

Done's COLORPRINTS

RIVERSIDE INN



One's COLORPRINTS

Welcome

The Colorprints product line offers you full color fantasy maps for using in your adventures and campaigns. For each map you get a color version and a grayscale version. The maps feature high resolution, allowing you to obtain a great print quality. 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 may vary with products; below is a list of the most common options:

- **Text:** toggle room numbers and text.
- **Border:** toggle a fancy border.
- **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.
- **Background:** toggle the color background leaving white paper.
- **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 color maps or the grayscale maps, so you don't have to select each page and print it.



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One's Colorprints #2: Riverside Inn

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Riverside Inn

The riverside inn lies, almost hidden, in a crouching bend of the Great River. It's a three-story building made of river stones and sturdy oak wood. During the day casual passengers on riverboats can even not notice it, but, during the night, the inn's lights are clearly visible from the river as well as from the land. Strategically placed halfway between two important cities, the Riverside Inn is the must-stop of all the cargo ships sailing on the Great River. Many captains choose to make a stop at the inn to drink its famous stout beer and taste its delicious sandwiches stuffed with salted butter and salmon, even if many of these captains and crews know about the hidden activity of the inn: a gambling house. Hidden behind secret doors located in the huge inn's cellar lie two gambling rooms where many of the common hazards games are played all night long.

Ground level

The first thing you can see approaching the inn is the great wooden dock, often crowded of barrels containing salted fish, wine and stout beer as well as crates of various goods. Many ships and boats stop at the dock for small amounts of time, just the time to drink a beer and eat a sandwich and then leave. Many other ships though, especially the ones coming at sunset, stay all night long and leave at dawn. On the ground level the inn features a tavern, a kitchen, storage room and boat garaging as well as a stable housing horses and other mounts for those who come at the inn from the land.

First level

This floor is dedicated to guest's bedrooms. Even if many of the customers don't sleep in the inn (as many of them are sailormen used to sleep on boats) the inn features five well-furnished, cozy bedrooms. One of them is a true apartment featuring even a parlor and a bathroom.

Second level

The second level hosts the staff's bedrooms as well as the owner's bedroom. A big room near the owner's one is the inn's main storage for households, pieces of furniture, carpets and everything the guest's bedrooms may need.

Underground level

A vast cellar featuring hundreds of barrels and crates is located just beneath the inn. A solid and thick waterproof wall separates it from the river body. The barrels contain the famous stout beer, which is brewed in a nearby brewery and stored here for a small time aging. Two well-hidden secret doors lead to two different gambling rooms. One is filled with private tables where card and dice games are played; this is the room for wealthy men who risk high amounts of money in their games. The other room is for common players who only want to risk small amounts of gold and it is often crowded of sailormen, mariners and modest merchants.

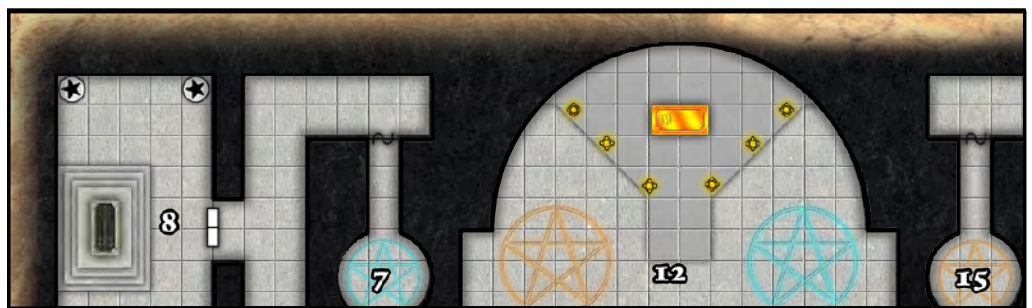
Legend

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		sofa
	pillar		dais		washbasin
	stairs		altar		barrels
	spiral stair		locked door		coffin
	trapdoor		double door locked		crates
	pentagram		window		table
	pit		barrel (top)		bookcase
	pool		carpet		bones
	false door		chest		pallet
	tomb		desk		bracer

Master Control Panel

Use the buttons below to customize all the pages at once

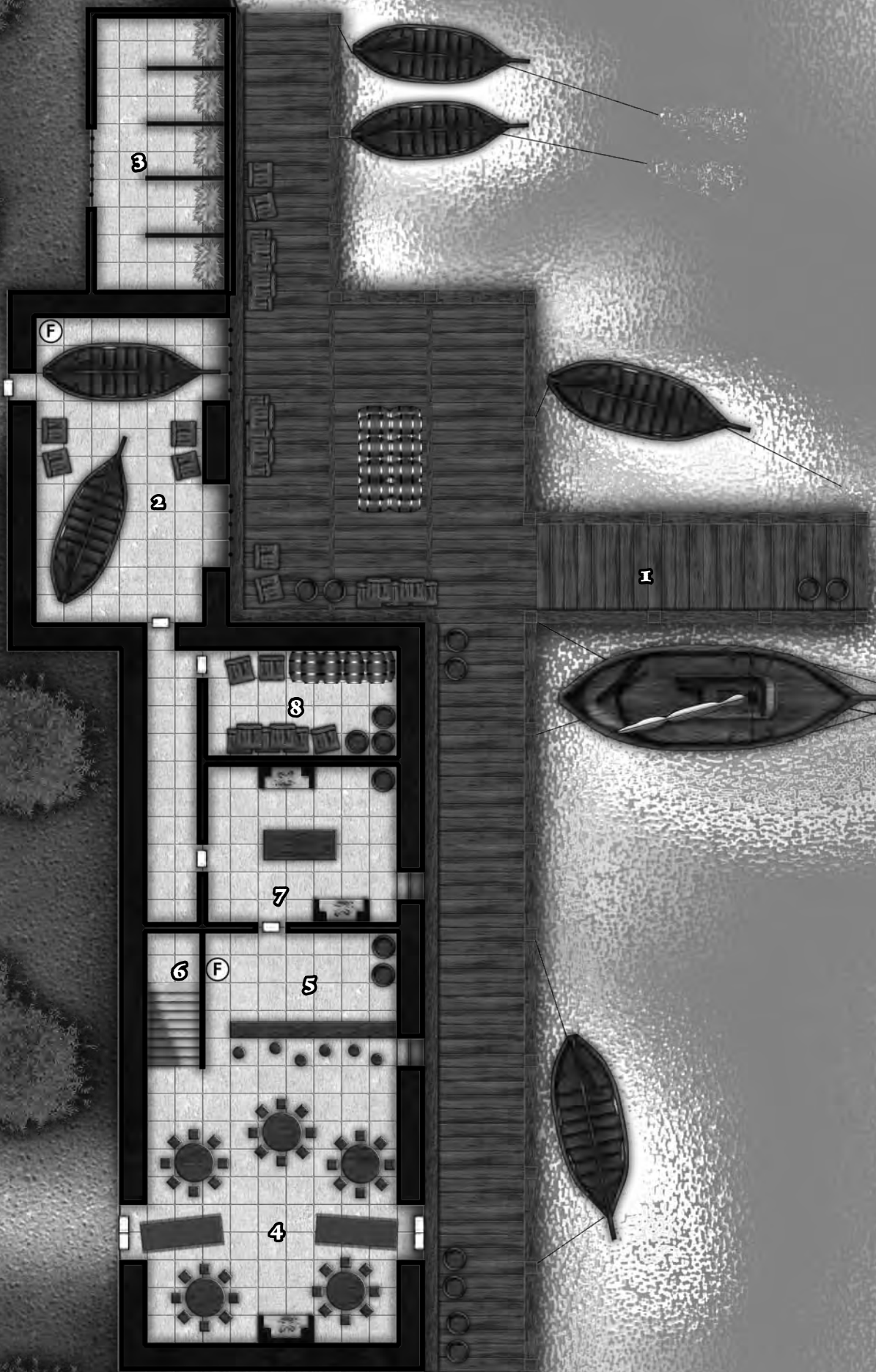


Print all the COLOR pages

Print all the GRAYSCALE pages



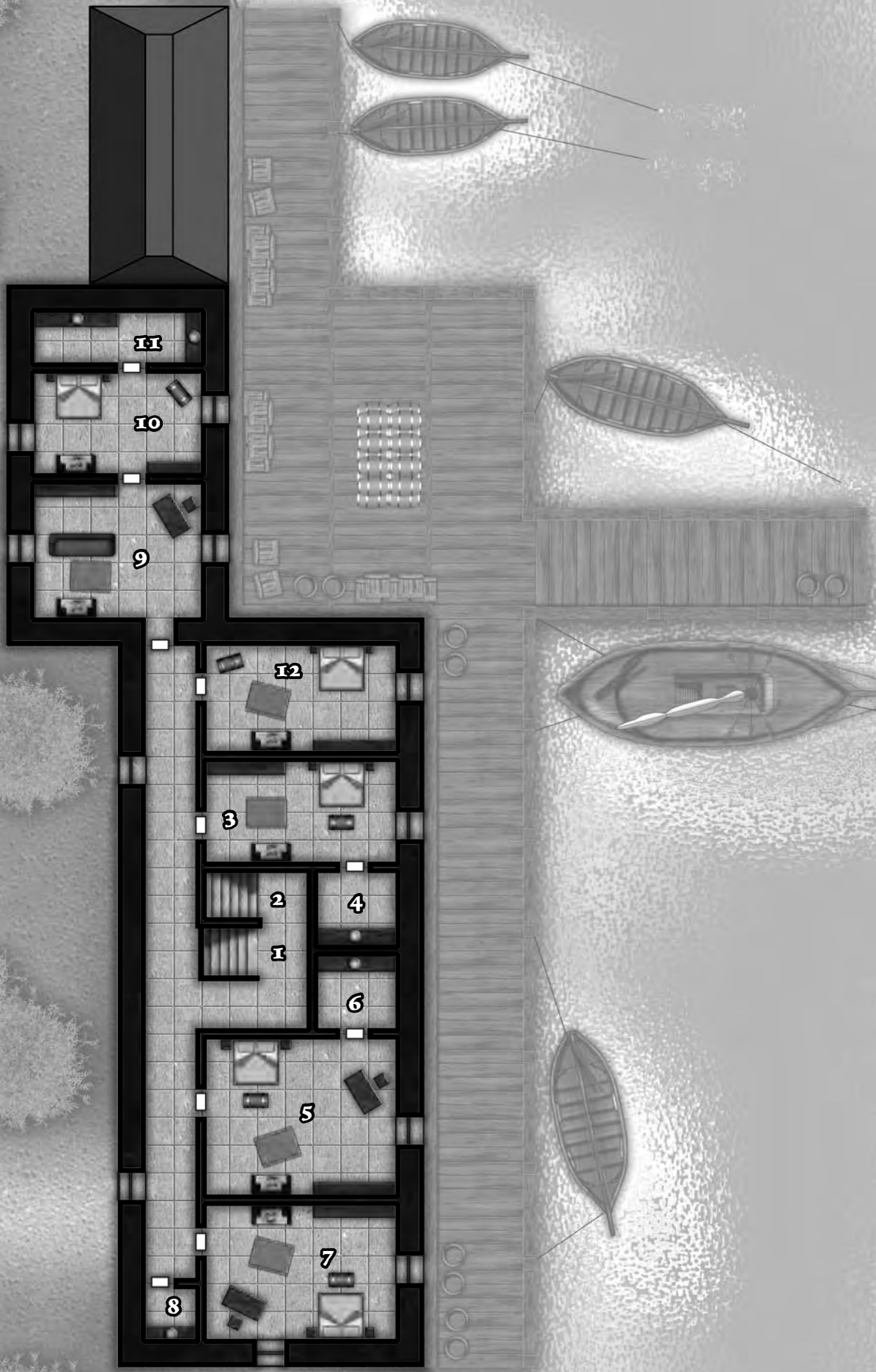
Riverside Inn - Ground Level



Riverside Inn - Ground Level



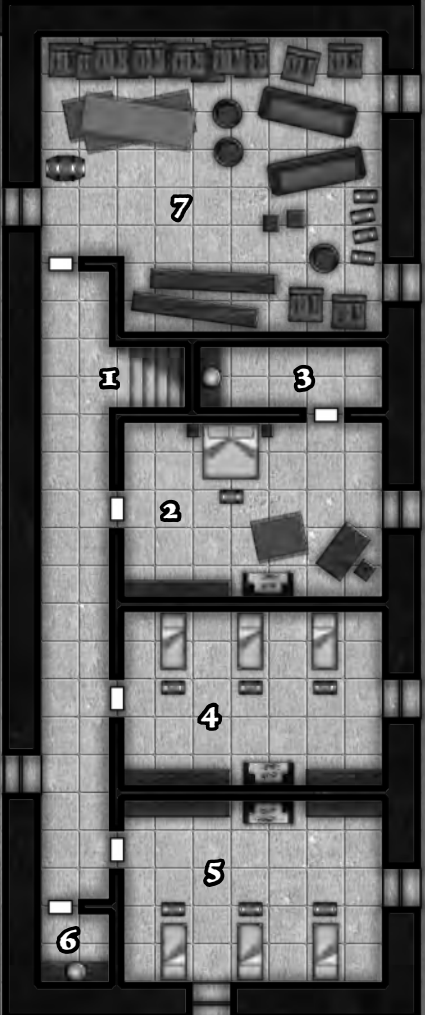
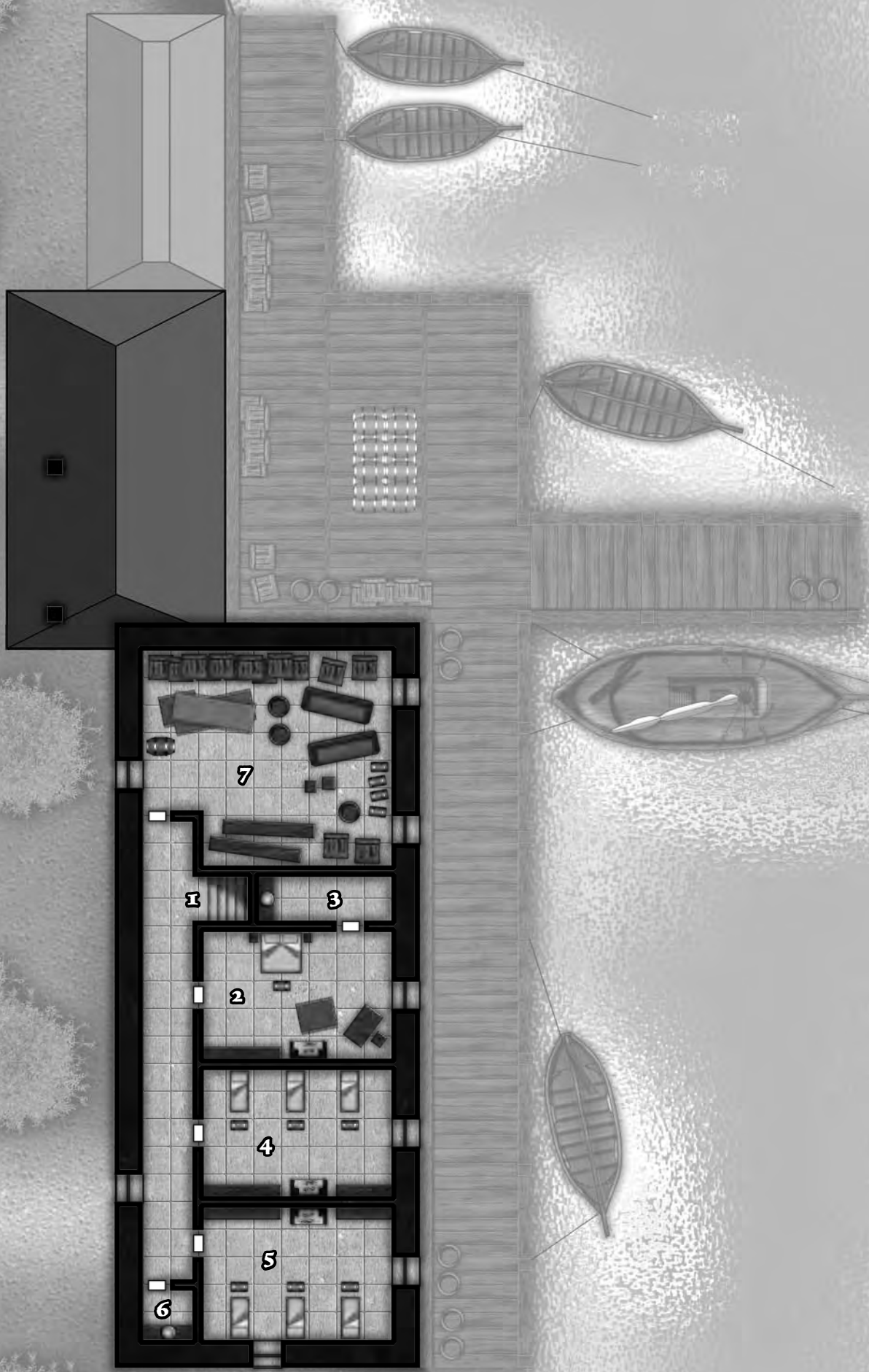
Riverside Inn - First Level



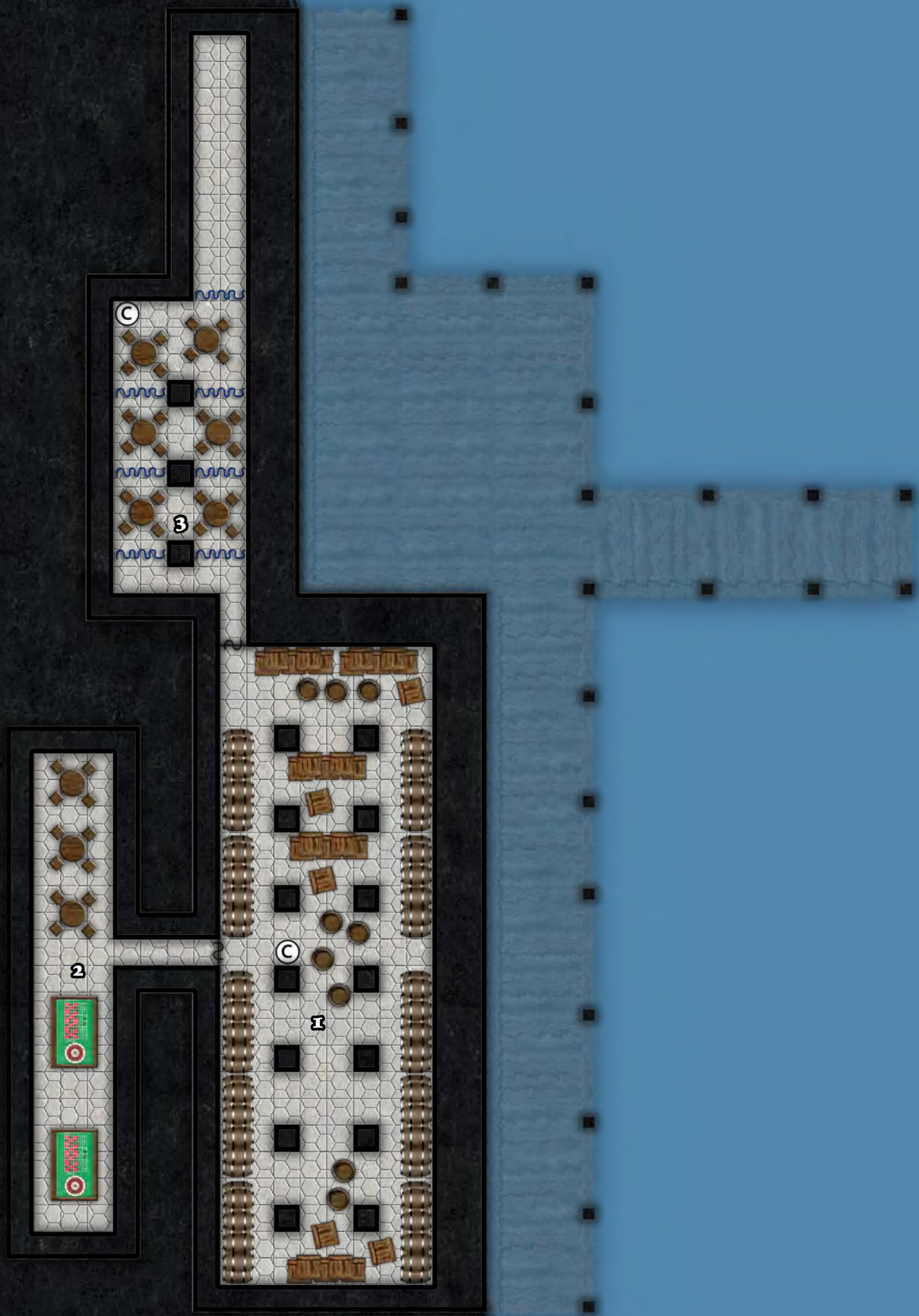
Riverside Inn - First Level

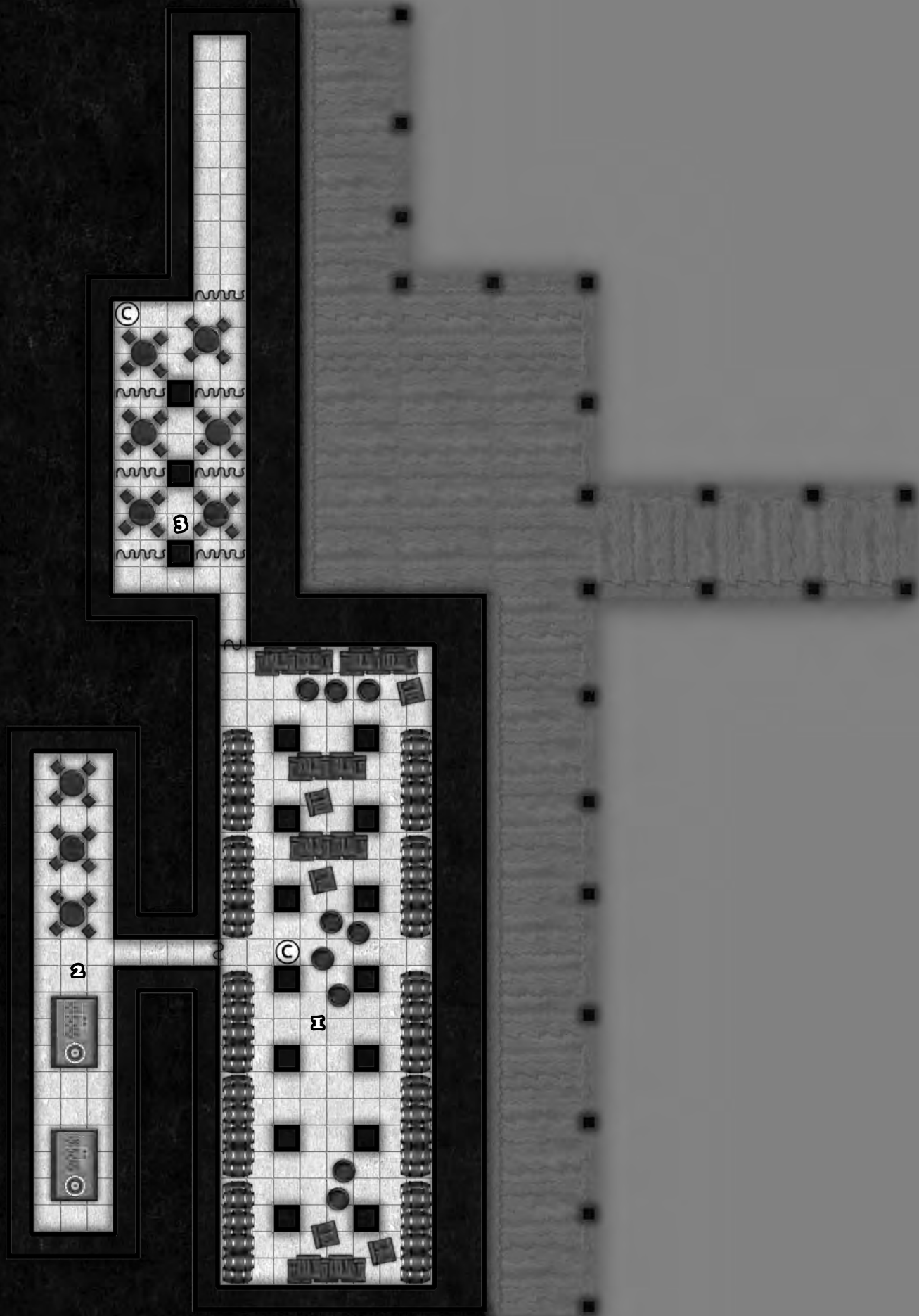


Riverside Inn - Second Level



Riverside Inn - Second Level





Room 3: A 4x4 grid room containing several traps. A circled 'C' is in the top-left corner. A circled '3' is in the bottom-right corner. Traps include circular symbols with four diamonds around them, and wavy lines.

Room 2: A vertical corridor containing two rectangular objects with circular symbols, possibly chests or traps. A circled '2' is located between the two objects.

Room 1: A large grid room with a complex layout of traps and obstacles. A circled '1' is in the center. A circled 'C' is in the middle-left area. The room contains many circular and square symbols, some with diamonds around them, and several rectangular objects.

LEVEL/MAP: Riverside Inn, First Level

NUMBER	NAME	SHORT DESCRIPTION
1	Stairs down	
2	Stairs up	
3	Bedroom	
4	Bathroom	
5	Bedroom	
6	Bathroom	
7	Bedroom	
8	Privy	
9	Royal Suite: Parlour	
10	Royal Suite: Bedroom	
11	Royal Suite: Bathroom	

LEVEL/MAP: Riverside Inn, Second Level

NUMBER	NAME	SHORT DESCRIPTION
1	Stairs down	
2	Owner's bedroom	
3	Bathroom	
4	Inn's staff bedroom	
5	Inn's staff bedroom	
6	Privy	
7	Storage	

