

# THE MAP LIBRARY

Welcome to the Map Library. With this epic collection of **100** fantasy battle maps, you'll be ready for combat wherever your adventures take you. Roll initiative!

## FINDING THE RIGHT MAP

### BY TERRAIN TYPE

The maps are split into seven terrain types. Classic locations like taverns and homes can be found across all the terrains. Use the colour-coded **Map Overview** to see each battle map at a glance and discover its key features.

### BY ADVENTURE

If you're running a game from *One-Shot Wonders*, our award-winning book of D&D adventures, head to the **Adventure Index** at the back of this booklet to find the perfect map for each one-shot.

### TERRAIN TYPES

- ❖ Arctic Environments
- ❖ Coastal and Ocean
- ❖ Desert and Savannah
- ❖ Forest and Grassland
- ❖ Hills and Mountains
- ❖ Underground Spaces
- ❖ Urban Settlements

## MAP OVERVIEW

Every battle map in the Map Library is labelled with a number (1 – 50) and a letter (A or B). The labels on the maps match the contents list below, so you can easily find what you need.



❖ Winter Village  
Sheet 1 | Side A  
Evening scene with four cosy homes decorated for the festive season.



❖ Cosy Tavern  
Sheet 1 | Side B  
Simply furnished inn with a bar, stables and multiple rooms for visitors.



❖ Frozen Graveyard  
Sheet 2 | Side A  
Frosty burial ground with outer fence and overgrown plants.



❖ Research Station  
Sheet 2 | Side B  
Laboratory with scientific equipment, offices and storage.



❖ Glacial Lair  
Sheet 3 | Side A  
Icy cave with a dragon skeleton and treasure hoard in the centre of the space.



❖ Ice Palace  
Sheet 3 | Side B  
Chilling palace interior with treasure room, dungeons and icy obstacles.



**● Remote Campsite**  
**Sheet 4 | Side A**  
Group of tents and a warming campfire sit on a snowy hill.



**● Arctic Nest**  
**Sheet 4 | Side B**  
Large nest perched perilously on the edge of a frost-covered rock face.



**● Snowy Tundra**  
**Sheet 5 | Side A**  
Arctic terrain with evergreen trees, cracked ice ponds and footprints.



**● Icy Lake**  
**Sheet 5 | Side B**  
Vast, frozen lake with ominous cracks in the surface, lit with an eerie twilight glow.



**● Beach Tavern**  
**Sheet 6 | Side A**  
Rustic bar on the shoreline, decorated for a wedding or other ceremony.



**● Island Home**  
**Sheet 6 | Side B**  
Colourfully furnished home, stocked with fishing gear and surrounded by water.



**● Seaside Restaurant**  
**Sheet 7 | Side A**  
Well-kept seafood diner with a small kitchen and pantry.



**● Abandoned Boat**  
**Sheet 7 | Side B**  
Small, rundown fishing boat moored by a wooden jetty.



**● Docked Ship**  
**Sheet 8 | Side A**  
Large ship with captain's quarters, galley, storage and crew hammocks.



**● Battling Vessels**  
**Sheet 8 | Side B**  
Two ships; one laden with cargo, the other armed with cannons.



**● Sunken Shipwreck**  
**Sheet 9 | Side A**  
Seabed with coral, rocks and debris from a sunken vessel.



**● Elemental Temple**  
**Sheet 9 | Side B**  
Strange sanctum with a raised water tank and lower pool.



**● Haunted Lighthouse**  
**Sheet 10 | Side A**  
Three-storey tower housing a disturbing amount of coffins.



**● Sea Cave Lair**  
**Sheet 10 | Side B**  
Waterlogged cave tunnels lead from a smugglers' den to a sinister lair.



**● Sandy Beach**  
**Sheet 11 | Side A**  
Tropical landscape with clear waters, a sandy beach and lush treeline.



**● Open Water**  
**Sheet 11 | Side B**  
Rippling body of water that could be a large lake, open sea or part of an ocean.



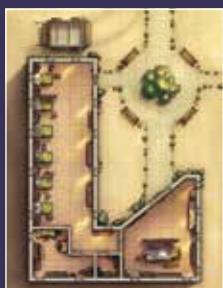
**● Coastal Cliffs**  
**Sheet 12 | Side A**  
Raised cliff edge with a rocky drop, sheltered bay area and stony shallows.



**● Moonlit Oasis**  
**Sheet 12 | Side B**  
Shaded pool next to large boulders, lush succulents and wide palm trees.



**● Desert Town**  
**Sheet 13 | Side A**  
Sun-drenched urban space with a café, well and other town buildings.



**● Village Hospital**  
**Sheet 13 | Side B**  
Basic infirmary with beds for patients, an office, surgery and cart for transport.



**● Race Track**  
**Sheet 14 | Side A**  
Twisting route through the dunes with obstacles, flags and crowd stands.



**● Derelict Arena**  
**Sheet 14 | Side B**  
Circular arena with four entrances in the middle of a dusty, barren landscape.



**● Bandit Hideout**  
**Sheet 15 | Side A**  
Secret base hollowed into rock. Torchlight reveals chests, coins and fine furnishings.



**● Insect Lair**  
**Sheet 15 | Side B**  
Tunnel system with insect larvae and secretions, plant roots and farm tools.



◆ **Treasure Tomb**  
Sheet 16 | Side A  
Mausoleum with stone sarcophagi, statues and blocked treasure chamber.



◆ **Secret Temple**  
Sheet 16 | Side B  
Ancient chambers with painted tile floors, stone plinths and a small dais.



◆ **Rocky Canyon**  
Sheet 17 | Side A  
Route through an arid canyon; sand and rockfalls cover the dusty landscape.



◆ **Watering Hole**  
Sheet 17 | Side B  
Muddy banks of a small oasis of water, palm trees shade the hot and dry terrain.



◆ **Hag's Cottage**  
Sheet 18 | Side A  
Stone cottage with fenced-off garden, macabre decor and bubbling cauldron.



◆ **Overgrown Mansion**  
Sheet 18 | Side B  
Rundown house full of strange curios with a hidden basement.



◆ **Moonlit Temple**  
Map 19 | Side A  
Secluded chapel with raised altar, pews and simple living spaces.



◆ **Orchard Distillery**  
Map 19 | Side B  
Rows of apple trees neighbour a factory filled with metal vats.



◆ **Woodland Hut**  
Sheet 20 | Side A  
Small, thatched dwelling with a path, autumnal trees and a flowing stream.



◆ **Murky Swamp**  
Sheet 20 | Side B  
Boggy terrain with soft mud, murky water and decaying plant life.



◆ **Caravan Camp**  
Sheet 21 | Side A  
Group of vibrant caravan homes with colourful interiors, parked by a stage.



◆ **Forest Campsite**  
Map 21 | Side B  
Small campfire, table and wooden cage sit in dappled shade.



◆ **Magical Garden**  
Map 22 | Side A  
Colourful cottage garden with a small pond and treehouse.



◆ **Ancient Ruins**  
Sheet 22 | Side B  
Remains of a large stone building with grass growing over old cobblestones.



◆ **Midnight Rainforest**  
Map 23 | Side A  
Roots and tree vines spread across the dark rainforest floor.



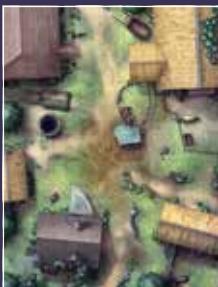
◆ **Burning Glade**  
Sheet 23 | Side B  
A flaming ring of silver birch trees has charred nearby soil and plants.



◆ **Dense Forest**  
Sheet 24 | Side A  
Trees of different sizes and thick vegetation on top of wild grass.



◆ **Jungle Floor**  
Sheet 24 | Side B  
Lush ferns and creeping moss cover old stone walls and disguise a sharp drop.



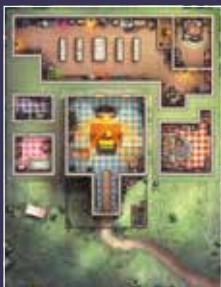
◆ **Rural Village**  
Sheet 25 | Side A  
Rustic village scene with a stone well, carts, stalls and five small buildings.



◆ **Farm Fields**  
Sheet 25 | Side B  
Farm equipment and scarecrows can be found near rows of corn and crops.



◆ **Grassy Road**  
Sheet 26 | Side A  
Thin dirt track leads through a grassy meadow dotted with large trees.



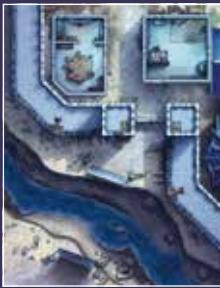
◆ **Wizard's Home**  
Sheet 26 | Side B  
Warren of a home with gravity-defying furniture and cases of odd magical items.



◆ **Infested Keep**  
Sheet 27 | Side A  
Damaged remains of a defensive outpost filled with eggs, nests and loose feathers.



◆ **Fortified Lodge**  
Sheet 27 | Side B  
Hilltop fort with icy moat, drawbridge, spiked wooden fence and training yard.



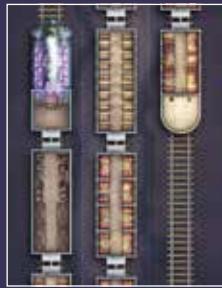
• **Isolated Prison**  
Sheet 28 | Side A  
Rainswept prison entrance with watch towers, barbed wire and a drawbridge.



• **Trapped Maze**  
Sheet 28 | Side B  
Labyrinth leading to a spiral staircase. The walls crackle with electrical energy.



• **Suspension Bridge**  
Sheet 29 | Side A  
Ravine crossing with damaged barriers and broken planks.



• **Train Carriages**  
Sheet 29 | Side B  
Arcane train with five carriages, including a driver's cab and luggage store.



• **Celestial Statue**  
Sheet 30 | Side A  
Huge statue with glowing hands gazes out over a cliff edge.



• **Cloudy Sky**  
Sheet 30 | Side B  
Light cloud cover reveals grass, trees and rocks in the distance below.



• **Eldritch Outpost**  
Sheet 31 | Side A  
Magical gateway protected by four arcane cannons.



• **Starry Realm**  
Sheet 31 | Side B  
An open magical gateway leads into an astral plane full of floating debris.



• **Mountain Pass**  
Sheet 32 | Side A  
Open route between rocky ridges, which splits off into two smaller paths.



• **Steep Climb**  
Sheet 32 | Side B  
Hazardous path on an incline. Long vines, loose rocks and deep chasms add risks.



• **Volcano Base**  
Sheet 33 | Side A  
Twisting hill path, scattered with pipes and old machinery, leading to a lava pool.



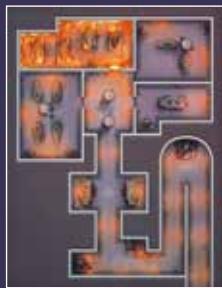
• **Dark Cavern**  
Sheet 33 | Side B  
Shadowy cave floor littered with lightly glowing fungi and fallen stalactites.



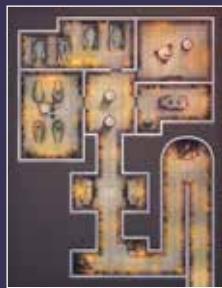
• **Castle Dungeons**  
Sheet 34 | Side A  
Basement area with prisoner cells and guard chambers.



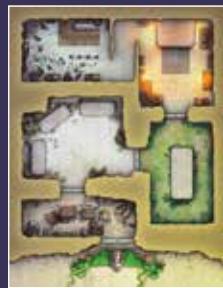
• **City Sewers**  
Sheet 34 | Side B  
Network of pipes and open water tunnels with access ladders and drain covers.



• **Fiery Crypt**  
Sheet 35 | Side A  
Sombre crypt with tombs, urns and statues. One chamber is ablaze.



• **Dusty Catacombs**  
Sheet 35 | Side B  
Flower-filled crypt with a meeting room in one corner.



• **Cave Museum**  
Sheet 36 | Side A  
Museum rooms with empty or destroyed dinosaur displays, including a gift shop.



• **Twisted Carnival**  
Sheet 36 | Side B  
Chambers full of carnival-inspired games and props.



• **Dragon Forge**  
Sheet 37 | Side A  
Workshop powered by a magical hearth in the shape of a dragon's head.



• **Mine Tunnels**  
Sheet 37 | Side B  
Mine interior with cart tracks, piles of loose rock, work stations and tools.



• **Mining Camp**  
Sheet 38 | Side A  
Mine exterior with entrance tunnel, storage crates and crew campsite.



• **Volcanic Mine**  
Sheet 38 | Side B  
Tunnels lead past bubbling magma lakes before reaching a large chamber.



• **Crystal Caves**  
Sheet 39 | Side A  
Fenced-off cave full of glowing crystals. An access bridge has been destroyed.



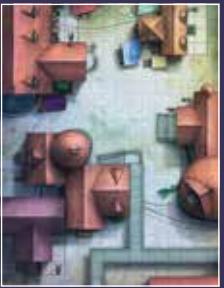
• **Cave Interiors**  
Sheet 39 | Side B  
Four different cave interiors: a campsite, crystal cavern, animal nest and spider lair.



• **Occult Hideout**  
Sheet 40 | Side A  
Extensive hidden basement is home to several offices and an arcane workshop.



• **Urban Houses**  
Sheet 40 | Side B  
Four residential interiors in a town setting, each with a different layout.



• **Daytime Street**  
Sheet 41 | Side A  
Upbeat urban scene with paved streets, flags, tidy planting and small stalls.



• **Evening Street**  
Sheet 41 | Side B  
Dark and deserted area of town. Crates are piled up next to unlit buildings.



• **Boutique Shop**  
Sheet 42 | Side A  
Shop selling clothing and jewellery. A dark attic is home to small fey beings.



• **Bakery Fight Club**  
Sheet 42 | Side B  
Bakery disguises the entrance to a fighting arena and bar.



• **Busy Market**  
Sheet 43 | Side A  
Colourful scene with carts, stalls and shop exteriors around a central fountain.



• **Destroyed Market**  
Sheet 43 | Side B  
Charred and broken remains of a busy market scene.



• **Town Apothecary**  
Sheet 44 | Side A  
Herbalist's shop with an office, garden and potion workshop.



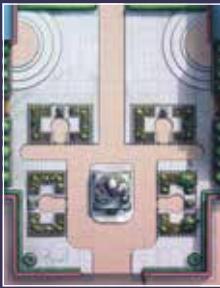
• **Village Tavern**  
Sheet 44 | Side B  
Large inn with a bar, stage, kitchen, basement, bedrooms and meeting rooms.



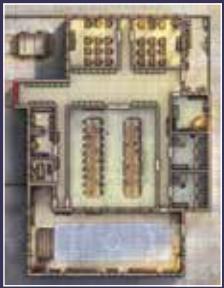
• **Mage's Townhouse**  
Sheet 45 | Side A  
Rundown home with a magical study and narrow rear alleyway.



• **Grand Library**  
Sheet 45 | Side B  
Spacious library with desks. Two staircases lead to a mezzanine balcony.



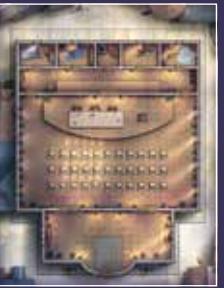
• **Paved Courtyard**  
Sheet 46 | Side A  
Gated garden with formal planting, statues and benches.



• **School Building**  
Sheet 46 | Side B  
School with dining hall, classrooms, gym, library and offices.



• **Local Theatre**  
Sheet 47 | Side A  
Theatre with a stage, curtains, backstage area, rows of luxury seats and a lobby.



• **Town Hall**  
Sheet 47 | Side B  
Civic building with simple seating, raised desk and podium, and private offices.



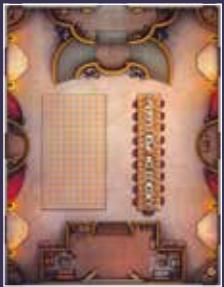
• **Bank Vaults**  
Sheet 48 | Side A  
Treasure-filled vaults with thick doors, plus a lobby, office, and security workshop.



• **Spa Hotel**  
Sheet 48 | Side B  
Luxury hotel with treatment rooms, swimming pool, bar and outside seating.



• **Royal Palace**  
Sheet 49 | Side A  
Regal throne room, private chambers, kitchen, bathroom and locked vaults.



• **Ornate Ballroom**  
Sheet 49 | Side B  
Banquet hall with dance floor and musicians' gallery.



**Mirabilis**  
Sheet 50 | Side A



**Mirabilis Locations**  
Sheet 50 | Side B

The final two maps in the Map Library give you a whole world to explore! The original fantasy realm of Mirabilis is a ready-made setting for all of the other maps in this collection. Head to page 178 in *One-Shot Wonders* for more lore about the history, geography, people and creatures of Mirabilis. Or, use the version of the map without place names as the starting point for a world of your own.

# ADVENTURE INDEX

*One-Shot Wonders* has over 100 D&D adventures. Pick a one-shot from the book, then use the list below to find the perfect map. You'll be game-night ready in no time.

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Want epic sessions without hours of prep? Scan the QR code to pick up *One-Shot Wonders!*

# KICKSTARTER BACKERS

A huge thank you to everyone who backed this project. Your support helped us make the Map Library bigger and better than we could have ever imagined. Here's to you and all the adventures ahead!

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