

DramaScape

Fantasy Volume 01

Hillside Tavern

Sample

A Fantasy map for use with any system.

DS10001

CREDITS

Special thanks go out to Steven J. Black for his help in writing and creativity, Vidar Edland for being my sounding board, and the Dundjinni forums for miles and miles of inspiration.

~Simon Powell

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ÖÜF0001 — January 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, 42 x 30 inch, single-floor inn, tavern, and stables literally cut into a hill- or mountain-side.

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DramaScape map products are designed to be compatible with both square and hex-based games and this map product includes both types of overlays. The map is spacious, giving the Game Master room for whatever type of combat he or she needs: a bar-room brawl in the tavern, a night ambush on sleeping characters in their bedrooms, horse thieves trying to steal the group's mounts and wagons from the stables, or just to provide the ambiance for a restful bit of in-game downtime. The attention to detail is amazing, with the locations of lamps and torches clearly marked on the map, assisting Game Masters in knowing which areas are well-lit and which are not for people trying to skulk in the shadows.

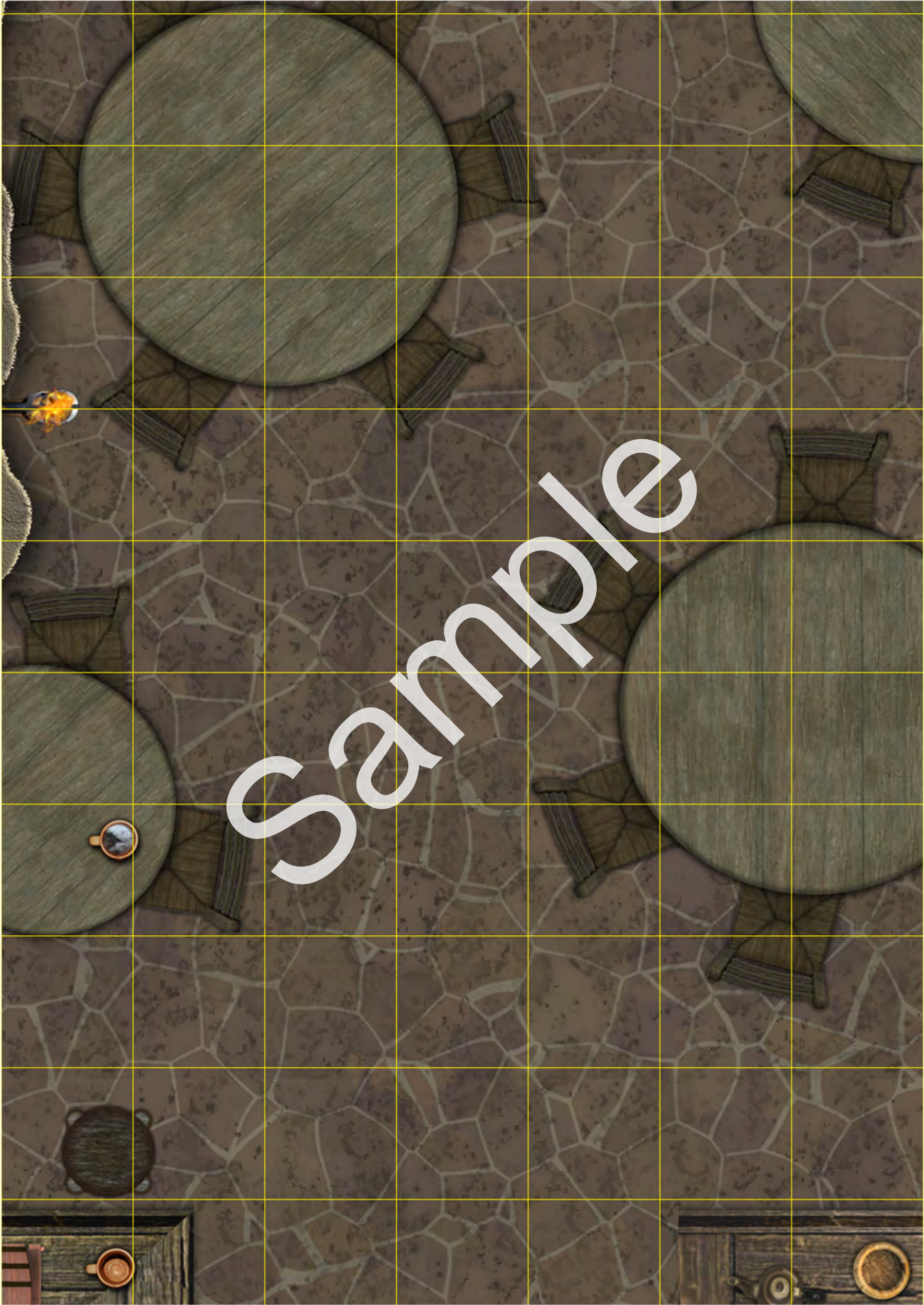
Level One: There are three different bedrooms available at the inn: an unlocked common flophouse room with many beds; a private locked room with a chest for gear, a small desk, and a large double bed; and finally, a private locked suite with a bath, large personal study desk, and large double bed. The central common room contains: three large tables and one small table, all surrounded by chairs; a bar with barstools; a kitchen including a stone hearth for heating hot food and a chimney to get rid of the smoke; multiple casks of ale; and a counter to order and prepare meals. A small privy is adjacent to the common room; a useful location, to be assured, to place it. The stables includes many stalls for horses, enough space to store a large wagon, as well as hay and water to feed the horses. A small warehouse contains additional barrels of ale, crates of food, and a tool chest for repairs. It also contains the tavern's source of water; a well that runs nigh fifty feet deep and draws water from an underground river. A secret passageway leads from the storage room to stairways descending to the underground river below—a great place for another adventure to start!

Level Two: The underground level has a large river across the center of map with a tributary. The river current flows from east to west, with the well drawing water from the easternmost side of the map, just south of the secret staircase. The river forks in the middle of the map, and the tributary flows in from the north. The privy dumps into this area and has the smell of a sewer. The river has sections where there are shallows close to the shore and deeper areas in the middle. There are two bridges that cross this river as well as a small island in the middle of the river. To the south of the stairs across the eastern bridge, there is a large group of barrels, another storage area for the inn. Two iron-rich stalagmites in this room tell of a time when this area was used for mining. An iron cage is here, used as a pen for drunkards who need to cool off for the night after fighting in bar-room brawls, or too drunk to go home. A locked door here leads to a mining area with three rooms where the iron ore veins were completely cleaned out. Across the western bridge is a small mine that has some small veins of gold in it, as well as abandoned wheelbarrows and picks. Why did the mine shut down? Did the miners find something as they dug further into the earth that terrified them enough to stop digging for iron and gold? This second underground river map can be useful for Game Masters in need of an underground sewer type of dungeon as well.









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