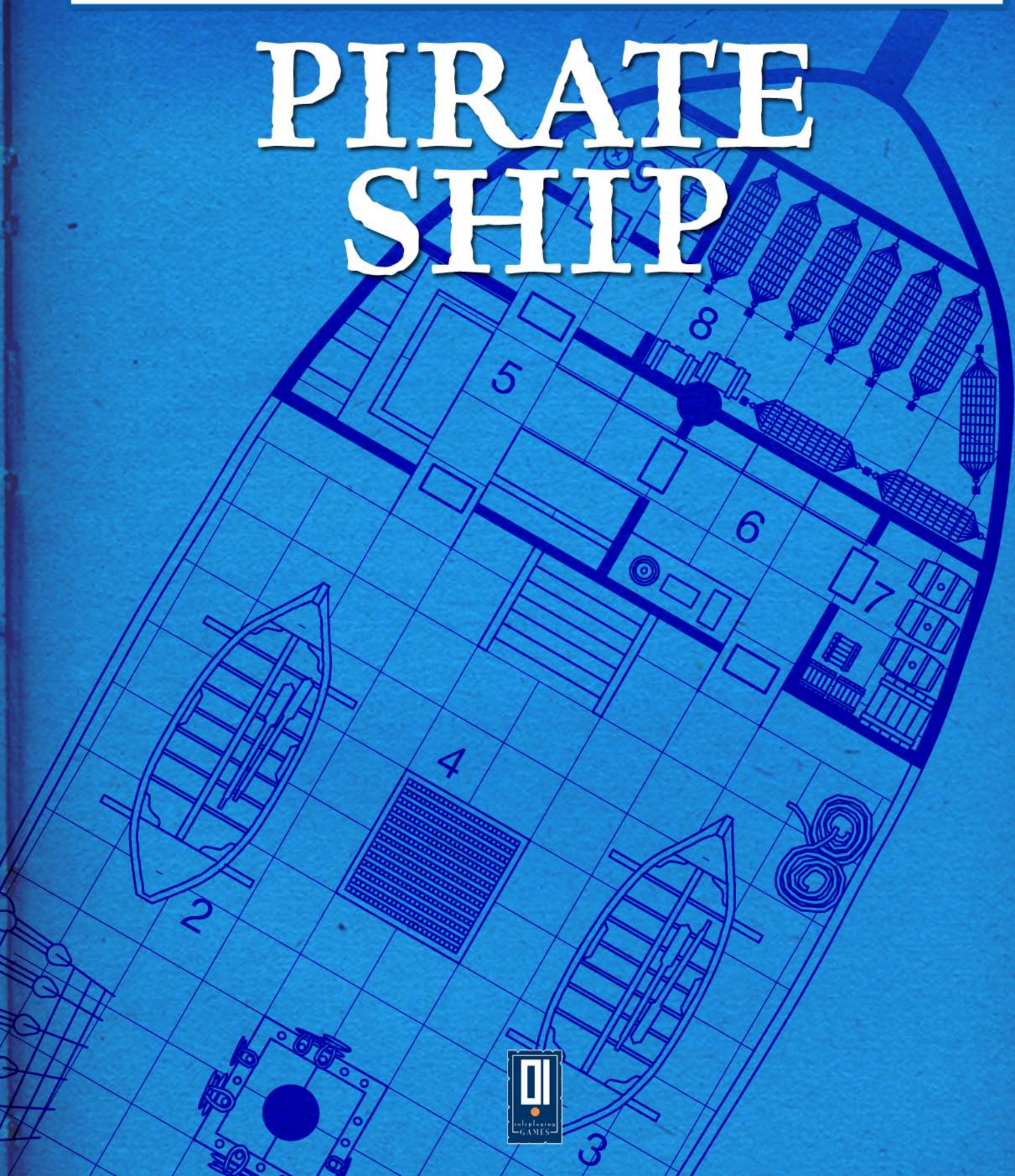


Done's  
**BLUEPRINTS**

**PIRATE  
SHIP**



# One's BLUEPRINTS

## Welcome

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 button (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, don't show doors and furniture and many other options, depending on the kind of map.

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 inexpensive.

## The Rule the Dungeon® Feature

This exclusive feature allows you to customize the look of your map by adding the furniture, toggle the grid, hide the room numbers and much more.

On each sheet, you will find a big "Rule the Dungeon" button.

This button will not be printed, so, don't mind if it overlaps something on the map. By clicking on this button some options will be shown, as detailed below. A checkmark will appear beside the options active. The options available vary with products, below is a list of the most common options:

- **Numbers:** toggle room numbers and text.
- **Furniture:** toggle furniture.
- **Doors:** toggle doors
- **Square/Hex Grid:** toggle square grid and hexagonal grid.
- **No Grid:** turn off the grid
- **Fill:** toggle the black in the walls.
- **All:** toggle default state/empty state (with just the walls).

## Other Options

Each map displays a star marking the "N" for "north". You can change the orientation of your map by clicking on the star. Each time you click, the "N" rotates by 45 degrees.

In order to avoid setting each map, you can use the **Master Control Panel** (MCP) on the following page. This control panel displays a "Rule the Dungeon" Button which controls all the maps at once. A box on the left of this button displays the state of the maps while using this button. Please note that the actions on the master button override all the actions made previously on the maps. In the MCP you will find also a star marking the "N". By clicking on this star you'll set the orientation of all maps at once; if you don't want the star to be printed just use the checkbox on the MCP, just below the star.

Furthermore two buttons on the MCP allow you to print only the blue maps or the black-n-white maps, so you don't have to select each page and print it.

## Pirate Ship

*"Say old boy, why ships do not sail through these islands?"  
"Because they fear this sea, they fear to sight a black sail, and when you sight a black sail across this sea then you can not do anything else but start to pray as it means you've sighted The Black Whale: the most feared pirate ship across the seven seas!"*

The Pirate Ship Blueprint presents a detailed pirate ship you can easily use in any fantasy campaign setting. You can find all the main decks floor plans plus a side view and a cross section.

The uppermost level of the ship shows two castles: the fore castle and the poop deck, where is placed the wheel. The main deck features two lifeboats and the main cabins. The captain's cabin along with the first officer's one are placed just under the poop deck. The captain's cabin is by fare the bigger and more luxurious cabin of the whole ship; it features a four posters bed, a table for dinner and a desk. Under the fore castle we find the crew bedroom, the kitchen, the cookhouse, the larder and the boatswain cabin.

Going further down we find the main hold level. In this hold are store the common tools of the ships such as sails, ropes, anchors, wood for repairing and a small workroom. Under this level there is the bilge, which usually is used for storage of food, wine and spirits and the like. The captain usually keeps the keys to this deck.



### One's Blueprints: Pirate Ship

**Product Code:** blu35. First edition 04/2007  
**Design:** Mario Barbati  
**2D drawings:** Guido Barbati  
**Graphics:** O'Bully  
**Software Engineer:** Anna Fava

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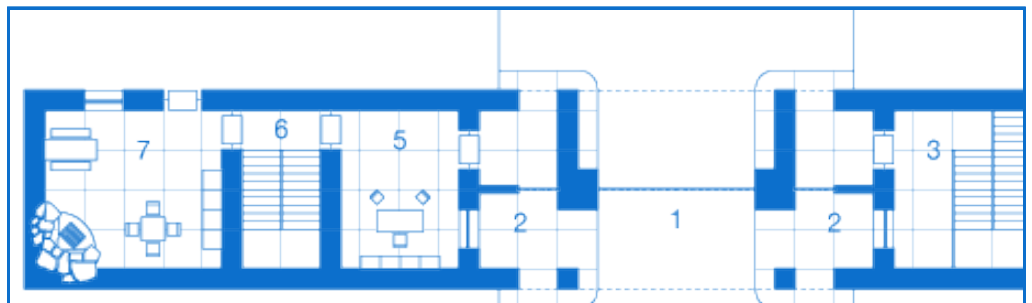
# Legend

## 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/bookcase
	bars		hook on wall		bones
	pool		weapons rack		pallet
	false door		desk		bracer

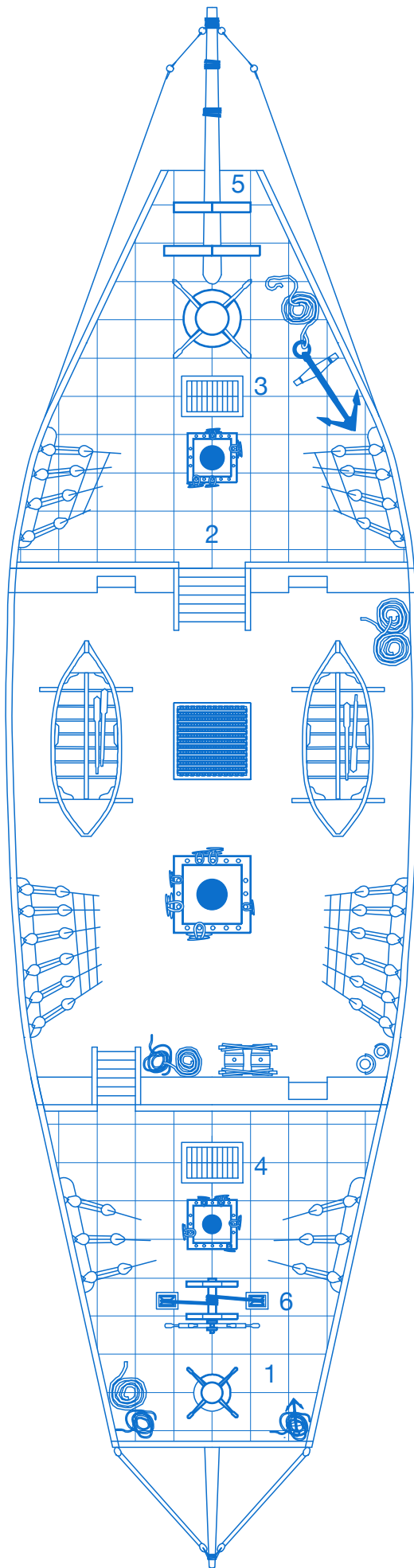
## Master Control Panel

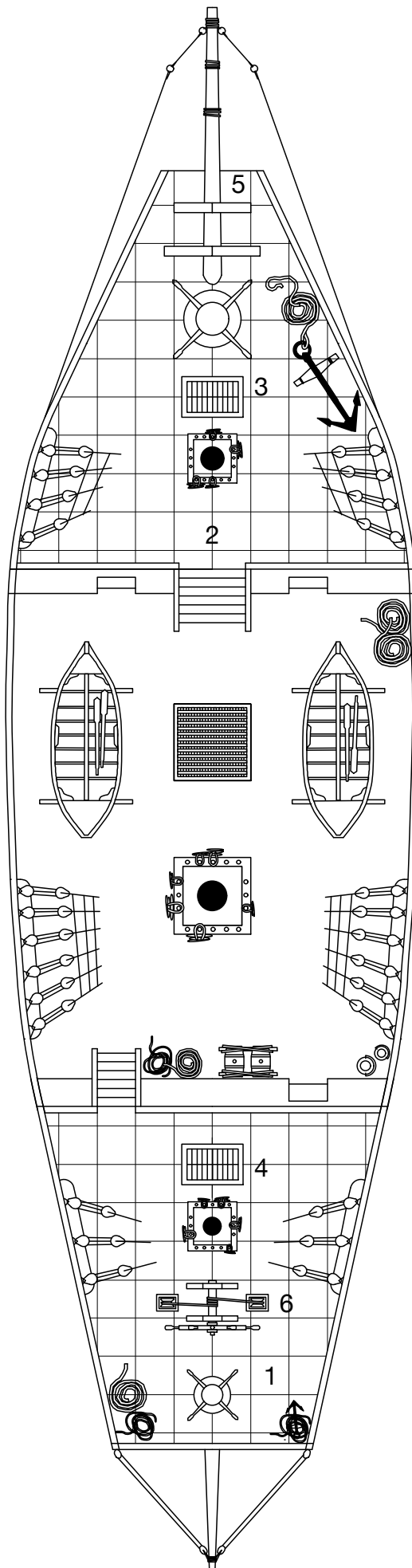
Use the buttons below to customize all the pages at once



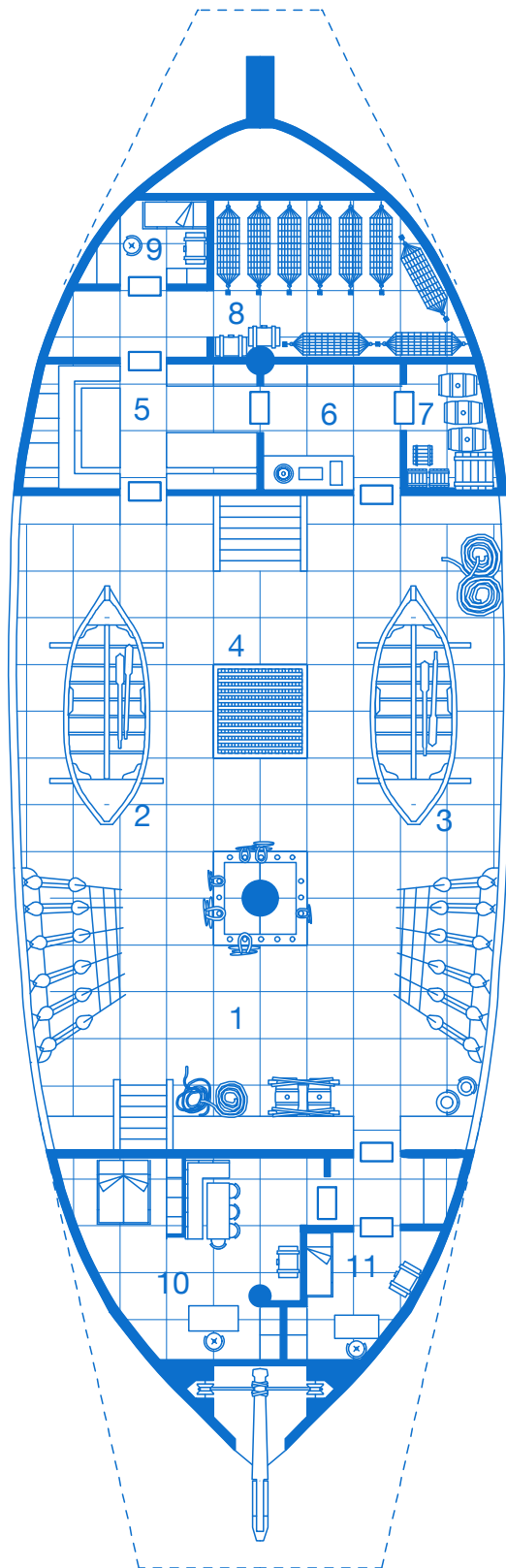
**Print all the BLUE pages**

**Print all the BLACK n' White pages**

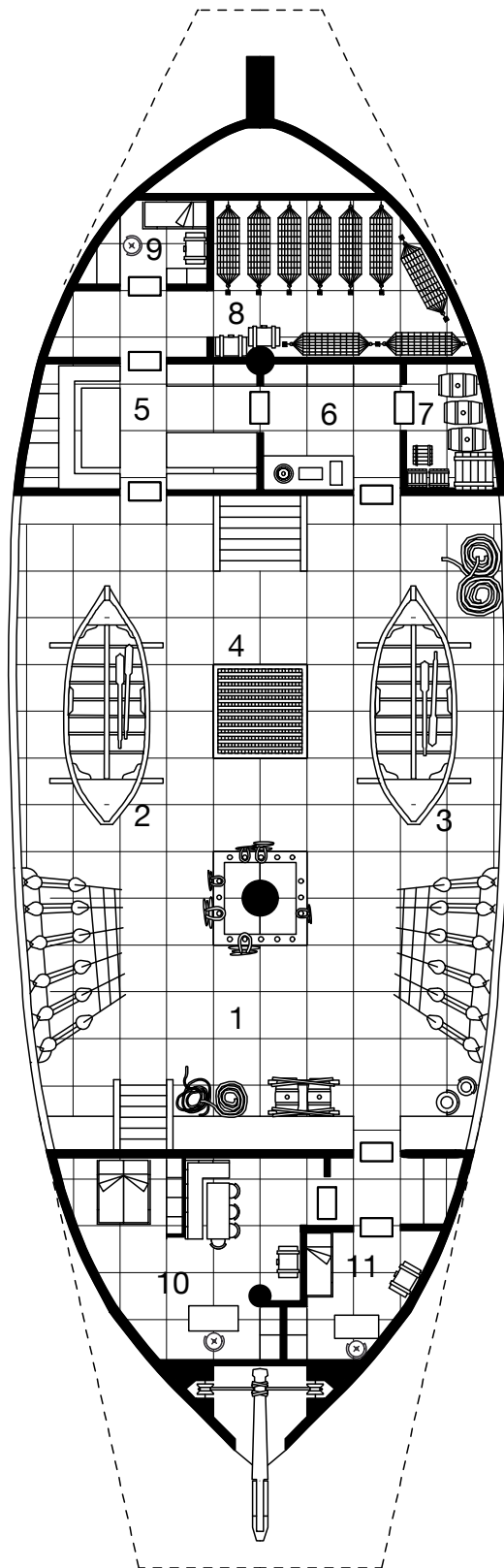




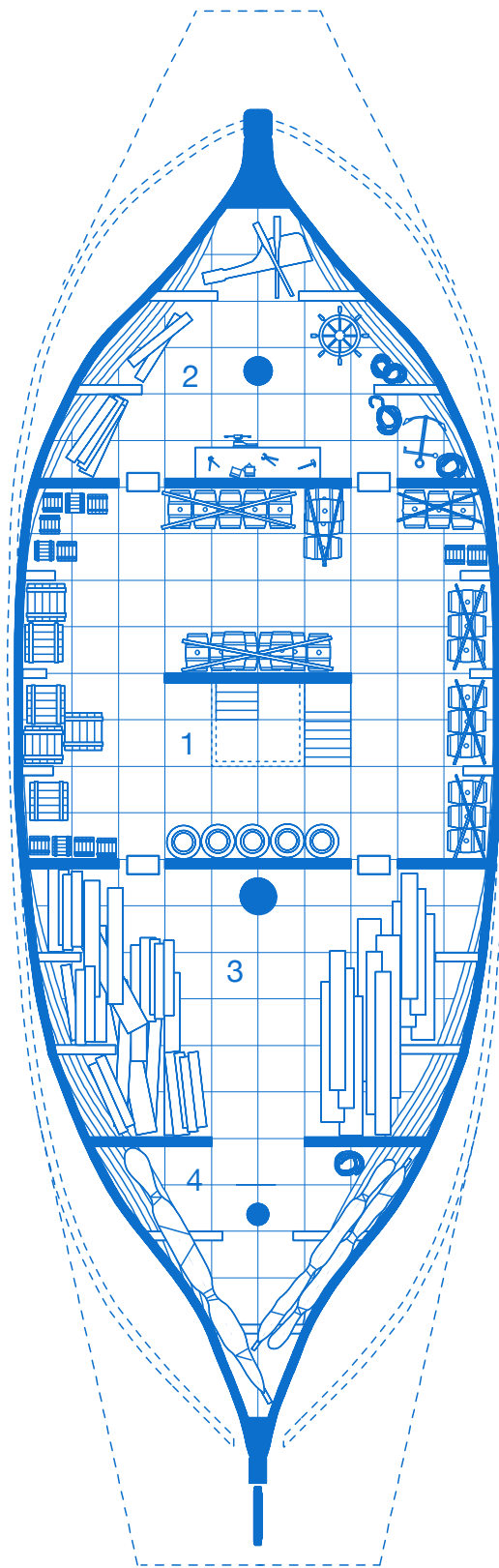
Pirate Ship - Castles



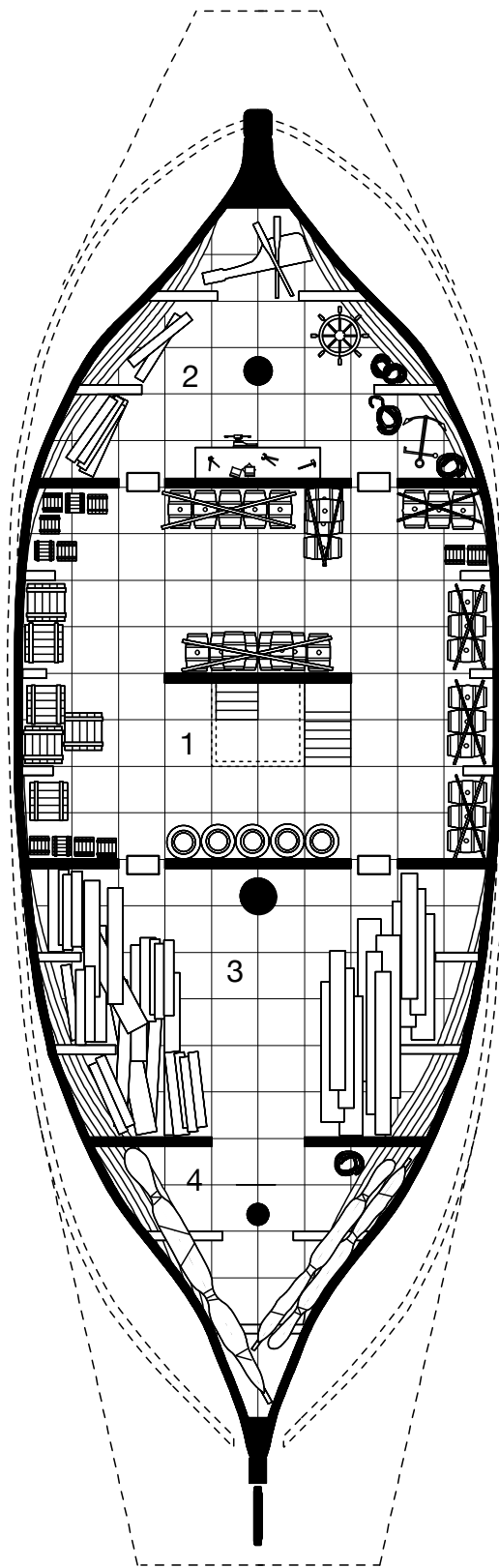
Pirate Ship - Main Deck



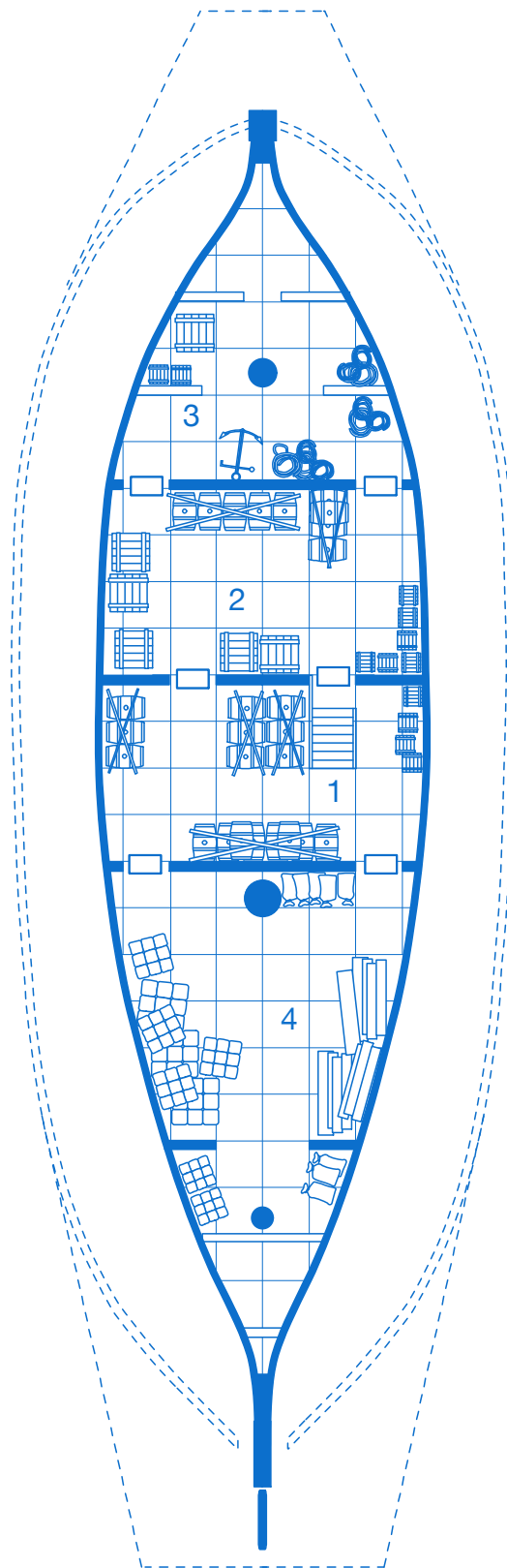
Pirate Ship - Main Deck



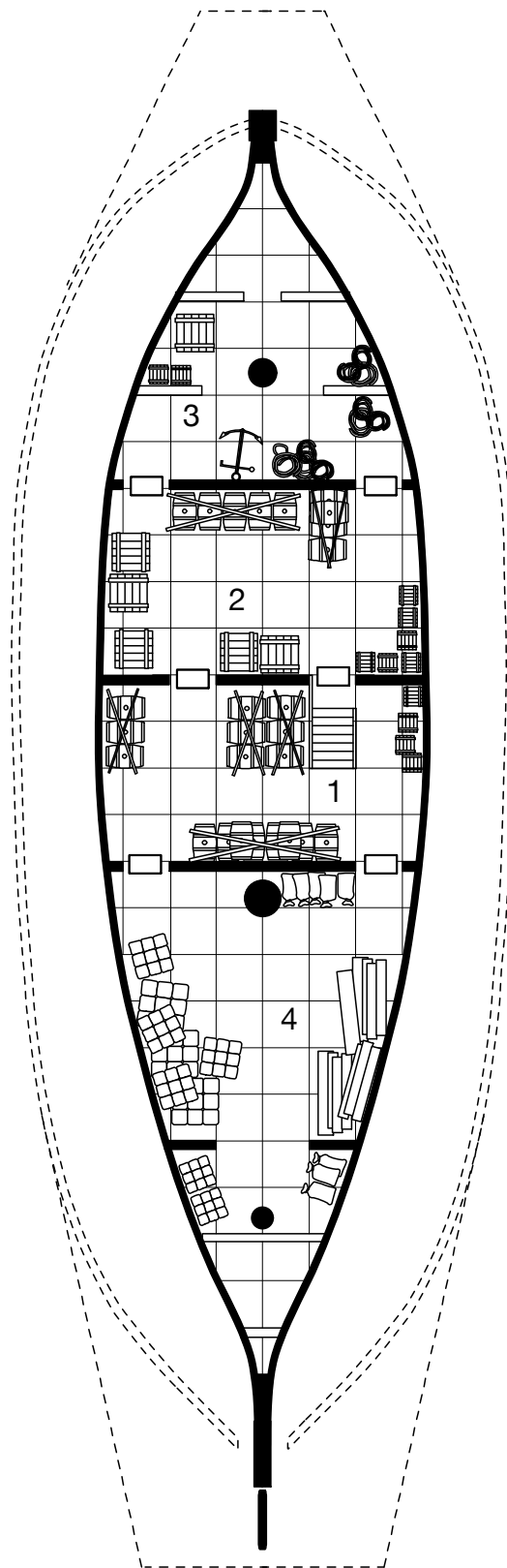




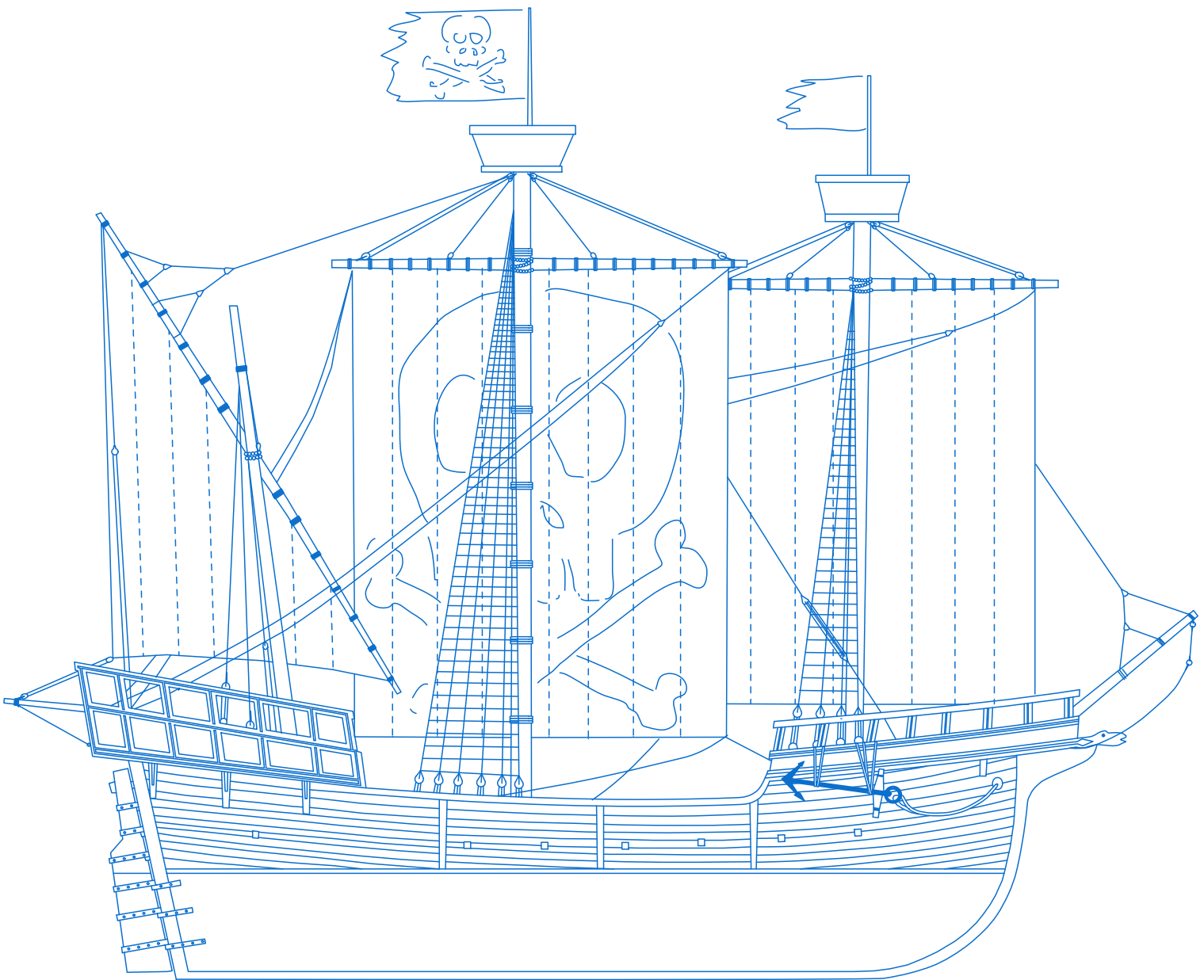
Pirate Ship - Hold



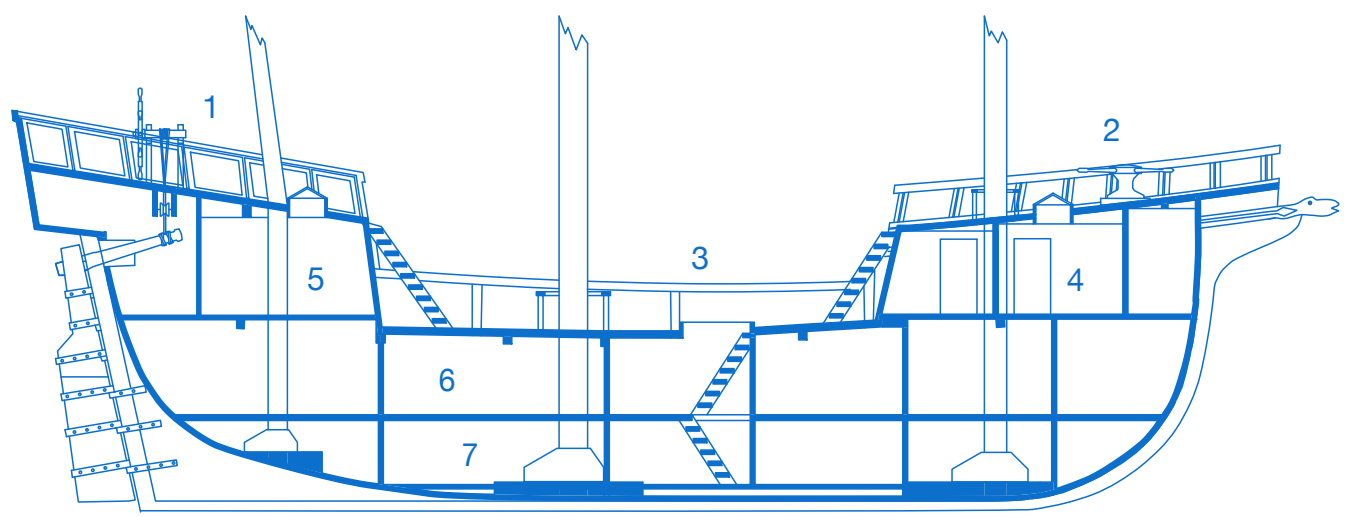
Pirate Ship - Lower Hold



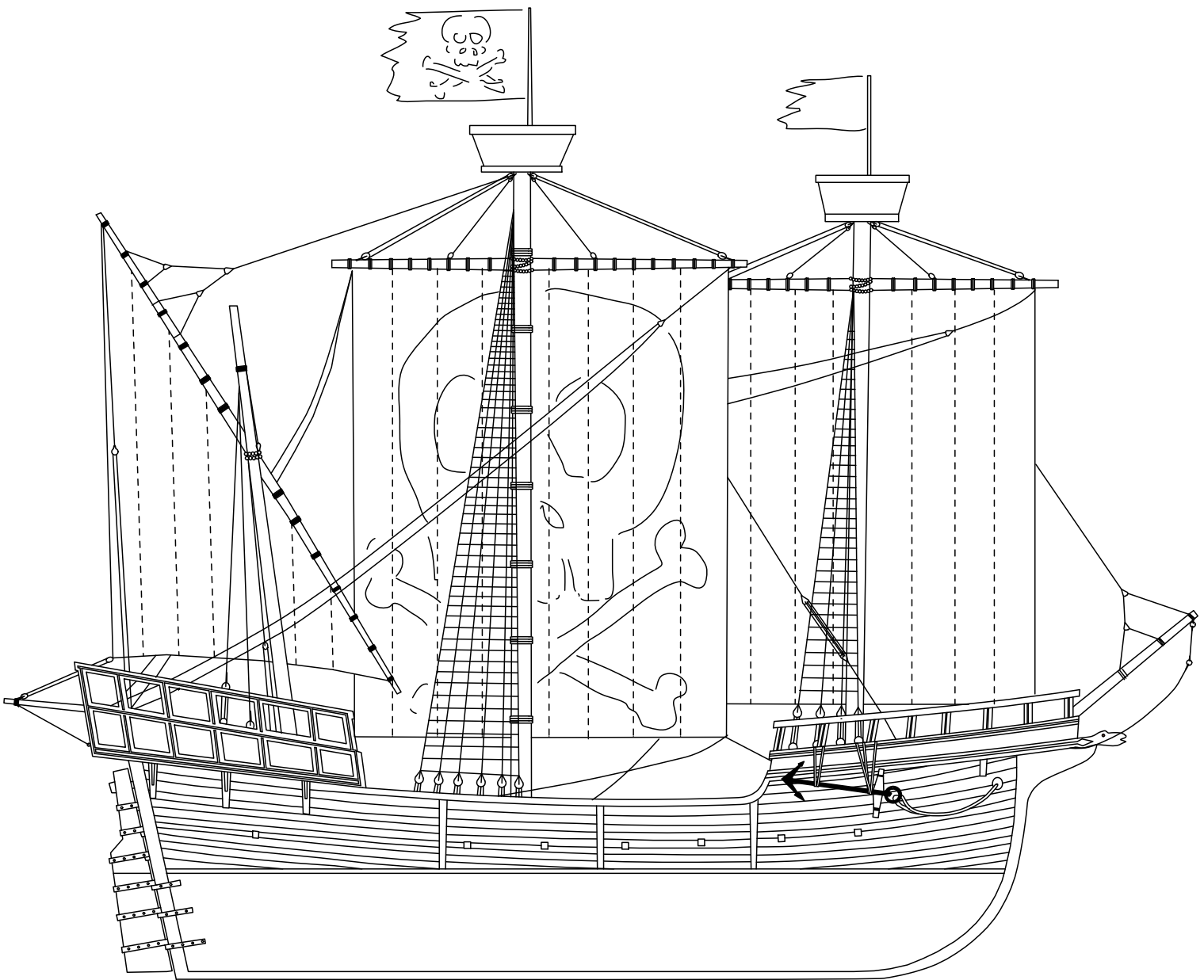
Pirate Ship - Lower Hold



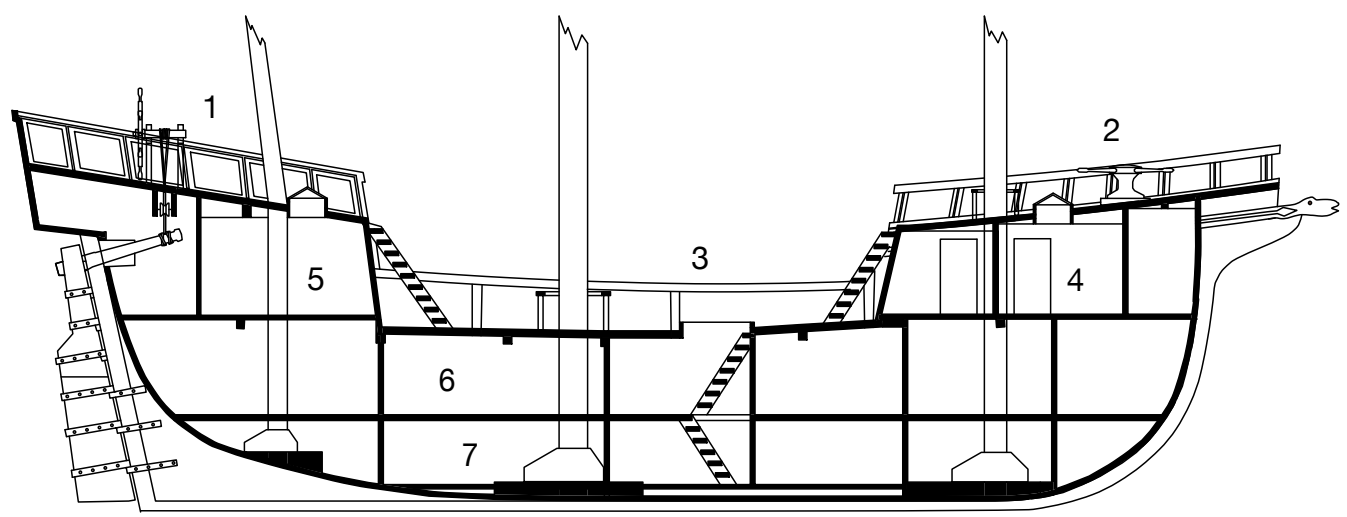
Pirate Ship - Side view



Pirate Ship - Cross section



Pirate Ship - Side view



Pirate Ship - Cross section





# LEVEL/MAP: Hold

NUMBER	NAME	SHORT DESCRIPTION
1	Main hold	
2	Workroom	
3	Wood storage	
4	Sail storage	



**LEVEL/Map:** Lower hold (bilge)

NUMBER	NAME	SHORT DESCRIPTION
1	Food storage	
2	Wine/spirit storage	
3	Rope storage	
4	Storage	



