



CCC GARY I, II, III

MAP A.3

THE MUSEUM

MAP A.4

THE BATHS

MAP B.3

WAKKA, WAKKA, WAKKA

MAP C.1 & C.2

- | | | | |
|---|--------------------|----|---------------------|
| 1 | GUN EMPLACEMENT | 6 | DEFENDED POSITION |
| 2 | RUNNING BATTLE | 7 | CORPSES EVERYWHERE |
| 3 | FLEEING COMBATANTS | 8 | TRIPWIRE EXPLOSIVES |
| 4 | INVISIBLE WIZARD | 9 | YUAN-TI PATROL |
| 5 | SNEAK THIEF | 10 | KRAKEN PATROL |

MAP A.1 & A.2

THE DINNER PARTY
THE AFTER PARTY

MAP B.1

THE KID IS NOT MY SON

MAP B.2

THE BARON

MAP C.3 ~ C.10

- | | | | |
|---|-------------------|----|-----------------------|
| 1 | DEFENDED ROOM | 6 | WIRED TO EXPLODE ROOM |
| 2 | DEATH ROOM | 7 | SAFE HAVEN ROOM |
| 3 | ILLUSIONARY ROOM | 8 | DEN ROOM |
| 4 | COMPLEX TRAP ROOM | 9 | BROKEN TRAP ROOM |
| 5 | ASSAULTED ROOM | 10 | PUZZLE ROOM |

MAP C.11

WARZONE PUZZLE ROOM

BOUNDARY

THE COILED COMPLEX

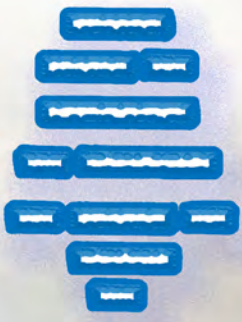
LUKE GYGAX & THOMAS VALLEY



THE COILED COMPLEX: CCC GARY I II III



"CELEBRATING A LIFE WELL PLAYED"



THE COILED COMPLEX



THE COMPLEX

BOUND

A MYSTERIOUS NEW CONSTRUCT WITHIN THE
ZHENT SLUMS OUTSIDE MULLMASTER

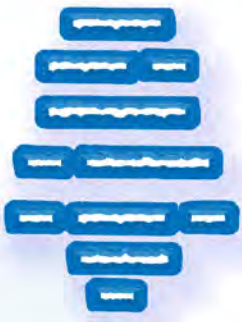


THE COILED COMPLEX

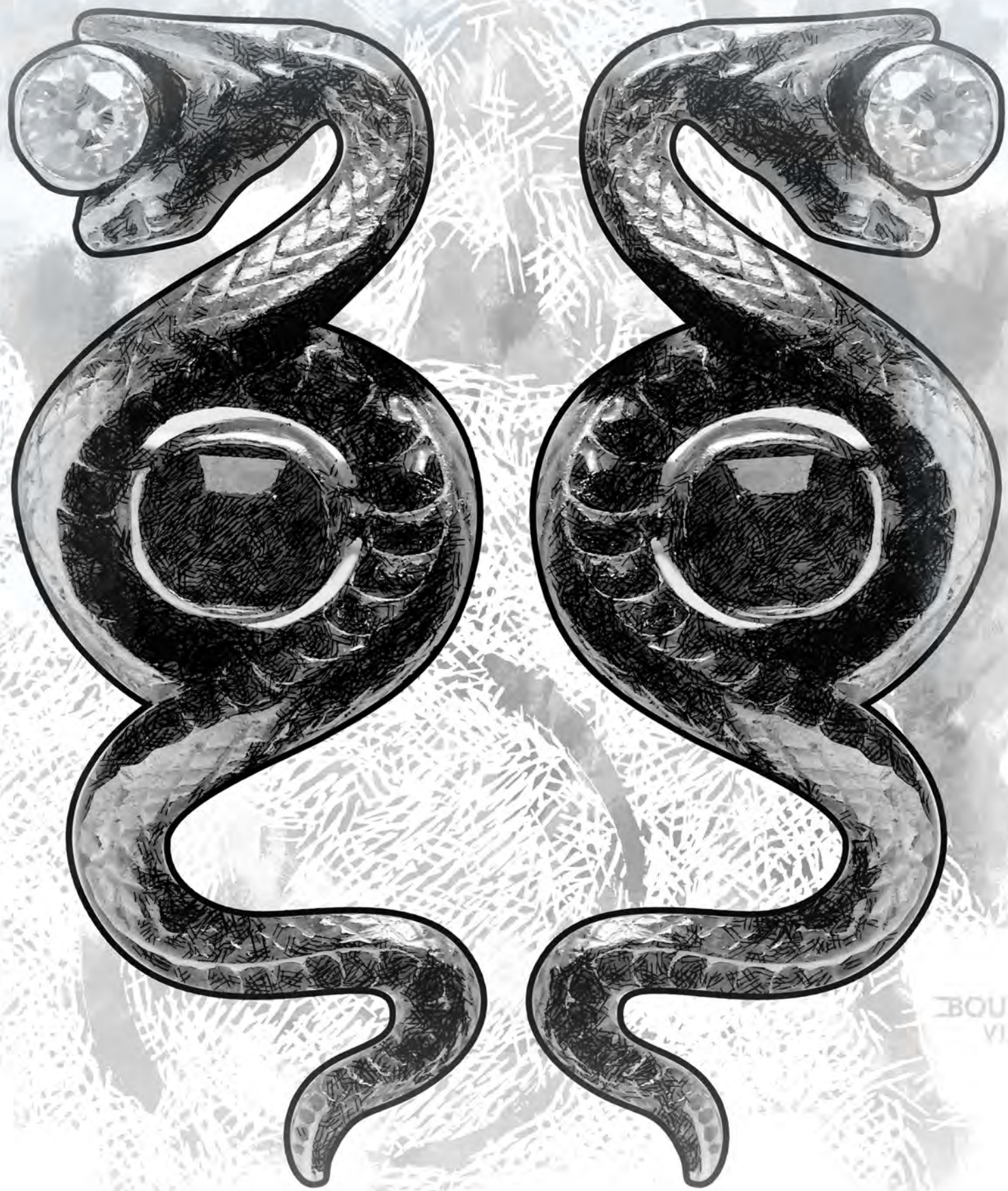


Handout A.1

INVITATION to THE COILED COMPLEX



THE COILED COMPLEX



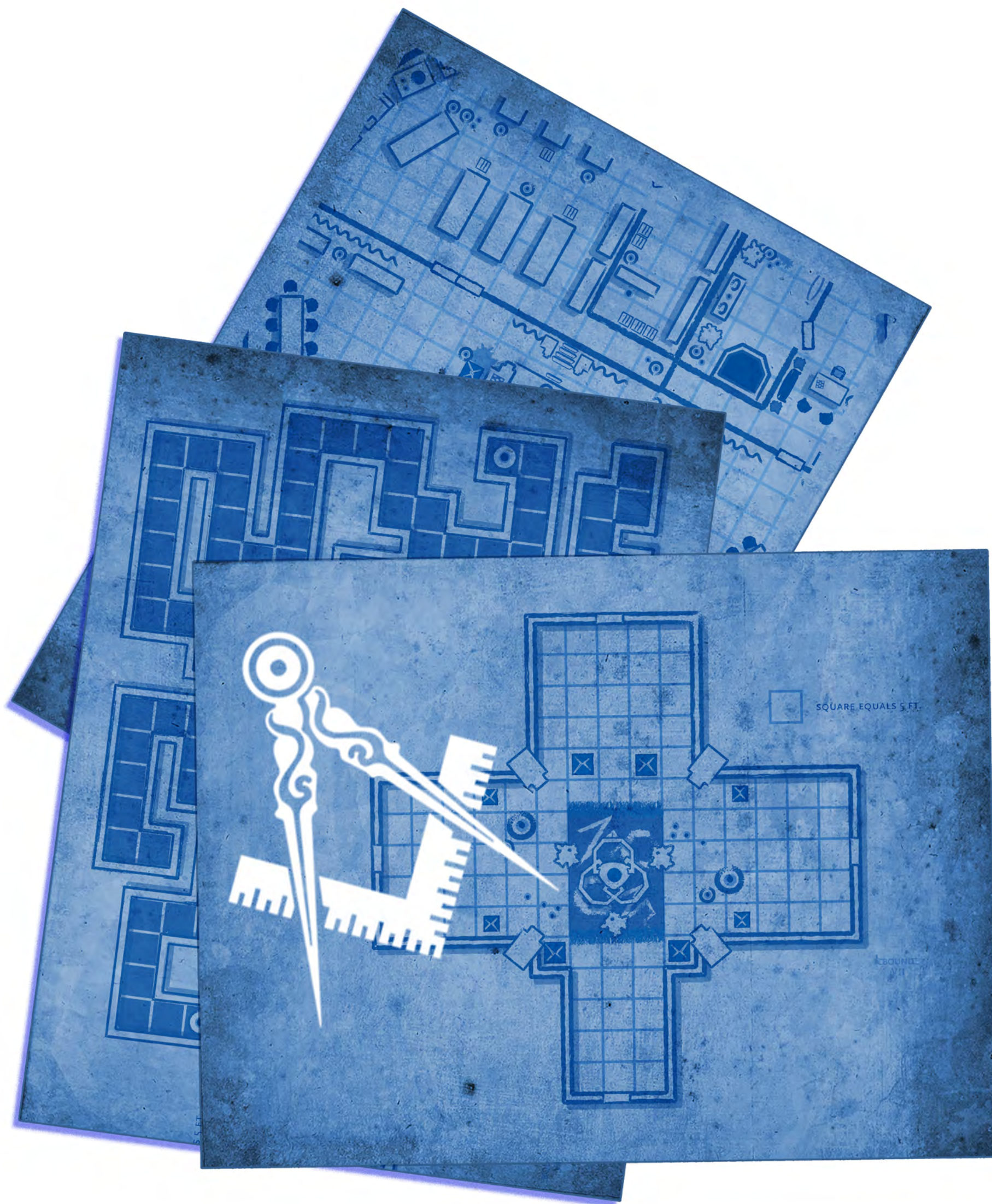
BOUND
VII

fig. a.1

HANDLES IN SHAPE OF TWO SERPENT HEADS
ADORN MAHOGANY DOORS

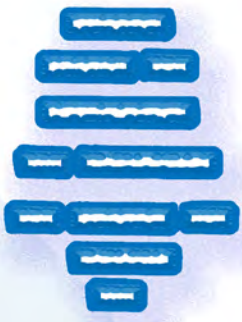


THE COILED COMPLEX

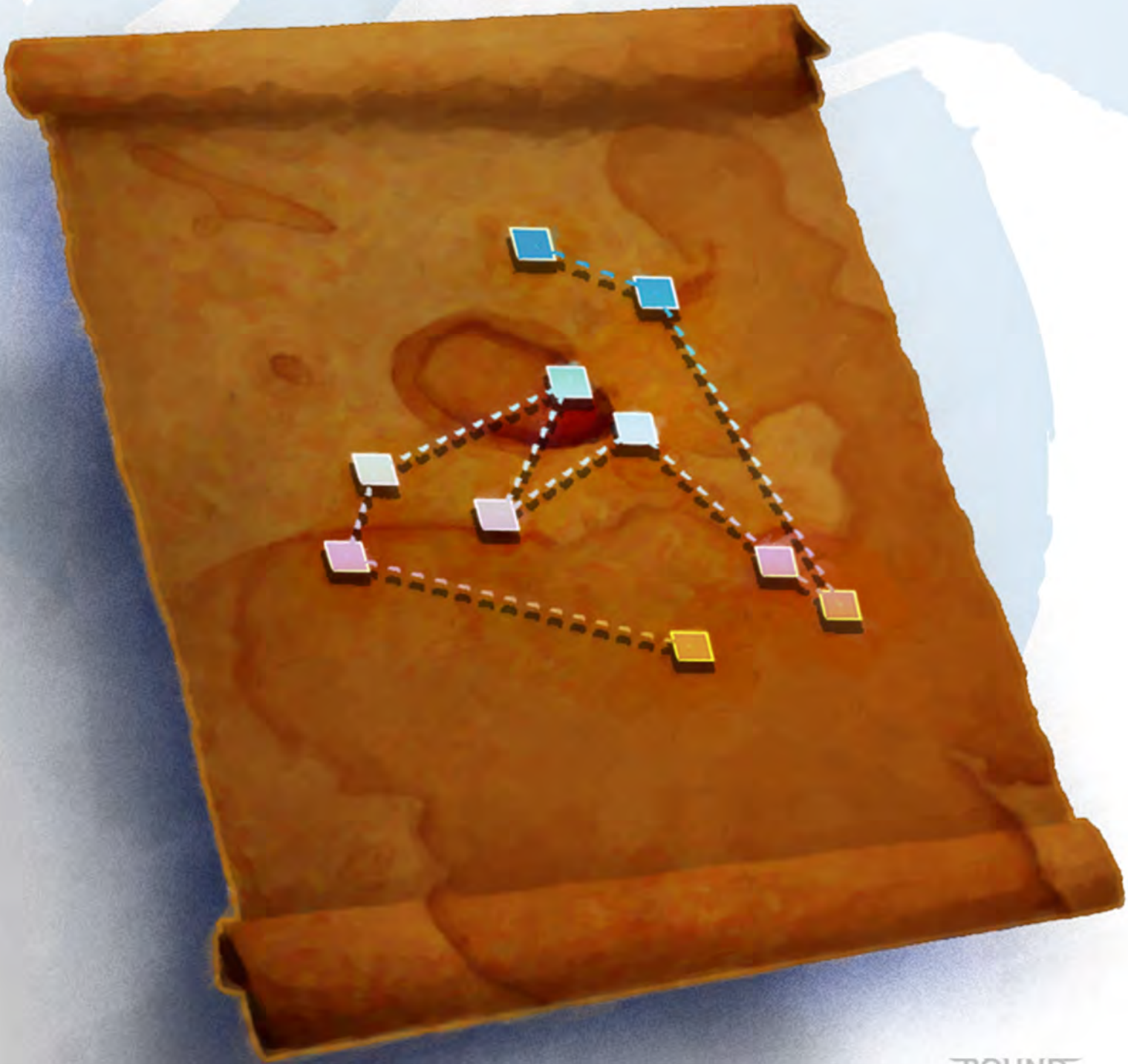


Handout A.3

BLUEPRINTS OF THE COILED COMPLEX



THE COILED COMPLEX



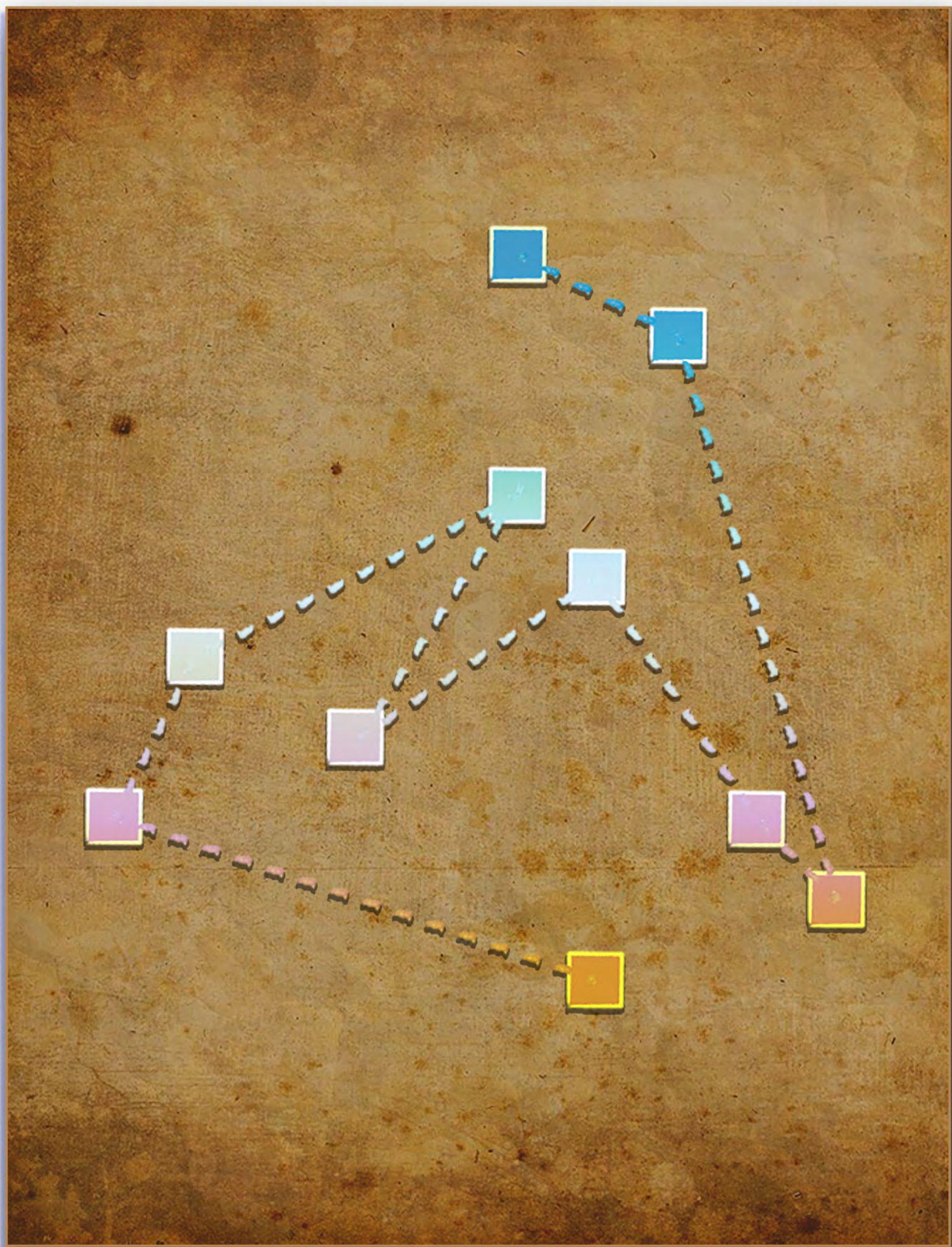
BOUND
VII

TILE OBSTACLE KEY

A MAP CONTAINING DIRECTIONS FOR A
CHALLENGE OR TRAP OF SOME KIND.



THE COILED COMPLEX



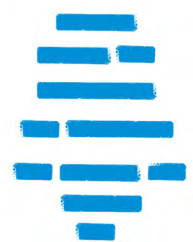
Handout A.2

MAP CCC~GARY~02: PART ONE



THE COILED COMPLEX

THE BATHS



THE COILED COMPLEX



BOUND
VII

EEL POOL



THE COILED COMPLEX



BOUND
VII

YUAN TI MALISON



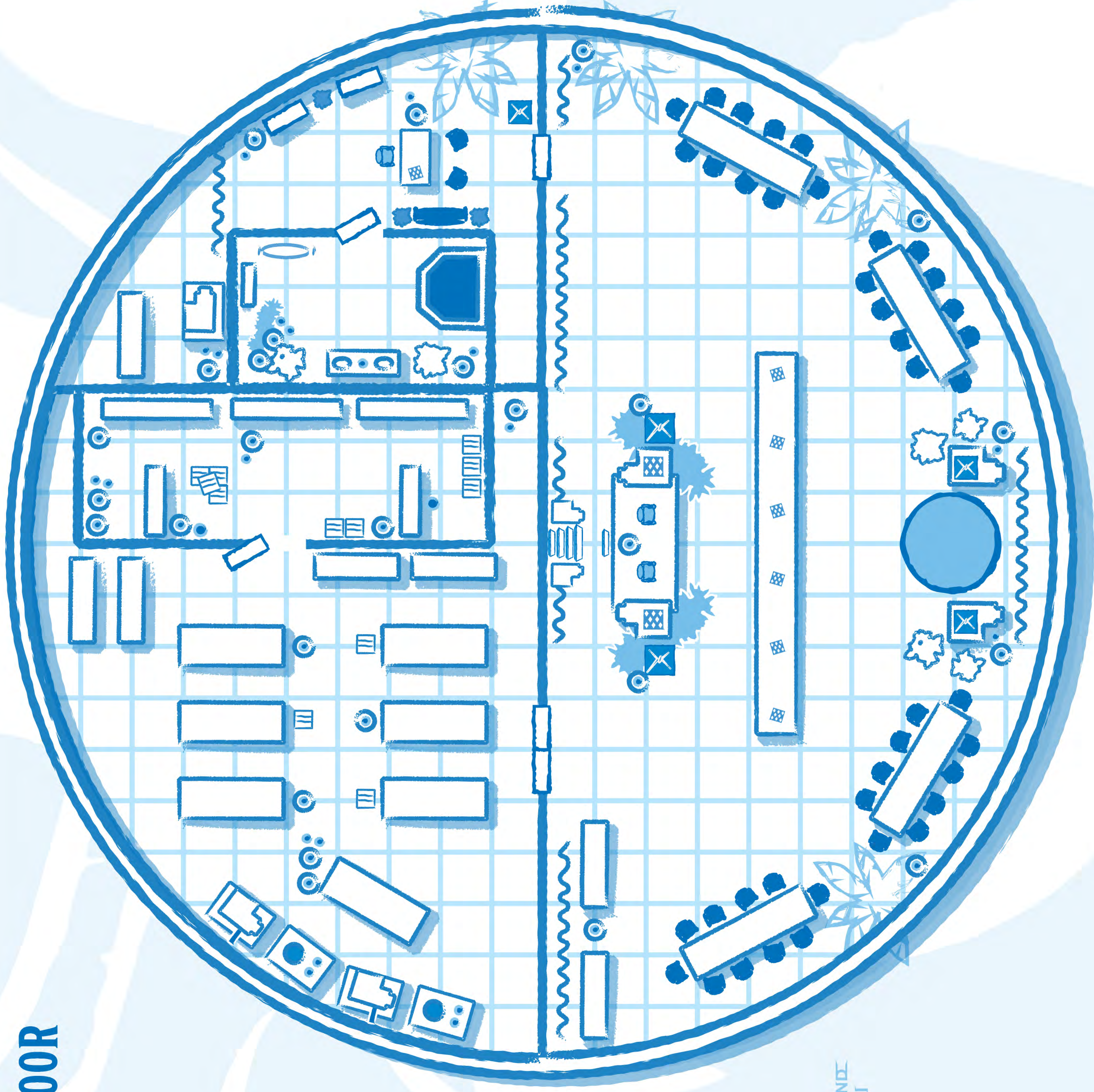
THE COILED COMPLEX



BOUND

THE BARON
(YUAN TI ANATHEMA)

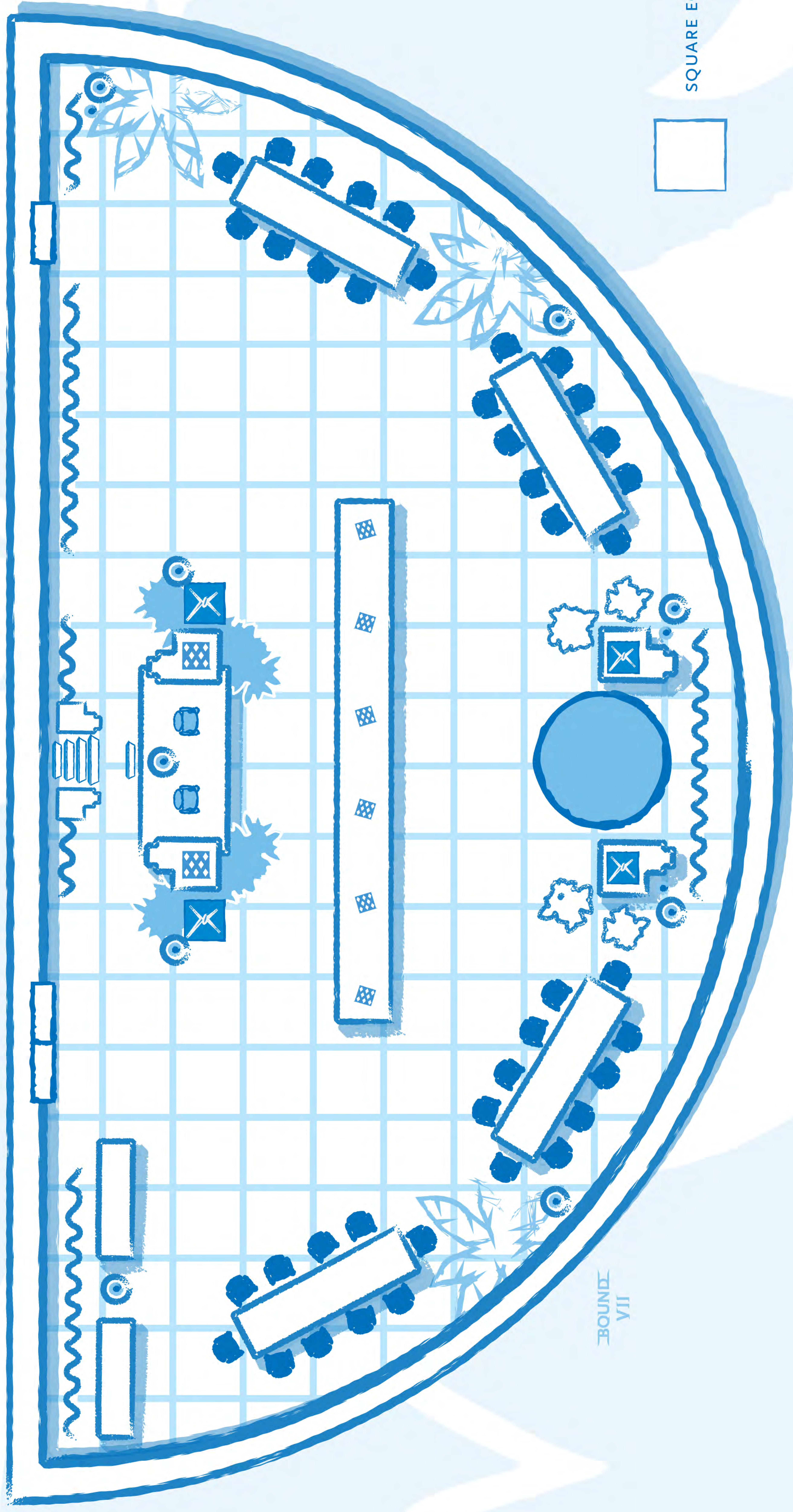
MAP A.1, A.2 : TOP FLOOR



□ SQUARE EQUALS 10 FT.

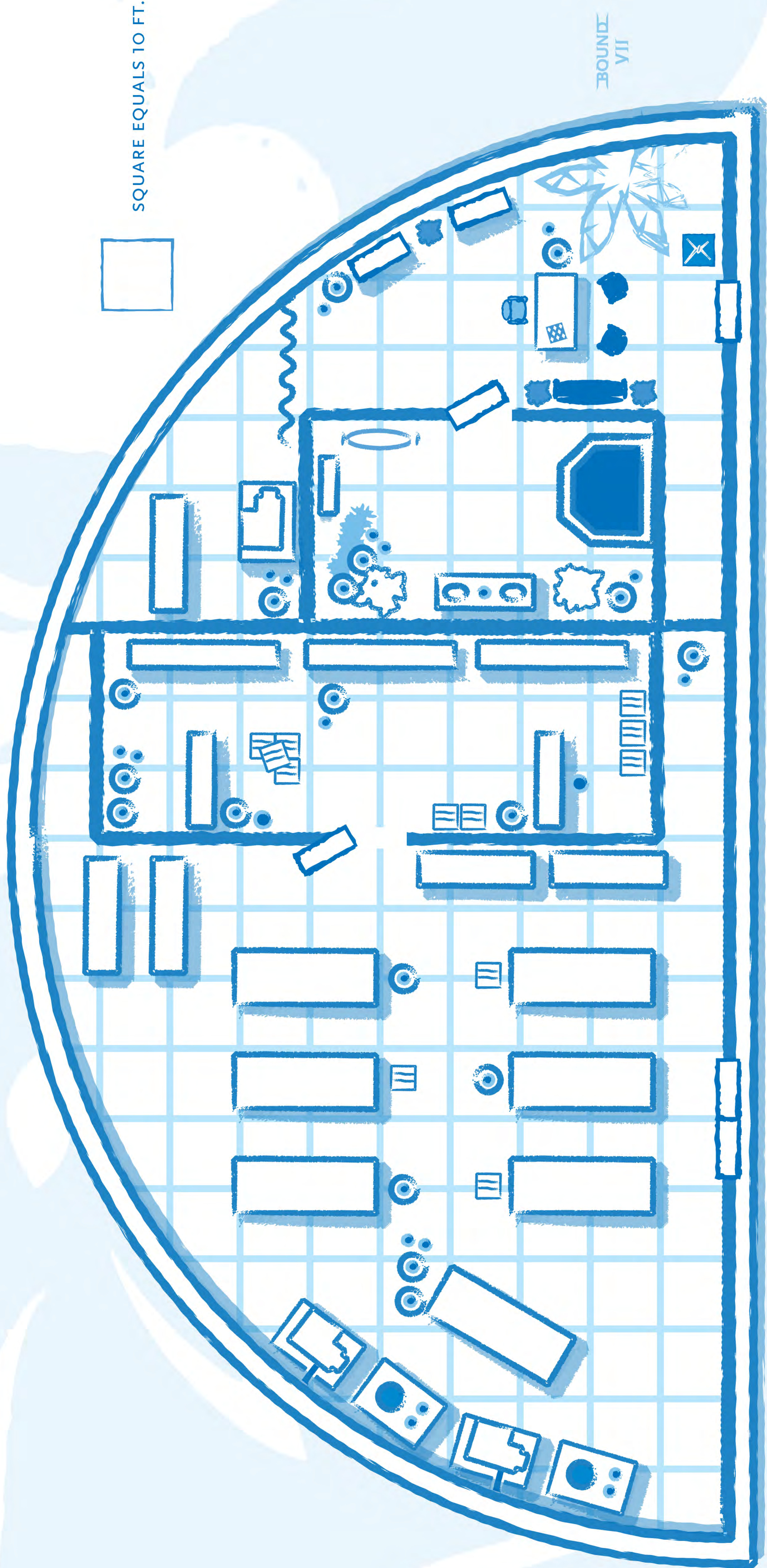
A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY

MAP A.1 : THE DINNER PARTY



A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY

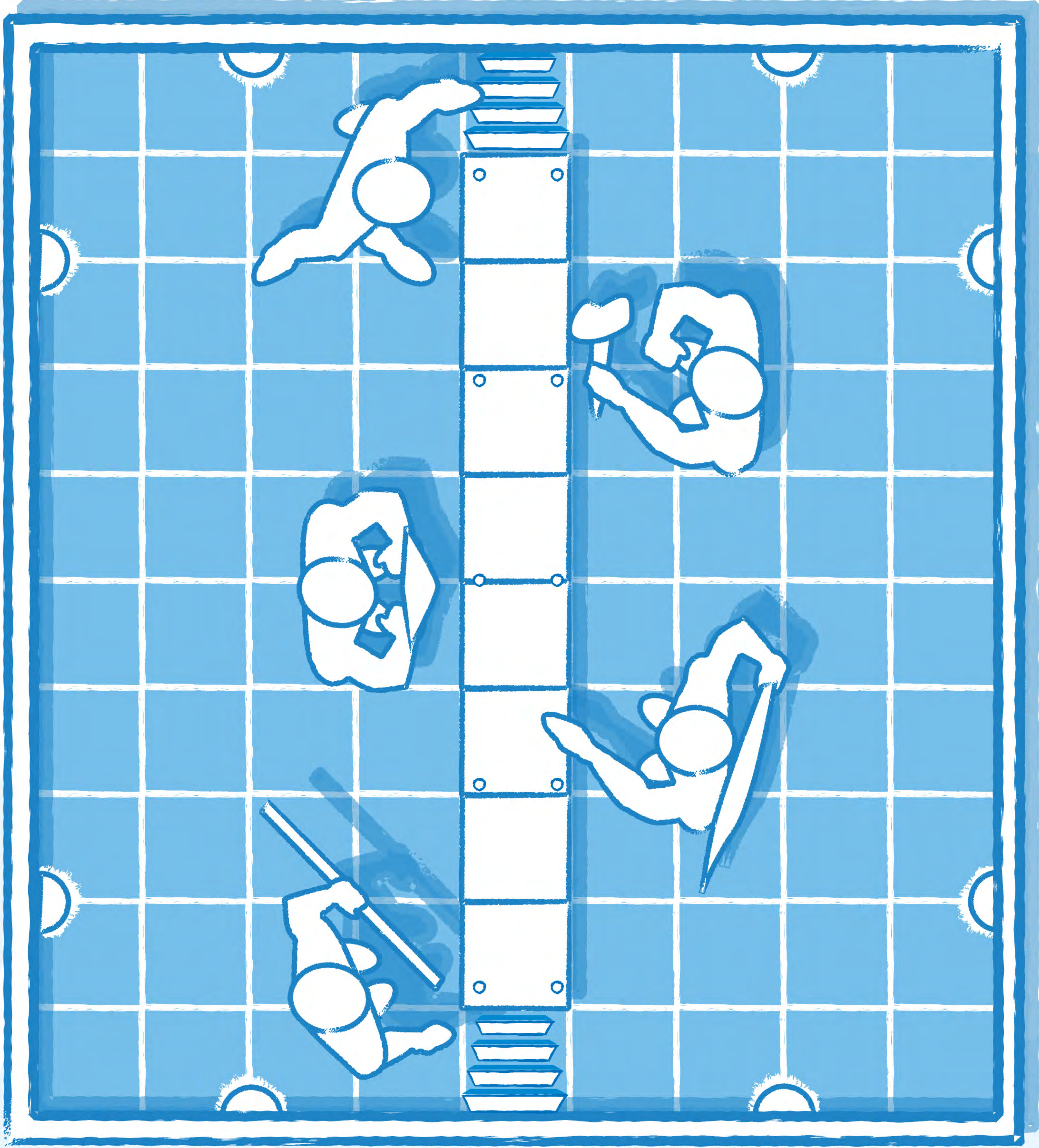
MAP A.2 : THE AFTER PARTY



A NIGHT TO REMEMBER

LUKE GYGAX & THOMAS VALLEY

MAP A.3 : THE MUSEUM



BOUND VII

1 SQUARE EQUALS 20 FT.

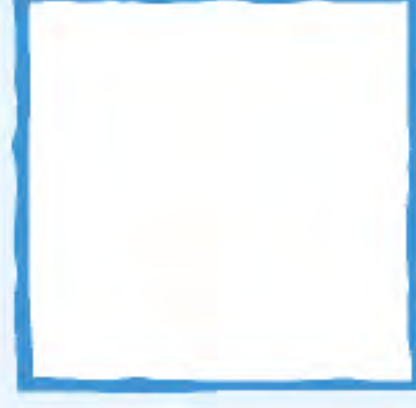
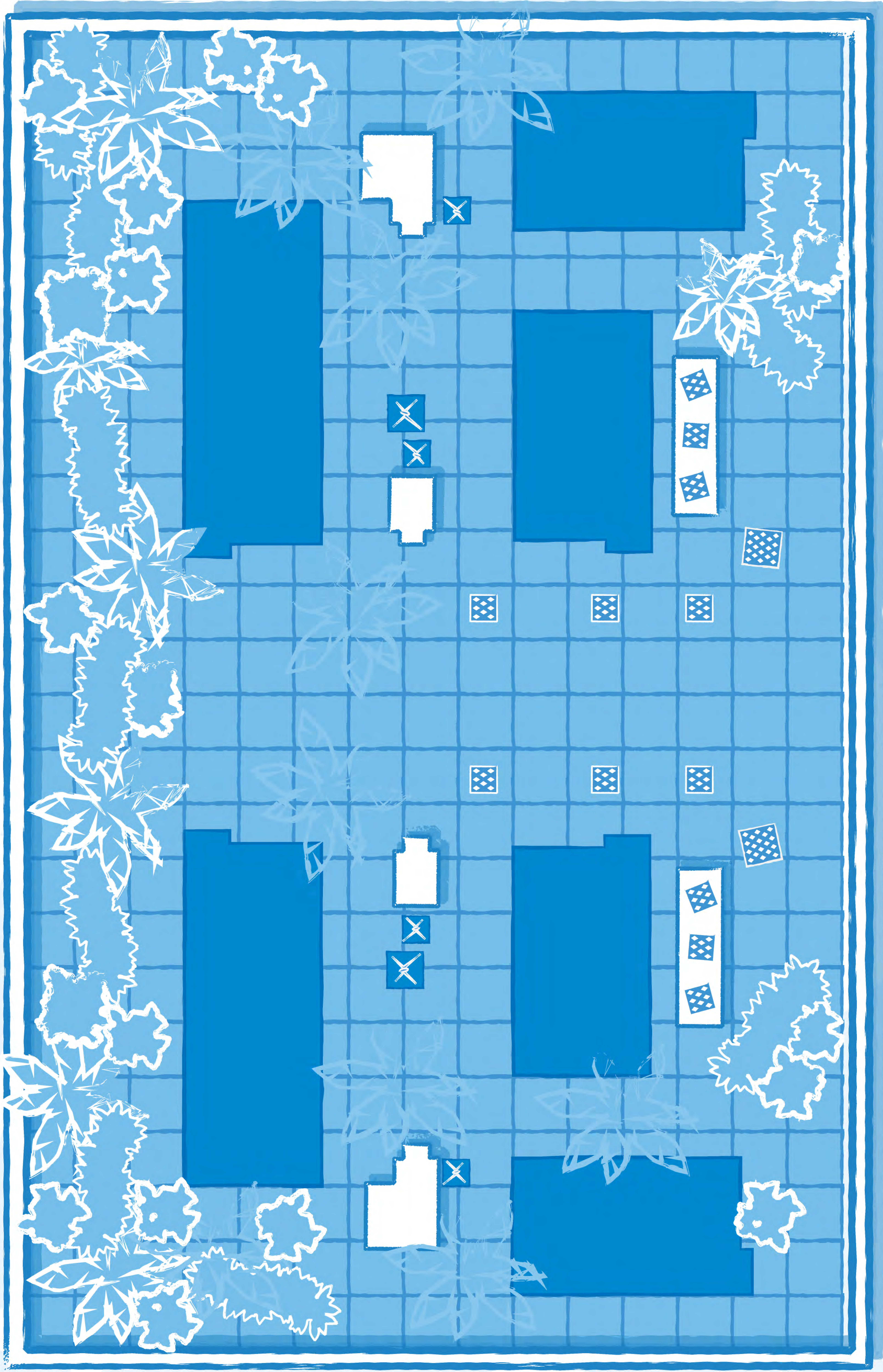
A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY

D&D ADVENTURERS LEAGUE
THE COILED COMPLEX: CCC GARY I II III

"CELEBRATING A LIFE WELL PLAYED"

ADVENTURERS LEAGUE IX

MAP A.4 : THE BATHS

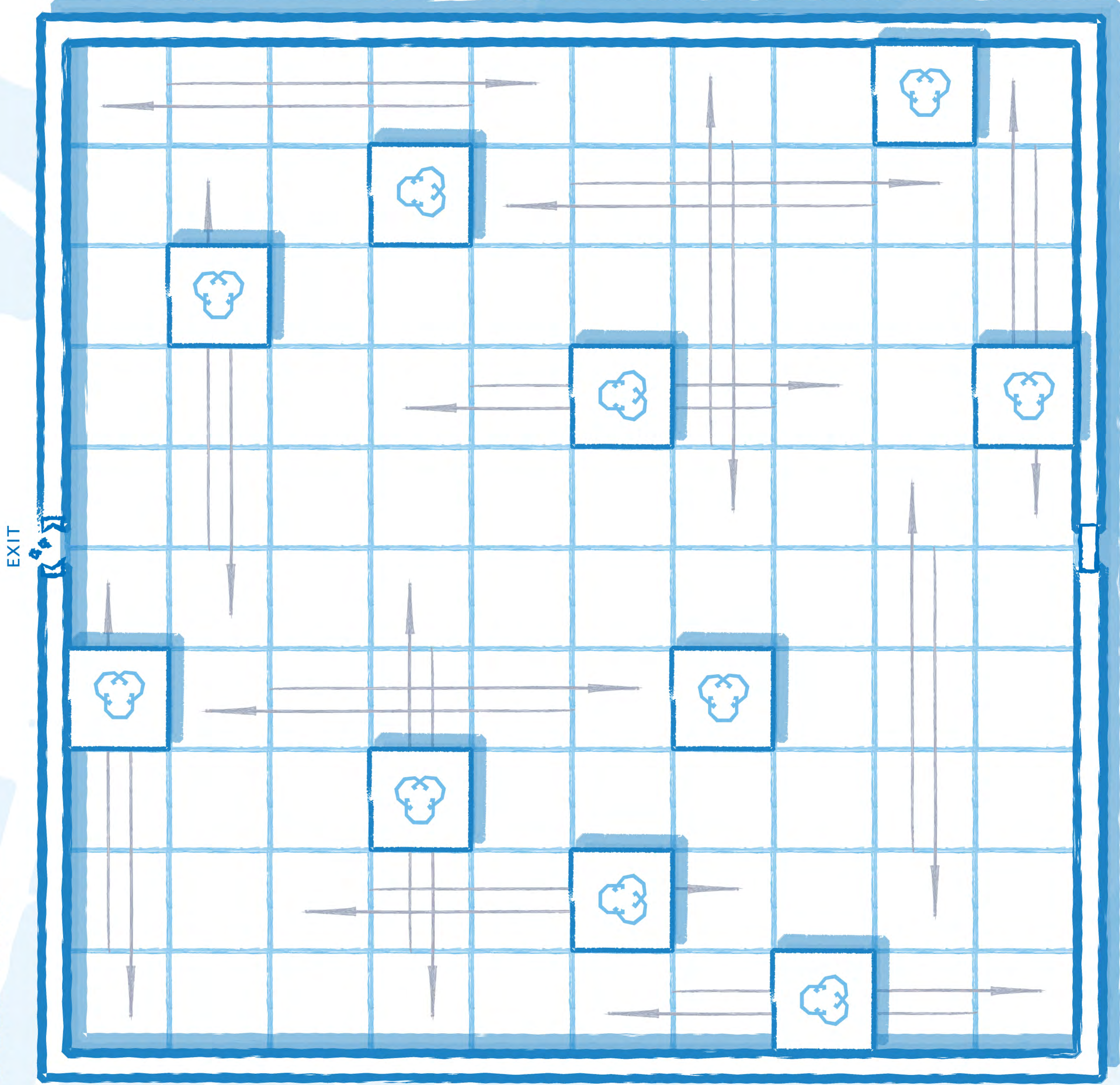


SQUARE EQUALS
5 FT.

BOUND
VII

A NIGHT TO REMEMBER LUKE GYGAX & THOMAS VALLEY

MAP B.1 : THE KID IS NOT MY SON



BOUND VII

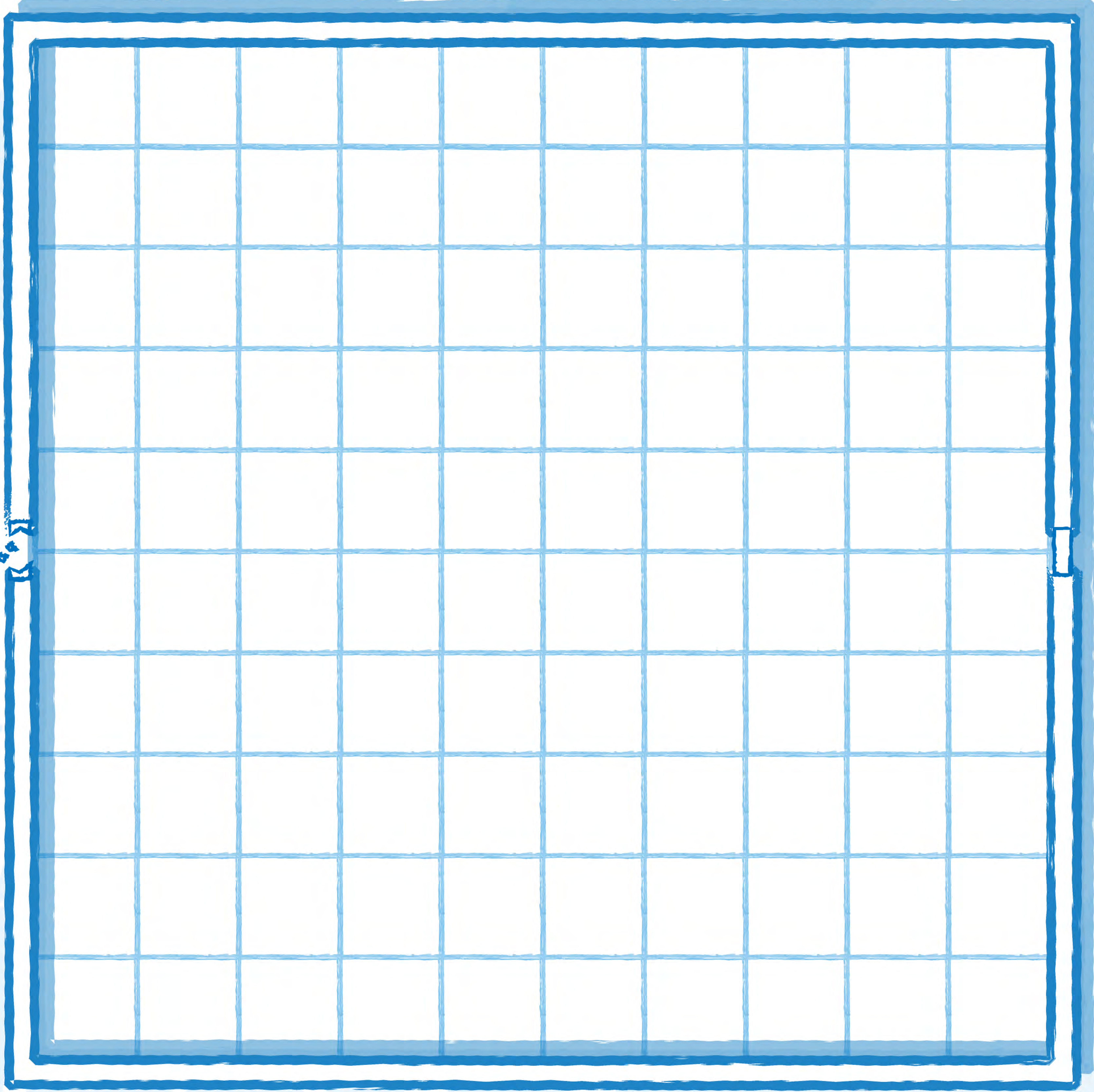


SQUARE EQUALS TO FT.

TO FIND A WAY OUT LUKE GYGAX & THOMAS VALLEY

MAP B.1 : THE KID IS NOT MY SON

EXIT



BOUND
VII



SQUARE EQUALS 10 FT.

ENTER

A NIGHT TO REMEMBER

LUKE GYGAX & THOMAS VALLEY

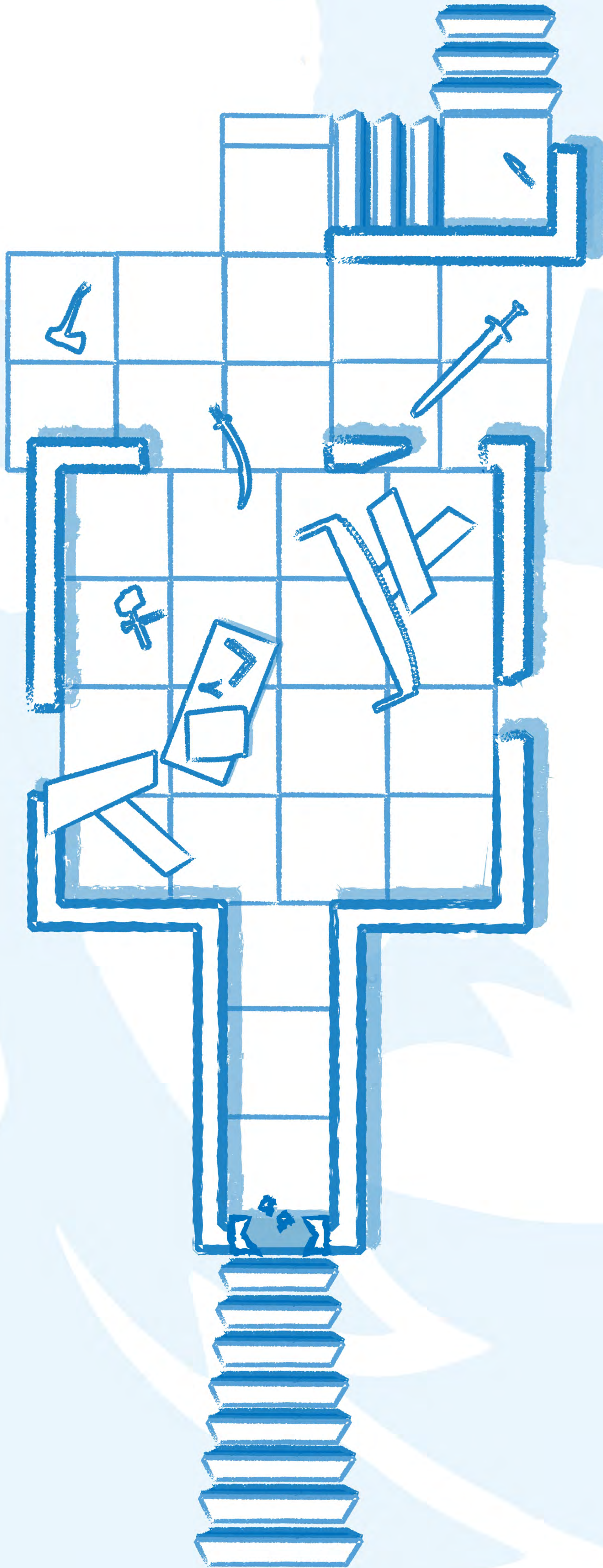


THE COILED COMPLEX: CCC GARY I II III



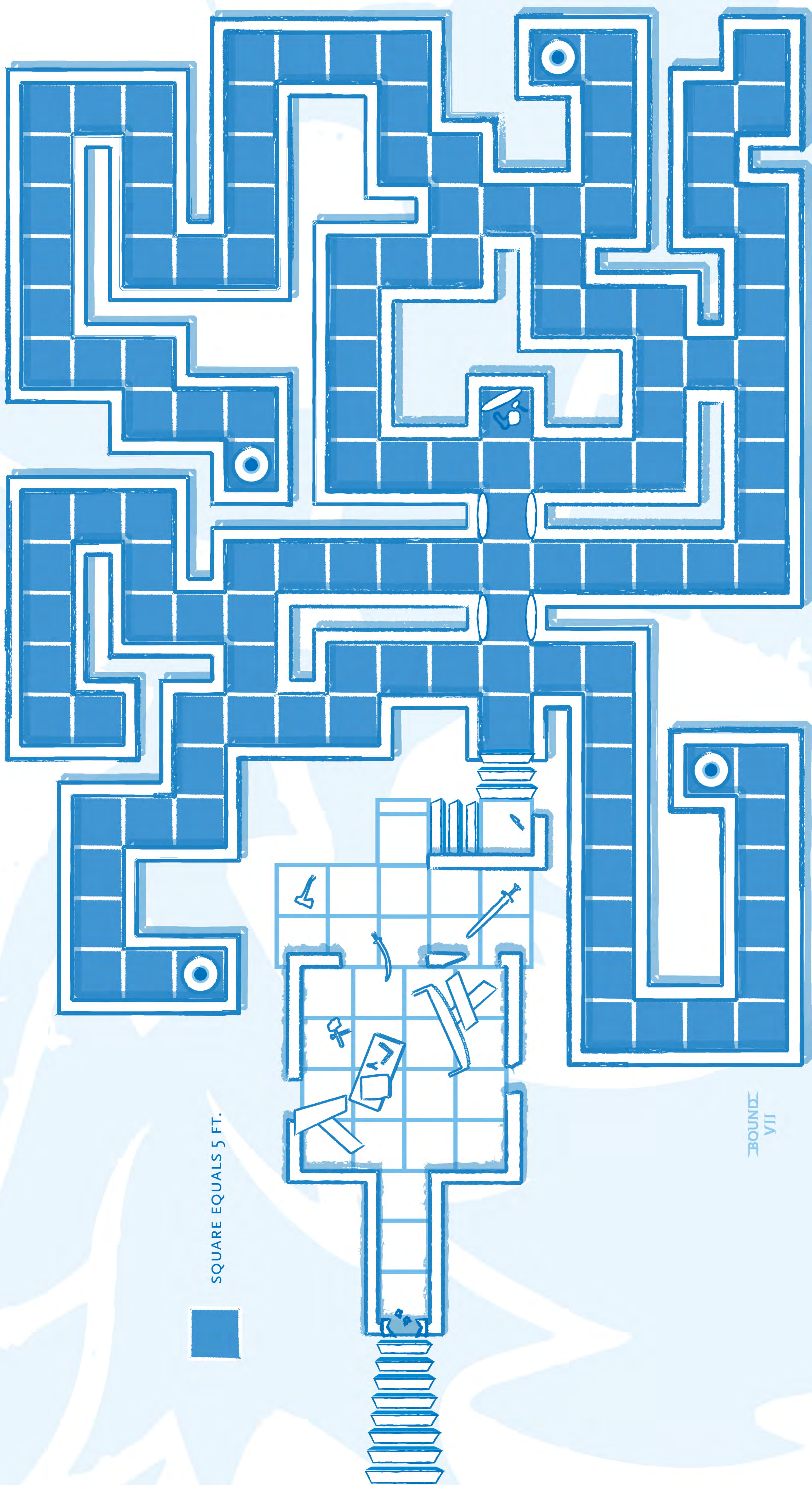
"CELEBRATING A LIFE WELL PLAYED"

MAP B.2 : THE BARON



TO FIND A WAY OUT
LUKE GYGAX & THOMAS VALLEY

MAP B.3 : WAKKA, WAKKA, WAKKA



SQUARE EQUALS 5 FT.

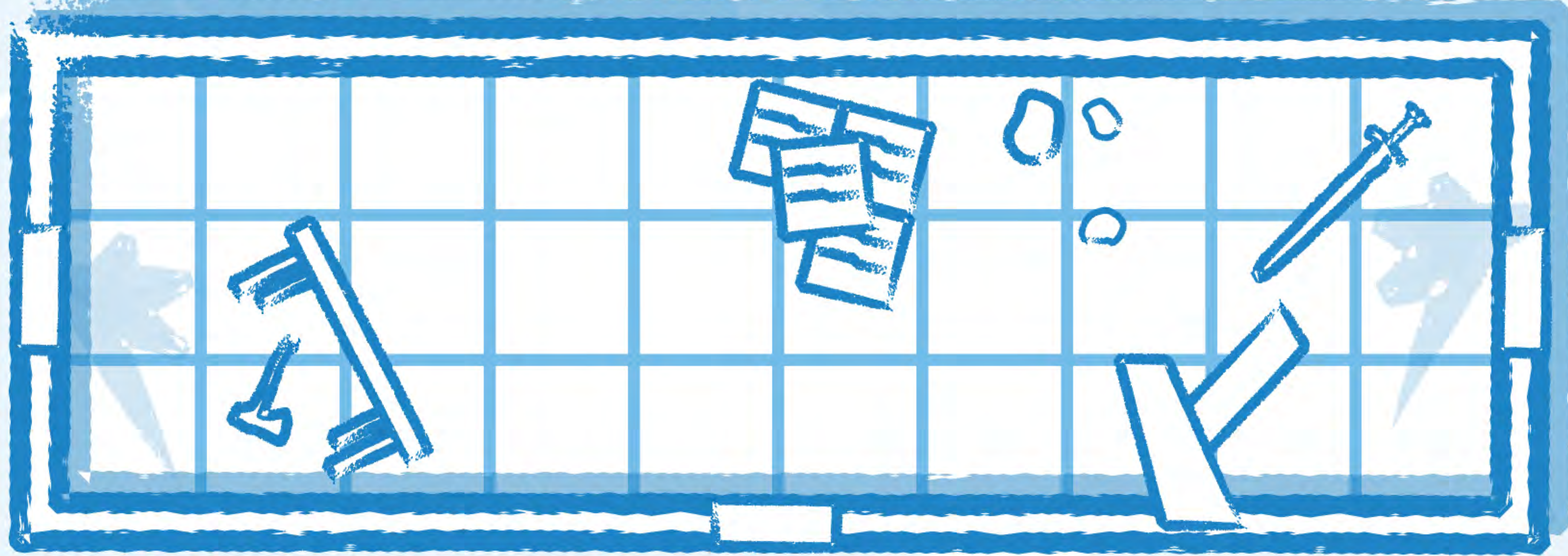
BOUND VII

TO FIND A WAY OUT
LUKE GYGAX & THOMAS VALLEY

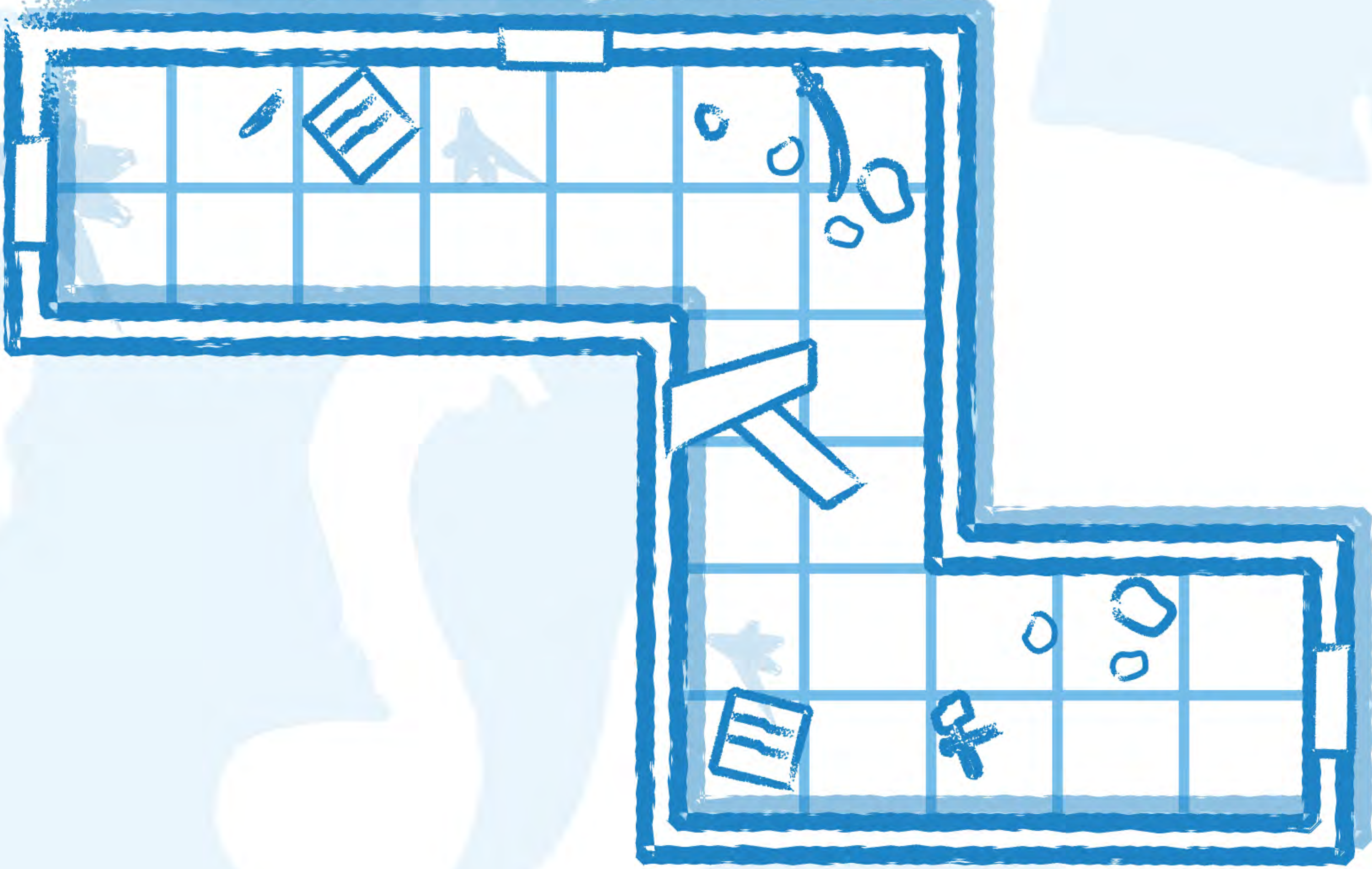
MAP C.1 : WARZONE ~ HALLWAYS A, B, C



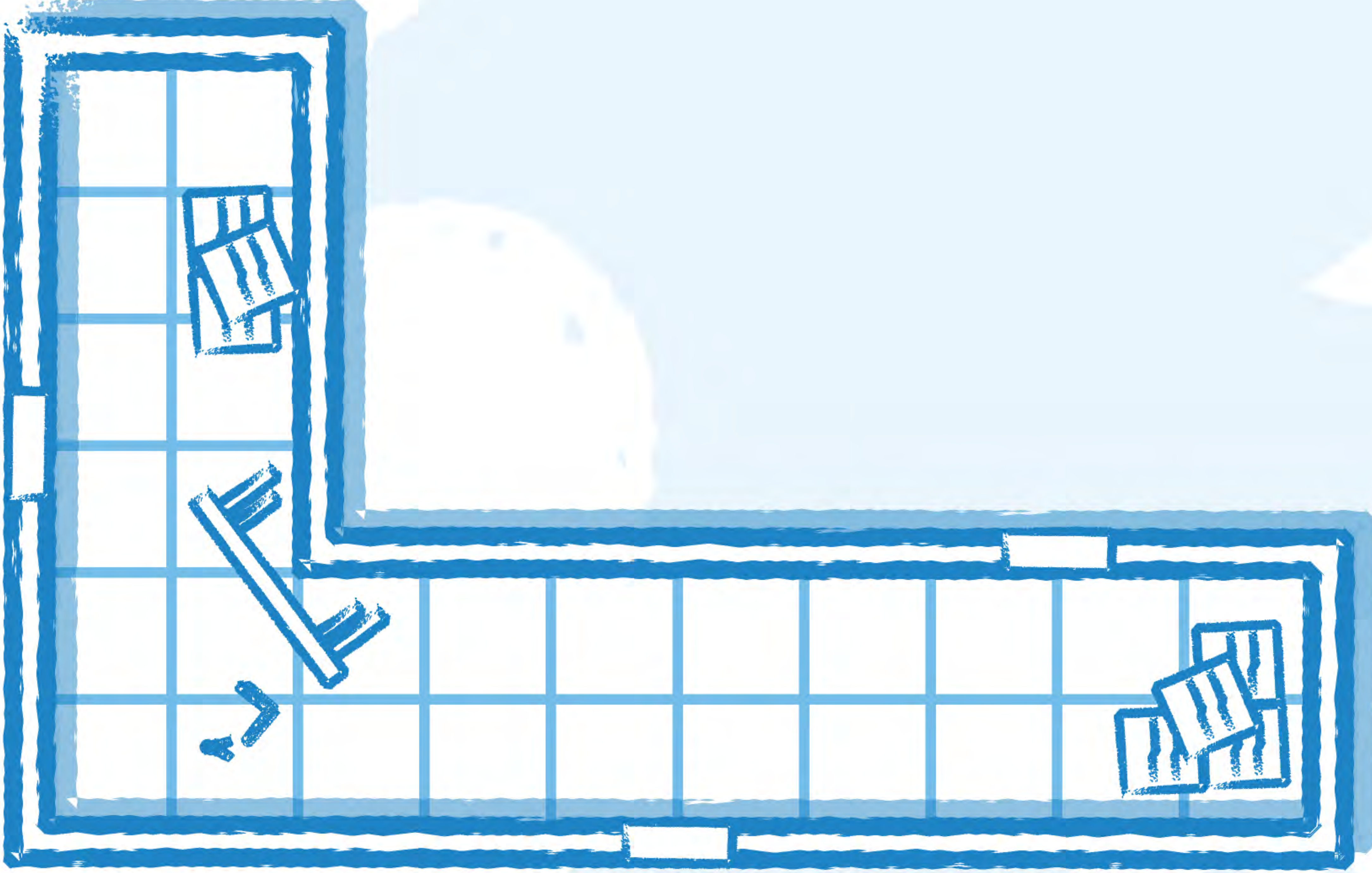
SQUARE EQUALS 5 FT.



HALLWAY A



HALLWAY B



HALLWAY C

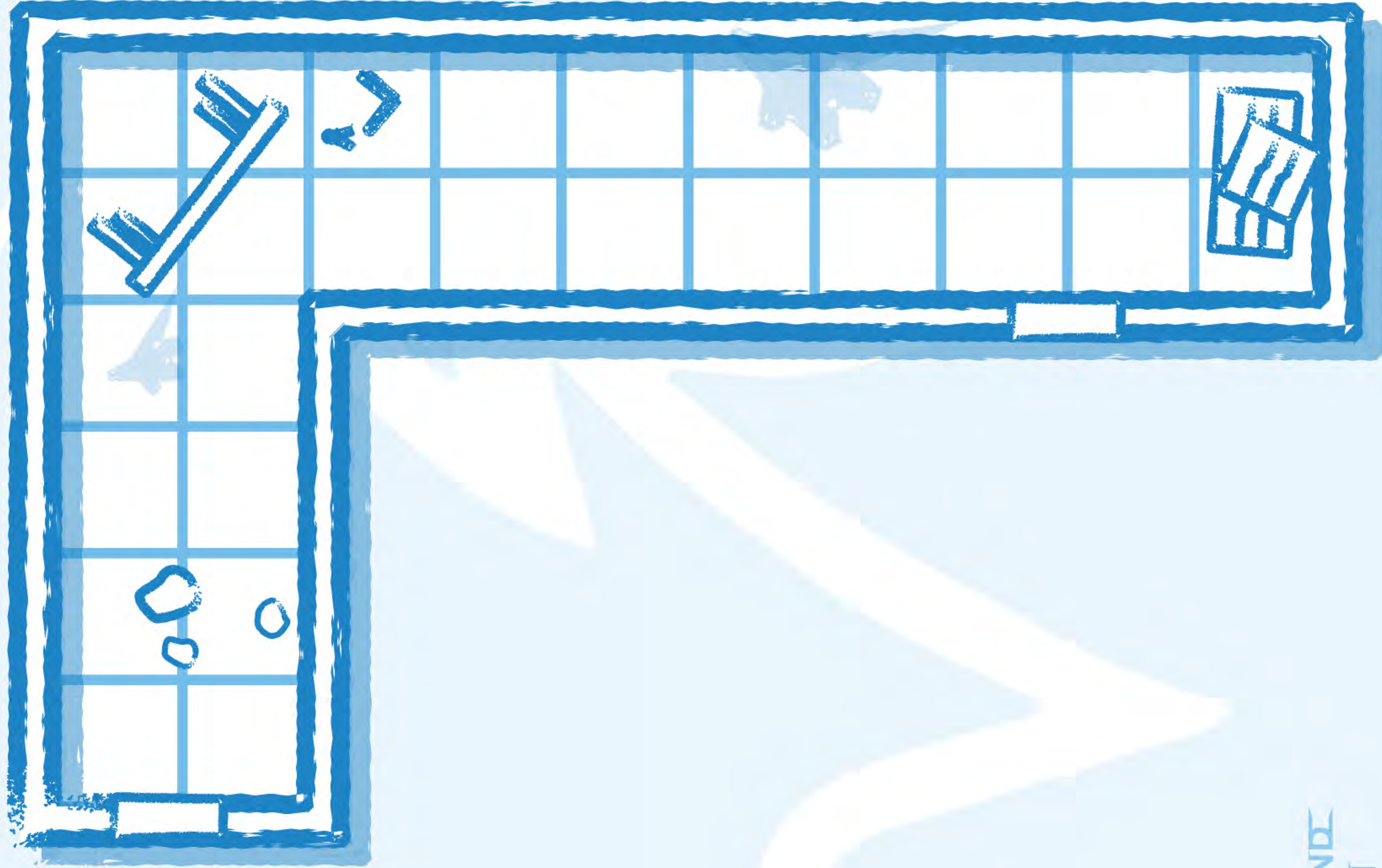
BOUND VII

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.2 : WARZONE ~ HALLWAYS D, E, F

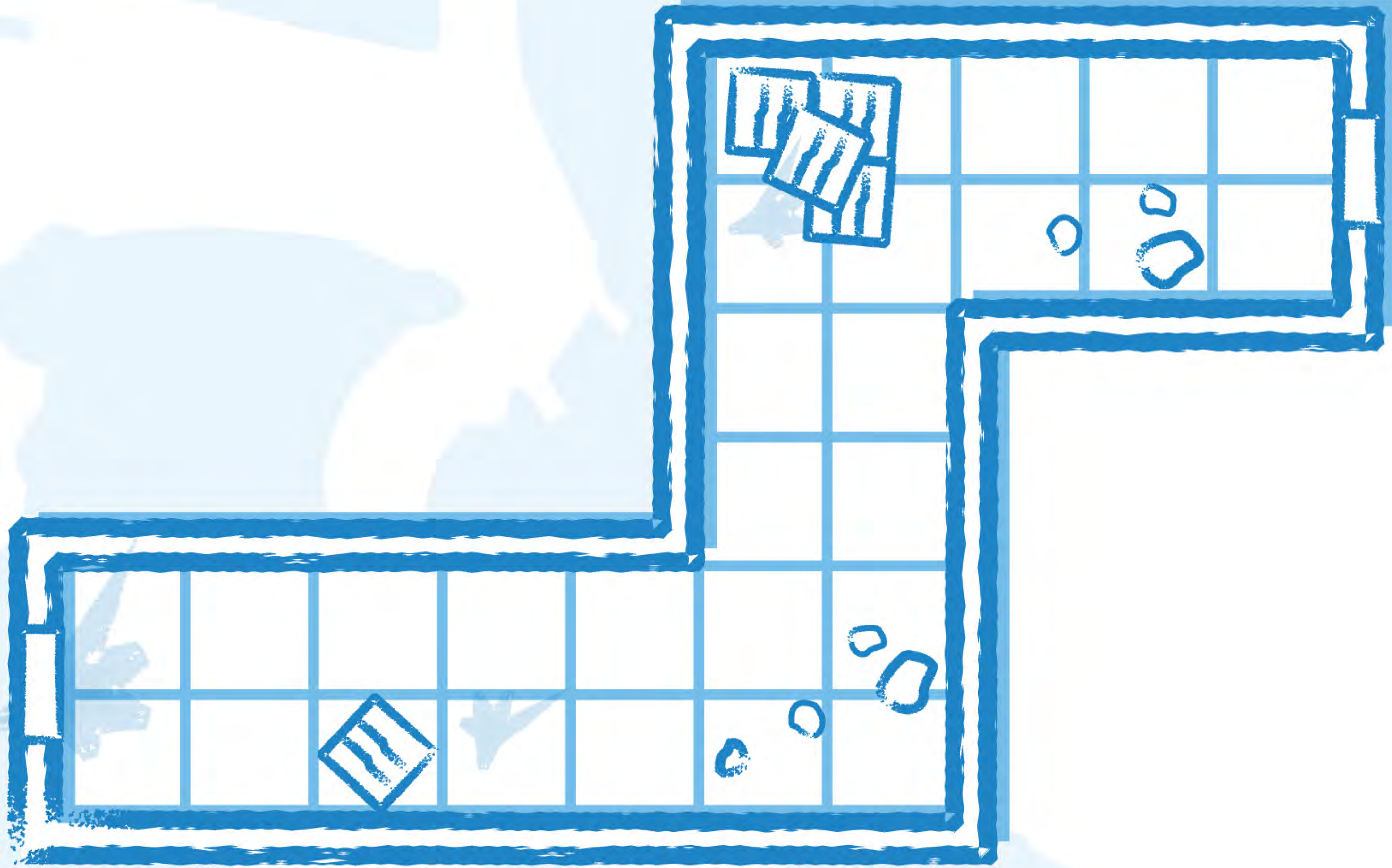


SQUARE EQUALS 5 FT.

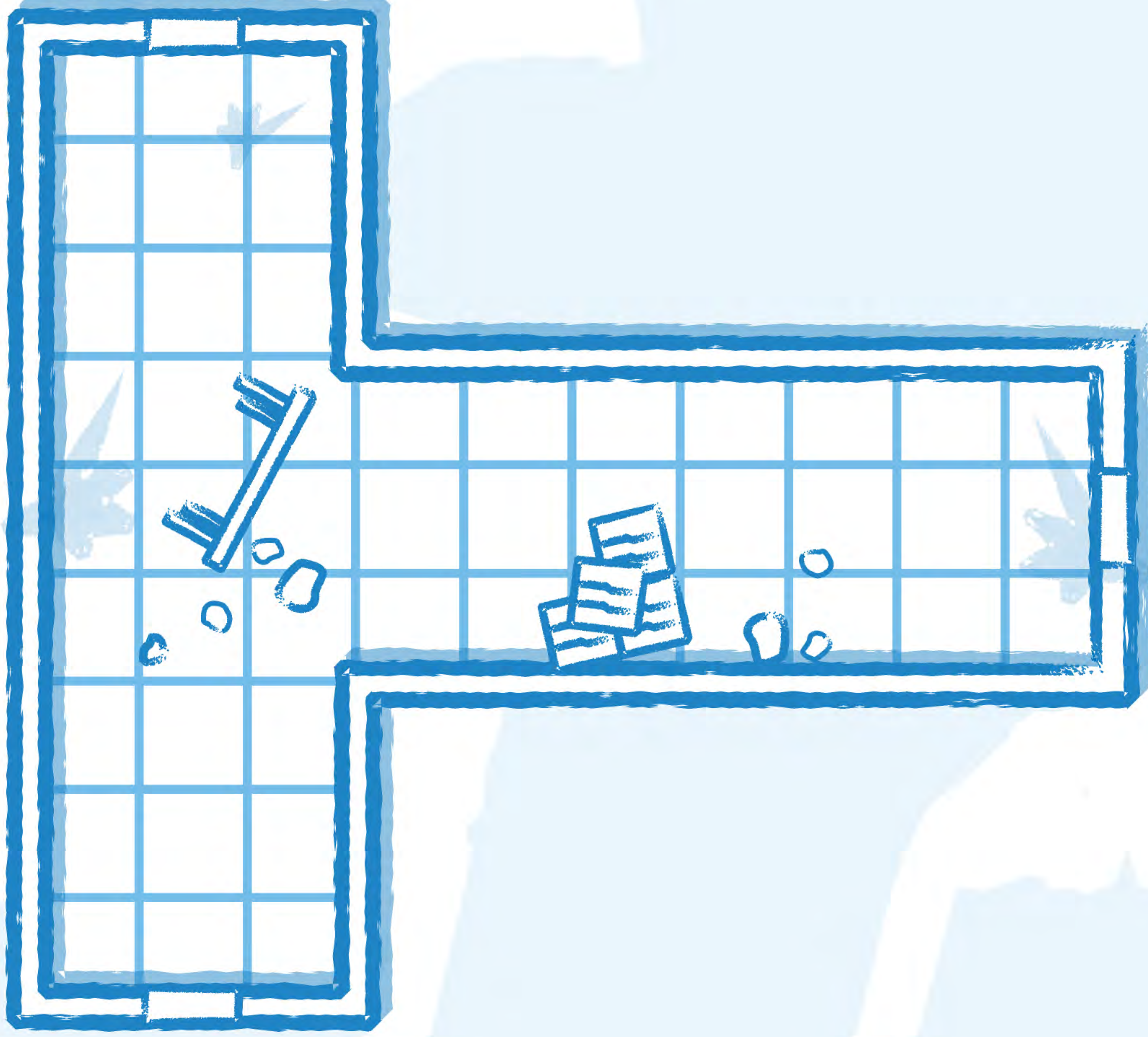


HALLWAY D

BOUND VII



HALLWAY E

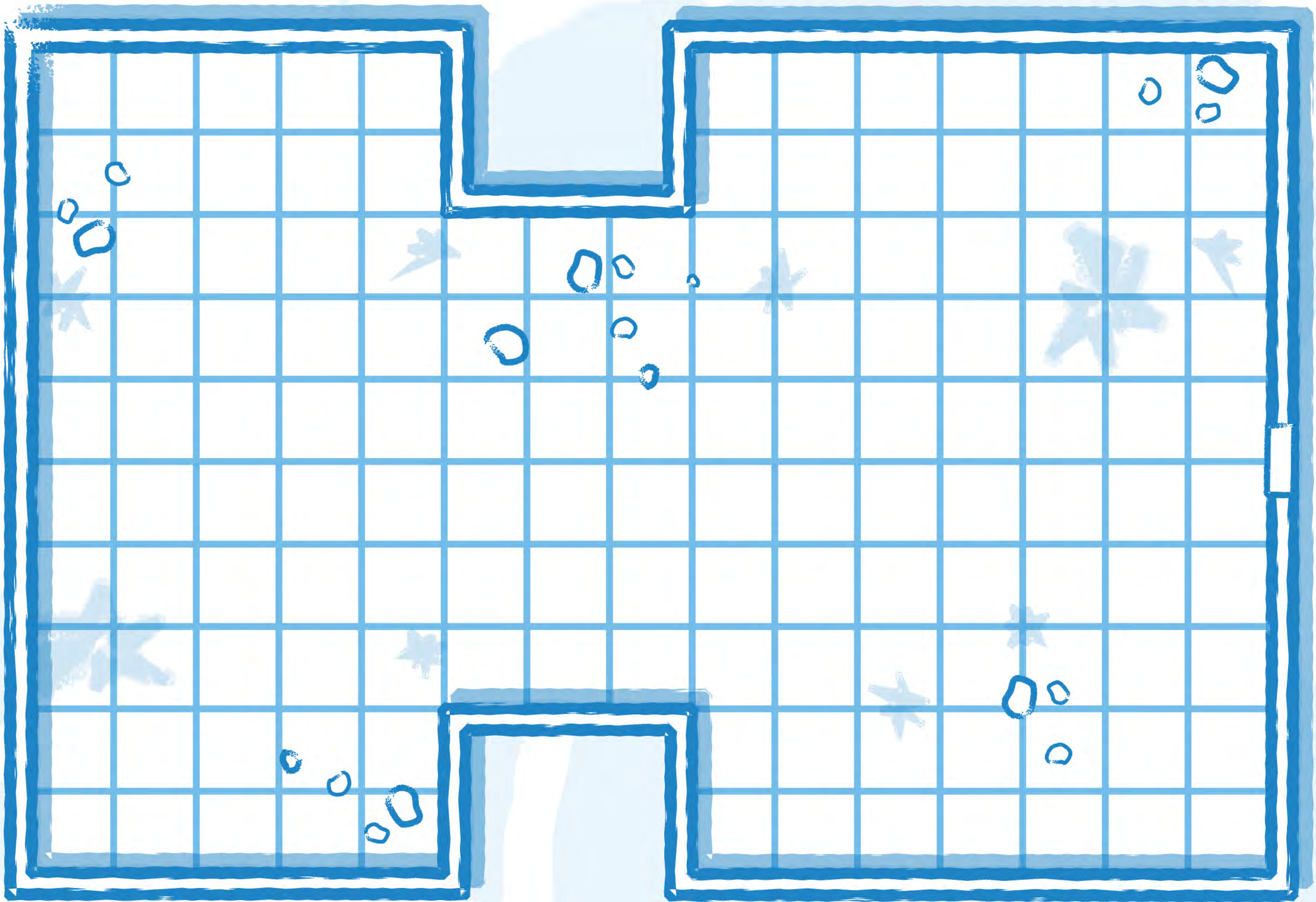


HALLWAY F

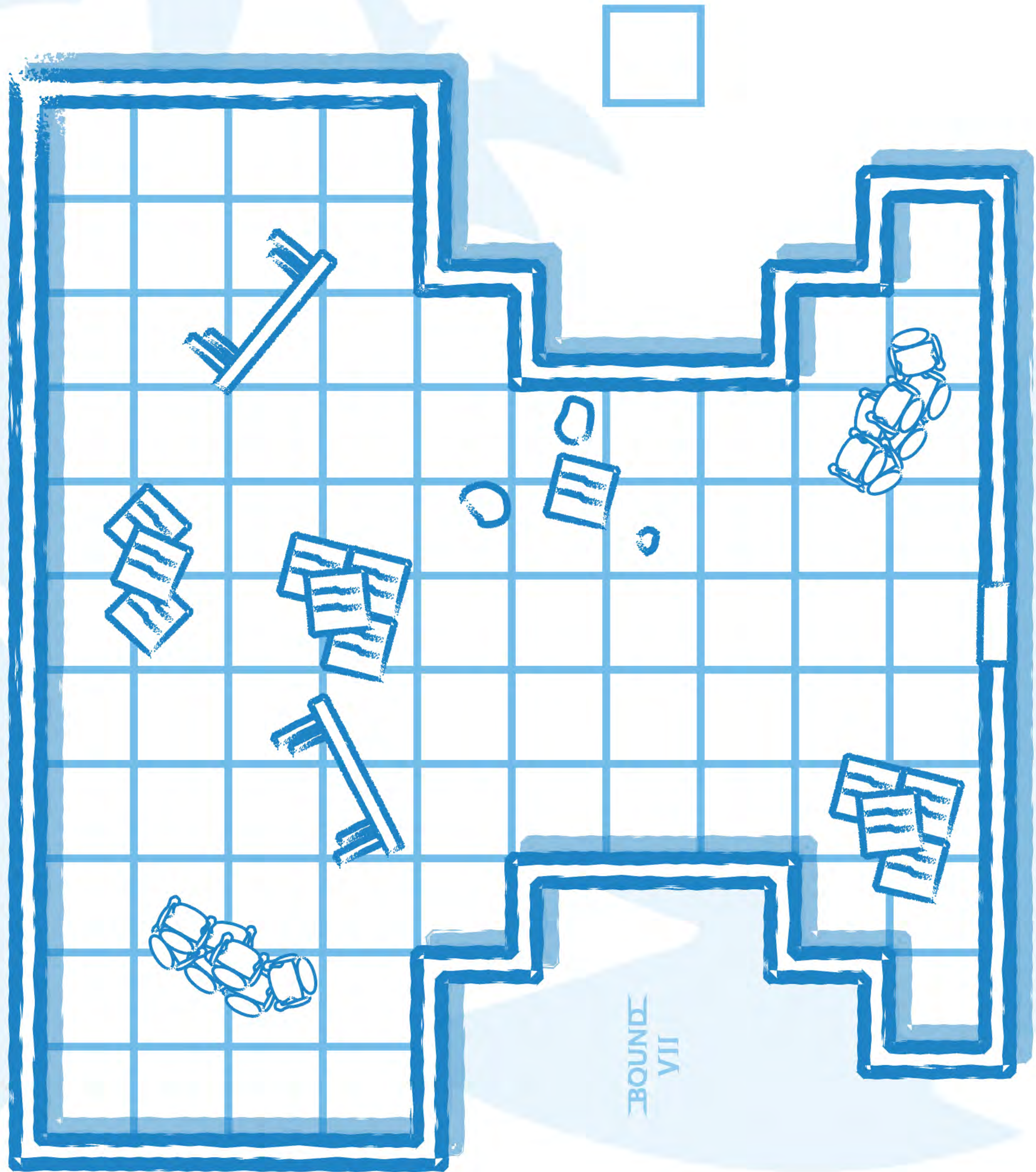
OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.3 : WARZONE ~ DEFENDED ROOM, DEATH ROOM

DEATH ROOM



DEFENDED ROOM



SQUARE EQUALS 5 FT.



BOUND VII

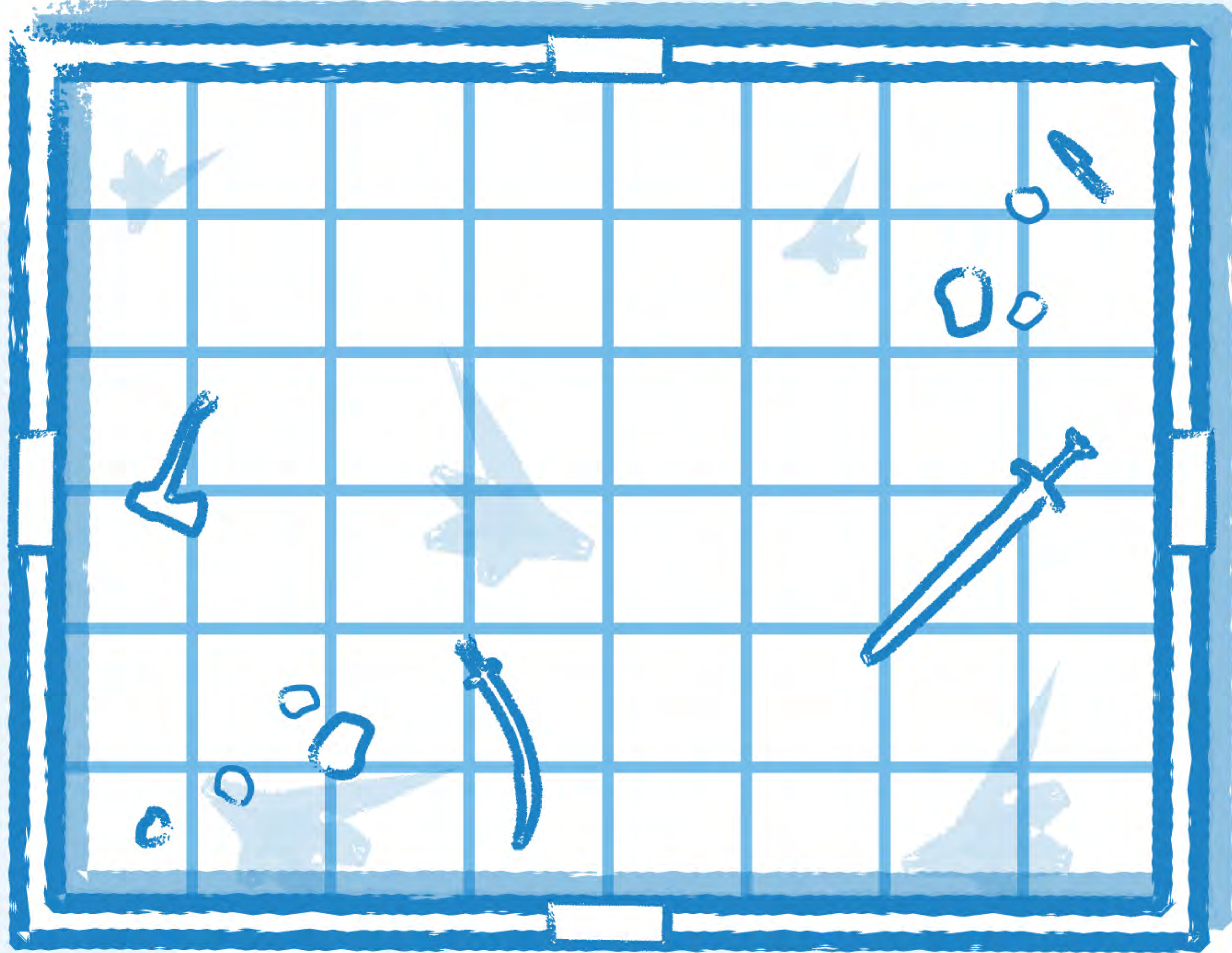
OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

THE COILED COMPLEX: CCC GARY I II III



"CELEBRATING A LIFE WELL PLAYED"

MAP C.4 : WARZONE ~ ILLUSIONARY ROOM

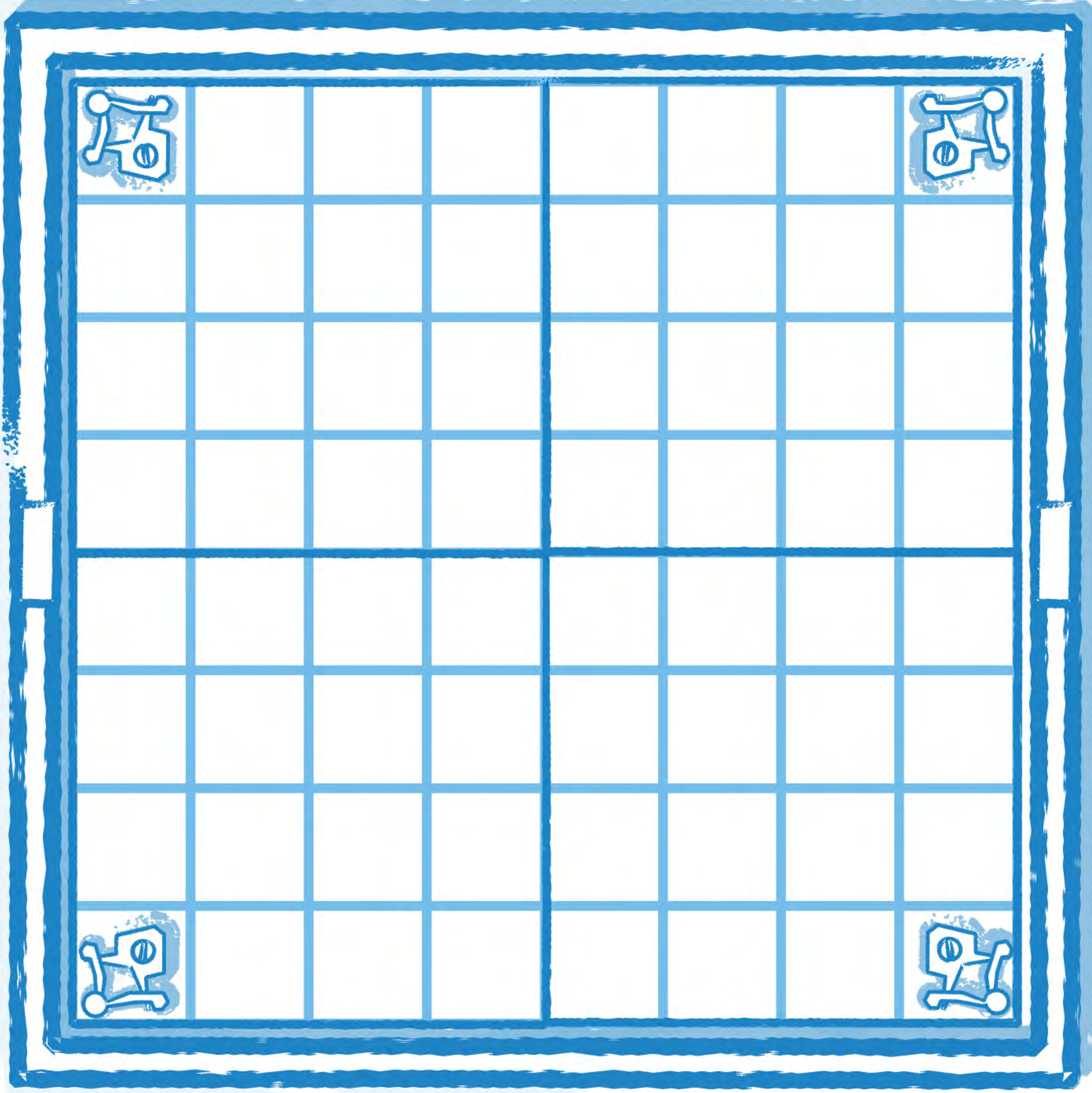


SQUARE EQUALS 5 FT.

BOUND
VII

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.5 : WARZONE ~ COMPLEX TRAP ROOM

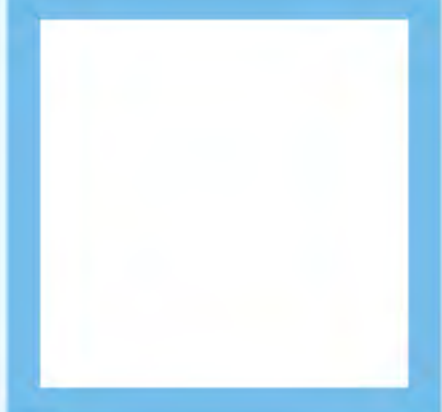
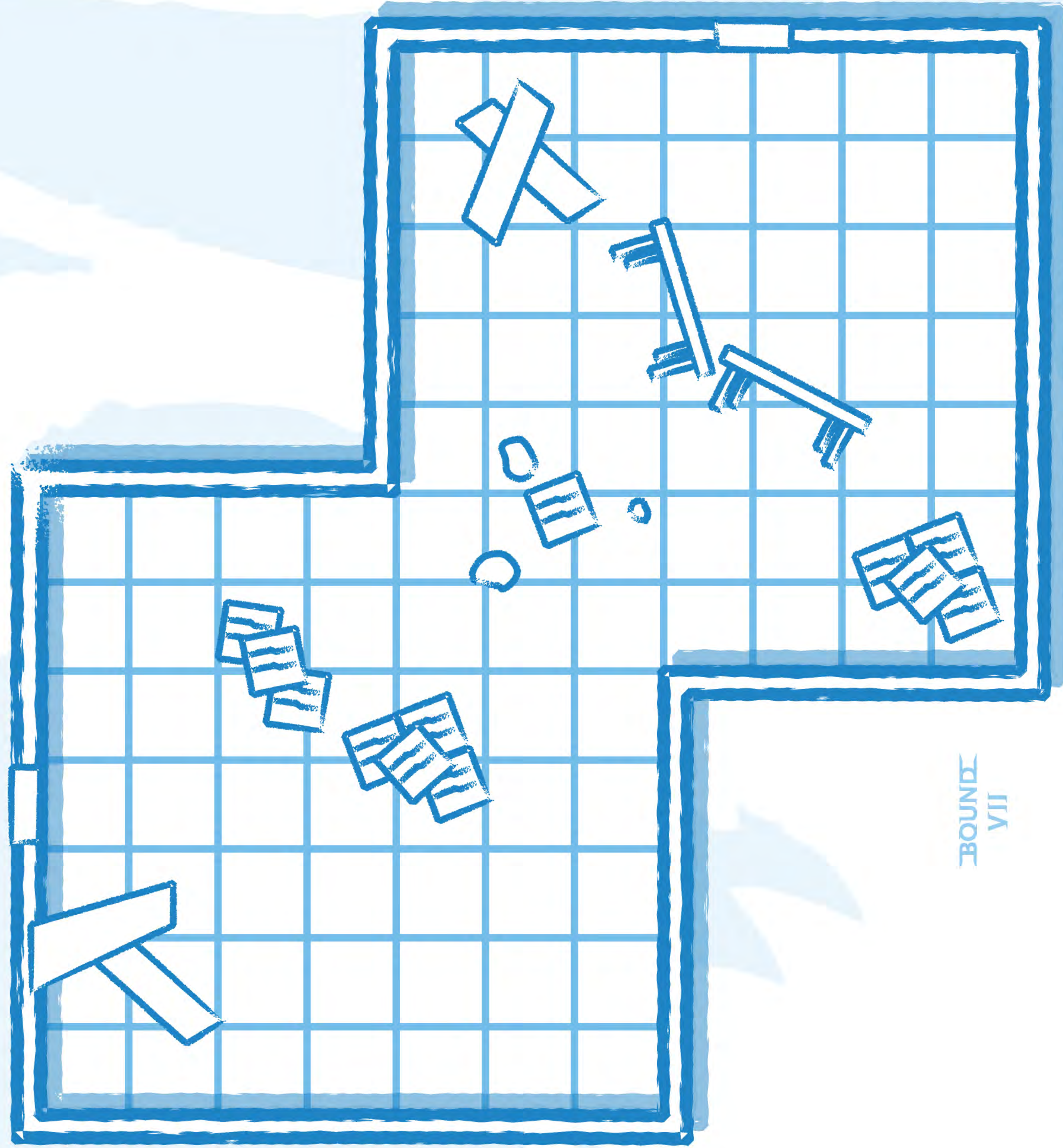


SQUARE EQUALS 5 FT.

BOUND
VII

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.6 : WARZONE ~ ASSAULTED ROOM

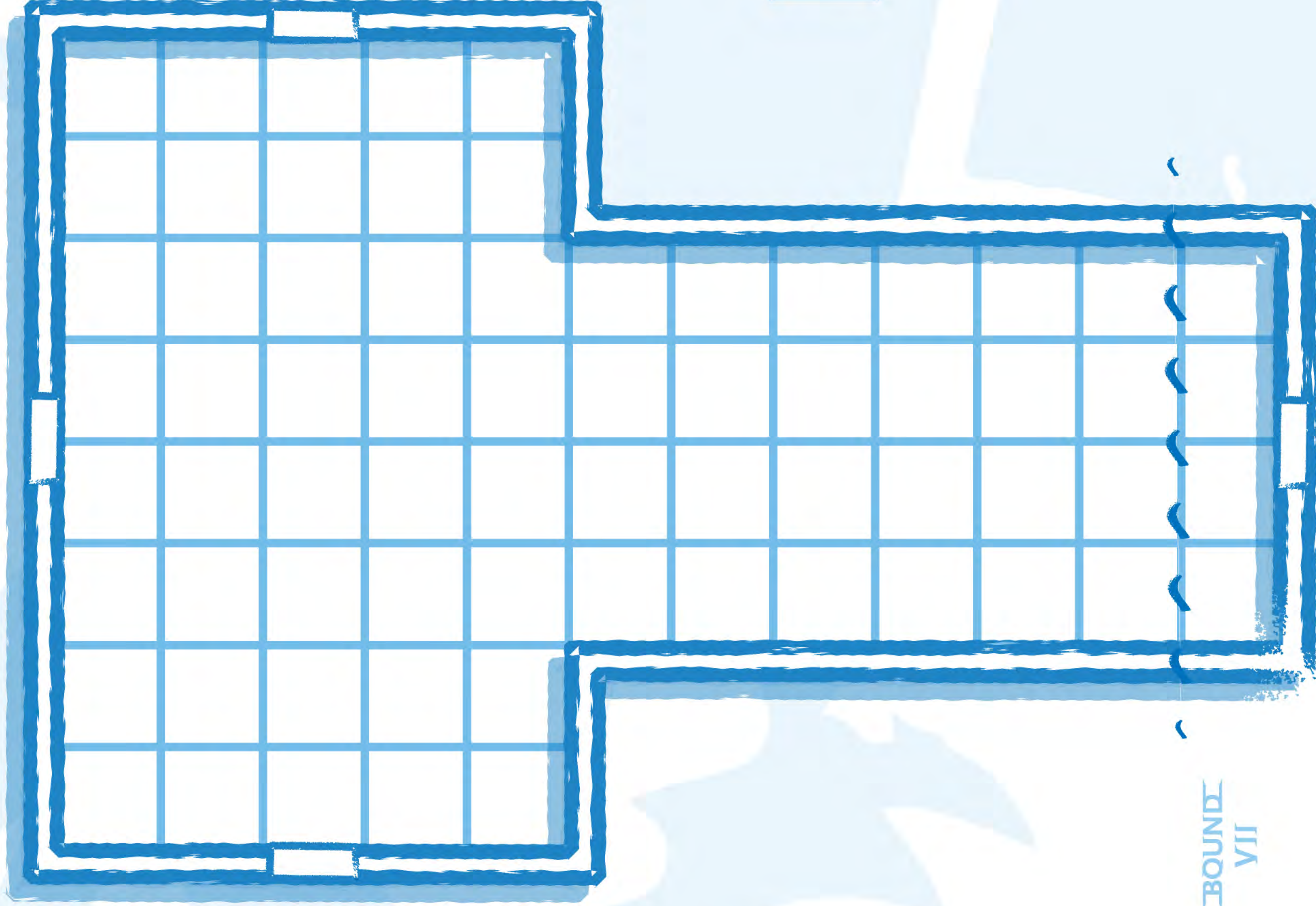


SQUARE EQUALS 5 FT.

BOUND
VII

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.7 : WARZONE ~ WIRED TO EXPLODE ROOM

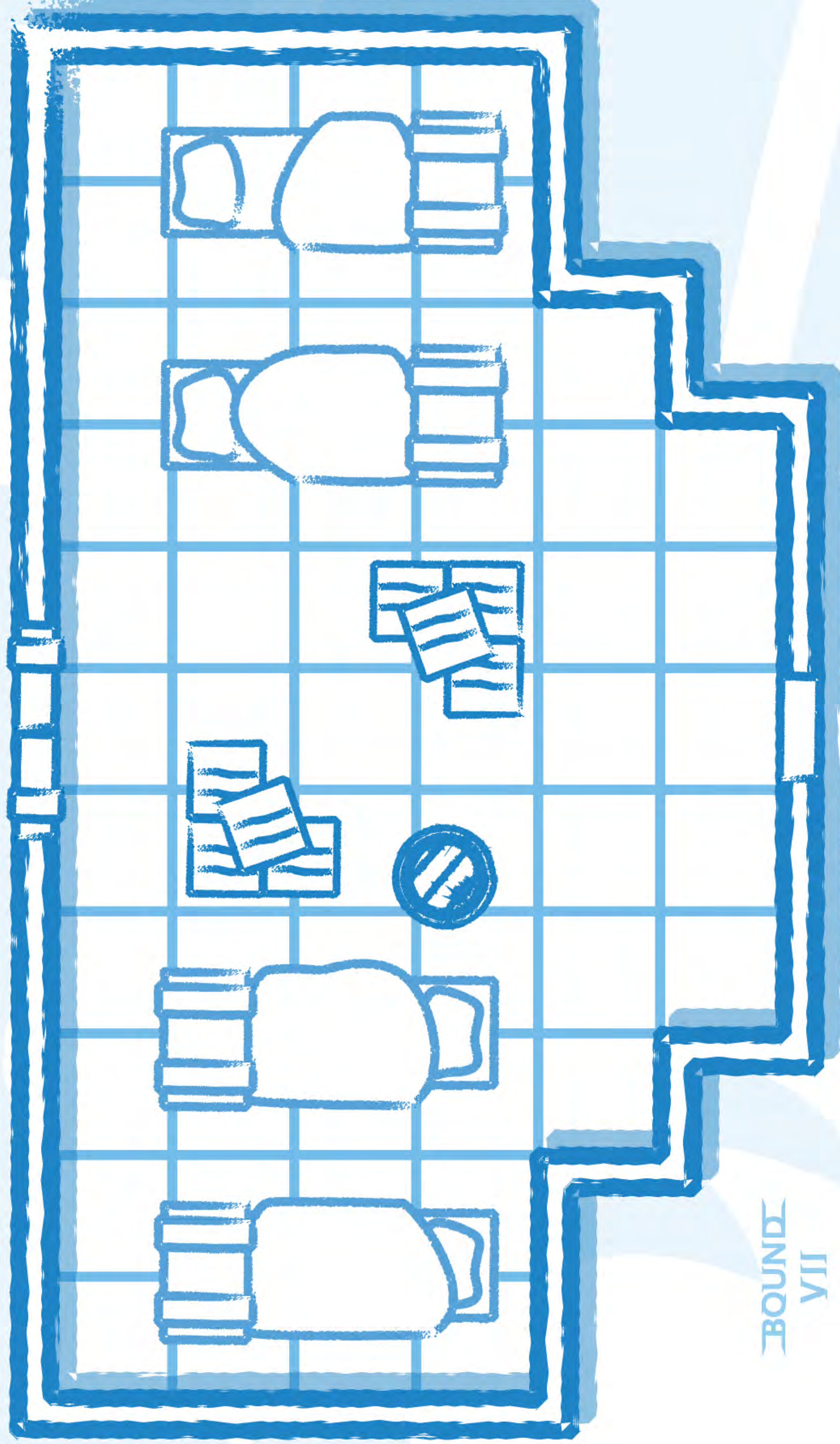


BOUND
VII

SQUARE EQUALS 5 FT.

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

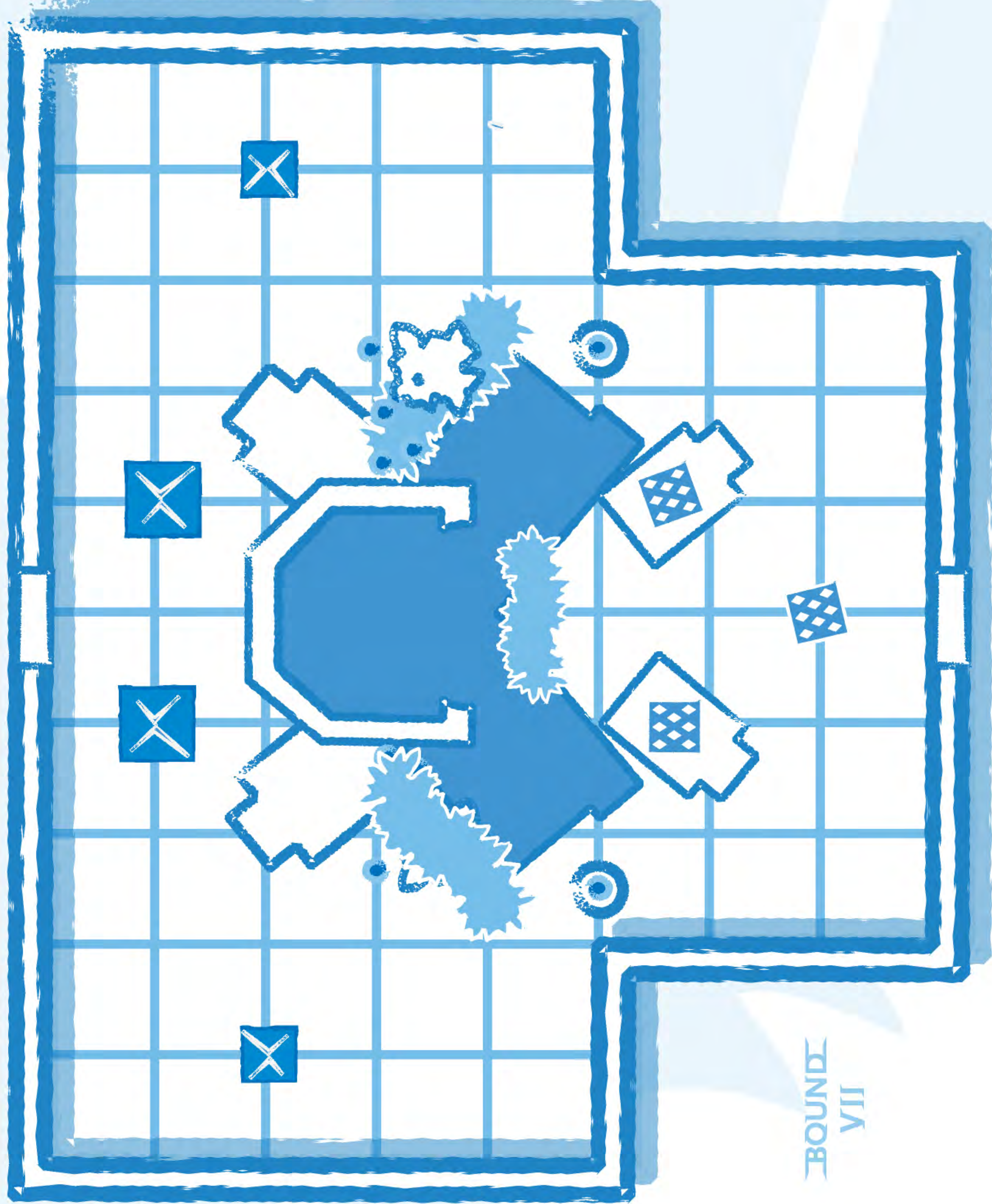
MAP C.8 : WARZONE ~ SAFE HAVEN ROOM



SQUARE EQUALS 5 FT.

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.9 : WARZONE ~ DEN ROOM

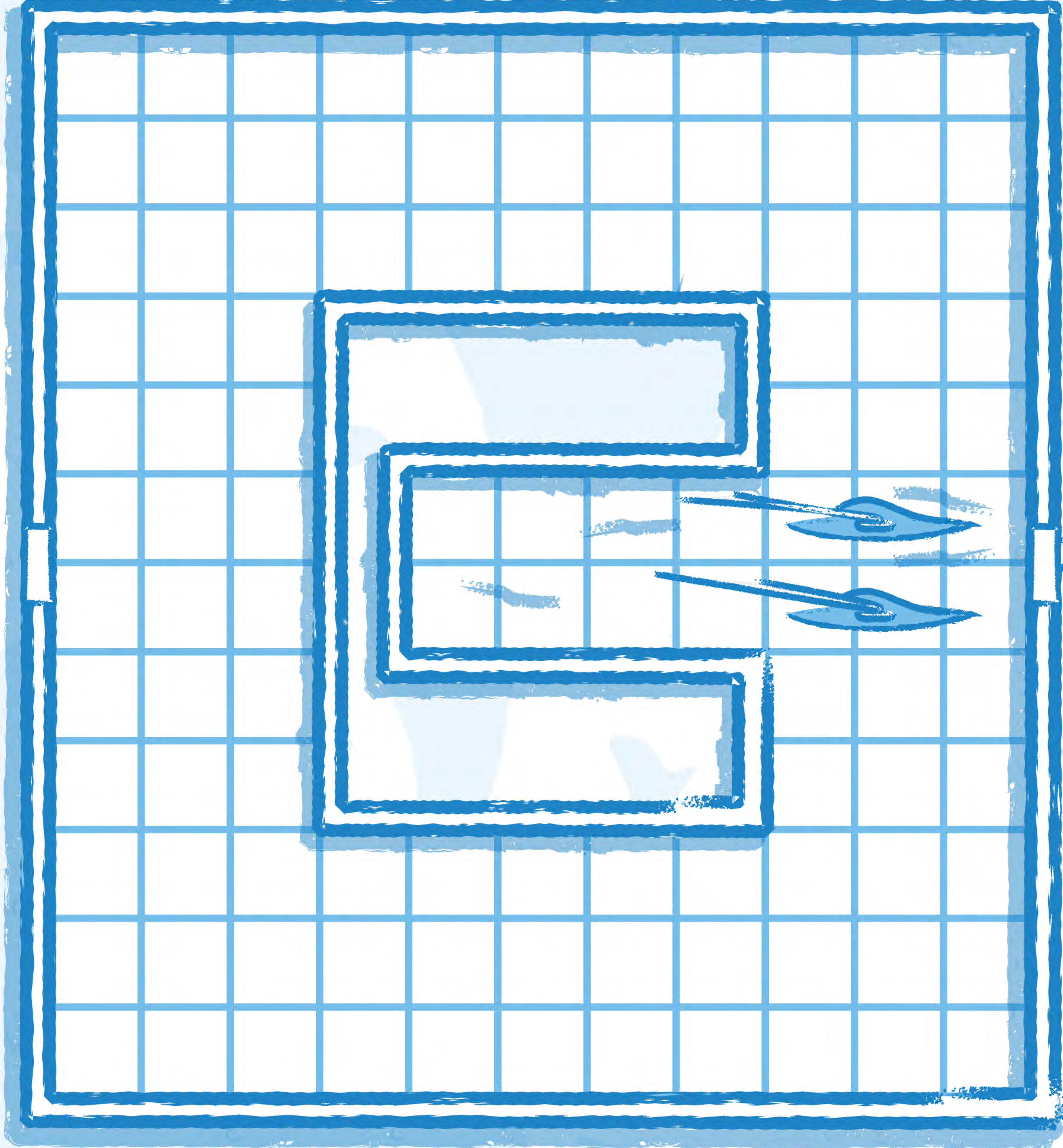


BOUND
VII

SQUARE EQUALS 5 FT.

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

MAP C.10 : WARZONE ~ BROKEN TRAP ROOM



BOUND
VII



SQUARE EQUALS 5 FT.

OH, WE'RE IN IT, NOW
LUKE GYGAX & THOMAS VALLEY

