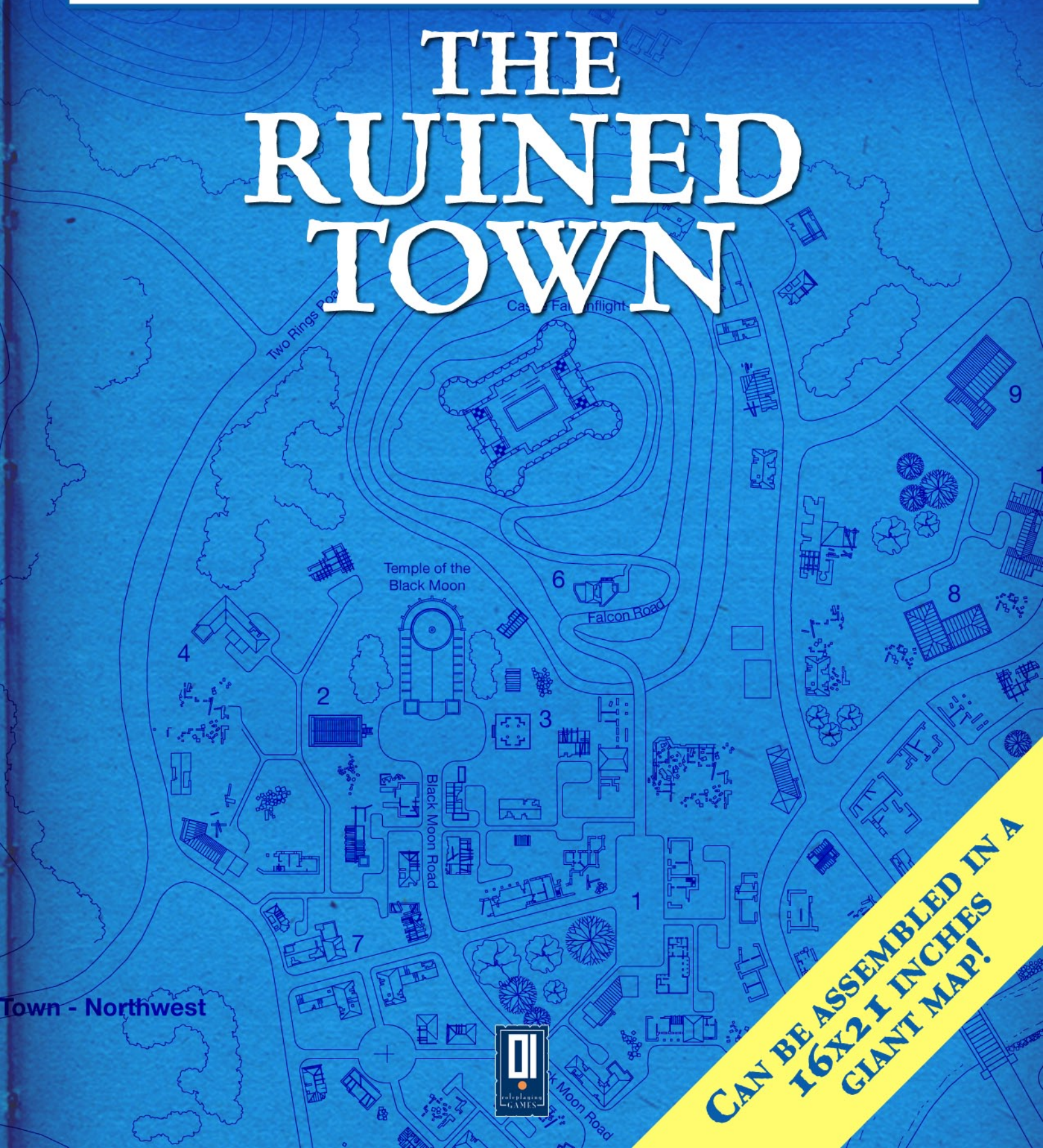


# Done's BLUEPRINTS

## THE RUINED TOWN



Town - Northwest



**CAN BE ASSEMBLED IN A  
16X21 INCHES  
GIANT MAP!**

# 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.



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

## One's Blueprints: The Ruined Town

**Product Code:** blu40. First edition 2/2008  
**Design:** Mario Barbati  
**2D drawings:** Guido Barbati  
**Graphics:** O'Bully  
**Software Engineer:** Anna Fava

All the content of this book is © by **One's Roleplaying Games**. The reproduction or retransmission of any part of this book, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews. Permission is granted to print this book for personal use only.

## The Ruined Town

The Ruined Town was destroyed long time ago by an evil warlord who defeated the Lord of the Town and sacked the whole country. Since the people were all killed or driven off, no one cared to reconstruct the town, which is now crumbling on itself. The Ruined Town has become a haunted and scaring place; old names were changed by local countrymen to reflect the spectral surroundings of the town. So, the Willow Cemetery become the Bones Hill Cemetery, the Hill of Sunray become the Hill of the Haunting Spectre and so on. Furthermore, monsters made their lairs in the numerous dungeons and caverns of the town, at least where no undeads were discovered. Many evil beings, such as necromancers, black priests and the like, chose the town as their base of operations. Bandits settled in ruined castles of the town and smugglers use the crumbling docks of the town for loading/unloading smuggled goods. Obviously, the Ruined Town has become the perfect adventure ground for many heroes...

Some of the locations of the town are reported below:

### Castle Falconflight

Once the magnificent residence of the Town Lord, now 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 cutthroats is always left in the castle, surveying the fabled treasure amassed by the band.

### Bay of the Scraggs

This small bay is completely desert during the day. However, during the moonless nights, small lights of rowboats are visible on the mist-covered, quiet waters of the River of no Return. They are smugglers unloading goods on the docks and exchanging money, weapons and drugs with cloaked men hiding in the shadows of the night.

### Circle of the Gray Stones (Dungeon of the Gray Stones)

This circle of stones already existed before the town was founded. It was a sacred place for all the inhabitants of the Town who made their living from the earth and from the animals. Young women of the town believed the place was sacred to fertility. A local legend told that young women unable to have children, spending the night in the circle, become pregnant on the following day. Also, short before the Warlord attack, an ancient dungeon was discovered, but the local people hadn't the time to explore it.

### Dungeon of the Thirteen Undeads

Under the Ruins of Castle Blackcrow lies this famed dungeon. 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 undeads. The undeads eventually conquered the castle but were forced to rest under its ground, in the ancient catacombs under the castle...

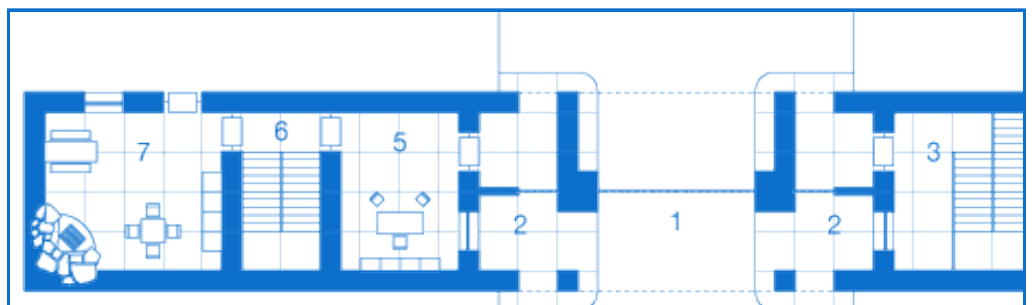
# Legend

## 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

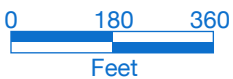
## Master Control Panel

Use the buttons below to customize all the pages at once

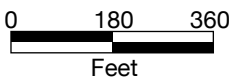


**Print all the BLUE pages**

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



# The Ruined Town



### The Ruined Town



Ruins of  
Castle Blackcrow

Dungeon of the Thirteen Ends

Goblin Wood

Blackcrow Road

5

Two Rings Road

Castle Falconflight

Temple of the  
Black Moon

6

Falcon Road

4

2

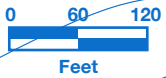
3

Black Moon Road

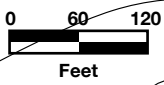
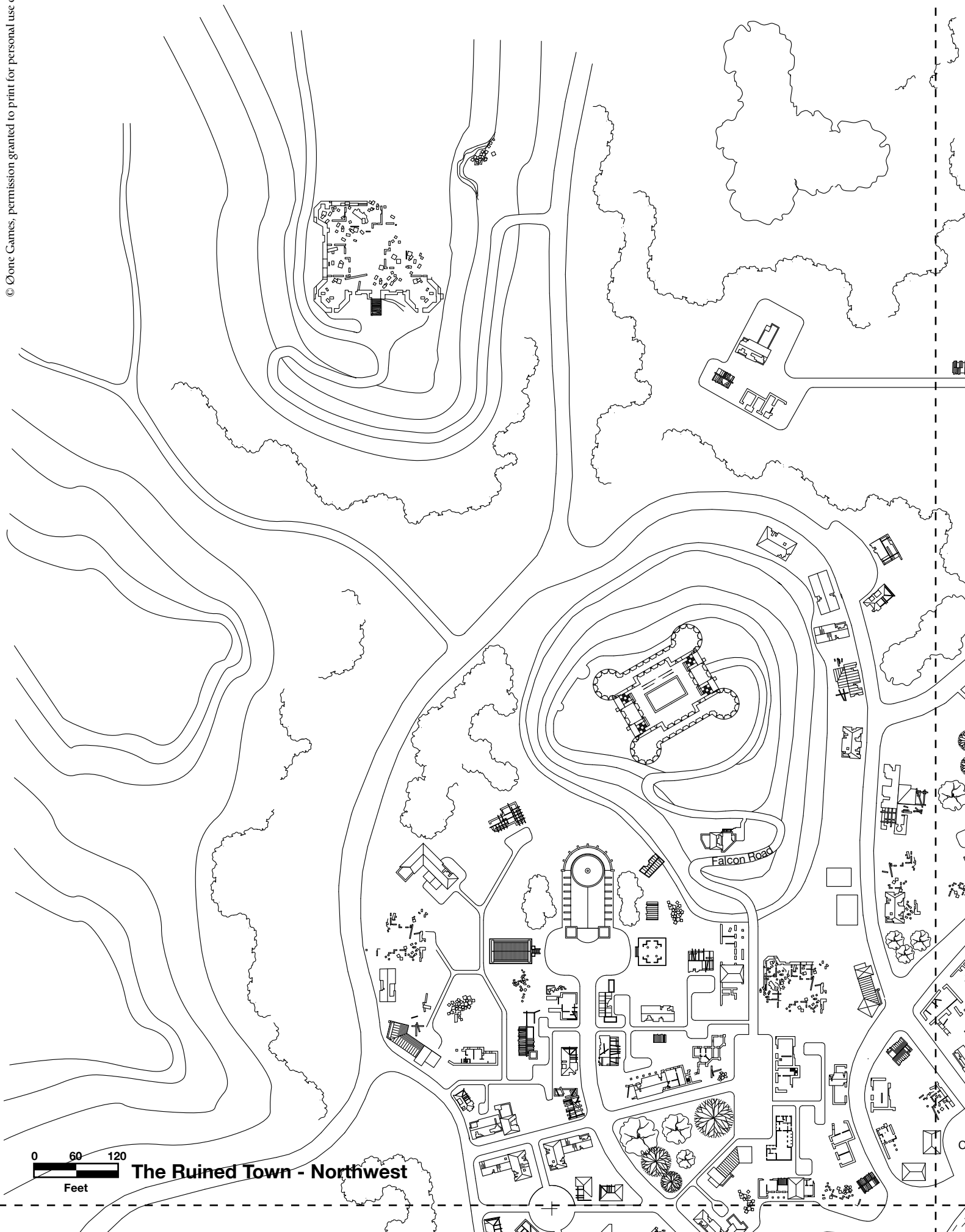
1

7

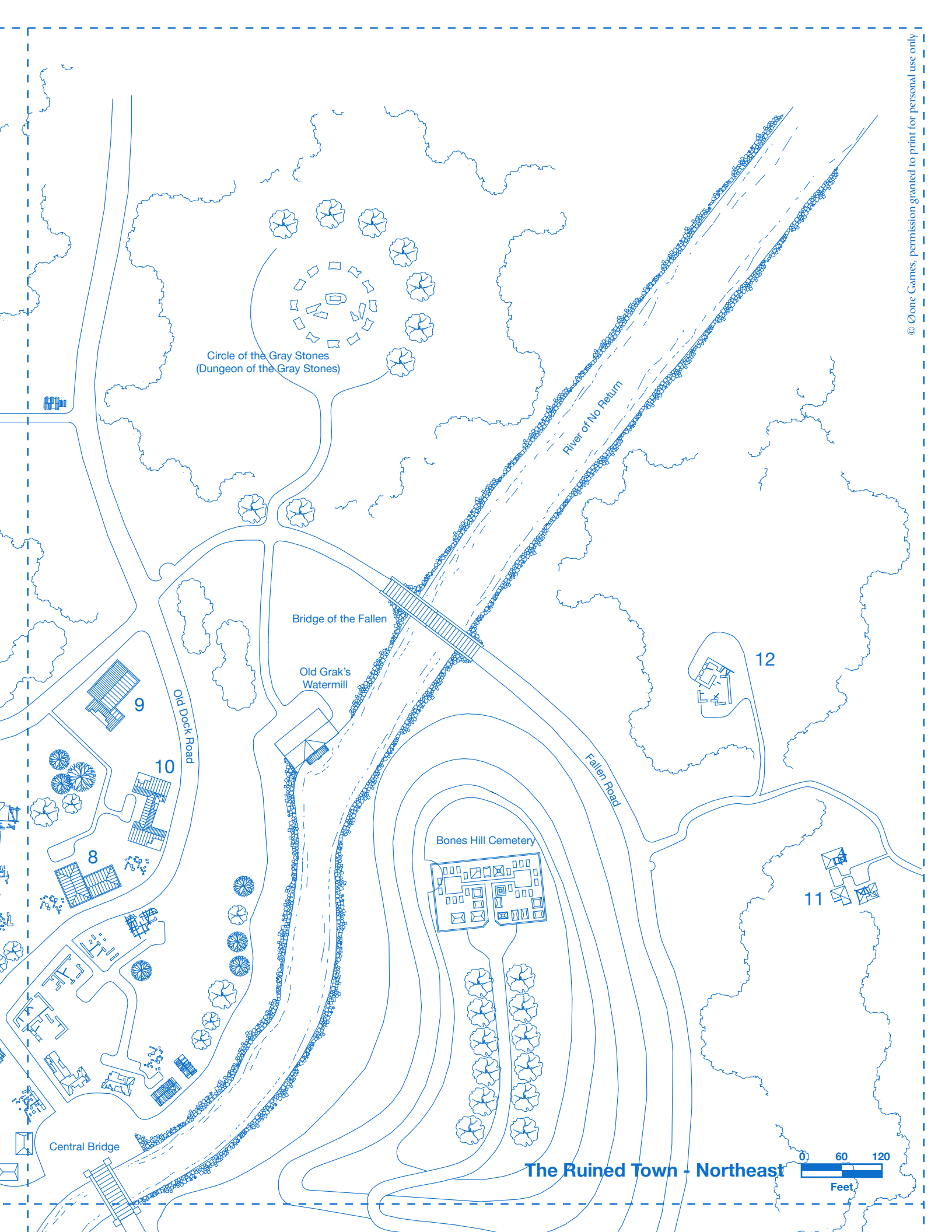
Black



### The Ruined Town - Northwest



**The Ruined Town - Northwest**



Circle of the Gray Stones  
(Dungeon of the Gray Stones)

River of No Return

Bridge of the Fallen

Old Grak's  
Watermill

Old Dock Road

Fallen Road

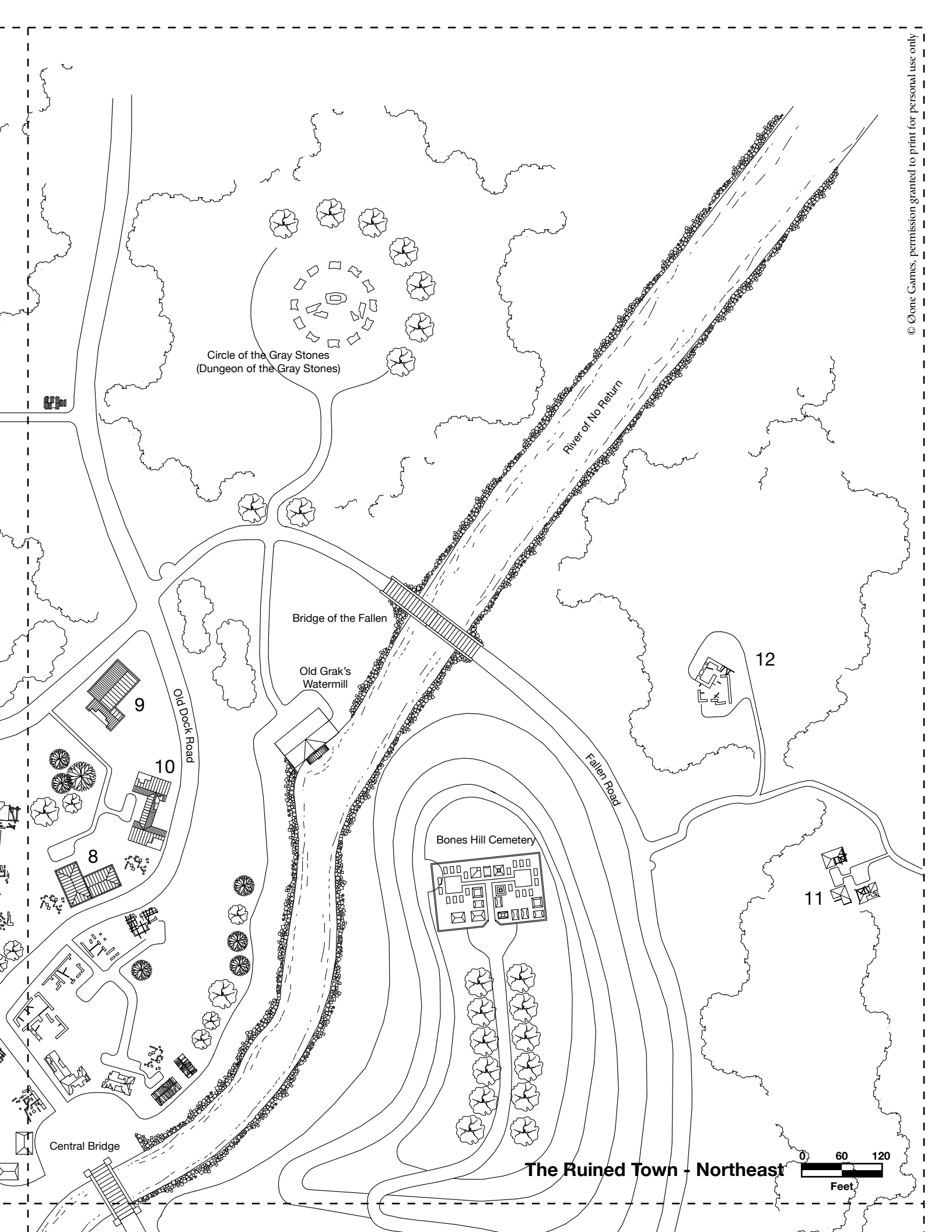
Bones Hill Cemetery

Central Bridge

The Ruined Town - Northeast







Circle of the Gray Stones  
(Dungeon of the Gray Stones)

Bridge of the Fallen

Old Grak's  
Watermill

Old Dock Road

9

10

8

Central Bridge

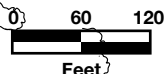
Fallen Road

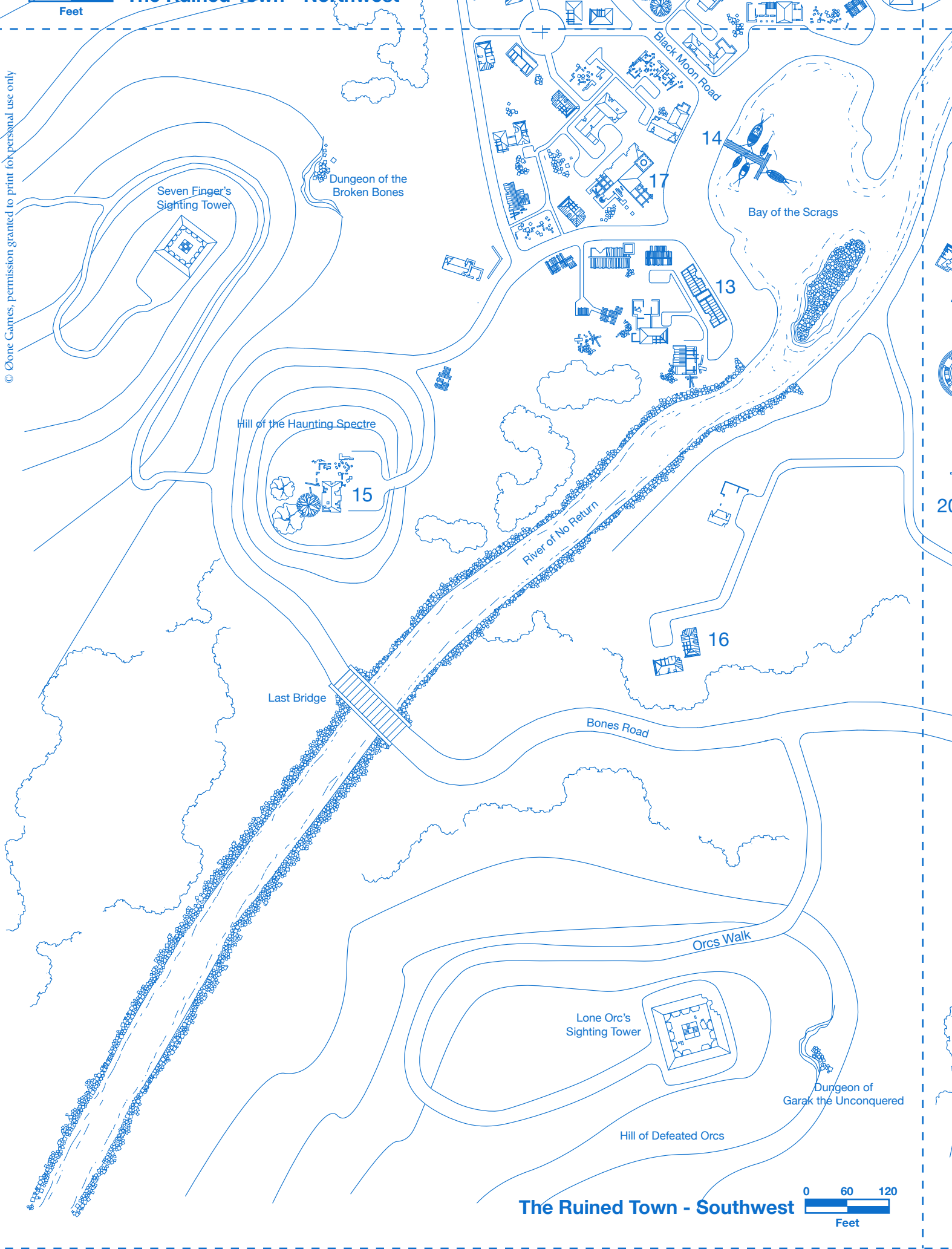
Bones Hill Cemetery

12

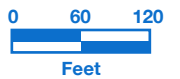
11

The Ruined Town - Northeast





### The Ruined Town - Southwest



Feet

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

Seven Finger's Sighting Tower

Dungeon of the Broken Bones

Black Moon Road

14

17

Bay of the Scraggs

13

Hill of the Haunting Spectre

15

River of No Return

16

Last Bridge

Bones Road

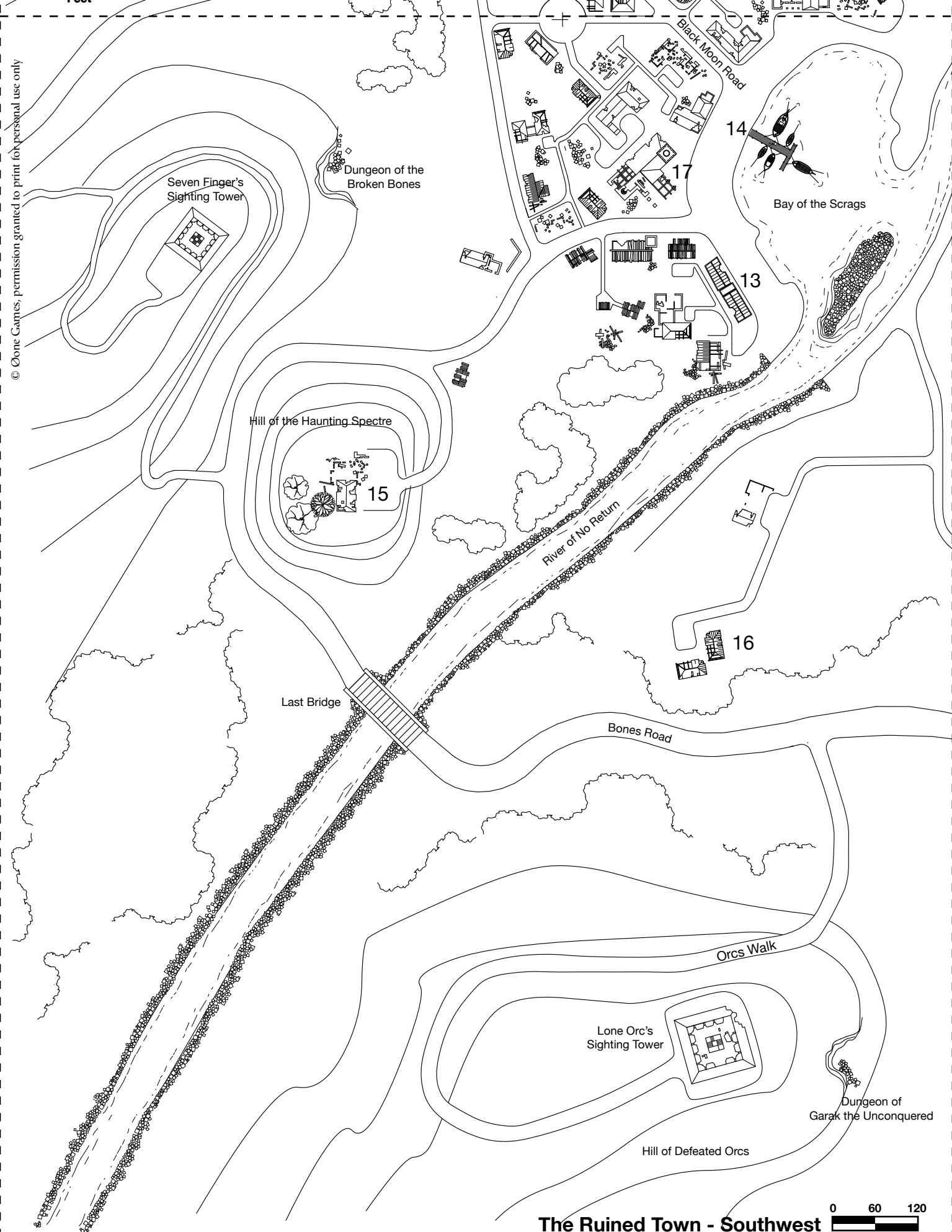
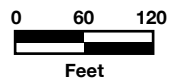
Orcs Walk

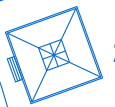
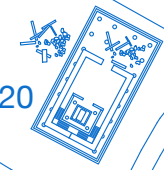
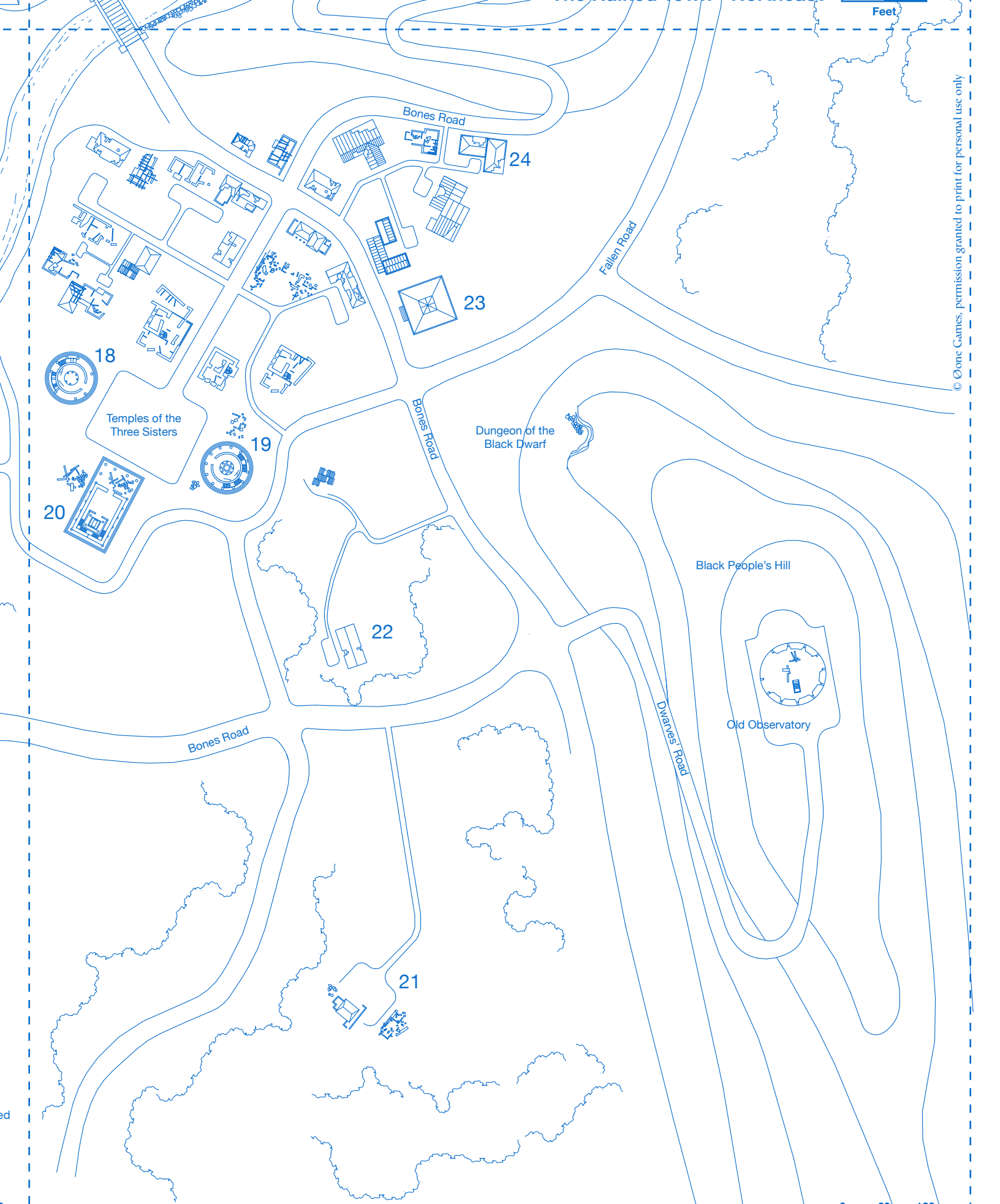
Lone Orc's Sighting Tower

Dungeon of Garak the Unconquered

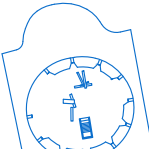
Hill of Defeated Orcs

# The Ruined Town - Southwest





Dungeon of the Black Dwarf



Temples of the Three Sisters

Black People's Hill

Old Observatory

21

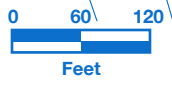
24

23

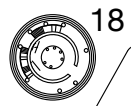
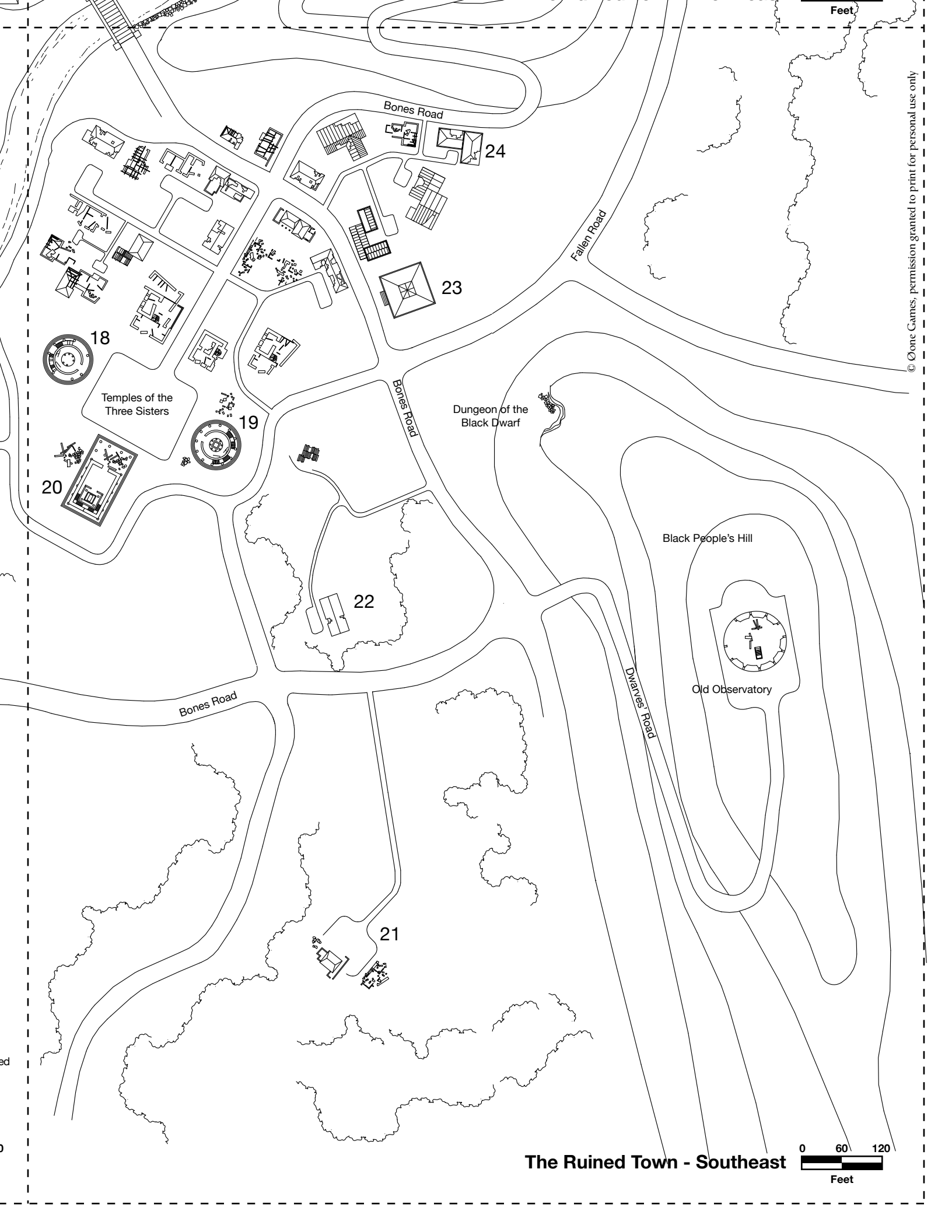
22

20

The Ruined Town - Southeast

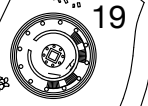


Feet



18

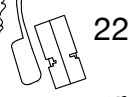
Temples of the Three Sisters



19



20



22



21

Bones Road

Bones Road

Bones Road

Fallen Road

Dwarves' Road

Dungeon of the Black Dwarf

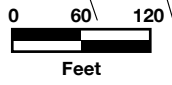
Black People's Hill

Old Observatory

24

23

### The Ruined Town - Southeast



# LEVEL/MAP: The Ruined Town - Northwest

NUMBER	NAME	SHORT DESCRIPTION
1	Central Square	
2	Temple of the Sun	
3	Temple of the Earth	
4	Priests' Rest	
5	Haunted Farm	
6	Old Barracks	
7	Rattlesnake Inn	

# LEVEL/MAP: The Ruined Town - Northeast

NUMBER	NAME	SHORT DESCRIPTION
8	Broken Mug Inn	
9	Ernan's Drugstore	
10	Lian's Locksmith	
11	Luvius' Ranch	
12	Abandoned Farm	





# LEVEL/MAP: The Ruined Town - Southeast

NUMBER	NAME	SHORT DESCRIPTION
18	Temple of the Red Sister	
19	Temple of the Green Sister	
20	Temple of the White Sister	
21	Crumbled farm	
22	Stables	
23	Council Hall	
24	Senator's Inn	

