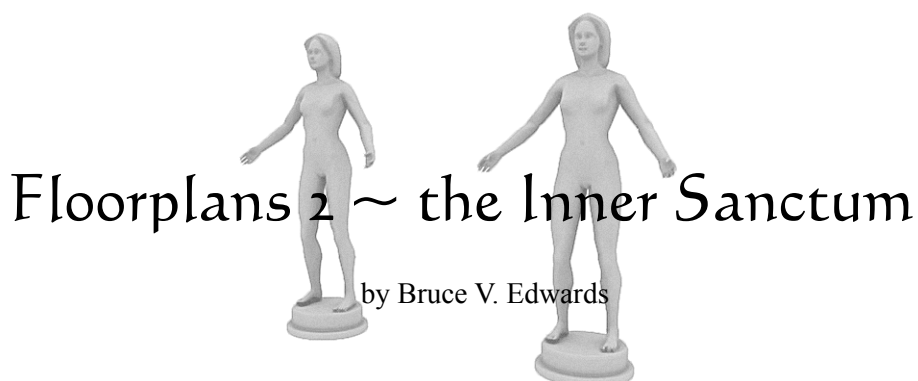




Strontium Gaming™

Floorplans



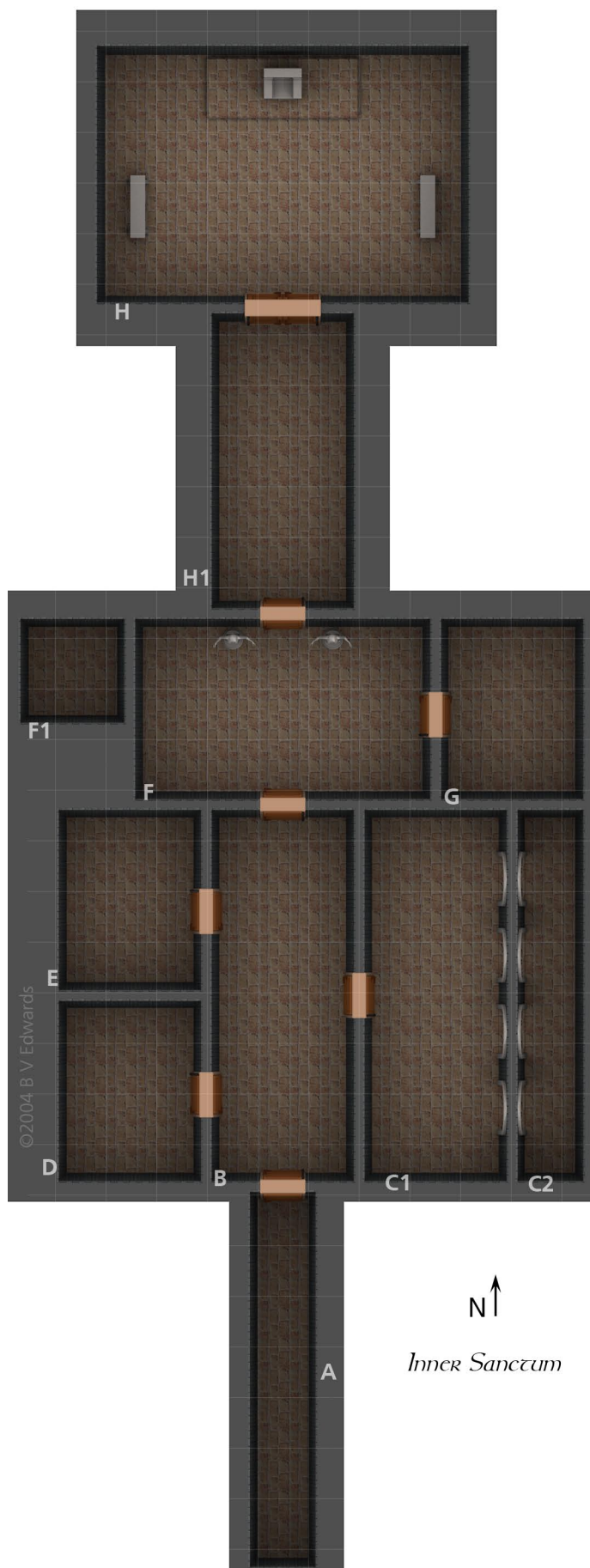
Floorplans 2 ~ the Inner Sanctum

by Bruce V. Edwards

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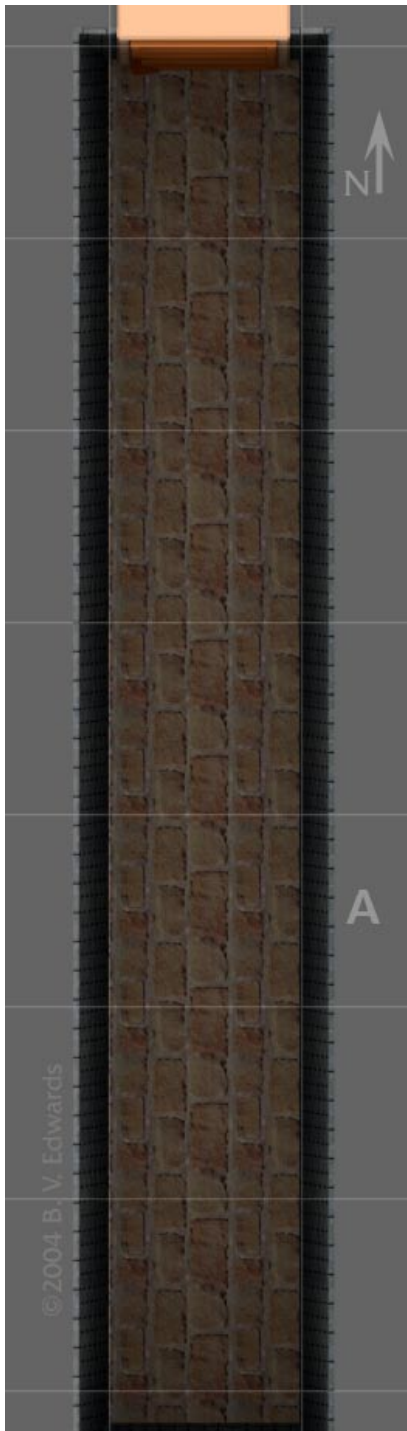
This small and rather generic dungeon needs to be populated (and/or trapped) by the GM. It can be used as a small tomb, a secret underground audience hall, or a treasure trove.

The floorplans in this booklet can be printed for use on the tabletop with your fantasy game miniatures. A good paper choice is a heavy card stock (110 lb. or so, smooth finish); this works well in many printers and makes a suitably stiff playing surface.



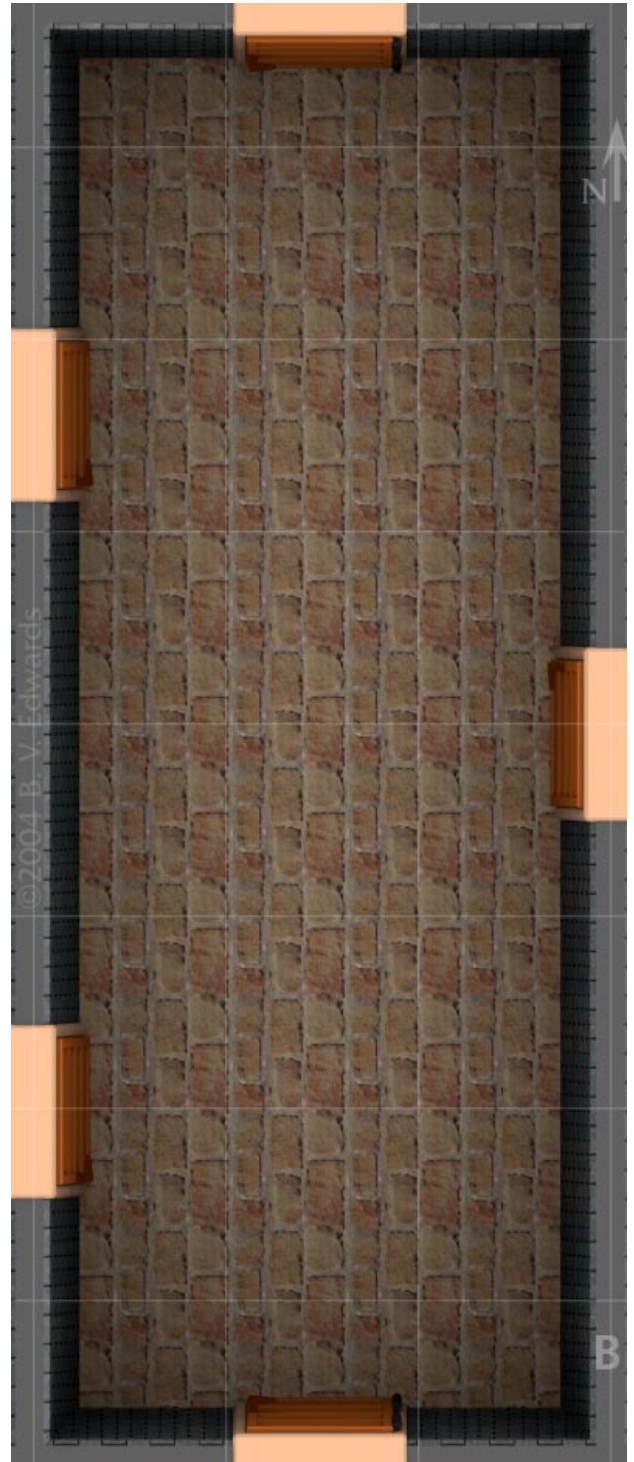
Here is the GM's reference to the entire layout. There is one secret chamber (F1), and the chambers C1 and C2 are connected by a series of arched openings.

Door handles and hinges are visible on the individual maps of the rooms; if the hinge is not on your side of the door, then it opens the other way. All doors are very stout, solid wooden doors with large iron hinges and lever-style handles.

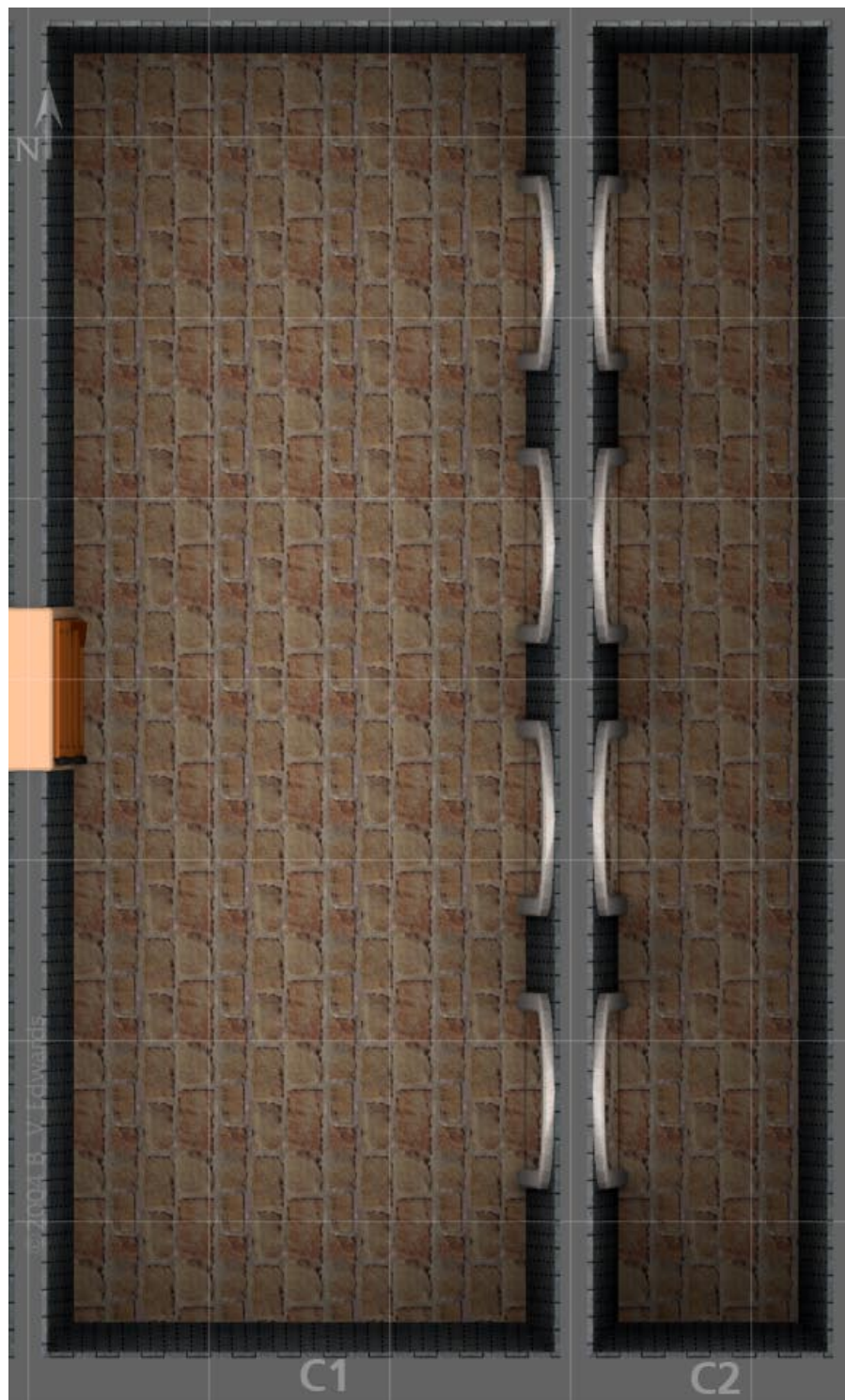


Hallway A

This is the entrance hallway; the adventurers enter from the south end.

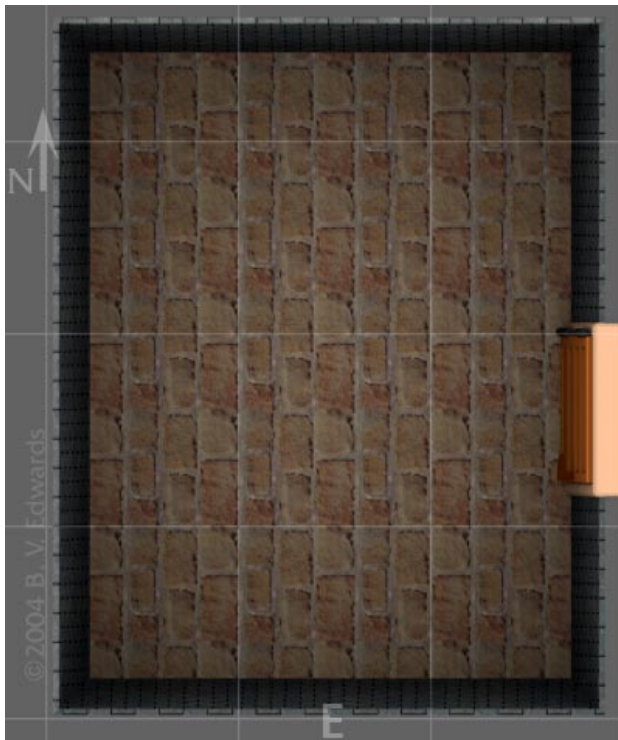


Chamber B



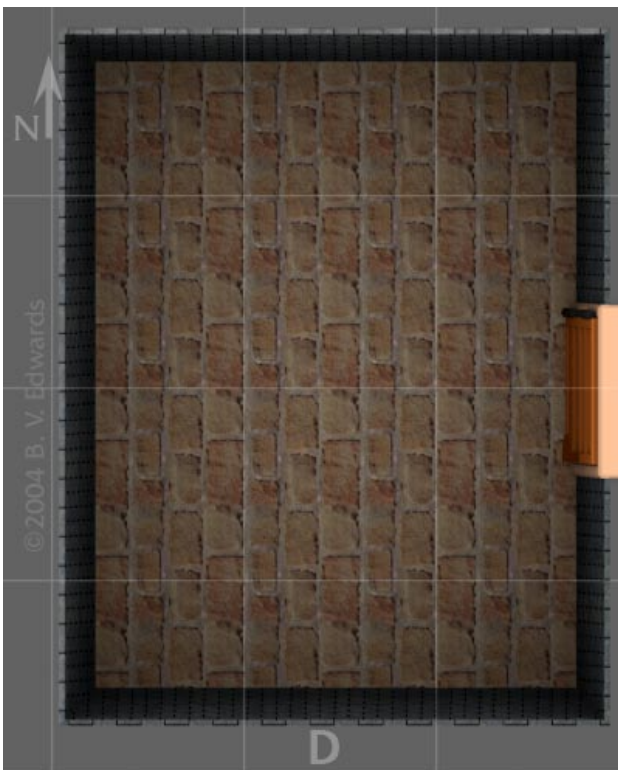
Chambers C1 & C2

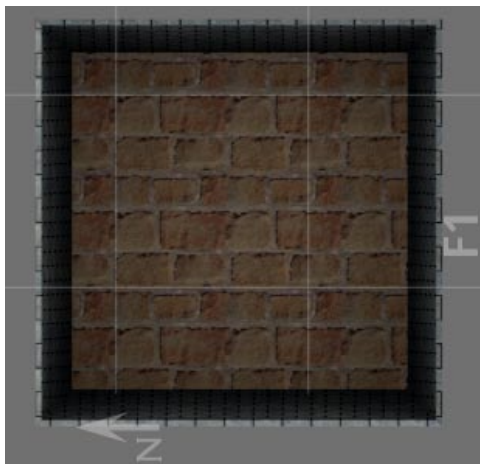
If you wish, you can cut these apart along the wall so that C2 is not immediately revealed.



Chambers D & E

These are simple rooms, perhaps storage chambers (or prison cells... or undead spares...).

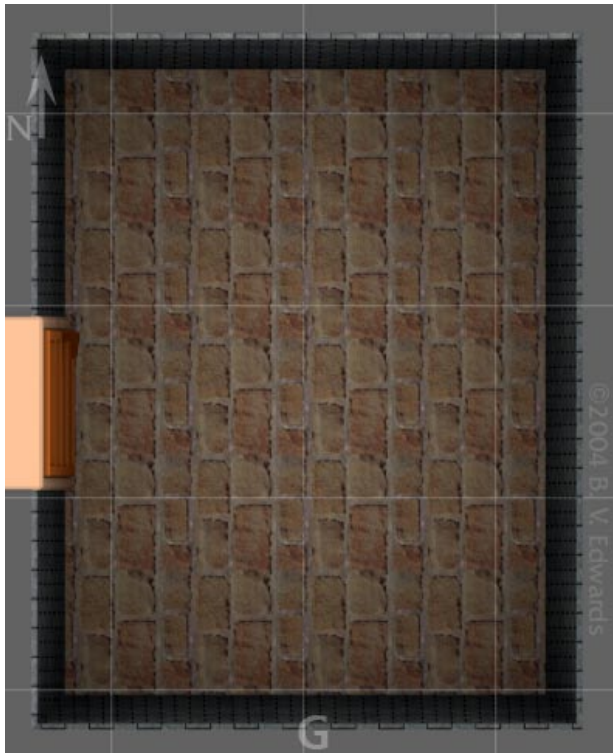




Chamber F

Flanking the opposite door are twin statues of lovely ladies. Perhaps they are just ordinary statues...

A secret door in the northwest corner opens into secret chamber F1.



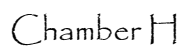
Chamber G

This can be an administrative office or guard quarters.

Chamber H1

This is the entrance hall to the inner chamber





Here is the heart of the place; the audience chamber, the treasure room, or the great tomb. Stone benches are at either side, and upon a raised platform opposite the doors is a massive granite throne.