



# Circular Rooms & Tower Levels

**Scale**  
1inch = 5ft in play  
Intended for  
25/27/30mm miniatures

This is a very simple set for the DM who enjoys improvising with cut-out-and-play re-usable scenery. Most of the art is hand drawn in pen on paper, before colour is added on a computer.

*Disclaimer: hand drawn designs can sometimes suffer from small inaccuracies in measurements when joined together. Hopefully this will not detract from the overall appearance of a map layout in play.*

For quick and easy results, the designer prefers to print to thin card on an inkjet printer, but normal paper will do. It is recommended that the dungeon builder carefully selects pages before printing - to save on ink (many folk will not require the "void" pieces, see below). The circular sections and counters are then cut out with scissors and, where necessary, mounted with glue onto spare card stock.

As with most of the Inked Adventures packs, these sections represent interior rooms. The walls are seen as from the inside. The wall thickness is in-keeping with the top-down 3D-effect walls of the 'Basic' and Square Tiles packs. If the DM wants to represent tower storeys with thick walls (like those in a castle adjoining an exterior area) we recommend mounting the sections onto dark card cut into circles larger than the section itself.

Circular rooms and tower levels: This pack contains chambers of varying widths. The larger rooms will require some assembly. We have not included tabs, since some DMs like to mount the designs on thick card or foam board without overlapping tabs. Tabs were also dropped due to the size constraints when printing to US Letter and A4 formats, but this means that there will be plenty of margin space which can be made into tabs.

The corner (pie-shaped) pieces can work well as separates, but in order to minimise movement on game table they can be mounted or glued underneath (to their counterpart sections) with overlapped paper or card. Extra weight on a tile or section is always a plus at the gaming table.

When presented as halves or quarters, these room pieces can double as curved edges of large rooms (when used with other Inked Adventures tiles or sections), or the semi-circular ends of a temple or oval tomb.

Open roof fortifications and crenellations can be implied by cutting out block shapes in the wall edge; or the DM can simply add black squares with a marker pen to indicate spaces on the battlements.

Narrow windows or arrow slits (balistraria) counters have been provided to be placed on the walls. These are reusable counters, but they can also be glued for a permanent layout.

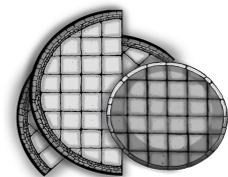
The archway counters are for entrances and exits. They are designed to overlap with the walls on other Inked Adventures sections and corridors, whilst maintaining a gap between rooms.

Curved stair pieces have been designed to run along the inside of the outer walls of the round rooms. Each stair piece fits a different size of room. This pack also includes small stone spiral staircases, along with a trapdoor and ladder for the smaller rooms.

This pack also includes large moveable holes or "void" sections, for levels where there is a gallery or overhang (see below).

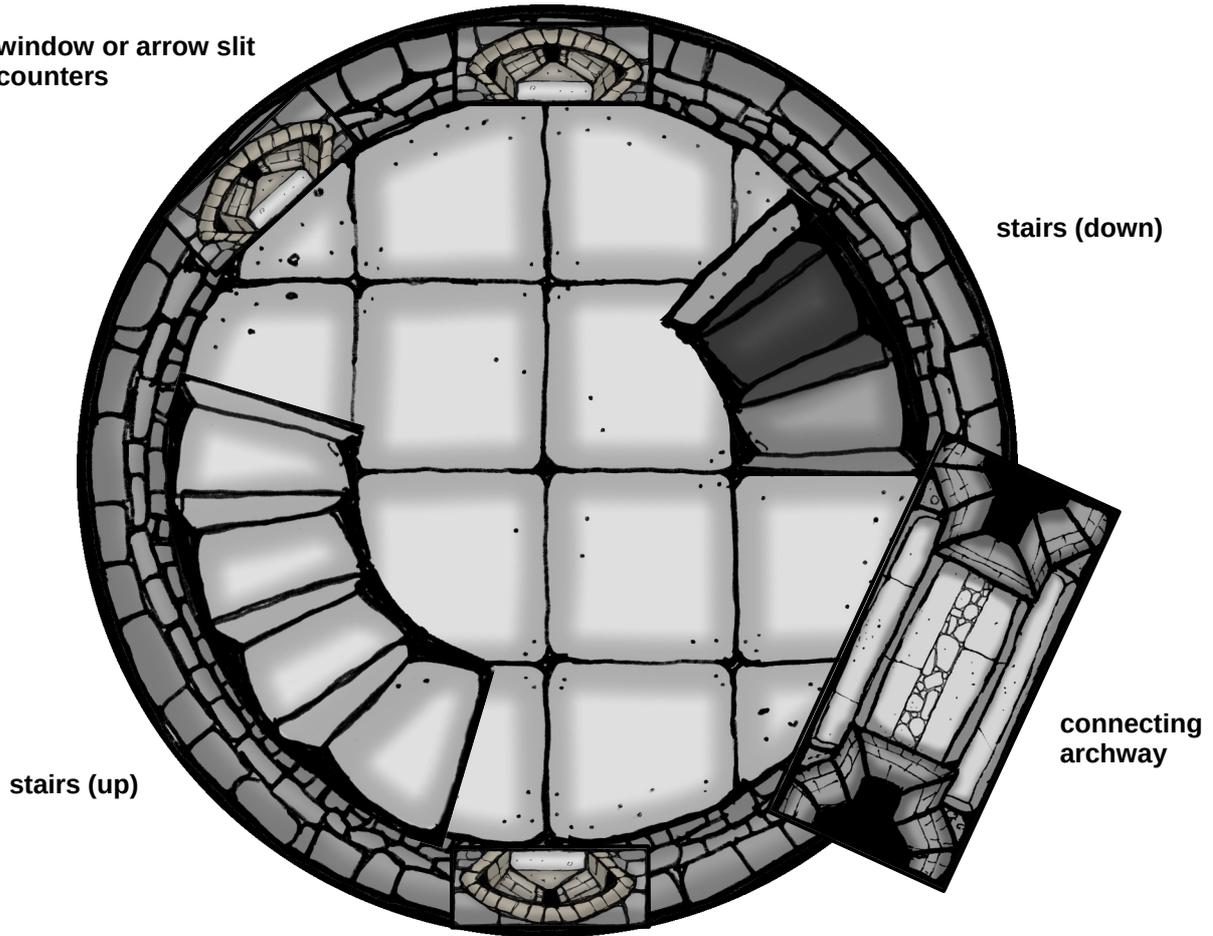
Enjoy!

Billiam Babble  
Inked Adventures 2016  
<http://inkedadventures.com>

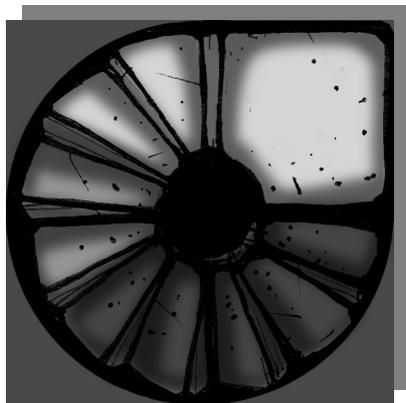


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window or arrow slit  
counters



### Scenery counters in use



spiral  
stairs  
counter

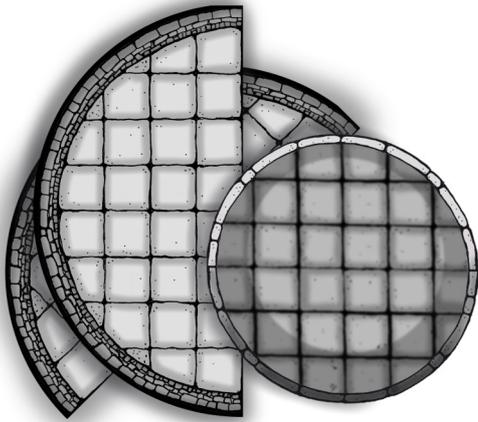


trapdoor  
(in floor)  
counter



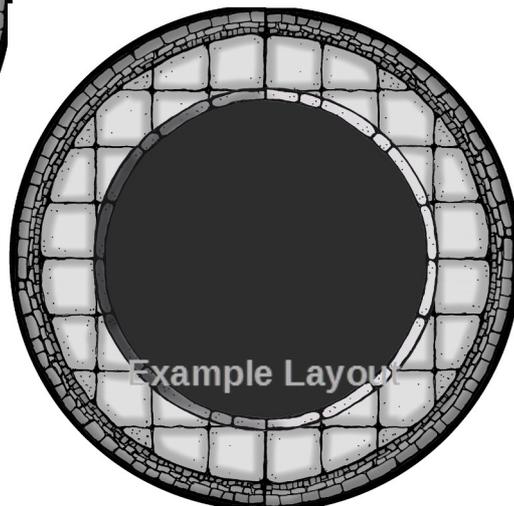
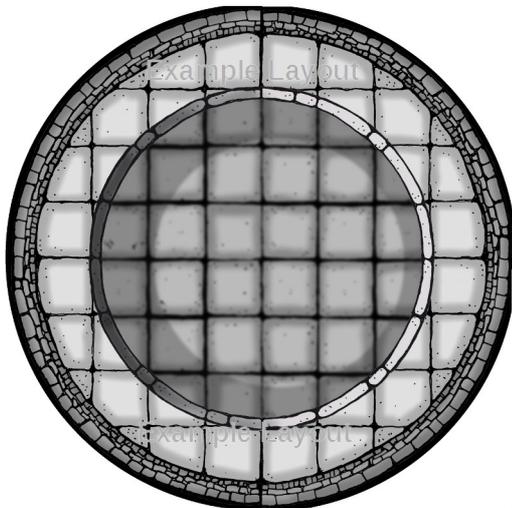
ladder  
counter

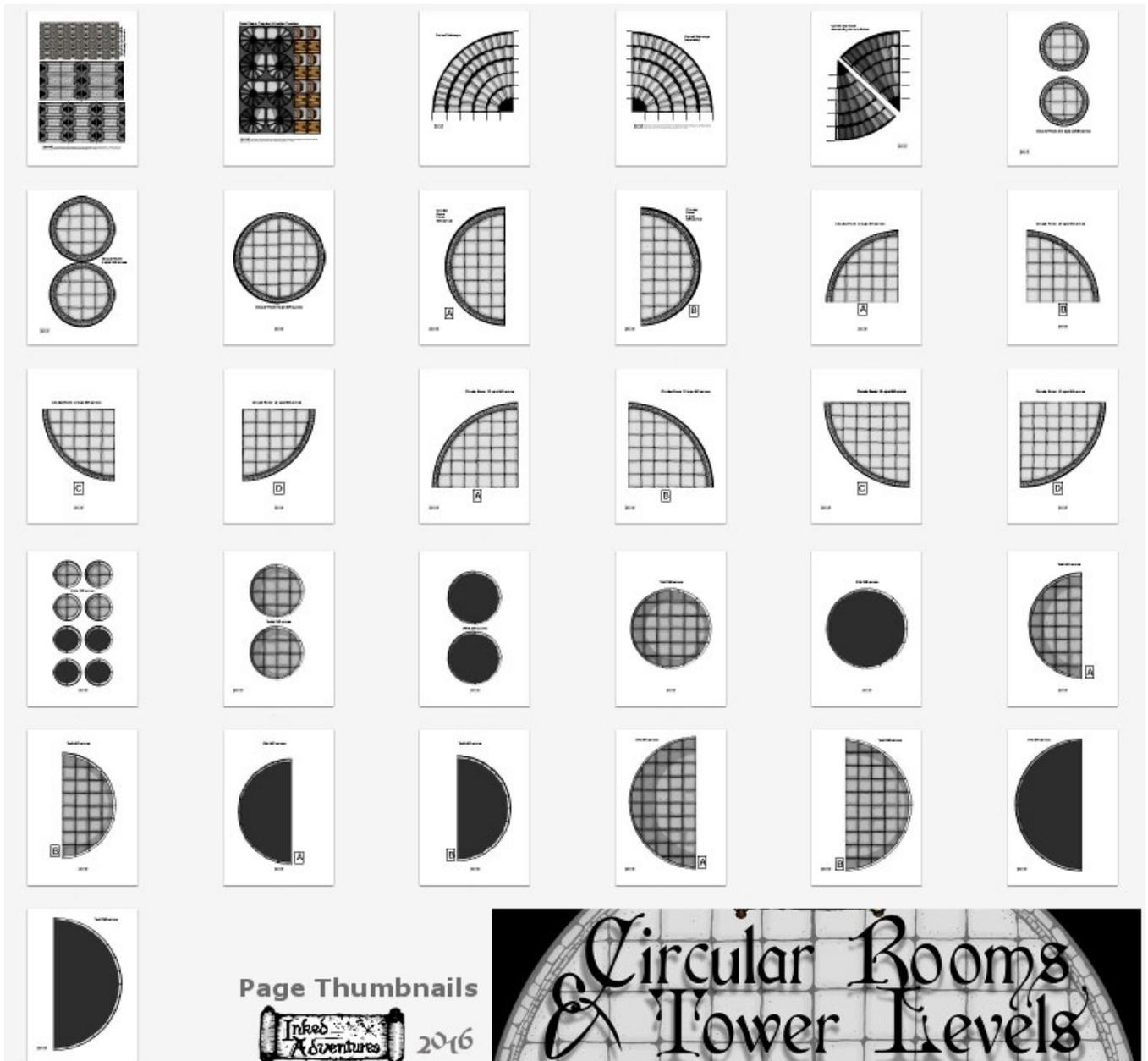




## Balconies and Voids

The “Void” pieces are overlays, like large counters. When placed in the centre of a round chamber or tower level, they are intended to represent a gantry or gallery which overlooks an area below. The grey-black filled pieces are for bottomless pits. They can also be used to represent deep pools or an impassible central column.





PDF, 31 pages

Tower levels or circular room designs, diameters: 10/15ft, 20ft, 30ft, 40ft, 50ft, 60ft. Plus "voids", stairs and scenery counters.



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