

2016 Dodecahedron Cartographic Review

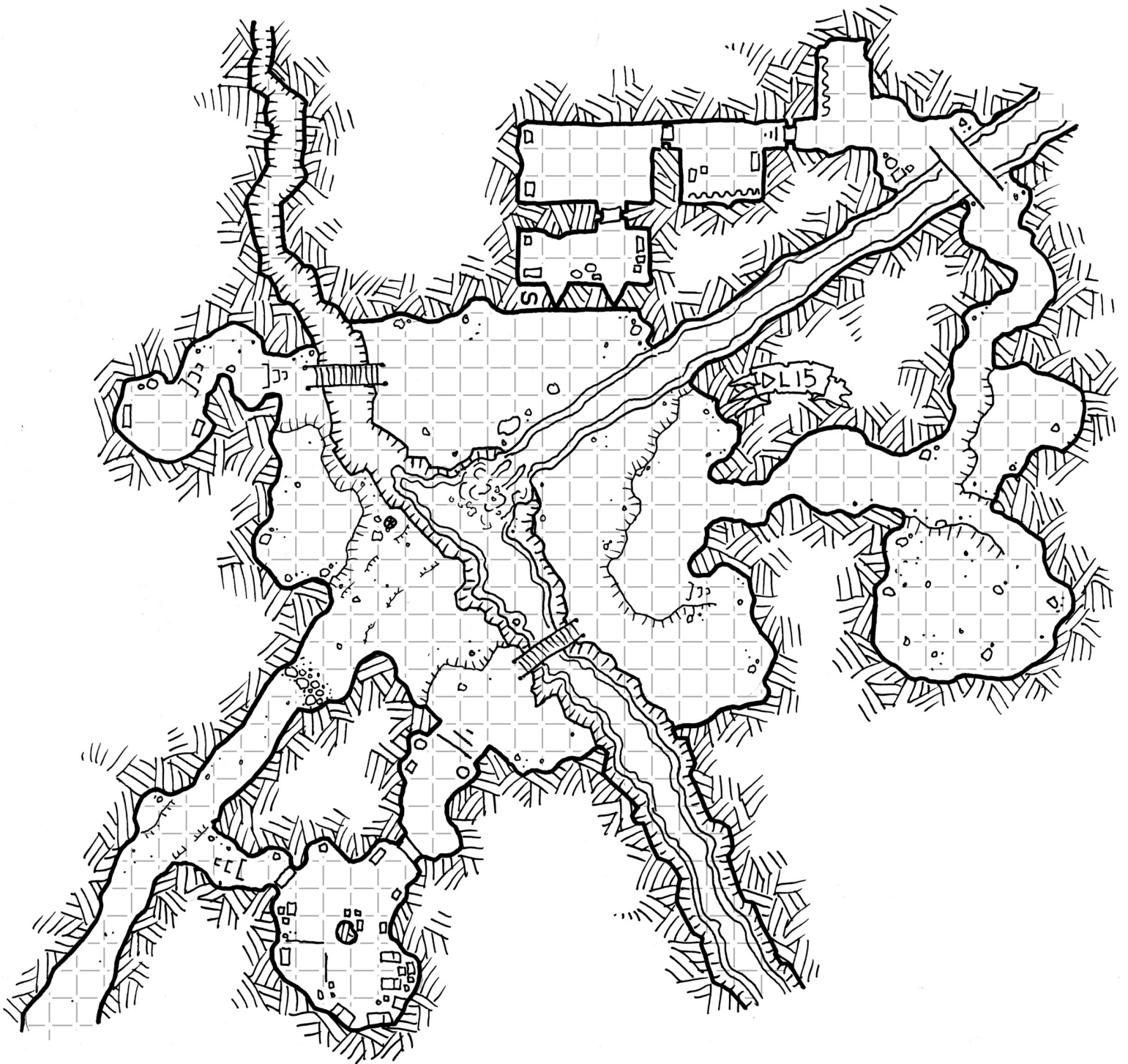
DIGITAL APPENDIX

This volume of the Cartographic Review is exclusive to the PDF edition and contains only the maps and titles, with all text removed. Some maps have been resized to try to take up as much room as possible on each page - however the reality is that I don't try to fill a page when drawing maps, so many pages herein contain significant quantities of white space.

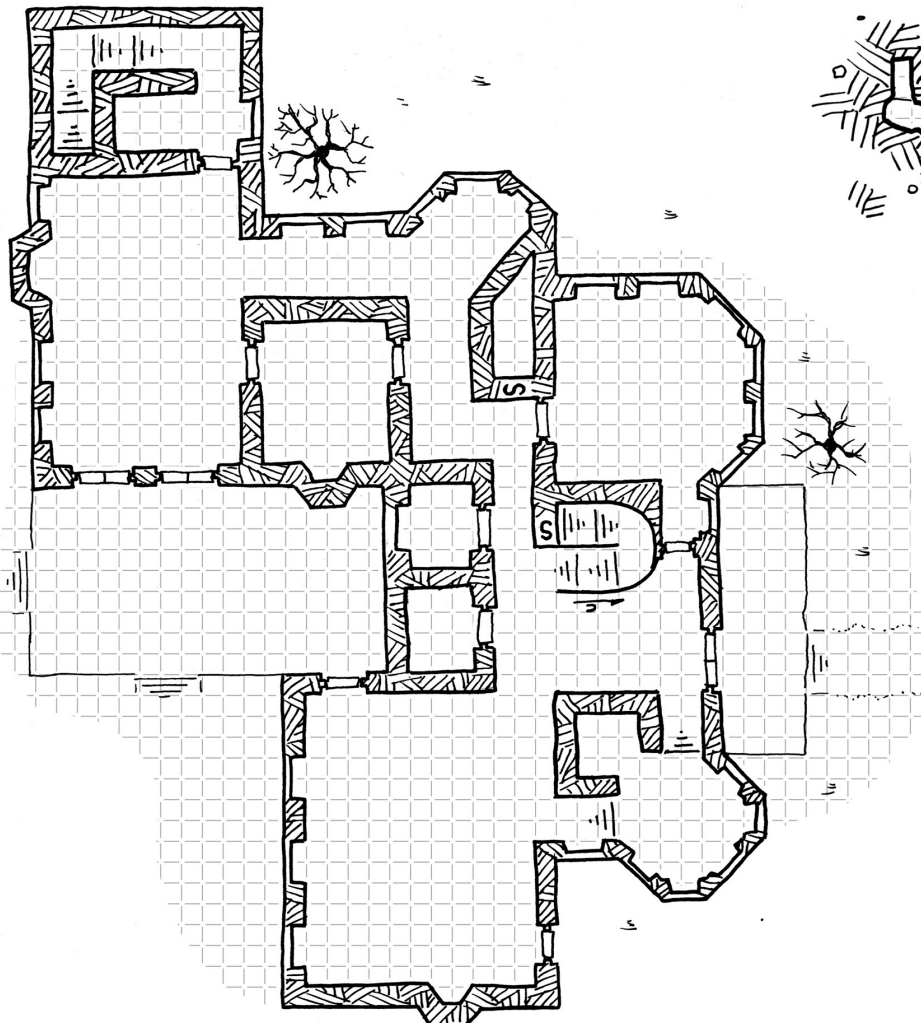
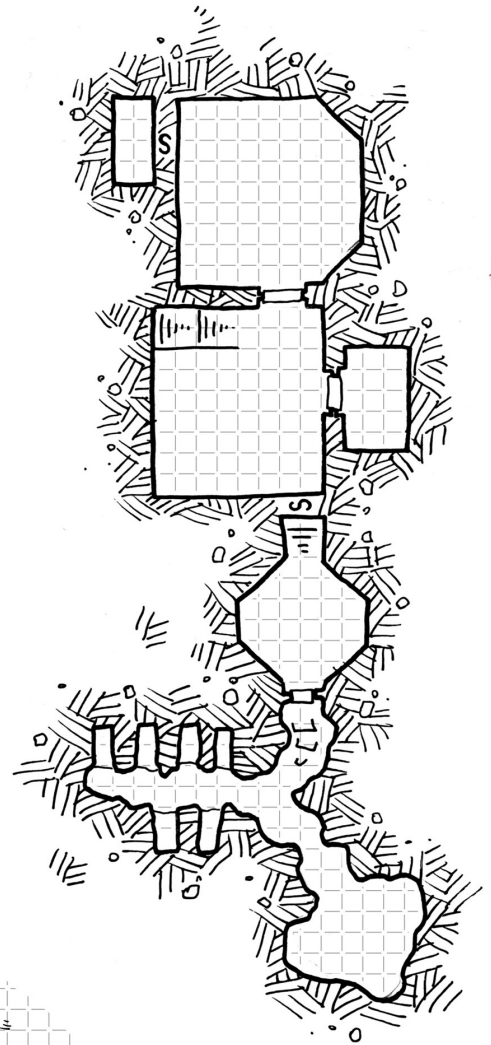
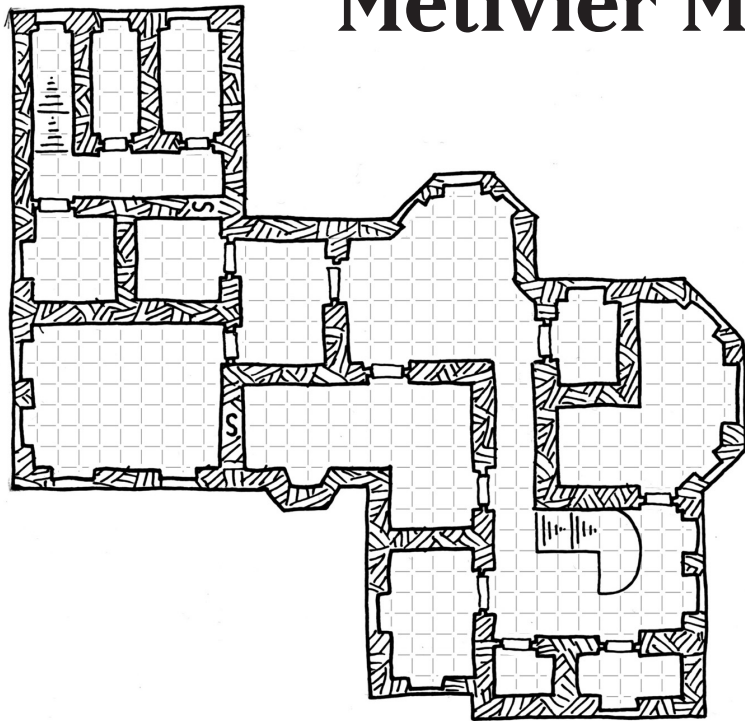
Many of the maps are actually significantly larger now in this edition than when they were originally drawn. This makes every little squiggly line and mistake twice as visible as they were on the drawing board, so please have mercy on my shaky hands.

Enjoy!

Kemp's Divide



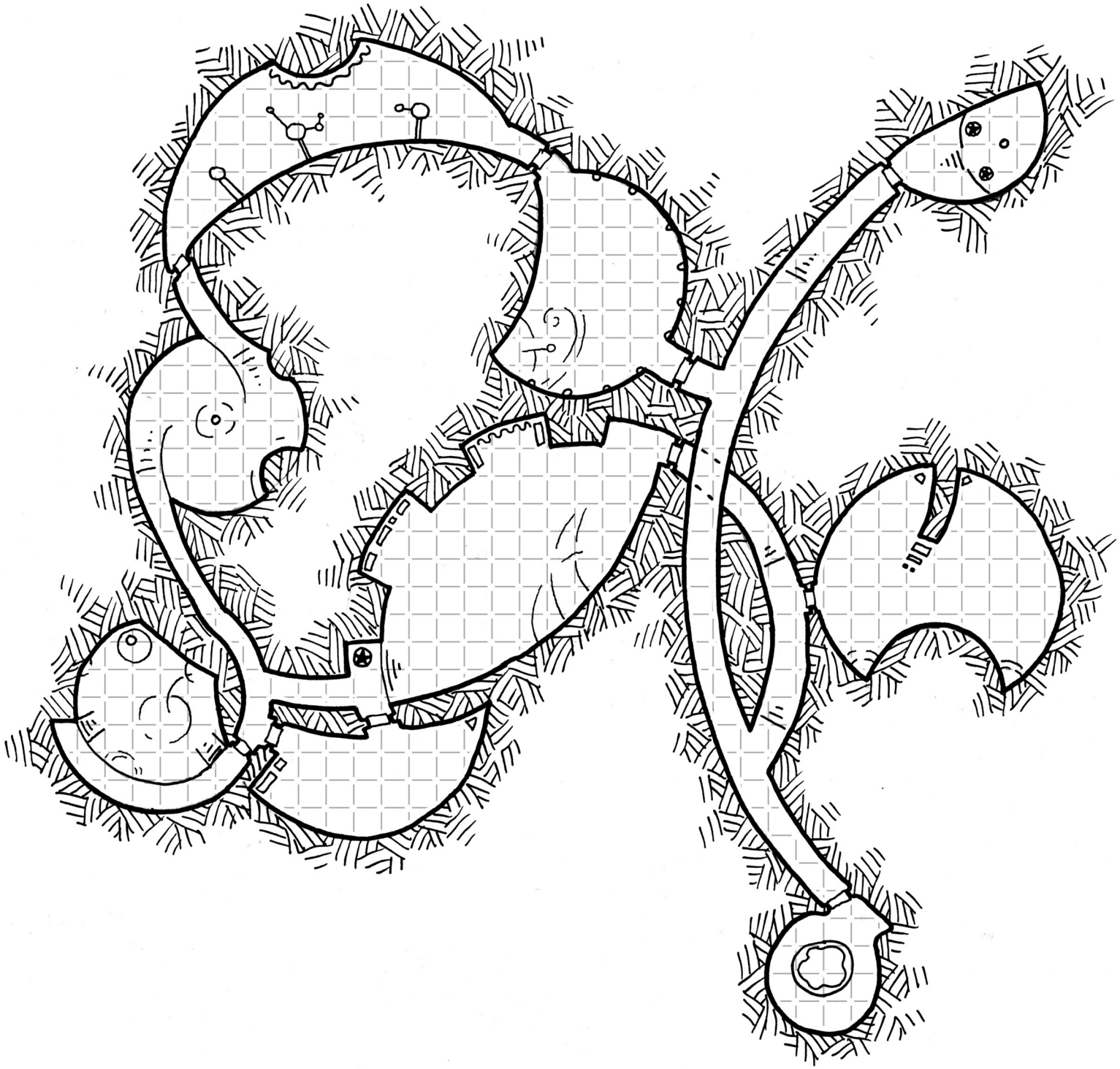
Metivier Manor



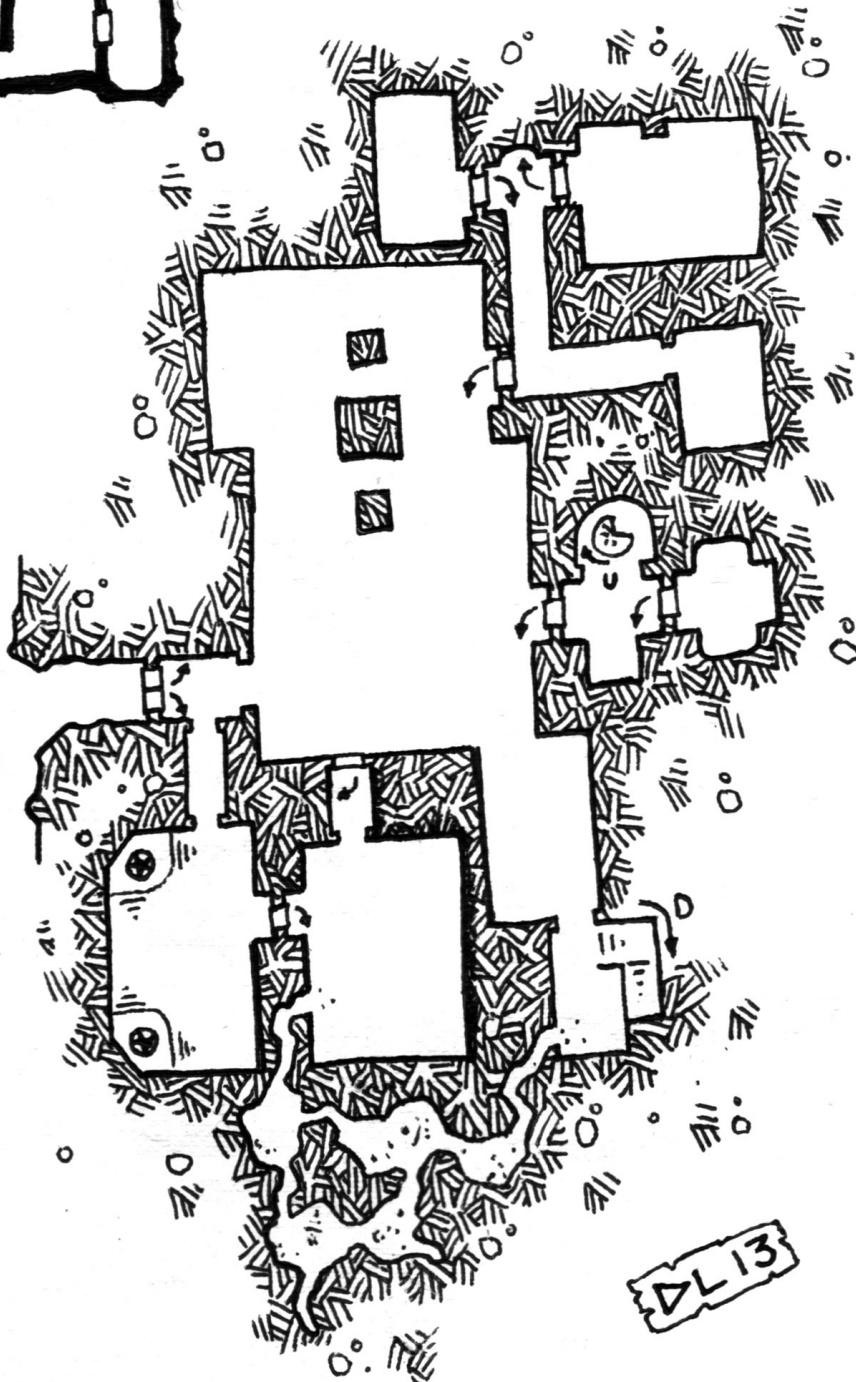
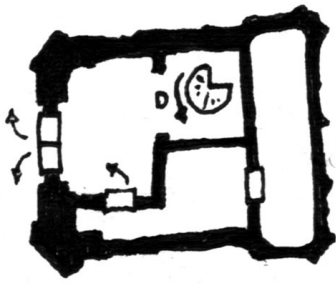
The City of Blue



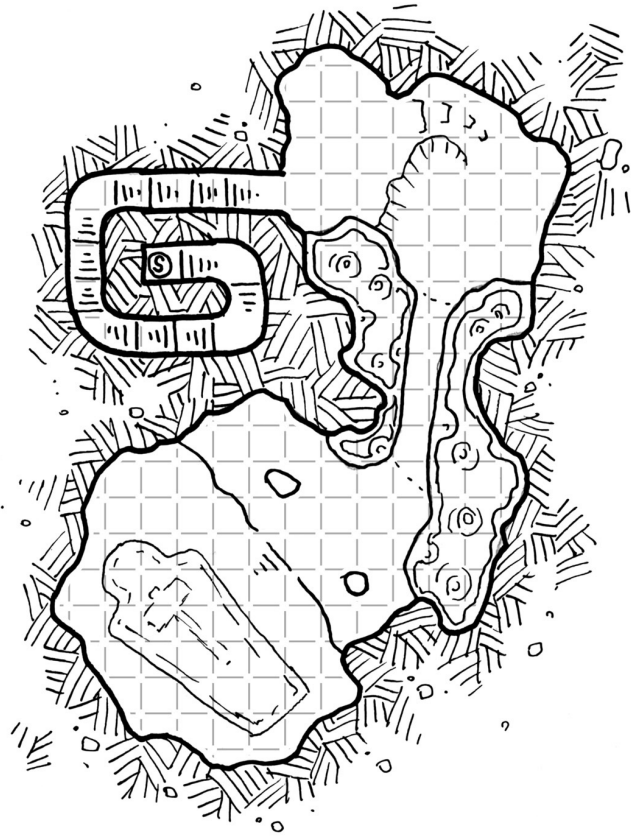
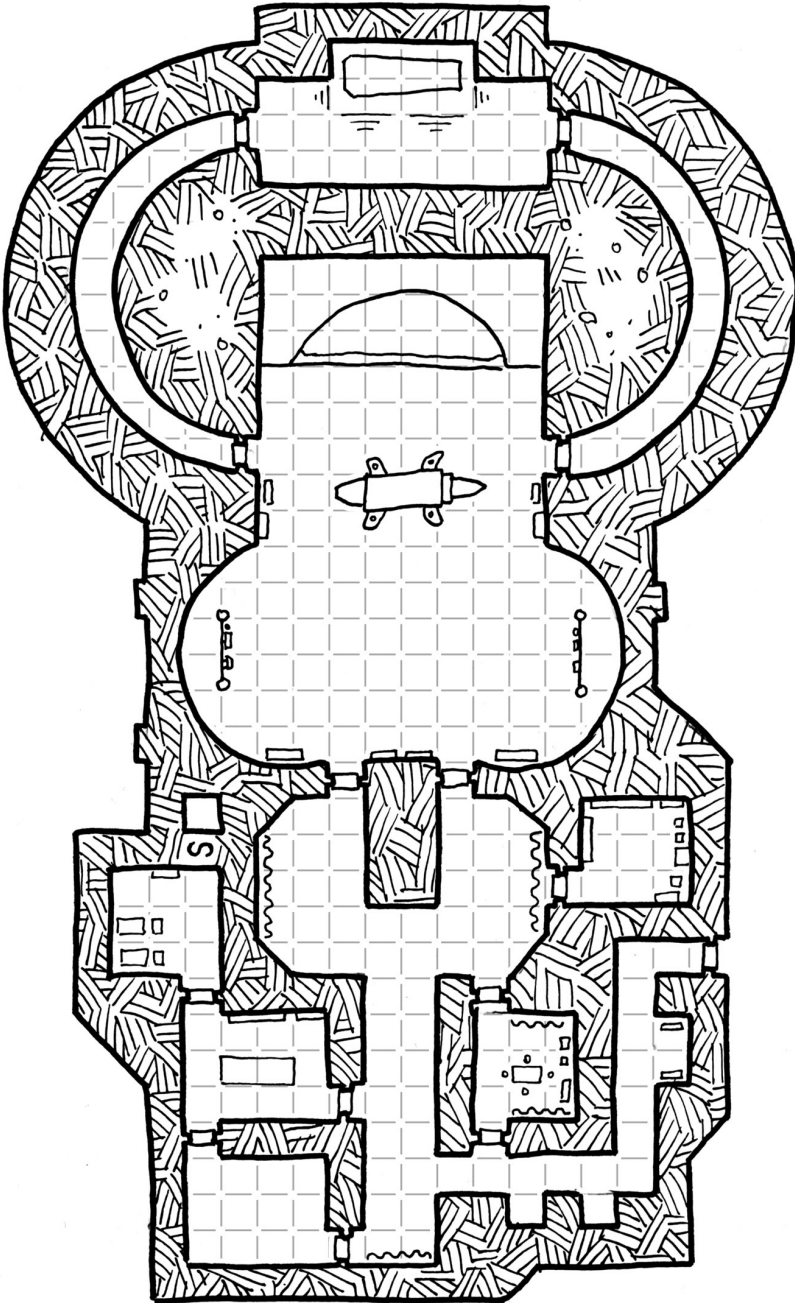
Froehlich's Circles of Madness



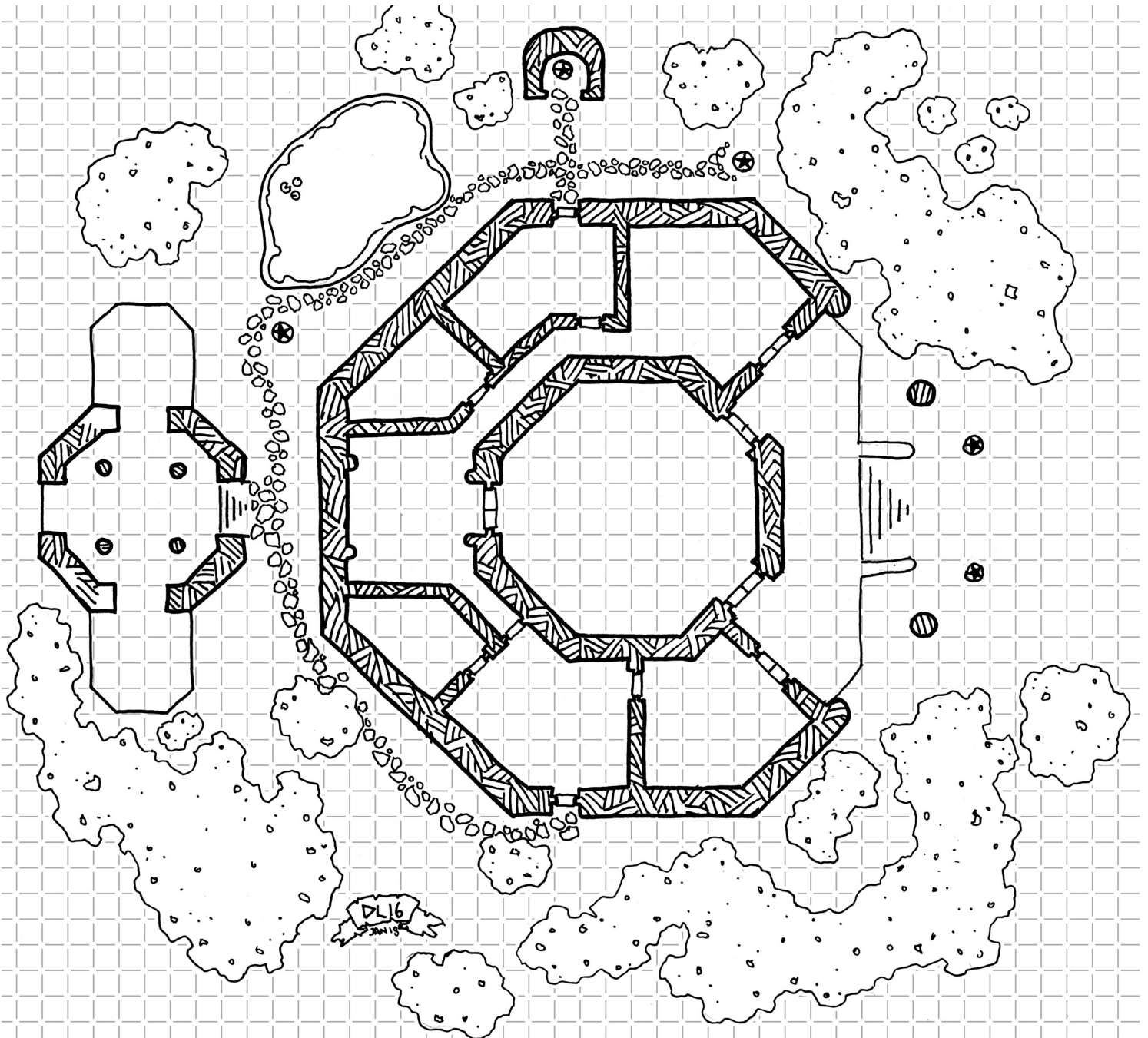
Oak King Dungeon & Keep



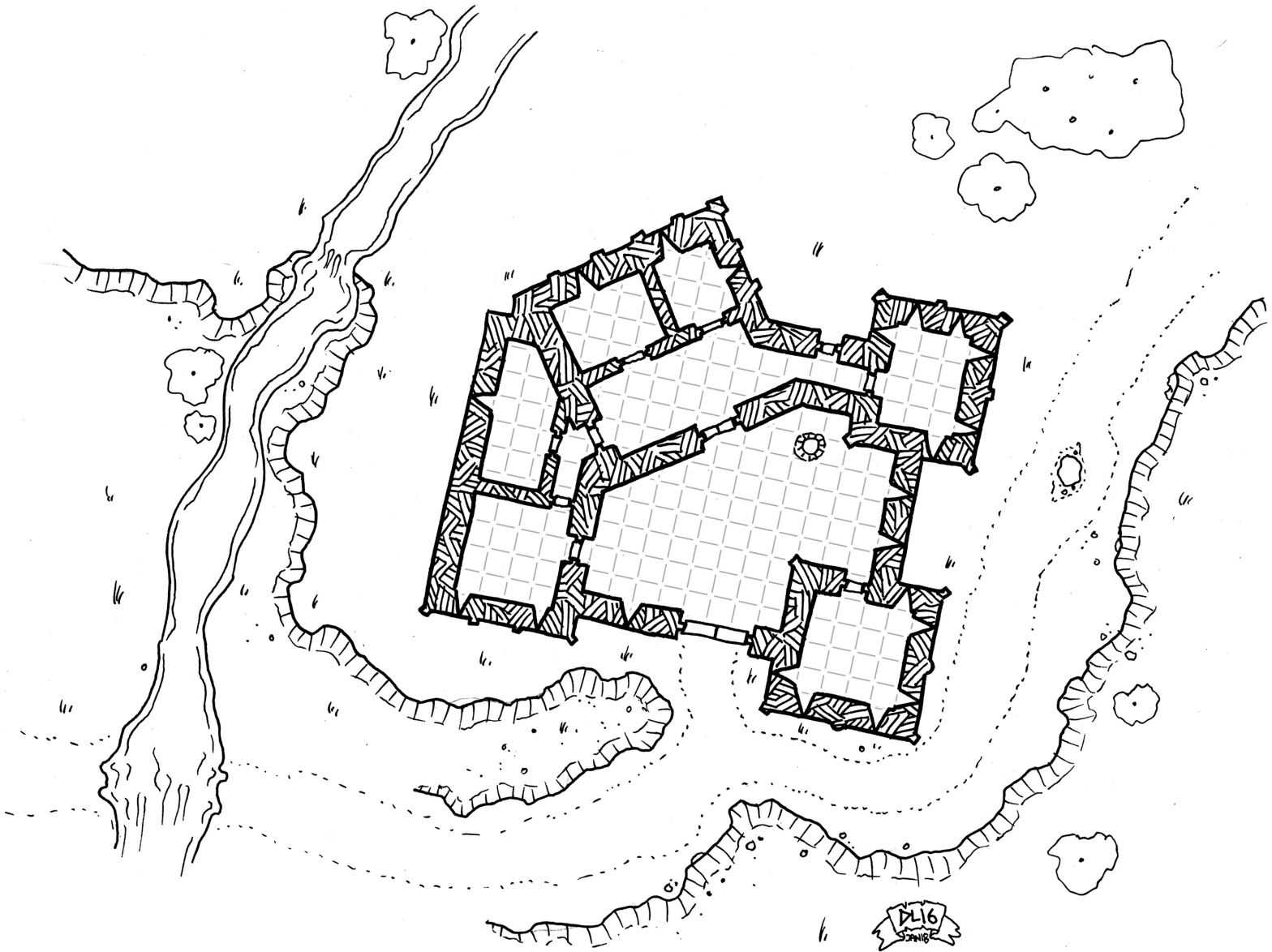
The Smith's Reliquary



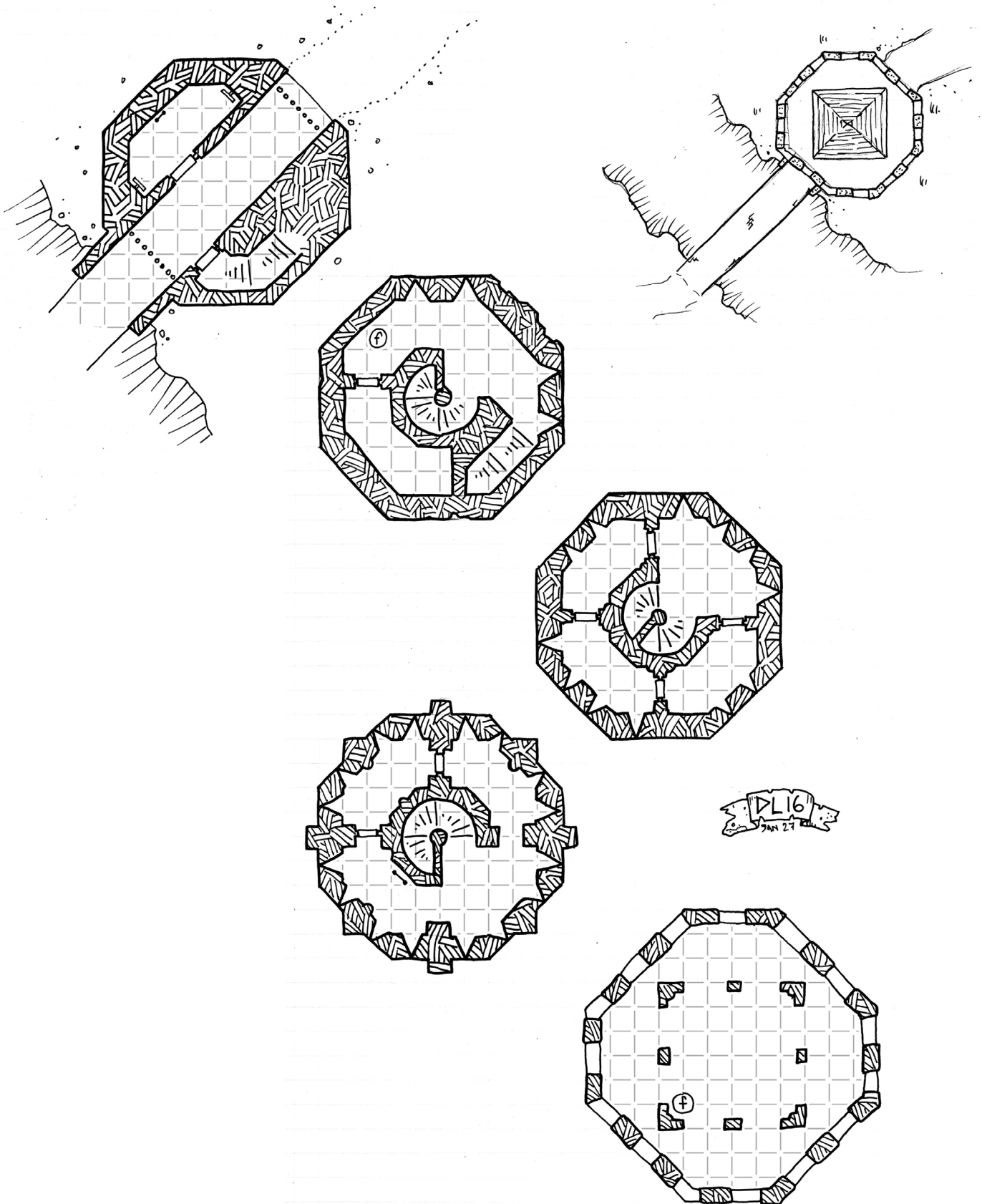
The Temple of Chag



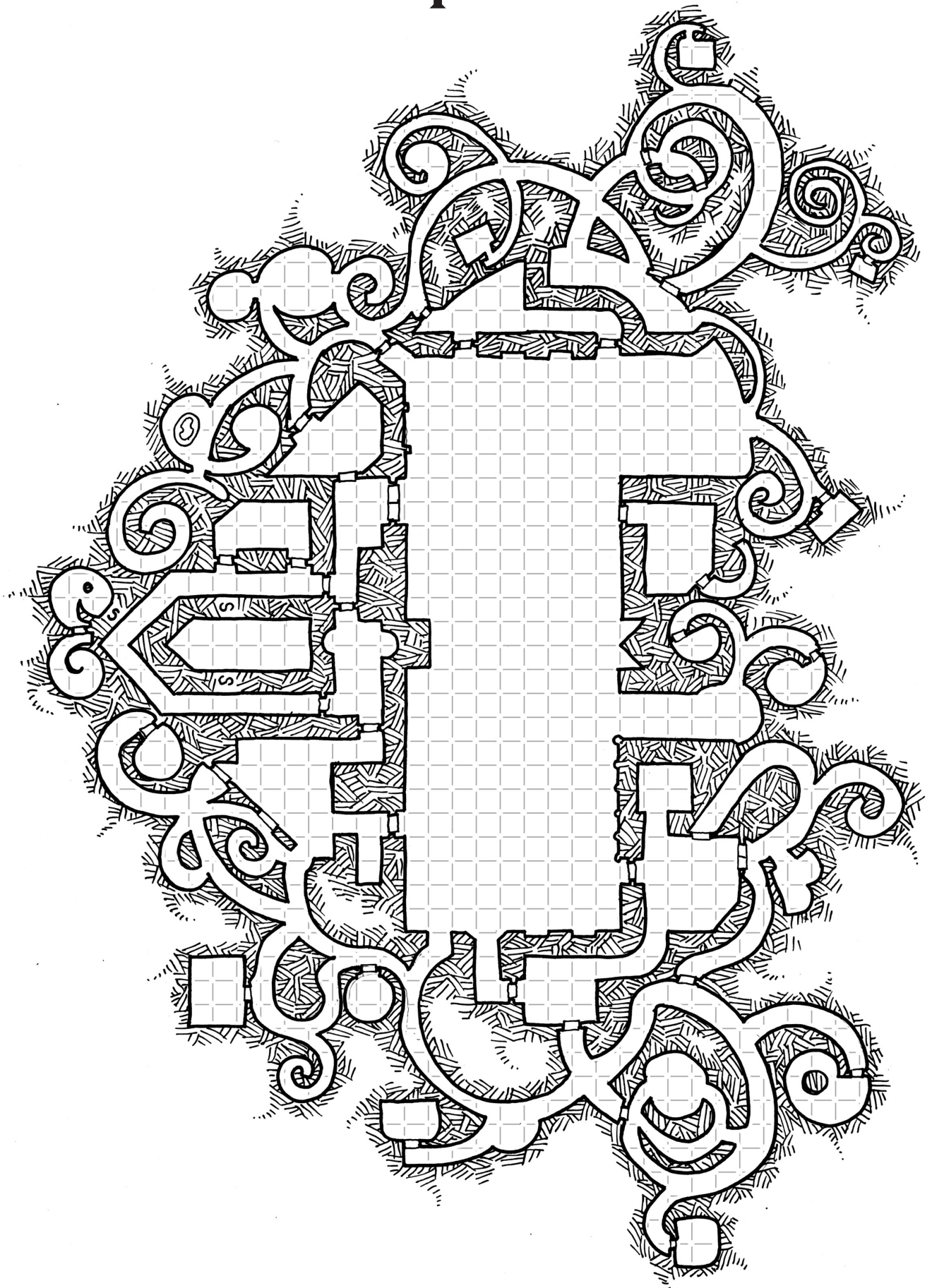
The Roadside Fortress



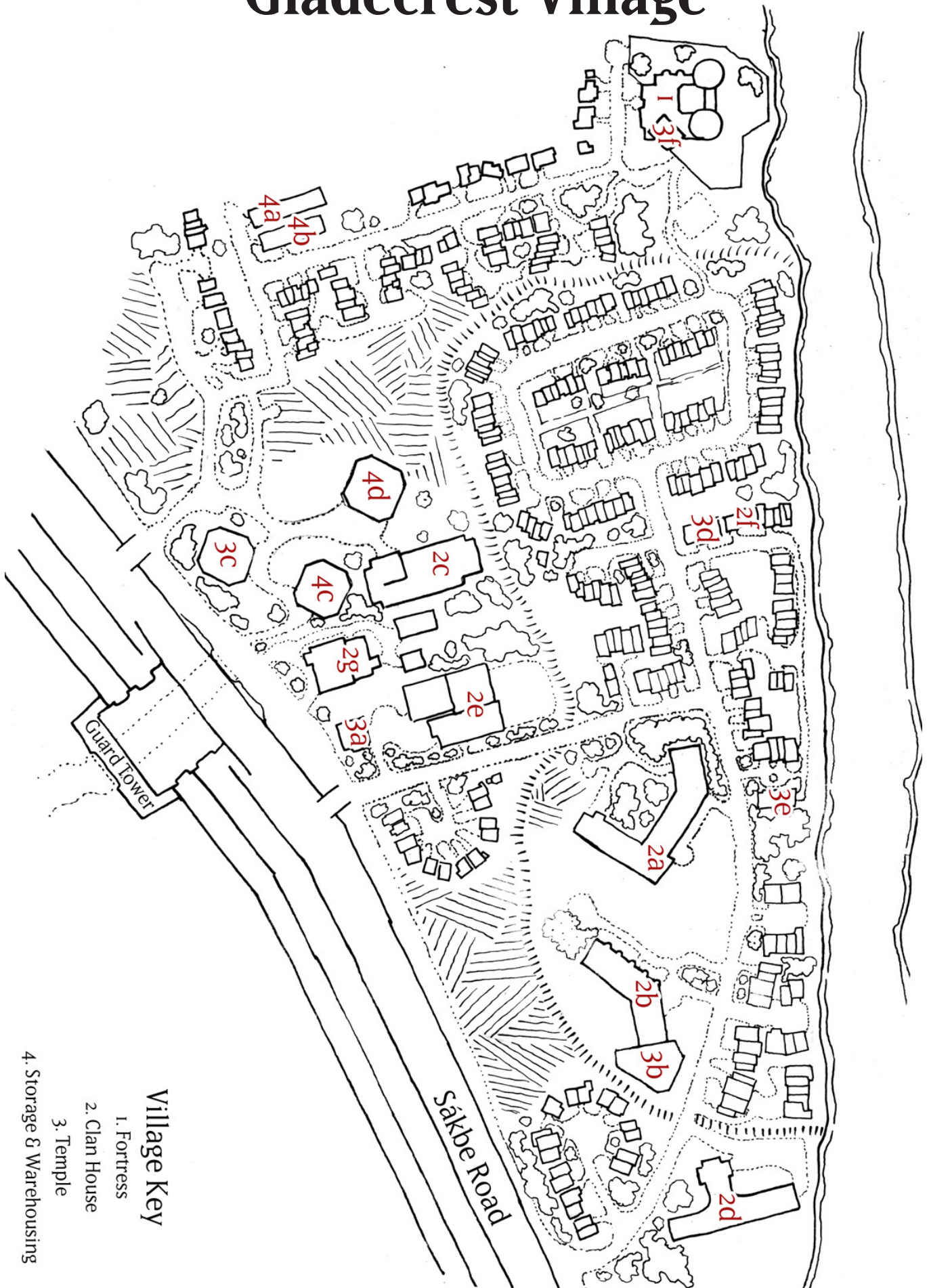
The Bridge Tower



The Temple of Love



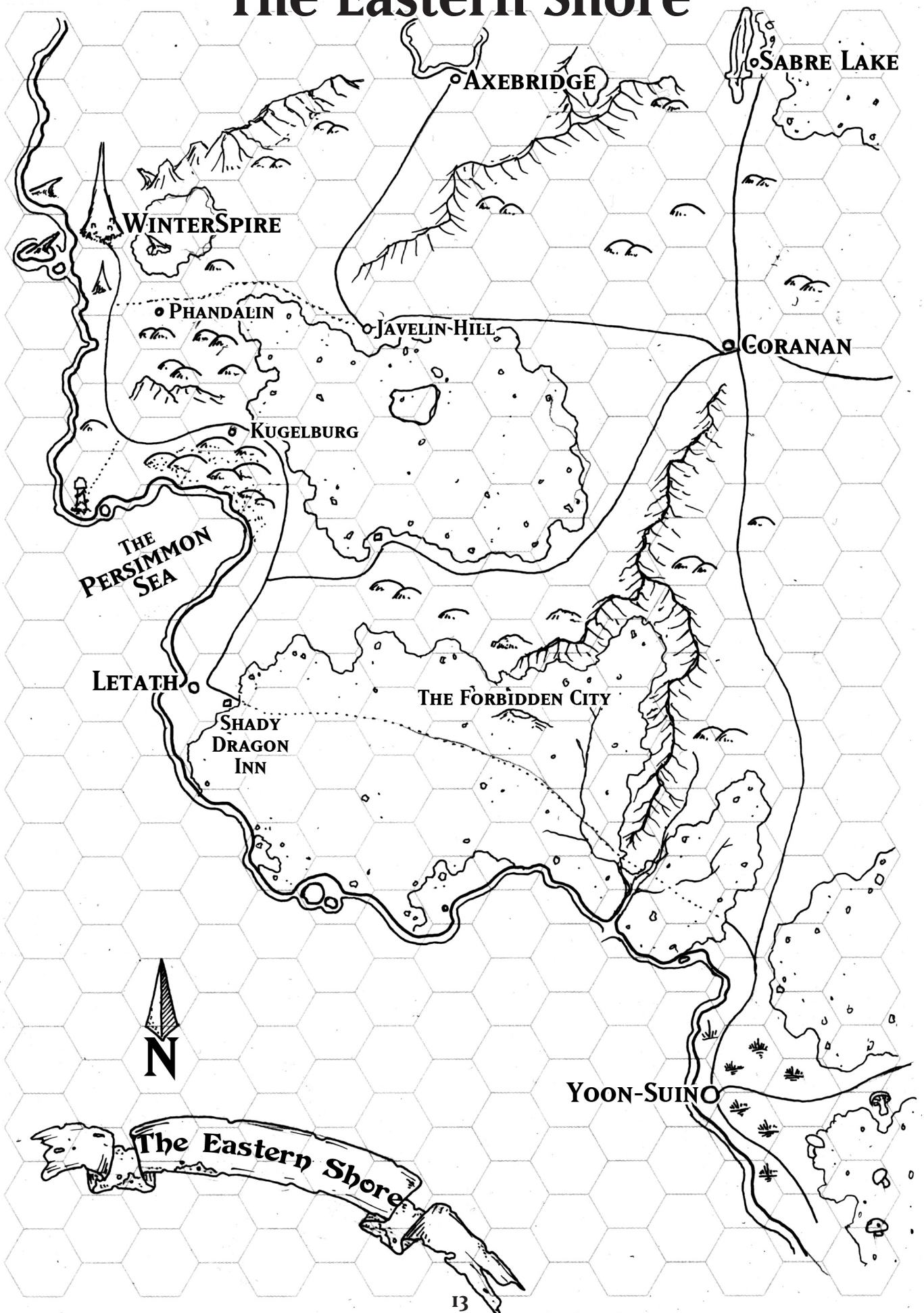
Gladecrest Village

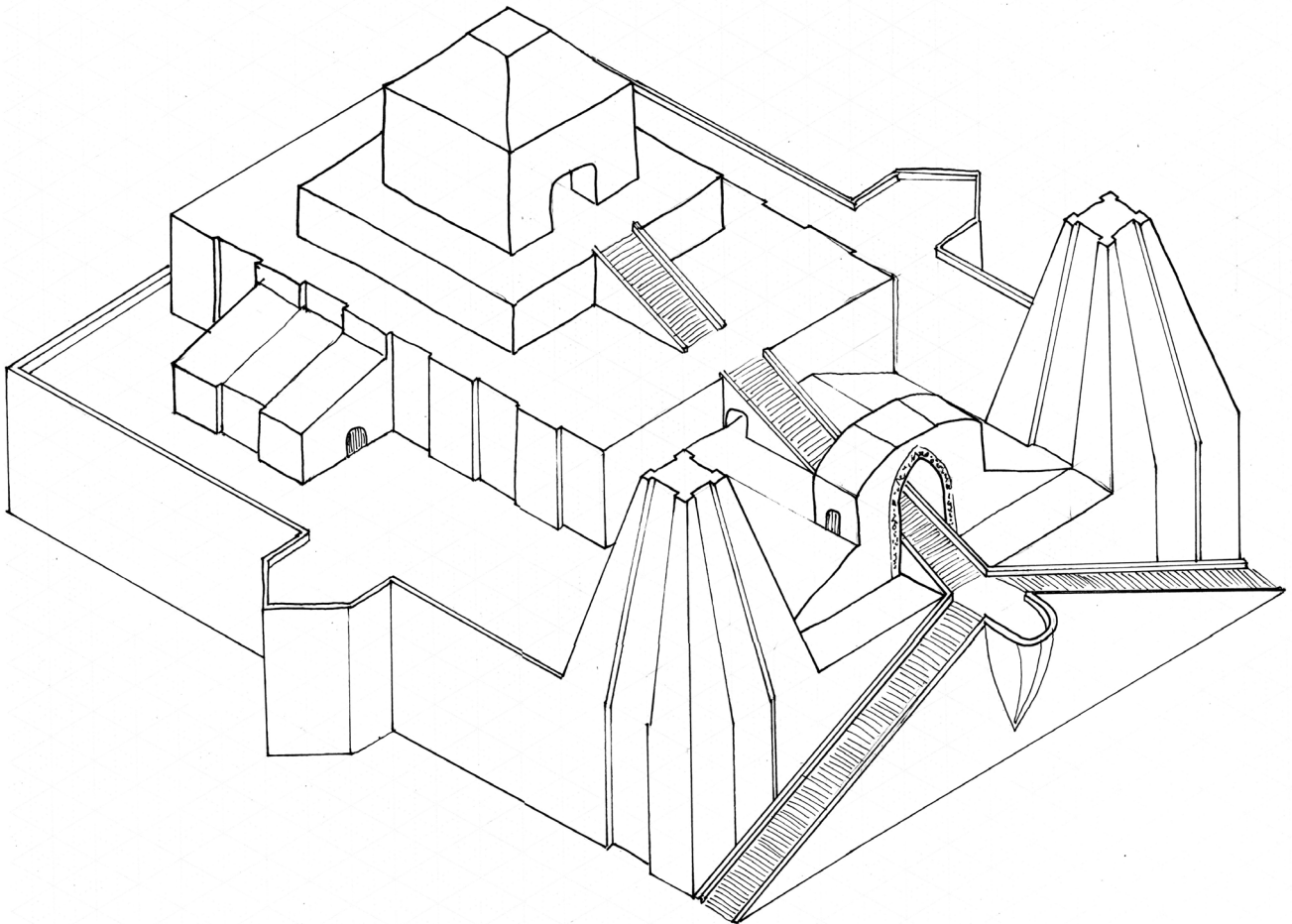
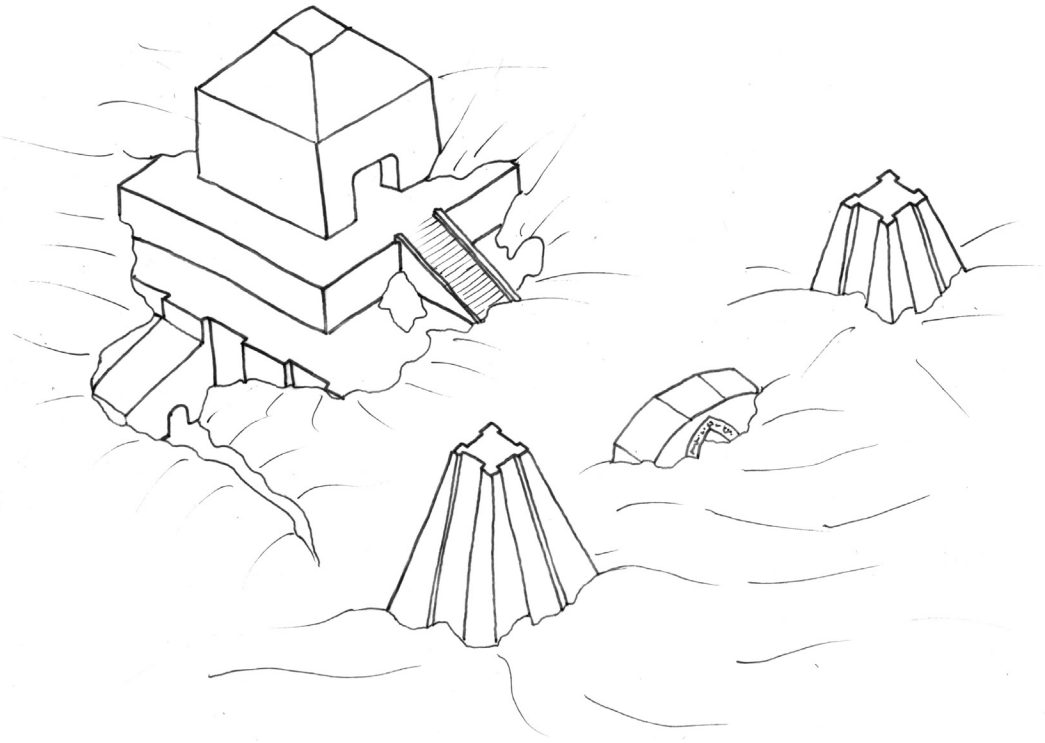


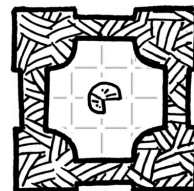
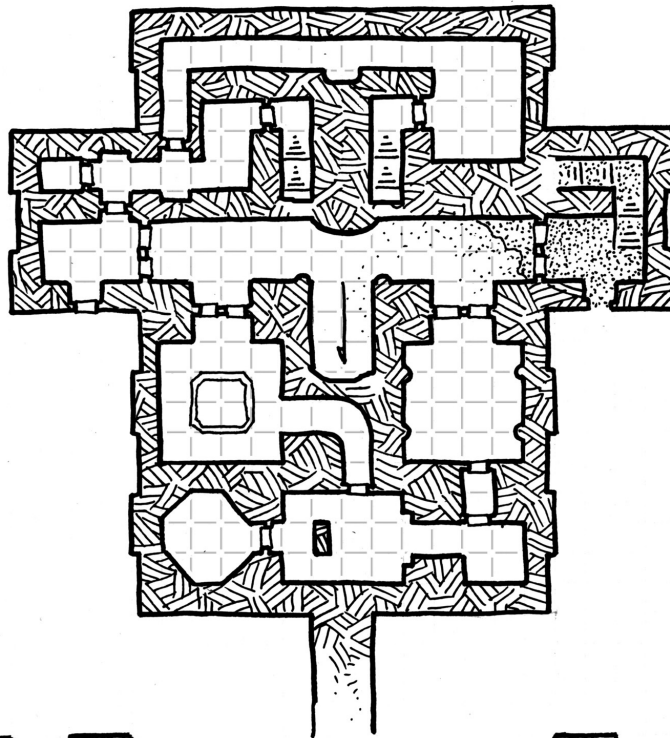
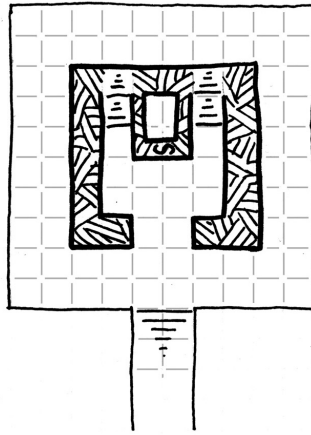
Village Key

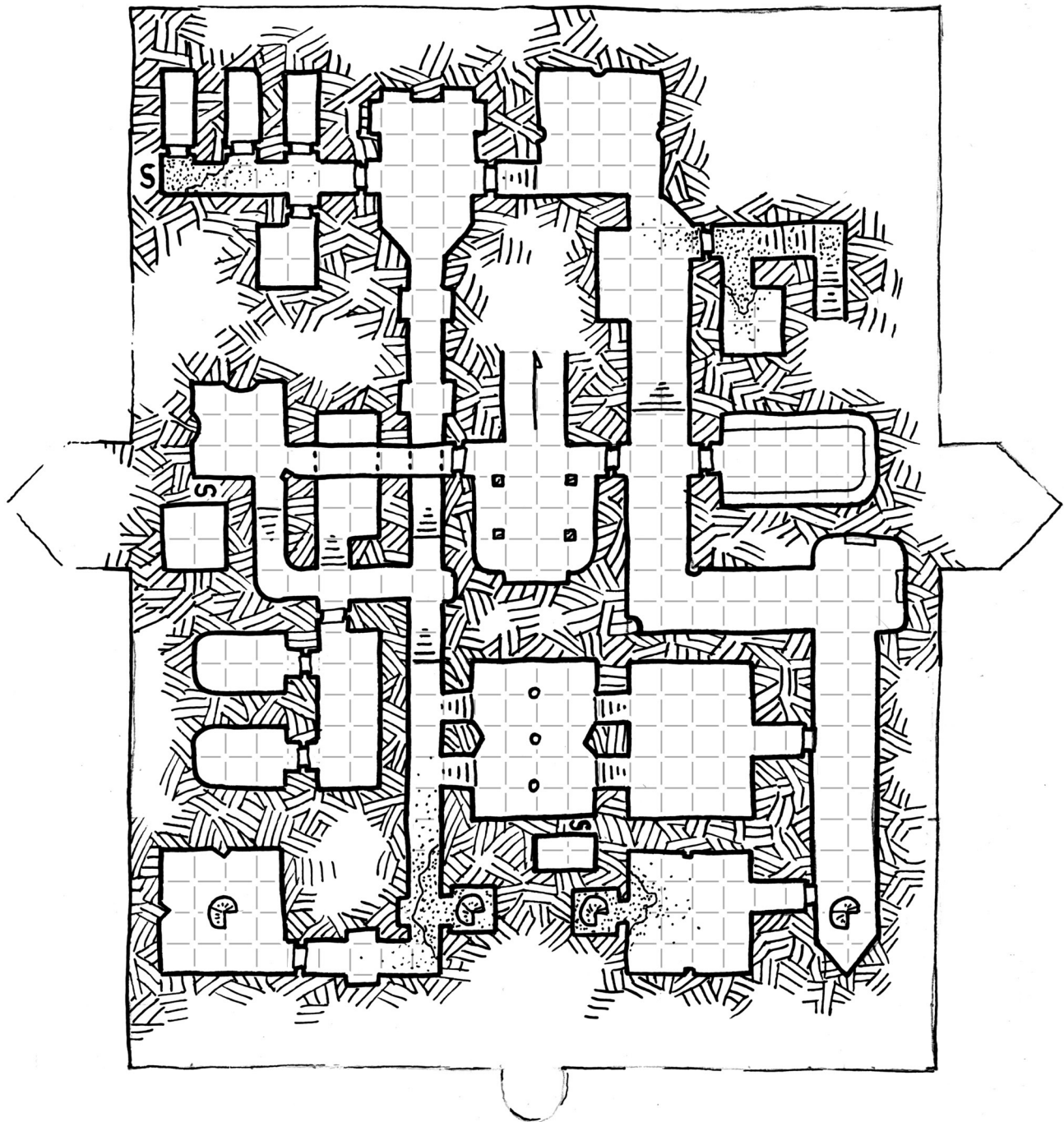
- 1. Fortress
- 2. Clan House
- 3. Temple
- 4. Storage & Warehousing

The Eastern Shore

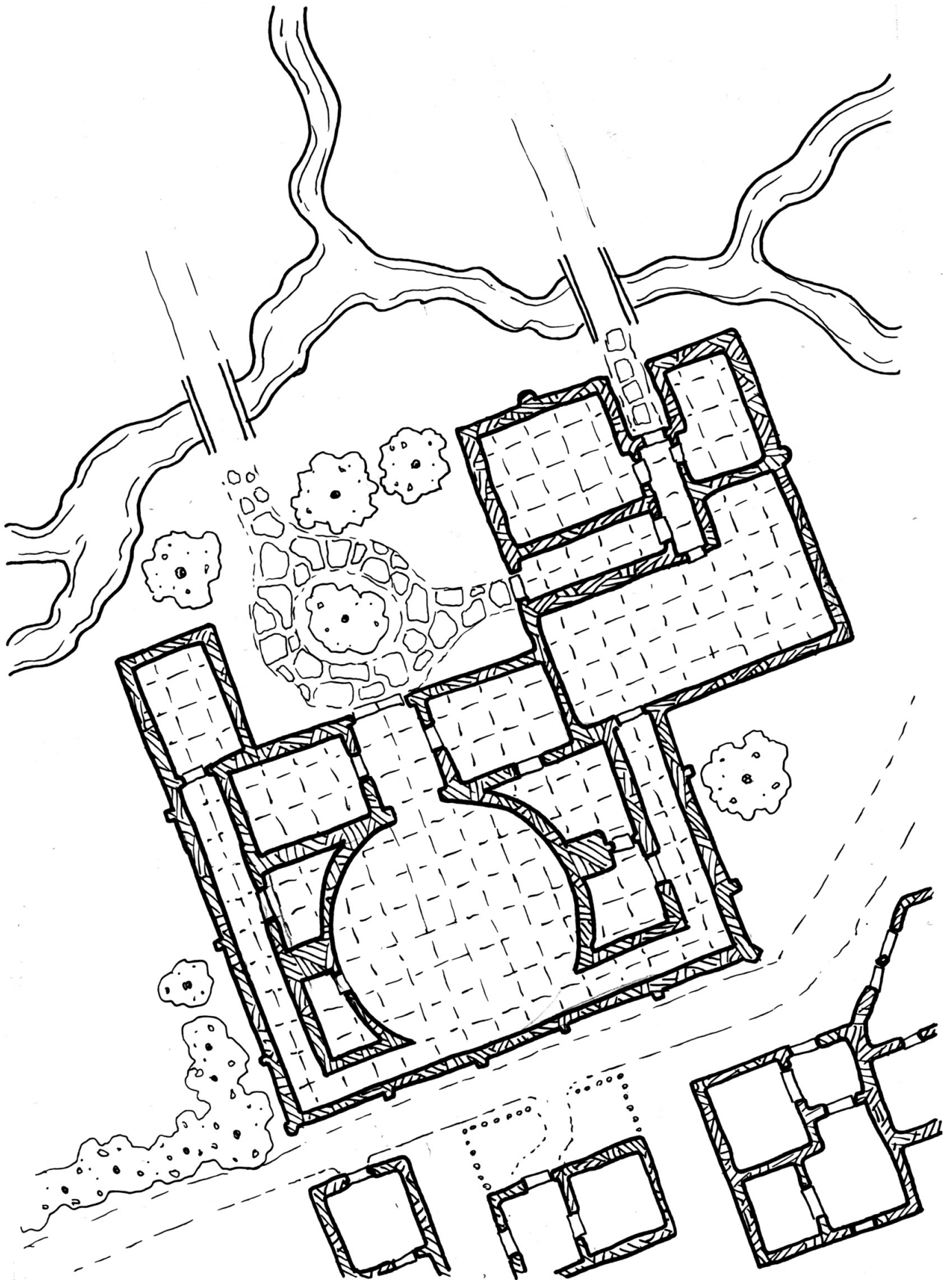




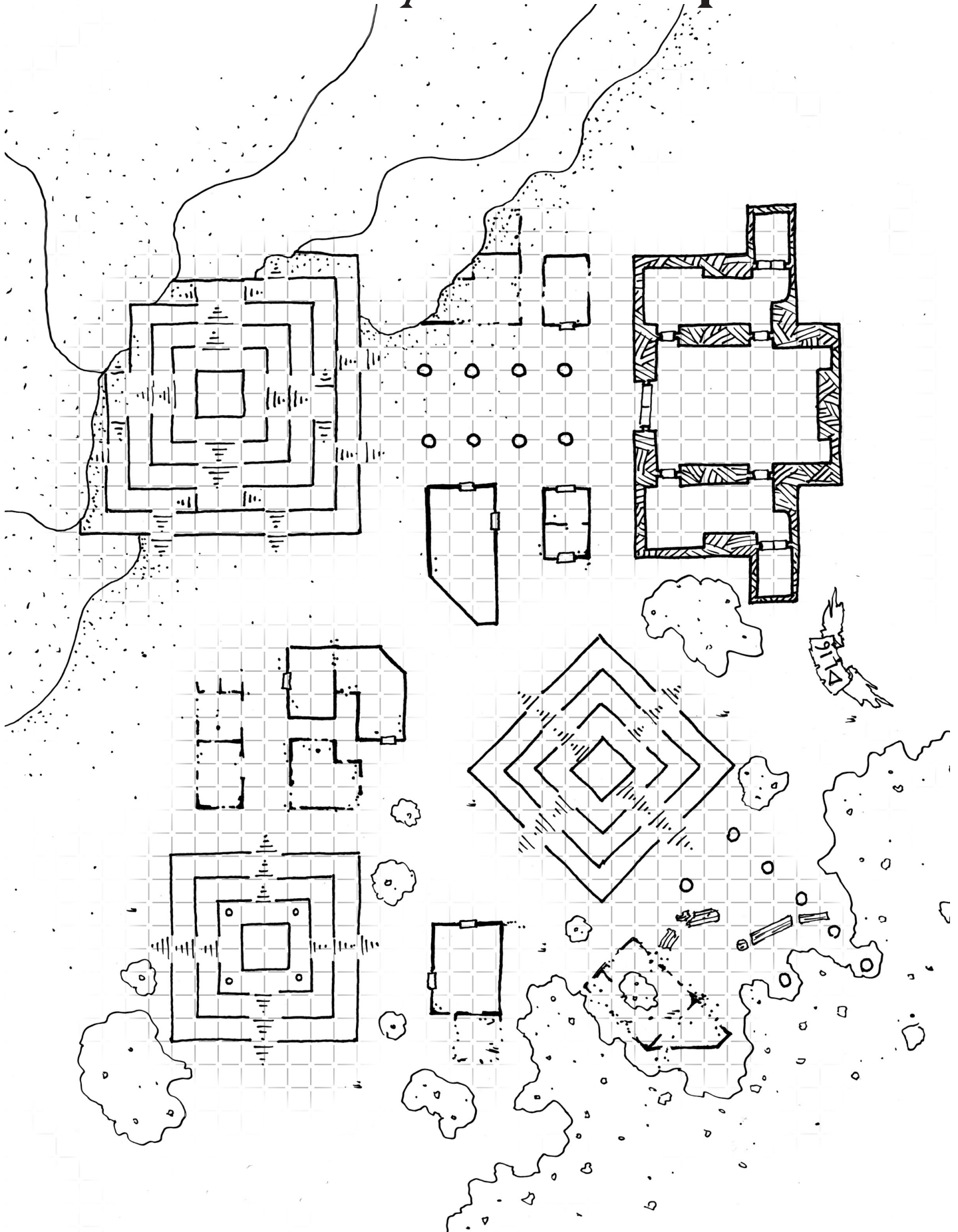




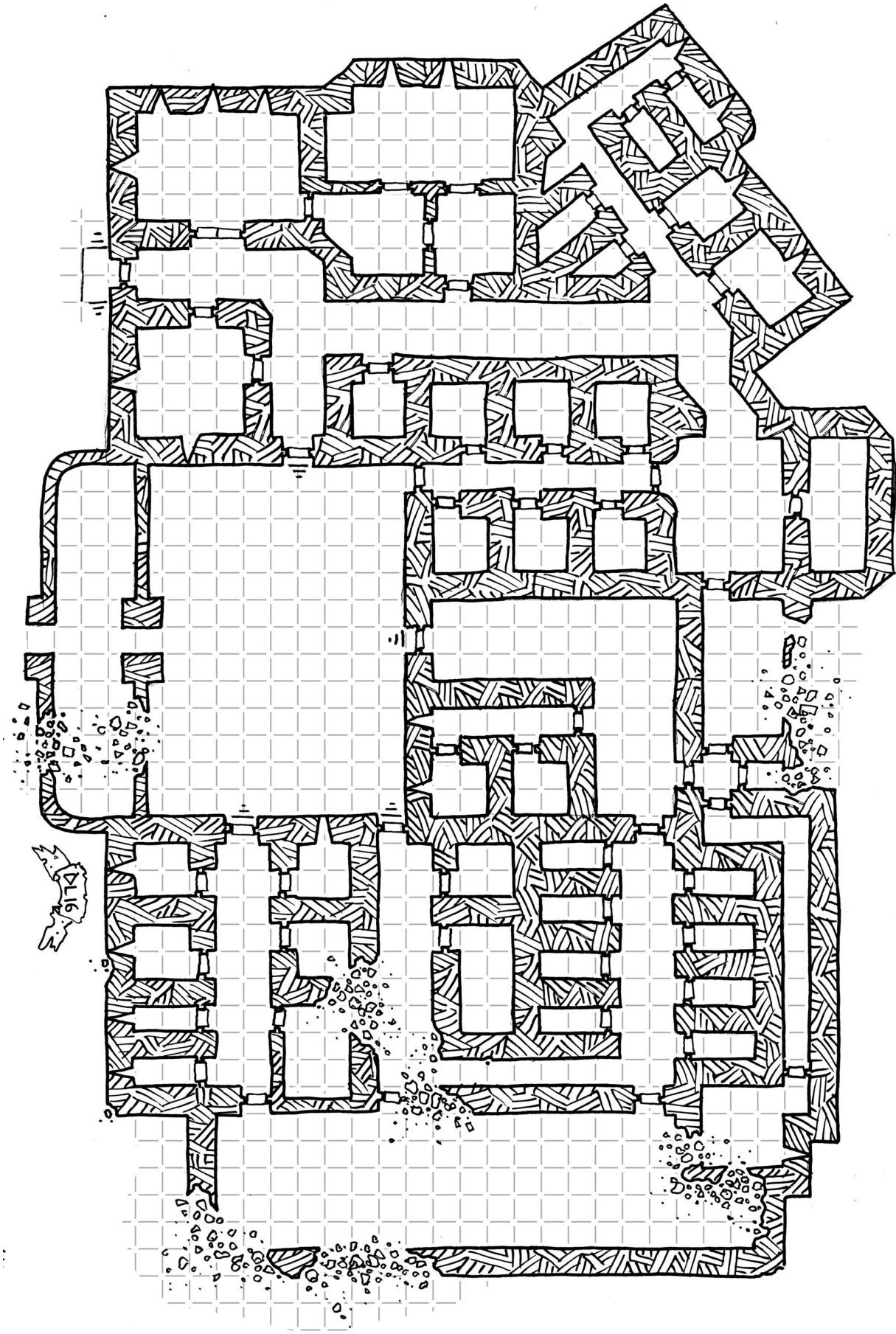
The House of Seven Wines



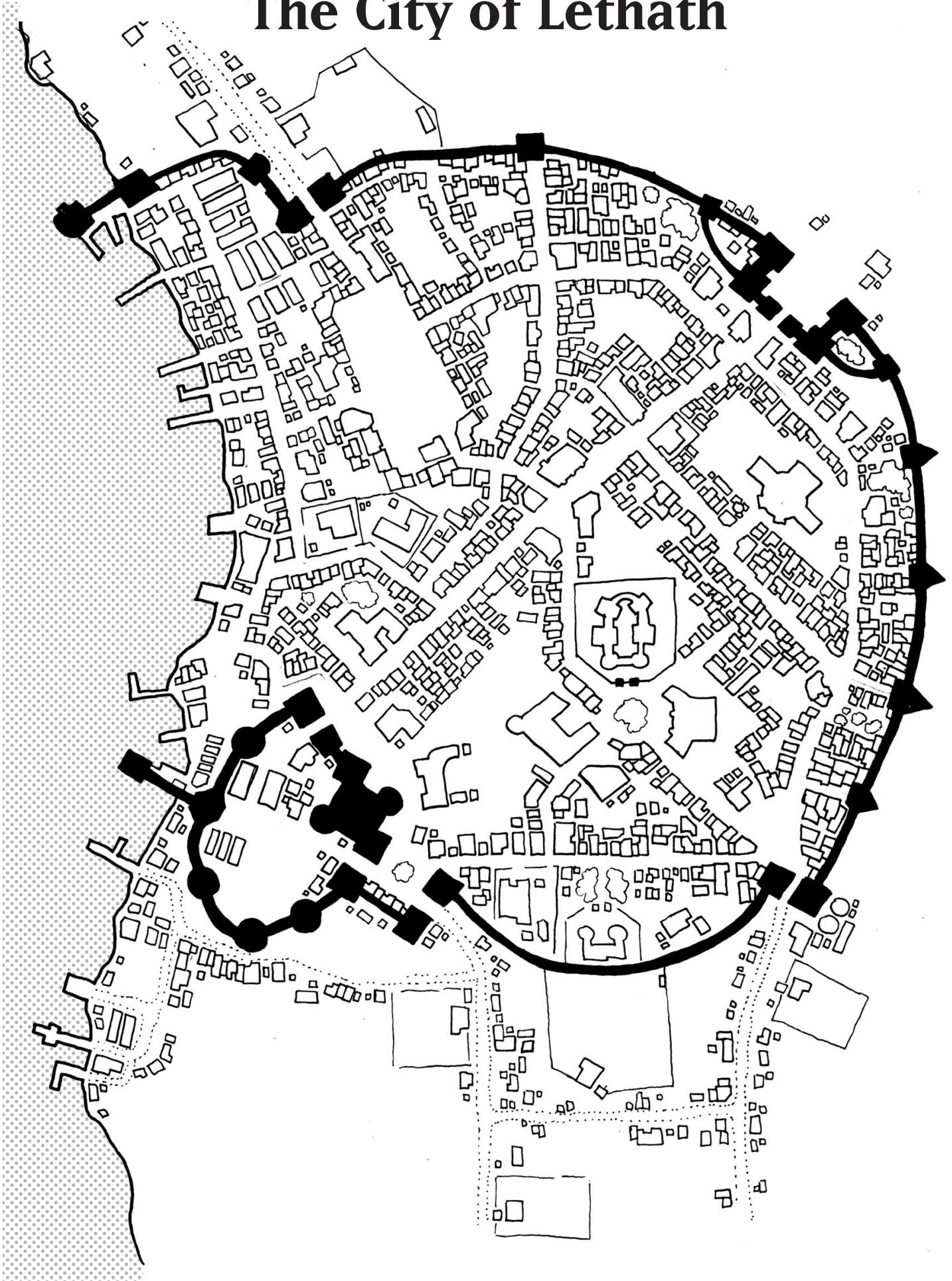
Ruined Pyramid Complex



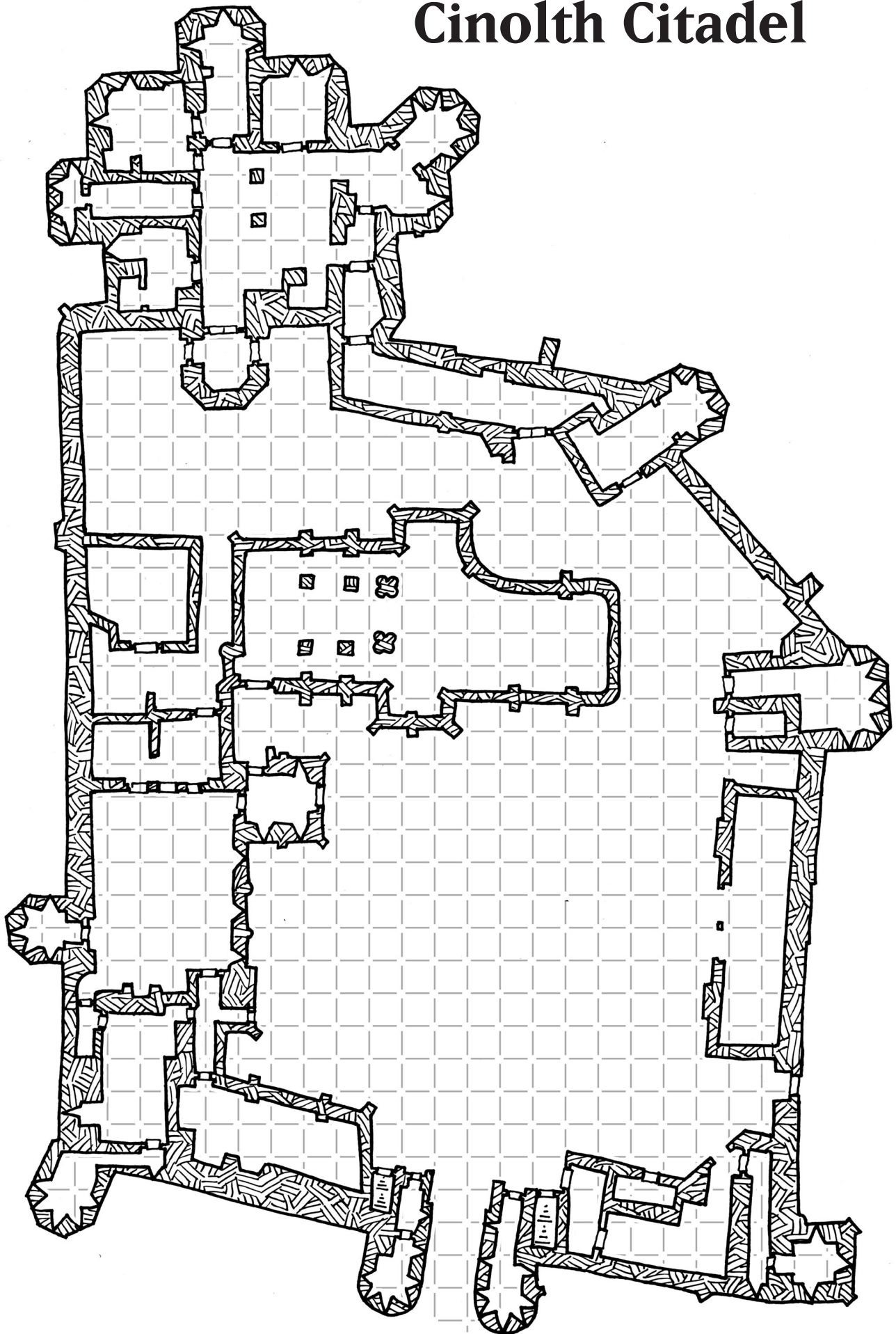
The Ashen Castle



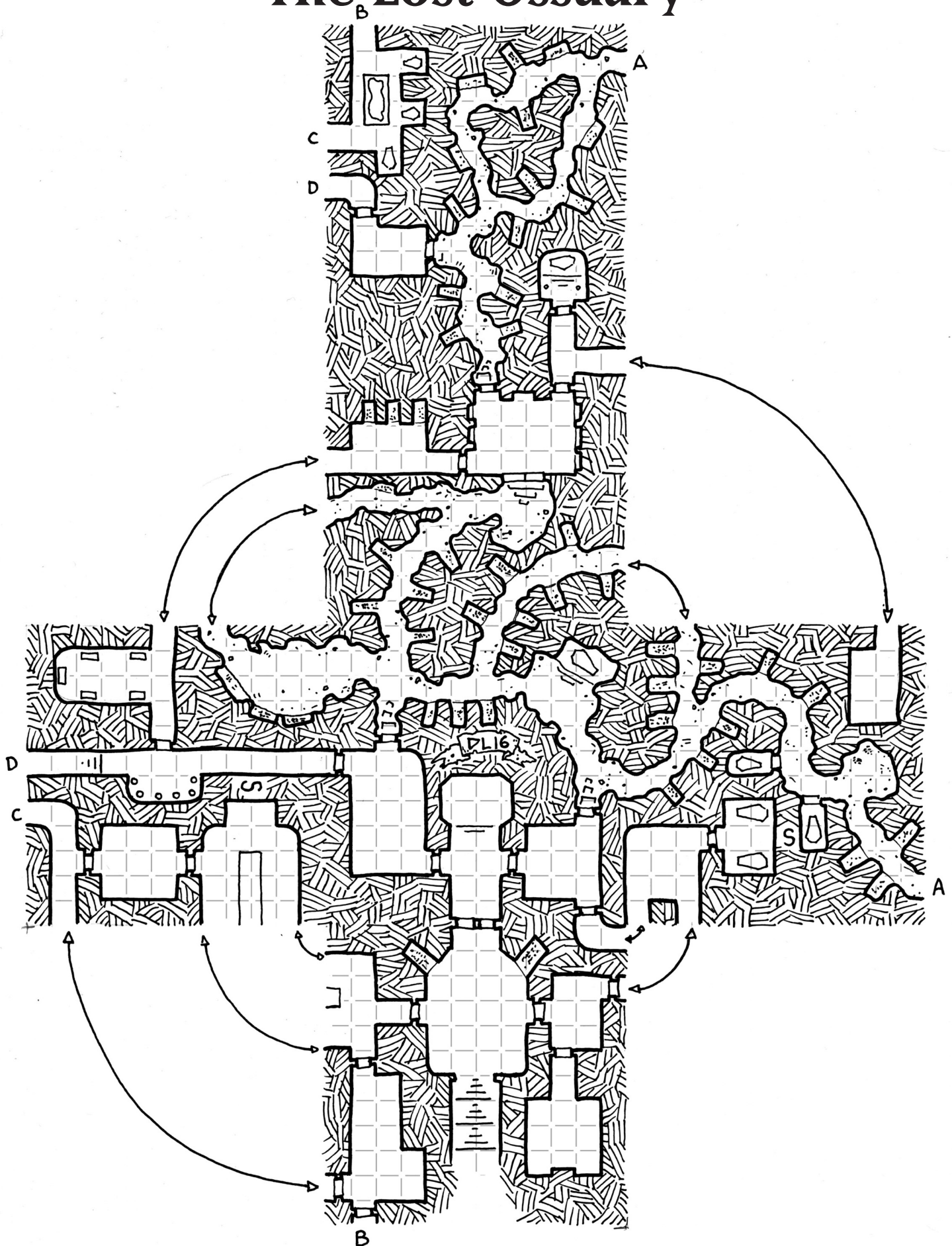
The City of Lethath



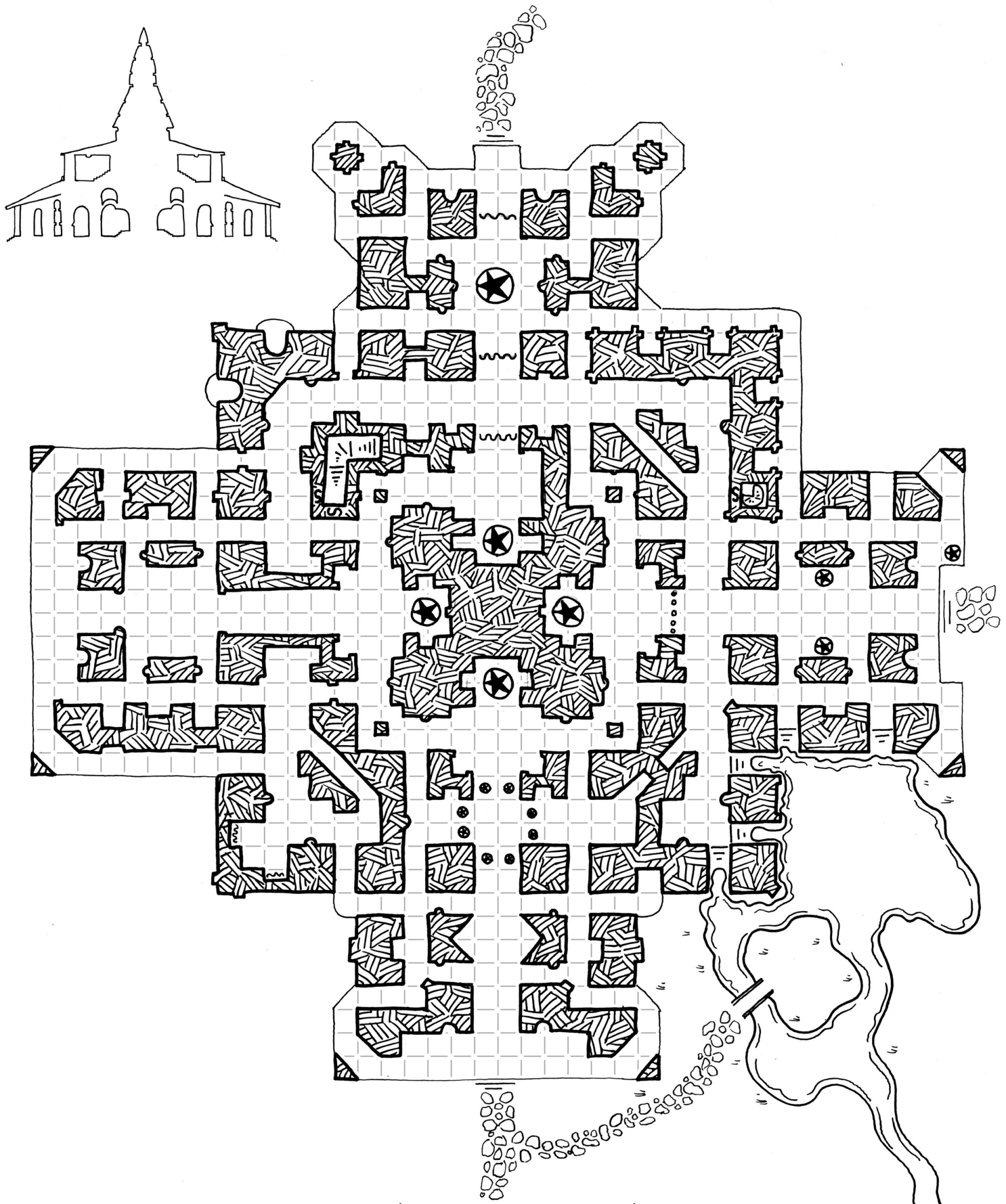
Cinolth Citadel



The Lost Ossuary

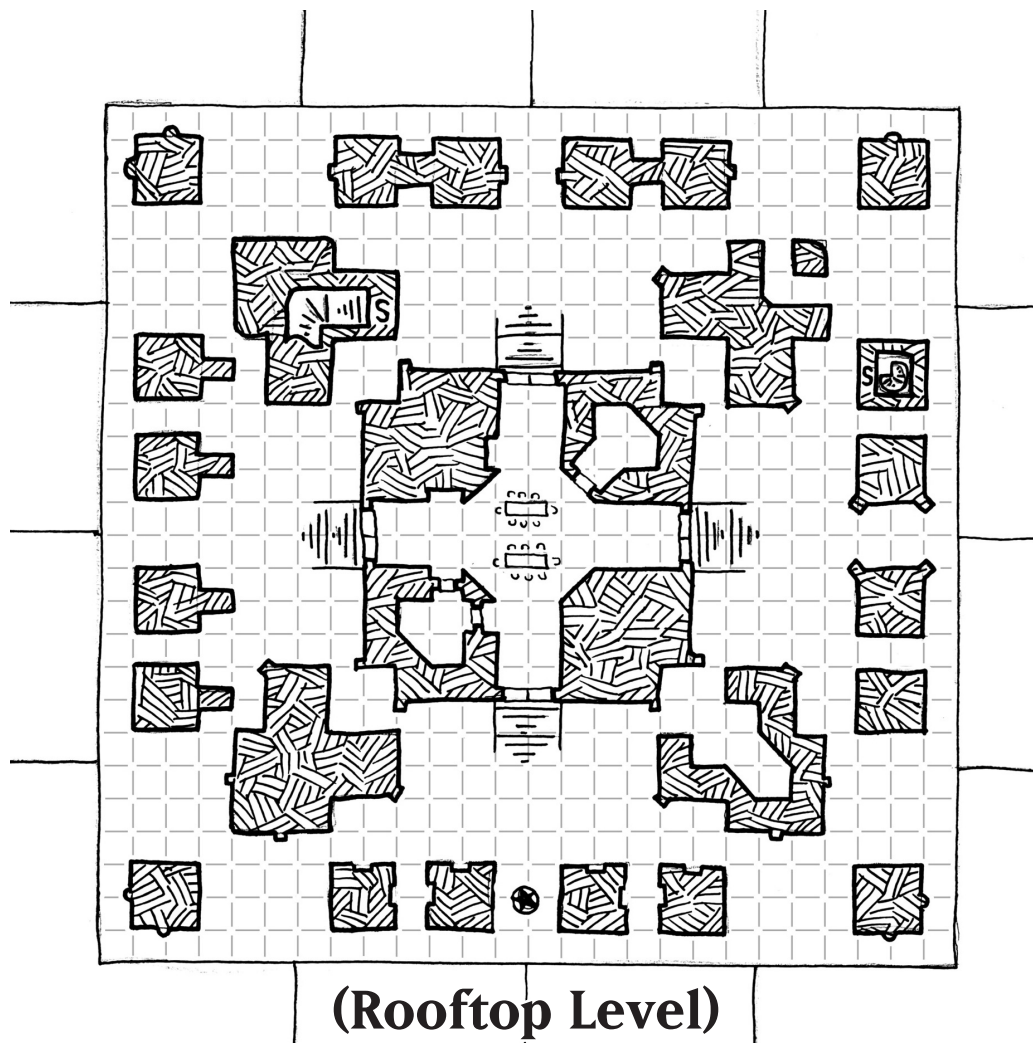


Temple of the Four Gods

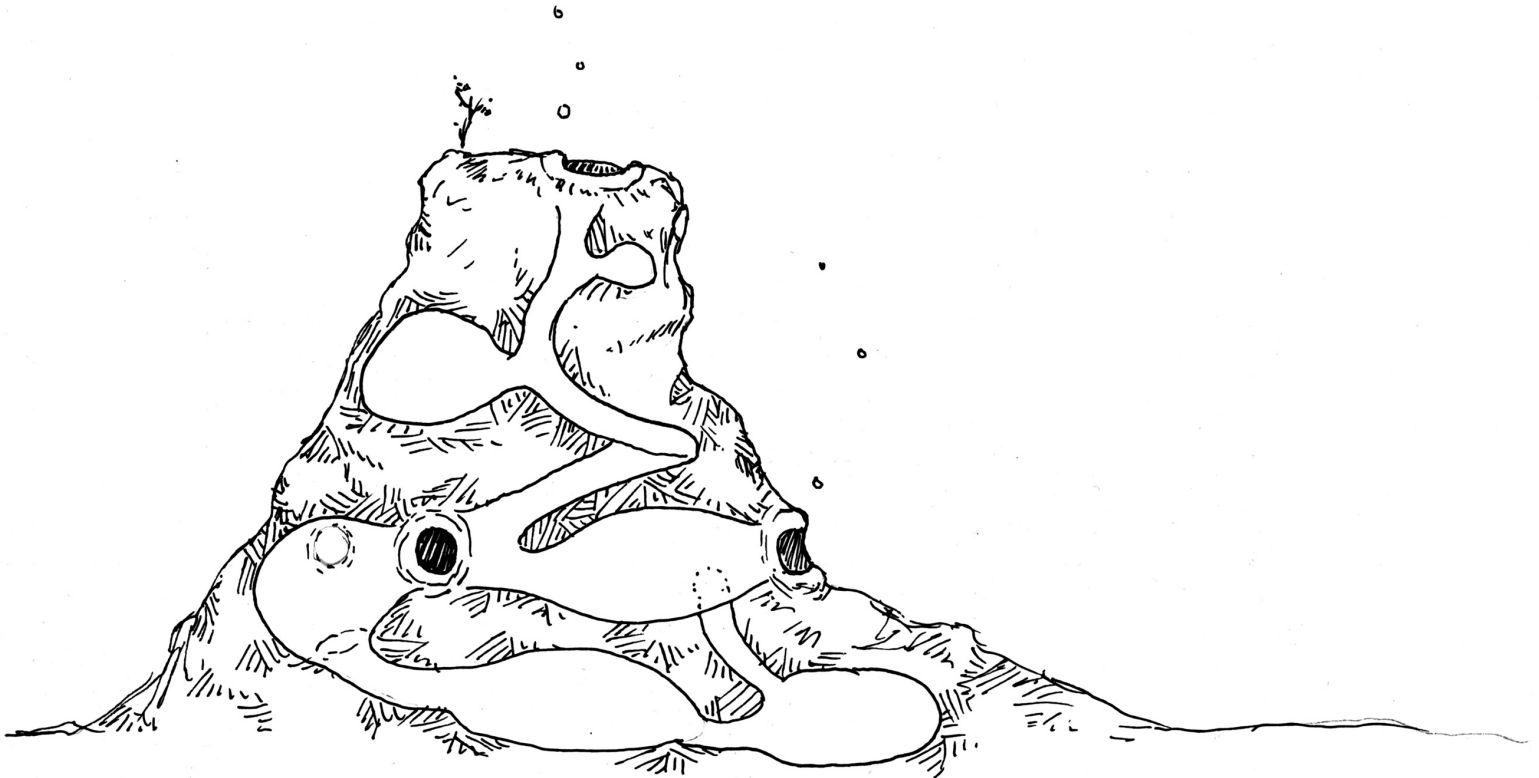
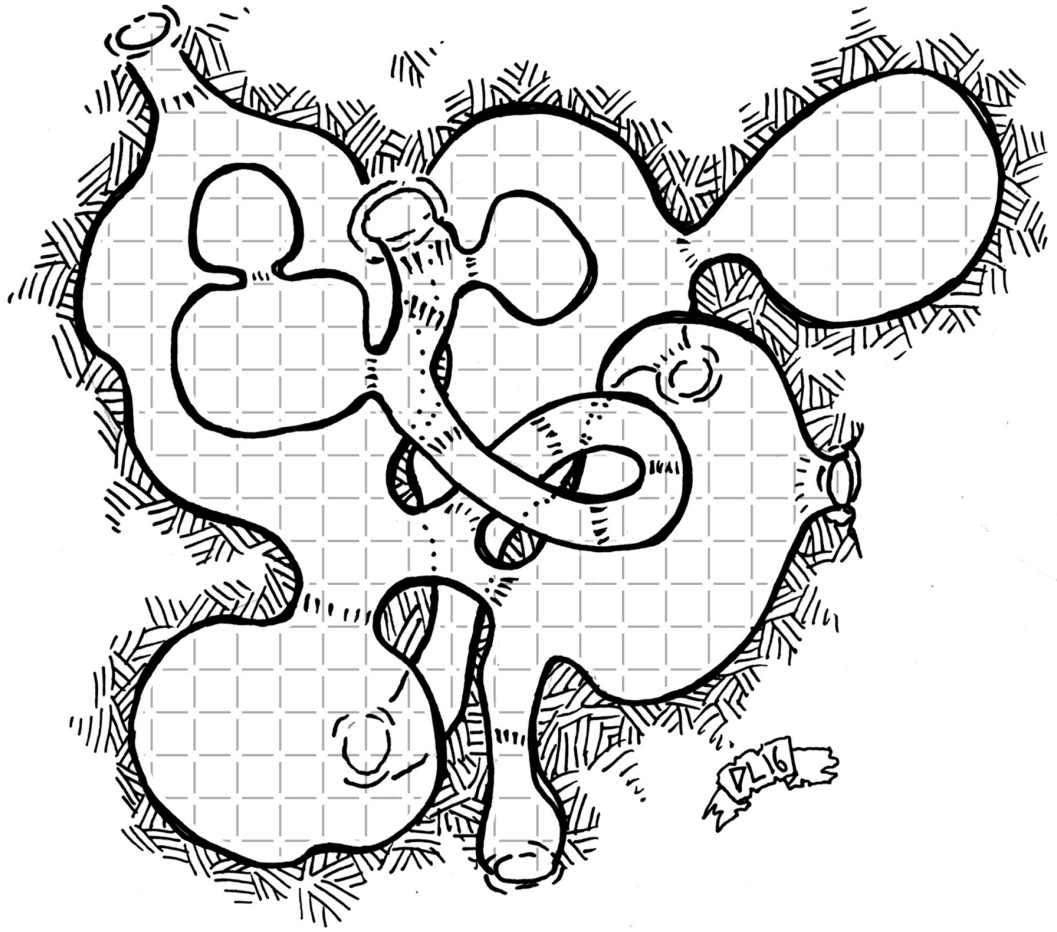


(Ground Level)

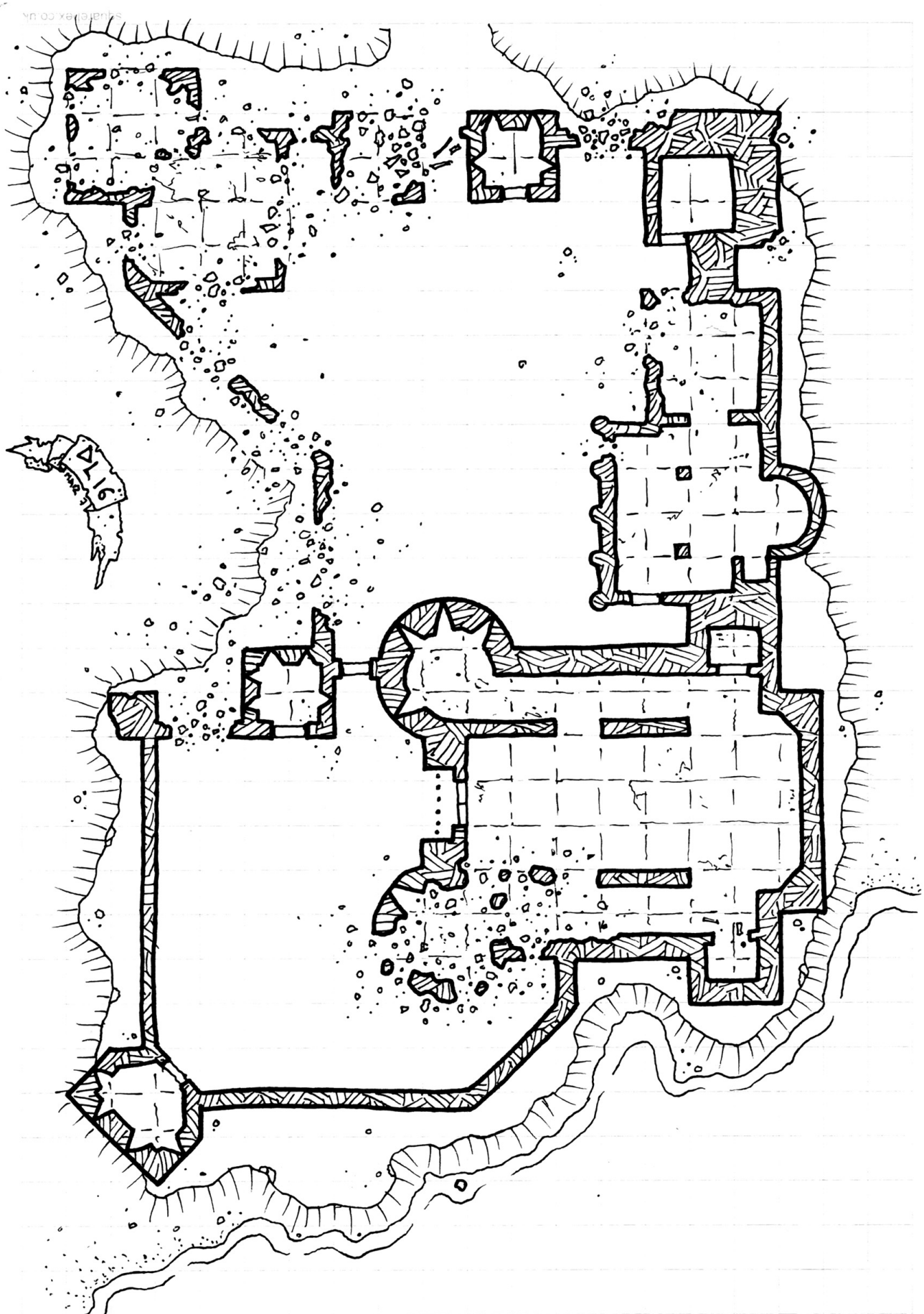
Temple of the Four Gods



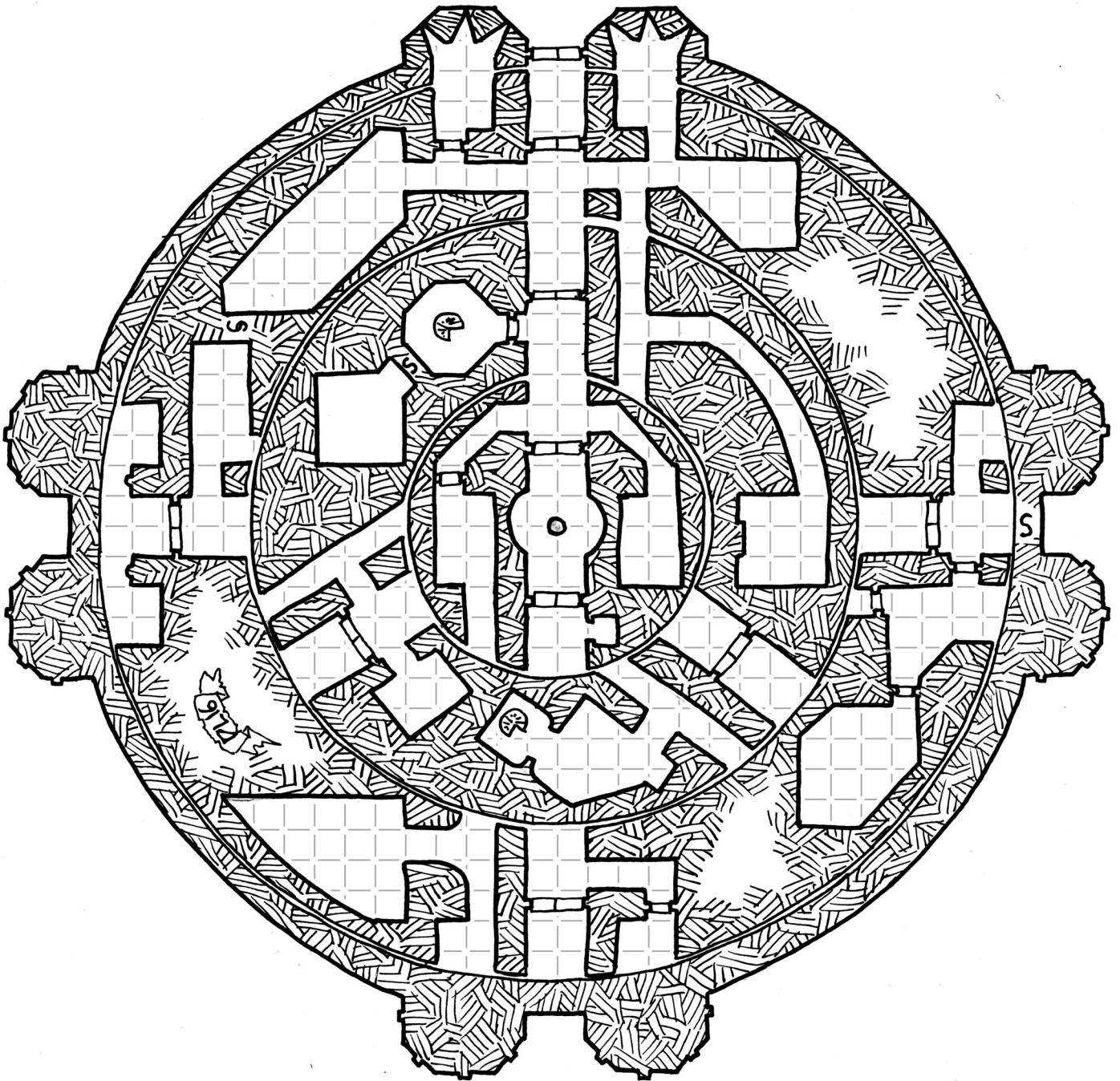
The Sahuagin Mound



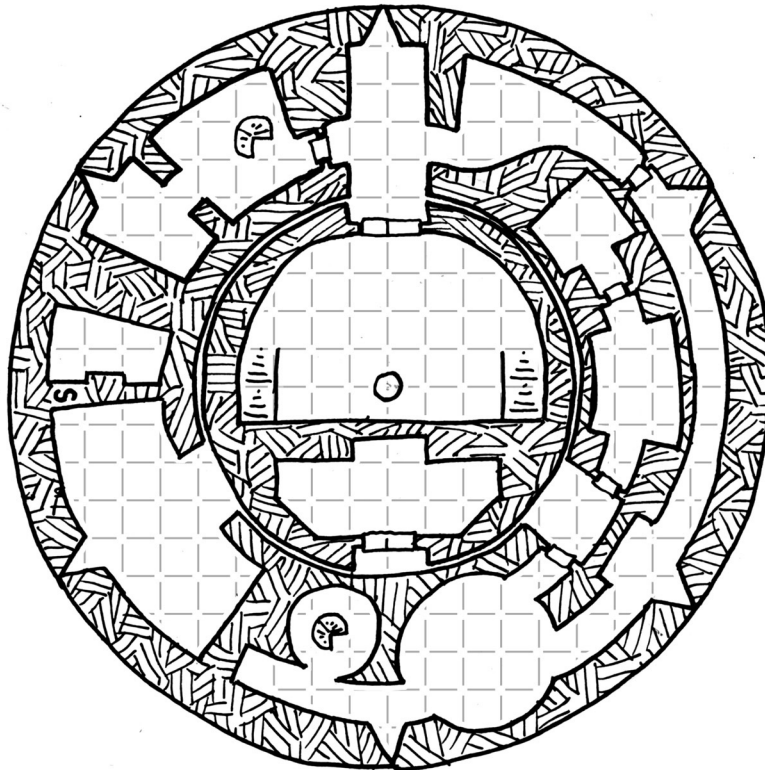
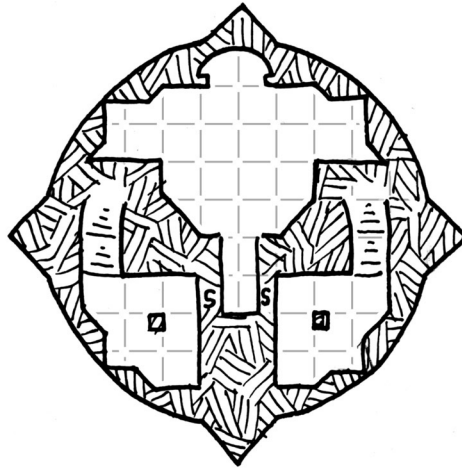
Griffinwatch Ruins



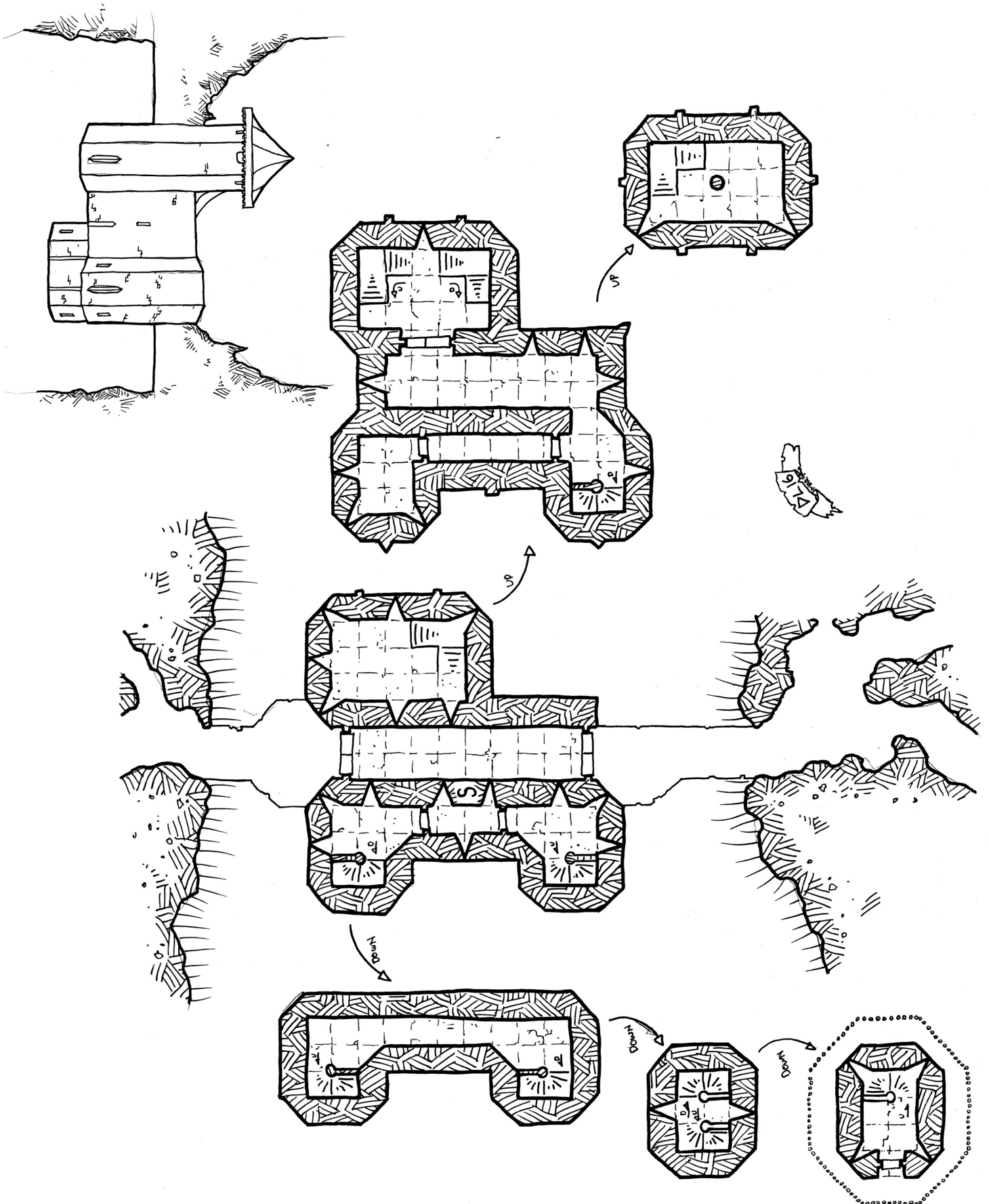
The Turning Tower



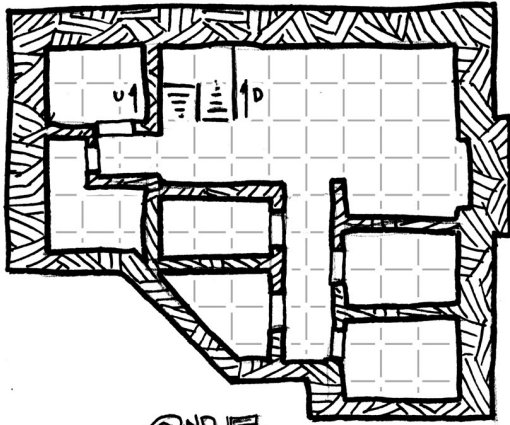
The Turning Tower



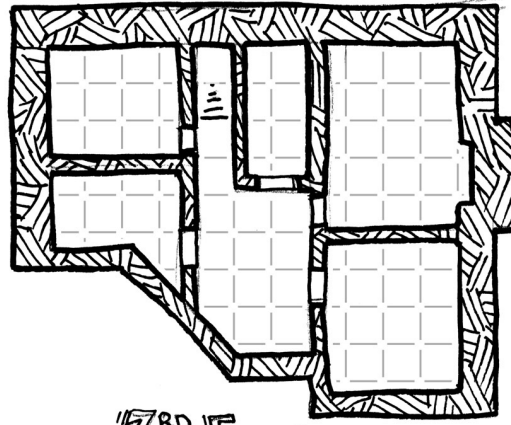
Svirfneblin Bridge-Fortress



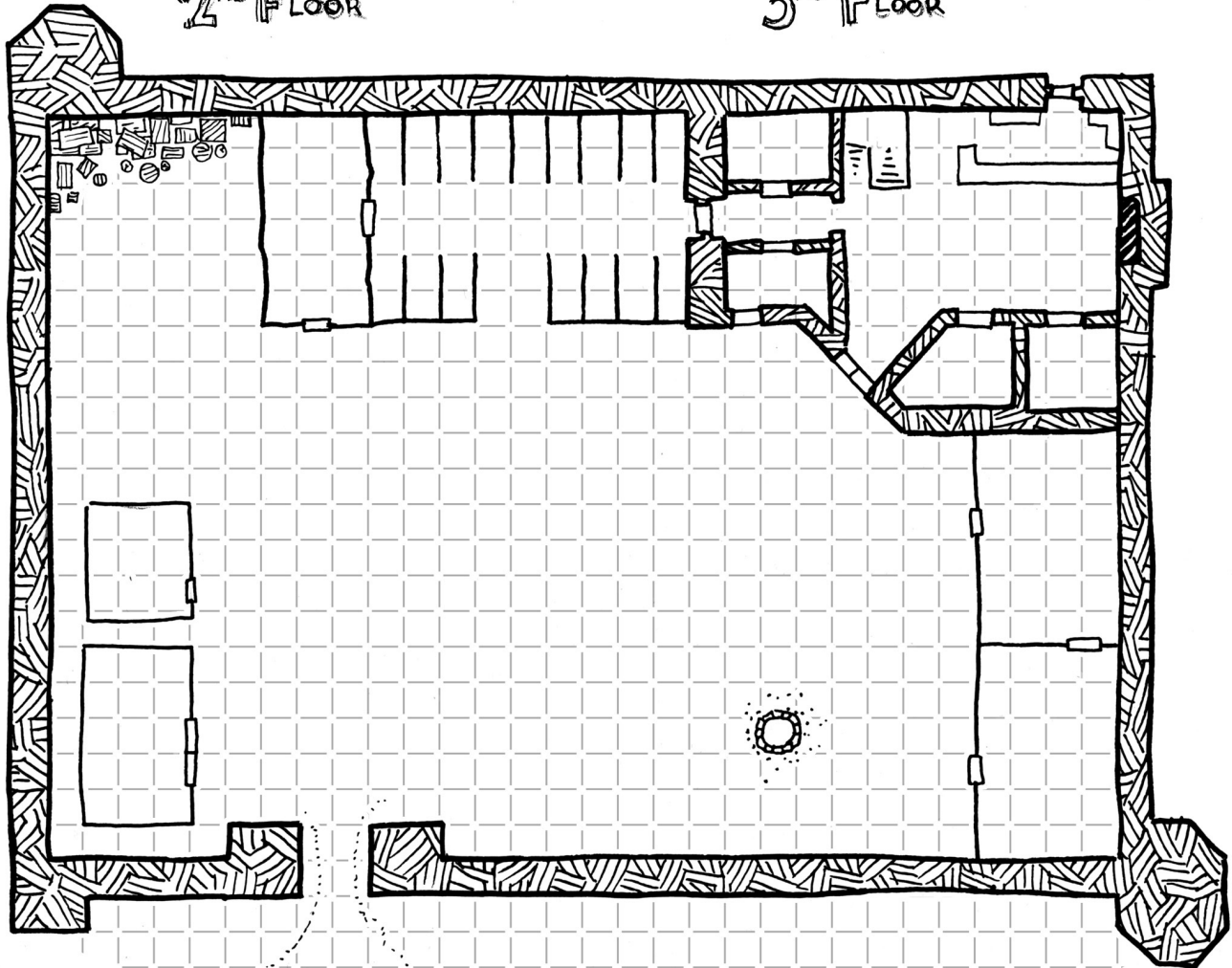
The Caravanserai



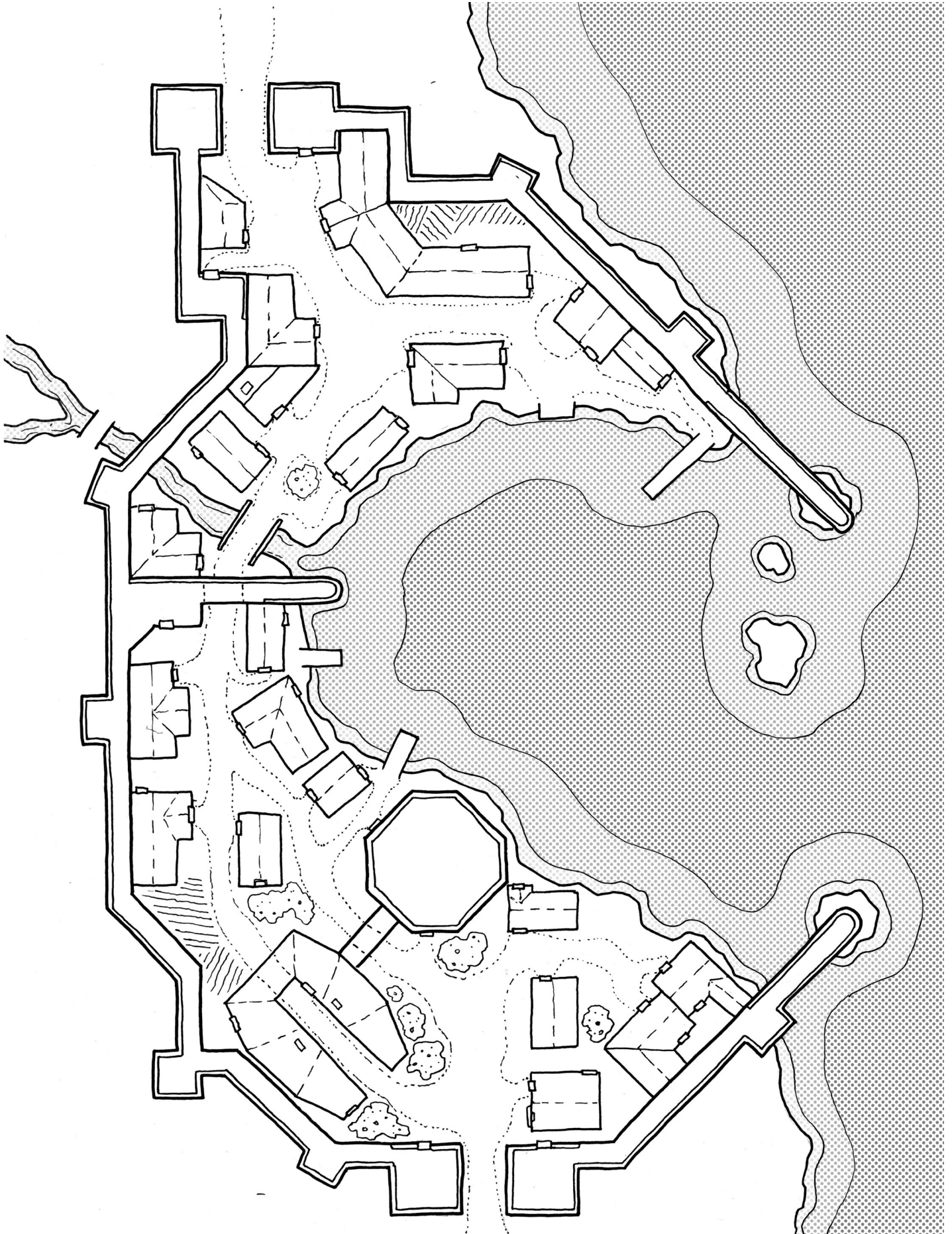
2ND FLOOR



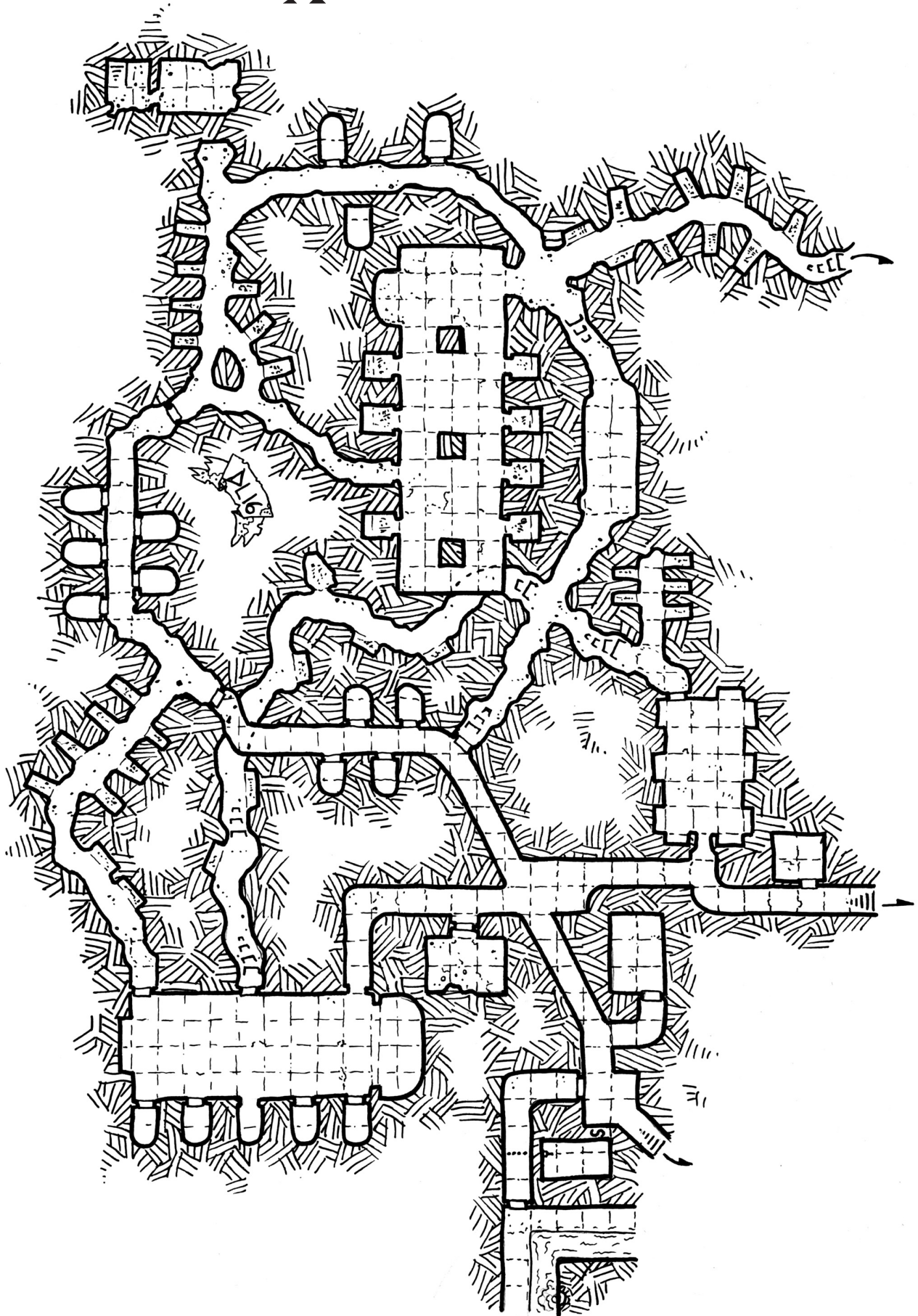
3RD FLOOR



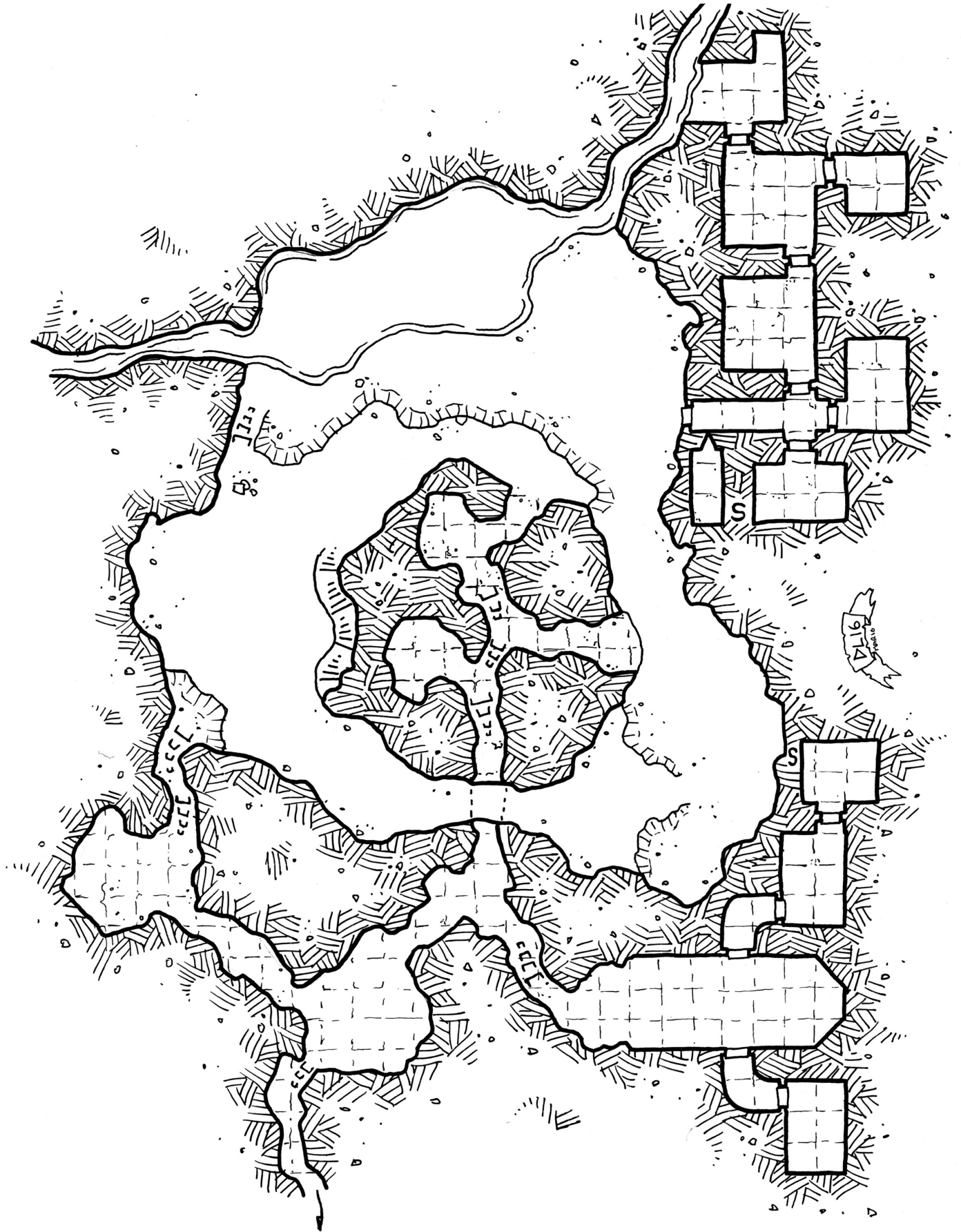
Warcton Hold



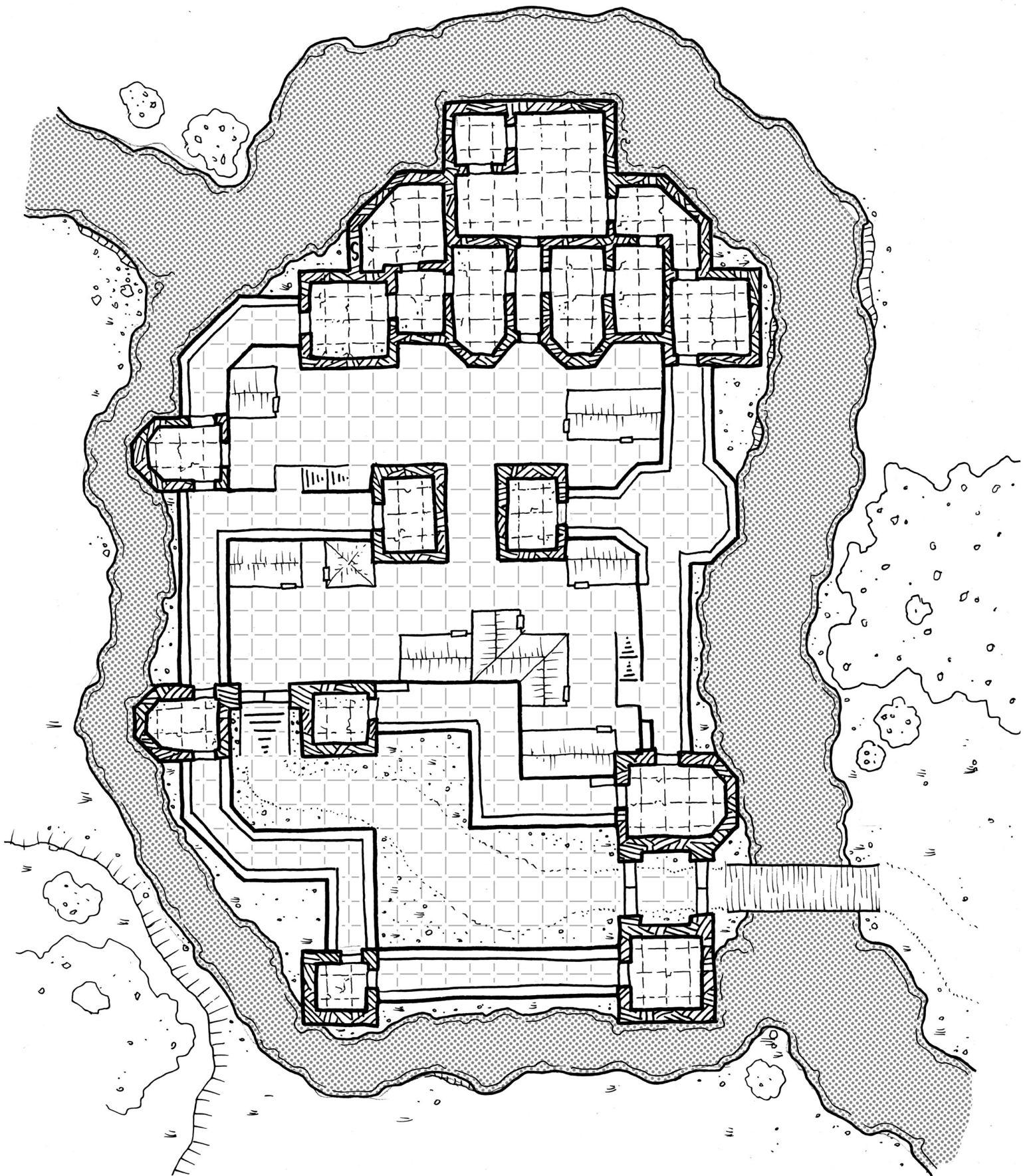
Crypts & Sewers



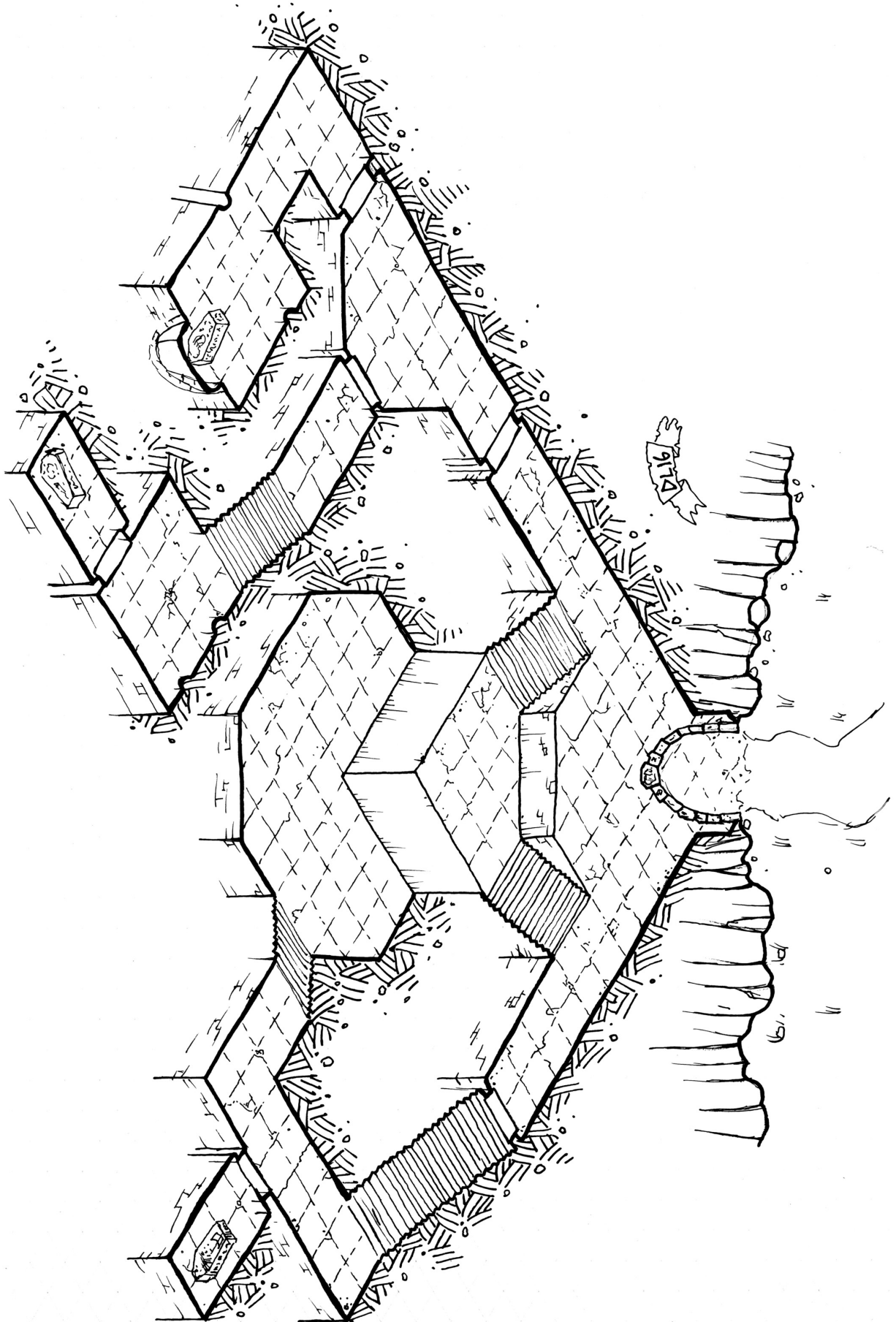
the Fevered Caves



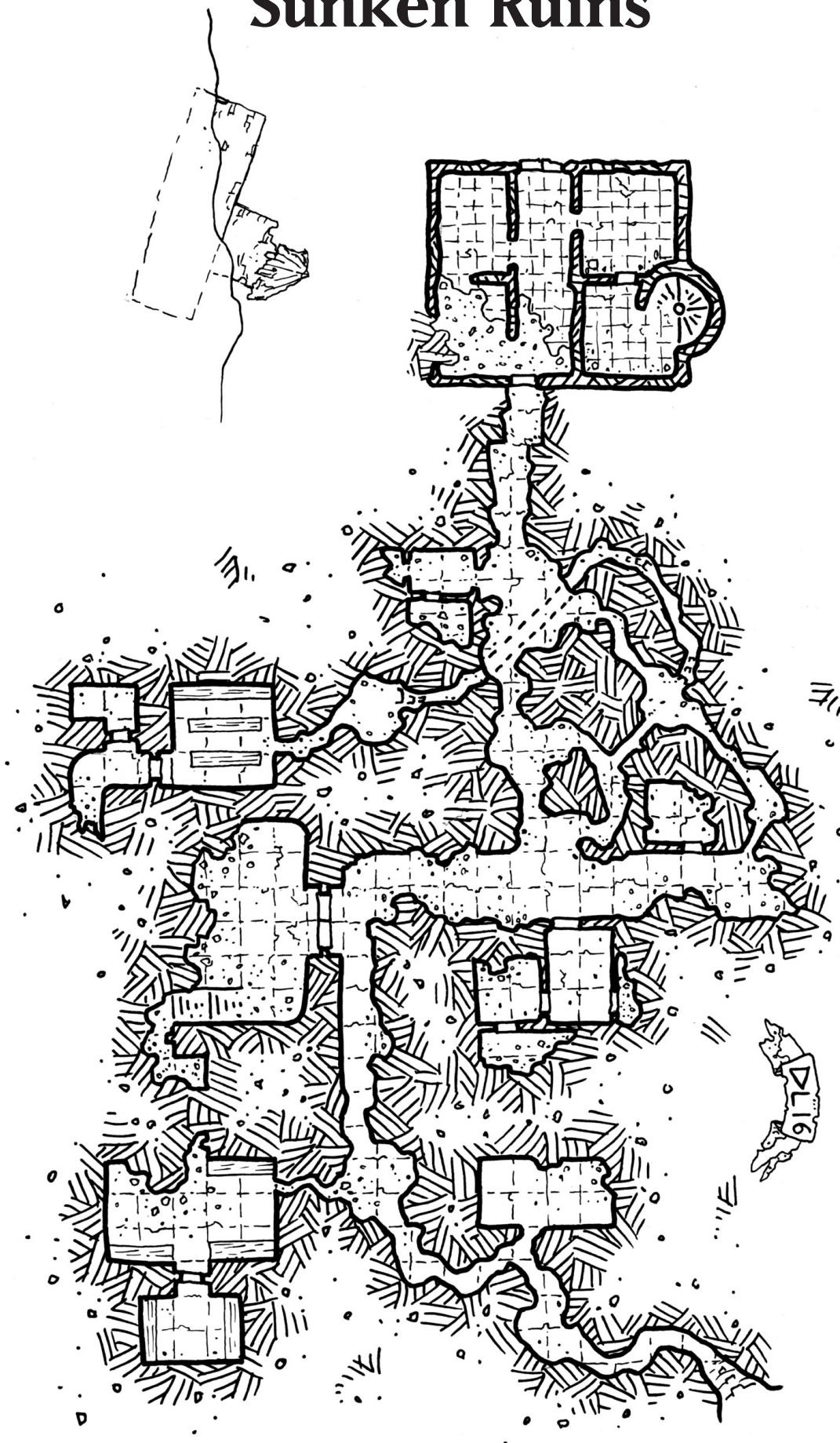
Behemoth Lookout



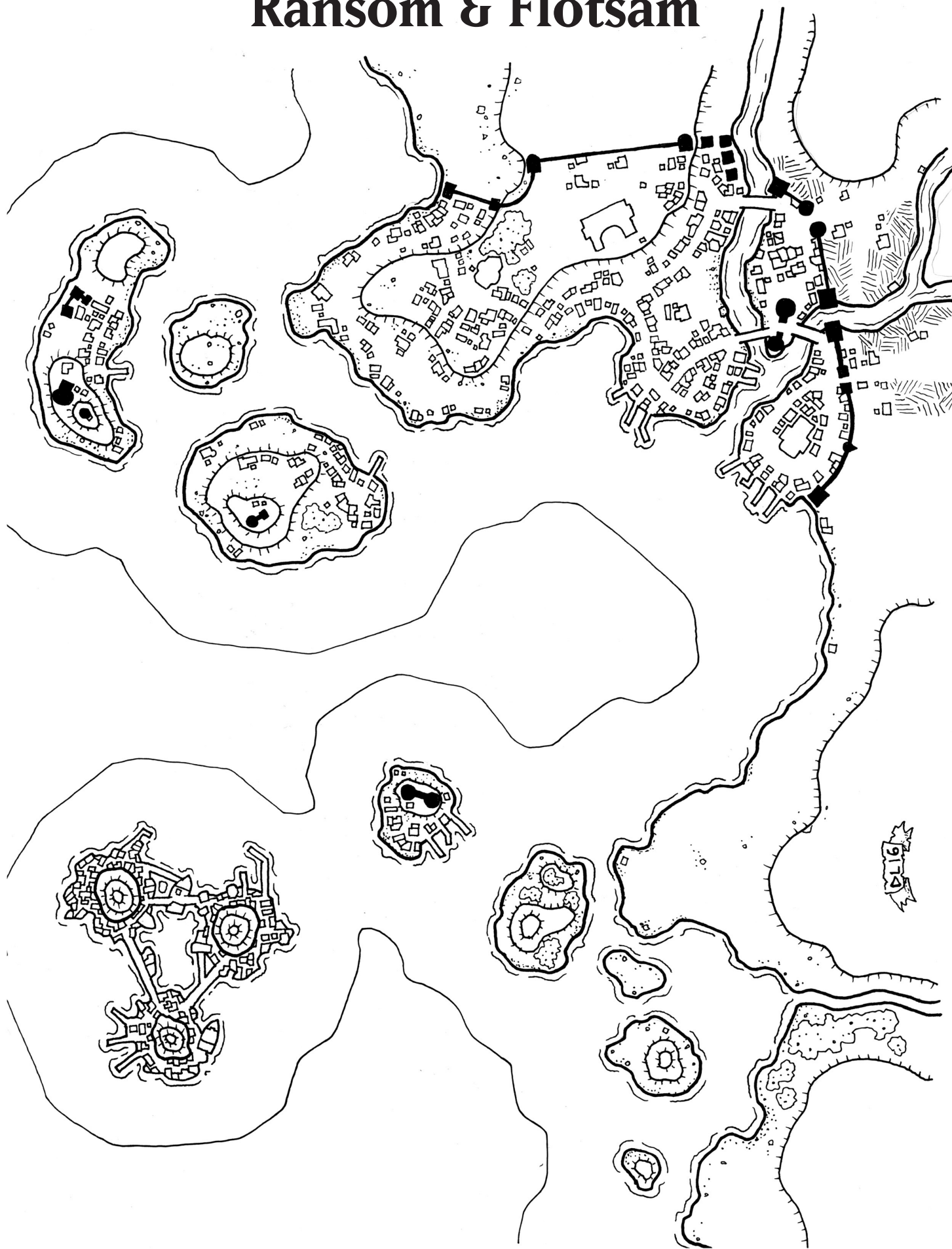
Durahn's Tomb



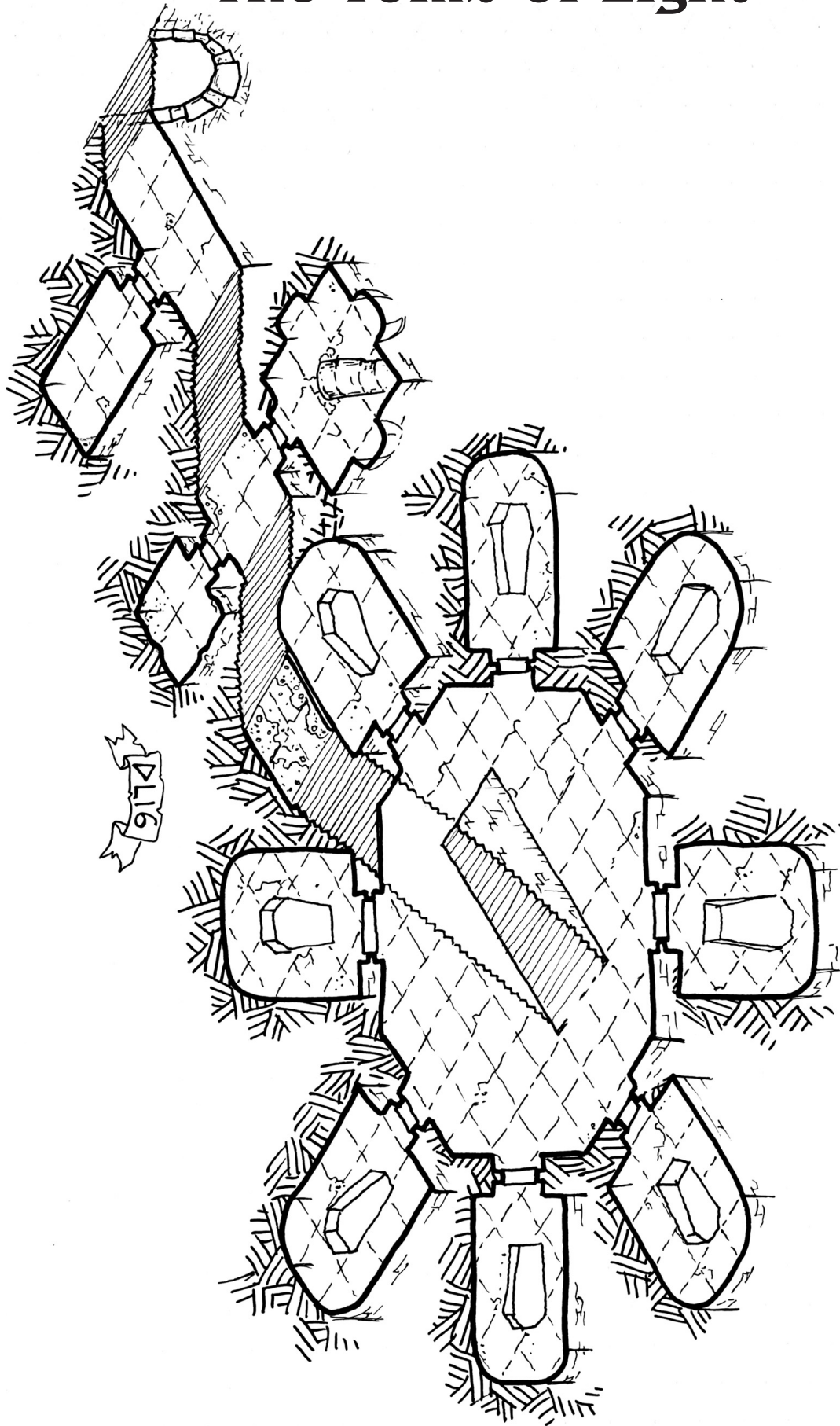
Sunken Ruins



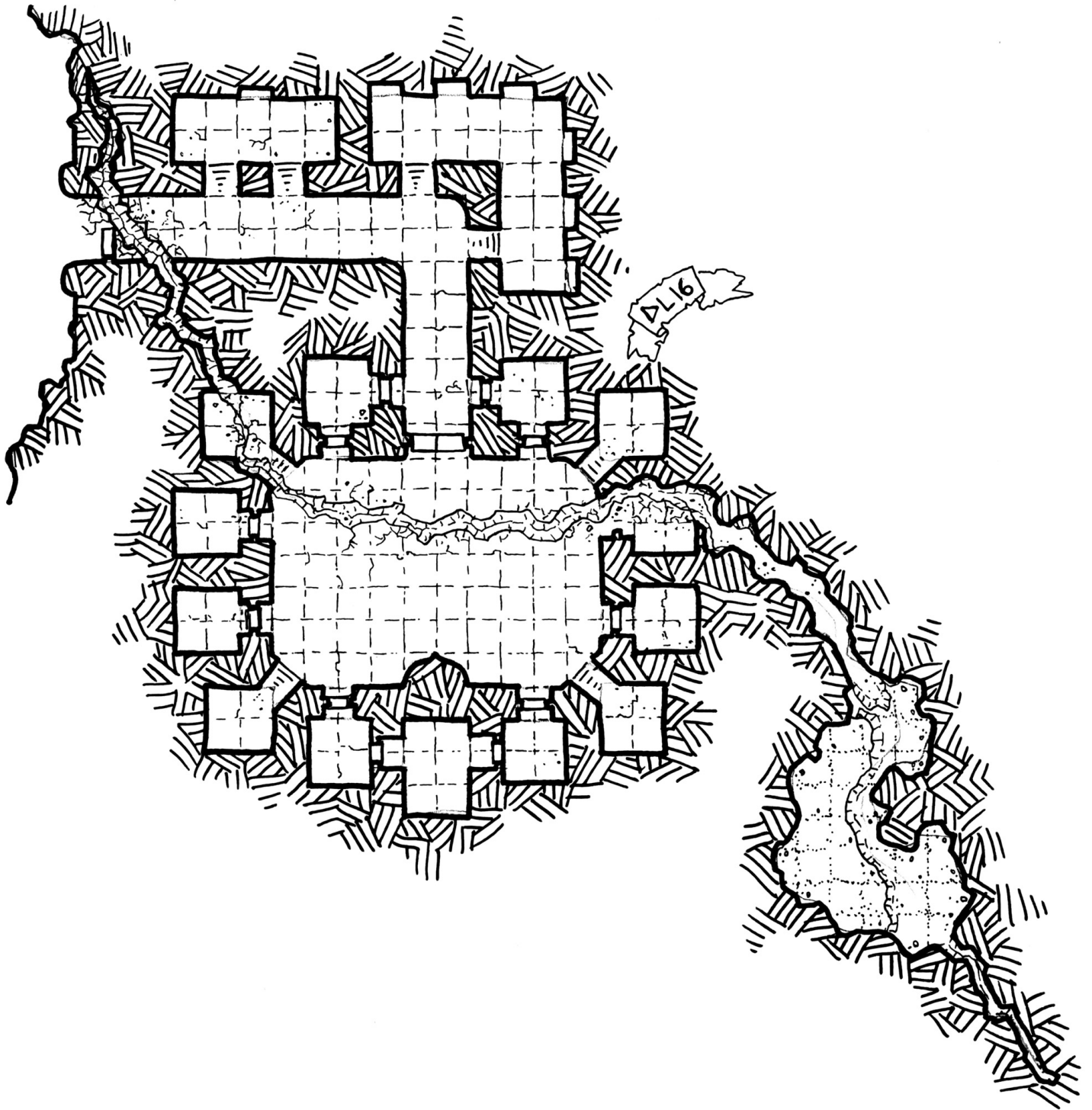
Ransom & Flotsam



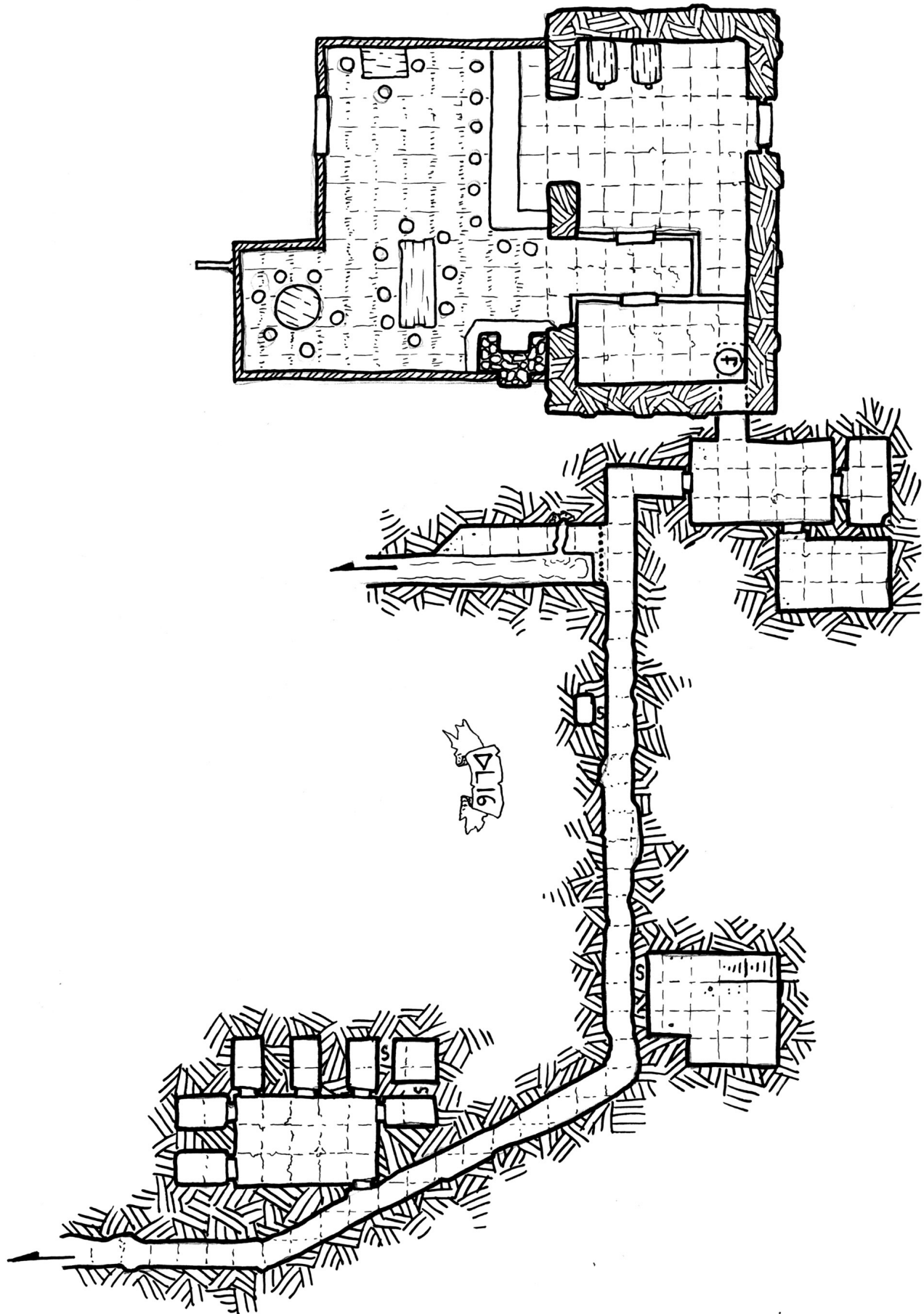
The Tomb of Eight



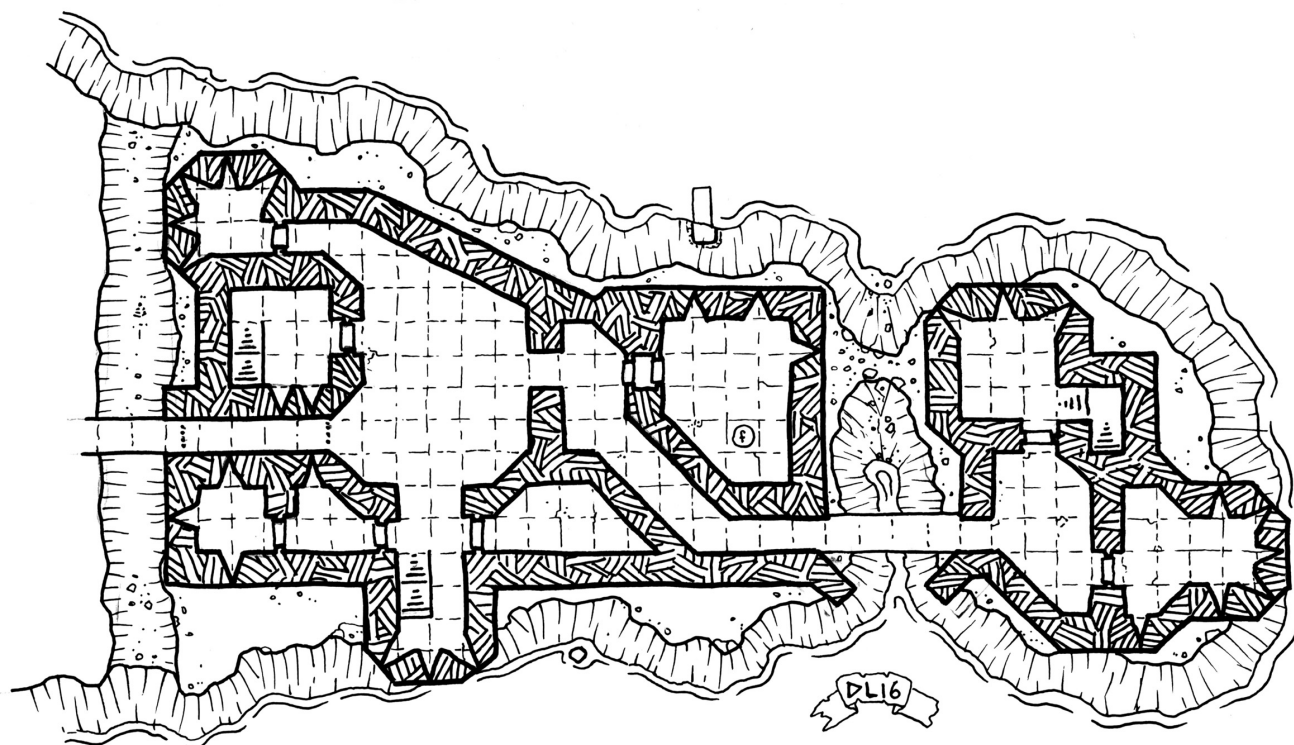
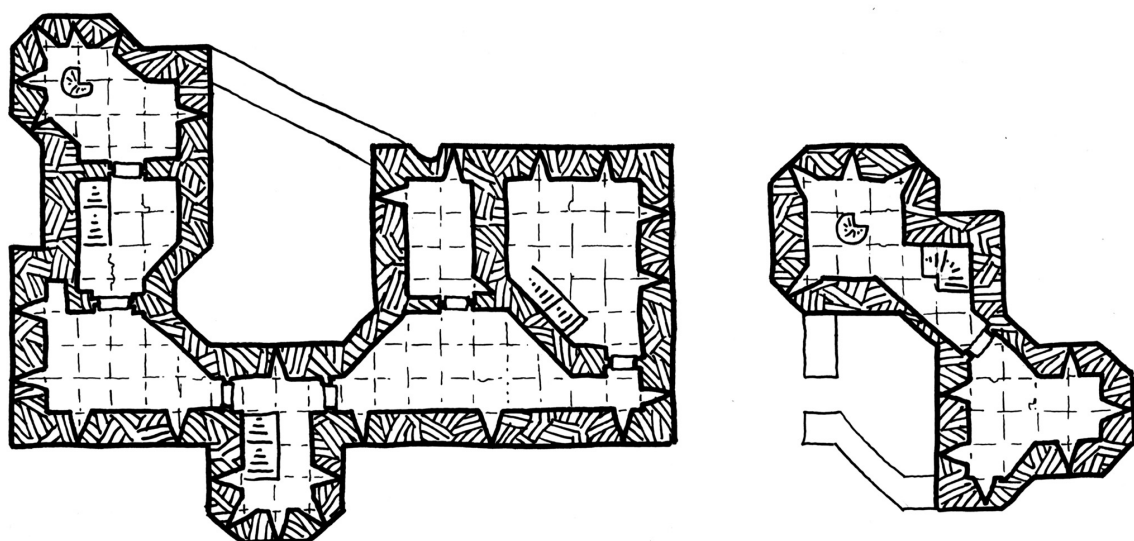
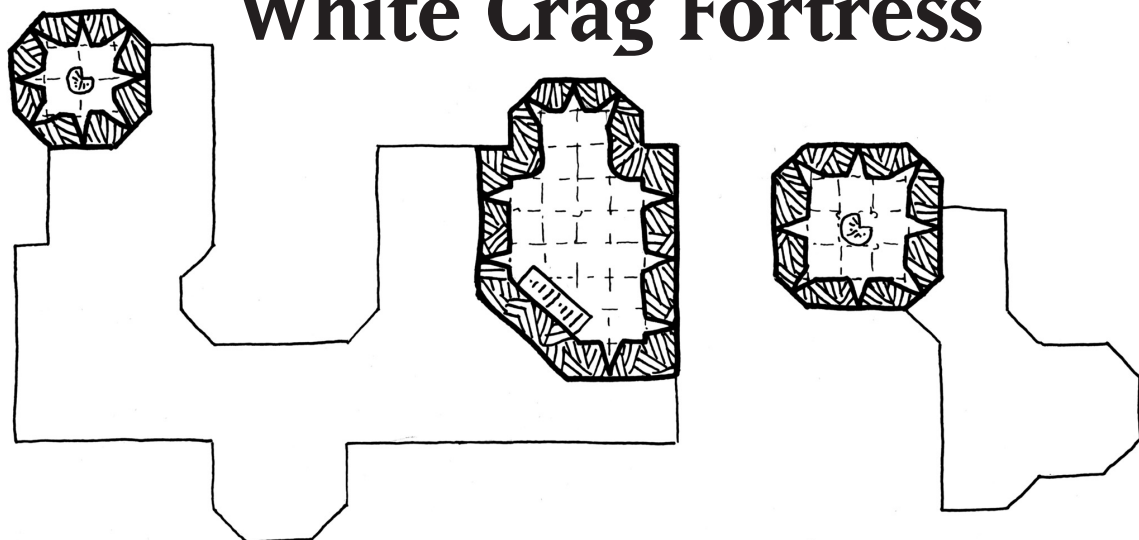
The Sundered Tomb



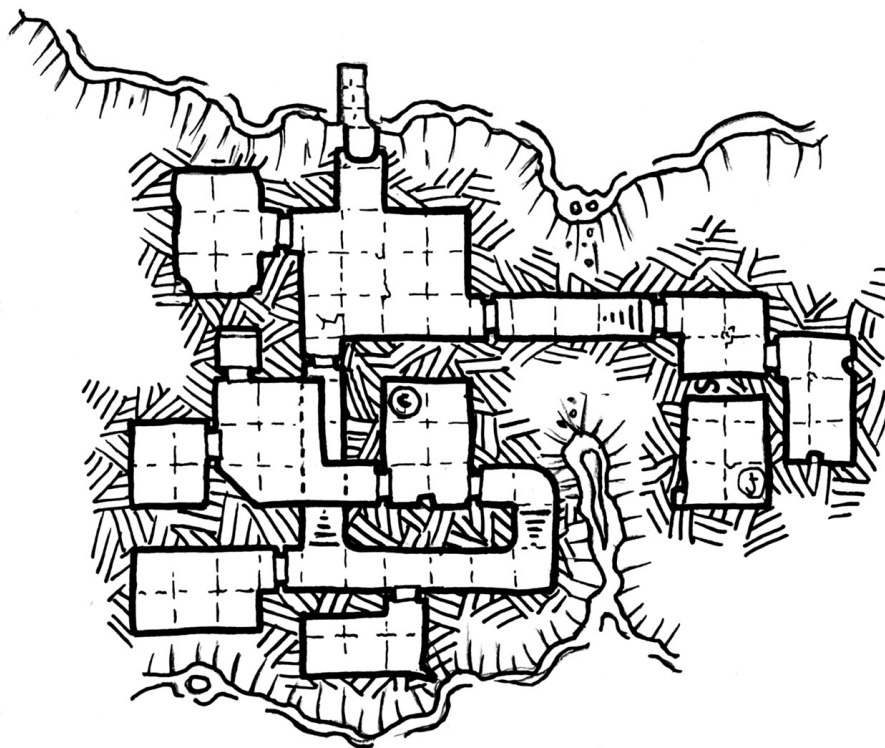
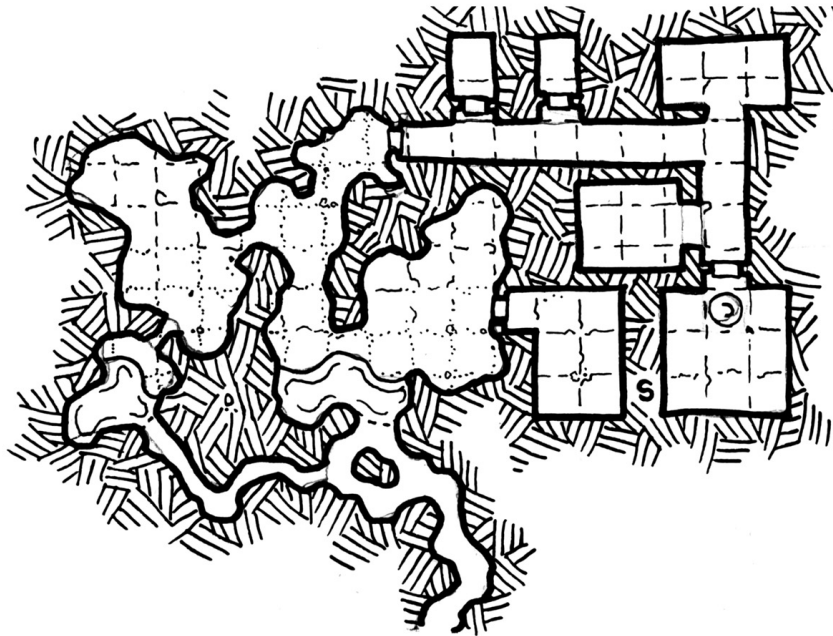
The Quizling Duck Tavern



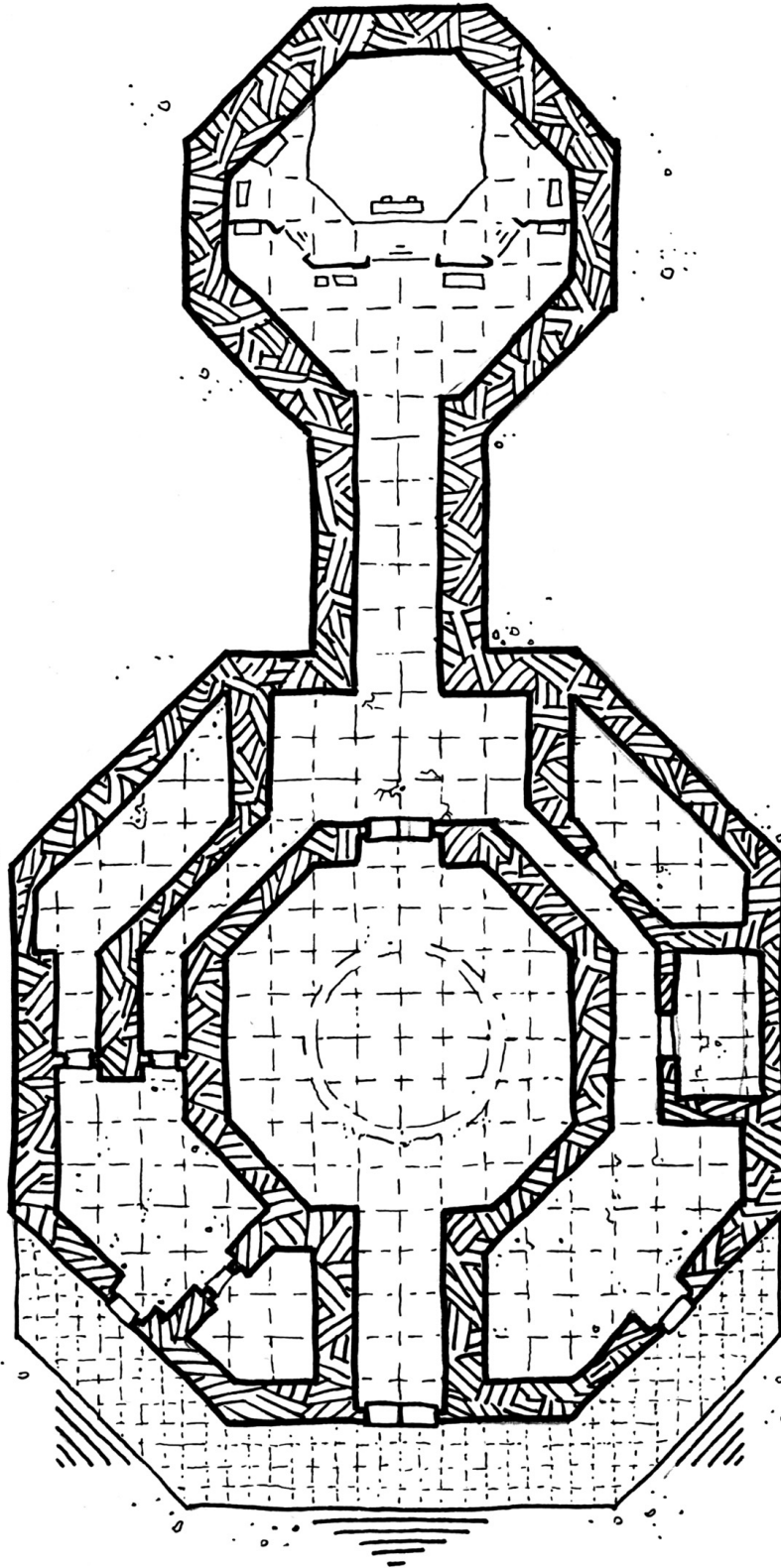
White Crag Fortress



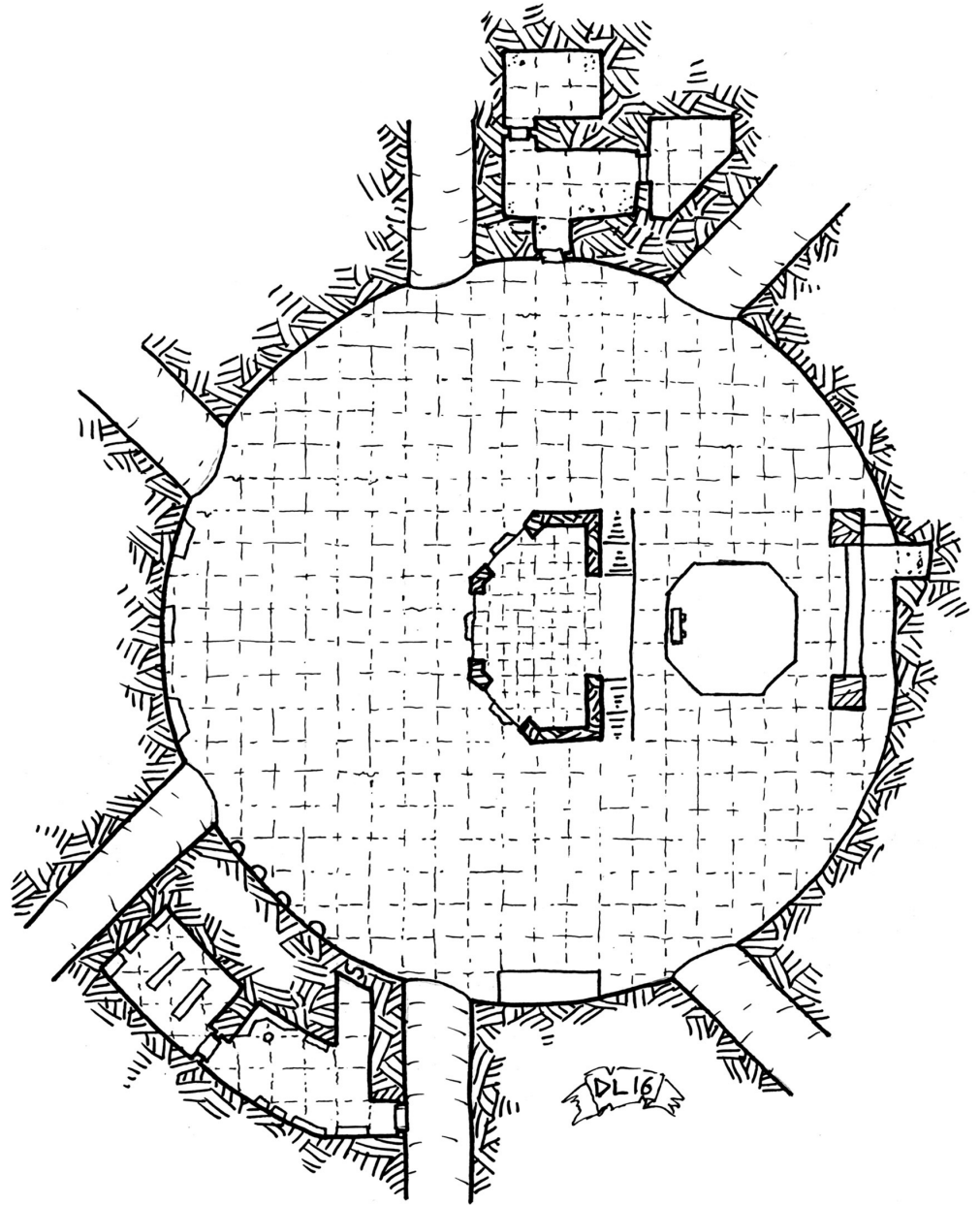
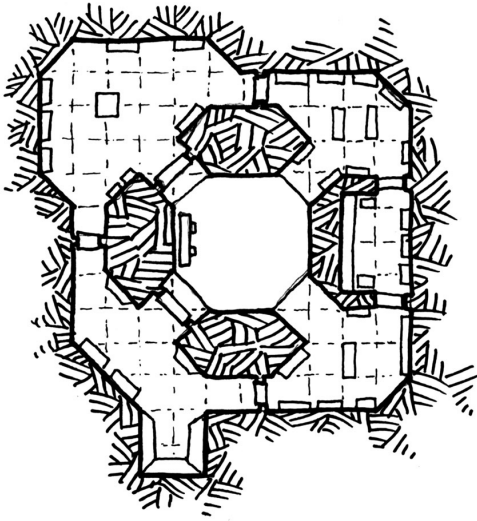
Beneath White Crag



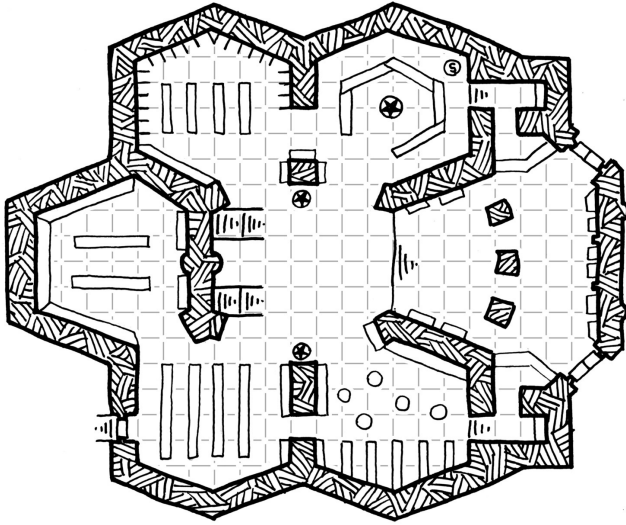
The Octagonal Station



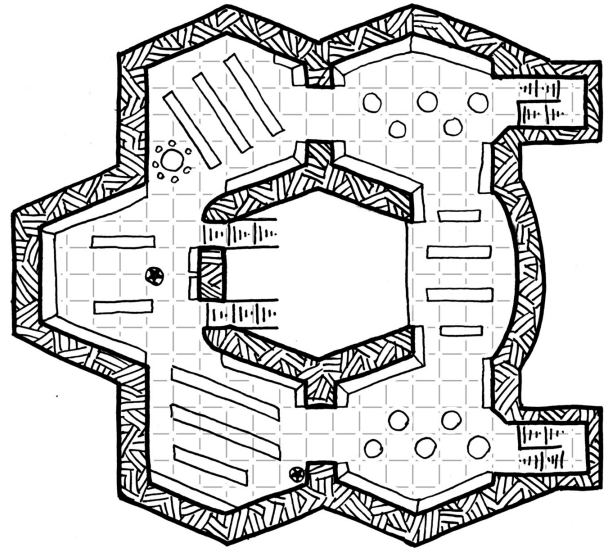
The Tube-Car Station



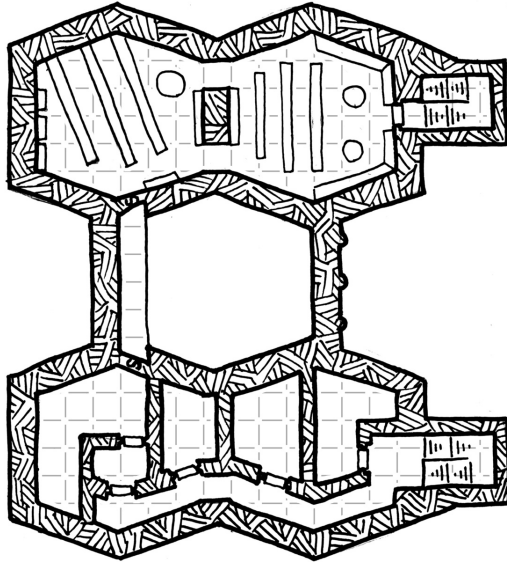
The Great Library



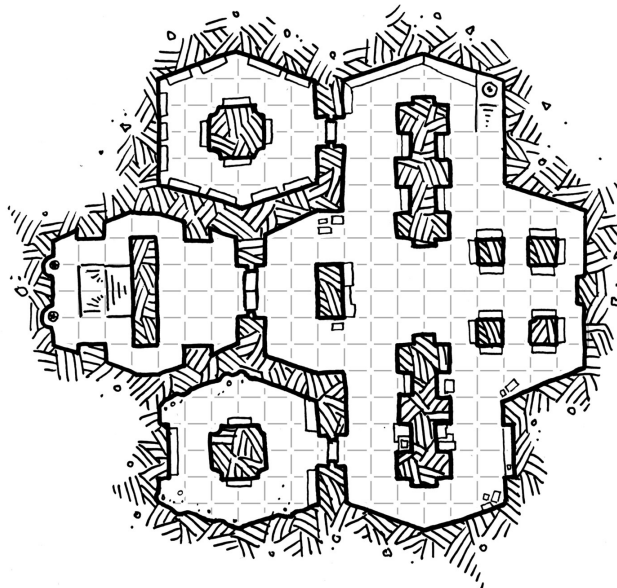
Ground Level



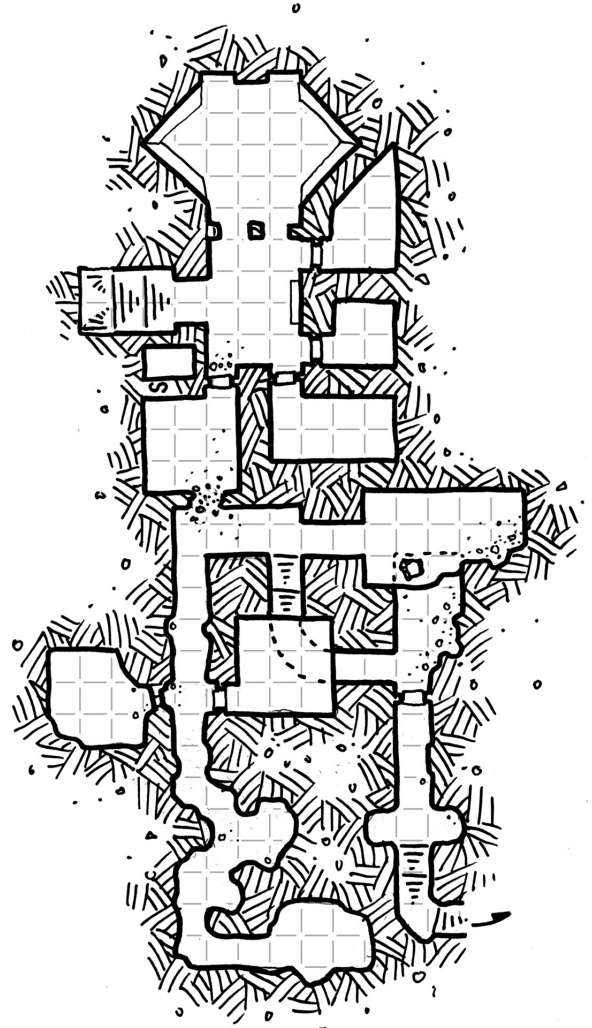
Level 2



Level 3

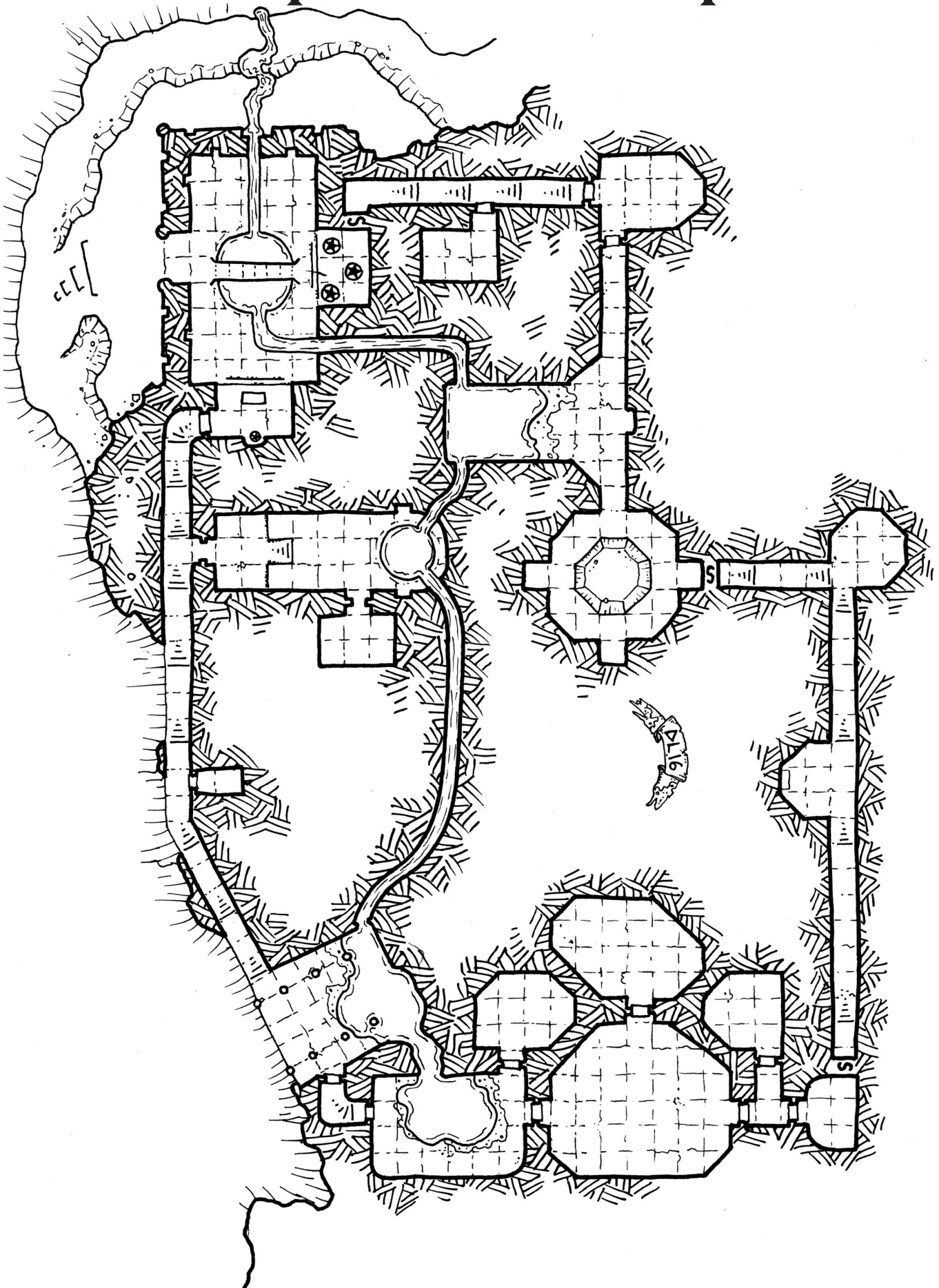


Basement

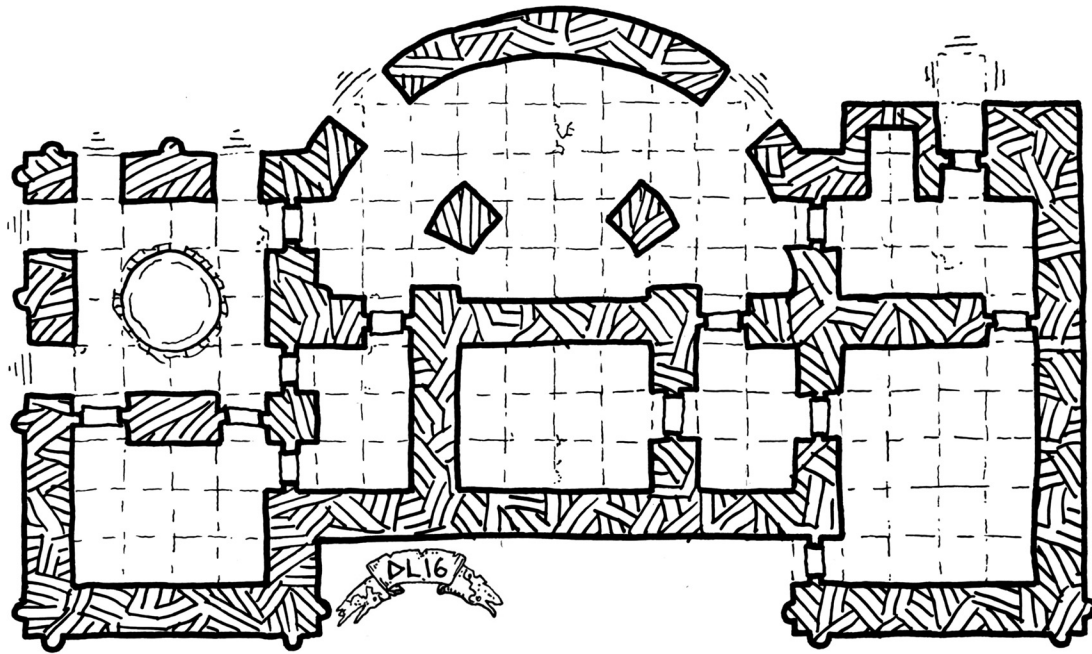


Sub-Basement

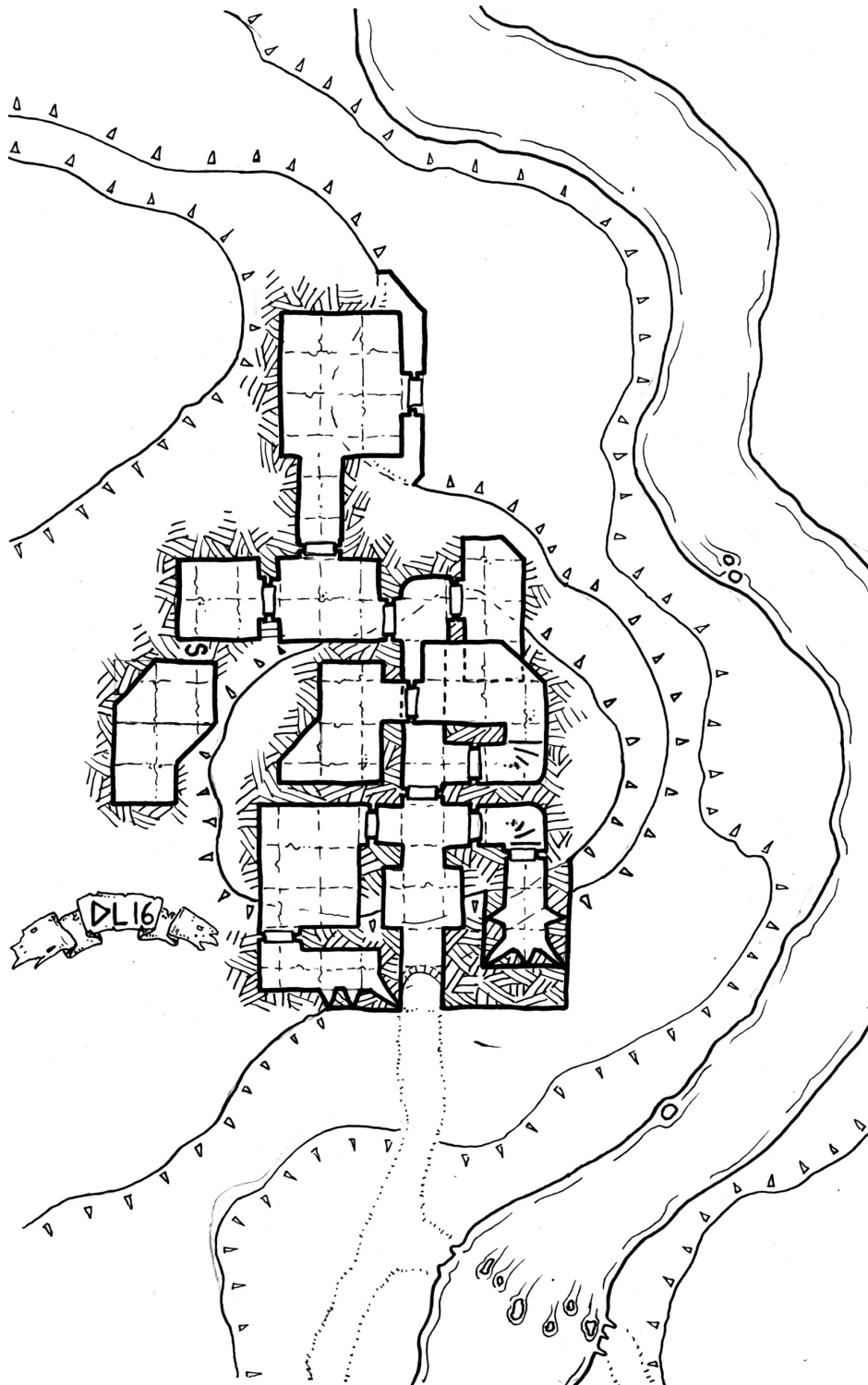
Corrupted Water Temple



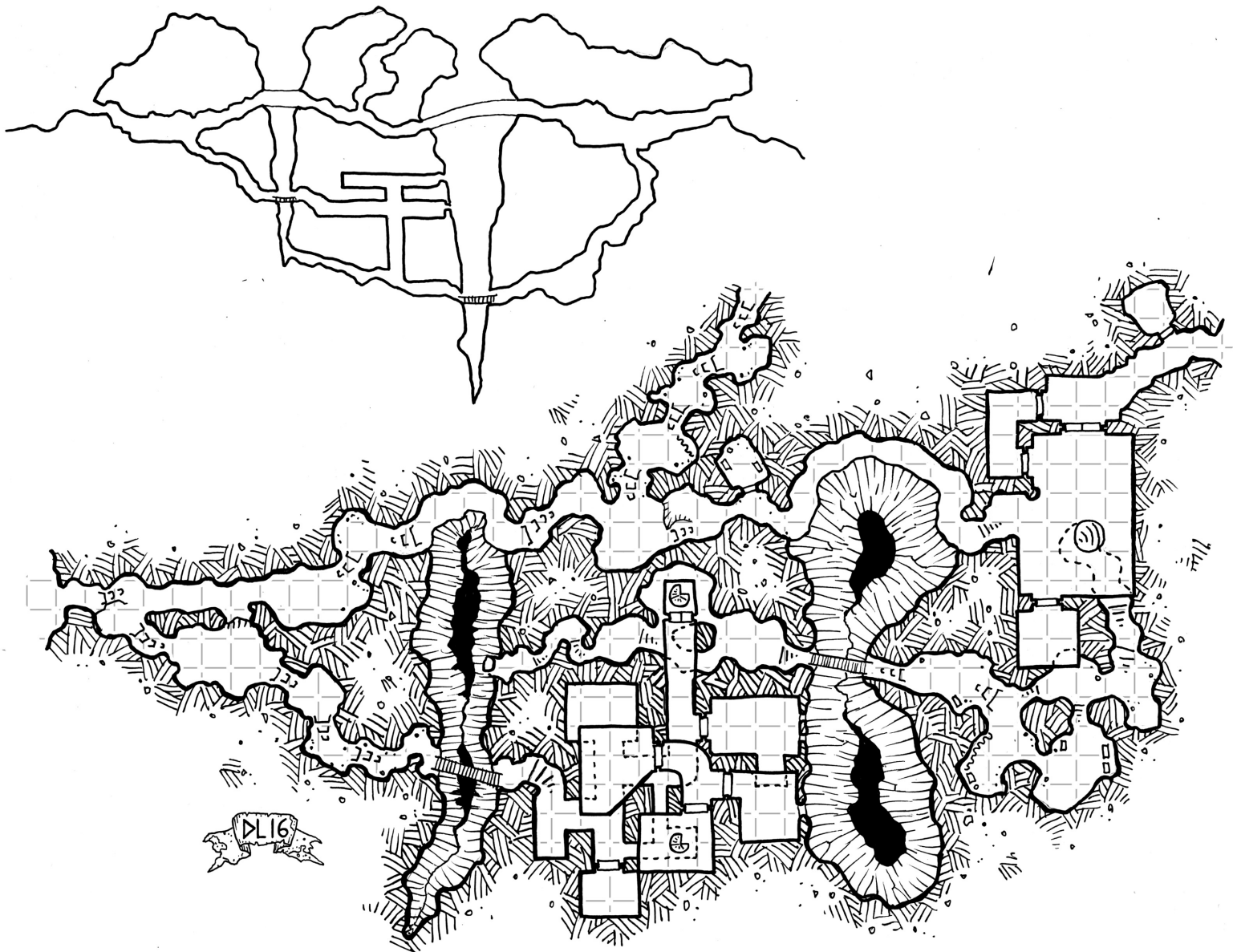
The Temple of Red Waters



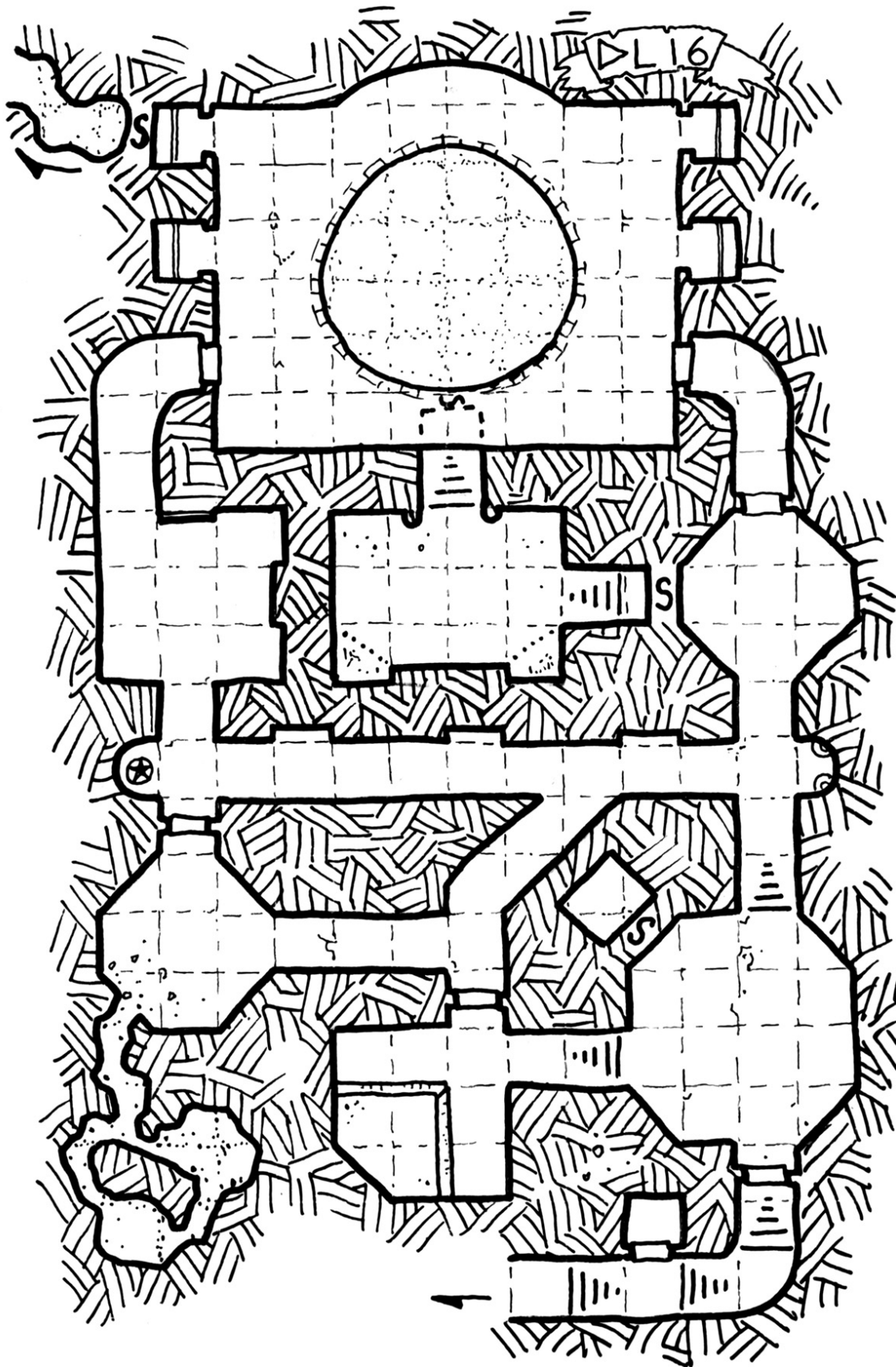
The Warden's Riverside Hold



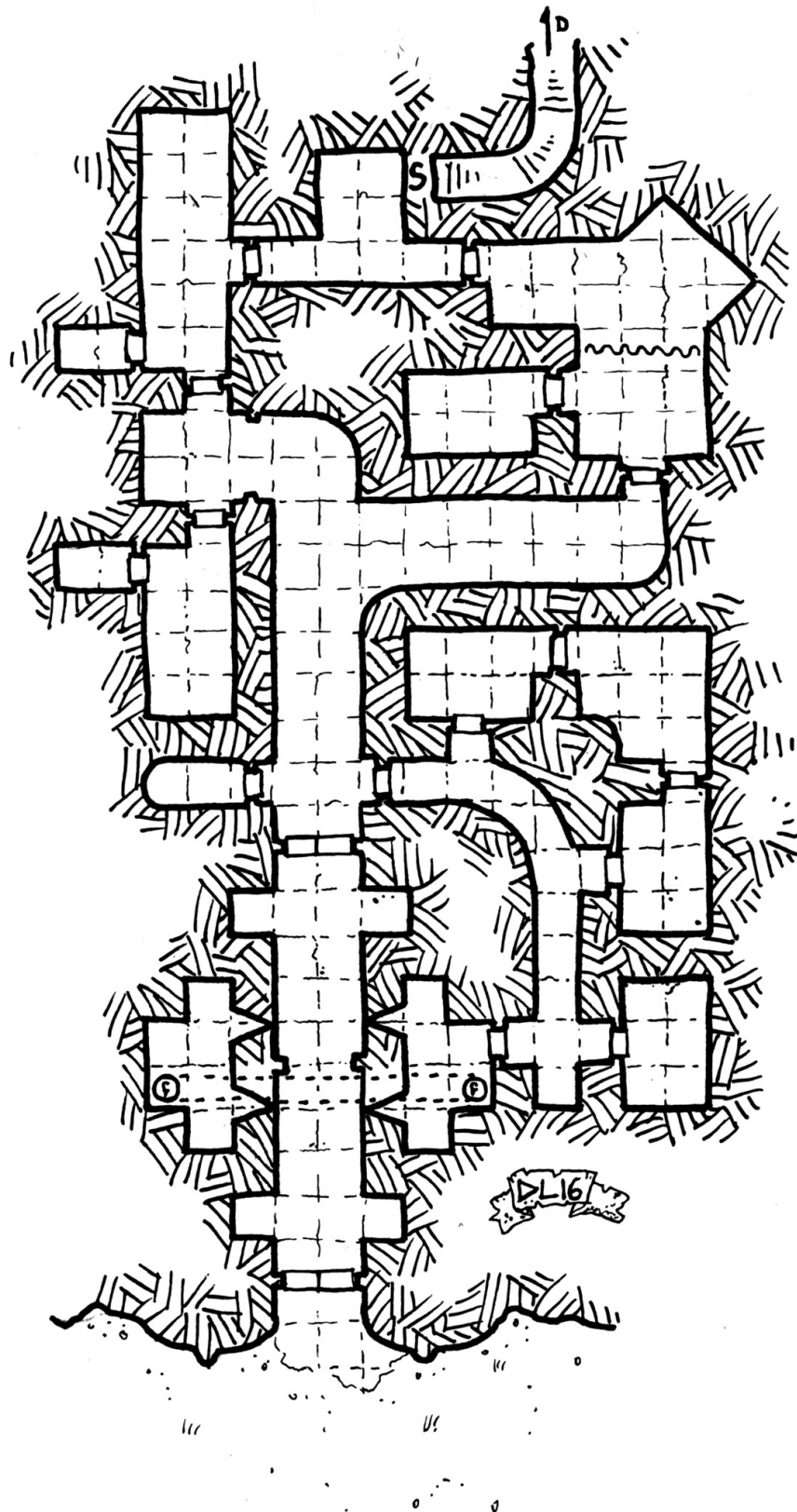
Lair of the Harpy Sorceresses



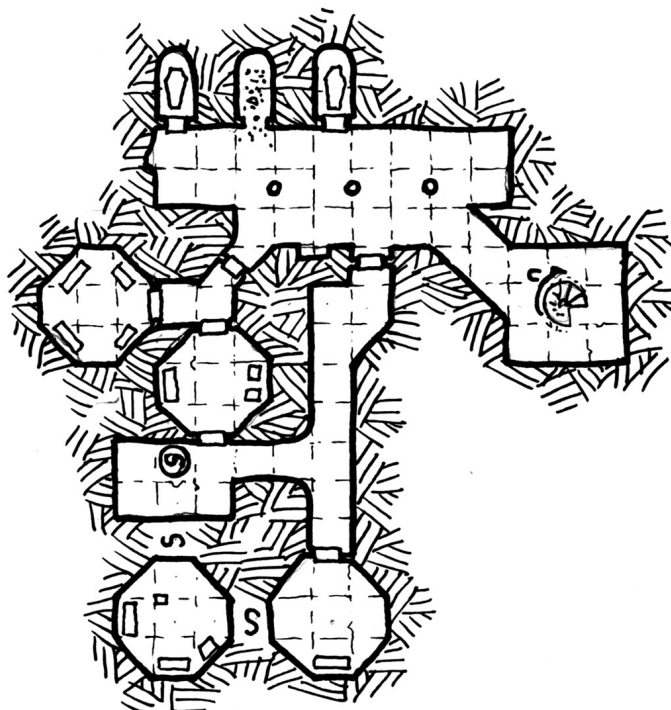
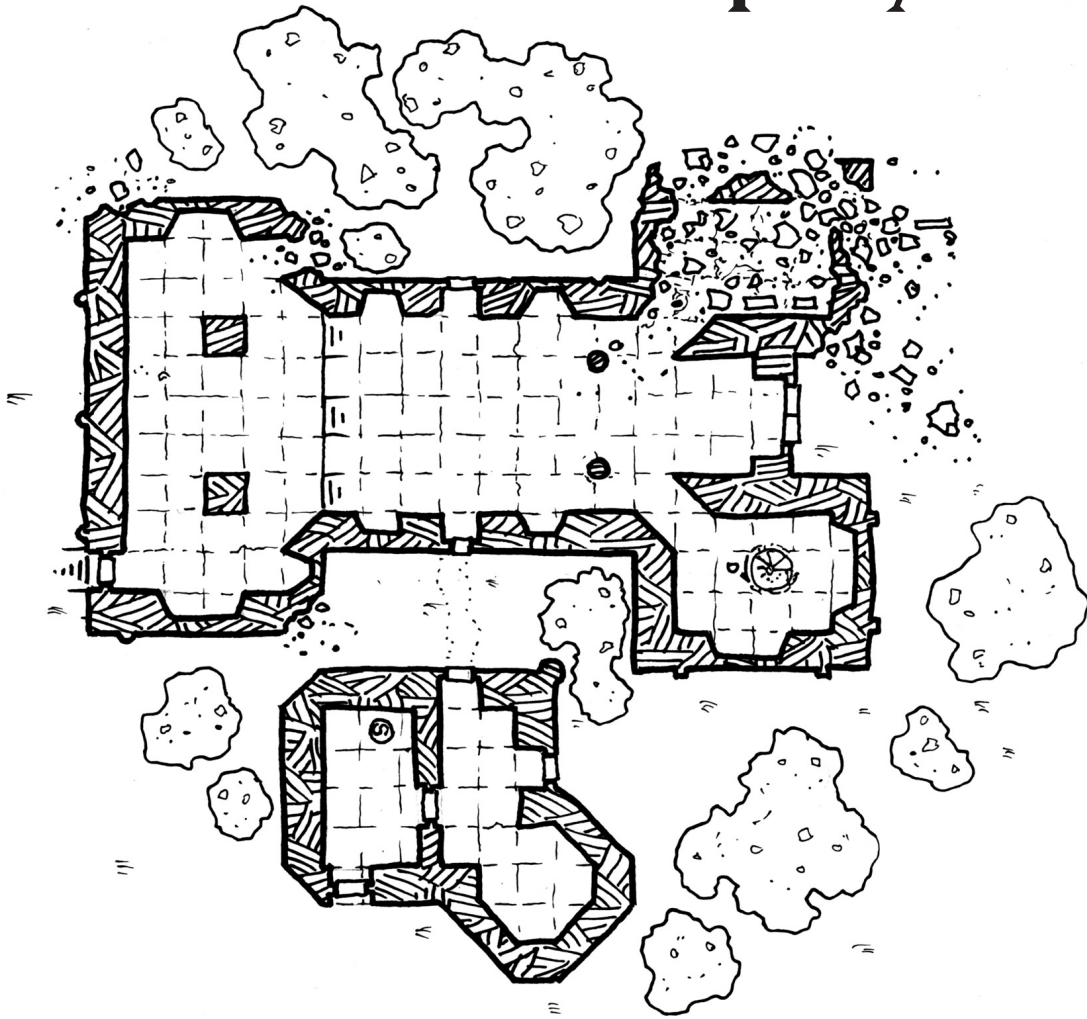
The Orcus Pit



Dugan's Hold



The Vansho Reliquary

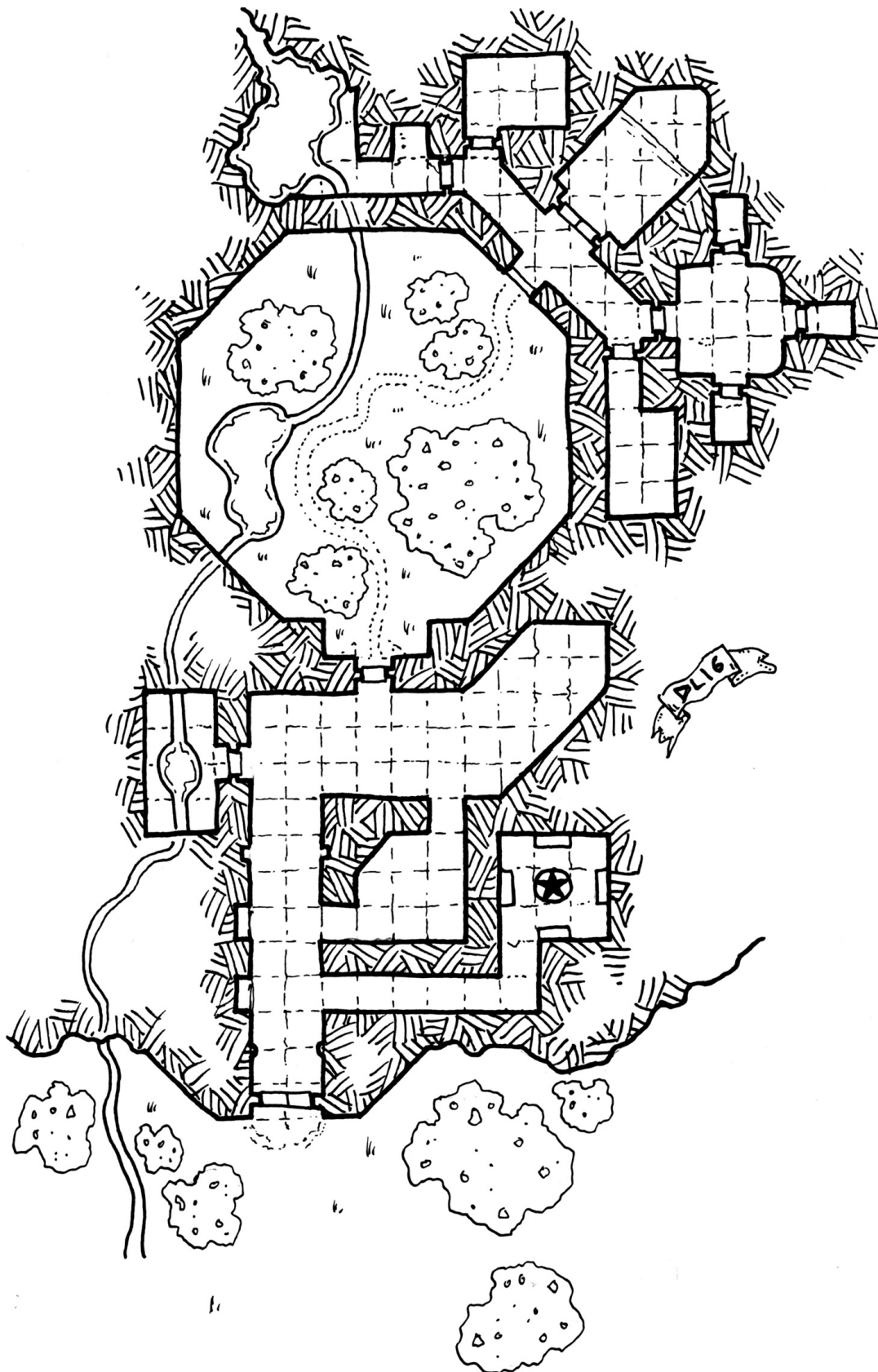


This is a detailed black and white architectural floor plan of a large, irregularly shaped building complex. The plan features numerous rooms, corridors, and specialized areas. Key features include:

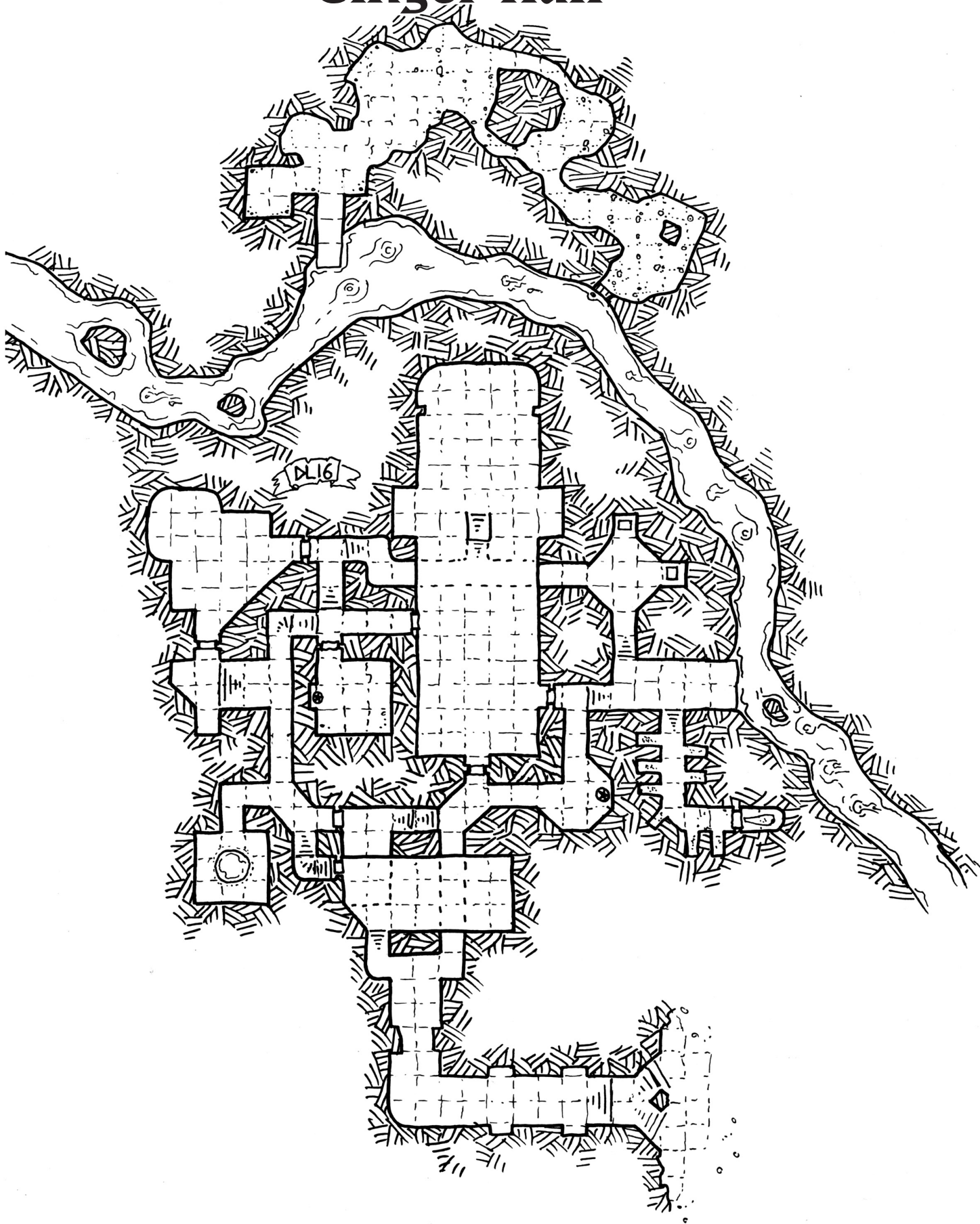
- Top Section:** A large, irregularly shaped area with several smaller rooms and corridors. A prominent feature is a large, open space with a curved wall.
- Left Section:** A large, irregularly shaped area with several smaller rooms and corridors. A prominent feature is a large, open space with a curved wall.
- Right Section:** A long, narrow corridor with a series of small circular openings along its length. At the end of this corridor is a large, irregularly shaped room with a curved wall.
- Bottom Section:** A large, irregularly shaped area with several smaller rooms and corridors. A prominent feature is a large, open space with a curved wall.

The drawing is highly detailed, showing walls, doors, and furniture. The overall layout is complex and suggests a large, multi-functional building.

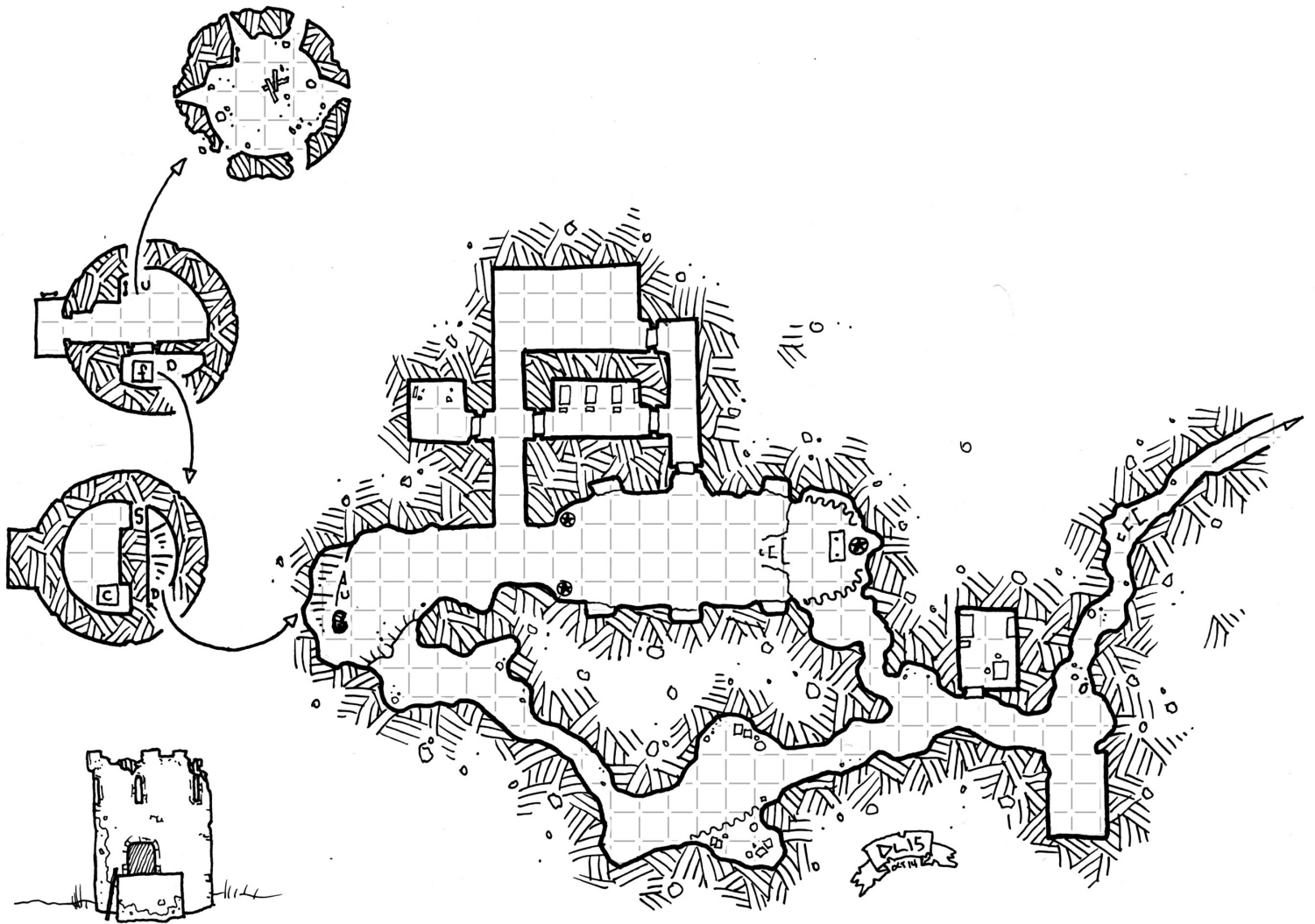
Under the Dome of the Copper Sun



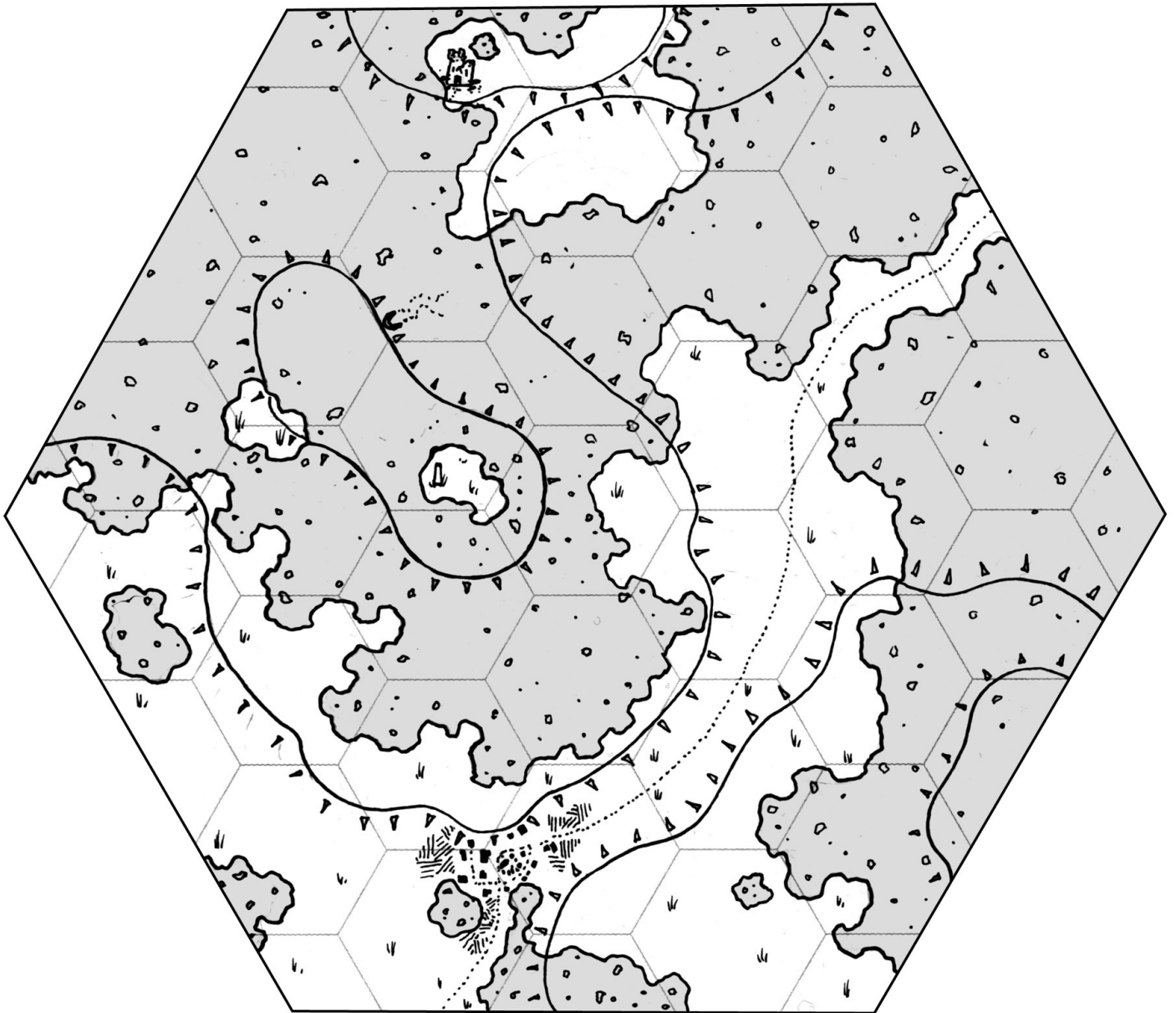
Ginger Hall



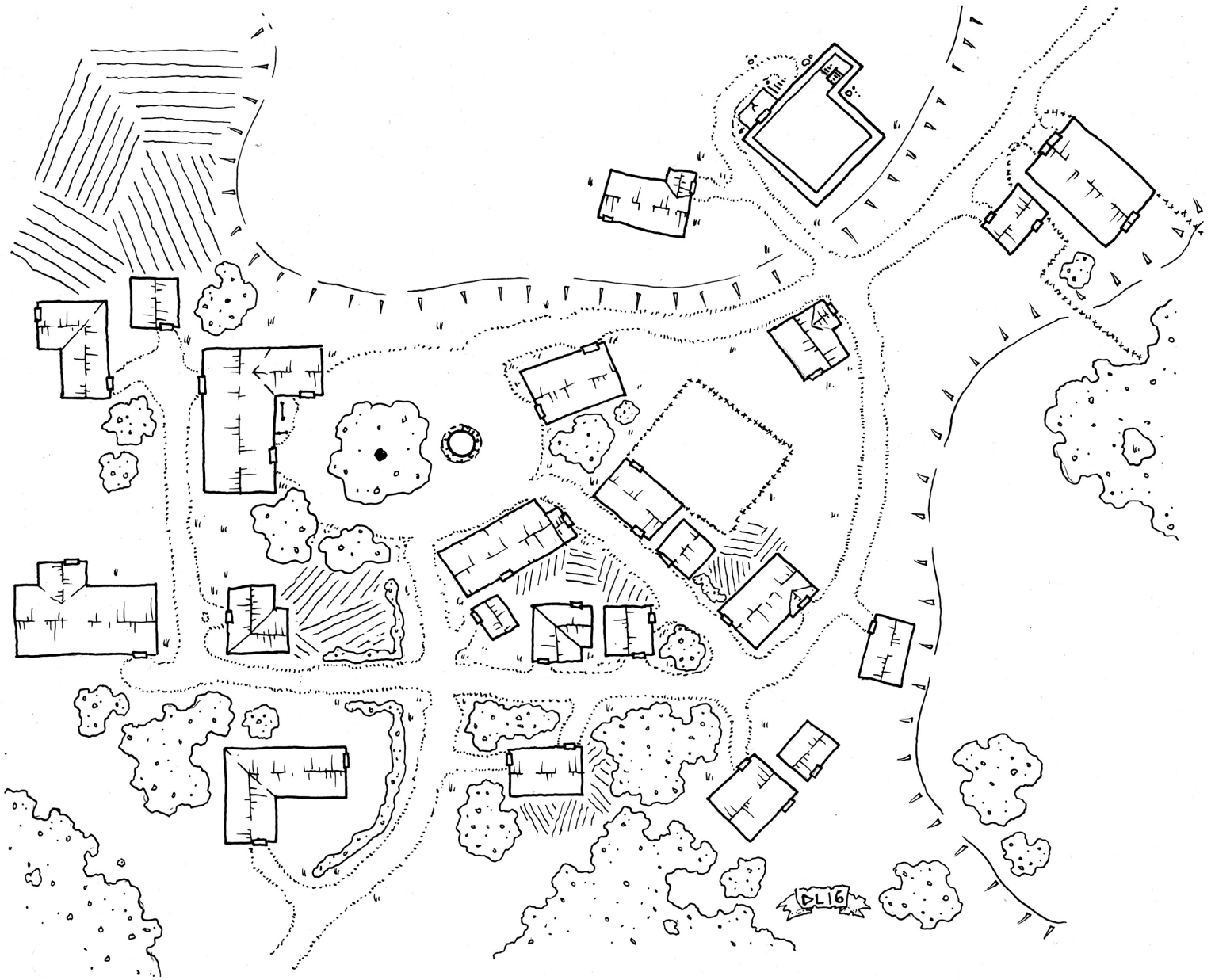
Brenton's Watch



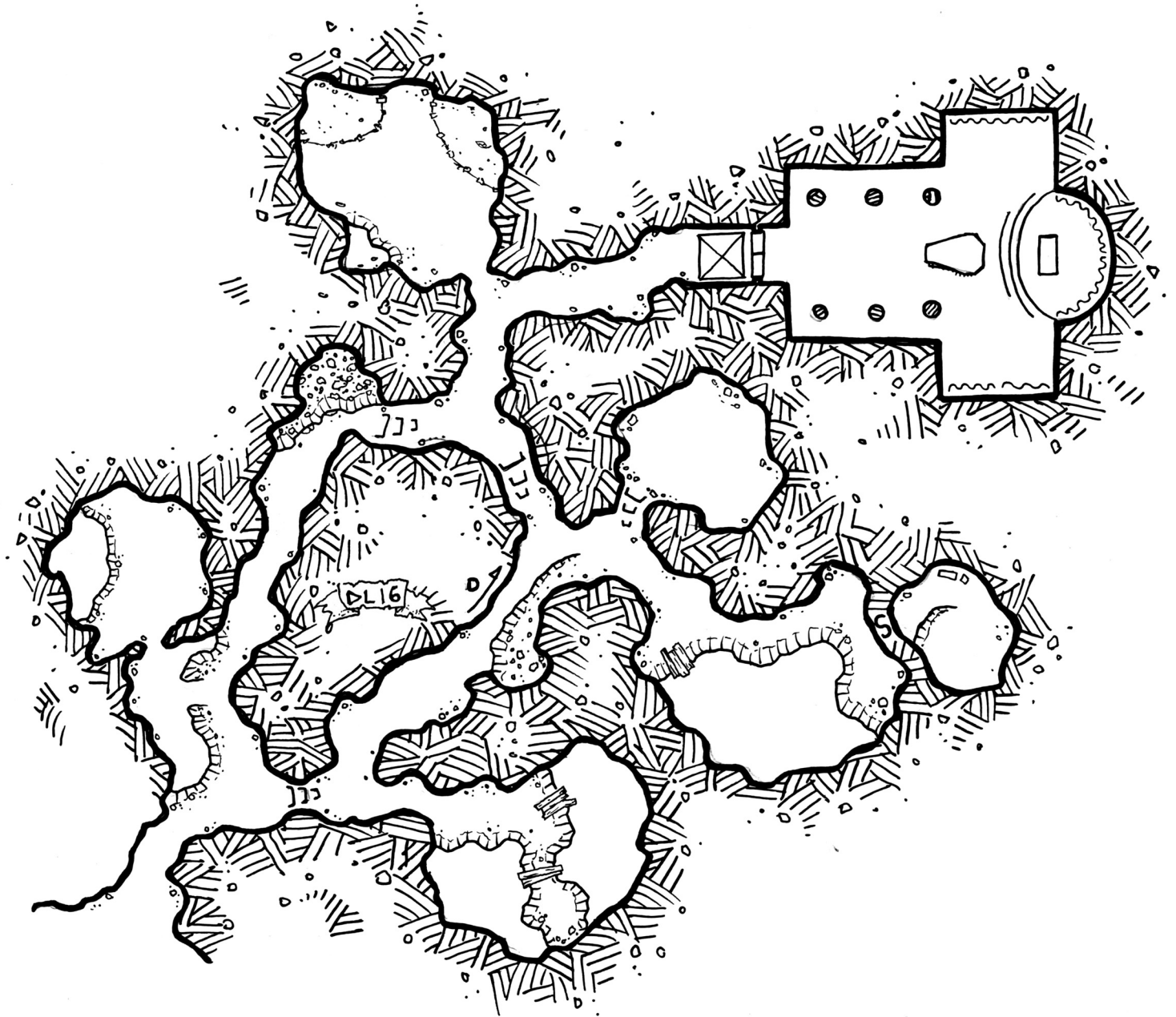
A Hex Most Fowl



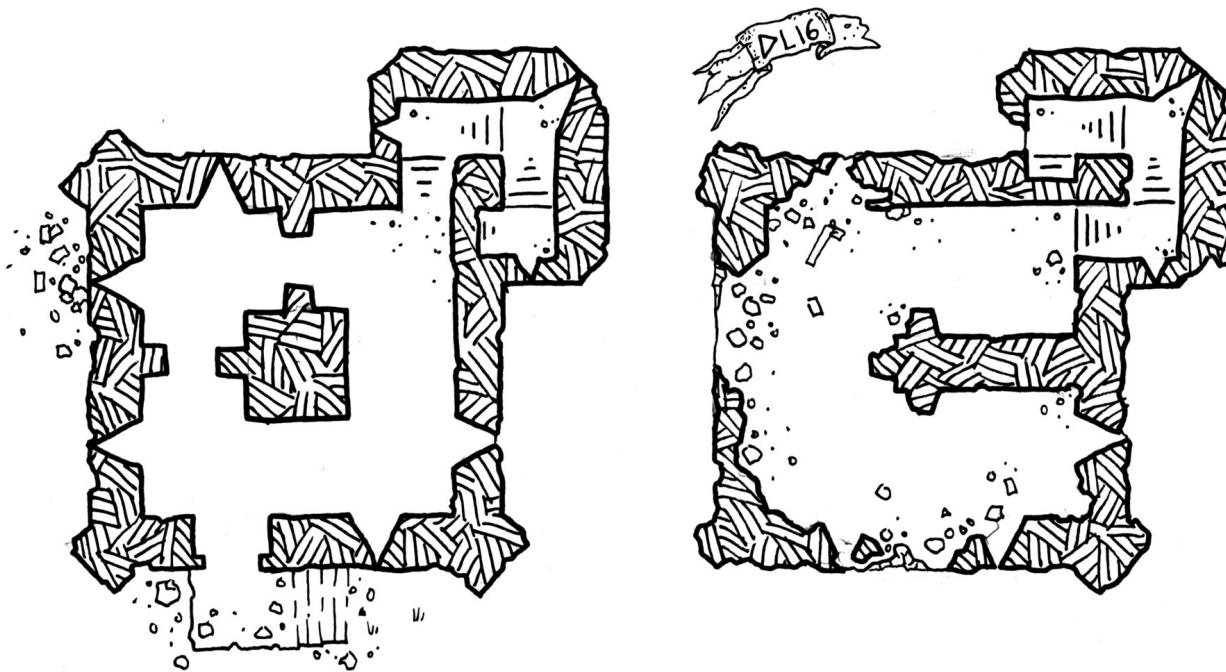
The Village of Kith



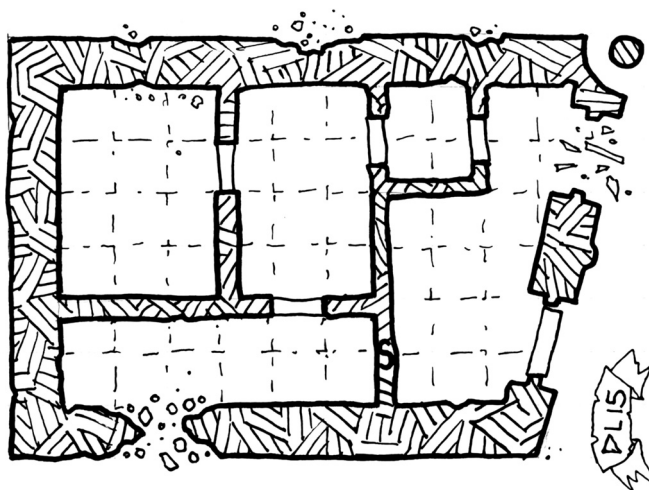
A Hidden Tomb



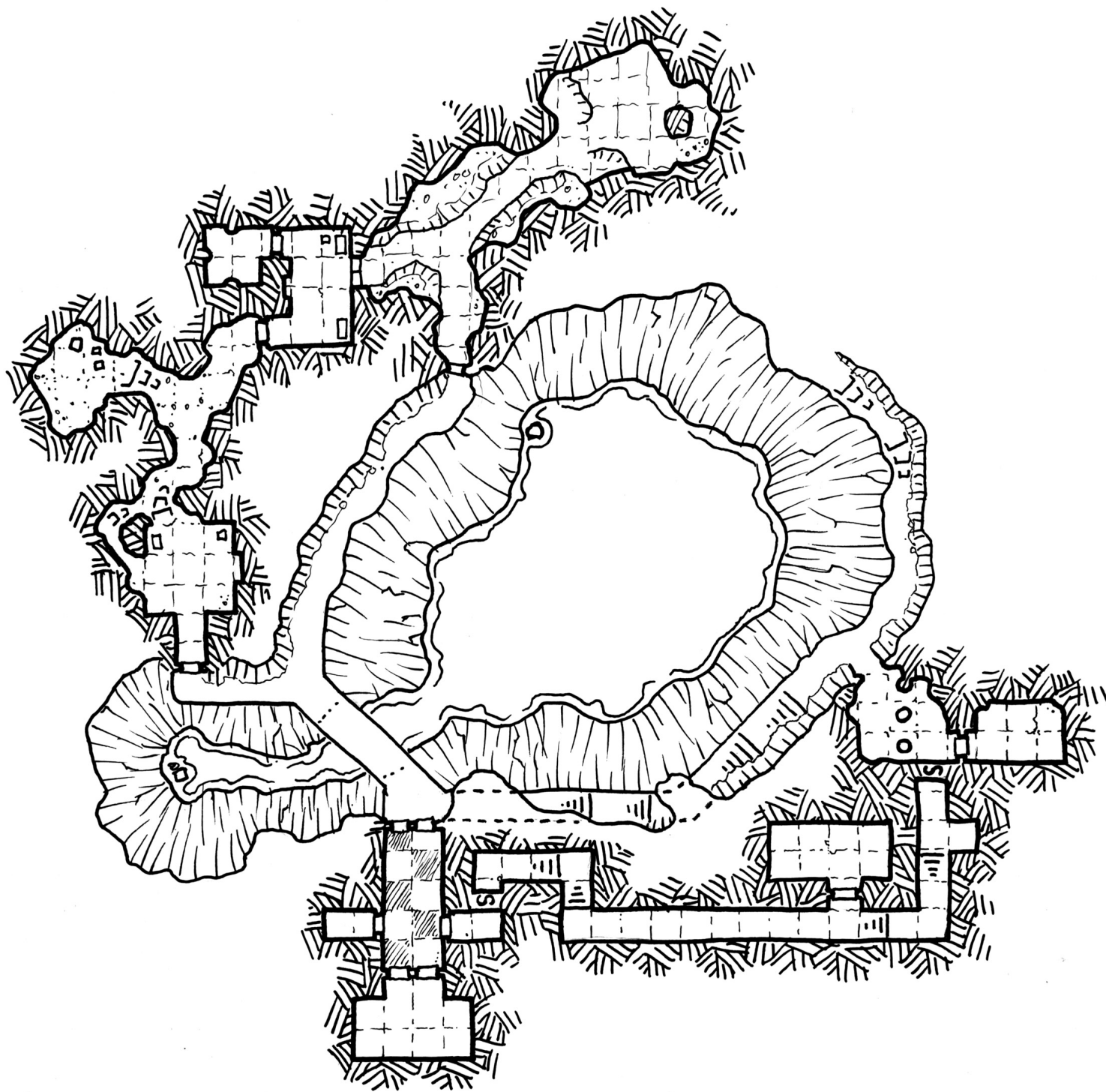
The Ruined Watch Tower



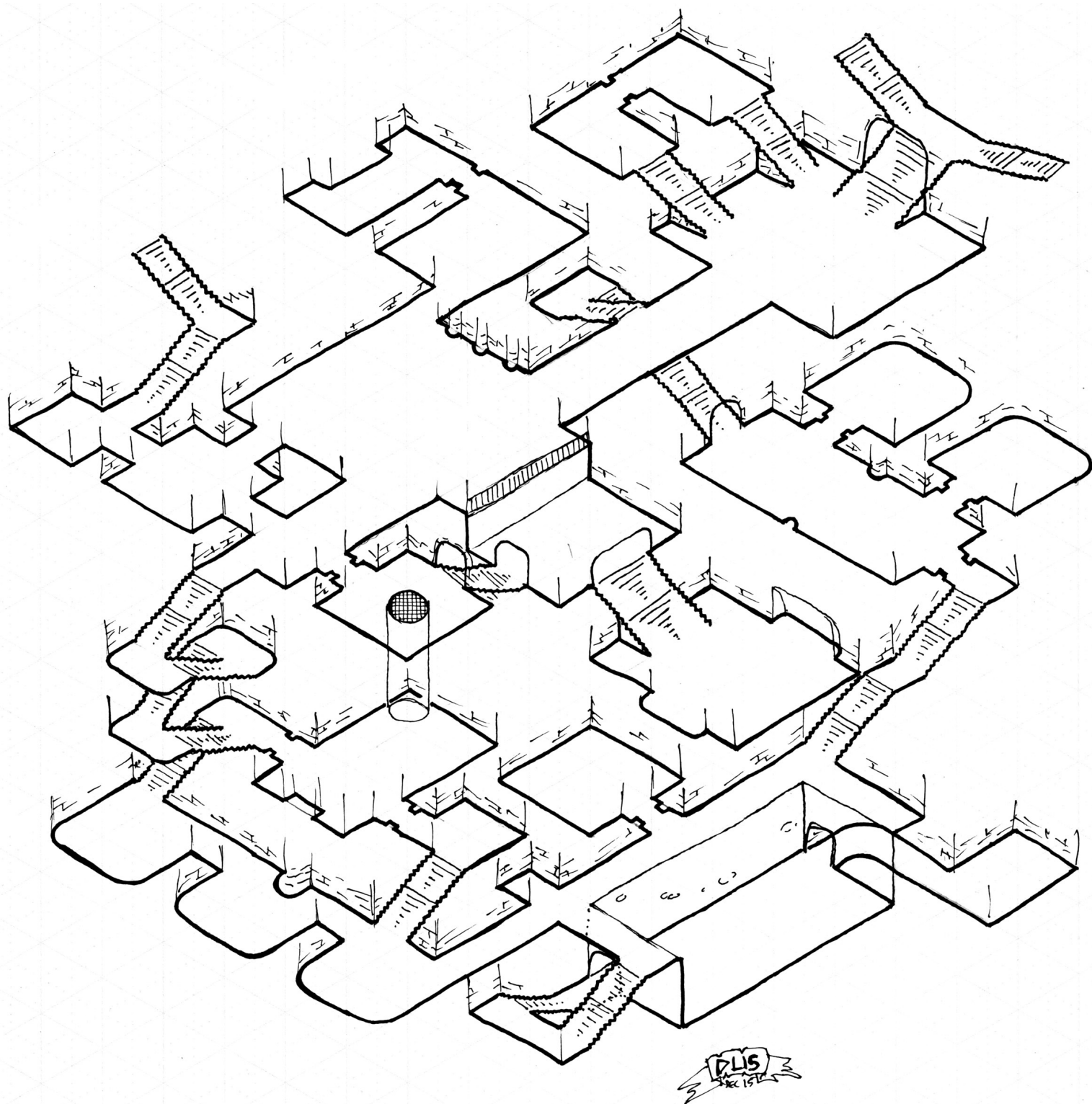
The Forgotten Shrine



Wygralak's Hole

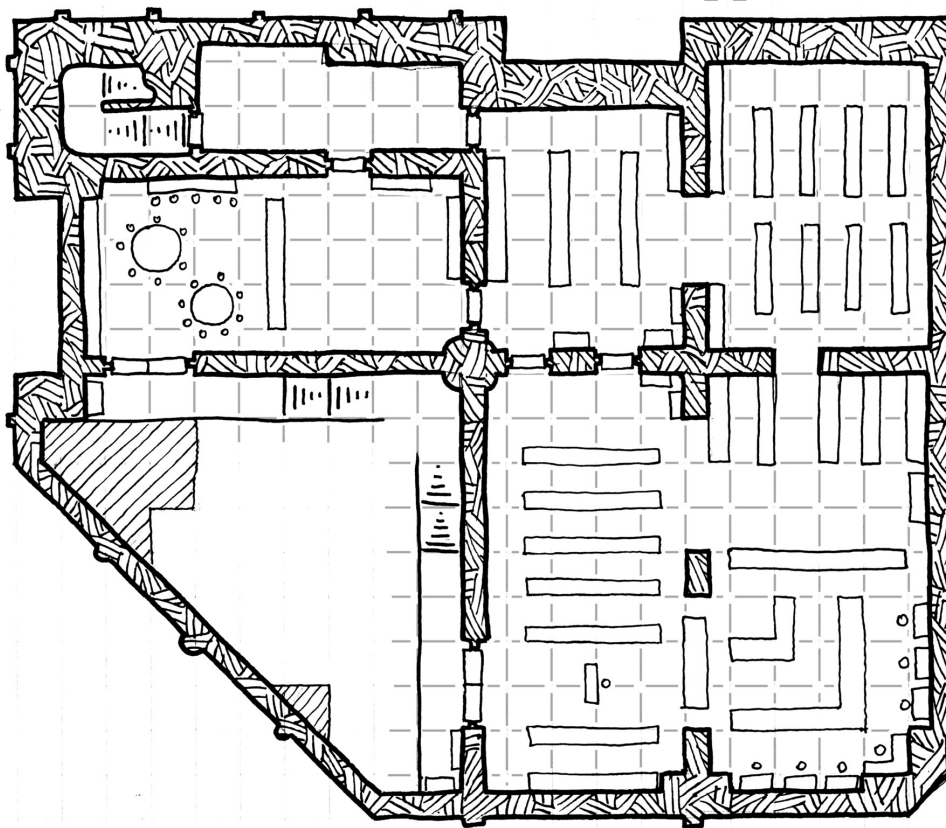


Beneath the Temple of Three Dragons

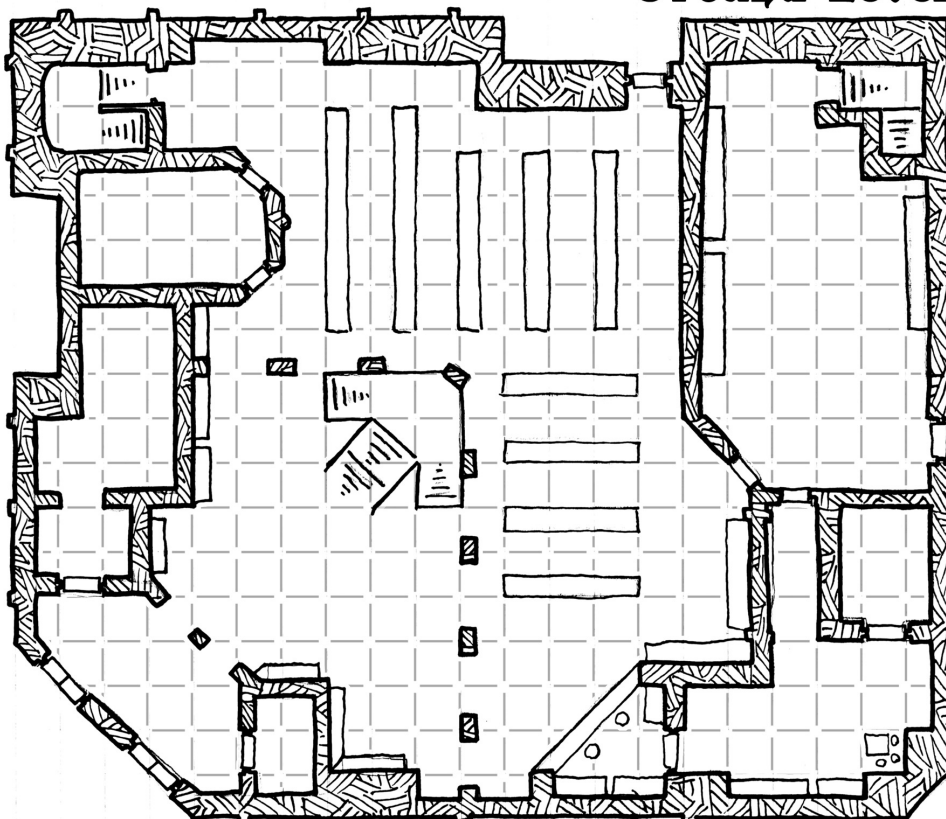


The Library of Coruvun

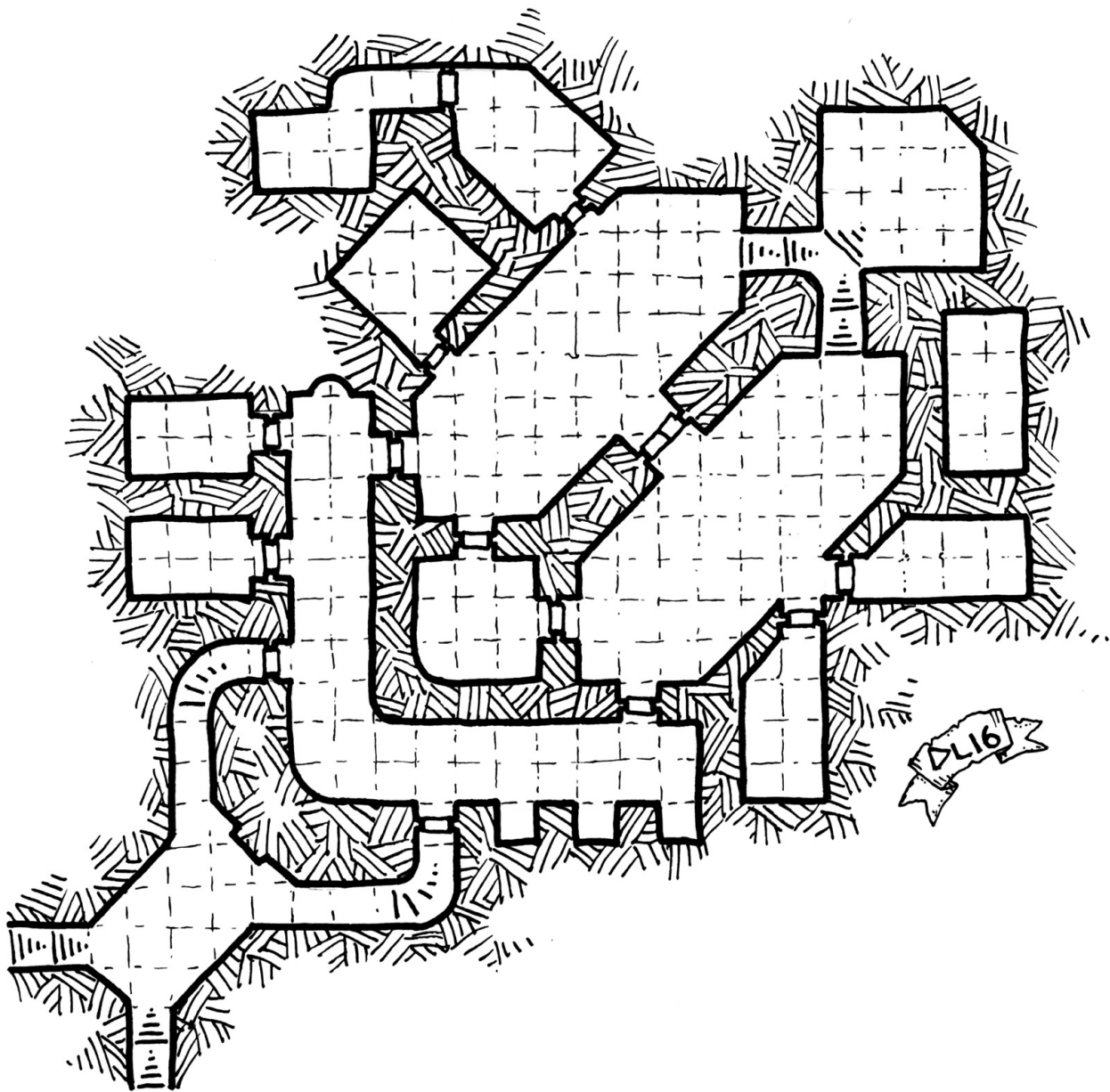
Upper Level



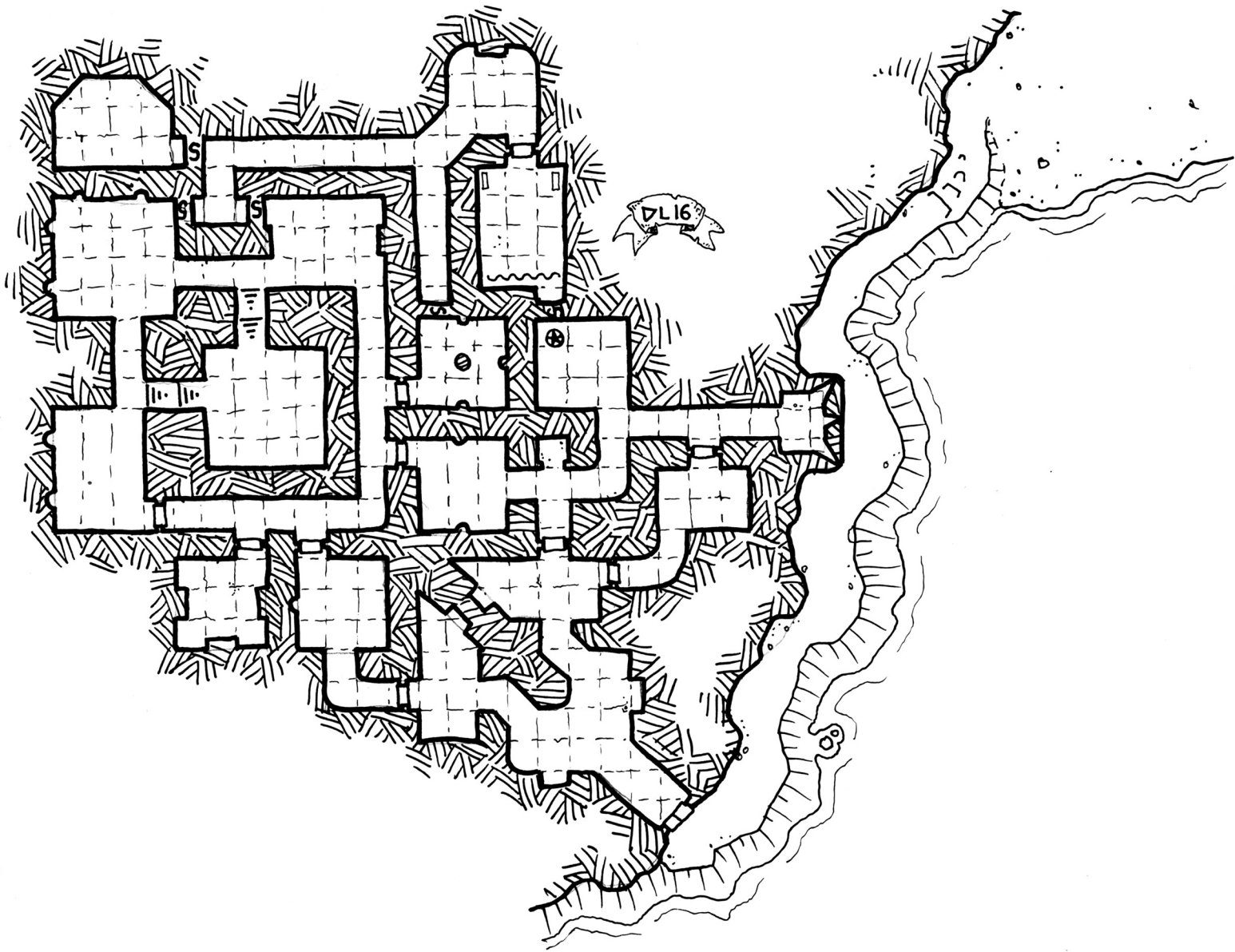
Ground Level



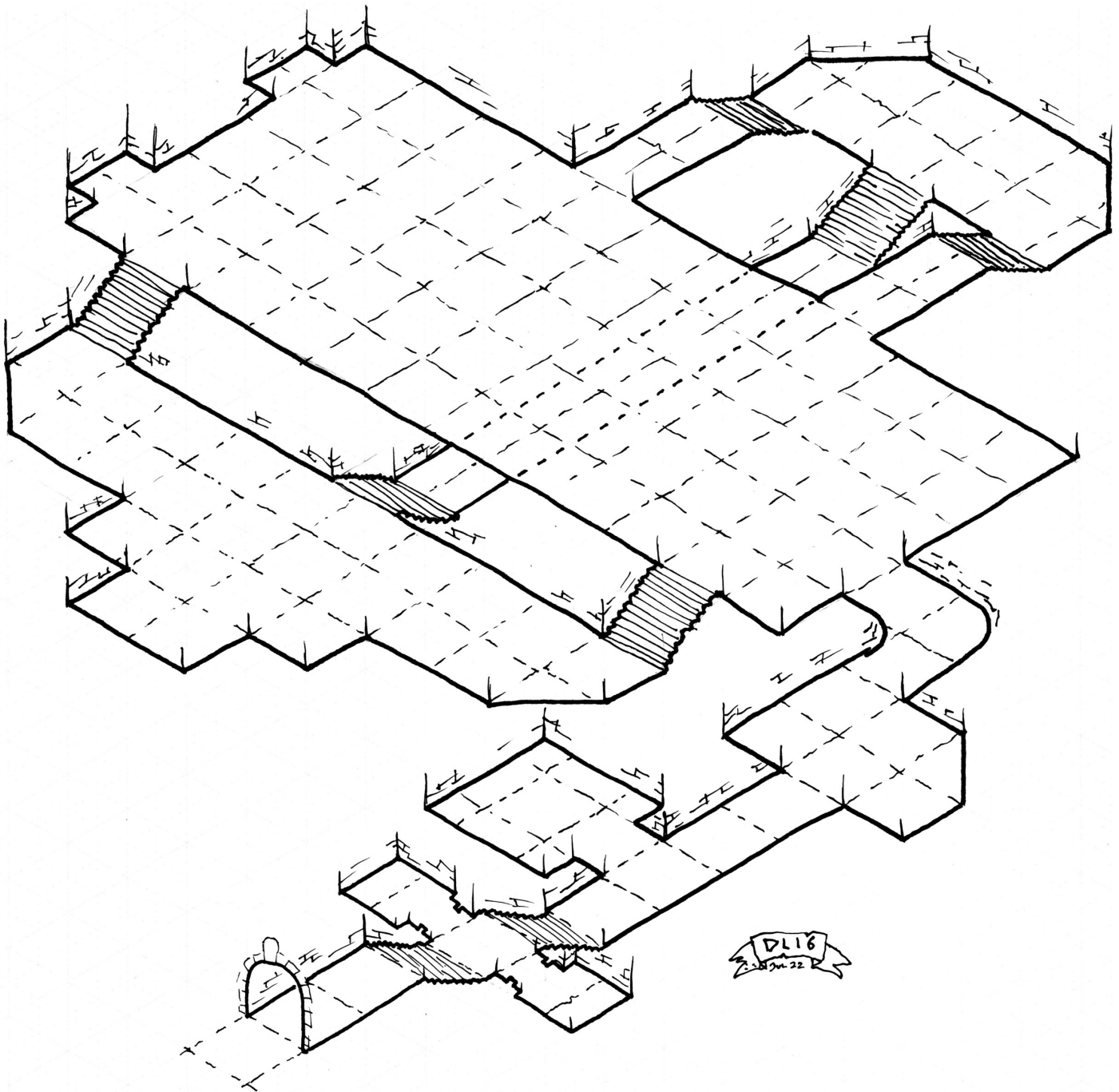
Vault of the Granite Ogre



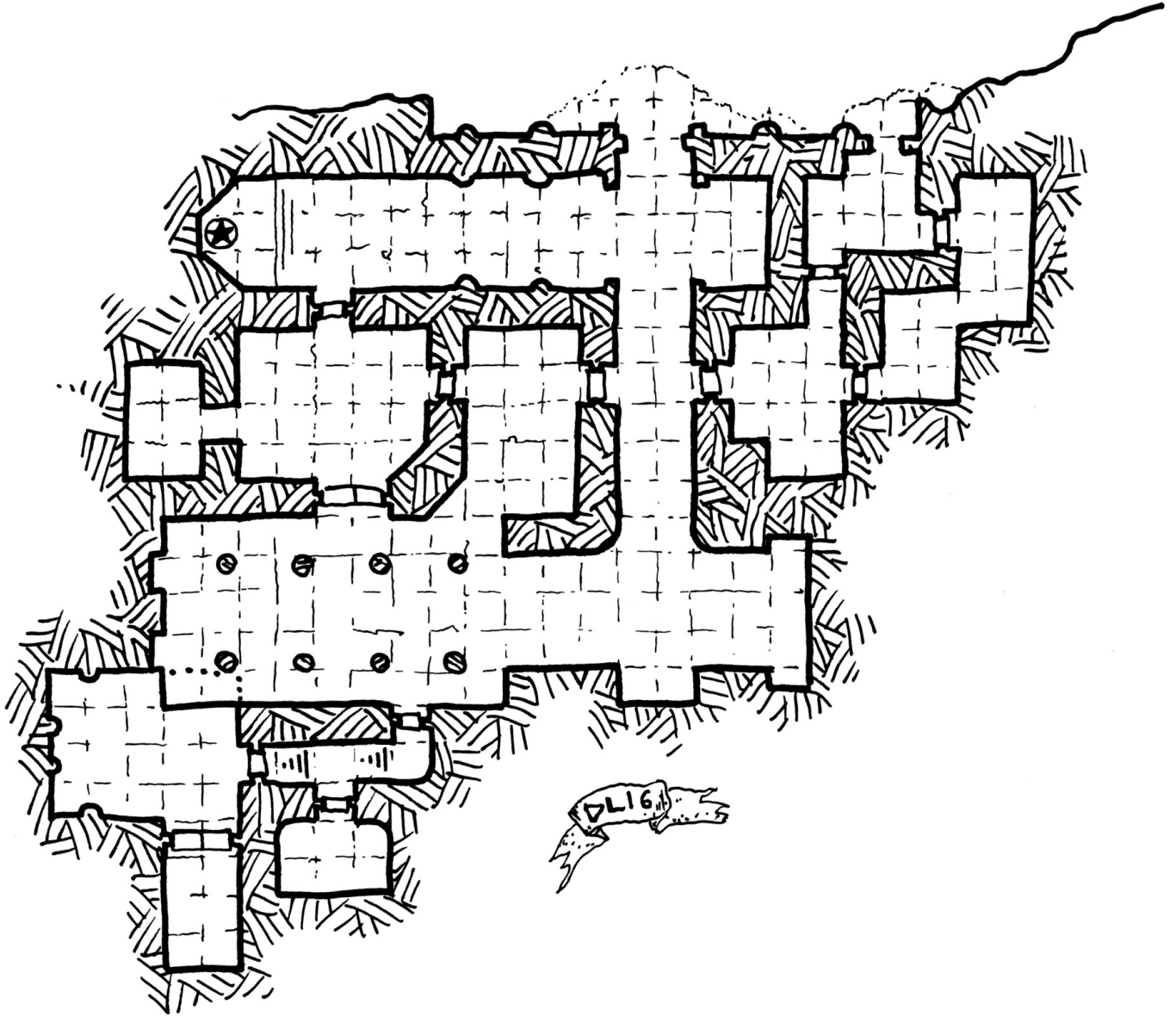
Ascent of the Scarlet Queen



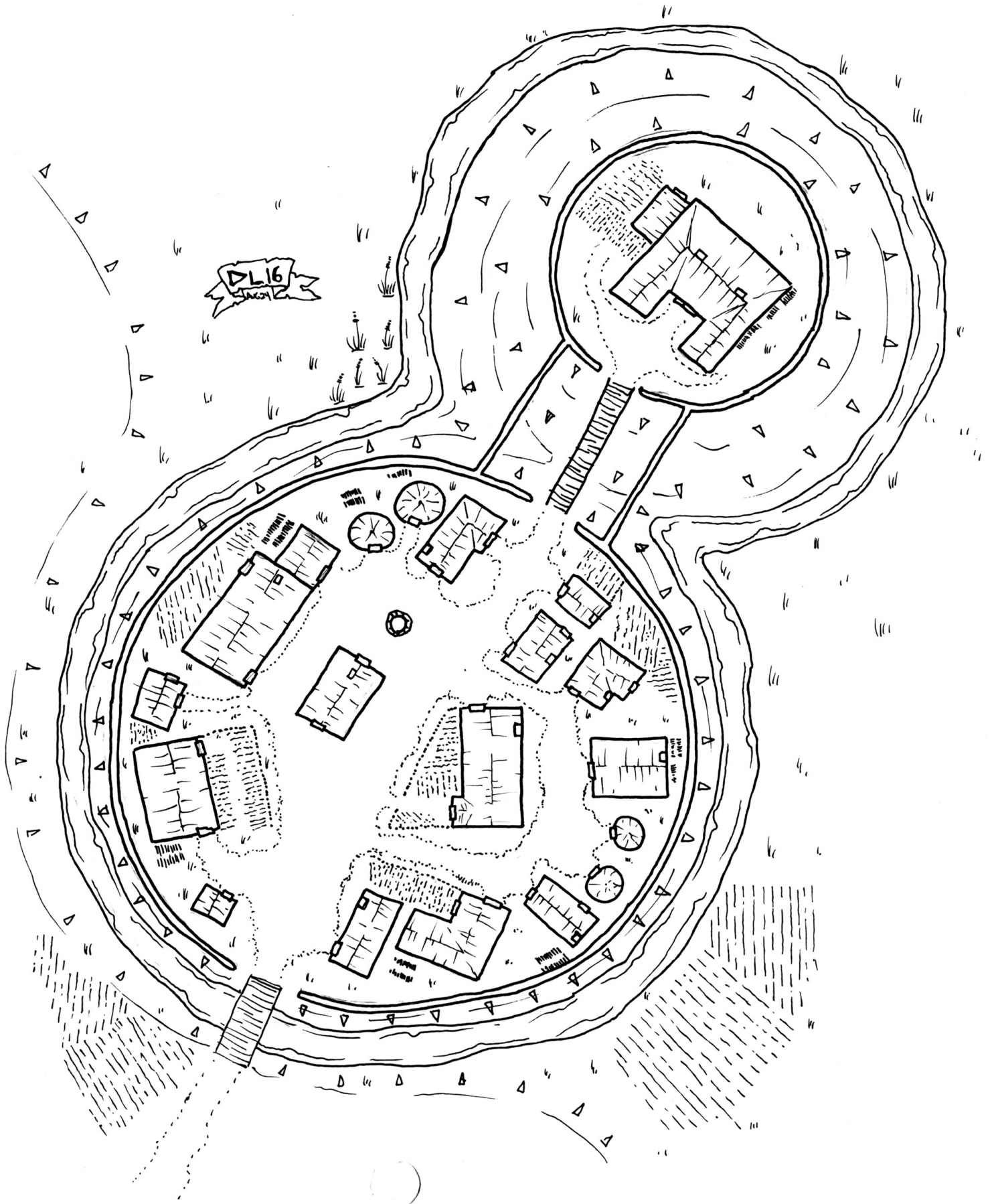
Chambers of the Vanished Queen



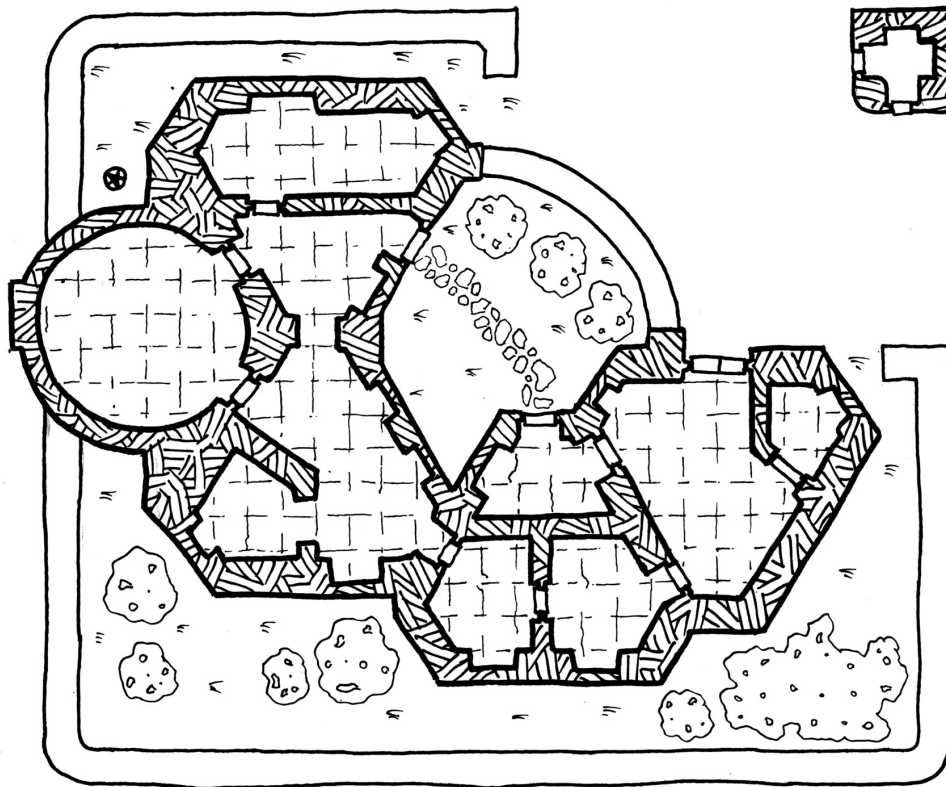
The Jade Catacombs



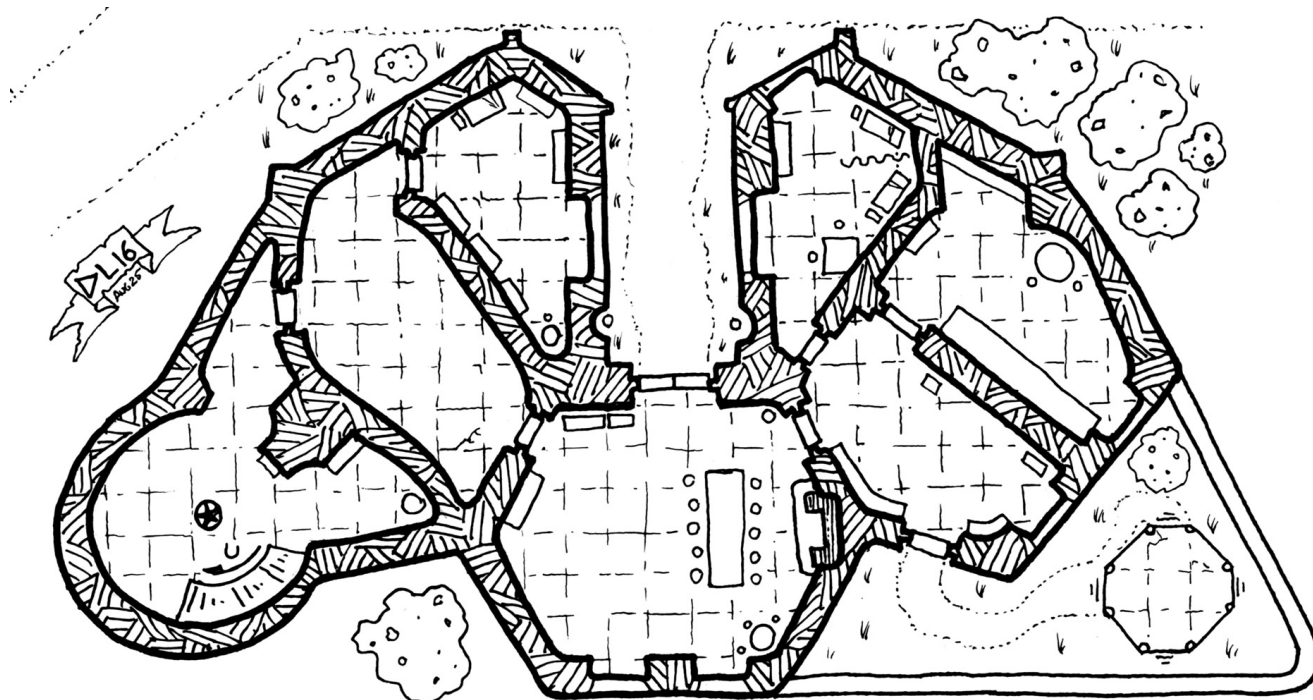
Vikhelm's Outpost — Hrangveld



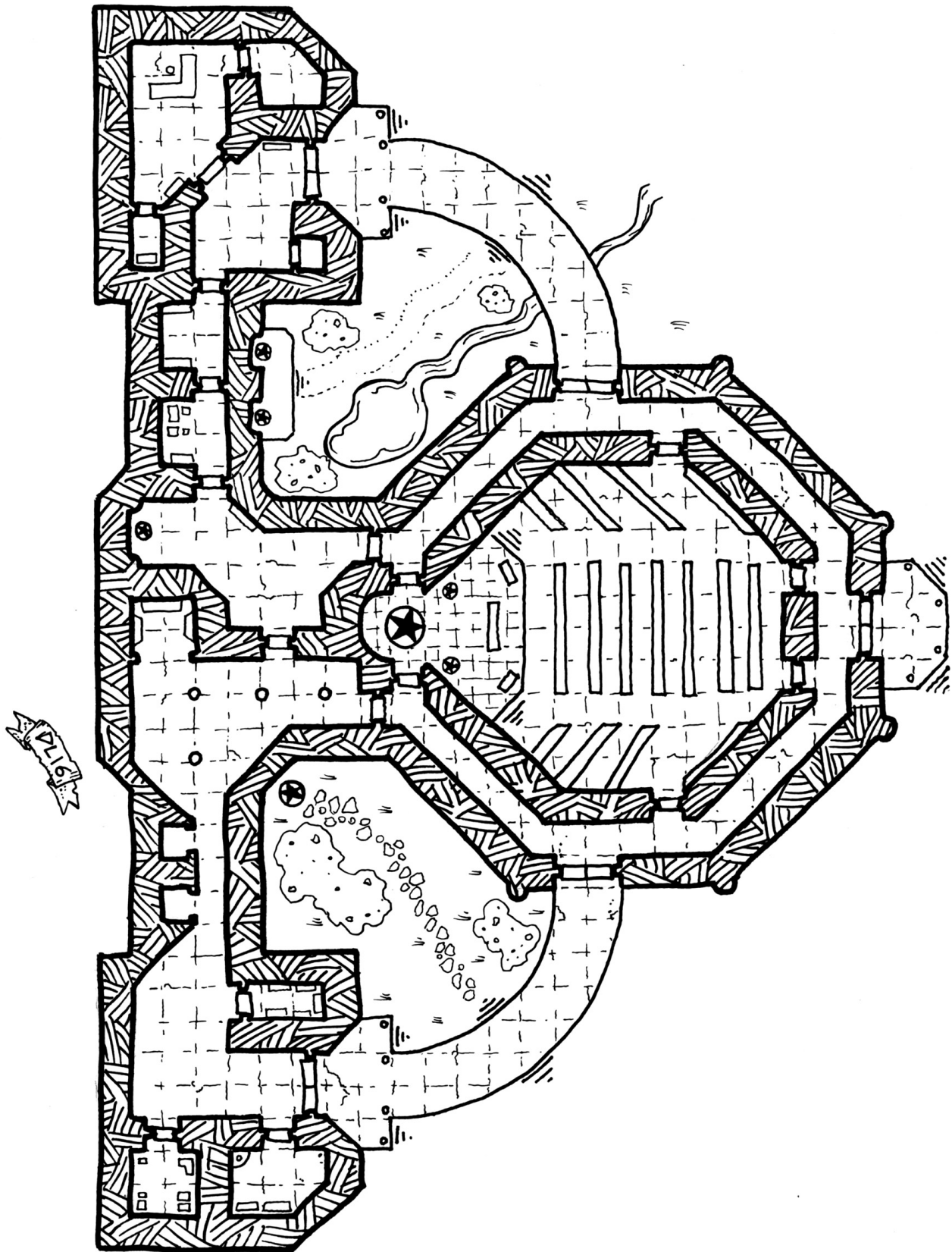
the Strange Mansion of the Dervel Merchants



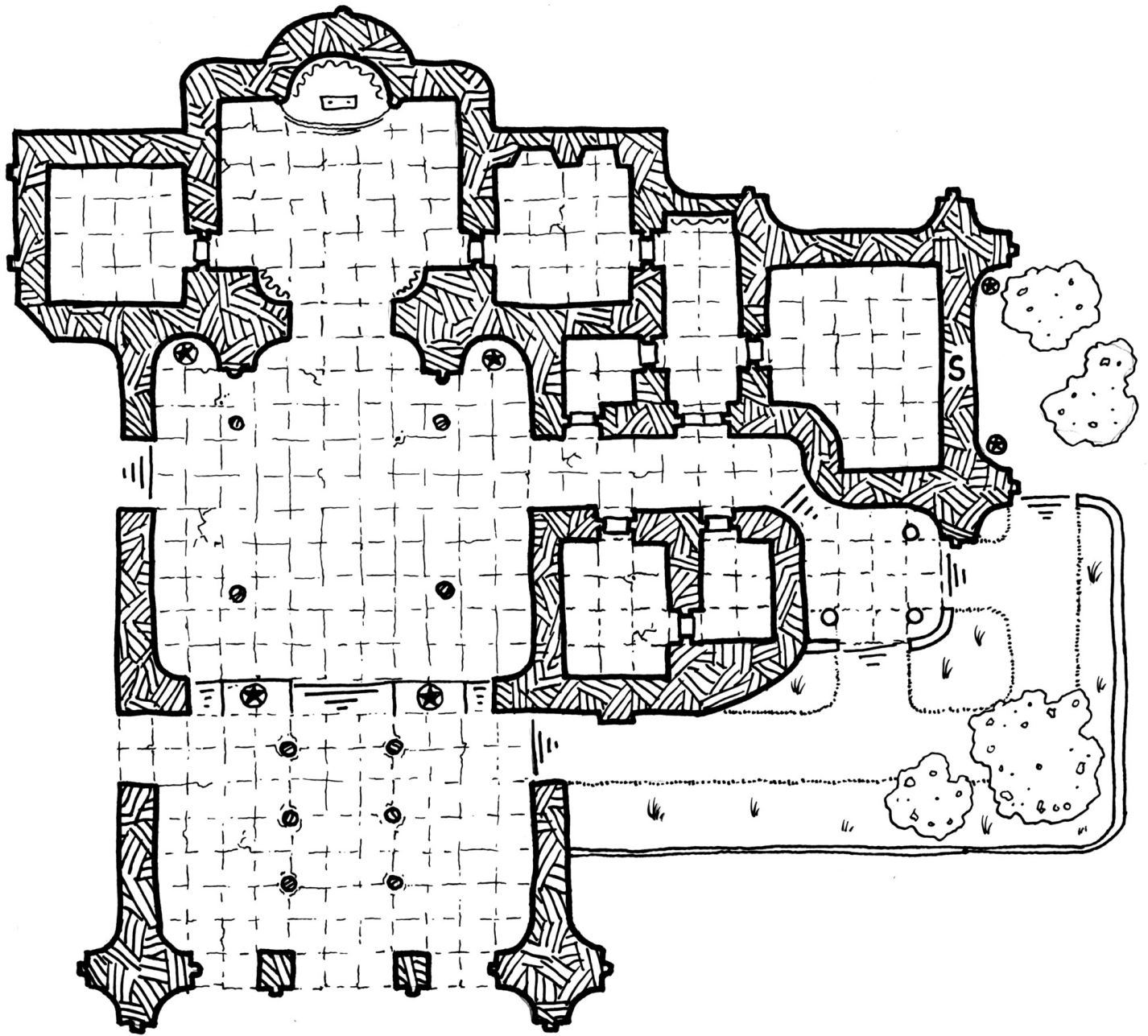
the Mastervale Estate



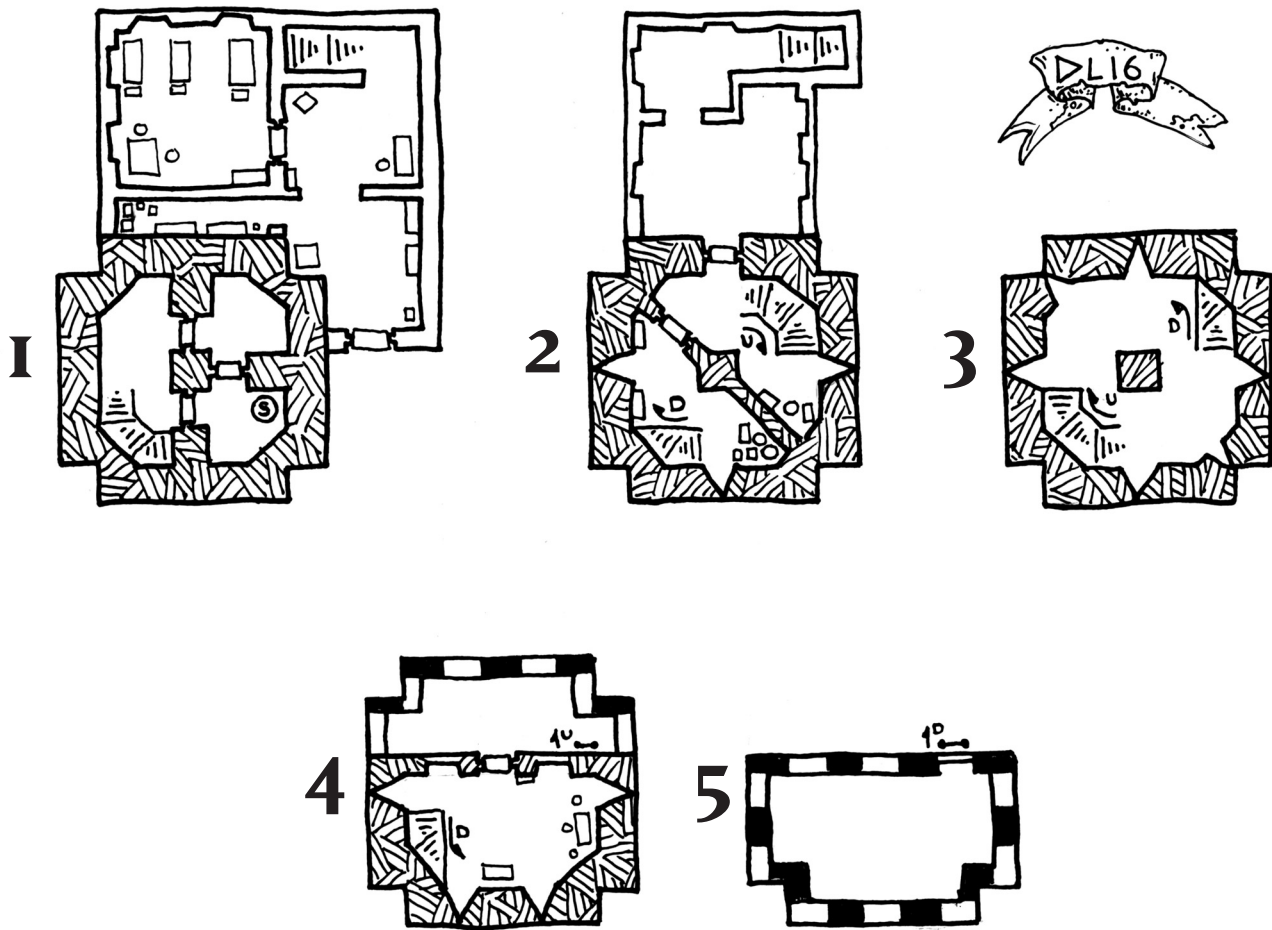
Sanctum of the Prophet



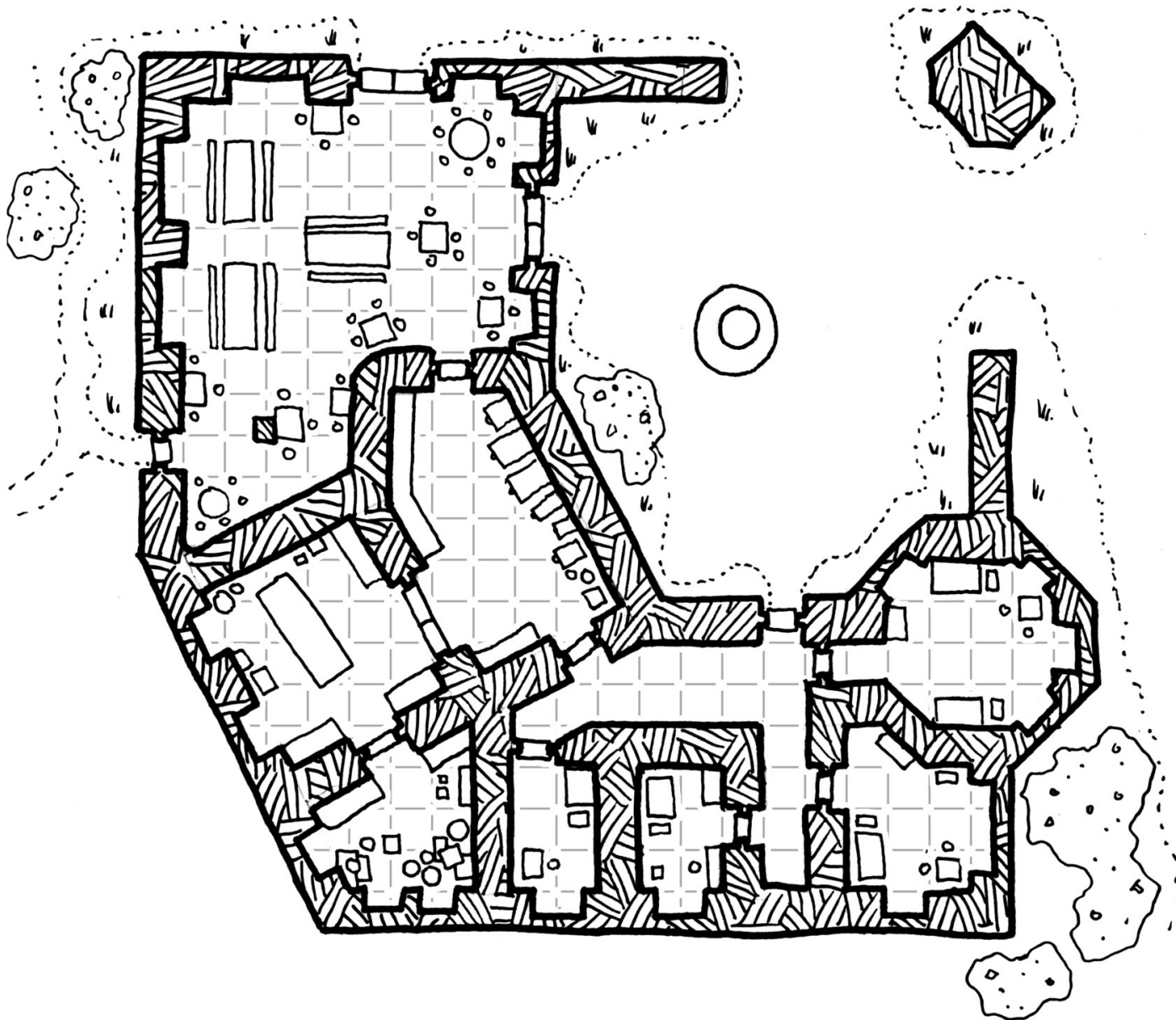
The Sanctuary of Vames



Elijah's Tower

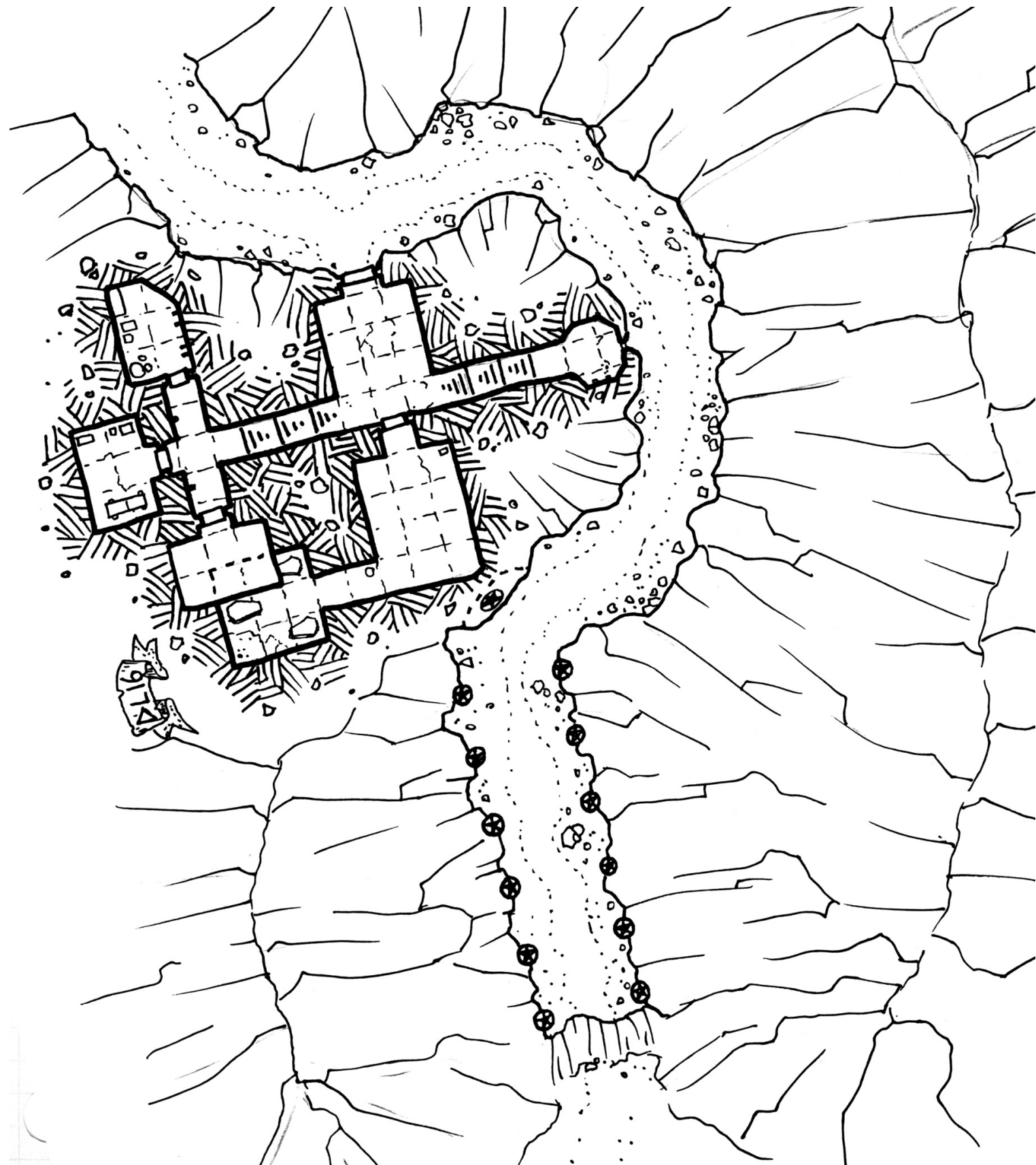


The Court of Summer Wines

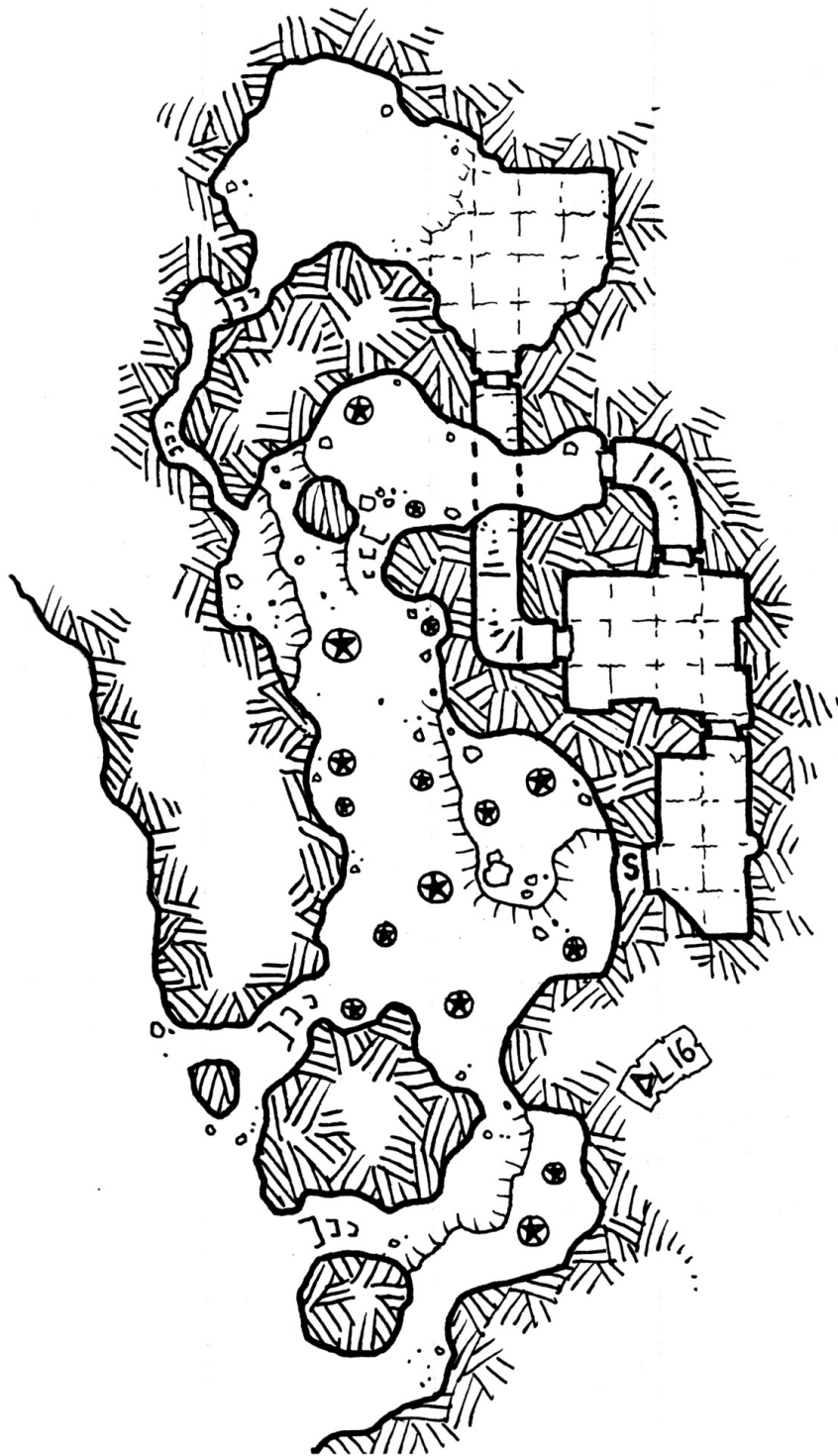


THE COURT OF SUMMER WINES	
WINES	
LOCAL WHITE	10 SP
LOCAL RED	10 SP
BRENTON'S VINES RED	8 SP
SINDARESH WHITE	12 SP
MOUSQUET FARMS RED	15 SP
CORUVON SWAMP AMBER	1 GP
LETATH ESTATE ROSE	1 GP
SPRINGHOLLOW PALE RUBY	2 GP
TENKAR'S FINE WHITE	3 GP
HURRENESE DARK RED	4 GP
HURRENESE 77 RED	7 GP
GRANTIESHIRE FORTIFIED	5 GP
GRANTIESHIRE'S FINEST	7 GP
DOLEM GARNET	7 GP
ALDERBRIDGE FIRE OPAL	10 GP
NESBITT-HILL WHITE SAPPHIRE	11 GP
DRINKS	
ALE	2 SP
GLADECREST FINE ALE	4 SP
LAGER	3 SP
ALDERBRIDGE DARK ALE	6 SP
MEAD	10 SP
DWARVEN HARD MEAD	1 GP
FIRE DRAGON MEAD	2 GP

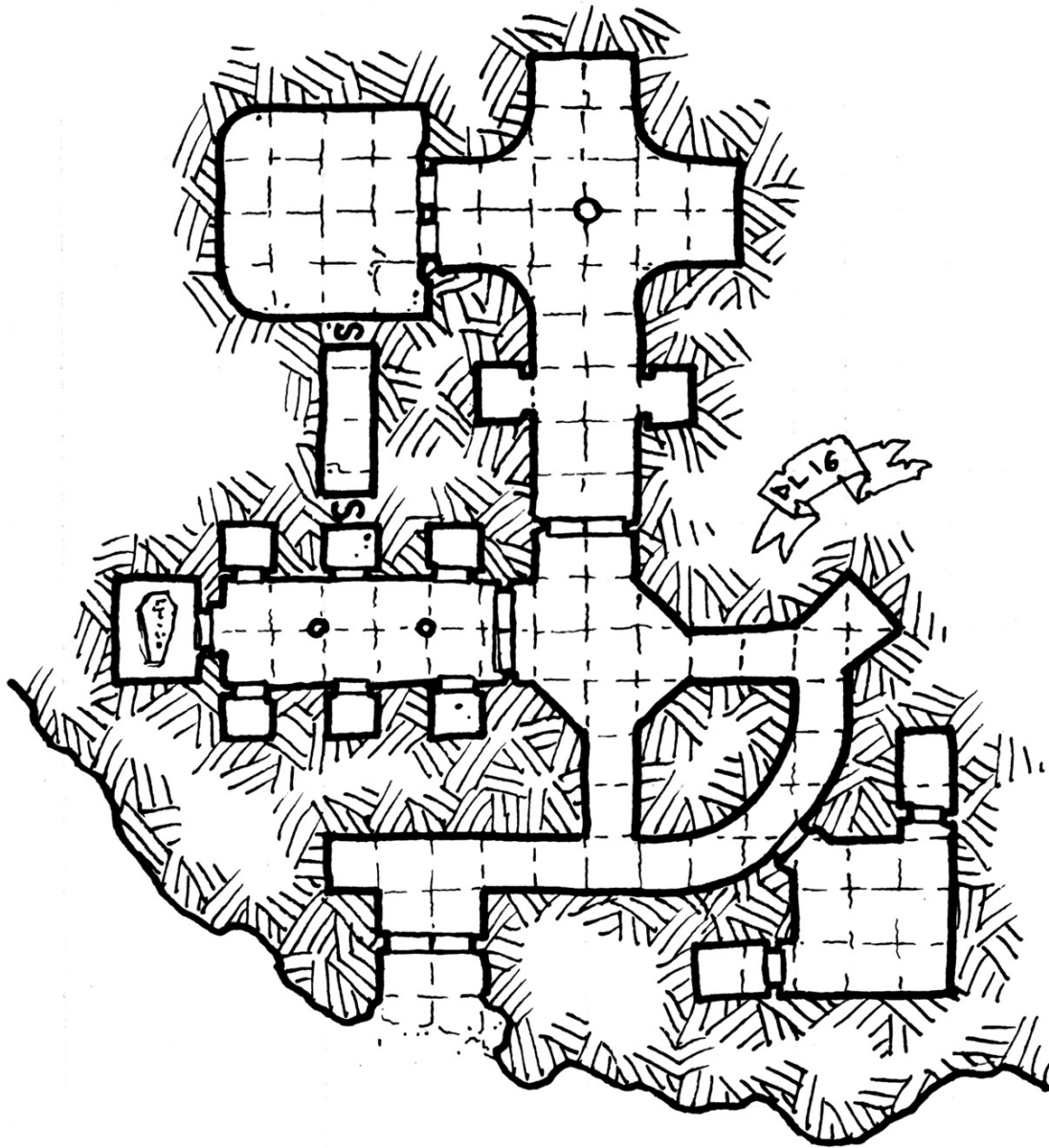
The Warking's Vault



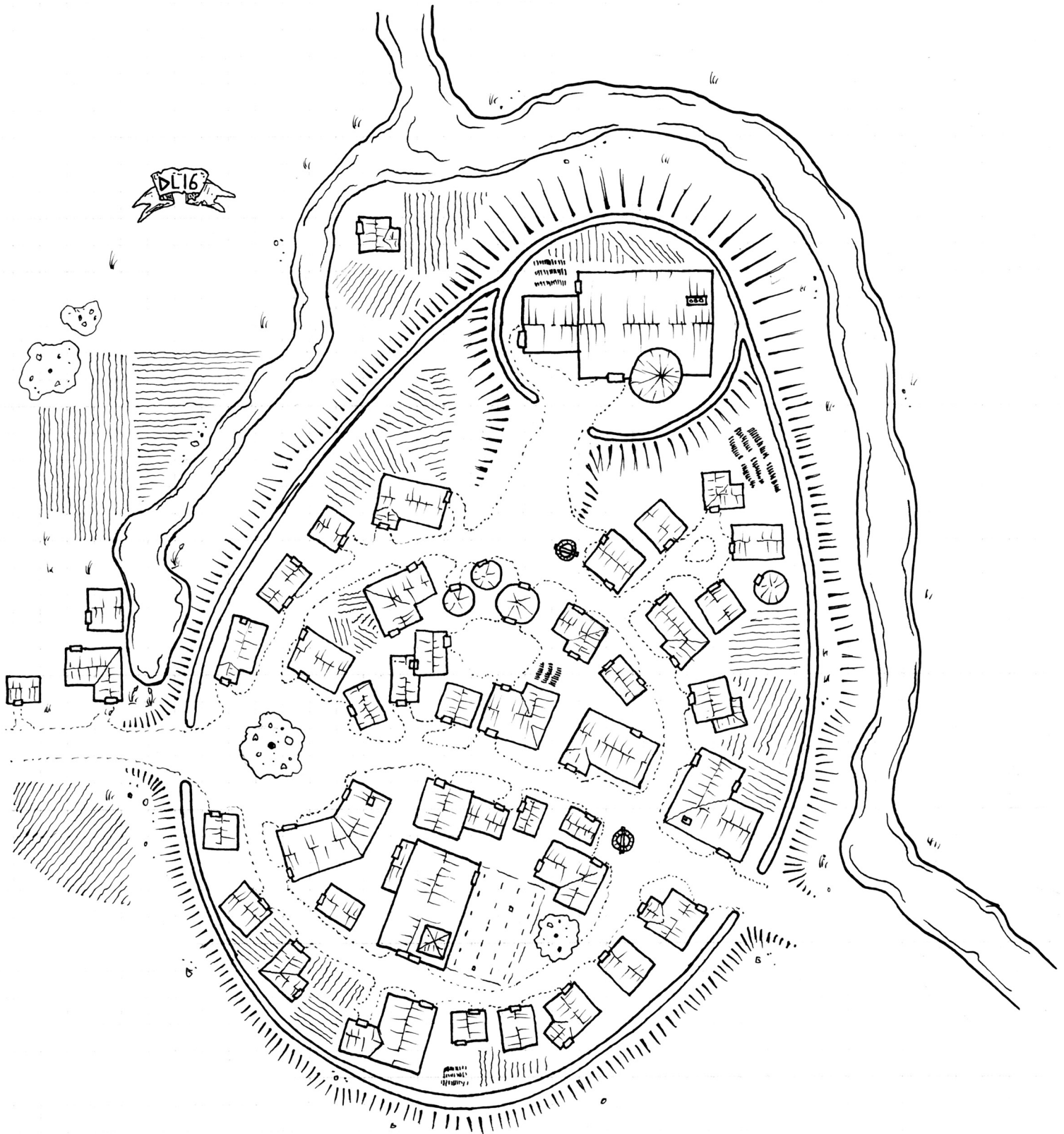
The Statue Gallery



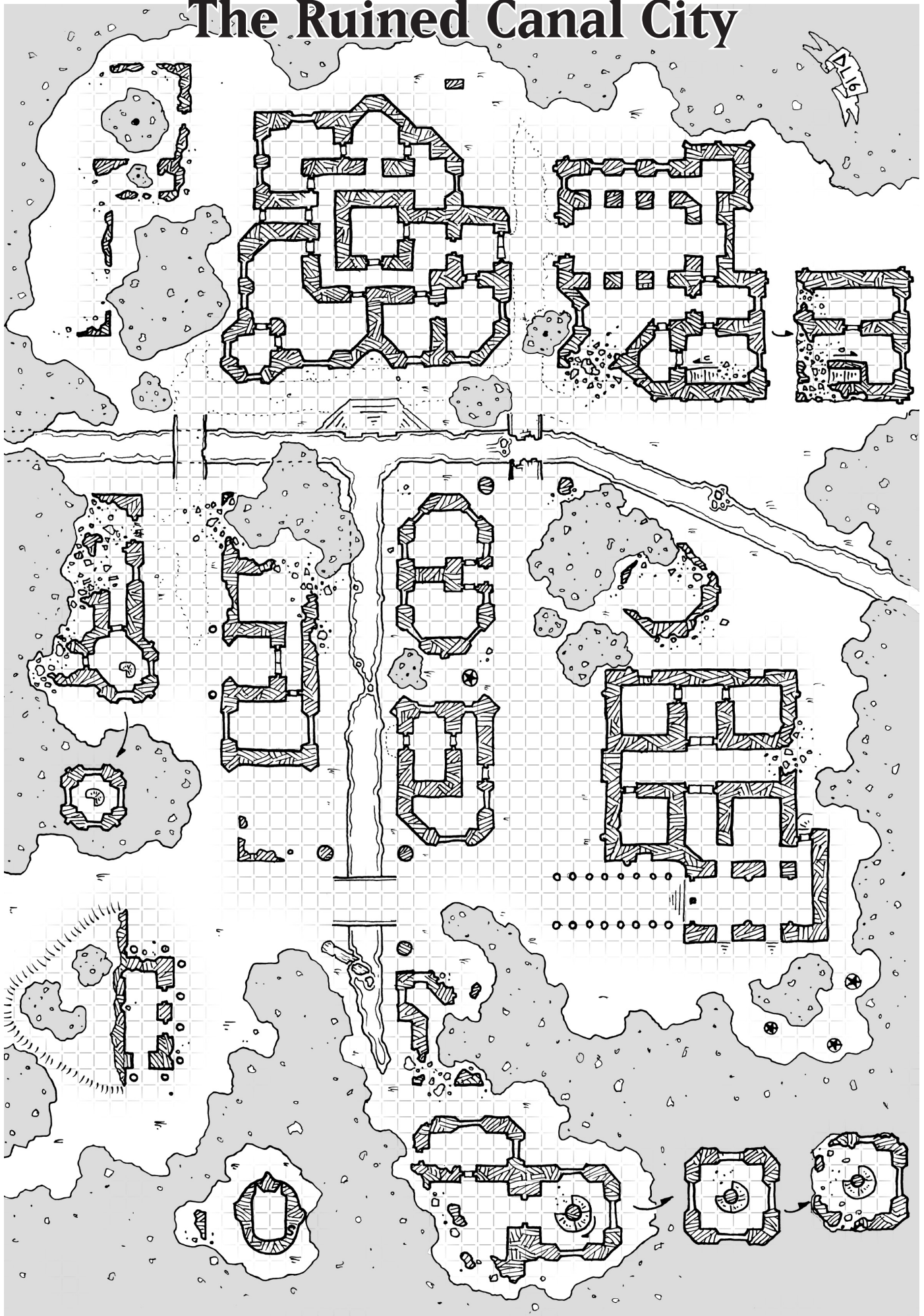
Tarodun's Tomb



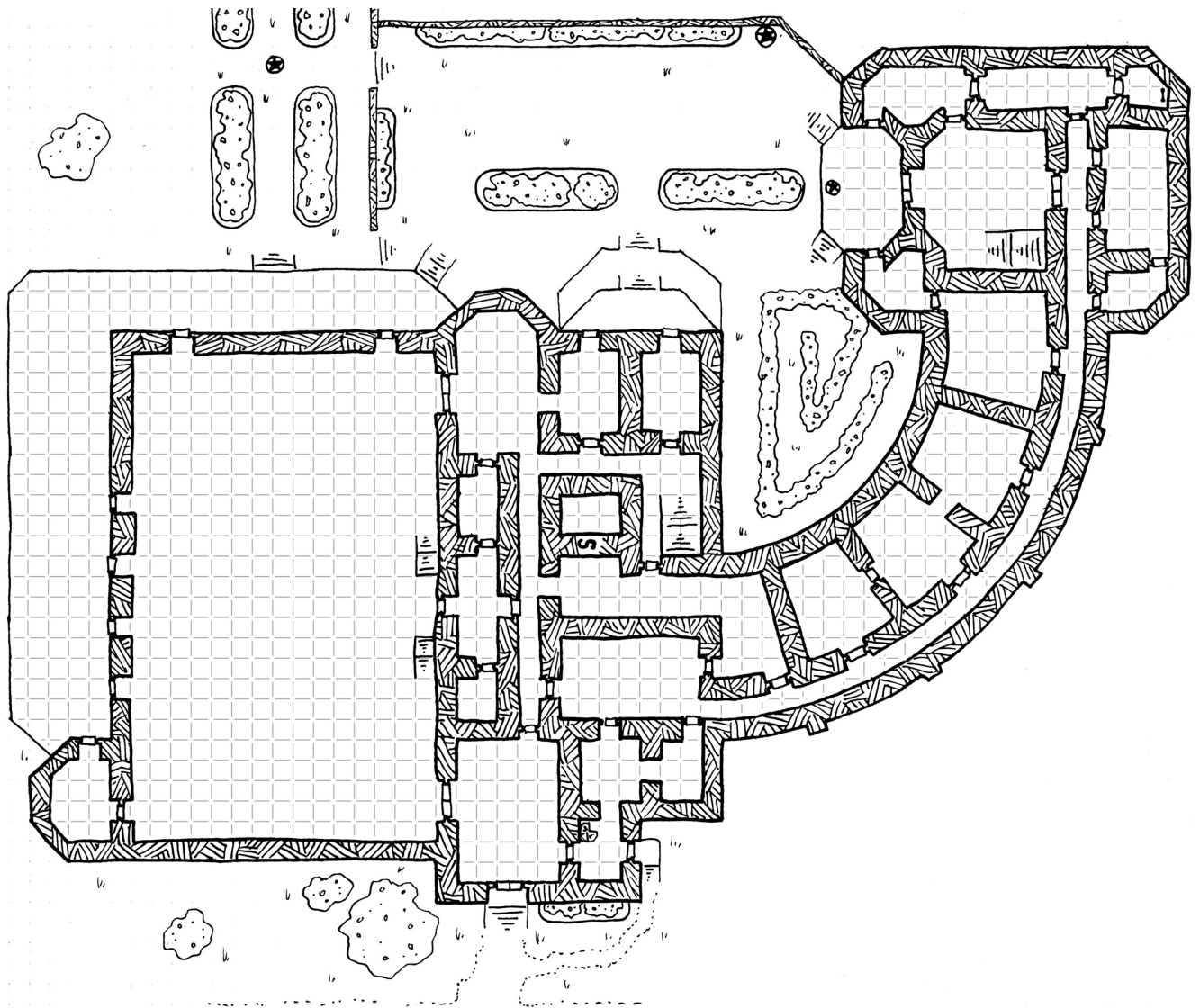
Vardisstvy



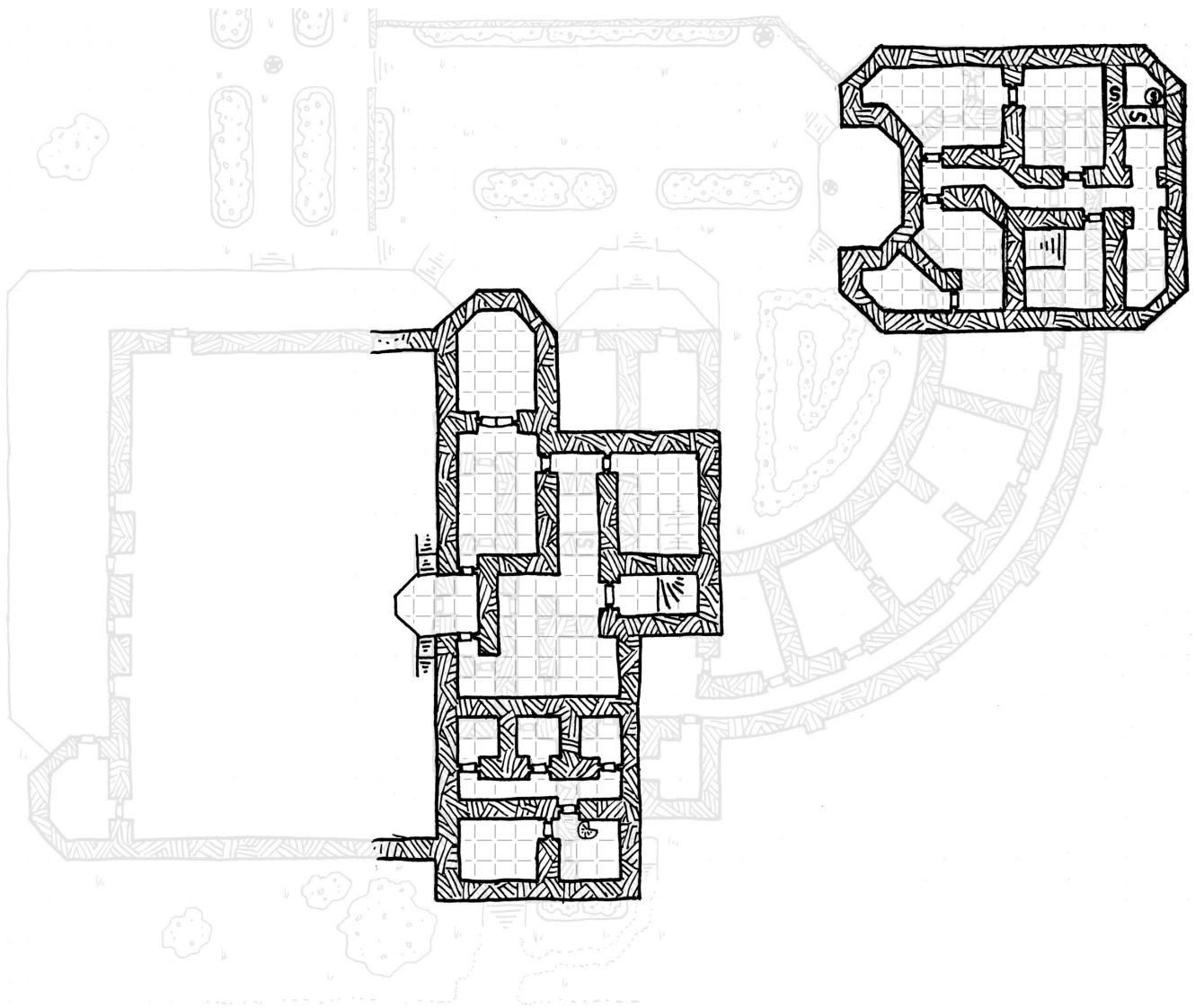
The Ruined Canal City



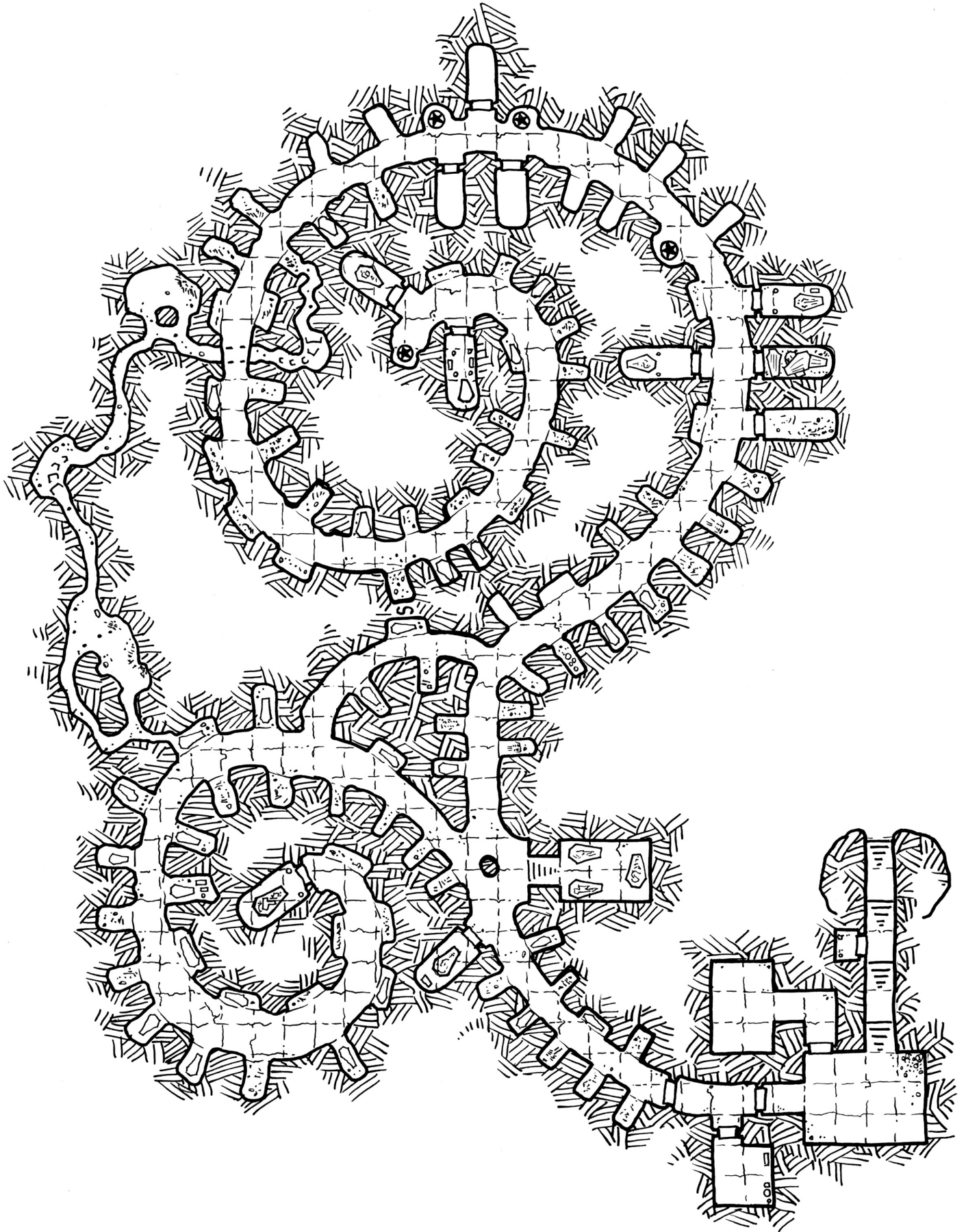
The Krisdithas Estate & Ballroom



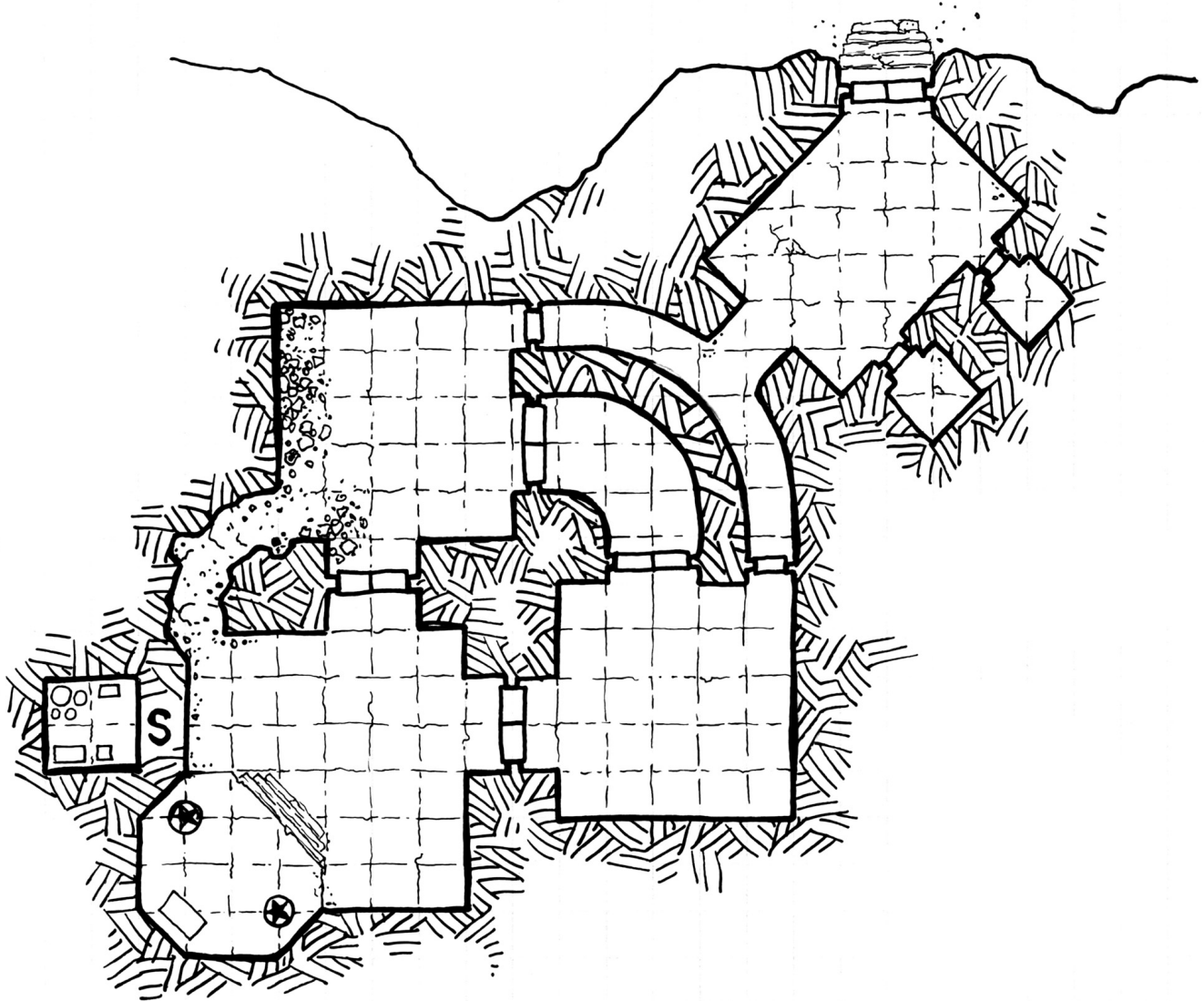
The Krisdithas Estate & Ballroom



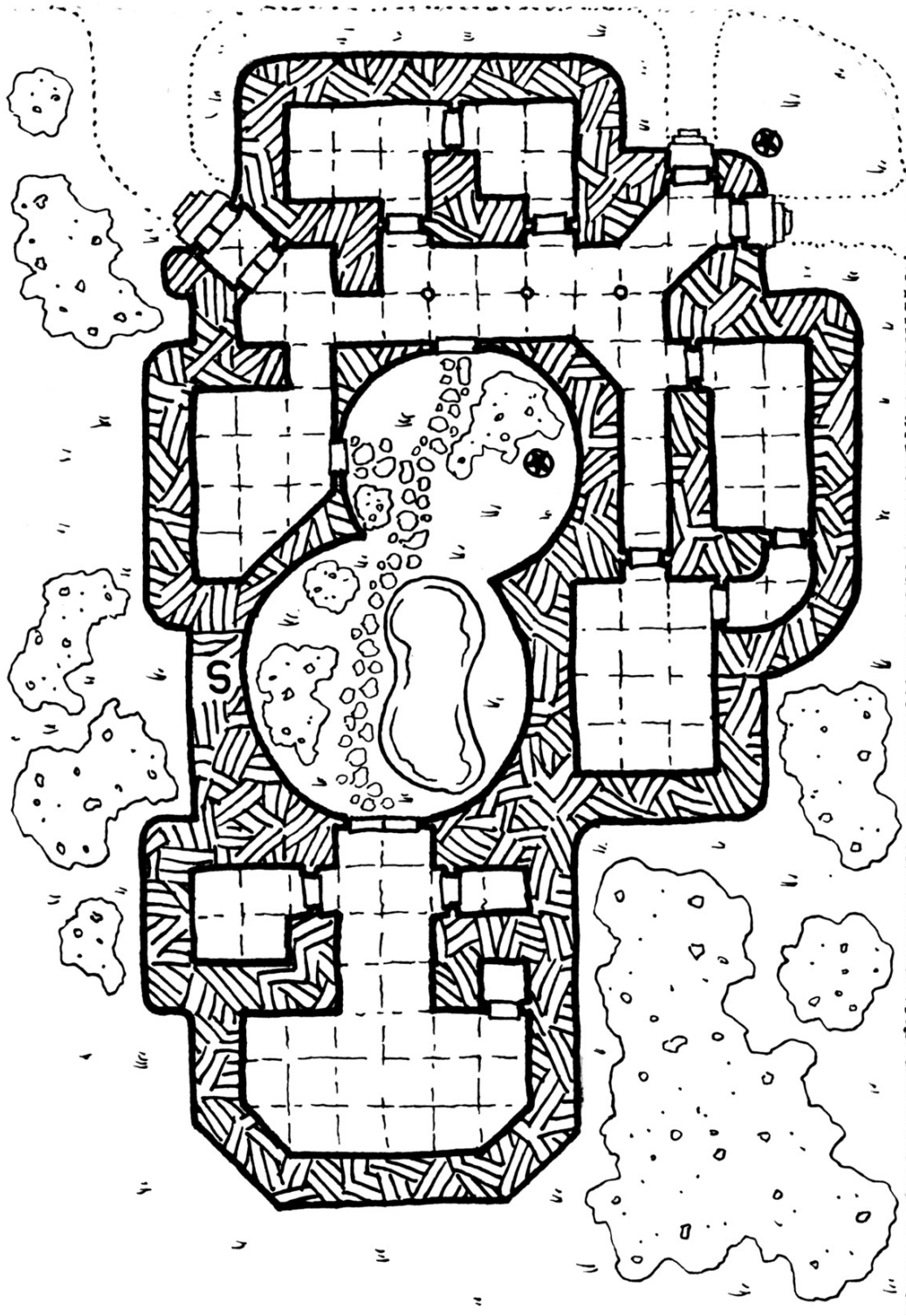
The Spiral Crypts



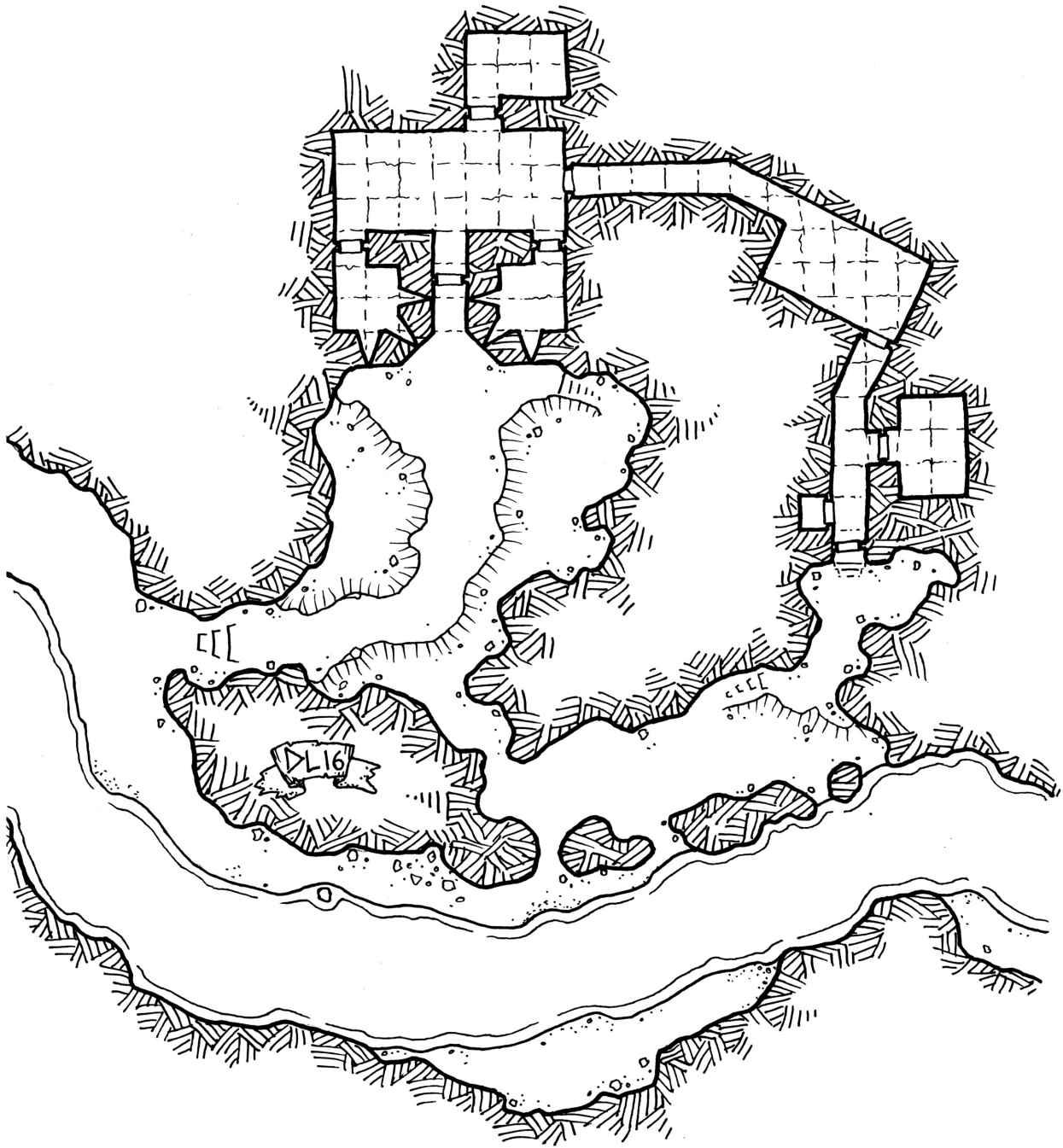
The Voiceless Chambers



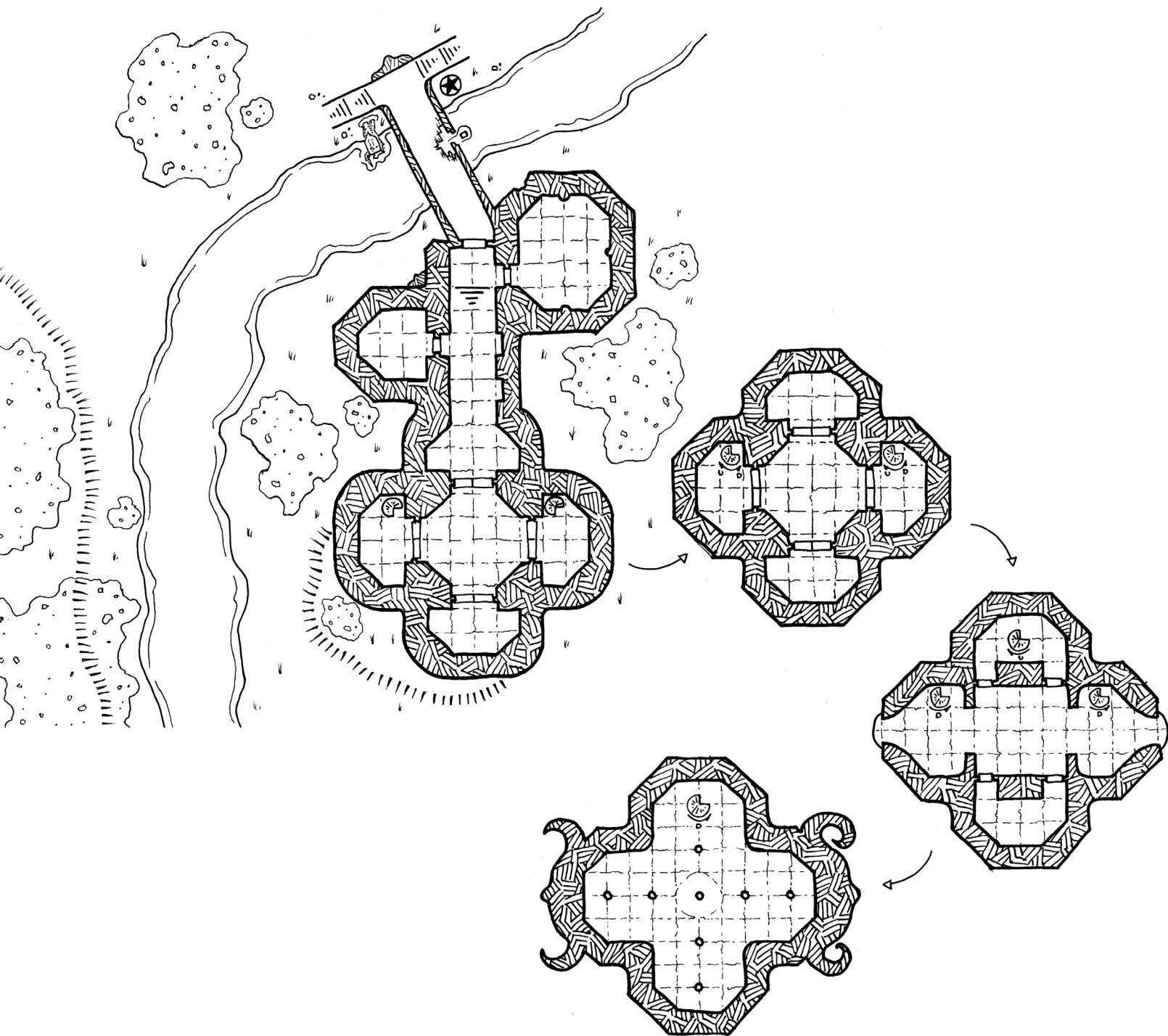
The Garden Palace



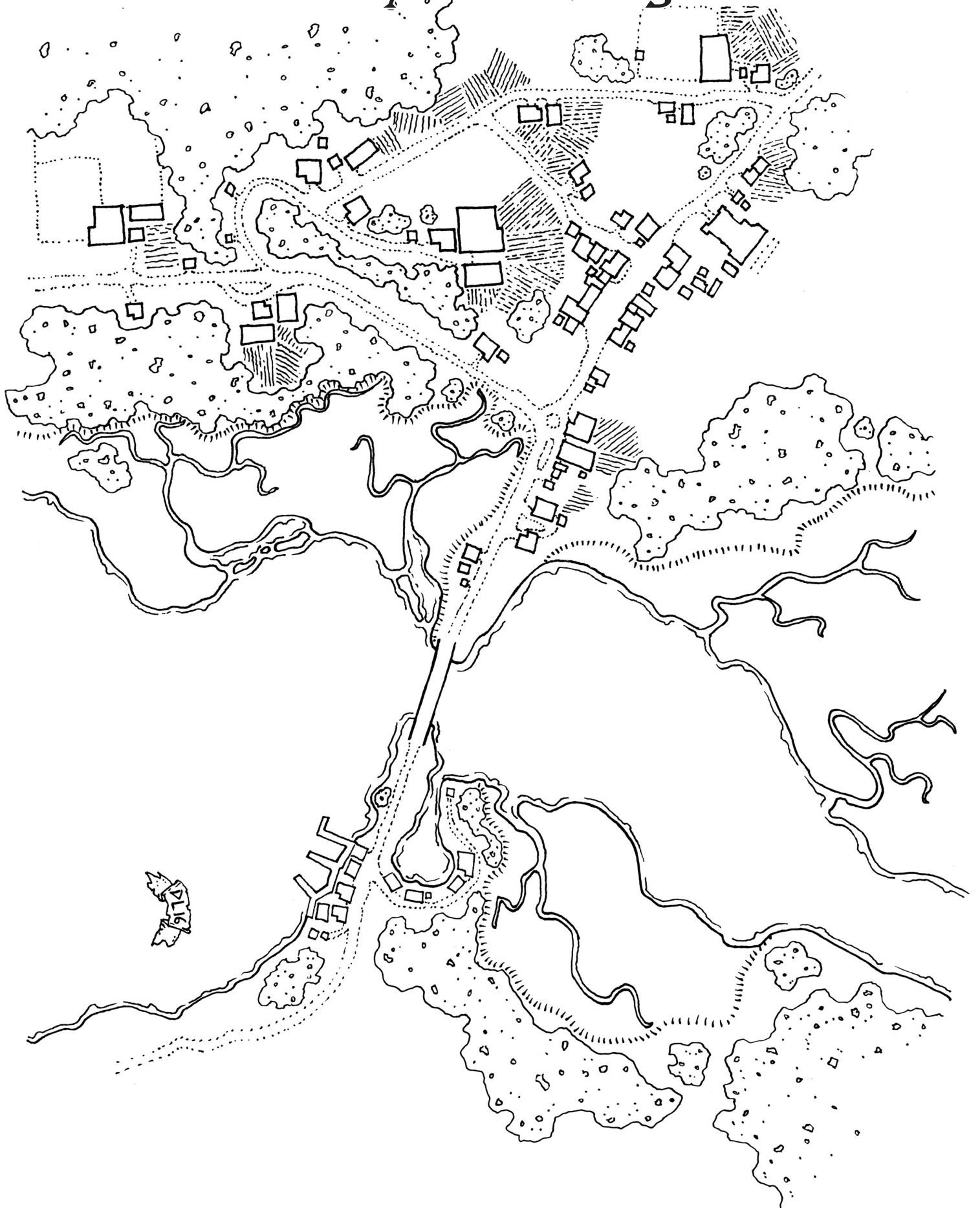
The River Gallery



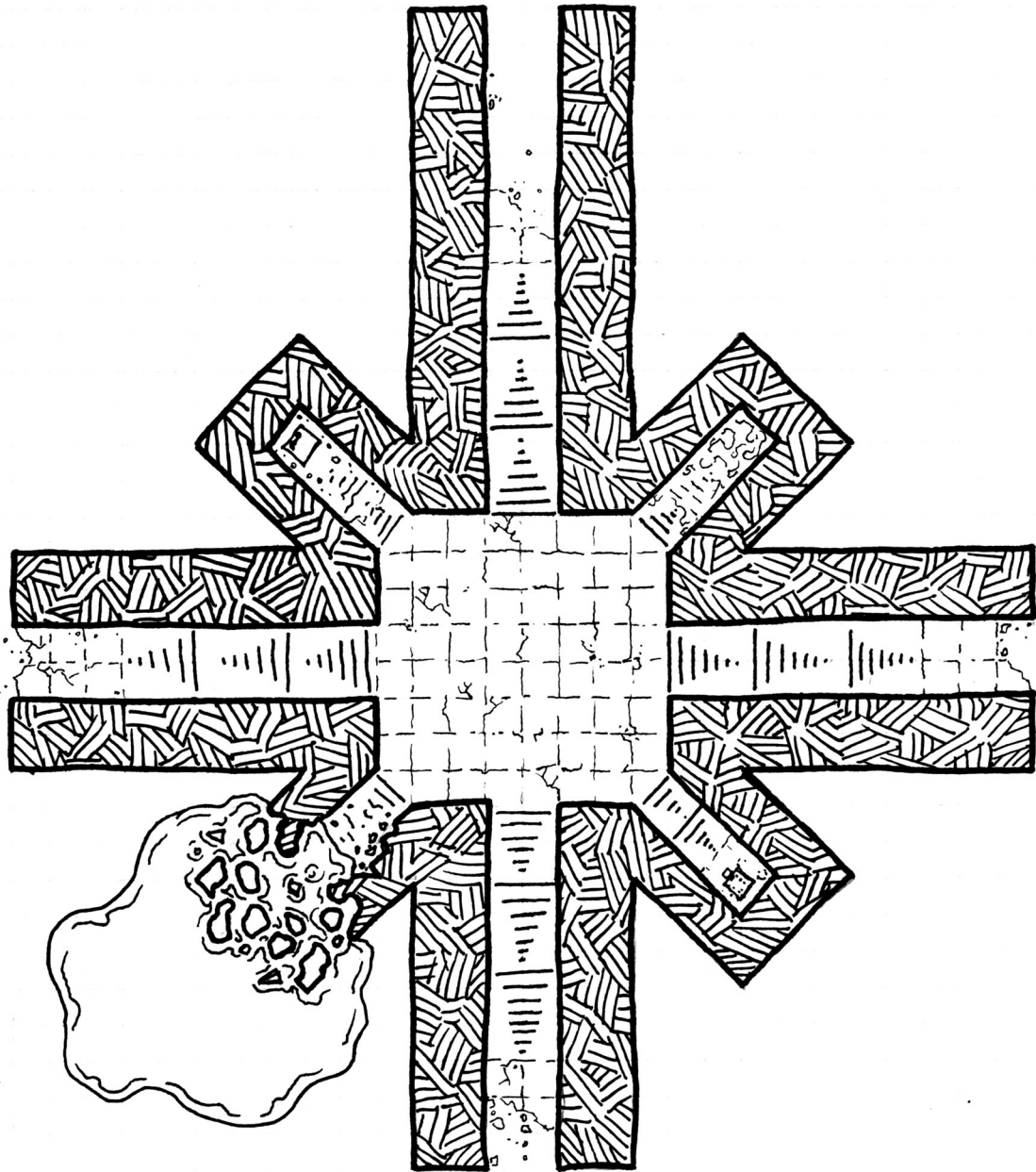
The Demon-Faced Tower



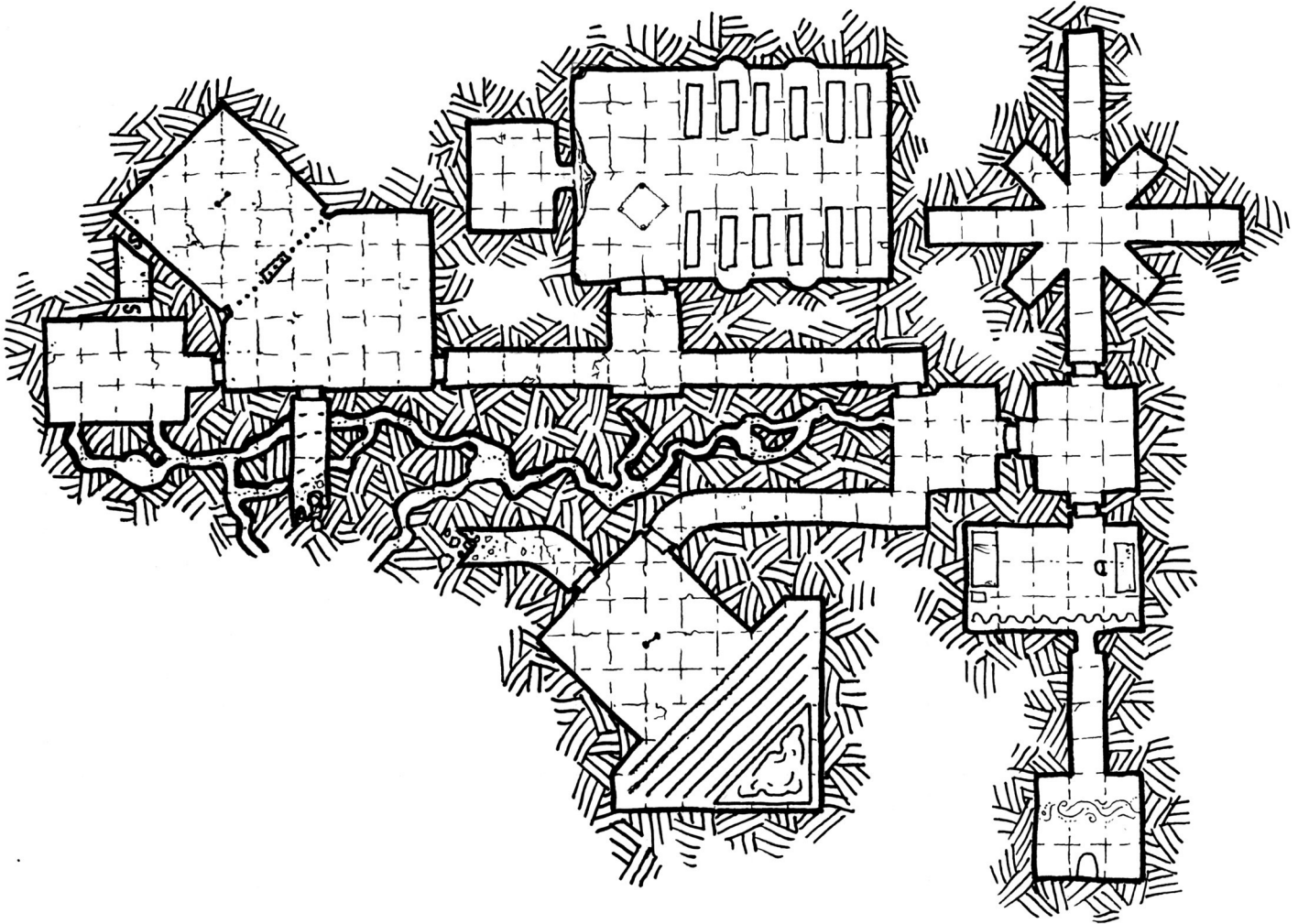
Clayfield Village



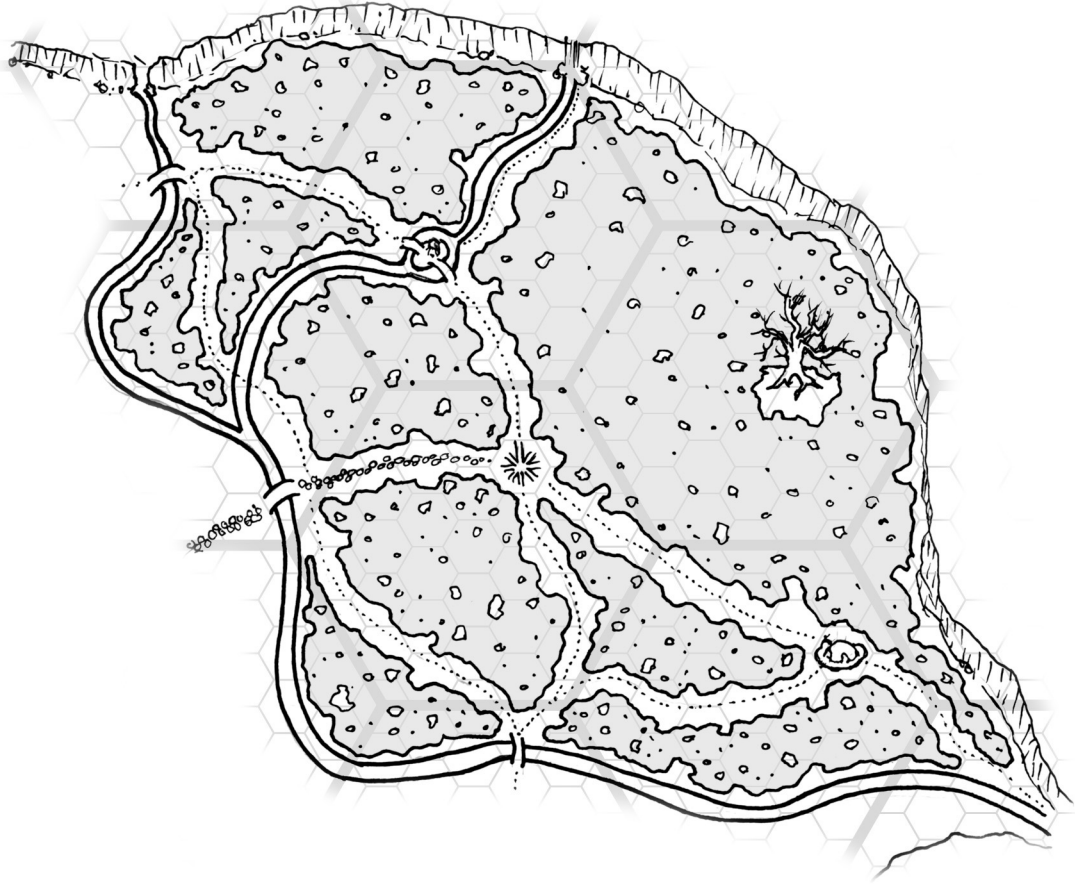
The Octagonal Temple



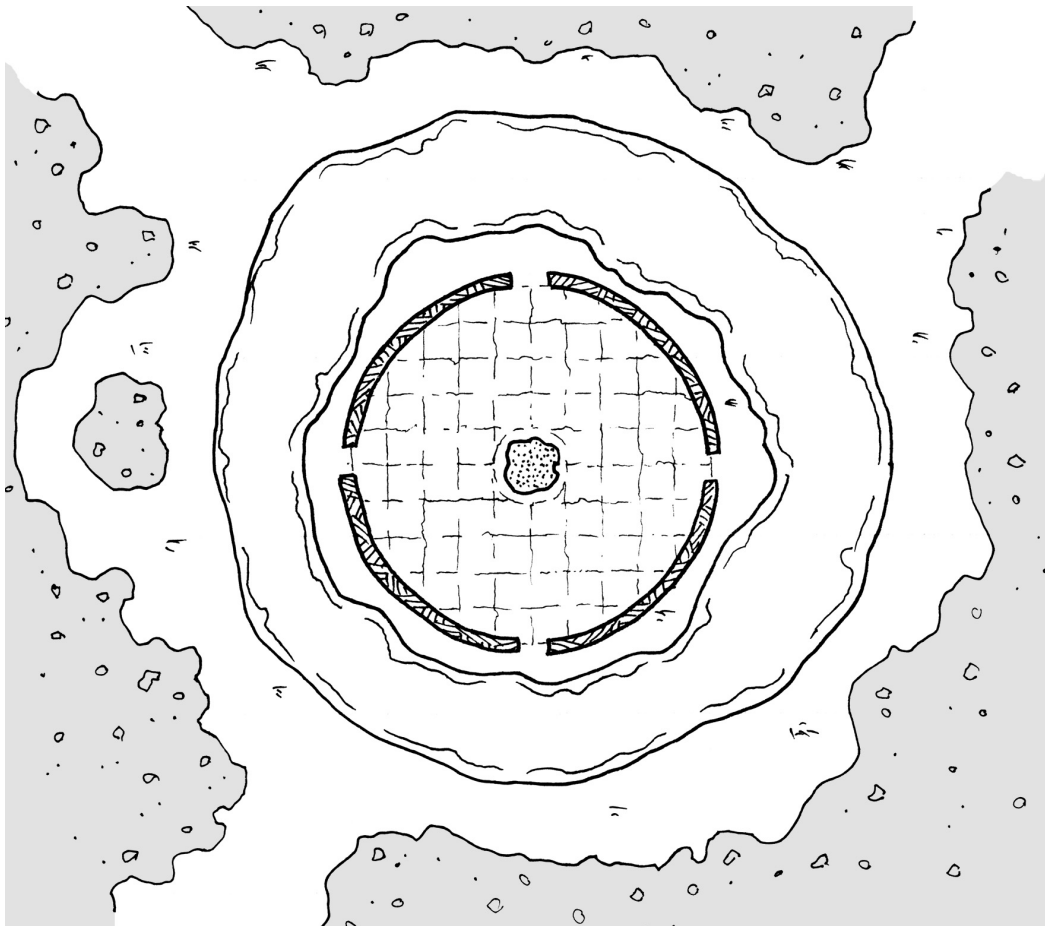
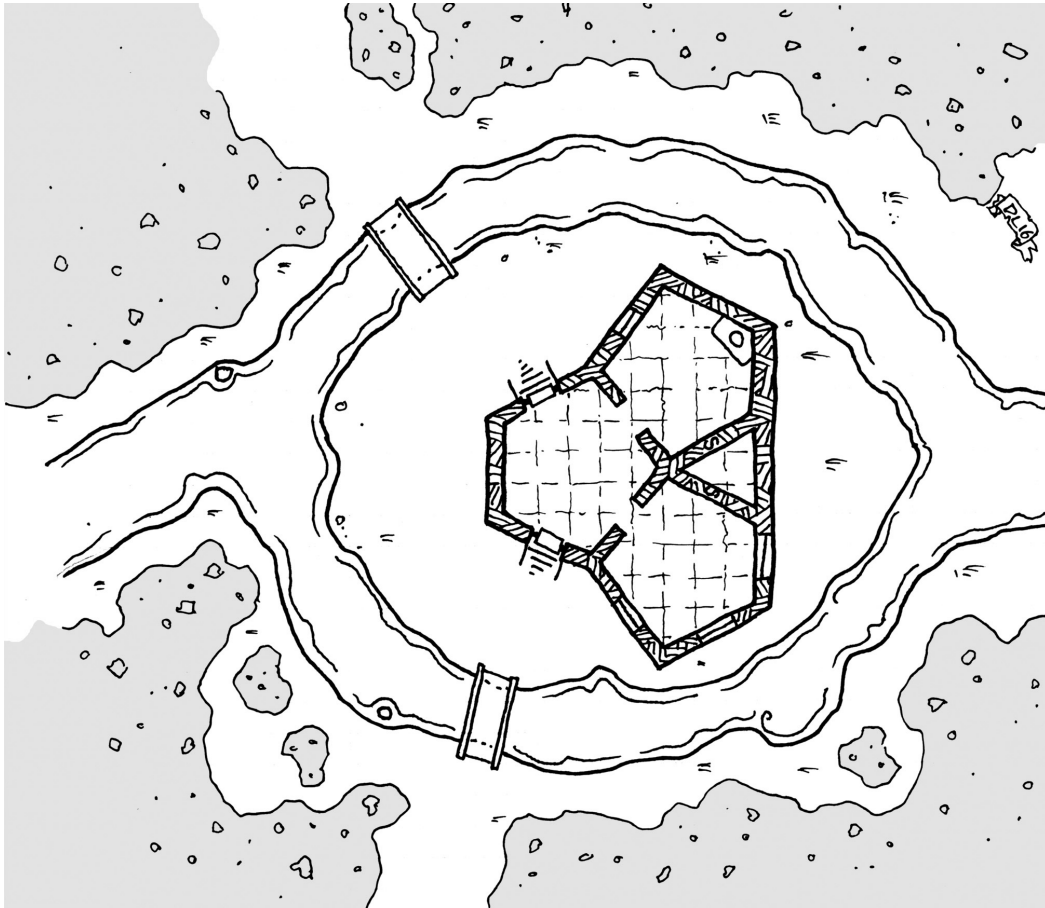
Under the Octagonal Temple



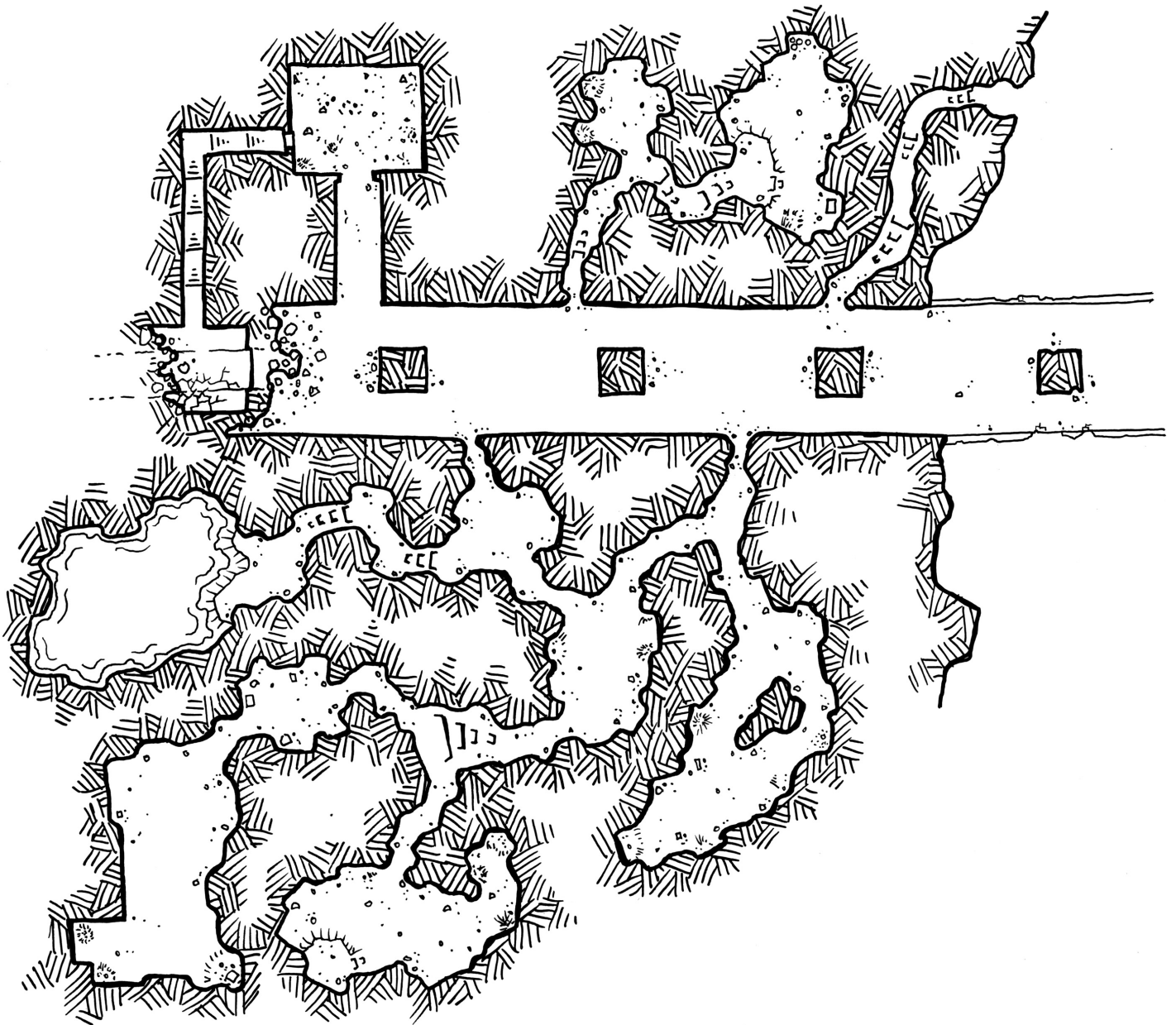
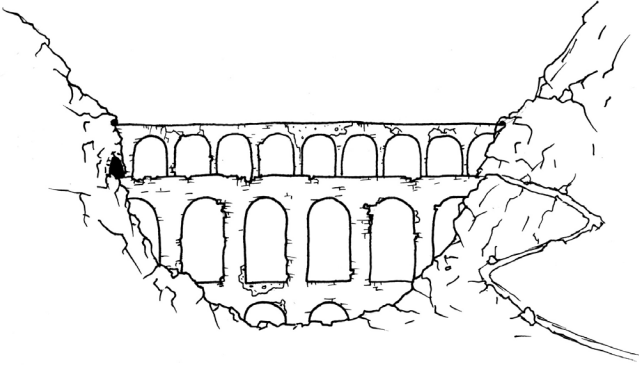
The Valley of Burning Orchids



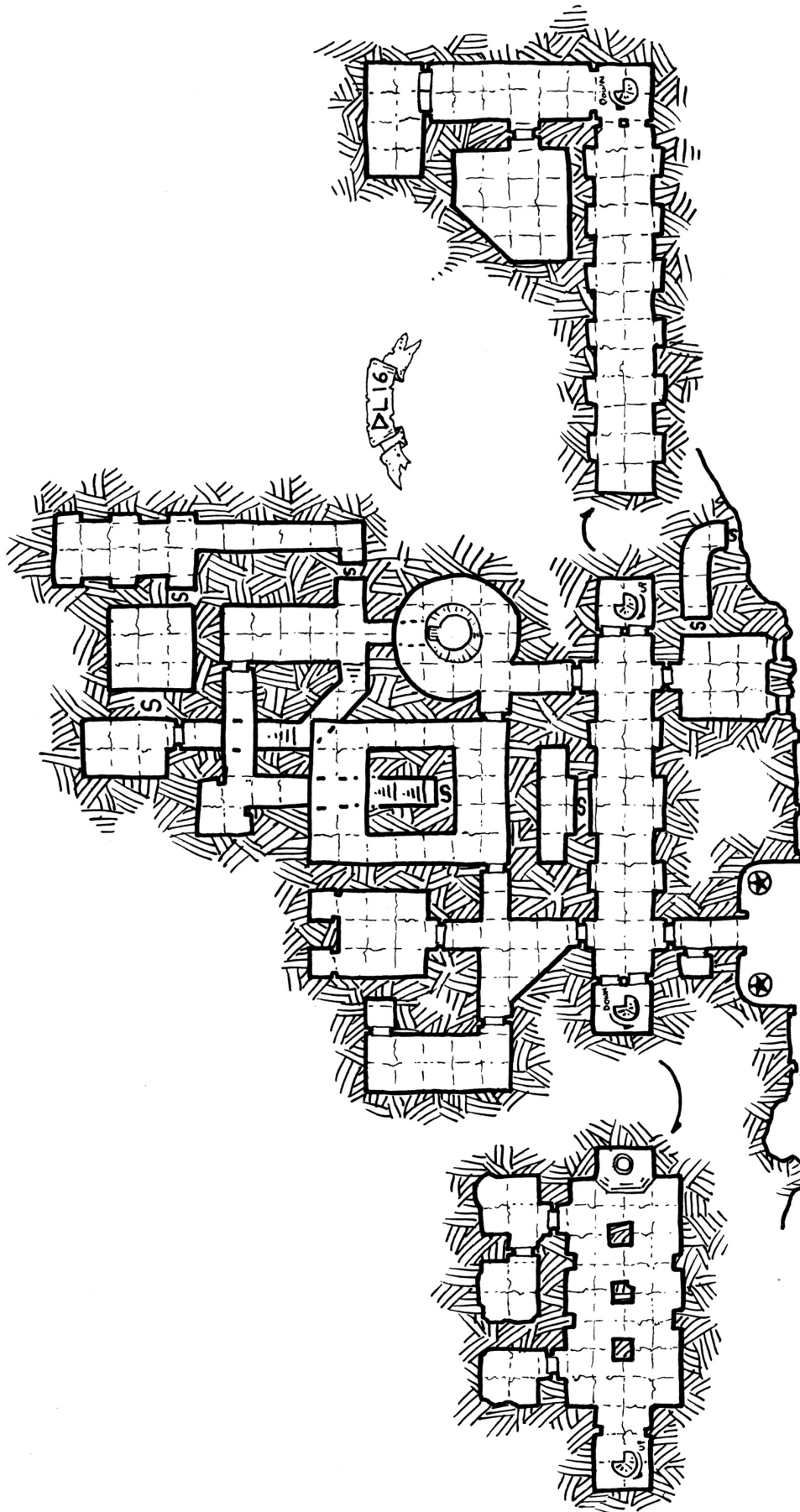
The Iron House & Basalt Dome



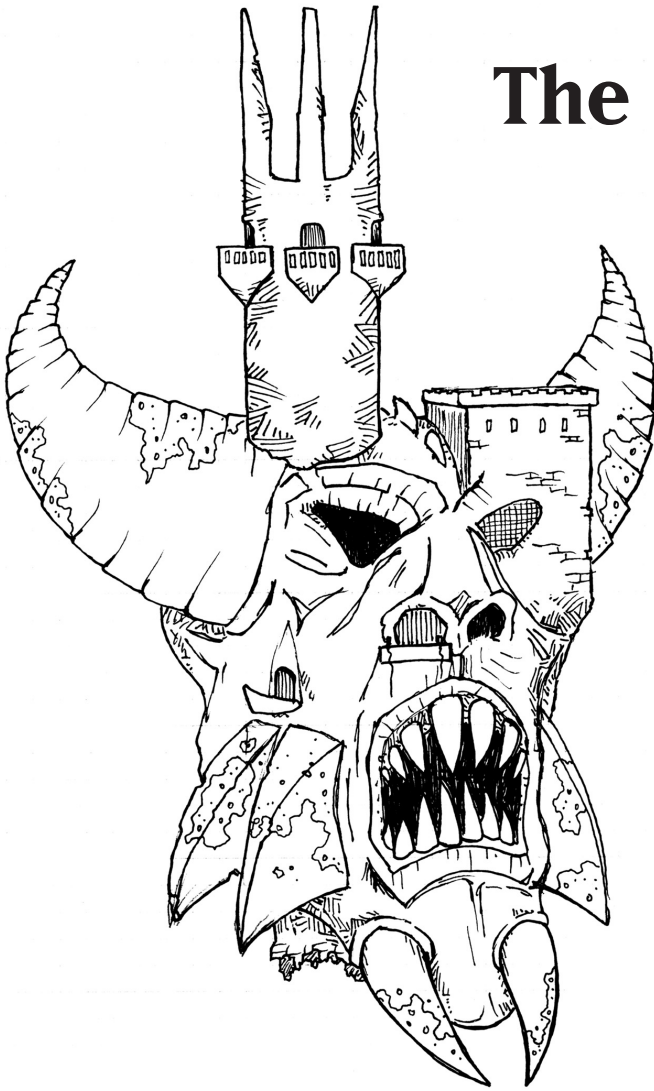
The Old Aqueduct



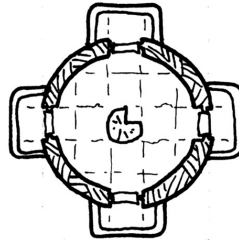
The Carmine Archives



The Tower-Faced Demon



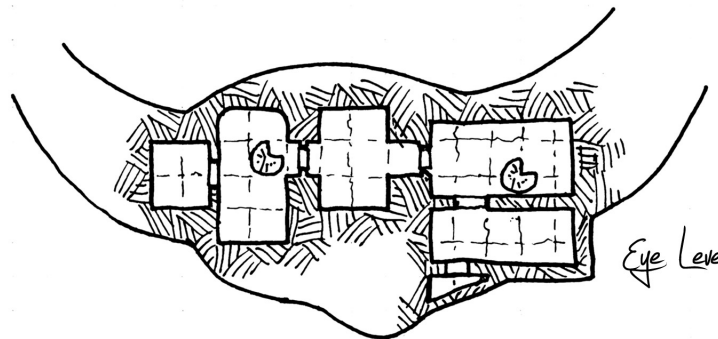
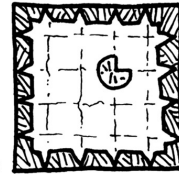
Spires Level



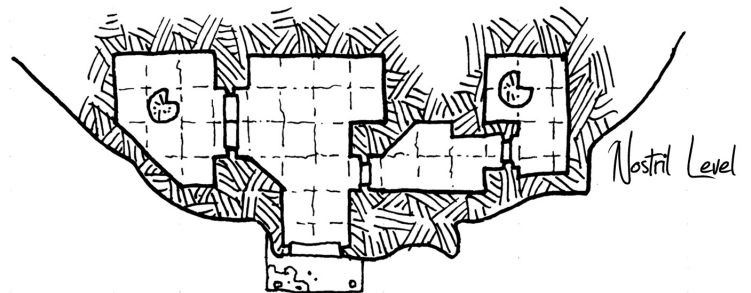
Balconies Level



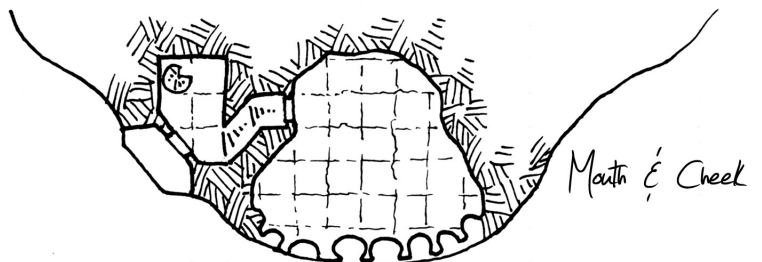
Forehead Level



Eye Level

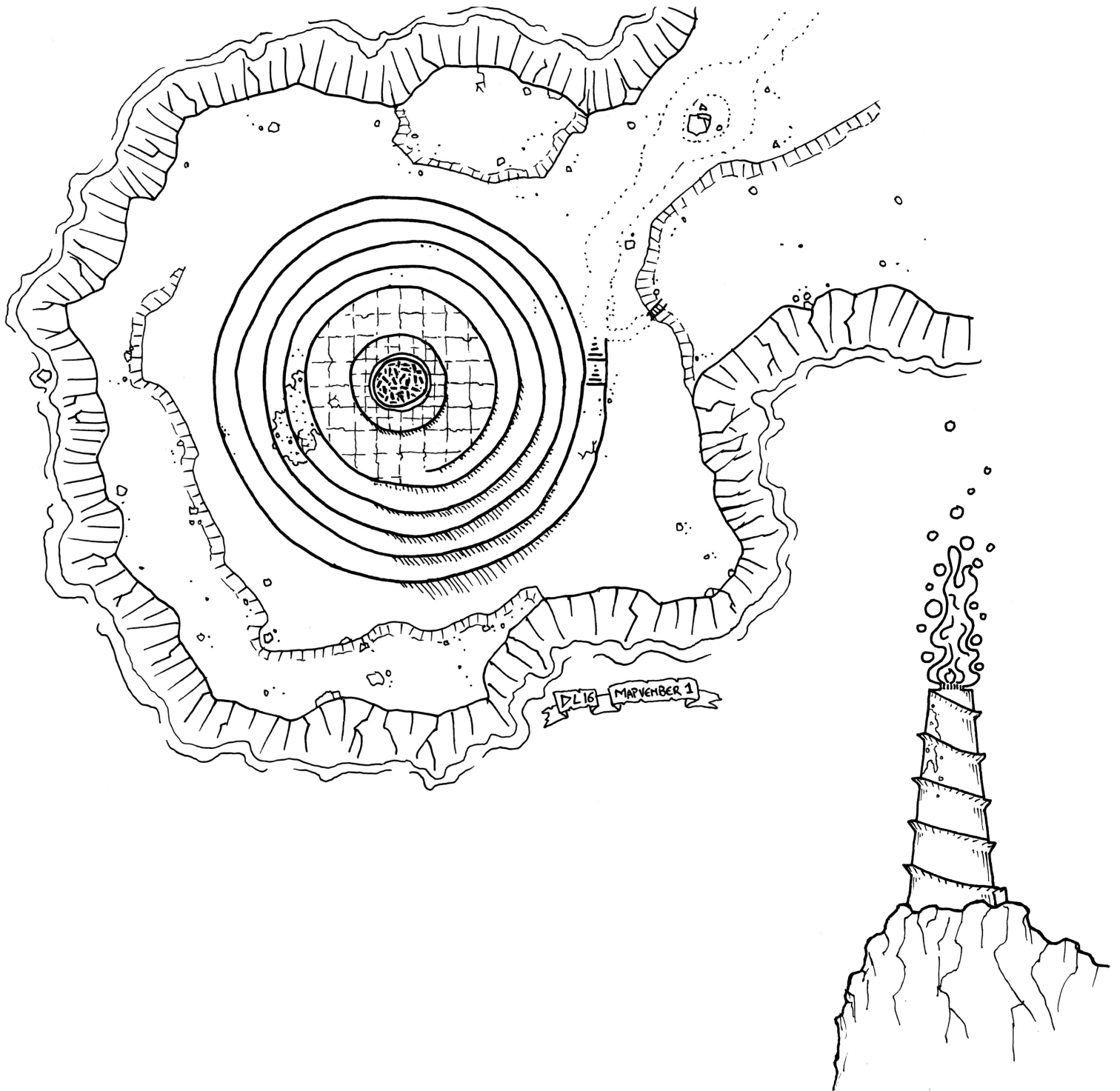


Nostril Level

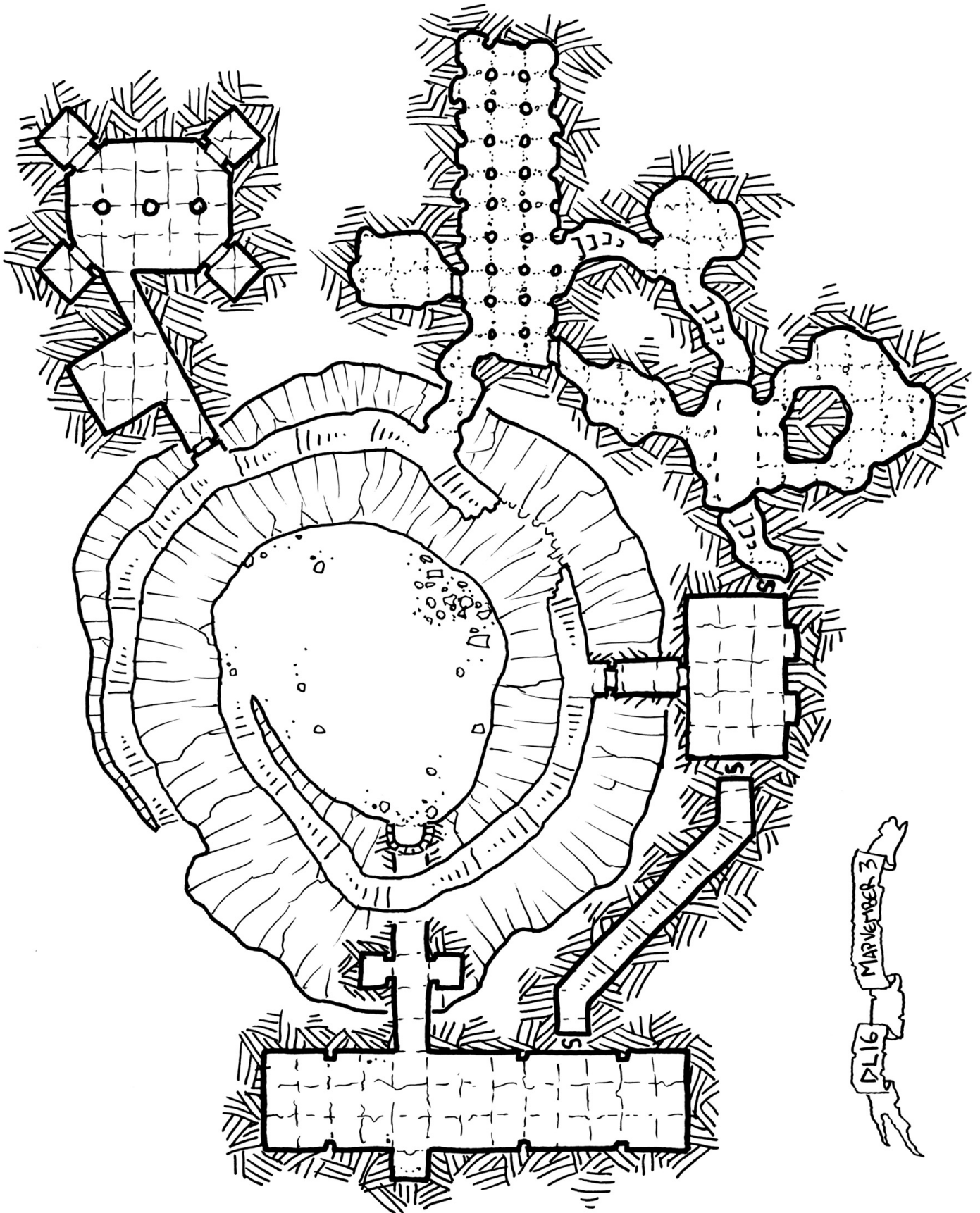


Mouth & Cheek

the Lodestar of Amaranthine Regrets

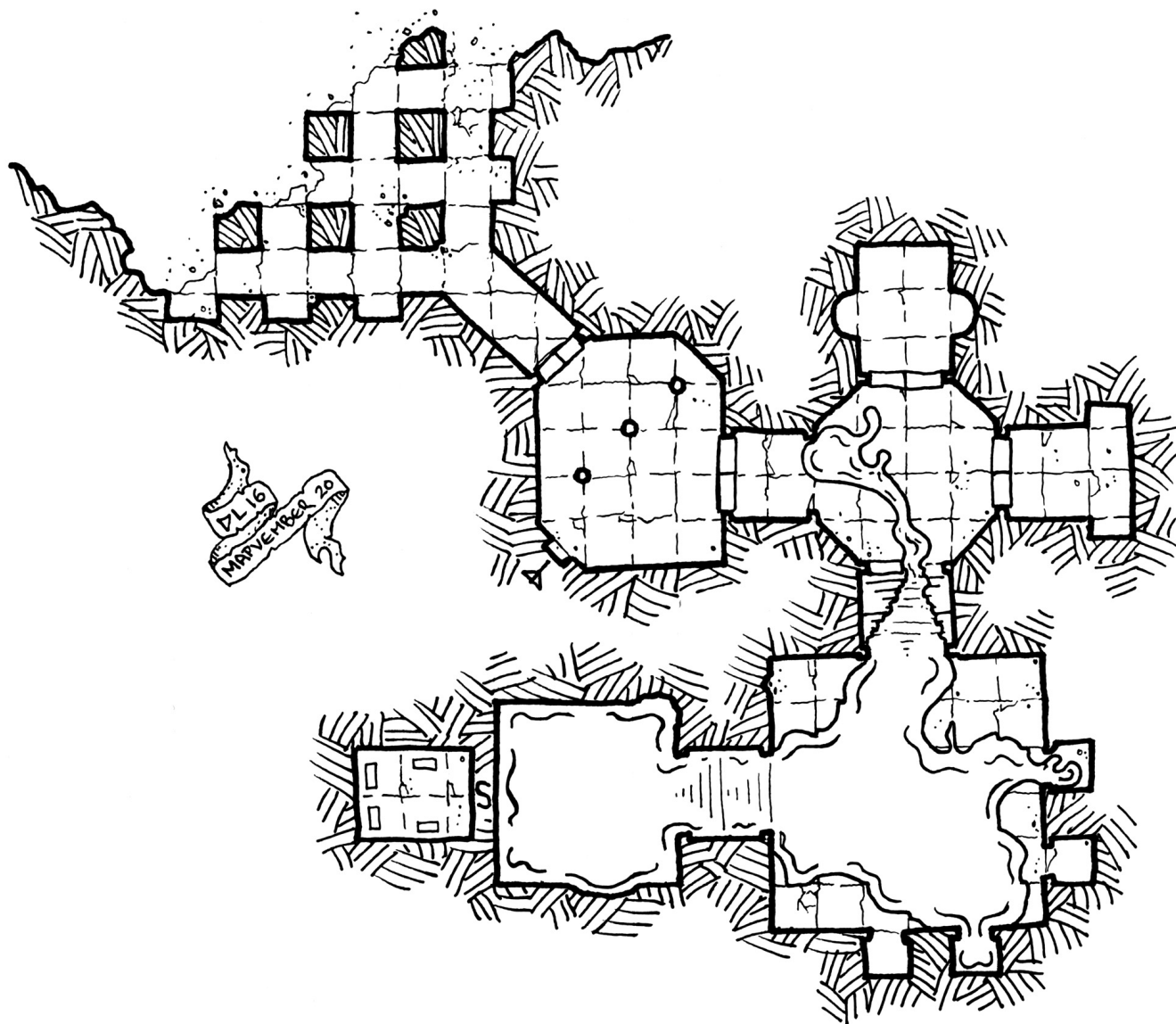


The Hall of Daniau the Defender



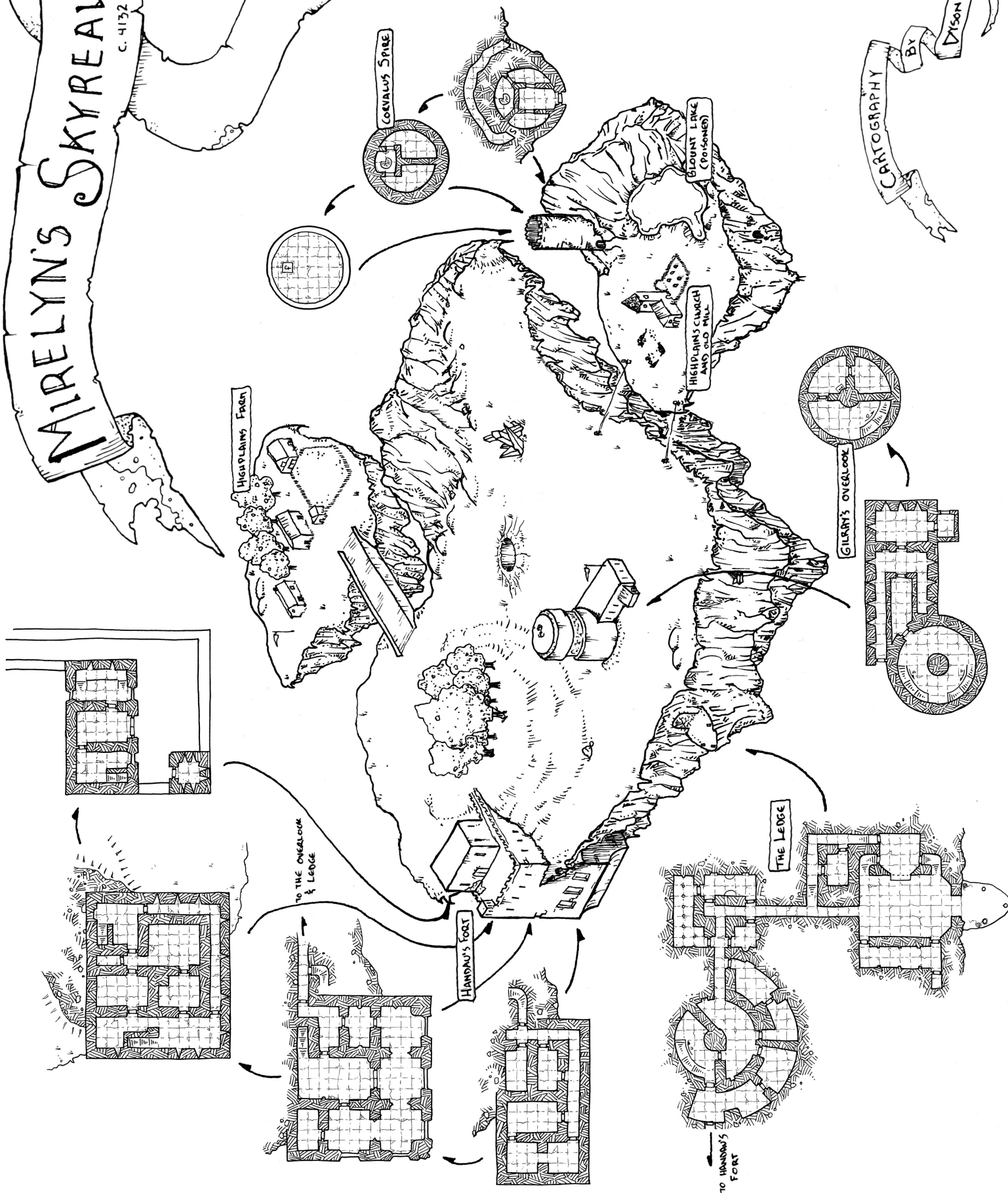
DL16 MAP NUMBER 3

Hegruth's Labyrinth

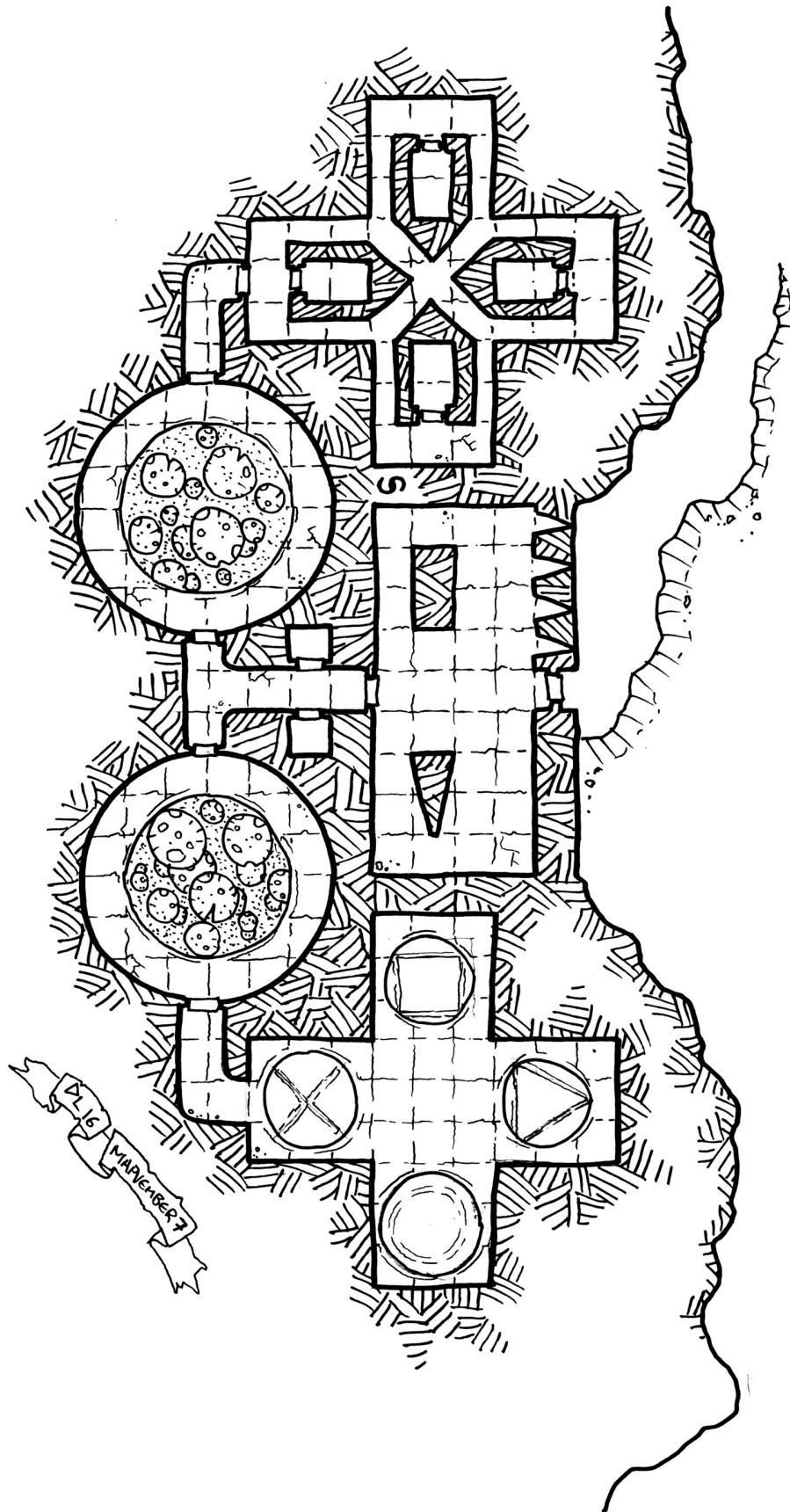


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