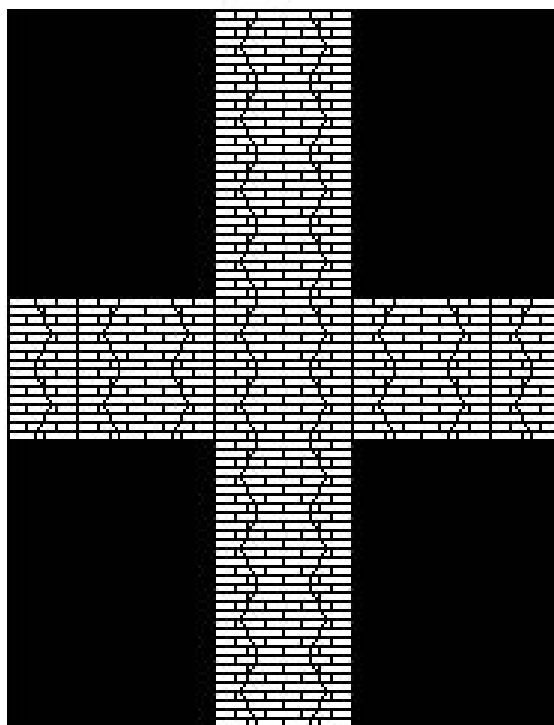


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DUNGEON HEX
Map Set



Design & Illustration

By Jon Volden

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Credits

Cover Art: Jon Volden

Map Design: Jon Volden

Writing: Jon Volden



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Mapmaker's Notes

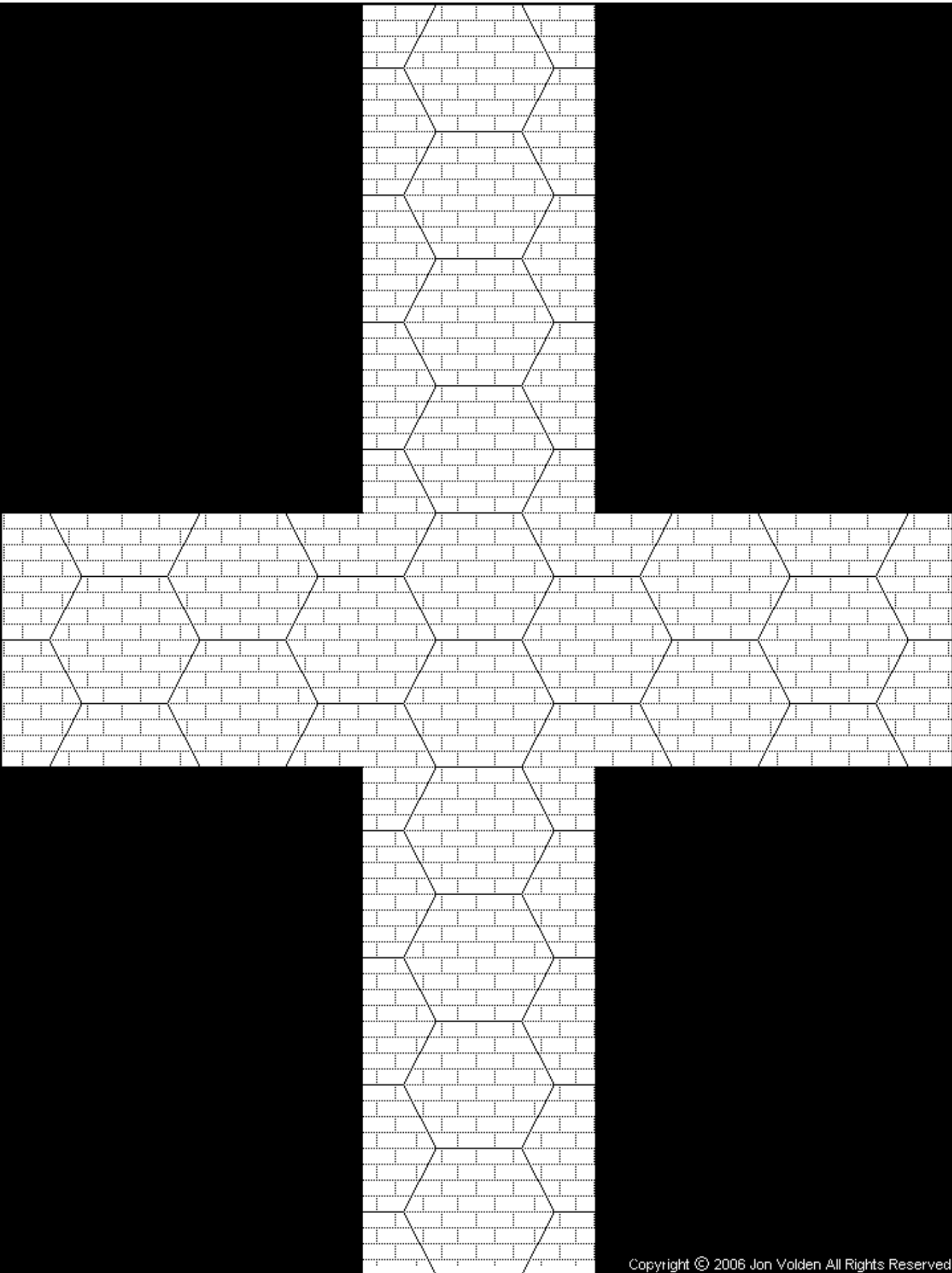
I created this collection of maps to provide tactical combat zones in areas often found in dungeons. They are best printed out to card stock and trimmed so they can be placed together.

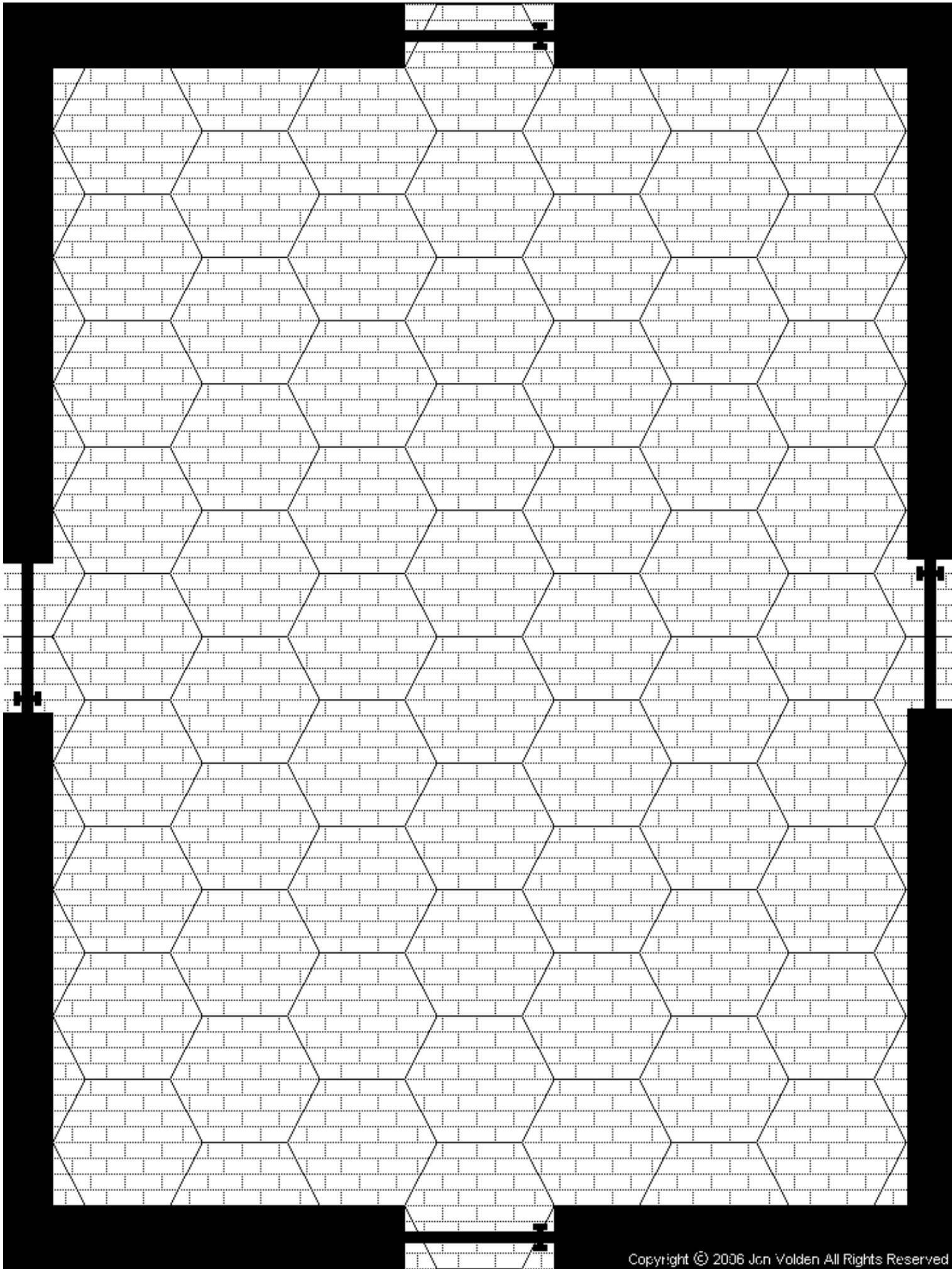
- 1) Maps are for use with Miniatures 25mm to 28mm in size.
- 2) 1 Hex = 5 feet.
- 3) Dark Black areas are solid rock.
- 4) Doors may or may not be locked.
- 5) Doors may or may not be trapped.
- 6) Stairs and bridges may or may not be trapped.
- 7) Water areas usually contain something nasty hidden in them.
- 8) Maps are named in Table of Contents and book-marked, but are not individually named. (They appear as they are named.)
- 9) Several of one type of map may be printed out to build a complex table top dungeon to scale if desired.

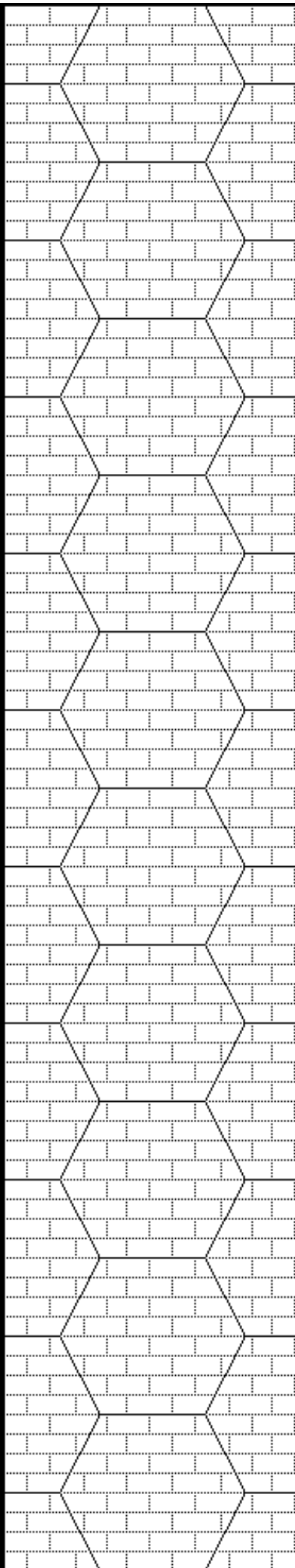
Good luck in your travels!

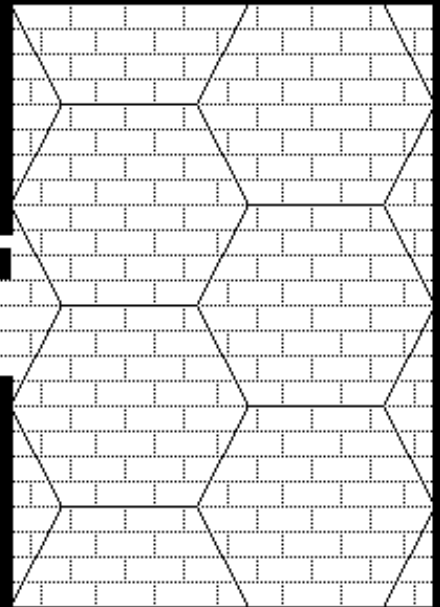
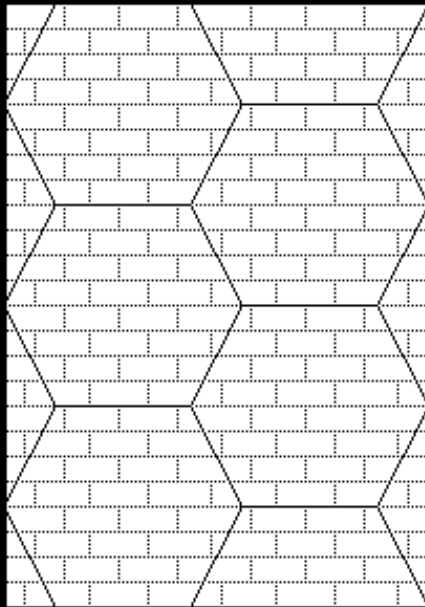
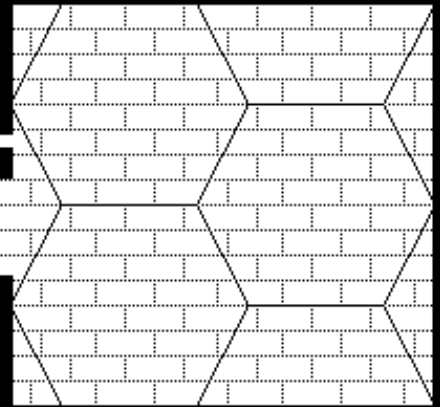
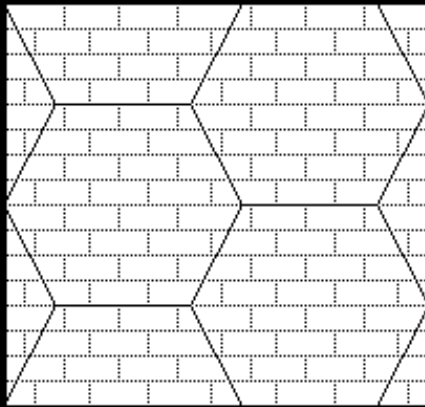
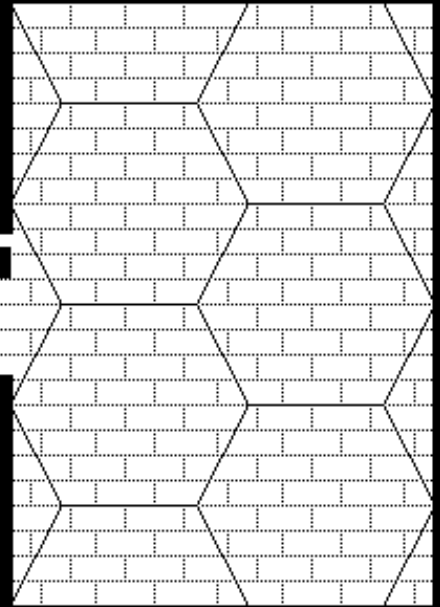
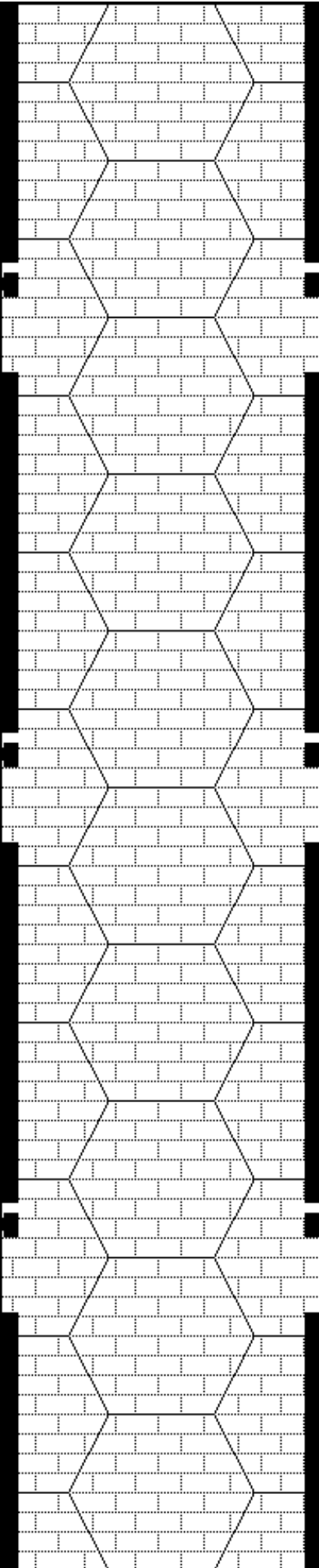
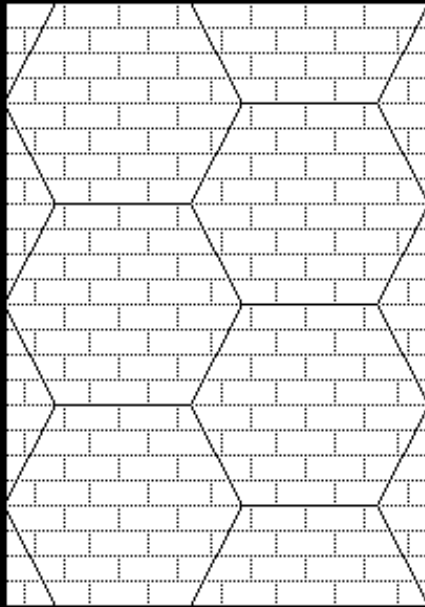
Lord Voldar

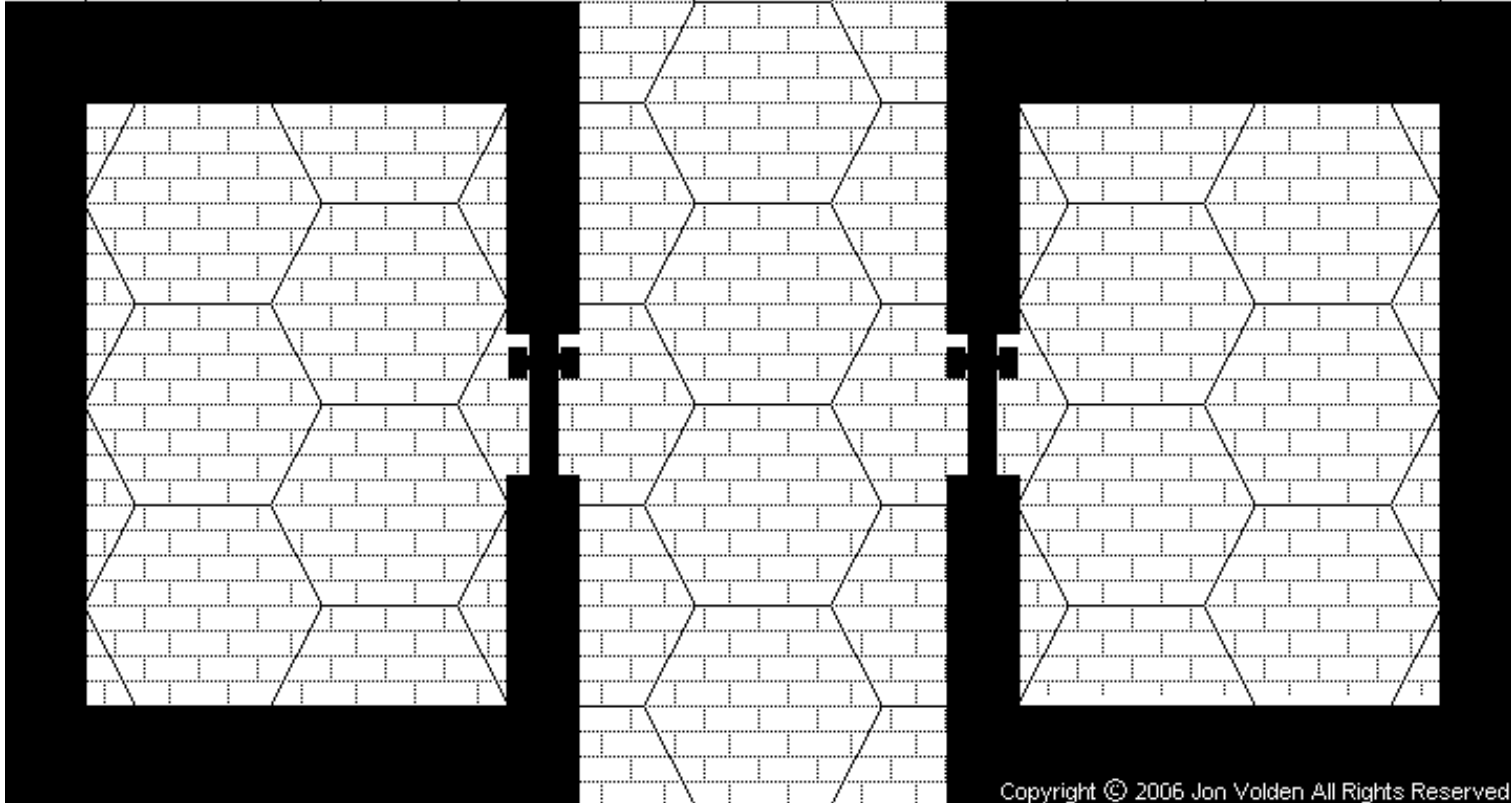
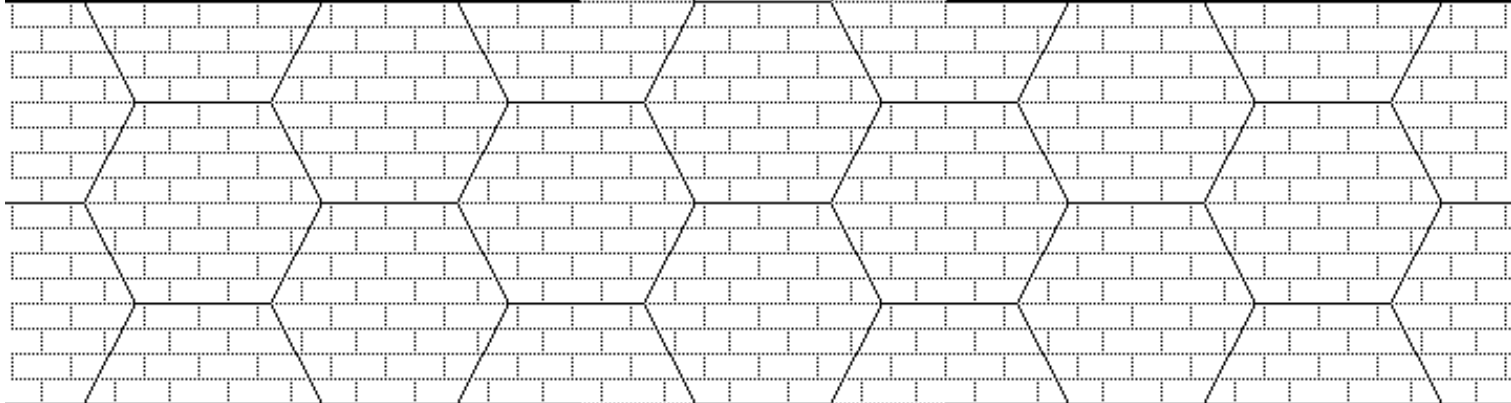
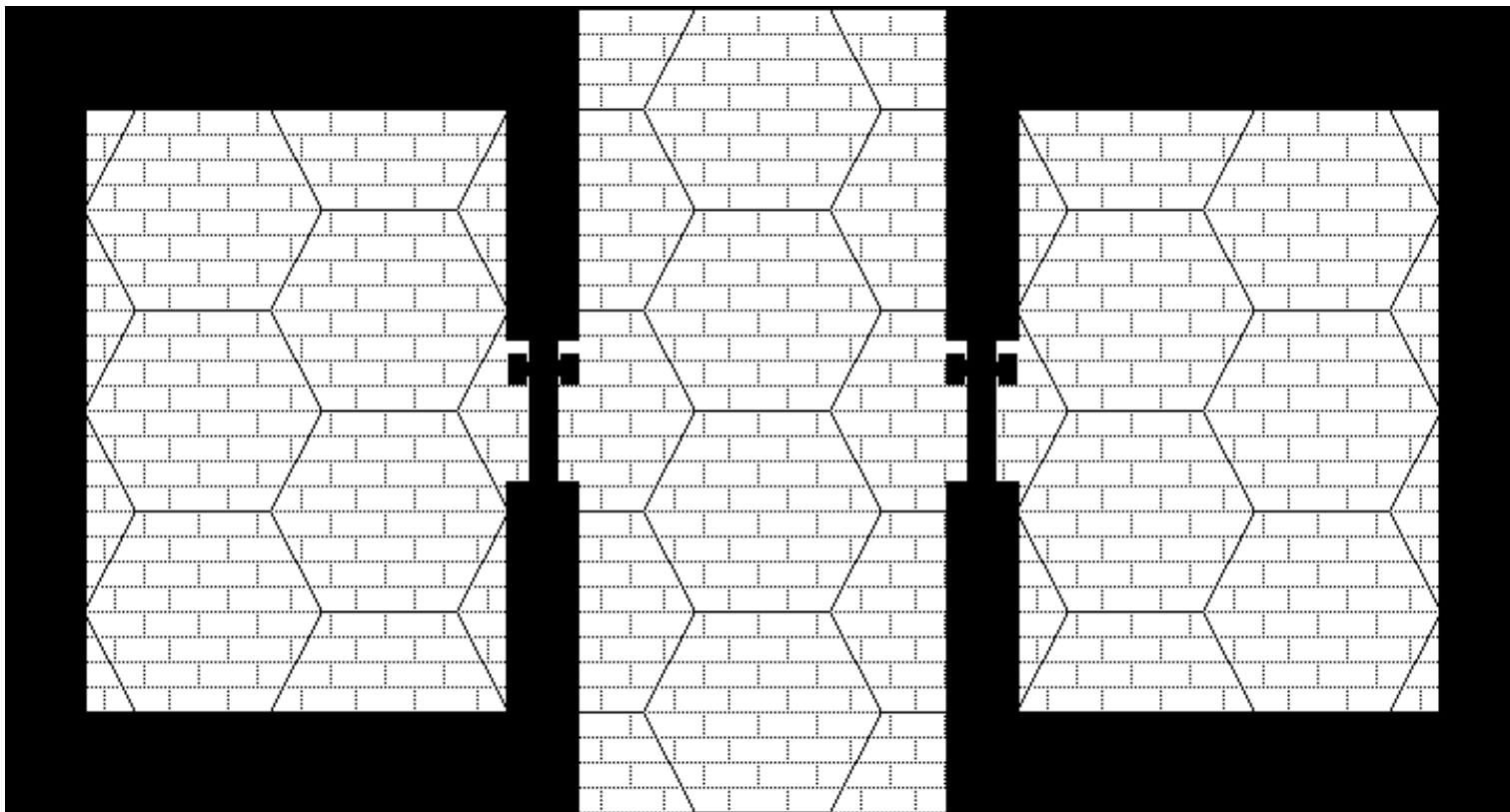
Master Mapmaker

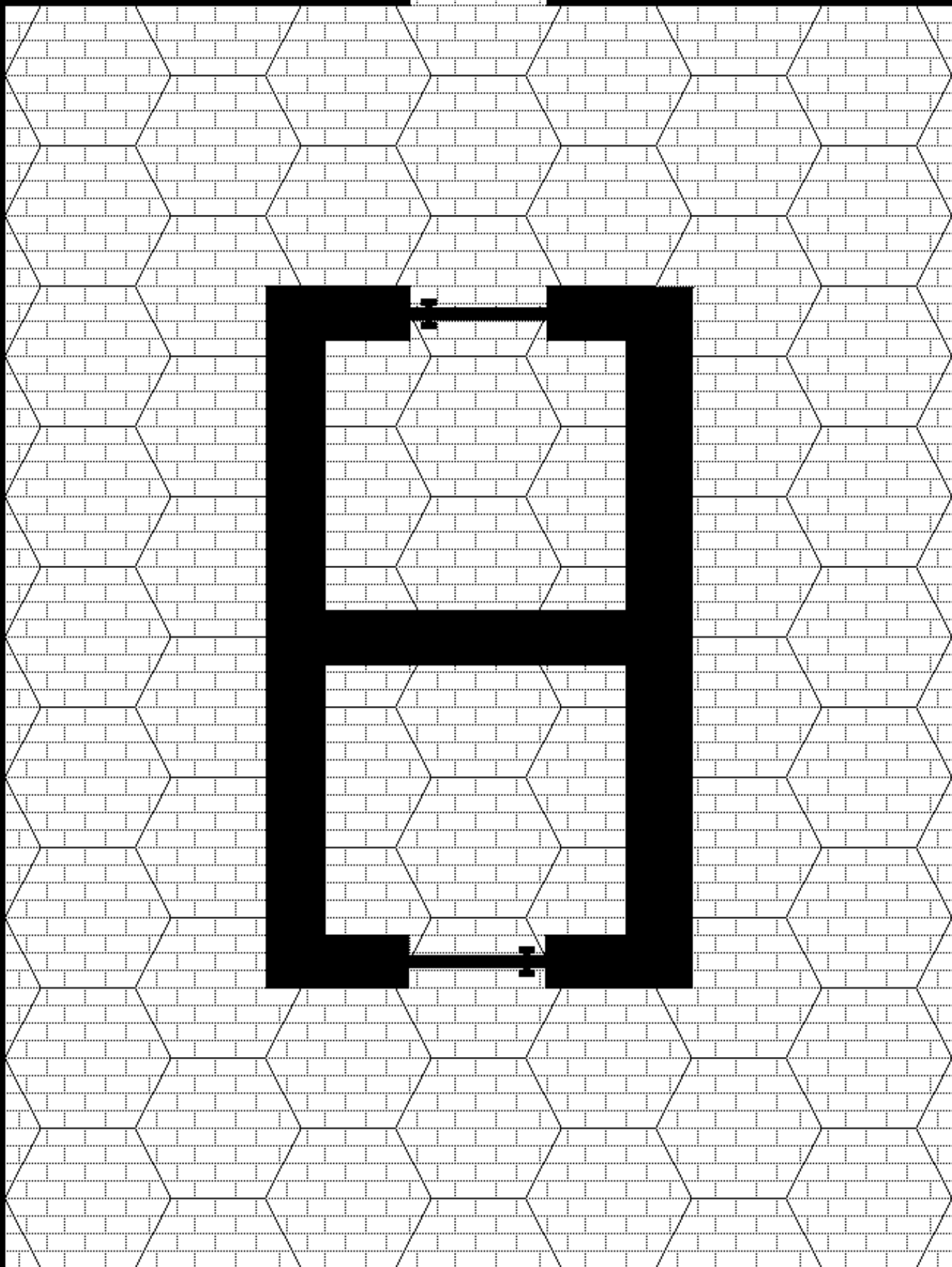


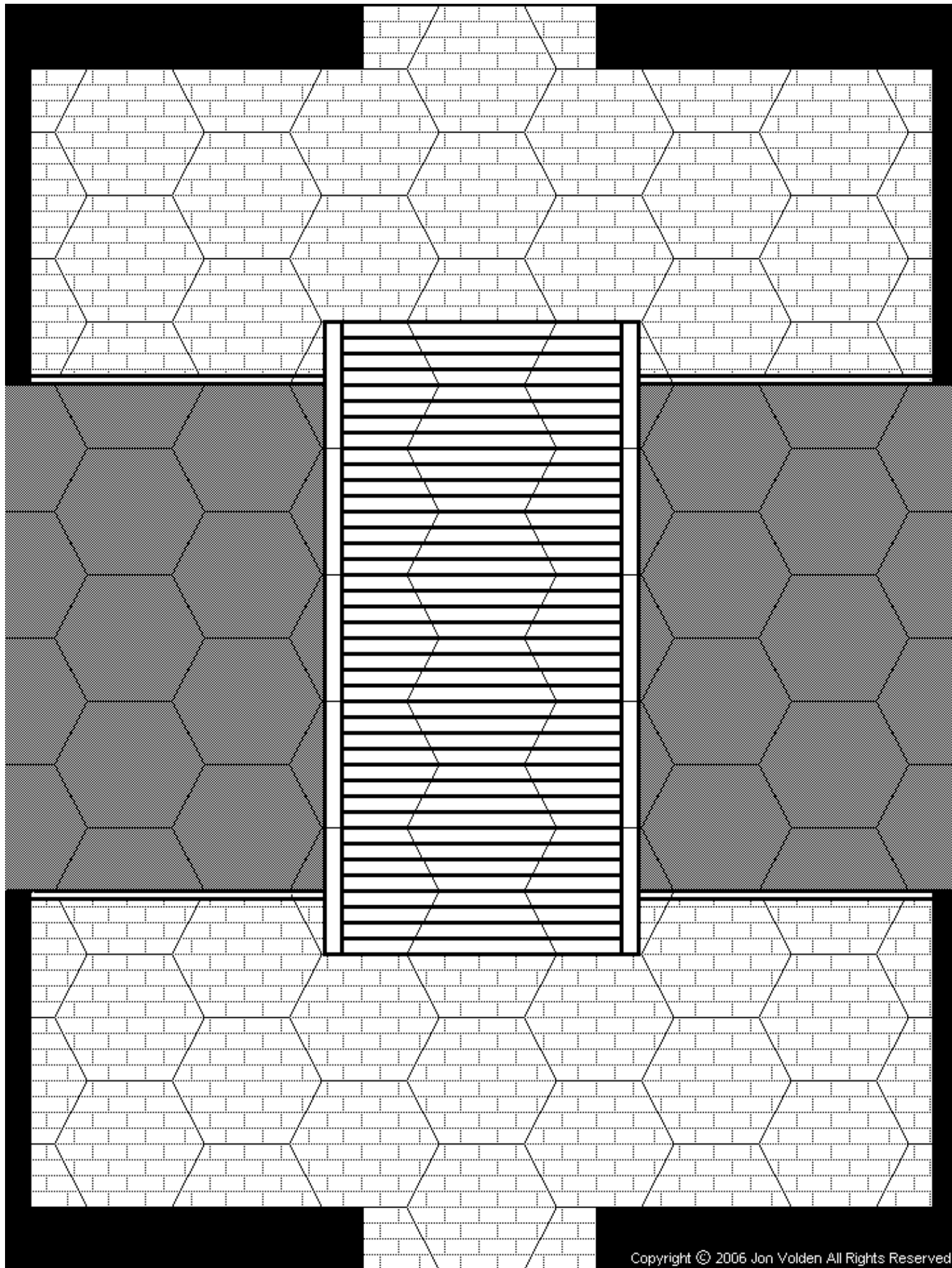












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