

# DramaScape

Brief Encounters  
Volume 10

## The Cellar

Sample

A Fantasy map for use with any system.

DS20010

# CREDITS

*"But the real interesting stuff is in the cellar and the attic."*

*Sherman Alexie*

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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, 24 x 14 inch, Cellar.***

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.

In the south center of the map, a long staircase descending from the first floor or a cellar door (to ground level outside) is the only entrance, barring secret doors. The stone floor is weathered and old, with pieces of stone rubble and patches of dirt lying on top of it. There is a hallway going through the center of the map that ends with a stone statue. This would make a good spot for a secret door activated by manipulating the statue, as the end of the hallway is rather abrupt and conspicuous. The main hallway has four openings leading to four rooms.

The southwestern room has a center stone pillar. Several barrels are strewn about the room. Some of the barrels have spider webs draped across them. A workbench is next to the western wall. A fallen cabinet in bad condition has fallen to the floor along the southern wall. A bucket holds water dripping from above.

The southeastern room has a stone pillar next to the eastern wall. There is an L-shaped tool bench with swords and

other tools, with a table nearby along the northern wall. A shelf for pots is attached to the eastern wall. This could have been a blacksmith's shop at some point, the kiln having being turned into a stone pillar and bricked over. The rest of the room is filled with many crates and barrels, with most of the barrels in the southeastern corner covered by a large spider web. This room makes a great spot for a torture chamber because of the tools and table for a victim. This can be used as a place to torture hostages or GIs for information.

The northwestern room has a stone pillar next to the western wall. There are wooden high beams adding to the cluttered debris on the floor. A rocking chair is propped up next to the southern wall. The northwestern corner is dominated by a lot of barrels covered by a large spider web and several other barrels are scattered throughout the room.

The northeastern room has a center stone pillar, which has skeleton propped up against it. There are wooden high beams adding to the cluttered debris on the floor in this room as well. The rest of the room has barrels haphazardly placed around the center pillar. A small spider web is in the northeastern corner.





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**This module is a one-floor basement or external cellar. There is a staircase going down to a main hallway, and four cellar rooms.**

**This very versatile map can be used in anything from medieval to more modern day settings.**

**This makes a great place for a hostage situation. The bad guys kidnap hostages ranging from a noblewoman to a politician's wife and hold them for ransom, then hole up in this cellar as a meeting place for the people they are blackmailing. The stone pillars and barrels give lots of cover for ranged weapons ranging from crossbows to modern guns. The Player Characters are hired to save the hostages probably by the people being blackmailed.**

**As a World War II scenario, this would make an excellent bottom level to a castle where prisoners of war are being held. The Player Characters are given mission orders to free the prisoners of war while the Allies make an assault on the castle as a distraction. Shells from ally guns are causing the castle to shake; high beams and stone rubble fall from above with every shot fired. The Player Characters have to deal with the Axis forces in the basement and save the prisoners before the Axis soldiers escape with the prisoners and transports them to another location.**

