

DramaScape

Modern Volume 08

The Asylum

Sample

A Modern map for use with any system.

DS40008

CREDITS

“Internal design inspired by Aaron Huss of Mystical Throne”

Line Developer: Simon Powell

Writing: Steven J. Black

Editing: Vidar Edland

Layout: Simon Powell

Interior and Cover Artwork: Simon Powell

Product Director: Simon Powell

Assistant Director: Steven J. Black

DramaScape™ is a trademark of **Simon Powell**. All Rights Reserved.

Copyright © 2011 **Simon Powell**. No part of this publication may be reproduced in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the written permission of the publishers. Permission to copy is granted for the Map Pages for **personal use only**.

Internet: <http://www.dramascape.net>

Contact: info@dramascape.net

Facebook: www.facebook.com/dramascape

Forums: <http://dramascapepublic.forumatic.com/index.php>

DS40008 — May 2013



Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need. This map product is 5 full-color, 32 x 30 inch, floor plans of a Victorian Asylum.

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 asylum seems like a normal asylum on the surface. The basement, ground floor, and first and second floors appear to be a completely legitimate business. The place is completely different in the attic. Illegal experiments and torture are commonplace on these floors.

Front Entrance and Back Entrance Doors>B1

1F servant stair>B1

The servant stairs from the basement go up to the ground floor with the exit being underneath the spiral staircase as it ascends upward. Therefore the exit is underneath the longer ascending staircase on each level including the ground floor, first floor, and second floor.

The basement (Map Level 1) is entered via a front entrance door next to the boiler room to the main basement for newly arrived patients arriving in paddy wagons and the guards. The back entrance door along the southwest wall is used as the entrance for the servants or entered via the servant stairs from the ground floor. The floor pattern is a white and black-checked design with a lot of grime and cracks in the foundation.

The main hallway at the eastern end has a boiler room with some stored coal. The drainage pipes in the house lead towards this room. The main hallway itself has a locked supply closet with several crates and barrels filled with food supplies at the western end.

The northwest and northeast cellblocks have padded cell rooms with padded floors with a desk and chair for the security guard. In between them in the north center is a lobotomy room with

a rusted operating table and shelves. In the west middle is an electric chair room with a filled mop bucket used for grounding the victim.

The southwestern corner has an ascending stairway spiraling up to the third floor and two bathrooms. One bathroom has a bath, a toilet, and a sink. The other bathroom has two toilet stalls and a sink. The bathrooms, sinks, and bath look like they have not seen a brush in years.

The south center room has a kitchen with a stove and two sinks amongst the counters around the edge of the room with a center food preparation table. The southeast room is used as a meeting room for the doctors as well as a mess hall and lounge. This room has a fireplace with two nearby comfy couches, a two seater and a three seater, and two round tables with four chairs each.

Main door>1F

B1 Servant Stairs>1F

The main entrance of the asylum is entered via the grand staircase leading to the east double door on the ground level (Map Level 2) or via the servant stairs from the basement. This floor is much cleaner than the basement.

The first room has two Victorian hall stands. The next room is a receptionist area with a small receptionist desk that records incoming and outgoing patients and visitors. The main hallway has a locked supply closet filled with pharmaceutical supplies underneath the main set of stairs going up to the second floor.

The northwest room is a patient's day room with a grand piano and multiple tables covered with doilies and surrounded by four chairs with some individual rocking chairs for patients considered safe enough to be let out of their rooms for the

day to eat and relax. Music was considered to be a calming influence on the mentally disturbed in Victorian times, thus the inclusion of the piano in the room. The northeast room has three beds and is the main outpatient room for shorter-term patients.

The southeast room is a waiting room area for guests with nine comfy chairs. The south center room is the main doctor's office that has a desk with one chair, two chairs for visitors, an atlas, a fireplace, and a cabinet. This room also has a personal bathroom with a sink and toilet next to it. The atlas is a strange inclusion and in truth opens up to reveal the doctor's personal supply of booze. The southwest corner has a bathroom with two toilets in stalls and a sink.

1F>2F

1F Servant Stairs>2F

The second level (Map Level 3) is entered via the main stairs from the ground floor or via the servant stairs from the ground floor. The main hallway has a small bathroom next to it. At the end of the hallway the room has a nurse's desk with two shelves for linens for patient beds and medications for patients. In the southwest corner are four showers as a communal shower room next to a bathroom with a bath, sink, and toilet.

The south center room is a nurse's room. It has two nice beds and a futon to sleep next to a fireplace with a personal bathroom. The northwest, northeast, and southwest corners have similar communal sleeping wards with a nurse's observation desk in each one. The northeast ward also has a bathroom. The north center ward is similar but has no desk and a bathroom. The mattresses in these wards are filthy.

2F Servant Stairs>3F

The third level (Map Level 4) is entered via the servant stairs from the second floor. There is a single bathroom in the southwest corner with two baths, two sinks, and two toilets. The main hallway has a storage room at the western end.

The eastern end has a nurse's desk with two shelves for linens for patient beds and medications for patients. The south center room is a nurse's room. It has three nice beds, a chair, and a large cabinet filled with files. The northwest, northeast, and southwest corners have similar communal sleeping wards with a nurse's observation desk in each one.

The northeast ward also has a bathroom. The mattresses in these wards are filthy. The north center area is a place to eat with three tables with four chairs and a bathroom.

3F>4F (Attic)

The attic (Map Level 5) is entered via the stairs ascending from the third floor to the east of the servant stairs. A main hallway leads to four rooms. The northwestern and northeastern rooms are lobotomy rooms with rusted operating tables and shelves. The northwestern room has an added tool table for torture and more precise surgery. Both of these rooms have an electric chair addition over the basement room and a drainage system to clean up the blood and vomit.

The room to the south has four beds with manacles for the soon to be experimented upon. There are two showers to clean the bodies before the experiment as well as a toilet and sink. In the southeast corner is a private research room. The room has a desk and chair, a shelf with all sorts of chemicals for experiments, crates, and a table with a weird rune inscribed in the middle. The table has all sorts of charts and books as well as a distillation apparatus, mortar and pestle, and other tools.

Instructions for cut outs:

Printing:

Print only the pages that you need.

Overview:	Pages 6 to 10
Square Overlay:	Pages 11 to 70
Hex Overlay:	Pages 71 to 130
No Overlay:	Pages 131 to 190

Layout:

To place the cut away maps together you'll need to remove the white borders. You don't need to remove all the white borders around the edges, just remove the pieces in between the map sections, leaving a white border outside the map in the center. If you leave the top white piece and the right white piece of each page, you have a piece to glue onto. Use any cutting tool to do this, scissors being the preferred method.

Each floor is laid out in a 4 wide by 3 high, arrangement, you can use the Overview pages to see how to piece them together. Each floor is 12 pages, 60 pages to the complete building.

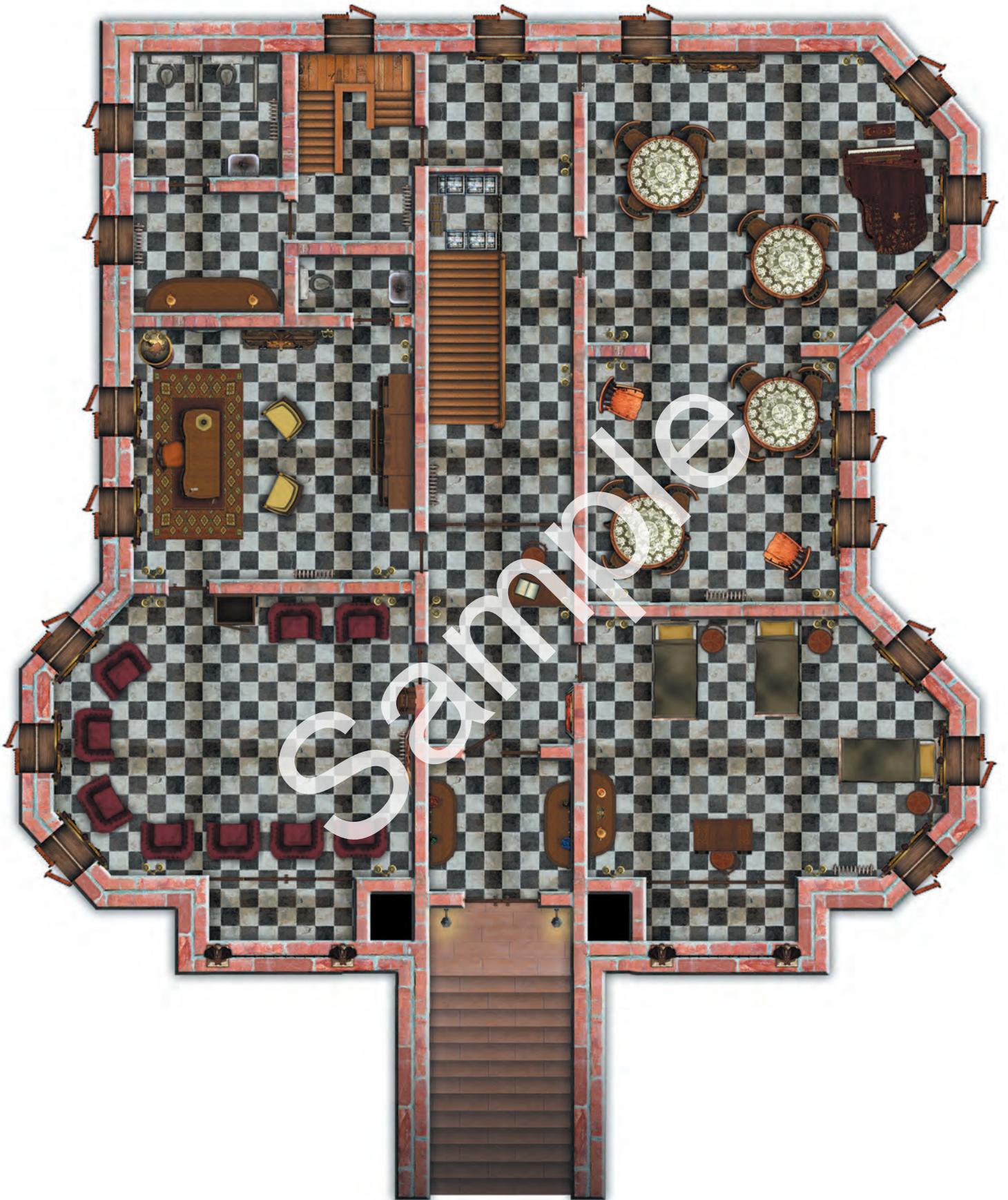
Assembly:

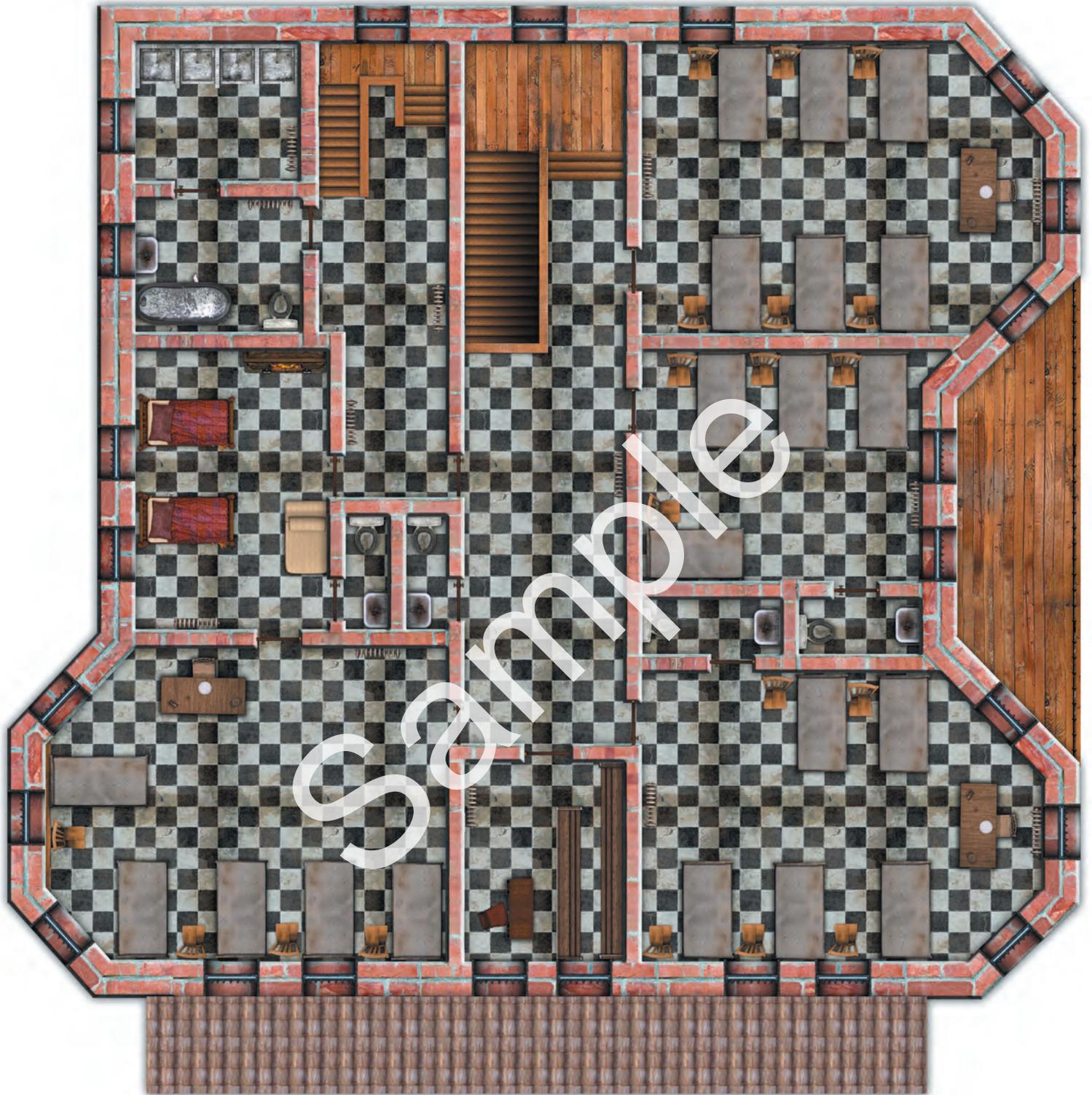
Either tape them together using transparent tape, or glue them onto a large sheet of posterboard or cardboard.

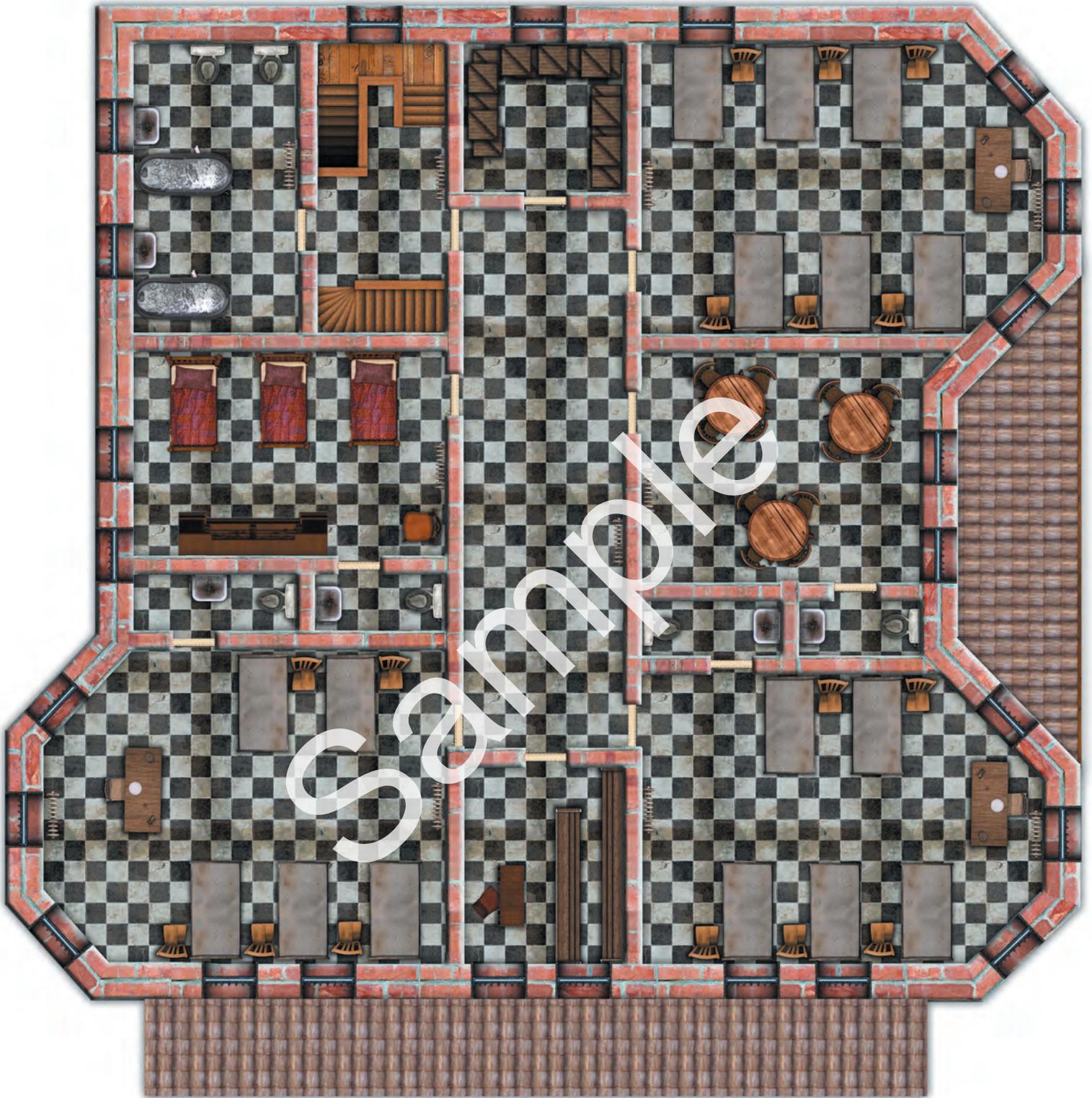
Scale:

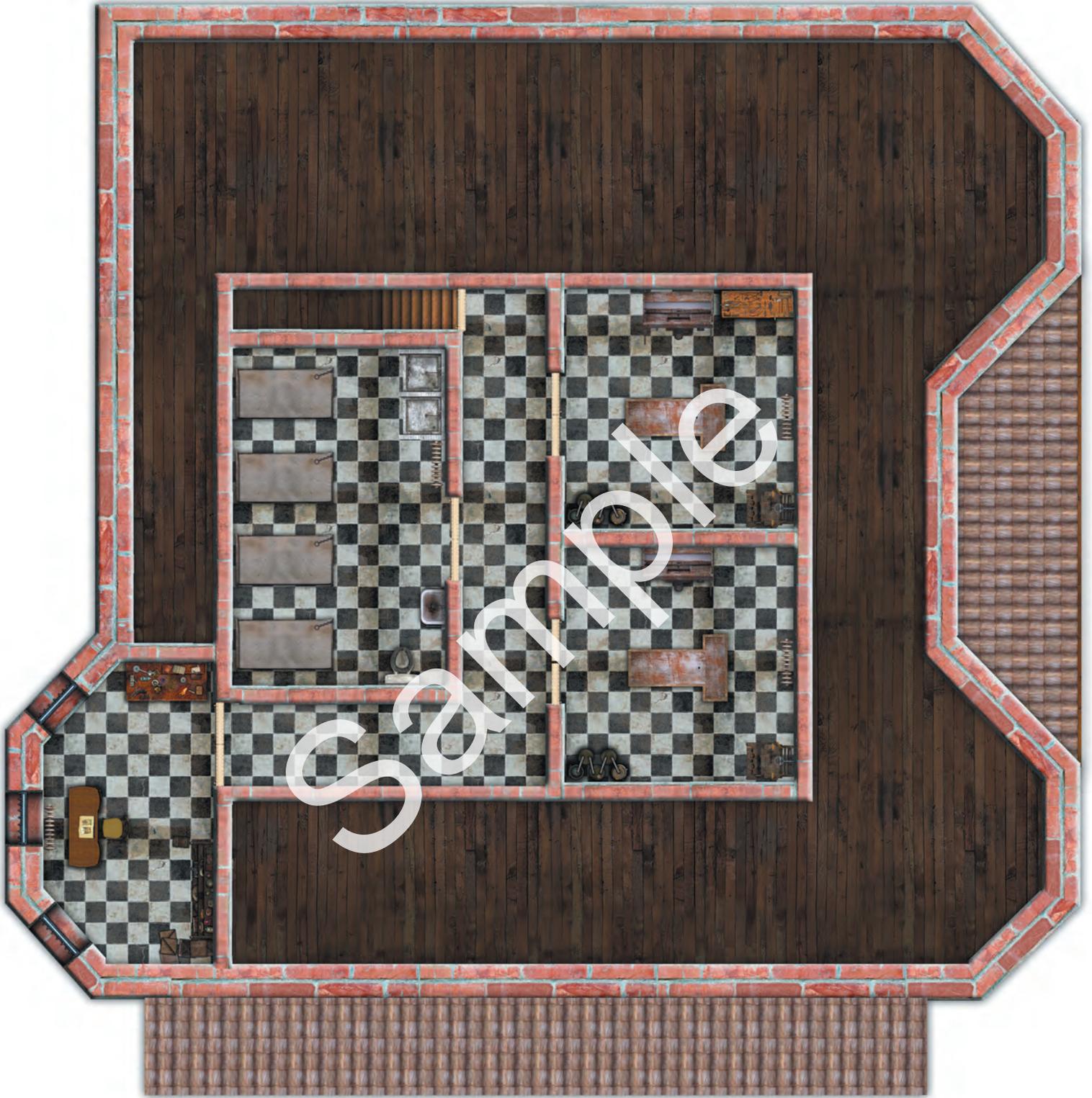
Print Layouts are set to 1 inch (square or hex) = 3ft. VTT images are set to 100 ppi (1 inch = 3ft).



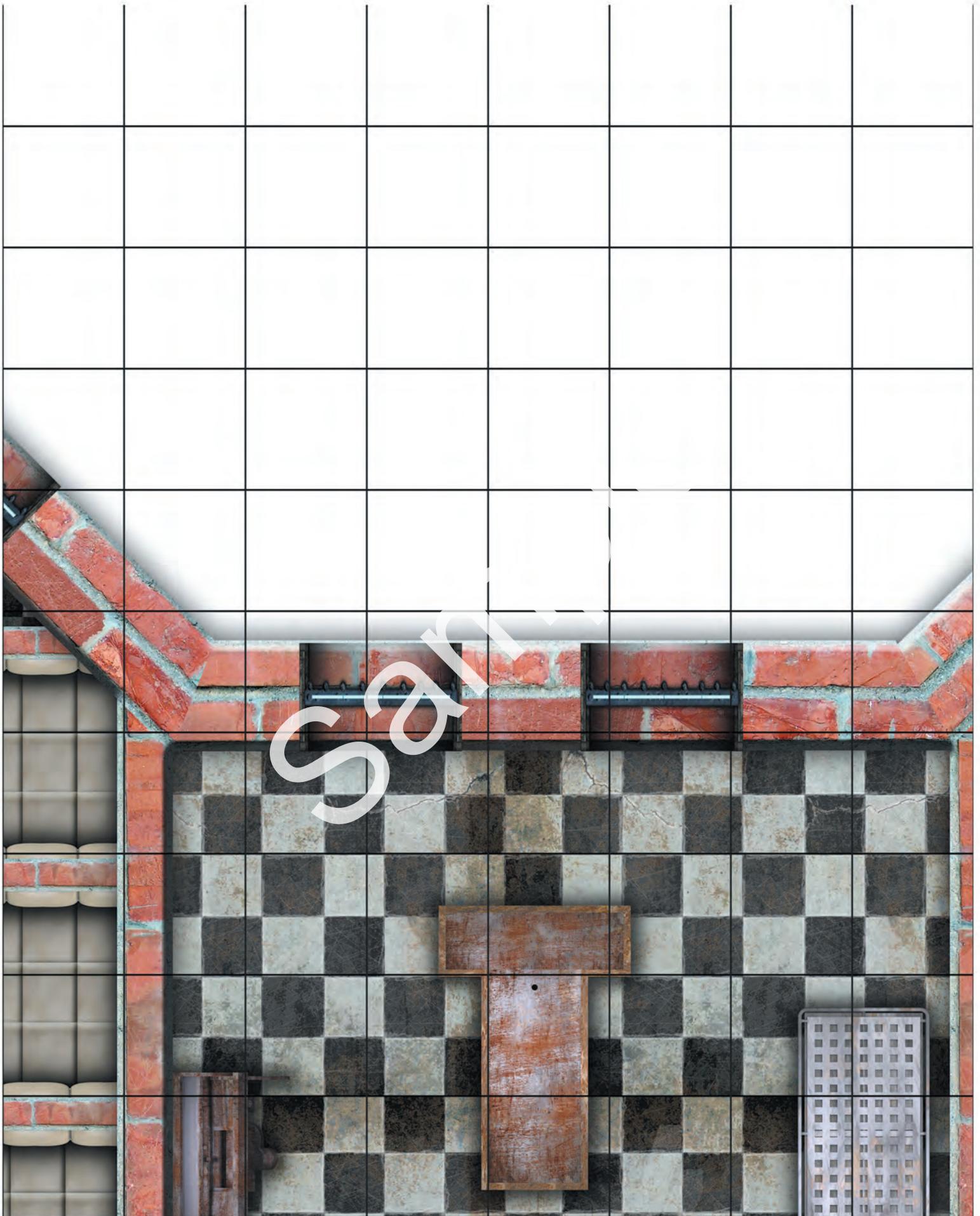


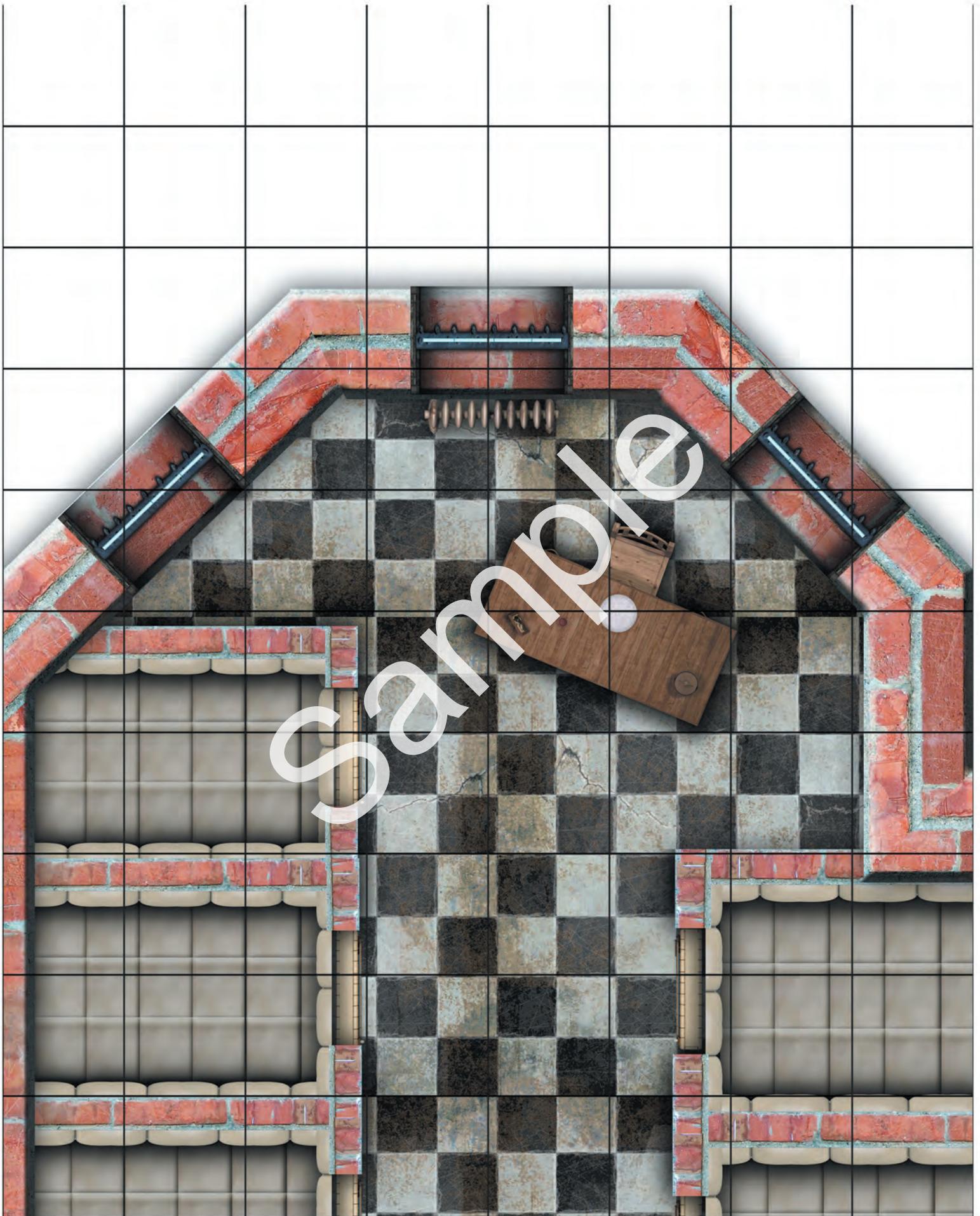












Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

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

"Prepare the patient for experimentation. Cover story? Another suicide. Most unfortunate. Now to unravel the secrets of the body and mind."

The asylum is a five level Victorian style mansion converted into an institution to hold indefinitely the mentally disturbed. The five levels include a basement, three main floors, and an attic each with multiple rooms. This product includes the image files for your virtual tabletop (VTT).

The asylum can be used in Victorian era games to modern pulp games with a bent towards the Horror side of those genres.

Excerpt from Savage Insider Issue #9:

Nestled quietly 25 miles southwest of Rochester, New York sits the lair of a madman. It wasn't always a madman's lair; it was once a large, prominent asylum for the psychotically challenged. Some may call it a home for crazies, but the doctors who resided there considered it an opportunity to test new theories and treatment for the curing of psychosis. This was 24 years ago as the facility was shutdown in 1875 and only the echoes of its past remain.

The Asylum is designed to be placed into any setting based in the Victorian era or utilizing Victorian styling. It is fantasy horror and the applicable setting should have some type of emphasis on horror. If running the adventure in a setting like Judgement Day where the Player Characters are hunters of supernatural beings, they have been assigned to investigate the goings on outside of Rochester after receiving reports of mutated human sightings during the kidnappings. The goal of the team is simple: eradicate the threat at all costs.

If The Asylum is being placed in an investigative setting, the Player Characters will be assigned to investigate the sighting, in a similar fashion, but their goal should be one of extreme caution. Unaware of the dangers that lie ahead, the Player Characters may wish to monitor the asylum and find an occult spell to handle whatever beings lurk inside.

Adventure to be continued in Savage Insider Issue #9....