

DramaScape

Fantasy Volume 10

Ancient Temple Interior

Sample

A Fantasy map for use with any system.

DS10010

CREDITS

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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, 48 x 20 inch, Ancient Temple Interior.

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.

A secret door leads to the interior of the ancient temple from outside. From the secret door, descending the eastern staircase leads to a surprisingly well-lit area underground. Light from torches in sconces illuminates the floor below.

Debris and skeletons lying on the ground serve as warnings to cease your journey now. Ancient statues look into the room from the corners, their eyes warning you to go now, for they will bear witness to your trespass and threaten to do something about it.

Fire bowls keep the middle area alight. In the middle of the temple is a large detailed etching into stone. The etching has a face in the middle, with multiple concentric circles with even smaller etchings in them.

This is the perfect place to set a trap. Only certain spots will not trigger a trap when stepped on in the circle. Trying to go around the circle and avoid the puzzle automatically causes a trap to trigger. The stone statues could spit spears or darts at you if you try to go around, or open up to a spiked pit below.

Stepping on the wrong tile on the circle causes a mechanism to trigger raises the circle and it will start to spin. The circle will spin 180 degrees attempting to dump you into a spike pit and then lower the circle, sealing you in your soon to be tomb.

If you get past the middle traps, you can go up one of four stairways to the main dais. Four torches keep the dais visible. This is the inner sanctum, the main place of worship for whoever still believes in the god depicted in the center glyph. This is the perfect spot for a sacrifice to the god in the drawing.

Beyond the dais is a large stone tablet. Two torches keep the tablet viewable. On the tablet is etched runes that if deciphered could be keys to the faith of these people or perhaps lead to a great treasure.

To get the stone tablet to move, they must solve the puzzle etched into it with the runes. Touching the correct symbols causes them to slide towards the interior of the stone tablet.

Touching an incorrect symbol causes it to move forwards and smash into whoever is standing in front of the tablet (or you could use a spiked pit here as well that opens up below or maybe a classic collapsing stone ceiling piece

falling from above if an incorrect symbol is chosen). Behind the stone tablet is the secret door to the treasure vault. The middle of the room has a large sarcophagus. On top of it are a jade mask, a war club, an axe, and a clay pot.

Two skulls on poles warn not to take the treasure. The floor is littered with pots, both intact and shattered into many pieces, and a third skull. Taking the jade mask will likely cause a trap to spring or perhaps a curse to the unfortunate pilferer.









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The Ancient Temple Interior is an expansion to our Ancient Temple product.

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The ancient temple leads to many different adventures. Perhaps the Player Characters are captured investigating outside the temple and are brought in as a sacrifice to the gods. They have to escape their bonds during the ritual and fight their way out of temple to freedom.

The Player Characters could also find the secret door leading below and have to fight off temple cultists and traps. They could also have to thwart an attempted sacrifice of other people captured outside and help them escape by defeating the high priest. After fighting off the high priest, his cultists, and his traps, they could find a great treasure and procure it.

But what if the treasure is trapped? Or what if the angry god of the temple curses the treasure as punishment for killing his high priest?