

00001-SSD

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Volondor :The City

100+ Building Floor Plans

By
Jon Volden



City Floor Plans include: Palace, Stadium, Theatre, Library, University, Town Hall, Court, Jail, Firehouse, Public Pool, Wizard Tower, Blood Pit, Museum, Dozens of Stores/Shops

City Floor Plans include: Several Pubs, Inns & Taverns, Three Brothels, Various Temples, Various Guild Halls, Light House, Shipyard, Auction House, Mansions, & Much More!

Core Map Set for the Ultimate City!

Volondor: The City

100+ Building Floor Plans

Credits

Cover Art: Jon Volden

Illustrations: Jon Volden

Writing: Jon Volden

Play Testing: Dungeon Masters Guild



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Games

"SSD Mapping the way to Adventure!"

Please Note: This is a sample PDF of this eBook. Had this been the actual eBook PDF there would have been many more maps, as well as other source material, and you would be able to print it out, and/or copy portions of it. Since this is only a sample, please read "Table of Contents to see what you are missing.

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Introduction

Volondor: "The City," is perhaps the world's largest city map set. Volondor is unlike any other city map due to the number, size, variety and details of its floor Plans. Over 100 "unique" building floor plans intelligently arranged to form a huge walled castle surrounded by a large city. This city was designed with defense, economy and entertainment in mind. (This City offers many interesting role-playing locations.)

This set includes World Map of Voldaria, a Regional Map of the Midlands, an Outer-City Area Map, and Castle Area Map. The Castle Map is drawn in floor plan fashion on nine 8x11 inch pages. (Which may be printed then tapped together to form one giant map.) Buildings depicted range in size from a 3x3 foot outhouse, to full size palace. The city is well over one million square feet in size. Floor plans depict such details as types of locks used on doors, where torches, doors and windows are set into walls, and what furniture might be in rooms. Maps also depict objects such as walls, towers, gates, stairs, baths, statues, wells, traps, animal pens/stables and more.

Building floor plans include a variety of interest role-playing and tactical combat locations which include: A Palace with Royal Ballroom, Theatre, Firehouse, Court House, Three Brothels, Several Pubs, Inns and Taverns, A Blood Pit, Bathhouses, Swimming Pool, Library, Museum, Three Temples, University, a Colosseum, (With Animal Pens, Slave Pens, Monster Pens, and Gladiators Quarters) Various Stores, Various Low, Middle and Upper Class Homes, Various Guilds, Various Guard Barracks, a Prison, Two Warehouses and more. This map set also details sewer grates and the location of over 100 dungeon entrances which correspond to locations on the "Volunder" Map Set. (100+ Dungeon Floor Plans.)

In addition this set contains optional SSD city "bonus" material that includes: Random NPC Personality Generator, Random City Encounter Tables. (Based on location.) Random City Law and Punishment Tables. Voldaria Monetary Chart, an A-Z list of Shops and Stores. Number and type of guard force, major industry and entertainment were also noted in mapmaking.

Volondor: "The city," is designed to be used alone, or with other Volondor products. It is the first of the "Volondor: Worlds Largest City Campaign Module Set" to be released. (It is the core map set.) It is being released in module format to allow Game Masters to pick and choose what modules of Volondor they wish to include into their worlds. Other Volondor modules to be released will include:

Volondor: Volunder (100+ Dungeon Floor Plans)
Volondor: Quests (100+ Non-Combat City Quests)
Volondor: Population (100+ NPCs and their treasures)
Volondor: Menagerie (500+ Monsters and their treasures)
Volondor: 100 Unique Races (For Player Characters)

This map set, (set of floor plans) was designed to be printed-out from PDF format, then taped together by user to form one large map. All pages may be printed-out and used individually or viewed on a computer screen as desired.

Note about SSD Games Mapping Style

We realize that different people look for different things in map sets. We provide plenty of samples as to what our maps sets look like, if you don't like our samples, you will not like the map sets, please don't buy them. Our Maps Sets are not designed to be "Works-Of-Art" you hang on your wall. (Although some people think so.) They are designed to be high detailed tools that convey a large amount of information very quickly to a Game Master using a standardized format. We generally don't use color because we find it blurs details. We keep things iconic, large and basic, so things like "the types of locks on doors" can be easily recognizable without looking through a magnifying-glass. Once a Game Master learns the icon system for one Stainless Steel Dragon Map set, he/she will know it for "ALL" Stainless Steel Dragon Map Sets. We consider this to be a strength and many people who use are products agree and appreciate the ease of use that are iconic mapping system offers the expert game master.

Map Maker's Notes

- 1) Volondor is divided into two regions. The "Castle area" and the "Outer-City area." The castle area is approximately 1,500,000 square feet in size and is mapped completely using floor plans. The outer-city is over one square mile and is mapped with an overview. This area contains mostly farms, basic housing, mills, roadside inns, a few dozen shops and guard quarters. A floor plan to each basic building type is included on a miscellaneous building map page. Game masters should feel free to use random building floor plans as desired through out the out-city area.
- 2) The castle area of Volondor was designed to house and protect approximately 5,000 people (Mostly merchants, businesses, nobles, government officers and city assets.) in a hostile "fantasy" game world environment. All building floor plans depict the main-floor(s) of each building. All buildings unless otherwise specified may have basements, and/or second/third level floors if it makes sense and is desired by the game master. (Calculation on inhabitants of castle area assumes that some of the buildings have multiple floors and/or cellar areas. Such areas were not mapped since they only contain extra bedrooms and storage space and therefore would be redundant. Assume basic bedrooms, bathrooms, studies and storage areas on unmapped floors. Unless of course Game Master wishes to include unique modifications to his or her own world.)
- 3) The Outer area of Volondor is designed to house about 20,000 people, This number includes 10,000 overviewed in the outer-city region, the 5000 previously counted in the Castle region, and another 5,000 people who live on the outskirts of town within 10 miles of the of the City, not overviewed on city map. (Use miscellaneous building and/or farm maps for floor plans to their housing and farm areas.)
- 4) The Castle region is subdivided into 9 sectors. White areas between sectors should be considered roads. (White areas should be left intact and not trimmed off to allow space between buildings of various sectors when maps are tapped together. Name unmarked roads as you choose. Use a pen to connect walls on map and terrain.)
- 5) Stadium/Colosseum can seat 2,500 people plus dozens of Nobles and Royals comfortably.
- 6) Wizard tower is 120 feet tall, carved from solid rock and consists of nine identical levels.
- 7) Castle walls and towers appear to be carved from natural stone. (No visible blocks or mortar.) All castle walls are 30 feet tall, 10 feet thick at top and 12 feet thick at base. Castle towers are 40 feet tall and 20 feet in diameter. Each Castle tower berths 10 guards per floor in bunk style beds. (See miscellaneous buildings for floor plan) There are usually 5 men manning the top of each tower, and 5 men strategically spaced on adjacent walls. Gongs on each tower will be used to signal in time of trouble. (There are normally 30 guards per tower. 30 guards x 28 towers, 840 Guards living in towers.) Please note that in time of invasion towers can sleep three times as many guards via hot bunking beds. -Sleeping in shifts. Please also note: There are several hundred locked root cellars along the inside base of the walls (Not shown on map) for storage of grain and vegetables to be used during times of siege. (Enough to feed the "total" guard force for three "years.") the guards manning the Outer-wall should be considered "Veteran Fighters."
- 8) Palace walls and towers appear to be carved from natural stone. (No visible blocks or mortar.) All palace walls are 40 feet tall, 12 feet thick at top and 15 feet thick at base. Palace towers are 50 feet tall and 20 feet in diameter. Palace towers berth 10 guards per floor in bunk beds. (See miscellaneous buildings for floor plan) There are usually 6 men manning the top of each tower, and 7 men strategically spaced on adjacent walls. Every 15 minutes they signal an "All is Well!" I.E. "5:15 am and all is well!" Gongs on each tower will be used to signal in time of trouble. There are normally 40 guards per tower. 40 guards x 6 towers equal 240 guards living in the Palace towers. Please Note: In time of invasion, towers can sleep three times as many guards via hot bunking beds. -Sleeping in shifts. Note: Palace wall & tower guards should be considered "Adept Fighters."

- 9) Guard Houses. There are 36 Guardrooms on the ground in the castle region. Each guardhouse berths 12 men. 40 x 12 equals 480 men. Castle ground guards should be considered "Veteran Fighters." There are 10 guardhouses which berth 12 guards each in the Palace region. 10 x 12 equal 120 guards in Palace region. Palace region guards should be considered "Elite Fighters."
- 10) General Guard force Note. There are dozens of private houses for high-ranking guard force members not listed above. The total "Castle" guard force has approximately 2000 men. 1600 basic guards of various levels, and 400 leaders in special barrack and/or private dwellings. This number can be increased by threefold during times of siege via hot bunking. - Sleeping in shifts. (6000 in Castle.) Please Note: Corporals should be considered one level above base guards in any given area. (Sergeants two levels, Lieutenants three levels, Captains four levels, Commanders five levels.) There is one Sergeant for every 5 men, one Lieutenant for every 10 men, one Captain for every 50 men, and one Commander (Centurion) for every 100 men. Minimum equipment for all guards is a long spear, longbow, 40 arrows, a broadsword. They wear at least banded mail and a shield. The more experienced the guard force type the better their equipment. Equipment of leaders shift up (Due to being magical) one per level of leadership above the men they command. Corporals have +1 equipment, Sergeants +2, etc...
- 12) Note on outer-city guard force. There is a 20 feet tall and 0 feet thick wall with 17 towers 30 feet high and 20 feet thick defending the landward entrance to Volondor. The central tower is 50 feet high, and 50 feet thick and houses a large garrison of 200 men. It has a huge watch fire oil pit on its top. See Watch Tower under miscellaneous buildings. Normally 4000 men are stationed outside the castle proper at a number of out-posts and barracks along the outer city wall. (Not detailed.) A total of 5000 guards are housed in towers, barracks and homes in the outer-city regions. Outer-city region guards should be considered "Practiced Fighters."
- 13) Over one hundred large & small catapults and ballista line the walls of the Castle region. Also well over hundred Oil vats line the wall (Each contain 120 gallons of oil.) that may be dumped to surround city in oil and lit a flame. Large catapults have a range of 300-1200 feet. (With a full crew of 5 fired once every 4 rounds. Small catapults have a range of 100-600 feet. (With a full crew of 3 fired once every 4 rounds.) Ballista's have a range of 0-600 feet. (With a crew of two it may be fired once every 2 rounds.) Damage should be based on game system being used. (Default rules recommend that a large catapult be considered as a sling damage times 20, a small catapult damage as a sling damage times 10, and a ballista as an arrow damage times 5. All siege weapons have been pre-ranged and pre-tested and gain a +2 to hit anything within their range if a modifier is applicable for game system being used. All siege weapon operators should be considered "Veteran Fighters."
- 14) City gates normally open at dawn, and normally close at sunset. Stores normally open at 8am-5pm. City buildings normally open 9am-5pm. Taverns serve to 2AM on all nights. People will run from outskirts to walled outer city region in times of trouble. People from outer region of city will retreat to castle region if required. Entire guard force of city has 3 years supply of rations stored in Castle wall root cellars. City has 6 months of rations for population of 15,000. (Does not include guard force, which has its own food supply.) City has unlimited supply of pure water from the huge-artisan well at city center which is fed by near limitless subterranean fresh water.
- 15) Moat is 50 feet deep. GM should stock moat as desired. Castle is formed from solid stone and is attached to bluff with catacombs beneath it. (See Volunder: 100+ Dungeons Map Set.)
- 16) Volondor economy is based on trading, shipbuilding, farming, hunting, fishing, education and entertainment. It is one of Voldaria's largest seaports with hundreds of ships visiting it on a yearly basis. Their shipyard can product four galley sized ship in one year. (12 Viking style longboats.) There are over 200 farms located near Volondor. The Barbarian forest south of Volondor is hunted for sport, food and rare animals. Volondor has a small fishing fleet of about 12 ships. People of the world come to Volondor to attend its University, see it Museum, and to watch sporting events in its huge Colosseum.
- 17) All toilets, outhouses, sinks, pools and fountains, drain to city sewer system depicted in Volunder (100+ Dungeon Map Set.)

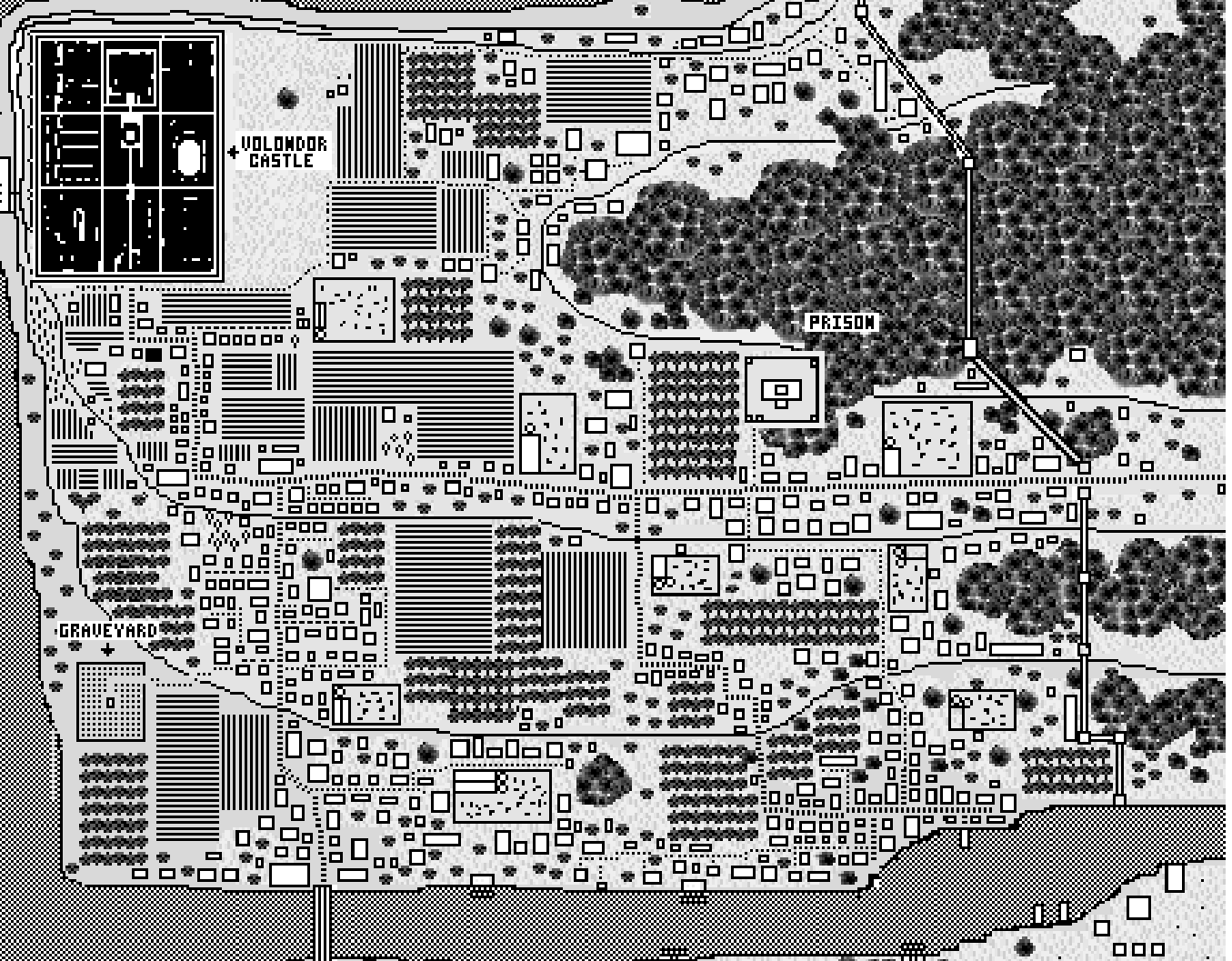
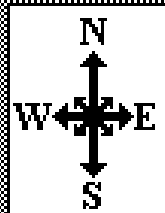
18) Icons are "near" to scale, but may not be in exactly in scale with each other since some items were intentionally created larger than they would actually be so details could be better seen. (Such as doorknobs, various animals and monster icons and assorted equipment.)

General Note about Volondor. Volondor is a City State. The city is lawful neutral in alignment. It is legal to own, buy and sell "monster class" slaves. It is not legal to use or abuse slaves. (Slaves must be treated like servants.) Slaves may only be taken as retribution for a crime. City is made up of 50% humans, 30% elves and 20% other races. The city is ruled by a council of nine. (3 of each alignment.) A Legendary Fighter called Lord Paragon, sits on the throne in the palace and serves as figurehead and protector of the city. City is occasionally attacked by armies of barbarians and various giant class creatures. Each day there is a 1% the city will be attacked by some something moderately difficult to repel. (Game Master's option.) Five miles beyond city limits should be considered a danger zone and there is a 1-12 chance every four hours for a hostile encounter. (1/2 that chance if party is staying stealthy. x2 that chance if party especially large, noisy or careless.)

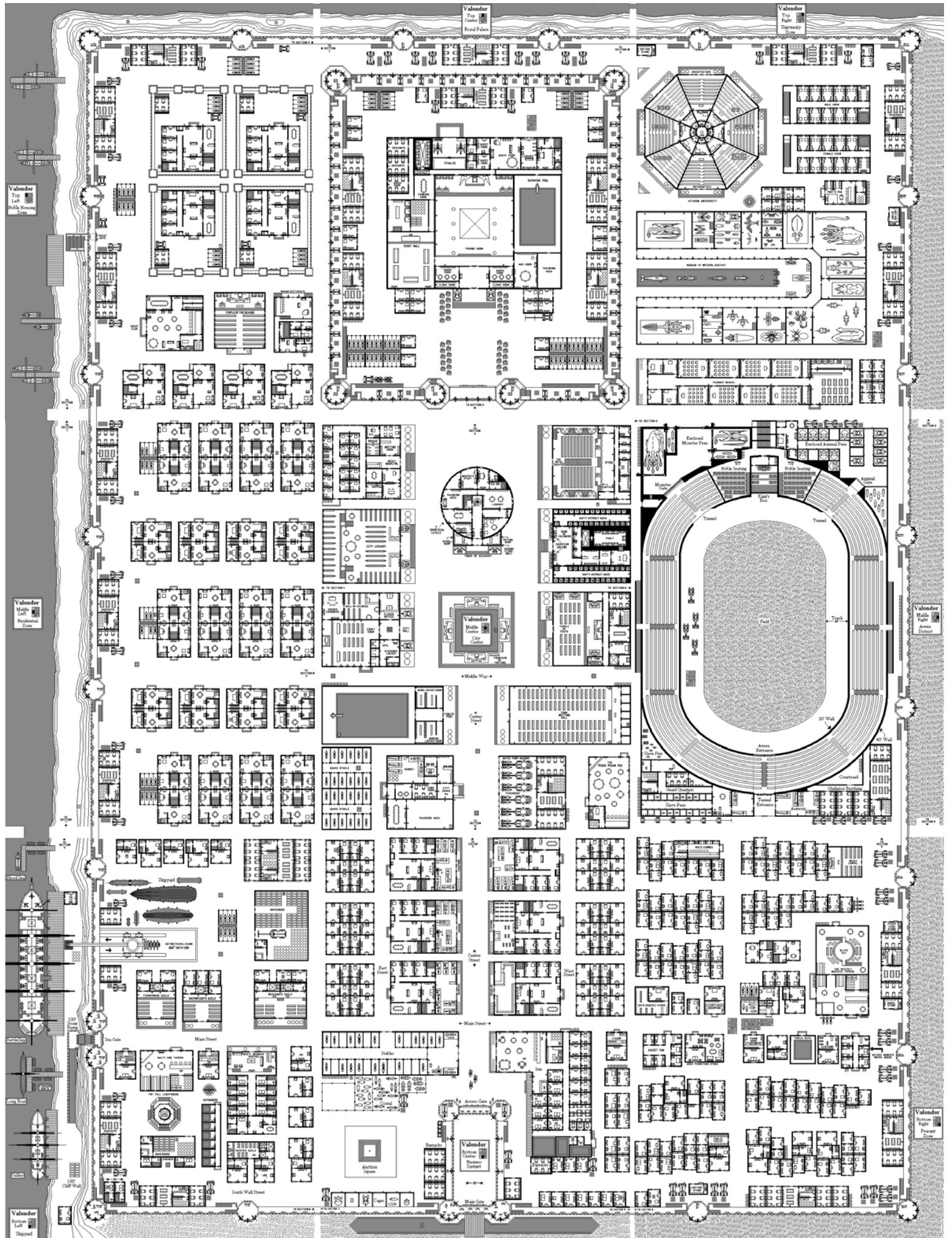
General Note about Midland Map. The midland maps notes cities and potential locations of dungeons and/or other interesting locations. (Detailed in other SSD Map sets.) Most novice characters will not know the location of any of the listed dungeons. Most will not be aware of any cities except those most close to Volondor. Terrain in general is hilly, rocky and often over grown with tropical trees and plants to the south, and temperate region trees and plants to the north. Roads were constructed long ago of cobblestone and many are now over grown. Bridges are also made of stone, all still stand, but some might have collapsed sections to them. Characters may move at normal speeds on open road. 1/2 speed on overgrown roads and across fields. 1/4 speed over hills and through moderately wooded area. 1/8 speed through thick forest/ jungle area and mountainous terrain. (Reduce all speeds by 1/2 if characters are cautiously traveling, or attempting to move in a stealthy fashion.) Typical encounters for this area would include giant class creatures, (Goblins, Ogres, Hill Giants) 40% of the time, animals that been corrupted (Turned evil and somehow mutated) 40% of the time and large bands of undead (Usually skeletons, zombies, with a ghoul/wight as captain.) 20% of the time. Every 1d30 days there will be a major earth quake felt in a 100 mile radius from Volondor. There is a 20% chance characters will be knocked to the ground. Game Master should randomly determine damage if desired. Note: The City of Volondor, and its inhabitants are magically protected from the effects of the earthquake. (For now.)

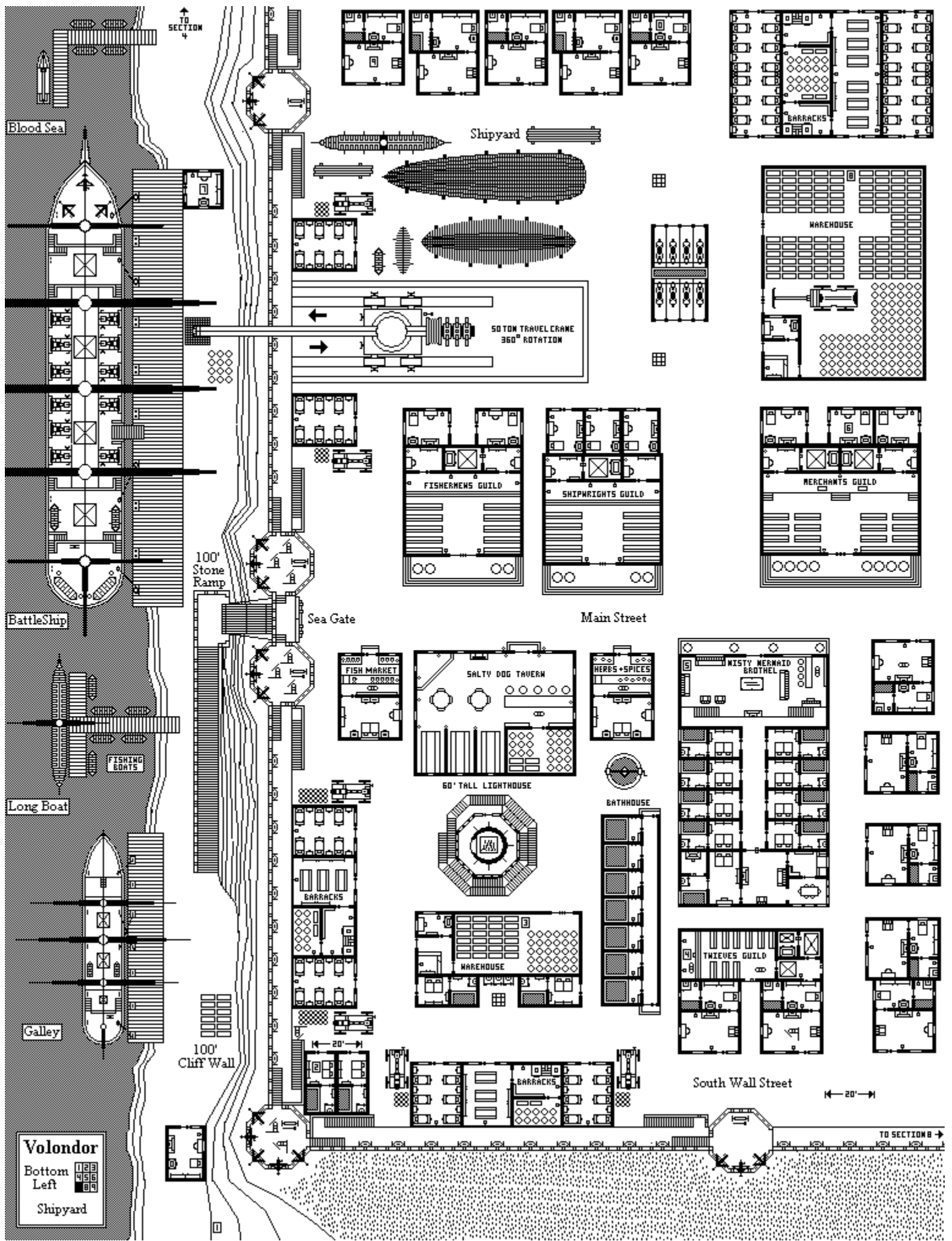
General Note about World Map: "Voldaria." This is an optional map. It is understood that most game masters may wish to place Volondor in their own worlds. But for those that wish to start out with a brave new world Voldaria is offered here. A brief description: Voldaria is the oldest world in the universe. In fact it has survived the creation and destruction of the universe 42 times. (42 big bang creations that eventually collapsed.) All that has ever been created since the dawn of time is mirrored in Voldaria. The elder gods (those associated with creation and destruction) occasionally made war over it. Mighty wizards on the backs of star dragons would fight bravely against armadas of planet blasting starships, awhile below walking mechanical cities would launch missile attacks against elder titans who hurled whole mountains at their opponents in return. In one such battle they split the world into two pieces. The two pieces flew into different corners of reality separated not only by distance, but by dimension, and time itself. One half developed into a region where technology ruled and magic would not work. The other half, (the half where the Volondor and the Midland exist) was ruled by magic where technology will not work. When the gods had seen what they had done, they created three magical gateways to bridge the gap between the halves of Voldaria. Unbreakable bridges to tie the two regions together again forever, in a magical way, but not a physical way. They also surrounded both halves with an unbreakable and impenetrable bubble to prevent the entrance of new forces into the eternal battle now going on upon Voldaria. Over countless eons the most powerful minions of the elder gods both good and evil battled and eventually died away, or were buried and forgotten beneath the many layers of Voldaria. New gods, the "gods of mythos." (Norse, Greek, Egyptians and others) arose to take their place. It is they who now rule over Voldaria, the Midlands and Volondor. Voldaria has three moons and two suns that rotate around it. It has 42 layers. The bottom 41 layers are set upon 100 mile thick crusts of rock and each has a 10 mile high sky lit to emulate day and night through magic crystals. Number of days, and seasons approximate those of earth, except every other year the average temperature is 20 degrees warmer than the alternate year. (Due to the presence of an extra sun in the sky.) Cool year summer average temperature is about 60F, warm year 80F. Winter Average for cold year 20F winter average for warm year 40F. Nuff said for now :)

Blacksun



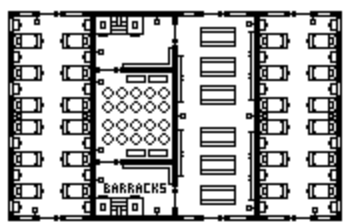
Barbaric Jungle



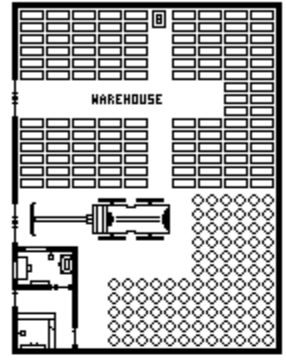
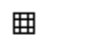
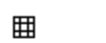
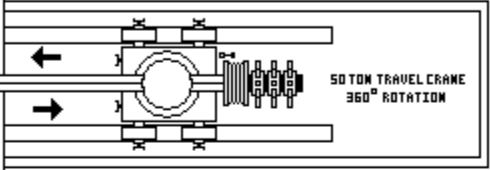
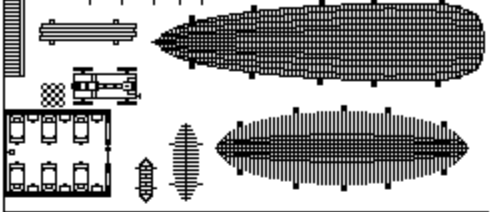


Blood Sea

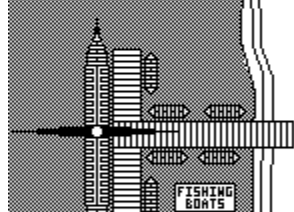
↑ TO SECTION A
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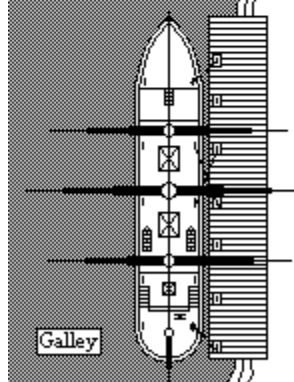
Shipyard



BattleShip



Long Boat



Galley

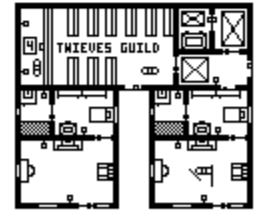
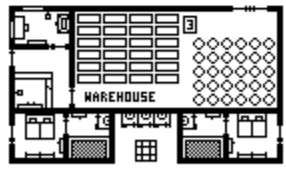
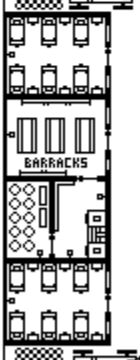
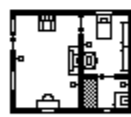
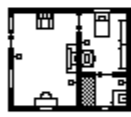
100' Stone Ramp

Sea Gate

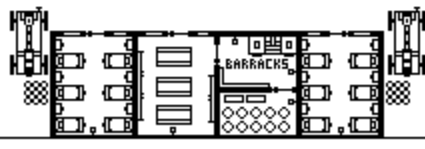
Main Street



BATHHOUSE



100' Cliff Wall



South Wall Street

← 20' →

TO SECTION B →

Volondor
Bottom Left
Shipyard

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Things to come:

Volondor: Core City Map Set (100+ Unique Floor Plans)

Volondor: Volunder (100+ Unique Dungeon Maps)

Volondor: Population (100+ Unique NPC descriptions)

Volondor: Quests (100+ Unique Non-Combat Dungeon Quests)

Volondor: The Blood Pit (Blood Rules & Opponents)

Volondor: The Colosseum (Colosseum Rules & Opponents)

Volondor: Battle Maps (Tactical Hex Maps of City Locations)

Volondor: Races (100 new Player Character Races)

Volondor: Menagerie (500+ Unique Monsters)

Volondor: Strategic War Challenge (Mass Army vs. City Combat Rules)