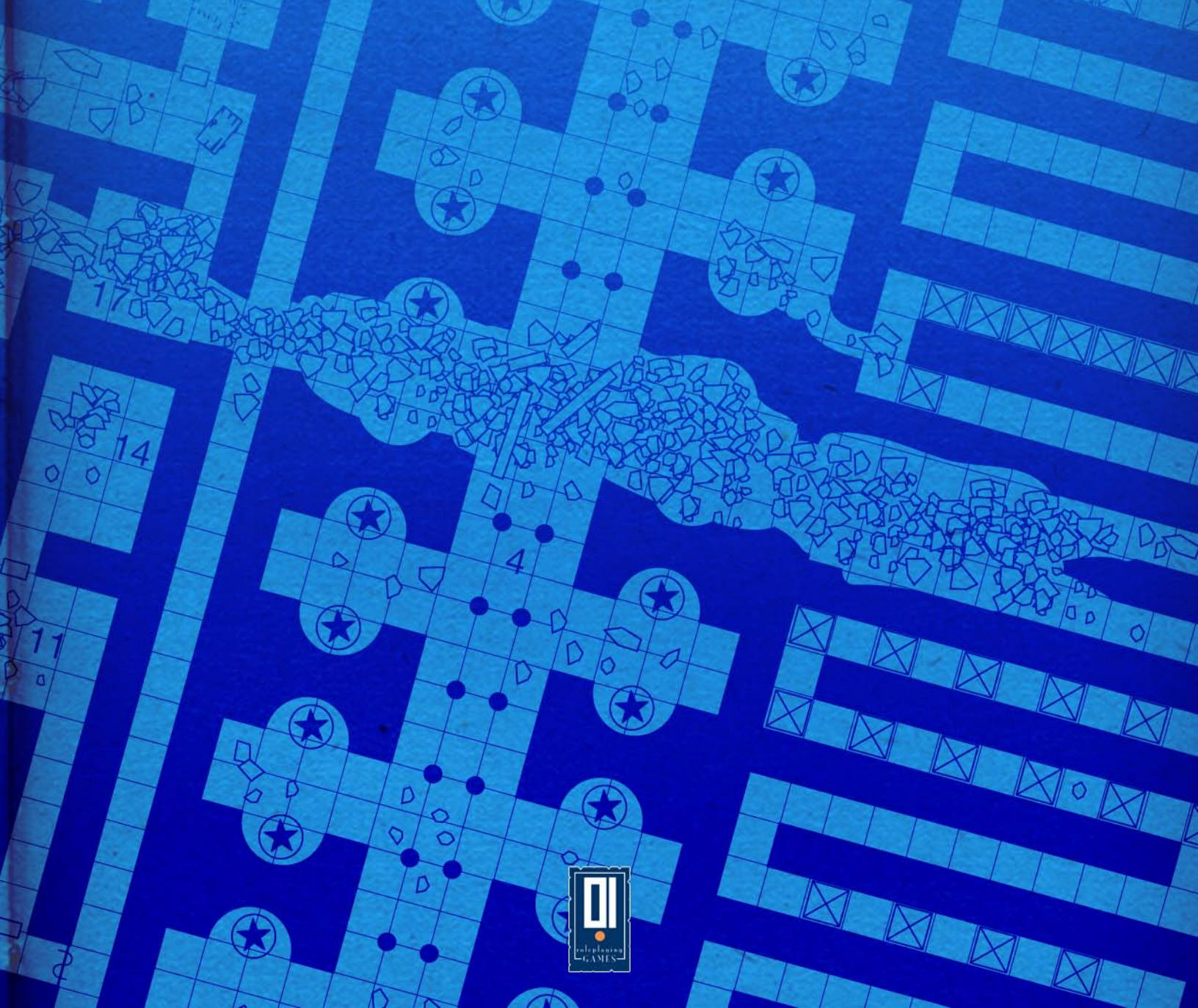


Done's  
**BLUEPRINTS**

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THE RUINED TOWN  
**DUNGEON OF THE  
THIRTEEN UNDEAD**



# 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.



**One's Roleplaying Games**  
www.One'sgames.com  
master@One'sgames.com

## One's Blueprints: The Ruined Town, Dungeon of Thirteen Undead

**Product Code:** blu42. First edition 3/2008  
**Design:** Mario Barbati  
**2D drawings:** Mario Barbati  
**Graphics:** O'Bully  
**Software Engineer:** Anna Fava

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## Dungeon of Thirteen Undead

Under the Ruins of Castle Blackcrow lies the famed Dungeon of Thirteen Undead.

The legend tells that the warlord Graunth Obadai wasn't able to conquer Castle Blackcrow, inhabited by a human clan of fierce warriors. It is said that the warlord killed 13 of his bravest warriors and his shaman turned them into frightening undead. The undead eventually conquered the castle but were forced to rest under its ground, in the ancient catacombs under the castle...

Graunth Obadai, surprised by the might of his newly created undead army, wanted them forever at his service, but when the shaman told him it wasn't possible and that the undead were bound to the ground they were created, the warlord killed brutally his loyal shaman.

Eventually the warlord left the place, but the ghost of the shaman is still said to haunt the Dungeon of Thirteen Undead, as well as the 13 lieutenants undead, of course...

## Entrance

Although it is known the general location of the dungeon entrance, it is actually hidden by dense foliage and not clearly visible to an occasional traveler. An old, ruined guardhouse stands crumbling before the entrance. A hidden path goes from the guardhouse to a bone-covered cave entrance.

## Entrance Level

A small cave complex inhabited by spiders and giant rats leads to the old catacombs of Castle Blackcrow through a collapsed wall. Actually, another entrance is located under the ruins of the castle, but it is no longer usable due to heavy cave-ins. This level features three circular chambers that were used by the warlord's shaman to create undead, an old library and cells.

## Level One

A spiral staircase leads to level one of the dungeon. The cave complex extends to this level, where a subterranean stream of water leads outside, on the other side of the hill. Rubble piles dot this level and the main feature is a large chamber hosting five coffins. These are the first five lieutenants undead. Other features include a goblin encampment on the right wing of the dungeon and a complex teleport-keyed path to get the entrance to deeper levels.

## Level Two

This level is cut in half by a cave-in occurred many years ago. Reaching the chamber of the five lieutenants is hard here, as the ruins have to be negotiated. A stair in a room with a fountain leads to an unmapped part of the dungeon. On the right wing a heavily trapped corridor leads to the stairs descending to third level.

## Level Three

This is the final level of the dungeon and where the mightiest undead lieutenants are kept. This levels hosts also the old crypts of Castle Blackcrow, but some of the tombs have been desecrated. A chapel and a forge also can be found on this level as well as an old treasure chamber.

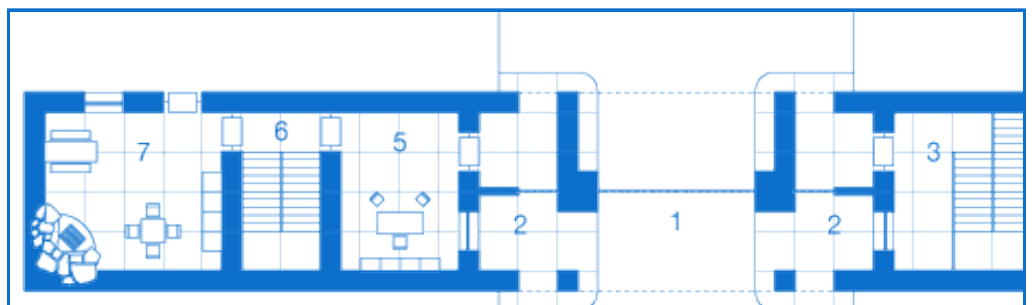
# Legend

## 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

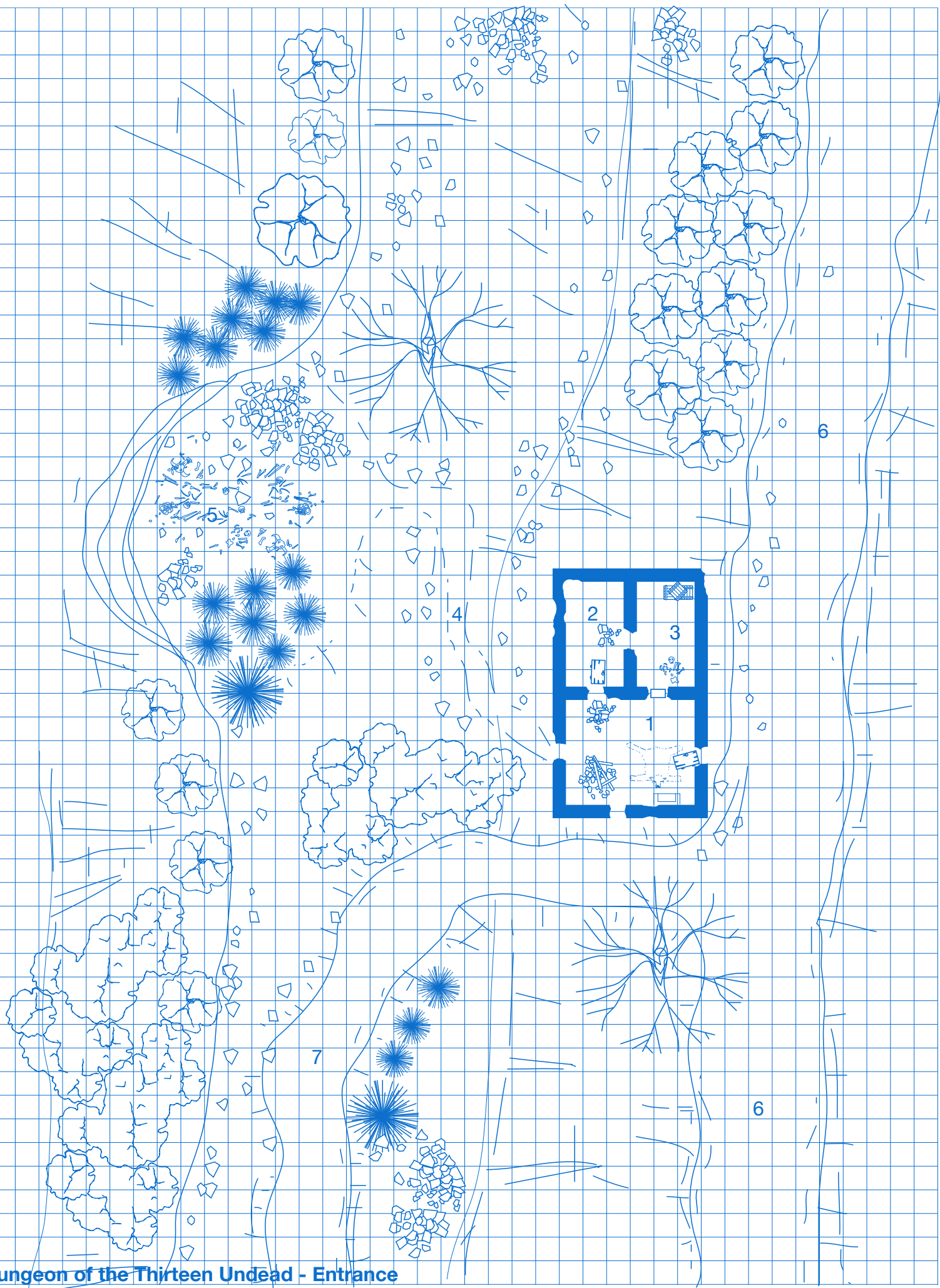
## Master Control Panel

Use the buttons below to customize all the pages at once

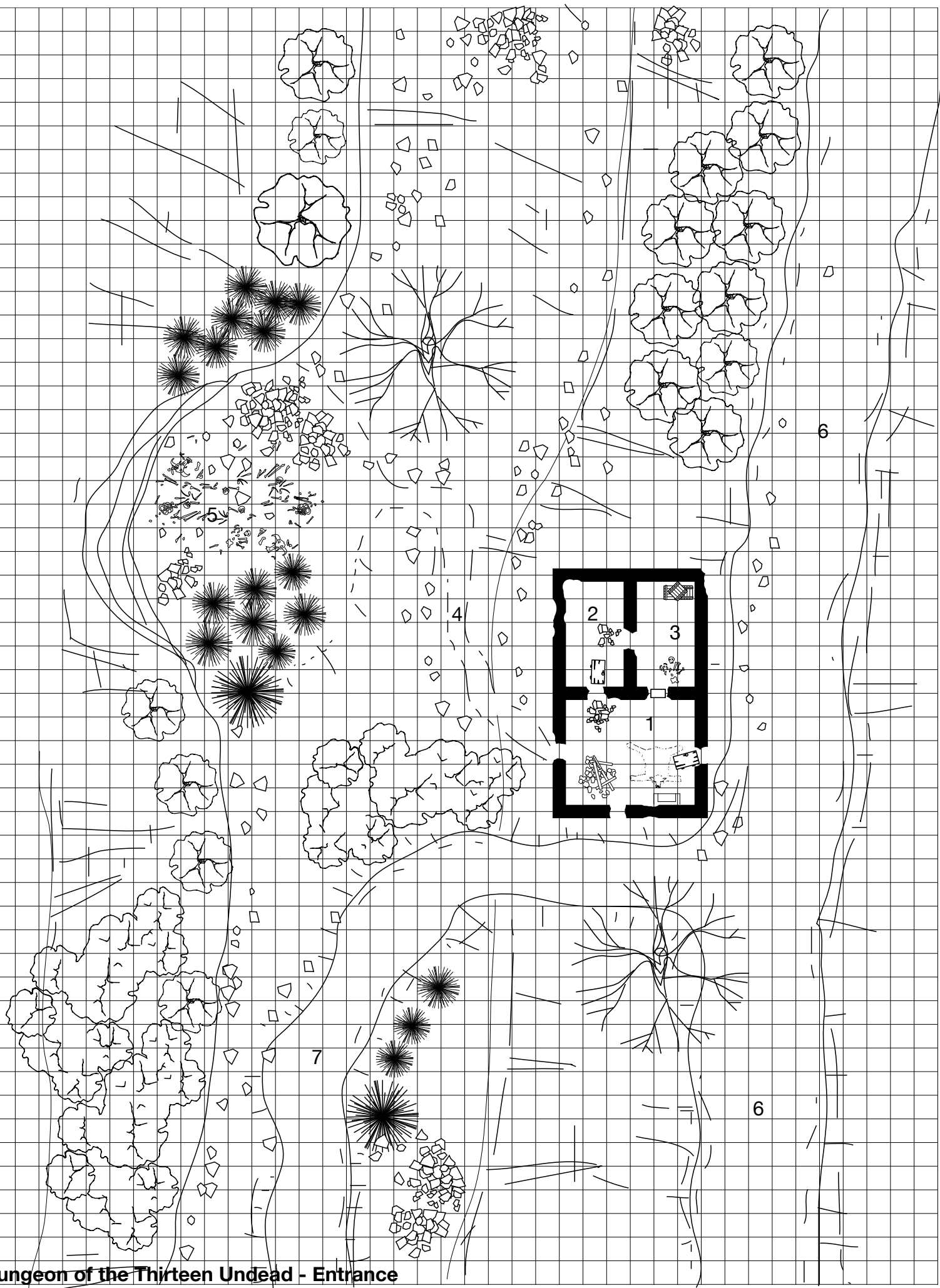


**Print all the BLUE pages**

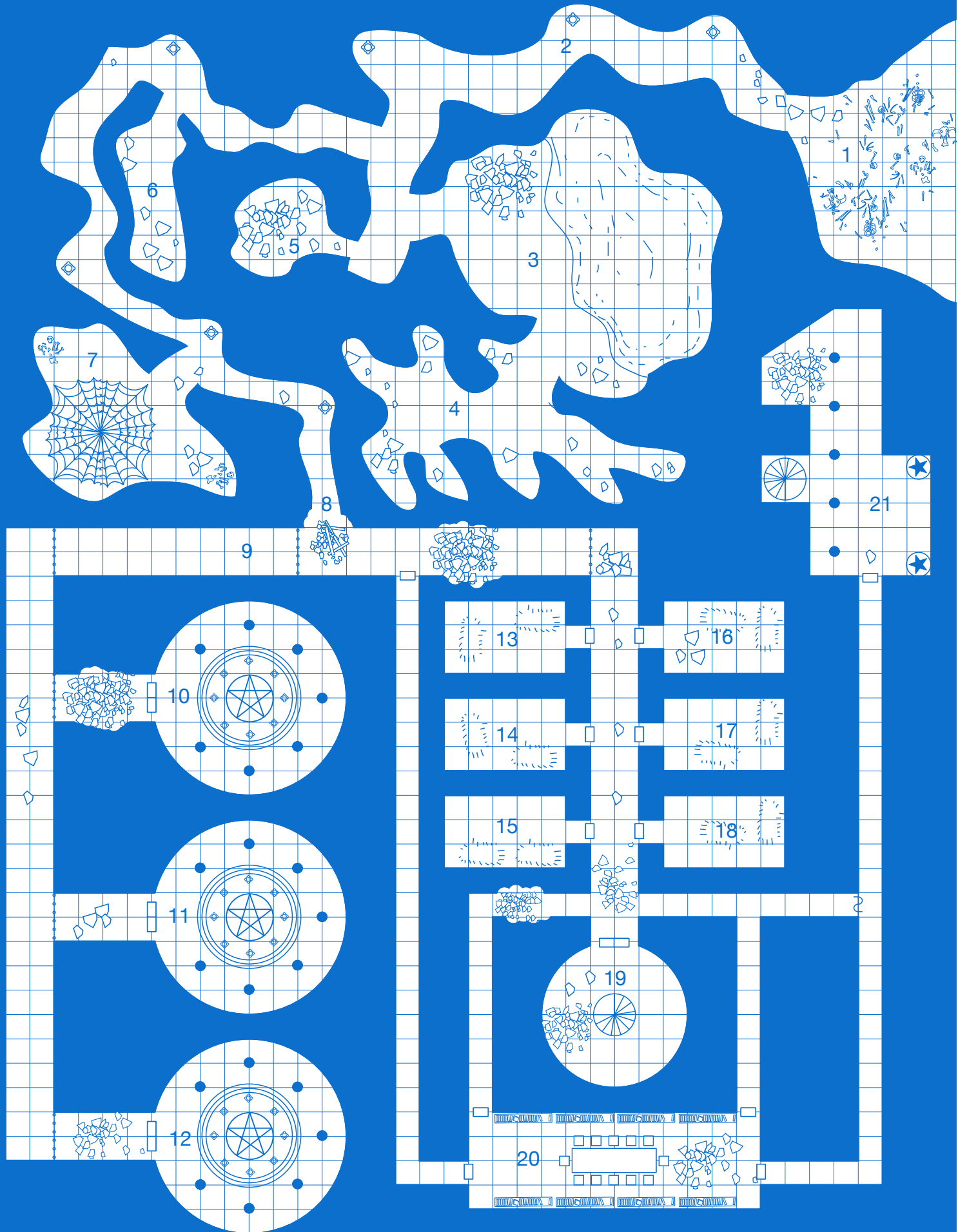
**Print all the BLACK n' White pages**

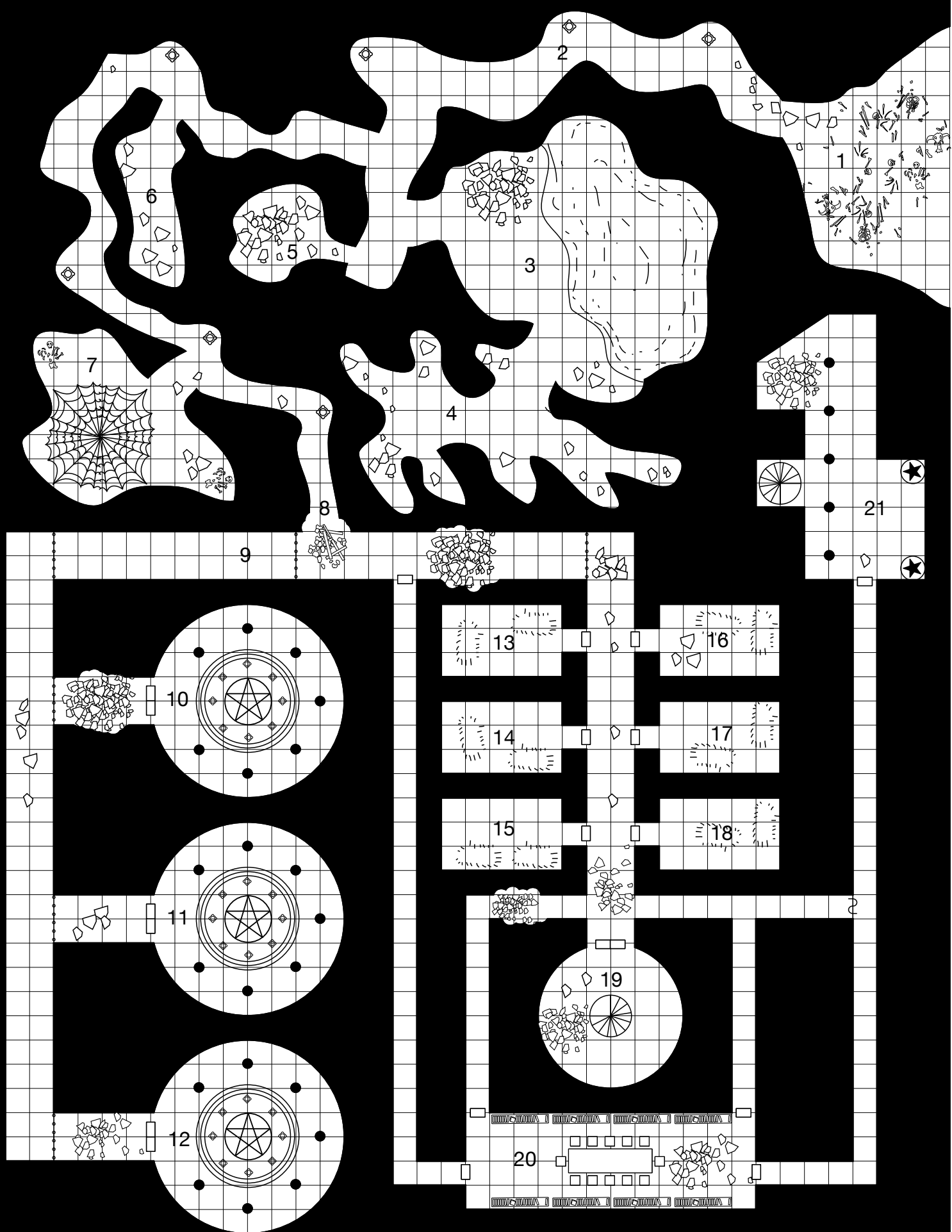


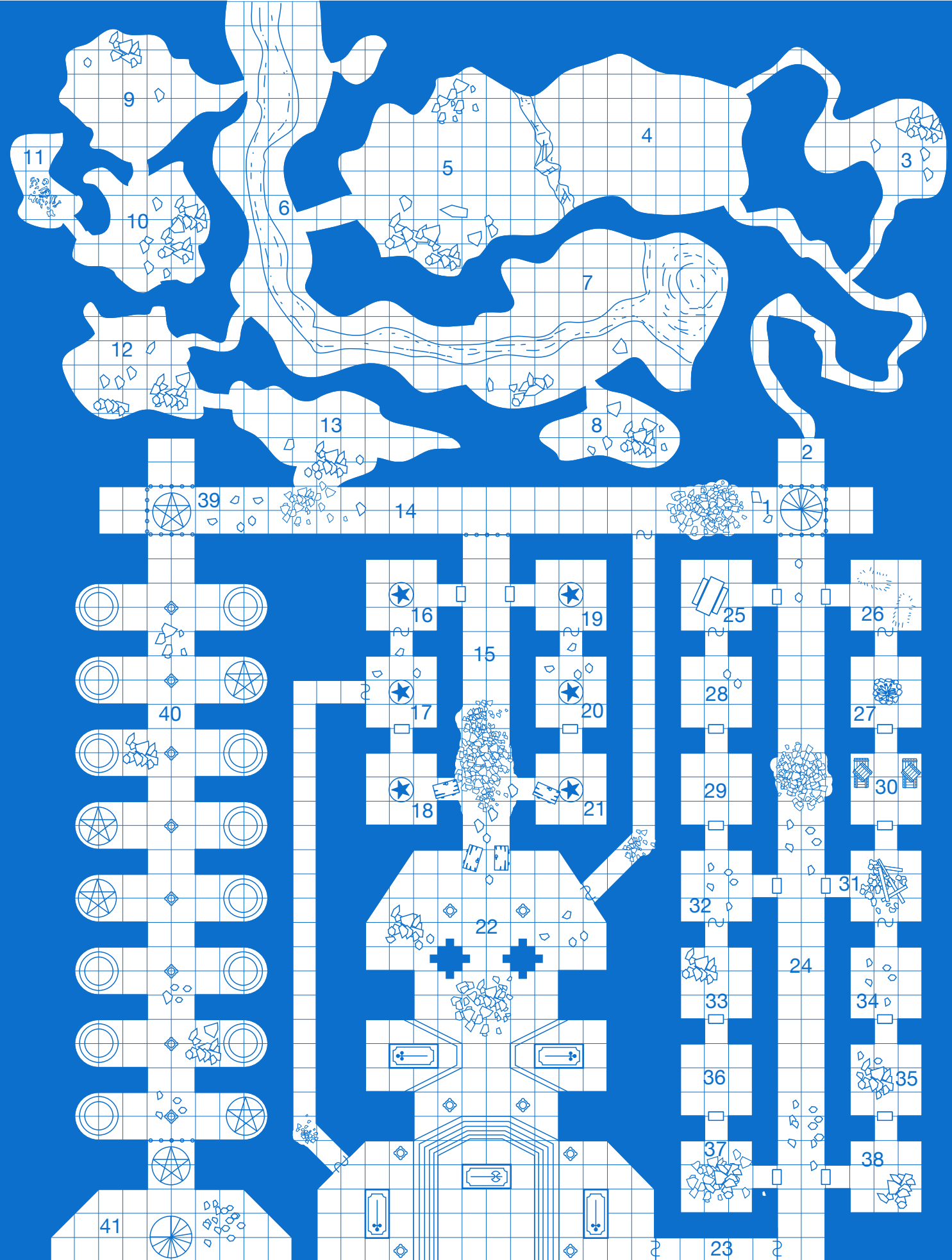
Dungeon of the Thirteen Undead - Entrance



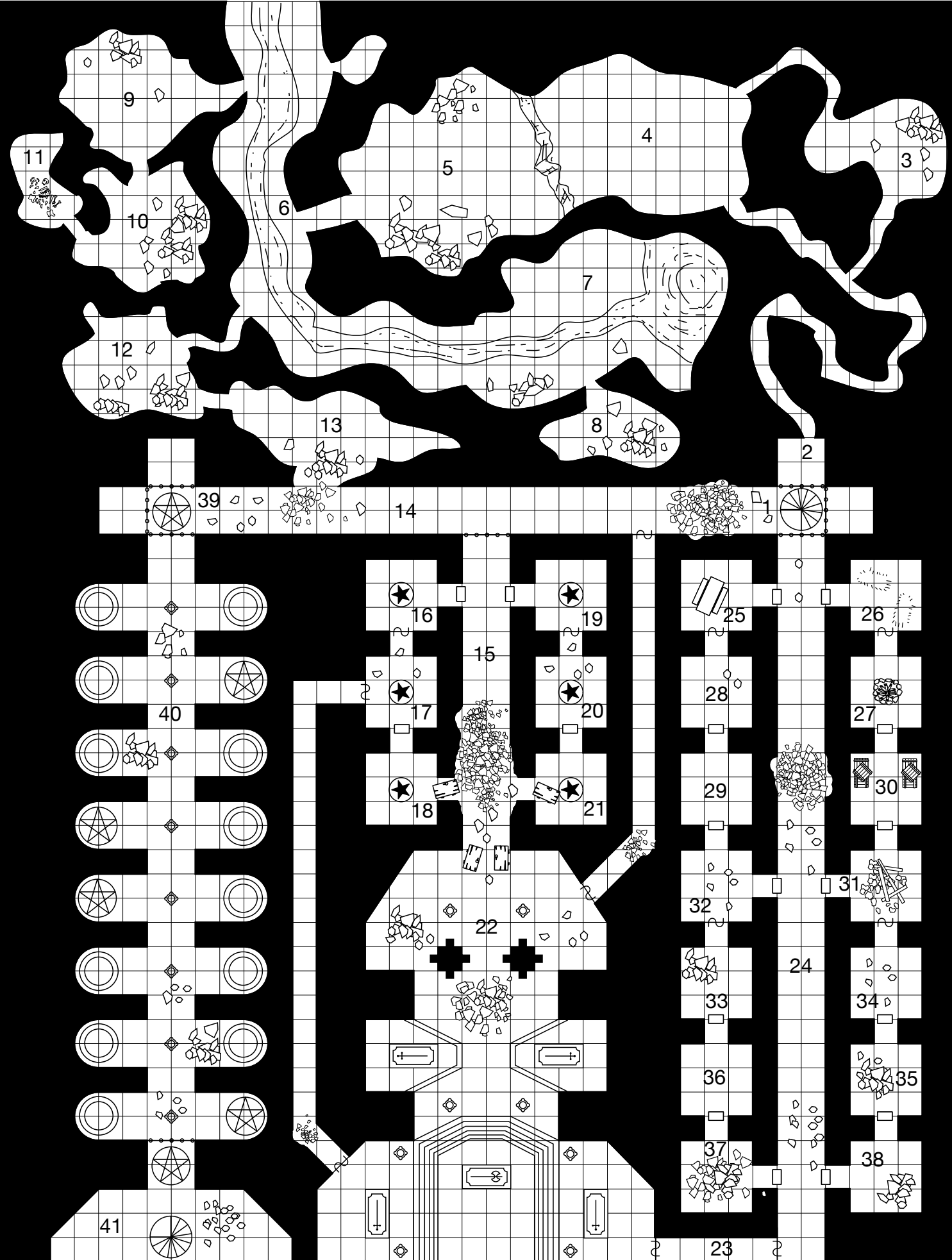
Dungeon of the Thirteen Undead - Entrance

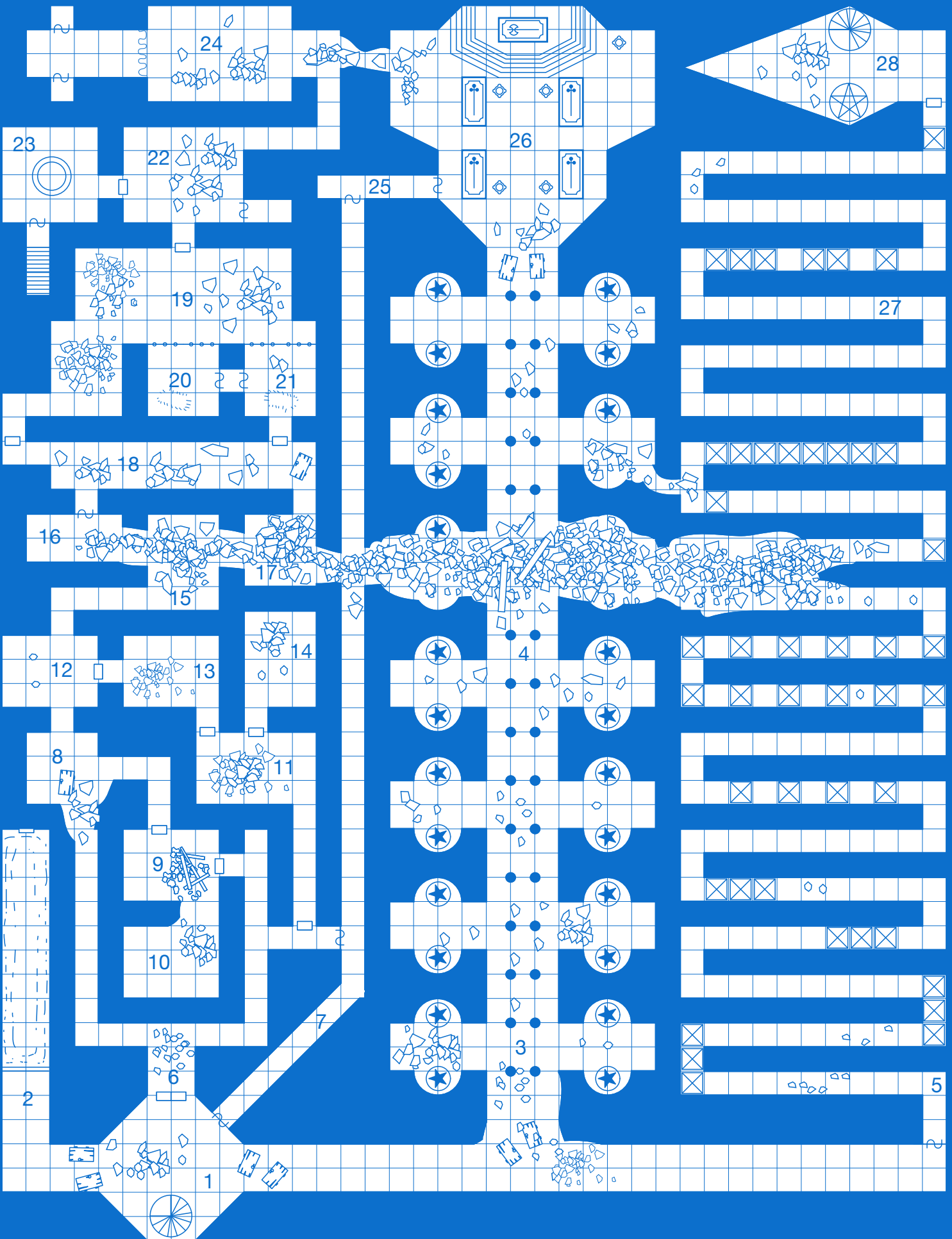


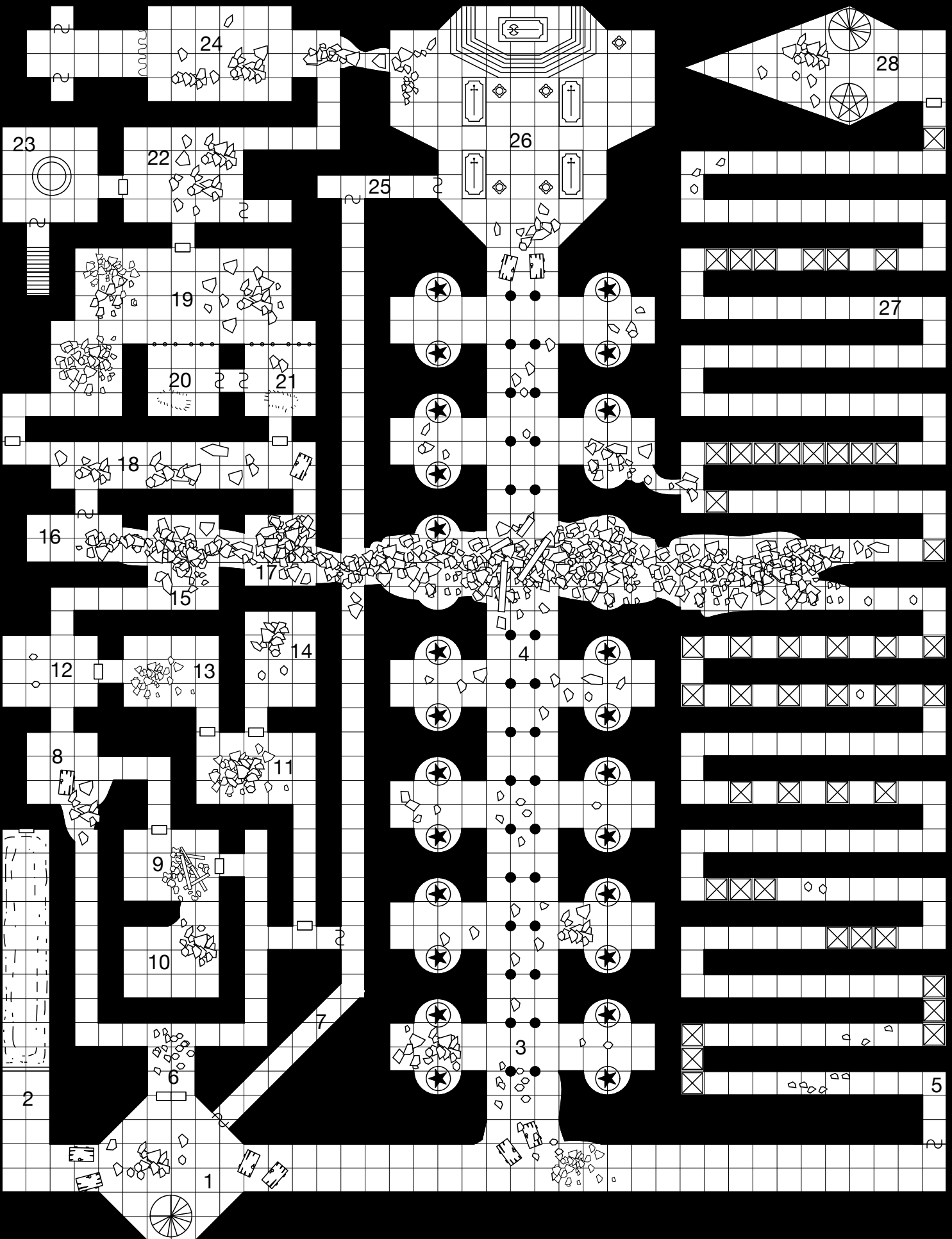


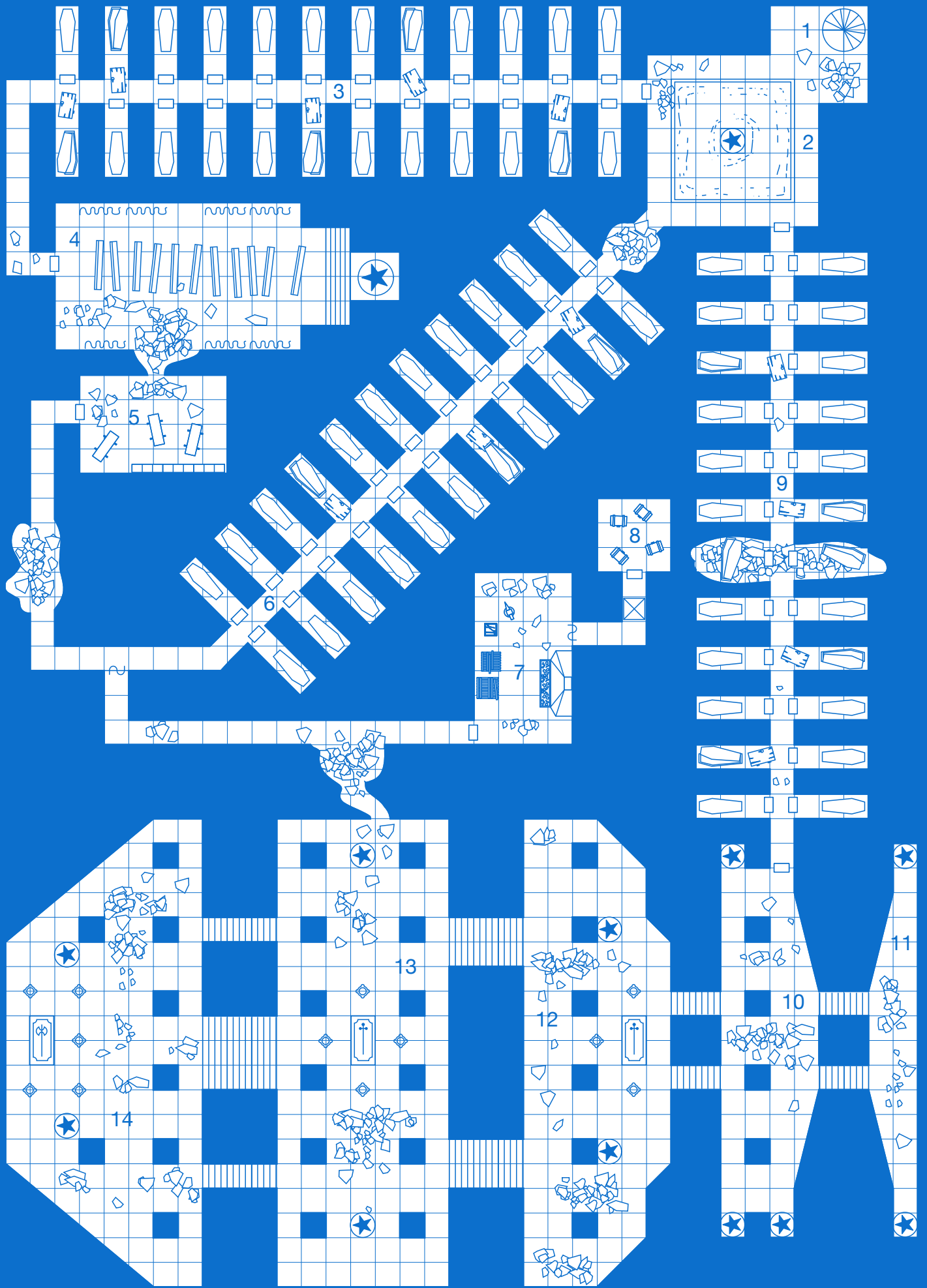


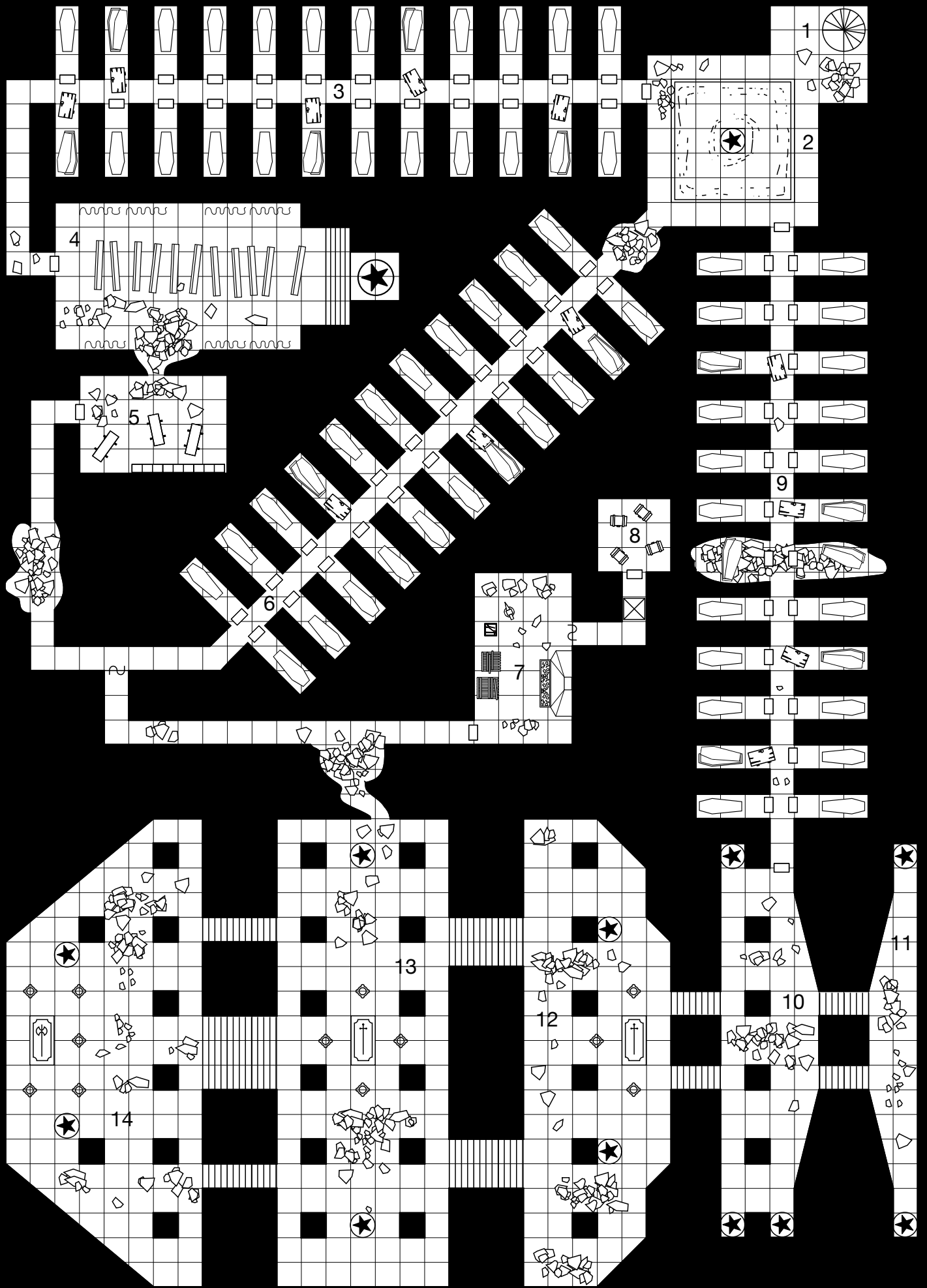












Dungeon of the Thirteen Undead - Level Three













