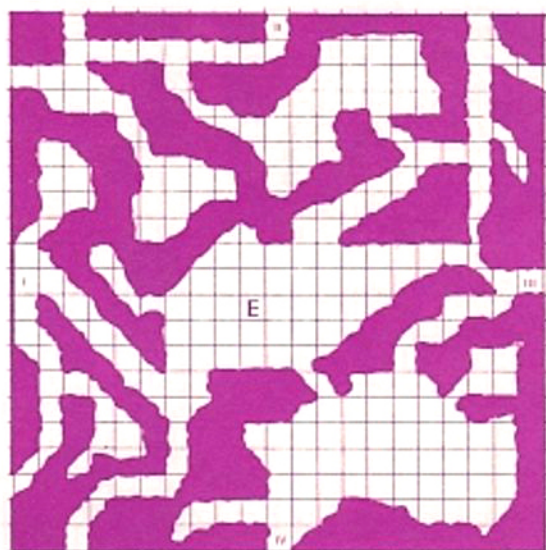
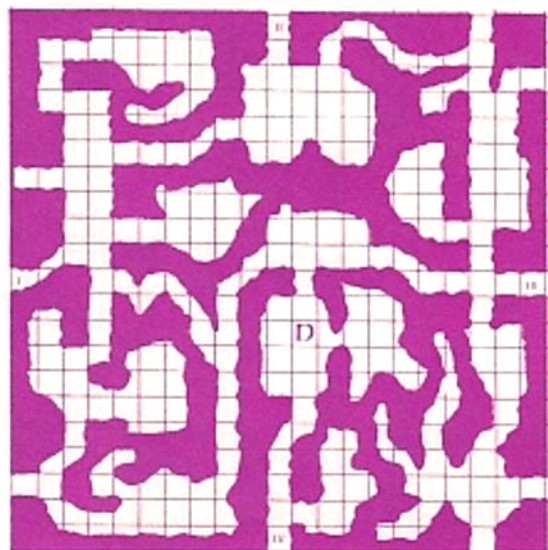


DUNGEONS & DRAGONS



DUNGEON GEOMORPHS

Set Two: Caves & Caverns

By Gary and Ernie Gygax

This set contains ten 5¼" square geomorphic dungeon level pieces and five 2½" × 10½" additional dungeon level pieces which are semi-geomorphic.

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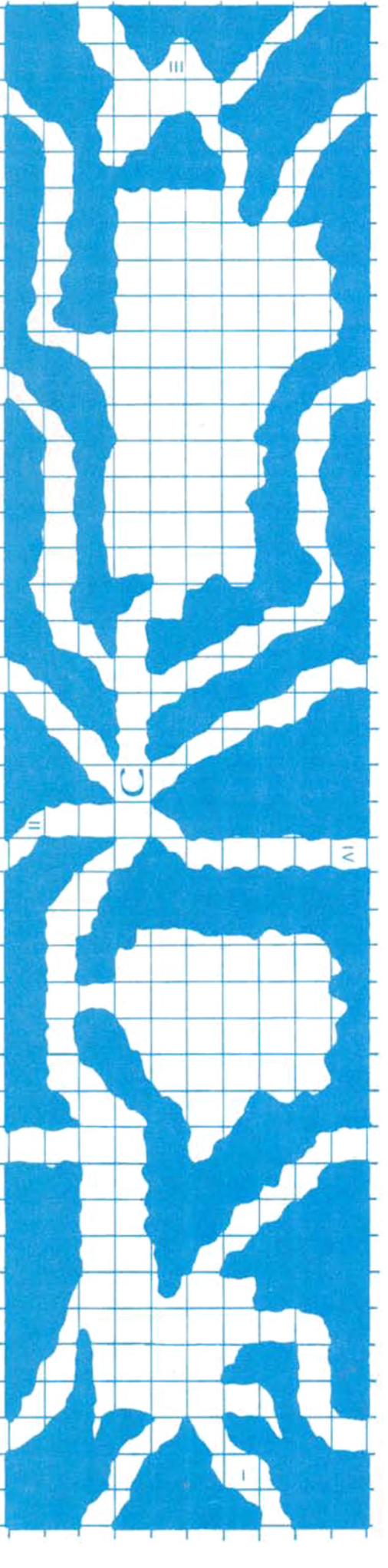
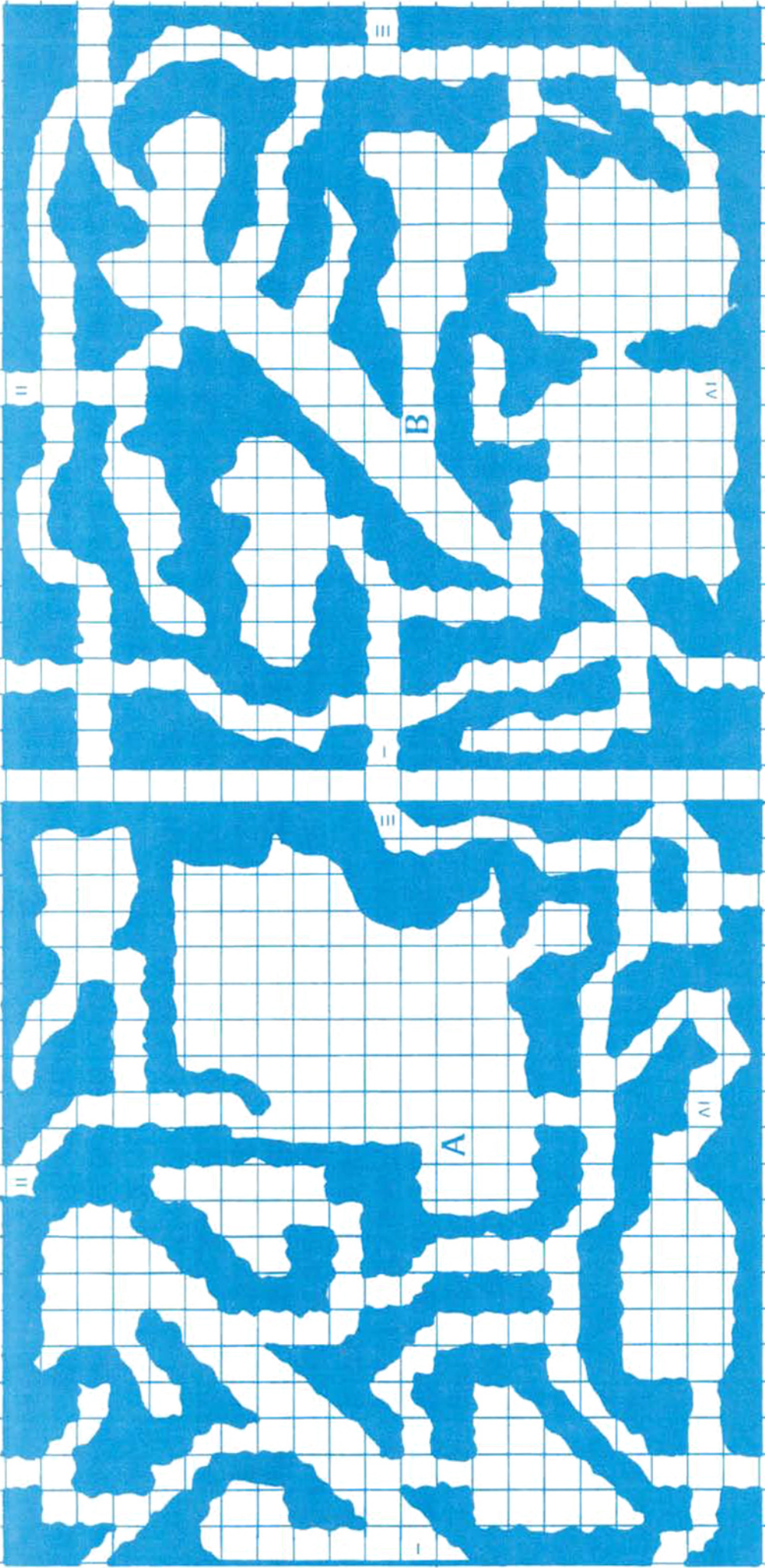


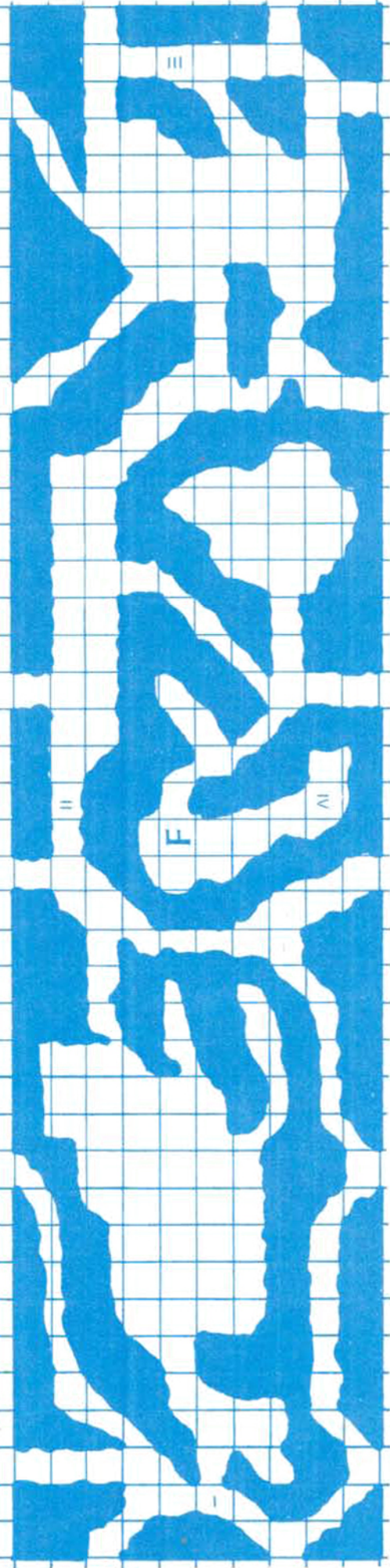
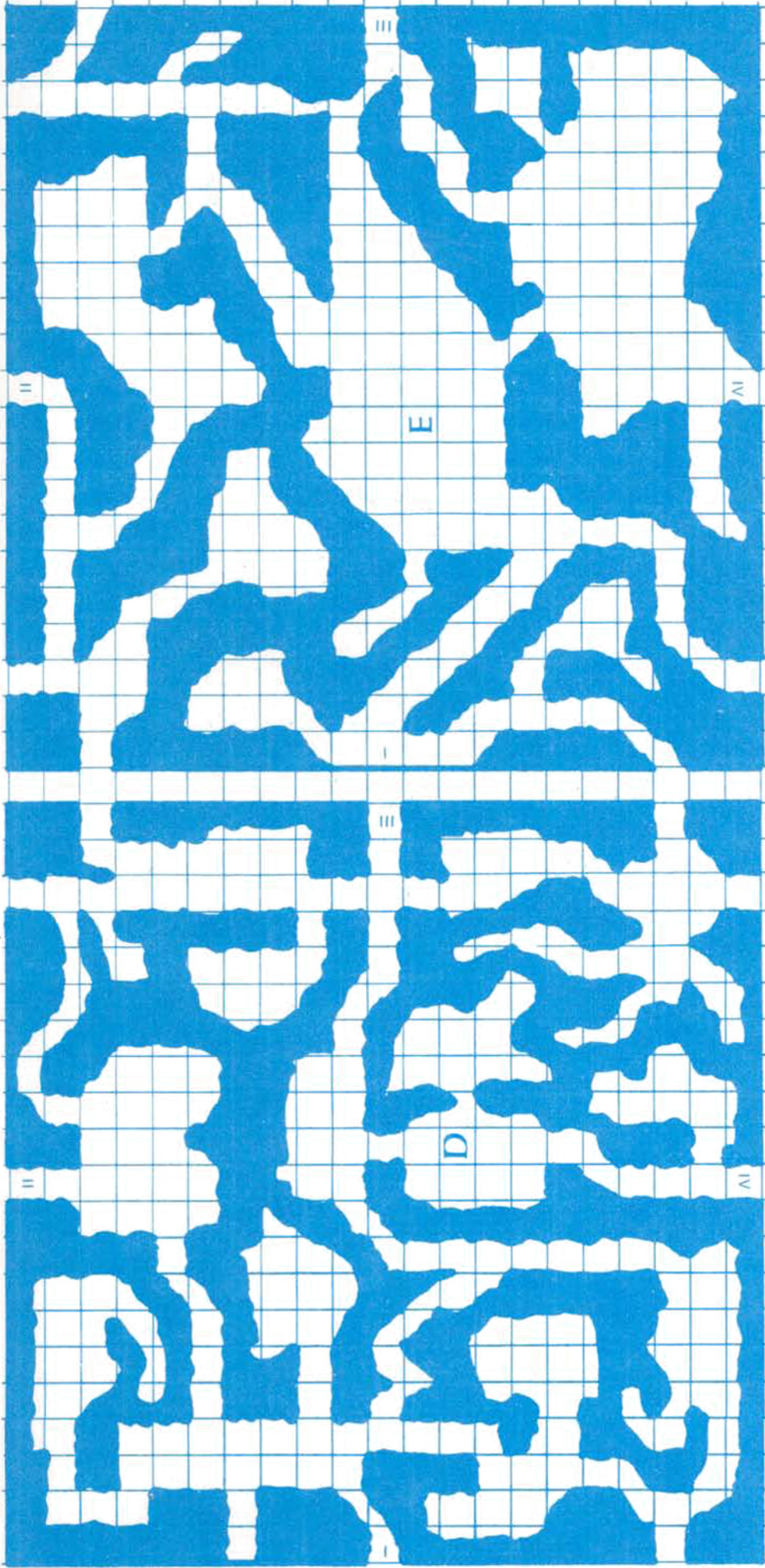
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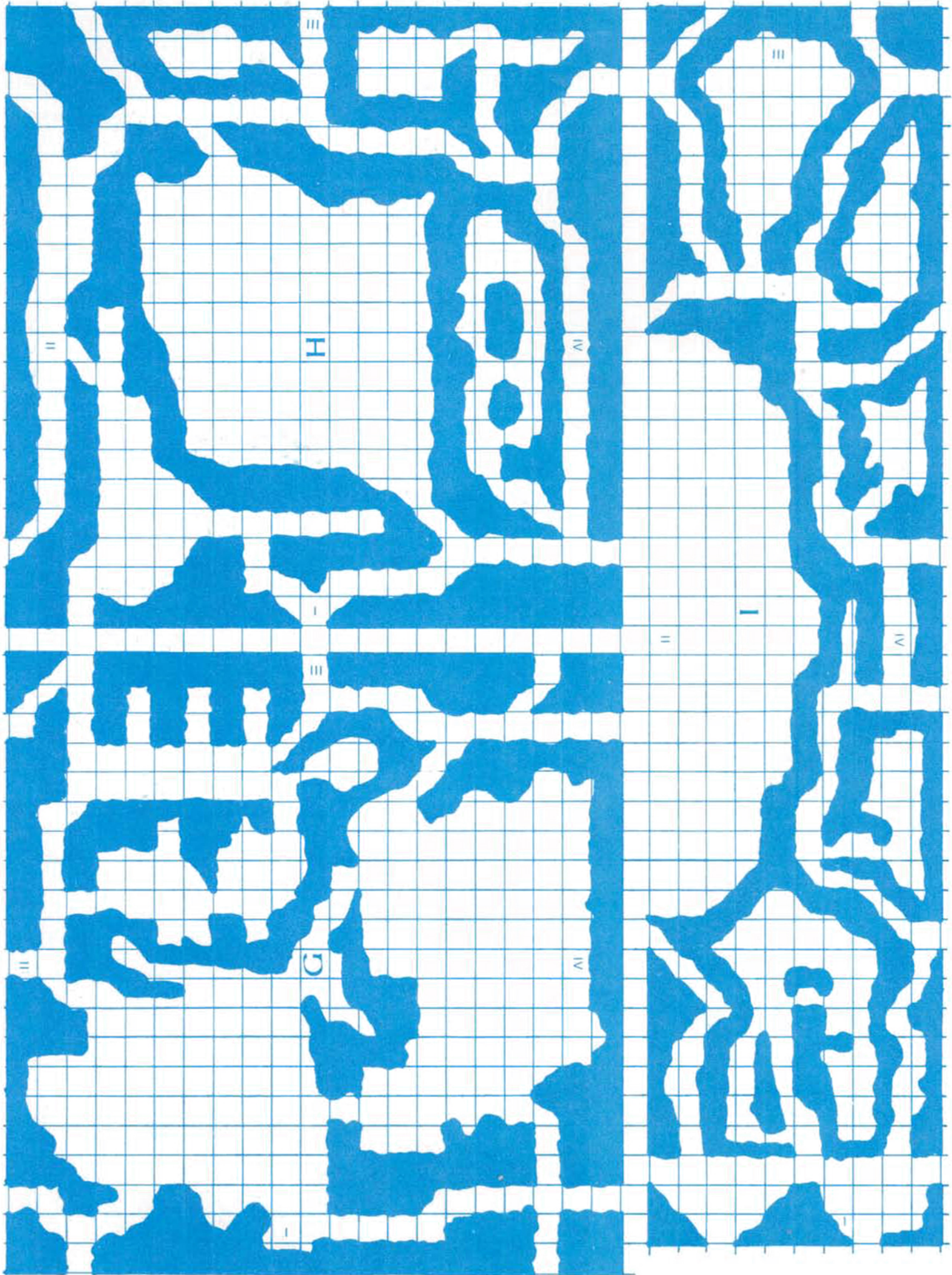
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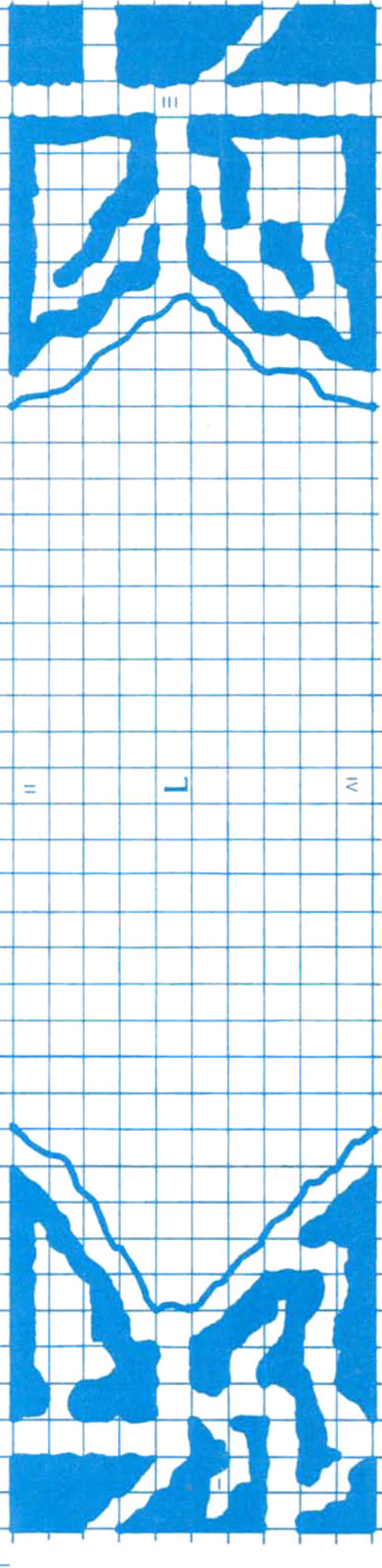
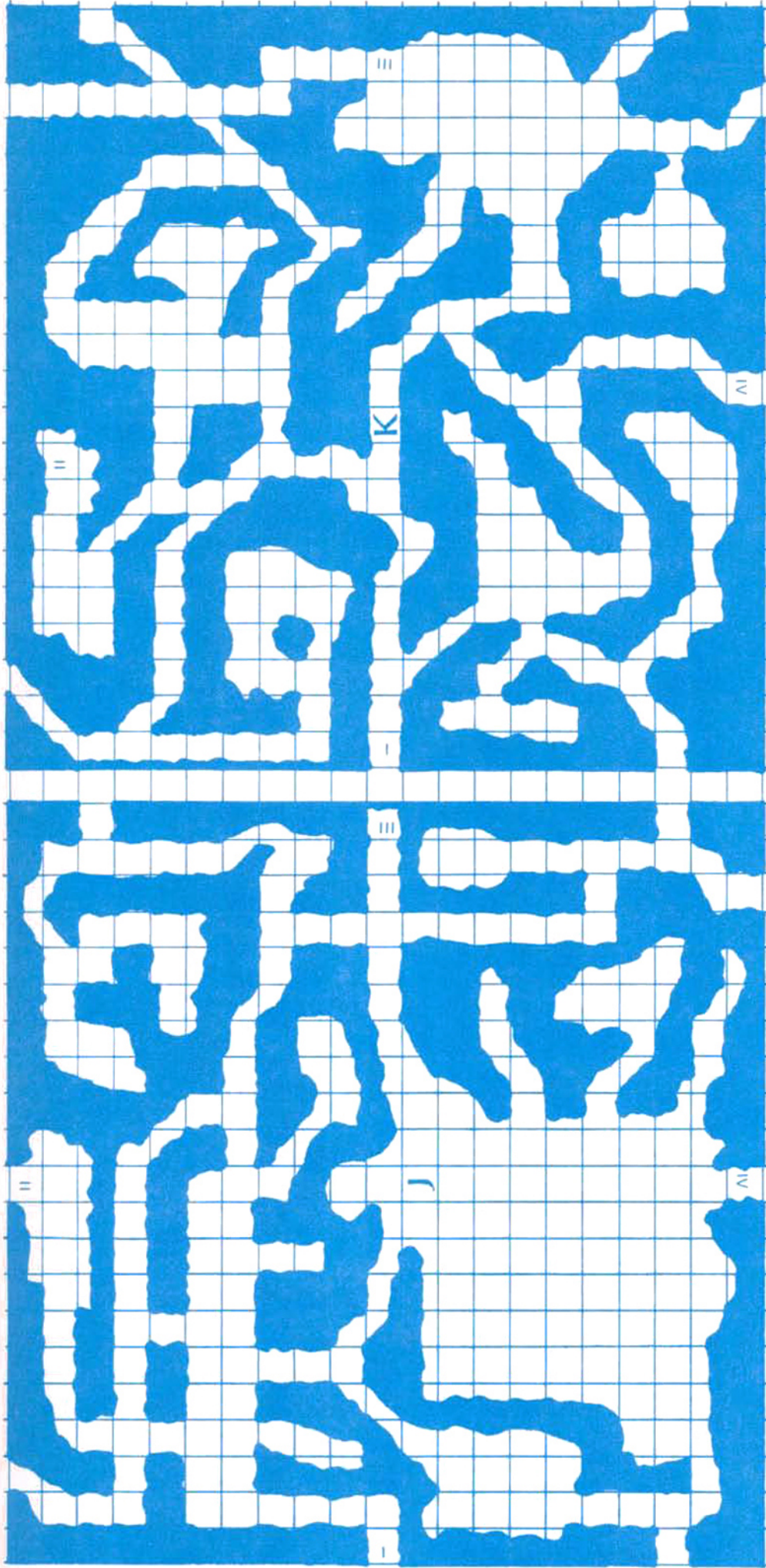




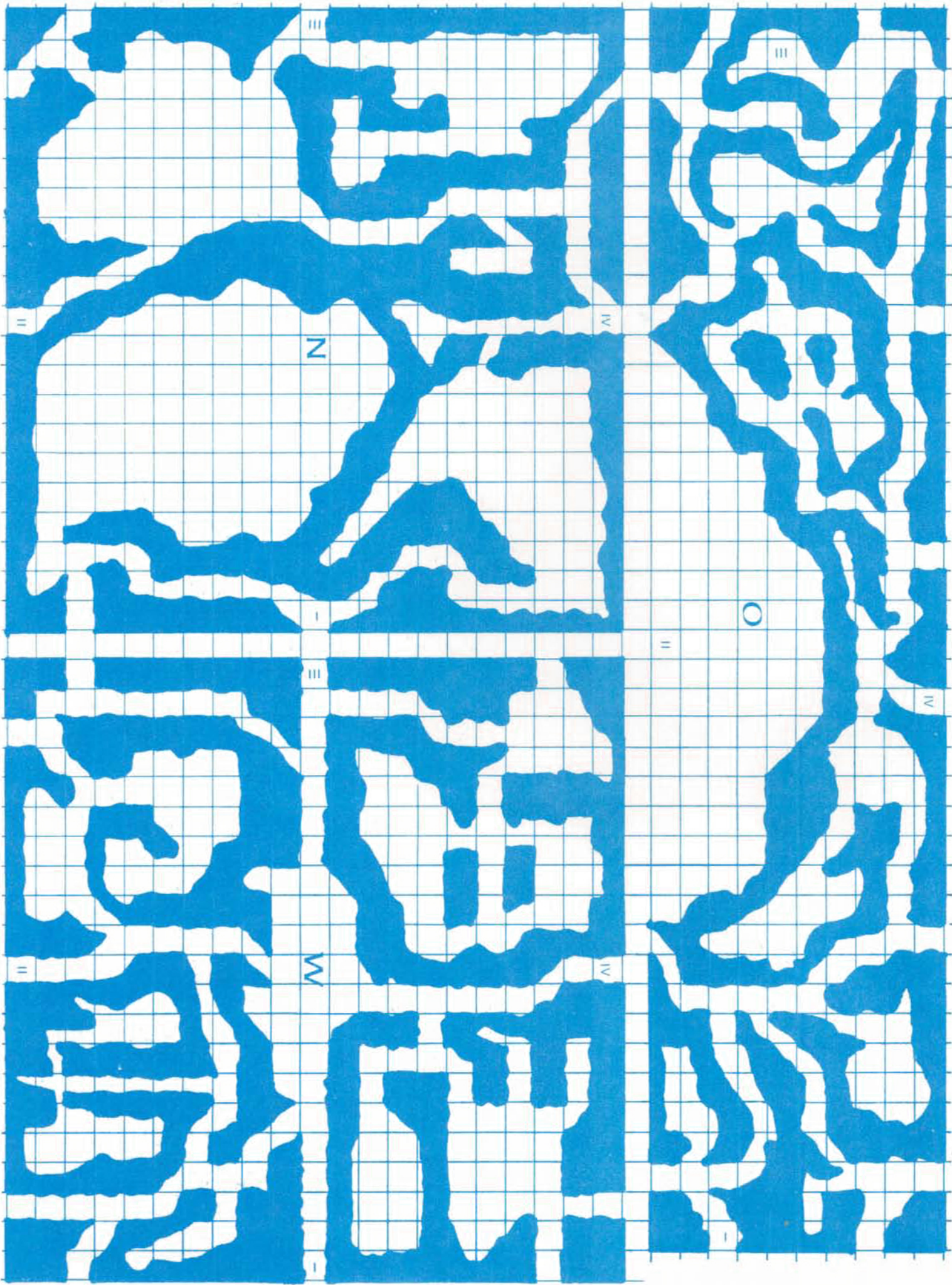
CAVES AND CAVERNS

CAVES AND CAVERNS





CAVES AND CAVERNS



SAMPLE LEVEL MATRIX KEY

Level 1: geomorphs B, D, E, I
faces north: II, IV, III, II

B II	D IV
E III	I II

ENCOUNTER KEY EXAMPLE

- 13A. The Crystal Cavern--an area where stalagmites, stalactites, and other such subterranean formations are in profusion. Some of them will glisten and glimmer, showing themselves to be made of precious materials worth thousands of gold pieces (18-2,000 gold piece value crystal or precious quartz stalagmites). Humans are not the only ones who are dazzled by such wealth and beauty, for ropers consider it to be their gem garden. There will always be 2-5 ropers around admiring it. Also, 1-4 additional ropers will come to it in 1-6 melee rounds if they happen to hear fighting.
- 13B. A party of thieves (levels: 8, 6, 4; HP: 25, 18, 12) waiting to fleece adventurers. They will attempt to hide in shadows and steal valuables from players as they pass. They will only initiate combat if the adventurers appear to be damaged and treasure-laden. The leader has a +2 neutral "Charm Person" sword (3 intelligence, 12 ego) and 1-8 gems (worth 500 gold pieces each). The sixth level thief has a +1 dagger and 100 platinum pieces. The fourth level flunkie has 50 gold pieces on his person.
- 13C. The Mirror Pool--a glimmering 6' by 3' mirror pool, contained within a sunken crystal basin. Adventurers may step into the pool and suddenly find themselves in a 60' by 60' room with an enraged efreet. They may step back out as easily as they open doors. The efreet wears four pieces of jewelry worth only 50 gold pieces each. Once encountered, the efreet will fight until defeated (37 HP) or until the basin is broken (to do so, a +2 or better weapon must be used). When the basin is broken, check on a six-sided die for the reaction of the efreet: 1--Efreet is insane from being cooped up so long, and will attack until killed; 2--Efreet rushes off to avenge himself, leaving his rescuers behind; 3 and 4--Efreet thanks group, gives them his jewelry, and then leaves; 5--Efreet will aid adventurers on 1-4 adventures (secret determination of time) and then vanish; 6--Efreet is so thankful that he will serve his rescuer for 1001 days.
- 13D. The Pile of Gold. Upon entering the area, the party will notice that there has been a fight. First, they will see a dragon skeleton and human remains. Then they will notice that there is still a large pile of gold left by whomever looted the room. As they approach the pile it comes to life, surprising them all, and attacks! It is a metal creature (the Aurotyugh) and so has some surprising abilities. It takes 18 hit dice (88 HP) and is Armor Class 3. It does 3-18 HP everytime it hits, and its special attack ability is that it softens hard things. Every time it hits, its opponent goes down one Armor Class (so +2 armor becomes +1, or a Wyvern with Armor Class 3 goes to 4). This creature is worth 25,000 GP--the teeth are made of diamonds and if carefully and time-consumingly taken out are worth 30,000 gold pieces (but only 5,000 gold pieces if hastily pulled).

Approximately 50% of the caves and caverns should contain monsters, treasures, and other notable items. For every five such encounters there should be approximately one trap. Slanting passages, teleportation areas, slides, and the like should be added sparingly thereafter--one or two such items per level is a fair guideline.

DUNGEON LEVEL GEOMORPHS












This set of geomorphs will provide you with an endless number of combinations with which to create your D & D "Underworld" -- be it one dungeon or many. Your geomorphs can be combined to form levels of all sizes, huge or just a single piece. This set of "Caves & Caverns" can easily be intermixed with the "Basic Dungeon" (Set One) to form interesting levels which combine the features of both sets.

These geomorphs are easily cut apart, and you may then place them down in coded fashion (see INSTRUCTIONS below) to make various level designs. You may wish to place them in acetate sheet protectors as you employ them. Another way to use your geomorphs is to affix them permanently to a surface, make your notes and codes on each, and then cover the whole with clear contact paper, thus making each level permanent -- of course, this latter method of using the geomorphs will require that you eventually obtain several sets. However you use them we are certain that you will find them an immeasurable aid to your playing D & D!

INSTRUCTIONS

Cut out each level. You will note that each separate geomorph piece is coded with a letter (A - O) and the Roman numerals I - IV. To combine the pieces to form a level, simply note which pieces form the level and in which combination of Roman numerals. Thus, a four-geomorph level can be A I, B II, C III, and D IV, so that when laid out properly the Roman numeral on each piece would be the one uppermost (north on the map). Note that each geomorph piece has at least two possible entry points on any given side, so that no matter which side you place with any other geomorph, there will be at least one possible way to enter the dungeon area of the geomorph, and some pieces will allow two or three access points. Access points will change as the pieces are turned to different directions (I - IV) because the entry points have been randomly selected on most of the geomorphs.

SUGGESTED KEY FOR LEVELS

 door, secret	 steps up	 trap, general
 trap door, floor	 steps down	 slide
 trap door, ceiling	 pit	 x dead end
 trap door, secret	 pit, covered	

KEYING YOUR LEVELS

Alter the geomorphs as you like. Color will be helpful in noting such things as passageways which are slanted so as to lead upwards or downwards (perhaps green, with the letters "U" and "D", with appropriately pointing arrows to indicate the direction of the slant), gas areas, and special sections (pools, streams, fire pits, abysses, etc.). Other changes are making 5' wide passages by filling in half the existing 10' ones, putting in areas where those who enter are teleported to a similar spot elsewhere, subdividing existing caverns, and so on.

In addition to personal changes you may wish to make, it is necessary that you place a numerical code in each space where something worthwhile or notable exists on a level, i.e. a monster, some object, writing on the wall, a trap, and the like. If the geomorphs are used for several levels you will find that it will be very difficult to read all the notations on a given geomorph, even with small writing and careful coding. Use of sheet overlays or multiple sets of geomorphs will solve the problem.