

# DramaScape

Free Volume 27

## Alchemist's Shop

A Modern map for use with any system.

DS30027

# CREDITS

*“Come in, come in. What kind of potion are you seeking today?  
My new Teslamuter can create any potion your heart desires.”*

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DS30027 — July 2014



***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 10 inch, Battlemat of an Alchemist's Shop.***

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 entrance to the alchemist's shop is a door in the southeast corner. Next to the door is a hat rack with a couple of hats on top of it. Visitors to the shop are encouraged to take their hats off and place them on the hat rack.

The floor is made of stone with a decorative carpet in the middle of the room underneath the alchemist's main desk. The alchemist favors the simple wooden chair as he writes down the results of his experiments in his logbook on top of the desk. Customers are offered the much more comfortable chair with a padded blue seat cushion facing the fireplace, giving cold customers the benefit of the warmth of the fire. The fireplace has a clock on the mantel, fireplace pokers and a cooking pot in front, crates to the north, and a pile of firewood and a bench to the south.

Six lamps attached to the ceiling provide light to the room. The Game Master can choose them to be powered by electricity or perhaps steam from the boilers in the northwest corner generates the electricity necessary.

Along the north wall to the right of the boilers there is an empty box, a closed cabinet, a small stool facing a series of three bookshelves, a closed cabinet, followed by an L-shaped workbench dominating most of the northeast corner of

the room. The small stool could be used to sit while reading books or more likely to reach the books in the highest parts of the shelves.

The L-shaped workbench consists of three tables with a wooden wall built into the back of the tables that have four shelves built into it with three rows each. The tables of the workbench have stills (distillation apparatus) set up, racks for test tubes, pipettes inside of beakers and flasks, as well as plenty of empty and full flasks on top of the tables. The shelves hold even more empty and full flasks above the tables.

There is also a machine on top of a table here. A large stool sits in between this table and the worktable allowing for the alchemist to perform experiments at both tables without moving.

The adventure hook calls this machine the Teslamuter, but is much more likely a crude pH meter using tesla technology for power. The tesla coils are connected to probes that can be placed inside a solution to determine if it is an acid or a base by flipping the switch to power the machine and pressing the black button to start the measurement. The probes measure the pH of the solution and then the green button glows if it's an acid and the red button glows if it's a base. The amount of illumination indicates the strength of the acid or a base. Such as a strong green glow would indicate something with a pH of 1, highly acidic or a strong red glow would indicate something with a pH of 14, a strong base. If neither button glows,

the pH of the substance is 7, neutral, and close to the pH of water or H<sub>2</sub>O.

To the south of the L-shaped workbench are a closed cabinet, two small bookshelves, a closed cabinet and a large bookshelf next to the hat rack.

Along the south wall to the right of the bench there are two closed cabinets surrounding a workbench and a bookshelf just to the left of the door.

A second large stool faces this second smaller workbench. This workbench is a counter above four closed cabinets with three rows of racks built into the back of the counter to work as shelves to hold empty and full flasks. The counter of the workbench has two stills (distillation apparatus) set up, a rack for test tubes, pipettes inside of beakers and flasks, as well as plenty of empty and full flasks on top of the counter.



Instructions for cut outs:

**Printing:**

Print only the pages that you need.

Overview: Page 6  
360 View: Page 7  
Square Overlay: Pages 8 to 9  
Hex Overlay: Pages 10 to 11  
No Overlay: Pages 12 to 13

**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.

Square Layout:

8 9

Hex Layout:

11 12

No Overlay Layout:

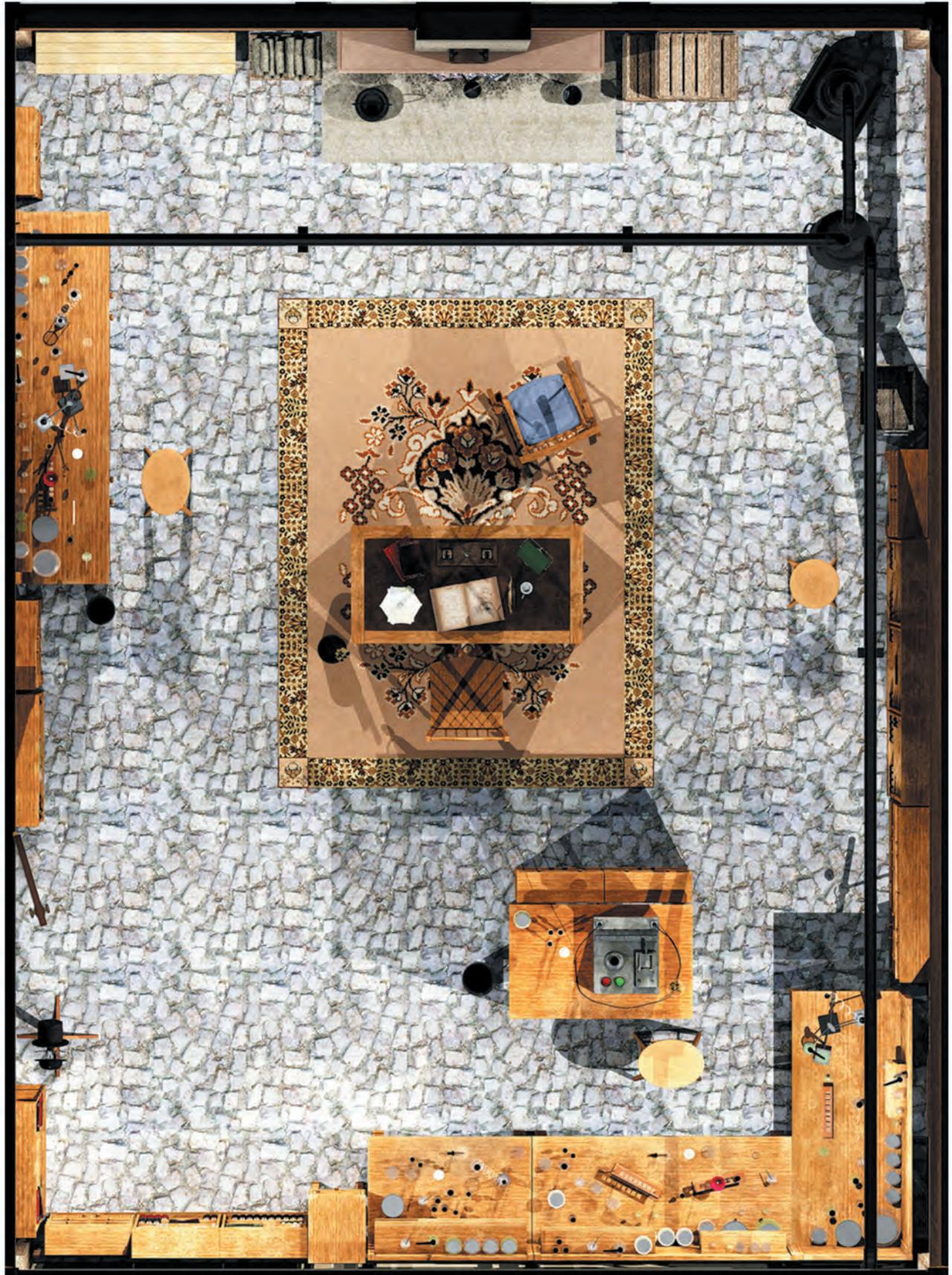
15 16

**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) = 5ft. VTT images are set to 100 ppi (1 inch = 5ft).

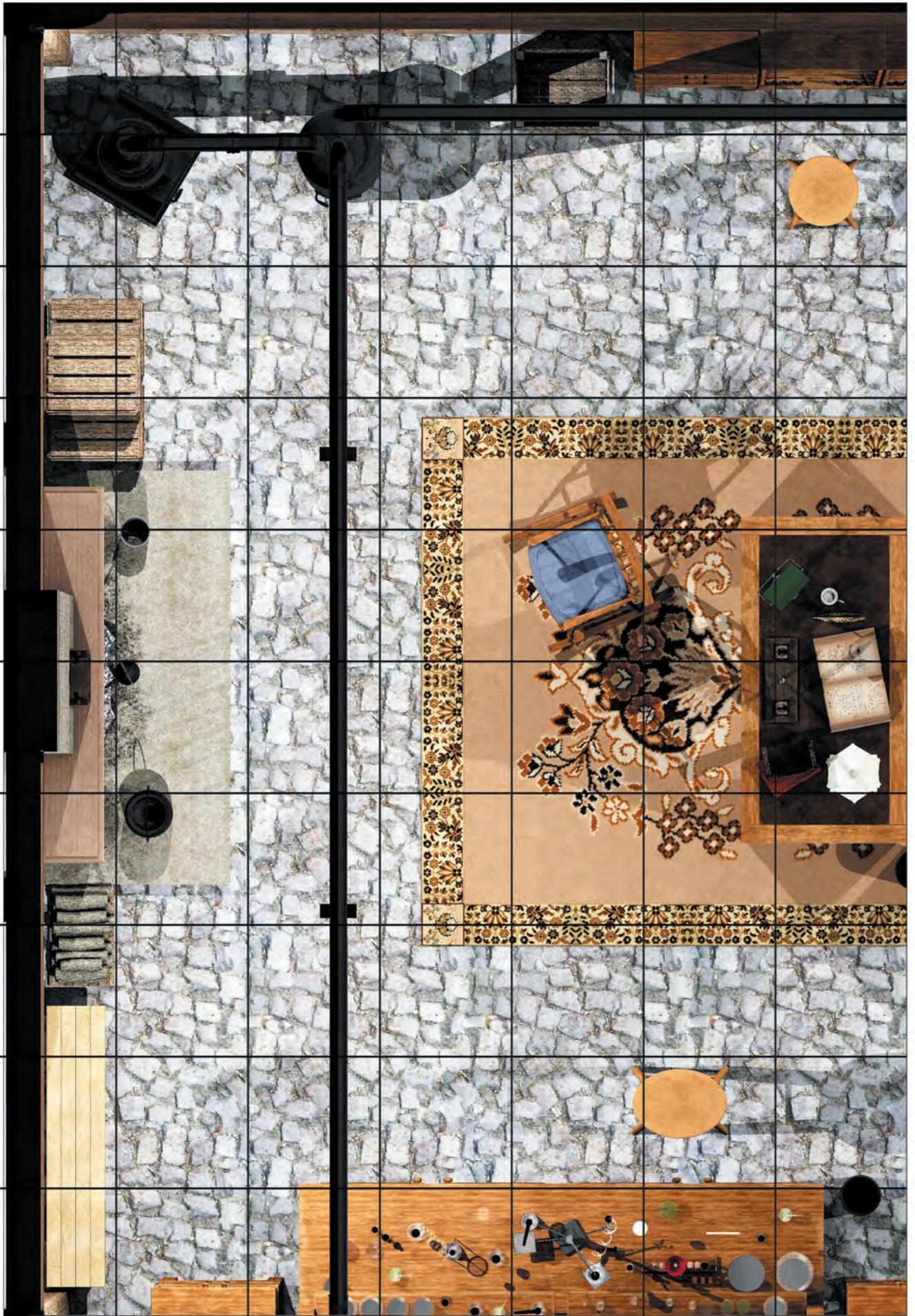


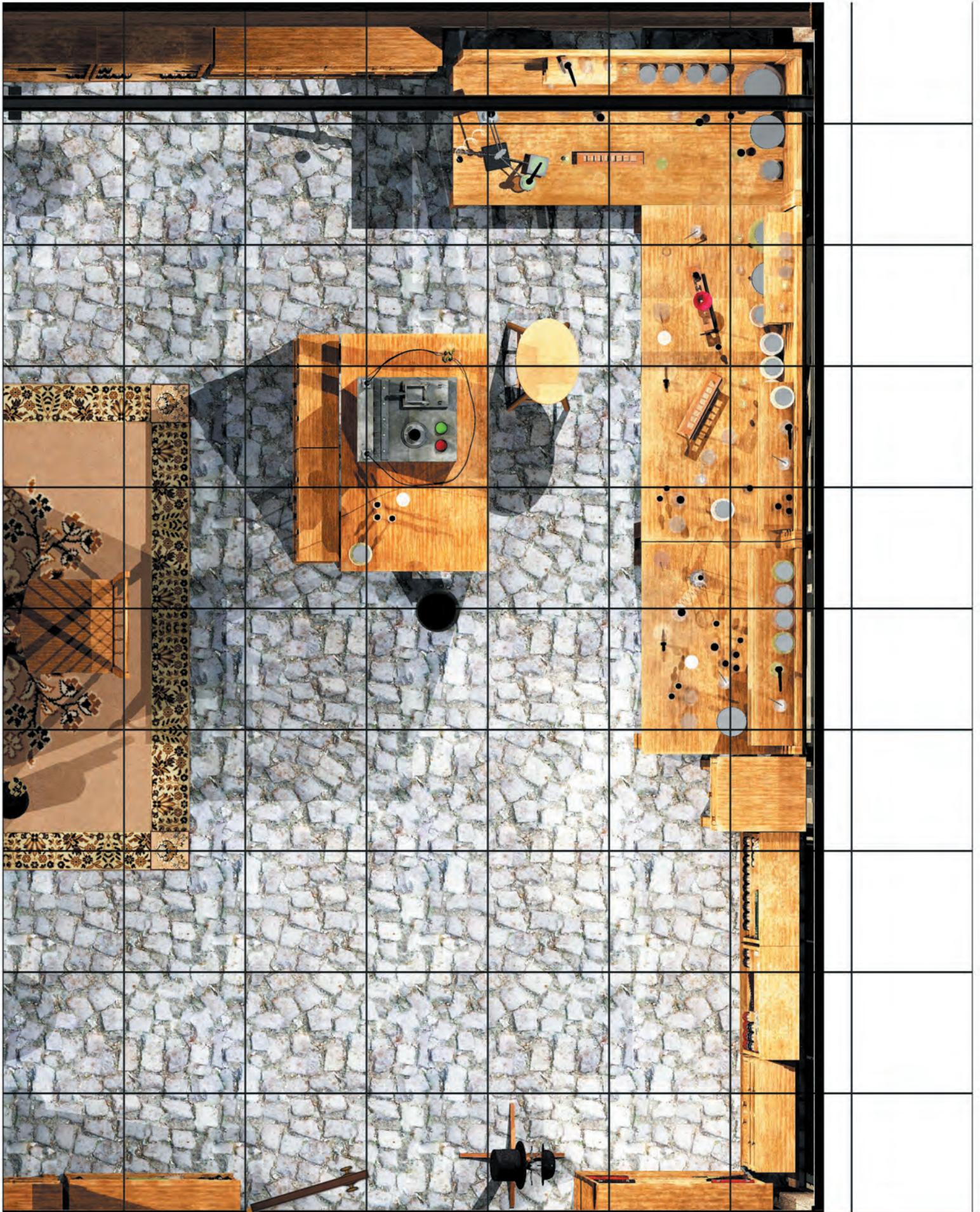
## 360° View

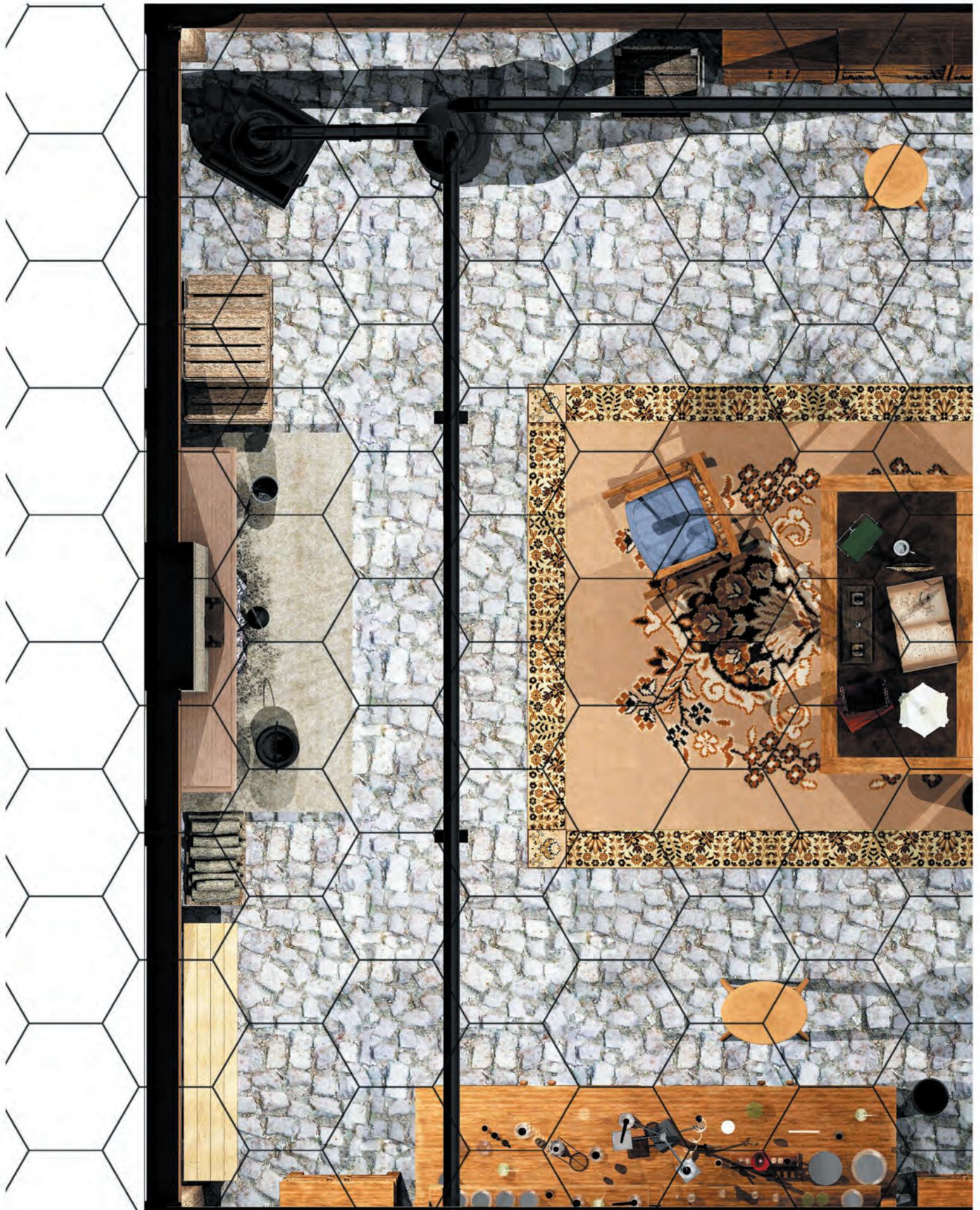
Click on the picture and hold down your left mouse button,  
you can then rotate the image.

(The Panavision image may differ slightly to the map.)

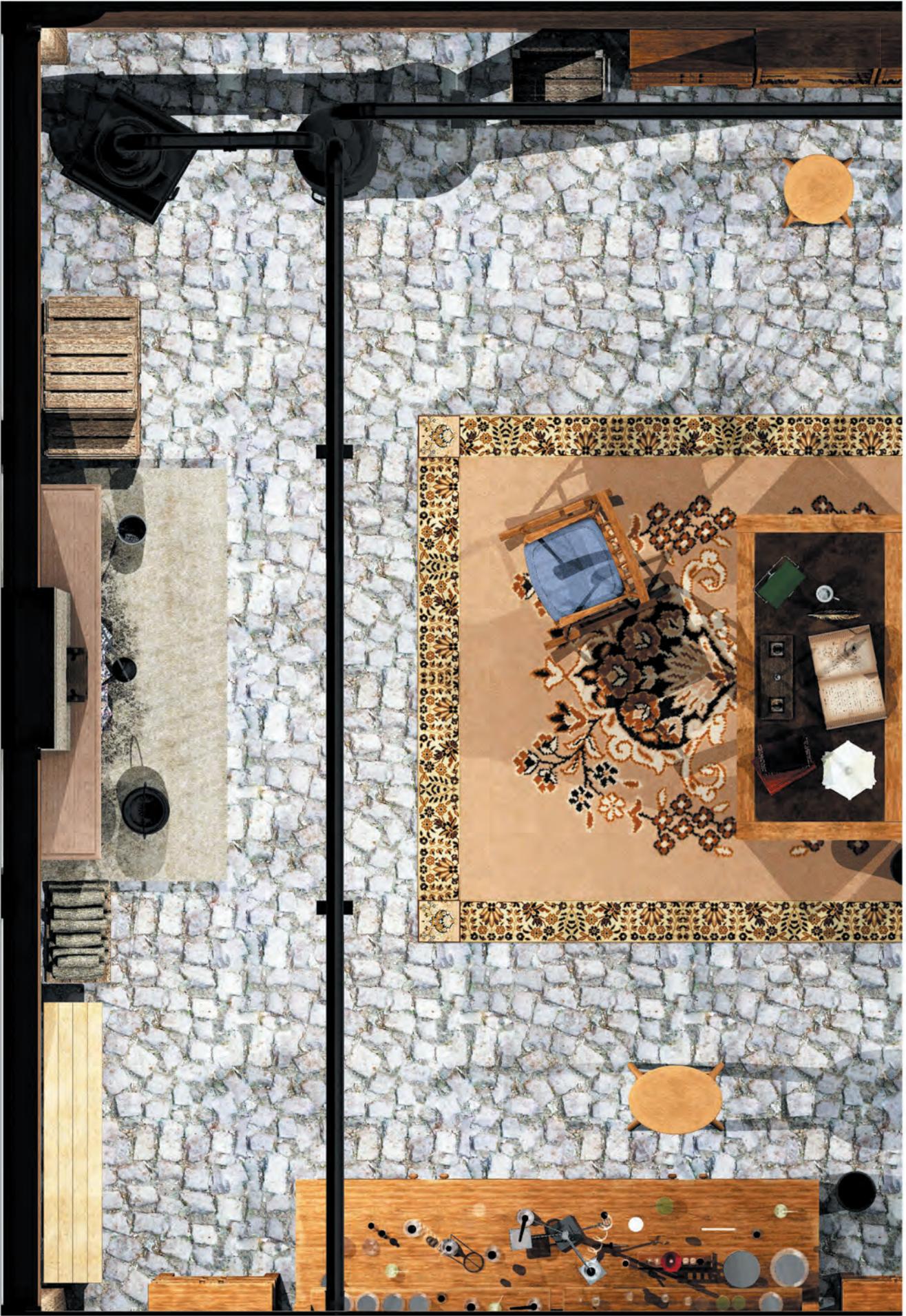


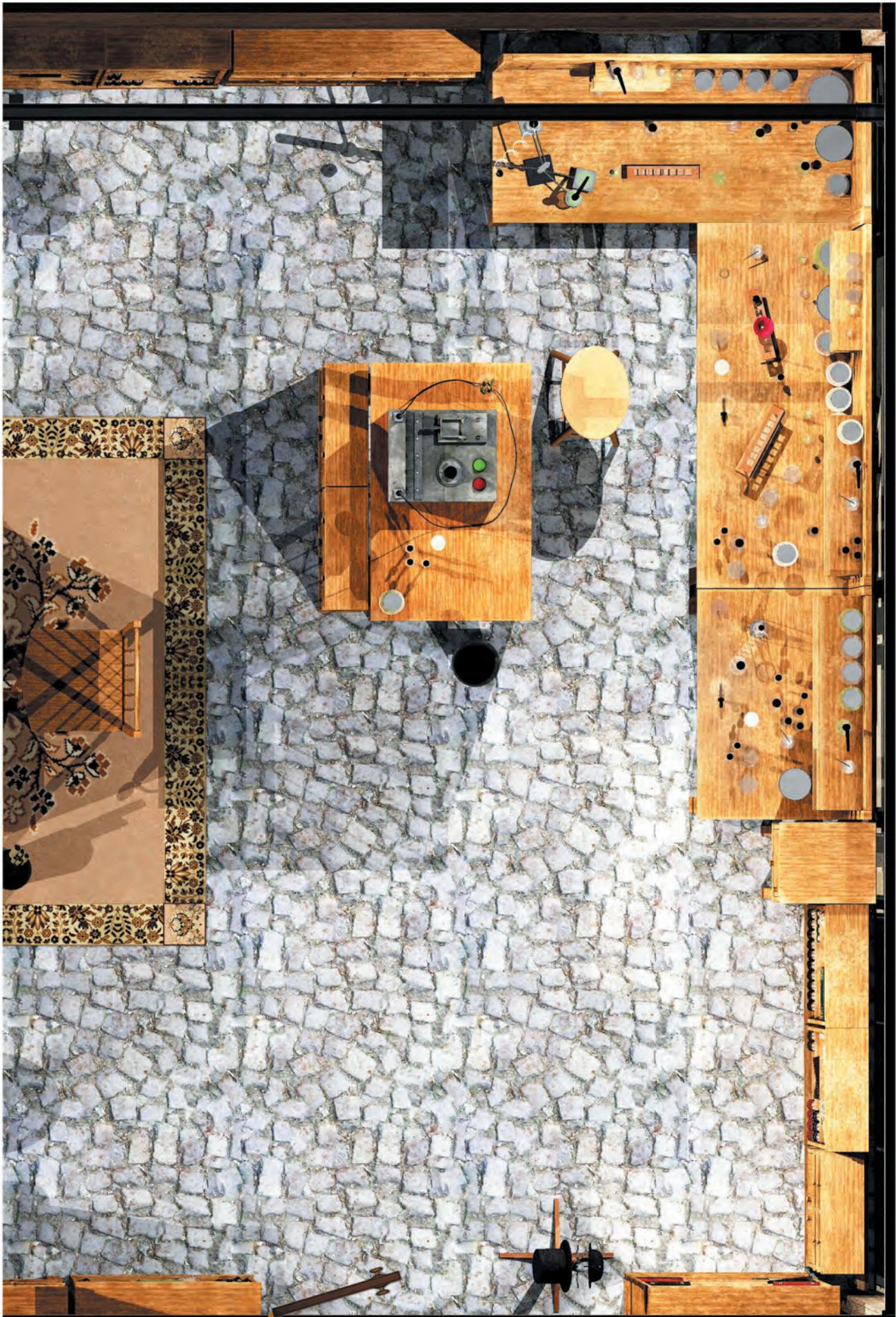












**Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.**

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

**"Come in, come in. What kind of potion are you seeking today? My new Teslamuter can create any potion your heart desires."**

**DramaScape dares you to try the potions in our Alchemist's Shop! Will it help, do nothing, or harm the character? Only the Game Master knows!**

**Alchemist's Shop is an internal view map of a small shop or small laboratory for alchemical research. This product includes a 360-degree panoramic view from the center of the shop.**

**Alchemist's Shop is intended for use in modern games. Boilers and a machine are displayed in the map therefore electricity is a minimum requirement. The style of the shop would fit a steampunk or teslapunk game easily.**

**Adventure hook for use with this product.**

**The Teslamuter: An alchemist became quite popular in town by selling potions he created with his Teslamuter. The potions he has created with electricity give a jolt to the people that imbibe them and make them full of energy. But when the potion runs out, the imbiber becomes lethargic until he can get another dose. This made people into addicts of the alchemist's potions.**

**Then people started dropping dead of heart attacks. Worse a rash of grave robbing incidents followed targeting the victims.**

**The Player Characters can get involved in several ways. One way is that one of the characters or their allies becomes addicted to the potions. They should have a highly positive effect such as increased speed, better initiative, more actions, etc. but the negative effect should be something like fatigue, or debilitating penalties reverse of the positive effect once the potion runs out. When the imbiber has a heart attack and either dies or is left holding on for dear life, the group goes to the alchemist for either revenge or a cure to the addiction.**

**Or the player characters can get involved by being investigators into the mysterious glut of heart attack deaths and graveyard robbery perhaps even catching the alchemist in the act of robbing a grave. In this scenario, the alchemist is a bit better prepared and has a surprise for the them; zombies with a replacement heart that pumps his Teslamuter solution to keep the body going. Those who were addicted in life have a greater affinity for the substance in death forcing him to target their bodies specifically rather than just any old corpse.**