

Done's BLUEPRINTS

City of the DEAD



Øone's BLUEPRINTS

Welcome to Øone's Blueprints!

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 small control bar (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 and don't show doors and furniture.

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 cheap.

How to use this product

At the bottom of each map you will find a small row of checkboxes, simply checking and unchecking the boxes you will activate/deactivate a feature. Your changes take place both in the blue version and in the black and white version.

- **Fill checkbox:** lets you activate/deactivate the black/blue in the walls and allows you to save more ink .
- **Grid checkbox:** lets you activate/deactivate the grid.
- **Furniture checkbox:** it hides furniture, doors and the like and allows you to print and draw your own rooms
- **Numbers checkbox:** it hides room numbers, useful if you want use your own room numbers.

At the end of the book you will find a useful template to key your maps, a suggested key is also provided.

City of the Dead

The City of the Dead is a vast, full-featured cemetery area. Usually this complex is located out of the city, but, sometimes, it can be placed inside a major city. The cemetery, topping a small hill and encircled by a wall of solid stone, features mausoleums (or family tombs), single tombs, monuments, obelisks, a mortuary and, of course, catacombs. In this product, you will find a map and a cross section of the whole cemetery, three different mausoleums, a mortuary and a catacomb level. The City of the Dead is perfect for undead-based adventures. Some hints to use the City of the Dead follow:

- An evil cult holds its dreaded rituals within the cemetery walls kidnapping young girls, the PC are hired by a noble family to hunt down the evil worshippers and free their children.
- Ghosts and undeads begin to plague the town. Unknown to the PC an evil necromancer has settled into the cemetery catacombs and performs some sort of evil experiments.
- The City of the Dead is a ruined cemetery area near a long forgotten city, a lich made its lair in the cemetery. It is said that a great treasure lies somewhere in the cemetery and that the mausoleums of the city hide clues to find it.
- The people say a master vampire has seized the cemetery and begins to scare the nearby towns; nobody approaches the cemetery. Actually, the vampire is a false: a bandit has claimed the catacombs his hideout.
- Skeletons and Zombies rise from the graves, they all wear strange glowing necklaces. The clerics are unable to turn them and hire the PCs to investigate the City of the Dead.



Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

Øone's Blueprints: City of the Dead

Product Code: blu07. First edition 02/2005

Design: Mario Barbati

2D drawings: Guido Barbati



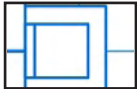



















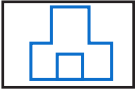
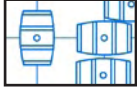




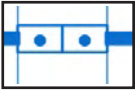



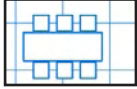











Graphics: O'Bully

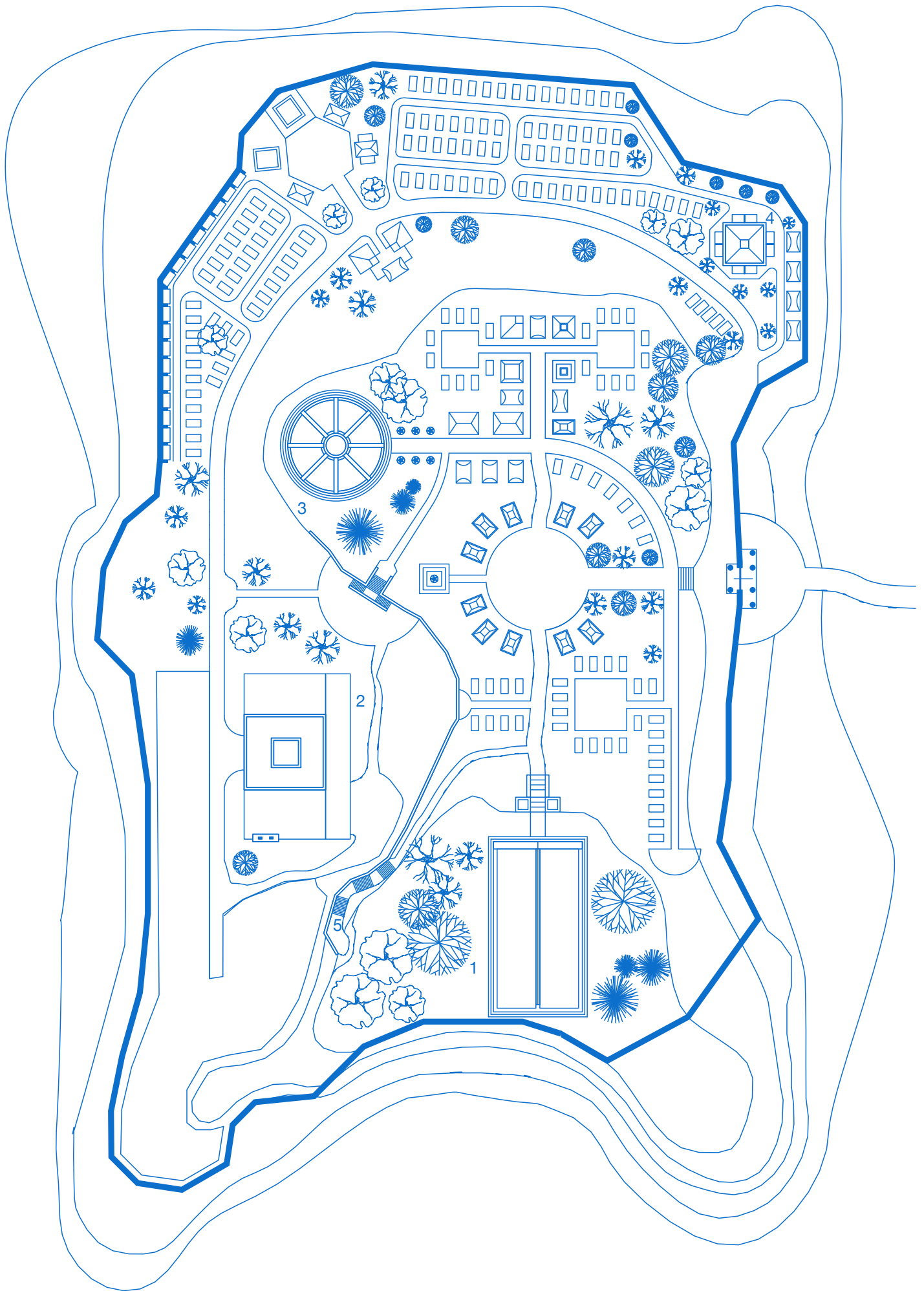
Software Engineer: Anna Fava

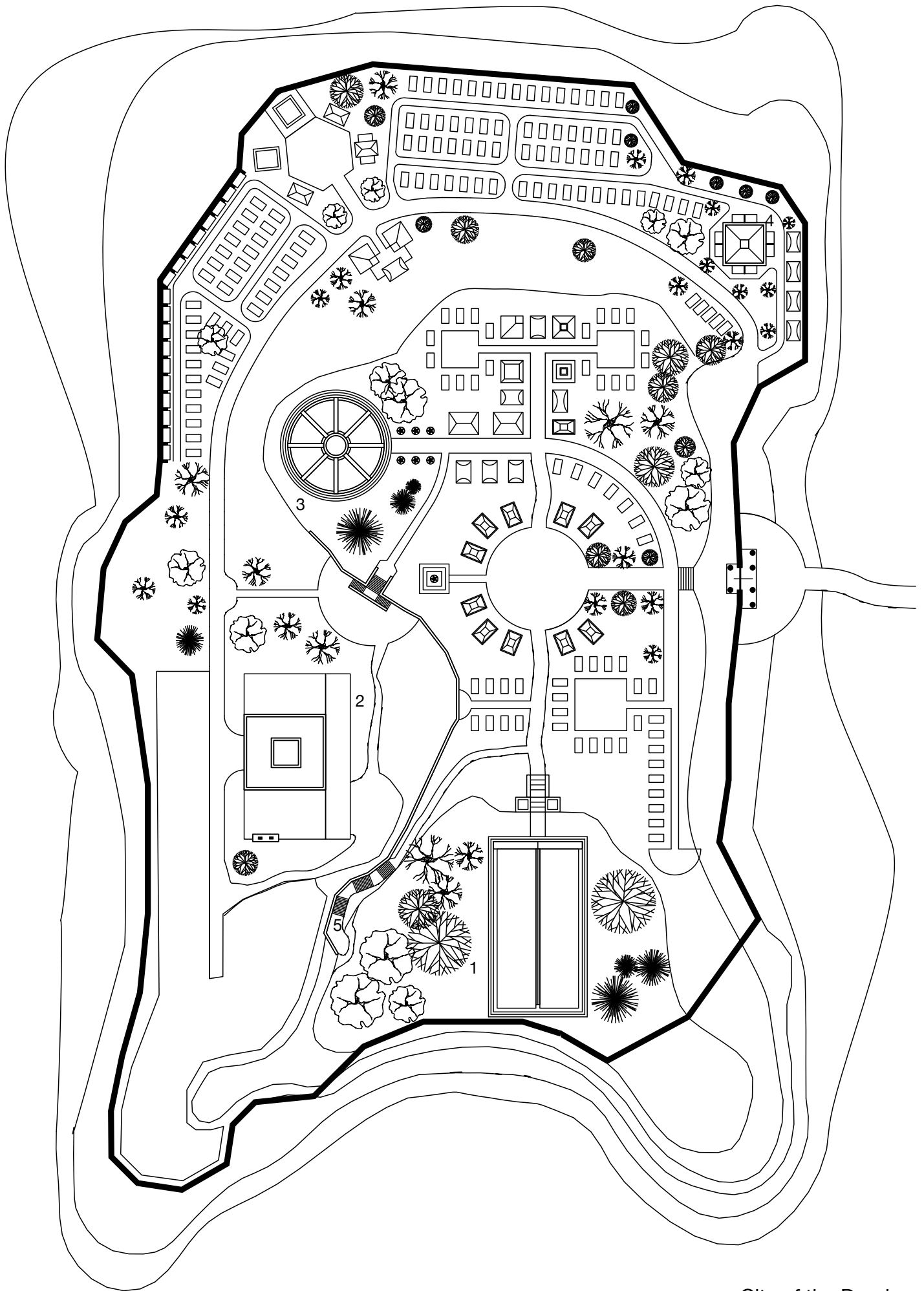
All of the content of this book is © by Øone Roleplaying Games. The reproduction or retransmission of any part of this book, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews. Permission is granted to print this book for personal use only.

Legend

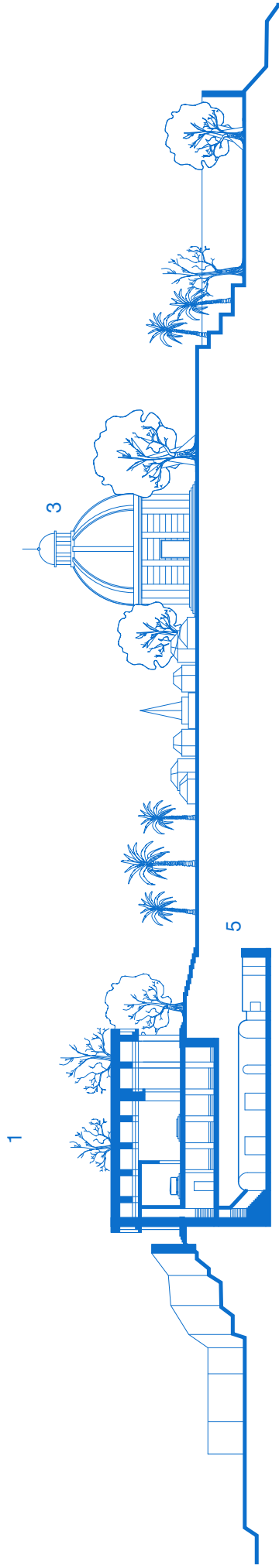
Symbols commonly used

	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
	bars		hook on wall		bones
	pool		weapons rack		pallet
	false door		desk		

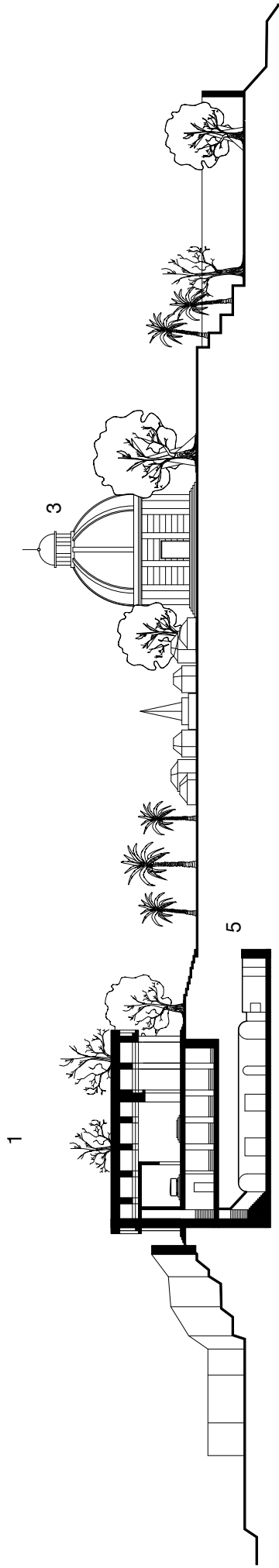




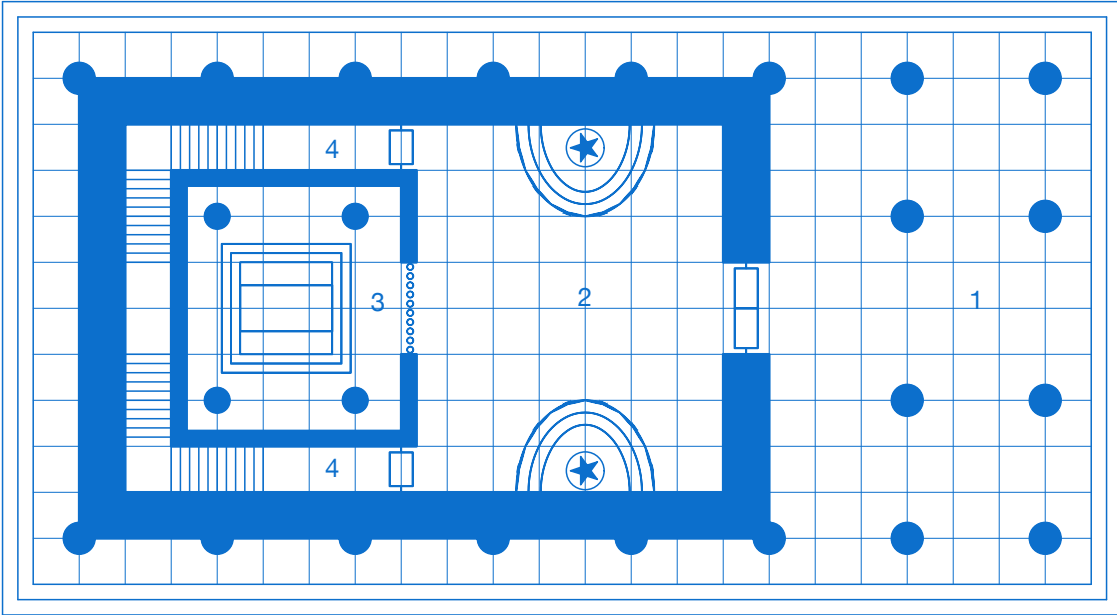
City of the Dead



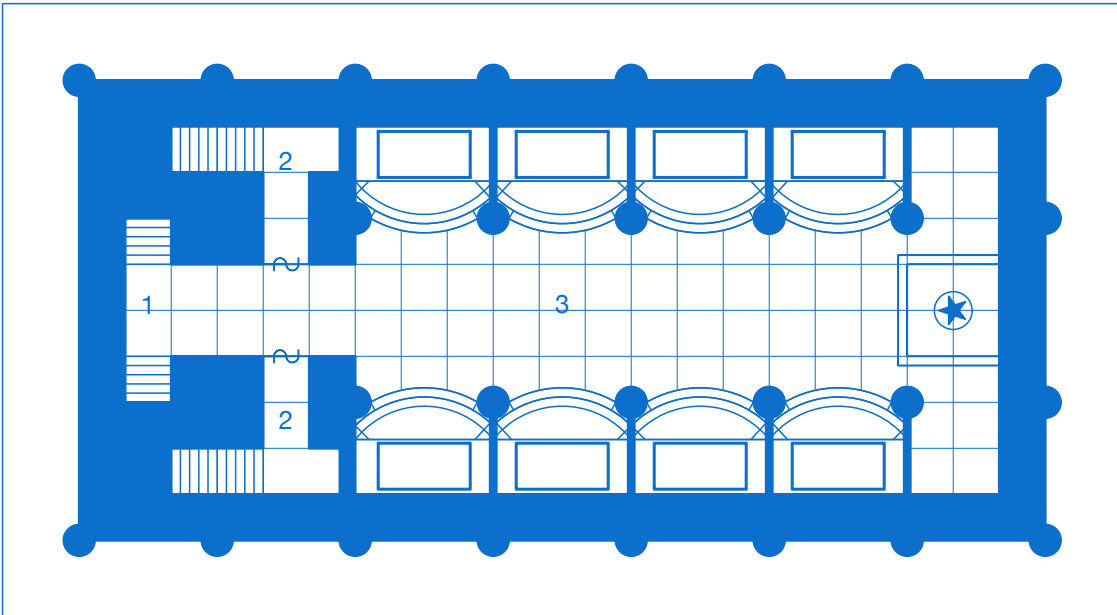
Cross Section



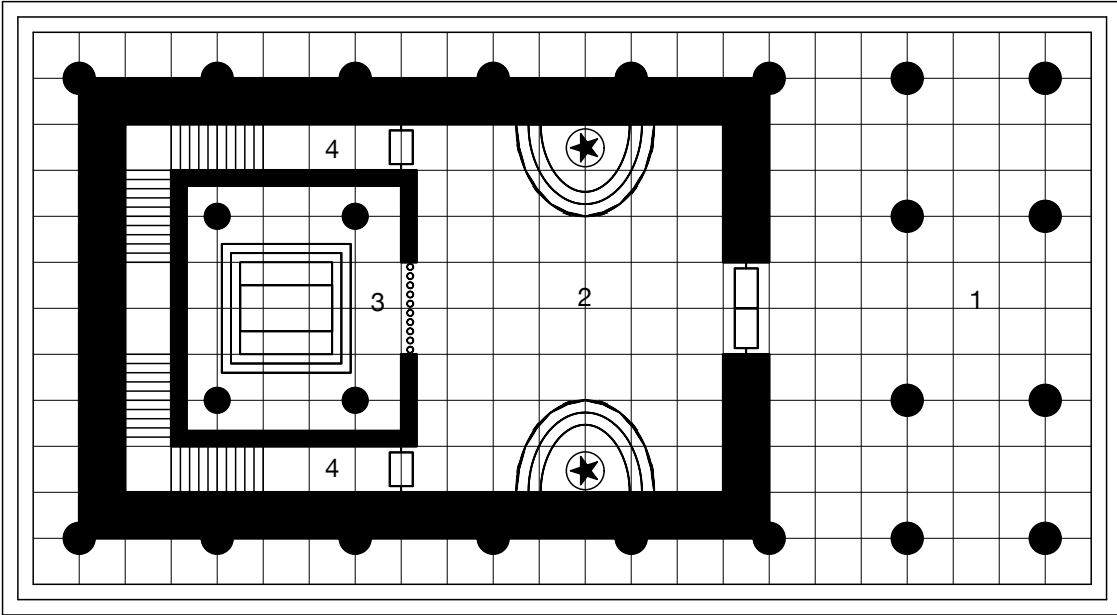
Cross Section



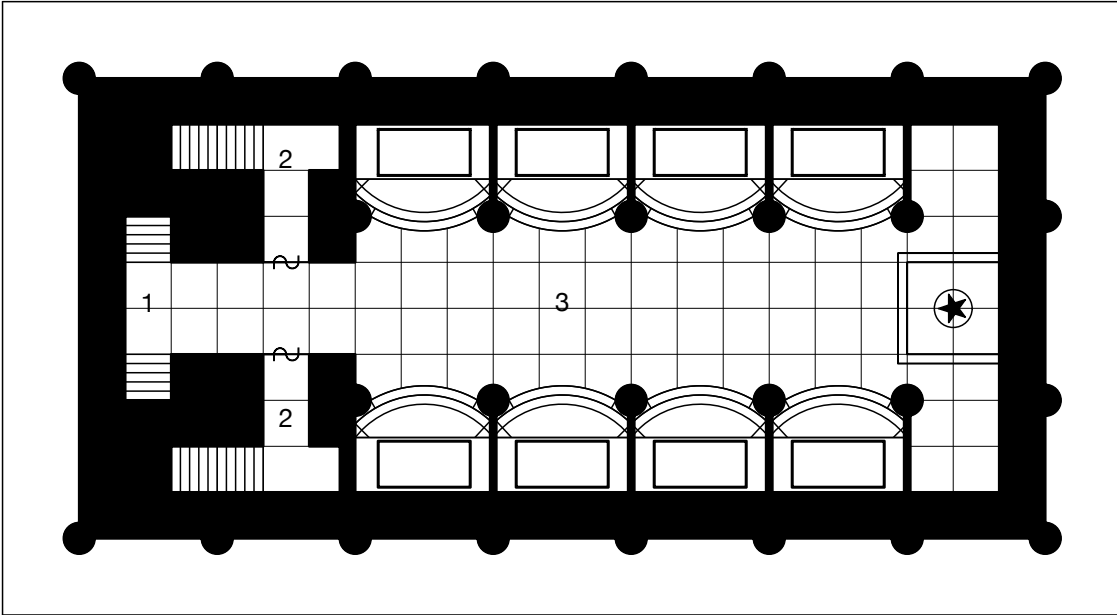
Mausoleum, ground level



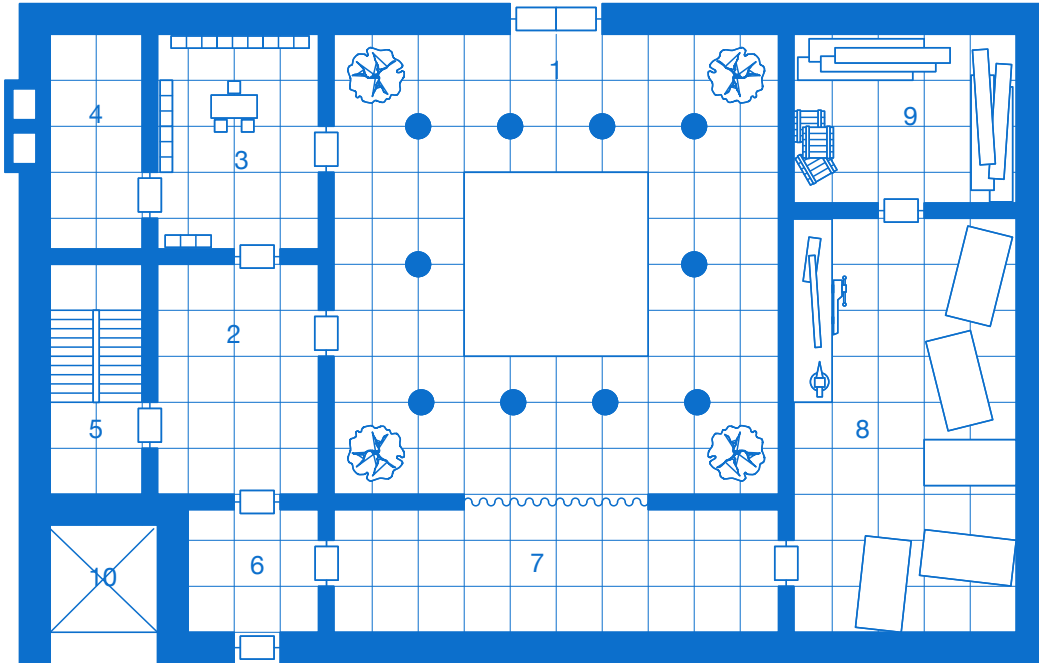
Mausoleum, underground level



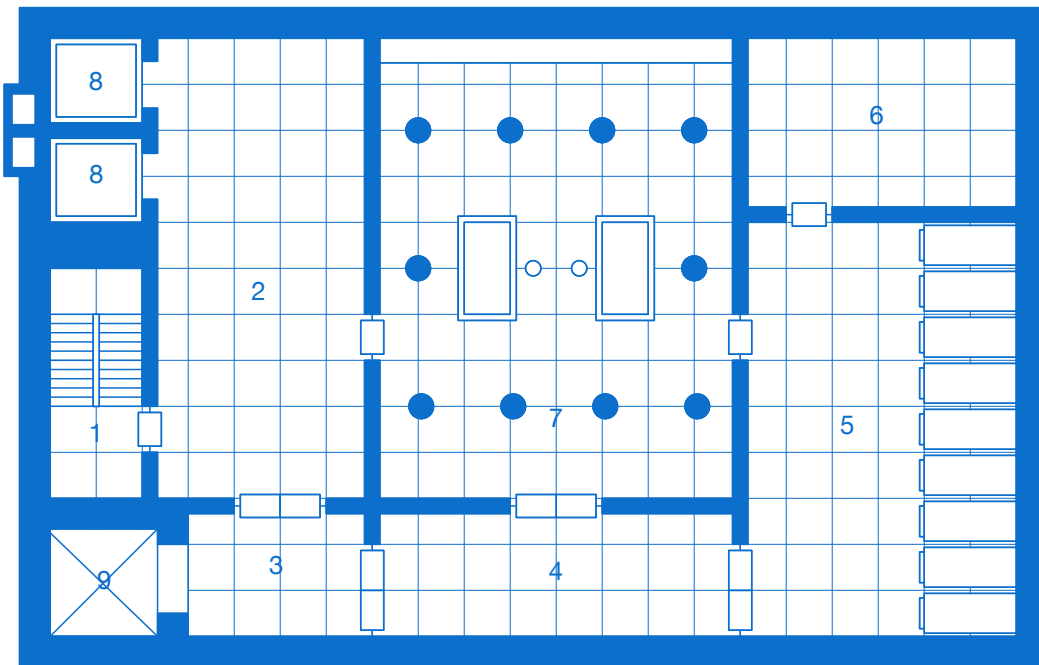
Mausoleum, ground level



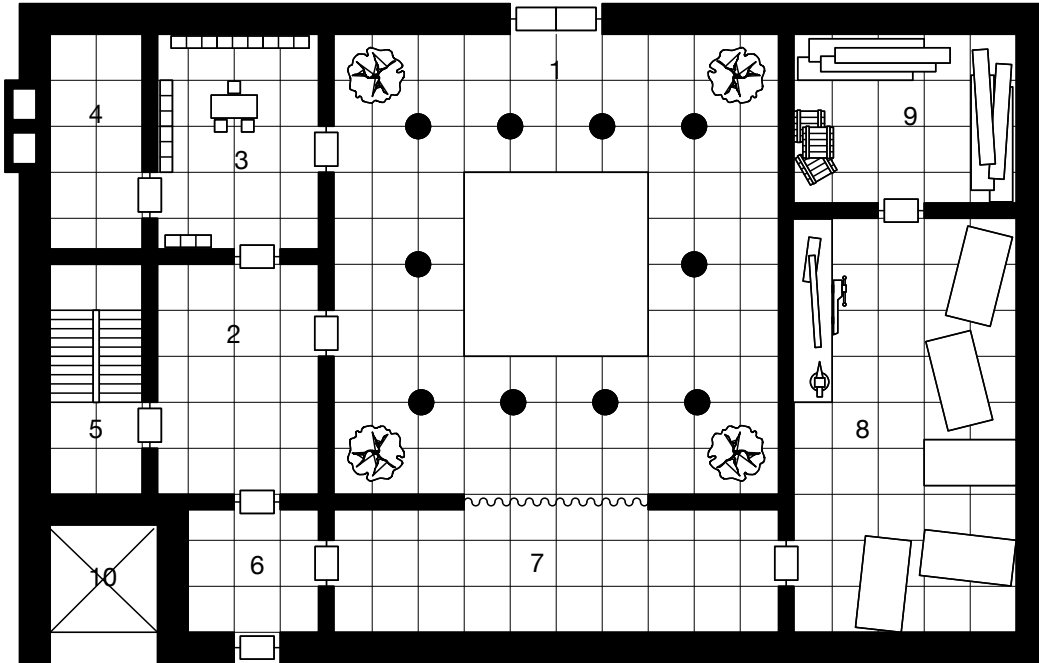
Mausoleum, underground level



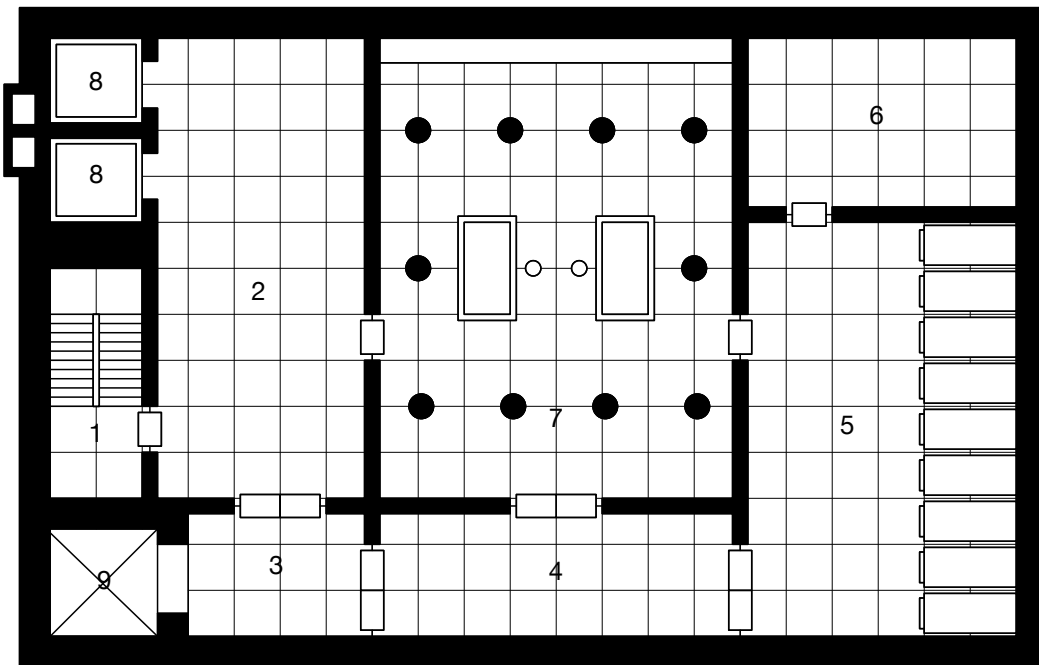
Mortuary, ground level



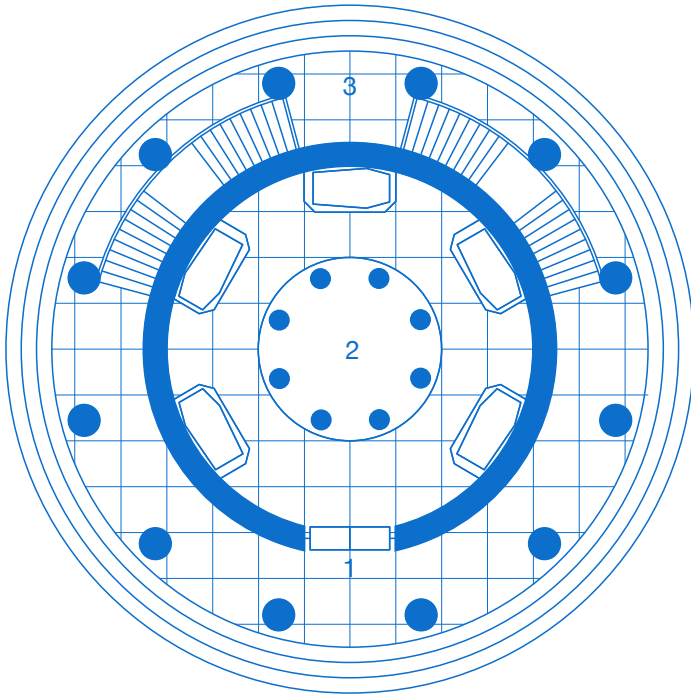
Mortuary, underground level



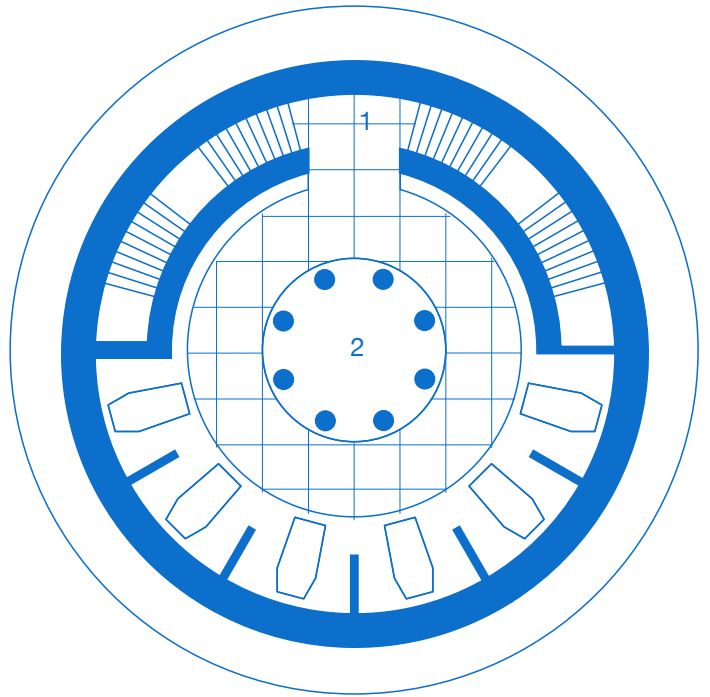
Mortuary, ground level



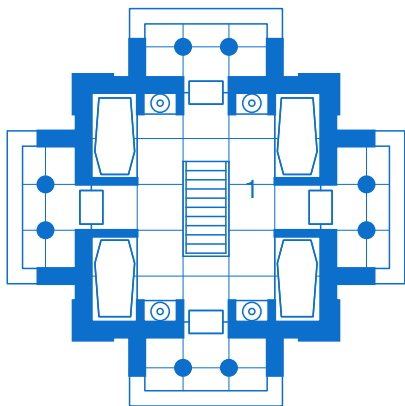
Mortuary, underground level



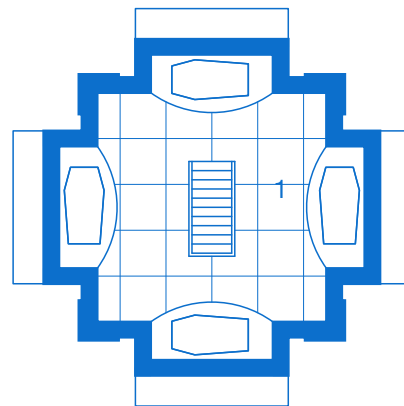
Round Mausoleum, ground floor



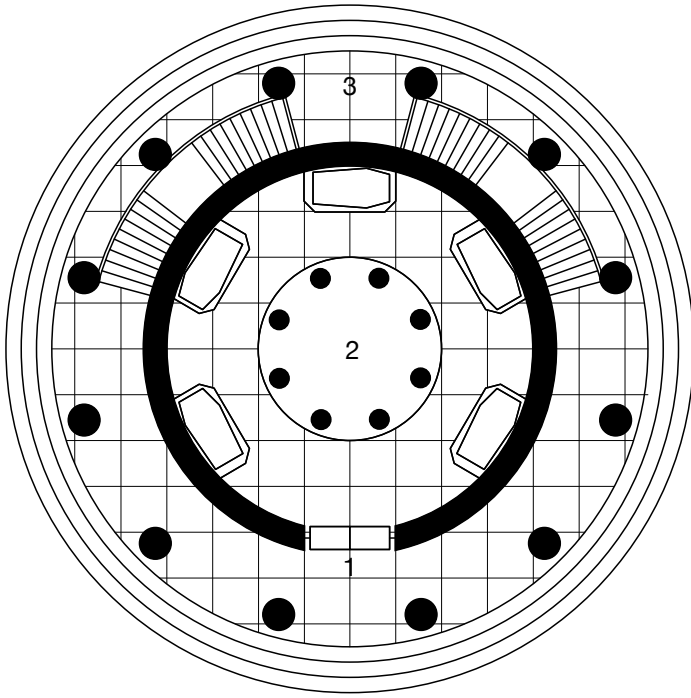
Round Mausoleum, underground floor



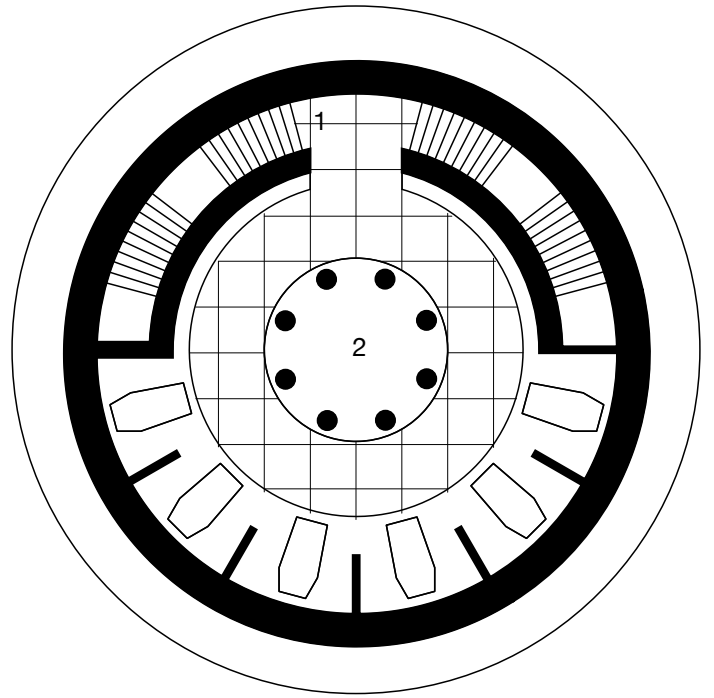
Small Mausoleum, ground floor



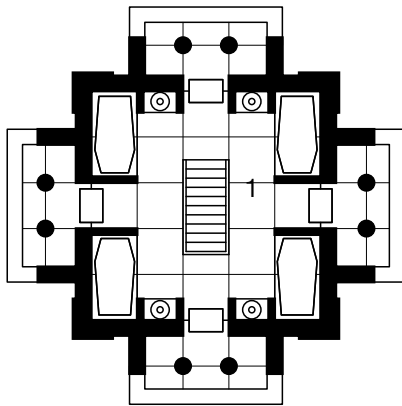
Small Mausoleum, underground floor



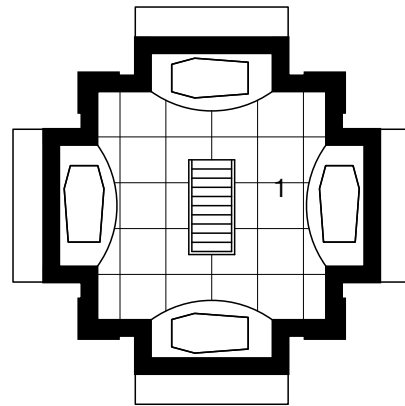
Round Mausoleum, ground floor



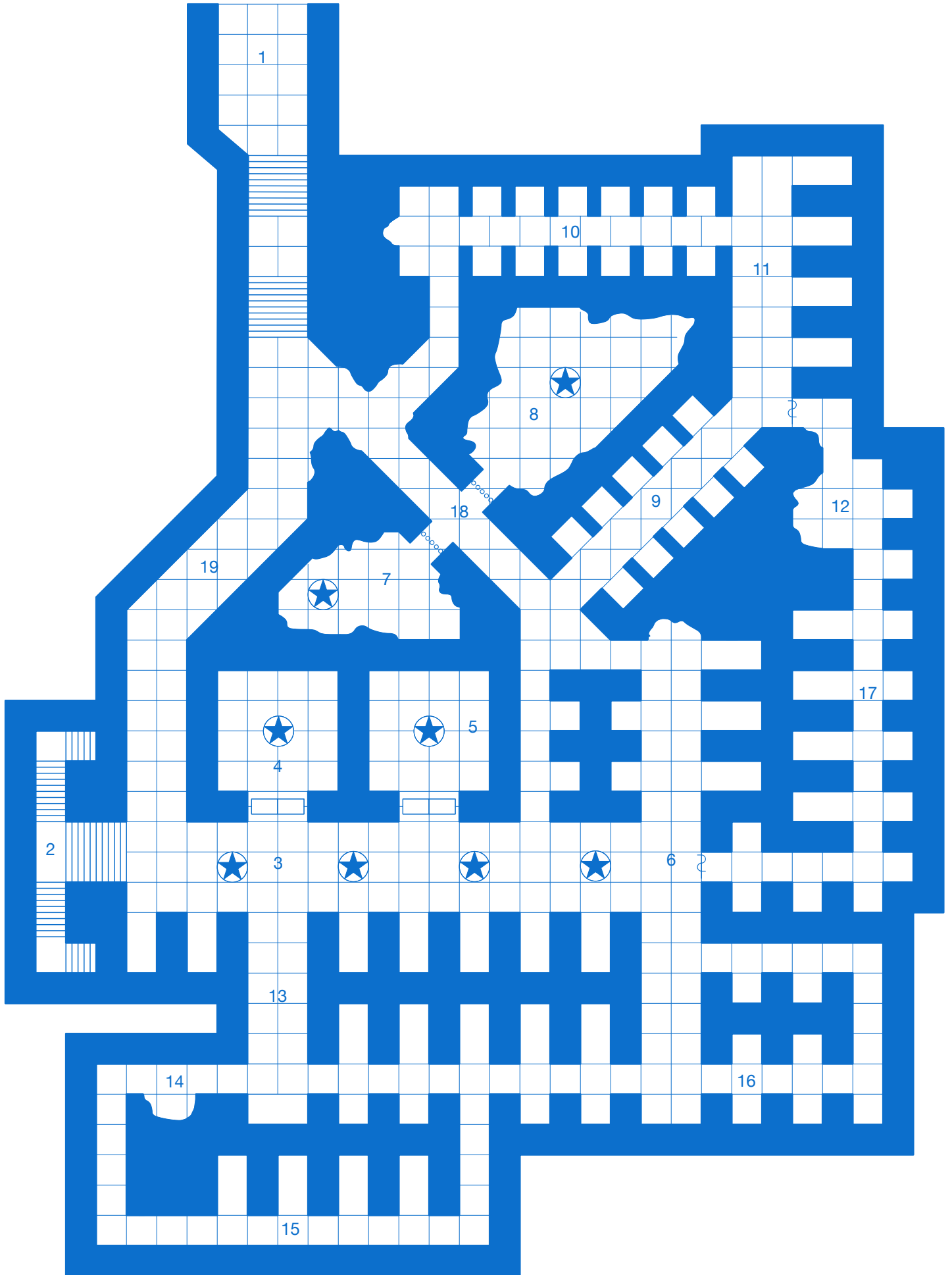
Round Mausoleum, underground floor

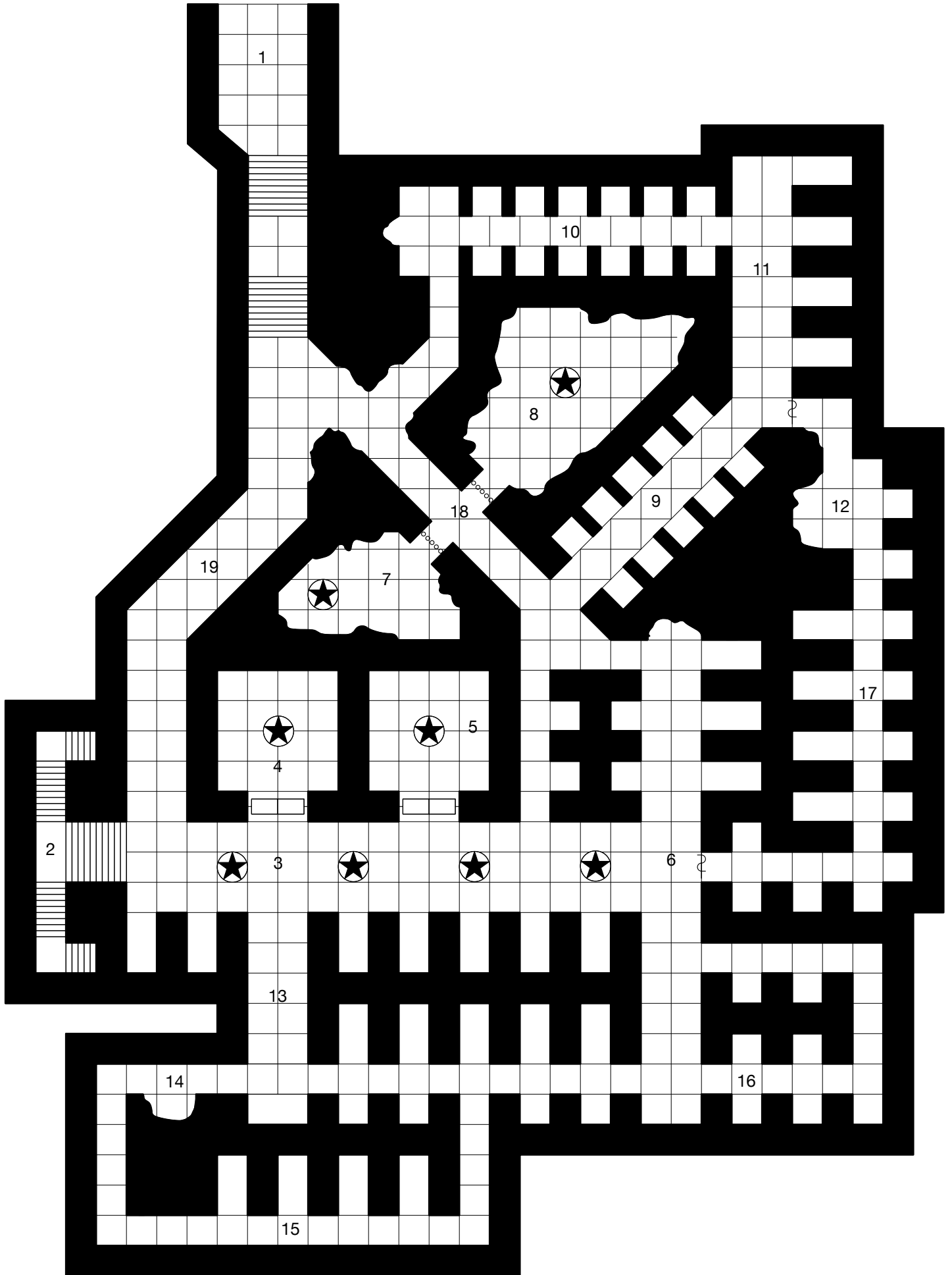


Small Mausoleum, ground floor



Small Mausoleum, underground floor





Catacombs

OLD STYLE NEW TECHNOLOGY

Øone's
BLUEPRINTS

KEEP
on Mountain Pass

Øone's
BLUEPRINTS

Thieves' Guild

Øone's
BLUEPRINTS

HIGH TEMPLE
complex

Øone's
BLUEPRINTS

Old Lighthouse

Øone's
BLUEPRINTS

Hill of Many
DUNGEONS

Øone's
BLUEPRINTS

DROW
Outpost

ØONE  GAMES

the first d20 pdf publisher of the world
www.Øonegames.com

