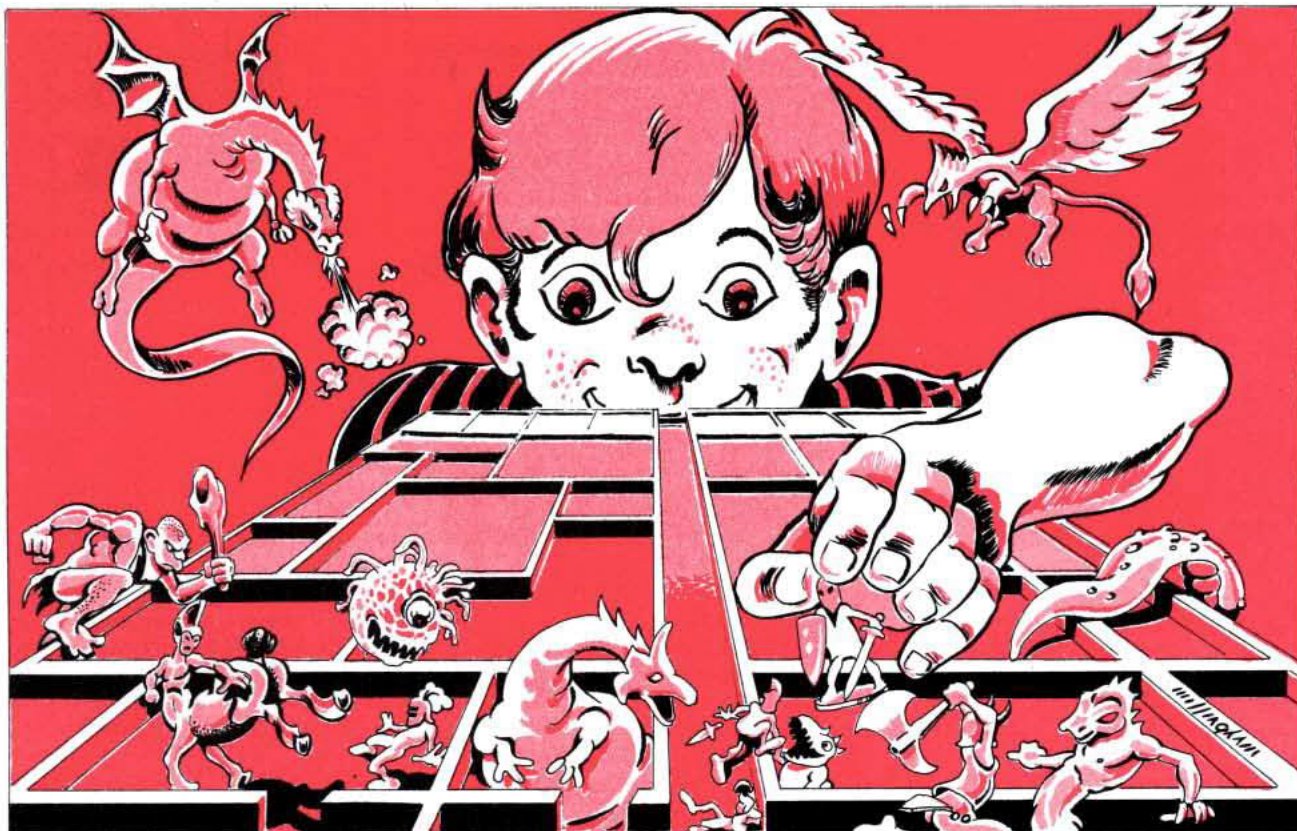


**D&D® FOR  
FANTASY  
ADVENTURE GAME**

# DUNGEON GEOMORPHS



## **Set One to Three: Basic Dungeons, Caves & Caverns, Lower Dungeons**

*This new booklet is a combination of the original three sets of Dungeon Geomorphs released by TSR The Game Wizards: Basic Dungeon, Caves & Caverns, and Lower Dungeons. It contains 30 square geomorphic pieces and 15 rectangular semi-geomorphic pieces that are ready to cut out and use. With only 4 of the 45 units contained in this product, Dungeon Masters can form hundreds of thousands of maps in mere seconds! No longer will a Dungeon Master be forced to spend hours upon hours drawing a dungeon level that plays through in one session—with these geomorphs **DUNGEONS & DRAGONS®** Fantasy Adventure Game players can look forward to infinite variety even though they may play more often.*

*When used with **DUNGEONS & DRAGONS®** Monster and Treasure Assortment, complete dungeons can be quickly created and filled with fearsome monsters for slaying and glorious treasure for the taking—and all in less time than it used to take to complete one small level!*

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LAKE GENEVA, WI 53147



## DUNGEON GEOMORPHS

This set of DUNGEON GEOMORPHS has been carefully designed to provide the DM with a ready-made set of interlocking dungeon sections. Each page in this booklet contains *three* map sections — two square and one rectangular — which may be cut out and used in any of thousands of possible combinations.

Each map section is identified by a letter (from A to O), and numerals (from I to IV) are placed along each edge. By selecting a map section and indicating its north side by the numeral, a piece may be used in any position (not necessarily "right-side up") and in any combination with other sections. Each map section has at least two entry points on each side, ensuring that the map sections will connect properly however they are placed. Thus, with this set of GEOMORPHS alone, the DM may quickly and easily create dungeon levels of all sizes and shapes — and ALL DIFFERENT!

Dungeons usually have many levels. When creating lower (and more difficult) dungeons, the more complex LOWER DUNGEON geomorphs in this booklet should be used. The CAVES AND CAVERNS geomorphs may be used in combination with other geomorphs, whether on upper or lower levels of the dungeon, or may be used separately to create a natural underground setting.

When the map of a dungeon level has been completed by assembling various map sections, the DM may either trace the map on a separate sheet of paper (ensuring the long life of the GEOMORPHS and keeping all the sections available for re-use on other levels) or may preserve the dungeon using the GEOMORPHS themselves. This may be done by placing the sections in clear plastic (acetate) sheets, or by fastening the sections to another sheet of paper, making changes and notes (as described below), and covering the finished dungeon with transparent contact paper, thus making the level permanent. Of course, the latter methods limit the combinations as the map sections are used up, and may eventually lead to the purchase of several sets of GEOMORPHS.

## KEYING THE DUNGEON

|  |                   |  |              |
|--|-------------------|--|--------------|
|  | Door              |  | Stairs up    |
|  | Door, one way     |  | Stairs down  |
|  | Door, false       |  | Pit          |
|  | Door, removed     |  | Pit, covered |
|  | Door, secret      |  | Trap         |
|  | Trapdoor, floor   |  | Slide        |
|  | Trapdoor, ceiling |  | Deadend      |
|  | Trapdoor, secret  |  |              |

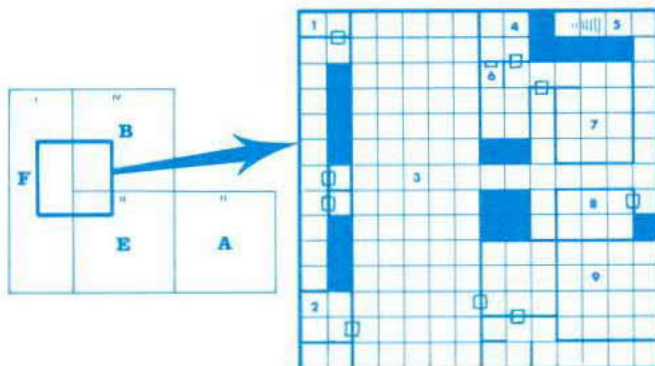
Some of the areas on the maps cannot be entered by doors; the DM may either insert a door or leave the area as 'solid'. Conversely, doors shown on the maps may be removed or altered — the final decision is entirely up to the DM's discretion. Other possible changes include subdividing existing rooms, adding stairways (necessary to access to lower levels), and "filling in" parts of corridors to make them 5' wide (assuming that each square equals 10', though this also is up to the DM).

Color is often useful when indicating a dungeon's features. Sloping passages, special doors (wizard-locked, talking, etc.), gas-filled areas, and other features may be noted at a glance when colored. Marker pens or colored pencils are recommended for this procedure.

Every dungeon map needs an ENCOUNTER KEY to explain the monsters, tricks, and treasures found therein. The rooms (and other areas, as needed) should be numbered, and those numbers used in listing the rooms' details on a separate sheet of paper. Roughly one-third of the rooms should remain empty. One-third should contain monsters with or without treasure (possibly selected randomly using the **Dungeons & Dragons® MONSTER & TREASURE ASSORTMENT**), one-sixth traps and/or tricks, and the remaining one-sixth should be specially designed areas with monsters and treasures selected

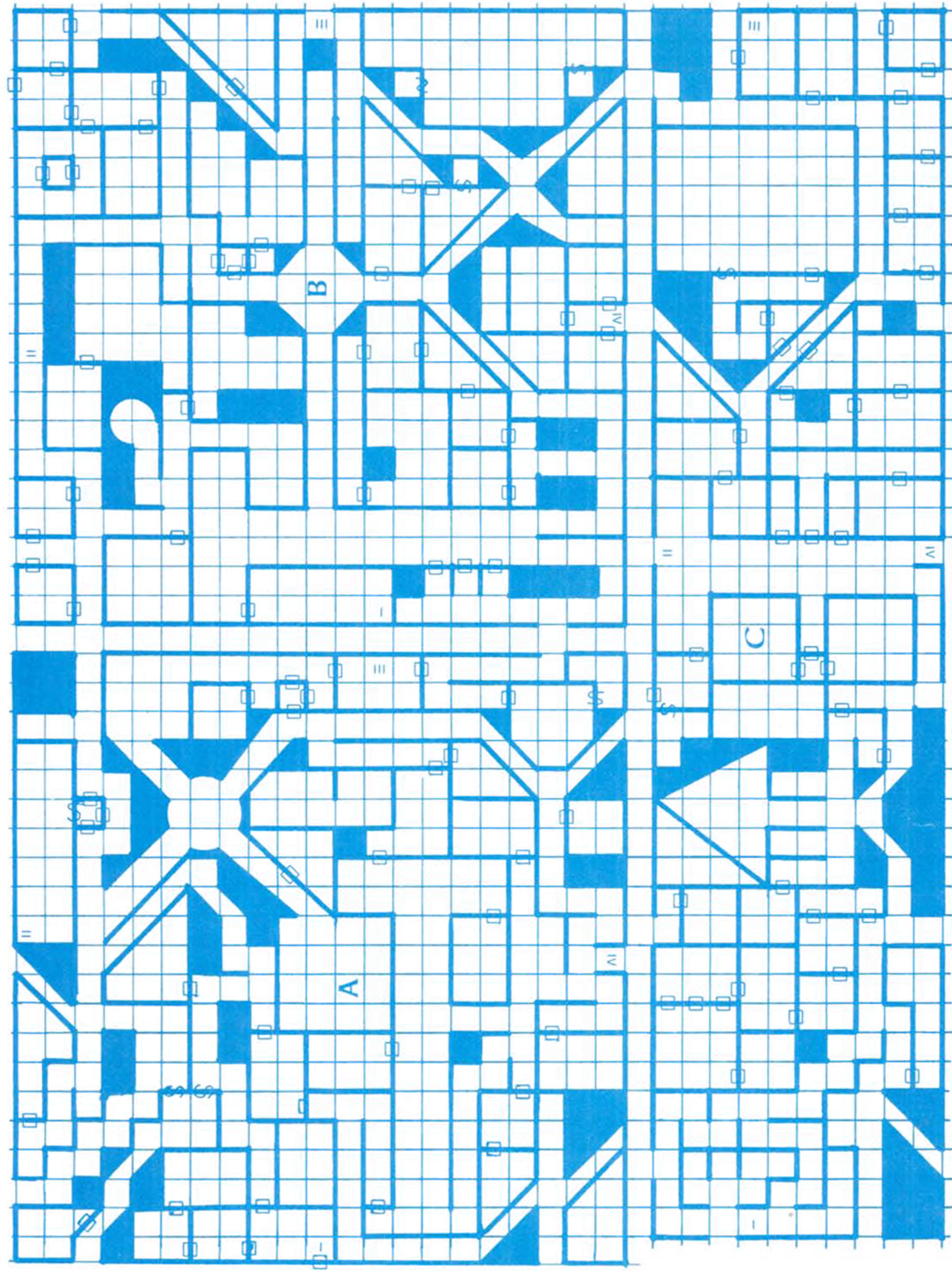
by the DM (rather than randomly determined). Slides, teleport areas, and sloping passages should be added sparingly. See the sample ENCOUNTER KEY for examples.

## SAMPLE MAP SECTION ASSEMBLY



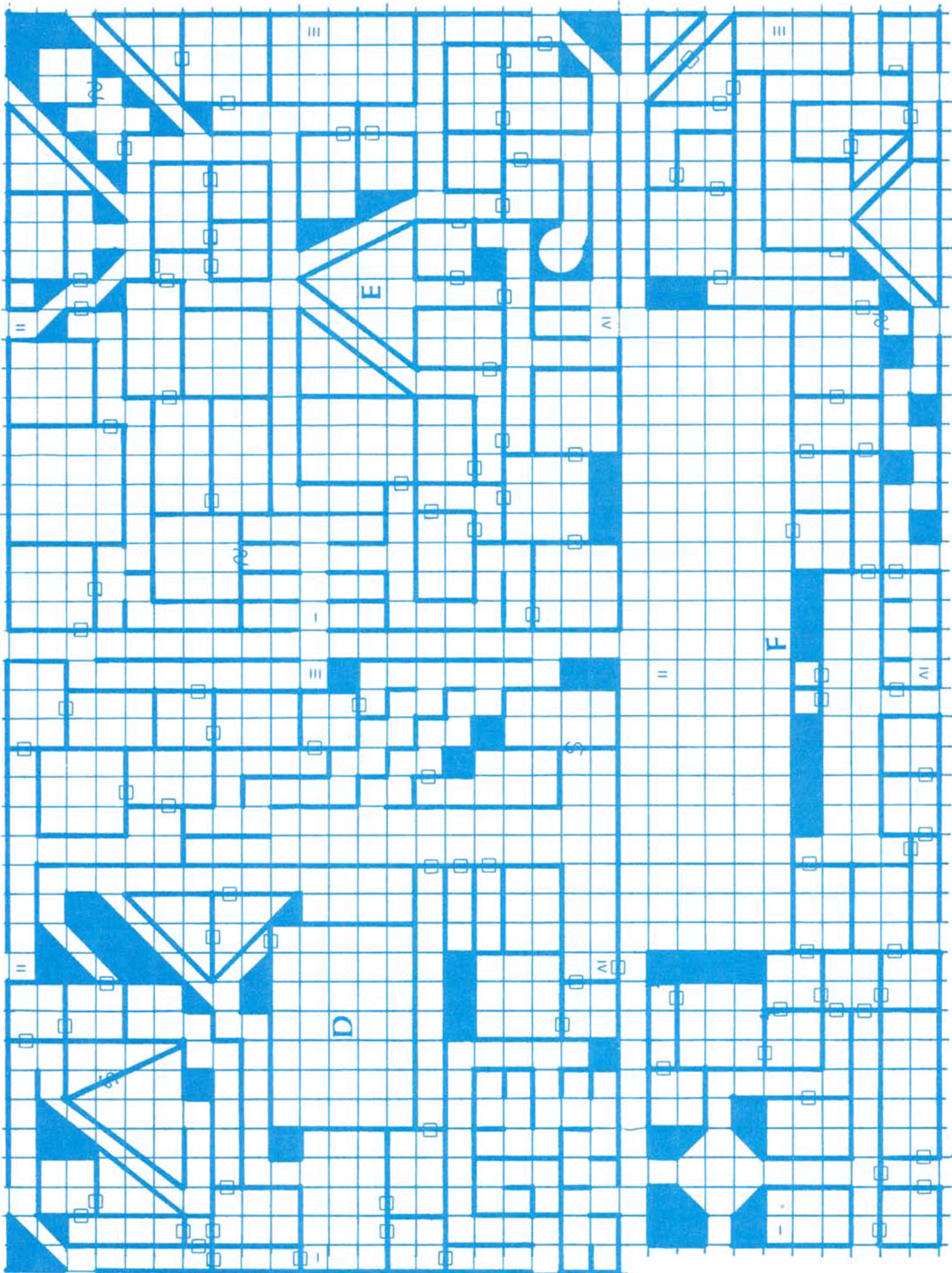
## SAMPLE ENCOUNTER KEY

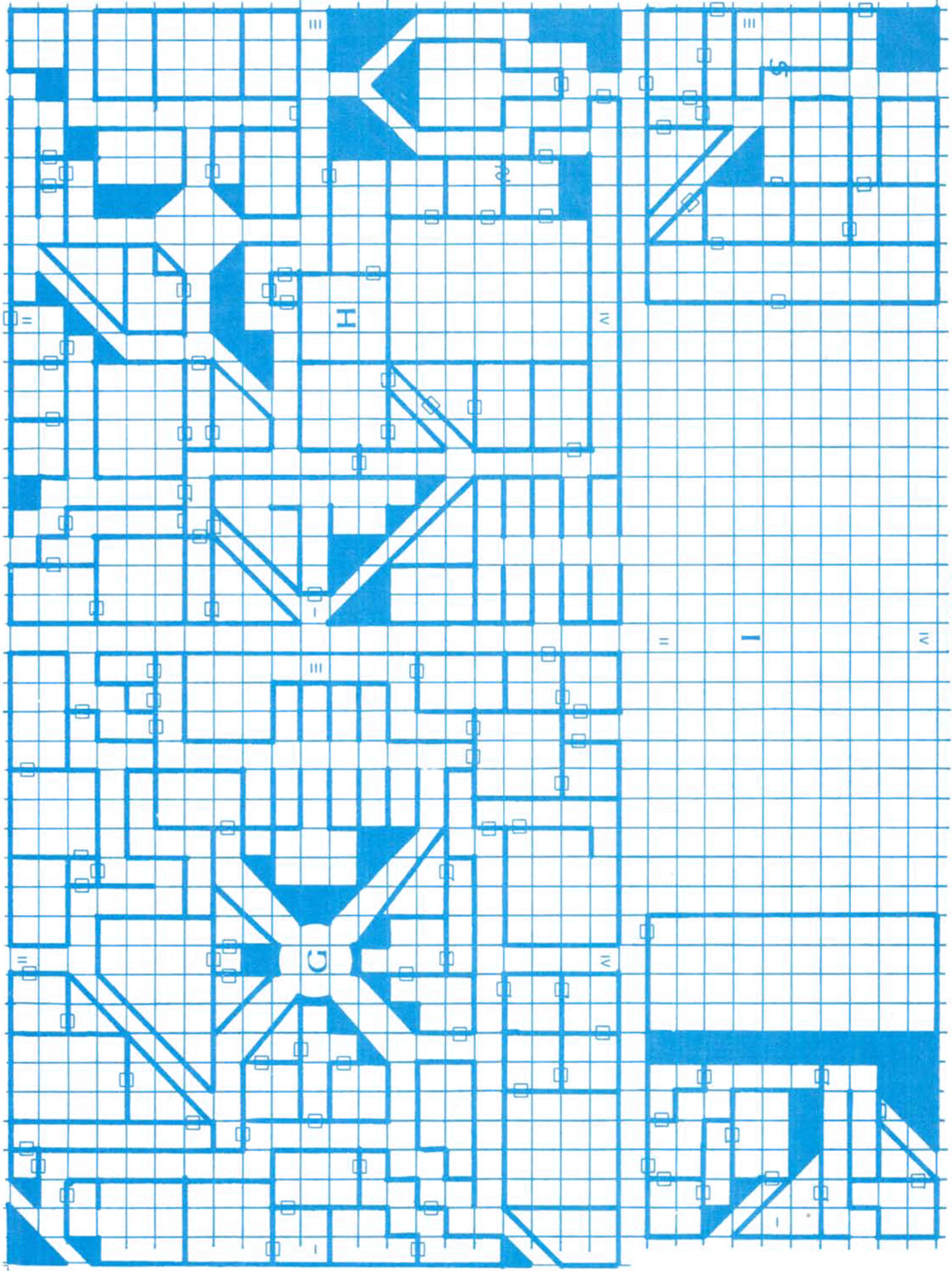
- This is a sparsely furnished room with an old holy man (Lawful), who has sworn a vow of silence. He has 2 hp, and will not fight if attacked. There is a ceramic flask in one corner which contains his drinking water; a small container near his pallet holds all of his food (greens); there are some rags hanging on one wall, and a wooden begging bowl sits on a rough table near the door. The bowl contains 3 cp and 1 sp. If he is impolitely treated or if the room is searched, he will not react but will not help the party. If even a single copper piece is dropped in his bowl, he will make a holy sign which will permanently add 1 hp to each party member! If he does this, he will disappear after the party leaves, to be replaced by 1A (below).
- 1A. This is an insane fiend who appears identical to #1 (above). He will not speak, but will attack a party after they have entered, using two hidden daggers. He has 12 hp, AC 5 (due to high dexterity), and has no treasure.
- This seemingly empty room contains an invisible gold tube worth 250 gp. Inside the tube is a map to stairway #16, indicating that it leads down to the 3rd level. If the room is searched, there is a 2% chance per person (cumulative) per turn that it will be found.
- Empty room.
- 2 Giant Black Widow Spiders (AC 6, MV 60' (10') or 120' (20') in web, HD 3\*, hp 12, 9, #AT 1, D 2-12 plus poison, ML 6, Save F: 2) often lurk above the entrance, and have a 50% chance of surprising anyone entering. Only the larger has normal poison; a person bitten by the other gains +2 on their saving throw versus poison. If the room is searched, heavy cobwebs will be seen in the corners. In the eastern corner, the webs conceal a pit, in which is a skeleton, a rusty suit of plate mail, a lantern, 2 flasks of oil, 2 vials of holy water, a dagger, a sword, and a mace. There are 167 sp in a rotting leather bag underneath all of the other items.
- Steps down to level 2 (E III, central area — see map).
- False door: this, when opened, fires a magical (+1) arrow (needs a '9' to hit AC 2). If it misses, it will be used by the party. After the first (magic) arrow, the 'door' will only fire non-magic arrows, which will break if they miss.
- Empty room.
- Empty room.



BASIC DUNGEON

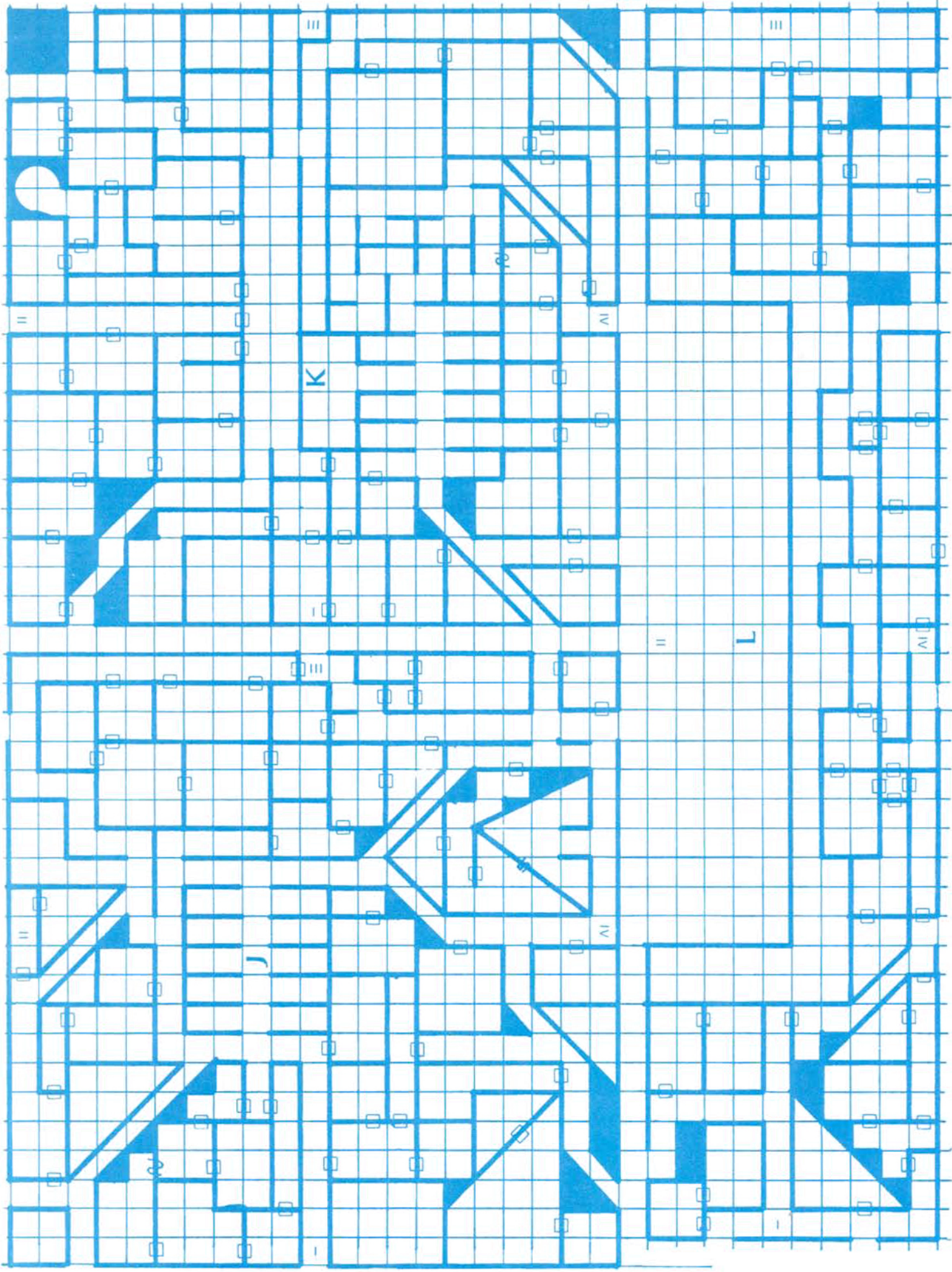
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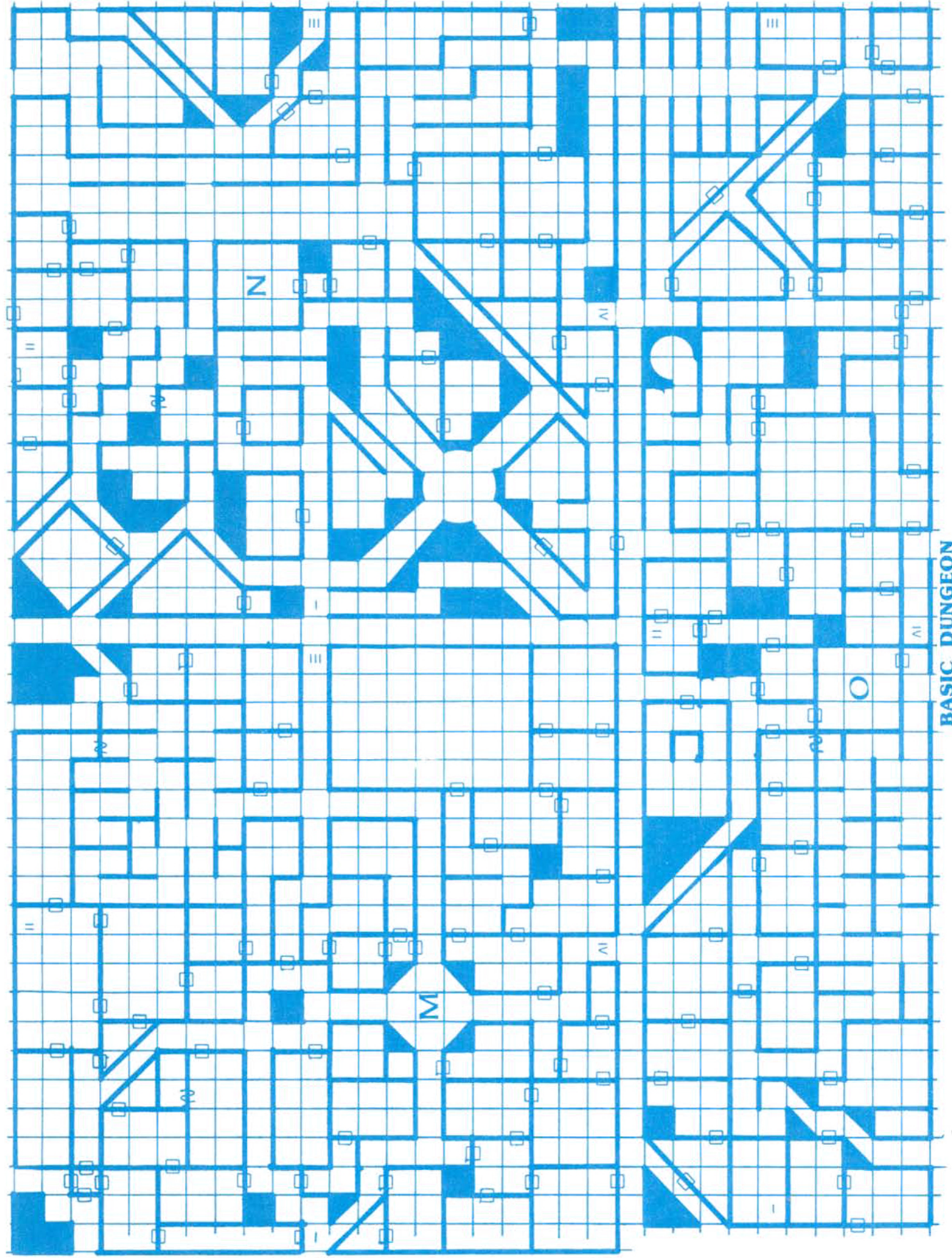




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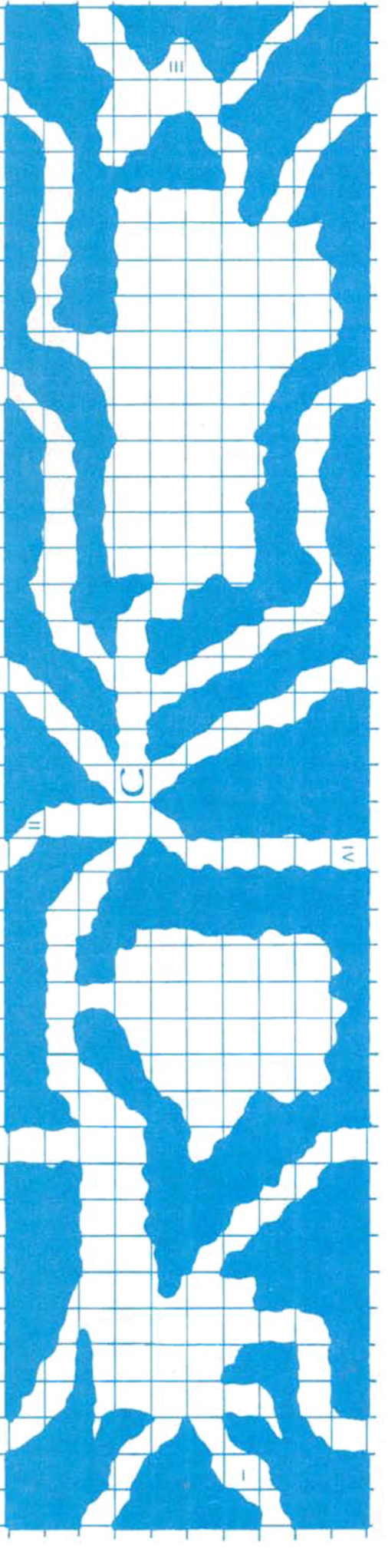
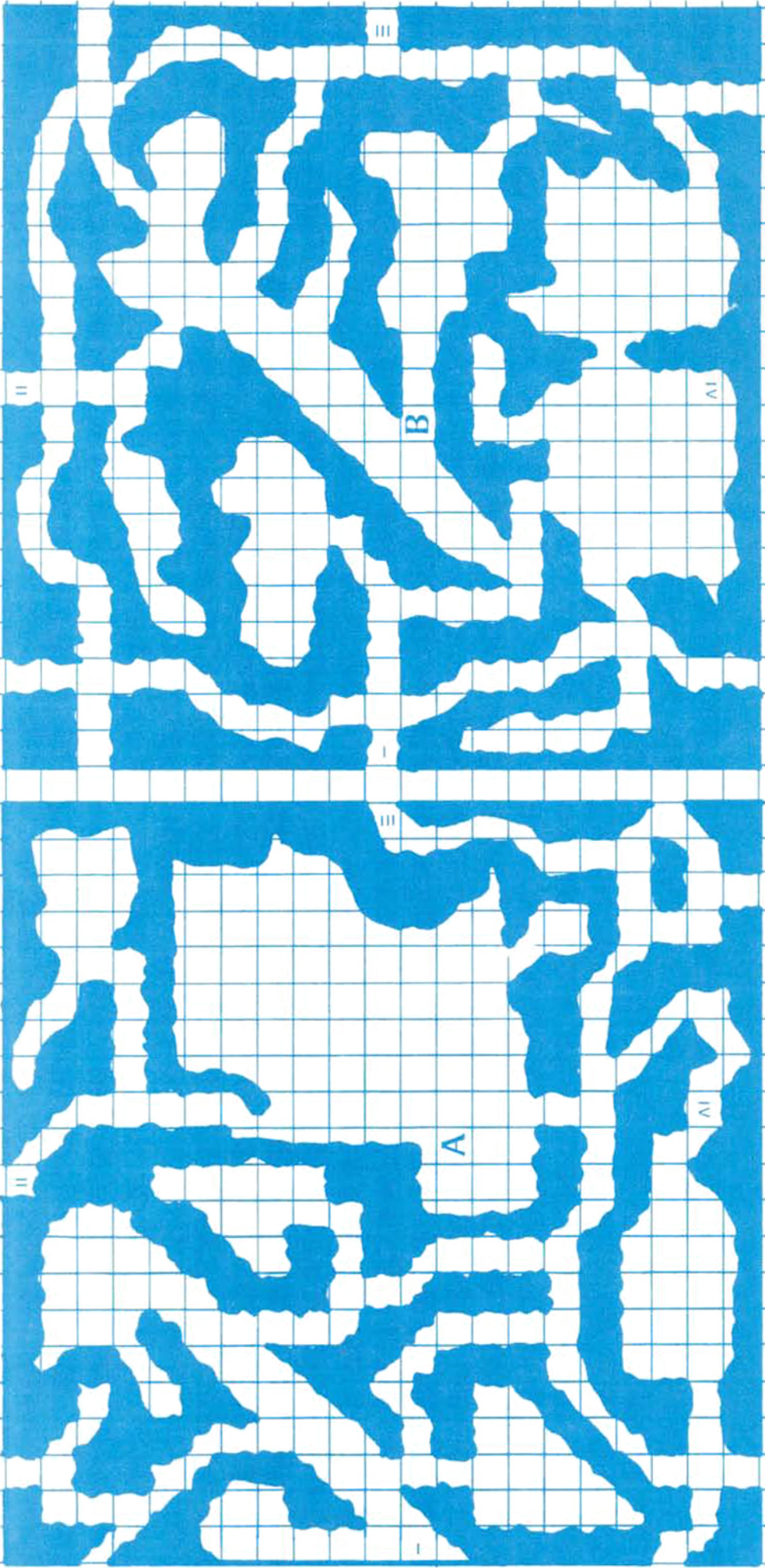
BASIC DUNGEON



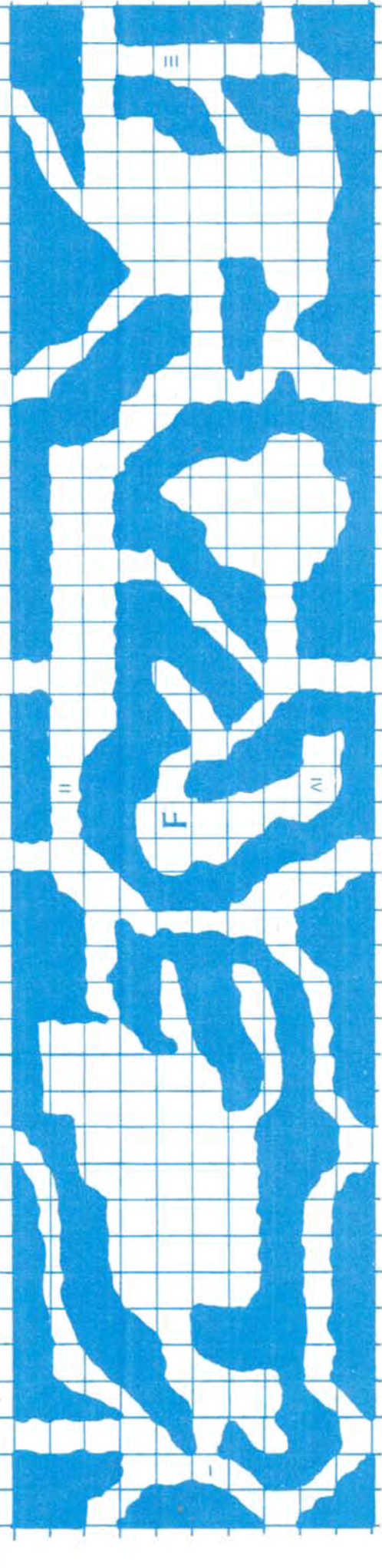
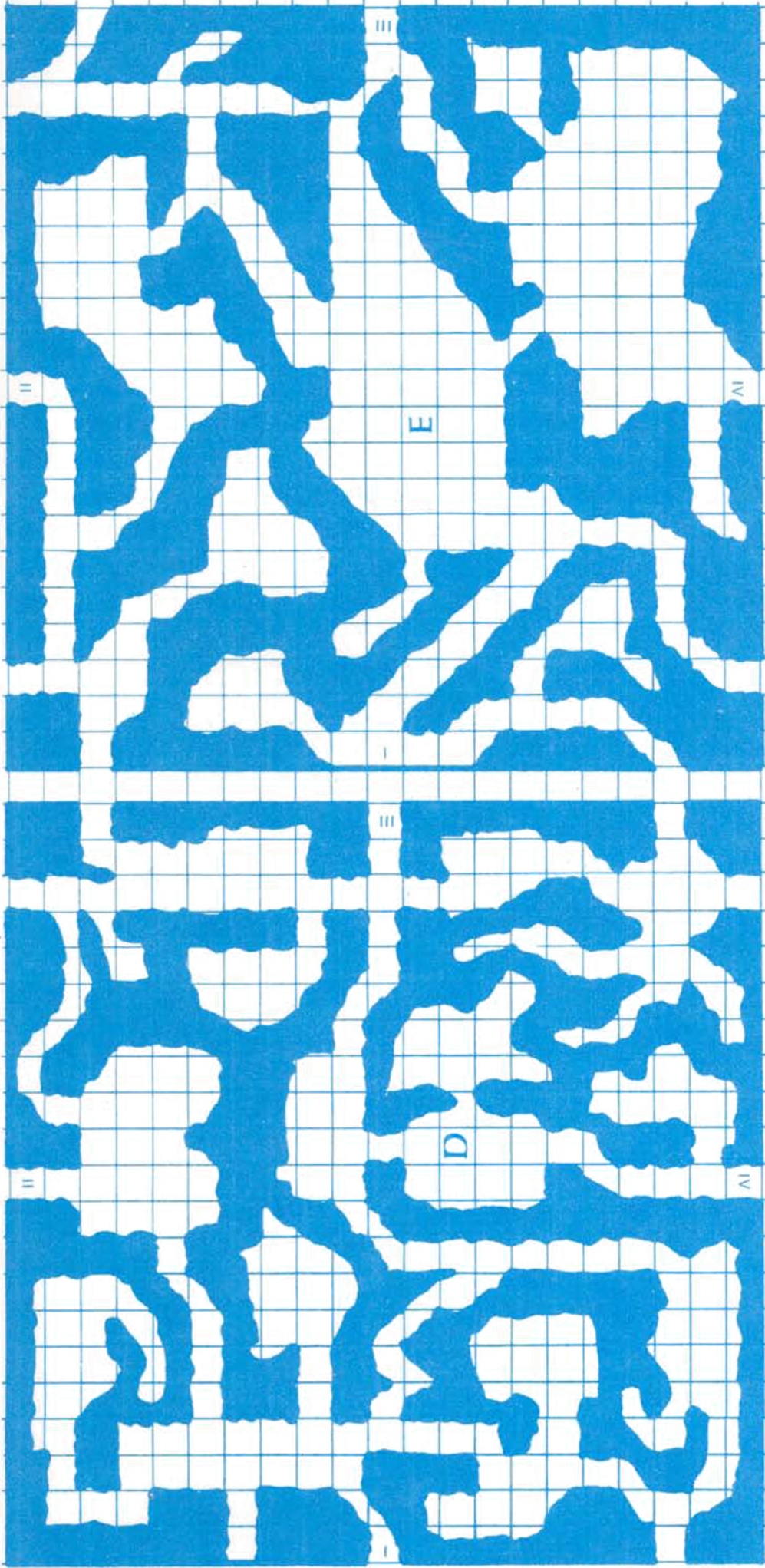


**BASIC DUNGEON**

CAVES AND CAVERNS

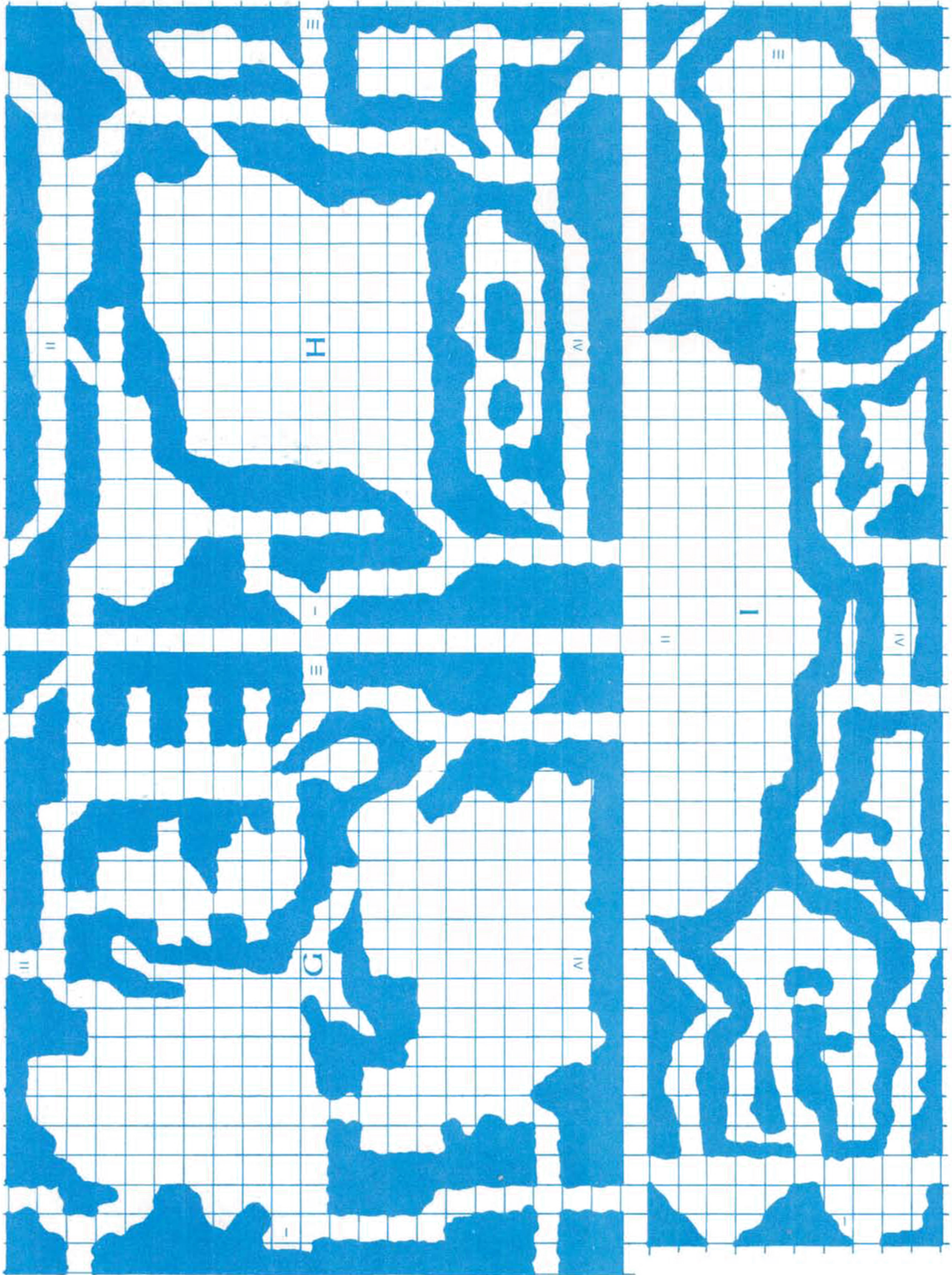


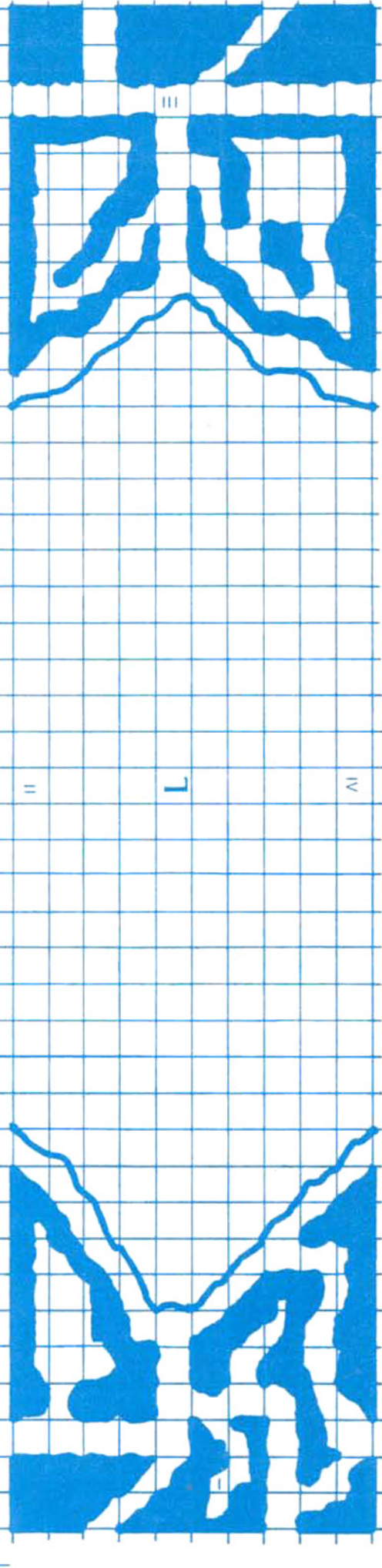
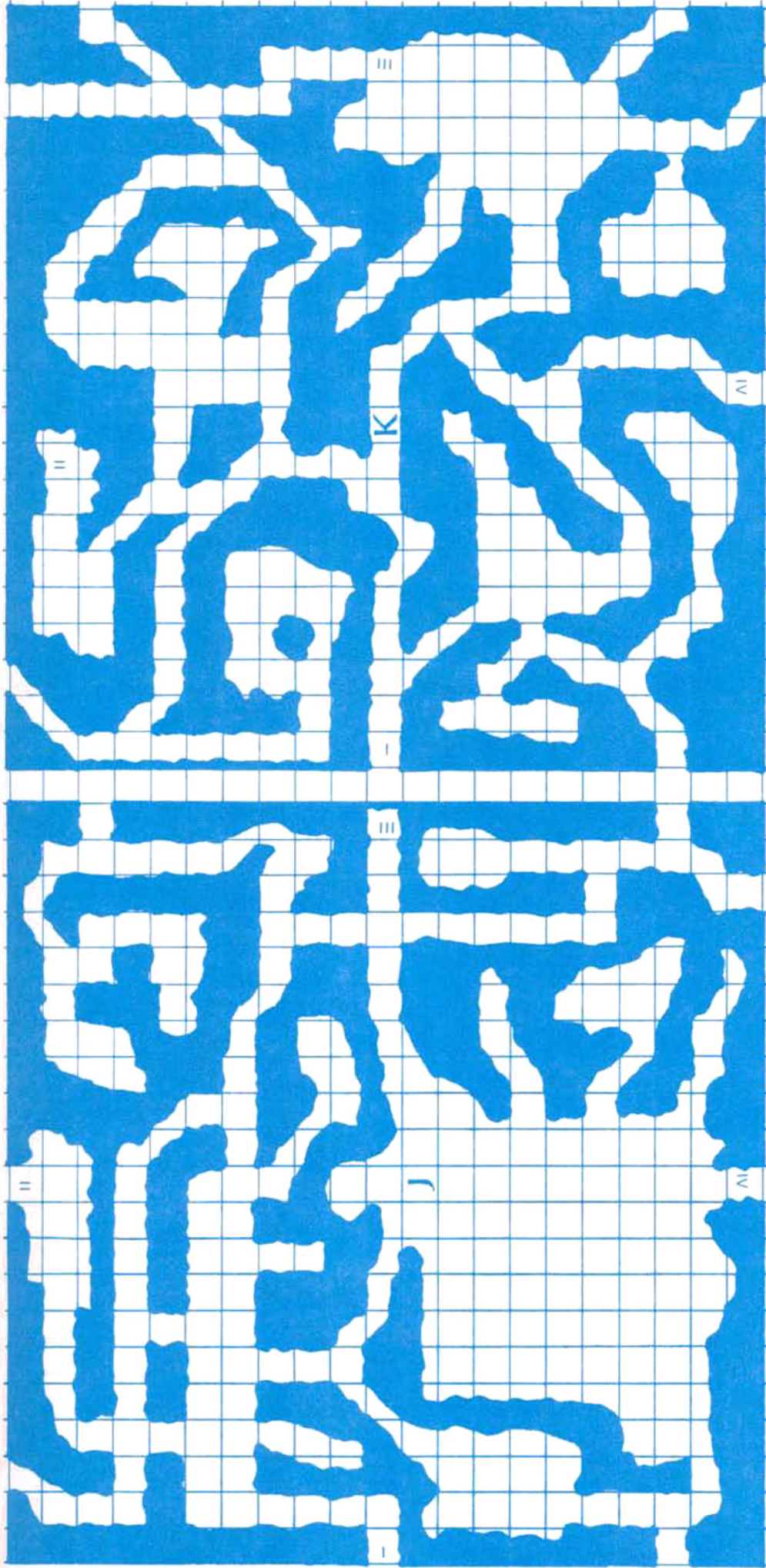




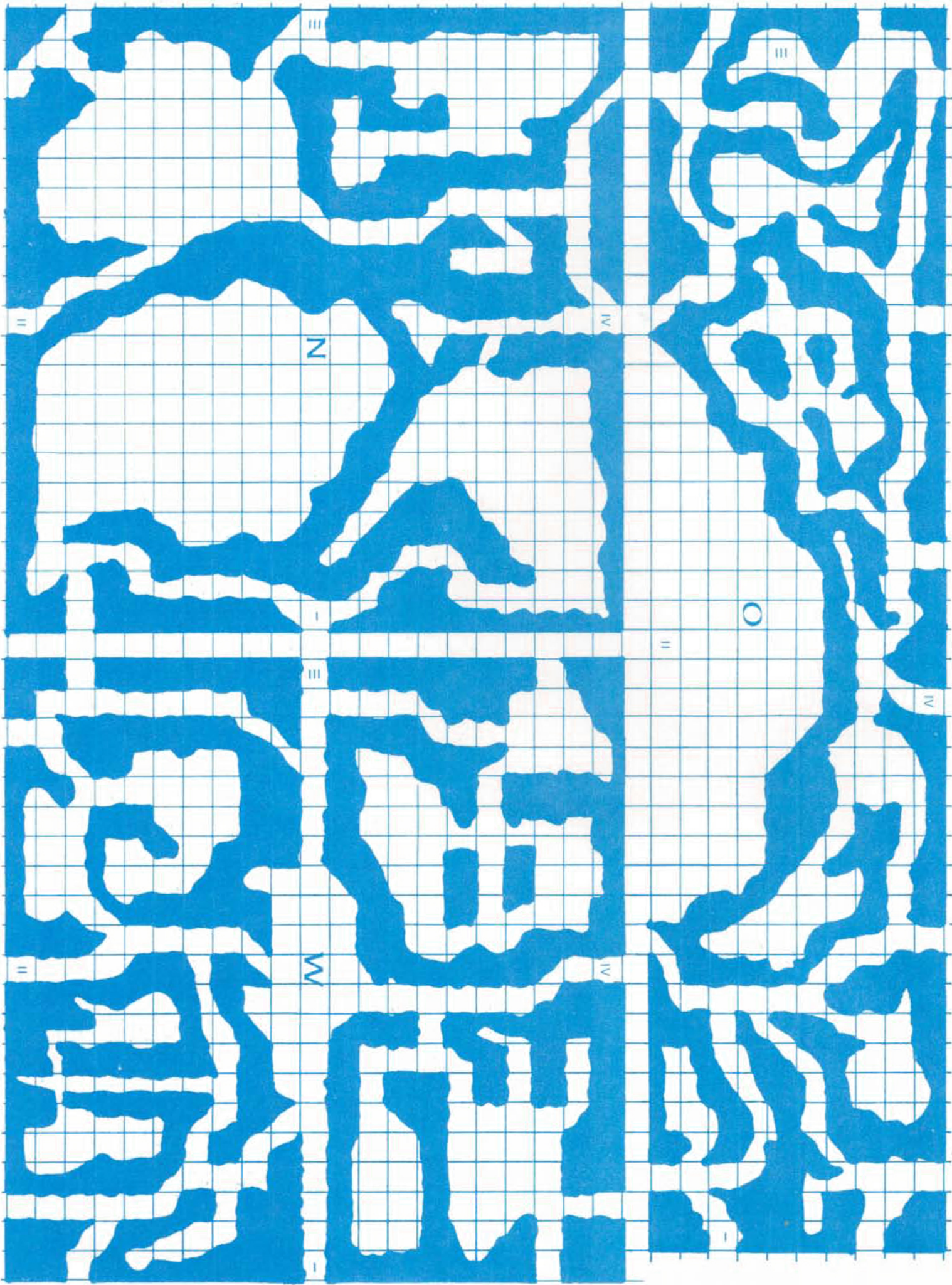
CAVES AND CAVERNS

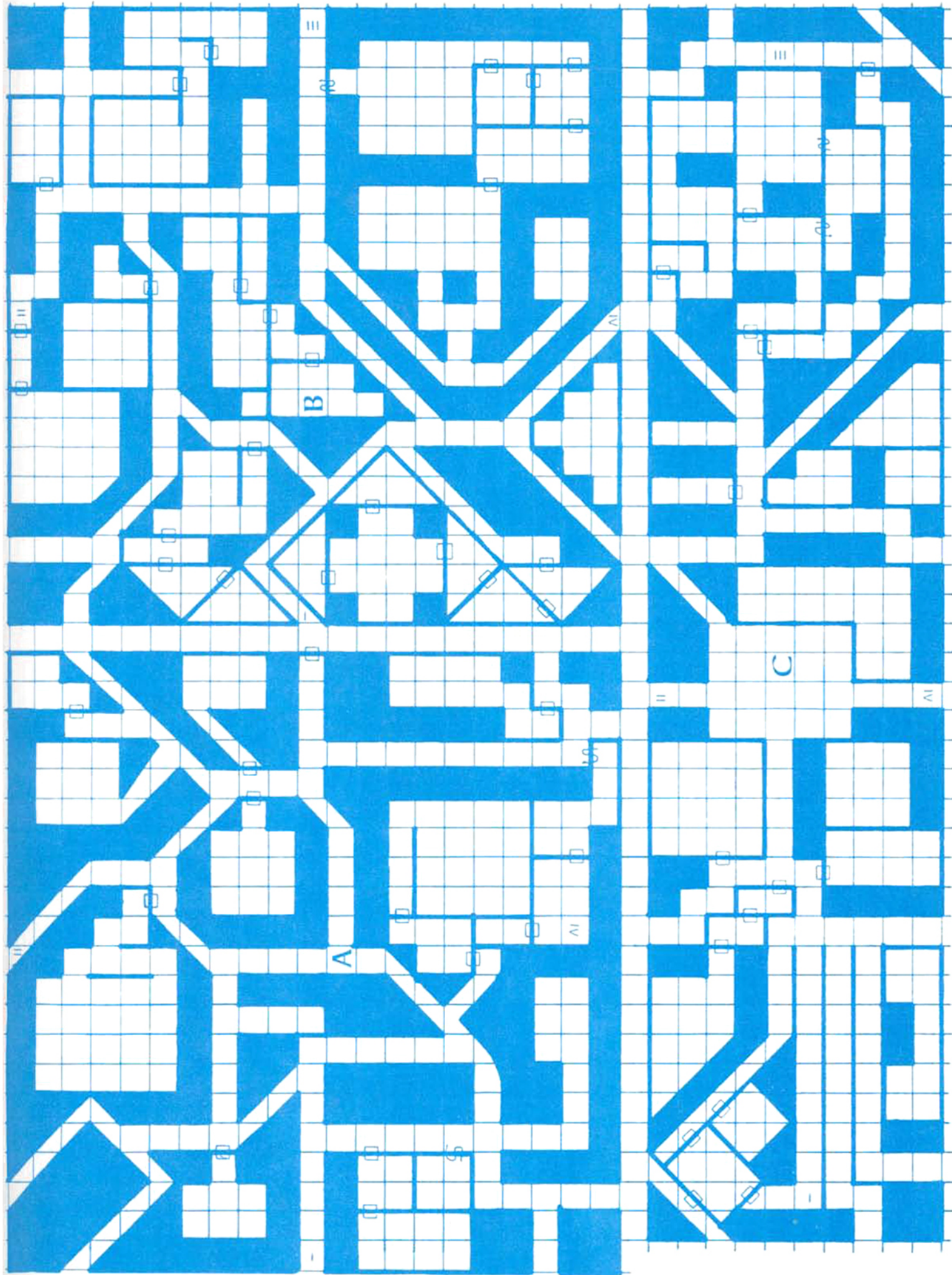
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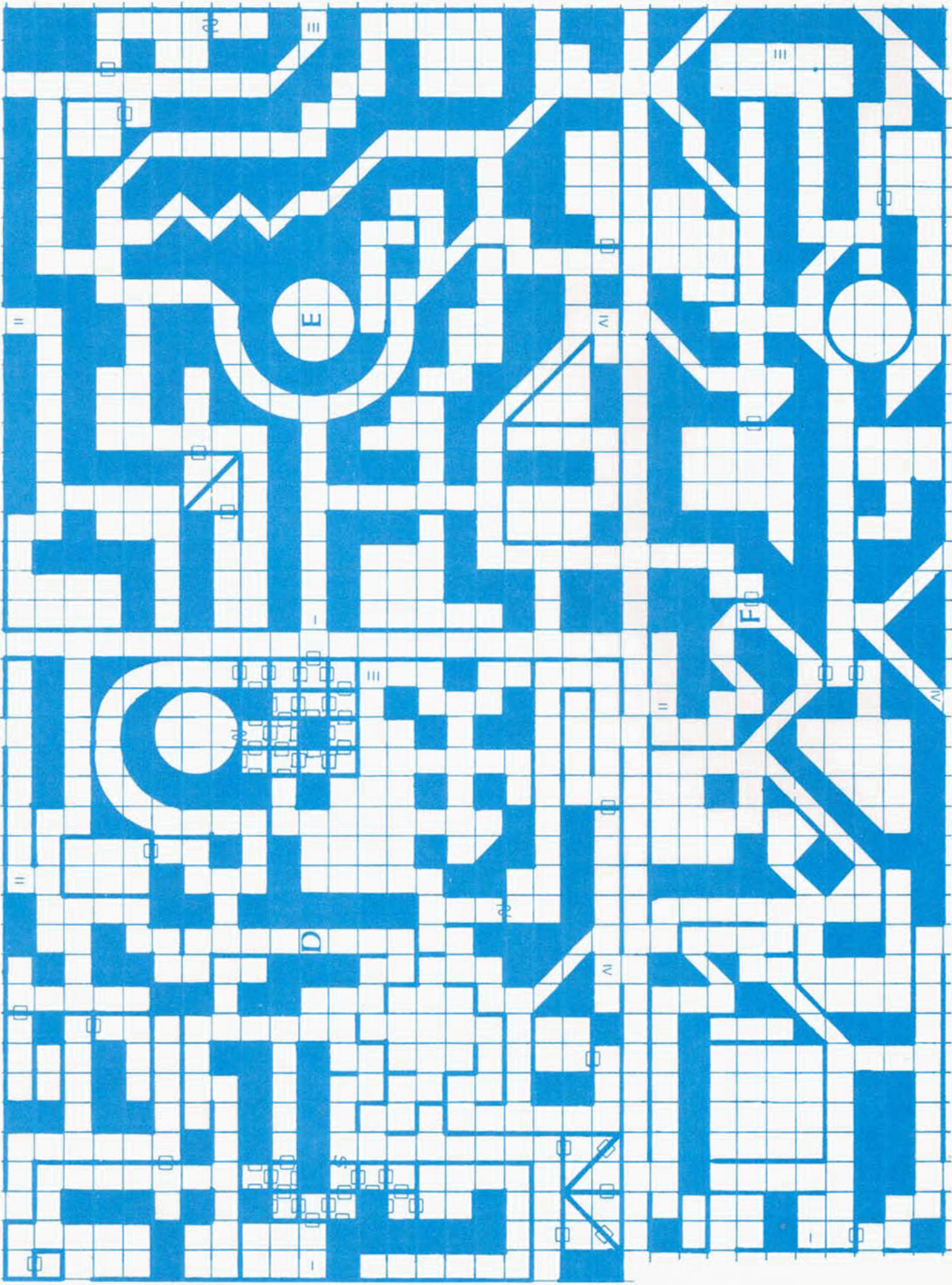


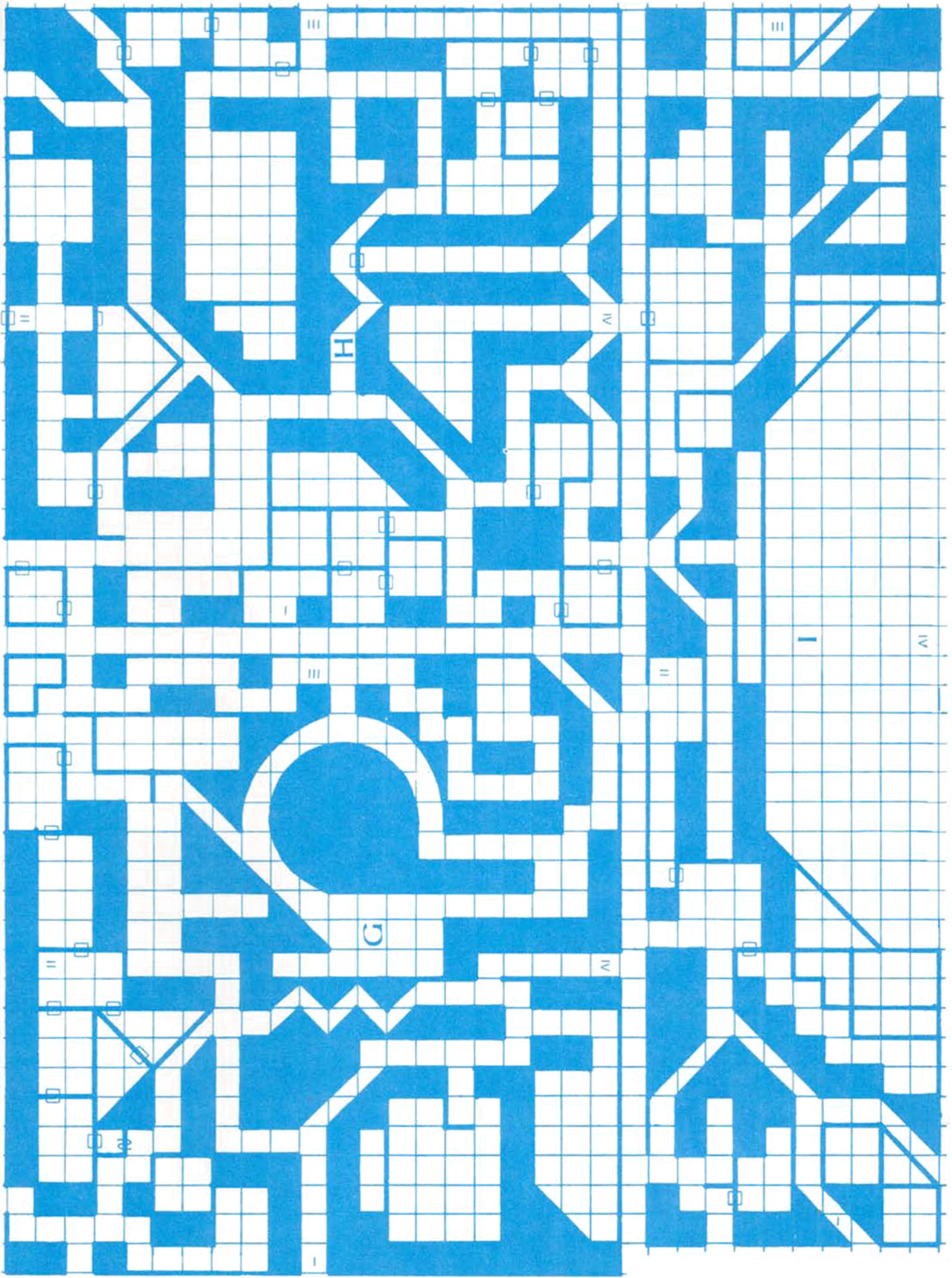
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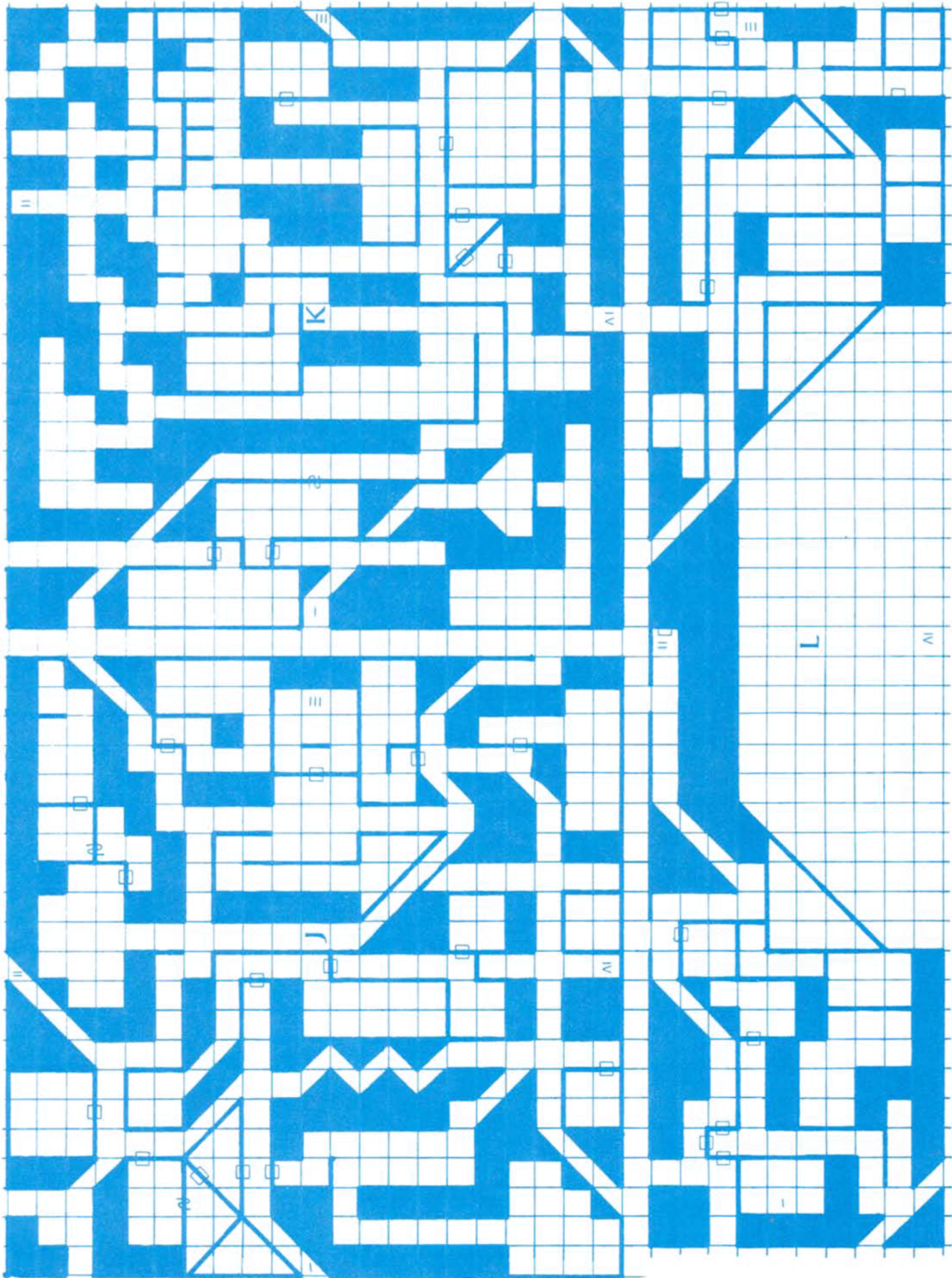
LOWER DUNGEONS



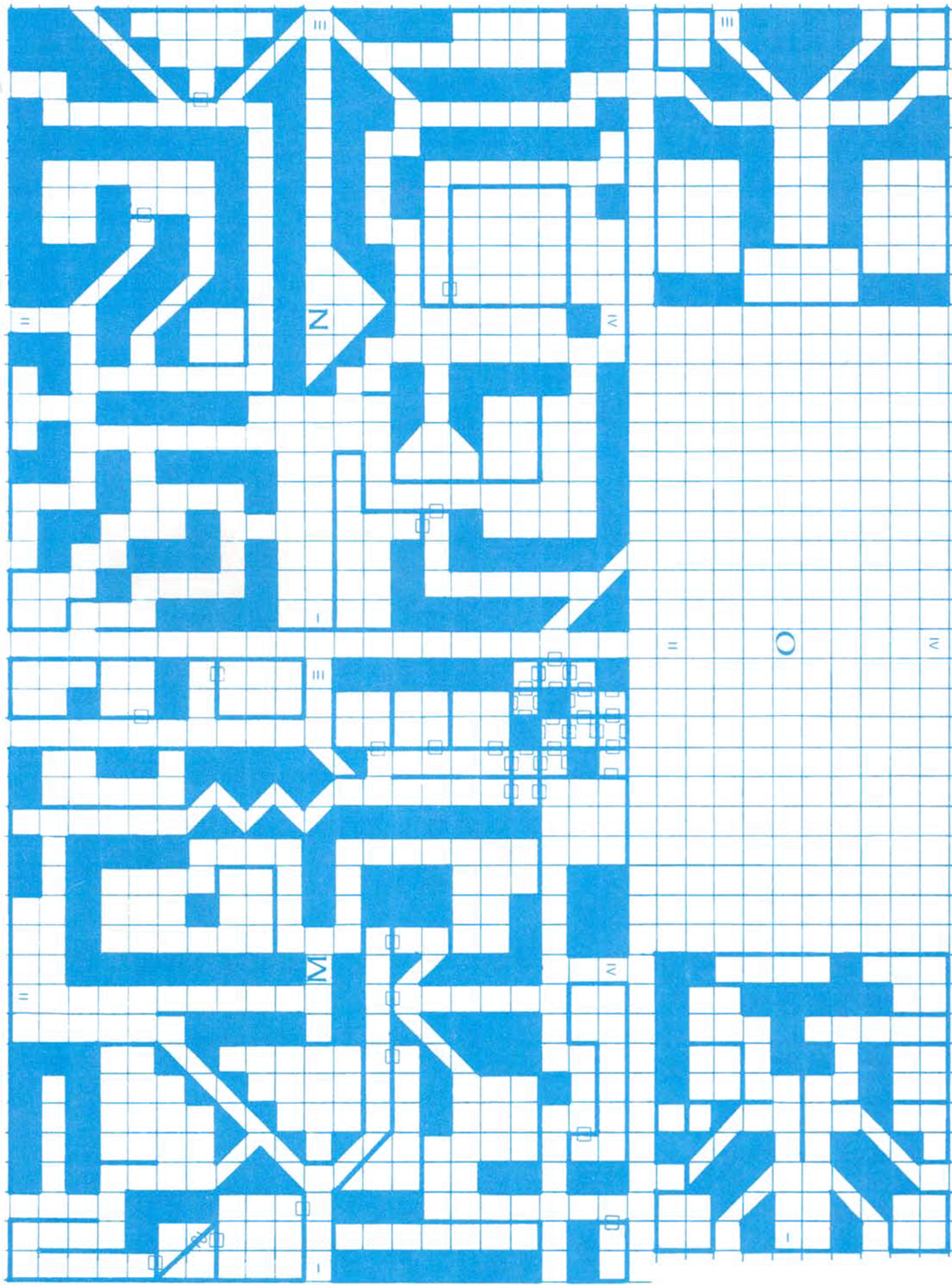


**LOWER DUNGEONS**

LOWER DUNGEONS







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III

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VI

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VI

III

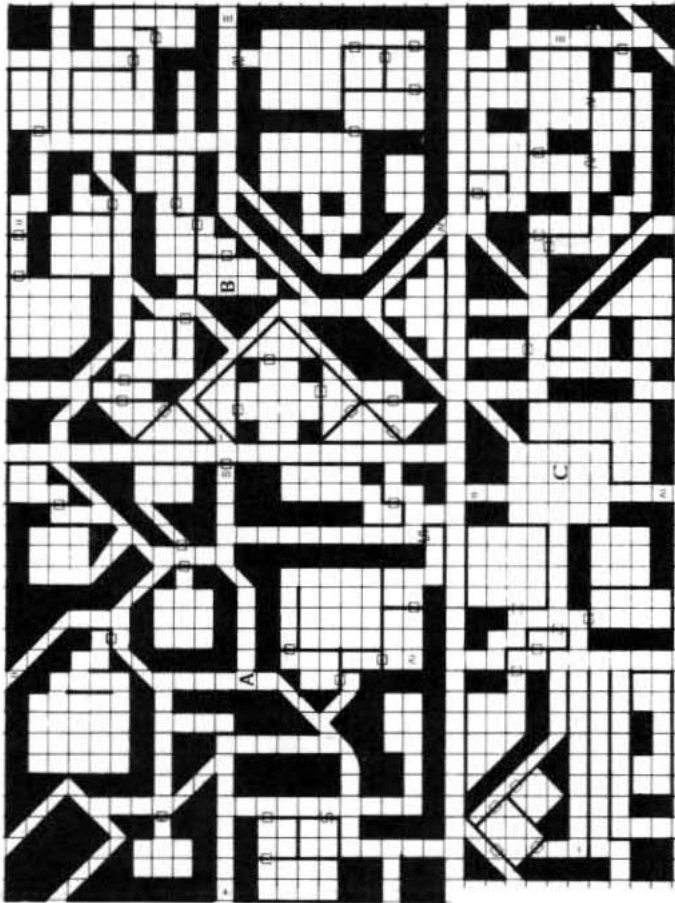
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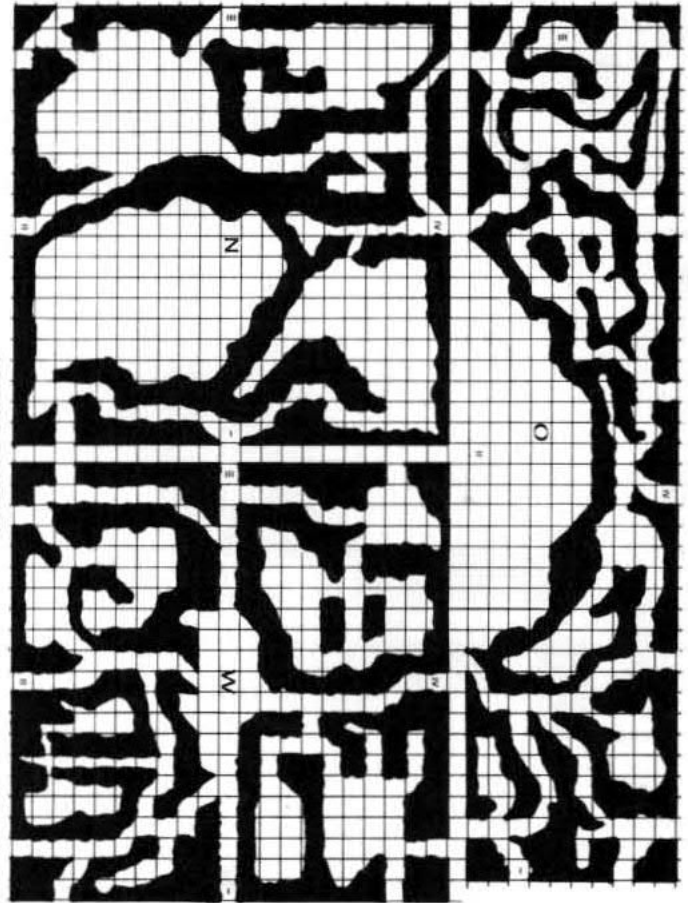
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LOWER DUNGEONS



LOWER DUNGEONS



CAVES AND CAVERNS

This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the D&D® game system currently include:

DUNGEONS & DRAGONS® Basic Set (contains everything DMs and players need to get started, detailing character creation, spells, and dungeon levels 1-3)

DUNGEONS & DRAGONS® Expert Set (designed to be used *with* the Basic Set, the Expert Set covers higher-level characters, deeper dungeon levels, and adventures in wilderness areas)

Dungeon Module B1 (In Search of the Unknown)

Dungeon Module B2 (The Keep on the Borderlands)

Dungeon Module X1 (The Isle of Dread)

Monster and Treasure Assortment, Sets One to Three: Levels Through Nine (makes the job of stocking dungeon levels easy)

Dungeon Geomorphs (allows the DM to create thousands of different dungeon levels by arranging the geomorphs in different combinations)

D&D Player Character Record Sheets (allows players to record all important information about their characters in an easy-to-use format)

Other releases of additional items relating to the D&D® game system are planned for the future. TSR Hobbies publishes a complete line of games, playing aids, and gaming accessories available from better hobby, game, and department stores nationwide. If you desire a complete catalog, write to: TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.