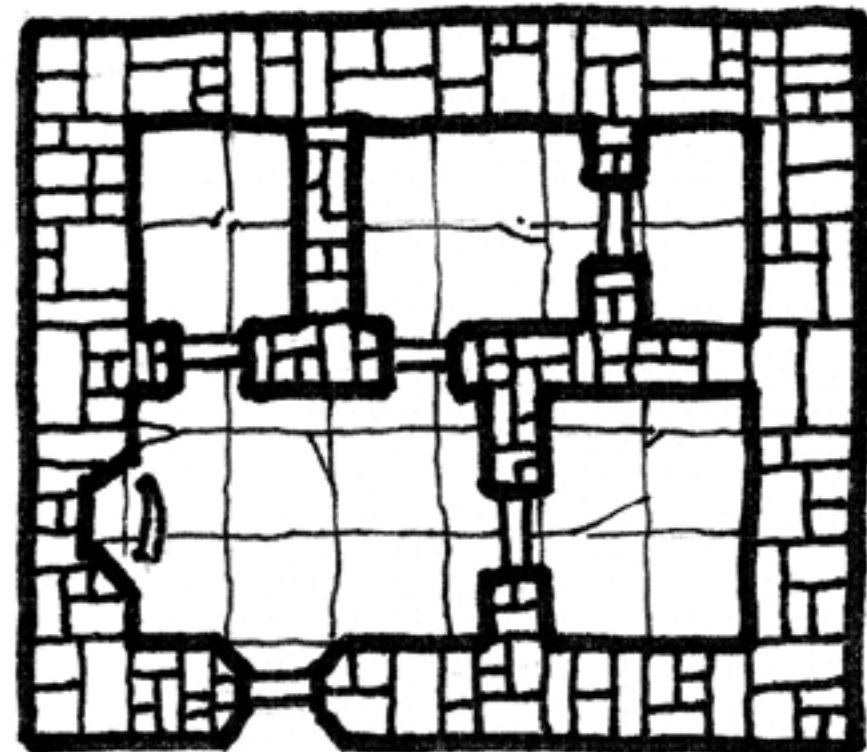
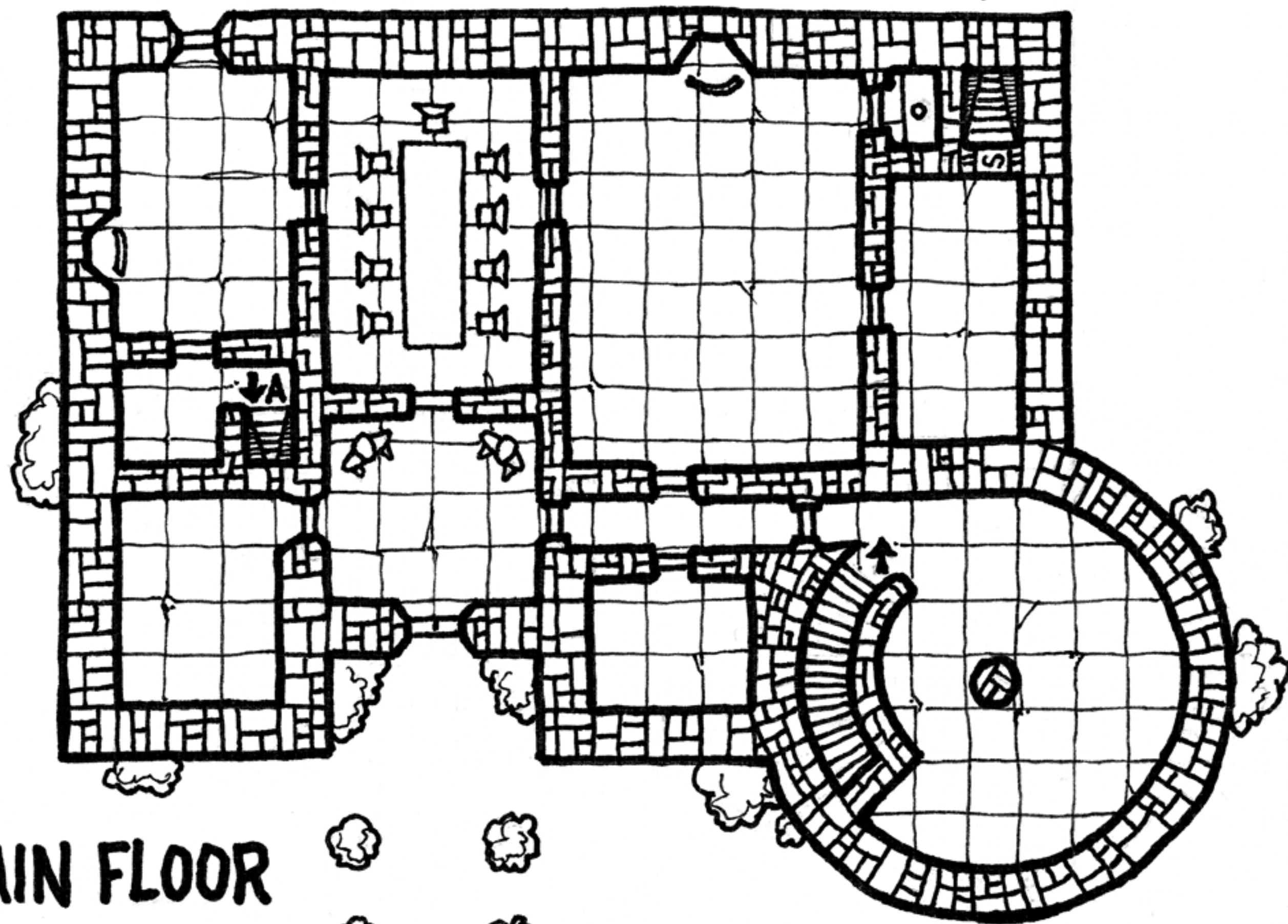


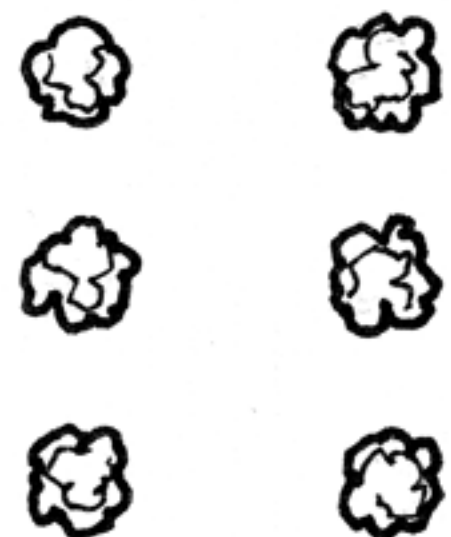
SERVANTS' COTTAGE



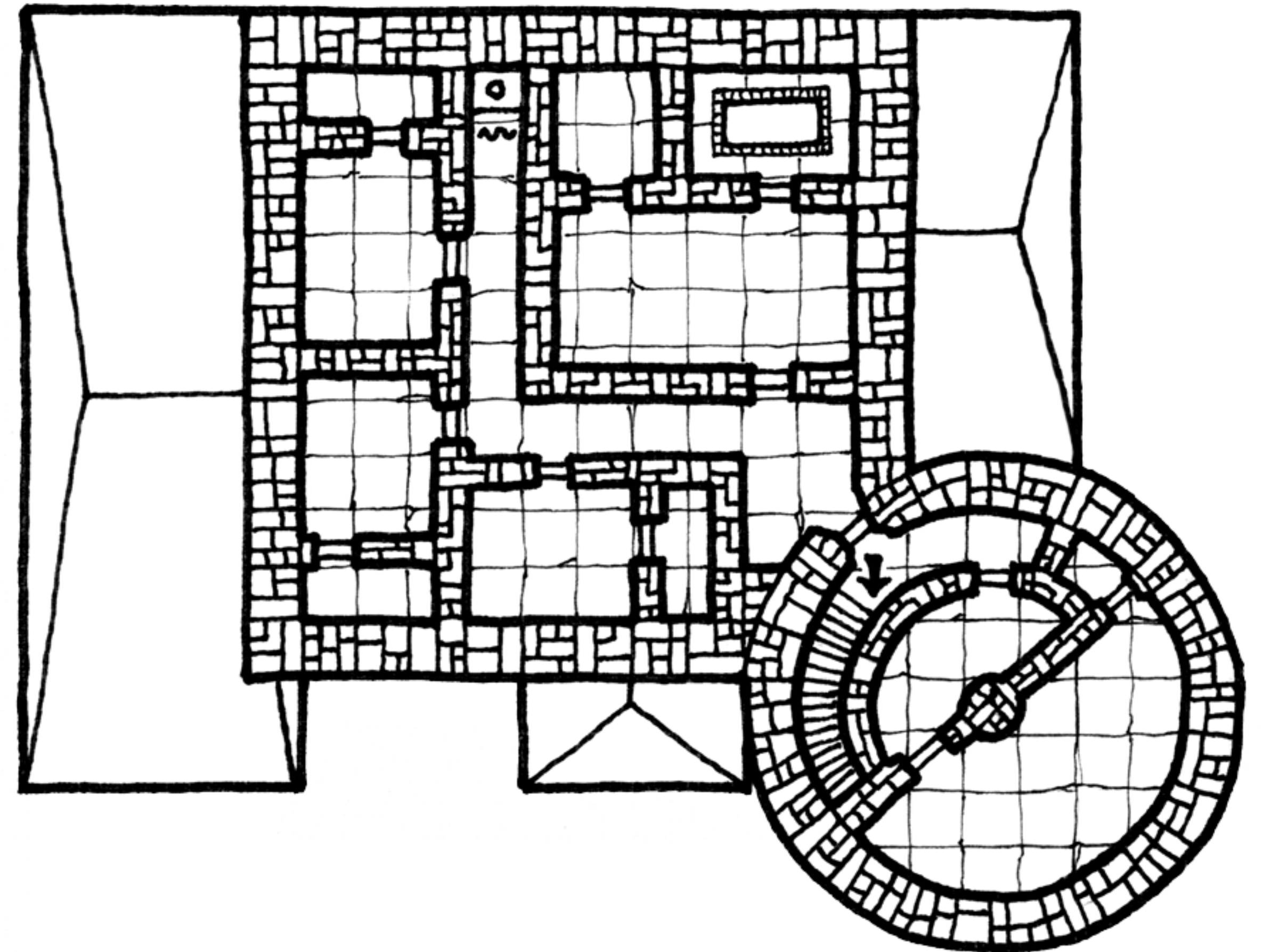
↓B



MAIN FLOOR

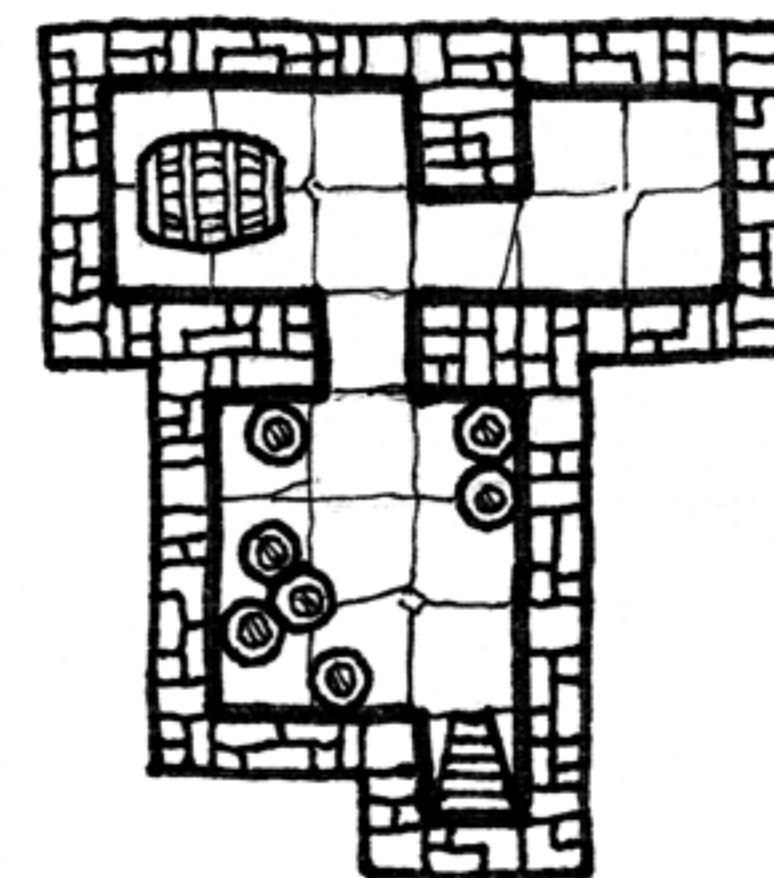


SECOND FLOOR

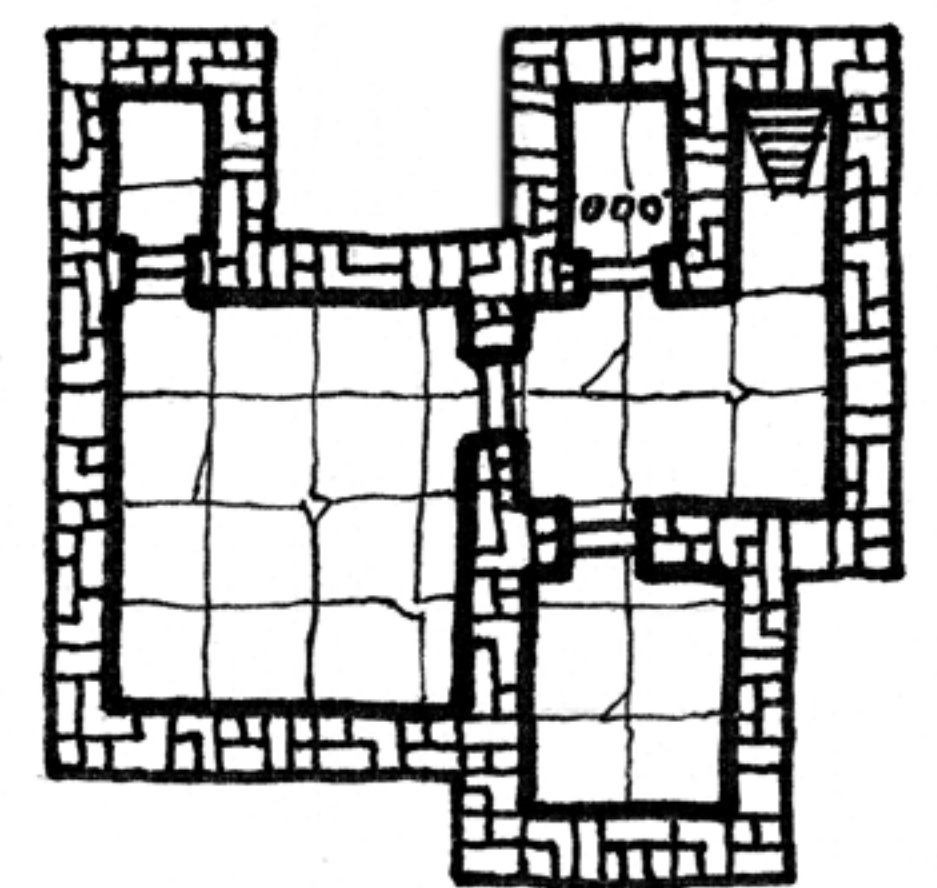


BASEMENT

(TWO UNCONNECTED SECTIONS)



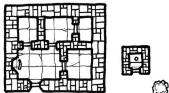
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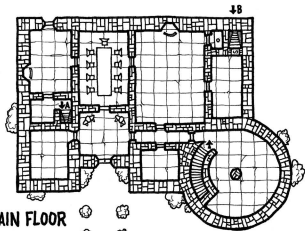
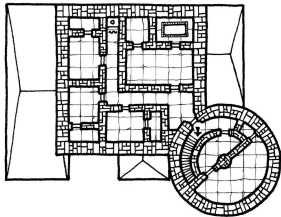
↑B

BARON KELROY'S STATELY MANOR

SERVANTS' COTTAGE



SECOND FLOOR



BASEMENT (TWO UNCONNECTED SECTIONS)



MAIN FLOOR



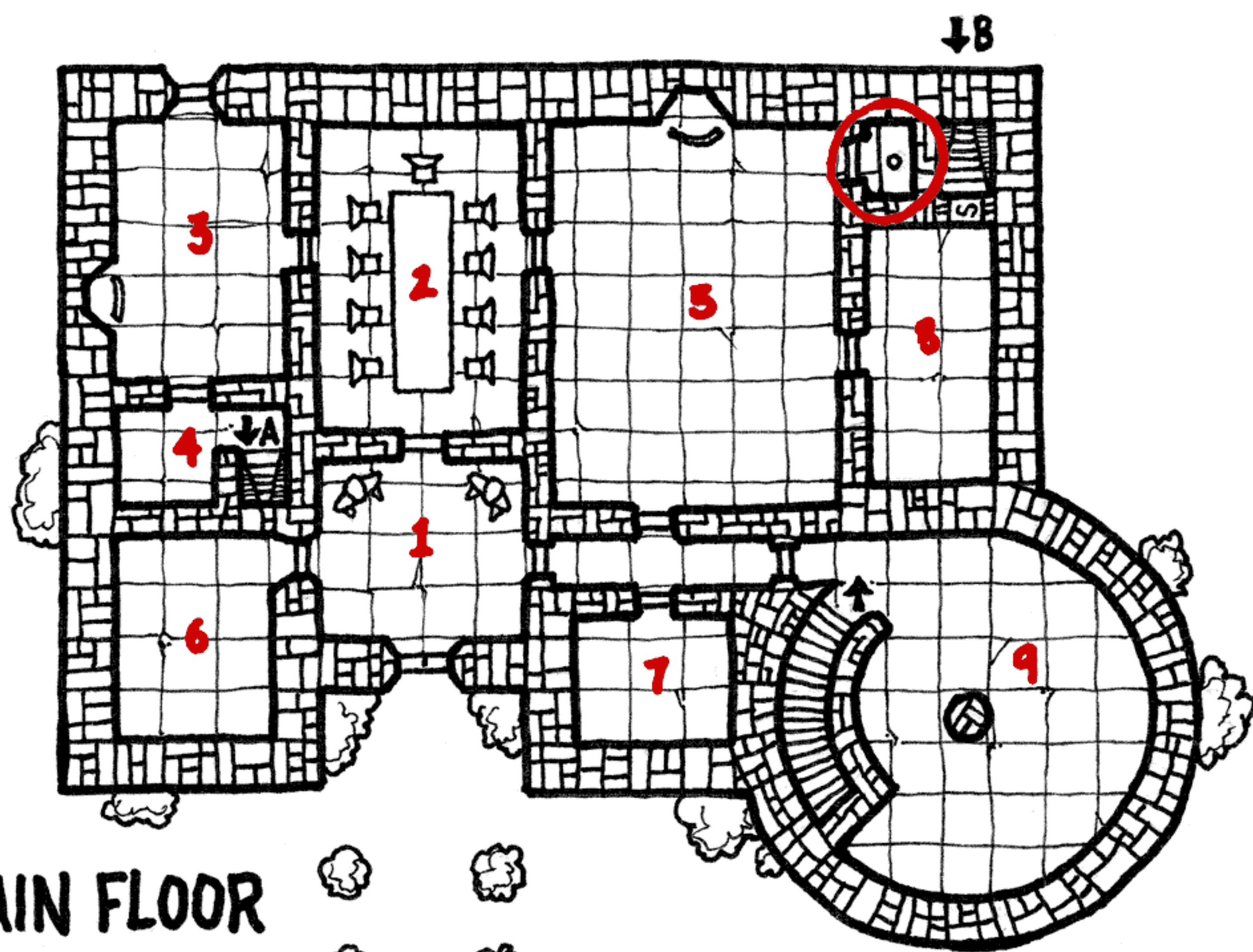
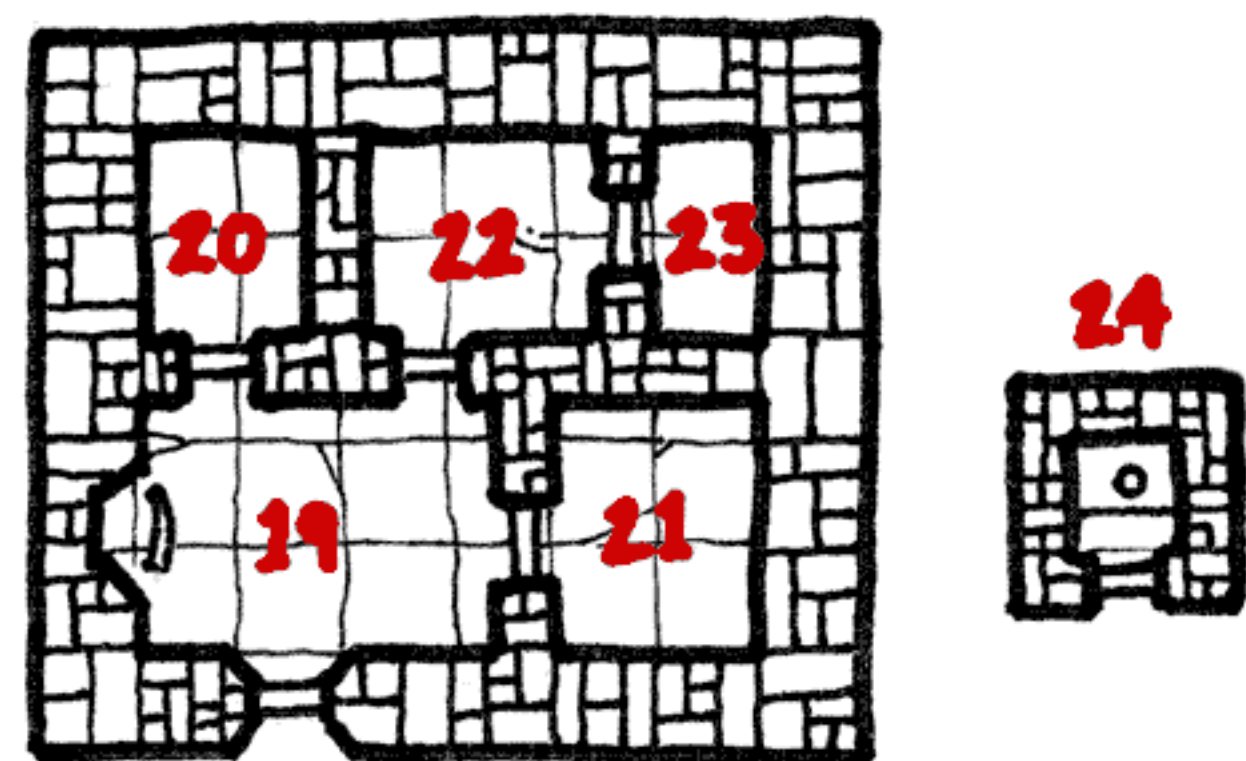
BARON KELROY'S STATELY MANOR

KEY

-  STATUE
-  FIREPLACE
-  BARS/GATE
-  PRIVY
-  CURTAIN

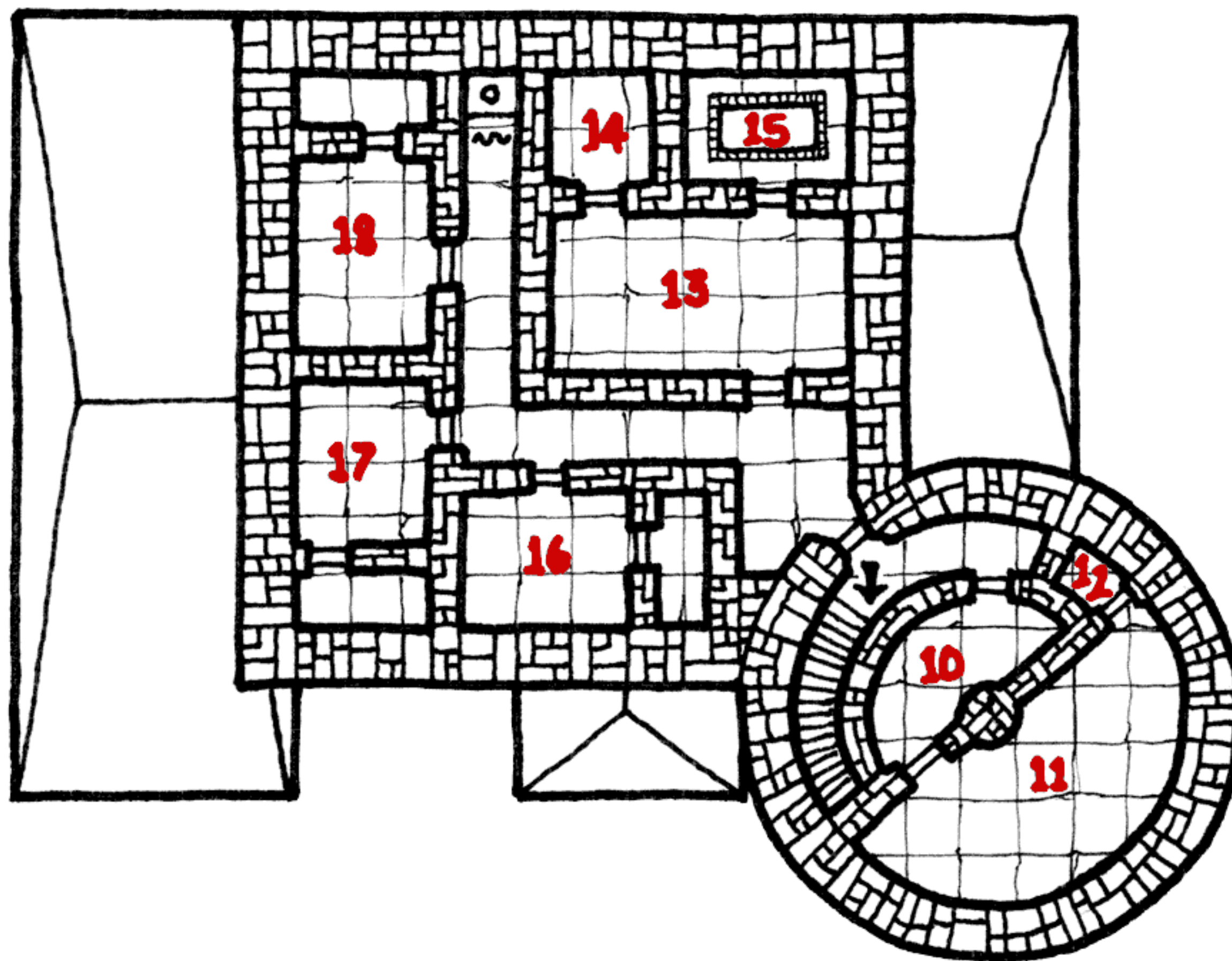
- 1 • ENTRY. THOSE ARE STATUES. COULD BE GOLEMS
- 2 • DINING HALL
- 3 • KITCHEN
- 4 • PANTRY
- 5 • GREAT ROOM
- 6-12 • STUDY? LIBRARY? GUARD BARRACKS?
ART GALLERY? OFFICE? SHRINE? ARMORY?
STORAGE? LABORATORY? GUEST ROOM?
WORKSHOP?
- 13 • MASTER BEDROOM
- 14 • CLOSET
- 15 • BATH
- 16-18 • BEDROOMS (WITH CLOSETS)
- 19 • COMMON ROOM
- 20-22 • SERVANTS' BEDROOMS
- 23 • MR. FANCY IN 22 GETS A CLOSET!
- 24 • OUTHOUSE. CRAPPING IN THE MANOR IS
FOR NOBILITY ONLY, PEASANT.
- 25 • FOOD STORAGE/MEAT LOCKER
- 26 • A CASK. PROBABLY BOOZE.
- 27 • WINE CELLAR
- 28 • NO SUGGESTION.
- 29 • A VERY UNHAPPY PERSON
- 30-32 • SEE 28

SERVANTS' COTTAGE



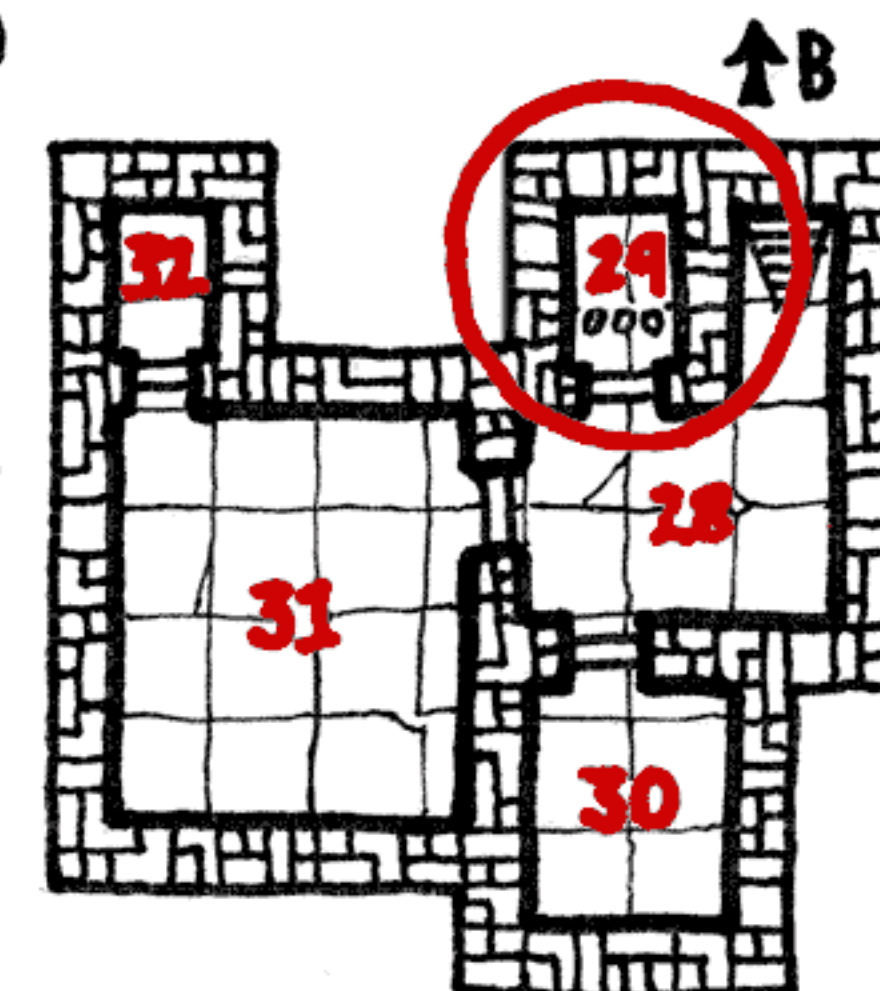
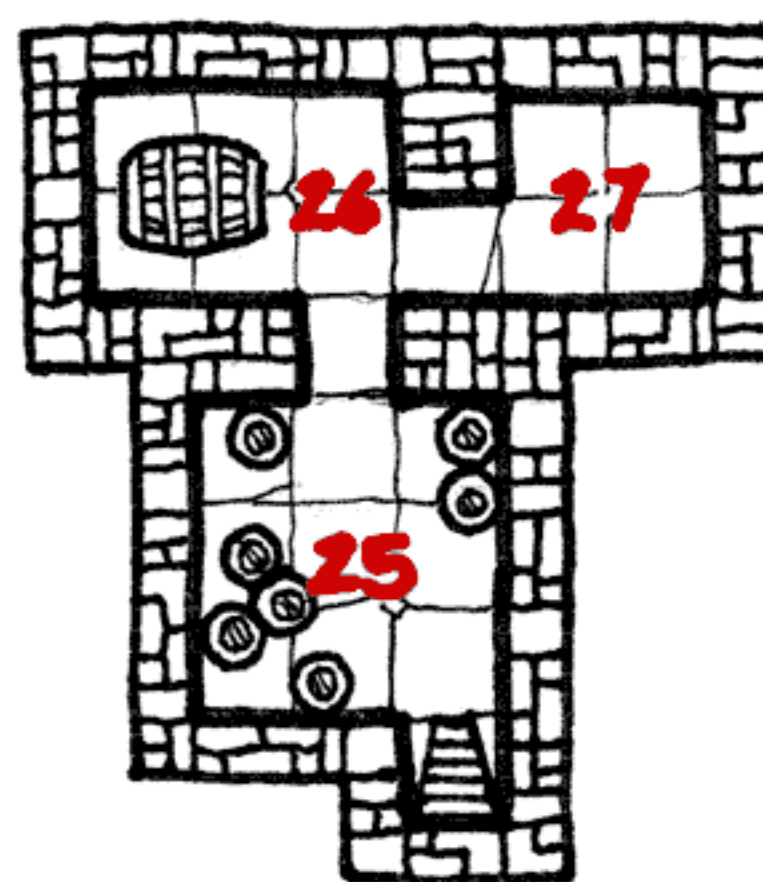
MAIN FLOOR

SECOND FLOOR



BASEMENT

(TWO UNCONNECTED SECTIONS)



NOTES FOR DMs

THESE ARE SOME OF MY THOUGHTS ON THIS MAP AND IDEAS FOR WHAT THE ROOMS MIGHT BE. FEEL FREE TO IGNORE ANY OR ALL OF THIS. FIT IT TO THE NEEDS OF YOUR GAME.

- I'M JUST GOING TO CIRCLE TWO ROOMS HERE. IF YOU SEE A CONNECTION BETWEEN THEM, WELL... MAYBE YOU CAN DO SOMETHING WITH THAT. MAYBE NOT. I'M JUST THROWING IT OUT THERE.
- I SEE A RESCUE MISSION HERE. PCs COULD SNEAK IN, GET AN INVITATION TO A PARTY OR JUST FIGHT THEIR WAY IN. MAYBE ONE OF THE SERVANTS HELPS OUT.
- IF YOU WANT TO USE THIS AS THE HOME OF A MORE WELL-ADJUSTED PERSON, YOU CAN JUST ELIMINATE THE "B" BASEMENT AND THE SECRET STAIRS AT 8.