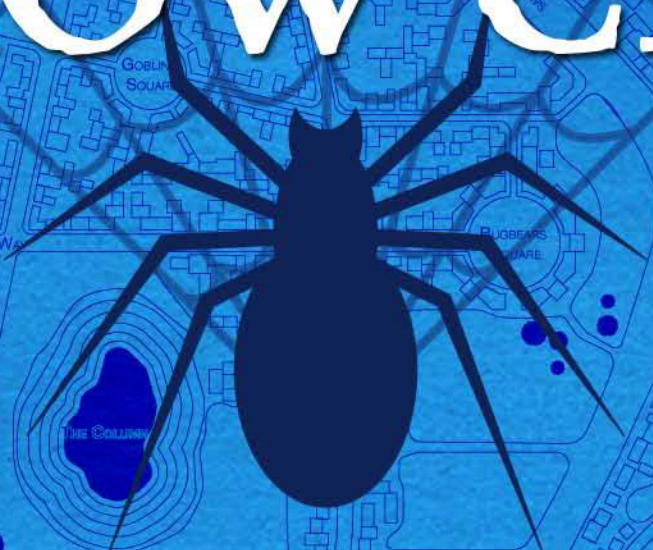


# Øone's BLUEPRINTS DROW CITY



[WWW.ØONEGAMES.COM](http://WWW.ØONEGAMES.COM)





# One'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 maps 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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## One's Blueprints: Drow City

Product Code: blu57. First edition 2/2010  
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Graphics: O'Bully  
Software Engineer: Anna Fava

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## Drow City

Welcome to the largest underground city of them all. Drow City is the meeting point of most of the known underground cultures. The city is ruled with iron fist by the Spider Queen priestesses supported by the military forces and by the sorcerers. Drow City is more like a small region than a city, including farmlands and even a small lake. The huge cavern hosting the city is filled by gargantuan stalagmites and stalactites that often become buildings or part of buildings. Drow City doesn't have true districts: the various zones blend one in another, however, the residents are able to distinguish the zones.

### The Acropolis

This is the hearth of divine, arcane, and military power of Drow City. The acropolis rises on a high plateau which access is granted only to the ruling class and to the scholars of the three disciplines: Arcane, Divine, and Martial. Only three buildings rise here: the Temple of the Spider Queen, the Military Academy and the Tower of High Sorcery.

### The Merchant's Heaven

This area is the most cosmopolitan of the whole city. Here, races from all the underground and from the surface gather to trade goods of all kinds. The buildings in this area are not tall and traditionally built, except for the Marketplace which is an impressive structure with wooden walkways built between gigantic stalactites.

### The Farmlands

This area provides sustenance to the whole city. Slaves of all races work hard over the mushroom fields and fish over the Lake of Infinite Darkness. A dreaded race of black orcs slavers keep an eye over these unlucky people. Those who not obey the will of the slavers are killed on the spot or, worse, taken to the detention area.

### The Detention Area

In this area there is only one feature: The Black Pillar, an huge hollow stalagmite with miles and miles of caverns inside. There are no guardians and no cells. The criminals are thrown into the caverns and left to their own destiny. The rules are simple: once you enter the Black Pillar, you never came out. The whole area is surrounded by powerful, unpassable magical barriers.

### The Shadow Sorcerer Domain

This area includes the fortress of the shadow sorcerer and a small hamlet on its feet. The Shadow Sorcerer is a drow outcast (someone says he's a vampire also) who is the sole power in Drow City who might oppose to the power of the high priestess. Nothing is known about him, and the people of the city usually are terrified of him.

### Merchant Houses

In this area there are six drow houses which are the six ones that manage the trade business in Drow City, nothing can be traded or exchanged without their permission, and their power is great.

### Noble Houses

There are two areas of noble houses which differs by the closeness (not only physical) to the hearth of the power in the Acropolis. Among the most powerful houses you can find House Darlaxlo, which is said to control even the High Priestess.

### The Slice

So called from its slender shape, this area of the city hosts the most wealthy individual who are not drow. Powerful families which established in Drow City to take care of their affairs.

### Forest of Stalactites

This is a wilderness area, inhabited by outlaws and outcasts who don't want to leave the city due to their shadowy affairs. The area is constantly patrolled by the military forces of the city.

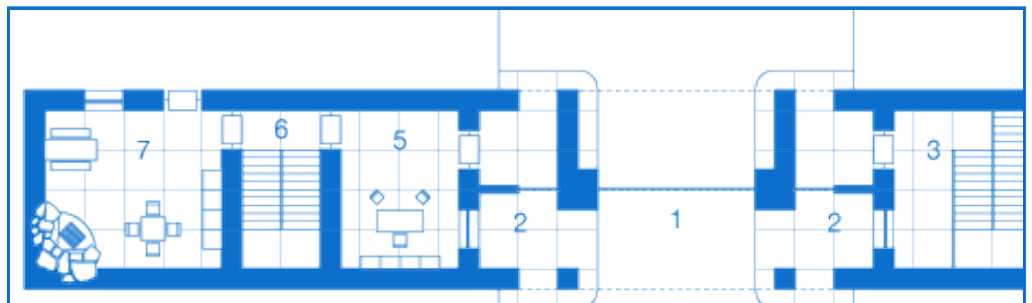
# Legend

## 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

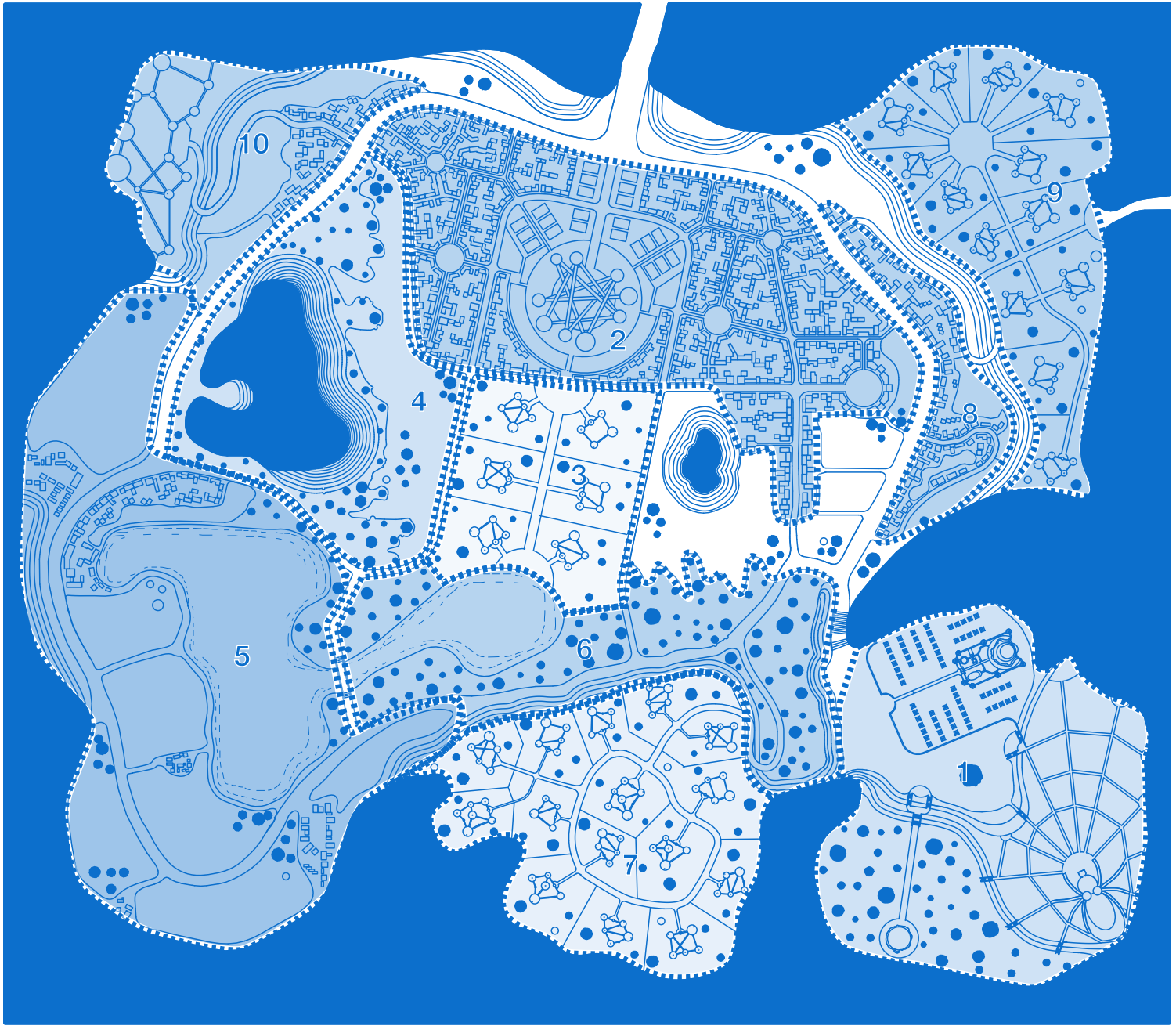
## Master Control Panel

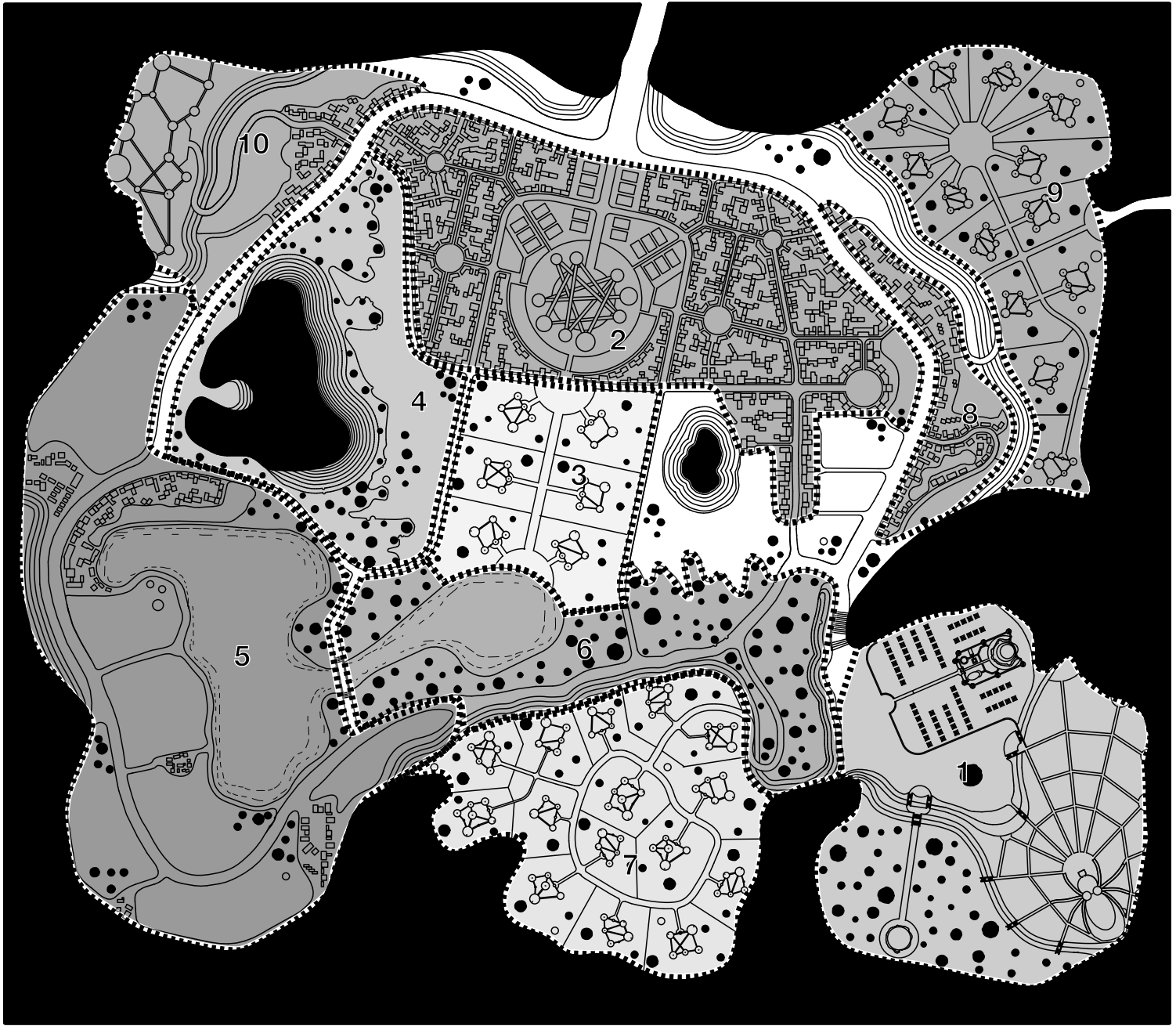
Use the buttons below to customize all the pages at once



**Print all the BLUE pages**

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





# DROW CITY - NORTHWEST



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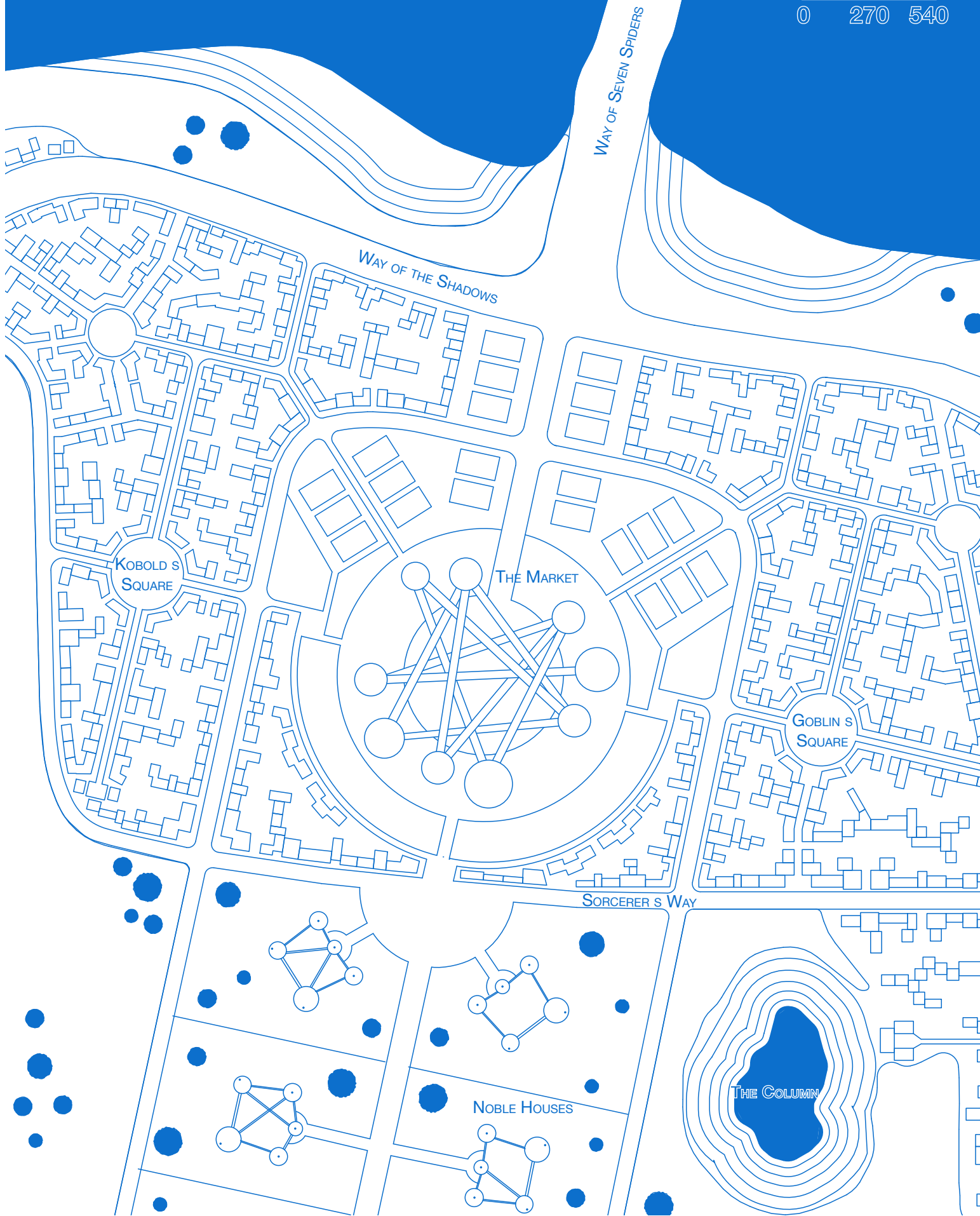
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# DROW CITY - NORTH

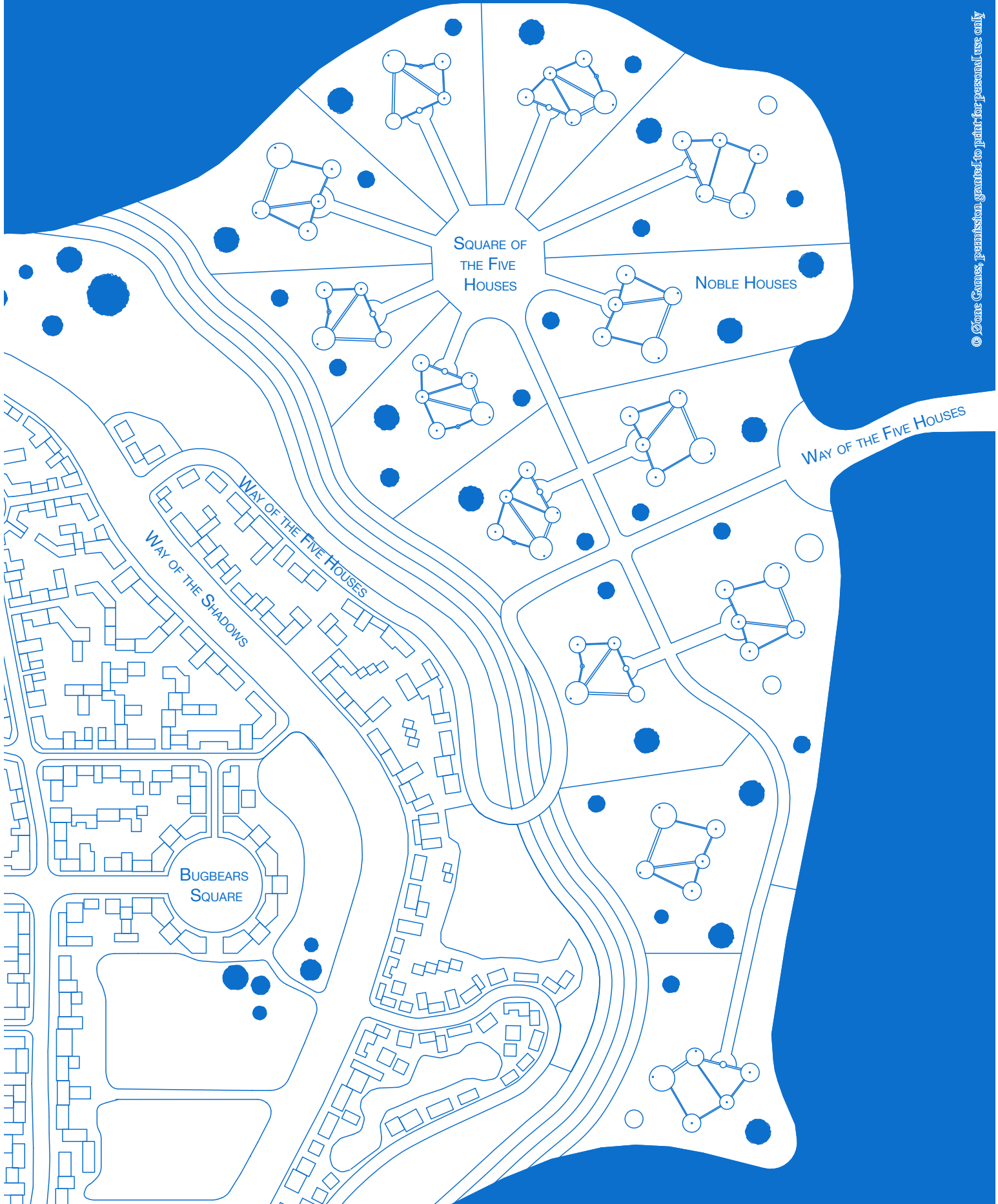
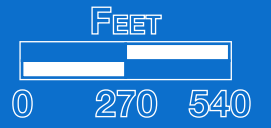




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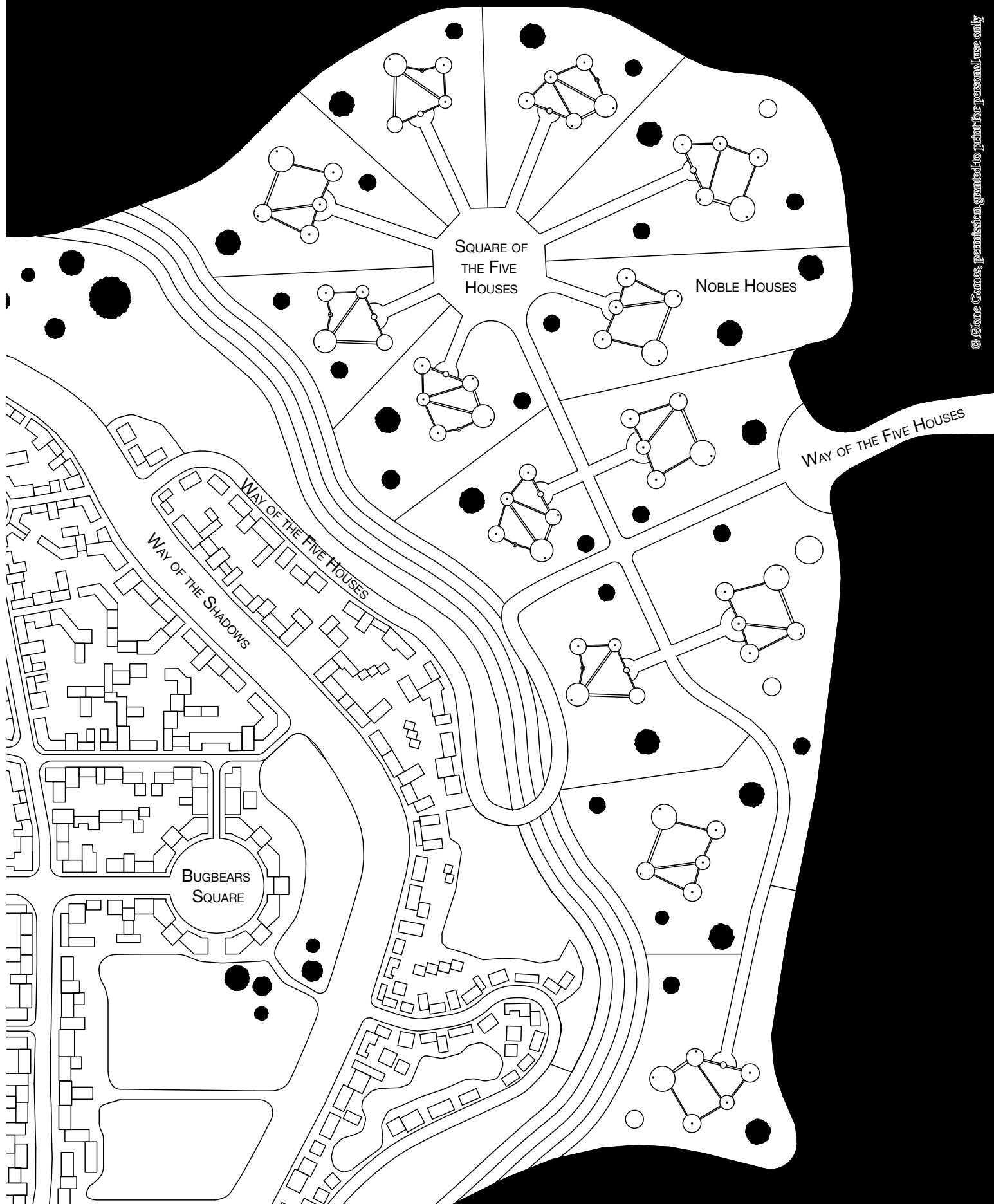


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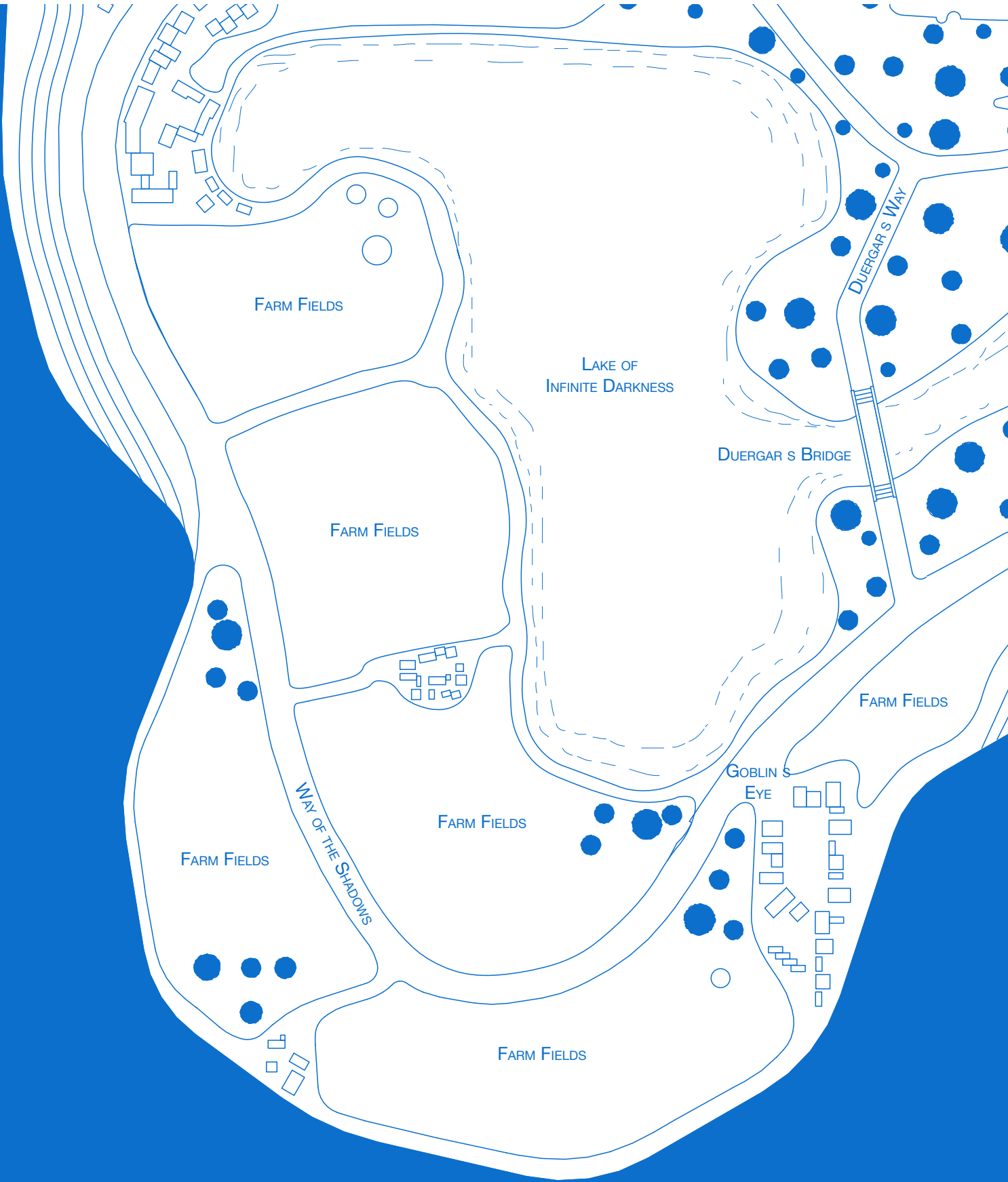
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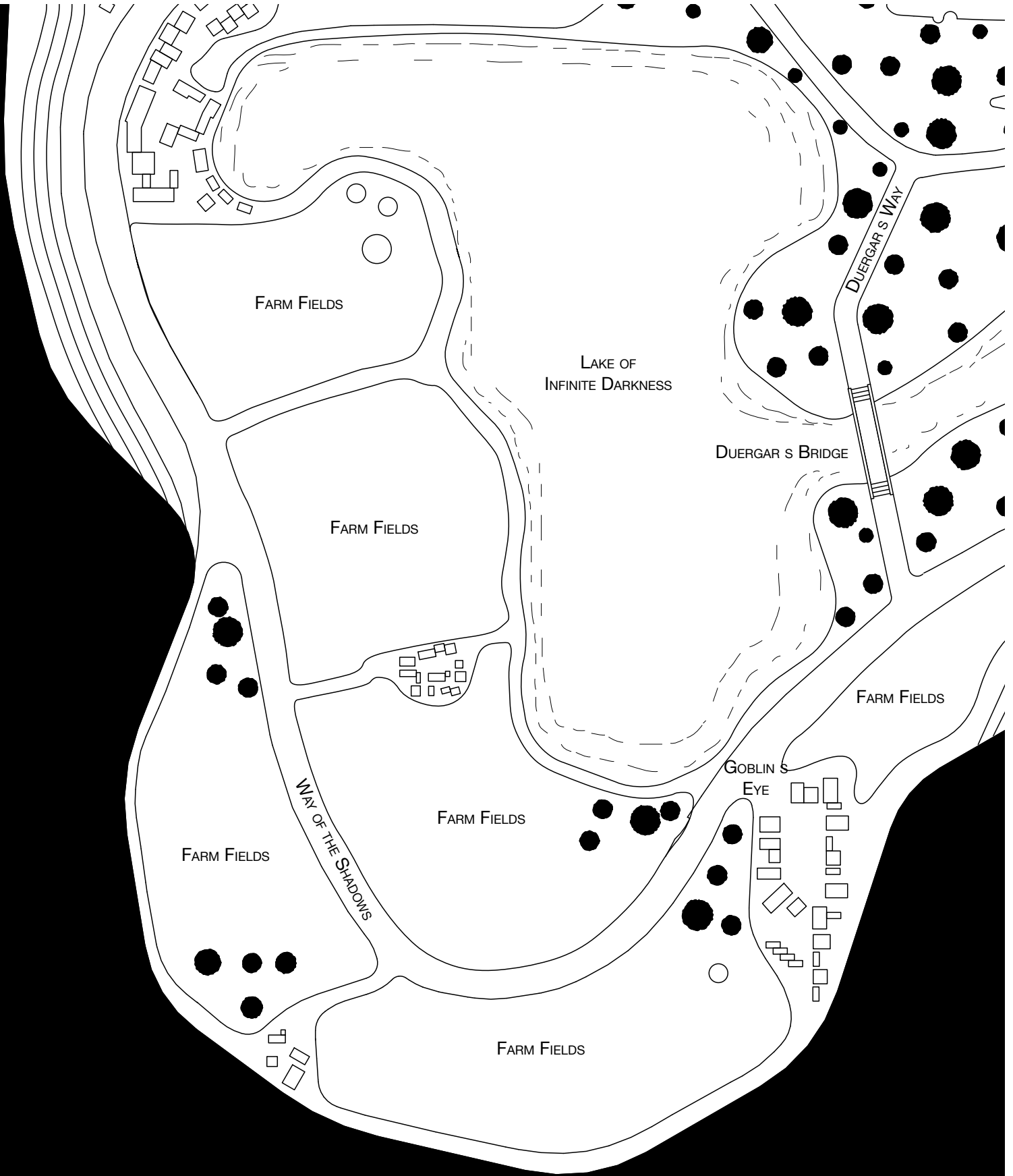
# DROW CITY - NORTHEAST



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BAY OF ABOLETHS

STONE FOREST

WAY OF THE SHADOWS

NOBLE HOUSES

NOBLE HOUSES

RING OF SPIDERS

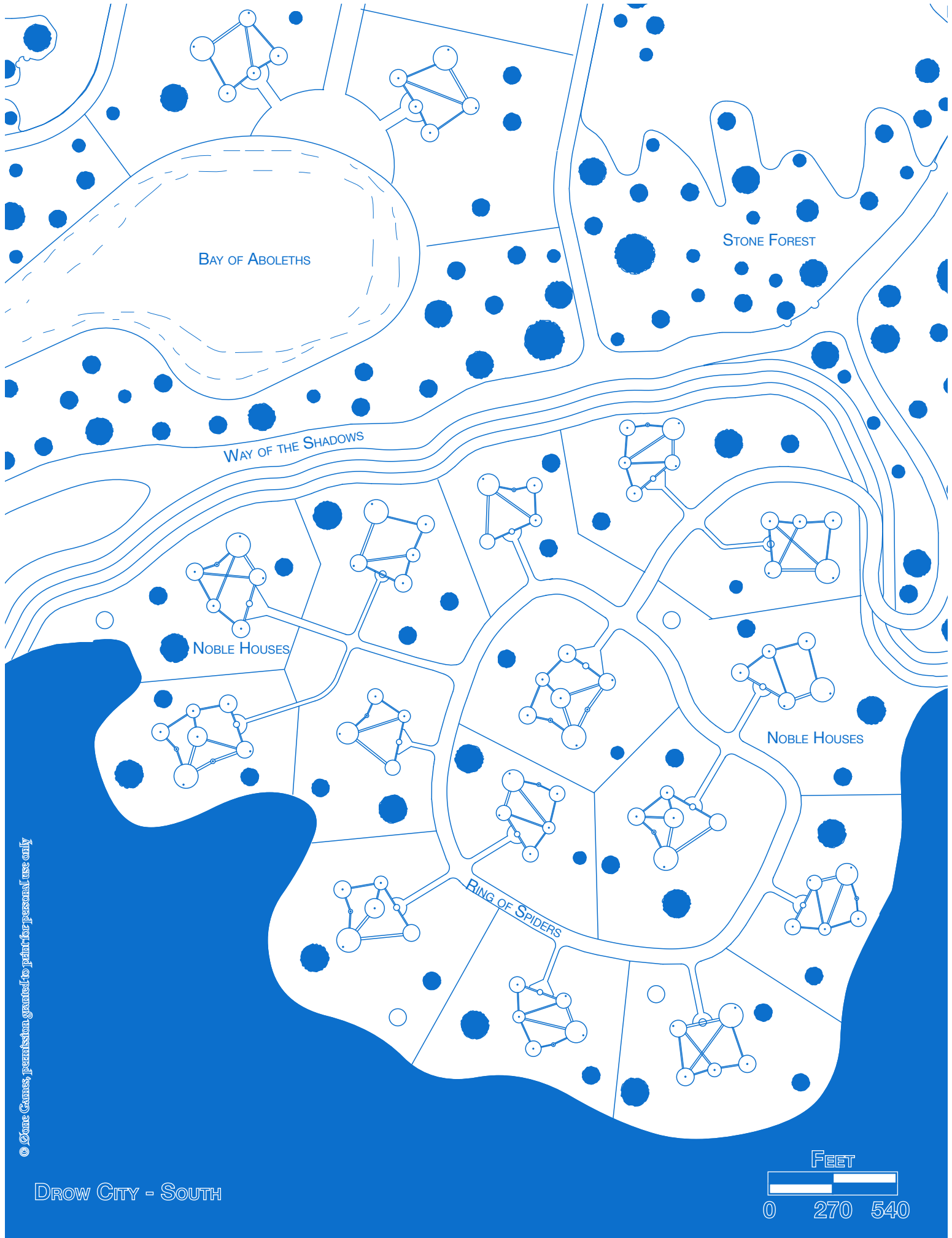
FEET



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DROW CITY - SOUTH





BAY OF ABOLETHS

STONE FOREST

WAY OF THE SHADOWS

NOBLE HOUSES

NOBLE HOUSES

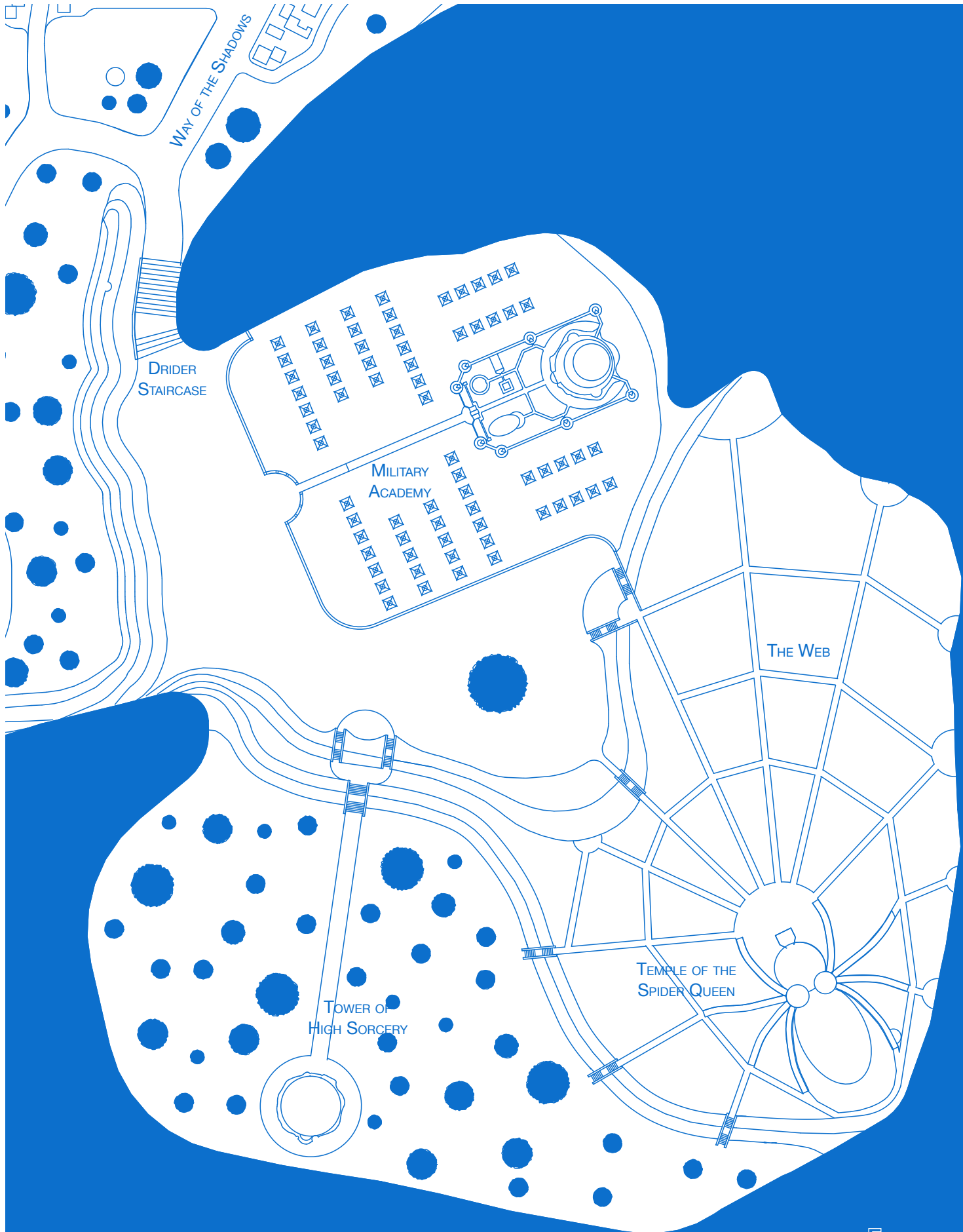
RING OF SPIDERS

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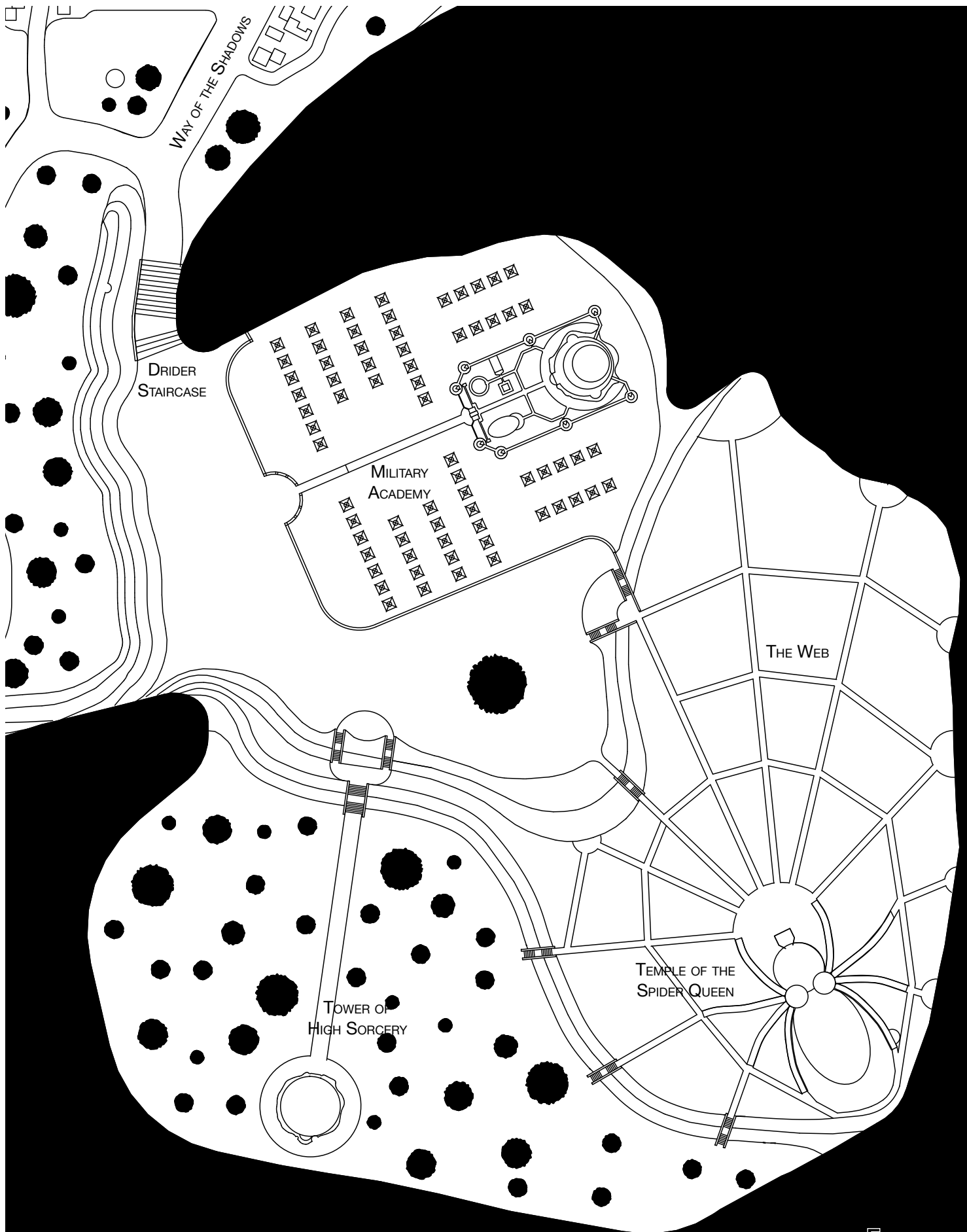
DROW CITY - SOUTH

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DROW CITY - SOUTHEAST





DROW CITY - SOUTHEAST







