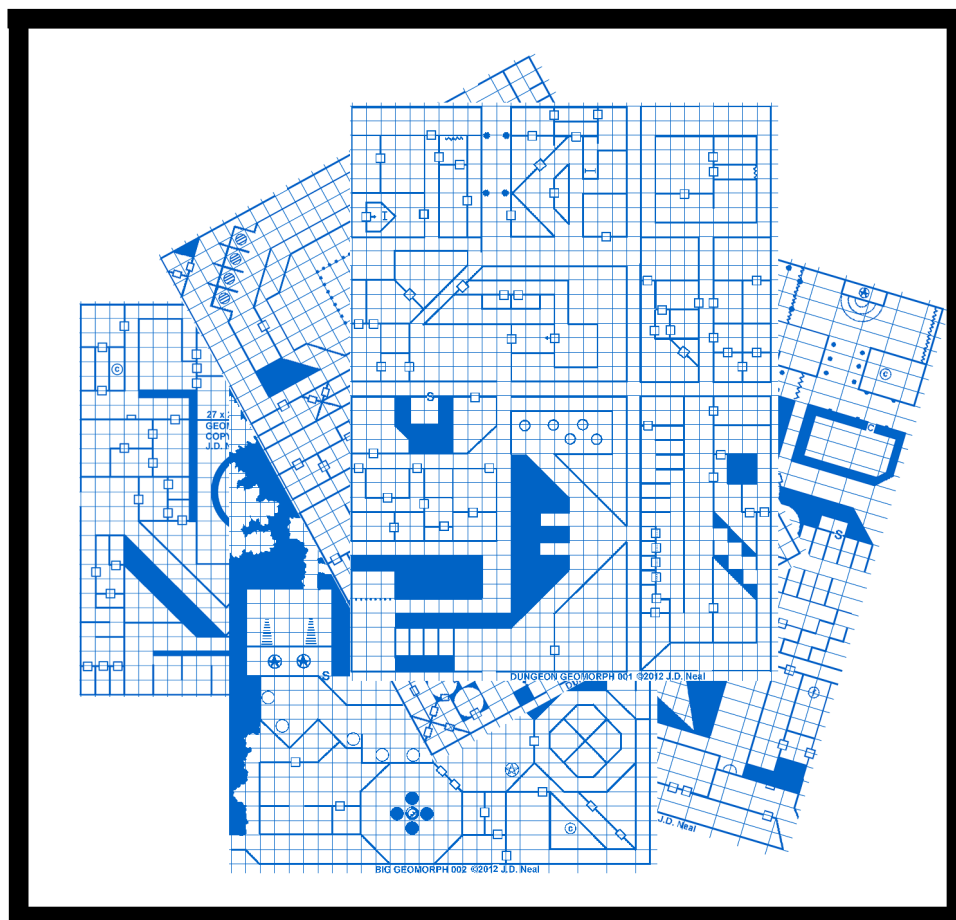


JDN Dungeon Geomorphs

A Basic Fantasy Role-Playing Game Accessory



1st Edition (Release 2)

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10 Maps in Blue for Those With Color Printers

and the Same 10 Maps in Black for Those Who Prefer Stark Black-and-White Map

Introduction

"Geomorphs" are sheets of paper with dungeons or caverns drawn on them. The user rearranges them to form their own "dungeon", cutting them apart if desired.

While some of the sheets might connect to each other fairly well, overall the user is supposed to use white-out and a marker to add connecting halls, block off certain rooms, and so on to create a more customized adventure.

Nor are individual areas necessarily usable as-is. Doors (or other entry points) are not provided for all areas; add a door if you want one, or have them accessed by magic (teleport spells or such) or climbing up and down stairwells.

Not all hallways are 1 square wide; some are half a square. Some walls are not enclosed. Oddities like that were added to help remind the gamers that details can vary.

LABELS: These are not labeled - labels only get in the way. The user can draw a compass rose wherever they need and label elements as they please, turning the plans in any direction.

Labeling schemes might include the use of roman numerals (I, II, III, and IV) for large regions, plain numbers (1, 2, 3, 4) for rooms, and/or letters (A, B, C, D or a, b, c, d).

PAGE FORMATS: These were originally designed for use with the author's home printer, which allows small margins and allows him to use them with standard quad graph paper. Chances are, the user's printer might not print the maps to the right scale, so two sheets of "graph paper" were included for anyone wanting to play around with these and needing something compatible.

EXAMPLE OF USE

Following is an example of keying and modifying a selection. The author did not have the patience to manually draw the letters and notes, but the intent is that they would be handwritten. Notes were supposed to have been written by a "user" and not necessarily the best way to handle keying. This is not a full adventure and hence does not have full statistics for monsters and other details.

INTRODUCTION: Having found three pieces to the map leading to the pirate cove, the PCs now know where the lost chapel is. The entrance is carved into a stony cliff face, lost in the rambling briars and dense trees that cover the hillside.

1. **ENTRANCE.** The entryway is 15' high and 10' wide, flanked by statues of the old god. Ten feet inside is

a portcullis [added by the user] that seems imposing, but it can be torn down fairly easily. The chapel has not been used in a long time and leaves and dust have been blown far into the unlit stone-worked entry.

2. **DEAD END?** This room has columns, but otherwise appears to be a dead end. The second column from the east (in the south set of columns) has been smashed; a long-handled switch sticks out of the rubble (trying to manipulate it has no effect; brute force only breaks it off). The eastern wall (the one that leads into the eastern corridor) is fragile and can be smashed through fairly easily. It once rose up into the ceiling on rails when a switch in the broken column was pushed up (and lowered when the switch was pulled down), but the switch and the machinery that once operated it is now broken. If anyone looks the eastern wall over closely, they will find obvious gaps where the rising section meets the hall.
3. **STAIRWELL.** This stairwell will come into play once the PCs get down into the basement. It allows access from the level below and to a "secret" level above.
4. **STABLES.** These stalls once served as stables and have some old, moldy hay in them. This area has a number of details:

The false "door" in the west wall looks real, but opening it even slightly releases an axe that swings down, doing 1d6 damage with a hit. Behind it is a wall.

4.c. Old horse blankets are kept on racks on the west wall here. Behind them is an obvious (but concealed) door (the blankets have to be removed to find it) that opens into the trapped hallway to the west. The trap is a simple pit trap (victims fall 10' and take 1d6 damage, if surprised by the trap). There is a 2' wide ledge along both of the north and south walls that allows safe passage around the pit.

In the middle north stall is a nest of vicious giant centipedes who scuttle among the stalls to escape, but also dart out to drive off intruders - if disturbed.

5. **SECRET EXIT.** This passage leads down sharply at about a 60 degree angle and exits the mountain at a stream some 300 yards below.
6. **SHORT HALLWAY.** The stout doors to this short hallway are shut, but neither locked nor stuck. A secrete door is in the ceiling at the marked

location and opens into a ladder tube that leads to room #33 on the level above. [The other levels are not included in this example.]

7. EMPTY ROOM. An empty room. [Note that the user added the west wall and door].
8. LIVING ROOM (FURNISHED). There is a table and various furnishings including a bed and pile of clothing. A plate with grease and a few scraps of food is on the table.
9. OLD MAN'S ROOM. An old man sits reading a scroll and using a quill to make notes. He is shabbily dressed. If approached, he acts confused and will be harmless. He has no idea who he is, let alone why he is here, though for some reason it seems right for him to live here.

If the PCs interact with him, taking him back to the abbey in town, they will find he is a lost member of the order, stricken by a feeble mind spell that has left him disoriented. If he is allowed to join with the party, the goblins elsewhere in the ruins will cower at his presence, although they will attack if they discover he lacks his normal facilities. He does not know this (due to the feeble mind) but he is once dreaded by them as a dangerous enemy. NOTE: He is a magic-user. Not all religious people (let alone religious leaders) are clerics. NOTE #2: There is only one door to the south. The user has crossed the eastern one out.

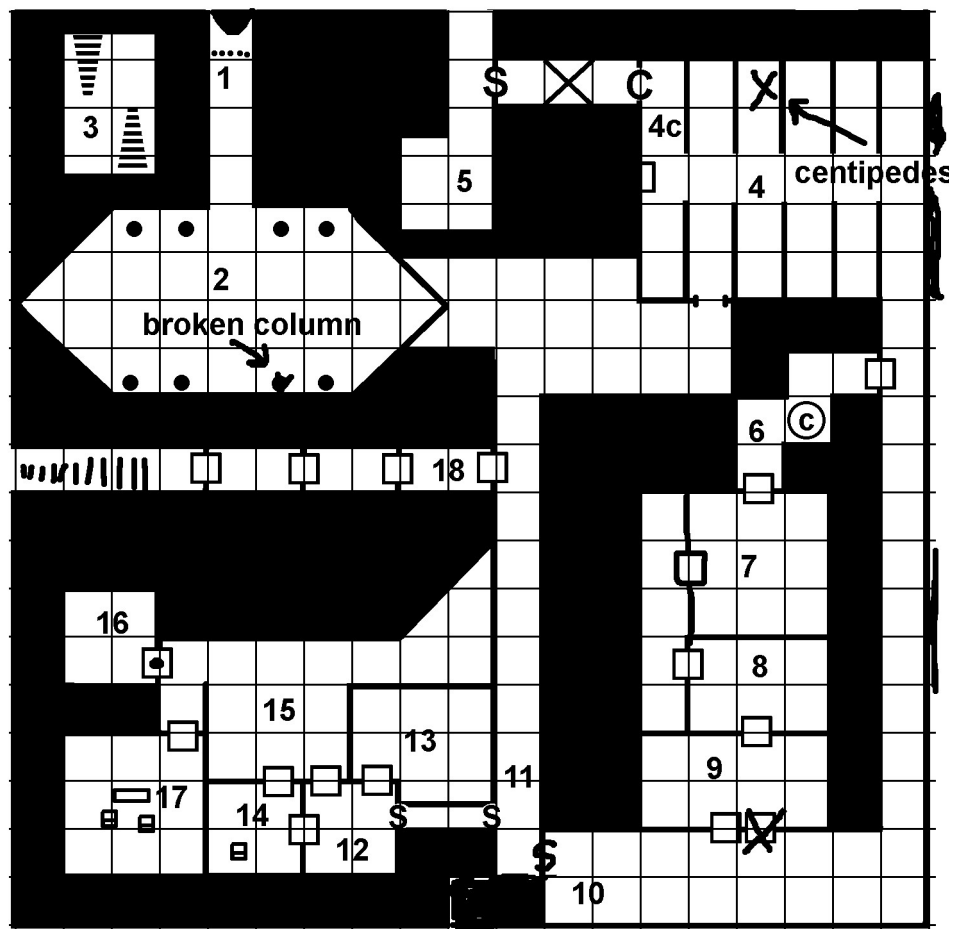
10. STORAGE HALLWAY. This hallway has several old wooden crates and bolts of cloth stacked against the south wall, as if it is being used as a storage area. Holes in the walls provide convenient places to shove the handles of torches. On the west wall (over the secret door) is the stump of a burned up torch. It is actually attached to a secret door as a handle. Pulling on it opens the secret door (6' high and 3' wide and hinged on the north side) to swing outward. There is dust on the floor and faint goblin-like footprints lead up to the wall and (if the secret door is opened) into the hall beyond.
11. SECRET PASSAGE. The secret door to the west blends in perfectly with the old stones of the wall; it cannot be noticed at a glance (except perhaps by an elf), but it can be found with a studious search. The secret door is opened by pushing it inward (with great effort) a few inches/centimeters, then sliding it sideways on a track-way. It opens into a cobwebbed passage

about 5' wide and 8' high; the webs have been kept clear along the center of the hall and faint footprints (goblin) can be seen in the dust, going back and forth down the middle.

The secret door in the west end of this narrow passage has to be pulled eastwards and slid aside on rails. There are goblins eating in room #12; PCs who are not cautious (such as by listening through the secret door, etc.) might find themselves ambushed! Banging on the wall to see if it is hollow will alert the goblins instantly, for example.

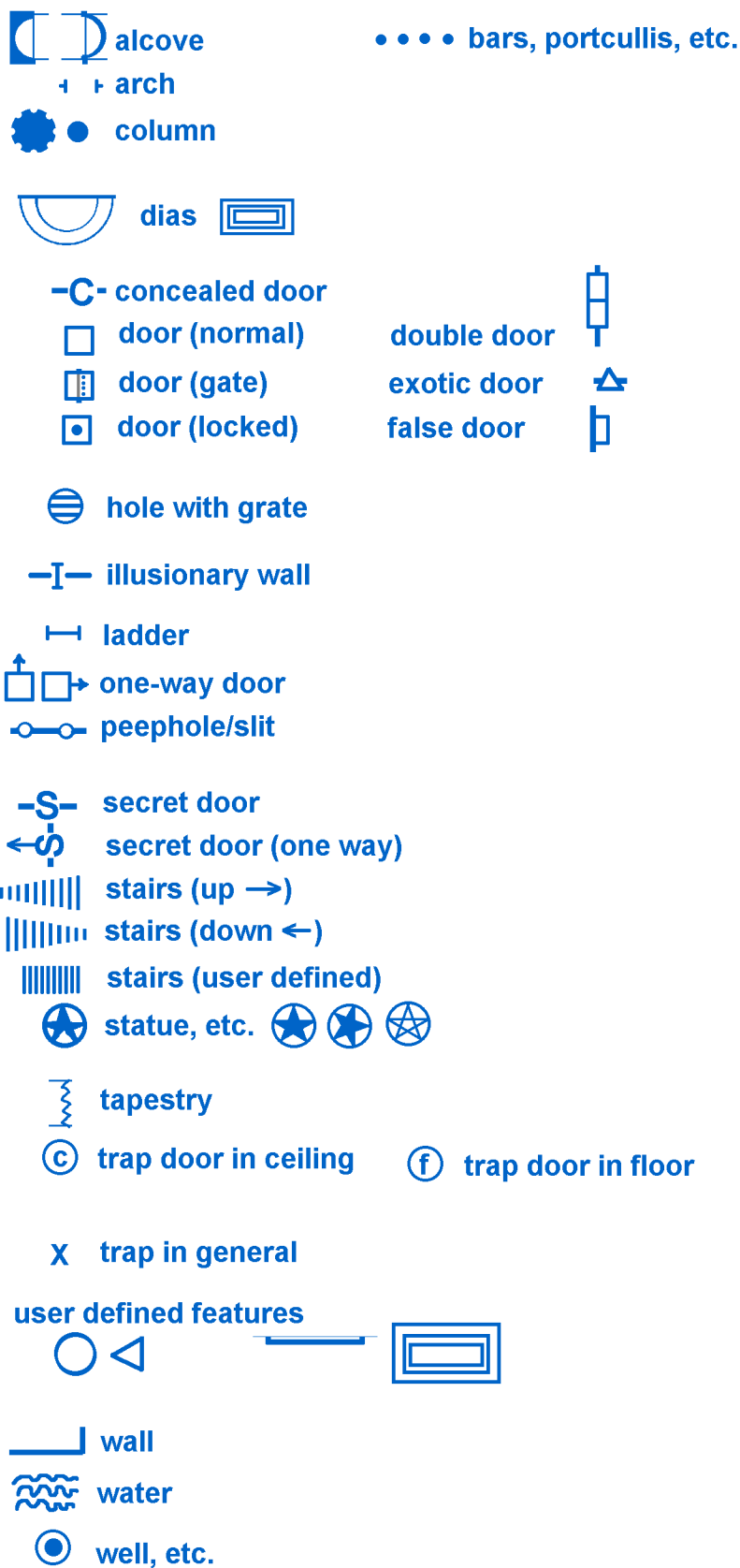
12. GOBLINS EATING. Six to eight goblins (each with leather armor, a spear, and a shield) will be in this room, quaffing down stew and swilling cheap beer, bickering noisily. The room has an assortment of wooden tables and chairs (some long and square, some short and round). A torch in a holder on each wall gives light, and two-dozen more torches are piled underneath a table in the center of the room.
13. GOBLIN BUNK ROOM. This room is strewn with cloth pallets and bags. Six or so goblins sleep here, off duty, complaining if anyone opens the door and shines a light in. Each has leather armor, a spear, and a shield nearby.
14. GOBLIN OFFICERS. Three surly goblins (each with leather armor, a hand axe, and a shield) are here. The room has beds, tables and chairs.
15. ANNEX. Empty of furnishings, this annex connects the various rooms here.
16. TREASURE ROOM. The door is locked and very stout; the goblin in room #17 has the key. Smashing it in (or otherwise forcing the door) will alert any nearby goblins. Spoils of war are stacked here, and a tentacle worm is protecting them.
17. GOBLIN LEADER. A tough goblin has claimed this room as his own. He wears chain mail armor, and wields a sword. He has the key to the treasure room #16.
18. HALLWAY OF DOORS. Each of the doors in this hallway is held shut by a magic spell (wizard lock) and trapped. The stairs at the end allow access to the lower level.

[and so on....]



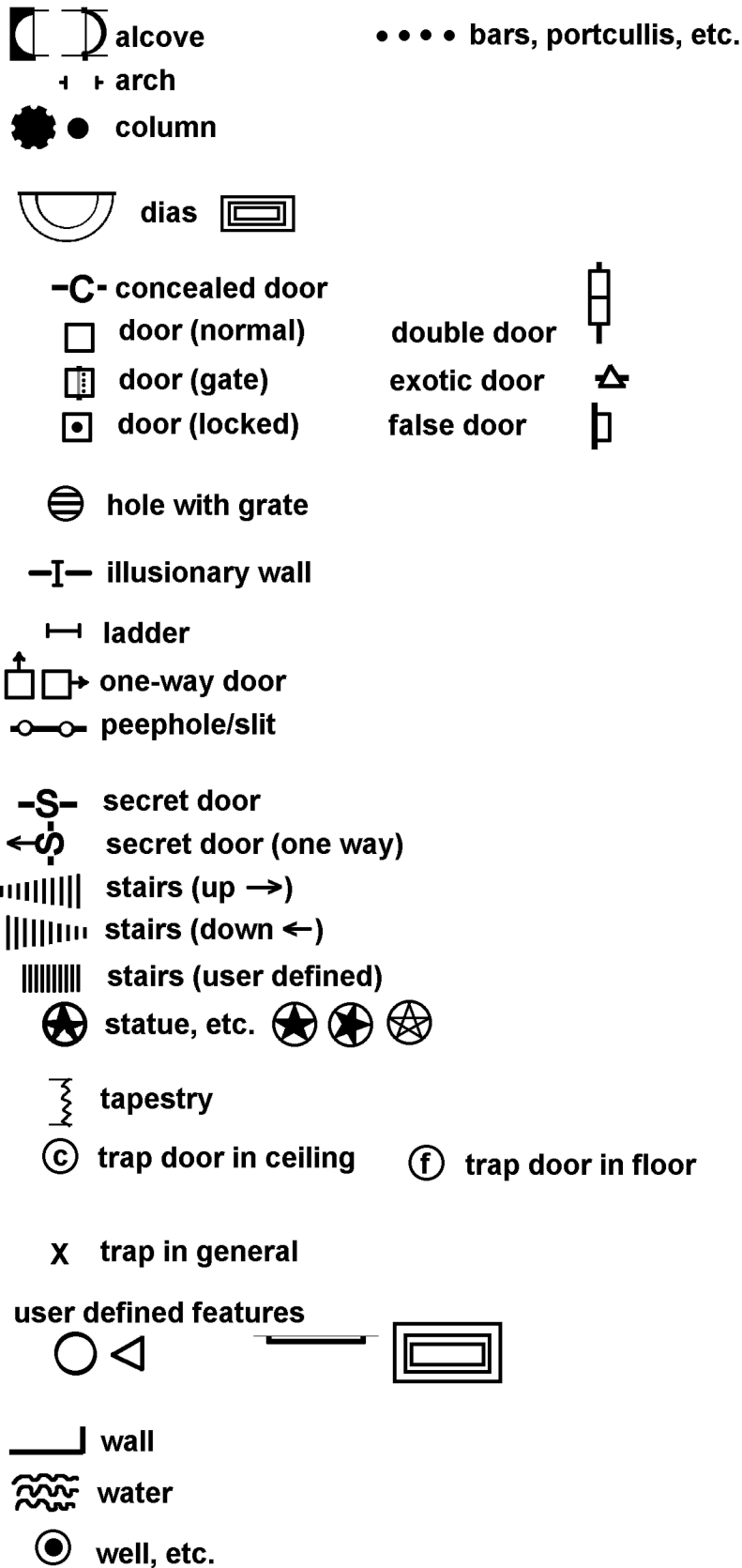
Key Symbols Blue

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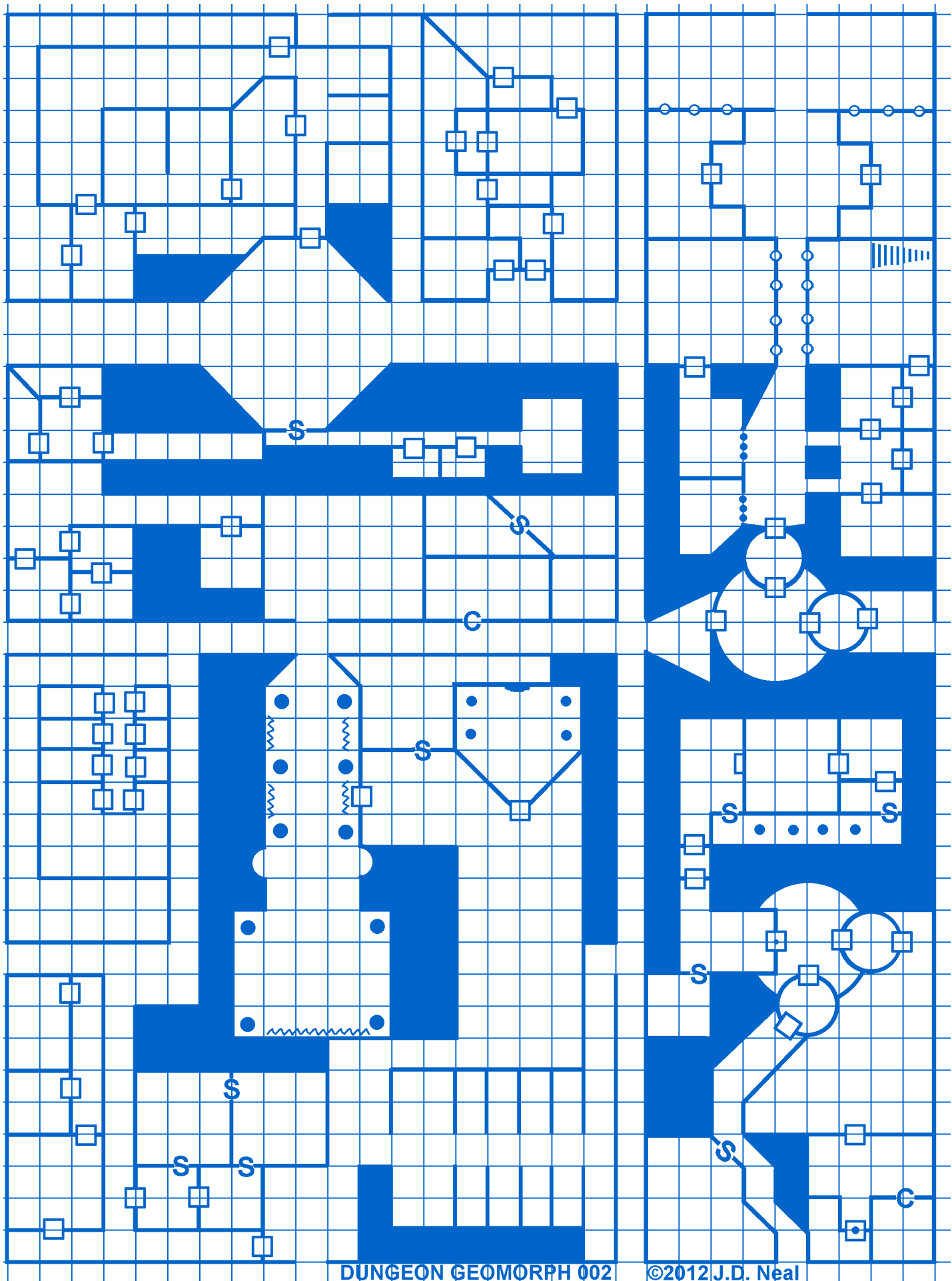


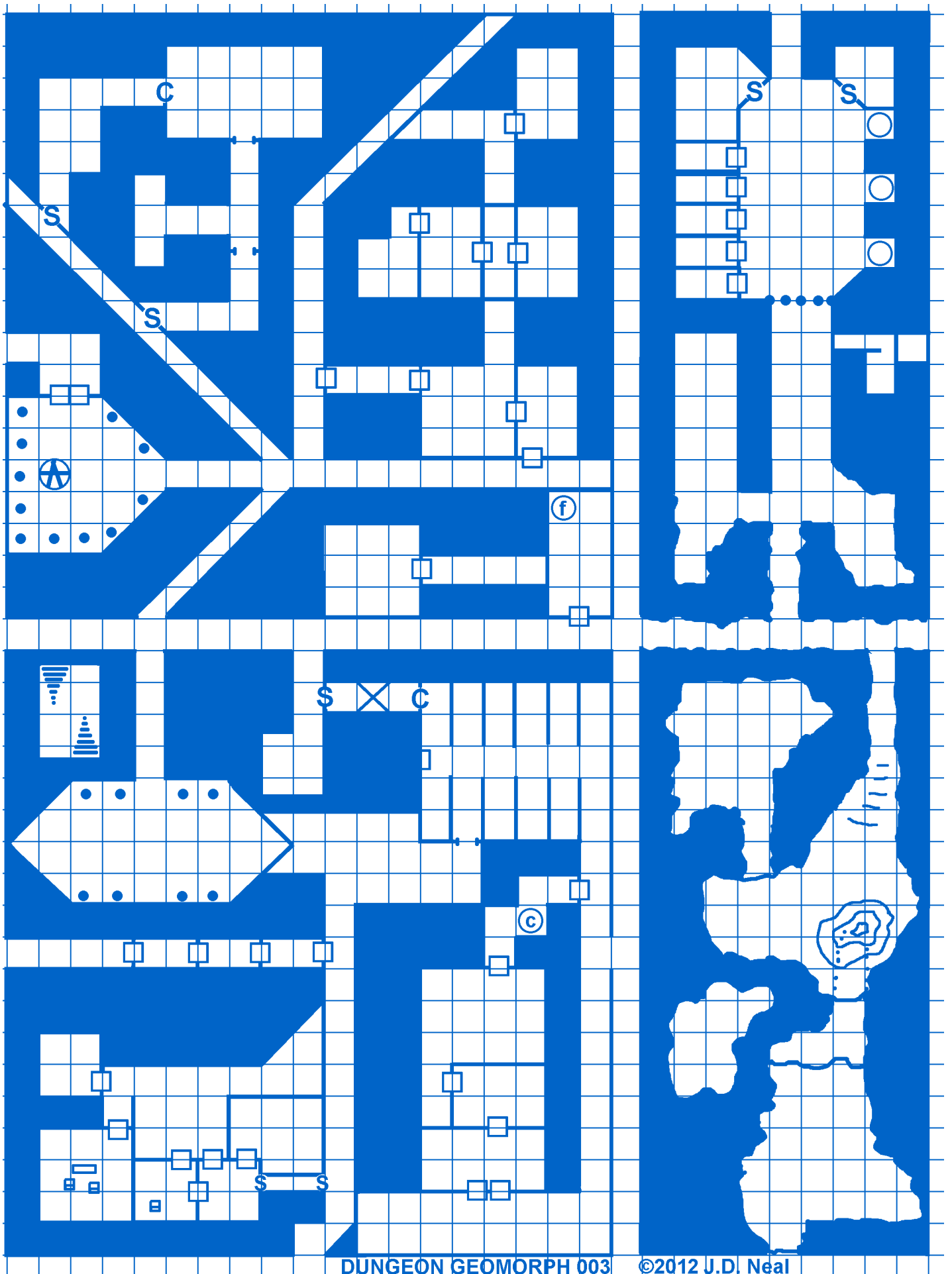
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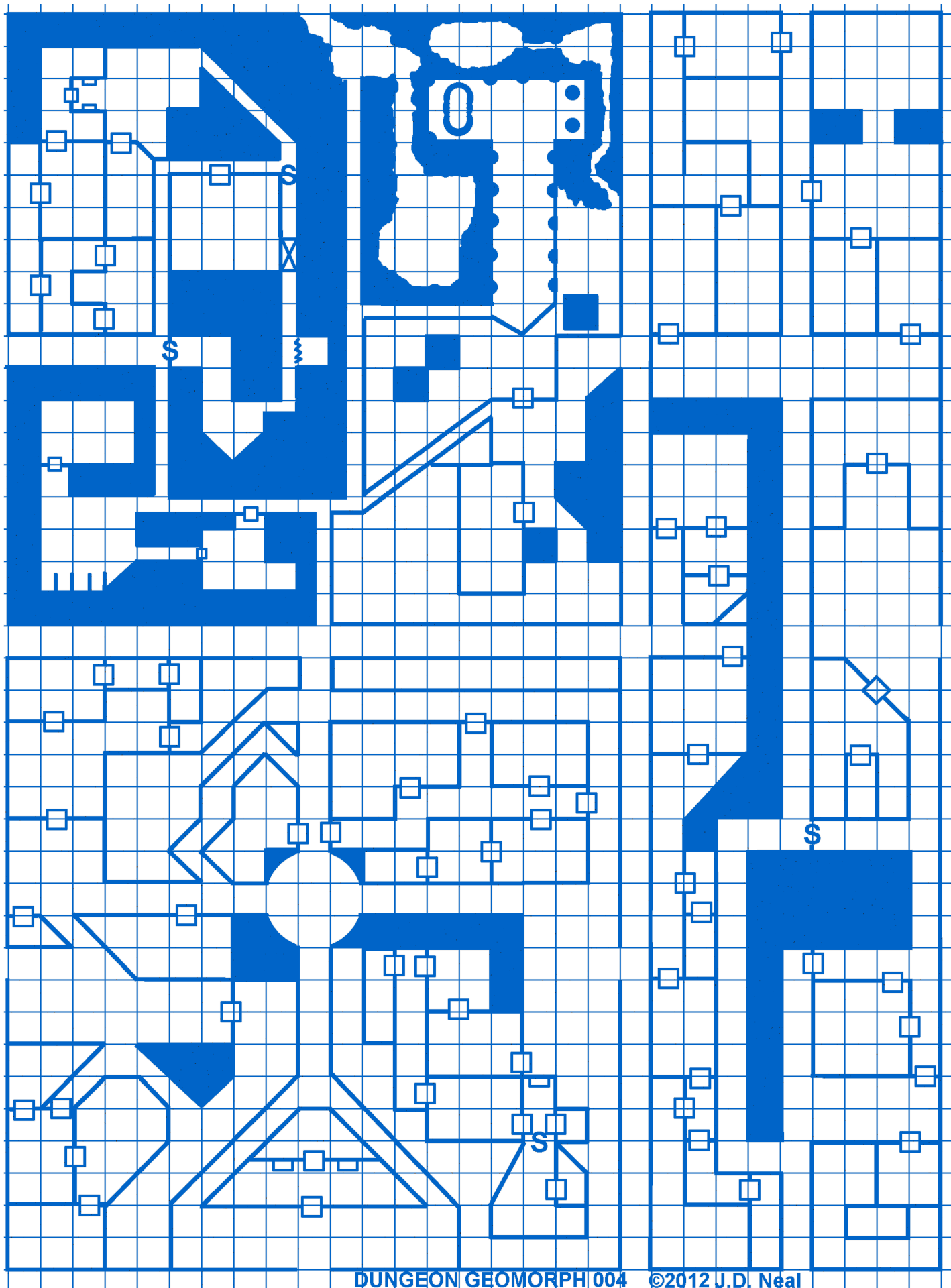
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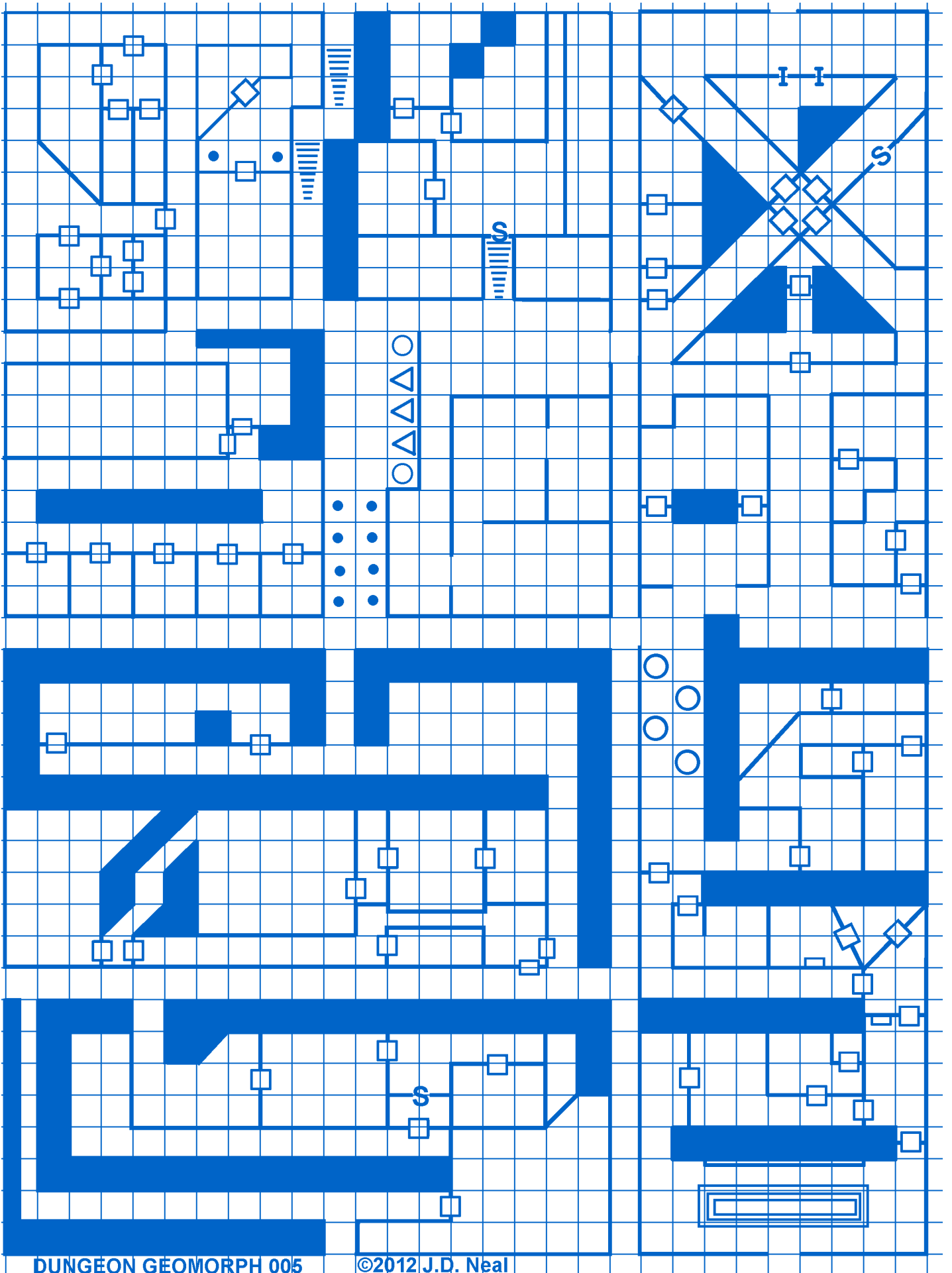




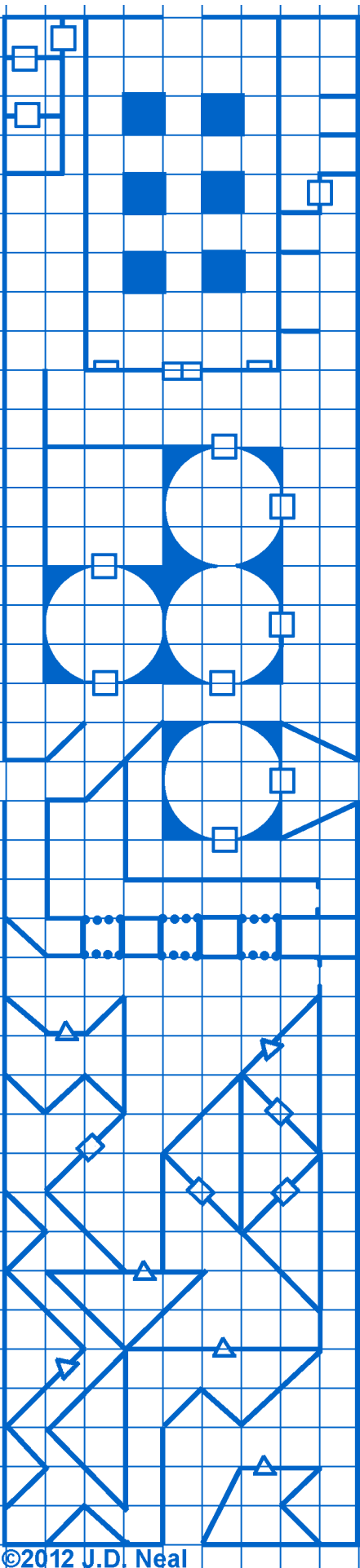
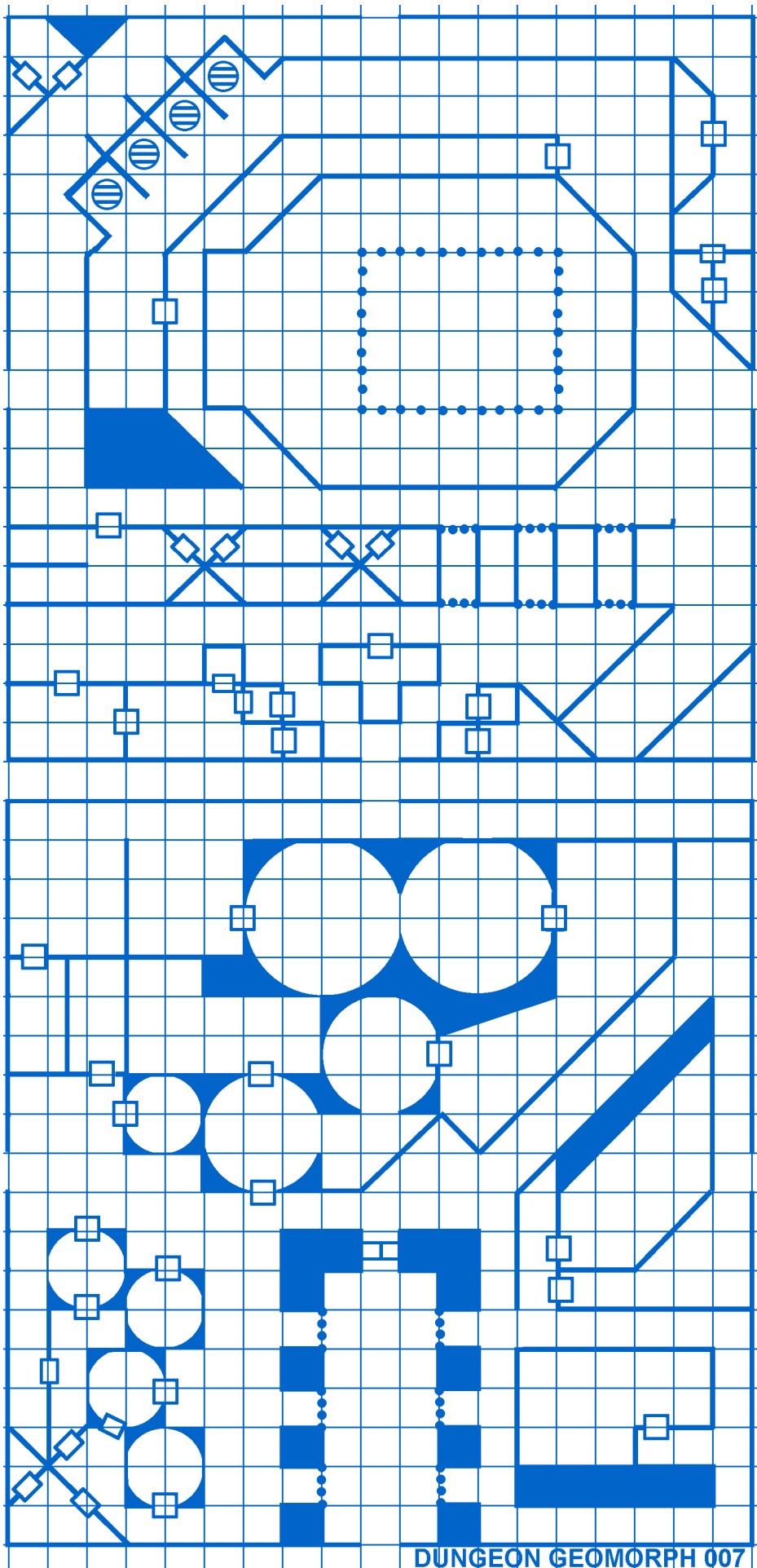


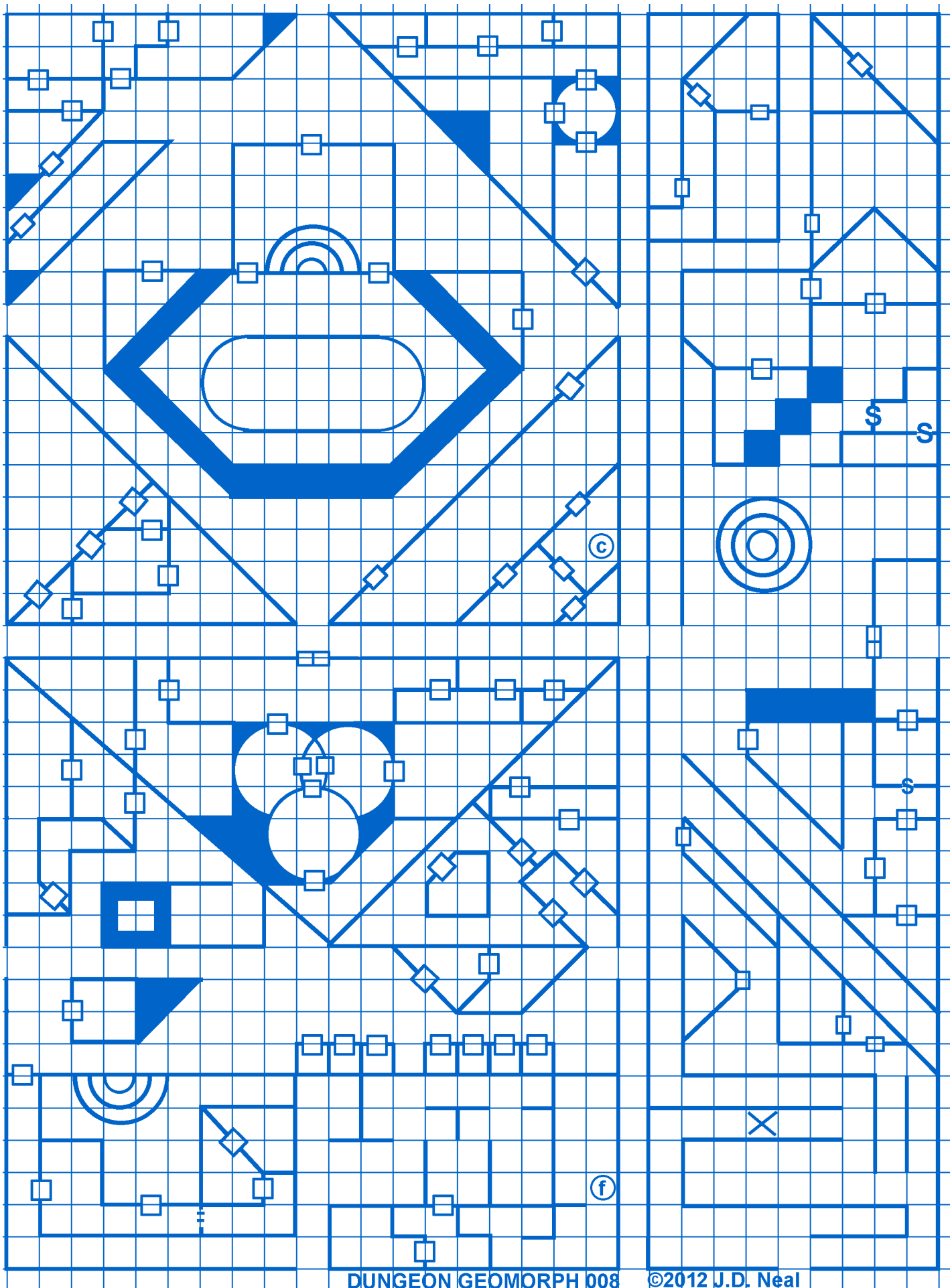


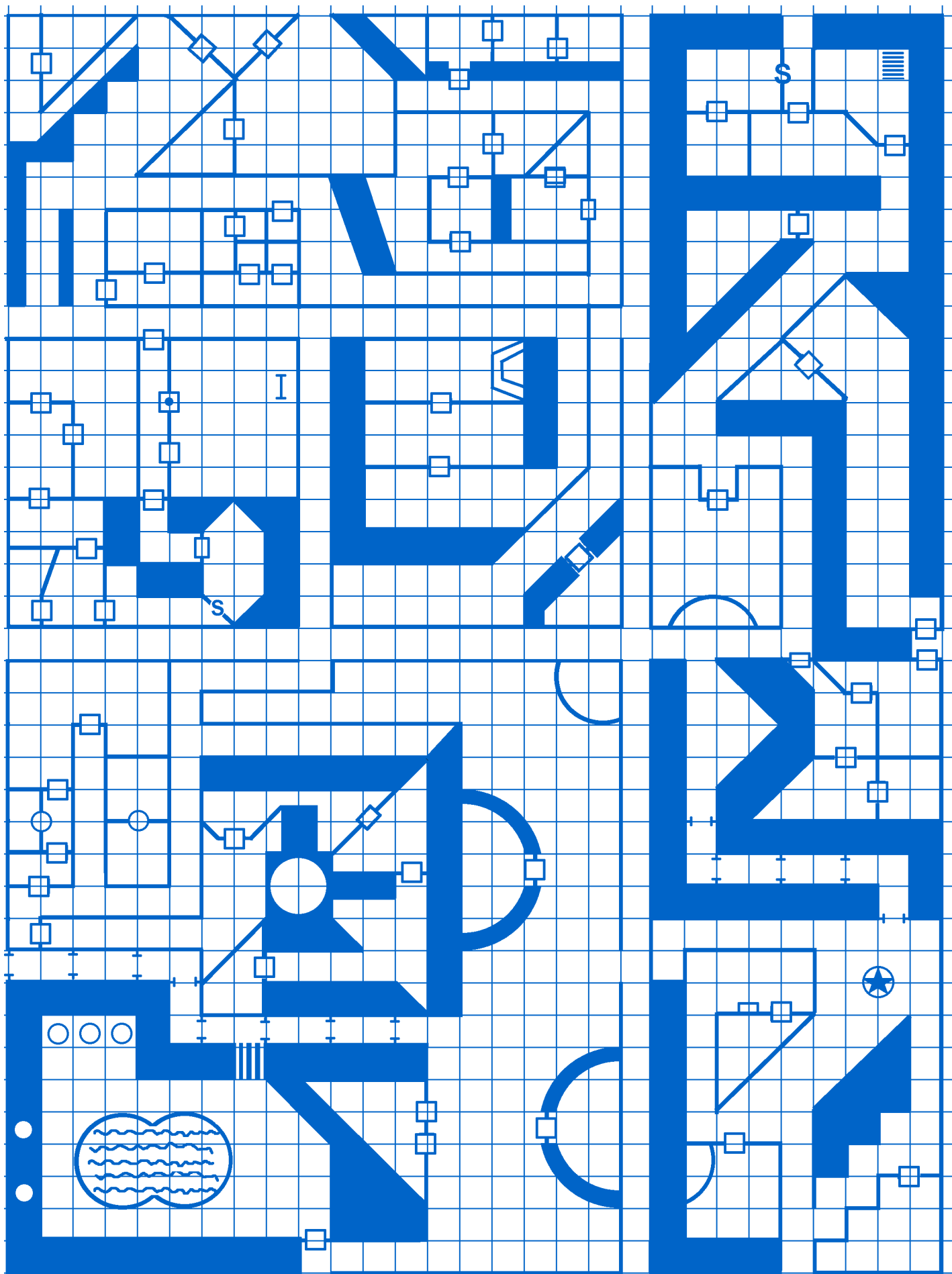


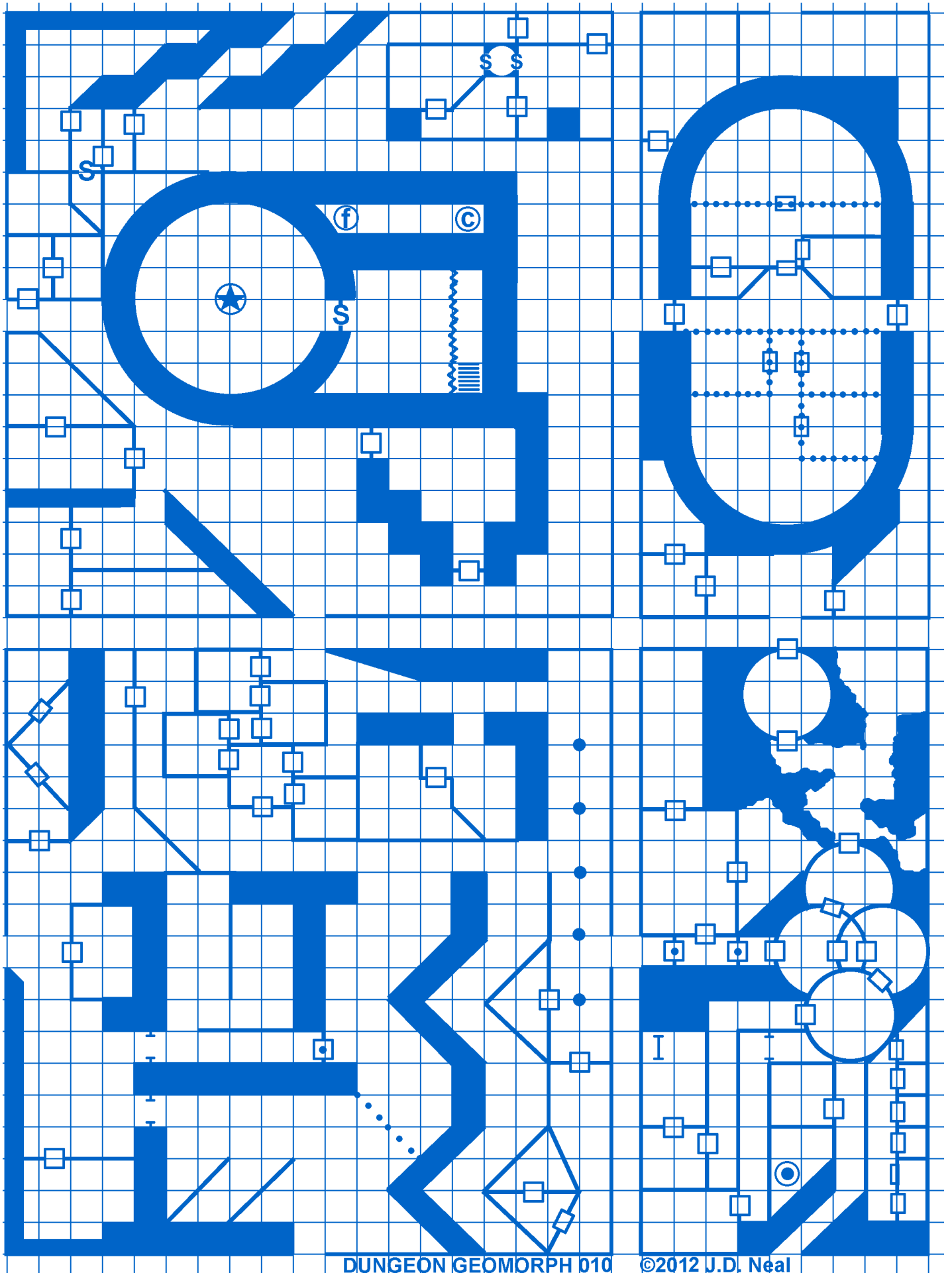


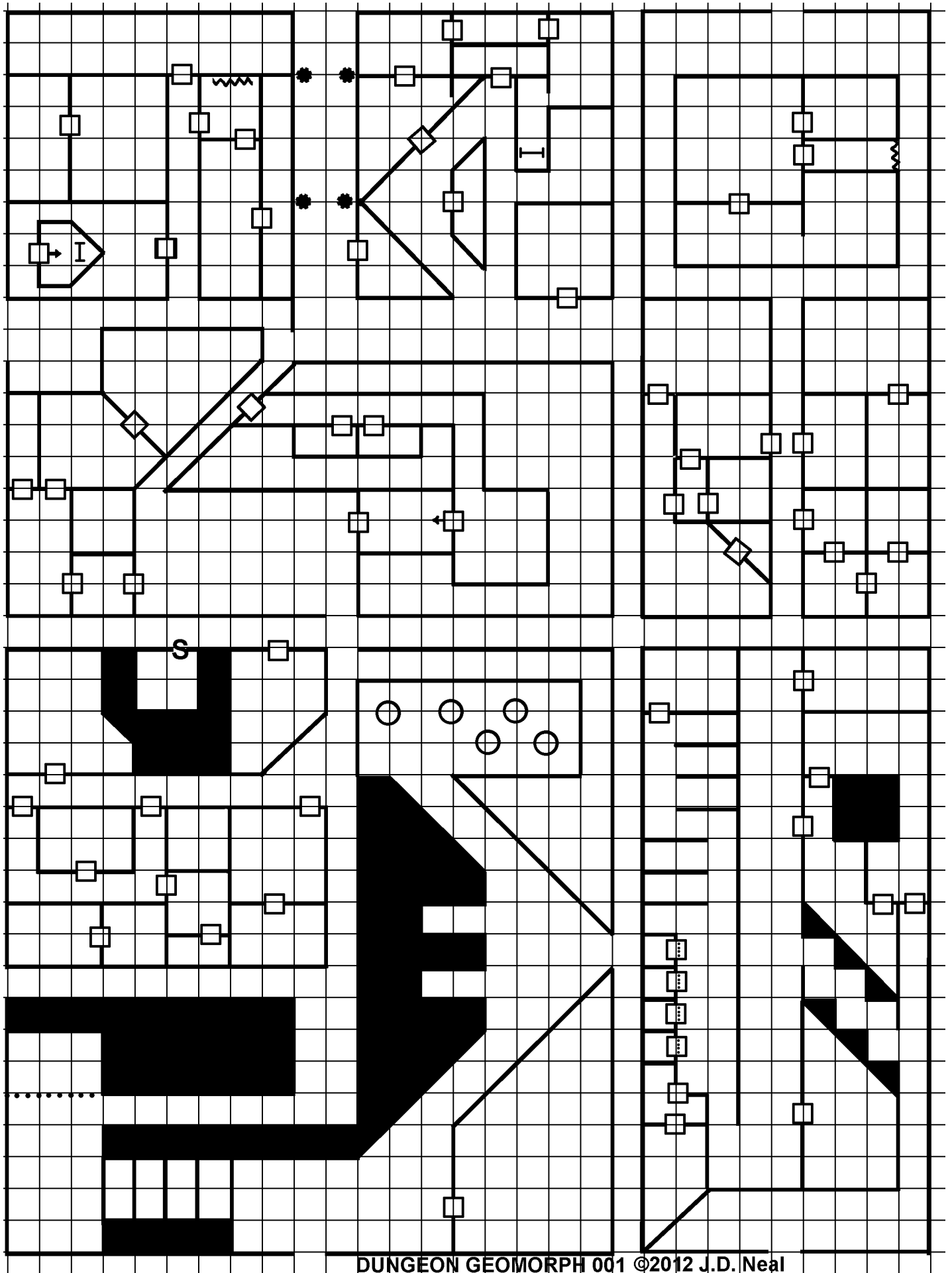


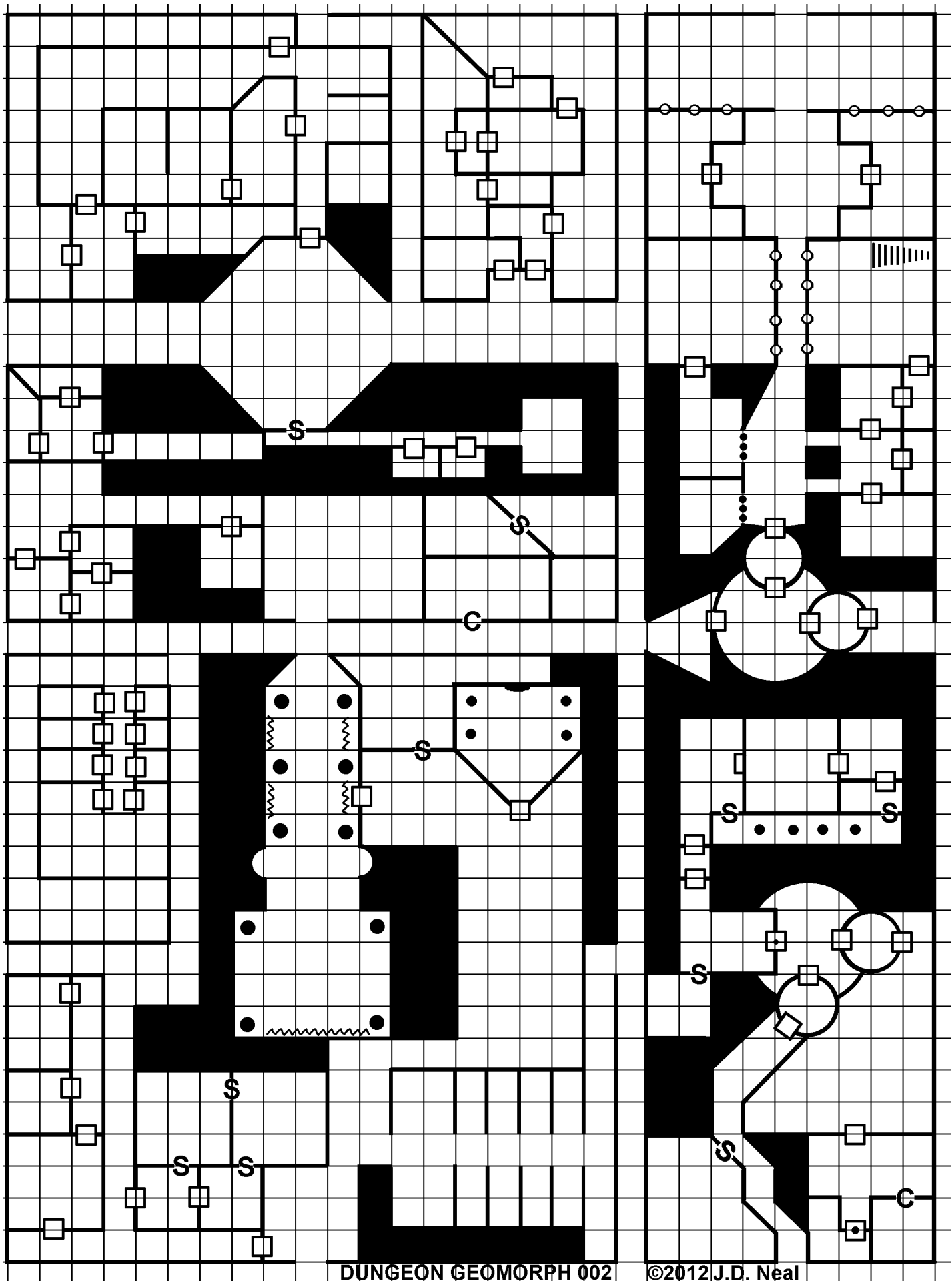


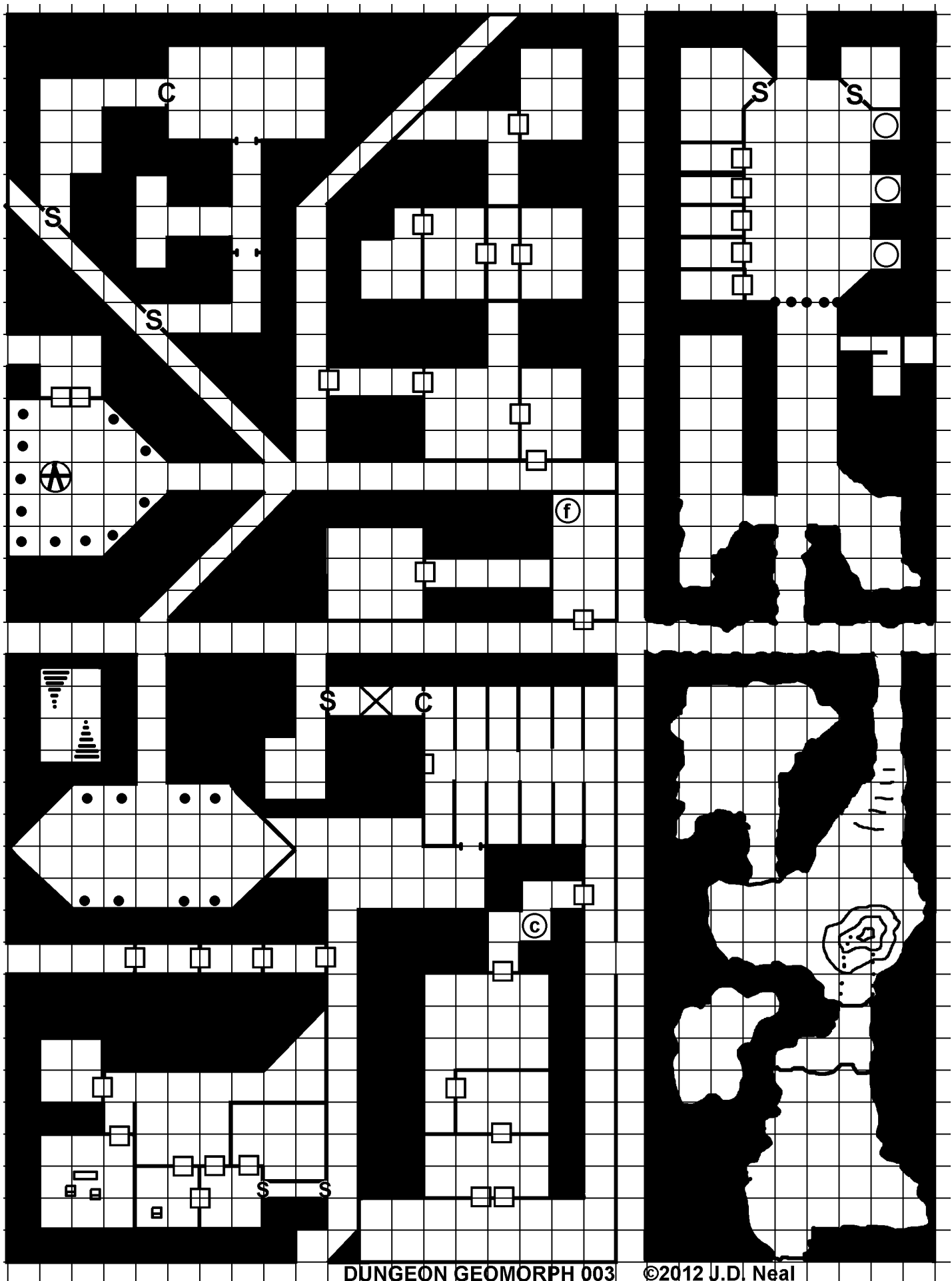


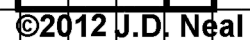


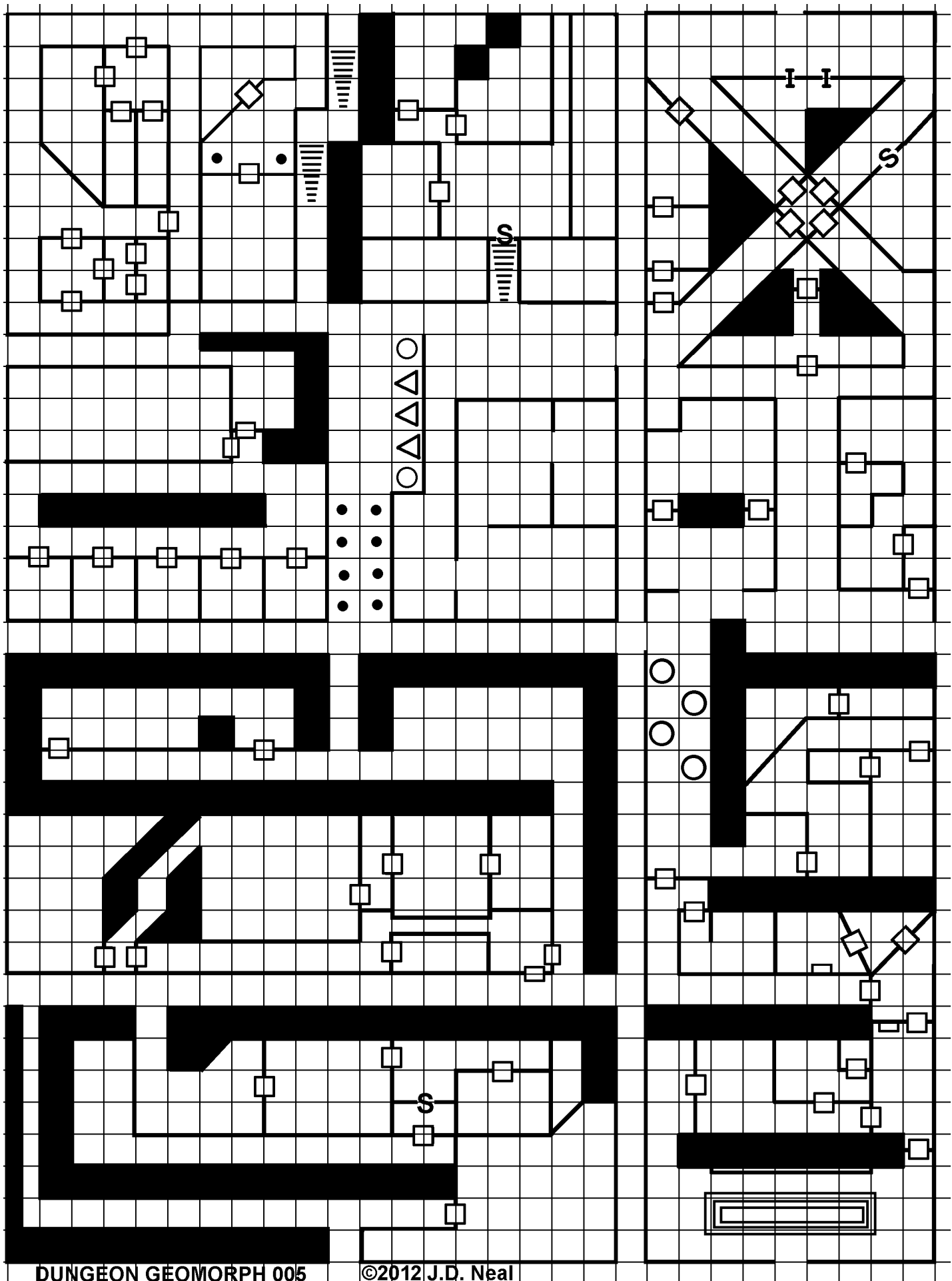


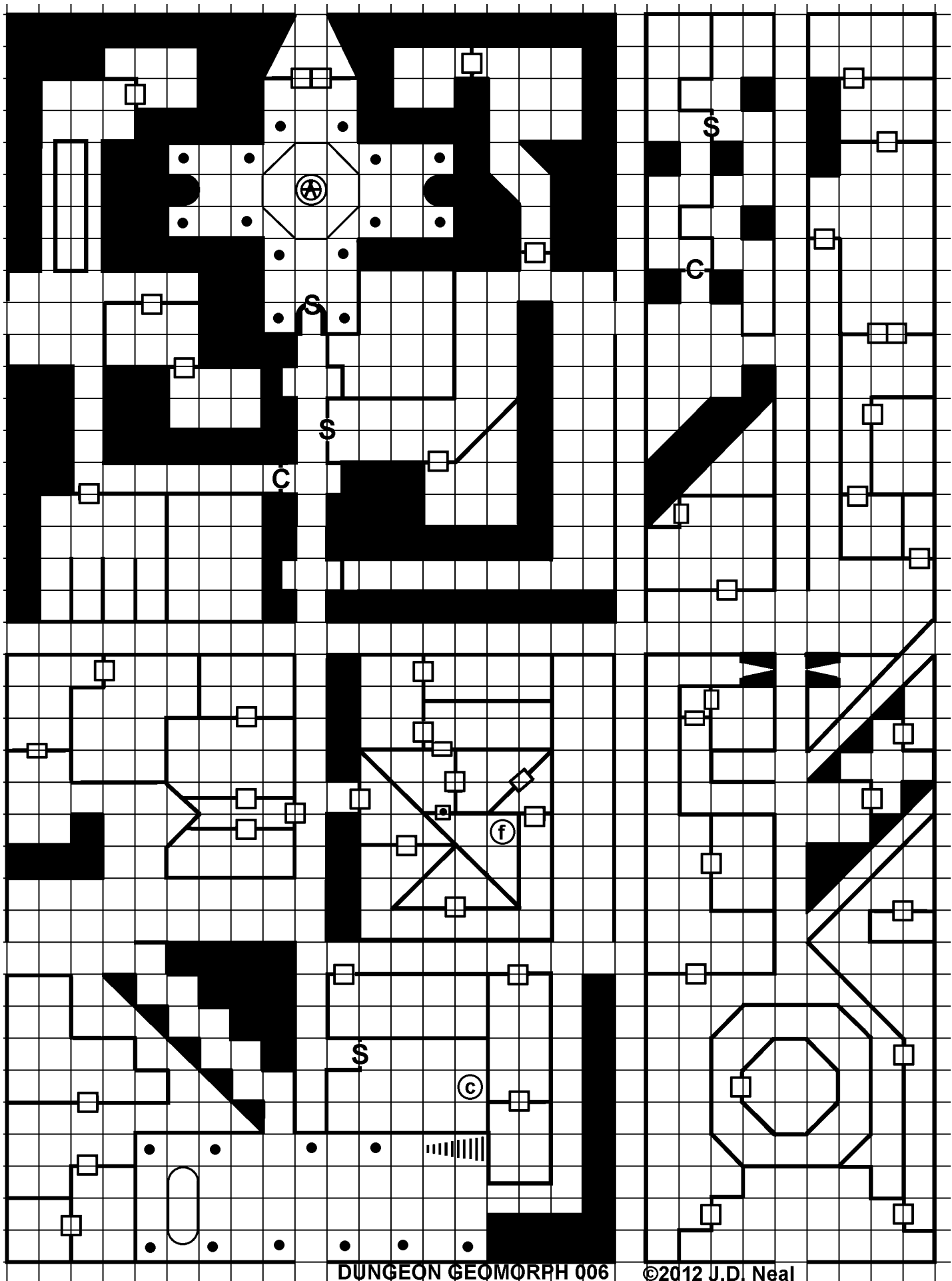


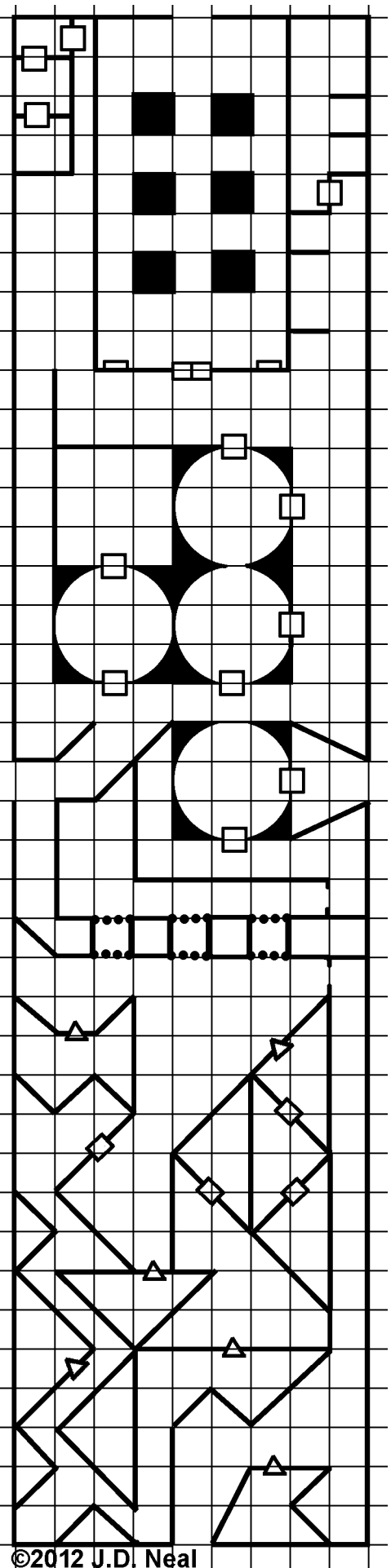
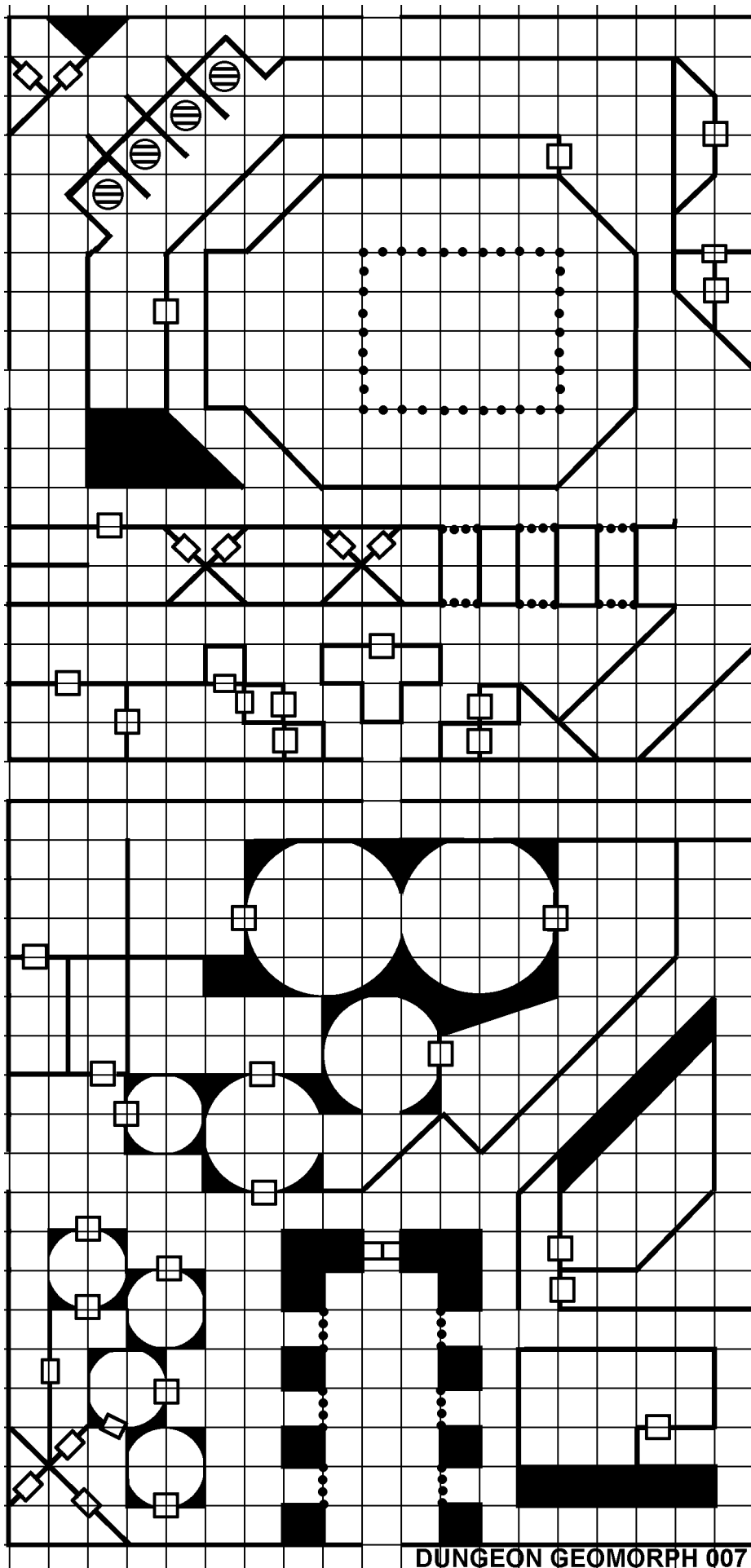


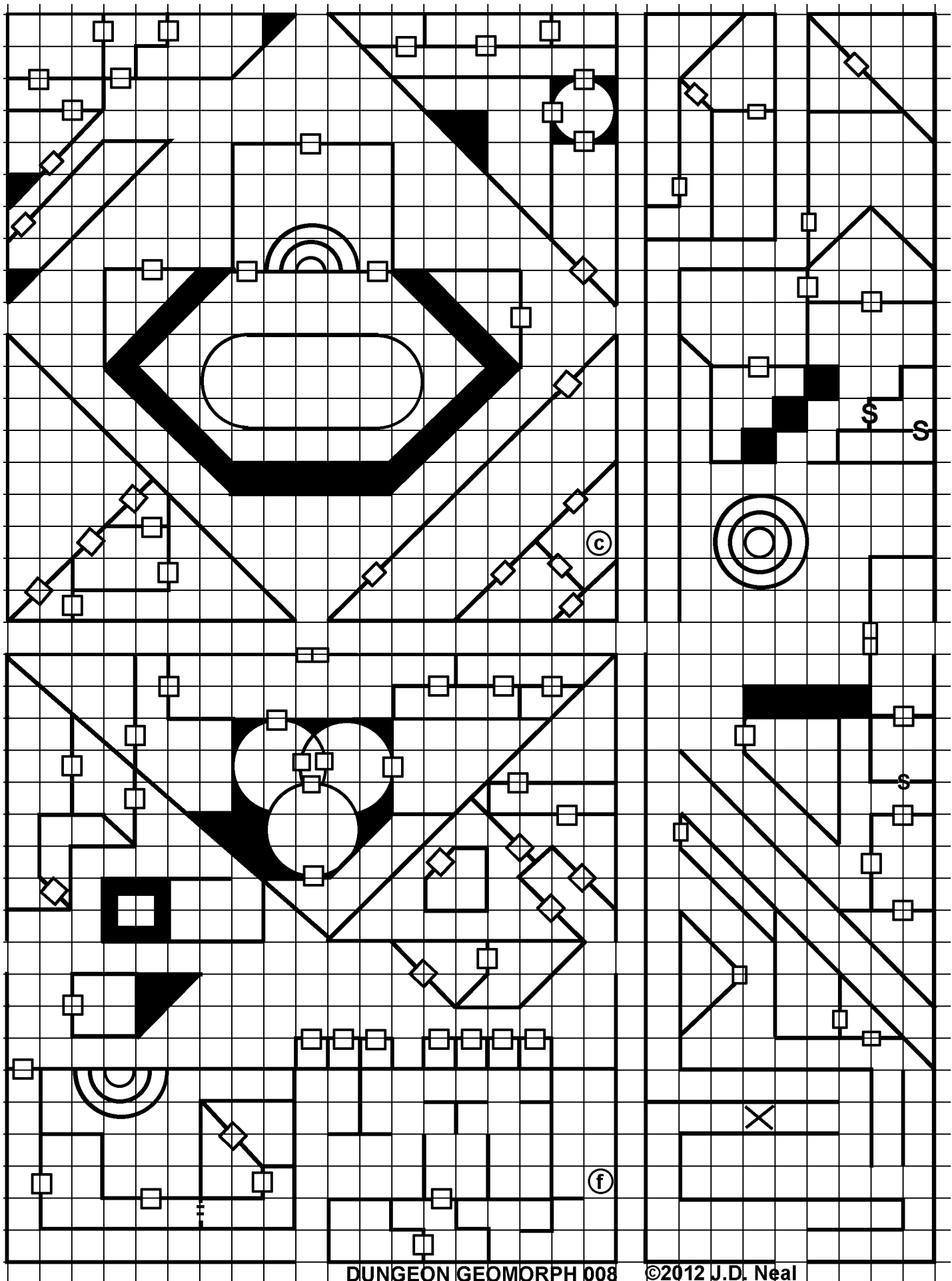


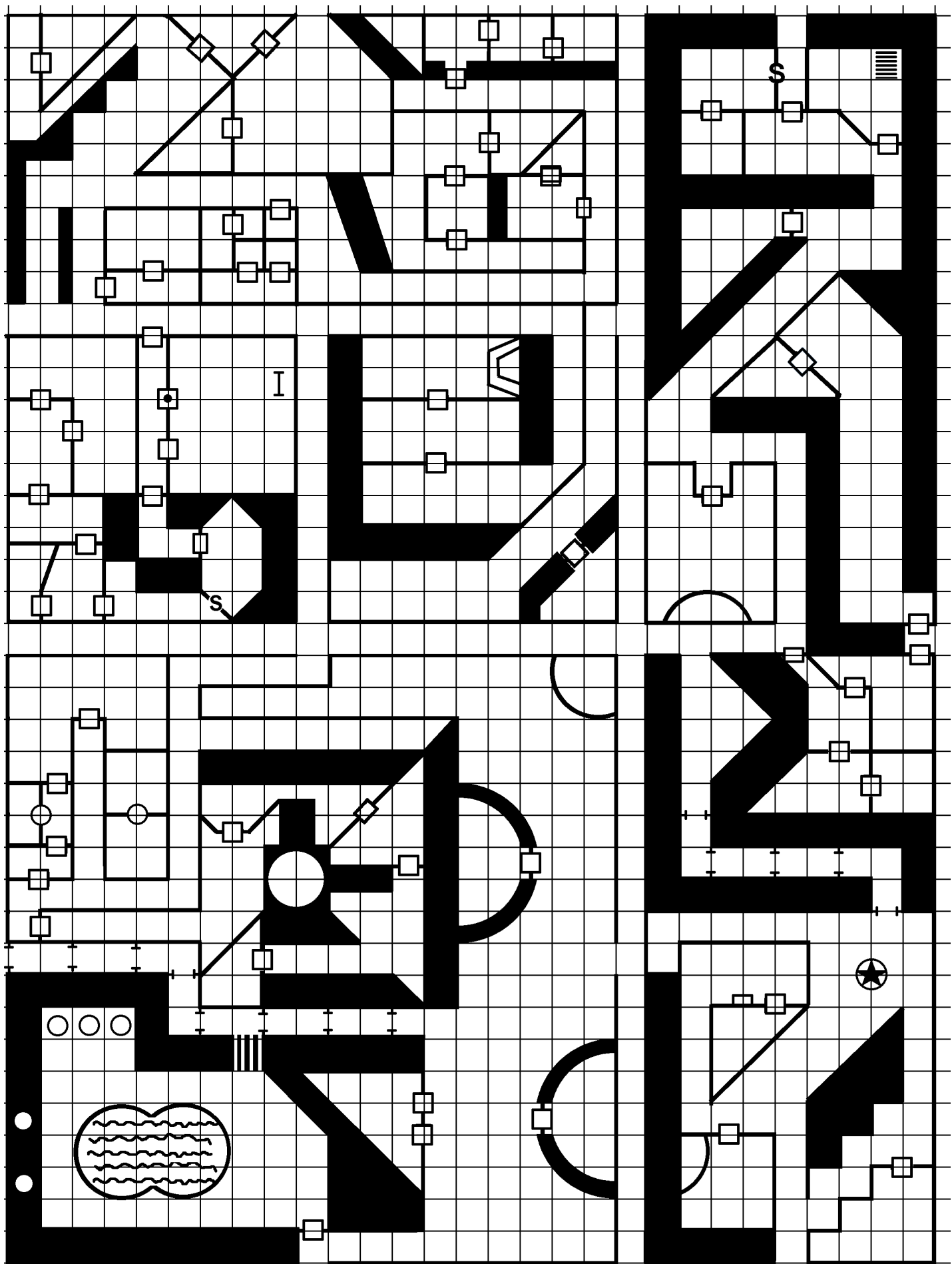


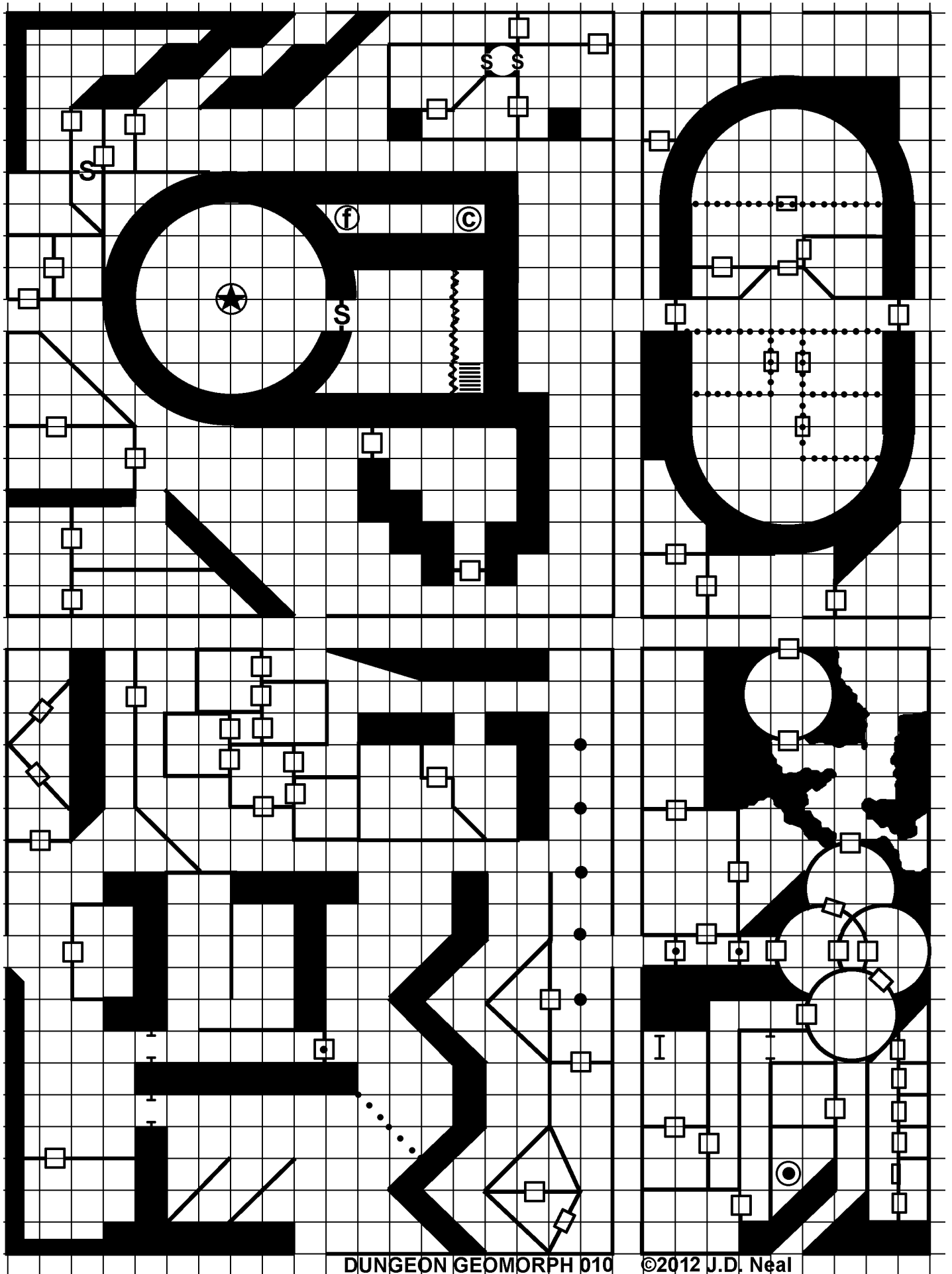


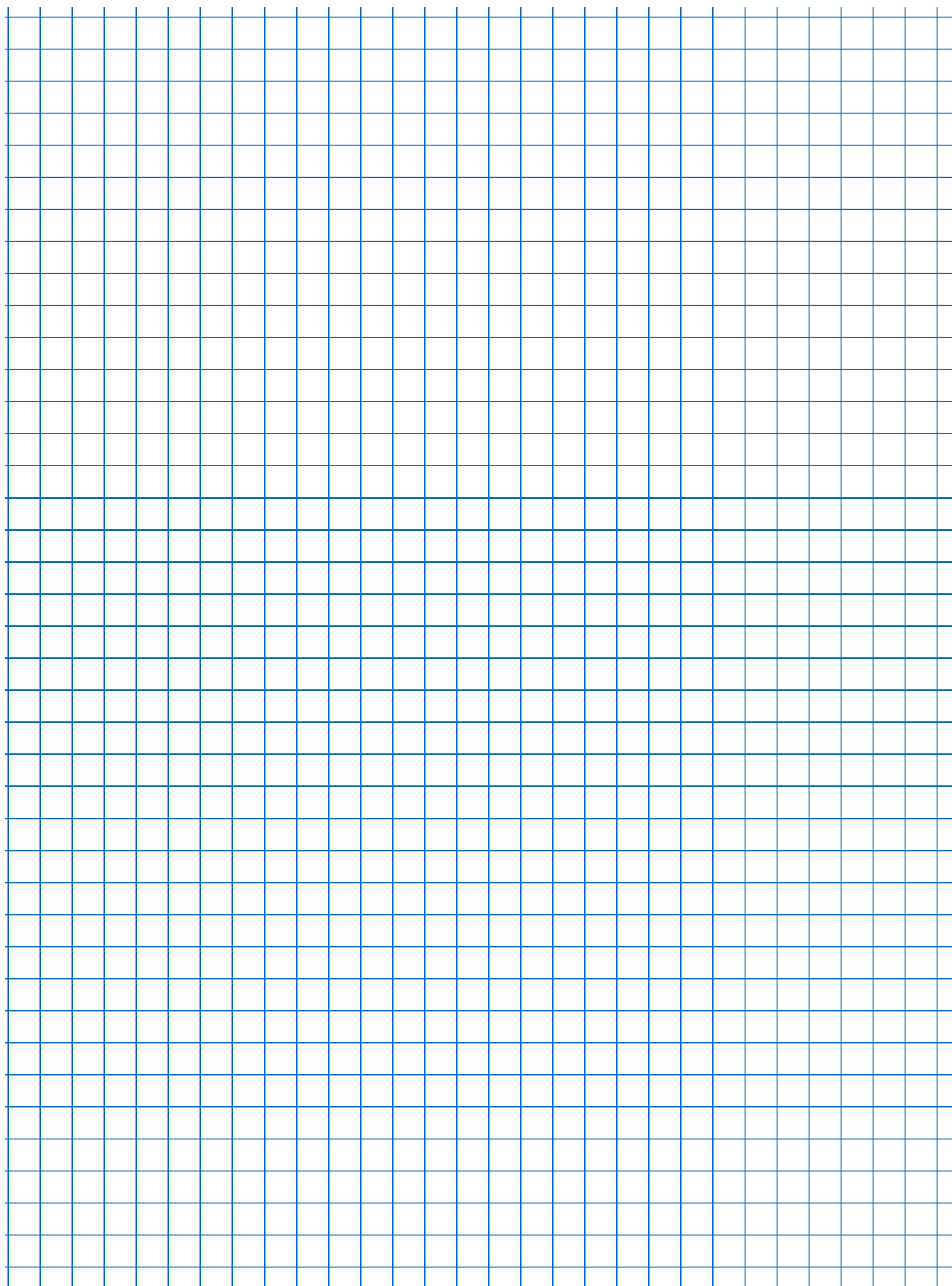


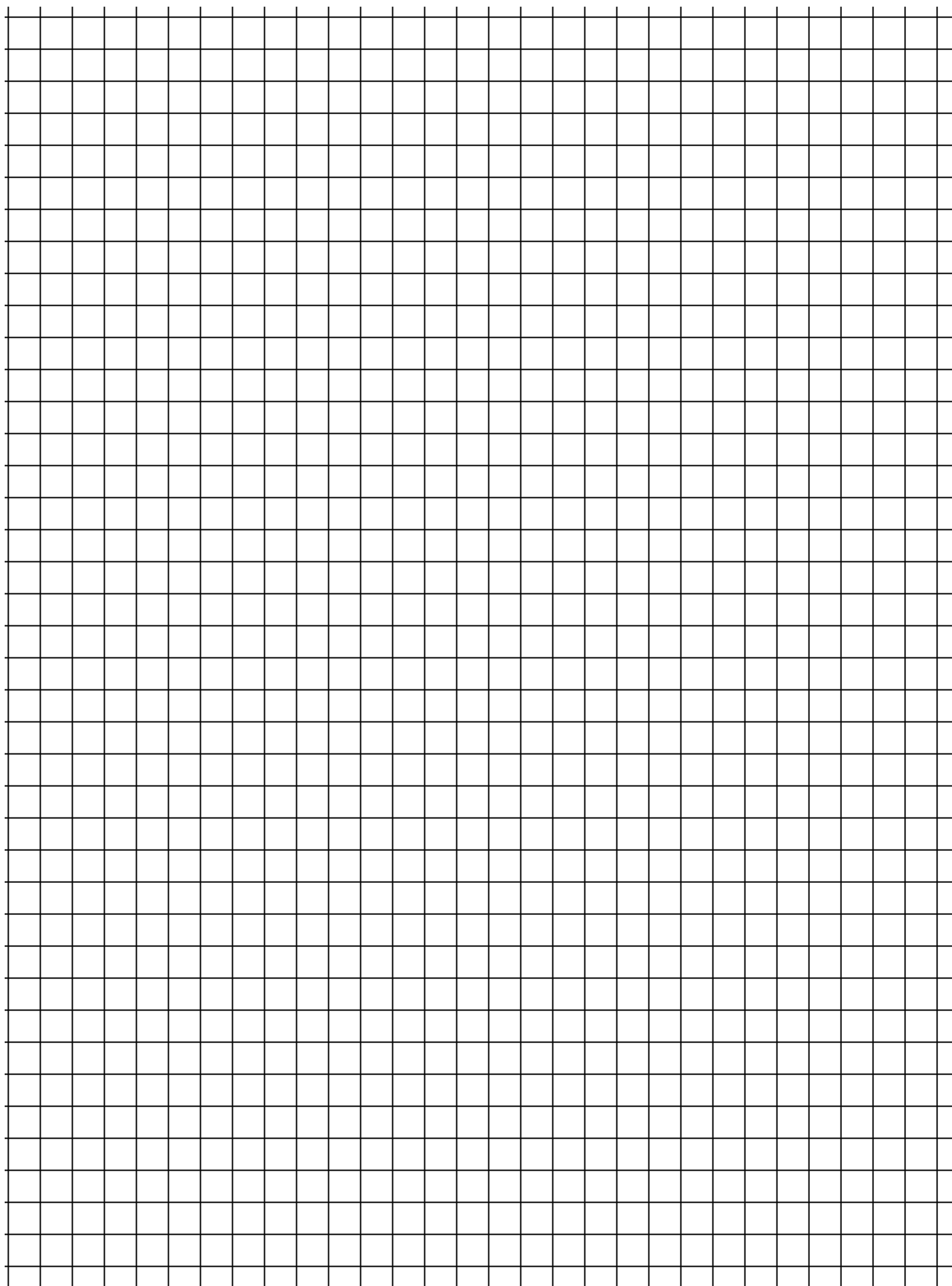












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