

Fantastic Floorplans 2

4 Maps: Merchant Vessel, Turgor's Laboratory, Haunted Palace, Eldoria



Cartographers
KEITH DONE and NIGEL BELL





This product makes use of the Pathfinder RPG Core Rulebook. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Credits

Cartography – Keith Done and Nigel Bell

Editor - Angela Caffery

Artwork- Pixabay

Layout Artists – Angela Caffery

About the Cartographers

Keith Done is not only an author but a talented artist who has been producing maps for over 40 years. He has also worked for Auran for many years and has had a number of modules and resources previously published including the Encyclopedia Eldoria, the Dark Awakenings Series, Shades of Grey, Sanctuary and Mindbane. He is currently working on **Encyclopedia Eldoria 3rd Edition** for release in 2018 and the **College of Arcane Science**, a reference book on Eldoria's principal center for the education of schooled Wizards.

Nigel Bell has been a member of the FoE team since its conception and is a talented caricaturist and artist. He is the cartographer for the World Map of Eldoria and many interior pictures for many FoE products.

FoE Publishing (Friends of Eldoria)

A group of role playing game enthusiasts who have been playing and designing for Eldoria since its' first conception. In the early 80s the world of Eldoria was created and this has been developed over the past 35 years. The goal of FOE publishing is to share ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.



About this Publication

“Good layout is the minimization and accommodation of imperfection.”

Anyla Boringthon

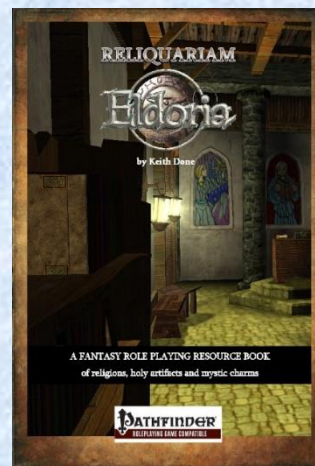
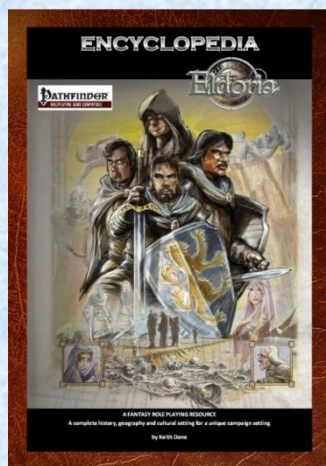
Odressi Scribe and Temple Consultant

Four complete Floorplans: Enterprise House, Underground Ruin, Lighthouse and the world map of Eldoria.

Have you ever felt pressure and frustration of finding a quick map when faced with impromptu designing of the surrounding area? Then Fantastic Floorplans series is the answer to your dilemma. They can be used as a player handout or GM reference material. Hand drawn, detailed floor plans are available in this reference material. GMs can use these maps for their own campaign, or as a supplement for use in the world of Eldoria.

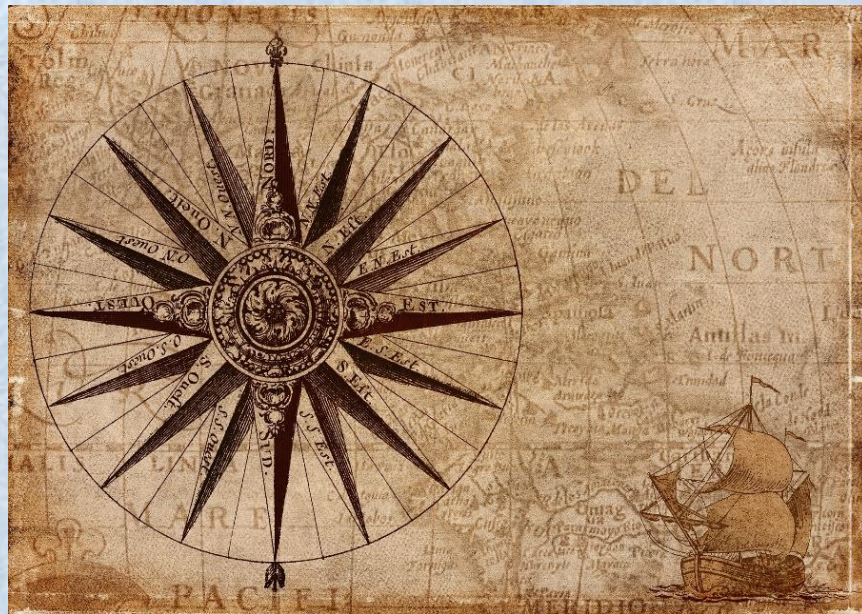
The Setting

All maps have been drawn for the fantasy world of Eldoria. However, if you want to use it in your own campaign, the details can very easily changed to suit the world you are playing in. If you find the world of Eldoria intriguing, more information can be found in *Encyclopedia Eldoria* and *Reliquarium Eldoria*.



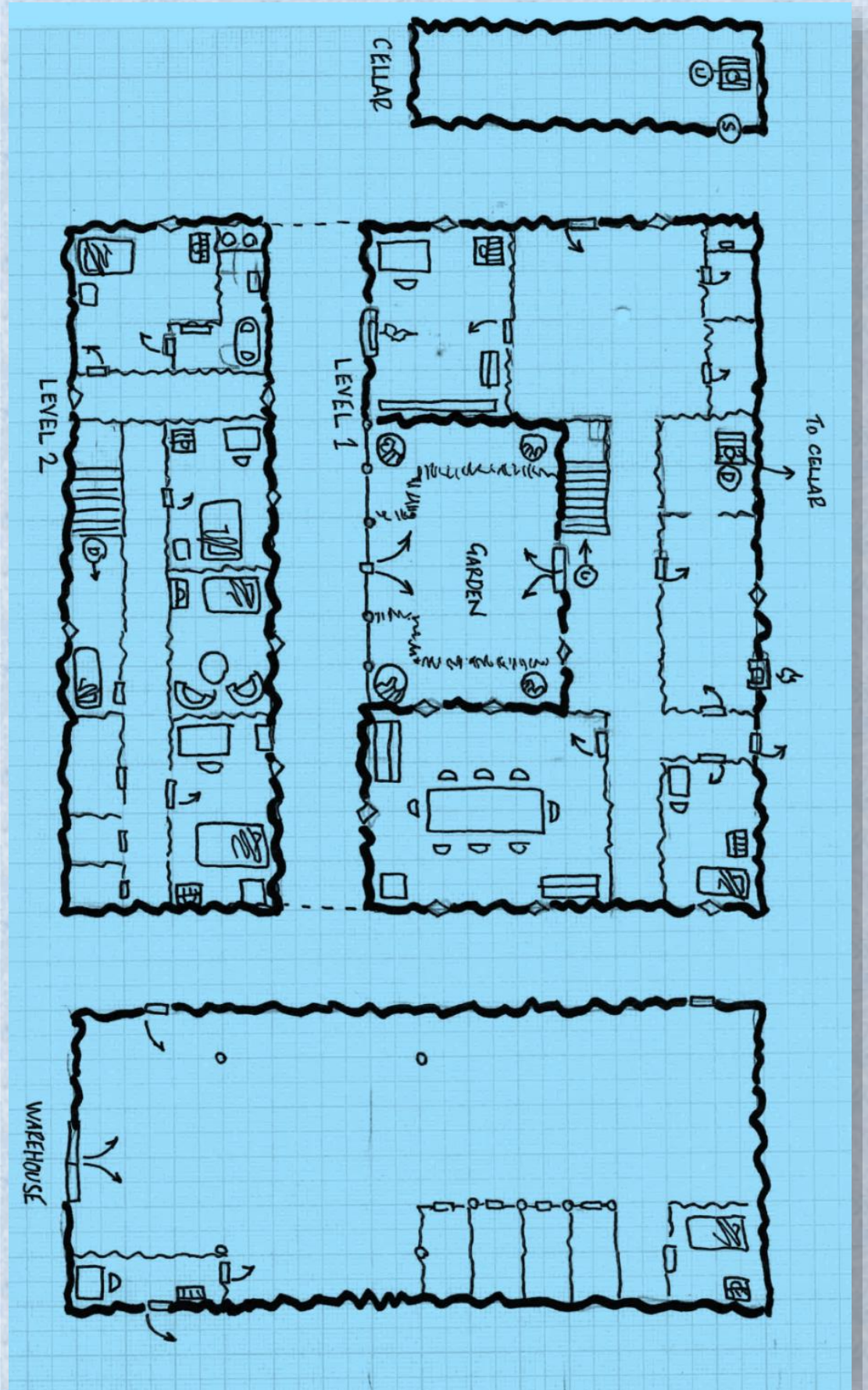
Contents

Credits	2
About the Cartographers	2
FoE Publishing (Friends of Eldoria)	2
About this Publication	3
The Setting	3
Maps	5
Enterprise House.....	5
Underground Ruin.....	6
Lighthouse.....	7
Eldoria	8
Brief Descriptions	9
Enterprise House (Warehouse).....	9
Underground Ruin.....	9
Lighthouse.....	9
References	10
DriveThruRPG.com	10
Online Community Pages	11
Previously Published Modules.....	12
Copyright.....	13

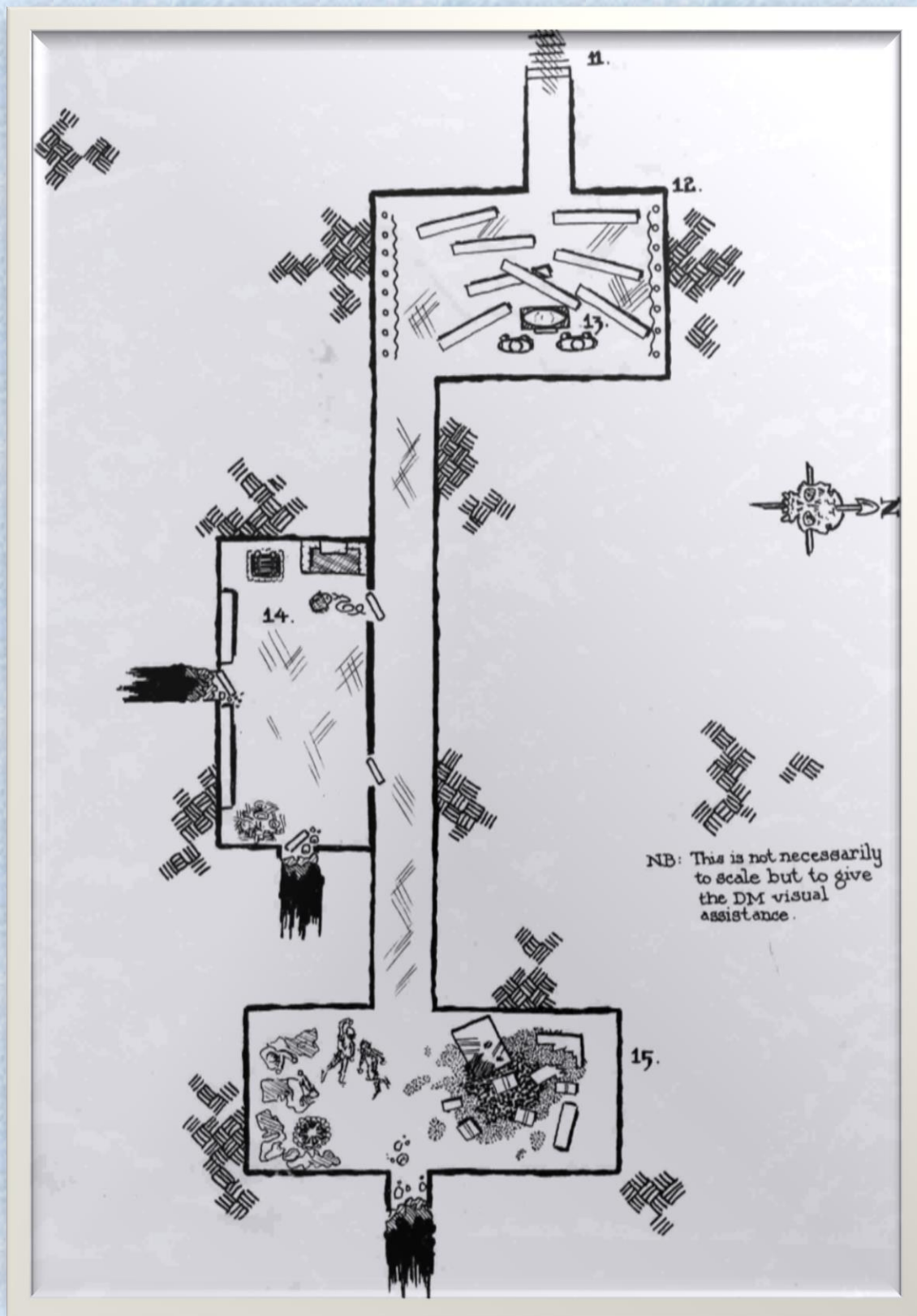


Maps

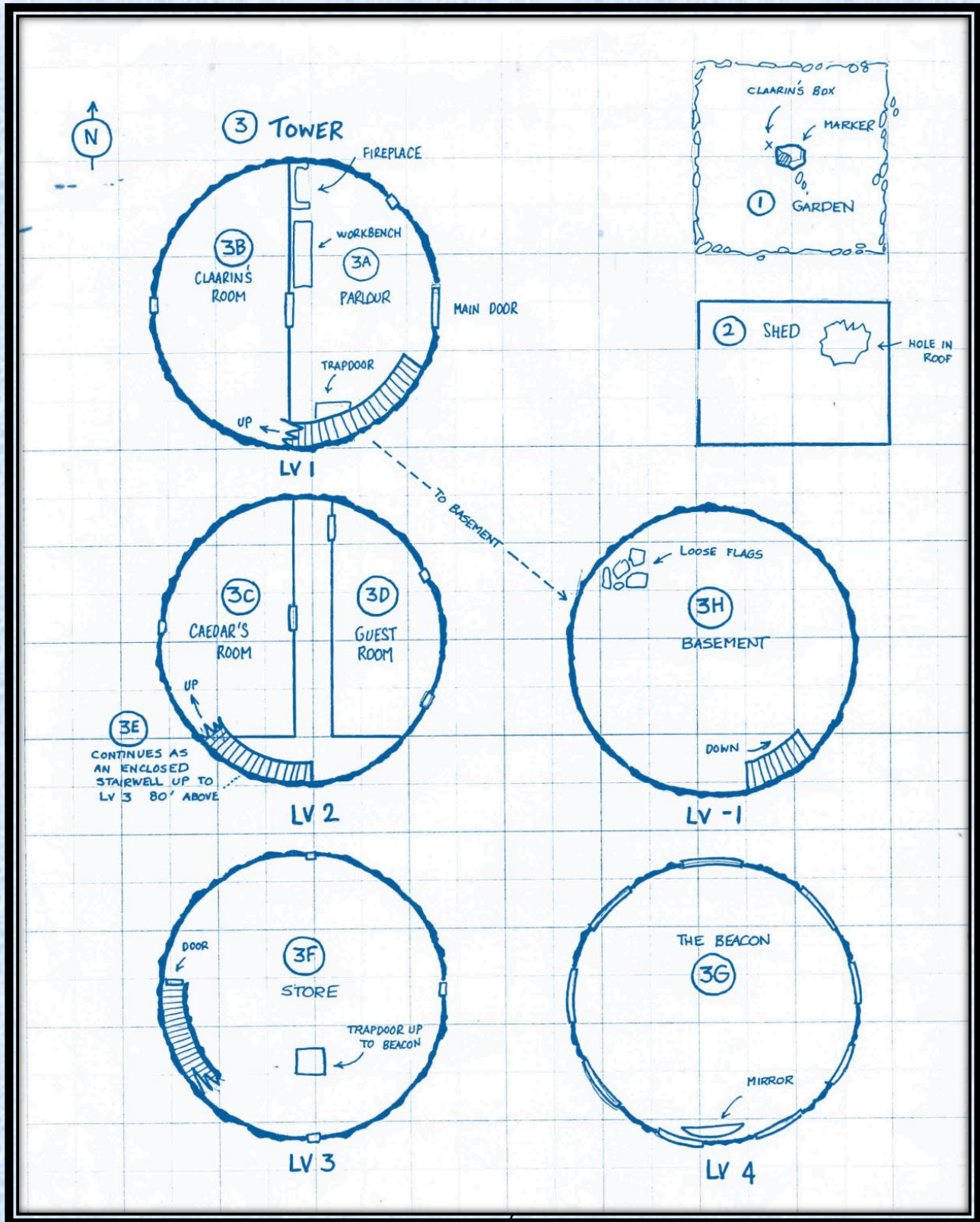
Enterprise House



Underground Ruin



Lighthouse



Eldoria



Brief Descriptions

Enterprise House (Warehouse)

Location: Darringmoor, Elkia, Eldoria

This is a large two-storey warehouse with a basement. The building is u-shaped and built around a central garden. This warehouse has had a number of recent owners and is presently in the hands of the Guild of Gold.

Underground Ruin

Location: Eldoria

This map is easily transferrable to any game. Below are some suggestions for each of the numbered positions on the map.

11. The second last stair descending is a false stair and will trigger a pit trap below.

12. This room has a roof once supported by cylindrical columns on the north and southern walls. Recently the wooden ceiling beams have collapsed and lie on the floor of the room. This area is very unstable and there is a 40% chance that more will fall on unsuspecting players moving through this room.

13. This room contains some tables and chairs. Underneath one of the chairs, is a small leather bag of coins. The leather belt tie seems to have been cut. It contains 23 gp, 2 sp and 1cp.

14. Exits to this room have experienced cave-ins and the door ways are very unstable. Players trying to explore these corridors has a 25% chance of setting off further rock falls. The basket lying in this room contains the remains of food, a small bottle of oil and a silk scarf.

15. On the floor of this room are two dead bodies. Both are male, one has red hair and the other lank dark locks and both look to be recently dead. It appears that falling masonry has caused their deaths. (Roll 3 rolls on the Mundane Items Table for general equipment). In addition, the redhead is wearing mage's robes (make 3 rolls on the Arcane Items Table).

For Mundane Items Tables see FoE product on DriveThruRPG/Friends of Eldoria

Lighthouse

Location: Eldoria

This is a stone lighthouse and can be easily transferred to any coastal area. This particular lighthouse is in disuse and is haunted by the ghost of a young boy and another ghost, the ghost of his murderer.



References

DriveThruRPG.com



Darringmoor Dart # 1 -14 Pathfinder Compatible. (2016-2018).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

Darringmoor Dart 1-5 BUNDLE (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.

Darringmoor Dart 6-10 BUNDLE (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.

Eldorian Charms, Pathfinder Compatible. (2017). Friends of Eldoria. Resource material on new spells for Clerics set in Eldoria.

Encyclopedia Eldoria, Pathfinder Revised Edition, (2016). Friends of Eldoria. A comprehensive guide to the world.

Eldoria Starter Pack Bundle (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.

Interesting Inn Series # 1– Sail's End, (2016) Pathfinder Compatible. Friends of Eldoria. (2016). Inn source material set in Eldoria.

Interesting Inn Series #2 – Muddy Boots Inn, (2017) Pathfinder Compatible, Friends of Eldoria. (2016). Inn source material set in Eldoria.

Little Dart 1-2 (2018). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.

Marvellous Maps – Shadow Forest, Pathfinder Compatible. (2018). Friends of Eldoria. Map source material set in Eldoria.

Marvellous Maps – Fantastic Floorplans, Pathfinder Compatible. (2018). Friends of Eldoria. Map source material set in Eldoria.

Marvellous Maps – Fantastic Floorplans 2, Pathfinder Compatible. (2018). Friends of Eldoria. Map source material set in Eldoria.

200 Mundane Items, Pathfinder Compatible. (2016).Friends of Eldoria. Mundane items source material set in Eldoria.

Mundane Arcane Items Tables, Pathfinder Compatible. (2017).Friends of Eldoria. Magic User Mundane items source material set in Eldoria.

Mundane Cleric Items Tables, Pathfinder Compatible. (2017).Friends of Eldoria. Magic User Mundane items source material set in Eldoria.

Mundane Rogue Items Tables, Pathfinder Compatible. (2017).Friends of Eldoria. Magic User Mundane items source material set in Eldoria.

Player's Concise Eldoria. (2016). Pathfinder Compatible. Friends of Eldoria. A short guide/handout about Eldoria that won't give any secrets away.

Quorull – A City of Guilds, (2017) Pathfinder Compatible, Friends of Eldoria. City set in Eldoria.

Rat's Nest, (2016) Pathfinder Compatible, Friends of Eldoria. Module for levels 1-4, set in Eldoria.

Reliquarium Eldoria. (2016). Pathfinder Compatible Friends of Eldoria. A comprehensive guide to the religions of Eldoria.

Surell Valley, (2018). Pathfinder Compatible. Friends of Eldoria. Inn source material set in Eldoria.

Ten Market Stalls. (2016). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

Ten MORE Market Stalls. (2017). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

Online Community Pages

There is a Facebook page '**Eldoria**' with information on this world here:

<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a '**Friends of Eldoria**' Facebook group where players can chat and find additional information:

<https://www.facebook.com/groups/358804577530186/>

Support us on Patreon and unlock the Secrets of the Vault, many unpublished secrets of Eldoria.

<https://www.patreon.com/Eldoria>



Previously Published Modules

Mindbane (generic role-playing adventure) Darkstar Gaming Pty Ltd 1983

Web of the Widow (Harnworld adventure) Columbia Games 2000

Shades of Gray (electronic d20 download) Auran Pty Ltd 2001

Dark Awakenings: Guardian (d20 adventure) Auran Pty Ltd 2001

Dark Awakenings: Shadowland (d20 adventure) Auran Pty Ltd 2002

Sanctuary (d20 adventure) Auran Pty Ltd 2002

Encyclopedia Eldoria (d20 campaign setting) Comstar games (2005)



Copyright

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Encyclopedia Eldoria Copyright 2005, Keith Done and Comstar Media LLC

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) above, and are not Open Content: All trademarks, registered trademarks, proper names (including but not limited to characters, deities, religions, nations, locations, events etc.), dialogue, plots, storylines, characters, artwork (including maps), and trade dress.



Fantastic Floor Plans

“Good layout is the minimization and accommodation of imperfection.”

Anyla Boringthon

Odressi Scribe and Temple Consultant

Four complete floorplans: Enterprise House, Underground Ruin, Lighthouse and the world map of Eldoria.

Have you ever felt pressure and frustration of finding a quick map when faced with impromptu designing of the surrounding area? Then Fantastic Floorplans series is the answer to your dilemma. They can be used as a player handout or GM reference material. Hand drawn, detailed maps of a variety of buildings are available in this reference material. GMs can use these maps for their own campaign, or as a supplement for use in the world of Eldoria.

Fantastic Floorplans is an exciting new line of products from the Friends of Eldoria guaranteed to breathe life into your RPG campaign. Each publication gives the GM ready to use maps for their game.

This is an information pack requiring the GM to design aspects of the adventure