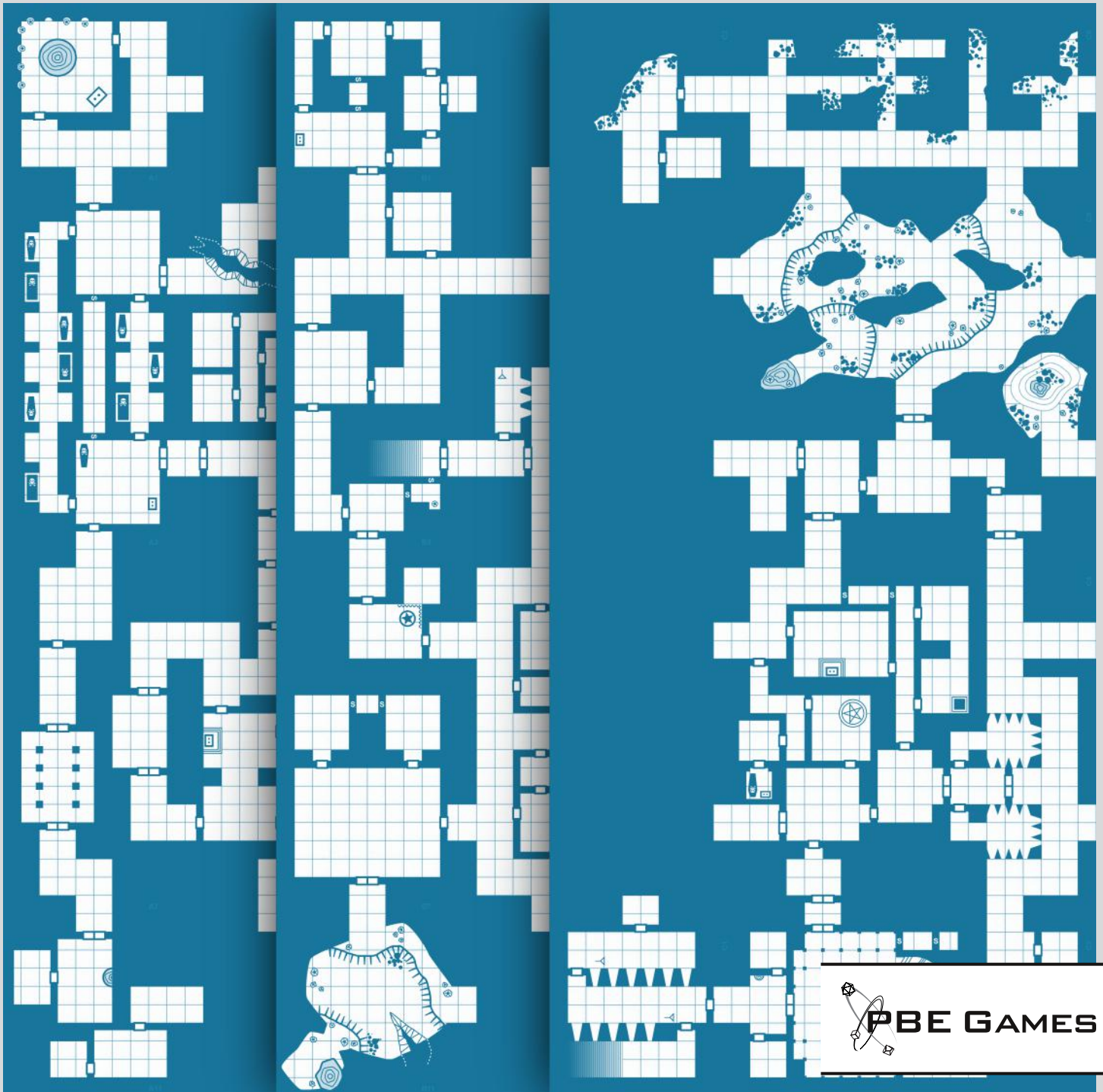


Dungeons in Blue

Geomorph Tiles for the Virtual Tabletop - The Master List





Dungeons in Blue

Geomorph Tiles for the Virtual Tabletop - The Master List

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On the Web

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

[DriveThruRPG](#) [RPGNow](#)

The **Dungeons in Blue** series brings classic blue maps to the virtual tabletop! These ready-to-fill maps are packed with rooms, corridors, pits, and caves; all judiciously sprinkled with tricks and traps. Every geomorph tile seamlessly connects to every other tile in the series, providing the megadungeon builder tremendous freedom and flexibility.

The Master List is a free product that includes the following items:

- A one-third scale summary sheet of every **Dungeons in Blue** map tile set.
- The latest and greatest map legend, detailing all map markup.
- Player and GM versions of ready-to-fill, full-sized sample tiles.
- A full listing of all **Dungeons in Blue** products.

All **Dungeons in Blue** maps are ready-to-use PNG-format files compatible with most virtual tabletops. Use them as-is, or combine them into larger maps using your favorite image processing software. Note that the lower resolution used to create larger maps on virtual tabletops means that these tiles are not well-suited for print.

Our map philosophy is simple: show the permanent features of the area without unnecessary clutter. Our maps aren't marked up with minor furnishings or creatures, leaving plenty of space for the GM's additions.

The remainder of this document contains a **FAQ** and details each currently available **Dungeons in Blue** product, along with planned expansions and additions. Many **Dungeons in Blue** products have been discounted 10 to 30%. See individual product listings for details.

FAQ

Can I print these tiles?

You can, but the results are likely not great (and the solid background style will chew a huge amount of ink). Most virtual tabletops, especially those that run in a web browser, work better with lower resolution maps. Lower resolution means low-quality print results. The tiles are also not sized for standard paper dimensions.

Why isn't <some tile set> listed here?

I make every effort to keep this index up to date with all **Dungeons in Blue** products, but I also try to limit versions to avoid spamming everyone with update messages. The listings may not have entries or links for the newest releases.

What's the deal with stairs? Shaded, unshaded, arrows, no arrows?

Shaded stairs are paths off the current level (up or down). Unshaded stairs are elevation changes within the current level. Arrows/labels indicate direction, and stairs without can be interpreted as either up or down staircases.

Speaking of elevation changes, why so few crossovers / overhangs?

My base assumption is that most people are using these maps in a VTT with character tokens. In my experience, multilevel maps are difficult and confusing to use in this mode. Crossovers are also difficult to hide using VTT fog of war.

Where can I get more tiles?

I did a weekly tile post [on my blog](#). These tiles include experimental stuff, as well as early looks at new features that may show up in future tile sets. See also: **Tile of the Week Pack**.

What are cross-tile water features?

Streams and lake / sea edges that cross over tile boundaries in a standard way, allowing you to create extensive waterways on your maps. The downside: geomorph edges with these features don't match up well to those without. Cross-tile water features appear in all **Set N**, **Set M**, and **Set O** tiles, and in subsequent tile sets.

What about grand hallways / grand caverns?

Grand hallways and caverns are double- and triple-sized passages that cross tile boundaries where standard passages would normally appear. As with cross-tile water features, this means some tiles won't match up well, but I'll be releasing plenty of transitional tiles to allow effective use of these features. Grand hallways first appear in **Set P**, **Set Q**, **Set R**, and the stand-alone **Grand Hallways** pack. Grand caverns will appear in later sets and in a stand-alone **Grand Caverns** pack.

Why are some GM and player tiles the same?

Some areas have no secrets. Both tiles are created by my edit process, so I include them.

I have another question!

Leave me a comment on the product you have a question about, ping me on [G+](#) or [my blog](#), or drop me a message via the [contact form](#) on pbeames.com.

Standard Geomorph Sets

Each of these twenty-six geomorph sets includes a variety of tile counts and sizes, and most contain both caverns and worked passages and chambers. Each set includes a map legend, one-third scale reference image, and a brief readme PDF. Most standard sets are available in a **Triple Pack** bundle, and all are included in the **A to Z Pack**. **All standard geomorph sets have been discounted 30 percent!**

Set A

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Four 50x50 foot tiles.
- Four 50x100 foot tiles.

This set is included in **Triple Pack One**.

Set B

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Four 50x50 foot tiles.
- Four 50x100 foot tiles.

This set is included in **Triple Pack One**.

Set C

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Four 50x50 foot tiles.
- Four 50x100 foot tiles.

This set is included in **Triple Pack One**.

Set D

[DriveThruRPG](#) [RPGNow](#)

- Ten 50x50 foot tiles.
- Ten 50x100 foot tiles.

This set is included in **Triple Pack Two**.

Set E

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Four 50x50 foot tiles.
- Four 50x100 foot tiles.

This set is included in **Triple Pack Two**.

Set F

[DriveThruRPG](#) [RPGNow](#)

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Two 100x100 foot tiles.

This set is included in **Triple Pack Two**.

Set G

[DriveThruRPG](#) [RPGNow](#)

- Four 50x50 foot tiles.
- Four 50x100 foot tiles.
- Four 100x100 foot tiles.

This set is included in **Triple Pack Three**.

Set H

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Three**.

Set I

[DriveThruRPG](#) [RPGNow](#)

- Ten 50x50 foot tiles.
- Ten 50x100 foot tiles.

This set is included in **Triple Pack Three**.

Set J

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Four**.

Standard Geomorph Sets (continued)

Set K

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Four**.

Set L

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Four**.

Set M

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

This set is included in **Triple Pack Five**. These geomorphs introduce cross-tile water features.

Set N

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

This set is included in **Triple Pack Five**. These geomorphs introduce cross-tile water features.

Set O

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Five**. These geomorphs introduce cross-tile water features.

Set P

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Six**. Some of these geomorphs include cross-tile water features or grand hallways.

Set Q

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Six**. Some of these geomorphs include cross-tile water features or grand hallways.

Set R

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Six**. Some of these geomorphs include cross-tile water features or grand hallways.

Set S

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Seven**. Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Set T

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Seven**. Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Set U

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Seven**. Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Standard Geomorph Sets (continued)

Set V

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Eight 50x100 foot tiles.
- Four 50x50 foot tiles.

This set is included in **Triple Pack Eight**. Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Set W

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

This set is included in **Triple Pack Eight**. Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Set X

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

This set is included in **Triple Pack Eight**. Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Set Y

[DriveThruRPG](#) [RPGNow](#)

- Two Mega Tile 200x200 foot tiles.
- Two double-sized 100x200 foot tiles.

Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Set Z

[DriveThruRPG](#) [RPGNow](#)

- Two Mega Tile 200x200 foot tiles.
- Two double-sized 100x200 foot tiles.

Some of these geomorphs include cross-tile water features, grand hallways, or grand caverns.

Standard Geomorph Bundles

Triple Pack One

[DriveThruRPG](#) [RPGNow](#)

Contains Set A, Set B, and Set C.

Triple Pack Two

[DriveThruRPG](#) [RPGNow](#)

Contains Set D, Set E, and Set F.

Triple Pack Three

[DriveThruRPG](#) [RPGNow](#)

Contains Set G, Set H, and Set I.

Triple Pack Four

[DriveThruRPG](#) [RPGNow](#)

Contains Set J, Set K, and Set L.

Triple Pack Five

[DriveThruRPG](#) [RPGNow](#)

Contains Set M, Set N, and Set O.

Triple Pack Six

[DriveThruRPG](#) [RPGNow](#)

Contains Set P, Set Q, and Set R.

Triple Pack Seven

[DriveThruRPG](#) [RPGNow](#)

Contains Set S, Set T, and Set U.

Triple Pack Eight

[DriveThruRPG](#) [RPGNow](#)

Contains Set V, Set W, and Set X.

A to Z Pack

[DriveThruRPG](#) [RPGNow](#)

The **A to Z Pack** includes all twenty-six standard **Dungeons in Blue** tile packs. That's a grand total of more than **280 individual geomorphs**!

Base and Expansion A to Z Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle contains 52 standard and expansion **Dungeons in Blue** tile packs, more than **550 individual geomorphs**, at a hefty discount.

Expansion Sets

Expansion Sets add more geomorphs to **Dungeons in Blue!** These tile sets include a mix of all corridor and room styles: 10-, 20- and 30-foot caverns and worked passages plus sewers and mines, all connecting an assortment of rooms, caves, chambers and caverns. Sets include GM and player versions of each geomorph, plus a map legend, one-third scale reference image, and a brief readme PDF. Most **Expansion Sets** are available in **Triple Pack** bundles. **All Expansion Sets have been discounted by 30 percent!**

Expansion Set A

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack One**.

Expansion Set B

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack One**.

Expansion Set C

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack One**.

Expansion Set D

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Two**.

Expansion Set E

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Two**.

Expansion Set F

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Two**.

Expansion Set G

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.

Part of **Expansion Triple Pack Three**.

Expansion Set H

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Three**.

Expansion Set I

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Three**.

Expansion Set J

[DriveThruRPG](#) [RPGNow](#)

- Four 100x100 foot tiles.
- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.

Part of **Expansion Triple Pack Four**.

Expansion Set K

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Four**.

Expansion Sets (continued)

Expansion Set L

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Four**.

Expansion Set M

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Five**.

Expansion Set N

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Five**.

Expansion Set O

[DriveThruRPG](#) [RPGNow](#)

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

Part of **Expansion Triple Pack Five**.

Expansion Set P

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Six**.

Expansion Set Q

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Six**.

Expansion Set R

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Six**.

Expansion Set S

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Seven**.

Expansion Set T

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Seven**.

Expansion Set U

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Seven**.

Expansion Set V

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Eight**.

Expansion Set W

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Part of **Expansion Triple Pack Eight**.

Expansion Sets (continued)

Expansion Set X

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Part of **Expansion Triple Pack Eight**.

Expansion Set Y

[DriveThruRPG](#) [RPGNow](#)

- Two Mega Tile 200x200 foot tiles.
- Two double-sized 100x200 foot tiles.

Part of **the Expansion A to Z Pack**.

Expansion Set Z

[DriveThruRPG](#) [RPGNow](#)

- Two Mega Tile 200x200 foot tiles.
- Two double-sized 100x200 foot tiles.

Part of **the Expansion A to Z Pack**.

Expansion Set Bundles

Expansion Triple Pack One

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets A, B, and C.

Expansion Triple Pack Two

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets D, E, and F.

Expansion Triple Pack Three

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets G, H, and I.

Expansion Triple Pack Four

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets J, K, and L.

Expansion Triple Pack Five

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets M, N, and O.

Expansion Triple Pack Six

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets P, Q, and R.

Expansion Triple Pack Seven

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets S, T, and U.

Expansion Triple Pack Eight

[DriveThruRPG](#) [RPGNow](#)

Contains Expansion Sets V, W, and X.

Expansion A to Z Pack

[DriveThruRPG](#) [RPGNow](#)

Contains all geomorphs from Expansion Sets A to Z, more than 270 individual geomorphs.

Base and Expansion A to Z Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle contains 52 standard and expansion **Dungeons in Blue** tile packs, more than 550 individual geomorphs, at a hefty discount.

Icons and Symbols

This section contains products with individual icons or symbols used to customize geomorph tiles. Icons are provided as single PNG images and as part of a single worksheet image, both on transparent backgrounds for cut/paste ease. Many of these products are available in discount bundles, and each includes the usual map legend, one-third scale reference, and readme PDF.

Icon and symbol packs have been discounted 30 percent!

Chambers and Rooms

[DriveThruRPG](#) [RPGNow](#)

Chambers and Rooms is a set of forty individual rooms on a transparent background, which can be copied and pasted into **Dungeons in Blue** geomorphs, providing the gamemaster with additional customization options. There are three versions of each room in this set: one with no doors, one with secret doors, and one with standard doors. To make use of this set, you must have access to a digital paint package, Gimp, Paint, Photoshop, or similar, that supports cut and paste with transparency between images.

Part of the **More Parts and Piece Pack**.

Floor Grid

[DriveThruRPG](#) [RPGNow](#)

This free item contains a single image of the **Dungeons in Blue** floor grid. It's a handy tool for people who want to alter tiles by adding halls or rooms or covering features in existing areas.

Icon Pack One

[DriveThruRPG](#) [RPGNow](#)

This icon pack contains over 75 ready-to-use map icons: pits, wells, stairs, statues, slimes, cages, grates, boulders, pools, and more.

Part of the **Parts and Pieces** bundle.

Icon Pack Two

[DriveThruRPG](#) [RPGNow](#)

This icon pack contains over 75 ready-to-use map icons: pits, wells, stairs, statues, slimes, cages, grates, boulders, pools, and more.

Part of the **Parts and Pieces** bundle.

Rock Formations

[Coming in 2018!](#)

Rock Formations contains close to 400 boulders and stones, crystals, and stalagmites, all displayed in a PNG image with a transparent background. They're ready to cut and paste into any **Dungeons in Blue** geomorph using your favorite graphics editor. The set also includes several rough stone wall sections and boulder clusters.

Special Tiles

Special tile sets have a theme or focus, be it entries, corridors, jail cells, sewers, or fortification. Many of these sets are available in discount bundles, and each includes the usual map legend, one-third scale reference, and readme PDF. **Many special tile packs have been discounted 10 to 30 percent!**

Big Time Tile Sets

Every tile in the **Big Time** sets contain thirty-foot wide grand caverns or hallways, along with the usual assortment of rooms, chambers, and other passages.

These sets are all in the **Big Time Pack**.

Big Time One

[DriveThruRPG](#) [RPGNow](#)

This set contains twelve tiles, plus the map legend, summary image, and readme PDF (BT1-BT12):

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Big Time Two

[DriveThruRPG](#) [RPGNow](#)

This set contains twelve tiles, plus the map legend, summary image, and readme PDF (BT13-BT24):

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Big Time Three

[DriveThruRPG](#) [RPGNow](#)

This set contains twelve tiles, plus the map legend, summary image, and readme PDF (BT25-BT36):

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Border Bits

[DriveThruRPG](#) [RPGNow](#)

Border Bits contains sixteen tiles with limited connections, so you can bring your dungeon map to a reasonable close. It contains (BB1-BB16):

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.

Part of the **Odds and Ends Pack**.

Corridors and Intersections

[DriveThruRPG](#) [RPGNow](#)

The focus of this *Pay What You Want* product is corridors and intersections. Sometimes you just need a tunnel, and this set provides. There are no tricks or traps here, just connections, so this set only contains player versions of each tile. It includes (CI1-CI12):

- Four 50x50 foot tiles.
- Four 50x100 foot tiles.
- Four 100x100 foot tiles.

Part of the **Connections Pack** bundle.

Curvatures

[DriveThruRPG](#) [RPGNow](#)

Curvatures contains sixteen unique map tiles, each depicting curved tunnels and passages and circular or rounded chambers. The set includes (CU1-CU16):

- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.
- Four 50x50 foot tiles.

Part of the **More Parts and Piece Pack**.

Special Tiles (continued)

Edges and Alcoves

These sets contain tiles specifically designed as edge pieces. Each has connections on only one side, allowing the GM to cleanly close off map borders.

Edges and Alcoves Set One

[DriveThruRPG](#) [RPGNow](#)

This set contains (EA1-EA12):

- Six 50x50 foot tiles.
- Six 50x100 foot tiles.

Part of the **Parts and Pieces** bundle.

Edges and Alcoves Set Two

[DriveThruRPG](#) [RPGNow](#)

This set contains (EA13-EA24):

- Six 50x50 foot tiles.
- Six 50x100 foot tiles.

Part of the **Parts and Pieces** bundle.

Elevations

[DriveThruRPG](#) [RPGNow](#)

Sixteen geomorphs depict a variety of stairways, drop-offs, and minor level changes (EV1-EV16):

Entries and Exits

These sets contain geomorphs specifically designed as entries or exits. Each features either surface connections or stairs to other levels.

Entries and Exits Set One

[DriveThruRPG](#) [RPGNow](#)

This set contains (EE1-EE12):

- Six 50x50 foot tiles.
- Six 50x100 foot tiles.

Part of the **Parts and Pieces** bundle.

Entries and Exits Set Two

[DriveThruRPG](#) [RPGNow](#)

This set contains (EE13-EE24):

- Six 50x50 foot tiles.
- Six 50x100 foot tiles.

Part of the **Parts and Pieces** bundle.

Entries and Exits Revisited

[DriveThruRPG](#) [RPGNow](#)

This set contains (EE25-EE40):

- Sixteen 50x50 foot tiles.

Part of the **Odds and Ends Pack**.

Fortified

[DriveThruRPG](#) [RPGNow](#)

Fortified contains twelve geomorphs, all with defenses of some sort. Use this set to create choke points and borders in your dungeon complex. These tiles include varied connections to other tiles. This set contains (FO1-FO12):

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Part of the **Custom Built Pack**.

Grand Caverns

[DriveThruRPG](#) [RPGNow](#)

Every tile in this set contains double-wide, tile-spanning, grand caverns and includes numerous transitions between corridor styles. This set contains (GC1-GC24):

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

Part of the **Connections Pack** bundle.

Special Tiles (continued)

More Grand Caverns

[DriveThruRPG](#) [RPGNow](#)

These tiles depict grand caverns and have transitions to ten- and twenty-foot halls and caverns. It includes (GC25-GC48):

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

Part of the **More Parts and Piece Pack**.

Grand Hallways

[DriveThruRPG](#) [RPGNow](#)

Each tile shows double-wide grand hallways and includes numerous transitions between standard and grand hall styles. It contains (GH1-GH24):

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

Part of the **Connections Pack** bundle.

More Grand Hallways

[DriveThruRPG](#) [RPGNow](#)

Tiles depict thirty-foot wide grand hallways with transitions to ten- and twenty-foot halls and caverns. The set includes (GH25-GH48):

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

Part of the **More Parts and Piece Pack**.

Hard Time

[DriveThruRPG](#) [RPGNow](#)

Each geomorph shows prison features and have many connection types. What's a dungeon without an actual dungeon? This set includes (HT1-HT12):

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Part of the **Custom Built Pack**.

High Density

These sets show tightly packed rooms and corridors with many confusing intersections and chambers.

High Density One

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

High Density Two

[DriveThruRPG](#) [RPGNow](#)

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.

High Density Three

[DriveThruRPG](#) [RPGNow](#)

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Labyrinths

[DriveThruRPG](#) [RPGNow](#)

Labyrinths is a set of thirty-two quarter-sized geomorphs (labeled LB) filled with twisty corridors and passages. They're an ideal way to add confusion to any dungeon environment or create a home for your favorite minotaur.

Part of the **Odds and Ends Pack**.

Lakefronts

[DriveThruRPG](#) [RPGNow](#)

Lakefronts is a set of nine watery, full-sized geomorphs (labeled LF), all featuring cross-tile lake / sea shorelines, perfect for your underground beach colony! These tiles also include connections to sewer tiles, grand hallways, and grand caverns.

Part of the **Custom Built Pack**.

Special Tiles (continued)

Lava Flows

Lava Flows geomorphs include cross-tile lakes and rivers of molten stone, perfect for a volcanic dungeon or fire elemental lair! These tiles include many natural caverns, but also link to other tunnels, passages and rooms.

All three of these tile sets are included in the **Lava Flows Triple Pack**.

Lava Flows One

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Lava Flows Two

[DriveThruRPG](#) [RPGNow](#)

- Six 100x100 foot tiles.
- Six 50x100 foot tiles.

Lava Flows Three

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

The Mines

Every tile in The Mines sets contain rough-cut caves and passages, representing mine works or new construction. They're perfect for expansionist dungeons or the odd side trip to the haunted mine.

All three of these tile sets are included in the **Mines Triple Pack**.

The Mines #1

[DriveThruRPG](#) [RPGNow](#)

This set contains sixteen tiles (MI1-MI16):

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.

The Mines #2

[DriveThruRPG](#) [RPGNow](#)

This set contains sixteen tiles (MI17-MI32):

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.

The Mines #3

[DriveThruRPG](#) [RPGNow](#)

This set contains twelve tiles (MI33-MI44):

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Miscellany

Each **Miscellany** set contains quarter-size tiles that feature transitions, dead ends, and elevation changes that match **Dungeons in Blue** corridor and room styles: standard 10-, 20- and 30-foot passages and tunnels, sewers and mines.

All three of these tile sets are included in the **Miscellany Pack** bundle.

Miscellany #1

[Coming in 2018!](#)

- Sixteen 50x50 foot tiles.

Miscellany #2

[Coming in 2018!](#)

- Sixteen 50x50 foot tiles.

Miscellany #3

[Coming in 2018!](#)

- Sixteen 50x50 foot tiles.

Special Tiles (continued)

The Sewers

These geomorphs are criss-crossed with poo-filled canals and pools. They're a great choice for that dungeon romp beneath the city streets.

All three of these tile sets are included in the **Sewer Pack** bundle.

The Sewers One

[DriveThruRPG](#) [RPGNow](#)

This set contains sixteen geomorphs (SE1-SE16):

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.

The Sewers Two

[DriveThruRPG](#) [RPGNow](#)

This set contains (SE17-SE40).

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

The Sewers Three

[DriveThruRPG](#) [RPGNow](#)

This set contains (SE41-SE52).

- Six 50x100 foot tiles.
- Six 100x100 foot tiles.

Sewer Tunnels

[DriveThruRPG](#) [RPGNow](#)

Sewer Tunnels depicts an array of sewer tunnels. There are no secrets here, only player versions of these tiles are provided. The set includes (ST1-ST16):

- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.
- Four 50x50 foot tiles.

Part of the **More Parts and Pieces Pack**.

Terminations

[DriveThruRPG](#) [RPGNow](#)

This set contains numerous dead ends that make it easy to bring your dungeon to an end. It includes 16 50x50 tiles (TE1-TE16).

Part of the **Odds and Ends Pack**.

Terminations Two

[DriveThruRPG](#) [RPGNow](#)

More dead ends to bring your dungeon to an end. It includes 16 50x50 tiles (TE17-TE32).

Part of the **Odds and Ends Pack**.

Tile of the Week

[DriveThruRPG](#) [RPGNow](#)

This set collects the geomorphs from my ongoing **Tile of the Week** blog series into a convenient **Pay What You Want** bundle. There are more than 100 tiles in this collection (all labeled TW).

Tombs and Crypts

[DriveThruRPG](#) [RPGNow](#)

Sixteen geomorphs depict grave sites, coffins, and crypts ready for your zombie horde (TC1-TC16):

- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.
- Four 50x50 foot tiles.

Part of the **Custom Built Pack**.

Transitions

[DriveThruRPG](#) [RPGNow](#)

Sixteen quarter-sized tiles connect a variety of different **Dungeons in Blue** hallway styles. There are no hidden features here, so only player versions of these tiles are included (TR1-TR16).

Part of the **More Parts and Pieces Pack**.

Special Tiles (continued)

Transitions Two

[DriveThruRPG](#) [RPGNow](#)

Sixteen quarter-sized tiles connection different hallway styles: standard halls and caves, grand hallways and caverns, mines, and sewer passages (TR17-TR32).

Part of the **Odds and Ends Pack**.

Tunnel and Cave

[DriveThruRPG](#) [RPGNow](#)

Tunnel and Cave provides transitions between natural caverns and worked tunnels, allowing smooth transitions between the various areas of your mega-dungeon! It includes (TC1-TC16):

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.
- Four 100x100 foot tiles.

Part of the **Connections Pack** bundle.

More Tunnel and Cave

[DriveThruRPG](#) [RPGNow](#)

Transitions between natural caverns and worked tunnels, allowing smooth transitions between the various areas of your mega-dungeon! This set contains (TC17-TC32):

- Eight 50x50 foot tiles.
- Eight 50x100 foot tiles.

Part of the **Connections Pack** bundle.

Tunnels and Passages

[DriveThruRPG](#) [RPGNow](#)

This set is focused on corridors and passages with many connection types, making rooms scarce in this collection. This set contains (TP1-TP24):

- Twelve 50x50 foot tiles.
- Twelve 50x100 foot tiles.

Part of the **Parts and Pieces** bundle.

Twisty Tunnels

[DriveThruRPG](#) [RPGNow](#)

Get from point A to point B with these natural cave tunnels and connections. It contains (TT1-TT16):

- Four 50x50 foot tiles.
- Four 50x100 foot tiles.
- Eight 100x100 foot tiles.

Part of the **Connections Pack** bundle.

Ups and Downs

[DriveThruRPG](#) [RPGNow](#)

Each of these twelve geomorphs contains a stair or shaft leading away from the current level. This set contains (UD1-UD12):

- Four 50x50 foot tiles.
- Eight 50x100 foot tiles.

Part of the **More Parts and Pieces Pack**.

Waterways

Waterways tiles all depict caves, chambers, and passages connected to underground rivers and lakes.

Waterways One

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Waterways Two

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

Waterways Three

[DriveThruRPG](#) [RPGNow](#)

- Nine 100x100 foot tiles.

All three sets are part of the **Waterways Pack**.

Icon and Special Tile Bundles

Big Time Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Big Time One
- Big Time Two
- Big Time Three

Connections Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Corridors and Intersections
- Twisty Tunnels
- Tunnel and Cave
- More Tunnel and Cave
- Grand Hallways
- Grand Caverns

Custom Built Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Lakefronts
- Hard Time
- Tombs and Crypts
- Fortified

High Density Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- High Density One
- High Density Two
- High Density Three

The Lava Flows Triple Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- The Lava Flows #1
- The Lava Flows #2
- The Lava Flows #3

The Mines Triple Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- The Mines #1
- The Mines #2
- The Mines #3

Miscellany Pack

[Coming in 2018!](#)

This bundle includes:

- Miscellany #1
- Miscellany #2
- Miscellany #3

Odds and Ends Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Border Bits
- Entries and Exits Revisited
- Labyrinths
- Terminations
- Terminations Two
- Transitions Two

Parts and Pieces Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Icon Pack One
- Icon Pack Two
- Edges and Alcoves Set One
- Edges and Alcoves Set Two
- Entries and Exits Set One
- Entries and Exits Set One
- Tunnels and Passages

Icon and Special Tile Bundles (continued)

More Parts and Pieces

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Chambers and Rooms
- Curvatures
- More Grand Caverns
- More Grand Hallways
- Sewer Tunnels
- Transitions
- Ups and Downs

Sewer Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- The Sewers One
- The Sewers Two
- The Sewers Three

Waterways Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle includes:

- Waterways One
- Waterways Two
- Waterways Three

Special Tiles Pack

[DriveThruRPG](#) [RPGNow](#)

This bundle contains almost all **Dungeons in Blue** icon, room, and special tile sets, more than **1,000 individual geomorphs**, at a discounted price.

Small Dungeons

Small Dungeons

Need a stand-alone map for your virtual tabletop game? **Small Dungeons** add self-contained maps to the **Dungeons in Blue** collection! Every **Small Dungeons** product contains a stand-alone, ready-to-fill dungeon map drawn in the classic-blue style. Each map includes assorted tricks, traps, and features, but leaves plenty of room for the GM's additions. All **Small Dungeons** also include geomorph-ready versions of the GM and player maps, with the added doors, rooms, and corridors required to connect to other **Dungeons in Blue** tiles. Each also contains the usual map key, one-third scale preview, and readme PDF.

Small Dungeons #1

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #1 is an all-in-one dungeon complex. Tomb? Check! Shrine? Check! Potential magic fountain? Check! It appears in **Small Dungeons Map Pack One**.

Small Dungeons #2

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #2 depicts a partially ruined dungeon complex. It appears in **Small Dungeons Map Pack One**.

Small Dungeons #3

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #3 shows a network of waterfilled caves. It appears in **Small Dungeons Map Pack One**.

Small Dungeons #4

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #4 is an underground temple, possibly occupied by a secret cult. It appears in **Small Dungeons Map Pack Two**.

Small Dungeons #5

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #5 shows a simple cave complex with water features. It appears in **Small Dungeons Map Pack Two**.

Small Dungeons #6

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #6 depicts a weird complex of round rooms and chambers. It appears in **Small Dungeons Map Pack Two**.

Small Dungeons #7

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #7 is a tomb complex. It contains three versions of each map, depicting all three states of a moveable wall-section within the complex. This product appears in **Small Dungeons Map Pack Three**.

Small Dungeons #8

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #8 shows a cave system with many lava pools and streams. It appears in **Small Dungeons Map Pack Three**.

Small Dungeons #9

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #9 is a waterfront cave complex. It appears in **Small Dungeons Map Pack Three**.

Small Dungeons (continued)

Small Dungeons #10

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #10 shows a tomb and temple complex. It appears in **Small Dungeons Map Pack Four**.

Small Dungeons #11

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #11 is a mix of caves and traditional dungeon rooms, crossed by an underground river. It appears in **Small Dungeons Map Pack Four**.

Small Dungeons #12

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #12 shows a large cavern with many side caves protected by cliffs. It appears in **Small Dungeons Map Pack Four**.

Small Dungeons #13

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #13 shows a fortified bunker complex. It appears in **Small Dungeons Map Pack Five**.

Small Dungeons #14

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #14 is a long underground passage with outposts at either end. It appears in **Small Dungeons Map Pack Five**.

Small Dungeons #15

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #15 depicts a traditional dungeon complex. It appears in **Small Dungeons Map Pack Five**.

Small Dungeons #16

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #16 depicts the entry to an underground river flanked by caves and dungeon tunnels. It appears in **Small Dungeons Map Pack Six**.

Small Dungeons #17

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #17 is a mining complex. It appears in **Small Dungeons Map Pack Six**.

Small Dungeons #18

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #18 shows a well-guarded dungeon complex. It appears in **Small Dungeons Map Pack Six**.

Small Dungeons #19

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #19 depicts a watery cave complex. It appears in **Small Dungeons Map Pack Seven**.

Small Dungeons #20

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #20 shows a small mine. It appears in **Small Dungeons Map Pack Seven**.

Small Dungeons #21

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #21 is an underground river connected to caves and dungeon passages. It appears in **Small Dungeons Map Pack Seven**.

Small Dungeons (continued)

Small Dungeons #22

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #22 is a cave complex with two entrances and a small secret area. It appears in **Small Dungeons Map Pack Eight**.

Small Dungeons #23

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #23 shows a fortified mountain pass with chambers and halls cut into the surrounding cliffs. It appears in **Small Dungeons Map Pack Eight**.

Small Dungeons #24

[DriveThruRPG](#) [RPGNow](#)

Small Dungeons #24 depicts a temple or shrine with many statues and strange objects. It appears in **Small Dungeons Map Pack Eight**.

Small Dungeons #25

[Coming in 2018!](#)

Small Dungeons #25 shows a sewer complex linked to an underground river. It appears in **Small Dungeons Map Pack Nine**.

Small Dungeons #26

[Coming in 2018!](#)

Small Dungeons #26 depicts several large chambers with fountains or pools. It appears in **Small Dungeons Map Pack Nine**.

Small Dungeons #27

[Coming in 2018!](#)

Small Dungeons #27 is a fortified shrine or great hall. It appears in **Small Dungeons Map Pack Nine**.

Small Dungeons #28

[Coming in 2018!](#)

Small Dungeons #28 depicts a watery cave complex. It appears in **Small Dungeons Map Pack Ten**.

Small Dungeons #29

[Coming in 2018!](#)

Small Dungeons #29 shows an abandoned mine. It appears in **Small Dungeons Map Pack Ten**.

Small Dungeons #30

[Coming in 2018!](#)

Small Dungeons #30 is a temple and tomb complex. It appears in **Small Dungeons Map Pack Ten**.

Small Dungeons Bundles

Small Dungeons Map Pack One

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #1, #2 and #3.

Small Dungeons Map Pack Two

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #4, #5 and #6.

Small Dungeons Map Pack Three

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #7, #8 and #9.

Small Dungeons Map Pack Four

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #10, #11 and #12.

Small Dungeons Map Pack Five

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #13, #14 and #15.

Small Dungeons Map Pack Six

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #16, #17 and #18.

Small Dungeons Map Pack Seven

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #19, #20 and #21.

Small Dungeons Map Pack Eight

[DriveThruRPG](#) [RPGNow](#)

Includes Small Dungeons #22, #23 and #24.

Small Dungeons Map Pack Nine

[Coming in 2018!](#)

Includes Small Dungeons #25, #26 and #27.

Small Dungeons Map Pack Nine

[Coming in 2018!](#)

Includes Small Dungeons #28, #29 and #30.

Small Dungeons Complete

[Coming in 2018!](#)

Includes all Small Dungeons products at a substantial discount.

Mega Tiles

Mega Tiles

Each **Mega Tile** is a quadruple gemorph, 200x200 feet of dungeon goodness. Some of these tiles feature very large passages, tunnels, rooms and chambers, some are more structured complexes, and others are simply big dungeons. Use the previews provided to pick and choose the exact tile that your dungeon needs! As usual, each **Mega Tile** comes with player and GM versions, plus a map key, brief PDF readme, and preview image.

Mega Tile One

[DriveThruRPG](#) [RPGNow](#)

Mega Tile One is a typical dungeon section, featuring a major hallway, a complex of rooms, and a cavern complex with a river running through it.

Mega Tile Two

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Two is a maze-like gauntlet of open chambers and small rooms with lots of hidden tricks and traps. It's the perfect place to confuse and divide your players' party.

Mega Tile Three

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Three features an entry passage leading to a huge hall with many radiating passages that connect to smaller rooms and chambers. It'd make a great lair for a really big monster.

Mega Tile Four

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Four is a cavern complex with one really large cave system connected to a series of smaller passages. There are pools of water in several of these chambers.

Mega Tile Five

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Five is a huge tunnel leading to a heavily fortified crossroads that connects to a series of large dungeon rooms and chambers.

Mega Tile Six

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Six is a large natural cavern crossed by an underground river. Several cliffs and crevices create natural elevation changes and obstacles in the cave.

Mega Tile Seven

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Seven is a large temple complex with tombs and crypts nearby.

Mega Tile Eight

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Eight depicts a trio of sewer lines running into a large natural cavern and the river therein.

Mega Tile Nine

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Nine is a traditional dungeon area with several large chambers and multiple stairways. It's a great level transition piece as it depicts three separate elevations on one tile.

Mega Tiles (continued)

Mega Tile Ten

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Ten is a huge lava-filled cavern with several elevation changes. Red dragon lair anyone?

Mega Tile Eleven

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Eleven is the entry to an underground bunker / living complex, with lots of complex passages and good-sized chambers.

Mega Tile Twelve

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twelve is a surface map featuring a small church with several outbuildings and a nearby graveyard. There are plenty of options for descending into the depths from this complex, and **Mega Tile Thirteen** has various stairs and connections that match up to this tile.

Mega Tile Thirteen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirteen is an underground crypt complex with several secret caves connected to it. Various tunnels and stairs lead to an upper level, and these connections match up to those found in **Mega Tile Twelve**.

Mega Tile Fourteen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Fourteen is a large cave intersection crossed by several dangerous crevices. Something has fortified these caves with a series of low walls and drawbridges.

Mega Tile Fifteen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Fifteen depicts a large underground lake or sea shoreline with some signs of occupancy. Several passages of various sizes lead away from this large cavern complex.

Mega Tile Sixteen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Sixteen depicts a maze-like complex of rough-hewn mining tunnels.

Mega Tile Seventeen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Seventeen is a large cavern complex on the shore of an underground lake or sea. Two separate cross-tile rivers flow into this large body of water.

Mega Tile Eighteen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Eighteen shows a ring-like cavern complex with two good-sized water features connected (maybe) by a whirlpool that leads from one to the other.

Mega Tile Nineteen

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Nineteen is a natural cavern complex connected to a fortified network of worked rooms and chambers. A deep chasm with two bridges divides the two areas.

Mega Tiles (continued)

Mega Tile Twenty

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty is a traditional dungeon complex with assorted rooms and chambers. It includes many incomplete passages and rough-hewn walls in this section.

Mega Tile Twenty One

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty One is a huge lake-filled cavern with multiple exits and a small dungeon complex nearby. Two small structures stand on an island in the center of the lake.

Mega Tile Twenty Two

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Two depicts a traditional dungeon complex made up of oversized rooms and passages. A hall fit for giants!

Mega Tile Twenty Three

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Three is a massive fortified entry hall backed by a dungeon complex. A natural cave system leads into less developed areas.

Mega Tile Twenty Four

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Four shows a traditional dungeon complex with many pillared halls. A large temple-like room takes up a good portion of this geomorph.

Mega Tile Twenty Five

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Five shows a complex of geometric rooms with many pits, pillars, and strange objects scattered throughout.

Mega Tile Twenty Six

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Six depicts an underground lake surrounded by caves and sewer tunnels.

Mega Tile Twenty Seven

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Seven shows a fortified underground crossroads.

Mega Tile Twenty Eight

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Eight is a tomb complex that parallels a set of natural caves.

Mega Tile Twenty Nine

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Twenty Nine shows a traditional dungeon complex with large hallways and chambers.

Mega Tile Thirty

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty shows a mine with two entrances that connects to a natural cave system.

Mega Tile Thirty One

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty One depicts a parklike dungeon complex with many pools, benches, statues, and trees.

Mega Tile Thirty Two

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Two is a network of caves surrounding a single cavern with a large statue in the center.

Mega Tiles (continued)

Mega Tile Thirty Three

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Three shows a prison complex connected to a series of mine tunnels.

Mega Tile Thirty Four

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Four depicts a large tomb with many sarcophagi.

Mega Tile Thirty Five

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Five is a fortified dungeon entrance with a large outdoor courtyard.

Mega Tile Thirty Six

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Six shows a traditional dungeon complex. Several shrines surround a large central chamber.

Mega Tile Thirty Seven

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Seven depicts a series of natural caves and a natural waterway.

Mega Tile Thirty Eight

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Eight is a huge chamber with a raised platform in the middle and statues along the walls.

Mega Tile Thirty Nine

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Thirty Nine shows a traditional dungeon with a magic circle in a large cross-shaped chamber.

Mega Tile Forty

[DriveThruRPG](#) [RPGNow](#)

Mega Tile Forty depicts natural caves that connect to the surface and a few worked tunnels and chambers.

Mega Tile Bundles

Mega Tile Five Pack #1

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile One through Mega Tile Five.

Mega Tile Five Pack #2

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Six through Mega Tile Ten.

Mega Tile Five Pack #3

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Eleven through Mega Tile Fifteen.

Mega Tile Five Pack #4

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Sixteen through Mega Tile Twenty.

Mega Tile Five Pack #5

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Twenty One through Mega Tile Twenty Five.

Mega Tile Five Pack #6

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Twenty Six through Mega Tile Thirty.

Mega Tile Five Pack #7

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Thirty One through Mega Tile Thirty Five.

Mega Tile Five Pack #8

[DriveThruRPG](#) [RPGNow](#)

This bundle contains Mega Tile Thirty Six through Mega Tile Forty.

Mega Tile Big Deal #1

[DriveThruRPG](#) [RPGNow](#)

This bundle contains twenty Mega Tiles! It includes Mega Tiles One to Twenty.

Mega Tile Big Deal #2

[DriveThruRPG](#) [RPGNow](#)

This bundle contains twenty Mega Tiles! It includes Mega Tiles Twenty One to Forty.

Complexes

Complexes

Complexes offer the same mix of stand-alone and geomorph-compatible tiles as **Small Dungeons**, but in a larger size. **Complexes** are stand-alone, ready-to-fill dungeon maps drawn in the classic-blue style. Each features assorted tricks, traps, and features, but leaves plenty of room for the GM's additions. All **Complexes** include geomorph-ready versions of the GM and player maps, with the added doors, rooms, and corridors required to connect to other **Dungeons in Blue** tiles. They also come with the usual map key, one-third scale preview, and readme PDF.

Complexes #1

[DriveThruRPG](#) [RPGNow](#)

Complexes #1 is a dungeon complex that connects to an underground lake.

Complexes #2

[DriveThruRPG](#) [RPGNow](#)

Complexes #2 shows a sewer system that dumps into an underground river, no doubt creating an ecological nightmare.

Complexes #3

[DriveThruRPG](#) [RPGNow](#)

Complexes #3 is a traditional dungeon that links to a small cave network. It also contains a small labyrinth.

Complexes #4

[DriveThruRPG](#) [RPGNow](#)

Complexes #4 shows a passage between two outdoor entrances and includes natural caves and dungeon corridors.

Complexes #5

[DriveThruRPG](#) [RPGNow](#)

Complexes #5 depicts a dungeon complex that connects to a cave system with its own underground river.

Complexes #6

[DriveThruRPG](#) [RPGNow](#)

Complexes #6 is a system of huge caves with a series of magic circles inscribed in the floors. Perhaps a demon prison?

Complexes #7

[DriveThruRPG](#) [RPGNow](#)

Complexes #7 shows a set of underground shrines protected by a fortified outer wall.

Complexes #8

[DriveThruRPG](#) [RPGNow](#)

Complexes #8 depicts a small temple surrounded by dungeon rooms that connect to an underground lake.

Complexes #9

[DriveThruRPG](#) [RPGNow](#)

Complexes #9 shows a mining complex with maze-like corridors and tunnels.

Complexes #10

[DriveThruRPG](#) [RPGNow](#)

Complexes #10 depicts a gauntlet of dangerous halls and chambers.

Complexes (continued)

Complexes #11

[DriveThruRPG](#) [RPGNow](#)

Complexes #11 is a sewer system with an outdoor entrance.

Complexes #12

[DriveThruRPG](#) [RPGNow](#)

Complexes #12 shows natural caves that lead to a tomb complex.

Complexes #13

[DriveThruRPG](#) [RPGNow](#)

Complexes #13 depicts a cave complex with vertical shafts that open to the surface.

Complexes #14

[DriveThruRPG](#) [RPGNow](#)

Complexes #14 is a traditional dungeon with many large pillars, statues, and two small shrines.

Complexes #15

[DriveThruRPG](#) [RPGNow](#)

Complexes #15 is a large cavern connecting two outdoor areas. There are rooms and corridors excavated along the cave walls.

Complexes #16

[Coming in 2018!](#)

Complexes #16 shows a traditional dungeon complex with an outdoor shrine and many pillared halls.

Complexes #17

[Coming in 2018!](#)

Complexes #17 is a huge cavern with an underground lake fed by two streams and drained by a whirlpool.

Complexes #18

[Coming in 2018!](#)

Complexes #18 depicts a traditional dungeon with a great hall and many small rooms and corridors.

Complexes #19

[Coming in 2018!](#)

Complexes #19 is a lava-filled cave complex with many steam vents and rock crystals.

Complexes #20

[Coming in 2018!](#)

Complexes #20 shows an underground arena surrounded by bleachers and cage-filled rooms. Nobody talks about dungeon fight club.

Complexes #21

[Coming in 2018!](#)

Complexes #21 depicts a series of rounded caves with many small pools. Oozing slime adorns some of the caverns.

Complexes #22

[Coming in 2018!](#)

Complexes #22 is a traditional dungeon with an area under construction.

Complexes #23

[Coming in 2018!](#)

Complexes #23 depicts a tomb complex with a private shrine and several outdoor crypts.

Complexes (continued)

Complexes #24

[Coming in 2018!](#)

Complexes #24 shows a large cave with several side tunnels. A hole in the ceiling admits sunlight and might serve as an entrance too.

Complexes #25

[Coming in 2018!](#)

Complexes #25 is large hall decorated with huge statues. Side chambers contain mechanisms of unknown purpose.

Complexes #26

[Coming in 2018!](#)

Complexes #26 depicts a traditional dungeon with a tomb, shrines, and a summoning room.

Complexes #27

[Coming in 2018!](#)

Complexes #27 shows a large natural cave that contains a small lake with multiple streams and whirlpools.

Complexes #28

[Coming in 2018!](#)

Complexes #28 shows a crevice or natural tunnel that connects two outdoor areas. Passages and rooms are carved into the surrounding cliffs.

Complexes #29

[Coming in 2018!](#)

Complexes #29 is a fortified complex with numerous small hallways and side chambers.

Complexes #30

[Coming in 2018!](#)

Complexes #30 shows a natural cave with several tombs carved into its walls.

Complexes Bundles

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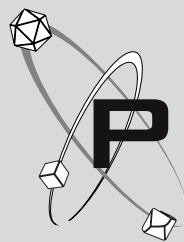
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