

DramaScape

360

Modern Volume 12

City Sewers

Sample

A Modern map for use with any system.

DS40012

CREDITS

*"I didn't do it man! It was the rats! The rrraattss!
They don't like light, heat, and noise in their domain!"*

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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, 48 x 30 inch, floor plan of a city sewer section.

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 main sewers in the area run west to east with a branch running off the south after the main bridge crossing the sewer.

In the southwest there is a room with a traffic barricade blocking it off. The room contains a filthy bed, a pile of newspapers, and some soda pop in a box. A homeless man appears to have moved into this cubbyhole off to the side.

To the south of the bridge there is an underground power or gas control station.

A ladder goes up towards topside, which could lead to a manhole cover. The room has three computer stations for monitoring power and gas usage and filing cabinets to store printed copies of the computer data once compiled and analysed.

To the south of the underground station is a tunnel that goes to a lift that could lead topside or leads down further into the underground facility.





Sample

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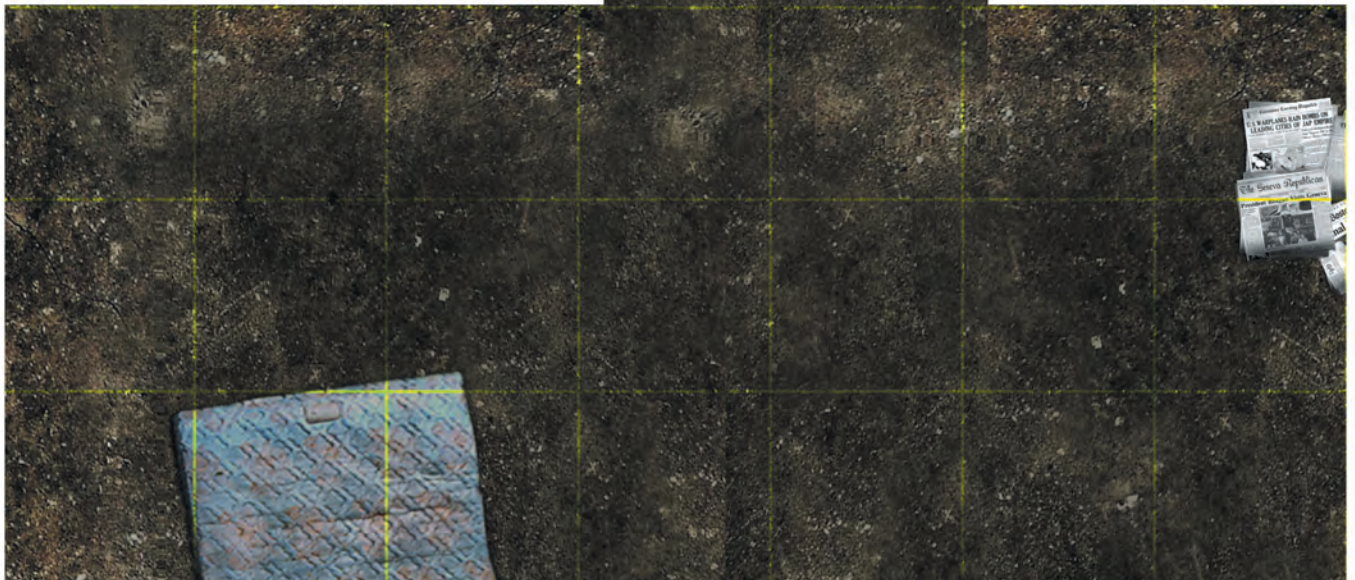
Sample

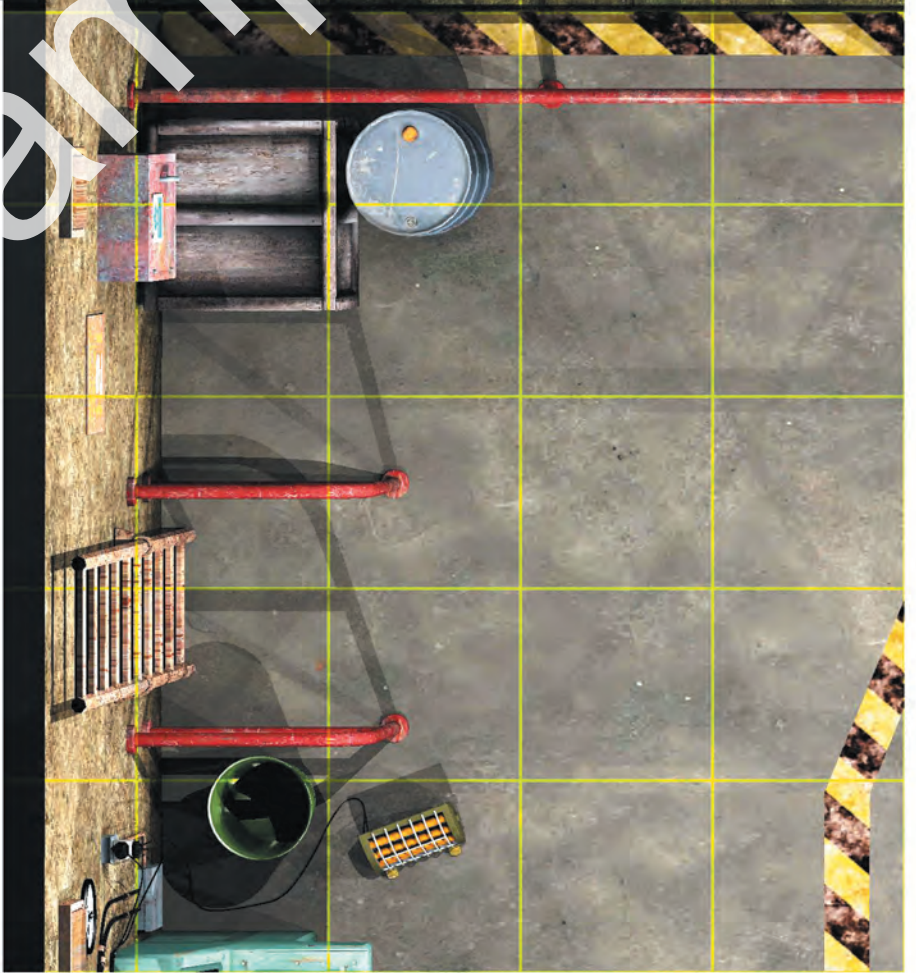


Sample

Sample

Sample





Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

DramaScape map products are designed to be compatible with both square and hex-based games and VTT products.

"I didn't do it man! It was the rats! The rrrraattss! They don't like light, heat, and noise in their domain!"

This product includes a main city sewer with a bridge running across it that leads to a fork in the sewer as well as a cubbyhole room and an underground station (suitable for a underground power or gas lines). Printing additional sewer tiles can allow you to make a bigger sewer if needed.

This product is intended for use in modern games but could also be used in near science fiction games where the sewer lines haven't seen upgrades in quite some time. Other possibilities include horror or post apocalyptic games where the heroes run to the sewers to try and escape the horrors above in the city.

The power or gas utility investigates a routine outage in the area. They find their control machines smashed in an obvious act of sabotage. The group is called in as detectives to investigate the crime scene and try and find the culprit. An odd blockade leads to a cubbyhole in the wall. A vagrant is asleep, using a wad of newspapers as a makeshift blanket. He awakens with a start when the group nears and runs towards a corner of the room. As the group questions him about the crime he starts tittering and becoming agitated and starts screaming (see above). He seems crazy and mentally disturbed.

Some possibilities at this point are the man is simply an innocent homeless man who witnessed rats or ratmen attack the underground station. The group needs to go put a stop to whatever is controlling the rats. In a twist it could be the homeless man who has some sort of affinity for the rats allowing him to control them. Or perhaps the homeless man is in fact, a wererat, a lycanthrope who hates light and the sounds the machines make. As soon as the group turns their backs to leave, he transforms and attacks them from behind.