



# Dungeon Days

Written by Ted Sherman • Illustrations by Marcus Kielly • Design by Ollie Francis

[www.dungeondays.com](http://www.dungeondays.com)

# Premise

Dungeon Days is an illustrated collection of stories, for children aged 6 and above, about the lives of dungeon dwelling creatures.

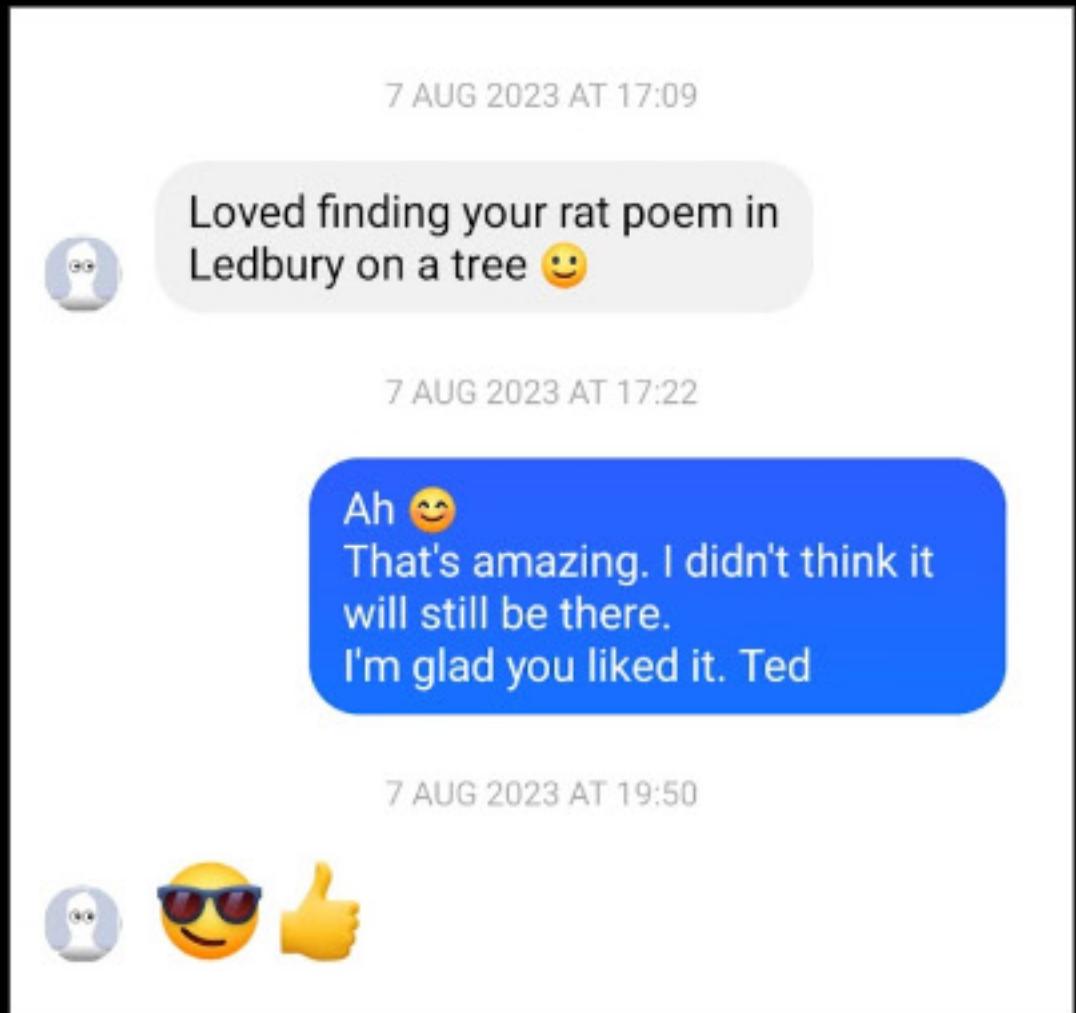
These humorous stories let the reader peek behind the 'curtain' of typical fantasy stories to discover what these magical creatures do when there are no heroes to fight or epic battles to win.

The world of Dungeon Days was created by Ted whilst working in a boring office job. Influenced by a desire for excitement and laughter; by the legacy of family and friends, fantasy books, board and video games, and the poems of Roald Dahl and Tim Burton.



# Inspiration

The writing of the Dungeon Days stories began just before Covid and lockdown gave Ted the motivation to begin sharing these stories with world. Ted hung the poems in woods across Bristol and Worcester, for which he received lots of positive comments from locals and he was later featured on BBC Bristol and two poetry podcasts.



7 AUG 2023 AT 19:50



# Genesis

Ted's long-term friend Marcus, an experienced illustrator, was inspired and began to create images for the stories.

The dream of creating a book developed, they approached another friend, Ollie, a graphic designer, and the Dungeon Days team was complete.



## Main character

# Stilton the Scribe - The Dungeon Days Story teller



Stilton is the main character in Dungeon Days. He is a young gnome who recently started a job as the Scribe for a local dungeon. It is Stilton's responsibility to record, for posterity, the stories of the creatures he works with.

Stilton is a kind hearted, inquisitive but anxious creature. He enjoys writing and drawing, he loves dragons but hates bats. Stilton longs to meet another "special" gnome - someone with whom he can share his love of tea, biscuits and interior design with.

Each day Stilton walks to work. He passes through streets and market places until he reaches the Castle.

After passing through the giant, rusted gates and trotting down the moss strewn spiral staircase, he arrives in the Dungeon, the subject of his poems.

He winds his way through dark tunnels passing rooms filled with books; magical laboratories; cleaning cupboards; dangerous traps; meeting and office spaces; and a canteen, all the while politely greeting his colleagues until he reaches his little office cave.

The stories in Dungeon Days are written from Stiltons perspective.



We now have 34 Dungeon Days  
stories, here are a few of them...

## Story

# The Ogre

This morning I met an awesome gal  
and now she is my ogre pal!

A giant lass of seven feet  
built of bone and muscled meat

But beneath her leathered hide  
she has a softness deep inside

And I know that this may sound barmy,  
but this ogre loves origami.

Her hands, the size of double beds  
are perfect tools for smashing heads.

But once she's through with squashing men  
she finds a quiet cave and then

her hands will fold and fold for hours  
making tiny paper flowers.



**Story**

# The Minotaur



This afternoon I got so scared  
I couldn't keep on eating.  
My food got cold, I sat and stared  
my heart was thunderous beating.

What was this thing that got me shook?  
What was it that I saw?  
It was a hideous, monster cook;  
a lunchroom minotaur.

I'd always thought the tales were lies  
I didn't think them real  
until I saw with my own eyes,  
a man-bull cook a meal.

A giant ring hung from his nose  
two horns upon his head.  
A coat of fur in place of clothes  
no shoes, two hooves instead.

The cook we had before the bull  
I hear was really great  
her top cuisine would keep you full  
no crumb left on your plate

But now she's gone, just disappeared  
vanished without a clue  
this lovely cook, it's thought and feared  
was served up in the stew

The canteen's now a silent hell  
the patrons all glum and sad  
everyone is just too scared to yell  
“THIS FOOD IS REALLY BAD!”

The chips; they are as hard as nails  
the pie tastes like a drain  
the gravy's like the slime of snails  
but who would dare complain?

They need someone who will be strong  
a brave soul who will try  
to stand and fight this food-based wrong  
But oh no no! not I!

Facing the beast is not for me  
for I am but a gnome.  
But I can sort this out, you'll see  
I'll bring my food from home.

My lunch, once more, I will adore  
I'll eat it in my cave  
never to see that minotaur  
I'd sooner be full than brave.



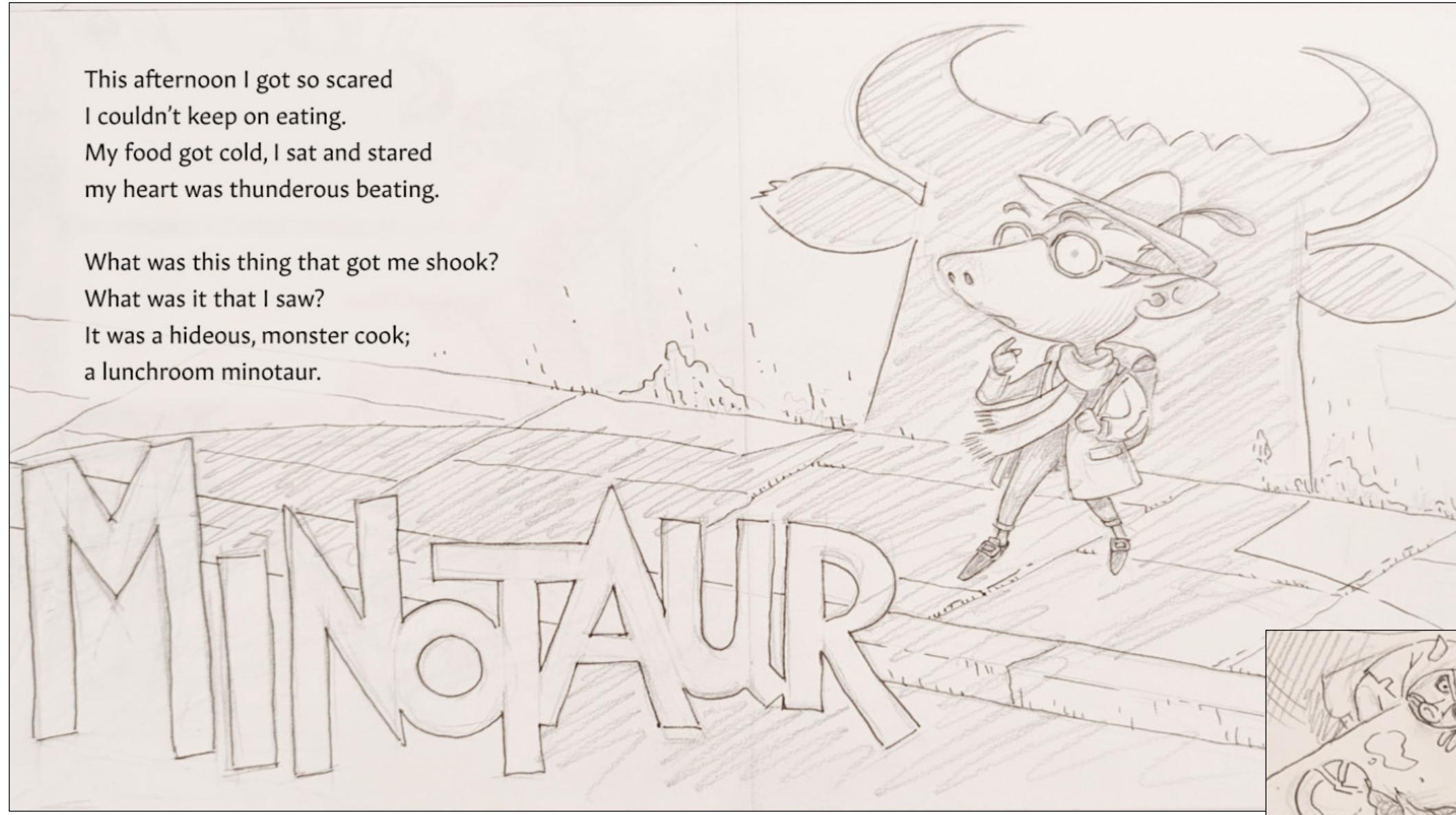
## Story

# The Skeleton

Every year in the month of May  
the Dungeon holds a sporting day  
206 events for fun  
and Skeleton Bob's in everyone.

But once the final whistle's blown  
and the creatures start to head off home  
there still is left one vital job  
to collect the pieces and rebuild poor Bob.

The track is lined with his fingers and toes  
his ribs are used as archery bows  
the discus is his pelvis bone  
in the Javelin his spine is thrown  
the fencing swords come from his thigh  
over his femur high-jumpers fly  
his skull is tossed, and kicked, and twirled  
the most useful remains in the whole wide  
world.

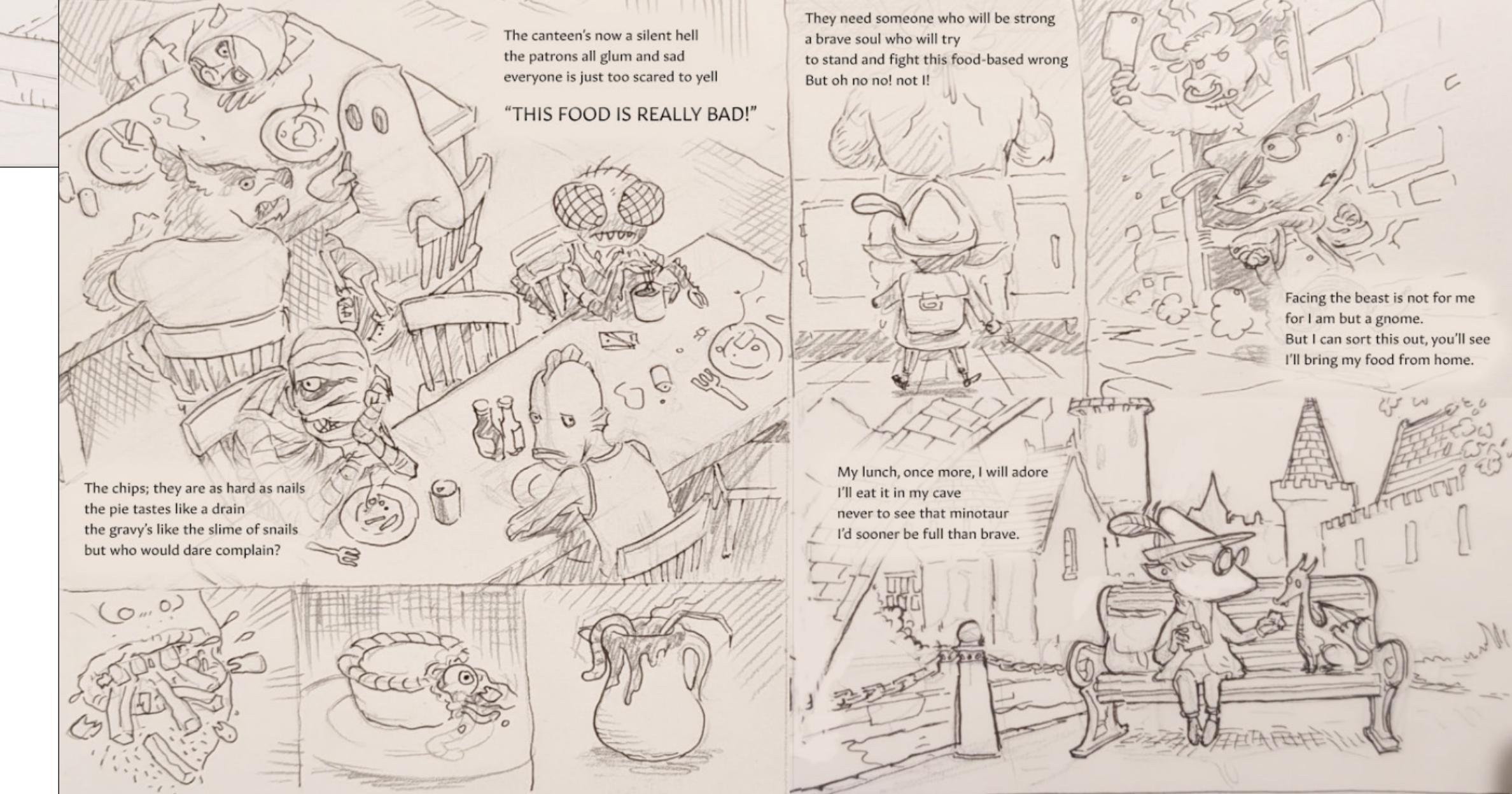


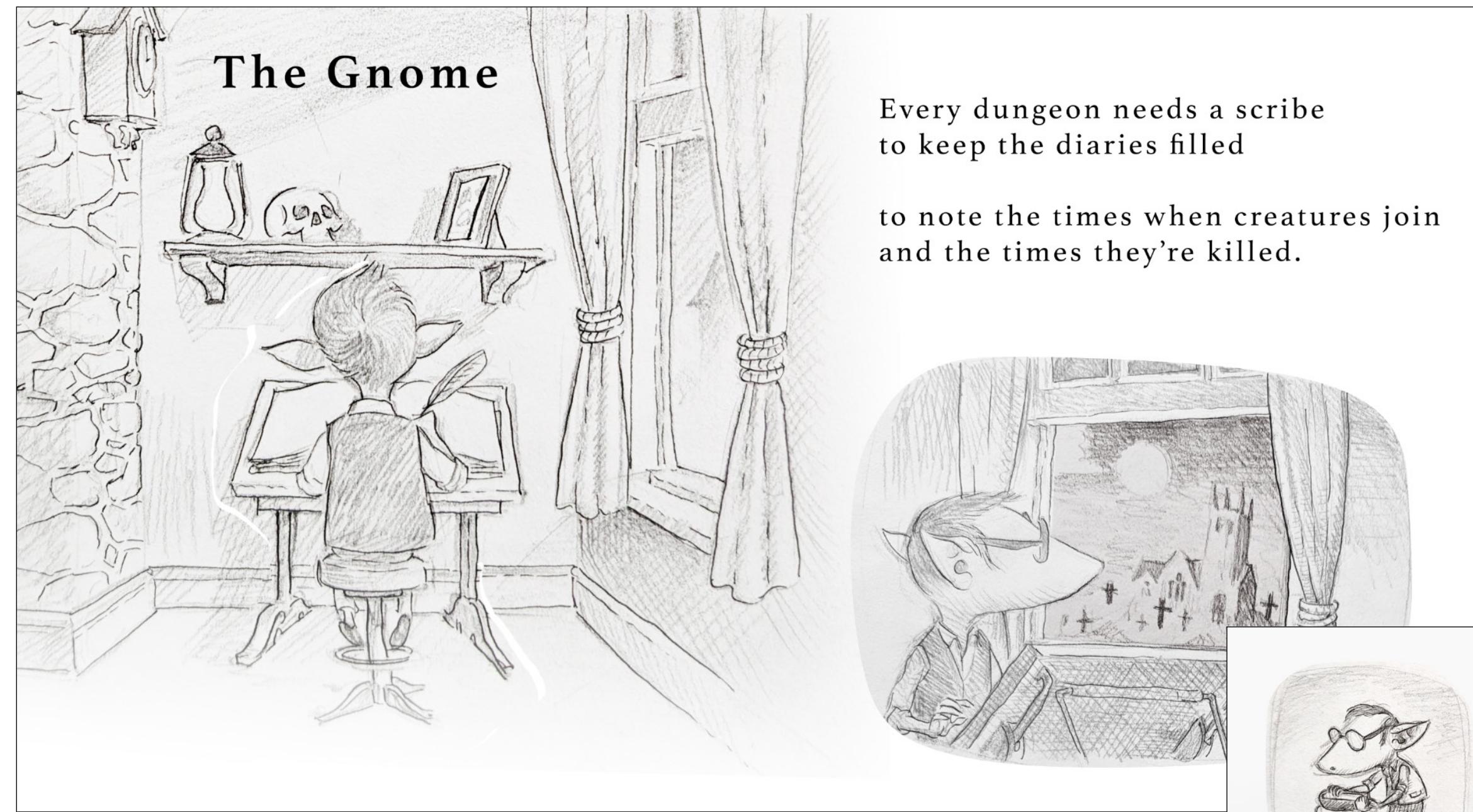
With Dungeon Days we want to create a rich, humorous and spooky world to get lost in.

Whilst we have explored and included 3 layout options, we have settled on format 3.

## format 1

This format has a high ratio of illustrations to words. Dungeon Days using this format would contain 5 to 6 stories.

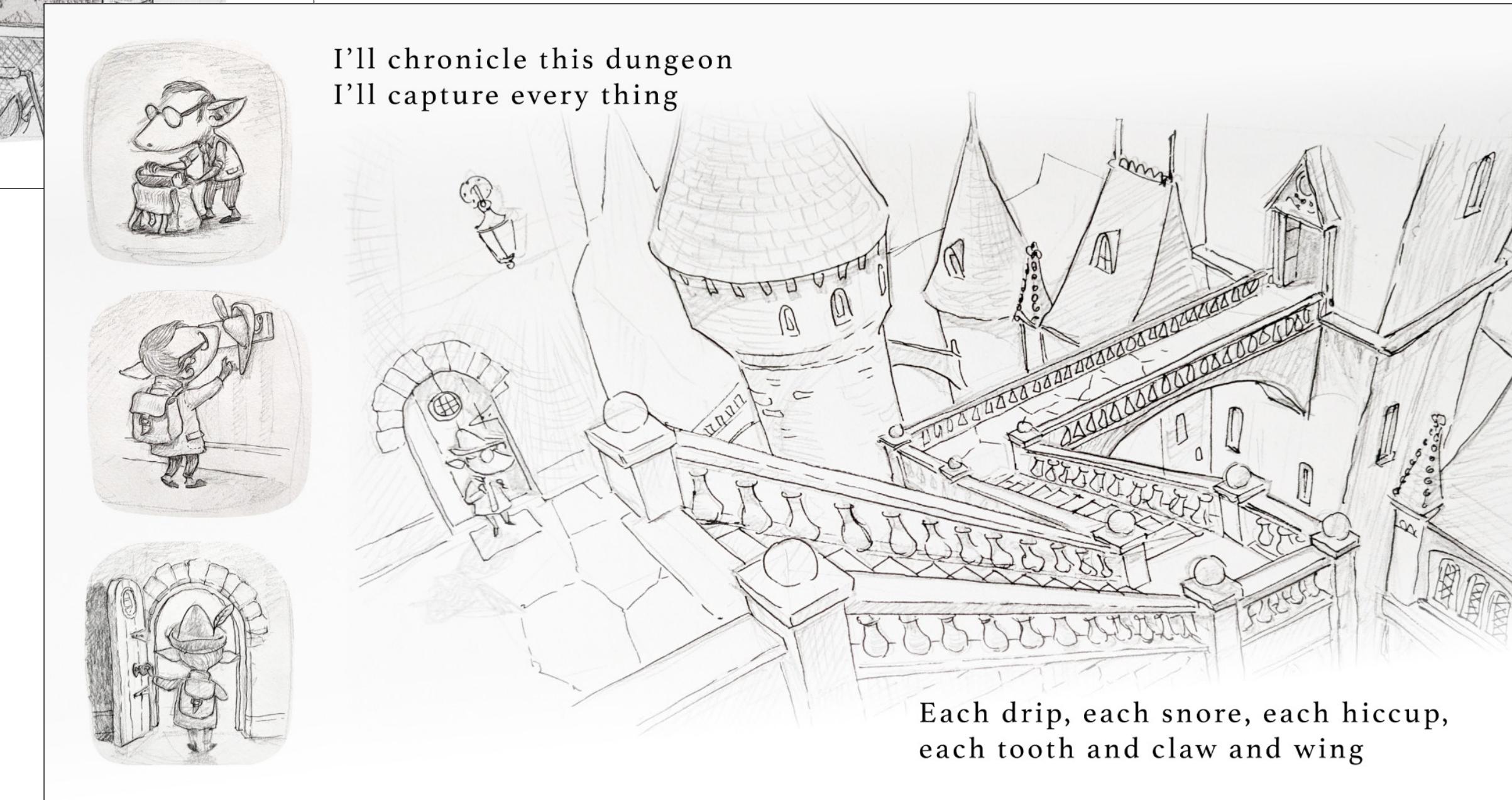




Every dungeon needs a scribe  
to keep the diaries filled  
  
to note the times when creatures join  
and the times they're killed.

## format 2

This format has a much smaller number of illustrations  
and has the stories spread across many pages. Dungeon  
Days using this format would contain 5 to 6 stories.



I'll chronicle this dungeon  
I'll capture every thing

Each drip, each snore, each hiccup,  
each tooth and claw and wing

# format 3

This is our preferred format.  
It condenses the stories and  
illustrations onto a smaller  
number of pages. Dungeon Days  
using this format would contain  
10 to 12 stories.



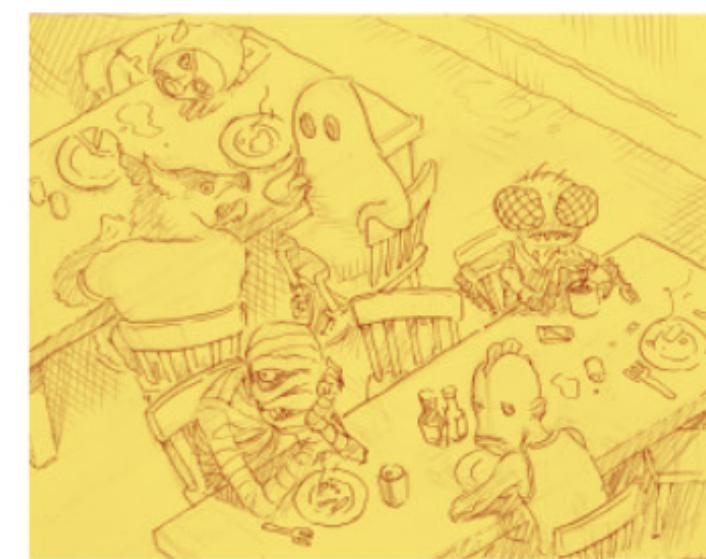
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format 3

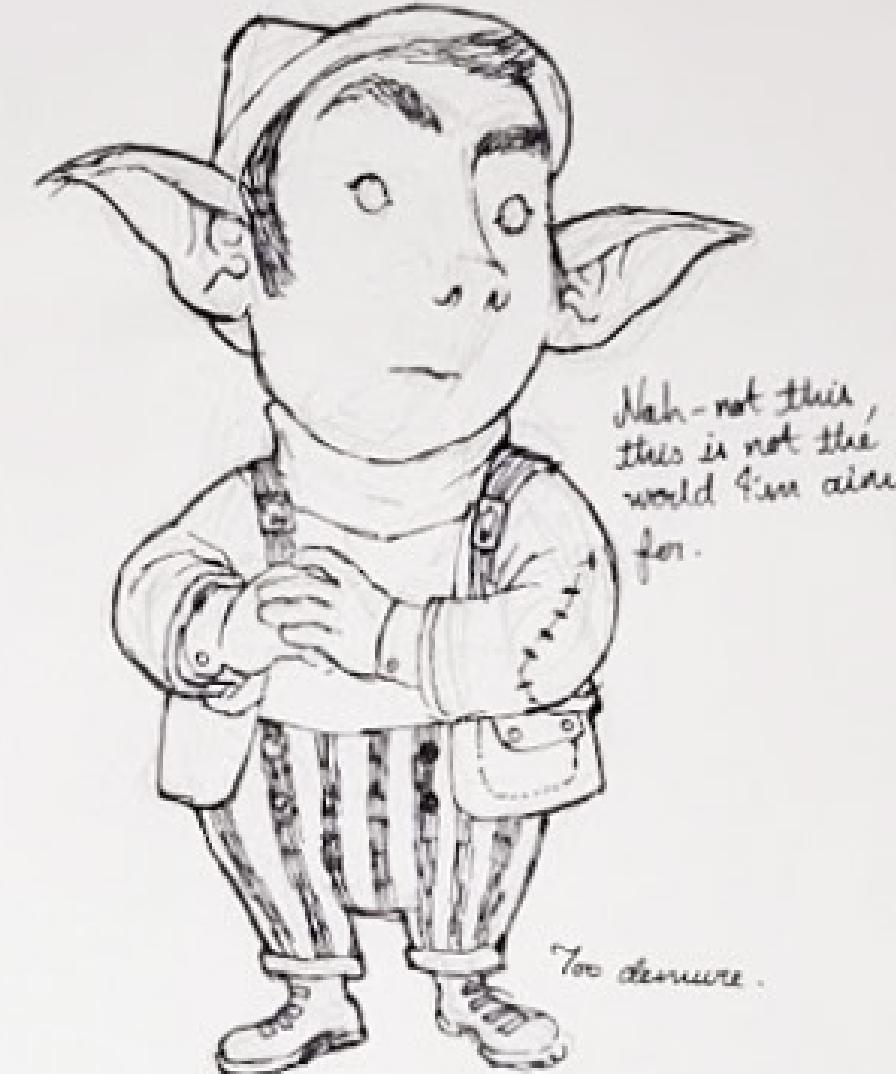
# The World

The most evolved version of the art style



# The Cast





## Character Development

# The Team



## Ted Sherman

### **Poet & Storyteller**

Ted's passion is music, poetry and storytelling, he is the creator of Dungeon Days. He works by day as a Public Health commissioner and programme manager, which has influenced the world we are creating.



## Marcus Kielly

### **Illustrator**

Marcus has over 35 years of experience as an illustrator, working on character development and bringing the dungeon to life. He is a software engineer by day, running distributed international teams.



## Ollie Francis

### **Designer**

Ollie has worked as print and digital designer for over 25 years - he loves creating functional and beautiful experiences. He runs his own digital consultancy working with brands-for-good.



# Thank you

We look forward to the opportunity of potentially working with you.

**Please contact Ted Sherman**

[ted@dungeondays.com](mailto:ted@dungeondays.com) • 07796 692 986

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