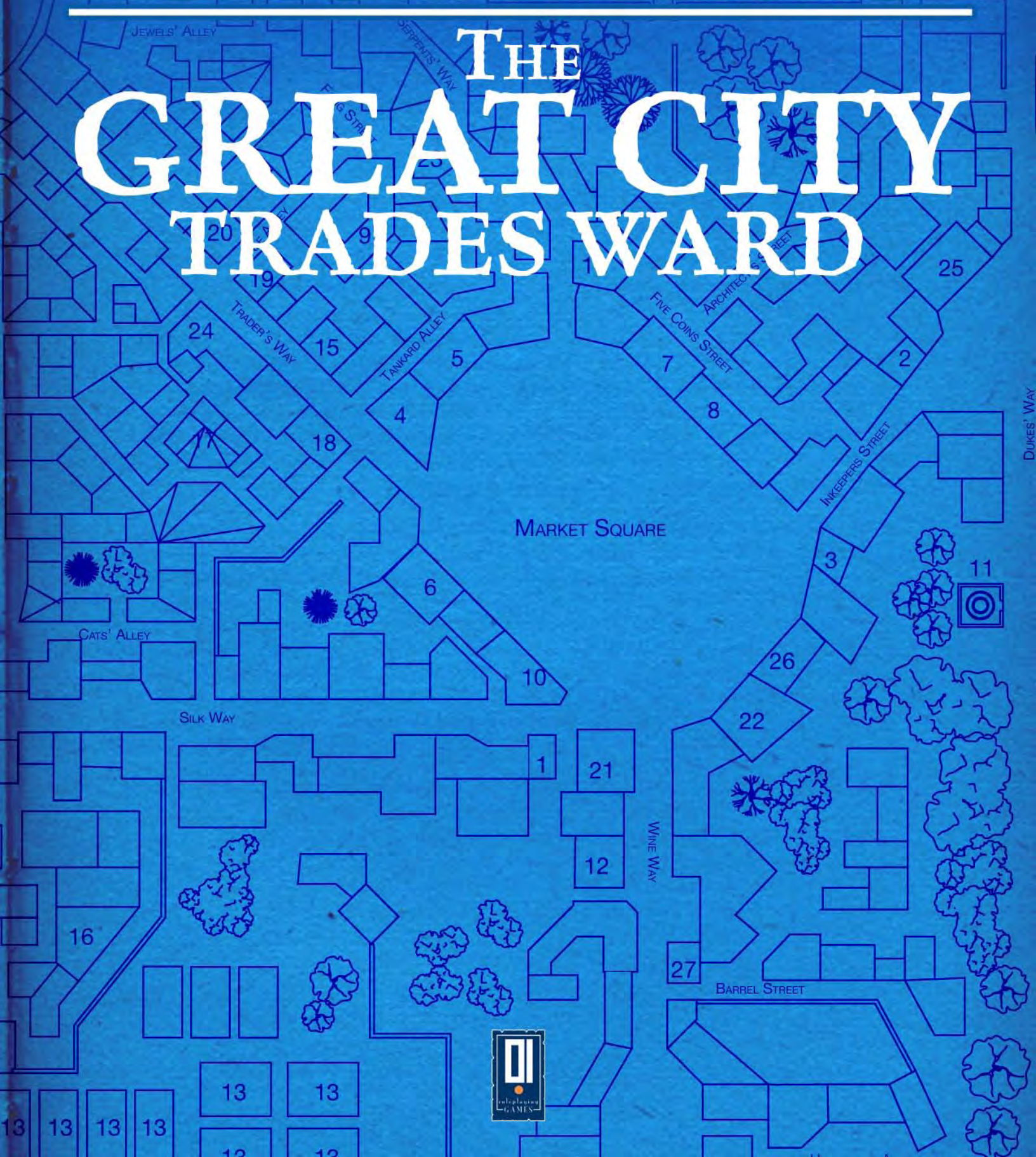


Done's BLUEPRINTS

THE GREAT CITY TRADES WARD



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 map and a suggested key for each map.

The Great City, Trades Ward

The **Trades Ward** is the beating commercial hearth of the **Great City**. All adventurers sooner or later will visit this crowded district. In the middle of the trades ward the great market square is found, where an infinite number of small booths, peddlers and self-calling vendors show up like magic at the first light of each day. The trades ward features also many brick-n-mortar shops, both facing the square and scattered in the many alleys and small streets surrounding the great square. All of the common services can be found here: alchemists, locksmiths, armorers, tailors, weavers, weaponsmiths, brewing houses, and woodworkers.

The number of the building refers to the map available in the **Great City** blueprint. Some descriptions of these buildings follow.

- **2 – Curiosity Shop:** This shop appears very small and anonymous, but entering you will find yourself in a faerie world, surrounded by any sort of strange objects. However the shop is not so small as it seems. A door leads upstairs to the second section of the shop, where only some customers are allowed. A secret door in this second shop leads in a top-secret area, where many strange and sometimes illegal objects are sold.
- **3 – Alchemist:** This small shop is busy at all times. On the ground floor you can find the shop where all sort of potions are sold. Upstairs there is the laboratory, a chamber with a well providing fresh water and a storage room. Hidden by a secret door there is another storage room where the most precious (and dangerous) potions are kept.
- **4 – Locksmith:** The largest locksmith of the city. A large working area dominates the shop. A small office and a privy are the only other rooms here.
- **5 – Armors & Fine Weapons Shop:** A small porch gives access to a full-equipped weapon and armor store. The store is provided of a secret room where magical weapons and armors are kept.
- **6 – Emporium:** You can find just about anything in the great emporium. The main shop area is connected to a secondary storage room by well-locked double doors. Important deliveries of goods are discussed in the emporium owner house, on the first floor.
- **7 – Woodworker:** A double door leads directly in the woodworker laboratory. Special business is held in the small office accessible through a small door from the laboratory.
- **8 – Fine Silks & Clothes Shop:** An impressive array of silks and clothes are shown in the main shop area. This area also features large working tables where expert weavers cut clothes and silks. Another smaller shop area holds the best silks from distant southlands. The owner of the shop dwells on the first floor of this building with his family.
- **9 – Merchant's Guildhall:** The guildhall is divided in two main areas: the public area and the private area. A hook-shaped corridor gives access to the facilities of the public area: the library, the meeting room, and the assembly room. The private area belongs to the guildmaster who usually dwells here.



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Øone's Blueprints: Trades Ward

Product Code: blu22. First edition 02/2006

Design: Mario Barbati

2D drawings: Guido Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

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Legend

Symbols commonly used



door



double door



portcullis



secret door



statue



fireplace



pillar



stairs down



spiral stair



trapdoor



pentagram



pit



bars



pool



false door



secret trapdoor



trapdoor in floor



trapdoor in ceiling



curtain



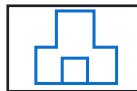
one way secret door



one way door



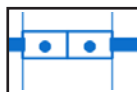
dais



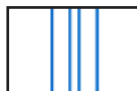
altar



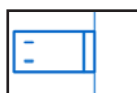
locked door



double door locked



window



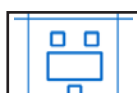
torture table



hook on wall



weapons rack



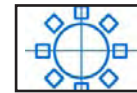
desk



four poster bed



single bed



round table



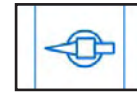
bench



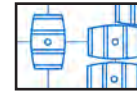
shelves



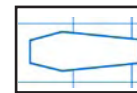
stairs up/down



anvil



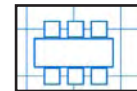
barrels



coffin



crates



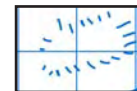
table



shelves



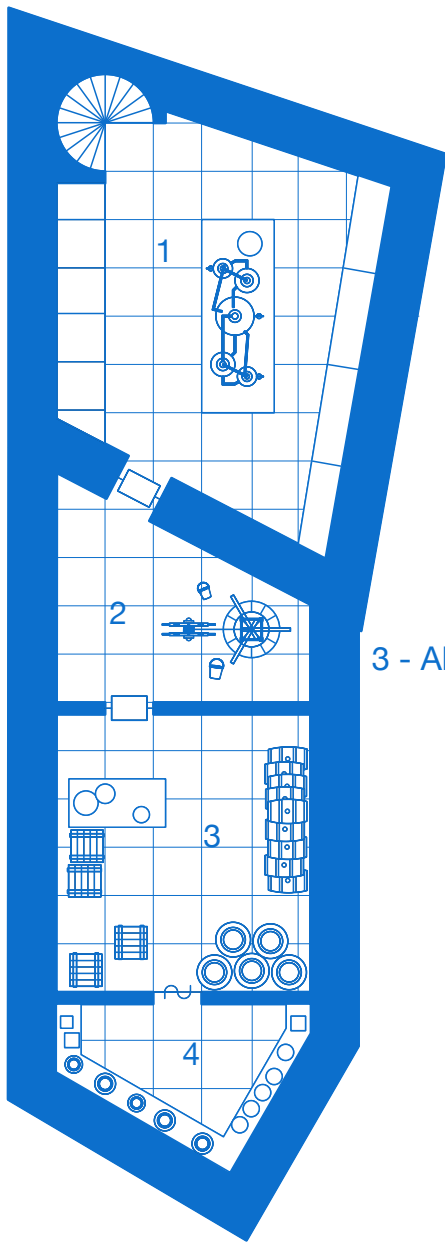
bones



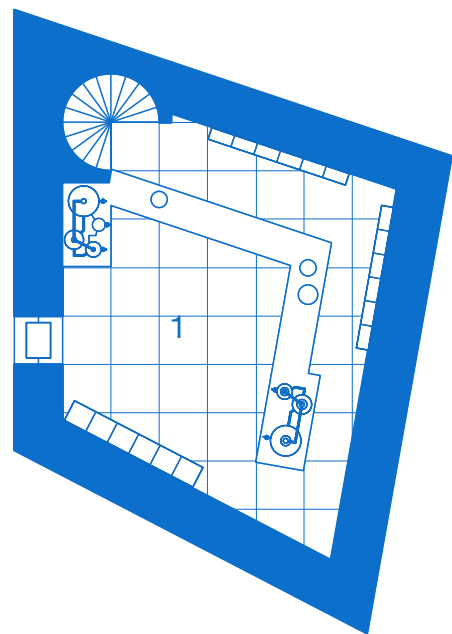
pallet



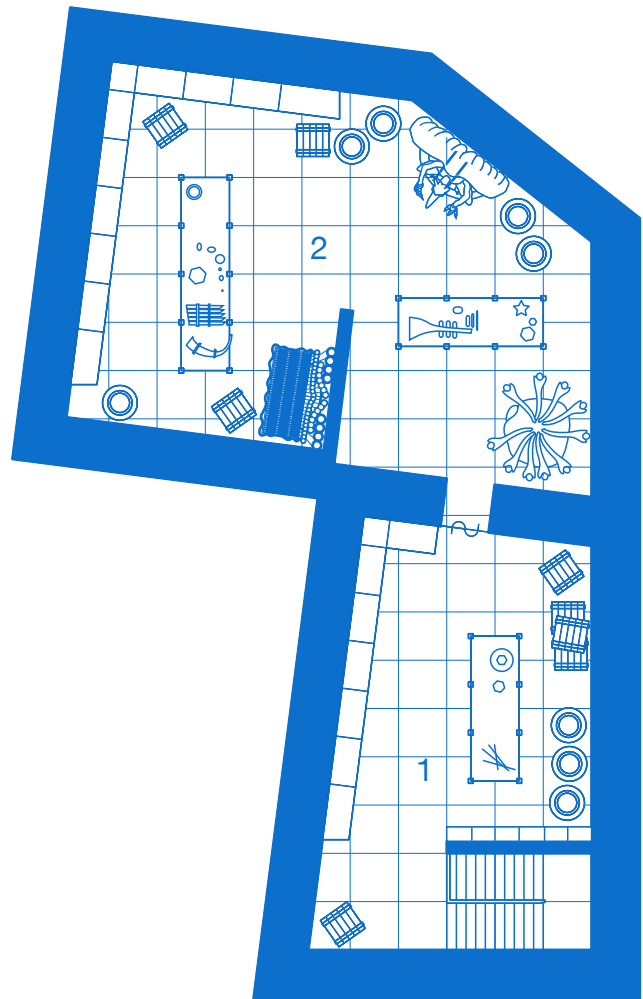
bracer



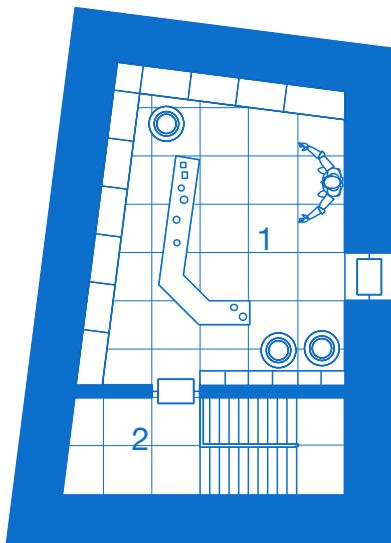
3 - Alchemist, First Floor



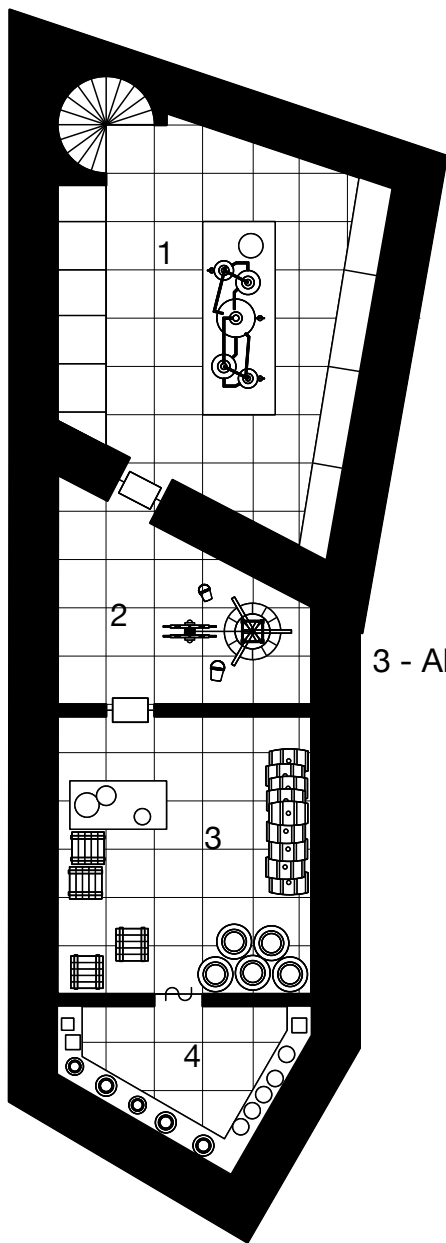
3 - Alchemist, Ground Floor



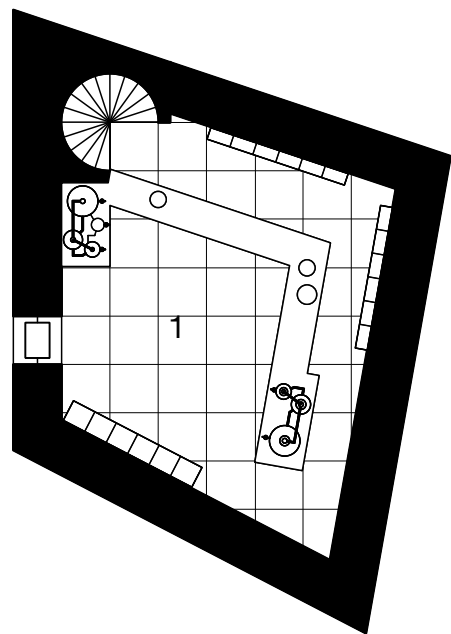
2 - Curiosity Shop, First Floor



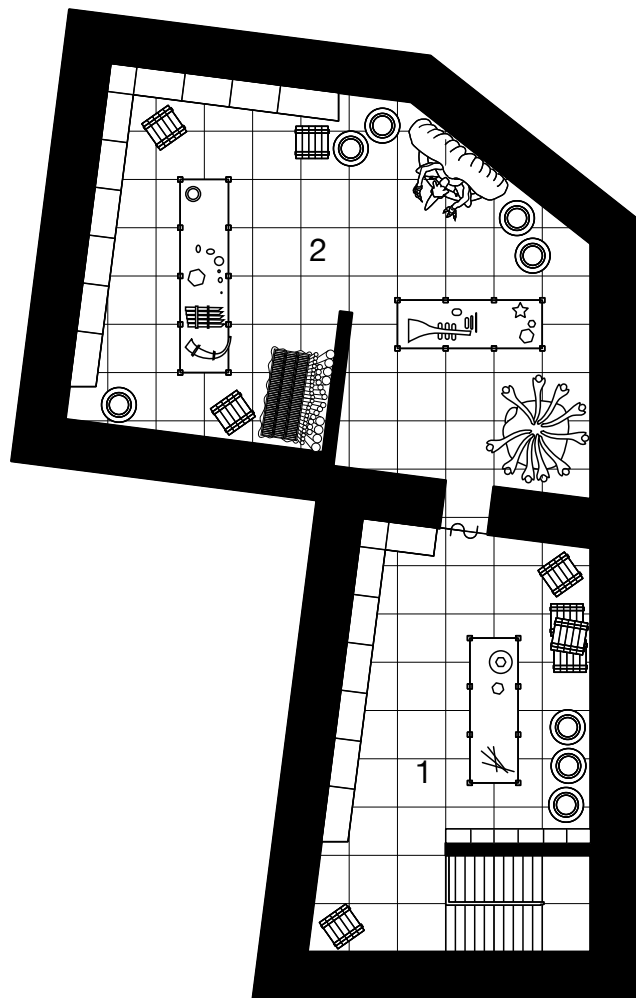
2 - Curiosity Shop, Ground Floor



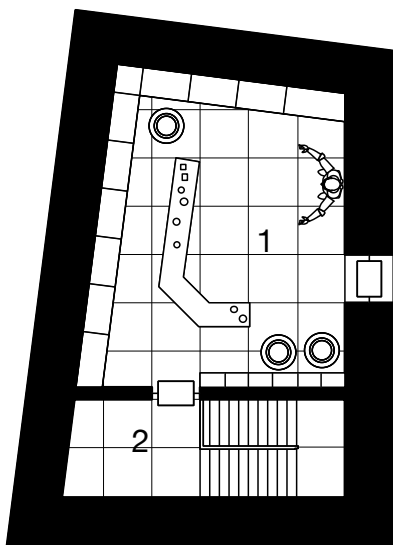
3 - Alchemist, First Floor



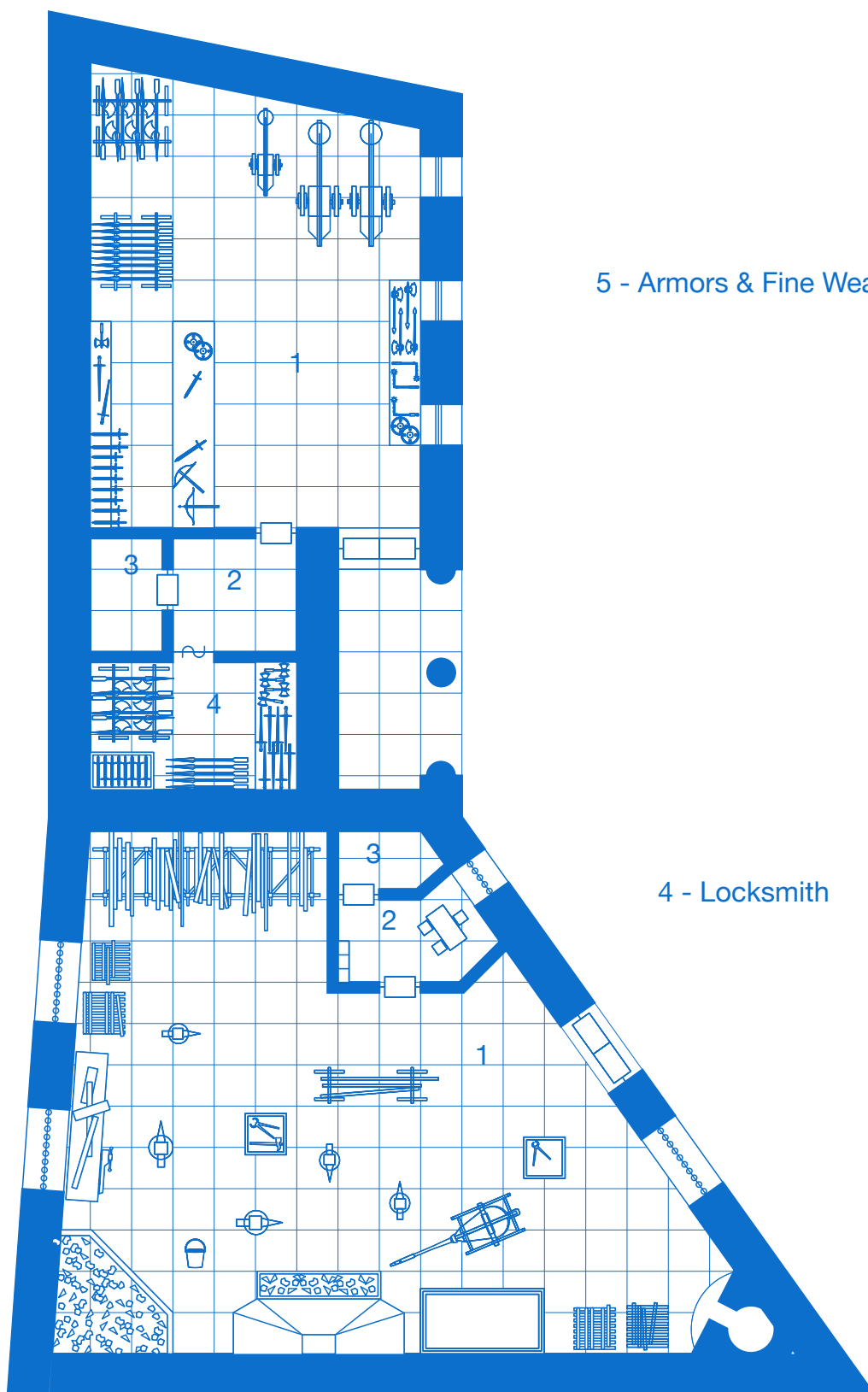
3 - Alchemist, Ground Floor



2 - Curiosity Shop, First Floor

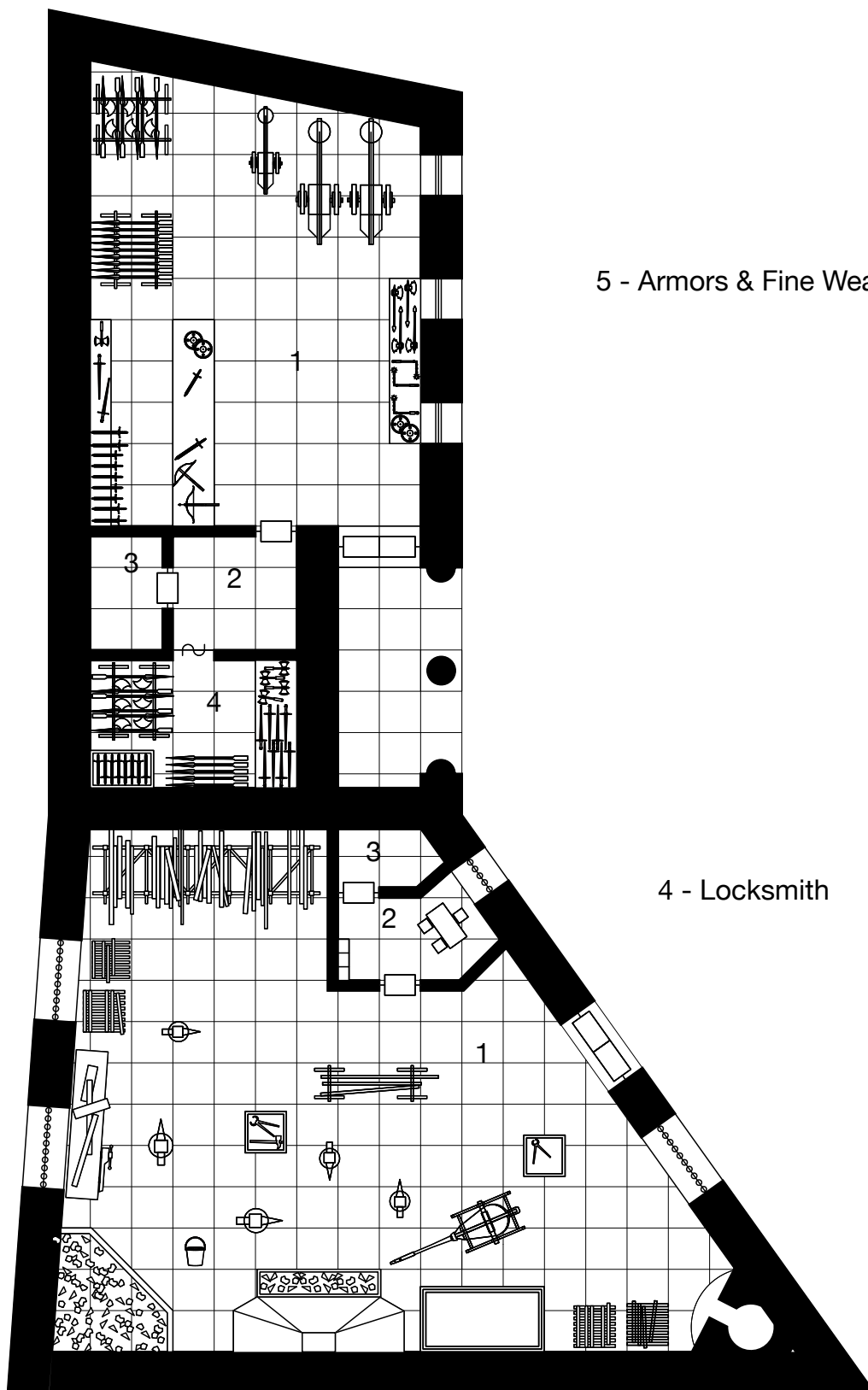


2 - Curiosity Shop, Ground Floor



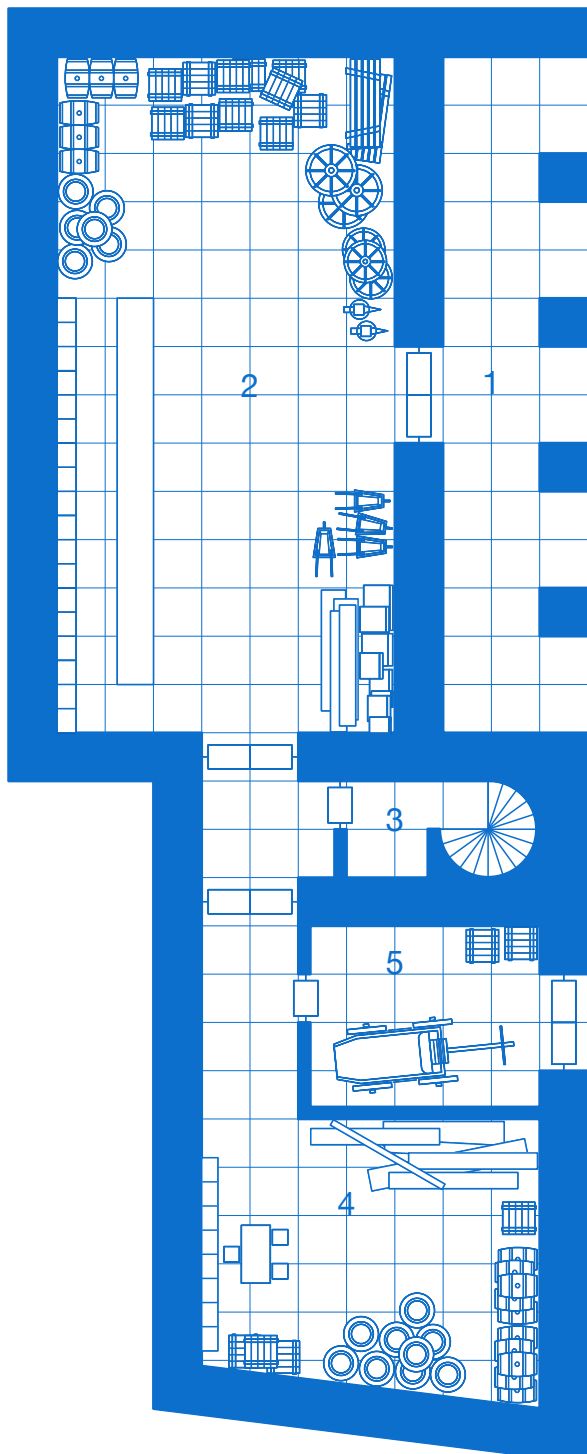
5 - Armors & Fine Weapons Shop

4 - Locksmith

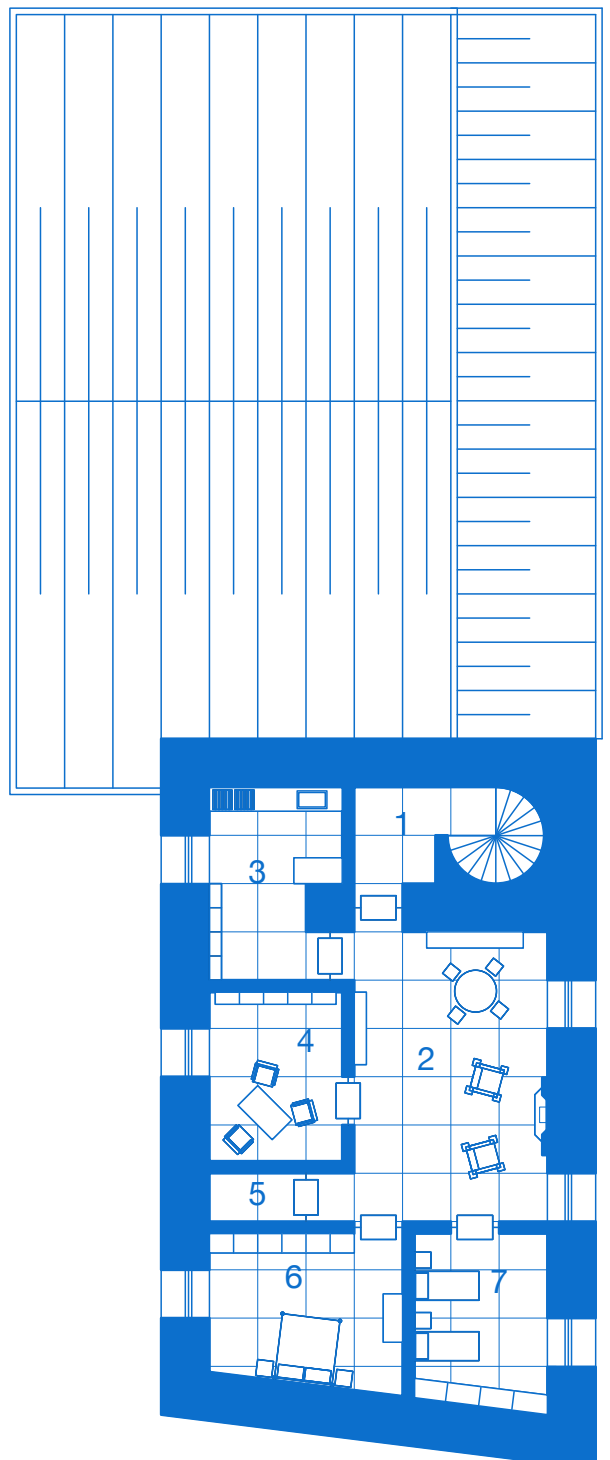


5 - Armors & Fine Weapons Shop

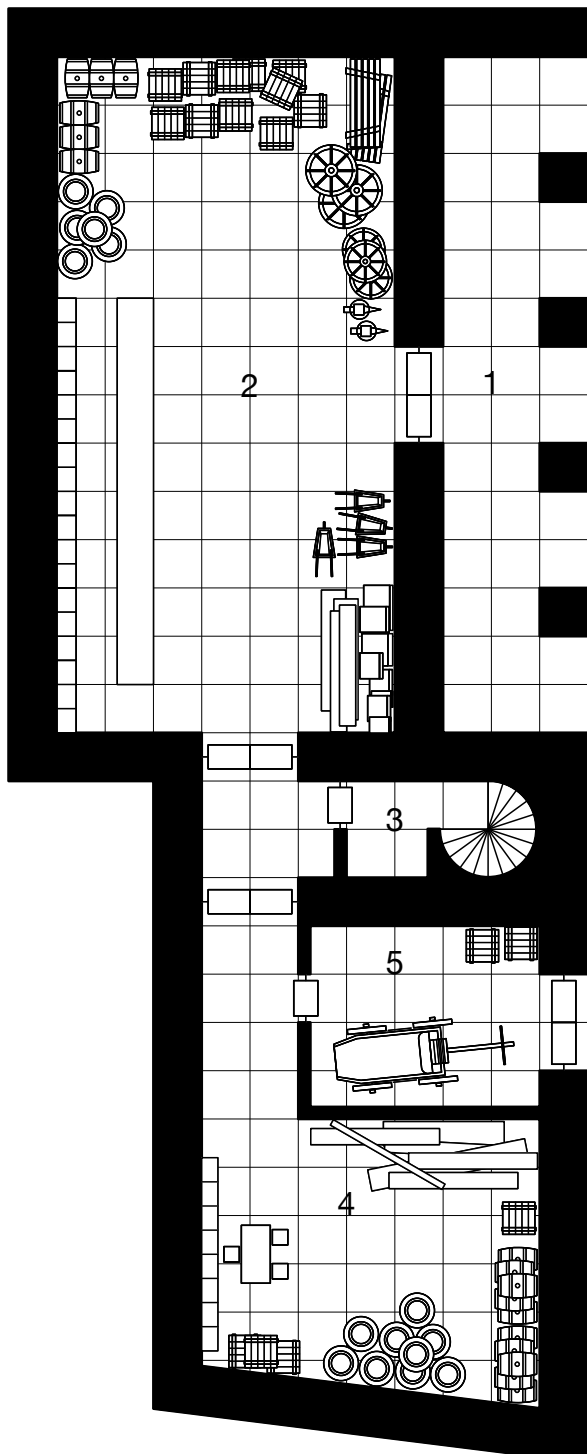
4 - Locksmith



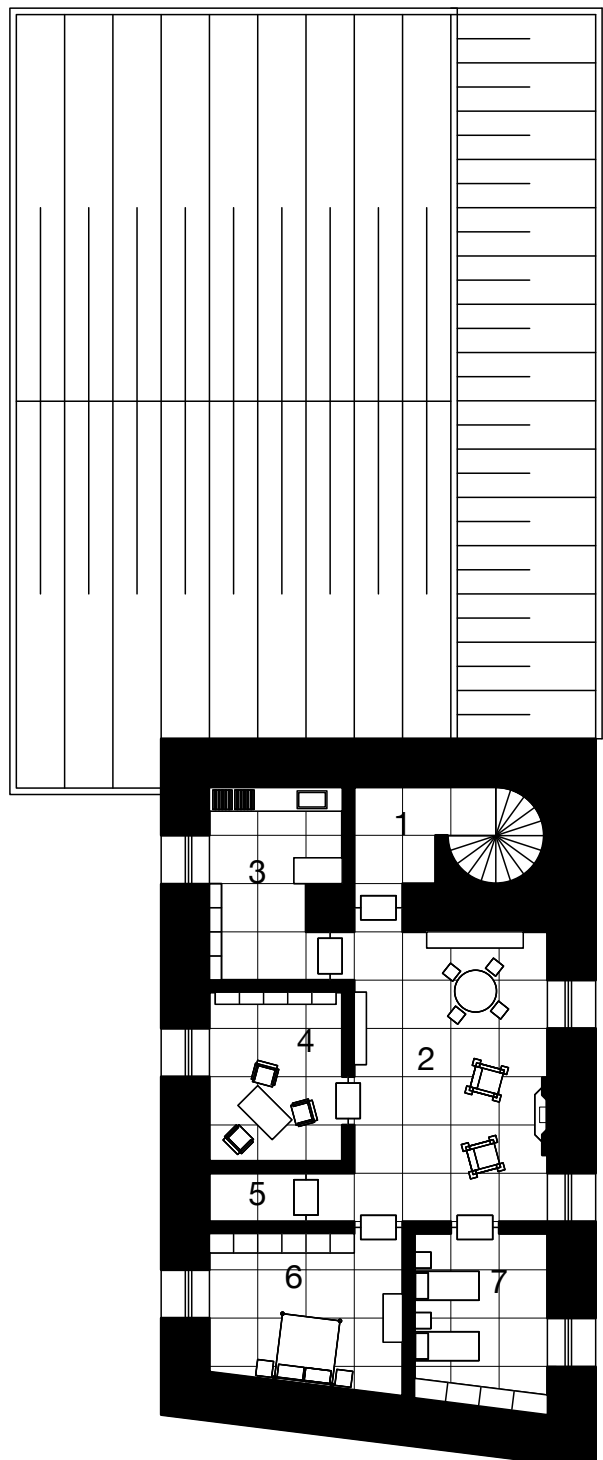
6 - Emporium, Ground Floor



6 - Emporium, First Floor

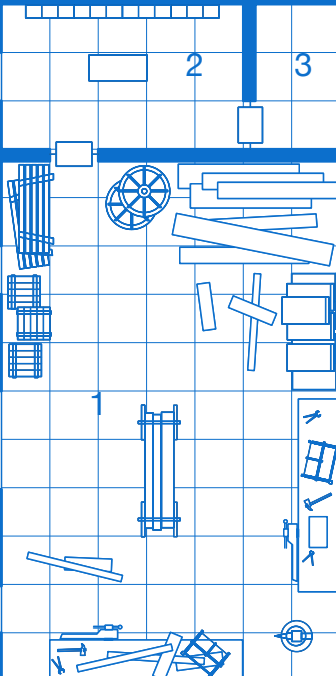
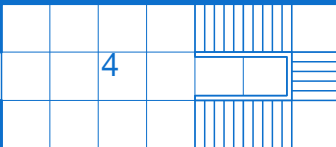
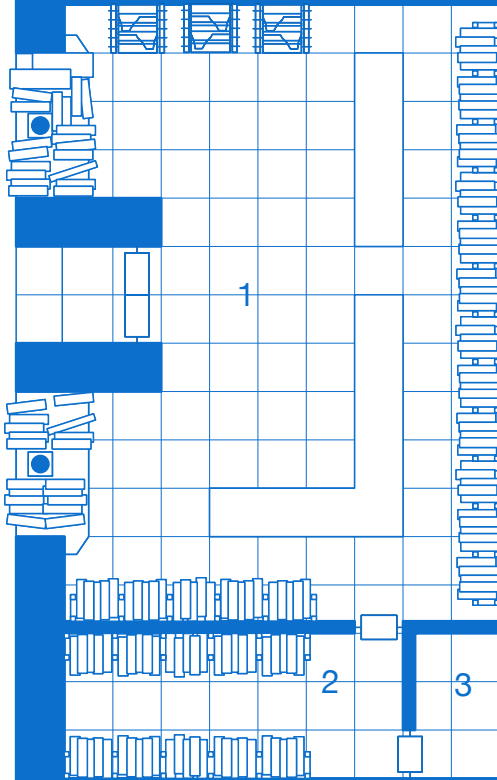


6 - Emporium, Ground Floor



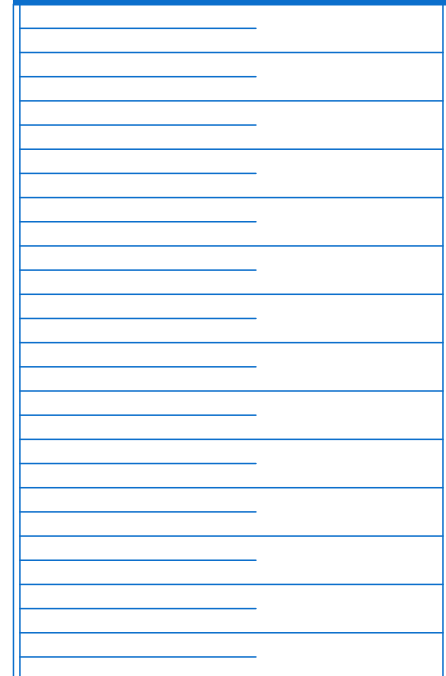
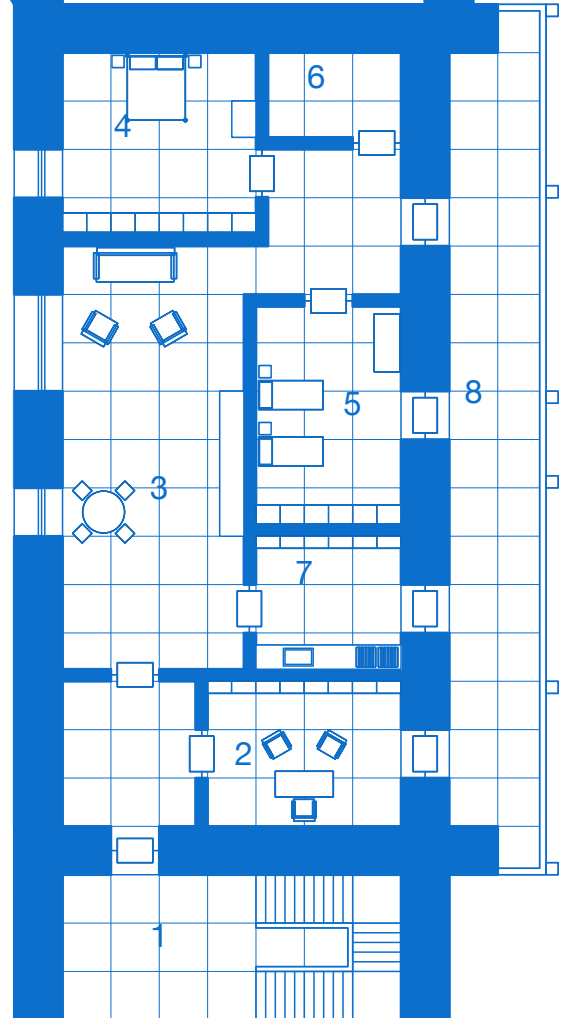
6 - Emporium, First Floor

8 - Fine Silks
& Clothes Shop
Ground Floor

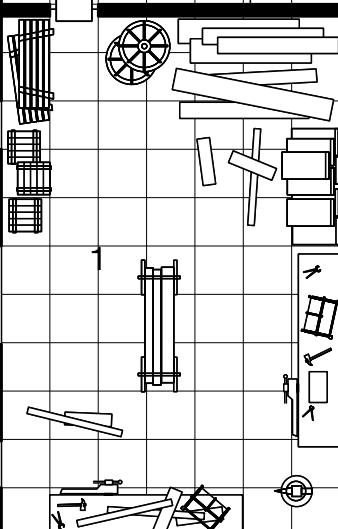
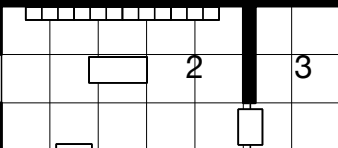
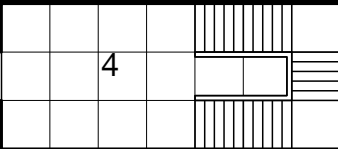
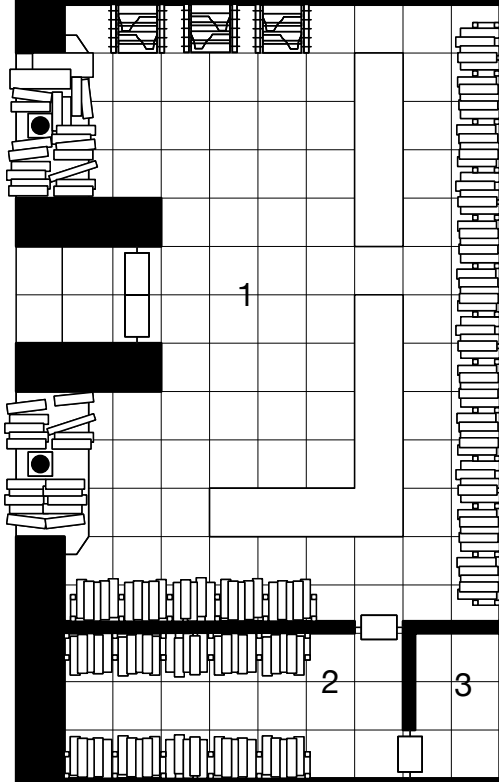


7 - Woodworker

8 - Fine Silks
& Clothes Shop
First Floor

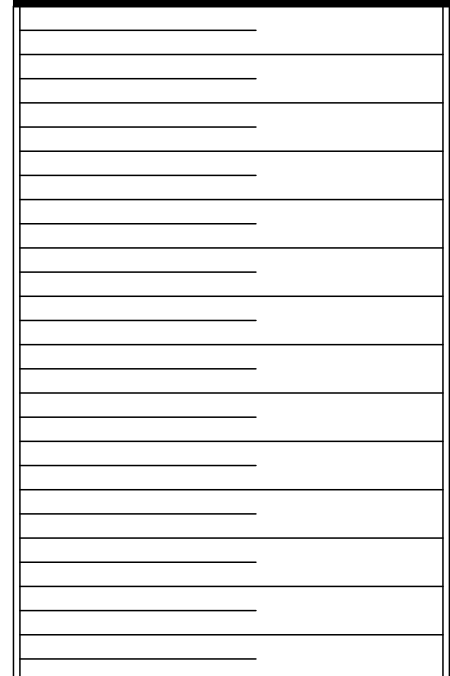
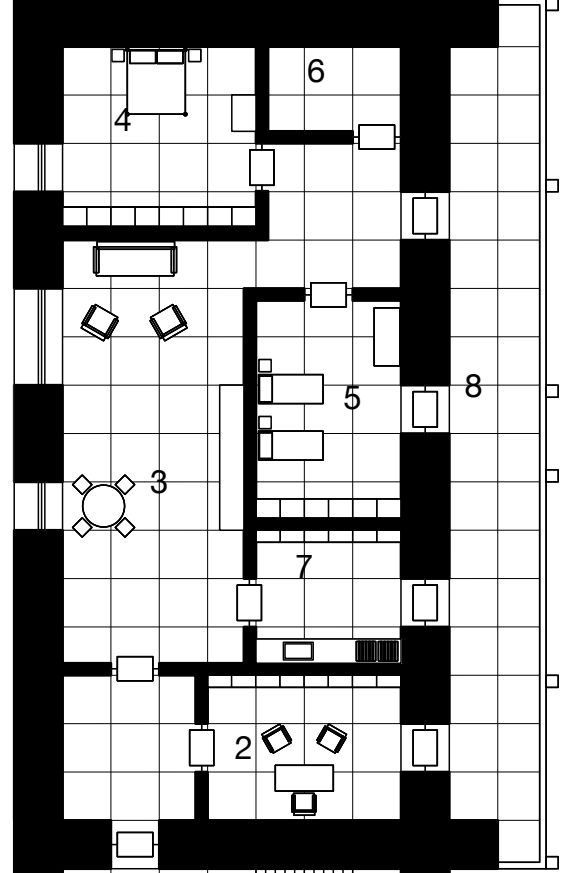


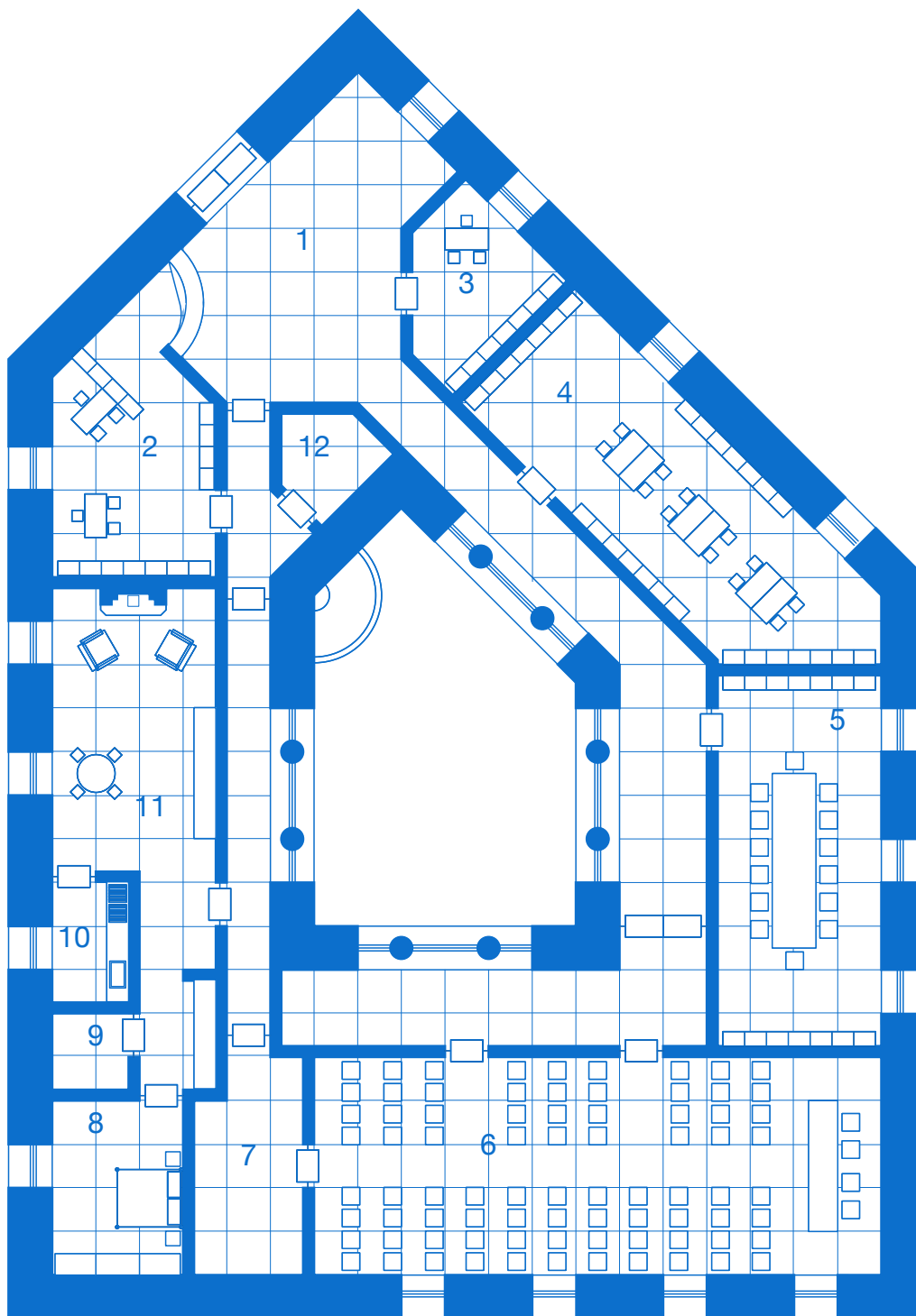
8 - Fine Silks
& Clothes Shop
Ground Floor



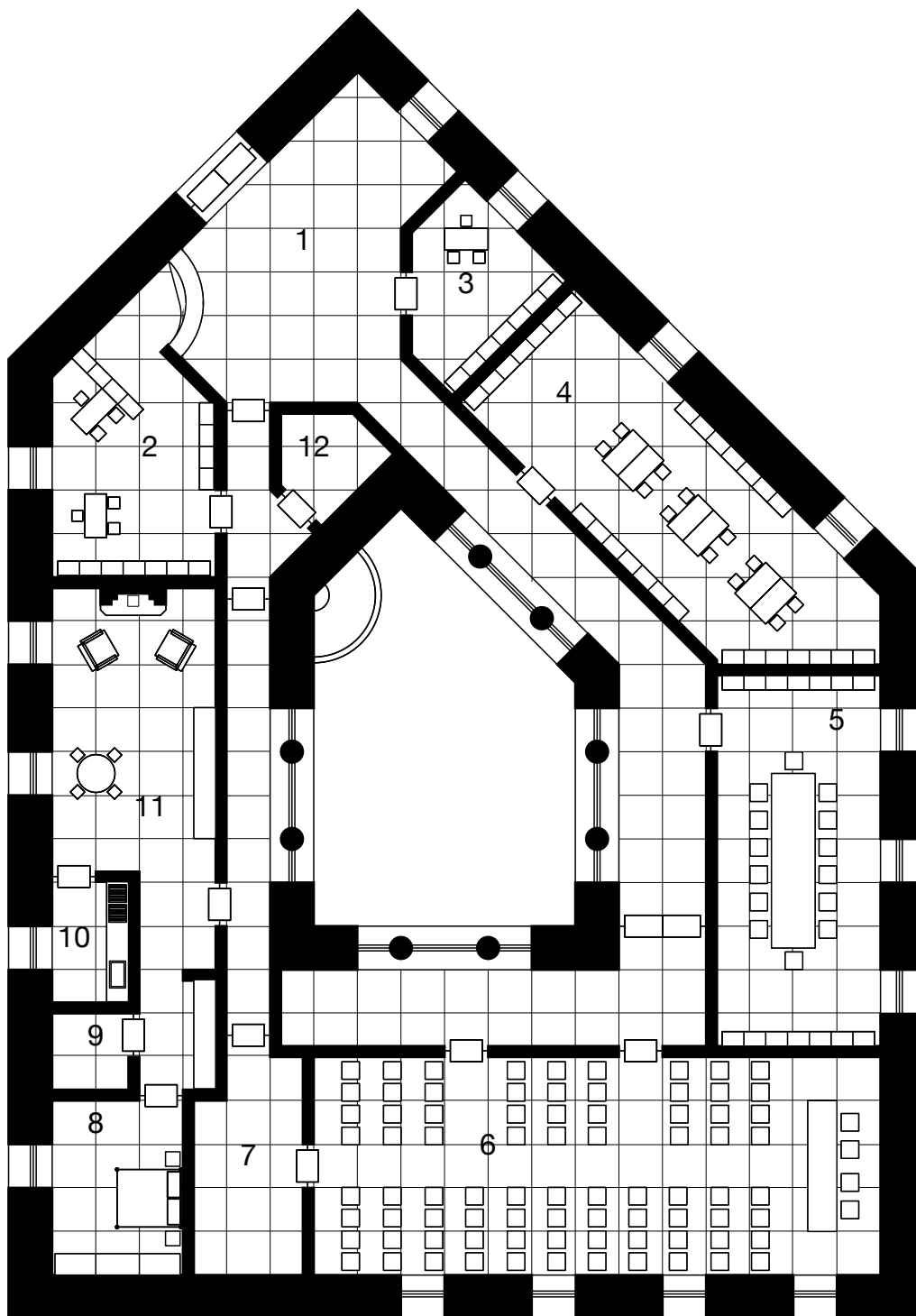
7 - Woodworker

8 - Fine Silks
& Clothes Shop
First Floor





9 - Merchants' Guildhall



9 - Merchants' Guildhall

LEVEL/MAP: 2 - Curiosity Shop

[illegible]

LEVEL/MAP: 3 - Alchemist

[illegible]

LEVEL/MAP: 4 - Locksmith

[illegible]

LEVEL/MAP: 5 - Armors & Fine Weapons Shop

[illegible]

LEVEL/MAP: 6 - Emporium

[illegible]

LEVEL/MAP: 7 - Woodworker

[illegible]

LEVEL/Map: 8 - Fine Silks & Clothes Shop

[illegible]

LEVEL/MAP: 9 - Merchants' Guildhall

[illegible]

LEVEL/MAP:

[illegible]

BUILDING BY BUILDING

JANUARY 2006
THE GREAT CITY
DOCK WARD

FEBRUARY 2006
TRADES WARD
RESIDENCE WARD

MARCH 2006
TEMPLE WARD
CASTLE WARD

APRIL 2006
ARMY WARD

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