

DramaScape

Brief Encounters
Volume 11

Old Morgue

Sample

A Modern map for use with any system.

DS20011

CREDITS

morgue

a place in which dead bodies are kept, esp. the bodies of victims of violence or accidents, pending identification or burial.

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Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need. This map product is a full-color 16 x 20 inch, floor plan of an Old Morgue.

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.

The Morgue module is a single map suitable for use inside of either a hospital or mortuary. The main door is in the bottom middle of the map. The room is in poor condition, the floor is gritty and dirty, and much of the metal in the room has become rusted over time.

The room is filled with cadaver dissection trays as well as tool trays. The northeast corner has a U-shaped counter and has many medicine cabinets filled with supplies.

The western and southern walls each have several cooled storage containers for storing dead cadavers built inside the walls.

The Morgue can be used in settings ranging from the late nineteenth century to the modern era. The Morgue is a good map to use as a backdrop for an investigation such as an autopsy to discover how someone died in a detective game.

The Morgue excels as a centerpiece to a Horror-themed adventure.

Adventures in the morgue can start with bells ringing, as someone who they thought was dead is found to be still alive.

They bring in the mistakenly deceased family to apologize profusely for their error and to reunite them with their dead relative.

But when they enter the morgue, something is clearly off about their relative, unable to speak except in grunts and moans, and he even begins to lunge at his relatives and the medical staff.

The attendants and relatives run screaming from the room, barring the door. A frantic head nurse calls the police describing the man as going berserk probably as a result of shock.

The Player Characters could be sent in as detectives investigating what is really going on. This could lead to a swarm of cadavers swarming out from the storage chambers in the morgue when they enter the room or perhaps they need to merely defeat one really strong zombie.

Old Morgue





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