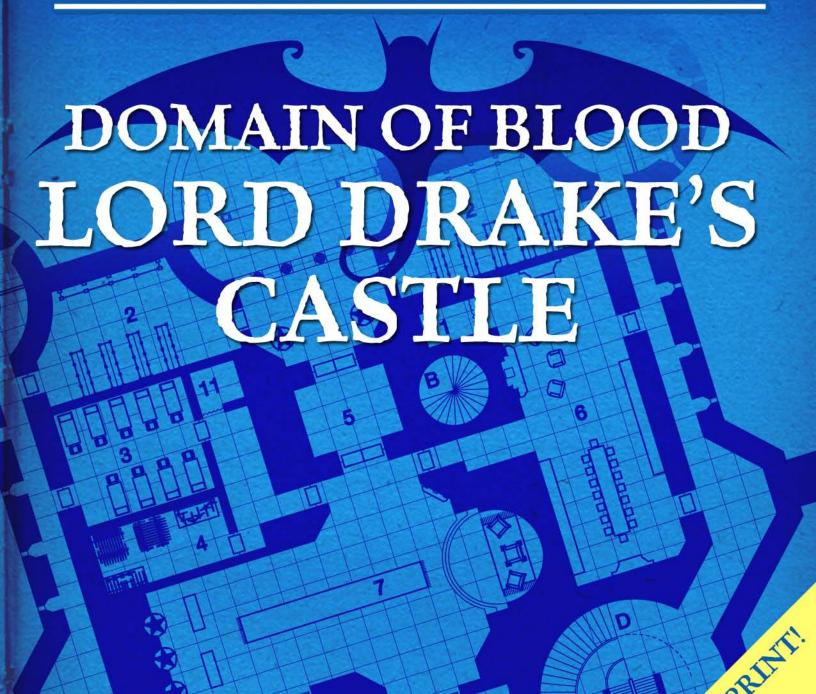
BLUEPRINTS





www.Øonegames.com

126 RELIGIBLE TO THE RESTOR

BILUEPRINTS

Welcome

The Blueprints product line offers you old-fashioned blue printed maps for using in your adventures and campaigns. For each map you get a blueprint version and a standard black and white version. The maps are all vector-based so you will get maximum print resolution. Despite their old fashioned appearance each map offers you a degree of customization, using the pdf technology at its best. A button (which will not be printed) on each map allows you to turn on and off the grid, eliminate the room numbers, get the walls filled, don't show doors and furniture and many other options, depending on the kind of map.

Each product features a classic fantasy adventure location: a dungeon, a keep, a temple complex, a thieves guild and so on. You can use these map as reference to build your own adventures or simply take them at hand in case your players go in an unexpected direction during the campaign.

While offering you the best quality, these products are really inexpensive.

The Rule the Dungeon[®] Feature

This exclusive feature allows you to customize the look of your map by adding the furniture, toggle the grid, hide the room numbers and much more.

On each sheet, you will find a big "Rule the Dungeon" button.

This button will not be printed, so, don't mind if it overlaps something on the map. By clicking on this button some options will be shown, as detailed below. A checkmark will appear beside the options active. The options available vary with products, below is a list of the most common options:

- Numbers: toggle room numbers and text.
- Furniture: toggle furniture.
- Doors: toggle doors
- Square/Hex Grid: toggle square grid and hexagonal grid.
- No Grid: turn off the grid
- Fill: toggle the black in the walls.
- All: toggle default state/empty state (with just the walls).

Other Options

Each map displays a star marking the "N" for "north". You can change the orientation of your map by clicking on the star. Each time you click, the "N" rotates by 45 degrees.

In order to avoid setting each map, you can use the **Master Control Panel** (MCP) on the following page. This control panel displays a "Rule the Dungeon" Button which controls all the maps at once. A box on the left of this button displays the state of the maps while using this button. Please note that the actions on the master button override all the actions made previously on the maps. In the MCP you will find also a star marking the "N". By clicking on this star you'll set the orientation of all maps at once; if you don't want the star to be printed just use the checkbox on the MCP, just below the star.

Furthermore two buttons on the MCP allow you to print only the blue maps or the black-n-white maps, so you don't have to select each page and print it.



Øone Roleplaying Games www.Øonegames.com master@Øonegames.com

Øone's Blueprints: Domain of Blood - Lord Drake's Castle

Product Code: blu80. First edition 11/2011 Design: Mario Barbati 2D drawings: Guido Barbati Graphics: O'Bully Software Engineer: Anna Fava

All of the content of this book is © by Øone Roleplaying Games. The reproduction or retransmission of any part of this book, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews. Permission is granted to print this book for personal use only.

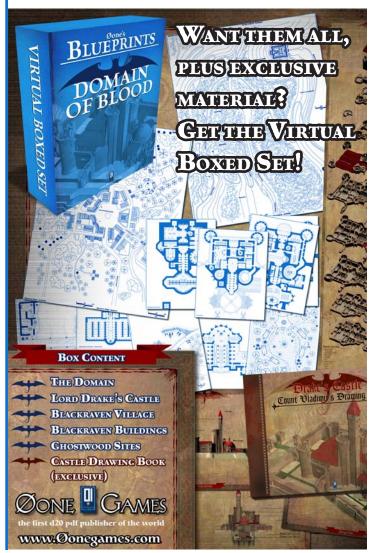
Lord Drake's Castle

This is a redesign of the 2005 Blueprint "Vampire Castle". We have heavily revised the castle by correcting some issues, adding legends, furniture and expanding the dungeon levels.

This is an oversized Blueprint containing fourteen maps, three times a normal Blueprint.

This fortress was build as a defensive bastion against barbaric invasions from the north. It's a very ancient castle built by Count Vladimir Drake's ancestors, or so the legend tells. Few of the (un)lucky people who visited the castle claim that, through its halls, there are no signs of ancestors at all. The sole male portrait visible through the castle, is Drake's himself one.

The castle is a gigantic fortress, accessible only through a dangerous road running on the edge of the Cliffs of the Dragon, and containing more than 100 rooms. A high defensive wall surrounds the castle, though it appears not necessary, since the castle rises on a high rocky pinnacle. The castle features two large dungeon levels and eight levels aboveground. Inside, the castle is a true labyrinth, with many flights of stairs leading to hidden places, and secret doors hiding dark places.



BLUEPRINTS BLUEPRINTS BLUEPRINTS BLUEPRINTS BLUEPRINTS BLUEPRINTS GREAT CITY GREAT CITY GALLEY TEMPLE, FARMS AND DUNGEON DA FANTASY MA W PC S CREN' PL SHIP P BLUEPRINTS BIUEPRINTS SHRINE GREAT CITY FOURWELL CITY BLUEPRINTS DUNGEONS, VILLAGES, RUINED TOWNS, MAGES DROW CITIES, GREAT CITIES, MONSTER LAIRS, CITADELS, GIANT FORTRESSES, DWARWEN **LUEPRINTS** STRONGHOLDS, PIRATE SHIPS, VAMPIRE CASTLES, CITY WARDS, HAUNTED MANORS, TEMPLES, CHURCHS, ABBEYS, TOWERS CAVERNS, FORESTS, CAIRNS, SEPULCHERS WATCHTOWERS, ALLEYS, GUILDS RUINS, HAMLETS, CRYPTS.... BLUEPRIN DROW CI TEMPLE OF T OLD STYLE, NEW TECHNOLOGY TEMPLE FARMS HUNDREDS OF MAPS IN THE MOST POPULAR LINE OF FANTASY LOCATIONS! ØONE GAMES BLUEPRINTS DUNGEON OF THE THIRTEEN UNDEAD OBSELL

the first d20 pdf publisher of the world

www.Øonegames.com