



DUNGEON & CASTLE MAP **Sample Map Collection**

**Classic
Old-School
Adventure!**

**By
Jon Volden**

Credits

Written By Jon G. Volden

Illustrated By Jon G. Volden

Classic Sample Dungeon & Castle Map Collection



Published
by the
Stainless Steel Dragon Games
"Let the Games begin!"

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Introduction

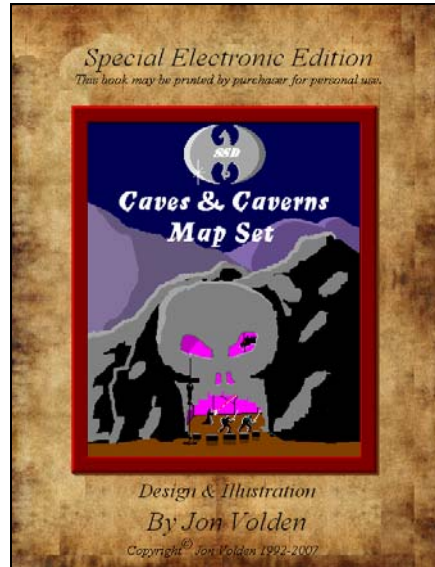
This is free a sample book is intended to give new and old game masters a chance to explore and/or use some of our classic style dungeons in their own campaign. This book contains 6 maps. One from each of our original 6 sets which include. The Caves and Caverns Map Set, The Labyrinths and Lairs Map Set, The Mazes and Catacombs Map Set, The Castle and Keeps Map Set, The Fortresses and Strongholds Map Set and finally the Temple and Tombs Map Set. (The combine set, features 60 dungeons/caves/lairs, and 36 unique castles/fortresses/temples. The samples shown in this book are typical of what you find in those map sets. (We are not showing or giving away here the best from each set, but simply an average sample.)

It should be noted, that Stainless Steel Dragon Classic Style (Old Schools) Dungeon Map Sets have been available since 1988. When other publishers were creating light blue grid paper maps with colored blocks to denote walls or structure we were creating these. As we created our maps over time, they got better and more detailed as with any good game product, things should evolve over time. Our next generation stuff will be far better yet, still these basic maps are fun, and are simple and easy to use, and should provide game masters and their players with dozens, (if not hundreds of hours) of entertainment.

These maps were created in black and white so all details would be easy to see, even in dim game room light. (And printable with any printer.) We left grids off most of them so the white space could be used to jot down notes. Scale markers were also left off, so game masters could choose the scale to fit the denizens they wished to use with the map. (Be they goblins, giants, dragons or whatever.) Most of our monster dungeon style maps contain numbers to aid the Game Master in creating specific encounters and/or descriptions for various locations in their game.

SSD Maps are simple to use and easy understand, yet many are designed to relay complex information with a glance. We have dozens of copyrighted symbols/icons that denote information like wall thickness, type of door and what kind of lock it has on it. Traps, chests, statues, sliding walls, windows, steps, wells, torches, fire places, stoves, water, and furniture type are obvious at a glance once users become familiar with our iconic symbol system. (These maps are easy enough too read, that most Game Masters can walk adventurers through any dungeon or town on the fly providing fairly detailed information and descriptions directly from the map as they go.)

Many of our maps were designed for are own game/dungeons purposes. (Some of which we plan to publish with upgraded maps at a later date with monsters and treasure and detailed traps included.) Many of the dungeons have a certain feel/theme to them. If a map was created with a certain theme, its name will give a clue as to its original purpose, but all our maps maybe be used as any Game Master chooses. Simply add monsters, treasure and traps and you have an instant dungeon requiring very little or no other preparation. Available on RPGnow.com, or at DunJon.com. They are occasionally on sale, but are still a great value at the normal everyday price of just \$4.95 per set.

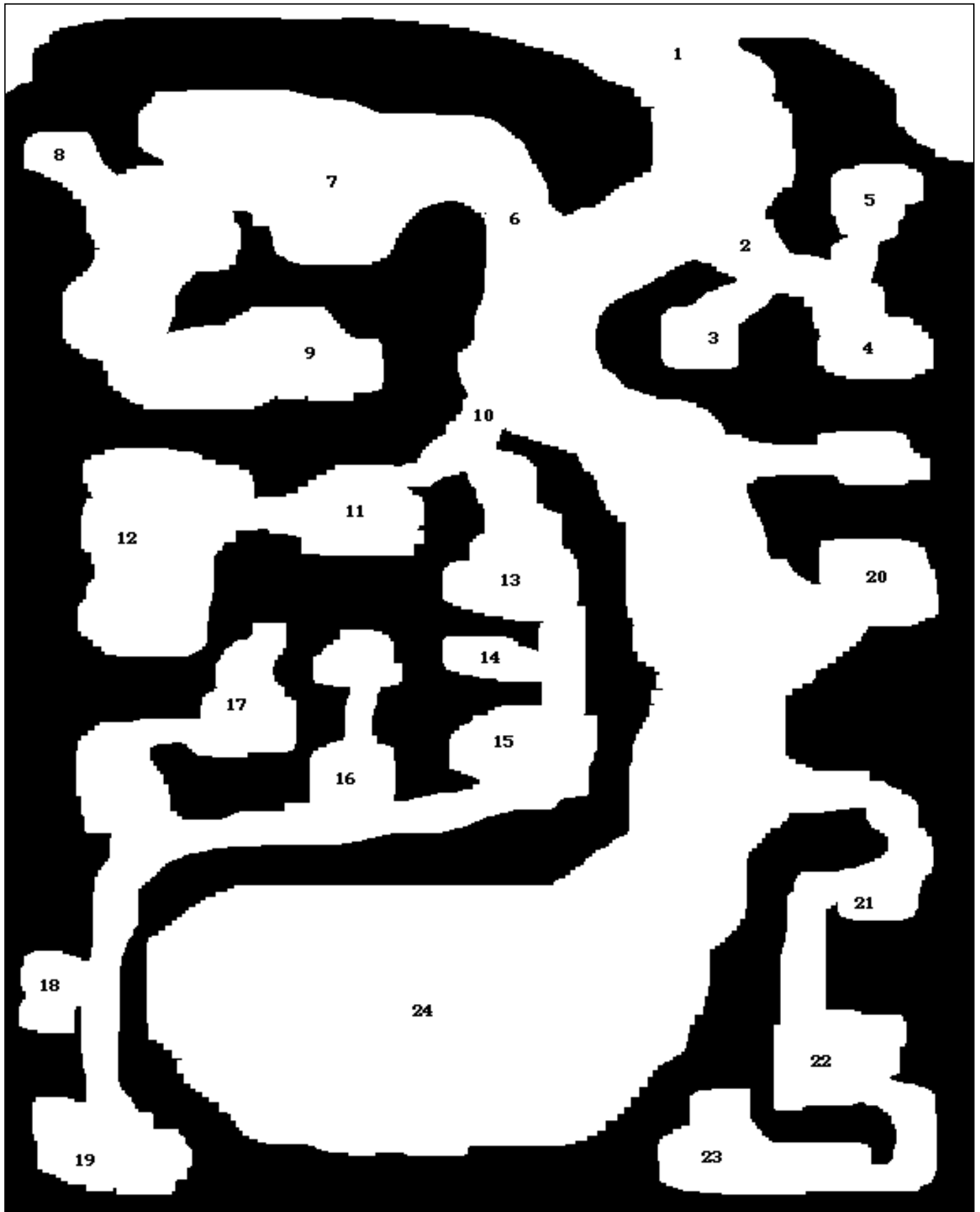


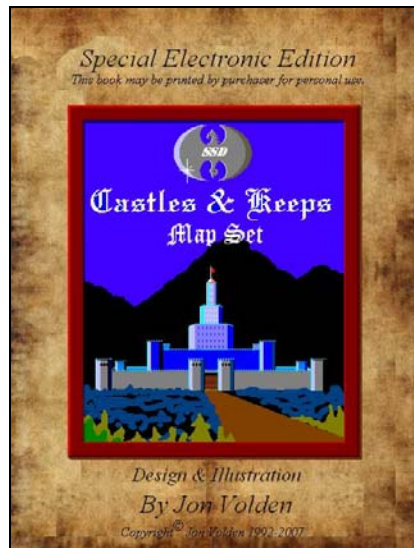
SAMPE #1

The following map is of the “Cave of Forgotten Chambers” it is from our Caves & Cavern Map Set. It is just 1 of 20 dungeons available in that set.

Other Maps from that set include:

Cave of the Evil Idol, Dragon Skull Cave, Hidden City Caverns, Dark Caverns, Caves of Twilight, Blood Water Cave, Fire Stone Caverns, Wild Rock Cave, Long Lake Cave, Cave of Forgotten Chambers, Dark Keep Caverns, Dens of Darkness, Forest Retreat Oasis, Cliffs of Carnage, Blood Bridge Pass , Chambers of Death, Canyon of Doom, Burning Mountain Pass





Sample #2

The following map is of “Lake Town” it is from our Castle & Keeps Map Set.

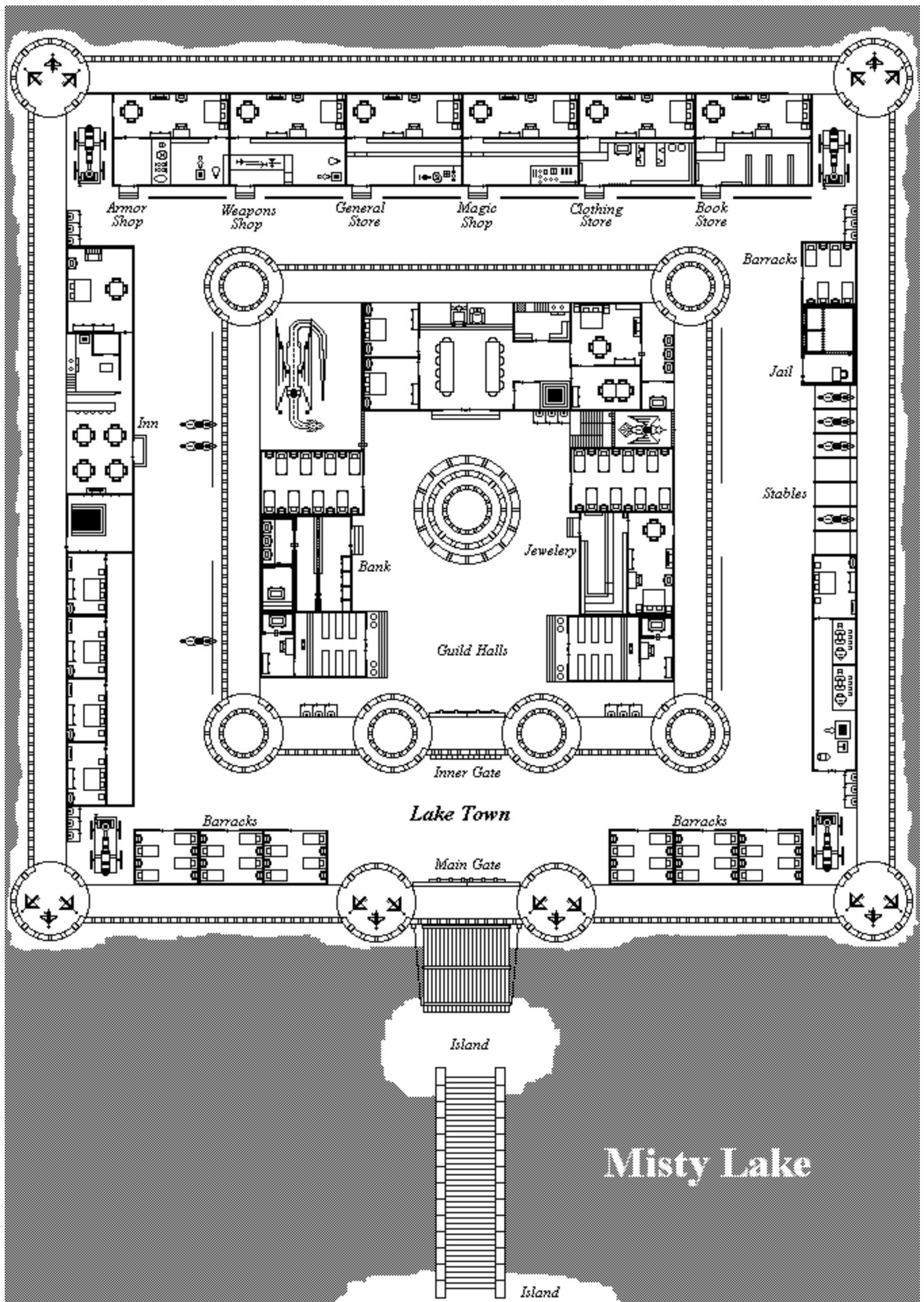
It is just 1 of 12 available in that set.

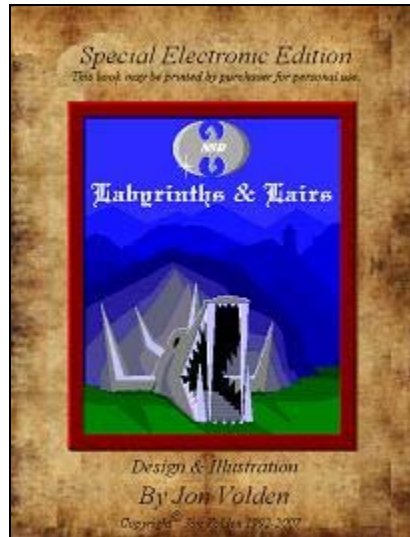
(It should be noted that some of the other castles and/or keeps are two or even 4 maps in size.)

Other Maps from that set include:

DragonGuard Castle, Lake Town, RiverHold Keep, Castle With No Name, SilverCrest Castle, Water Round Keep, Castle on Mountain Peak, Castle WaterCrest, (3 Pages) Castle on Plain, Wizard's Hold, Death Guard Castle (4 Pages)

In regards to castles, Volondor The City, features a 12 page map of the a huge castle, and Volunder has a 12 page maps of the dungeon sewer area below, Volunder also feature a miniature (1” grid) scale map of the dungeon that lay below that great city. (Dungeon entrances match up with surface maps.) These two combined are the last of our classic map sets and are not featured in this free sample pack.)



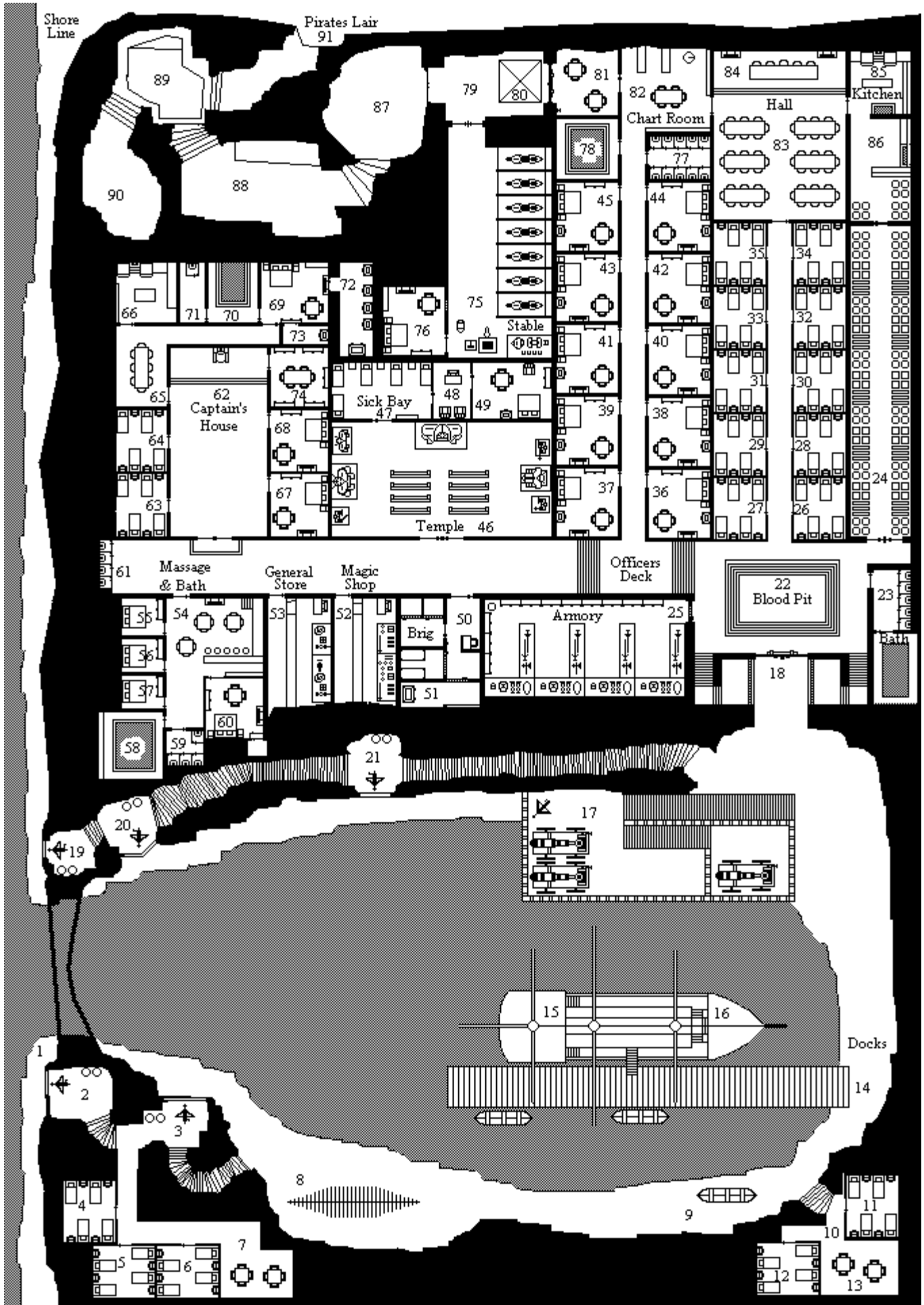


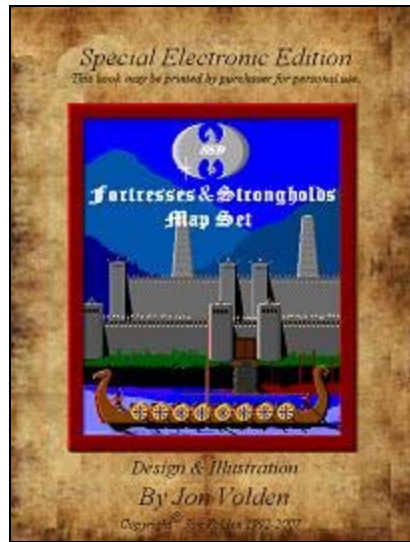
Sample #3

The following map is of a "Pirates Lair" it is from our Labyrinth and Lairs Map Set. It is just 1 of 20 Labyrinths, mazes and Lairs available in that set.

Other Maps from that set include:

River Bandits Lair, Maze of the Minotaur, Lair of the Mountain King, Lair of the Spider King, Labyrinths of the Lizard King, Maze of Madness, Liquid Labyrinth of Doom, Dragons Lair, Orc Lair, Many Mazes of Choice, Giants Lair, Maze of the Medusa, Labyrinth of Many Lairs, Lair of Many Trolls, Lair of Many Dens, Labyrinth of the Great Serpent, Pirates Lairs, Twisted Tunnels of Doom, Mysterious Lair, Labyrinths of Many Secrets,





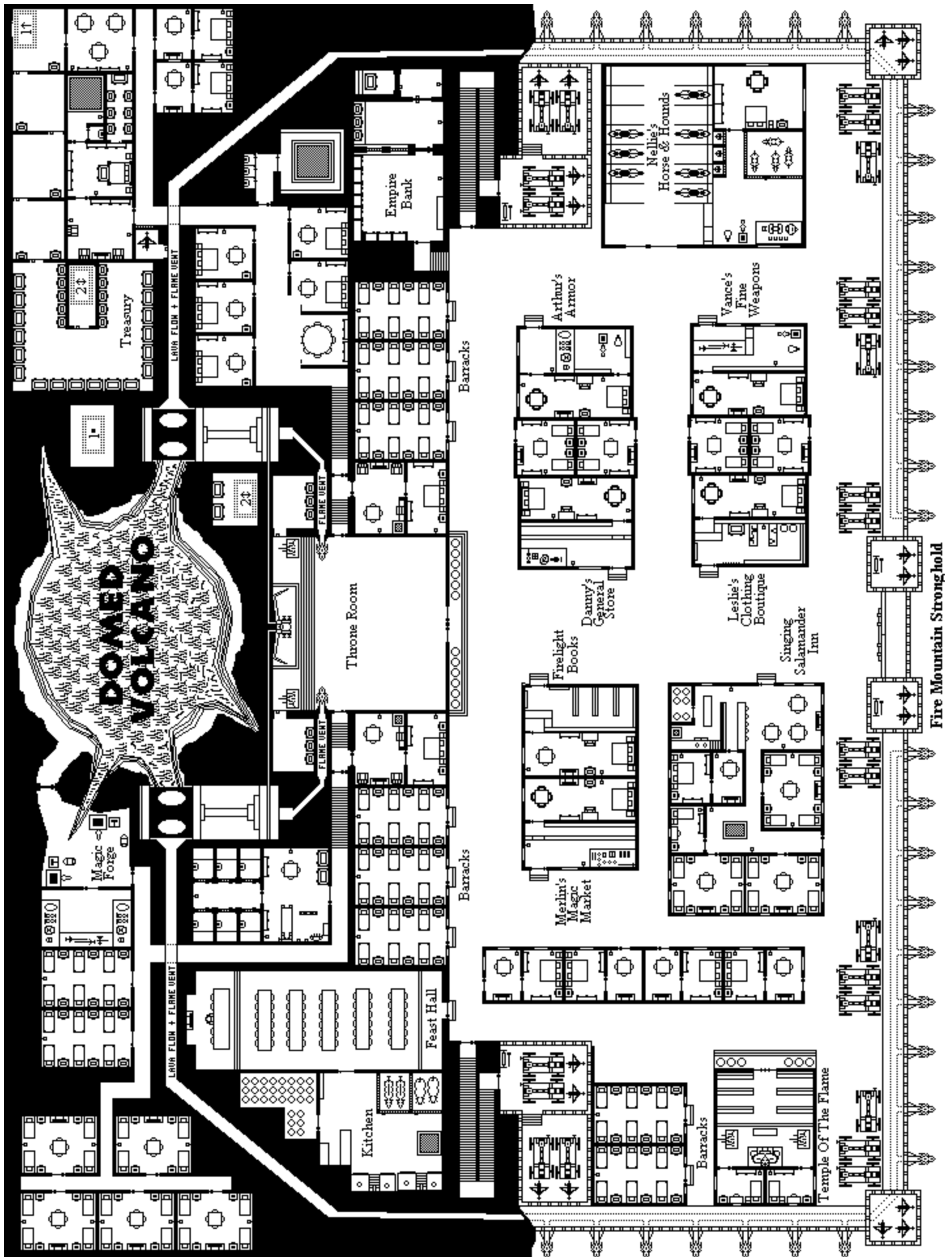
Sample #4

The following map is of a “Fire Mountain Stronghold” it is from our “Fortresses & Strongholds Map Set. It is just 1 of 12 Fortress and Strongholds available in that set.

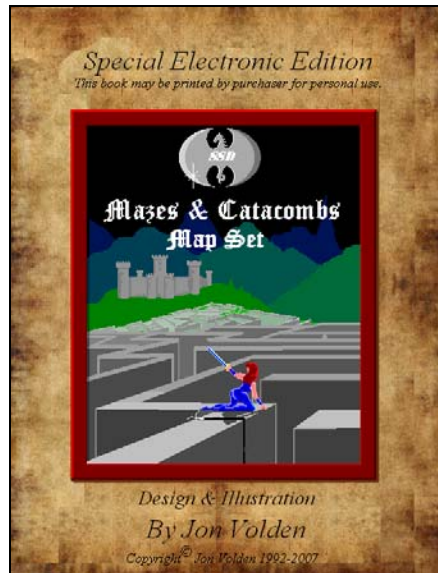
(Again it should be noted that some of the Castles are more then one map.)

Other Maps from that set include:

StormGuard Mountain Peak, 3 pages) RiverGuard Castle, ValleyGuard Castle, SeaGate Castle) 2 pages) Fire Mountain Stronghold, The Vault, Mountain Pass Stronghold, DarkGuard, Castle Windsong, Greystone Stronghold, Castle Dreadnaught, and Waterward Stronghold



Fire Mountain Stronghold

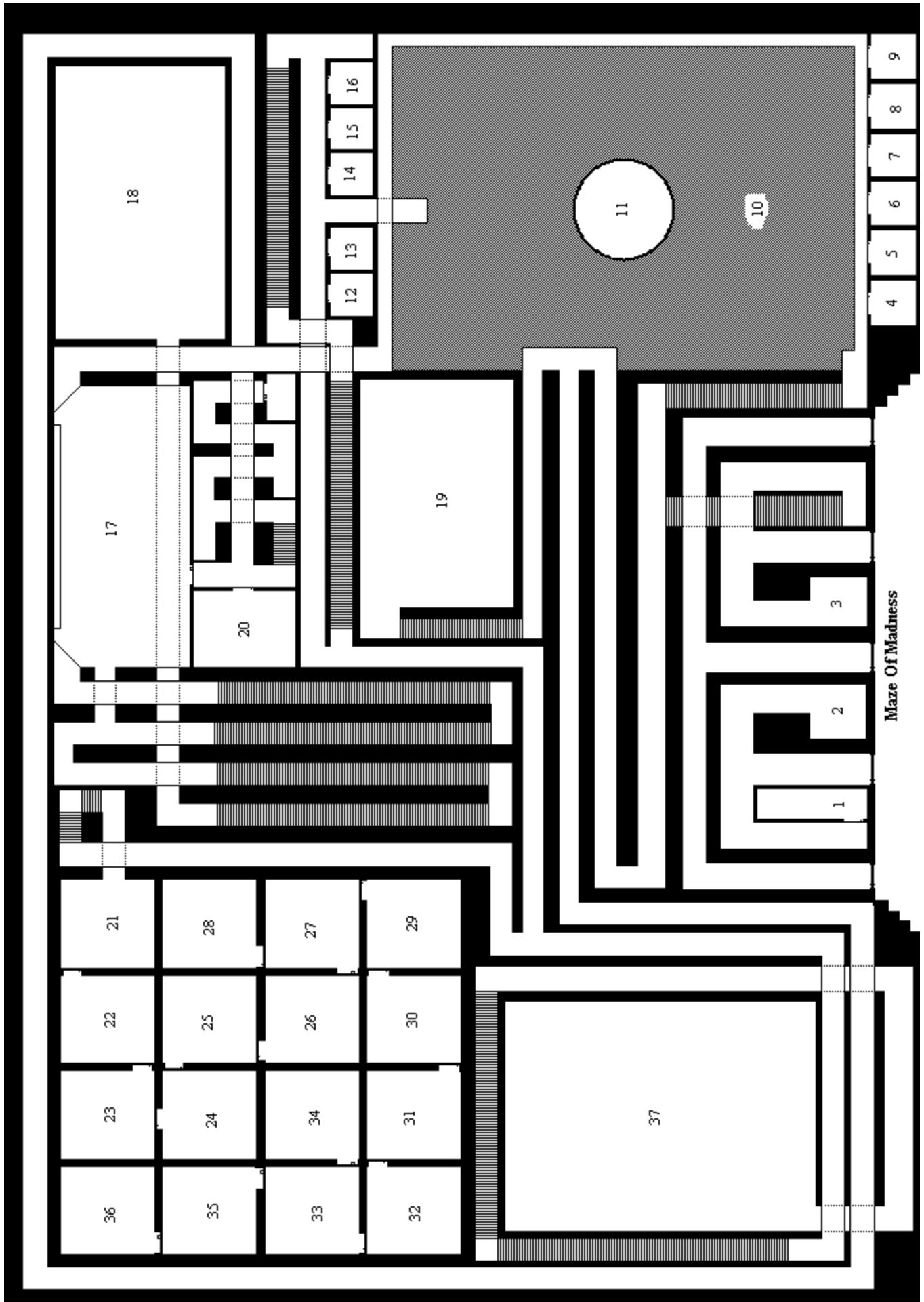


Sample #5

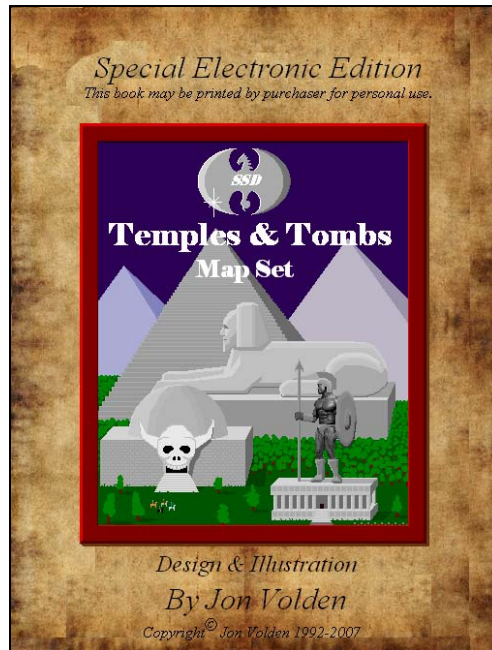
The following map is of the “Maze Of Madness” it is from our “Mazes & Catacombs Map Set. It is just 1 of 20 dungeons available in that set.

Other Maps from that set include:

Maze of Mayhem, Maze of Madness, Catacombs of Confusion, Rukick’s Cubic Rooms of Chaos, Cliffs of Death, Swirling Tunnels of Doom, Catacombs of 100 Encounters, Maze of Many Steps, Catacombs of Carnage, Crystal Catacombs of Conflagration, Dwarven Mines of Mythadom, Dwarven Mines of Mythadom, Dwarven Mines of Mythadom, Fire Maze of Mount Doom, Maze of The Mad Magician, Catacombs of the Two River Kings, Secret City Of Catacombs, Serpent River Catacombs, Catacombs of Creatures, Challenging Chambers of Doom



Maze Of Madness

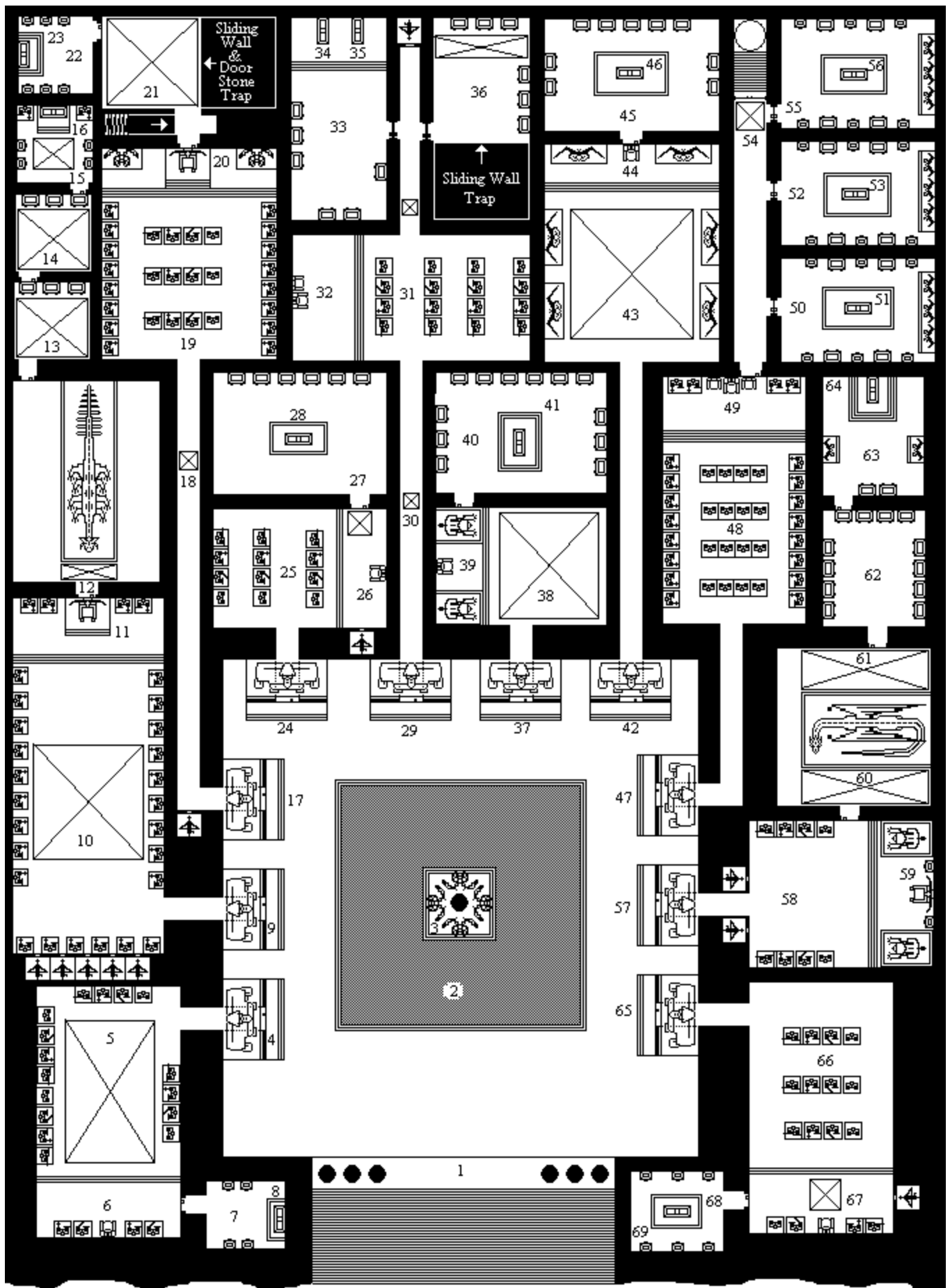


Sample #6

The following map is of the “Tomb Of The Ten Kinds” it is from our “Temples & Tombs Map Set. It is just 1 of 12 available in that set.

Other Maps from that set include:

Sphinx of Secrets, (3 Pages) Temple of Blood, Pyramid of Power (2 Pages) Temple of Terrors, Temple of Doom, Temple of the Tyraxxian, Tomb of Ten Kings, Tombs of the Elder Titans, Temple of Rolling Thunder, Temple of Many Tombs, Well of Souls, and Temple of Time.



Tomb Of The Ten Kings

Building Structure

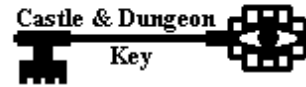
Wall 4"	
Wall 8"	
Wall 12"	
Door, Normal	
Door, Heavy	
Door, Locked	
Door, Heavy Lock	
Door, Lock & Trap	
Door, Secret/Trap	
Door, Double	
Door, Barred	
Window	
Window, Barred	
Cage	
Gate	
Grate	
Stairs, Natural	
Stairs, Crude	
Stairs, Steps	
Stairs, Spiral	
Stairs, Ladder	
Pit or Trap	
Well, Bucket	
Pool/Fountain	
Hot Tub/Jacuzzi	
Lever	
Lever, Secret	
Torch/Lantern	
Toilet	

Cargo & Transport

Barrels	
Crates	
Carriage	
Chariot	
Wagon	

Fortifications

Ballista	
Battering Ram	
Catapults	
Gong	
Oil Caldron	
Siege Tower	
Spike, Front	
Spike, Top	



Terrian

Bushes	
Grass	
Hills	
Rocks	
Trees	
Mountains	
Sand	
Swamp	
Water, Shallow	
Water, Deep	
Water, Wavy	

Statues

Statue, Small	
Statue, Medium	
Statue, Large	
Statue, Huge	
Statue, Beast	
Statue, Gargoyle	

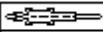

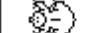
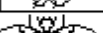


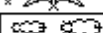
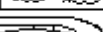
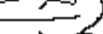

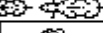
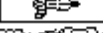
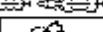



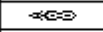







Furnishings

Bed, Single/Bunk	
Bed, Double	
Bed, Queen	
Bed, King	
Bench/Pew	
Cabinet	
Chairs	
Chests	
Coffins	
Crypt	
Desk & Chair	
Fire Place	
Fire Pit	
Forge	
Nightstand	
Oven	
Sarcophagus	
Stove	
Table, Sm. Square	
Table, Sm. Round	
Tables, Large	
Table, Feast	
Table, Picnic	
Table, Armor	
Table, Gen Goods	
Table, Magic	
Table, Stable	
Table, Weapons	
Throne, Small	
Throne, Medium	
Throne, Large	
Bail/Pile Of Straw	
Spider Webs	











Mapping The Path To Adventure!

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


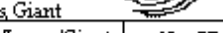
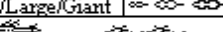


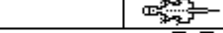



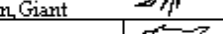
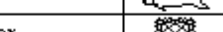
Creatures A-G

Alligator/Lizard	
Badger	
Bat	
Bear	
Bee, Giant	
Bird, Giant	
Boar	
Brontosaurus	
Bull/Bull Giant	
Cat, Wild	
Centaur	
Cow/Giant Cow	
Cloud Being	
Crab	
Deer	
Demon	
Demon, Winged	
Dog	
Dragons	
Dragonfly Giant	
Eagle, Giant	
Elephant/Giant	
Energy Being	
Eye, Floating	
Fairy	
Frog	
Fire Being	
Fish Giant	
Gargoyle	



















Creatures G-S

Griffon Saddled	
Hippogrif	
Horse, Rider	
Horse, Saddled	
Horse, Wild	
Horse, Winged	
Humanoid, Dead	
Humanoid, Small	
Humanoid, Medium	
Humanoid, Large	
Humanoid, Giant	
Humanoid, Winged	









Creature Guide & Special Key

Hydra	
Lion	
Mermaid	
Lobster, Giant	
Octopus Giant	
Rat/Big/Large/Giant	
Ravager	
Raptor	
Rhino/Giant	
Scorpion, Giant	
Seal	
Shambler	
Shark, Giant	
Slime	
Snail, Giant	

Creatures S-Z

Smoke Being	
Snake, Large	
Snake, Huge	
Snake, Giant	
Owl Bear	
Lizard Men	
Spider/Big/Huge/Giant	
Squid	
Stag/Moose	
Triceratops	
Tremorler, S1	
Tremorler, S2	
T-Rex	
Wasp, Giant	
Water Being	
Wolf	
Xork	
Zom	

Special Items

Teleporter, 2 way	
Teleporter, 1 way	
No Return	
Towers	
Rack, Torture	
Stocks	
Shackles	
Iron Maiden	

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J.R.R. Tolkien's book "The Hobbit" had riddles. The "Princess Bride," had riddles. Even Monty Python's "Quest for the Holy Grail" spoofed riddles." Many monsters love to ask and answer riddles. (Especially dragons.) NPCs may ask riddles to test an adventurer's worthiness. Magic doors and chests may offer riddles as a way to grant access, avoid traps. The possibilities are endless.

Tome of Forgotten Magical Items Volume I (\$9.95)

Tome of Forgotten Magical Items Volume II (\$9.95)

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Volonder The City Core Map Set (\$8.95)

Includes: Palace, Coliseum, Blood Pit, Bank, Courthouse, Library, Theatre, Firehouse, Various Temples, Various Stores and Shops, Various Taverns, Three Brothels, Wizards Tower, Hospital, Farm, Prison, housing for all, plus much more!

Volonder The Dungeon Map Set (\$7.50)

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