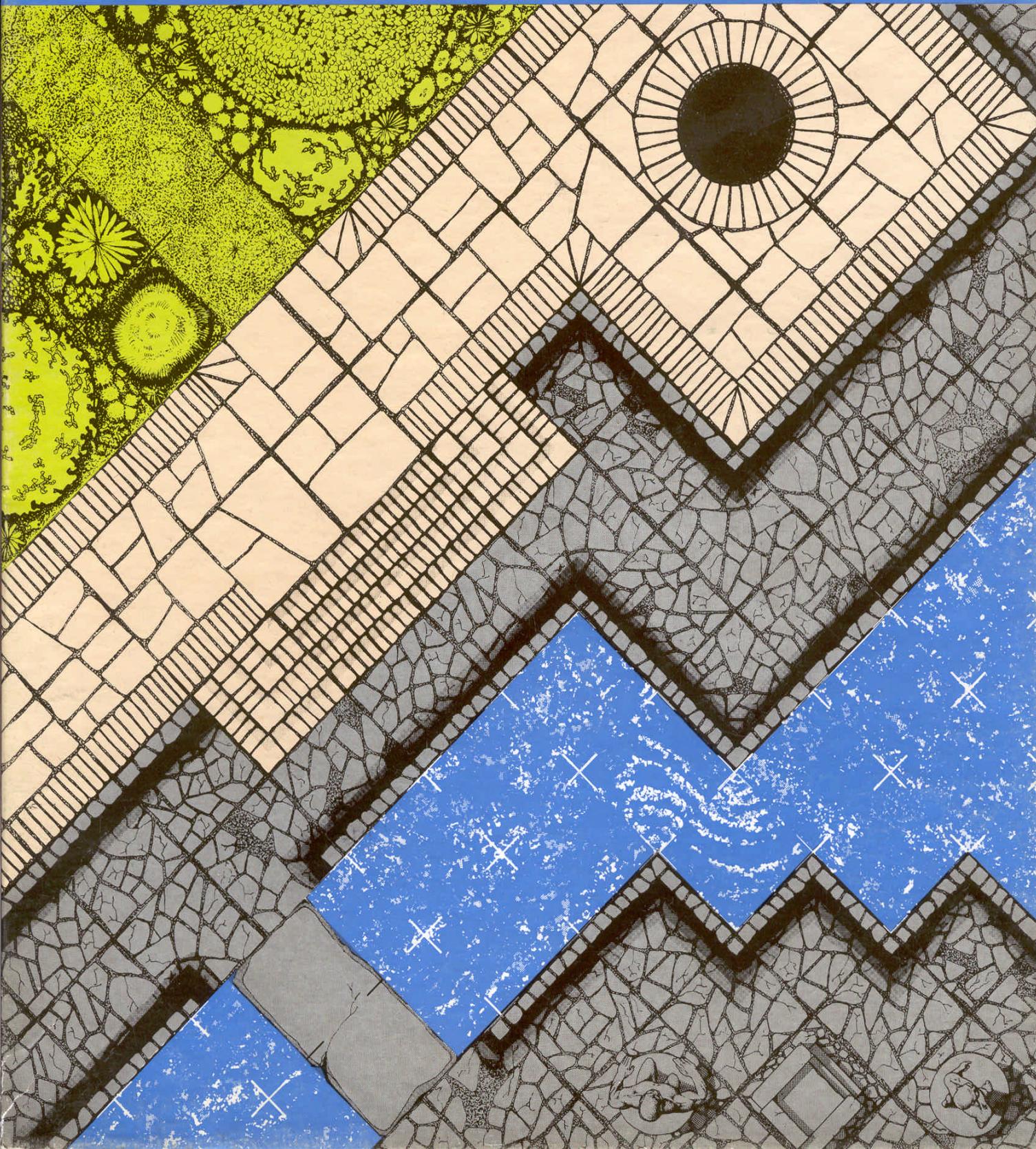
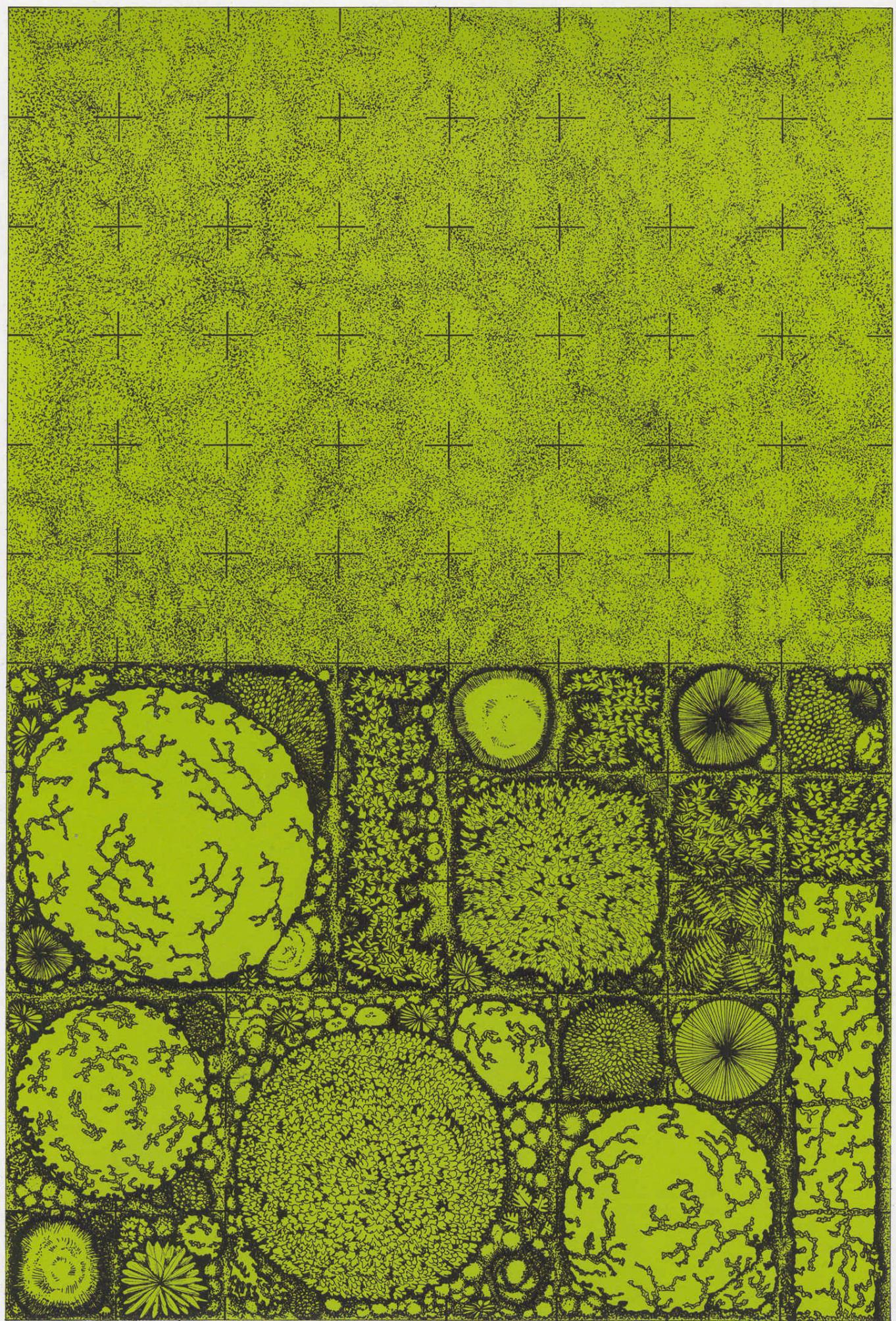


# DUNGEON FLOOR PLANS 2

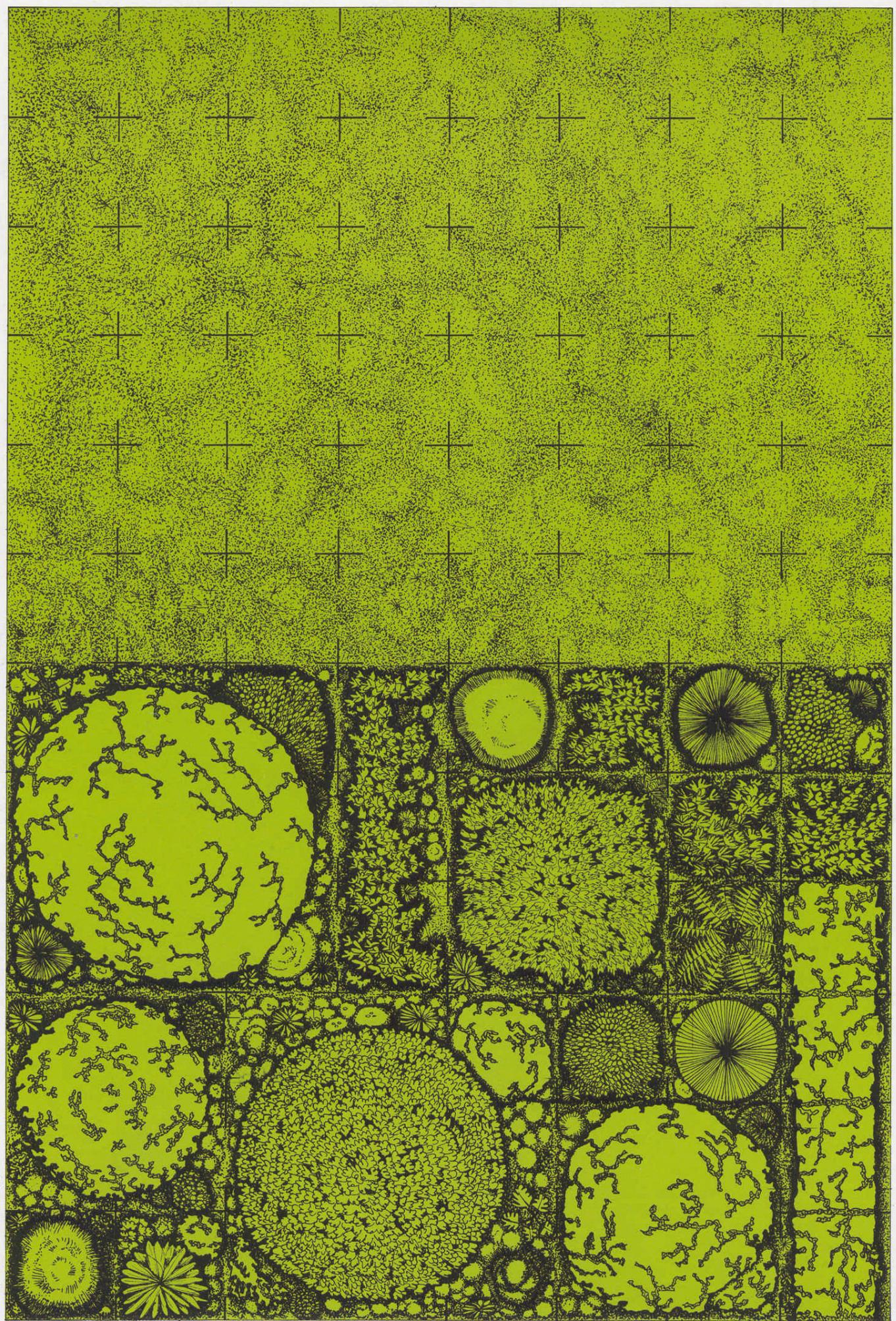
Role-Playing Aid for Dungeon Adventures



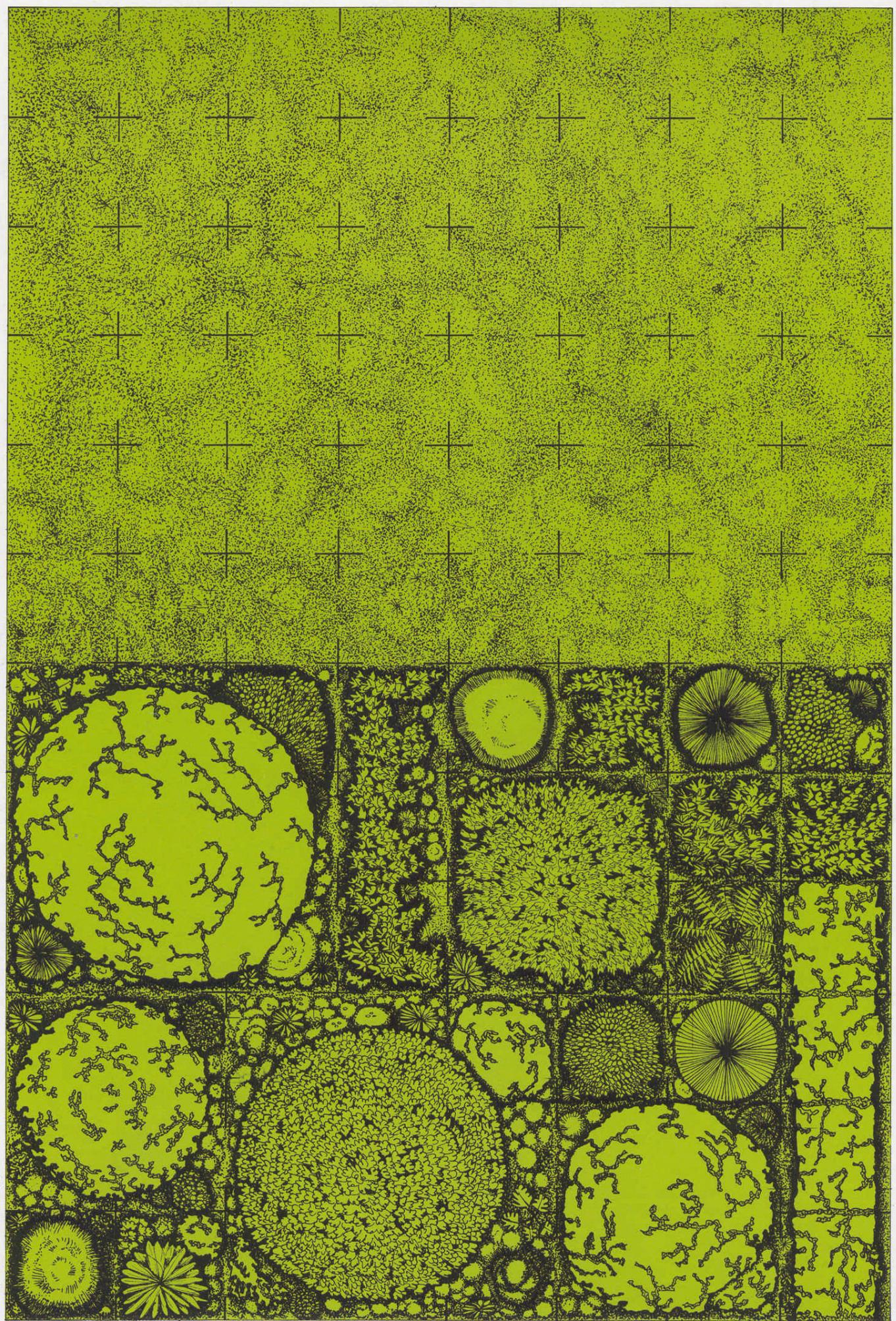
Grass

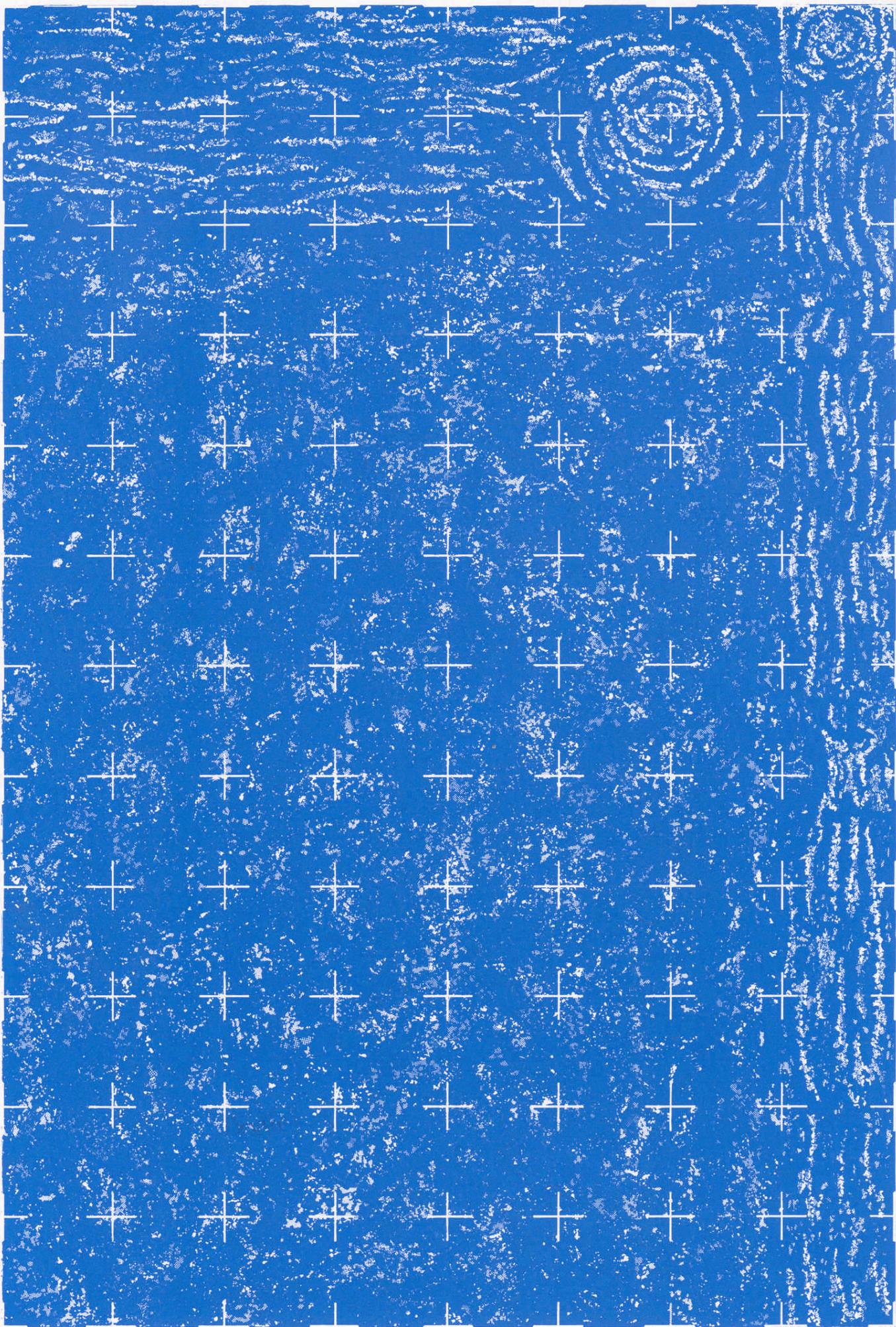


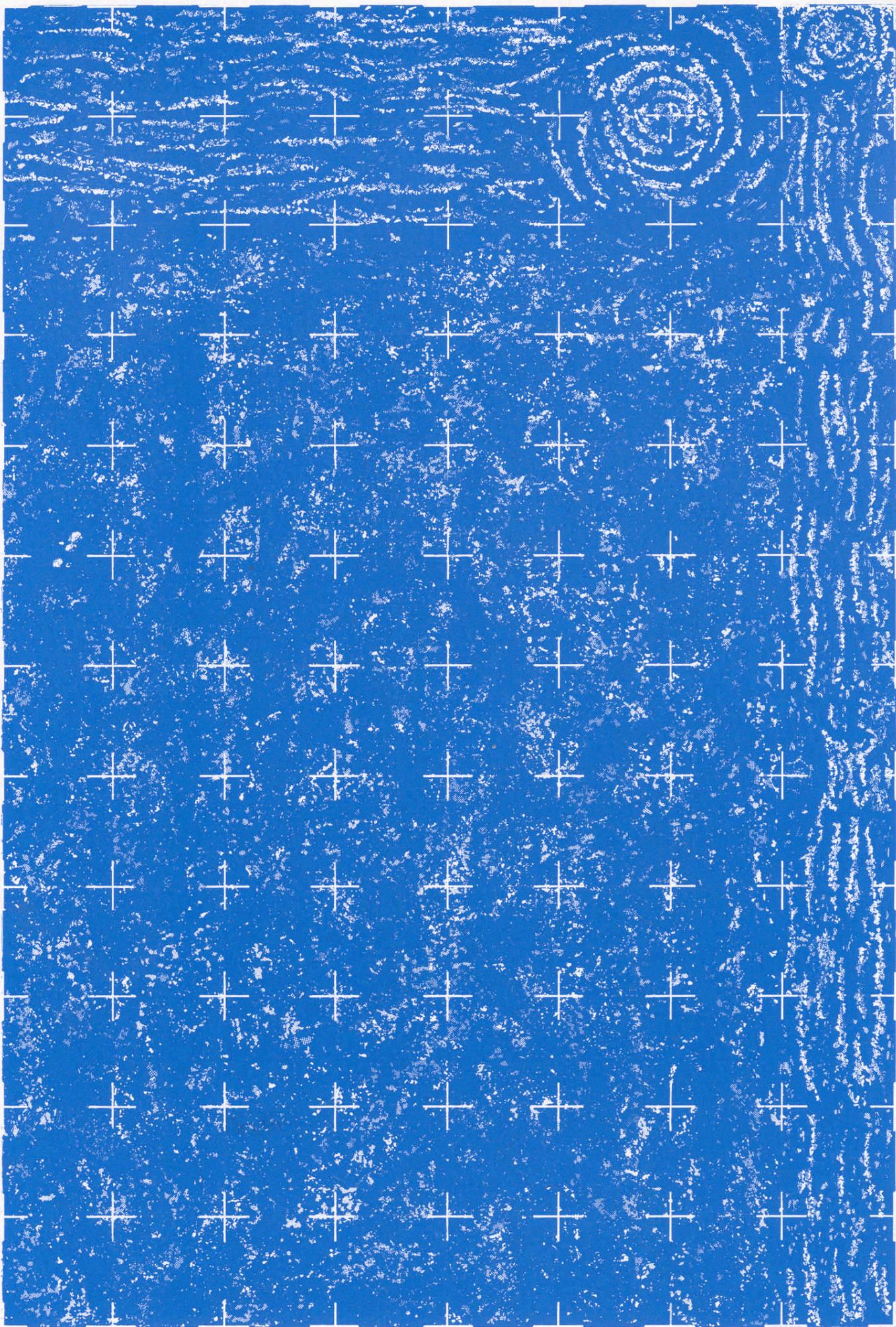
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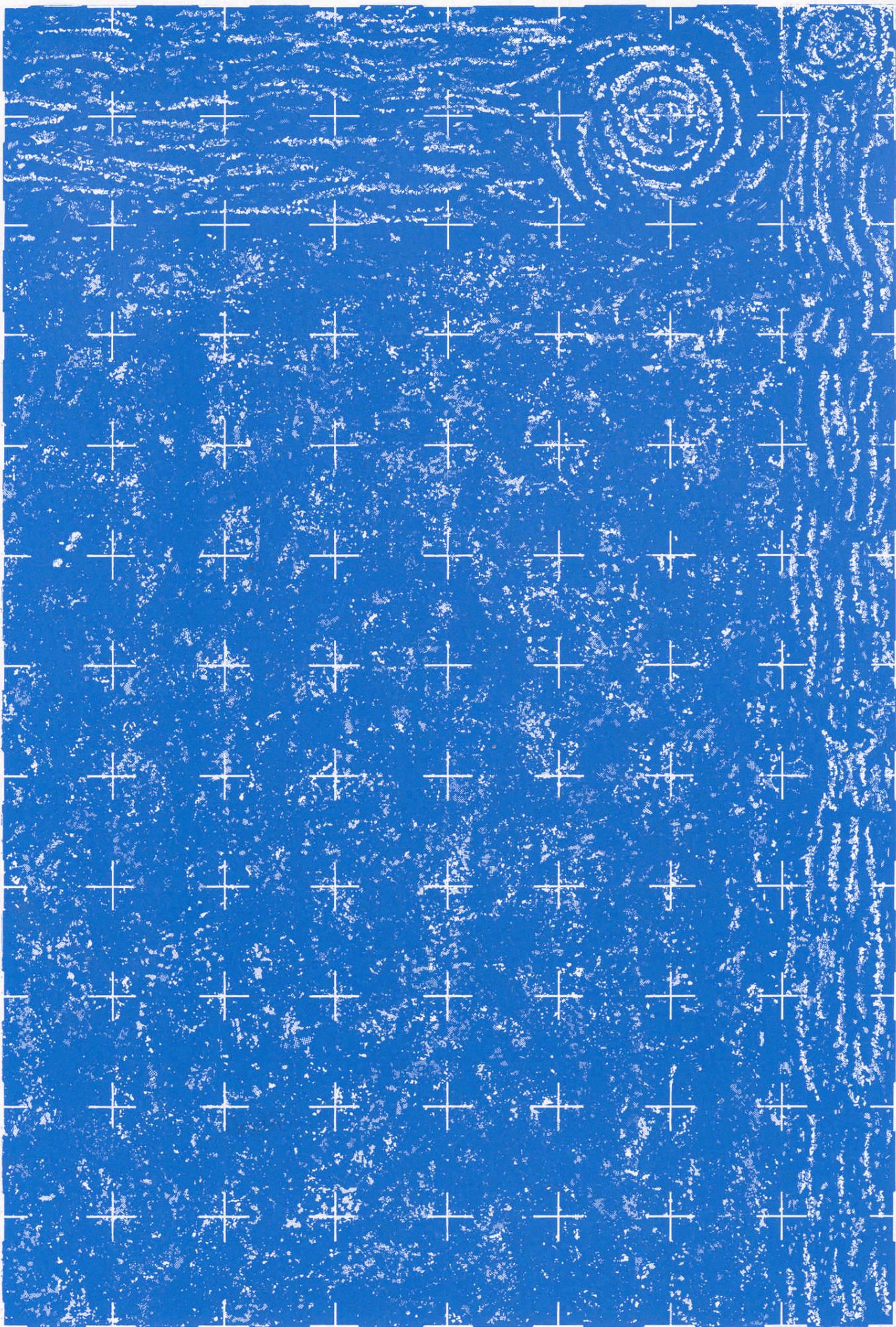


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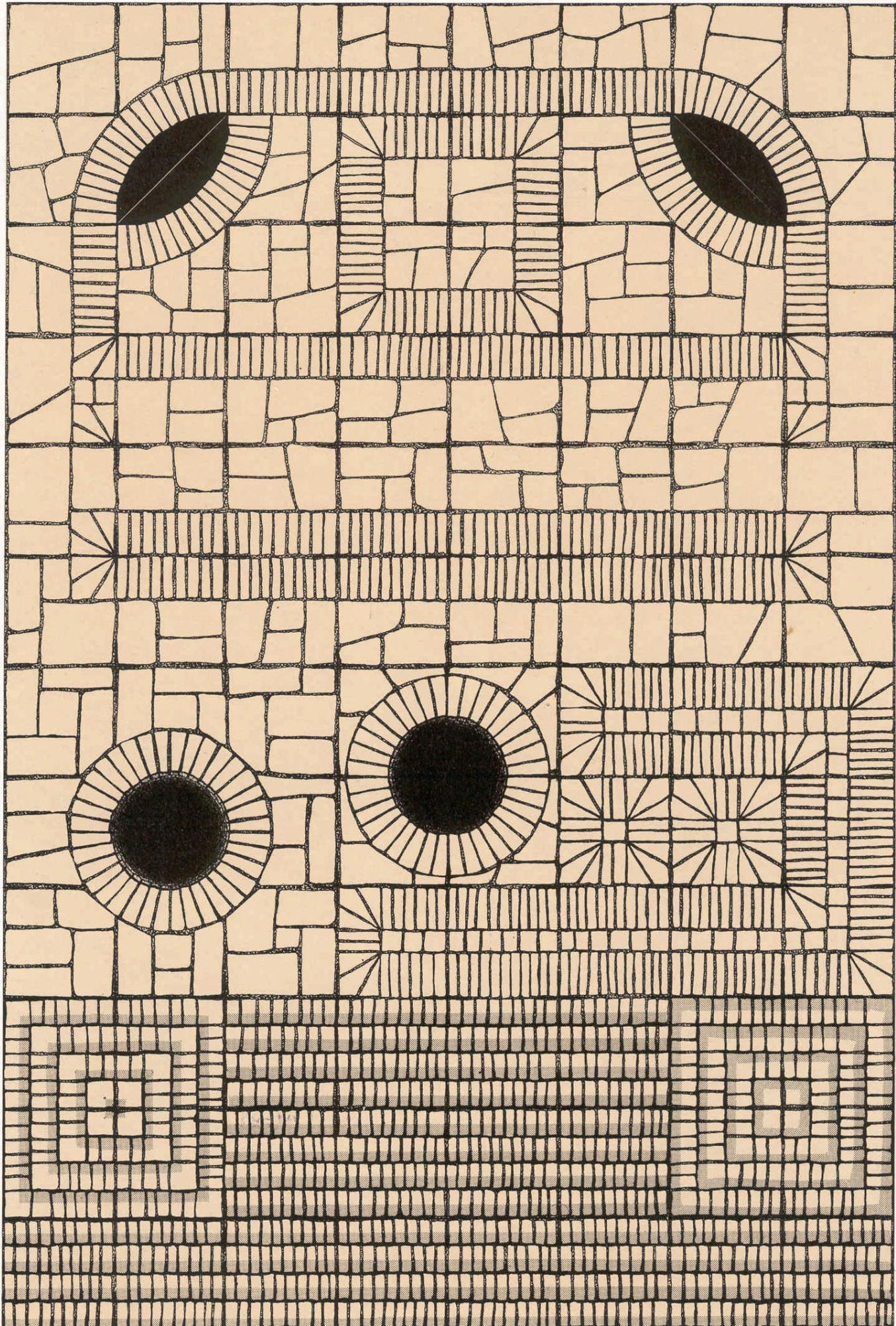






Pit, Pool and Plinth Edging

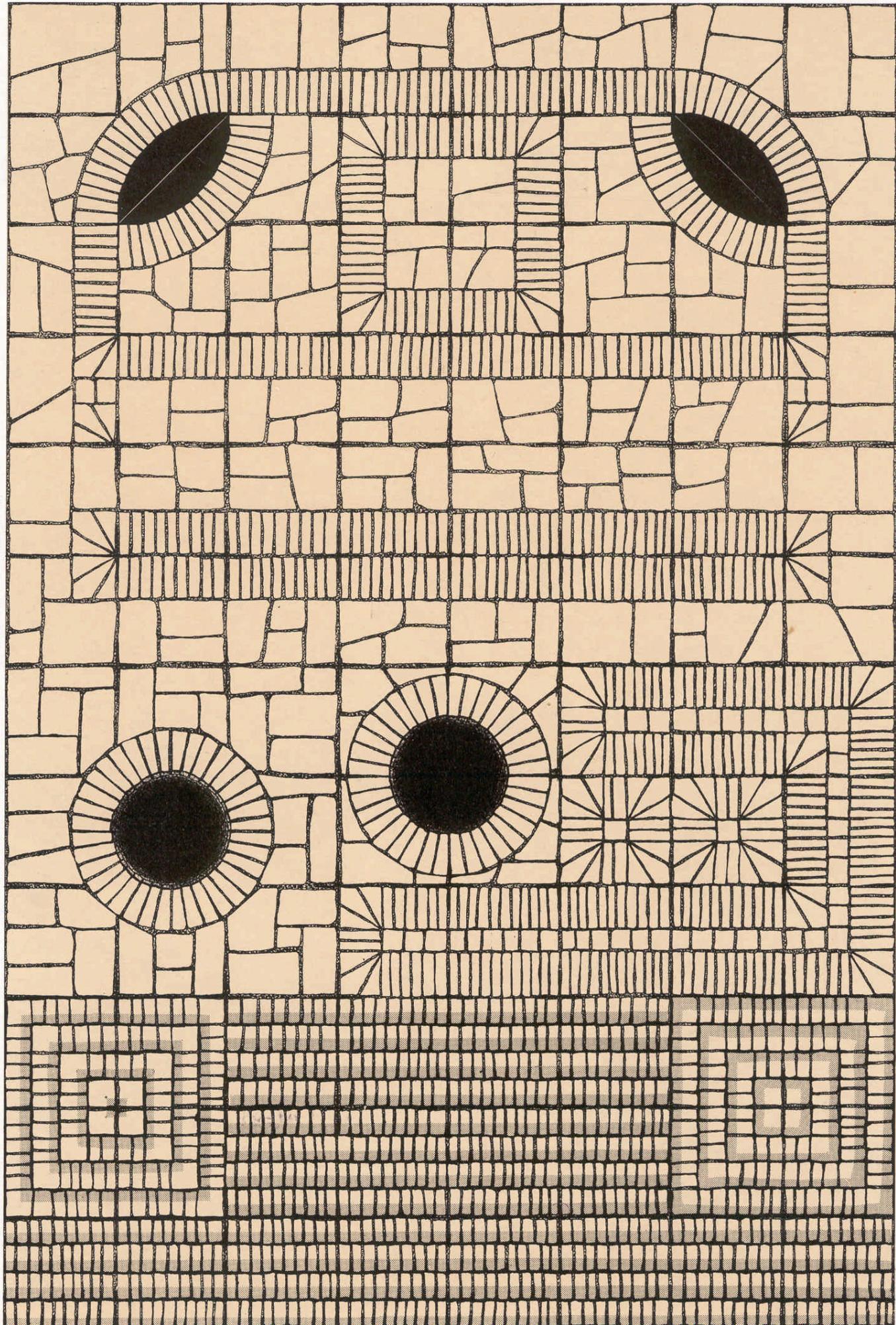
Pits



Pit, Pool and Plinth Edging

Pit, Pool and Plinth Edging

Pits



Pit, Pool and Plinth Edging

**CORRIDOR FEATURES and ARTIFACTS**

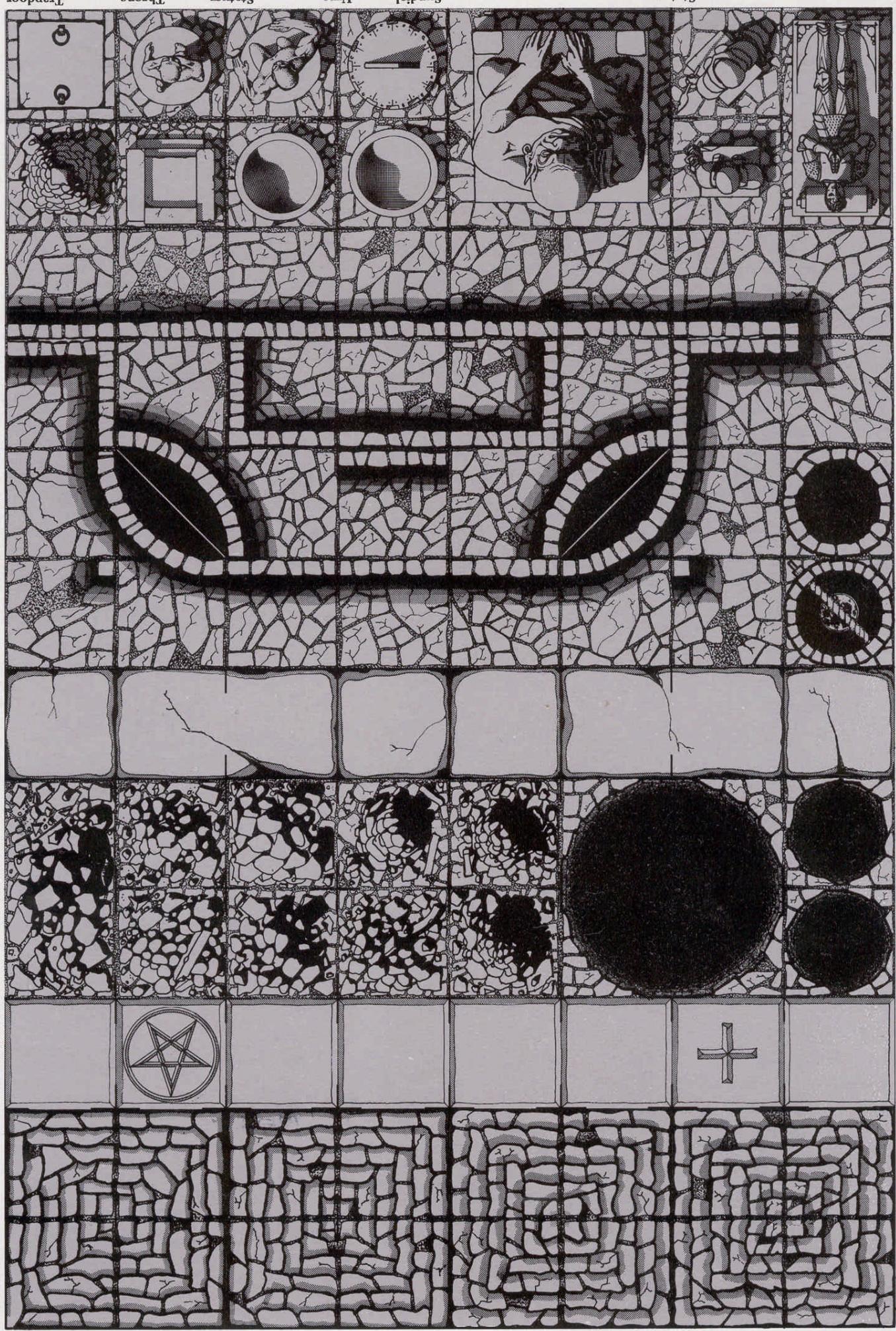
Cornered Steps

Rubble

Stone Bridges

Pit/Pool Edging with Upstand

Cairn



CORRIDOR FEATURES and ARTIFACTS

### Stone Slabs/Altars

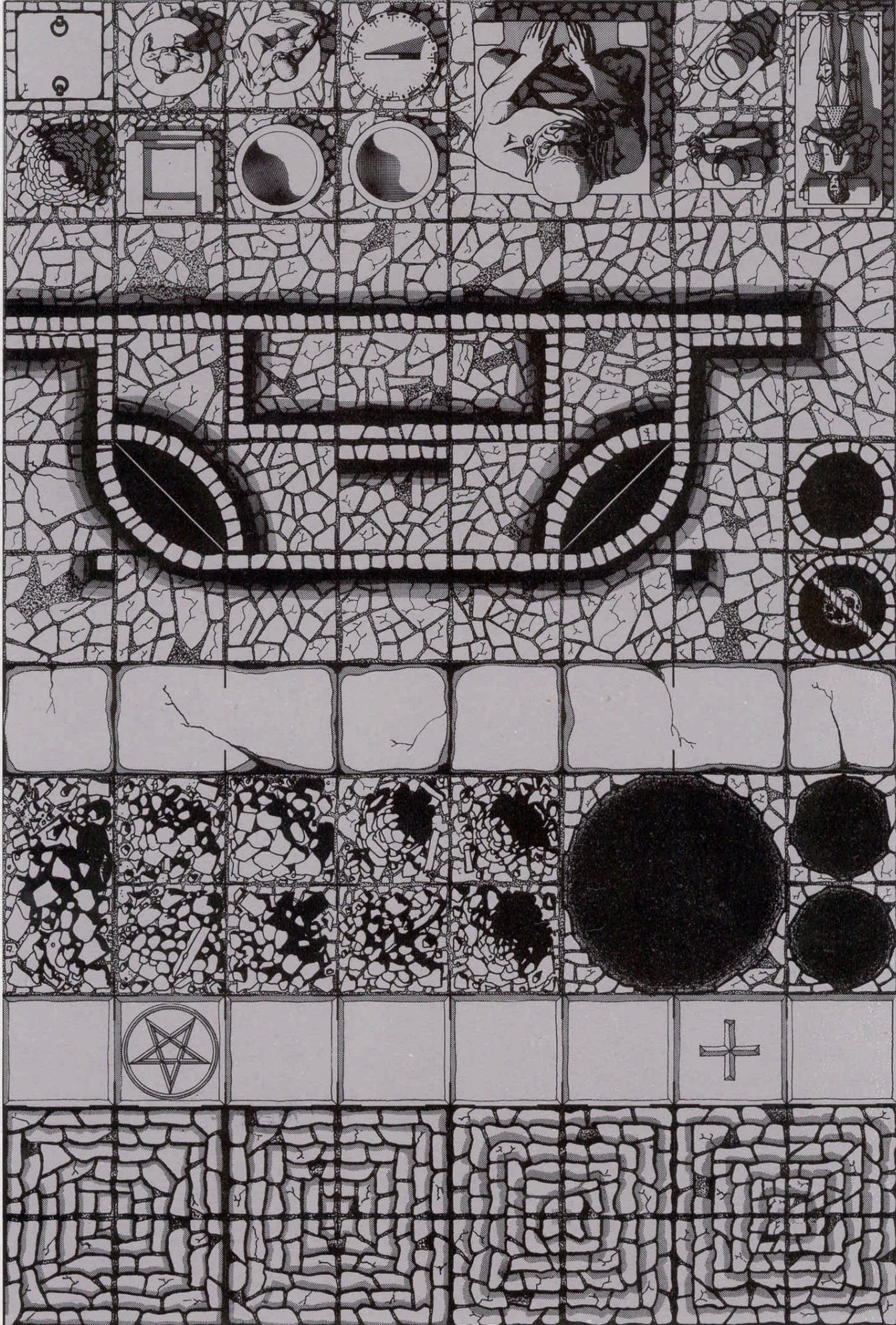
## Rubble

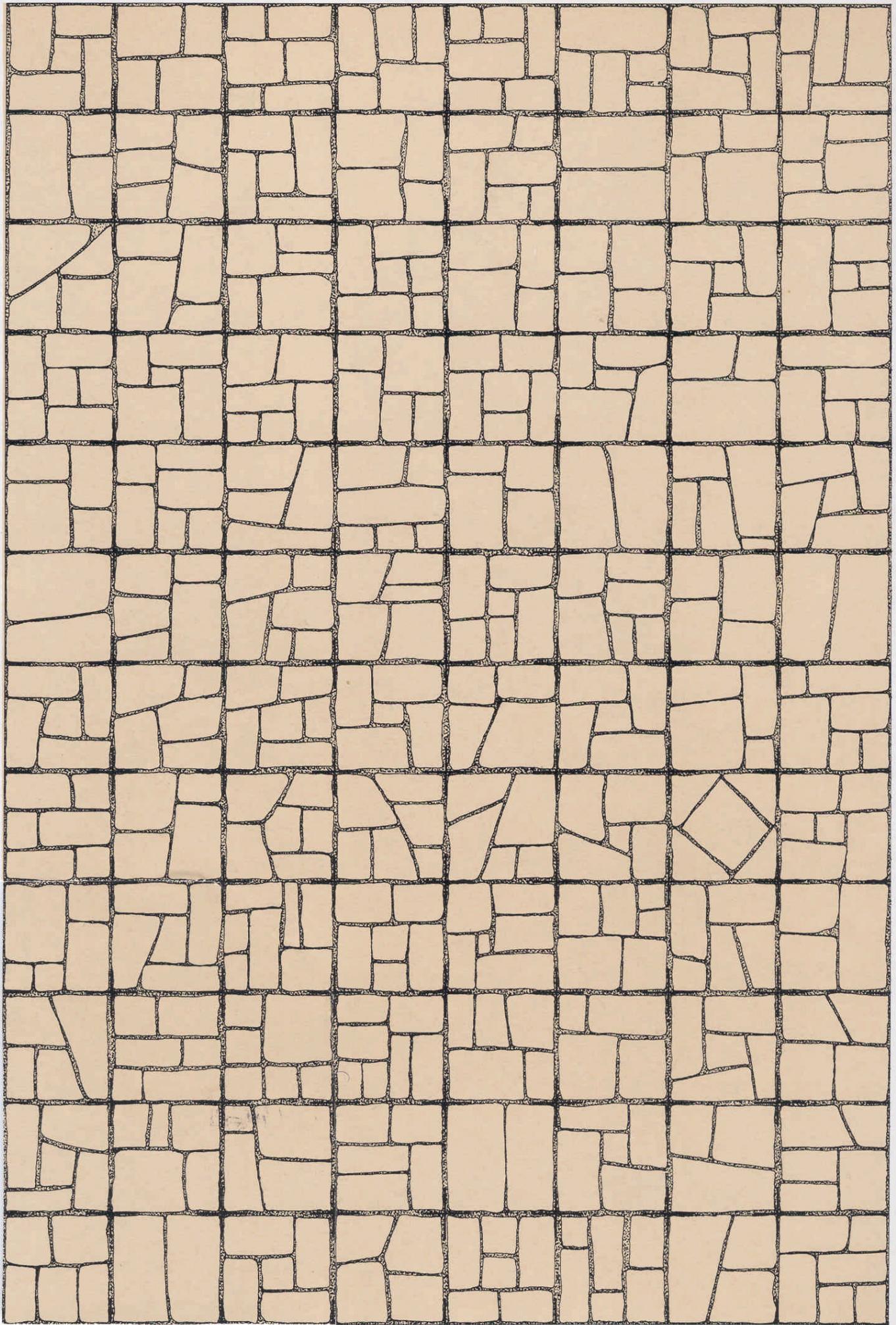
Stone Bridges

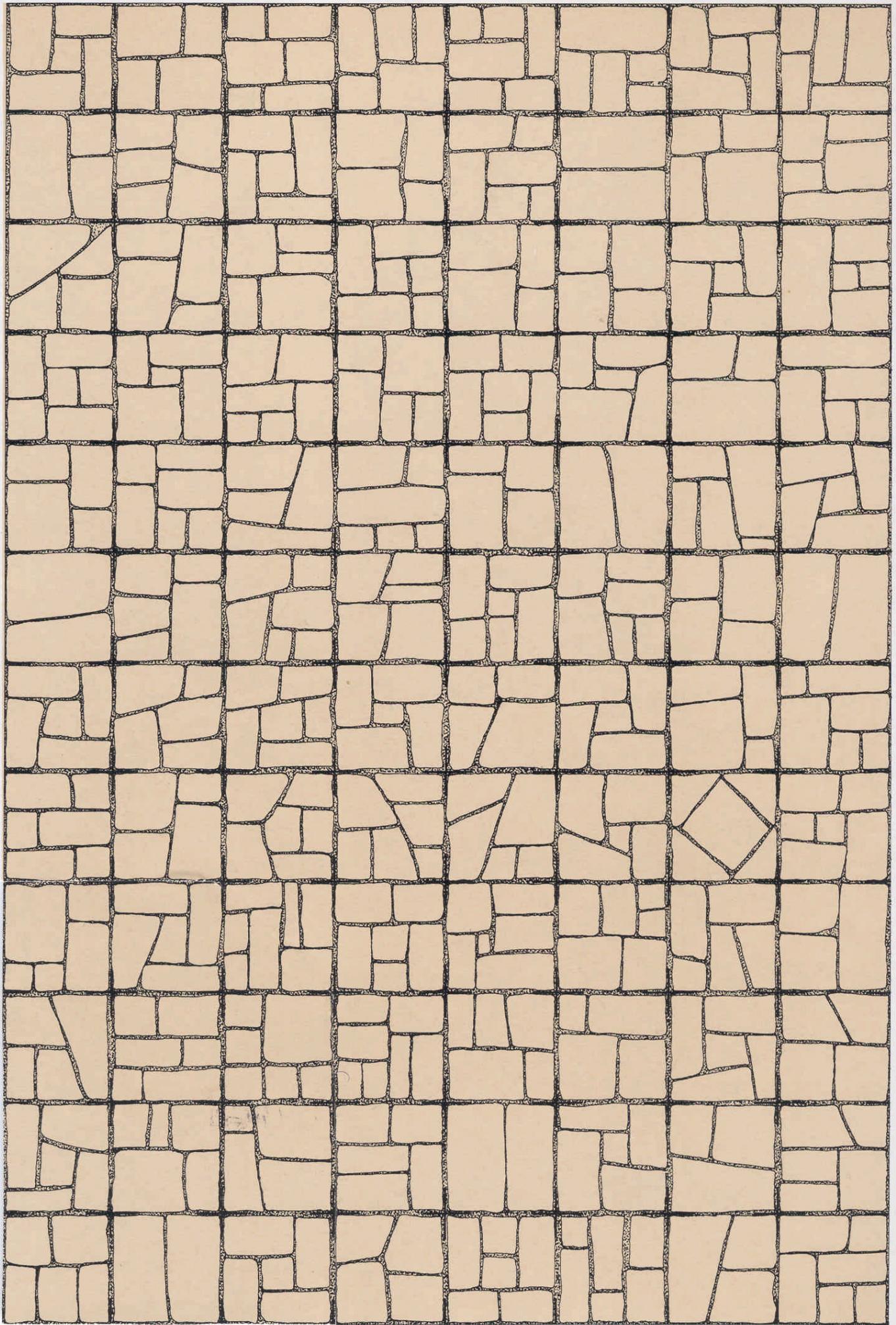
Pit/Pool Edging with Upstand

Cairn

### Radnor







DUNGEON FLOOR PLANS 2 are an extension of the DUNGEON FLOOR PLANS role-playing game aid and give additional flooring, special features and accessories for adventures using 25mm miniature figures.

## ADVANTAGES

- ★ Regularises movement and combat
- ★ Speeds and simplifies mapping

- ★ Creates atmosphere and realism
- ★ Easily adapts to suit virtually any configuration

## CONTENTS

12 coloured sheets of card as follows:

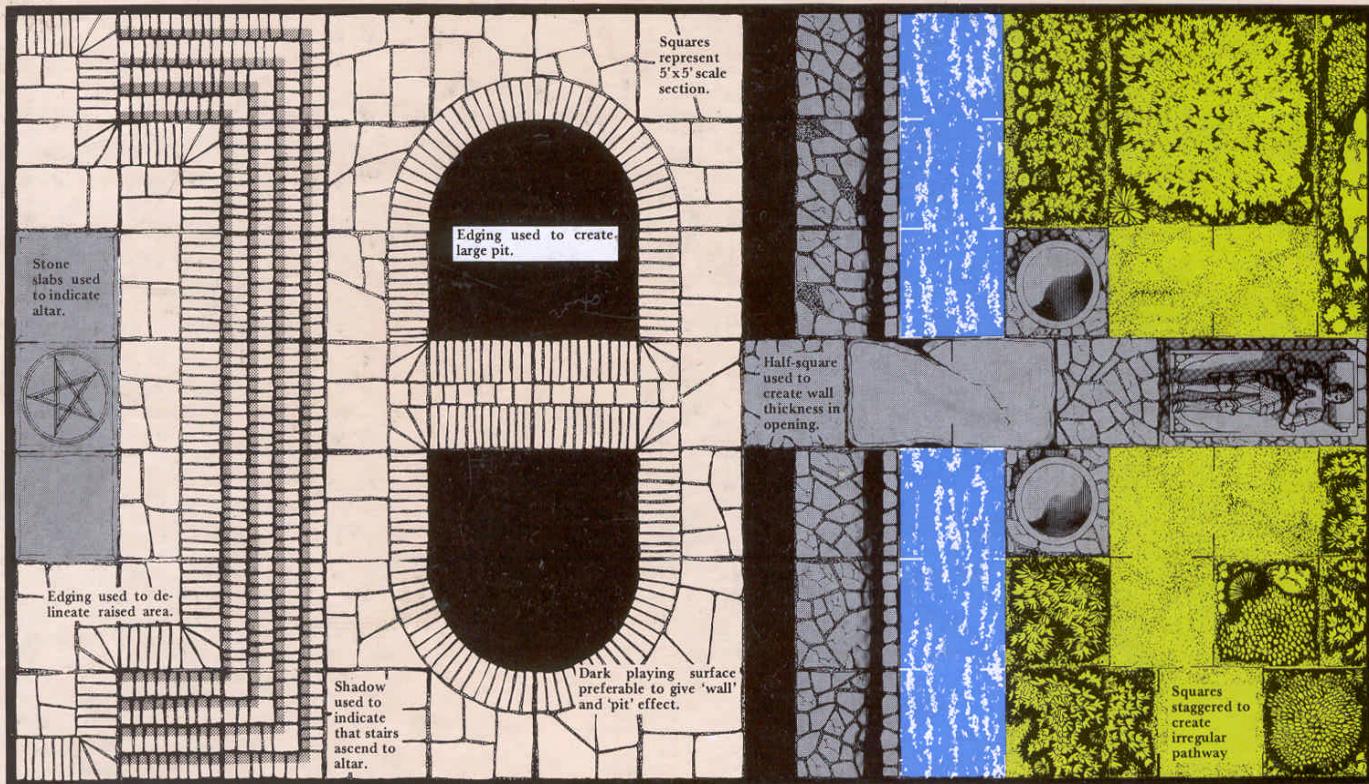
- ★ Three sheets representing Trees and Grass
- ★ Two sheets representing Room Features
- ★ Two sheets representing Corridor Features and Artifacts

- ★ Three sheets representing still and flowing Water
- ★ Two sheets representing flagstone flooring for Rooms

## HOW TO USE DUNGEON FLOOR PLANS 2

Each sheet has a superimposed square grid which represents 5' x 5' to the scale of 25mm miniature figures. It is necessary to cut desired lengths and shapes along the grid lines using scissors or a sharp modelling knife. The water and grass sheets should be cut into 5' and 10' wide strips in lengths of 5', 10', 15', 20', 25' and 30'. Only a few of the short lengths are needed. The special features should be cut up separately for use as required. The cut sections, when used in conjunction with *Dungeon Floor Plans*, can then be placed alongside each other to form practically any configuration that will occur in a dungeon layout for the players to move their figures along. The sections are most effective when laid on a dark background as this will show up between the floor plans to indicate walls.

## EXAMPLE LAYOUT



## TREES and GRASS

This sheet should be used to represent planting in courtyards, gardens and wilderness encounter areas. The individual plants, shrubs and hedges should be cut up individually. The grass should be cut into lengths to form clearings and paths as required.

## WATER

This sheet should be used to represent still water, fountains, pools, moats, flowing water and whirlpools. It should be cut into lengths and shapes as required.

## ROOM FEATURES

This sheet should be used to form stairs, cornered steps, pit and pool edgings, plinths and platforms in rooms. It should be cut into lengths as required and individual corner and edging shapes. The shadows on the stairs are used to indicate up or down by assuming that the shadow falls on the next *lower* step. The pits should be cut out separately.

## CORRIDOR FEATURES and ARTIFACTS

This sheet should be used to represent pit, plinth, balcony and pool edgings with a surrounding low wall, and angled steps. These should be cut into lengths and used as required. The accessories represent small pits, altars, statues, sarcophagi, wells, urns, rubble, cairns, thrones, sun-dials, trapdoors and stone bridges and should be cut up individually. For pits, etc, without a surrounding wall, simply use ordinary corridor flooring (from *Dungeon Floor Plans*) as the edge.

## ROOMS

This sheet should be used to form the flooring for rooms. It should be cut into rectangles of various sizes that will fit together to form various room shapes. Rooms with oddly shaped angles should be specially cut. For 45° angles, cut diagonally across a square. These are included to bring the total sheets in both the *Dungeon Floor Plans* and *Dungeon Floor Plans 2* to the correct proportions for most economical usage of the flooring and accessories.