

# Done's BLUEPRINTS

## CAVERNS OF CHAOS



**NEW FEATURES ADDED!**  
Can be assembled in a  
25.5 x 22 inches  
giant map!

# 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: Caverns of Chaos

Product Code: blu27 First edition 06/2006  
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## Caverns of Chaos

Return to the most famous caves complex of the RPG history! Caverns of Chaos is an expanded version of the dungeon where all of us have cut our teeth in the early days of Dungeons & Dragons®. These maps can be assembled to form a huge map (25,5 x 22 inches) or used individually. Each map contains one or more dungeons, which can extend in other maps and in other dungeons (secret doors divide these dungeons, so it's up to you to decide if these doors exist or not). The Caverns of Chaos contain 19 different dungeons. Small hints for adventure in these dungeons follow:

**A - Den of Kobolds:** A dangerous tribe of kobolds is said to dwell in these caves. It is rumored that the kobolds worship some sort of monster hiding in a pool of murky water within their caves.

**B - Abandoned Tomb:** This is an undead-infested old tomb. It is said that a strange water-driven mechanism is the sole way to open the ancient sarcophagus in the tomb.

**C - Troll's Lair:** A fierce couple of trolls dwell in this dungeon. Adventurers report that the trolls have found some magical item that made them smarter than usual. Other magical items might be found in the dangerous caves.

**D - Ogre's Lair:** A single old-looking ogre lives in this small dungeon. People report he's not hostile but helpful of information about the caverns.

**E - Goblin's Lair:** Dangerous goblins calling themselves "the cracked skull tribe" dwell in these caverns. They are well organized and always on guard.

**F - Hobgoblin's Caves:** This large complex houses a powerful hobgoblin clan. It's rumored that their leader, a muscled white-haired hobgoblin, draws his power from a mysterious giant statue found in their caverns.

**G - Stalactites Caves:** These caves are mostly empty, but an old adventurer swore to have seen a stalactite encrusted by precious gemstones protected by a huge serpent with woman's head.

**H - Lair of the Summoner:** It is said that these caves are home of Umamus, an old wizard who turned to evil and found refuge in the caverns when the people of the keep banished him. Rumors report that the evil mage has gathered (or summoned) many monsters that now dwell with him.

**I - Dungeon of the Statues:** This dungeon contains dozen of statues. Nobody knows who brought the statues but monsters in the area avoid this place, saying it's haunted.

**L - Lair of the One Eyed tribe:** A well-organized orc clan dwells here. Their leader is a cruel orc shaman who prays the one-eyed god.

**M - Lair of the Giant:** It's common knowledge that this place is inhabited by a single, powerful hill giant. Nobody has seen him but many spoke with him. It seems the giant always hides behind curtains in a large chamber.

**N - Cave of the Great Pit:** This star-shaped cave features a great pit in its center. Adventurers report of strange sounds coming from the pit.

**O - Mad Hermit Cave:** Dilloquacum, the mad hermit who lives here, welcomes all the intruders hurling flaming stones and shouting blasphemies. It's rumored he hides a great treasure within his cave.

**P - Cave of the Cattle:** This cave is so called for a cattle fence built within. Nobody knows who built the fence but some strange and glowing inscriptions are found on the small wooden gate.

**Q - Cave of the Pool:** The pool in this cave is more deep than it seems. People say the pool dive deep beneath the earth and that strange beings have been sighted within the pool from time to time.

**R - Caverns of the Spiders:** Vortolex, the old, withered giant black widow haunts these caves. Nobody dares to venture into the bone-littered caves of the ancient vermin.

**S - Dungeon of the Old Tomb:** A cave in revealed an ancient tomb within these caves. The walls of the caves change in white marble when approaching to the tomb. A band of gnolls camp here lured by the mirage of fabulous treasures within the tomb.

**T - Bugbears Caverns:** This is the hideout of a well-know band of bugbear marauders who haunts the country ransacking helpless villages and small hamlets. A reward on the bugbear leader, Uglamok, has been set from the local sheriff. Nobody has claimed the reward yet.

**U - Minotaur's Caverns:** This large dungeon is inhabited by a minotaur and by his foul minions. Local gossip says that the minotaur is actually controlled by an evil alchemist who conducts strange and dangerous experiments within the caves.

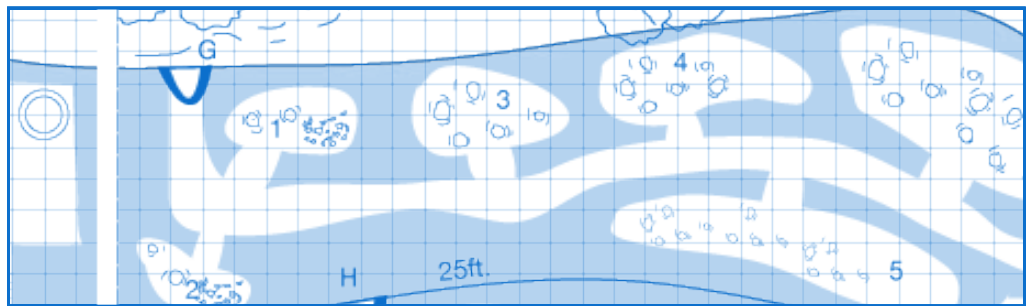
# Legend

## 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



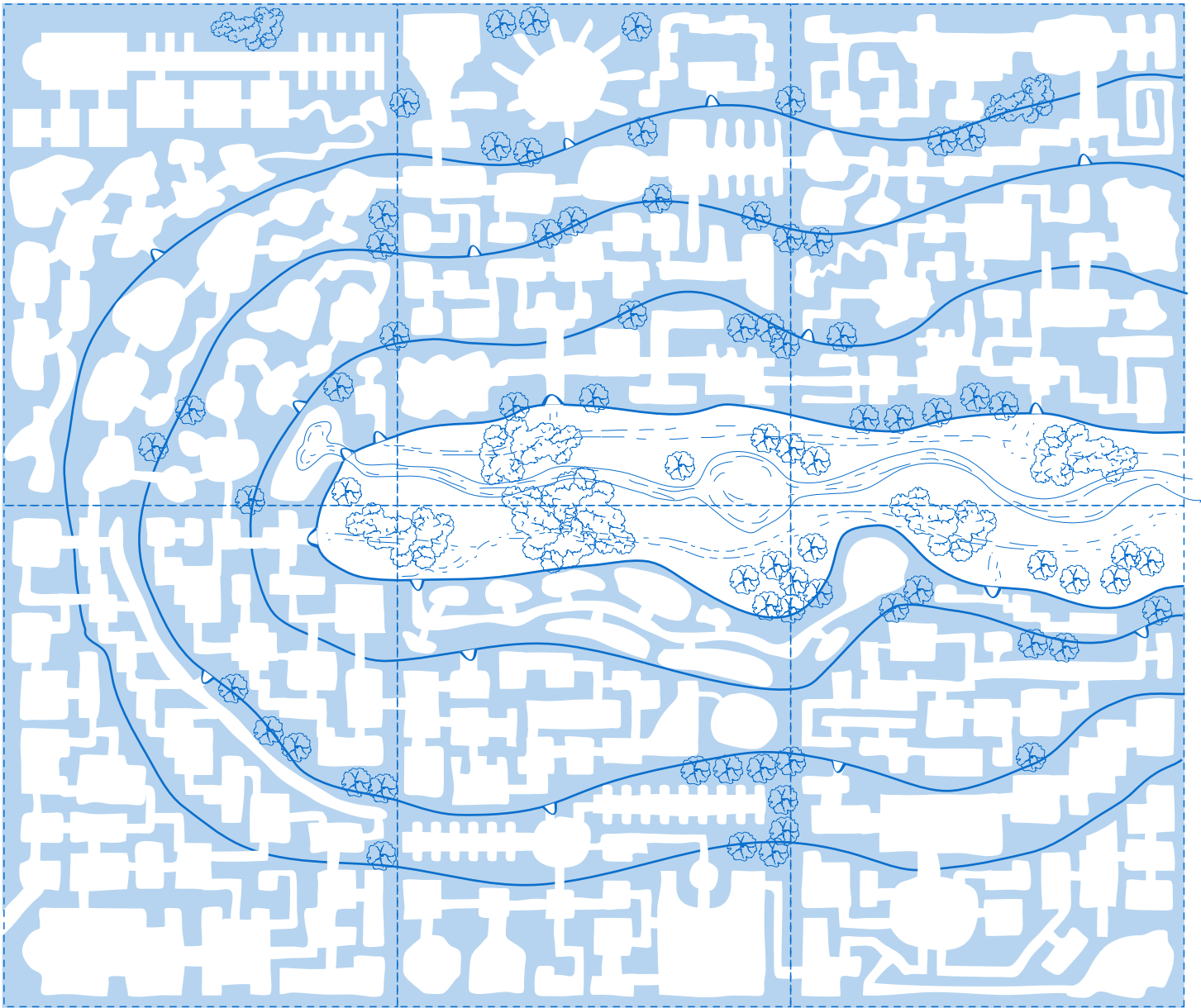
**Print all the BLUE pages**

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

CAVERNS P-Q-R-S

CAVERNS L-M-N-O

CAVERNS A-B-C



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CAVERNS T-U

CAVERNS G-H-I

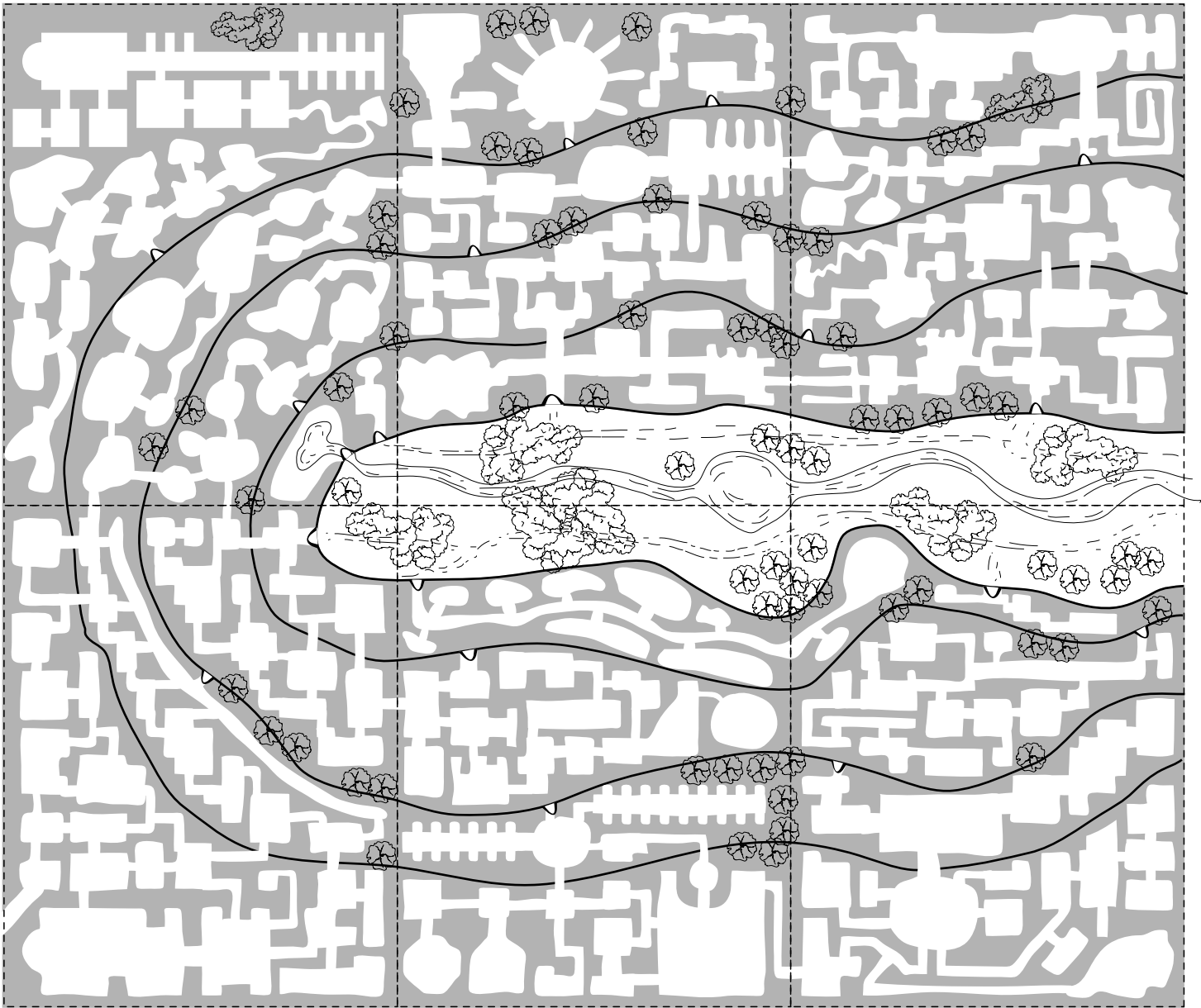
CAVERNS D-E-F

CAVERNS P-Q-R-S

CAVERNS L-M-N-O

CAVERNS A-B-C

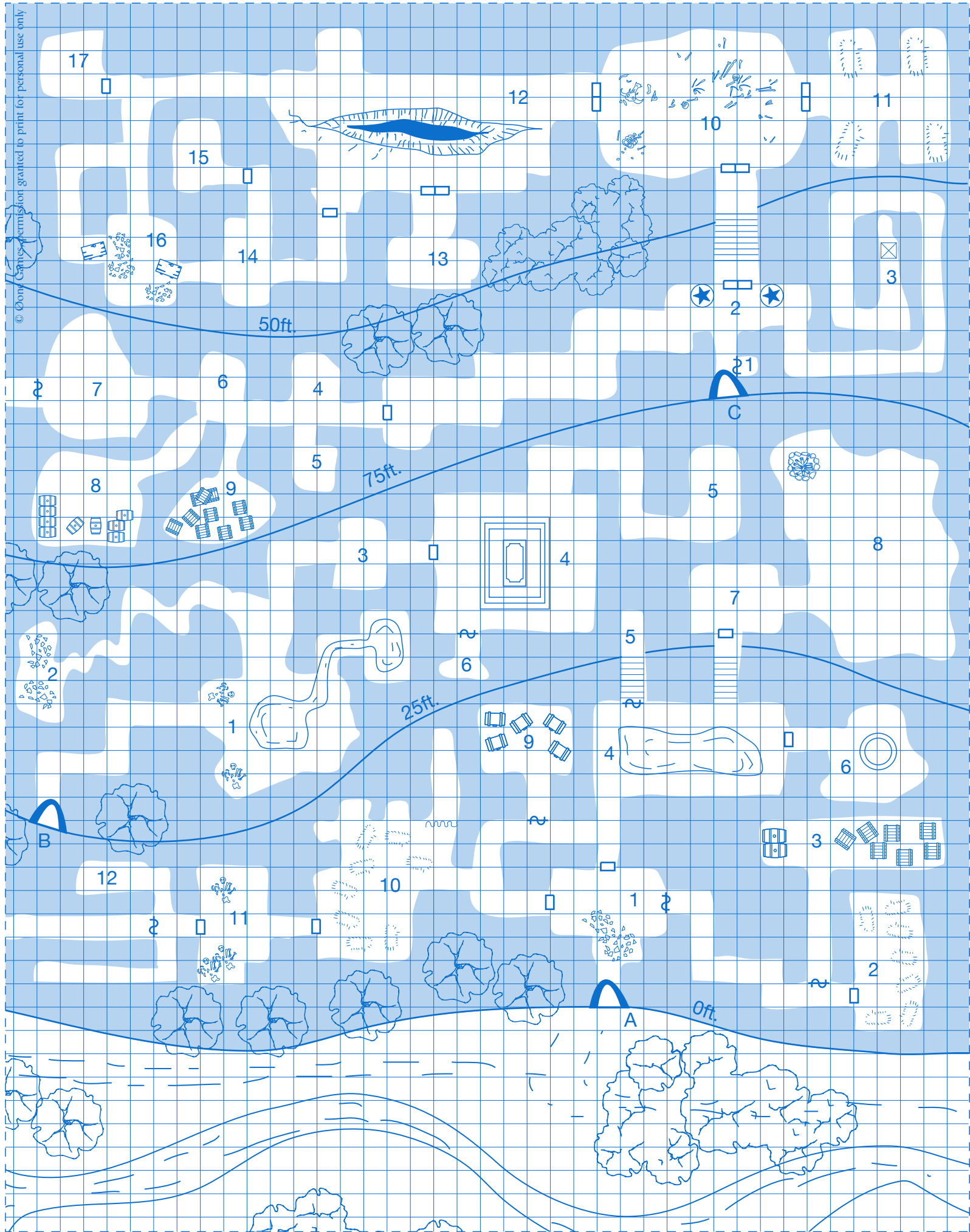
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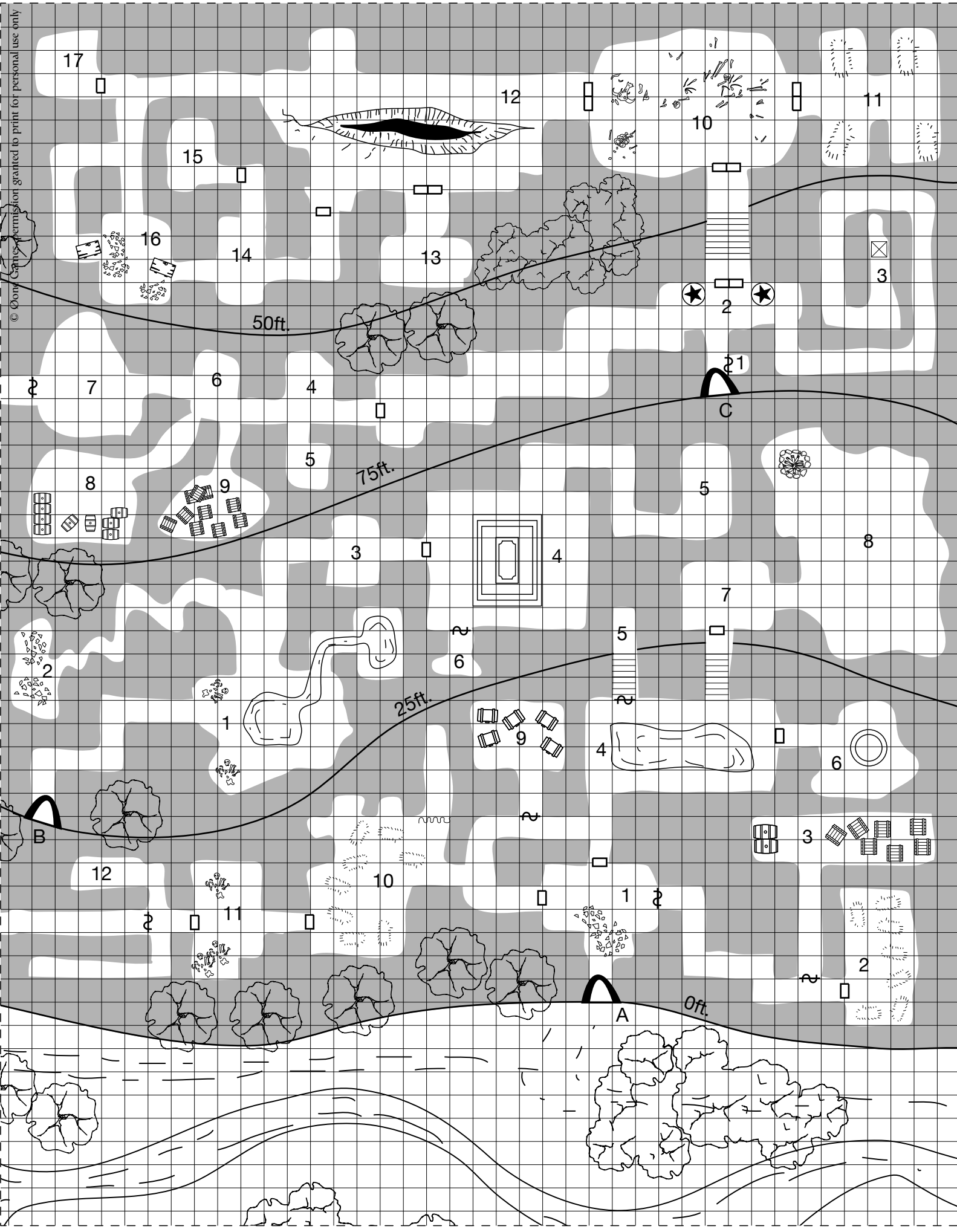


CAVERNS T-U

CAVERNS G-H-I

CAVERNS D-E-F





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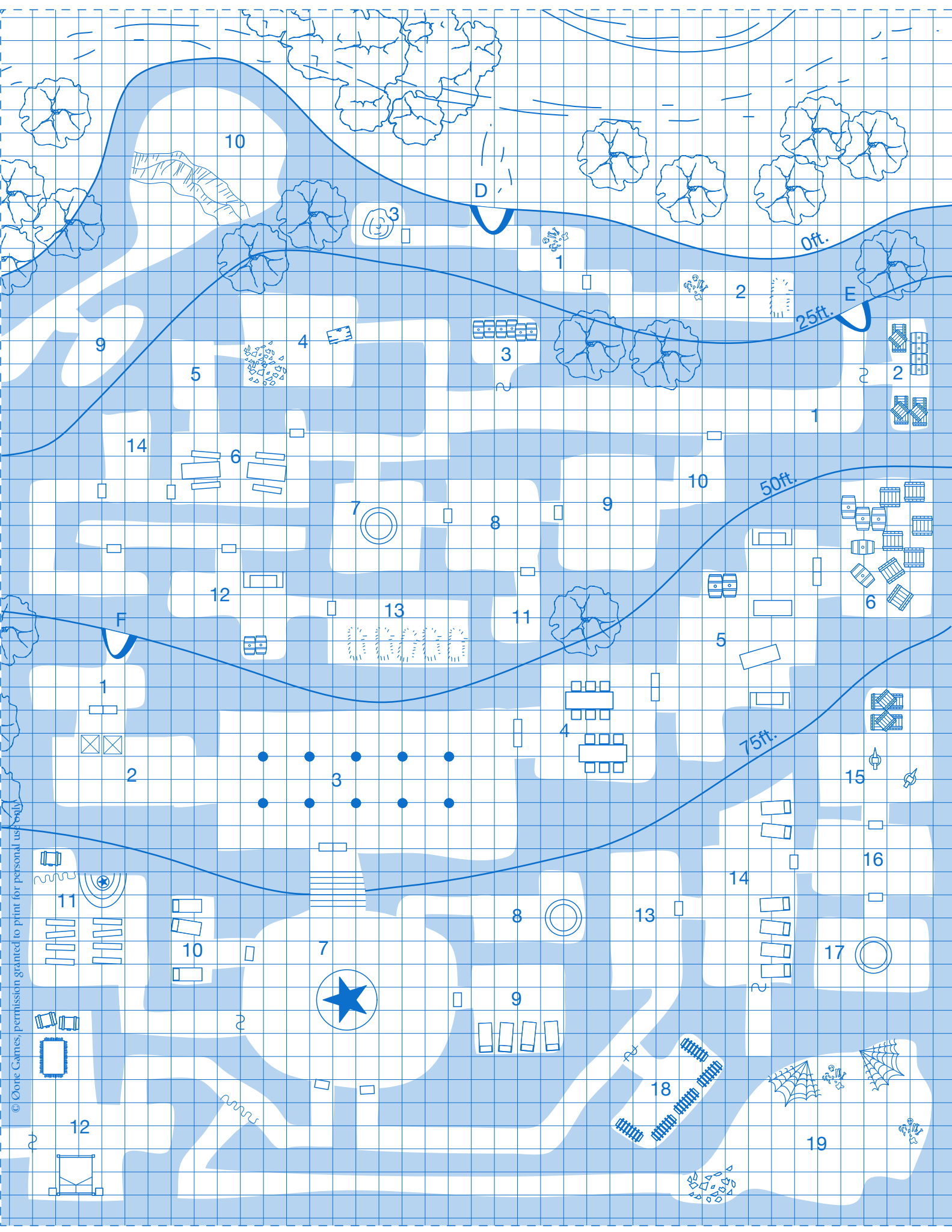
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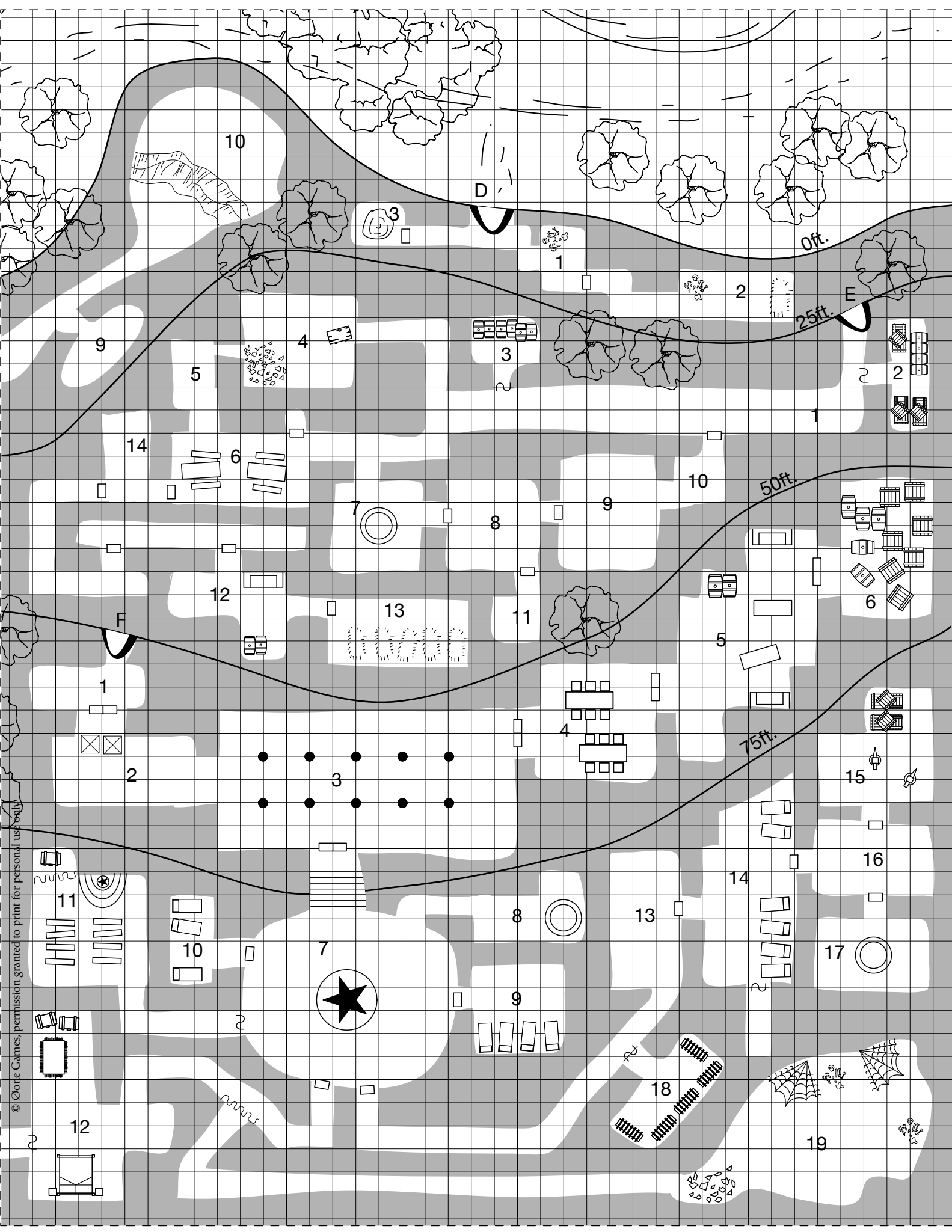
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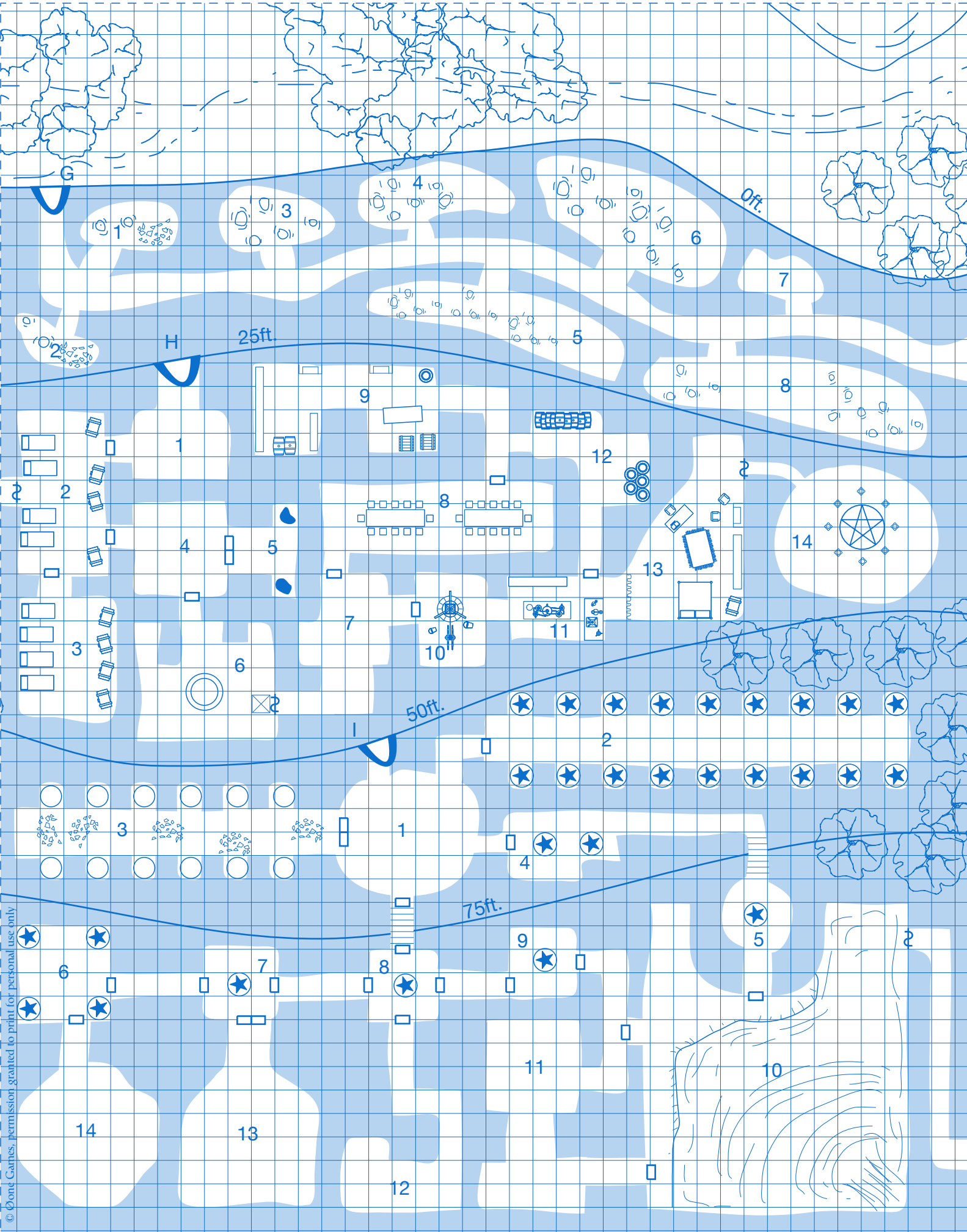
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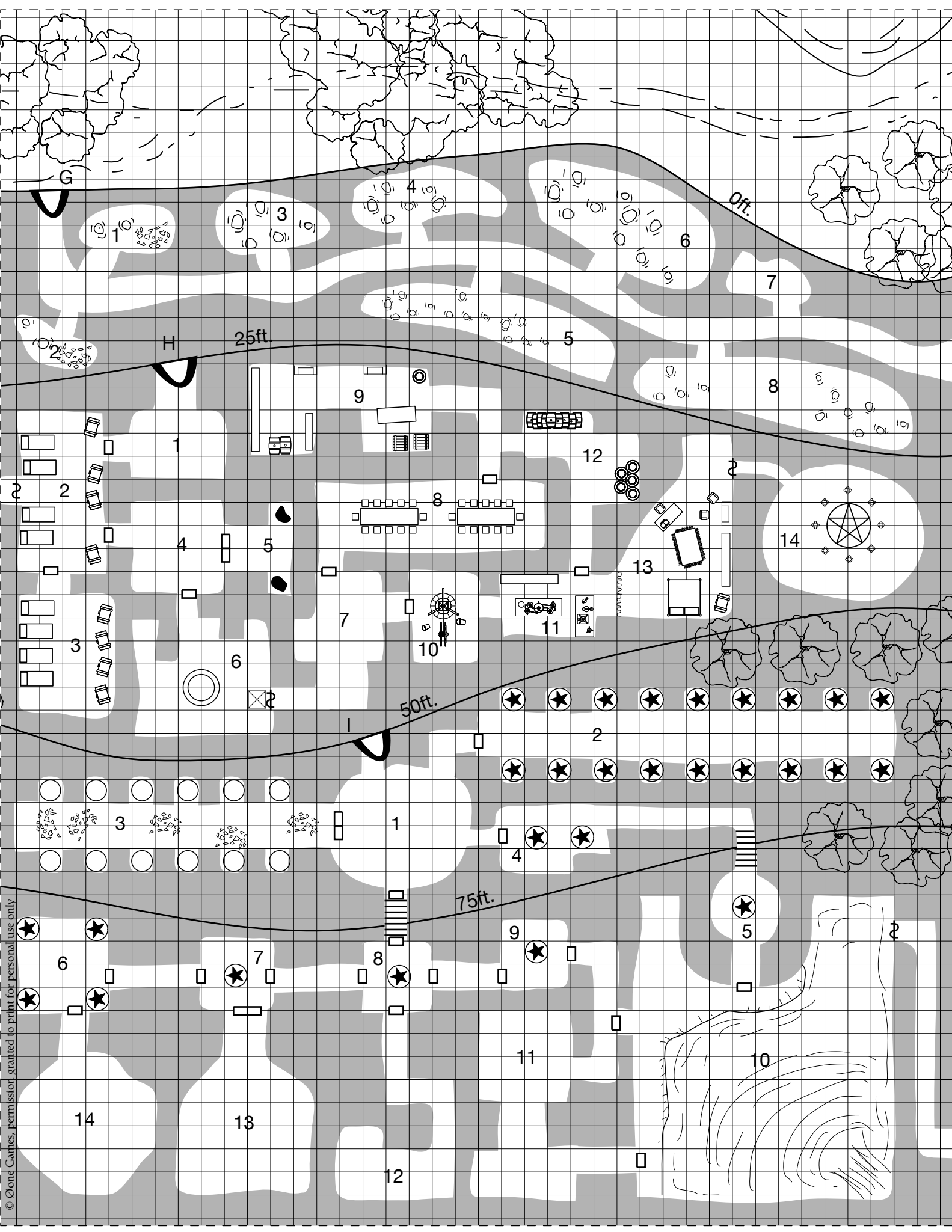
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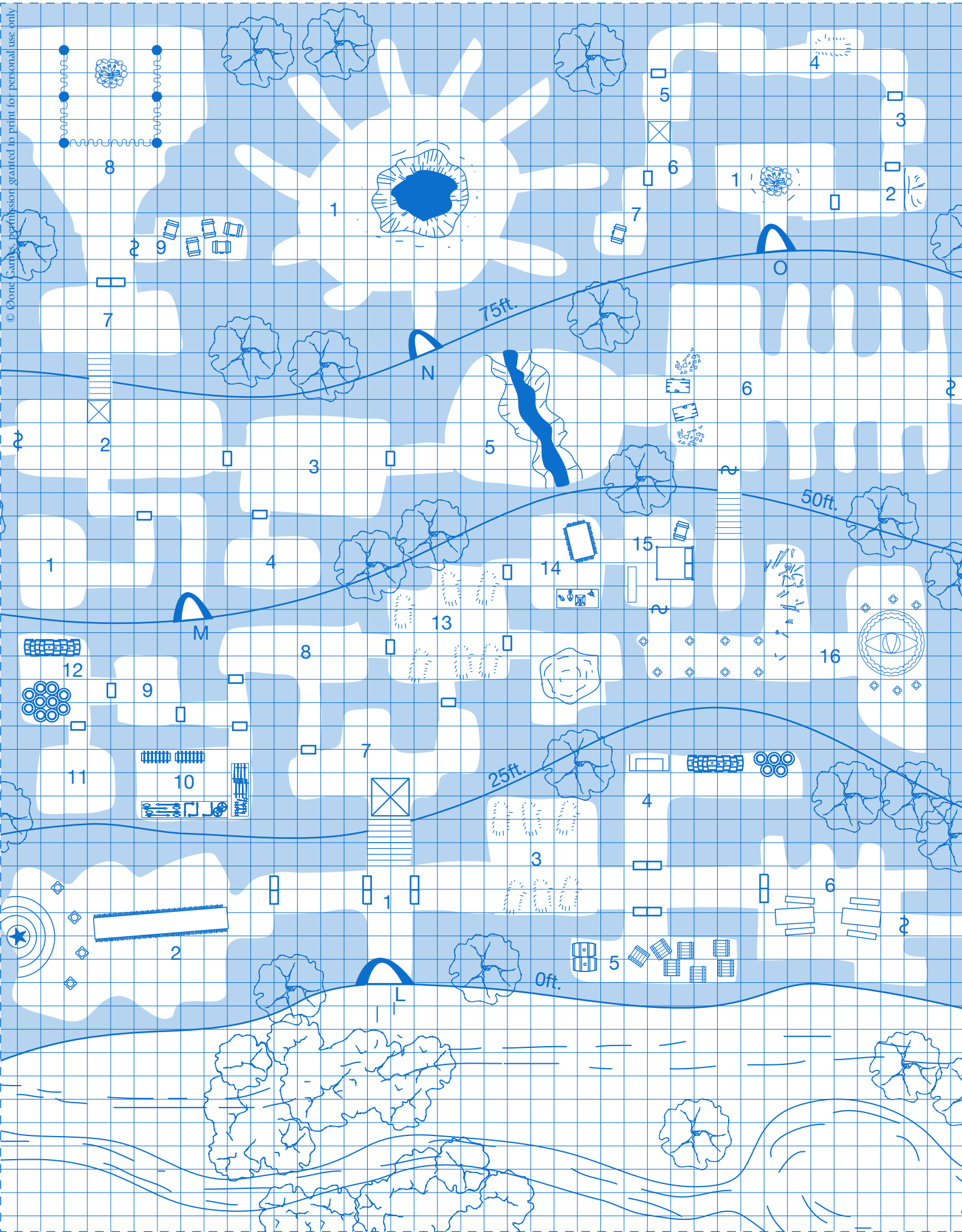
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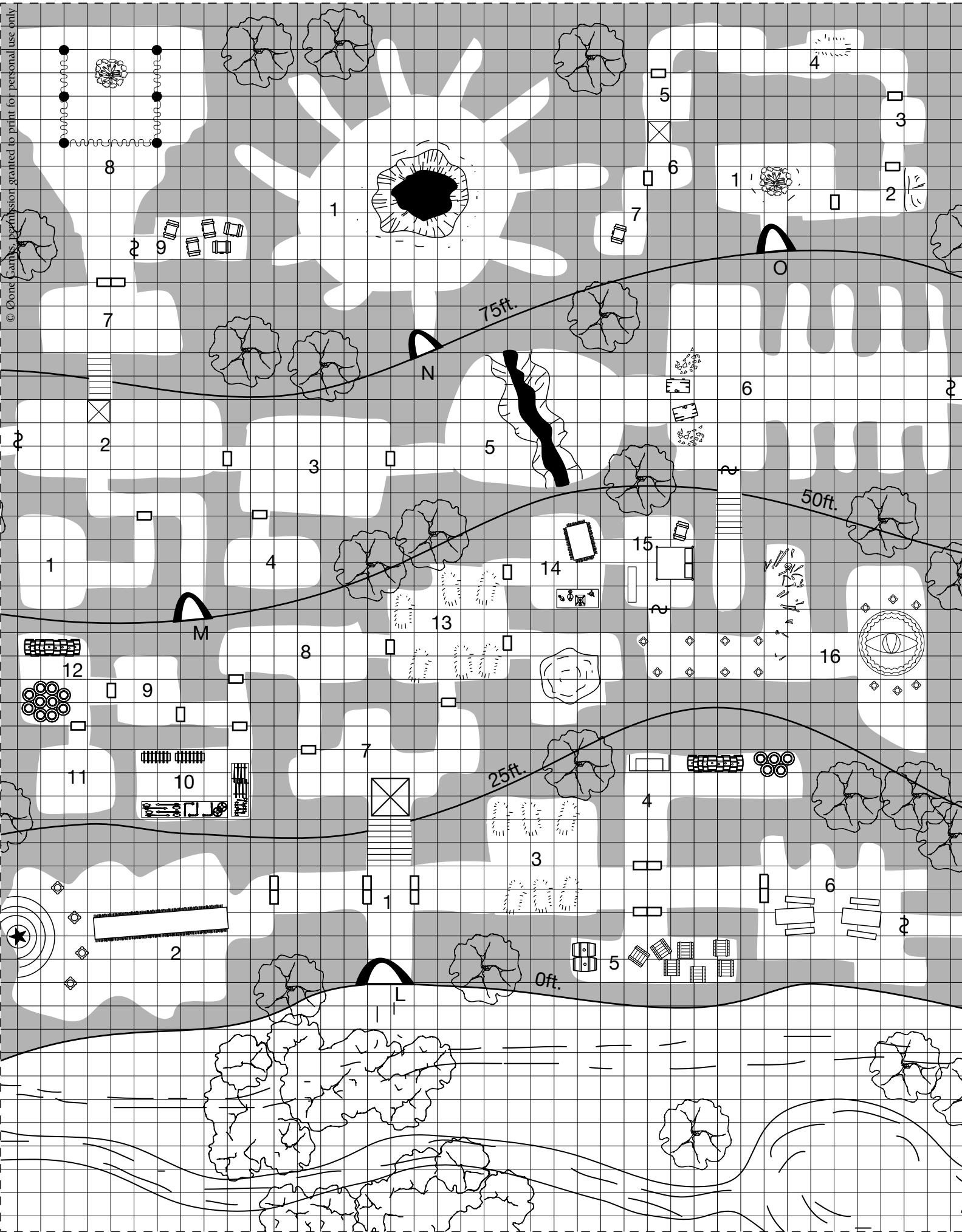
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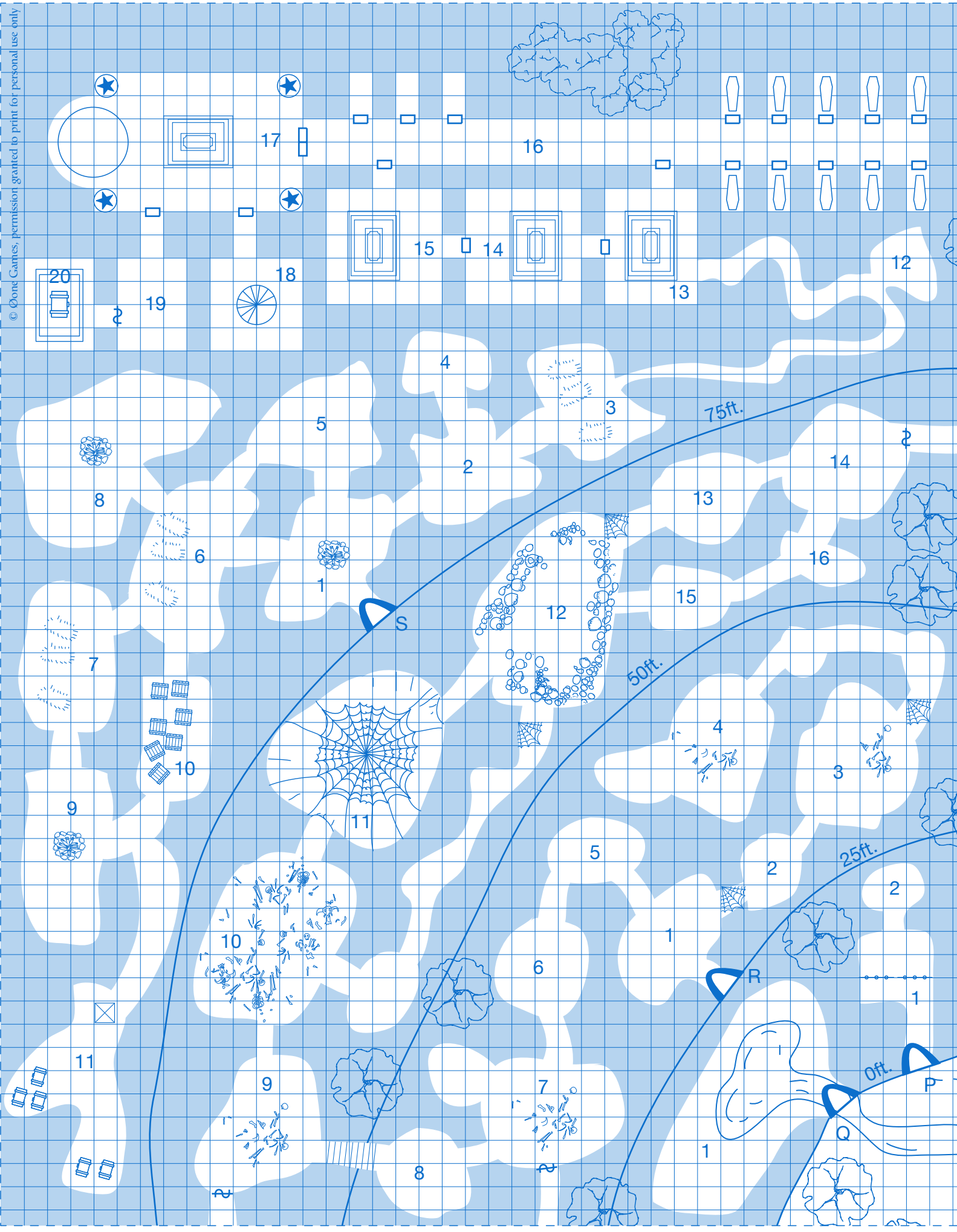
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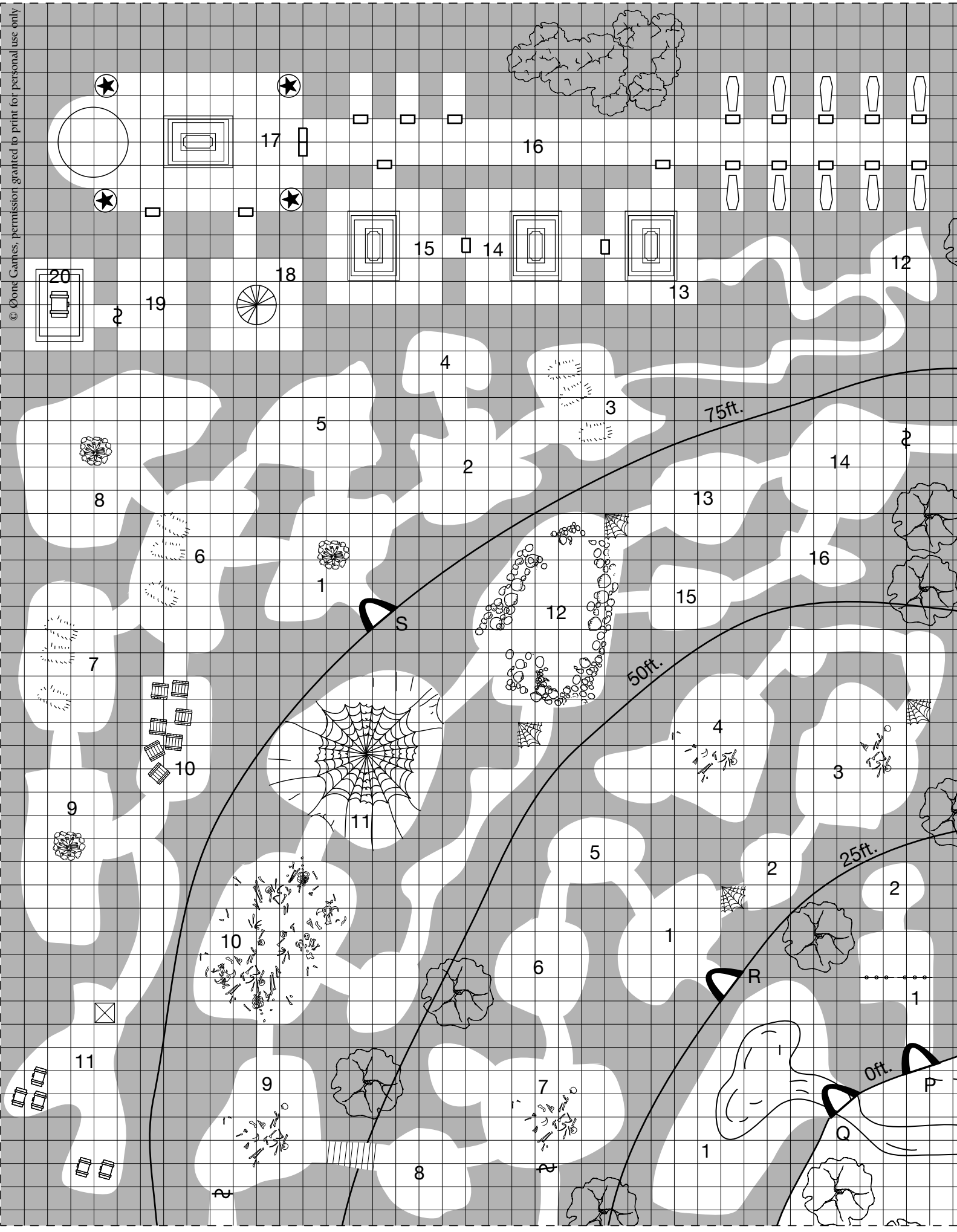
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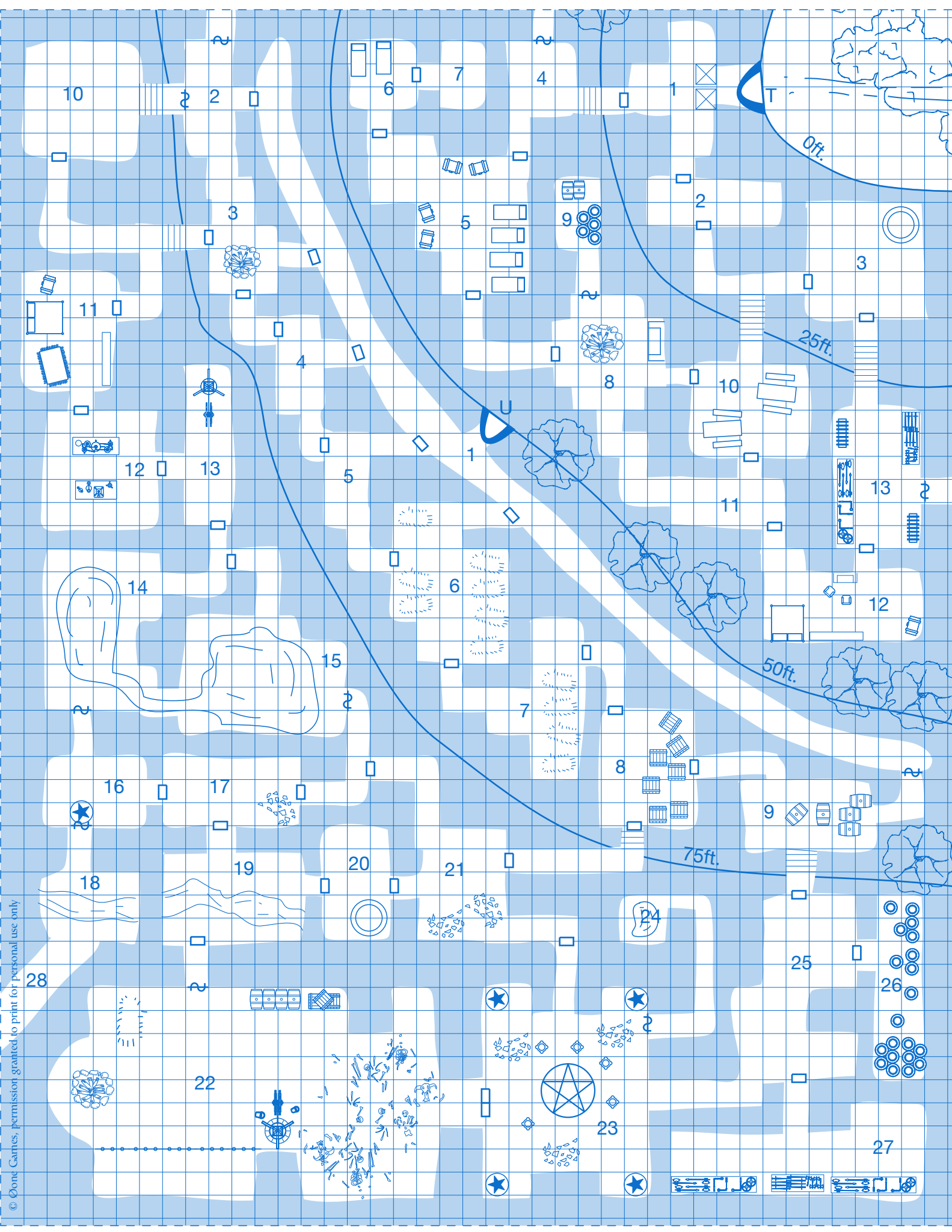
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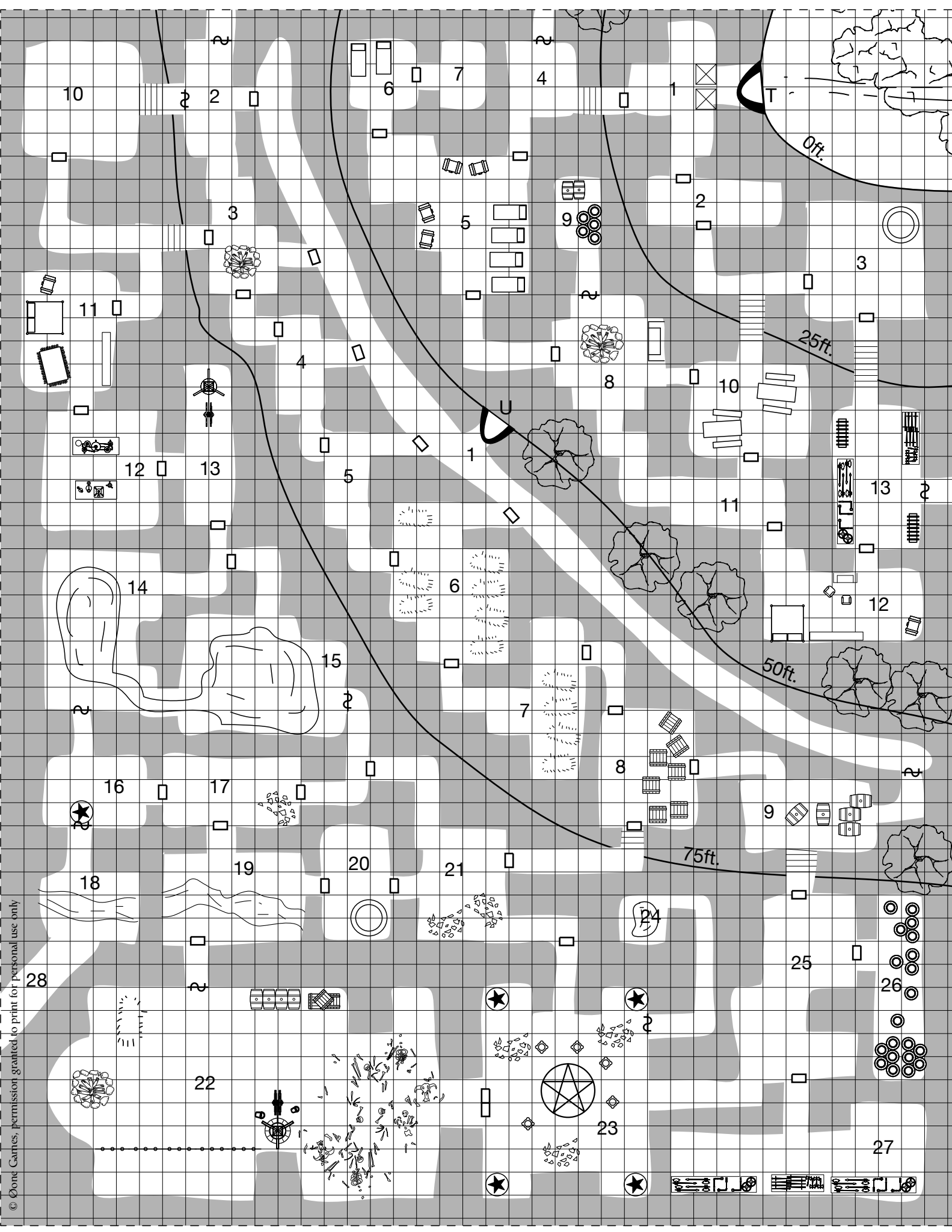
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27







# LEVEL/MAP: A - B - C

NUMBER	NAME	SHORT DESCRIPTION
	<b>A - Den of Kobolds</b>	
1	Entrance	
2	Sleeping chamber	
3	Storage	
4	Pool	
5	Hidden cache	
6	Well	
7	Empty room	
8	Camp	
9	Treasure	
10	Sleeping chamber	
11	Junk room	
12	Empty room	
	<b>B - Abandoned Tomb</b>	
1	Double pool	
2	Rubble	
3	Empty room	
4	Tomb	
5	Empty room	
6	Secret room	
	<b>C - Troll's Lair</b>	
1	Secret niche	
2	Entrance	
3	Dead end	
4-7	Empty room	
8-9	Storage	
10	Common room	
11	Sleeping room	
12	Crevice room	
13-15	Empty room	
16	Ruined room	
17	Empty room	

# LEVEL/MAP: D -E -F

NUMBER	NAME	SHORT DESCRIPTION
	<b>D - Ogre's Lair</b>	
1	Entrance	
2	Sleeping room	
3	Pool	
	<b>E - Goblin's Lair</b>	
1	Entrance	
2-3	Secret Storage	
4	Ruined room	
5	Empty room	
6	Refectory	
7	Well	
8-11	Empty room	
12	Kitchen	
13	Sleeping room	
14	Empty room	
	<b>F - Hobgoblin's Caves</b>	
1	Entrance	
2	Trapped room	
3	Pillars room	
4	Refectory	
5	Kitchen	
6	Storage	
7	Hall of the Statue	
8	Well	
9-10	Barrack	
11	Temple	
12	Chief's bedroom	
13	Empty room	
14	Barrack	
15	Forge/storage	
16	Empty room	
17	Well	
18	Armory	
19	Pet's cave	

# LEVEL/MAP: G - H - I

NUMBER	NAME	SHORT DESCRIPTION
	<b>G - Stalactites Caves</b>	
1-9	Cave	
10	Two levels cave	
	<b>H - Lair of the Summoner</b>	
1	Entrance	
2-3	Barrack	
4	Empty room	
5	Privy	
6	Well	
7	Empty room	
8	Refectory	
9	Kitchen	
10	Well	
11	Laboratory	
12	Storage	
13	Summoner's chamber	
14	Summoning room	
	<b>I - Dungeon of the Statues</b>	
1	Entrance	
2	Grand Hall of the Statues	
3	Ruined Hall	
4	Guardian Statues	
5	Statue of the man-fish	
6	Four Elements statues	
7	Wizard's statue	
8	Cleric Statue	
9	Fighter statue	
10	Waterfall cave	
11-14	Empty room	

# LEVEL/MAP: L - M - N - O

NUMBER	NAME	SHORT DESCRIPTION
	<b>L - Lair of the One Eyed tribe</b>	
1	Entrance	
2	Temple of the One-Eyed	
3	Barrack	
4	Kitchen	
5	Storage	
6	Refectory	
7	Trapped room	
8-9	Empty room	
10	Armory	
11	Empty room	
12	Wine cellar	
13	Barrack	
14	High priest laboratory	
15	High priest bedchamber	
16	Sacrificial room	
	<b>M - Lair of the Giant</b>	
1	Empty room	
2	Trapped room	
3-4	Empty room	
5	Crevice cave	
6	Abandoned temple	
7	Empty room	
8	Giant's room	
9	Treasure vault	
	<b>N - Cave of the Great Pit</b>	
1	Pit	
	<b>O - Mad Hermit Cave</b>	
1	Camp	
2	Pool	
3	Empty room	
4	Sleeping room	
5	Trapped room	
6	Empty room	
7	Treasure room	

# LEVEL/MAP: P - Q - R - S

NUMBER	NAME	SHORT DESCRIPTION
	<b>P - Cave of the Cattle</b>	
1	Cave	
2	Cattle fence	
	<b>Q - Cave of the Pool</b>	
1	Pool	
	<b>R - Caverns of the Spiders</b>	
1-6	Empty cave	
7	Bones	
8	Empty cave	
9	Bones	
10	Meals chamber	
11	Lair of the Queen	
12	Eggs chamber	
13-16	Empty cave	
	<b>S - Dungeon of the Old Tomb</b>	
1	Camp	
2	Empty cave	
3	Sleeping Chamber	
4-5	Empty cave	
6-7	Sleeping Chamber	
8-9	Camp	
10	Storage	
11	Trapped Storage	
12	Empty cave	
13-15	Tomb	
16	Hall of the Dead	
17	Main tomb	
18	Old entrance	
19	Empty room	
20	Treasure cache	

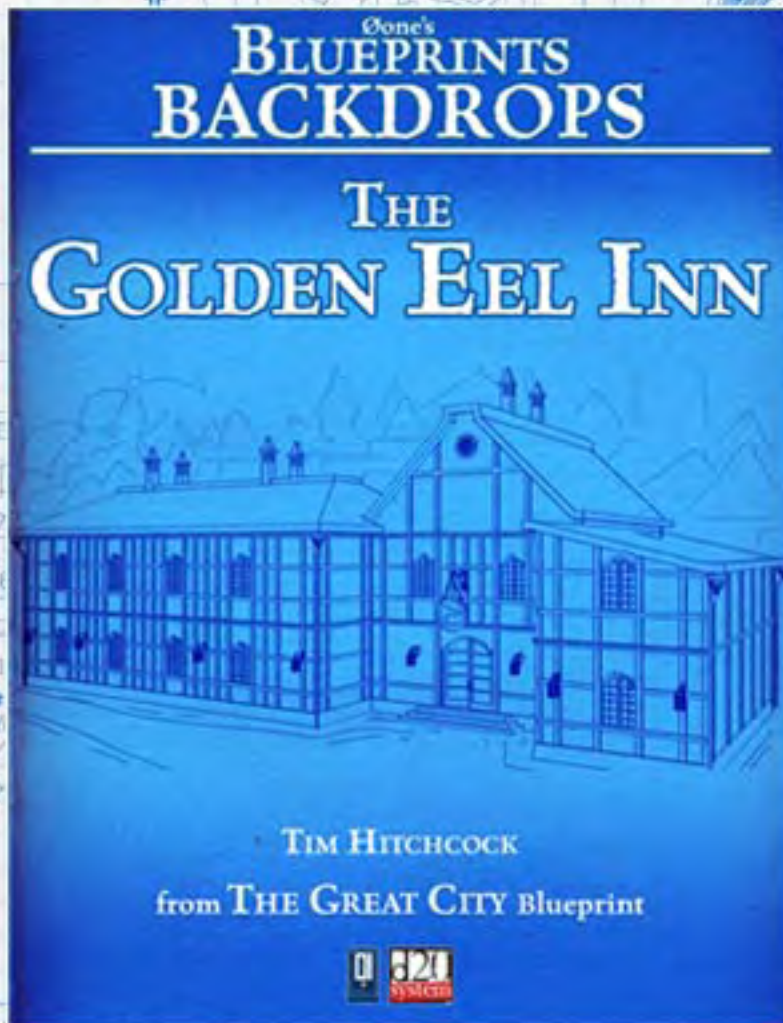
# LEVEL/MAP: T -U

NUMBER	NAME	SHORT DESCRIPTION
	<b>T - Bugbears Caverns</b>	
1	Trapped entrance	
2	Empty room	
3	Well	
4	Empty room	
5-6	Barrack	
7	Privy	
8	Kitchen	
9	Storage	
10	Refectory	
11	Empty room	
12	Chief Room	
13	Armory	
	<b>U - Minotaur's Caverns</b>	
1	Entrance and corridor	
2, 4, 5, 10, 17, 25	Empty room	
3	Camp	
6-7	Sleeping room	
8	Storage	
9	Wine cellar	
11	Alchemist's bedroom	
12	Alchemist's laboratory	
13	Well	
14-15	Small lake	
16	Room of the Statue	
18-19	Underground stream	
20	Well	
21	Junk room	
22	Minotaur's lair	
23	Old summoning chamber	
24	Pool	
26	Wine cellar	
27	Armory	
28	To Caverns of Mistery	





# JUST ADD DEPTH



- COMPLETE, CUSTOMIZABLE, 3D VIEW OF THE LOCATION.
  - COMPLETE DESCRIPTION OF THE LOCATION, ITS DWELLERS (FULLY PORTRAYED), AND ADVENTURE SEEDS FOR USE WITH ANY FANTASY RPG.
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