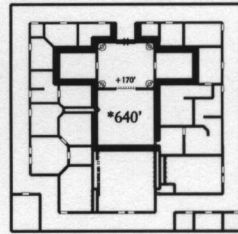
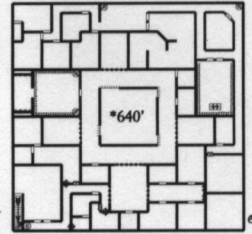


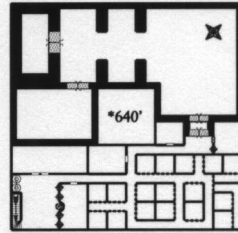
Bricks & II Bones



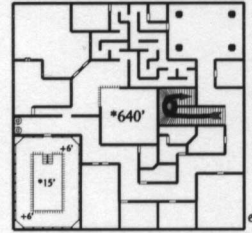
Lv. 6



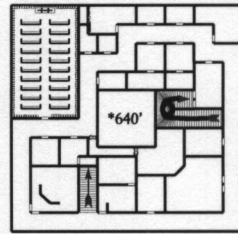
Lv. 5



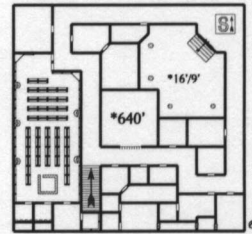
Lv. 4



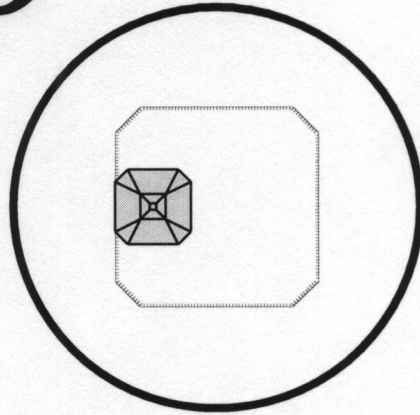
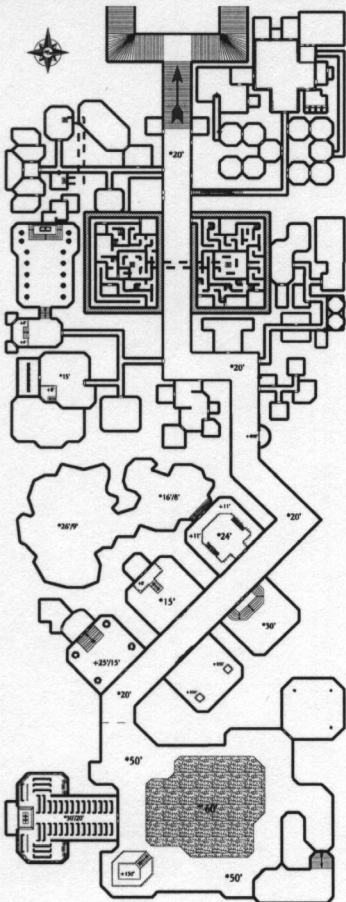
Lv. 3



Lv. 2



Lv. 1



Sixth floor



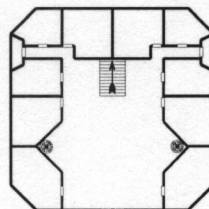
Seventh floor



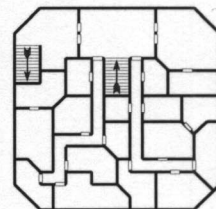
Eighth floor



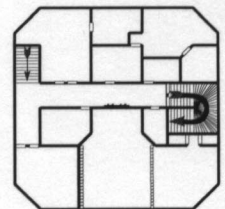
Ninth floor



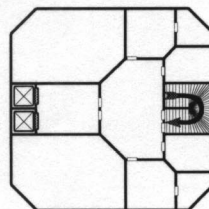
Ground floor



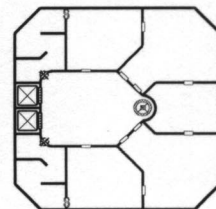
First floor



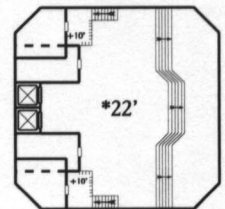
Second floor



Third floor



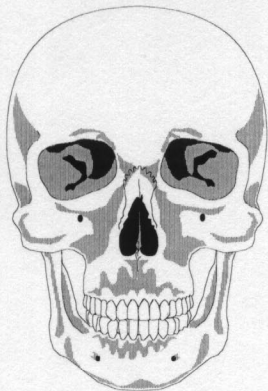
Fourth floor



Fifth floor

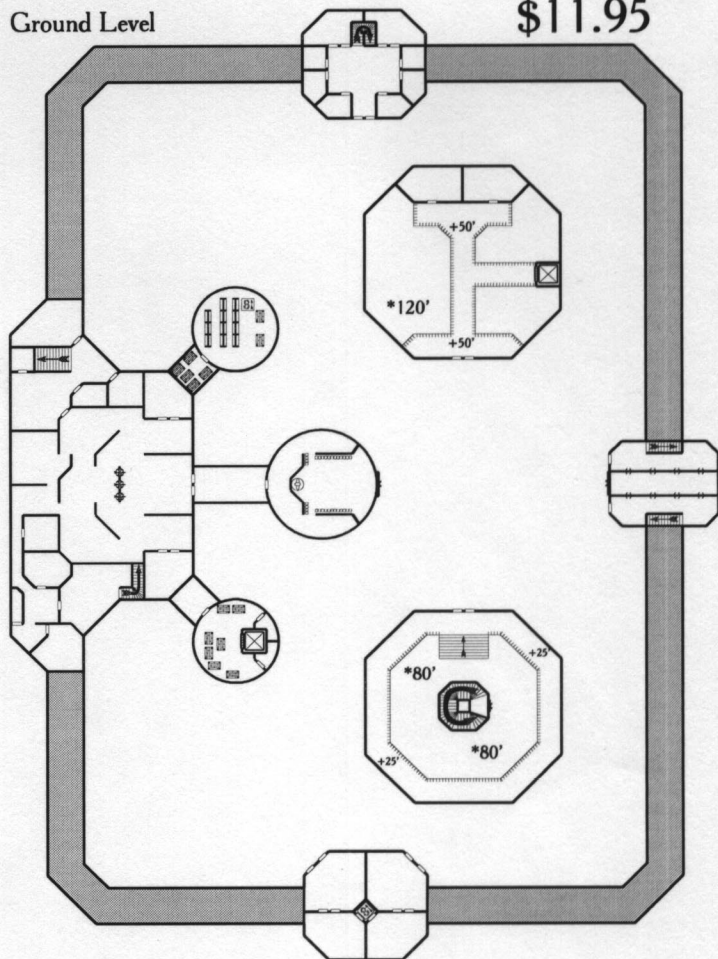
Bricks & Bones 2

- Another Great GM Sampler
- 30 Maps
- Dungeons
- Towers
- Caverns
- Mazes
- Pits
- Vaults
- Secret Lairs
- Castle Mini-Set
(reductions shown here)

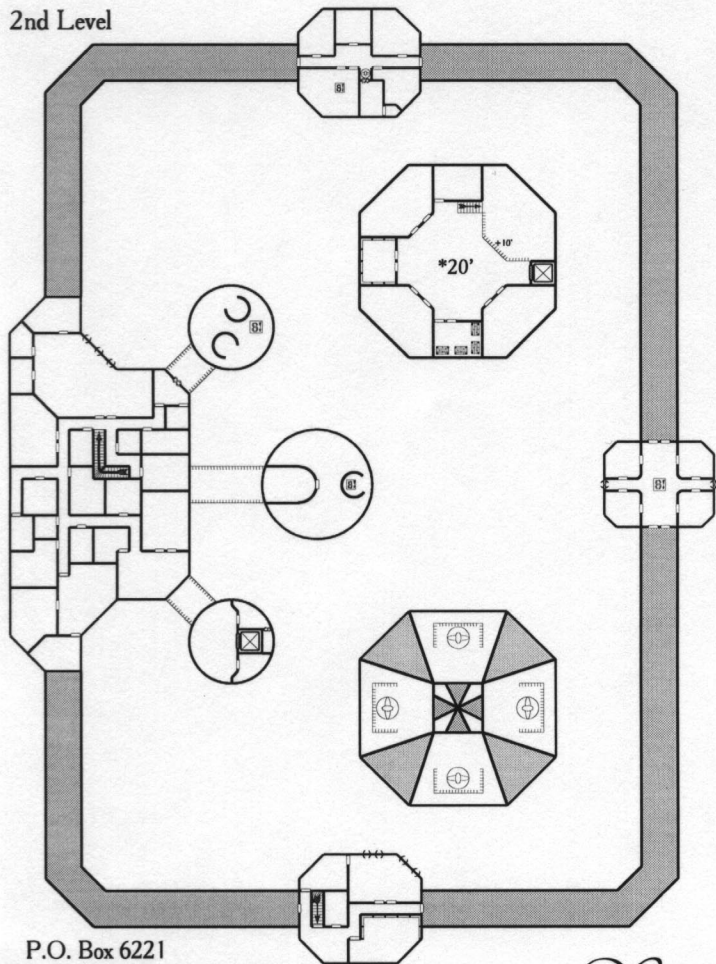


Ground Level

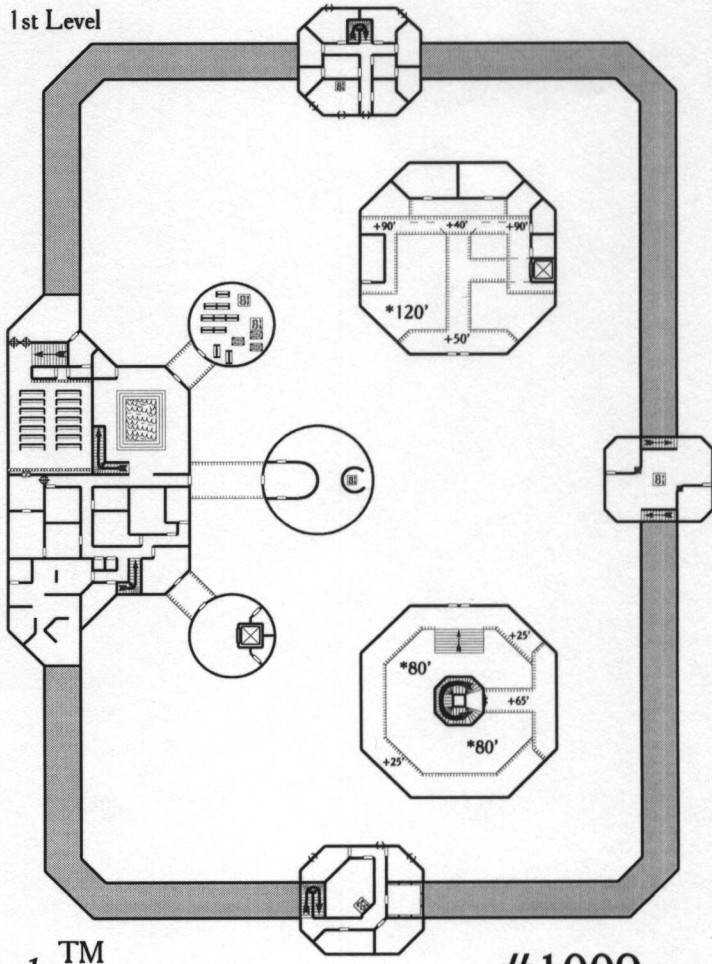
\$11.95



2nd Level

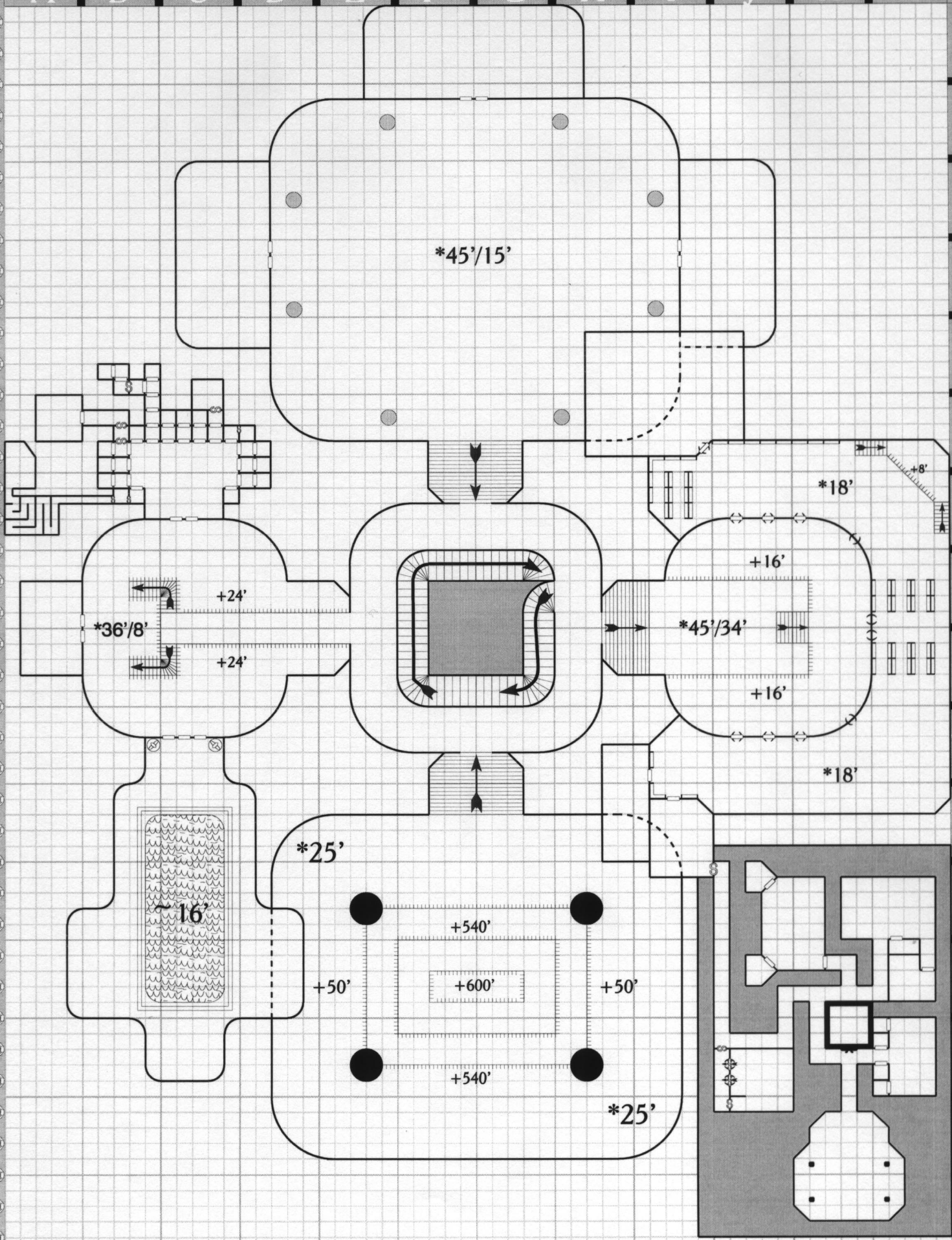


1st Level



A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

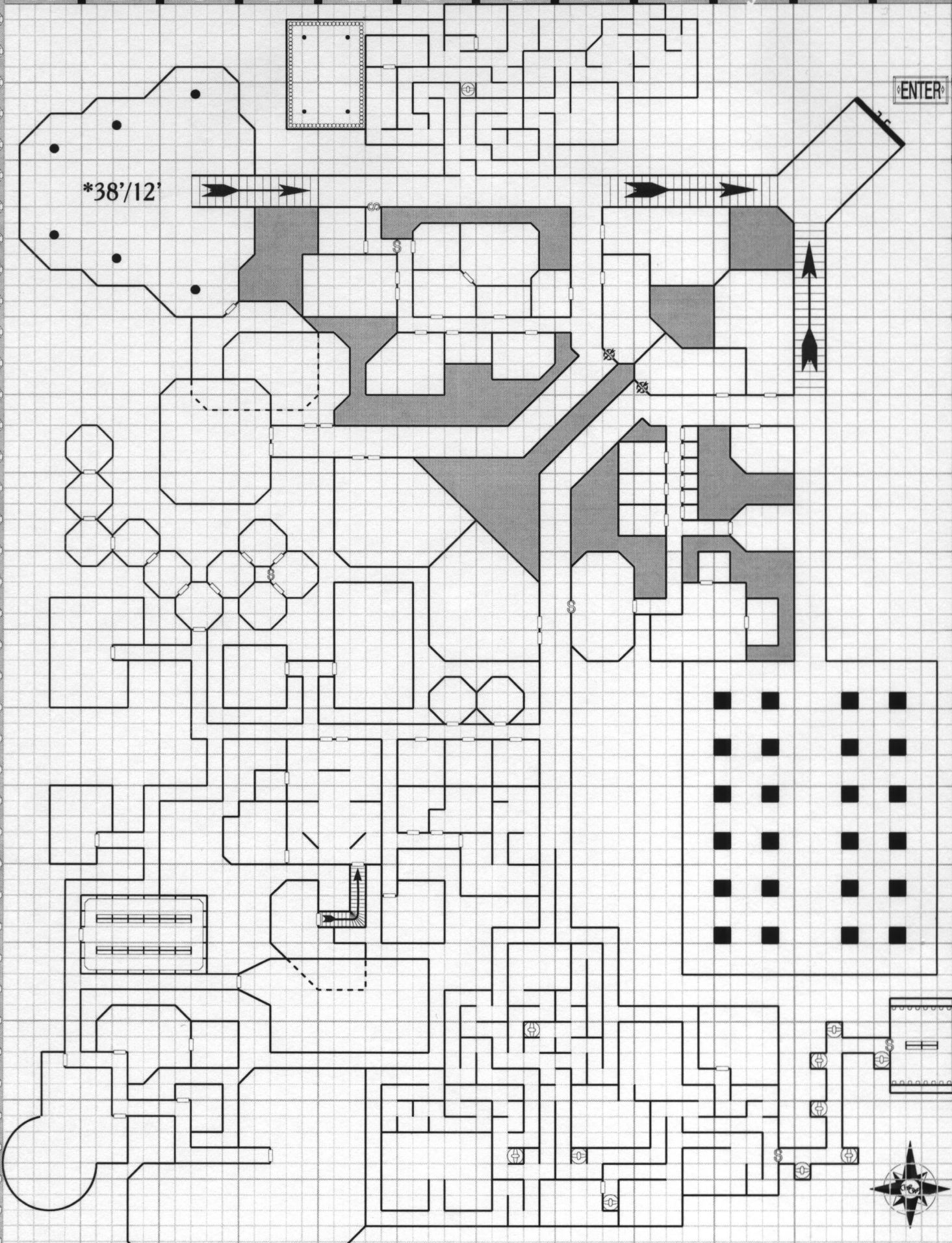


A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

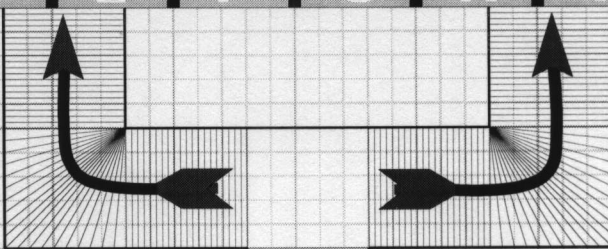
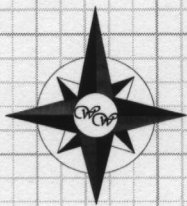
ENTER

*38'12'



A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



*20'

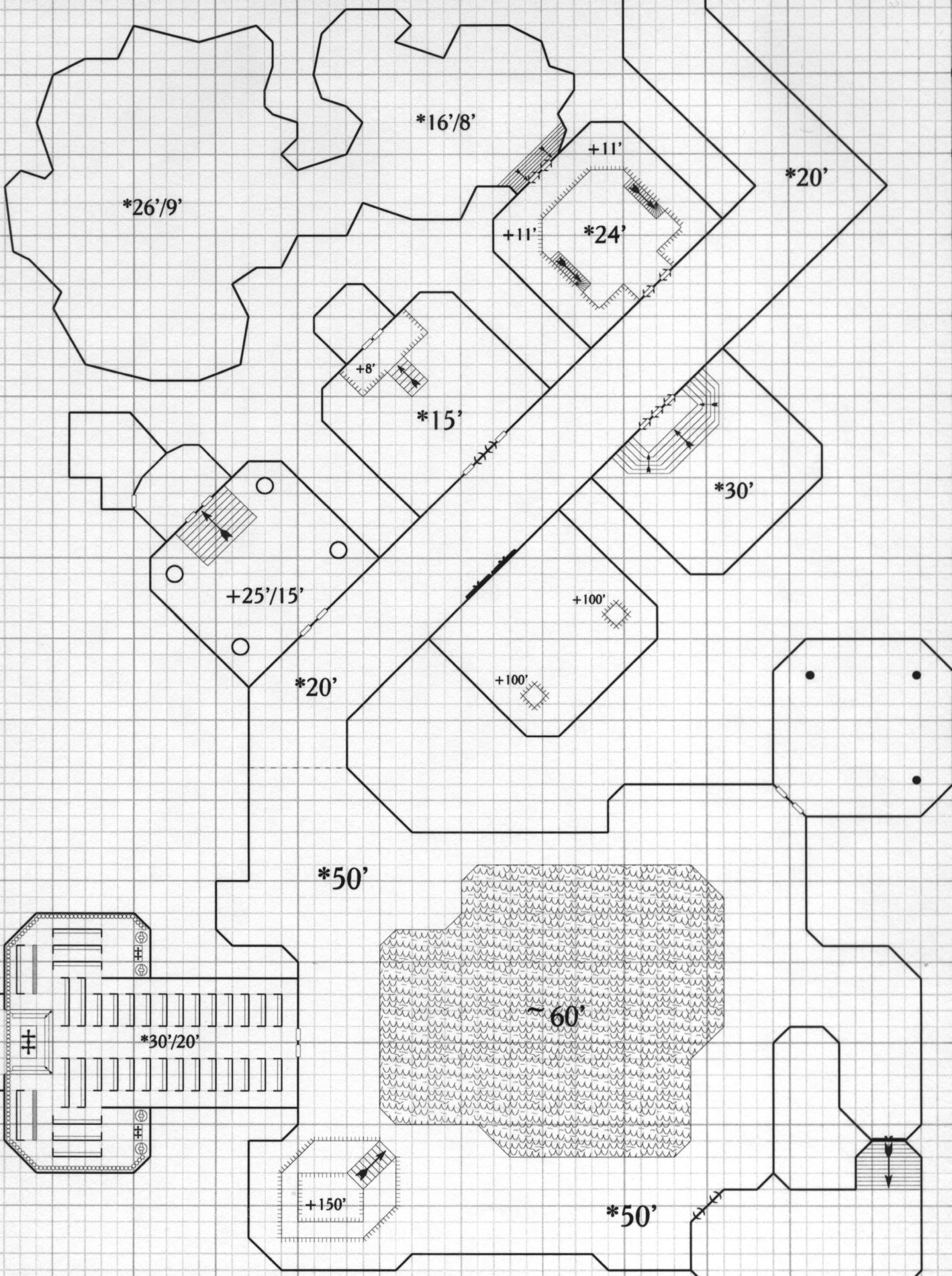
*20'

*15'

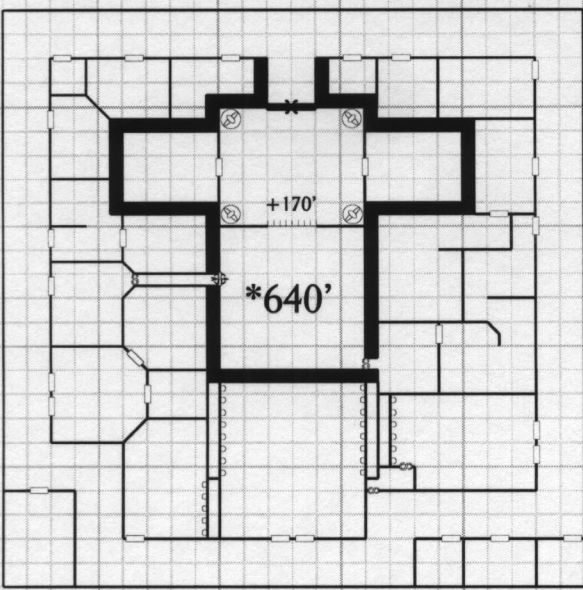
+400'

A B C D E F G H I J K L

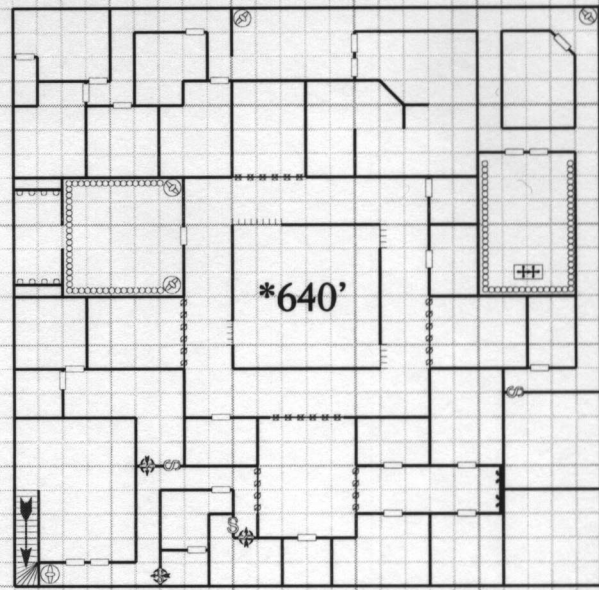
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



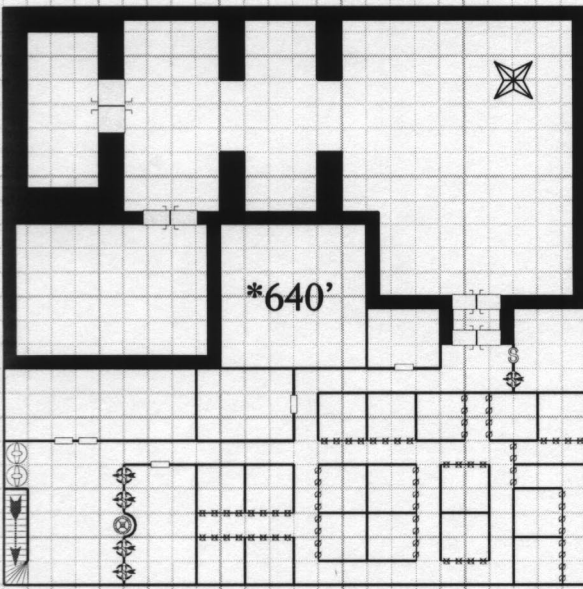
A B C D E F G H I J K L



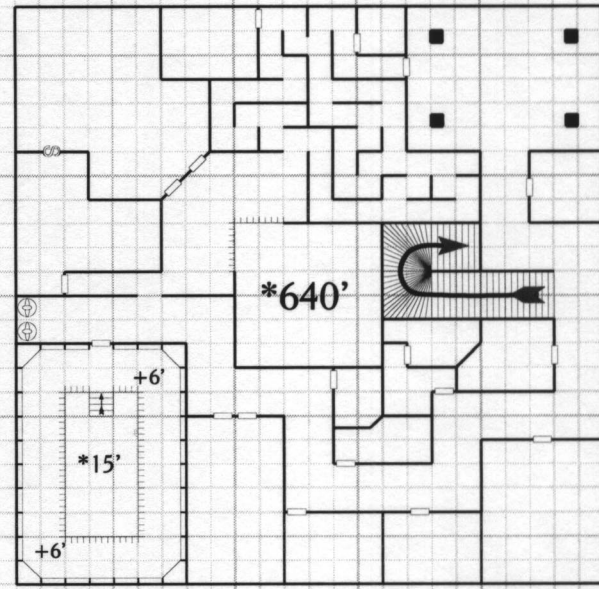
Lv. 6



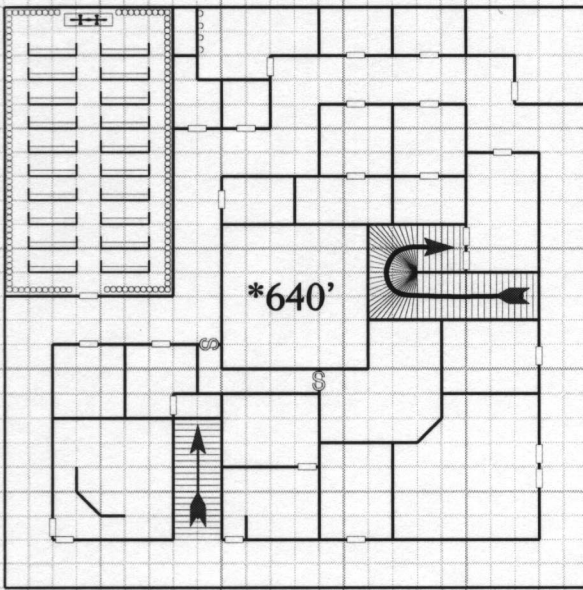
Lv. 5



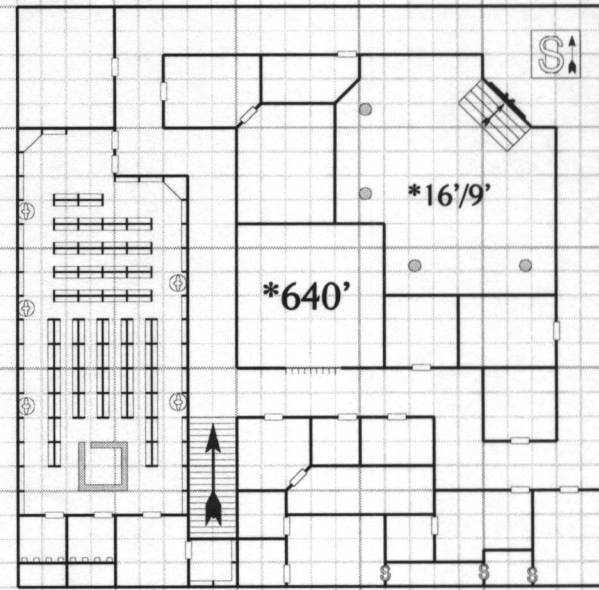
Lv. 4



Lv. 3



Lv. 2

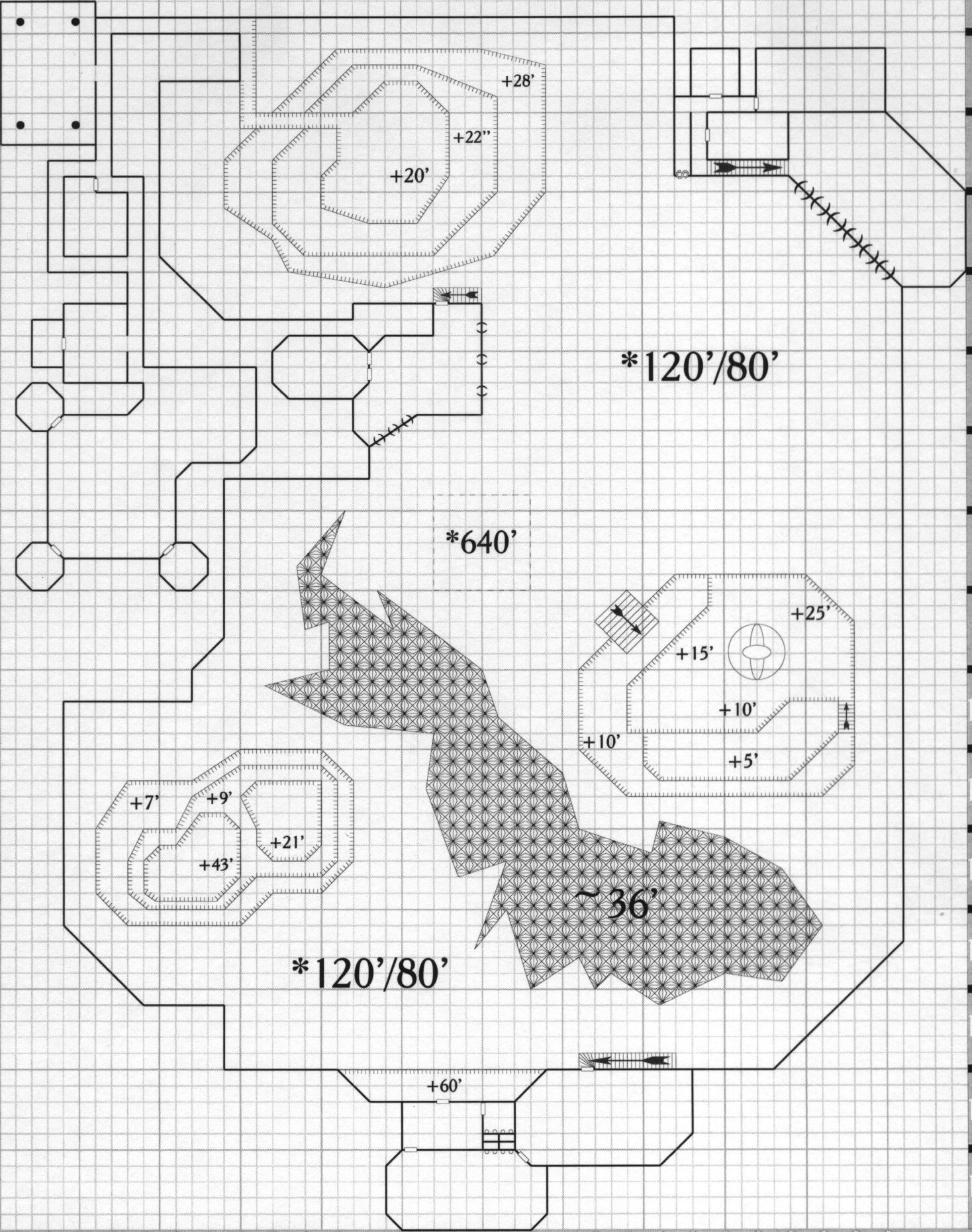


Lv. 1

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

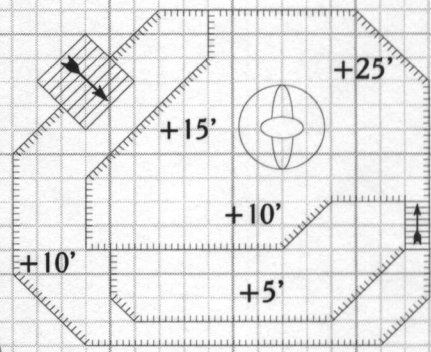
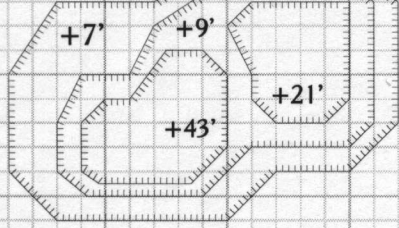


*120'/80'

*120'/80'

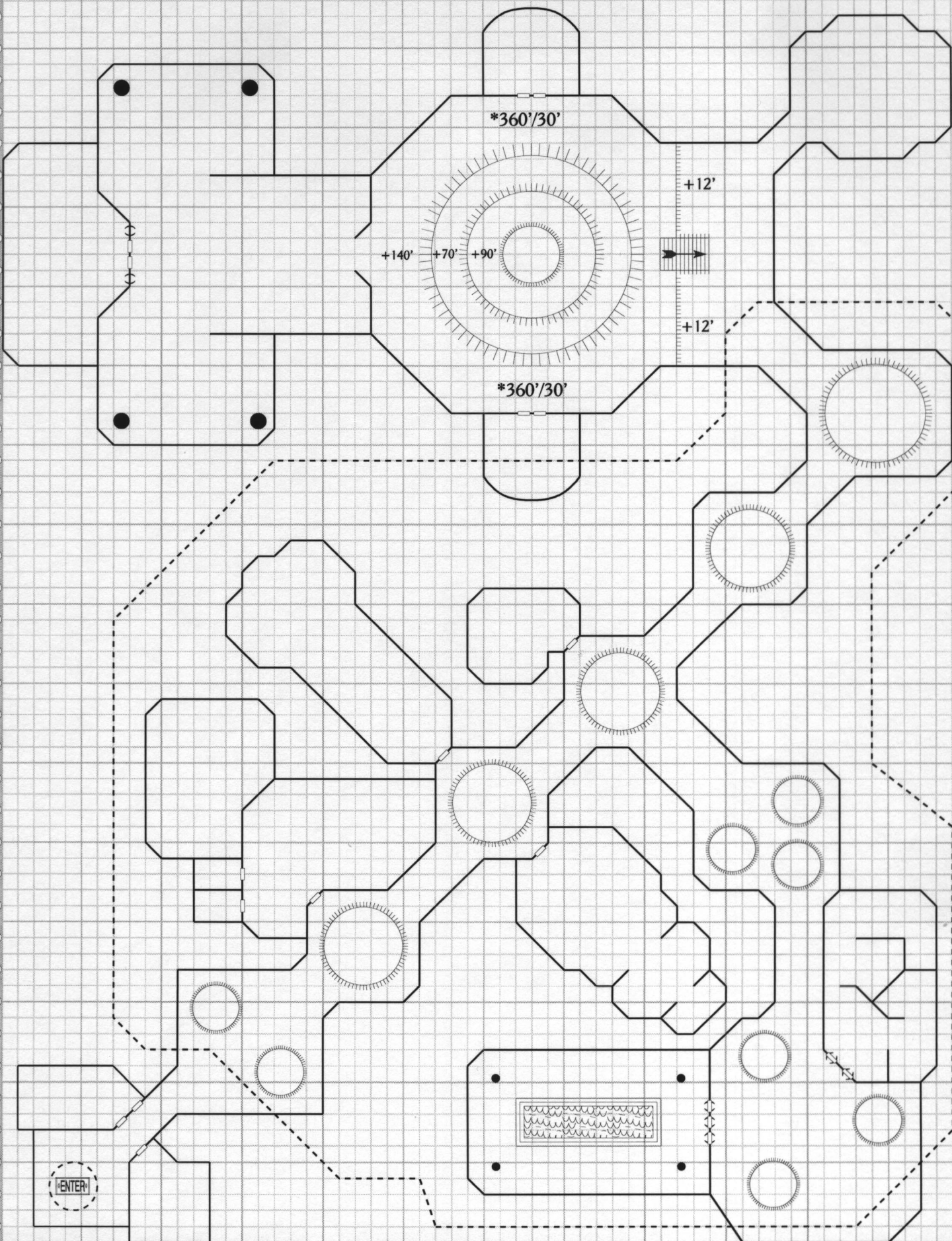
*640'

~36'



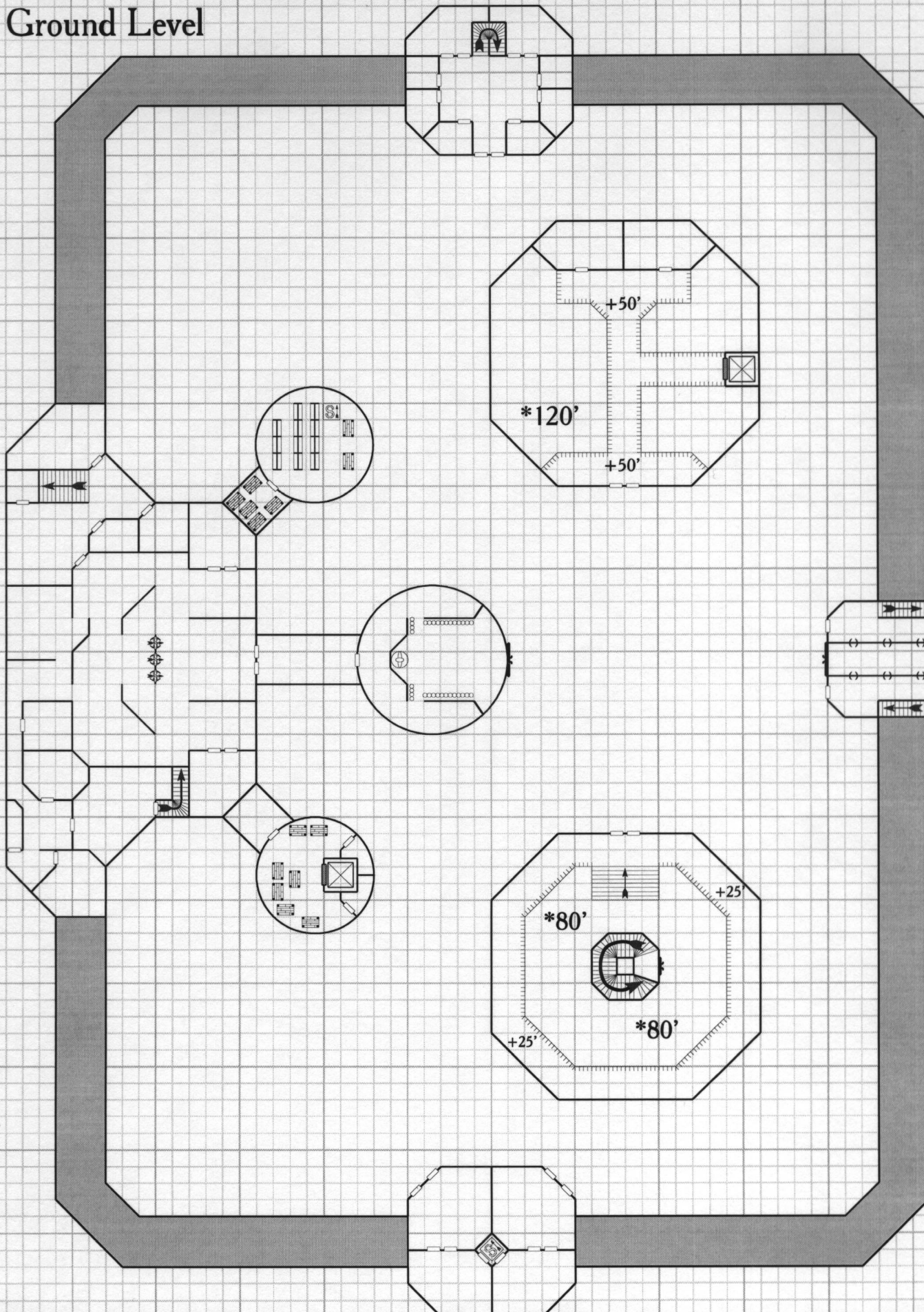
A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

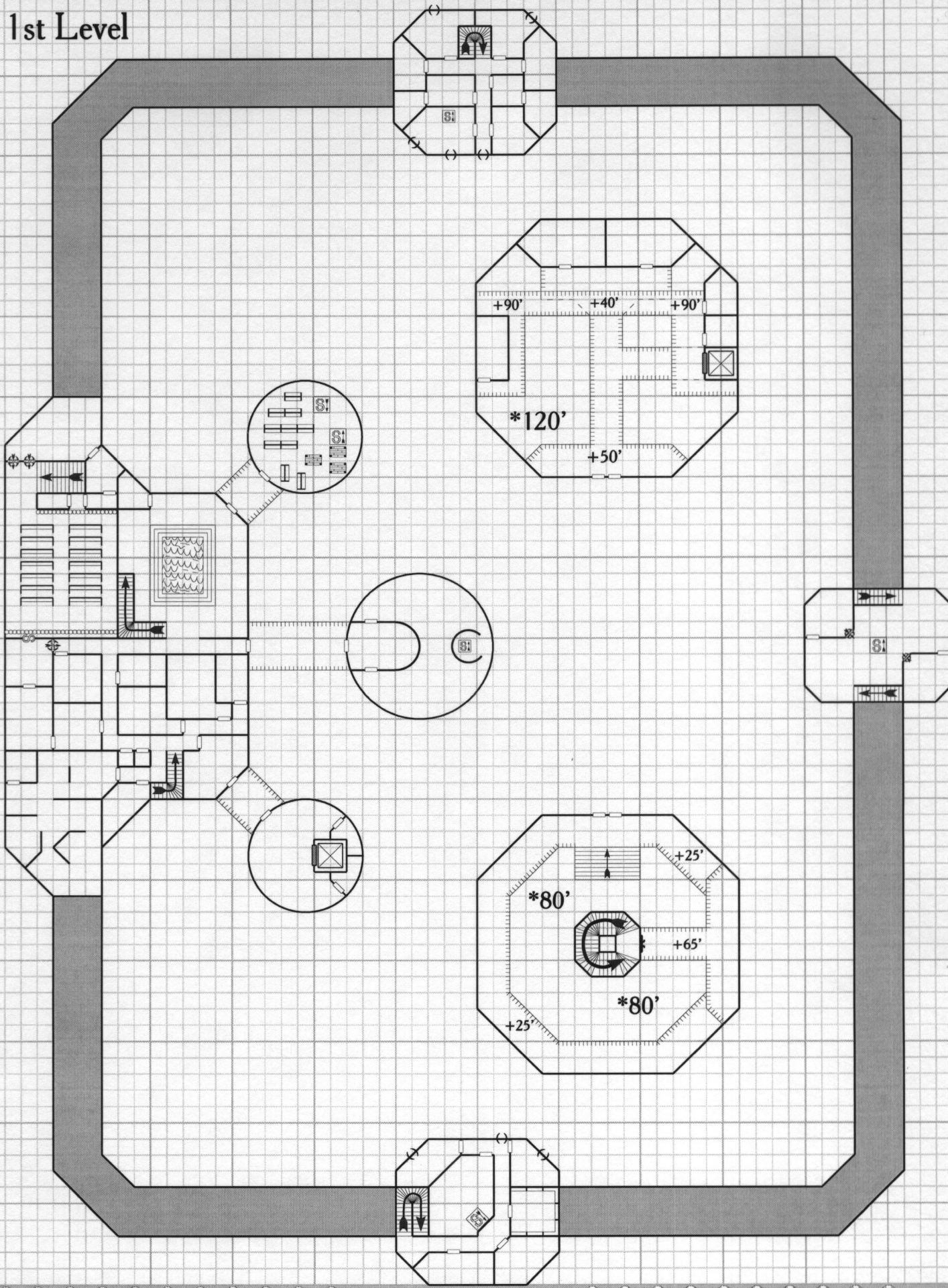


A B C D E F G H I J K L

Ground Level

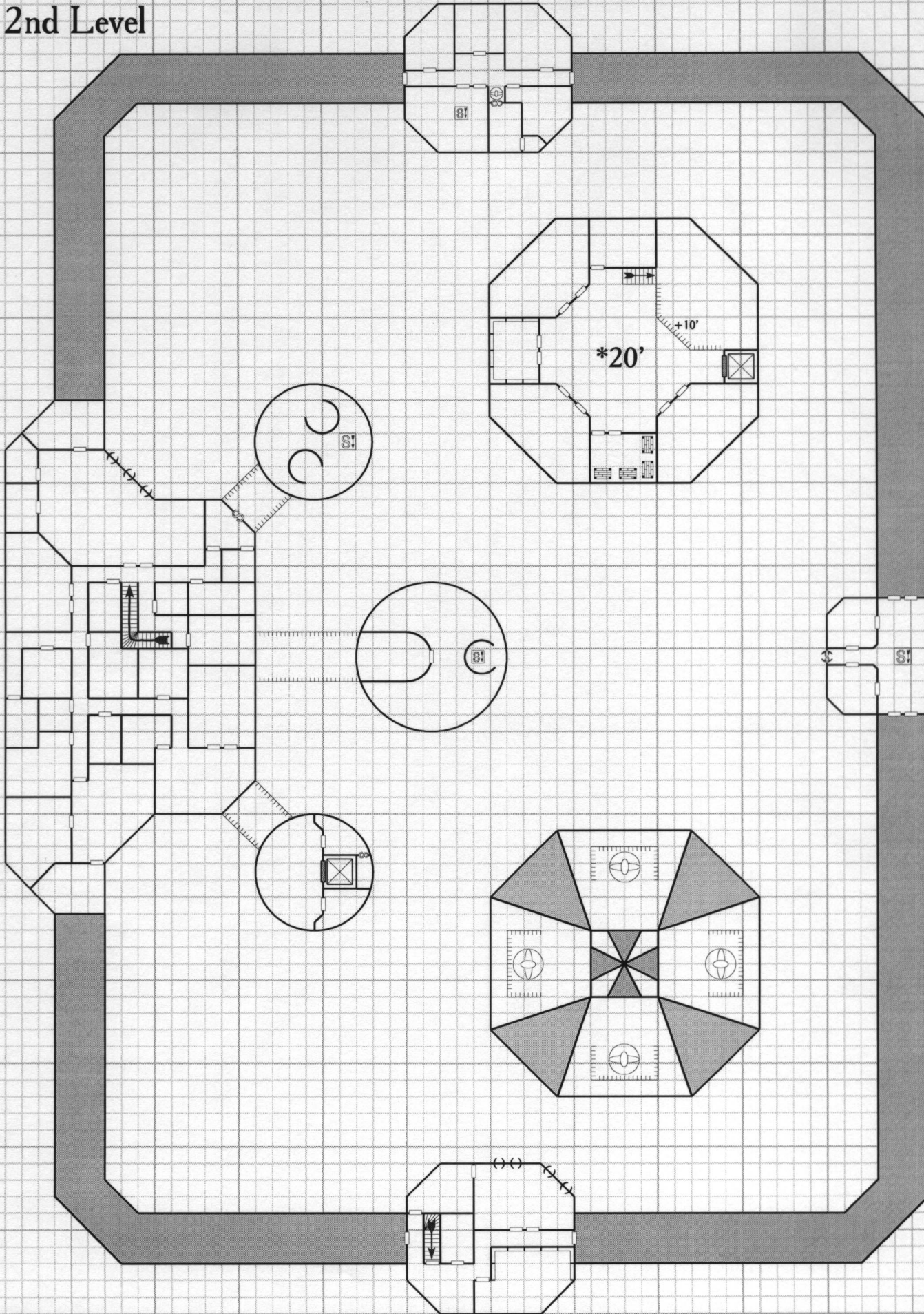


1st Level

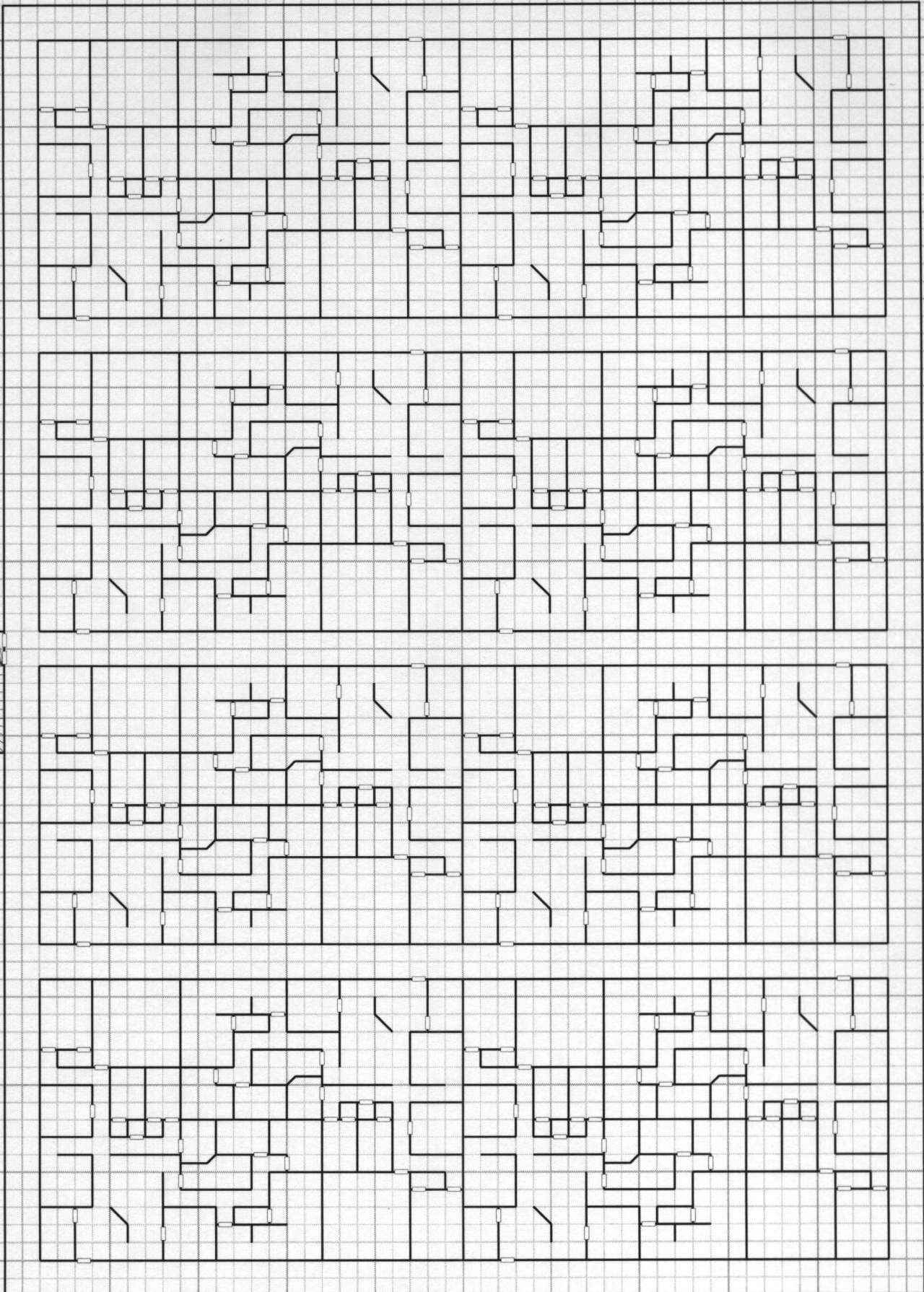


1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

2nd Level

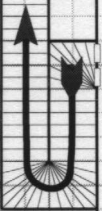


A B C D E F G H I J K L



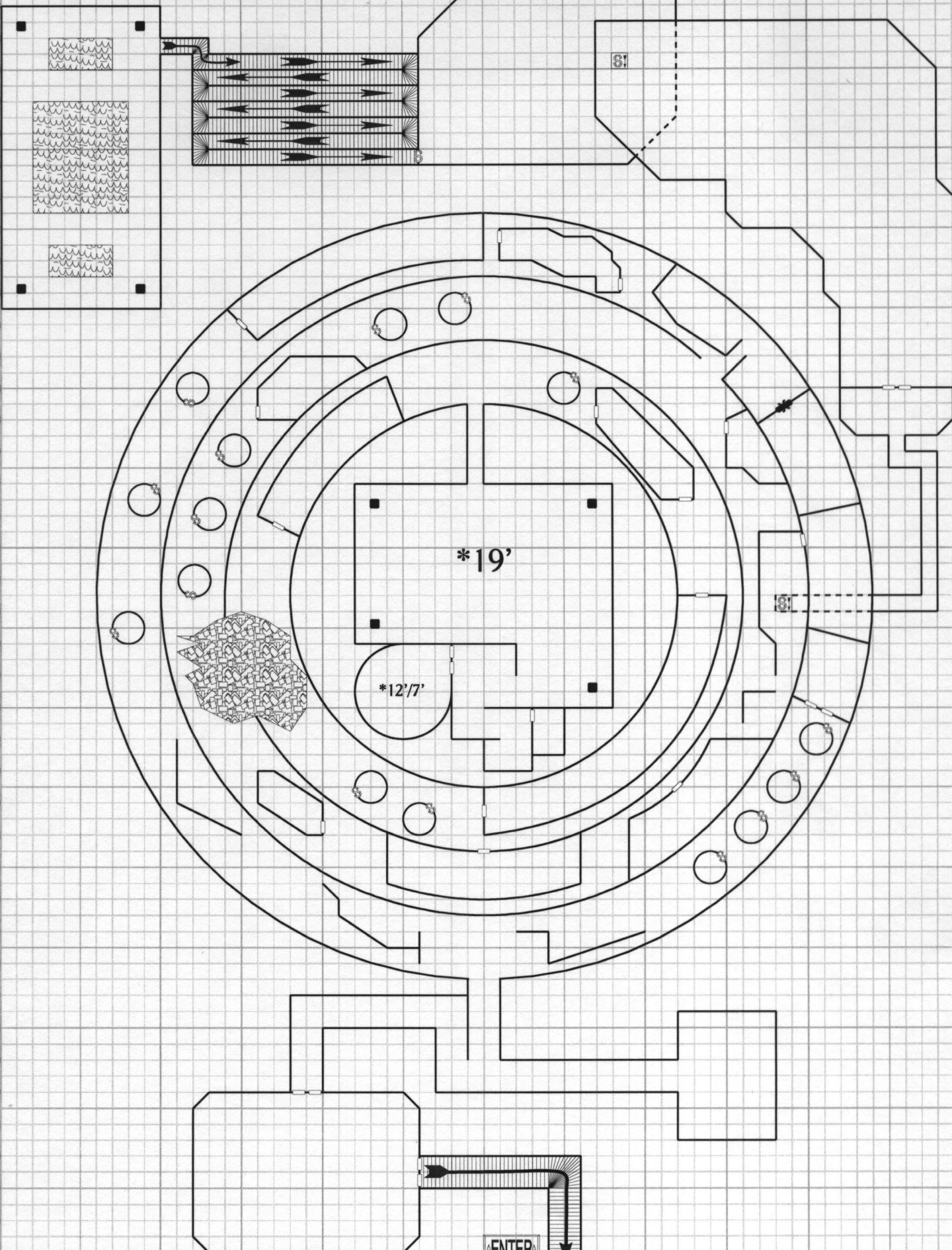
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

ENTER



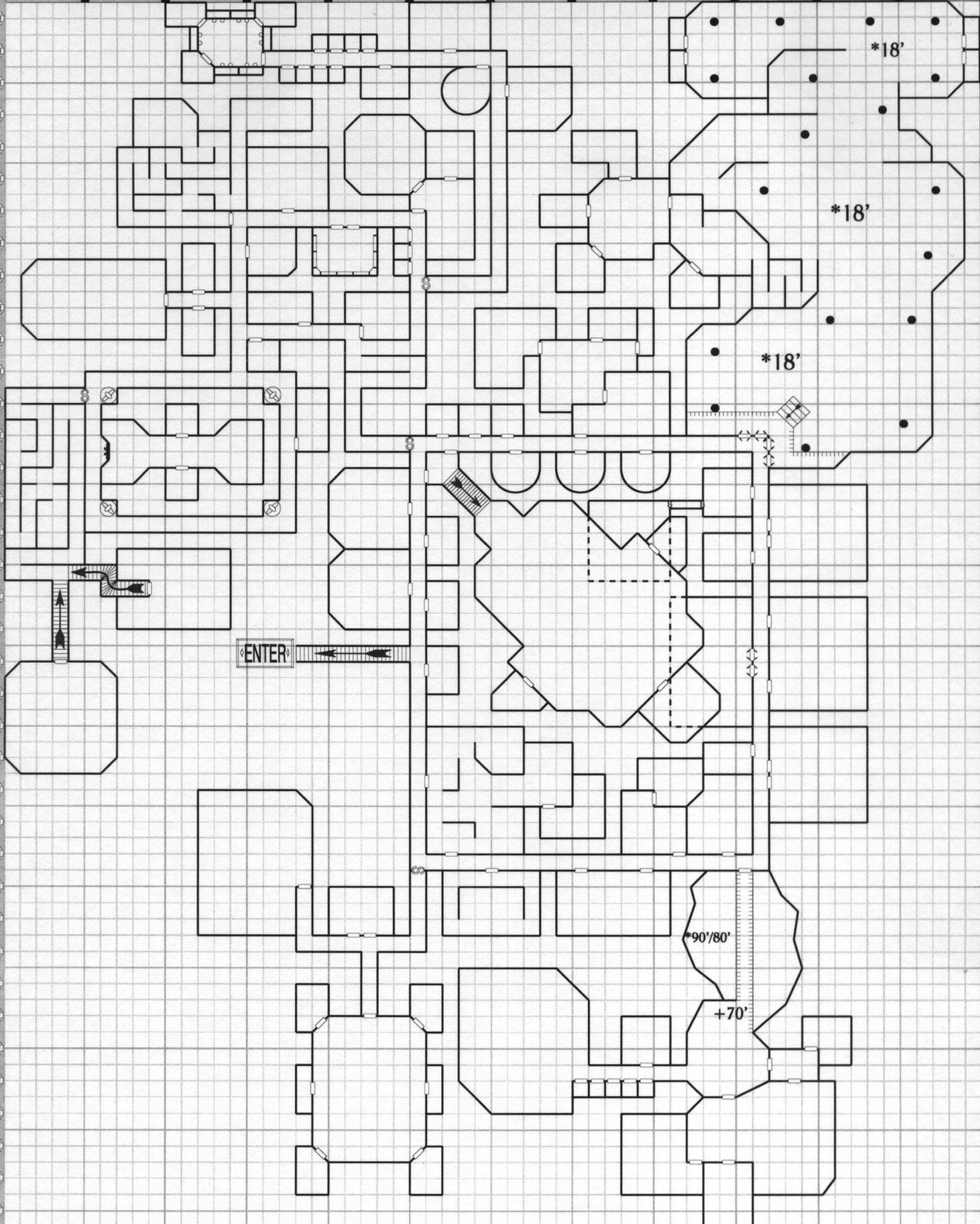
A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



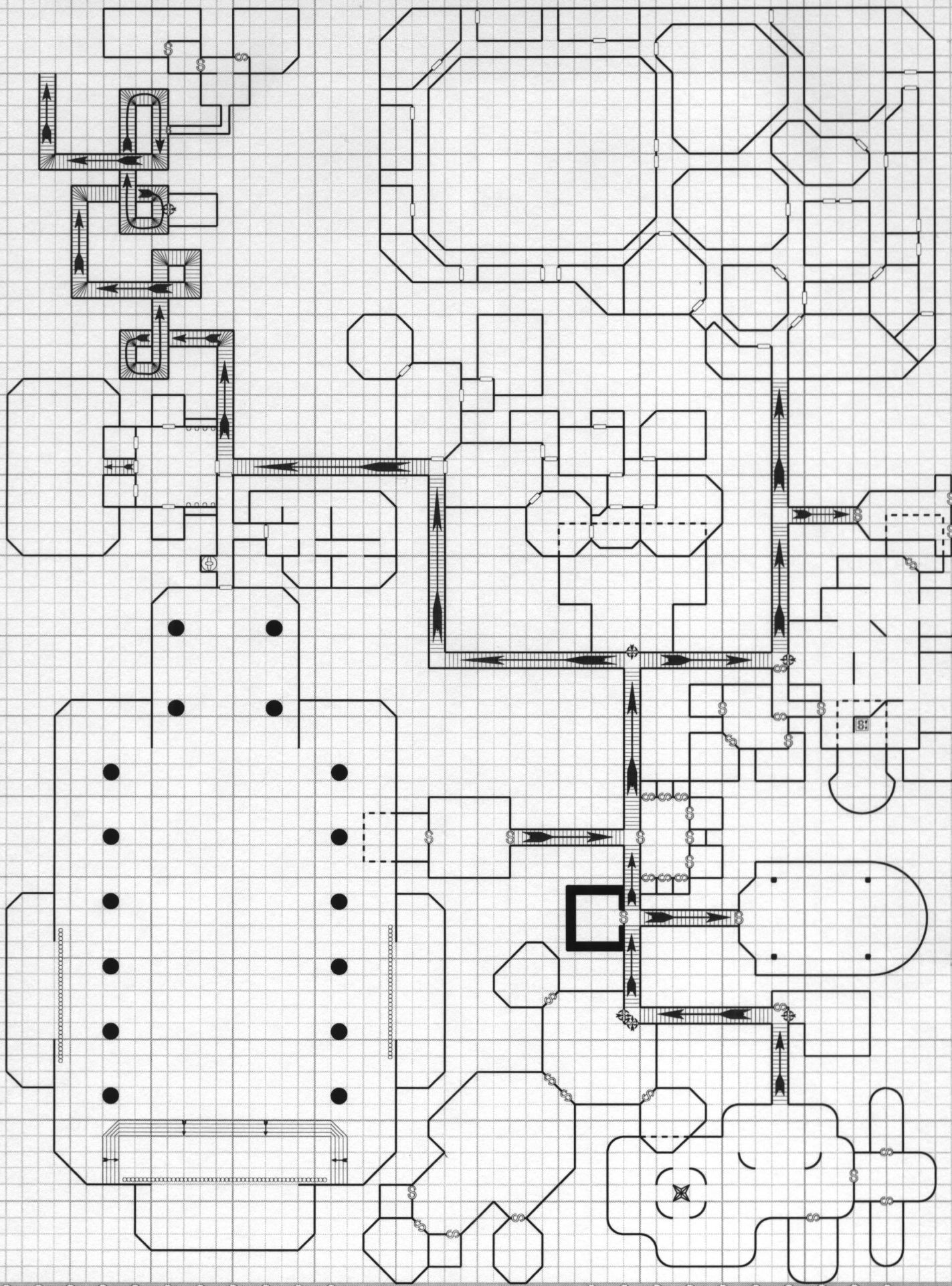
A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



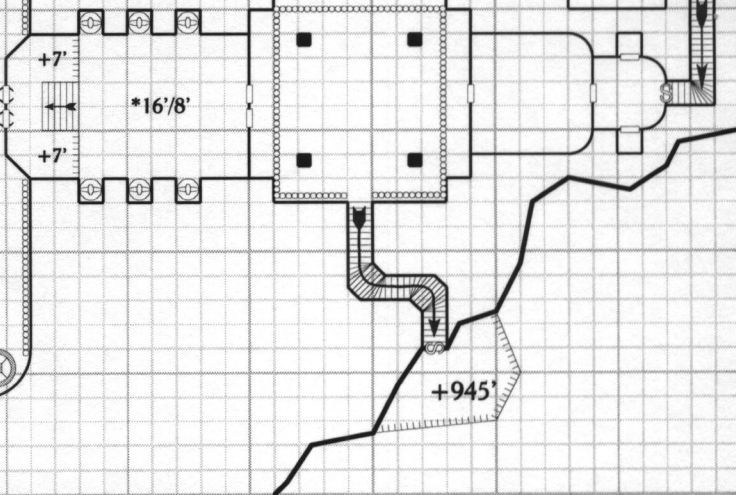
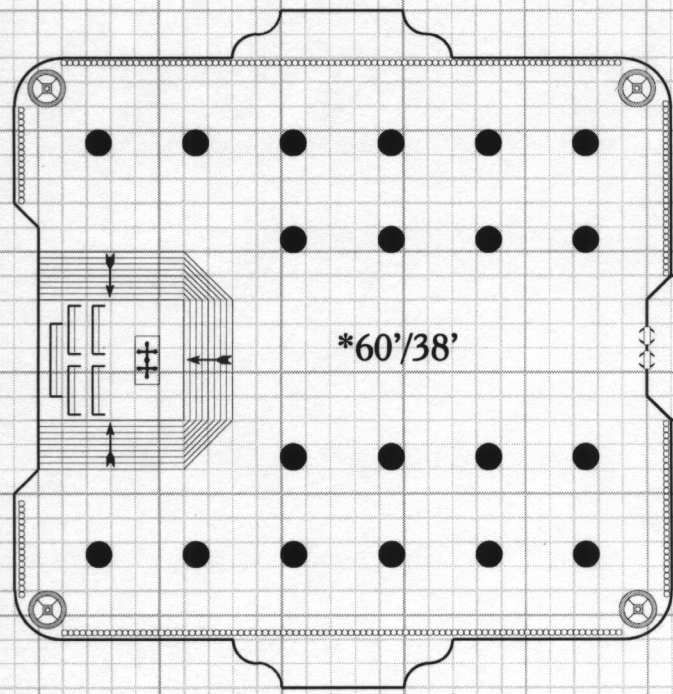
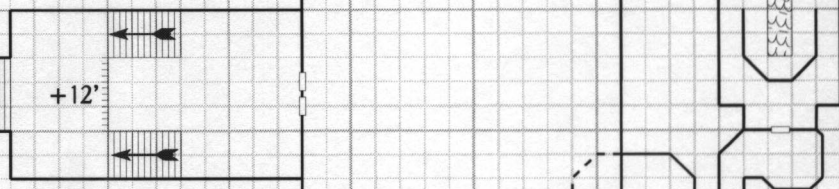
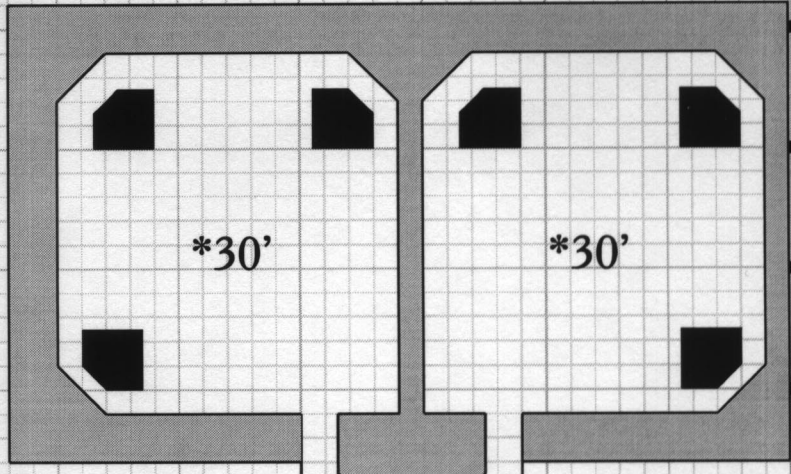
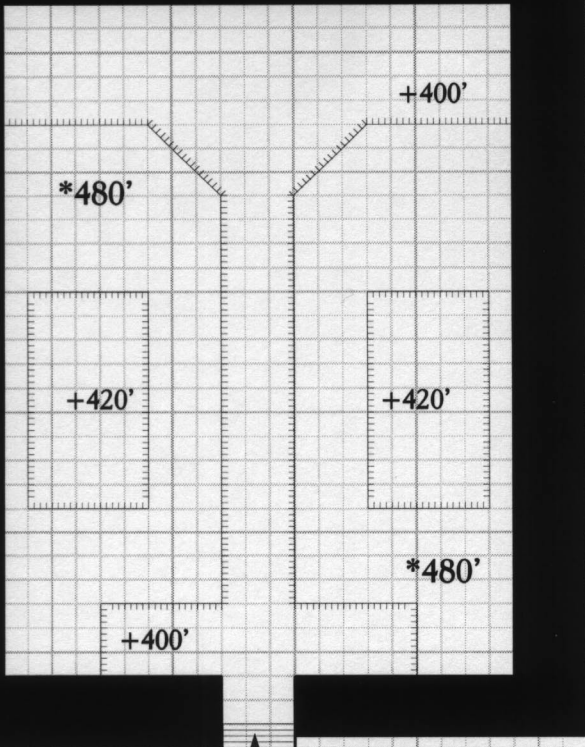
A B C D E F G H I J K L

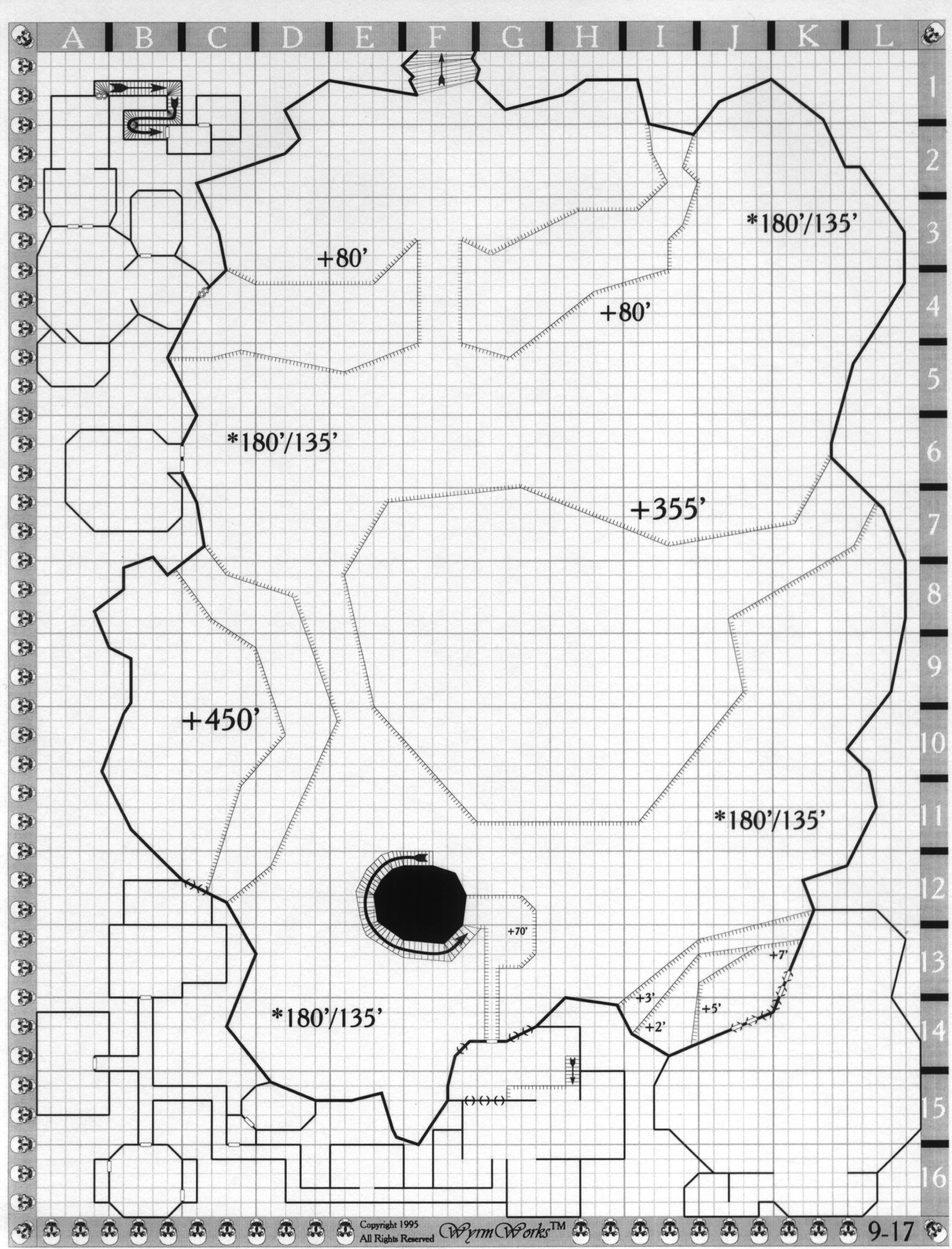
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16





A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

*180'/135'

+80'

+80'

*180'/135'

+355'

+450'

*180'/135'

*180'/135'

+70'

+3'

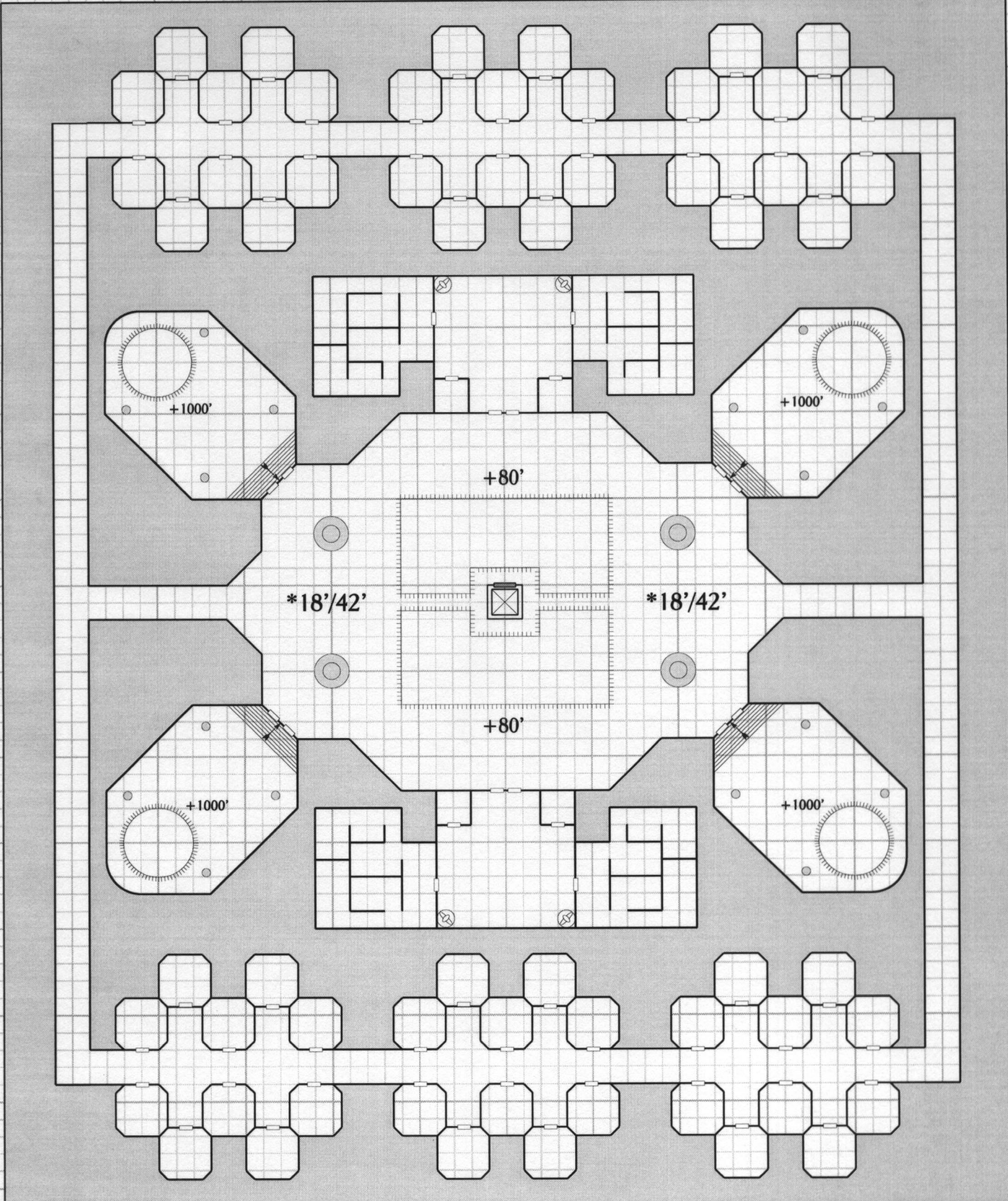
+2'

+5'

+7'

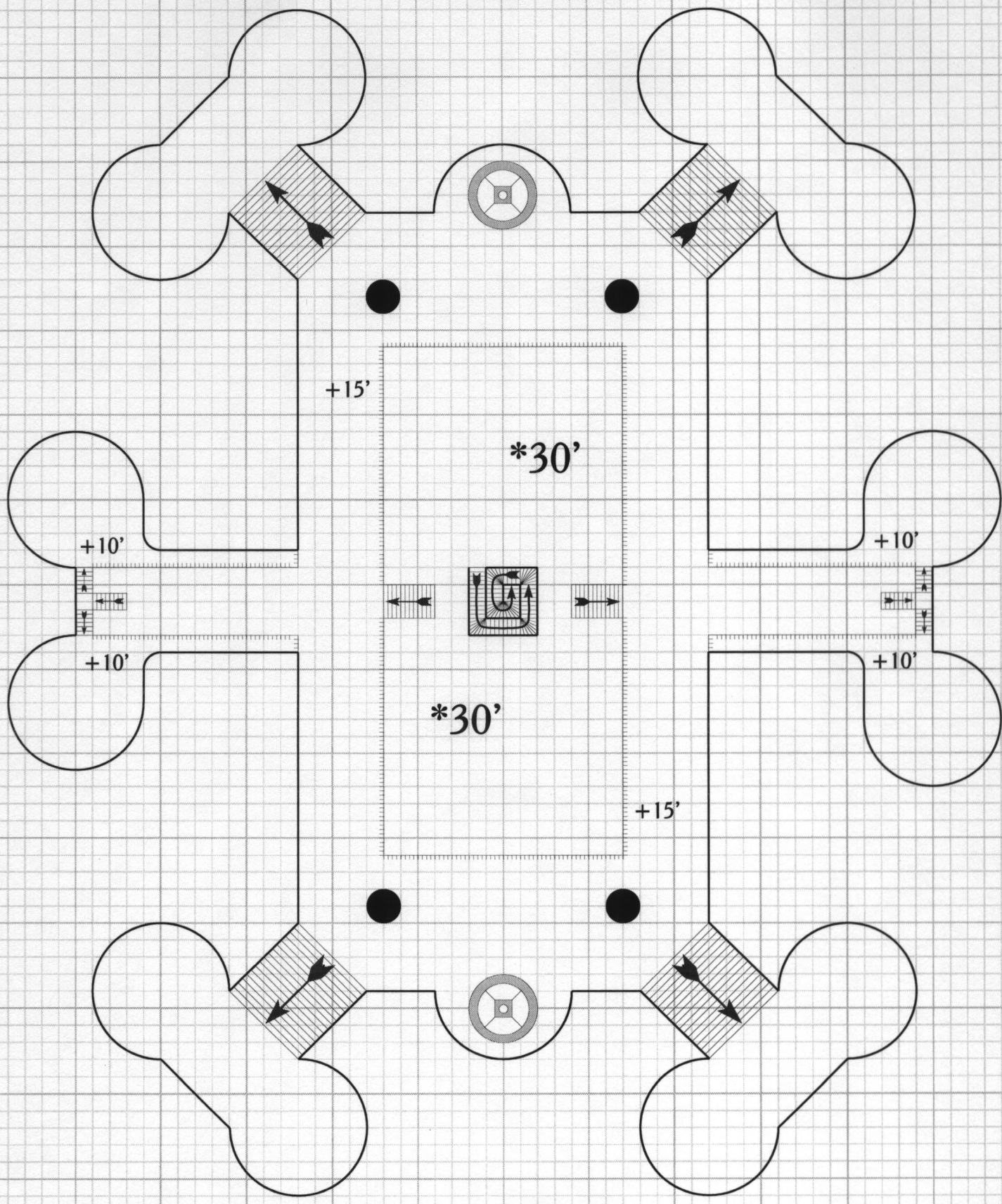
A B C D E F G H I J K L

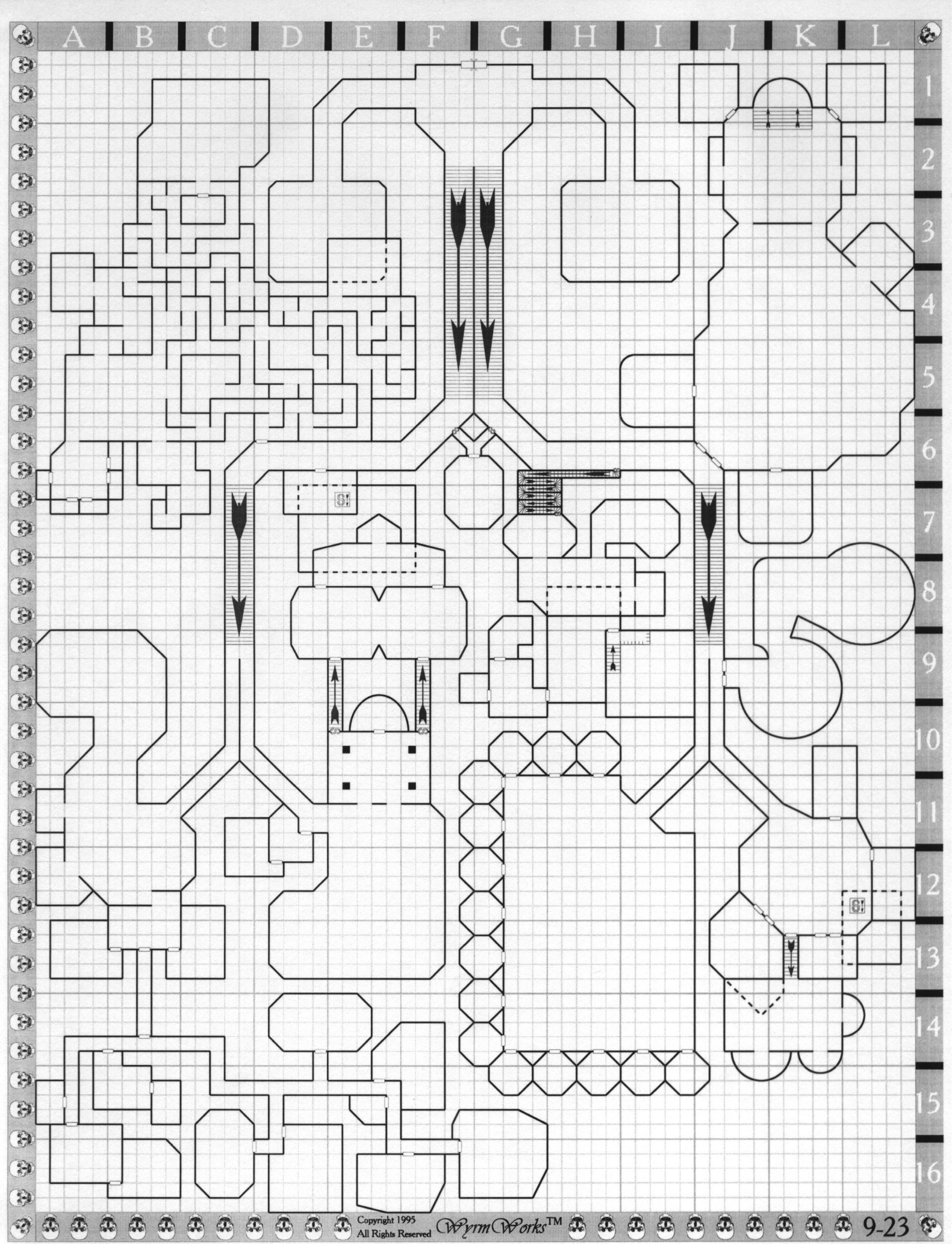
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



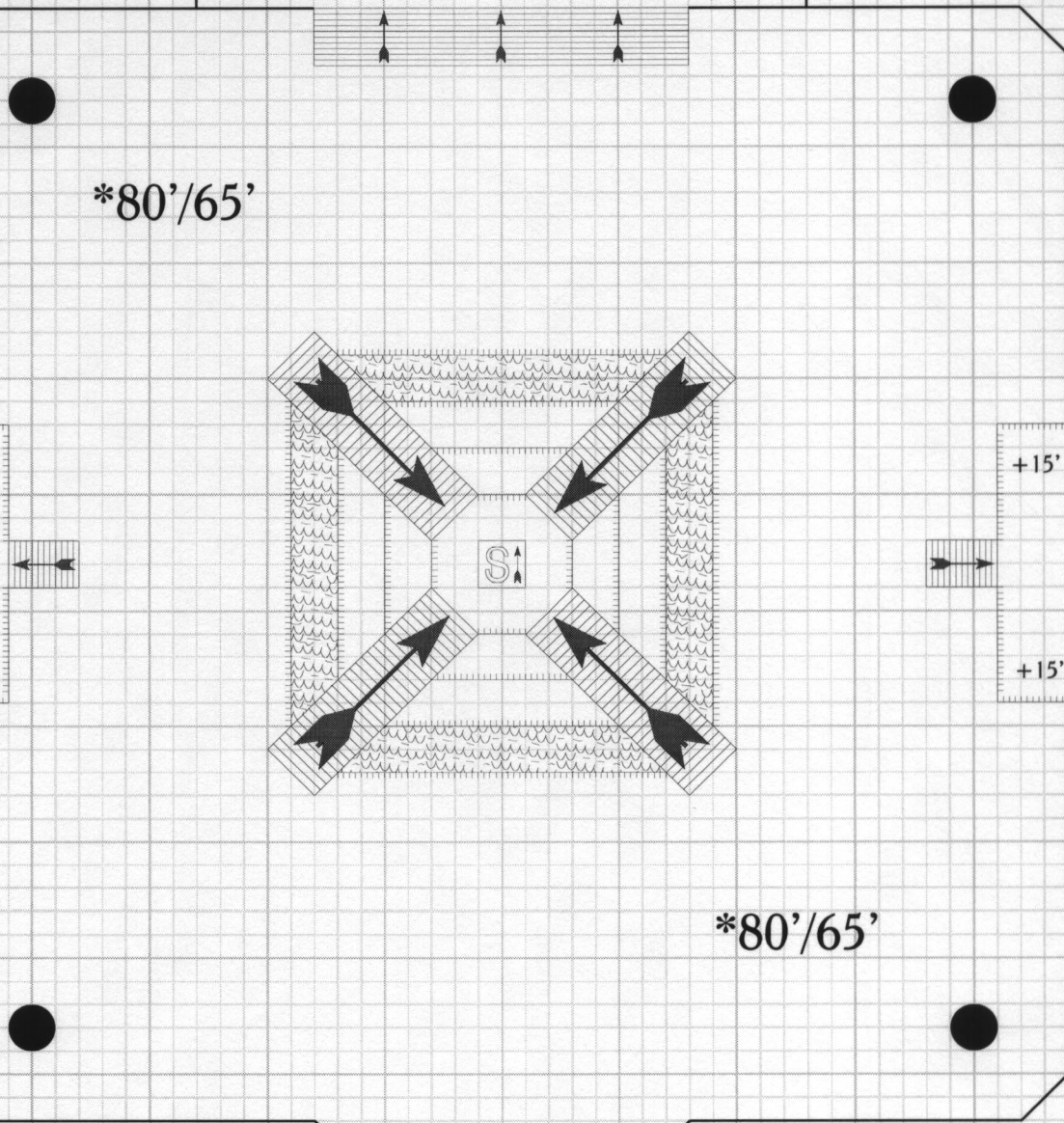
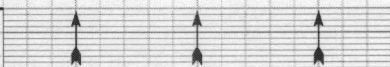
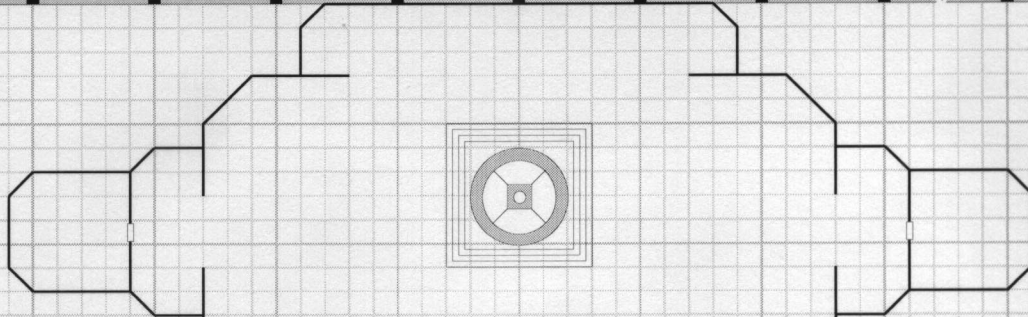


A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

A B C D E F G H I J K L

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



*80'/65'

+15'

+15'

+15'

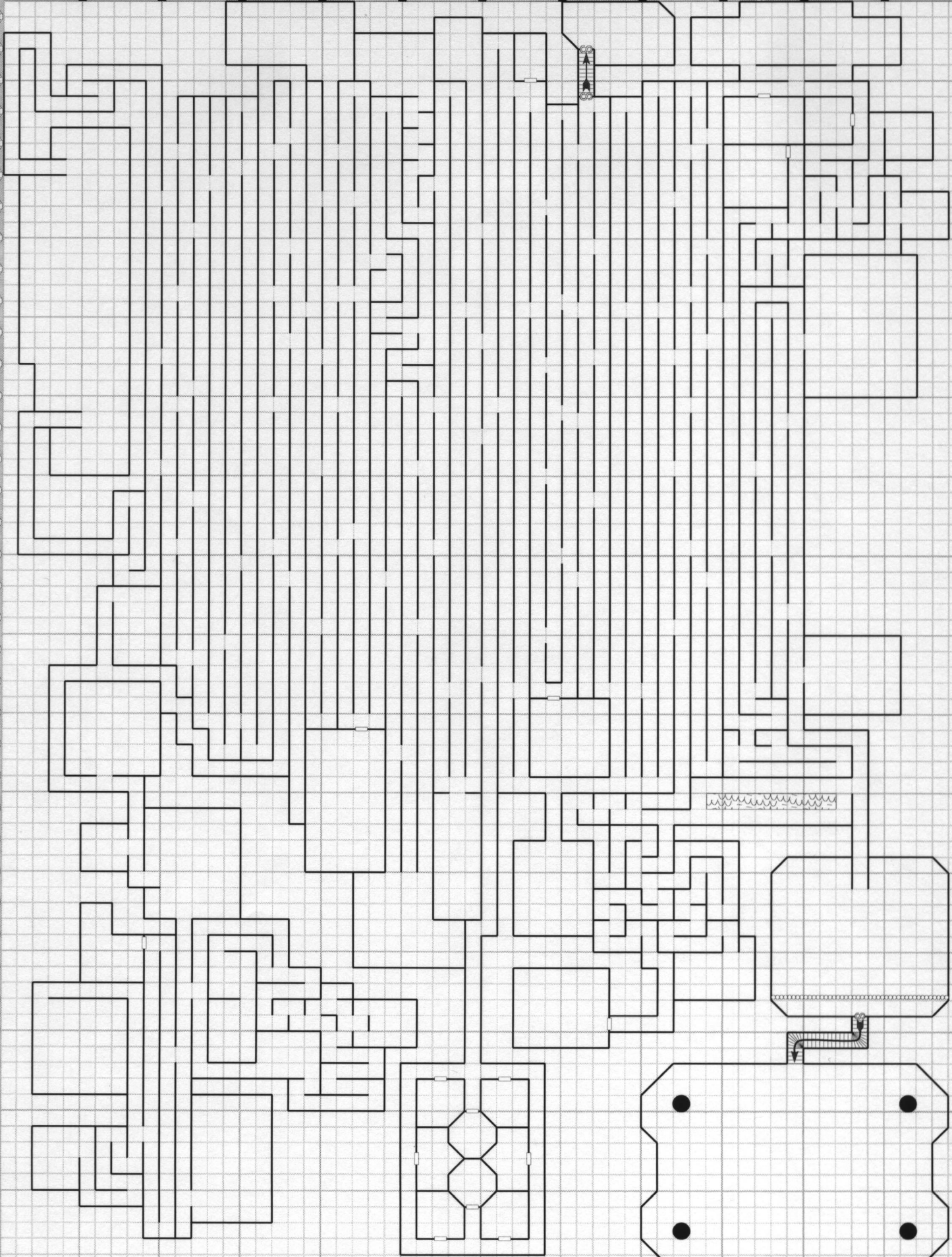
+15'

*80'/65'

S

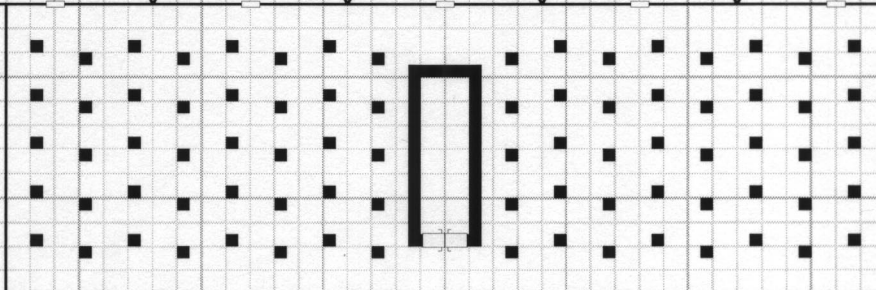
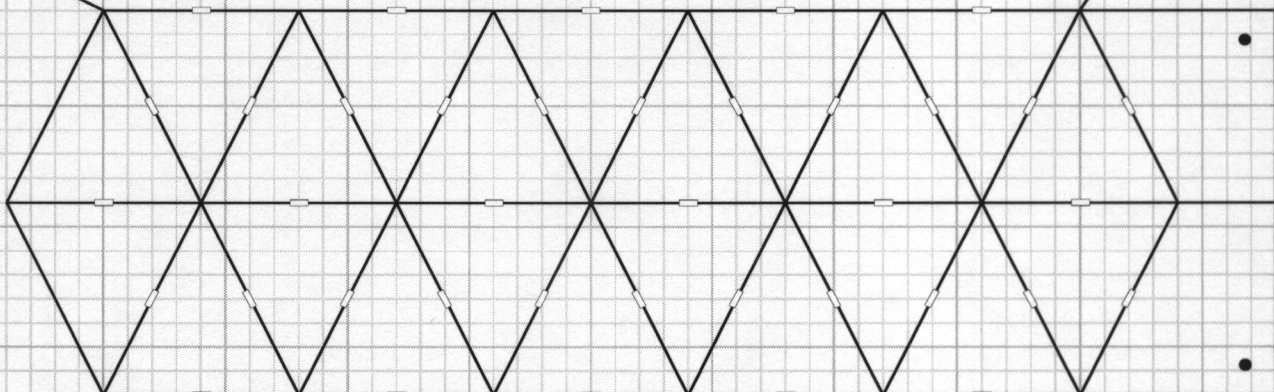
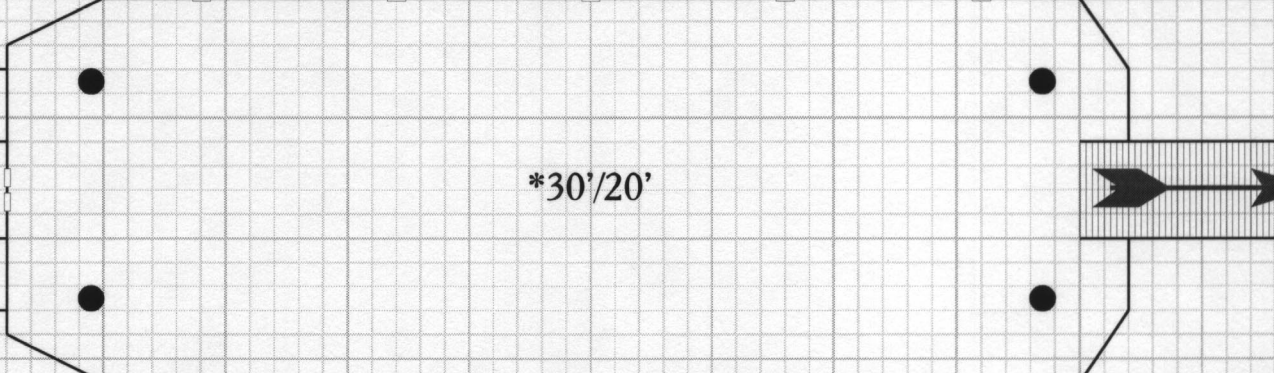
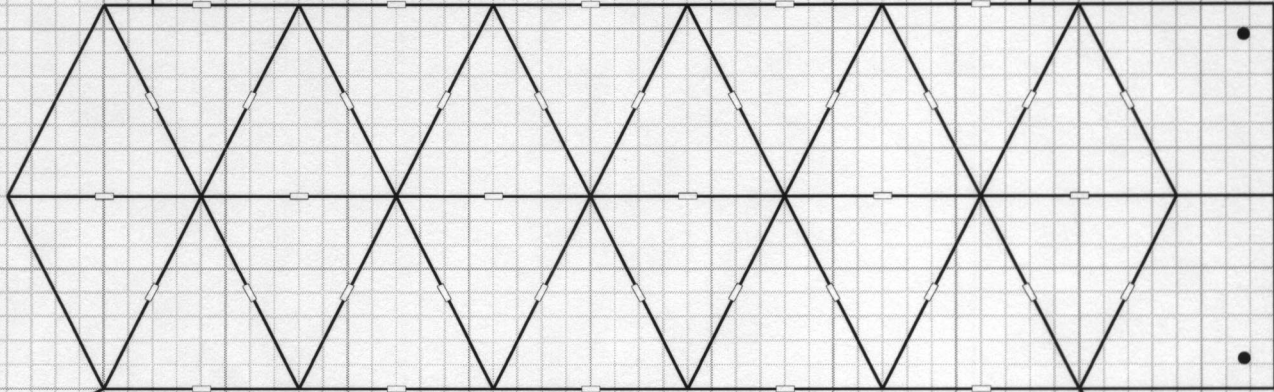
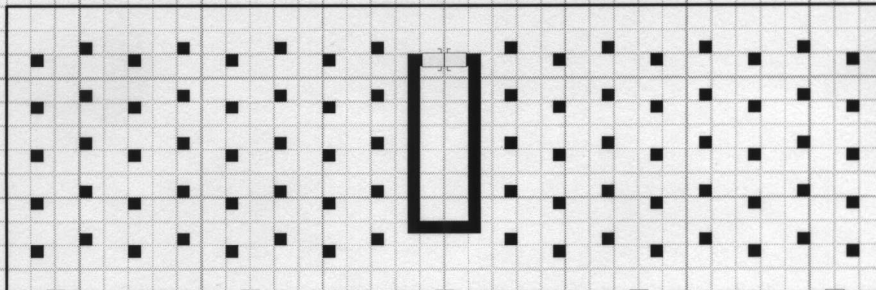
A B C D E F G H I J K L

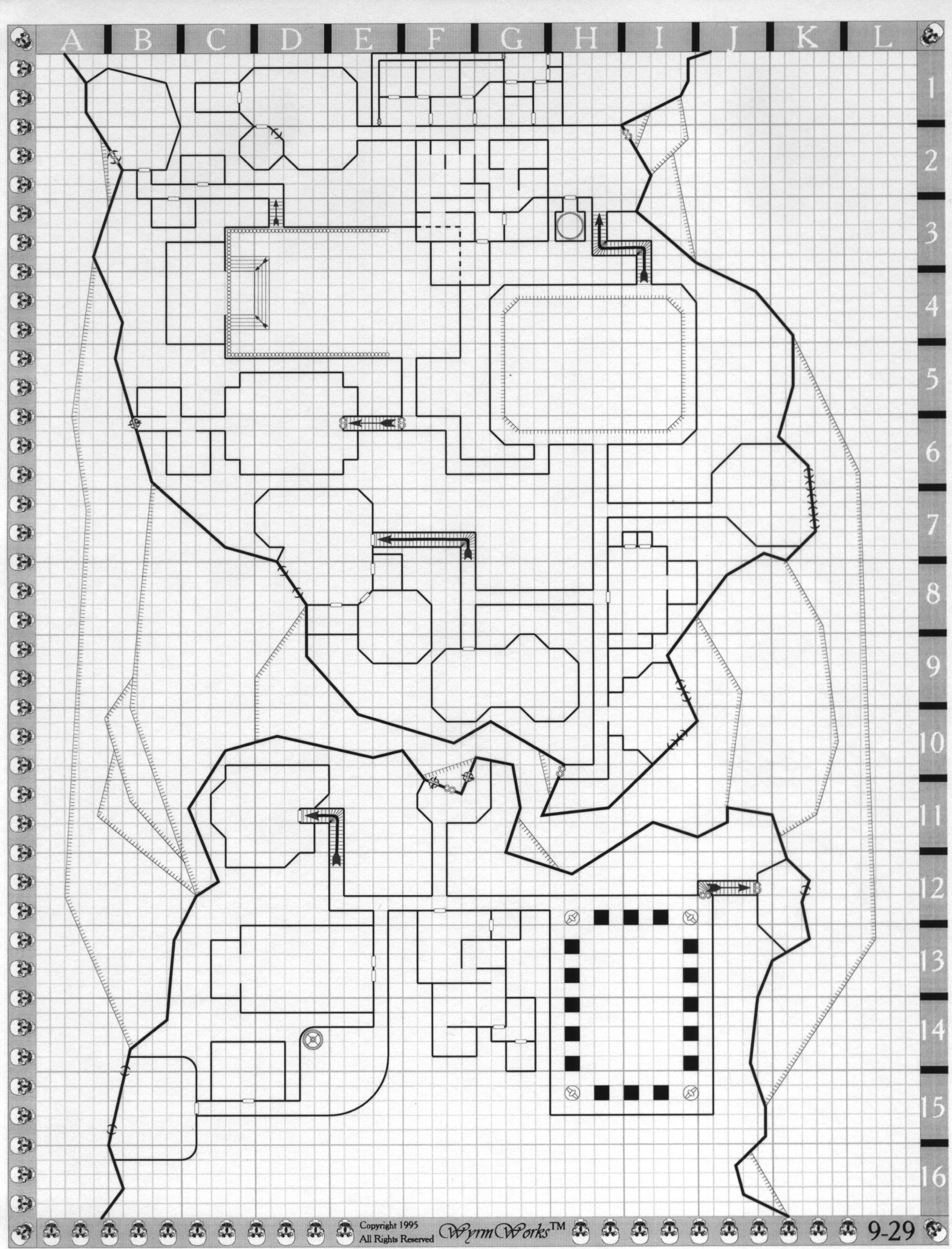
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

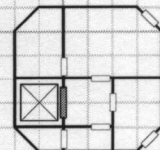
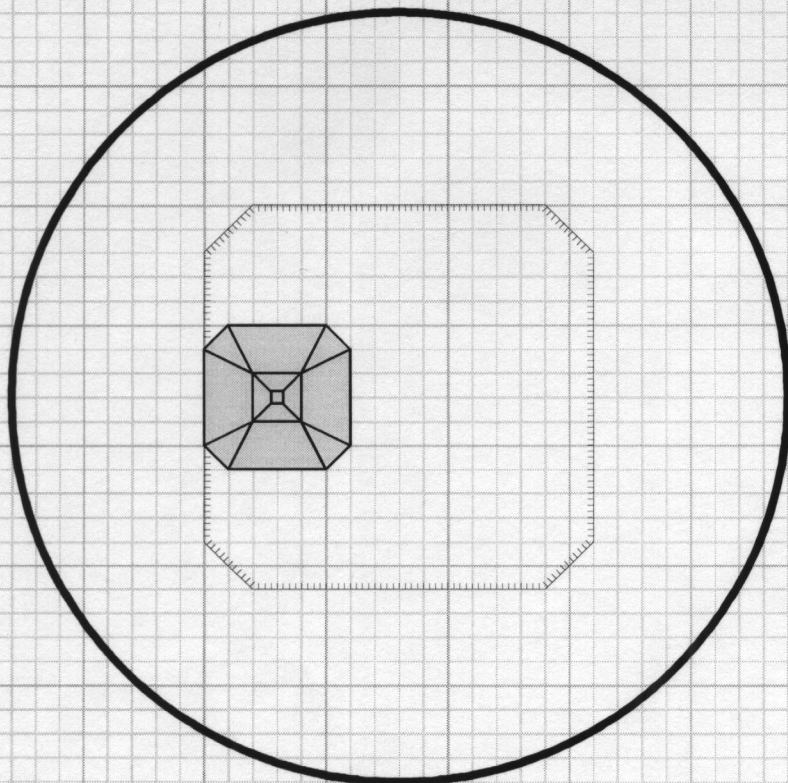


A B C D E F G H I J K L

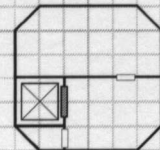
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



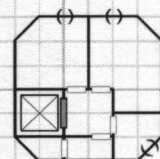




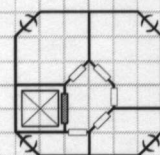
Sixth floor



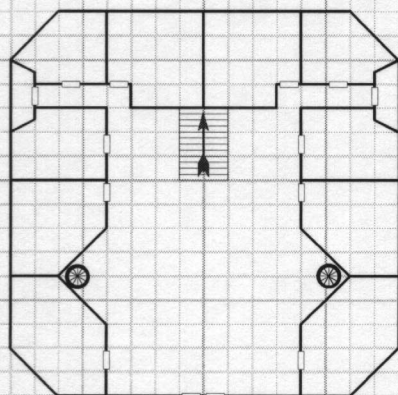
Seventh floor



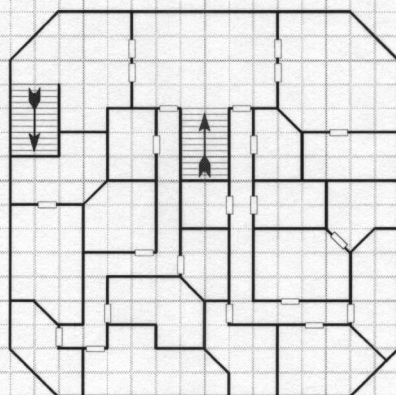
Eighth floor



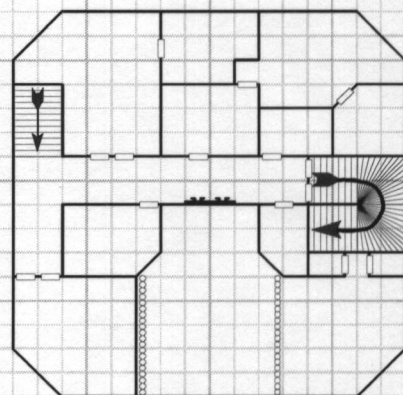
Ninth floor



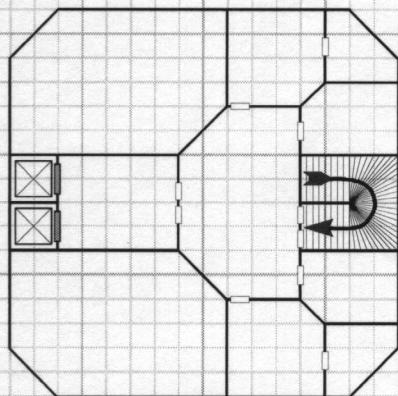
Ground floor



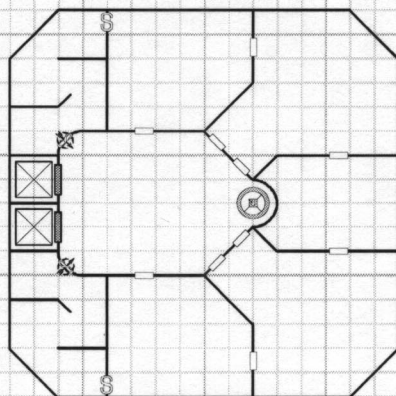
First floor



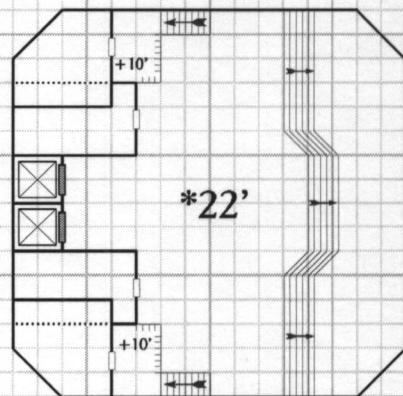
Second floor



Third floor

















Fourth floor






Fifth floor

Doors







- | | | |
|---|---|--|
|  STANDARD DOOR |  DOCK DOOR |  CABINET/CLOSET DOORS |
|  SECRET DOOR |  GARAGE DOOR |  GATE/JAIL CELL/GRATING |
|  METAL DOOR |  VAULT DOOR |  TRAP DOOR: []ceiling, []floor, []both |
-  WINDOW-DOOR: Typically used to represent a door that is primarily made of glass.
-  SWINGING DOORS: There are many different kinds, like those used in kitchens, bars and hospitals.

Windows





-  WINDOW
-  SECRET WINDOW
-  ONE-WAY WINDOW
(1-Way Vision; may or may not also open)

Icons

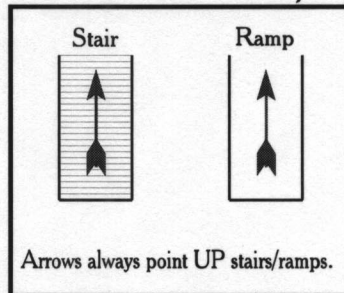
Furnishings

- | | |
|--|---|
|  SHELVES |  DESK |
|  THRONE |  CURTAINS/TAPESTRY |
|  BENCH/PEW/ROW OF SEATS |  COUNTER/BAR TOP |

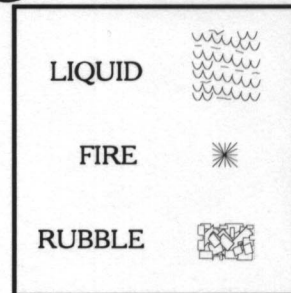
Misc.

-  WHIRLPOOL-PIT
*A steeply sloped, conical pit.
Typically deep and grooved.
Reflects creation by a water source.*
-  PALLET
-  FOUNTAIN
-  STATUE/ANDROID/ROBOT

Stairs/Ramps



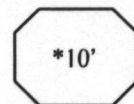
Fill Patterns



Denotes height difference for areas without hash marks.



"*" followed by a number (eg. *10') indicates ceiling height.



Hash marks indicate a rise in elevation and are on the HIGHER side.



"+" followed by a number (eg. +10') indicates a rise in elevation.

+10'

"*" followed by two numbers separated by a "/" (eg. *30'/10') indicates heights for a domed/curved ceiling, where the first number is the apex and the last number is the height of the ceiling at the walls..

