

Done's  
**BLUEPRINTS**

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**DROW CITY  
TEMPLE OF THE  
SPIDER QUEEN**



[www.donegames.com](http://www.donegames.com)





# Øone's BLUEPRINTS

## 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.



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## Øone's Blueprints: Drow City - Temple of the Spider Queen

Product Code: blu58. First edition 2/2010

Design: Mario Barbati

2D drawings: Guido Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

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## Temple of the Spider Queen

The temple is the center of divine power of Drow City, ruled by the semi-divine High Priestess of the Spider Queen. The temple is also a school where the acolyties (all female) are initiated to the mysteries of the Spider Queen.

Carved from the true rock of the gigantic cave, the temple has the shape of a gargantuan spider. The legs are access ramps for the faithfuls as well as for the cultist of the Queen.

The ground floor is divided in two sections: the outer temple and the inner temple. The outer temple is where worshipers from the whole city come to assist to the Spider Queen Rites. The inner temple is where the High Priestess herself contacts the Spider Queen through dark sacrificial rituals.

Behind the inner temple there are bedrooms, kitchens, refectories and gyms, where the novices lodge. The initiation and theological studies are held on the first floor of the temple, which is a true elite academy. Classrooms, libraries and shrines are common on this level.

The second level is home of the true ruling class of Drow City. Priestess of high rank all have their own apartments including personal shrines and summoning rooms.

The western part of the second floor is the home of the High Priestess. Here she lives and attends to her duties, and most important thing, she communicates with the Spider Queen herself being de facto her voice in the underground.

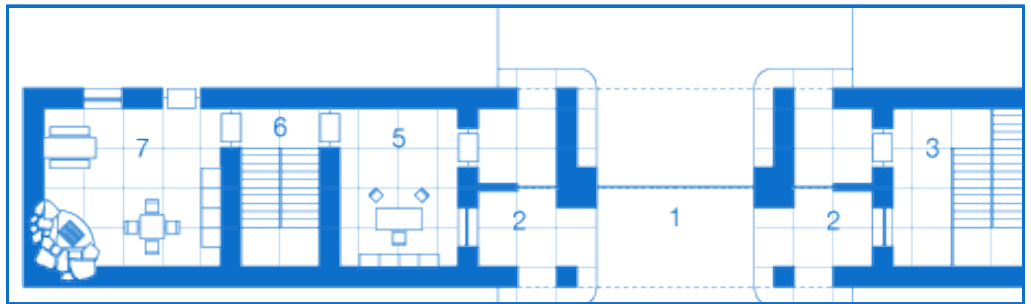
# Legend

## Symbols commonly used

	door		secret trapdoor		four poster bed
	double door		trapdoor in floor		single bed
	portcullis		trapdoor in ceiling		round table
	secret door		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
	pentagram		window		table
	pit		torture table		shelves/bookcase
	bars		hook on wall		bones
	pool		weapons rack		pallet
	false door		desk		bracer

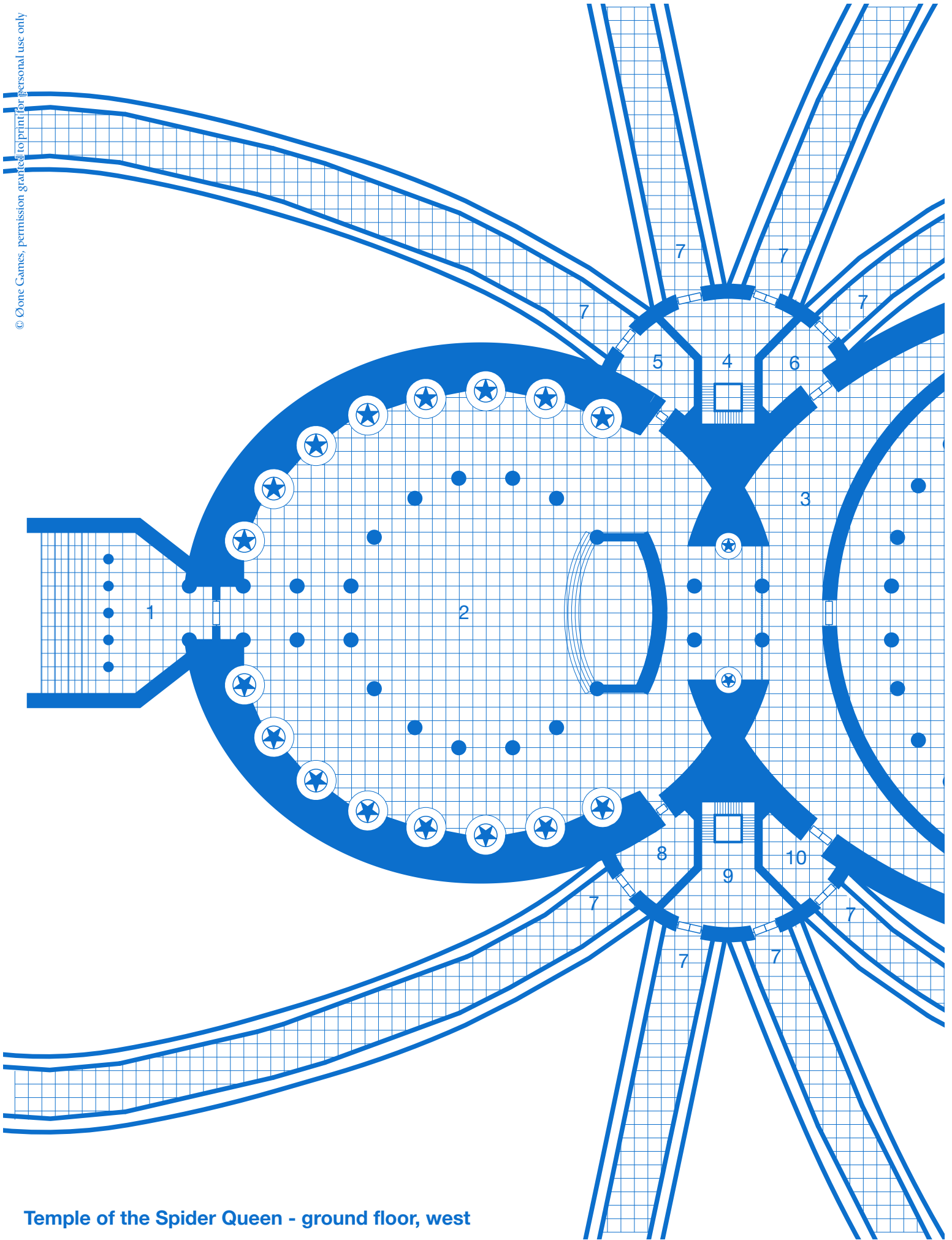
## Master Control Panel

Use the buttons below to customize all the pages at once



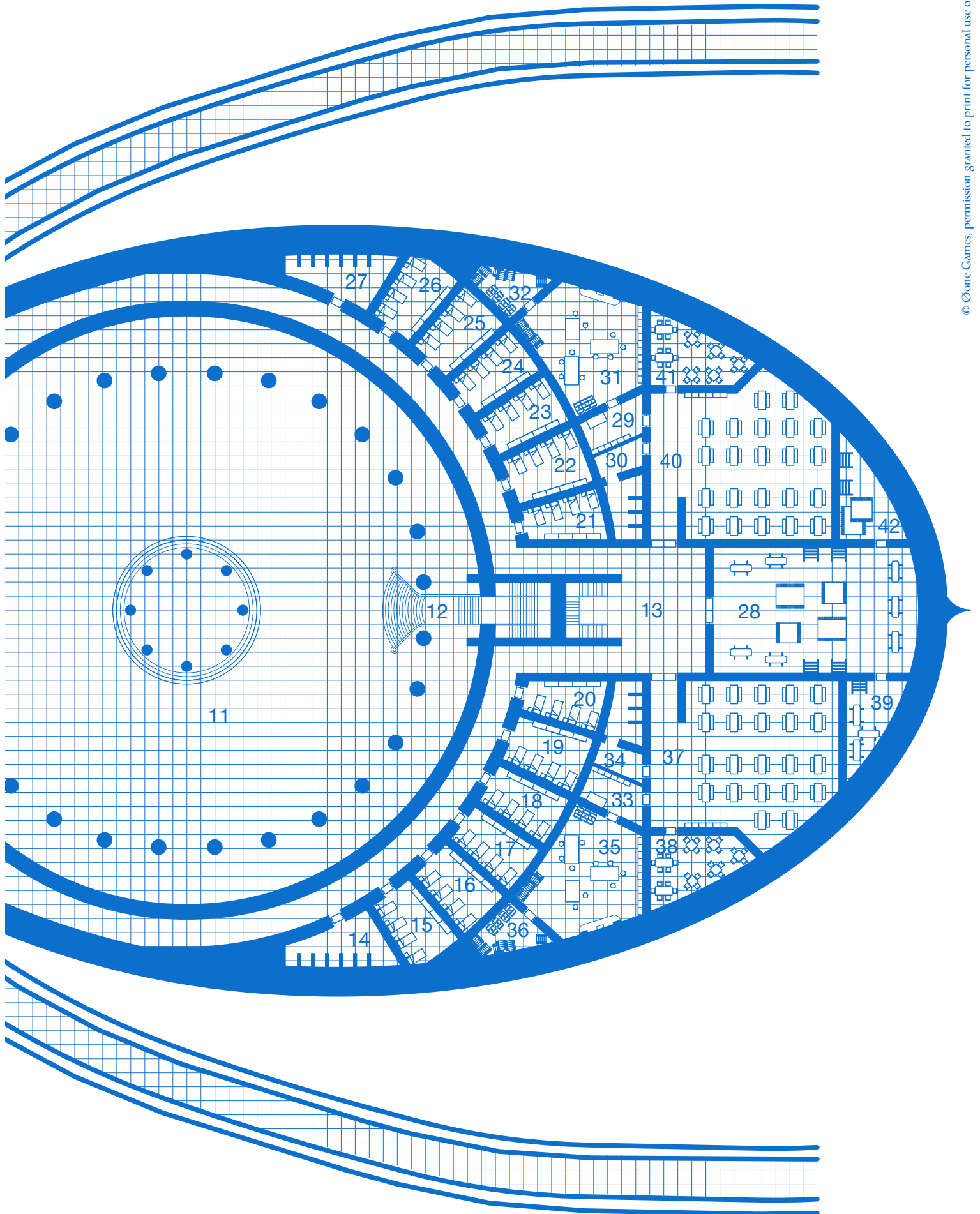
**Print all the BLUE pages**

**Print all the BLACK n' White pages**

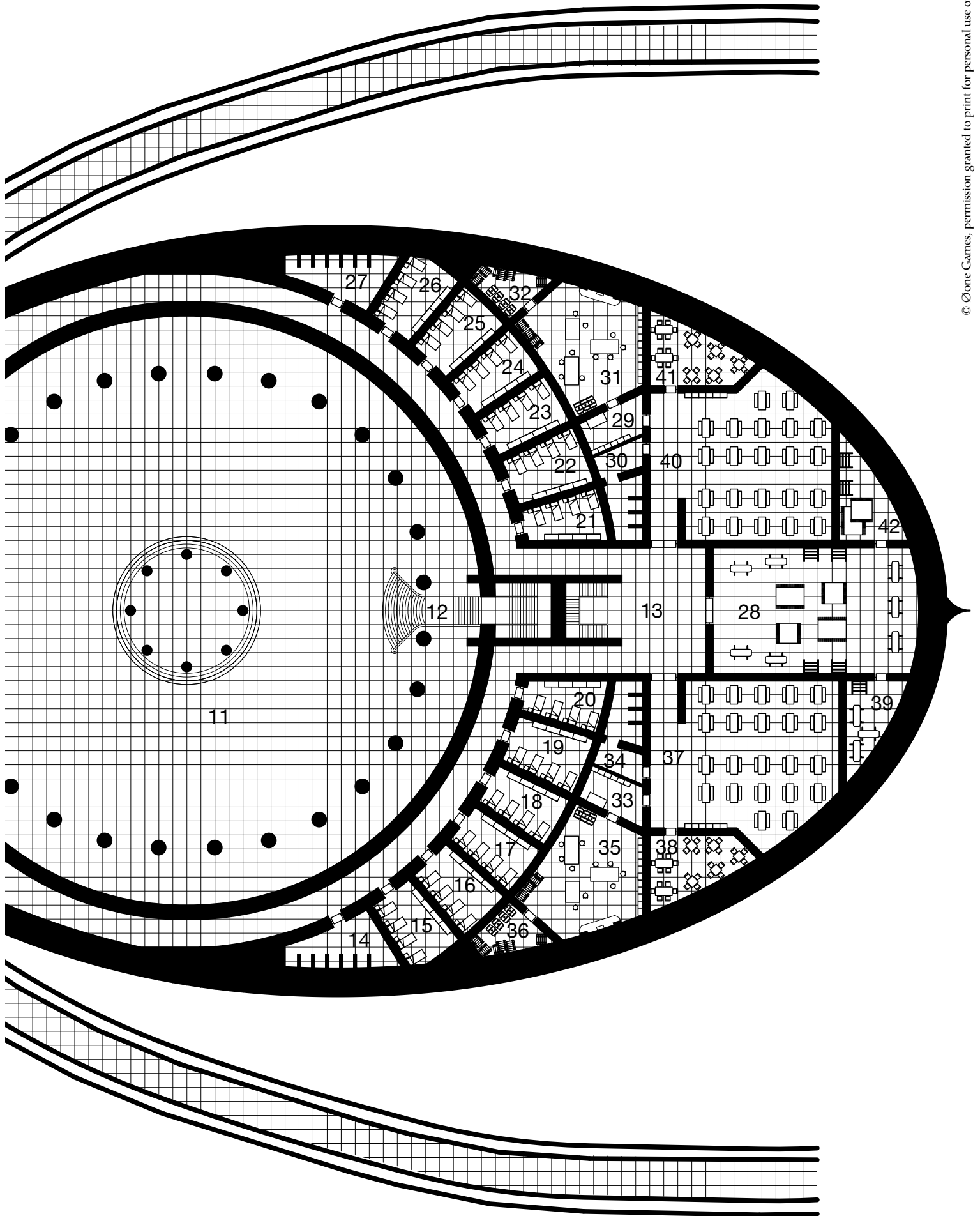


Temple of the Spider Queen - ground floor, west

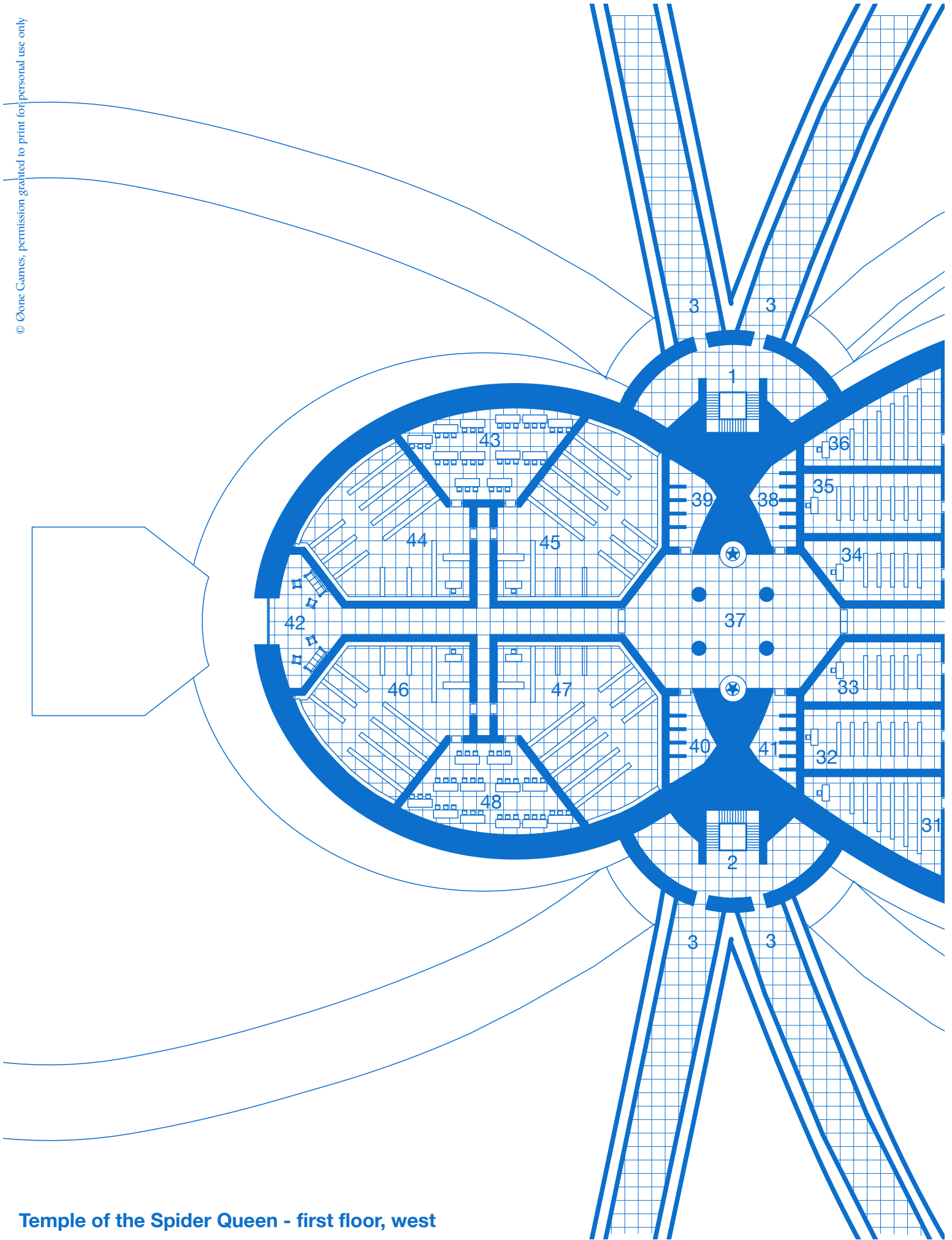




Temple of the Spider Queen - ground floor, east

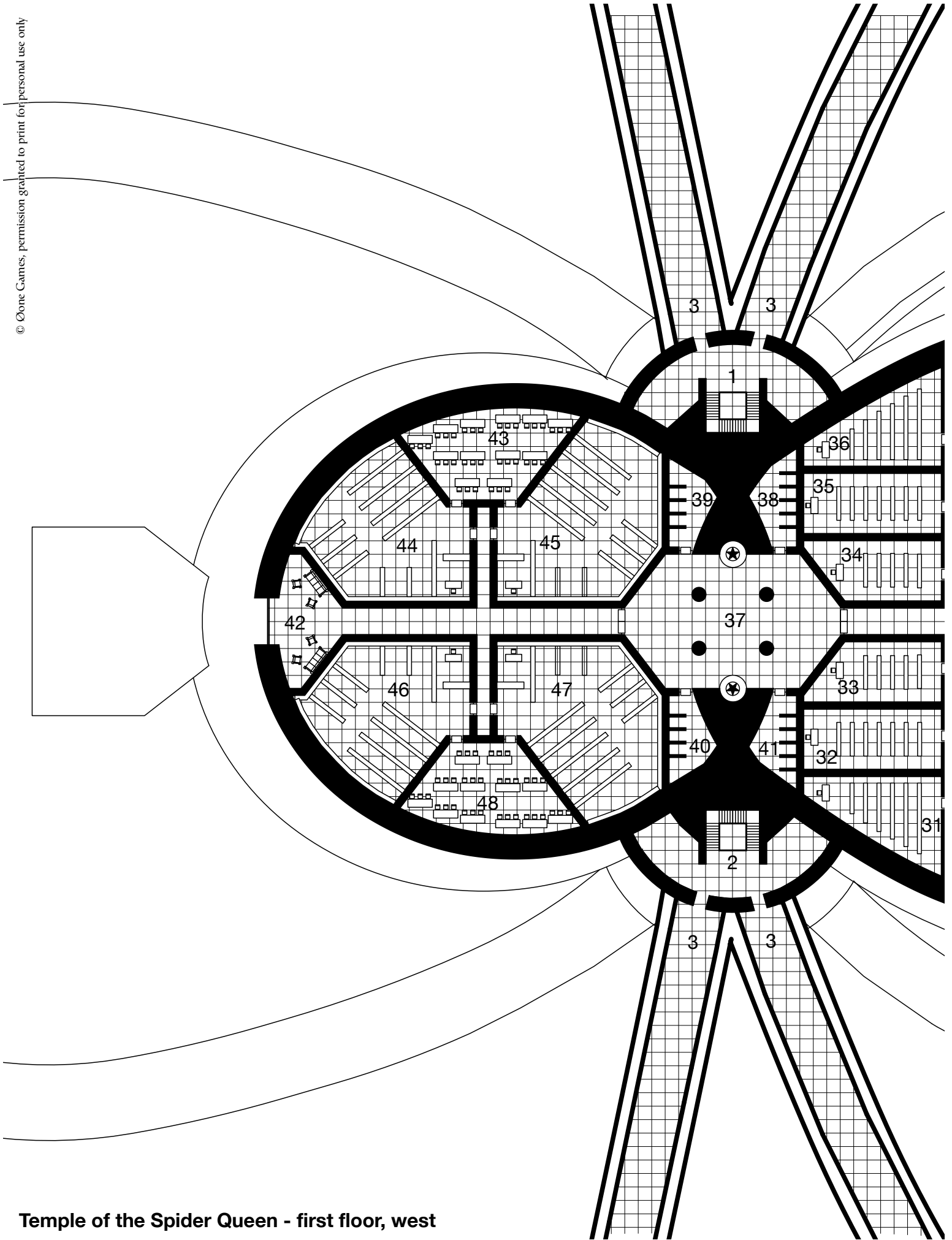


Temple of the Spider Queen - ground floor, east

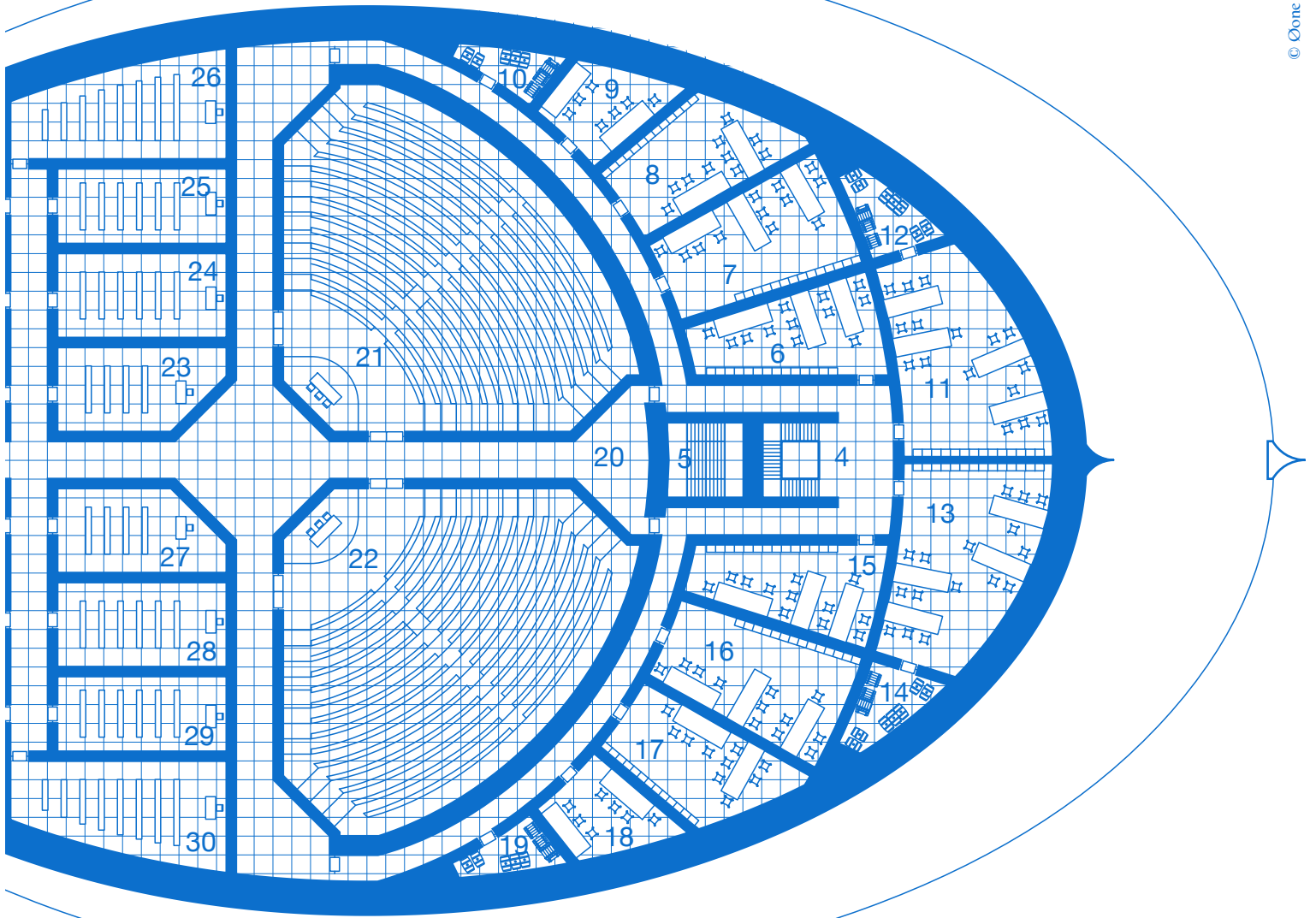


Temple of the Spider Queen - first floor, west

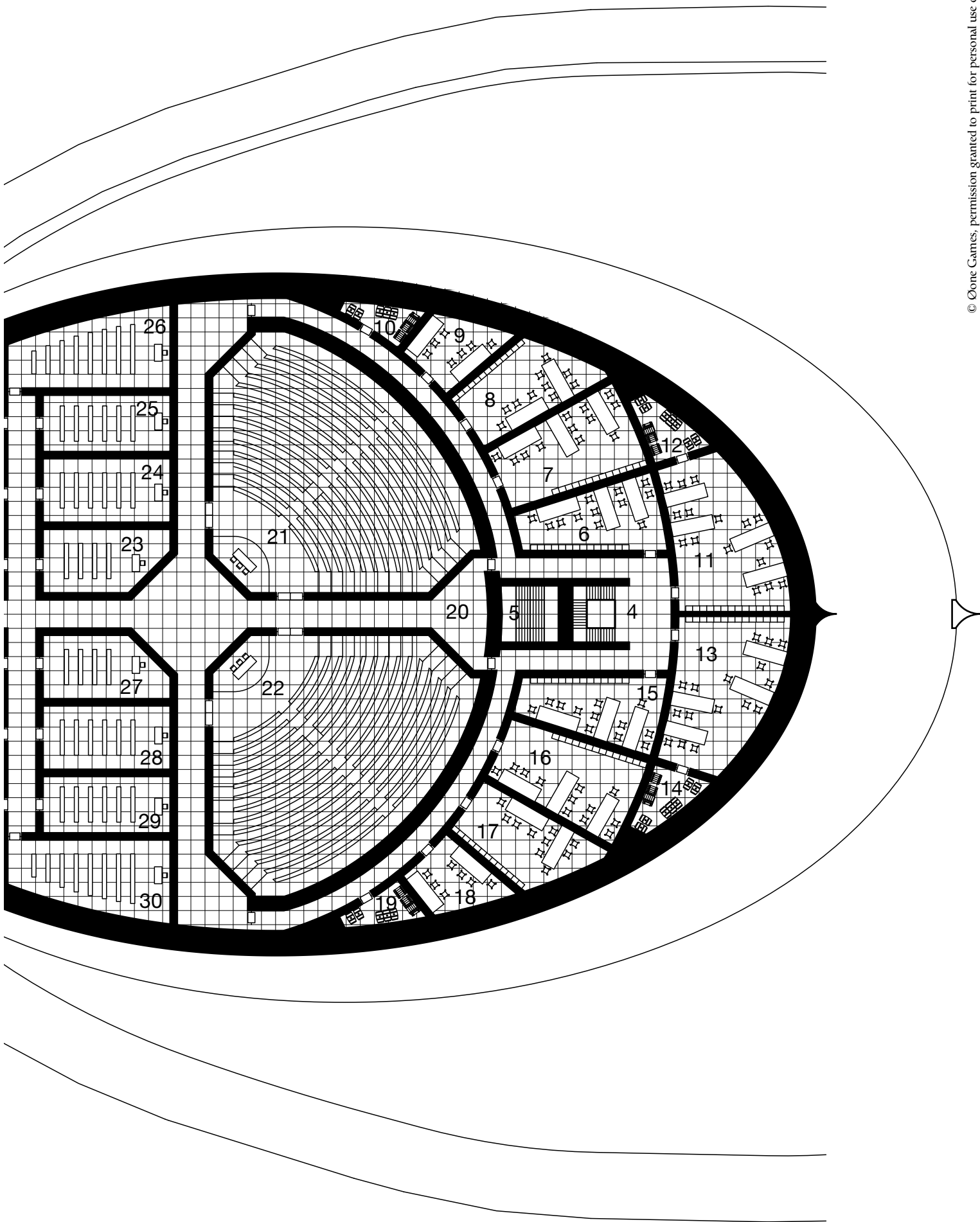




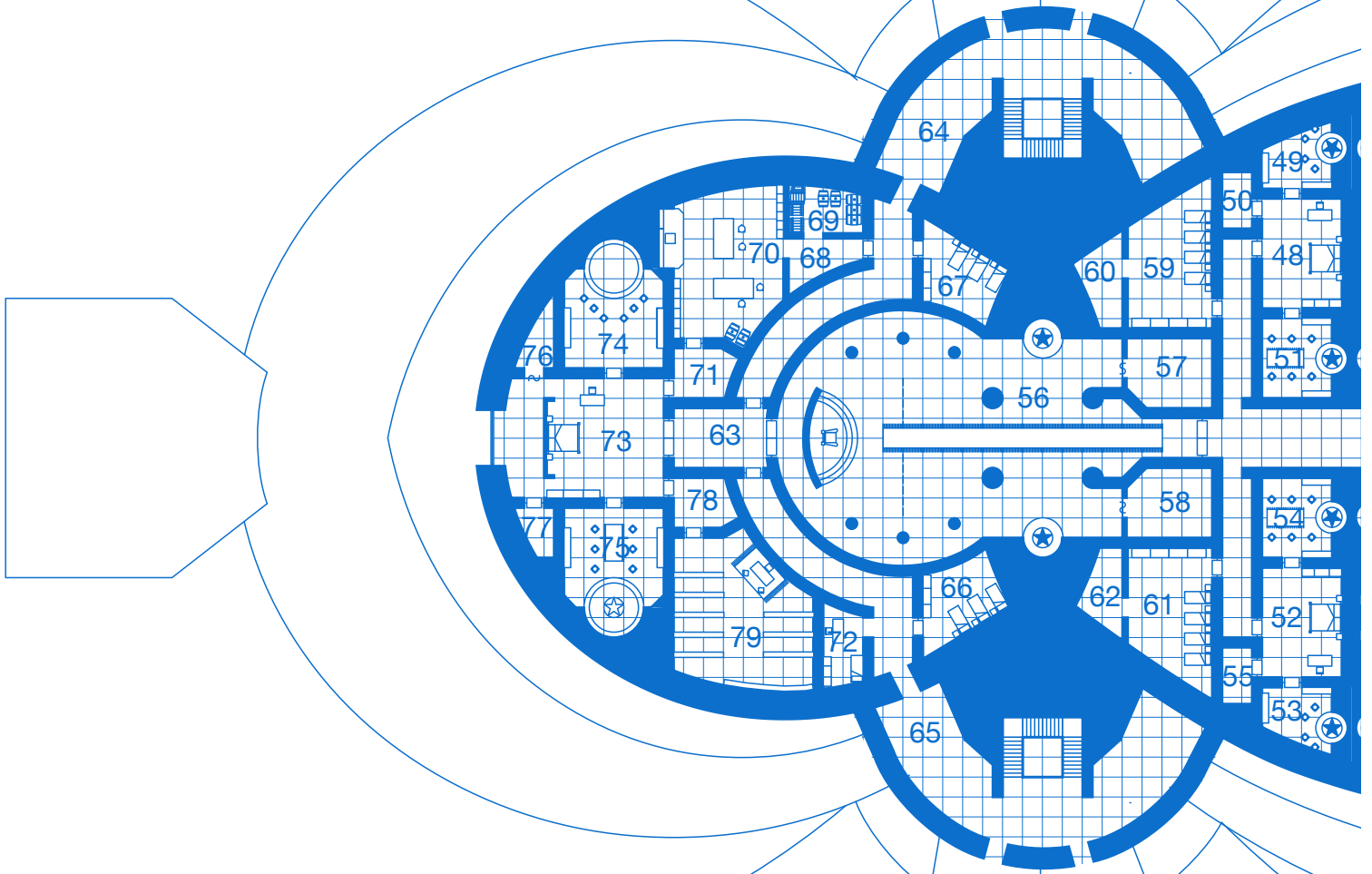
Temple of the Spider Queen - first floor, west



Temple of the Spider Queen - first floor, east

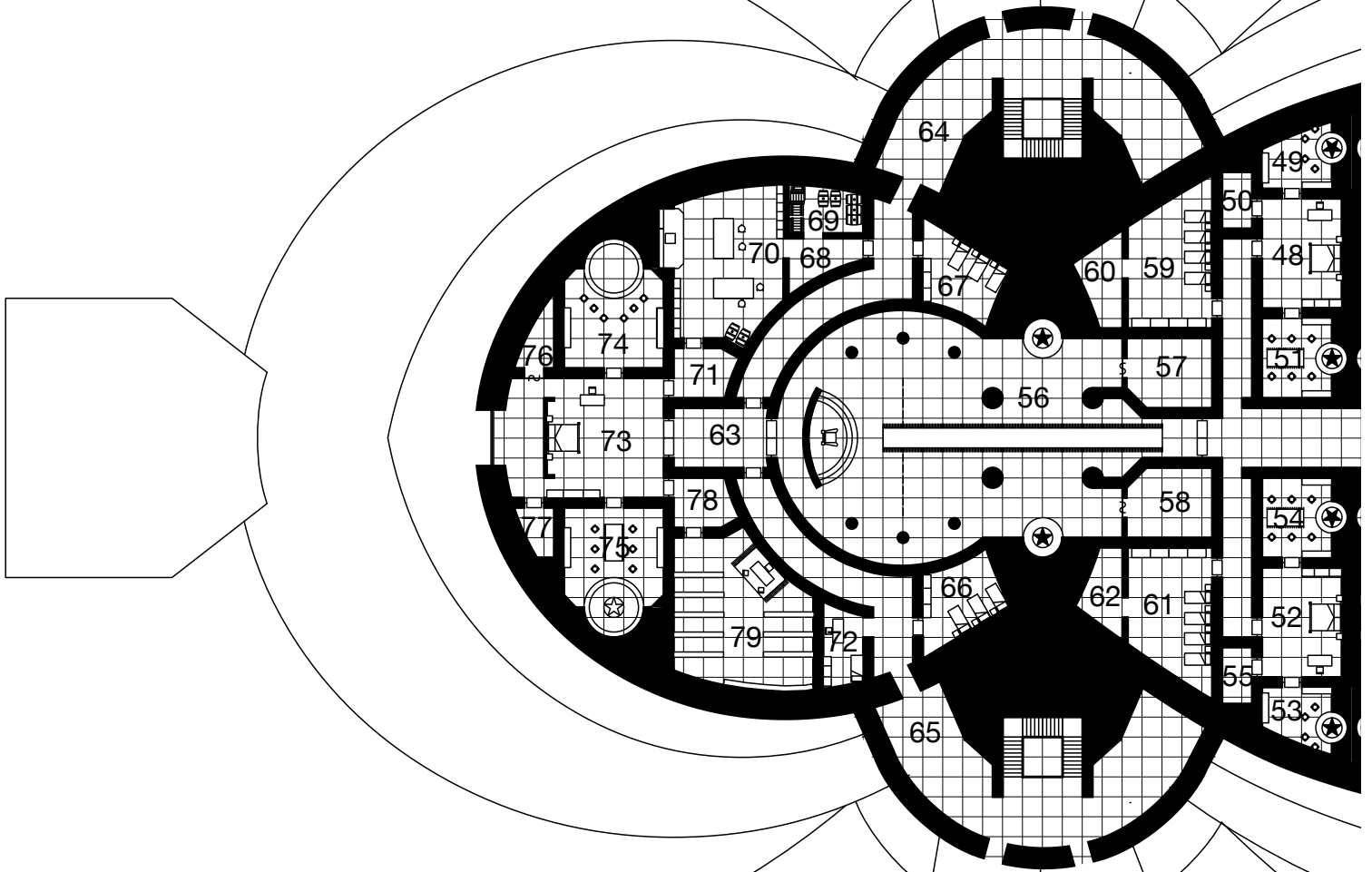


Temple of the Spider Queen - first floor, east

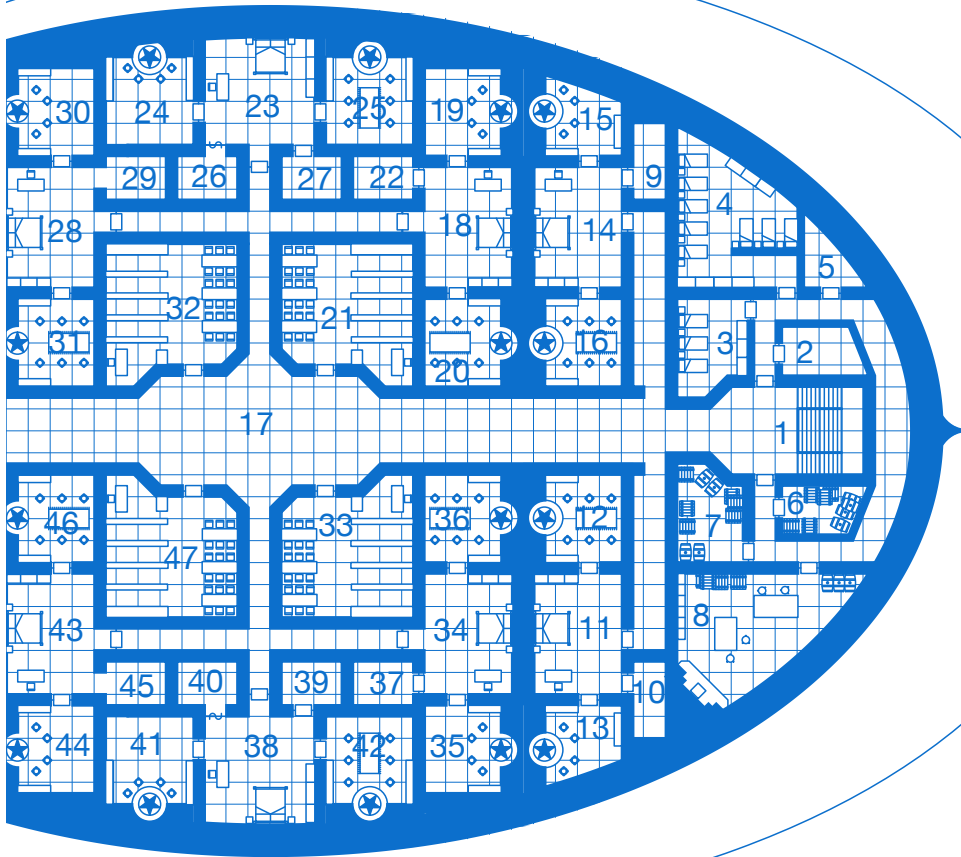


Temple of the Spider Queen - second floor, west

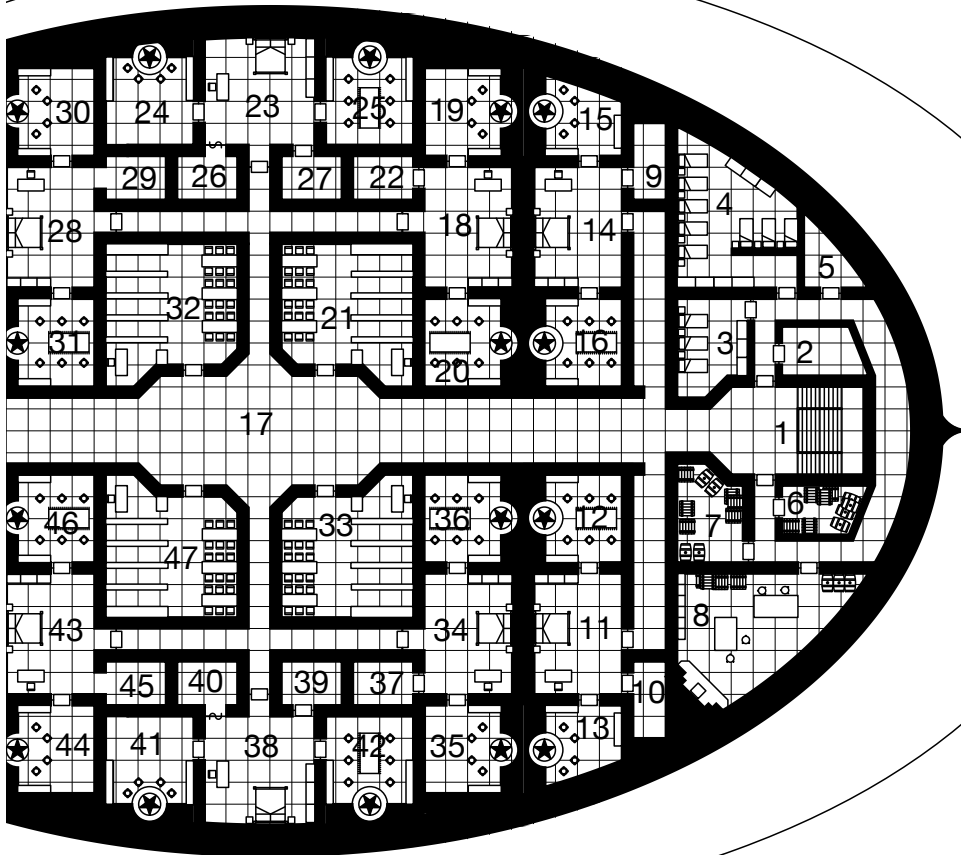




Temple of the Spider Queen - second floor, west



Temple of the Spider Queen - second floor, east



Temple of the Spider Queen - second floor, east

# LEVEL/MAP: Ground Floor

NUMBER	NAME	SHORT DESCRIPTION
1	Entrance	
2	Outer Temple	
3	Inner corridor	
4	High Priestess Servants entrance	
5	Worshippers entrance	
6	Adepts entrance	
7	Ramps	
8	Worshippers entrance	
9	High Priestess Servants entrance	
10	Adepts entrance	
11	Inner Temple	
12	Stairs to 2nd floor	
13	Stairs to 1st floor	
14	Toilets	
15-26	Adepts dormitories	
27	Toilets	
28	Gymnasium	
29	Larder	
30	Toilet	
31	Kitchen	
32	Storage	
33	Larder	
34	Toilet	
35	Kitchen	
36	Storage	
37	Refectory	
38	Teachers' Refectory	
39	Teachers' Gym	
40	Refectory	
41	Teachers' Refectory	
42	Teachers' Gym	





# LEVEL/MAP: Second Floor

NUMBER	NAME	SHORT DESCRIPTION
1	Stairs to ground floor	
2	Storage	
3-4	Bodyguards bedrooms	
5-7	Storage	
8	Kitchen	
9-10	Dressing rooms	
11	Bedroom	
12	Shrine	
13	Summoning room	
14	Bedroom	
15	Shrine	
16	Summoning room	
17	Foyer	
18	Bedroom	
19	Shrine	
20	Summoning room	
21	Library	
22	Dressing room	
23	Bedroom	
24	Shrine	
25	Summoning room	
26	Treasure vault	
27	Dressing room	
28	Bedroom	
29	Dressing room	
30	Shrine	
31	Summoning room	
32-33	Libraries	
34	Bedroom	
35	Shrine	
36	Summoning room	
37	Dressing room	
38	Bedroom	
39	Dressing room	
40	Treasure vault	

# LEVEL/MAP: Second Floor

NUMBER	NAME	SHORT DESCRIPTION
41	Shrine	
42	Summoning room	
43	Bedroom	
44	Shrine	
45	Dressing room	
46	Summoning room	
47	Library	
48	Bedroom	
49	Shrine	
50	Dressing room	
51	Summoning room	
52	Bedroom	
53	Shrine	
54	Summoning room	
55	Dressing room	
56	Audience room	
57-58	Guardposts	
59-62	Bodyguards dormitories	
63	Foyer	
64-65	High Priestess Servants entrance	
66-67	Bodyguards dormitories	
68-69	Larder	
70	Kitchen	
71-72	Bodyguards	
73	High Priestess bedroom	
74	High Priestess shrine	
75	High Priestess summoning room	
76-77	Treasure vaults	
78	Bodyguard	
79	High Priestess library	

