

**CLASSIC DUNGEON DESIGNER SERIES #03**

**OLD SCHOOL  
DUNGEON GEOMORPHS**

*A set of 60 interlocking map tiles for quick design of  
caves, catacombs, mines and dungeons.*

*Usable with any gaming system.*

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## NOTES

The geomorphs should be printed on cardstock or paste mounted on cardboard for best results. For extra-durability, print and laminate.

The geomorphs are all 11 x 11 squares (10' /square). There are four possible entry points, at the center of the four cardinal sides. Note that some geomorphs may use only 2 or 3 of these entry ways.

Three of the geomorphs are also designated as 'Stairway' modules. These have a 30' long staircase at one entry point. These are meant for main entrances and points to

ascend or descend to another dungeon level. Most modules also contain short flights of steps up or down. These should not be confused with the longer stairways. These latter staircases allow the geomorphs to depict criss-crossing passages and multi-level rooms.

Several of the geomorphs depict caverns or collapsed ruins. These generally have no stairways. When placing these tiles, the DM should note on his or her master map the actual slope of the cavern passages.

No doors, secret doors, traps or other 'dungeon dressing' has been included. When drawing the master map, the DM can place these as desired.



**Credits:** A substantial number of the geomorphs within are adapted from *Geomorphic Mini-Dungeon Modules* by Erol Otus (Fantasy Art Enterprises, 1979).





















