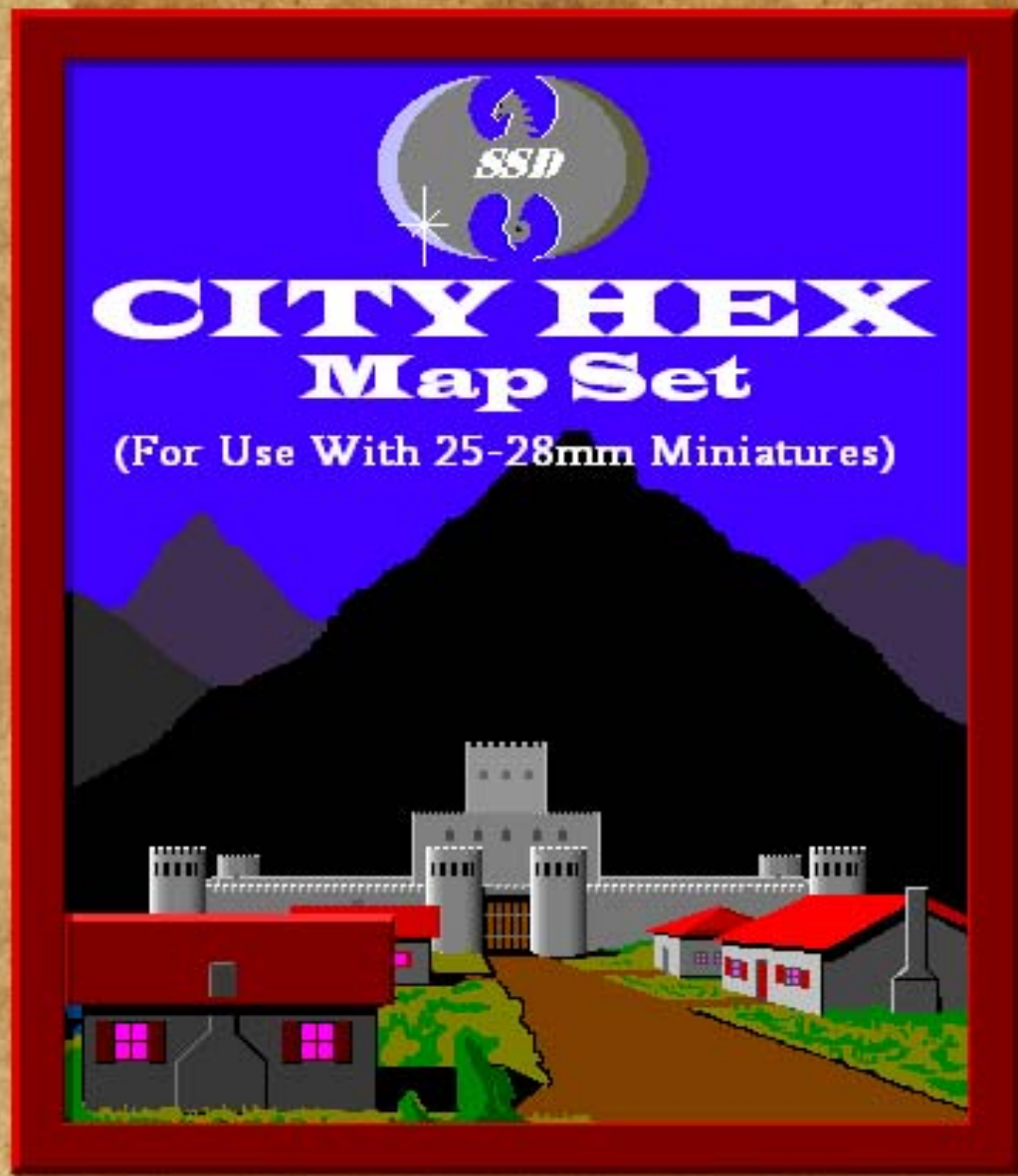


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*Design & Illustration*

*By Jon Volden*

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# Credits

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# Table of Contents

Designer's Notes

Page 4

## City Hex Maps

Tavern	Page 5	Left Front Tower	Page 16
Throne Room	Page 6	Right Front Tower	Page 17
Security Gate	Page 7	Left Wall	Page 18
Large Room	Page 8	Right Wall	Page 19
Temple	Page 9	Left Rear Tower	Page 20
Bank	Page 10	Right Rear Tower	Page 21
Cottage	Page 11	Rear Keep Wall	Page 22
Shop	Page 12	Center Keep	Page 23
Stable	Page 13	Jail	Page 24
Gate Draw Bridge Down	Page 14	5 Rooms	Page 25
Gate Draw Bridge Up	Page 15	Large Room	Page 26
Left Front Tower	Page 16	3 Rooms	Page 27
Right Front Tower	Page 17	Pyramid	Page 28
Left Wall	Page 18	Inn (Rooms)	Page 29
Right Wall	Page 19	Inn (Baths)	Page 30
Left Rear Tower	Page 20	Inn (Bar)	Page 31
Right Rear Tower	Page 21	Inn (Keeper's Rooms)	Page 32
Rear Keep Wall	Page 22	Court Room	Page 33
Gate Draw Bridge Up	Page 15		

## Bonus Material

Optional Monetary System	Page 34
Optional Markets A-Z	Page 35
Random General Events	Page 42
Random Specific Events	Page 43
Quick NPC Personalities	Page 44
Random Laws	Page 48
Random Punishments	Page 49

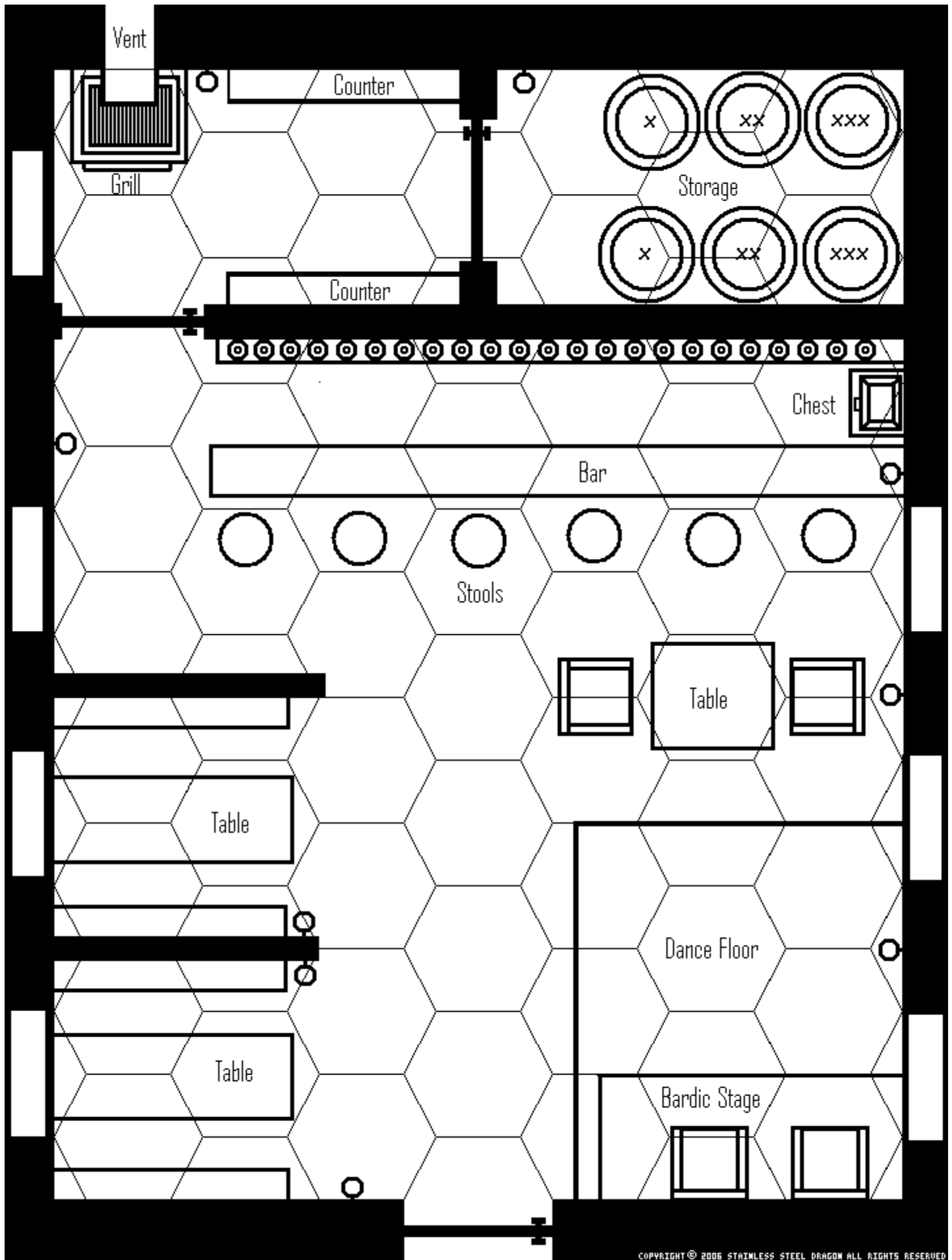
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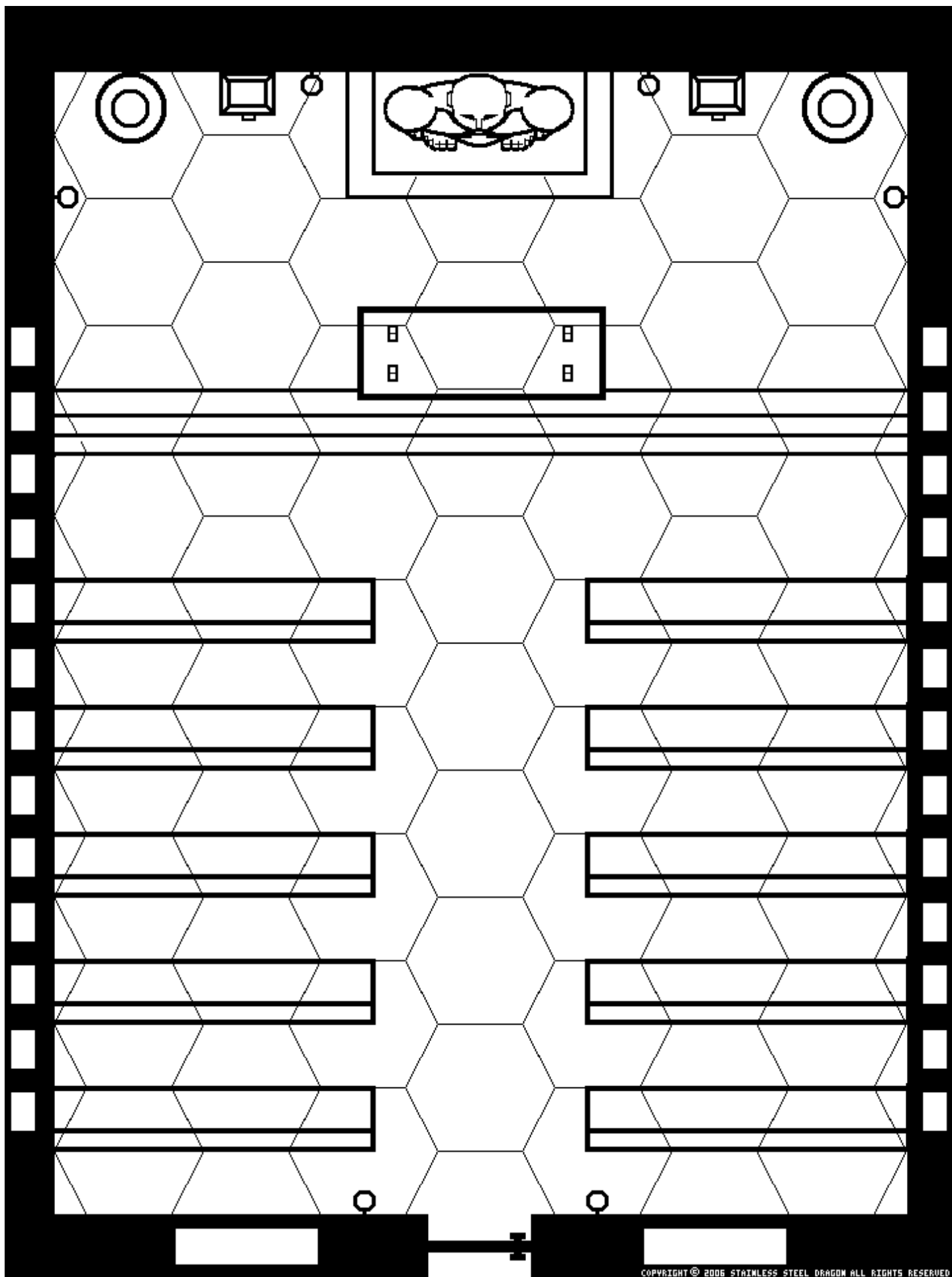
These Hex Maps were designed with the thought that often a good role-playing area may turn into tactical combat area. Each map is designed to be extremely detailed, yet easy to use informational tools. They are designed to be printed out onto an 8x11 inch sheet of paper with 1/2-inch wide margins on all sides. Maps are made relatively simple and are in B&W to ensure the best possible tabletop copy from a variety of printers. Also white space was chosen over a more artistic colored background to allow GMs to add notes where needed. Please view PDF pages at 100% image size to see at best detail. These maps are designed to work with miniatures 25-28 mm in scale. Each hex equals 5 feet. Ideally they should be printed onto card stock and the edges should be trimmed by user to allow maps to be joined together if desired.

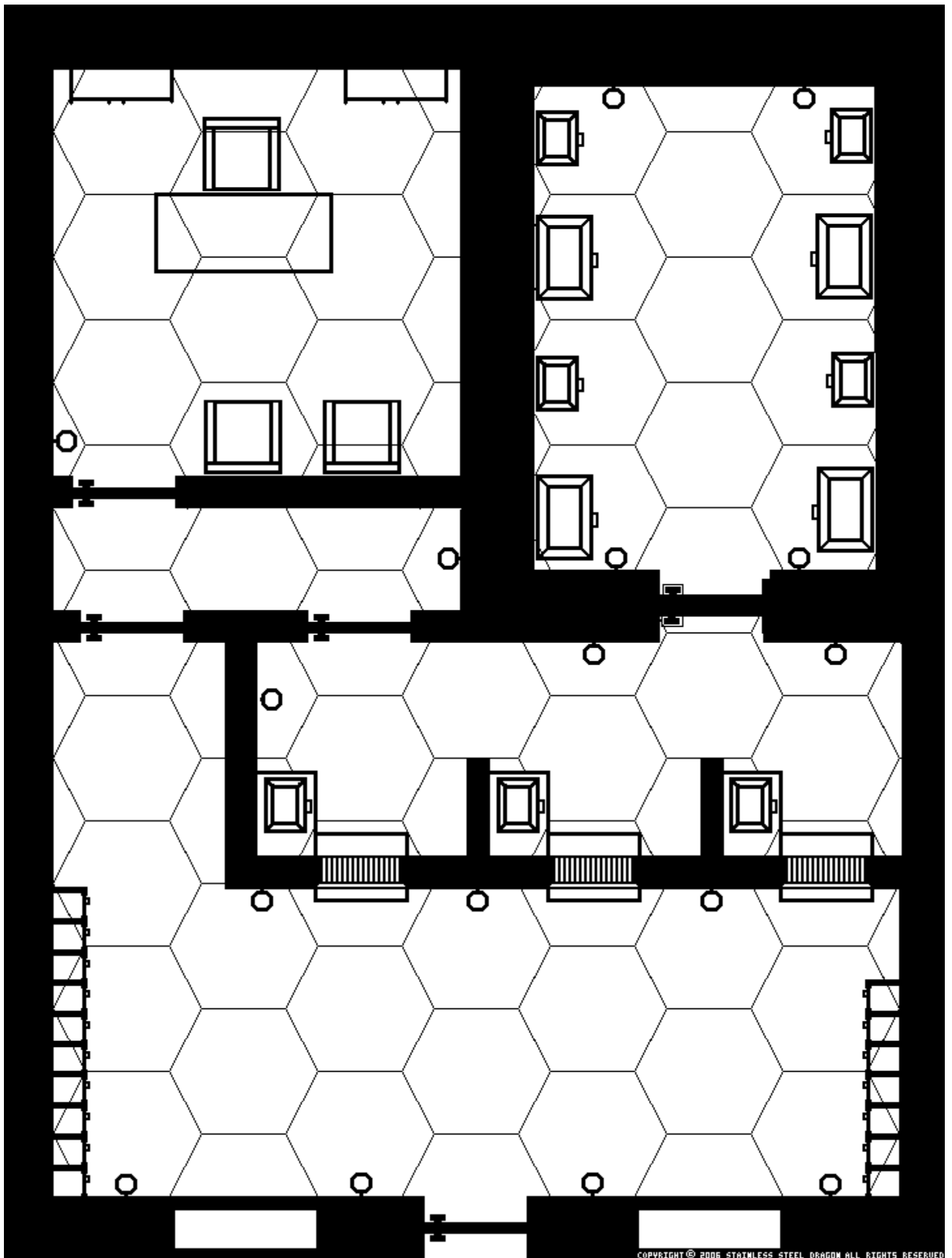
As a special bonus to this map set. I am including some typed and/or scanned information from the SSD DungeonLord's Logbook that will help GMs fluff out their cities with various stores, NPCs, random city events, as well as laws and punishments. This additional bonus material may help transform these maps from a collection of buildings into a living city where role-playing may take place as well as tactical combat.

Final Note: If you have questions, comments or concerns regarding this product feel free to email me at [JonVolden@DunJon.Com](mailto:JonVolden@DunJon.Com)

-Jon Volden







## General Store

Backpack	10GP	Goblet, Iron	1SP	Needle & Thread	1GP
Bedroll	5GP	Goblet, Silver	1GP	Pillow	5SP
Blanket Rough	1GP	Goblet, Wooden	5CP	Rope (50')	2GP
Blanket Soft	2GP	Knife, Dinner	5CP	Rolling Pin	1GP
Bottle	1SP	Knife, Filet	5SP	Shackles	10GP
Brush	5SP	Knife, Butcher	2SP	Spoon	3CP
Chalice, Brass	1GP	Hammer	1GP	Spike, Steel (Dz)	5GP
Chalice, Silver	10GP	Horn, Drinking	2GP	Spike, Iron (Dz)	2GP
Candle	1SP	Horn, Blowing	1GP	Stake, Wooden	2CP
Chain (10')	5GP	Lantern, Oil	5GP	Tarp, Canvas	1GP
Comb	1SP	Lantern, Hooded	10GP	Torch	1SP
Cup, Metal	10CP	Mirror, Small	5GP	Tinderbox	1GP
Flask	5SP	Mirror, Medium	25GP	Twine	5SP
Flint & Steel	5SP	Mirror, Large	100GP	Wine/Water Skin	8SP
Fork	5CP	Plate	1SP		
Goblet, Brass	5SP	Nails(100)	1SP		

### Chests

Type	Tiny	Small	Medium	Large	Extra Large	Huge
Wood	1GP	2GP	3GP	4GP	5GP	6GP
Iron	2GP	4GP	6GP	8GP	10GP	12GP
Bronze	3GP	6GP	9GP	12GP	15GP	18GP
Brass	4GP	8GP	12GP	16GP	20GP	24GP
Steel	5GP	10GP	15GP	20GP	25GP	30GP
Silver	10GP	25GP	50GP	100GP	500GP	1000GP

### Pouches

Type	Small	Medium	Large	Extra Large	Concealed
Cotton	1SP	2SP	5SP	8SP	1G
Fur	5SP	1GP	15SP	2GP	25SP
Leather	1GP	2GP	3GP	4GP	5GP
Mail	5GP	10GP	20GP	50GP	100GP
Silk	5GP	10GP	20GP	50GP	100GP
Velvet	5GP	10GP	20GP	50GP	100GP

Add 1GP to dye pouch any color.

### Tents

Type	Pup Tent	Small Tent	Medium Tent	Large Tent	Pavilion	Circus Tent
Canvas	10GP	25GP	50GP	100GP	500GP	1000GP
Cloth	5GP	12GP	25GP	50GP	250GP	500GP
Leather	100GP	250GP	500GP	1000GP	5000GP	10,000GP
Silk	250GP	500GP	1000GP	2000GP	10,000GP	20,000GP
Velvet	100GP	250GP	500GP	1000GP	5000GP	10,000GP

Note: All prices are for Basic Styles.

Add 50% For Fancy, Add 200% For Noble, Add 500% For Royal, Add 10% To Dye Any Color, Add 25% To Embroider

## Livestock & Critters

Note: All Prices In Gold Pieces.

Bird, Song	1	Dog, Guard	25	Horse, Medium War	250
Bear, Black	1,000	Dog, War	250	Horse, Large War	500
Bear, Brown	1,250	Duck	1	Horse, Huge War	750
Bear, Cave	2,000	Eagle	500	Horse, Winged	2,500
Bear, Dancing	2,500	Elephant	5,000	Owl	25
Cat, Pet	1	Falcon	25	Ox	50
Cat, Hunting	25	Ferret	1	Pigeon	1
Cat, War	500	Goat	2	Snake, Anaconda	10
Cat, Wild	10	Griffin	8,000	Snake, Boa	12
Chicken	1	Hawk	40	Snake, Rattler	15
Cow, Dairy	50	Horse, Race	500	Snake, Cobra	20
Crow	1	Horse, Riding	25		
Dog, Pet	1	Horse, Light War	100		

## Locksmith

Lockpicks, Basic	10GP	Lock, Simple	1GP	Trap Device, Simple	10GP
Lockpicks, Fine	50GP	Lock, Moderate	10GP	Trap Device, Moderate	100GP
Lockpicks, Professional	100GP	Lock, Complex	100GP	Trap Device, Complex	500GP

## Mason Guild

Altar, Fancy	500GP	Fountain, Large	100GP	Road, Cobblestone	2GP/Foot
Altar, Plain	50GP	Moat, Shallow	2GP/Foot	Road, Dirt	1GP/Foot
Aqueduct	5GP/Foot	Moat, Normal	4GP/Foot	Road, Paved	2GP/Foot
Building, Small	100GP	Moat, Deep	10GP/Foot	Statue, Small	5GP
Building, Medium	250GP	Out House	5GP	Statue, Medium	25GP
Building, Large	500GP	Pool, Small	5GP	Statue, Large	100GP
Cottage	50GP	Pool, Medium	25GP	Statue, Huge	1000GP
Fountain, Small	10GP	Pool, Large	100GP	Statue, Giant	25,000GP
Fountain, Medium	50GP	Pool, Huge	1000GP	Tomb Stone	5GP

### Castles & Keep Construction

Note: All Prices In Gold Pieces (GPs)

Type	Shrine	Temple	Stronghold	Chateau	Small Castle	Medium Castle	Large Castle	Awesome Castle
Frail	100	500	1,000	10,000	20,000	30,000	40,000	50,000
Standard	200	1000	2,000	50,000	100,000	200,000	350,000	500,000
Sturdy	250	2500	10,000	75,000	125,000	250,000	500,000	1,000,000
Fortified	500	5,000	20,000	200,000	500,000	750,000	1,000,000	2,000,000
Entrenched	2,000	20,000	200,000	2,000,000	2,000,000	4,000,000	8,000,000	12,000,000
Impregnable	5,000	50,000	500,000	5,000,000	10,000,000	25,000,000	50,000,000	100,000,000

## Random General Events (Optional)

- 01-02 Characters are accused of treason and must be killed.
- 03-04 Characters are accused of stealing and must be arrested.
- 05-06 The local church chooses players as their monthly sacrifice.
- 07-08 The local church demand a sacrifice from players.
- 09-10 The local church request a tithe from players.
- 11-12 A city official needs players to perform a quest.
- 13-14 Every night the town is taken over by vampires.
- 15-16 During full moons all citizens in town become werewolves.
- 17-18 A local noble demands players pay tribute.
- 19-20 Characters are invited to participate in gladiatorial games.
- 21-22 Characters are requested to help defend city.
- 23-24 Thieves rob one player of everything.
- 25-26 Thieves rob all characters of one thing.
- 27-28 Heroic rumors have spread, characters are treated as honor guests.
- 29-30 characters are mistaken for Gods and treated accordingly.
- 31-32 Troll army is marching towards town.
- 33-34 Rats are bubbling up from the sewers at night.
- 35-36 characters mounts are stolen. (If applicable)
- 37-38 The town is infested by plague awhile characters visit.
- 39-40 The town is hit by a tornado awhile characters visit.
- 41-42 The town is caught up in flood awhile characters visit.
- 43-44 A dragon attacks town awhile characters visit.
- 45-46 The bank is robbed awhile characters are visiting.
- 47-48 Birds swarm the town awhile characters are visiting.
- 49-50 Fire strikes in the town awhile characters are visiting.
- 51-52 Undead attack the town awhile characters are visiting it.
- 53-54 It rains cats and dogs awhile characters visit town.
- 55-56 The weather gets unnaturally hot awhile character visit town.
- 57-58 The weather get unnaturally cold awhile character visit town.
- 59-60 The town is occupied only by men when characters arrive.
- 61-62 The town is occupied only by women when characters arrive.
- 63-64 The town is occupied only by children when characters arrive.
- 65-66 The town is occupied only by old people when characters arrive.
- 67-68 The town is occupied only by animals when characters arrive.
- 69-70 The town is deserted, when characters arrive.
- 71-72 A dragon attacks town awhile characters are visiting.
- 73-74 A wizard attacks town awhile characters are visiting.
- 75-76 Time moves unnaturally slow in town.
- 77-78 Time moves unnaturally fast in town.
- 79-80 A merchant caravan arrives in town awhile characters are visiting.
- 81-82 A mysterious ship arrive in town awhile characters are visiting. (If a port.)
- 83-84 Vegetation come alive and attacks town people.
- 85-86 Earthquakes threaten the town awhile characters are visiting.
- 87-88 Everyone in town is found dead.
- 89-90 Nothing can be found of town people but their clothing.
- 91-92 The town is hold a wine festival, drinks are free!
- 93-94 All town shops are closed for religious holiday.
- 95-96 A heard of bulls are released in town to run with people.
- 97-98 A giant statue of a horse is left as a gift outside of town.
- 99-00 A circus comes to town awhile characters are visiting.

Please Note: If an event doesn't make sense or seems out of character for your realm, please select or choose a different event.

# Laws Of The Land

Without law, there is chaos and anarchy. Wherever people gather in large groups, rules are formed to protect the common good, or at least the interests of the ruling elite. Over time these rules become laws, and many are carved into stone. For any law to have meaning, it must be enforced. Rulers who choose to enforce laws unequally are corrupt or inept. In a fantasy role-playing environment there is likely to be a wide range of cultures, with variety of rulers, some honest and fair, but others petty and corrupt. It is up to the Dungeon Lord to determine, randomly, or by selection which laws may, or may not, be appropriate for any given kingdom on his/her world. Please note: Cultures are defined by their laws. A variety of laws provides a variety of diverse cultures which greatly enhances an often neglected, yet colorful, aspect of fantasy role-playing.

Please Note: Treason is always enforced.  
Stealing from the rich is always enforced.

## Animal Laws

### Unlawful to:

- 1) Own an Animal
- 2) Beat an Animal
- 3) Ride an Animal
- 4) Leash an Animal
- 5) Unleash an Animal
- 6) Steal an Animal
- 7) Feed an Animal
- 8) Summons an Animal
- 9) Talk with Animal
- 10) Pet an Animal

## City Laws

### Unlawful to:

- 1) Climb on walls
- 2) Swim in moat
- 3) Fly over city
- 4) Use magic
- 5) Light fires
- 6) Defile Streets
- 7) Pester Merchants
- 8) Assault Citizens
- 9) Disturb the Peace
- 10) Run-a-muck

## Food Laws

### Unlawful to:

- 1) Eat meat
- 2) Eat fruit
- 3) Eat Vegetable
- 4) Eat Rations
- 5) Hoard food
- 6) Sell food
- 7) Play with food
- 8) Waste food
- 9) Season food
- 10) Cook food

## Guild Laws

### Unless Member of Guild

### Unlawful to:

- 1) Pickpockets
- 2) Pick Locks
- 3) Murder
- 4) Hunt
- 5) Track
- 6) Cast Spells
- 7) Handle Animals
- 8) Trade
- 9) Perform Masonry work
- 10) Perform Metal work

## Killing Laws

### Unlawful to:

- 1) Kill anything
- 2) Kill sentient beings
- 3) Kill a specific race
- 4) Kill a specific gender
- 5) Kill children
- 6) Kill without a permit
- 7) Kill out of season
- 8) Kill on Sundays
- 9) Kill using range weapons
- 10) Kill using magic

## Odd Laws

### Unlawful to:

- 1) Eat in public
- 2) Drink in public
- 3) Reveal face in public
- 4) Shake hands
- 5) Eat before Sundown
- 6) Eat After Sundown
- 7) Gather in groups >3
- 8) Wear shoes
- 9) Hold hands
- 10) Waste water

## Petty Laws

### Unlawful to:

- 1) Loiter
- 2) Be without coin
- 3) Be without job
- 4) Be without permit
- 5) Talk to strangers
- 6) Create a disturbance
- 7) Spit
- 8) Insult a guard
- 9) Write on walls
- 10) Fish in moat

## Magic Laws

### Unlawful to:

- 1) Cast Spells
- 2) Cast Necromancer spells
- 3) Summons Creatures
- 4) Cast Continue Light
- 5) Cast Continue Darkness
- 6) Create Food or Water
- 7) Create Walls or Buildings
- 8) Create Ice or Fire
- 9) Teleport
- 10) Create Noise or Illusion

## Religious Laws

### Unlawful to:

- 1) Mock certain gods
- 2) Enter a temple
- 3) Refuse sacrifice
- 4) opposing holy symbols
- 5) other holy symbols
- 6) Avoid Tithe
- 7) Skip services
- 8) Use God's Name
- 9) Pray in public
- 10) Use Magic

## Sex Laws

### Unlawful to:

- 1) Have sex.
- 2) Have sex with minors.
- 3) Have sex with a race.
- 4) Have with a gender
- 5) Sex with same gender.
- 6) Sex with opposite gender.
- 7) Wear Clothes
- 8) Reveal any flesh
- 9) Have sex on Sunday's
- 10) Have sex before dinner

## Theft Laws

### Unlawful to:

- 1) Steal from anyone
- 2) Steal from citizens
- 3) Steal from strangers
- 4) Steal from children
- 5) Steal on Sunday
- 6) Steal at sword point
- 7) Steal on holidays
- 8) Steal from drunks
- 9) Steal from houses
- 10) Steal from merchants

## Trade Laws

### Unlawful to:

- 1) Trade Anything
- 2) Trade with a Race
- 3) Trade with a Gender
- 4) Trade before a drink
- 5) Trade at night
- 6) Trade on holidays
- 7) Haggle
- 8) Not to haggle
- 9) Trade awhile Standing
- 10) Trade for profit

## Twisted Laws

### Unlawful to:

- 1) Share with friends
- 2) Pay merchants
- 3) Heal others
- 4) Tithe
- 5) Be unarmed
- 6) Use good manners
- 7) Shower and/or shave
- 8) Wear perfume
- 9) Use sidewalks
- 10) Use roads

## Vice Laws

### Unlawful to:

- 1) Drink
- 2) Smoke
- 3) Use Magic
- 4) Solicit
- 5) Dance close
- 6) Sing love songs
- 7) Hug in public
- 8) Kiss in public
- 9) Gamble
- 10) Streak

## Weapon Laws

### Unlawful to:

- 1) Own a weapon
- 2) Carry a weapon
- 3) Wear a weapon
- 4) Wear armor
- 5) Conceal a weapon
- 6) Carry a sword
- 7) Carry a notched bow
- 8) Throw a weapon
- 9) Drop a weapon
- 10) Sell a weapon

## Weird Laws

### Unlawful to:

- 1) Walk in a straight Line
- 2) Walk on cracks on sidewalks
- 3) Put hands in pockets
- 4) Sleep at night
- 5) Sleep alone
- 6) Speak
- 7) Sit in chairs
- 8) Shave
- 9) Sneeze
- 10) Belch

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