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Who is your daddy and what does Dundjinni do?

Dundjinni lets you:

- **Make maps**
 - Outdoor maps, dungeon maps.
 - Maps at 1" scale maps at 1/4" scale. Maps at almost any scale you wish.
- **Make adventures**
 - Write up your story and assign it to rooms on your maps
 - Populate your map with characters. Pull from over 200* included stat block listings.
 - Populate your map with monsters. Pull from over 700* included stat block listings.

Some definitions:

Battle map

A battle map is a map made with *Dundjinni* that is printed out at a scale of 1" = 5 feet. You can use these maps with miniatures for combat.

Reference map

A reference map is a map made with *Dundjinni* that is printed out at a scale of 1/4" = 5 feet. You can use this map for reference as the GM, or elect to hand it out to your players.

Adventure

An adventure is the written, or text portion of your creation. So this would include things like a room description, the backstory of your adventure, the stat block of a door or a pit, or even the stat block of a character or monster. While you have to provide the text content of your rooms and etc, *Dundjinni* provides you with a wealth of monsters and characters to choose from to populate your adventures.

Module

A module is the combination of a map and an adventure. *Dundjinni* stores all your module information in one file, saved off with the proprietary .dja format.

* This is the latest estimate at the time of this writing. We want as many as we can get our hands on. :)



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Token Pack

A token is a graphic example of a miniature painted figure. You can print out these tokens on a separate page, cut them out, and use them with your printed maps. They are a great way to supplement your collection of miniatures.

Many of the tokens represent miniatures from the Reaper lines *Warlord* and *Dark Heaven*. *Dundjinni* is a proud licensee of the Reaper brand. Only the best!

Art Pack

An Art Pack is a collection of objects you can use to enhance your map creations. For example, the Castle Art Pack contains items like a catapult, a battering ram, and a throne. It contains over 30 new items. Check the [Dundjinni](#) Web Site for a listing of current and upcoming art packs.

Stat Pack

A Stat Pack is just as its name implies – a collection of d20 statistics you can own and edit for the creation of your adventures. We're working with some great companies like Privateer Press and Green Ronin to acquire stat blocks of their coolest creations so you can include them in yours! Only the best!

[A note about the Dundjinni Website](#)

Check out the [Dundjinni](#) Web Site! www.dundjinni.com

On the web site you will find:

- A free download every week. Art objects, adventures, printable maps, tokens. You name it. It's our way of saying thank you for your patronage.
- The latest patch for the software.
- An active community forum.
- Uploads of adventures, maps, modules and art objects from community members (coming soon).



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Creating a Map

Creating a map in *Dundjinni* is simple.

Forget the rest of this manual and refer back to it only when you are stuck, when you want some shortcuts, or when you want a deeper look at all the features and capabilities.

In the meantime, all you need to do is follow these steps:

1. Launch *Dundjinni*. Be patient – it takes a while to load in all the cool art.
2. [Map Window](#): Open a new map window from the file menu.
3. [Map Item Dialog](#): From this dialog, select the type of item you wish to put on your map, like a monster or a wall or a pit.
4. [Tool Bar](#): Select the tool you wish to use to draw or place your selected item. Some tools are unique to some item types. Experiment.
5. [Top Nav](#): Take note of the custom set of sub-tools that rest just below the menu bar. Tools like rotate, fixed wall sizes, curved and straight-line brushes. Each tool has its own set of sub tools.
6. Draw and paint until you have exhausted your creative cartographic energies!

You can print your map to almost any custom size. We use the following terms to identify two sizes of printed maps:

Reference map: A map where the grid square is ¼” in size. This map is for the GM. It looks like all the maps in all the modules you are familiar with out there.

Battle map: A map where each grid square is 1” in size. This map is for combat and locale and is to be used by the players and the GM. It functions like the roll-up mats that you draw on with dry-erase.



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Creating an Adventure

The best-kept secret of *Dundjinni* is its ability to create adventures. Maps are only half of the game. It is also simple to create adventures, so skip the manual unless you need it.

Follow these steps to creating an adventure.

1. [Map](#): Complete your map. You don't have to do this, but it's a good way to organize your efforts.
2. [Characters](#) & Monsters: Populate your map with monsters and characters. Plenty to choose from, and all are complete with d20 statistics!
3. [Room Key](#): Using the Room Key feature, identify and paint each room on your map. This is a novel idea, so you might want to read up on it.
4. [Adventure Dialogs](#): Right click on almost any item in your map. You'll see a custom dialog when you do. Type in or import your d20 statistics for each item.
5. Story Dialog: Type in all the elements for your adventure's backstory, synopsis, and etc.
6. Print preview: Take a look at your masterpiece! A module ready for your own use at the gaming table. All the rooms neatly organized with description and stats, a numbered map to refer to, everything you need!
7. Export to HTML. You can export your adventure to HTML format.

You can also print your adventure. We prefer to call the final product of your creation a "module." That's a little bit of nostalgia on our part, but it fits nicely.



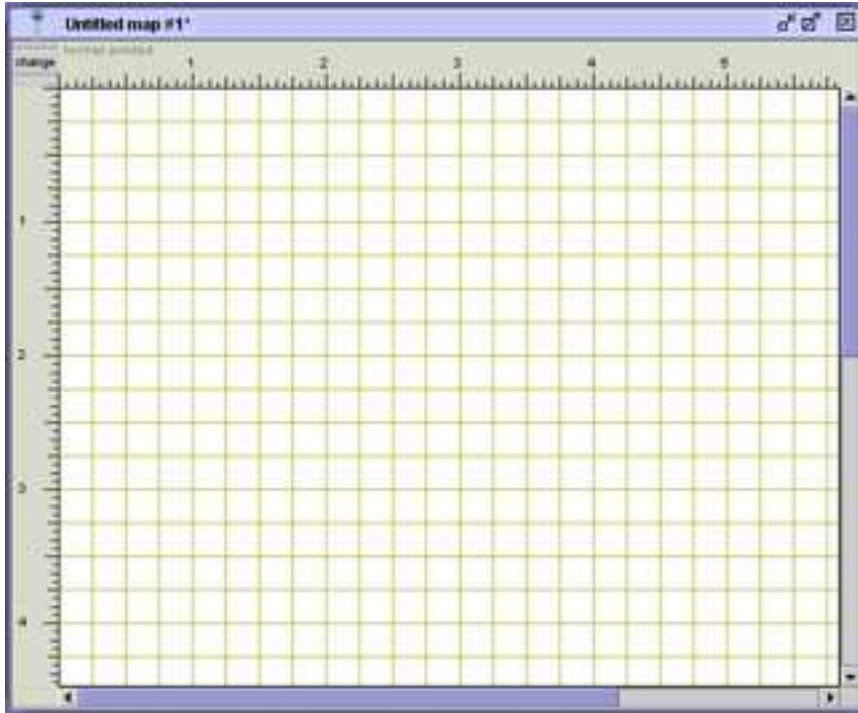
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Map Window

The Map Window looks like this:



Dimensions

Symbolically, the window represents a single 8" x 10" piece of graph paper at 1/4 inch scale.

8" x 10"	one piece of paper
32 x 40	# of grid squares on the paper
160 x 200	# of feet in d20.
1	# of pieces of paper at print time, 1/4" scale ("reference map")
16	# of pieces of paper at print time, 1" scale ("battle map")

Ruler

Bordering the map window on the left and upper edges is a ruler. You can click on the upper left corner of the ruler (where it says, "change") to change the scale referent. There are three such references. They are:

Inches printed
Feet represented
Coordinates



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“Inches printed” is somewhat of a misnomer, as it refers to printing your map at ¼ inch scale. If you were to print at 1” scale – battle map size – each square would be 1 inch in size.

The coordinate system is a handy way to refer to a specific location on your map, if you need to share it with a friend or etc.

Multiple Windows

You can have more than one Map Window open in *Dundjinni*, but you can only have one of them active at a time.

You can copy and paste between windows.



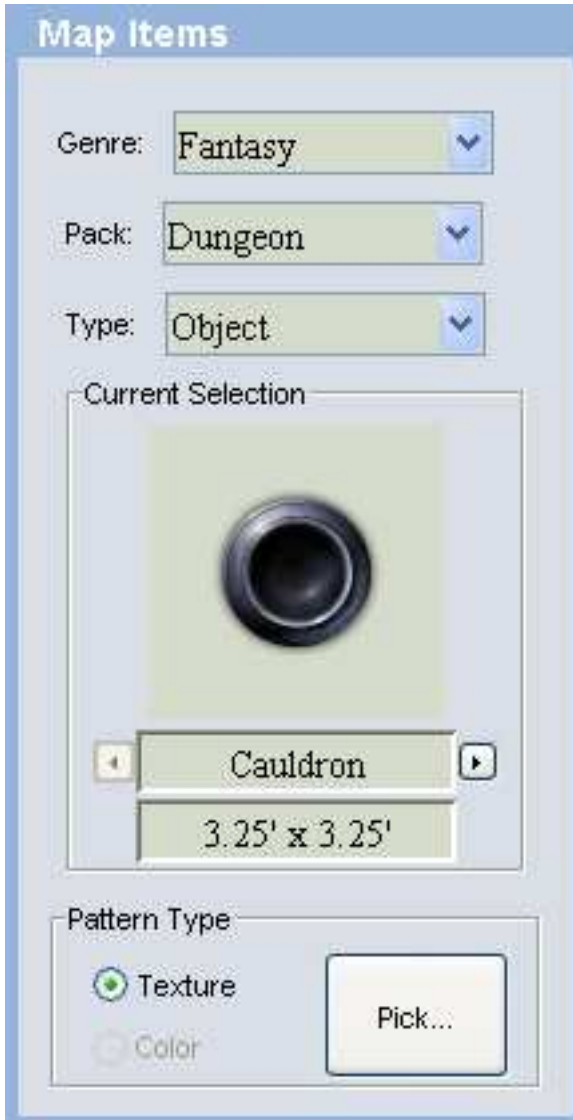
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Map Item Dialog

The Map Item Dialog looks like this:



Like the Tool Bar, the Map Item Dialog is always on screen. From this dialog, there are three filters to work with. They are:

Genre
Art Pack
Type



Genre

The genre filter identifies broad categories of art style. At the time of this writing (Dundjinni 1.0), there is only one genre – that of Fantasy.

Future expansions will fall under other genres. For example, an Urban art pack is in the works, and this will fall under the genre of “Modern.”

Pack

The Pack filter (short for “Art Pack”) classifies art into different categories. Think of it like different rooms in a house, or different areas to a typical RPG setting. Currently, the following art packs are offered:

Dungeon	(ships with Dundjinni Silver)
Wild	(ships with Dundjinni Silver)
Village	(ships with Dundjinni Platinum)
Castle	(ships with Dundjinni Platinum)
Temple	(ships with Dundjinni Platinum)
Campaign	(ships separately)

One art pack stands out as an exception – the token pack. It is a generic pack that refers to Monsters, Characters and Room Keys. You can place these types of objects on your map by selecting the Token art pack.

Customizing the art for monsters and characters takes place within the [Character](#) and monster dialogs themselves.

Type

The type filter separates out art even further, into RPG-esque categories. These categories are:

Cover
Door
Floor
Item
Object
Pit
Trap
Treasure
Wall

Not all art packs have all these categories however. For example, Dundjinni Silver (the base version) ships with a very large assortment of walls, while the expansion packs have none.



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Customizing

You can reorganize the type of art into other art pack categories. For example, if you wished to move the treasure chest from Dungeon into the Castle Art Pack, you could do so.

Also, you can create your own folders under each art pack category, and these folder names will appear in the [Map Item Dialog](#)

For detailed information about customizing your own art, and reorganizing what is already included, see [Adding your own art](#)

Current selection

The current selection to paint with (or stamp down) is shown in the Map Item Dialog. Use the arrow keys to cycle through the items. Dimensions (based on 1"= 5 ft) are shown below the object listing.

You may note that the name of the object shown corresponds to the actual filename found in the Dundjinni/Map folder. This is intentional.

Do not change the name of the .dix (art file format) files. Each dix file is registered to your copy of Dundjinni. If you change the name of the file, it may not appear in the Map Item Dialog.

Conversely, when you add your own art files (in the .png format) you may give them any name you wish. However, if you change the name of the art file at a later date, those .dix (map file format) files you created will not be able to successfully load in your art file.

Pick Button

Click on the pick button to bring up the pick dialog. This is a dialog that shows all the art of that type associated with the art pack in question.

Because the number of objects in an art pack is very large, it may take a few moments for the pick dialog to populate.



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Pattern Type

Each texture in Dundjinni – whether it is a floor or a wall – has a corresponding color value associated with it. To enhance performance of the software, you may paint in solid-color mode. Just click the radio button marked “color.”



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Items

Items are what comprise your map, like a door or an orc or a treasure chest. There are eleven types of items. These types are:

Wall
Floor
Cover
Door
Pit
Trap
Treasure
Object
Monster
Character
Room Key

Why these eleven categories?

We tried to think of all the things that go into a typical reference map. One big consideration was how things in d20 are statistically classified. So, for example, although a pit and a trap can both harm an adventuring party, the statistics associated with both are very different. In the context of *writing* your adventure, a pit and a trap therefore need a different dialog for you to input the statistics of each of them.

Conversely and in the context of d20 adventure authoring, there is little or no statistical difference between a bathtub and a barstool. All these types of items fall under the heading of “objects.” Ironically, it is objects that will greatly enhance the visual quality of your maps.

Dialogs

Except for walls, floors, and cover, a dialog box accompanies all item types. You can access this dialog by right-clicking on the item, once the item is placed on the map.

The purpose of each dialog is to provide d20 information and statistics. These, in turn, go toward creating your adventure. See the section entitled, “Creating an Adventure.”



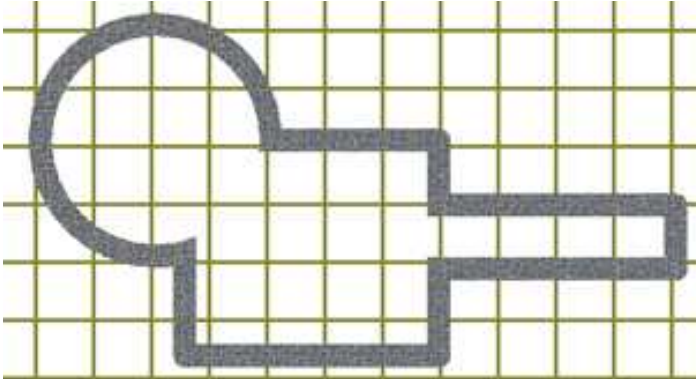
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Wall

Example



Primary tool used to create
[Marquee tool](#)

Notes

If you create two separate walls of the same texture and lay one on top of the other, they will become a single, combined wall-item.

Walls can receive a drop shadow and/or a bevel effect. Set these effects under the view menu.

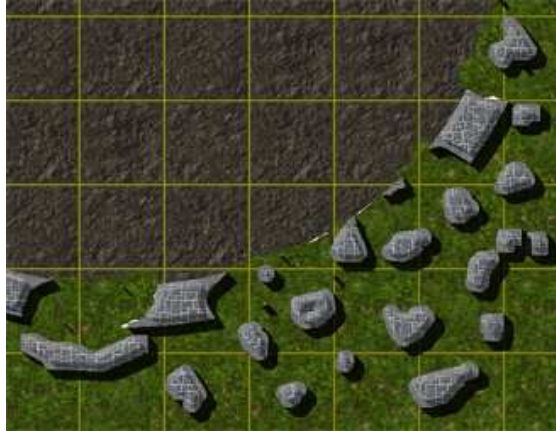
Walls will act as a boundary to floors that are created with the fill tool.

Different textured walls will stack on top of one another.



Performance considerations

Dundjinni will take a performance hit if you have a large quantity of tiny wall objects on your map. Rubble is a good example of this:



Many pieces of wall will hamper your performance. Add them last.

If you wish to have a number of wall objects on your map like this, add them last in the process of creating your map. Alternatively, you can select some wall rubble under the Object types in the Map Item Dialog.

Dundjinni will also take a performance hit if shadows or bevels are left on. It is suggested that you only turn these options on to review them for printing purposes, and after doing so, turn them off again.

Dialog

None



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Floor

Example



Primary tool used to create

[Marquee tool](#)

[Draw Tool](#)

Notes

Floors include terrain as well as interior flooring.

Many of the floor tiles are artistically crafted to blend and work together. Experiment with this concept.

When filling, floors will look to walls and other floor textures for boundaries.

If you draw one floor texture on top of another, the bottom-most texture gets replaced. Unlike walls, there is no stacking of floor textures.

Performance considerations

None

Dialog

None



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Cover

Example



Primary tool used to apply [Stamp Tool](#)

Notes

The items that are listed under the cover type behave a little differently than the rest. A rock is a good example of cover, as is fog.

There are many types of rocks associated with the cover type. However, only one of them is represented in the Map Item Dialog.

Try this:

- Select the rock item
- Select the stamp tool.
- Move your stamp cursor over the map window
Notice the rock that is anchored underneath your cursor. This is Rock #1.
- Stamp Rock #1 onto your map.
- Right click. Notice now how the rock that is anchored to your stamp cursor changes. This is now Rock #2.

The cursor will continue to cycle through the different types of rocks every time you right click.

Fog, another type of cover, performs a bit differently. It can be layered to create thicker looking patches.



Performance considerations

None

Dialog

None



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Door

Example



Primary tool used to apply
[Stamp Tool](#)

Notes

When you stamp down a door, it is helpful to rotate it in 45° increments. Hold down the shift key when rotating to do so.

A door will change its graphical appearance if you have identified it as either locked or secret in the Door Dialog.

Performance considerations

None

Dialog

Type in your d20 door statistics and description into this dialog. Checking the “locked” box will place a padlock icon on your map. Checking the “secret” box will place an “S” icon on your map.

The dialog box is titled "Door" and has two tabs: "Stats" and "Description". The "Stats" tab is selected. It contains the following fields and controls:

- Name: Wood 5B
- Thickness: [Spinner]
- Hardness: [Spinner]
- Hit Points: [Spinner]
- Stuck DC: [Spinner]
- Locked DC: [Checked] [Spinner]
- Secret DC: [Spinner]
- Lock: [Dropdown]
- Hinge: [Dropdown]
- OK button
- Cancel button

the door dialog



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Pit

Example



Primary tool used to apply
[Stamp Tool](#)

Notes

None

Performance considerations

None

Dialog

Type in your d20 pit statistics and description into this dialog.



The pit dialog



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Trap

Example



Primary tool used to apply [Stamp Tool](#)

Notes

You can suppress traps (and any item type, for that matter), from being shown on your battle map at print time. Just check the box in the print dialog.

Performance considerations

None

Dialog

Type in your d20 trap statistics and description into this dialog.



The trap dialog



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Treasure

Example



Primary tool used to apply [Stamp Tool](#)

Notes

You can type in individual items for your treasure, and classify them by type.

You can import a treasure file from eTools. You must first export the eTools .trs file to an .xml file. Then import the .xml file into *Dundjinni*, via the treasure dialog.

Performance considerations

None

Dialog

Type in or import your d20 treasure statistics and description into this dialog:



The treasure dialog



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Object

Example



Primary tool used to apply [Stamp Tool](#)

Notes

Objects are simple to understand and add a ton of flavor to any map you are creating. Think of an object as almost anything not tied down to a d20 statistic. The following things are objects:

Tree
Bathtub
Bar
Catapult
Throne

Catapult seems to be the odd-man out in the list, because as we know a catapult could do some serious damage in combat. So, you might think that it doesn't belong on the list. We include some of the esoteric (albeit combat-oriented) items under the heading of "object" because the number of type categories would become unruly if we had to uniquely classify *everything*. You'd spend all your time surfing through Map Item Dialog categories, and not creating your map.

You can still add d20 stats to the catapult if you like. Just right click on it and type them in to the description dialog.

Objects can be rotated, partially and erased. Check the Top Nav to perform these functions.

The Dungeon art pack has a secondary object folder called, "items." We classified things this way for this art pack to distinguish between largish items (like platform) and smaller items (like a sword or pair of boots). Any folder named other than the eleven categories mentioned, (see above), will automatically be considered as an object folder. For



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example, if a folder is called “stuff” in an art pack, all graphic images placed in that folder will be considered an object. Right clicking on them in the map window will bring up the object dialog.

Performance considerations

None

Dialog

Objects don’t have statistics associated with them, (other than their name), so you can type in any description that you like.



The object dialog



Character

Example



Primary tool used to apply Stamp Tool

Notes

Visually speaking, characters look like the example presented on this page. We refer to them as [tokens](#). You can print these tokens out on a separate page from your map, cut them out, and use them as a poor-man's miniature of sorts.

Fluid is very proud to be working with Reaper miniatures in this capacity. Many of the miniatures from the Warlord and Dark Heaven Reaper lines will ultimately be offered as *Dundjinni* Tokens. The very talented artists working for Reaper painted all of the miniatures represented.

As with any other artistic element, you can import your own art for tokens.

Performance considerations

Don't put a 14th level Sorcerer in a 2nd level dungeon.

Dialog

Welcome to the most comprehensive dialog in *Dundjinni*.

From within the dialog you can:

- Supply EVERY aspect of a d20 character stat block.
- Create your own lists of feats, skills, spells and weapons types to pull from. For example, if you wanted to include the feats from your favorite splat book, you could.
- Categorize your lists for ease of use during character creation.
- Import an .xml stat block from eTools.
- Select a token to assign to your character creation.

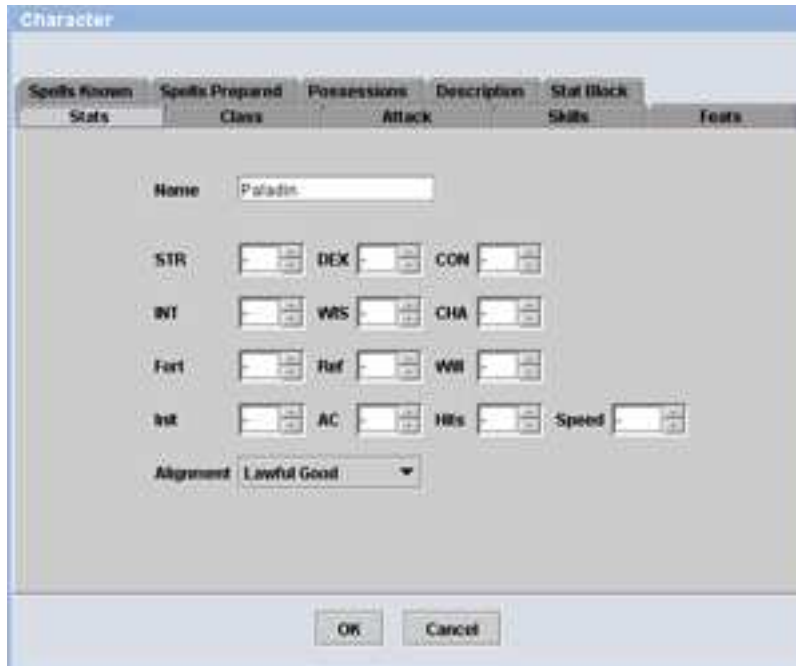


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For more information about creating and providing the statistics of your character, see [Adventure Dialogs](#)



One tab of the comprehensive character dialog



Monster

Example



Primary tool used to apply [Stamp Tool](#)

Notes

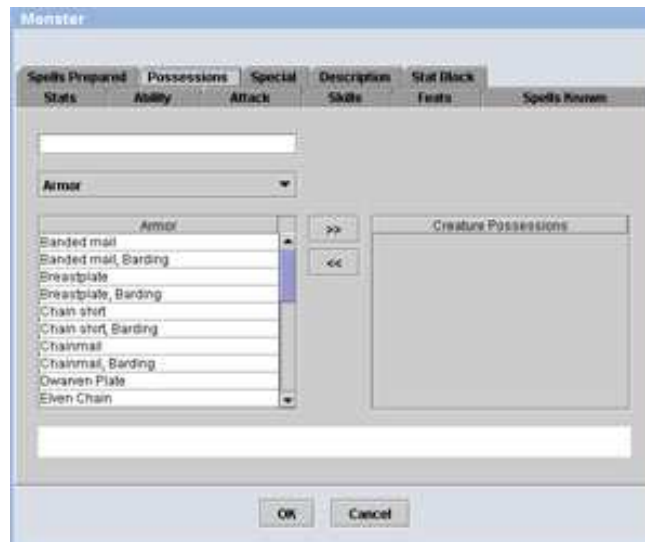
Monster tokens are almost identical to character tokens. The only difference being between each dialog that rests behind them. For further information see the [Characters](#) section.

Performance considerations

Gnolls.

Dialog

For more information about creating and providing the statistics of your monster, see [Adventure Dialogs](#)



one tab from the monster dialog



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Room Key

Example

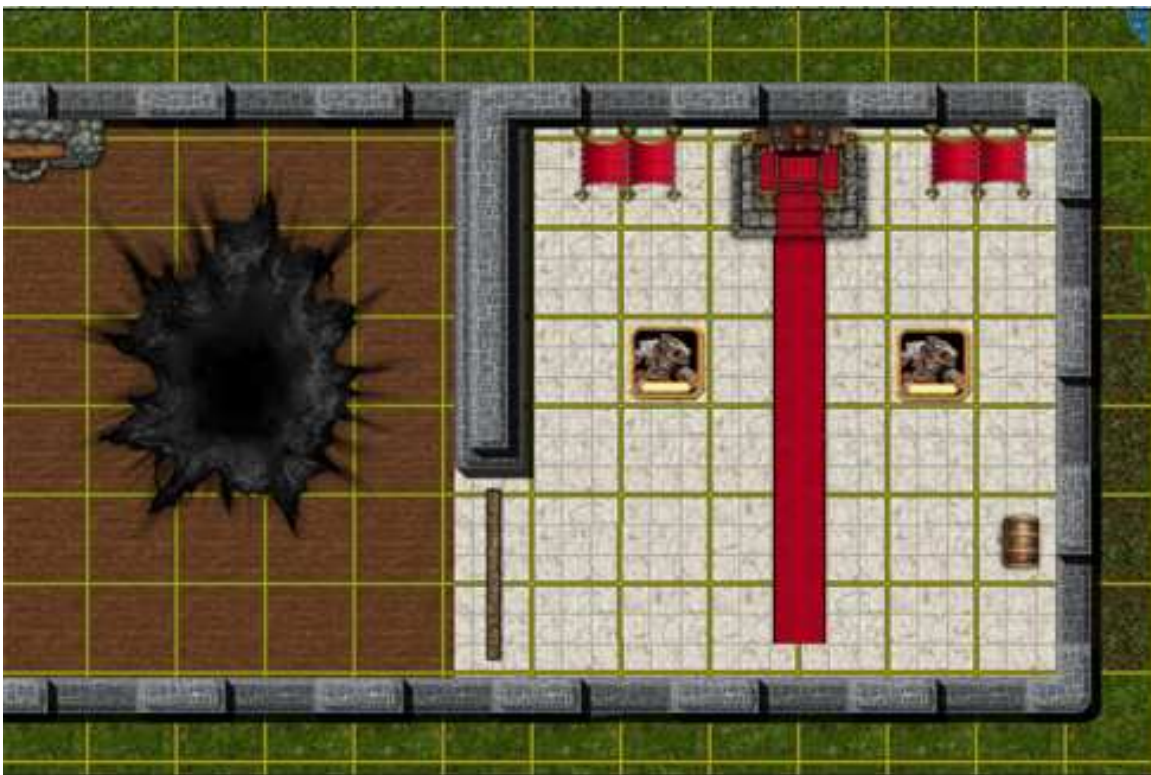


Notes

The Room Key is the most unique concept in *Dundjinni* to convey. *Read this section!*

Placing Room Keys on your map is the first step toward creating the written portion of your adventure. As such, each room key is numbered like the “rooms” on a dungeon map.

Here is an example map of a Throne Room in progress:



A map of a throne room in progress, ready for a room key designation.

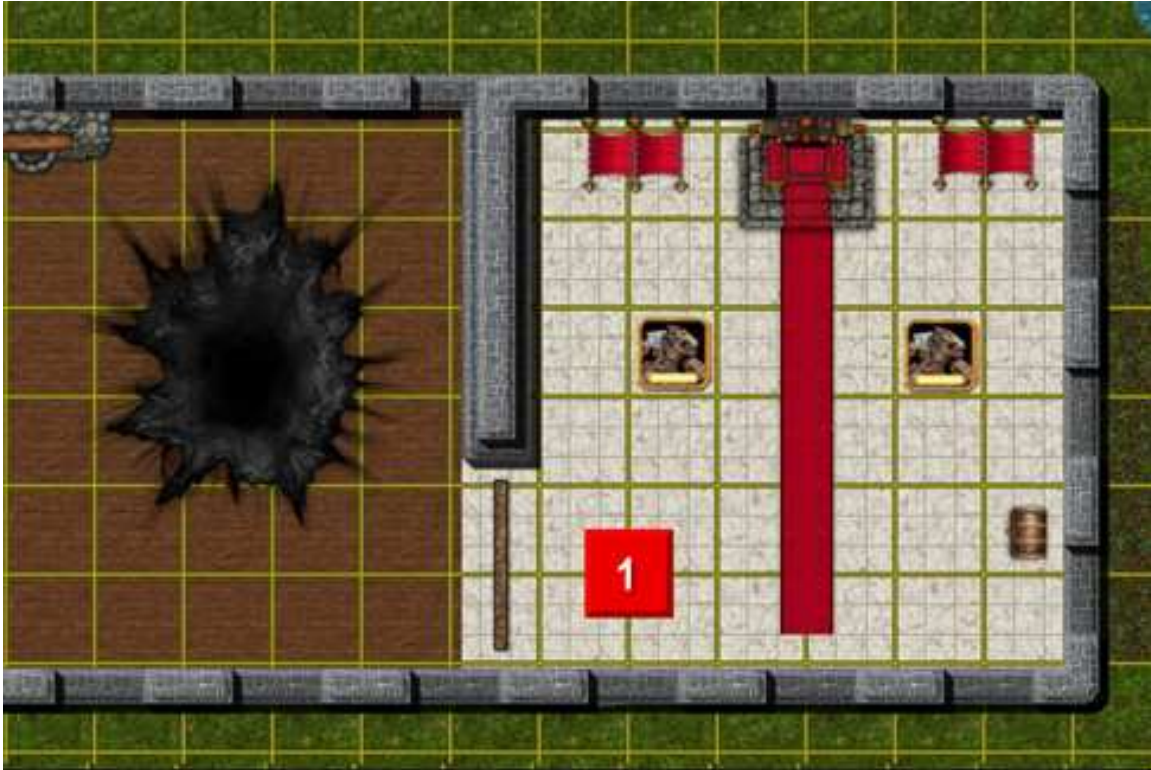


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Here is the same map, after a single room key (the red colored square designated with the number “1”), has been stamped down:



Stamping down a room key

Nothing, however, has been identified as belonging to Room 1. The next steps are to:

Select the fill tool

Fill in the area you wish designated as Room 1.

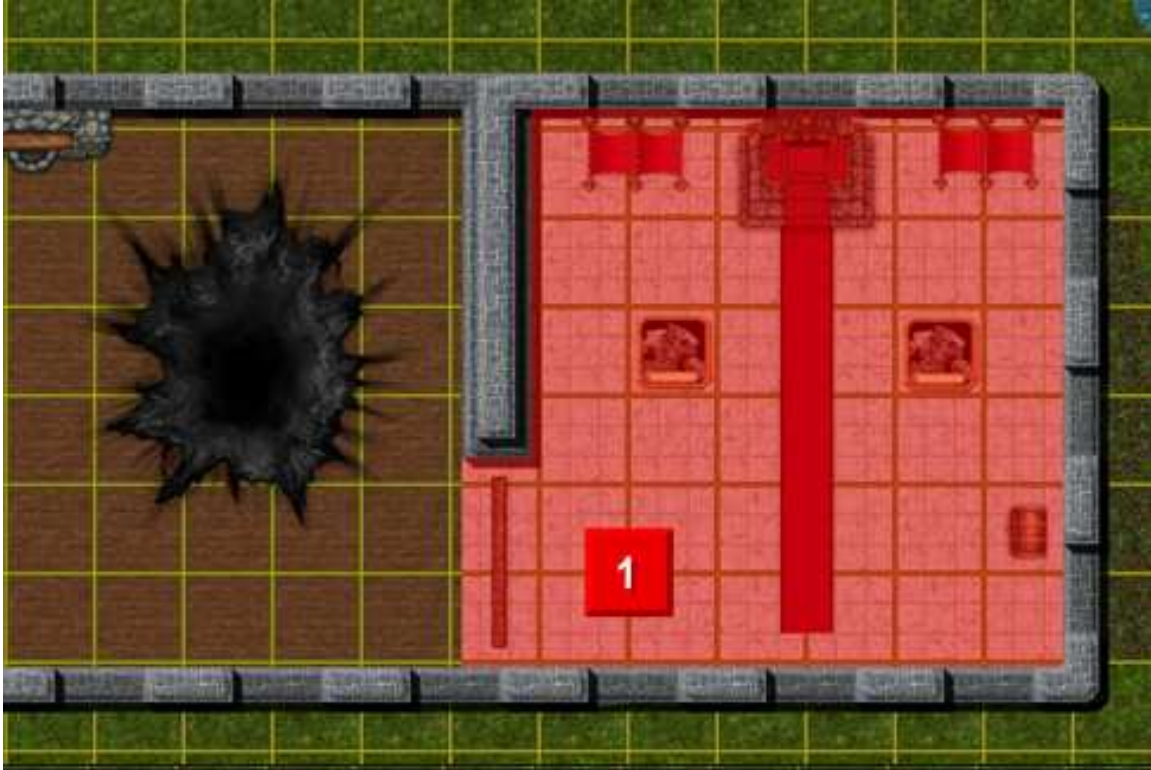


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Alternatively, you could use the draw tool to paint your room designation. Filling with a Room Key follows the same rooms as filling with a floor. Thus, the marble throne room was filled, like so:



Every item that rests under the red transparency now belongs to Room 1. In this example, that means:

- Gnoll Guard #1
- Gnoll Guard #2
- Red Carpet
- Throne
- Treasure Chest
- Regal Banner 1
- Regal Banner 2
- Wooden Door

The fireplace and blasted hole in the western portion of the map are not a part of Room 1 or any other room designate.



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If you went to the trouble to assign statistics to the Gnoll guards, or flesh out the contents of the treasure chest – *these also would be included in Room 1.*

The following two pages are an example of the adventure that has been created for the Throne Room. The example is shown in a reduced, bitmap format.

Room 1: Baron's Chambers

✱ Read Aloud

Not unlike the Baron himself, the throne room has a hollow feeling about it. Consistent with his regular retinue of guards, you see two rather large Gnolls standing guard in front of the throne. The Baron is conspicuously absent.

† Tactics

The Gnoll sergeant will approach any member of the party who steps into the marble. Any armed party member will be confronted with hostility and an abrupt demand will be made to immediately disarm.

📦 Development

The Baron has been assassinated by none other than the Gnoll Sergeant; his body has been stuffed into the dumb waiter in the kitchen (Room 13).

✱ Features

Baron's Throne, 4 Red Carpets, 2 Staves, 2 Heraldry.

👉 Monsters

👉 Gnoll Sergeant: hp 20

👉 Gnoll Guard: hp 19

🏠 Dimensions

25' x 30' Ceiling 10'

🚪 Doors

The door is trapped with a glyph of fire (3d10 dmg, DC 15). The blasted hole in the western room should provide a good hint to the player's about this.

🔒 Locked (DC 8), Throne Entrance (), 2.0' / hard 10

👑 Treasures

👑 Royal Treasure:

Goods: Bloodstone, 50 gp; Blue quartz, 8 gp; Red-brown spinel, 120 gp; Jasper, 30 gp; Violet garnet, 500 gp; Freshwater (irregular) pearl, 9 gp; Obsidian, 6 gp; Black pearl, 300 gp.

Magic: Charm Person (1) (Charges: 1), 15 gp; Cursed Nondetection (5), 750 gp; Cure Light Wounds (1) (Charges: 10), 150 gp.



➤ Monsters

➤ Gnoll Sergeant:

CR : Small; HD 4d6 0; hp 20; Int + 8; Spd 20; AC 17; Atk + 3 base melee, + 8 base ranged, AL CE; SV Fort + 3, Ref + 9, Will + 2; STR 8, DEX 18, CON 13, INT 14, WIS 10, CHA 8.

Skills: Appraise + 8, Craft (Trapmaking) + 2, Disable Device + 10, Hide + 8, Listen + 6, Move Silently + 4, Open Lock + 12, Profession (Miner) + 2, Search + 10, Spot + 6, Tumble + 4, Use Magic Device + 5, Use Rope + 6. **Feats:** Armor Proficiency: light, Improved Initiative, Shield Proficiency.

Possessions:

Weapons: Rapier, Masterwork; Mighty composite shortbow +1, Masterwork.

Armor: Studded leather, Masterwork.

Shields: Buckler, Masterwork.

Goods: Arrows (20), Masterwork; Rope, silk (50 ft.), Thieves' tools, Masterwork.

Magic: Potion: Cure Light Wounds (1), Potion: Cure Light Wounds (1), Potion: Cure Light Wounds (1), Potion: Cure Light Wounds (1), Potion: Darkvision (3), Potion: Neutralize Poison (5); Wondrous: Cloak of resistance (+1).

➤ Gnoll Guard:

CR : Small; HD 2d10 0; hp 19; Int + 6; Spd 20; AC 21; Atk + 3 base melee, + 5 base ranged, AL CE; SV Fort + 5, Ref + 2, Will + 1; STR 11, DEX 15, CON 14, INT 10, WIS 12, CHA 8.

Skills: Profession (Miner) + 3, Search + 2. **Feats:** Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Exotic Weapon Proficiency: Sword, bastard, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

Possessions:

Weapons: Sword, bastard, Masterwork; Mighty composite longbow +2, Masterwork.

Armor: Half-plate.

Shields: Shield, large, steel.

Goods: Arrows (20).

Magic: Potion: Endurance (3), Potion: Cure Moderate Wounds (3).

For further information, see the section entitled [Room Dialog](#).



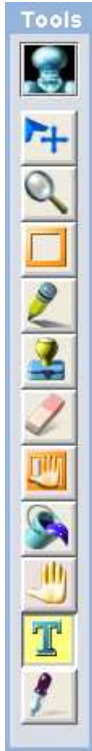
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Tool Bar

The Tool Bar looks like this:



On the Tool Bar are all the primary tools you will use to create your map. There are twelve tools. In order from top to bottom, they are:

Web Tool
Move Tool
Zoom Tool
Marquee Tool
Draw Tool
Stamp Tool
Erase Tool
Select Tool
Fill Tool
Scroll Tool
Text Tool
Eye Dropper Tool



Web Tool

Icon



Use

The name of the djinni is Keith. Click on Keith to launch your Internet browser and access the *Dundjinni* website.

Walkthrough

None

Top Nav

None

Tricks

- Visit the *Dundjinni* website for weekly free downloads. Free downloads will include new art objects, adventures, maps, and stat blocks.

Shortcut keys

You can access the website anytime from your browser. The URL is

www.dundjinni.com



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Move Tool

Icon



Use

Use this tool to select and move any item in the map window.

Walkthrough

- Click on any item in the map window to select it.
- After it has been selected you can move it around.
- To unselect it, click on the item again, or click anywhere in the map window.

Top Nav

[Rotate](#)

[Promote & Demote](#)

Tricks

•When an item is selected, you can nudge it pixel by pixel. Hold down the control key and use the directional arrows on your keyboard.

Shortcut keys

Shift-click to select multiple items.



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Zoom Tool

Icon



Use

Use the zoom tool to zoom in and out of your map.

Walkthrough

- Click anywhere in the map window to zoom into that location.
- Alternatively, you may select your zoom level from the Top Nav and jump to that level of magnification

Top Nav

[Magnification Level](#)

Tricks

•When rendering detail is on, the zoom tool will perform more slowly, particularly when jumping between “detail mode” and “observation mode.” Detail mode displays graphics at a higher resolution (and therefore demands more memory and processing time), while observation mode displays graphics at a lower resolution.

The mode you choose to view your map on screen in no way impacts the output of your printed map. Your printed map will always output at 200dpi 16 bit. Very pretty!

Shortcut key

Hold down the control key and click within the map window to zoom out.



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Marquee Tool

Icon



Use

Use the marquee tool to draw walls and floors.

Variants

Square

Circle

Freehand

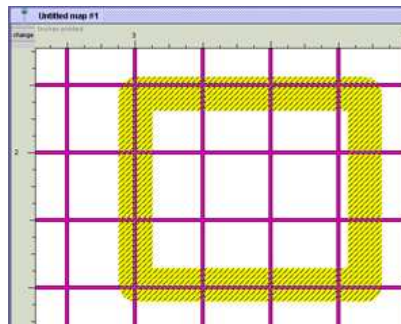
Polygon

You can gain access to the variant marquee tools from the Top Nav.

Walkthrough

- With the marquee tool selected, click and drag within the map window (for the polygon marquee tool, click for each point you wish to place. No dragging required).

When you do, the marquee tool will leave behind a yellow, animating frame, like this:



- Hold the shift key to add to the marquee. You can also hold the control key to subtract from the marquee.

By adding and subtracting, and by using various brush sizes and types, you can create a sophisticated wall layout on your map. Like this:



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Draw Tool

Icon



Use

Paint floors, walls, and room keys with this tool.

Walkthrough

- With the draw tool selected, click and drag your cursor in the map window.
When you do, it will paint the selected texture into the map window. Very similar to a paint brush tool found in numerous paint programs...

Top Nav

[Shape Dialog](#)

[Brush Size Dialog](#)

Tricks

•When in freehand mode, the software will perform better if you constrain your brush strokes to shorter lengths. A giant swath of zig-zaggy wall or floor will cause some slow down. Work like Van Gogh rather than Jackson Pollock.

•Follow these steps:

- Turn on 'snap to grid'
- Set grid settings to 'outside'
- Select the freehand brush tool
- Set the brush size to 5' square.
- Select the wall tool.
- Paint

This is an excellent way to layout a dungeon floor plan tile-by-tile. Try it!

Shortcut keys

None



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Stamp Tool

Icon



Use

The primary use of this tool is to stamp down objects. “Objects” are defined as things that are not walls, floors or room keys. So a pit is an object, as is an orc, as is a bathtub.

Walkthrough

- With the stamp tool active, click on the map window to place your object.
- Note that your object is anchored to your stamp cursor.

Top Nav

None

Tricks

• You can stamp down a 5x5 swatch of floor or wall. With snap to grid on, you can do so and line it up with the grid.

Shortcut keys

None



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Erase Tool

Icon



Use

Use this tool to erase walls, floors and objects.

Walkthrough

- With the erase tool active, click and drag the erase cursor across your map.

Top Nav

[Shape Dialog](#)

[Brush Size Dialog](#)

Tricks

- Click in the map window, then depress and hold the shift key to erase a perfectly vertical line.
- Depress and hold the shift key, then click in the map window to erase a perfectly horizontal line
- Follow these steps to make wall battlements:
 - Select the marquee tool.
 - Create a wall marquee. Start with a square at 15 x 15 in size.
 - Select the fill tool.
 - Fill the marquee with your wall texture. For starters, try “brick dark.”
 - Select the select tool.
 - Select your wall. It should have a red candy stripe around it.
 - Copy your wall (control-c)
 - Paste your wall. You now have a duplicate copy of the wall.
 - If necessary, move your duplicate wall so that it is not touching the original wall.
 - Select the fill tool.
 - Fill the duplicate copy of your wall with a new wall texture. For starters, try “brick light.”
 - At this point you may have to turn grid snap off and on again: make sure that the duplicate wall rests on the grid - *not in the same location as the original*, but in the same relationship to the grid as the original.
 - Select the erase tool.



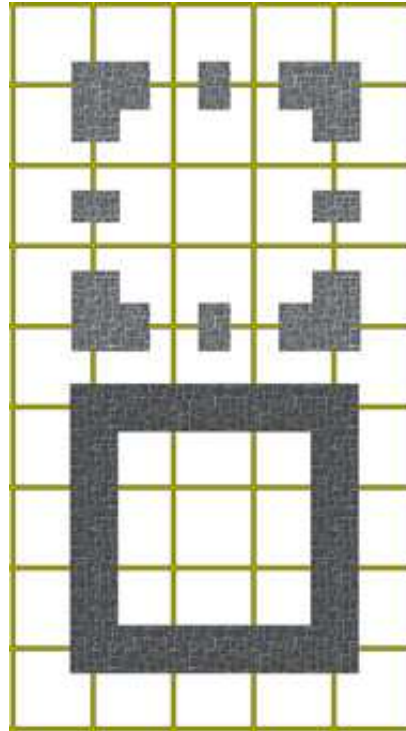
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- Using vertical and horizontal erase techniques, erase through the duplicate wall with two even vertical strokes and two even horizontal strokes. Bonus points to you if you are working with snap to grid at this point – your erasures are not only perfectly vertical, but perfectly spaced.

Your map should look now something like this:



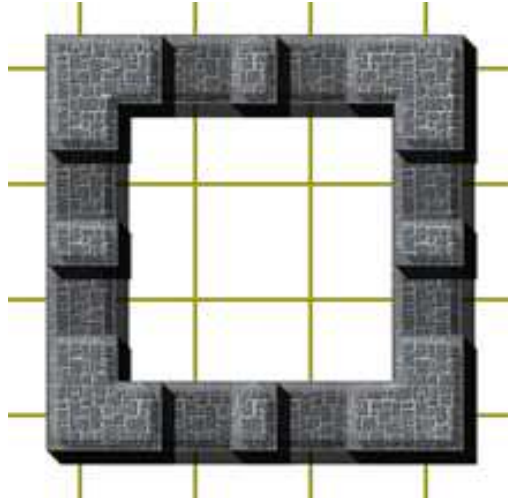
- Turn grid snap off.
 - Select the rectangle selection tool. Make sure walls (and only walls) are selected in the (Top Nav) Selection Criteria Dialog.
 - Select all of the duplicate (and now partially erased) wall(s).
 - Turn grid snap back on.
 - Select the move tool.
 - Move your selection so that it rests directly on top of the original wall.
- Voila! Battlements.*
- If you don't mind waiting for a full, on-screen render of your creation, you can see the full effect by turning detail mode on, and also shadows and bevels on:



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You can further experiment with the technique of battlements by using the marquee circle tool, and rotating your duplicate wall in 45-degree increments.

Shortcut keys

Click-shift for vertical erasures

Shift-click for horizontal erasures.



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Select Tool

Icon



Use

Use this tool to 'grab' items on your map. Items so selected can be moved, copied, rotated, etc.

Walkthrough

- Select the select tool.
- Set the [Selection Criteria Dialog](#) to those item types you wish selected.
- Click and drag your select cursor around an area in your map window.
*The area will change to a red candy stripe to indicate that it has been selected.
The area can now be moved, rotated, etc.*

Top Nav

[Shape Dialog](#)

[Constraint Dialog](#)

[Selection Criteria Dialog](#)

Tricks

Follow these steps:

- Create a room with walls, floors, monsters, and objects.
- Select the selection tool.
- From the Selection Criteria Dialog, select in all those item types that are in your room.
- Grab the entire room with the select tool.

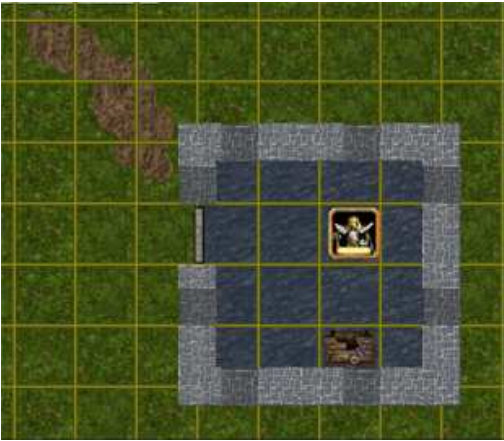


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- Rotate the entire room:



Any room created



...can be easily rotated (items and all) to meet the trailhead. (zoomed in and rendered here for effect).

Shortcut keys

None



Fill Tool

Icon



Use

Use the fill tool to fill areas with floor or wall textures or room key textures.

Walkthrough

- Select the fill tool
- Click on any region to fill the area with the selected texture or room key.

Top Nav

None

Tricks

- You can fill within the yellow marquee with a wall or floor texture or a room key by clicking on the marquee itself.
- You can also fill the interior space created by a yellow marquee by clicking anywhere inside that interior space. It too can accept wall or floor textures or room keys.
- Floor textures and room keys will stop at wall boundaries when filled. You can easily fill a room this way with a floor and then earmark it as a room.

Shortcut keys

None



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Scroll Tool

Icon



Use

Use the scroll tool to move about on your map. This tool performs the same operation as the scroll bars.

Walkthrough

- Select the scroll tool
- Click and drag the scroll cursor along your map.
Your map will now scroll in the appropriate direction.

Top Nav

None

Tricks

• You'll notice that the map will pause for an update from time to time when you scroll. This only occurs when you have the detail mode turned on. For faster scrolling performance, turn detail mode off.

Shortcut keys

None



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Text Tool

Icon



Use

Use the text tool to type a sentence or word directly onto the surface of your map.

Walkthrough

- Select the text tool
- In the map window, click on the location you would like your text to appear.
- A dialog box appears. Type in any string of letters and numbers you wish.
- Click on the OK button to commit the string to your map.

Top Nav

[Font type, size, color and effect](#)

Tricks

- You can move, rotate, promote and demote your text string, just like any other item.
- A great way to add glyphs to your map is to find a true type font of that nature.
www.acidfonts.com is a great place to start.

Shortcut keys

None



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Eye Dropper Tool

Icon



Use

Use the eye dropper to jump to the texture or object of your choice in the [Map Item Dialog](#).

Walkthrough

- Select the eye dropper tool
- In the map window, click on texture or object you would like to work with again..
- The Map Item Dialog jumps to that selection.

Top Nav

None

Tricks

None

Shortcut keys

None



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Top Nav

Top Nav is short for the ‘Top Navigation Menu Bar.’ It looks like this:



The Top Nav rests just below the main menu.

The Top Nav shows a secondary set of tools. You can use these tools to further assist in the creation of your maps.

The tools that are shown on the Top Nav **always** correspond to the selected tool in the Tool Bar. For example, if the Marquee Tool is selected in the Tool Bar, the Top Nav shows the brush size dialog, and the constraint type dialog.

Here is a chart of the Tools in the Tool bar, and the corresponding sub-tools shown in the Top Nav:

Tools	Definition	Top Nav Association
Move Tool	Use this tool to select and move anything on the map. Shift-click to select multiple items.	Rotate tool, Promote and demote tools
Zoom Tool	Zoom in and out tool	Select level of magnification.
Marquee Tool	Use this tool to layout wall and floor plans. Shift-click to combine, cntrl-click to subtract.	Shape dialog (square, circle, polygon, free). Brush size (square edge, rounded edge). Constraint dialog (free, fixed). Auto fill check box.
Draw Tool	Use this tool to paint walls, floors, and room keys	Shape dialog (line, curve, freehand), Brush size (square edge, rounded edge)
Stamp Tool	Use this tool to place single items: Objects, cover, characters, etc	-
Erase Tool	Use this tool to erase all things on the map.	Shape dialog (line, curve, freehand), Brush size (square edge, round edge), Selection criteria dialog
Select Tool	Use this tool to select multiple items (or parts of items) on the map.	Selection criteria dialog, Constraint dialog (free, fixed)
Fill Tool	Use this tool to fill an area with floor or wall.	-
Scroll Tool	Use this tool to move the map.	-
Text Tool	Use this tool to add text to your map	Font (type, size, and effect dialogs)
Eye Dropper Tool	Use this tool to select an item to set it as the active one in the map item dialog.	-



Here then is a list of all the sub-category tools that appear in the Top Nav:

- Rotate
- Promote & Demote
- Magnification level
- Shape dialog
- Brush Size dialog
- Constraint dialog
- Auto fill check box
- Selection Criteria dialog
- Font type, size and effect

Each sub-tool is described below



Rotate

Icon



Use

Use this tool to rotate one item or a collection of items on the map.

Walkthrough

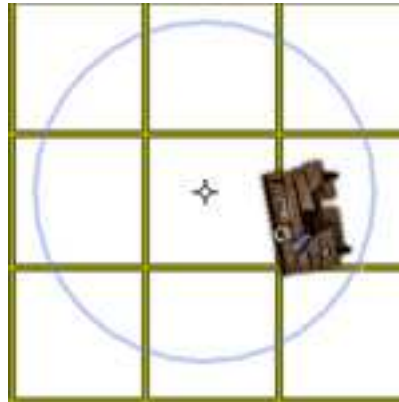
- Select anything on the map. Multiple items are OK.
- Click on the rotate sub-tool
A circle appears around the area of item(s) you selected
- Mouse down inside this circle and move your cursor.
The item(s) will now rotate in the direction you choose.

Tricks

- Move the center point in the circle to change the radius of the circle. This will force the item to rotate around the perimeter of the circle. Example:



Rotating an object around its center.



Moving the center point to rotate an object around the circle.

- In combination with the Selection Criteria Dialog, you can rotate entire rooms.

Shortcut Keys

Hold the **shift** key down to rotate your item in 45° increments.

When an item is selected, use **Ctrl-r** to activate the rotate tool.



Promote & Demote

Icons



Use

Use these tools to change the [layering order](#) of an item. A cup can rest on top of a table, but it can also rest below the table. Use these buttons to control that.

Walkthrough.

- Select anything on the map.
- Click on either the ‘promote’ or ‘demote’ button.
The item you selected will move up or down one layer depending on the button selected.

Tricks

- Some objects work well under another, like a demoted chair tucked underneath a promoted table.



The chair can slide under the table if it rests on a lower layer.

Shortcut keys

None



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Magnification Level

Icon

1/10

Use

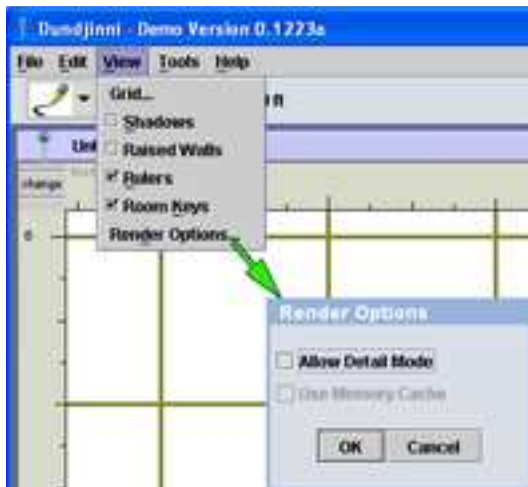
Select the level of magnification with these buttons.

Walkthrough

- Click on the magnification level of your choice.
The map will zoom in or out to reflect your selection.

Tricks

- The application will zoom in and out much faster if detail mode is set to off in the rendering options dialog.



If the rendering option is on, graphics on screen are displayed at a higher resolution. This higher resolution approximates the quality of output you will see at print time. The higher resolution is shown onscreen for magnification levels of 1 or higher.

Shortcut keys

None



Shape Dialog

Icons



Use

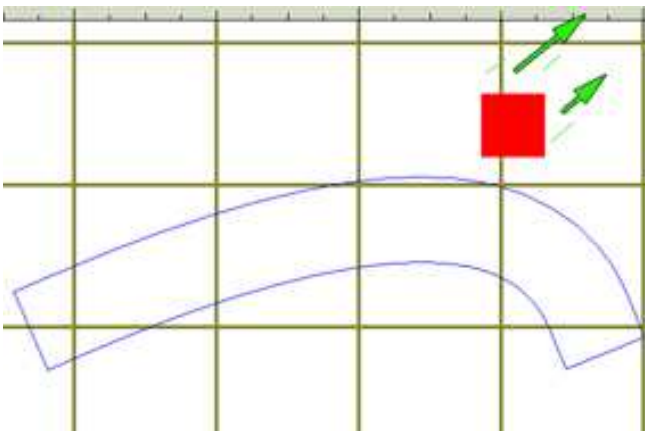
Select the shape you wish to draw, erase, or marquee with.

Walkthrough

- Select the shape tool you wish to work with.
- Click and drag the cursor in the map window to draw, erase or marquee. For straight line and curve shapes, your drawing will appear when you mouse-up.

Tricks

- To set the slope of a drawn curve, click on and move the red box that rests within your drawn line.



With the curve sub-tool selected, moving the red box in the direction indicated by the green arrows results in the curved wall shown here.

Shortcut keys

None.



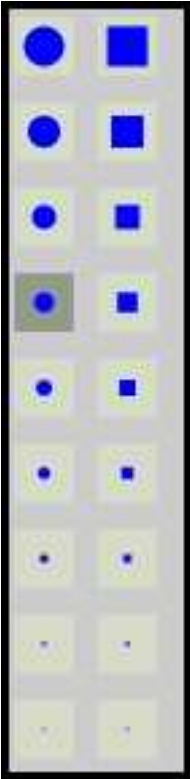
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Brush Size Dialog

Icons



Use

Select the shape and size of your brush. For the Marquee tool, you can select whether the marquee has rounded or square edges.

Walkthrough

- Select the size of brush tool you wish to work with.
- Click and drag the cursor in the map window to draw, erase or marquee.

Tricks

None

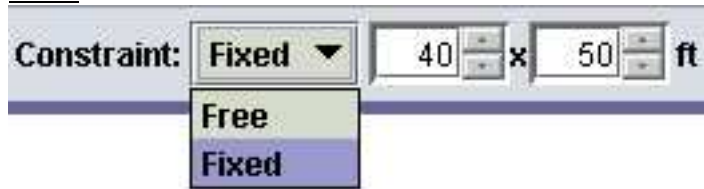
Shortcut keys

None



Constraint Dialog

Icons



Use

You can set the size of your marquee (whether wall, floor, or selection) with this dialog.

Walkthrough

- Set the dialog to “fixed”
- Set the size of the room you wish to create. Example: 35x35
- *The marquee will default to this size on your map.*

Tricks

• Using the selection marquee, you can fix the size to equal one battle map on a printed page. 1 printed page of a battle map equals 8 x 10 squares (each square = 1 inch).

Shortcut Keys

None



Auto-fill Check box

Icon



Use

Check this box to automatically fill your floor or wall marquee with the active texture listed in the Map Item Dialog.

Walkthrough

- Check the box
- Use the wall or floor marquee
Your selected texture is automatically applied to the marquee area upon a mouse up

Tricks

None

Shortcut keys

None



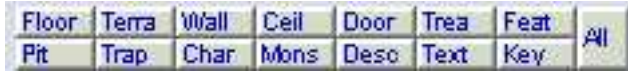
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Selection Criteria Dialog

Icons



Use

By clicking one or more buttons in the selection criteria dialog, you can filter pick and choose what you want to select.

Walkthrough

- Click on any button in the dialog to select it. When you do, that type of item will be included in your marquee selections.

Tricks

- Click on the 'all' button to select and include all types of items in your marquee. Click on them again to unselect them.
- When you select items you may copy and paste them as a unit. This permits you to duplicate entire rooms. Room descriptions and stat blocks are also copied when performing this operation. For example, you could create a cell with an ogre in it, and by selecting, copying and pasting the entire thing, create a series of cells to form an entire prison.

Shortcut keys

None



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Font type, size, color and effect

Icons



Use

You can set the size, color, type and effect for any text string you type directly onto your map.

Walkthrough

- Make sure the text tool is active on the tool bar.
- Select your font type, color etc from the Top Nav.
- Click on the map to type in your text string.

Tricks

- Any true type font located in your fonts folder will be recognized.
- You can rotate text strings like you do any other items.

Shortcut keys

None



Main Menu

The main menu bar contains the following tabs:

- [File](#)
 - [File commands](#) – New, Open, Save, Save as
 - [Export](#)
 - [Print](#)
 - Exit
- [Edit](#)
 - [Standard editing commands](#) – undo, redo, cut, copy, paste, and delete
 - [Selection commands](#)
 - Selection mode
 - Select all
 - [Rotate](#)
- [View](#)
 - Shadows
 - Raised Walls
 - Ruler
 - Room Keys
- [Options](#)
 - [Grid](#)
 - [Snap Settings](#)
 - [Render Options](#)
- [Tools](#)
 - [Snap to Grid](#)
 - [Story](#)
 - [Rooms](#)
 - [Generate Battle Map](#)
- [Help](#)
 - Help
 - About



File Menu

The File menu contains the following commands:

- New – open a new file (i.e., clean canvas for mapping)
- Open – open an existing .dja file
- Save – save as .dja file
- Save as – save as .dja file?
- Export - export map only (to jpeg, png, or bmp file formats) or the entire adventure (map and text) to HTML
- Print – print map and/or adventure
- Exit – quit *Dundjinni*

Of these seven, only Export and Print require further explanation.

Shortcut Keys

New	Ctrl+N
Open	Ctrl+O
Save	Ctrl+S
Print	Ctrl+P
Exit	Alt+F4



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Export

The Export command offers three options:

- Export adventure (map and text) to HTML
- Export map into the standard graphic output formats of jpeg, png, and bmp)
- Export HTML Data

Export Map and/or Adventure to HTML

If you elect to export your *Dundjinni* adventure to HTML, you will see a dialog screen with two tabs – Adventure and Map:



Export Adventure dialog box

Adventure Tab

The Adventure tab allows you to specify which elements of the adventure text you wish to include in the export by checking the appropriate boxes. The default setting will include all adventure elements.

Map Tab



The Map tab allows you to specify which elements of the map to include in the export. It looks like this:



Map tab dialog for HTML export

Note that walls, and floors, are always included in the export and thus are omitted from the checklist of elements. The default setting is to include all elements in the exported map.

The right hand column on this tab allows you to specify whether or not to use the map grid, room keys, and wall effects. The default setting for these three issues is to use the current settings in the map for export.

Export map to JPEG, PNG or BMP Format

If this option is selected, a dialog appears that looks like this:



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Format tab in Map Export dialog

Format tab

The first tab of the dialog box, Format, offers the option of exporting the map to JPEG or PNG formats (both at a fixed size of 1600x1200 pixels) or as a raw BMP file (with the proportionate size determined by the user. It is shown above.

Map tab

The right tab of the dialog ("Map") allows you to specify which aspects of the map to include in the exported version. It looks and functions identically to the Map tab in the [HTML Export Map tab](#), which was shown and discussed in the previous subsection.

Export XML Format Data

This command permits you to export your text adventure data to XML. It functions identically to the [HTML Export Adventure tab](#). Note that the default setting is to export all text adventure data.



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Print

The print dialogue has three tabs: Print, Adventure and Map. It looks like this:



Print dialog box

Print

The Print tab of the dialog (pictured above) allows you to specify what broad categories of items to print – adventure, map and tokens. It also allows you to specify the desired grid size. The default setting is to include all adventure elements and print the map with a ¼ inch grid.

At the bottom of the dialog box, there is a button to access print preview for the map and adventure.

Adventure

The Adventure tab permits you to select which text elements to include in your printout via a checkbox. It is identical to the [HTML Export Adventure tab](#), except for the print and print preview buttons at the bottom. The default setting is to include all elements in the printed adventure.



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Map

The Map tab allows you to make a similar selection with respect to map elements. It, too, is identical to the [HTML Export Map tab](#) (except for the print and print preview buttons, and an option for skipping empty pages). Note that walls, floors, and cover (including terrain like dirt, grass and water as well as objects like trees and cover like fog) are always included in the printout and thus are omitted from the checklist of elements. The default setting is to include all elements in the printed map.

The right hand column on this tab lets you elect to skip empty pages (if your map is irregularly shaped or otherwise does not fill the entire canvas) as well as to specify whether or not to use the map grid, room keys, and wall effects. The default setting for these three issues is to use the current settings in the map for printout.



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Edit Menu

The Edit menu contains:

- Standard editing commands – undo, redo, cut, copy, paste, and delete
- Selection commands
 - Selection mode
 - Select all
- Rotate (disabled unless the select tool is in use)

Standard Editing Commands

These six commands (undo, redo, cut, copy, paste and delete) function as they do in most Windows programs. The undo command allows you to go back up to 24 steps. Other than undo and redo, the remaining commands (cut, copy, paste and delete) are disabled unless the select tool is in use. The delete command differs from the cut command in that the deleted item is not saved to a clipboard for future pasting.

Shortcut keys

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Delete	Delete

Selection Commands

There are two Selection commands in the Edit Menu – Selection Mode and Select All.

Selection Mode (Ctrl+M)

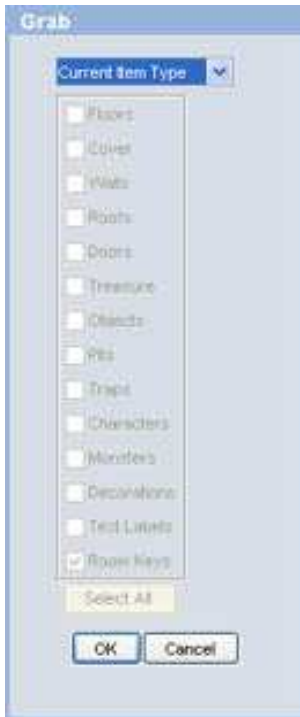
This command opens up a dialog box which permits you to specify which elements of your map are selected (grabbed) with the [Select Tool](#). It looks like this:



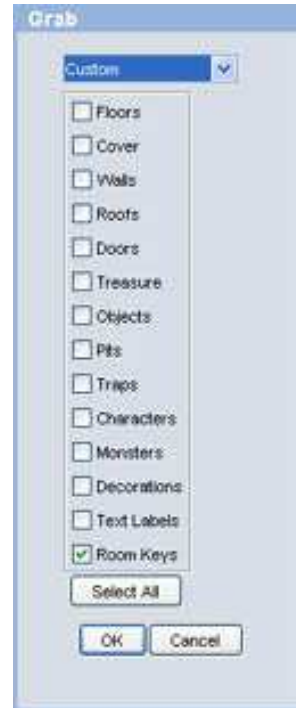
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Selection Mode - Current Item Type



Selection Mode – Custom Dialog

By selecting Custom from the drop down menu, you can specify which types of elements you wish to grab with the Rectangle Select tool. For example, by checking the appropriate boxes, you can grab not just the floor but also all objects on that surface.

Select All (Ctrl+A)

This command will select all items on the canvas.

Shortcut Keys

Selection Mode	Ctrl+M
Select All	Ctrl+A

Rotate (Ctrl+R)

This command will prepare the selected item for rotation by placing the rotation circle around it. Accordingly, it is only active when the [Move Tool](#) or [Select Tool](#) is in use and a map element is selected.

Note that this command can also be accessed by the key command Ctrl+R as well as by clicking on the Rotation icon once an element is selected.



View Menu

This permits you to adjust how the map looks on your screen as well as how it looks when you print it out.

The dropdown menu contains four viewing options:

- Shadows
- Raised Walls
- Rulers
- Room Keys

The default setting is to show on screen only Rulers and Room Keys. However, you can also show Shadows and Raised Walls by selecting those items from the drop down menu.

Tip

Showing wall effects (Shadows and Raised Walls) will impact performance speed. Keep them turned off while you are working, and only turn them on for review. You don't even have to turn them on to print – you can turn them on by checking “Always” box in the Wall Effects section of the [Map](#) tab of the [Print](#) dialog.



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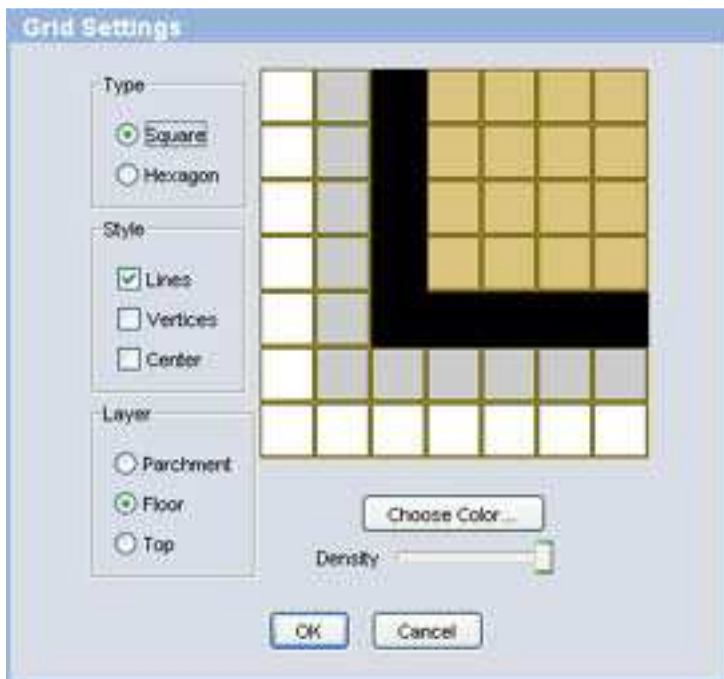
Options Menu

The Options tab contains three items in its drop down menu:

- Grid
- Snap Settings
- Render Options

Grid (Ctrl+G)

Selecting Grid from the drop down menu will open a dialog box that looks like this



Grid dialog box

In this dialog box, you can select the type (square or hexagon), style (lines, vertices, and/or center), and layer (parchment, floor, or top) of the grid. You can also select the grid's color and density. The grid appearance in the sample window of the dialog will update with your changes, allowing you to get a sense of how the grid will look on your map. And once you click OK, the map itself will be updated onscreen with the new grid.

Experiment with different styles, layers, colors, and density of grid until you find the one that works best for your map.



Snap Settings

Selecting Snap Settings from the drop down menu opens a dialog box that permits you to specify whether, if [Snap to Grid](#) is activated (from the [Tools](#) Menu), the element is snapped to the nearest vertice (edge) or nearest center of a cell. The default setting is to snap to the nearest vertice.

Render Options

Selecting Render Options from the drop down menu opens a dialog box in which you can control the level of detail visible on screen. It looks like this:



When you select “Allow Detail Mode,” the screen will automatically convert to higher resolution graphics when you zoom in to magnification levels of 1 or higher. This will allow you to see more detail on the screen but it slows performance significantly. ***It is strongly suggested that you create your maps with detail mode turned off.***

“Use Memory Cache” is turned on as a default since it improves speed. However, you do have the option of deactivating it, if you don’t mind the resulting performance hit.

When you select “No Textures,” the screen will replace all texture elements – namely, walls and floors (which includes terrain like water, dirt, and grasslands) – with colors (gray for floors, black for walls). This speeds up performance and makes it easier to see the relevant objects in each room.

Tip

The more on screen detail, the greater the impact on performance. For fastest performance when constructing maps, this dialog should be set with detail mode unchecked, memory cache checked, and no textures checked.



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Tools Menu

The Tools tab contains four items in its drop down menu:

- Snap To Grid
- Story
- Rooms
- Generate Battle Map

Snap to Grid

Selecting this item will automatically snap all subsequently created map elements to the grid (but will not do so for any previously created ones). The precise relation (i.e., whether it snaps to the center or vertice of the nearest grid) is determined in the [Snap Settings](#) item in the Options menu.

Story

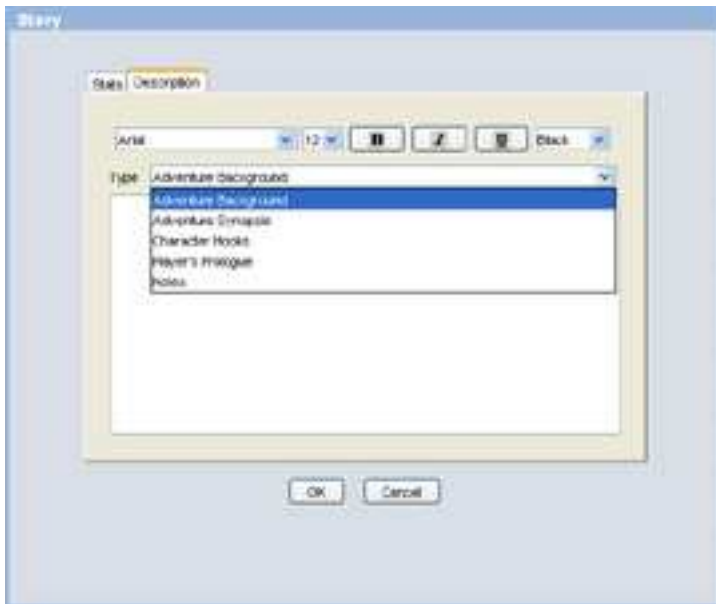
The Story drop down menu item, if selected, opens up a dialog box for the basic information and details of the adventure. It consists of two tabs: Stats and Description.



Story Stats tab



The Stats tab allows you to enter the name of the adventure and its author, as well as to specify the player levels for which the adventure is appropriate. It looks like this:



Story Description dialog

This information will appear on the first pages of your printed adventure.

The Description tab permits you to add a number of general details about the adventure, including:

- Adventure Background
- Adventure Synopsis
- Character Hooks
- Player's Prologue
- Notes

The different categories are accessible via a drop down menu



Rooms

Selecting this item opens up a dialog box which lists each designated room (by Room Key) on the map, allowing you to get a quick overview of the adventure in its current stage of completion. This dialog box includes information on items each room contains, its dimensions, as well as whether there is additional information (namely, Read (aloud), Tactics, Develop, and Notes).

From this dialog, you can renumber rooms, as well as edit room descriptions.

Generate Battle Map

You can generate a battle map covering only a particular portion of your map by selecting the desired area (and all desired items within it) with the [Select Tool](#) and then selecting Generate Battle Map.

This will open a new map window that contains only the items you grabbed with the Select tool. From there, you can print out or further modify the contents of the battle map area before you print it out.



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Help Menu

The drop down Help menu contains two items: Help and About.

Selecting Help will open up the product's help files, which contain a table of contents and searchable index.

Selecting About will give you some background on the product – including version number, copyright notices, and the impish creatures who created it.



Adventure Dialogs

There are a number of dialogs found in Dundjinni. They are accessed by right-clicking on an object after it has been placed on a map. The dialogs in Dundjinni are:

- Story Dialog
- Room Dialog
- Character Dialog
- Monster Dialog
- Treasure Dialog
- Pit Dialog
- Trap Dialog
- Door Dialog
- Object Dialog



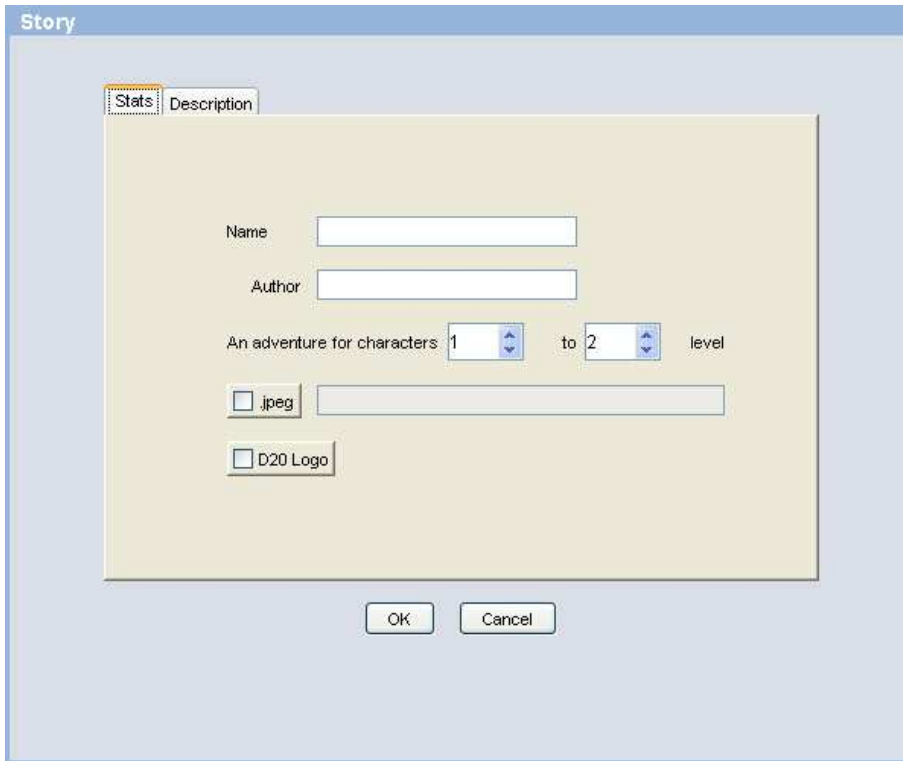
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Story Dialog

The Story Dialog looks like this:



The story dialog is the only dialog in Dundjinni that you do not access by right-clicking in the map window. You access the story dialog from the tools menu.

The information you type into the story dialog appears at the front of your adventure.

You may include a .jpeg image in your adventure to represent it. This image also appears at the front of your adventure.



Room Dialog

The room dialog is the meat of creating your adventure. Right-click on a [Room Key](#) token to access the room dialog.

The room dialog looks like this:

The screenshot shows a dialog box titled "Room Key". It has three tabs: "Stats" (which is selected and highlighted with a dotted border), "Description", and "Contents". The main content area is a light beige rectangle containing several input fields:

- "Room #": A text box containing the number "1".
- "Name": A wide, empty text box.
- "Dimensions": A text box followed by a small dropdown arrow.
- "by": A text box followed by a small dropdown arrow.
- "Ceiling": A text box followed by a small dropdown arrow.

At the bottom of the dialog, there are two buttons: "OK" and "Cancel".



- The Stats Tab allows you to name your room, and provide the dimensions of the room.
- The Description Tab allows you to type in description for your room. You can split up your room description text into different topics. The topics are:

Read Aloud
Notes
Tactics
Development

When you print your adventure, the read aloud section will appear in a gray box.

- The Contents tab is not editable by you. The contents tab will list out all the objects and treasures and etc that are contained within the room in question. When you paint the area for the room key, objects are added to the contents tab.

For more information about painting a room key, see the third screen shot under the [Room Key](#) section.



Character Dialog

You can create character stat blocks from within the Character dialog. You can also load or import a stat block if you so choose. Finally, you can select a custom miniature token to represent your character on the map or in print.

The character dialog looks like this:



The screenshot shows a 'Character' dialog box with a tabbed interface. The 'Stats' tab is selected. The dialog contains the following fields and controls:

- Name: Keith
- Class: Human
- Gender: Male
- STR: 30
- DEX: 8
- CON: 15
- INT: 16
- WIS: 10
- CHA: 46
- Fort: 10
- Ref: 8
- Will: 5
- Init: 9
- AC: 17
- Hits: 15
- Speed: 30
- Alignment: Neutral Good
- Miniature: A dropdown menu showing 'REAPER MINIATURES' and 'Demo'.
- Class Selection: A dropdown menu showing 'Paladin'.

At the bottom of the dialog are buttons for 'OK', 'Cancel', 'Load', 'Save', and 'Save As...'.

The character dialog is very comprehensive. If you are familiar with d20, it is suggested that you just play with the dialog to see everything it can do.

Here's some of the finer points of the dialog:



- Click the load button to load in a character (.djc) file. The dialog can accept .djc files and .xml files. The xml schema supported is from eTools. Import from eTools!
- Select a token image for your character. This is the graphic representation of your character. Supplied with Dundjinni (Gold and Platinum) are a number of tokens from Reaper Miniatures. You can also import your own images for characters (and monsters). See [Adding your own art](#)
- The name you supply to you character will appear on the brass plate in the token image. The name appears on the printed version only of the token; it does not appear in the map window.
- When you change the alignment of your character, it changes the frame used around the token image.
- The list of rules – such as the list of feats shown on the feats tab – pulls from a .txt file found in Dundjinni/res/ability tables. As long as you follow the format found there, you may add your own house rules and they will show up in the character dialog. True, home-grown customization of your character.
- If you go to the stat block tab, you will see that the stat block for your character is built dynamically. Change the character's STR to 20, and the stat block automatically updates to STR 20. You may copy and paste the stat block of your character, or it will also print out in your adventure if you so choose.



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Monster Dialog

The monster dialog is almost identical in nature to the character dialog. The difference being that the monster dialog refers to statistics that are specific to d20 monster types.

The screenshot shows a 'Monster' dialog box with a light blue header and a tan background. At the top, there are six tabs: 'Spells Known', 'Spells Prepared', 'Possessions', 'Special', 'Description', and 'Stat Block'. Below these are five sub-tabs: 'Stats', 'Ability', 'Attack', 'Skills', and 'Feats'. The 'Stats' sub-tab is active. The main area contains the following fields:

- Name: Gnoll
- Size: Medium (dropdown)
- Type: Humanoid (dropdown)
- HD: 6 (spin), d6 (dropdown), +1 (spin)
- Init: 6 (spin), CR: 8 (spin)
- AC: 9 (spin), Hits: 17 (spin)
- Speed: 20 (spin), Burrow (dropdown), - (spin)
- Alignment: Chaotic Neutral (dropdown)

On the right side, there are two image slots. The top one shows a 'REAPER MINIATURES' logo with a 'Demo' dropdown below it. The bottom one shows a miniature of a gnoll shaman with a 'Gnoll Shaman' dropdown below it. At the bottom of the dialog are buttons for 'OK', 'Cancel', 'Load', 'Save', and 'Save As...'.



Treasure Dialog

Treasure

Stats Description Stat Block

Name Treasure

Item Venomous snake

Type, Value Goods 3 gp Add

Item	Type	Value	Value Type
Baby Ostrich	Goods	9	gp
Venomous snake	Goods	3	gp

Remove

OK Cancel Load

You can add any number of items you like to your treasure. Just type in the description of it, assign it a category and value, and click the add button.

You may also import treasure files from the xml format supported by eTools.

Provide a description for your treasure on the description tab.

All this information will push to the adventure printout, appropriately formatted.

Conversely, you may copy the treasure stat block from the stat block tab and paste it into your own document.



Pit Dialog

The image shows a software dialog box titled "Pit". It has two tabs: "Stats" (which is active) and "Description". The "Stats" tab contains several input fields: a text box for "Name" containing "Mineshaft", a dropdown menu for "Type" set to "Uncovered", a spin box for "Depth", a spin box for "Falling DC", a spin box for "Search DC", a checkbox for "Swingback", a spin box for "Secret DC", a dropdown menu for "Contents", a spin box for "Damage" set to "1", a dropdown menu for "d1" set to "d1", and a dropdown menu for "Round". At the bottom of the dialog are "OK" and "Cancel" buttons.

Access the pit dialog by right-clicking on any pit item in the map window.

Type in the name and statistical values for your pit.

You can also provide a description of your pit on the description tab.

All this information will push to the adventure printout, appropriately formatted.



Trap Dialog

The image shows a 'Trap' dialog box with two tabs: 'Stats' and 'Description'. The 'Stats' tab is active and contains the following fields:

- Name: Beartrap
- Type: -
- CR: -
- Attack Bonus: -
- Damage: 1
- d1: d1
- + 1
- Reflex DC: -
- Search DC: -
- Disable DC: -
- Secret DC: -

There is an unchecked checkbox between the 'Disable DC' and 'Secret DC' fields. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Access the trap dialog by right-clicking on any trap item in the map window.

Type in the name and statistical values for your trap.

You can also provide a description of your trap on the description tab.

All this information will push to the adventure printout, appropriately formatted.



Door Dialog

The screenshot shows a 'Door' dialog box with two tabs: 'Stats' and 'Description'. The 'Stats' tab is active and contains the following controls:

- Name: Arrow Slits 1
- Thickness: Spin box
- Hardness: Spin box
- Hit Points: Spin box
- Lock: Dropdown menu
- Stuck DC: Spin box
- Locked DC: Spin box
- Secret DC: Spin box
- Hinge: Dropdown menu

There are three checkboxes located between the Thickness/Hardness/Hit Points spin boxes and the Stuck/Locked/Secret DC spin boxes. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Access the door dialog by right-clicking on any door item in the map window.

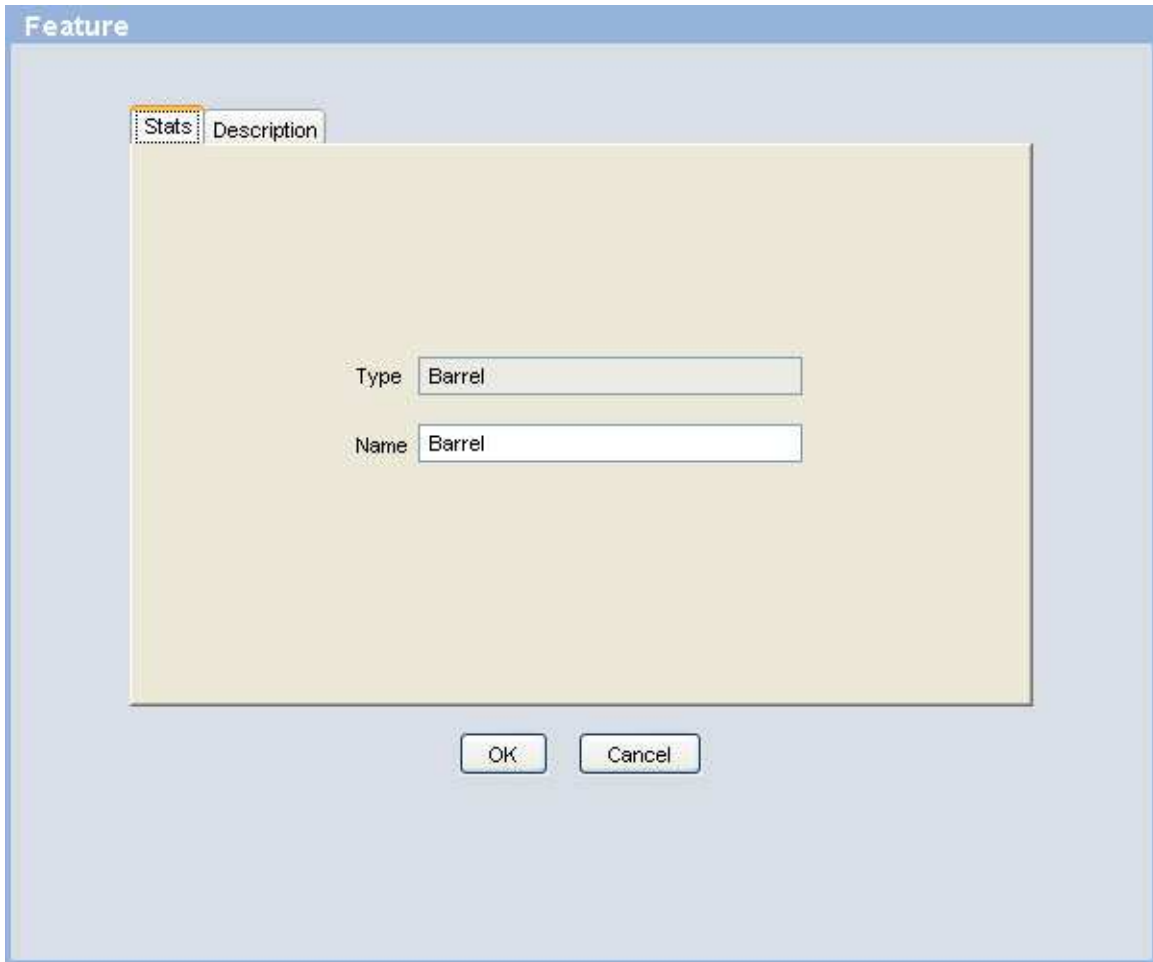
Type in the name and statistical values for your door. When you provide locked or secret DC values to your door, an icon indicating that will be shown on the door in the map window.

You can also provide a description of your door on the description tab.

All this information will push to the adventure printout, appropriately formatted.



Object Dialog

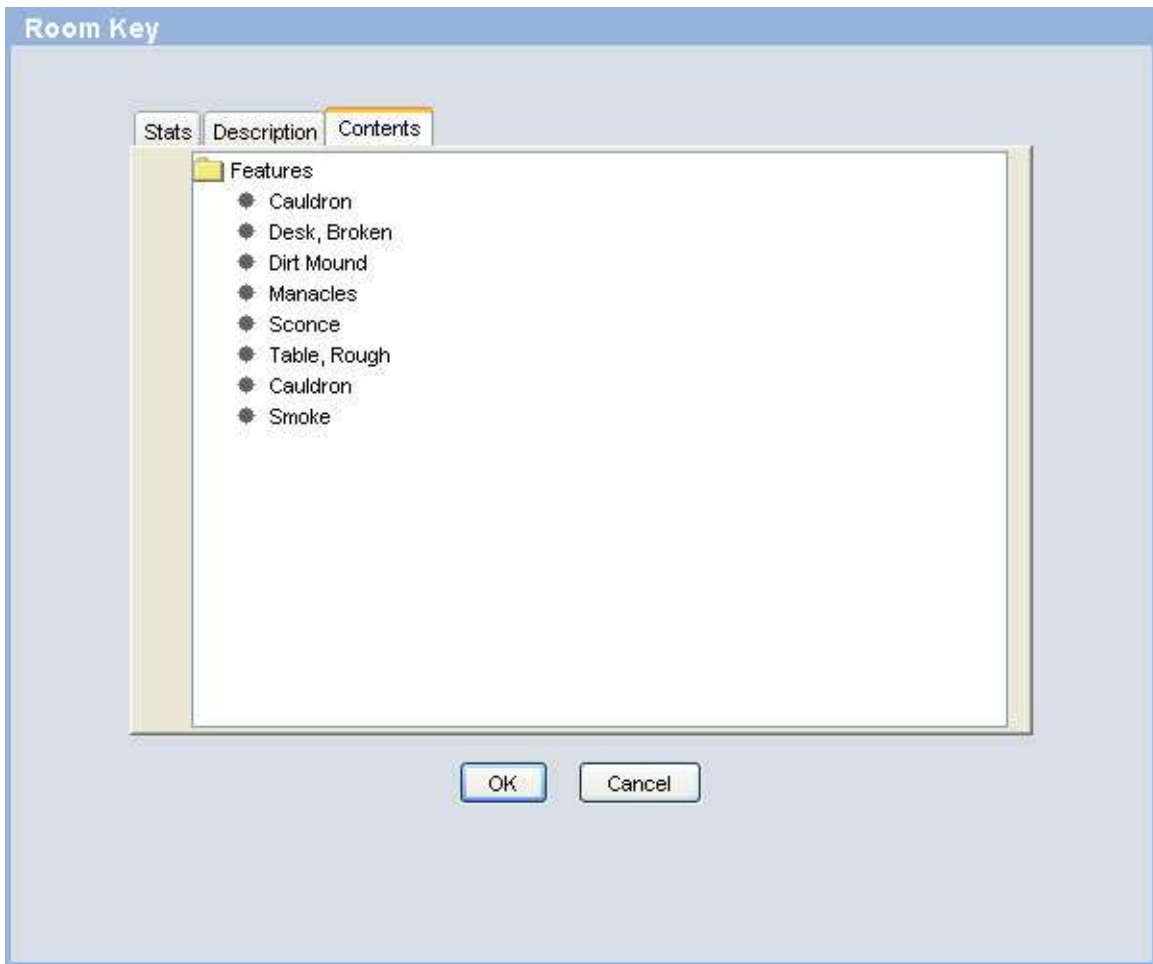


The object dialog is somewhat superfluous. Only if you wish to provide a description of the object in your adventure should you access the object dialog.

Apart from the object dialog, there are other ways to refer to objects in your adventure:

Painting a room key automatically captures the name of each object that rests underneath this paint. The names of the objects will automatically push to the adventure print out. For example:





Room key contents.jpg

The names of the items will automatically push to the adventure print out, under each room description.

Rather than describing each object in each object dialog, you can take some artistic liberty and just write a read-aloud description in the room dialog.



Incorporating House Rules

You can incorporate your own house rules into Dundjinni.

In *Dundjinni/Adventure/rules* you can add text files to support your own rules. It is suggested you do not edit the text files that are already there.

Here's a brief example of content from *Dundjinni/adventure/rules/classes/core/classes.txt*:

Barbarian

A ferocious warrior who uses fury and instinct to bring down foes.

Bard

A performer whose music works magic. A wanderer, a tale-teller, and a jack-of-all-trades.

Cleric

A master of divine magic and a capable warrior as well.

The example above represents the formatting of text found in these files. That is:

Name

Description

<cr>

Name

Description

<cr>

etc...

Is the formatting layout found in all the text files. When creating your own files, you need to adhere to this format. The description can remain blank, but an additional carriage return must be inserted instead.

Using this formatting, save your text file and place it in the appropriate folder. The name of the text file appears in the drop down dialog on appropriate tab in the character and monster dialogs.

For example, if you create a text file called "My Feats.txt" and place it in *Dundjinni/adventure/rules/feats* then those feats that you created will appear on the feats tab in the character and monster dialogs. The drop down dialog will report "My feats" as a filter selection.



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File Structures & nomenclature

File Extensions

Dundjinni works with and understands the following file formats:

- .dja When you save your Dundjinni file, (you map and adventure), it receives the .dja extension. There is no separation in Dundjinni between your map and the adventure content it contains.
- .djc d20 characters created with Dundjinni receive the .djc extension.
- .djm d20 monsters created with Dundjinni receive the .djm extension.
- .djx Art included in Dundjinni which is used to create your maps, (such as an image of a trophy, or a bathtub), have the .djx extension. Miniature tokens also receive this extension.
- .txt d20 rules content, such as skills and feats, are saved off in the universal .txt format. There is a scripted structure to these files. See the .txt files in res/ability tables.
- .png Dundjinni can read .png graphic files. If you create some art objects in another paint program, save them off in the .png format. You can then drop these objects into the appropriate Dundjinni folder (more on this below), to work with them to create custom maps. Dundjinni also understands the alpha channel inherent in the .png format.
- .XSL Stat blocks and such displayed in Dundjinni adhere to an xsl style sheet. You may create your own style sheets and incorporate them into Dundjinni. The adventure print out also adheres to a style sheet.



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Making sense of the file folders

There are quite a few folders within the Dundjinni root folder. We've made almost all the files that Dundjinni calls upon available to you within these folders. It is a powerful way to customize Dundjinni to your exact liking.

Here's a breakdown of the folder structure in Dundjinni:

Folder	Sub folder	Sub sub folder	
Adventure			The default folder for saving your dja files.
	/ Characters		Contains .djc files.
	/ Monsters		Contains .djm files. Licensed content is included
		/ Book of Fiends	Monster stats licensed from Green Ronin
		/ d20 SRD	Monster stats available freely from Wizard's of the Coast
		/ Monsternomicon	Monster stats licensed from Privateer Press
	/ Rules		Contains .txt files of all rules. E.g. skills, feats, spells, etc.
		/ Classes	
		/ Feats	
		/ Skills	
		/ Possessions	
		/ Skills	
		/ Special	
		/ Spells	
	/ Tokens		Contains .djc files that represent miniature tokens
		/ Reaper	Miniature tokens licensed from Reaper.
Help			Contains the manual and help file.
Map			The folder that contains all the art (djc files) to create maps
	Fantasy		Art is categorized by genre. Fantasy is the first offering.
		/~common	Default files are stored here
		/ Dungeon	The Dungeon art pack images
		/ Wild	The Wild art pack images
		/ Token	An empty folder that points to room keys and default tokens.
		/ Castle	The Castle art pack images
		/ etc...	Future art packs will install under map/fantasy. Future genres (Urban) will install as their own folder under /map
Res			Contains default files. Most users can ignore this folder.
	/ images		
		/ default	contains the default "Keith" monster and character tokens
		/ frames	contains the components of a token. .djc format
		/ propDialogs	contains the icons used in dialogs.
		/ skins	contains the art used in creating the interface.
		/ tool	contains the art used to create the interface buttons.



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	/ XML		Contains style sheets for the various stat blocks used in the program
		/ adventure	
		/ characters	
		/ images	
		/ monsters	
		/ stat block	
		/ treasure	



Adding your own art

Adding your own art to Dundjinni is a relatively straight forward process.

Adding art to create a map

When creating your own art for maps, you need to save your images off in the .png format.

Map art is stored in *Dundjinni/Map*

Any subfolder that exists in that path will act as a genre filter. For example, the genre of Fantasy ships with all versions of Dundjinni 1.0. Later on, we'll introduce the Modern genre, and a subfolder of that name will appear appropriately. For example:

Dundjinni/map/fantasy
and
Dundjinni/map/modern

are two potential subfolders for Dundjinni. In this scenario, the genre drop down box in Map Item Dialog would contain Fantasy and Modern.

Subfolders beyond that identify Art packs – the next drop down box in the Map Item Dialog. So Dundjinni Platinum contains:

Dundjinni/map/fantasy/Dungeon
Dundjinni/map/fantasy/Wild
Dundjinni/map/fantasy/Castle
Dundjinni/map/fantasy/Village
Dundjinni/map/fantasyTemple

With future art packs to be introduced. You can create your own art pack if you desire and name the folder as you wish.

For example: *Dundjinni/map/fantasy/My Art Pack*

The subfolders below “My Art Pack” determine the nature of the art object in question. You should not come up with your own names for these subfolders. Pull from this list:



Walls
 Floors
 Cover
 Doors
 Pits
 Traps
 Treasures
 Objects

Here is a chart that refers to how to save off your art, and what size to make it.

Art item	File format	Supports Transparency?	Bound to	Dimensions	Number of files per	Naming convention
Walls	.png	no	-	200x200	2, tiling	wall-a.png, wall-b.png
Floors	.png	no	-	200x200	4, tiling	floor-a.png, floor-b.png, floor-c.png, floor-d.png
Cover	.png	yes	-	any	as many as you like	fog-a.png, fog-b.png, fog-c.png, etc.
Doors	.png	yes	Door Dialog	approx 400x45 for 10 ft, 200x45 for 5 ft.	1	irondoor.png
Pits	.png	yes	Pit Dialog	any	1	spikedpit.png
Traps	.png	yes	Trap Dialog	any	1	beartrap.png
Treasures	.png	yes	Treasure Dialog	any	1	chest.png
Objects	.png	yes	Object Dialog, captured in room key.	any	1	catapult.png

Note that walls and floors rely on a tiling system. Cover is not based on a tiling system, but images are collected together in a series.

Character images for tokens are stored under Dundjinni/Adventure/Tokens. You may create your own folder and subfolder there and save off .png images at 200x200 pixels. Character and Monster sub folders are needed to separate those out. Follow the Reaper example shown.



Frequently Asked Questions

What is the layering order?

The layering order determines what gets drawn first on the map. For example, floors get drawn before walls, such that walls always (and naturally) rest on top of floors. This puts the floor layer below the wall layer.

The default layer order, from lowest to highest, of all items in a map area is as follows:

Canvas (the blank file map file you start with)
Floors
Pits
Traps
Treasures
Objects
Characters
Monsters
Walls
Cover
Room Keys
Text

What do you mean by the term, “adventure?”

In the context of *Dundjinni*, the adventure is the text-based material of your creation. So a stat block of an orc is a component of your adventure, as is the description of a bathtub.

You can create an adventure in *Dundjinni* by right-clicking on the items you place on your map. Type in your details in the dialog that appears, and this information will push to an adventure layout template.

Can I import my own art?

Yes! *Dundjinni* supports the .png graphic file format. All you need to do is put your png file in the appropriate folder.

Will there be new art available for *Dundjinni*?

Yes. We’re working on new art packs at the time of this writing, and a new piece of art is available each Friday from the *Dundjinni* website.



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