

Black Scrolls

The Portal Under The Stars

• Maps for the DCC RPG adventure

Tabletop RPG Maps
By Antal Kéninger



Based Graphic

COMPATIBLE WITH
**DCC
RPG**

Black
Scrolls
Games

The Portal Under The Stars

- Battlemap -

Artist
Antal Kéninger

Proofreader and Copy Editor
Jonathan Chappell

Original Adventure
by Joseph Goodman

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Website: <http://www.blackscrollsgames.com>

Contact: info@blackscrollsgames.com

Club: <https://www.facebook.com/groups/752326894943995/>

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

Goodman Games: <http://goodman-games.com/>

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Foreword:



Hi, my name is Antal Kéniger, 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.

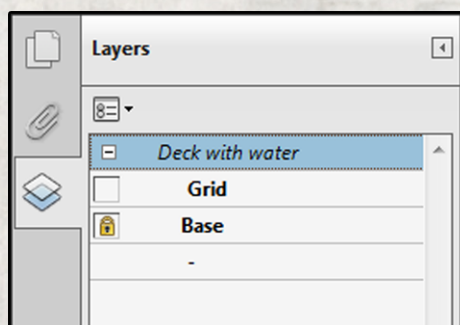
Have a great game!

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<

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

>CLUB<

Join our "Masters of the Black Scrolls" Facebook group where you can submit your suggestion to the next map/model, read exclusive news and share your pictures and experience with us and with other gamers. Click here!

The Portal Under The Stars

Areas of the Map



Background

Long ago, a primitive war-wizard ruled this land with the aid of barbarian tribes and strange creatures from beyond the stars. When his mortal form was close to expiration, his alien allies instructed him to seal himself away in a protected tomb. Within the tomb the warwizard could then use astral projection to travel the stars beyond our world. He intended to return later to take possession of his mortal body, which his spirit could do when the stars were properly aligned. However, the war-wizard's extraplanar adventures did not go as planned. Now his body sits perfectly preserved in the tomb built, protected by enchantments and the remains of his barbarian hordes. If these defenses can be bested, the treasures within are ripe for the taking.

This shorter description is only a narrow extract of the original PUTS adventure.

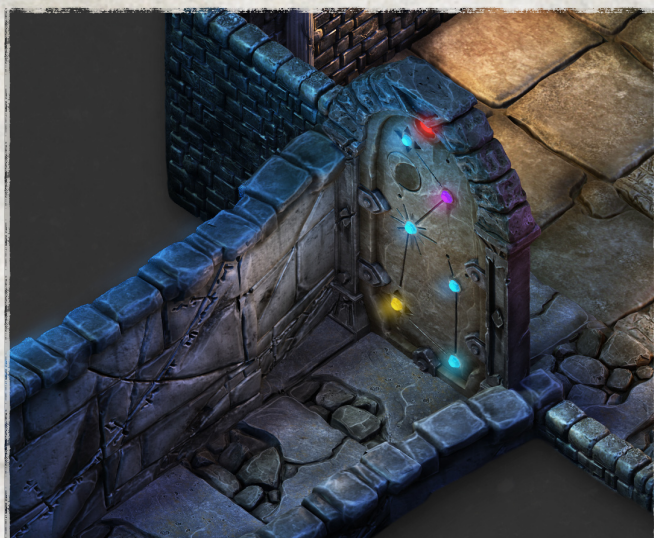
For the original adventure that contains longer, detailed descriptions and encounters please visit the <http://goodman-games.com/> site. You'll find this adventure in the DCC RPG core rulebook or in the Free RPG Day Adventure Starter release.
Thank you!

Area 1-1 – Portal:

Even though the hallway is visible from only one side of the portal, you tread on solid flagstones. The starlight fades as it reaches into this hallway, which dead-ends ahead at a stout iron-banded door. Jewels or crystals in an odd assortment of star shapes are inscribed on the door.

Area 1-2 – Guardian Hall:

Across from this room is another stout door. Four iron statues flank the door, two to a side. Each statue depicts a different fighting man in a round iron helmet and thick scaled armor holding a long spear in a throwing position. All the spear-tips are aimed at the door through which you just entered.



Area 1-3 – Monument Hall:

This spacious chamber has marbled floors and a door on each wall. At the far end is a towering granite statue of a barbarian, one hand outstretched, index finger pointed toward you. The muscular savage wears animal hides, but his eyes are intelligent and his engraved neckline sports amulets and charms. A grimoire hangs beside a broadsword on the hip of the thirty-foot-tall monument.

Area 1-4 – Screying Chamber:

A wide stone throne faces you from the center of this square room. The walls are hung with primitive clay tablets, head-high and inscribed with strange symbols. Each tablet is a few feet wide and there are dozens hanging on the four walls. However, your attention is riveted to the enormous snake that has crawled out from behind the throne. It is ringed in crimson bands the color of hellfire and has a demonic horn in the center of its fanged head.



Area 1-5 – Chieftains’ Burial:



This musty room is clearly a burial chamber. Seven shrouded alcoves hold piles of loose bones. Rusty arms and armor adorn the walls beside each alcove and funeral masks are mounted beneath the loose skulls.

Area 1-6 – Gazing Pool:

This enormous chamber is filled with a large, rectangular pool of water running the entire length of the room. Diffused light shines upward from the pool, illuminating wide pillars lining the walls. Strangest of all, however, are the man-shaped crystal creatures visible in the shadows. They shuffle about slowly, their strange crystalline bodies sparkling like jewels whenever they catch the light from the pool. There is a door in the far corner of this chamber.

Area 1-7 – Strategy Room:

The spiral staircase leads to a long, narrow room with a door in the far wall. There are several ledges holding miniature clay soldiers and two tables with armies of opposing soldiers are laid out around buildings and hills.

Area 1-8 – Clay Army:

The door opens upon a breathtaking scene. An enormous, three-tiered chamber spreads before you. An oversized throne rests upon a raised dais at the far end of the room. Seated on the throne is a clay warlord that resembles the giant statue you saw earlier. A pulsating light emanates from a crystal globe atop the throne. Below the dais at floor level seven statues of clay generals stand motionless. Below them, in a huge pit that runs the length of the room stands an army of clay soldiers. There are dozens of soldiers arrayed in marching formation, their clay armor and clay spears equipped for war. A great stillness pervades the room. It is the stillness of death; the silence of a tomb. Then, suddenly, the stillness is broken as the clay warlord jerkily raises an arm toward his generals. Then, the entire army takes a lurching step forward, shattering the silence with the tramp of doom.

Area 1-9 – Treasure Vault:

At the end of the long hallway is a spartanly appointed room containing simple wooden shelves, a camp chair, and a sleeping pallet. The wooden shelves hold a bronze rod, a copper brazier, fine weapons and armor, and a brassbound tome. In the center of the floor is a large pentacle with a perfect crystal circle at its center. Inside the circle is a stone table on which rests a wrinkled ancient body whose countenance matches the war-wizards. At the head of the table is a concave depression.

