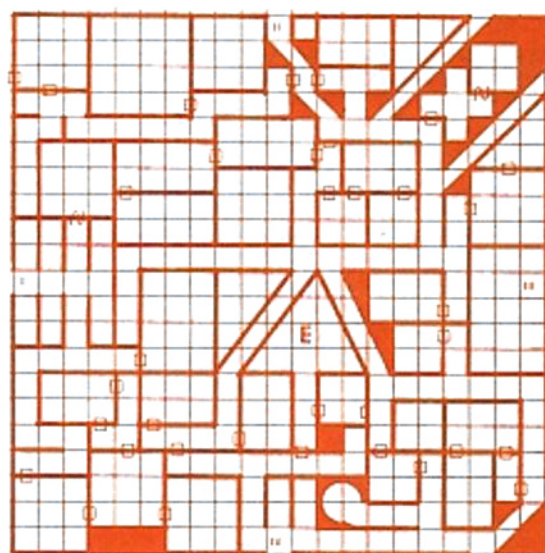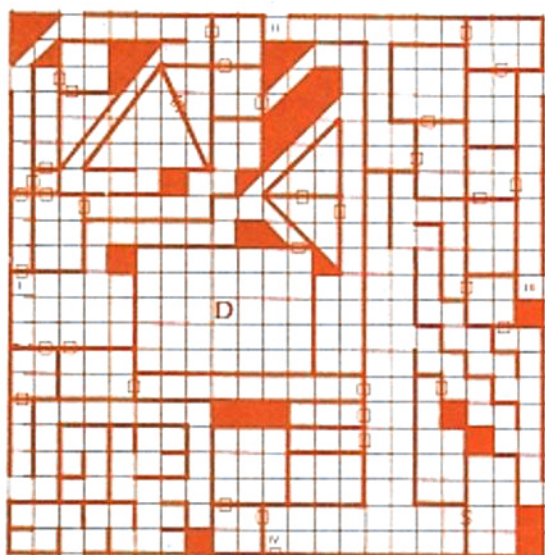# DUNGEONS & DRAGONS

DUNGEON GEOMORPHS

Set One: Basic Dungeon

By Gary Gygax

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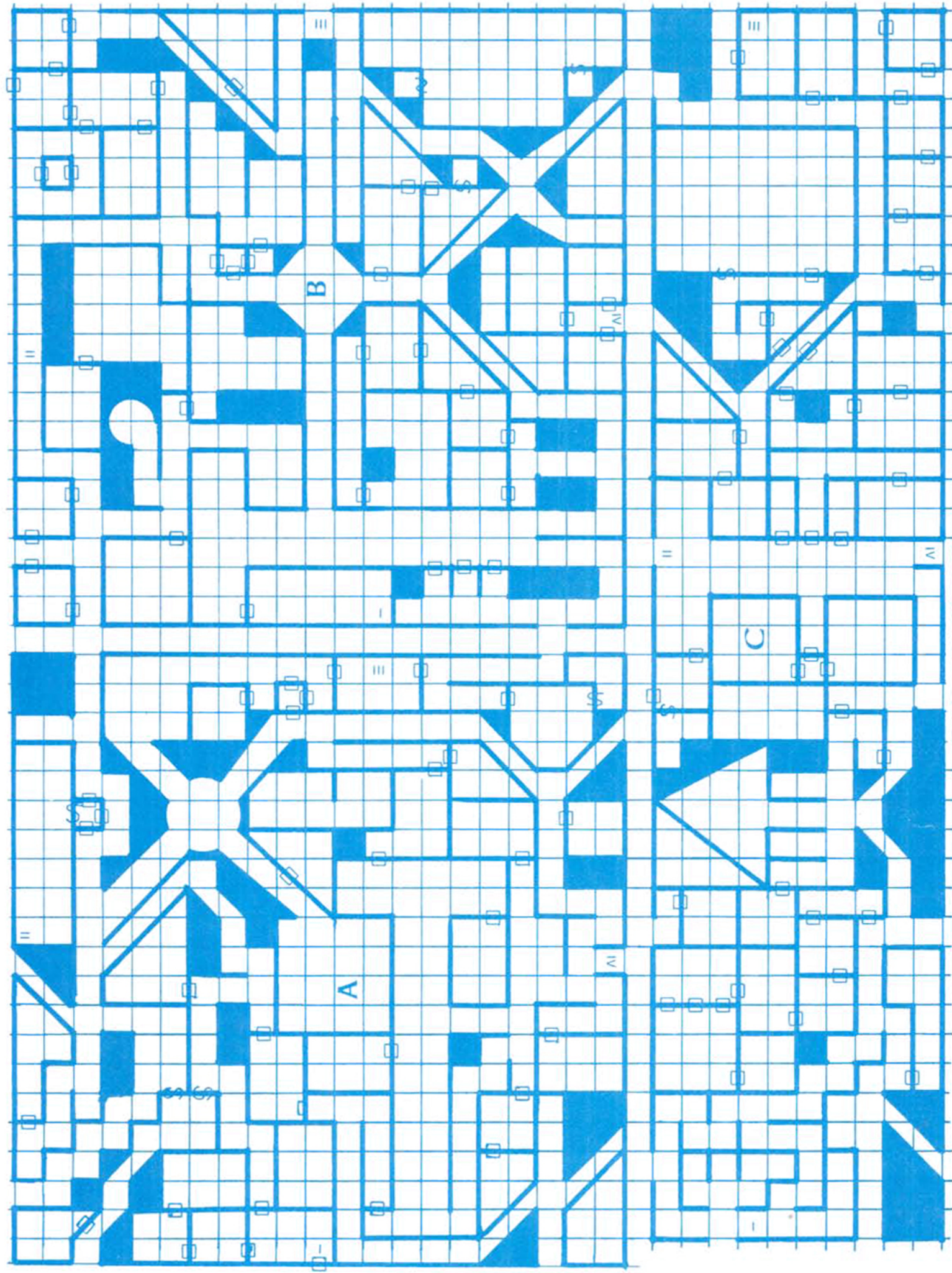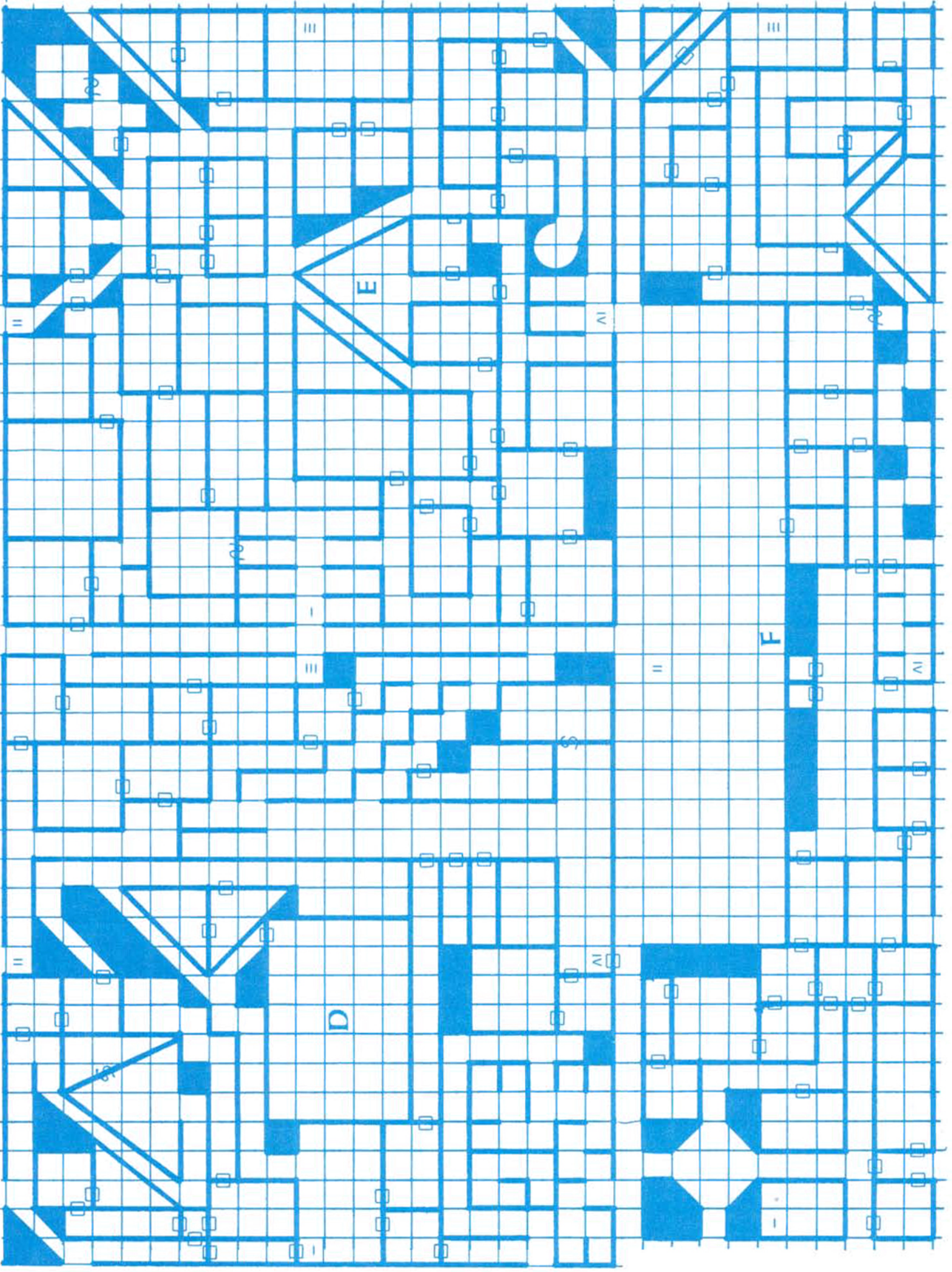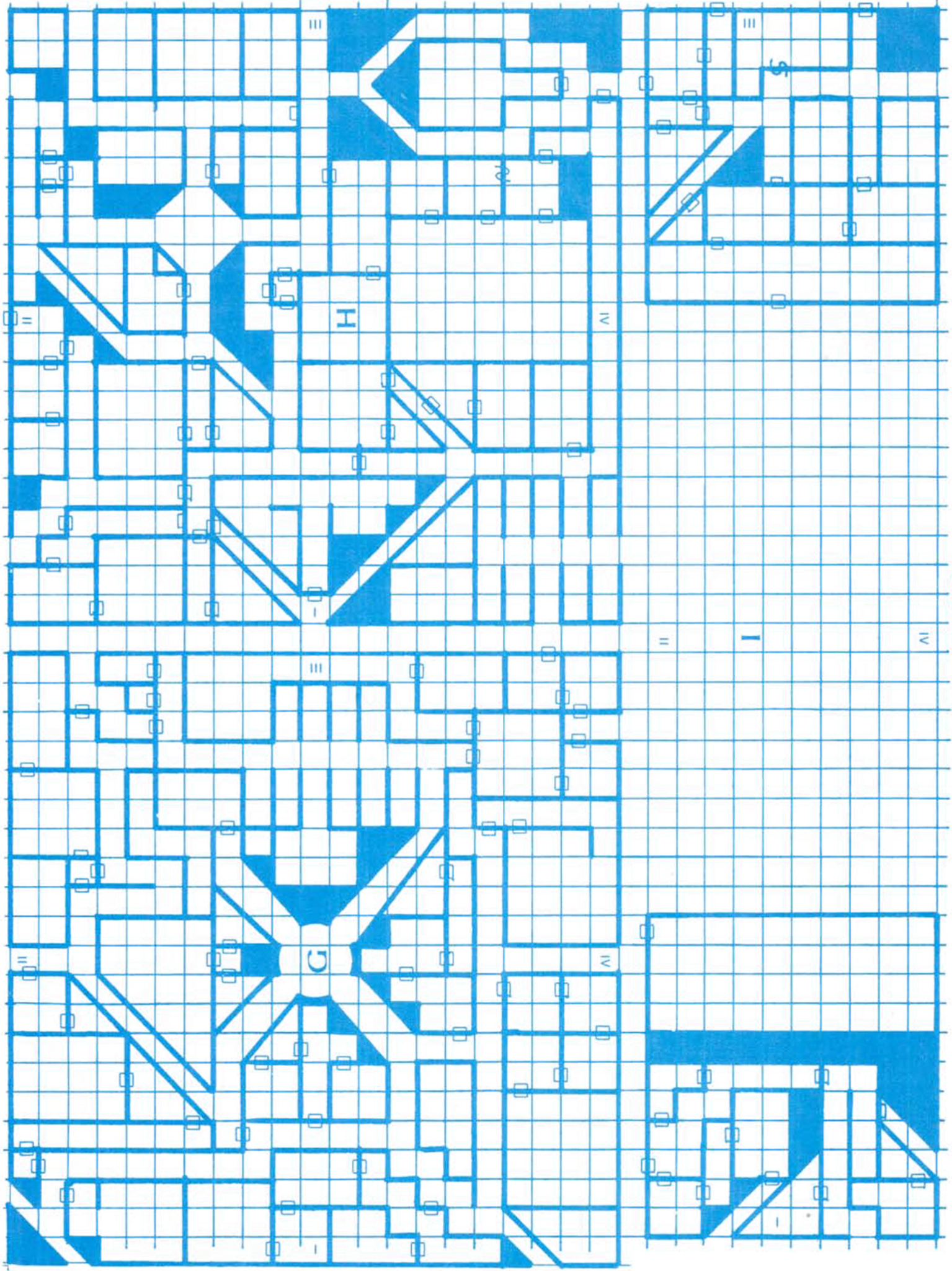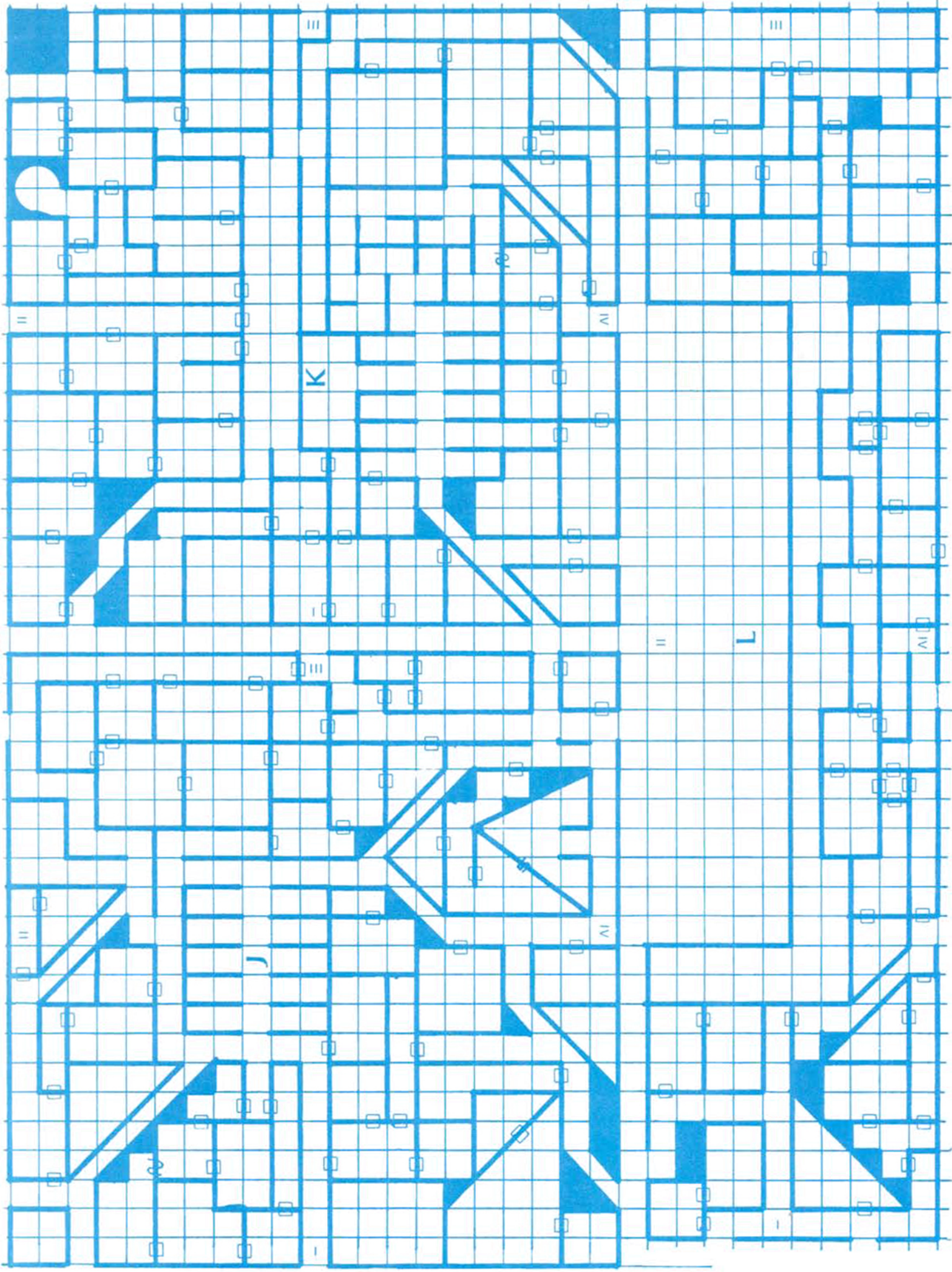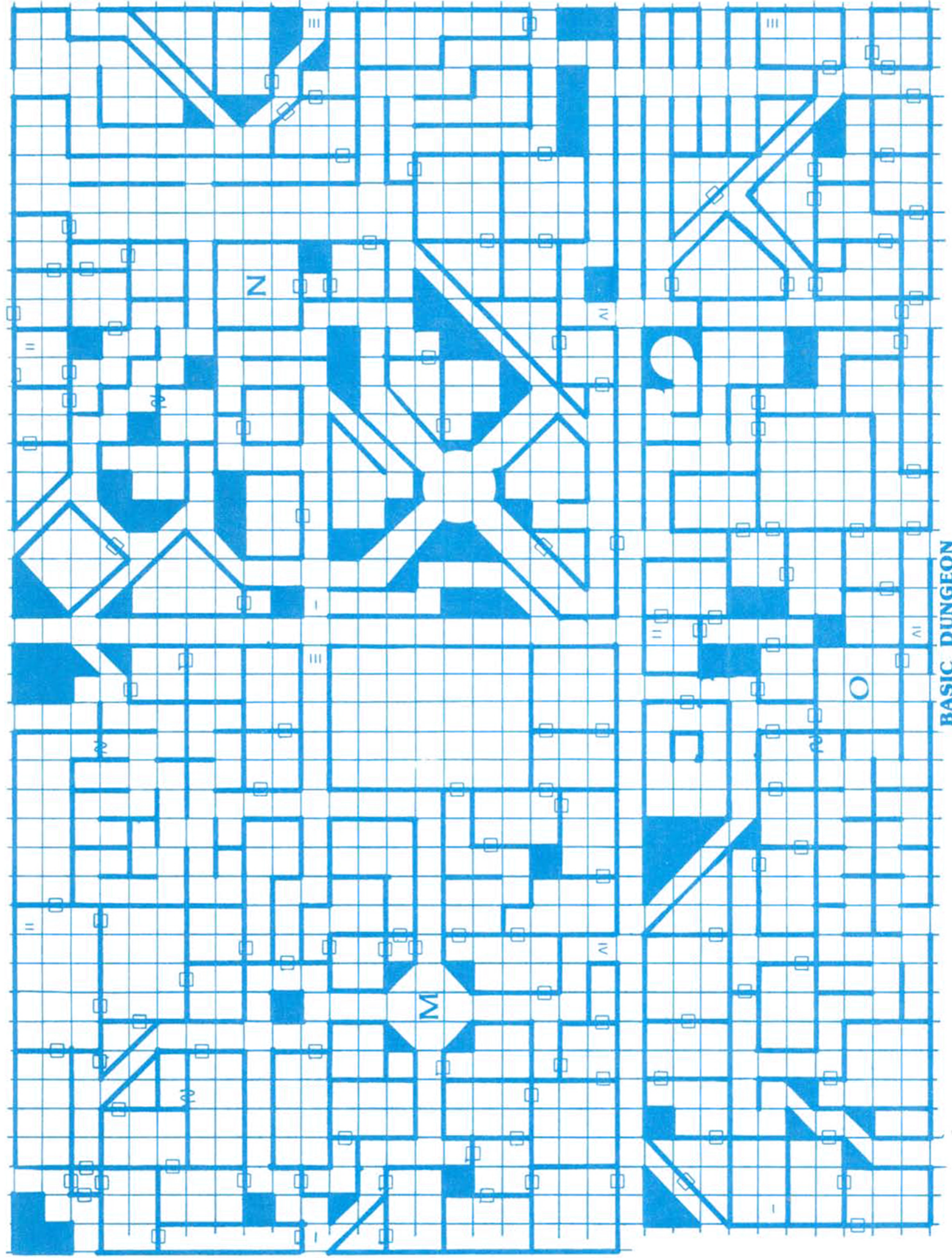
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BASIC DUNGEON

BASIC DUNGEON

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SAMPLE LEVEL MATRIX KEY

Level 1: Geomorphs B, D, E, I
          Facing north: II, IV, III, II

B II	D IV
E III	I II

ENCOUNTER KEY EXAMPLE

1. A rudely furnished room with an old holy man (lawful/good) who has sworn
    a vow of silence. He will not fight if attacked. He takes only 2 hit
    points. There is a pottery flask containing his drinking water in one
    corner; a small container near his pallet has a handful of lentils (all
    of his food); there are some rags hanging from a nail in the wall, and a
    wooden begging bowl on a rough wooded table near the door holds 1 silver
    piece and 3 coppers. If he is impolitely treated or his room is searched
    he will do nothing, but he will never aid the offenders. If so much as
    a single copper piece is dropped in his bowl, he will make a holy sign
    which will add 1 hit point permanently to all the party's members.
    After doing the latter, he will disappear when the party leaves, and he
    will be replaced by 1A.

1A. An insane fiend conforming generally to the description of 1. above. He
    will say nothing until a party is in his abode, but will then attack
    with two hidden daggers. He takes 12 hit points, with an armor class
    equal to 5 due to his 18 dexterity. He has no treasure to begin with...

2. A seemingly empty room which contains a gold tube worth 230 gold pieces.
    It is invisible. Inside the tube is a map to stairway #7, indicating
    that it leads directly to the 4th level down. If the room is searched,
    there is a cumulative chance of 2% per person per turn of general search-
    ing that it will be stumbled upon.

3. 4 LARGE SPIDERS, H.P.: 6, 5, 3, 2. They tend to lurk directly above the
    entryway and have a 50% chance of surprising any party entering. Only
    the largest has normal poison, and if the other 3 bite, the victim has
    a +4 on his saving throw. Bite damage is 1. If the room is searched,
    it will be noted that there are heavy cobwebs in the corners. In the SW
    corner they conceal a small space, and in that space is the skeleton of
    a man--including a suit of plate mail, a lantern, 2 flasks of oil, 4
    vials of holy water, a dagger, a sword, and a mace. There are 167
    silver pieces in a rotting leather bag at the far end of the space. All
    other possessions of the dead fighter have rotted.

4. Steps down to the 2nd level (geomorph E I, central portion).

5. False door which fires an arrow directly out when it is opened. The
    arrow is magical (+1), and if it fails to hit it will be usable. After
    the first magic arrow, it will fire only non-magic ones which will
    break whether or not they hit.

Approximately 25% of the rooms and large spaces should contain monsters,
treasures, and other notable items. For every five such rooms 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.

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	● trap door, floor	■ pit
door, one way	O trap door, ceiling	□ pit, covered
door, false	Oˢ trap door, secret	→ trap, general
door, removed*	Ⅲ steps up	G slide
door, secret	╟ steps down	x dead end
* no door, solid wall		

KEYING YOUR LEVELS

You will note that there are no doors shown in some areas. You should fill in these entries as you see fit, or simply leave the unenterable areas as solid or requiring magical spells to enter. You may decide to do away with some doors or rooms as shown. 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 doors (non-resisting, wizard locked, intelligent, 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, subdivide existing rooms, 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.