Øone's
BLUEPRINTS

Hill of Many
DUNGEONS

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.

The Hill of Many Dungeons

The Hill of Many Dungeons is the bread-n-butter of every fantasy RPG player and game master. The Hill is a rocky formation that houses five different dungeons. Some of the dungeons are accessible from the hillside, while a couple of them are accessible through the hilltop. Although the dungeons vary in number of rooms and features, they are all classic dungeons that can be adapted to any setting and filled with the critters of your choice. The dungeons are not linked each other, but you can easily imagine connection tunnels between them. Similarly you can forget the hill and stack the dungeons to build a unique multi-level dungeon. Some hints to use the dungeon follow:
• The Hill of Many Dungeons hides a long forgotten artifact. It is said the artifact is shattered and each dungeon under the hill keeps one piece.
• A cruel orc tribe dwelling in one of the dungeons wishes to extend its domain over the other dungeons. The deceptive chief of the orc tribe sends a polymorphed agent to hire the PCs and give them the task to wipe out all the monsters in the other dungeons. Obviously, in the chief's mind the PC shall be the last to be killed by himself.
• Five different dwarven tribes live in the dungeons under the hill. The PCs have clues that one of them has sent an assassin trying to kill the king of a nearby country. The PCs must sneak into the dungeons in order to find which tribe has ordered the murder.
• A powerful necromancer has built an undead army to launch an attack against a nearby town; the necromancer hides in the dungeon with the crypts and has forged an alliance with a powerful lich he awoke.

Øone Roleplaying Games
www.Øonegames.com
master@Øonegames.com
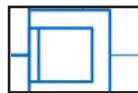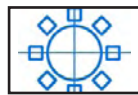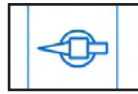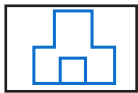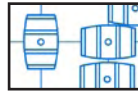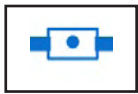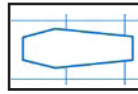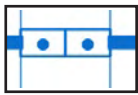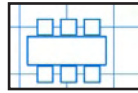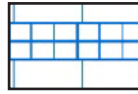
Legend
Symbols commonly used

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			
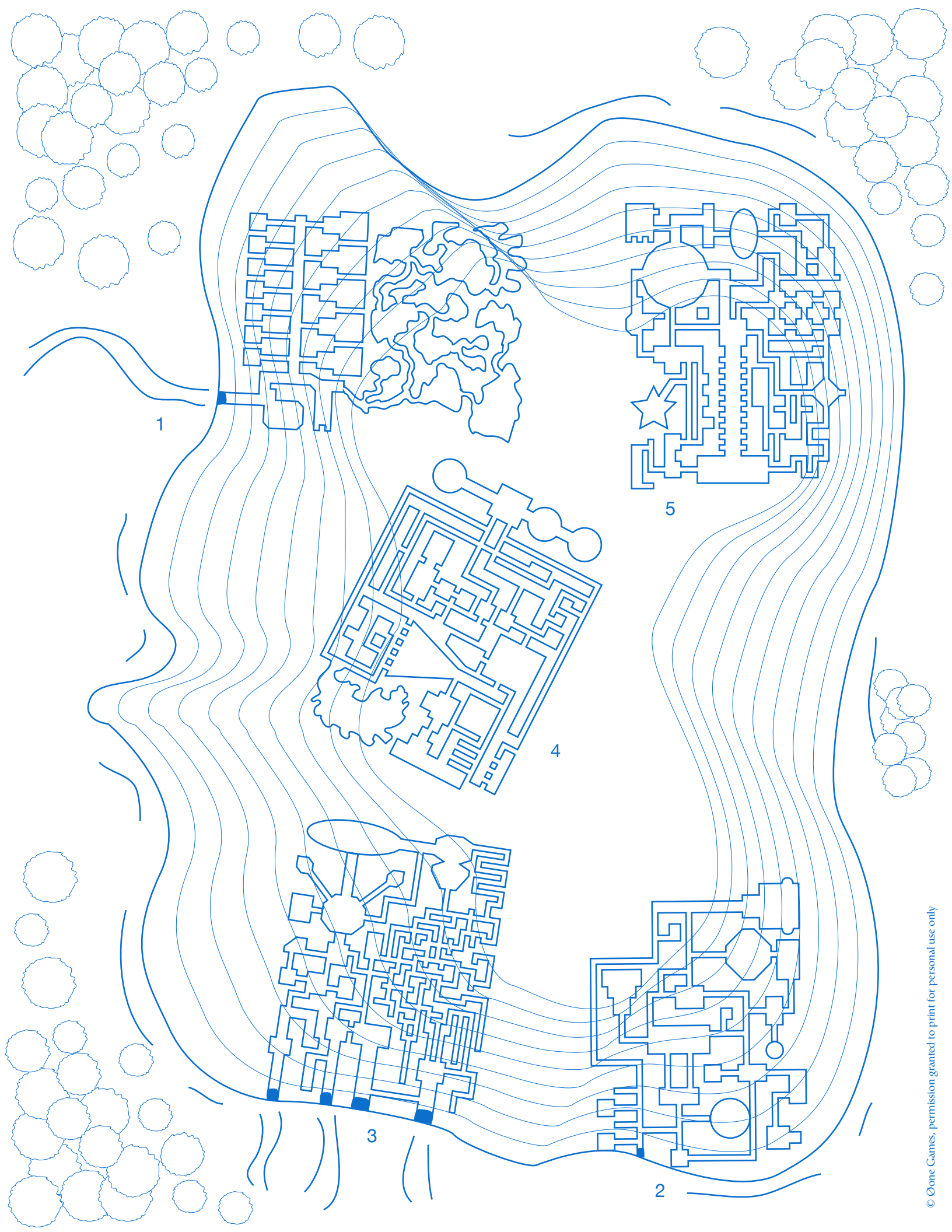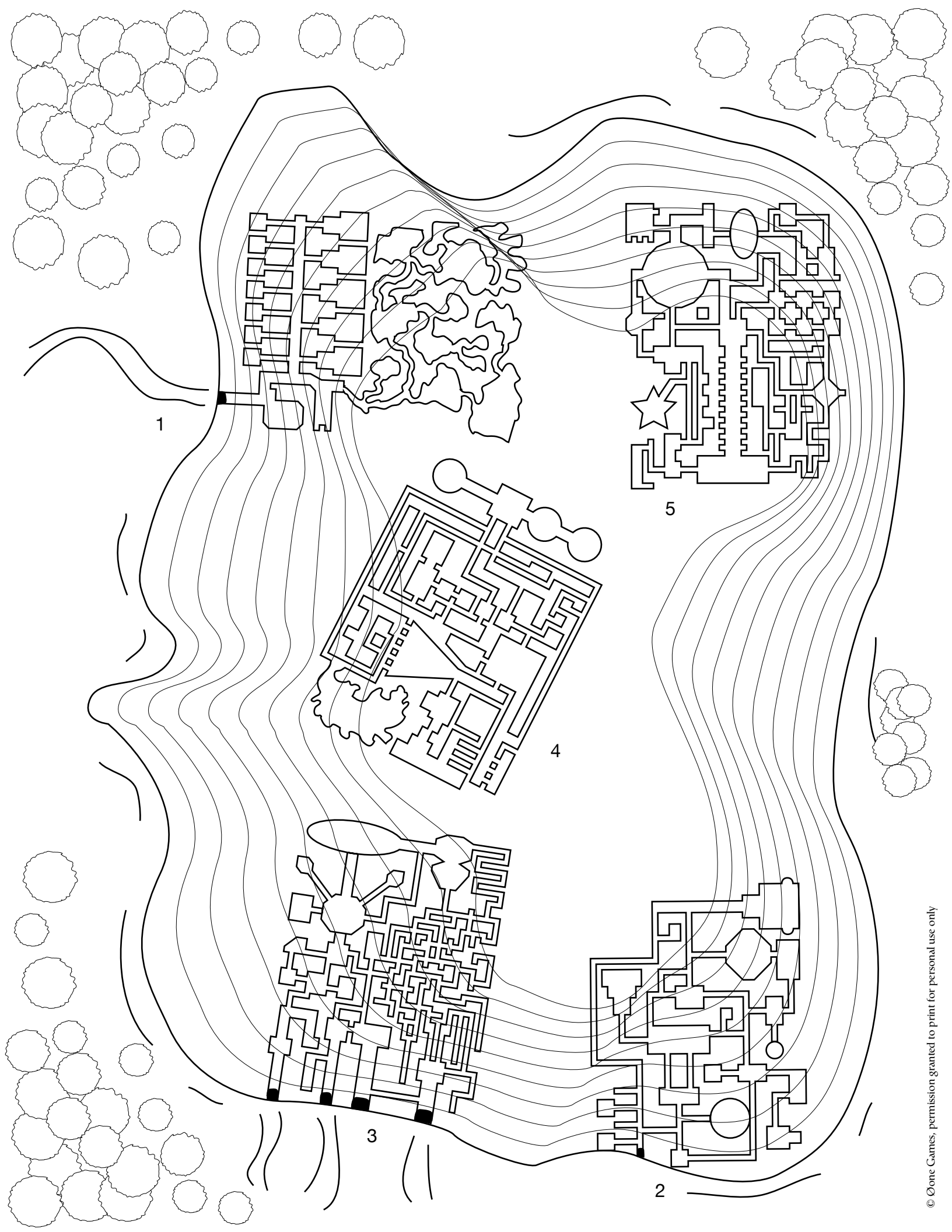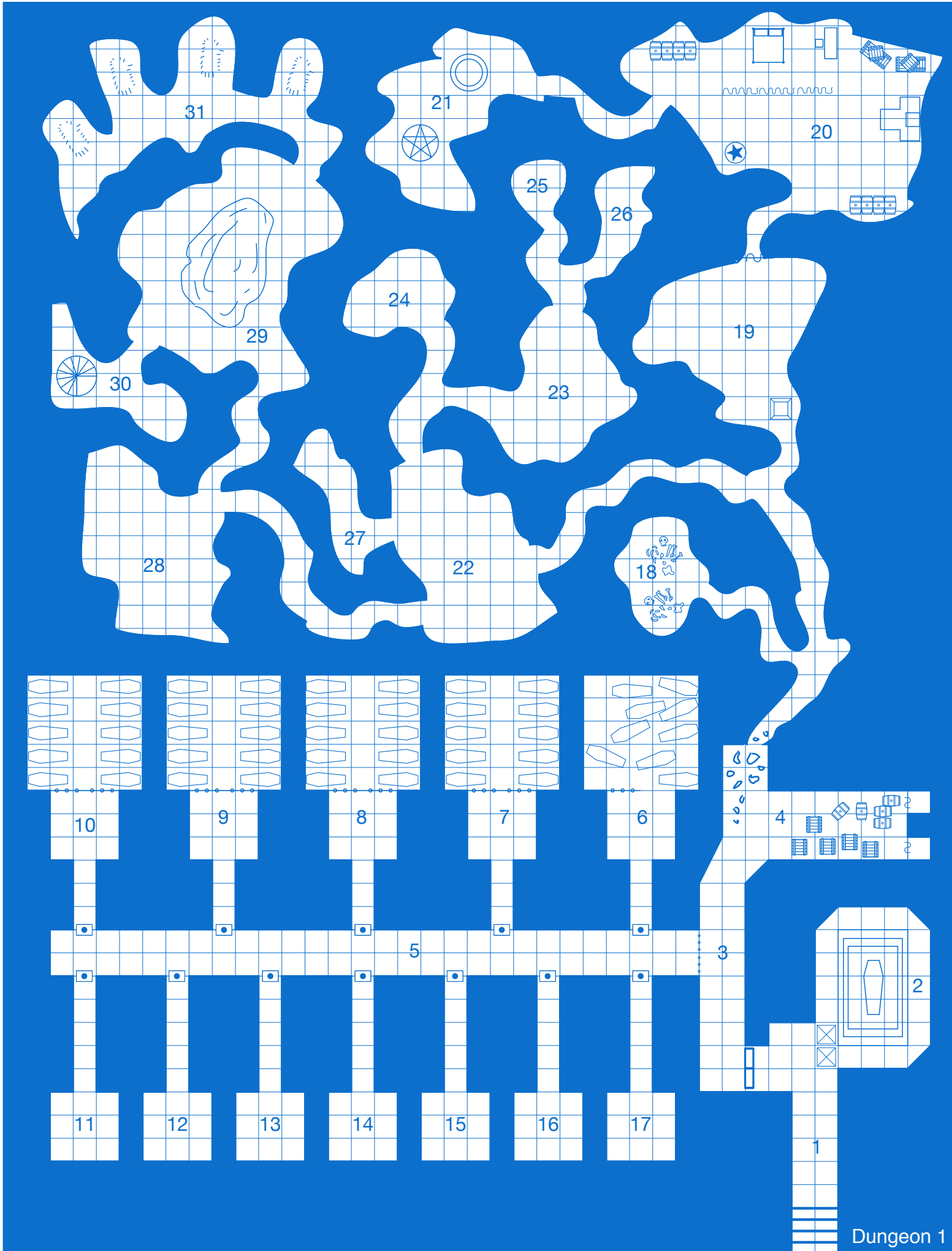
1

5

4

3

2

1

5

4

3

2

Dungeon 1

31

21

25

26

24

29

20

30

19

23

28

27

22

18

10

9

8

7

6

4
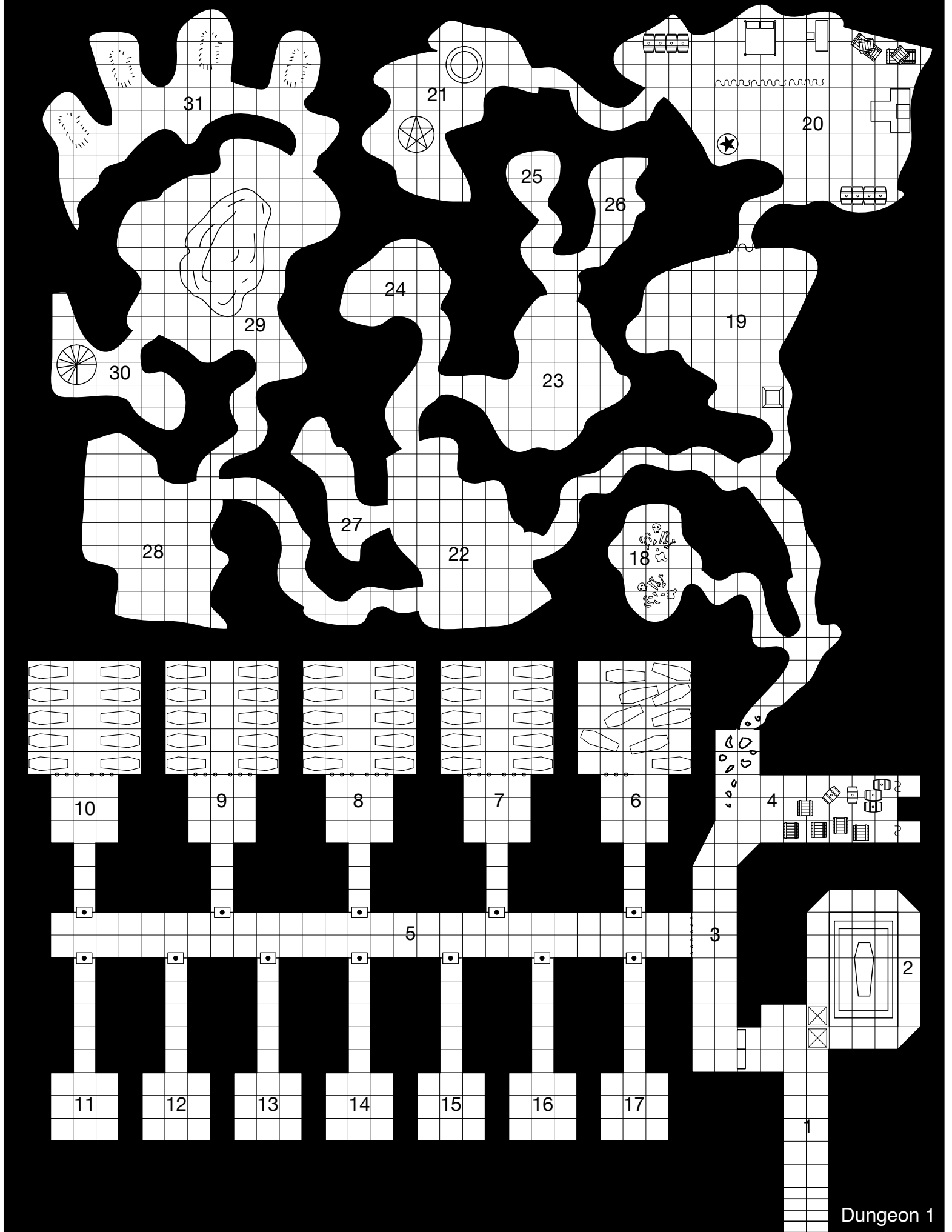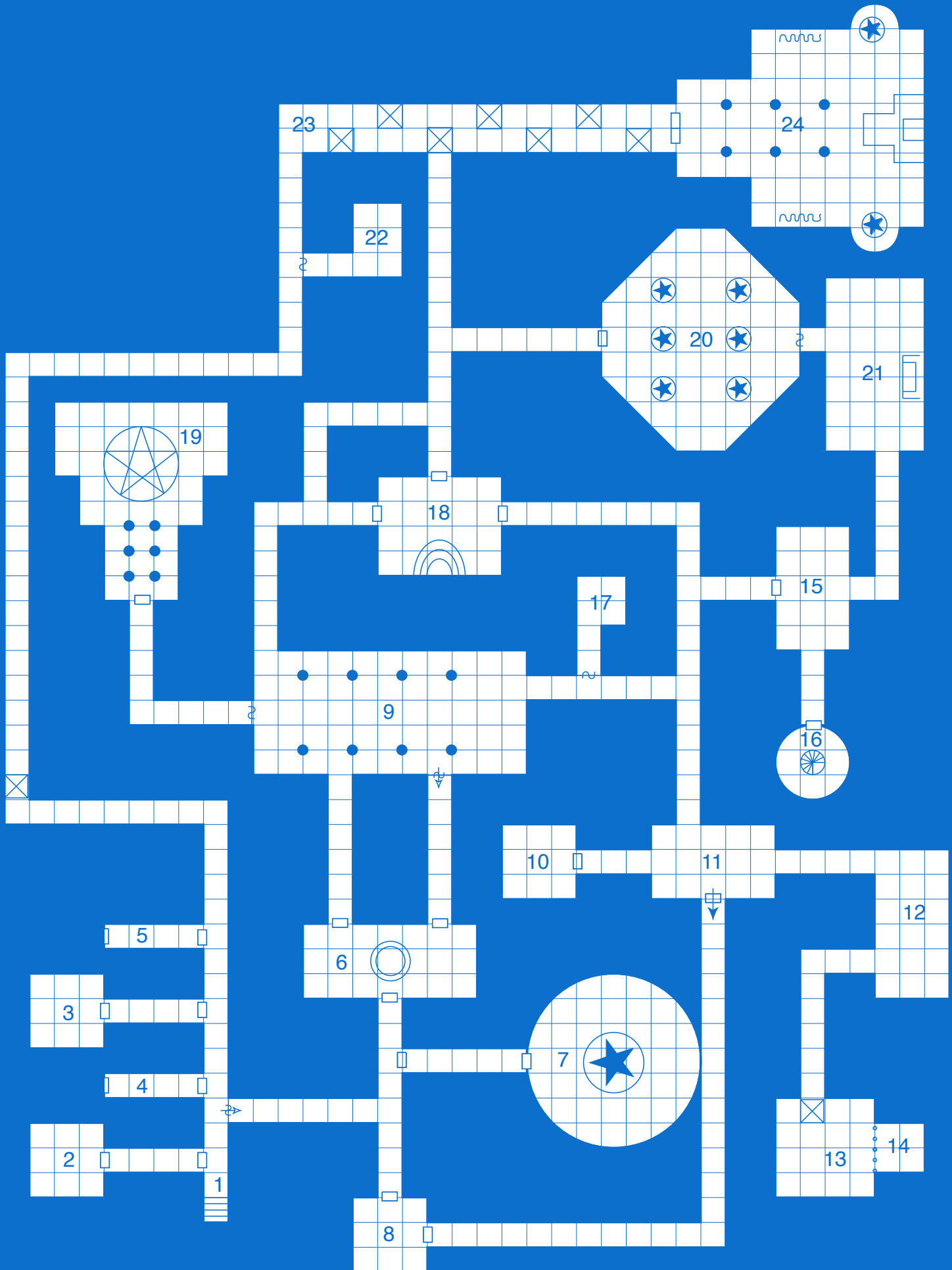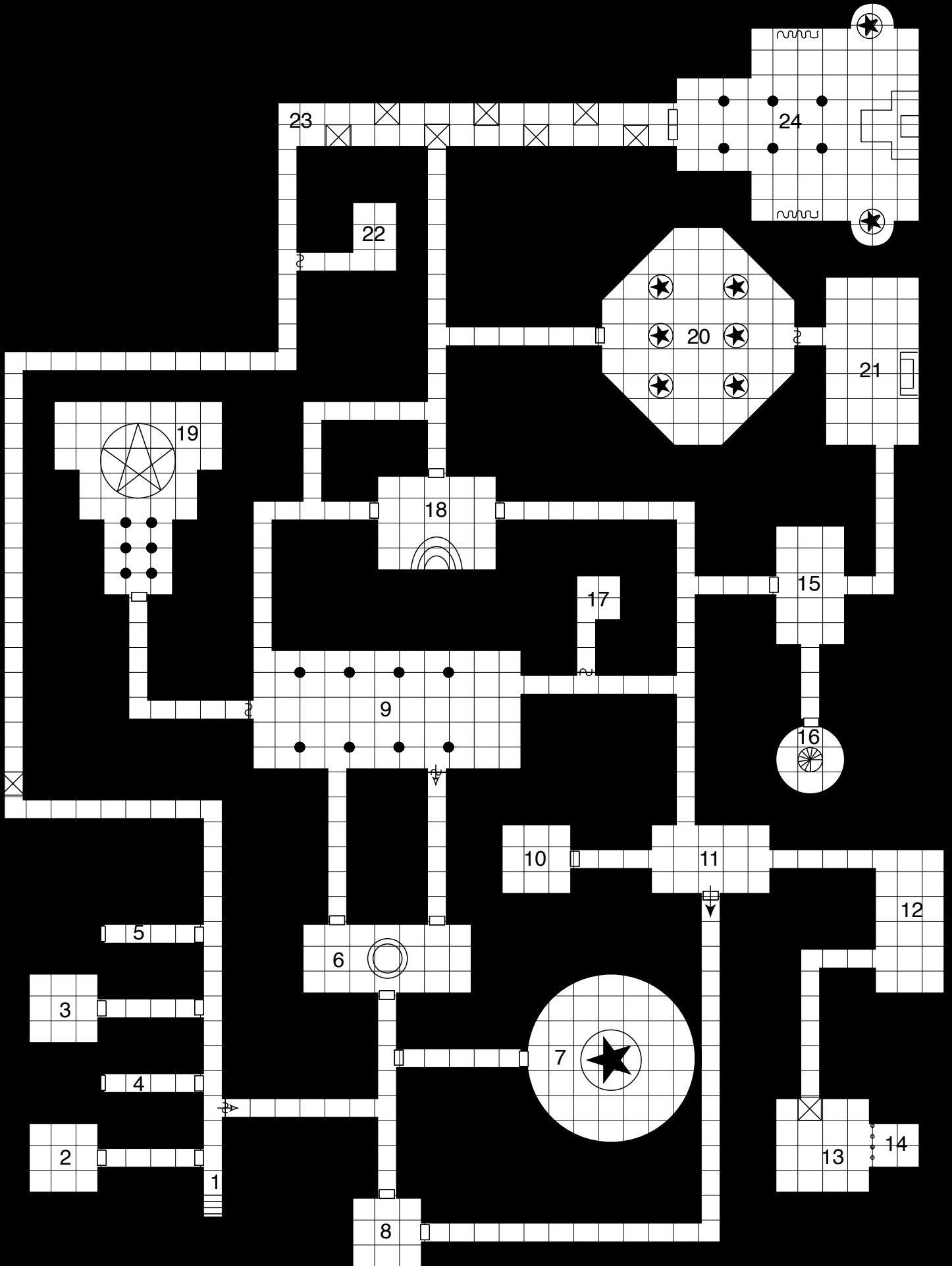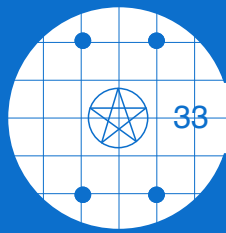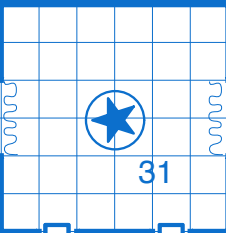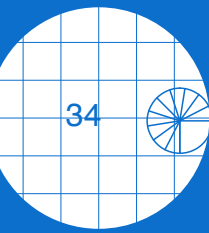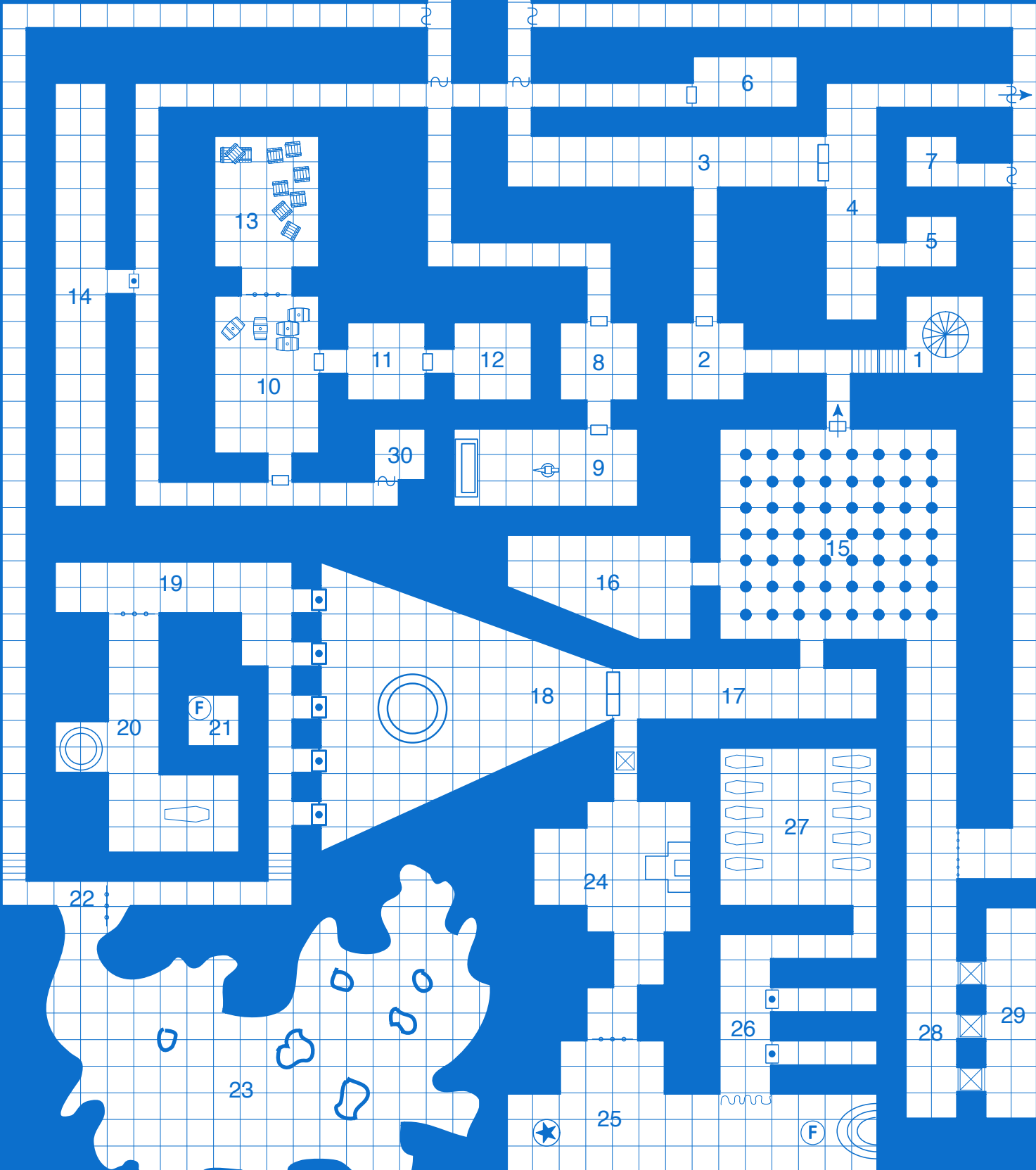
11

12

13

14

15

16

17

5

3

2

1

Dungeon 1

23

22

24

20

21

19

18

17

15

16

9

10 11

12

5

6

3

4

2

1

8

7

13 14

Dungeon 2

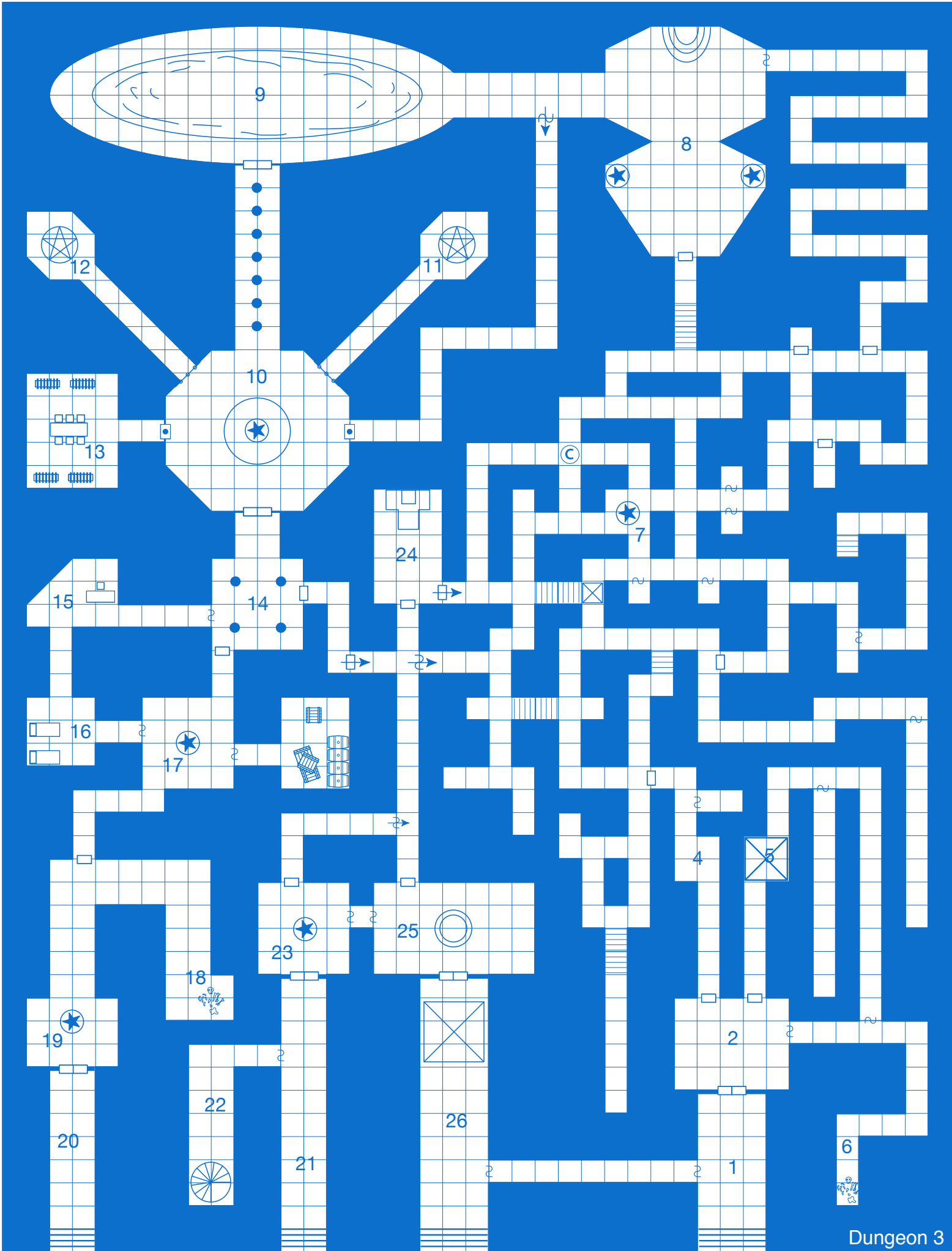© Øone Games, permission granted to print for personal use only

23
22
24
20
21
19
18
17
15
16
9
10
11
12
5
6
7
3
4
2
13
14
1
8

Dungeon 2

Dungeon 3

© one Games, permission granted to print for personal use only

Dungeon 3

Dungeon 4

33

31

32

34

6

3

7

4

5

13

14

11

12

8

2

1

10

30

9

15

19

16

18

17

20

F

21

27

24

22

26

28

29

23

25

F

Dungeon 4

3

2

4

6

5

7

1

31

8

9

10

30

11

12

13

28

29

14

26

15

27

18

16

25

20

17

24

19

23

22

21

Dungeon 5

Dungeon 5

Level/Map:

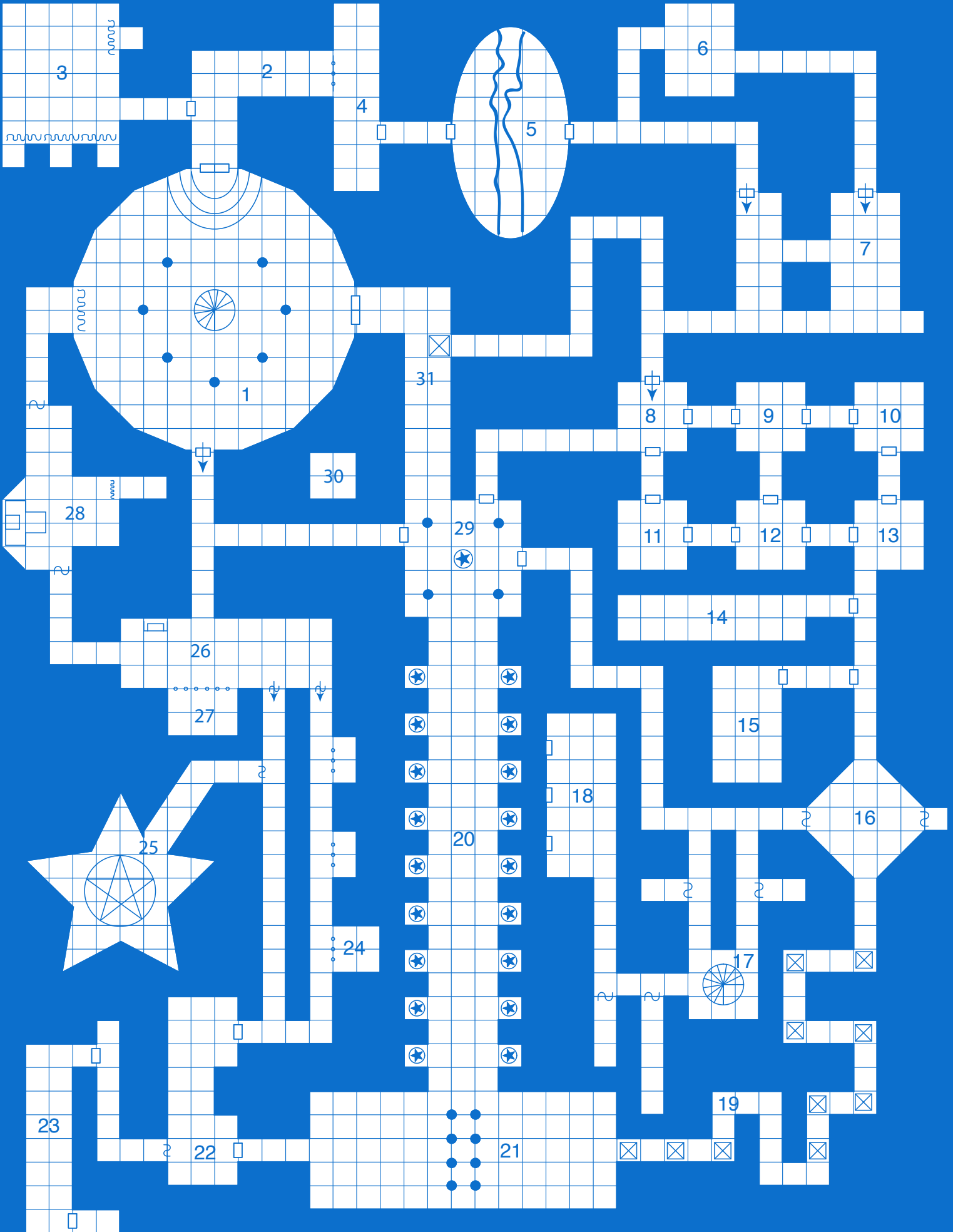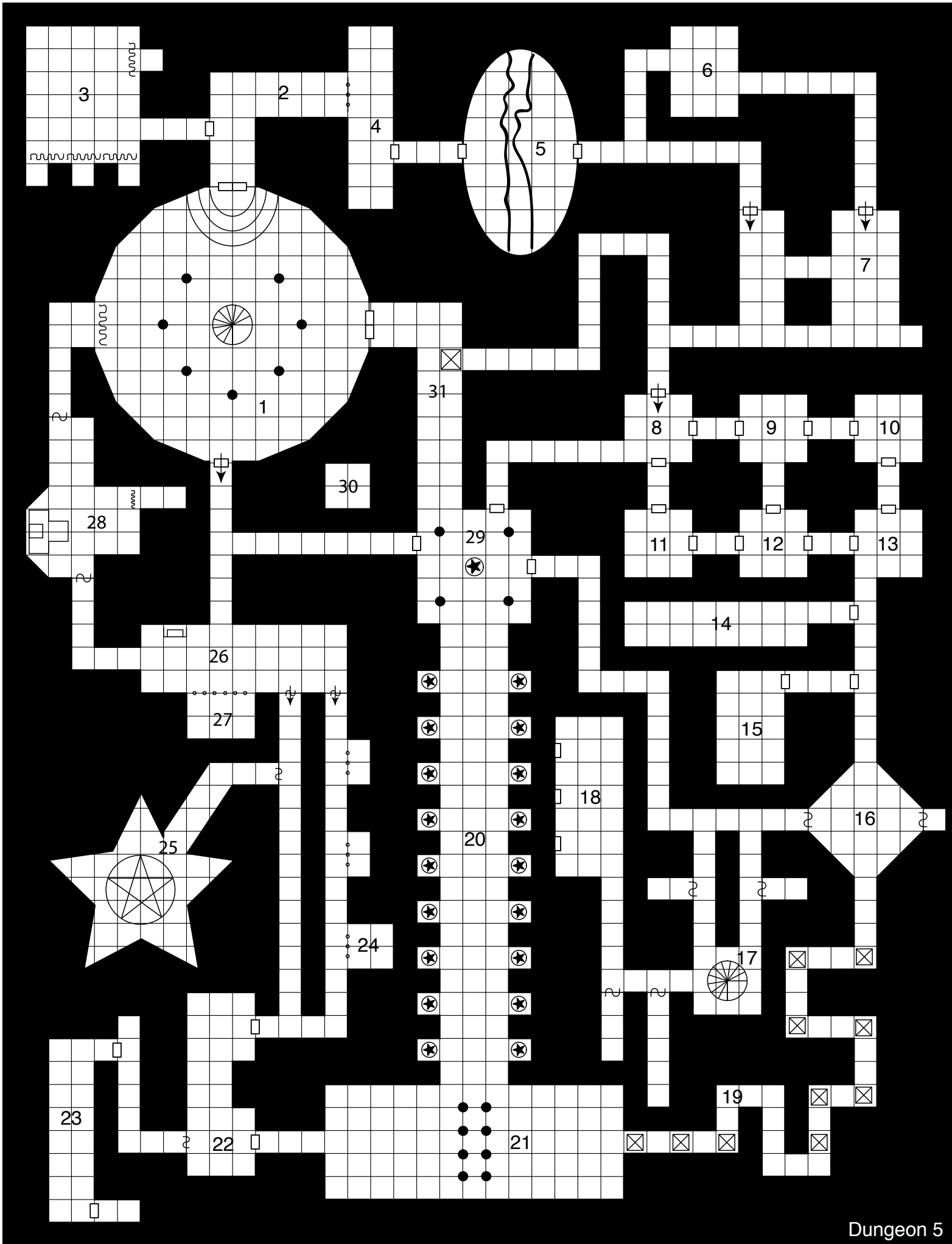| Number	Name	Short description
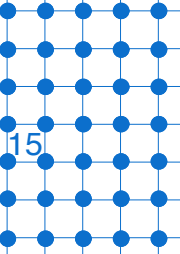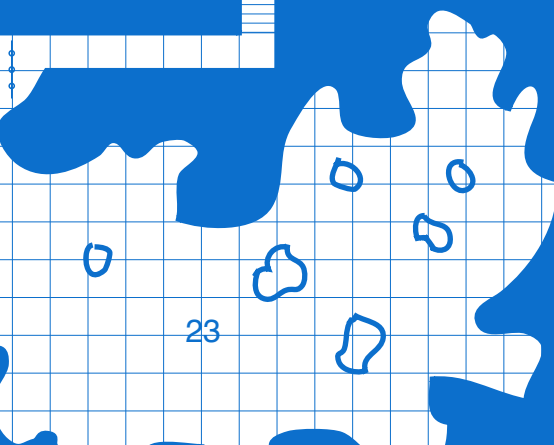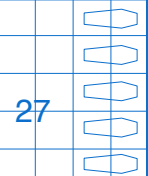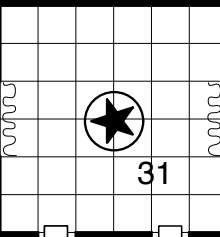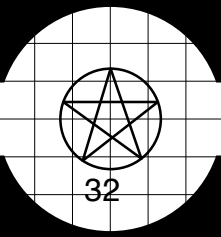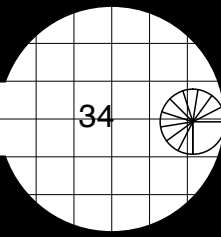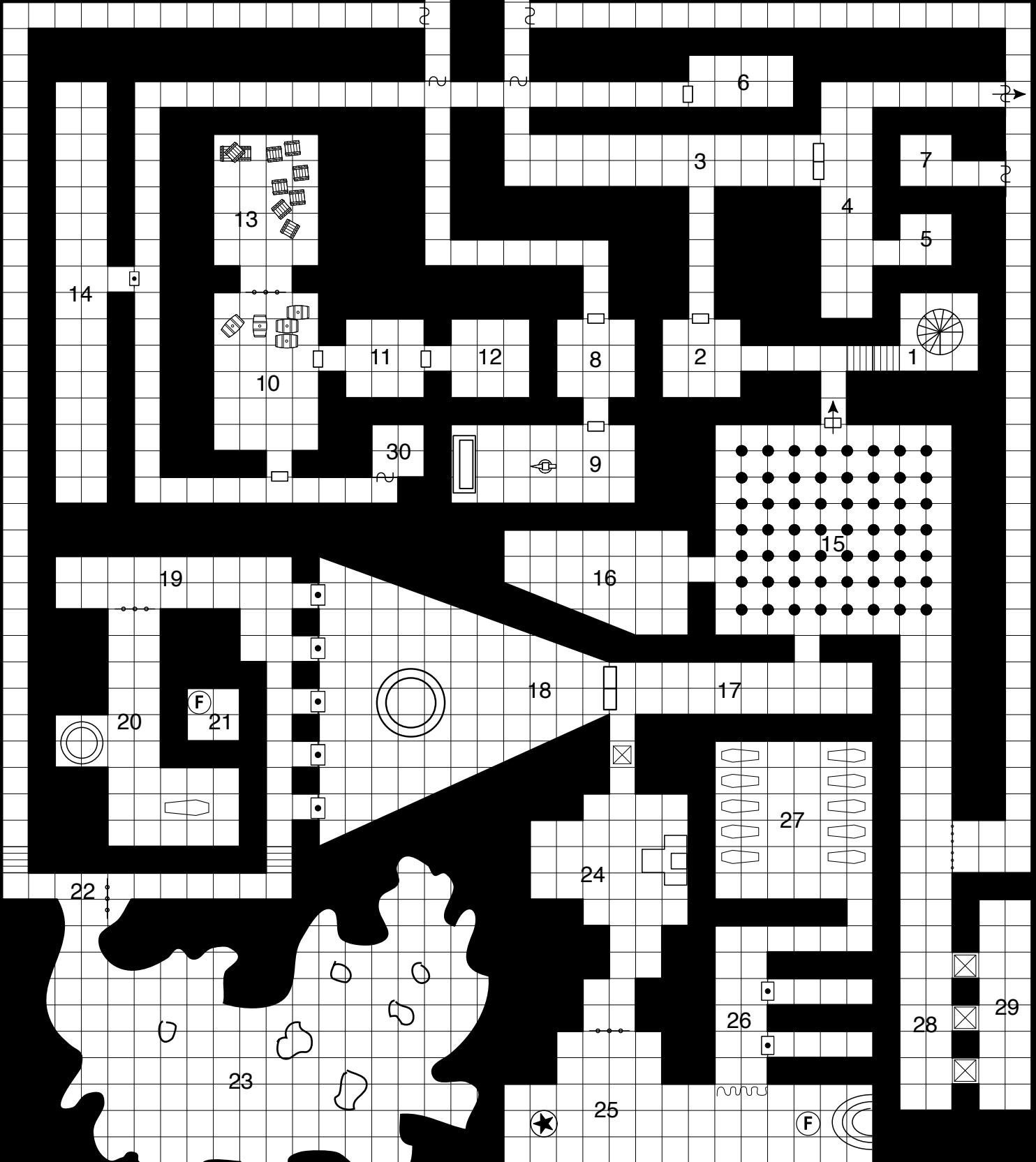
OLD STYLE NEW TECHNOLOGY

Øone's BLUEPRINTS
KEEP on Mountain Pass

Øone's BLUEPRINTS
HIGH TEMPLE complex

Øone's BLUEPRINTS
Thieves' Guild

Øone's BLUEPRINTS
Old Lighthouse