

## MAPVEMBER 2017 ADVENTURES

This year I took part in the Mapvember 2017 challenge, and drew an adventure map for each day of the month of November. Since the maps have already been published online in various social medias, I figured that I'd just compile them together and give them away<sup>1</sup> for others to build on.

Each map (except for the very last one) is designed to be a self contained singular adventure, revolving around the theme for that day. But please, use them as you see fit!

Number 30. was giving me a little bit of grief (since making a single room dungeon map just saying "HERE BE DRAGON" seemed a little gauche), so I had the glorious idea to try and fit all of the previous maps onto a slice of a world, with just a little hint towards the theme. So technically, you could run a campaign<sup>2</sup> with just this bundle as a base!

Without further ado, check out the themes, and take a gander at the maps!

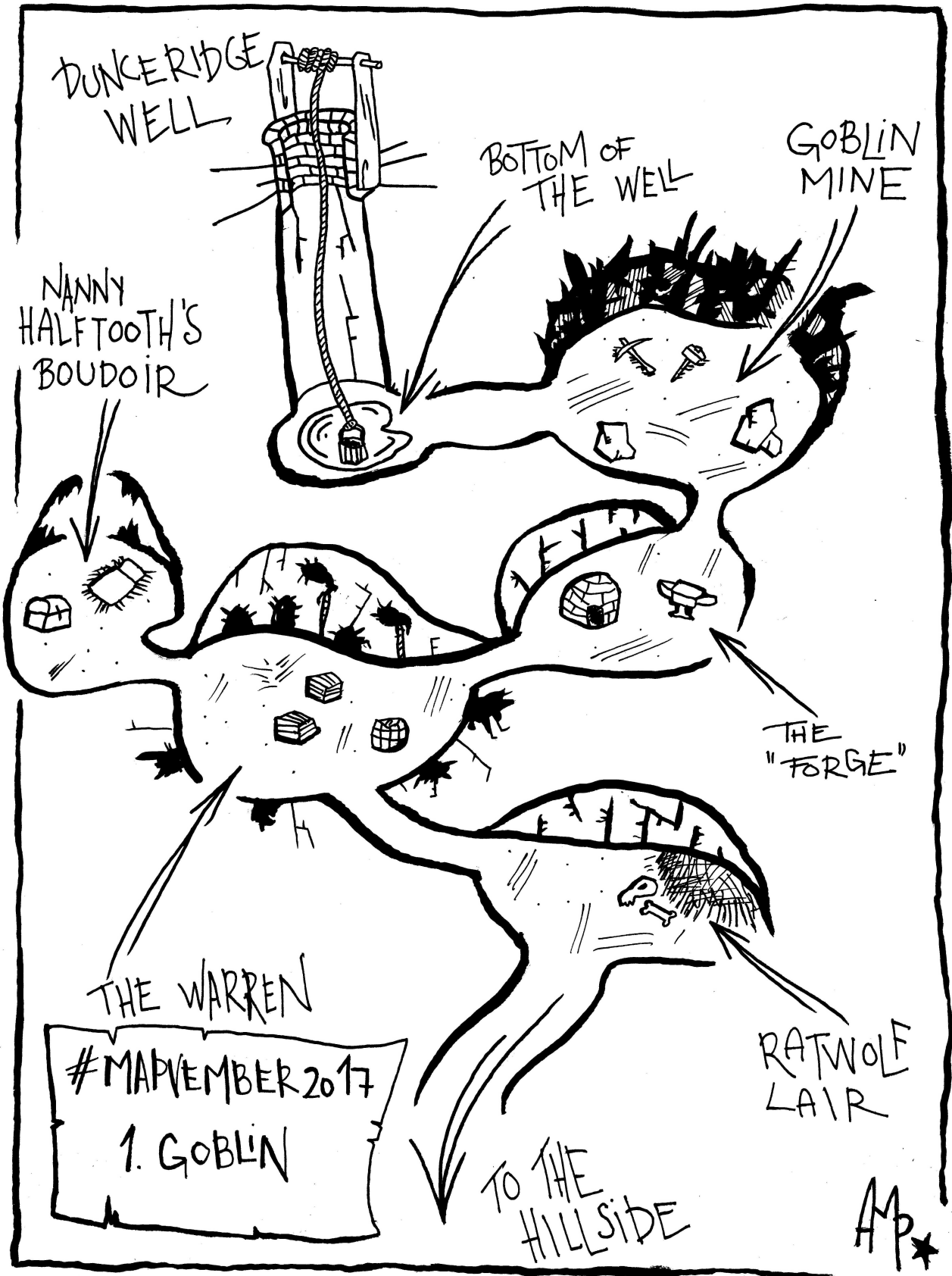


<sup>1</sup> I may return to them eventually, and compile a set of short adventures around the images, but for now, this is all I have time or patience for. It's been a long month, and I need to take my mitts off this project for a while...

<sup>2</sup> If you do this, please let me know! Also, as always, send any and all feedback to [knightsinthenorth@gmail.com](mailto:knightsinthenorth@gmail.com).

# 1/30 DUNCERIDGE CAVES

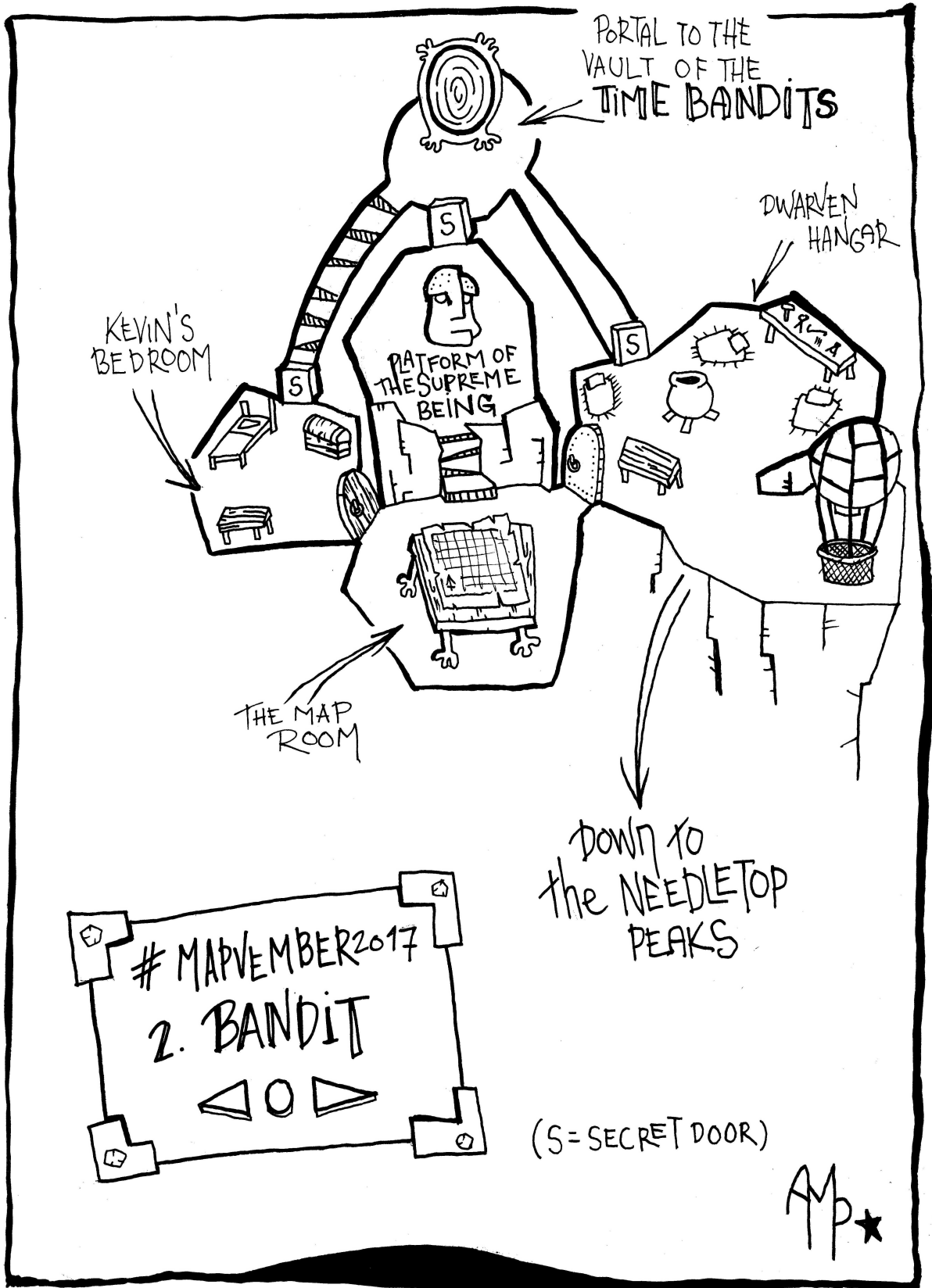
"Something odd stirs under the town of Dunceridge. Strange clangs, rabid giggling and chittering fill the night, and the young menfolk of the village have started disappearing."





## 2/30 LAIR OF THE TIME BANDITS

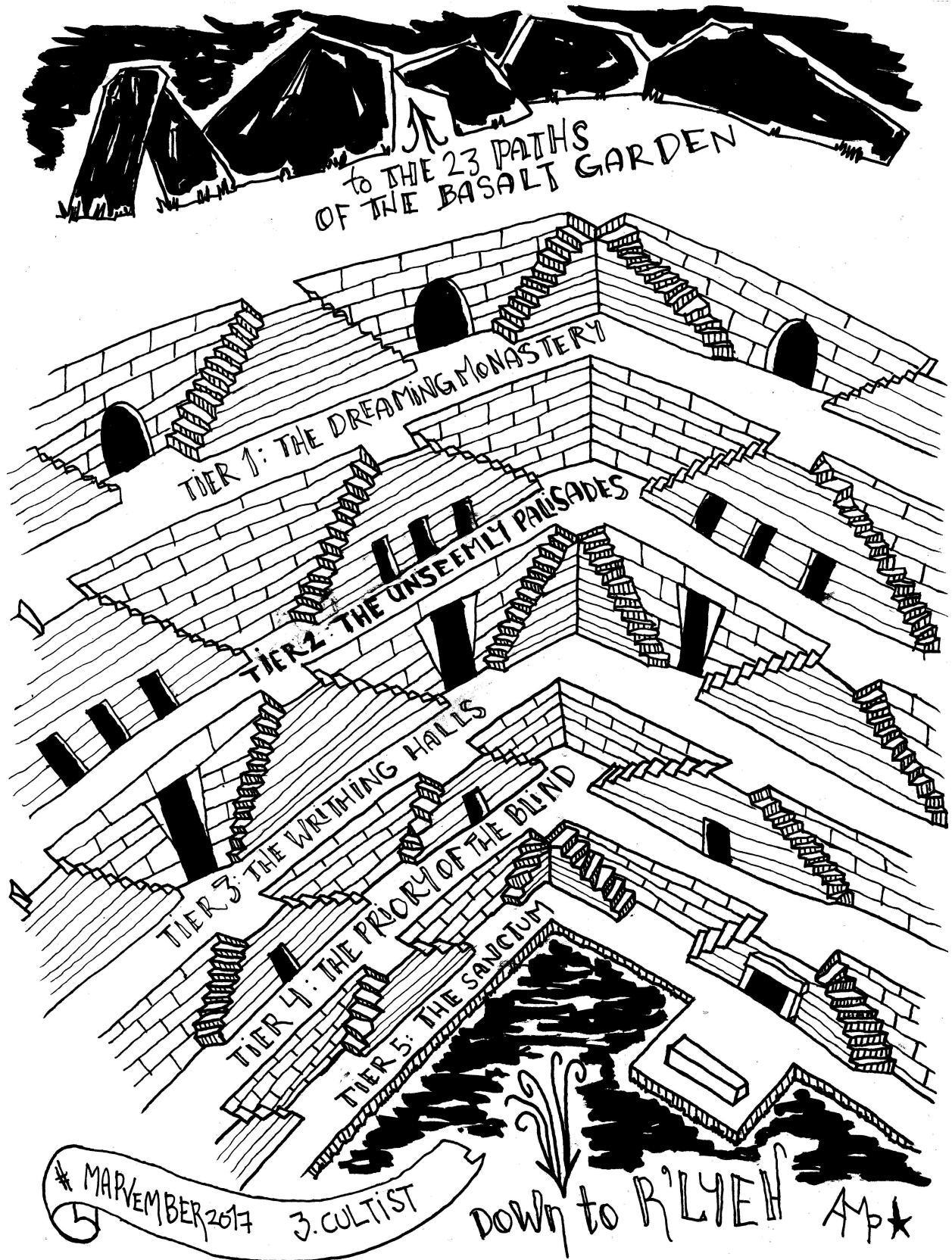
"A strange contraption has been seen among the high peaks of the Needletops. Crewed by a motley group of dirty dwarves led by a likely straw-haired lad, the group has pilfered many a treasure.<sup>3</sup>"



<sup>3</sup> Yeah, I thought bandits were kinda boring, so this is a reference to the Terry Gilliam film *Time Bandits*.

### 3/30 PIT-TEMPLE OF CTHULHU<sup>4</sup>

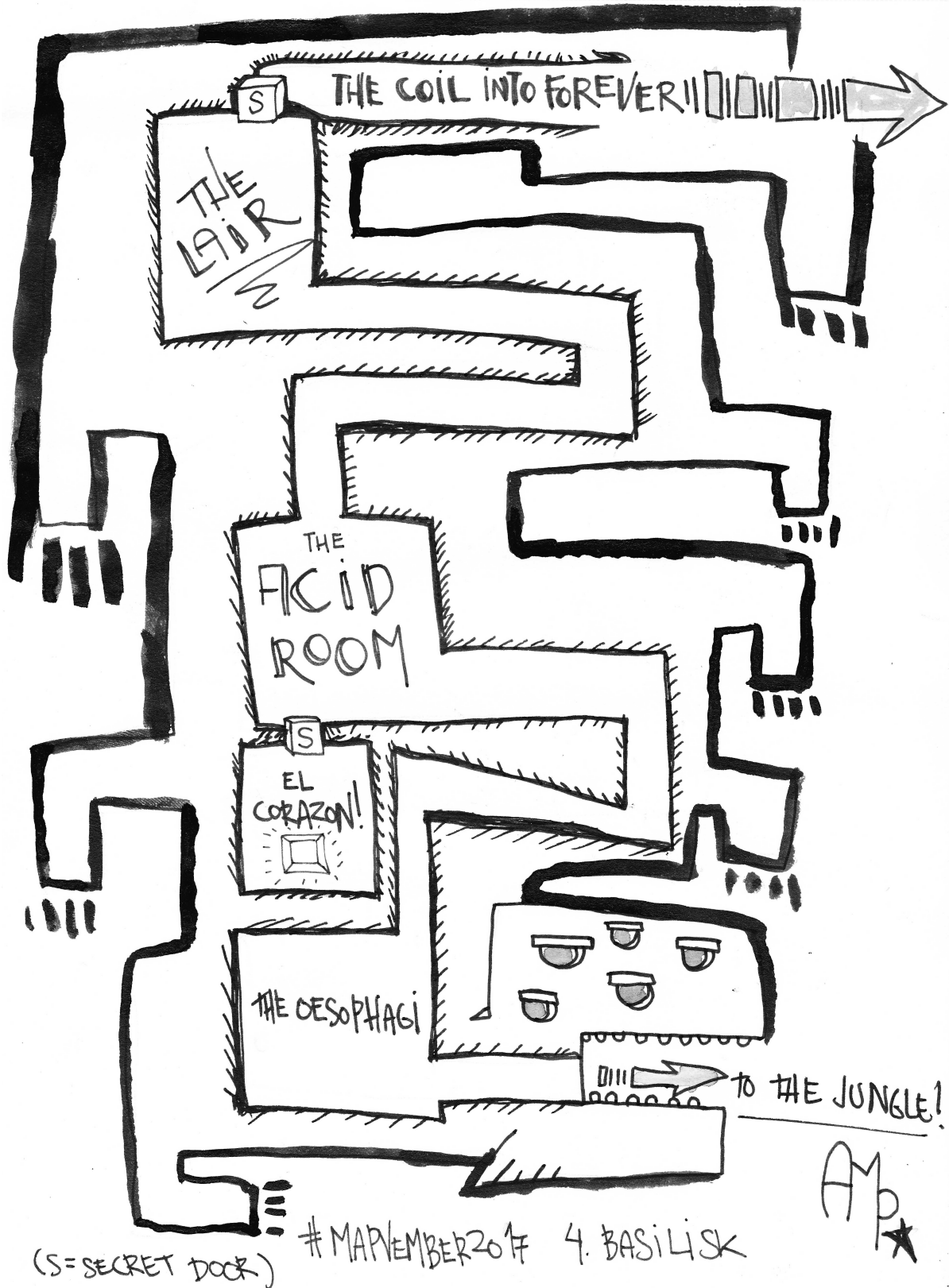
*"Beyond the Twenty-Three Basalt Paths, the servants of the Sleeping God go about their nebulous rites, and the portal to the Deep City of R'lyeh awaits the doomed wanderer."*



4 The day I was drawing this I saw a photo from Band Chaori. That's an actual place. Check. It. Out.

## 4/30 CAVES AT BASILISK MOUNTAIN<sup>5</sup>

"The legends speak of ancient secrets hidden under Basilisk Mountain, but the jungle guards its mysteries jealously, and who knows where those antediluvian passages eventually lead?"



5 I'm honestly not much of a Michael Douglas fan, but I've seen *Romancing the Stone* like four times. Don't really know why...

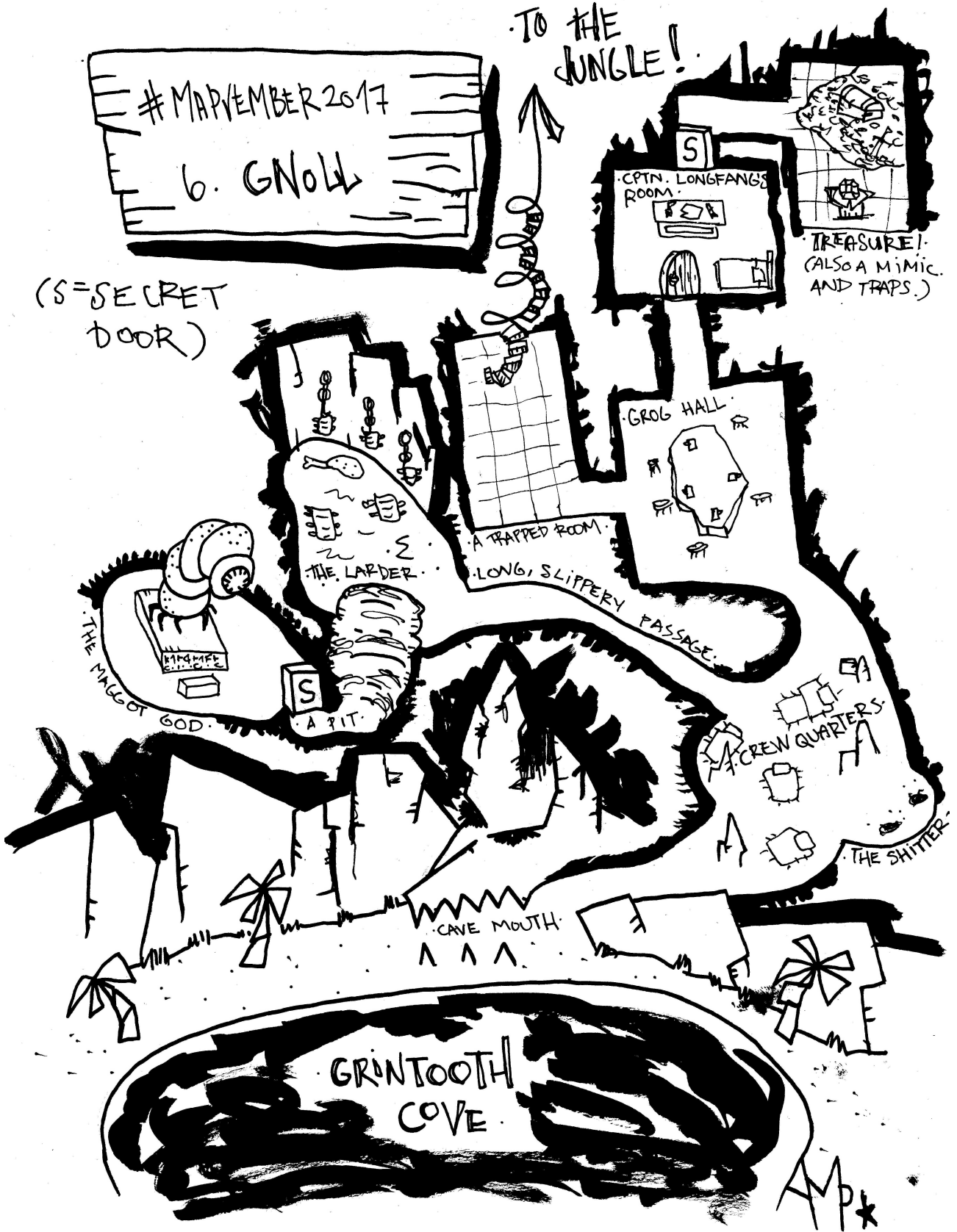
# 5/30 BLACK TOWER OF THE GHOST-QUEEN

"On a windswept heath in the Old Country stands a black tower. Every so often, inquisitive guests walk through its oaken doors, never to be seen again."



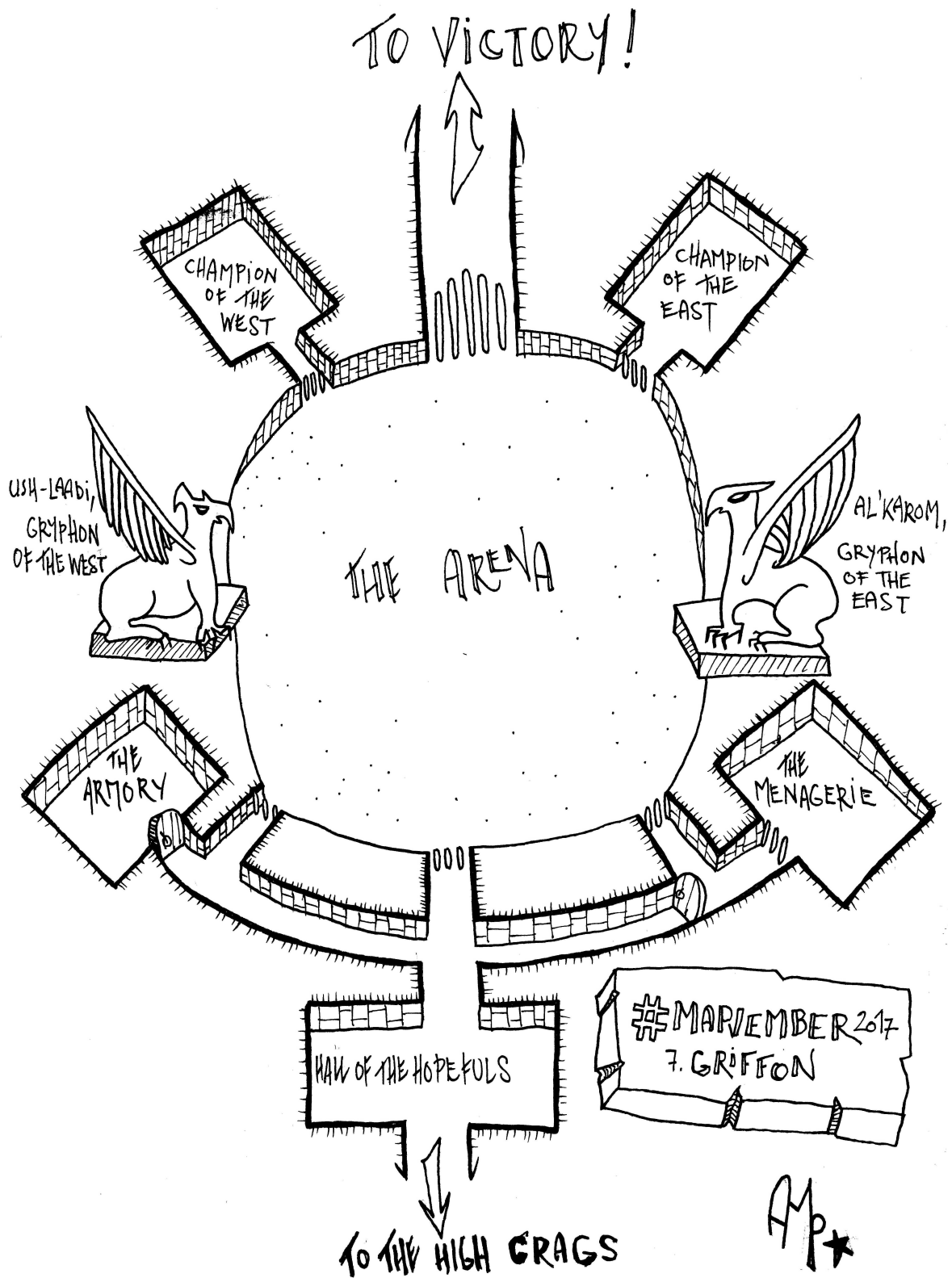
# 6/30 GRINTOOTH COVE

"The shores of the southern seas are plagued by a cruel band of pirates. The seamen of Old Town tell in hushed tones of the hooting, monstrous laughter heard on the wind before they attack."



## 7/30 THE HIGH ARENA OF THE GRYPHON ANCIENTS<sup>6</sup>

"It is rumoured that the High Crags of the north hide an almost forgotten arena. A place where the toughest of warriors may reap legendary rewards under the watchful eye of the Gryphon Elders."



<sup>6</sup> One Colosseum looks much like another, but this one borrowed from an adventure a friend of mine, Ville Rakkila, ran last summer, so I can't take all the credit. His bit had an Elder Brain and a bunch of horned giants. And ghosts.



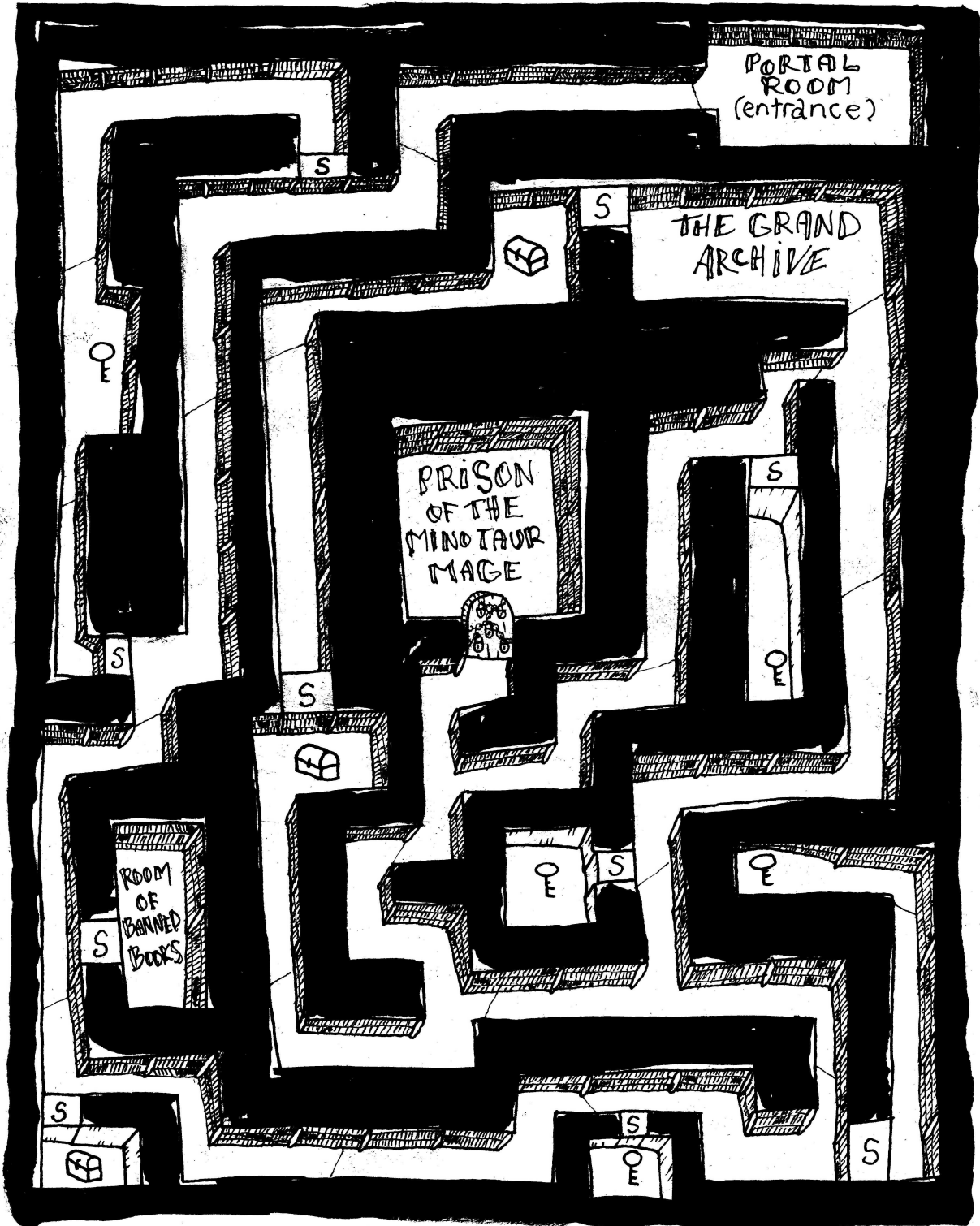
# 8/30 HAGSWOOD FOREST

"The Hag of Hagswood is almost as powerful as the King of the Lowlands: criminals, ne'er-do-wells and unwed mothers flock to her for safety and answers. But Hagswood hides its secrets well."



# 9/30 THE LABYRINTHINE LIBRARY

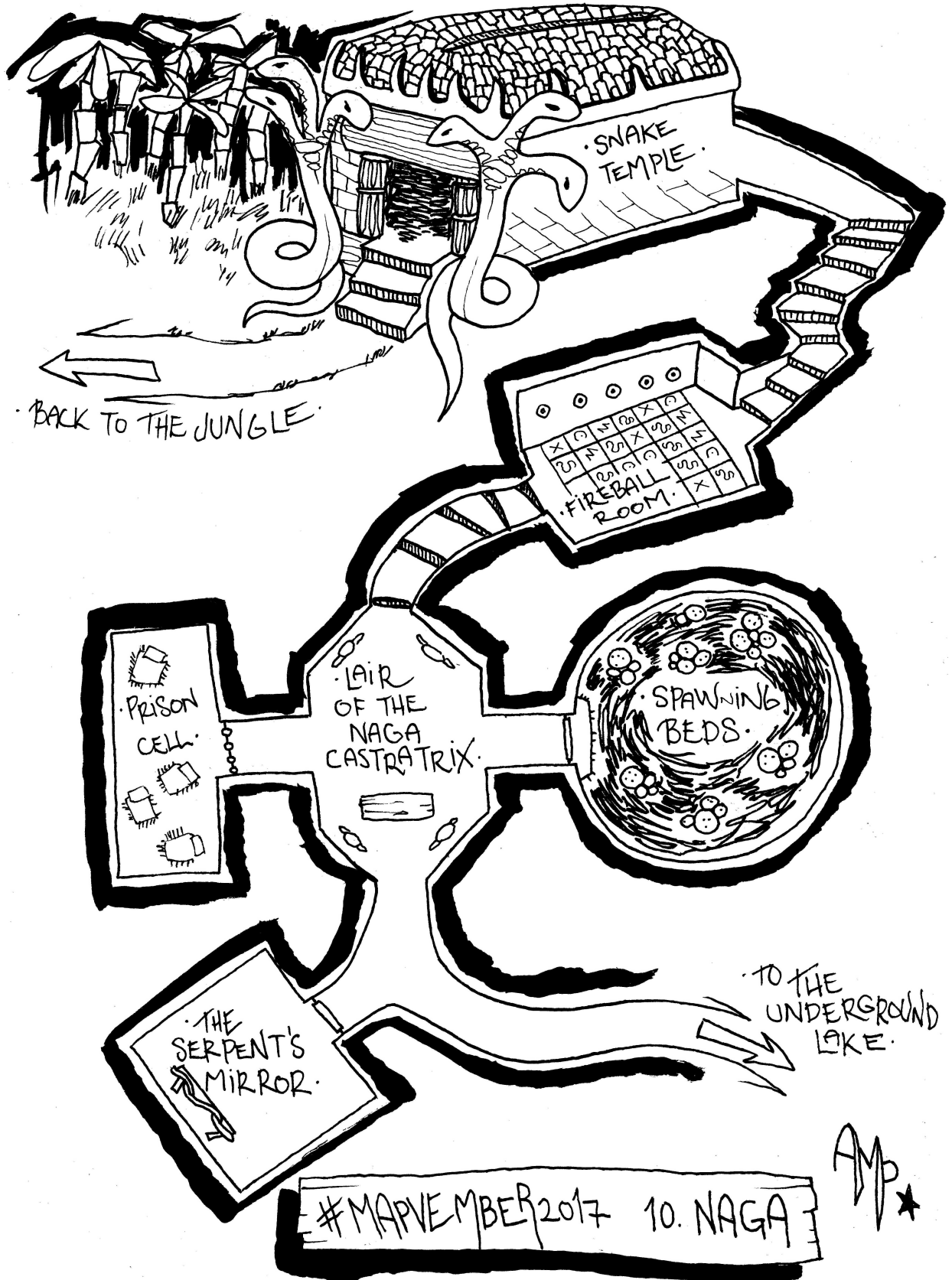
"Until the War of the Axe, the Minotaur Mage ruled the Lowlands with an iron fist. The histories tell of a great cadre of wizards who brought the despot down, and imprisoned him forever."



#MAP/EMBER 2017 9. MINOTAUR AM  
S=SECRET DOOR K=PRISON KEY X=TREASURE! TP\*

# 10/30 SNAKE-TEMPLE OF THE EUNUCHS

"The naga of Jungle Coast mutilate their captives, forcing them to worship unholy snake gods. Survivors tell of spawning halls, where the cut body parts become bedding for the slithering young."



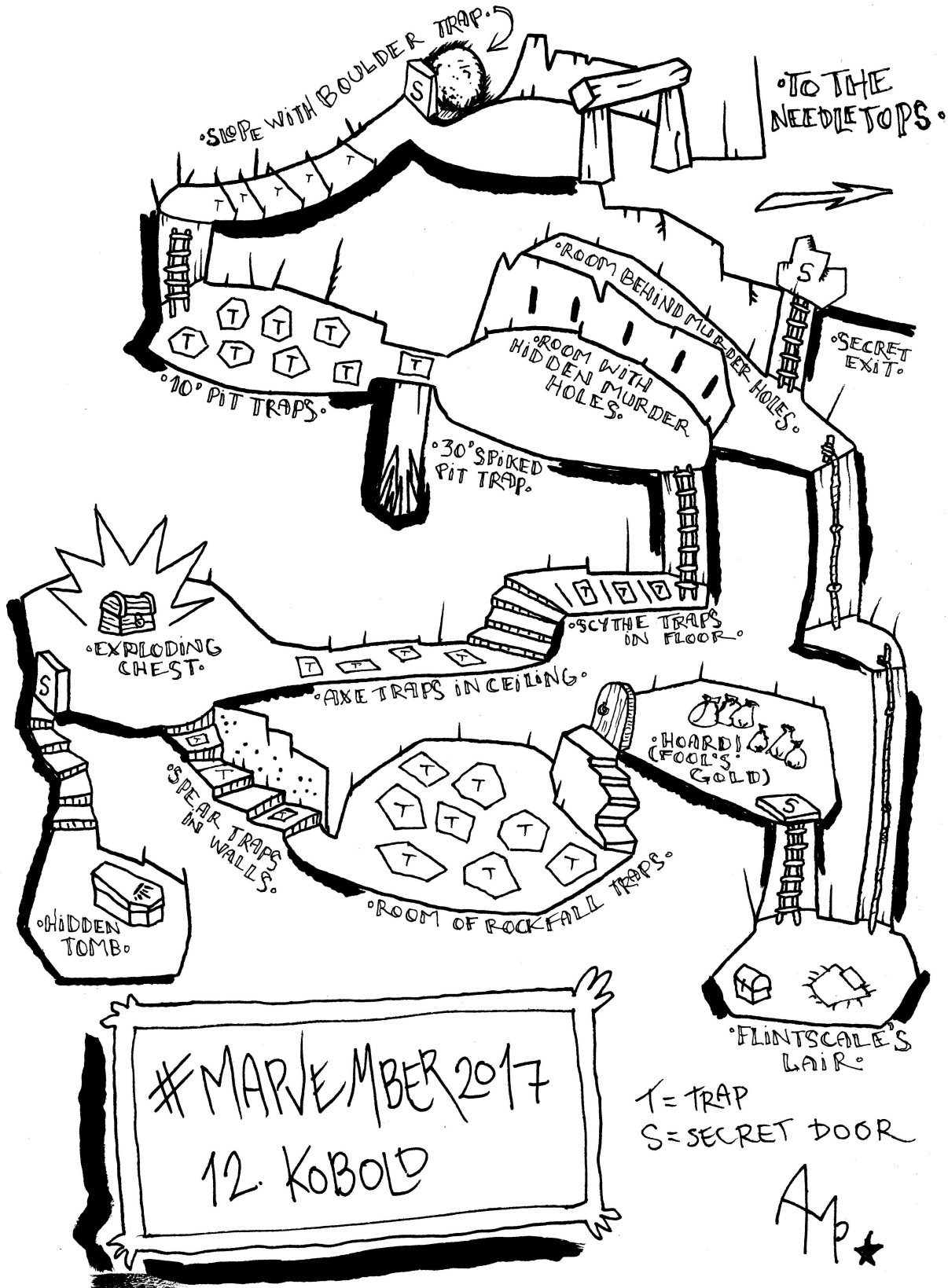
# 11/30 MOUNTAIN OF THE BLIND ORACLE

*"In the south, there is a place where only your past is your own, where your future may belong to another's eyes."*



# 12/30 THE MURDER MINE

"Countless are the stories about the gold mine at Mother's Mountain, known to the few who have survived it as the Murder Mine<sup>7</sup>."

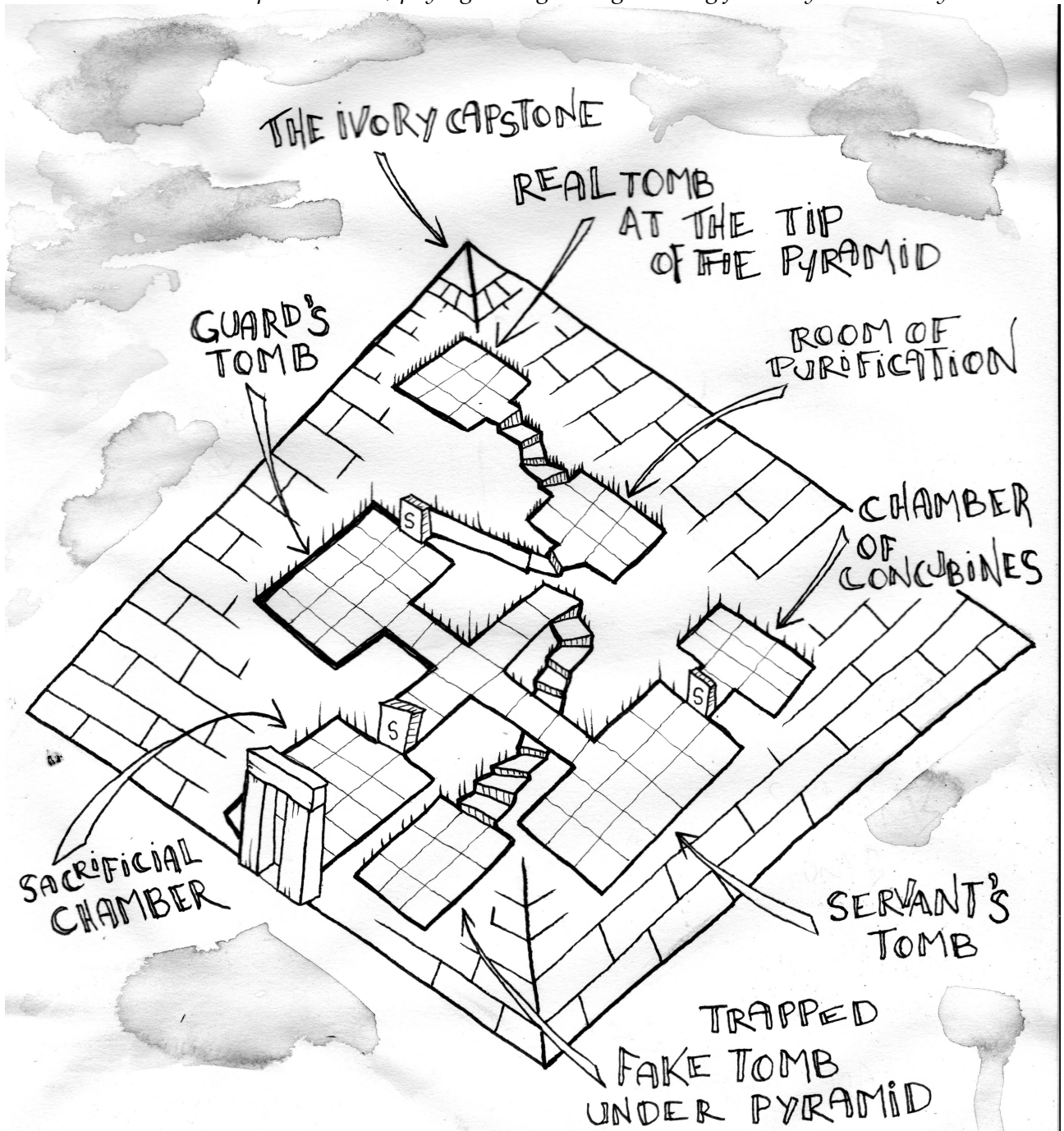


<sup>7</sup> Yes, it's a dungeon with a single kobold for monstrous enemies. Yes, it's a reference to Tucker's Kobolds.



# 13/30 THE ELDER PYRAMID

"In the abandoned Dunelands stands the Elder Pyramid, a relic from times past. A strange tribe of outcasts worships there still, paying homage to a great king from beyond memory."



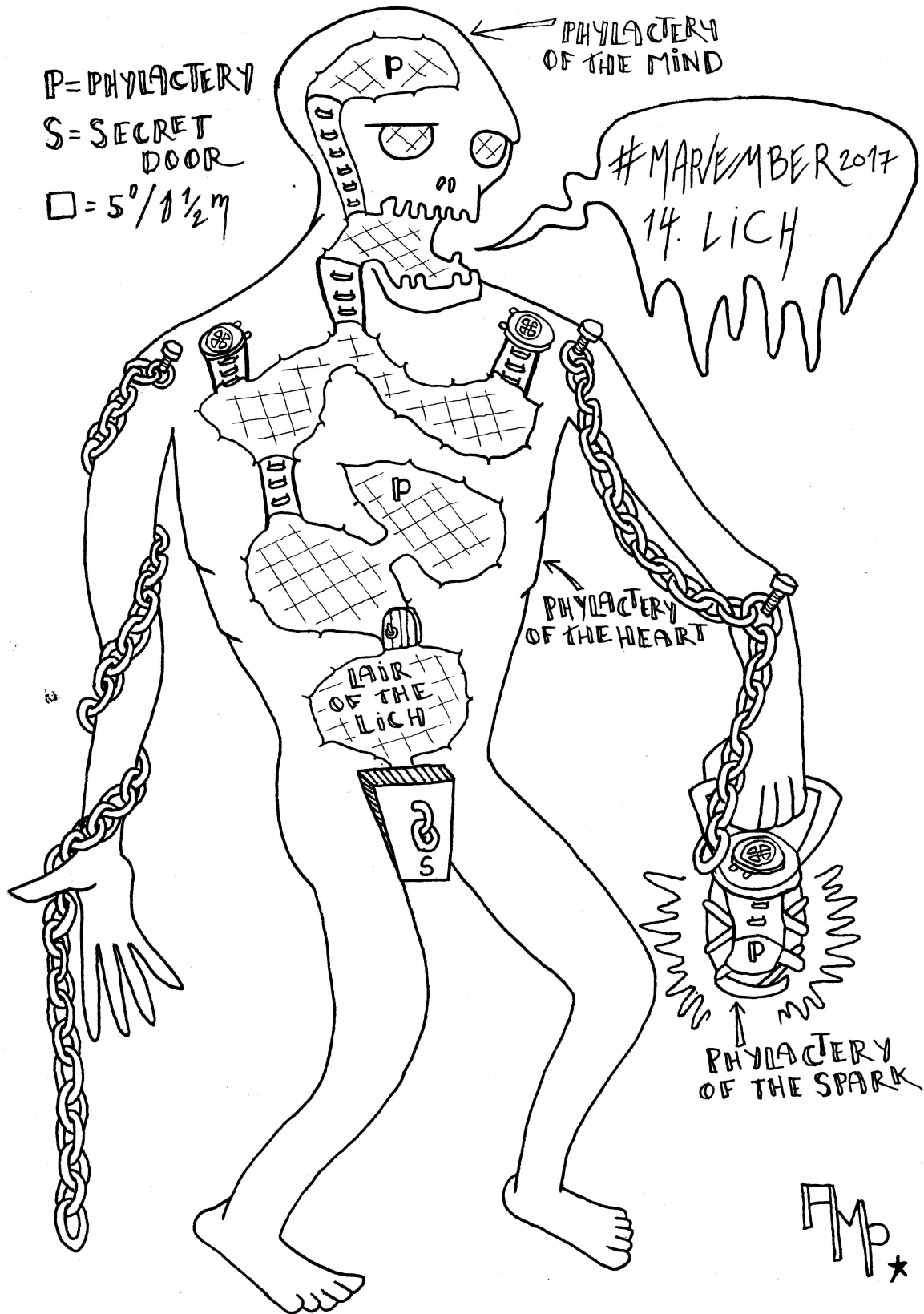
# MARCH/EMBER 2017  
13. MUMMY

AP★



# 14/30 THE WALKING SEPULCHRE<sup>8</sup>

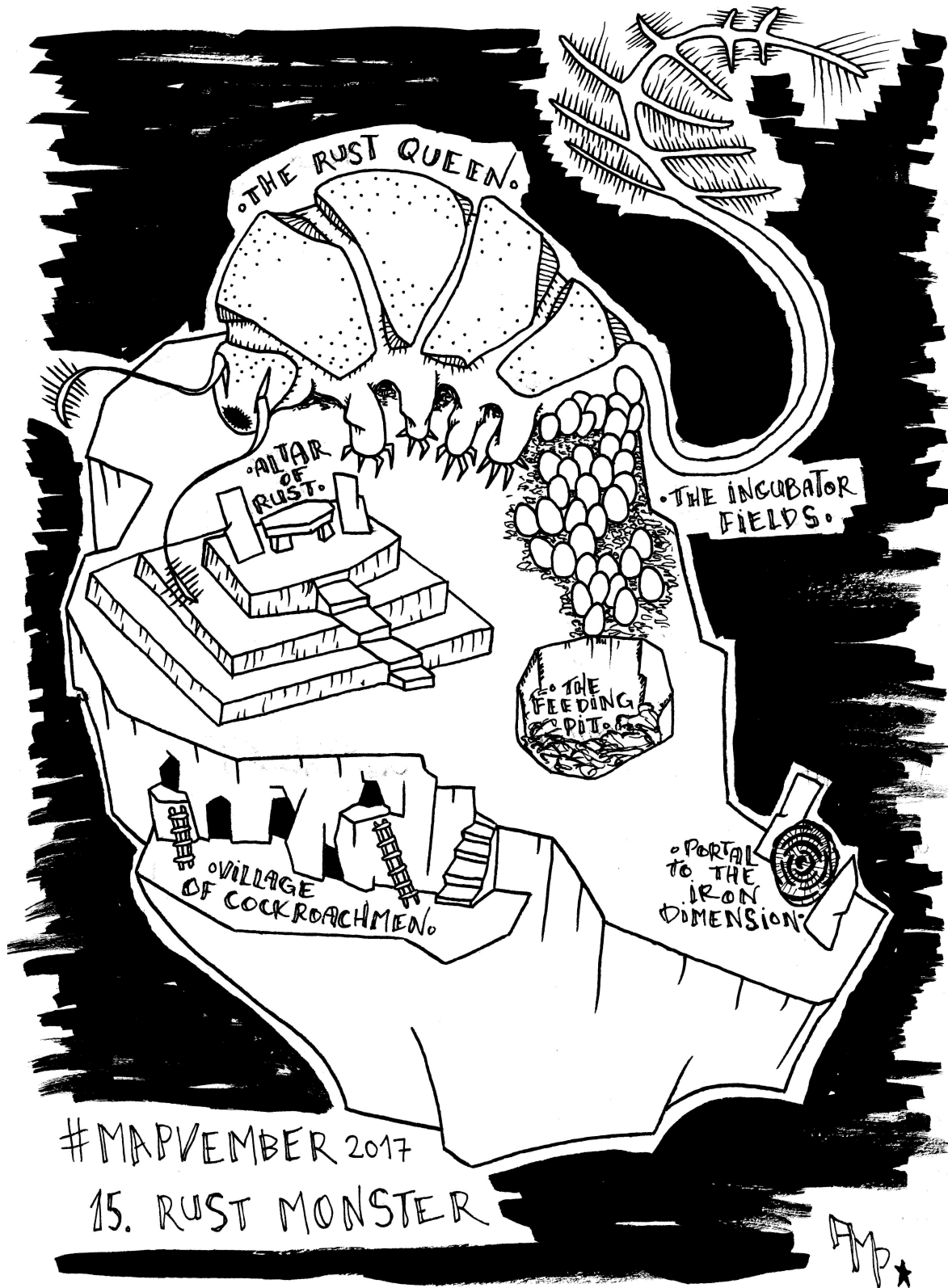
"The shifting plains of the Dunelands hide the footsteps of a forgotten giant, rumoured to hold the secrets of the wizard-king who sucked the life out of the landscape."



8 This is my personal favourite: a dungeon inside a gargantuan undead giant! What could be better?

## 15/30 A FRAGMENT IN THE RUST DIMENSION

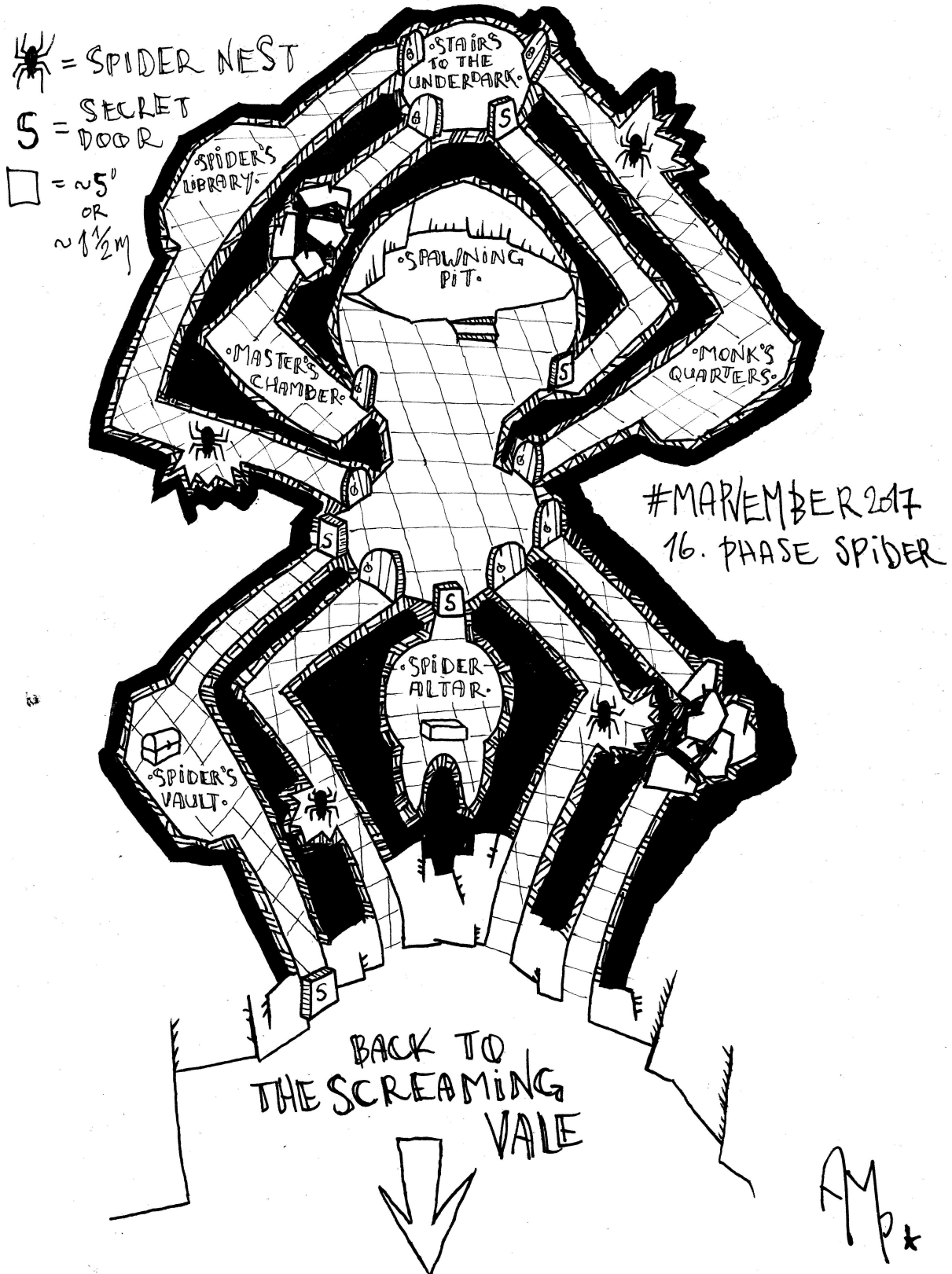
"It is said that the great Iron Rulership of the north fell as an insidious force invaded and ate them up. Now the Iron Plains are a graveyard, marking the passage of this great race of automatons<sup>9</sup>."



<sup>9</sup> We're actually working on a module (for DCC) called *The Bowery of the Iron Sheikh*. This may or may not become part of that project.

# 16/30 THE SPIDER'S MONASTERY<sup>10</sup>

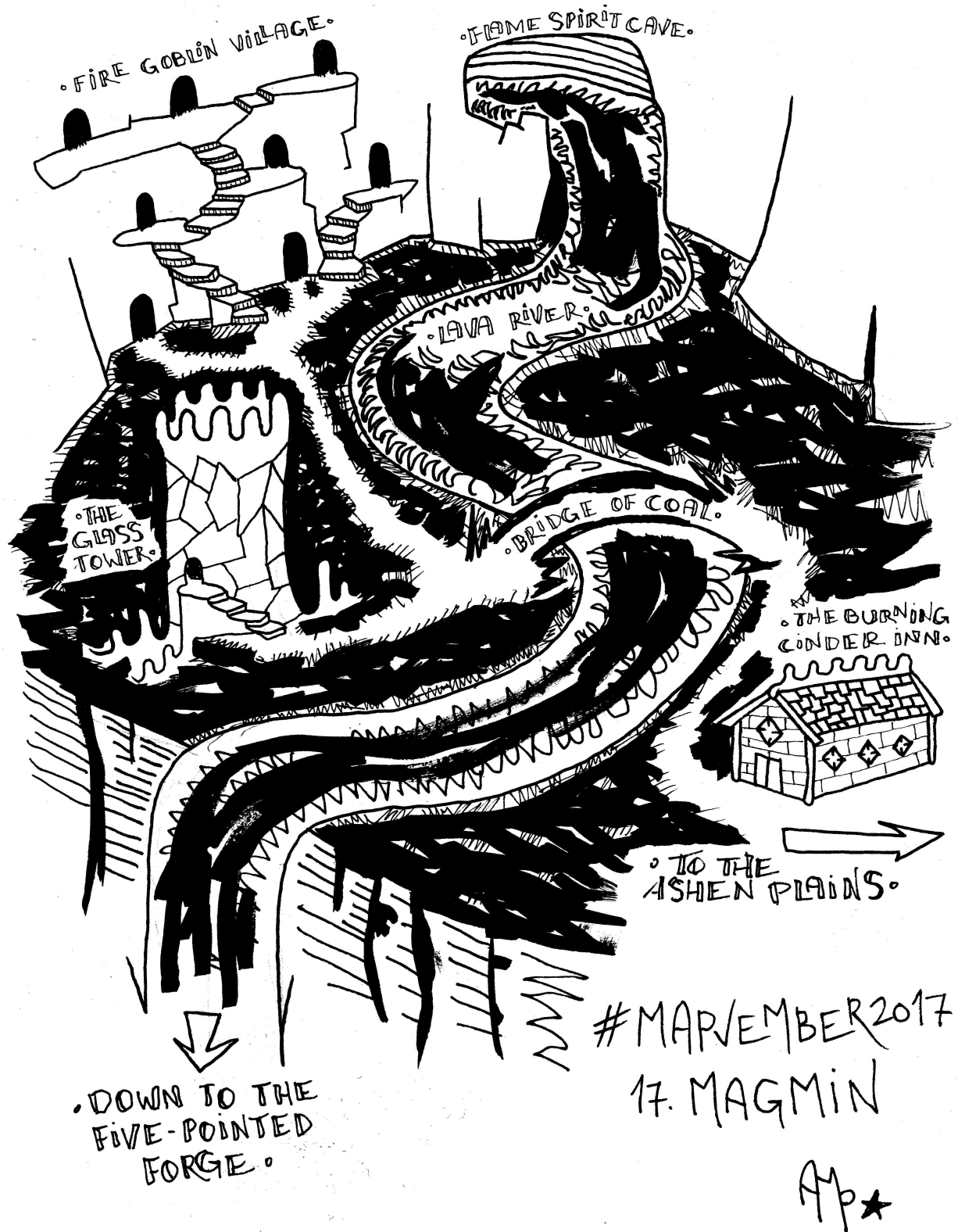
"The Screaming Vale is so known as all animals who find their way there start screaming in horror. The reaction is caused by the unnatural spiders residing there among the ancient shadows."



<sup>10</sup> This one forms an easy double feature with number 27.

# 17/30 COALBRIDGE VALLEY<sup>11</sup>

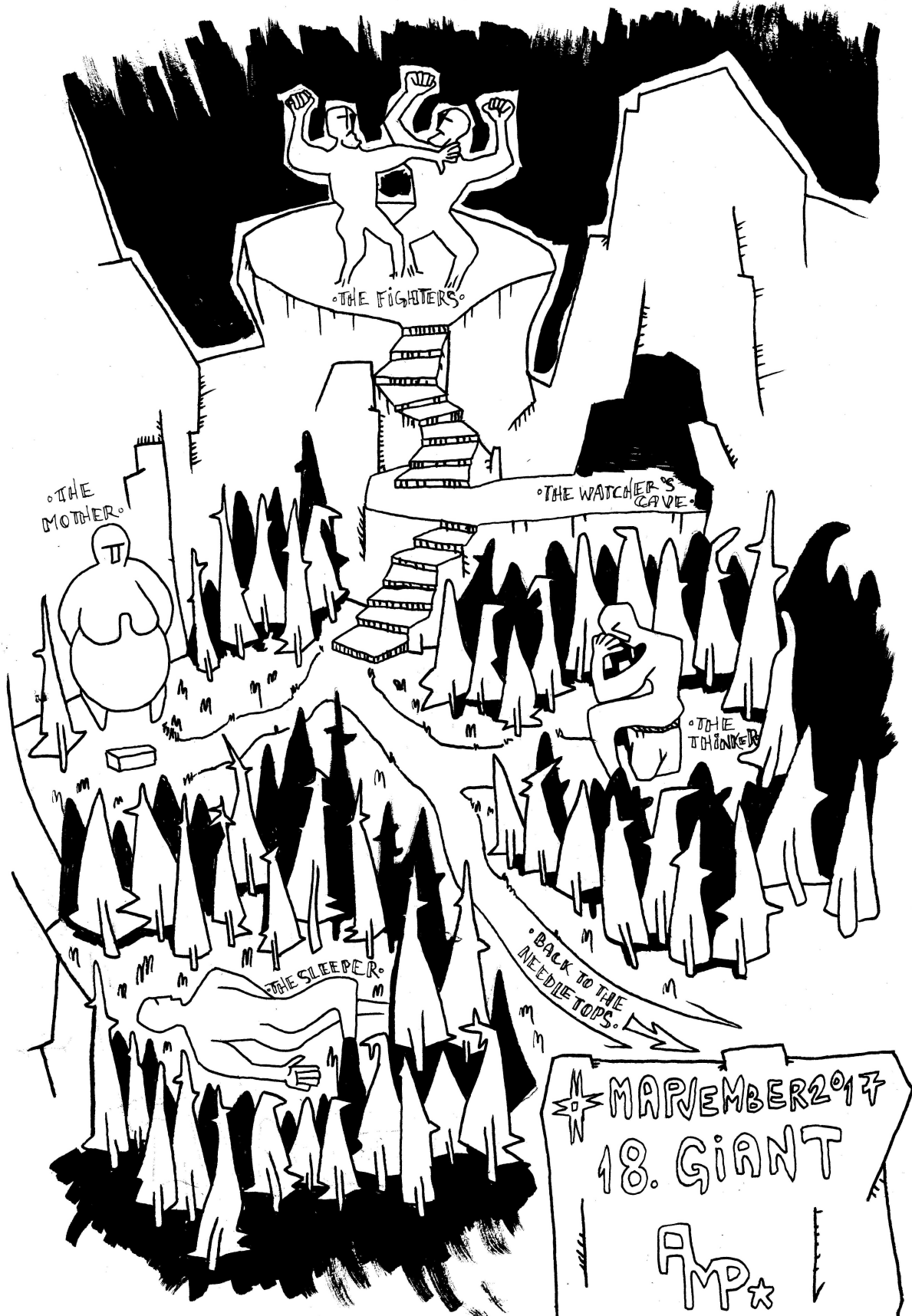
"Coalbridge Valley is the only locale of note in the eastern Ashen Plains, hosting the mysterious Ashen Tower and the fabled tavern, the Burning Cinder Inn."



11 My least favourite keyword, and consequently least favourite map. I actually had to look up what the hell a "magmin" is.

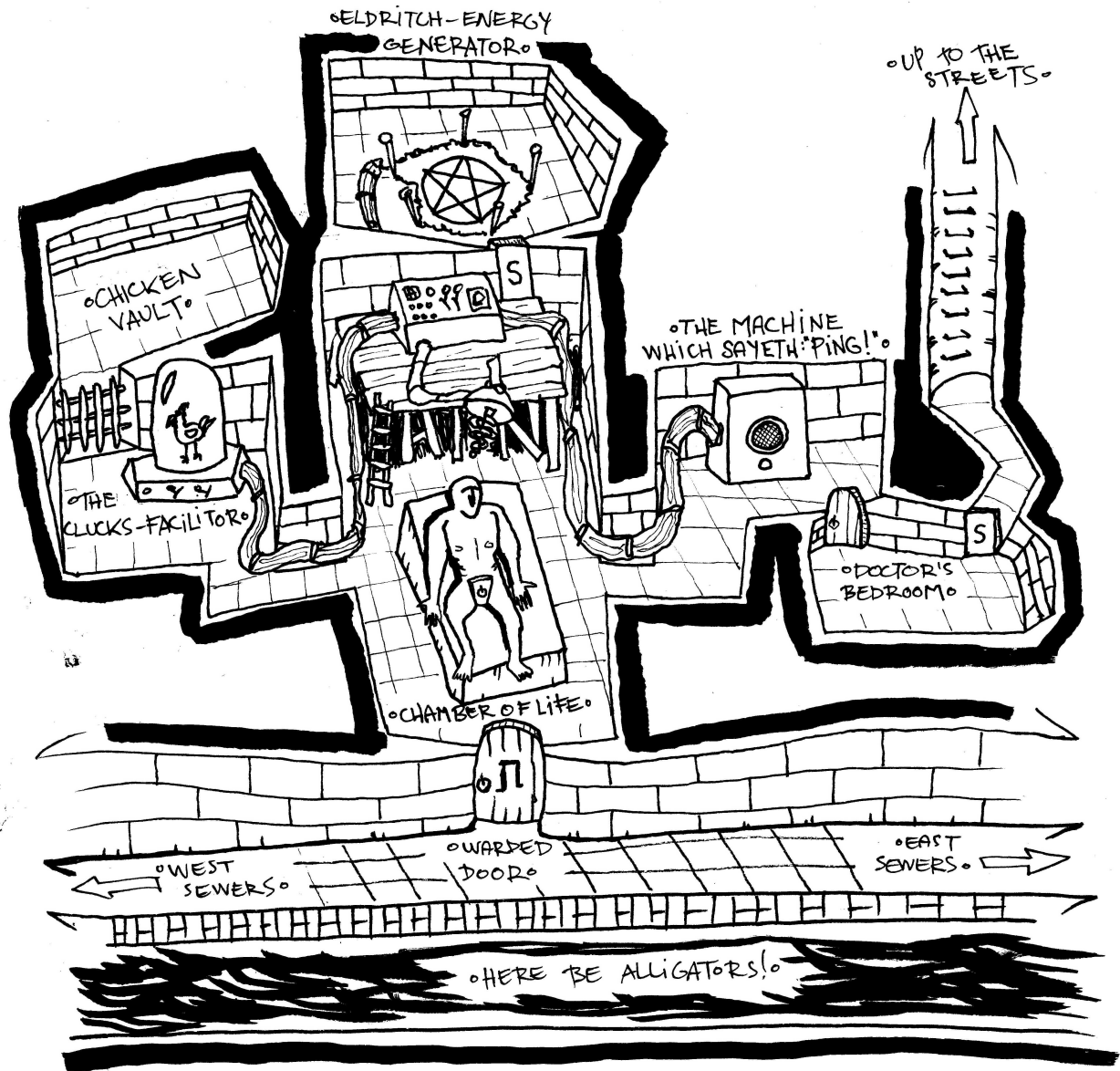
# 18/30 SIX-GIANT VALE

"Six-Giant Vale is well known for the five giant statues found there. Few know where to find the sixth, or whether she even exists."



# 19/30 DR. CODSWOLLOP'S UNDERGROUND WORKSHOP

"Famed throughout the land for his skill with homunculi, Dr. Codswollop disappeared years ago. Some say he is even now working on a creation<sup>12</sup> even more magnificent than those little bastards."



#MAREMBER2017 19.GOLEM

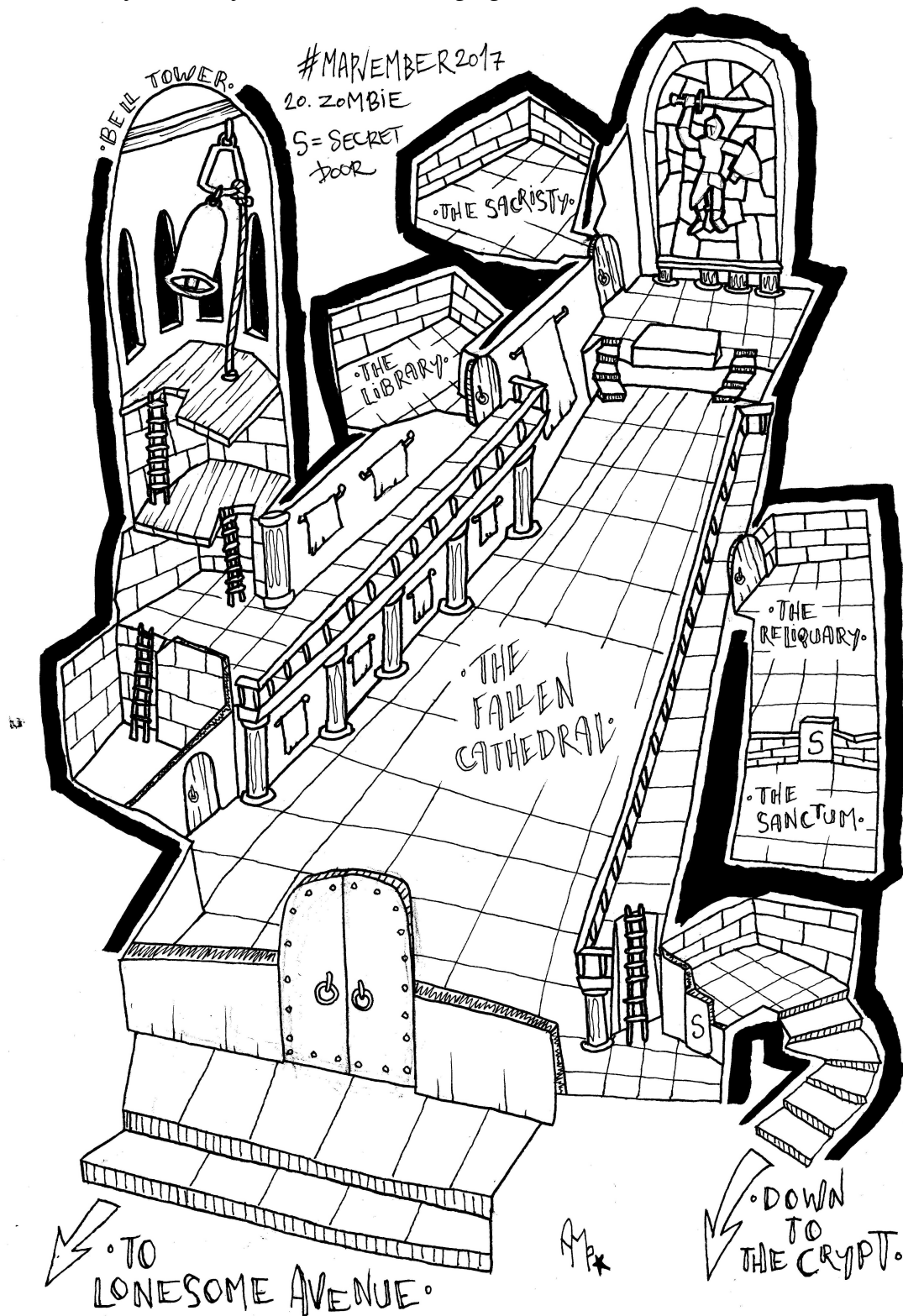
S=SECRET DOOR

12 The golem is called Roger, obviously.



## 20/30 SLACKJAW CATHEDRAL AT LONESOME AVENUE

"For years, Lonesome Avenue in Old Town has been riddled with the undead. These "slackjaws"<sup>13</sup> as they're locally known seem to congregate around the old cathedral there."

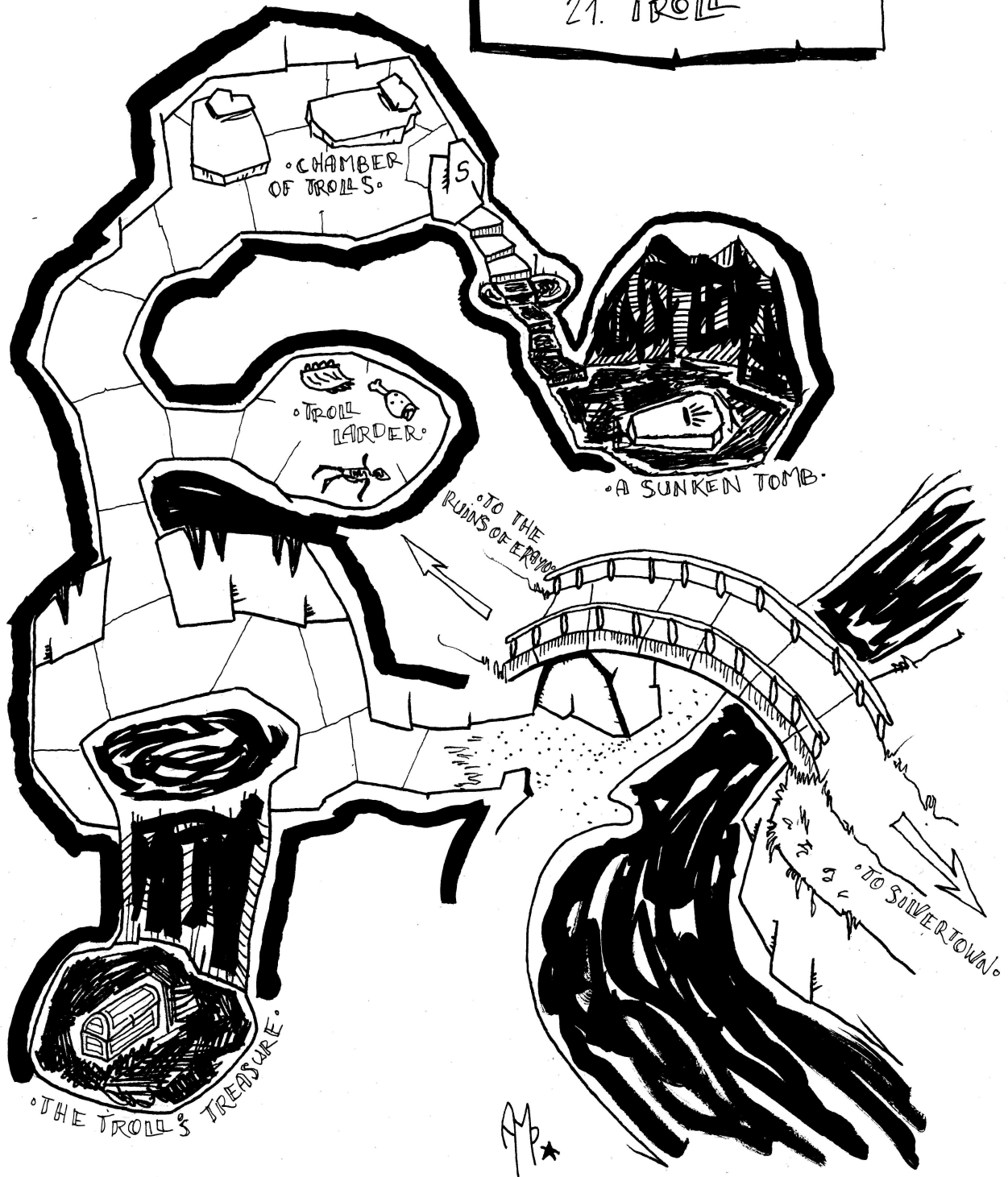


13 At this point I was reading a lot of *Goon*. Bonus points from me if you make the zombies have a union in whatever adventure you run.

# 21/30 JUST ANOTHER TROLL BRIDGE

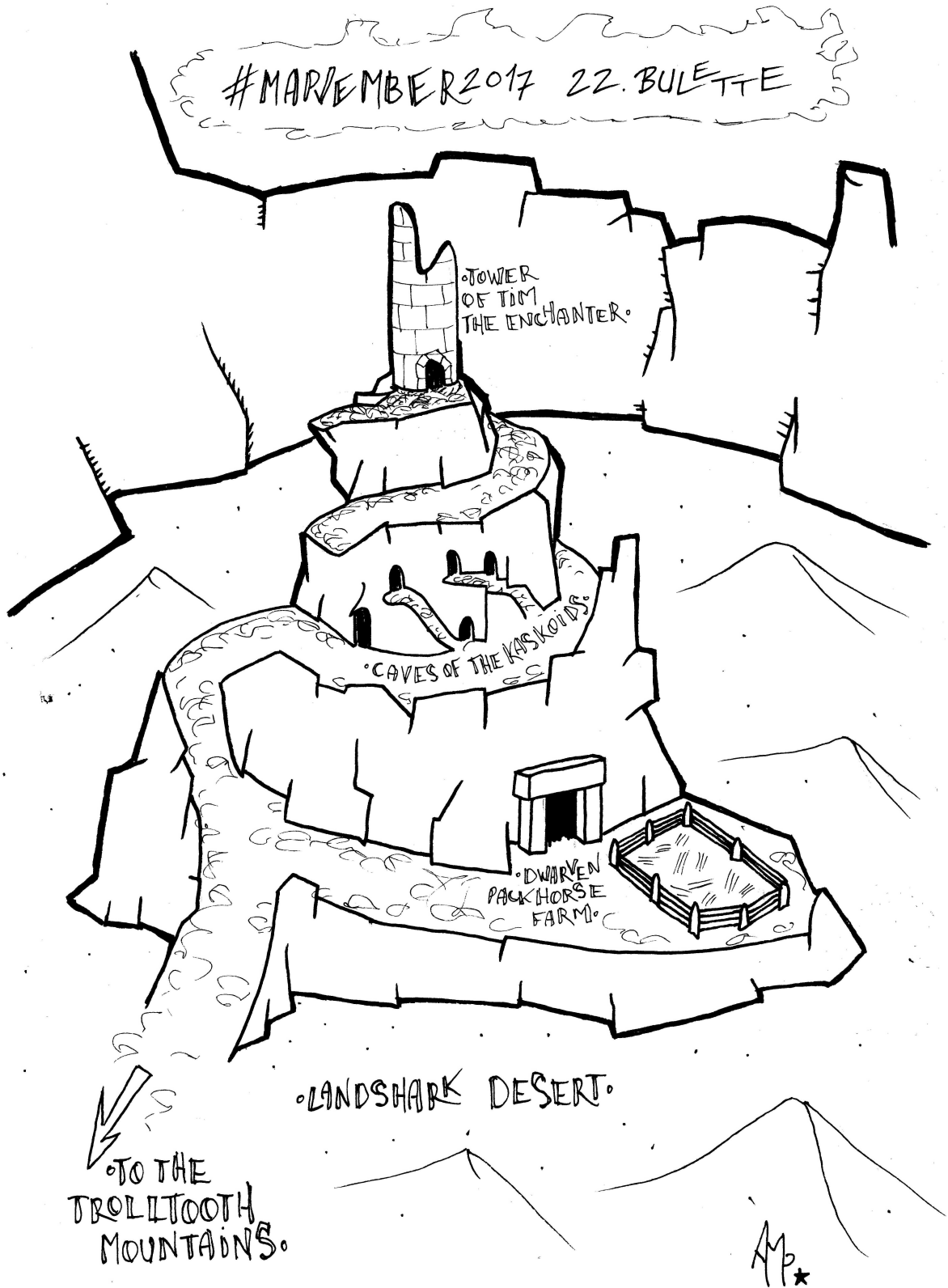
"The bridge west from Silvertown is infamous for disappeared travellers. Some blame the dangerous denizens of the north, but others speak of tolls and riddles from large, ugly creatures."

#MAYMEMBER2017  
21. TROLL



## 22/30 LANDSHARK VALLEY

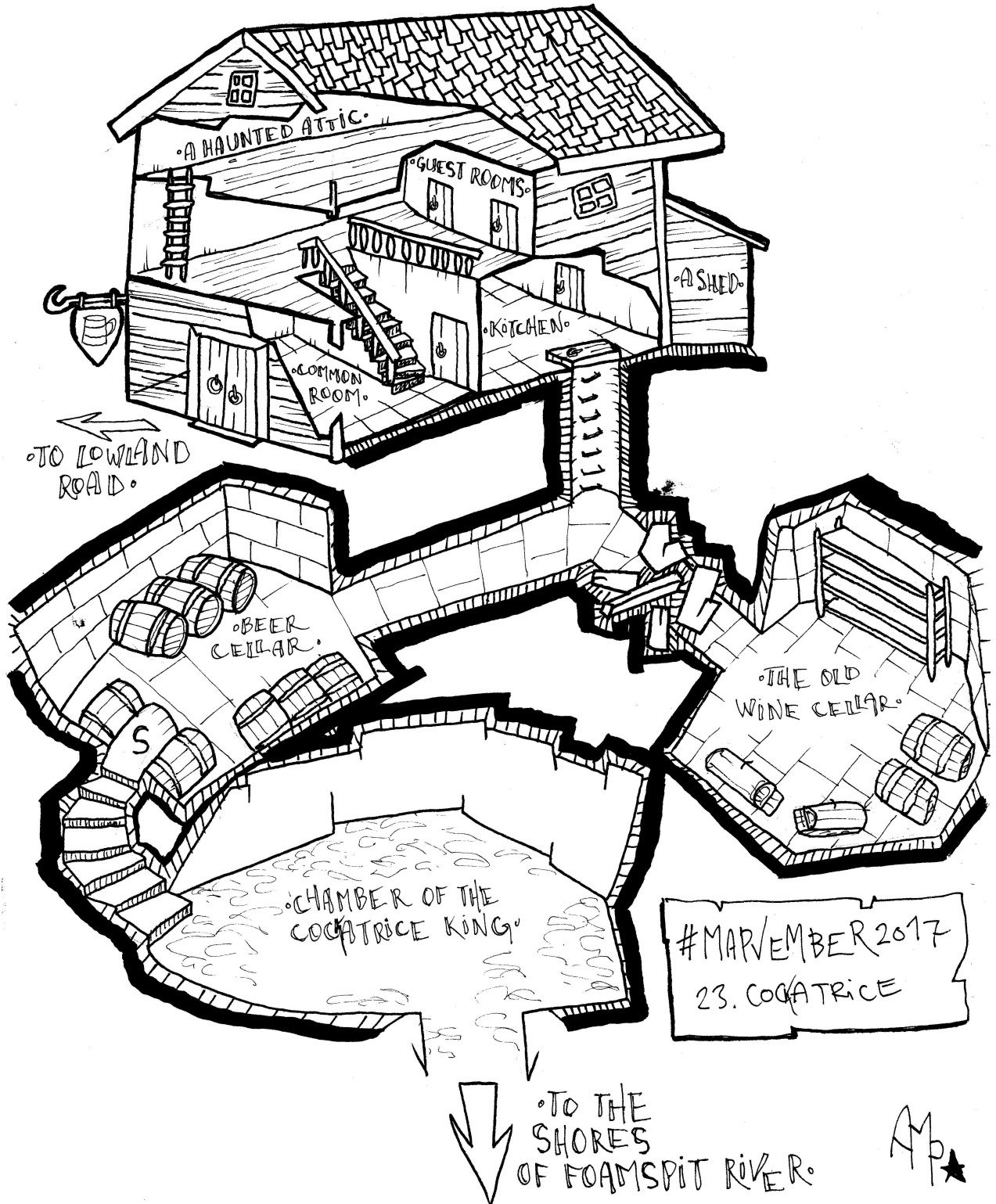
"Beyond the Dunelands is Landshark Valley. The prime spot to buy dwarven packhorses, who can handle the underworld dark, and the rumoured home of the famed enchanter, Tim<sup>14</sup>."



14 I'm sort of proud that I managed to reference two classics in the same map, Tim Kask and John Cleese. (Tim Kask [on creating the bulette](#). And the classic Tim the Enchanter [clip](#).)

# 23/30 ROOSTERSCALE INN

"Disreputable and disheveled, Roosterscale Inn is the last stop of modernity before the barren Iron Plains of the north. It is said that not all patrons leave its barely warm guest hall."



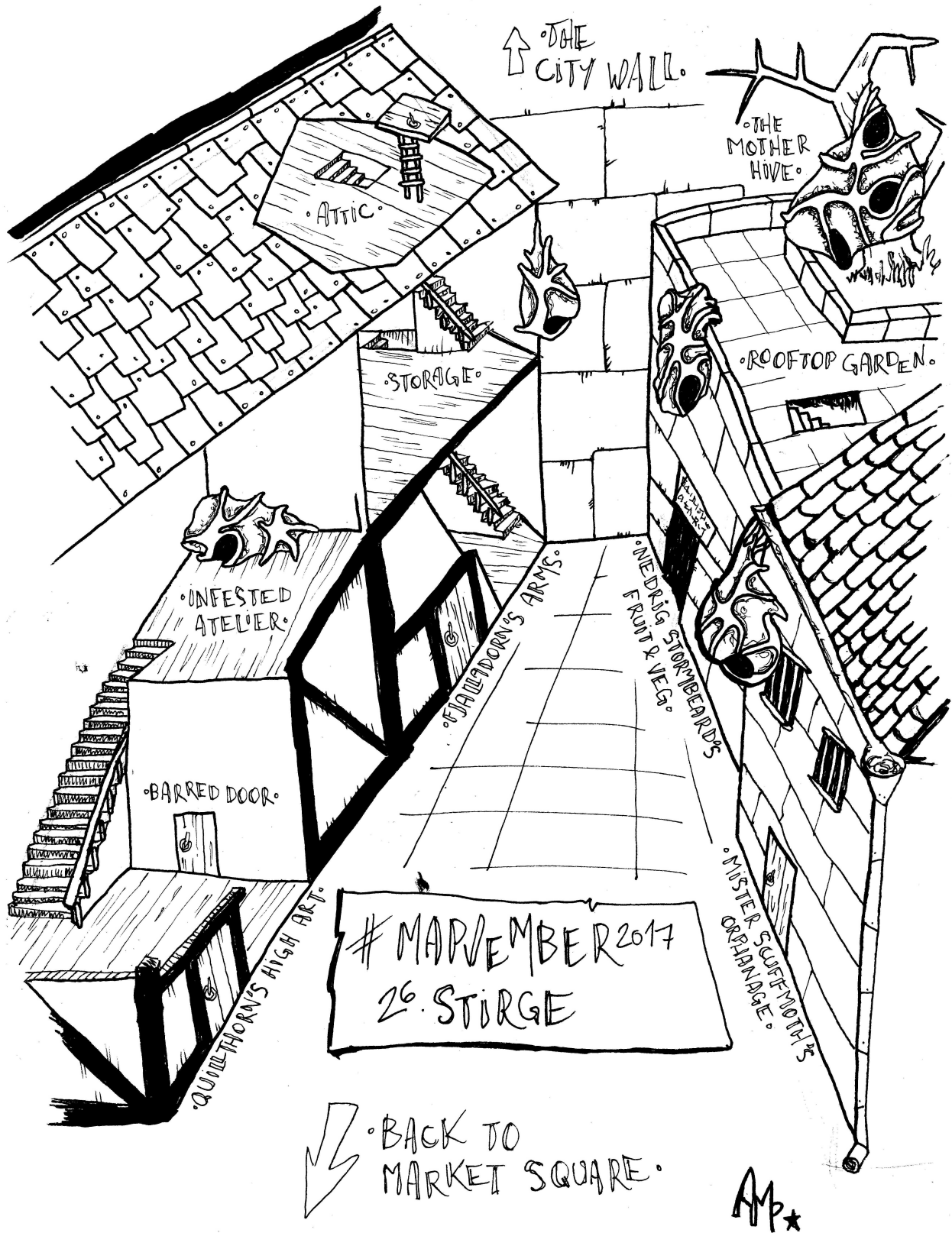
# 24/30 GREENWING GORGE

"It is said that the glade in Greenwing Gorge has a path that leads directly to the court of the fae. Unfortunately few can confirm this, as the chasm is home to other green-winged creatures as well."



## 26/30 INFESTATION AT ROOTHOLLOW ALLEY

"Nedrig Stormbeard runs the best dwarven costermonger shop in the City on the Lowlands, with fare from even the farthest regions of the land. He even has a garden on the top of his stout store<sup>15</sup>."



15 Lethal spiders in your bananas have nothing on deadly stirges in your purple marshmallows! I will definitely build this into an urban funnel for DCC. Just as soon as I learn to properly draw perspectives...



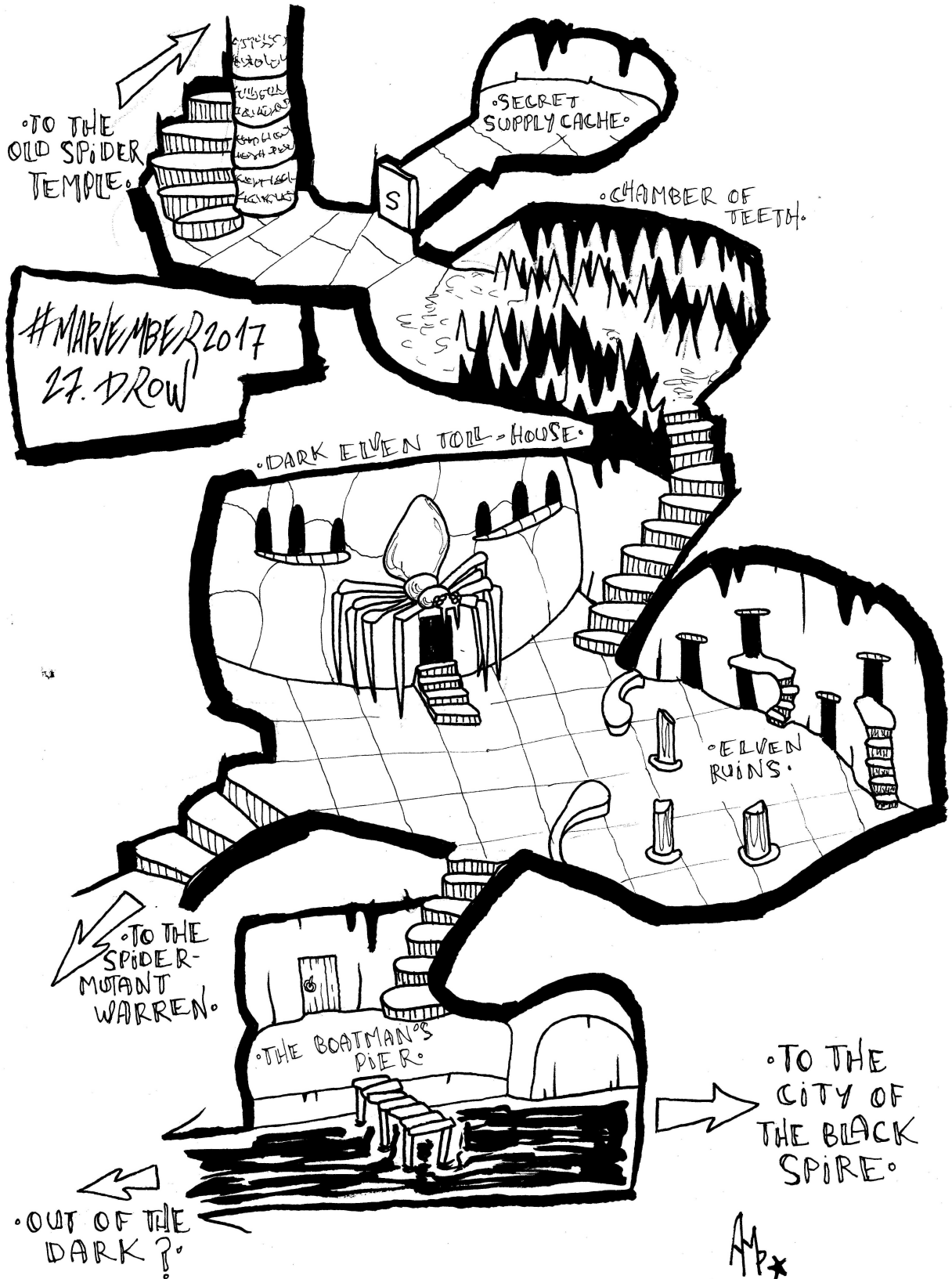
# 25/30 NIGHTSHADE BOG

"The Old Country is full of many unpleasant places, and the worst of them is the Nightshade Bog, where witchlights dance on deadly water."



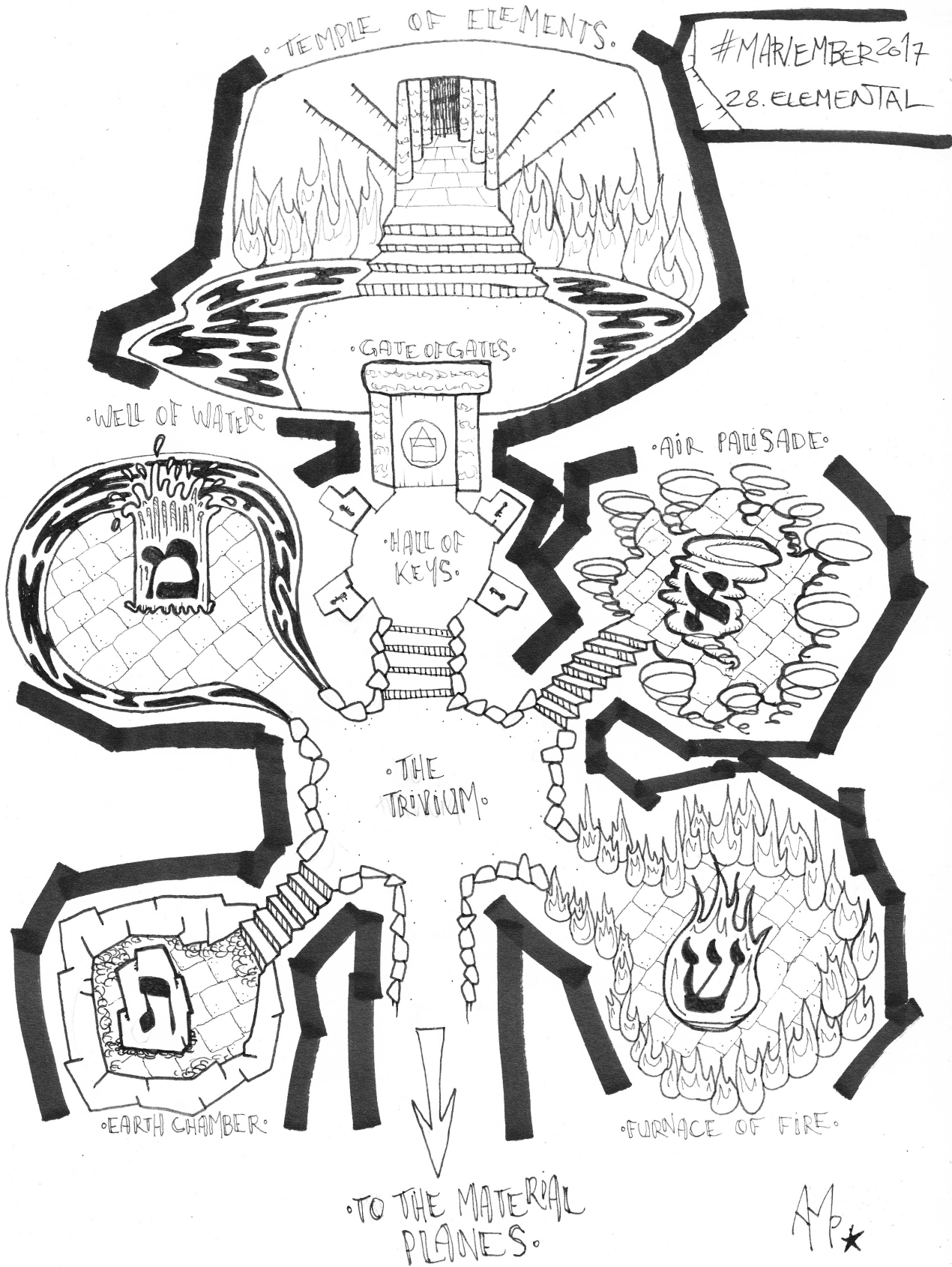
# 27/30 A CROSSROADS IN THE UNDERDARK

"It is said that under the lands of men there is another country, where goods can be bought or sold.  
But be wary, or the denizens may purchase you."



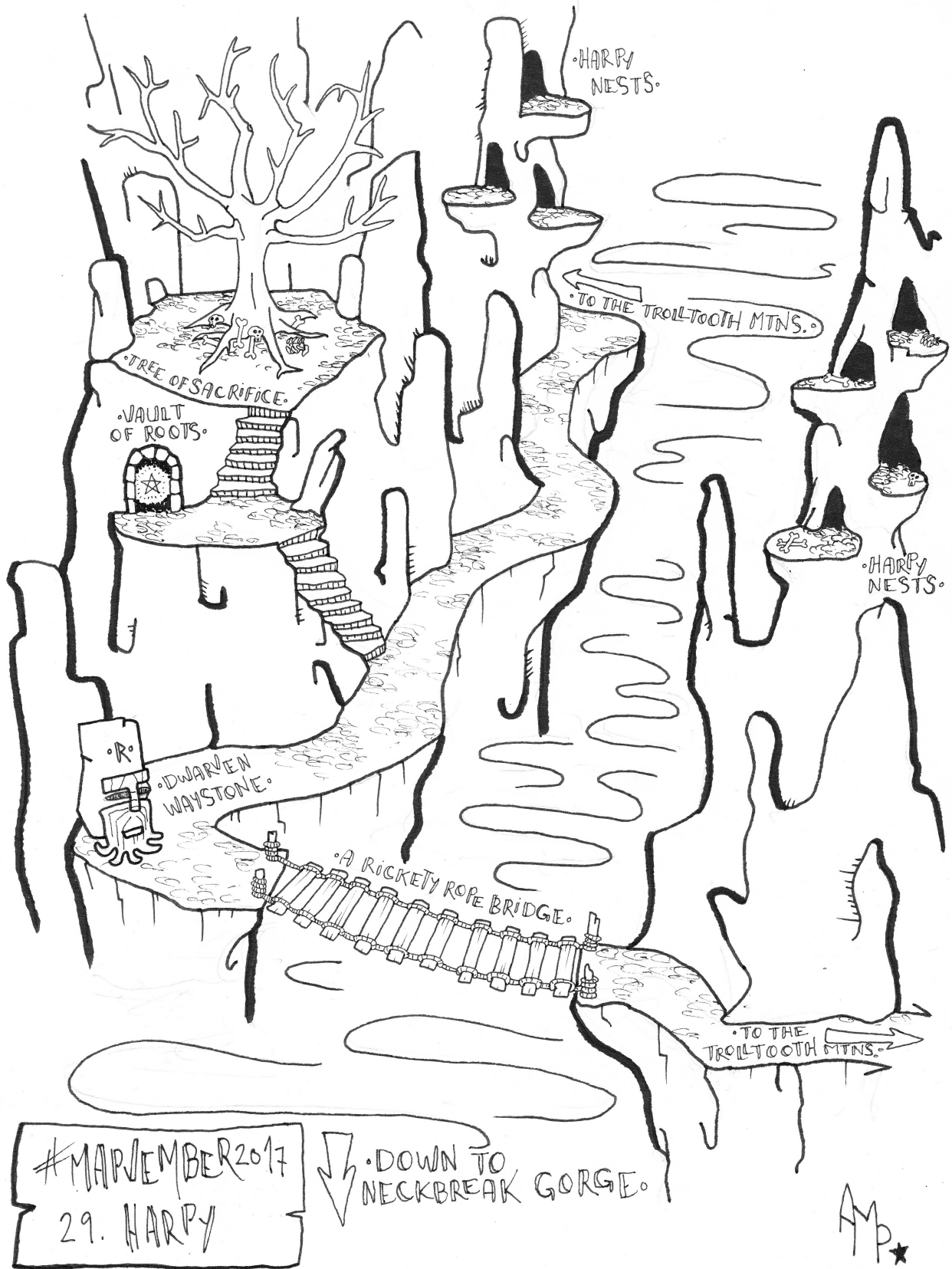
# 28/30 THE CRUCIBLE OF THE ELEMENTS

"In the heart of the High Crags, a shifting elemental vortex waits to take wanderers to a forgotten temple beyond this plane of existence."



# 29/30 HEIGHTS OF NECKBREAK GORGE

"In the high Trolltooth Mountains stand ancient dwarven waystones. The paths they mark are unmapped by modern men, hiding secrets of a bygone empire."



# 30/30 ON THE BONES OF DRAGONS

"It is said that our small world of men is built on the backs of ancient dragons, gone from the world aeons ago."

