

2014 Dodecahedron Cartographic Review

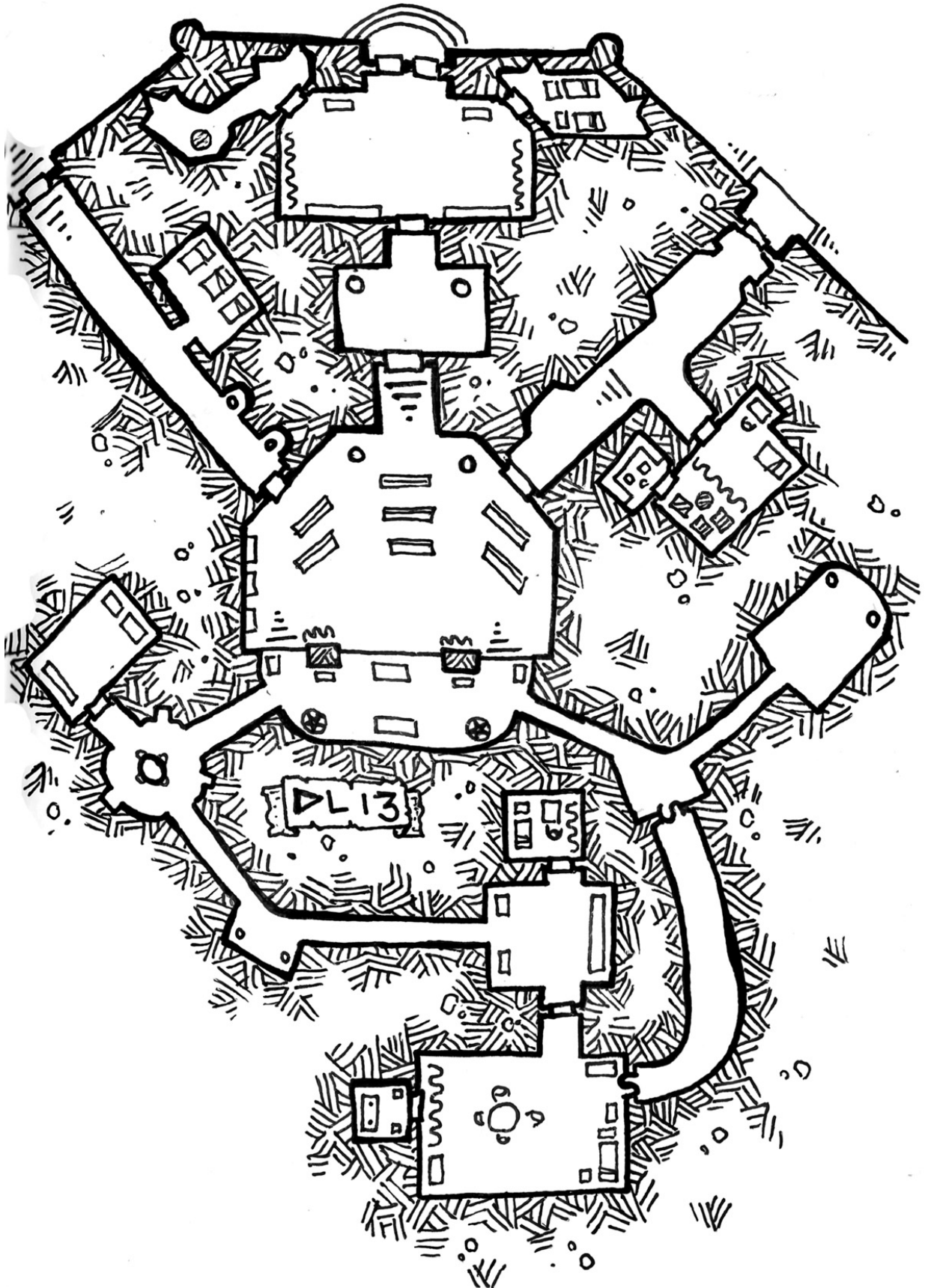
Writing, Layout, Cartography, Cover Design and all that other stuff
DYSON LOGOS

Hey cool, this version of the 2014 Dodecahedron Cartographic Review is just the maps. For more information, check out the full text version. Since many of the maps here are larger than originally drawn and scanned, they may look a little pixelated or just poorly drawn. That's what you get for looking too closely at a map.

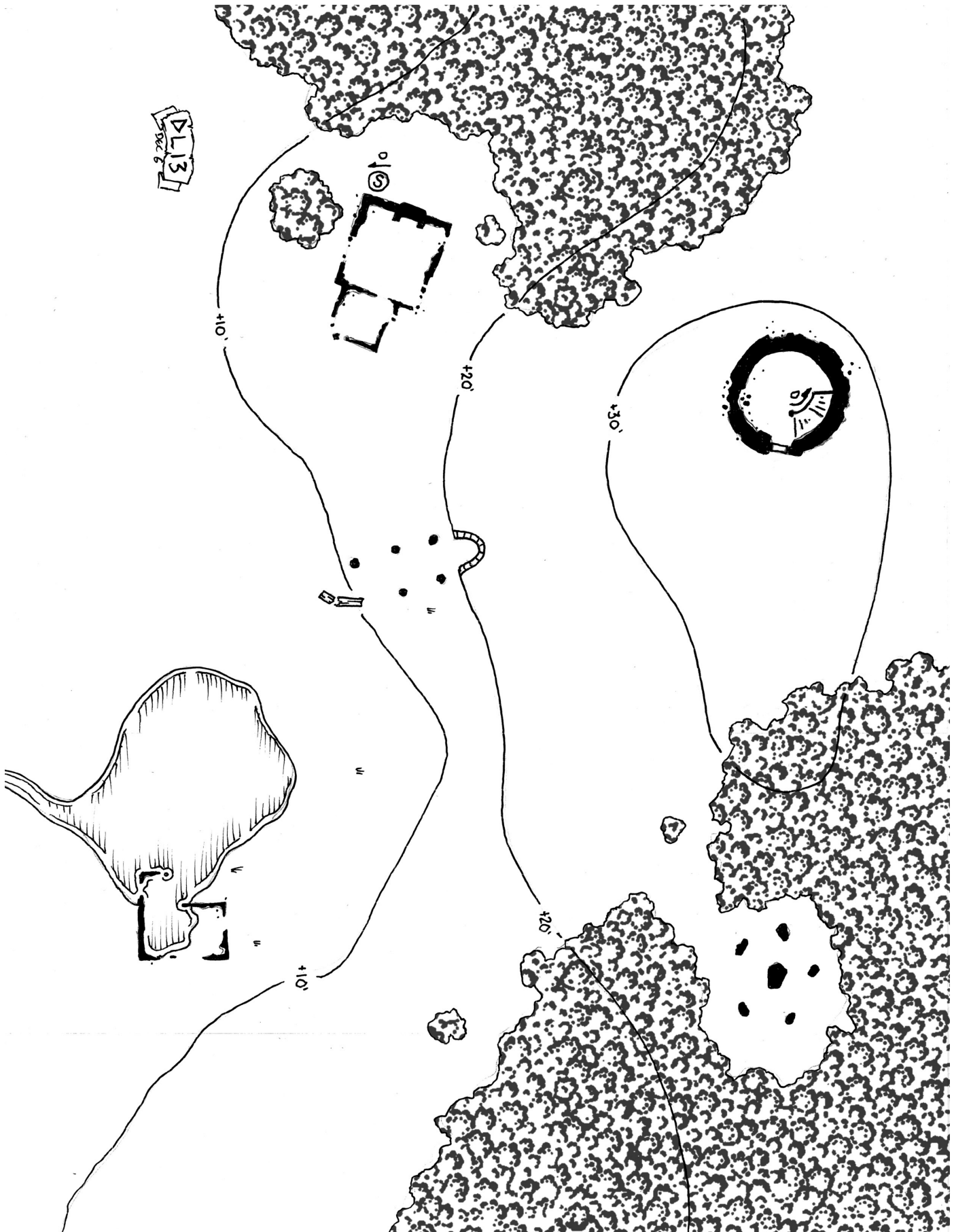
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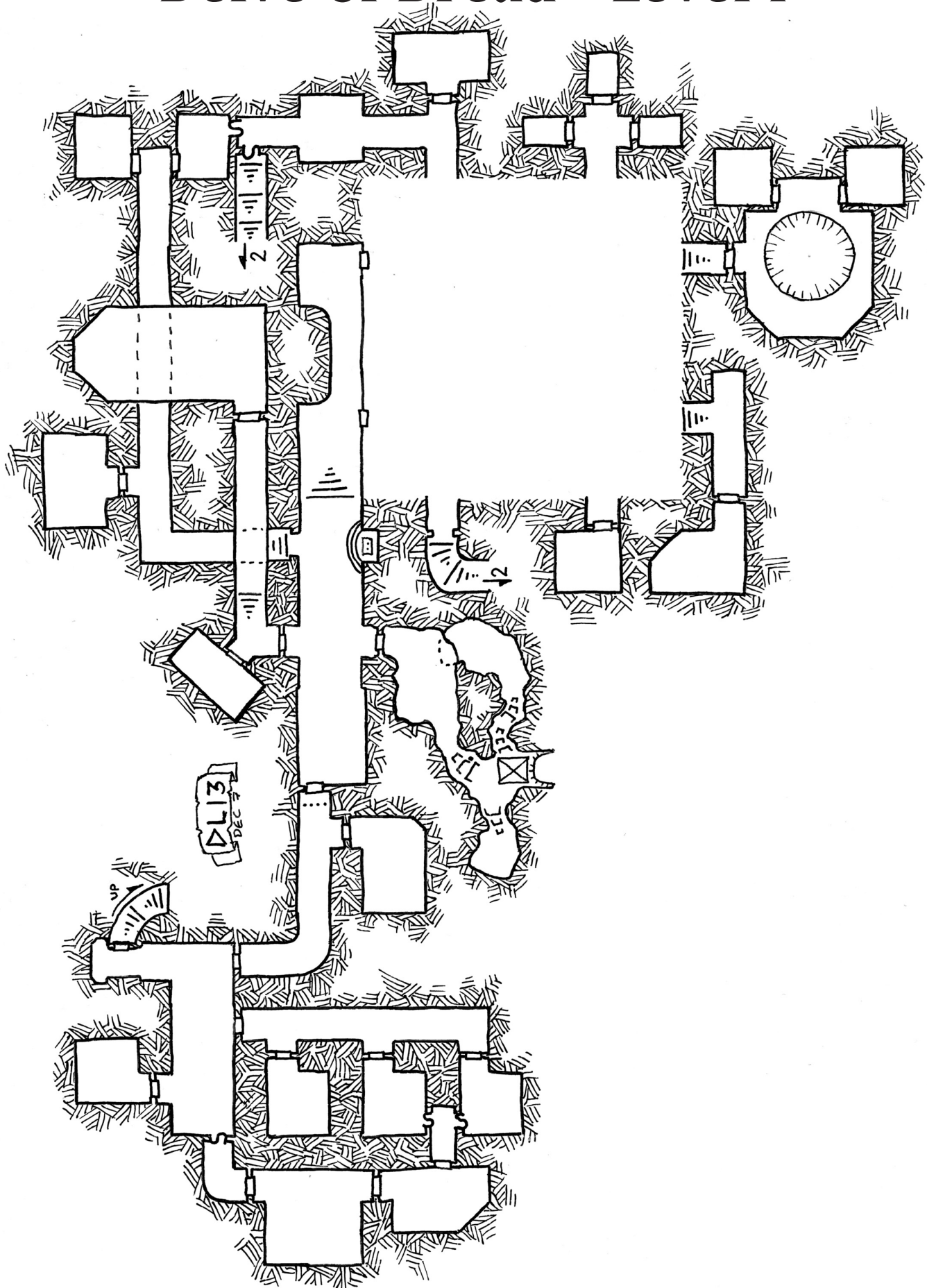
The Temple of Poor Parenting Decisions



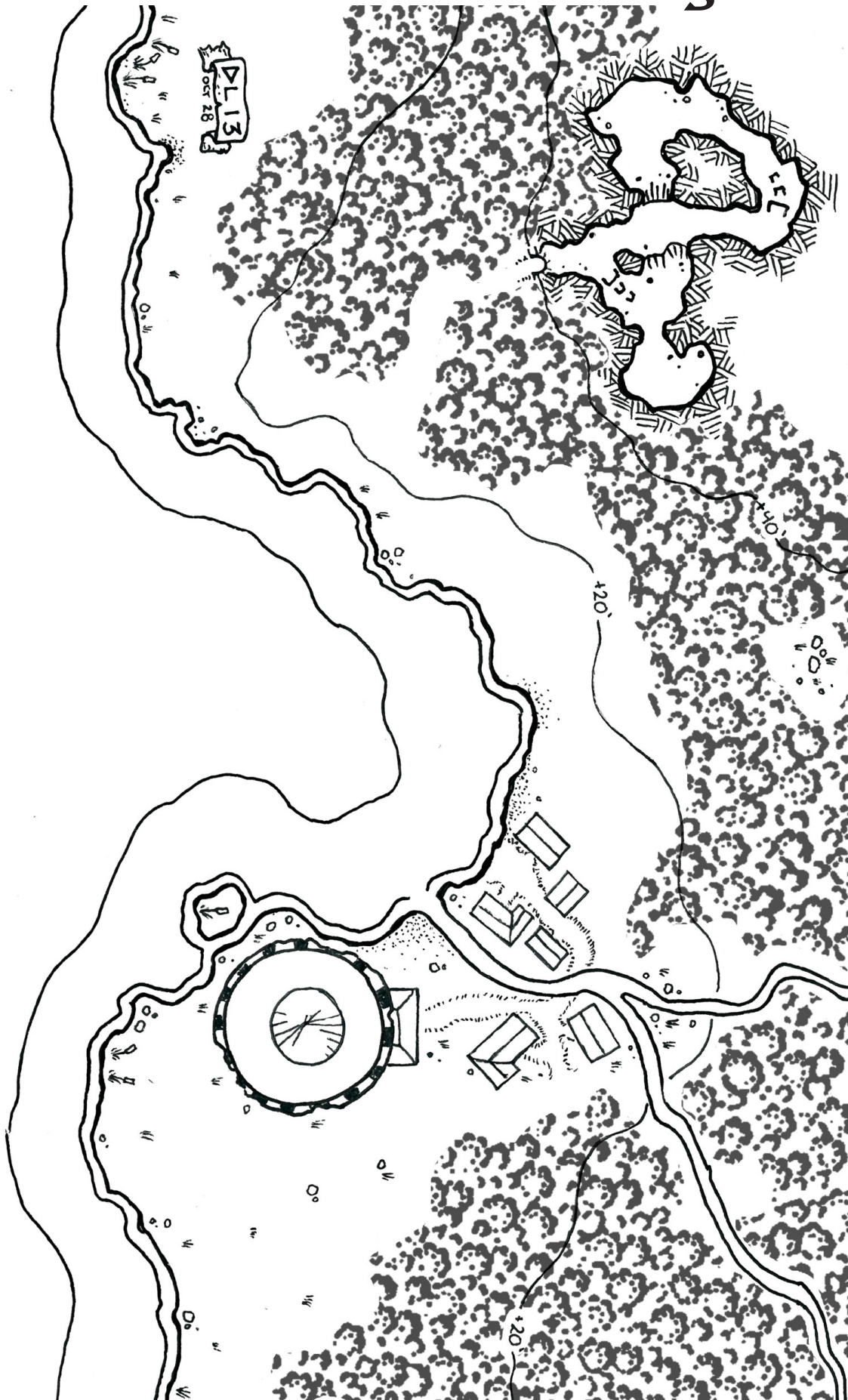
Delve of Dread - Surface



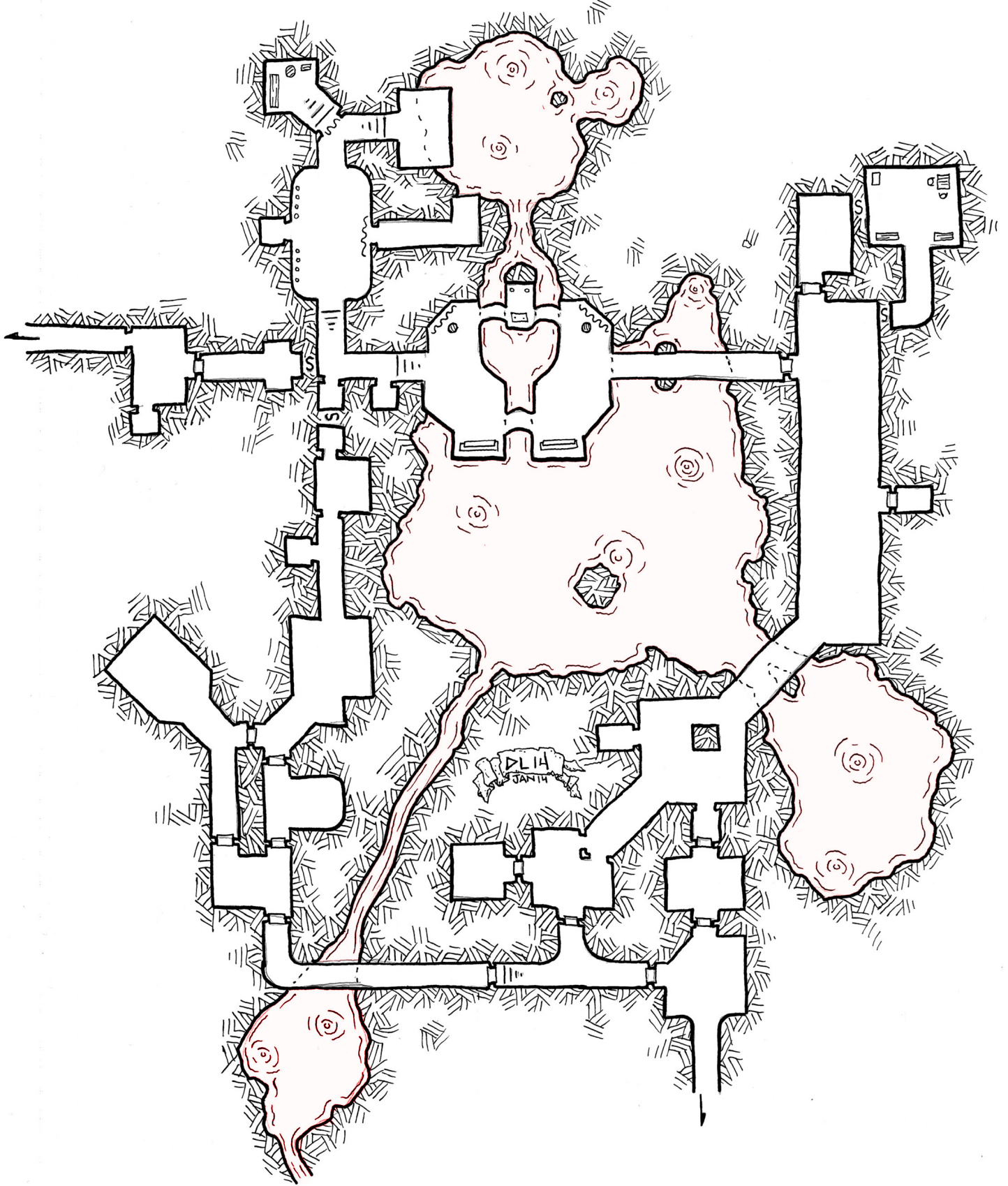
Delve of Dread - Level 1



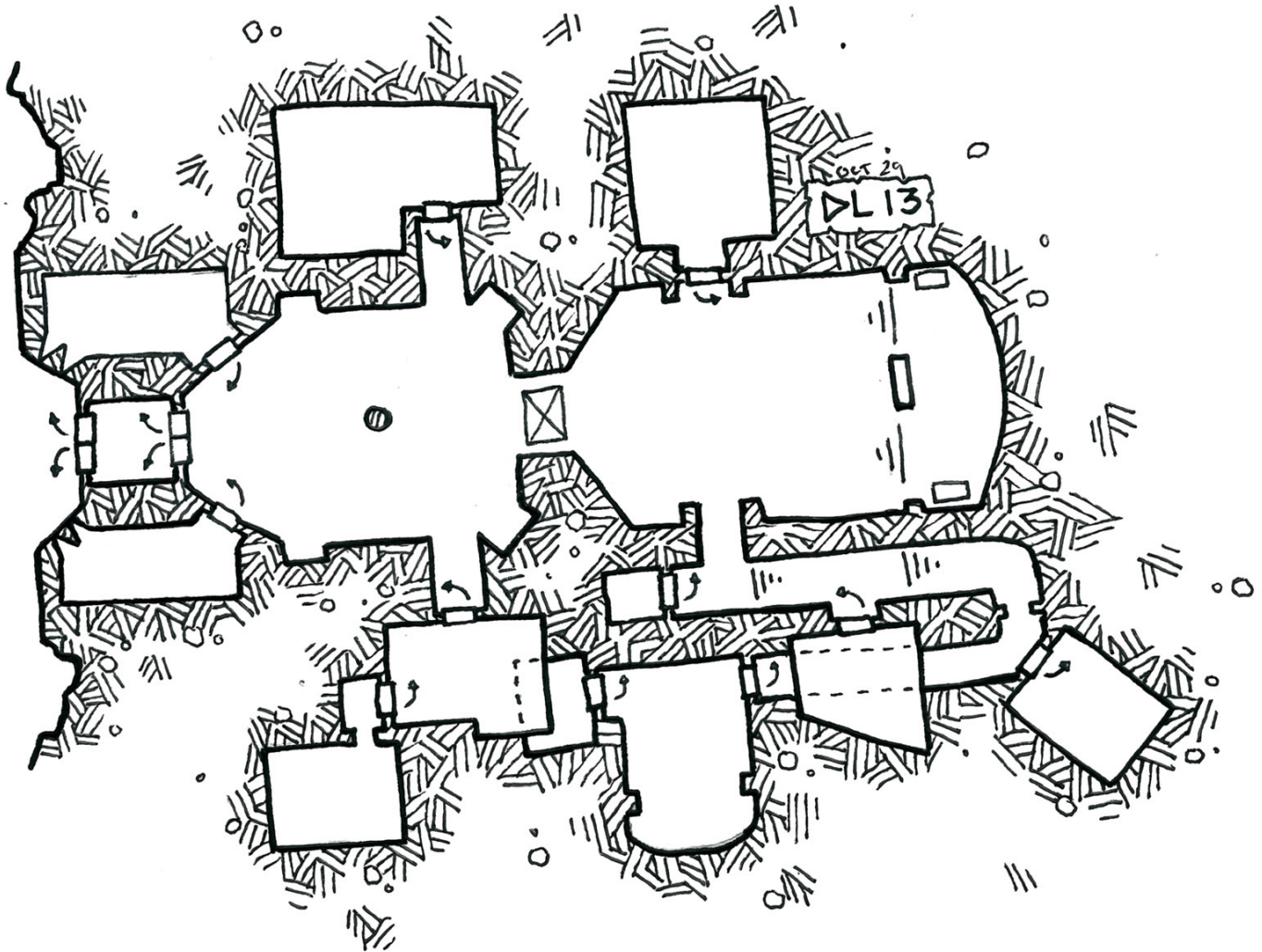
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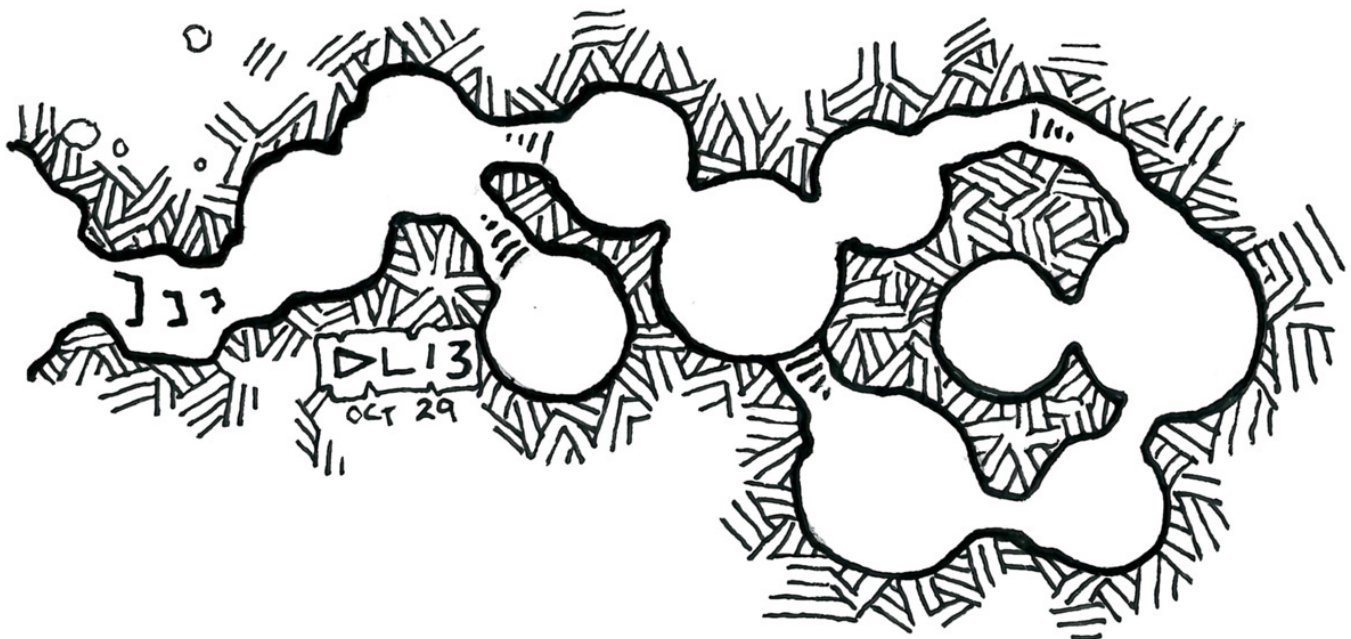
Gedak's Temple



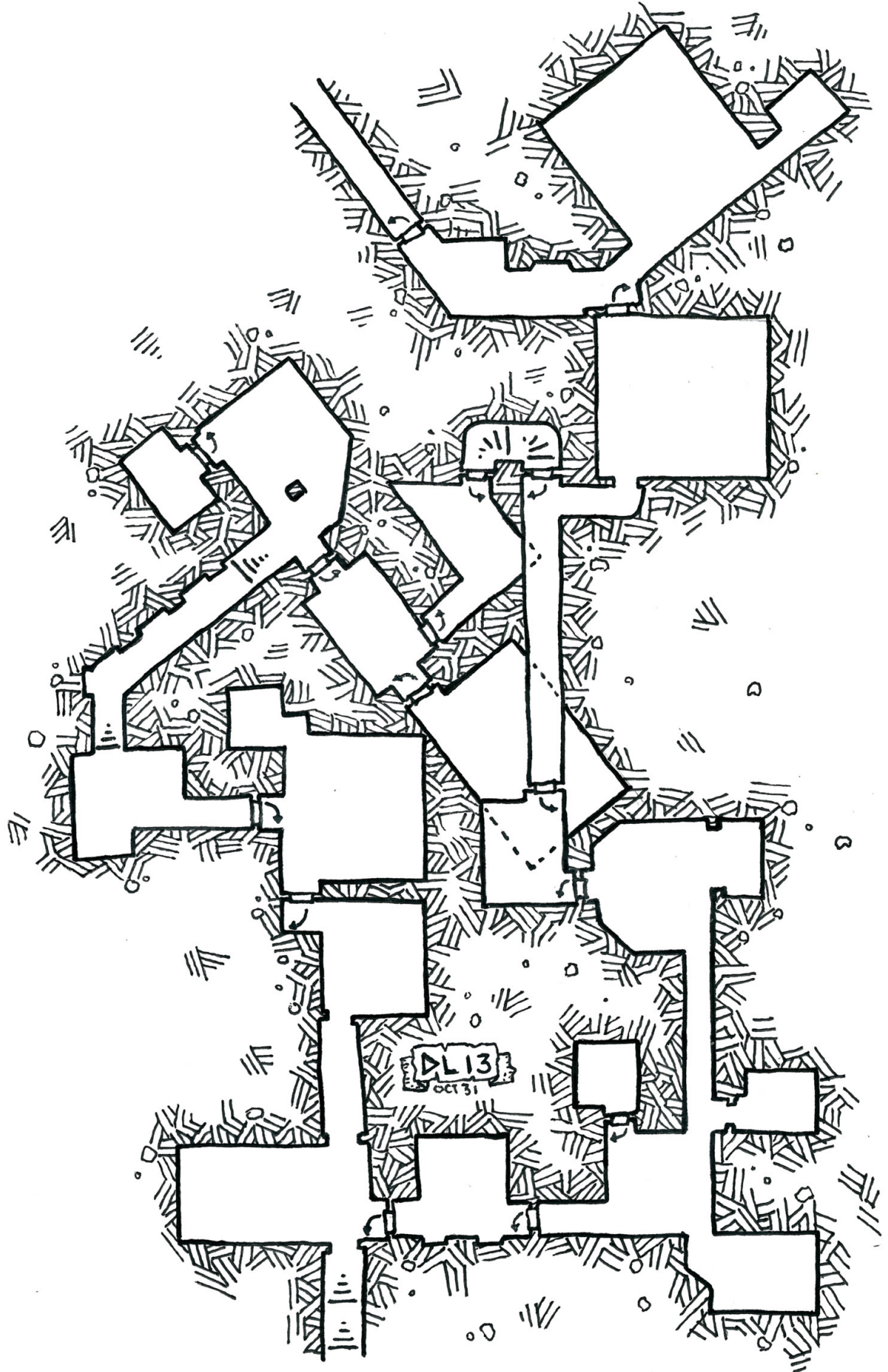
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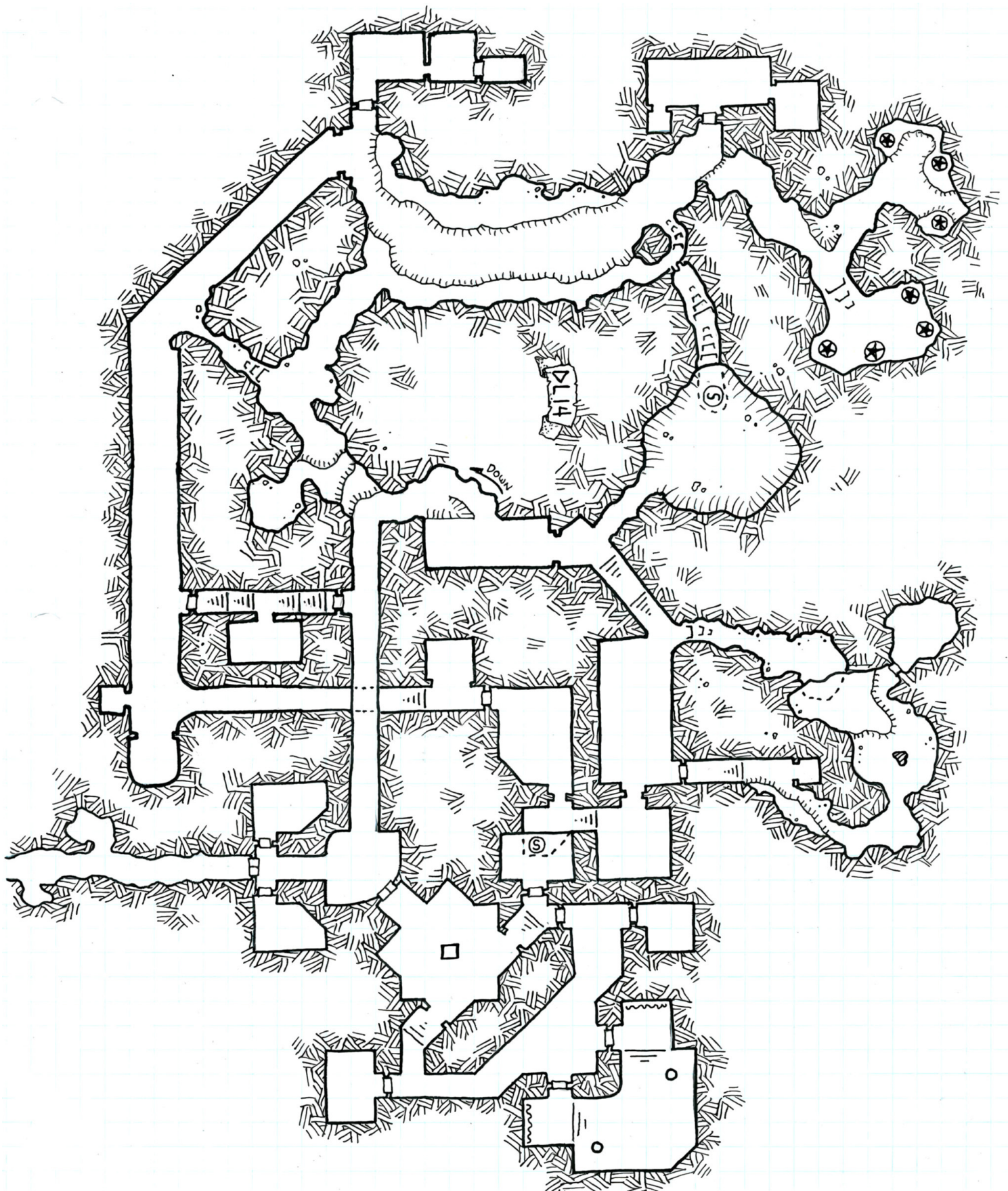
Zaelen's Hive



Firebeard's Cut



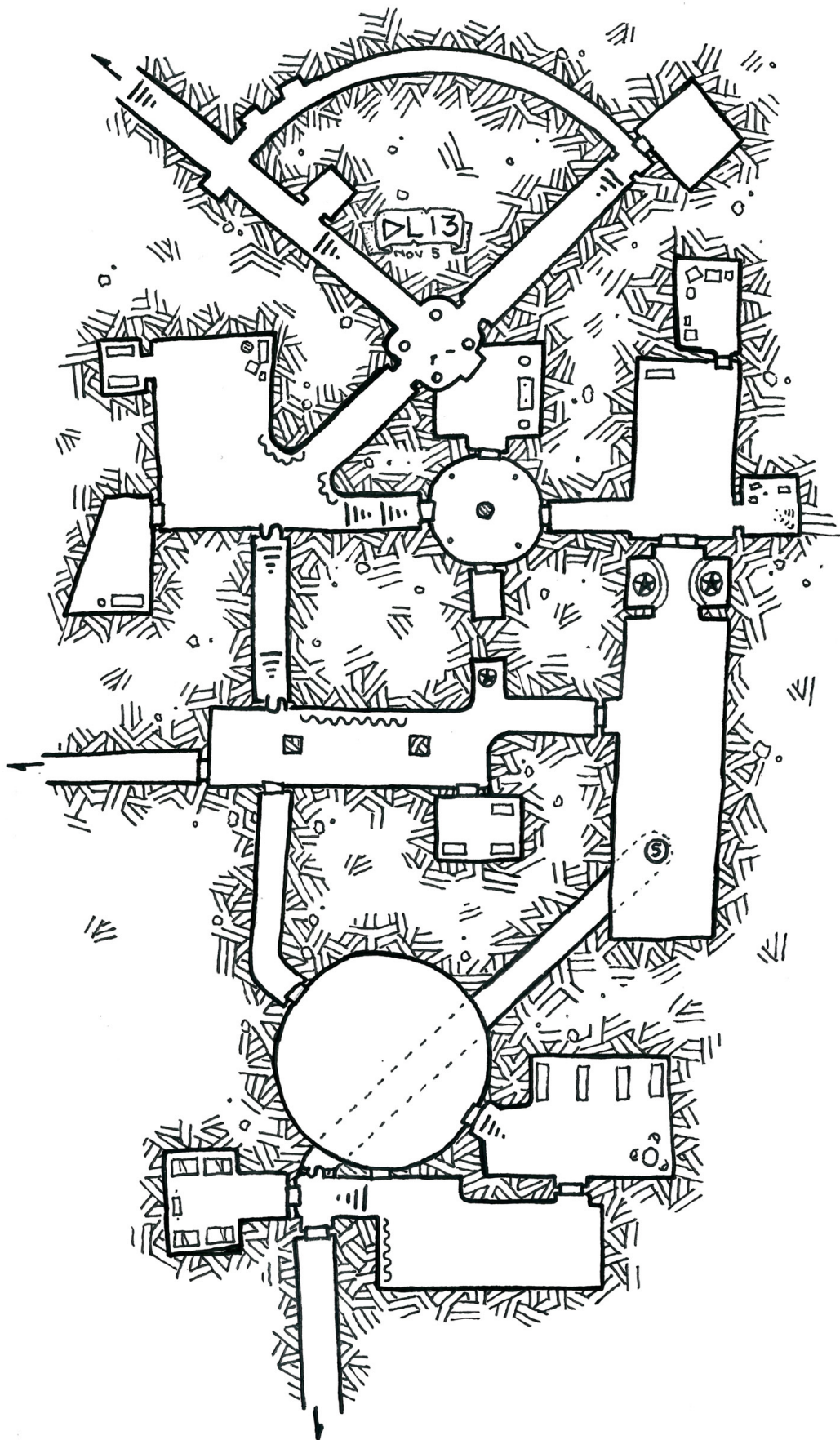
Dysons & Dungeons



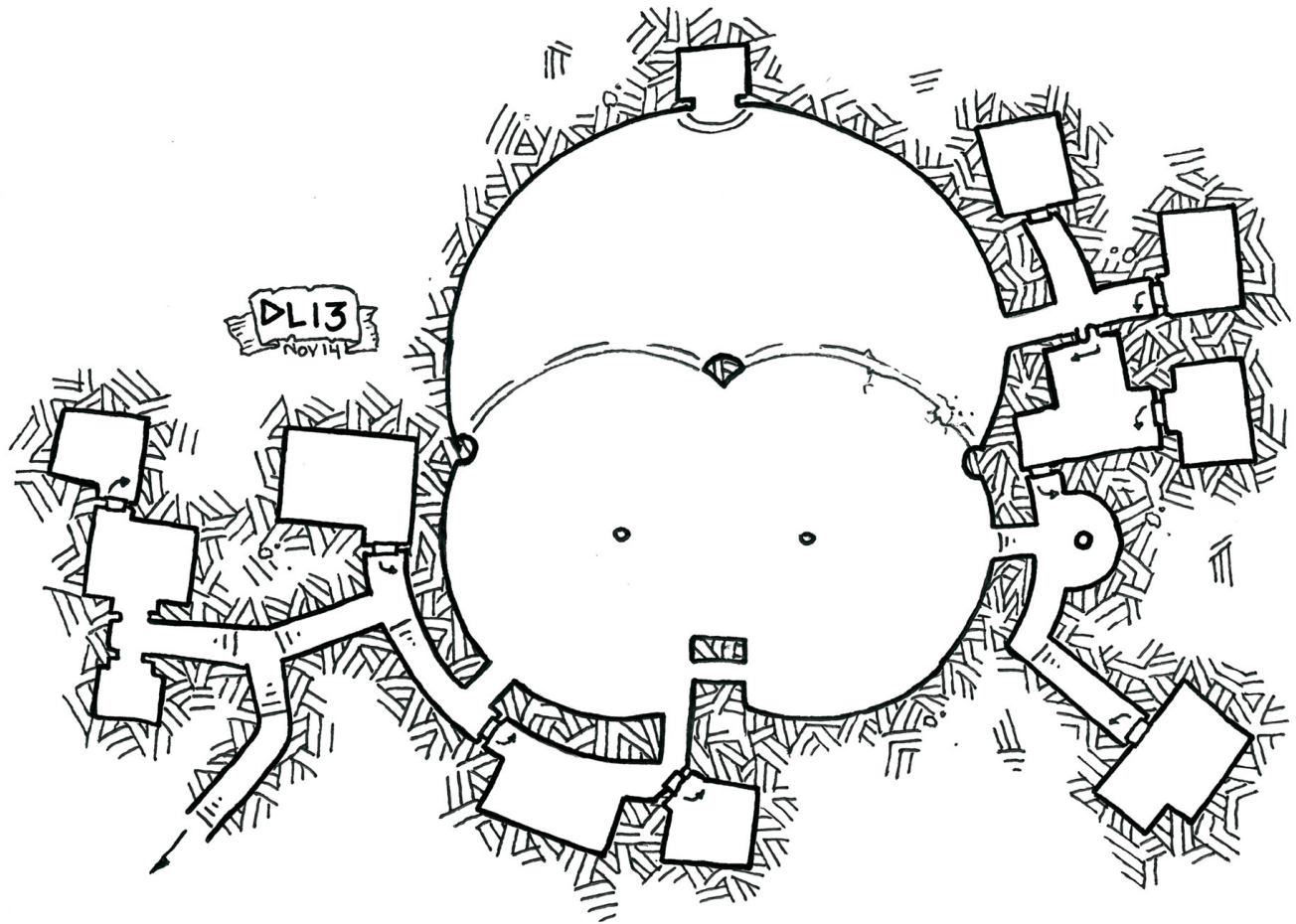
Stariphos Bay



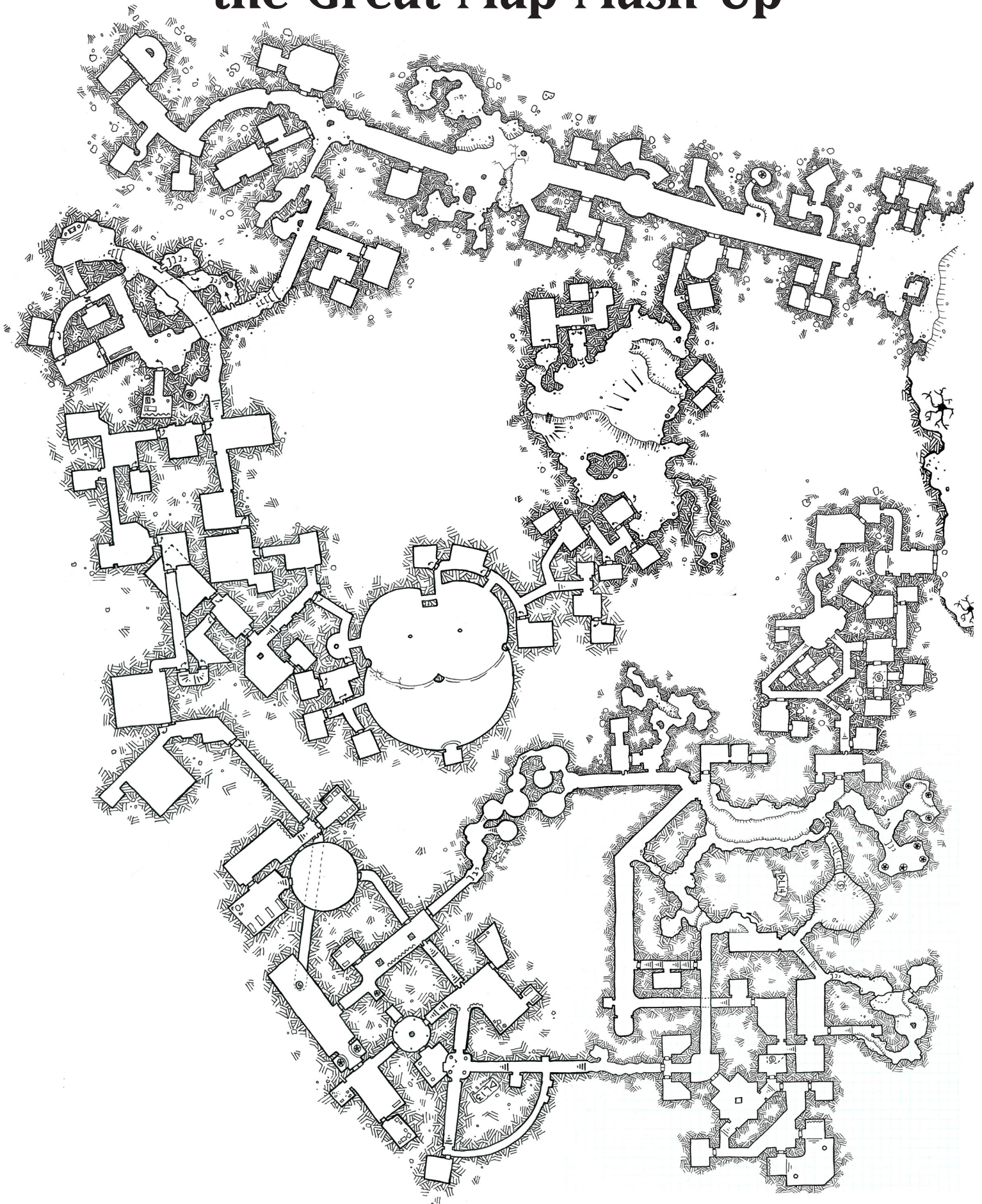
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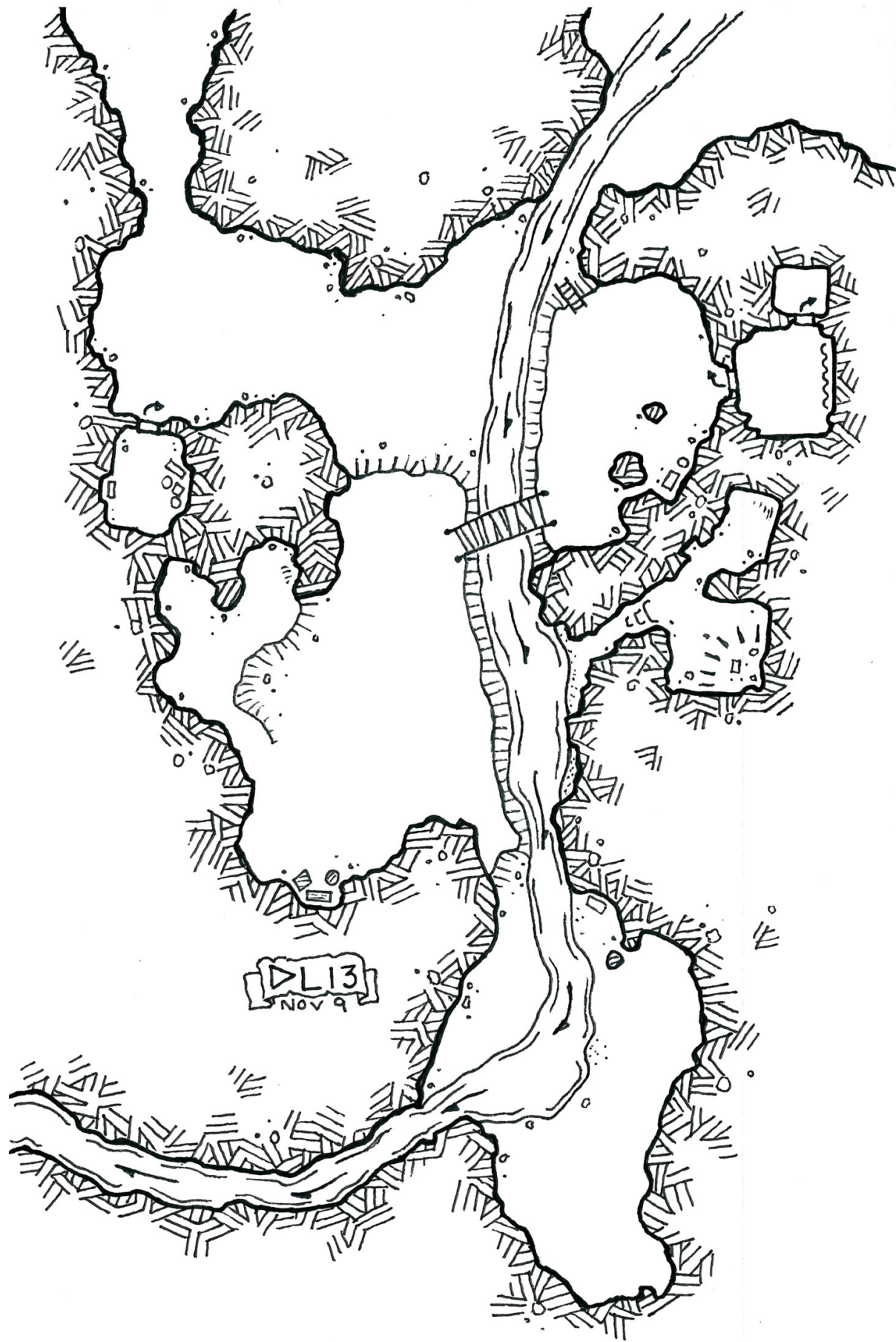
The Seer's Font



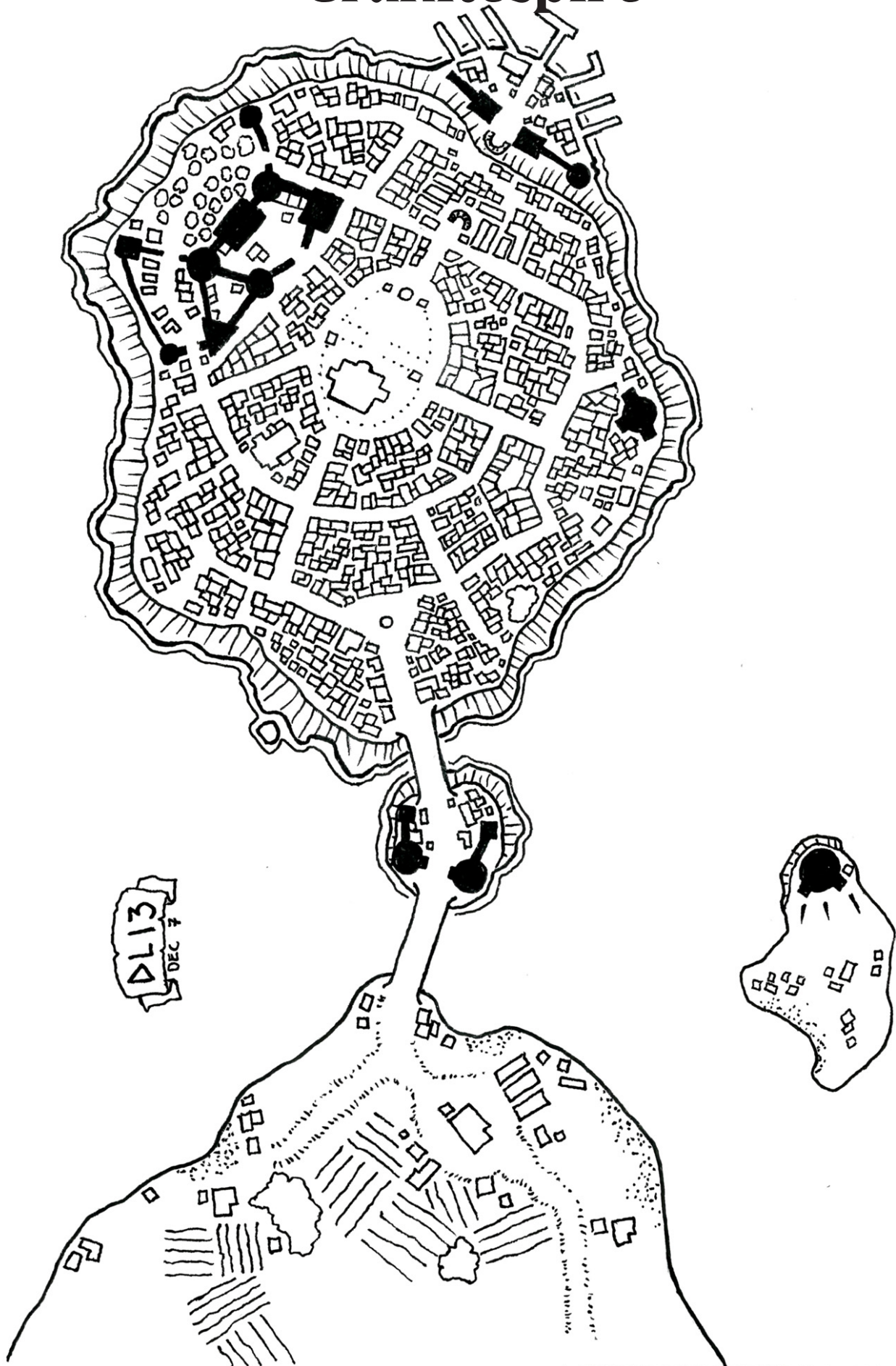
the Great Map Mash-Up



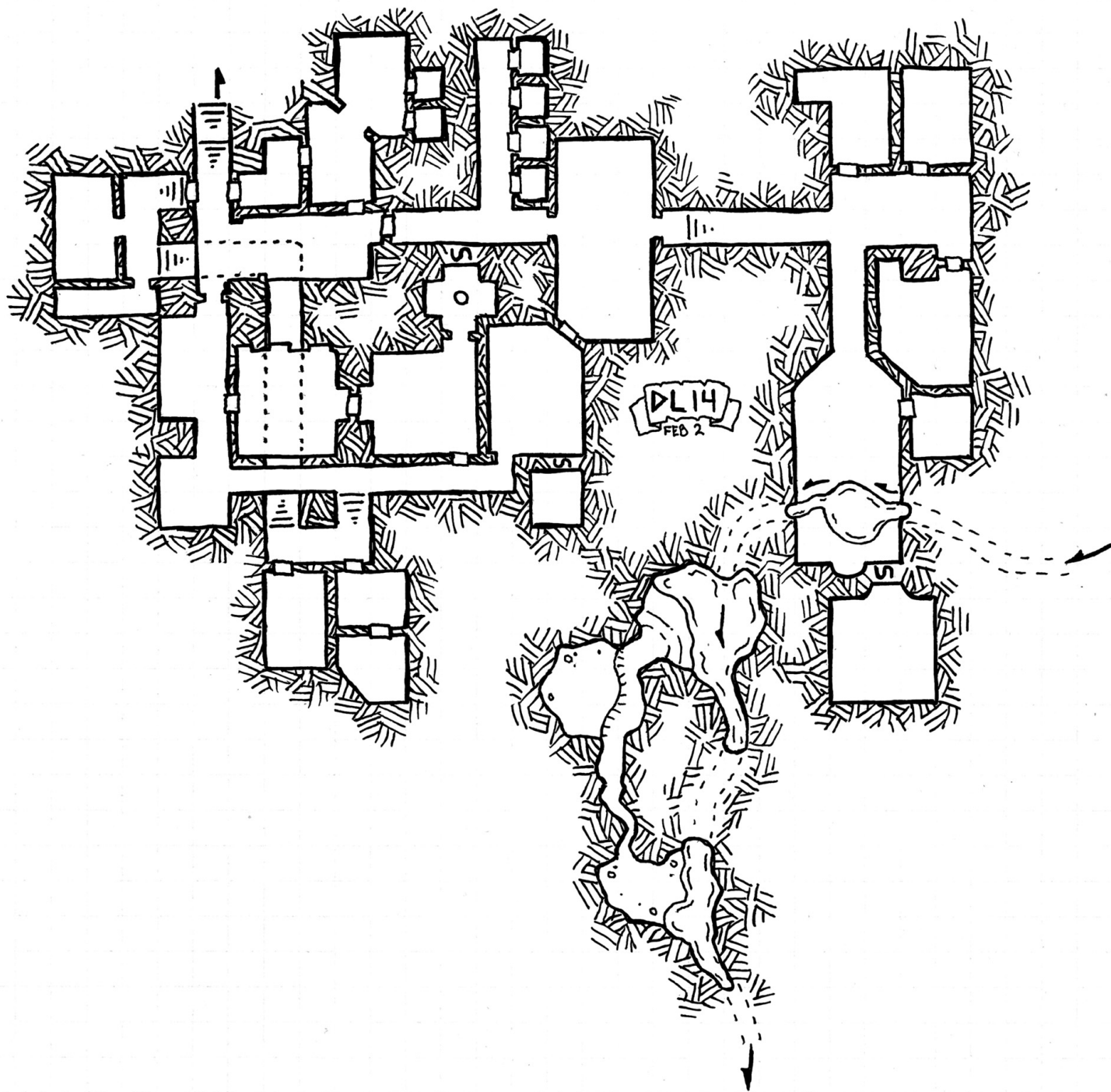
Kin's River Cave



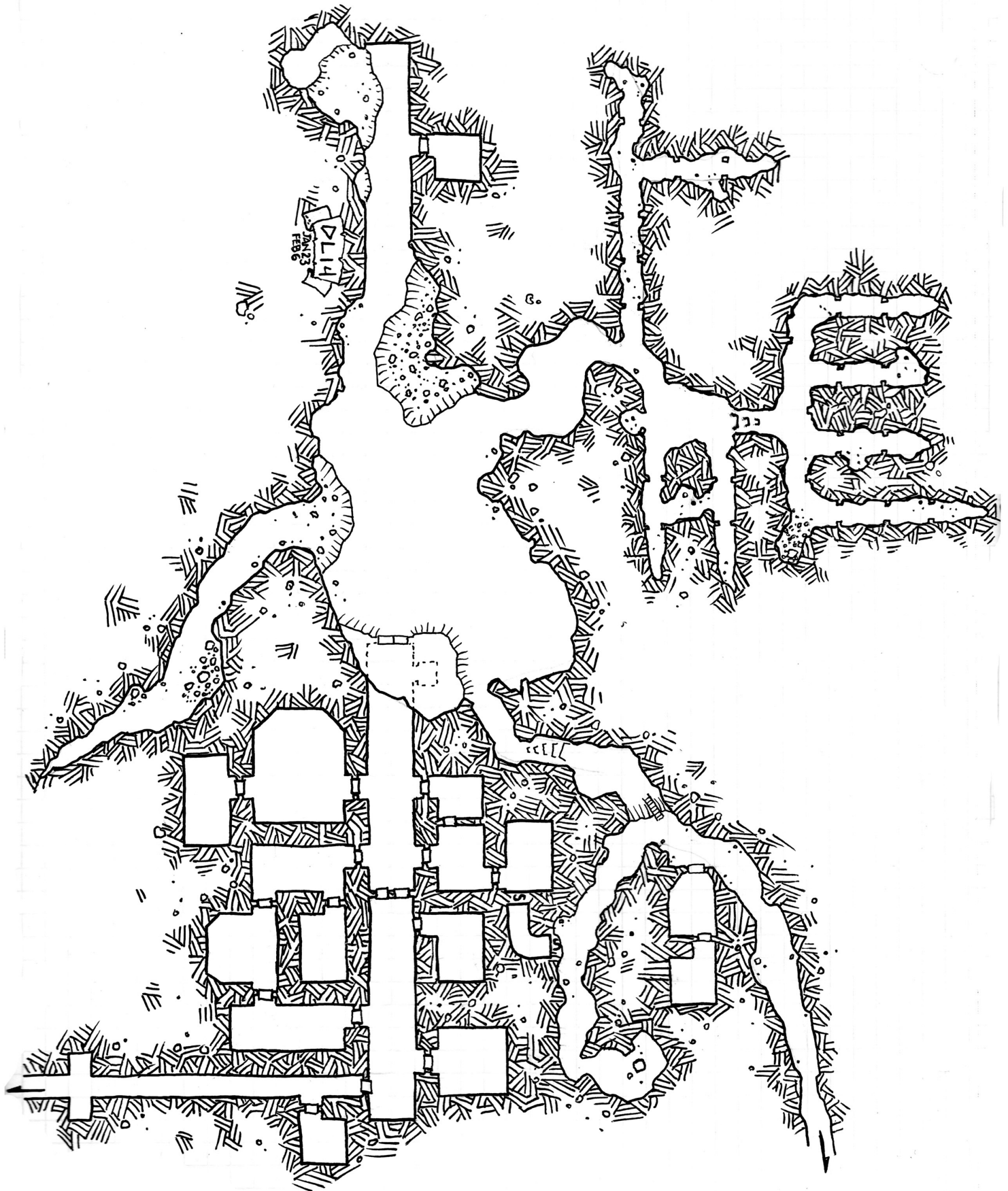
Granitespire



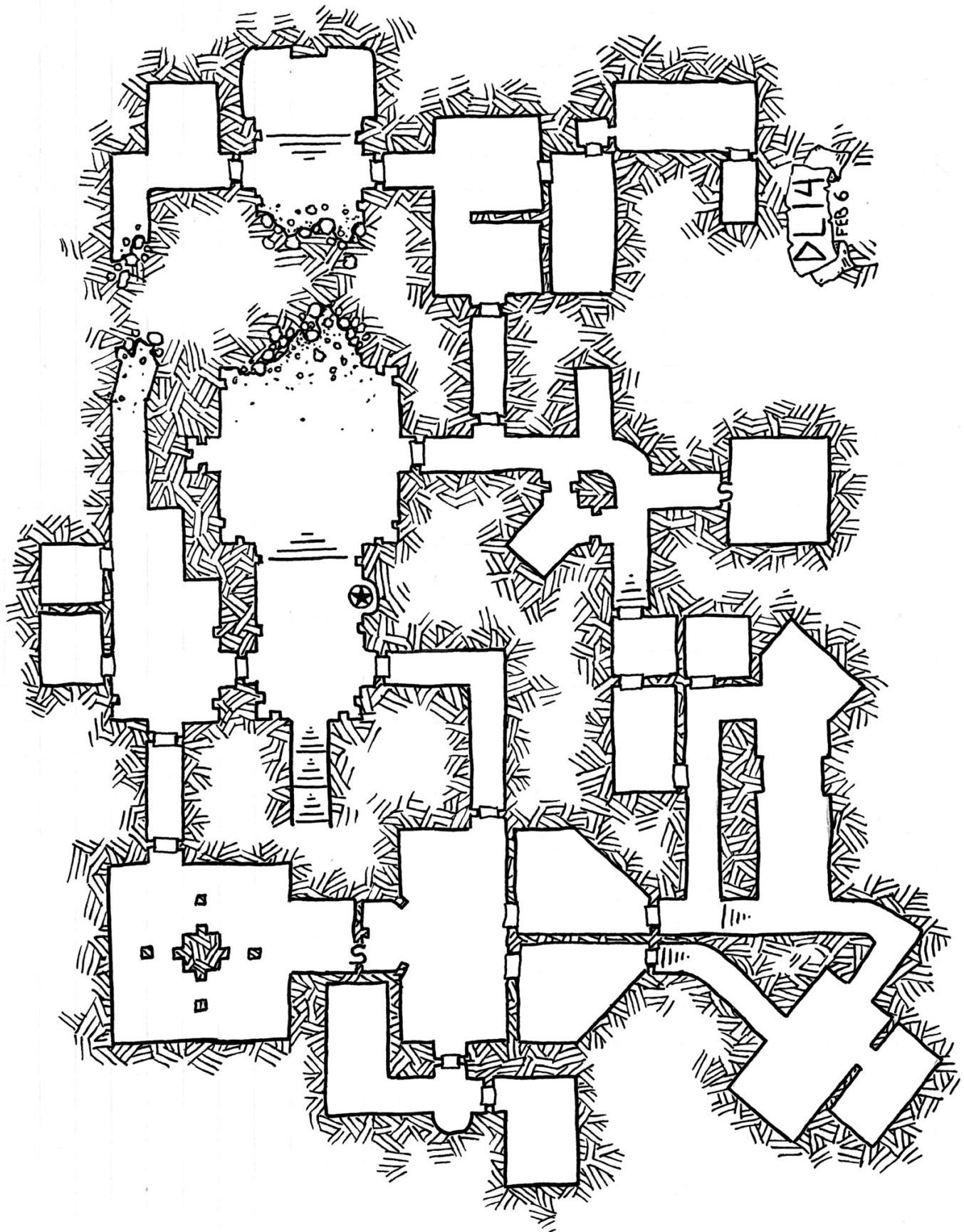
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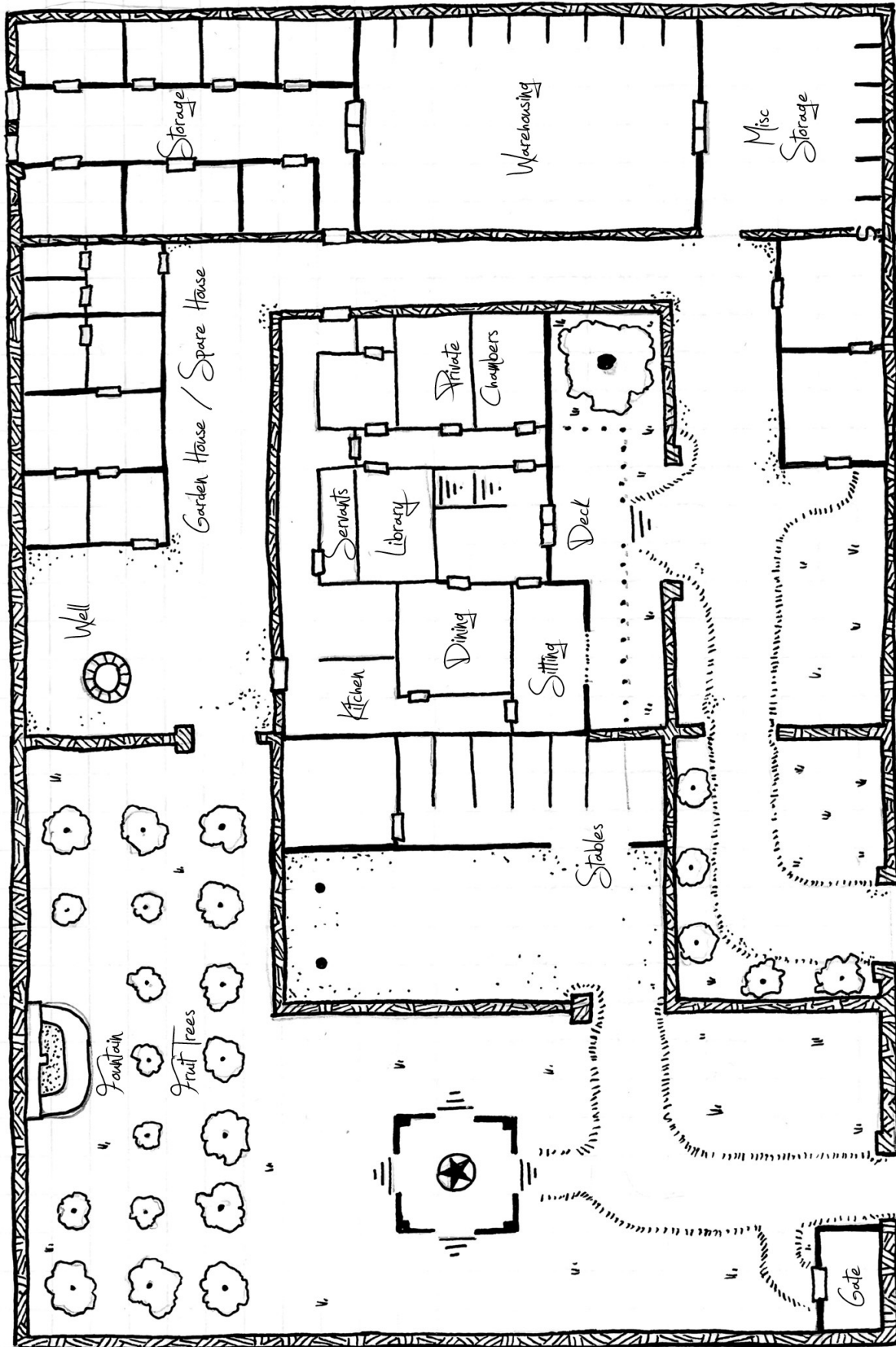
Dwarven Mines of Kuln



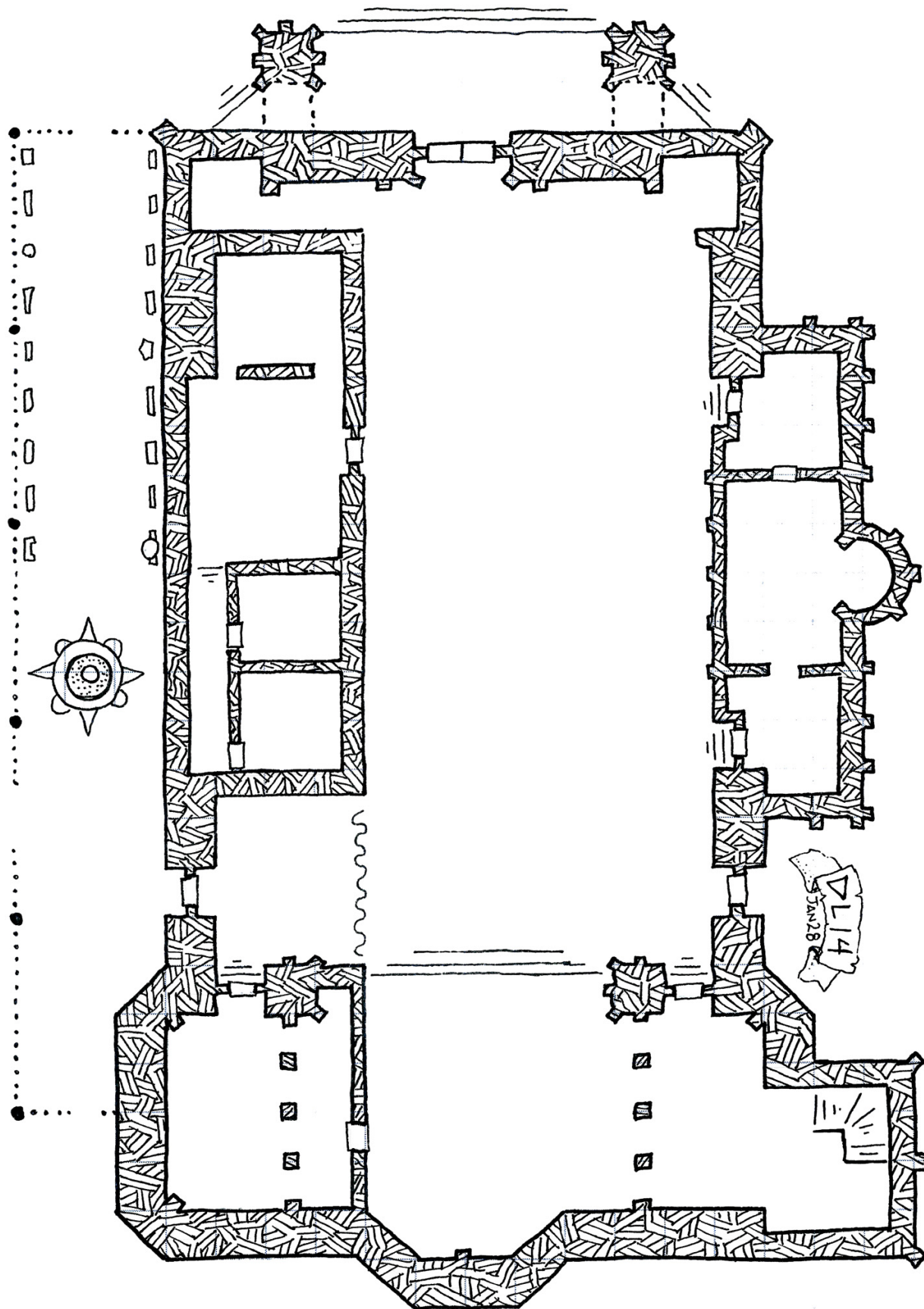
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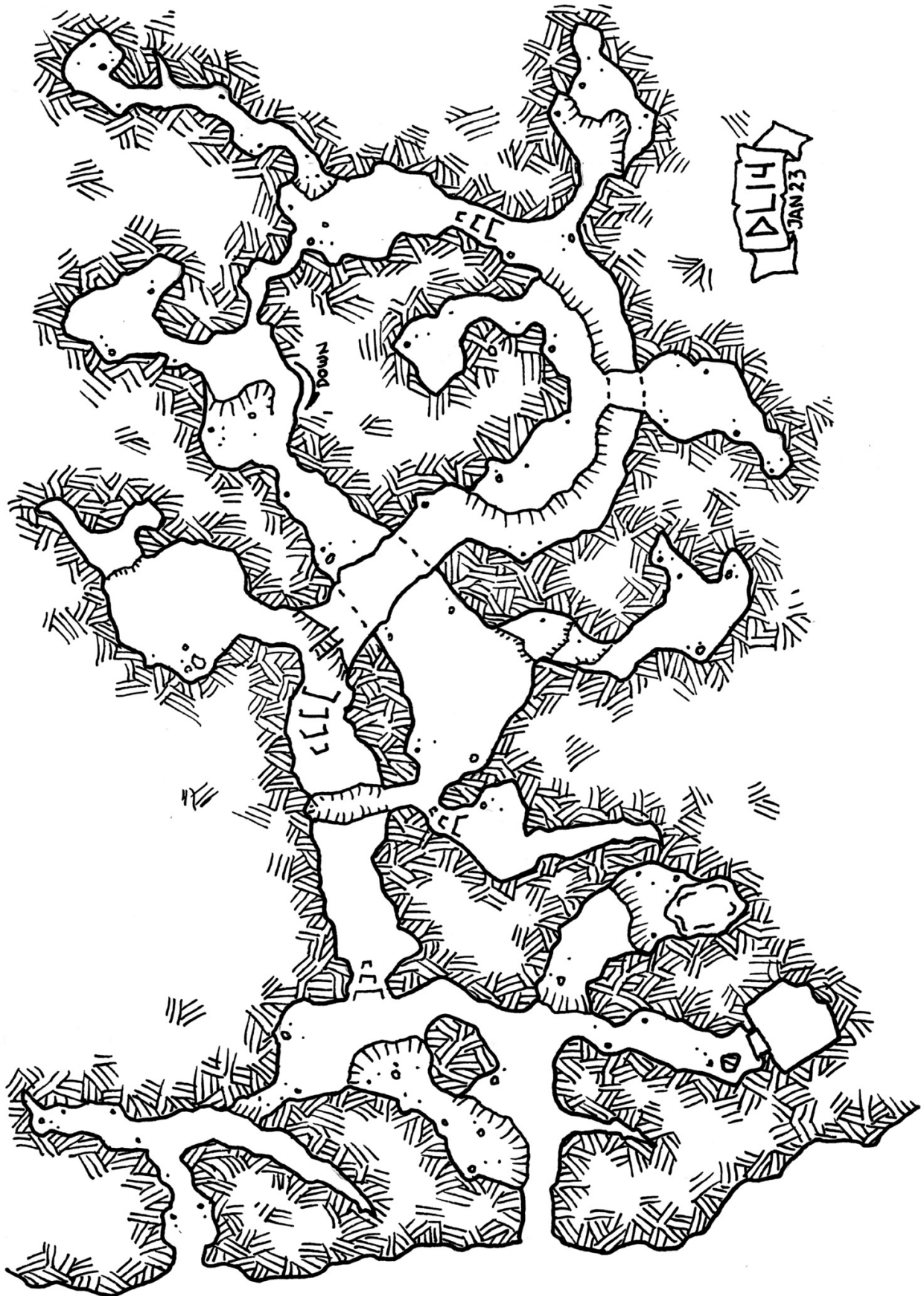
The Crawford Estate



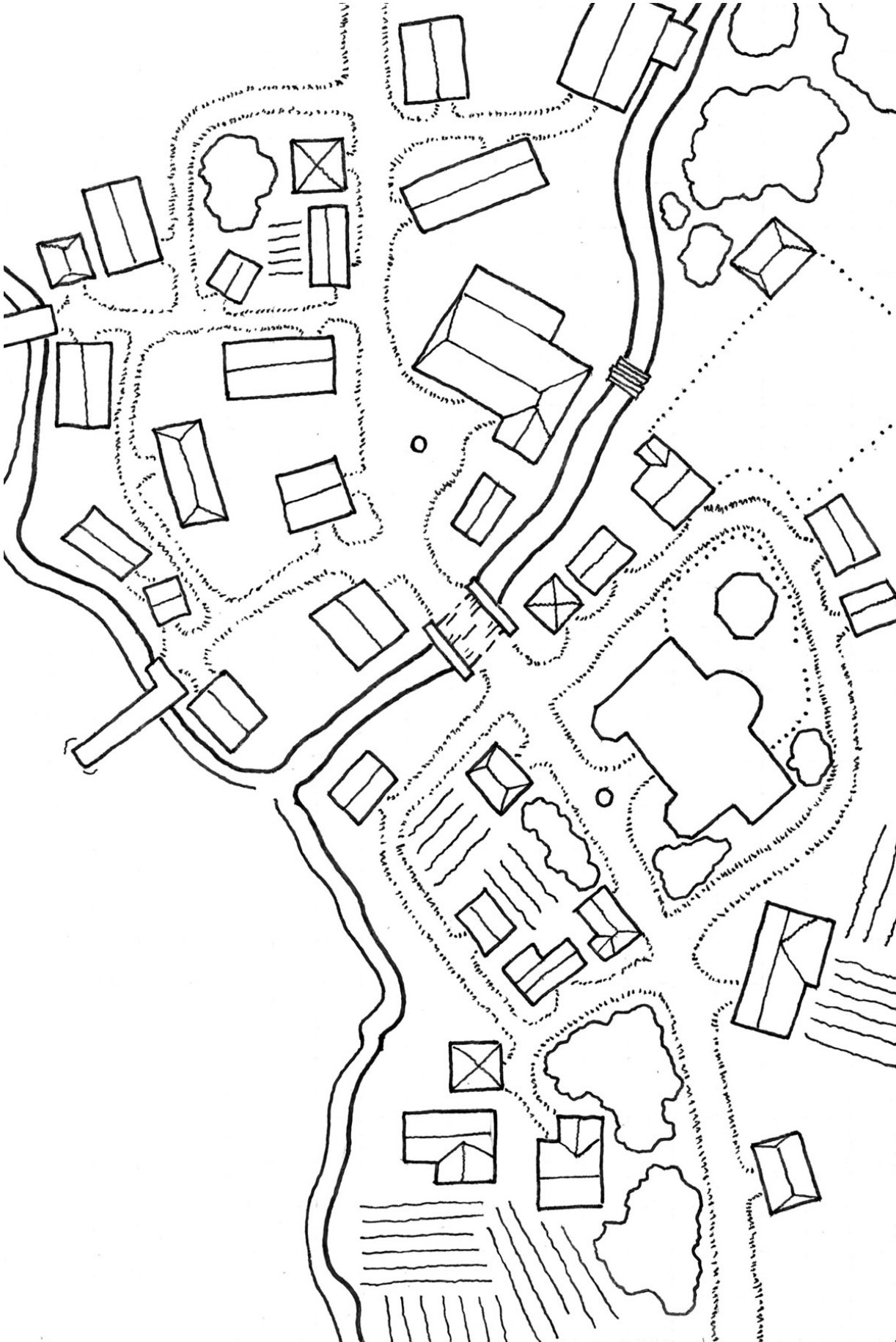
Temple of the White Flame



Hessel's Caves



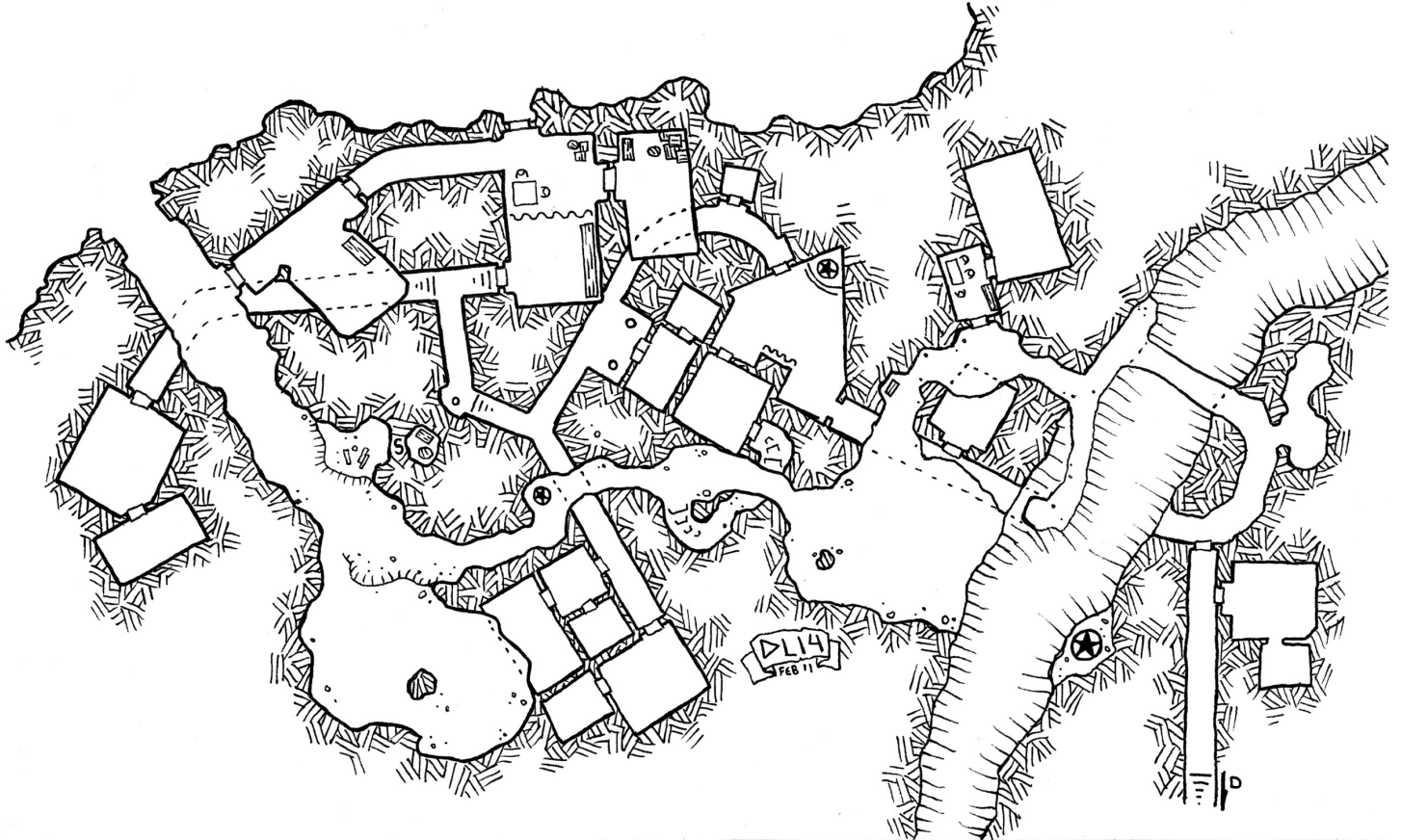
Upper Bellem Village



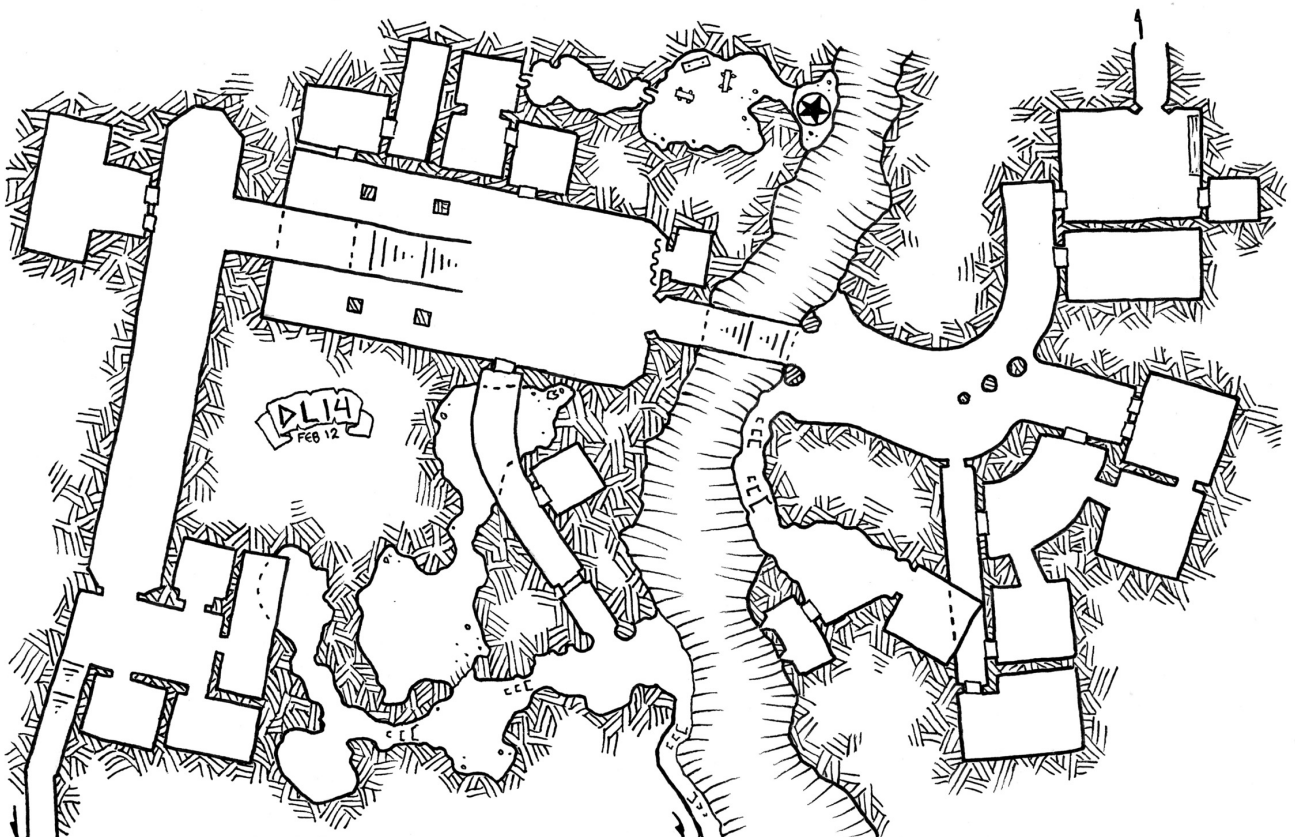
Ruins of Baybeach



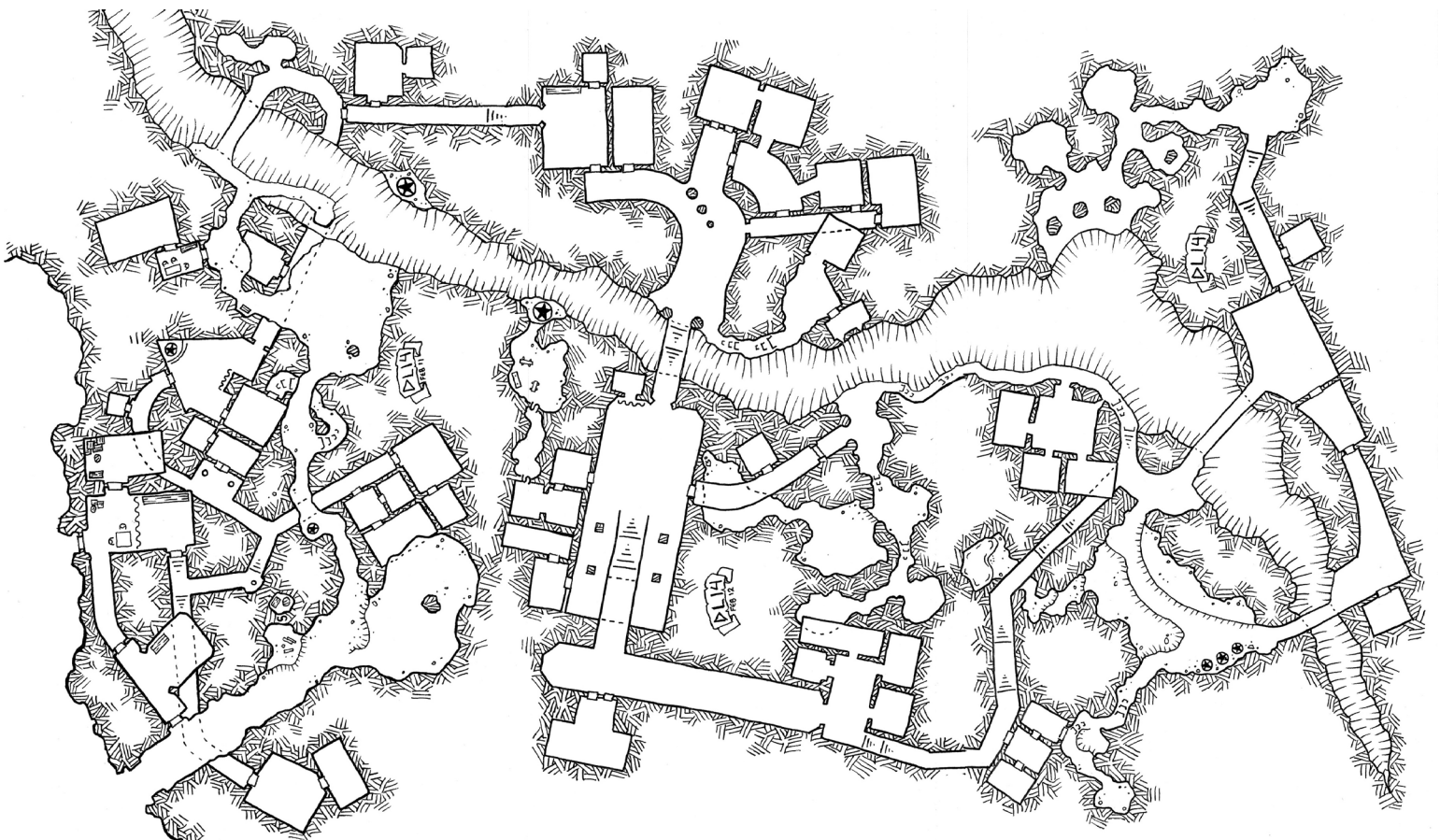
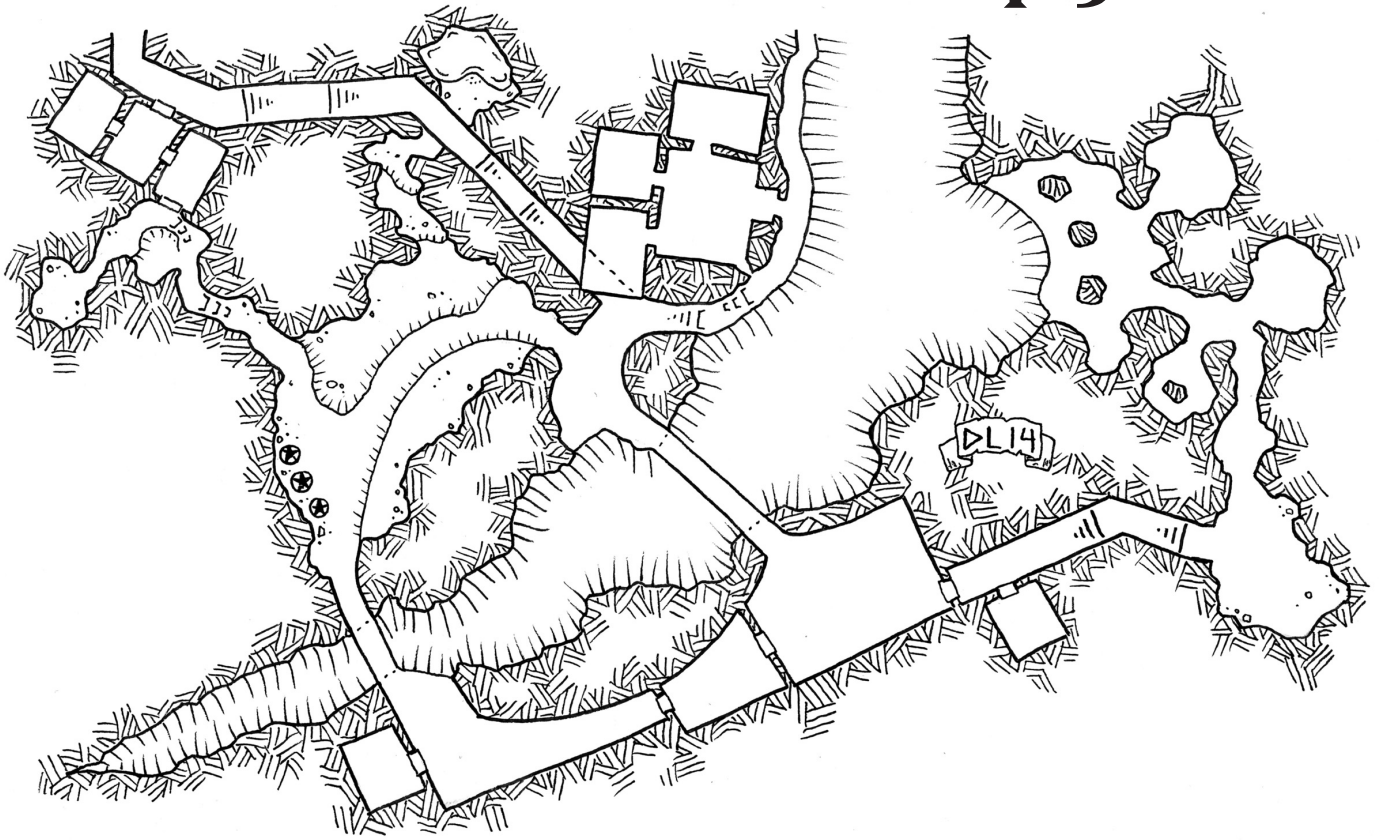
Torn Mountain Map 1



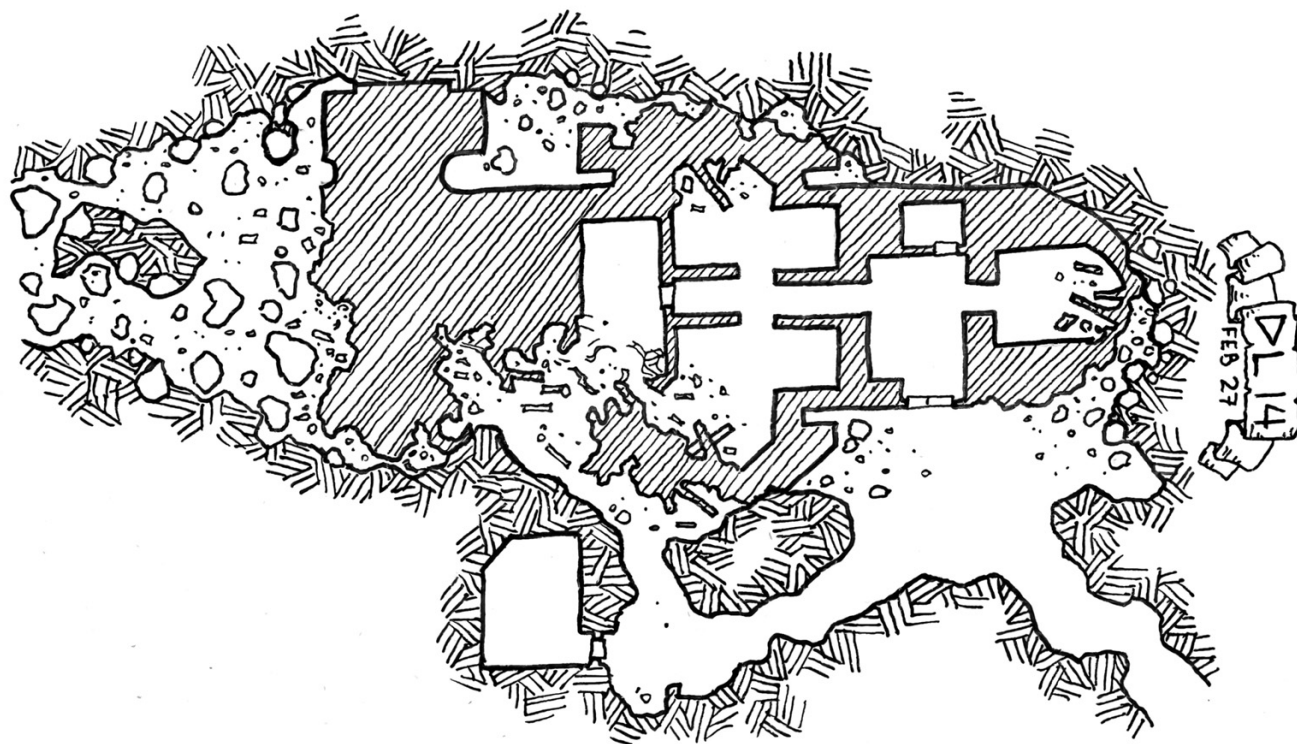
Torn Mountain Map 2



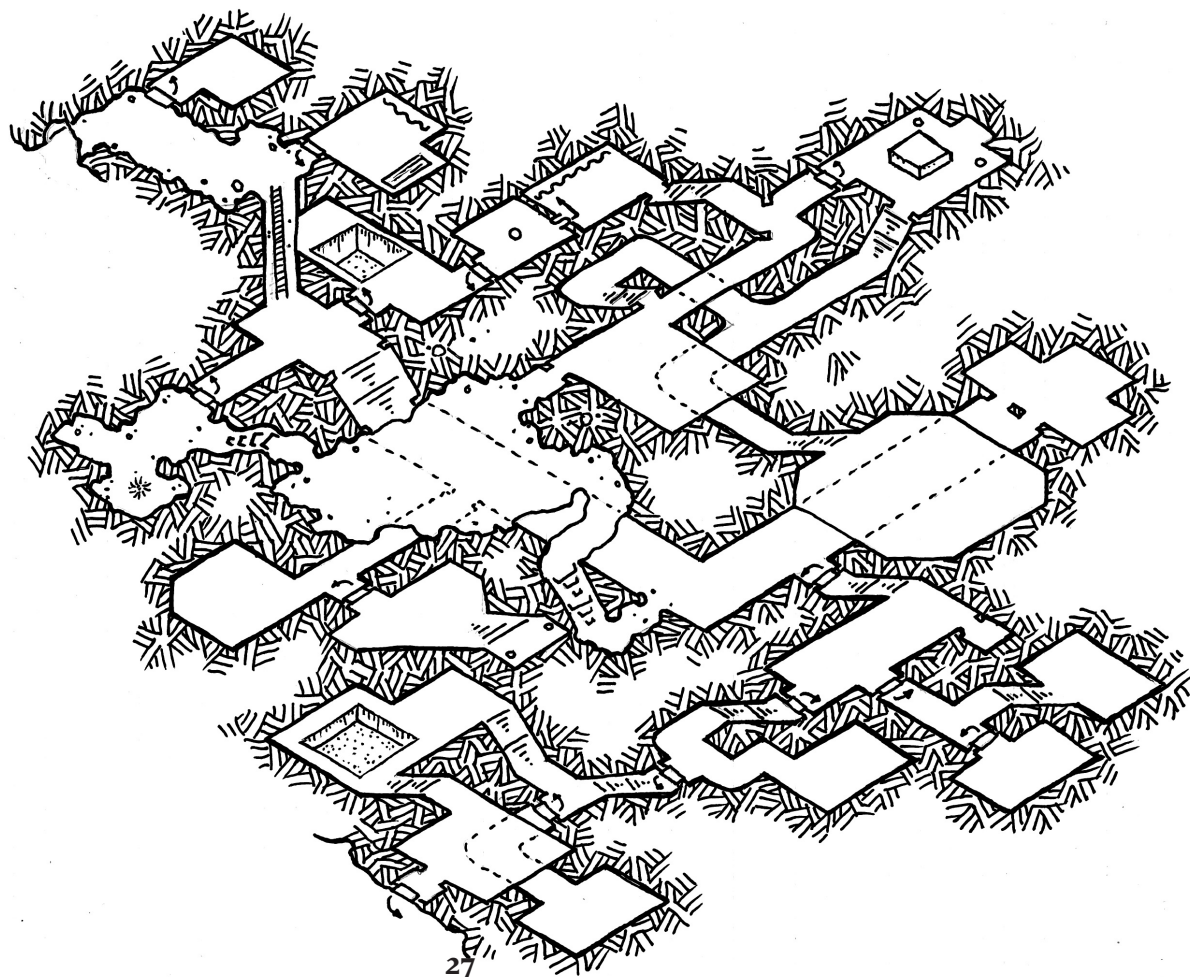
Torn Mountain Map 3



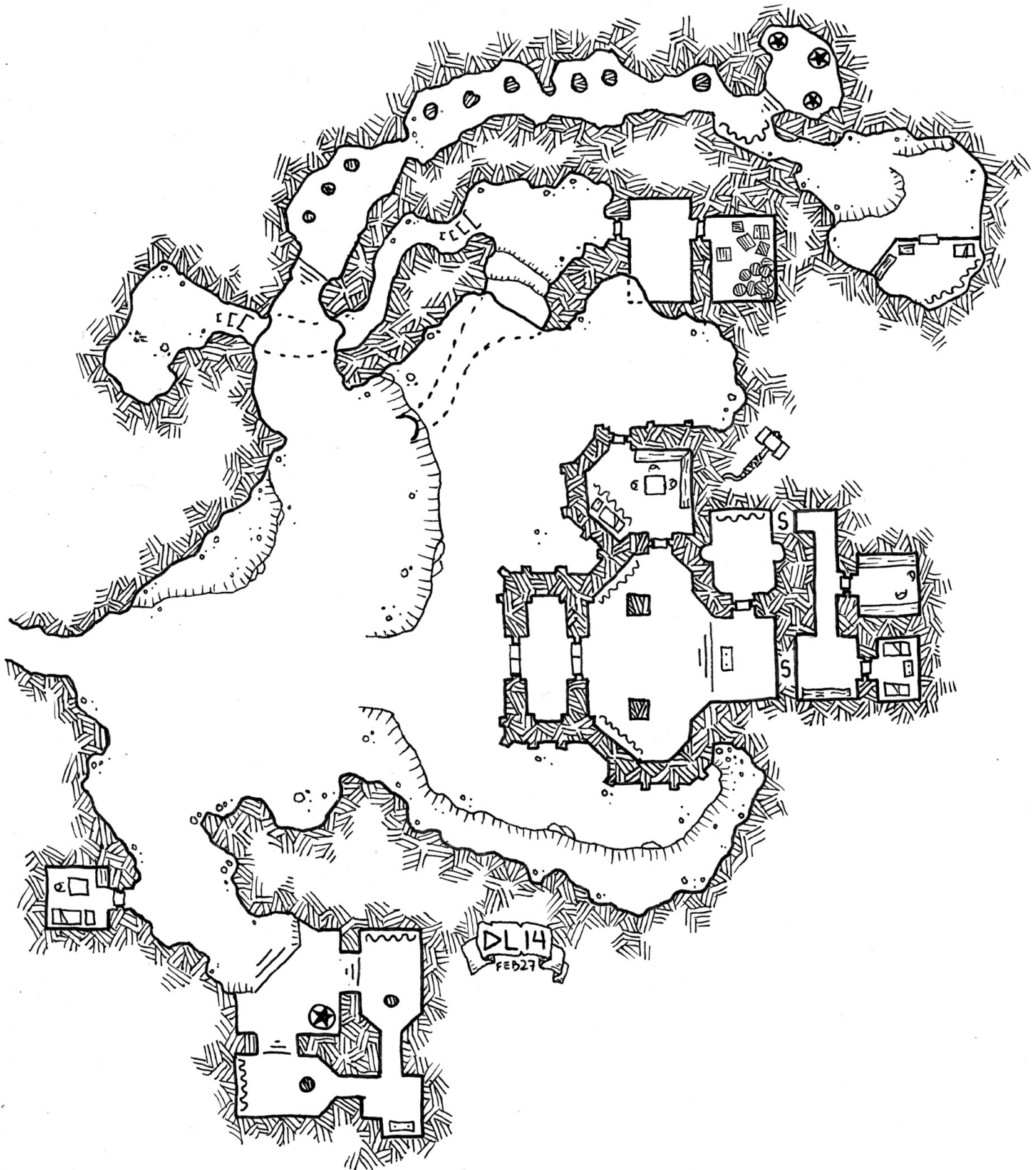
The Mithril Temple



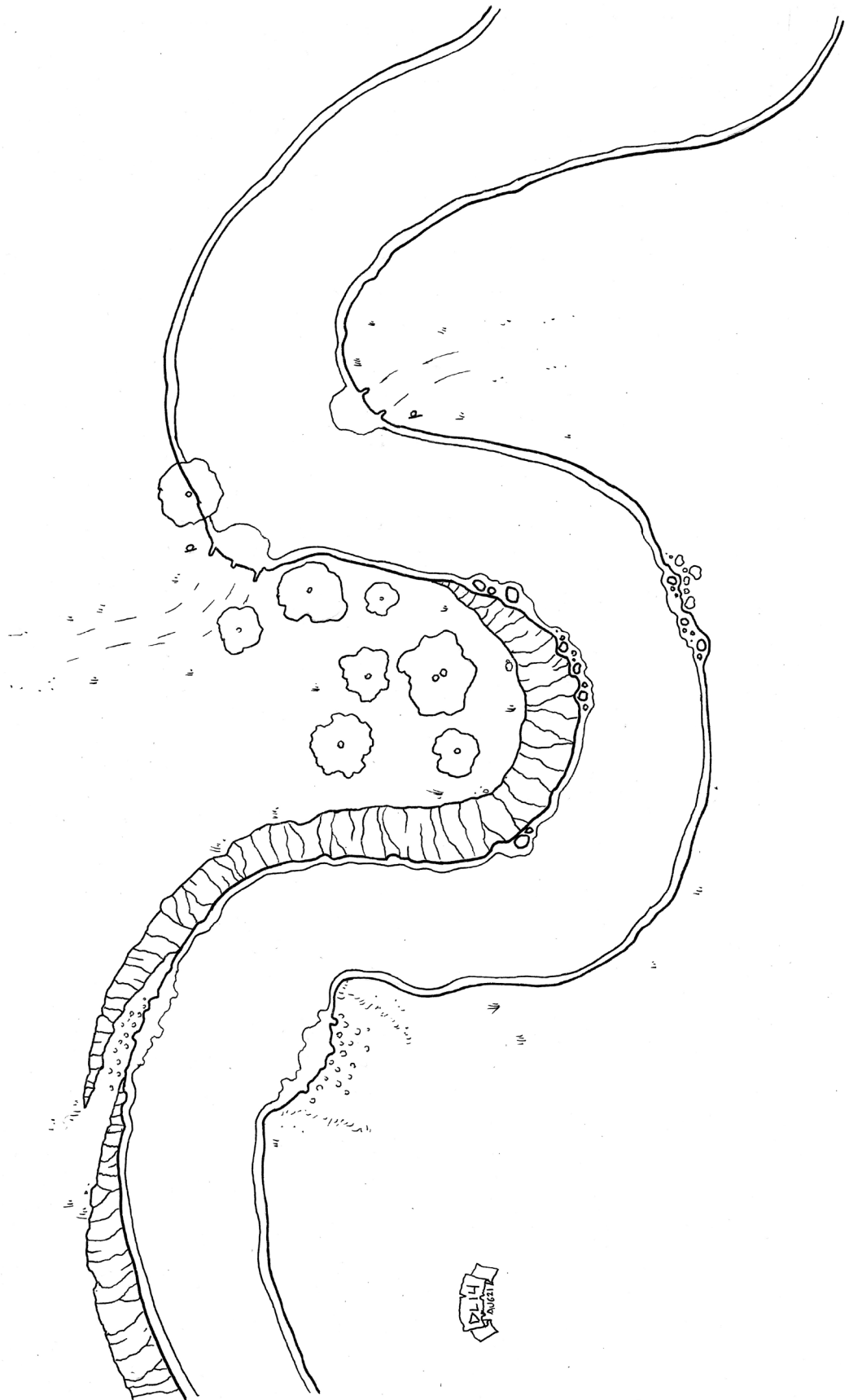
Isometric Dungeon Experiment #4



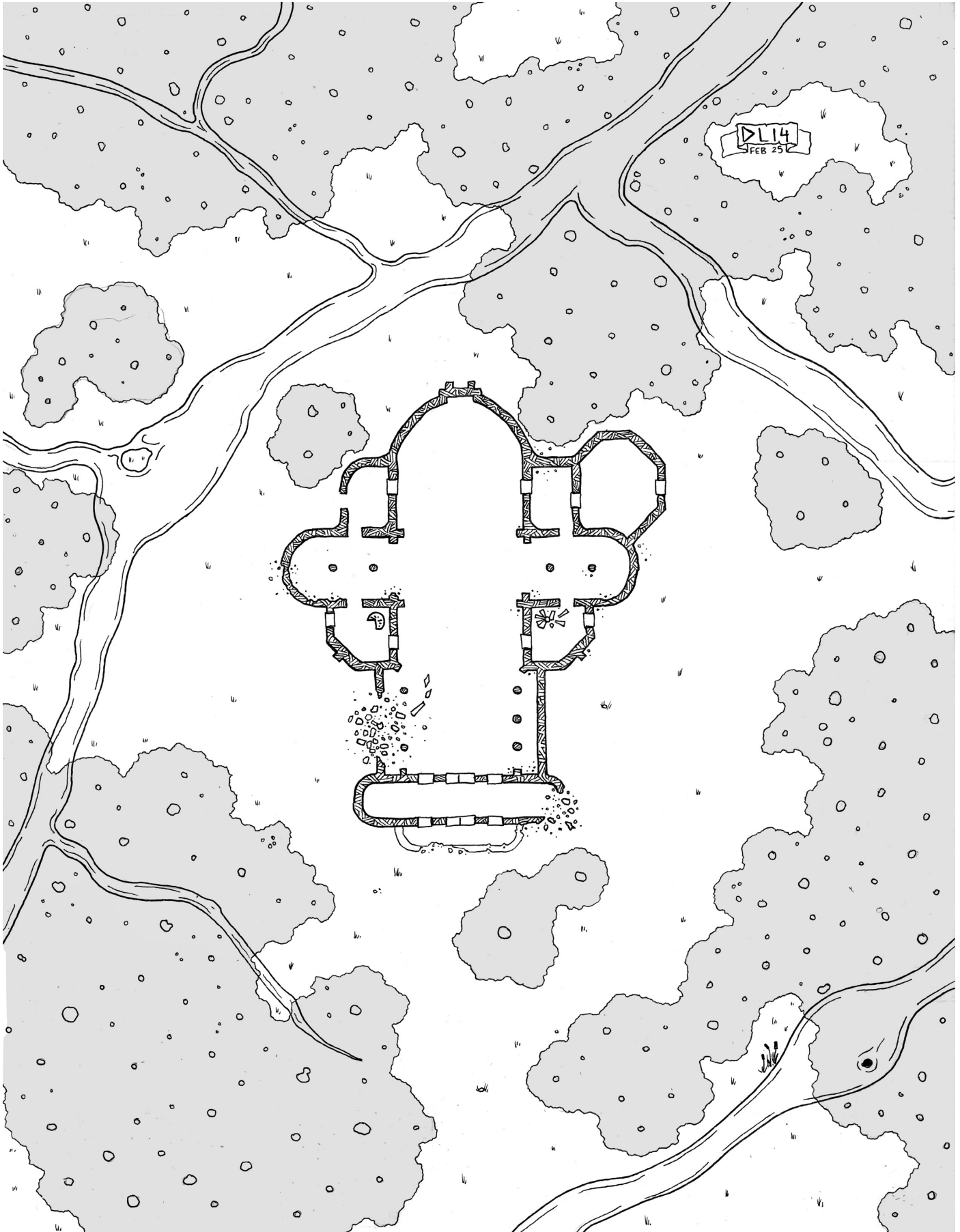
Three Underworld Temples



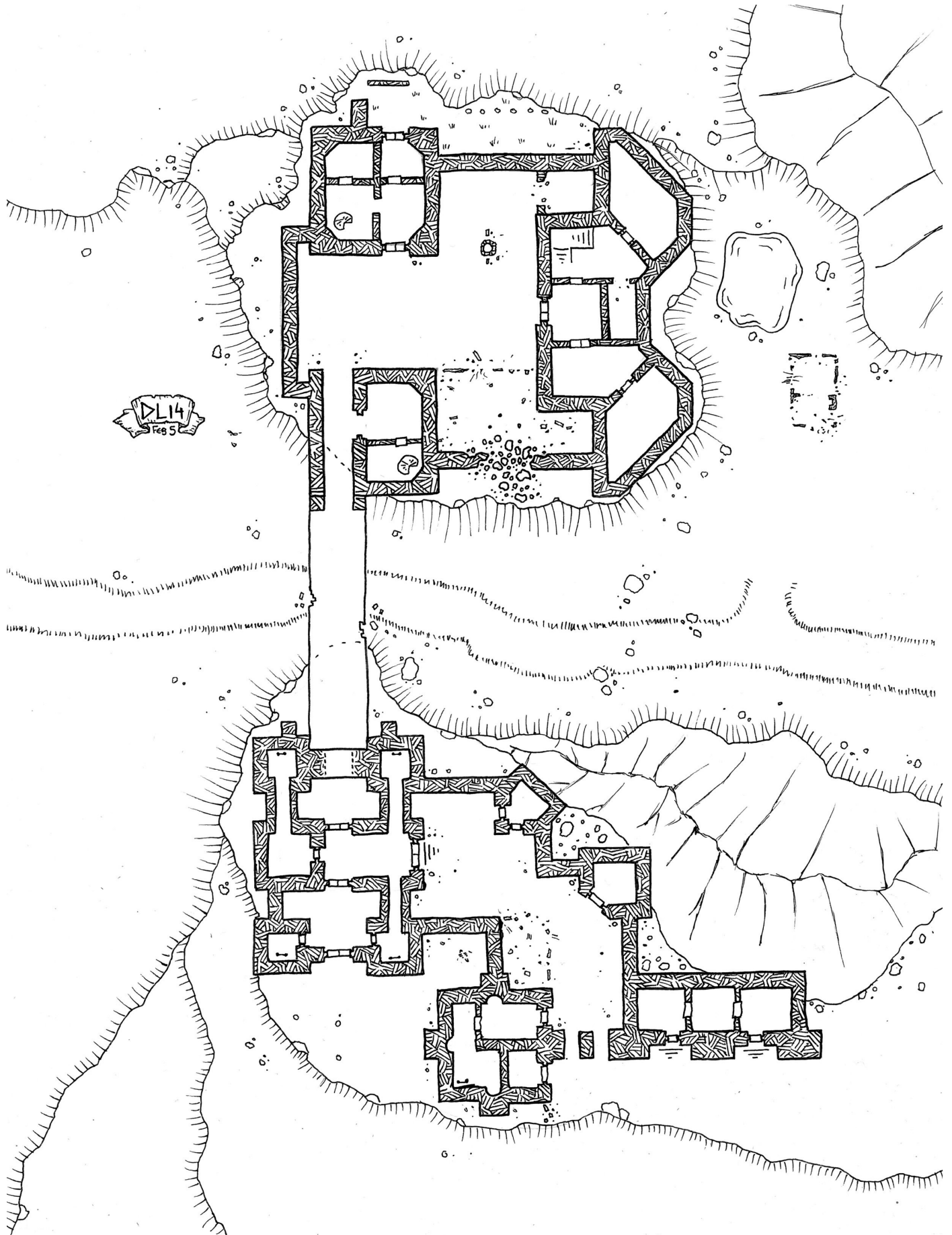
The River Ford



The Church in the Woods



Anvil Fortress



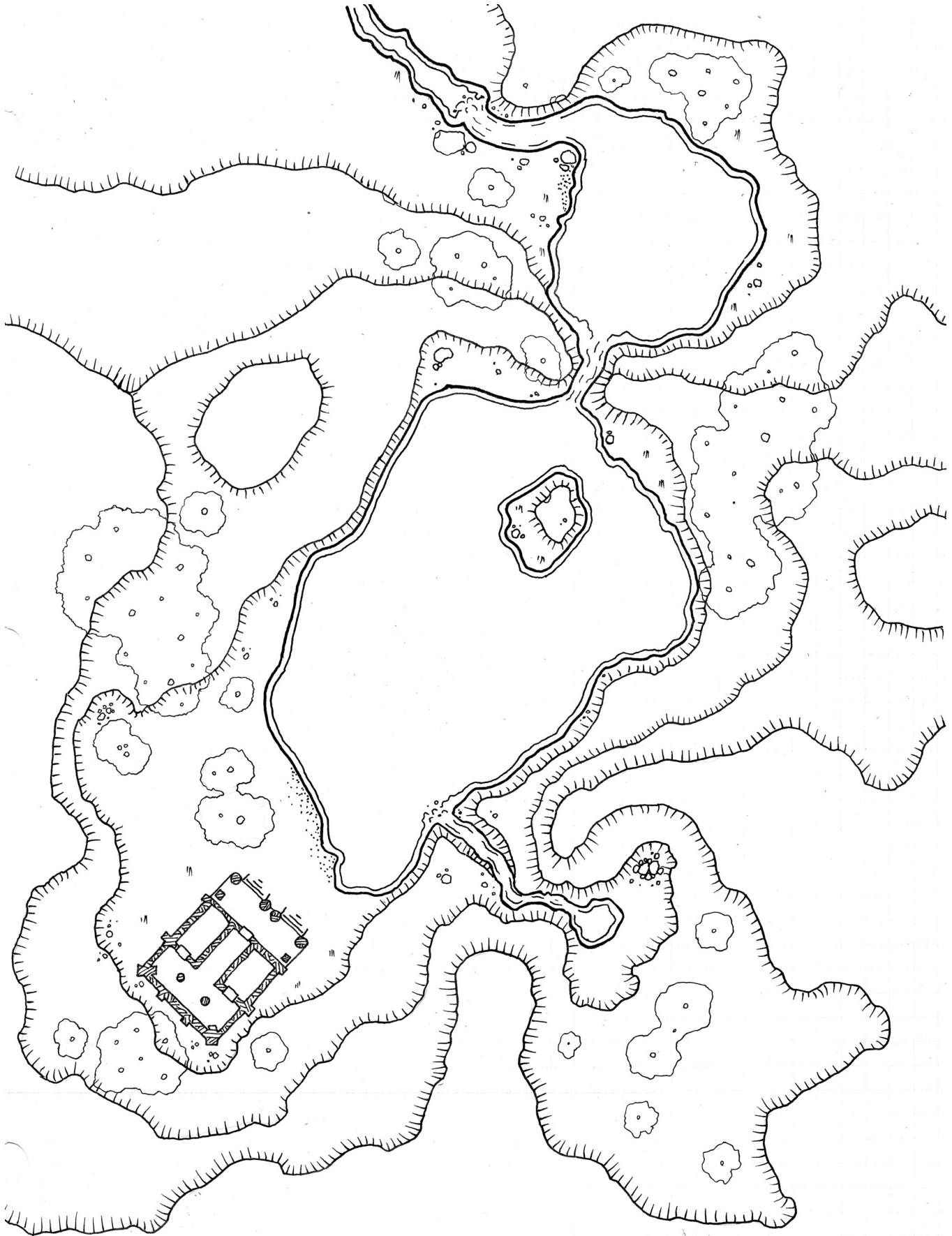
Edwards' Fort & Village



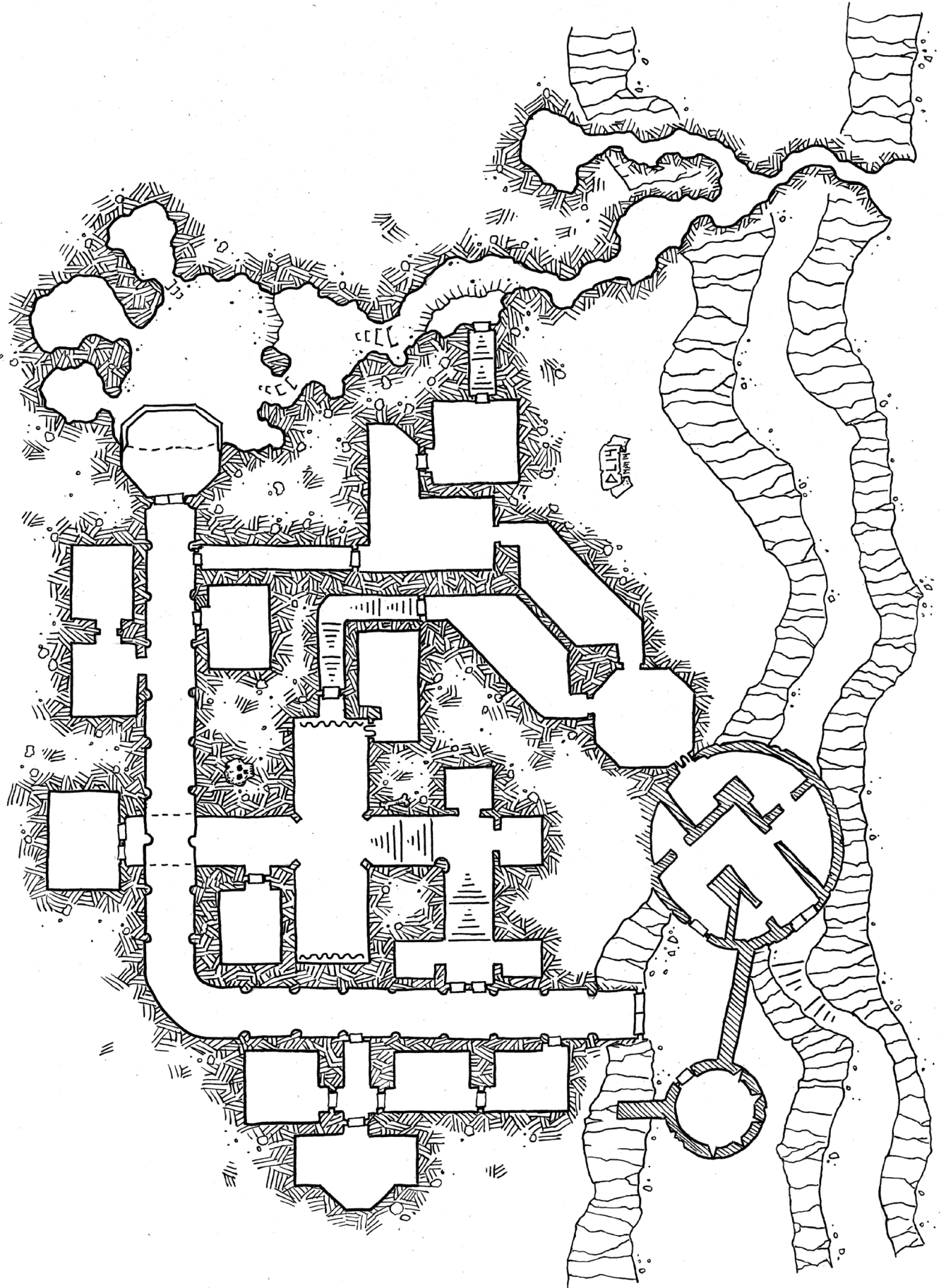
The Walls of Spur



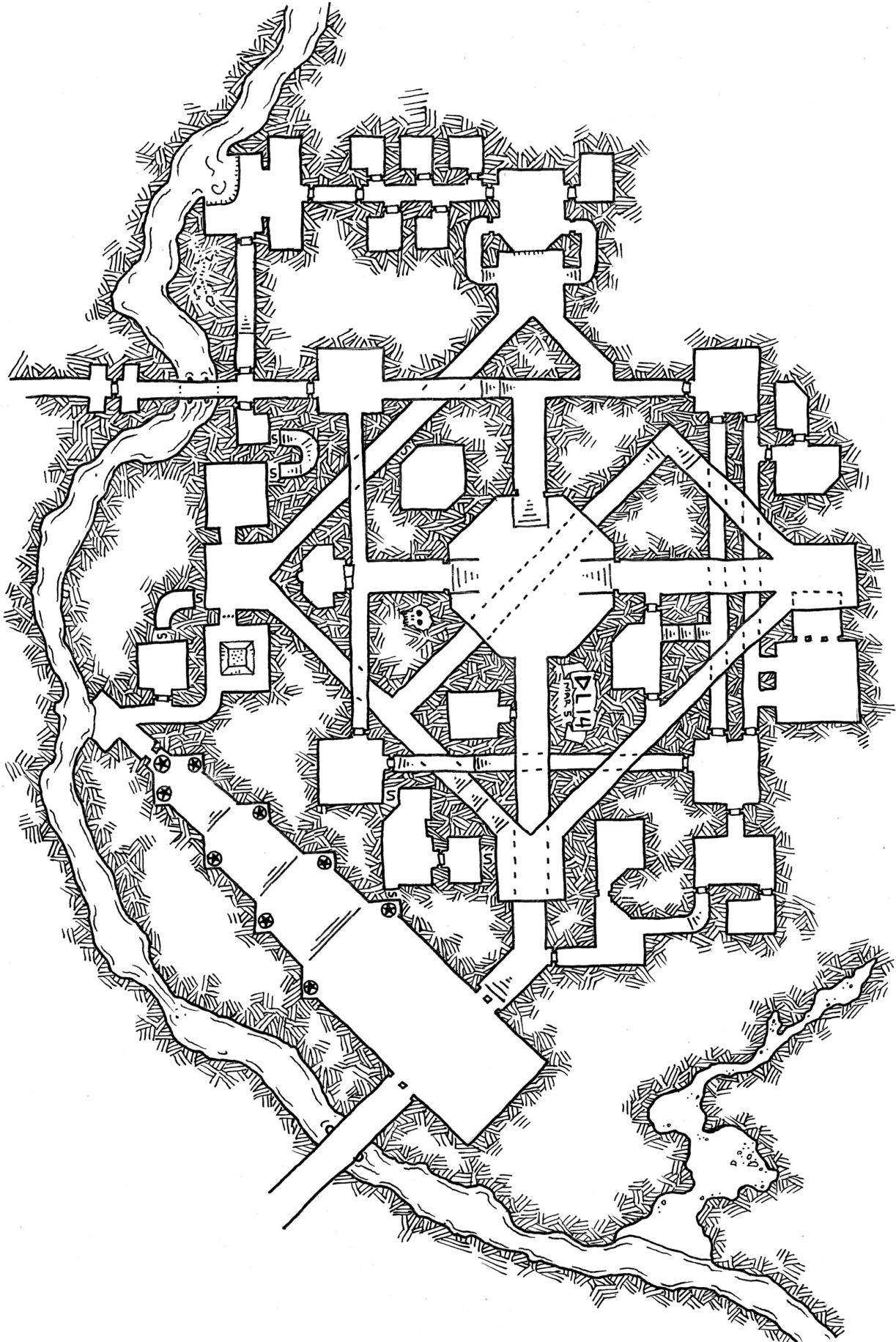
Cauldron on the Mountain



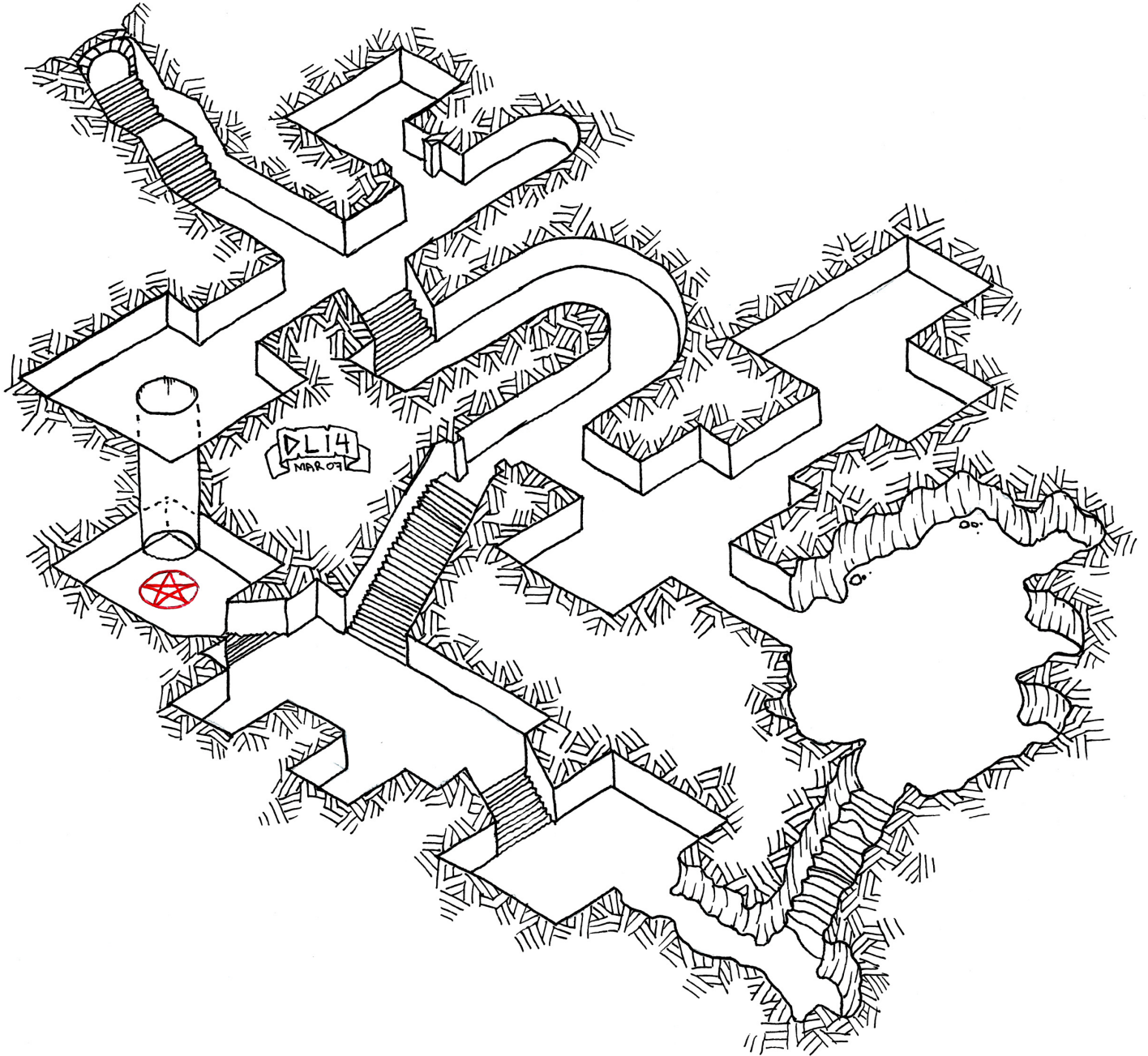
The Lich's Tower & Dungeon



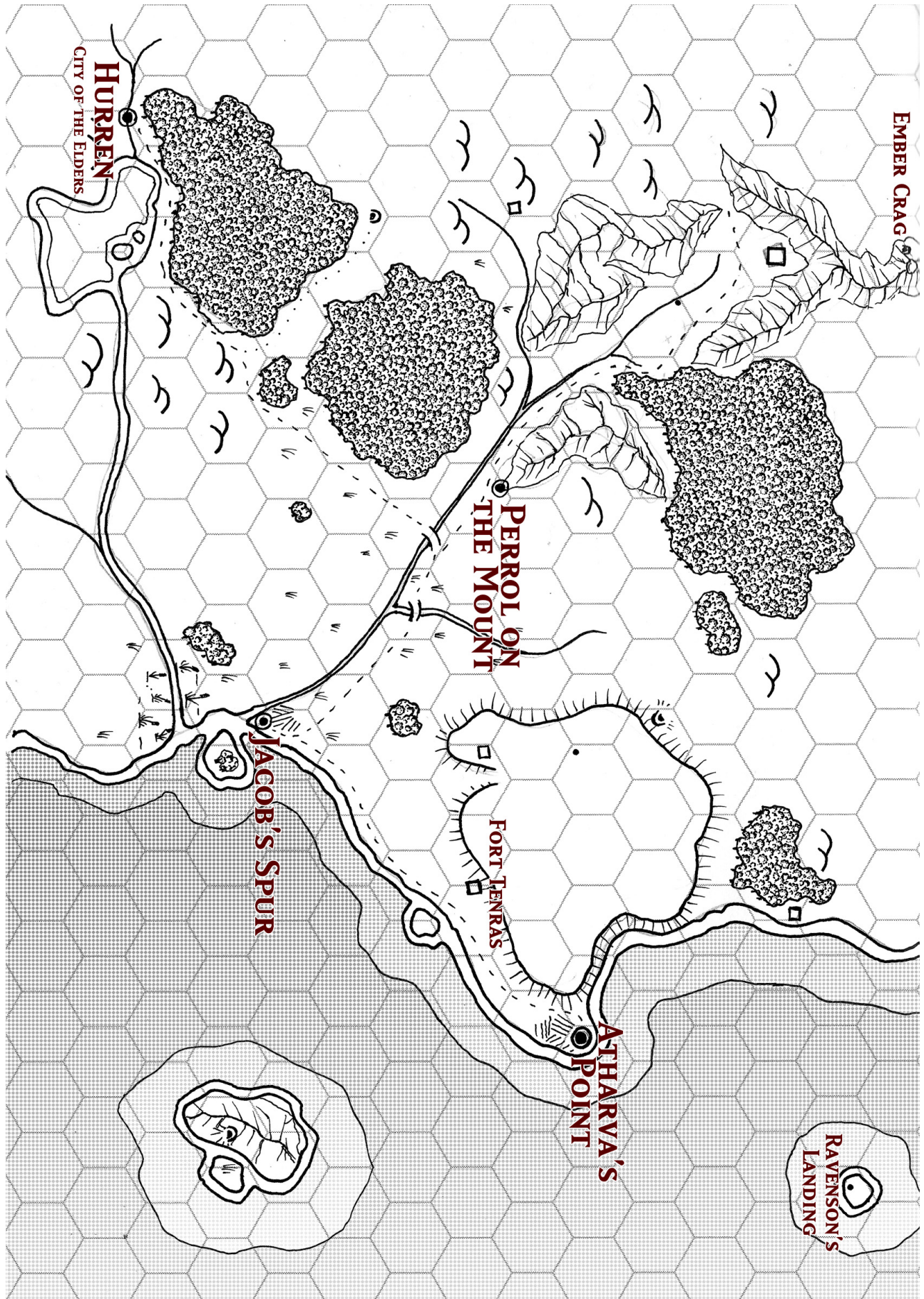
The Granite Shore



Isometric Dungeon #3



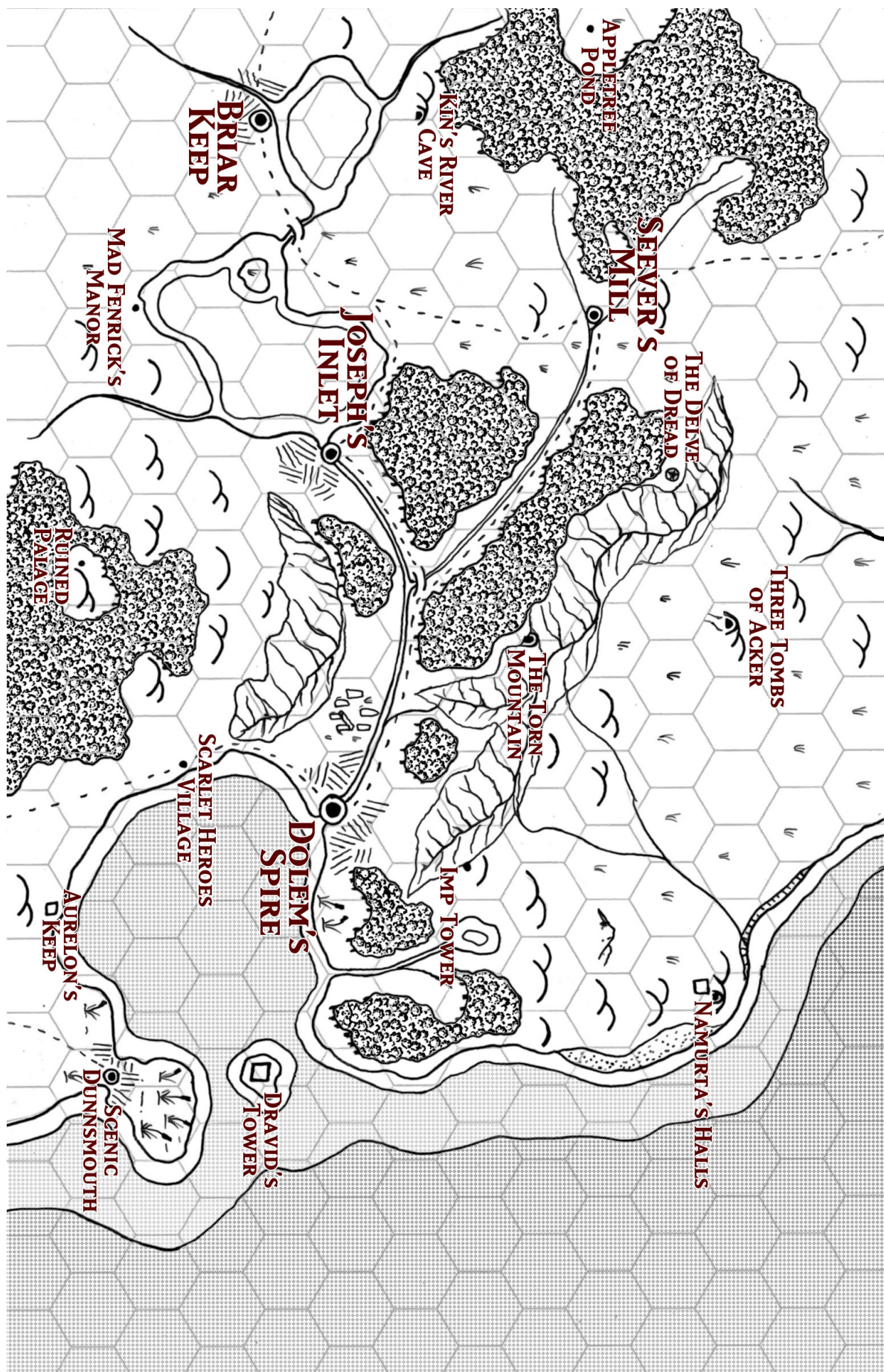
Atharva Plateau Player Map



Atharva Plateau GM Map

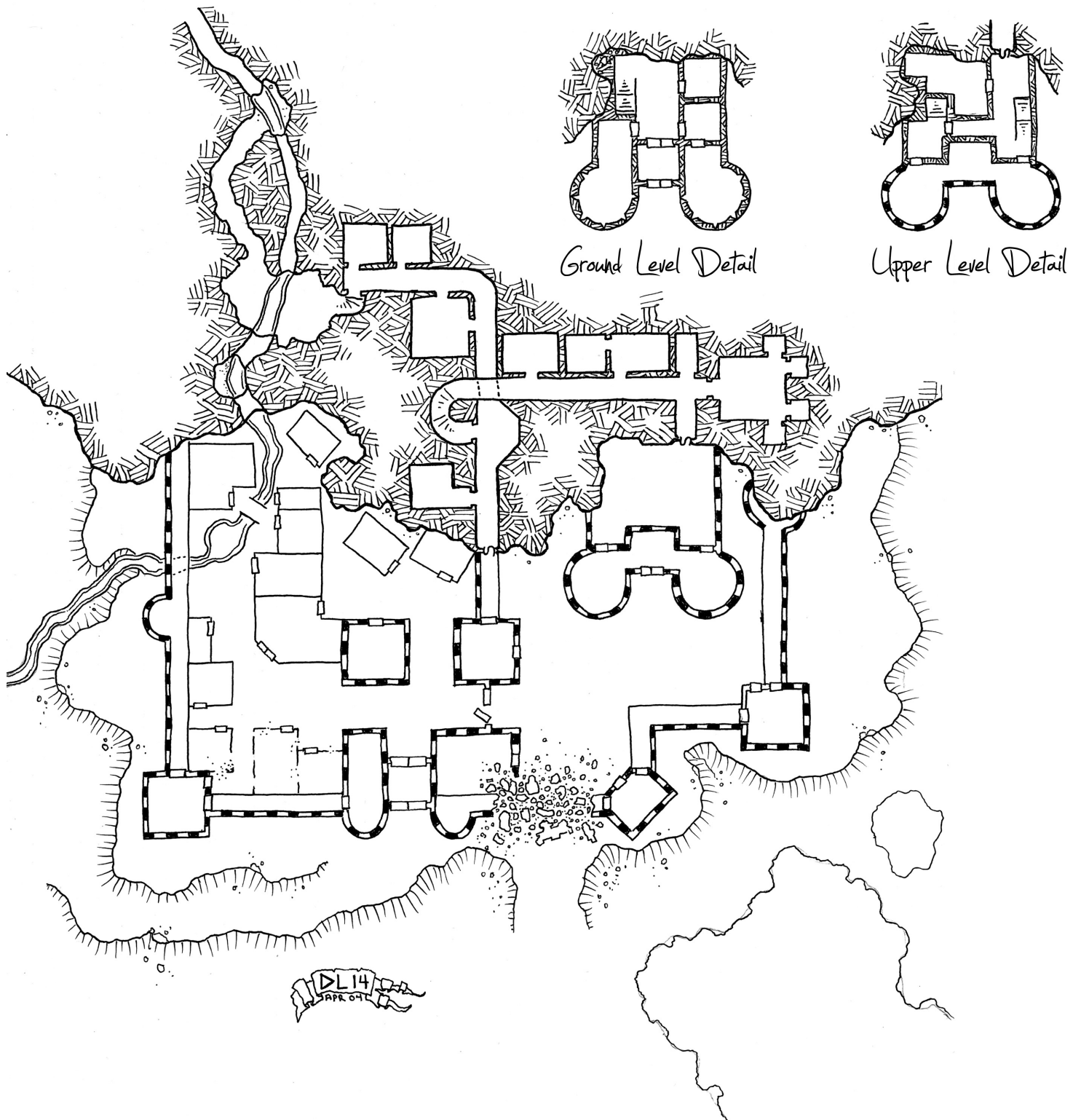


Places South of Atharva

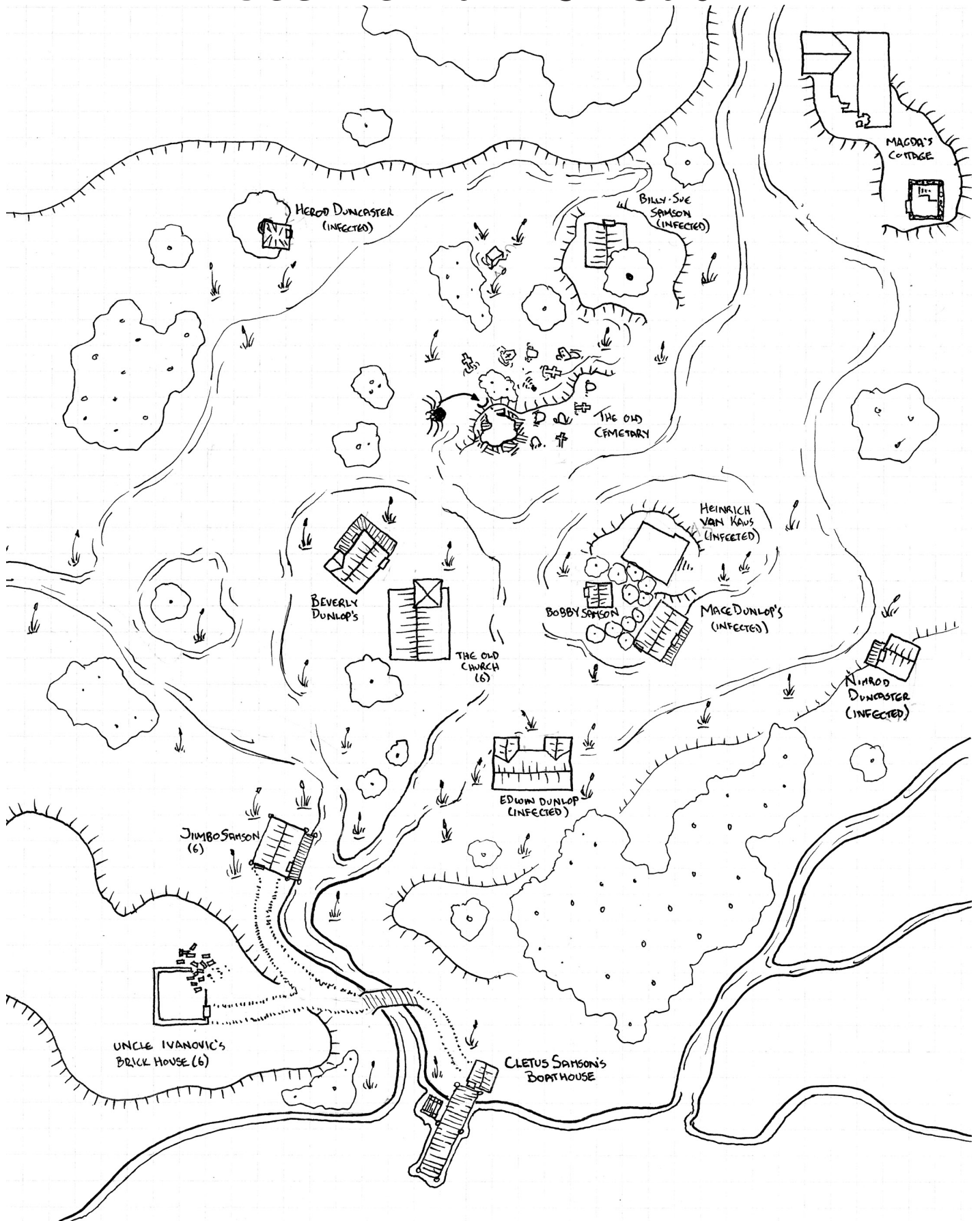


This is a detailed architectural floor plan of a complex, irregularly shaped building. The plan features numerous rooms, corridors, and specialized areas, all labeled with numbers. The layout is symmetrical along a central vertical axis. At the top, there is a large rectangular hall (1) with a central aisle and side rooms. Below this is a large, irregularly shaped room (2) with a central area and several smaller rooms. The central part of the plan is dominated by a large, irregularly shaped room (3) with a central area and several smaller rooms. To the right of this central area is a long, narrow corridor (4) with several rooms (5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17) along its length. The bottom part of the plan shows a large, irregularly shaped room (18) with a central area and several smaller rooms. The entire plan is enclosed within a thick, irregular border representing the building's outer walls. The drawing is a black and white line drawing with some shading and texture.

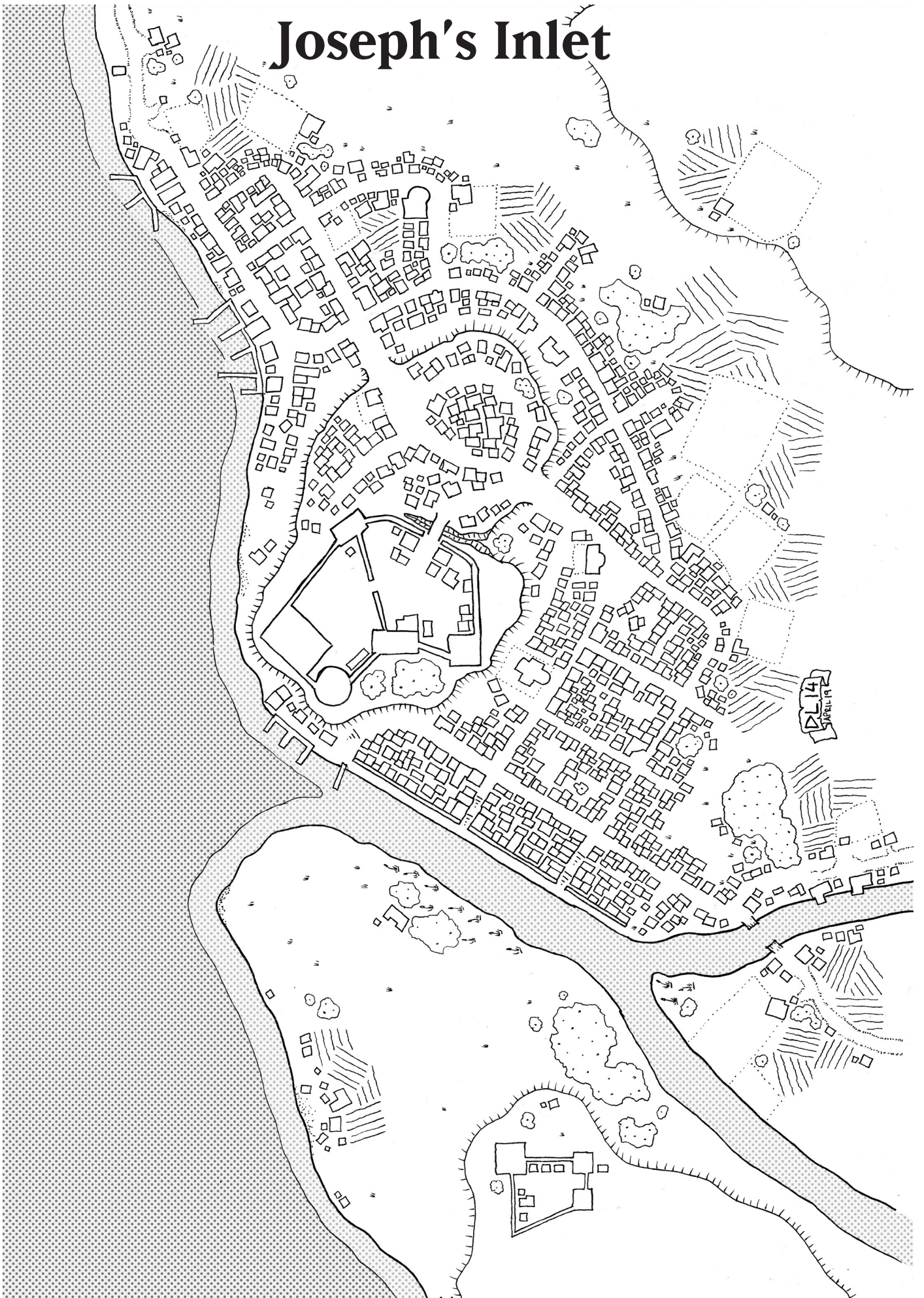
Aurelon's Keep



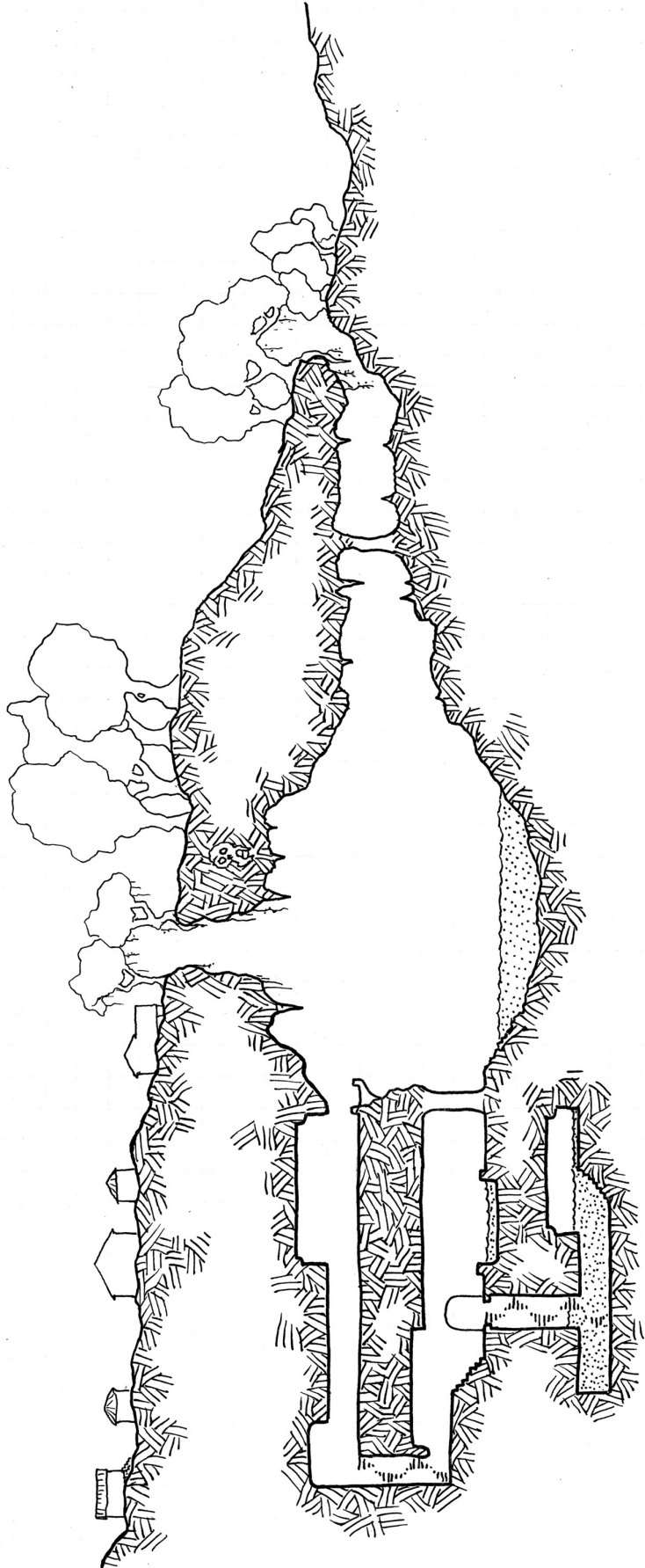
Scenic Dunnsmouth

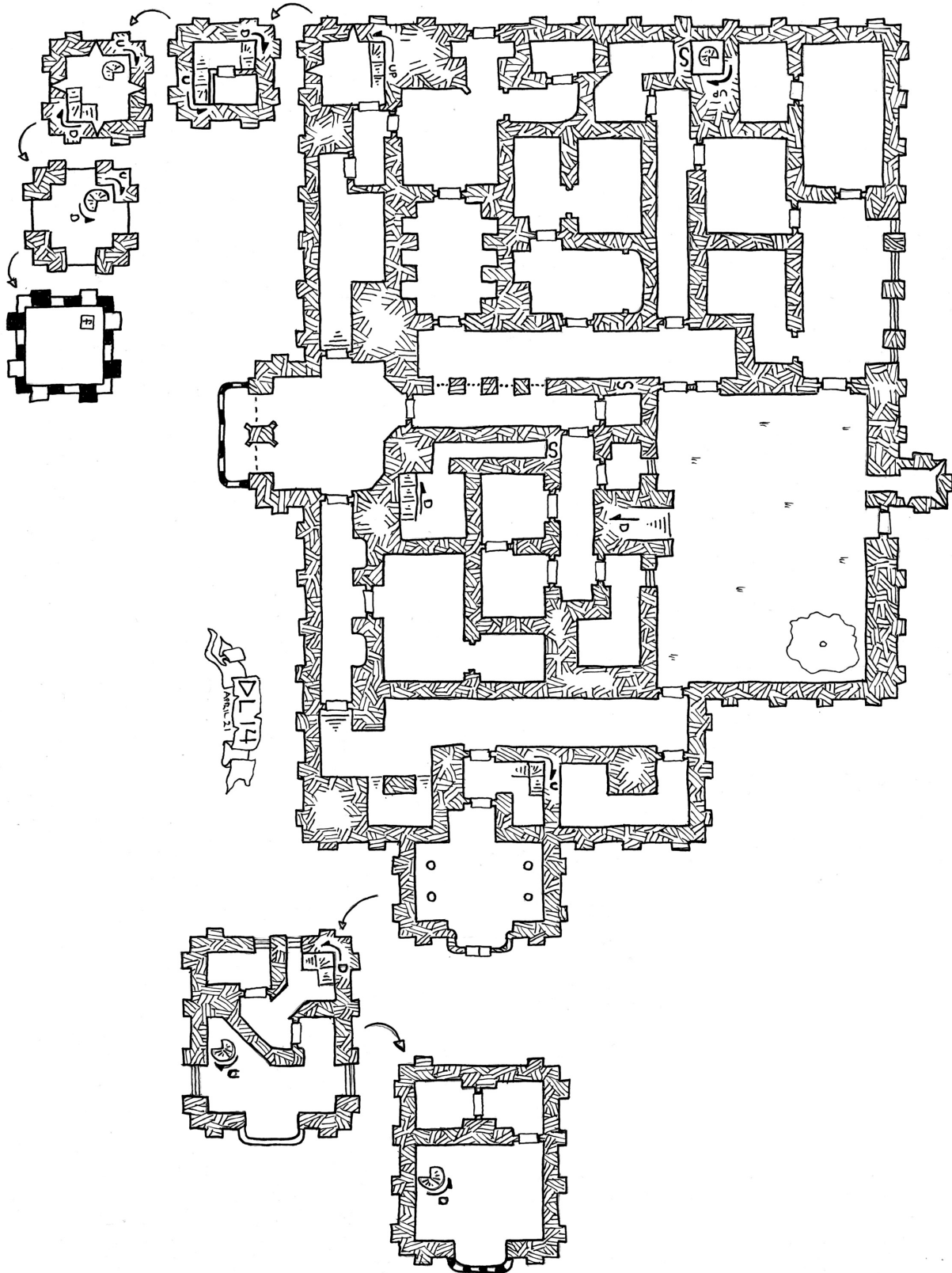


Joseph's Inlet

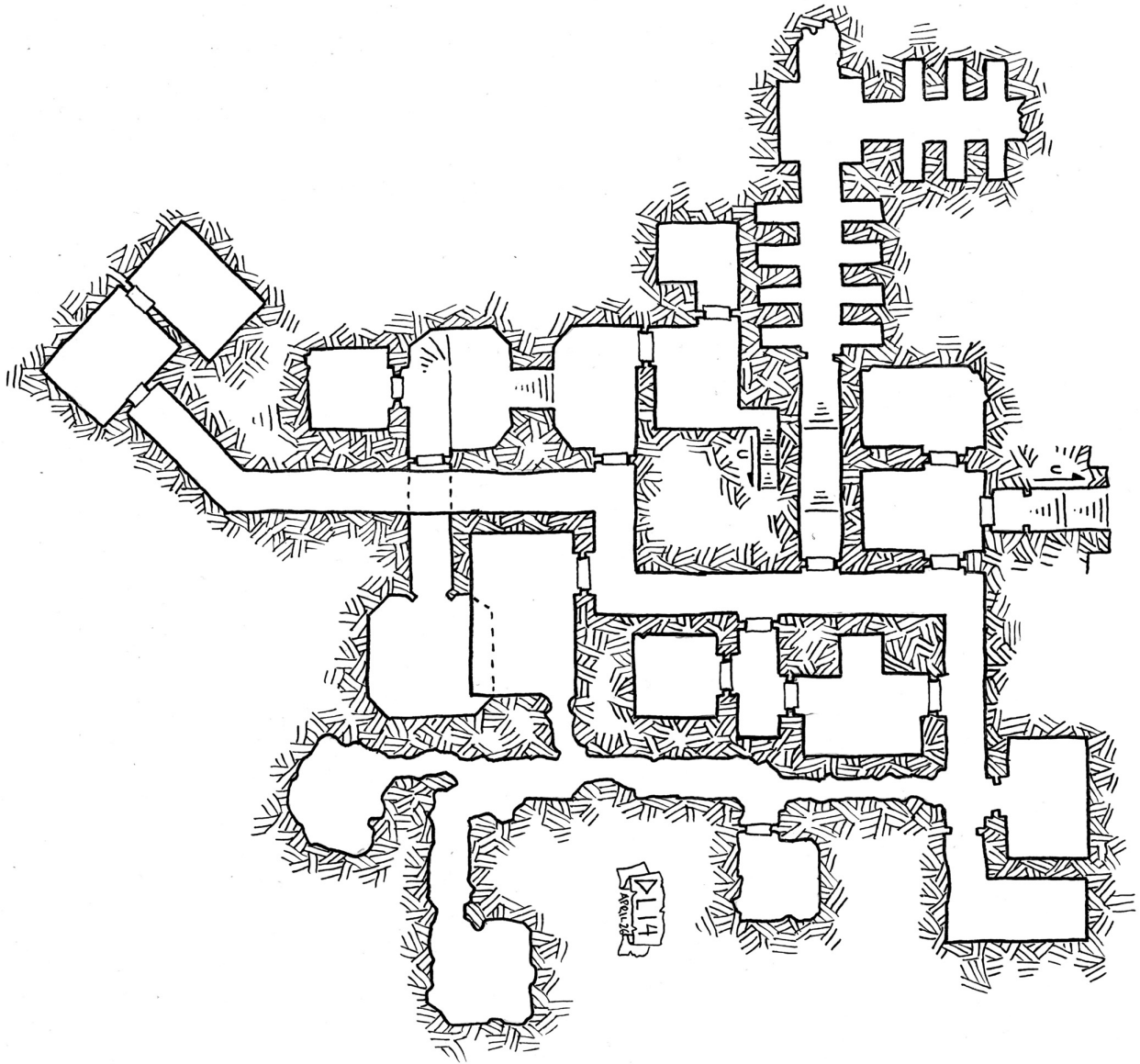


the Cenote Shrine

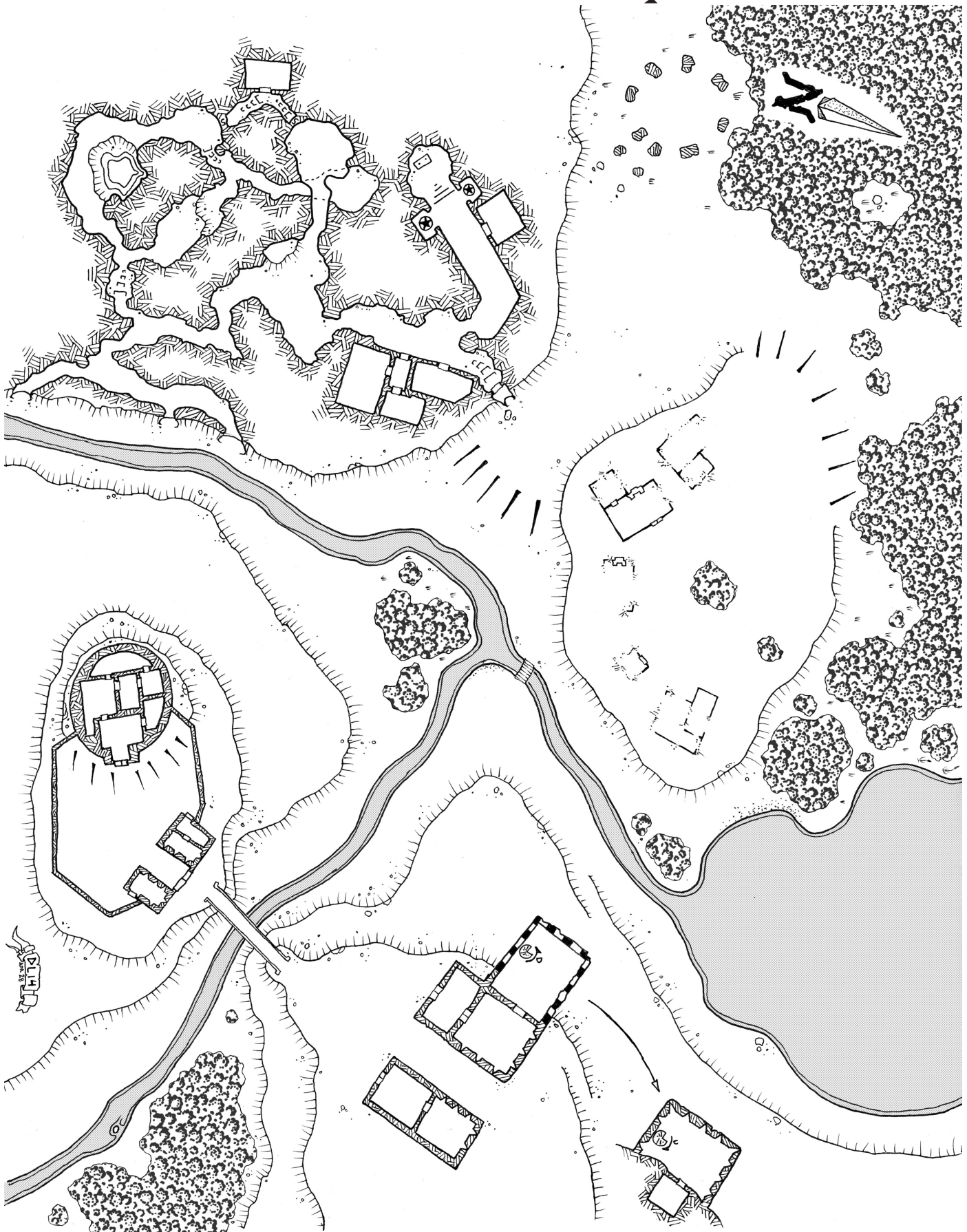




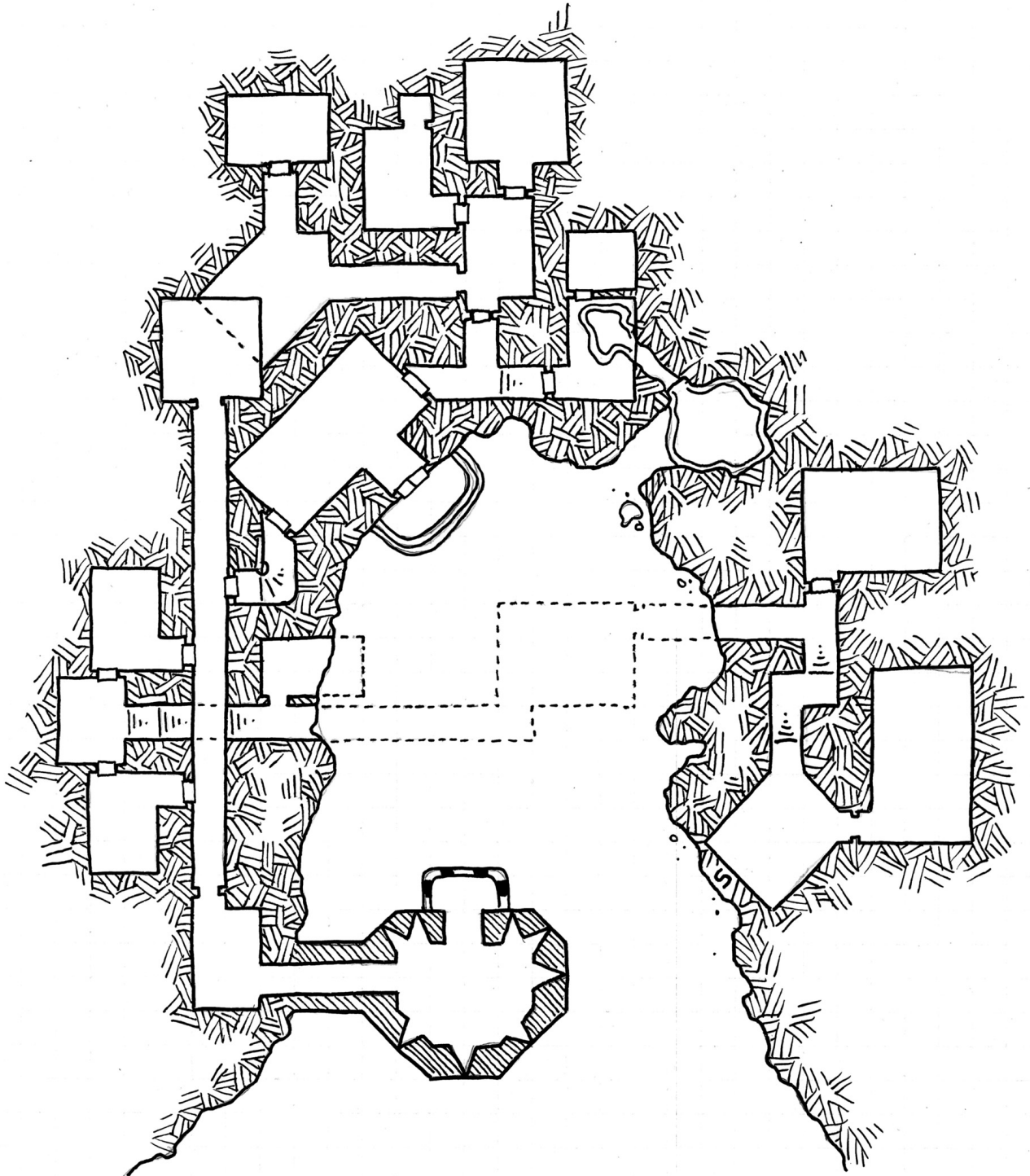
Mad Fenrick's Basement



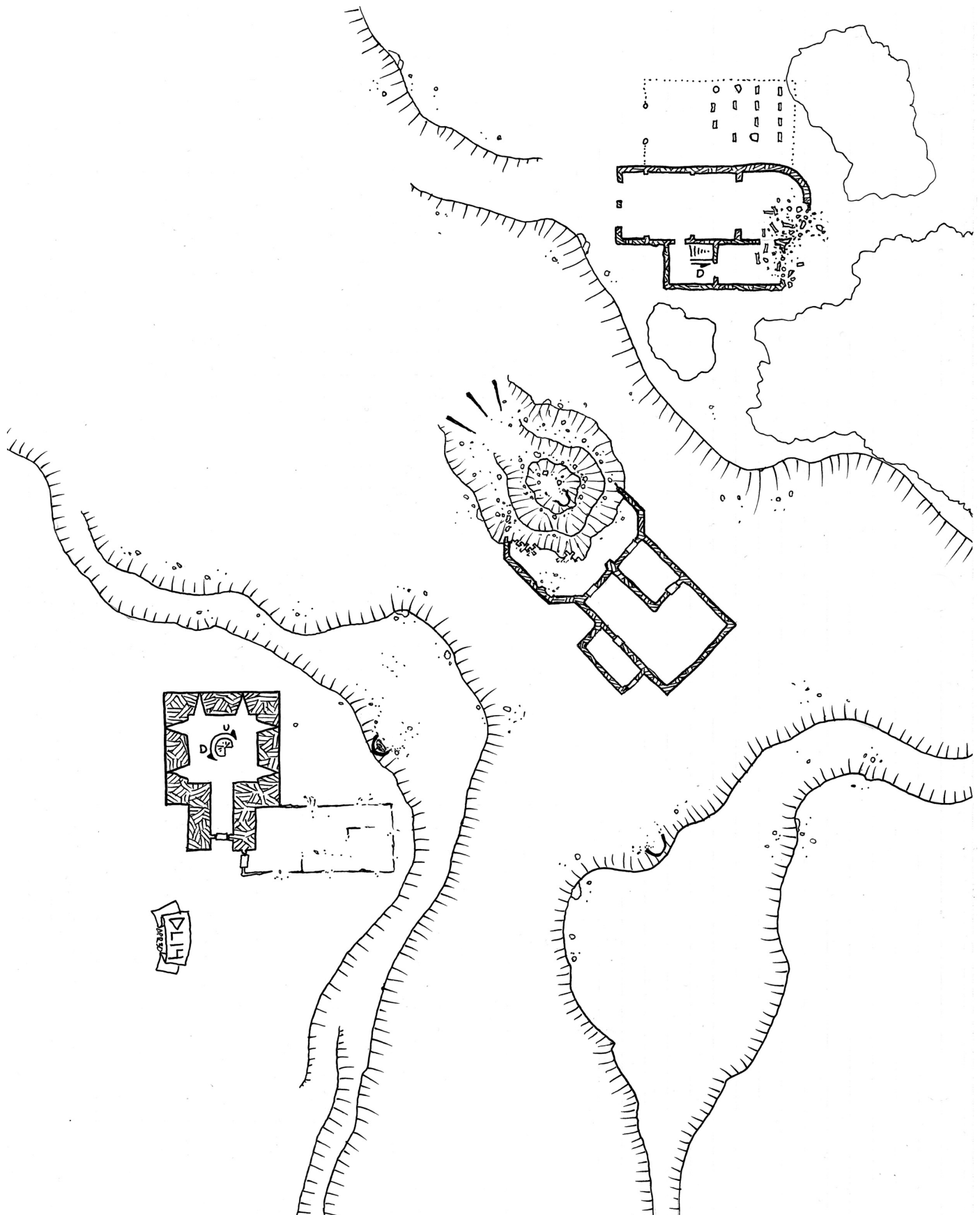
Chuck's Valley



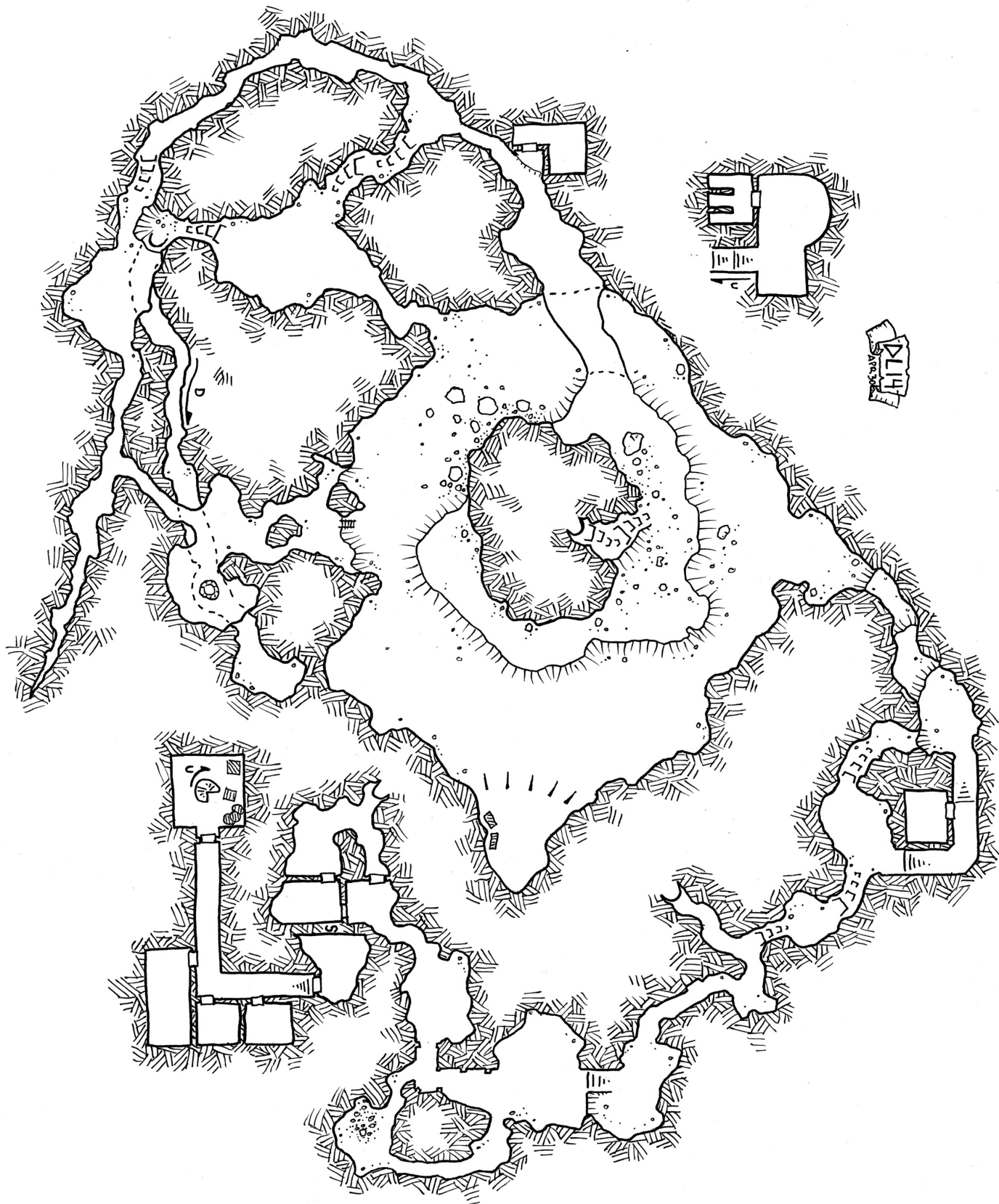
Haben's End



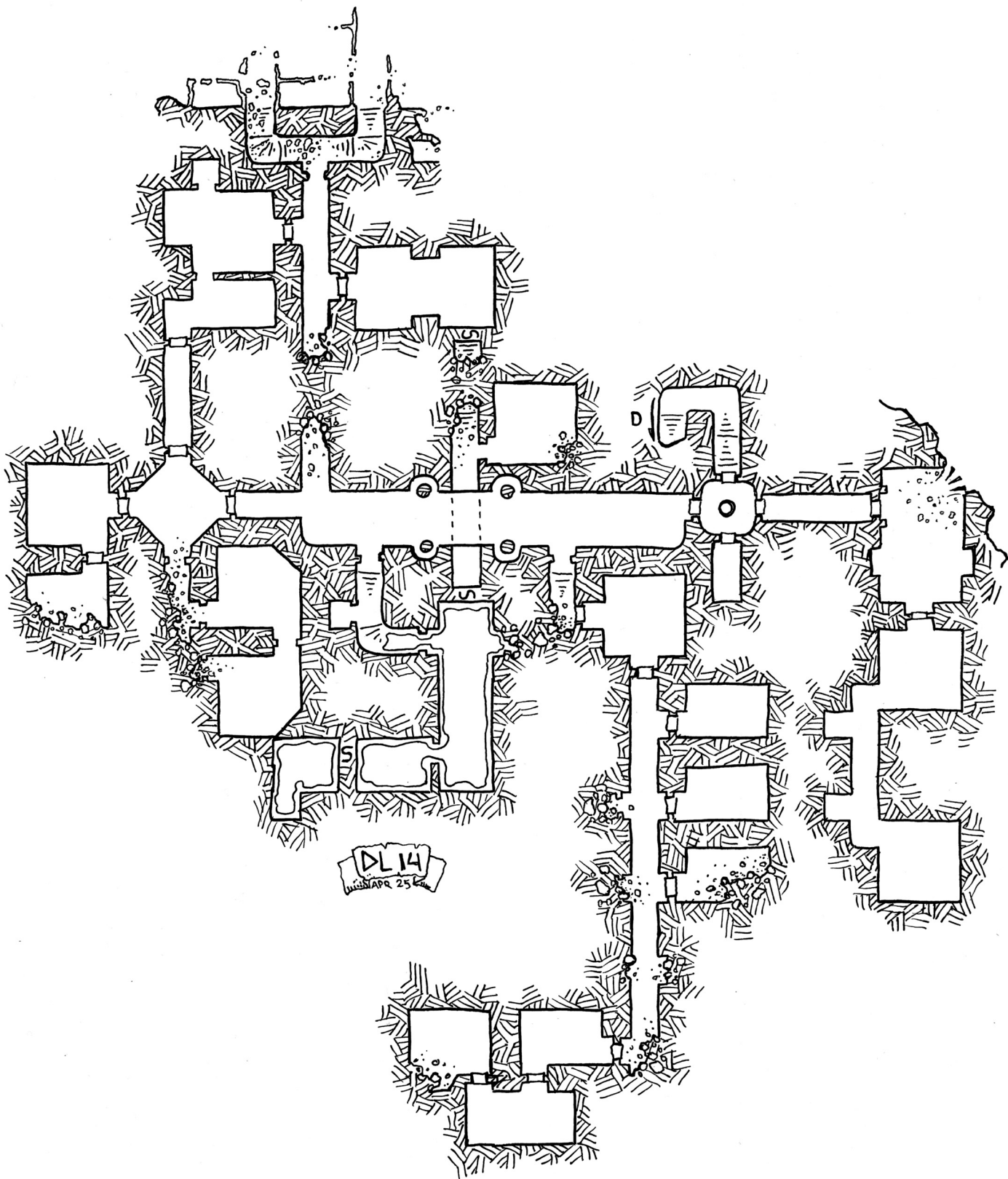
Namurta's Halls - Surface



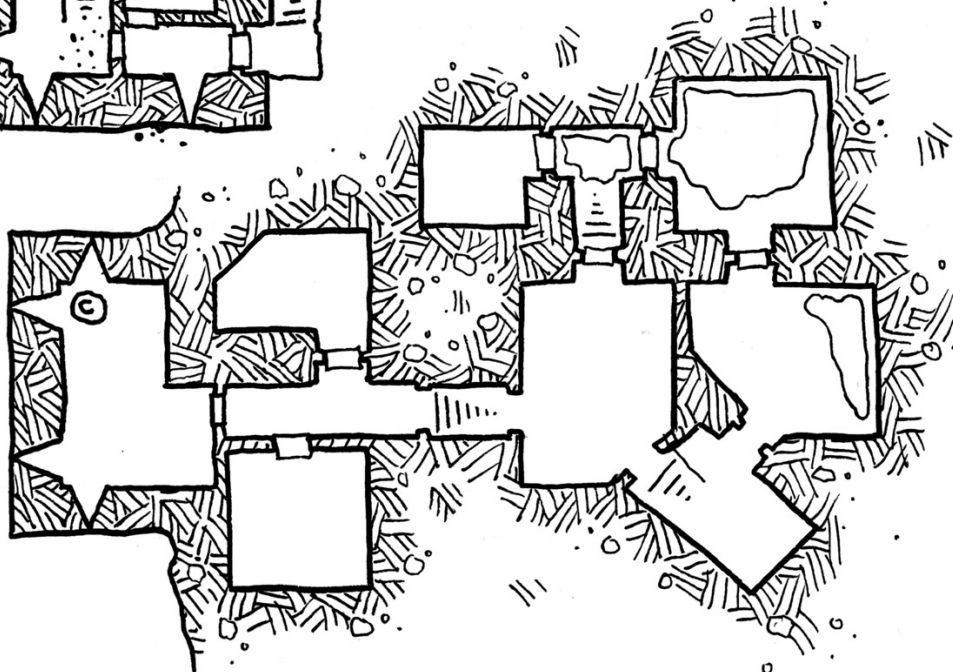
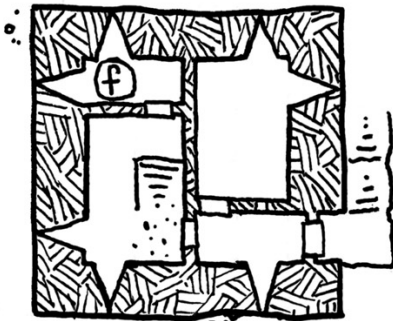
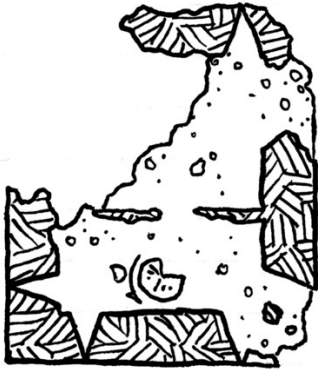
Beneath Namurta's Halls



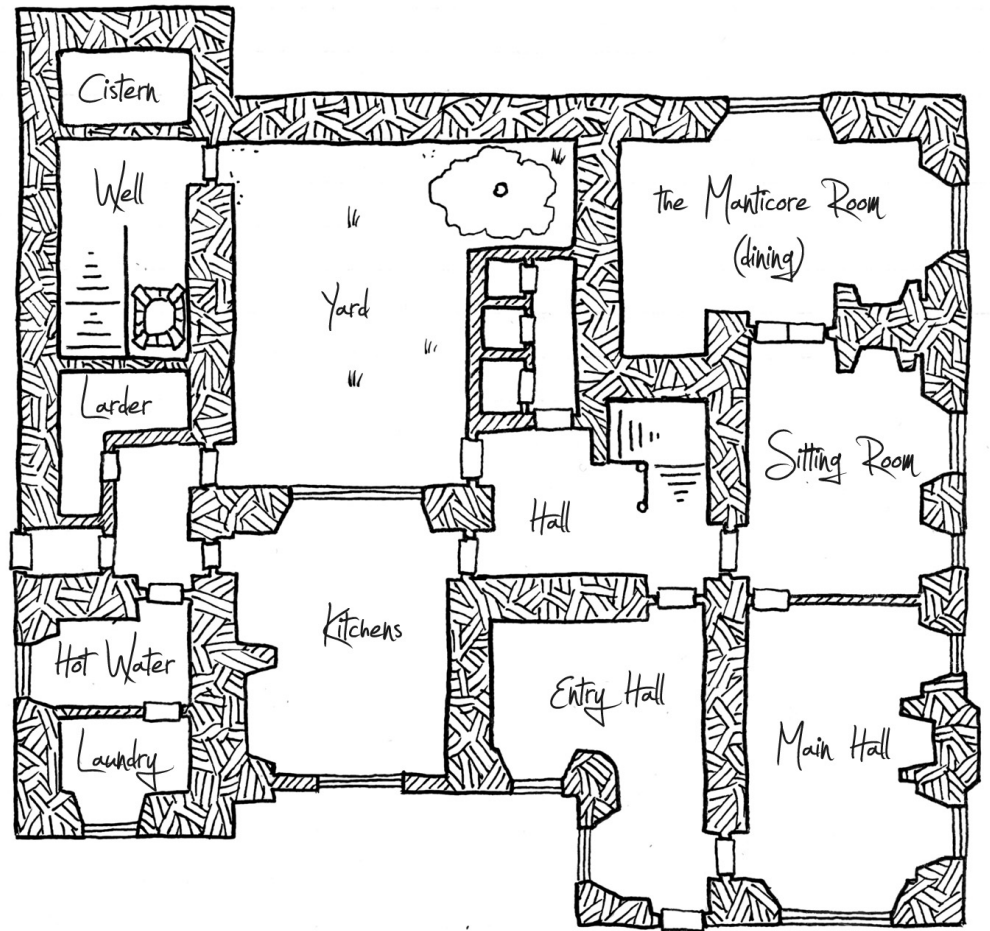
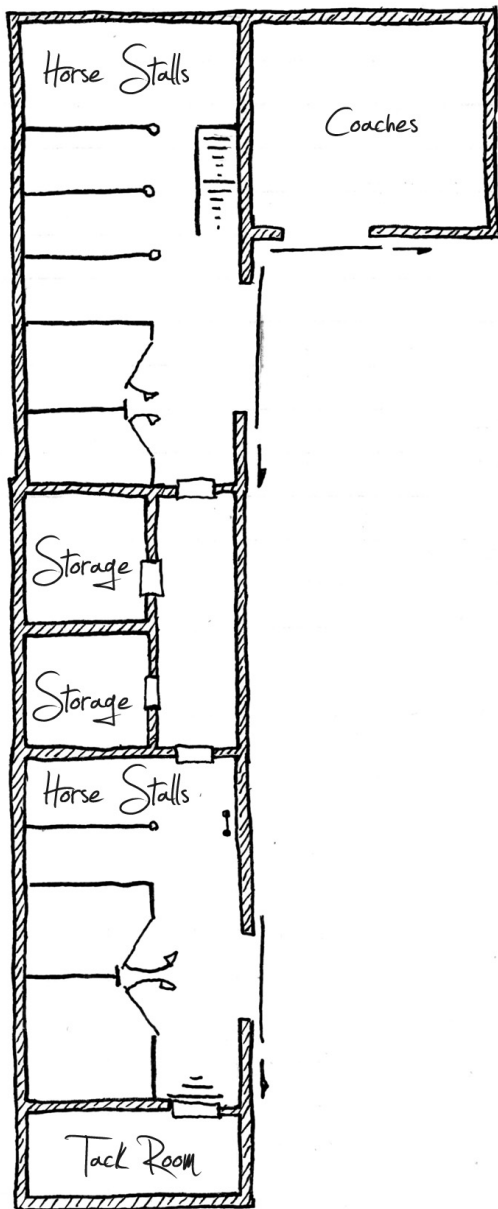
Ruins under Axehead Mound



Dravid's Tower



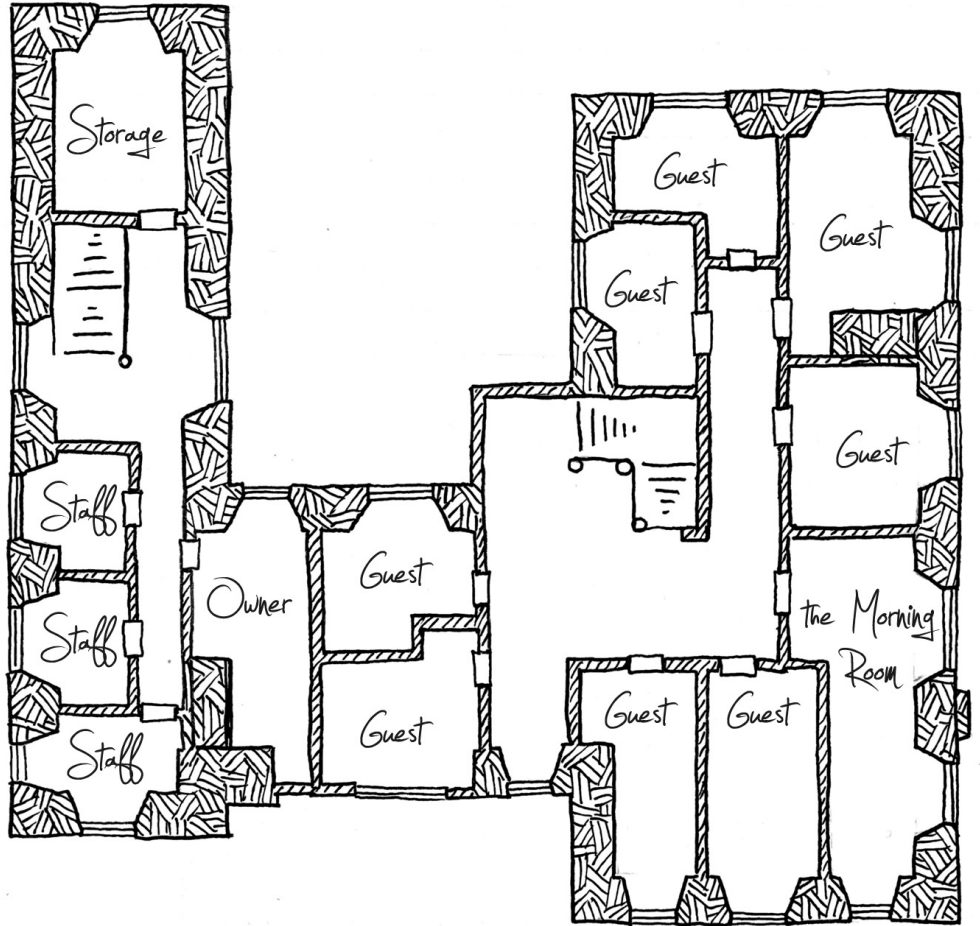
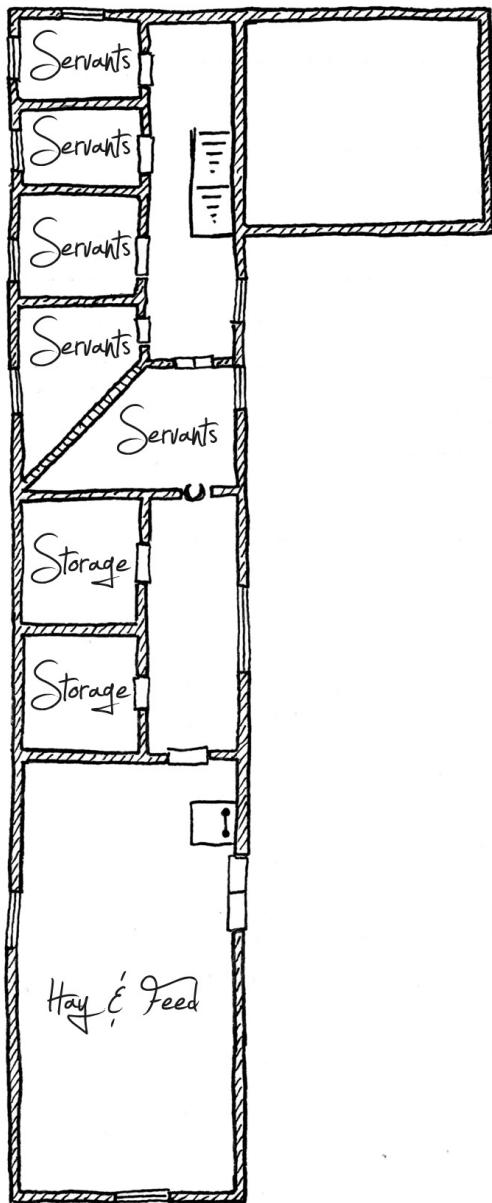
Four Javelins Coaching Inn Ground Level



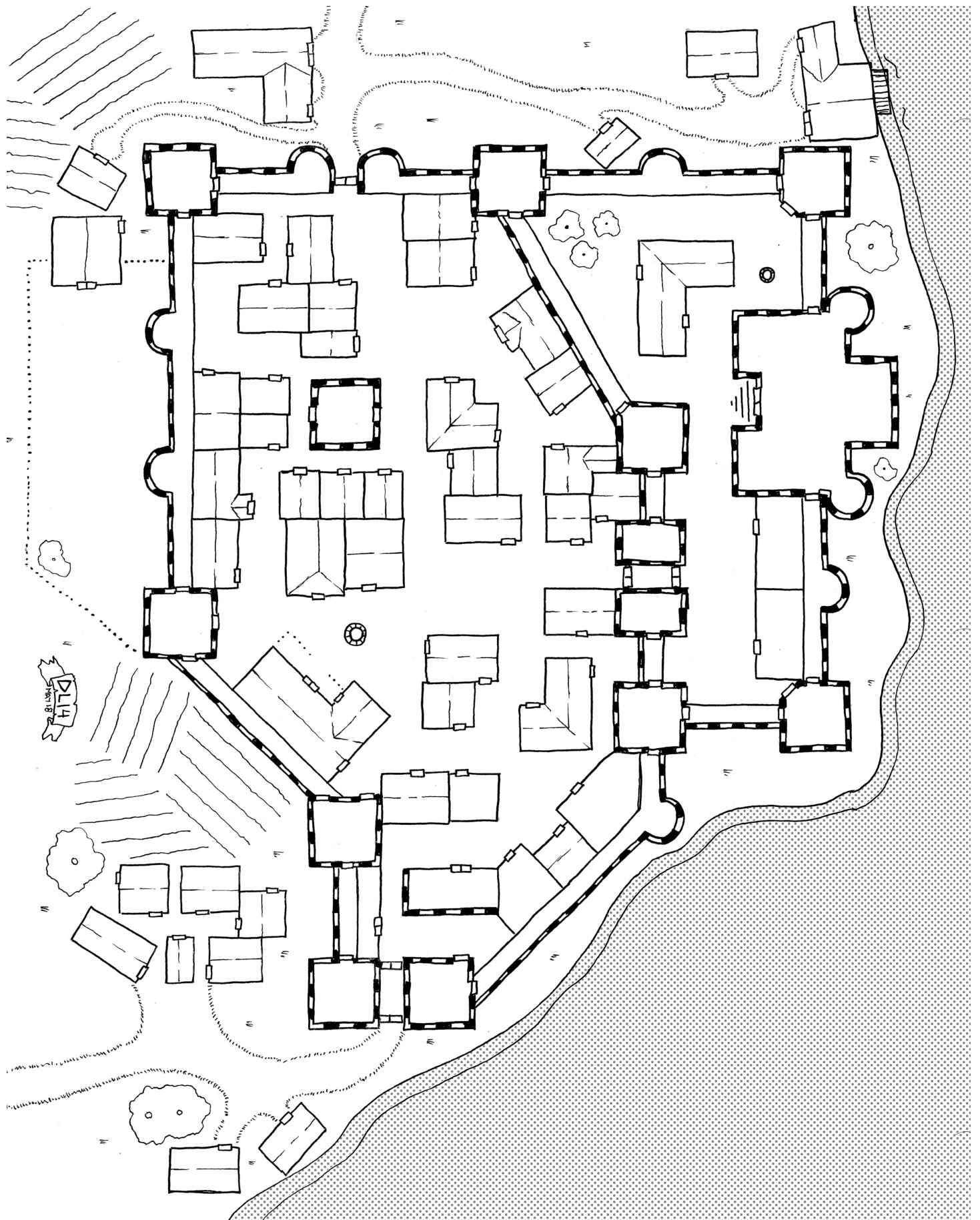
Four Javelins

Coaching Inn

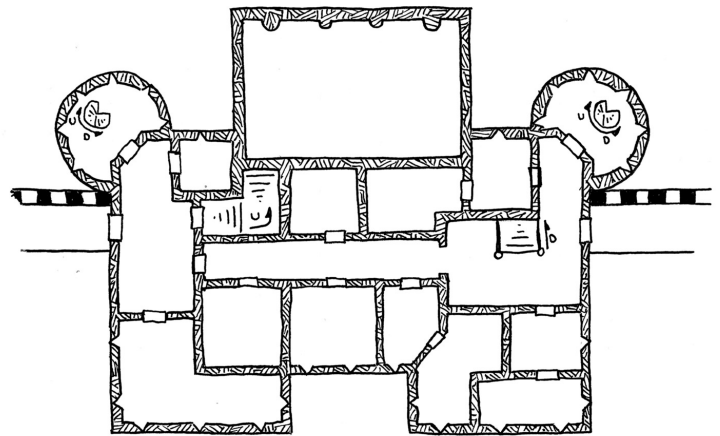
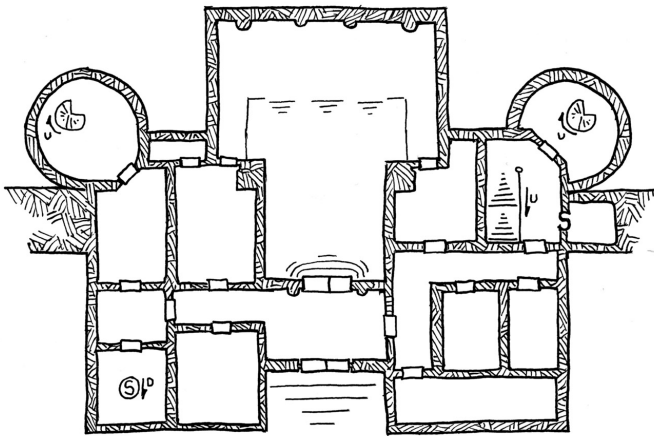
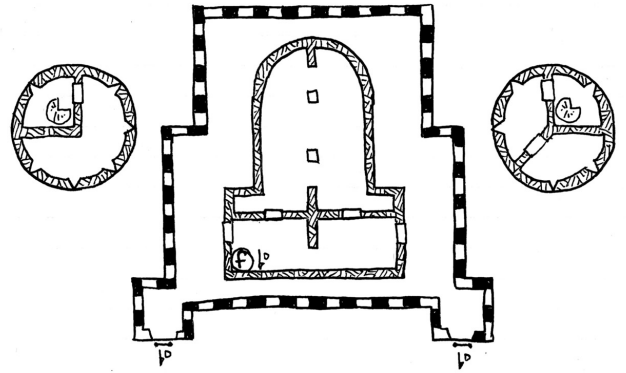
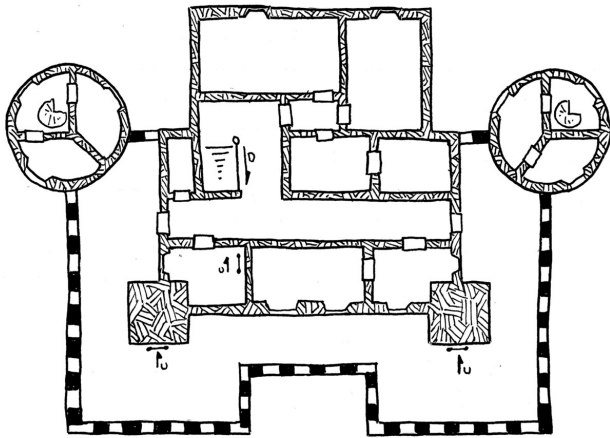
Upper Level



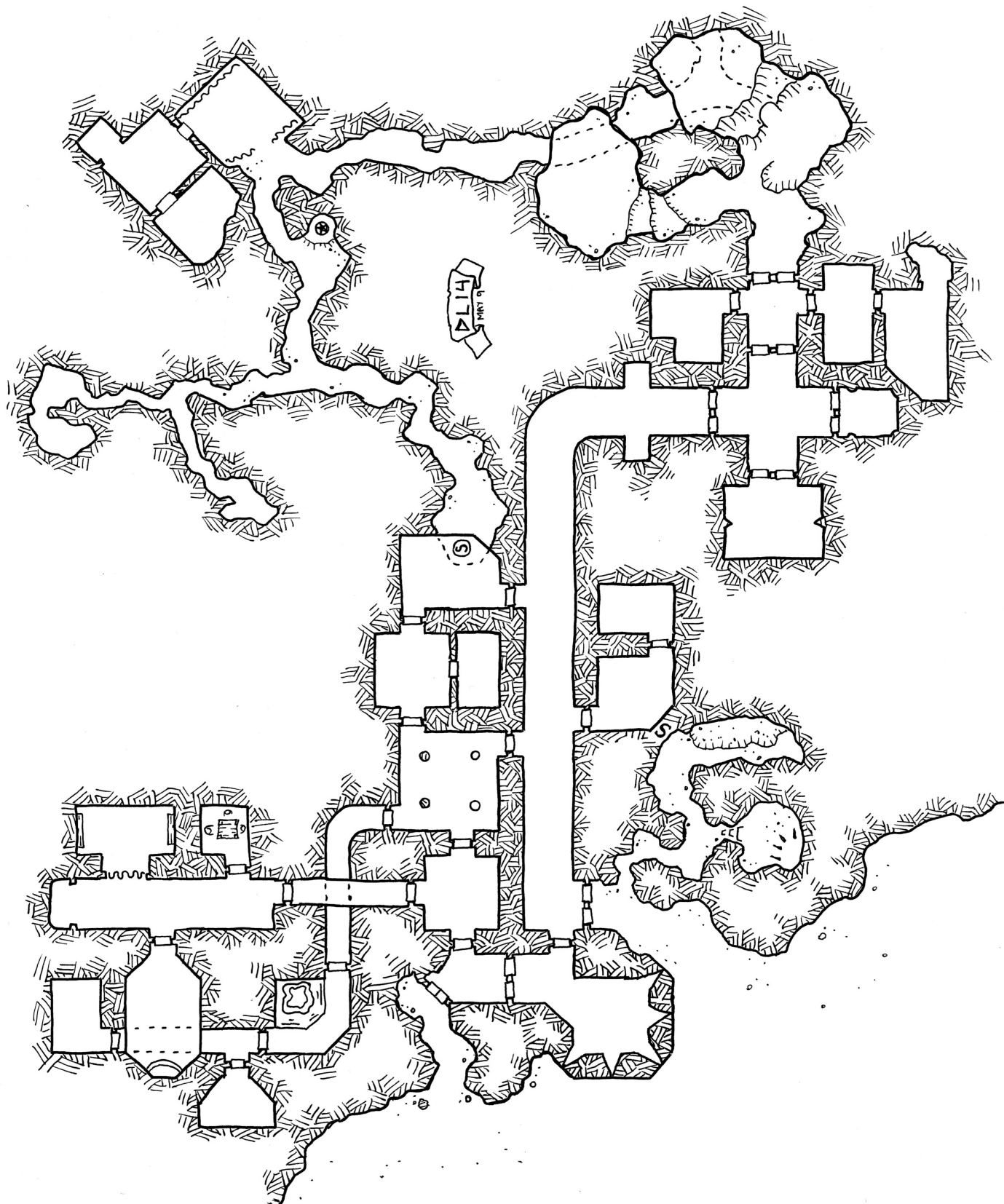
Greater Briar Keep



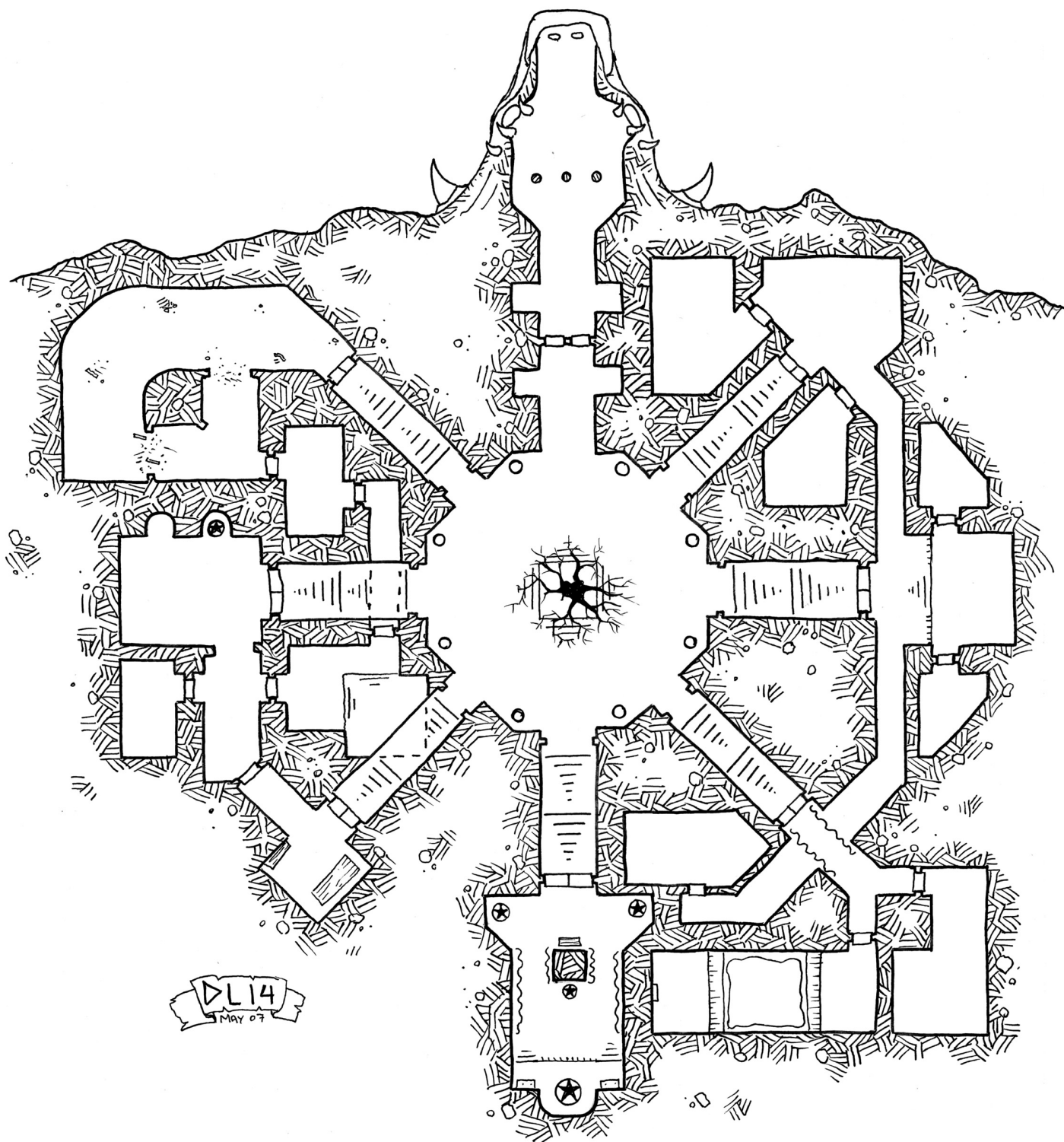
Briar Keep Detail



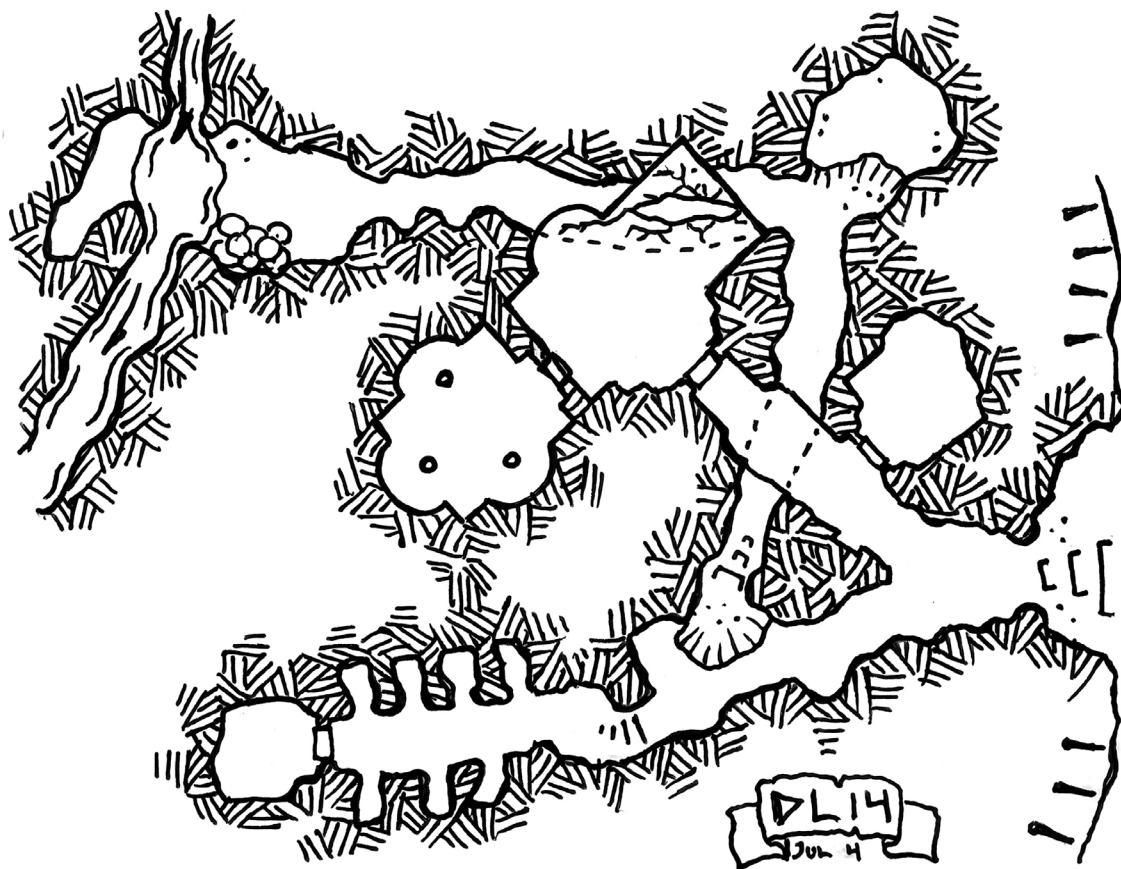
Screaming Hall of the Ur-Goblin



Serzen's Seven Stairs



Cranston's Crypt



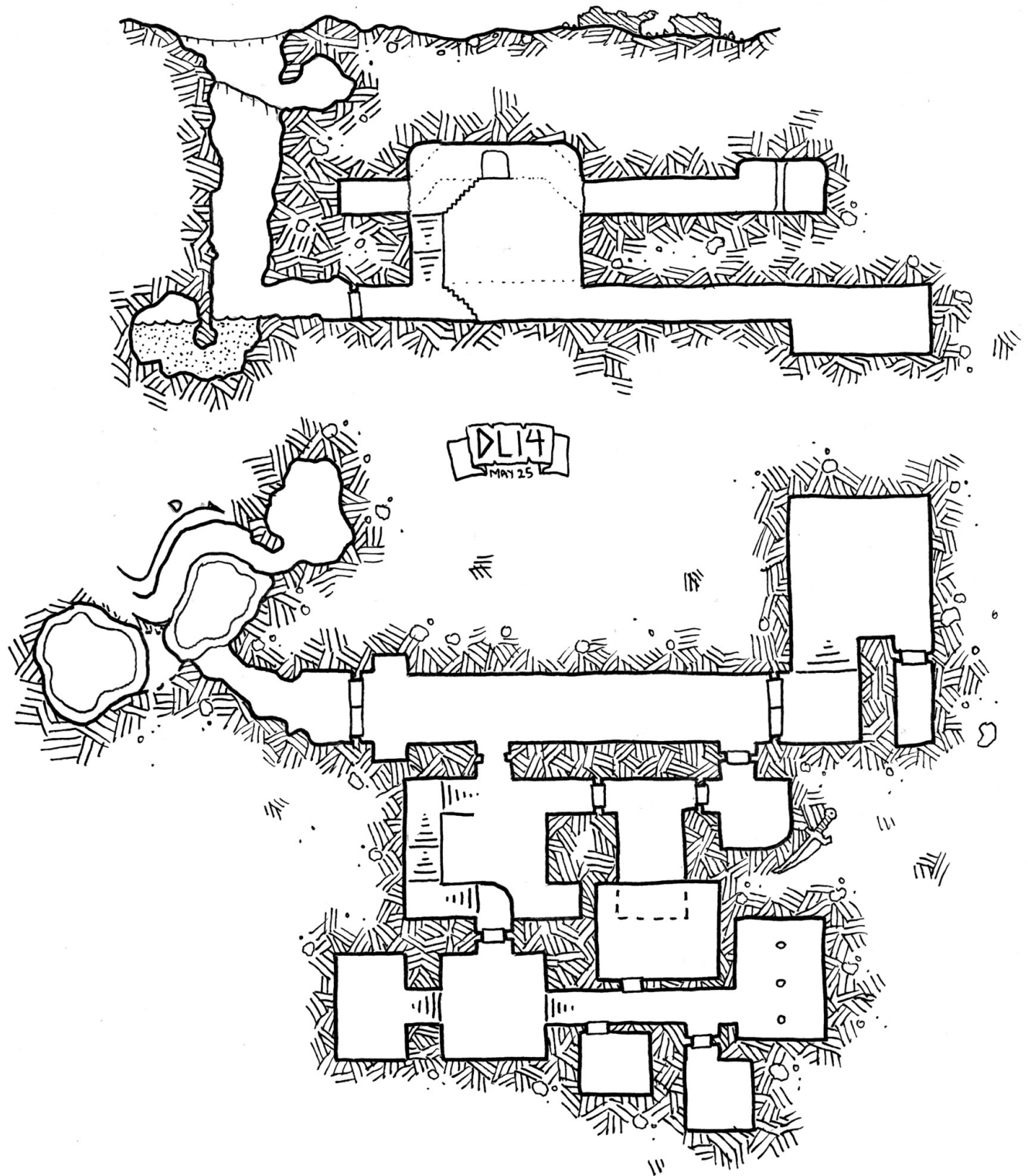
Dolem's Spire



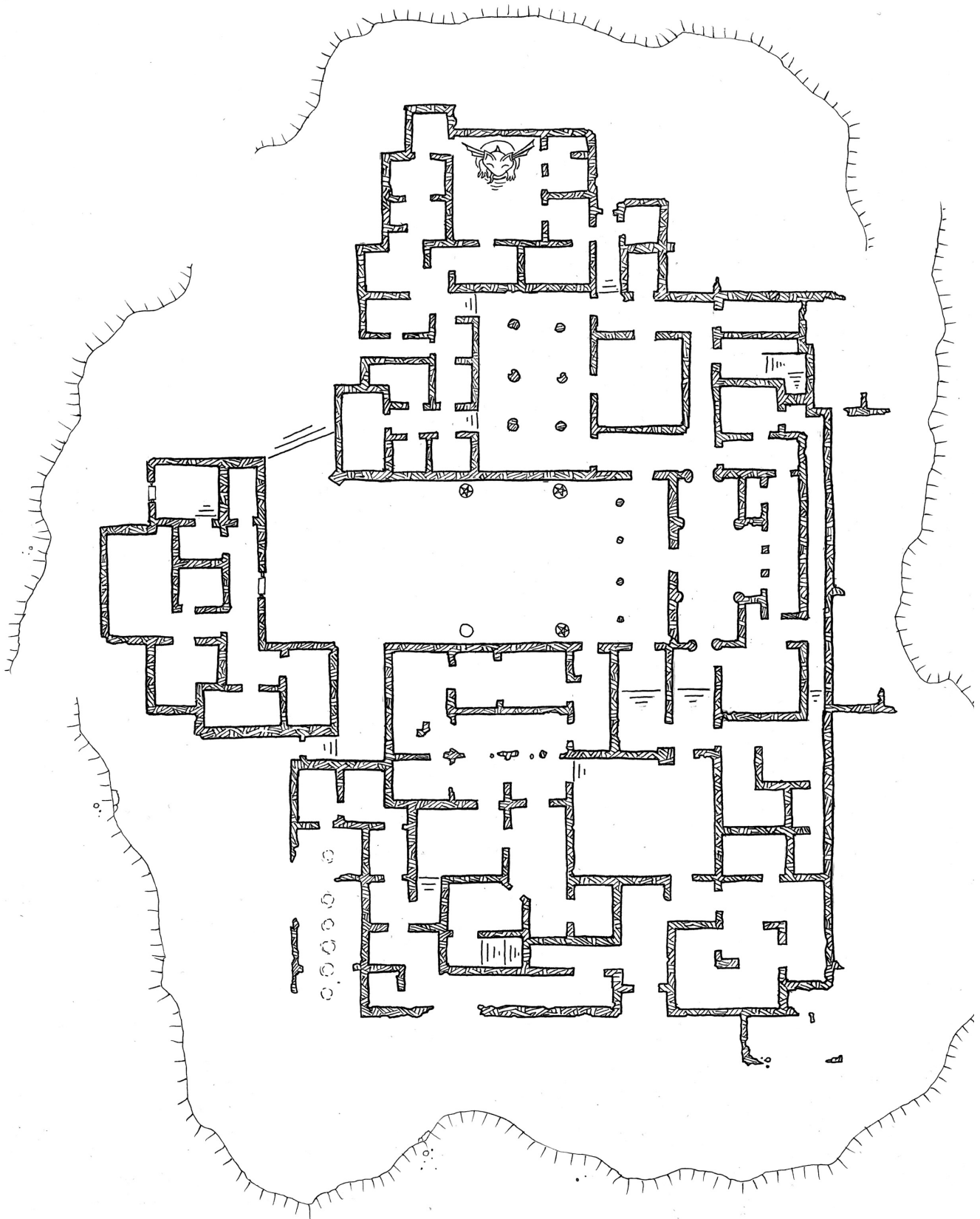
Chalk Hill



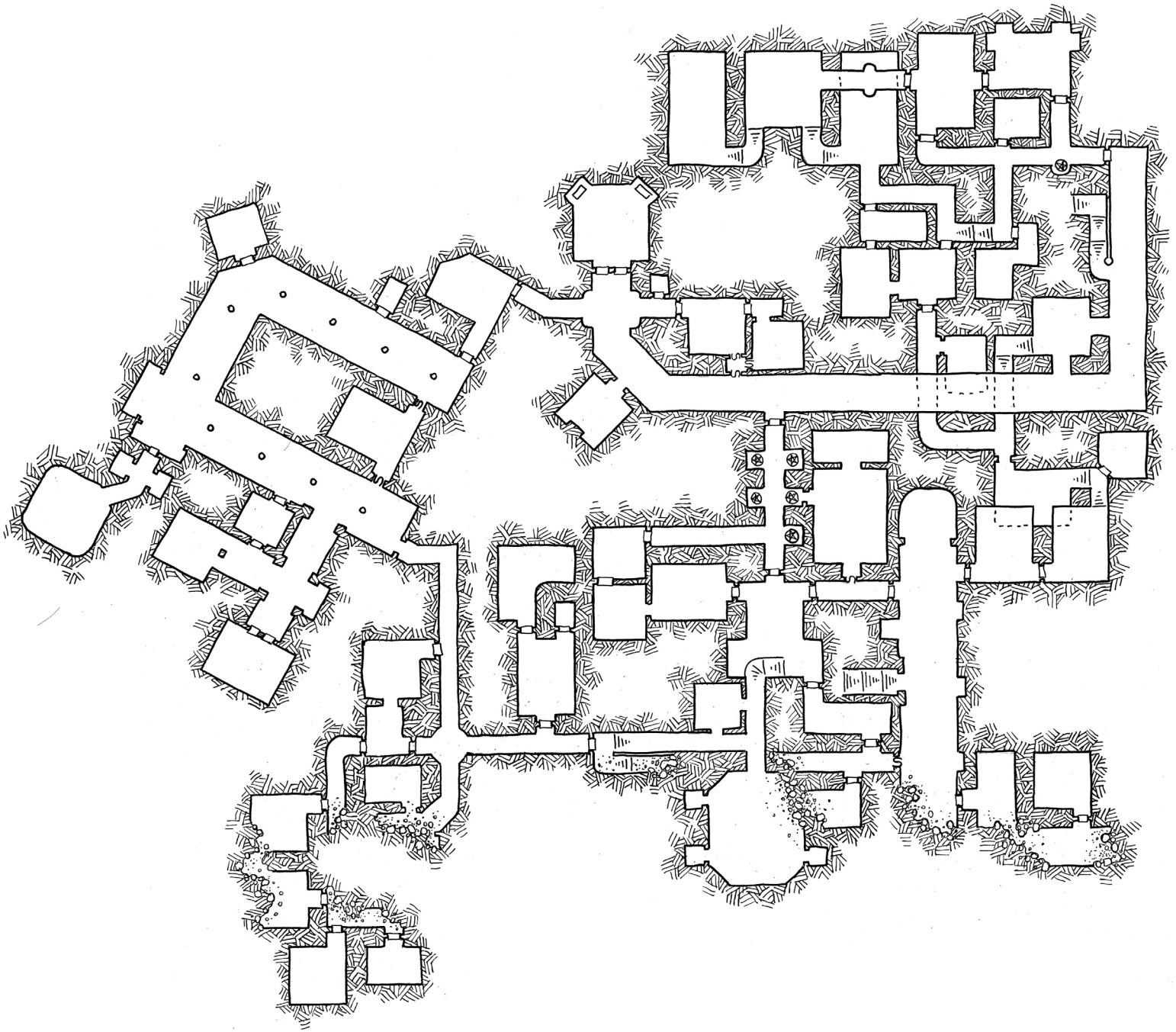
The Sunken Maw



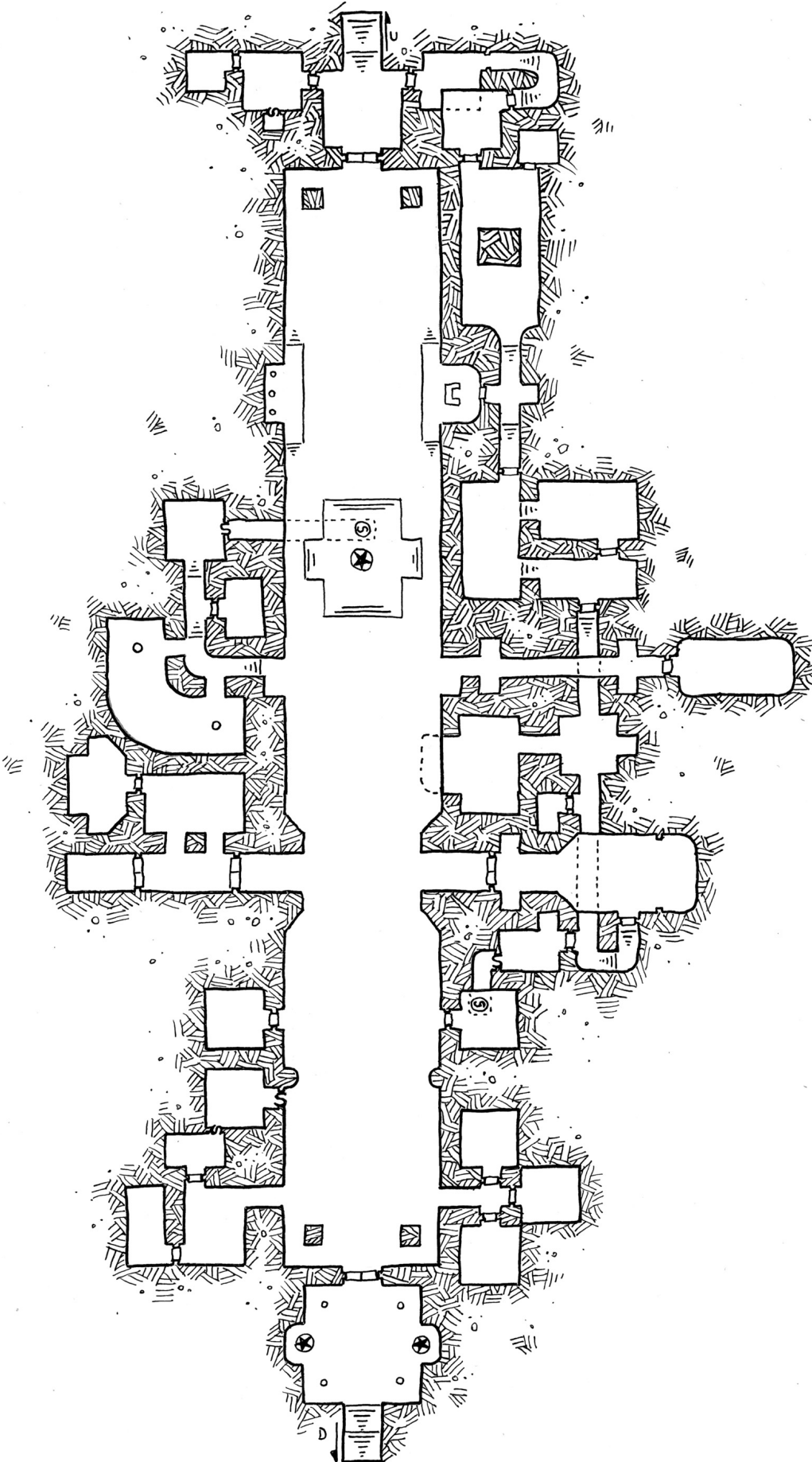
The Ruined Palace



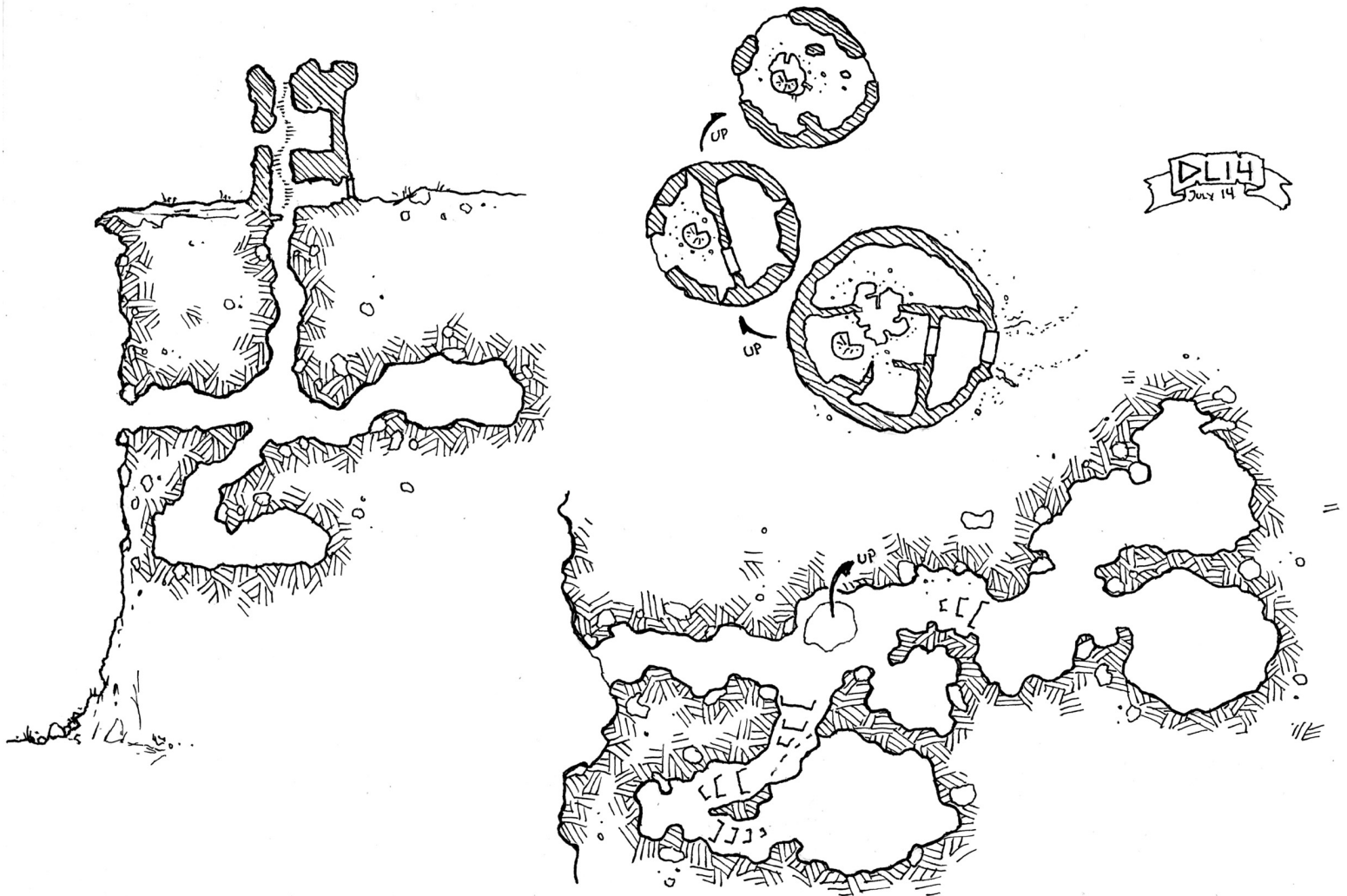
Beneath the Ruined Palace



The Hall of Gruthren the Excessive



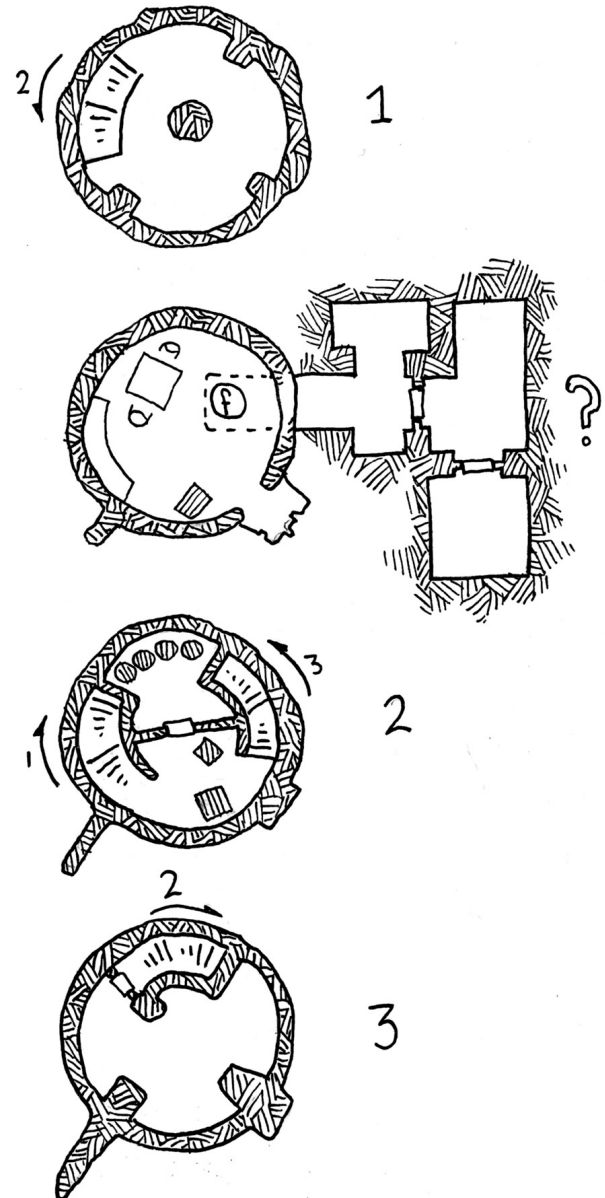
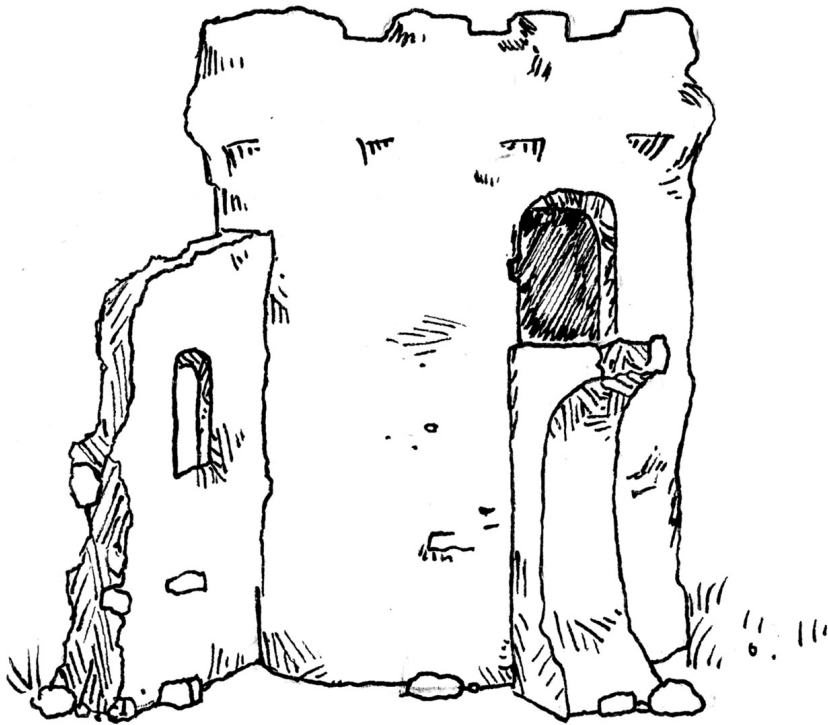
Imp Tower



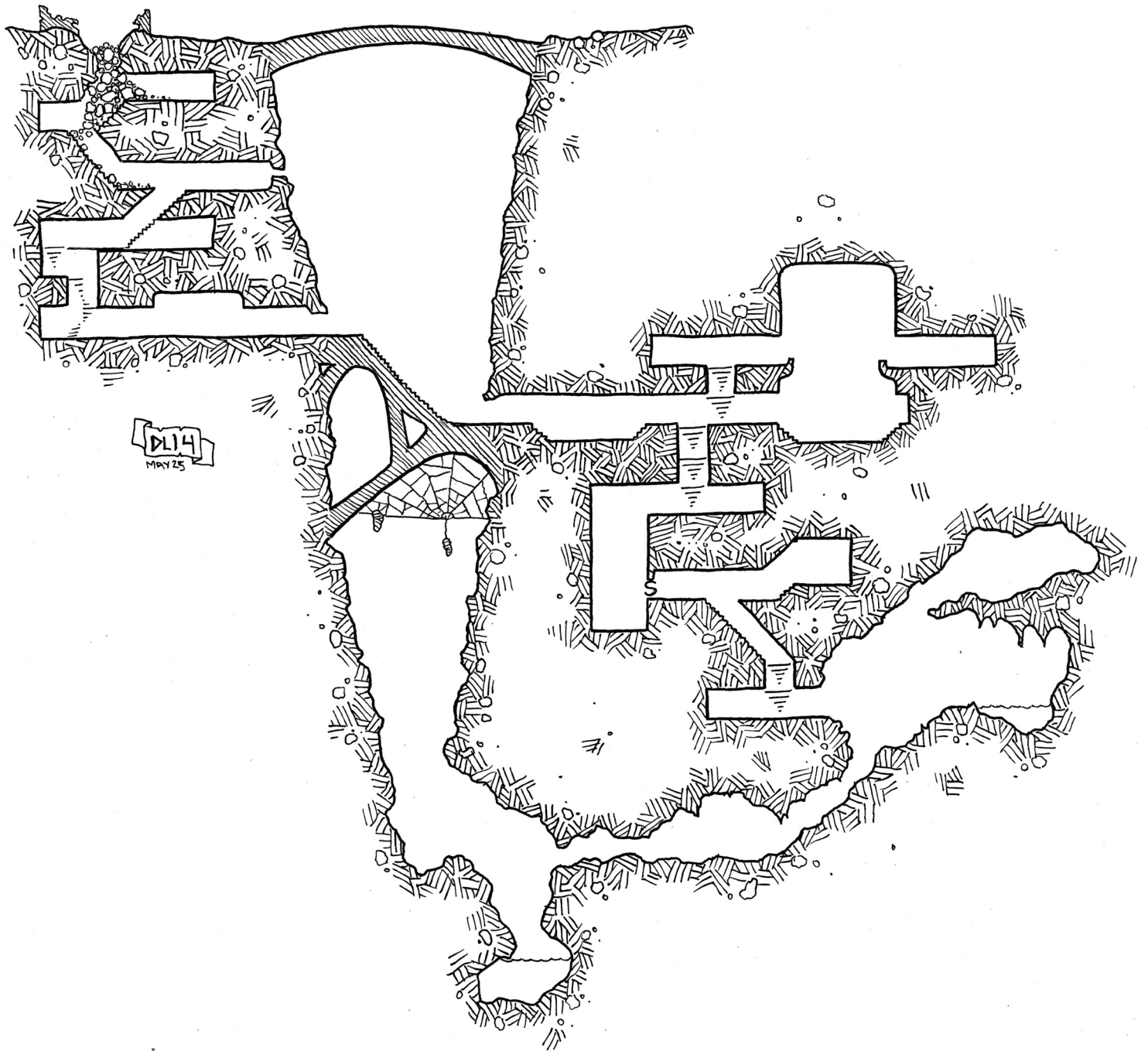
Conroy's Confusing Caves



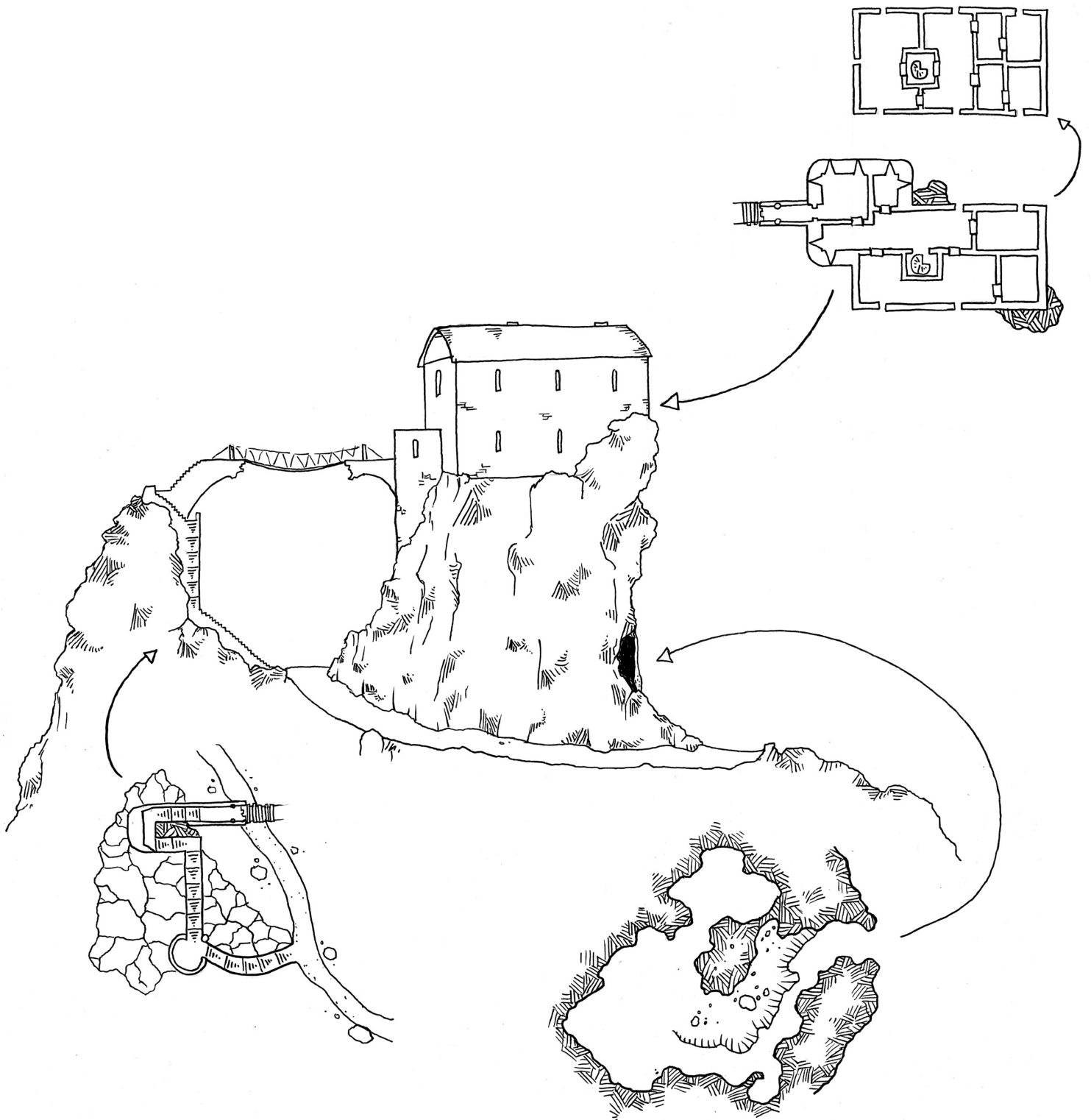
The Dreamer's Tower



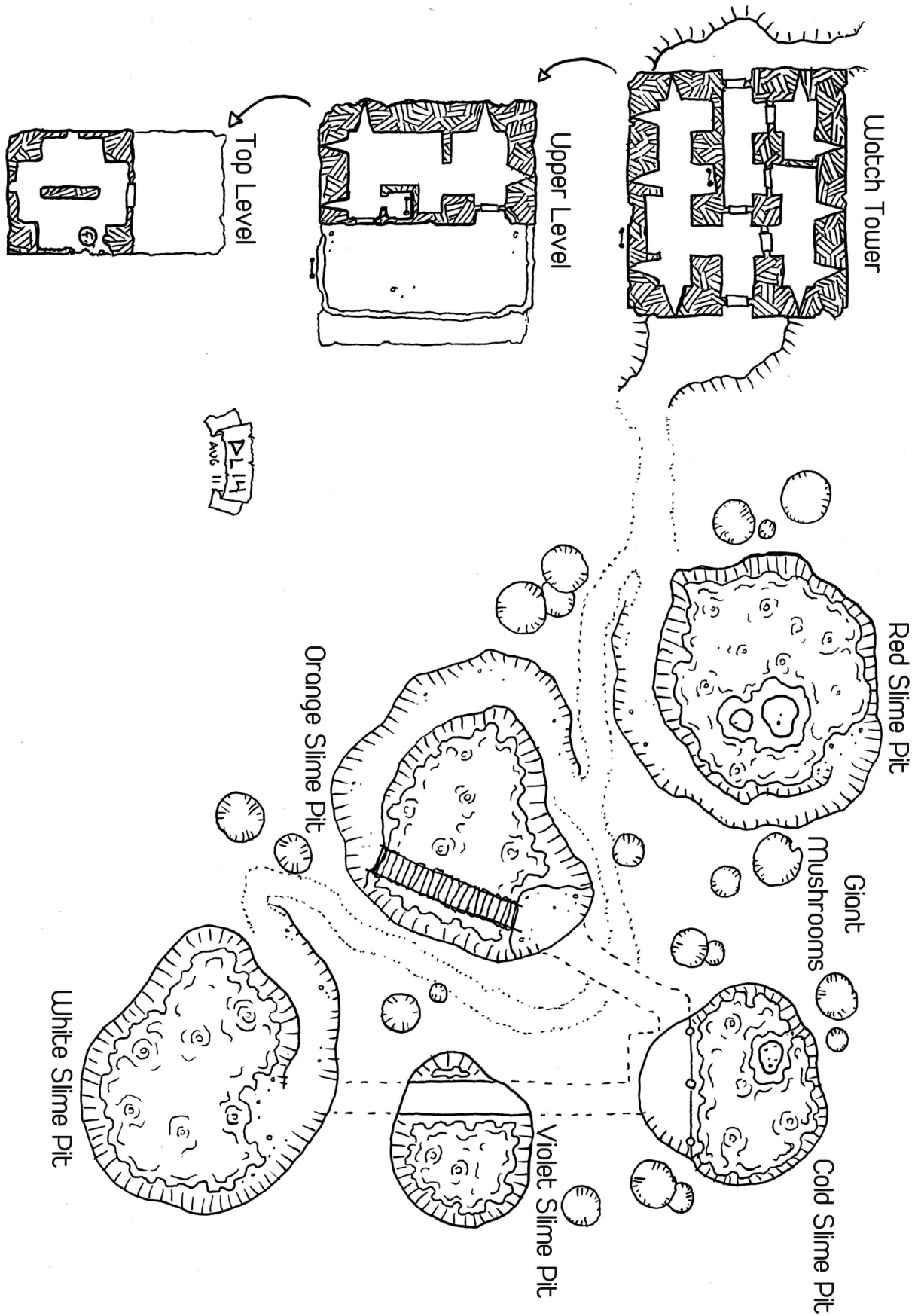
Howling Orc Bridge



Leeb's Fortress



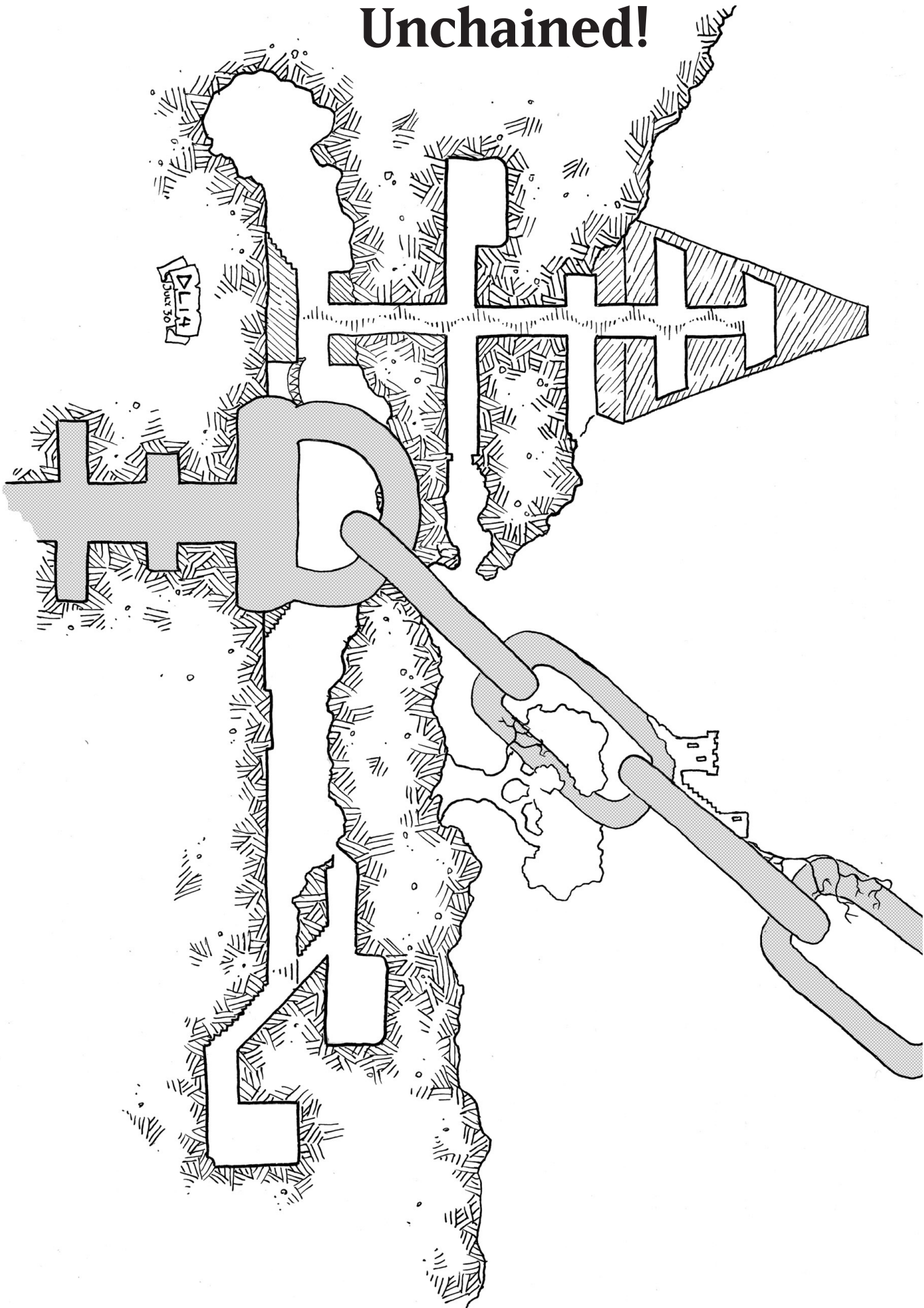
The Slime Pits of Vilnid the Master



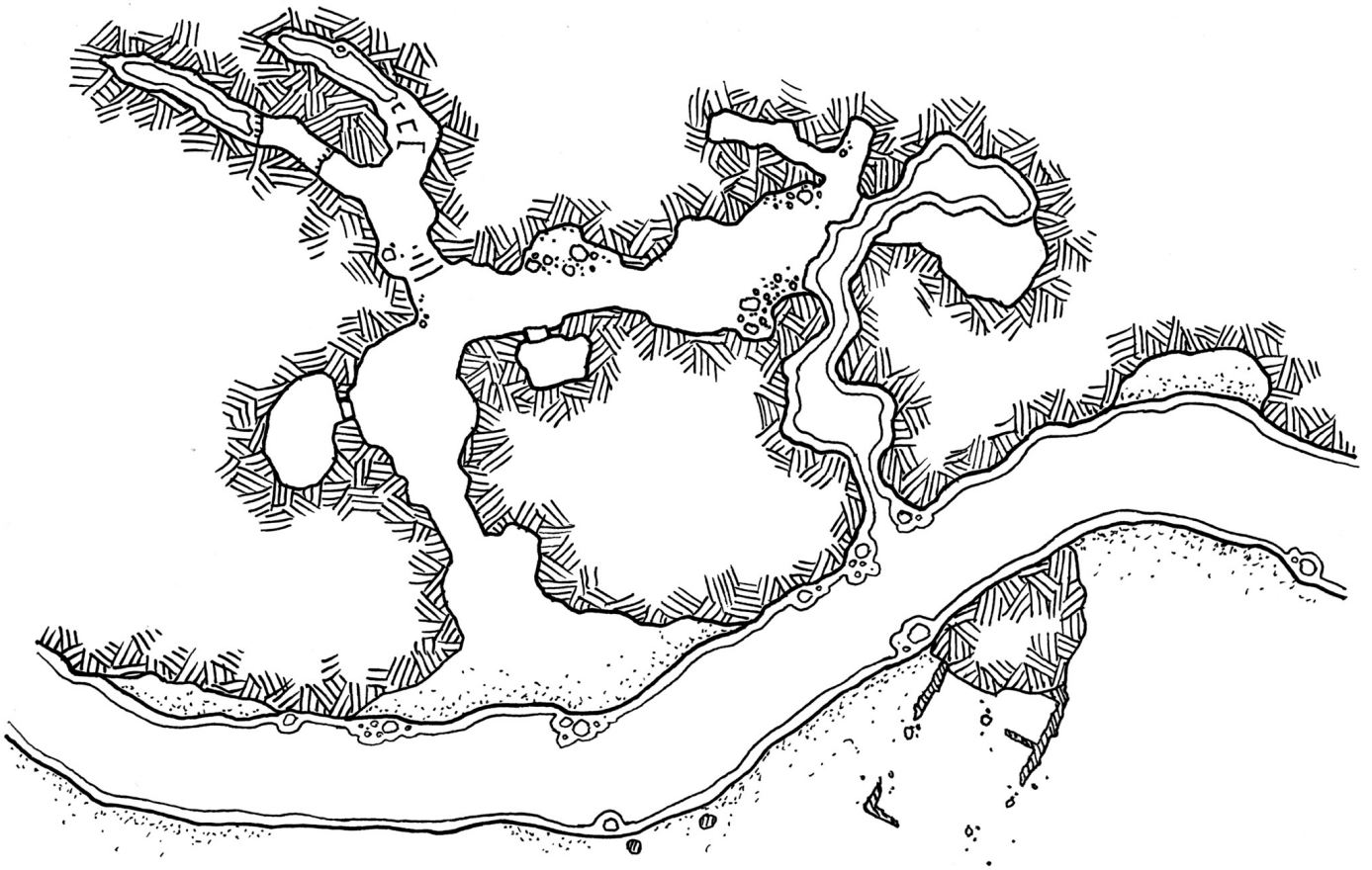
The Town of Melad Crossings



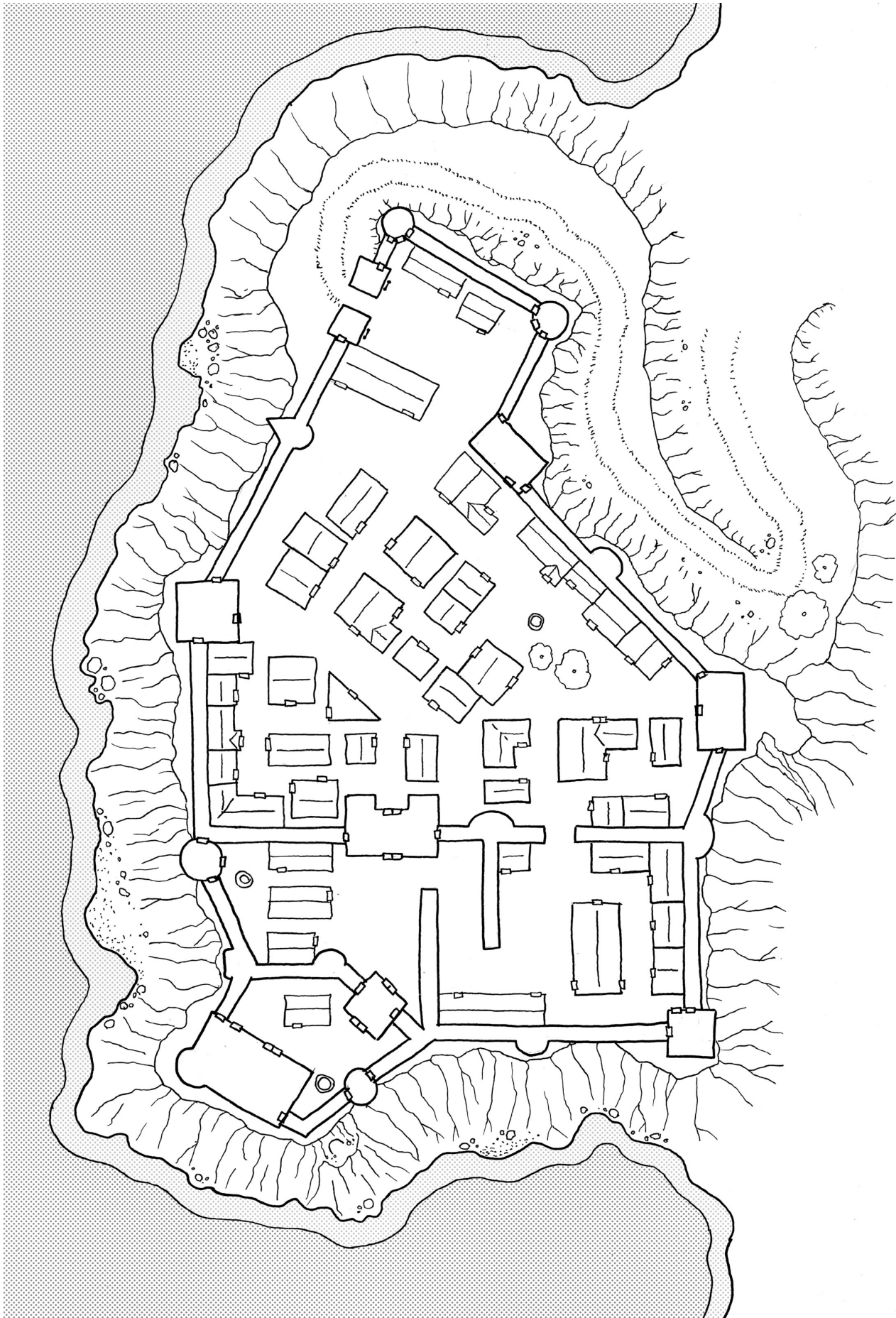
Unchained!



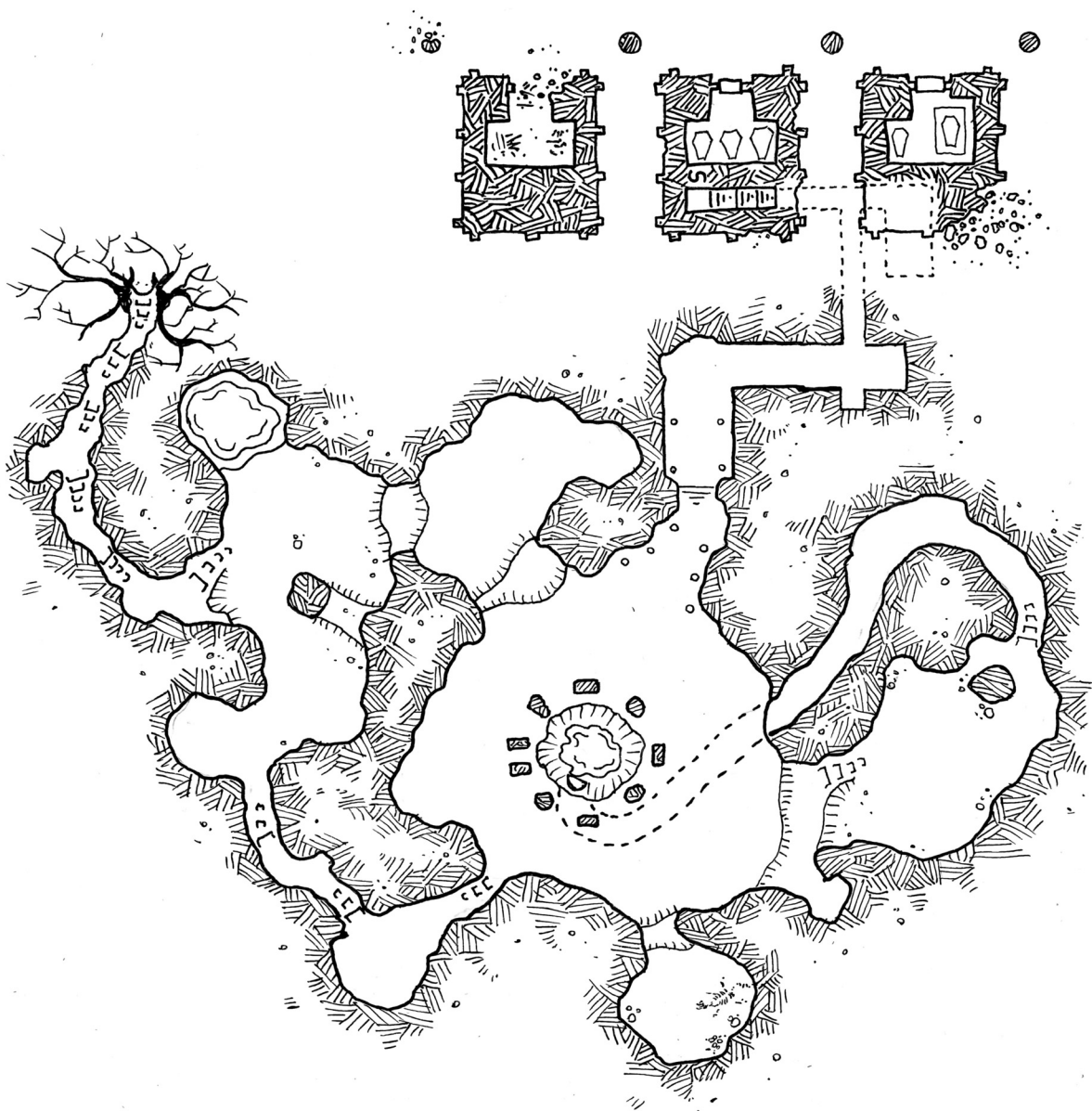
Cortland's Flooded Mines



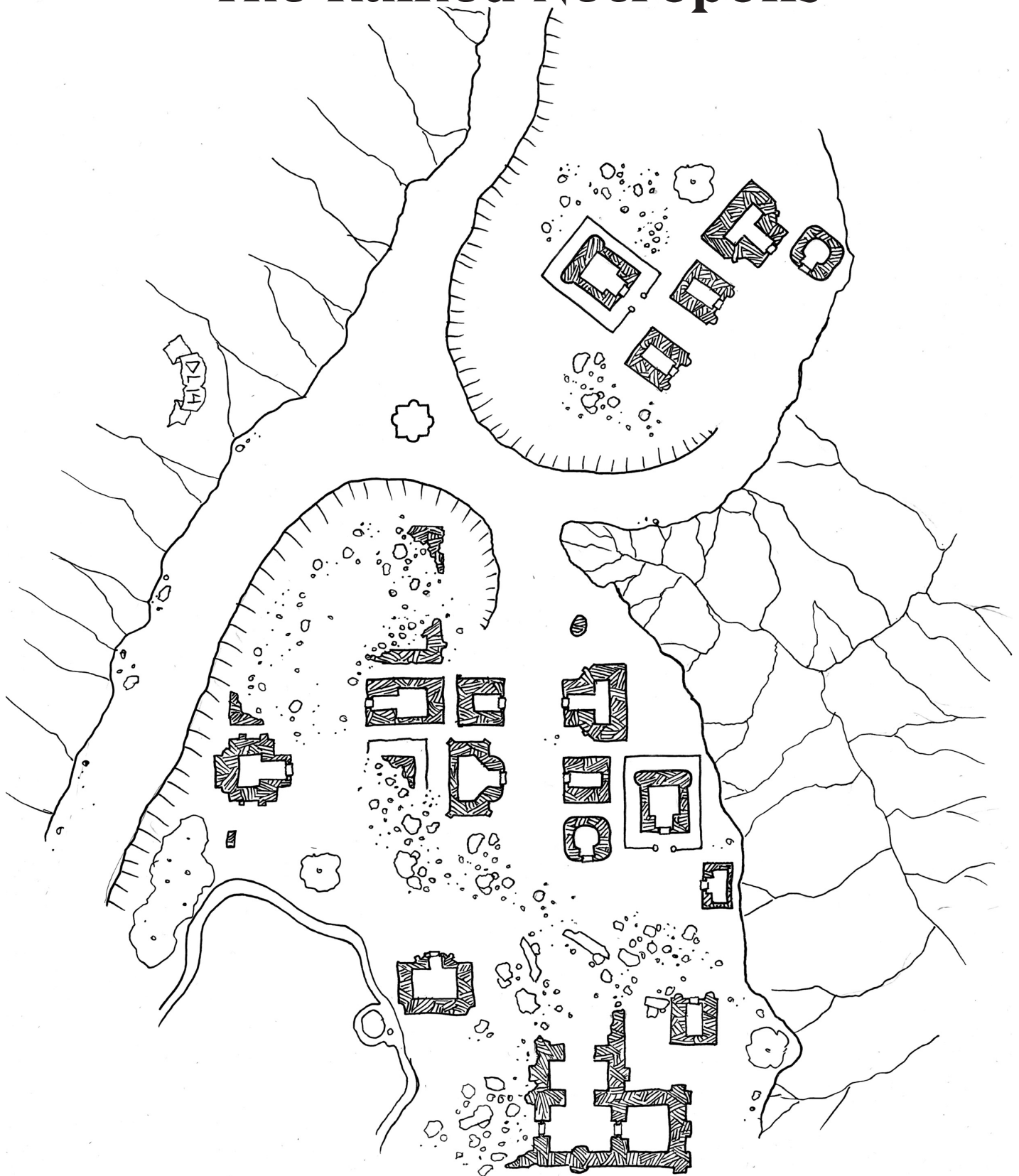
Dreifer's Fortress



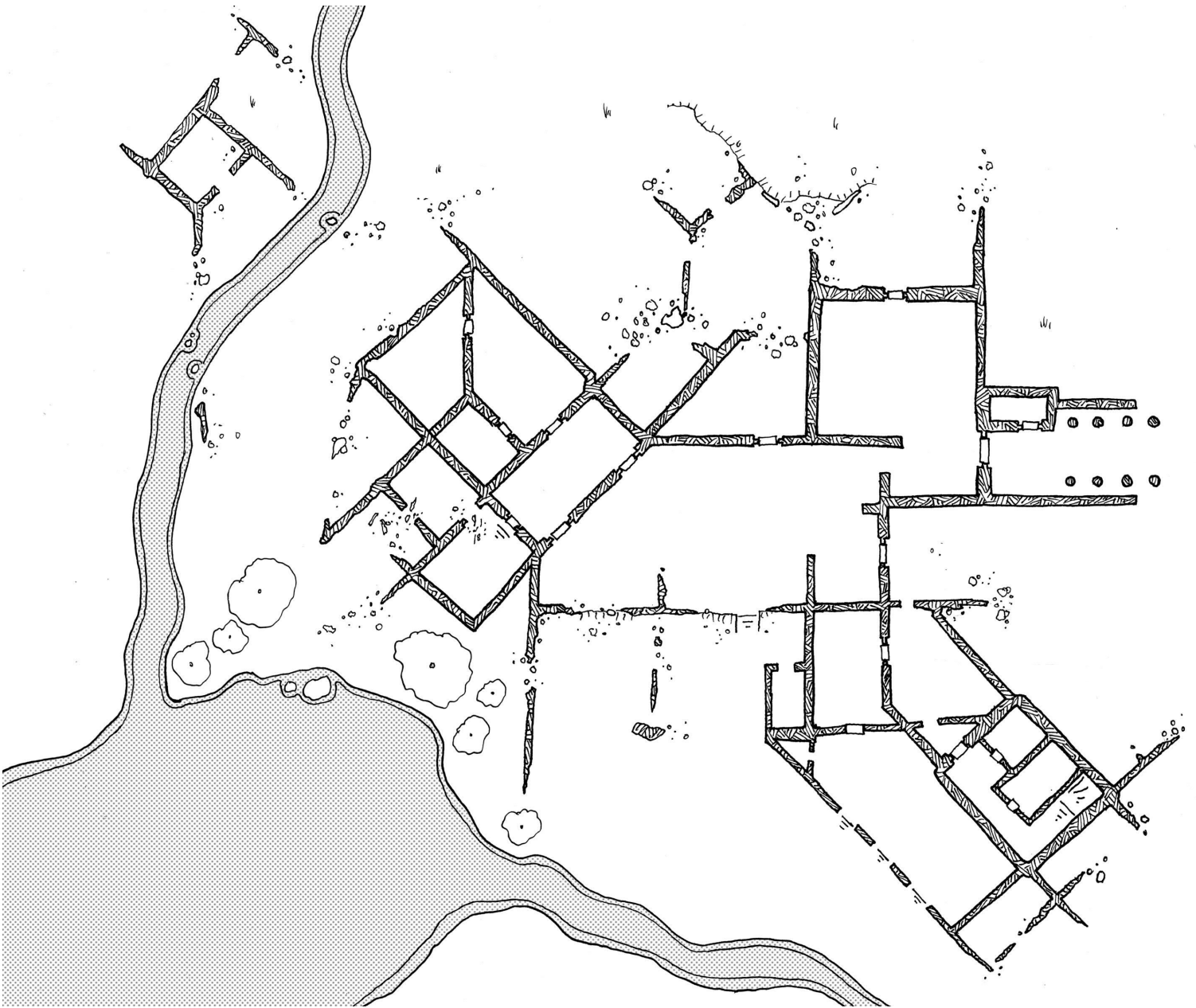
Three Hillside Tombs



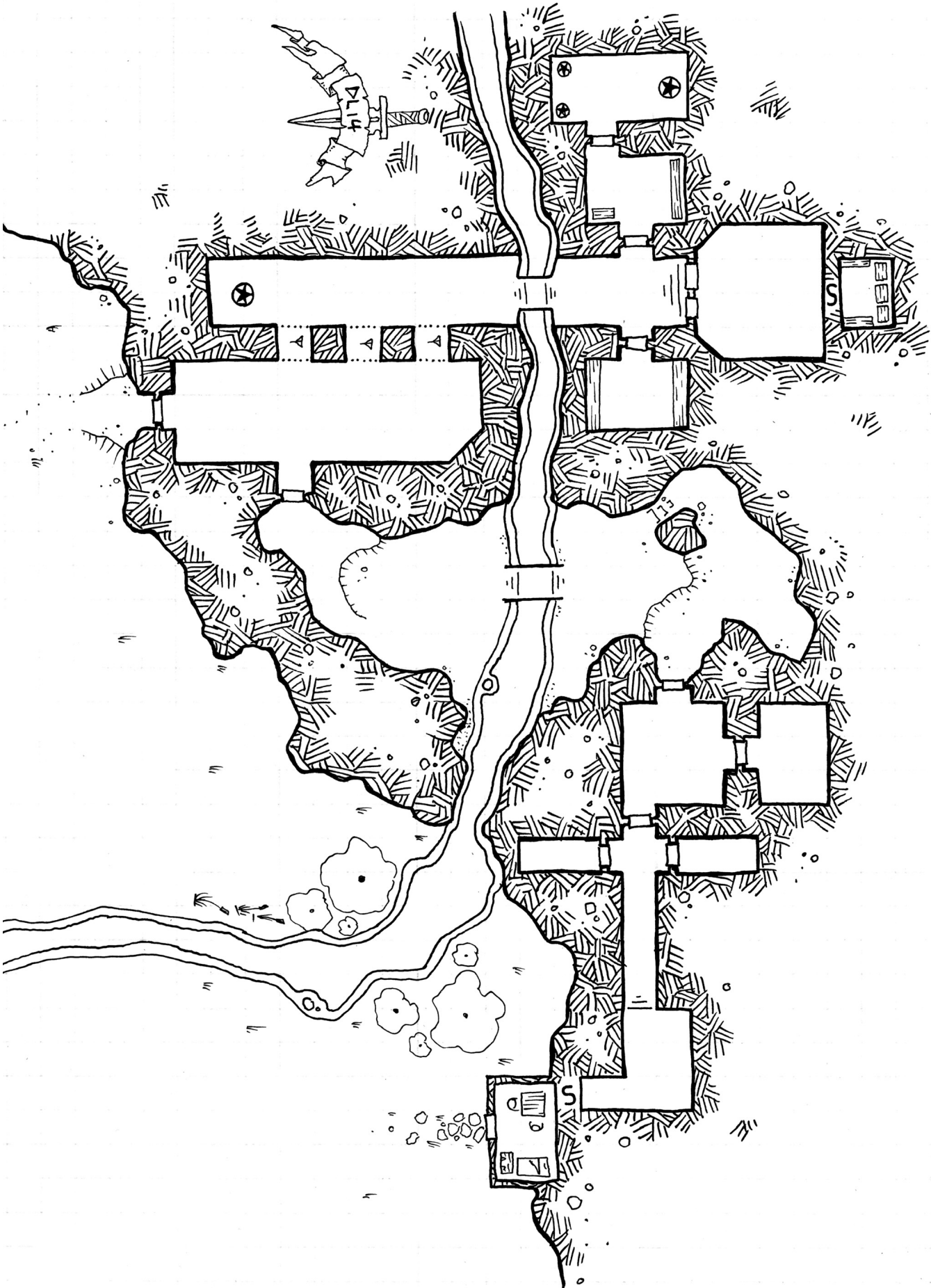
The Ruined Necropolis



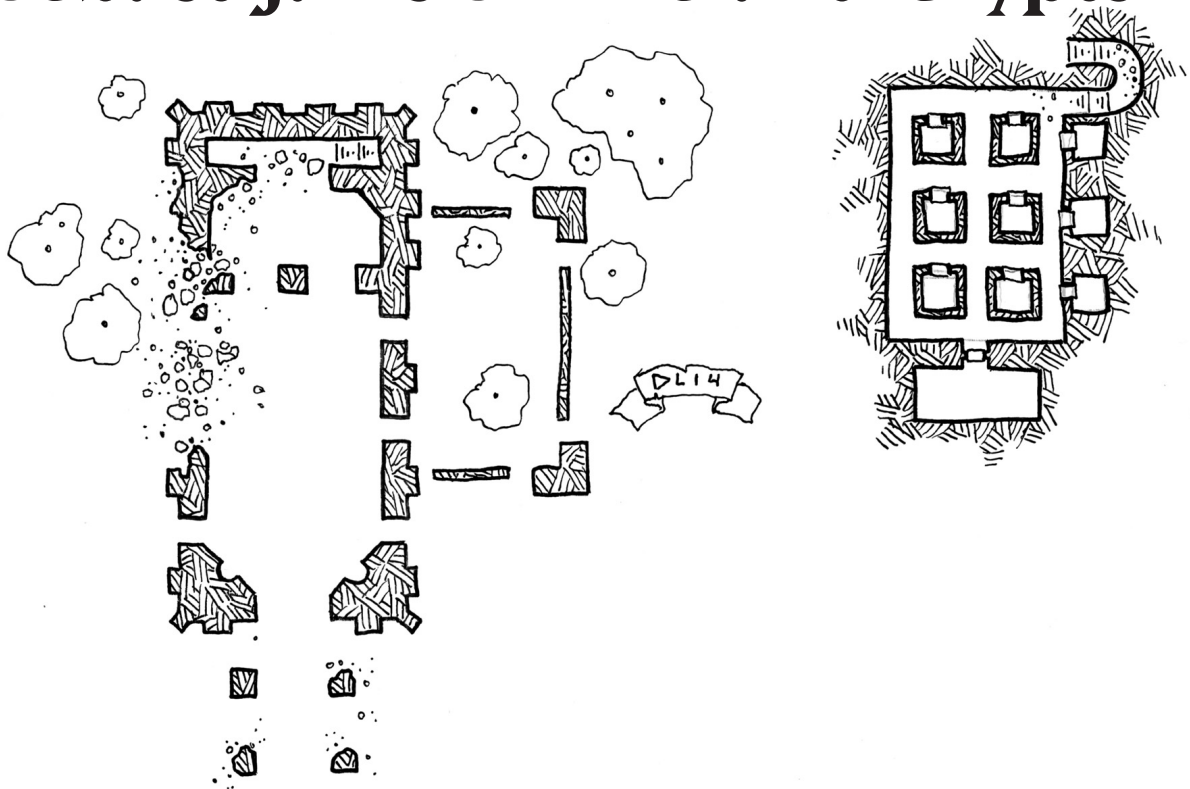
Burren Estate Ruins



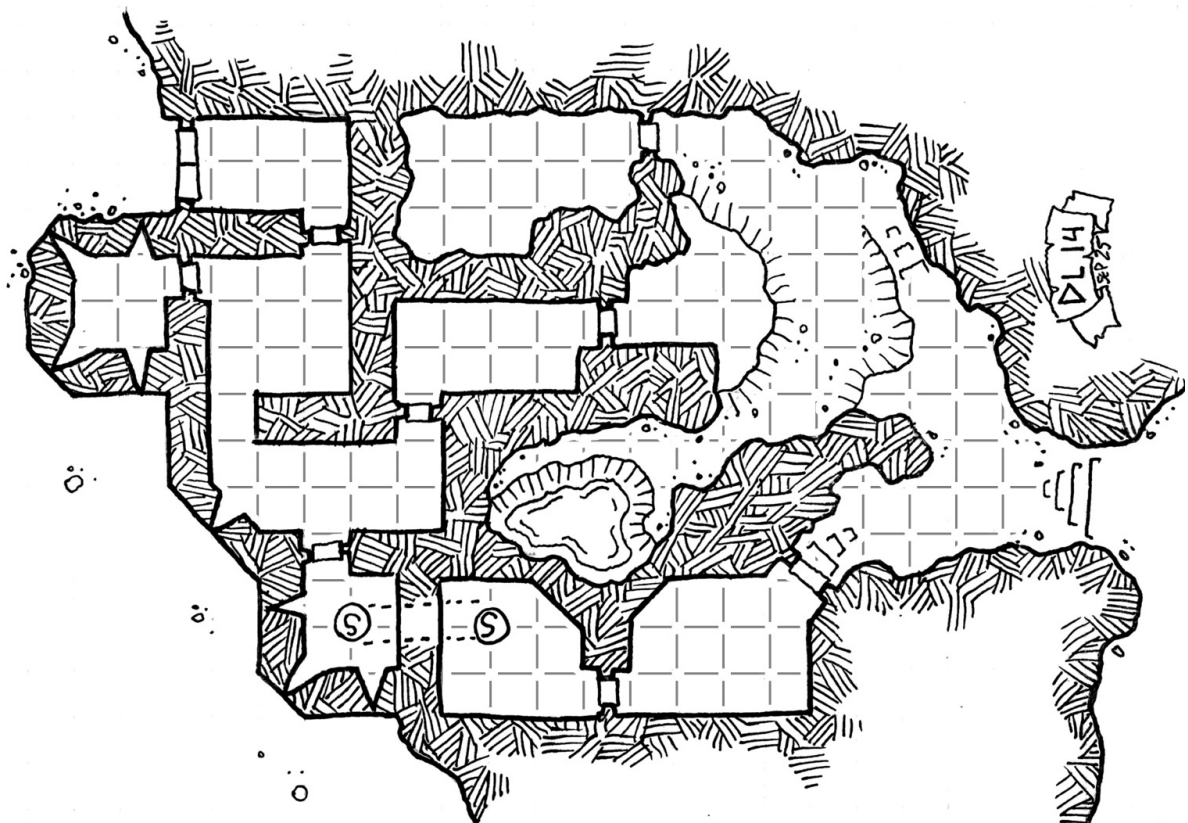
Dwarven Shrine at Mount Thorrien



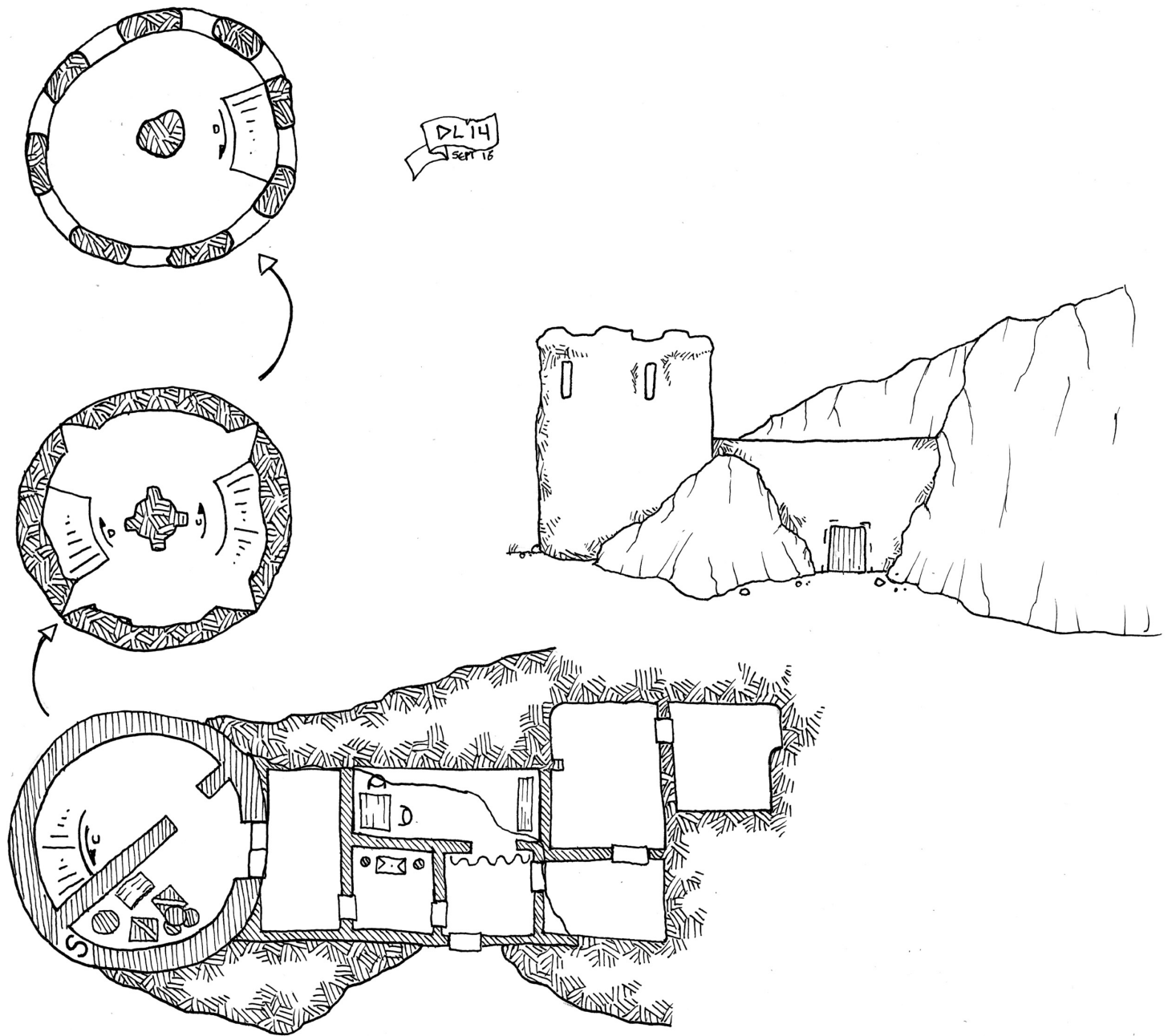
Sebastijan's Shrine and Crypts



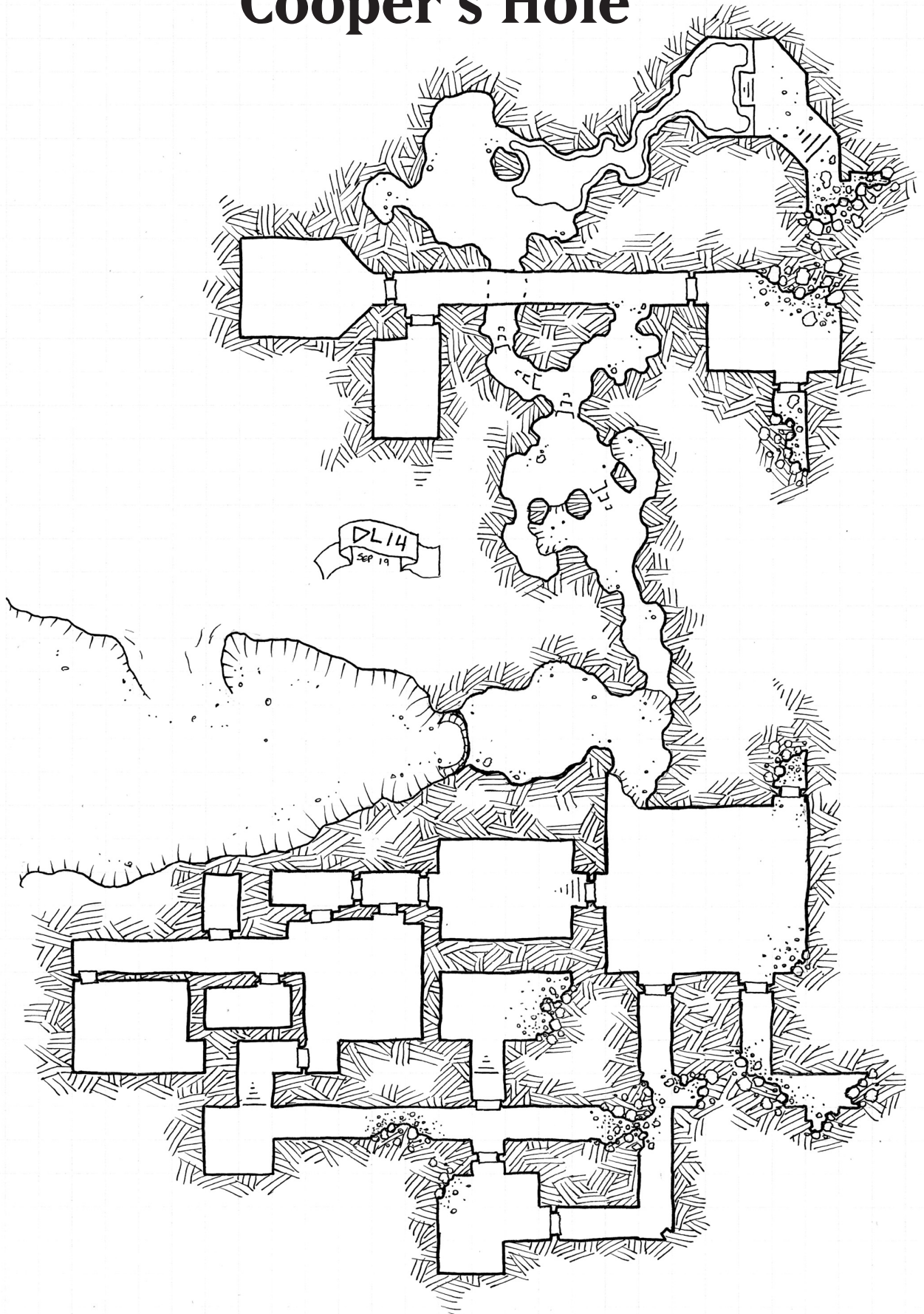
Habddar's Fortress



The Butcher's Tower



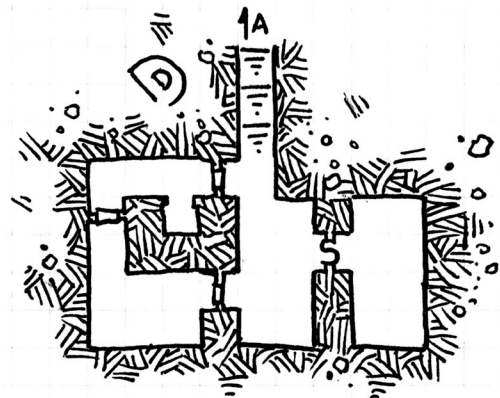
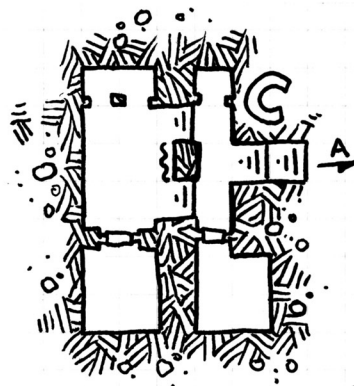
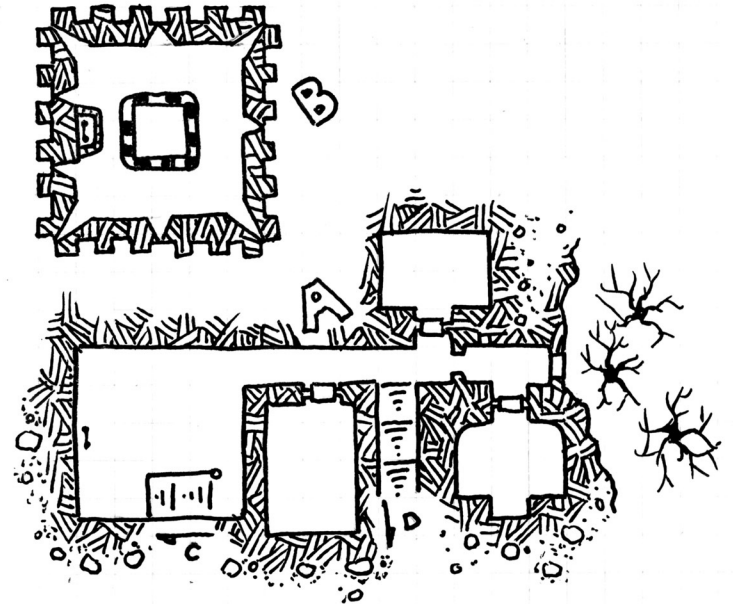
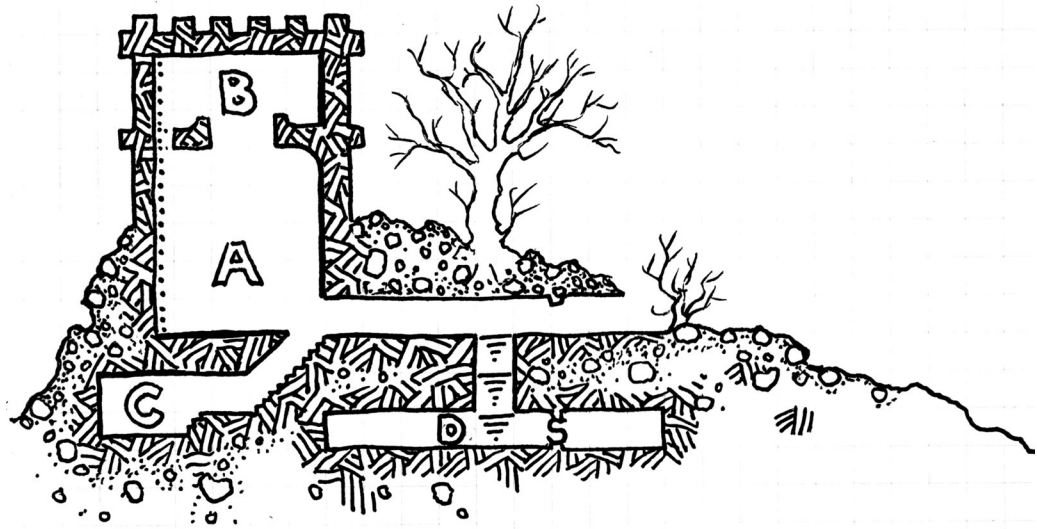
Cooper's Hole



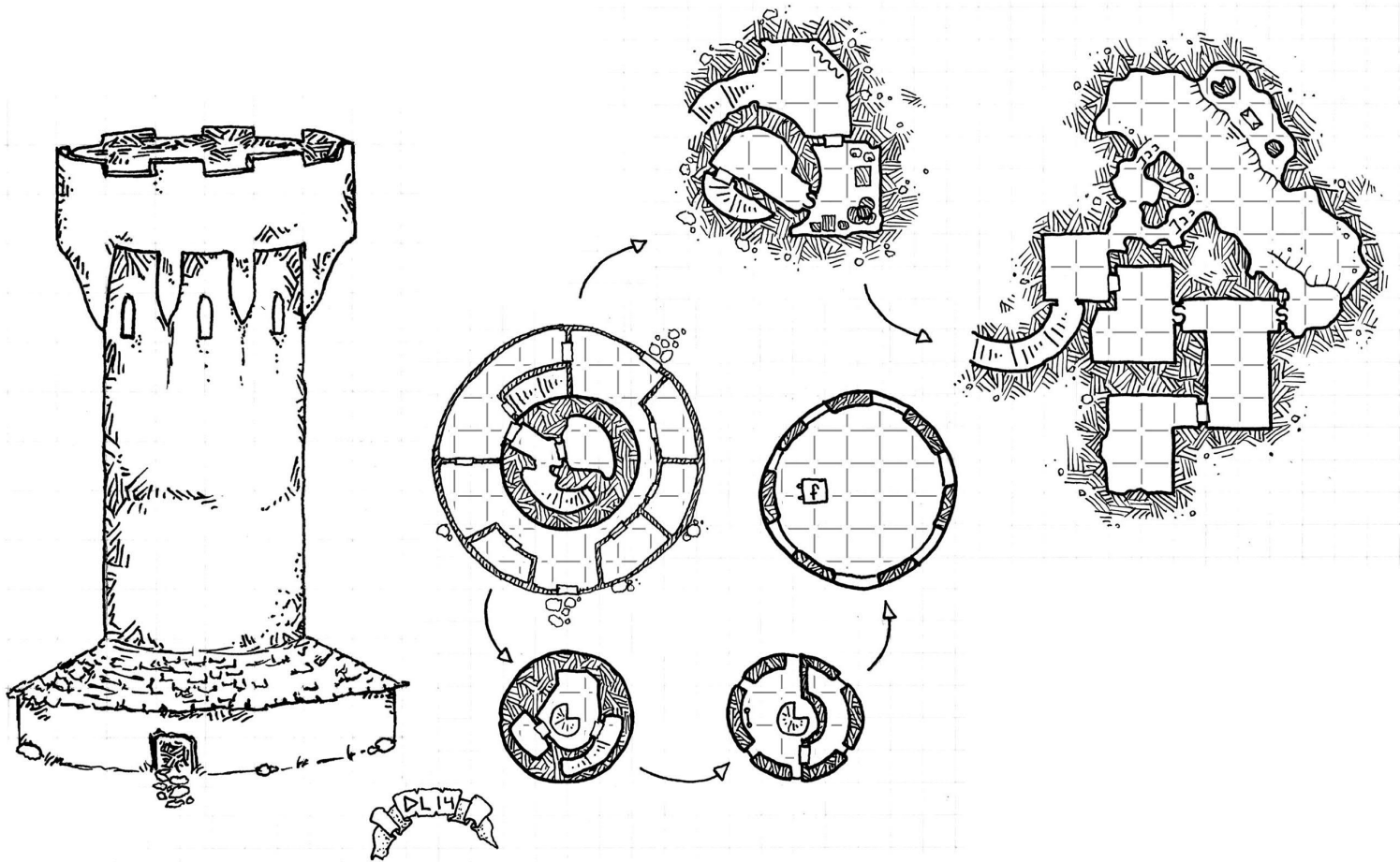
Serenity's Roots



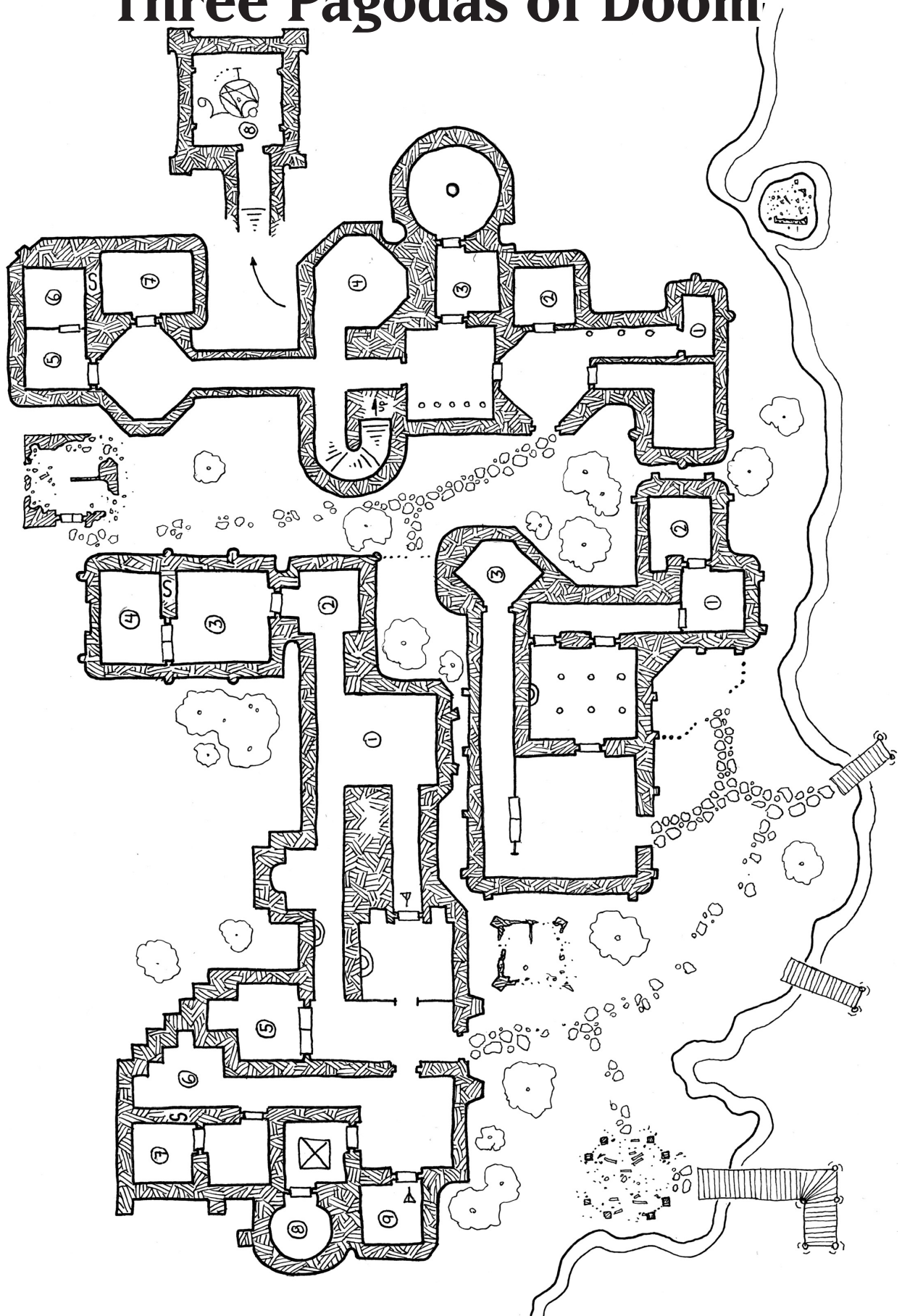
Specter's Tower



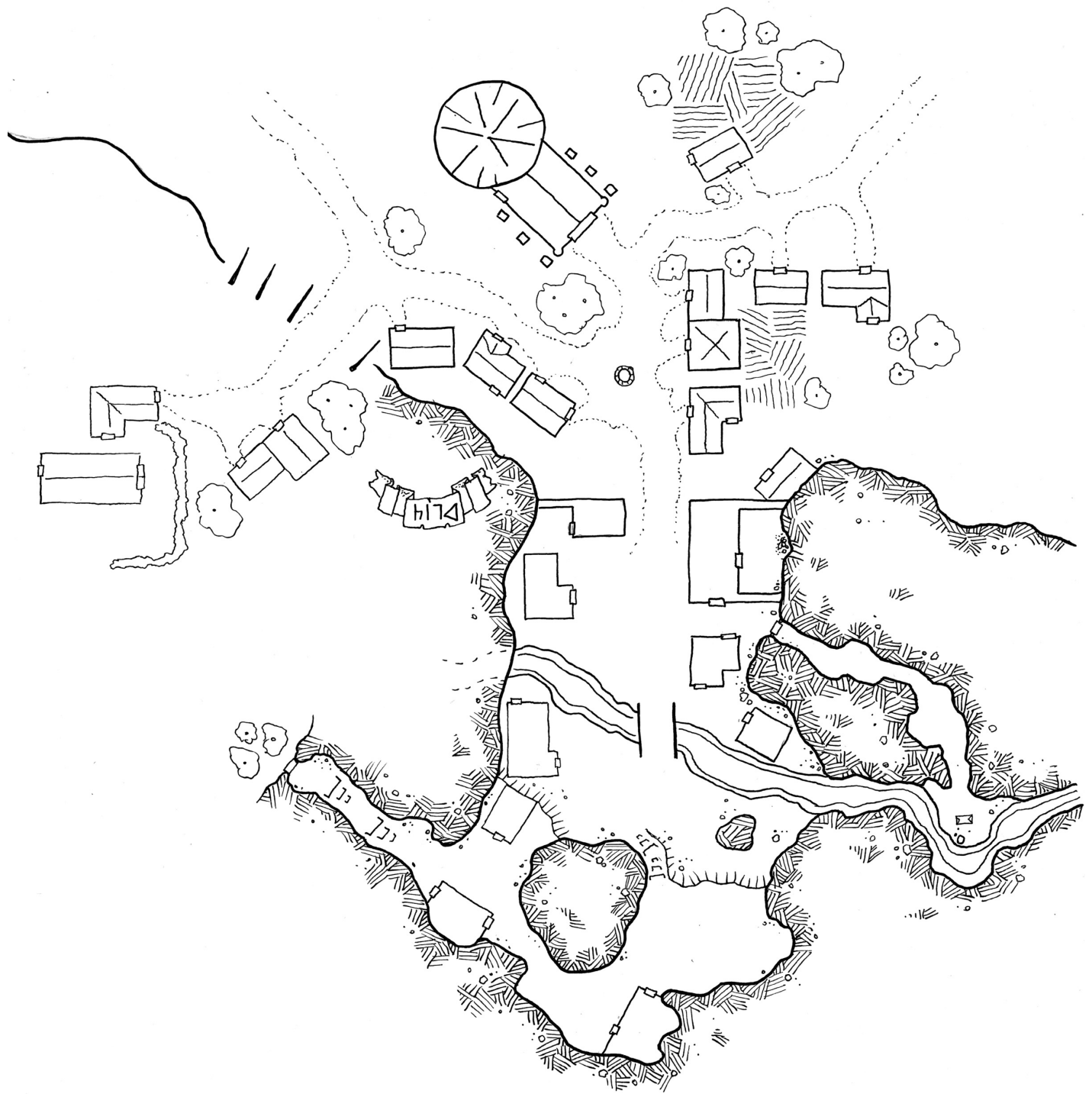
Wolf Tower



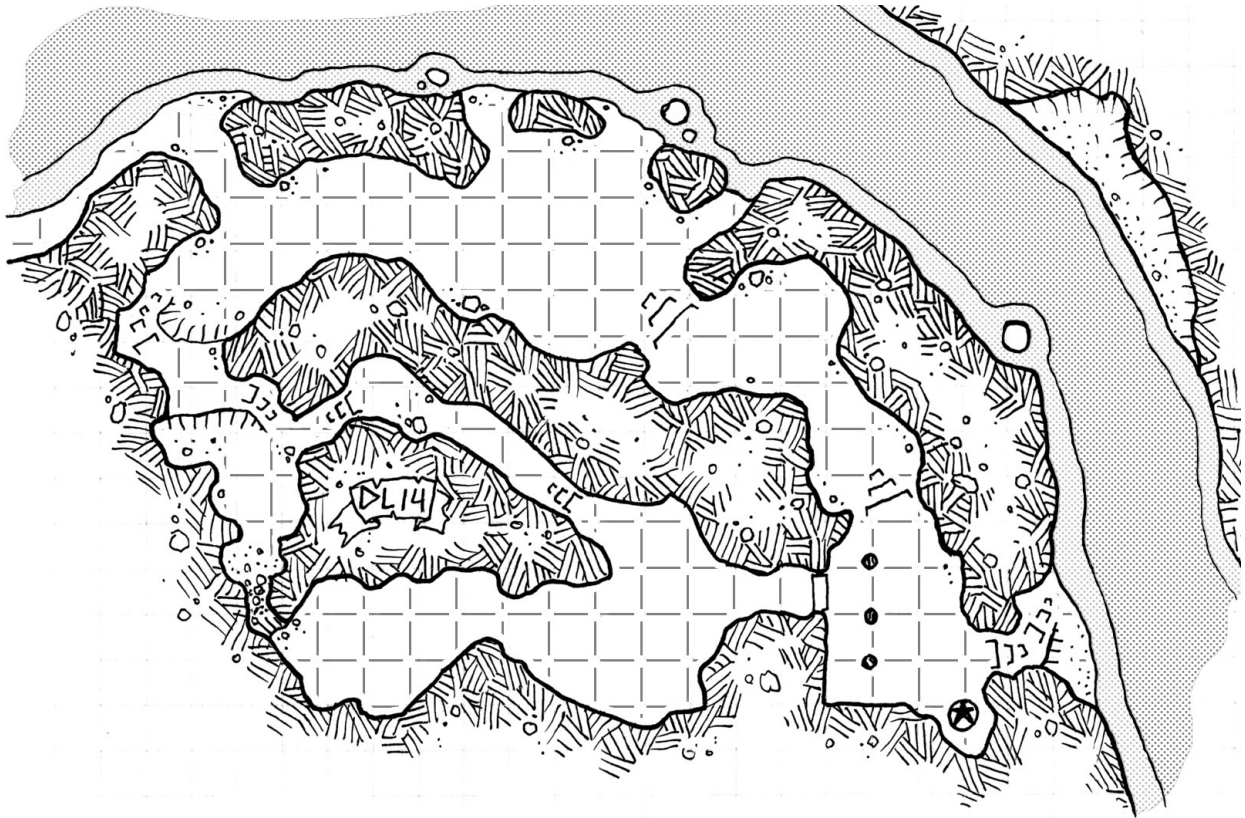
Three Pagodas of Doom



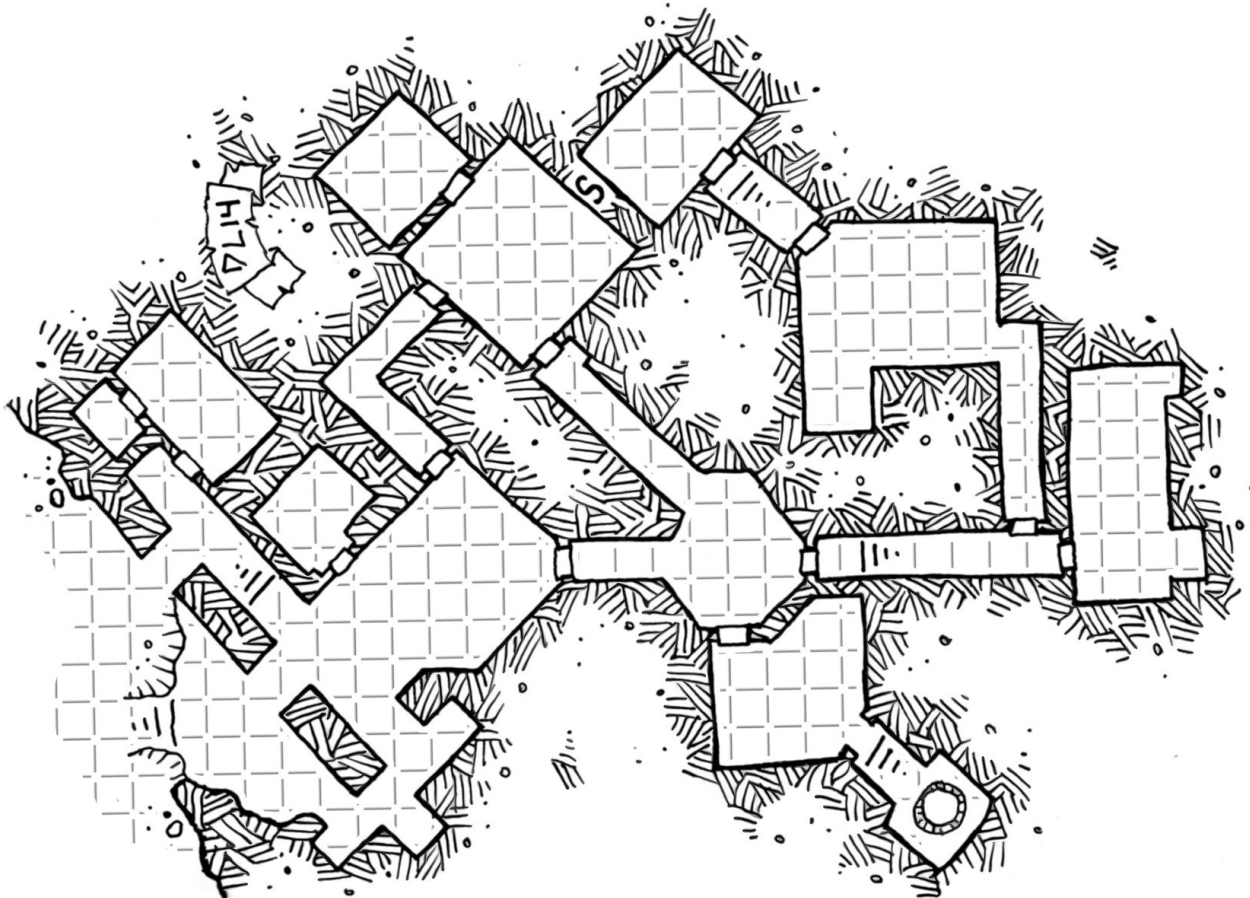
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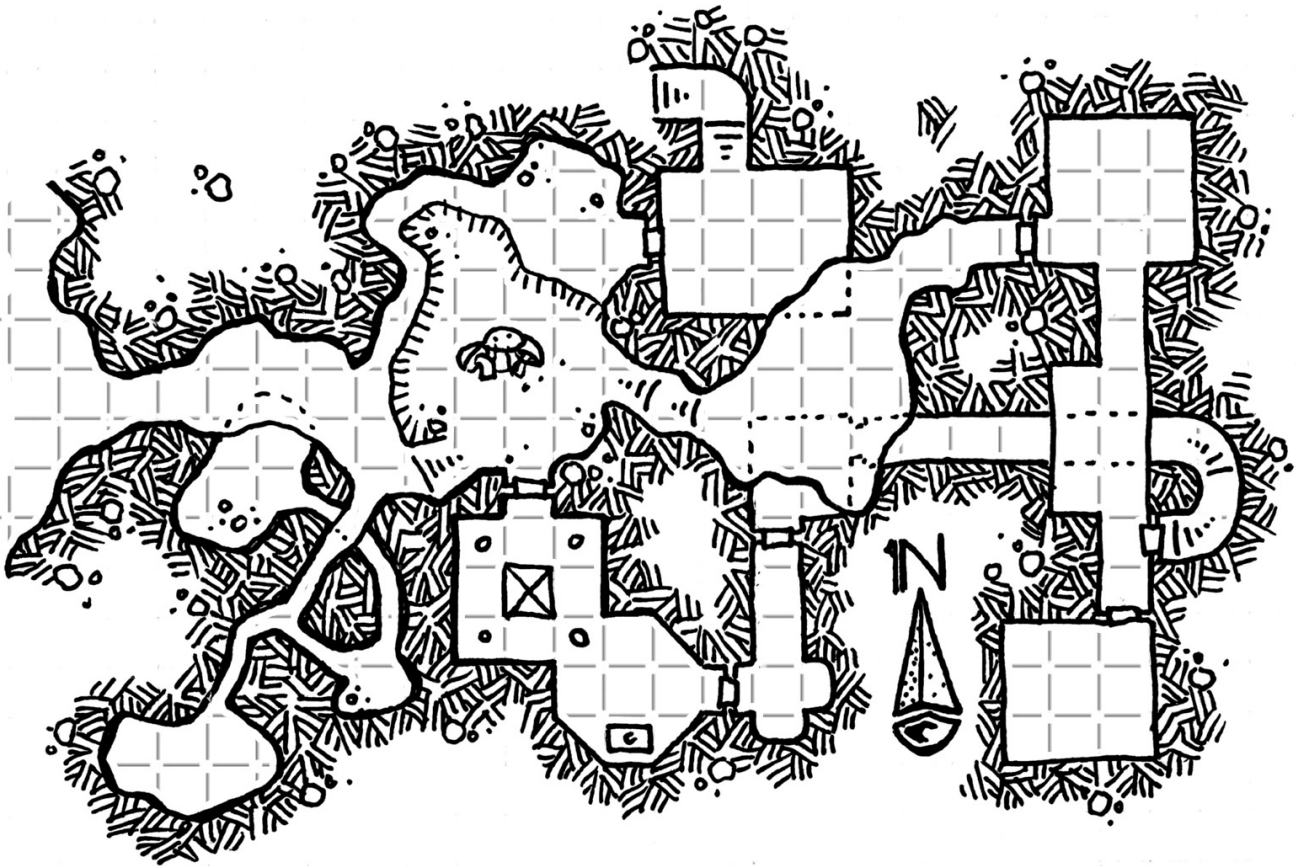
The Ten Crown River Caves



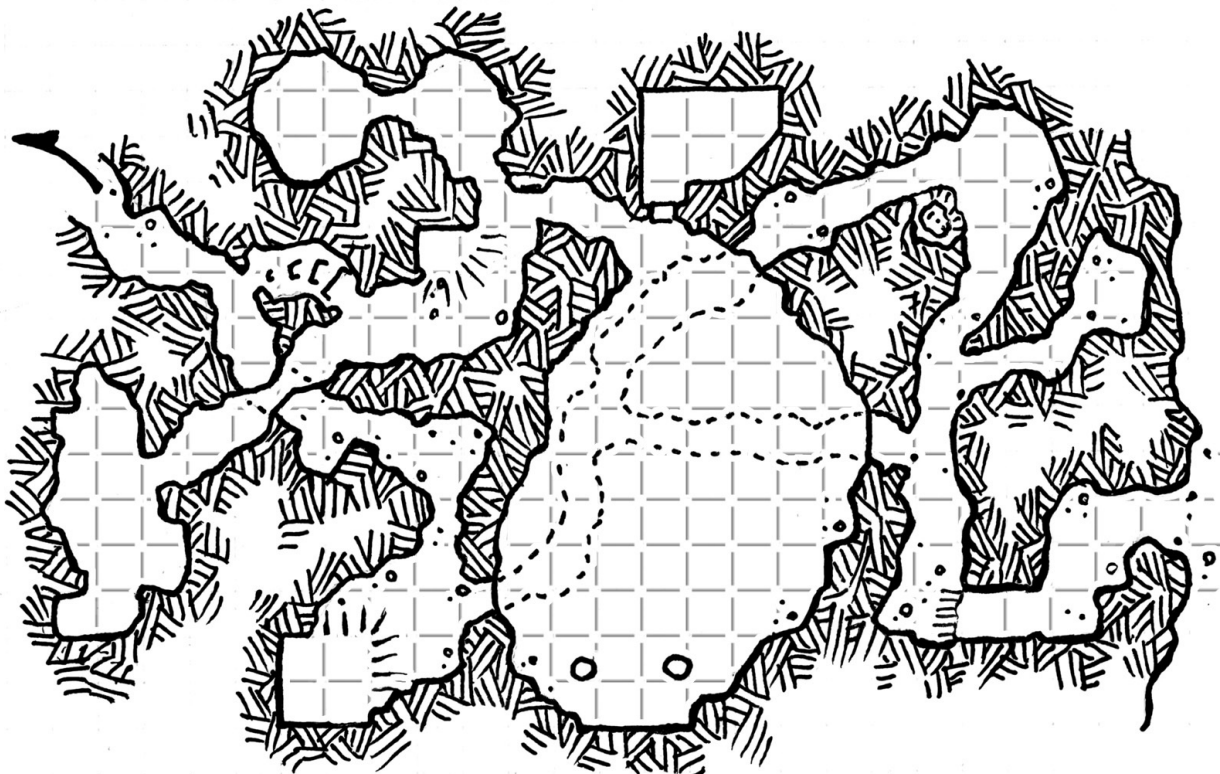
Tallhorn's Retreat



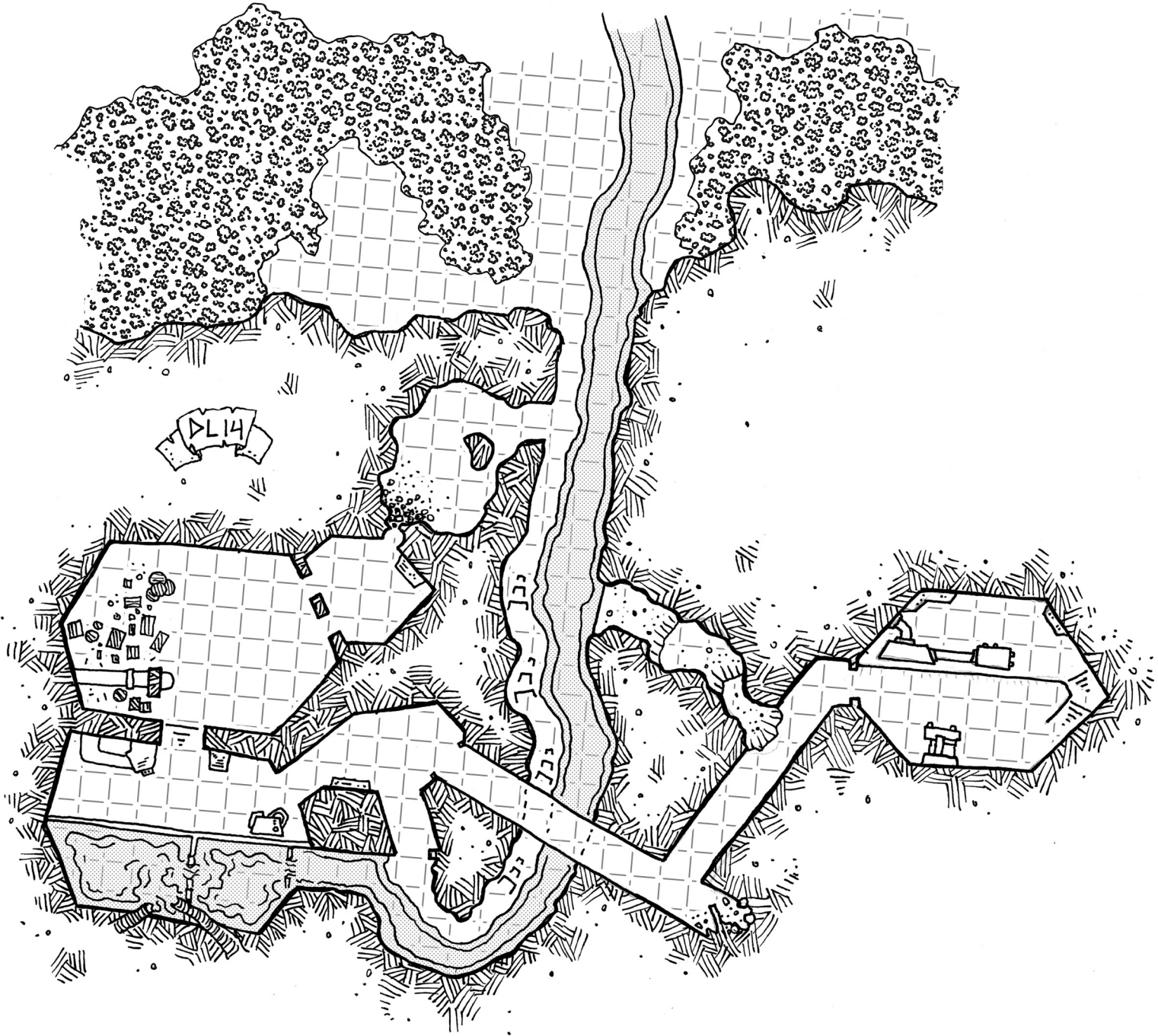
Hesporous Cave



Cepheus' Gallery



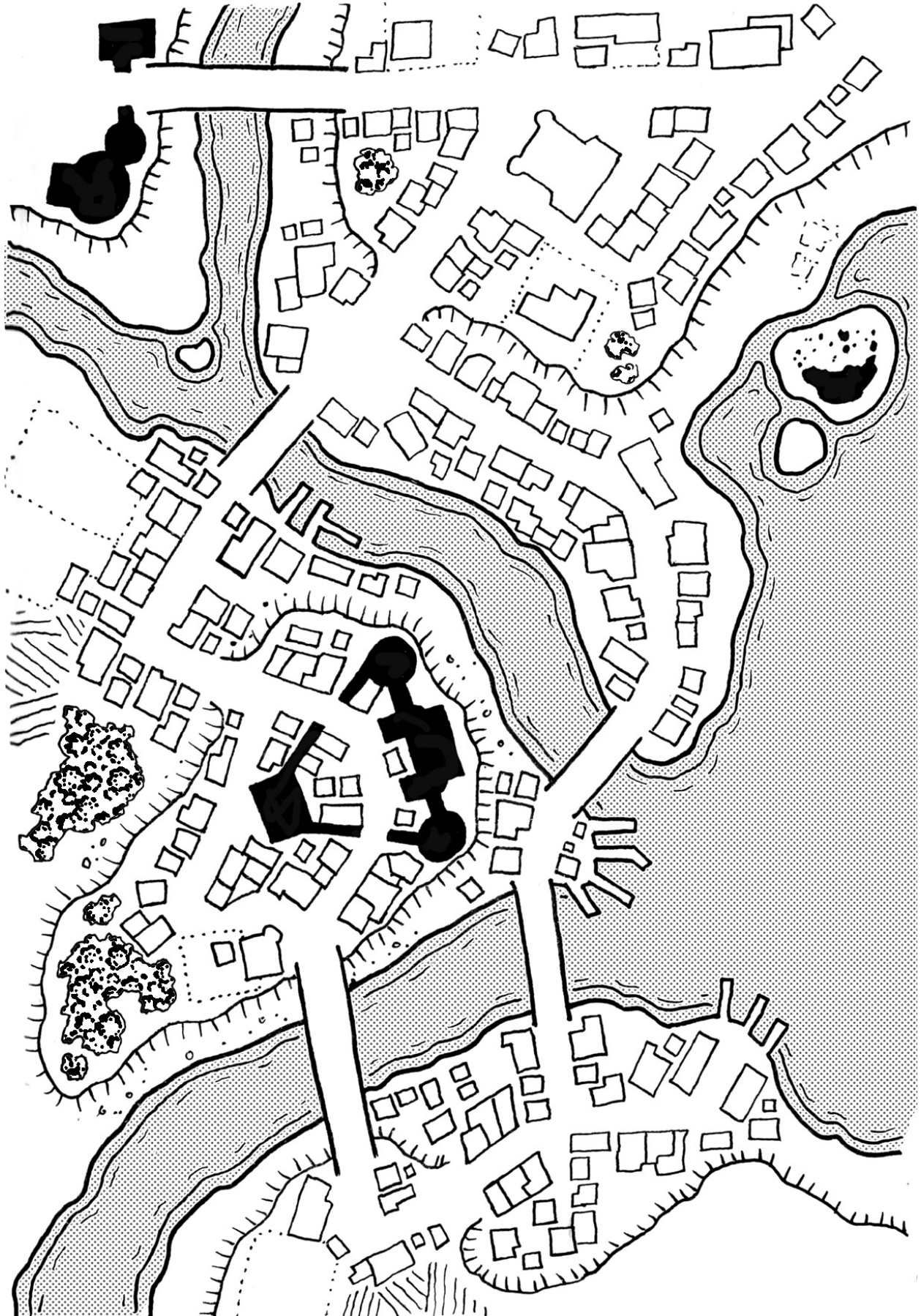
The Coolant Processing Facility



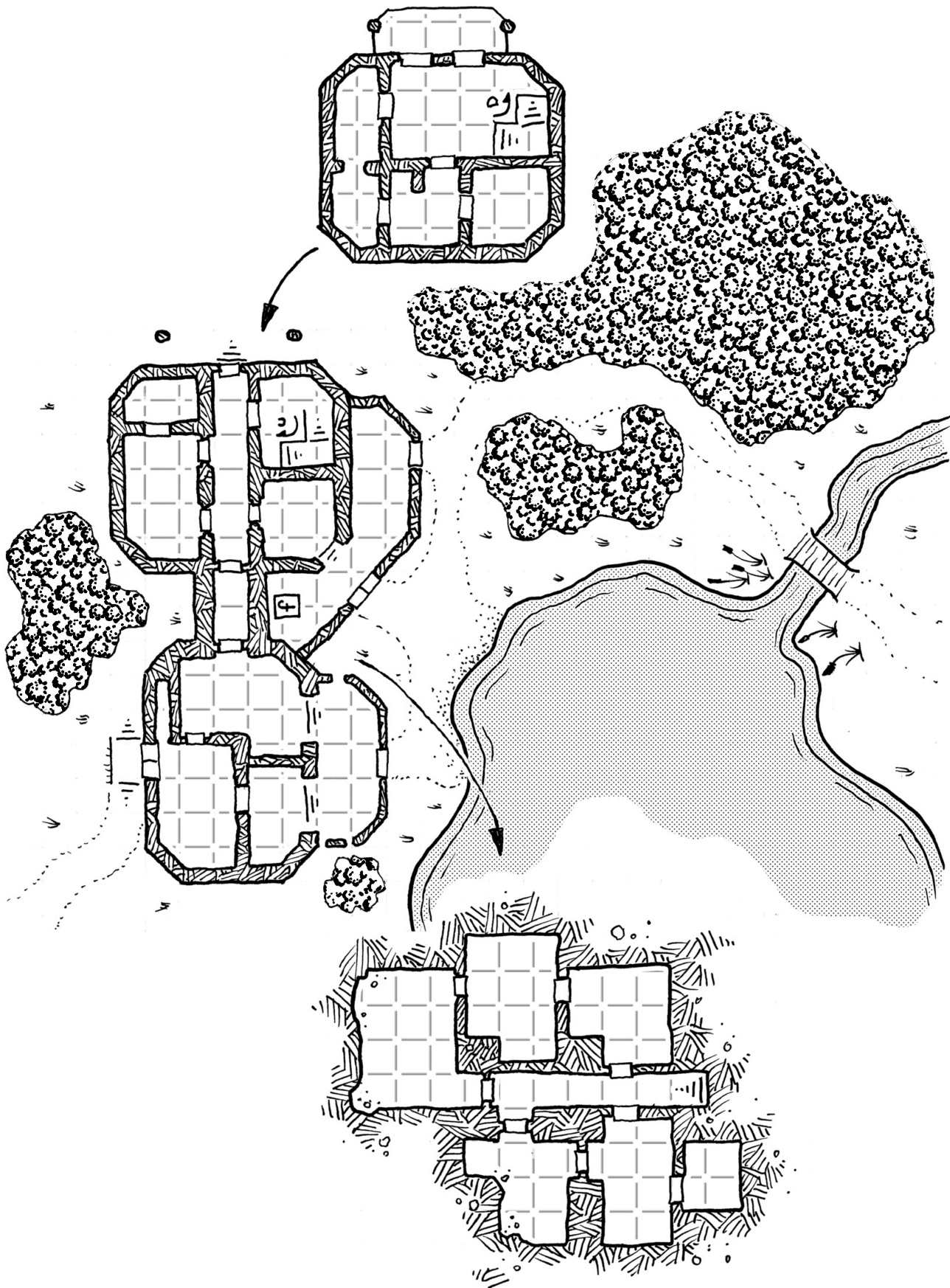
Cliffstable on Kerstal



New Cresthill



Tramur's Lakehouse



Maker's Hall

