

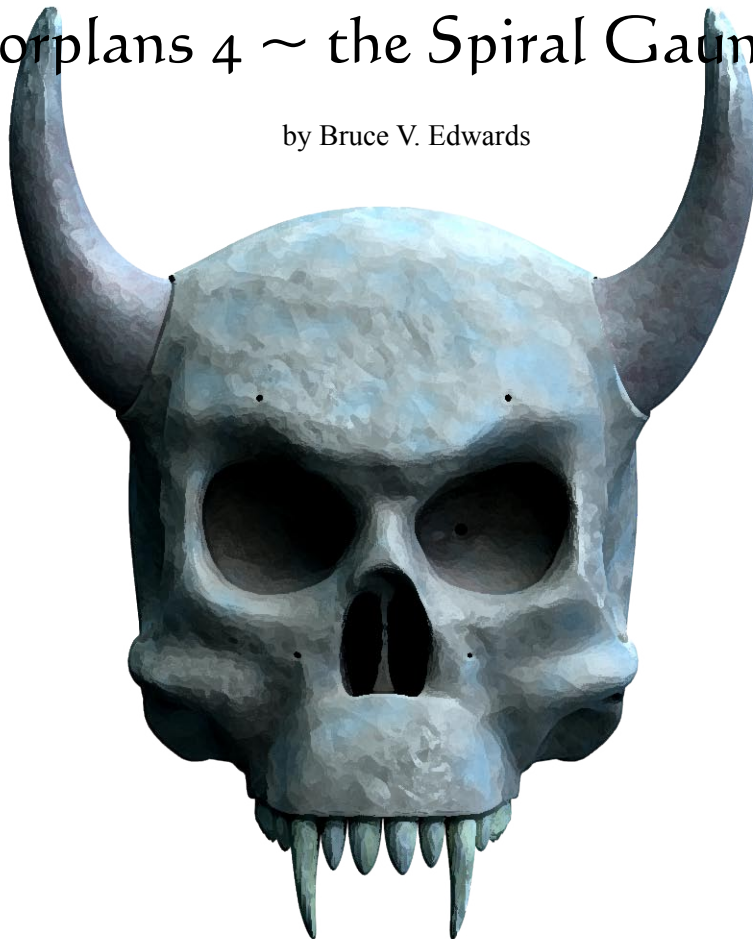


# Strontium Gaming™

## Floorplans

### Floorplans 4 ~ the Spiral Gauntlet

by Bruce V. Edwards

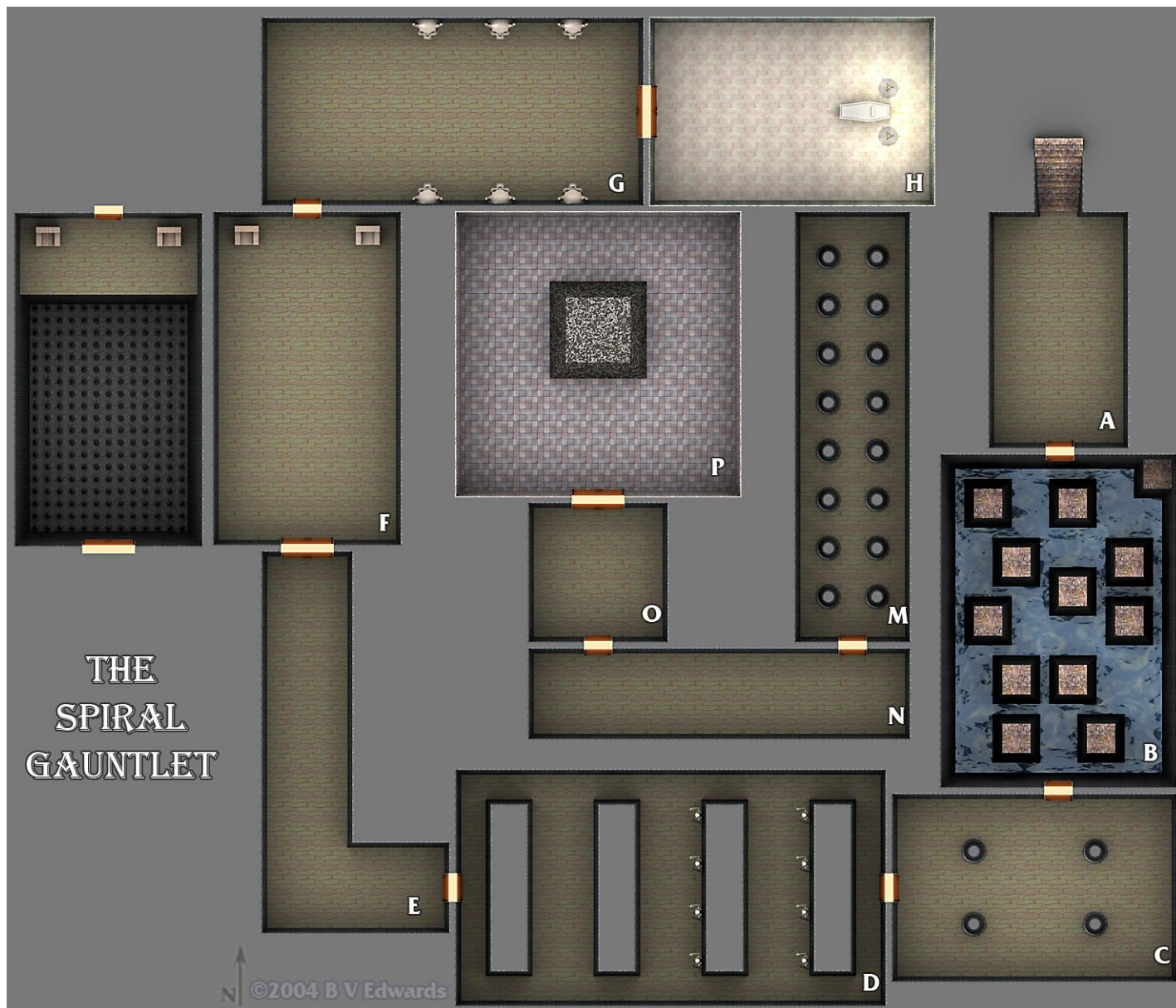


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This is a gauntlet-style tomb or treasure trove; there is only one path through it – from room to room, each filled with deadly traps or monsters. Suggestions are included, but the individual GM will have to determine exactly what sort of traps and monsters, as appropriate for the game and the players.

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.



## A Guide to the Spiral Gauntlet

Unless otherwise stated, all doors in this tomb are presumed to be locked; many of them will likely be trapped as well. The doors are stout and heavy, with iron bindings and hinges. If you look at the full-scale floor plans, the door handles and hinges can be seen, showing which way the door opens.

- A** – down the stairs into the entrance chamber; this probably contains the first defense, normally something that will only keep the curious away (such as low-level undead or a simple poison trap).
- B** – there are pedestals scattered about at floor level; between them there is a 20 foot (6 meter) drop to the water below. Of course, it might not just be harmless water down there – it could be poisoned or acidic or

filled with vile fishy creatures. Note that there is no pedestal beneath the door on the opposite side, making opening the lock somewhat more challenging than normal.

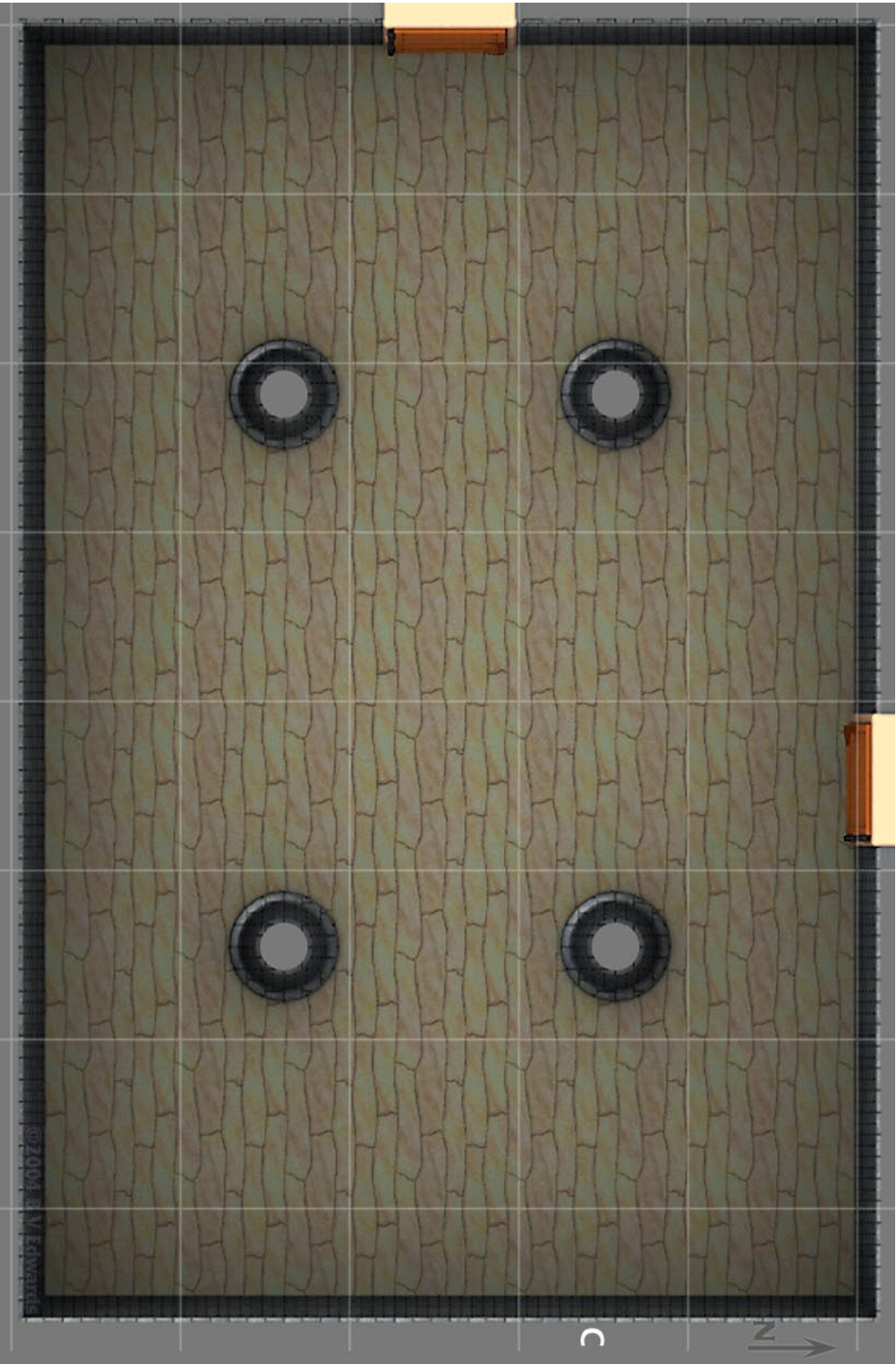
- C** – a chamber with four pillars; it might house monsters, or the pillars themselves might contain deadly traps.
- D** – an oddly shaped chamber with four heavy dividing walls. There are skeleton statues here – they might just be inert statues, then again...
- E** – a wide corridor; this might be an empty space, giving the adventurers a little breather.
- F** – a wide chamber with two heavy stone chairs or thrones on the opposite side; perhaps something is sitting in them. There are two versions of this room; the second image shows what it looks like with the illusory floor section revealed. The false floor conceals a 20 foot (6 meter) drop to a spiked pit.

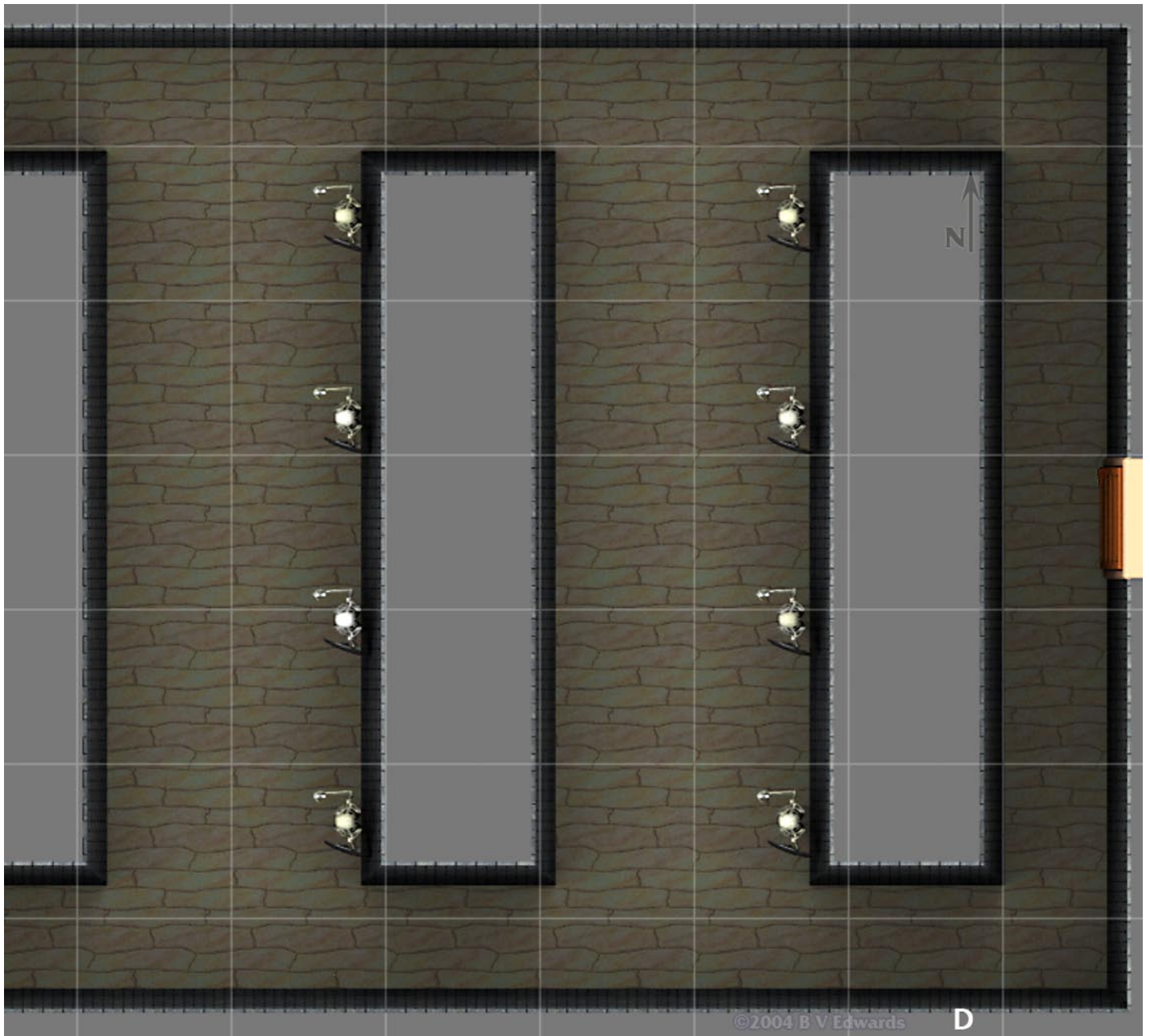
- G** – this curious chamber is decorated with huge sculptures of a horned demon’s head. They might be there only to frighten people, but it is also possible that they bear traps – they might shoot spears, or spew acid, or spout torrents of flame. Or all three, if the gamemaster has been having a bad day.
- H** – this is the false tomb; there will be some treasure here, in the hopes that any tomb-breakers will think they have found the goods and then leave. Two magical flames illuminate a large sarcophagus. It might contain only old bones and a little treasure – or perhaps something a little more hazardous. The wall due south of the sarcophagus is sealed and solid – it is *not* a “secret door.” The raiders will have to determine there is another space on the other side of the wall and break through.
- M** – the first chamber of the true tomb is filled with floor-to-ceiling pillars. The pillars obviously contain or conceal some deadly defense.
- N** – this long chamber is a killing zone for a series of traps or a crowd of undead defenders.
- O** – the antechamber contains only funeral materials and small altars for dedications and sacrifices; some of these may be valuable.
- P** – the true tomb; the black marble crypt is sealed, but contains the actual sarcophagus and grave goods. This chamber will also likely contain the last and best defense of the corpse’s rest.

On the pages below are the full-scale plans that can be cut out and used on the table-top. Some of these rooms are a bit large and need to be taped or pasted together – sorry about that, I’ll try to use more manageable room sizes in the future.

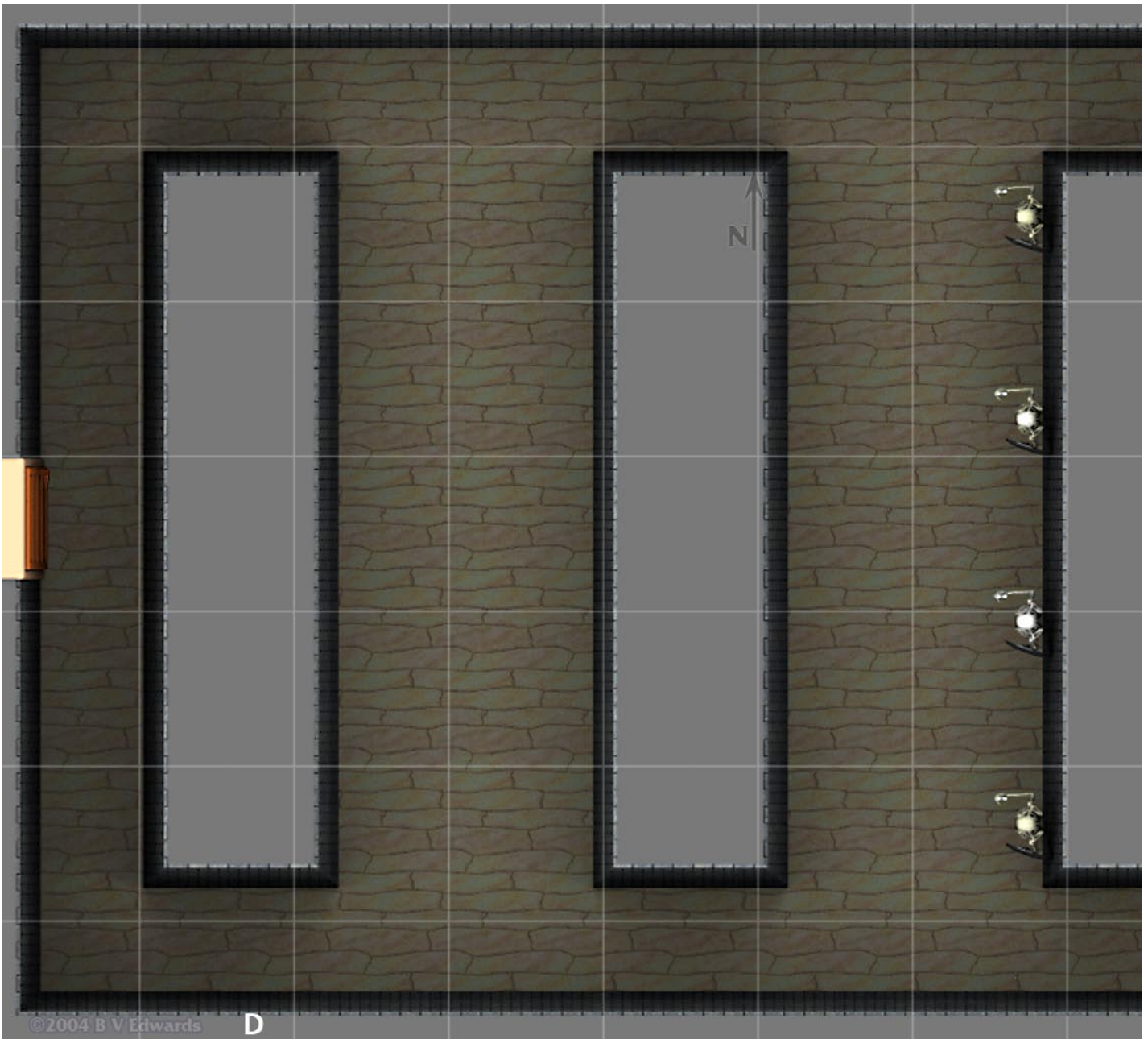








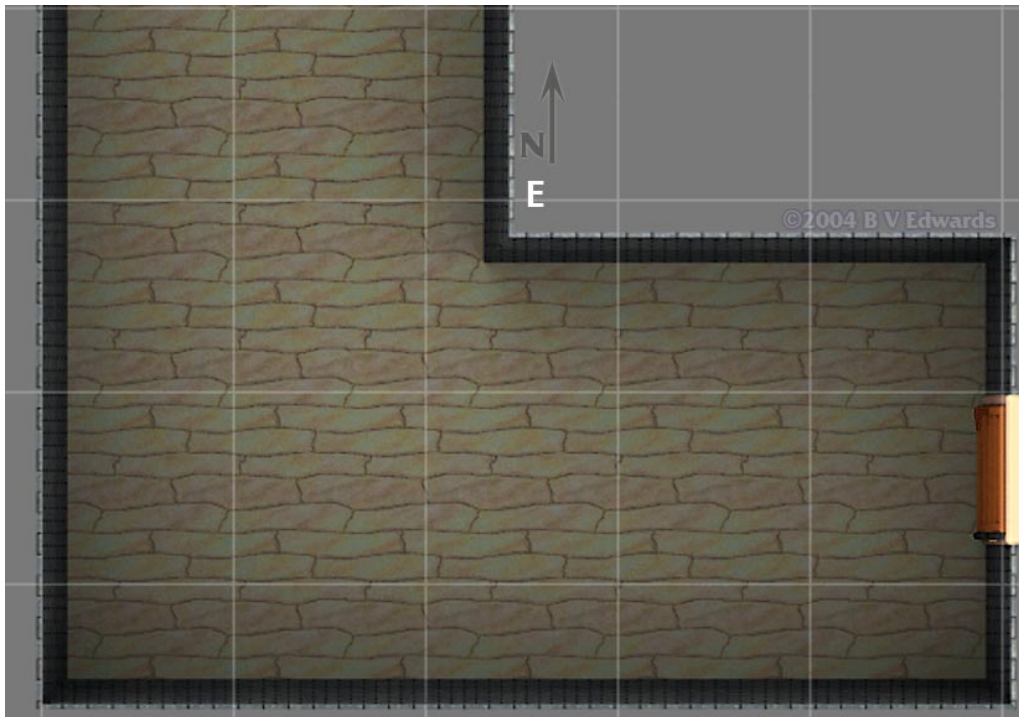
This chamber comes in two parts and can be pasted together; note that there is a generous overlap area allowed for gluing. Alternately, you might just cut them apart along the divider walls and reveal the chamber only one section at a time.



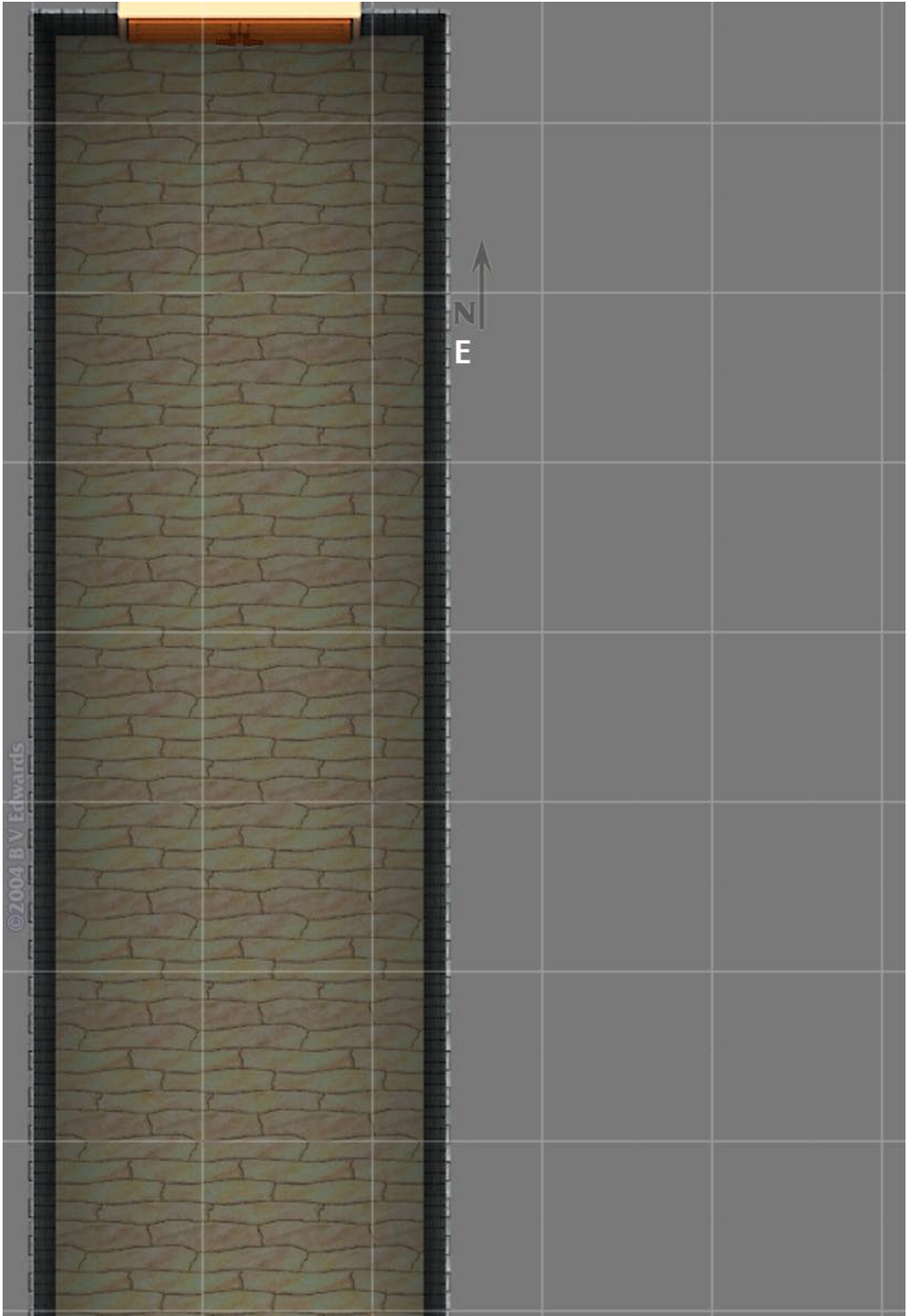
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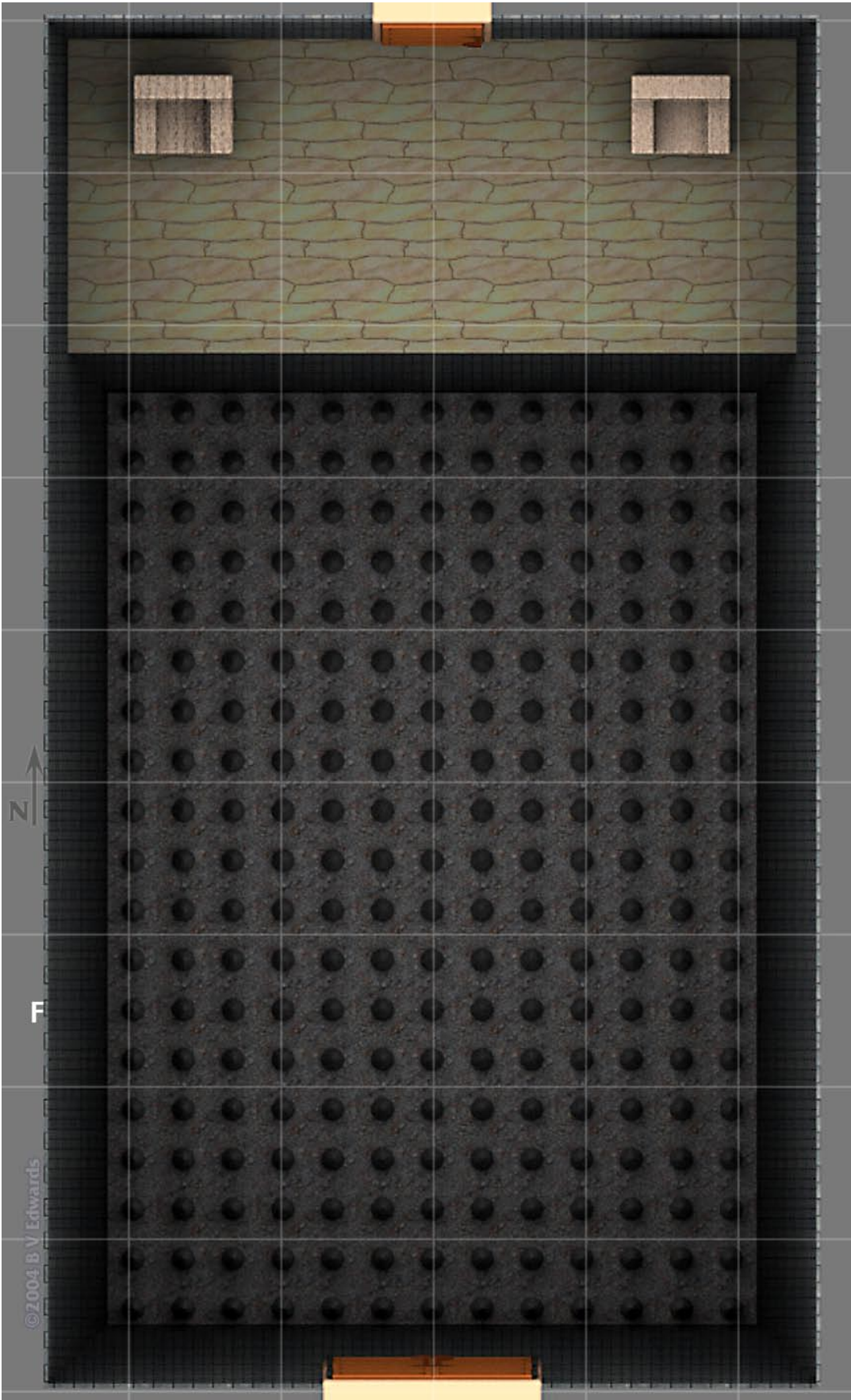




The 'E' corridor comes in two parts; there is an overlap area one grid-square deep for pasting. You may, however, wish to keep them separate and only reveal this portion of the room at first.

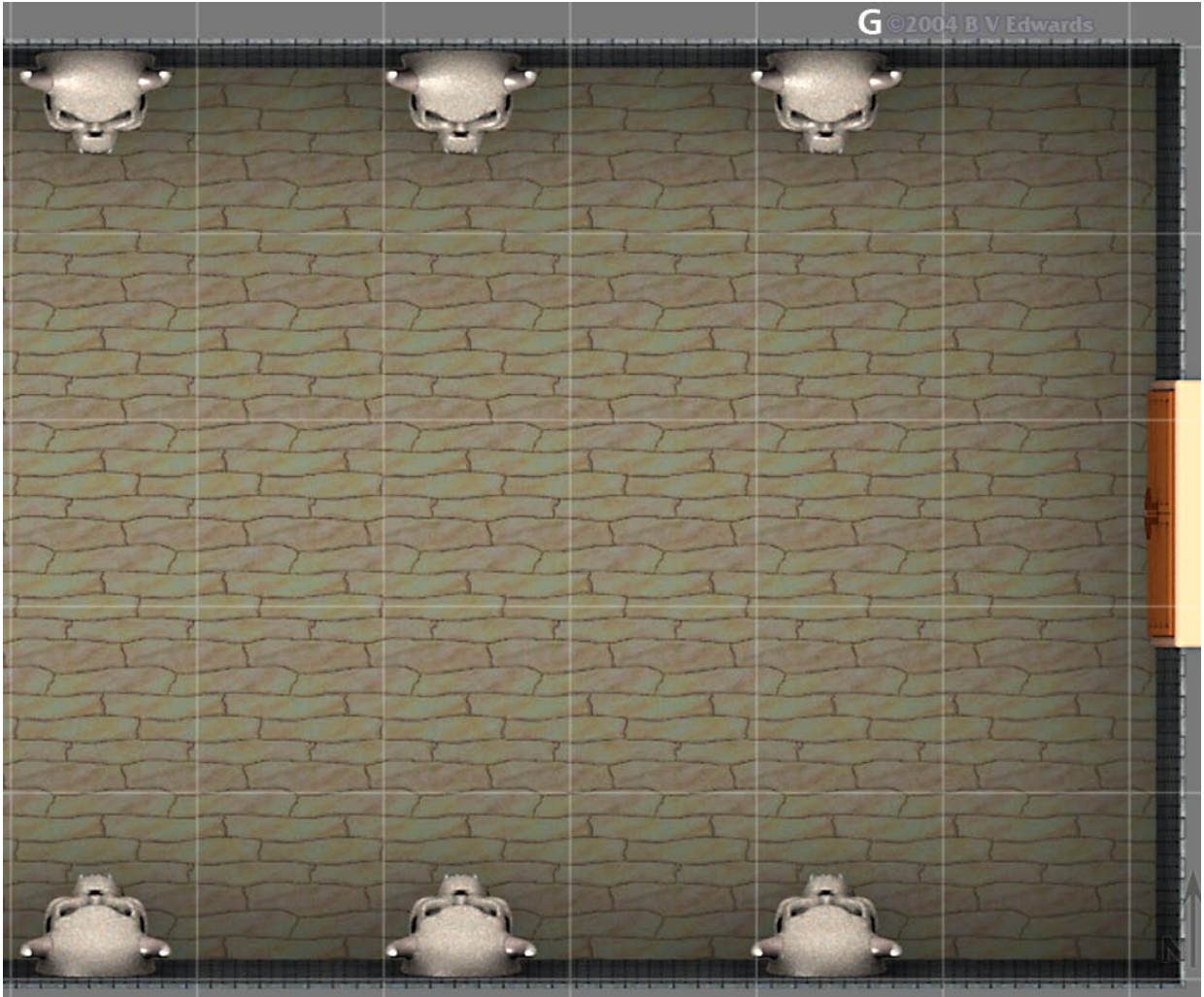


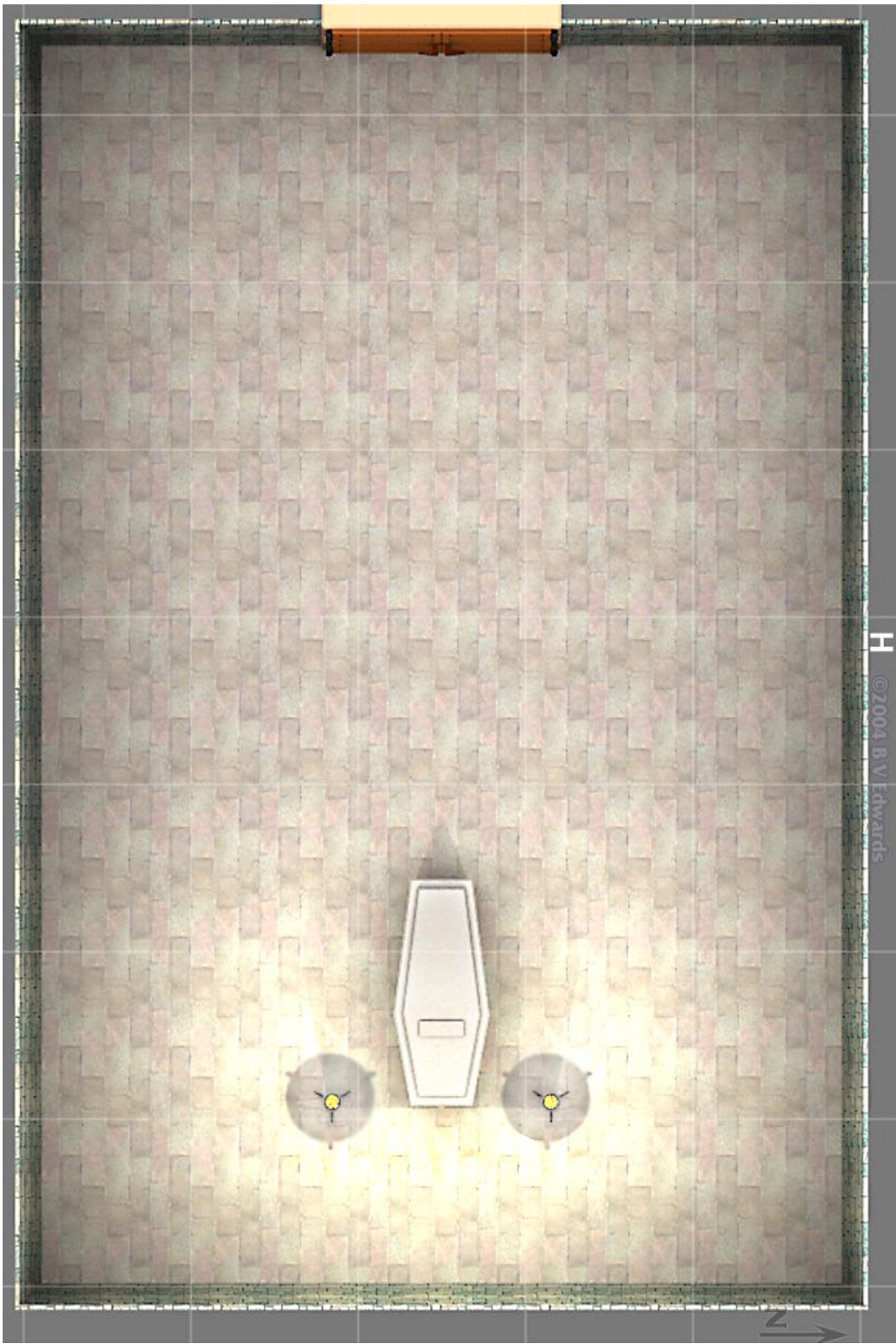




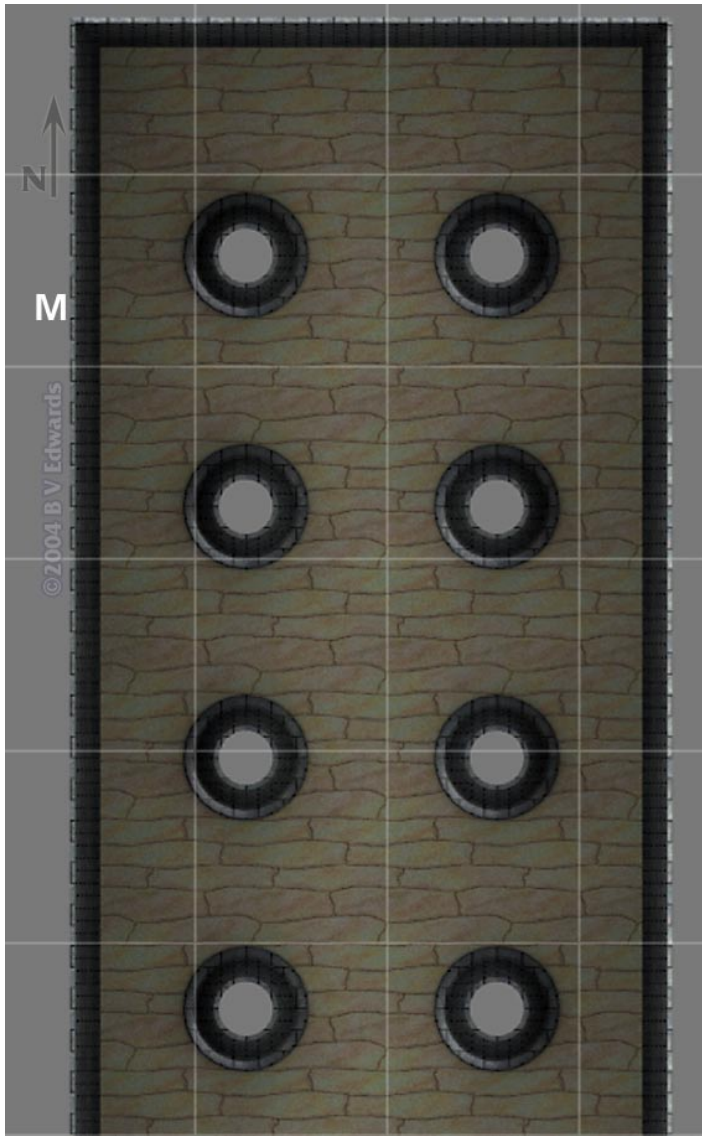


Depending on the lighting, this long chamber can be revealed either in two parts or all at once. When pasting or placing them together, note that there is an overlap area of one grid-square (the first pair of skulls overlap).

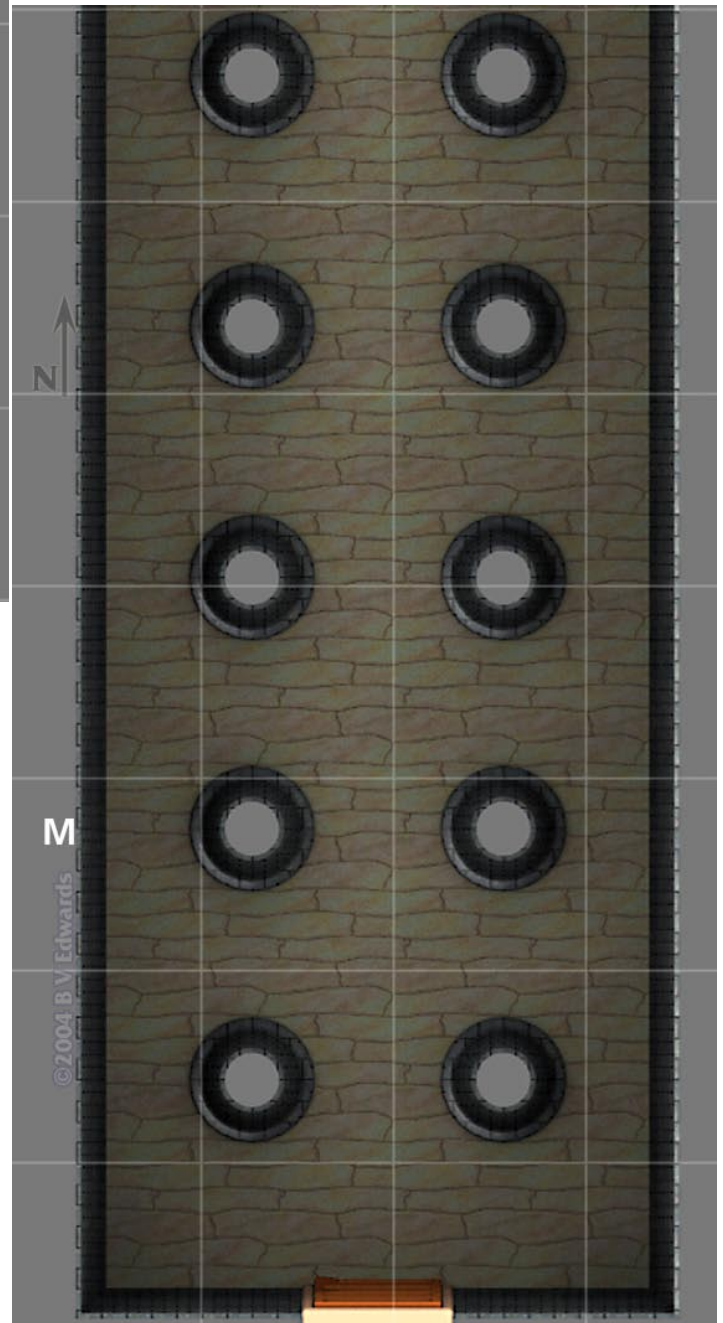




H ©2004 B.V. Edwards



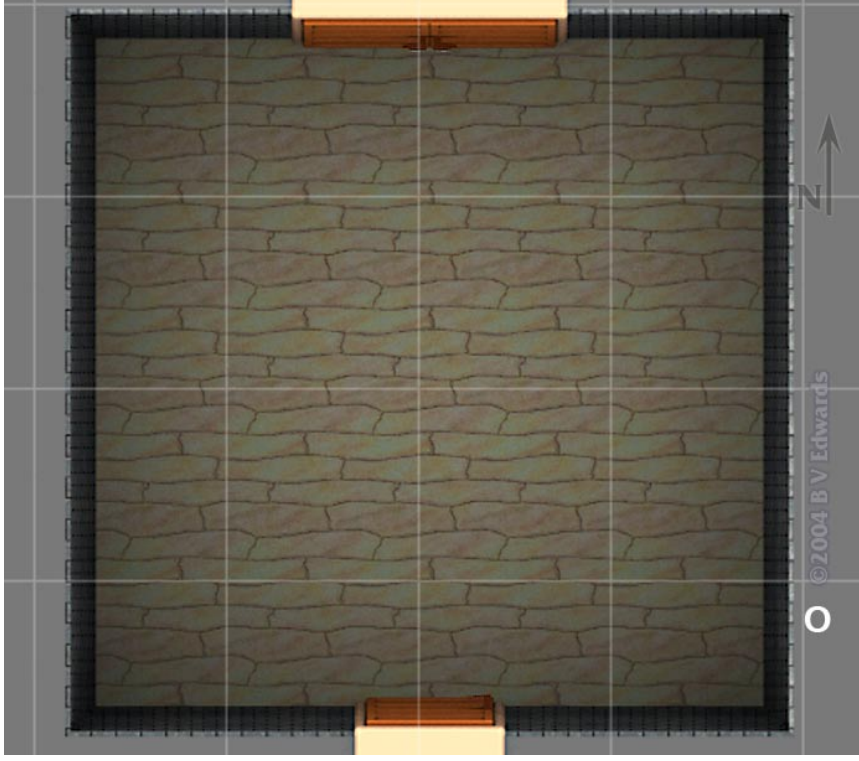
Again, depending on the lighting, you can reveal this chamber either in two parts or all at once. When placing or pasting them together, note that there is an overlap area of one grid-square (one pair of pillars overlap).

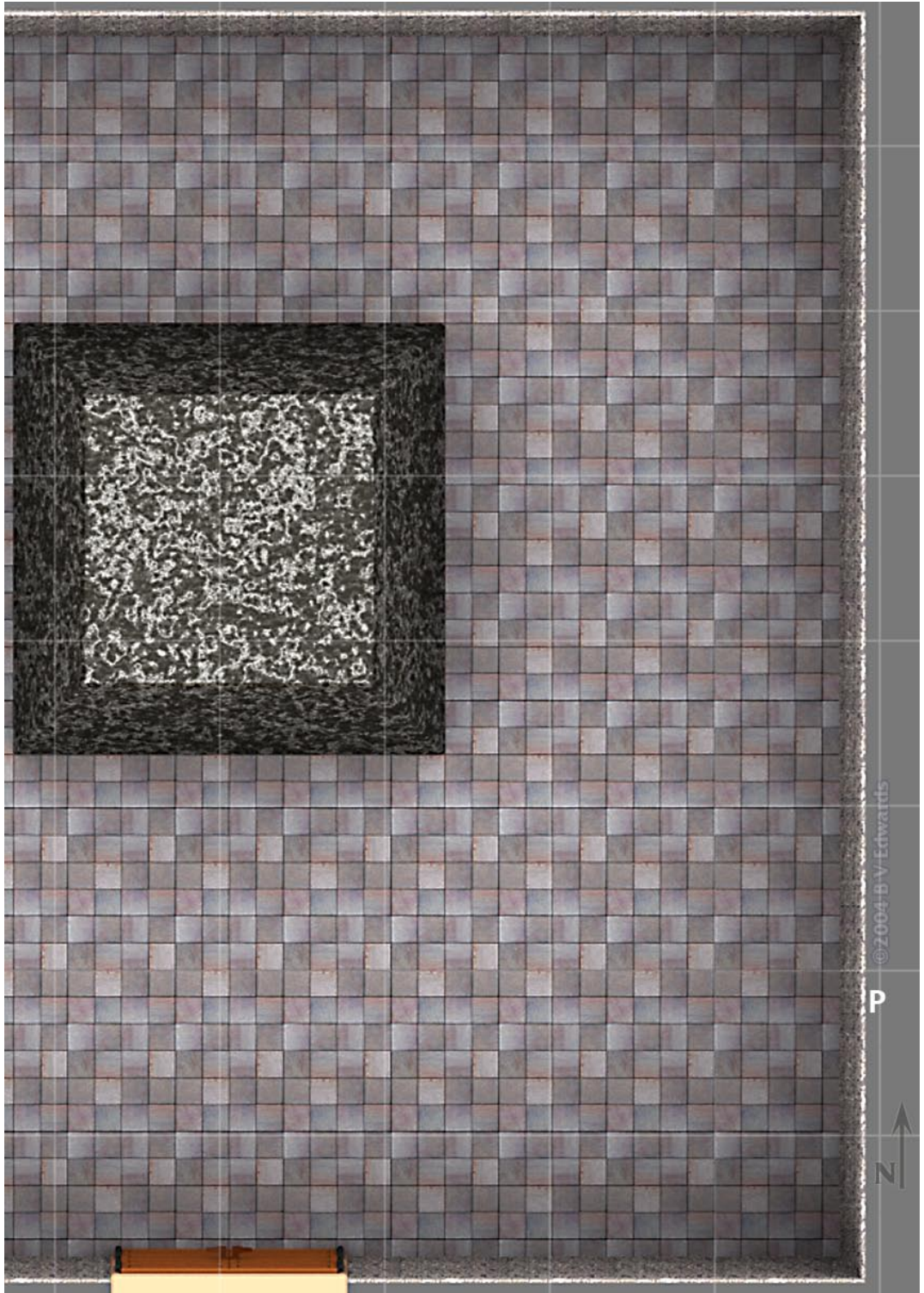






Again, depending on the lighting, you can reveal this lengthy chamber either in two parts or all at once. When placing or pasting them together, note that there is an overlap area of one grid-square.





The inner tomb needs to be taped or pasted together; there is obviously a wide overlap area covering the entire crypt.

