

DramaScape

Brief Encounters
Volume 09

Ruined Mill

Sample

A map for use with any system.

DS20009

CREDITS

*Mill: a machine for grinding, crushing,
or pulverizing any solid substance.*

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DS20009 — September 2012



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, Ruined Mill.

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

Most of the outer ring of the map is covered in thick shrubs and trees showing that the grounds have not been kept up in some time.

A stonewall in the northwest was built to keep the miller's house on high ground and prevent flooding in case the stone trenches had an overflow. A large sack on the ground once held grain, but insects have devoured it since then.

The miller's house has rickety stairs going up to the doorway. Looking into the house, the miller's bed is covered with wooden planks and most of the roof is completely caved in.

The center of the map has a canal built into a stone trench with a fork in it. The fork leads to the mill wheel and then curves back around in order to link back up with the main canal further downstream.

A stone bridge spans the main trench and a wooden bridge spans the smaller fork. The bridges are in surprisingly good condition. However, the wooden bridge may be deceiving as the boards may be rotted underneath.

The ruined mill is in even worse shape than the miller's house. The mill wheel is covered in moss and has not turned in a long time.

Only a few wooden planks remain where the roof once covered the mill and the interior is completely barren, even the machinery to turn the mill is gone.

A partially standing stonewall is across from the wooden bridge. A few rotted barrels and smashed crates lie in the area. This is all that remains of the warehouse that once stored the milled grain.

There are remains of an encampment here; a fire pit has been built in this area.

A large rock to the north, the stonewall, and the forest surrounding this spot make it a good area to hide the light of a fire.



Sample

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Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

DramaScape map products are designed to be compatible with both square and hex-based games and VTT products.

This module contains a ruined mill and the dilapidated remains of the miller's house. Stone trenches act as canals and funnel water to the mill and downstream. The house and mill were built on higher ground.

A partially standing stonewall is all that remains of the warehouse that once stored the grain. There are remains of an encampment here; a fire pit has been built in this area. A large rock to the north, the stonewall, and the forest surrounding this spot make it a good area to hide the light of a fire.

The area hasn't been used in quite some time, making this a good hiding place for people familiar with the wilderness such as brigands, bandits, scouts, or even rangers.

When visiting a local nearby village, the Player Characters are told about the old ruined mill. The miller was found downstream, dead of drowning. When the bravest villagers went to investigate, they found the mill wheel stopped up by strange seaweed. When they later turned up drowned downstream, the villagers became deathly afraid of the place, and made up a rumor about the ghost of the miller to frighten their kids to stay away from the area. The farmer may tell the Player Characters about the ghost of the miller and his wrathful spirit as well as having seen lights up in the hills during recent nights.

If the Player Characters go to investigate, they may find a group of bandits, brigands, scouts, or rangers. The bandits or brigands could have been using the area as a hideout from the law or as a staging point for raiding caravans on the road. Scouts may have been sent by a local army to look for weak points along the border with a foreign land or to scout the village for a takeover attempt. Rangers may be here hunting the bandits or brigands in the area.

One twist is that they find the brigands, bandits, scouts, or rangers, except they are all dead near the tree line, with the embers of their fire cooling. The Player Characters must investigate what killed them. A search of their bodies may reveal the cause of death; strangulation if they have any sort of Anatomy, Physiology, or Healing skills. Something killed these men, and it is up there stalking the Player Characters as their next victims. A stealthy plant or aquatic monster with a preference for strangulation and/or drowning is the suggestion for the adversary.