A Modern map for use with any system.
Seaside Inlet

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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.

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Seaside Inlet

Map Description:

The Seaside Inlet can be entered by land from the northwest, southwest, and northeast and by water from the north center of the map.

The northwest corner of the map has the Seaview Hotel. The Seaview Hotel is a two story building with the door under an awning in the north part of the east wall and a couple of fire escapes in the south part of the east wall. In front of the entrance of the Seaview Hotel is an outdoor patio with three circular tables surrounded by four chairs each.

To the south of the Seaview Hotel is a restaurant or bar (perhaps attached to the Seaview Hotel by a hallway inside). The entrance to this building is a door underneath an awning flanked by two windows in the east wall of the building. There is an outside dining area with five square tables flanked by two chairs each in front of the building.

To the south of this building’s entrance there is a small ramp in the street that descends slightly downward to an outdoor sunbathing or relaxation area with two columns of lounging chairs each with a center table. The staircase in this area descends down to a seaside area with a ramp flanked by rocky shoals that can be used to store paddleboats, canoes, and jet skis for use in the inlet. These vehicles can also be used to get across the inlet from the northeast corner to the southwest corner of the map. The roof of the mansion has several lounging chairs being used to relax around the rooftop pools, sunbathing, or giving an excellent view over most of the Seaside Inlet.

The building in the southeast is very mysterious. The building may be condemned or maybe someone is trying to keep people out of the building. Signs have been posted to Keep Out, Restricted, and Danger!

Using Seaside Inlet with our other products

Modern Warehouse can be used as a dockside warehouse near the Seaside Inlet which is being used to store smuggled goods anything from drugs to guns. They may have tunnels leading from the Modern Warehouse to the building in the southeast part of the Seaside Inlet.


You can place the Pier to the north of the Seaside Inlet (You can have it to the north of the west or east coast of the inlet). This can be used as a dock for larger ships like yachts to the north.

https://www.drivethrurpg.com/product/133615/Pier?affiliate_id=12615

A ship that could be docked by smugglers at the Pier is our 65 ft Yacht.


Cops could be after the smugglers starting at the Modern Warehouse. To escape, they need to get through the Seaside Inlet, get to the Pier, and finally leave by stealing a yacht from the Pier. The cops chase after them on land and then commandeer a yacht from the Pier for a sea or ocean chase.
Seaside Inlet

Map Overview
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 hope your stay at the Seaview Hotel was pleasant. But now it is time for business...”
—Tunnel Snake arms dealer

Seaside Inlet is a single level exterior map of buildings built on the shore surrounding a small inlet of water in the center of the map with a bridge connecting the west and east sides of the map.

Seaside Inlet is intended for use in modern games, working best as a tourist trap useful for crime, spy, and urban fantasy games.

Adventure hook for use with this map:

A View to a Feud: The Tunnel Snakes have their run of the town of Seaside. They own the Seaview Hotel and its attached bar and outdoor patios in the west. Their boss owns the mansion with a rooftop pool in the northeast. They also own the former motel in the southeast that has been closed for some time. A series of tunnels have been dug underneath the motel. They use the tunnels to smuggle arms (or change this to drugs if it fits the game better) to the motel and sell the guns to the highest bidder. The motel rooms are used to temporarily store the guns until a buyer can be found. The signs outside the former motel are meant to scare people away from the “condemned” building.

The activities of the Tunnel Snakes have not gone unnoticed by the police who have arranged for undercover police officers to be the next buyer of the illegal arms. Unfortunately for the police, a rival gang arrives during the middle of their negotiations to buy the guns. The beautiful tourist trap of Seaside is riddled with bullets as the two gangs fight each other with the undercover cops caught in the middle.

The player characters could be any of the three factions here. As undercover cops they need to convince the Tunnel Snakes they haven’t double-crossed them, perhaps by helping to fight off the rival gang. The Tunnel Snakes want to kill their rival gang and may turn on the cops once they are through with them. The rival gang is here to get the money and weapons after killing as many Tunnel Snakes as they can.