

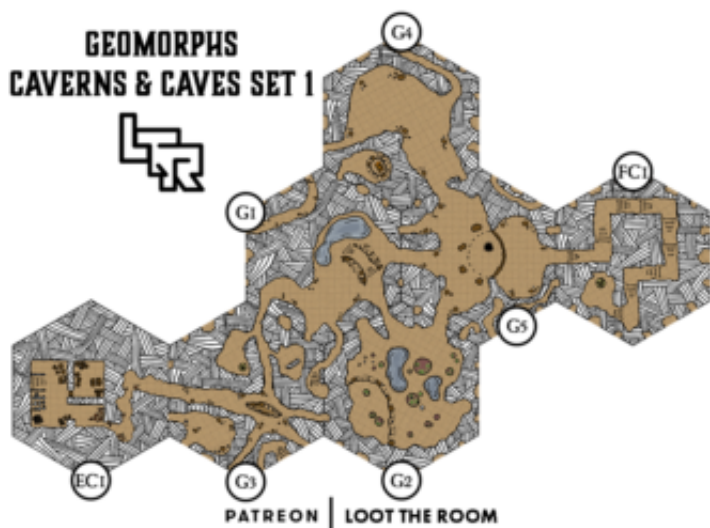
Monday Map: A Geomorph Dungeon

by loottheroom - Monday, April 02, 2018

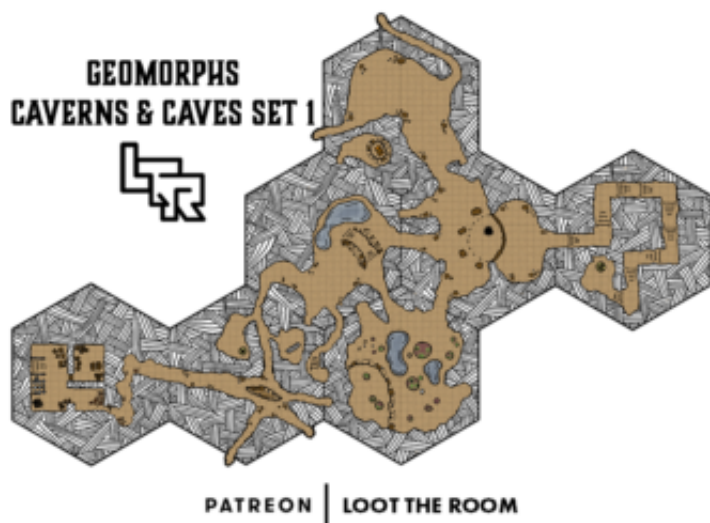
<http://loottheroom.uk/monday-map-a-geomorph-dungeon/>

Long time readers of Loot The Room might remember [this post](#) from February last year. I posted a small set of hexagonal geomorphs that I'd begun working on, and promised more soon.

Well, soon didn't happen as soon as I would have liked, but I finally got there. I'm happy to announce that I've just released my first set of [hexagonal geomorphs](#) on DriveThruRPG. They're available for \$4.95, and you can use them to create tons of dungeons like the map I'm giving you today.



[Click to embiggen]



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[The benefit of making these tiles myself is I can hide all the orphan corridors once the tiles are combined. Also, this embiggens.]

The first set of Geomorphs contains 6 hexagonal geomorph tiles, plus an Entrance tile and a Final Chamber tile. All of them are printable with a 1 inch grid, as well as being provided in gridded and gridless forms for VTT use. Oh, and you get a blank hex template so you can draw your own 'morphs that work with mine.

[Grab Geomorphs: Caverns & Caves I](#) from DTRPG here.

I'd love to hear what you think of these, so let me know in the comments!

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