A Fantasy map for use with any system.

Free Volume 14

The Folly

DramaScape
"The farmers have taken from the land for far too long! It is time that they are harvested instead!"

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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 folly.

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 folly is a building constructed solely for ornamentation.

This particular folly consists of a fountain in the middle of a walled-off stone courtyard.

The stone used in the folly's construction appears old, weathered, and cracked.

The staircases and pathways to the west and north go up and towards the keep.

The staircases and pathways to the east and south go down towards the entrance.

The folly itself has four double-archways as entrances to the north, west, south, and east through the surrounding walls.

The fountain is covered with creeping vines.
Instructions for cut outs:

**Printing:**

Print only the pages that you need.

Overview: Page 5
Square Overlay: Pages 6 to 17
Hex Overlay: Pages 18 to 29
No Overlay: Pages 30 to 41

**Layout:**

To place the cut away maps together you'll need to remove the white borders. You don’t need to remove all the white borders around the edges, just remove the pieces in between the map sections, leaving a white border outside the map in the center. If you leave the top white piece and the right white piece of each page, you have a piece to glue onto. Use any cutting tool to do this, scissors being the preferred method.

<table>
<thead>
<tr>
<th>Square Layout:</th>
<th>Hex Layout:</th>
<th>No Overlay Layout:</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 7 8 9</td>
<td>18 19 20 21</td>
<td>30 31 32 33</td>
</tr>
<tr>
<td>10 11 12 13</td>
<td>22 23 24 25</td>
<td>34 35 36 37</td>
</tr>
<tr>
<td>14 15 16 17</td>
<td>26 27 28 29</td>
<td>38 39 40 41</td>
</tr>
</tbody>
</table>

**Assembly:**

Either tape them together using transparent tape, or glue them onto a large sheet of posterboard or cardboard.

**Scale:**

Print Layouts are set to 1 inch (square or hex) = 3ft. VTT images are set to 100 ppi (1 inch = 3ft).
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.

"The farmers have taken from the land for far too long! It is time that they are harvested instead!"

The folly is a building constructed solely for ornamentation. This particular folly consists of a fountain in the middle of a walled-off stone courtyard. This product includes image files for your virtual tabletop (VTT).

The folly can be used in most settings. It makes an excellent lead-in to a castle in everything from a fantasy game to a modern game. It is also a good location for high-class outdoors socialization, for discovering a victim in a murder mystery, for settling scores with a duel, or to hold a last stand from behind which walls our heroes struggle desperately to fight off hordes of barbarians or monsters.

Local villagers have been disappearing. The superstitious townsfolk beg the group to investigate a nearby haunted castle for them. One of the villagers insists that the castle itself is kidnapping people from the village. If the group accepts the heroic assignment, they should find themselves on the scene at the folly. As they near the fountain, the vines come alive and attack. To make matters worse, the very grass beneath the heroes’ feet become animated and joins the attack. After killing the vines (and grass), the group finds the corpses of several villagers decomposing in the grass. These corpses have plants growing out of them, as if used as fertilizers.

Should they continue deeper into the castle, the group finds even more dangerous plants (DramaScape’s Courtyard Ruins, Castle Ruins, and Western Keep all make for good locations to use for further inside the castle). After defeating vines, trees, flowers, mosses, and other plant creatures, the group finds a mad druid at the heart of it all. The mad druid explains his experiments as him trying to teach nature how to protect itself from farmers. The adventure’s climax is against the druid, his animal companions, and any remaining plant creatures the druid still has, including his latest experiments. (Unless the heroes agree with the druid’s perspective and join him, that is. In this case, the climax instead comes with druid and the “heroes” attack and slaughter the villagers).

If the group succeeds in defeating the druid, they are able to save a few of the hostage villagers who are still alive bound by vines. They return to the village as heroes and are given a sumptuous feast in gratitude by the village.