

THE WORLD OF TOLRENDOR

USING THE MAPS

1. INTRODUCTION

The WORLD OF TOLRENDOR is a large area, which obviously cannot be depicted suitably with only one type and scale of map. Therefore the maps contained in the TOLRENDOR volumes are divided into several classes:

- World Maps
- Area Maps
- Area Detail Maps
- Locality Maps
- Urban Area Maps
- Urban Street Maps
- Urban Super-Detail Maps
- Other Maps

The primary purpose of the various maps classes is to provide, as often as possible, clear information about the map's subject on a single page, so avoiding unnecessary work for the Dungeon Master.

2. WORLD MAPS

The World Map is not, as the name may seem, a map of the entire globe; rather it is a one-page, large scale map of a significant area, usually of sub-continent size or larger. Moreover, the nations and societies shown on a particular World Map are well-known to each other and have extensive contact through diplomacy and trade. Civilisations on other World Maps are regarded as 'exotic' and 'foreign' or even 'barbaric'. As an example of this, if the Earth was depicted in such a manner, Europe would be one map, while the Middle East and western Asia would comprise another.

World Maps do not show a great deal of detail. Basically, they show the coastlines and the major terrain features, such as large mountain ranges, deserts and inland seas. Features such as individual cities, forests etc are not depicted. World Maps are used for various purposes. There is one at the front of every Volume, which is a simple outline map gridded and referenced with the Area Maps that are contained in that Volume. Other uses are for large scale climatic maps, or for giving an overview of the political history of the region. World Maps are rarely used in general campaign play.

World Maps are drawn to the following scales:

- One Grid Square = 80 miles
- 1mm = 6.667 miles
- => Scale = 1:128000000
- North-South direction = 20 deg latitude

There are 24 * 16 Grid Squares to a World Map, which gives the following dimensions:

- North-South dimension = 1280 miles
- East-West dimension = 1920 miles
- Area of World Map = 2457600 square miles

3. AREA MAPS

Area Maps are the next step down in scale from a World Map, and as such show a great deal more topographical detail. All mountain ranges and most large areas of hills, forests and water are shown, including major rivers, lakes and swamps. Terrain features such as deserts and jungles are also present. Area Maps are drawn on Hex Sheet, and the minor discrepancies caused by this are assumed to be the result of the inadequacies of medieval cartography. Area Maps have a code resulting from the grid on the World Map, ranging from A1 to D4. They also have descriptive names which are derived from the major region which they depict.

Area Maps have many uses. They are used for political maps, for climatic information, for showing the names of terrain features and areas, and show the locations of all major towns and cities. In campaign play, their scale is small enough for recording long distance travel. The Area Maps form a jigsaw which comes together to describe in greater detail all aspects of the World Maps. Each Area Map has an alphabetical Information Index which describes the region through text and subordinate maps. Thus this class of map can be regarded as the compartments into which all information about TOLRENDOR is fitted. Each Area Map is comprised of 6 (E-W) by 4 (N-S) World Map Grid Squares, so there are 16 Area Maps per World Map.

Area Maps are drawn to the following scales:

- One Hex = 10 miles across
- North-South = 5 deg latitude
- North-South dimension = 480 miles
- East-West dimension = 320 miles
- Area of map = 153600 square miles

4. AREA DETAIL MAPS

Area Detail Maps are the class directly below Area Maps and the last type which fit together to cover the whole world. There are four Area Detail Maps for each Area Map. They depict all the features shown on Area Maps but add considerable detail. Smaller terrain features are shown, such as minor forests, hilly areas and rivers. As well, details such as passes, roads, well-known trails and interesting features are shown. Smaller town, villages and castles are also noted on these maps. Area Detail Maps are the most useful in campaign play for short and long distant travel.

Area Detail Maps are drawn to these scales:

- One Hex = 5 miles
- North-South dimension = 160 miles
- East-West dimension = 240 miles

- Area = 38400 square miles

5. LOCALITY MAPS

Locality Maps are small scale maps which show a region in considerable detail, including streams, hamlets, copses etc. They are only drawn when and where such details are required, and as such are often tied to an adventure module or town where it is necessary for characters to travel in the area. Locality maps are generally drawn to a scale of One Hex = 1 mile and cover an area of about 2000 square miles. In some cases this is not suitable so the scale may be different, but is normally in the range of 2 miles per hex down to $\frac{1}{2}$ a mile per hex. There is normally a Key for such maps.

6. URBAN AREA MAPS

Urban Area Maps are drawn on a single sheet of 2mm grid graph paper. They show the major features of an urban area, including walls, major structures (citadel etc), port areas, rivers passing through and major streets. Some show surrounding terrain as well. There is no key for Urban Area Maps – features are noted on the map in writing. Urban Area Maps are only drawn when the town/city is too large to be shown on one sheet of paper at normal street map scale, thus there will generally be a reference grid for smaller scale subordinate maps. Urban Area Maps are not often used in play but are provided to give an overview of the structure of the urban area. The scale of these maps will vary according to the size of the urban area so that the map fits on one page. Some examples follow:

- Camlan: 1sq = 15 yds
- Scarnell: 1sq = 10 yds

7. URBAN STREET MAPS

Urban Street Maps are also drawn on 2mm graph paper and are drawn for all urban areas of at least small town size. They show all the streets, and most alleyways, and the location of all buildings which appear on the Town Key. Larger towns often have spaces drawn which are the location of Urban Geomorphs (these are explained later). Urban Street Maps are used whenever characters are in the town. The scale of Urban Street Maps is 1 sq = 5 yds. For towns which also have an Urban Area Map, there will be more than one Urban Street Map.

8. URBAN SUPER-DETAIL MAPS

Urban Super-Detail Maps are similar to Urban Street Maps but are smaller scaled and show every individual building in the area of the map. They are used to depict areas of towns which are especially important (such as the alleyways around a Thieves Guild) or for villages that are small enough for every building to be shown. There will be a Key with such maps. Scale varies but common ones are 1 sq = 3' or 1 sq = 5'.

9. OTHER MAPS

The final class of maps is actually made up of various types which do not fit anywhere else. These types are generally small scales and specialised:

URBAN GEOMORPHS

– These are square maps which depict small areas of alleyways, backstreets and buildings. They are reusable and are randomly rolled to fit spaces left for them in Urban Street Maps, so as to make town design easier and to provide areas completely unknown to the characters. They are 12*12 grids where 1 sq = 5 yds.

CASTLE MAPS

– These maps show the main outline of Castle walls and keeps and any auxiliary buildings which are present. Strongholds of most sizes are shown on one page with a scale of 1 sq = 5'. Extremely large castles may be drawn at 1 sq = 10'. These maps also show contours to give an idea of the elevation of various walls etc. Contours normally depict a vertical distance of 10'.

INTERIOR MAPS

– These are small scale maps which show the interior of structures such as town buildings and castles, towers etc. They are therefore generally tied to Castle Maps or Urban Maps. Scales varies but 1 sq = 2' is common.

OUTDOOR FEATURE MAPS

– These maps are used to show in great detail important or especially dangerous terrain features, such as treacherous areas of swamp or narrow mountain defiles. They are often tied to adventure modules and show areas which the characters must pass through. Scale varies to suit the feature being mapped. They are drawn both on Hex sheet and Graph paper.

UNDERGROUND MAPS

– These maps depict underground areas such as tunnels, caverns and dungeons. They are almost invariably tied to adventure modules. The scale is either 1 sq = 5' or 1 sq = 10'. There will always be a Key.

TolrendorDM's 'Modern' Notes:

This document has been typed to match the style of the original document, which must have been written in the mid 1980s. I only have the dot-matrix print-out now – the original computer file is long gone – and in any case was probably some archaic word-processor format from when 20 Megabytes was a hard-drive size almost bigger than you could dream of...

You can also see that the mapping system was clearly designed to utilise single A4 sheets of paper, so that everything could neatly fit inside a standard level-arch binder – each one of which was a 'World of Tolrendor' Volume.

Ah, those were the days ...