

# DramaScape

360

Fantasy Volume 29

## Grove of Hands

Sample

A Fantasy map for use with any system.

DS10029

# CREDITS

*"Whatever ritual they are performing, I think we should stop them.  
I don't think we will like the result!"*

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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, Battlemat of a Strange Grove.***

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 Grove of Hands is an odd clearing in the middle of the forest.

There are five hands around the edge of the map in the forest that look like trees with the fingers as the roots.

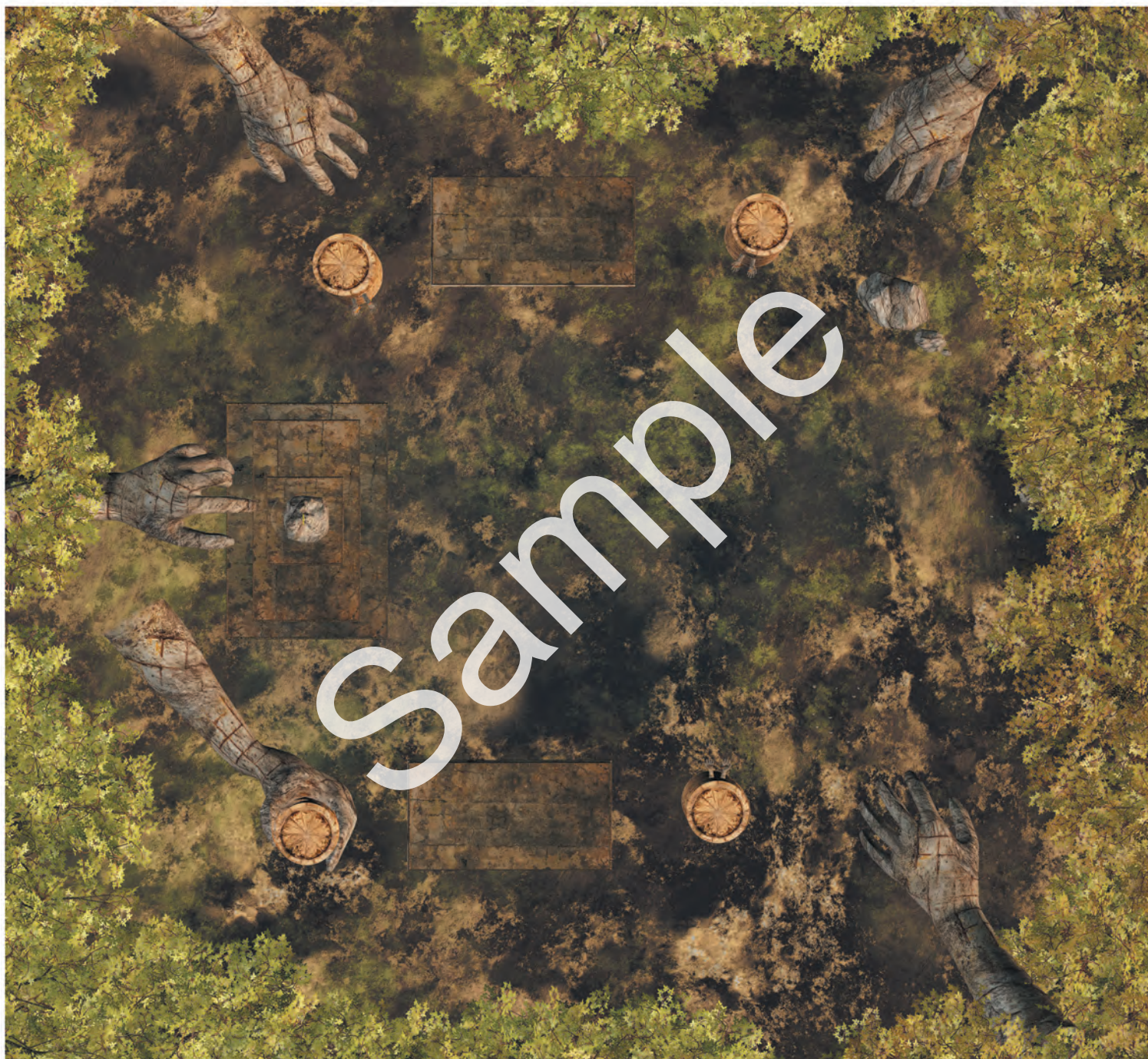
Four pillars have been erected in the four quadrants in the clearing. Three of them have two small hands extending out from them holding torches.

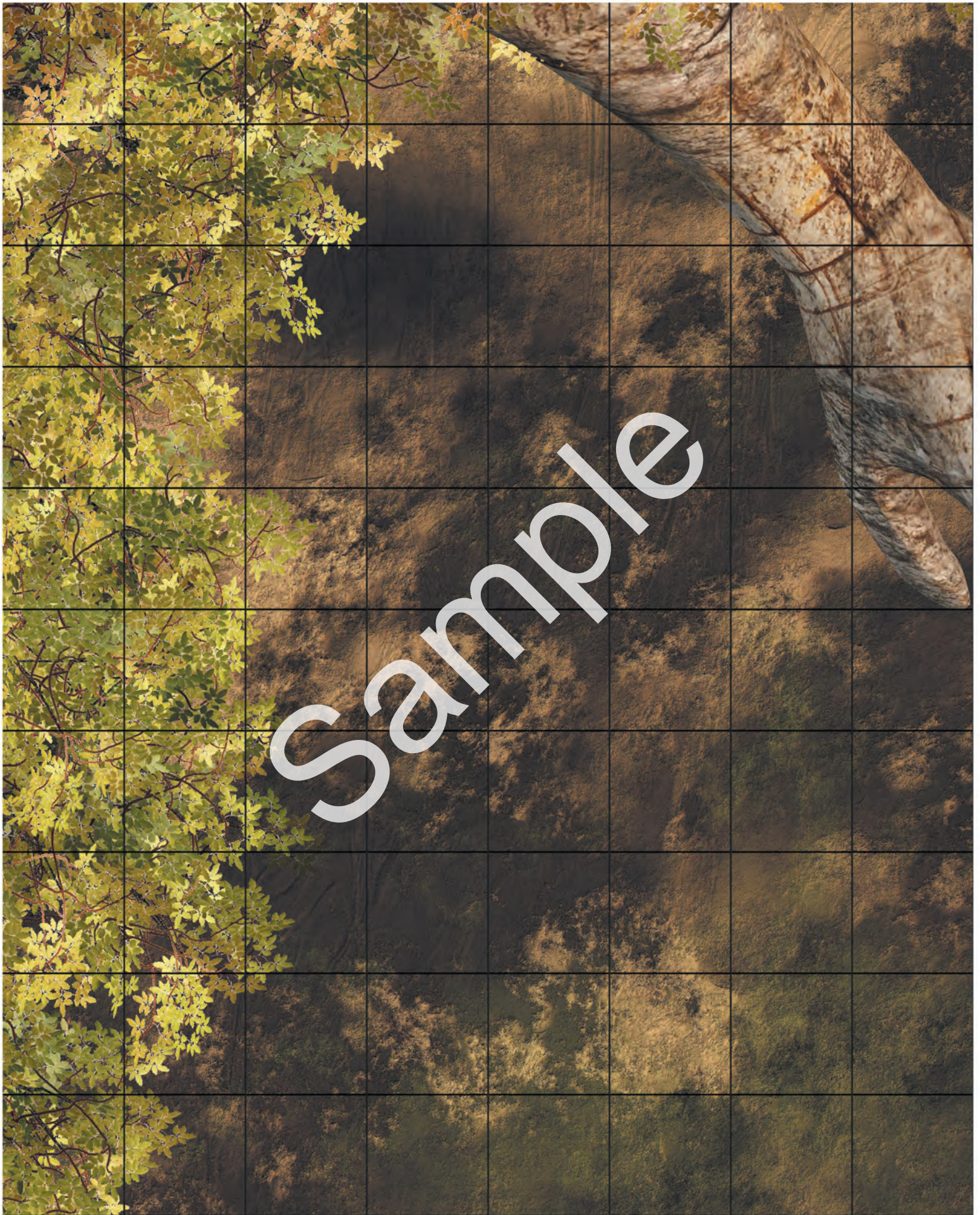
A gigantic arm and hand holds the southwestern pillar and seems suspended in the air, taunting gravity to pull it down.

There are three daises in between two of the pillars. Only the center of the eastern pillars does not have a dais. The center of the western pillars has a sword sticking up from the dais.

There is a rock formation next to the northeastern pillar.









Sample







**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.**

**“Whatever ritual they are performing, I think we should stop them.  
I don’t think we will like the result!”**

**Grove of Hands is a single map of a clearing in a forest with an odd collection of pillars and hand-like statues. Grove of Hands includes a 360-degree panoramic view.**

**Grove of Hands is intended for fantasy or horror-themed games.**

**Adventure hook for use with this product.**

**The Awakening: While traveling in the forest, the group comes upon a gathering of men and women with black robes having green and brown embroidered trims. They are chanting loudly and praying towards the pillars and statues. It is up to the group to investigate or interfere with the ritual if they wish. If the group interferes, the cultists scatter. If the group tries to take the sword, the hand statues awaken and attack the group to stop them from stealing the sword.**

**If the group waits, the cultists finish their ritual. The hand statues pull up a massive body from underneath the ground below, the earth swallowing up many of the surprised cultists. The hands attach to the four pillars, clicking into place. Two of the hands act as legs, two as arms, and the other hand is where a head would be. The cultist leader then directs the massive statue to head towards the nearest town... Its up to the group to then stop the massive monster directly or try and defeat the leader of the cultists, hoping that it stops the statue’s rampage.**

