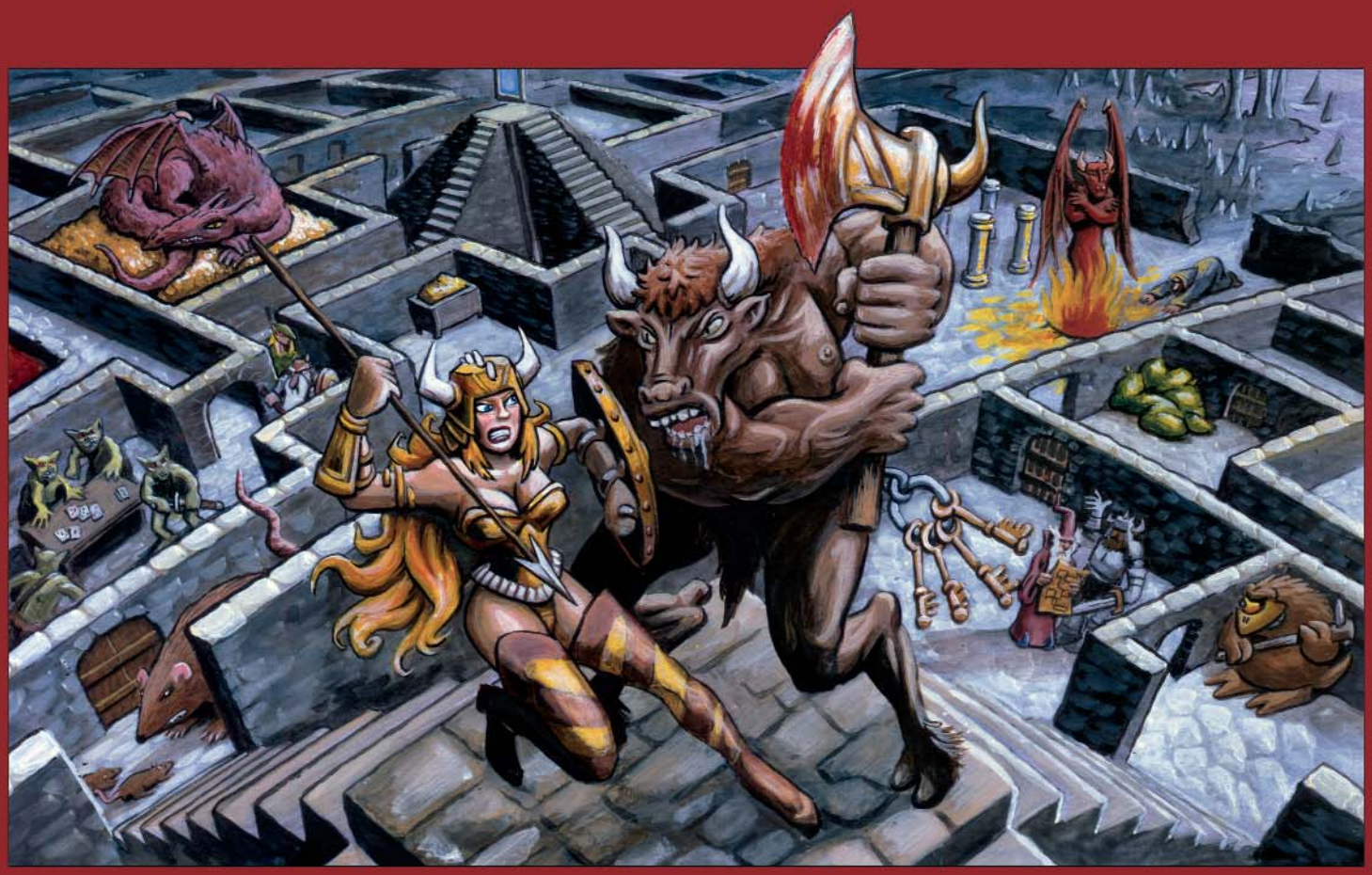
ALL NEW GEOMORPHS FOR ANY FANTASY CAMPAIGN

d20 system

# Dungeon Crawl Classics #9
# Dungeon Geomorphs

## by Clayton Bunce



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If you enjoy this supplement, look for the rest of the Dungeon Crawl Classics series!

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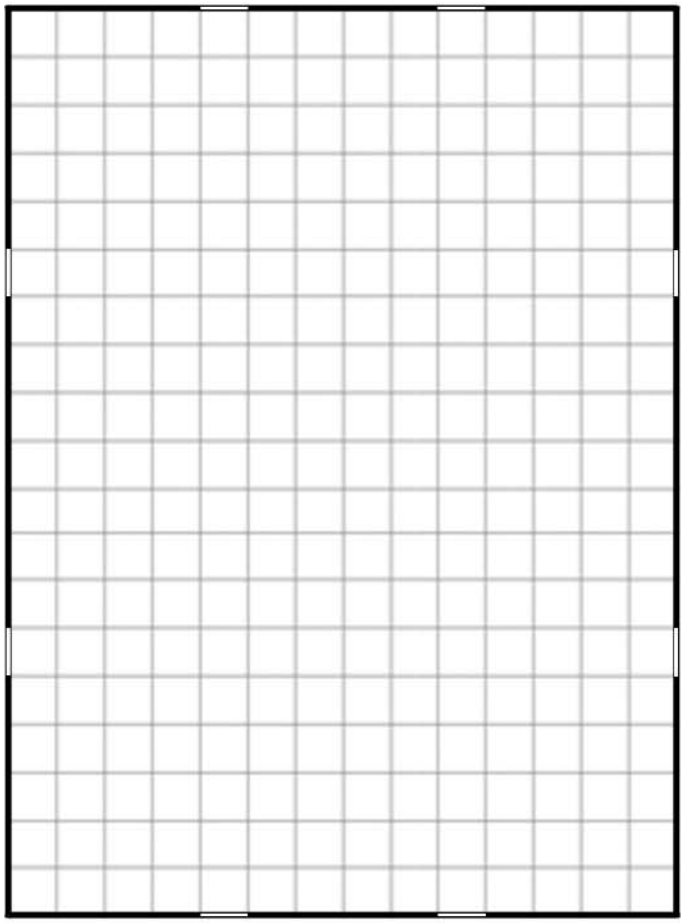

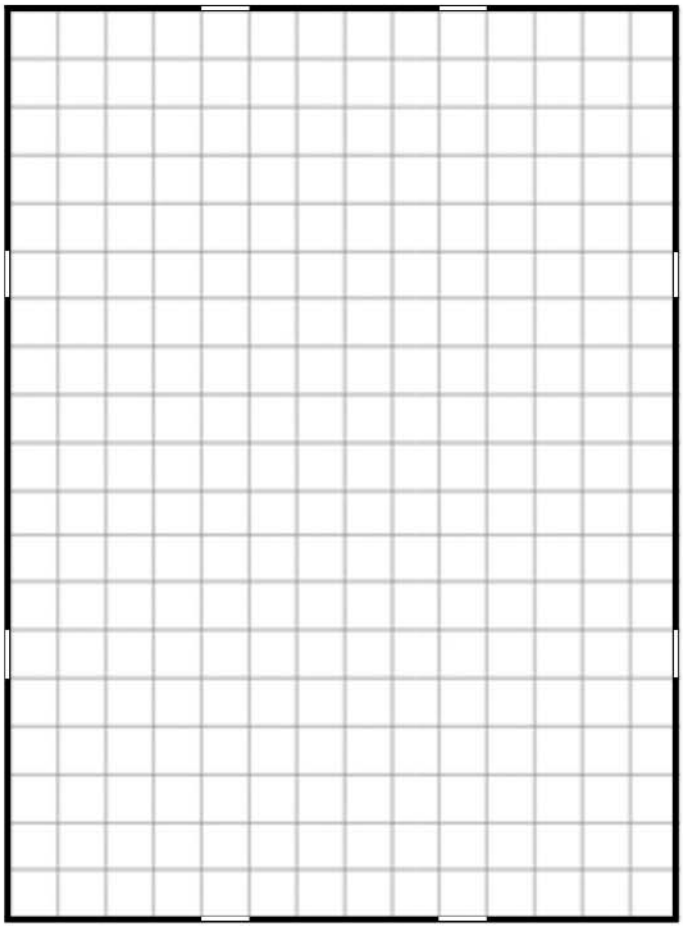

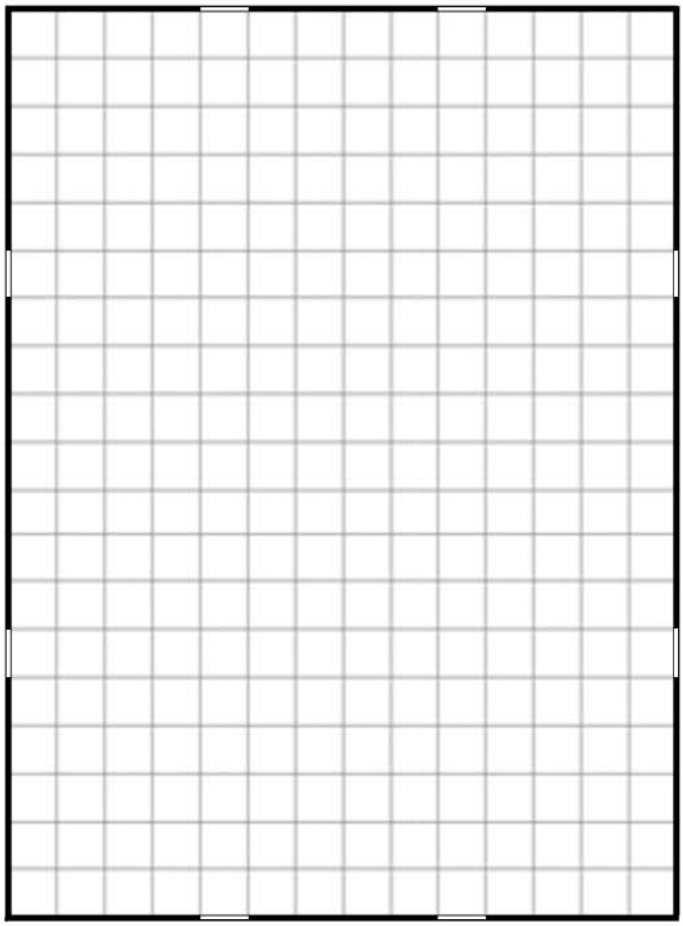

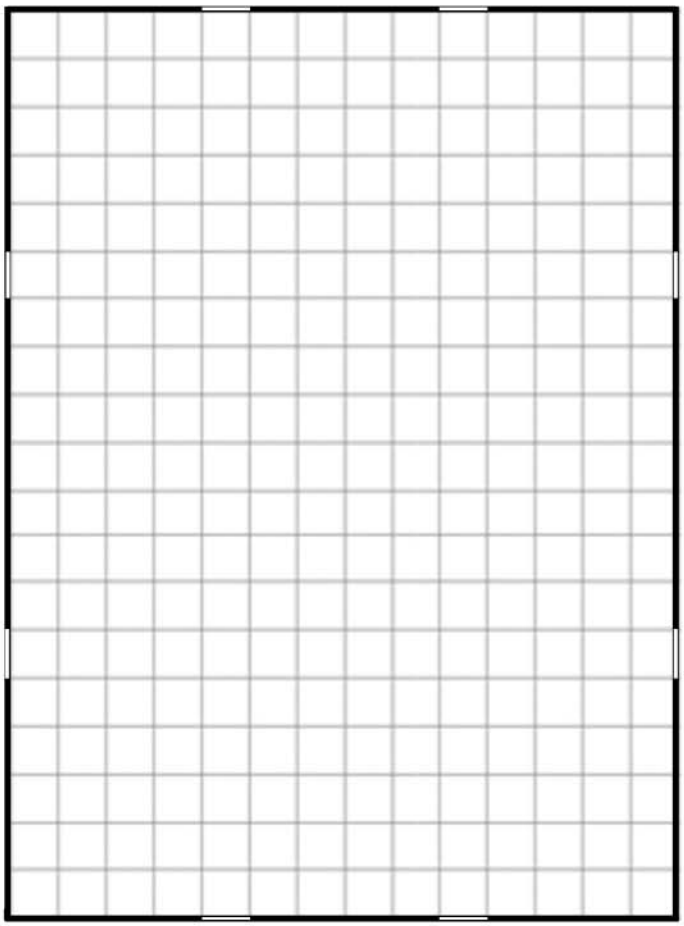

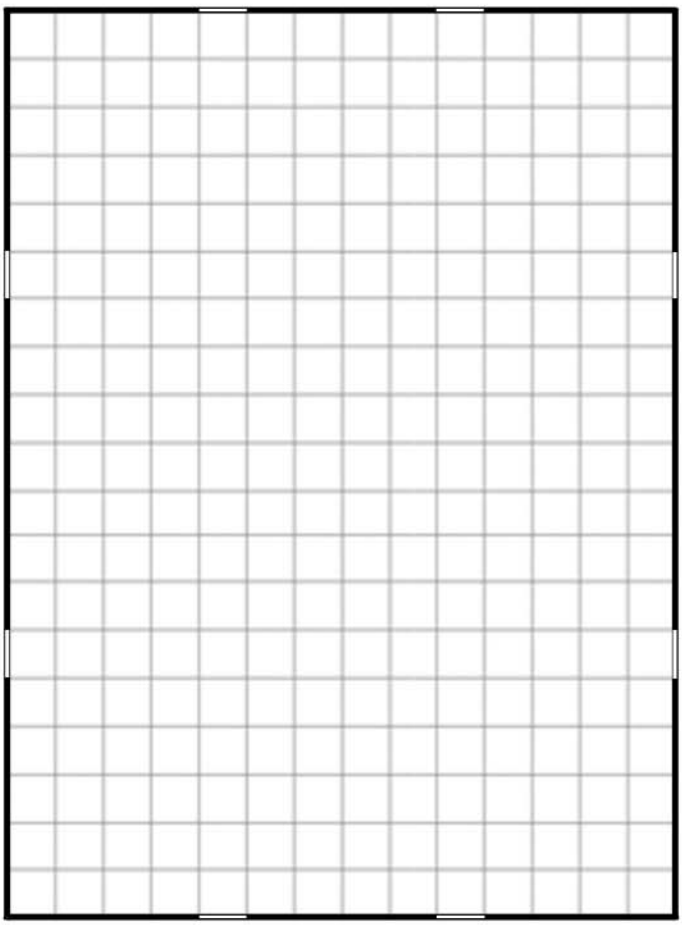

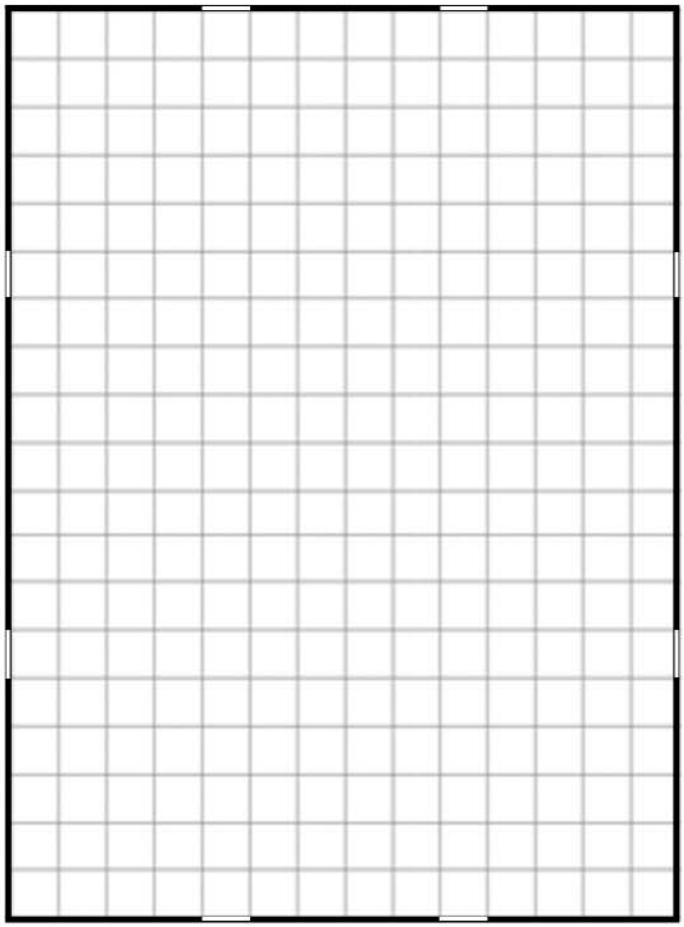

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# Dungeon Crawl Classics #9
# Dungeon Geomorphs

## by Clayton Bunce

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# Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each module is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

Unlike other Dungeon Crawl Classics, this volume does not present a complete adventure. Instead, it presents a set of DM tools that will make your job easier. This book of dungeon geomorphs gives you everything you need to map out exciting dungeon adventures. The geomorphs are modular map segments designed to be combined in a variety of ways. There are 120 map segments, encompassing mazes, dungeons, underdeep caverns, monstrous lairs, castles, ruins, halls, and many other intriguing places to explore. Together they combine to make thousands of possible maps!

## How to Use This Book

Use this book to quickly generate maps for your adventures. Each page of this book has 4 map segments. Simply photocopy the map segments, clip them out, and arrange them to create the map you want. (Permission is granted to photocopy the map segments for personal use.) You can have maps as small as one segment, or maps as large as – well, as large as you want! You could even repeat the same map segment more than once if you want to create truly huge maps.

Note that each and every map segment has 8 entry/exit points, and they are consistent between every map segment. That means you can arrange the segments next to each other and there will be a convenient passage between them.

The maps do not have an "up" or "down." You can flip them around to vary the map's layout. You could even use the same map segment twice, in different orientations, if you wanted to.

All the map segments are printed with a square grid. The scale is up to you. For most standard d20 adventures we recommend a scale of one grid square = 5 feet or 10 feet, but some maps lend themselves to even larger scales if you want truly massive caverns.

## Turning Geomorphs into Adventures

Each room of the map is an encounter for your characters. It could be a trap, treasure, combat, puzzle, or negotiation. To keep track of which rooms have which encounters, you'll need to create a map key. Carefully number each room in pencil. (Make sure you use a pencil! That way you can re-use the geomorph later.) Then create a key that explains what is in each numbered room.

Feel free to modify the geomorphs. If you don't like the position of a door, strike it from the map. If you'd like to add a new secret door, or remove a wall, simply adjust the map as you see fit. After all, versatility is the point of having geomorphs!

## Creating Your Own Geomorphs

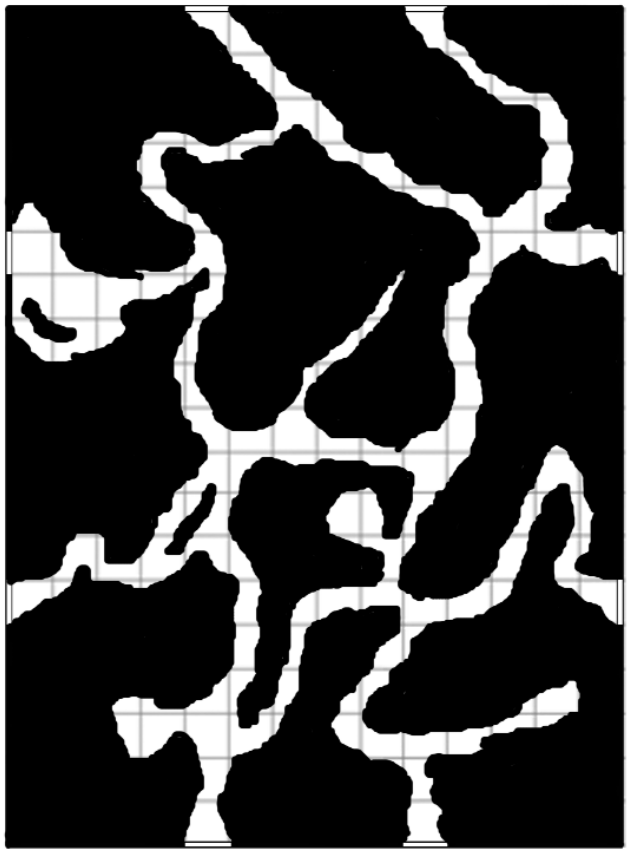
On the inside covers of this book you'll find some blank geomorphs. You can use these to make additional map sections of your own creation. Make sure you align the exits to the same point as the other geomorphs, so they are compatible.

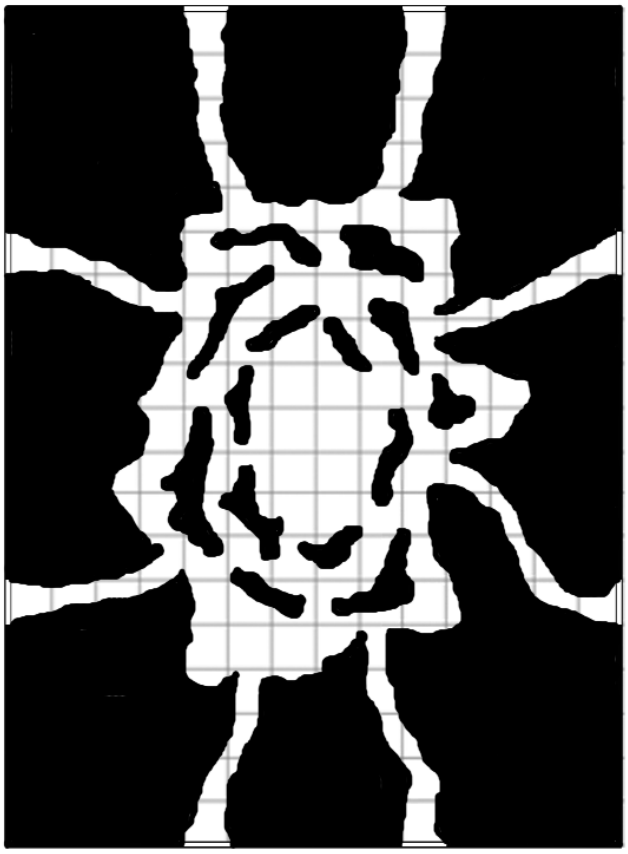
## Other Uses

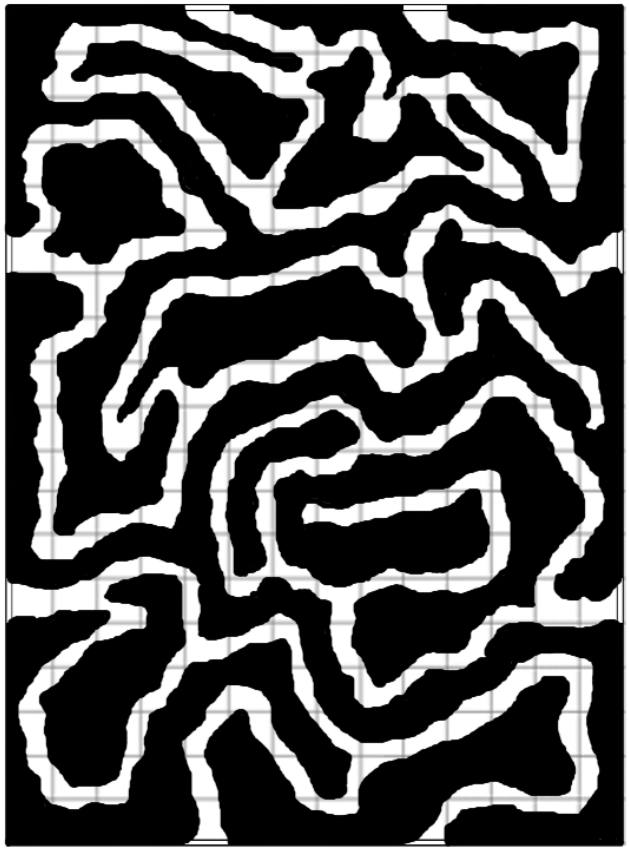
These geomorphs can also serve a number of other purposes in your fantasy adventures. They make good treasure maps for characters. If you photocopy a geomorph section, use a black magic marker to scribble off certain features, then photocopy it again, the players will never know they've gotten a modified map. Use that technique to give them incomplete or inaccurate maps, whether they're treasure maps or blueprints to the villain's hideout!

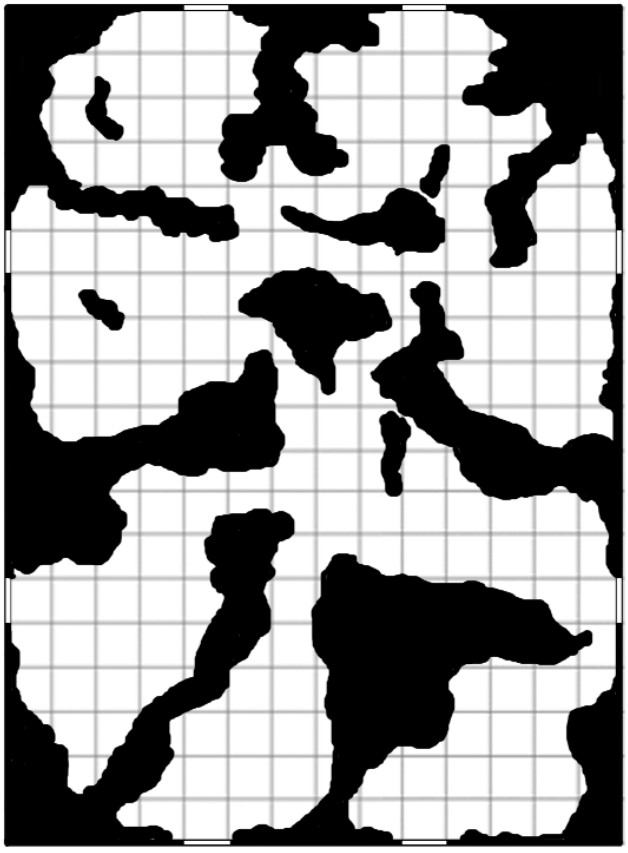
Permission is granted to photocopy the maps in this book for personal use. Reproduction for commercial use is prohibited. Distribution of reproductions is also prohibited.

# Caves









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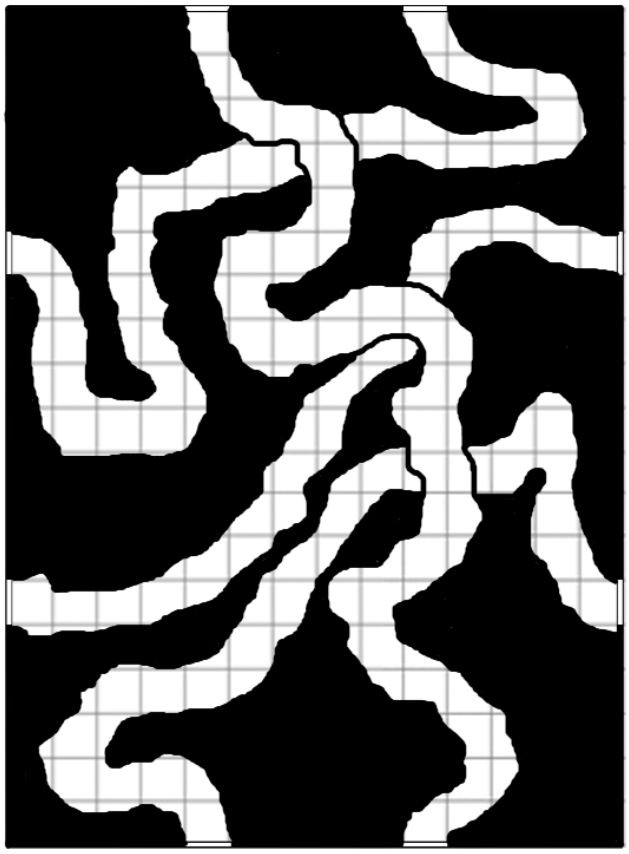

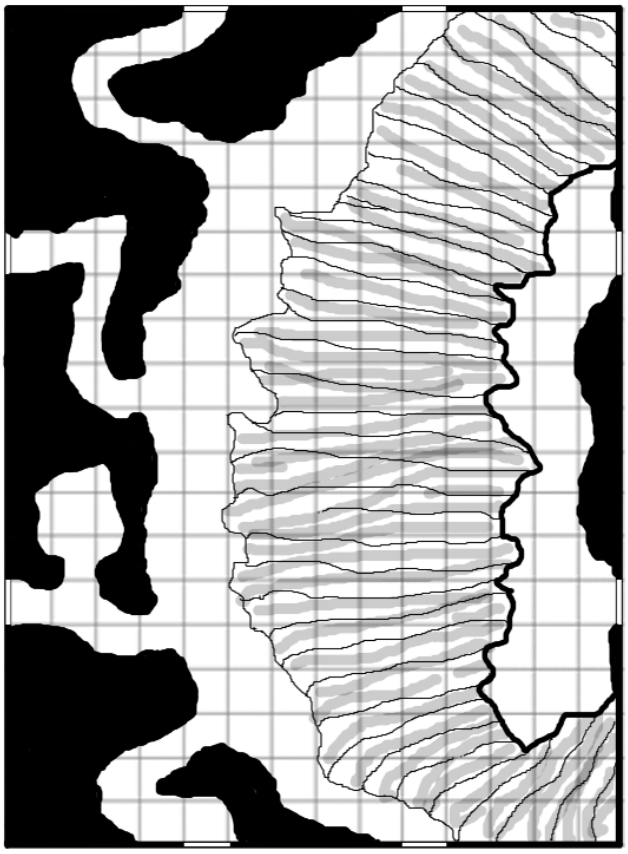

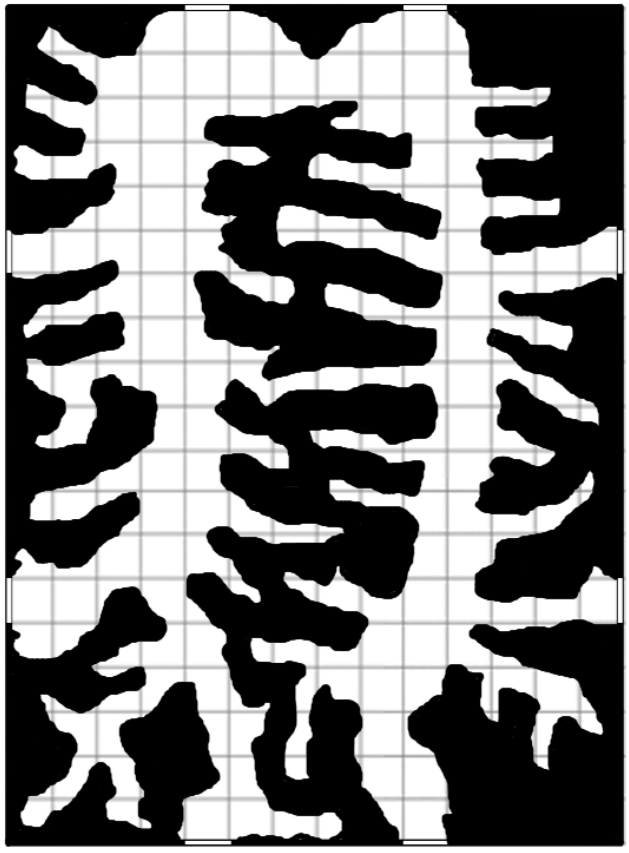

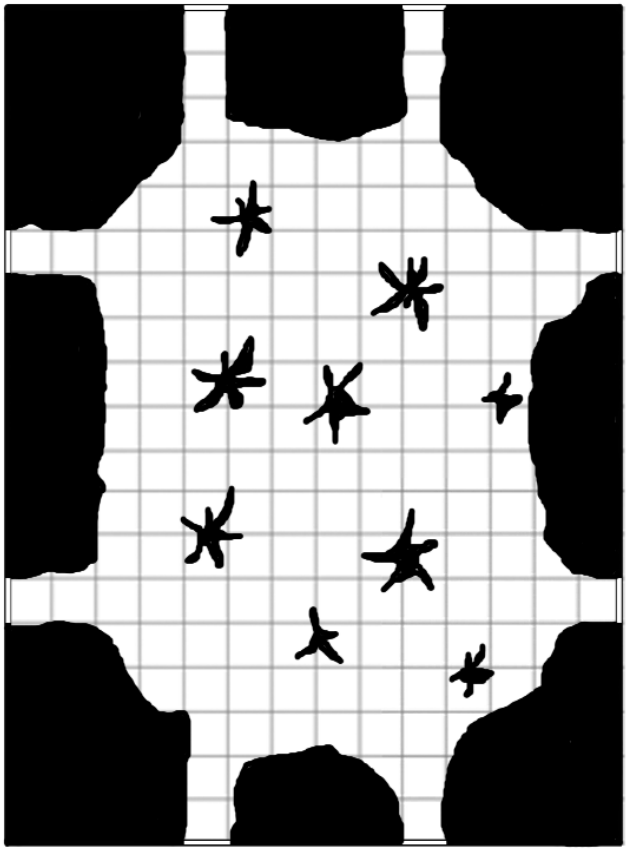

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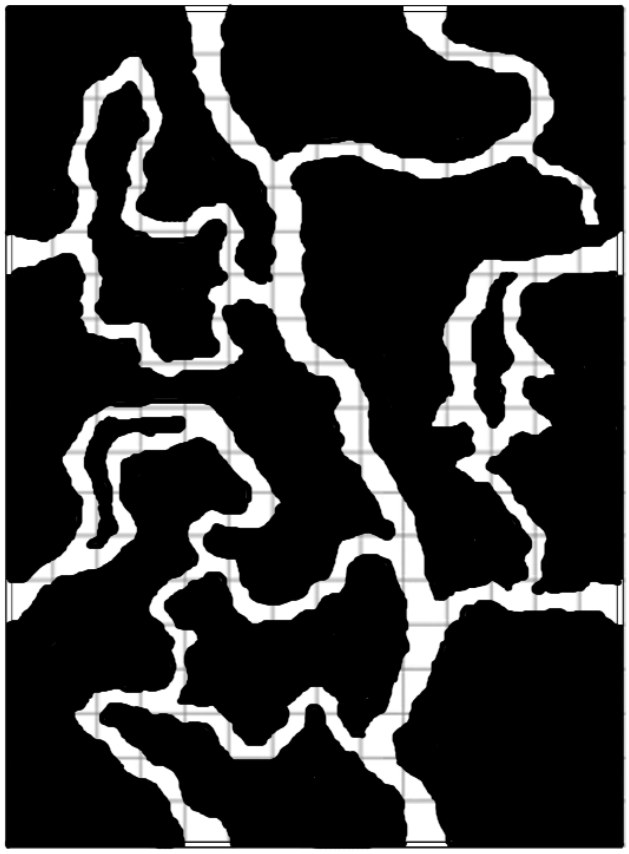

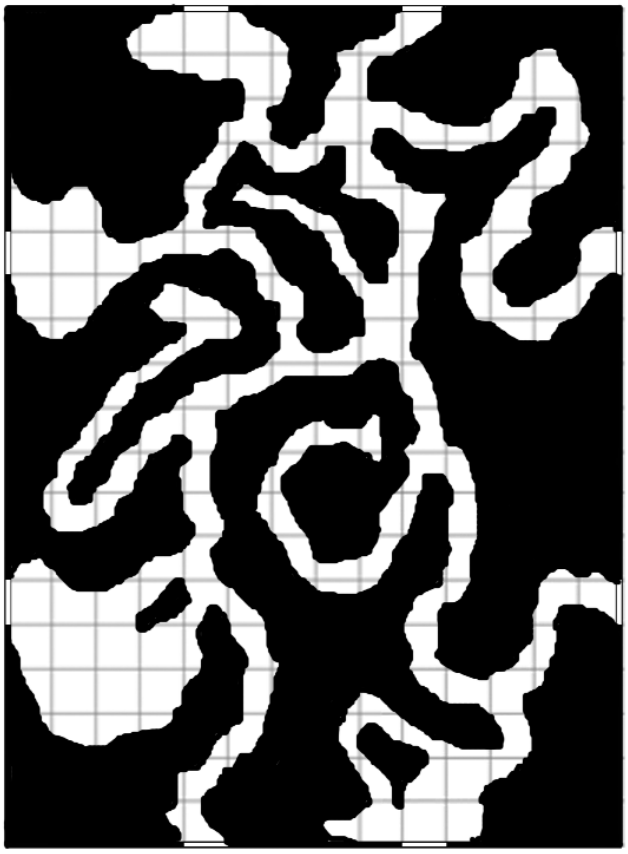

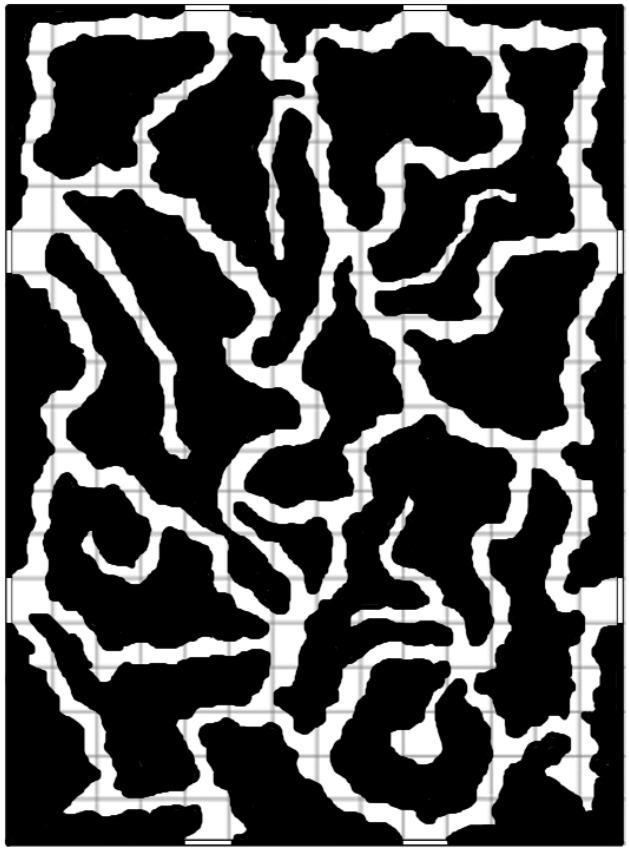

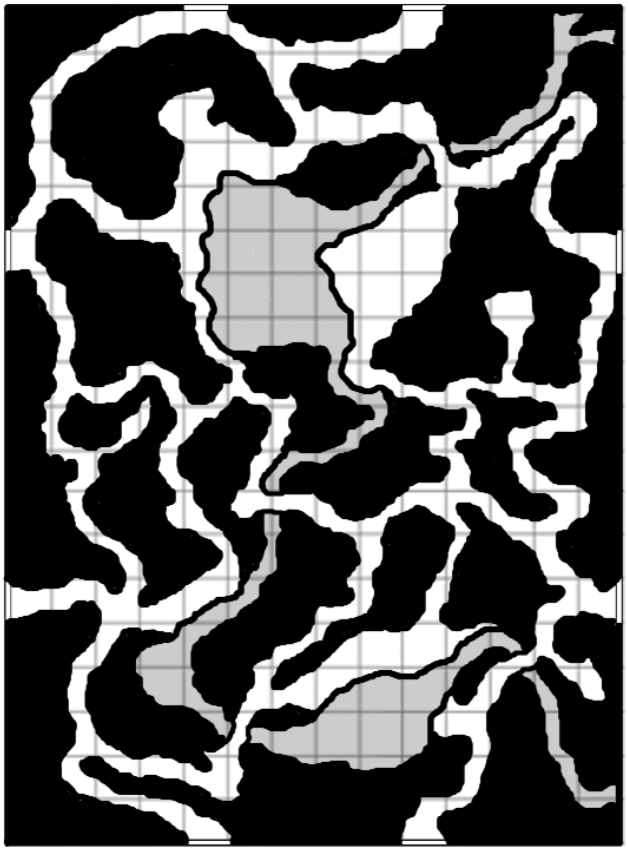

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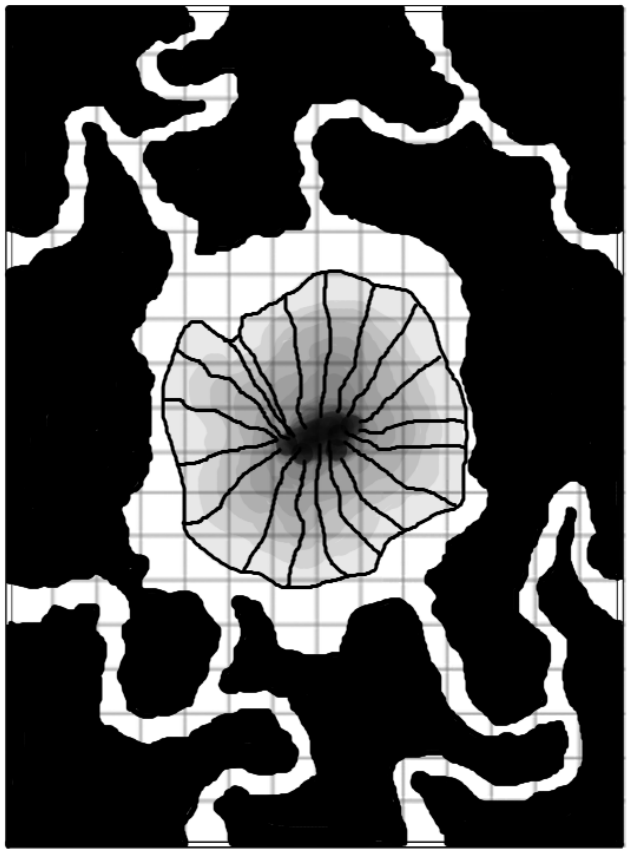
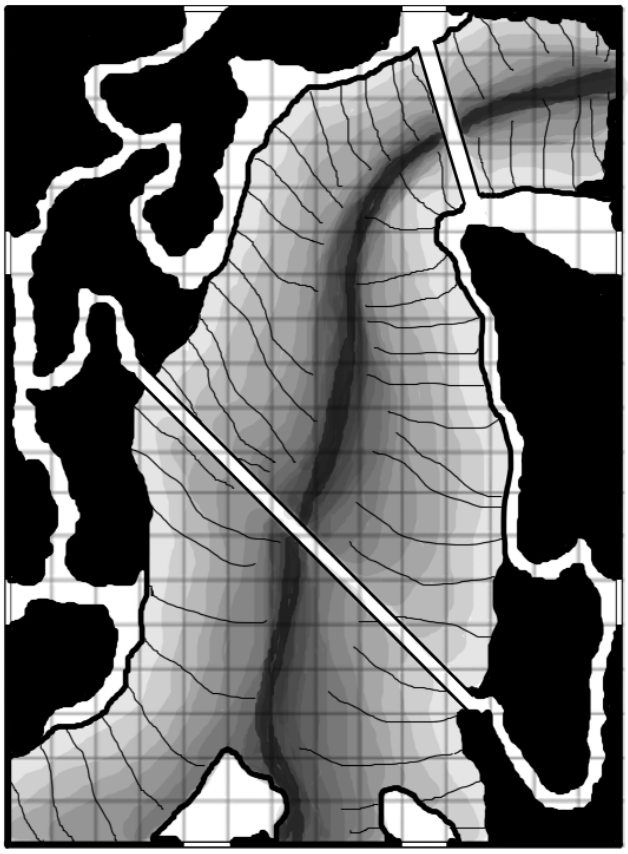
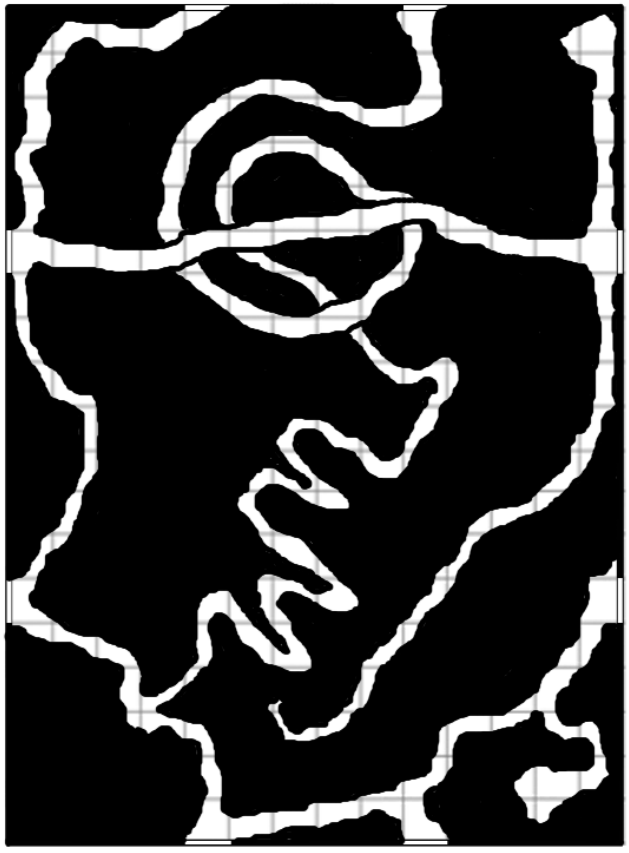
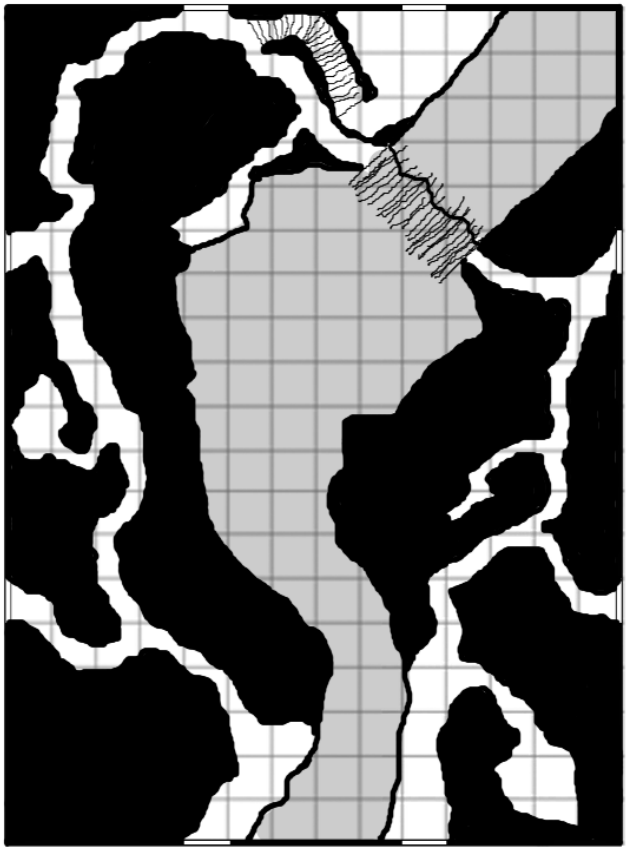
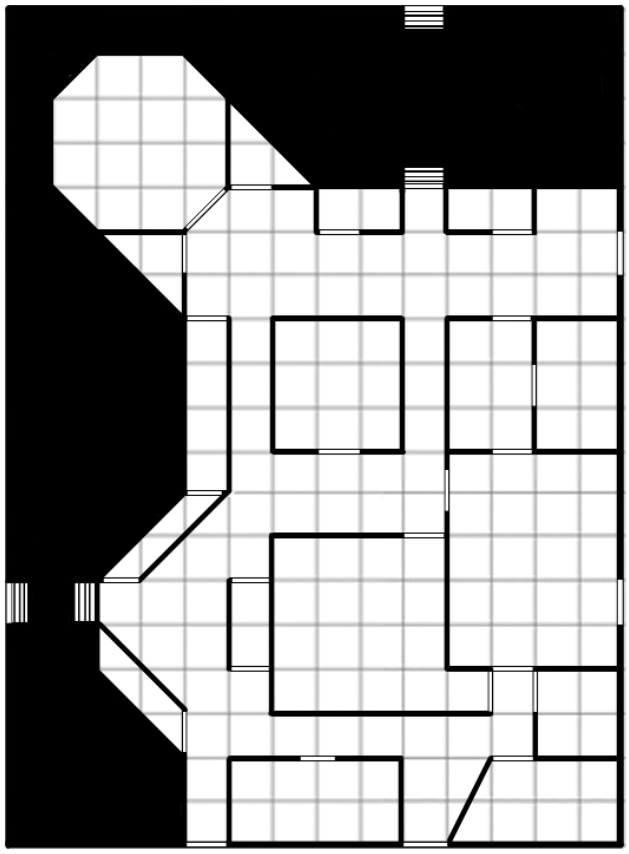


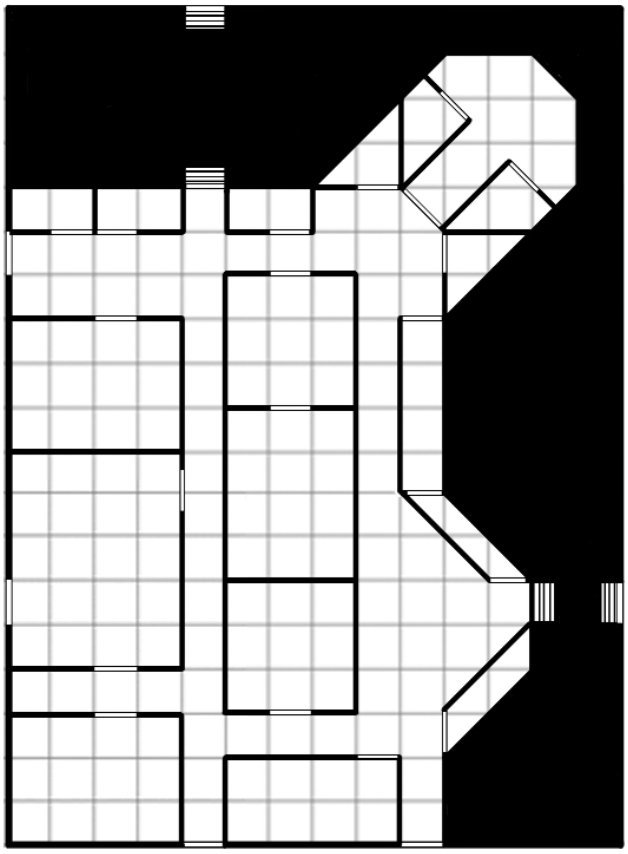


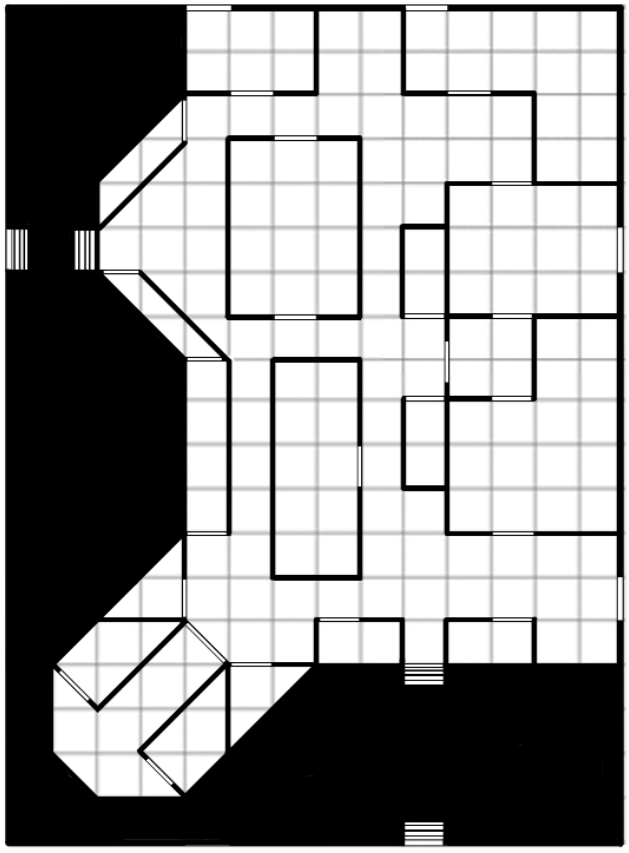


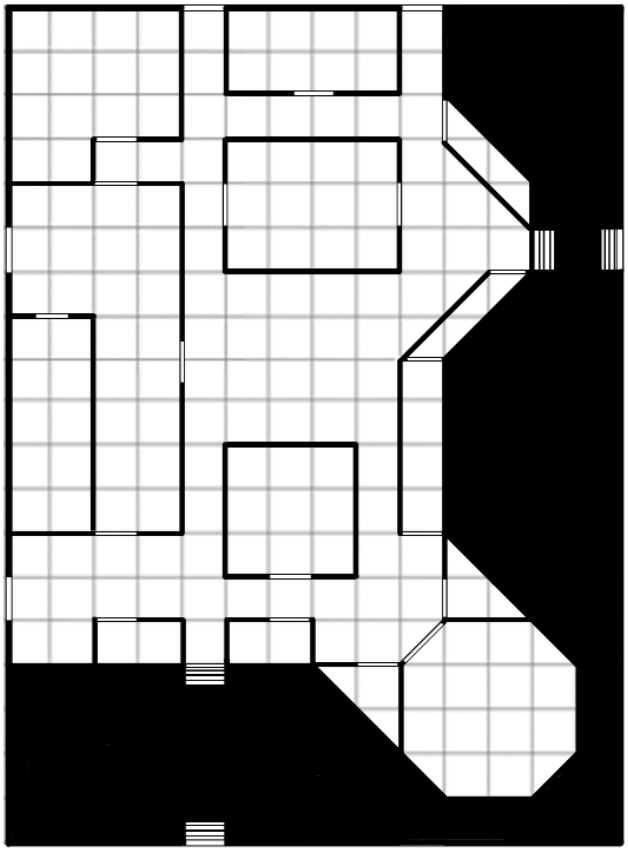


# Castle #1









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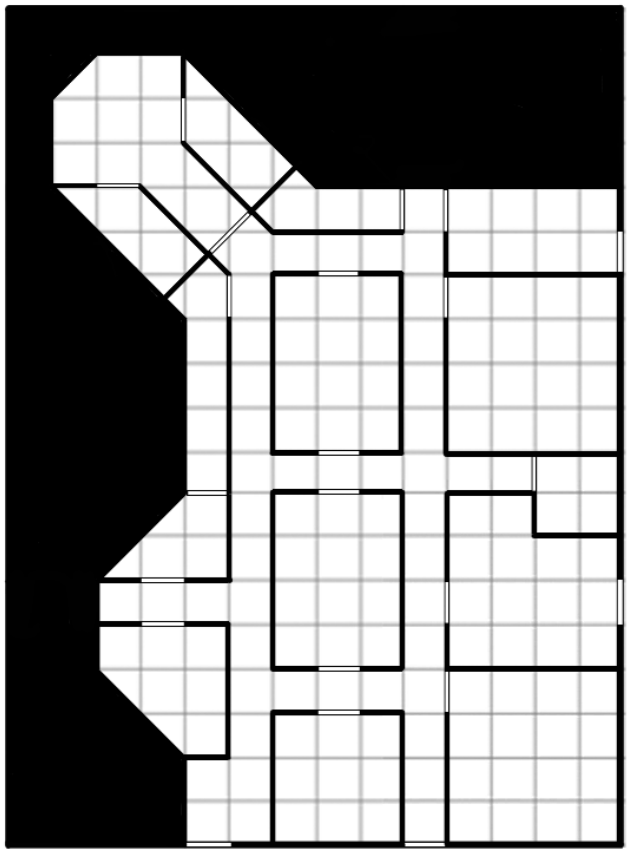
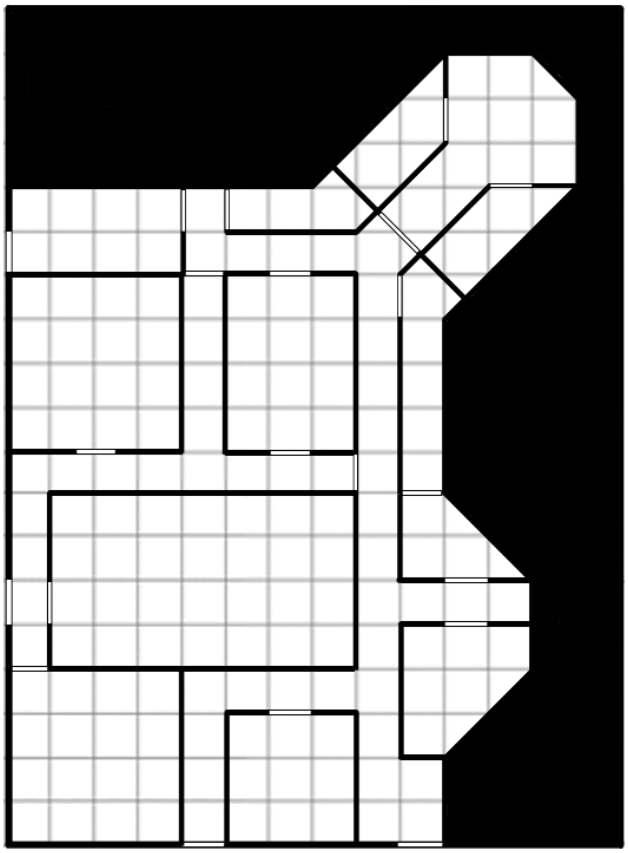
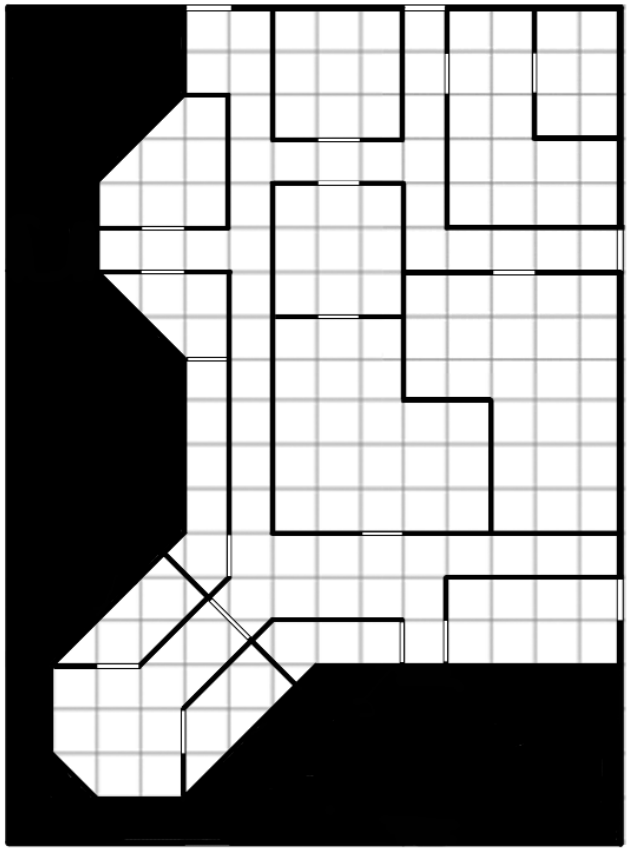
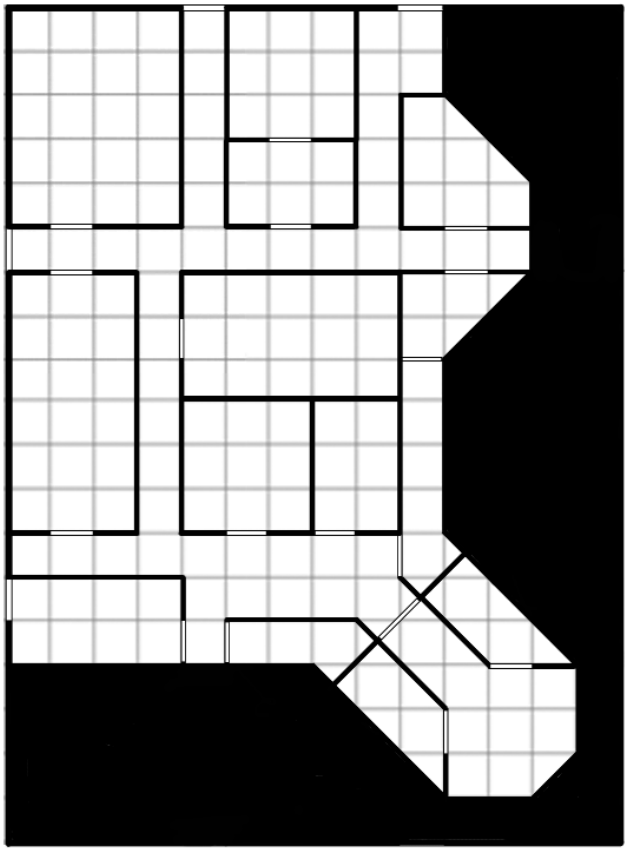
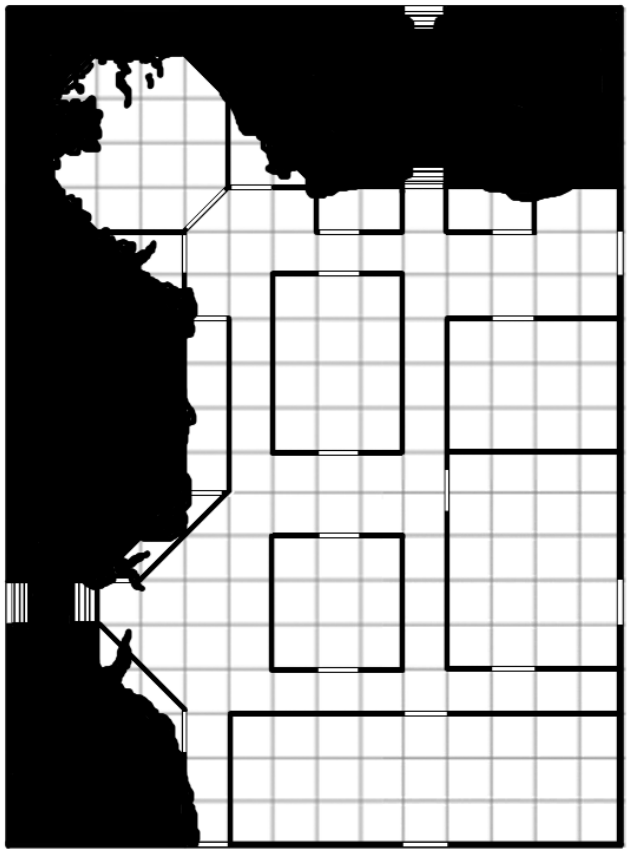


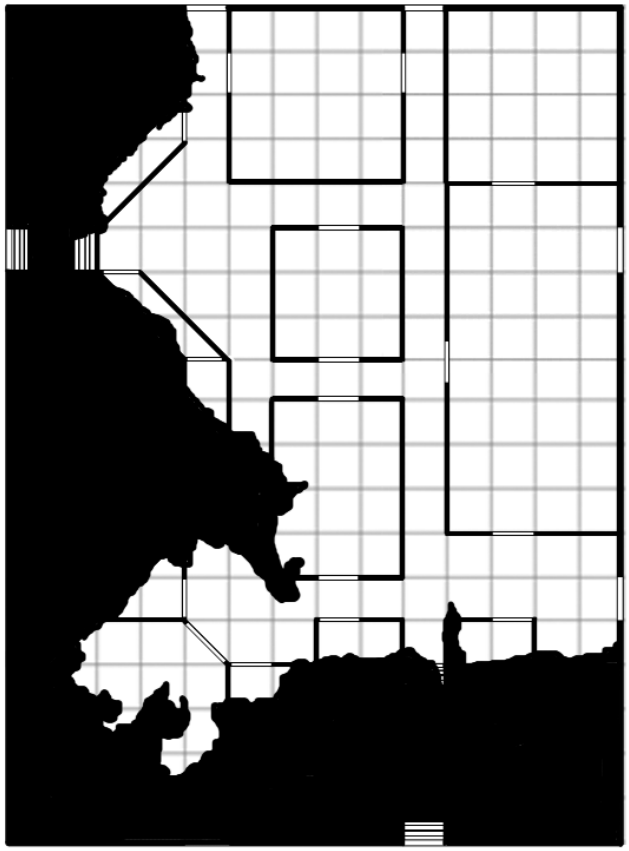


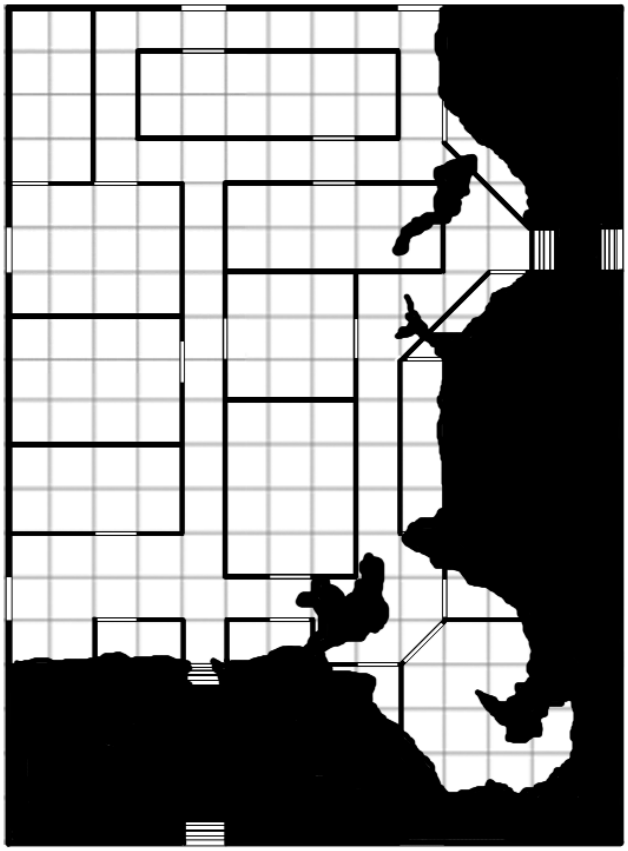




# Castle Ruins #1







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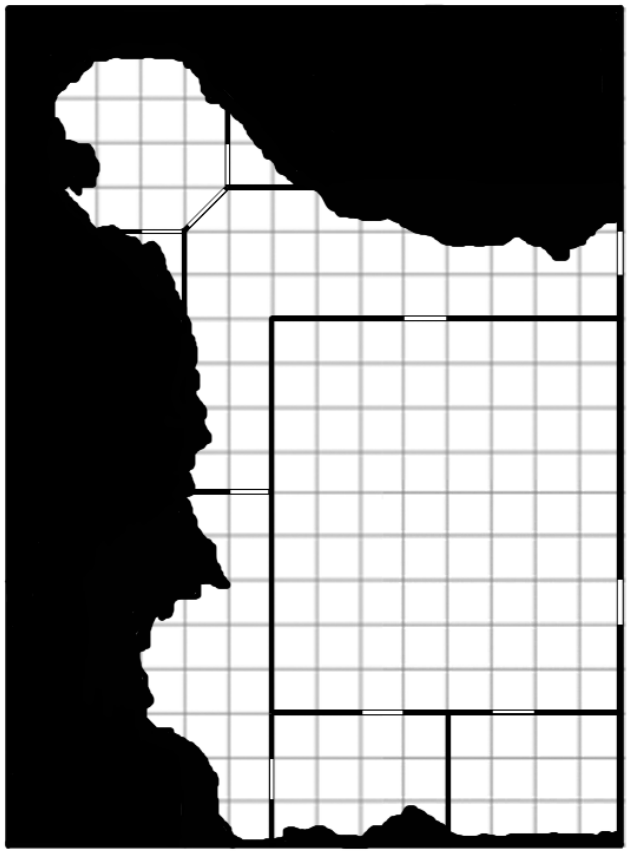
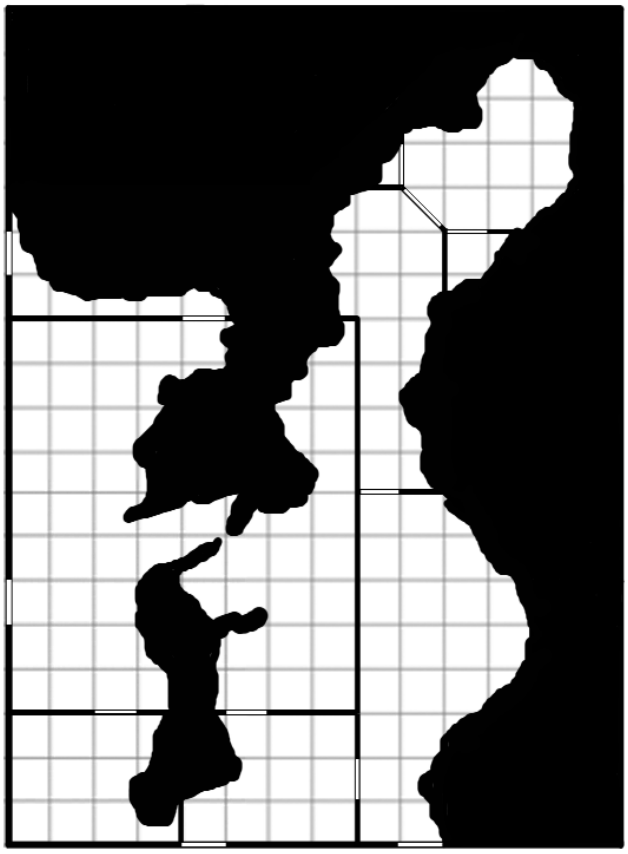
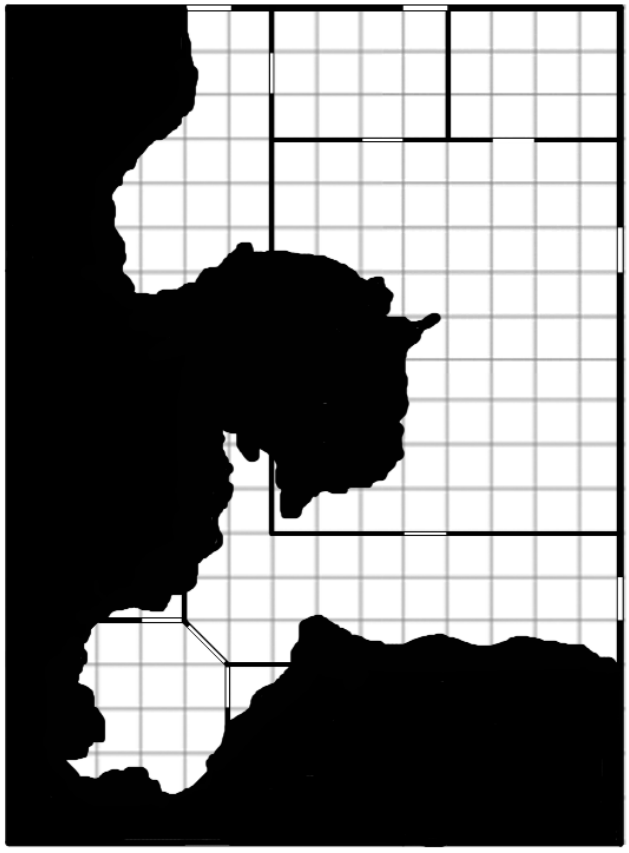
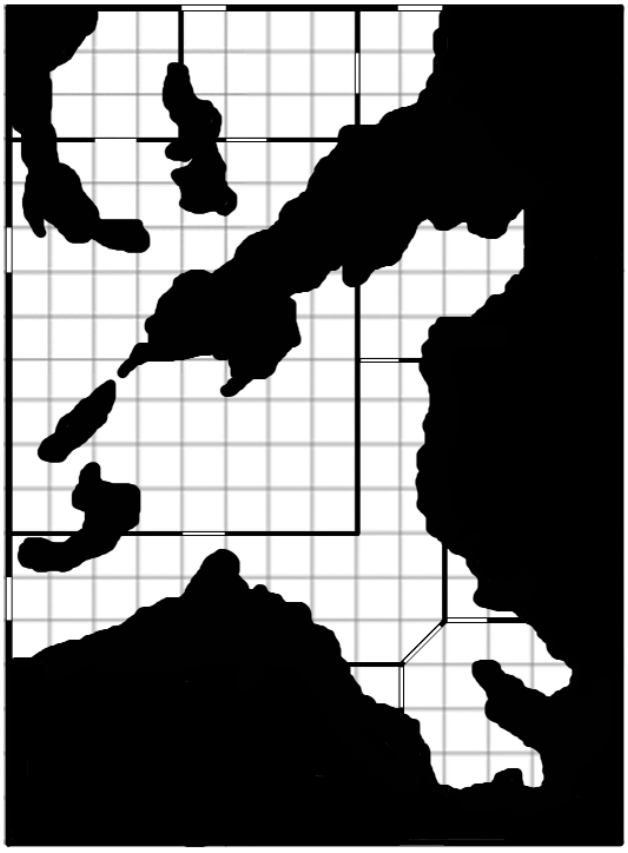
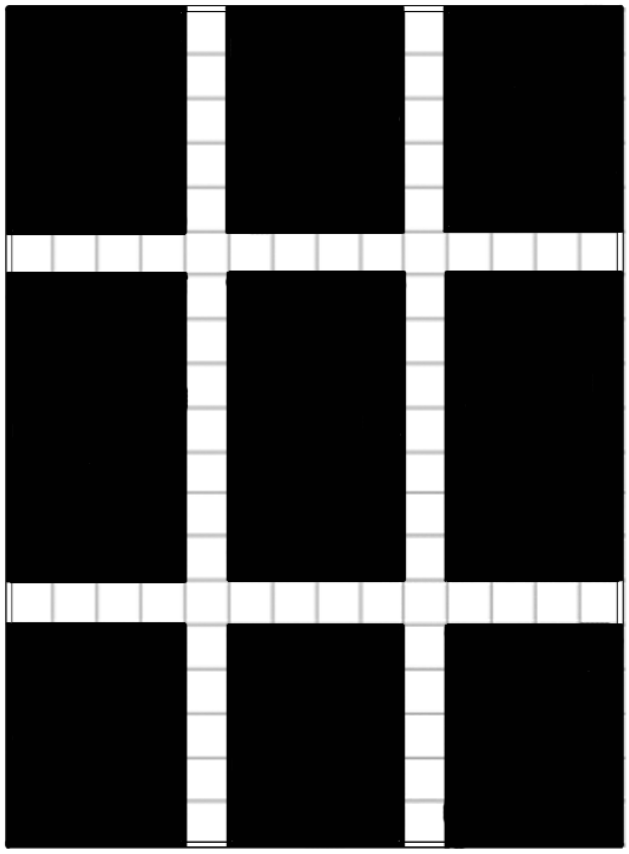


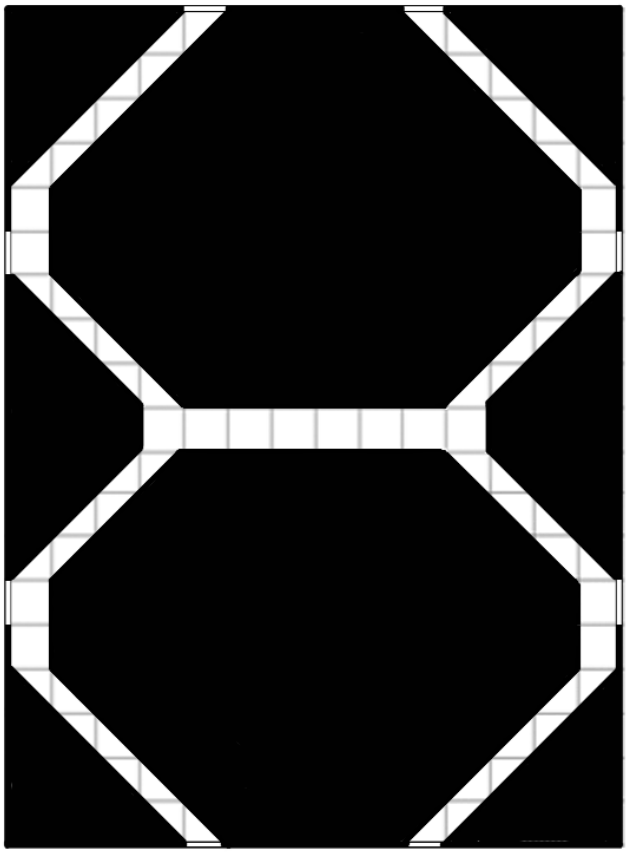


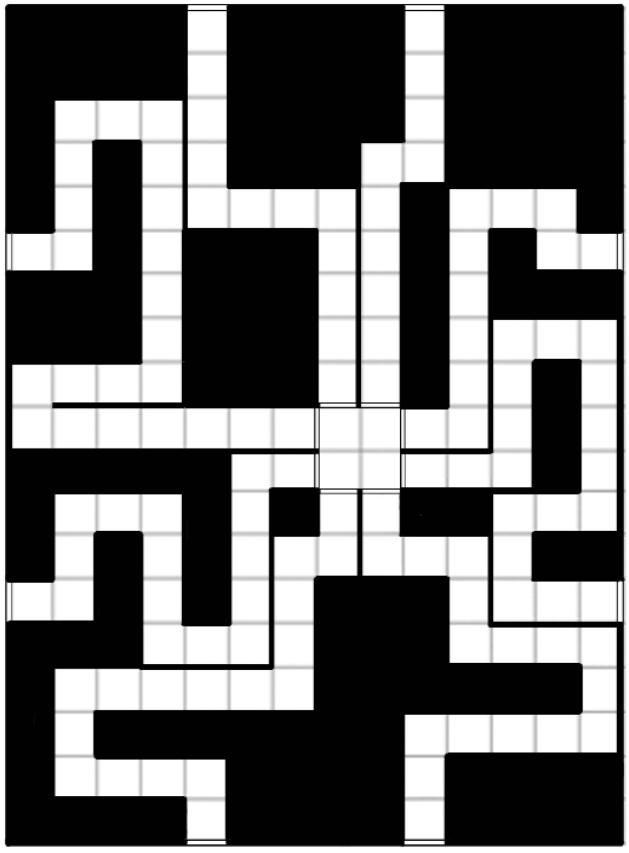


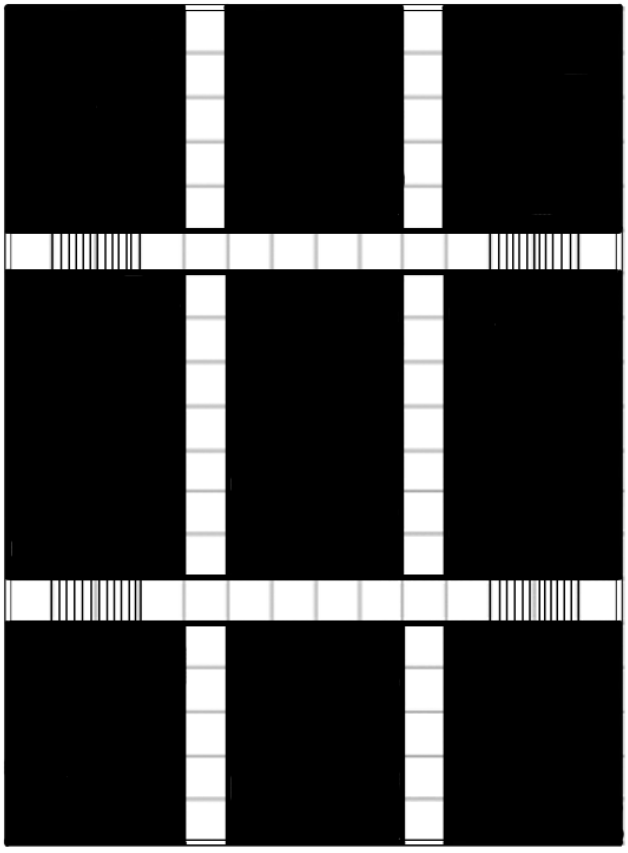


# Hallways & Corridors

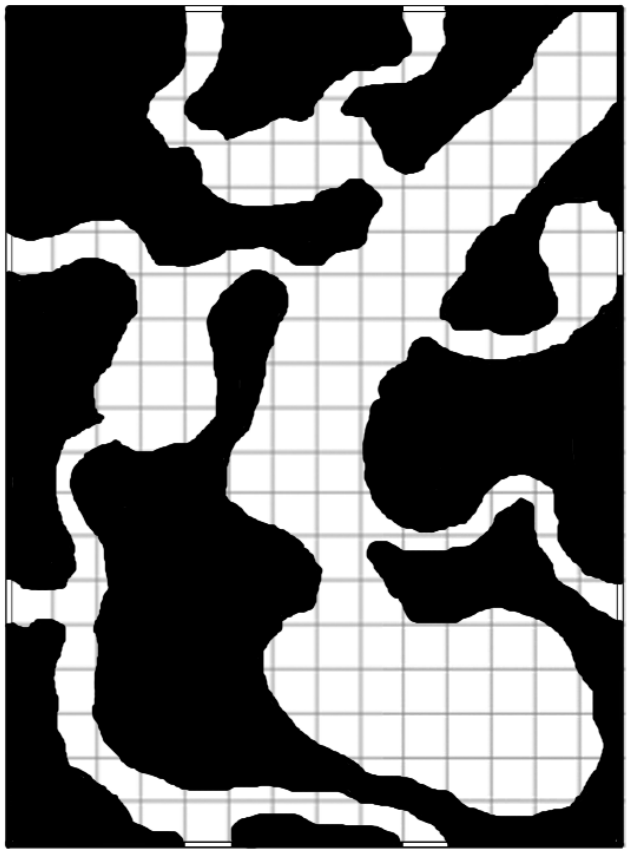


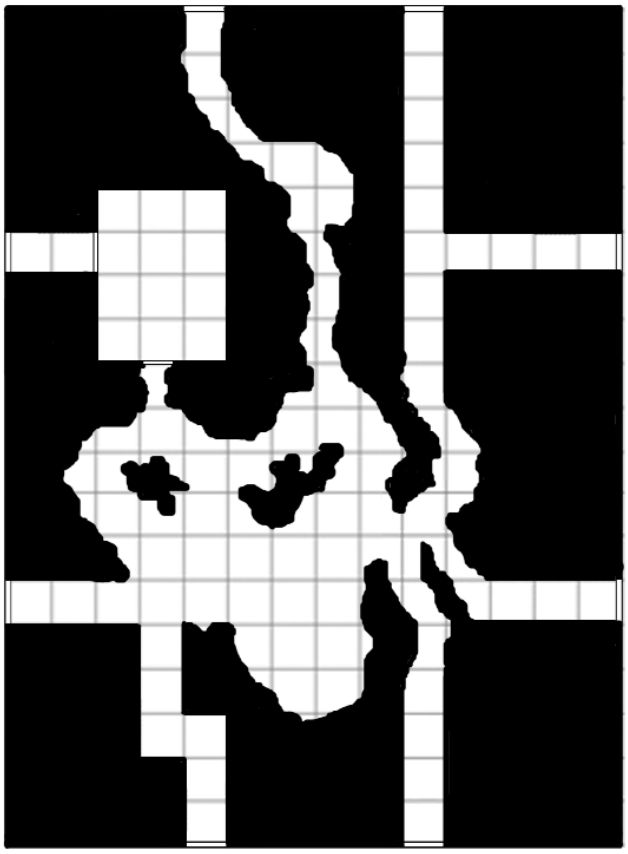


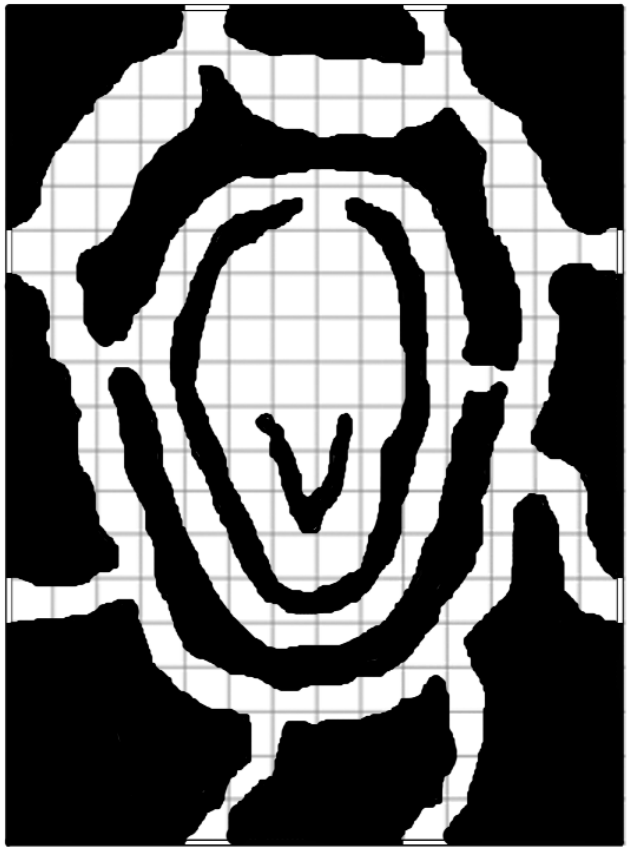


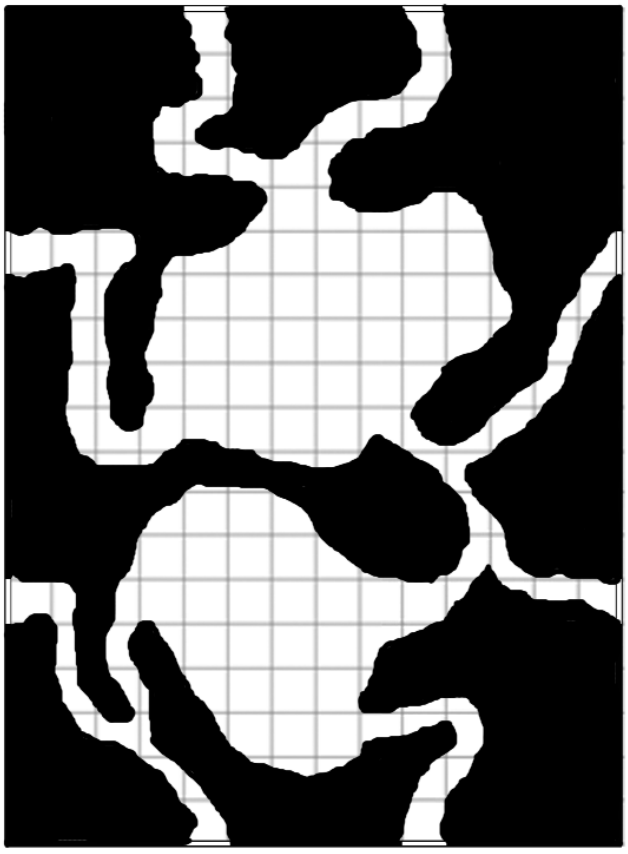


# Lairs









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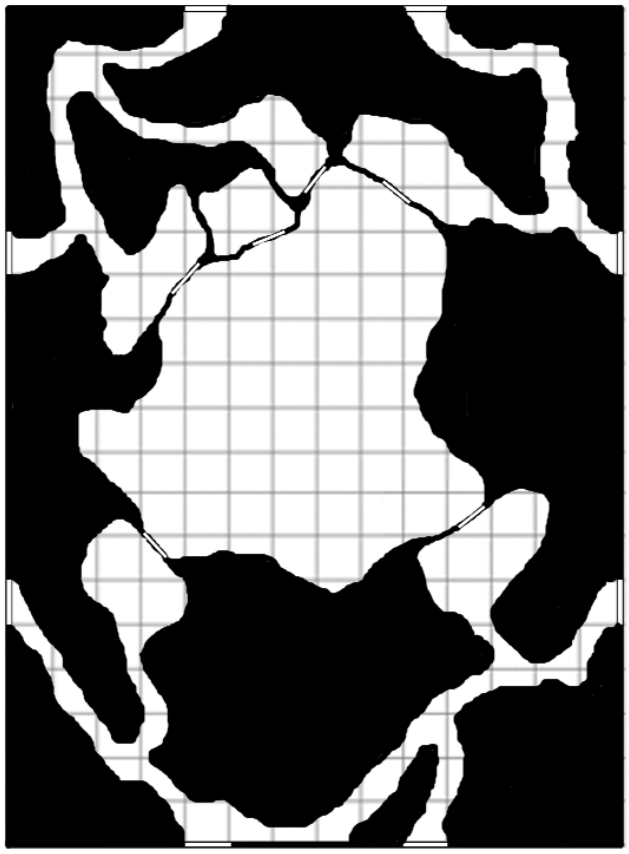

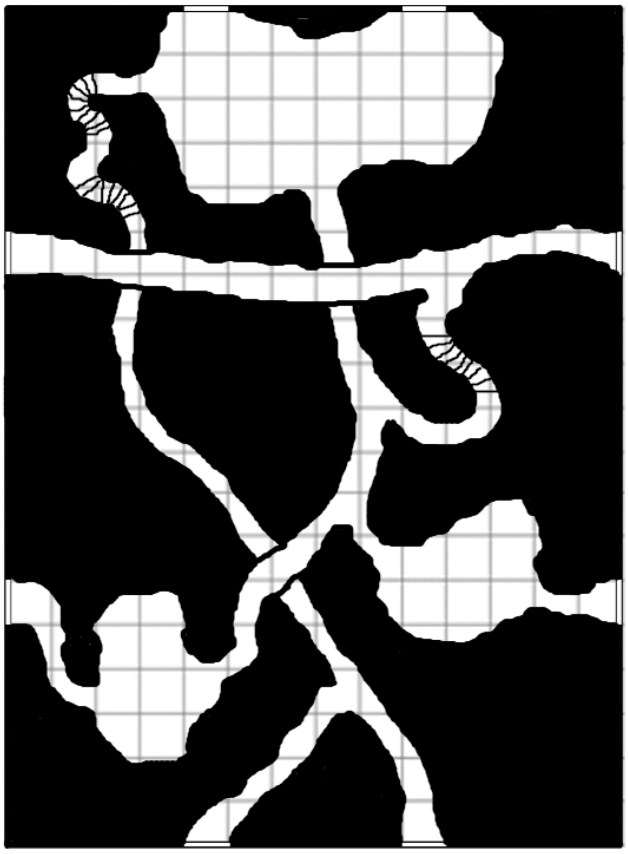

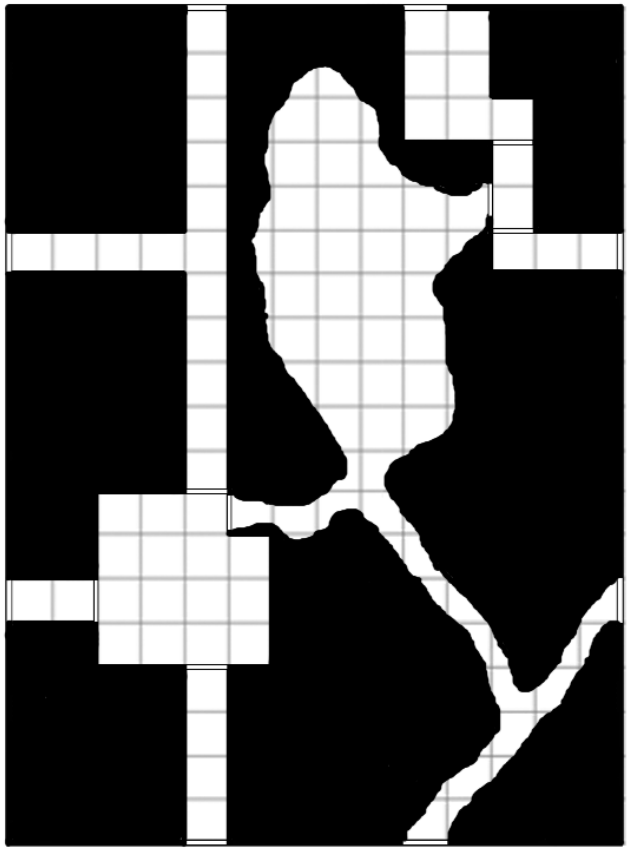

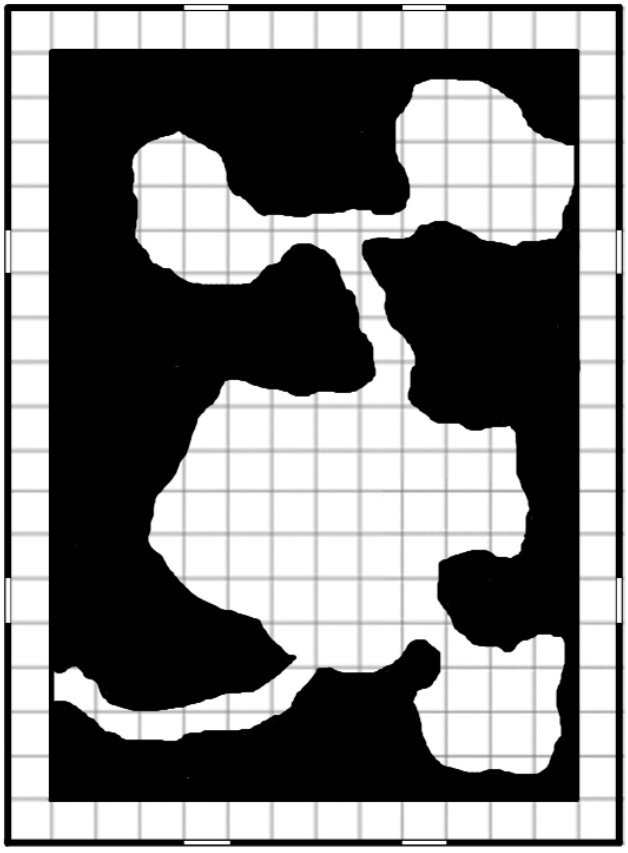

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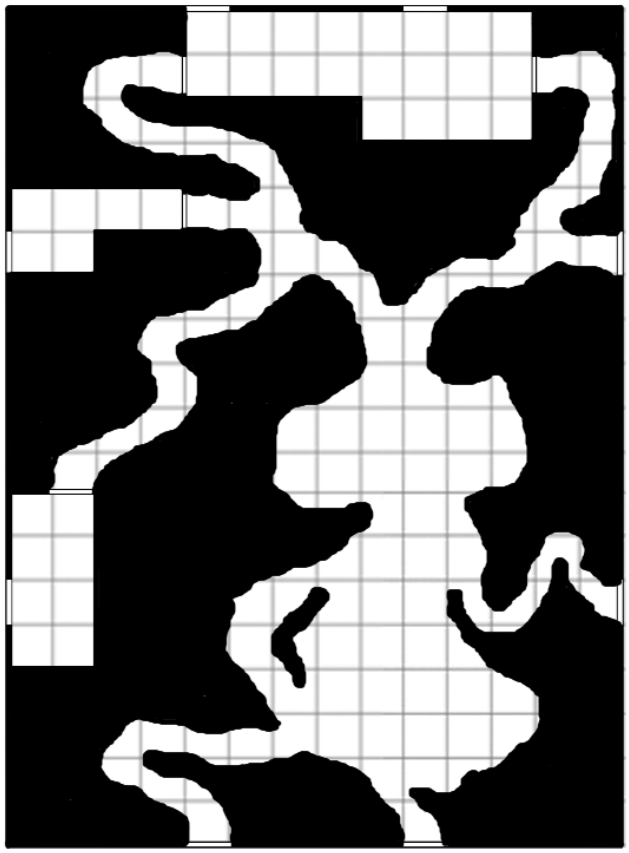

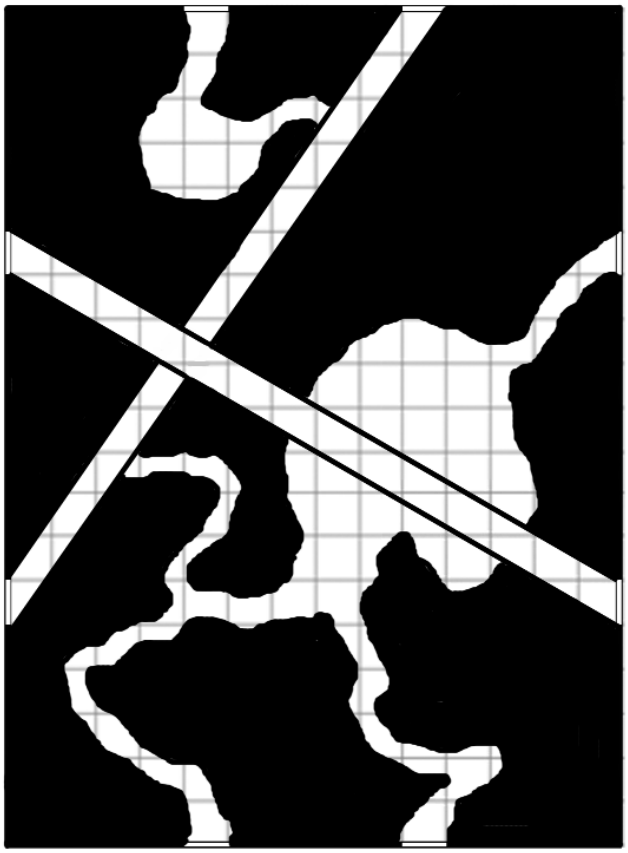

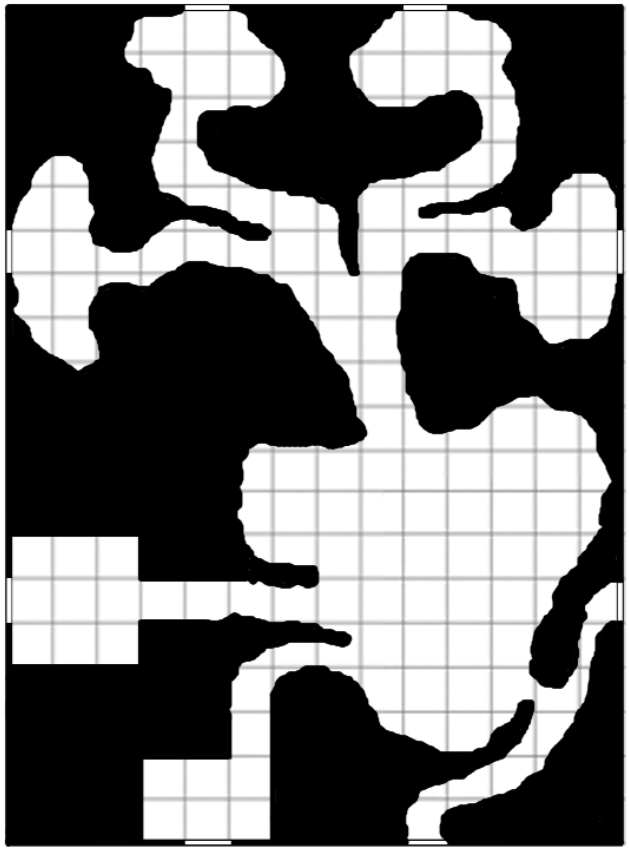

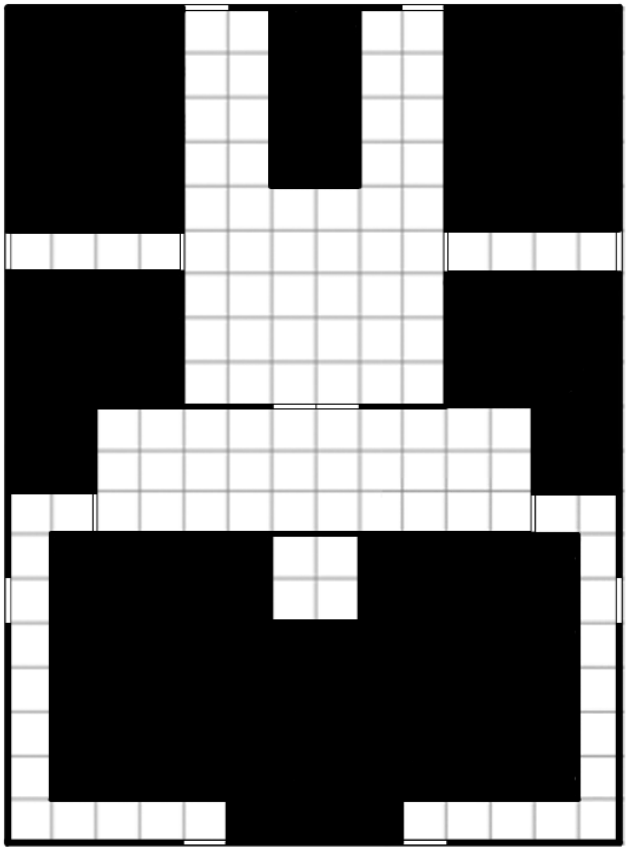

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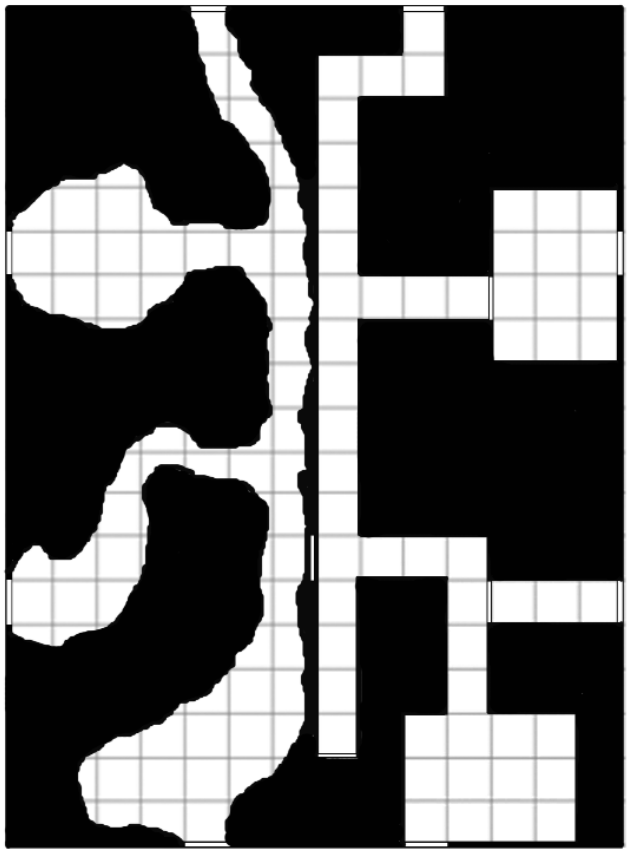
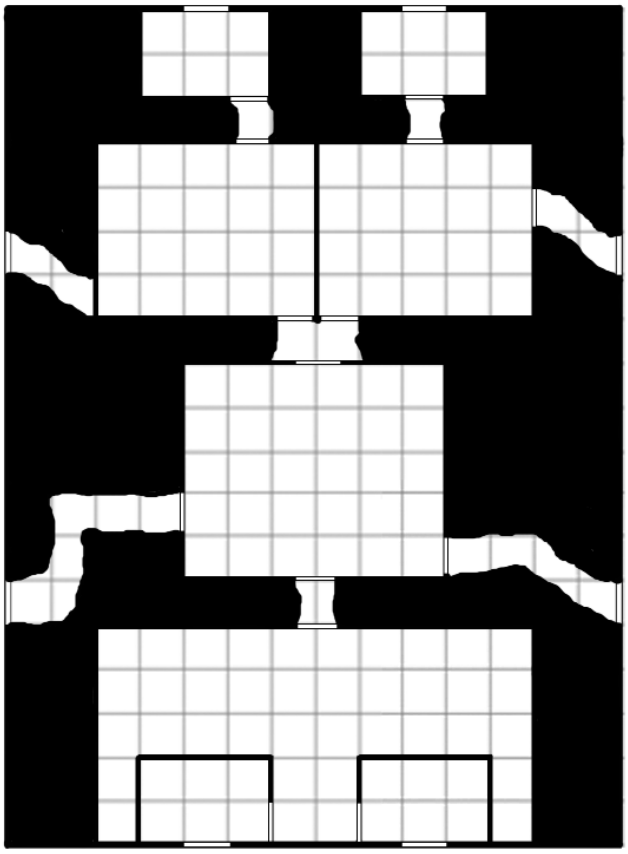
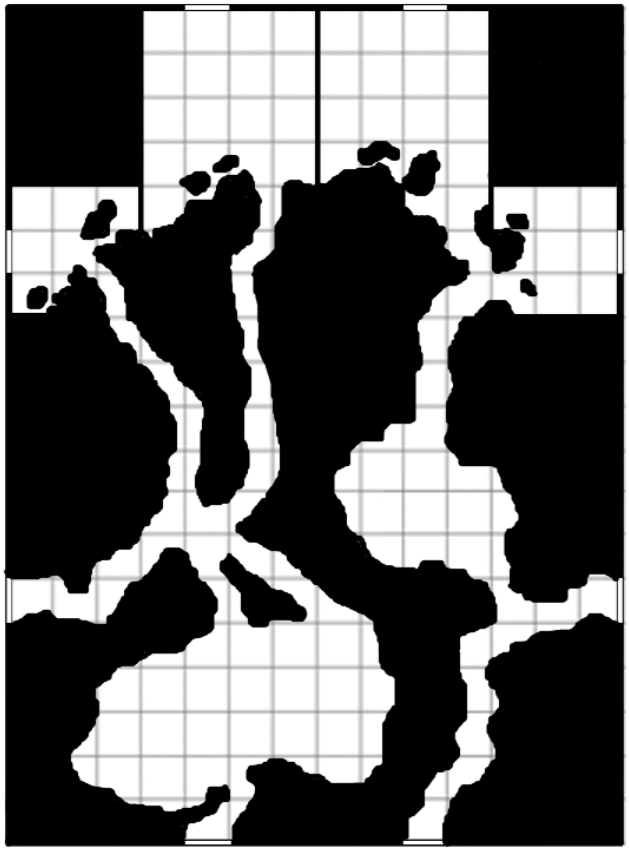
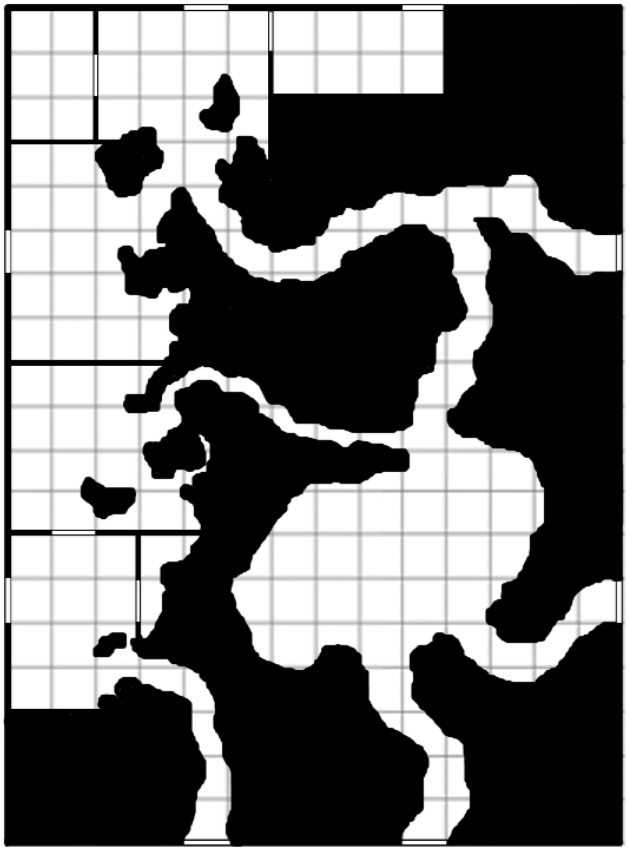
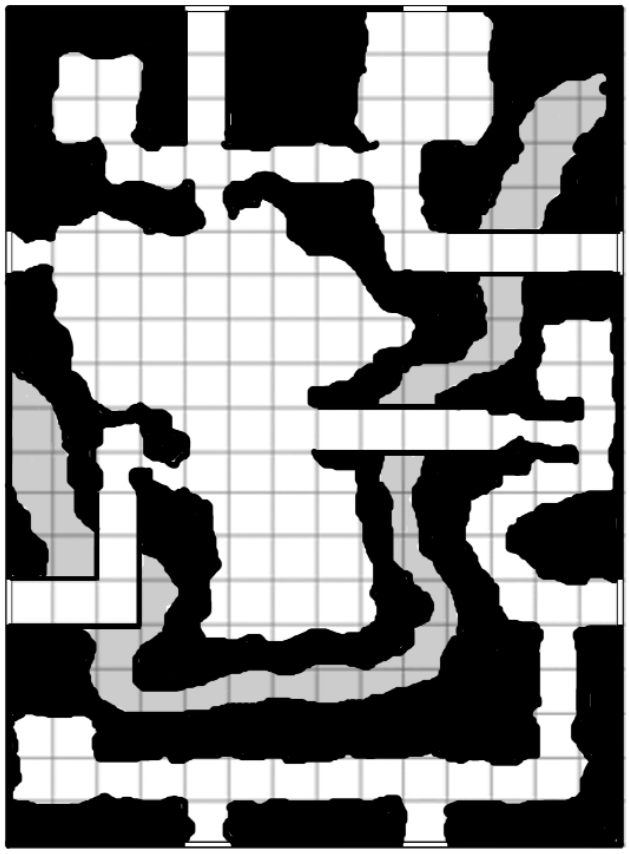


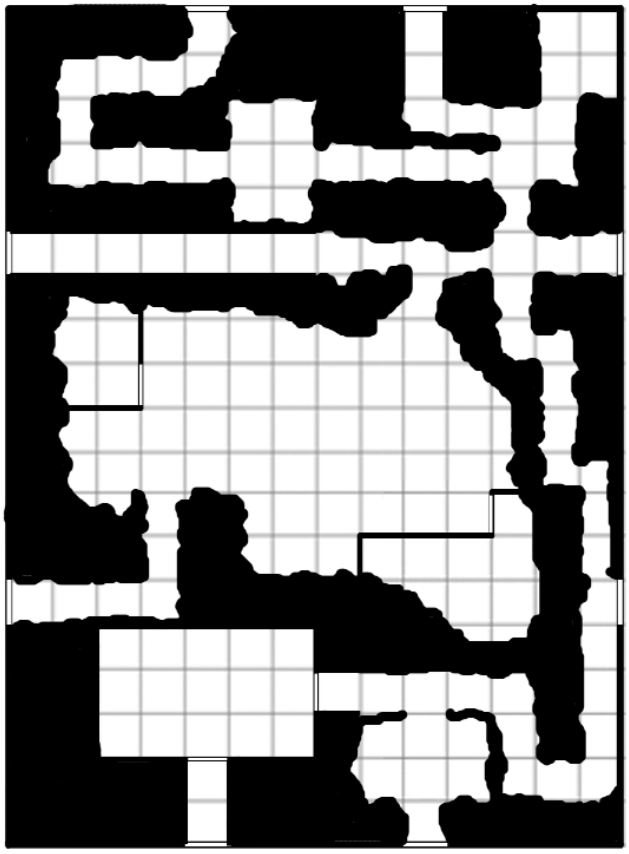


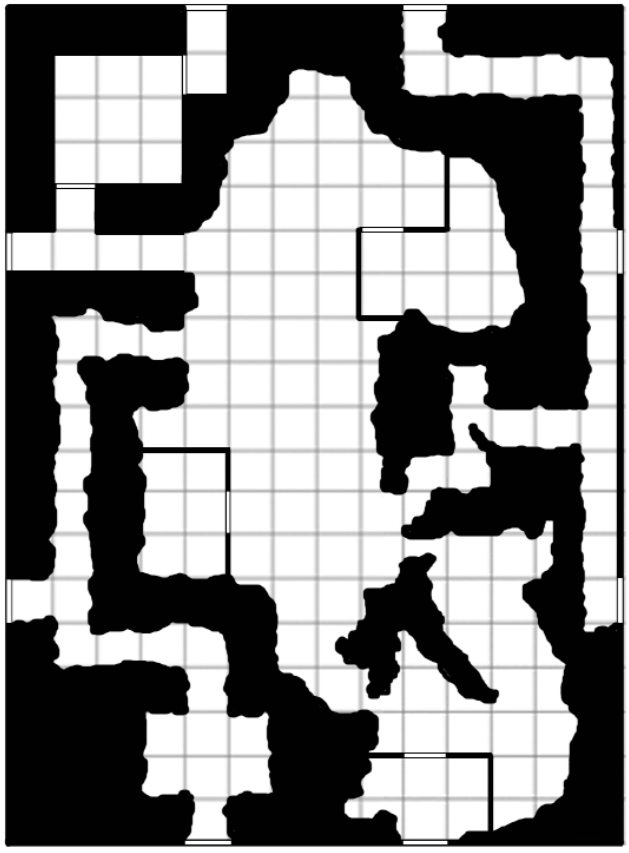


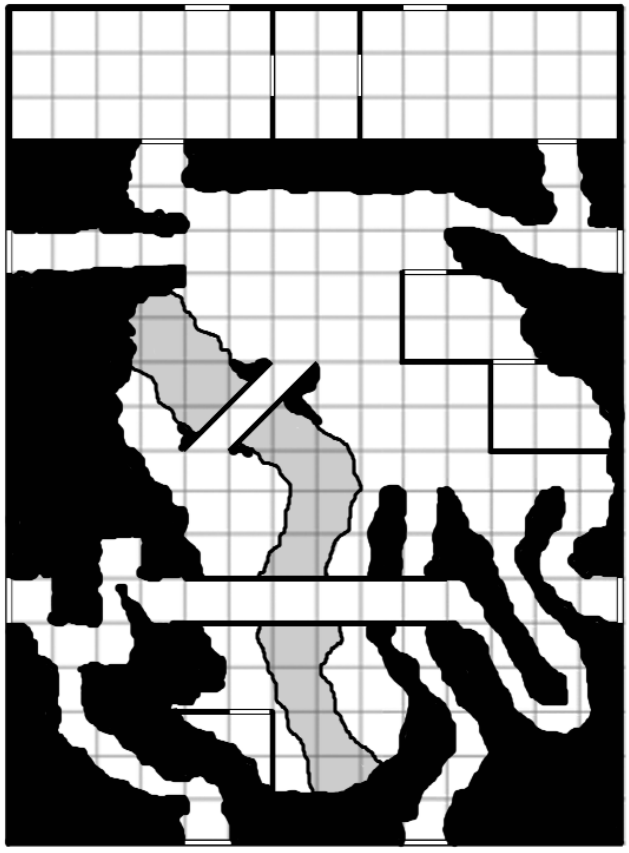


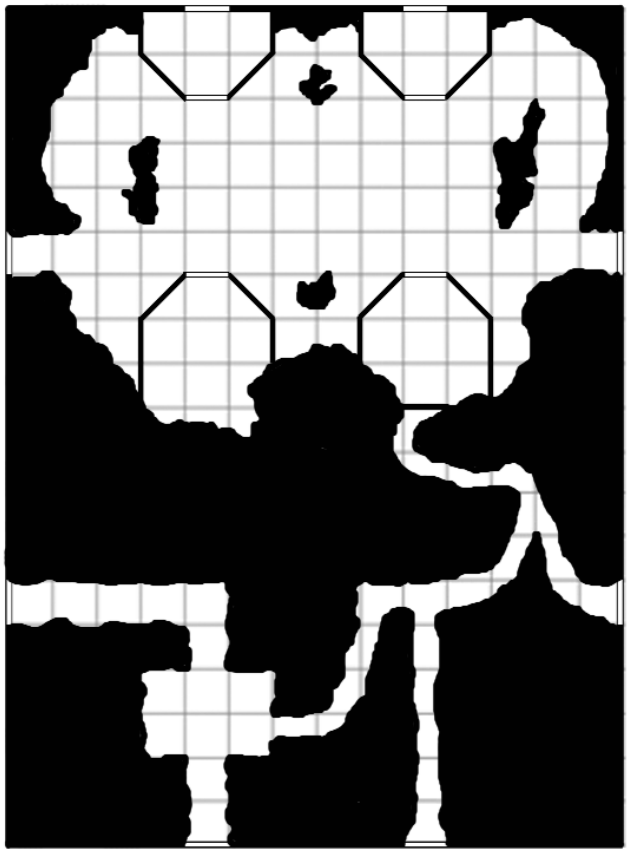
# The Underdeep

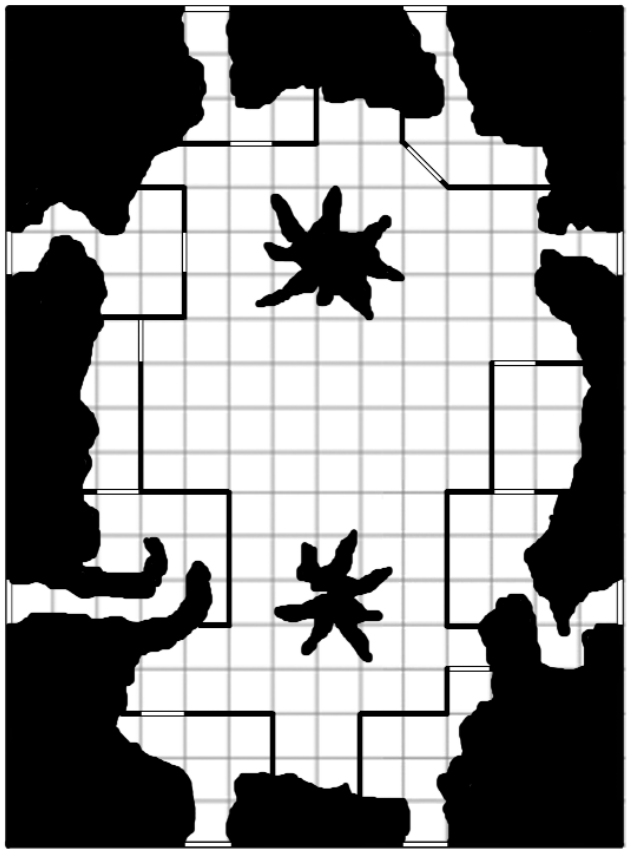


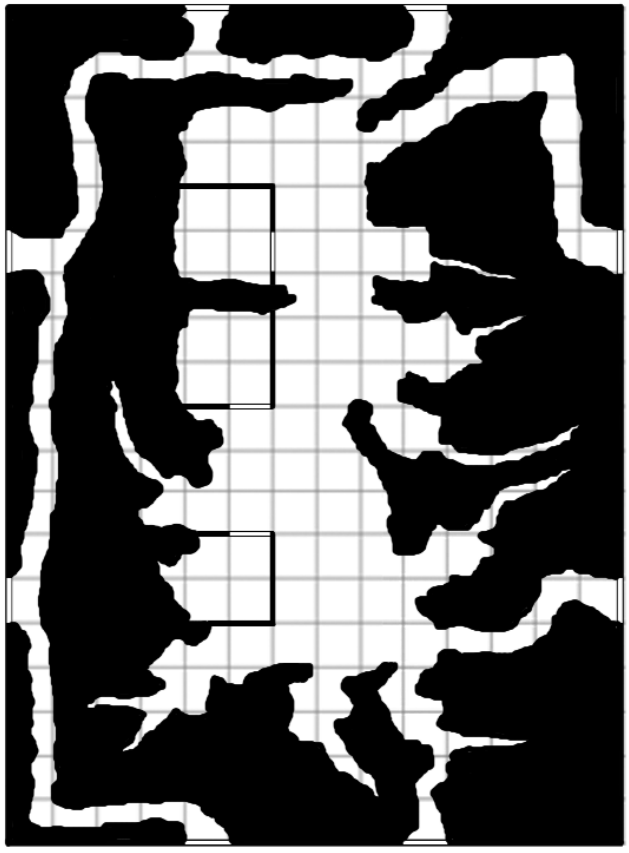


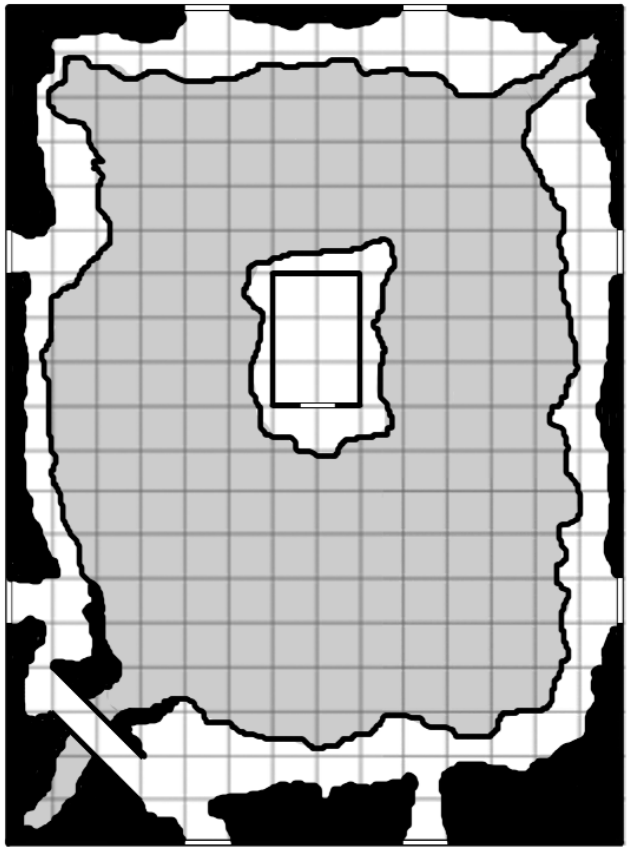




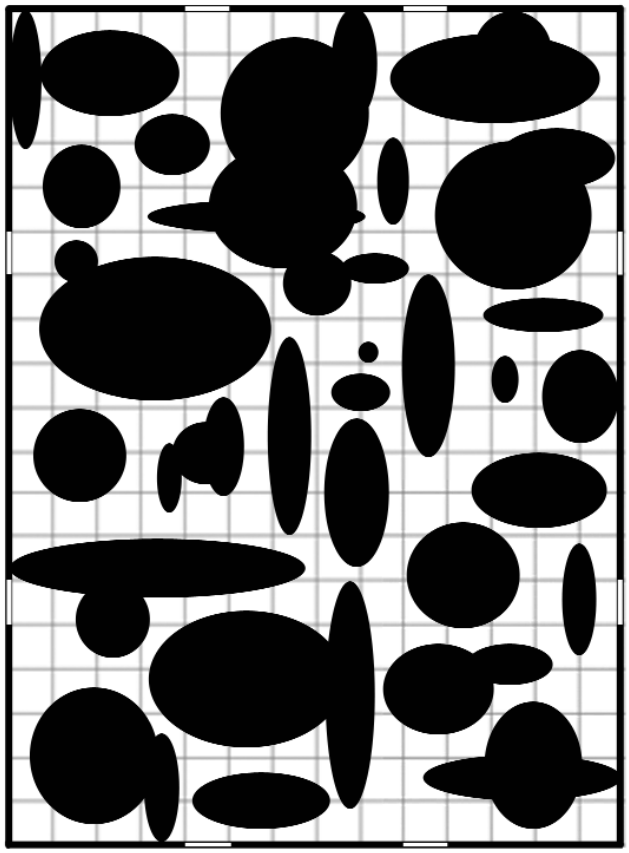


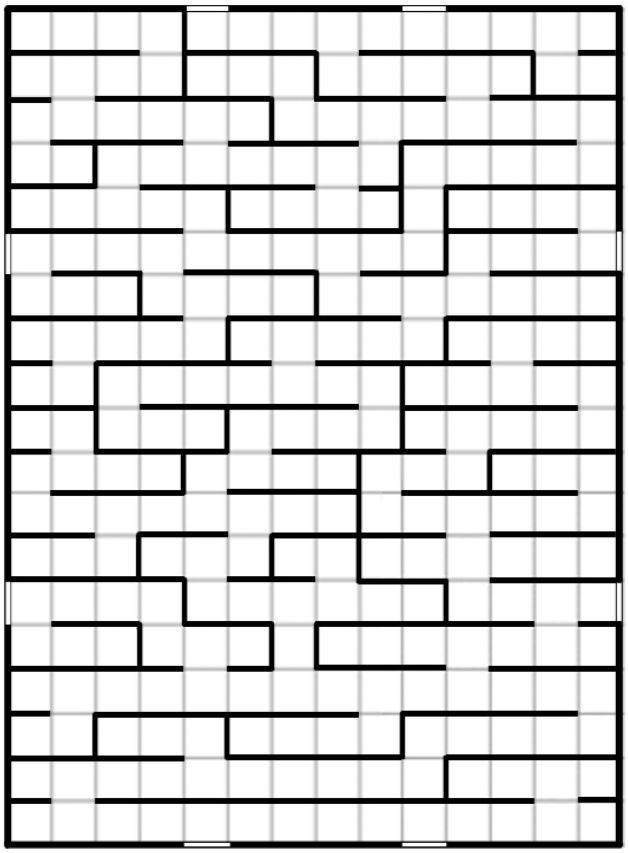


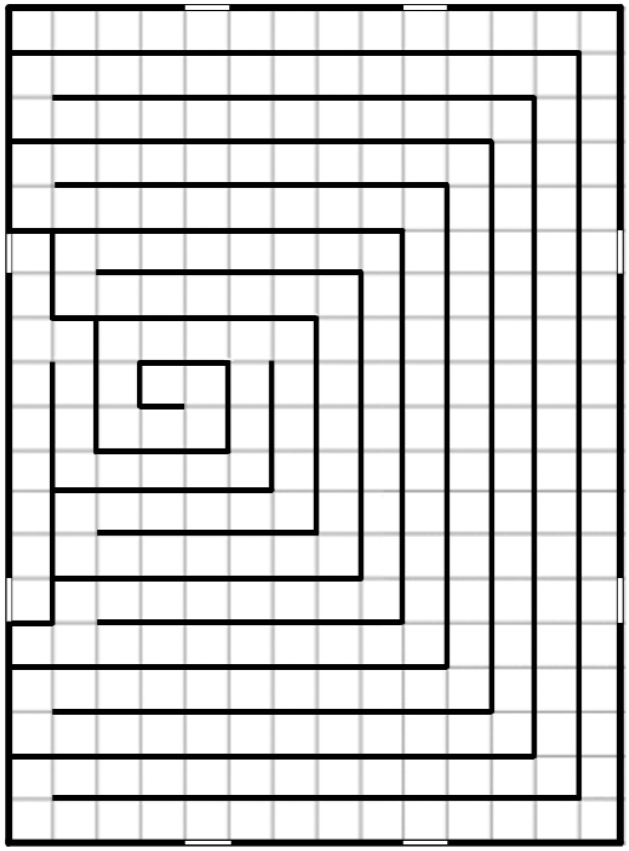


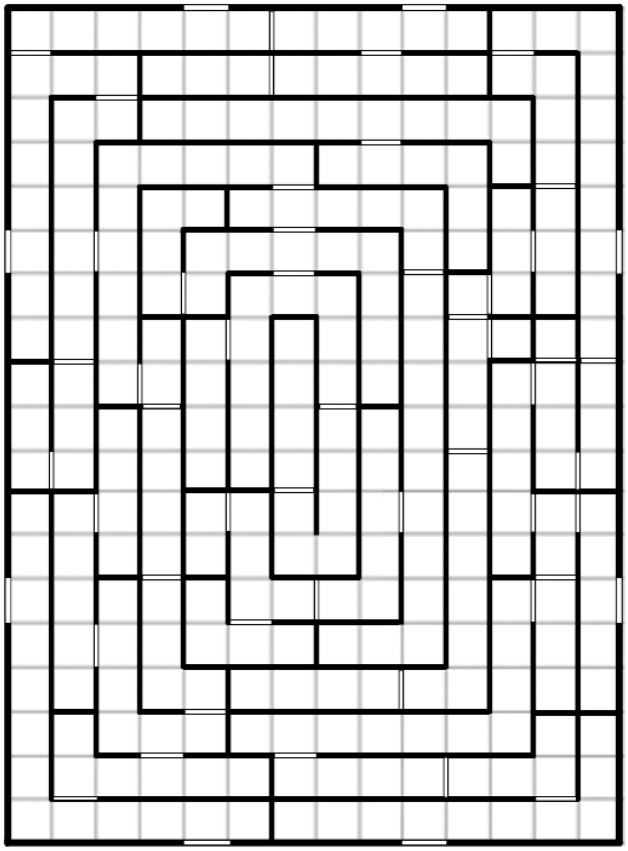


# Mazes

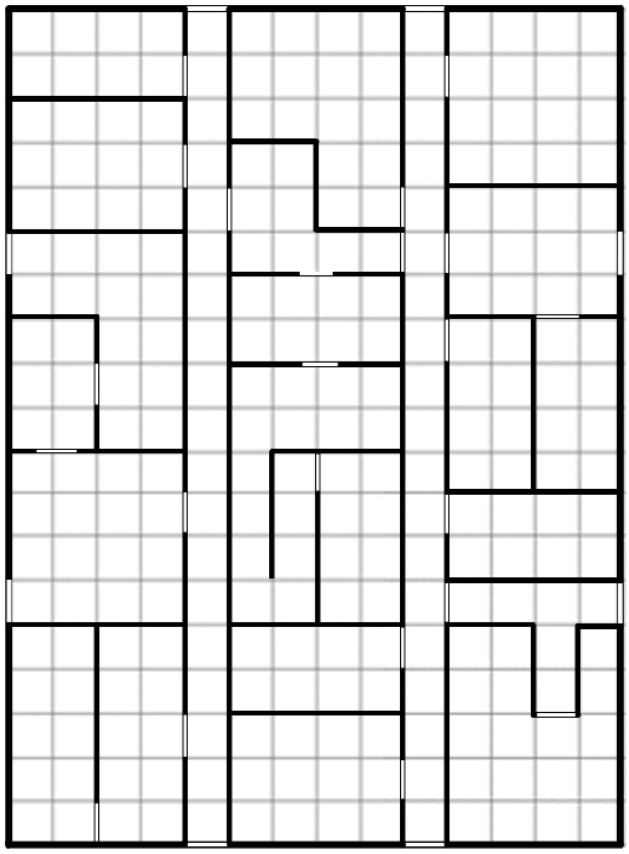


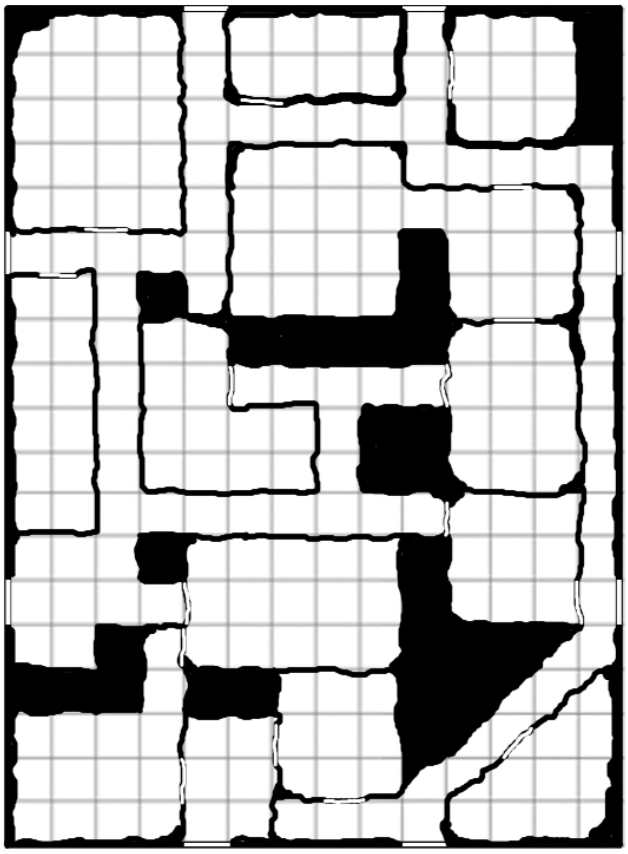


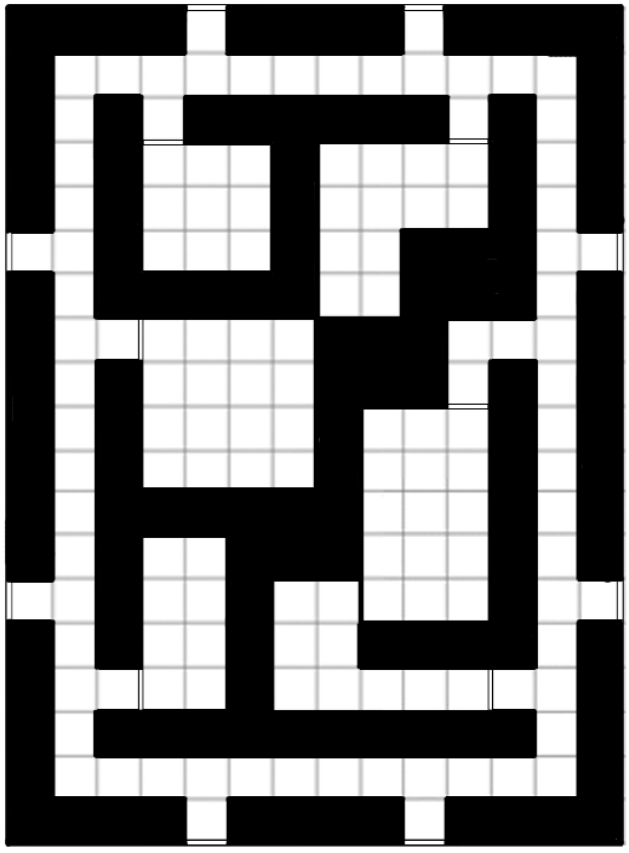


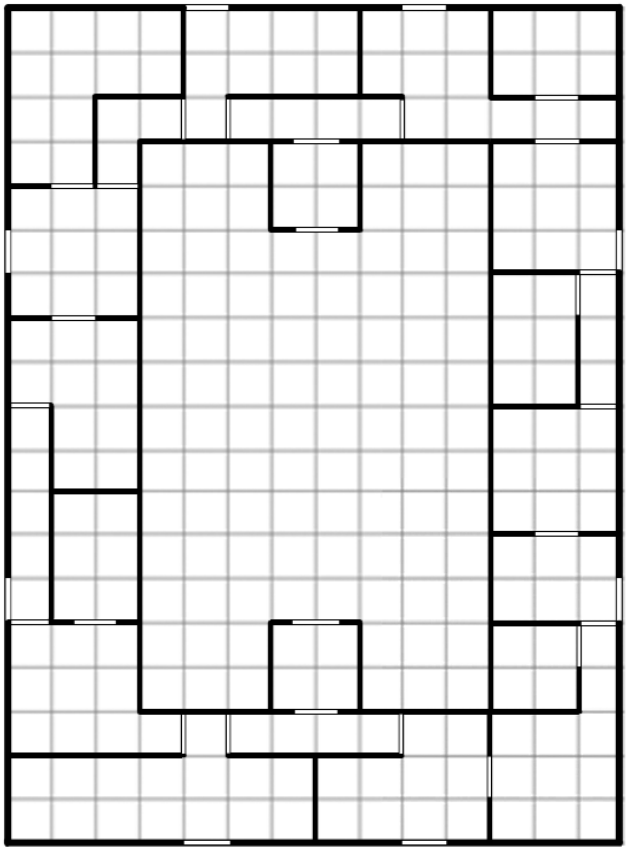


# Dungeons

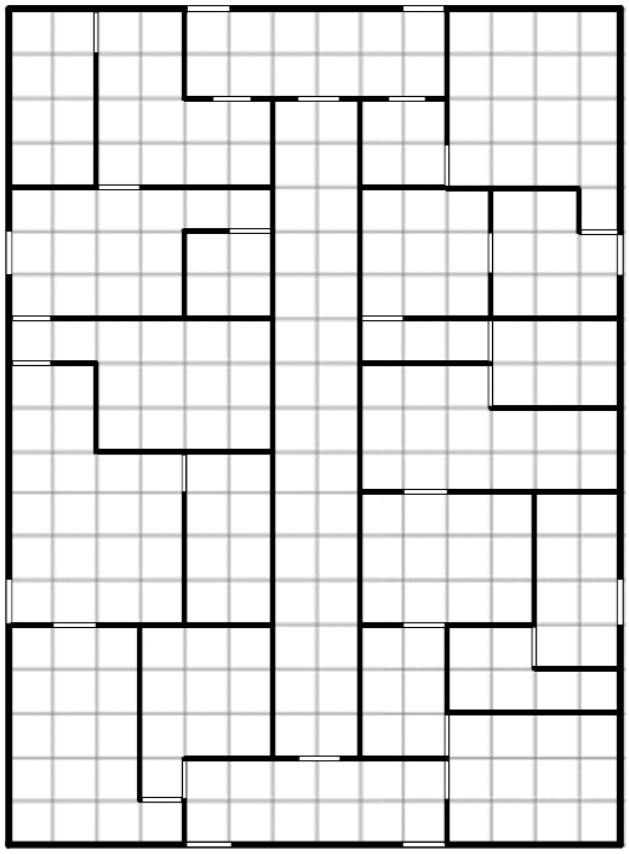


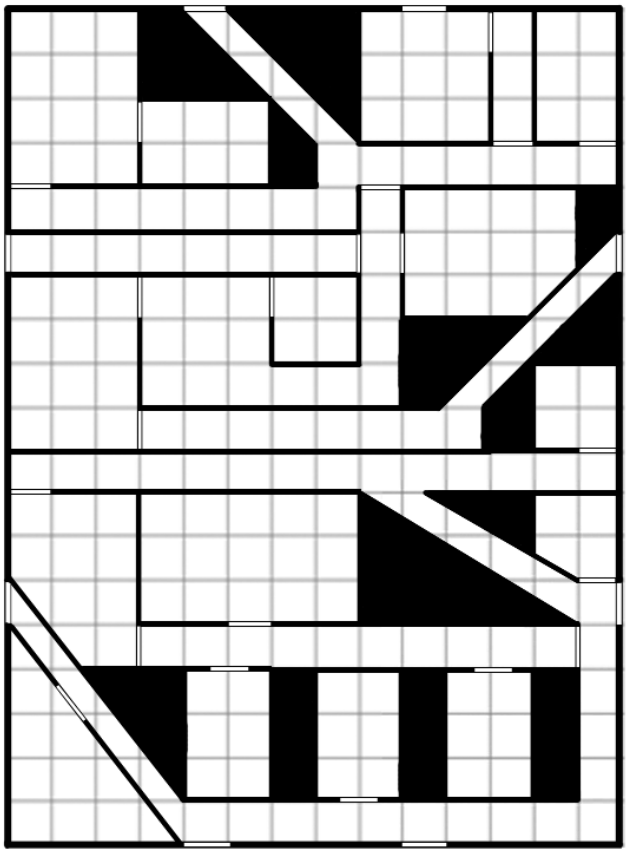


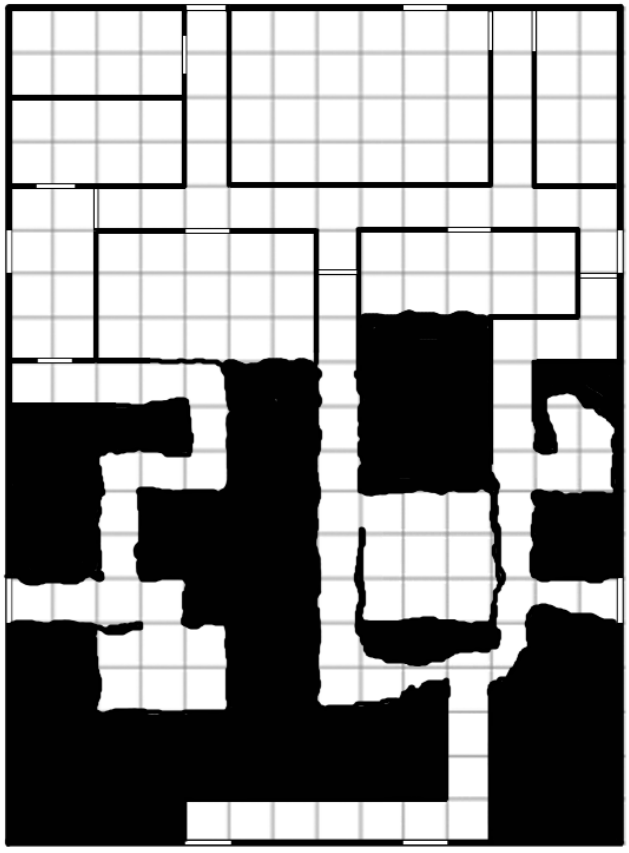


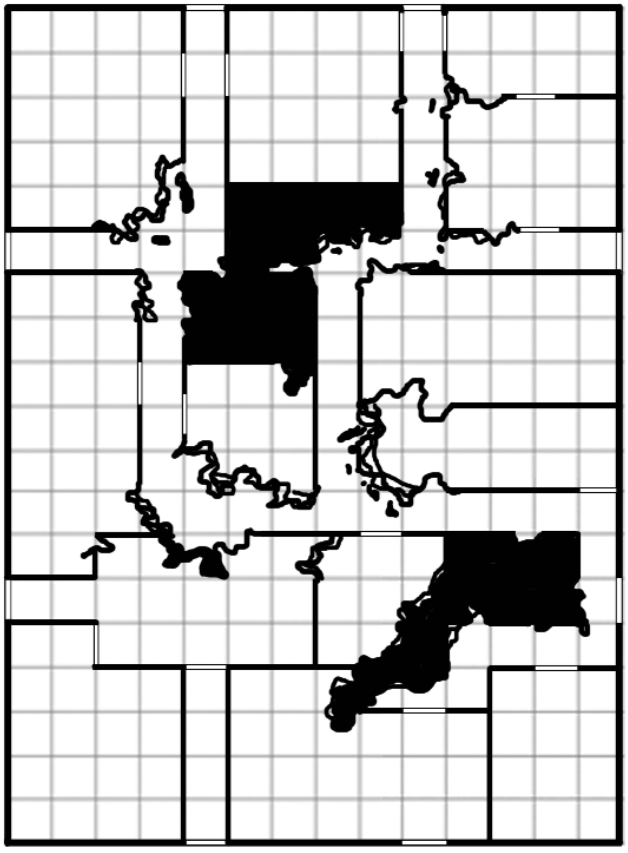


# Dungeons

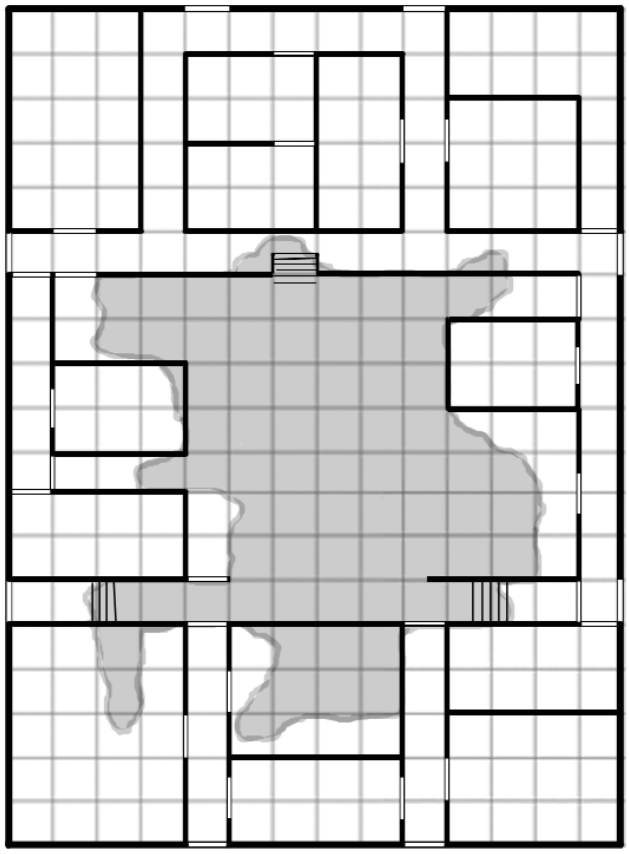


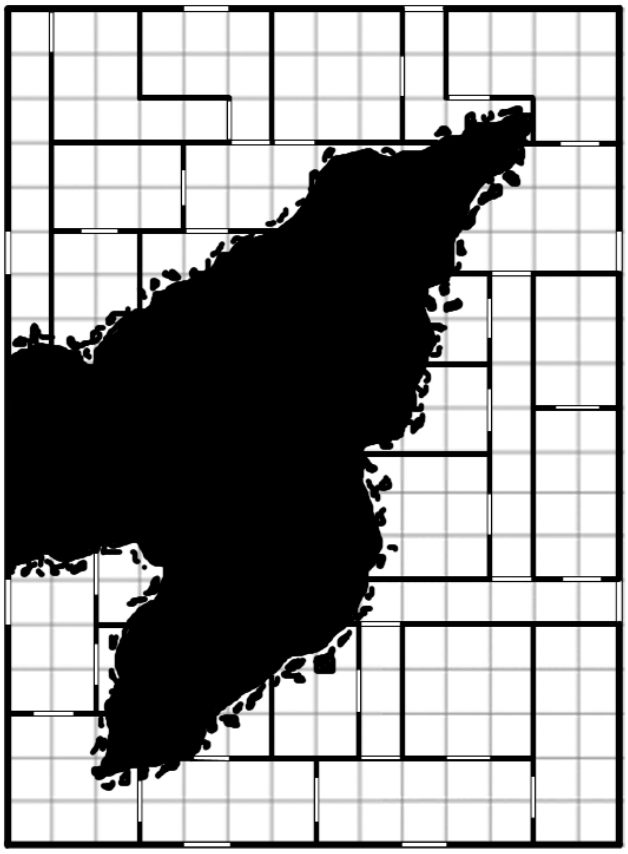


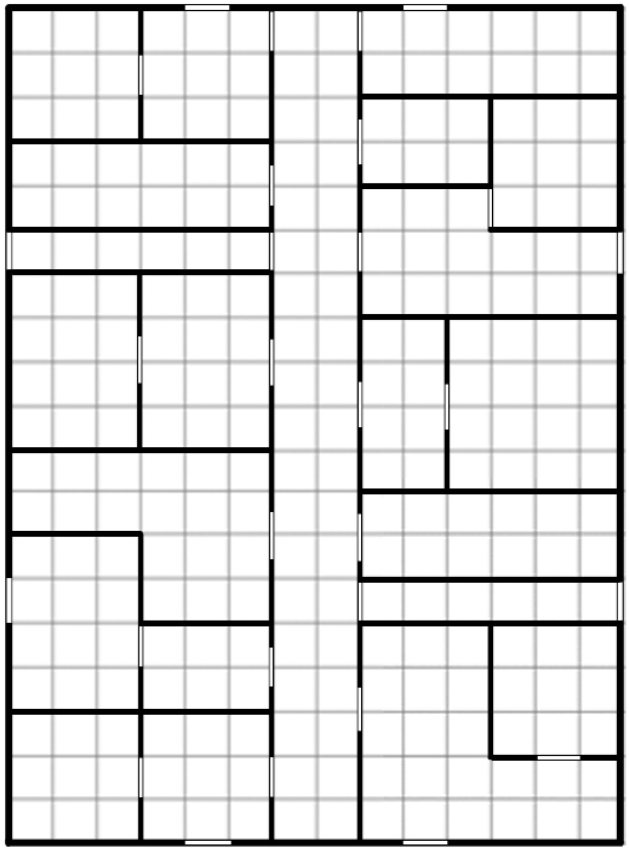


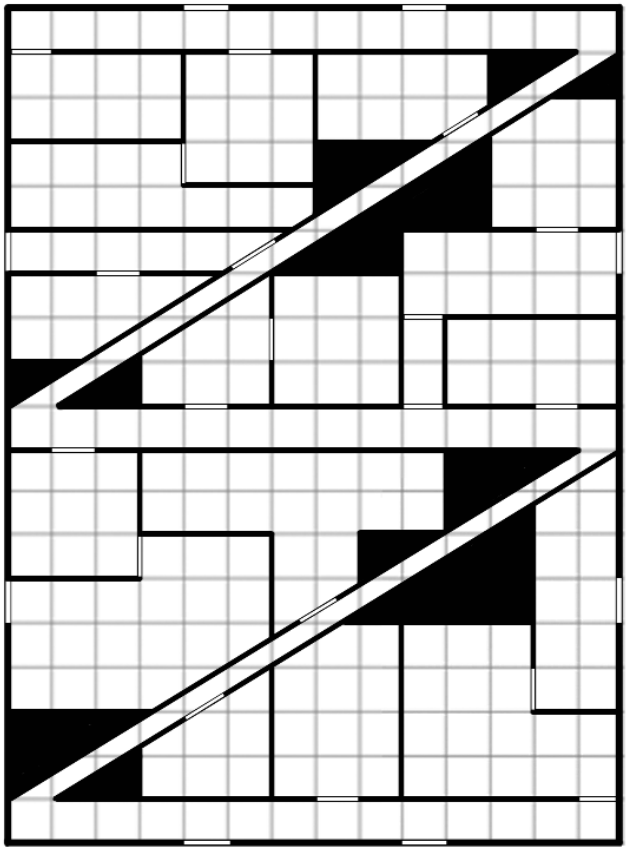


# Dungeons

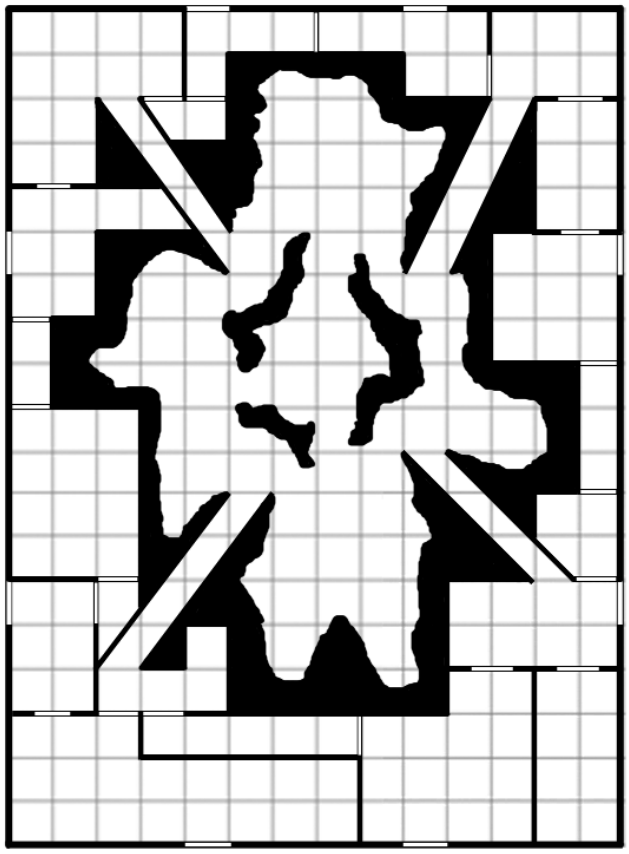


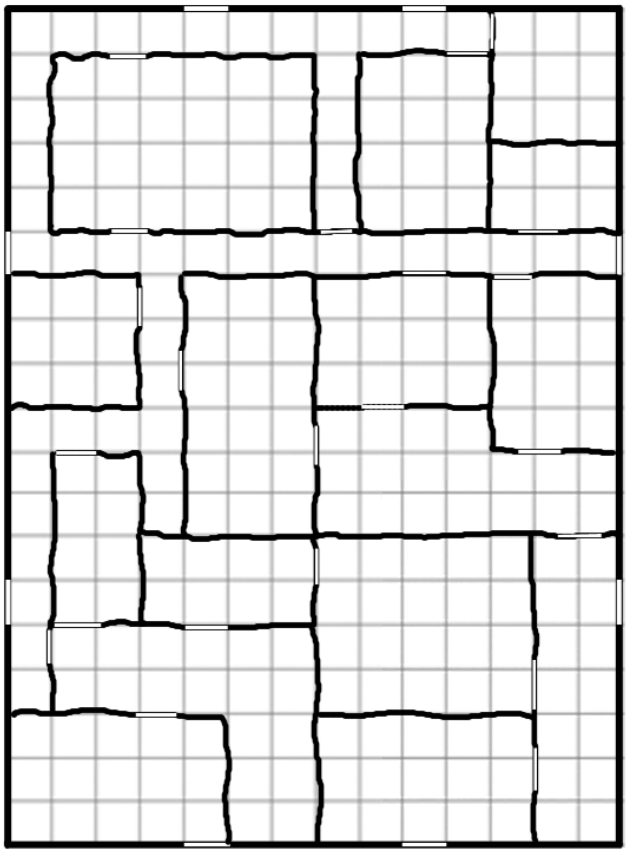


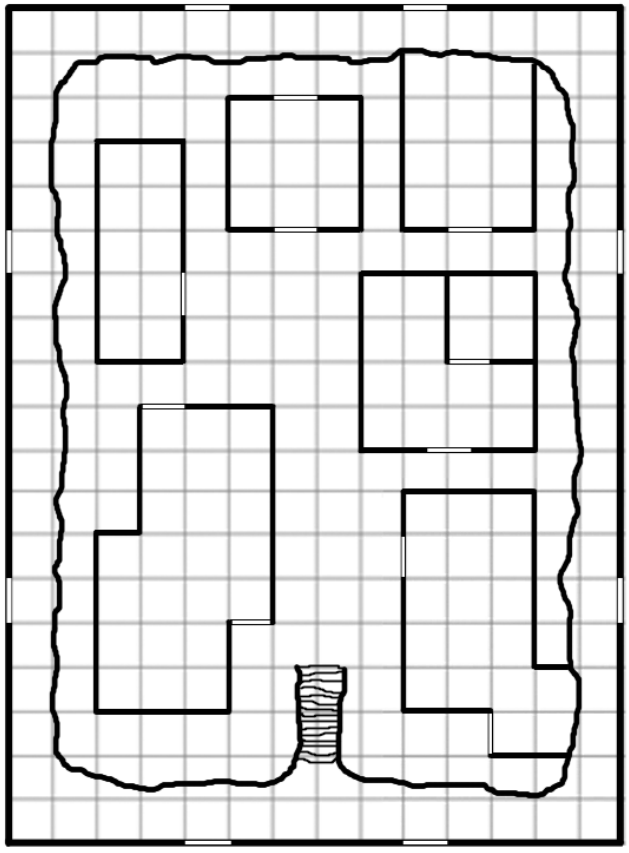


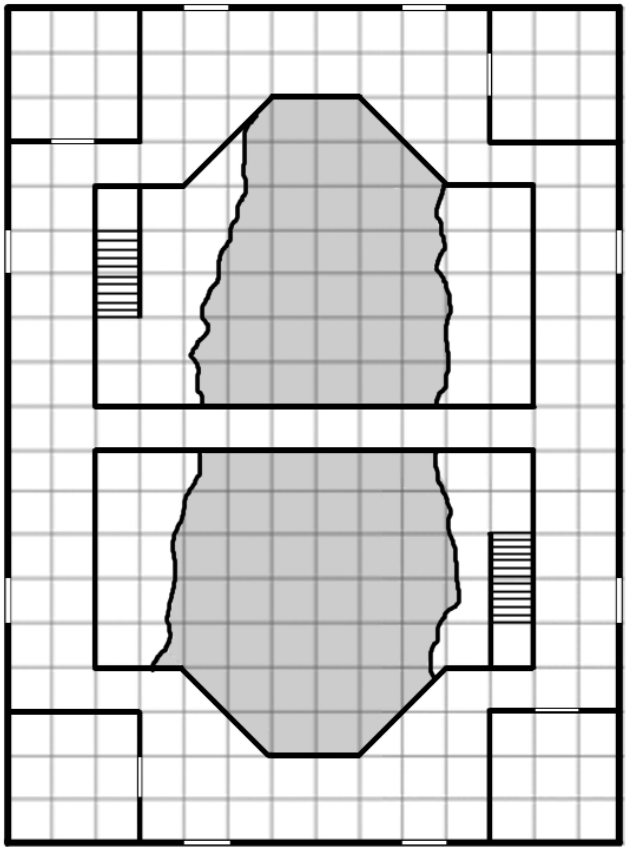


# Dungeons

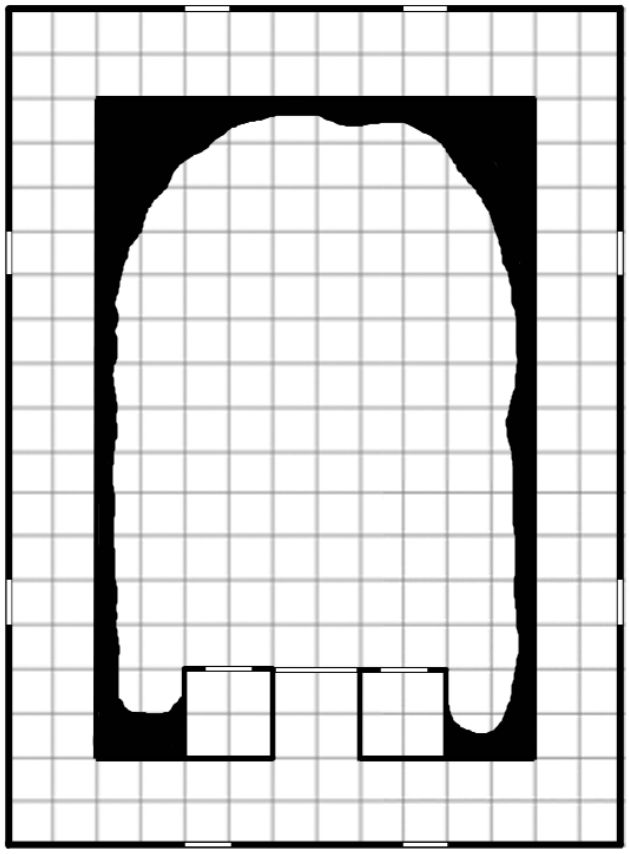


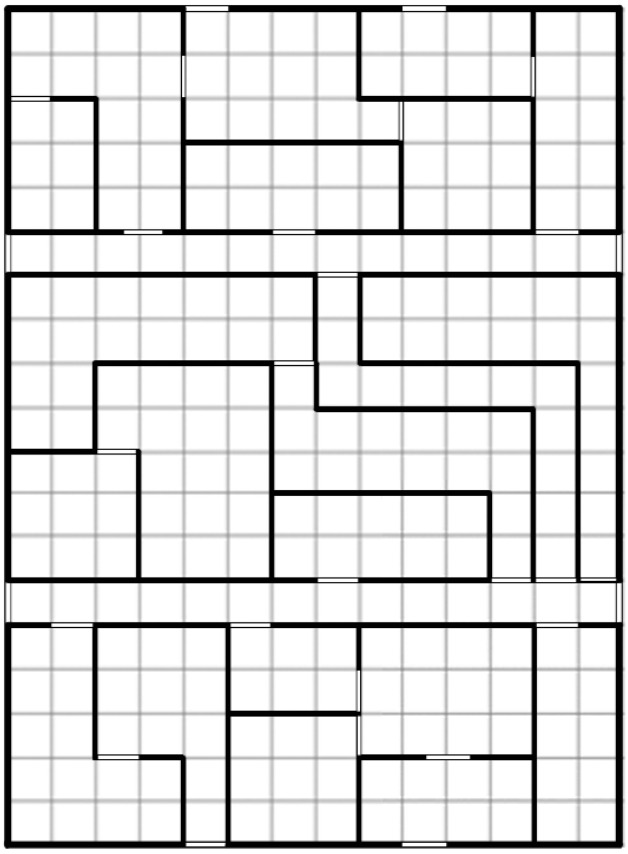


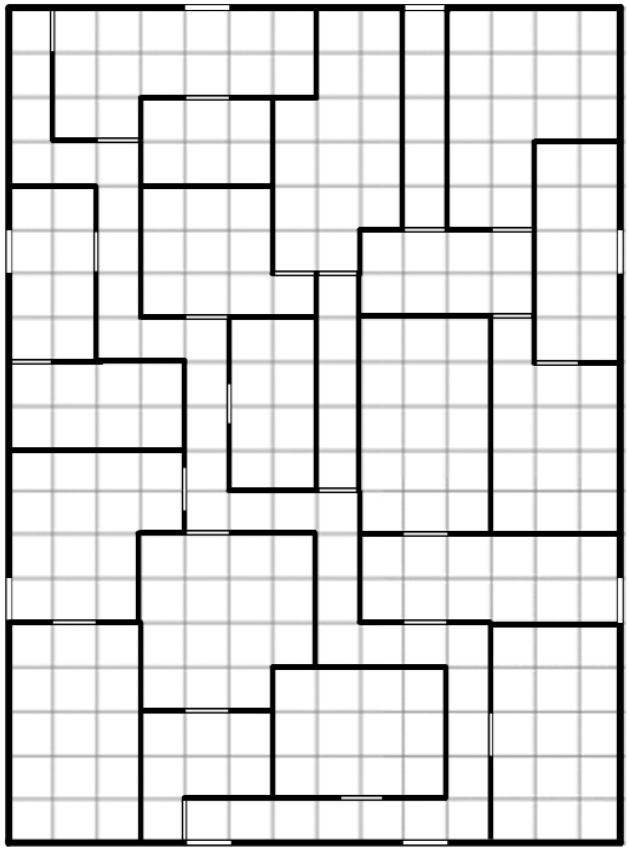


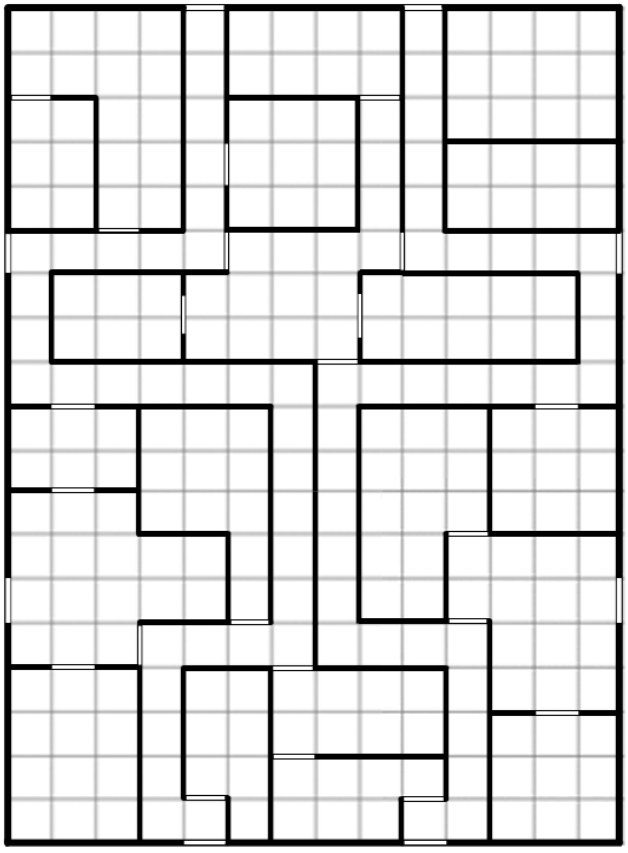


# Dungeons









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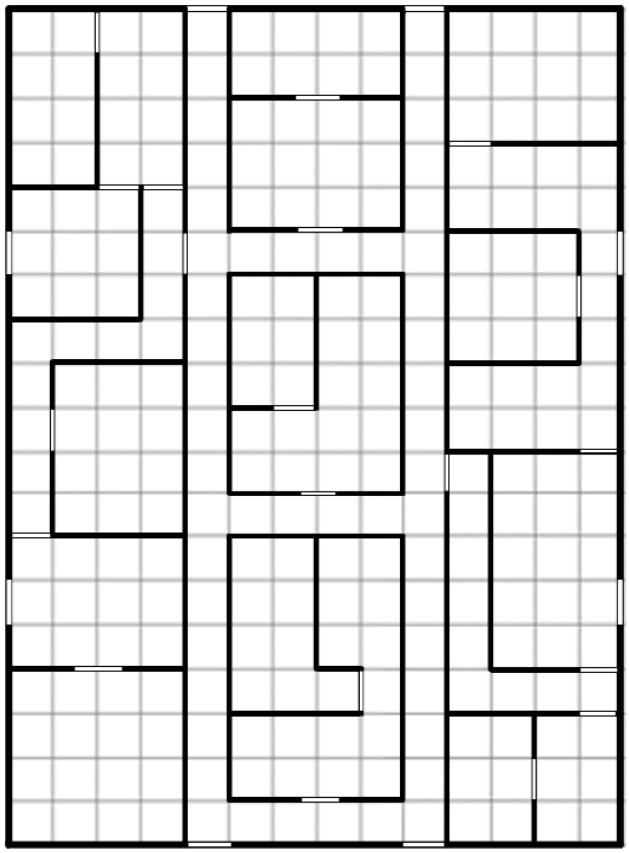
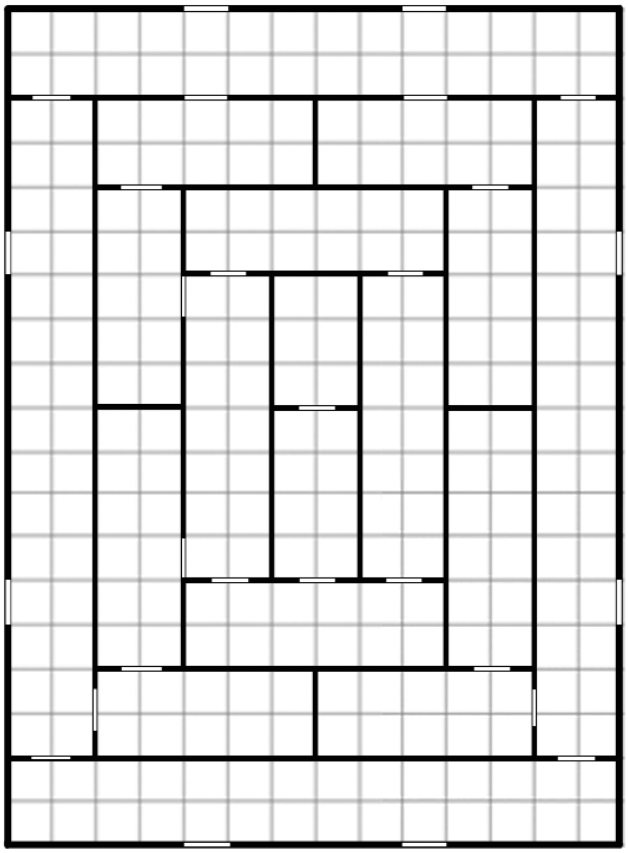
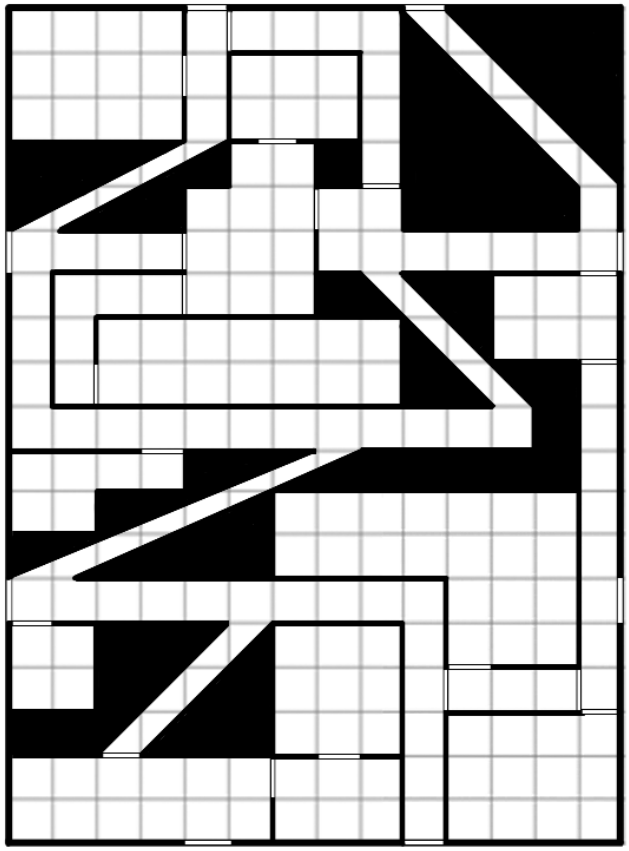
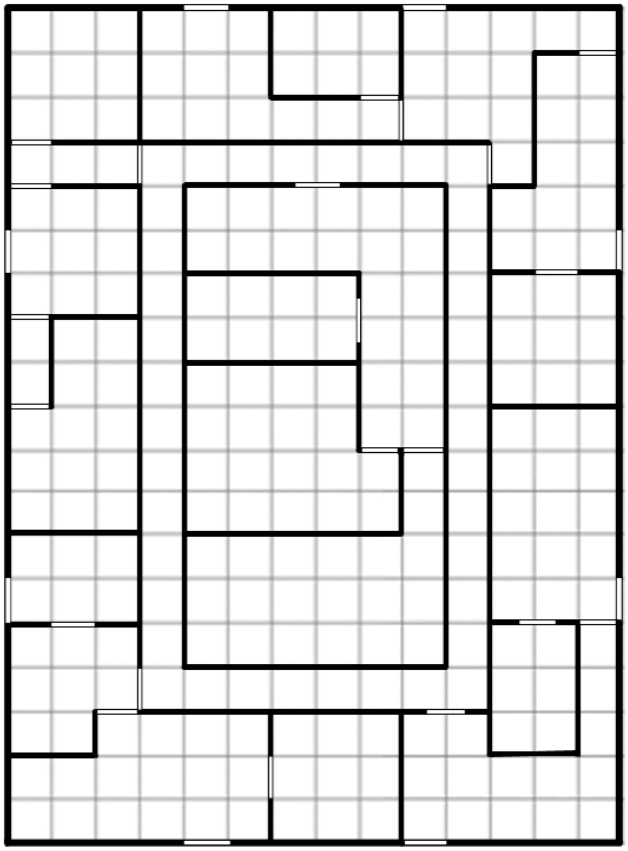
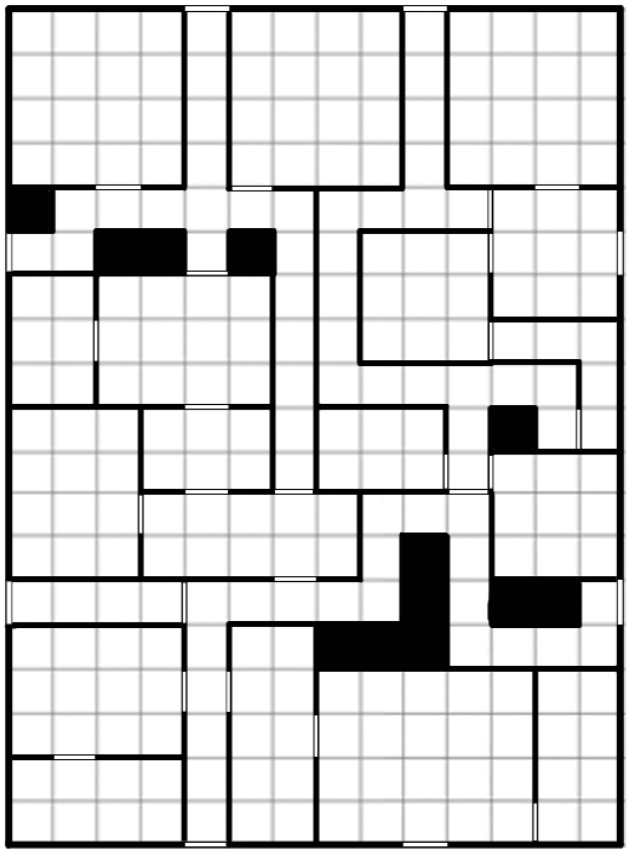


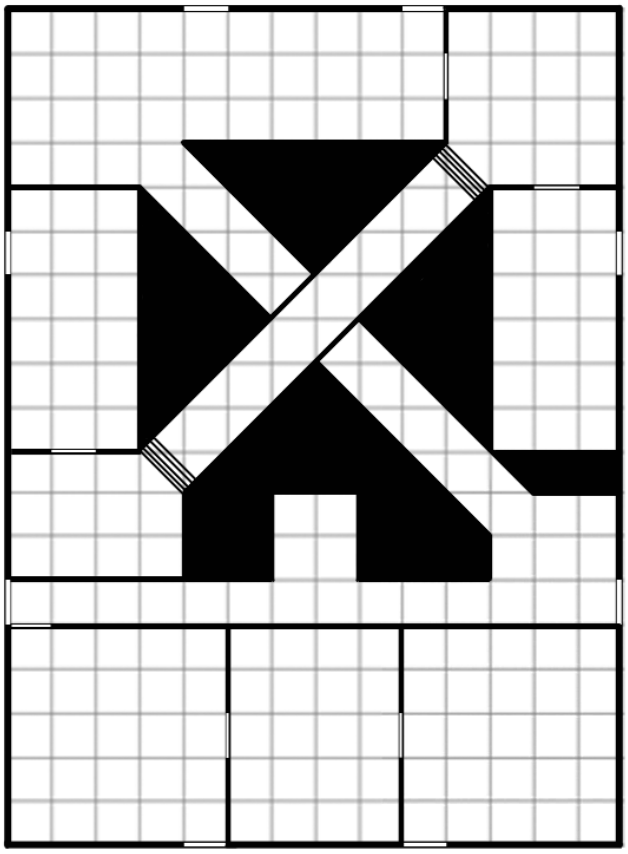


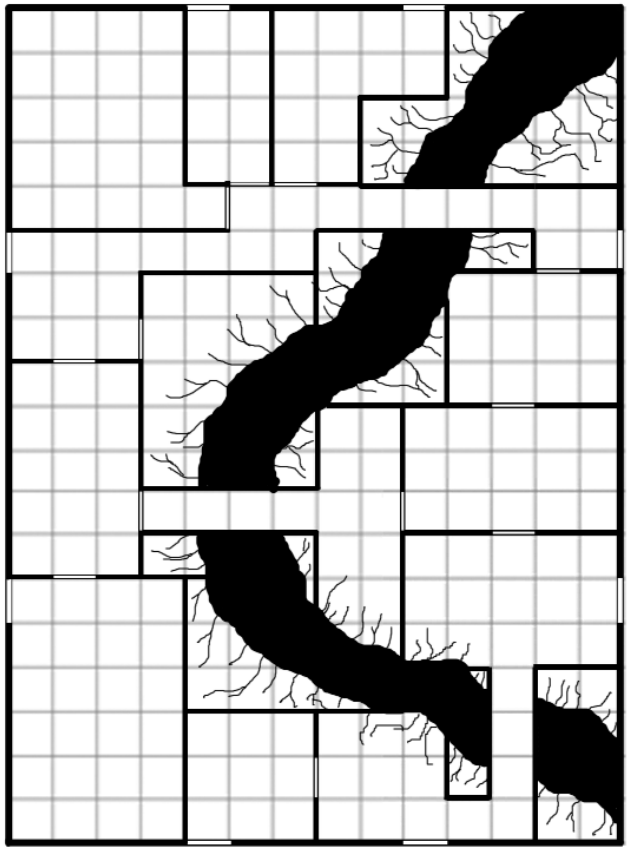


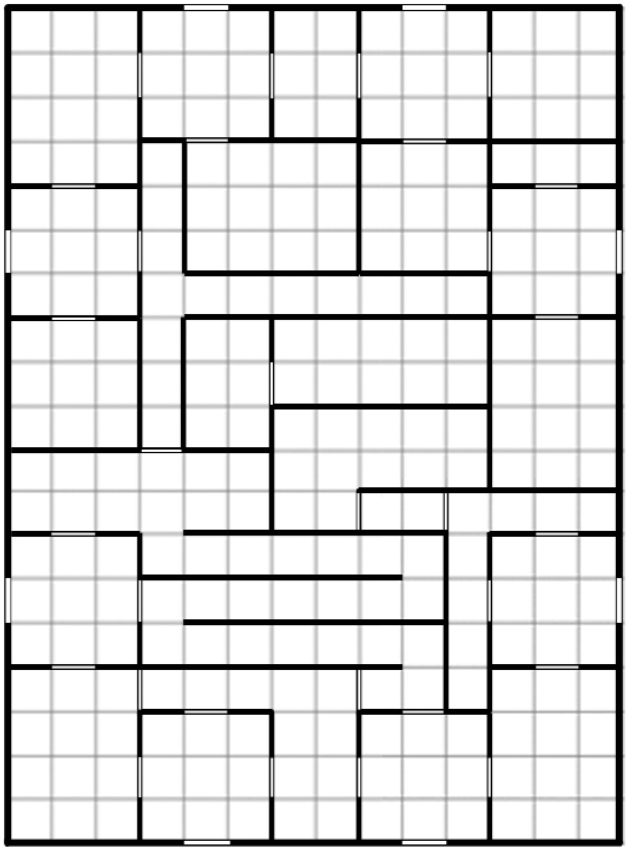


# Old-Style Dungeons









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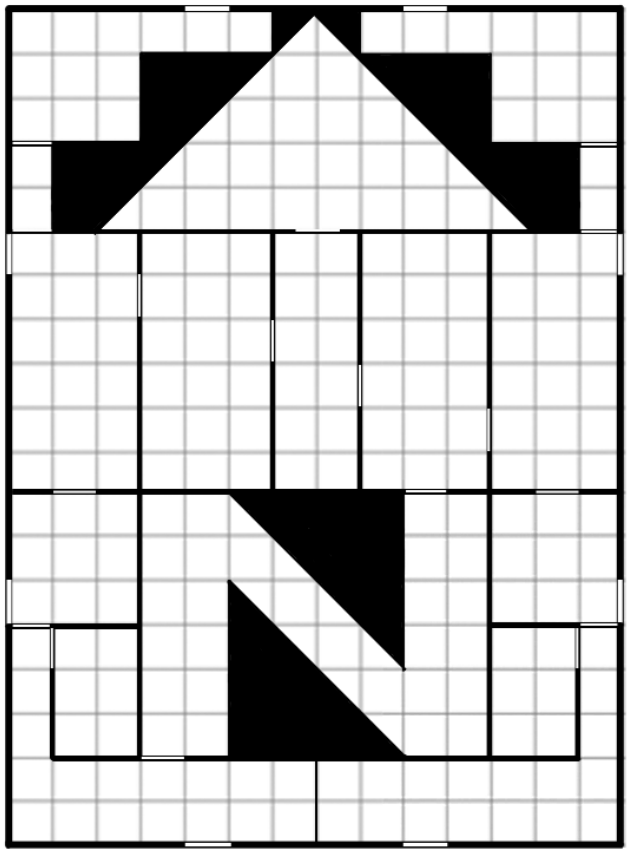

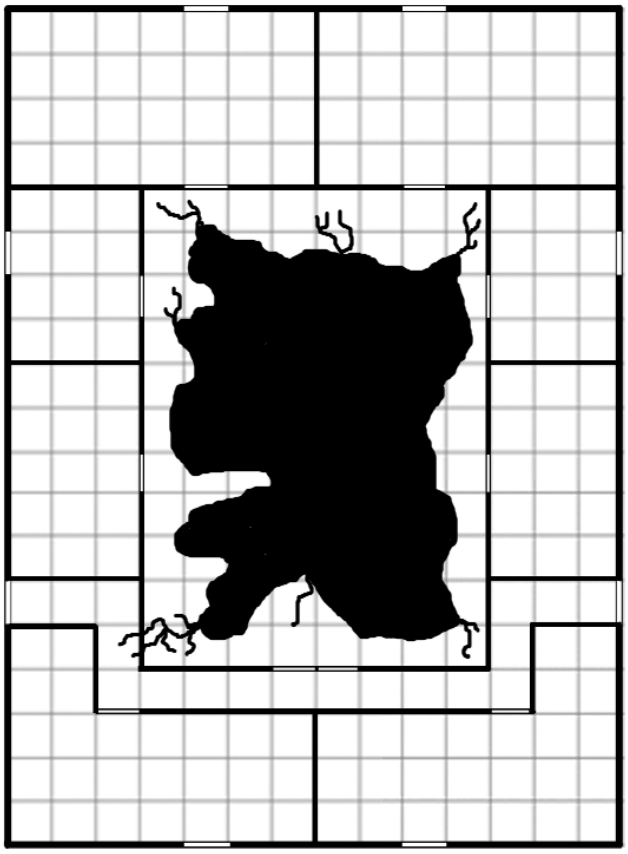

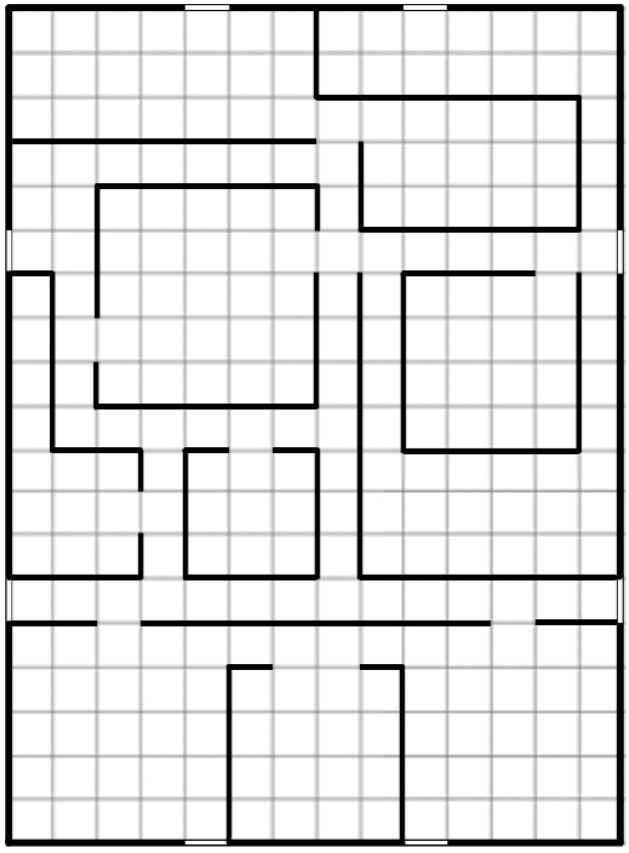

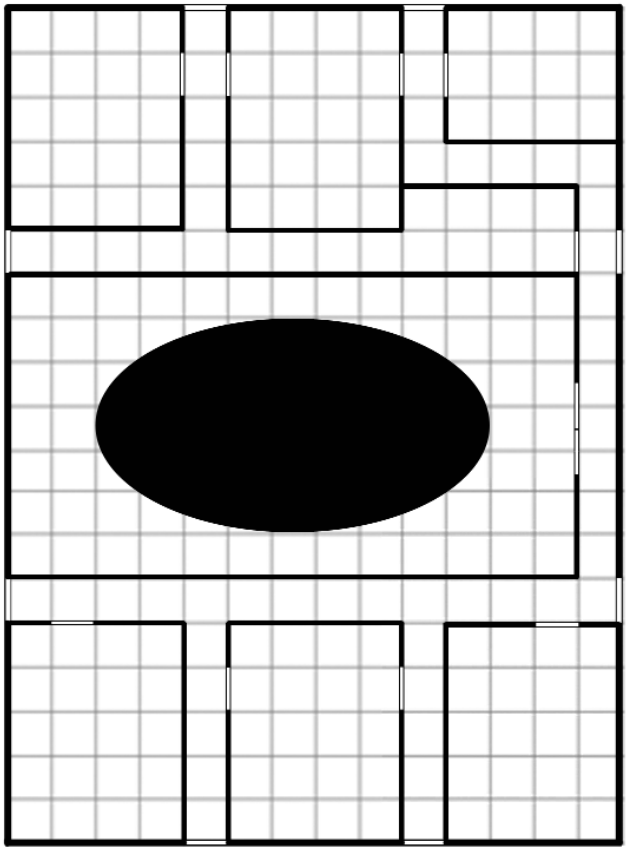

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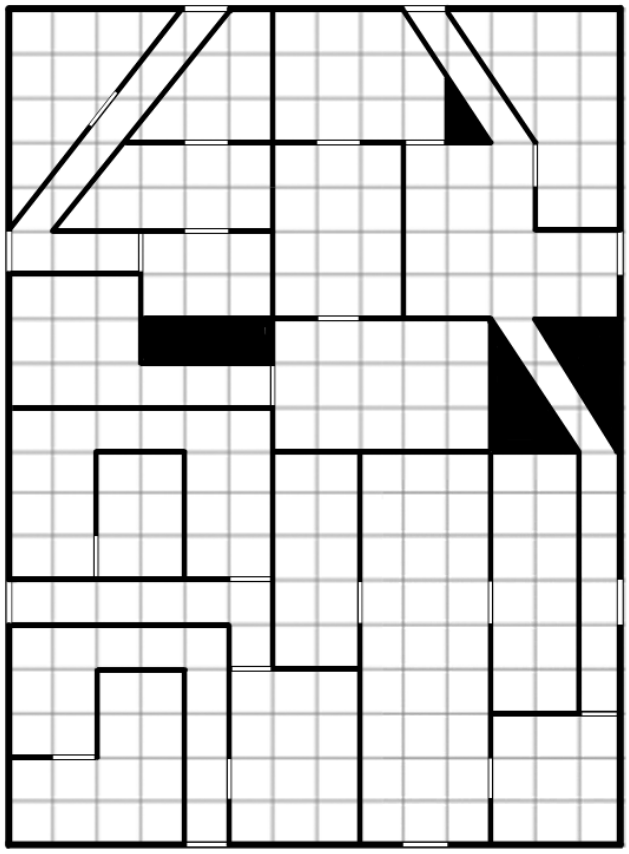

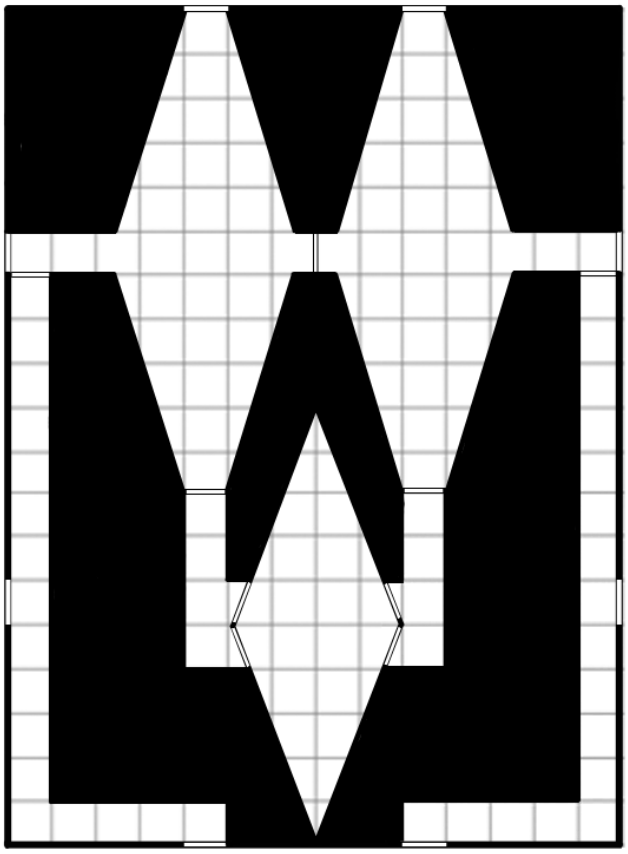

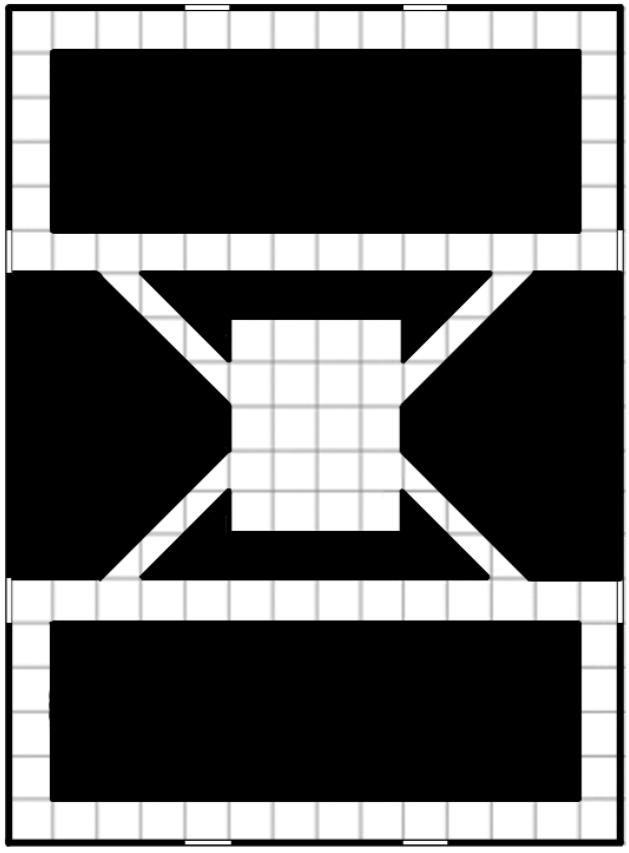

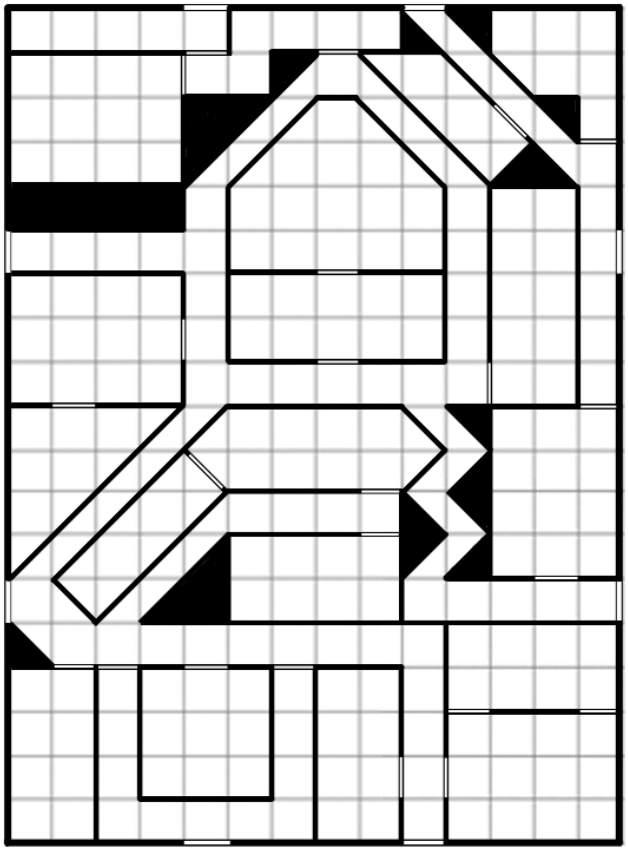

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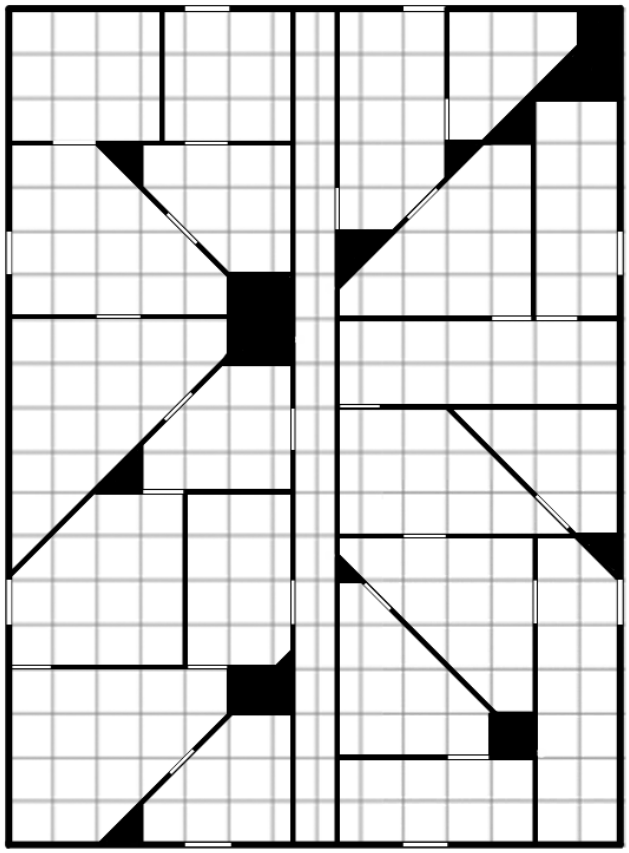

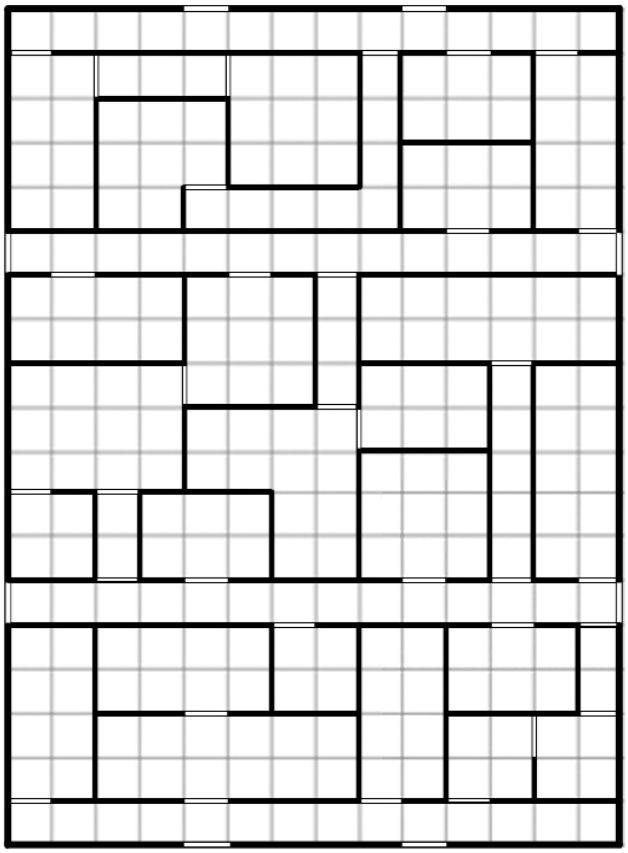

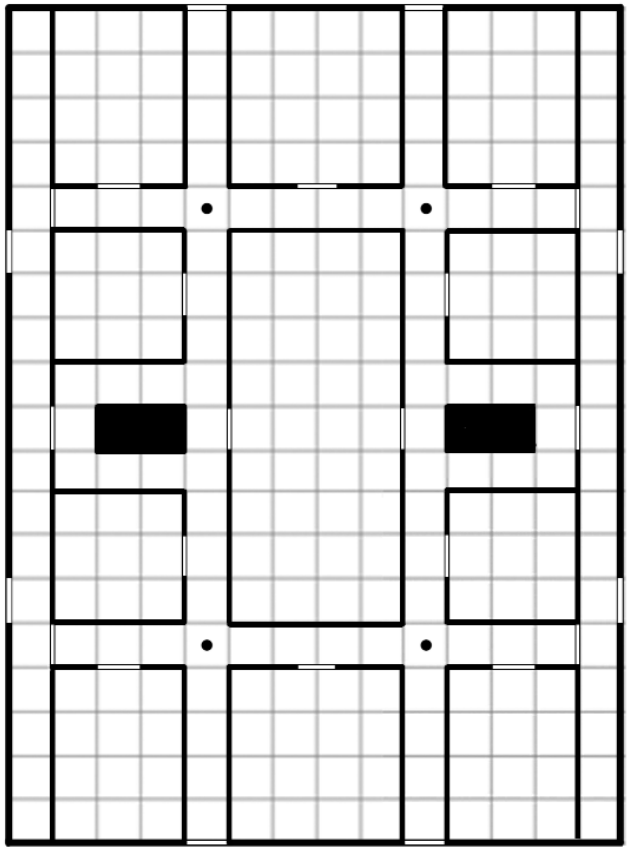

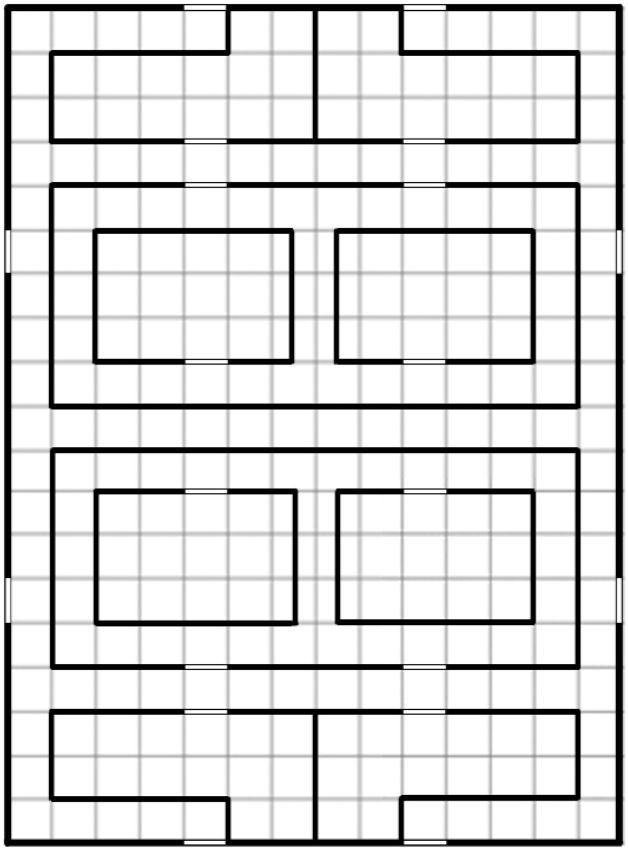

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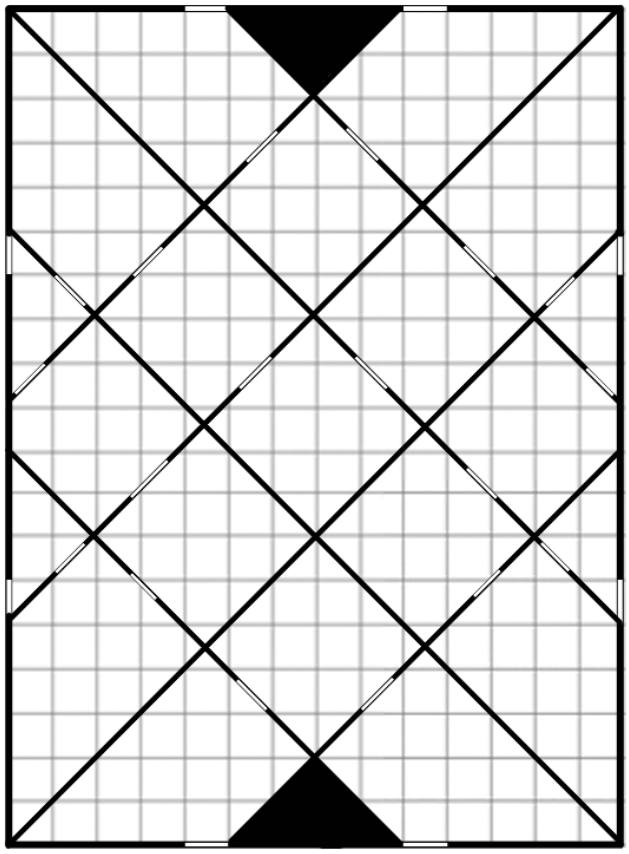

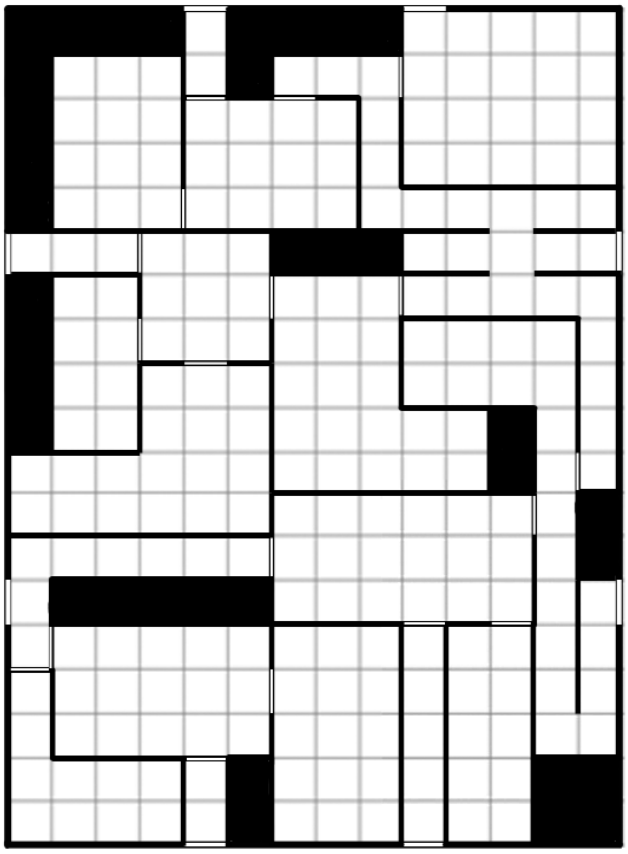

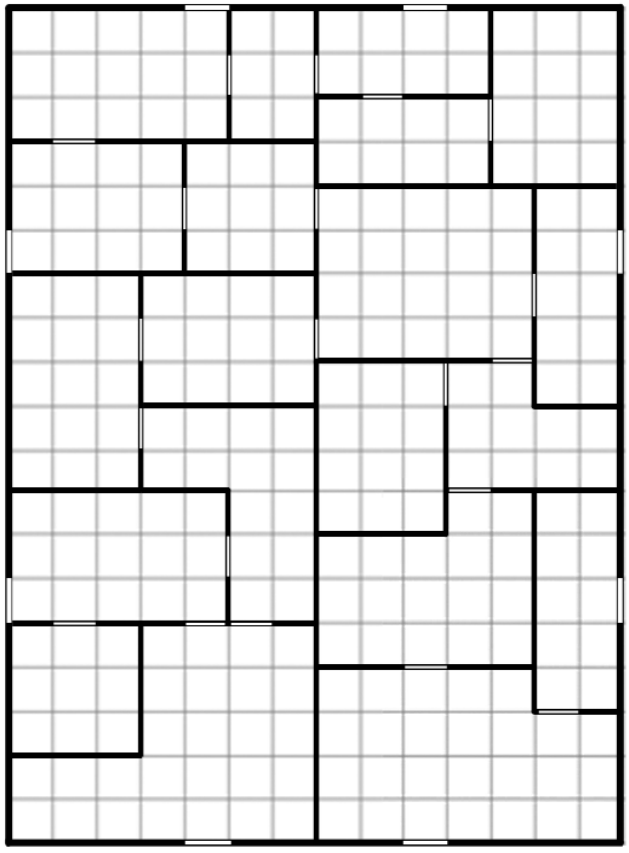

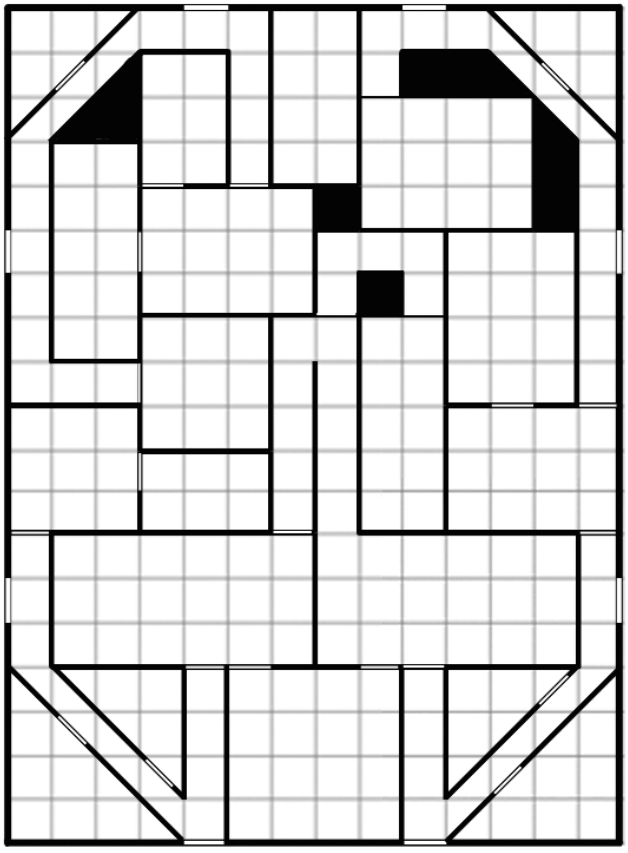

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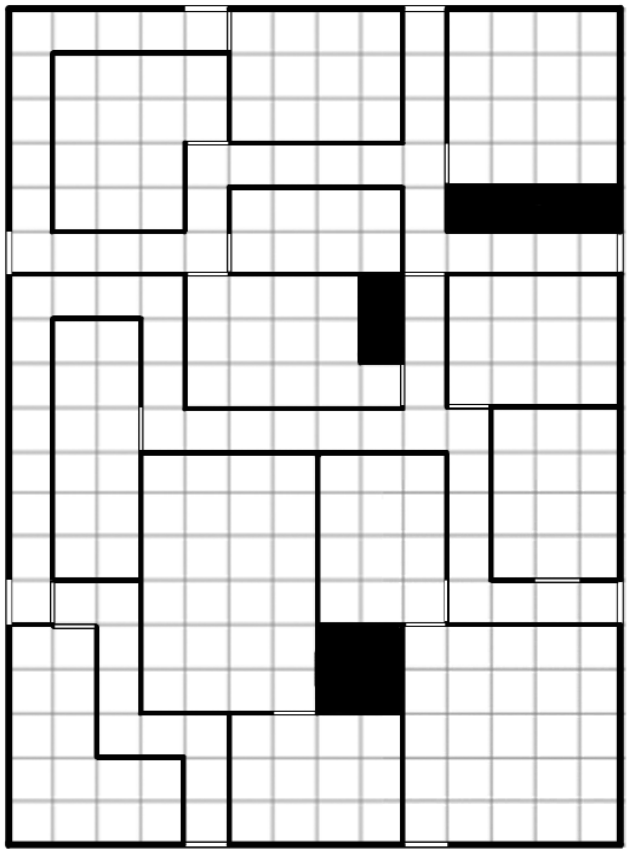
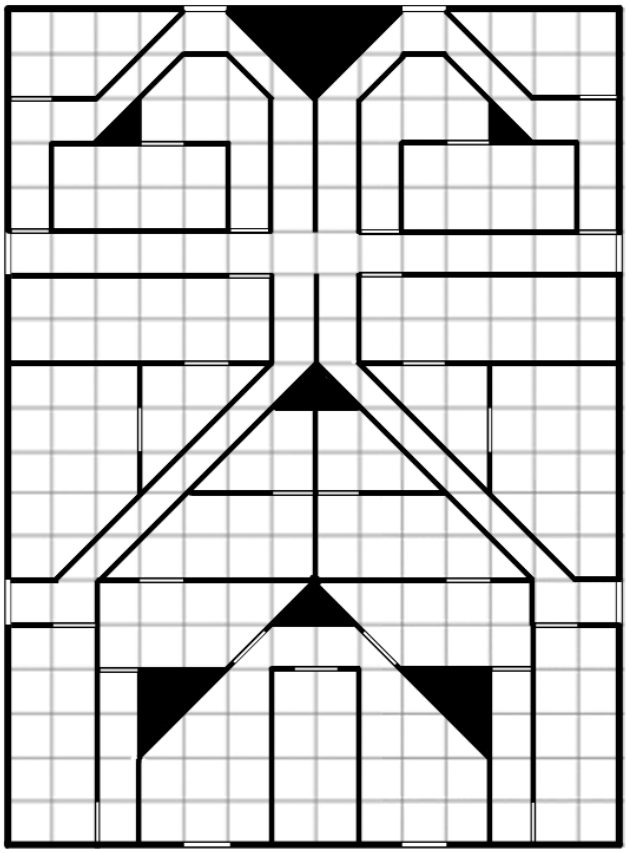
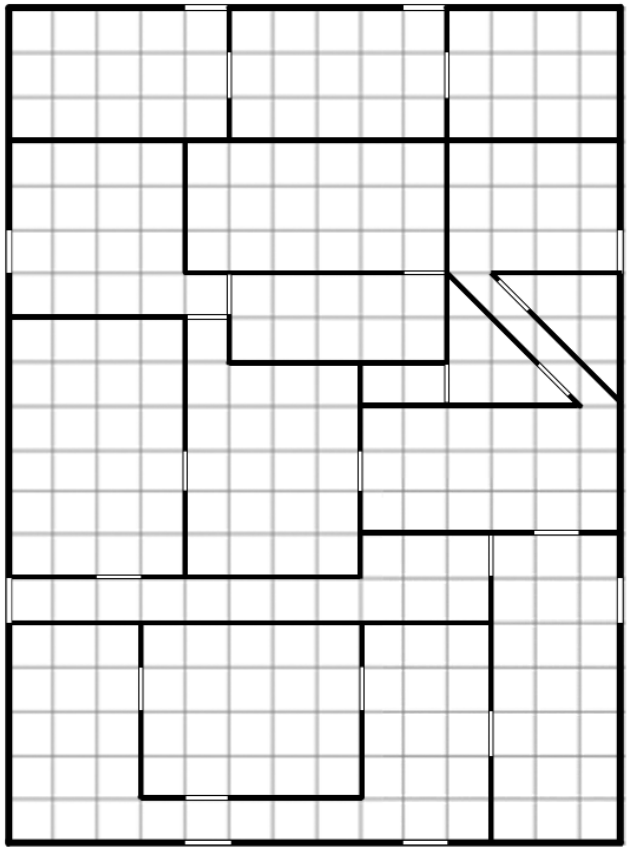
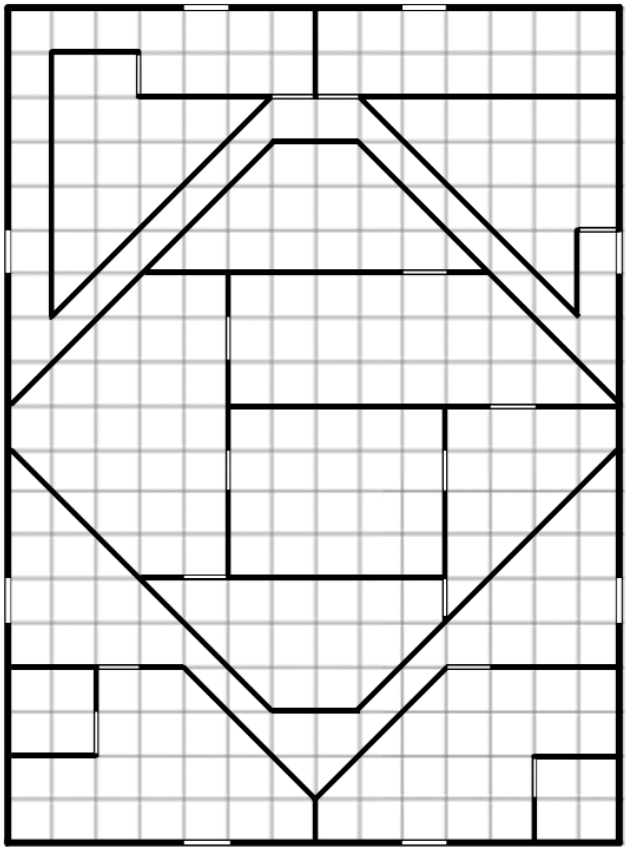
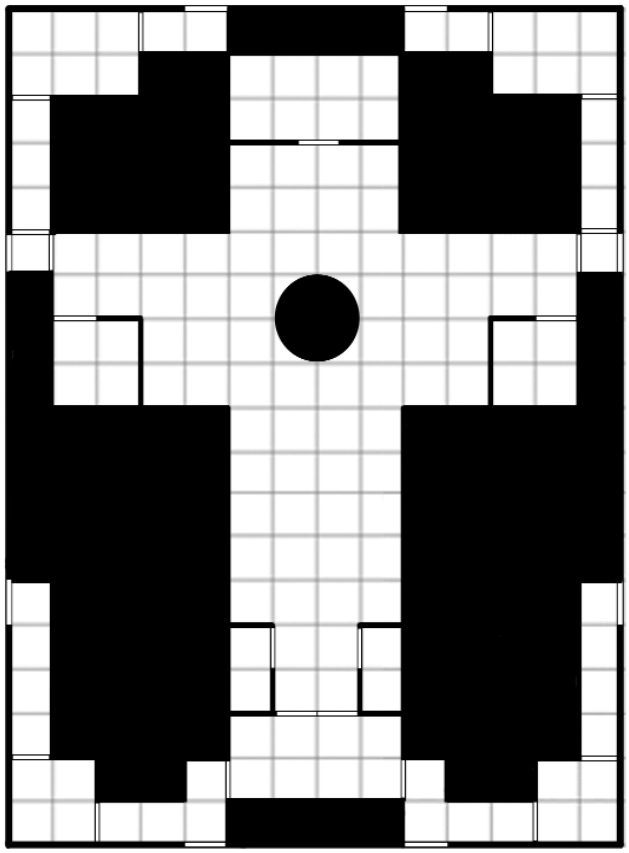


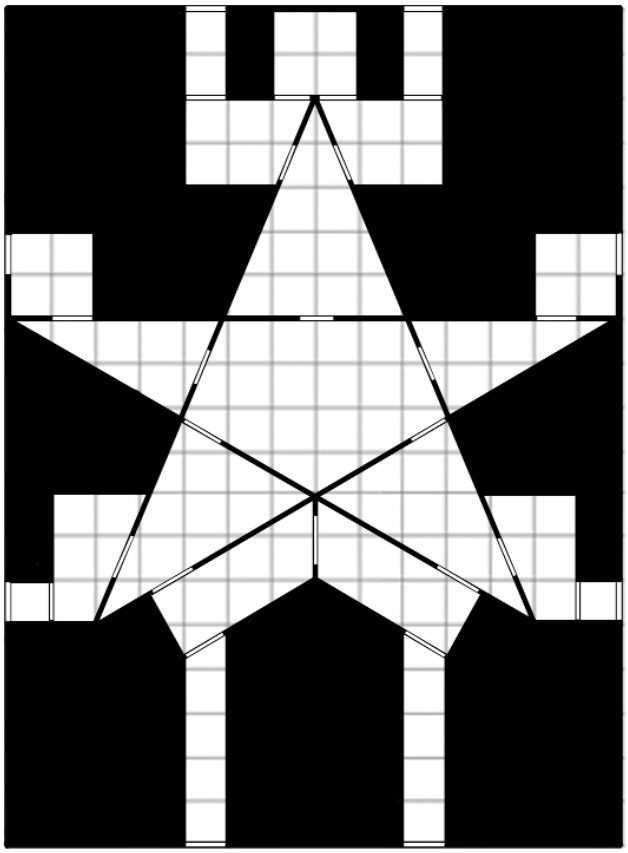


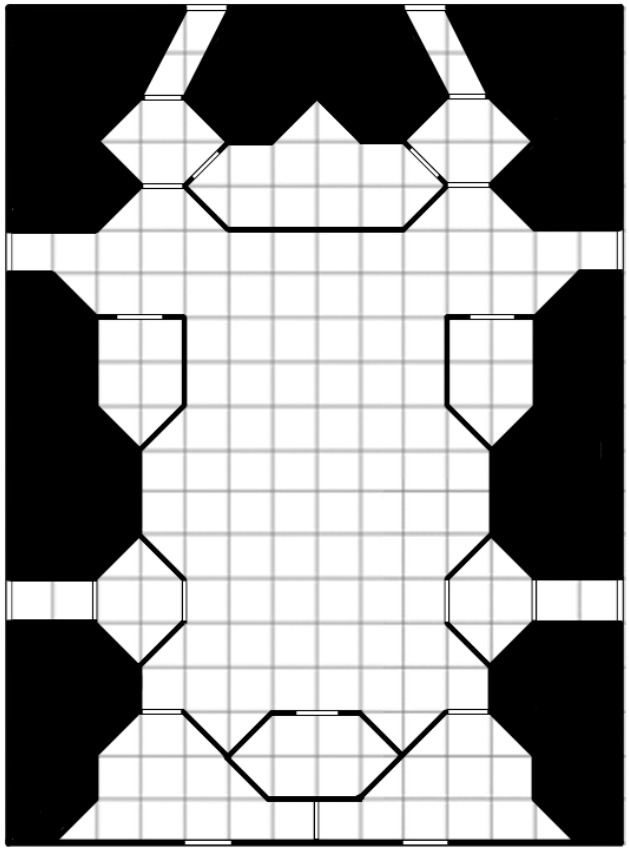


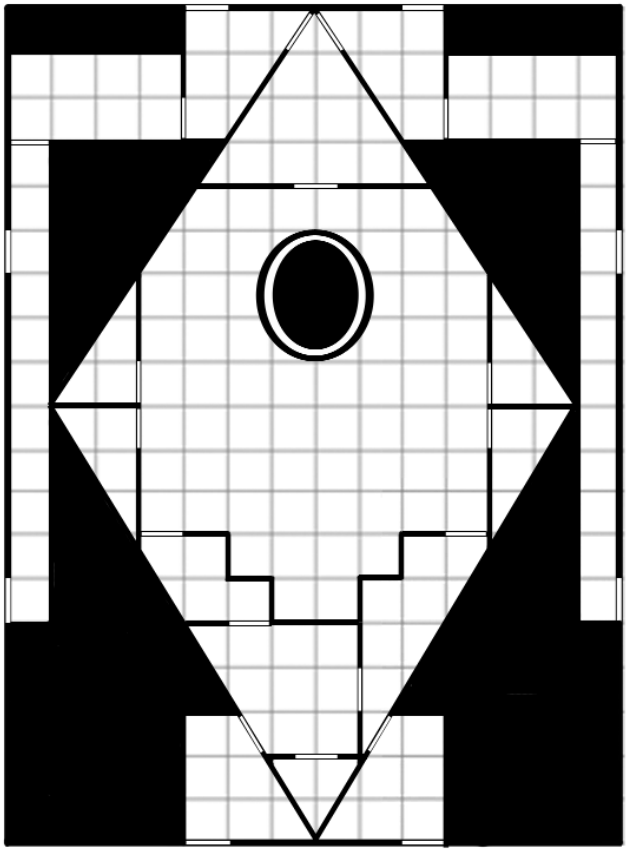
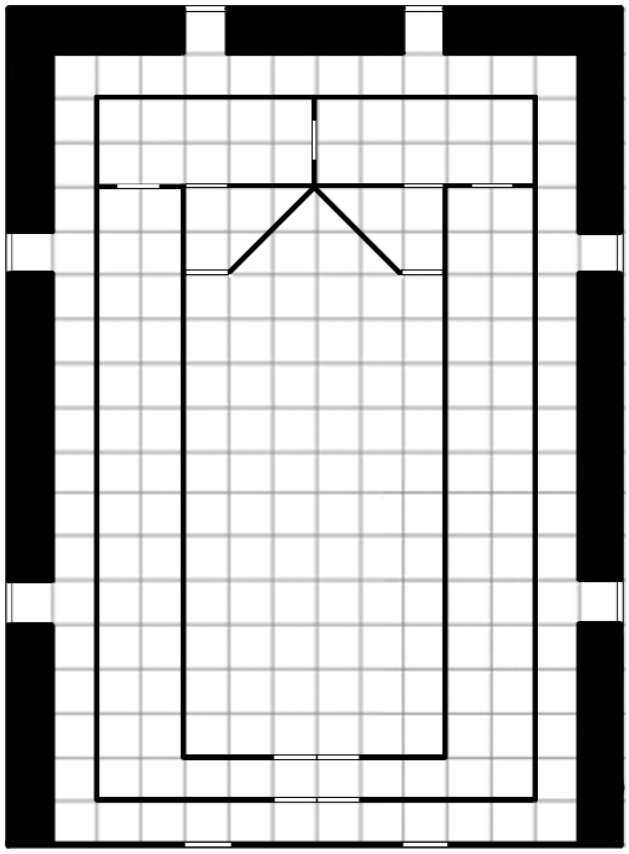
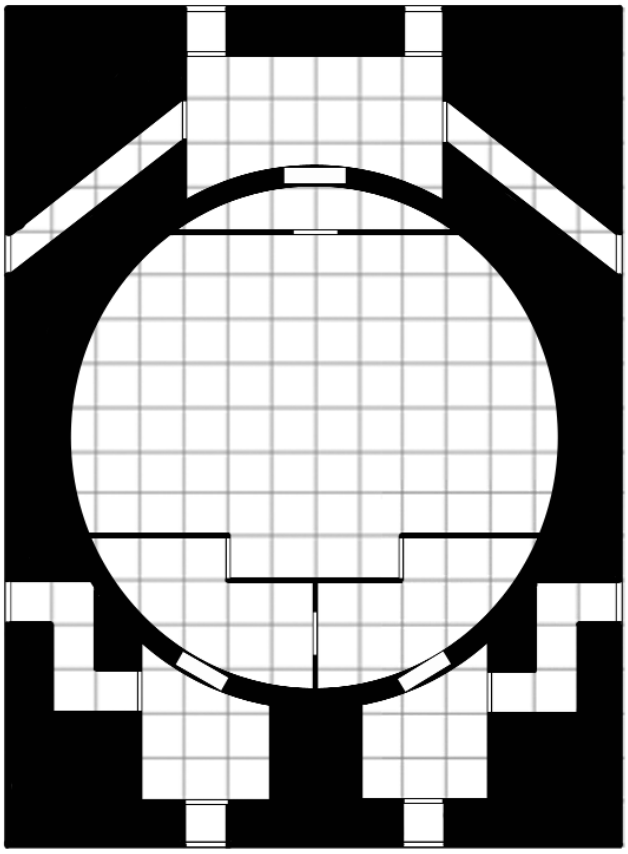
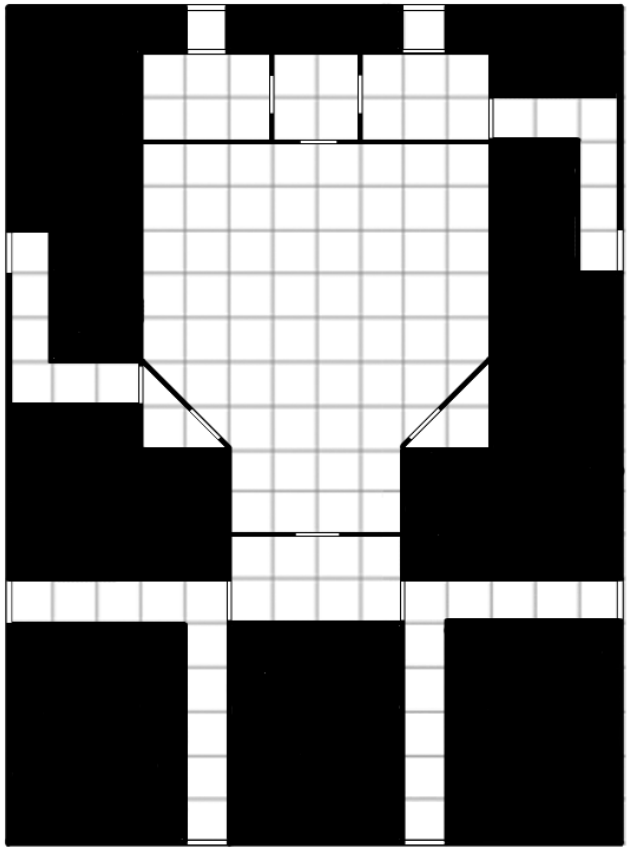
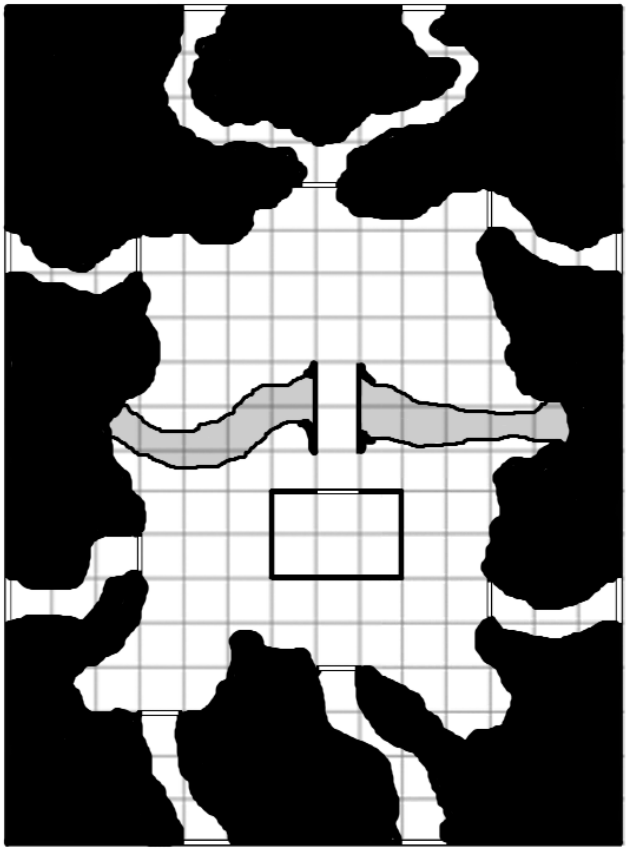


# Temples









# Temples