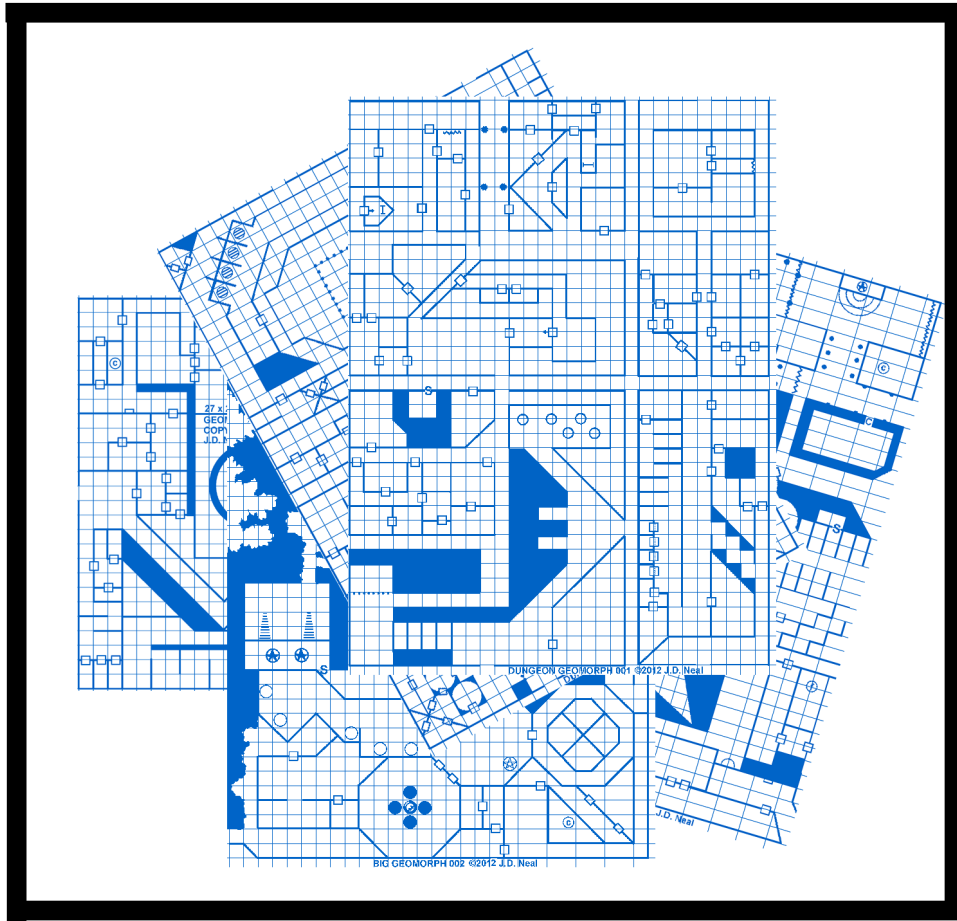


# JDN Dungeon Geomorphs Set 1 (01 to 10) A Gaming Product of Nostalgia



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**Various Dungeon Designs For Use By The Harried Referee  
Includes a Blue and Black Version of 10 Geomorphs**

**Note:** I created these for use on my home laser printer, which can print with small margins; the maps were designed for use with regular quart-inch graph paper. Other home printers may not support small margin, and may require the page to be shrunk for printing via page scaling options, resulting in squares that are not quarter of an inch. If you do have a printer than can handle half-inch margins (and want squares about a quarter inch) you may still have to turn off page scaling (there is no guarantee that this will work; I don't program all the printers and PDF readers in use). I cannot provide more details - software providers are constantly changing their products, and who knows what options are available, and where they are, and how they function in each and every PDF reader available.

## Introduction

"Geomorphs" are sheets of paper with dungeons or caverns drawn on them. The user rearranges them to form their own "dungeon". Some of the following pages are filled with one "dungeon". Others are organized into three distinct, smaller sections (top, bottom and right) which the user can cut apart and re-arrange for more variety.

**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 them 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) as needed, for example.

**USING THEM:** While some of the sheets might connect together fairly well, overall the user is supposed to use white-out and a black 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 and such are provided for those who have little time to spare, yet some areas are little more than a bunch of walls next to each other. Blocking them off more succinctly would only interfere with the referee's ability to customize them.

Doors (or other entry points) are not provided for all areas; these are reminders that some rooms might only be accessed by magic (teleport spells or such) or odd things like climbing up and down stairwells. Add a door if you want one!

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.

**PAGE FORMATS:** Making these 100% compatible with old products would be nice, but these will likely be printed on systems that do not allow full-sheet printing.

As such, they were formatted for use on the author's home printer which allows for small margins on the page. Other printers may not allow for small margins and hence may require the document to be shrunk down to within limited margins. A sheet of graph paper has been included for anyone who wants to print it out and use it, in case the pages are shrunk down to fit their printer.

## Author's Note

One of the first accessories published for role-playing games were various sets of geomorphs, which the players could take and use to create their own dungeons. Said geomorphs were often "door forms" - a lot of small random rooms with bunches of doors.

The author produced this as a nostalgia product, for the sake of anyone wondering what they may have been like. The user can play with geomorphs to see how they worked without cutting up old, out-of-print collector copies!

Older geomorphs had the benefit of being printed with

very small margins; this one has fewer squares and even then might not print to correct scale on certain home printers.

I really do not need the three-section format of old geomorphs, so I later converted these to dungeon blocks, which is a different product.

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**EXAMPLE:** Following is an example of keying and modifying a selection:

**INTRODUCTION:** Having found three pieces to the map leading to the pirate cove, the PCs now know where the lost chapel is. They find the entrance way carved into a stony cliff face, lost in the rambling briars and dense trees against 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 they can be tore down fairly easily; the chapel has not been used in a long time. 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. One of the far south 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 pulled down (and lowered when the switch was pushed up), but the switch and the machinery that once operated it is now broken.
3. **STAIRWELL.** A reminder that this stairwell will come into play once the PCs get down into the basement.
4. **STABLES.** These stalls once served as stables and have some old, moldy hay in them. This area has a number of details:

The "door" in the west wall looks real but is false. Pulling it releases an axe that swings down doing 1d6 (1-6) damage with a hit.

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 leads through the trapped hallway to the secret passage down. The trap is a simple pit trap (victims fall 10' and take 1d6 damage if surprised by the trap). Anyone who finds it will also discover that there is a 2' wide ledge along the north and south walls that allows them to pass by safely, if they take their time.

The "trap" in the middle north stall is a nest of vicious giant centipedes who scuttle among the stalls to escape attack 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 HALL. The stout doors to this short hall are shut but not locked nor stuck. A secret door is in the ceiling at the marked location and 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. EMPTY ROOM (FURNISHED). An empty room, although there is a table and various furnishings. A plate with grease and a few scraps of food are on the table.
9. OLD MAN'S ROOM. An old man sits reading a scroll and using a quill to make notes. He is shabby and poorly 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 faculties; he does not know it (due to his 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.

10. STORAGE HALLWAY. This hallway has several old wooden crates and bolts of cloth stacked against the south wall, as if it is a storage area. Holes along the walls provide convenient places to shove the handles of torches and on the west wall over the secret door is the stump of a burned up torch. It is actually attached to a secret door; pulling on it causes the secret door (6' high and 3' wide hinged on the north side) in the center of the wall to open in whichever direction the pressure is applied (it is hinged to swing both ways). Faint goblin-like footprints lead up to the wall in the dust on the floor.
11. SECRET PASSAGE. The secret door to the west blends in perfectly well with the old stones of the walls; it cannot be noticed at a glance (except perhaps by an

elf) but can be found with a studious search. It has to be pushed in with great effort, then slid sideways on a track-way to get inside the hall. It opens into a cobwebbed passage about 5' wide and 8 feet high; any PC who investigates the webs will note they have been kept clear of the center 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 back. Keep in mind that there are goblins eating in room #12; PCs who are not cautious (such as by listening through the secret door, etc.) and do a crude job of exploration might find themselves ambushed! Banging on the wall to see if it is hollow would 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) where they lounge or eat. A torch on each wall gives light and two-dozen more torches are piled in the center of the room under a table.
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 chief in room #17 has the key. Smashing in or otherwise forcing the door will alert any nearby goblins. Spoils of war are stacked here, and a carrion crawler is protecting them.
17. GOBLIN LEADER. A tough goblin claimed this room as his own. He wears chain mail armor, and wields a sword. He has the key to the treasure room.
18. HALL OF DOORS. Each of the doors in this hall is held shut by a magic spell (wizard lock) and trapped. They lead to the stairs that lead down to the lower level.

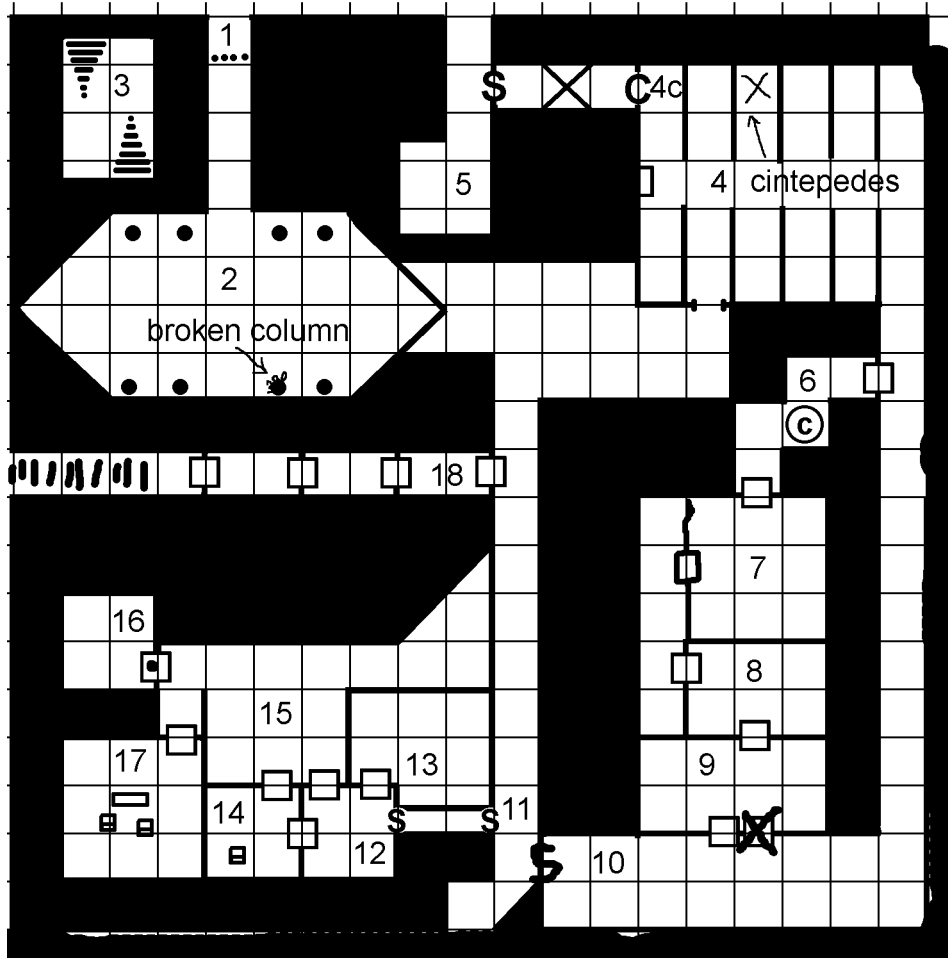
[and so on....]

Modifying and Keying Sample Map



1 square = 10'

NORTH



Key Symbols Blue

(Some features are not defined – the referee is supposed to define them as desired)



alcove



arch



column



dias



concealed door



door (normal)



door (gate)



door (locked)

double door

exotic door

false door



hole with grate



illusionary wall



ladder



one-way door



peephole/slit



secret door



secret door (one way)



stairs (up →)



stairs (down ←)



stairs (user defined)



statue, etc.



tapestry



trap door in ceiling



trap door in floor



trap in general

user defined features



wall



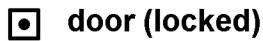
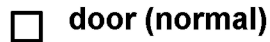
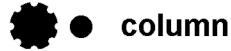
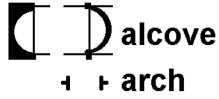
water



well, etc.

Key Symbols Black

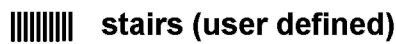
(Some features are not defined – the referee is supposed to define them as desired)



double door

exotic door

false door



user defined features

