Black Scrolls

Sewer Map-Tiles



The Druid's Trees

Tabletop RPG Map and Map Tiles

By Antal Kéninger

3D Based Graphic

Black Scrolls Games

+ Area descriptions

Sewer Map-Tiles

- The Druid's Trees -

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Foreword:



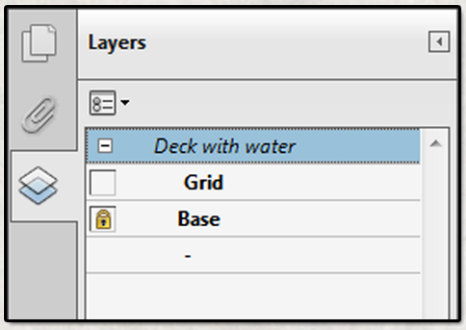
Hi, my name is Antal Kéninger, a graphic artist from Central Europe. I'm the guy behind Black Scrolls and I've been in the tabletop game business for seven years, working with other publishers and playing with friends on the weekend (when we all have time for it).
First of all, I would like to thank you for downloading/purchasing my product! I hope that this map will lead you through an interesting set of adventures and lend a little extra excitement to your game, whether gaming online or sitting around a table with your friends.

Have a great game!

Antal Kéninger

For assembly:
In the folder of this product you will find PDF files like this, these files include the big map broken into pages, which should make printing of the map easier.

My maps are made for 1 inch based figures, where one inch = 5 feet in the real world.
In the other folders you can find the poster sized .jpg images. You may use them for Online Virtual Tabletop programs or to print in poster size in a press.



How to use the layers?
Use Adobe Acrobat Reader 7 or higher.
Layers and buttons will work with this program.
You can download the newest version of Adobe Reader here:
http://get.adobe.com/reader/

After you open the PDF file, you can see the button for layers on the left side (it looks like two transparent squares). Click on them, next open the list of layers by clicking the plus sign (+)

You can't switch on/off the layer that show a lock, but the others include some kind of graphic element (presently, the script).

Click on the empty square and set the layer grid visible if you would like to print the map with grid.
These PDFs are U.S. - Letter sized (8,5x11'), turn off any 'fit to page' options in your printer driver for the print.

Please don't share these products, so I can afford to make more maps for you.

www.blackscrollsgames.com

>CONTACT<

These maps are for personal use only, but if you would like to use my maps for your own game, license my product or request a unique map to your adventure/book/board game, please contact me via my page.

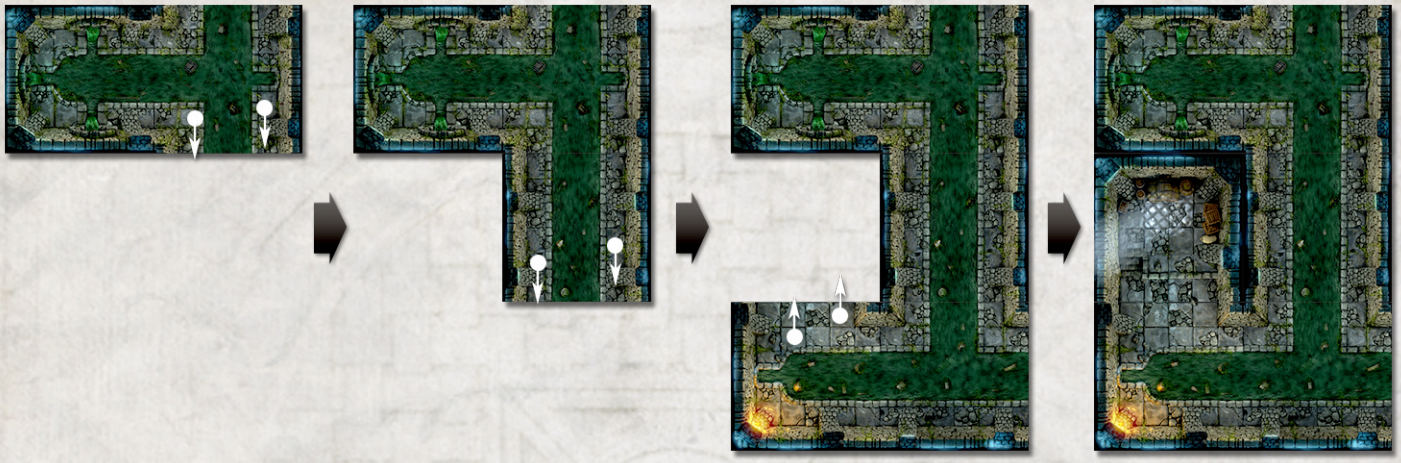
>FORUM<

Join us on the community forum where you can submit your suggestion to the next map and add your own description to the finished products to make them more enjoyable for everyone.

Details

The size of this map is 36 by 24 inches but you'll get something new as well.
This is no mere map; it's structured from 6x6 inch tiles which has lot of value!

1, You only have to place the tiles that are visible for your players. This way you can reveal the dark secrets of the map during the adventure, just like a "fog of war" system. I've designed this map to help you easily manage your adventure, the main rooms and areas fit to the borders of the tiles.



2, Most of the tiles are seamless at their border!
I will mark these tiles for you in both the printable PDF file and in the JPG files in case you want to use them online. This means if you want to expand this map or you would like to use different layouts, you only need to print out more map pieces and tiles, to build up another sewer system. Make the map fit to your story easily; you don't have to play on a fixed layout, which is the disadvantage of most maps. There are special and unique areas that you can lay down only to next to each other but every other tile can be mixed with each other.



Print as many tiles as you need:

You will find extra and alternative tiles in the 'Sewer Tiles' folder to expand your layout.

Sewer Map-Tiles

The Druid's Trees

What can be more exciting than getting under the city and crawling around in its waste? It's full of joy and adventure, isn't it? And sometimes, it's necessary. The druid's trees are dying. He says the roots are reaching down in the deep, right to the old sewer system that runs under the city.

Something is happening down there and it would be great if you could prevent the destruction of the rare and precious trees before it's too late.

How can you get to this area?

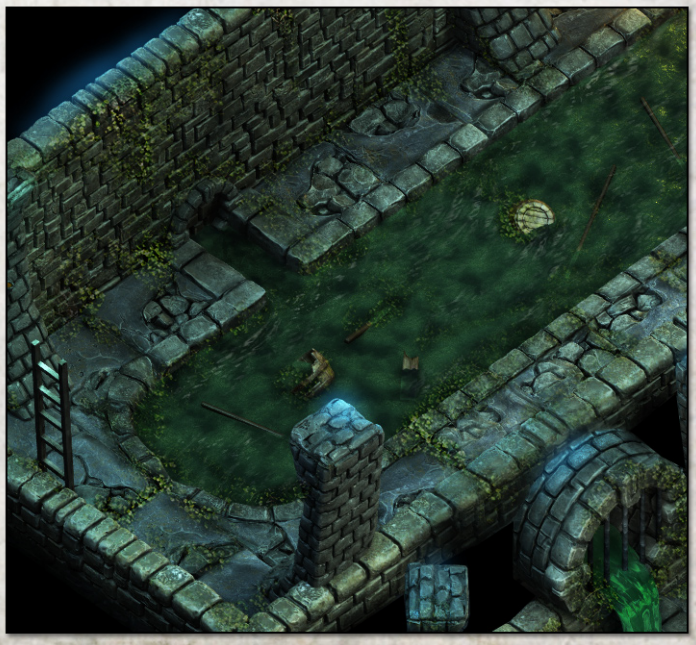
- The Request:
The trees in the park near to the city start desiccating and dying. You've received a request from the local druid, wizard or lord to solve this problem. You can reach that old underground area to access their roots only through the sewer system.

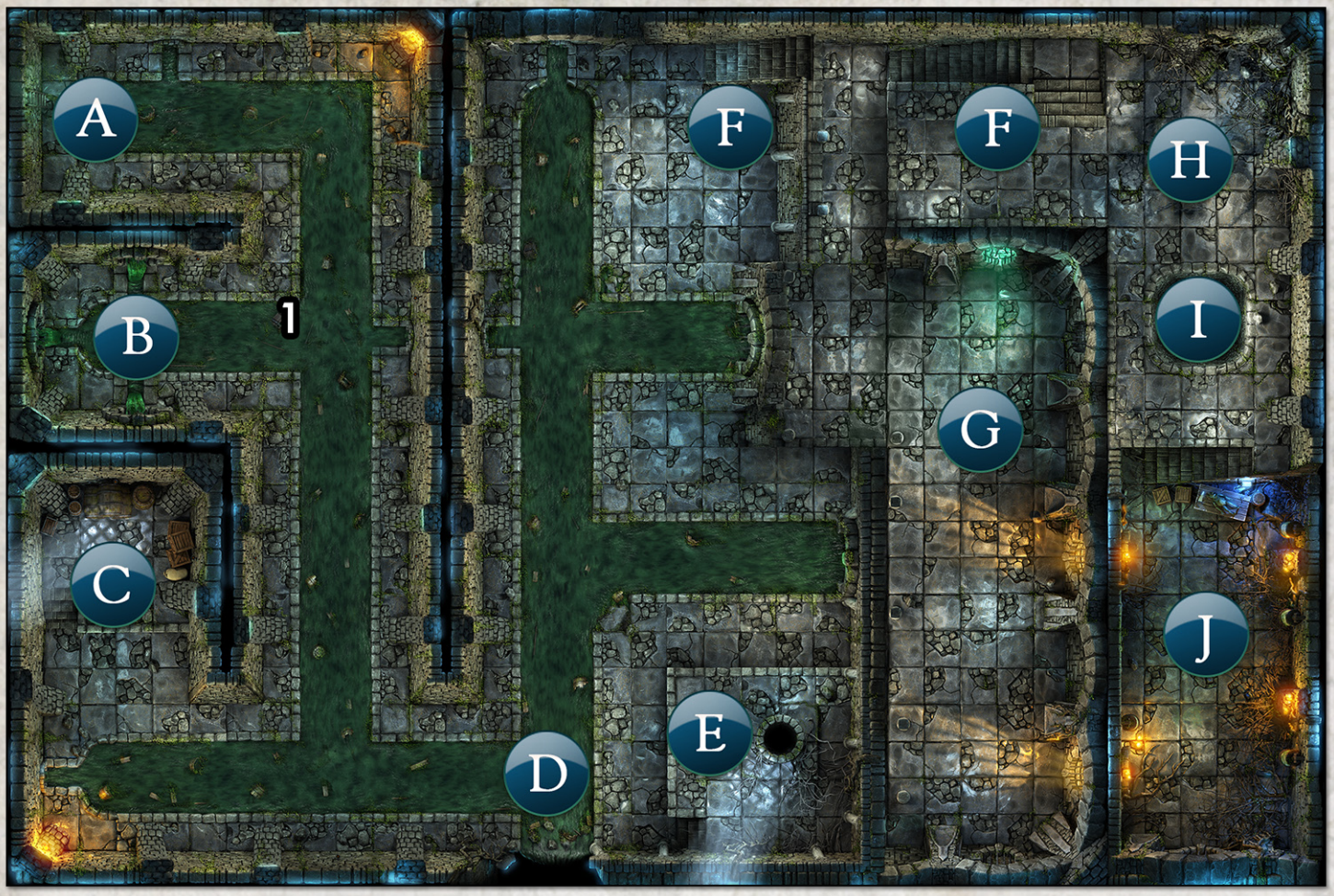
- The Need:
If your team needs a rare ingredient to a potion, magic or medicine, then you can use this story. Arriving to the place where you can find this ingredient, you notice that the forest is dry. The leaves turned red and brown in the middle of the summer and there's some thick, black putty pouring out from the bark of the trees. A hermit who lives nearby tells you that it started happening a few months ago and perhaps something is wrong with the roots of the trees. They stretch down into the deep, to an old, abandoned sewer system but he is not able to go down and stand in front of the creatures that live there alone. Stop this thing in the deep and come back for your ingredient later when everything will be green again.

- Use the Master Scroll of the Keeper!
Hold on a sec, do you say you've never heard of the Master Scroll? Then it's time to download my free map, The Keeper of Realms (click here), which will give you something that will be very useful in your adventures if you would like. If you know what this scroll is, then you can use it to get into the sewer system because the entrance the hermit knows is no longer accessible. (Smugglers also could know of another entrance, more on that later.)

After your team has learned that you cannot go into the sewer system through the entrance, the Keeper starts to feel something flowing through his body. The Scroll starts to reach into his mind to try to communicate with him. The Keeper sees an old scroll lying in the library you have visited and this scroll includes a map of the sewer system. It seems newly built and not abandoned, as the hermit said, but the Master Scroll can reach it and can teleport your team straight to it. The Keeper's head starts buzzing, he starts getting dizzy and darkness starts growing around him and around the teammates as well. Every member can smell the rotten woods, dirty water and stale, humid air. As you look around you are standing in the darkness next to a dirty and cold wall. You were teleported to your destination without any word or even asking. The scroll whispers something to the Keeper in a really old language that means: 'You're welcome.'

The Keeper loses points from his life and fitness/endurance/stamina and he can continue the adventure weaker. He cannot remember any details of the sewer map; he has just felt it, rather than seen it.





Down there

There can be tremendous excitement down here, a lot of creatures can live under the surface and they cannot wait for the arrival of fresh meat. If you have your own idea or you are curious of what other game masters have figured out, please visit the community forum and share yours or read others'.

Areas

A: Entrance, the dark water is full of garbage, used piece of woods, fragments and waste that flowed down here. The smell is moldy and musty and everything is covered by fungus and mildew that lives in the darkness.

1,: An old chest in the water. There can be something useful or interesting in it if it isn't empty.

B: Three transfer tubes lead the water here, the iron bars of the middle one are broken, it seems like something bent and broke them from the other side. This is an ideal place for a smaller encounter, although there is not much room next to the walls.

C: Smugglers. Someone is storing his precious goods here, these can be contraband. You can put an NPC or NPCs for your team to meet here. They could even deal with them for some rare stuff if they didn't want to protect their secret place… Smugglers can hear voices sometimes from the deeper sections of this tunnel, but they avoid those areas because of creatures they've never seen before living there.

This tile has an empty version among the extra tiles if you want to use this area for something else.

D: The water flows down into an abyss here. You could rope down to a reef to get into a cave if you want to expand your adventure, but we will continue our journey forward in the sewer system.

E: The well. There is no water in it, but there is something giant that has a lot of legs or rounded slimy body. Well, this is a right place to do a healthy fight.



F: Stairs to the upper levels.

G: Lurid gleams shine through these tunnels, is there fire behind them? Is it possible that you are getting closer to your goal?

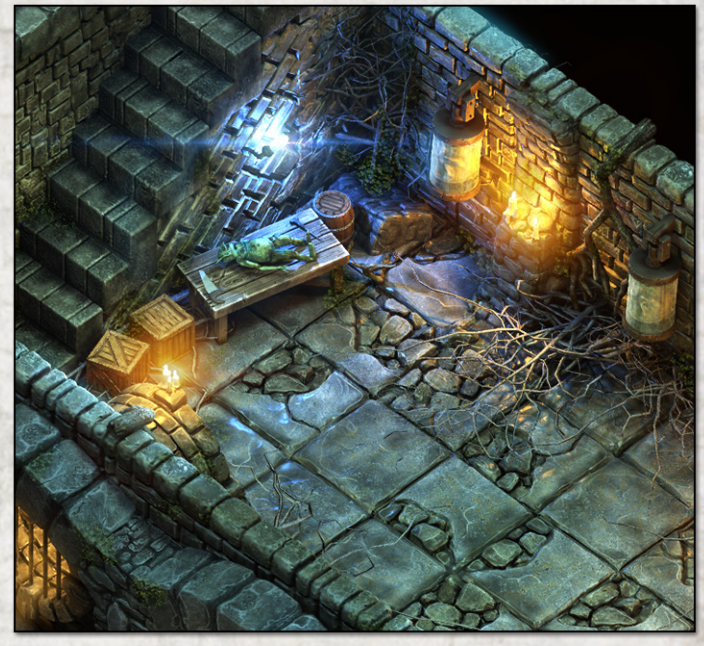
H: This corner is full of roots, clean water streams on the floor among them, this cannot cause the decay of the trees.

I: It would be hard to say why this deep hole was built many, many years ago and by whom. You can throw a rock in it to hear how deep it is. It's deep enough.

J: The Lab.
You have arrived in a chamber that looks like a lab. There are strange species floating in the dark water inside the containers by the walls and a dead 'something' is lying on the table. A man is drawing signs on the floor on the other half of this chamber. It's a big circle that seems like some kind of magic or summoning circle with glowing signs.

He tells you that he is an alchemist, though he seems more like a necromancer, and he is working on creating new species to study them and use them in his experiments. He was in the service of the lord of these lands but his experiments weren't really welcome because his creatures caused a lot of trouble and not every spice he created was friendly. So they had dismissed him and he moved here where he can work in peace and quiet. Most of the creatures that live down here in the tunnels are also his creation.

You may notice that there are tremendous roots by the walls, these chemicals and dark magic affect them and make them sick. This is why the trees are in trouble on the surface.



The choice is yours – you can try to convince him to stop his experiments because they are harmful to the forest and the rare trees. Can you reach your goal peacefully or will he protect his research and try to stop you or run away through a tunnel?

Only Game Master knows…

After you are done here, one way or another, you have to leave this place. You can find a tunnel that was used by the necromancer and through it you can reach the surface easily. If you've arrived here with the scroll, well, it is in deep silence so you have to find a way out on your own.

Have a great game!