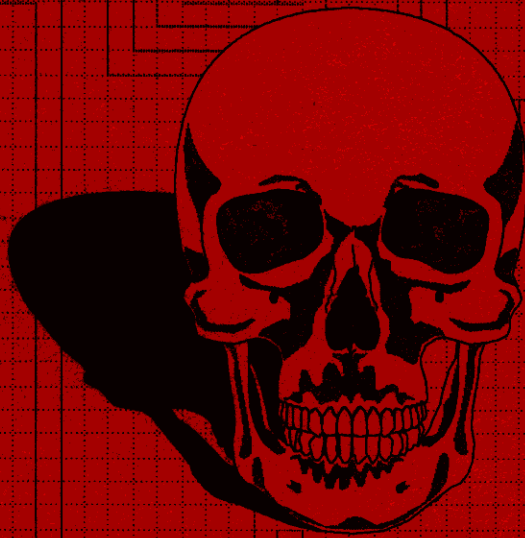


Bricks & Bones

BULLDOZER

WAPS



set #1

By:

Wyrms & Works™

P.O. Box 6221
Bloomington, IN 47407-6221
USA

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Welcome to the worlds of WyrnWorks. The maps contained within this packet are the result of over 30 years of combined gaming experience. The creators, Jon Emmons and Michael Pitts, met at college in 1977. While at Indiana University they began playing many types of fantasy role playing games. In the ensuing years they have each created several full-campaigns while continuing to play these games they love. Their worlds have encompassed thousands of expeditions and hundreds of dungeons and lairs.

One aspect of gaming and game-mastering is the voraciousness of the players. The better the game the more the players want to play. The more time a game master spends on a campaign the better it will be. The creator of such worlds finds his/her time at a premium. WyrnWorks Maps are just the tool a busy game master needs to enhance his/her creation.

The maps were drawn in such a way as to give the game master as much flexibility as possible. Both entrances and exits are listed on almost all maps. Single maps can be used as entire lairs or joined together to make large, sprawling complexes. They also make ideal locales for random encounters. The surrounding terrain can also be up to the game master. The above ground lairs are designed such that they can be in a city, out on a plain, in a jungle, anywhere!! All a game master need do is supply the occupants and he/she is ready for action!

Several points should be noted concerning the layout of the maps. *Note: Consult the icon sheet for explanations concerning symbols.

1. Because the maps are designed to be flexible, game masters are encouraged to write/draw on the maps. There are places where a game master might: want a door (or might like to take one out), like to place a trap, want to remove/add an exit or entrance, or even cave in whole sections of map. The key for the game master is that these maps are tools that should be used with all of the creativity that is put into the rest of the campaign.

2. All of the maps have been superimposed on a lightly shaded grid. The creators typically use a scale equal to 10 feet/square. Typical room/hall heights are also 10 feet. 5 foot squares is another favorite of the creators. A game master can designate any size (20 feet/square would make a normal lair into one for giants or dinosaurs). Unless otherwise stated the height of all rooms/halls and the length of each square side is 10 feet. If a game master chooses to use another standard, then stated room, hall, & ledge heights should be adjusted accordingly (e.g. if 5 feet/square is standard and a room height is listed at 30 feet then the game master should alter the height to 15 feet). Experience has shown that well defined maps used along with miniatures and large overlays make for great gaming. Fairly regular shaped rooms also make the game master's job easier. The game master can define a set area that a creature may occupy as well as how much distance they can travel. In many of the creators' worlds a typical, man-sized being would occupy a 5 foot by 5 foot square.

3. The maps have been specially numbered. 1-1 means Map Set 1 - Dungeon 1, 1-L1 means Map Set 1 - Lair 1. Game masters may want to occasionally have one of these maps copied to be put in a treasure, library, or government office for the players to find and use. Having the maps numbered makes the game master's job of organizing much easier.

4. The underground lairs can be set in any type of environment the game master wishes. Shading has been added to some of the maps to denote changes in soil type (generally denoting denser material than what the rest of the lair is made of). A dungeon cut into rock might have shaded areas that have ore in them. A dungeon cut out of a vein of ore might have shaded areas of pure metal or even magic metal. The advantages of this is that it allows the game master to denote areas of the lair that would have special protection (i.e.; hard to dig through, difficult to magically alter, etc.)

5. Stairs are normally considered to have a change in height equal to its length (i.e.; a stair that is 30 feet long will have a change in elevation equal to 30 total feet. This gives the stairs a slope of 45 degrees. Depending on how the levels are stacked additional stairs may be needed to connect one level to the next. The creators suggest using a spiral staircase. This also allows for easy connections of different orientations of entrances and exits.

6. Water has been included in a number of the maps. There are many uses for these pools. They can be used as "homes" to aquatic beings. They can be magical in nature (drinking from one may cure wounds for example). They can also be used to "hook-up" maps with each other. A pool of water may drop hundreds of feet to an underground river which would flow to another shaft up which there is more water and at the top, another lair. Game masters with a penchant for exact physics can make these shafts (as well as the river) completely full of water to account for the water table. Magical realms can have a number of uses for these pools-all up to the game master's imagination. It should also be noted that the water icon is more accurately a "liquid" icon. Acid, blood, poison, and elixirs are just some of the liquids that can occupy some of these pools.

7. A number of Lair and Castle maps have been included. As with the dungeon maps these can stand alone as complete structures or can have dungeons attached to them to allow for large complexes that have above and below ground structures.

Several of the maps may also need additional explanation:

Map 1-C1: This structure is a church/temple/chapel. It can stand alone; amid a city, as a separate building in a fortress, as a room in a large dungeon, or as an abandoned temple deep in some jungle or other remote spot.

Map HIVE 1: This is a hive. As is noted on the icon sheet the doors are actually membranes that the occupants pass through in going from chamber to chamber. Game masters can make these "doors" have different properties than normal wooden or stone doors. In the creators worlds membranes were very hard to pass through, taking a full shot just to force through one. Bees are not the only type of insect that might occupy this lair. There are many types of insects, both large and/or magical that might find this lair a "good home".

Map 1-18: This lair has been blessed with a wealth of statues. Lairs like this were popular in the out-regions of the Quazar-Kol Plane. The statues were of three major types: ornamental, magical, and mechanical. Some might come to life, offer treasure if touched or talked to in the right manner, or might just lop the head off of the nearest being. They might all do entirely different things or might do things dependent on their appearance, location, or other factor.

Jon Emmons is a Computer Consultant for Bell Labs in Indianapolis Indiana. He resembles a cross between a leprechaun and an Elf. (Although it is doubtful that even Leprechauns are this mischievous)

Mike Pitts is the Conference Coordinator for the Indianan University Halls of Residence. He resembles a cross between an Ogre and Norm from "Cheers". (A tankard of Watney's please!)

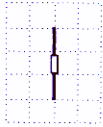
The Creator's would like your comments. Future map sets will deal with a variety of areas. If there is something in particular you would like to see drop us a line and let us know.

Send any comments or orders to :
WyrnWorks
P.O. # 356
Zionsville, IN 46077
USA

Key to Map Symbols

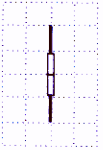
Bricks & Bones

Regular Door



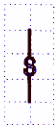
This represents many possible door types, i.e. wooden, iron reinforced, solid iron, sliding, revolving etc..

Double Door



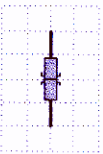
Same as above except these doors are very large. (to accomodate really large monsters)

Secret Door



Secret doors are difficult to see and they are not all equal. The GM might consider the chances of perceiving a specific door based on who built the door, its environment etc.

Vault Door



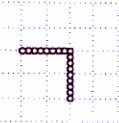
Very heavy doors usually heavily locked and trapped. These doors should also prevent extra-dimensional travel as a means of bypassing them.

Statue



Statues can add color, give clues, or threaten the players. Their uses are endless.

Curtain



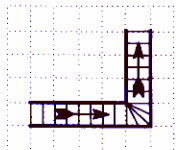
Sometimes the only seeming barrier to the player's progress is a hanging piece of cloth but these can be insidious traps.

Fountain



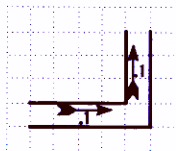
Fountains vary in size and function. Players will enjoy trying to figure out if one conceals hidden treasure or simply bubbles brine.

Stairs



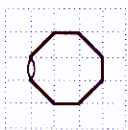
Stairs are assumed to have a 45° slope. Arrows always point up the staircase.

Sloping Passage



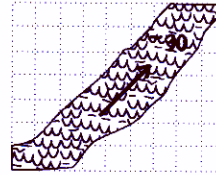
The rise or fall of a sloping passage is indicated next to the arrow. The number represents the change in elevation for every square traveled. For example if the number were .1 the rise would be 1 square for every 10 squares traveled. Arrows always point up the slope.

Membrane



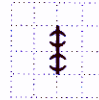
These unusual doors apply only to HIVE 1. They may simply represent a regular door but could be used to represent a kind of elastic portal that is very difficult to move through. Monsters move through no-action, of course.

Water



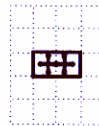
The direction of the current (if any) is indicated by an arrow. Water depth is indicated by a number preceded by a tilde '~'.

Windows



This represents many possible window types, i.e. french, barred, shuttered, one way vision, etc.

Altar



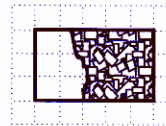
An altar is a place of worship containing great power and magic. The alignment of the altars has purposely been left out.

Cliff Ledge



The height of a cliff is indicated by a number preceded by a plus sign. The hash marks are always on the top of the ledge.

Rubble or Breakdown



Frequently very old or ravaged dungeons will have fallen ceilings and walls.

Opening in Ceiling



This represents an opening in the ceiling. Usually at the bottom of a shaft from an upper level.

Exit



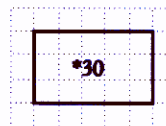
This symbol is usually associated with a set of stairs that lead up out of the dungeon.

Entrance



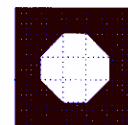
This symbol is usually associated with a set of stairs that lead down deeper into the dungeon.

Ceiling Height



Ceiling height is indicated by a number preceded by an asterisk '*'.

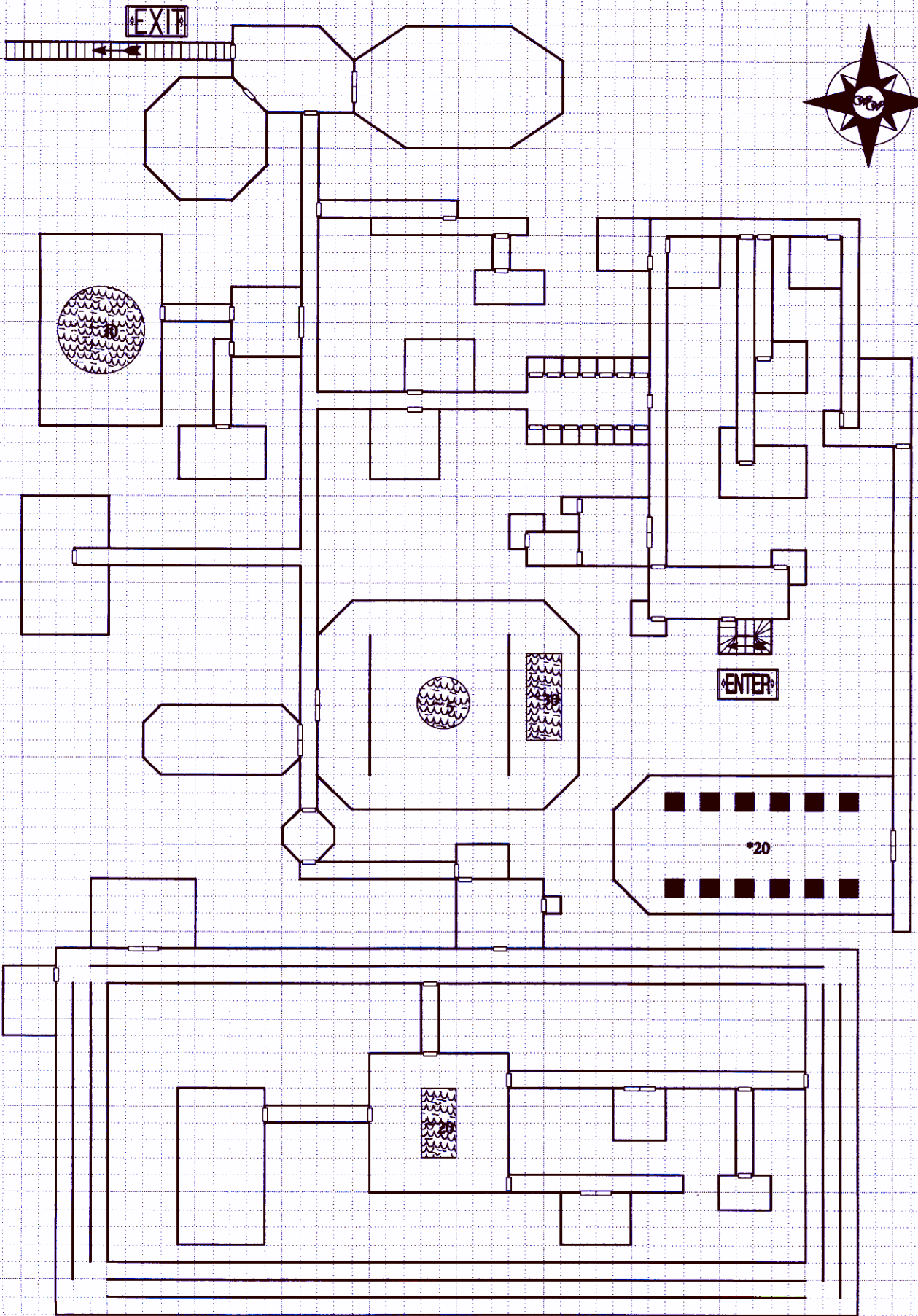
Hive Material



This unusual wall material applies to HIVE 1. This can represent bees-wax, wasp paper, chitinous glue etc.

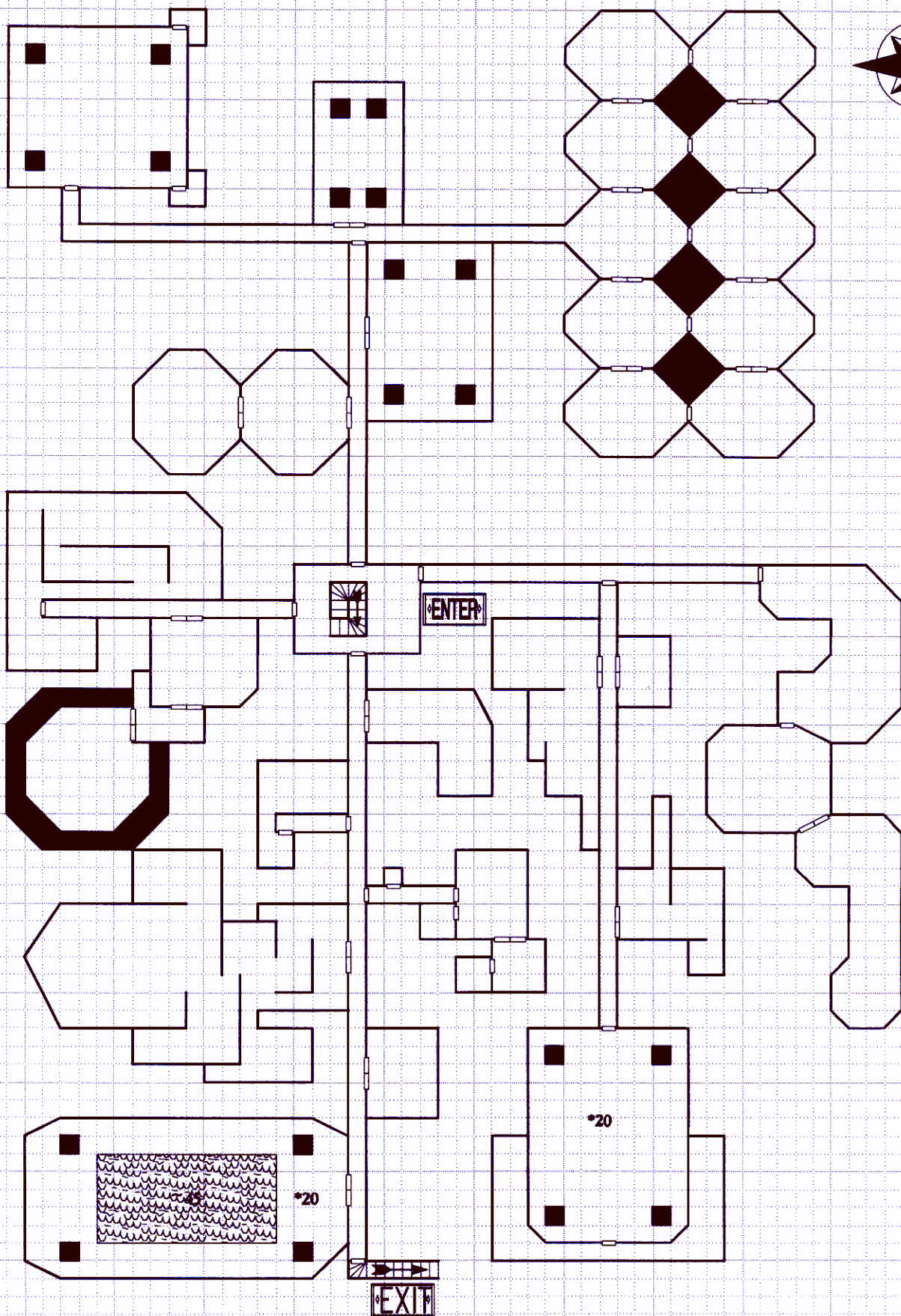
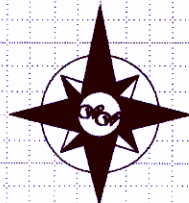
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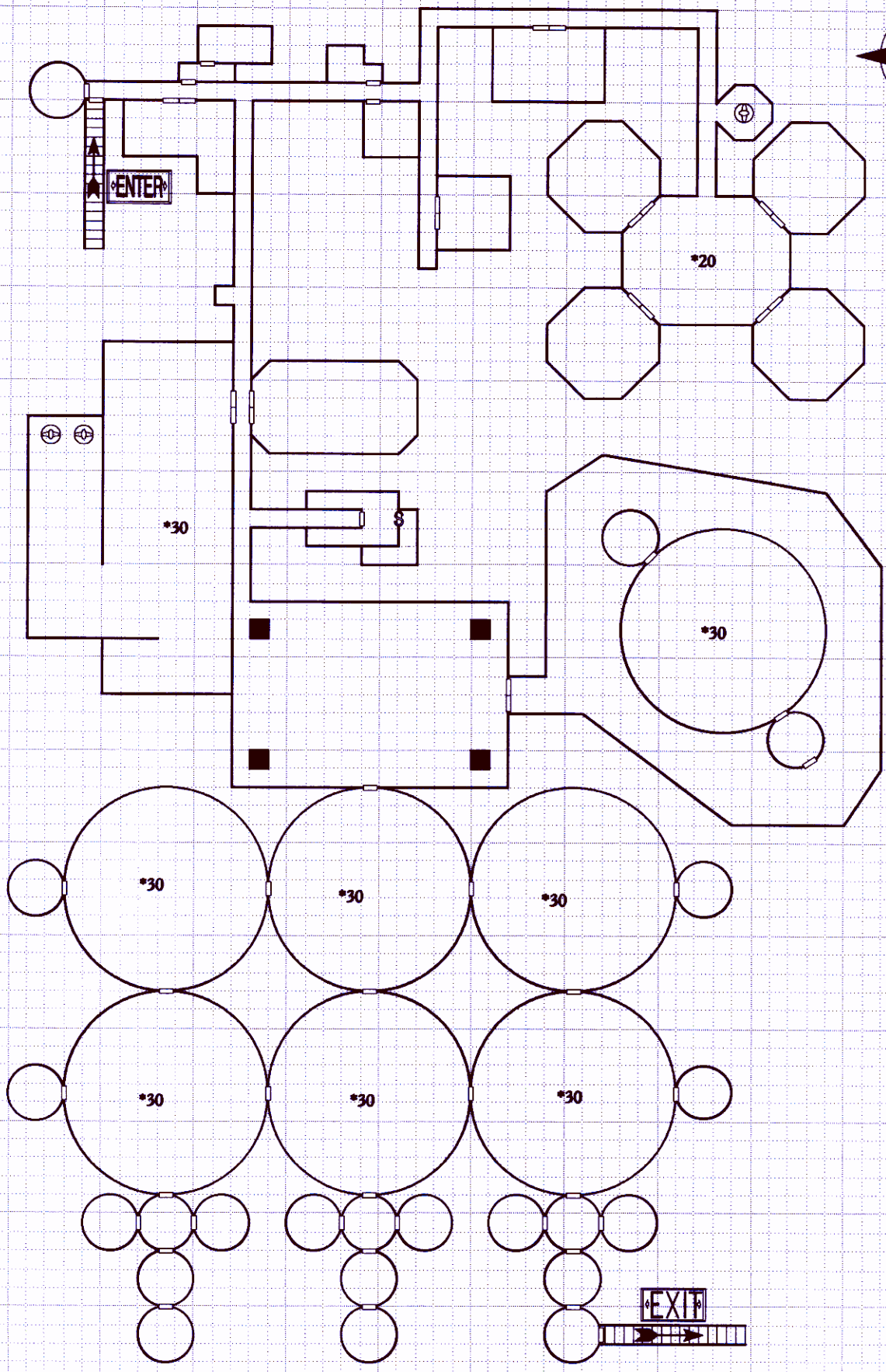
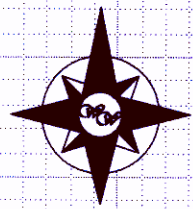
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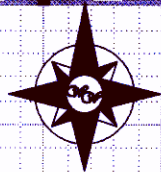


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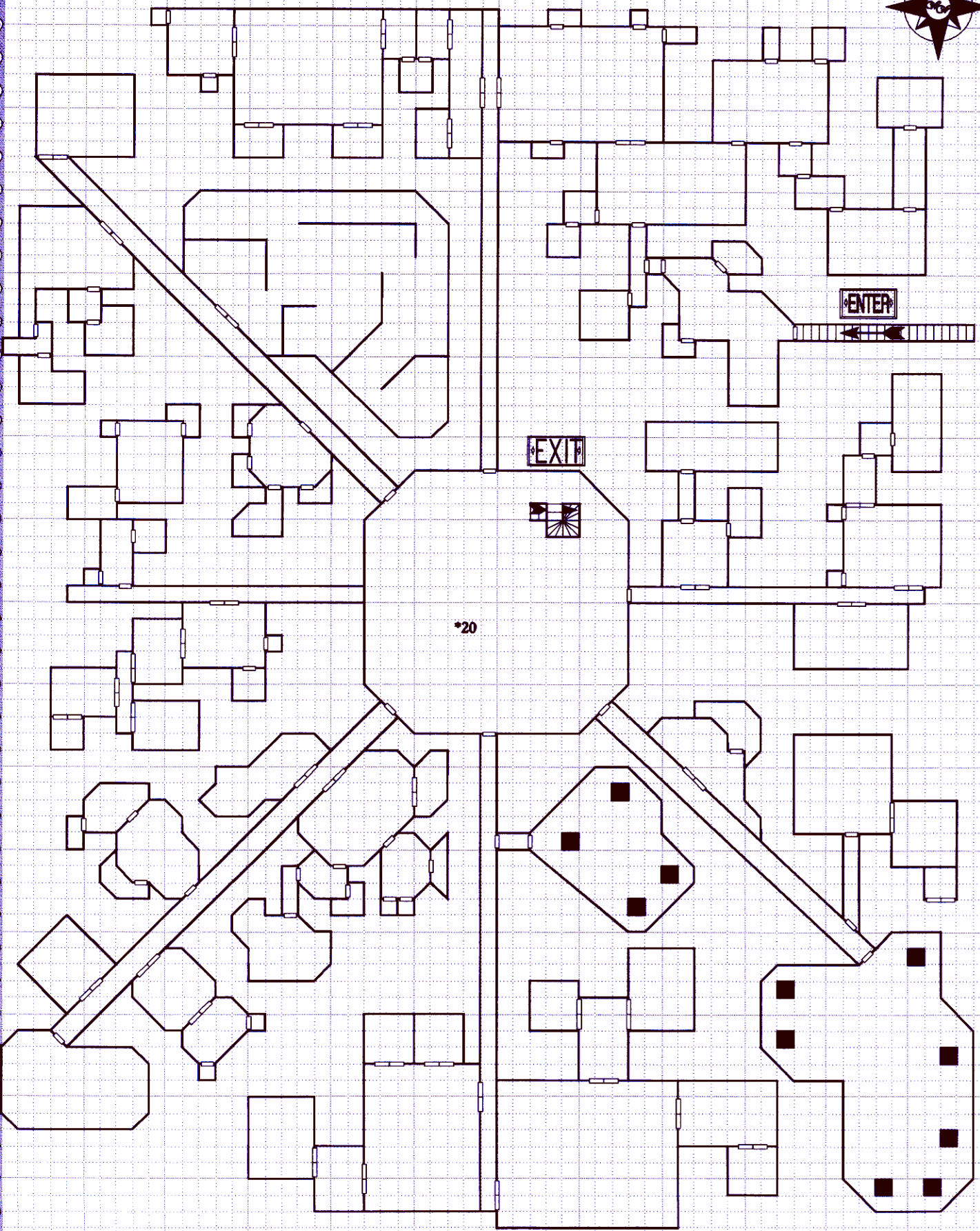
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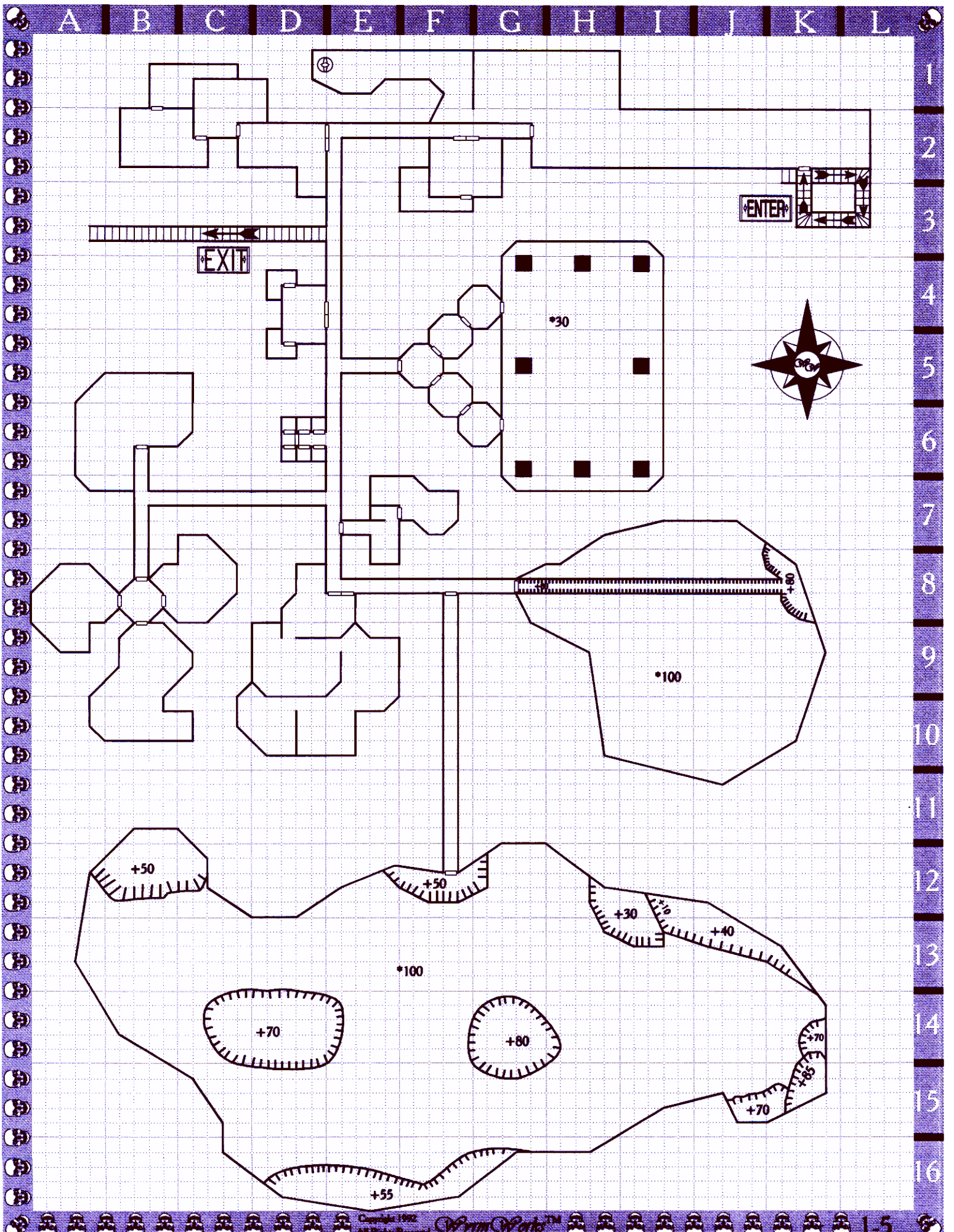


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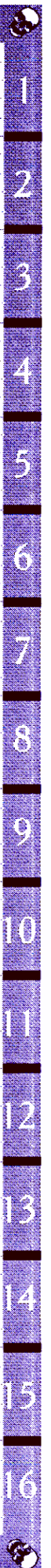
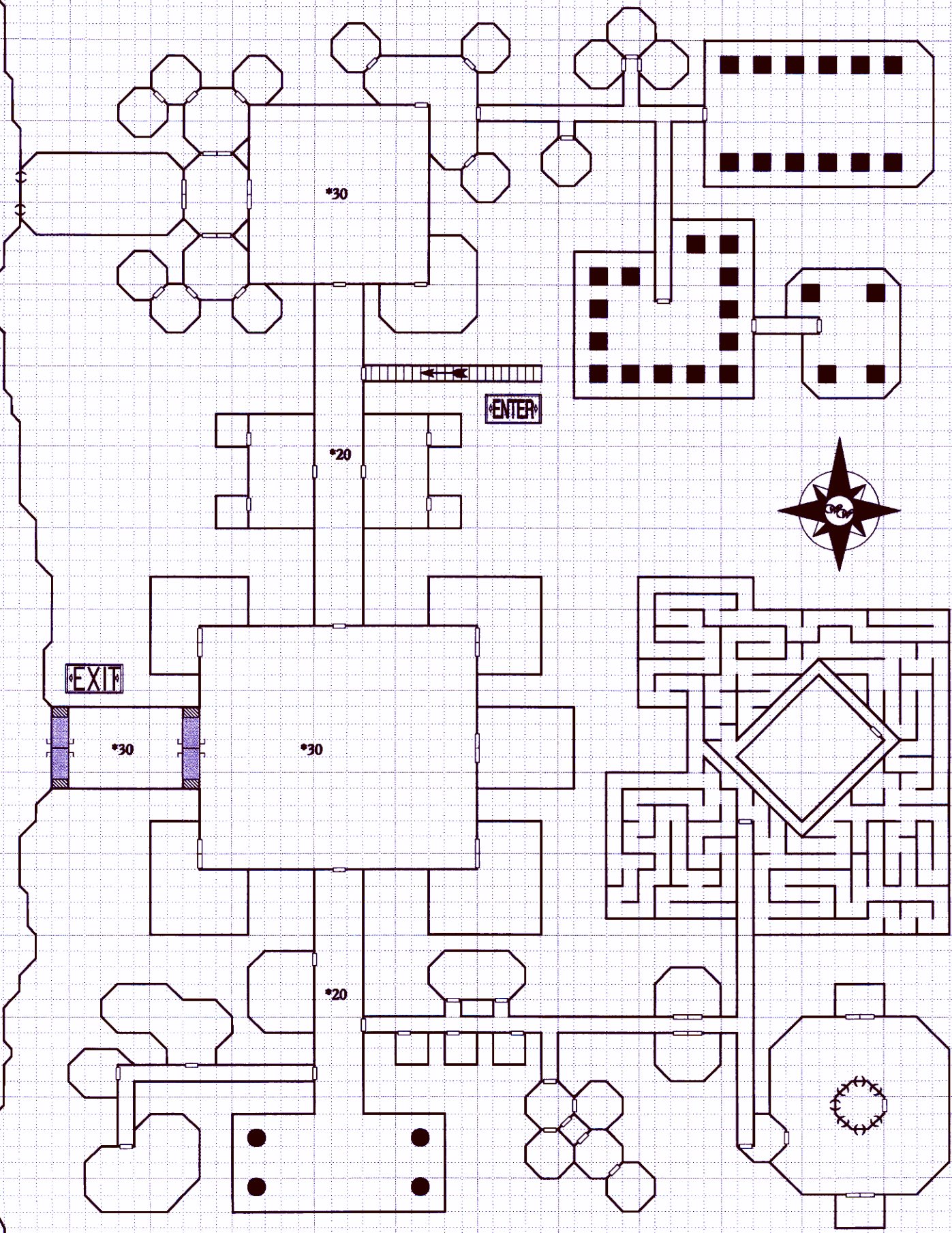
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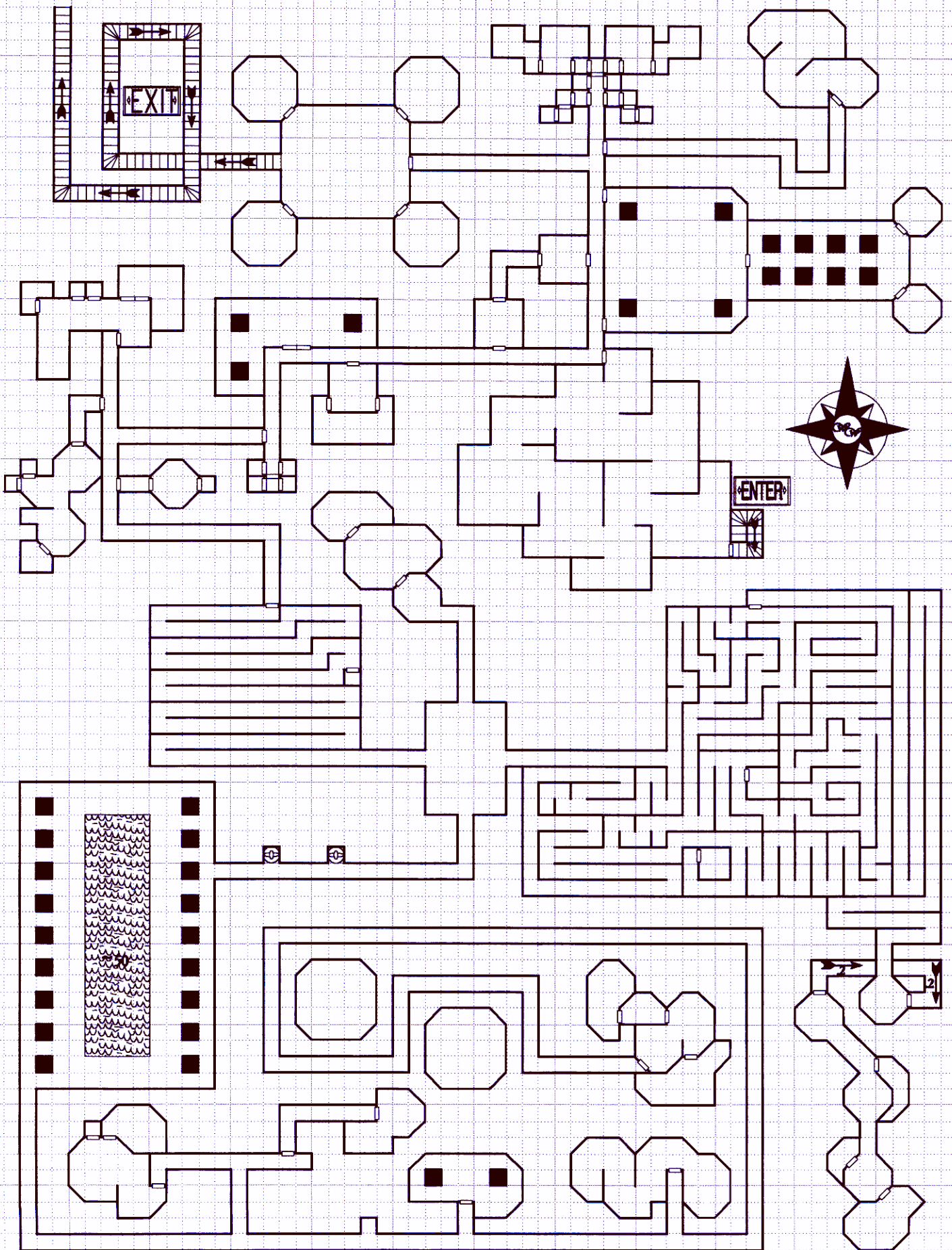
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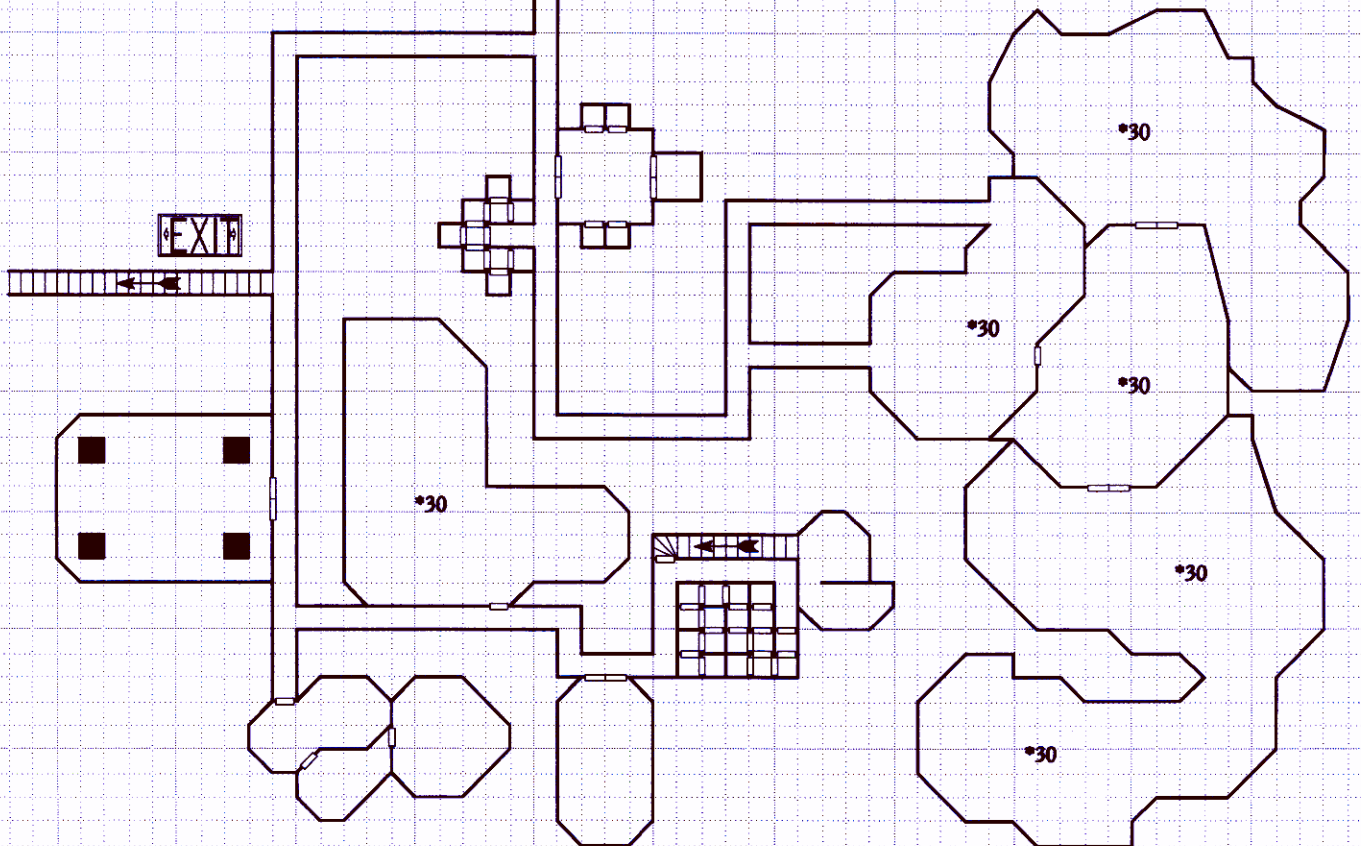
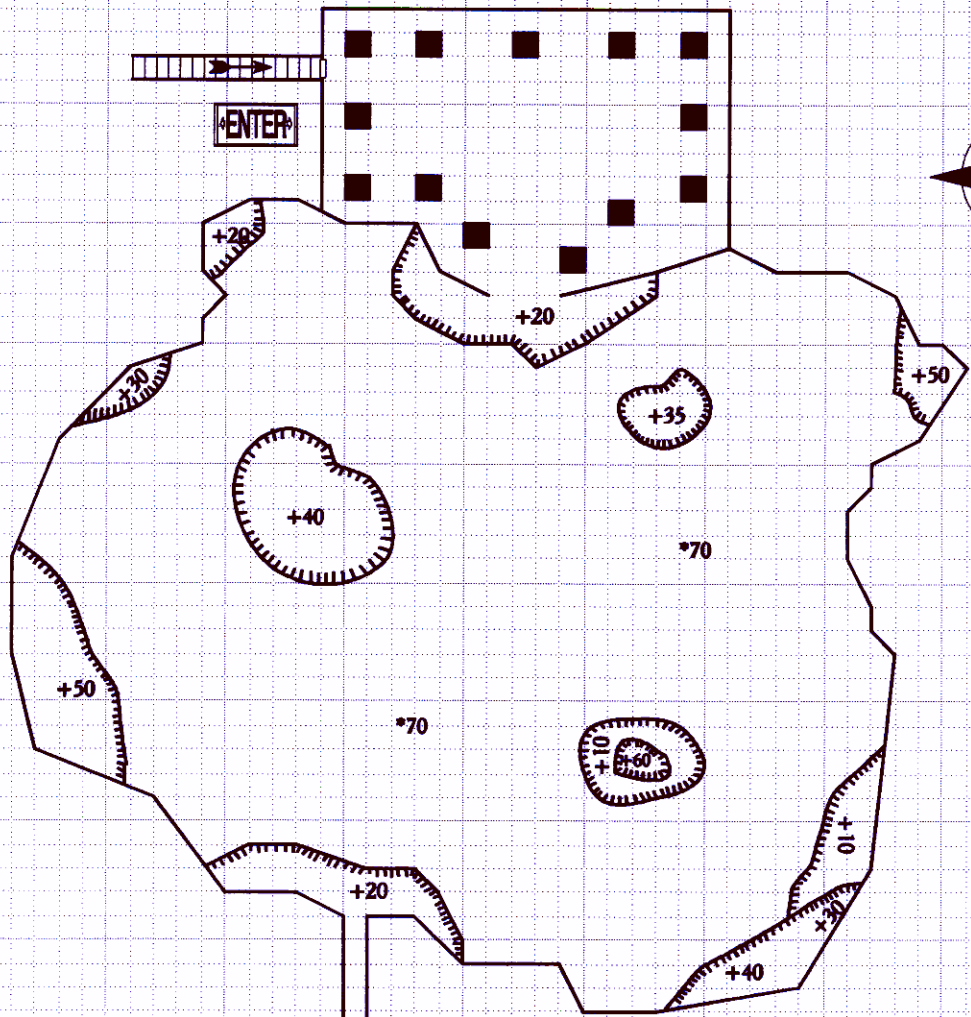
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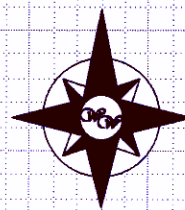
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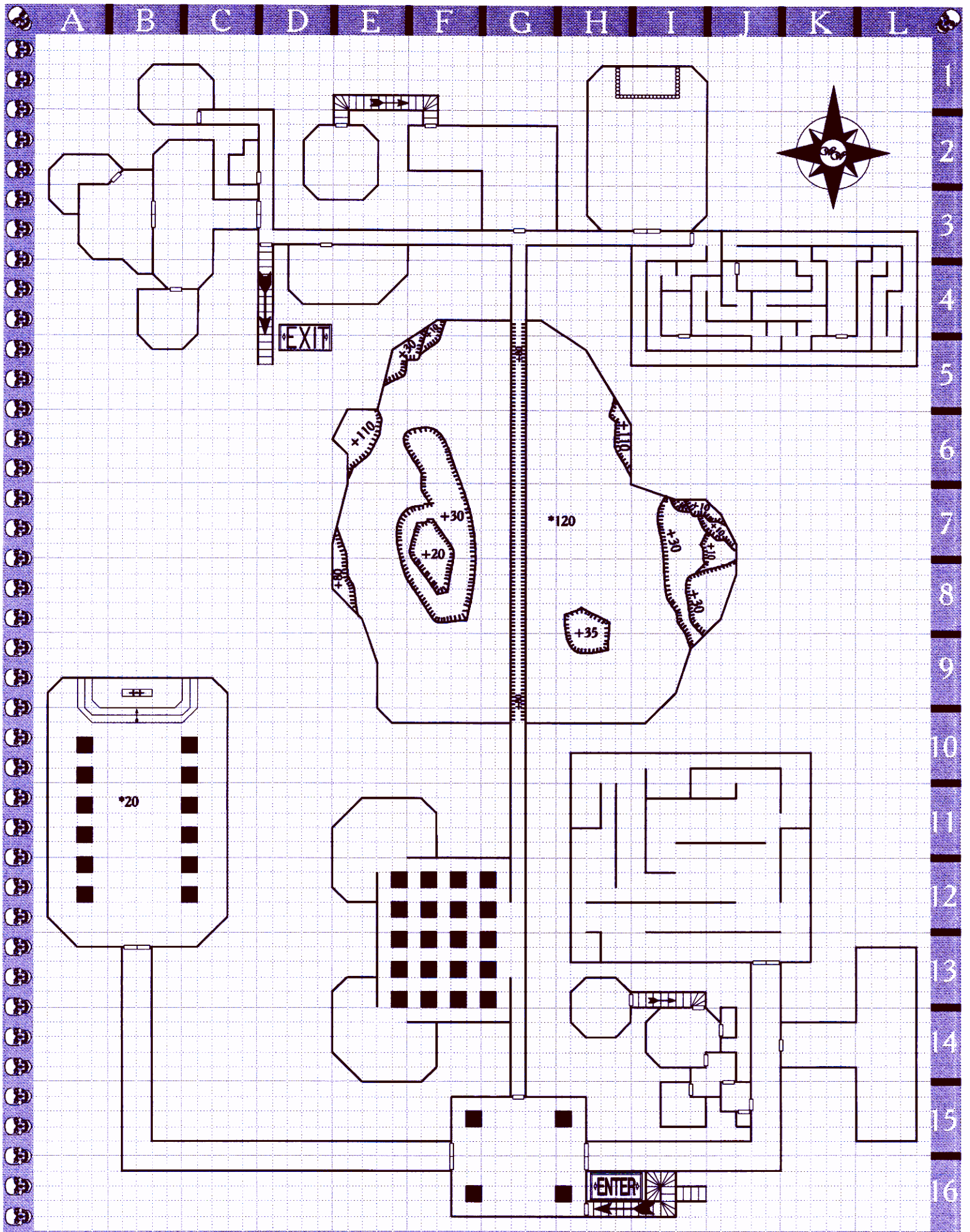
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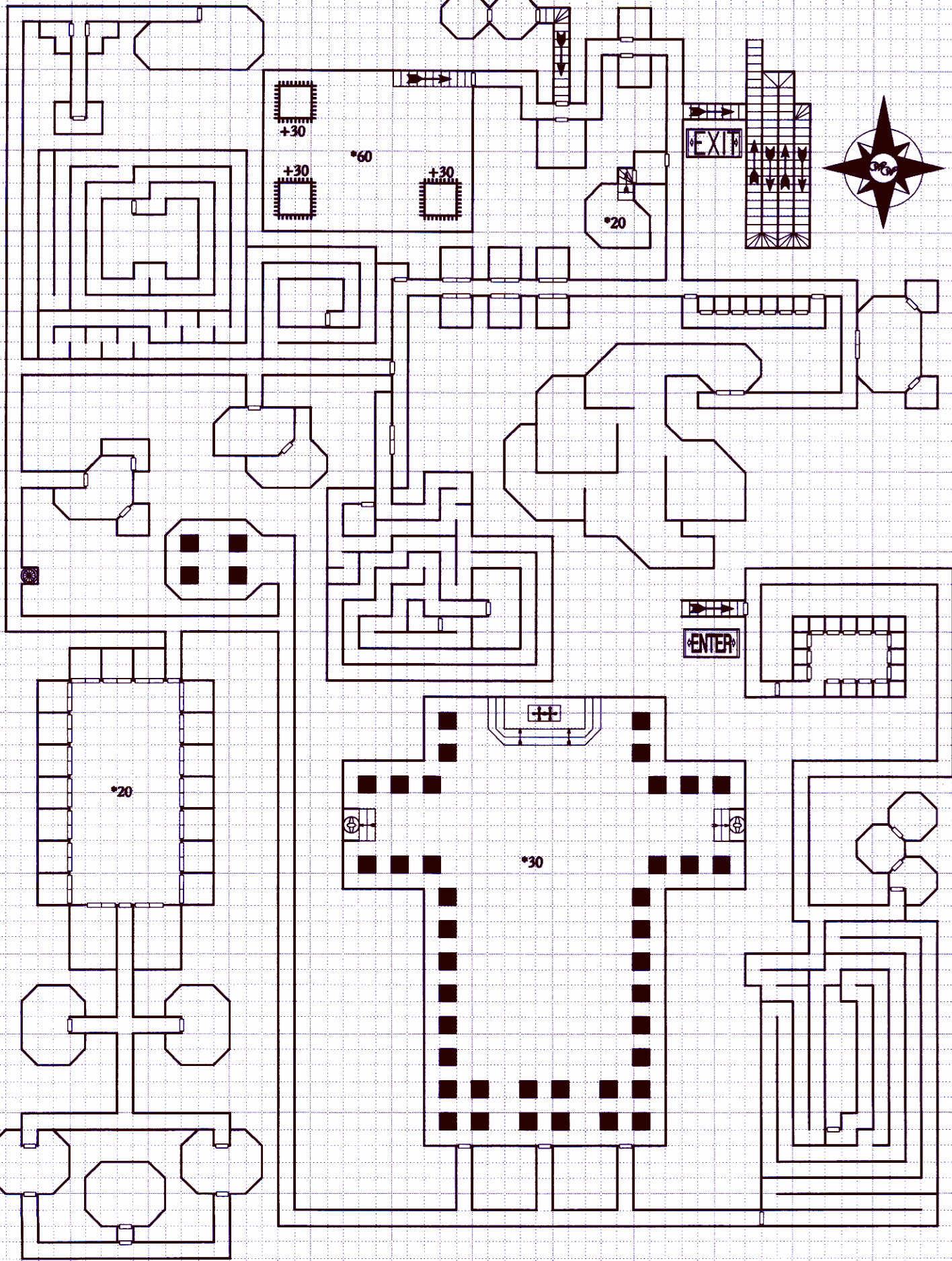
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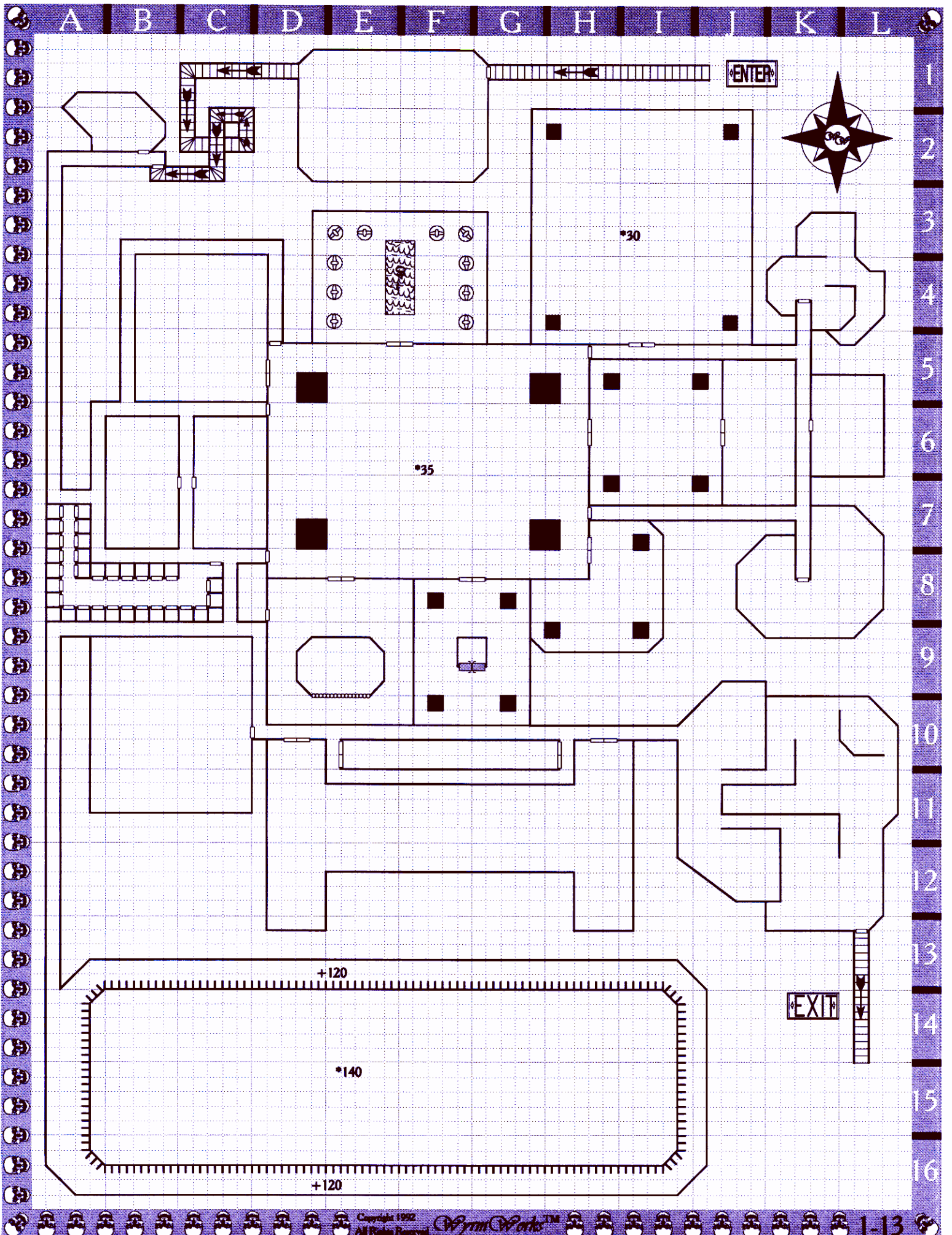
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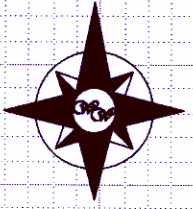




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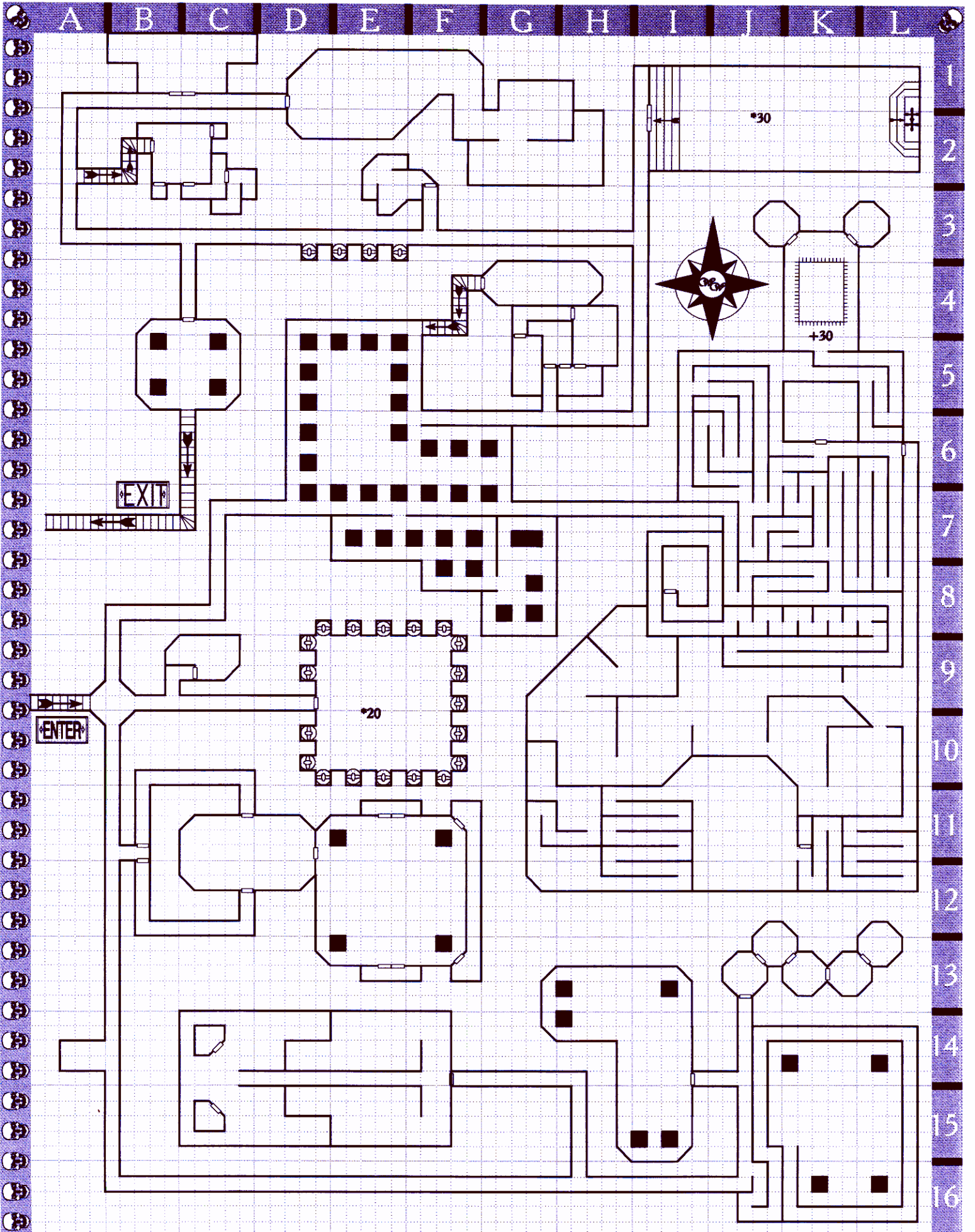
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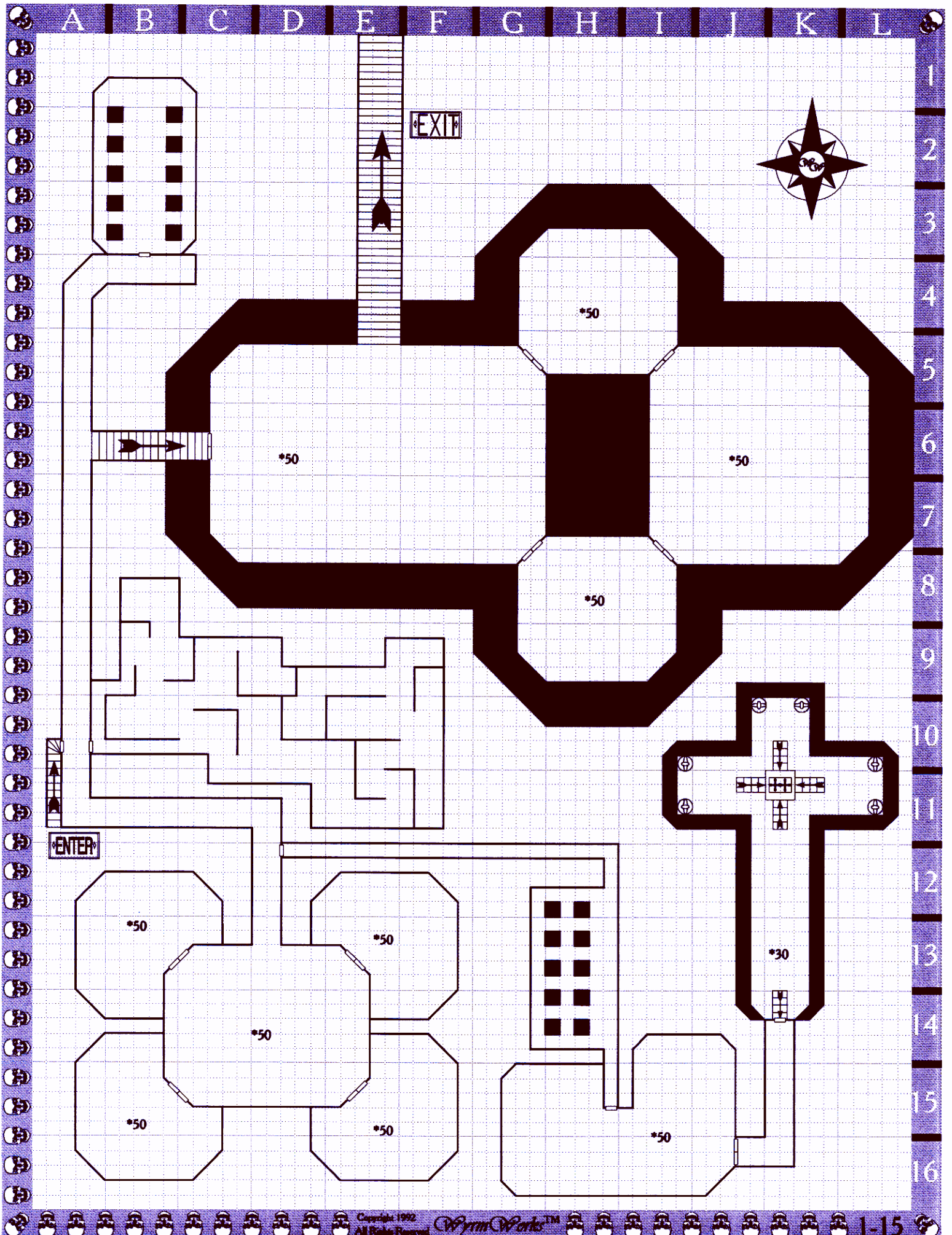
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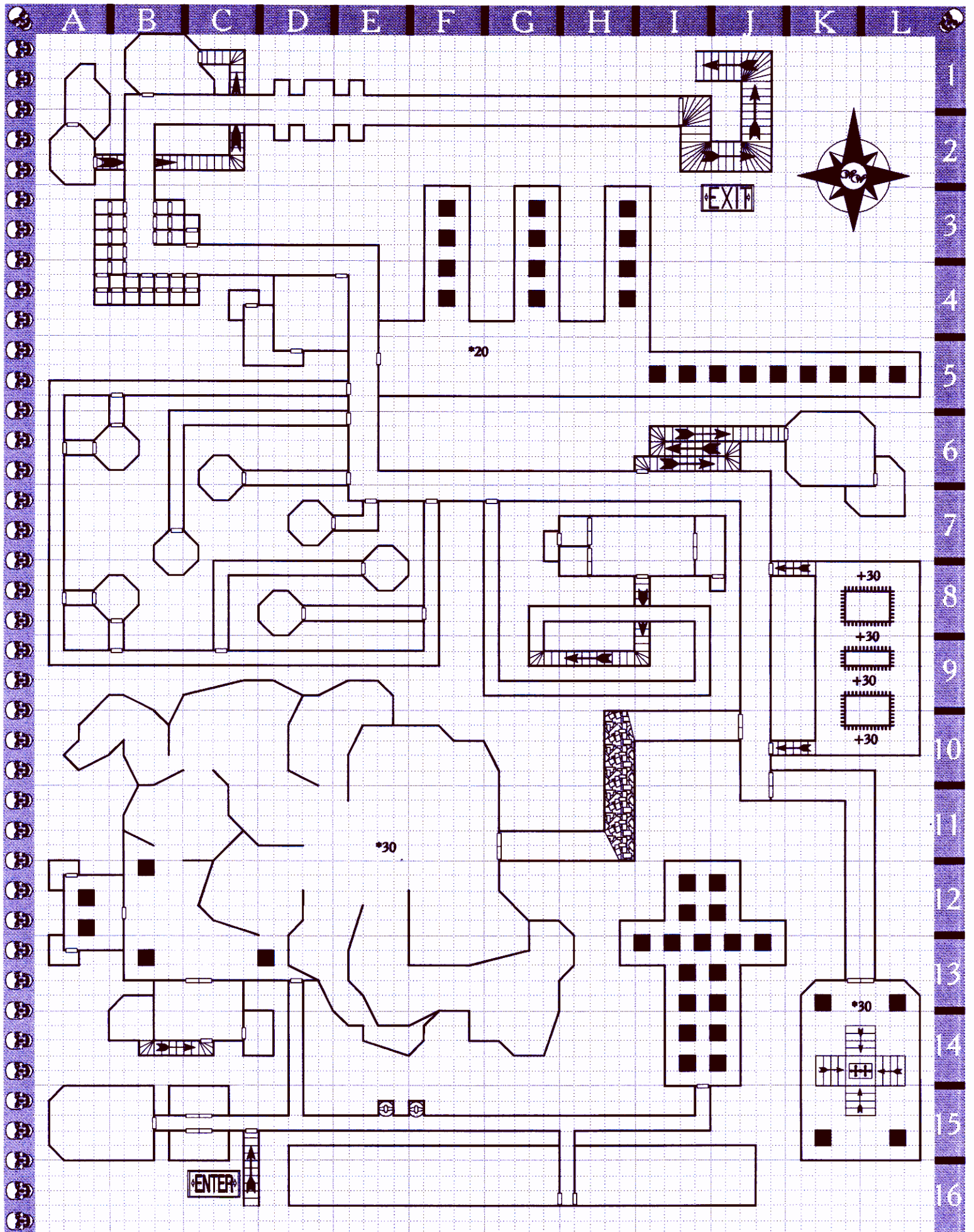
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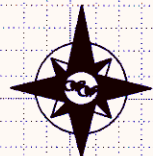
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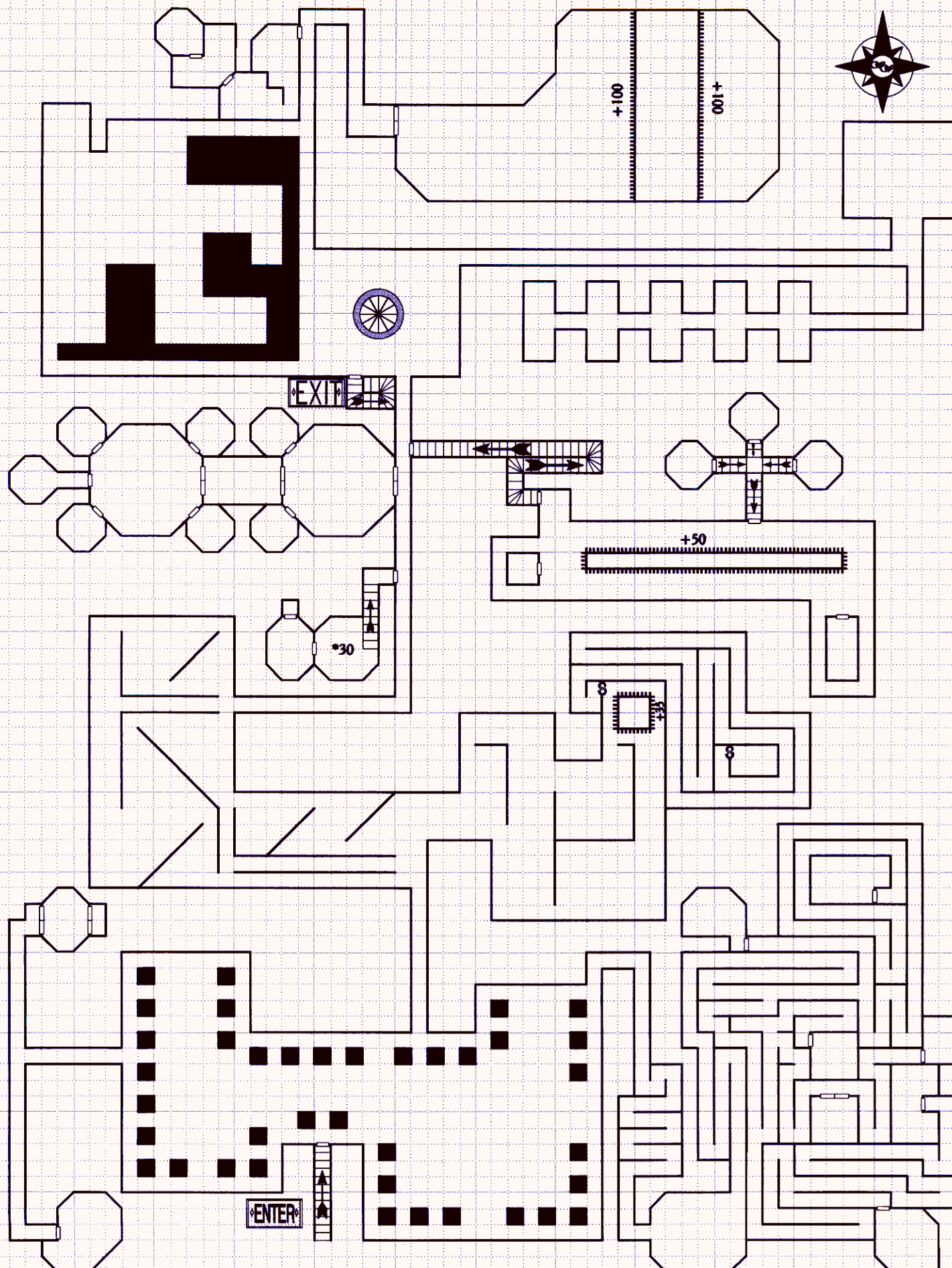
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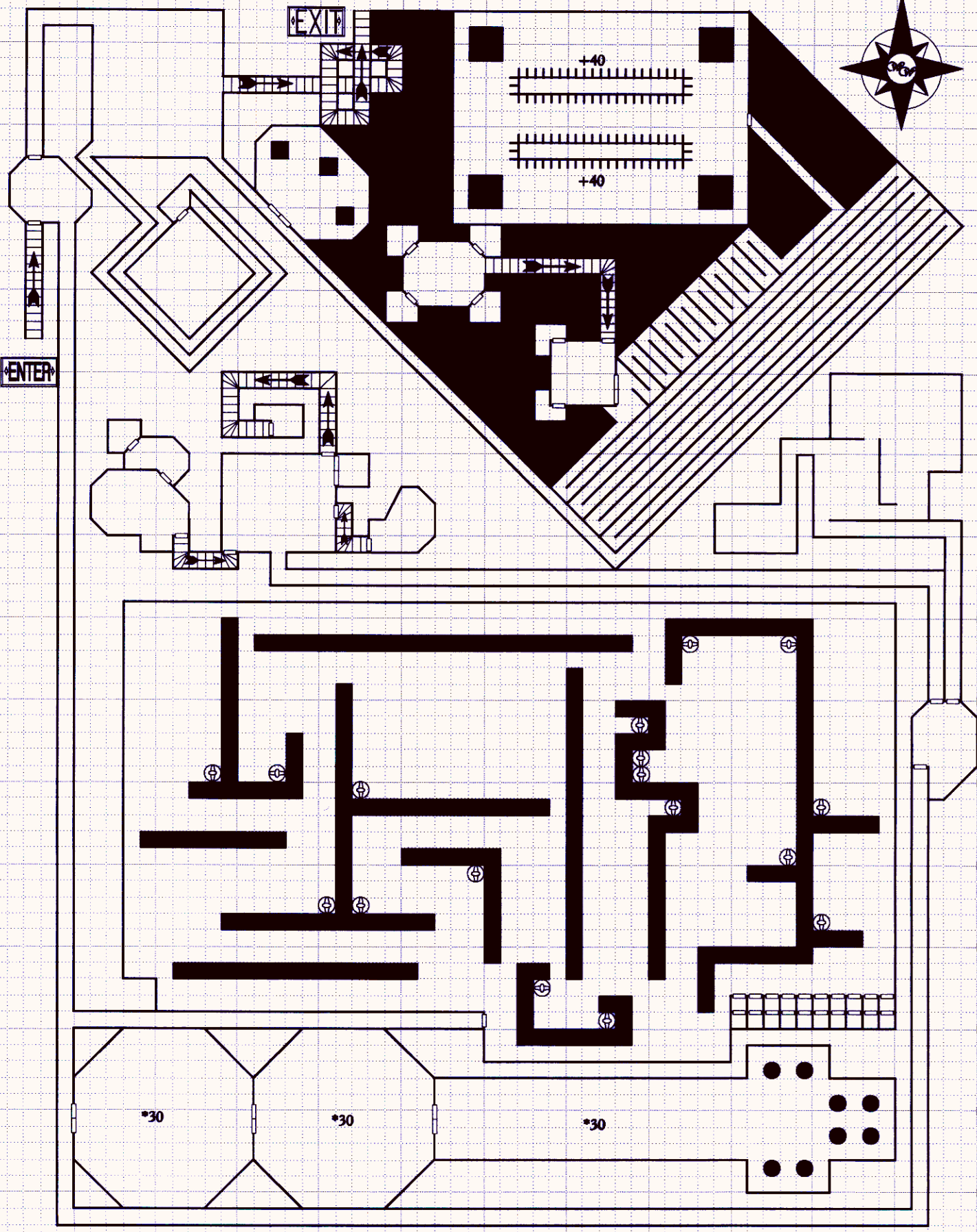


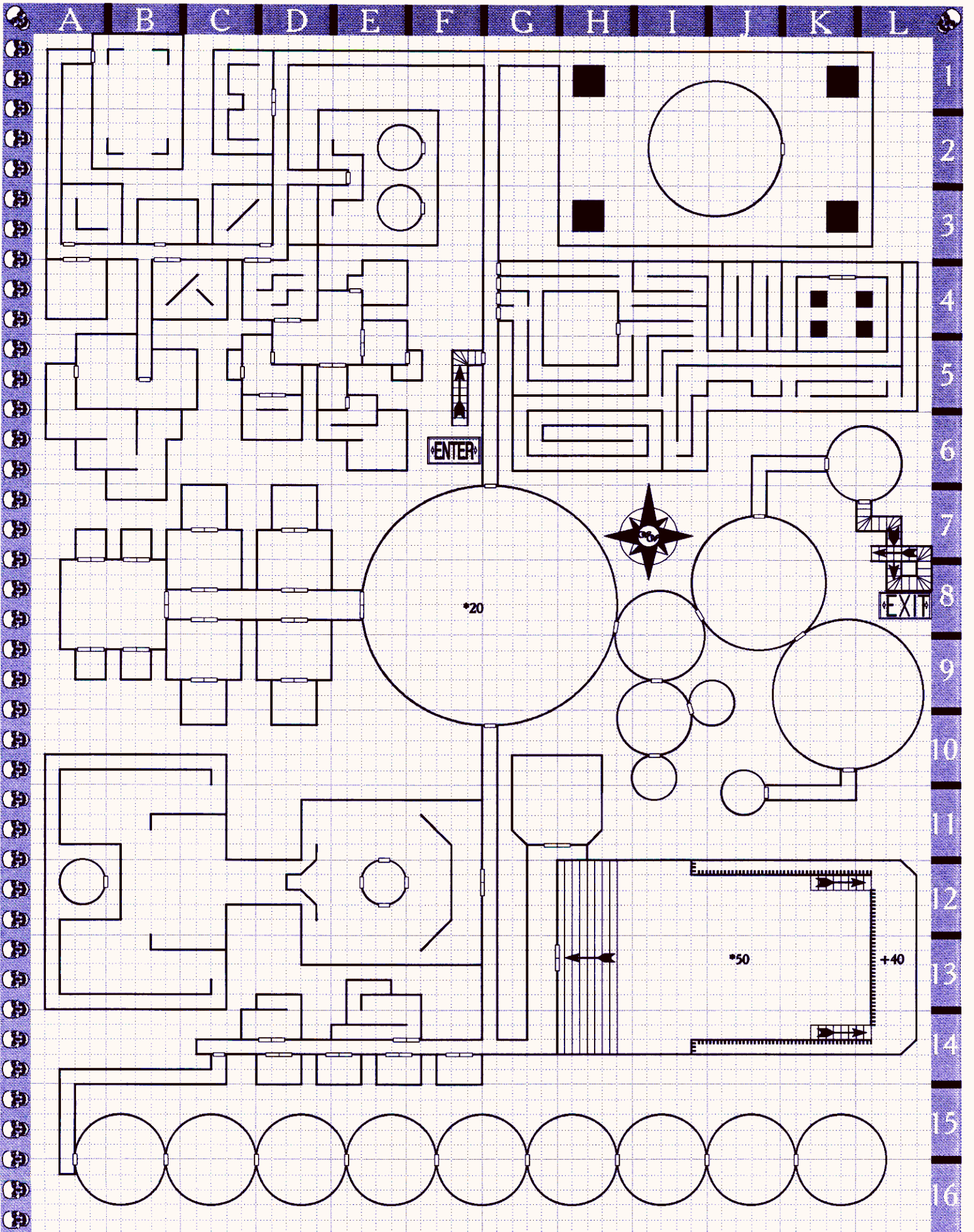
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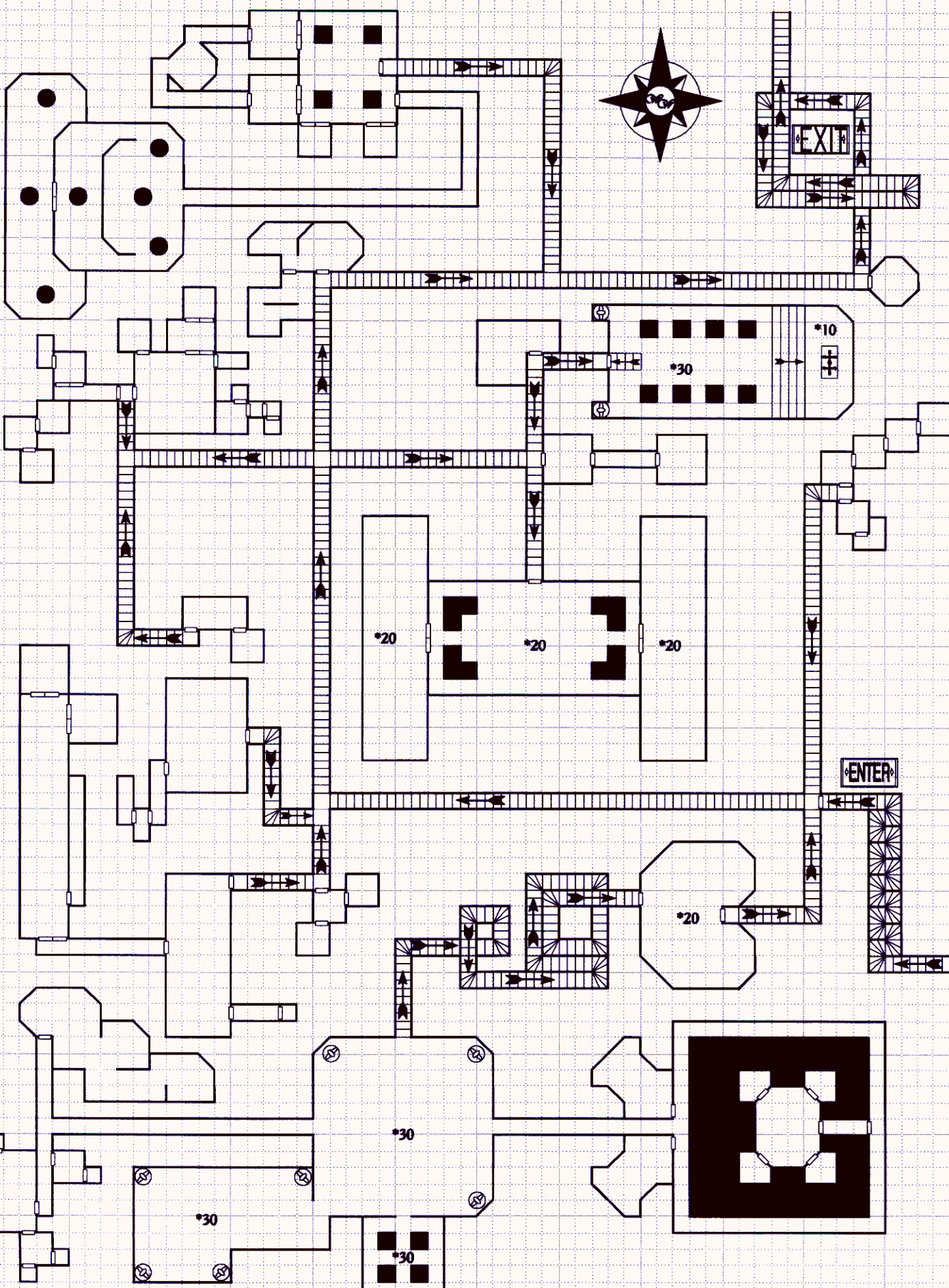
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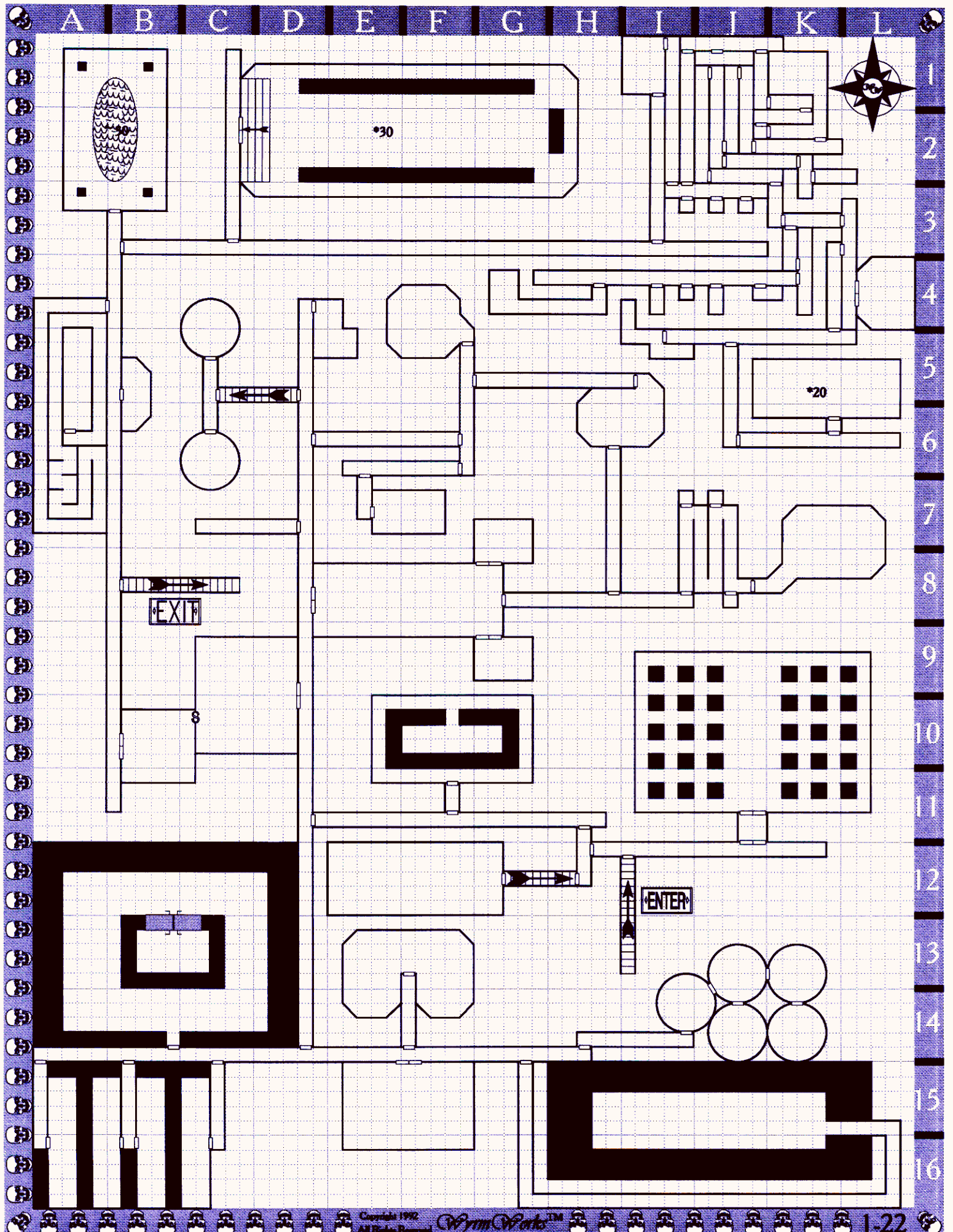




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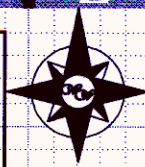
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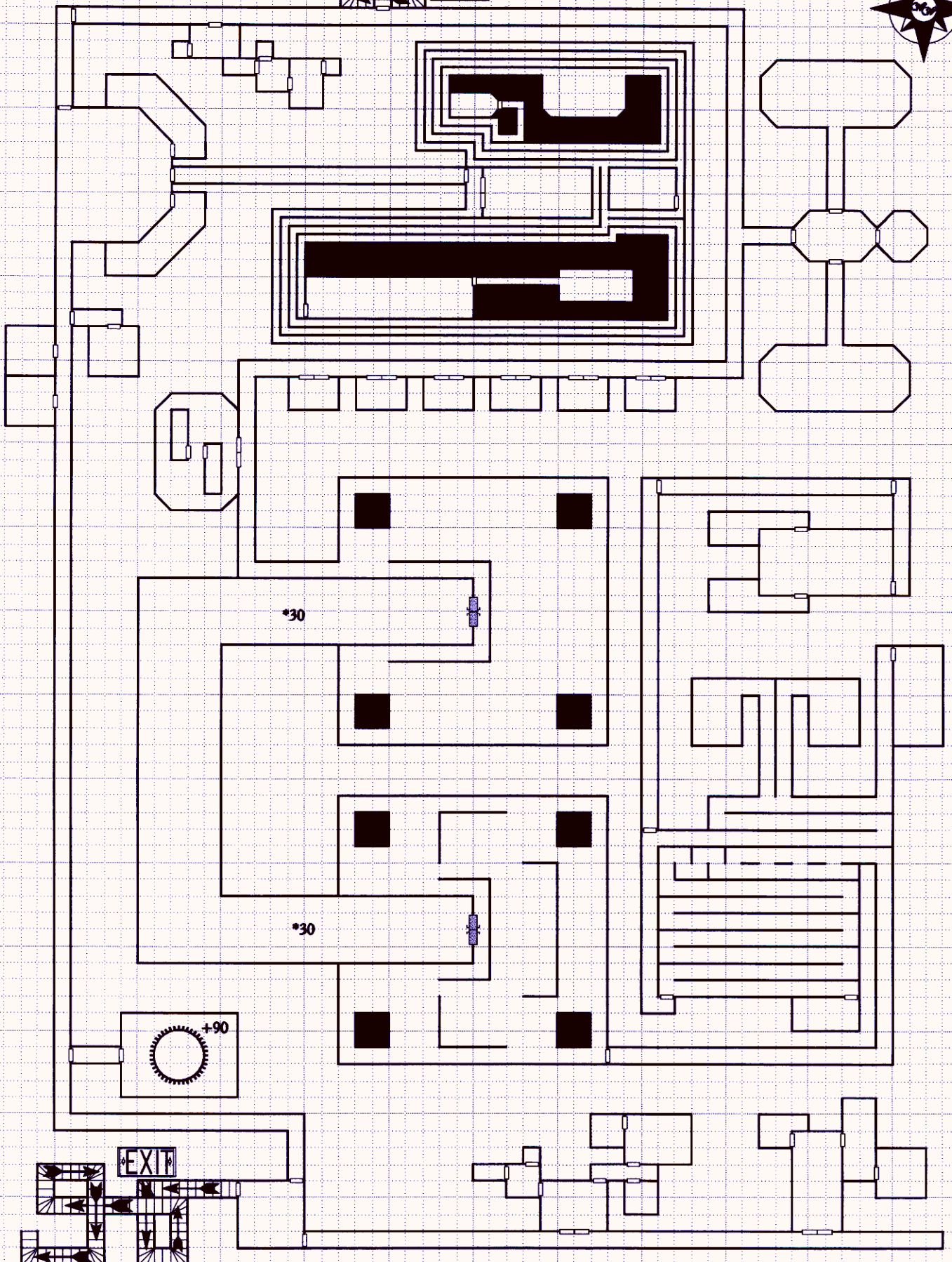
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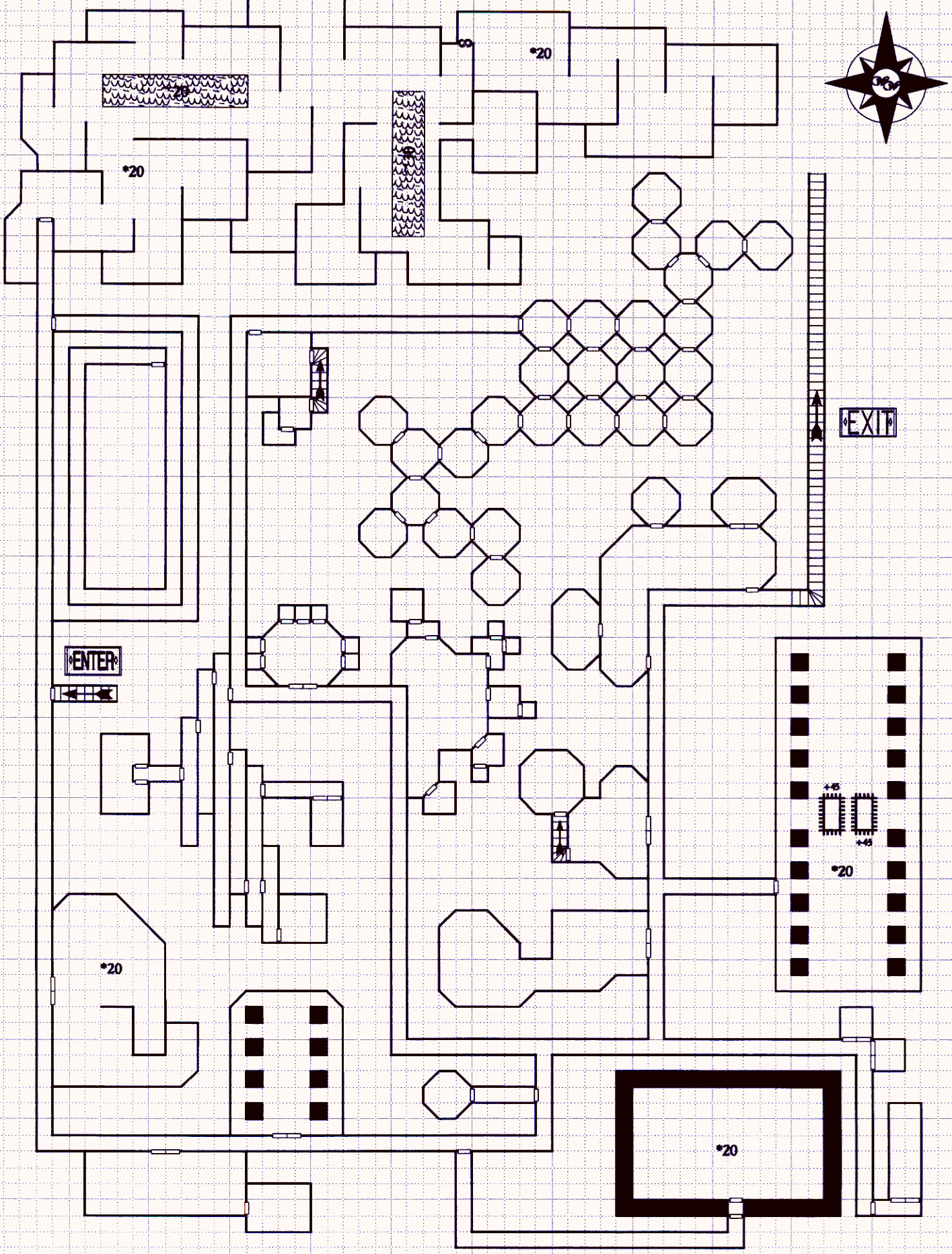
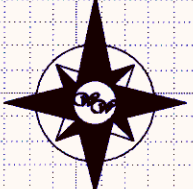
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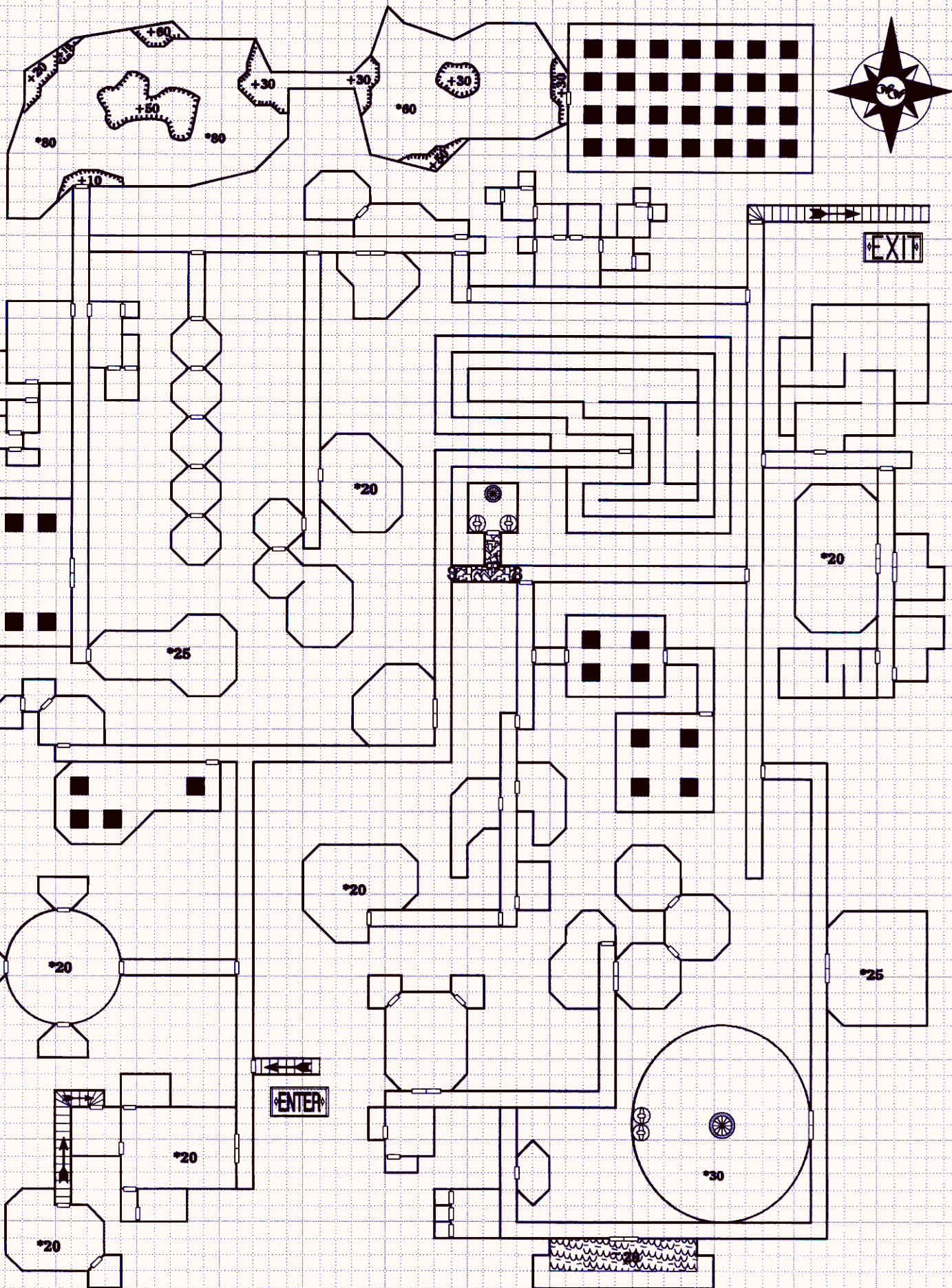
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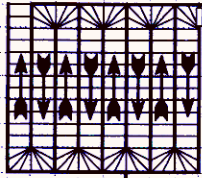
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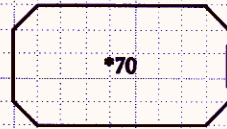
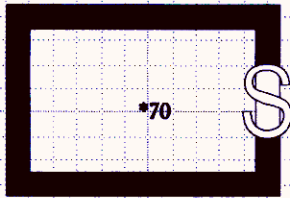
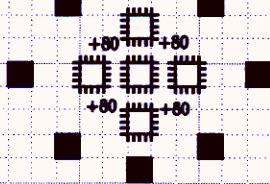
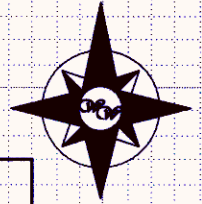
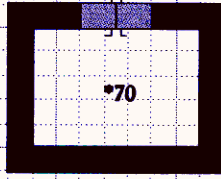
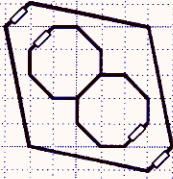


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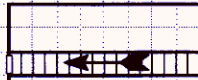
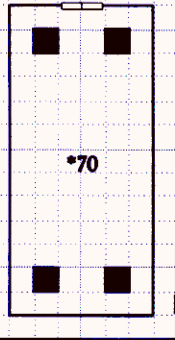
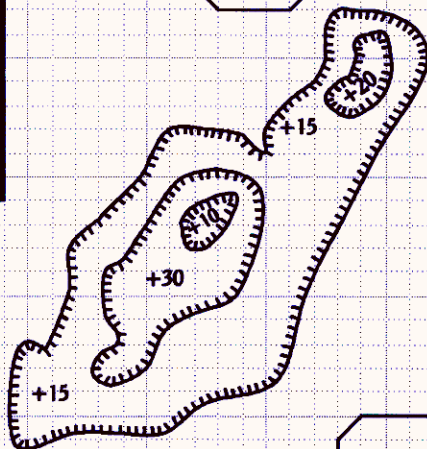
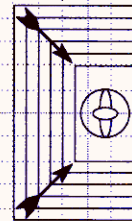
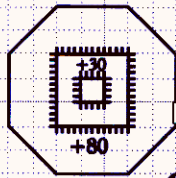
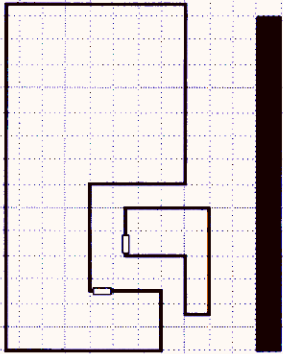
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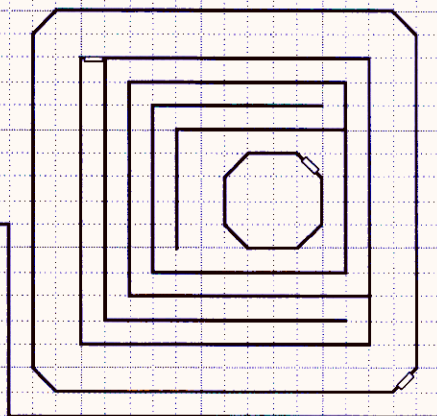
EXIT



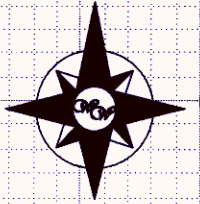
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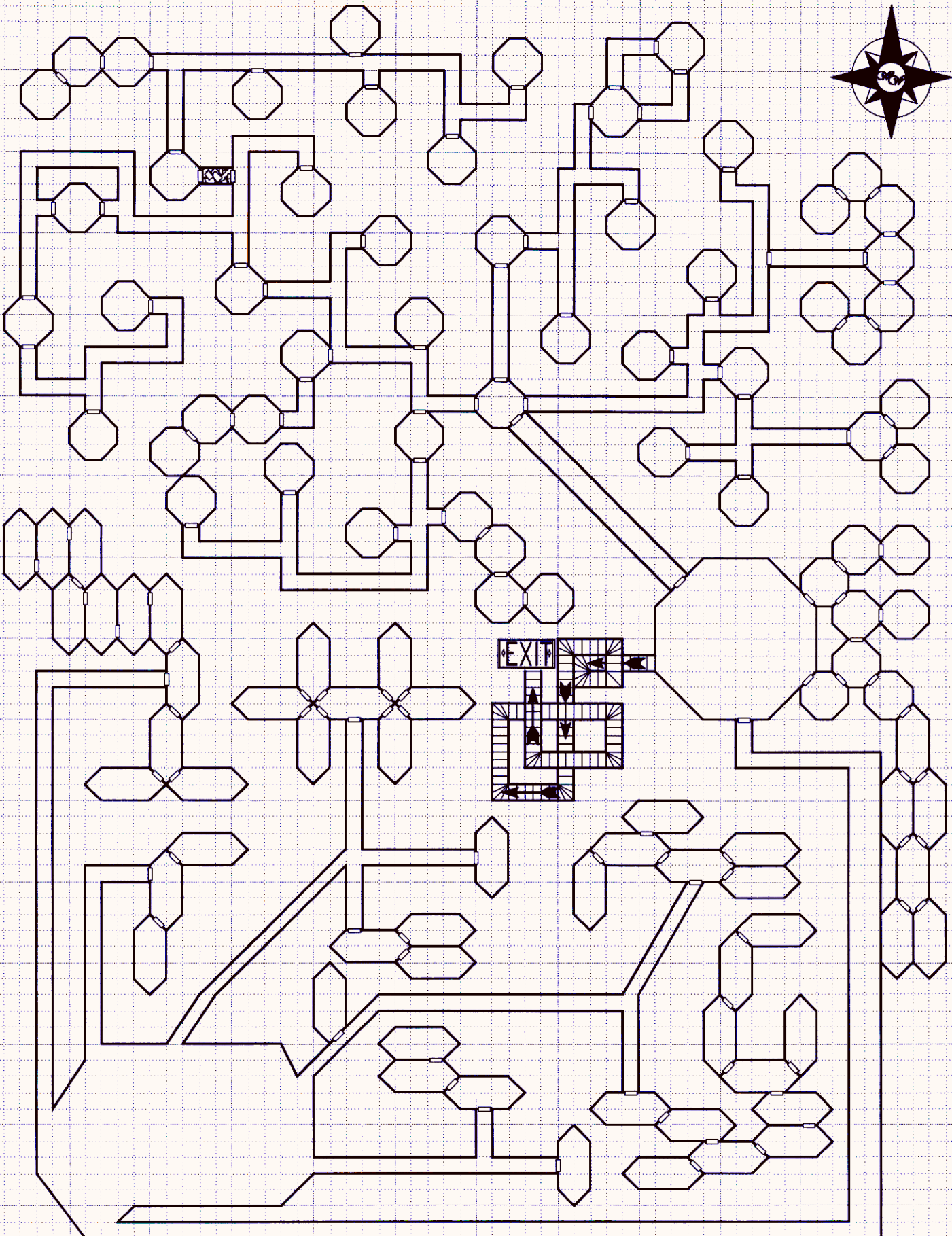
ENTER



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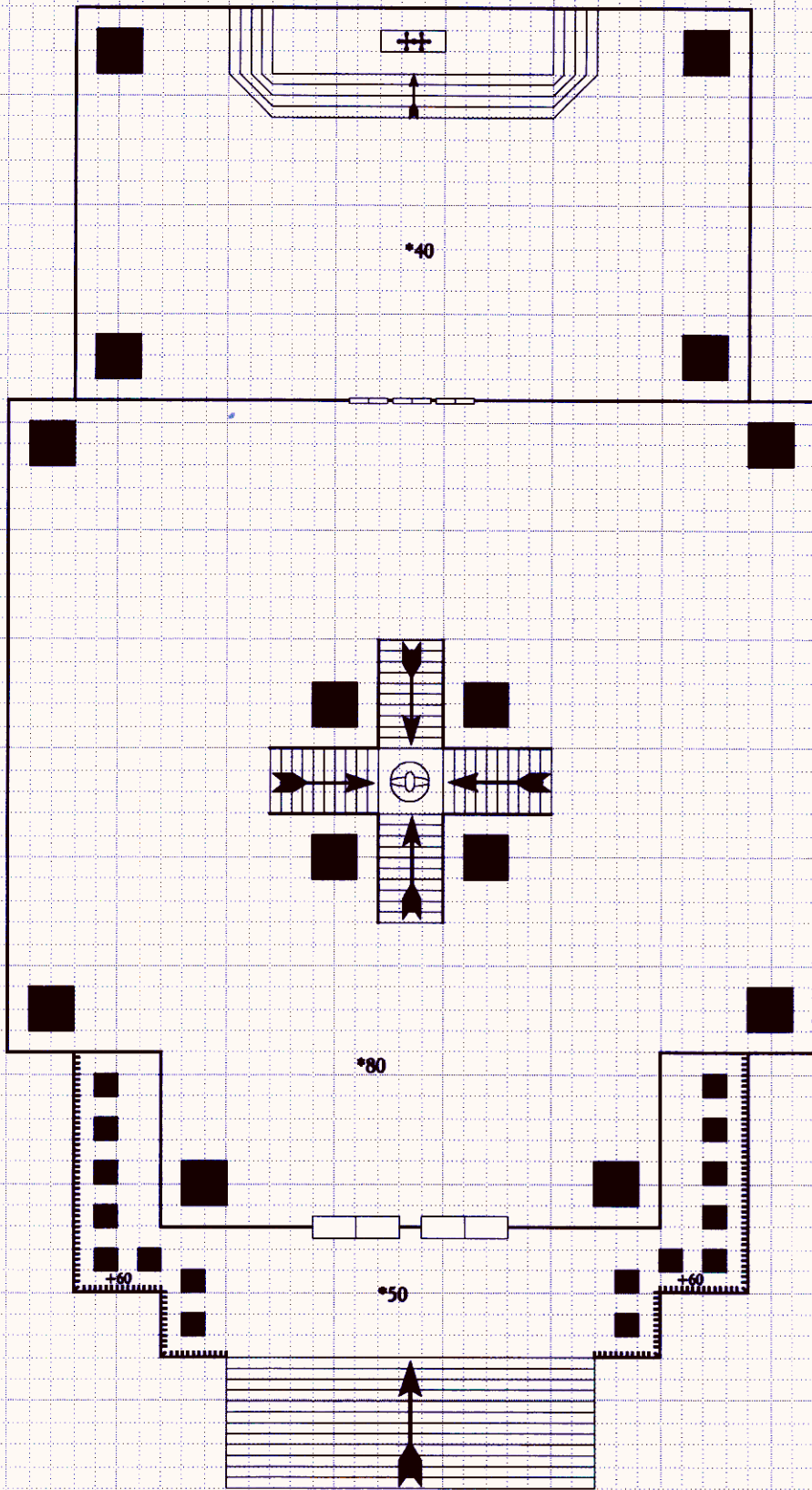
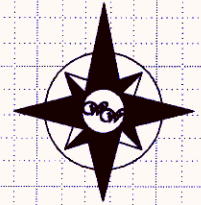


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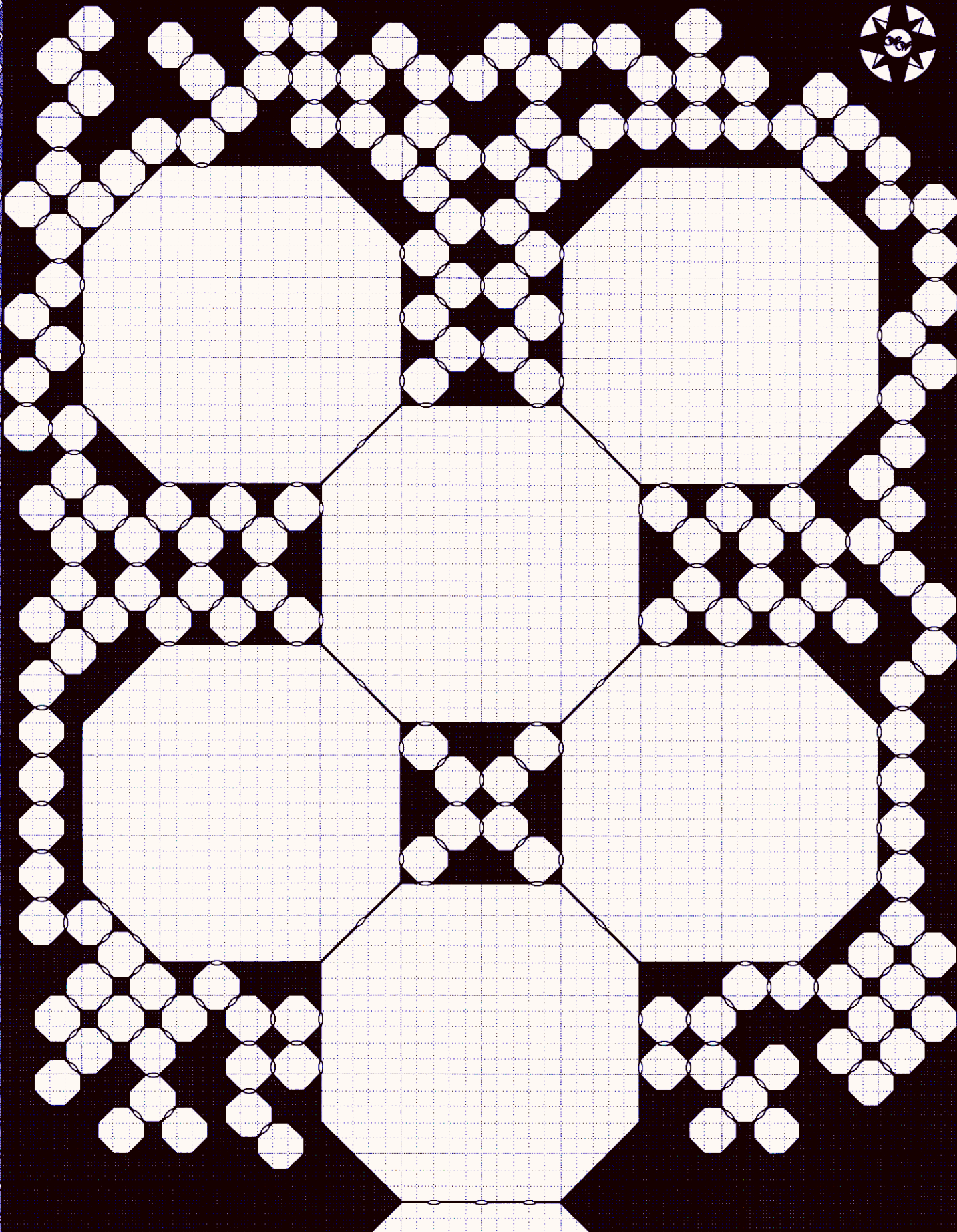
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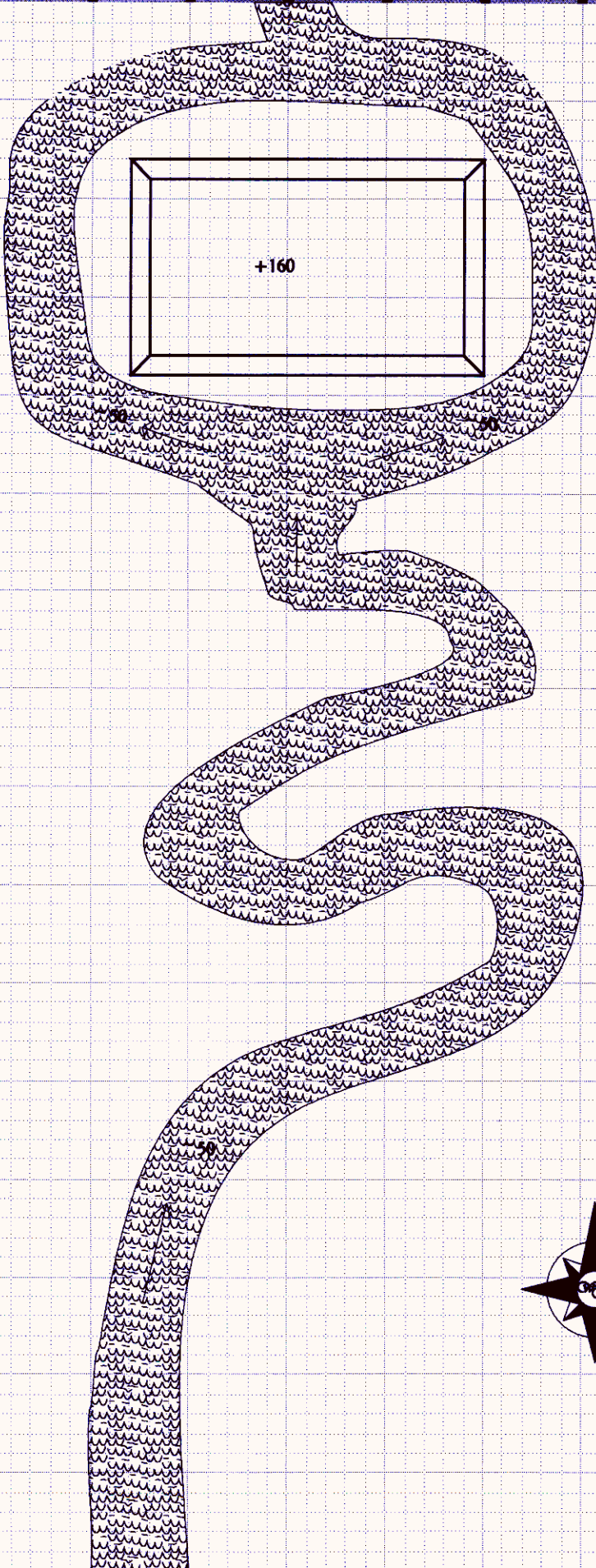
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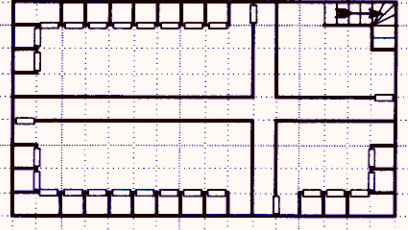
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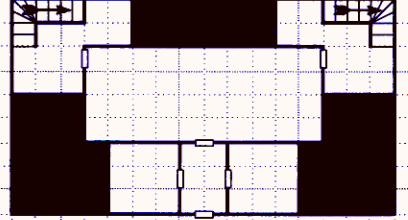
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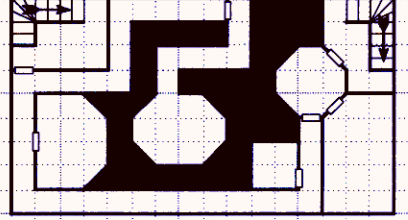
Basement



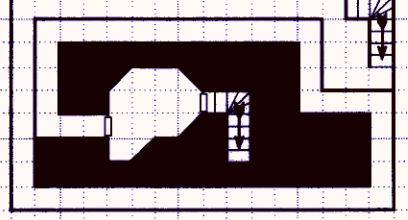
Ground Level



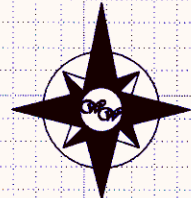
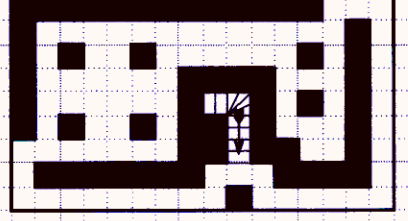
Level 1



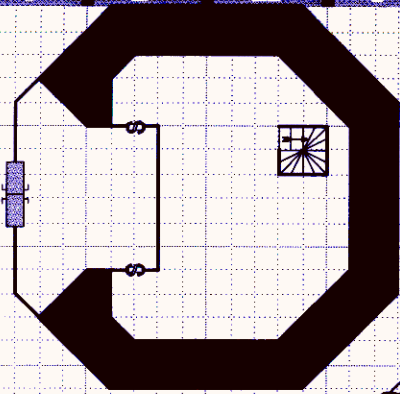
Level 2



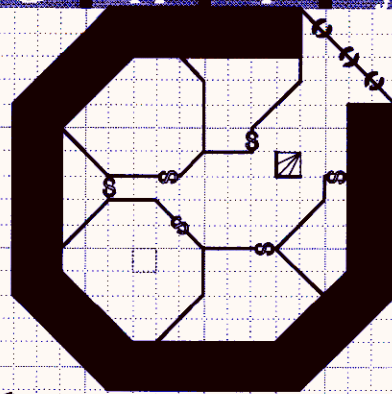
Level 3



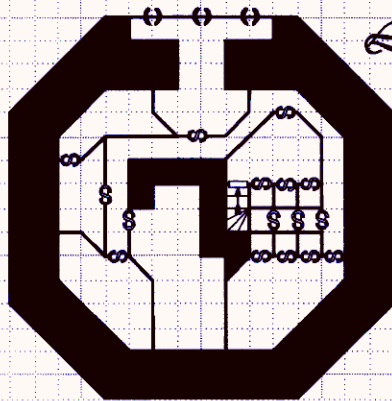
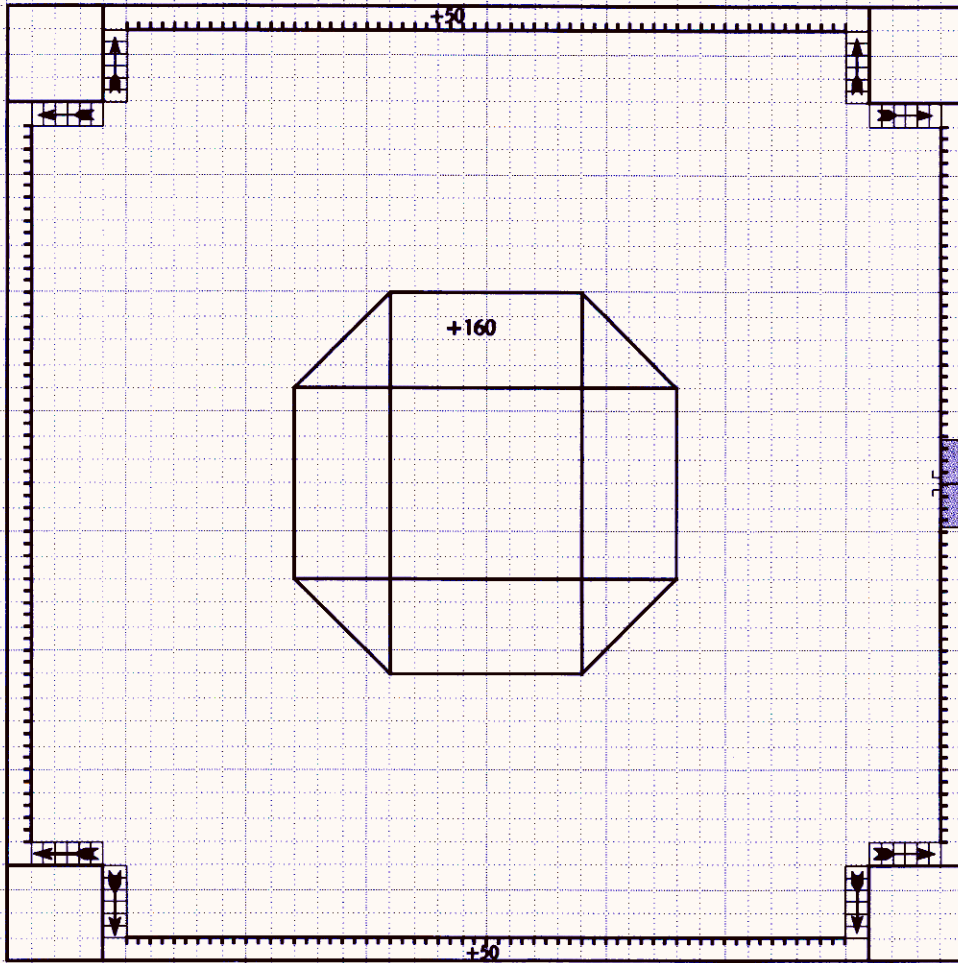
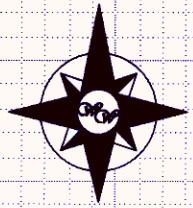
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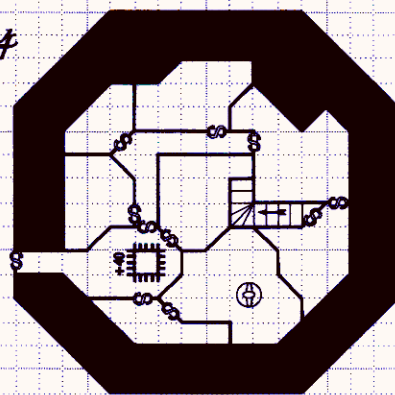
Level 1



Level 2



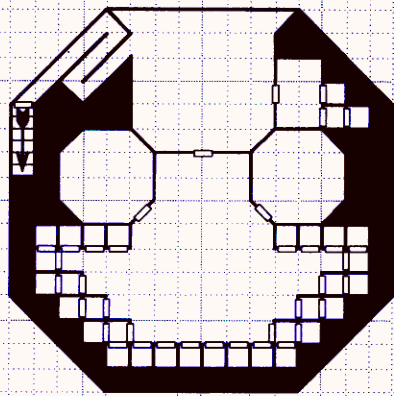
Level 4



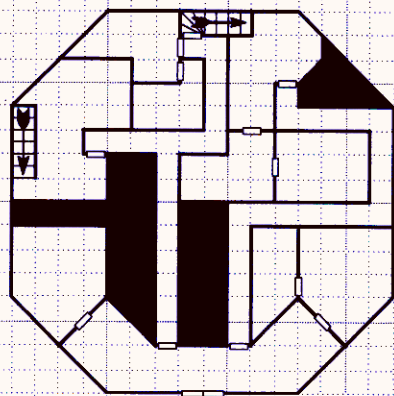
Level 3

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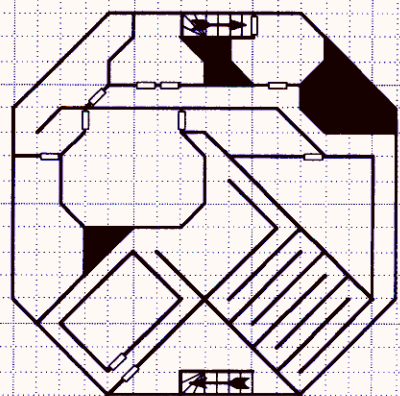
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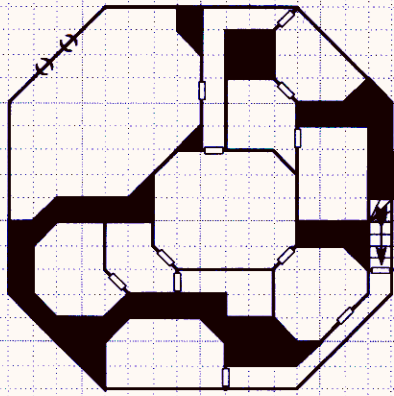
Basement



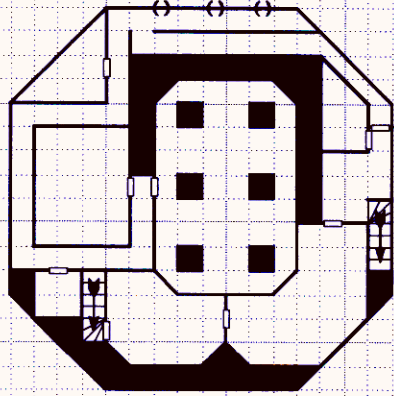
Level 1



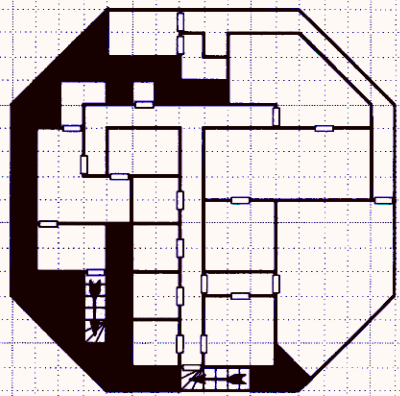
Level 2



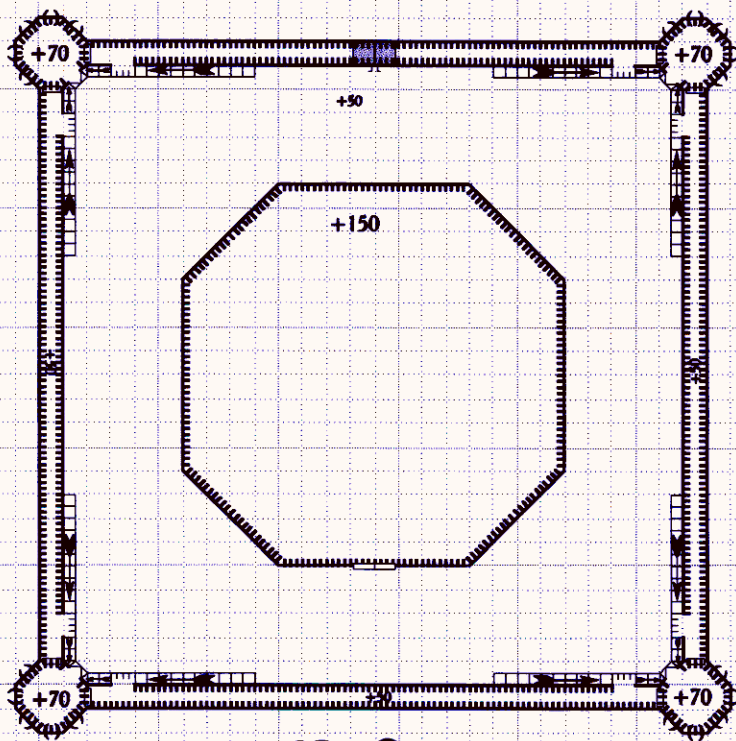
Level 5



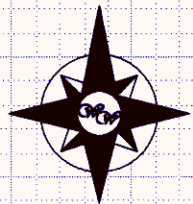
Level 4



Level 3



Top View



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Bricks & Bones

Bricks & Bones is the "game master's sampler", containing 32 maps. 26 of the maps are individual dungeon levels. Each level has entrance and exit stairs. This allows game masters to use them singly or in combination. The other six maps contain above ground lairs such as walled towers, a temple, a large hive, and a mausoleum.

