



## MAP TILES: DUNGEON GRAB BAG #1

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This document contains "map tiles" composited from photographs of scenery made with Hirst Arts (<http://www.hirstarts.com>) molds, miscellaneous texture samples, and a bit of touch-up work with Photoshop. This is a "grab bag" that includes a few basic dungeon rooms, the classic "Orc and Pie" room, and a simple tavern room. There's probably not enough here to do more than to make the most simple of dungeons, but it's a start (and there are various other sources of freely downloadable "dungeon tiles" online that this could be used to supplement).

You're welcome to print these sheets onto cardstock and cut them out and rearrange the pieces to make simple "dungeon tiles." For greater durability, you might want to try gluing them down to foam core illustration board or thin cardboard.

Walls, of course, are impassable, and block line of sight. Small puddles and streams of goo don't impede movement, but the large "sludge pits" are meant as an obstacle best avoided.

**Green Sludge** (*suggested Savage Worlds rules*): Swim checks to get out of sludge are at -2, and anyone who is completely submerged - such as by botching on a Swim check - must pass a Vigor test or take one level of Fatigue due to illness. This effect wears off after a full night's rest, or after being treated by miraculous healing.









