A Modern map for use with any system.
"You know I should have been a fisherman instead of a detective. Why? Because I can smell a fishy story all day long. And my gut tells me this dame at the doorway, dressed to the nines in a red dress, is about to give me a whale of a tale."

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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, 10 x 7 inch, floor plan of a Detectives Office.

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.

This product also includes a 360° interactive image of the interior.

The detective office is entered from a hallway with the door being in the top right next to a radiator.

A coat rack is in the northwest corner. Two double-sided lamps attached to the walls provide adequate illumination to the office.

A chair in the middle of the room is for clients, like the dame at the door.

A desk with a fan on top of it keeps the detective cool despite his temper. The detective’s desk and chair is in the southwest corner of the room with a wastebasket.

The detective’s desk shows man connected to the outside world through phones and a radio scouring for clues.

The stress of his life is evident from the many smoked cigarettes in his ashtray and the bottle of booze with a solitary mug sometimes filled with coffee and other times not.

Cluttered files in manila folders are scattered across the desk and read by light of his office clamp lamp. In the southwest corner are an iron safe and a file cabinet with his detective accreditations on display above the cabinet. The back wall has two windows with blinds and a large display clock.
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The Detective’s Office module is a single map of a private investigator’s business office. It includes a 360-degree view.

The detective’s office is tailor-made for a pulp adventure or film noir game. Time period wise it is best used from the early 1900s to modern times.

The detective office is a location to start a detective adventure. A dame walks in with a problem like her boyfriend has gone missing. The detective is a problem solver and goes about investigating the details of the case by telephoning his relevant contacts and listening to reports on his radio that may be important to the case. One of his contacts might be the Player Characters and he calls in their help with the legwork. It would seem the boyfriend last disappeared in a rough part of town and he may need some muscle in the next phase of his work.

The detective might be doing too good of a job and the people who made the boyfriend disappear would prefer that he not be found. They ambush the detective and the Player Characters at the next location they search or even with a bold attack on the detective’s home office. If they capture one of the thugs, he points them in the direction of their hideout where he is being held or even tells them he is being transferred to a short pier by the docks.

Can the detective and the Player Characters save the boyfriend in time?