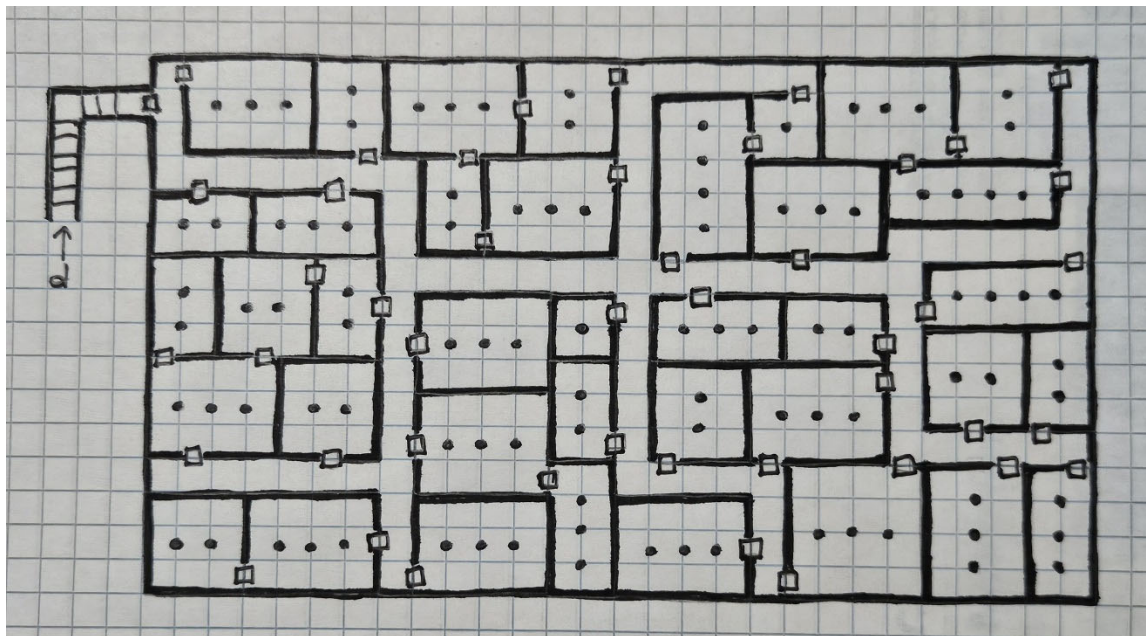


Spes Mark Keep

Based on the original work of Spes Maga Mark.

Spes Maga Mark has been publishing his hand drawn maps to BECMI D&D of Facebook. I have been enjoying them. They remind me of playing D&D in college in the mid 1980s. Thanks for the memories.

Spes shared this dungeon in March, 2026.



It stuck a cord in me. We made good use of graph paper back in the day. Some of it even got used for homework. It generated a lively discussion, primarily around scale, number of rooms, and pillars.

I decided to 'clean it up' a touch. I used Draw.io. Draw.io is similar to Visio except you don't need to pay extra for Architectural symbols. While I was straightening walls and moving doors, I realized that while interesting, the map lacked

a certain purpose. I made the dungeon a mini castle/palace buried under ground.

Welcome to Spes Mark Keep










Table of changes

Changes

Scale	1 sq = 5 ft	1 sq = 5 ft	
Rooms	39	33	-6
Doors	45	38	-7
Pillars	98	20	-78
Stairs	1	1	0
Exterior Entrance	0	1	1

Dungeon Room Descriptions and Symbol Key

Doors	
	Standard wood door
	Pocket door
	Two way door
	Double door
	Tapestry – side to side opening
	Orange doors are secret doors
	Secret two-way door
	Throne

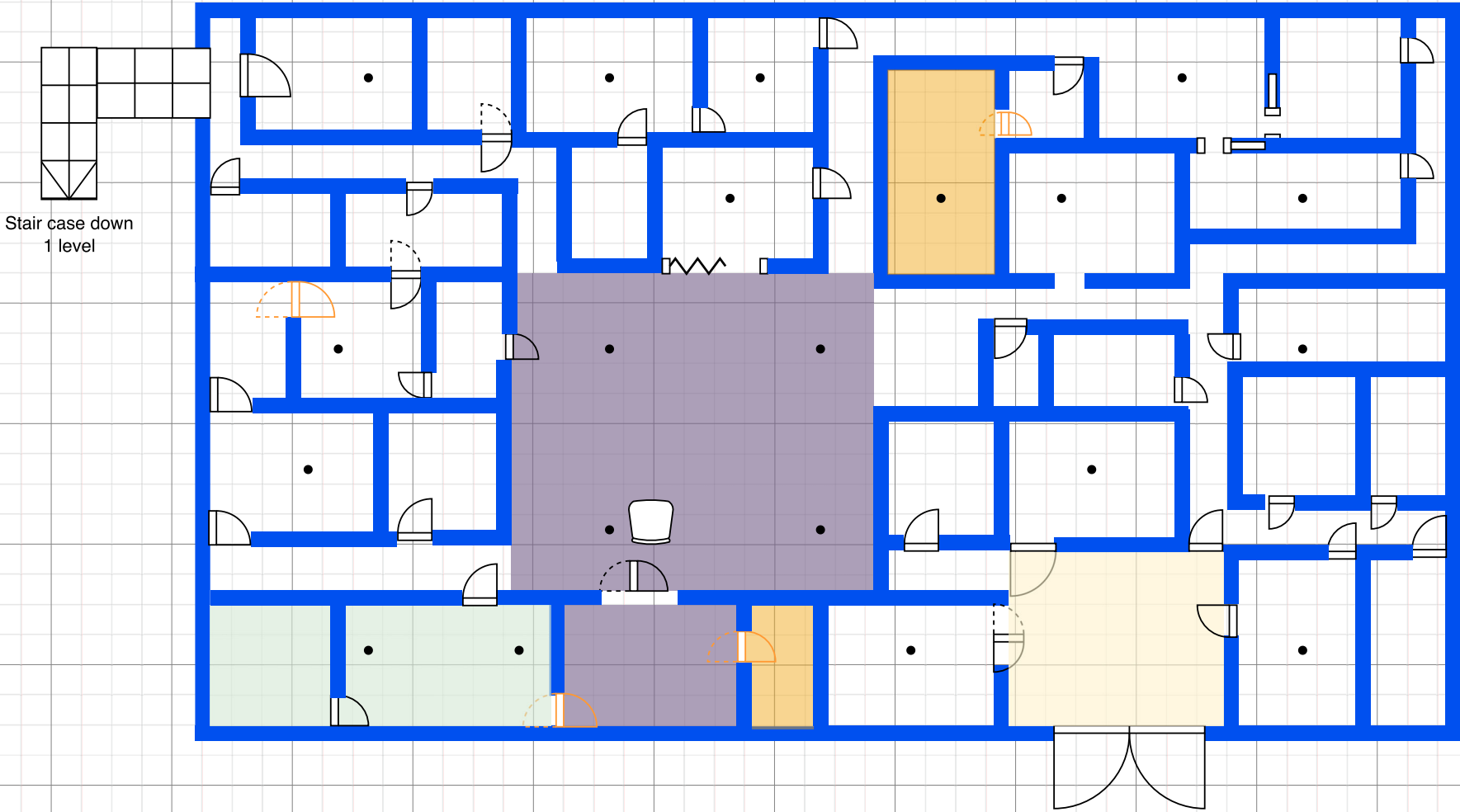
Room descriptions and some encounters. Partially AI generated.

Maps

Rooms Encounters	
1	Kitchen store room
2	Kitchen
3	Behind the throne storage
4	SECRET – Emergency guard room
5	Entry side chamber. Available for guests to store their items
6	Main entry hall
7	Tack room
8	Empty
9	Staff room
10	Dish room
11	Throne audience room
12	Stone-mouthed walls inexplicably mumbling castle pelts mundane connotations. Listen respectfully glean hilariously humdrum recounts else charmingly odd rightness etiquette
13	Guest store room.
14	The players discover a dragon mural in a gallery, which springs to life summoning 3d4 ethereal dragonlings.
15	Empty
16	Guard armory
17	Guard/staff room
18	Staff room
19	Closet
20	a large pile of bones - if they investigate, they will find out that the bones are actually animated and are trying to attack them.
21	The players see a group of heavily armed men in silver armor. They are patrolling the halls. They inspect the party, then walk off down a different hall.
22	
23	
24	Guest Suite
25	
26	SECRET -

27	A group of men and women are gathered around a young boy, who is telling them an epic story about a dragon and a princess. The story is incredibly imaginative, but the boy keeps getting interrupted by his sister, who keeps correcting the story and adding details that didn't happen.
28	Empty
29	Storeroom
30	Guest Suite
31	Guest Suite
32	
33	
34	

Spes Mark Keep - Dungeon Map

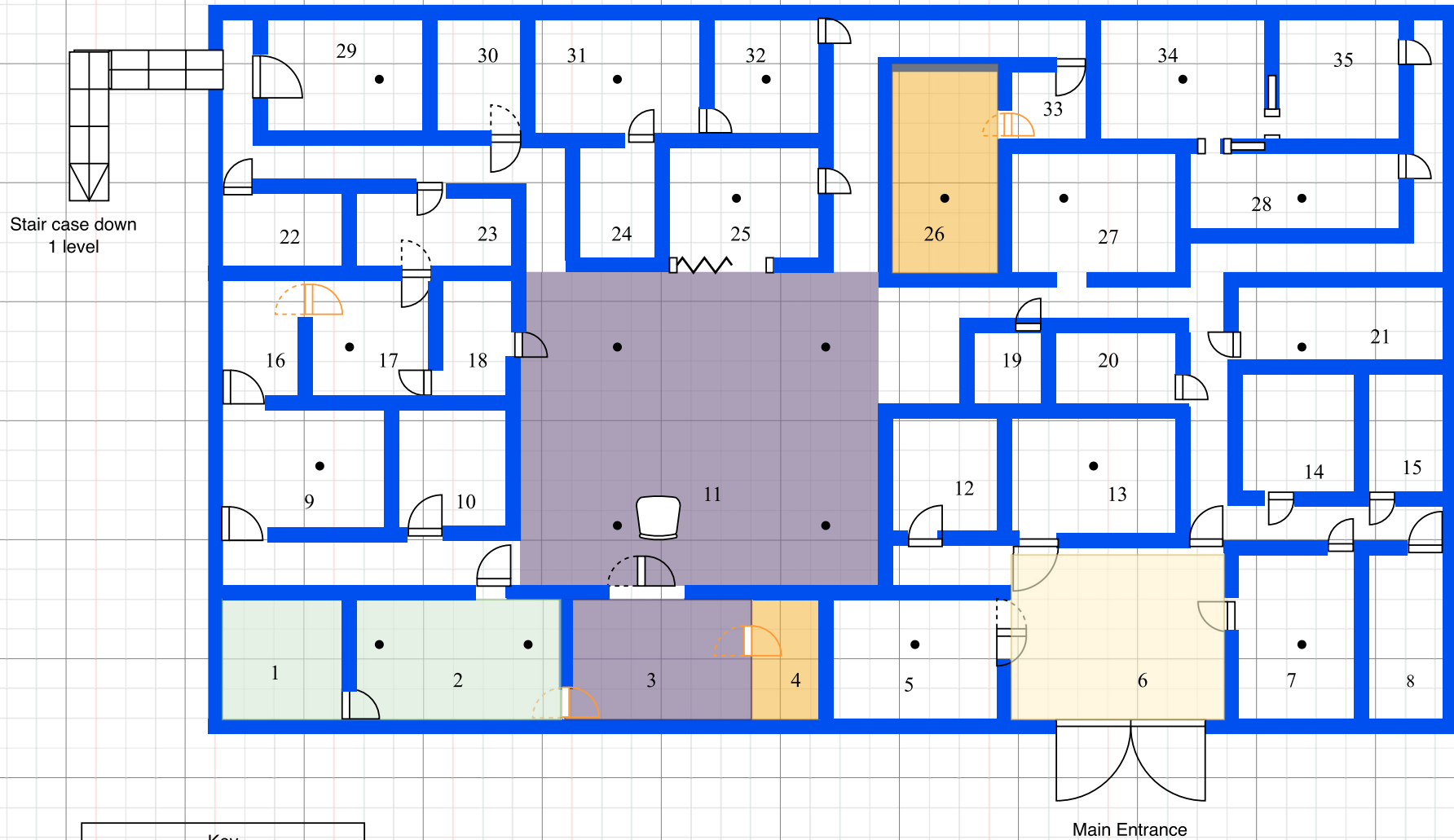


Stair case down
1 level

Main Entrance

Key	
1 sq = 5 ft	
Purple Main Audience Room	
Orange Secret Room/Door	
Green Kitchen	
Yellow Entry Hall	

Spes Mark Keep - Dungeon Rooms



Key	
1 sq = 5 ft	
Purple Main Audience Room	
Orange Secret Room/Door	
Green Kitchen	
Yellow Entry Hall	

Spes Mark Keep - Player's Map

