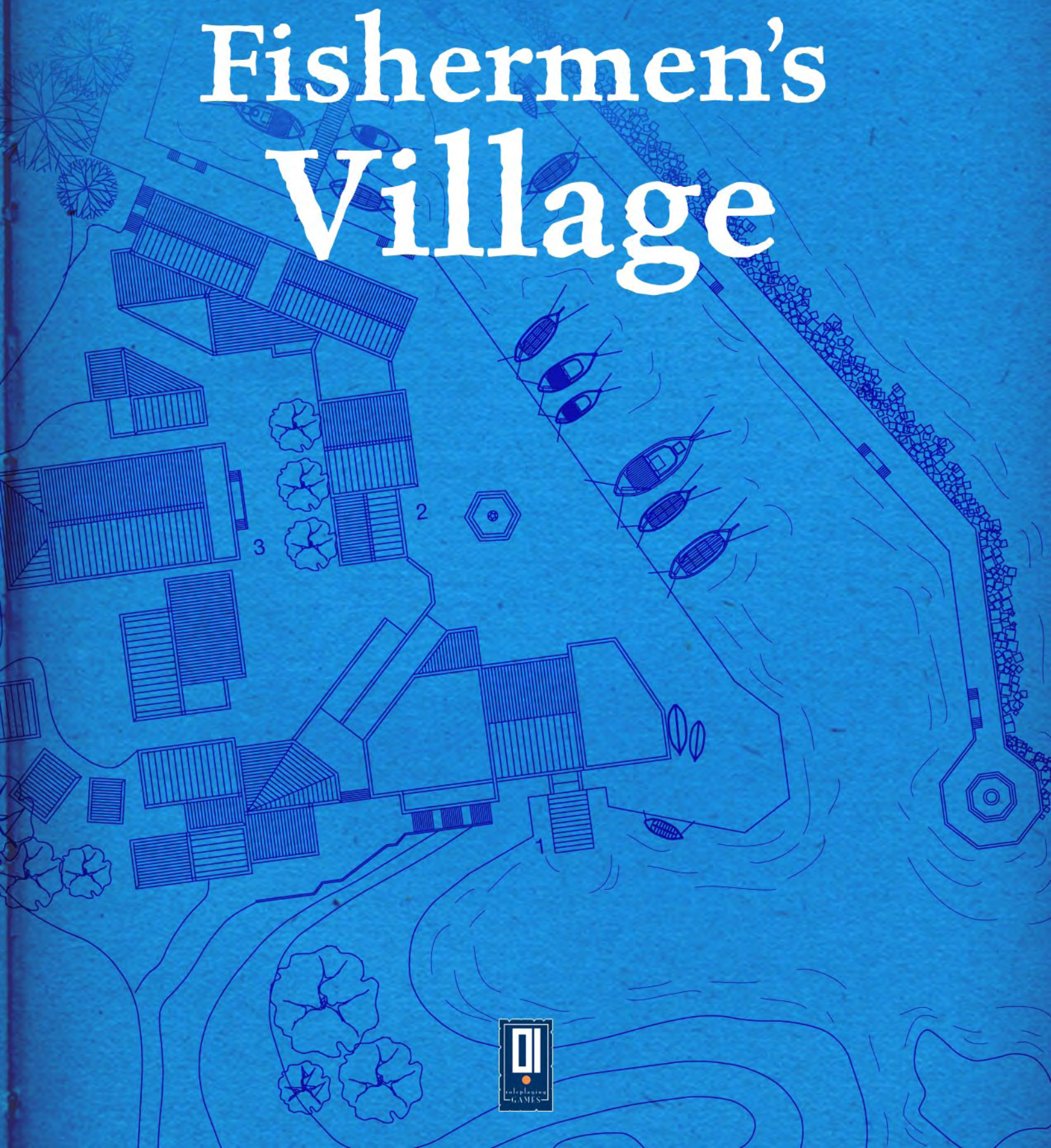


# Done's BLUEPRINTS

## Fishermen's Village



# Øone's BLUEPRINTS

## Welcome to Øone's Blueprints!

The Blueprints product line offers you old-fashioned blue printed maps for using in your adventures and campaigns. For each map you get a blueprint version and a standard black and white version. The maps are all vector-based so you will get maximum print resolution. Despite their old fashioned appearance each map offers you a degree of customization, using the pdf technology at its best. A small control bar (which will not be printed) on each map allows you to turn on and off the grid, eliminate the room numbers, get the walls filled and don't show doors and furniture.

Each product features a classic fantasy adventure location: a dungeon, a keep, a temple complex, a thieves guild and so on. You can use these map as reference to build your own adventures or simply take them at hand in case your players go in an unexpected direction during the campaign.

While offering you the best quality, these products are really cheap.

## How to use this product

At the bottom of each map you will find a small row of checkboxes, simply checking and unchecking the boxes you will activate/deactivate a feature. Your changes take place both in the blue version and in the black and white version.

- **Fill checkbox:** lets you activate/deactivate the black/blue in the walls and allows you to save more ink .
- **Grid checkbox:** lets you activate/deactivate the grid.
- **Furniture checkbox:** it hides furniture, doors and the like and allows you to print and draw your own rooms
- **Numbers checkbox:** it hides room numbers, useful if you want use your own room numbers.

At the end of the book you will find a useful template to key your maps, a suggested key is also provided.

## The Fishermen's Village

This small village, rising on a rocky coast, is the perfect starting point for campaigns and sea-based adventures. It also provides a good location for horror-based adventures in Lovecraft style.

This village features a small harbor protecting the fishermen's boats from the fury of the elements. Most of the houses are small buildings made of stone and wood. The village features a small temple dedicated to a sea deity. The temple is a simple building with some columns on the front side. Many statues with small water pools are shown in the temple, while in the temple crypt a large burial pool occupies most of the space. The shipyard is located on a small hook on the coast. Inside the shipyard there is the construction room, the warehouses and, on the first floor, the master's apartment.

The warehouses house any type of sea-based goods such as fish and ship supplies, on the first floor there is a small fisherman's home. Finally, we have the tavern, with the tavernkeeper's home upstairs.

Here are some hints to use the fishermen's village:

- People begin to disappear in the village; During the night the villagers heard strange sounds and noise from the temple crypt.
- Strange sea monsters begin to attack the shipyard of the village, they are led by a powerful man-fish.
- The seafood stored in the village's houses.

• A group of pirates has decided to seize the village to make it their base. The pirates sunk all the fishermen's boats and imprisoned all the men and children, keeping the women in the temple they desecrated. The PCs arrive in the village during the night while the pirate ship is out of the harbor.



**Øone Roleplaying Games**

[www.Øonegames.com](http://www.Øonegames.com)

[master@Øonegames.com](mailto:master@Øonegames.com)

## Øone's Blueprints: Fishermen's Village

**Product Code:** blu08. First edition 03/2005

**Design:** Mario Barbati

**2D drawings:** Guido Barbati



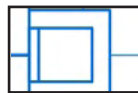





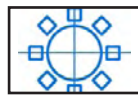











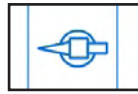

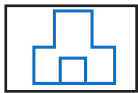
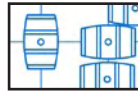

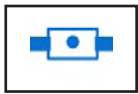
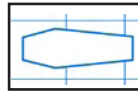

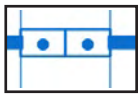



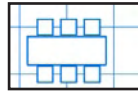


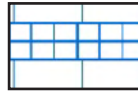








**Graphics:** O'Bully

**Software Engineer:** Anna Fava

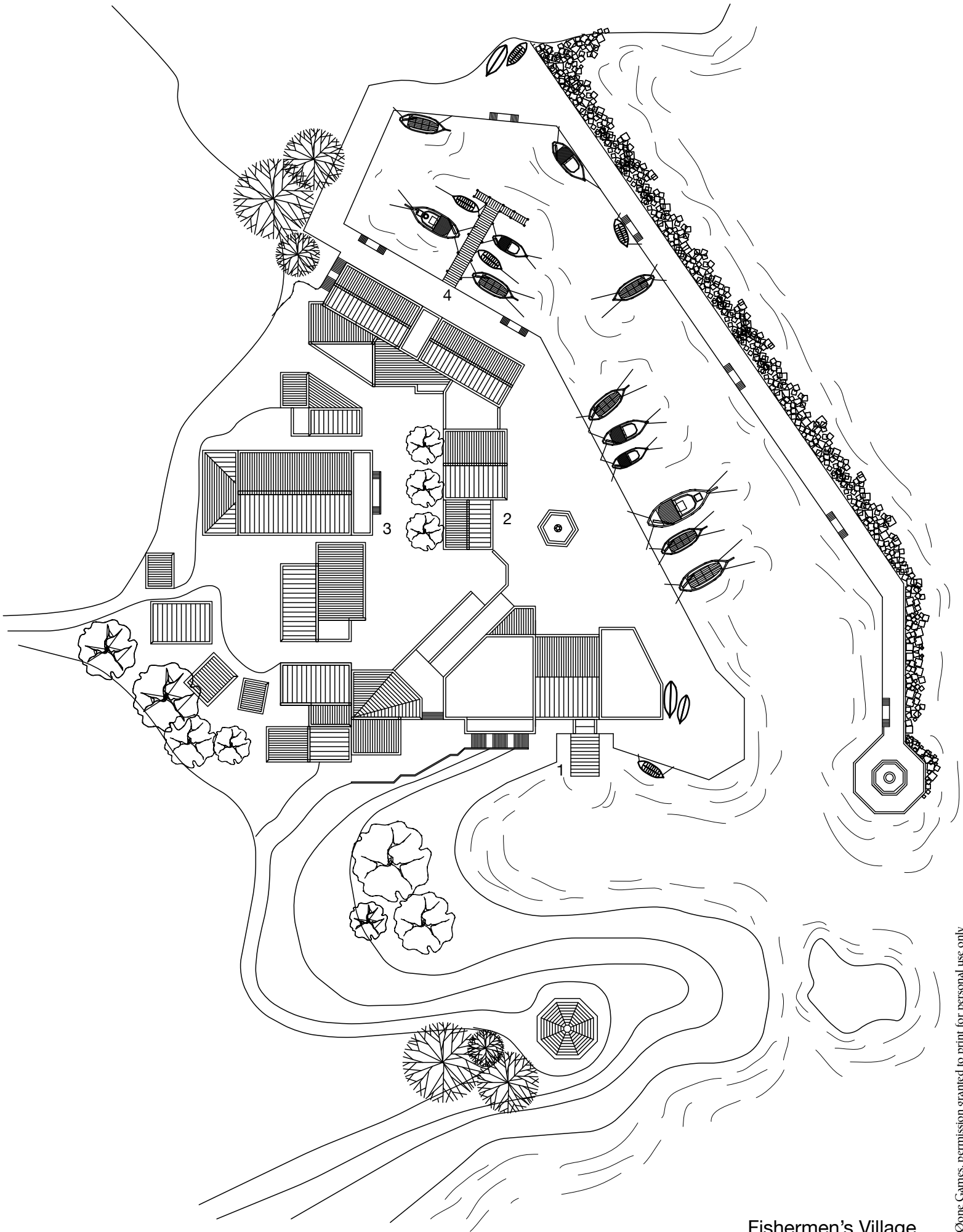
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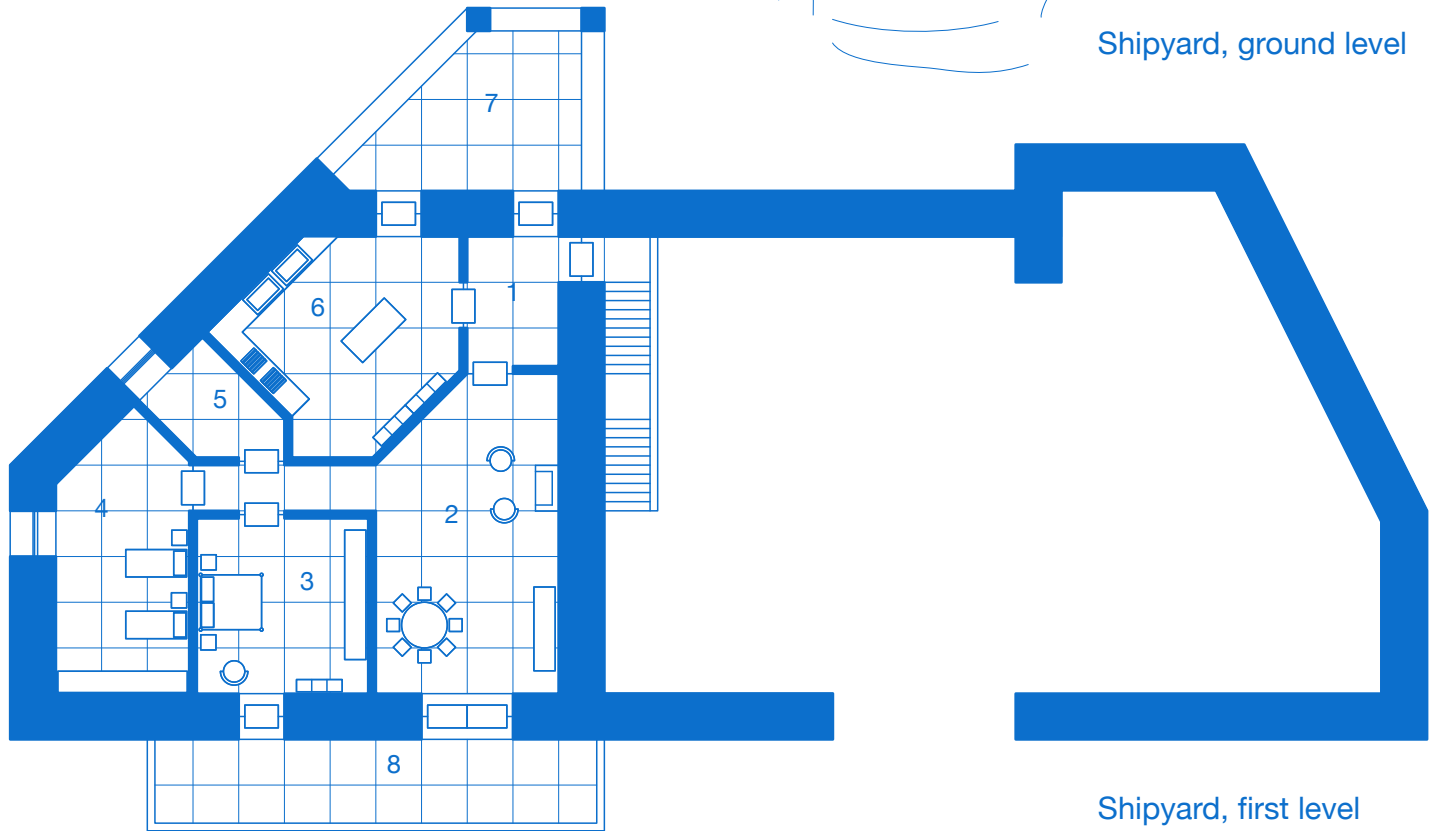
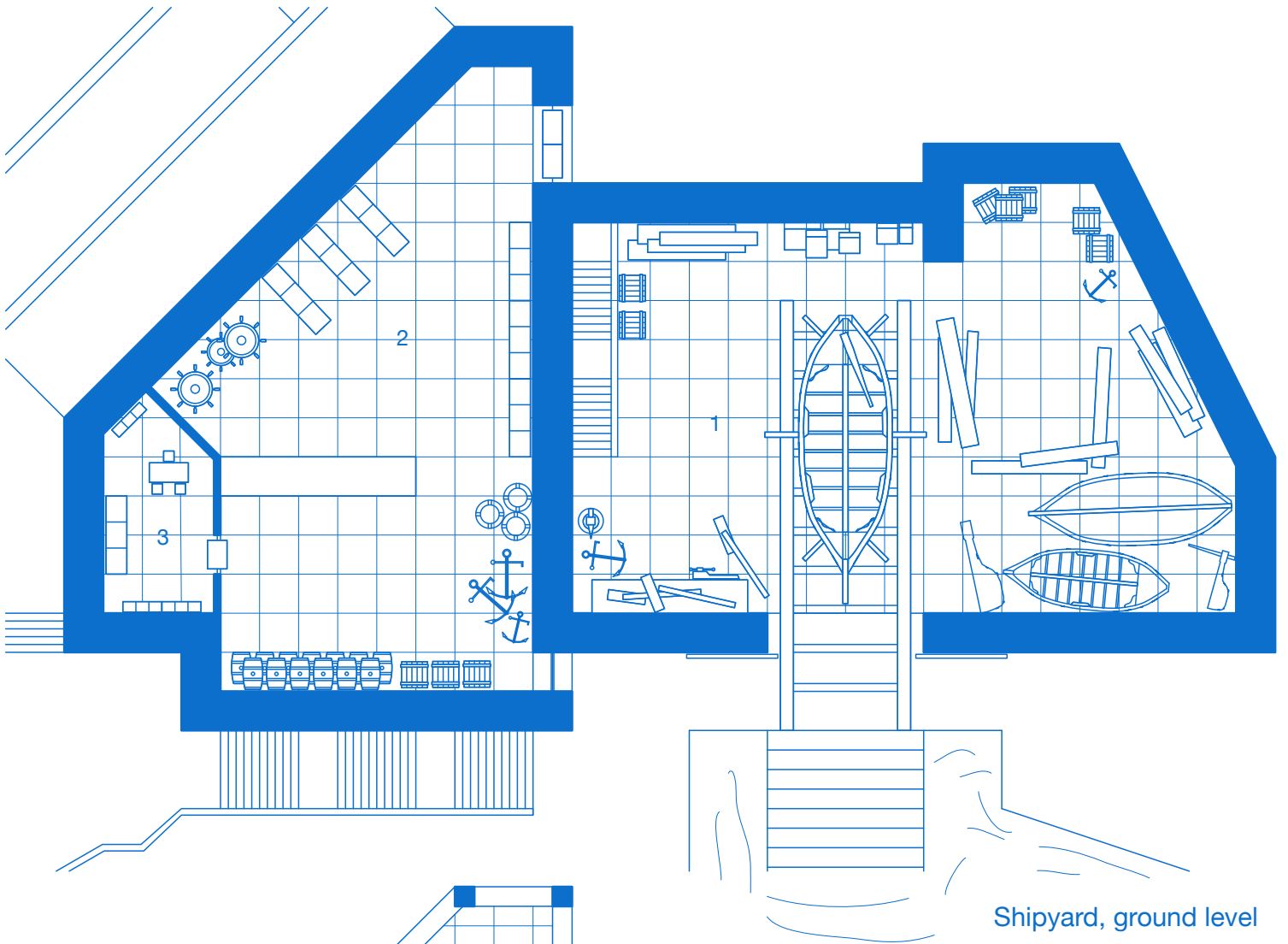
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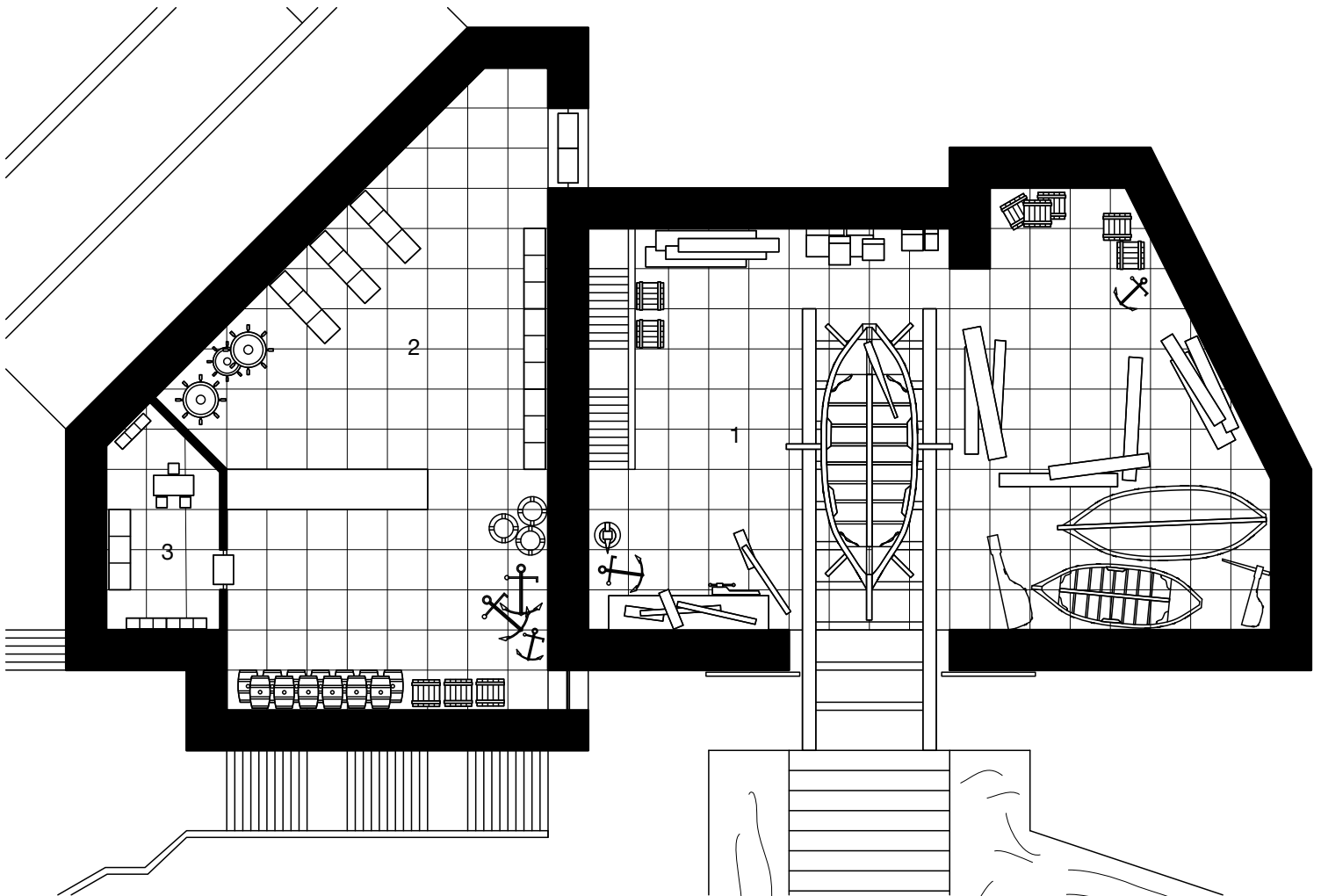
Symbols commonly used

	door		secret trapdoor		four poster bed
	double door		trapdoor in floor		single bed
	portcullis		trapdoor in ceiling		round table
	secret door		curtain		bench
	statue		one way secret door		shelves
	fireplace		one way door		stairs up/down
	pillar		dais		anvil
	stairs down		altar		barrels
	spiral stair		locked door		coffin
	trapdoor		double door locked		crates
	pentagram		window		table
	pit		torture table		shelves
	bars		hook on wall		bones
	pool		weapons rack		pallet
	false door		desk		

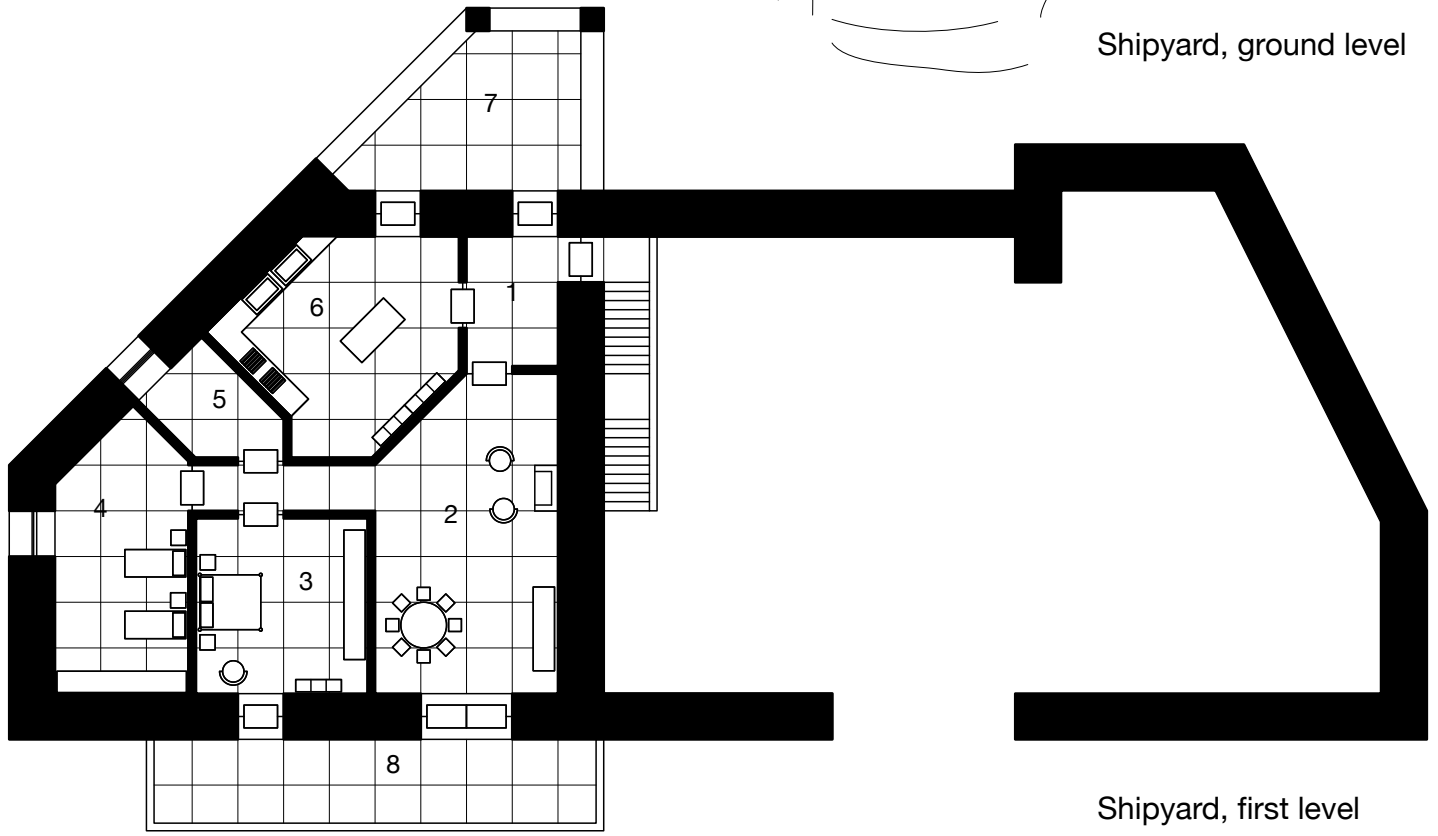




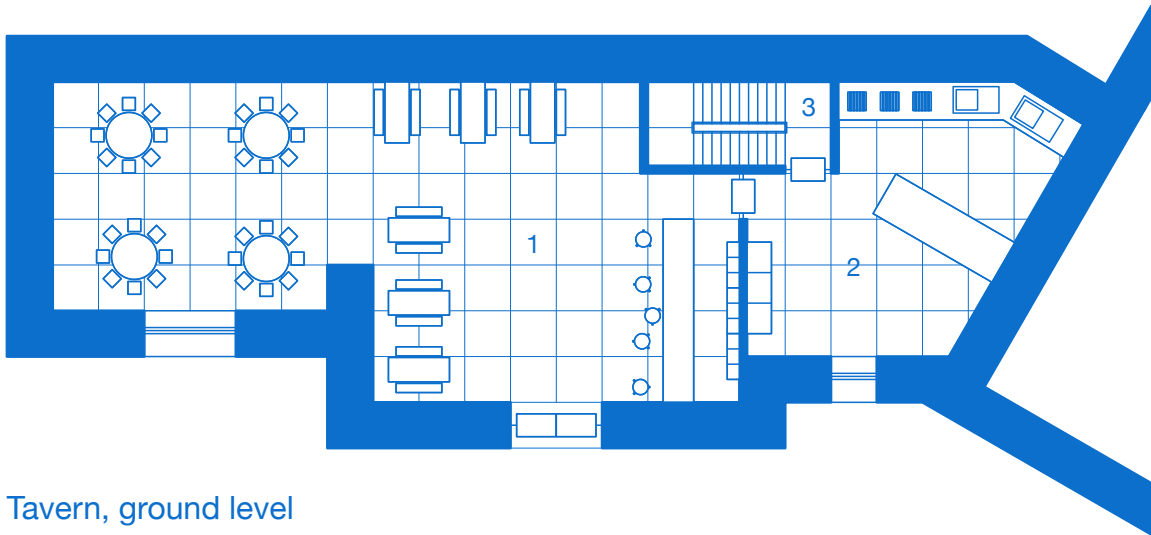




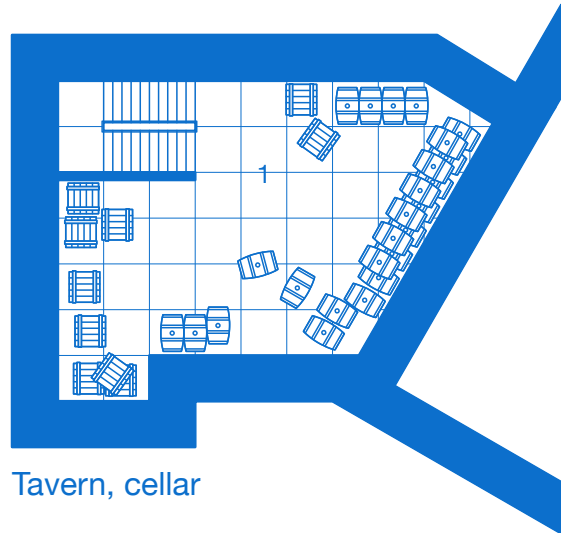
Shipyard, ground level



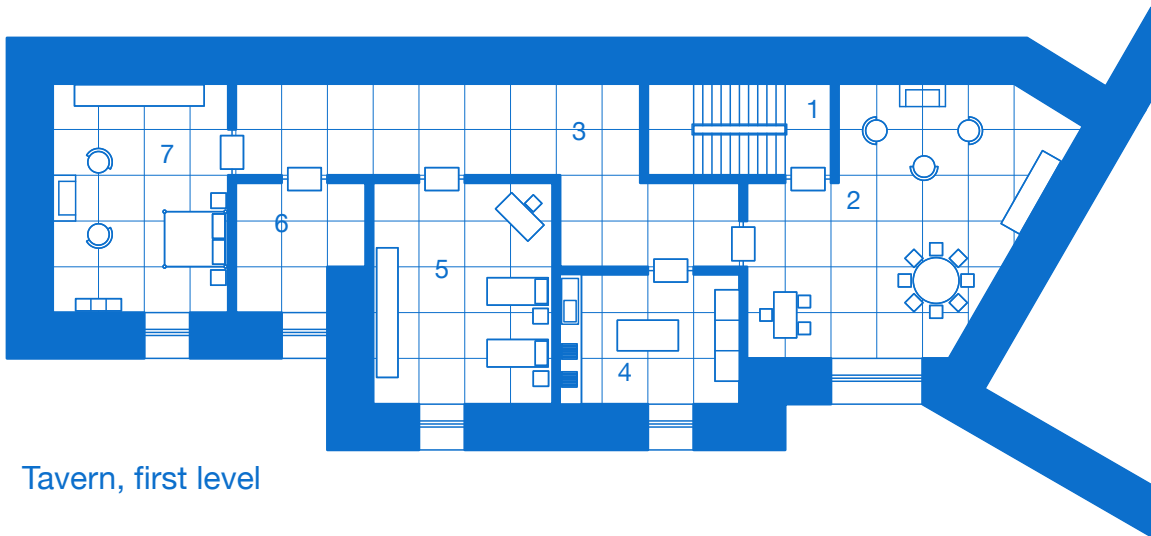
Shipyard, first level



Tavern, ground level

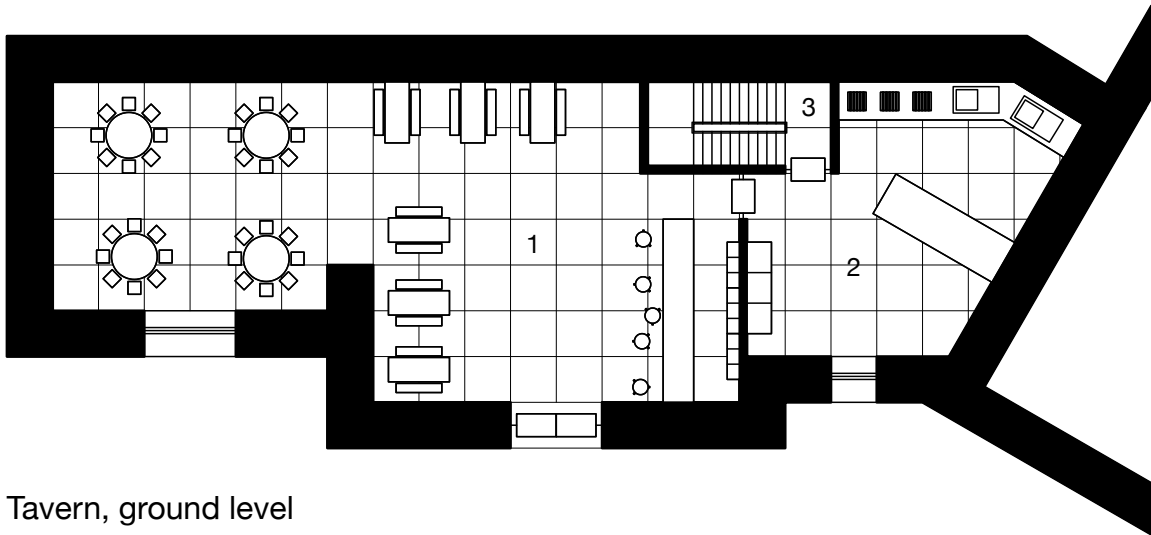


Tavern, cellar

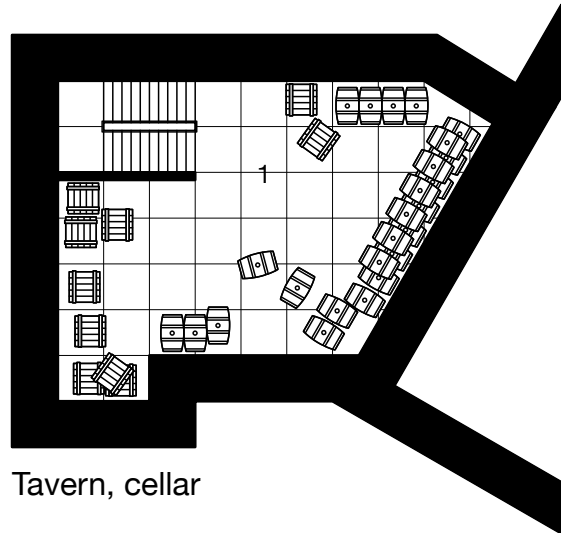


Tavern, first level

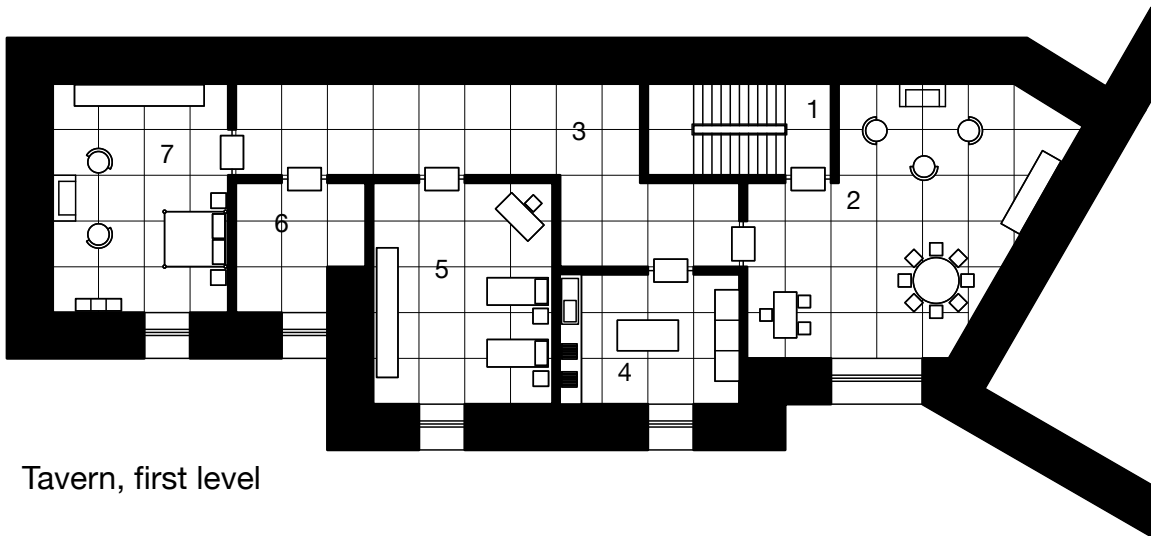




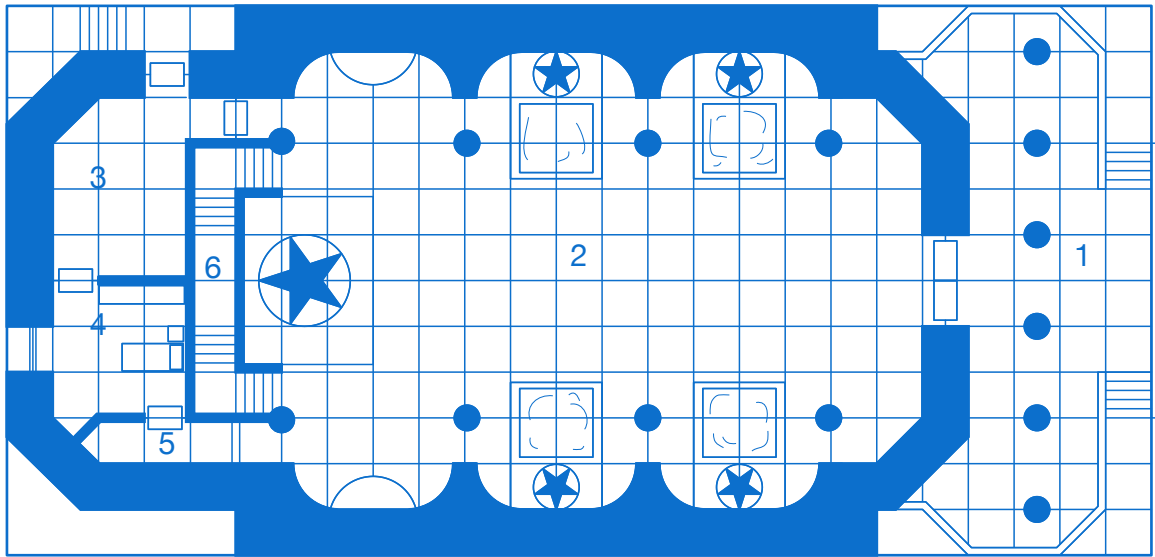
Tavern, ground level



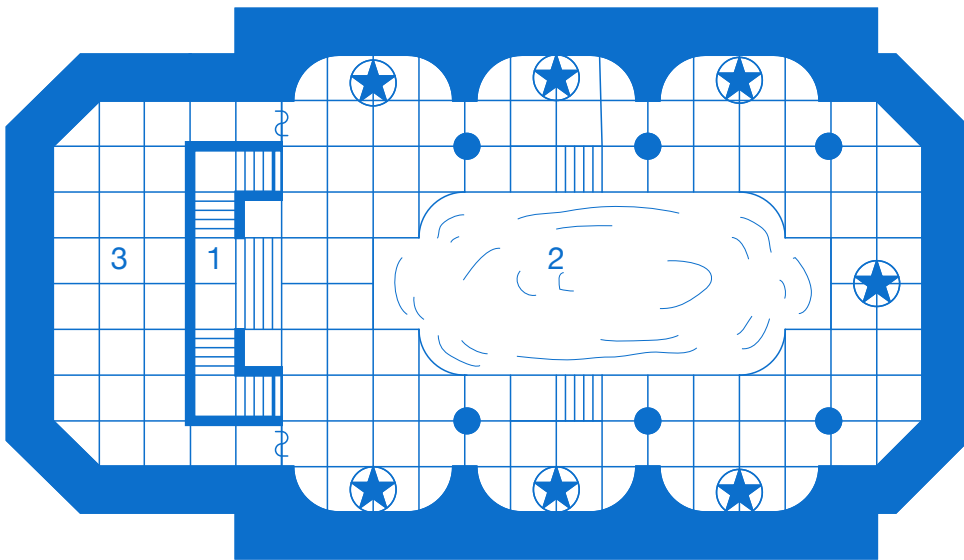
Tavern, cellar



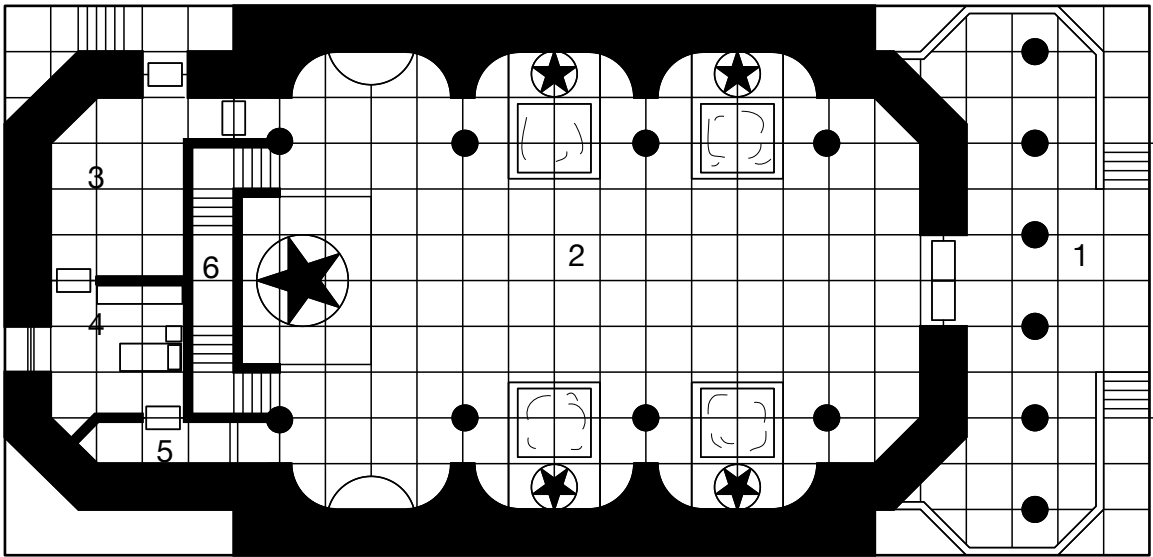
Tavern, first level



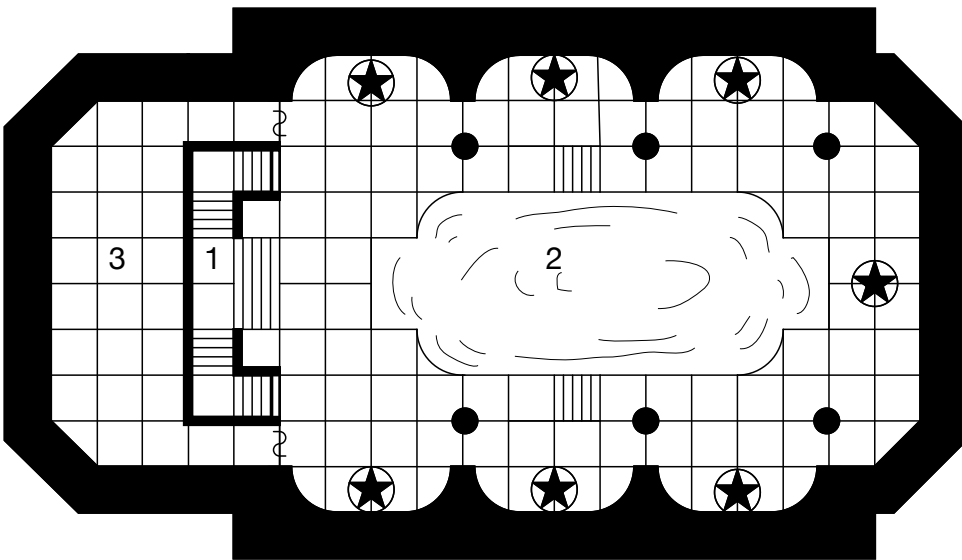
Sea Temple, ground level



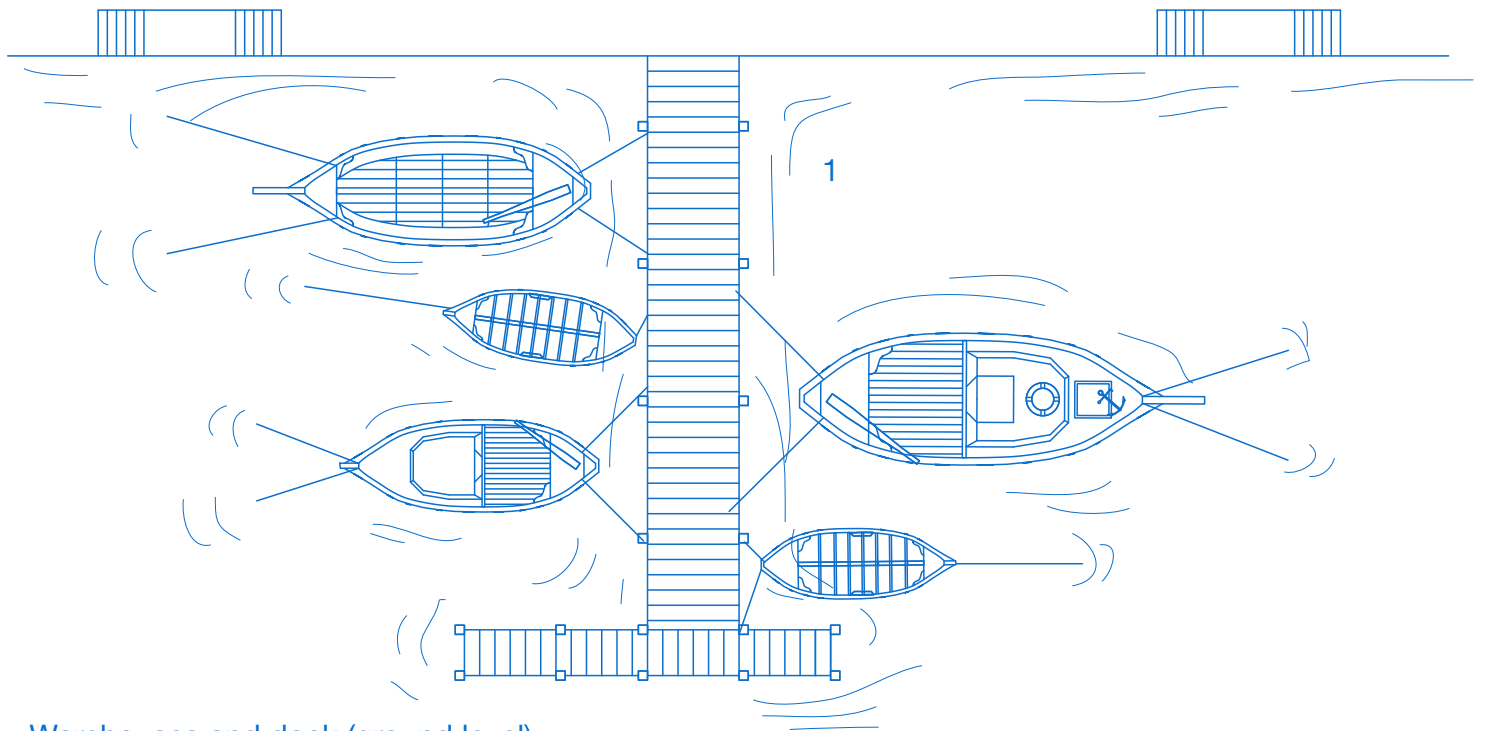
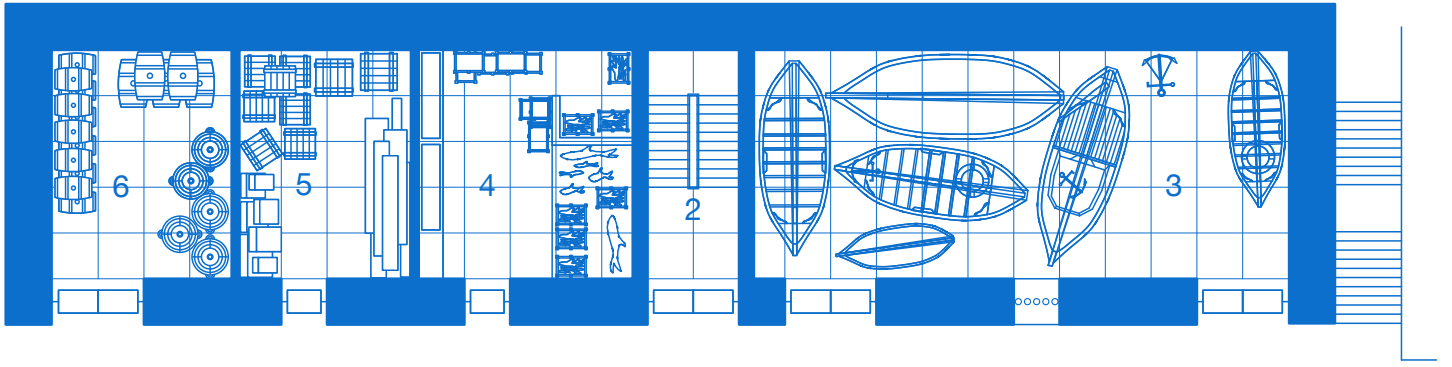
Sea Temple, underground level



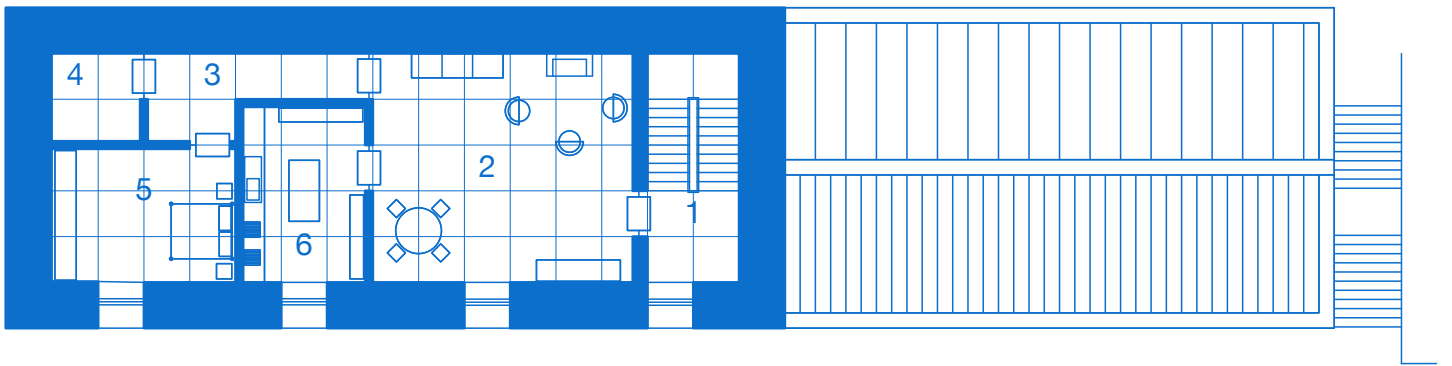
Sea Temple, ground level



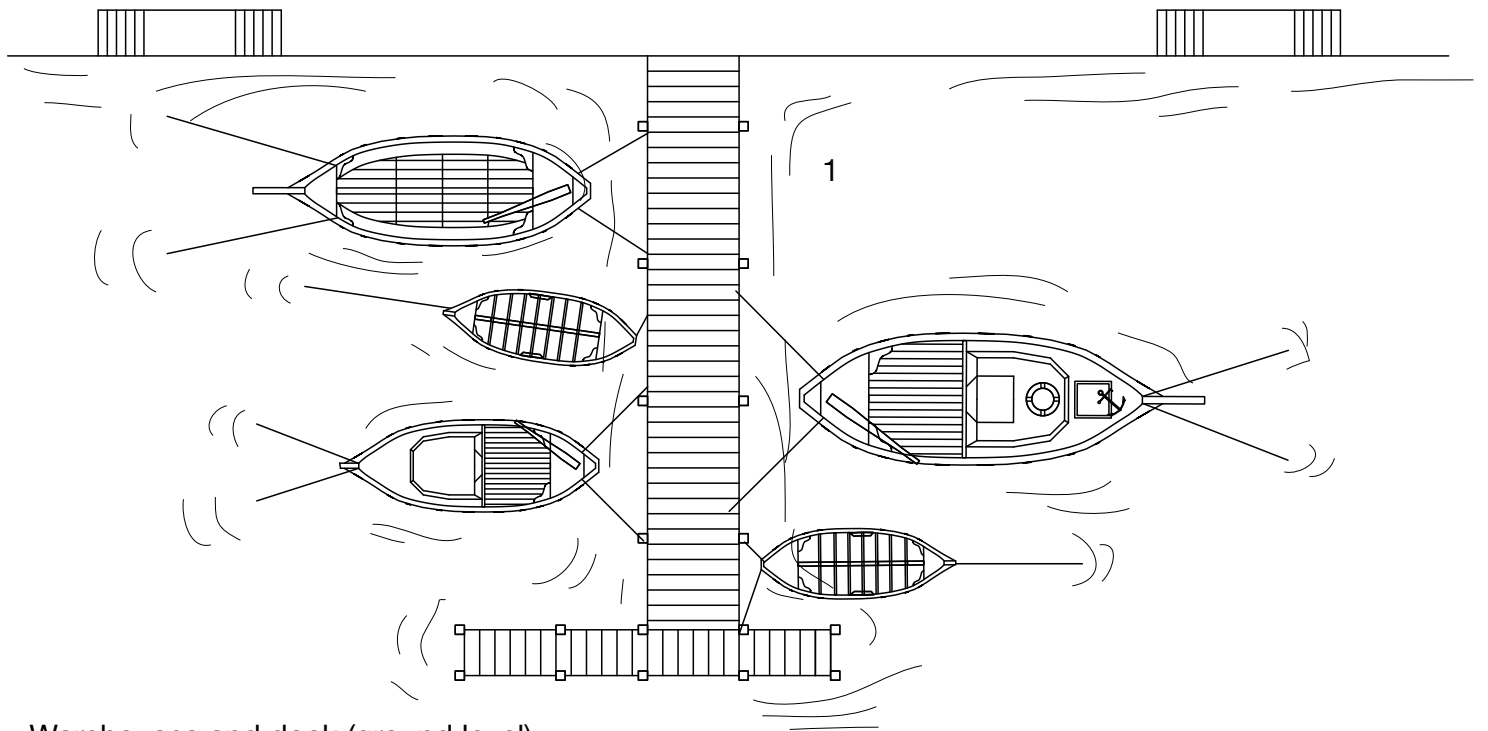
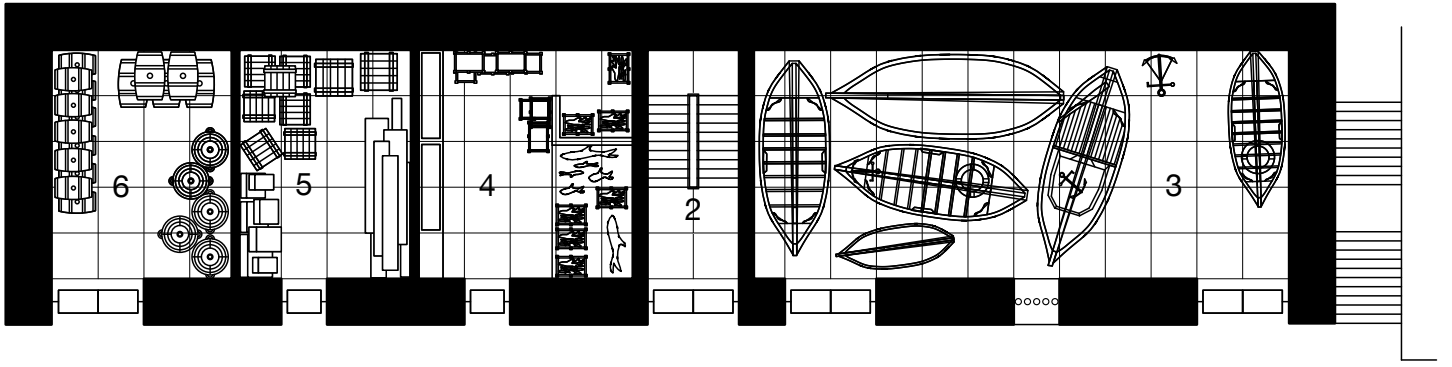
Sea Temple, underground level



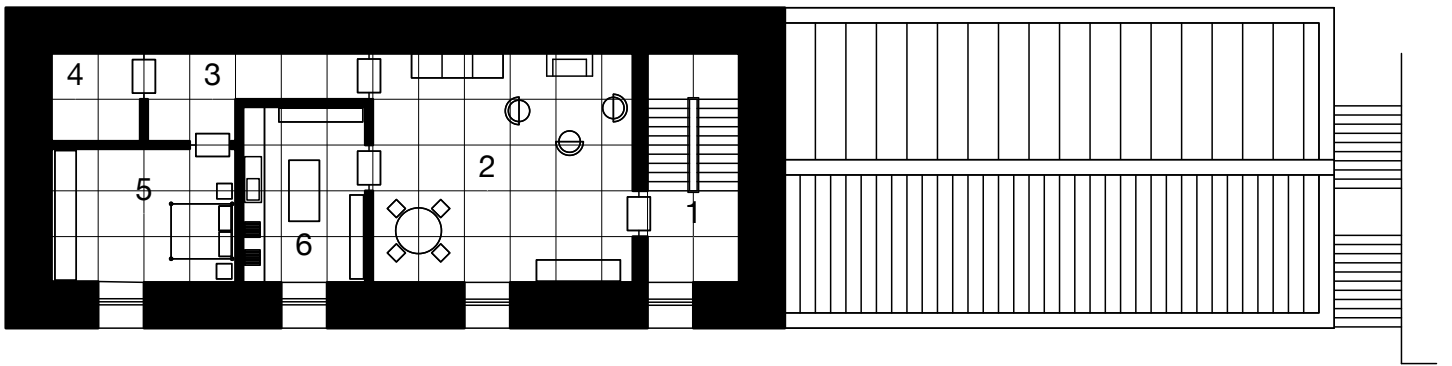
Warehouses and dock (ground level)



Warehouses and dock (first level)



Warehouses and dock (ground level)



Warehouses and dock (first level)





**LEVEL/MAP:** Tavern (ground level, cellar, first level)

NUMBER	NAME	SHORT DESCRIPTION
1	Taproom	
2	Kitchen	
3	Stairs	
1	Cellar	
1	Stairs	
2	Dining room	
3	Corridor	
4	Kitchen	
5	Bedroom	
6	Bathroom	
7	Master bedroom	









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Thieves' Guild

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Old Lighthouse

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Hill of Many  
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City of the  
DEAD

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