

Done's
BLUEPRINTS

METEORA



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.



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One's Blueprints: Meteora

Product Code: blu65. First edition 10/2010
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2D drawings: Guido Barbati
Graphics: O'Bully
Software Engineer: Anna Fava

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Meteora

Meteora, from Greek "suspended rocks", "suspended in the air" or "in the heavens above", is the classic greek monastery. Perfect for a fantasy campaign it can be turned into a bandit's stronghold or a secret clerical library to be explored.

The Meteora is a small self-sufficient monastery placed over the peak of a high mountain. Usually there is a road leading to it, but often it is a very difficult and dangerous route. For this reason the clerics of the monastery have devised an "elevator" consisting in a giant basket with a winch and ropes they activate manually to lift goods and people from the base of the mountain.

The small clerical community are keepers of written secrets. In the Meteora many books and scrolls are duplicated each day by using magic and manual work. Dozens of scribes work 24 hours a day in the Meteora to produce accurate copies of forgotten tomes and books. It is said that a secret library is hidden somewhere in the Meteora, keeping away too dangerous tomes from sight.

A beautiful gazebo is the highest part of the monastery, while the view is beautiful from there it has one hidden purpose: should something happen to the monastery and precious book stolen, the clerics burn a great fire in the gazebo. Who is the one who watch the fire and protect the monastery is a story to be told...

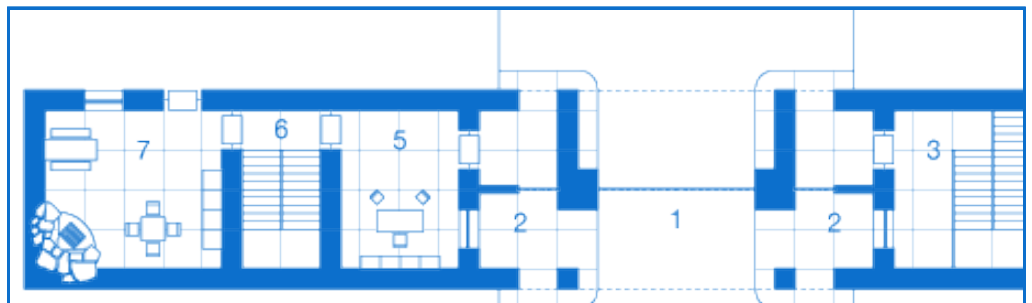
Legend

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

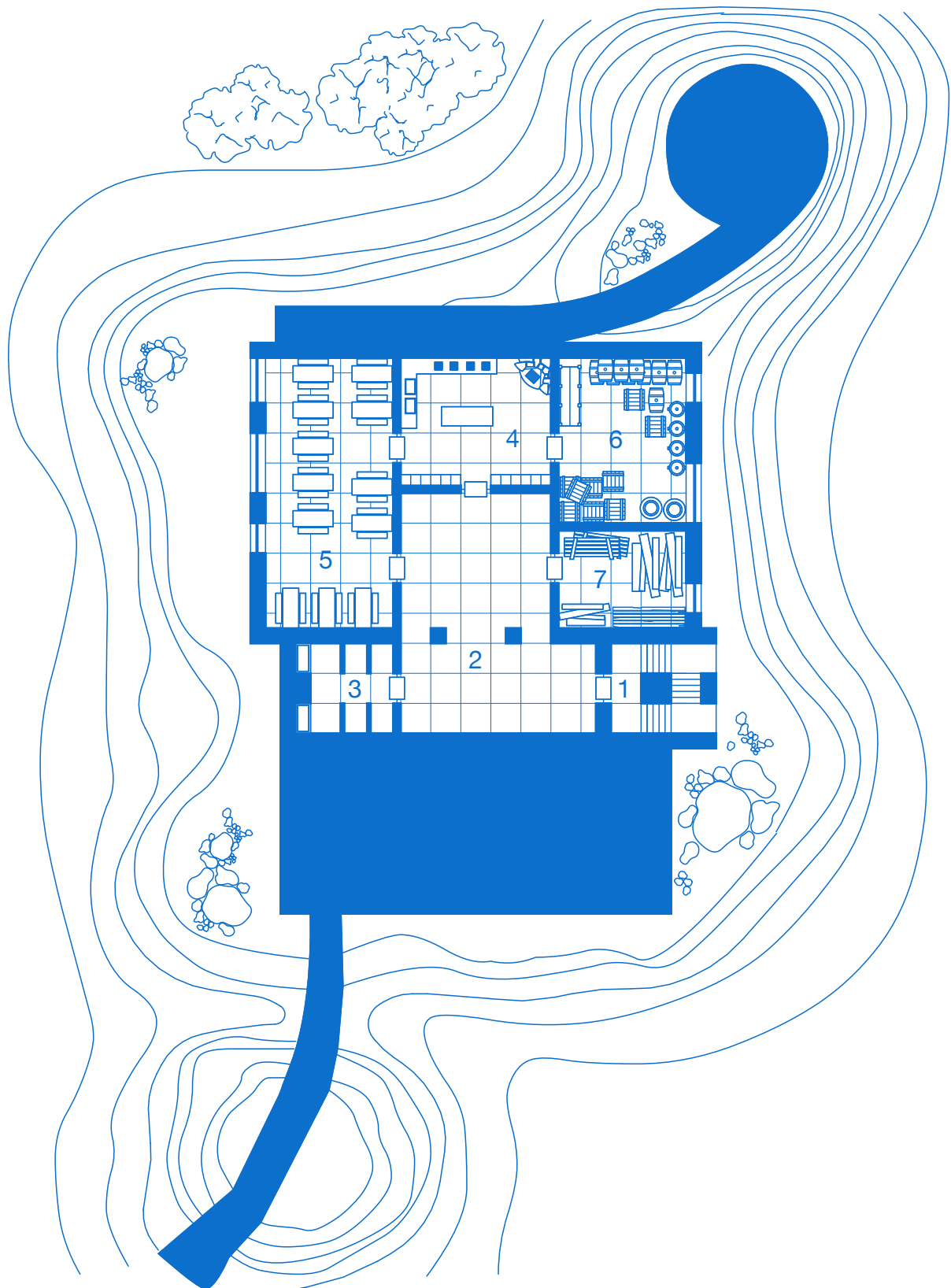
Master Control Panel

Use the buttons below to customize all the pages at once

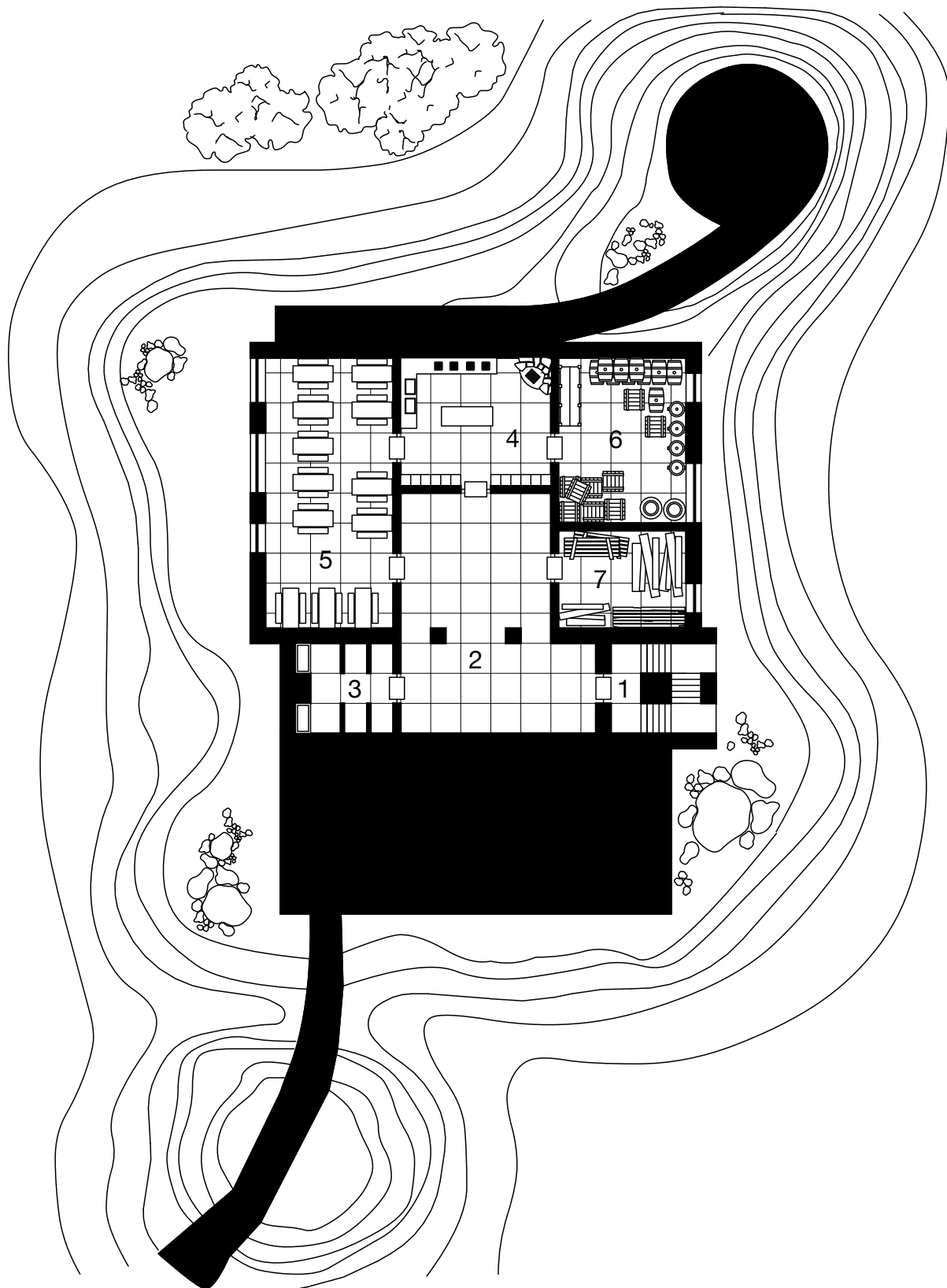


Print all the BLUE pages

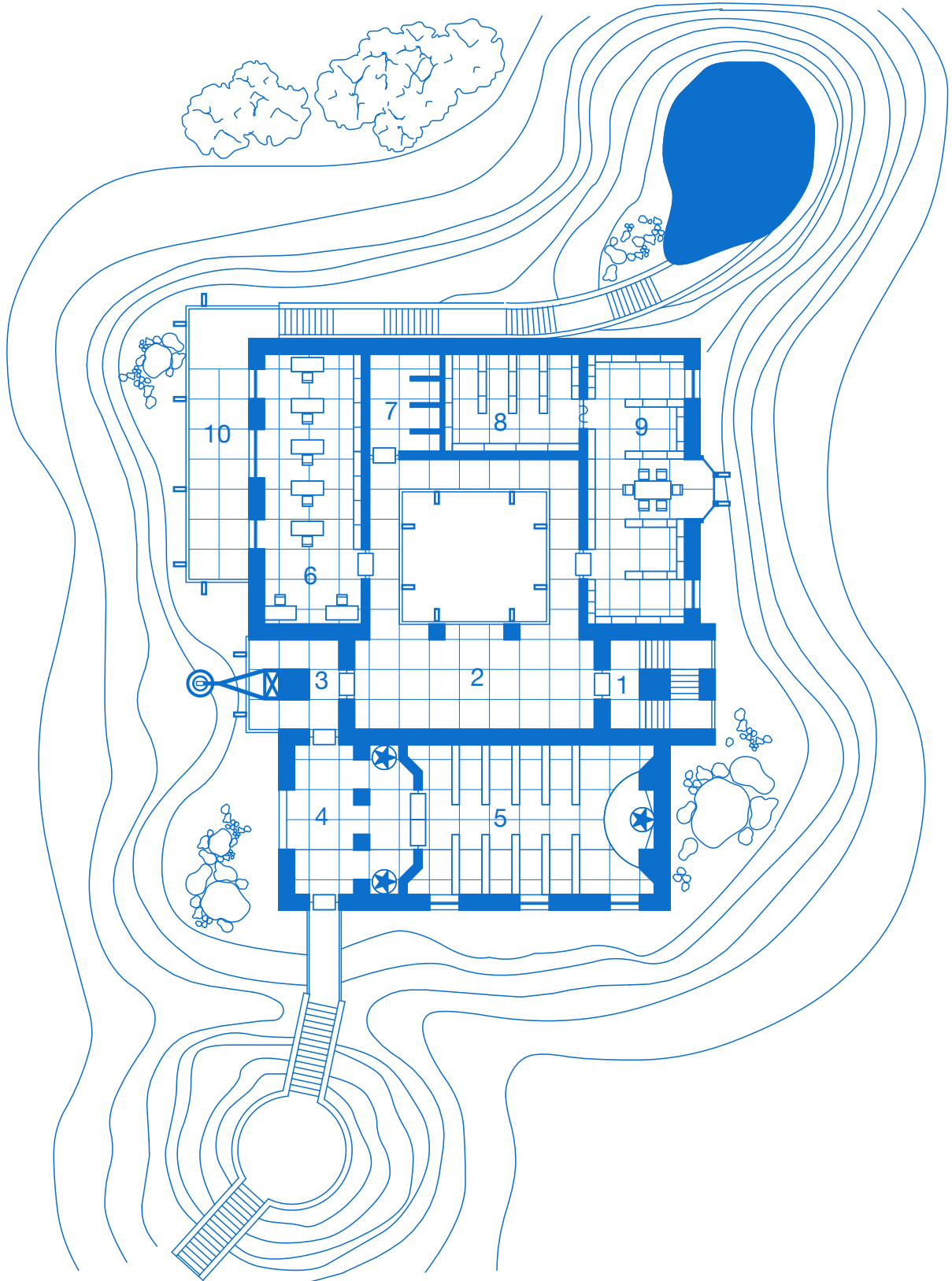
Print all the BLACK n' White pages



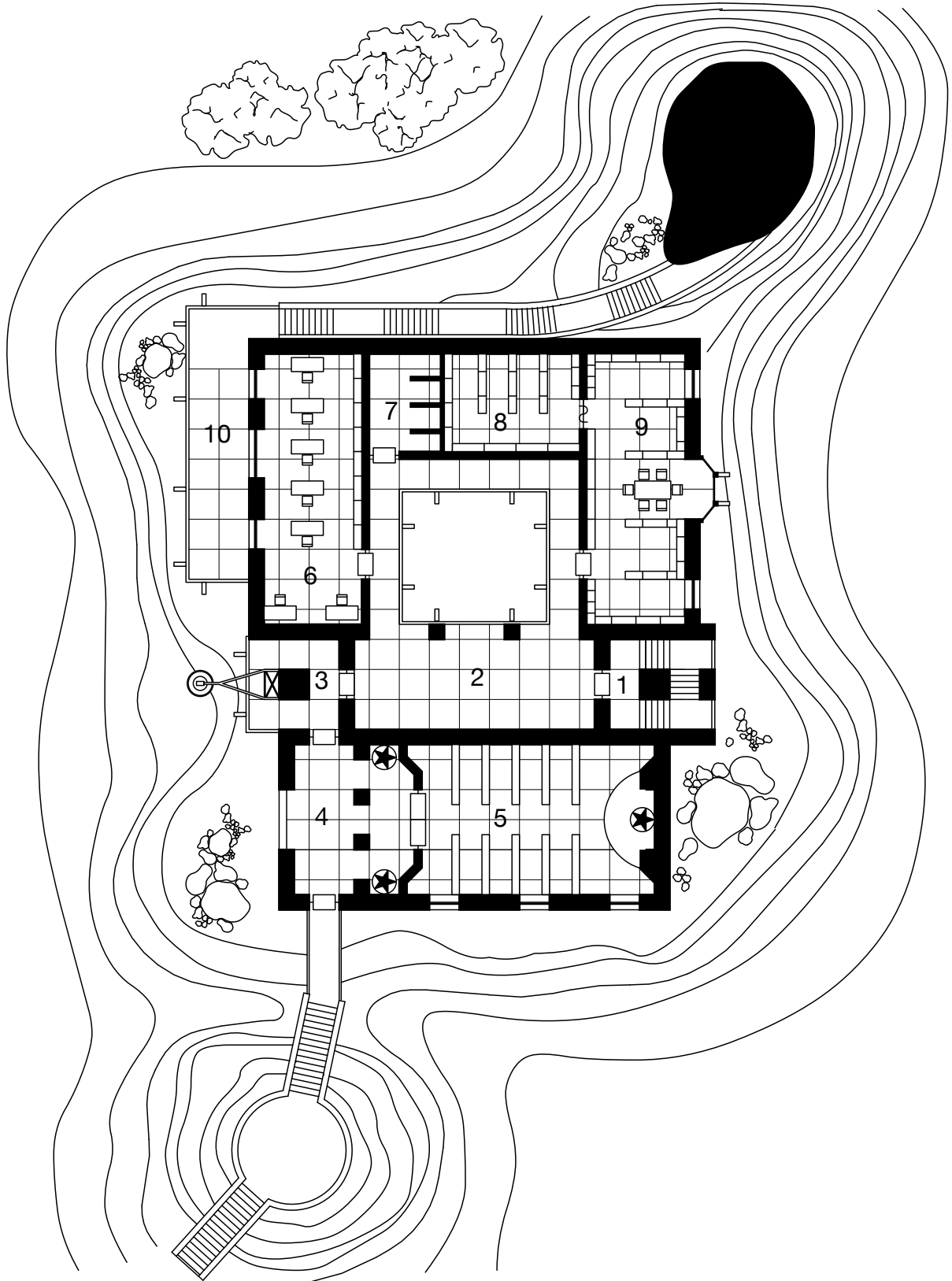
Meteora - Underground Floor



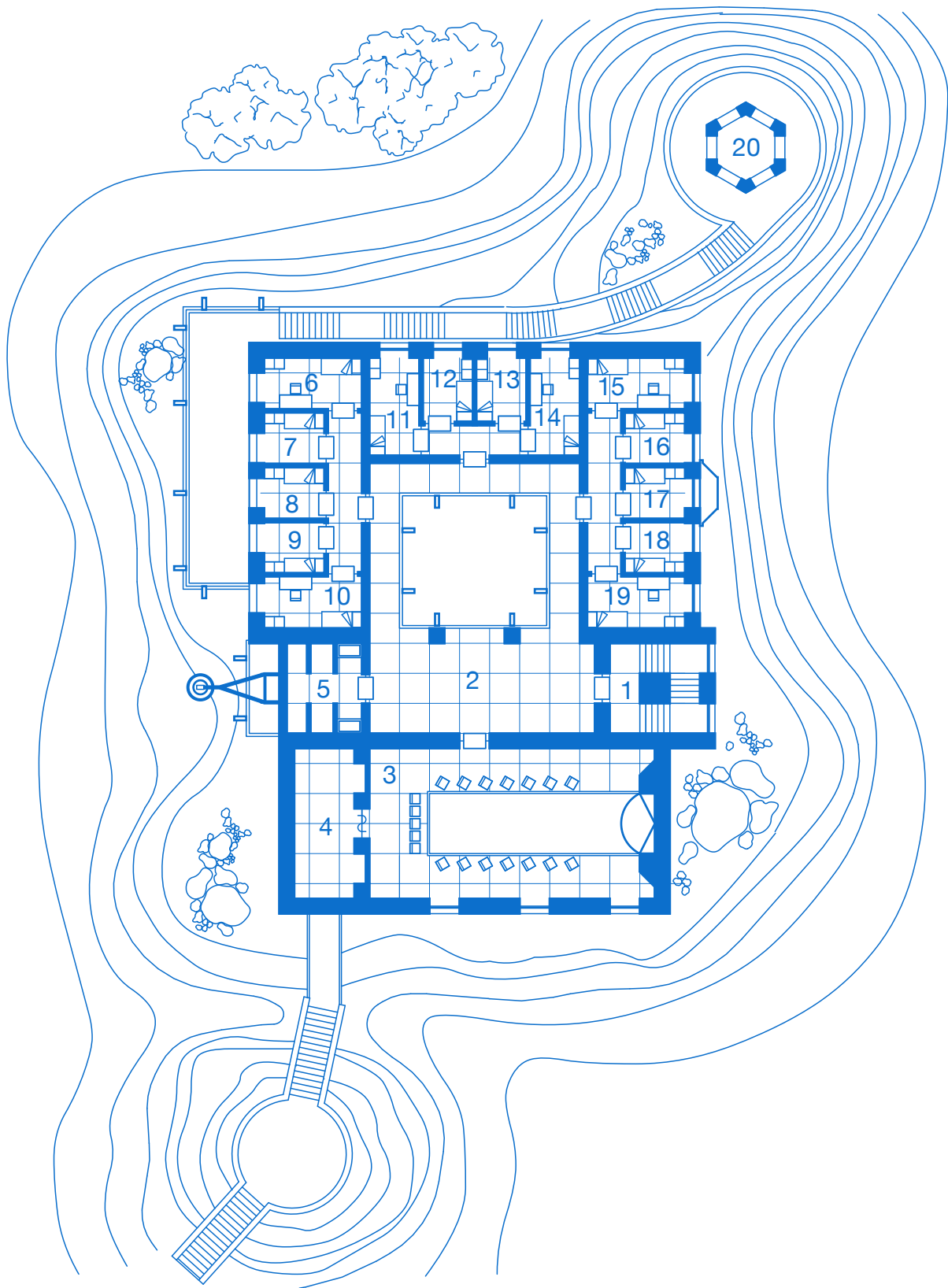
Meteora - Underground Floor



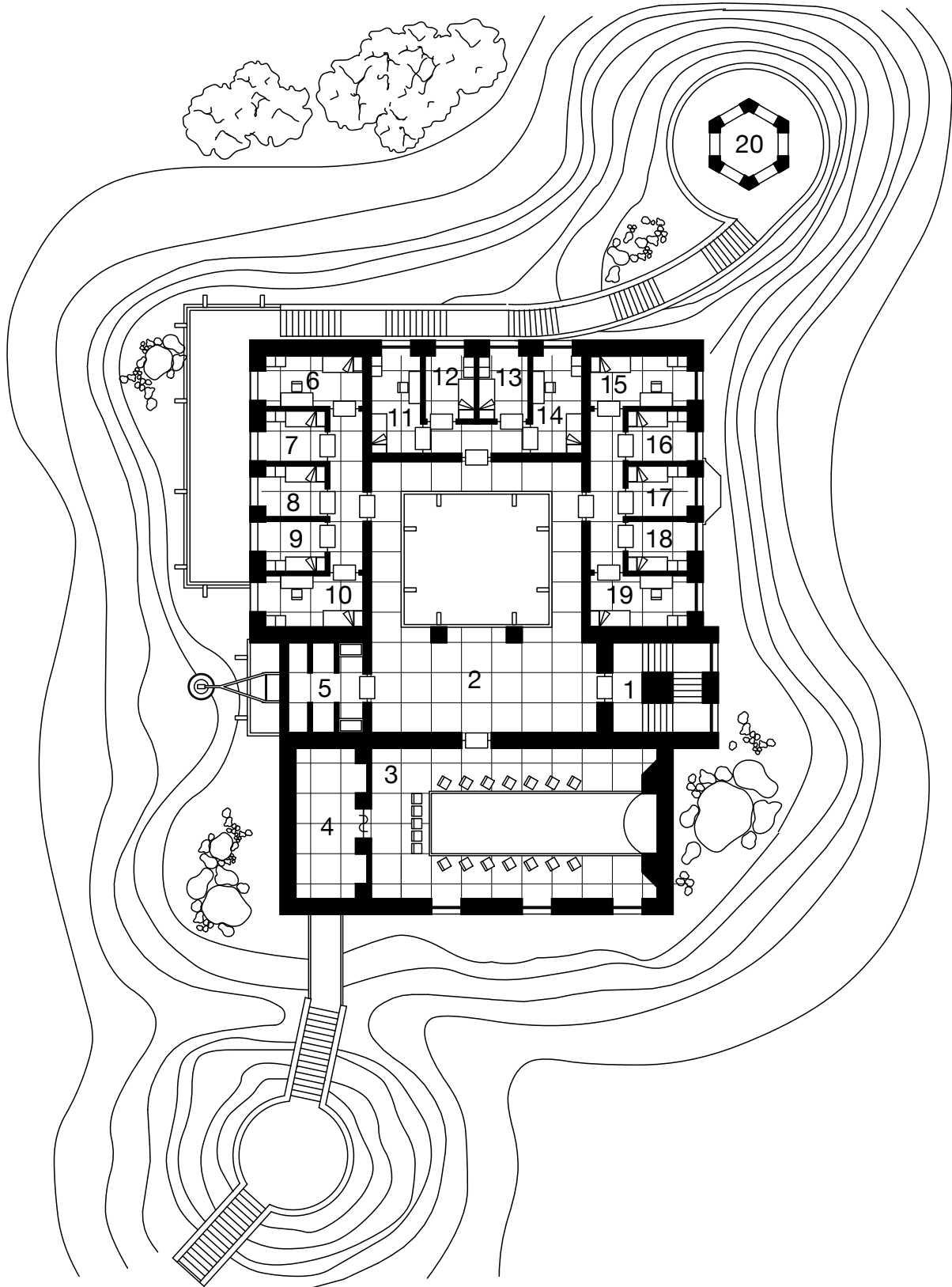
Meteora - Ground Floor



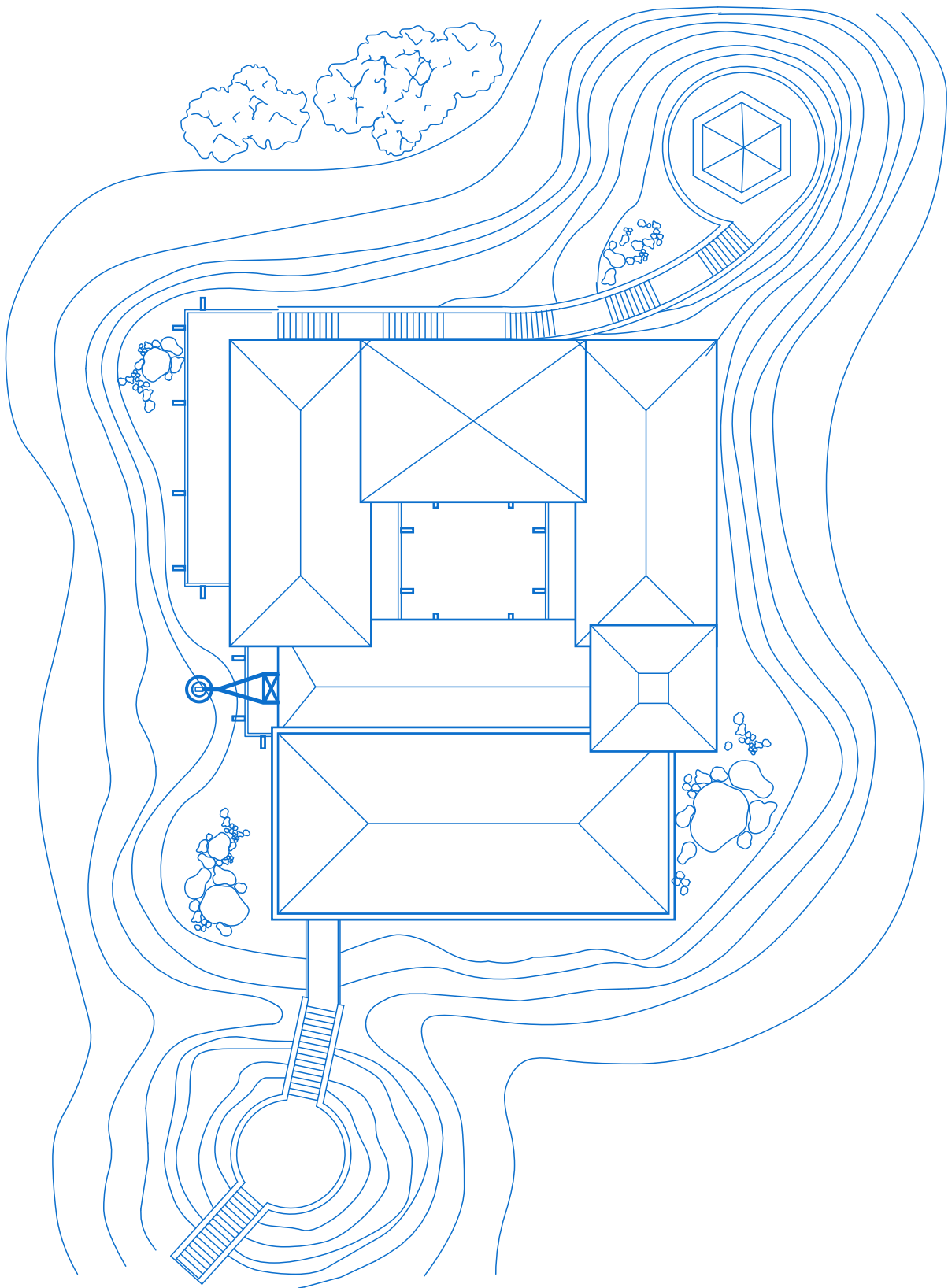
Meteora - Ground Floor



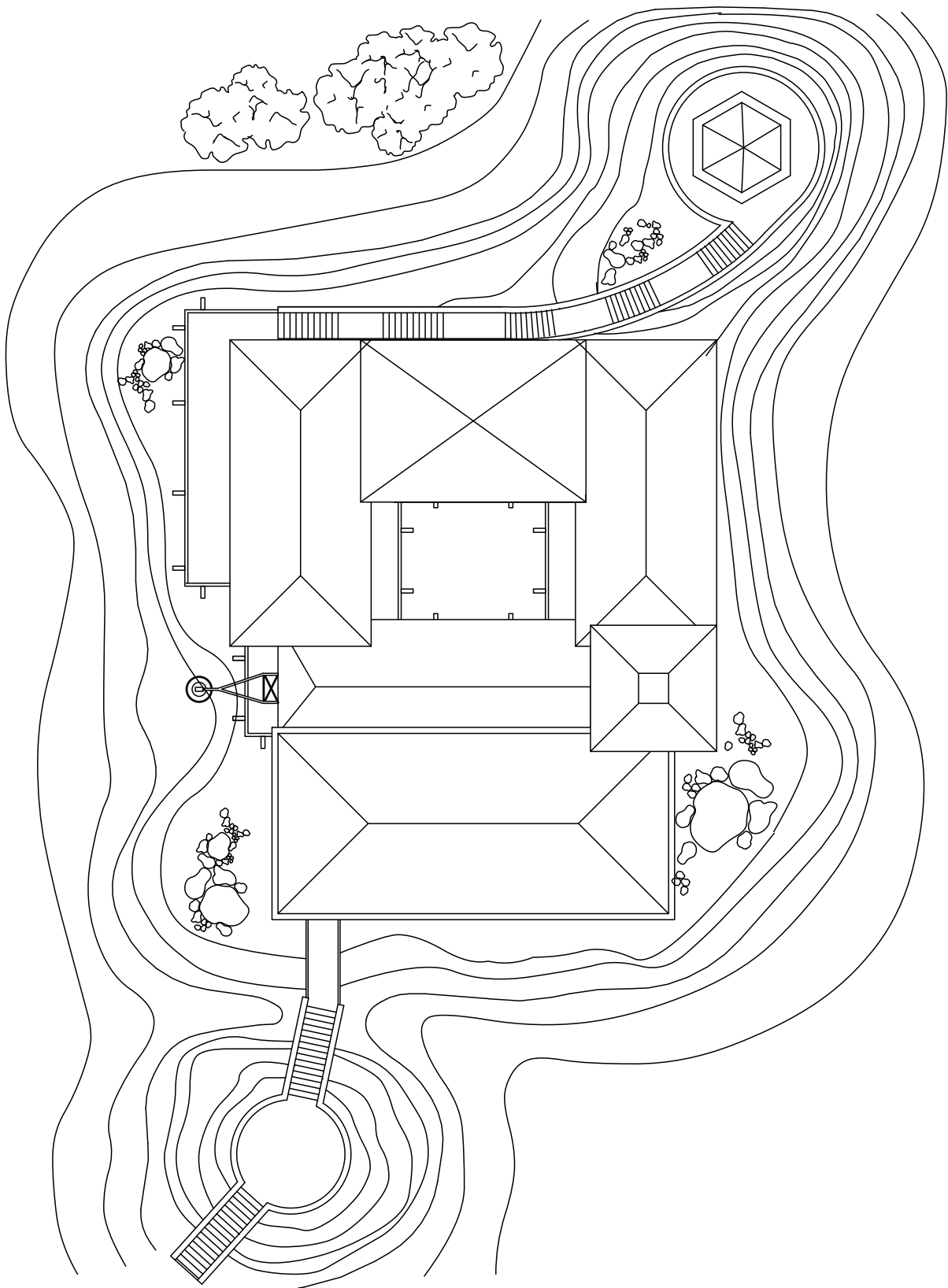
Meteora - First Floor



Meteora - First Floor



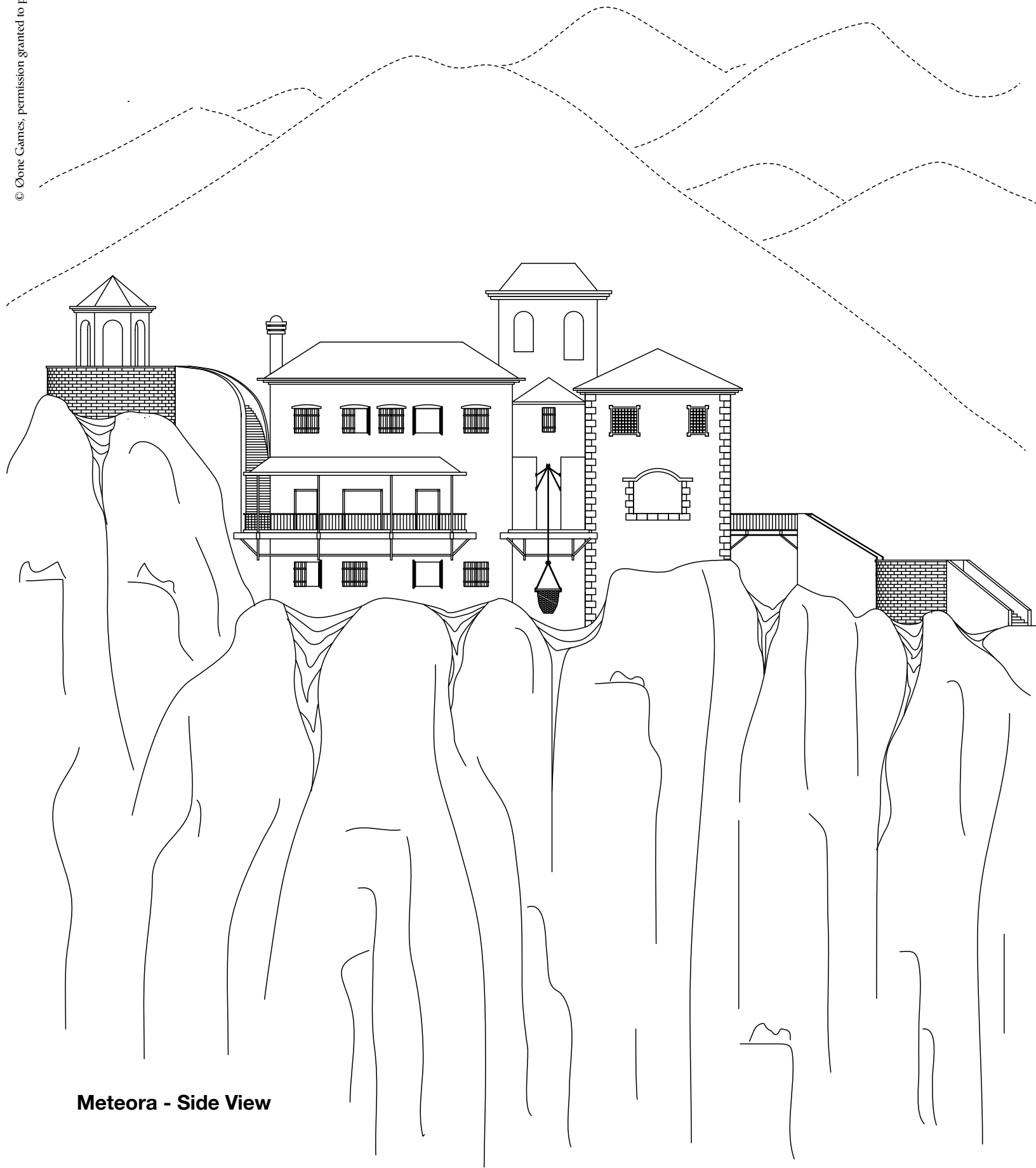
Meteora - Rooftops



Meteora - Rooftops



Meteora - Side View



Meteora - Side View

