

Da Kine Maps

A Map Editor for Roleplaying Games

Terrain Tiles



Water



Shallow Water



Shallow Water with Kelp / Seaweed



Fresh Water



Deep Water / Ocean



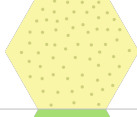
Water with Hex Border (Good for large bodies of water)



Desert



Desert with Dunes



Desert, rough



Agricultural Lands, Farms, Crops, Livestock

















Forests, Scattered trees



Dense Forest



Forest with Hills

	Grasslands
	Grasslands with Hills
	Grasslands, Dry
	Grasslands, Wet
	Hills
	Mountains
	Dense Mountains
	Pine Forest, Scattered Pines
	Dense Pine Forest
	Pine Forest with Hills
	Swamp
	Marsh
	Bog
	Unknown / Unexplored Area with Hex Border

Markers - For use on land



Battlefield or Skirmish Area



Camp Site, Temporary Village or Encampment



Cave, Mine or Tunnel Entrance, Dungeon Entrance



Fortress, Castle, Walled City, Fortified Town



Fortress Ruins, Damaged or Abandoned Walled City



Mining site



Obelisk, Tower, Marker Pylon



Town, Village, Permanent Settlement, Trading Post / Inn



Town Ruins, Damaged or Abandoned Village



Rocks, Stone Formation

Markers - For use on water



Fish, Fishing Area



Reefs, Sandbar, Navigational Hazard



Rocks



Sea Serpent, Sea Monster



Sailing Ship



Cargo or Transport Ship, River Barge, Trading Vessel



Fishing Boat



Sunken Ship, Shipwreck



Whirlpool, Navigational Hazard