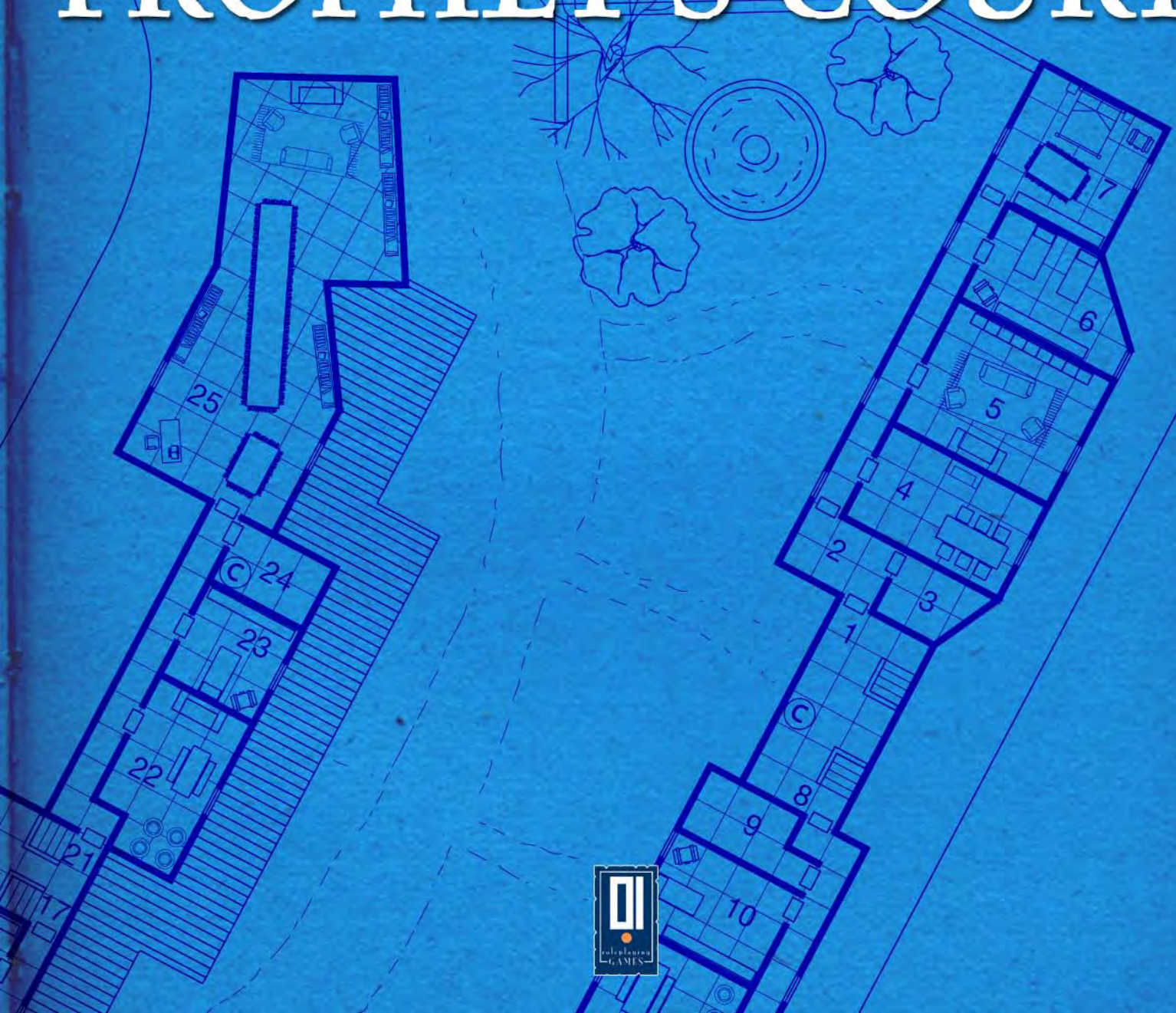


Done's
BLUEPRINTS

THE
GREAT CITY
PROPHET'S COURT



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: The Great City: Prophet's Court

Product Code: blu34. First edition 02/2007
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2D drawings: Mario Barbati
Graphics: O'Bully
Software Engineer: Anna Fava

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The Great City: Prophet's Court

Welcome to the **Prophet's Court**. Located in **Temple Ward of the Great City**, this small court is found one step away from Blessed Way, just south of the Shiny Lord's temple.

The Prophet's Court is home of many people who deal with religious things. Aside from established religious shops and vendors, during the day, you may find a great crowd of peddlers, street vendors and pilgrims selling amazing amulets, prodigious talismans and faith advice. During the night the court becomes home of shadowy people who conduct prohibited religious business.

Someone whispers that beneath the cellars of Prophet's Court lies a forbidden temple dedicated to the Dark One, an ancient evil deity whose cult is believed to be extinct.

Two entrances lead to the Prophet's Court. A porch runs on a side and small pebbles on the ground mark some pathways leading to the entrance of various vendors. Surrounded by willows, the **Fountain of Gentle Repose** is a small, quiet oasis for vendors and citizens too. The sound of water and small people's chatting enhances relaxing and resting in the otherwise crowded and noisy Prophet's Court.

In the **Holy Library of Prophets** you can find any kind of religious books and scrolls. Gyrth who has his home on the first level, just above the shop, runs the business. People believes (correctly) that Gyrth favors and allows a secret cult to dwell below his cellar.

Any kind of religious device or item can be found in **Relics and Holy Goods**. Asper, an old bald dwarf owner of the shop, receives shipments of any sort of religious items every three days. He stores the goods in a nearby storage and, mainly, in his big cellar. Aspers lives on the first floor just above his shop.

Mystul, owner of **Mystul's Fine Coffins**, is renown for his fine work on coffins. An urban legend regarding Mystul tells that he felt in love with a gorgeous female vampire who, unexpectedly, began to love the handsome man. Rumors tell that the vampire crypt is situated just below the cellar of the shop, but no one dared to verify this rumor.

Blessed Ointment's & Holy Water, under the porch, sells any kind of blessed liquid you can imagine. Many clerics and priests inclined to alchemy work in the nearby lab and in the cellar laboratory built by the owner of the shop: Glin Grayun, a young witted halfling who lives in Trades Ward.

Should you need a blessed weapon of any kind you can head straight to **Weapons of the White Templar**, a fine, well stocked weapon shop run by Rasgos Winnemil, a middle-aged elf who is said to have fought in the legendary Battle of White Templars. Rasgos stores and repairs his weapons in his cellar, below the shop.

Priest's Cloths sells mainly cleric's vestments and cloths, but you can find fine robes and light armors too. Mirdon e Sally, two weavers and fabric traders who live in the Residence Ward run the shop.

On the upper floor of the Prophet's Court you can find mainly apartments. Two of these are home of people who do not have shops in the Prophet's Court. One is **Gramut the Decrepit** (see Blueprints Backdrops: Temple of the Silver lady) and the other is a well-known city sage named **Wizios**.

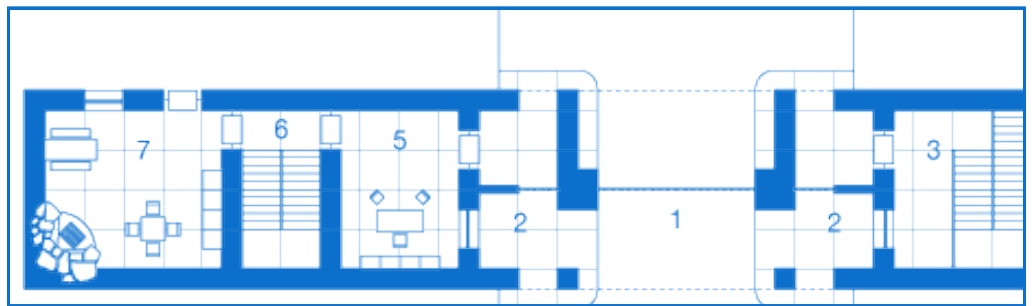
Legend

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

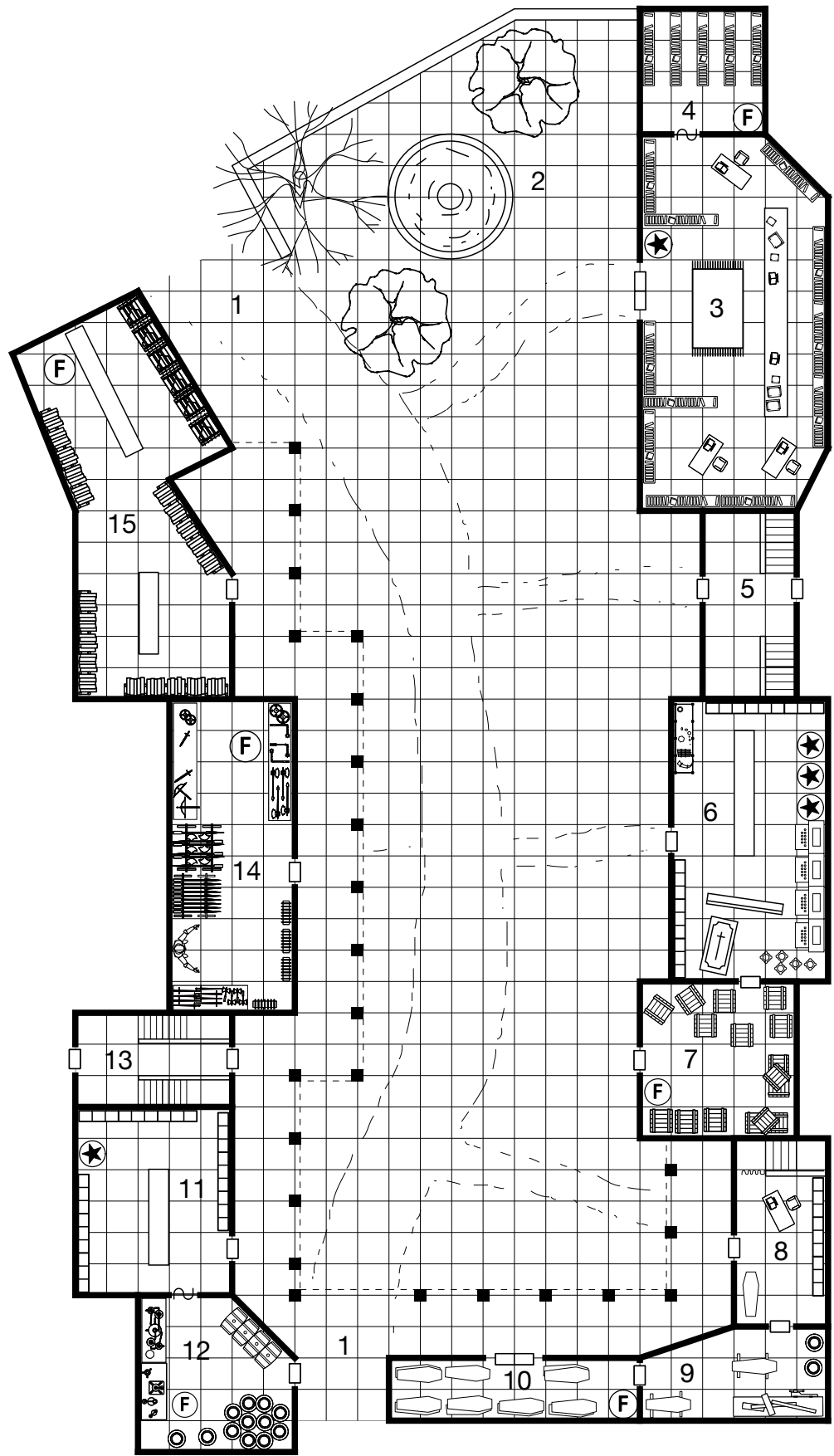
Master Control Panel

Use the buttons below to customize all the pages at once

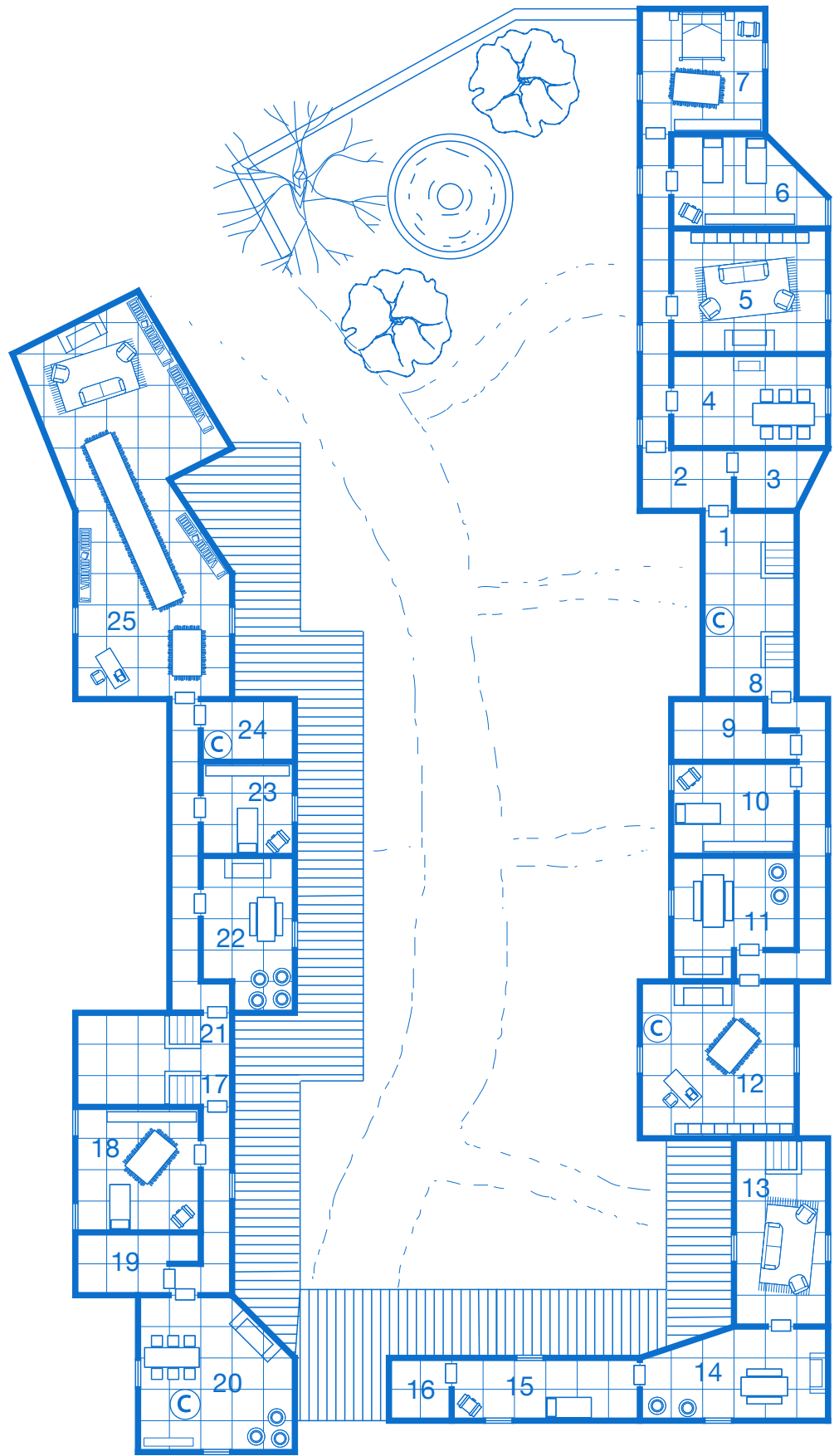


Print all the BLUE pages

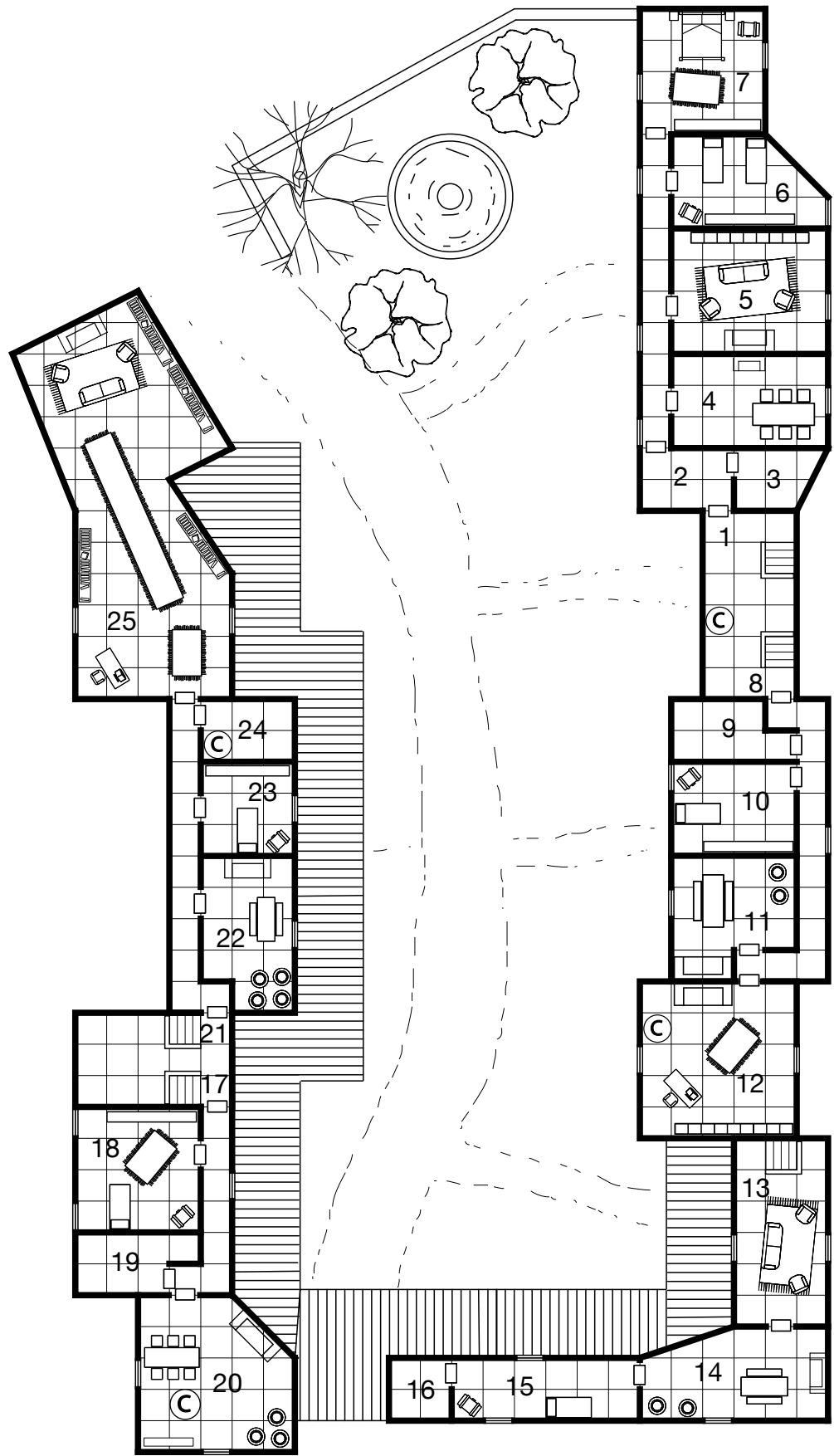
Print all the BLACK n' White pages



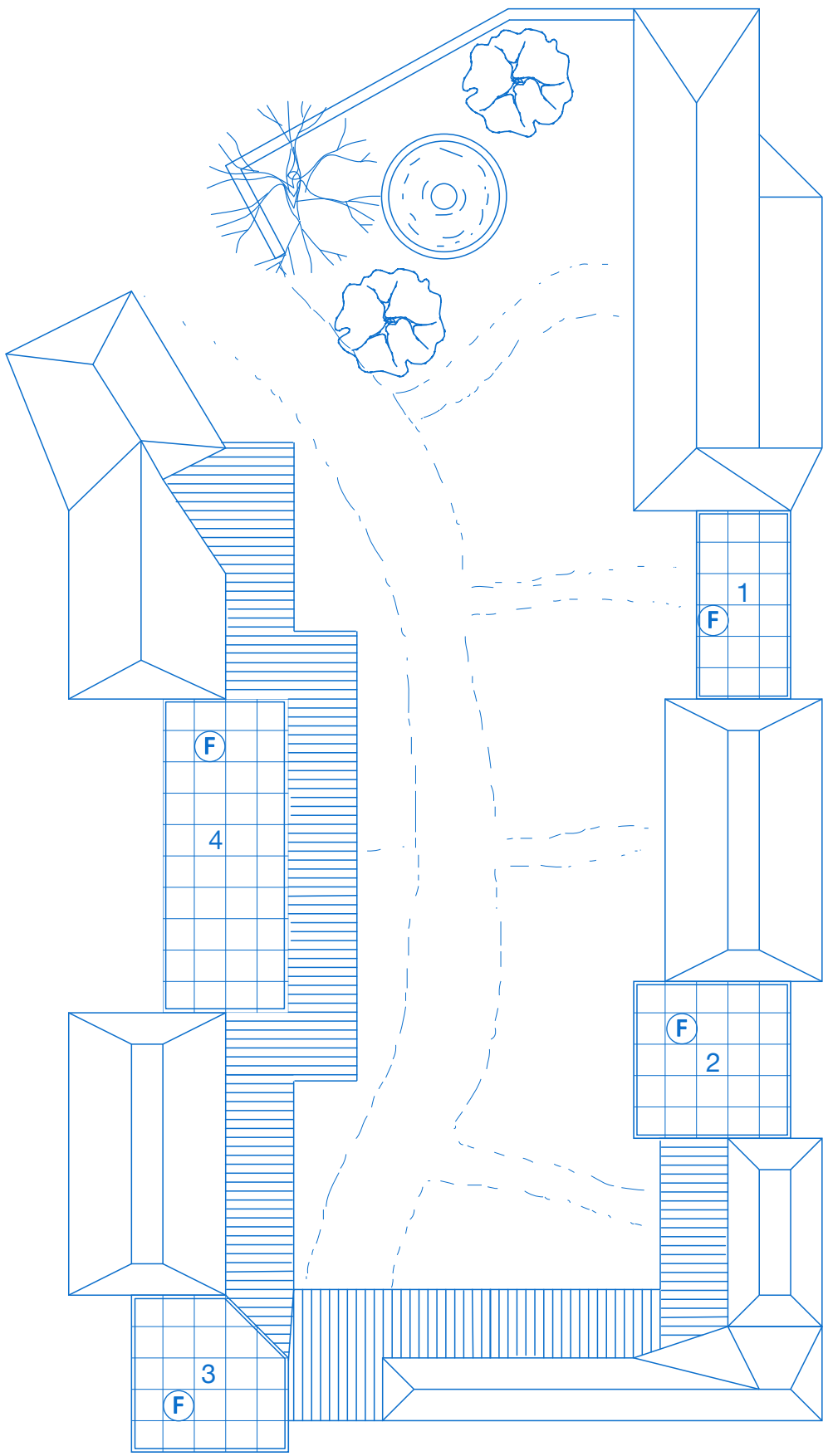
Prophet's Court - ground level



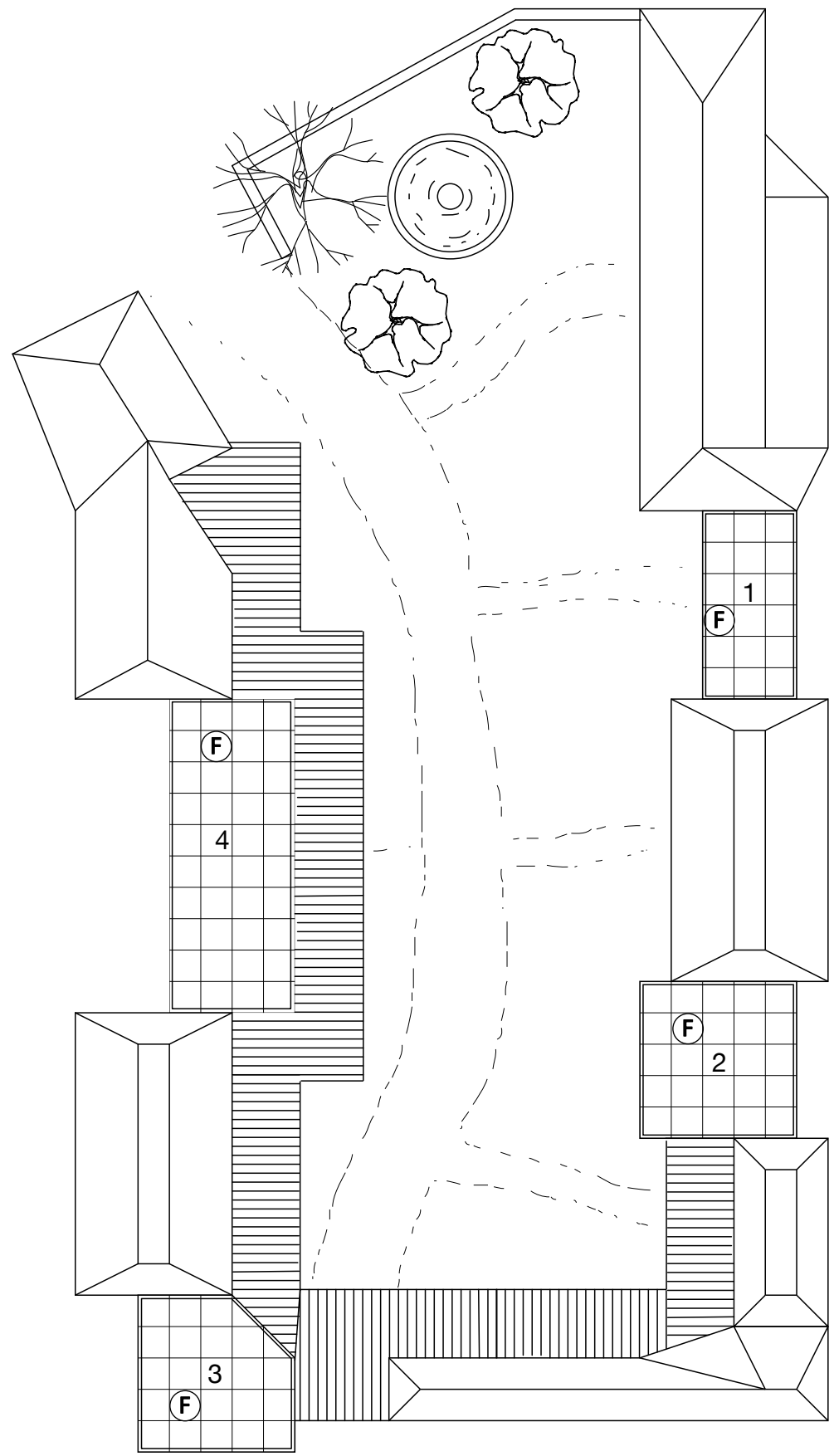
Prophet's Court - first level



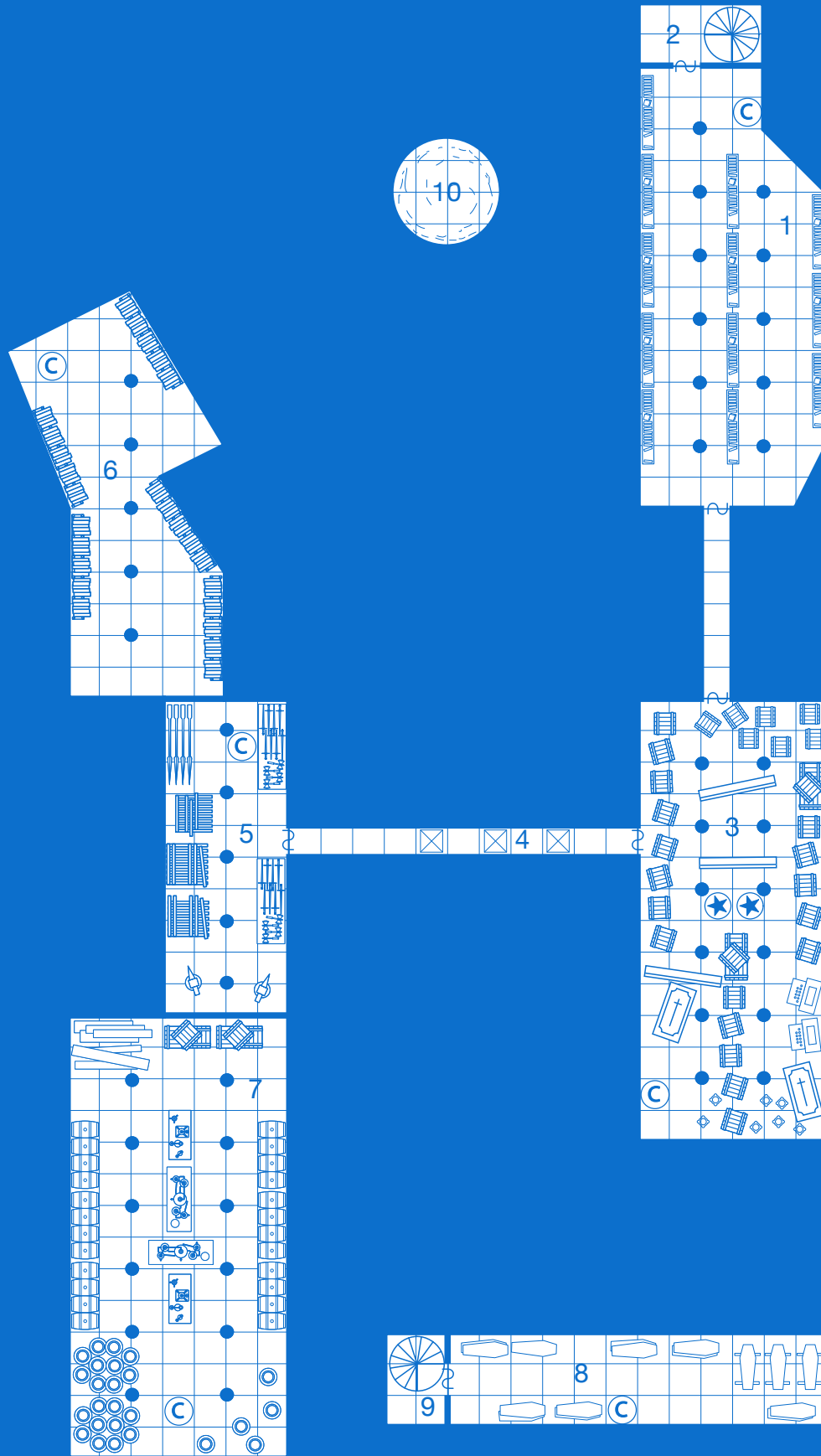
Prophet's Court - first level

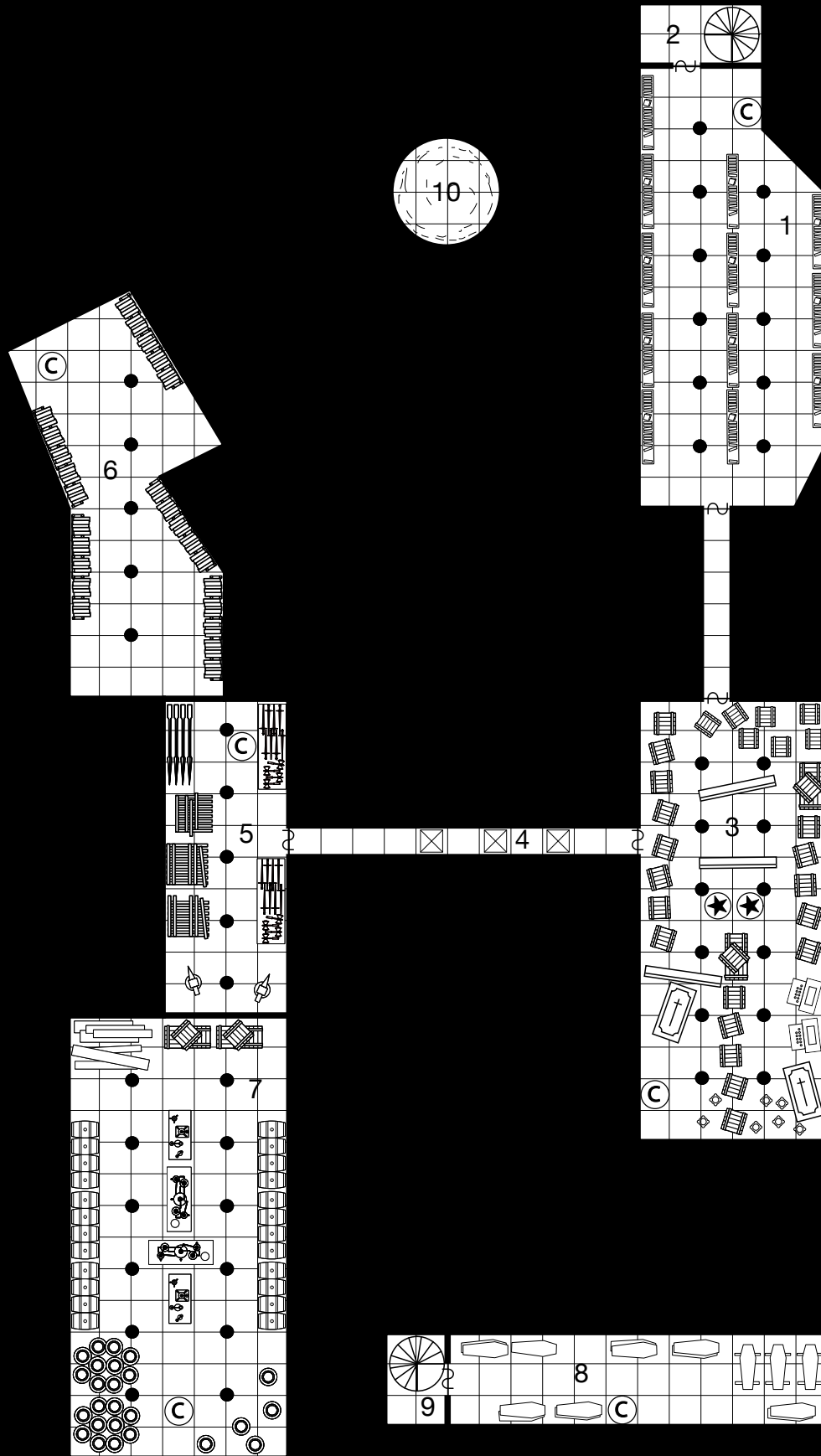


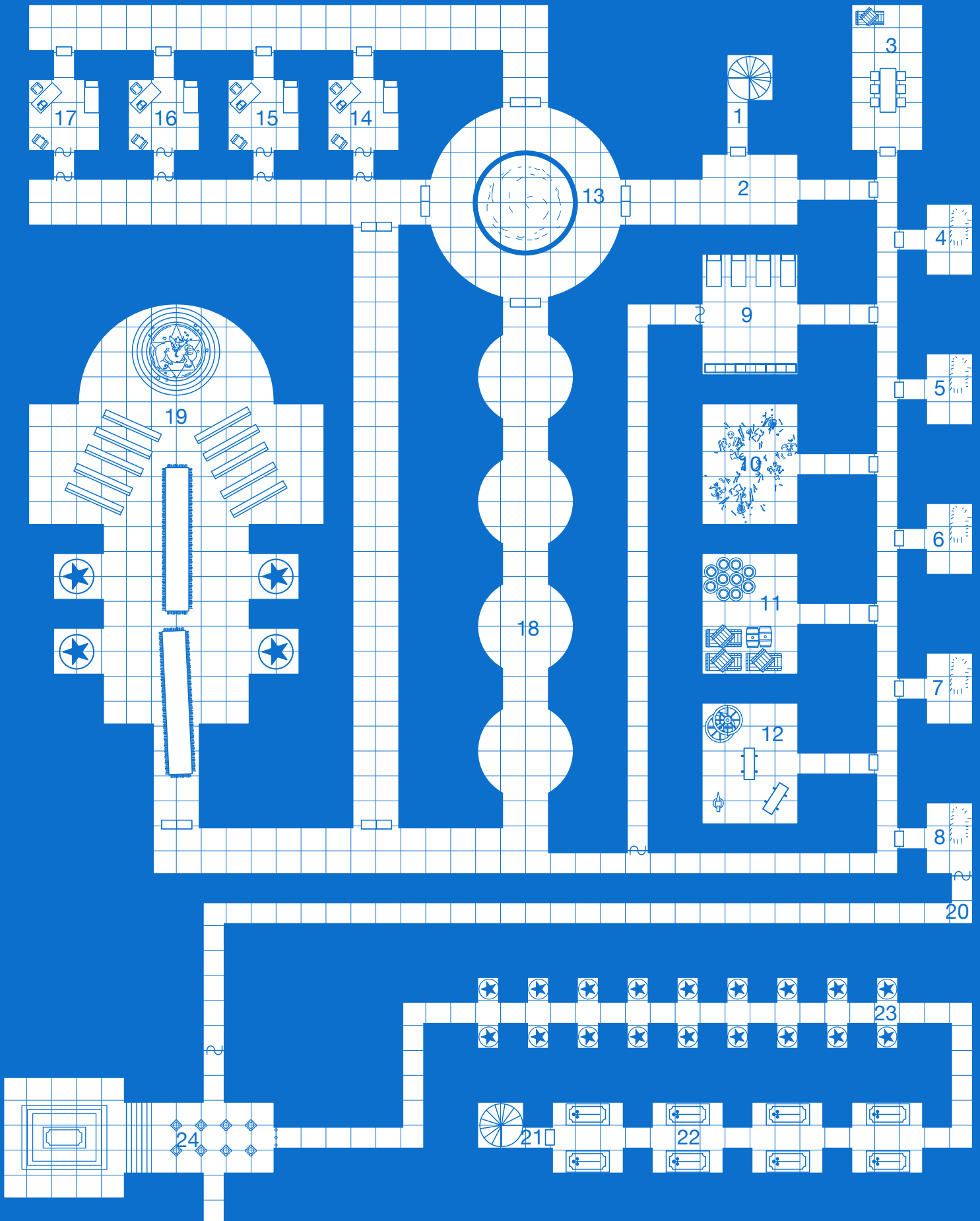
Prophet's Court - roof level

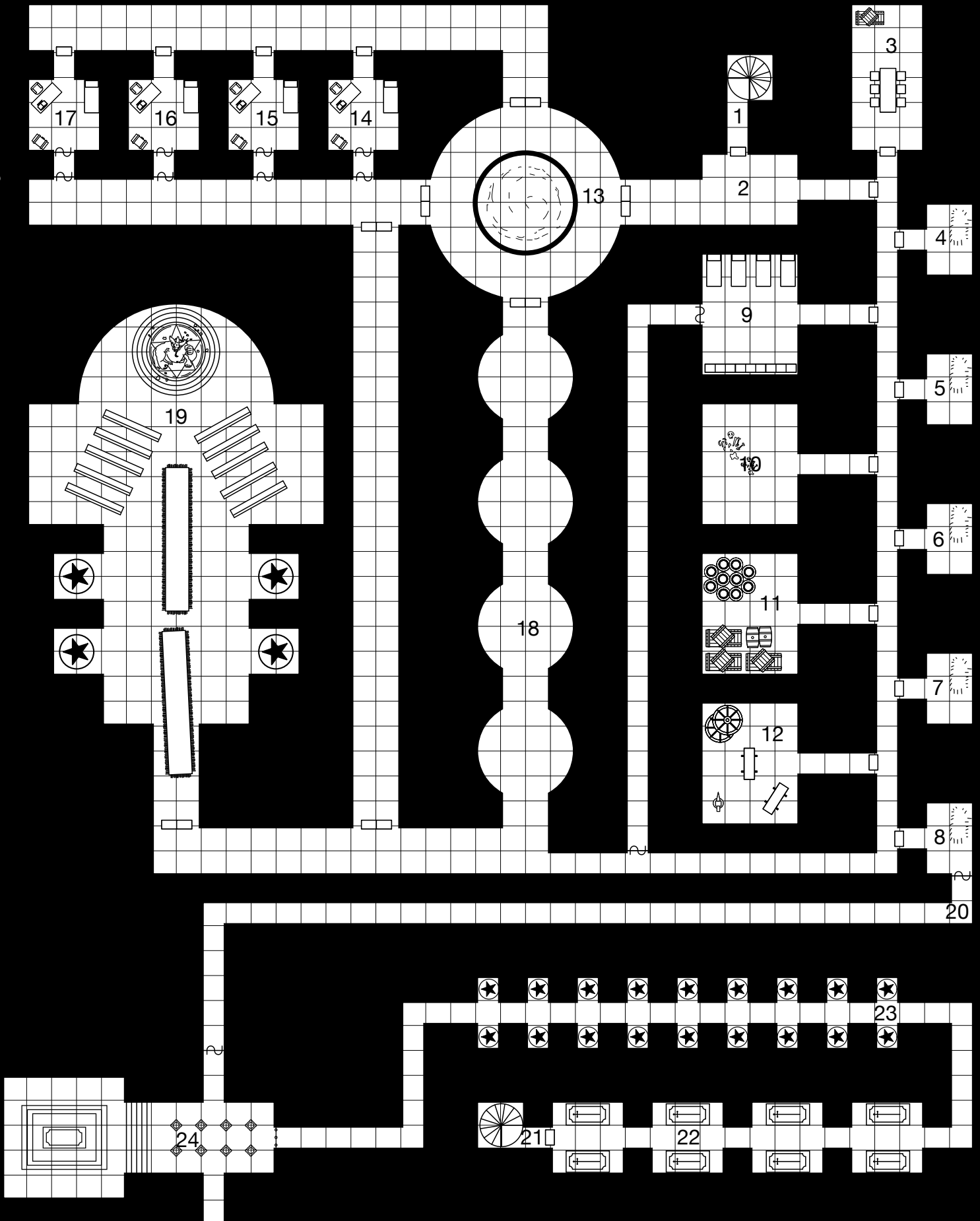


Prophet's Court - roof level

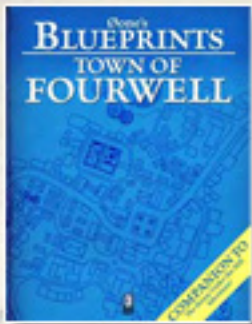




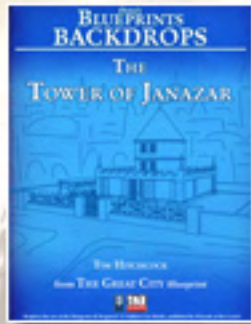




DISCOVER ØONE'S PRODUCTS!



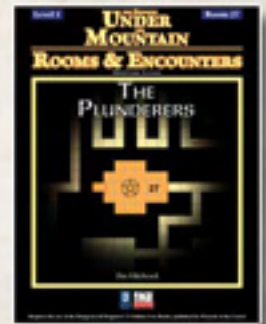
Old fashioned maps



Fully detailed fantasy locations (d20 and generic RPGs)



Mammoth dungeons, giant maps



Single, fully detailed dungeon rooms (d20)



3d battlemaps with fully fleshed-out villains (d20)



3d battlemaps for miniature and RPG gaming



6x8 tiles for miniature skirmish games



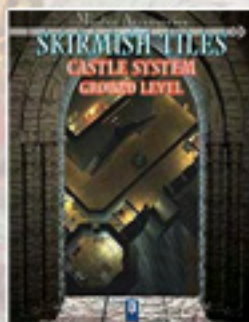
Giant battlemaps for skirmish games



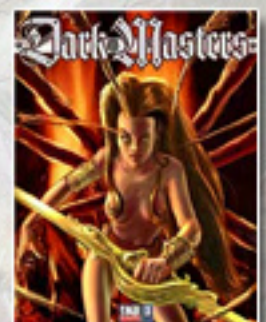
3d customizable battlemaps



Visual aids



6x8 tiles for building a customizable castle



Sourcebooks (d20)



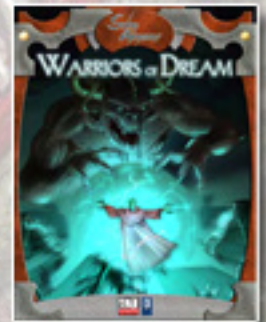
Classic adventures (d20)



Tile-Making Tools



First Edition Adventures (OSRIC, 1st Ed)



A great campaign (d20)