



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:** let's 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 map and a suggested key for each map.

The Hamlet of Wodfeld

The hamlet of Wodfeld is a rural settlement that rises near a river. The village is surrounded by wood and is linked to the rest of the world by a main road. Wodfeld is small but has everything a good group of adventures may need: a general store, a black-smith, an inn, a very small temple, a watermill and a cemetery plus some farm houses. Wodfeld is the perfect place to start over a campaign and the best place to put on the adventurer's way. An adventure set in Wodfeld already exists and it is called "Earth Unleashed", check back the Øone's website for more information.

Some hints to use the hamlet follows:

- The PCs arrive in Wodfeld, where weird things are happening. They witness sand and stones falling from the sky, accompanied by a mild earthquake. The local druid claims it is the work of Mother Nature, who wants the loggers gone. The PCs are asked to investigate the disappearance of two lumberjacks... (this leads to the Earth Unleashed adventure)
- A vampire plagues the hamlet of Wodfeld. During the night, the inhabitants of Wodfeld bar their doors and windows. The PCs are hired to hunt down the monster. The vampire was, in life, a ranger; he is very sly and leaves false traces leading to the near wood, toward many monsters' lairs. The vampire sleeps in the cemetery in a tomb without name.
- A group of bandits harass the hamlet of Wodfeld. They make raids and plunder at least every 15 days. One of the villagers, tired of this harassment, leaves the hamlet for a distant and ancient temple, asking the solitary god to help him. The god gave the villager the power to defeat the bandits: a shapechanging amulet that would turn him in a fierce beast, unfortunately the beast was utterly evil. The man returns to the hamlet and arrive in the same moment the PCs and the bandits enter the hamlet...
- While resting in the hamlet, the PCs witness the kidnapping of a child. A dark, looming figure snatches the child and fly away. The villagers refuse to speak about the fact and ignore it completely. A dark cult, with members among the most prominent villagers, makes human sacrifices to a dark deity. The cult hideout is found in forgotten catacombs below the House of Prayers.



Øone Roleplaying Games

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Øone's Blueprints: The Hamlet of Wodfeld

Product Code: blu19. First edition 12/2005

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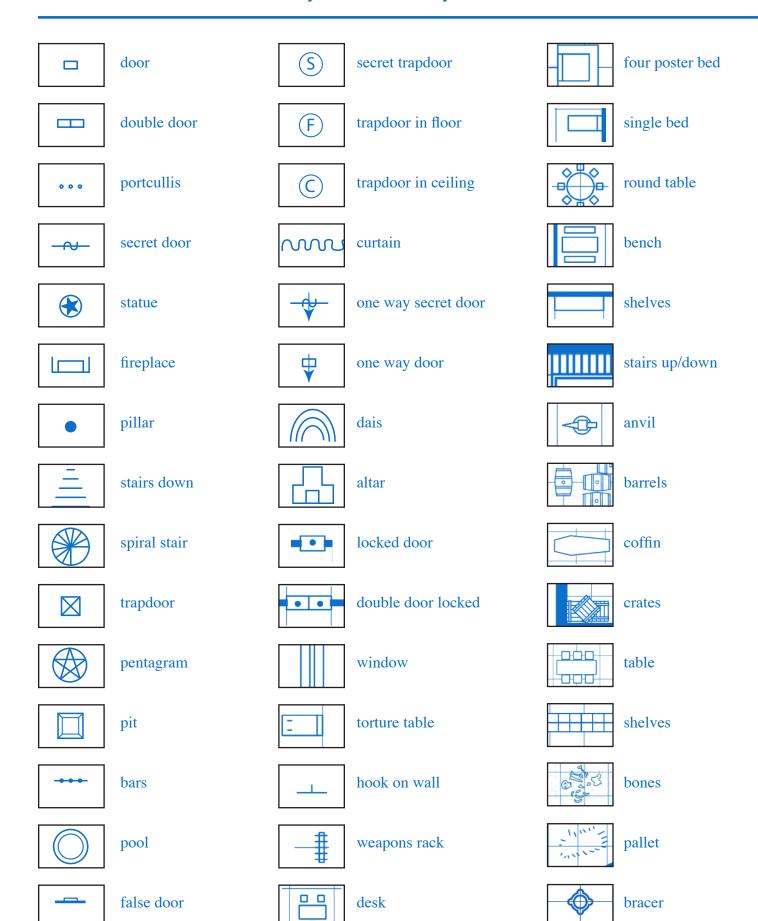
2D drawings: Guido Barbati and Mario Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

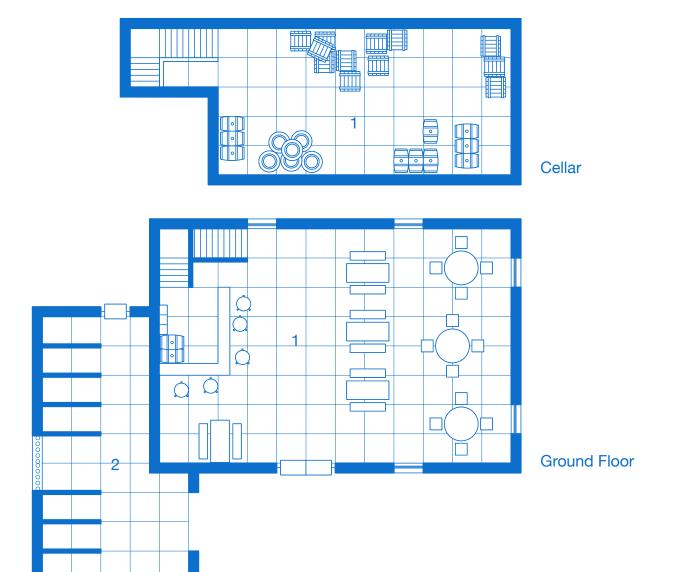
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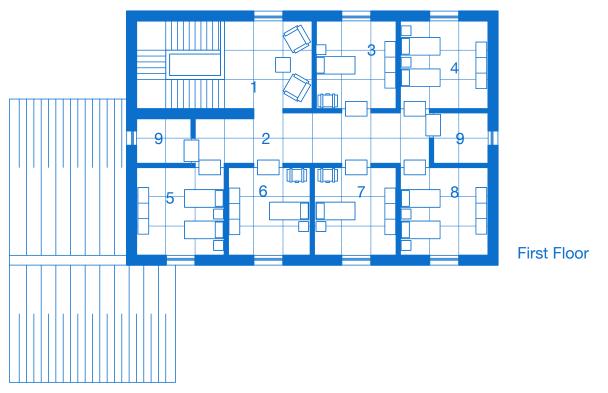
Legend Symbols commonly used

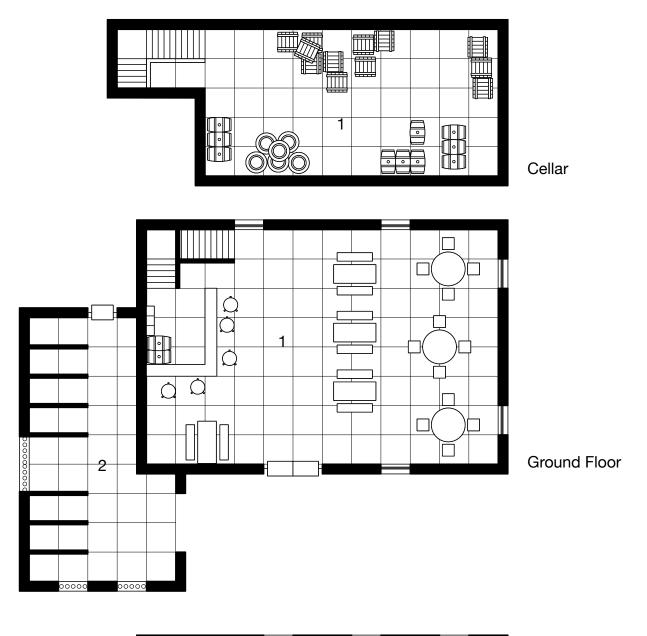


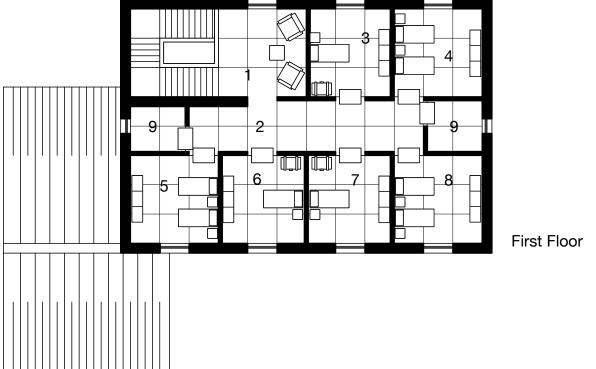


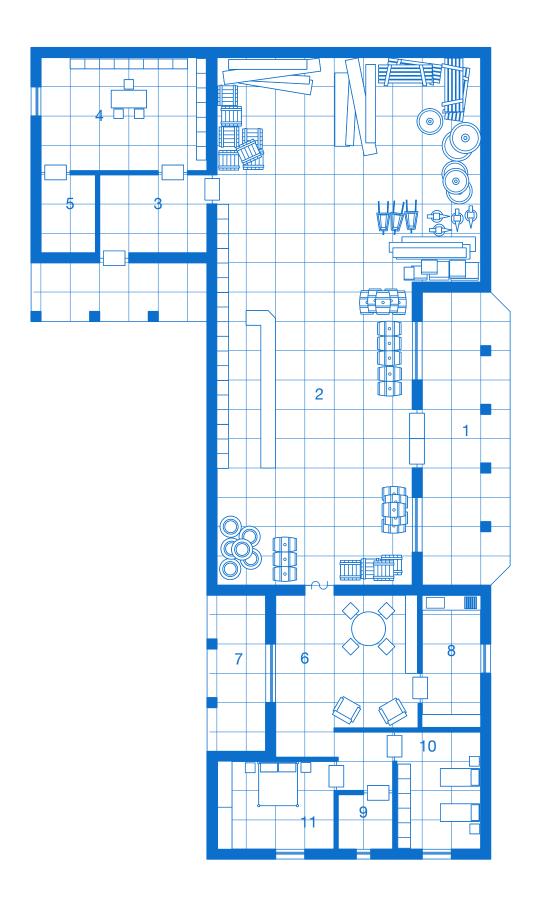


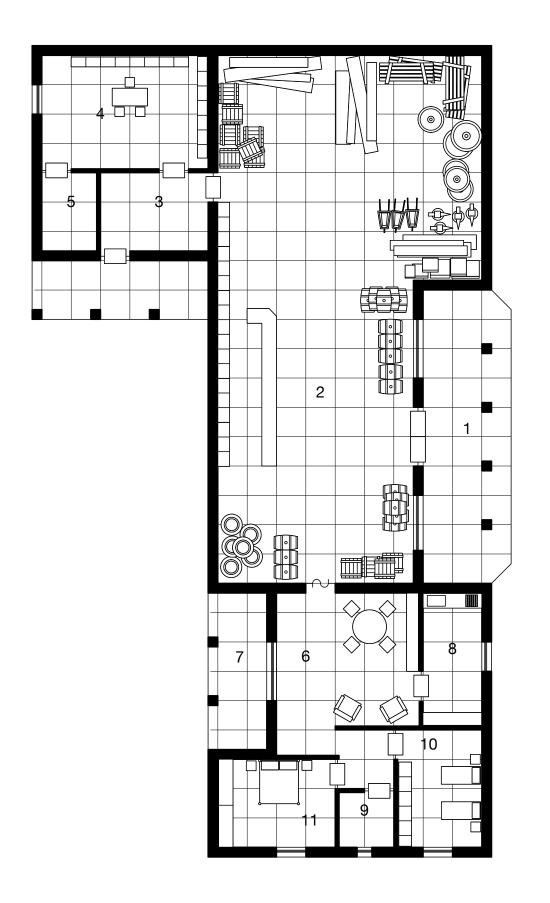




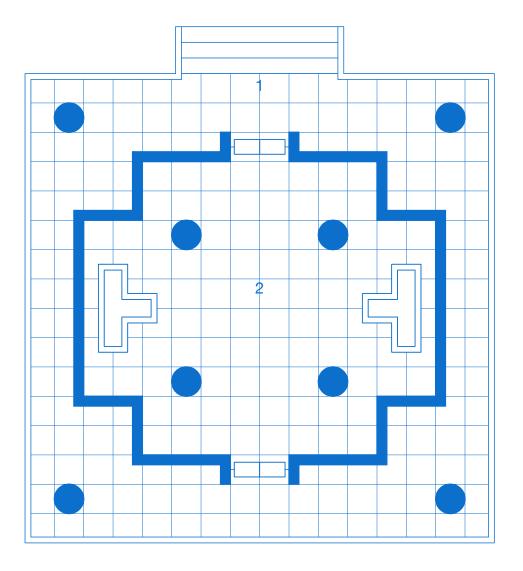




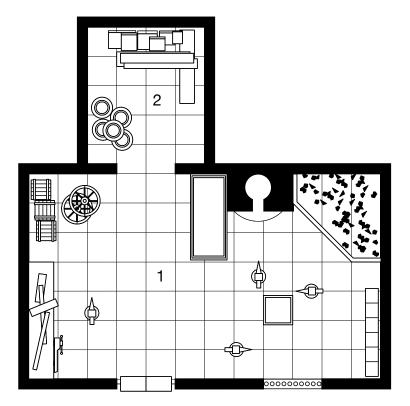




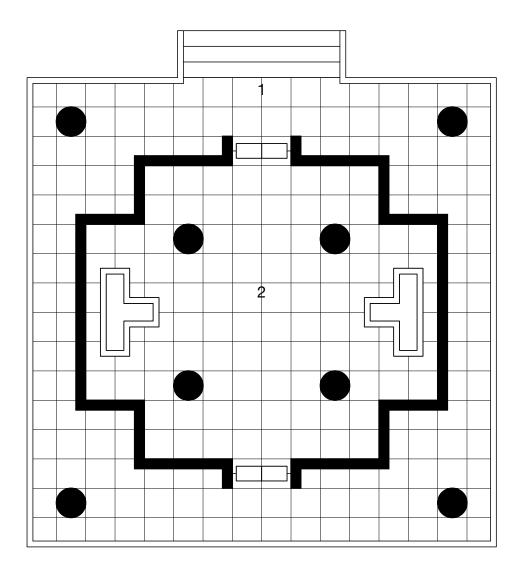
4 - Blacksmith



3 - House of Prayers



4 - Blacksmith



3 - House of Prayers

LEVEL/MAP: The Hamlet of Wodfeld

Iron Axe Inn General Store House of Prayers Blacksmith House Cemetery Main Road	
House of Prayers Blacksmith House Cemetery	
House of Prayers Blacksmith House Cemetery	
Blacksmith House Cemetery	
Cemetery	
River	
Watermill	
Bridges	

Level/Map: 1 - The Iron Axe Inn

Number	Name	SHORT DESCRIPTION
	Ground Floor	
1	Taproom	
2	Stables	
	Cellar	
1	Cellar	
	First Floor	
1	Parlour	
2	Corridor	
3	Bedroom (single)	
4	Bedroom (double)	
5	Bedroom (double)	
6	Bedroom (single)	
7	Bedroom (single)	
8	Bedroom (double)	
9	Bathrooms	

LEVEL/MAP: 2 - General Store

Number	Name	SHORT DESCRIPTION
1	Porch	
2	Storefront	
3	Empty room and porch	
4	Office	
5	Strong room	
6	Dining room	
7	Porch	
8	Kitchen	
9	Bathroom	
10	Bedroom	
11	Master Bedroom	

LEVEL/MAP: 3 - House of Prayers and 4 - Blacksmith

Number	Name	SHORT DESCRIPTION
	House of Prayers	
1	Terrace	
2	Sanctuary	
	Blacksmith	
1	Forge	
2	Storeroom	

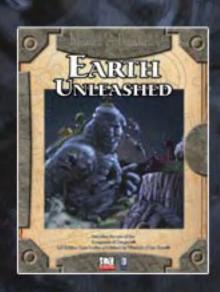
Level/Map: 9 - Watermill

Number	Name	SHORT DESCRIPTION
1	Workroom	
2	Grinding Machine	
3	Office	
4	Storeroom	
5-6	Flour and Grain Storage	

LEVEL/MAP:

Number	Name	Short description

DISCOVER THE SECRETS OF WODFELD!



BLUEPRINTS
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WODFELD



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