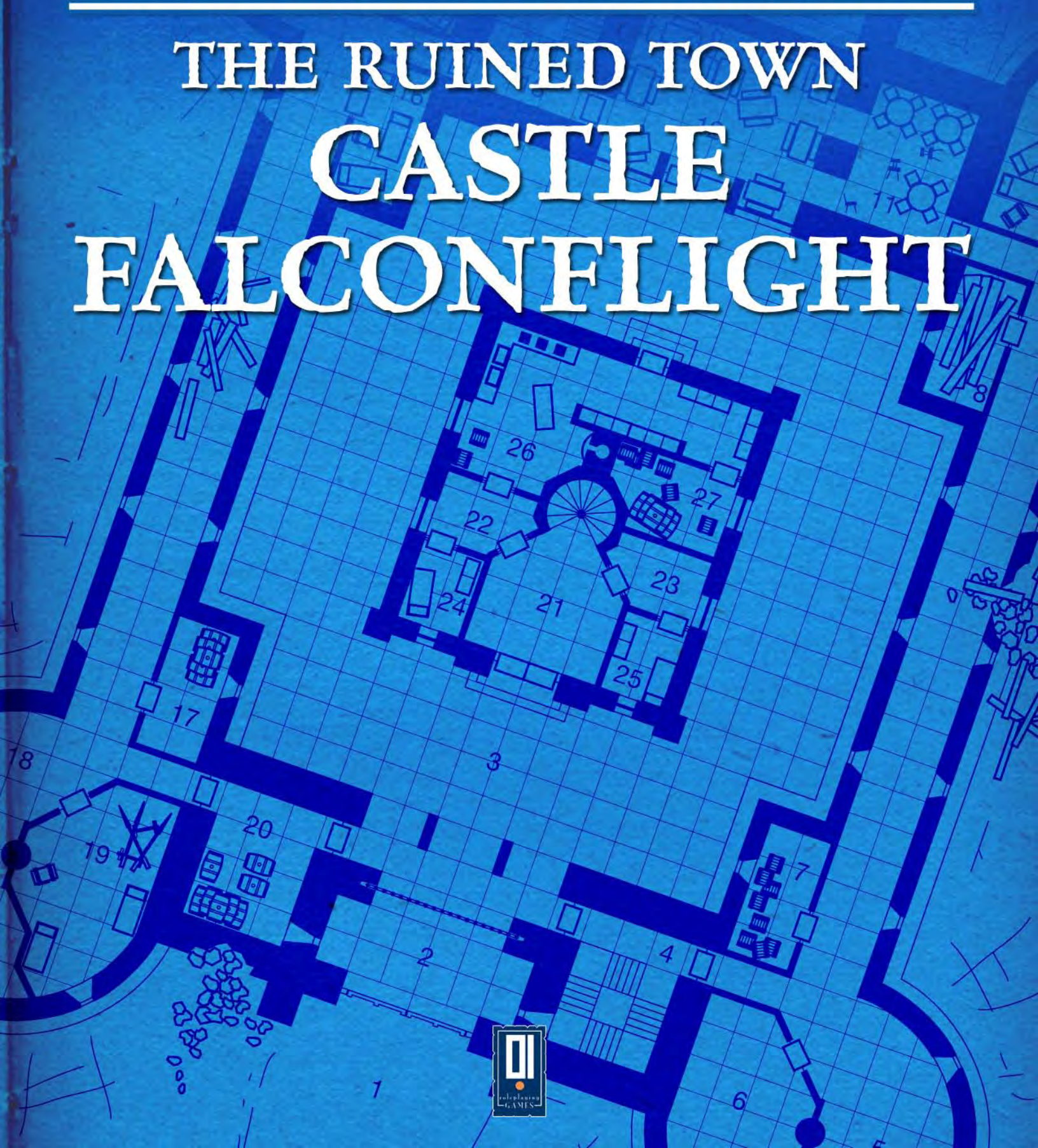


# Øone's BLUEPRINTS

## THE RUINED TOWN CASTLE FALCONFLIGHT



# 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.

## Castle Falconflight

Once the magnificent residence of the Town Lord, now the castle it is the hiding place for a group of marauders led by Graunth Obadai "the merciless", a towering half-orc who is said to have demon blood in his veins. Graunth is often out of the castle to maraud the countryside. A small garrison of cut-throats is always left in the castle, surveying the fabled treasure amassed by the band.

Nobody knows the true name of Graunth Obadai "the merciless". It is said he took the name of the evil warlord who sacked the Ruined Town in the past after making a strange discovery in the dungeons of Castle Falconflight. People say the bandit took that feared name to provoke terror in the countryside but few persons say the half-orc retrieved a lost artifact in the dungeon of the castle and that after the discovery he was changed.

The men follow their leader in terror as the bandit began to slay them often for futile reasons. However the income of the band has greatly increased since the changing, thanks to the lack of mercy the half-orc has shown lately.

The Band of the Merciless has settled in the abandoned Castle Falconflight, which was less damaged than the rest of the town, perhaps because Graunth Obadai, the original evil warlord, took the castle as headquarters during his occupation.

The castle walls surround a small inner stronghold, which was the old residence of the lord of the town.

Graunth has established here its headquarters and only his trusted bodyguards have access to the inner stronghold. The rest of the bandits dwell in the four, crumbling towers, always watchful and alert because they know that should someone manage to enter the castle unseen, Graunth the Merciless will not spare none of them.

Also Graunth has sealed the dungeon entrance with the help of an evil wizard. The men believe something twisted and evil was retrieved in the dungeon and some of them have reported noise and wails coming from the dungeon during the full moon nights, but to date, no one dared to break the seals to the dungeon of Castle Falconflight...



### One's Blueprints: The Ruined Town, Castle Falconflight

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**Graphics:** O'Bully  
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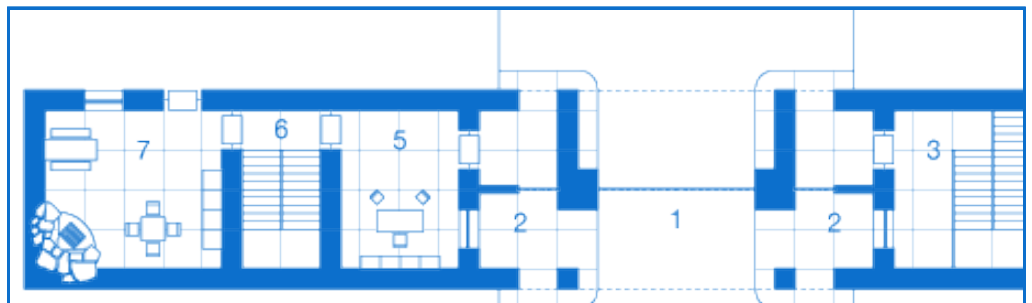
# Legend

## 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

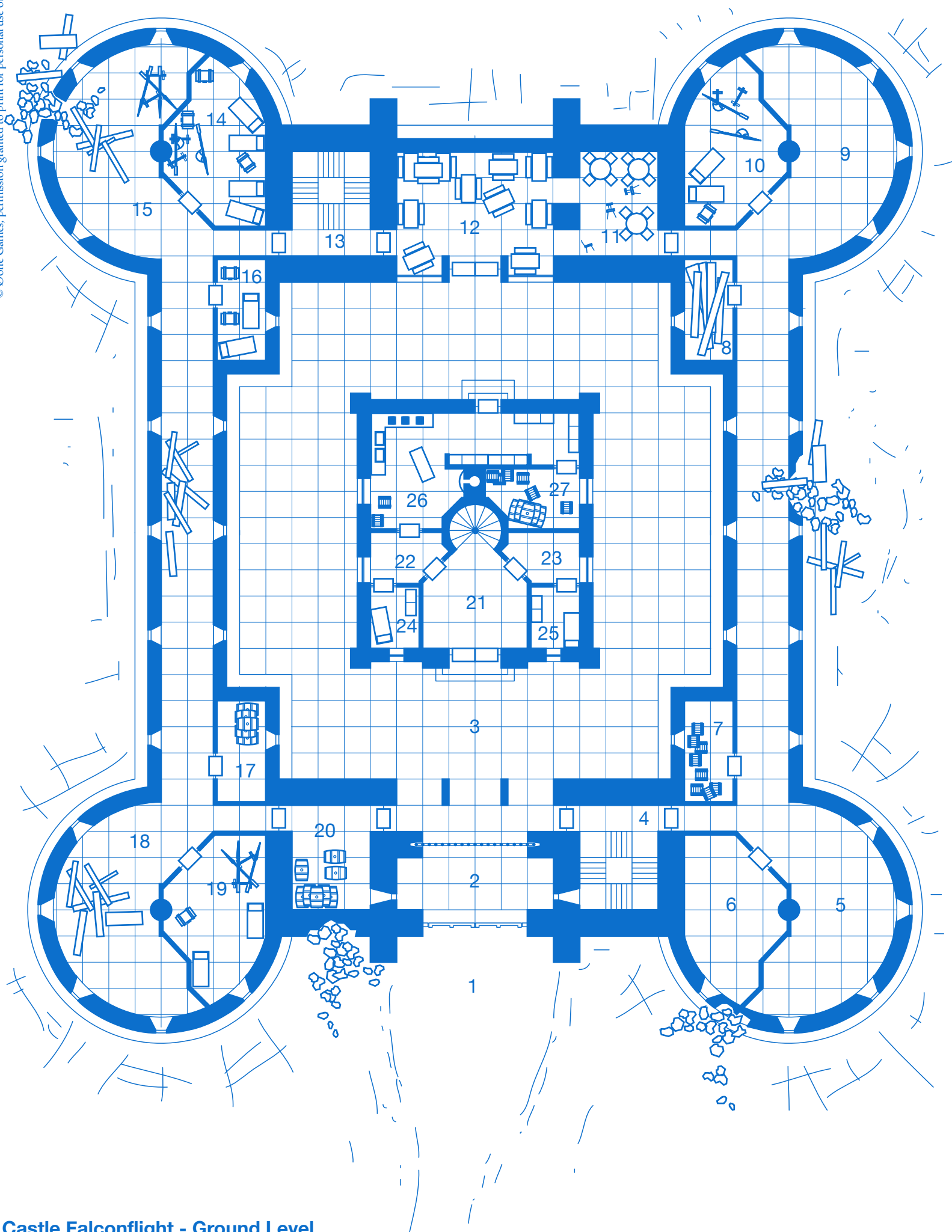
## Master Control Panel

Use the buttons below to customize all the pages at once

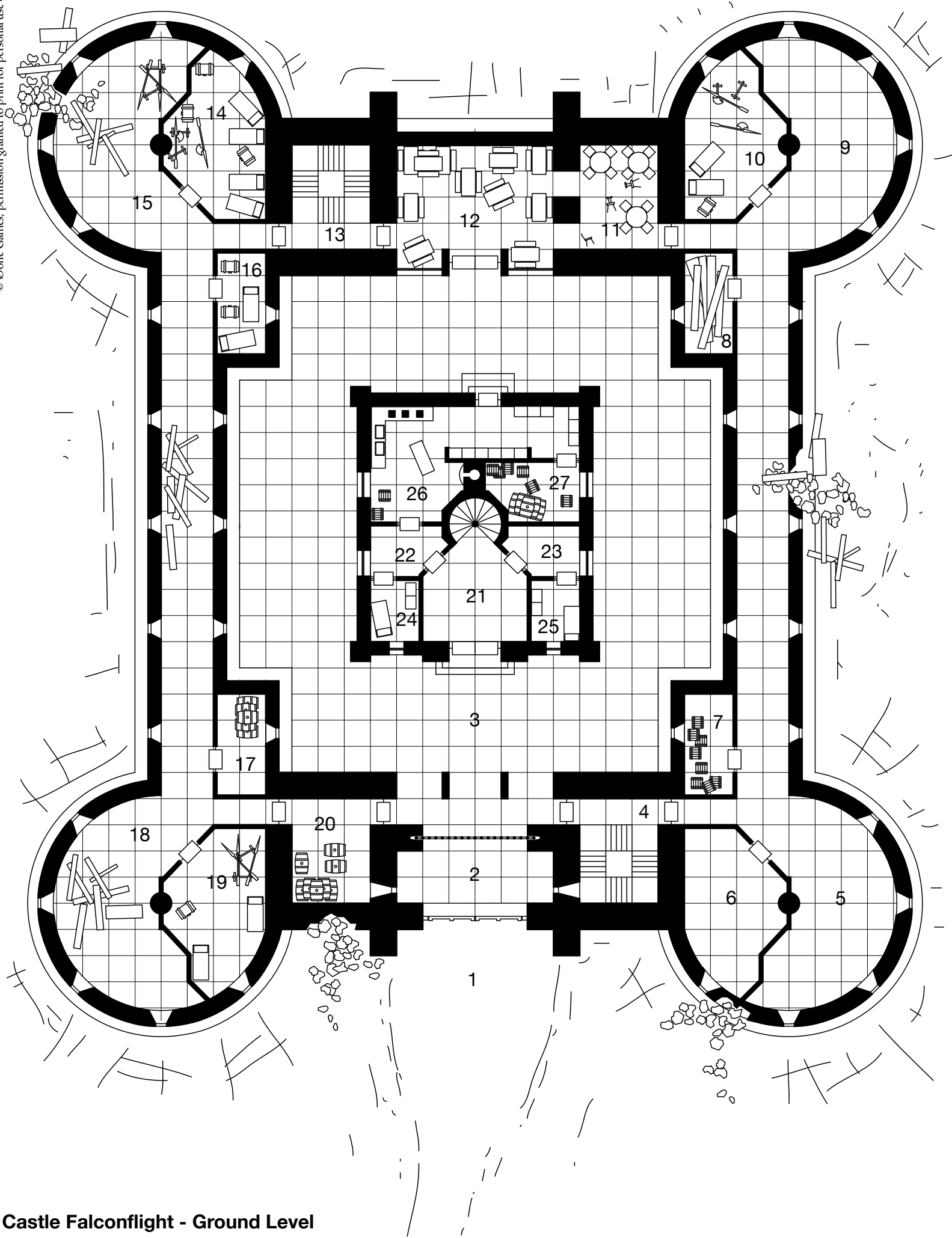


**Print all the BLUE pages**

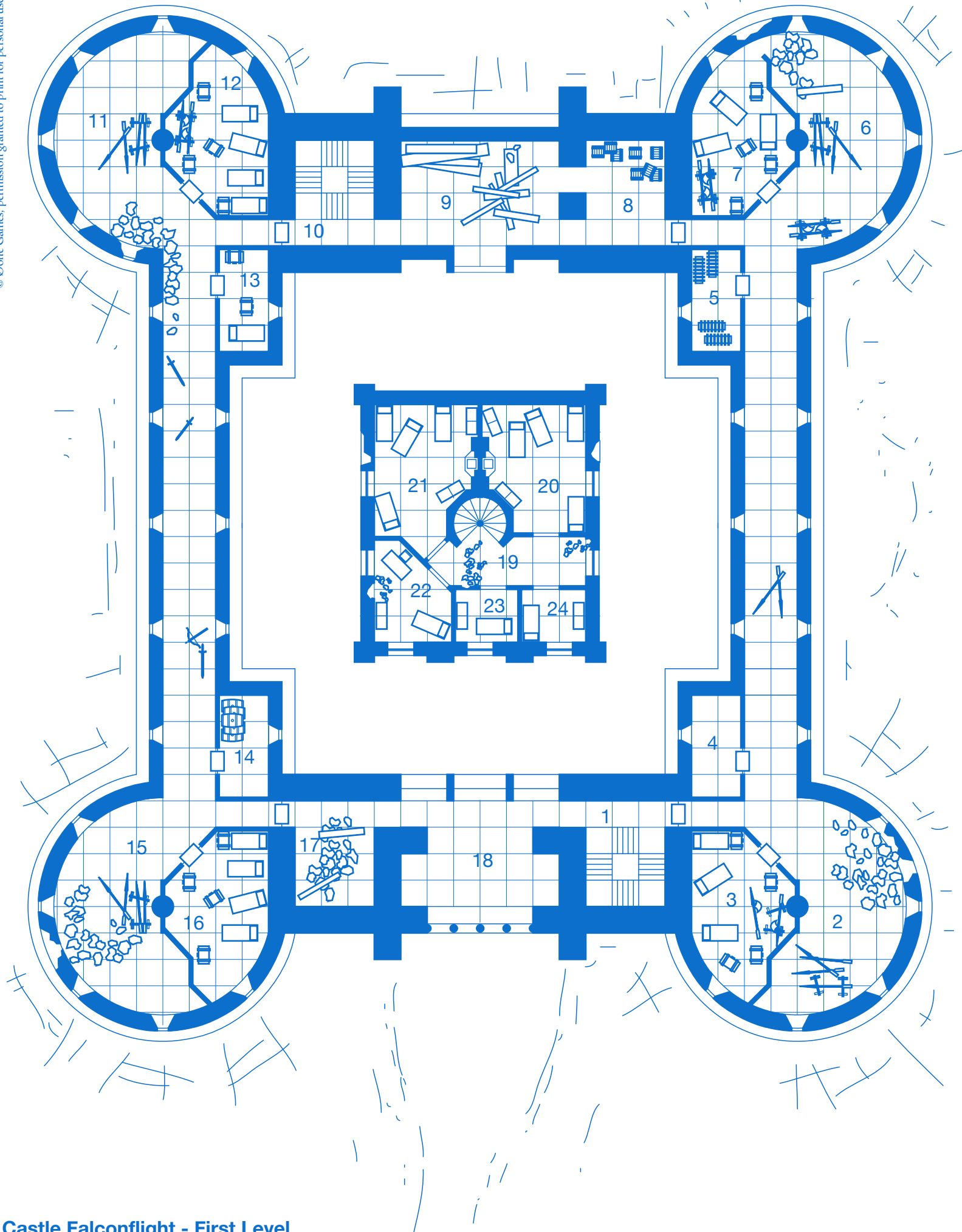
**Print all the BLACK n' White pages**



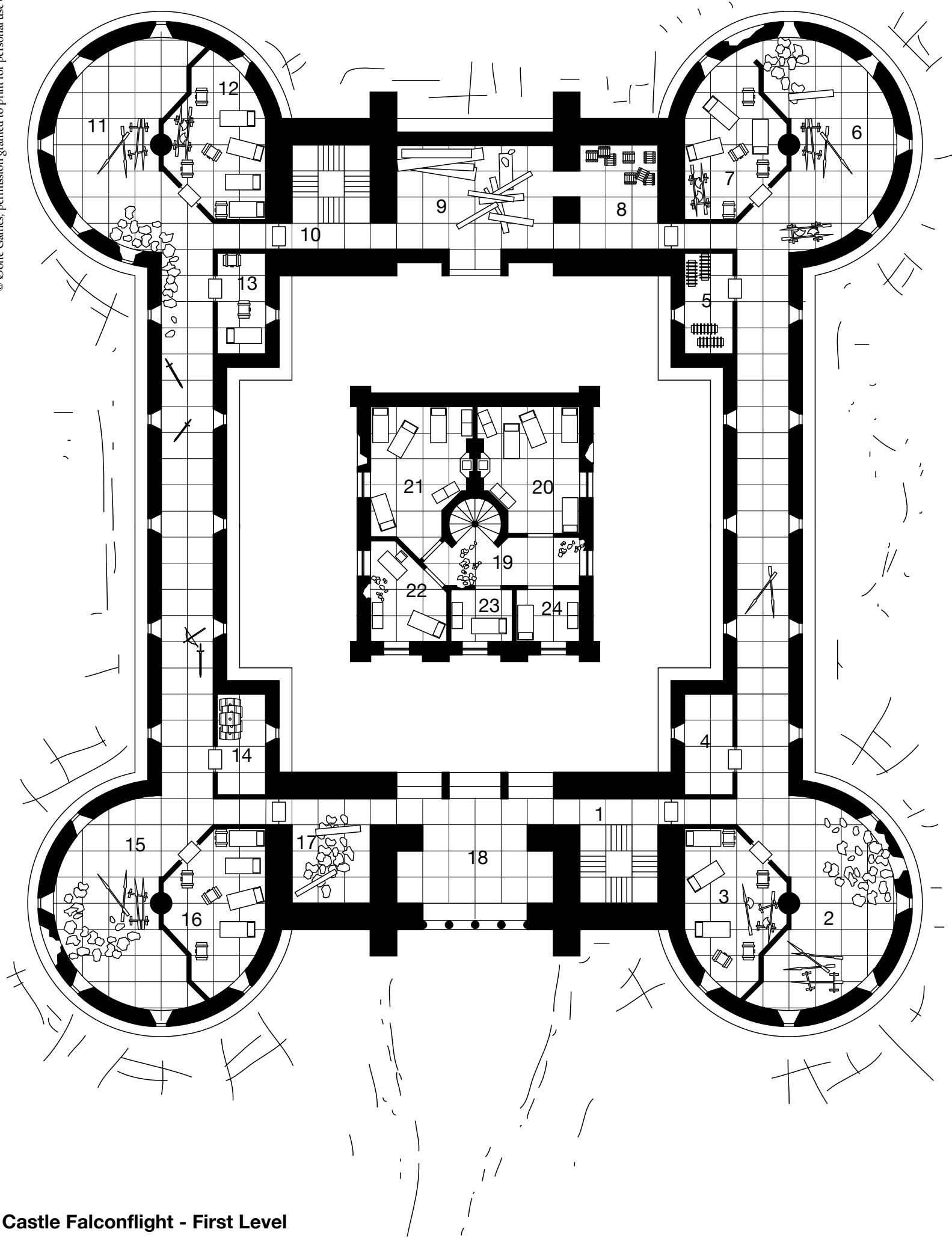
Castle Falconflight - Ground Level



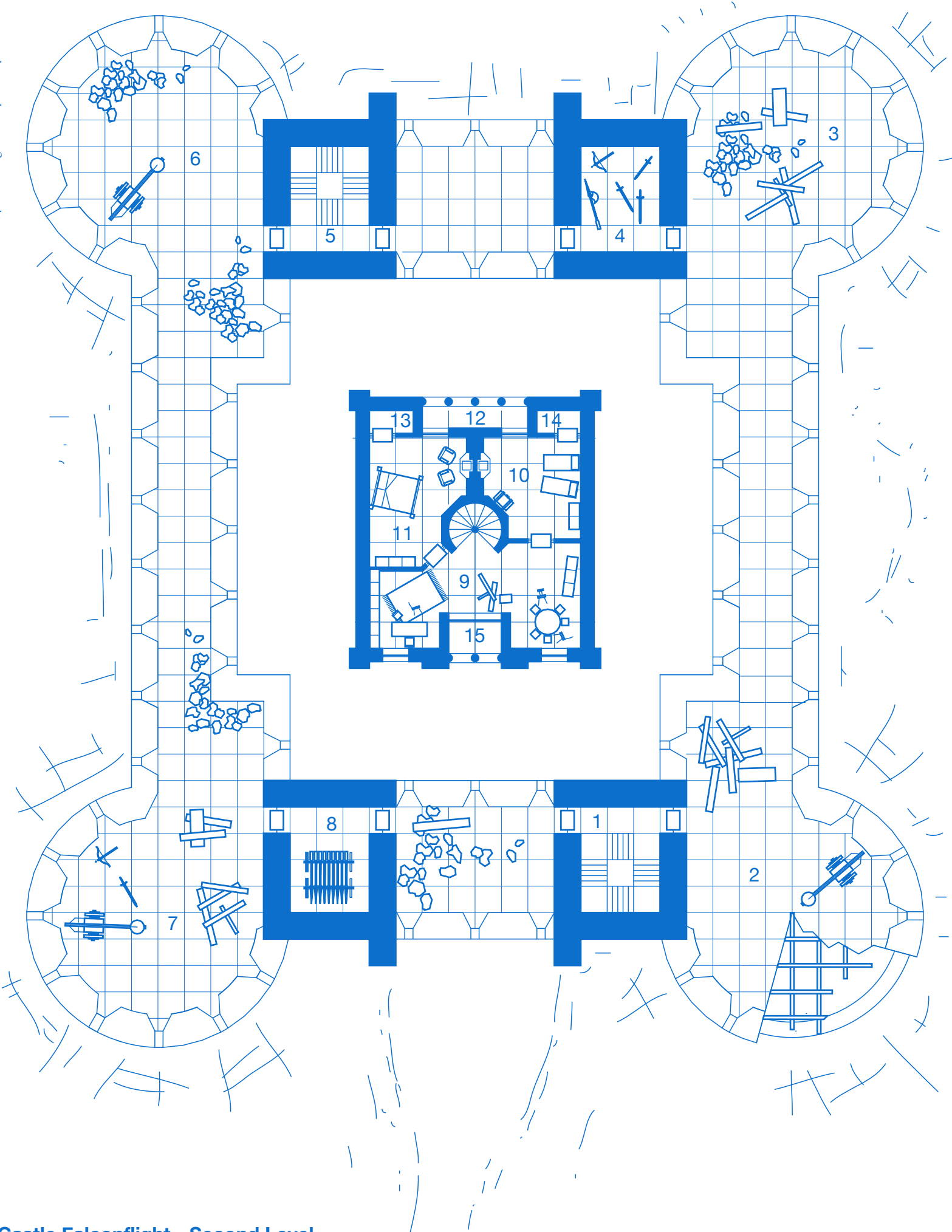
Castle Falconflight - Ground Level



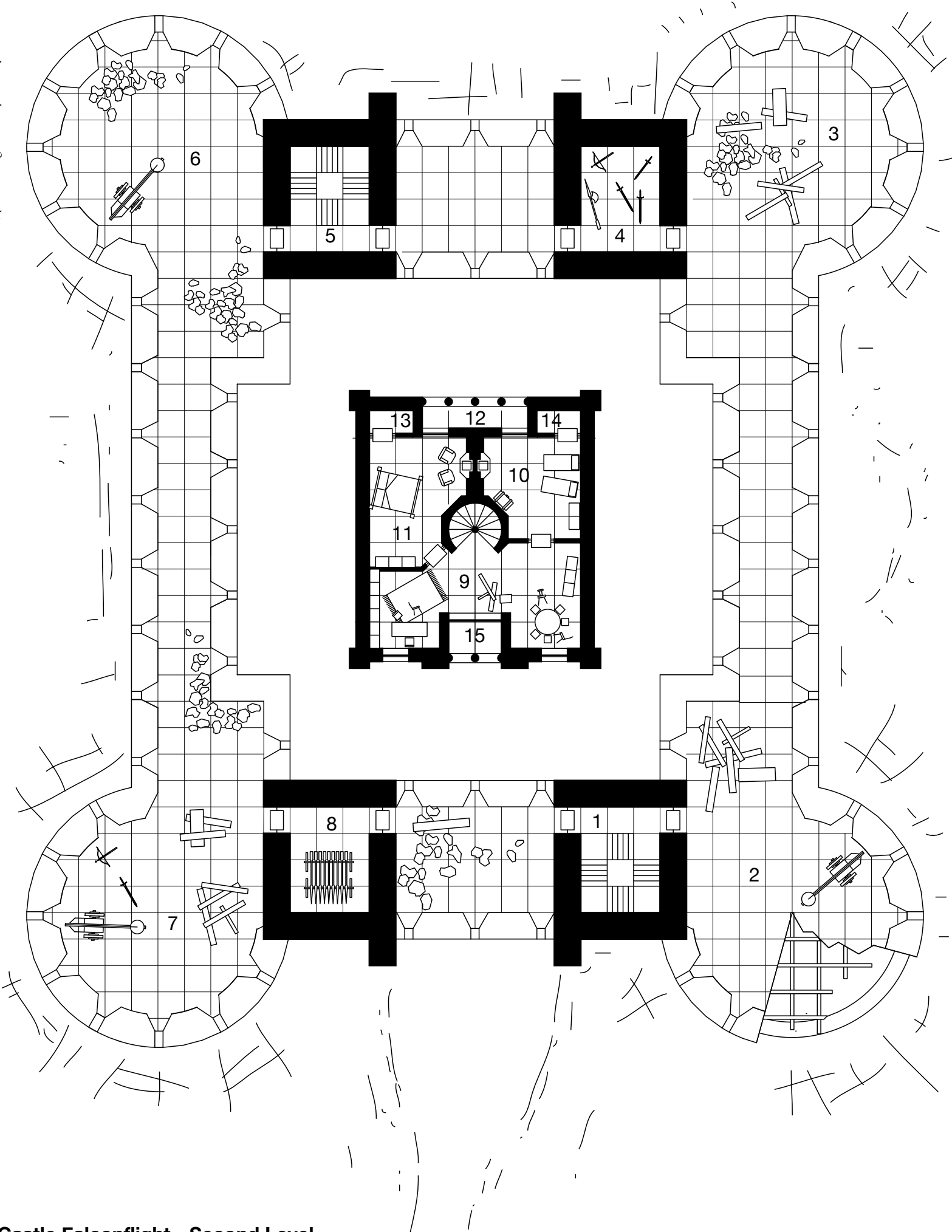
Castle Falconflight - First Level



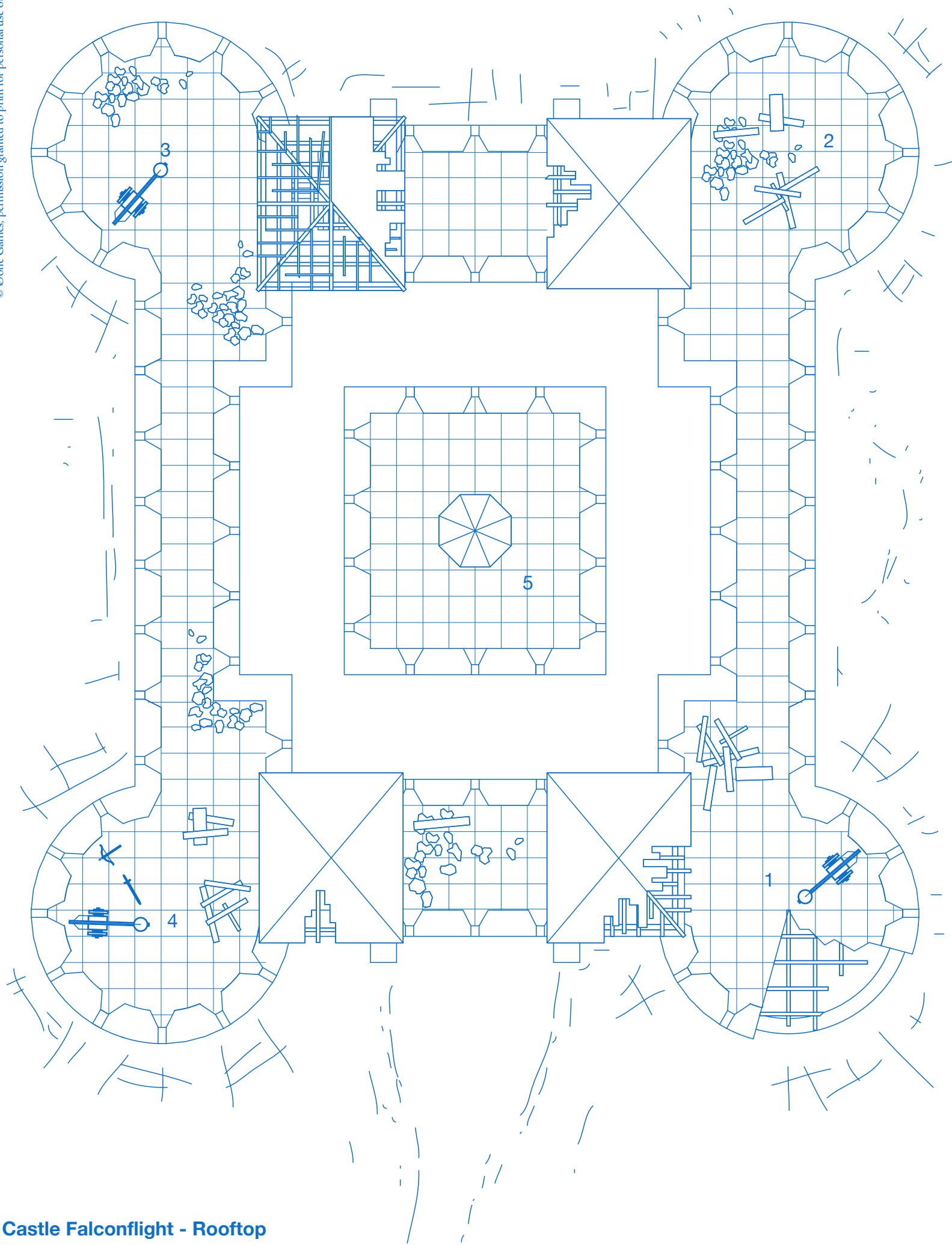
Castle Falconflight - First Level

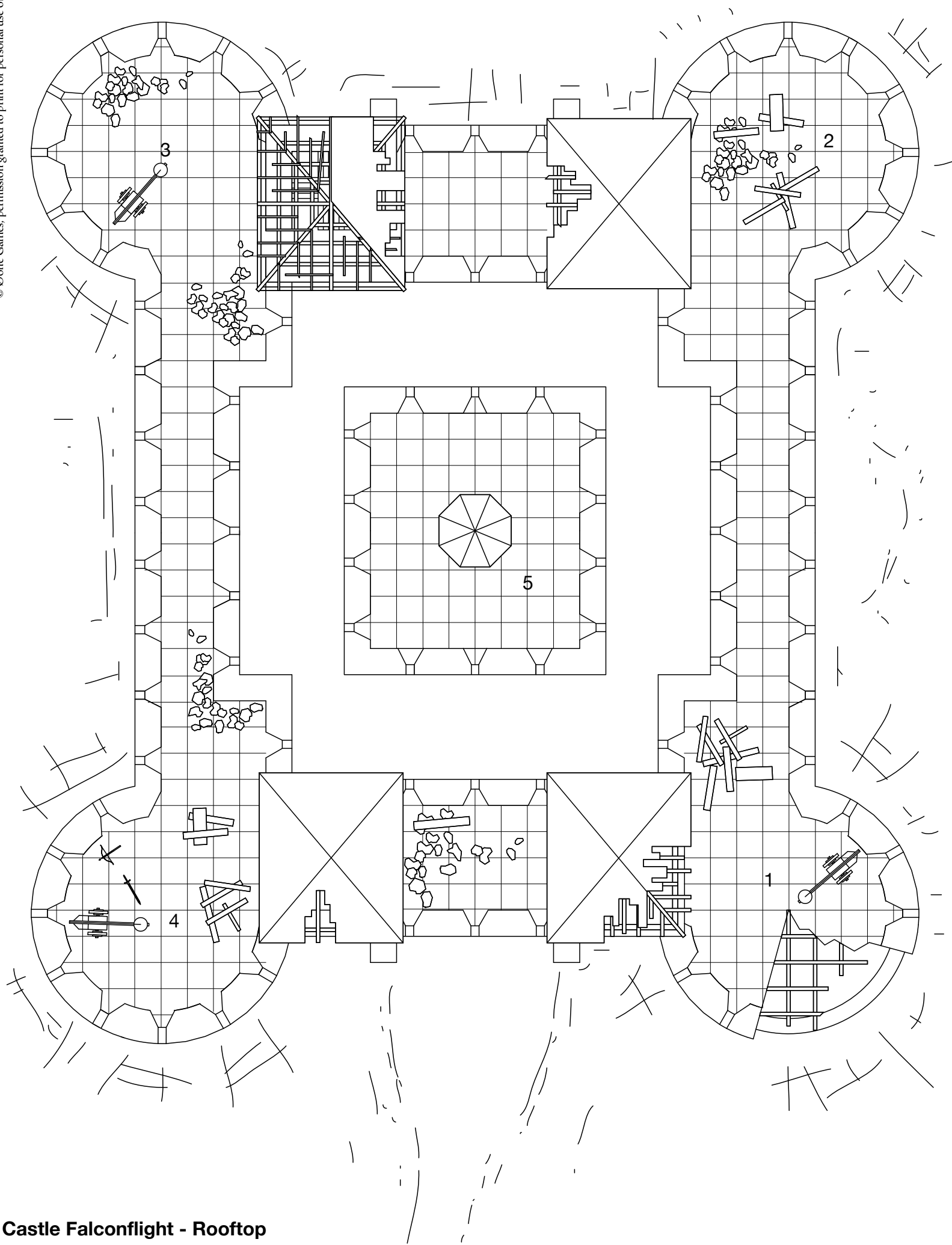




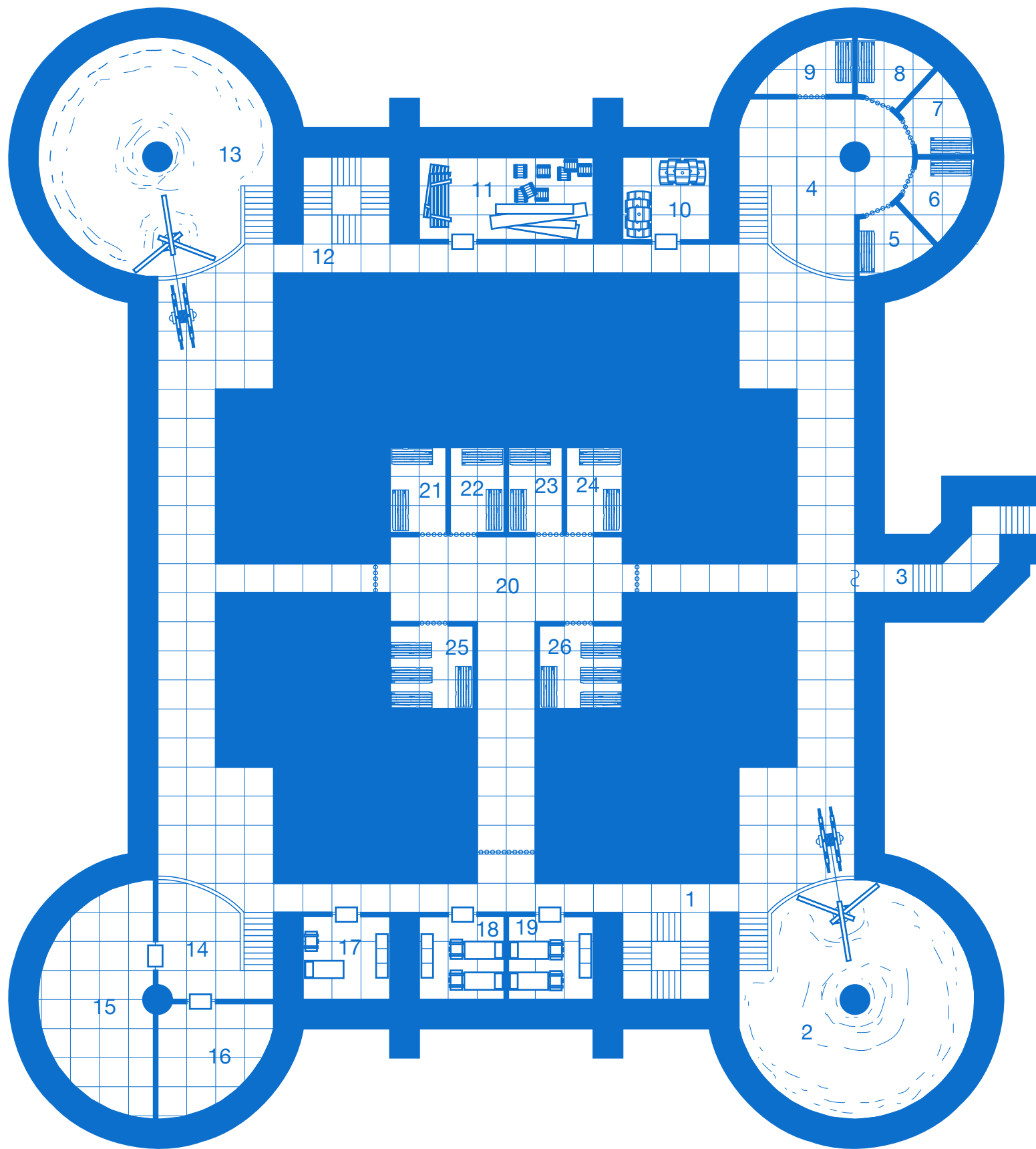


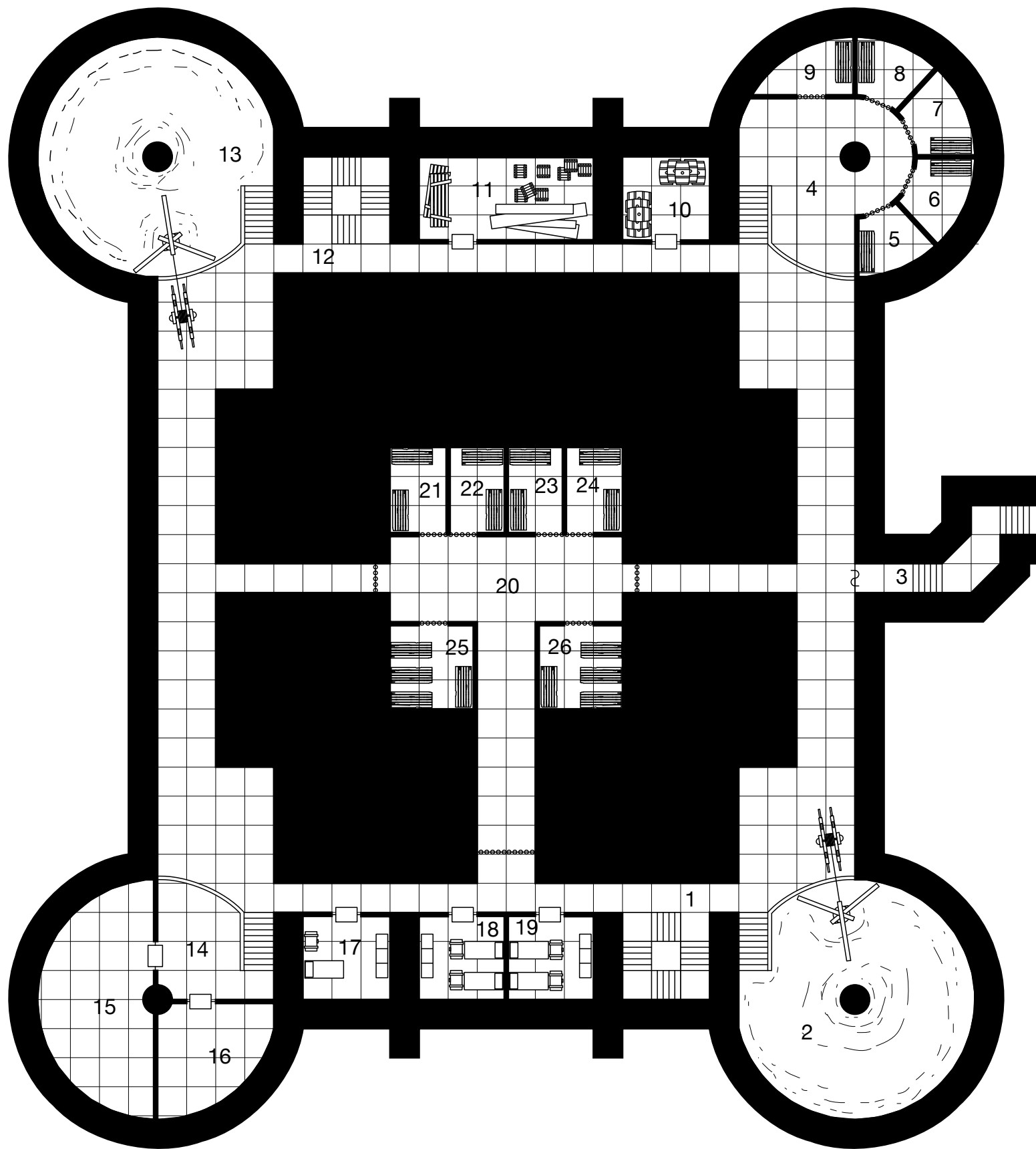
Castle Falconflight - Second Level





Castle Falconflight - Rooftop





# LEVEL/MAP: Castle Falconflight - Ground Floor

NUMBER	NAME	SHORT DESCRIPTION
1	Entrance	
2	Portcullis	
3	Courtyard	
4	Stairs	
5	Arrowslits	
6-8	Storage	
9	Arrowslits	
10	Guardpost	
11	Officers' refectory	
12	Soldiers' refectory	
13	Stairs	
14	Guardpost	
15	Arrowslit	
16-17	Storage	
18	Arrowslits	
19	Guardpost	
20	Storage	
21	Foyer	
22-23	Dressing rooms	
24-25	Servants' bedrooms	
26	Kitchen	
27	Larder	

# LEVEL/MAP: Castle Falconflight - First Level

NUMBER	NAME	SHORT DESCRIPTION
1	Stairs	
2	Arrowslits	
3	Barrack	
4	Storage	
5	Armory	
6	Arrowslits	
7	Barrack	
8-9	Warehouse	
10	Stairs	
11	Arrowslits	
12	Barrack	
13	Sergeant's bedroom	
14	Storage	
15	Arrowslits	
16	Barrack	
17	Storage	
18	Balcony	
19	Stairs	
20-24	Bodyguards' bedrooms	







# LEVEL/MAP: Castle Falconflight - Dungeon

NUMBER	NAME	SHORT DESCRIPTION
1	Stairs	
2	Cistern	
3	To Two Rings Road	
4	Dais	
5-9	Cells	
10-11	Storage	
12	Stairs	
13	Cistern	
14	Dais	
15	Torture chamber	
16	Execution room	
17	Executioner's room	
18-19	Barracks	
20	Jail	
21-26	Cells	

