

DramaScape

Fantasy Volume 12

Dragon Throne

Sample

A Fantasy map for use with any system.

DS10012

CREDITS

You can build a throne with bayonets, but you can't sit on it for long.

Boris Yeltsin

Line Developer: Simon Powell

Writing: Steven J. Black

Editing: Vidar Edland

Layout: Simon Powell

Interior and Cover Artwork: Simon Powell

Product Director: Simon Powell

Assistant Director: Steven J. Black

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Internet: <http://www.dramascape.net>

Contact: info@dramascape.net

Facebook: www.facebook.com/dramascape

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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 32 x 30 inch, floor plan of a Throne Room.

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 no overlay version.

The Dragon Throne module is a single map for use in any fantasy setting. A single door in the south is the only entrance.

The room is in a circular shape. The floor is made of gravel with nary a piece out of place. Six pillars support the ceiling, each having a sconce and a lit torch. The dragon throne is on a raised dais. A luxurious red carpet extends from the throne. The red carpet flows past two bizarre candelabra and tumbles down a staircase, ending in the middle of the room.

Above the throne is a massive dragon skull and a flag of a red dragon emblazoned on a shield with a white backdrop. From this flag extend two dragon wings that encompass the throne as well as give support to a small upper level with wooden railings where the king's archer bodyguards watch over the room.

The dragon throne is an exceptionally good area for a villainous mastermind in a fantasy RPG to make his final stand. In a modern game, it could make for a great secret cult that may be aware of

occult powers in the present or has historical knowledge of magic from a previous age. It can also make for a great throne room for an alien race in a science fiction game.

The dragon throne can be used as the king's main throne room for the starting kingdom in your game, giving him some serious menace and also some background story. He could have been a dragon slayer in his youth, and these are his trophies from before the stress of running the kingdom and time wore him down.

But it also means the king has some great stories about adventuring from earlier times if the Player Characters want to listen to them.

The dragon throne could also be the seat of power of a dragon worshiping clan of monsters. The dragon throne has a lot of elements that can make for an interesting boss fight.

The Player Characters need to deal with the king's melee bodyguards on the ground level, his archers above the throne, as well as likely the king and his most powerful advisers such as a magic slinging sage.

The pillars can give some cover against missile attacks, but are pinned back and away from the main action. Defeating

the king may also have some consequences. This may anger the dragon they are worshipping, earning the Player Characters another enemy.

If they survive the dragon's ambush, maybe this leads to a fight with a dragon in his lair and a hoard of treasure, if they survive.







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