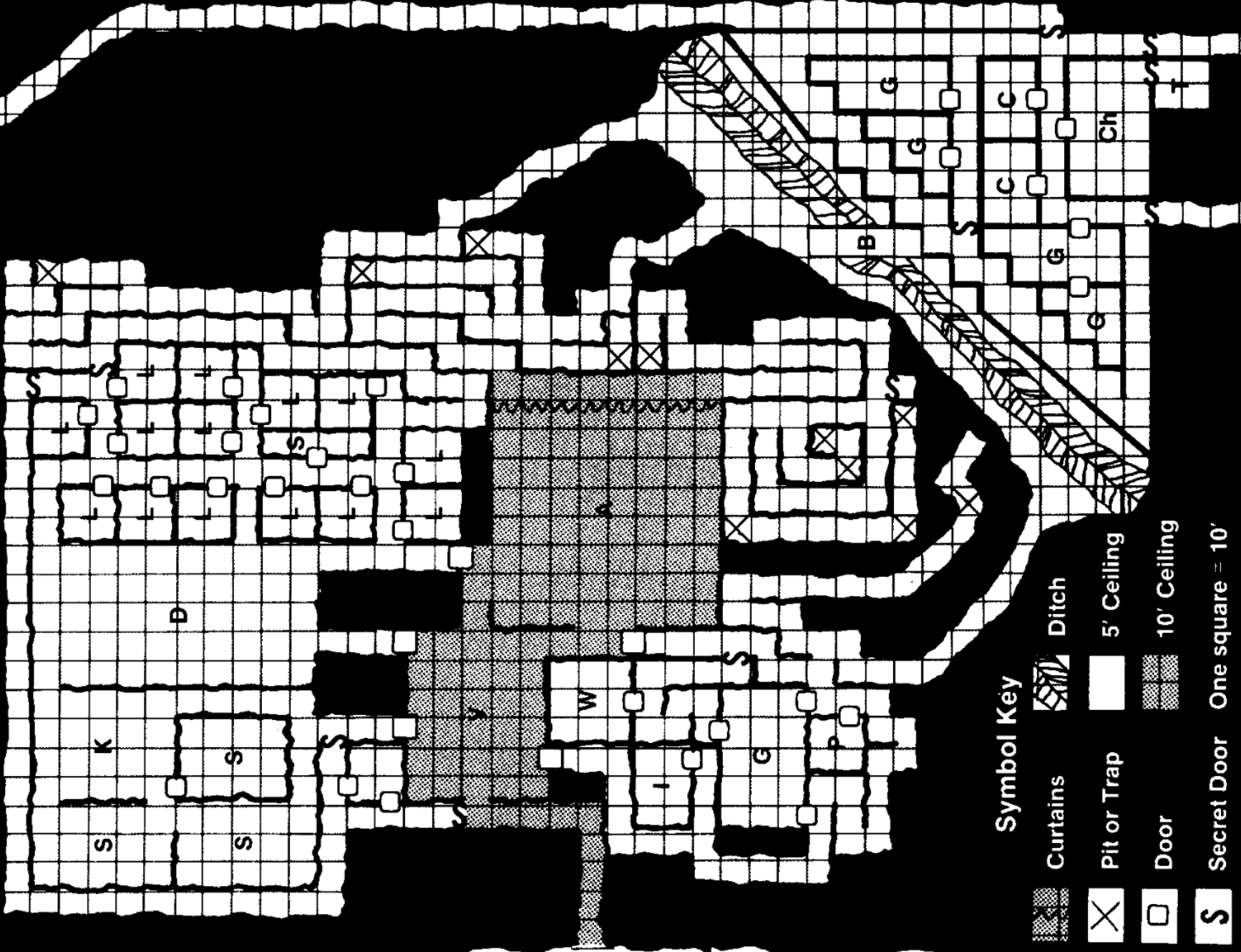
CAVERNS KEY

GNOME LAIR

Room Key

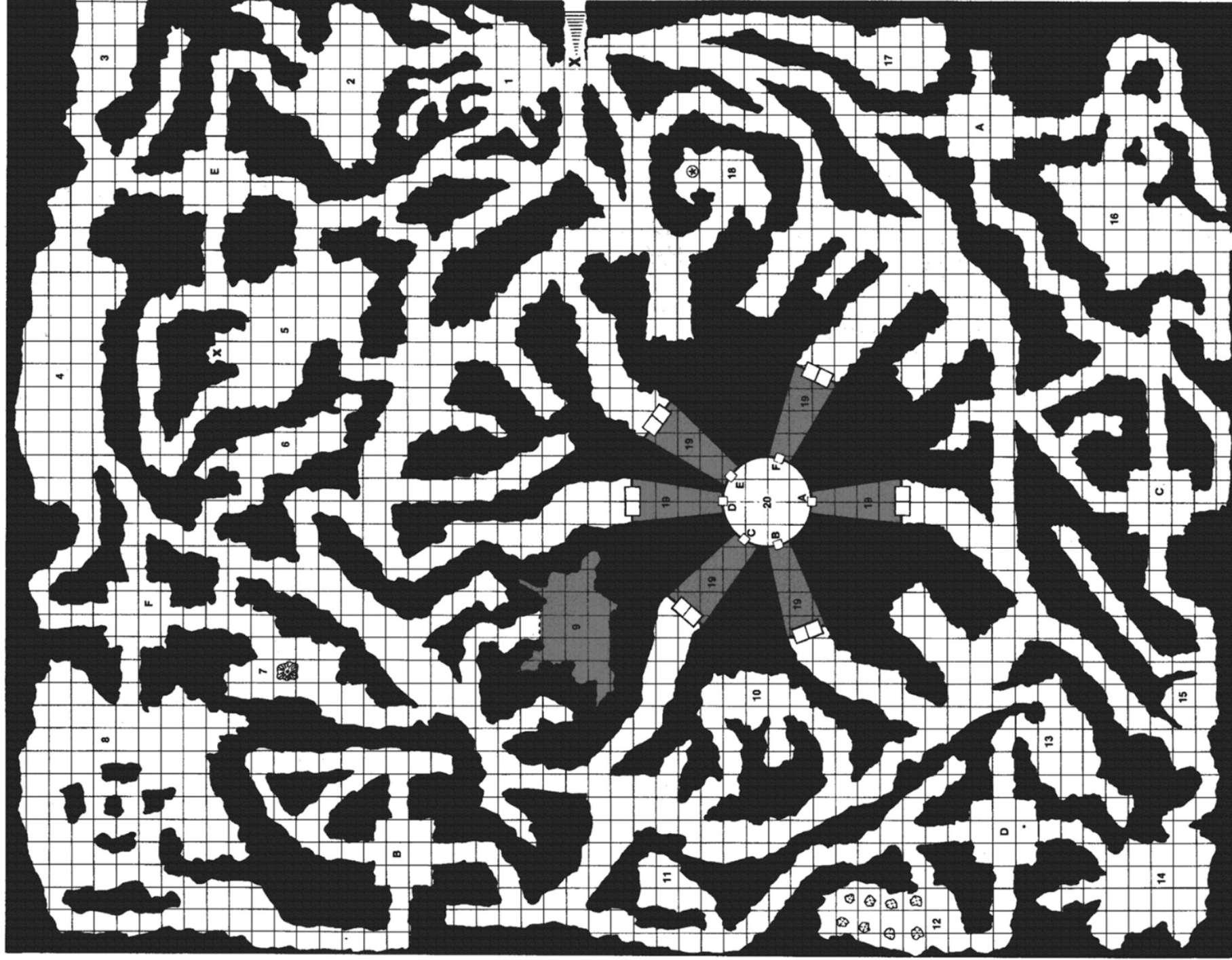
A	Audience Room	E	Secret Exit	P	Chief Cleric
B	Drawbridge	G	Guards	S	Storage
C	Chief's Family	I	Illusionist	T	Treasure Chamber
Ch	Chief	K	Kitchen	V	Visitor's Quarters
D	Dining Hall	L	Family Quarters	W	Weapons



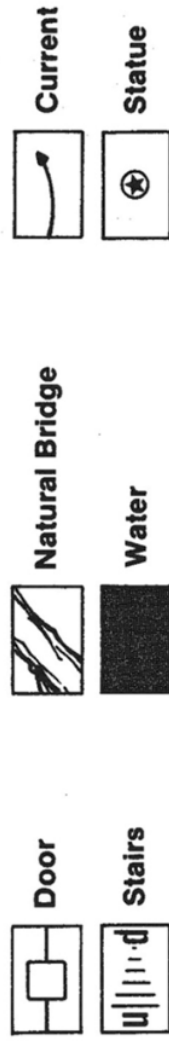
Symbol Key

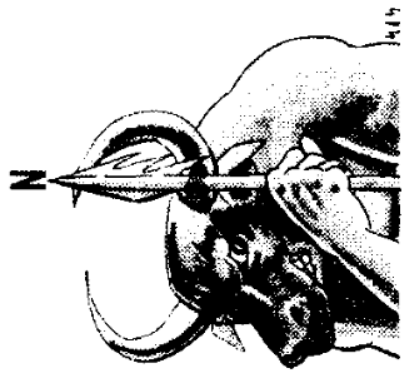
	Curtains		Ditch
	Pit or Trap		5' Ceiling
	Door		10' Ceiling
	Secret Door	One square = 10'	

GREATER CAVERNS

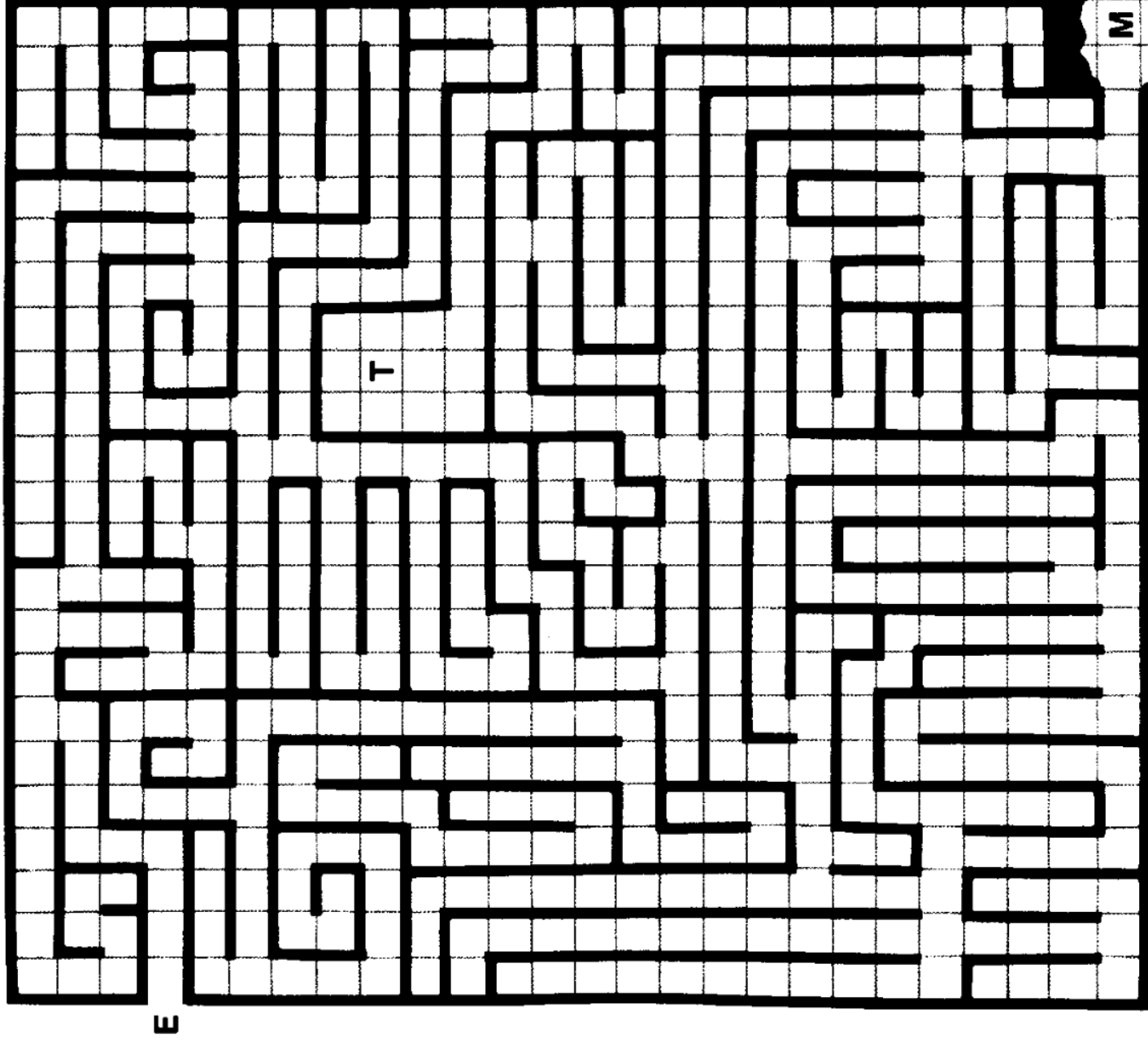


CAVERNS KEY





LABYRINTH MAP



LABYRINTH MAP

KEY

- M = Minotaur Position
- E = Teleport Exit
- T = Treasure
- 1 square = 10'