

# BATTLEMAP

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## The Marble Sanctum





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- Battlemap -

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- 2014 -



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## Foreword:

First of all, we would like to thank you for downloading our product!

We 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!

Zoltán Bárány & Antal Kéninger

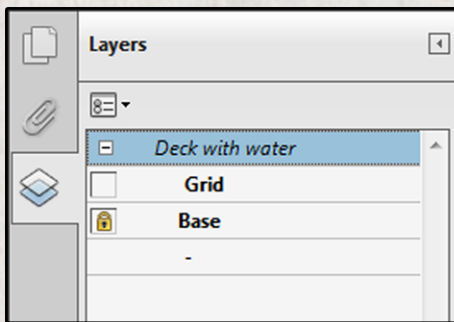
## For assembly:

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

Our 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.

These maps are for personal use. Please don't share them, so we can afford to make more maps for you.



## 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, a grid).

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.

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# The Marble Sanctum

*“They were two sides of the same coin. To us, their vile beliefs would vary but slightly in application. To them, each other’s heresy was an affront that only complete extinction could ameliorate.”*

– from *“History of the Southern Lands”* by Janos Thanall

Thousands of years ago, a powerful necromantic sect forged the Marble Sanctum from within the limestone bedrock of a remote tropical island. Using a magical artifact called the Tao Engine, they pressurized and heated the limestone in place to create a massive marbleized network of rooms and passages. It would become a fortress and center of magical research for the faction’s leading arch lich-mage. It would also become his eternal tomb in the last battle of the Azi-Schism.

During the final assault on the Sanctum, the Wraith Knights of the Gel’Azi succeeded in cornering the lich-mage in his chamber after suffering great losses. Knowing that they could not kill the lich-mage, they sacrificed themselves in a final push to incapacitate him and spike him to the wall of the chamber. The remaining forces then sealed the Sanctum and left the lich-mage imprisoned inside.

As the centuries passed and the jungle engulfed the fortress, it was forgotten along with its sole remaining inhabitant. In time his necromantic energy spread throughout the island, infesting the Sanctum and the island itself with various types of undead.

Eventually the march of time would reopen the fortress to be explored once more. Water from an underground source flowing to the sea created a massive sinkhole into which much of the fortress collapsed. The Tao Engine fell into resulting cavern causing a permanent current to flow out to sea, further eroding a massive grotto and giving a blue glow to the water. Having weakened over time, the magic sealing the entrance also gave way, though it remained concealed by the jungle overgrowth.



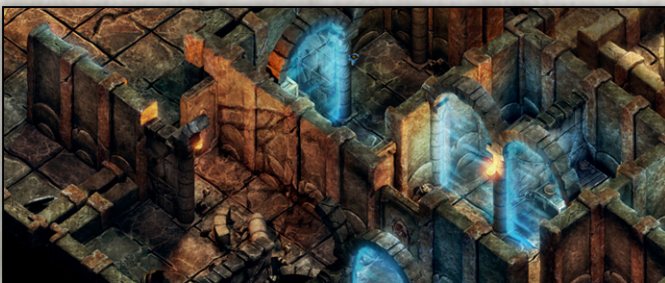


## Level 1



A: The entrance to the Sanctum is carved directly into the side of marble cliffs. They extend 100' above to a plateau. The entire cliff face is covered in dense vines and foliage. Massive marble doors, one of which lies broken, lead into the receiving chamber. Both side walls (1) of the chamber are lined with arrow slits (murder holes).

B: The kitchen and storerooms of the Sanctum contain several stasis field alcoves. A small lever next to each alcove turns the field on and off. Some stasis fields are still active and hold food and provisions in the same condition as the day they were placed there thousands of years ago.



C: The rest of this level has collapsed into the depths of the sinkhole. Any stairs that connected this level to any lower level are long gone. Adventurers must climb the walls of the sinkhole or use vines growing into the sinkhole from the jungle above to move to lower levels of the Sanctum.

D: Stairs lead up to what remains of a lookout tower on the upper plateau.

E: Several rooms and corridors throughout the Marble Sanctum are only accessible by secret doors. Consider any room without a door or obvious entrance to be one of these.

F: This was a barracks room.

G: Strange skeletal remains can be found in these rooms.



## Possible Adventure Hooks:

### “We’re not the first ones here!”

A group of humanoids has taken up shop within the Sanctum’s first level. Kobolds, orcs, gnolls, bandits, ogres; whatever makes a good challenge for your party. They use the side rooms in area A to ambush the party if they enter through the main doors.

Their leader is a female shaman who has convinced her group that she can create and control undead. Since anything that dies on the island becomes undead within a few hours, the group all reveres her even though she doesn’t have this power. The group’s sleeping area and horde can be located in either F or G.

### “Frozen in Time”

The stasis alcoves in area B can be used to add anachronistic elements to the adventure.

Two combatants from the final assault on the Sanctum could be caught in an alcove frozen in mortal combat. What happens when the party flips the switch?

Ancient wines, spices and silks found here could fetch a large sum to the right buyers.

Maybe a particularly rare manuscript could be found here. Most copies having long ago been destroyed or lost.

## Level 2



A: The sinkhole into which much of this level has disappeared. Traversing the walls and vines in the sinkhole is the only way to get between areas B and C.

B: These rooms were used to store various religious items of the sect. Passages leading away from this area (1) have collapsed overtime.

C: This was one of the many magical research and study areas of the Marble Sanctum. Gold plated pillars stand throughout the rooms. Some of them are broken and missing, while others have been stripped of their plates. A secret door is the only way to access the idol room in the upper right.

D: A secret naturally wrought cave with a lake in the middle. It connects to part of the underground water source which caused the sinkhole to form.



Possible Adventure Hooks:

**“Tunnel Time”**

Create or use an existing map to attach to passages (1). Expand the Sanctum and adventure by allowing the players to dig through the semi-collapsed passage to reach your new area.

**“Pathways to Power”**

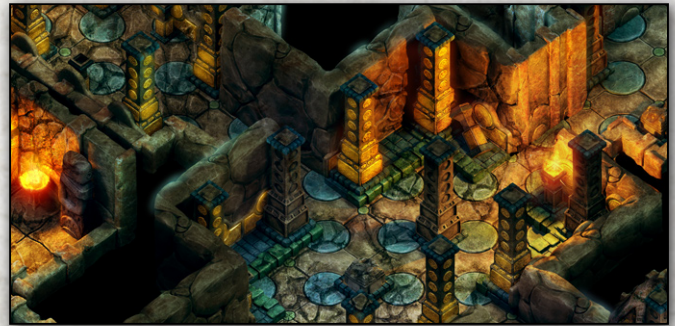
The gold plated pillars (C) hold a wealth of knowledge worth much more than their weight in actual gold. Are they a library of arcane spells, used by the previous inhabitants as physical spell books to learn from? Do they contain histories of the surrounding area long forgotten, describing new areas for exploration and adventure? Do they contain the magical ritual the party has been searching for to open a portal to a particular plane and continue their current quest?

**“Pool of Danger”**

Use the hidden lake (D) to add a small (or big) surprise for the party.

During the time of the Sanctum this could have been a sacrificial pit in which prisoners or failed necromantic abominations were disposed of. Now reanimated, they attack to party when they enter this area.

Or the lake could be attached to a large underground cavern system. If players can hold their breath long enough or use water-breathing magic they may be able to reach it.



**Level 3**





A: This area was still under construction when the fortress was sacked. Gouge marks on the floor show how the Tao Engine was moved around to bore passages and rooms in the limestone. The half-finished walls and rooms show the pressure and heat formation of marble in-situ.

B: Water has flooded the eastern rooms up to the stairs in the northern passageway. Water pouring into these chambers from a fresh water underground river flows southwards and plunges into the sinkhole creating several waterfalls.

C: Large humanoid statues and columns line this passageway. Bones, rotting armor, and rusted weaponry litter the floor. These are the final remnants of the last pitched battle within the Marble Sanctum.

D: Spiked to the eastern wall of this chamber is the arch lich-mage who used to rule the fortress. An eerie green light emanates from his chest and illuminates the entire room. His eternal screams can be heard through much of this section of the Sanctum all the way to area A.

E: A secret door here leads to a secret passage to the lich-mage's private chambers. Meant for use as an escape route from his chamber, it was used against him during the final battle to catch him off guard while he was dealing with the frontal assault in corridor C.

F: This room was a storeroom for religious relics to be used in the adjacent temple rooms. It still contains two stone chests. The water here is at its deepest on this level, reaching a depth of 8'.

Possible Adventure Hooks:

### **“Scalable Lich King”**

Scale the challenge level of the undead lich-mage to match your party's ability.

Example A: Full-blown lich. Allow the lich-mage to break-free of the spikes as soon as the players enter the room. It's on!

Example B: The lich-mage remains bound to the wall and can only engage the PCs with magic.

Example C: The lich-mage has long ago gone insane during the passage of time and no longer retains any sentience. Players must pass fear checks to be able to approach the room. Players failing a will check (charm) are “possessed” by an uncontrollable desire to approach the lich-mage. They attack anyone attempting to block their way. Any player (either charmed or uncharmed) within 20' of the lich will begin taking damage as the phylactery within the lich's body starts to transfer the player's life-force to the lich in an attempt to regenerate it. Only destroying the phylactery will release charmed players.

### **“Water Water Everywhere”**

Populate areas B and F with a water based encounters. Water mephits, water elementals, giant crayfish, lacedons, etc. If combat takes place near waterfalls, have the creatures attempt to knock players over the edge.

### **“Bring Me To Life”**

The statue columns in area C are actually caryatid columns. They come to life and attack anyone entering their area. Equip them with magical weapons if desired.

### **“None Shall Pass”**

Three ghosts of fallen Wraith Knights haunt the Sanctum. On upper levels they will try to dissuade the party from going further in an unknown language. On the 3rd level they will actively attempt to stop the party from getting to the area with the lich-mage.



Cross-section of the Marble Sanctum

Sink hole

Level 1

Level 2

Level 3

Fresh water waterfall

Cave to ocean

salt water

salt water underground river

