

# DramaScape

Free Volume 35

## Medieval Small House

A Fantasy map for use with any system.

DS30035

# Medieval Small House

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If you want to get a discount on our maps as they are released join our Facebook page or Forum.

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.

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DS30035 - March 2015



# Medieval Small House

## Map Description:

The edge of the map is plains with some gravel in front of the porch steps. Sheep are milling about out front. A small wheelbarrow is in front of the smokehouse for shipping wool or fish to the market. There are several stumps out front, remainders of the trees used up to build the house, stock firewood, and craft barrels.

There are two sets of three wooden stairs leading up to the front porch. The front porch has several barrels and barrel lids, stacked firewood, and thatched baskets.

The left stairs lead up to the outdoor smokehouse. This smokehouse has a thatched roof with a wooden chimney to allow smoke to leave above the kiln. The kiln is used to smoke fish. The shepherd has also been using it as a forge lately to craft weapons with the deaths of his sheep recently. This outdoor smokehouse has several barrels and thatched baskets filled with fish to be dried and smoked. Drying fish hang from lines attached to the roof.

The right stairs are typically avoided since they have hanging fish above them, forcing visitors to stoop down low to avoid them.

The one room house in the northeast is entered from a door in the southwest corner. This house has a thatched roof with a wooden chimney above the fire pit to allow smoke to leave the house. This room has a bed and a dining table surrounded by two chairs on top of carpets. The center of the room has a fire pit with a cast iron pot being heated above the pit. The room has a third chair for guests, a cabinet for dishware and tools, a stack of firewood to fuel the fire pit for cooking and heating, and two dressers for clothing.



# Medieval Small House

## Map Layout

Instructions for cut outs:

### Printing:

Print only the pages that you need.

Overview:	Page 5
Square Overlay:	Pages 06 to 07
Hex Overlay:	Pages 08 to 09
No Overlay:	Pages 10 to 11

### Layout:

To place the cut away maps together you'll need to remove the white borders. You don't need to remove all the white borders around the edges, just remove the pieces in between the map sections, leaving a white border outside the map in the center. If you leave the top white piece and the right white piece of each page, you have a piece to glue onto. Use any cutting tool to do this, scissors being the preferred method.

Square Layout:	Hex Layout:	No Overlay Layout:
06 07	08 09	10 11

### Assembly:

Either tape them together using transparent tape, or glue them onto a large sheet of posterboard or cardboard.

### Scale:

Print Layouts are set to 1 inch (square or hex) = 5ft. VTT images are set to 100 ppi (1 inch = 5ft).

# Medieval Small House

## 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.**

**“What do you need stranger? We have no room here for you to sleep. If you are here to steal my sheep you will feel the blade I have tempered to stab the wolves.”**

**Medieval Small House is a single map of the interior rooms and exterior of a medieval dwelling suitable for two people living there.**

**Medieval Small House is intended for fantasy or medieval historical settings.**

**Adventure hook for this product:**

**Slaughtered Livestock: The group meets an ill-tempered shepherd who is angry that his sheep are disappearing at night. After calming him down, he invites the group to a fish dinner with his wife, a capable fisherwoman. He tells the group that his sheep are being slaughtered at night. Each morning, he finds one dead, full of bite and claw marks. He suspects a pack of wolves is responsible for the slaughtering of his sheep and will pay the group well for their pelts. He can offer payment in thick wool clothing, smoked fish, or forged weapons.**

**The group patrols the area and eventually finds a wolf pack to defeat and bring back their pelts. But when they return, they still find a sheep slaughtered that morning. The shepherd pays them and pleads for them to stay the night, keep watch on the sheep, and find out who is actually slaughtering his sheep. He suspects something larger now, like a bear.**

**While watching the sheep, the group sees the farmer’s wife sleepwalking out of the house. Once the moonlight hits her, she turns into a werewolf, and attacks the group!**