




























# Map Key

The following are the symbols found mapped in the following settings: Cave, Civilization, Crypt, Dungeon, Labyrinth, Single Dwelling (house, cottage, shop, etc.), Tomb.

	Alcove		Bars		Chest		Coffin
	Dimension Gate		Door (Common)		Door (double grand)		Door (single grand)
	Glyphed Archway		Gravestone		Illusion Wall		Ladder
	Pedestal		Pit		Plane Gate		Runes
	Sarcophagus		Sconce		Secret		Secret Door
	Sliding Wall or Panel		Stairs (ascending)		Stairs (descending)		Trap
	Trap Door		Water		Well		