

Dark Obelisk: Berünnncorte



Premium Atlas



A Fantasy Roleplaying Adventure
by J. Evans Payne



FlexTale



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Colophon

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Introduction

What Is This Book?

This book is a companion to the ***Dark Obelisk 1: Berinncorte*** adventure, which is part of a larger Adventure Path spanning four such projects spanning a single tale.

The **Dark Obelisk: Berinncorte: Adventure Book** is required to use these maps, though this book is not necessary to use the Adventure Book.

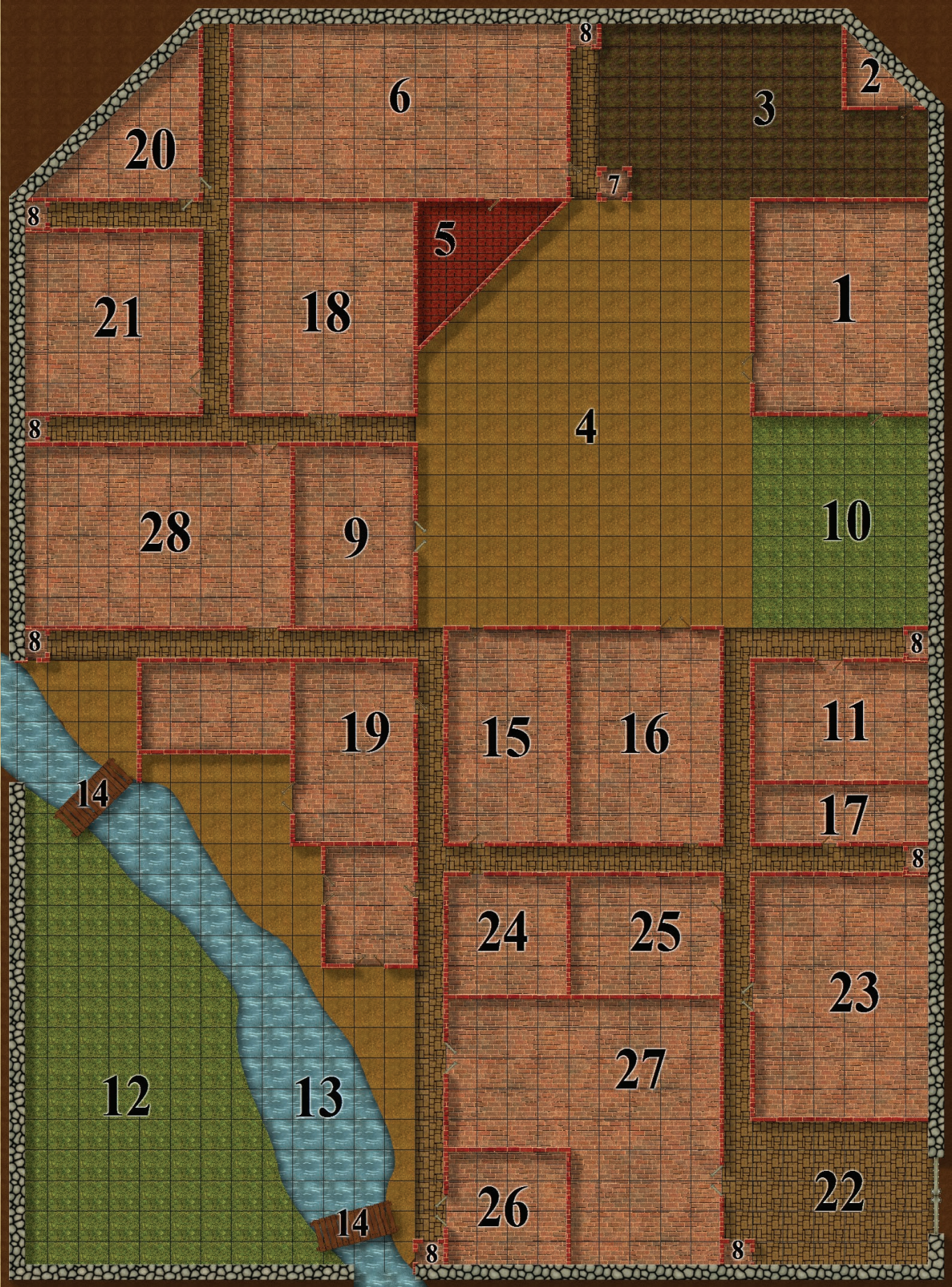
The **Premium Atlas** is a duplication and consolidation of all of the maps found in the Adventure Book.

Having a separate Atlas with all of the maps in a single place can be a welcome convenience for busy GMs; in addition, some GMs prefer having hardcopy maps but don’t necessarily

need a hardcopy adventure book.

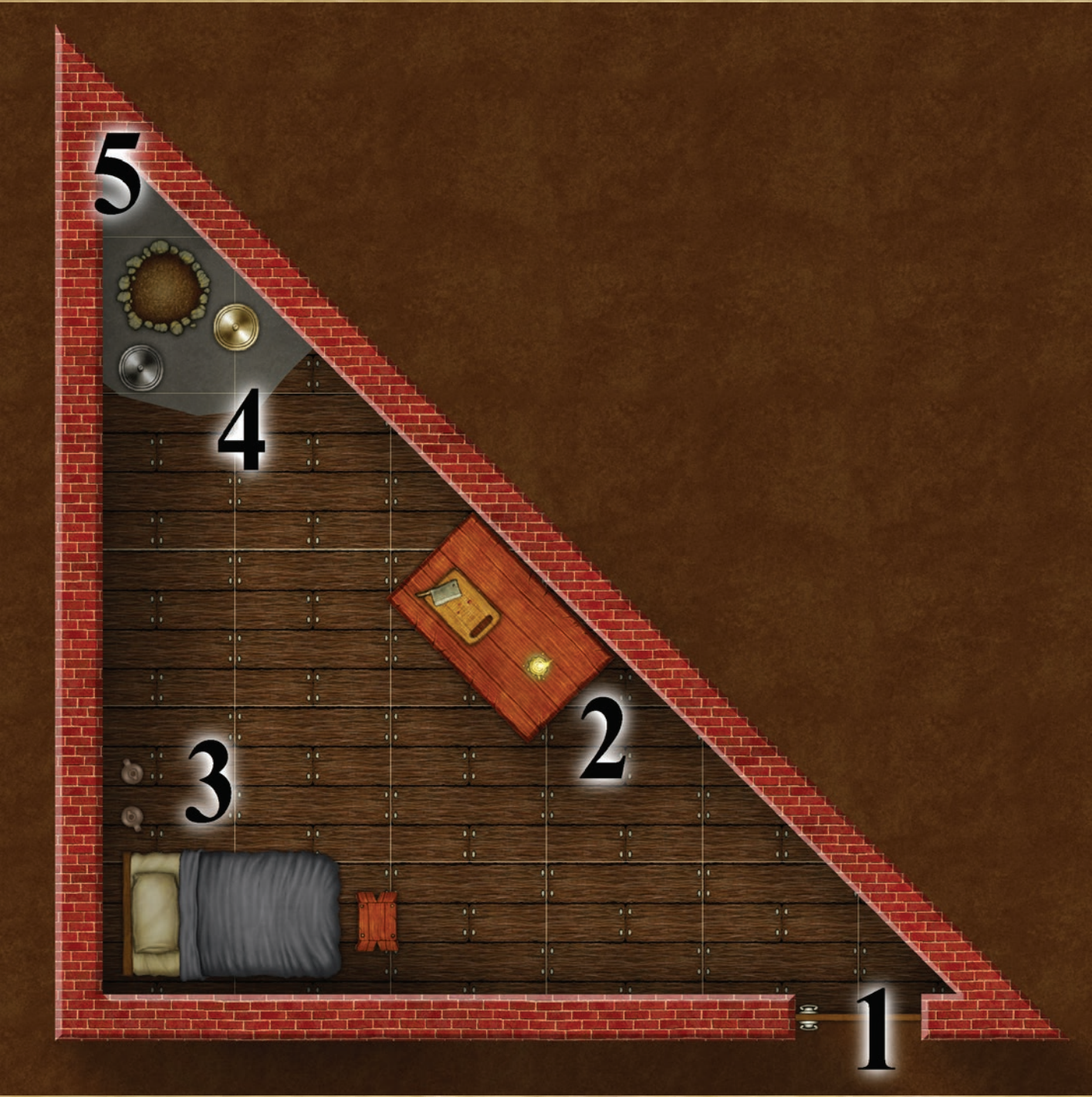
Ultimately, offering maps in a separate book such as this is meant to offer convenience and flexibility to adapt to your gaming group’s style of play.

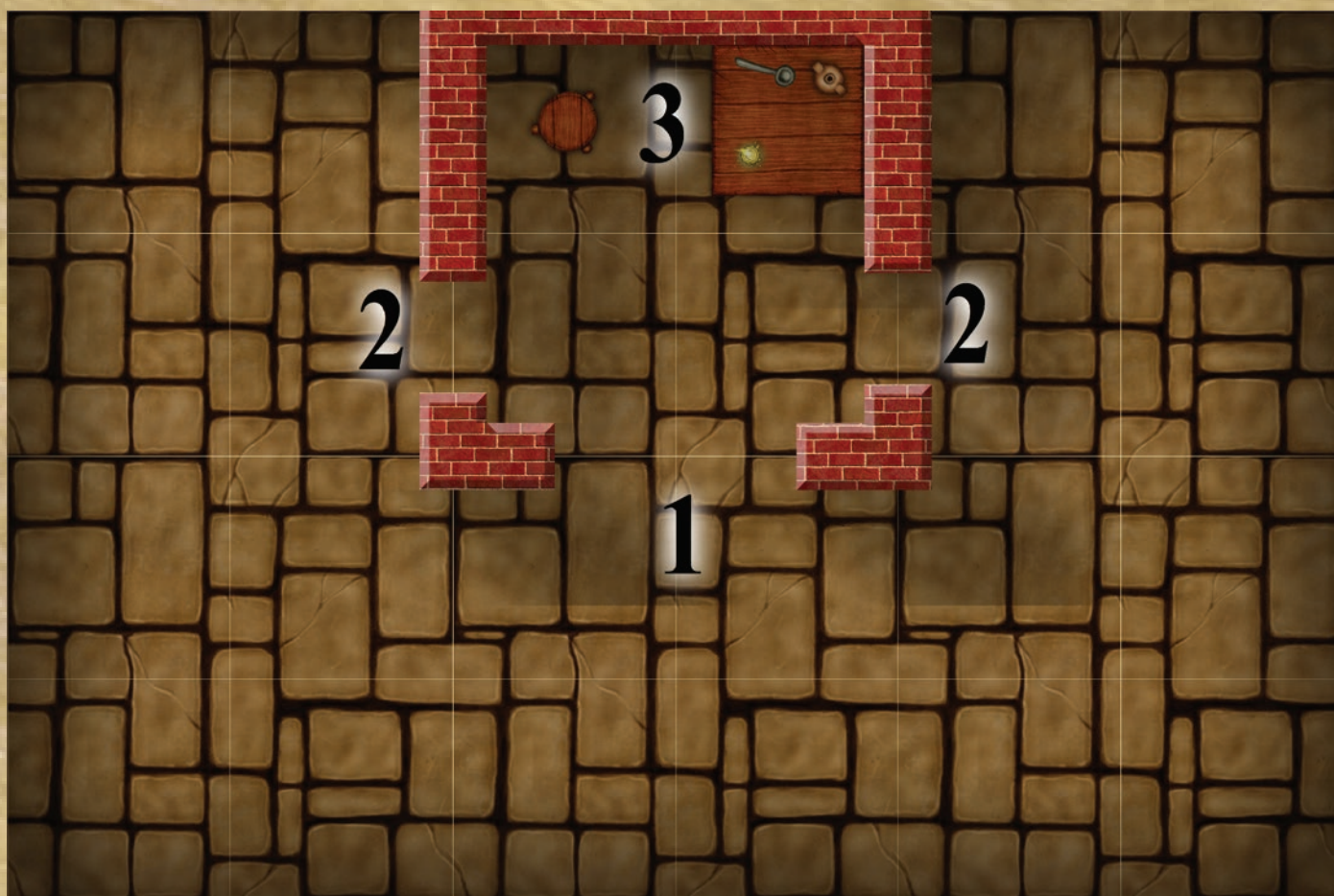
Act One Maps

















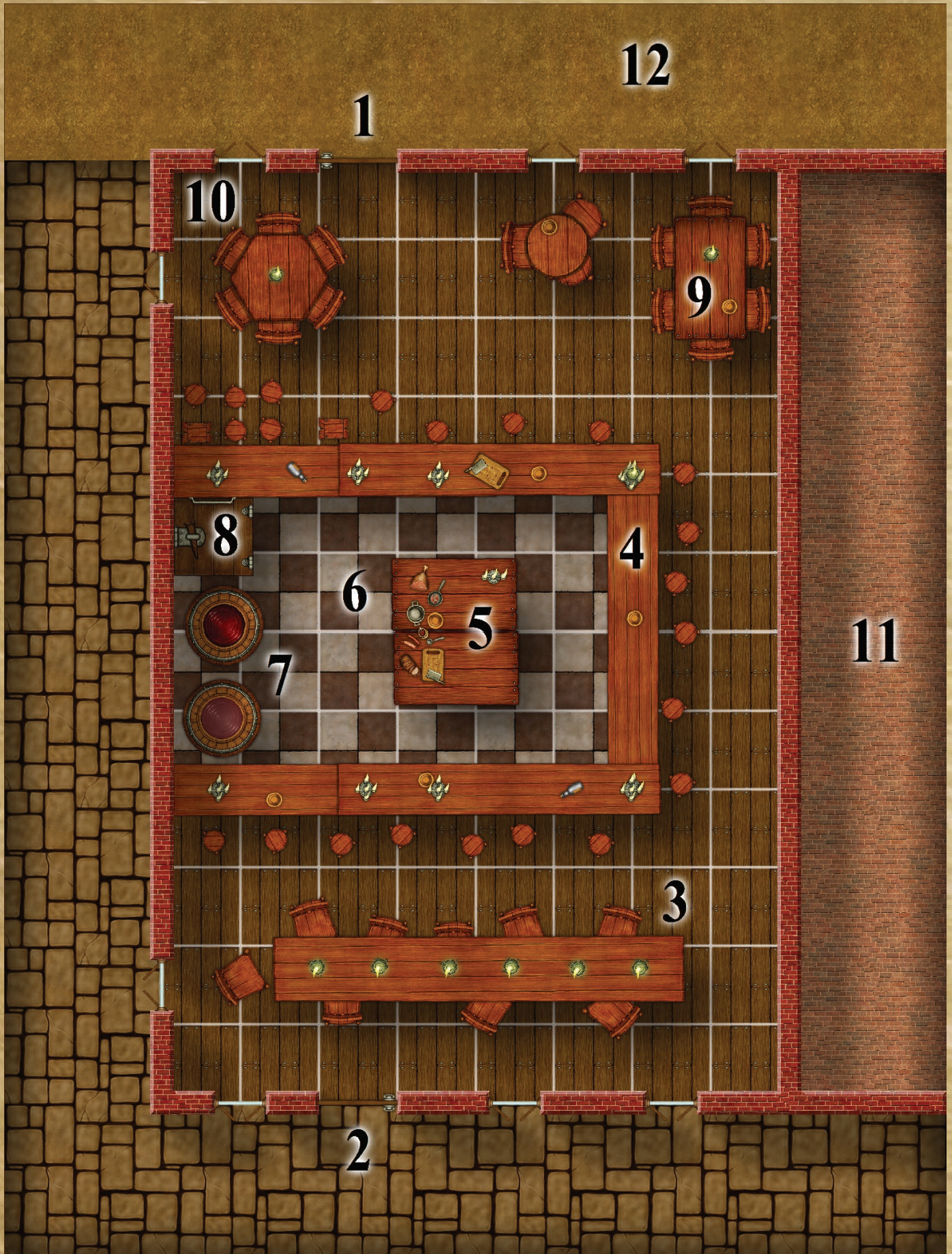
















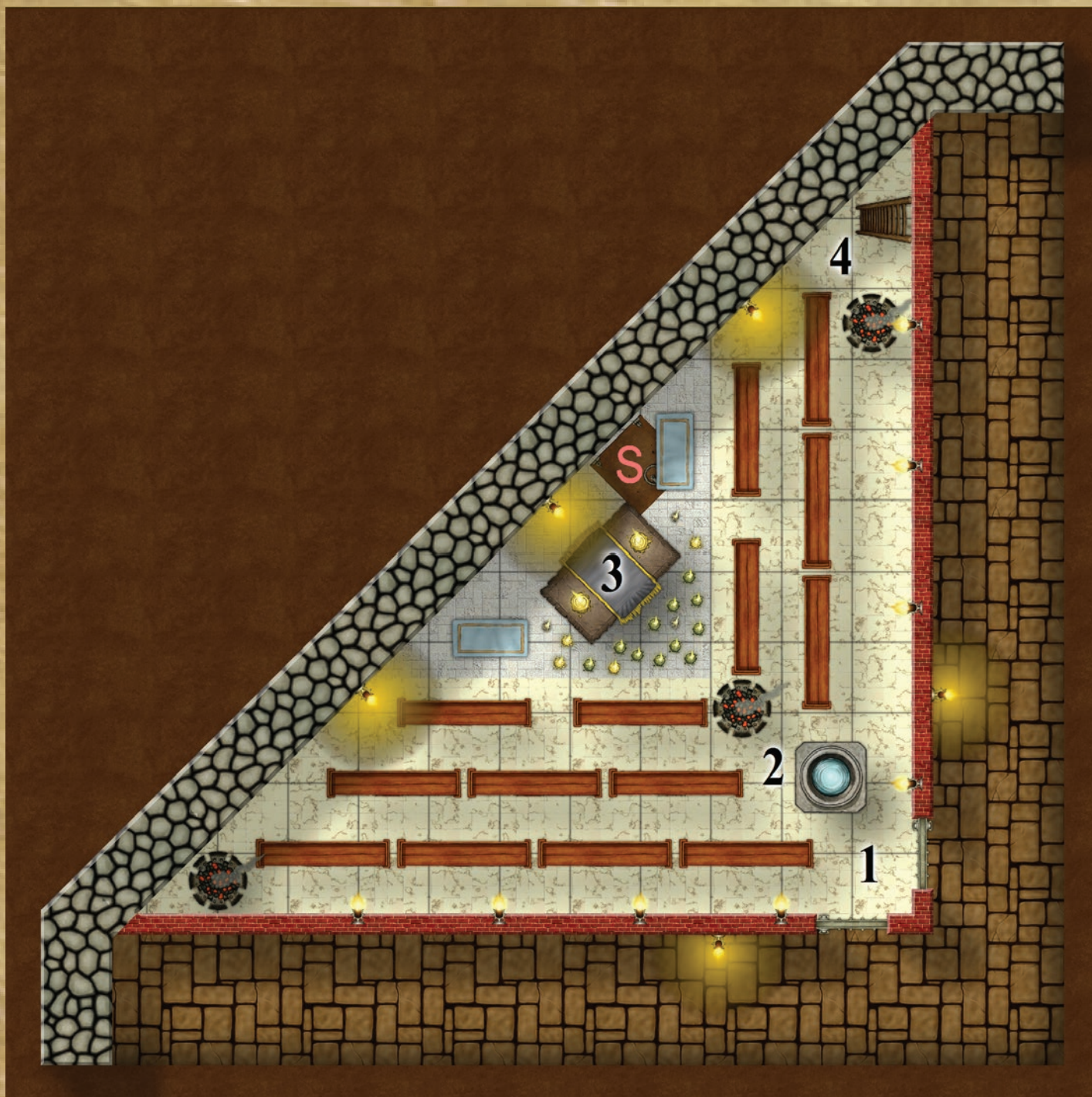


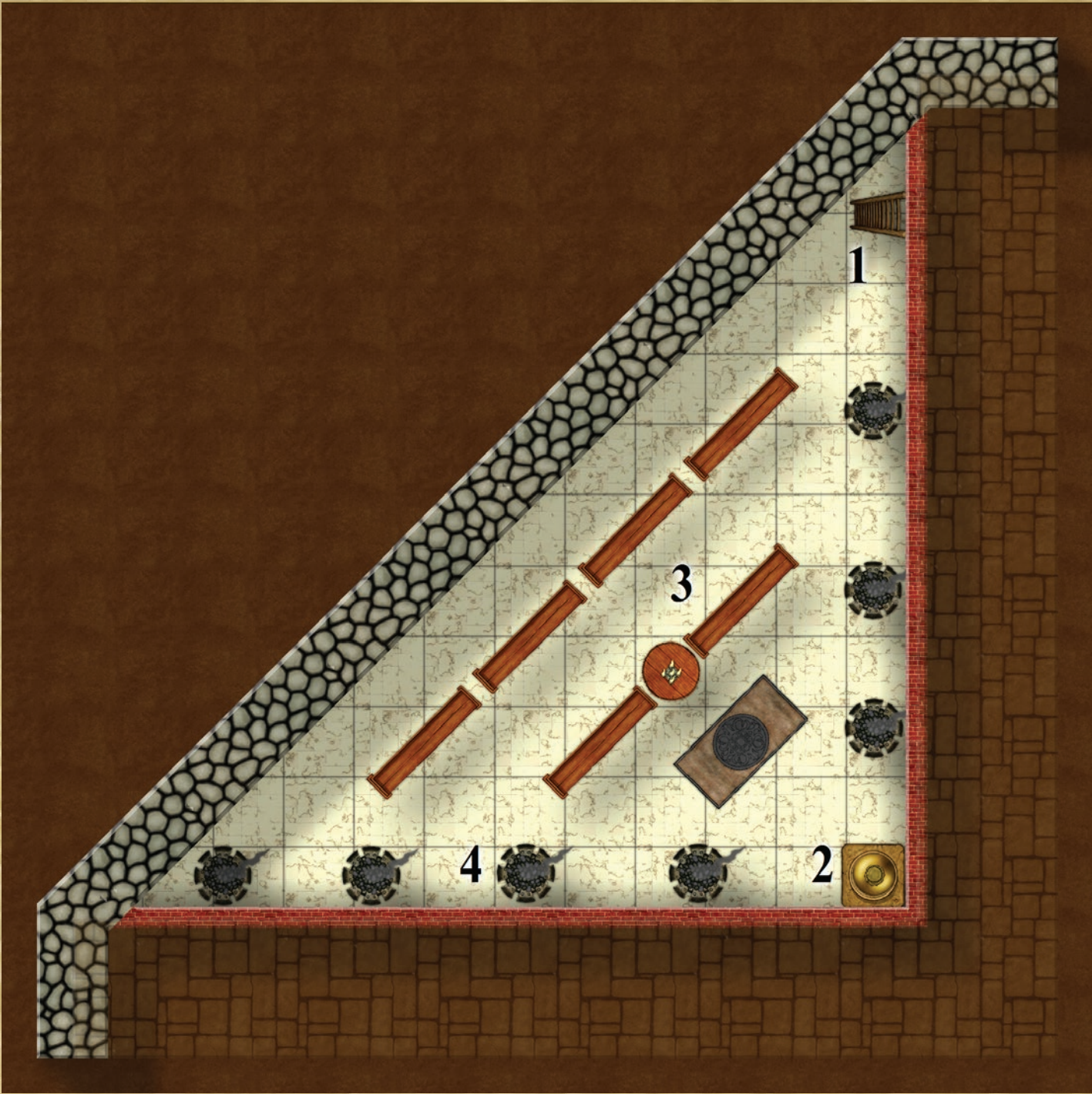


































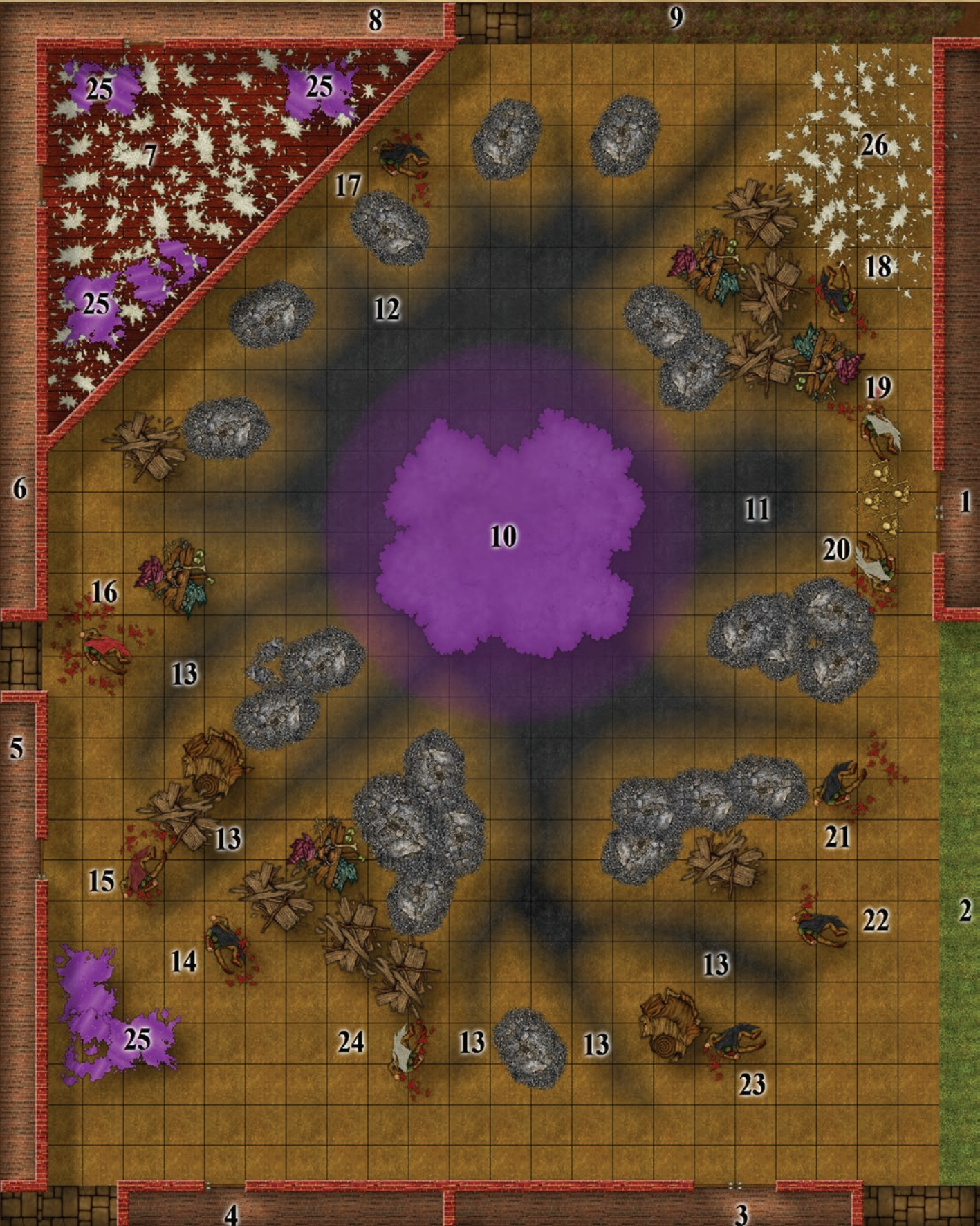


Act Three Maps









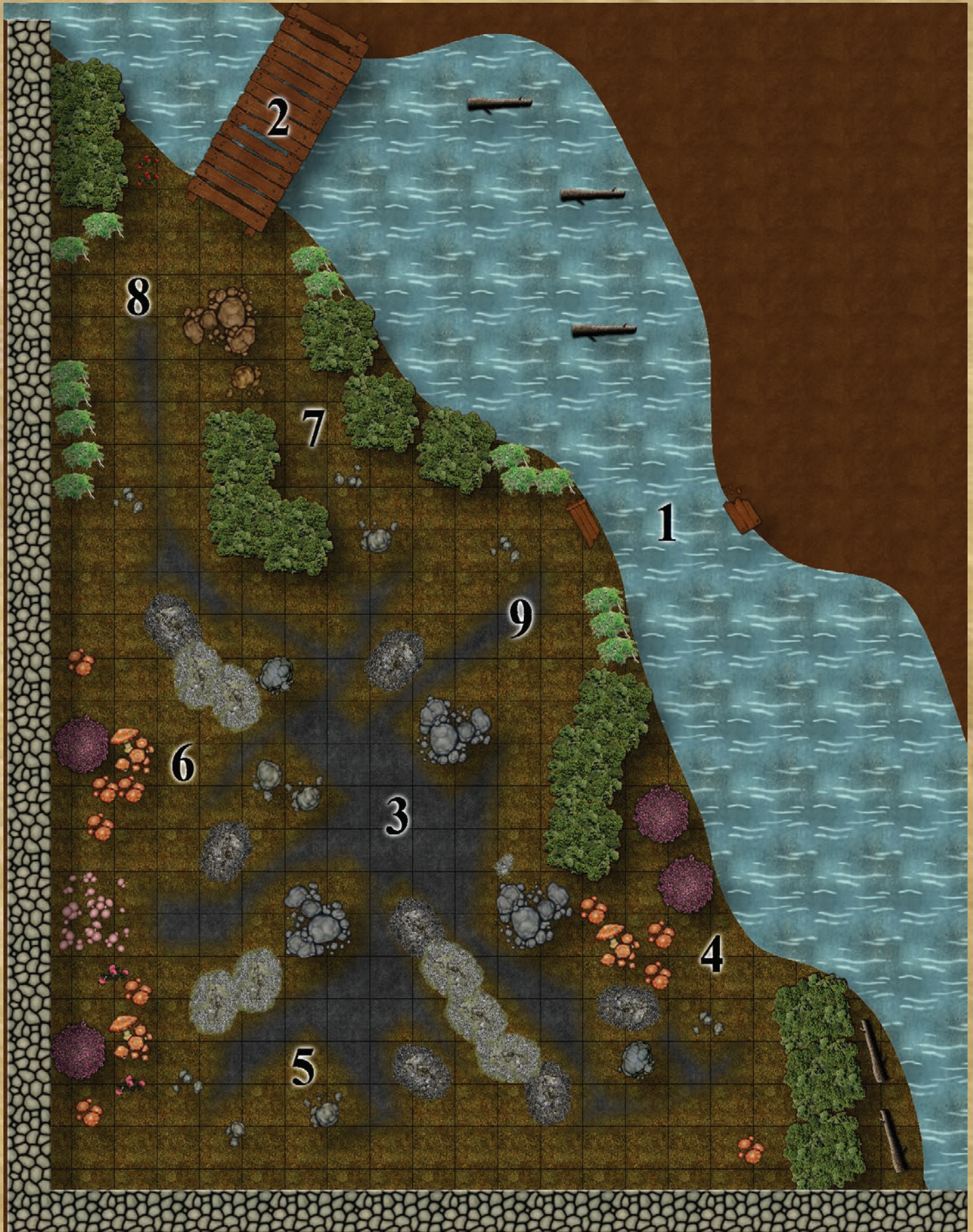












Act Three







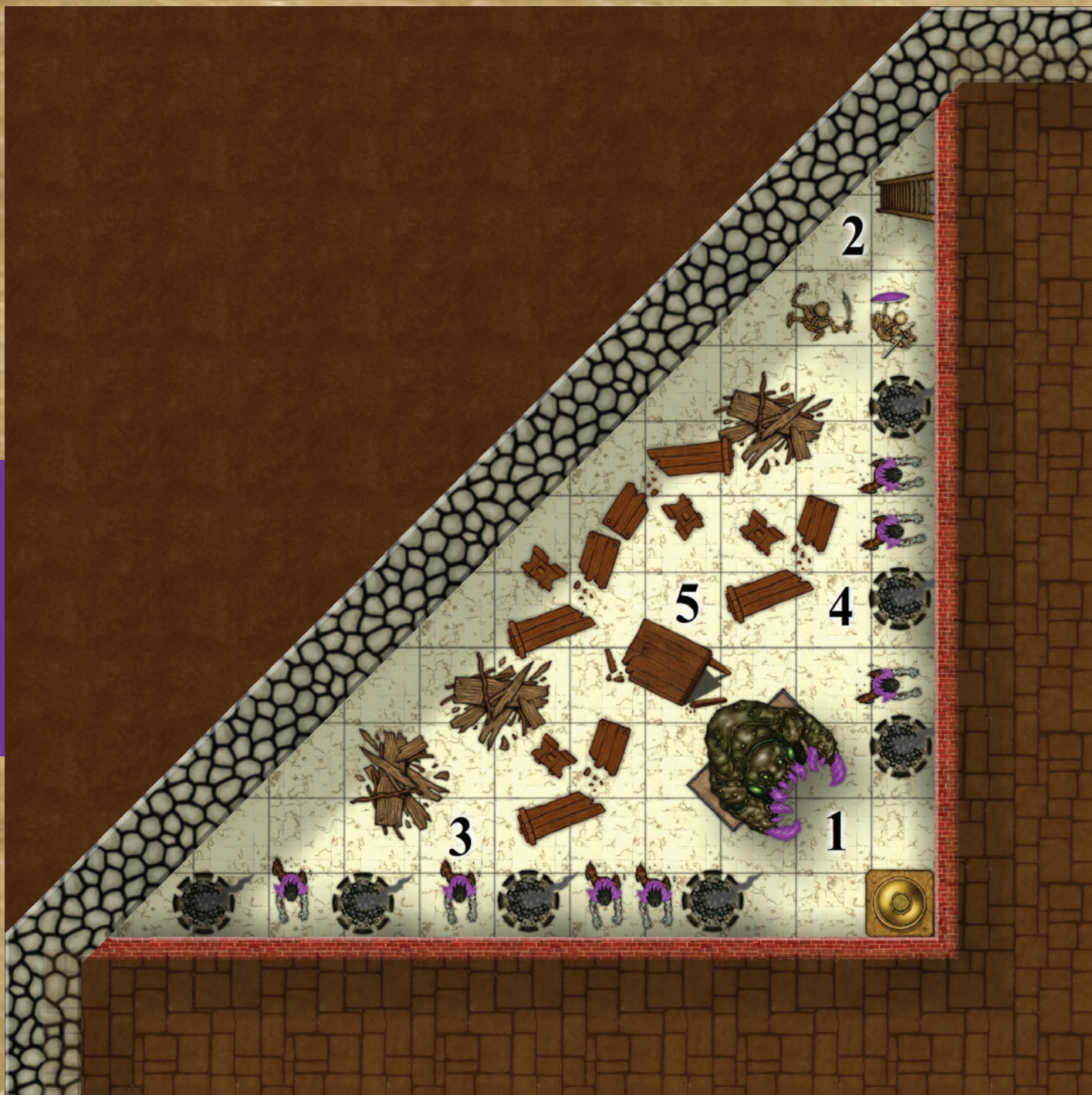


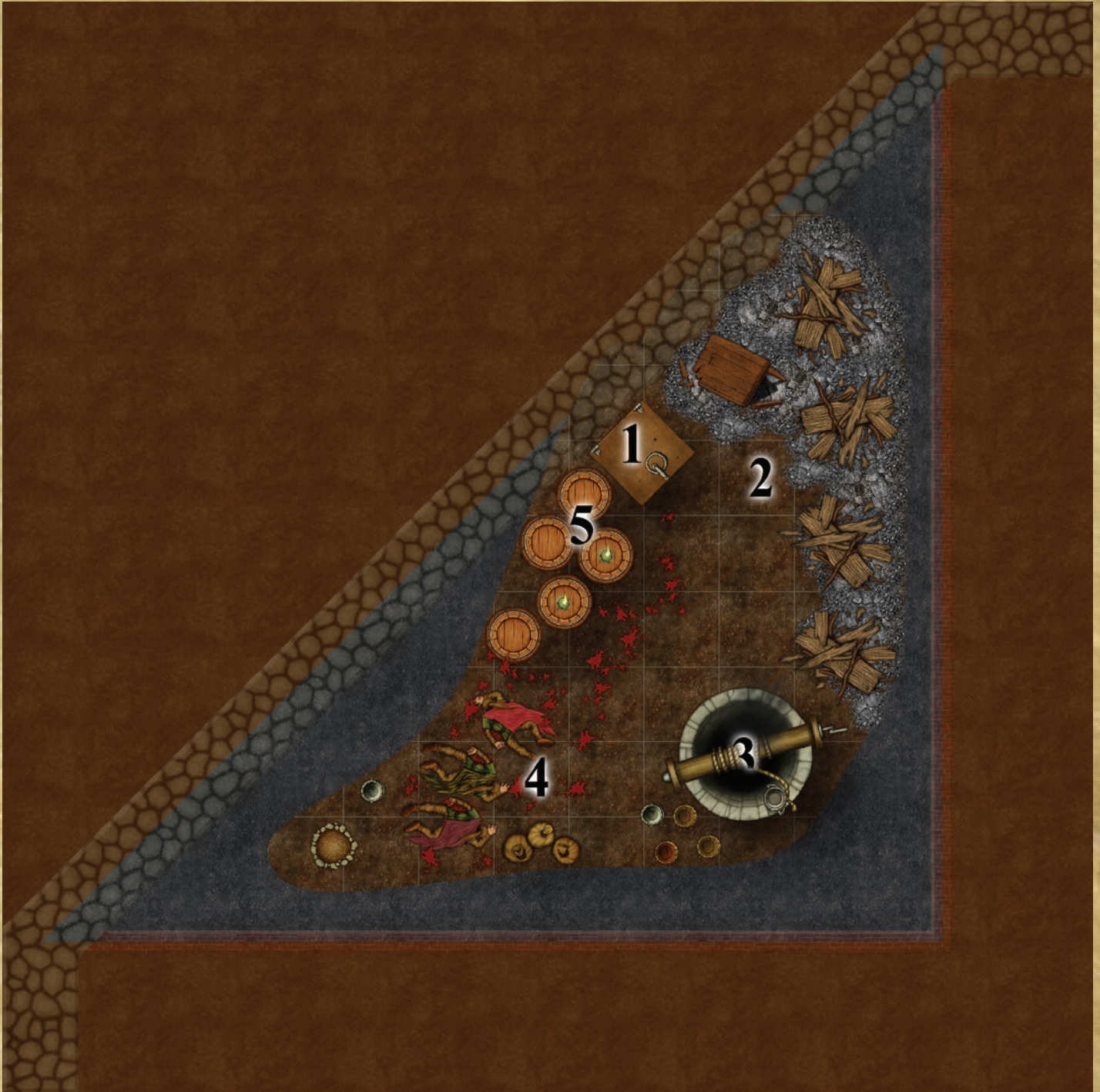




























Player Handouts: Act One





Act One Players'





Act One Players'

Map 68: Players' Map: Mayor's House, Ground Floor

One square equals 5 ft.



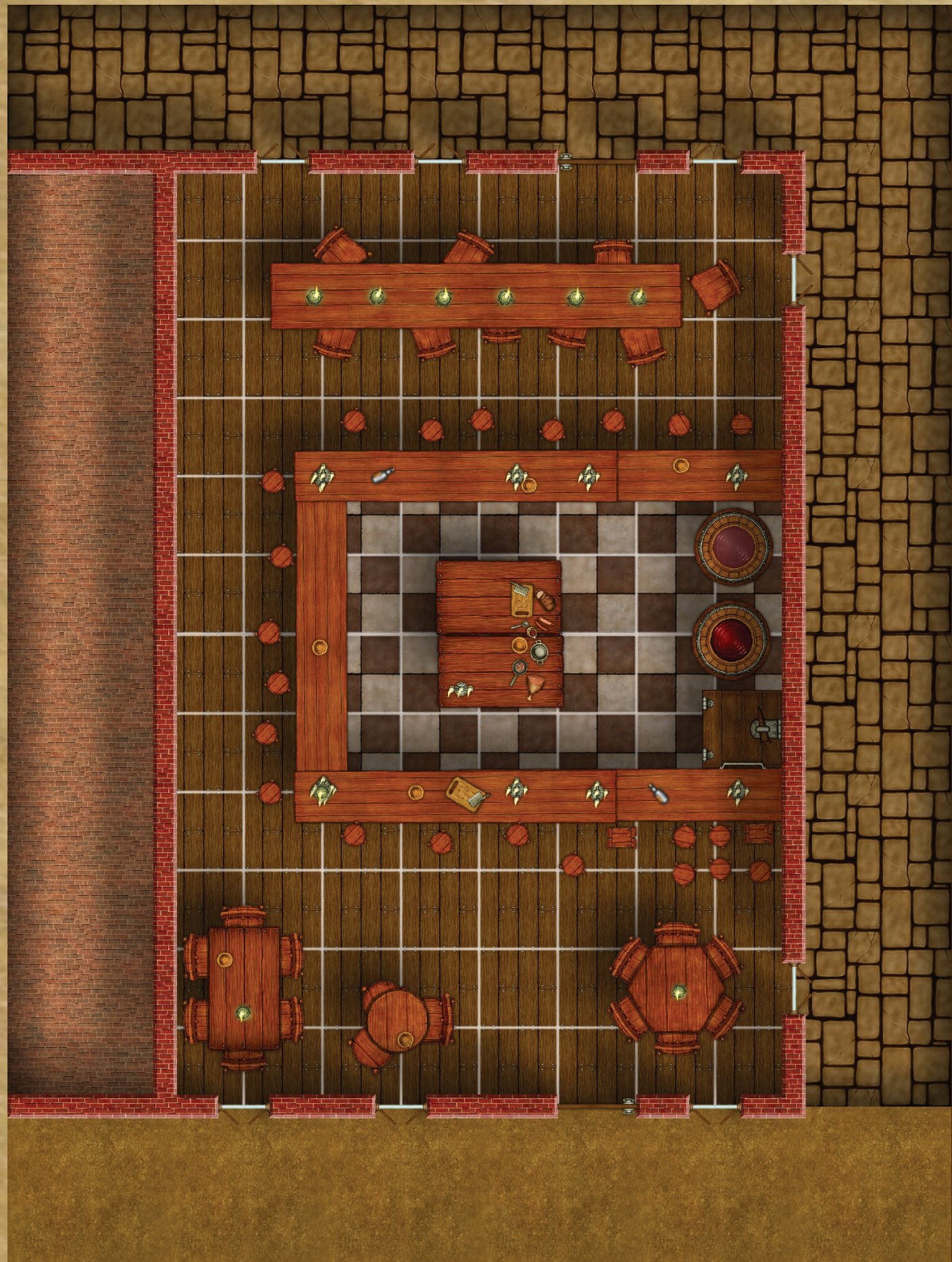
Act One Players'

Map 69: Players' Map: Mayor's House, Second Floor

One square equals 5 ft.



Act One Players'



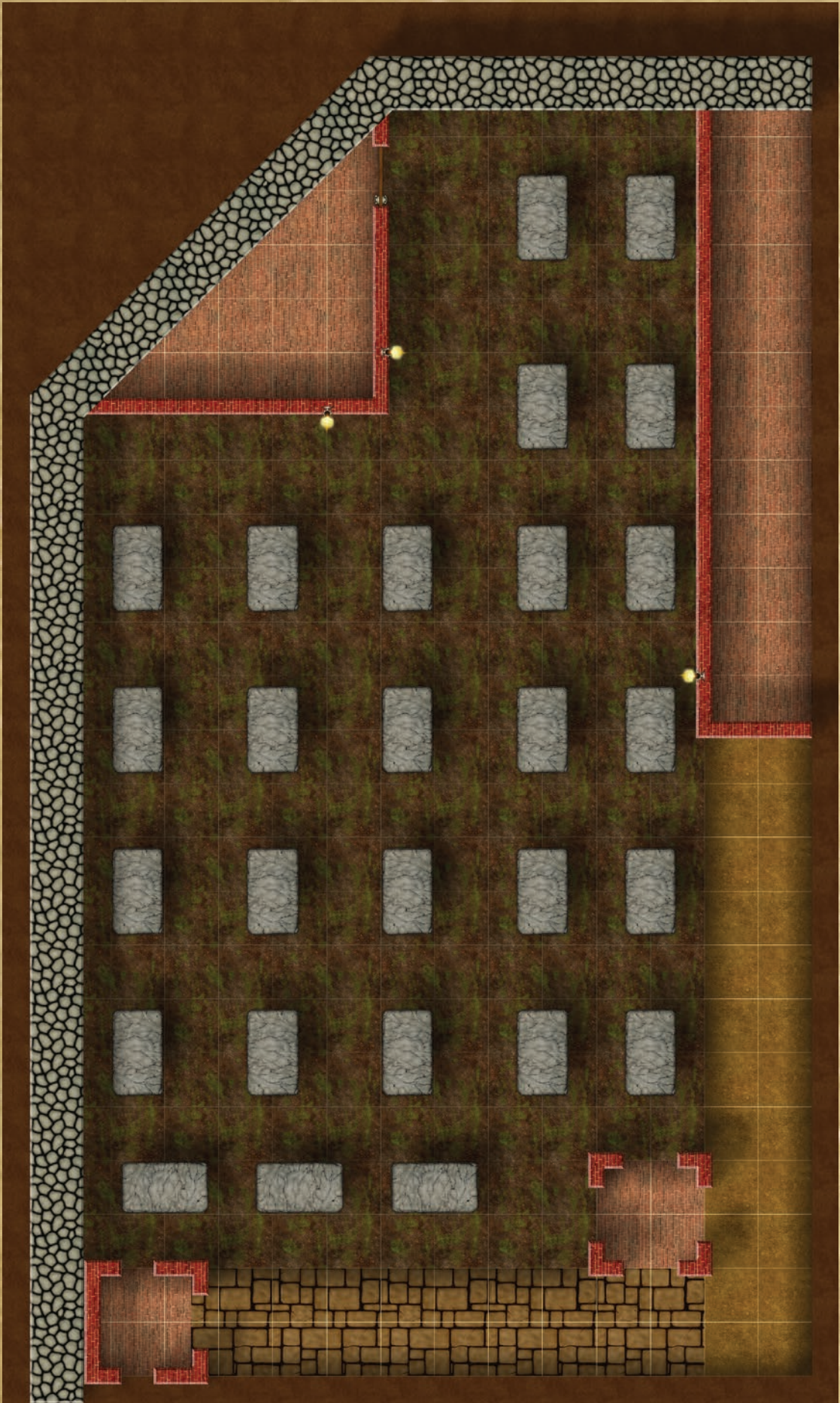




Act One Players'



Act One Players'





Act One Players'

Map 76: Players' Map: Cryptkeeper's Shack

One square equals 5 ft.



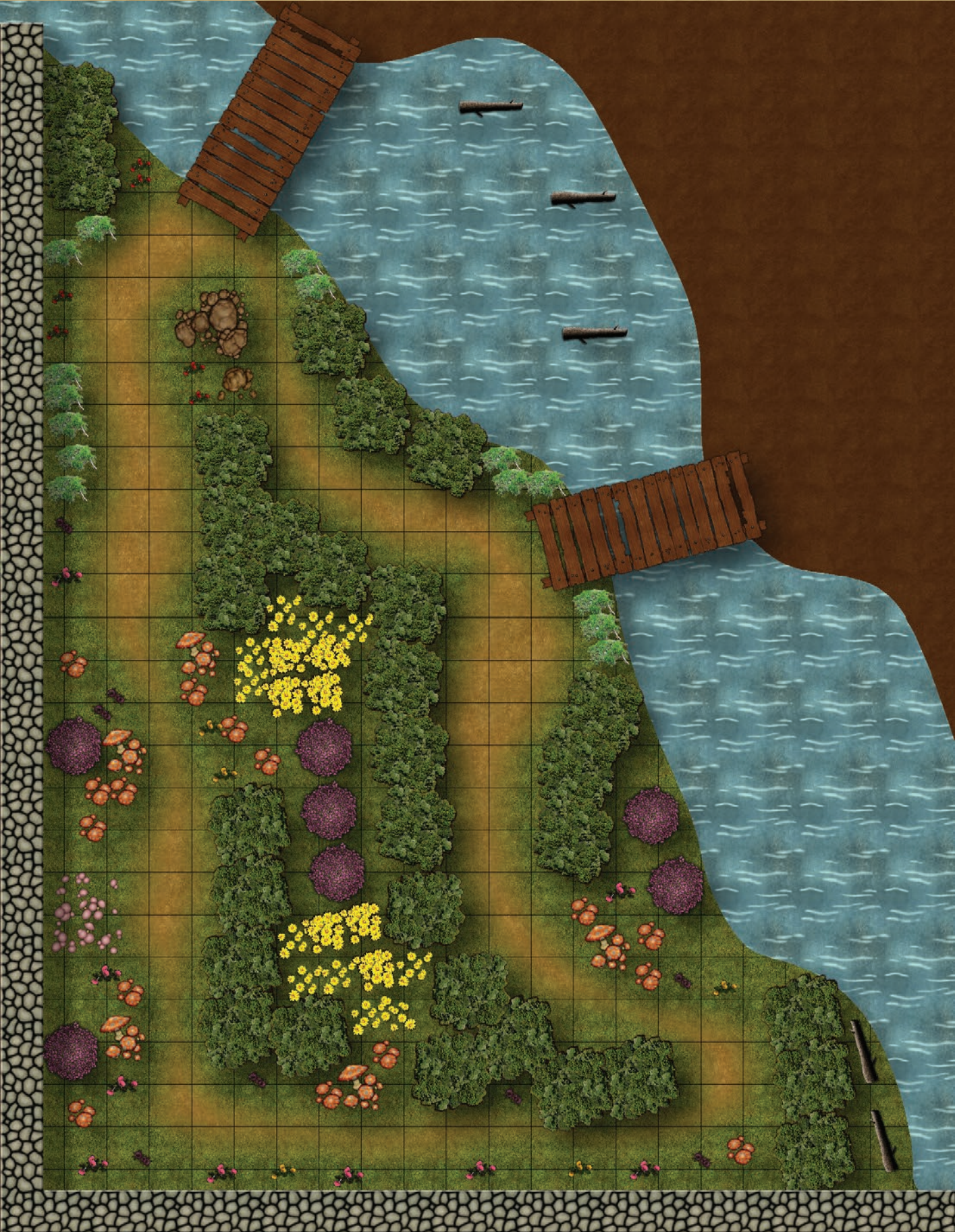
Map 77: Players' Map: Militia Guard Post

One square equals 5 ft.

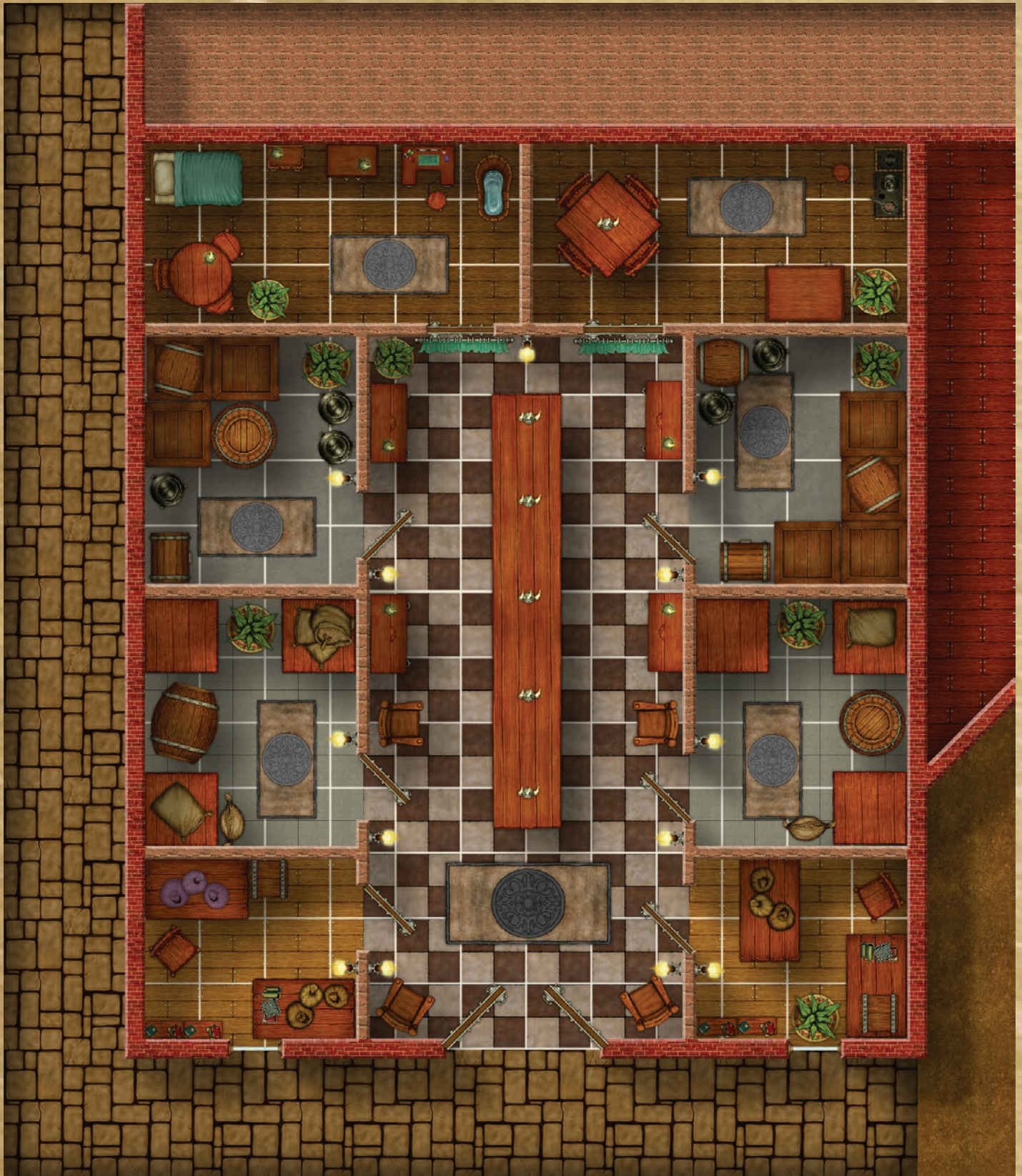








Act One Players'





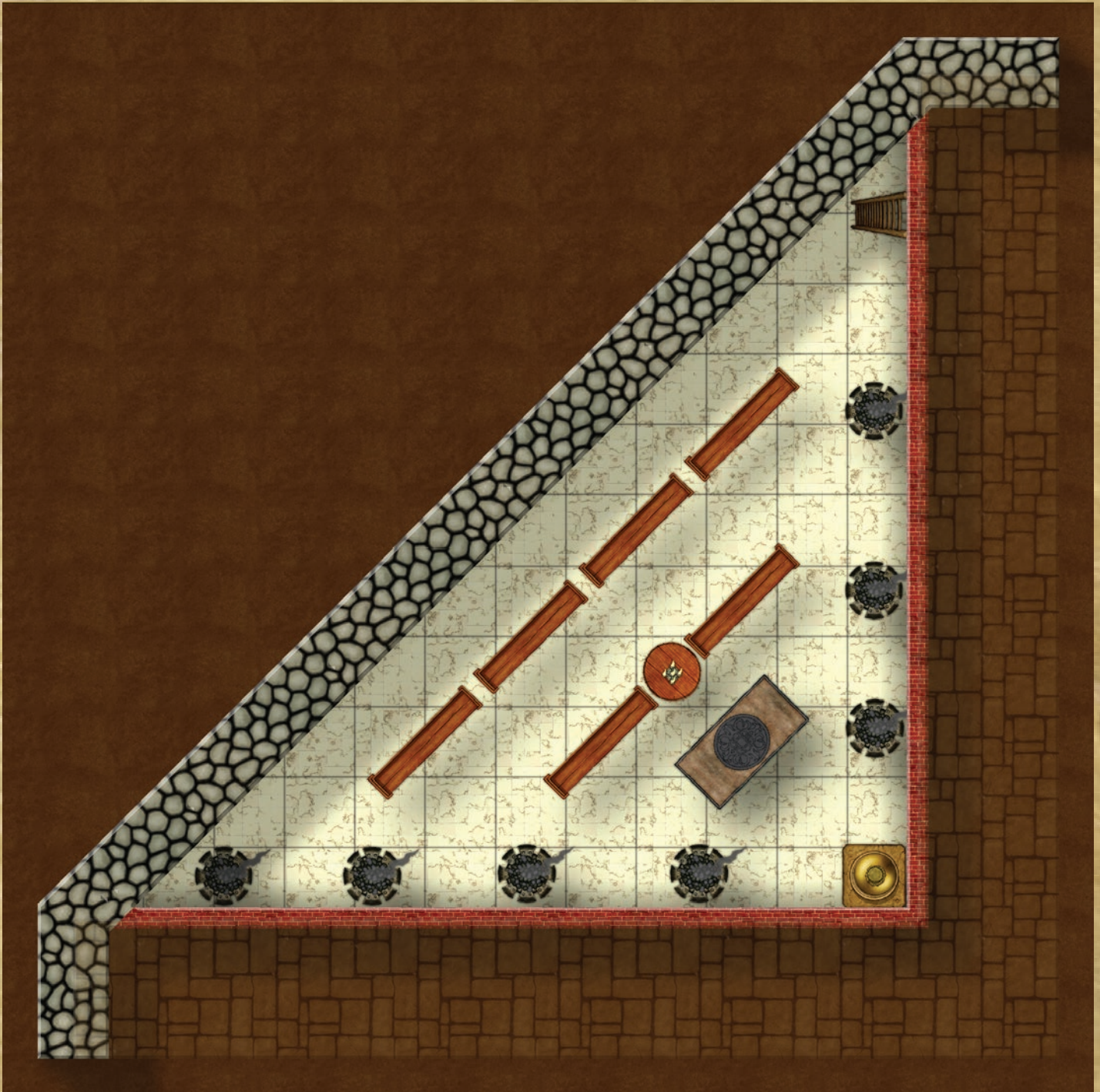
Act One Players'



Act One Players'











Act One Players'



Act One Players'

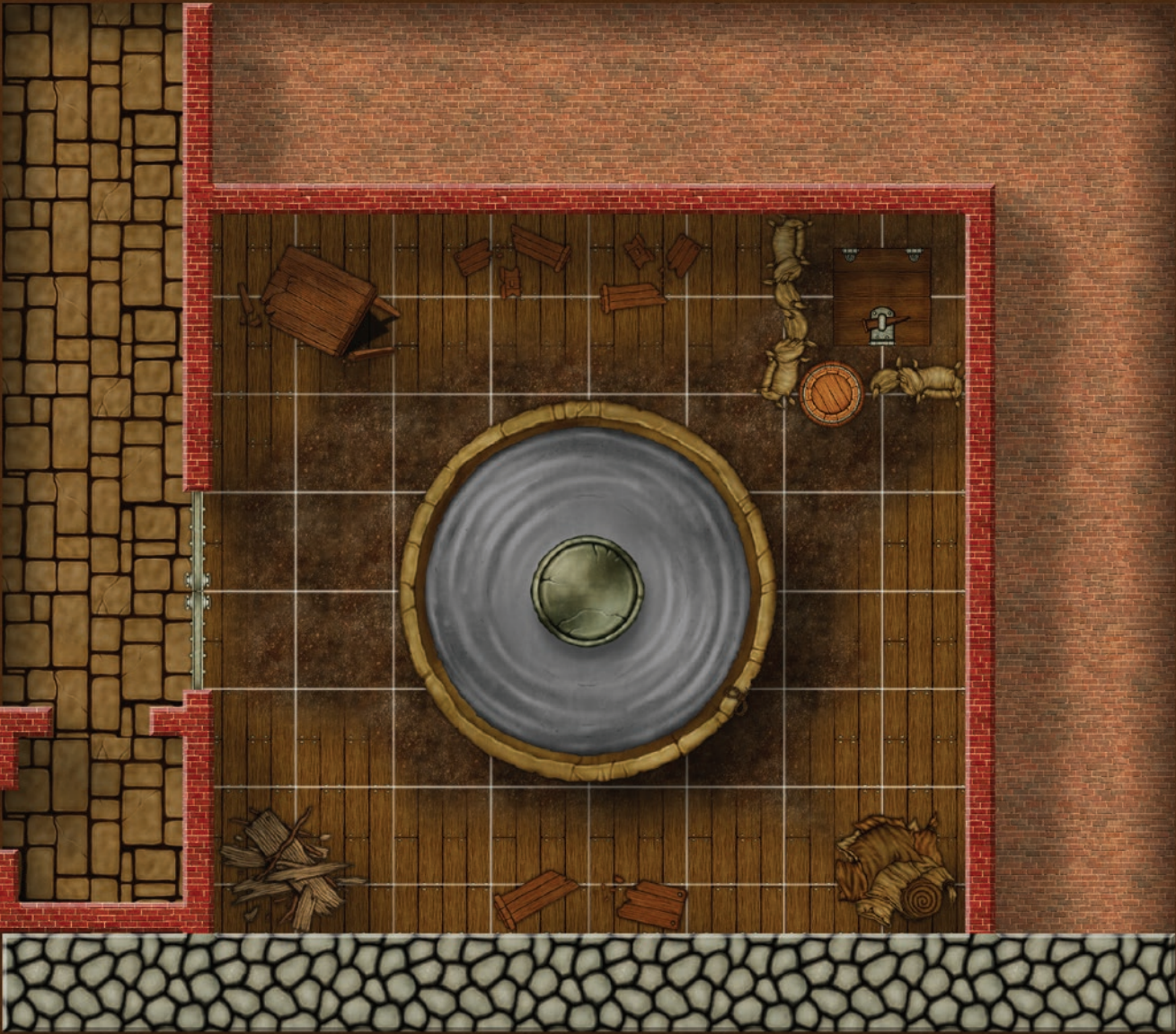


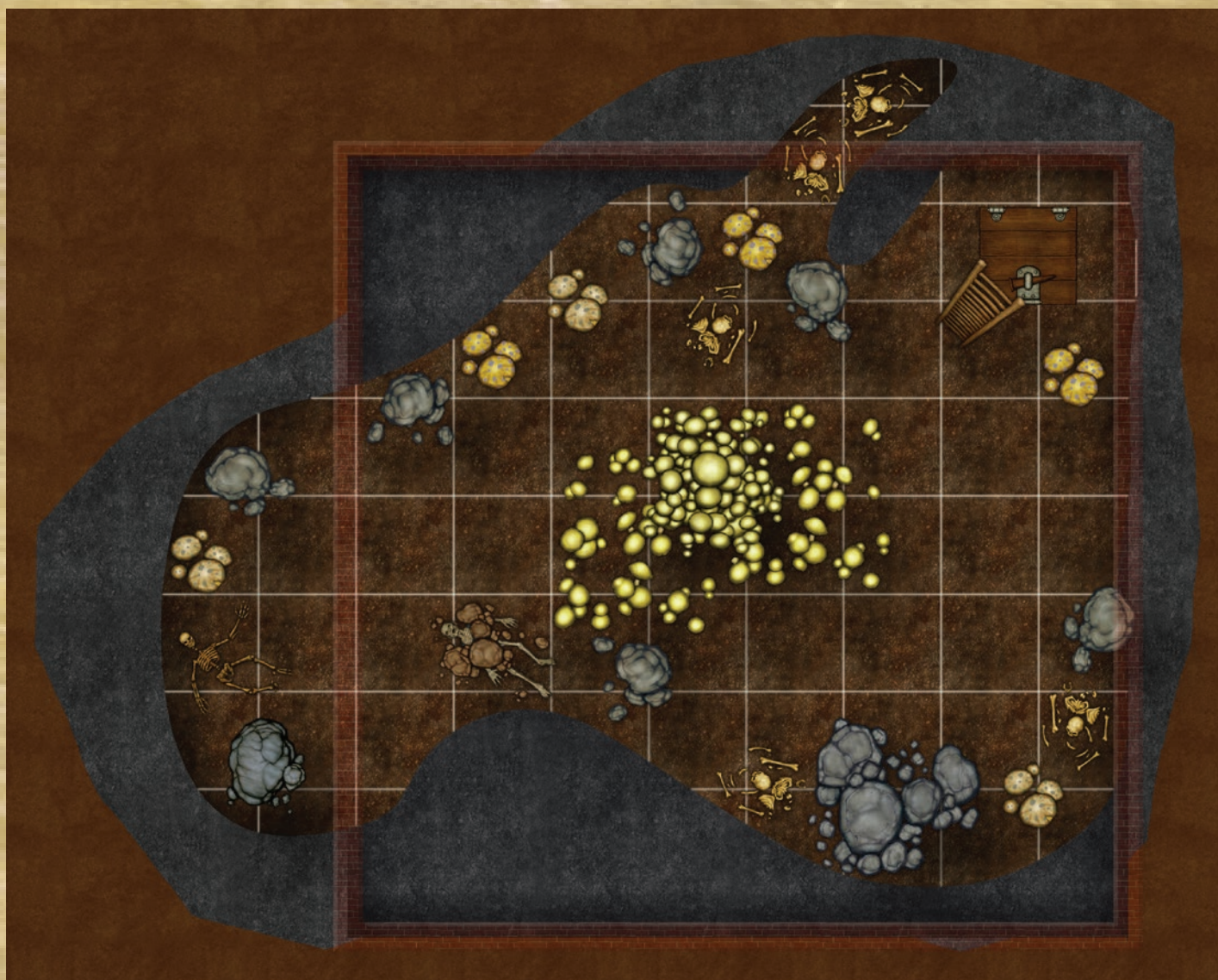
Act One Players'





Act One Players'





Act One Players'







Act One Players'



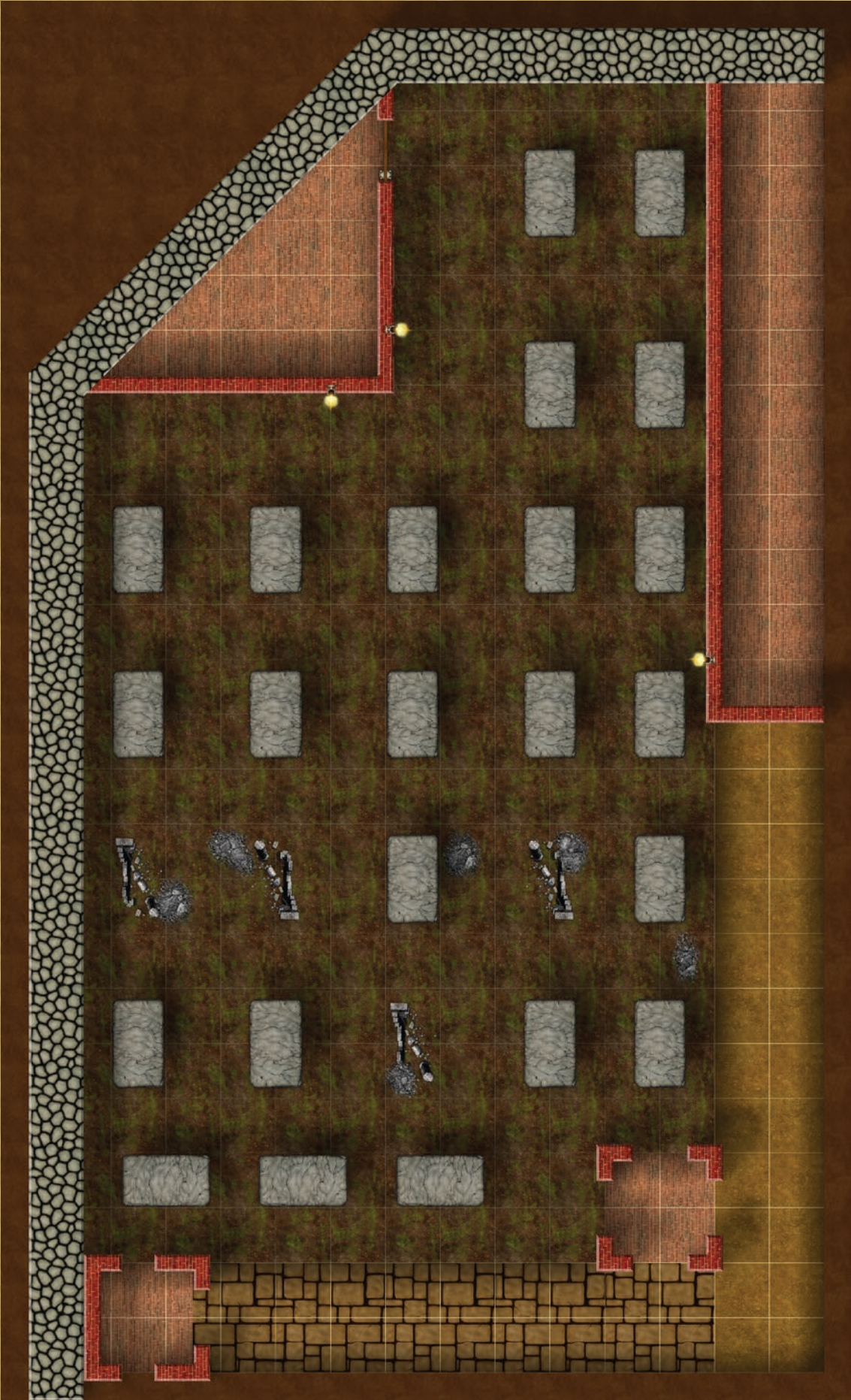
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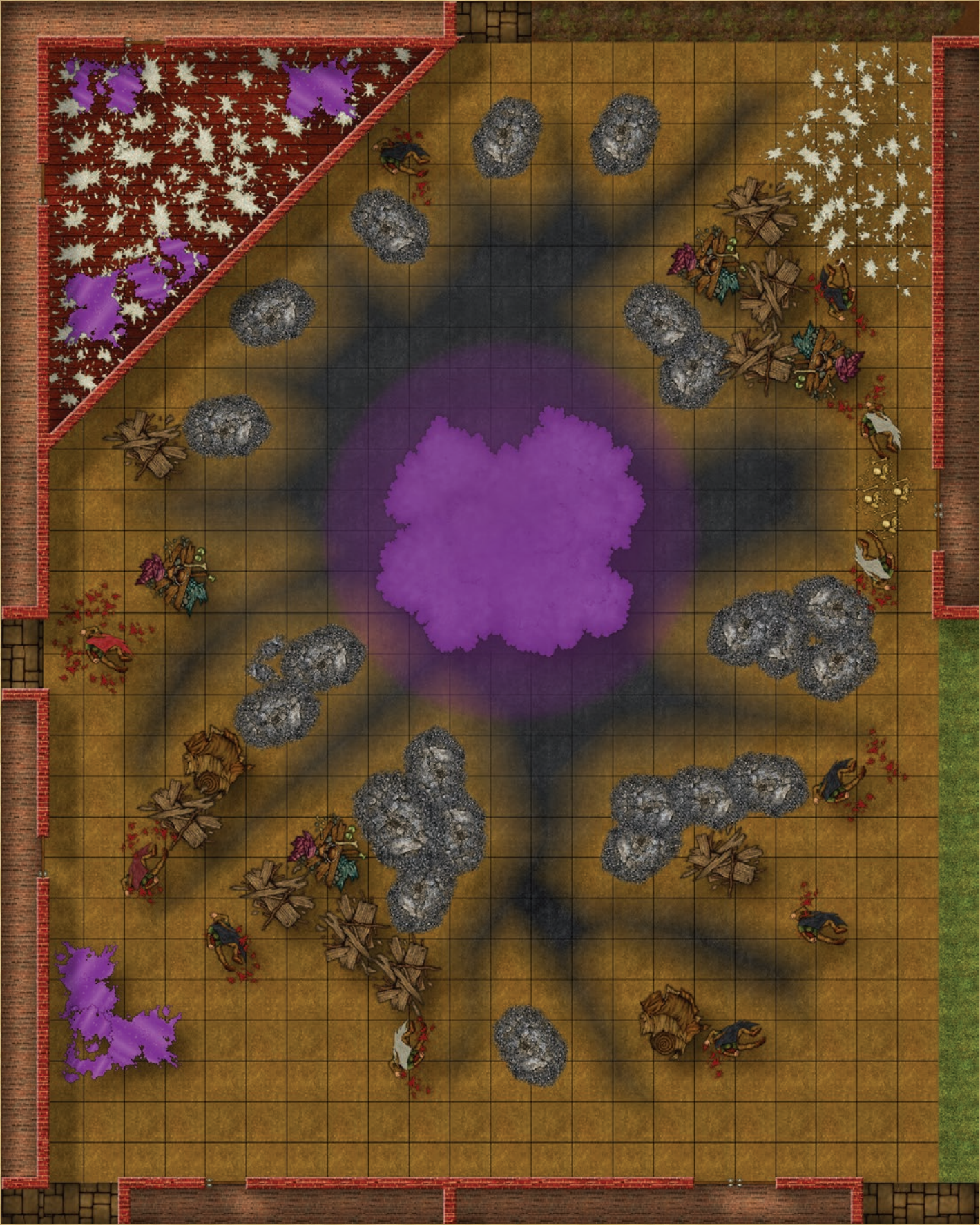


Player Handouts: Act Three







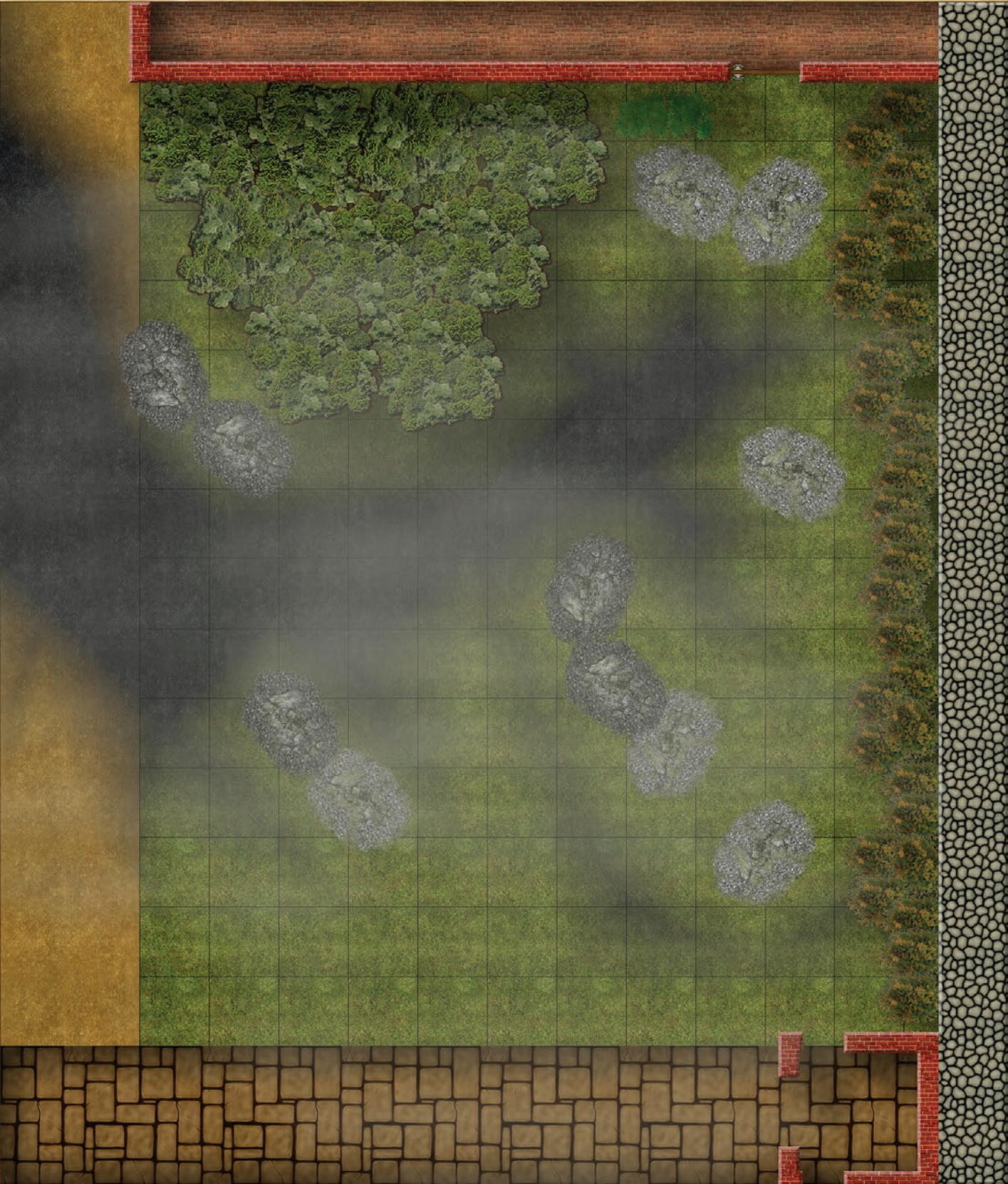


Act Three Players'

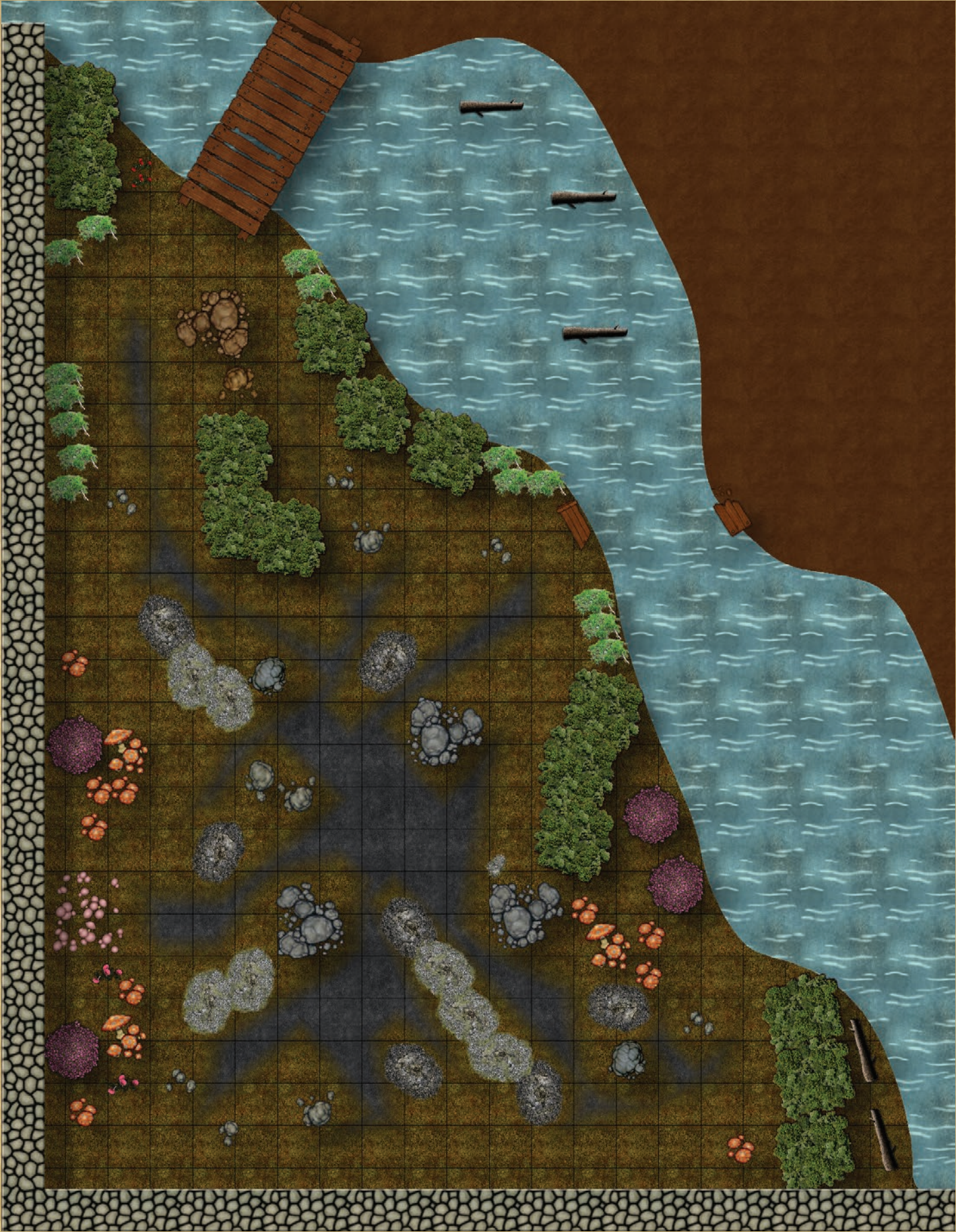


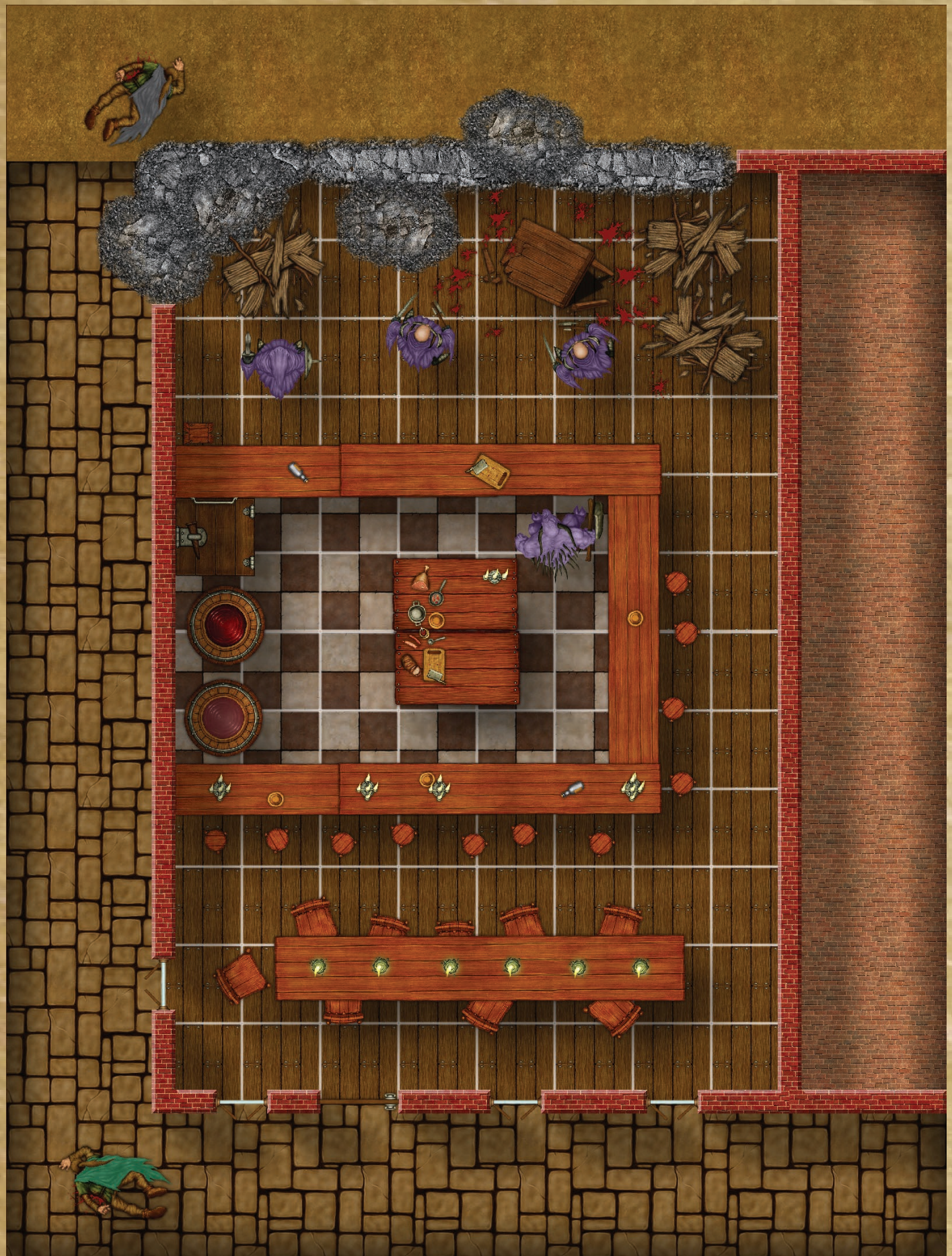








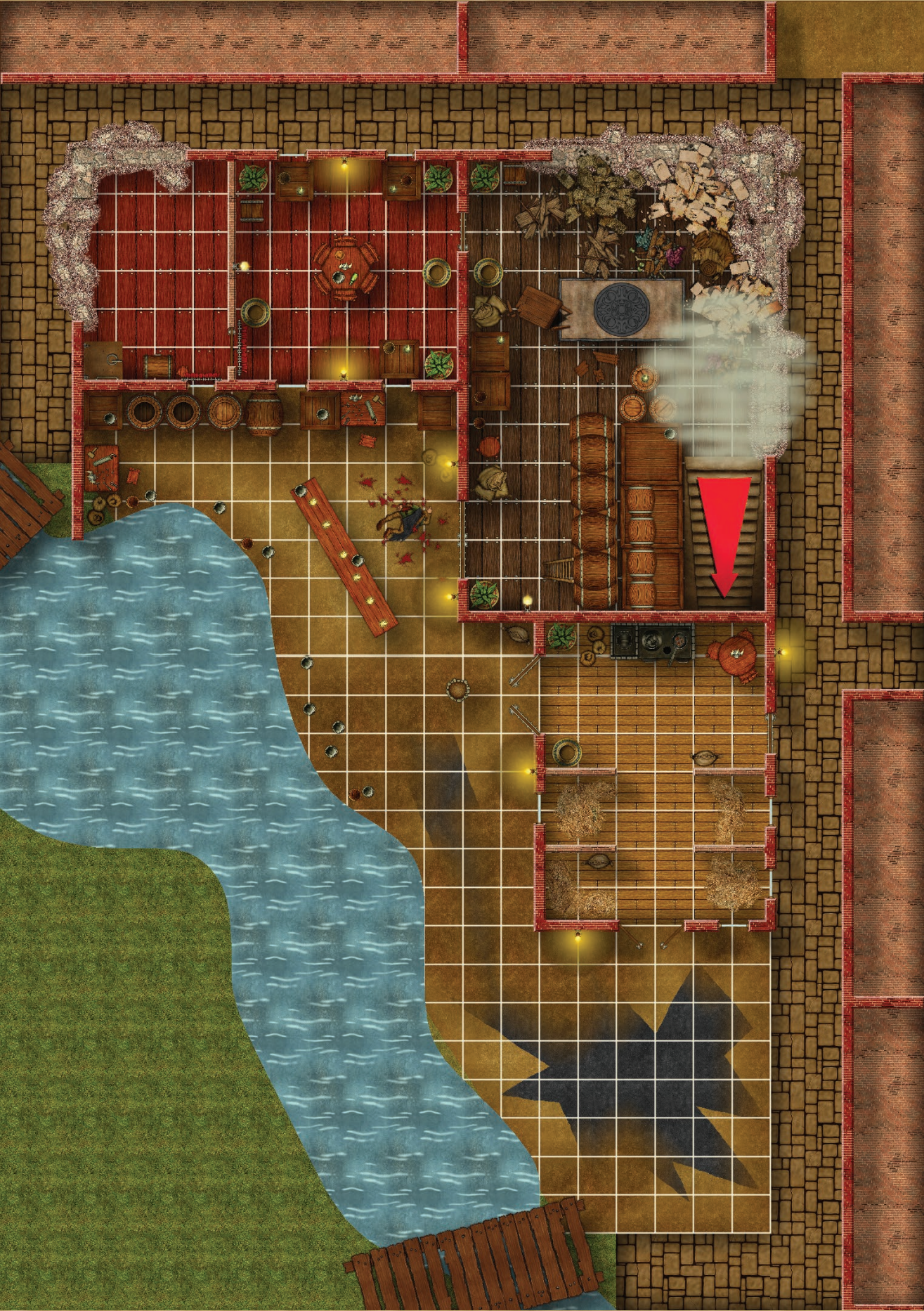








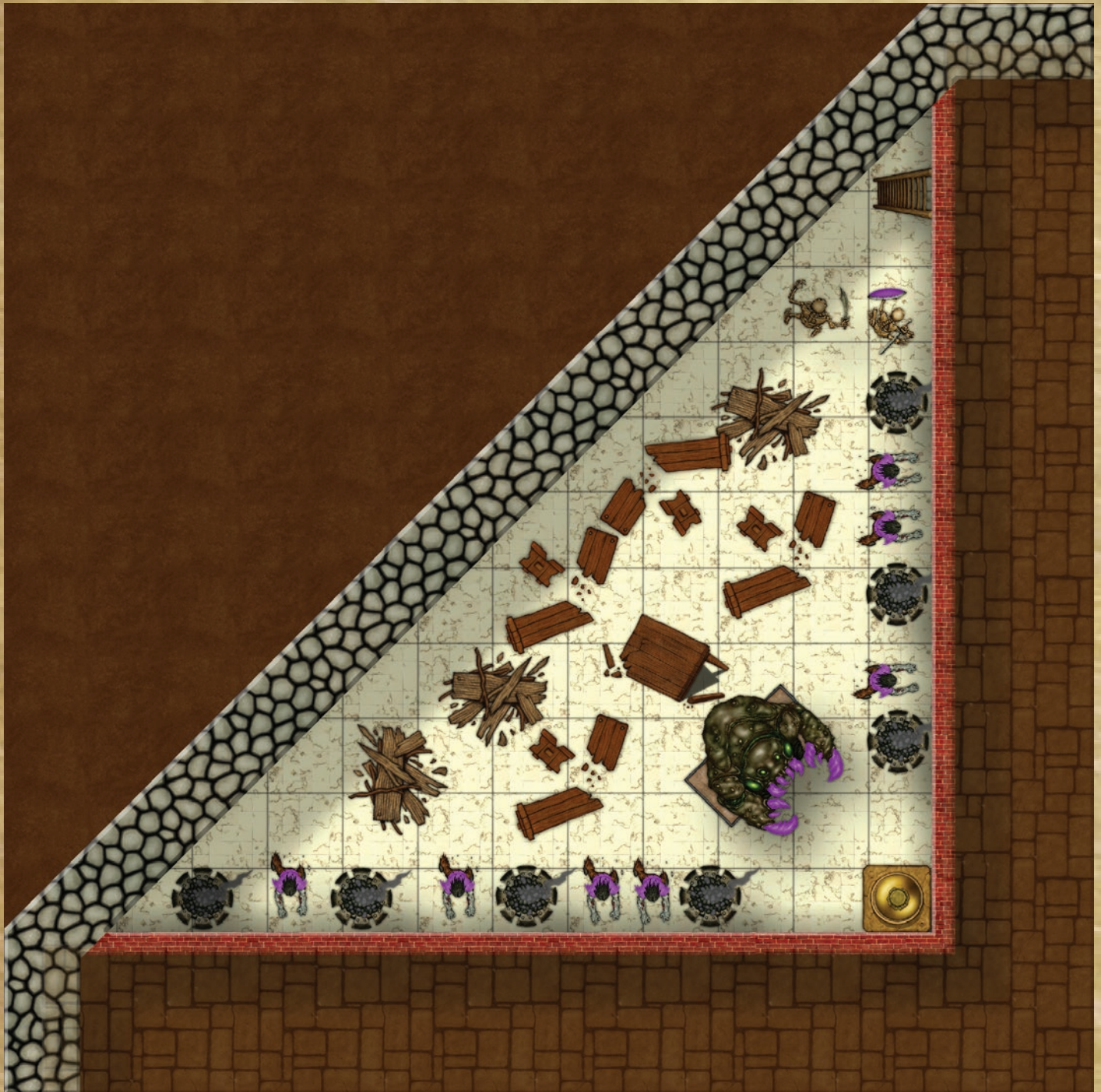














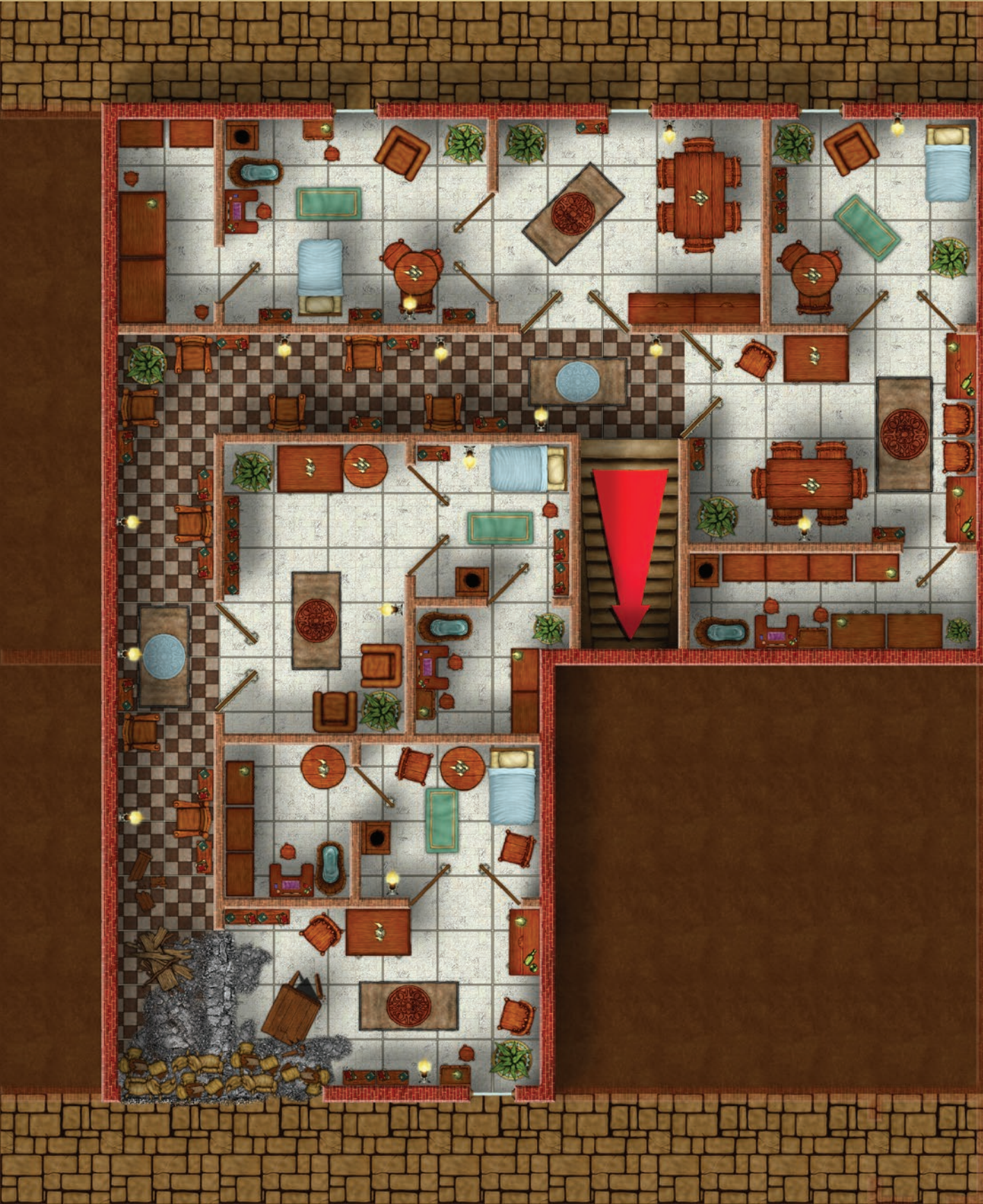




Map 122: Players' Map: Upper-Class Residential District, Ground Floor (Aftermath) *One square equals 5 ft.*



Map 123: Players' Map: Upper-Class Residential District, Second Floor (Aftermath) *One square equals 5 ft.*



Act Three Players'

Map 124: Players' Map: Lower-Class Residential District, Ground Floor (Aftermath) *One square equals 5 ft.*



Map 125: Players' Map: Lower-Class Residential District, Second Floor (Aftermath) *One square equals 5 ft.*







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Version History

Table 1: Version History

Date	Version	Notes
19-Oct-2016	1.0	Print proof Alpha 1
18-Nov-2016	1.1	Final print version

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