



Dungeon Days

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

www.dungeondays.com

Premise

An illustrated collection of poems telling the story of fantasy characters from a humorous, familiar perspective - for kids aged 6+.

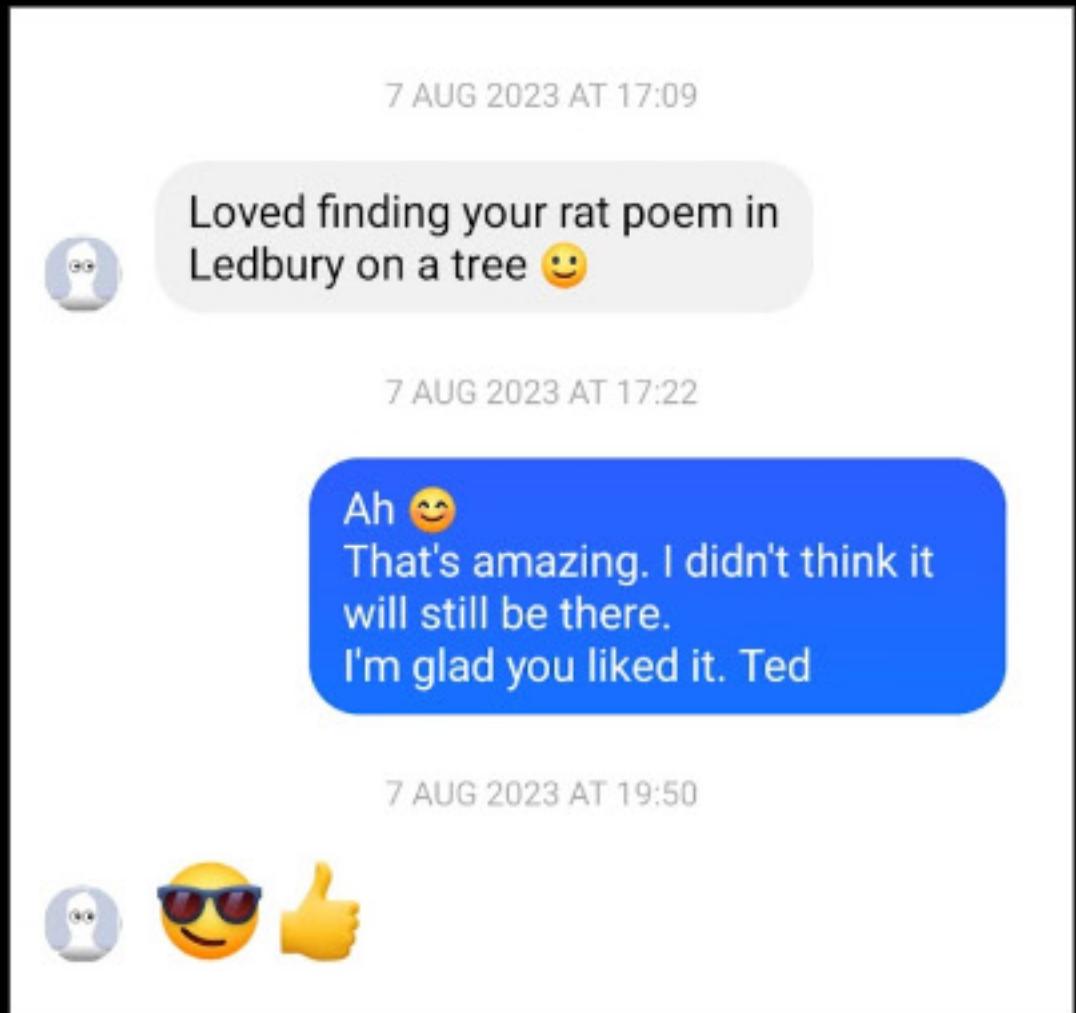
These stories let us peek behind the “curtain” and discover what these magic and scary creatures do when there are no heroes to fight or epic battles to win.

Born in the mind of Ted when he had a boring job in local government; Dungeon Days is influenced by the legacy of family, fantasy stories, games like D&D and Roald Dahl’s Revolting Rhymes.



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.



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.



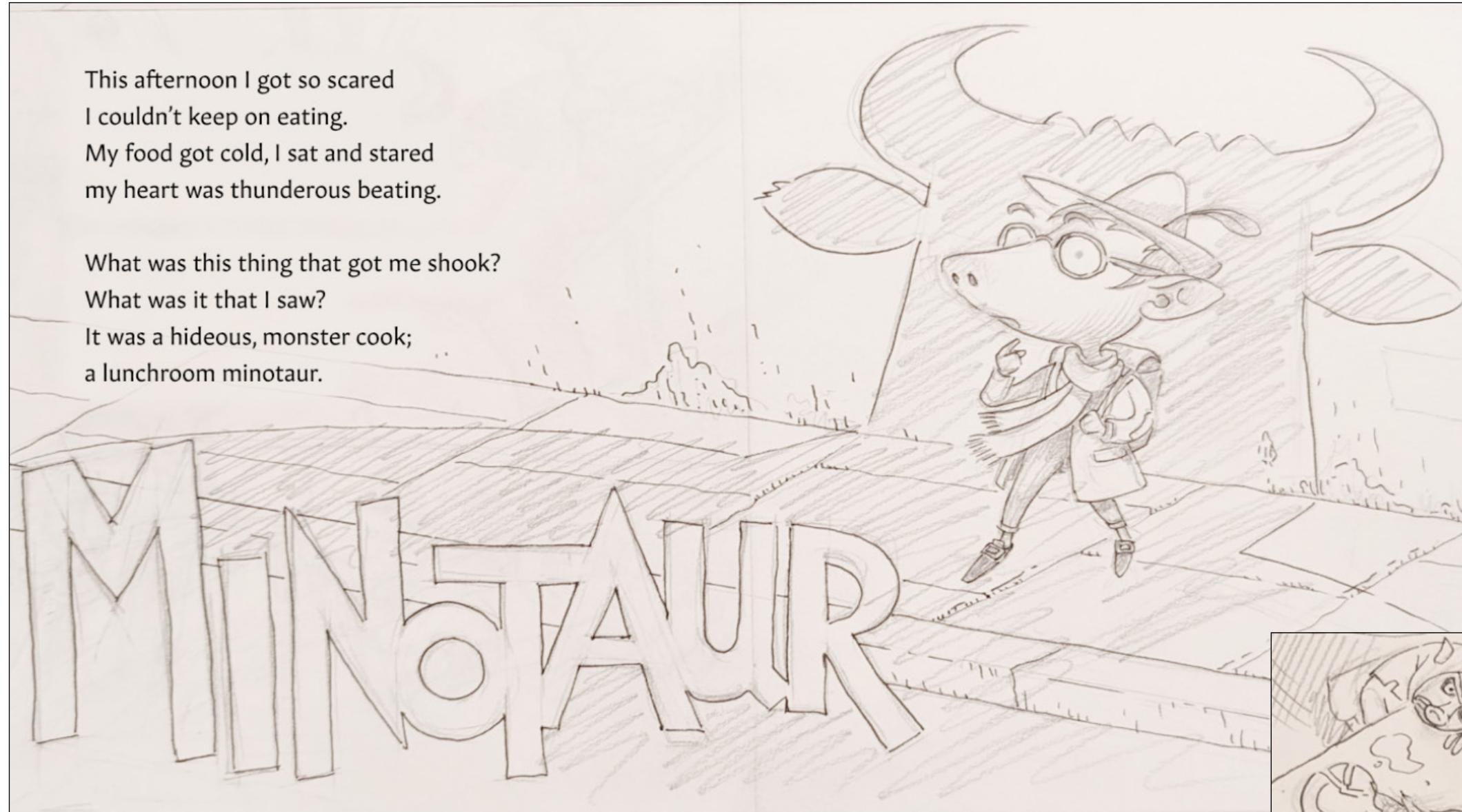
Story

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.

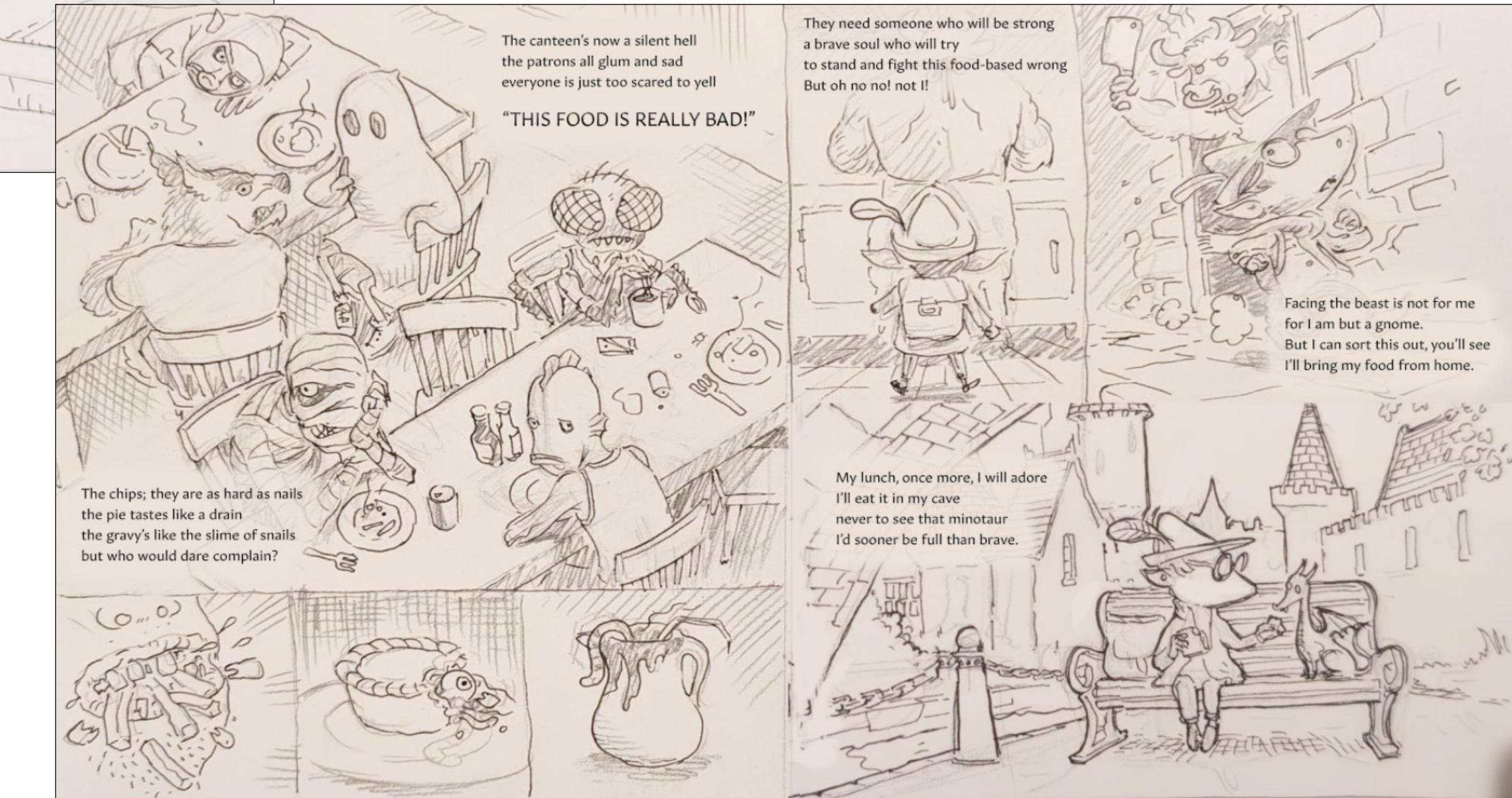


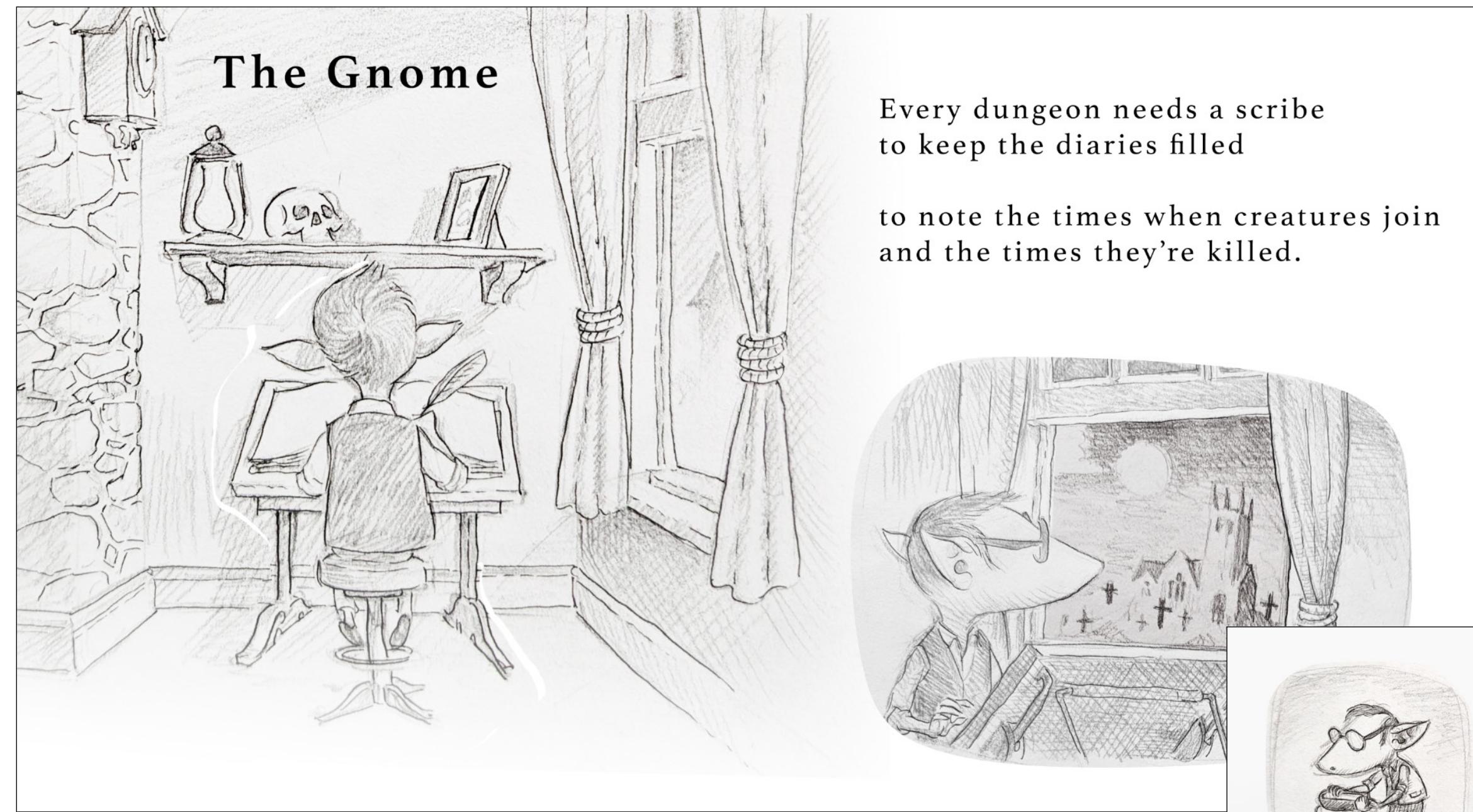
With Dungeon Days we want to create a rich, humorous and spooky world to get lost in.

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

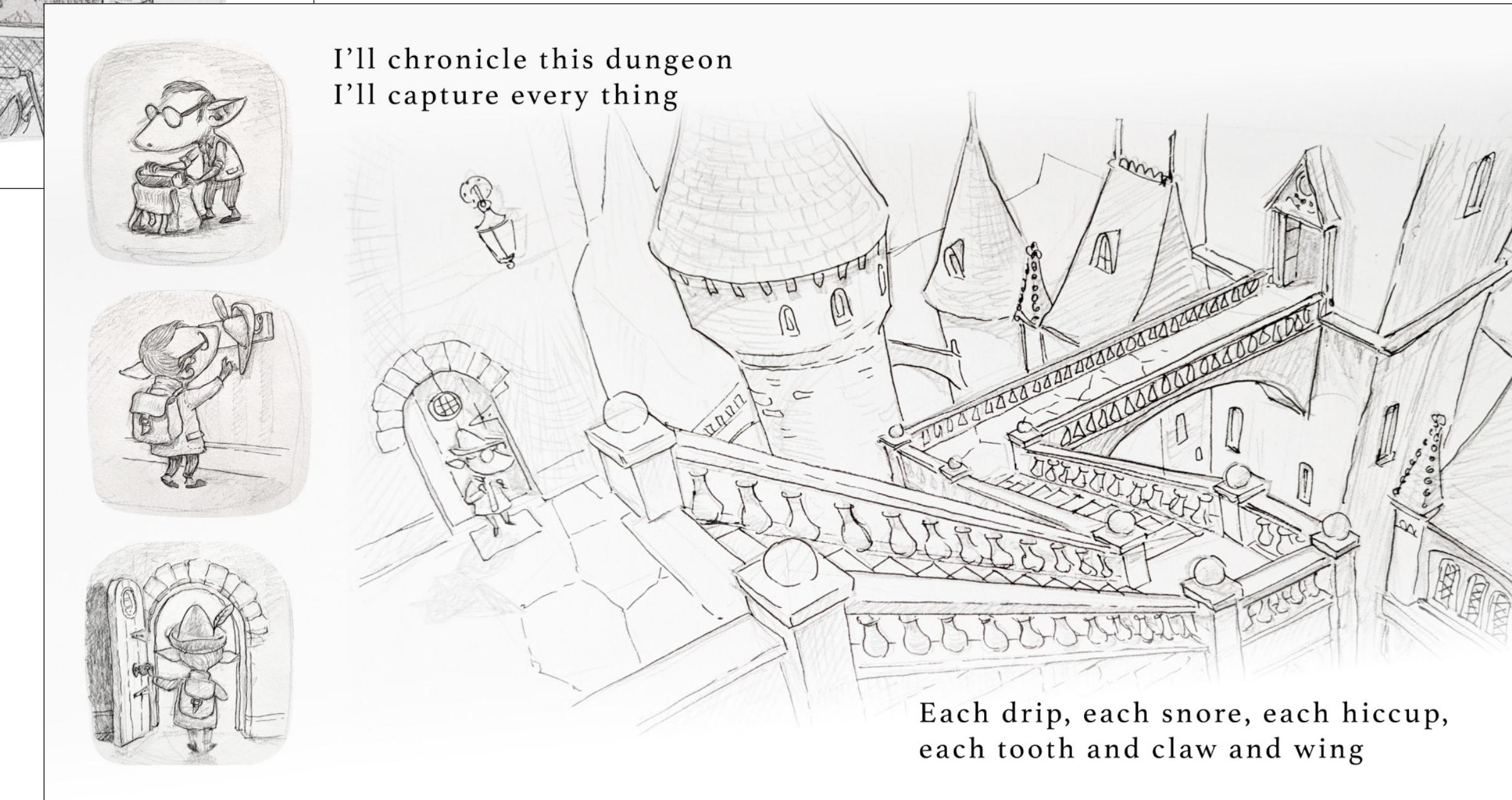
format 1

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





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.



format 2

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.



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
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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

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