

**year
of the
dungeon**

**2010
may
compilation**

**tony
© 2010
dowler**

“A few months ago, I was at my printer's when I spied a box of 4" x 3" cardstock note pads.

"What are those?"

"Oh just some leftovers from a print job. Want some?"

I took 10 of them, 200 pages in all. Within a few days I picked on up and started sketching a dungeon map on it. Pretty soon I'd done a half dozen. I started drawing more maps and handing them out as presents or business cards. I was having a blast.

Fast forward to December. I'd drawn about 60 maps and given away more than half of them. I'd been toying with the idea of starting some kind of blog again, which is when it hit me: a microdungeon blog.

This is a blog of maps for dungeon-exploration games in the style of Dungeons & Dragons. I love dungeon maps. I think they're art. But mostly I think they're fun. I've got enough maps to last the next five months, and I'm not even half-way through my paper yet.”

I wrote the above at my blog on January 3rd, 2010. I've since had the idea to compile each month's offerings into a handy pdf.

I hope that you enjoy and gain as much inspiration from reading and looking at the dungeons within as I have in drawing them.

~ td, 17 february 2010



All contents
©2010 tony dowler

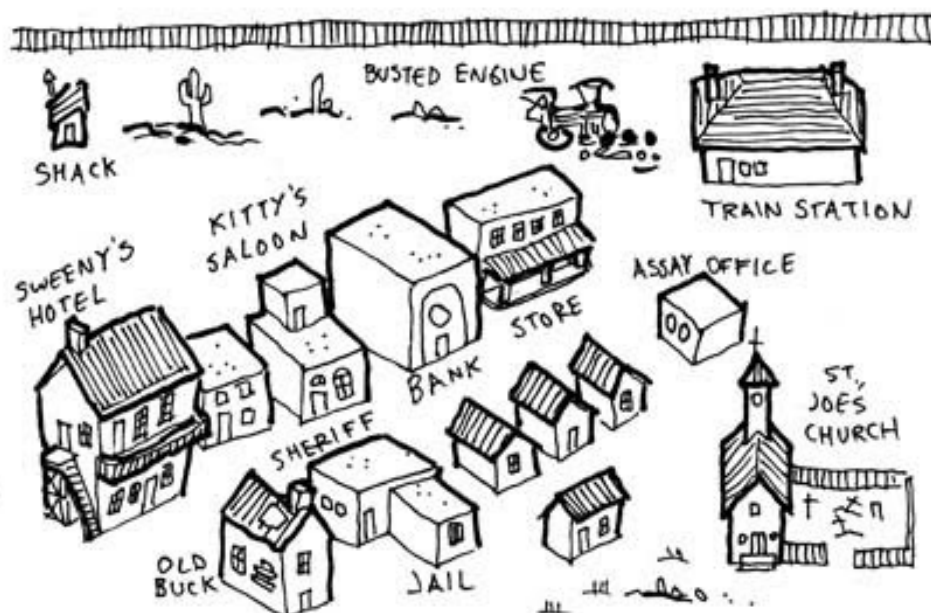


Compilation & Editing
The Fantasy Cartographic

contents

One Horse Town	2
Harper's Canyon	3
Brass Gulch Mine	4
Cupcake Dungeon	5
The Enchanted Princess (Part 1)	6
The Enchanted Princess (Part 2)	7
Cloud Giant Alchemist	8
Atrium	9
Violence	10
Another Coffee Dungeon	11
The Stonehouse	12
The Flying Castle	13
Place Your Own Microdungeon Here!	14

One Horse Town



Not much happens in this one horse town, unless you count the time bandits shot up a gold train just off the station. Or was it confederates shot up a troop train? I can never remember. Old Buck'd know. They say he was a gunfighter back in the day and still keeps a pair of pearl-handled pistols under the floorboards in his kitchen.

Sheriff Watts don't believe that, though. He says guns don't carry to keepin' the peace, but that people should talk things out. I don't know about that, but I've seen Kitty the Saloon owner pass him a bag of silver dollars to keep her private business private.

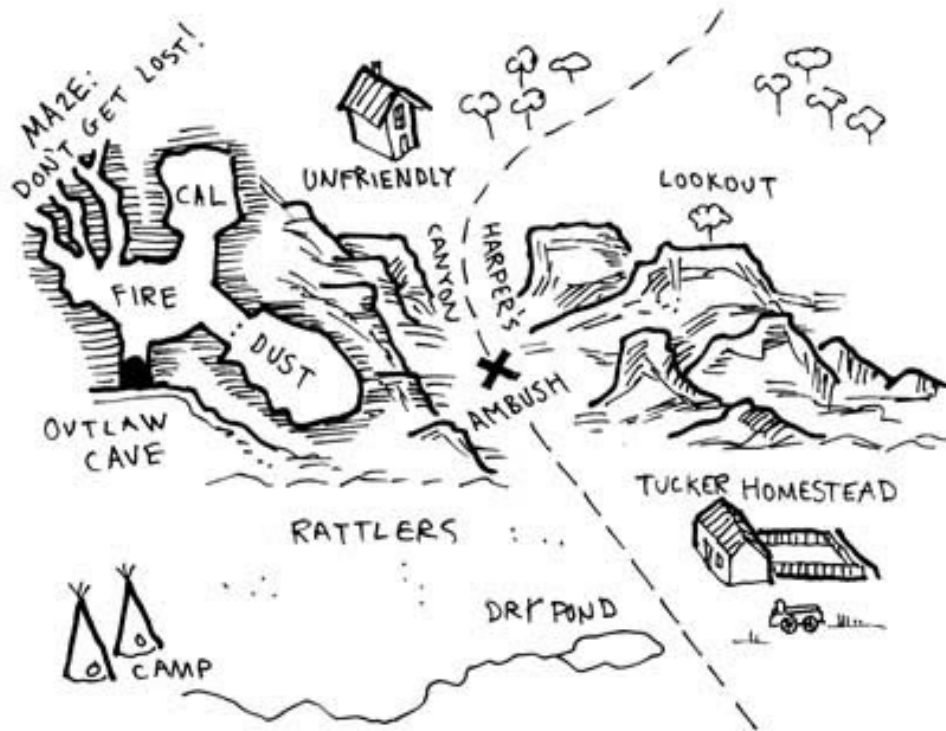
And things are pretty quiet at Sweeney's Hotel, but that don't signify. Sweeney's not around much. Spends most of his time visitin' his cousin's farm, he says. But I know he's got a shack just out of town full of shovels and a crate of dynamite.

And there's something strange about Father Pat. He preaches OK, but there's a mean, distant look in his eye that some folks miss. I've seen him whispering with Miss Kitty in the graveyard when no one else is looking.

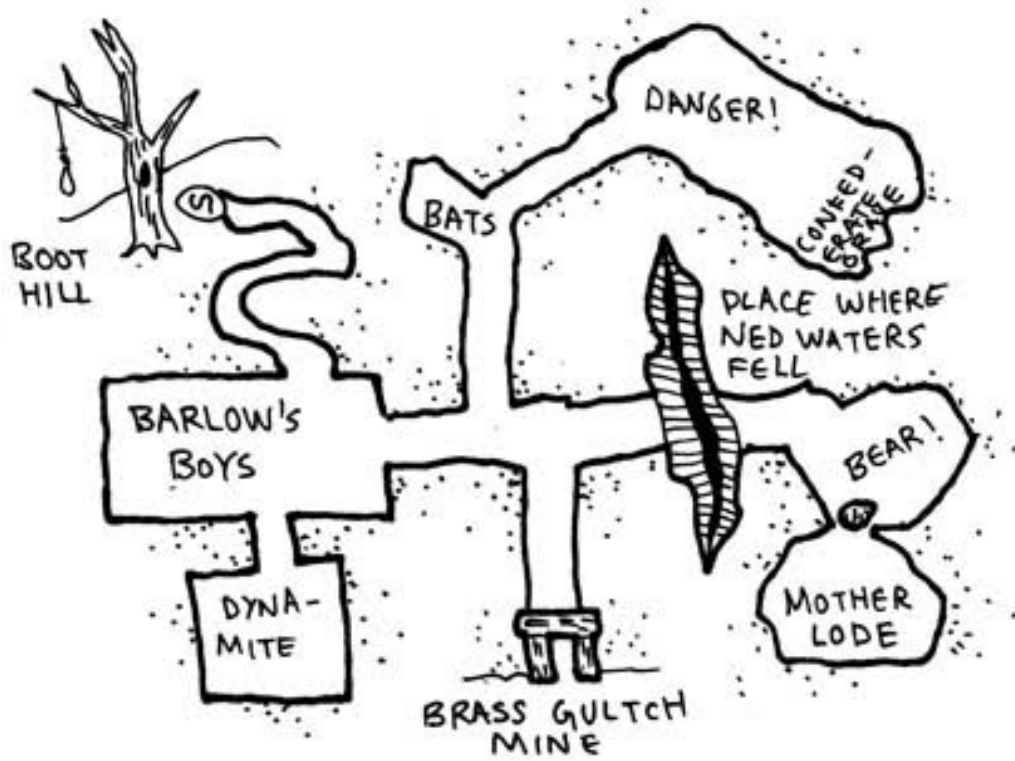
Yeah, it's a quiet town, but I'm not sure how long it's going to stay that way.

[Chris Bennett has been challenging me to create some microdungeons on the themes of the classic non-fantasy TSR role-playing games from back in the day. To show that I am up to the challenge, I declare the upcoming week Boot Hill Week! Nothing but Boot Hill dungeons all week long! ~ td (02 May 2010)]

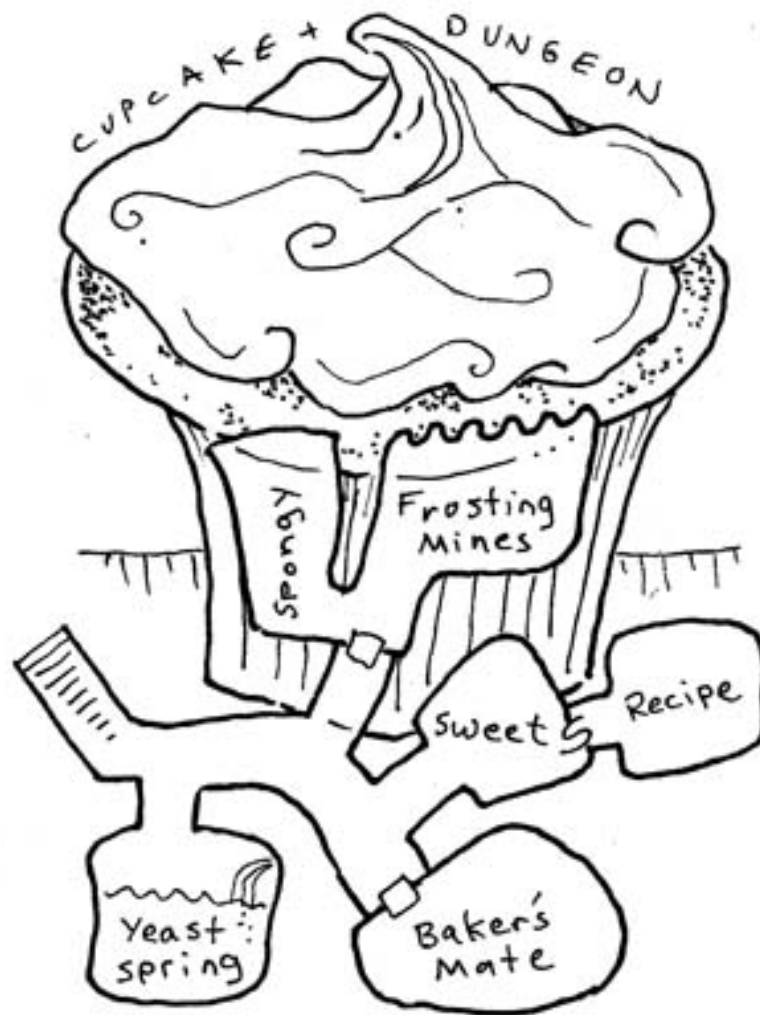
Harper's Canyon



Brass Gulch Mine

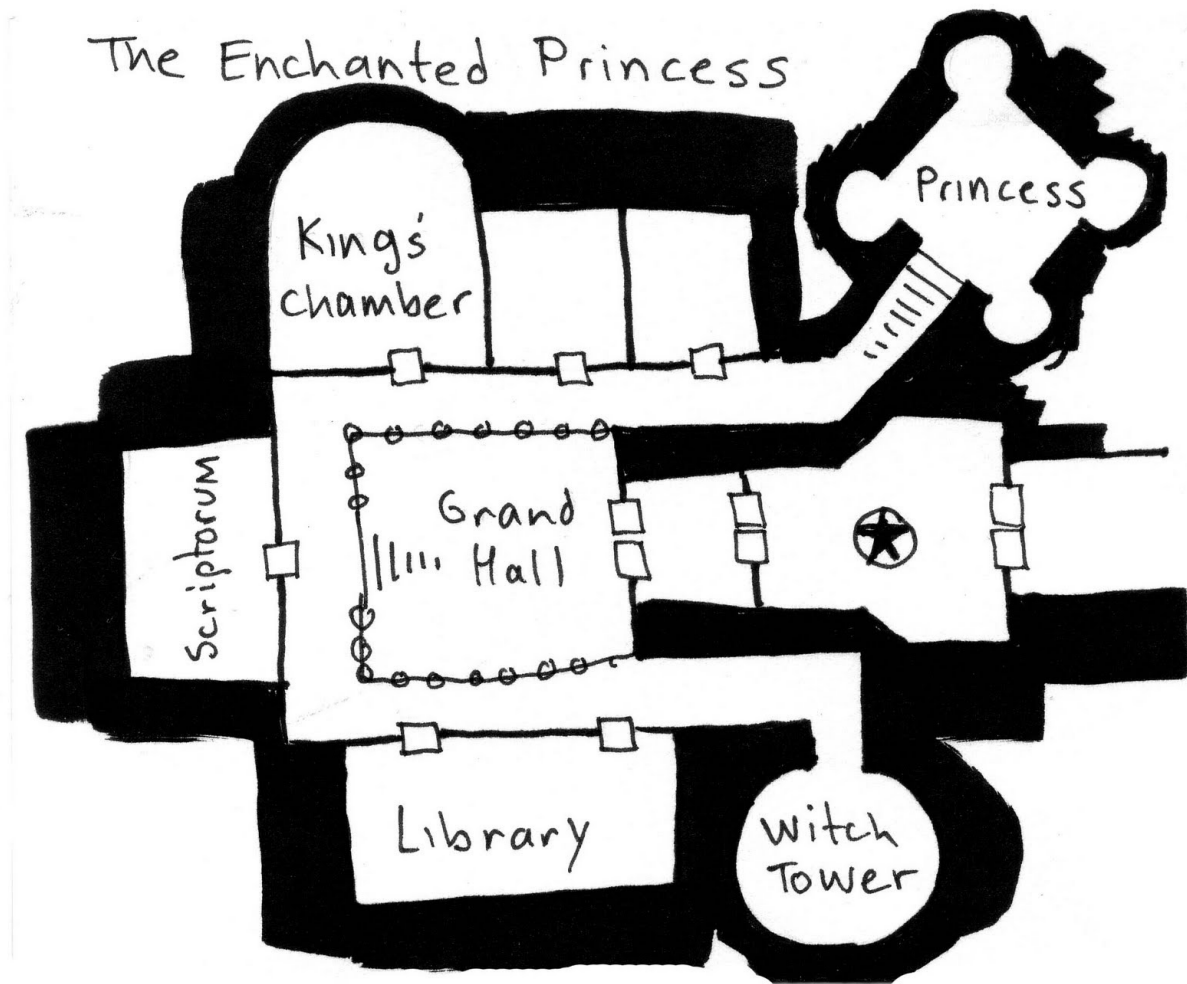


Cupcake Dungeon



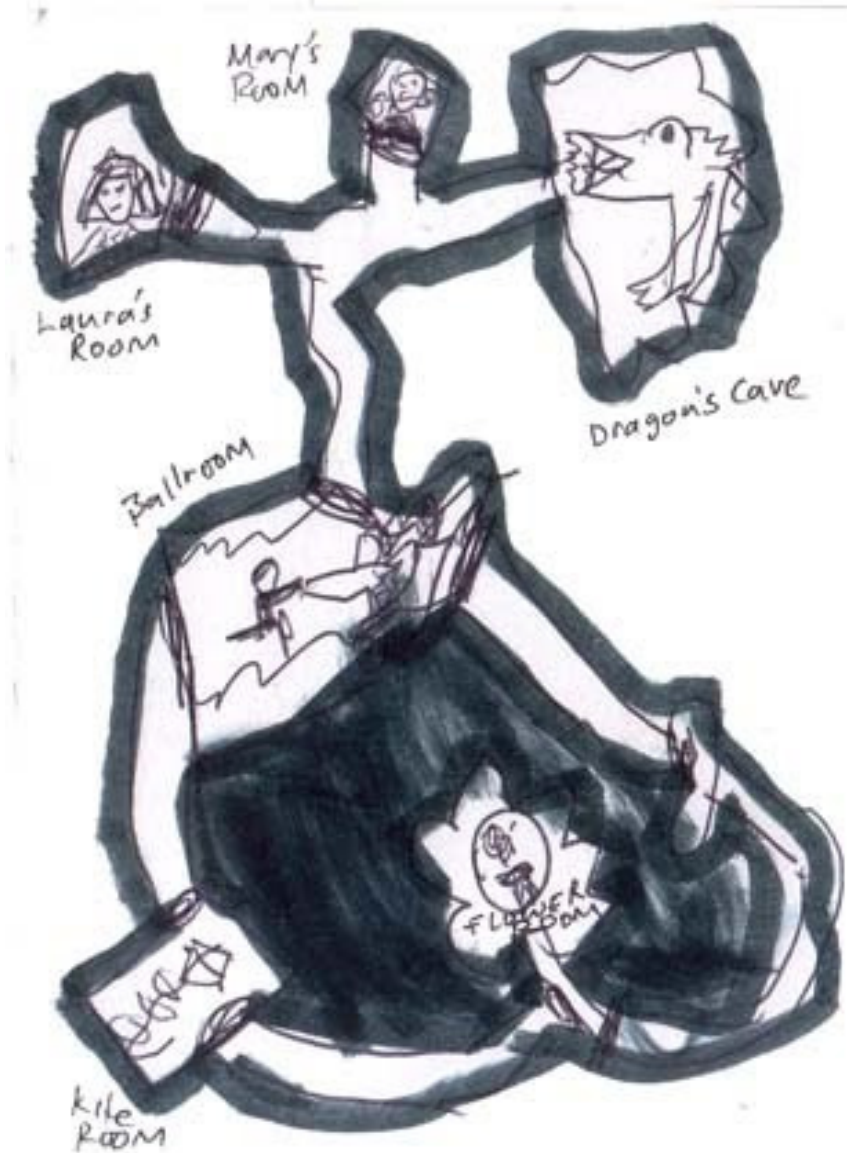
There's this idea for a cooking-themed campaign that I've always wanted to do. The idea goes that any craft, taken to a high enough level, becomes essentially magic. In the Great City State of this campaign world, high-class chefs compete for wealth and acclaim. The PCs are employed by one of these chefs, a job that sends them across the world seeking rare recipes and ingredients, on missions to investigate the plans of rival chefs, and occasionally to fix a magical recipe gone horribly wrong.

The Enchanted Princess (Part 1)



Because I assume that everyone wants to hear more about my daughter's seventh birthday party, here are paired dungeons created by my daughter, Miss M, and myself; my first Year of the Dungeon collaboration. The first dungeon (I drew that one) contains rooms requested by Miss M. The second [shown on the following page] she drew after expressing some disappointment with the shortcoming[s] of my dungeon.

The Enchanted Princess (Part 2)



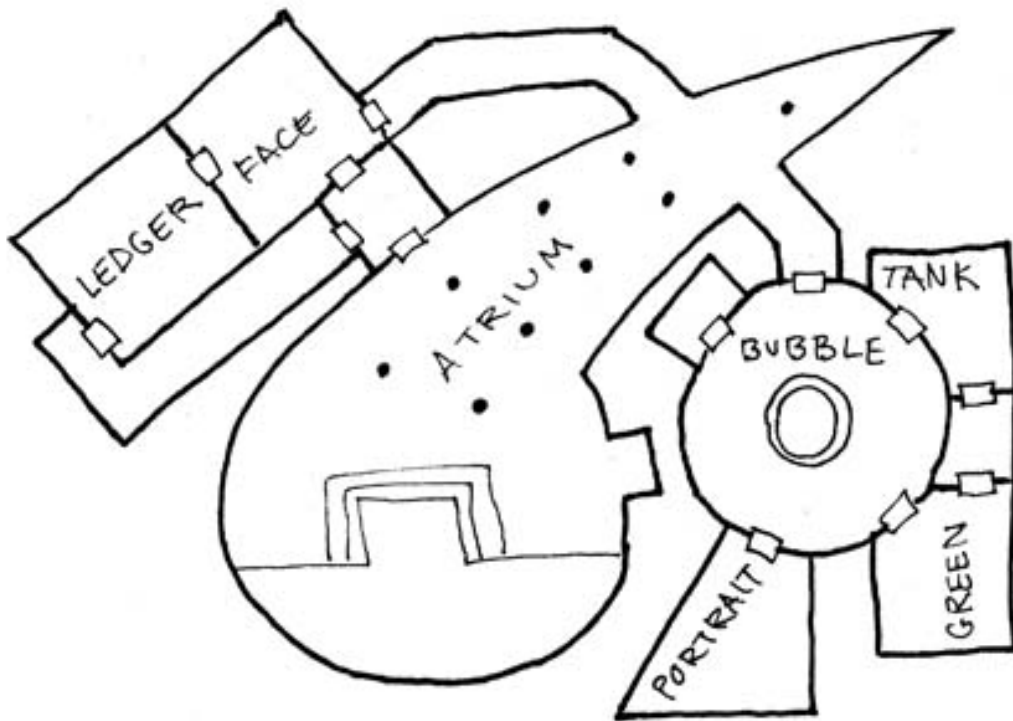
It's not entirely visible, but the hallways to the Dragon's lair ends in a blank wall with no door, "because then the dragon would get out!" Note also the Ballroom, and the all important Kite Room.

Cloud Giant Alchemist



Cloud Giants, as I recall, are pretty badass. Cloud Giant Alchemists like to test their theories on people. It's kind of like testing cosmetics on rabbits. So becoming a Cloud Giant alchemist's prisoner might not be a great move. On the other hand, alchemists are all about converting lead into gold, which might mean there's some free gold lying around, right?

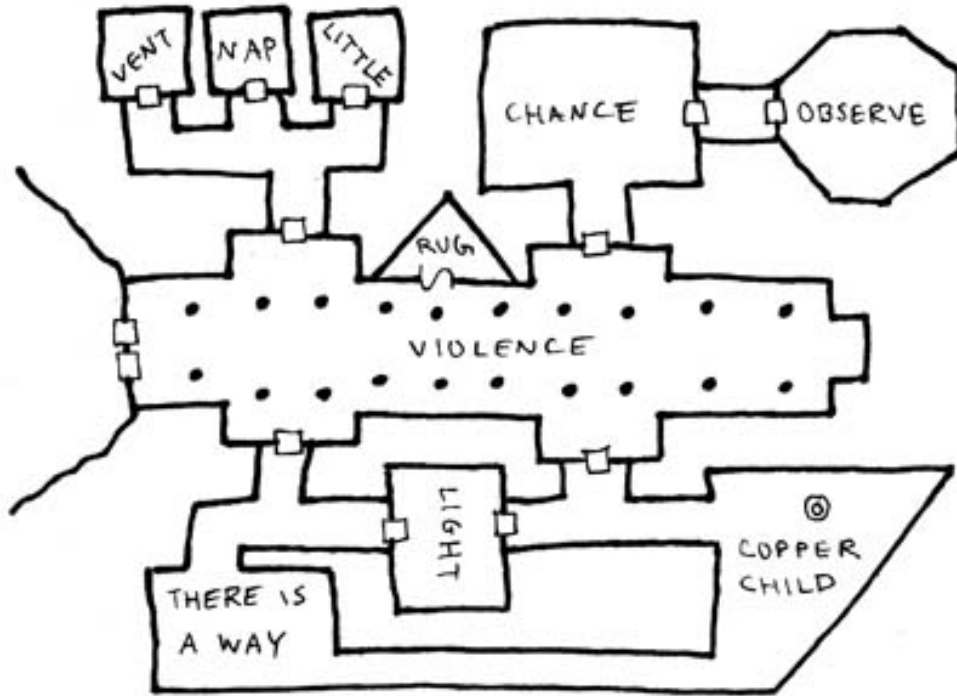
Atrium



The Faithful Illithid (his or her true name being unknown) served many masters with a diligence and neutrality that belied the reputation of the Illithid race. When, in time, fame brought too many sages, kings, wizards, and demons willing to pay even the Illithids exorbitant price, it retreated to another plane of existence where it continues its work in relative peace. But if your reputation is high enough, even a pocket dimension without entrance is no discouragement.

The Faithful Illithid still takes commissions from a variety of customers, provided the customer has the knowledge and power to reach the Illithid in its private refuge. The creature is known to employ a number of trustworthy and reliable agents throughout the planes to carry out its customers requests. No commission is too obscure or too dangerous for The Faithful Illithid.

Violence



The core of this dungeon is violence. Don't let the manipulations and amendments distract you; it comes back to violence.

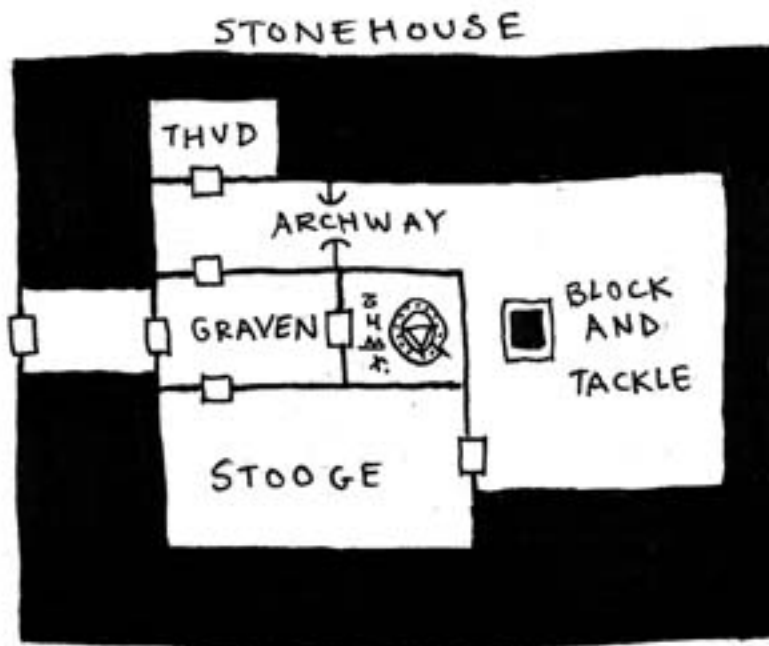
Another Coffee Dungeon



12 Random Beverages

1. Coffee
2. Coffee substitute brewed from fungus
3. Slime mold juice
4. Fermented slime mold juice
5. Blood
6. Crystal clear water
7. Tainted water, causes abdominal cramps for 1d8 hours
8. Unstable quintessence, roll on potion immiscibility table
9. Ethereal water, invisible, weightless, and tasteless, but quenches thirst
10. Alcohol
11. Cranberry liqueur
12. Herbal tea, cures 1 HP of damage

The Stonehouse



A dungeon doesn't have to be complicated to be great. This dungeon is inspired by 'The Book of Ruins by Judge's Guild, a book which I reviewed a while back, so I won't say much more about it here, except that it contains a number of excellent, simple dungeons.

The Flying Castle



A powerful wizard lords it over the land in his flying castle, yet he can't resolve the problems that lurk in his own basement!

A flying castle arrives in town. A flight of messenger crows deliver a threat and a demand for a bizarre assemblage of reagents. Will the township try to acquire the goods, or send a party to deal with the castle?

The Githyanki wars are long over, which makes it all the more alarming when an apparently abandoned flying castle drops through a portal from the Astral plane and hovers loomingly over the largest city on the continent.

Place Your Own Microdungeon Here!

**year of the dungeon
2010 may**

© 2010 tony dowler