

DramaScape

Fantasy Volume 70

Medieval Plantation

SAMPLE

A Fantasy map for use with any system.

DS10070

Medieval Plantation

LINE DEVELOPER

Simon Powell

WRITING

Steven J. Black

EDITING

Simon Powell

LAYOUT

Simon Powell

INTERIOR AND COVER ARTWORK

Simon Powell

PRODUCT DIRECTOR

Simon Powell

ASSISTANT DIRECTOR

Steven J. Black

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Internet: <https://www.dramascape.net>

Contact: info@dramascape.net

Facebook: <https://www.facebook.com/dramascape>

Google +:

<https://plus.google.com/communities/102550450568545190280>

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Medieval Plantation

Map Description:

Medieval Plantation has the edges of the map organized into furlongs with crops that belong to the manorial lord with a simple dirt path in the northwest leading to an inner enclosed croft belonging to a medieval farmer and his family. This fence has at least one opening in the east, north, south, and west. The farmer has used rocks and other objects to partially obstruct the north and south passages leaving only the west entrance and east entrances open.

There is a barn or stables in the northwest corner of this inner area. This area has many stacks of hay, barrels, a plough, and a wagon inside. There is a ladder along the south wall that leads to the roof outside. Chickens peck around this area wandering as far as near the pigs in the east as they dare.

There is an empty grain house in the southwest corner of the inner area. It has a door in the eastern wall and a ladder along the south wall. This room has no furnishings or windows. This could also be used as a guest room for visitors or another kind of storage room (such as a toolshed full of farming tools).

The farmer's personal garden is in the south center and southeast part of the inner area. It has several rows of plants that have a greenish-red or brown appearance contrasting greatly with the rows of bright green plants outside.

The farmer's house is in the northeast corner of the center area. The entrance door is in the south wall in between a barrel and a ladder to the roof. The western half of this house (to the east of the center wooden support beam with the bucket in the center) has a cabinet in the northwest corner, a kiln in the west wall, stacked barrels in the southwest corner, a square dining table surrounded by three straw chairs with an embroidered carpet underneath in the center of the room, a window in the north wall with a bucket and iron pot to the south, and a chest in the northeast corner.

The eastern half of this room (to the west of the center wooden beam) has a couple barrels in the northwest corner, a second window in the north wall with a dresser to the south, a chest in the northeast corner, a rolled up blanket along the south wall, a side table with bread and a candle next to a wooden bed with a blanket in the southeast corner, with an embroidered carpet to the north with one of the straw chairs on top in the center of the room.

Outside the farmer's house to the south and east are two troughs filled with food and water for the pigs, a large stack of firewood, and three pigs near the east entrance.

Using Medieval Plantation

For the adventure hook, **Serf in Life, Serf in Death**, the manure salesman was a necromancer who has laced the manure with grave dirt for a gruesome harvest. The farmer's plantation is built upon an old graveyard. The grave dirt promotes plant growth but in the opposite direction of normal. The plants instead of growing upward expand their roots deep into the earth searching for nutrients specifically from dead bodies. Once a connection is found, the plant binds to the body, drags it to the surface with its roots, and animates the body during the night.

The zombie plant scrabbles up from the ground at night doing the bidding of the necromancer who profaned the plant. The general appearance of the creature is a dead body with an extensive root structure dug into where the plant originally planted its roots inside and the plant positioned on top of this area on the body. The head, back, and torso are the most common placements.

The necromancer has been using the plant zombies to run the ploughs of the Baron's field at night to dig out more and more dead bodies from the ground. Other zombies place the dead bodies in the farmer's carts and wagons and drag them to the necromancer's lair for zombification. With enough zombies, the necromancer plots the overthrow of the Baron with himself as the next Baron who will make his serfs serve him in life and even in death.

Medieval Plantation

Map Overview











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.

**"May the harvest be good this year M'lord and you get what you deserve."
—Medieval Serf**

Medieval Plantation is an exterior map of a medieval farmer's enclosed croft including the exterior personal garden, interior barn, grain house, and farmer's house with an outer field organized into furlongs with crops that belong to the manorial lord.

Medieval Plantation is intended for use in fantasy games and medieval historical settings. It can also be used in modern settings where the medieval open field agricultural system is still in place (this is a rare occurrence in the modern world as most farmland now uses an enclosed and fenced in system rather than an open field communal one, but still possible in some societies such as some small communities in Europe). Medieval Plantation also has the isolation necessary for a horror atmosphere as well (a cabin in the field instead of cabin in the woods scenario).

Adventure hook for use with this map:

Serf in Life, Serf in Death: When a poor serf met a manure seller in dark gray clothes covered in manure, he couldn't refuse the dirt cheap produce price for the manure. He used the manure to fertilize his personal garden.

That is when everything went wrong. His garden never fertilized properly leaving him with crops that were not yielding fruits and vegetables. He was forced to take crops from his Baron's fertile fields to feed his family and this left his wagon short for taxation by the Baron.

His Baron was angry and sent a tax collector protected by knights and their squires to collect the additional crops owed.

When the knights arrive they find the family in poor physical condition. They are gaunt and haggard looking like they are both starving to death and their eyes have such bags that they appear to have not slept in weeks. They claim to be tormented at night by the sounds of the restless dead. Their personal crops were ruined so they were forced to take food from the lord's crops to survive the winter. They plead with the knights to stay until dark and witness the truth of their situation...