



MAP PACK: ABSTRACT TEXTURE ART (OPEN EXPANSES)



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PUBLICATION

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MAP PACK: ABSTRACT TEXTURE ART (OPEN EXPANSES)

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Design, Layout, & Additional Cartography by R. William Thompson
Edited by Christopher Cogle, Justin P. Sluder
Additional Development by Justin P. Sluder

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Vast planar expanses, the open waters of the deep oceans, the dangerous super-heated environments of immense nebulae filled with roiling stellar plasma, or the expanse of galactic space set outside such regions; these wide open and distinctive areas can all be portrayed with the maps included in this pack.

This free product includes several photos of an original artwork by Jeremiah Ford, including versions with square grids, unique segmented hex grids, and gridless images. Photographed by artist and game designer, R. William Thompson (Will / Xido from **XIDORAVEN PRESENTS**), these images are ideal for use on virtual tabletop at standard screen resolution (72ppi), but not for high-resolution printing (yet).

In addition to providing free texture art imagery for various creative purposes, this pack also includes a sample square grid map design based on the artwork as a background for an underwater scene. This map has been designed for use with an upcoming planar adventure for high-level player characters (**PATHFINDER ROLEPLAYING GAME COMPATIBLE**), as well as a means of drawing fan attention to the artistic, tabletop gaming, and design-oriented work on my newest online endeavor to help others who might wish to work in the industry, or get tips and ideas for how to put together gaming publications for self-publishing and print-on-demand.

While I have learned it is not possible to guarantee anything at this point in life, I do maintain plans on producing and releasing a high-level planar adventure, and I hope to begin releasing some of it soon. In addition to giving you a proper teaser worth having, the encounter map included in this packet can be used for one of the first planned scenes in this upcoming adventure. If, for whatever reason, we can't follow through on this plan – you still have this content for free.

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realms, Farseeker seeks to provide unique concepts and advanced alternative topics in fantasy tabletop gaming and other multi-genre ideas.

The **FARSEEKER ADVENTURE** currently being produced is tentatively titled, **'ACROSS THE INFINITE VAST.'** This adventure will take Player Characters (PCs) from 17th-level to 20th-level by its conclusion, taking place entirely within the cosmic realms described generically as the Planes (see [PLANAR ADVENTURING](#), PRD). Much of the adventure will take place in **LIMBO** (an elemental maelstrom of the Outer Planes), and focuses on the ancient lore of the cosmic history depicting the original war between The Titans and The Pantheon of deities which rule over the realms of mortals. As our heroes stumble upon an ancient secret, a shocking heresy against one of the most ancient and powerful of the gods, this capstone adventure allows the PC actions to directly influence the greater cosmos, and to deal with intermediaries of the gods and other powerful beings on their home turf.

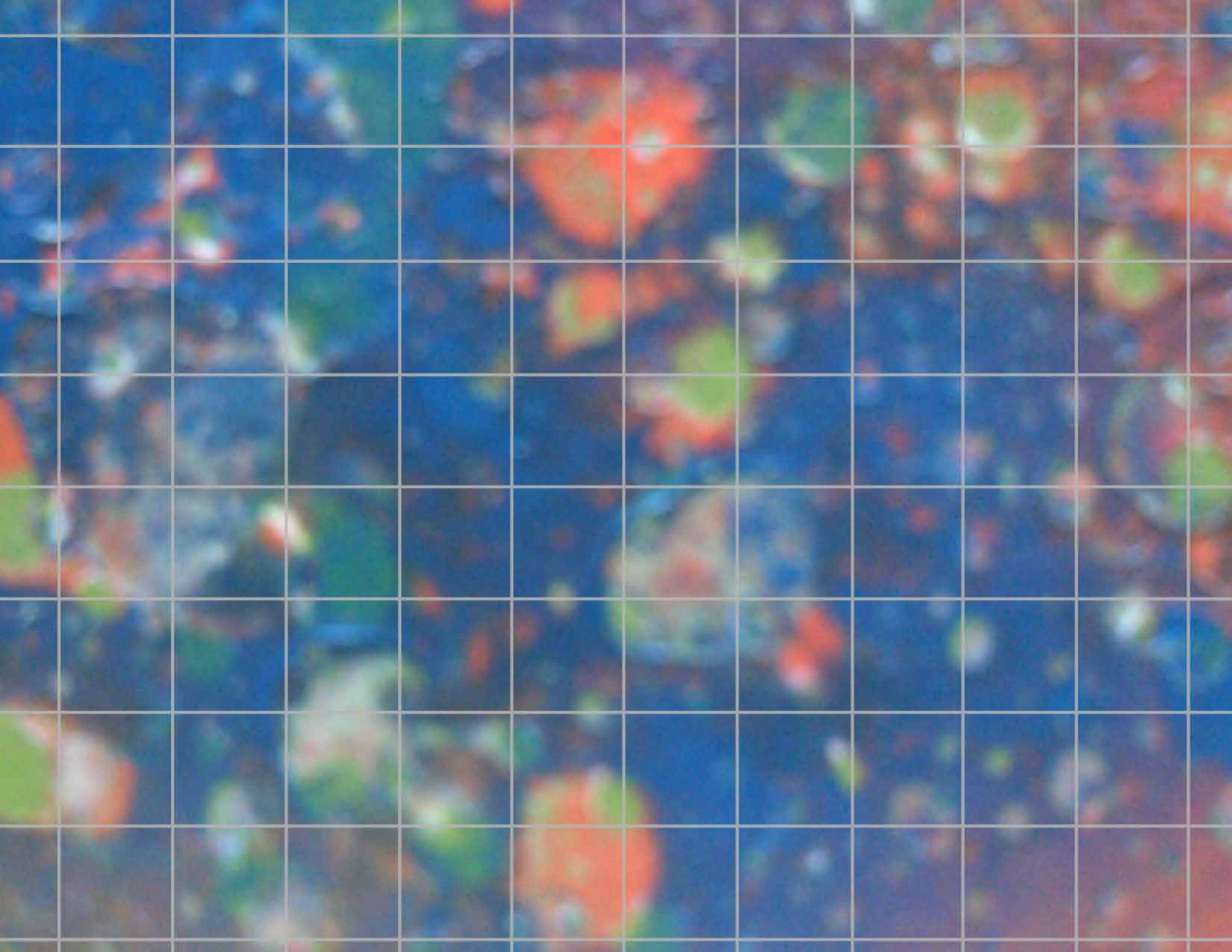
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Thank you for downloading this product, and checking this out. It means a lot to me as a creative person, when I get to share my work with you. I hope it helps you grow your own ideas as much as it does for me and my own.

Best wishes to you and yours,

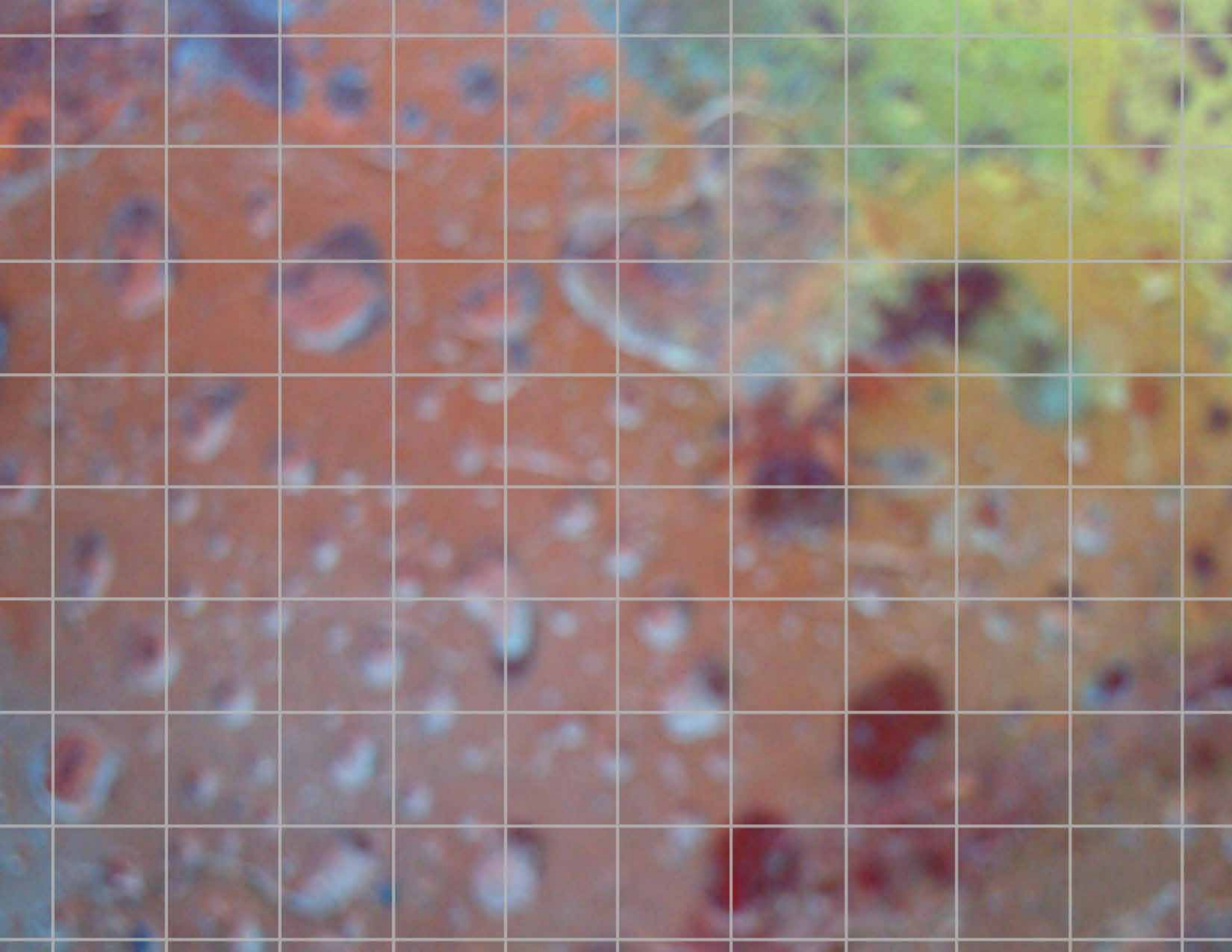
- R. William Thompson (aka, xidoraven)

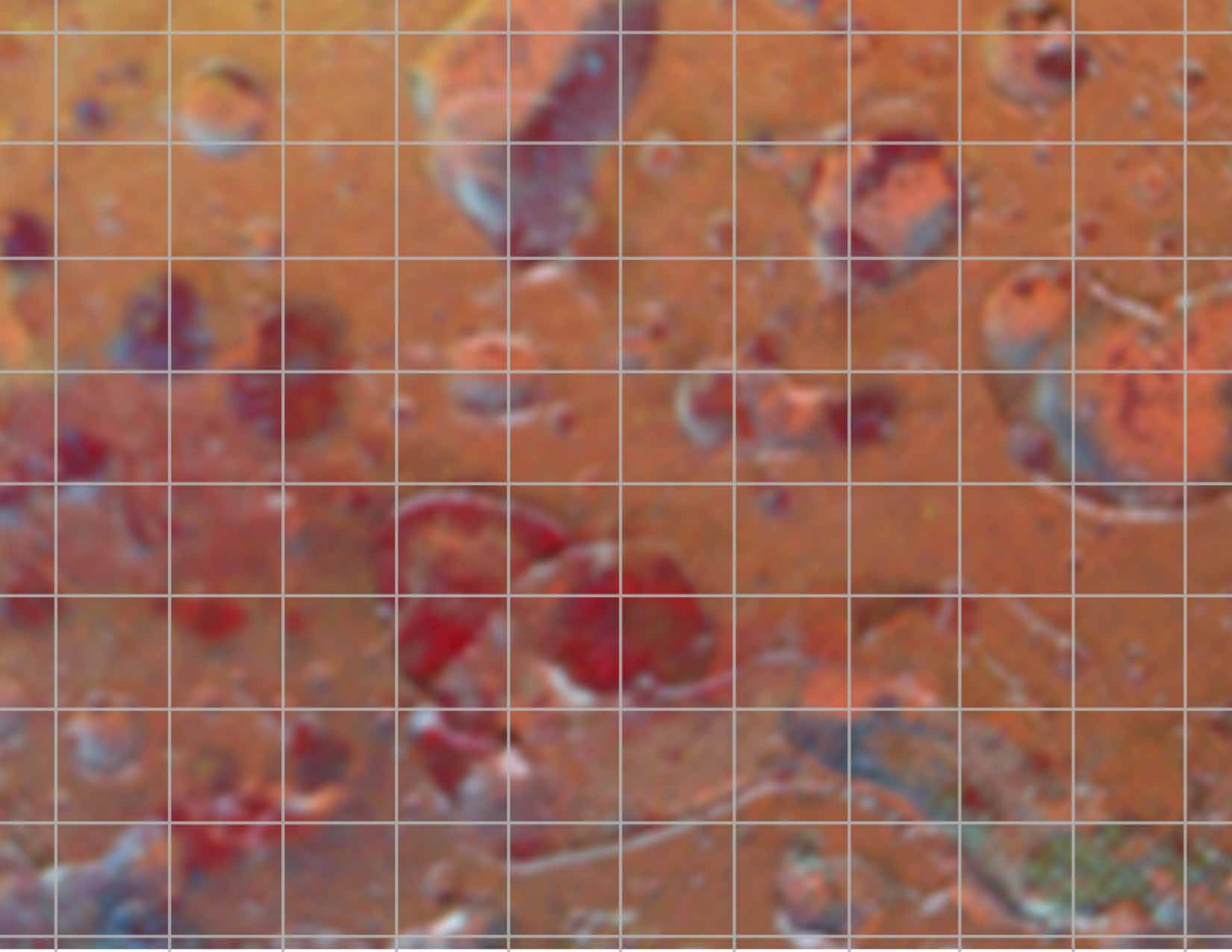
Note: Call me Will, Xido, Xid, or Raven (“zee-doe” or “zye-doh” are fine – it’s not a real word, and I won’t be offended if you mis-pronounce it, because you can’t).

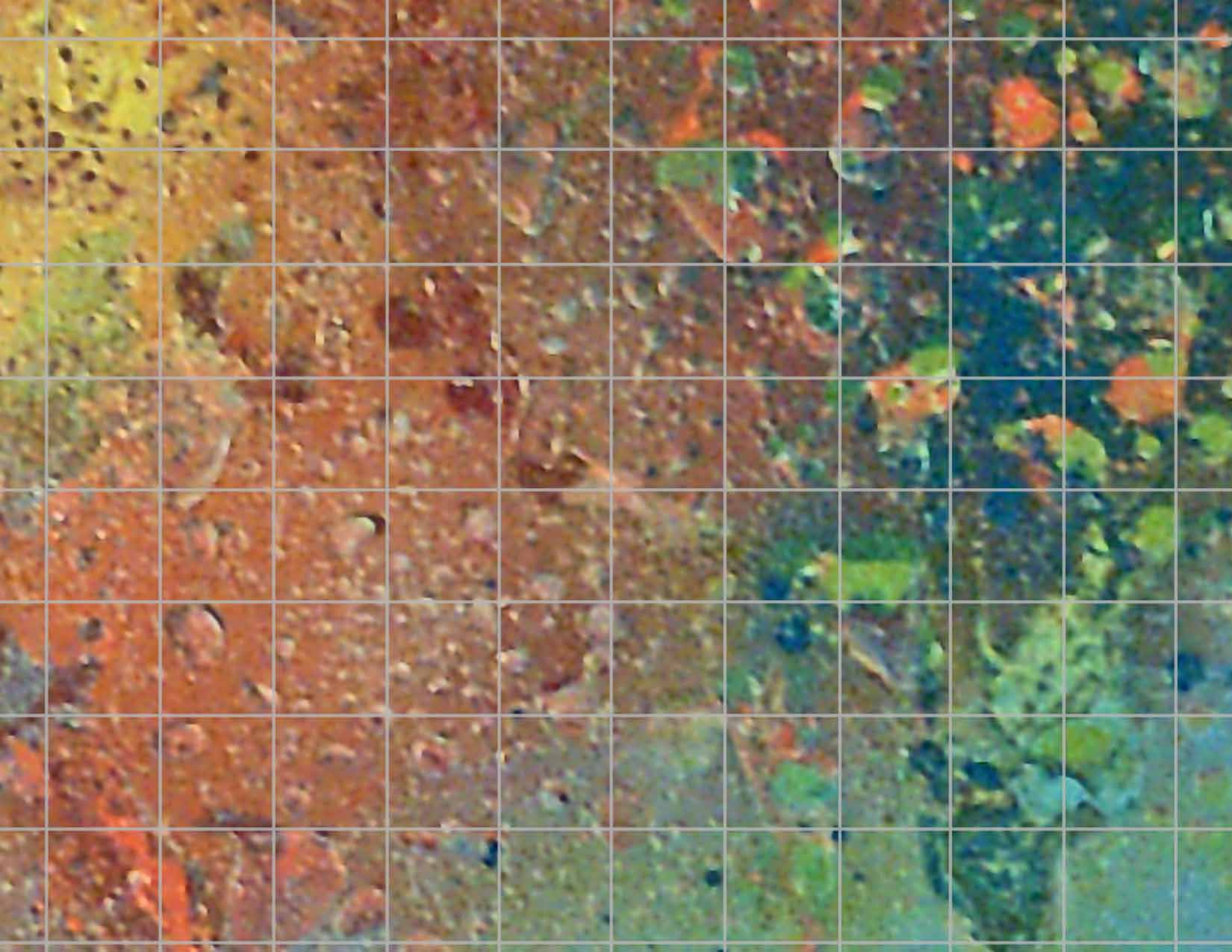


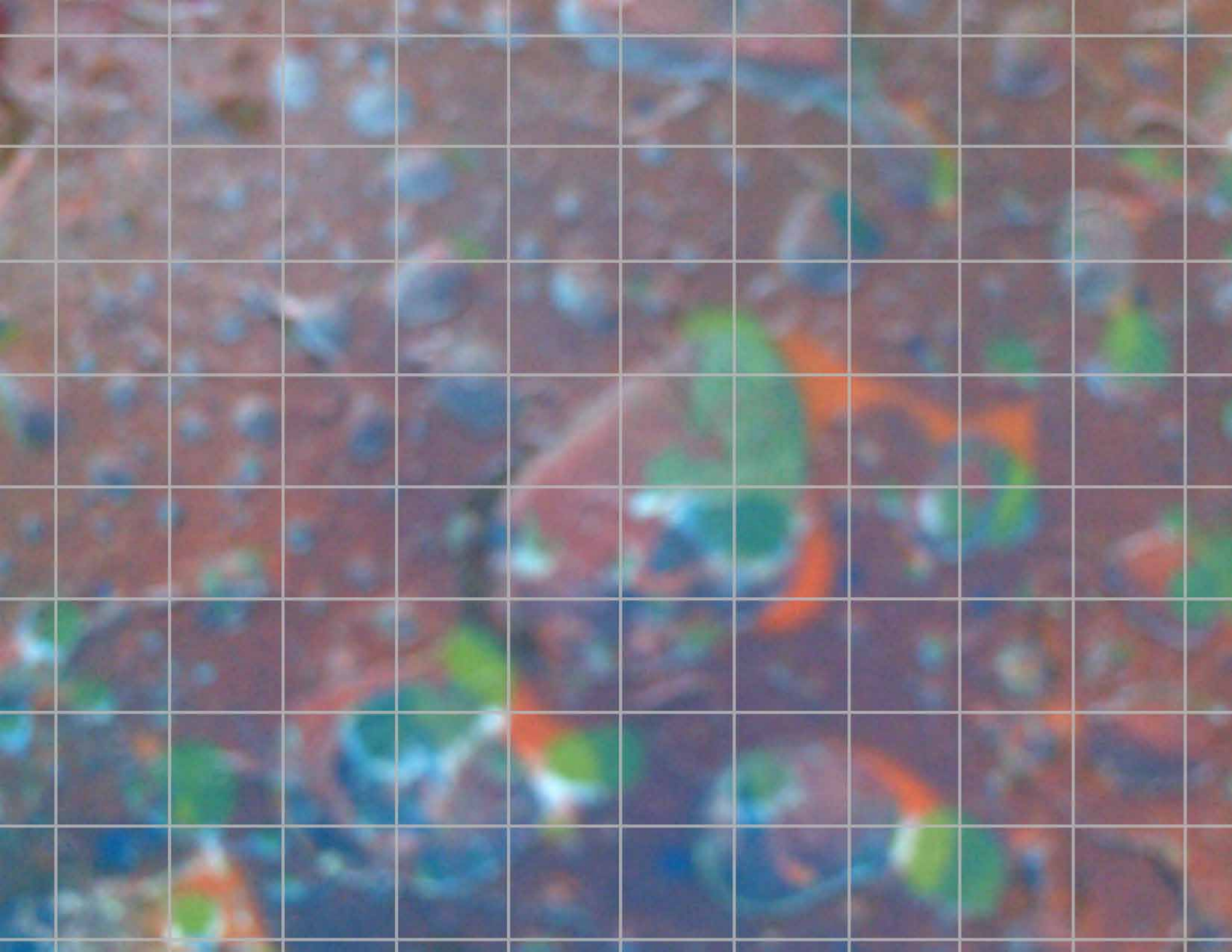


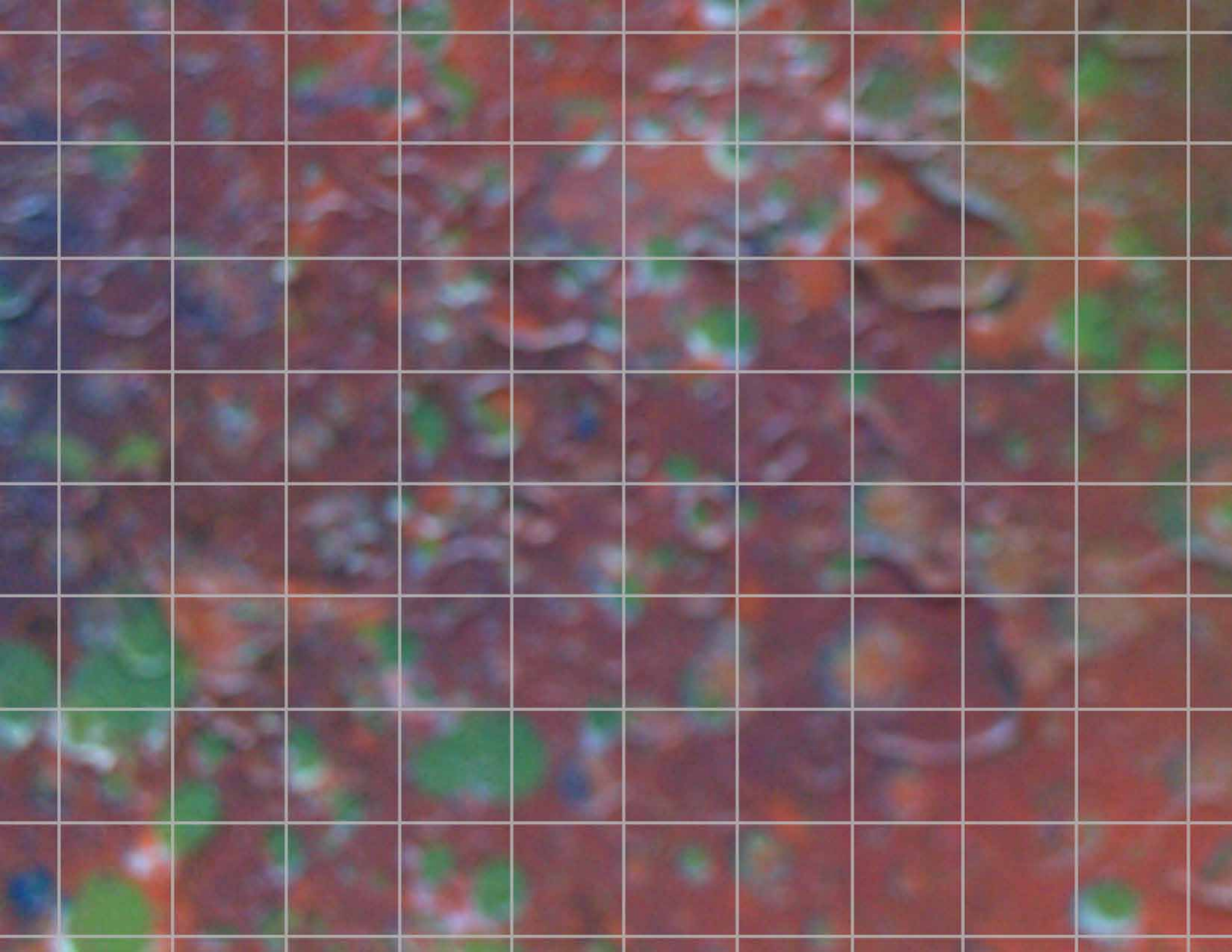


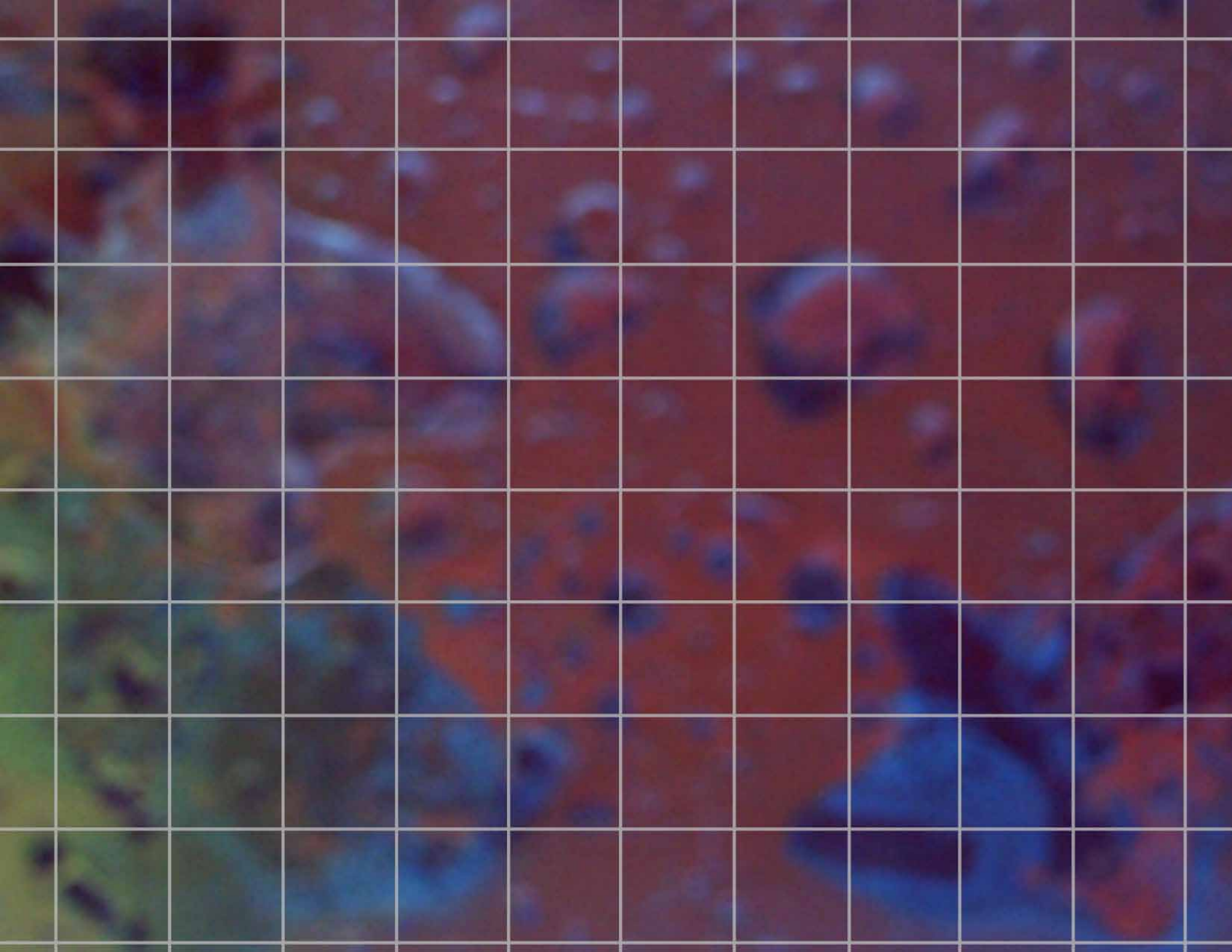


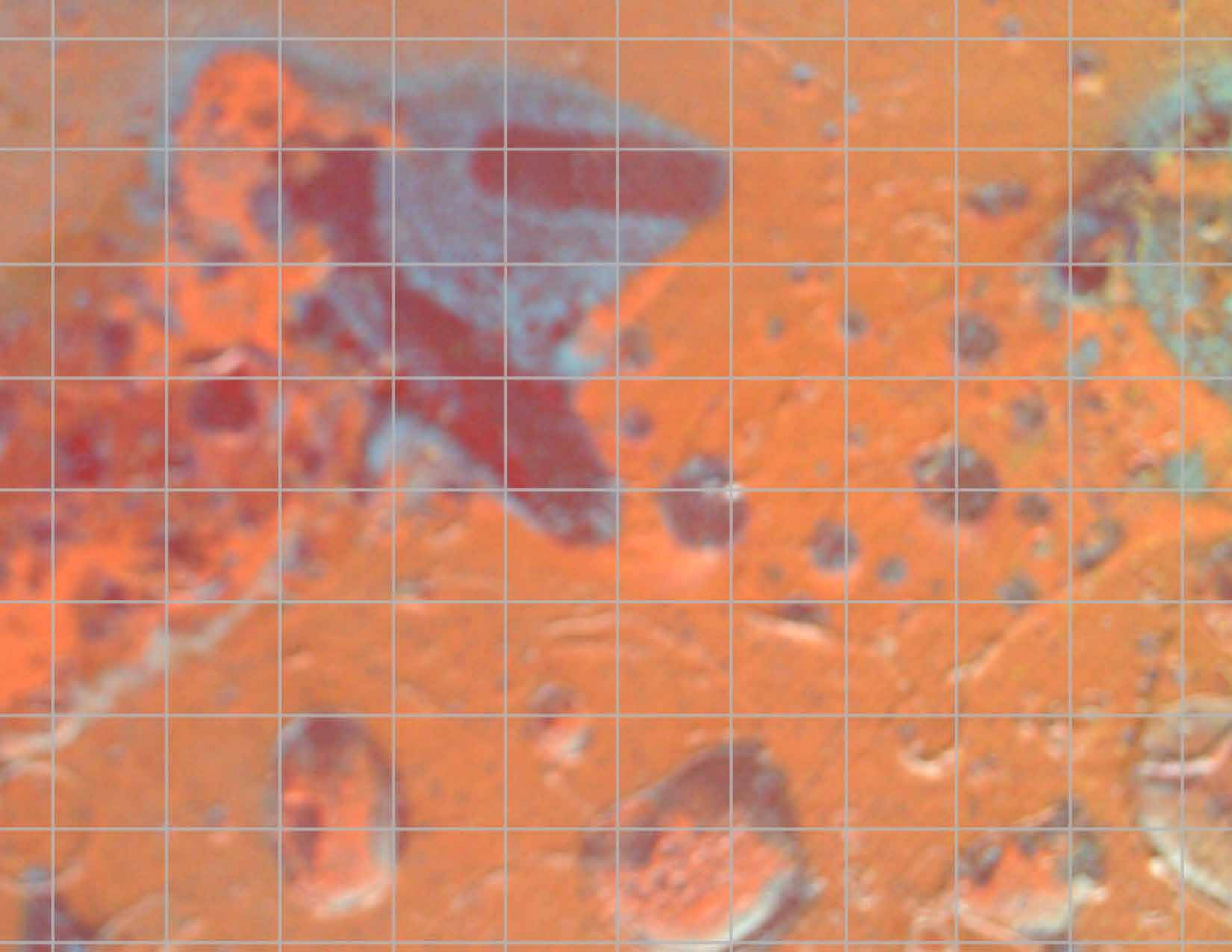




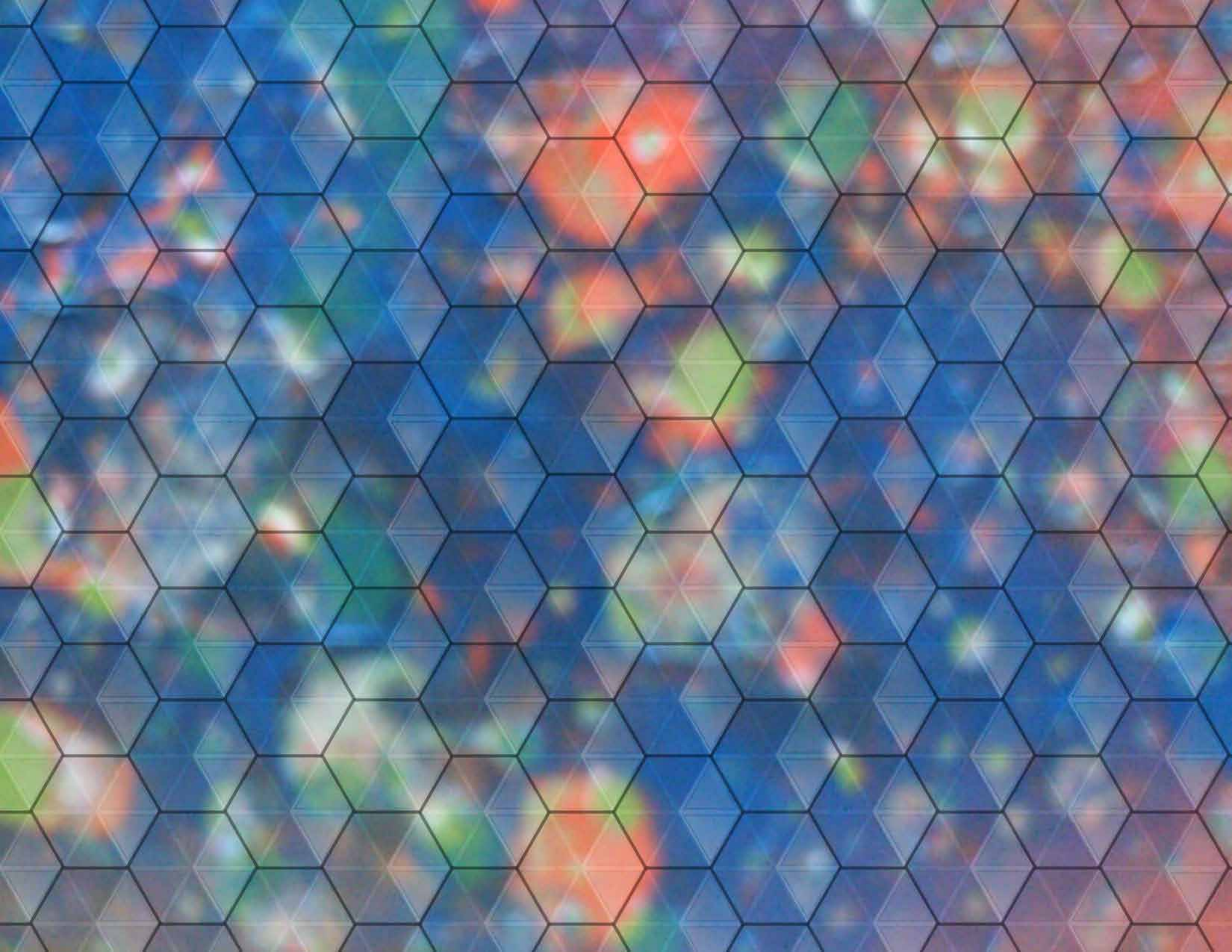


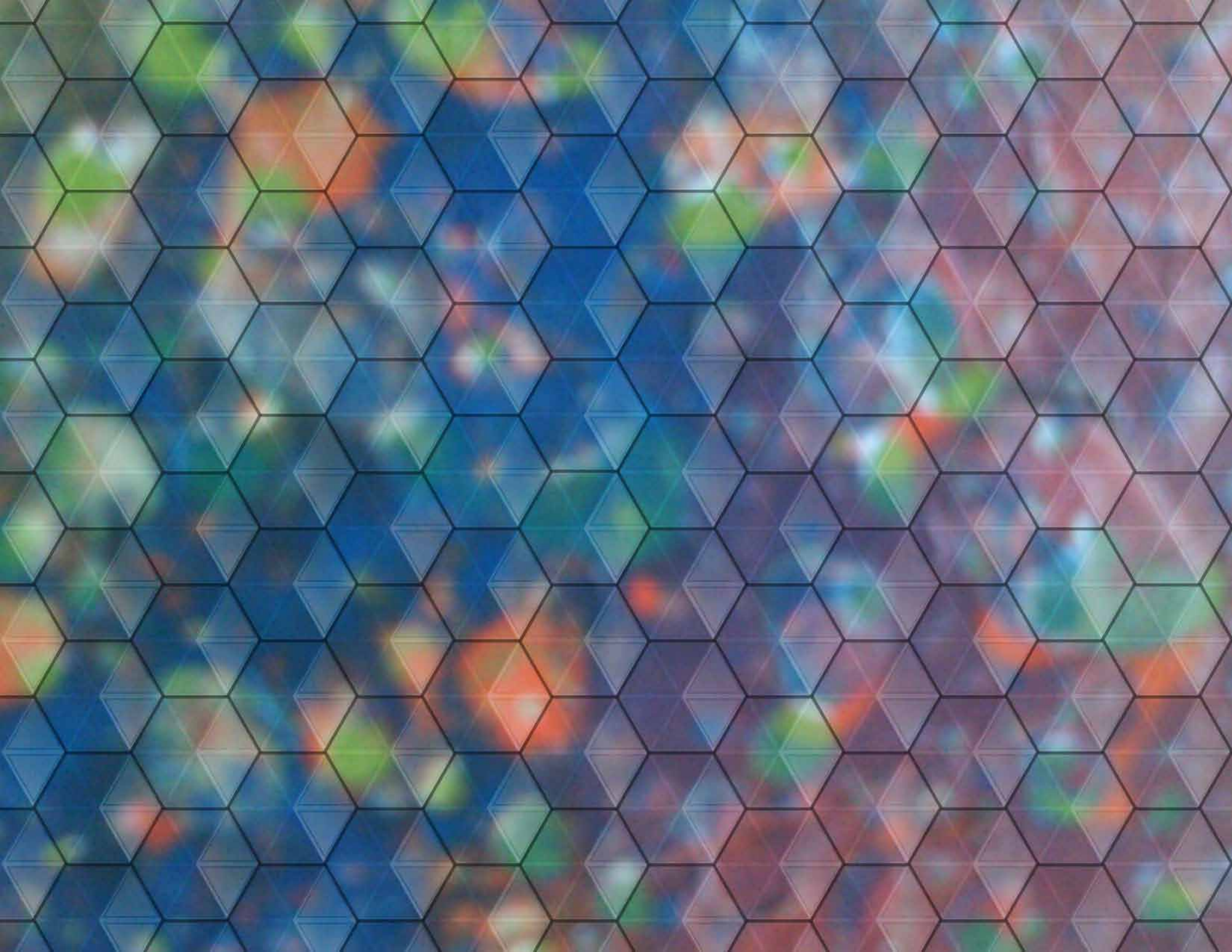


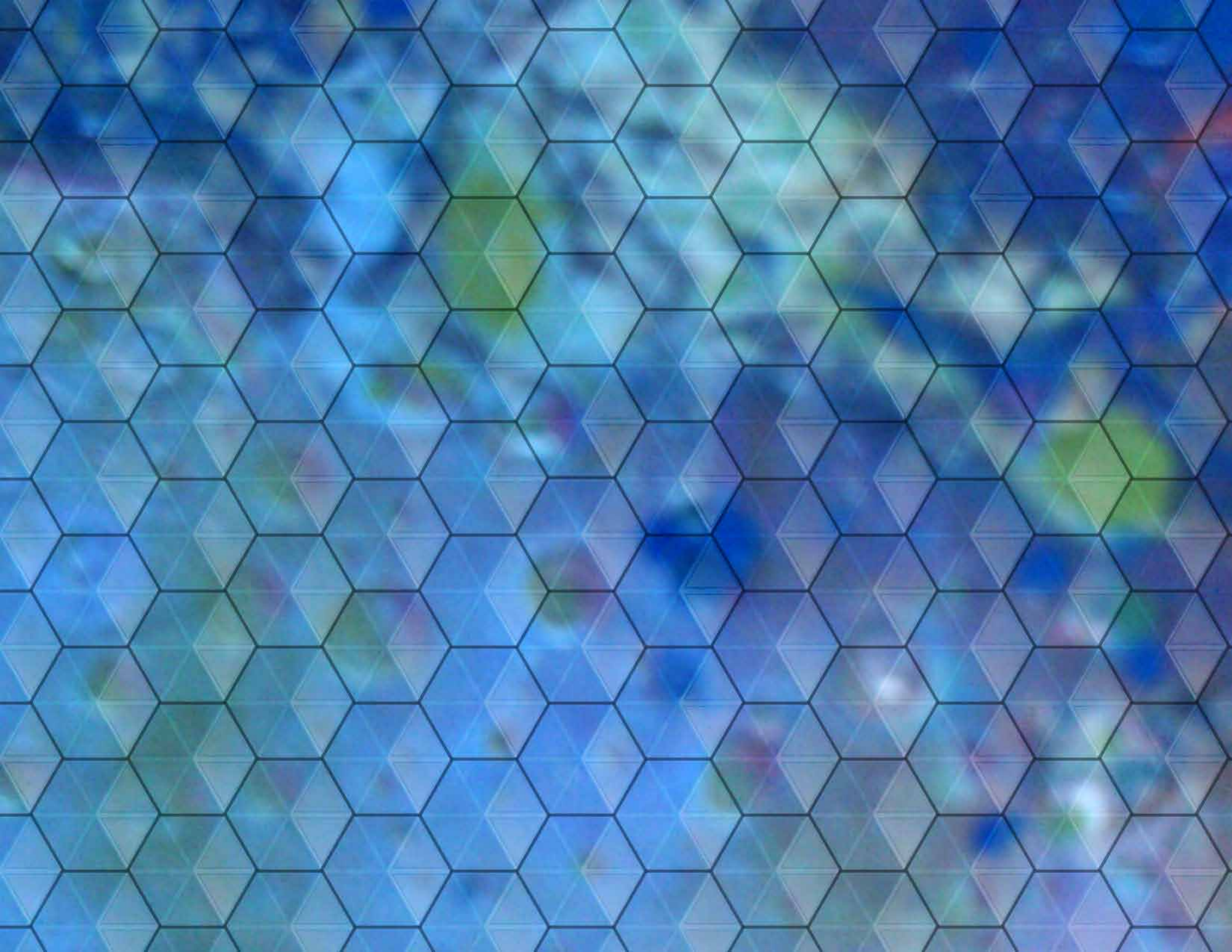


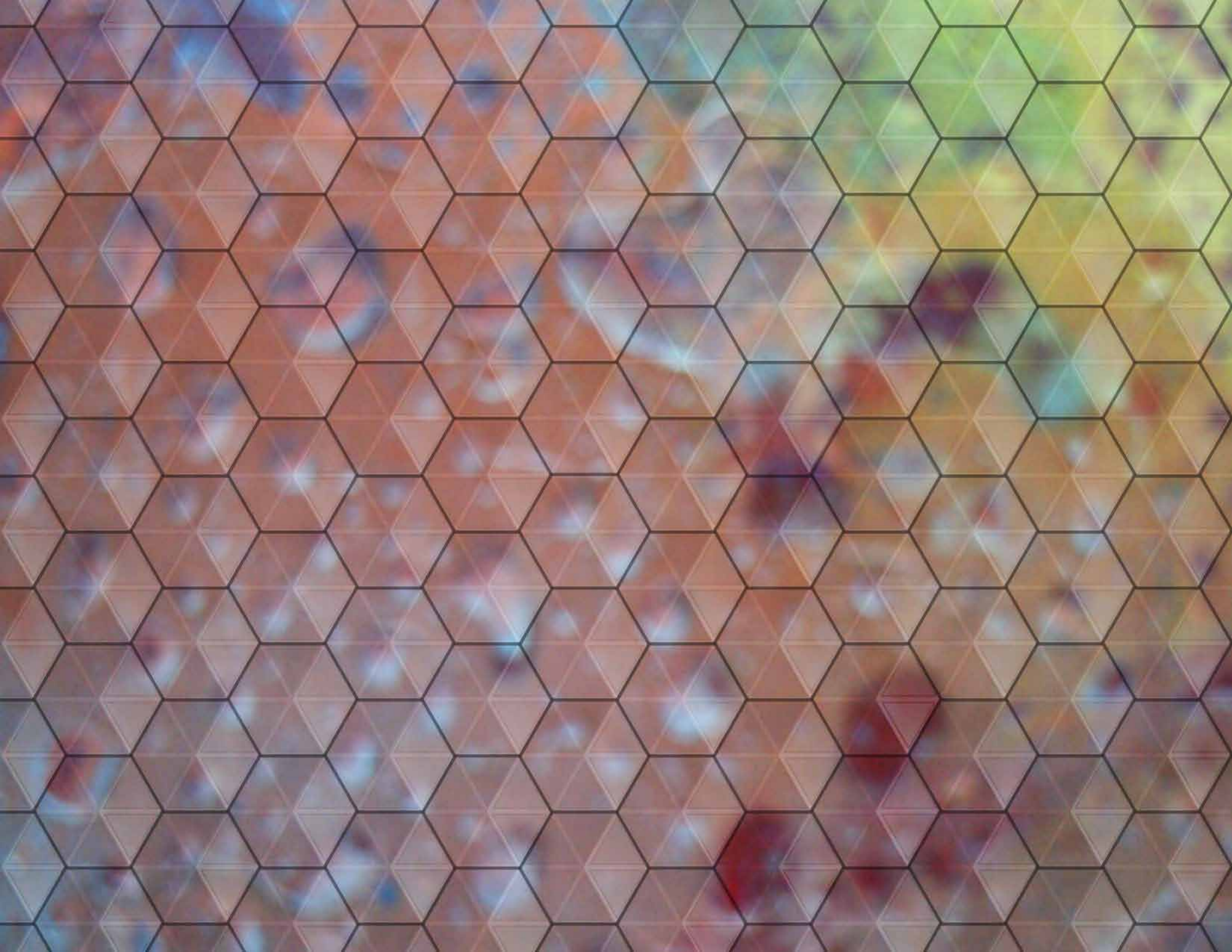


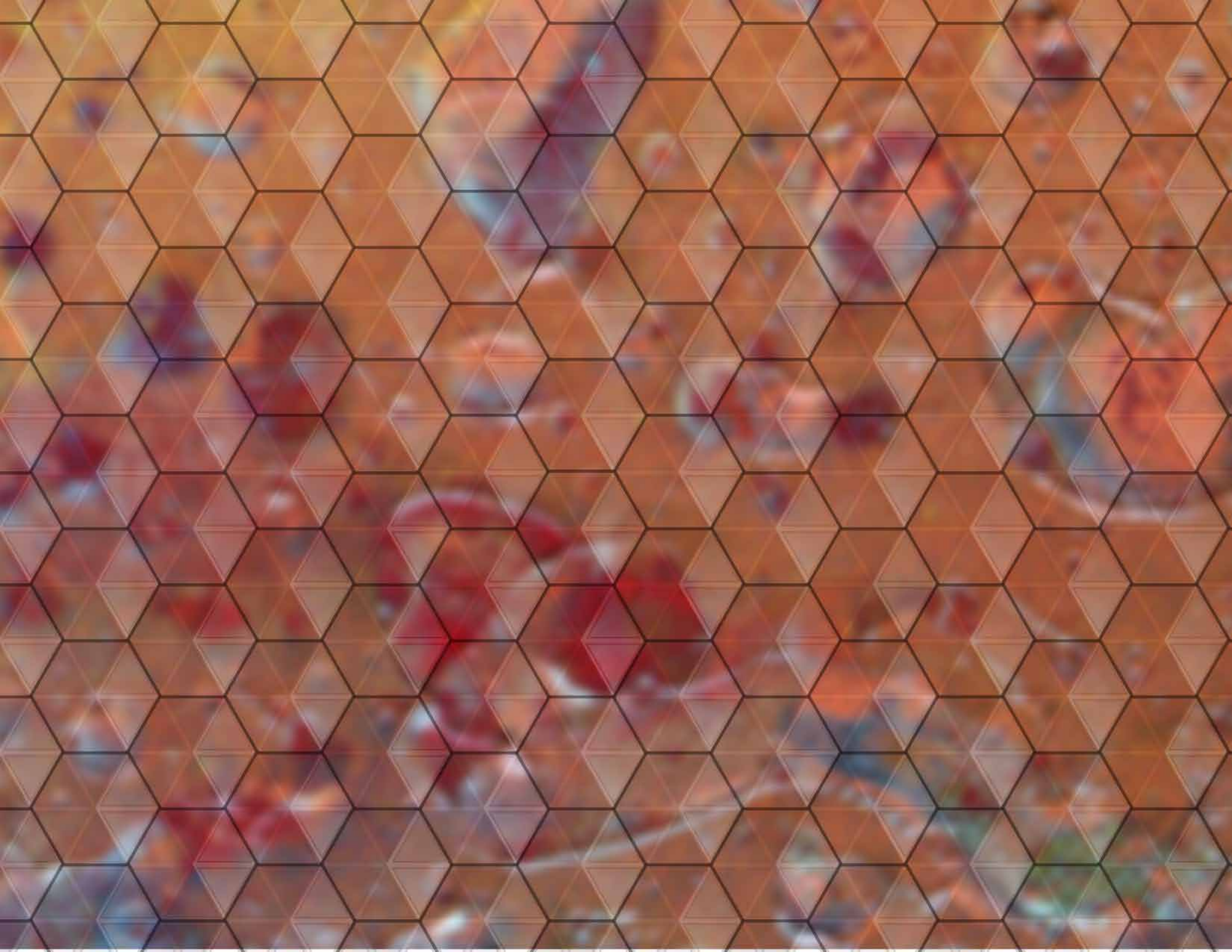






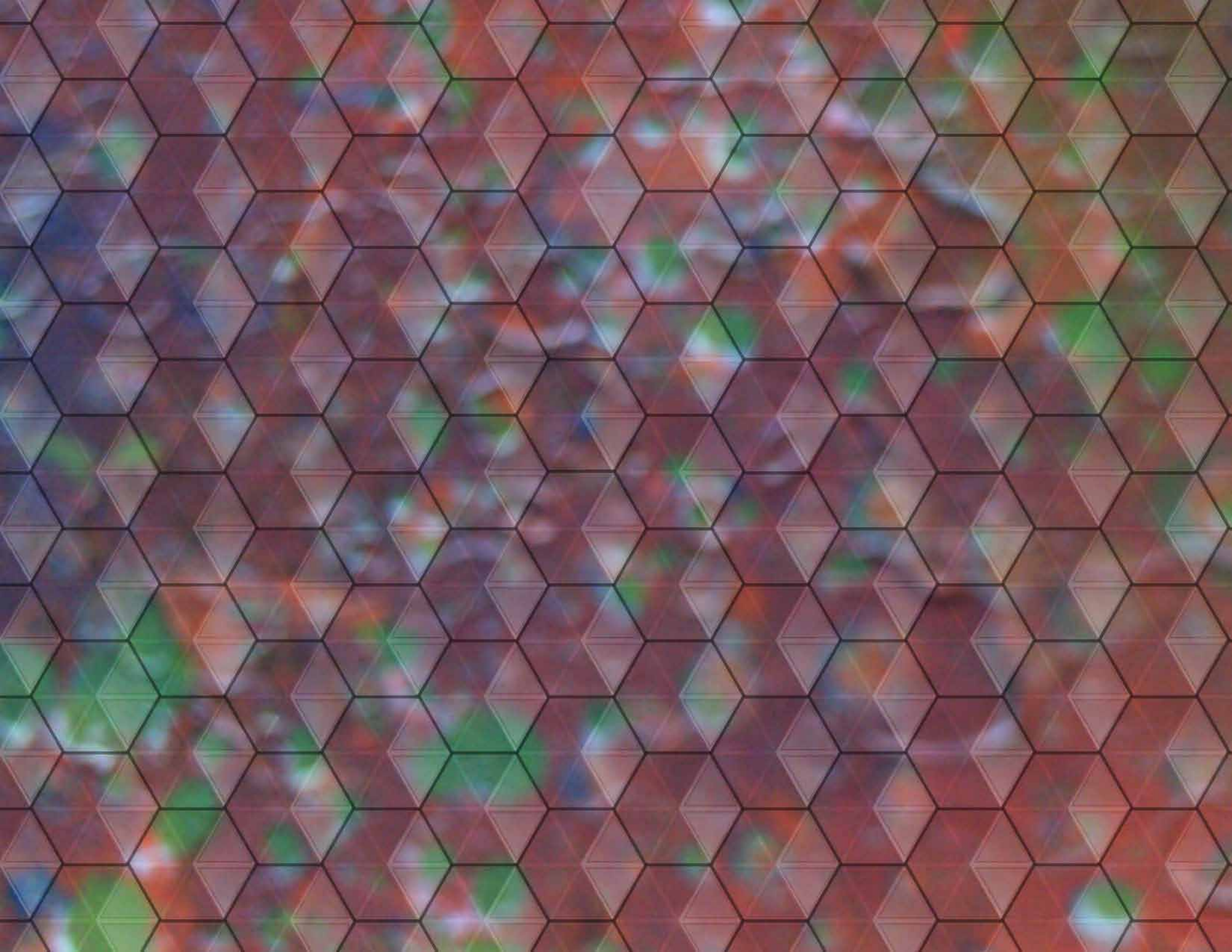


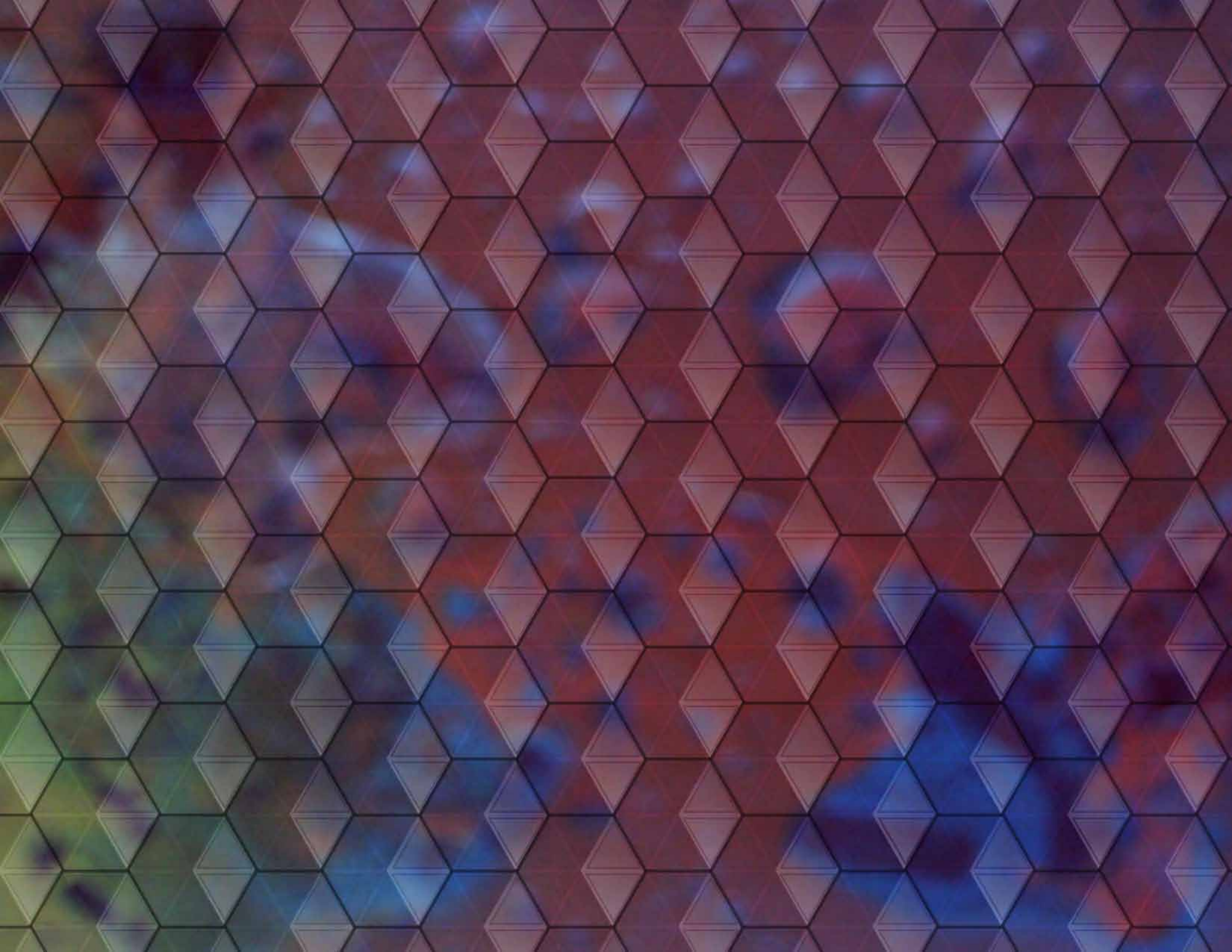




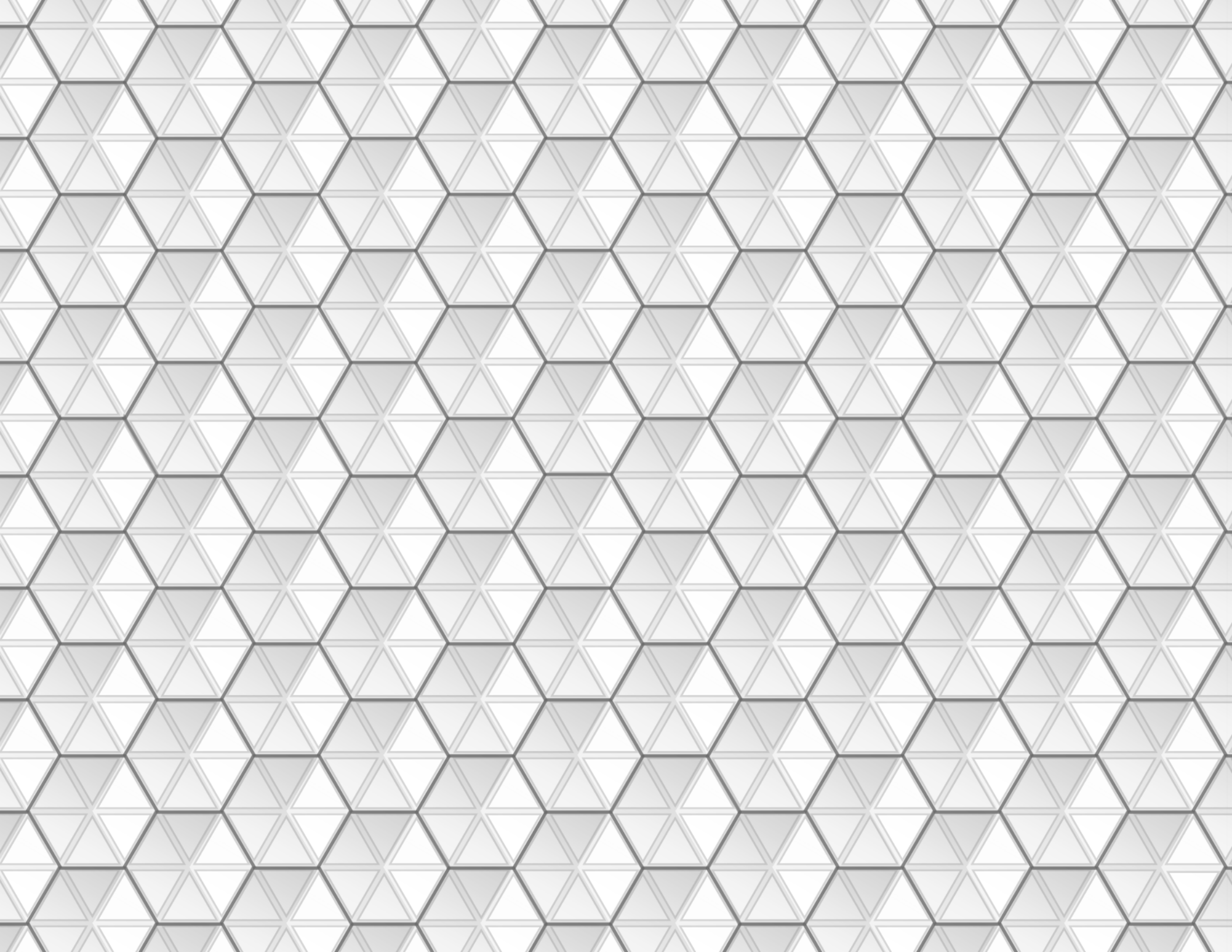












SAMPLE ENCOUNTER MAP: AN AQUEOUS ORB / CULTISTS OF DESTRUCTION

The unique sample map provided here is best used with a square grid or no grid (no hex grid version provided), and works well at a scale of 1 square = 5 ft.

Without any features included, it is a watery blue, filled with briny blots of color, representing an aquatic environment or an open colorful expanse of liquids or gases. With the features included here, the area becomes a vast open expanse adjacent to an even larger orb of water or other liquid (far left feature). The circular ringed feature denotes a massive orb of water, converging into a single stream which rushes away from these elements, with a central region of calm, open air.

The labels and boundary lines denote regions of varying strength of planar traits, emanating out from a central origin point, labeled with an X. The area of highest trait strength is at the center, with each outer region diminishing in strength by one increment (Overwhelming, Strong, Moderate, Weak, Faint, or None). A central boundary line running through the middle of the stream of water denotes the halfway point of the effect; as a top-view map, each symmetrical side can be used for reference in movement distances, and a side-view map, the boundary center line becomes a relative sea-level reference of the inner spherical space. Details of the planar traits and their relative strength are not included here, leaving the details largely up to GM discretion and the needs of your individual campaign.

If you are using the Plane Traits section from *PATHFINDER ROLEPLAYING GAME GAMEDMASTERY GUIDE* or the PRD entry for [PLANAR ADVENTURES](#), these areas could have the following traits.

A.) CENTRAL CALMSPHERE (STRONG STABILITY): This spherical region of control originates from the X, and the character controlling the stability of the region must stay within the 10-ft.-diameter space at its center at the risk of losing control of the Stable Limbo in incremental stages. Regions B and C have the same basic traits as the central area A, although the influence of stable control lessens in the outer regions (GM's discretion is advised for the specific mechanics used to create Stable Limbo, but assume that control over the space fades away

incrementally as the controller leaves the calmsphere's center). The calmsphere has a 40-ft. radius (region C), split at the halfway point of 20-ft. (B), and the central 10-ft. zone (A), but is also surrounded by a further 20-ft. zone extending beyond this (D), filled entirely with briny liquid from the adjacent aquatic zone touching against it up to its 60-ft.-radius perimeter.

- **LIGHT OBJECTIVE GRAVITY:** Gravity is light, and always falls downward to the lowermost space of the inner calmsphere, changing directions only in the rushing water of area D.
- **NORMAL TIME:** Equivalent 1 day = 1 day in relation to other planes, and the Material Plane.
- **ALTERABLE MORPHIC:** Unless things are influenced or affected by another creature or force, they remain otherwise unchanged.
- **AIR-DOMINANT:** This region is Air-Dominant, but it can be altered to become Water-Dominant, or no elemental traits, with a Stabilization check against the calmsphere's controller making an opposed check, or a static DC (GM's discretion).
- **STRONGLY CHAOS-ALIGNED:** Lawful creatures take a -2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks (chaos and evil penalties stack with each other in strongly-aligned regions).
- **STRONGLY EVIL-ALIGNED:** Good creatures take a -2 circumstance penalty on all Charisma-based checks (chaos and evil penalties stack with each other in strongly-aligned regions).
- **LIMITED MAGIC:** Spells and effects with the law descriptor up to 7th-level do not function here, and those above 5th-level or any other spell/effect cast by a good-aligned or lawful-aligned creature have a 20% chance of failing completely (no spell slots used in the process; Lawful Good creatures suffer a 40% chance of failure). Any creature can use one daily use of mythic power to mitigate these conditions for a single spell/effect, up to 1/day for every 2 mythic tier the creature possesses (minimum 1/day).

B.) CENTRAL CALMSPHERE (MODERATE STABILITY): All areas within the inner calmsphere (empty air) share the same traits, and anyone who enters a region can make a Stabilization check to establish control over an area, or to change its behavior and composition (GM's discretion; Stable Limbo checks are made between opposing controllers, or a static DC).

- **AS ABOVE:** Light Objective Gravity; Normal Time; Alterable Morphic; Air-Dominant; Strongly Chaos-Aligned, Strongly Evil-Aligned; Limited Magic (lawful creatures and effects, non-mythic).

C.) CENTRAL CALMSPHERE (WEAK STABILITY): As above. Note that the direction of the gravity trait changes at the outer boundary between this area and the rushing water of area D.

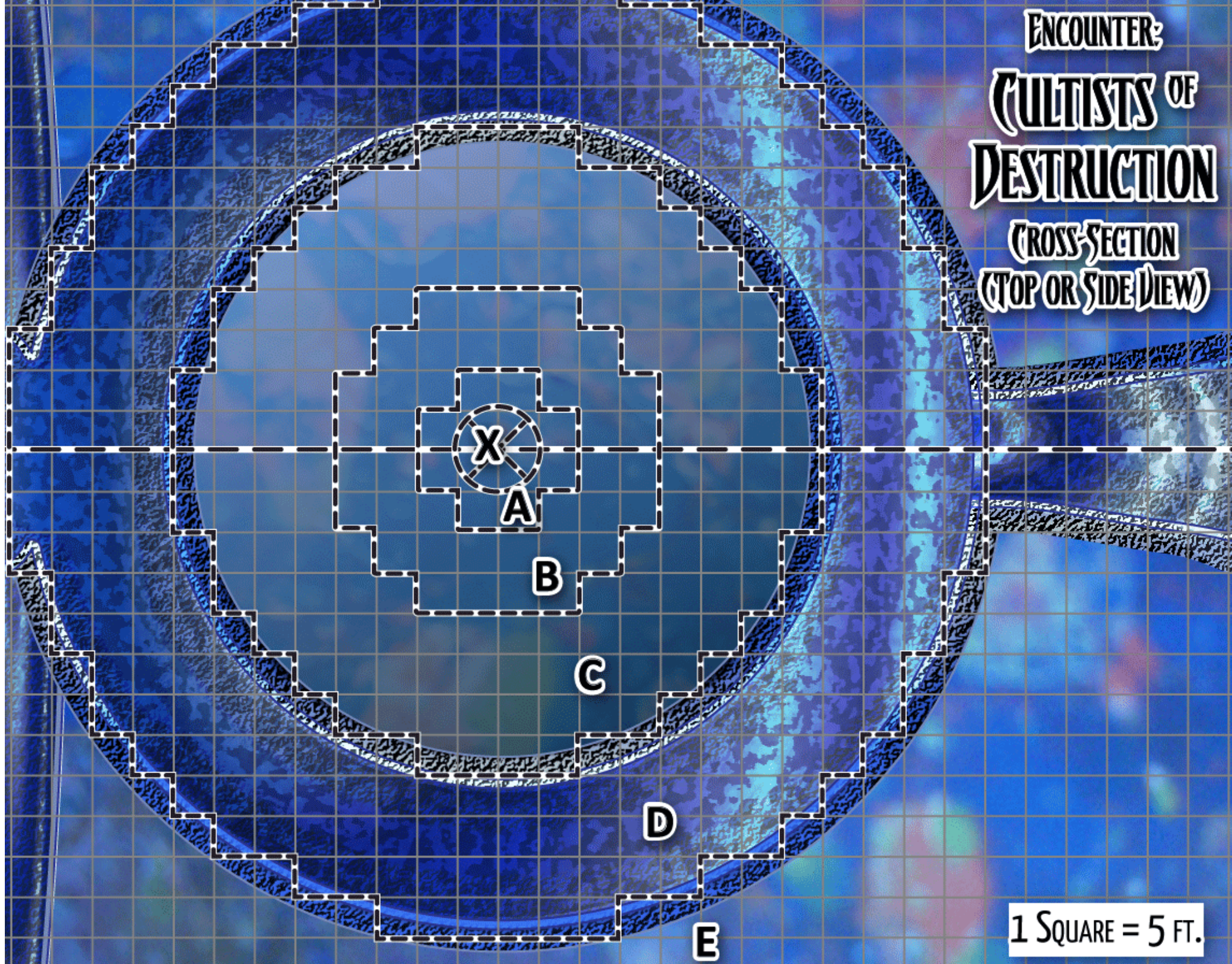
- **AS ABOVE:** Light Objective Gravity; Normal Time; Alterable Morphic; Air-Dominant; Strongly Chaos-Aligned, Strongly Evil-Aligned; Limited Magic (lawful creatures and effects, non-mythic).

D.) RUSHING WATER (FAINT STABILITY): The outermost layer of the controller's calmsphere behaves mostly like the inner areas, except for its watery composition and 90-degree change in gravity's direction and increased strength of the pull in its "down" direction. This area has the following traits.

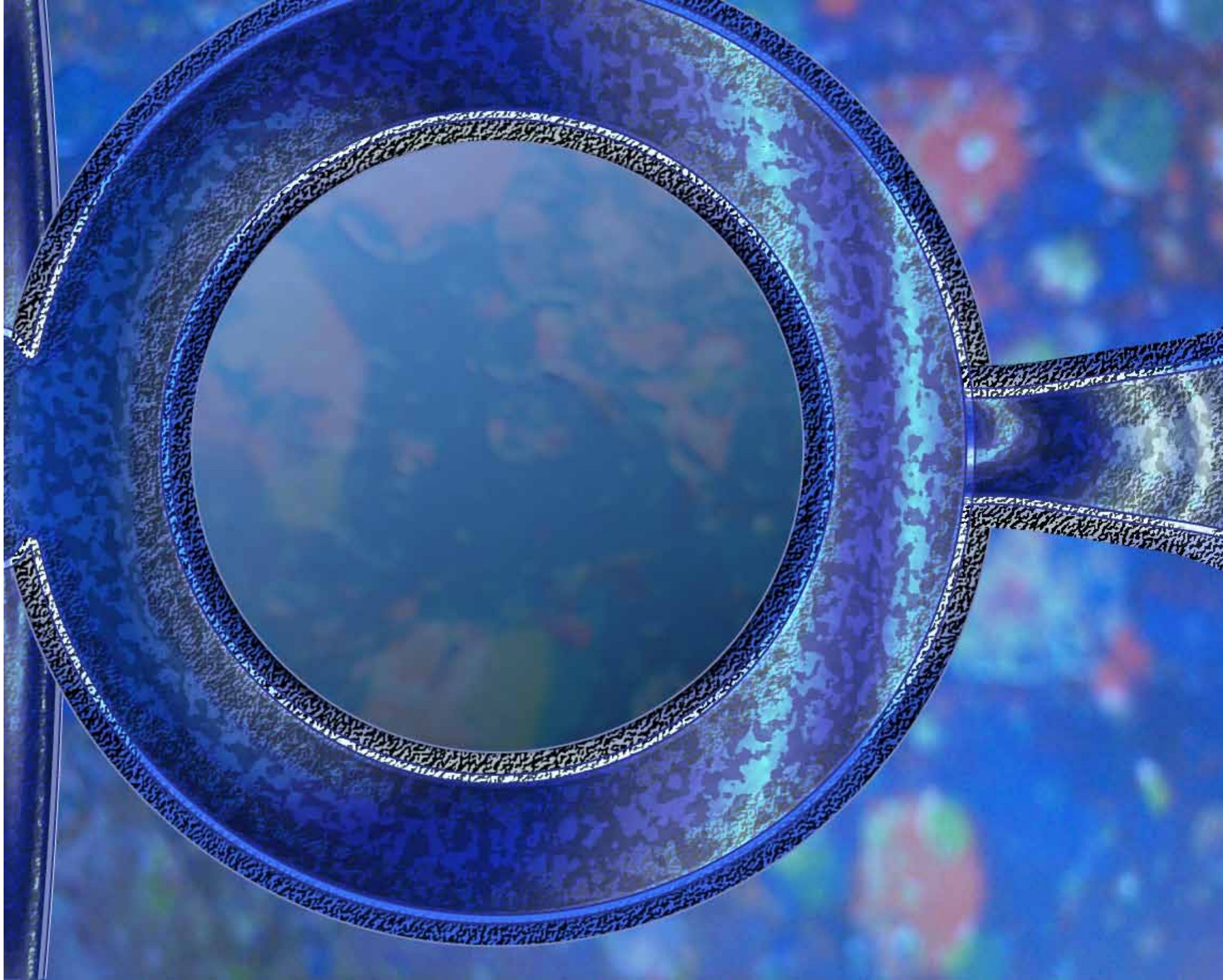
- **AS ABOVE:** Normal Time; Alterable Morphic; Strongly Chaos-Aligned, Strongly Evil-Aligned; Limited Magic (lawful creatures and effects, non-mythic).
- **NORMAL OBJECTIVE GRAVITY:** Gravity functions as normal in this area, but its designated direction for "down" is exactly 90-degrees offset from the inner regions of the calmsphere. This means that all fluid and material from the Briny Blot is pulled down away from the Briny Blot, and compressed once more into a smaller stream furthest from its source. In addition to Swim checks made to resist the current and avoid additional debris or hazards, this rushing water can also be used to bull rush or push any creature that enters it (strength and distance pushed up to GM's discretion), and possibly dealing damage from the pressurized liquids where they culminate and vent outward from the Briny Blot.
- **WATER-DOMINANT:** Creatures of the fire subtype are often extremely uncomfortable here, and those made of fire take 1d10 points of damage each round they remain here.

E.) EXTERIOR/LIMBO (NO STABILITY): The surrounding region furthest out from the calmsphere feature's center has the following traits, which extend approximately 60 ft. beyond its outer edge, and end at the invisible boundary line between this region and the standard wildly morphic activity of Limbo.

ENCOUNTER:
**CULTISTS OF
DESTRUCTION**
(CROSS-SECTION
(TOP OR SIDE VIEW))



1 SQUARE = 5 FT.



- **LIGHT SUBJECTIVE GRAVITY:** Gravity is light, governed by the consciousness of the experimenter, and falls inward toward the calmsphere, or the Briny Blot (whichever is closer).
- **NORMAL TIME:** Equivalent 1 day = 1 day in relation to other planes, and the Material Plane.
- **ALTERABLE MORPHIC:** Unless things are influenced or affected by another creature or force, they remain otherwise unchanged.

SITE FEATURES & AREAS

X ORIGIN/MIDPOINT
(OVERWHELMING)

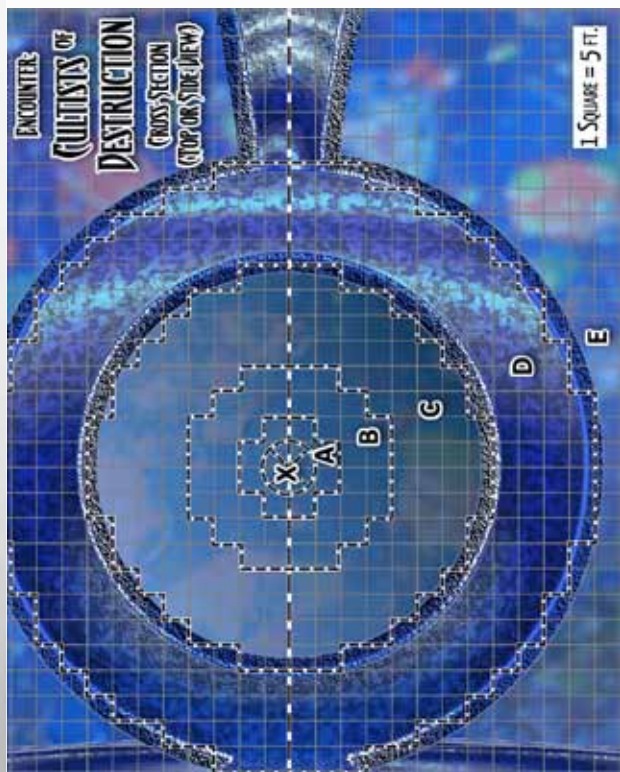
A CENTRAL CALMSPHERE
(STRONG)

B CENTRAL CALMSPHERE
(MODERATE)

C CENTRAL CALMSPHERE
(WEAK)

D RUSHING WATER (FAINT)

E EXTERIOR/LIMBO (NONE)



- **ALTERABLE ELEMENTAL DOMINANCE:** This region can change elemental dominance occasionally, differing between Air-Dominant, Water-Dominant, or no elemental traits.
- **MILDLY CHAOS-ALIGNED:** Lawful creatures take a -2 circumstance penalty on all Charisma-based checks (chaos and evil penalties do not stack).
- **MILDLY EVIL-ALIGNED:** Good creatures take a -2 circumstance penalty on all Charisma-based checks. (chaos and evil penalties do not stack)
- **LIMITED MAGIC:** Spells and effects with the law descriptor up to 5th-level do not function here, and those above 5th-level or any other spell/effect cast by a lawful-aligned creature have a 20% chance of failing completely (no spell slots used in the process).

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