

Age of Volondor™
Print & Play eModule

Suggested Retail ePrice

75
Cents



(For use with All Fantasy Role-Playing Games)



Voldaria: The Midlands (Map Set)

Poster size Player & GM maps for Voldaria Midlands.

Maps detail the location of various cities, towns, and towers by size, plus roads, rivers, bridges, waterfalls etc. This map set is supported by AoV Kingdoms, and AoV Dungeons and "Volondor: The City" Map Sets. (Over 100 unique Castle & Dungeon Floor plans.)

Written By Jon G. Volden
Illustrated By Jon G. Volden

Volondor: The Midlands Map Set V.2



Published
by the
Stainless Steel Dragon Games
"Let the Games begin!"

Printing: January 2010-2014
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Table of Contents

Introduction	Page 4
World Map	Page 5
Map Legend	Page 6
Player Map	
1 of 4	Page 7
2 of 4	Page 8
3 of 4	Page 9
4 of 4	Page 10
GM Map	
1 of 4	Page 11
2 of 4	Page 12
3 of 4	Page 13
4 of 4	Page 14

Introduction

This map set includes a basic Map of Voldaria. (Mostly unexplored.) The world of Voldaria has been split in to two halves. One half is called “Valonna,” one half is called “Terrox.” Voldaria is disk shaped, it has two suns, and three moons that circle it. Of the two suns, the largest one is call “Benevolencia,” and it circles the planet once per day. The second sun is called “Malevolencia,” and it sheds a fair amount of heat, but very little light. It circles the planet once per year creating a warm season with slightly brighter nights. (Malevolencia only shines with moon-like brightness in the evening sky, and is barely visible during the day.)

The moons are called “Chaotica,” “Neutrailia,” and “Orderus.” Orderus circles the planet once per day, Neutrailia once every seven days and Chaotica once every 28 days. (Month). Orderus the biggest of the moons often eclipses the other two moons, but is never eclipsed itself. (The erratic appearances and disappearances of each moon due to eclipses in the night sky help lend each moon its name.) Neutrailia is occasionally eclipsed by Orderus and occasionally eclipses Chaotica. Chaotica is often eclipsed by one of its sister moons, but never eclipses another moon. All three moons perfectly align once per month and create various patterns among the stars during the year.

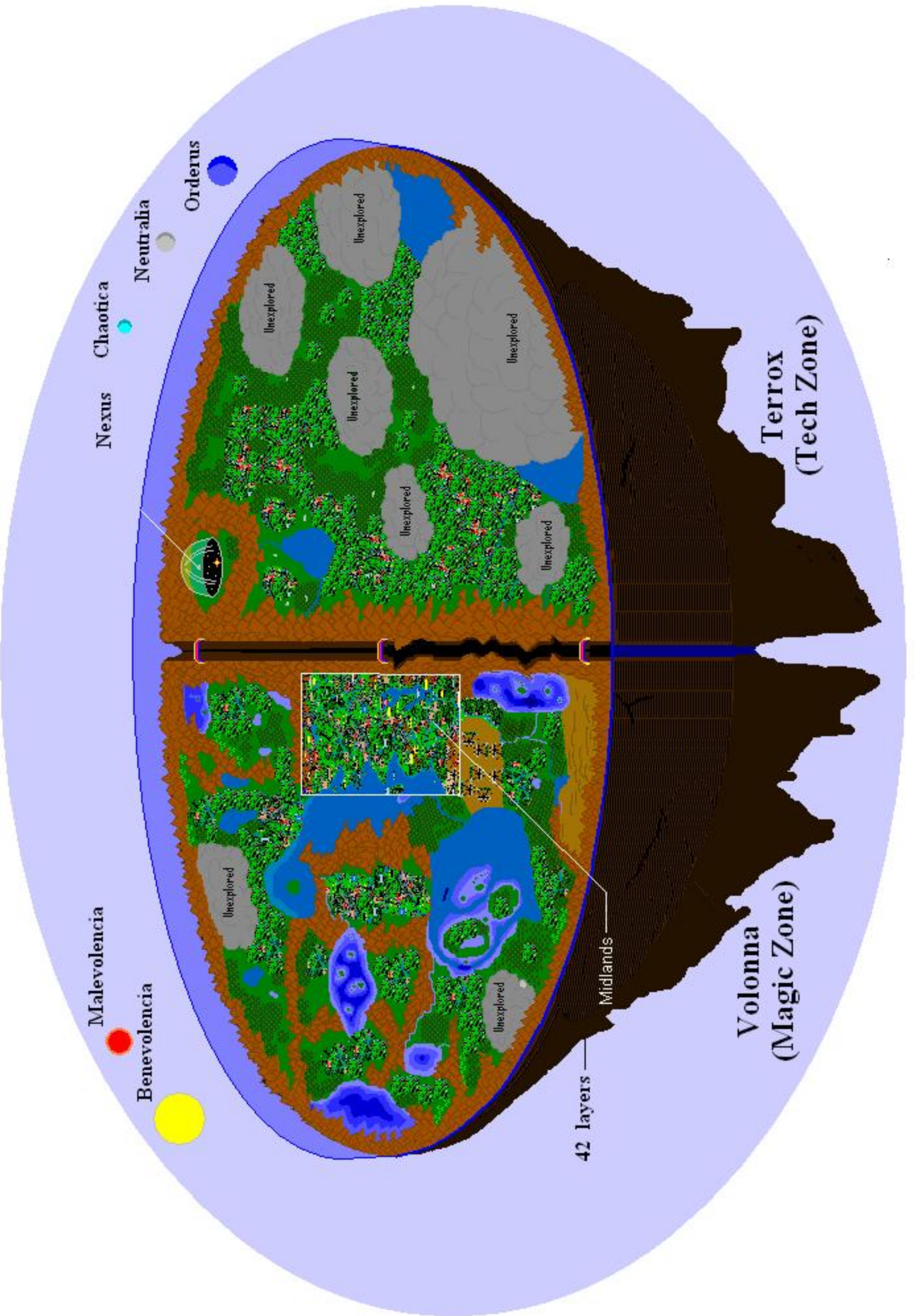
The Midlands, are located in Valonna, the magical half of Voldaria. For 10,000 years cities have risen and fallen, life has been lived, love has been found, and wars have been waged, and time marches on.

This map set also includes the “Midlands” Regional map that is made up from four, 8x10 inch color pages. (Both player & GM Maps) They may be taped together to form a poster-sized map. There are over 100 cities and dungeons depicted on the Midlands map set. The player maps features major cities, landmarks, known roads, bridges, and places of interest. The GM maps features everything found on the player’s map, plus hidden cities, obscure towns, secret dungeon locations, hidden roads and forgotten trade routes. It should be noted, that most of the cities and dungeons depicted on these maps are supported by “floor-plan level” maps of their own, available in various previously published Age of Volondor, SSD map sets. (See “Volondor, the City,” “Kingdoms,” and “Dungeons,” value map packs. Please Note: This map set, combined with other “Age of Volondor” map sets, creates one of largest campaign worlds ever to be mapped to this level of detail. (Regional maps supported by well over 100 floor-plan level castles & dungeons.)

Specific cities found on this regional map that are supported by detailed floor-plan level maps of their own include: Volondor, the City in its own module, plus as part of the **AoV Kingdoms Pack**: Mountain Side Keep, DragonGuard Castle, Lake Town, RiverHold Keep, SilverCrest Castle, Water Round Keep, Castle on Mountain Peak. Castle WaterCrest, Wizard's Hold, Death Guard Castle, StormGuard, ValleyGuard, SeaGate, Fire Mountain Stronghold, The Vault, Mountain Pass Stronghold, DarkGuard, Castle Windsong, Greystone Stronghold, Castle Dreadnaught, Waterward Stronghold, Sphinx of Secrets, Temple of Blood, Pyramid of Power, Temple of Terrors, Temple of Doom, Temple of the Tyraxxian, Tomb of Ten Kings, Tombs of the Elder Titans, Temple of Rolling Thunder, Temple of Many Tombs, Well of Souls and Temple of Time. (See these maps for greater details of cities.)

Specific dungeons found on this regional map that are supported by detailed floor-plan level maps of their own include: As found in the **AoV Dungeons Pack**: Cave of the Evil Idol, Dragon Skull Cave, Hidden City Caverns, Dark Caverns, Caves of Twilight, Blood Water Cave, Fire Stone Caverns, Wild Rock Cave, Long Lake Cave, Cave of Forgotten Chambers, Dark Keep Caverns, Dens of Darkness, Forest Retreat, Oasis, Cliffs of Carnage, Blood Bridge Pass, Chambers of Death, Canyon of Doom, Burning Mountain Pass, Devils Needle, River Bandits Lair, Maze of the Minataur, Lair of the Mountain King. Lair of the Spider Queen, Labyrinths of the Lizard King, Maze of Madness, Liquid Labyrinth of Doom, Dragons Lair, Orc Lair, Many Mazes of Choice, Giants Lair, Maze of the Medusa, Labyrinth of Many Lairs, Lair of Many Trolls, Lair of Many Dens, Labyrinth of the Great Serpent, Pirates Lairs, Twisted Tunnels of Doom, Mysterious Lair, Labyrinths of Many Secrets, Maze of Mayhem, Maze of Madness, Catacombs of Confusion, Rubick’s Cubic Rooms of Chaos, Cliffs of Death, Swirling Tunnels of Doom, Catacombs of 100 Encounters, Maze of Many Steps, Catacombs of Carnage, Crystal Catacombs of Conflagration, Dwarven Mines of Mythadom, Dwarven Mines of Mythadom, Fire Maze of Mount Doom, Maze of The Mad Magician, Catacombs of the Two River Kings, Secret City Of Catacombs, Serpent River Catacombs, Catacombs of Creatures, Challenging Chambers of Doom. (See these maps for GM overview of these dungeons.)




























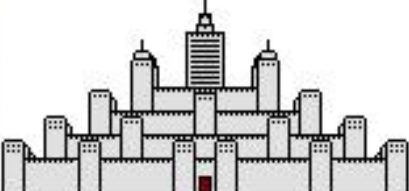







VOLDARIA



Voldaria

(The Midlands)

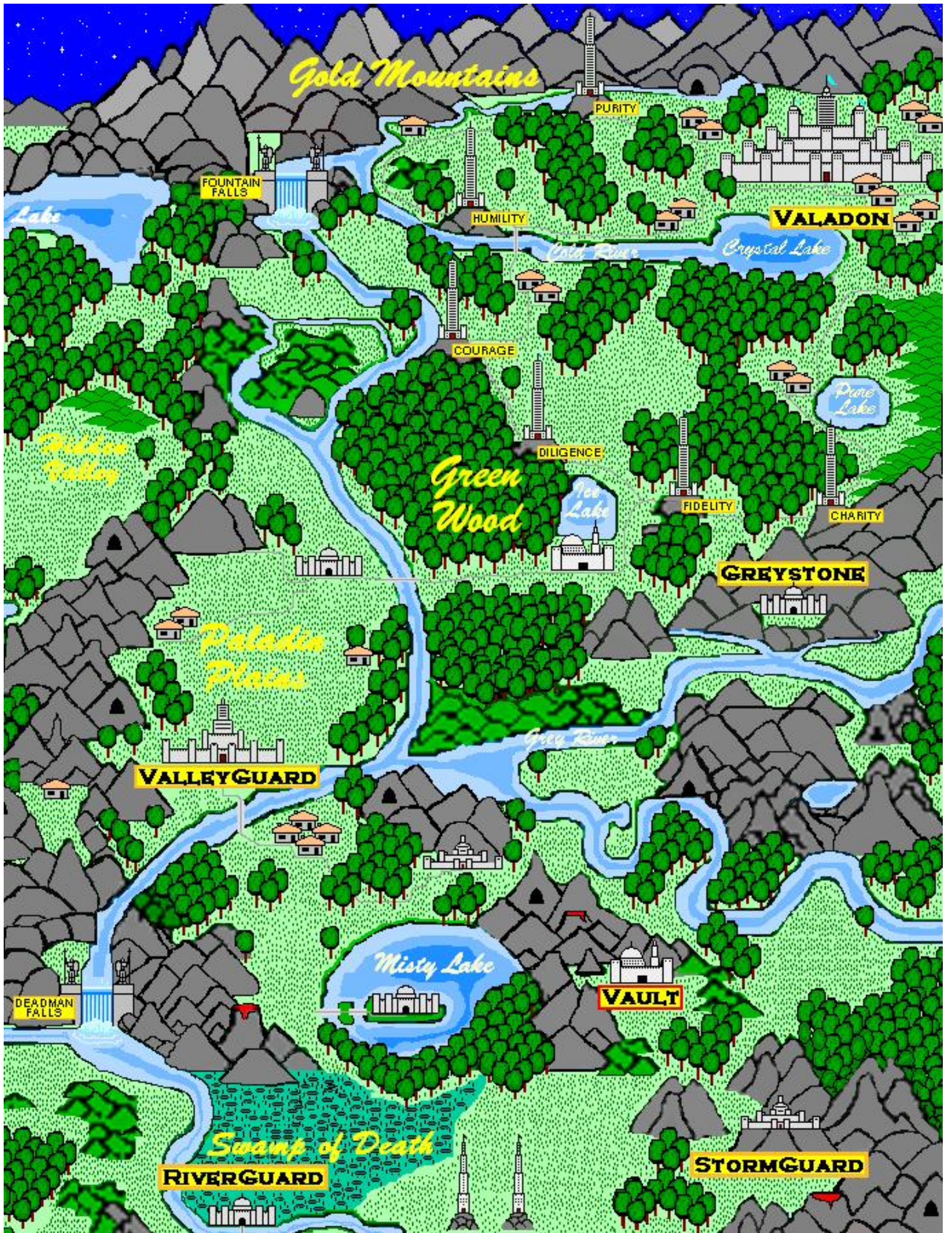
Map Legend

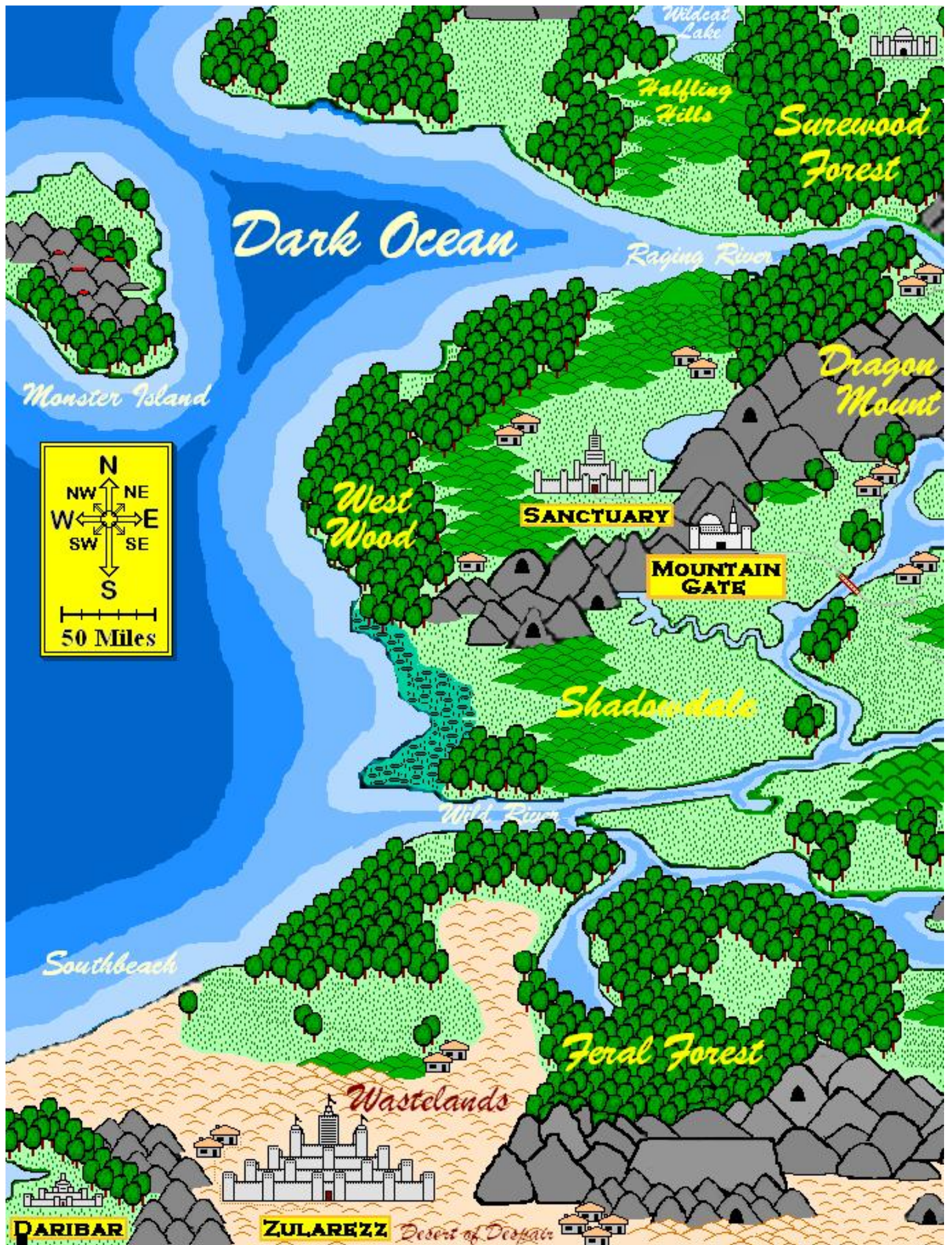
 Small Village	 Fortress	 Giant Statue	
 Medium Village	 Fortified Temple	 Small Cave	
 Large Village	 Temple	 Large Cave	
 Tree/Elven City	 Wizard's Tower	 Tunnel	
 Tower City	 Pyramid	 Dungeon Entrance	 Small Bridge
 Small City/Castle	 Sphinx	 Swamp Land	 Bridge & Roads
 Medium City/Castle	 Giant Tomb	 Grass	CITY NAME City Name Plate
 Large City/Castle	 Waterfall	 Hills	DUNGEON NAME Dungeon Name Plate
		 Mountains	AREA NAME Area of Interest Plate
		 Trees	<i>Landmark</i> Regional Label
		 Sand Dunes	 Sky
		 Unknown	



Map of
Voldaria
The Midlands

Age of Volondor (Player's Map)





Dark Ocean

Halfling Hills
Surewood Forest

Raging River

Dragon Mount

West Wood

SANCTUARY

MOUNTAIN GATE

Shadowdale

Wild River

Southbeach

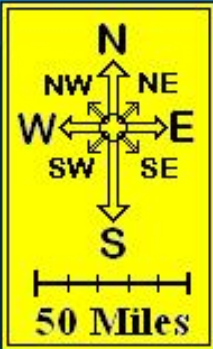
Feral Forest

Wastelands

PARIBAR

ZULAREZZ

Desert of Despair



Monster Island



TUNING TOWERS

WATERWARD

SILVERCREST

FIRE KEEP

DRAGONGUARD

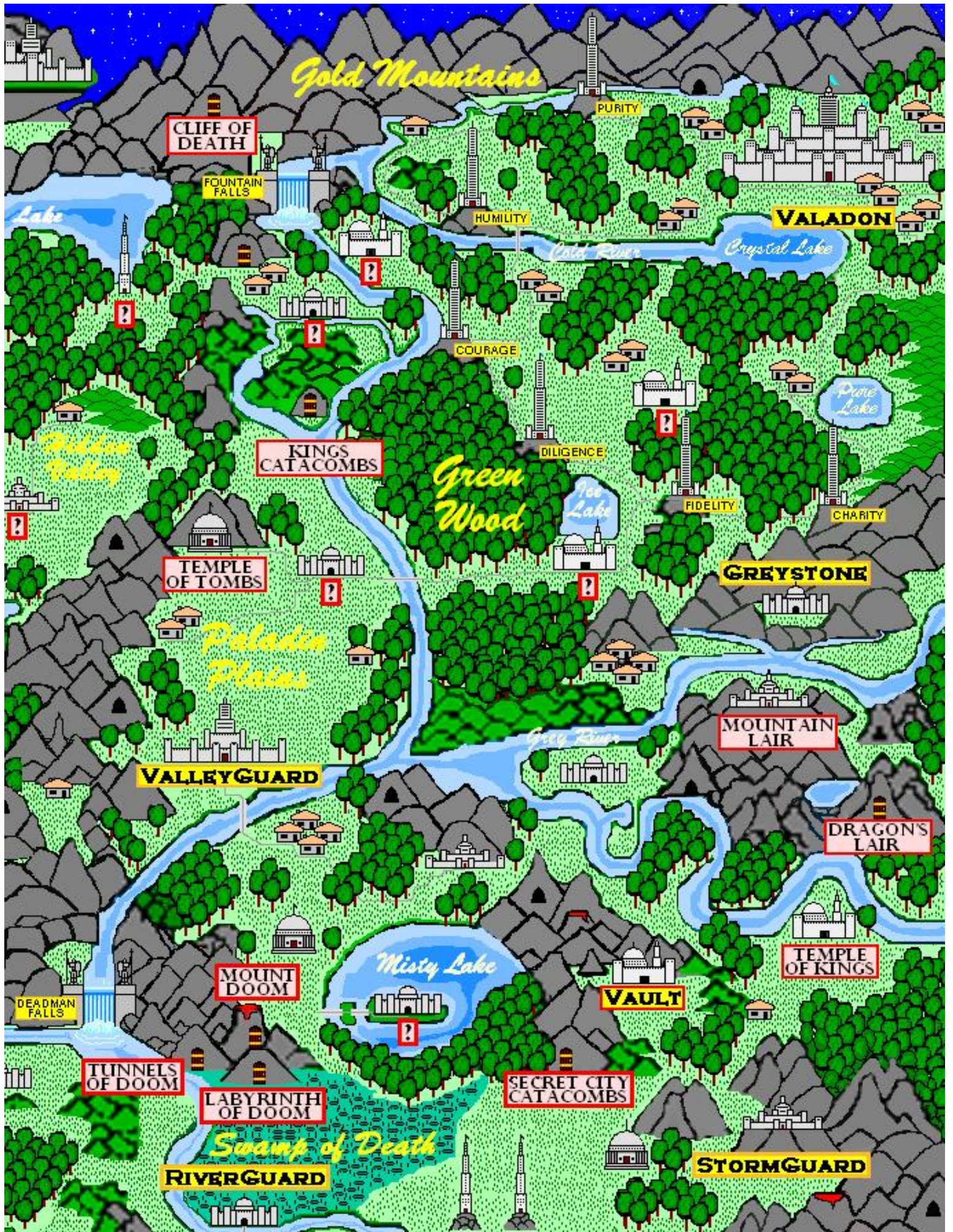
SEAGATE

DEATHGUARD

VOLONDOR

ELF HOME





Gold Mountains

CLIFF OF DEATH

FOUNTAIN FALLS

PURITY

VALADON

HUMILITY

COURAGE

DILIGENCE

FIDELITY

CHARITY

KINGS CATACOMBS

Green Wood

TEMPLE OF TOMBS

GREYSTONE

Paladins Plateau

VALLEYGUARD

MOUNTAIN LAIR

DRAGON'S LAIR

MOUNT DOOM

VAULT

TEMPLE OF KINGS

TUNNELS OF DOOM

LABYRINTH OF DOOM

SECRET CITY CATACOMBS

Swamp of Death

RIVERGUARD

STORMGUARD



MYSTERIOUS LAIR

Halfling Hills

Surrewood Forest

Dark Ocean

Raging River

Monster Island

LAIR OF MANY DENS

Dragon Mount

West Wood

SANCTUARY

MOUNTAIN GATE

Shadowdale

Wild River

TEMPLE OF SOULS

CHAMBERS OF DOOM

Southbeach

SPHINX OF DOOM

Wastelands

DARIBAR

ZULAREZZ

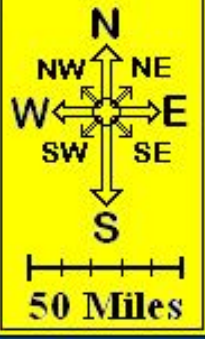
Desert of Deceit

MAZE OF MADNESS

Feral Forest

OLYMPUS

MAZE OF MEDUSA





TWISTED TUNNELS

TUNING TOWERS

TEMPLE OF TERRORS

WATERWARD

SPHINX OF SECRETS

Forgotten Forest

Wizard Island

SILVERCREST

FIRE KEEP

Wicked Woods

LABYRITH OF MANY LAIRS

Spine ainis

DRAGONGUARD

Siren's Sound

Mythreal Mountains

TEMPLE OF BLOOD

LABYRITH OF SECRETS

Vole Lands

Blood Bay

Blood Sea

MYTHADOOM

PYRAMID OF POWER

SEAGATE

DEATHGUARD

RIVER BANDIT LAIR

CATACOMB OF STEPS

ORC LAIR

Amazon Island

PIRATES LAIR

TEMPLE OF THUNDER

ELF HOME

VOLONDOR

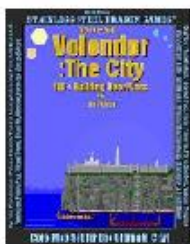
Everwood

Barbaric Forest

MAD MAGE MAZE

SPIDER QUEEN LAIR

Web Wood



Volondor: The City (Core Map Set)

(100+ Building Floor Plans)

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Perhaps the Largest Campaign Map Set in the World! Sold Separately as a +\$30 Value. Includes Two (4 Page Poster Size) Color Maps of Midlands, 12 Castles & Keeps, 12 Fortresses & Strongholds, 12 Temples & Tombs, 20 Caves & Caverns, 20 Labyrinths & Lairs, and 20 Mazes & Catacomb Map Sets. All depicted on Midlands Map. See items sold separately for details.

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Cellar/Dungeon Area

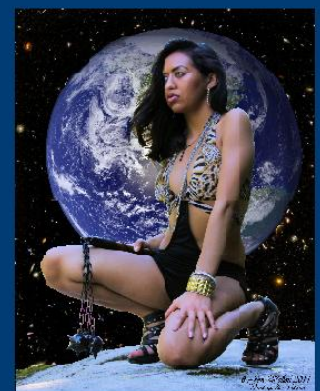
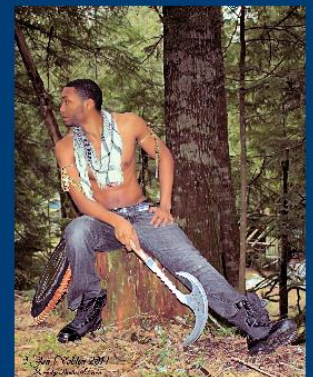


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To know where you are going, you first need to know where you are. The Voldaria Midlands Map is the perfect way to find your place in the world. This map is of one of the largest, most complete, and complex campaign worlds ever created. Over 100 cities and dungeons are depicted on this map. (Most of them our supported by detail maps of their own.)

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