

DramaScape

Brief Encounters
Volume 02

River Barge

A Fantasy map for use with any system.

DS20002

CREDITS

With thanks to James and Dawn from RedBrick who helped us on our way.

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Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need. This map product is a full-color, 48 x 30 inch, set of Barges and Docks.

DramaScape map products are designed to be compatible with both square and hex-based games and this map product includes both types of overlays.

This product includes a dock with two buildings, two piers, a passenger barge, a cargo barge, and a small boat. This module also includes a complete water and a shoreline page that can be printed out multiple times to make the river as large as the Game Master needs.

You arrive at the docks and the smell of fish assaults your nose. A chilling gust from the river sends a chill down your spine. Inconveniences these, but you have need of the river's speed. Although the passenger barge is slower than most boats, it's still much faster than travel by land. And even if it weren't, you still have to get to the other side of this river.

The docks have two nearby buildings; one to the left is a warehouse where cargo from the docks is stored. A wagon is being loaded up with barrels for transport over land from the warehouse. To the right is a small inn for passengers waiting for their boat to arrive. The docks have a couple of wooden piers extending out into the water for cargo and passenger barges. A staircase carved into the stone and a paved ramp is used to load and unload heavier cargo from the cargo barges. Barrels and crates are strewn across the docks.

The cargo barge is the largest boat on the river, a sailing barge with one mast. Opening up the latch to the front of the top deck allows you to get into the large cargo bay below deck. A staircase towards the back of the top deck leads below deck to the lounge and eating area. The lounge has a large wraparound couch for relaxation, and a table with a barrel of ale nearby. A small kitchen is here to prepare meals with a stove, and a small table with two chairs for eating them. After eating, the table is used for cleaning dishes with a large bucket of soapy water. Next to the lounge, a door leading to the back of the ship leads to a smaller cargo hold for more valuable items that are more easily damaged as well as items used day-to-day by the ship's crew. A hallway from the kitchen leads towards the center of the ship with four doors that open to the crew's barracks. The captain and first mate have single bedrooms; the rest of the crew has bunk beds.

The passenger barge is the second largest boat at the docks, a sailing barge with one mast and a colorful covering that helps it be spotted at a distance by travelers. A staircase towards the front of the boat leads to the lower deck. After descending the staircase, there is a door immediately to the south leading to a small supply room. A hallway leads to passenger quarters in the middle of the lower deck both as double bed rooms and single room accommodations. The hallway continues to a small dining table

surrounded by chairs. A door in the dining room leads to a small kitchen with a couple of counters for preparing food and a stove. A staircase leads up to the top deck near the back of the boat. The door near the stairs leads to the crew's quarters.

The final boat is a small sailing boat suitable as a fishing vessel, a scout ship for the barges, lifeboat for the barges, etc. It is designed similar to the passenger barge. Stairs to the back of the boat leads below deck. A small kitchen and lounge area has a stove and counter, couch, and a table and chairs. A door near the stairs leads to a small storage room. The other door leads to a small sleeping quarters with 2 beds.









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This product includes a dock with two buildings, two piers, a passenger barge, a cargo barge, and a small boat. This module also includes a complete water and a shoreline page that can be printed out multiple times to make the river as large as the Game Master needs. Enemies may be pursuing the adventurers and they are trying to flee across the river, setting up an ambush at the docks. The passenger barge is perfect for a ferry to transport the characters across or down the river possibly with an attack by sea monsters looking to snack on a passenger or two. Maybe they need to sneak in to the cargo barge and procure some goods instead. Alternatively they are hired on to protect the cargo barge's precious cargo from pirates out to pilfer it for themselves. Adventures on the river abound with this new module from DramaScape.

The VTT file with this module includes all barges as .png files and the water and docks as .jpeg. They are saved at 100dpi.

