Medieval Quarry

A Fantasy map for use with any system.
CONTENTS

Map Description: ..................................................... 3
Map Layout .............................................................. 3
Map Overview.......................................................... 5
Map Pages............................................................... 6

DramaScape™ is a trademark of Simon Powell. All
rights reserved. Copyright © 2013 Simon Powell. No
part of this publication may be reproduced in any
form by any means, electronic, mechanical,
photocopying, recording, or otherwise without the
written permission of the publishers. Permission to
copy is granted for the Map Pages for personal use
only.

Internet: http://www.dramascape.net
Contact: info@dramascape.net
Facebook: www.facebook.com/dramascape
Google +:
https://plus.google.com/communities/102550450568545190280

DS10048 - January 2014
Medieval Quarry

Map Description:

The northern part of the map is dominated by grey stone covered with moss. This is likely limestone. The miners have built a series of ramps and ladders on top of stone ledges they have carved into the mountainside building up towards rock of a different gold-red color in the north center of the map. This is likely sandstone, a softer material to extract. The red-hue could indicate iron (from oxidized iron and would make it more valuable than the surrounding stone) or the gold hue could indicate something of much greater value (like oxidized gold, something more likely to entice your players to this adventure site, but far less probable) The mountain’s elevation rises from the ground level in the center of the map to the its zenith along the northern edge of the map.

The main ladder leading up to the stone ledges and wooden ramps from ground level is north of the storage barn. The wooden structure in the northeast corner of the map is part of an extensive rope and pulley system used to lower stone slabs extracted from the center rock formation to ground level. Hey watch out for that ox! The main pulley wheel is the circular wooden structure in the south center of the map with a wooden cart to the south. The wooden structure in the southeast corner of the map is used for mooring and securing many of the ropes of this pulley system. Underneath this structure are stone slabs of grey color likely remnants of stone cut to create the manmade stone ledges to reach the more valuable center rock formation earlier in the mining process. More of these ropes are attached to the storage barn in the southwest center part of the map. The storage barn has a wagon inside and an ox pulling a cart nearby.

The ground level itself is a patchwork of grass, gravel, rocks, and dirt. There were once trees here, but were all chopped down to help create the wooden structures, ladders, and ramps leaving many stumps behind as the only evidence of their presence. The many stone slabs on the ground or suspended from the pulley system on the map are of the same color as the center rock formation, further proof that this is the rock they are interested in extracting currently. Entering the map is easiest in the south at ground level, although I suppose a bold adventurer or overly cautious bandit might climb the mountain from the other side to end up on the north edge of the map.

Using Medieval Quarry with our other products

For additional carts, wagons, oxen, and horses we recommend our Wagons Roll product. The Wagons Roll forest path can be used as a transitional path to our Logging Camp product. Our Logging Camp can be used as the place where lumber is taken to the Medieval Quarry to form the ramps and ladders as the quarry expands. The group could also fight the bandits here and prevent them from stealing the wagons and animals from the loggers as part of the Quarrel over the Quarry adventure hook.
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.

“Pull! We must work as fast as we can. If brigands discover that we have found gold deposits in this simple quarry before we can get it back to the safety of town...”

Fight for resources at our Medieval Quarry. Ramps, stone ledges, and ladders offer an upwards battle up the side of the quarry. A rope and pulley system offers a pull of a rope and a swing to a new spot in the quarry as stone slabs fall on your enemies below or an acrobatic balancing act to walk the tightrope from place to place in the quarry. Special maneuvering and trap options abound with this map.

Medieval Quarry is a single exterior map of a medieval mining operation. The map has a single interior of a storage barn used for sheltering wagons bringing in supplies.

Medieval Quarry is intended for use in fantasy games. It can also be used in historical games in BC times (for example, it would work well in a game focusing on Greek city-states). It might also fit in the Dark Ages after the fall of Rome, when mining techniques the Romans used were lost (The Romans used their aqueducts to bring water to mines to perform more advanced hydraulic mining than depicted here).

Adventure hook for this map:

Quarrel over the Quarry: A local quarry owner offers a curiously high price for guards via a messenger to a nearby town. The group is offered the job by the messenger. It is odd in that the job isn’t listed on any job boards at local taverns and inns and the price seems too high to guard mere stone.

Meanwhile, a group of local bandits attack the nearby logging camp during this time to procure horses, oxen, carts, and wagons for their heist. The miners’ frenzied activity after a slow start has not gone unnoticed by the brigands. They are determined to get the valuable ore themselves without doing the hard labor of mining.

The group should arrive during the daytime so they can look around and plan on how they will defend the quarry during the night. Archers and magicians can take up lookout positions on ramps or stone ledges excellent for sniping or casting from afar. Rogues can set up traps of stone slabs that can be cut loose by slicing the attached rope from pulleys. Swordsmen can fight on ladders, ropes, and other platforms to show their prowess.

At night the bandits arrive to steal the slabs of rock excavated from the quarry and it’s up to the group to fight them off and prevent the theft.

If the group succeeds in defending the quarry, the quarry master gives them a wagon with stone slabs and some gold pieces to pay for smelting the ore as payment. And the amount of gold is much less than what was offered. The quarry master can’t pay that price in gold pieces but insists the gold in the slabs should be enough for the offered pay.