

**year  
of the  
dungeon**

**2010  
august  
compilation**

**tony  
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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 3<sup>rd</sup>, 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  
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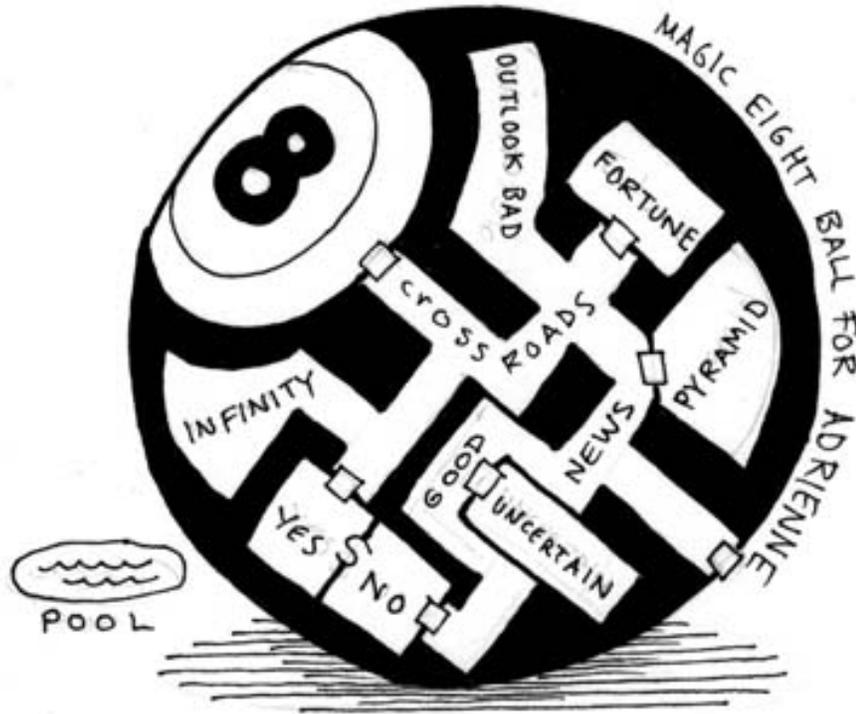


Compilation & Editing  
The Fantasy Cartographic

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# The Magic Eight Ball



An insidious magic item for your campaign: **That Accursed Eight Ball**

The Magic Eight Ball is an item with a storied history, associated with great successes and mishaps throughout history.

When you consult the Magic Eight Ball about some action, roll 1d8.

1. "Outlook Bad" - Receive -1 to your next dice roll.
2. "Yes" - Character receives +1 to dice rolls as though under the effect of a bless spell.
3. "No" - The next significant action the PCs attempt will fail if it is at all reasonable for failure to occur.
4. "Absolutely" - The next time the PCs attempt something dangerous, their attempt will fail in an unreasonable and apparently random fashion, as though someone had cast a wish spell to bring the failure about.
5. "Death" - The consulting character immediately drops to 0 HP.
6. "Kaboom" - The Eight Ball explodes, causing 3d6 to anyone close. The Eight Ball will appear again in another dungeon 1d100 miles away soon after.
7. "Answer unclear" - Nothing happens. For the next 1d20 hours, this is the only answer that can be obtained from the Eight Ball
8. "Ask again" - Character receives -1 (cumulative) to next dice roll, plus effects of any future Eight Ball rolls.

# The Witch of Heartbreak Square



When you present yourself at the tower, asking the Witch to perform a service for you, roll 2d6 plus your charisma bonus.

On a 7-9, choose 1 from the list. On a 10+, choose 3:

- The witch performs the service you desire
- She doesn't take a dangerous fancy to you
- She doesn't look through your eyes into your inmost soul
- She doesn't ask you to retrieve Mordante's clockwork heart first

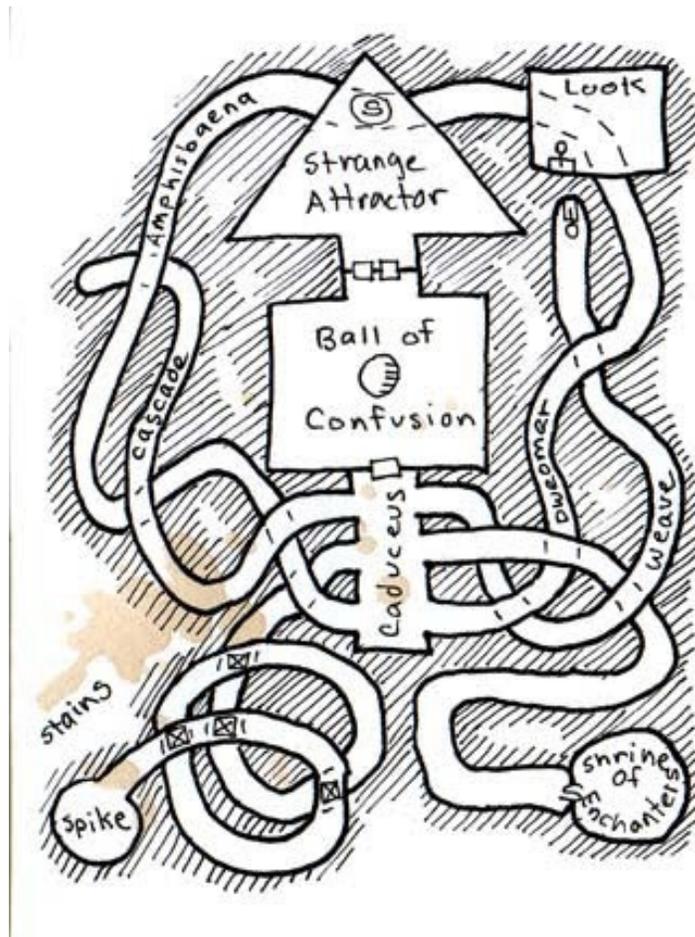
Note that the Rune Tree is also willing to perform similar services, but always demands a sacrifice of some sort before performing it.

# Don't go back to Rockston



Sometimes the people of the swamp region and surrounding environs need you to do things for them. They send you on missions to retrieve lost items, seek out dangerous bandits, and slay insidious monsters. But they never send you to Rockston. There are no adventure hooks leading that way, no tomes of lore about its origin, and no wild-eyed survivors telling tales of what they saw there. This silence and mystery only makes the place more compelling until you set out to find out once and for all what hides behind the eerie silence of Rockston.

# Ball of Confusion



When you start an adventure in the Ball of Confusion, do so without any preamble. Describe the scene, something like this: "You are in a winding, stone corridor about 8' in diameter. It's undulating curve has an organic look about it. The corridor extends to the reach of your light North and South."

The players may ask as many questions as they want about how they came to be here, and what it all means, but they will only get one answer per area of the dungeon explored. Take careful note of the questions they ask. You may answer questions as you like. They may suddenly remember how they go here, or their god may provide insight, or maybe they find a clue. Make up the answers as you go.

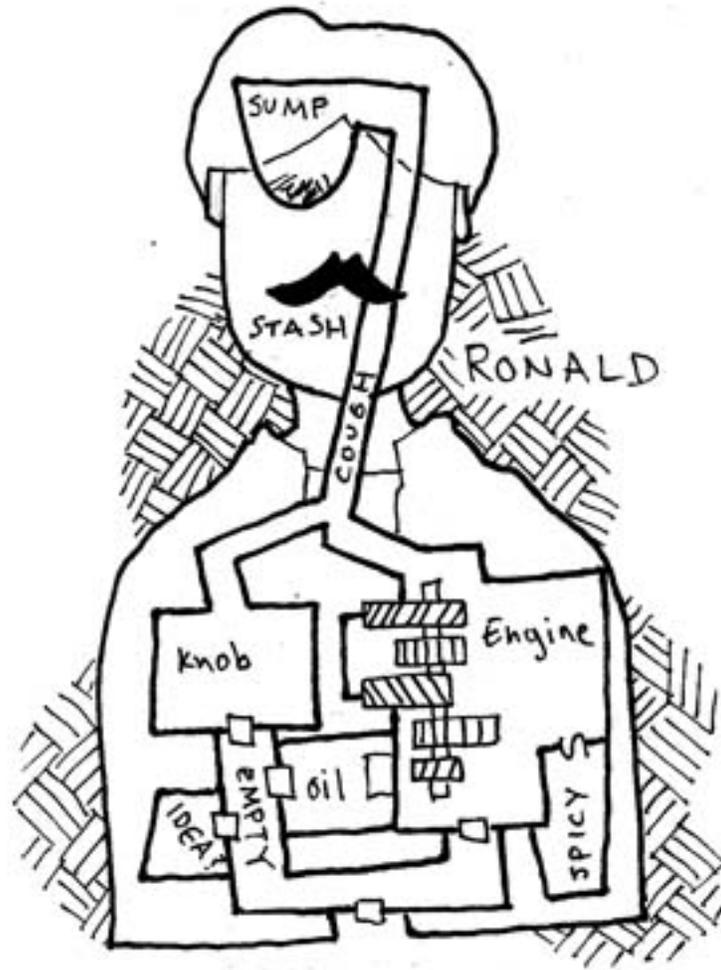
I've never tried running a dungeon this way. It might be a recipe for a great adventure or a terrible one!

# The Bogswan



They call him the Mayor of Bogswan. He lives in the domed triangular building just near the Bogslum gate. He only comes out at night, because of the crowds and stone throwing that haunt him by day. He's a sad creature, a half-medusa minotaur (don't ask him about his parents, you'll wish you hadn't). His body lacks the strength of his minotaur brethren. He does, however, retain the Medusa's intelligence and affinity for spellcasting. They say he's working on something in there—potent magical research. But whether he aims to cure his twisted shape or revenge himself on the city is a matter of speculation.

# Ronald



Ronald is a curious dungeon, given to bouts of dyspepsia. Steadfast and loyal, Ronald should not be attempted without a quantity of iron spikes.

# Bottomless



The bottomless pit? It's not actually bottomless. But people think it is. So they throw things they want to forget, or to stay forgotten, into the pit. Diaries, evidence, keepsakes, gifts from dead lovers, accursed knickknacks, bodies. But the thing at the bottom of the pit keeps them all. You see, it's forgotten as well. And where you have a flow of things from remembered to forgotten, you've got to have a flow the other way too. So while all those things keep falling down the pit to be forgotten, the Thing is starting to be remembered. Right now it's only half-remembered dreams, lunatic ravings, and vague untracable rumors, but they are getting stronger. When the Thing is enough remembered, it will climb up out of the pit and there will be reckoning then.

## Stafford: a Town in Need of Heroes



When you're in Stafford, and you let it be known that you're looking for something valuable, magical, or unique, roll 1d8:

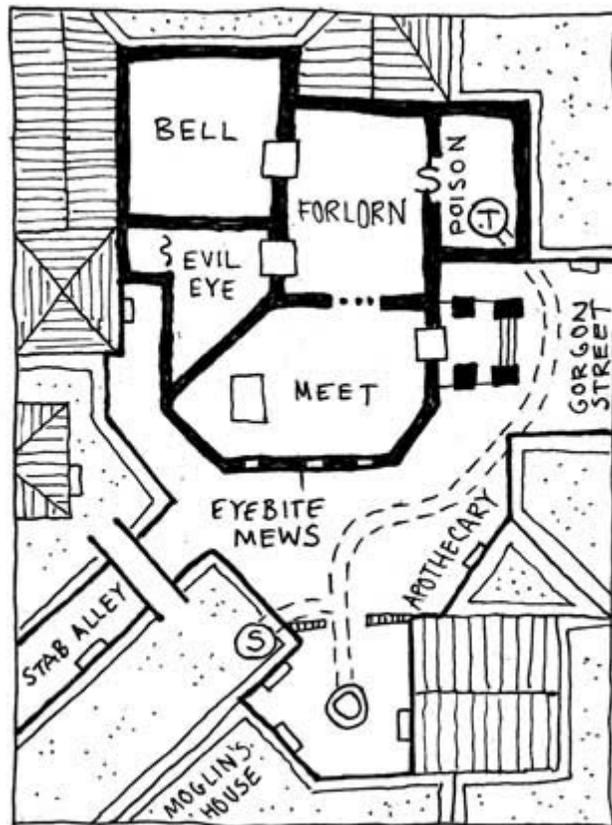
1. The witch has it. You'd better have something equally valuable to offer in return.
2. You see that glint of light off the top of Orlock at dawn? That's where it is.
3. You hear lots of rumors about it, but they're contradictory and obscure.
4. The herd people can provide that, but you'll have to undertake the shaman's challenge to get it.

(Continued on next page.)

## Stafford: a Town in Need of Heroes (Continued)

4. It's right here in town, hanging on the wall in the Mad Baron's tower. The Baron hasn't been seen in public for years, by the way, and some think he's a devil in disguise.
5. The goblins in the vents, they know!
6. Vance had it, but he went hunting up near the slime woods, and hasn't been seen in days. A local Ranger is willing to lead you to the spot, though.
7. That ghost that hantus the owlpines when the moon is new, she often whispers about that. No one's stupid enough to stick around to hear the details though.
8. That? Oh you can't get that here. Try the next town up the road.

# Eyebite Mews



There's more going on in Eyebite Mews than meets the eye. Like why has Moglin been seen climbing down his well after midnight? Who meets him in the old chapel? How does the Thieves guild keep such a keen watch on the place? And why are there no stray cats in the neighborhood?

# The Dun Hew



It's very exclusive, the Dun Hew Market. You need an invitation to get in. And you only get an invitation if you have something truly unique to offer. Goods from another plane, love potions that really work, information that no one else has—these are all pretty good. And by the way, don't drink the water.

# Danger Peak



# Place Your Own Microdungeon Here!



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