## Øone's BLUEPRINTS

# DOMAIN OF BLOOD BLACKRAVEN BUILDINGS

6

0





#### 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<sup>©</sup> 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 - Blackraven Buildings

Product Code: blu82. 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.

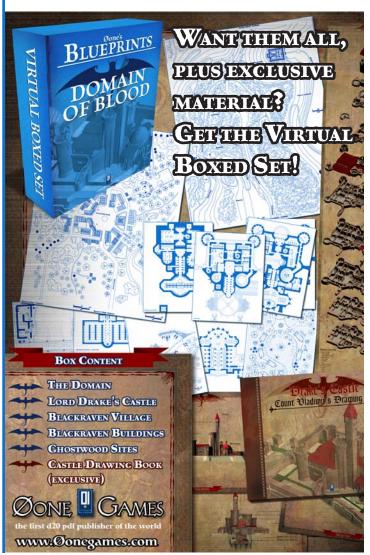
#### **Blackraven Buildings**

The oldest building of the village is the church. It sits atop Blackraven Hill. The legend tells that an older church did exist, even before the Castle was built, but this one was burned down by one of Lord Drakes' ancestors. It is said that the old remains of the church still lie in the belly of the hill.

The cemetery is also very old, maybe it was built just after the church. It never increased in size, remaining exactly as it was. People of the village say that the don't need more tombs because dead men often walk away on their own.

Other relevant buildings include the town hall and the jail which is also the sheriff's house and office.

Small farms are scattered all around the village. On the northeast border the Merchants' Square can be found, here merchants caravans are allowed to stay for one night or two, the time they need to sell their goods.





|              | door         | S   | secret trapdoor     |         | four poster bed  |
|--------------|--------------|-----|---------------------|---------|------------------|
|              | double door  | F   | trapdoor in floor   |         | single bed       |
| • • •        | portcullis   | C   | trapdoor in ceiling |         | round table      |
| $\frown$     | secret door  | സ്പ | curtain             |         | bench            |
|              | statue       |     | one way secret door |         | shelves          |
|              | fireplace    |     | one way door        |         | stairs up/down   |
|              | pillar       |     | dais                |         | anvil            |
| _            | stairs down  |     | altar               |         | barrels          |
| ()           | spiral stair |     | locked door         |         | coffin           |
|              | trapdoor     |     | double door locked  |         | crates           |
| $\bigotimes$ | pentagram    |     | window              |         | table            |
|              | pit          |     | torture table       |         | shelves/bookcase |
|              | bars         |     | hook on wall        | Con Con | bones            |
| $\bigcirc$   | pool         |     | weapons rack        |         | pallet           |
|              | false door   |     | desk                |         | bracer           |

### **Master Control Panel**

Use the buttons below to customize all the pages at once

Print all the BLUE pages

Print all the BLACK n' White pages



**LINE OF FANTASY LOCATIONS!** 

BLUEPRINTS INTERNIED TOWN DUNGEON OF THE CHIRTEEN UNDEAD OBSER



the first d20 pdf publisher of the world

www.Øonegames.com