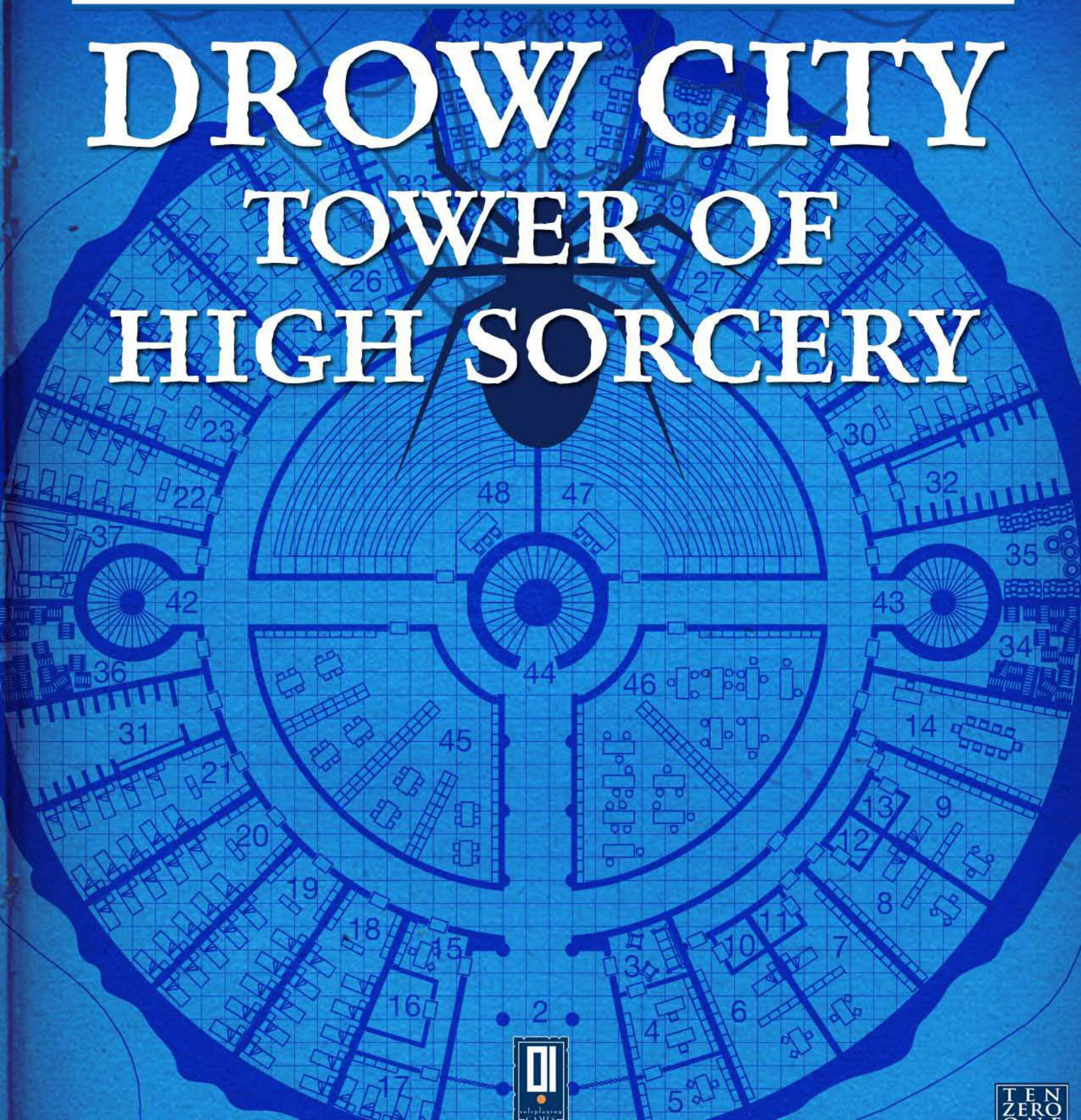


Øone's  
**BLUEPRINTS**

**DROW CITY  
TOWER OF  
HIGH SORCERY**



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

TEN  
ZERO  
ONE  
CELEBRATING  
10 YEARS OF  
ONE GAMES

# 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 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.



One Roleplaying Games

www.onegames.com

master@onegames.com

## One's Blueprints: Drow City - Tower of High Sorcery

Product Code: blu59. First edition 3/2010

Design: Mario Barbati

2D drawings: Guido Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

All of the content of this book is © by One 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.

## Tower of High Sorcery

This tower is the center of the Arcane power of Drow City. Both male and female can become a master of the magical arts, though this is a way dangerous and difficult. Death, by means of uncontrolled magical energy is fairly normal in the tower.

Those who are not able to master magical arts must be eliminated and it is the magic itself that provides to the elimination of these useless people. The tower is a real academy, with classrooms, laboratories and libraries, where high sorcerers teach their arts. A would be sorcerer must spend not less than nine years in the tower, becoming master in each level of magic.

The tower itself, carved in a gargantuan stalactite, hosts nine levels (ground floor included). The levels are smaller as one goes up. At the ground level there are hundreds of students, but at the eighth level you can find only four students and one teacher, and only one of the student will become Master of Sorcery.

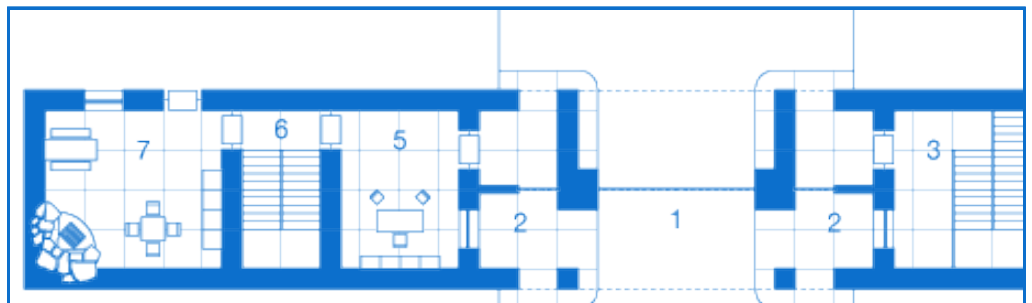
# Legend

## 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

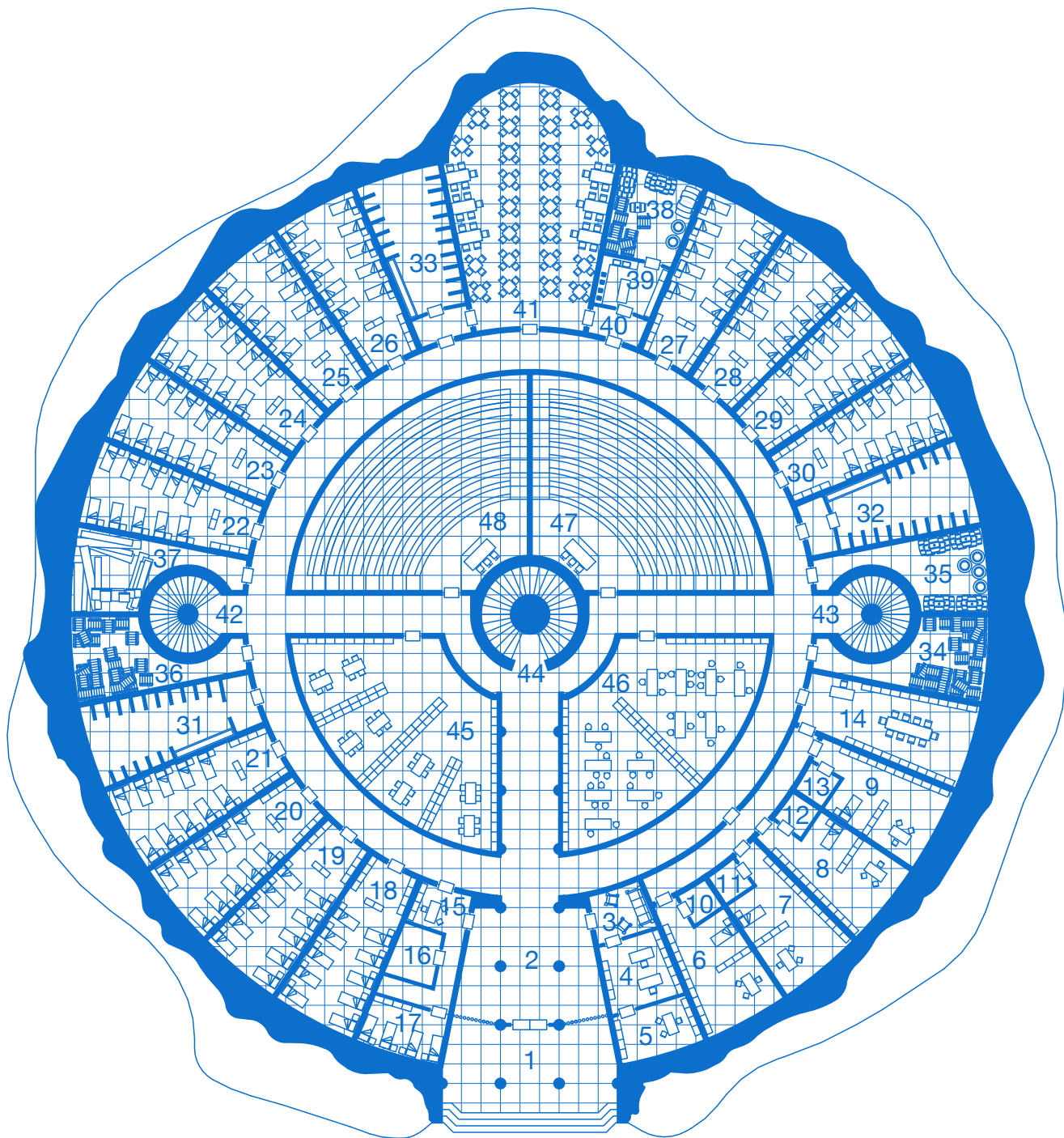
## Master Control Panel

Use the buttons below to customize all the pages at once

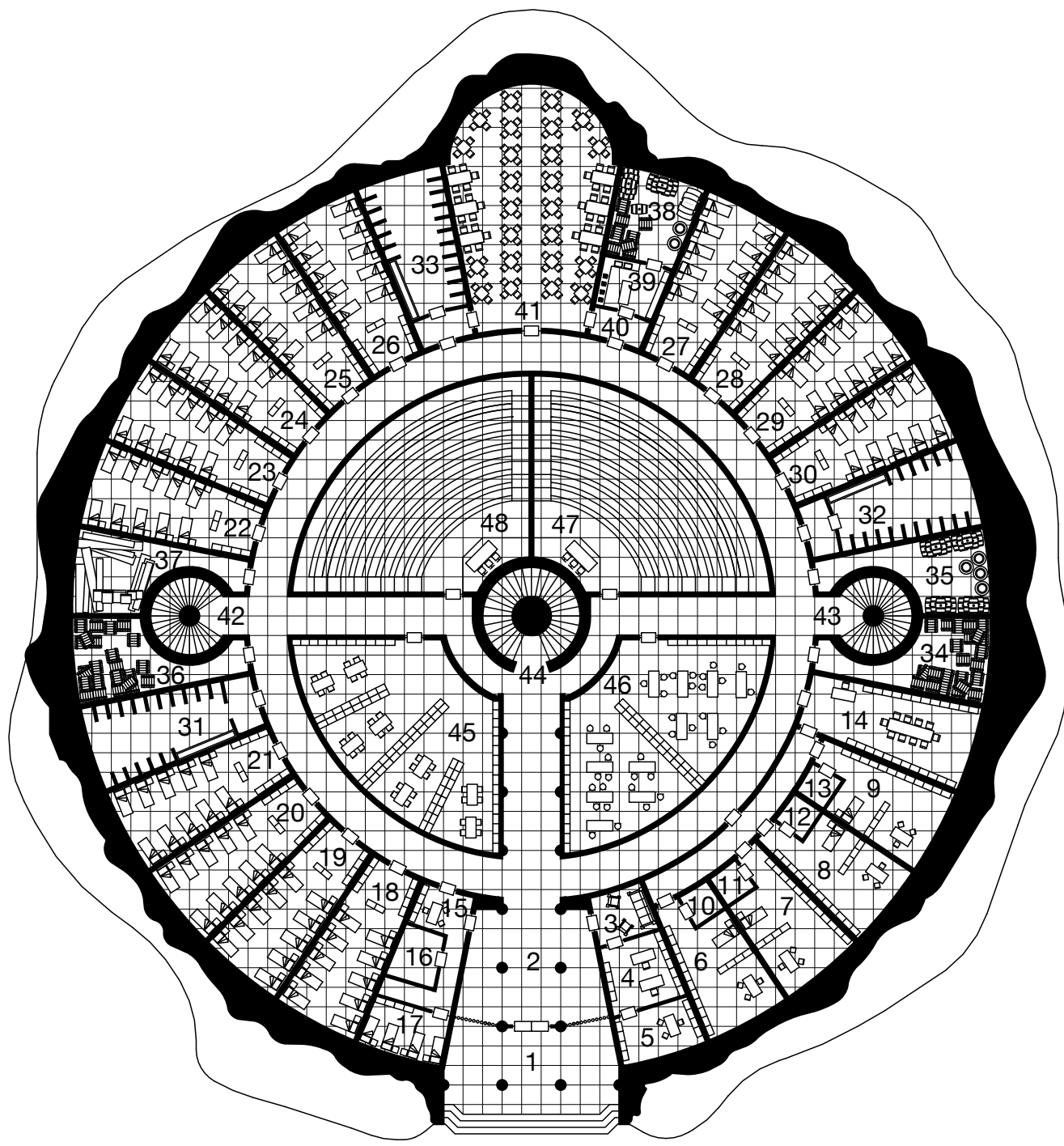


**Print all the BLUE pages**

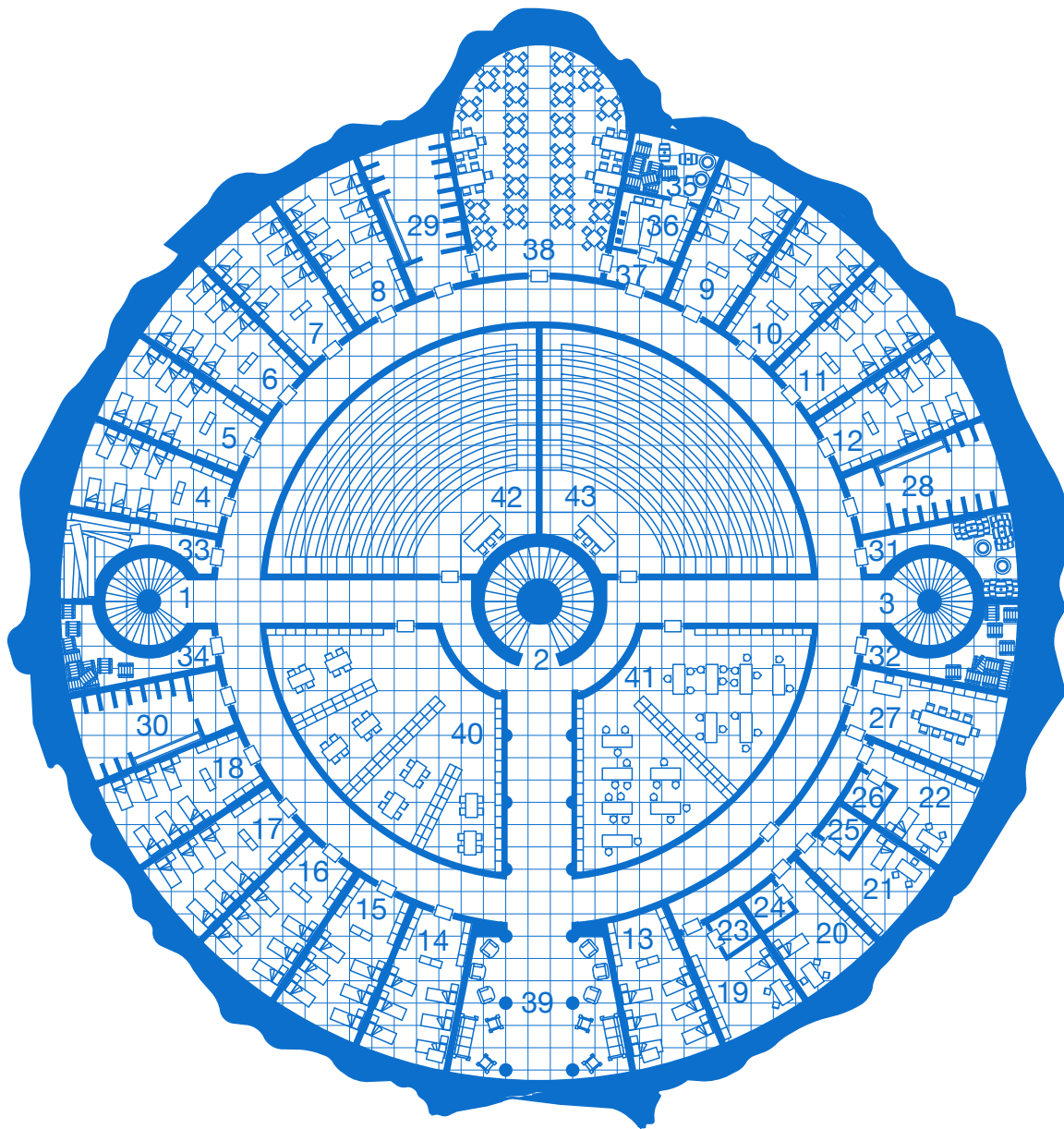
**Print all the BLACK n' White pages**

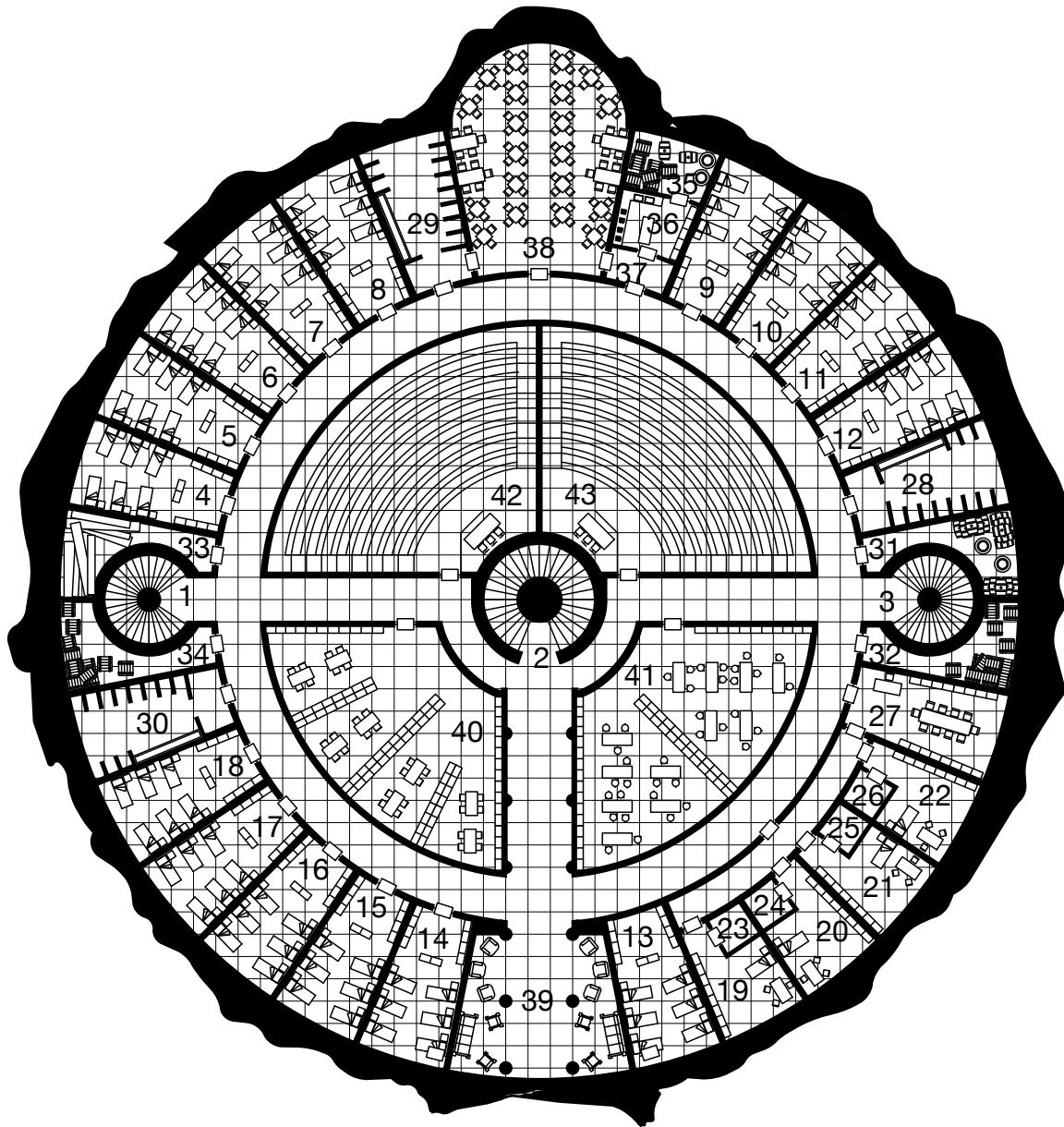


Tower of High Sorcery - ground floor

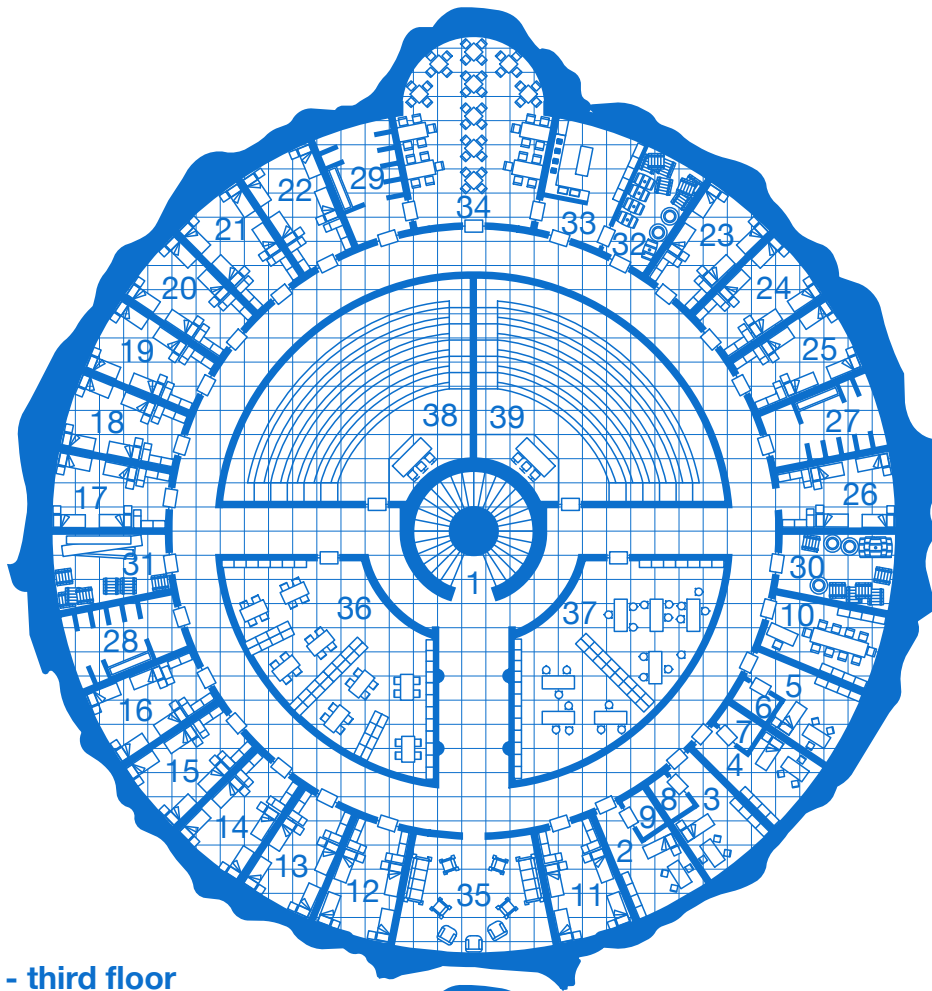


Tower of High Sorcery - ground floor

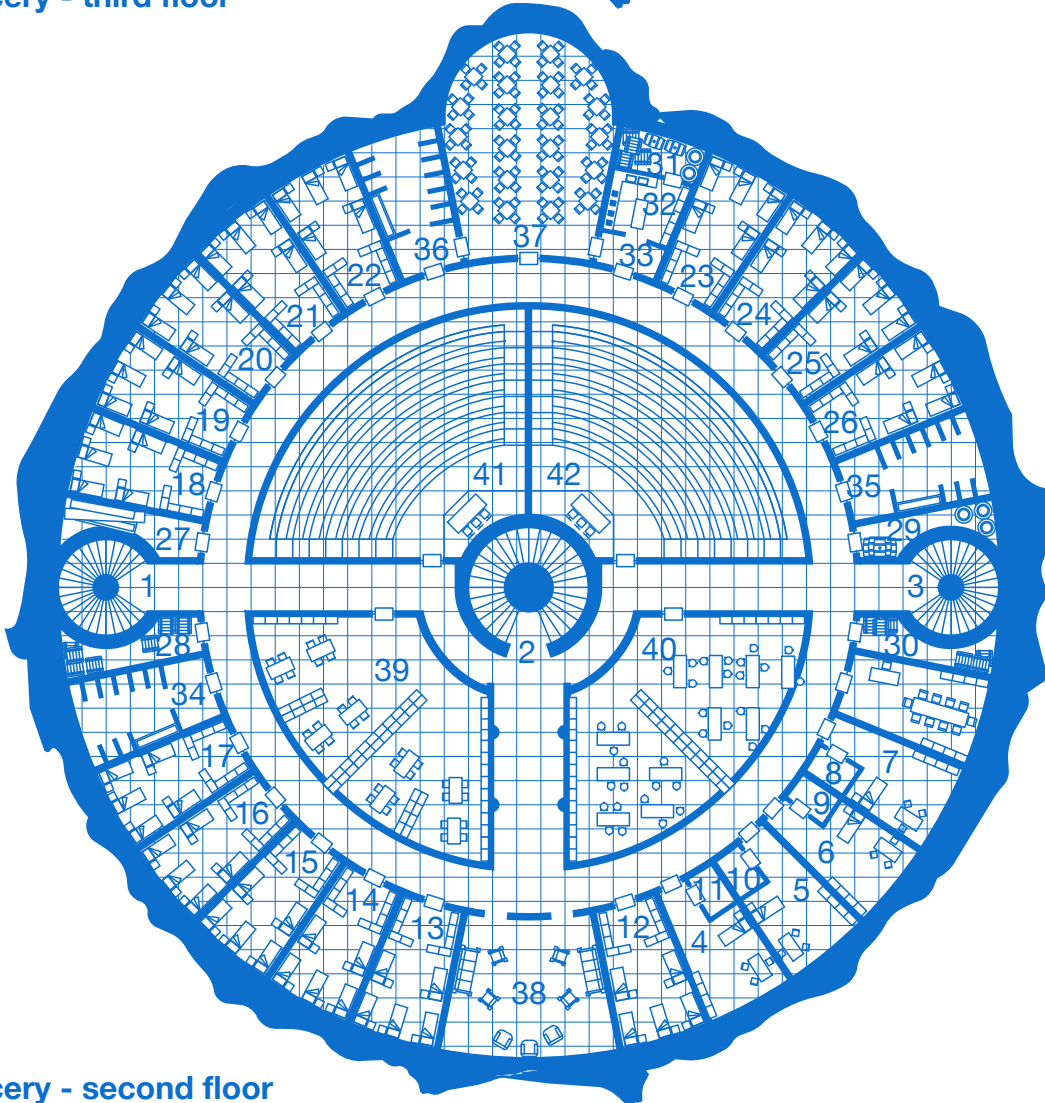




Tower of High Sorcery - first floor

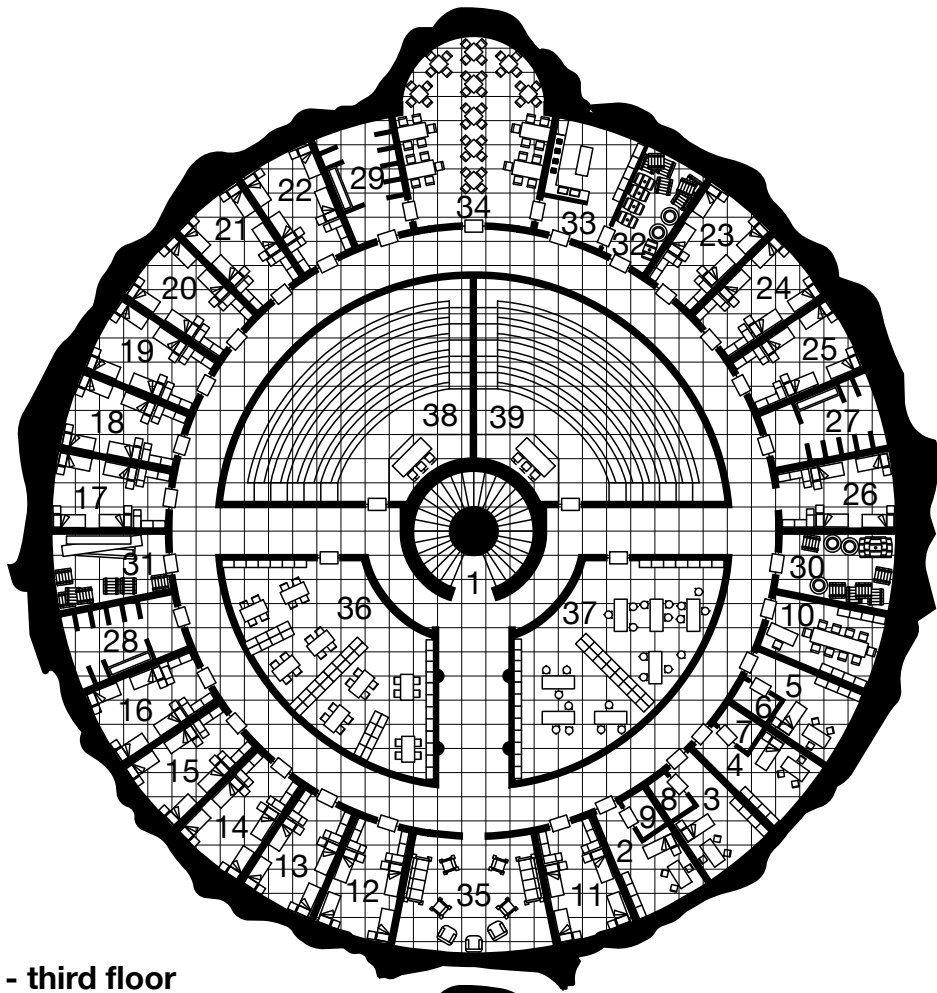


Tower of High Sorcery - third floor

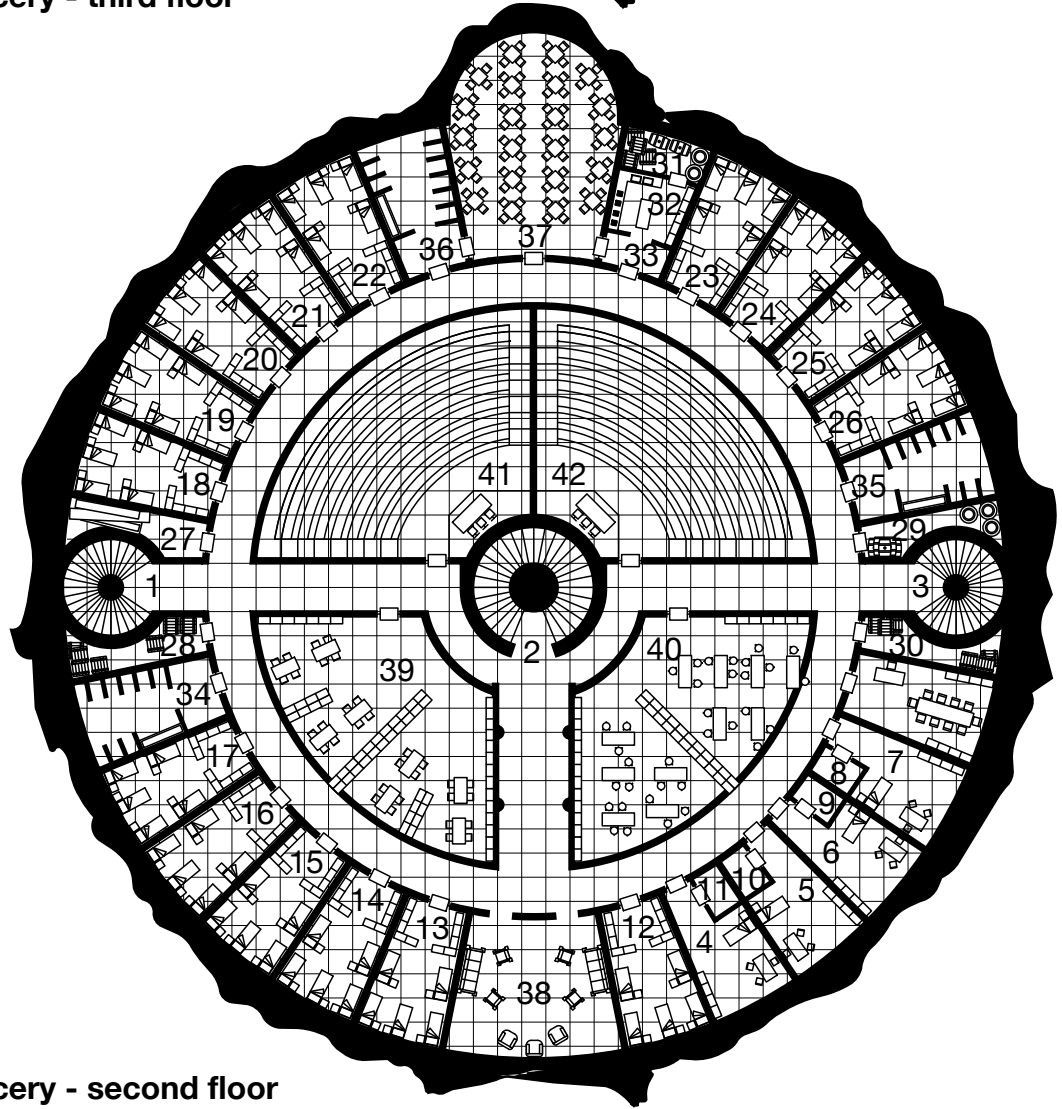


Tower of High Sorcery - second floor

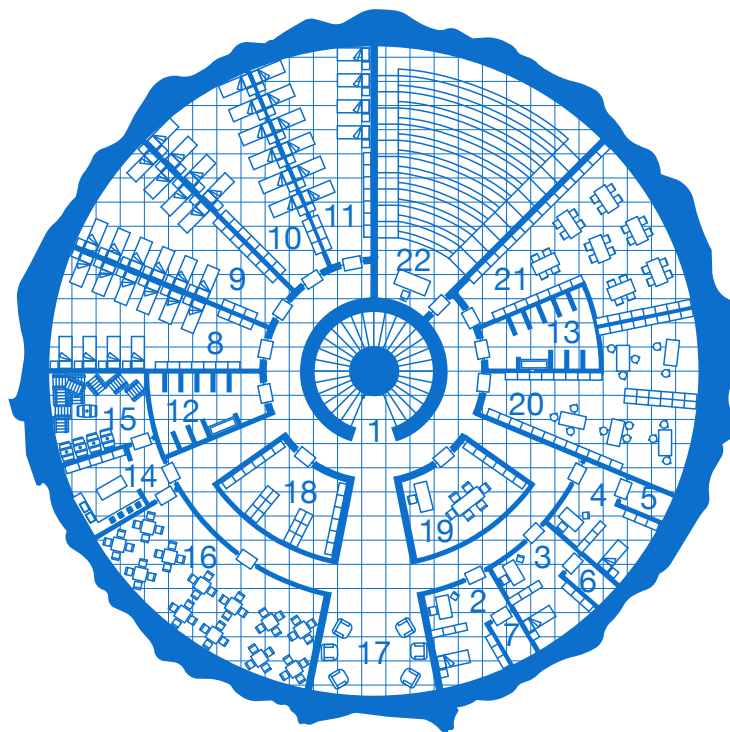




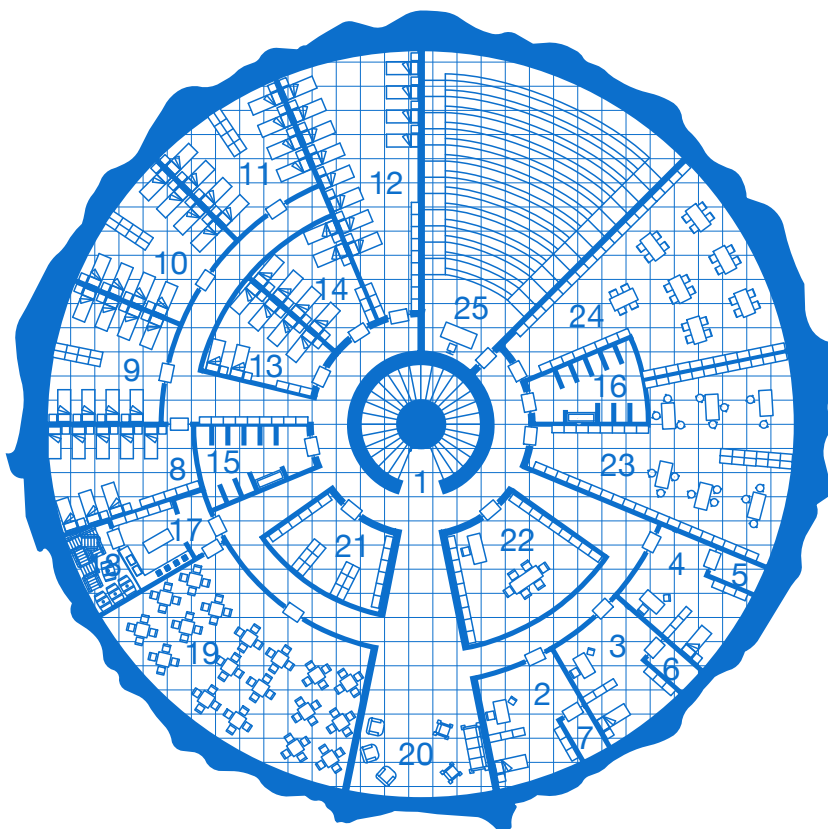
Tower of High Sorcery - third floor



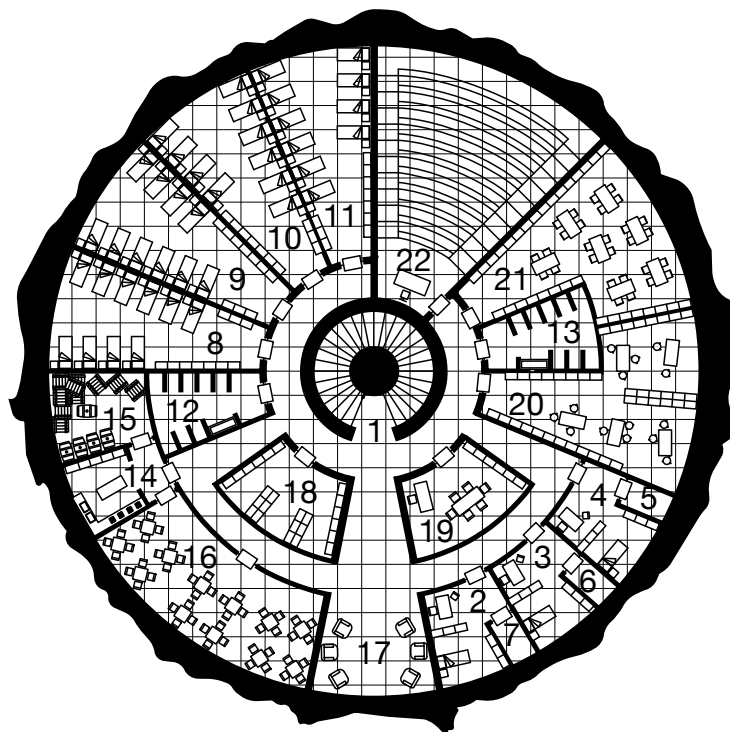
Tower of High Sorcery - second floor



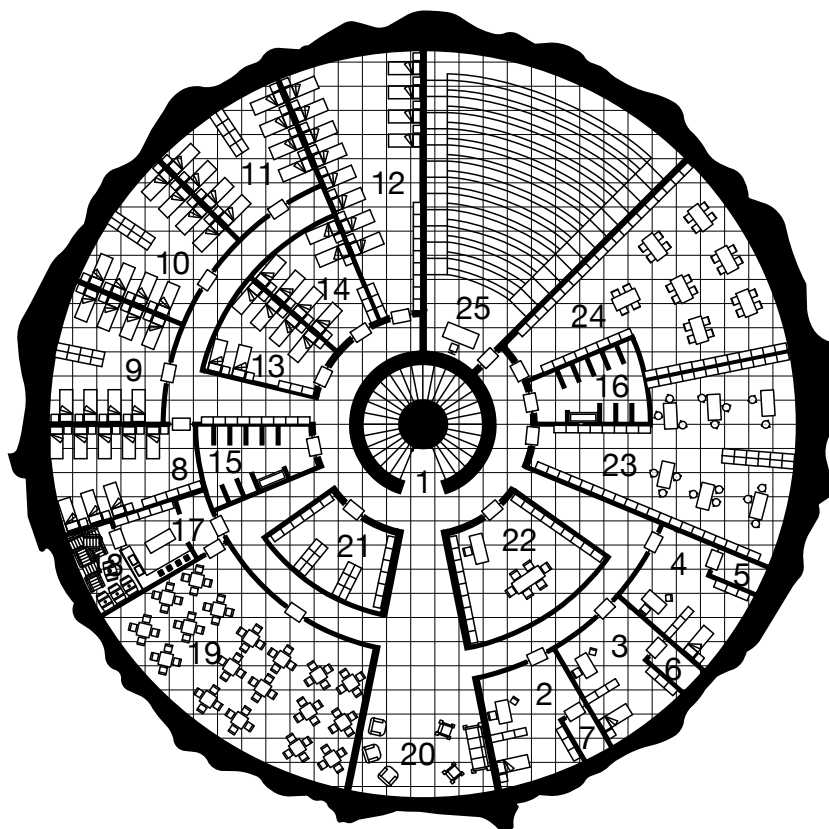
Tower of High Sorcery - fifth floor



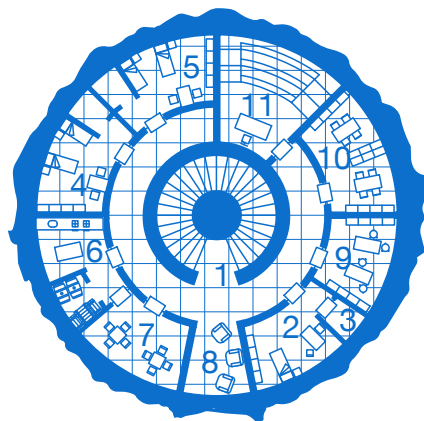
Tower of High Sorcery - fourth floor



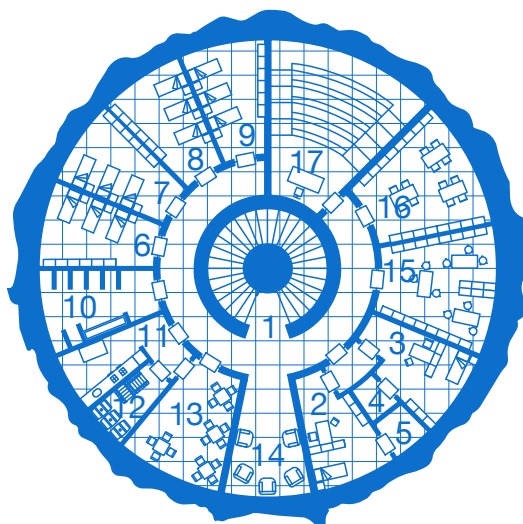
Tower of High Sorcery - fifth floor



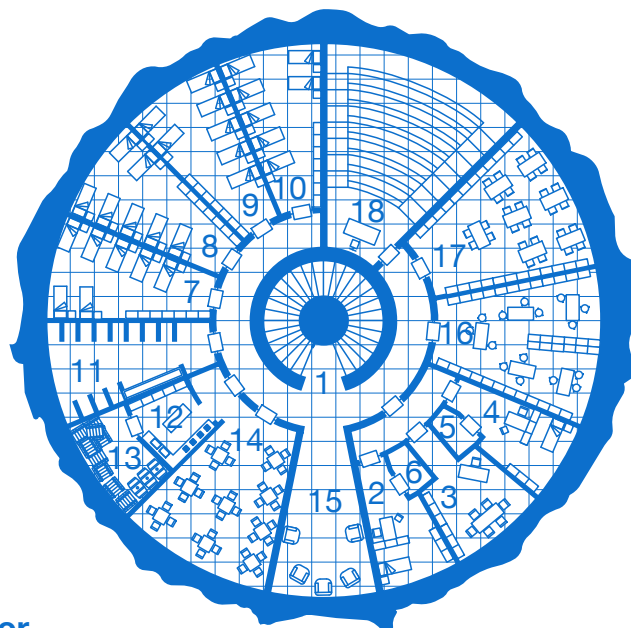
Tower of High Sorcery - fourth floor



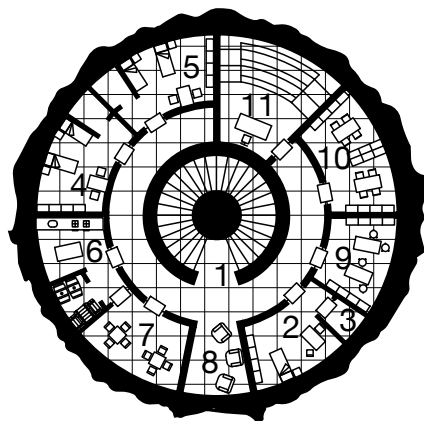
**Tower of High Sorcery - eighth floor**



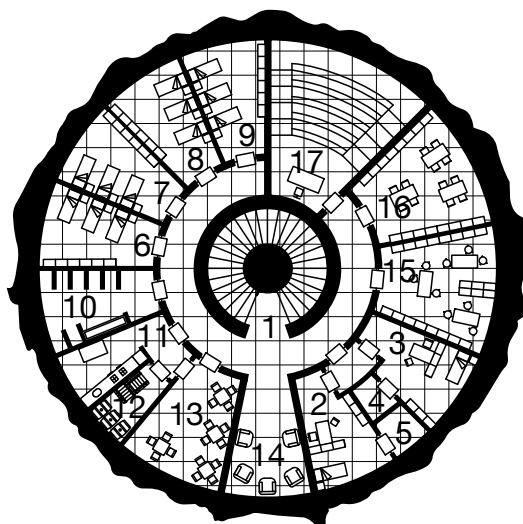
**Tower of High Sorcery - seventh floor**



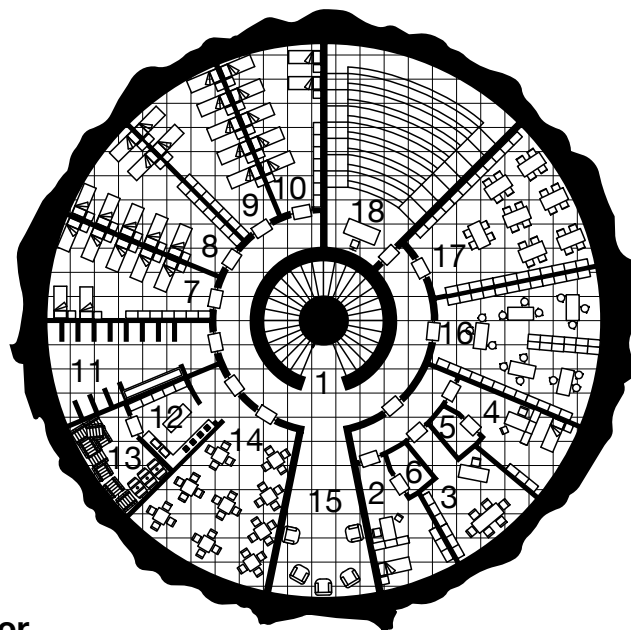
**Tower of High Sorcery - sixth floor**



**Tower of High Sorcery - eighth floor**



**Tower of High Sorcery - seventh floor**



**Tower of High Sorcery - sixth floor**

# LEVEL/MAP: Ground Floor

NUMBER	NAME	SHORT DESCRIPTION
1	Entrance	
2	Checkpoint	
3	Waiting room	
4-5	Offices	
6-9	Teachers' apartments	
10-13	Toilets	
14	Teachers' meeting room	
15	Guardpost	
16	Armory	
17	Barracks	
18-30	Students dormitories	
31-33	Toilets	
34-37	Storages	
38	Larder	
39	Kitchen	
40	Empty	
41	Refectory	
42-44	Stairs	
45	Library	
46	Laboratory	
47-48	Classrooms	

# LEVEL/MAP: First Floor

NUMBER	NAME	SHORT DESCRIPTION
1-3	Stairs	
4-18	Students dormitories	
19-22	Teachers' apartments	
23-26	Toilets	
27	Teachers' meeting room	
28-30	Toilets	
31-34	Storages	
35	Larder	
36	Kitchen	
37	Empty	
38	Refectory	
39	Recreation room	
40	Library	
41	Laboratory	
42-43	Classrooms	

















