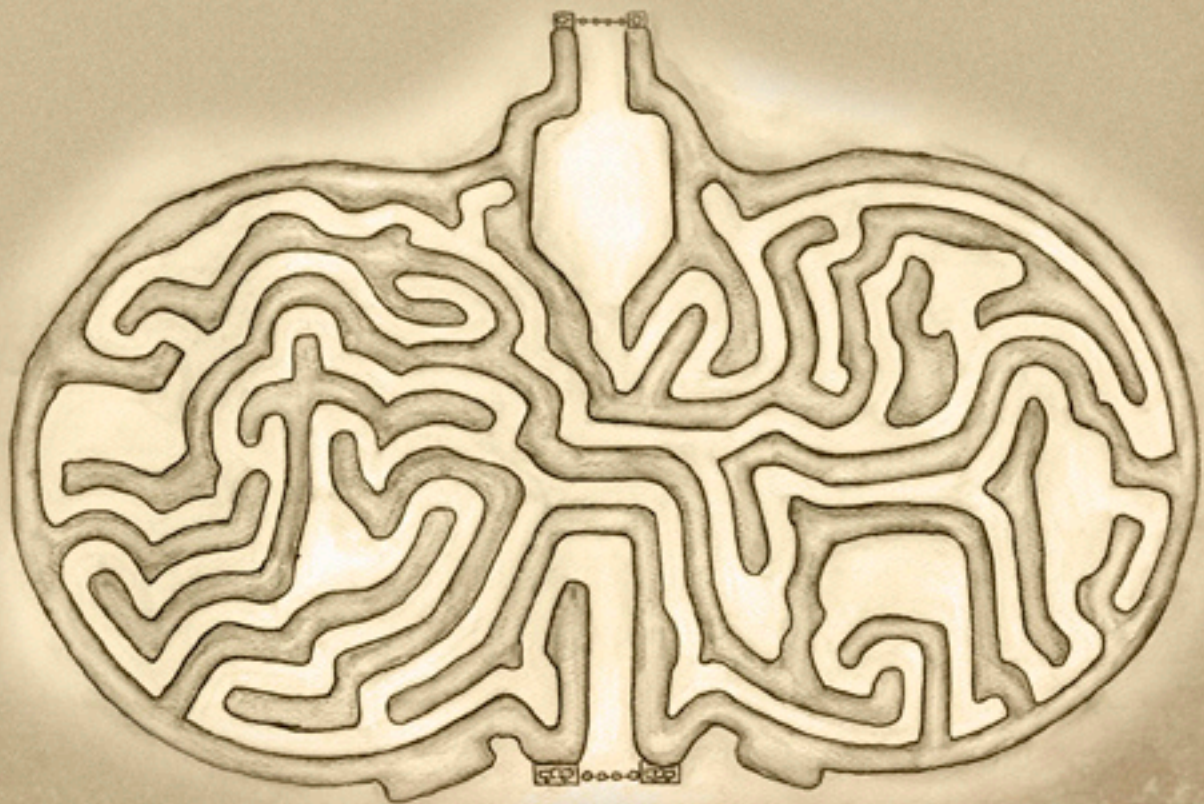


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Cartographedia

The Hedge Maze



Credits

Cartography: Dana Driscoll

Layout: Kosala Ubayasekara

<<http://www.silven.com/>>

Using This Product

The Cartographedia series is a hand-painted, full-color line of quality RPG maps to meet your gaming needs. Each map set includes both printer-friendly and screen friendly high-resolution maps along with plot hooks and map details.

A hedge maze is a maze constructed from living plant material--usually in the form of hedges. The PCs can go inside, get lost, and attempt to find (and possibly fight) their way to the exit -- which can contain some prize! When PCs have magic, superpowers, or technology at their disposal, however--the maze could become too easy. Finding a way to suppress or limit their powers (such as making the hedges magically immune, or sentient) will help this maze fulfill more of its true role. You can also decide to have the hedges come together at the top, sealing them in the maze at all angles. Regardless, this maze will add an interesting, and deadly twist to any RPG!

Map Suggestions

Do you have ideas for future maps? Send them to maps@silven.com with the words "MAP REQUEST" somewhere in the subject line, and we will add them to the TODO list.

About the Artist

Synonyms for the word Dana include variegated, multifarious, or perhaps convoluted. Dana has a variety of different interests including reading, writing, learning, artwork, environmentalism, and playing RPGs. In her previous position as Editor-in-Chief of the *Silven Trumpeter*, she watched the *Trumpeter* grow from its pilot issue into the largest free RPG magazine on the Internet. She is currently Editor-in-Chief of Silven Publishing and author of various RPG supplements and artwork for products. Dana holds an M.A. in linguistics and is currently Ph.D. candidate working in rhetoric, composition, and literacy. She is also highly educated in the arts including painting, pottery, jewelry making, and digital design.

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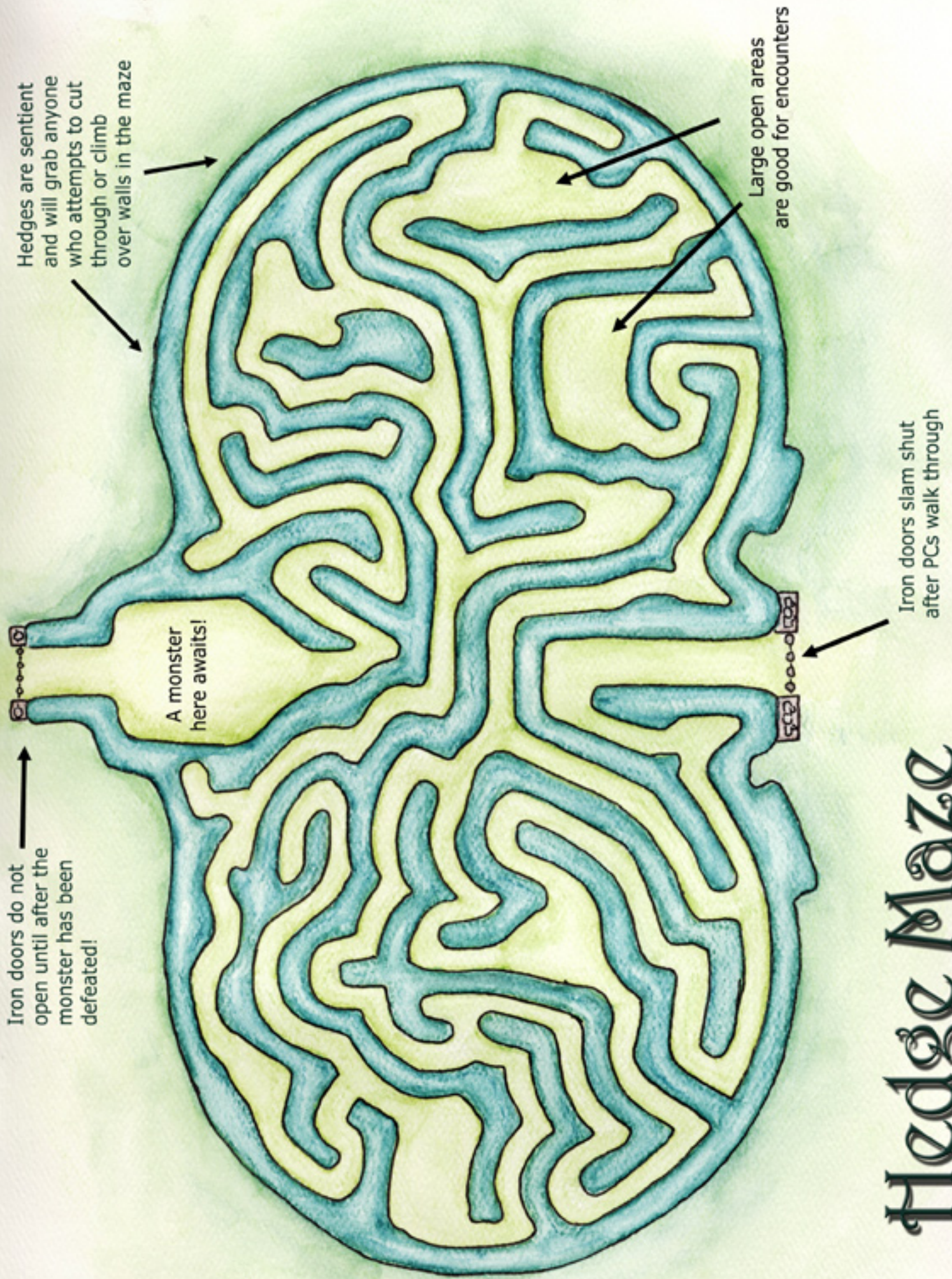
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Cartographedia The Hedge Maze

Web enhancements and free articles and updates can be found on the Silven Publishing website at <http://www.silven.com>.



Iron doors do not open until after the monster has been defeated!

Hedges are sentient and will grab anyone who attempts to cut through or climb over walls in the maze

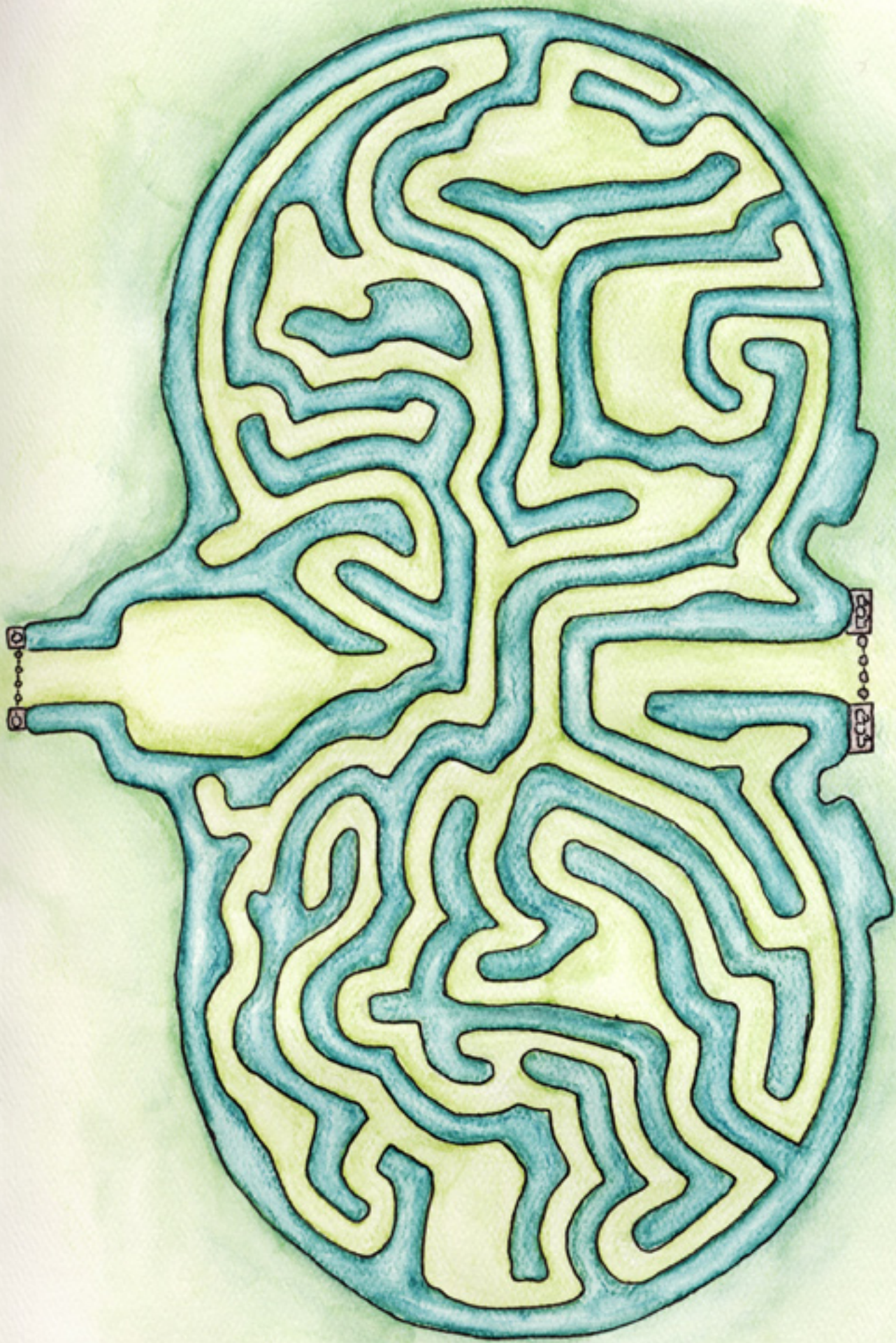
A monster here awaits!

Large open areas are good for encounters

Iron doors slam shut after PCs walk through

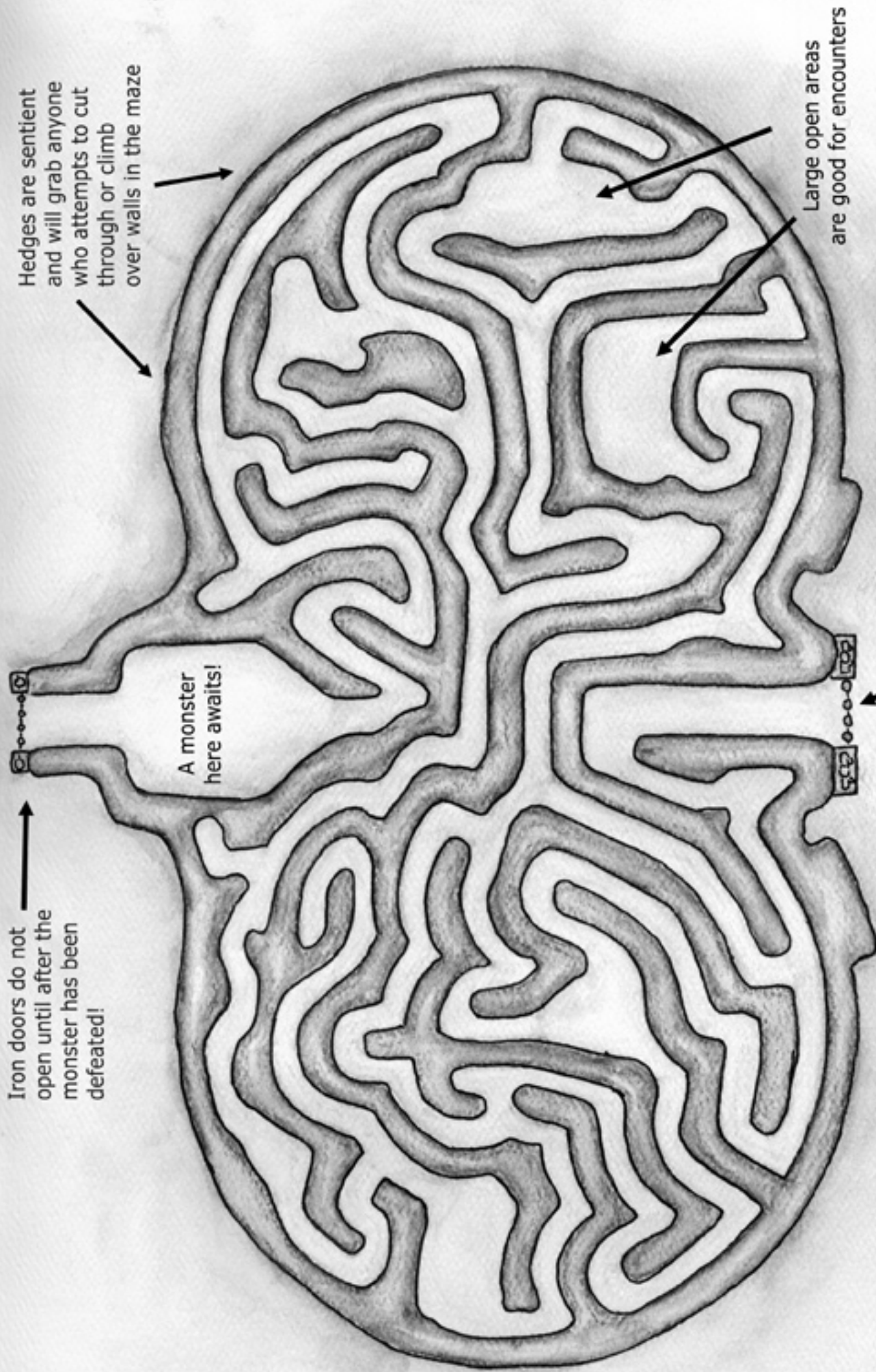
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