



TASSLEHOFF'S MAP POUCH

The Age of Mortals



West to Adllatum

East to Selasia and Taladas

The Continent of Ansalon

on the World of Krynn
[Age of Mortals]

Turbidus Ocean

Northern
Courrain

Northern
Sirrion Sea

West to the
Isle of Gargath

East to Mitos
Archipelagoes



Southern
Sirrion Sea

Southern
Courrain



Distance

0 200 miles

500 Miles to Chorane, Land of Amesh

- Village / Small Town
- Large Town / City
- Tower / Fort
- Ruins
- Mystical Site
- Capital
- Holy Site
- Grassland
- Forest
- Hills
- Mountains
- Volcanoes
- Bog
- Swamp
- Salt Flat
- Barren Lands
- Badlands
- Desert
- Ice

by Sean C. Macdonald

Ansalon in the Age of Mortals

North Sirrion Sea

Watch out for
Death Knight here

Storm's Keep

Dark Knights are in
charge here. It's not nearly
as fun as it used to be.

Weird time travel
place here.

Dragon's Graveyard
somewhere around here.

Northern Courrain

Secret Kyrie
villages here.
ignore that

Must go riding
the rails here.
Just make sure
you ask first.

This Jungle has
grown a bunch since I
last saw it!

Karthay

Nethosak
or Lycanos

Mithas
Got Evil
Potion Here

Kothas

Blood Sea
Where'd the
Maelstrom go?

Lord Toede is STILL alive!

Elion Wilds

Peak of Malys

Desolation
Lots of Evil
dragons here!

Charred

Bliss

Afflicted kender
villages

Kran lives here

Silvanesti

Silvanesti
Sargasanti

Minotaurs are here now

Southern Courrain

South Sirrion Sea

Don't forget the
Kender Spoon of Turning here

Ogres and Goblins
and Bandits Oh My

Look, a new forest!

Note to self: *Don't eat yellow snow... again*

Map by "the REAL" Tasslehoff Burrfoot!

Icewall

Plains of Dust

Missing City

They found it!

Thorbardin
Locked up Tight

Fortune
Forest

Tarsis
They cleaned
this place up!

Kharolis

Tower of
Wayreth
?

Qualinesti

Nostar

Enstar

Ask for
Slappy when
you get here

Looked for Fizban
here, but couldn't find him.

Foghaven Vale

Daltigoth

Southern
Ergoth

Bring a
Jacket

Cristyne

Mount Nevermind

Lord Ganthar
Buried Here

Left my pouches here
must go back to get them.

Gwynned

Kenderhome!

Hyllo

Nagas and Trolls

Beacon

Best Fried Fish
in Ansalon

Palanthas

Coastlund

Solammia

Nightlund

Kalaman

Tower of Palanthas
moved here

Northern
Wastes

City of
Lost Names

Nordmaar

Great
Moors

Teyr

Good Dragonians!?!?

Hag's Dirk

Kern

Kern

Ogrebond

Ogres and things
waiting together?

Flotsam

Port
Balifor

Desolation

Charred

Bliss

Afflicted kender
villages

Kran lives here

Silvanesti

Silvanesti
Sargasanti

Minotaurs are here now

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Best Fried Fish
in Ansalon

CITADEL OF LIGHT



0 ft 300 ft



The Walk

To Docks

The Silver Way

To Schallsea

To Heartspring
Village

Gardens

Hedge Maze

Shrine to
Goldmoon

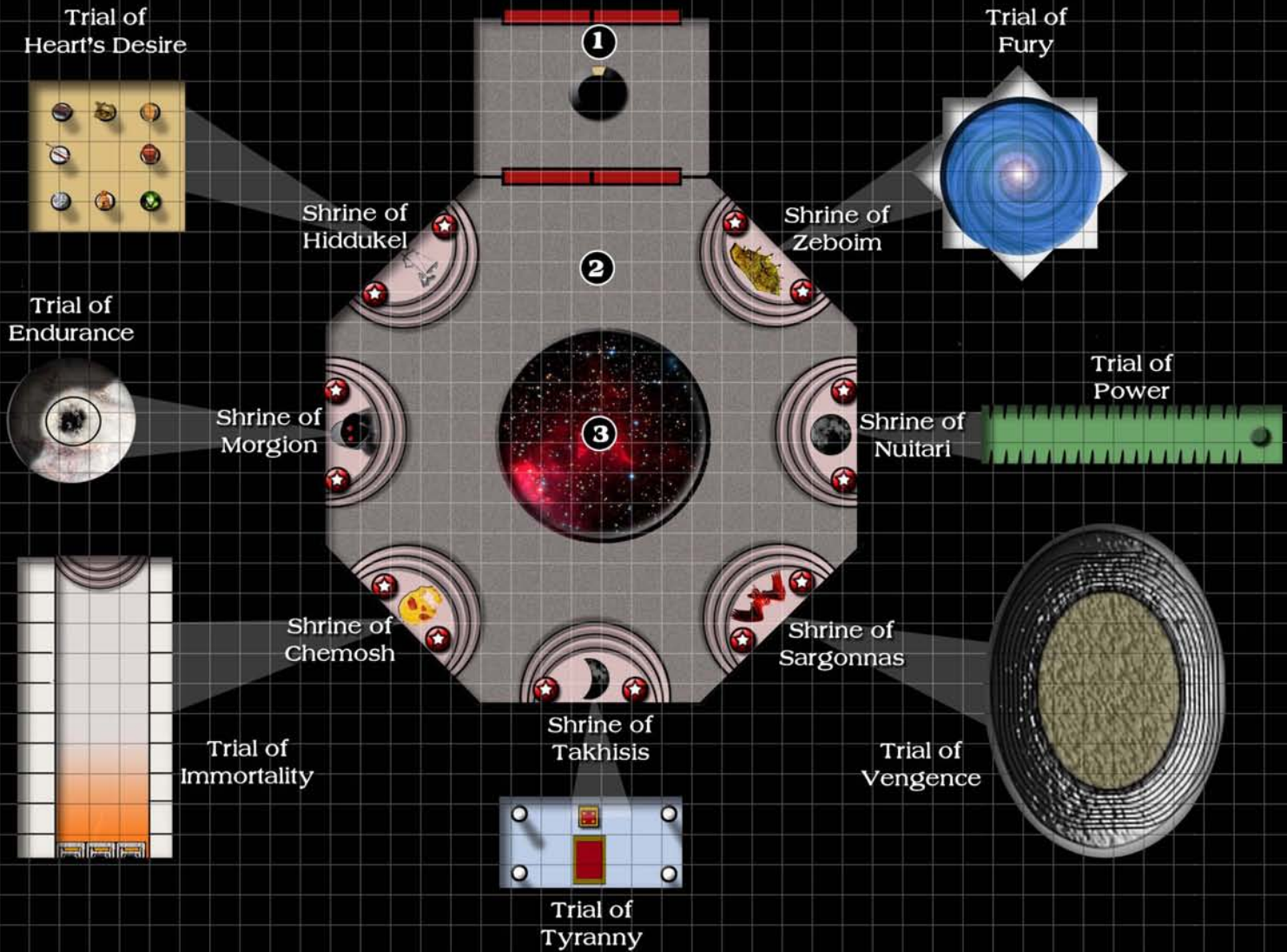
Silver Stair

Well

Guardian
Training
Grounds

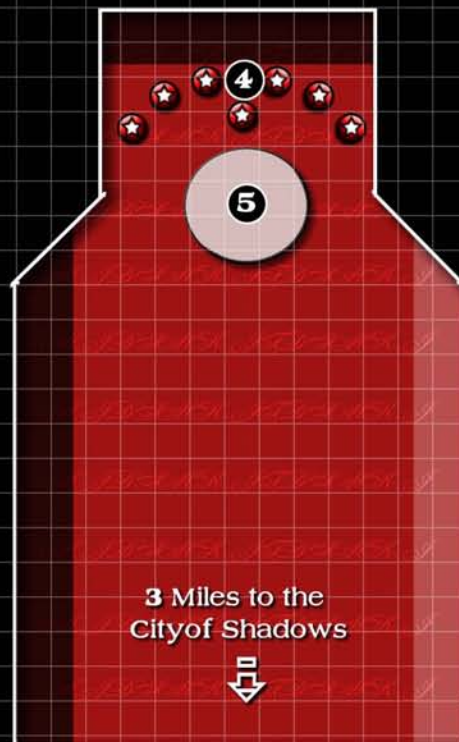
1. Grand Lyceum
2. Sensitivity Lyceum and Hall of Audience
3. Alteration Lyceum and Menagerie Stables
4. Animism Lyceum and Herbarium
5. Channeling Lyceum and Gymnasium
6. Meditation Lyceum and Private Cells
7. Mentalism Lyceum and Library
8. Spiritualism Lyceum and Shrines to True Gods
9. Healing Lyceum and Healing Hall

Darkling Hall



① All who pass beyond these doors with evil heart and mind may choose one path to the Darkling Hall to dwell among their kind.

Yet, those who lack the taint of evil and try to pass the chamber yond must best all seven Trials of Night Or forever embrace evil's bond.



LEGEND

- 1. Hall of Warning
- 2. Chamber of Trials
- 2. Evil Constellations
- 4. Stone Guardians
- 5. Transport Stone
- ★ Infernal Statues

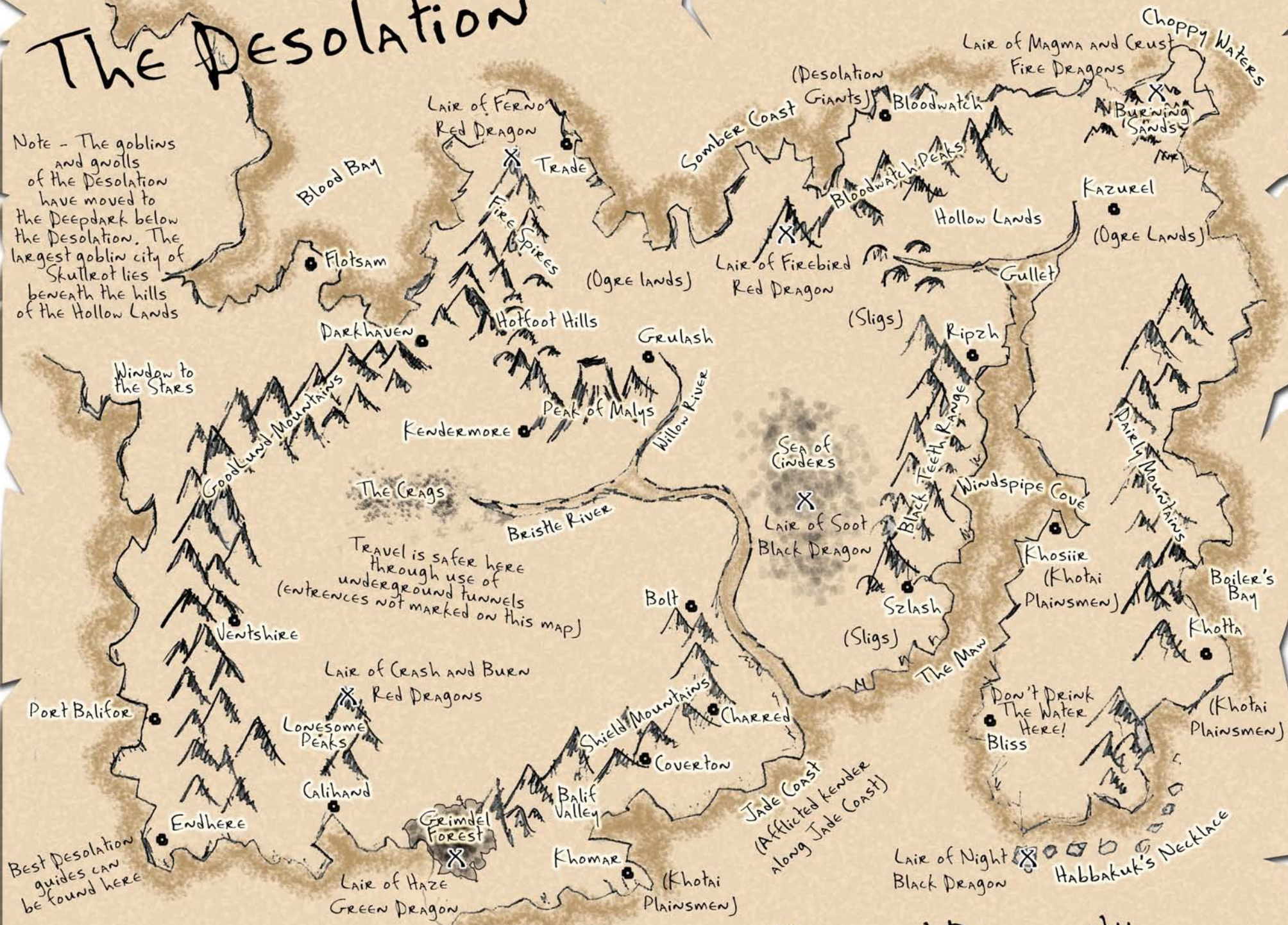
Note: Travellers are transported via teleportation to the various trials from each of the shrines in the Chamber of Trials.



1 square - 10 ft

The Desolation

Note - The goblins and gnolls of the Desolation have moved to the Deepdark below the Desolation. The largest goblin city of Skullrot lies beneath the hills of the Hollow Lands



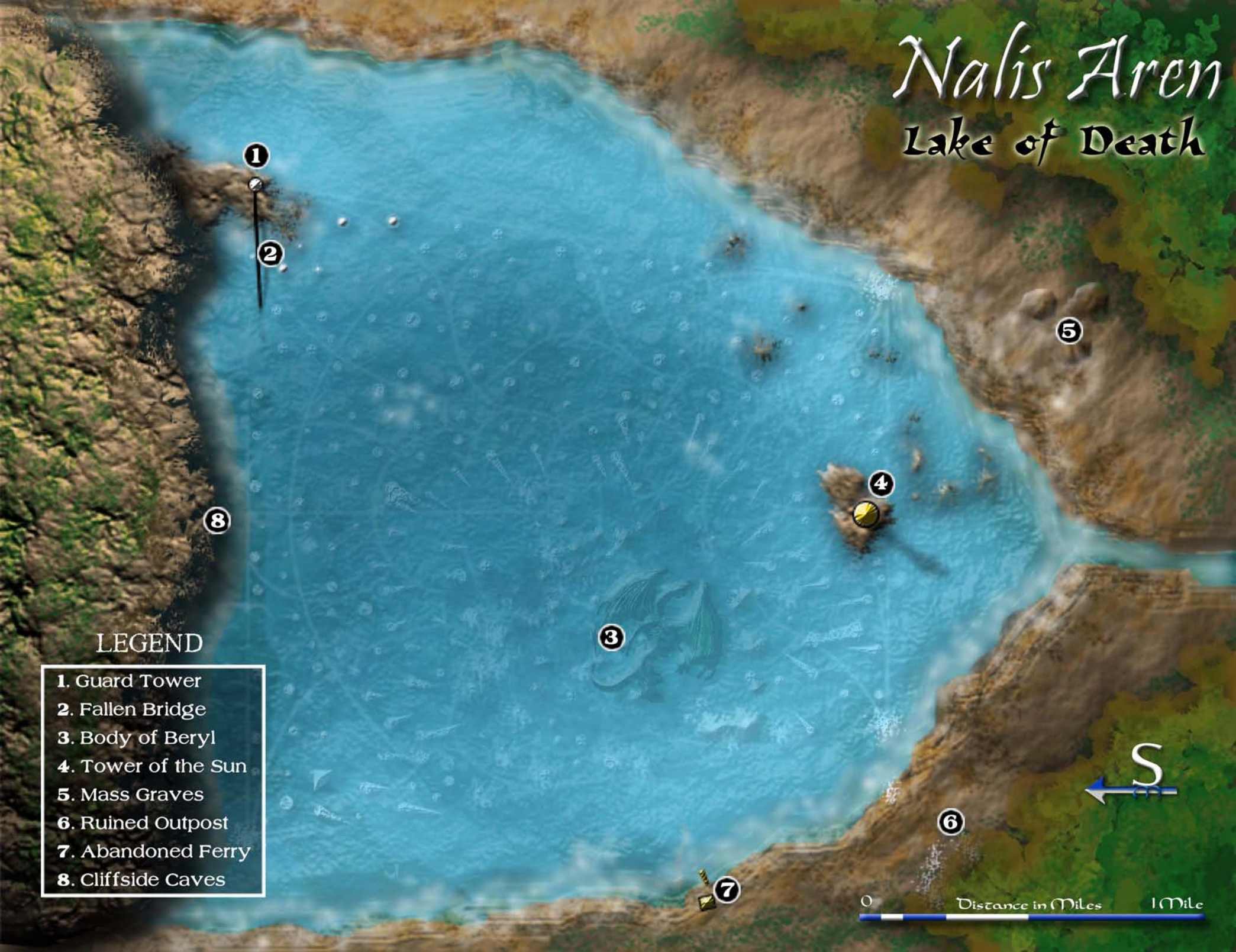
This map belongs to Krown Thistleknott. Do not Borrow it!!

Nalis Aren

Lake of Death

LEGEND

- 1. Guard Tower
- 2. Fallen Bridge
- 3. Body of Beryl
- 4. Tower of the Sun
- 5. Mass Graves
- 6. Ruined Outpost
- 7. Abandoned Ferry
- 8. Cliffside Caves



SANCTION



Mount
Grishnor

North Pass

Mount
Thunderhorn

Sanction
Vale

East Pass



LEGEND

- | | |
|-------------------------|-------------------------|
| 1. Harbormaster Tower | 11. Temple of Deurghast |
| 2. West Gate | 12. Ferros Fine Gifts |
| 3. Shipmaker's Road | 13. Hall of Knowledge |
| 4. Souk Bazaar | 14. Vinland House |
| 5. City Guards | 15. Will o Wisp Pub |
| 6. Temple of Heart | 16. The Rose Villa |
| 7. Grand Palace | 17. Narl's Warehouses |
| 8. East Gate | 18. Hogan's Walk |
| 9. Eastern Guard Towers | 19. Southern Ghetto |
| 10. Temple of Luerkhis | 20. Drunken Sailor Inn |

Distance in Miles

0 Half Mile 1 Mile

Mount
Ashkir

Sanction
Harbor

Lower City

Tavern Row

Noble Row

Business District

Temple District

Residential District

Refugee District

To Que-Kiri

LEGEND

1. Inn of the Last Home
2. Last Heroes Tomb
3. Fable Park
4. Town Square
5. The Blacksmith Shop
6. The Trough
7. Stephen's Grocery
8. Kerik's Caverns
9. Temple of Mishakal
10. Temple of Majere
11. Shrine of Zeboim
12. Temple of Chemosh
13. Fiddler's Inn
14. Harrin's Supplies
15. Hylar House Tavern
16. Prison House
17. City Guard Headquarters
18. Academy of Sorcery Ruins
19. Raven's Mageware
20. Merchant's Guild Hall

Distance

0ft

300ft

Solace

To Haven

To Gateway

Golanthus

Distance in Miles

0

1 Mile

2 Miles



LEGEND

- | | | |
|---------------------------|---------------------------|---------------------------|
| 1. Cleft Spires | 9. Dog and Duck Tavern | 17. Striketrue Academy |
| 2. Grand Market | 10. Courageous Maiden Inn | 18. Etha Tower |
| 3. City Hall | 11. uth Wathor Warehouses | 19. Broken Wheel Supplies |
| 4. Knight's Hall | 12. Guard Outpost | 20. Garnet Money Exchange |
| 5. Temple of Mishakal | 13. The Noble Wench | 21. Gnodwyn's Menagerie |
| 6. Temple of Holy Knights | 14. Mikku's Curiosities | 22. Mercenaries Guild |
| 7. Temple of Shinare | 15. The Platinum Platter | 23. Merchant's Guild |
| 8. Silver Emporium | 16. Castle uth Ferron | 24. Blue Arms and Armor |

Storm's Keep

LEGEND

1. Bailey
2. Tower of Skulls
3. Tower of Thorns
4. Central Tower
5. Barracks
6. Temple of Stars
7. Queen's Temple
8. Armory
9. Dragon Tower
10. Tower of Lillies
11. Tower of Isolation
12. Watch Towers
13. Covered Inlet
14. Mount Ambition
15. Dragon Caverns

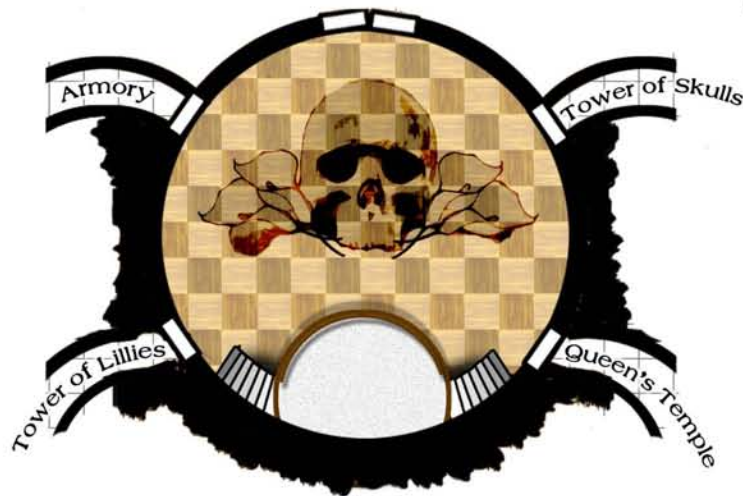
Distance
0 ft 60 ft



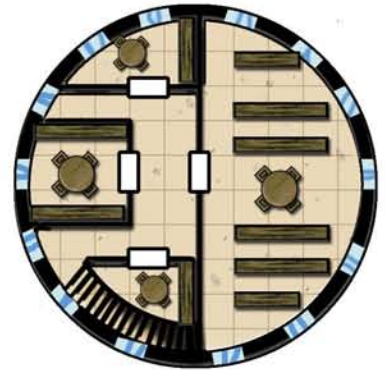
Ariakan's Chamber
Central Tower - Top Floor



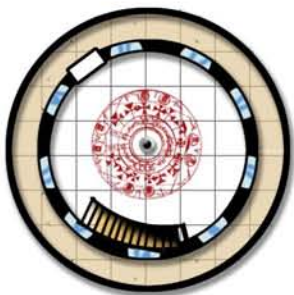
Great Hall
Central Tower - 1st Floor



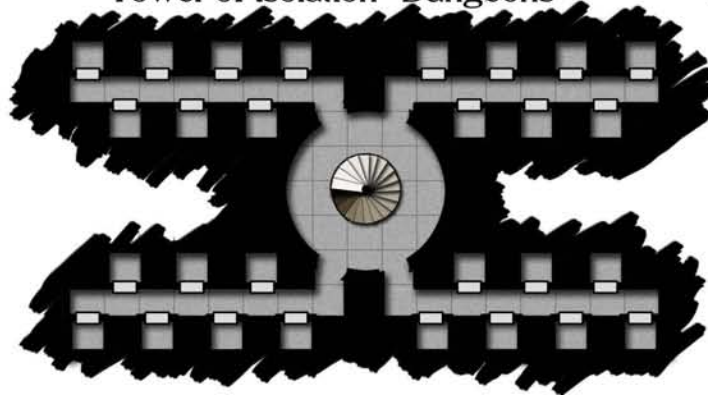
Library Level
Tower of Lillies - 3rd Floor



Storm's Watch
Tower of Skulls - Top Floor



Crypts of the Damned
Tower of Isolation - Dungeons



Dark Queen's Throne
Temple of the Dragon Queen



TEYR

LEGEND

1. Bastion
2. Government Buildings
3. Civilian Housing
4. Commercial Businesses
5. Military Housing & Taverns
6. Gatehouse
7. Outer City
8. Look Out Hill
9. Slith's Perch
10. Kang's Kitchen
11. The Drunken Dragon
12. Thesik's Herbs
13. The Hospital
14. Kvert's Outfitters
15. Drowning Dwarf Pub
16. Garriss Gold Lender
17. Grall's Fine Armors
18. Char's Smithy
19. Elixir House
20. Trader's House



Distance

0 ft

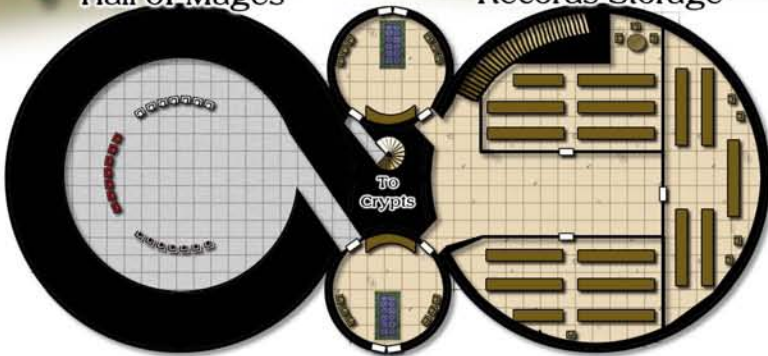
750 ft

Tower of High Sorcery in Wayreth

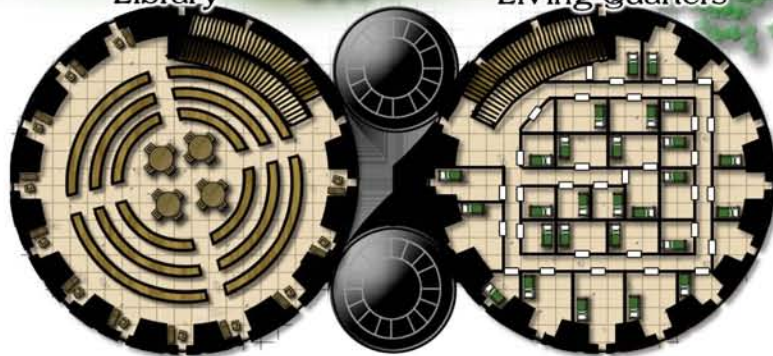
Forest of Wayreth



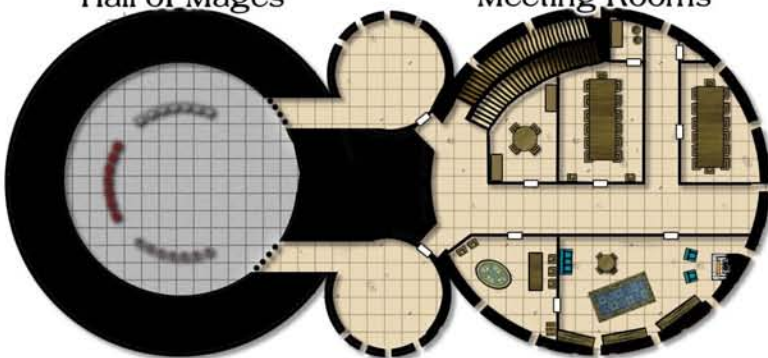
1st Floor
Hall of Mages



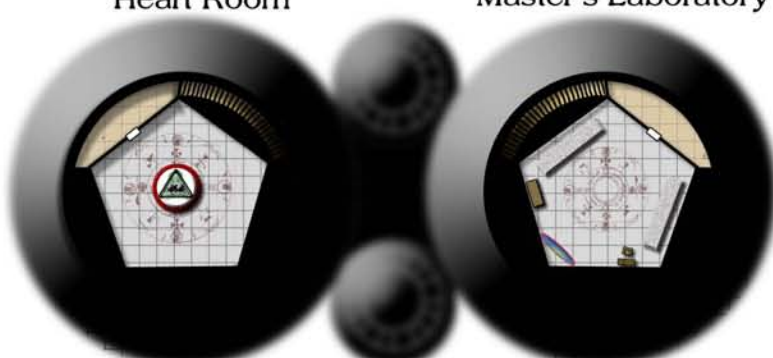
4th Floor
Library



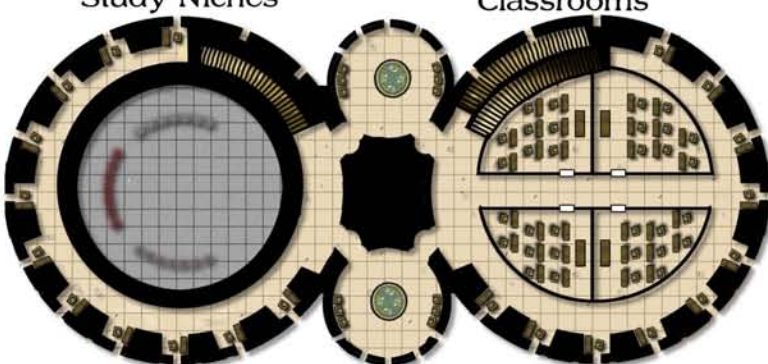
2nd Floor
Hall of Mages



20th Floor
Heart Room



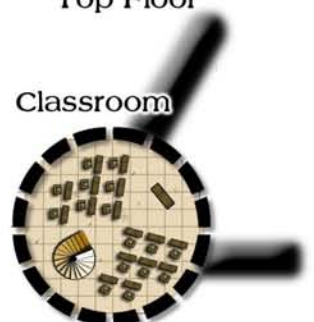
3rd Floor
Study Niches



Outer Towers
First Floor



Top Floor





TASSLEHOFF'S MAP POUCH™

THE AGE OF MORTALS

A Pouch Full of Adventure!

Tasslehoff Burrfoot, famous kender adventurer, has traveled throughout the world and even through time. His maps led the Heroes of the Lance throughout their quest, as well as a new generation of heroes during the War of Souls. The contents of his map pouch have remained a secret... until now.

This collection of DRAGONLANCE maps covers the Age of Mortals and the War of Souls. Explore the hedge maze in the Citadel of Light and climb the silver stair. Brave the ruins of Qualinost under the noxious waters of the Lake of Death. Visit the tree-town of Solace, one of the wonders of Krynn! Discover the mysteries of the Tower of High Sorcery in Wayreth forest. Or withstand the terror of a death knight's lair in the ruined fortress of Storm's Keep. The map pouch contains all of this—and more!

Tasslehoff's Map Pouch: The Age of Mortals contains one dozen maps, including a poster map of Ansalon set during the newest era of DRAGONLANCE tales. Follow the adventures in your favorite novel or find inspiration for new stories using the d20 System game products from Sovereign Press.

Cover by Larry Elmore & Ken Whitman



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