

# Done's BLUEPRINTS

## THE GREAT CITY THE SALTSHACKS



# 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.



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## One's Blueprints: The Great City: The Saltshacks

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**Software Engineer:** Anna Fava  
**Additional Text:** Tim Hitchcock

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## The Great City: The Saltshacks

In the breakwaters just beyond the jetty south of The Points (beacons), anchored against the drifting tide floats a hodge-podge structure of moored docks, shanty houseboats and derelict barges crudely lashed together with free floating gangways and protected by large nets strung between buoys filled with seaweed and flotsam. The floating tenements are inhabited entirely by halfling fishermen from the southern coast that emigrated to Azindralea to fish the rich shoals dancing with scuttlebacks, silver hake, and herring. Locals call the settlement the Saltshacks. Its sea-weathered residents cling to their simple traditions, content to live isolated from large folk except in matters of conducting business.

This set of maps contains an overview of the Saltshacks are plus details of four areas.

### The Lair of the Drunken Halfling

This bustling, ever-crowded tavern is the meeting point of the Saltshacks. There are consumed huge amounts of beer, gossips and thefts.

### The Houseboat

This dilapidated hovel floats on a poorly weighted dock. Cobbled from driftwood planks, old crates, and other jetsam, the entire thing would be a fire-hazard if not for the blasts of salt spray from the ocean waves.

### The Fish-Processing Barge

A thin grey coil of cedar-scented smoke wisps into the sky. Bolted to the bow deck, a wooden crane and pulley system allows the fishmongers to hoist catch-nets from smaller fishing boats up to the cargo hatches, where they can be released, en masse into the barge's hold. It's about a 15-foot drop down into the hold. A single steel-rung ladder descends into the opening and down to the hold.

### The Mall

This huge wooden structure was once a giant barge. Over the time more and more structures were built around it. Eventually the barge became part of the docks and many vendors started their activities there. Now this barge is known as "The Mall" and is the favorite destination of Great City fish-eater citizens who purchase there the best fresh fish of the whole City.

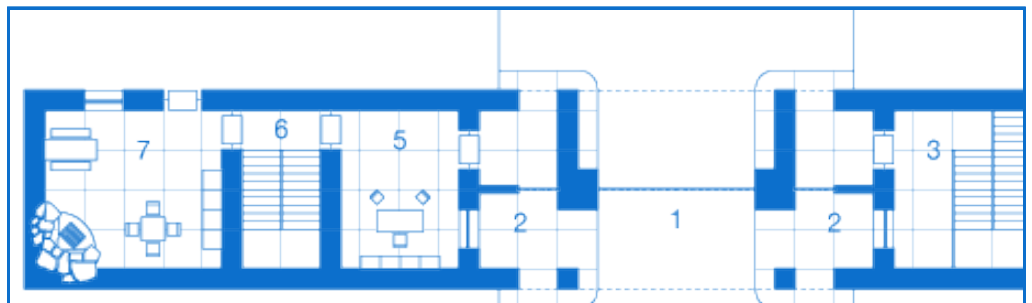
# Legend

## 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           |

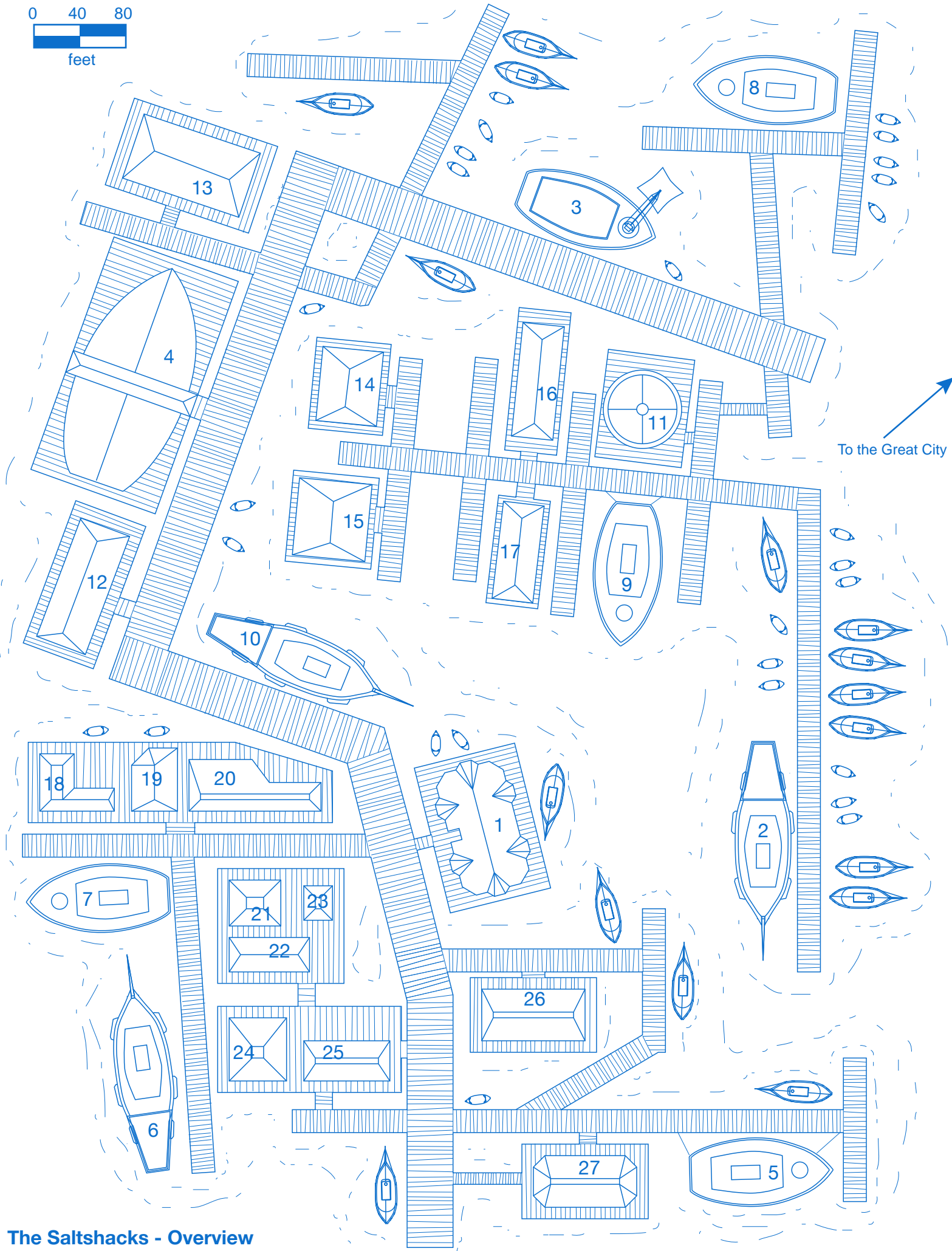
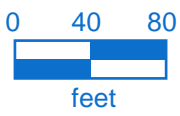
## Master Control Panel

Use the buttons below to customize all the pages at once

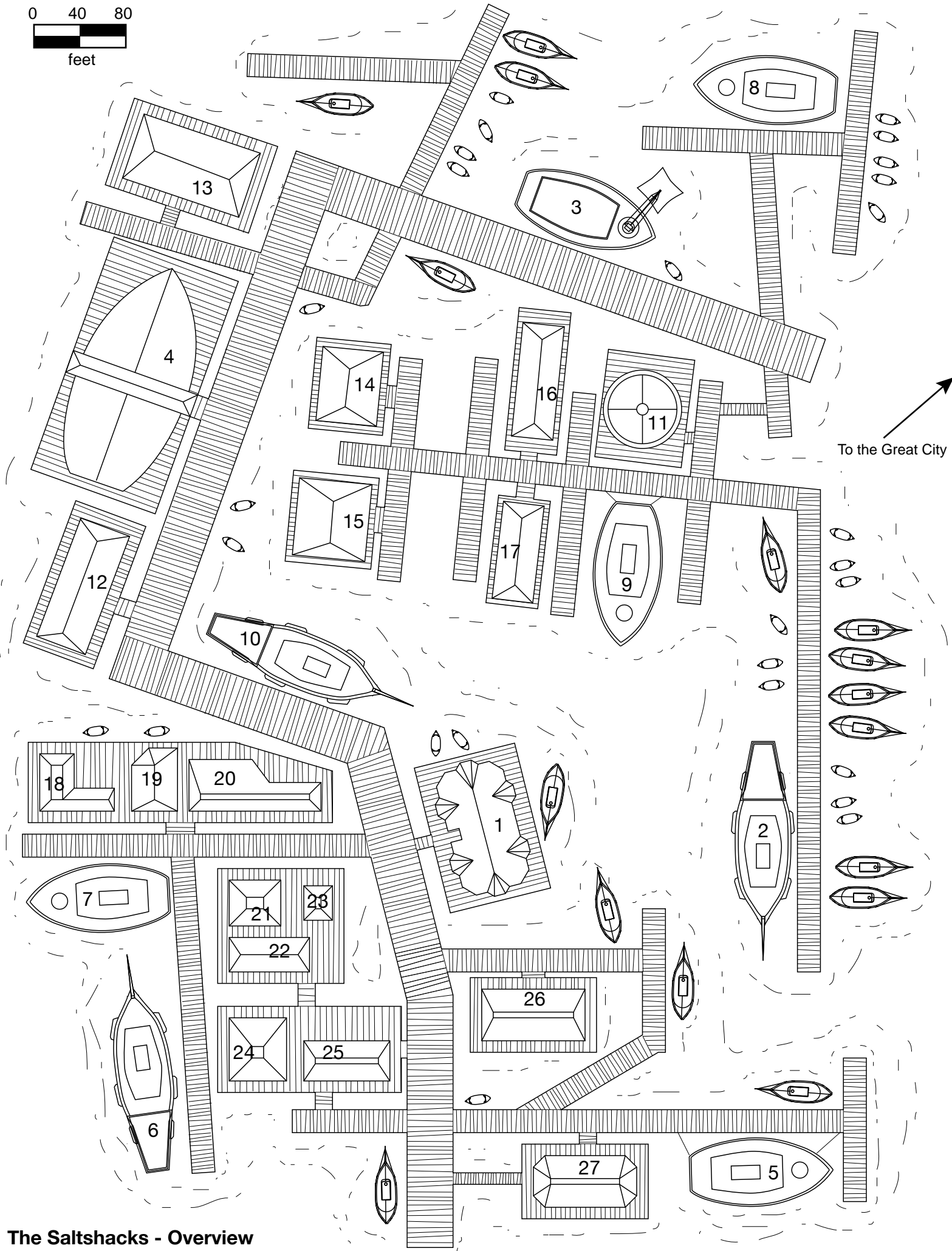
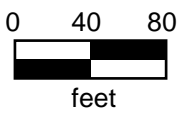


**Print all the BLUE pages**

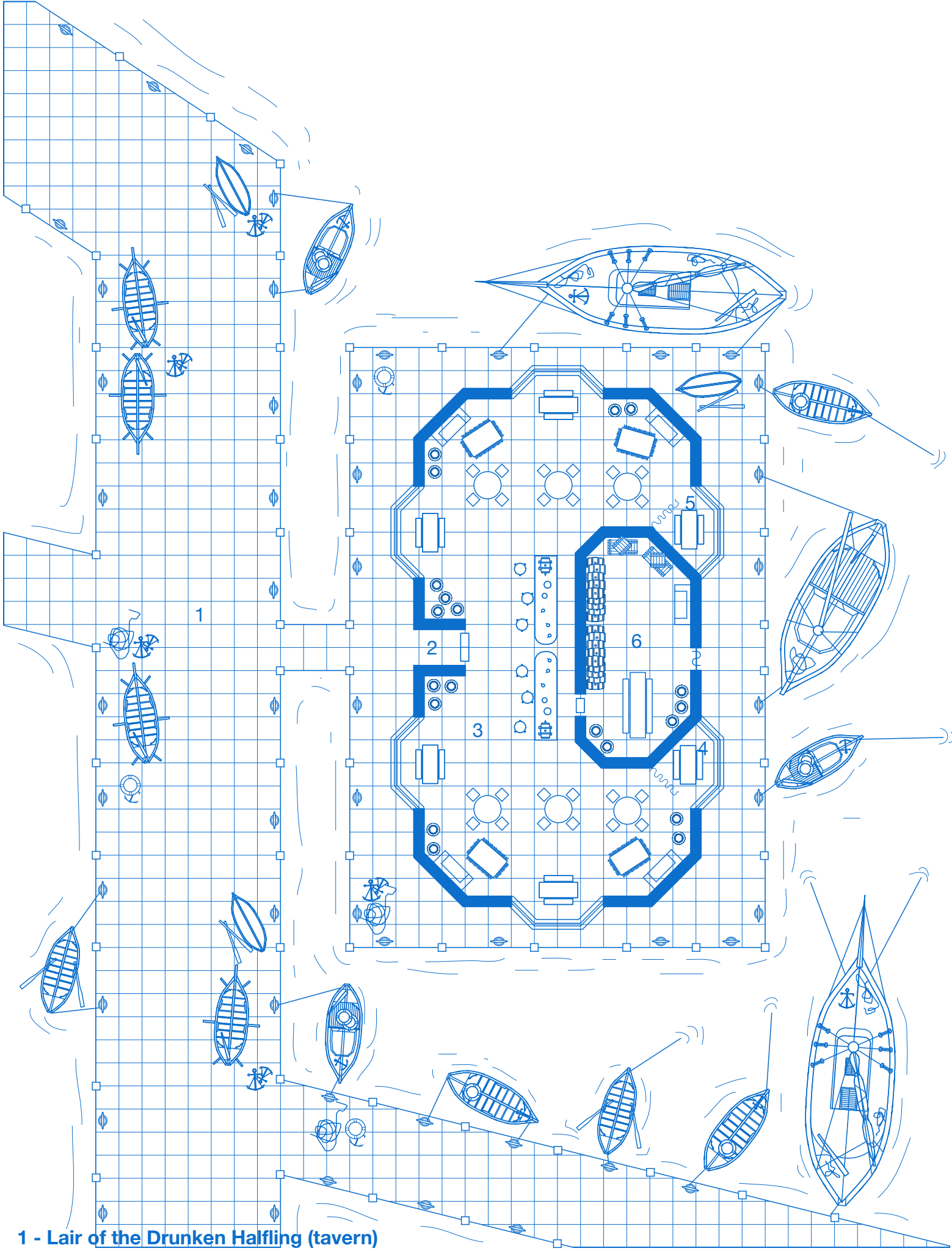
**Print all the BLACK n' White pages**



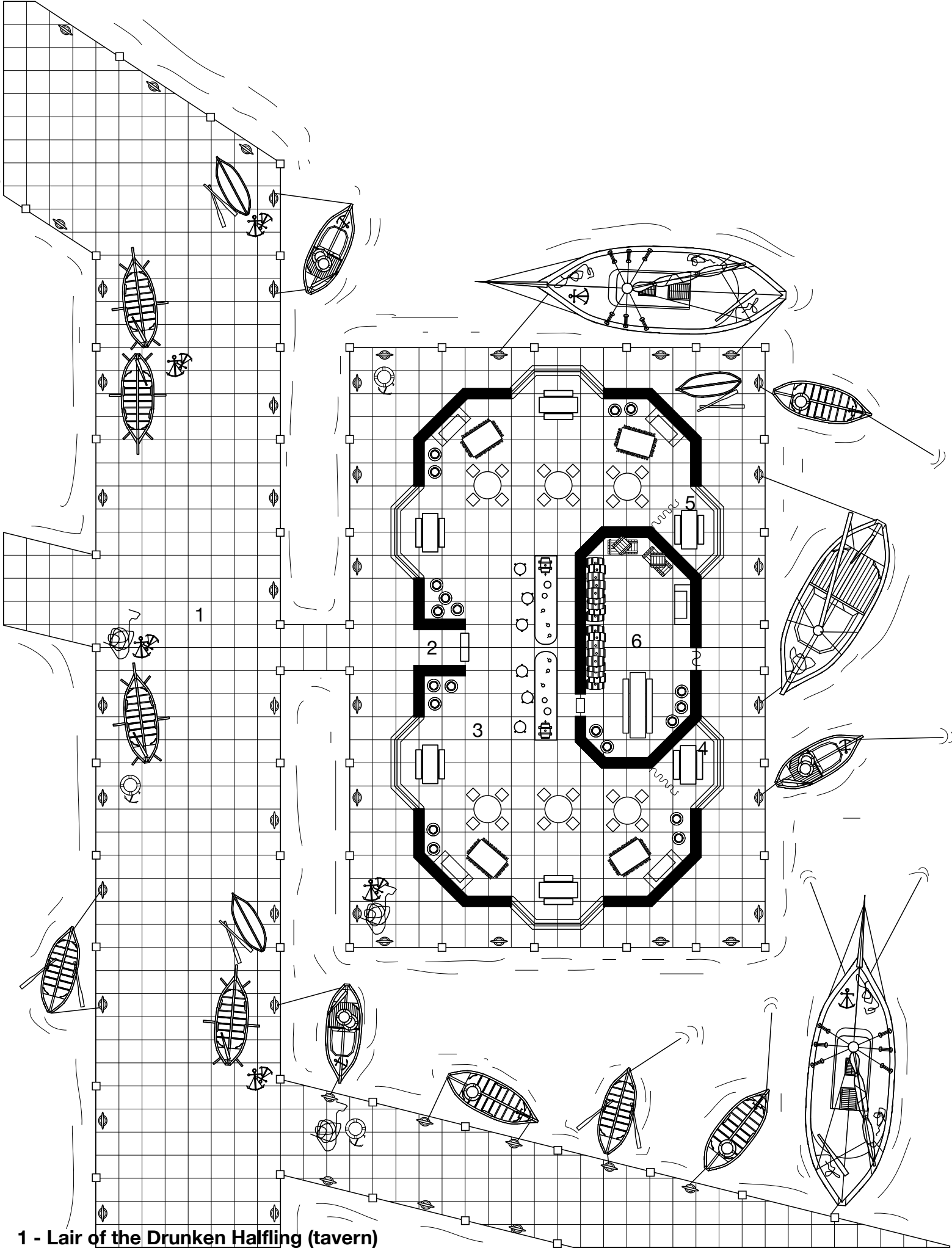
The Saltshacks - Overview



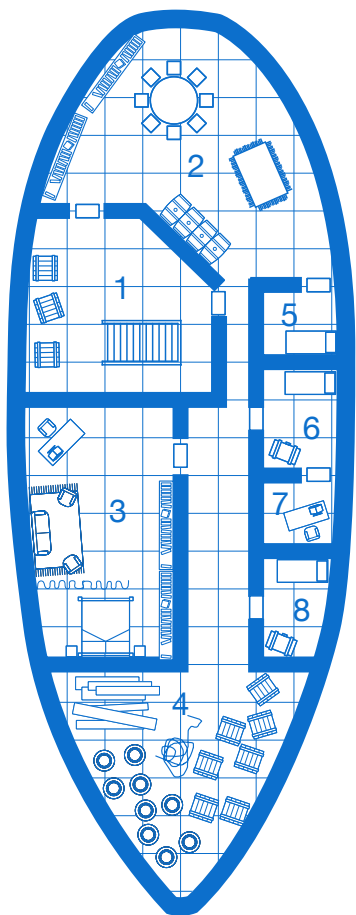
The Saltshacks - Overview



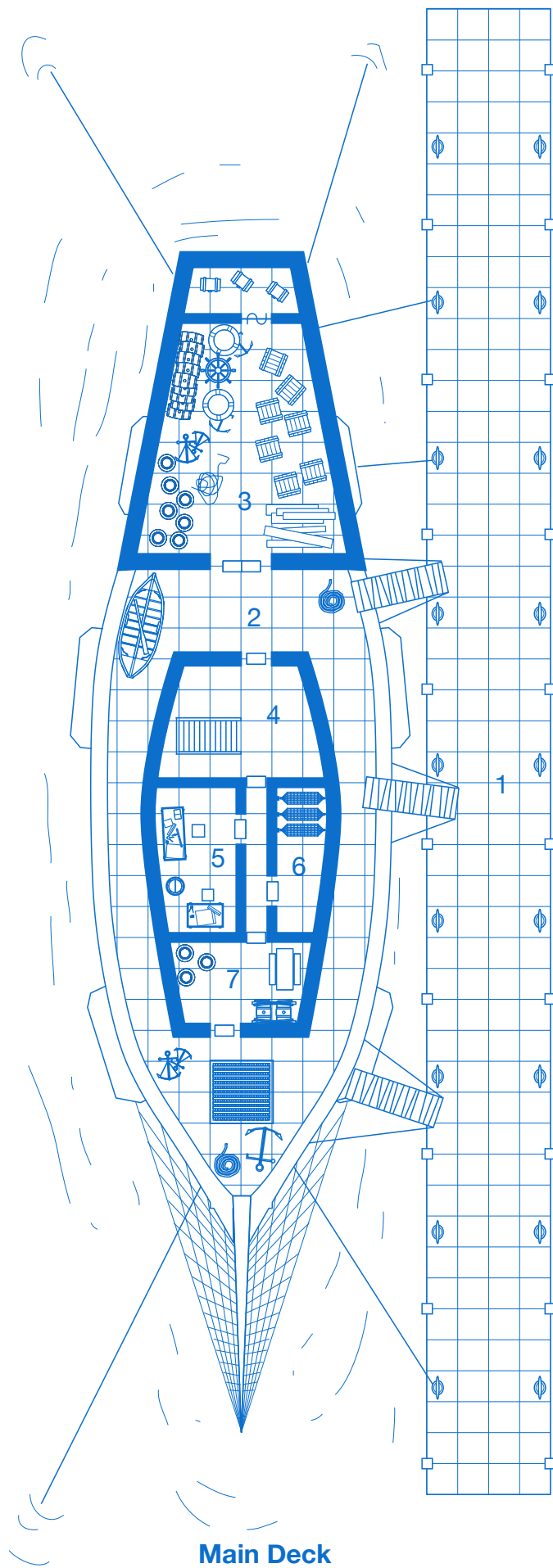
1 - Lair of the Drunken Halfling (tavern)



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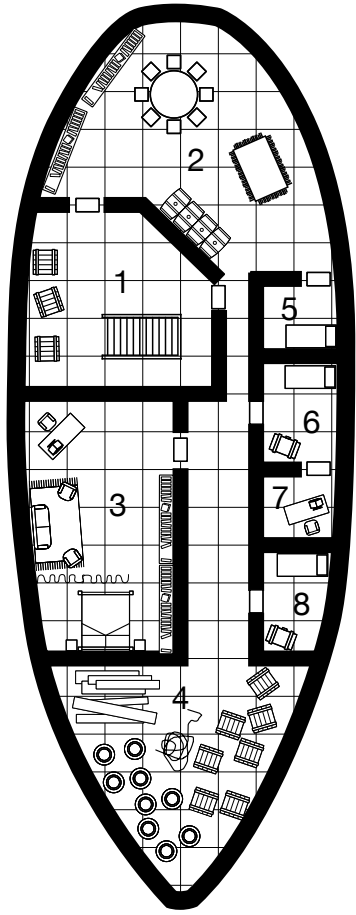


Lower Deck

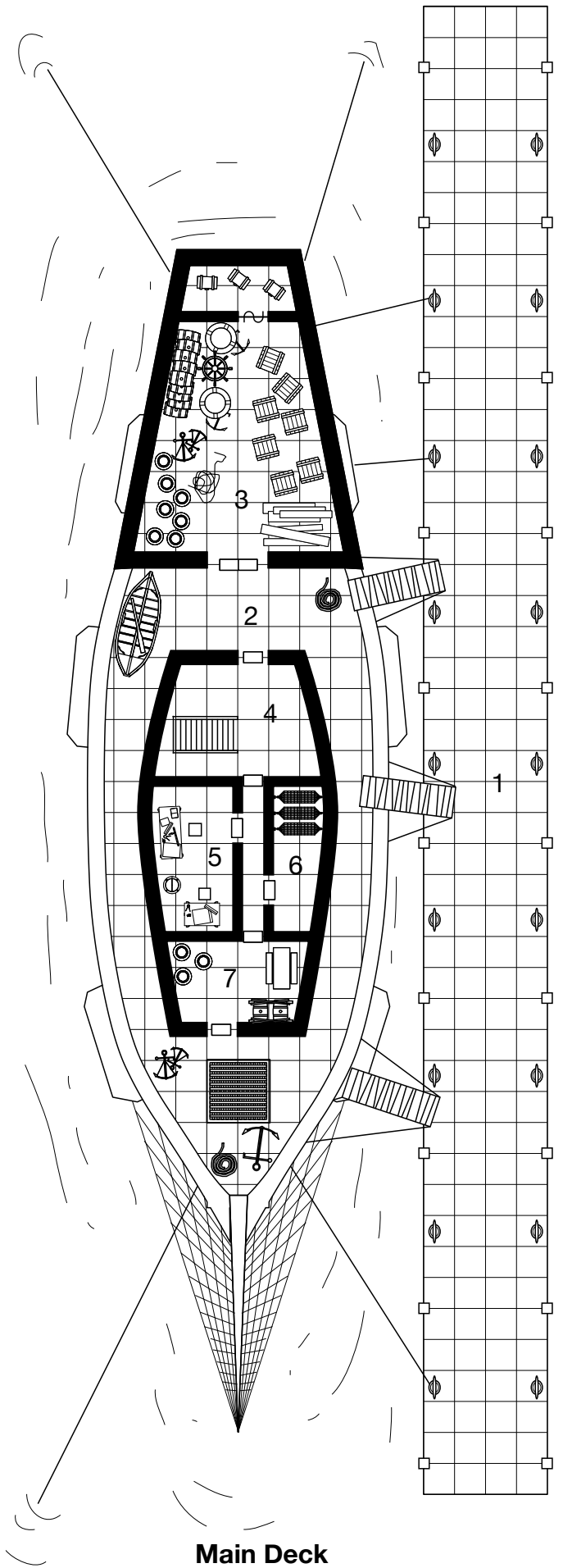


Main Deck

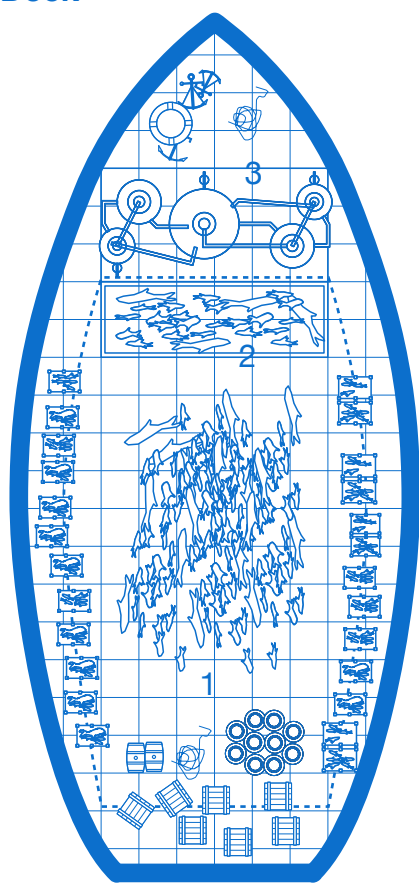
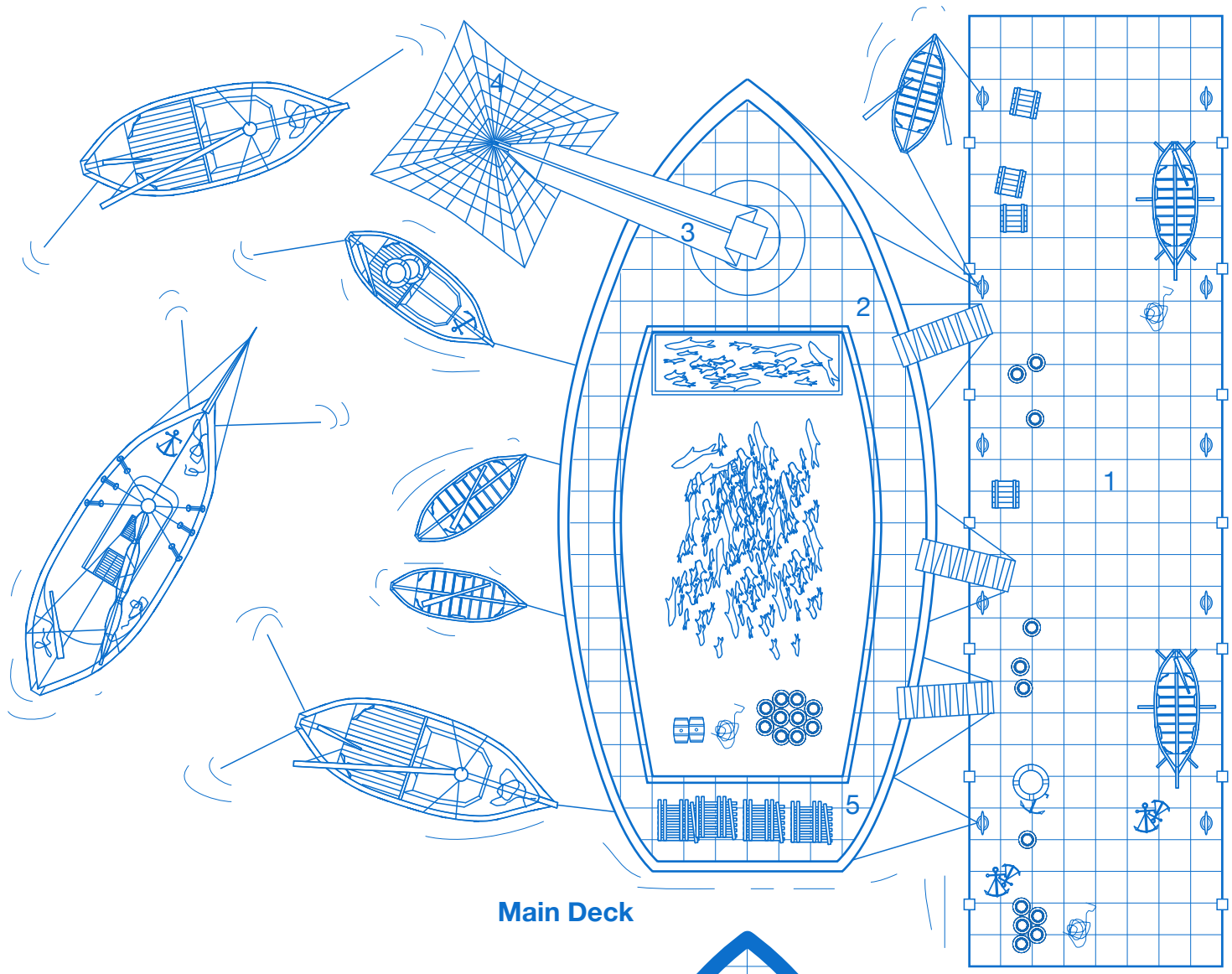




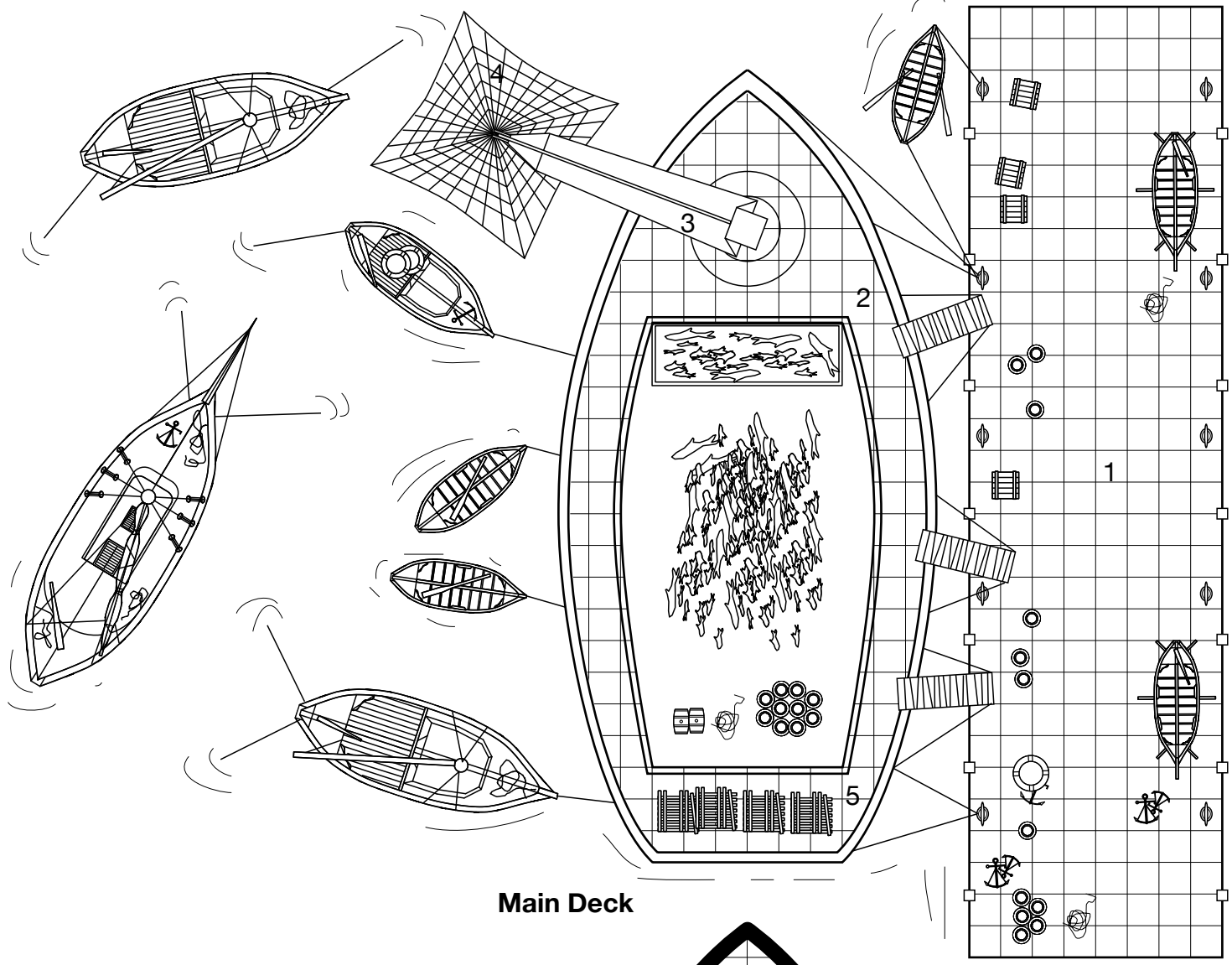
Lower Deck



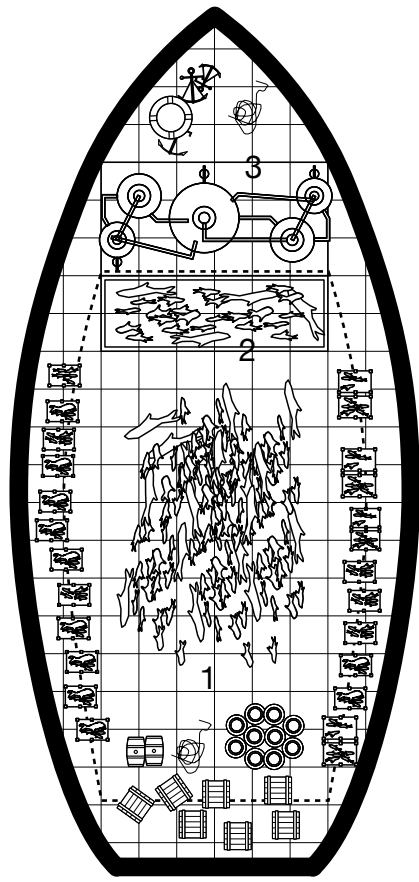
Main Deck



### 3 - Fish-Processing Barge

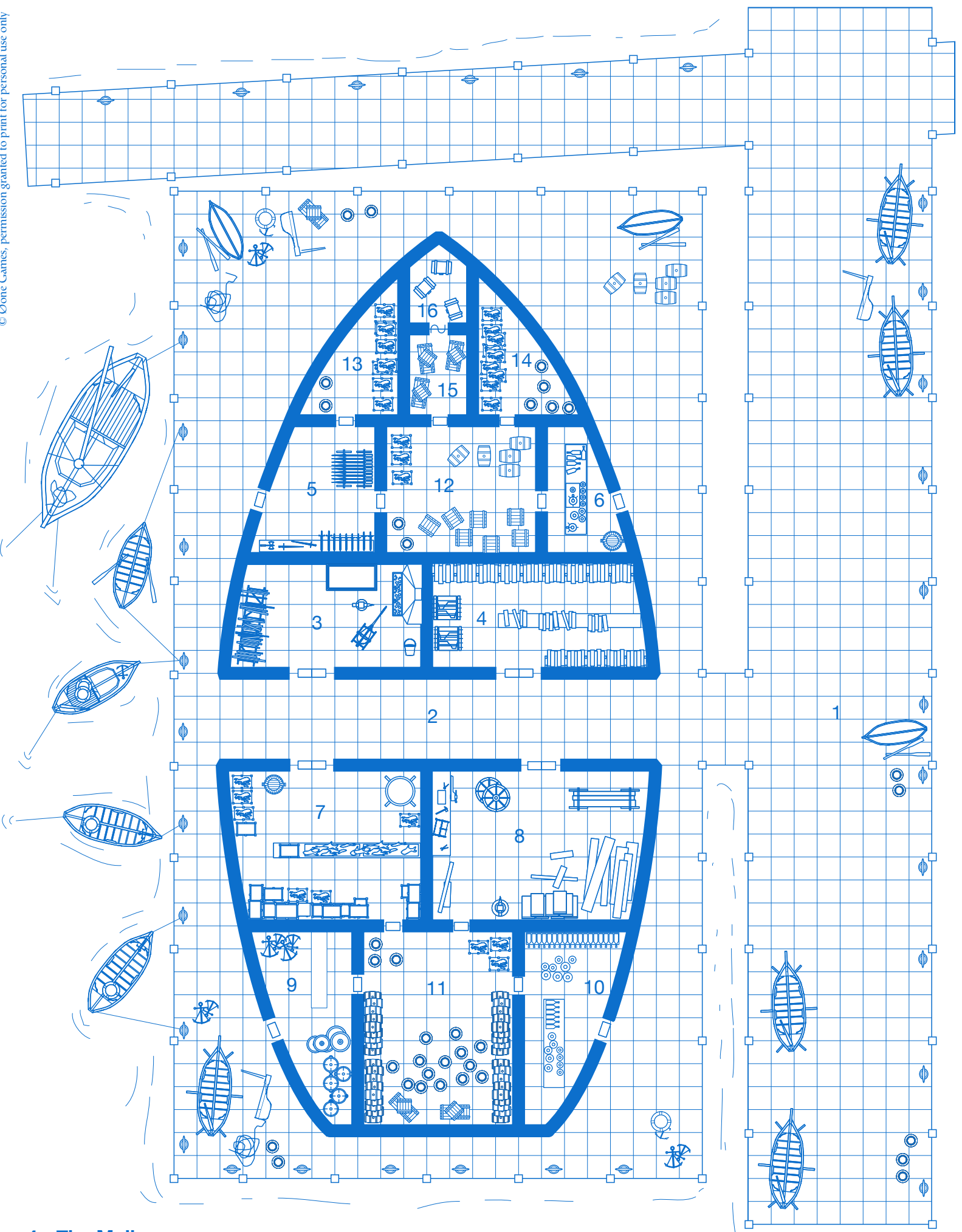


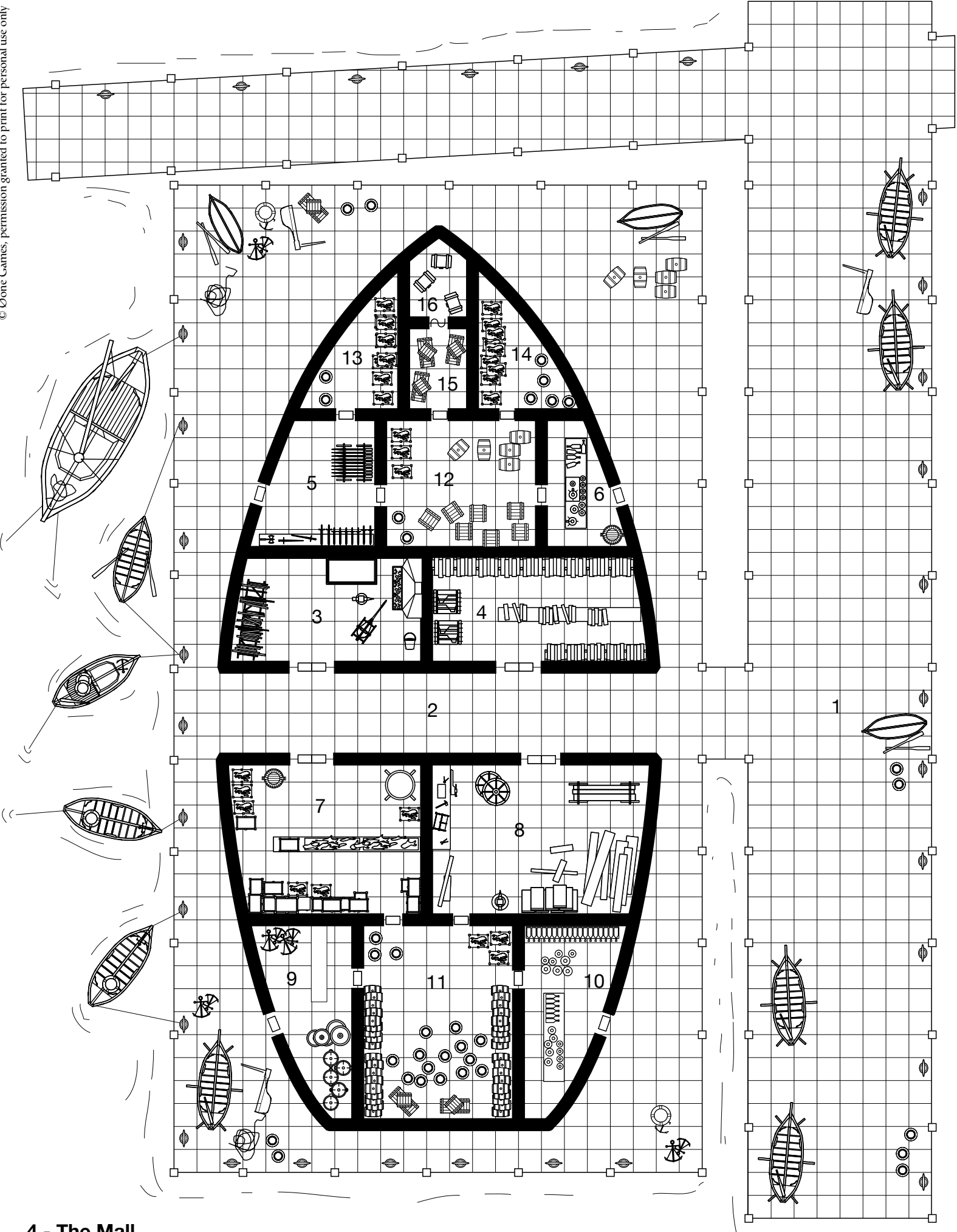
Main Deck



Cargo Hold

3 - Fish-Processing Barge





4 - The Mall





# LEVEL/MAP: 2 - Houseboat

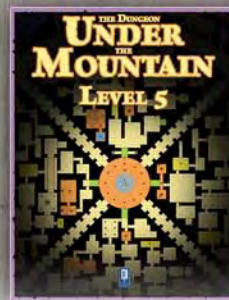
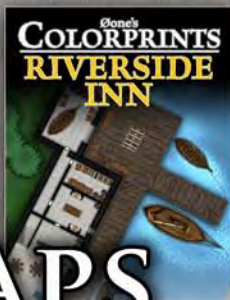
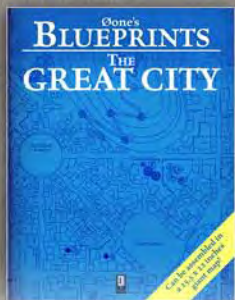
| NUMBER | NAME              | SHORT DESCRIPTION |
|--------|-------------------|-------------------|
|        | Main Deck         |                   |
| 1      | Dock              |                   |
| 2      | Houseboat Deck    |                   |
| 3      | Storage           |                   |
| 4      | Stairs down       |                   |
| 5      | Map room          |                   |
| 6      | Servants' bedroom |                   |
| 7      | Kitchen           |                   |
|        |                   |                   |
|        | Lower Deck        |                   |
| 1      | Stairs up         |                   |
| 2      | Dining room       |                   |
| 3      | Master bedroom    |                   |
| 4      | Storage           |                   |
| 5      | Bedroom           |                   |
| 6      | Bedroom           |                   |
| 7      | Small office      |                   |
| 8      | Bedroom           |                   |
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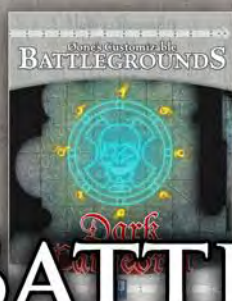
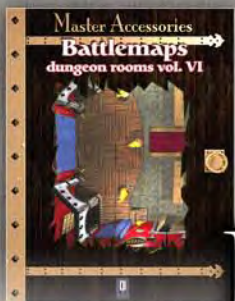






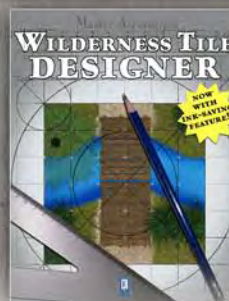
# MAPS

Old fashioned maps, color maps, mammoth dungeons...



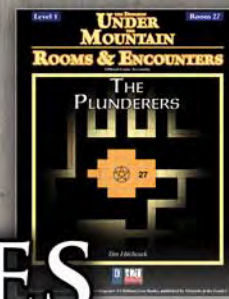
# BATTLEMAPS

gorgeous top-down perspective battlemaps, large maps, customizable battlemaps and fantasy locations



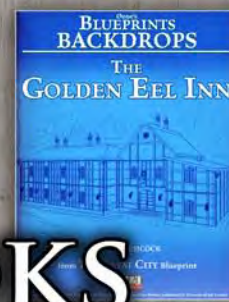
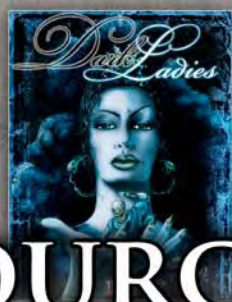
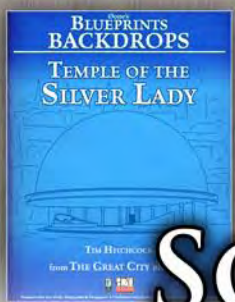
# TILES

6x8 tiles, castle building tileset, tile making tools



# ADVENTURES

D20 adventures, OSRIC classic adventures, campaigns and single, fully detailed rooms



# SOURCEBOOKS

Urban backdrops with customizable maps, d20 fantasy sourcebooks