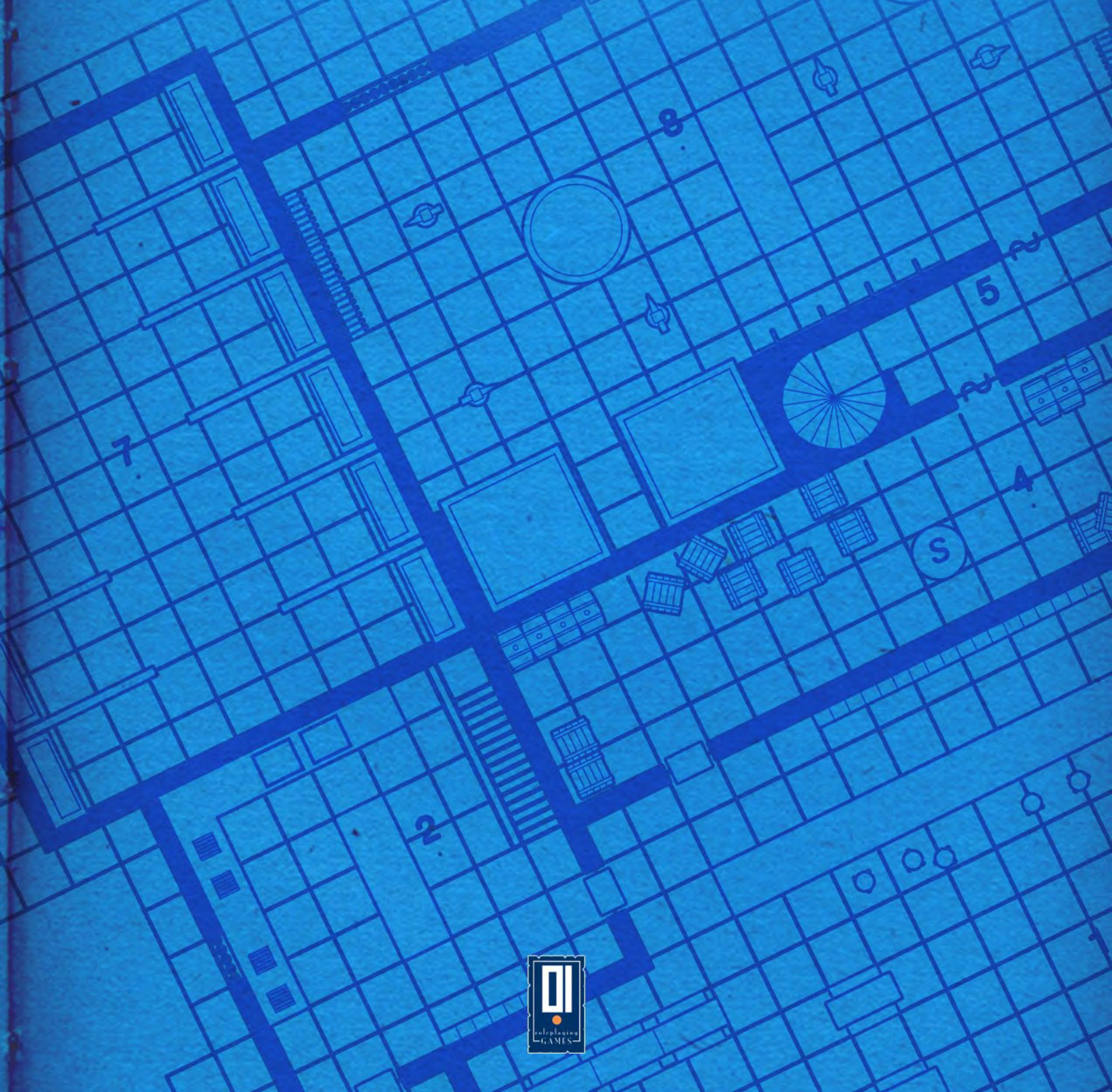


Done's BLUEPRINTS

Thieves' Guild



Øone's BLUEPRINTS

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:** lets 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 maps, a suggested key is also provided.

Thieves' Guild

This medium-sized thieves' guild is a three-storey building that can be located in any city or fantasy town. The ground level of the guild offers a smart cover for the thieves' shadowy activities; an unwary citizen will see nothing else than a tavern, a forge and stables. The thieves use the backroom of the tavern or a secret door in the forge to enter the guild. On the first level there are the common facilities of a guild such as an exercise room, a laboratory, a small chapel, a refectory, a kitchen and so on (see suggested key for the complete list of room). On the second level there are the guildmasters' quarters and council room for high-level ranking thieves. The guild features two levels of dungeon. The first level dungeon houses a torture chamber, cells and guardrooms, while the second level is the sacred sepulcher of the master thieves, secretly connected to the sewer system.

Some hints to use the guild follow:

- The old thieves' guild building belongs now to the PCs, exploring it they discover dangerous secrets of the guild.
- The thieves guild is the headquarter of a would be ruler of the city, the PC must sneak into the guild and find clues of his shadowy activities.
- This abandoned thieves guild is now haunted by specters and undeads, they search something hidden in the guild.
- This is the thieves guild of an ancient ruined city, a bandit has settled here with his thugs.



Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

Øone's Blueprints: Thieves' Guild

Product Code: blue03. First edition 01/2005

Design: Mario Barbati

2D drawings: Guido Barbati



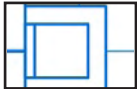



















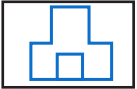
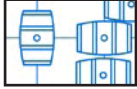




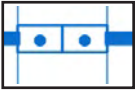



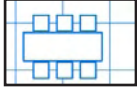









Graphics: O'Bully

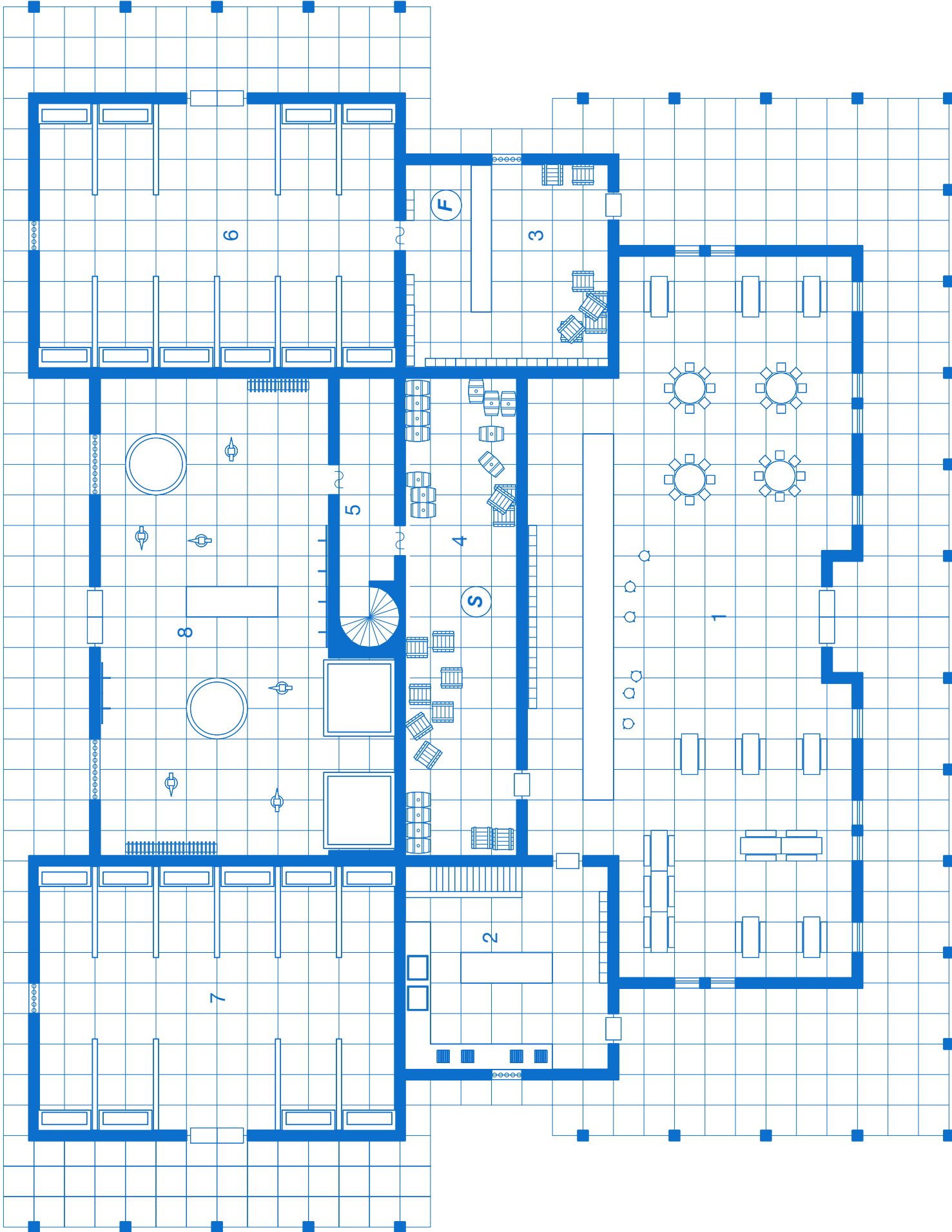
Software Engineer: Anna Fava

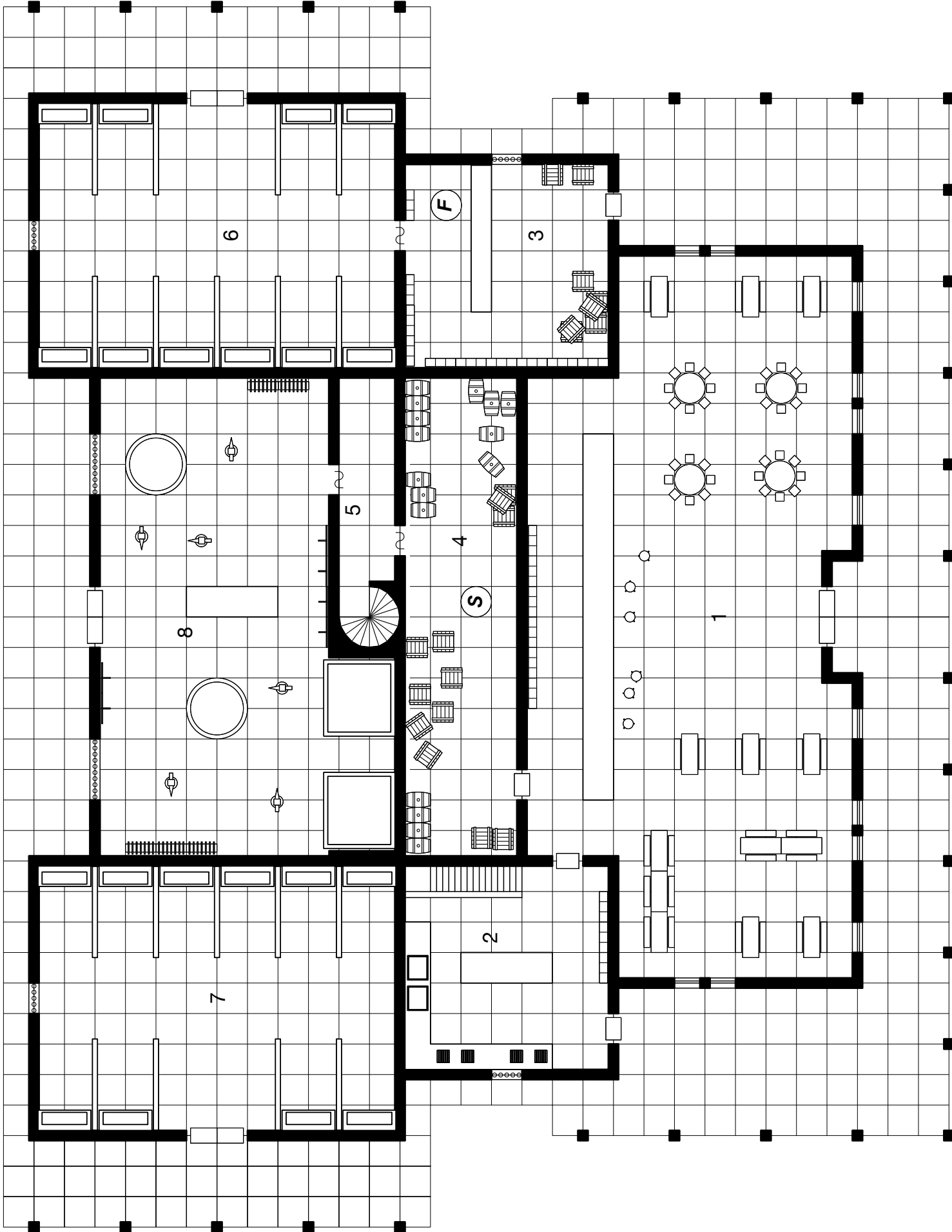
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Legend

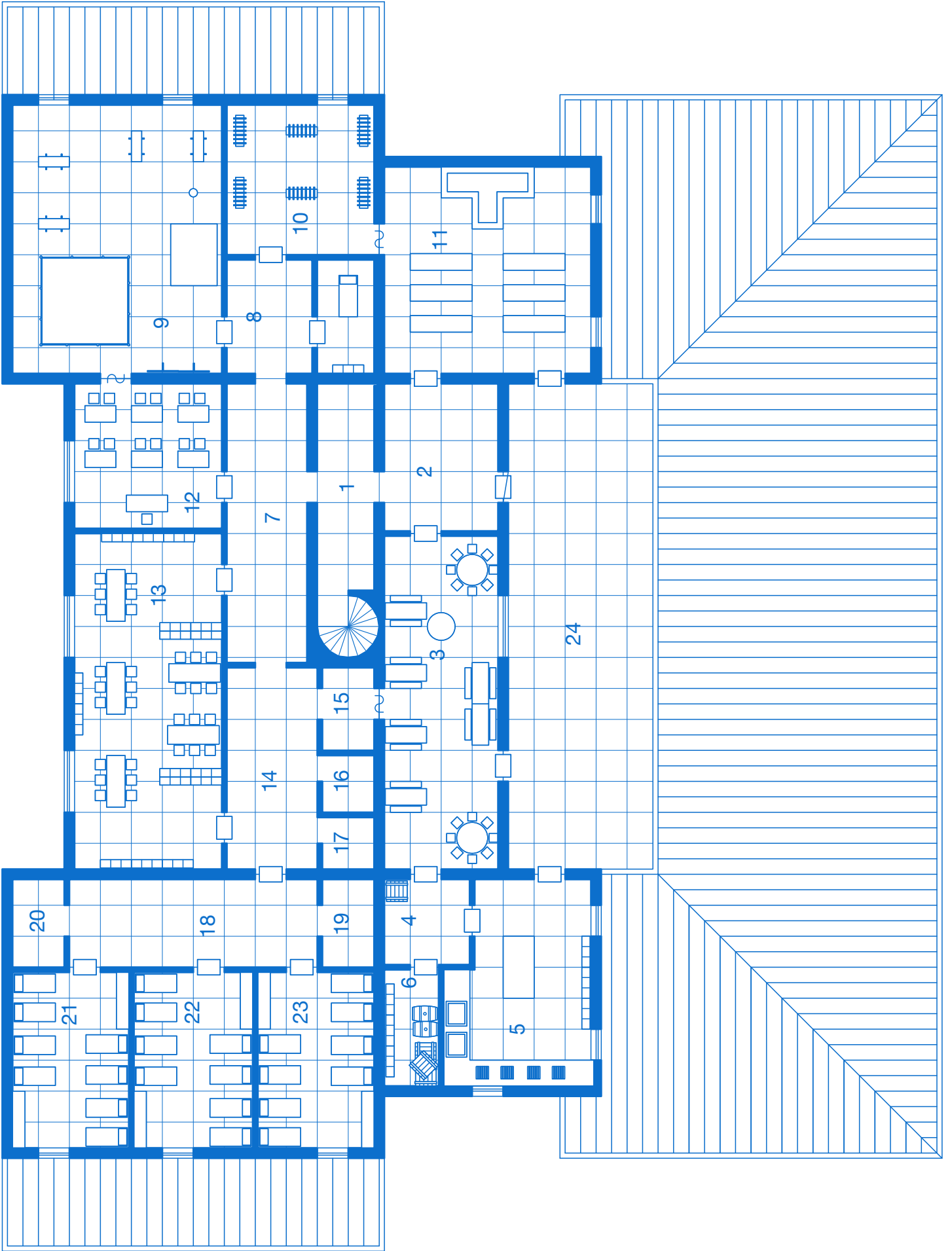
Symbols commonly used

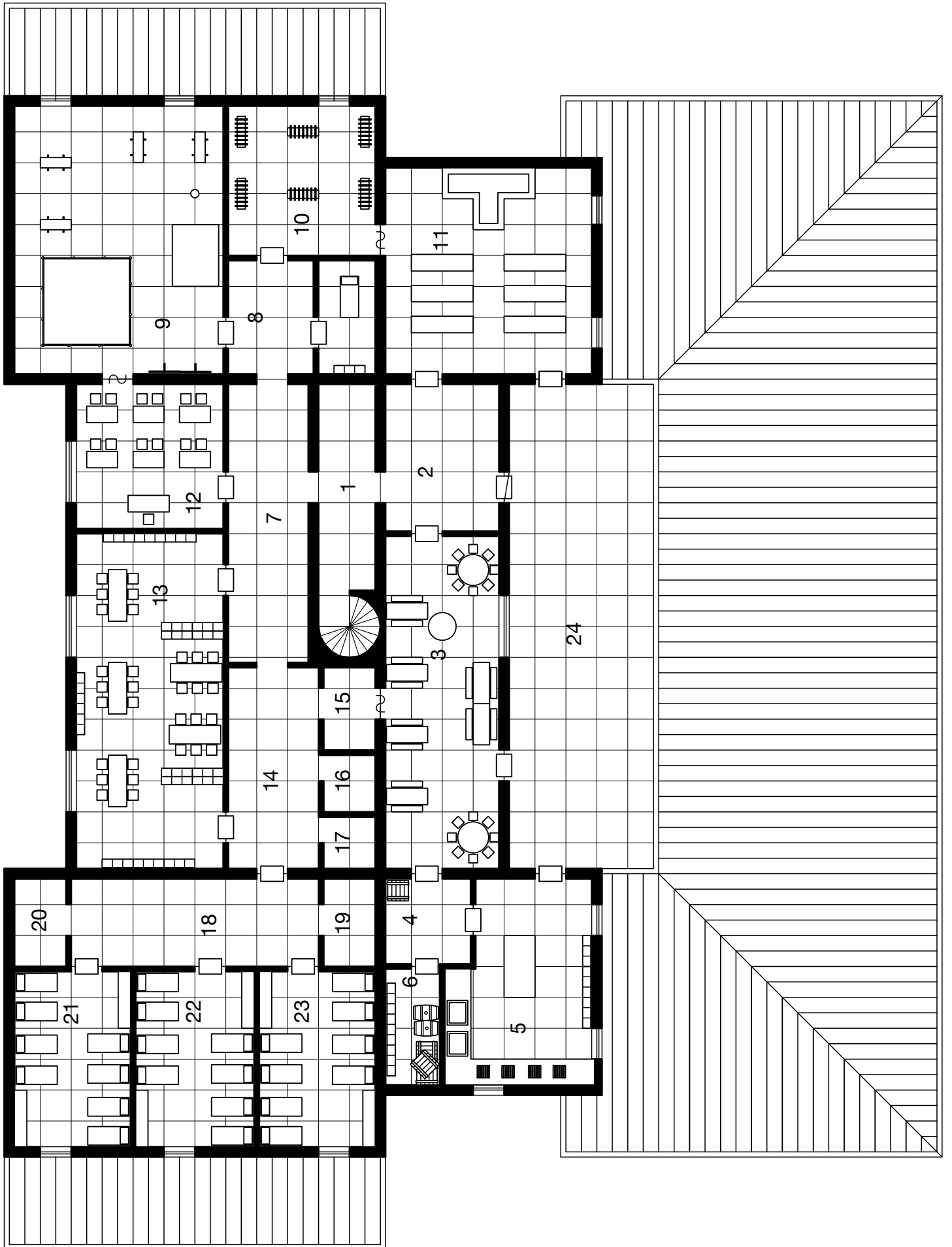
	door		secret trapdoor		four poster bed
	double door		trapdoor in floor		single bed
	portcullis		trapdoor in ceiling		round table
	secret door		curtain		bench
	statue		one way secret door		shelves
	fireplace		one way door		stairs up/down
	pillar		dais		anvil
	stairs down		altar		barrels
	spiral stair		locked door		coffin
	trapdoor		double door locked		crates
	pentagram		window		table
	pit		torture table		shelves
	bars		hook on wall		
	pool		weapons rack		
	false door		desk		

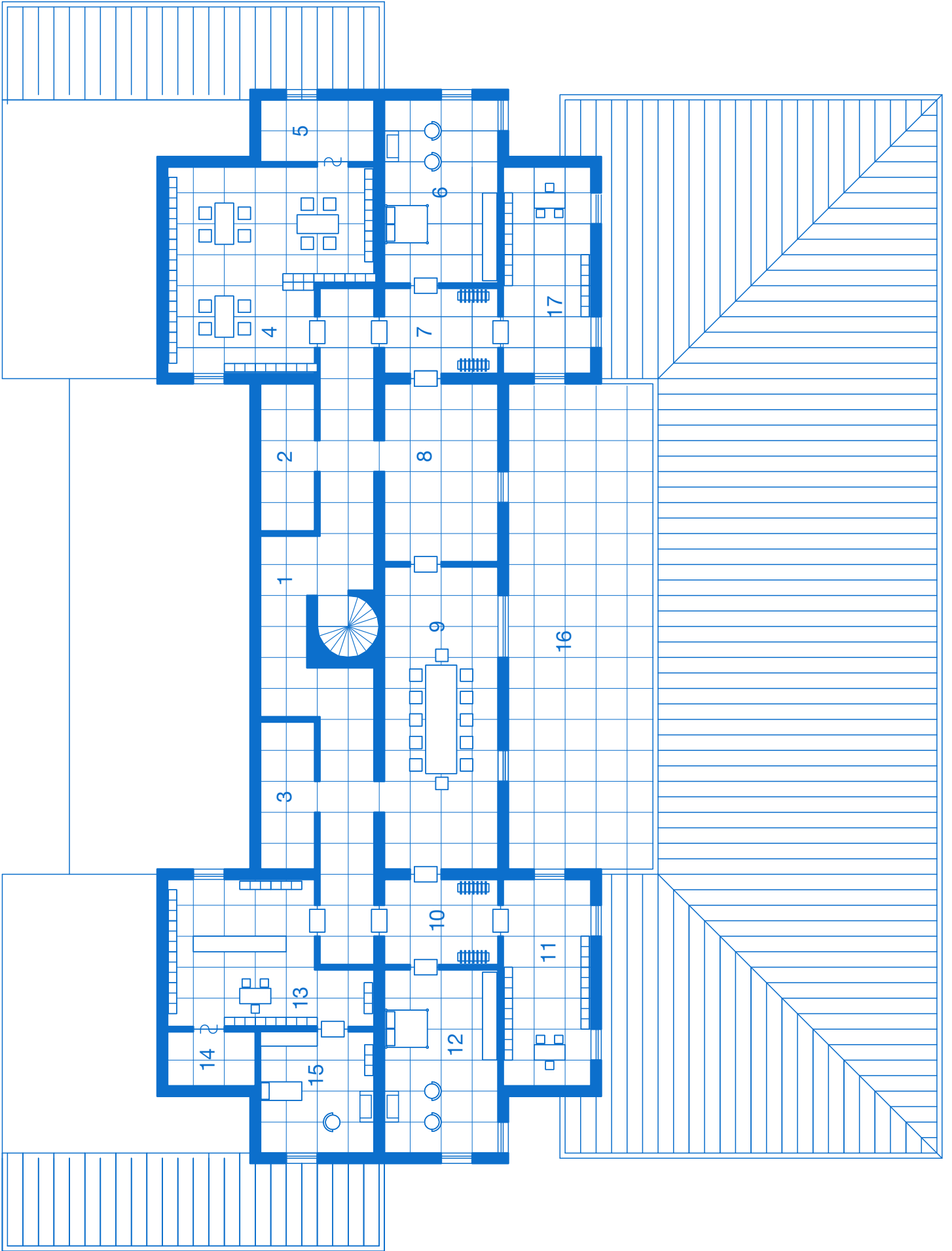


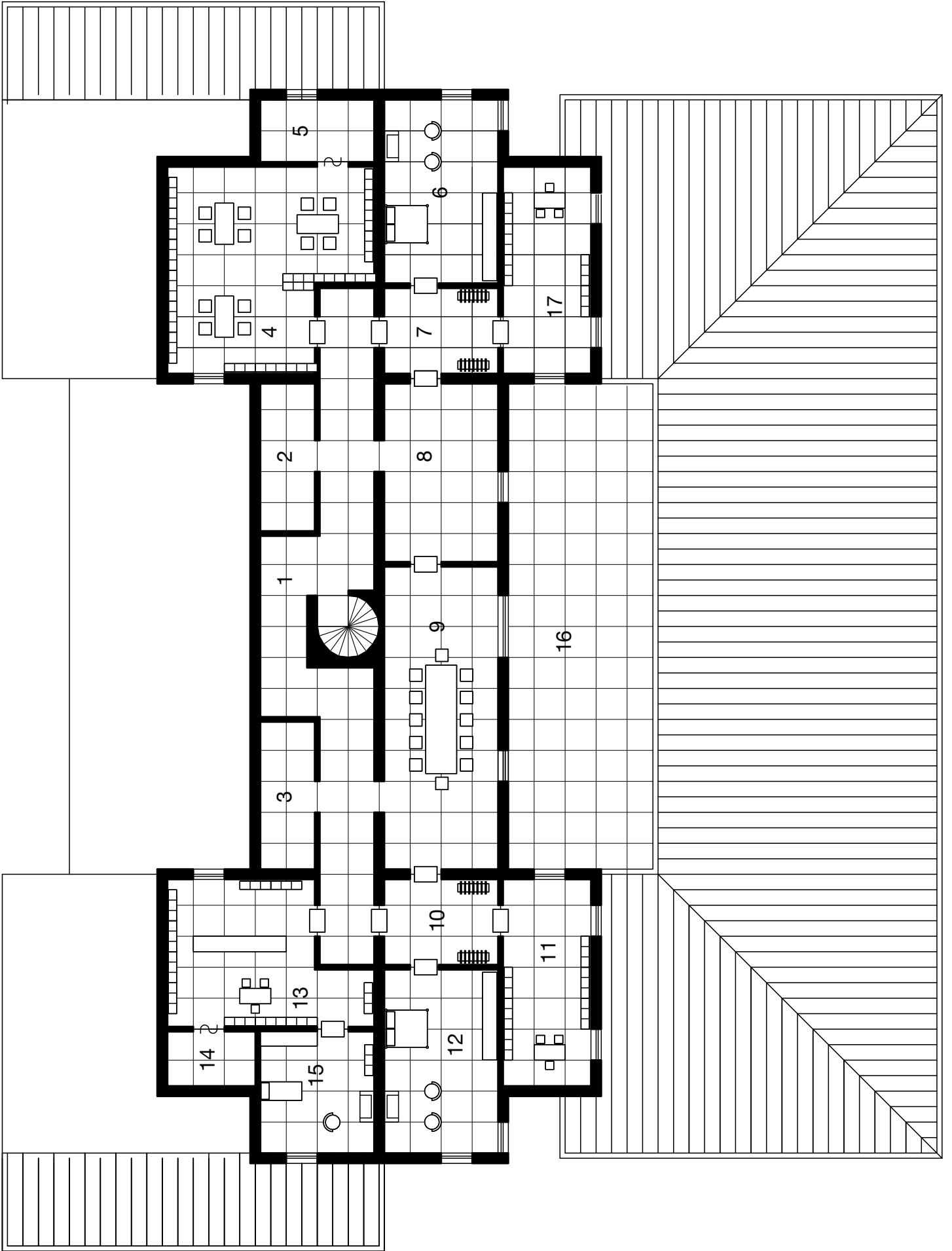


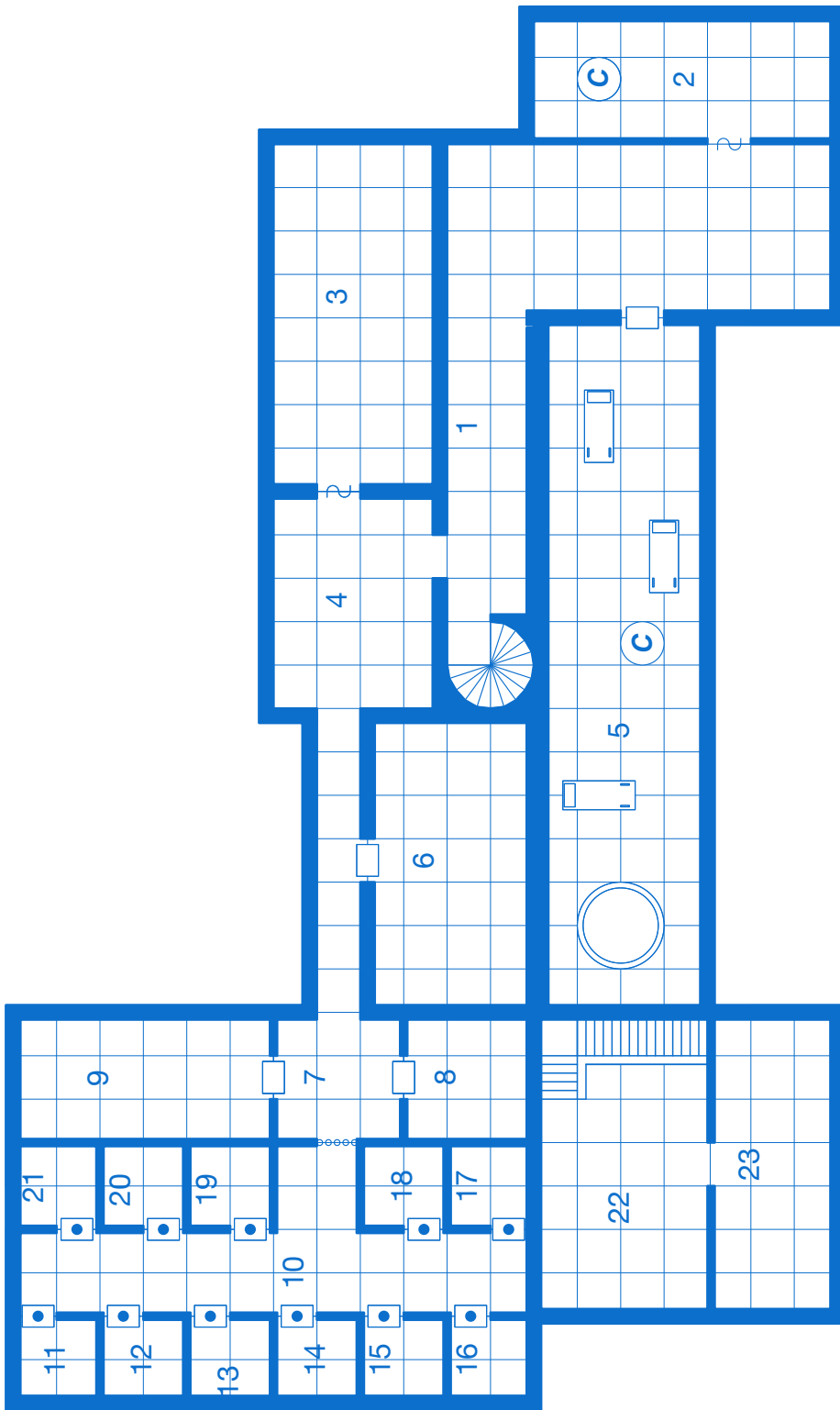
Ground Level

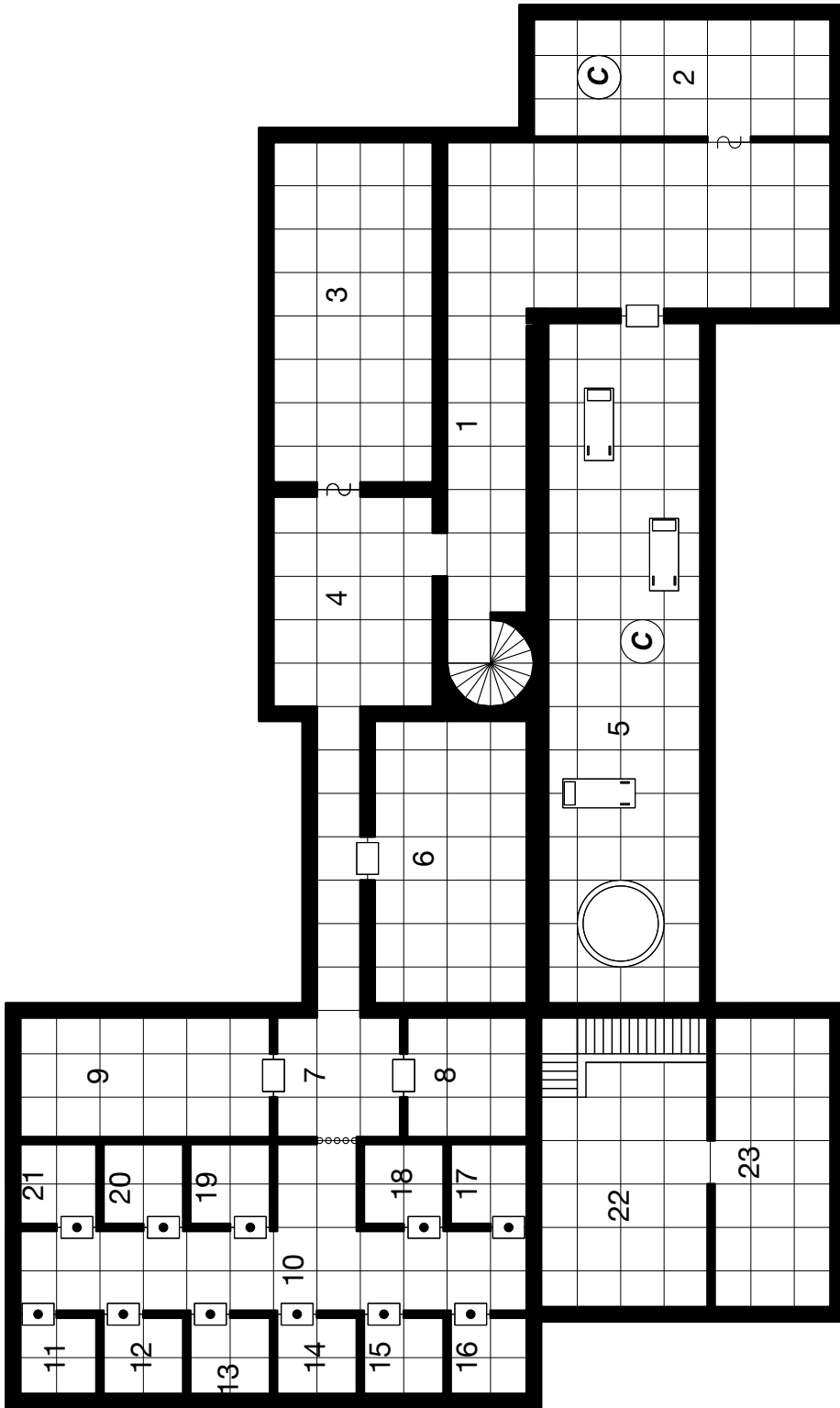


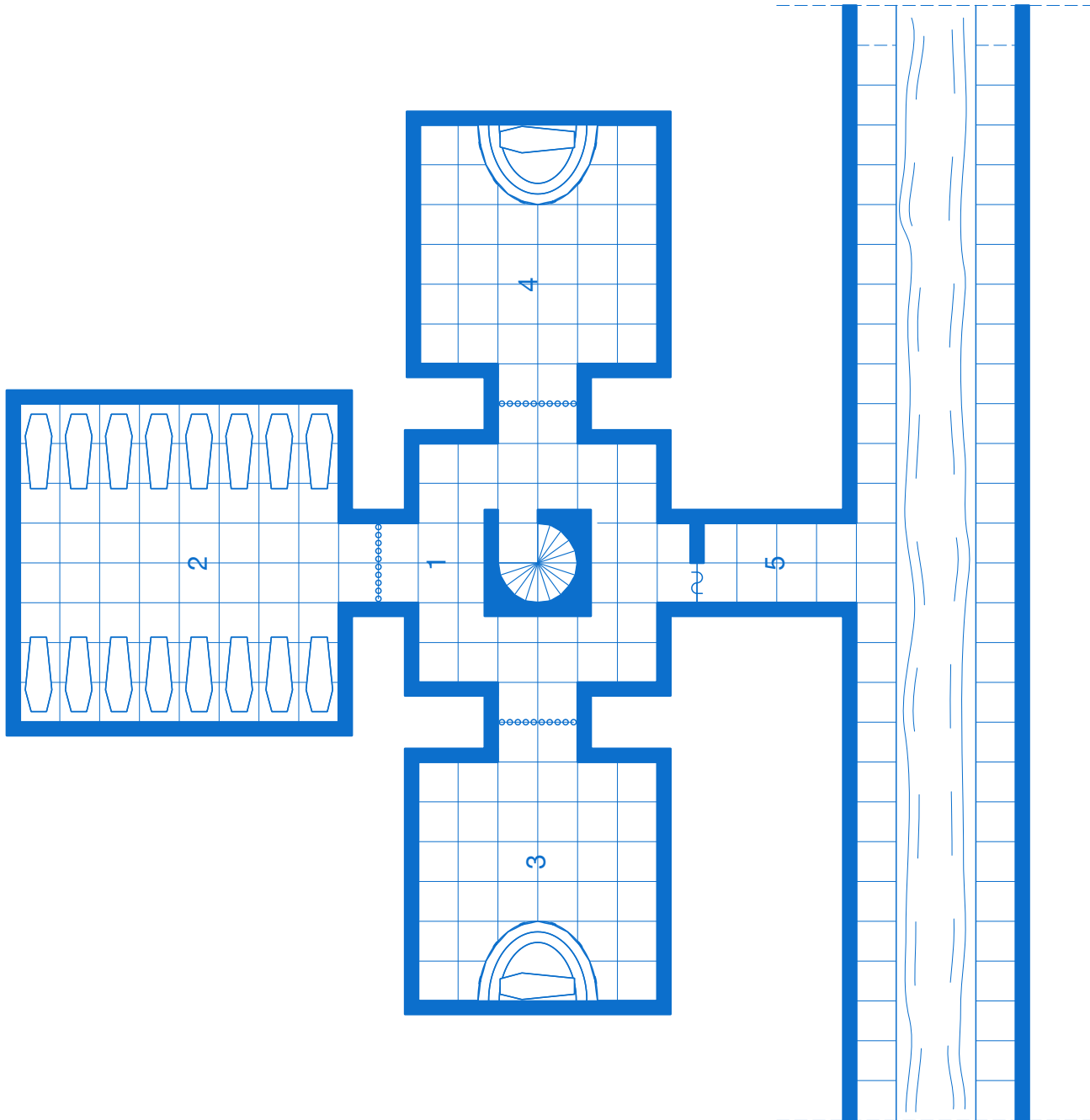


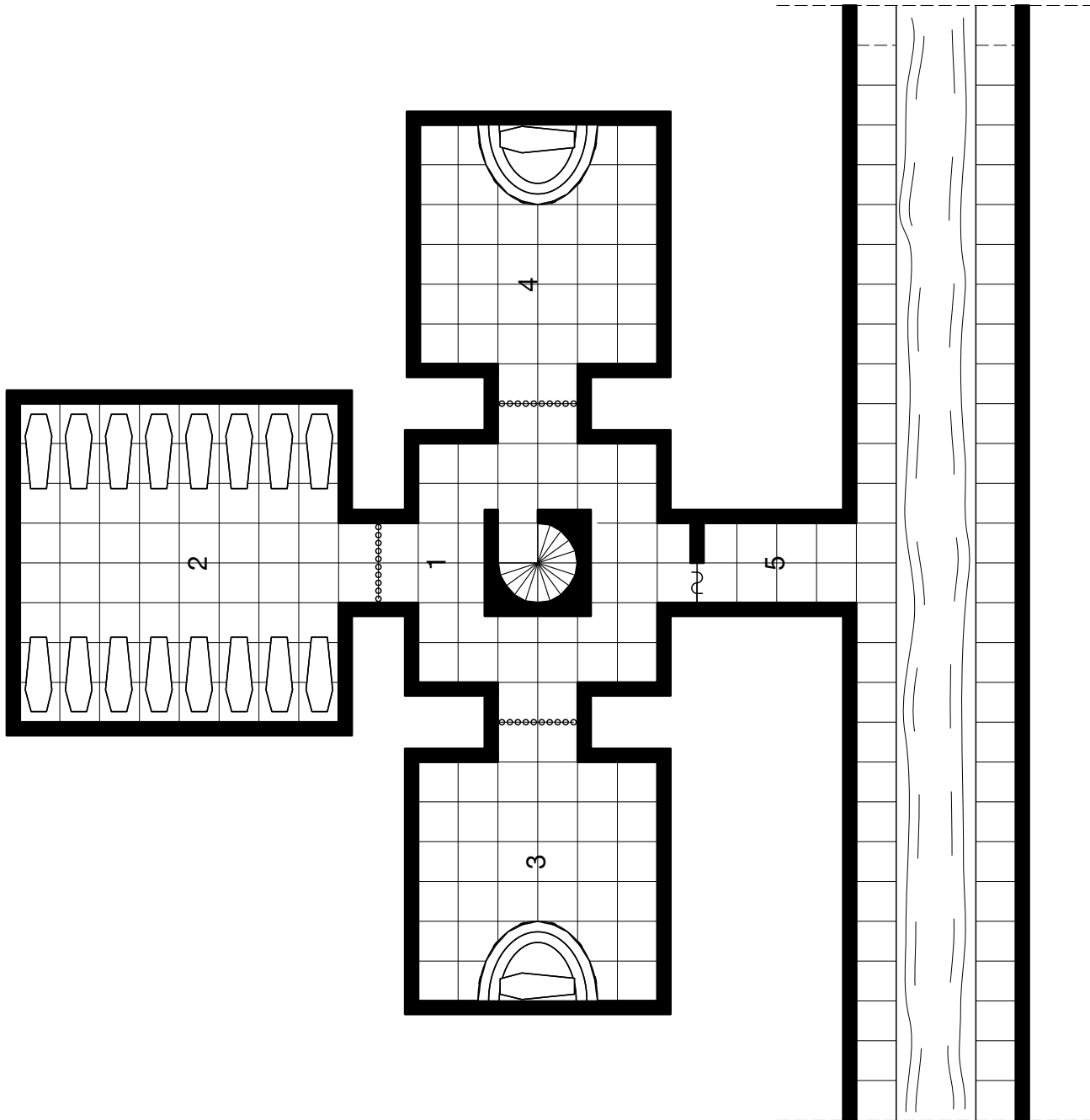


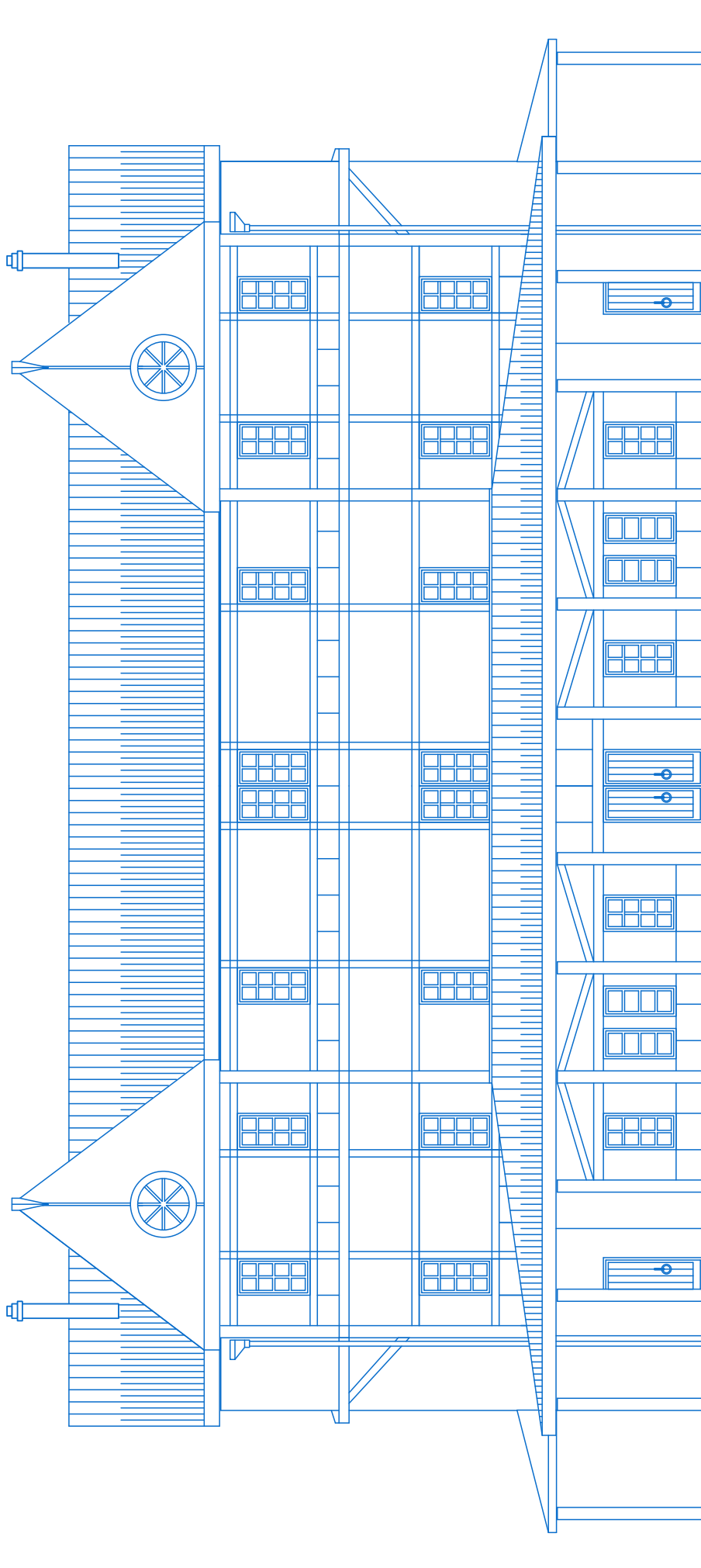




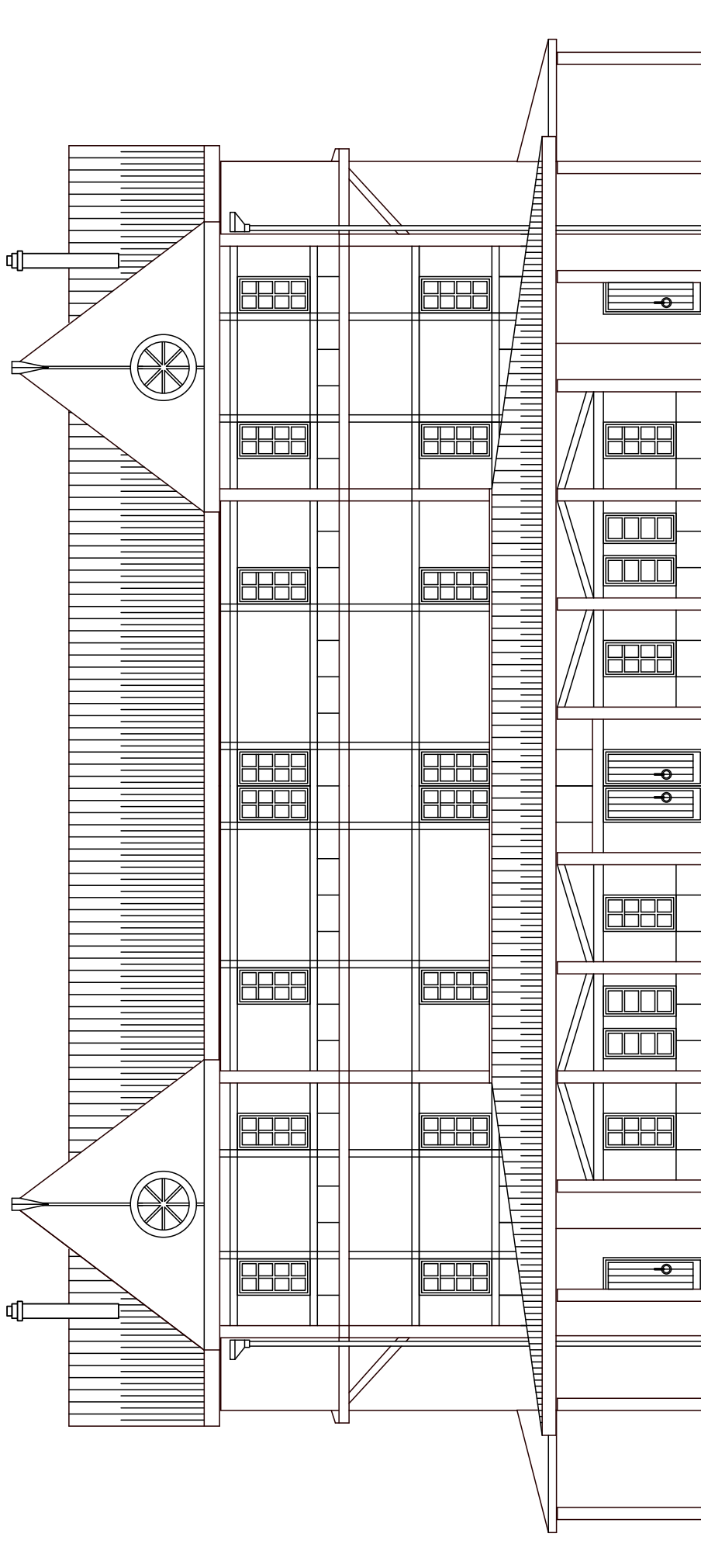








Front View



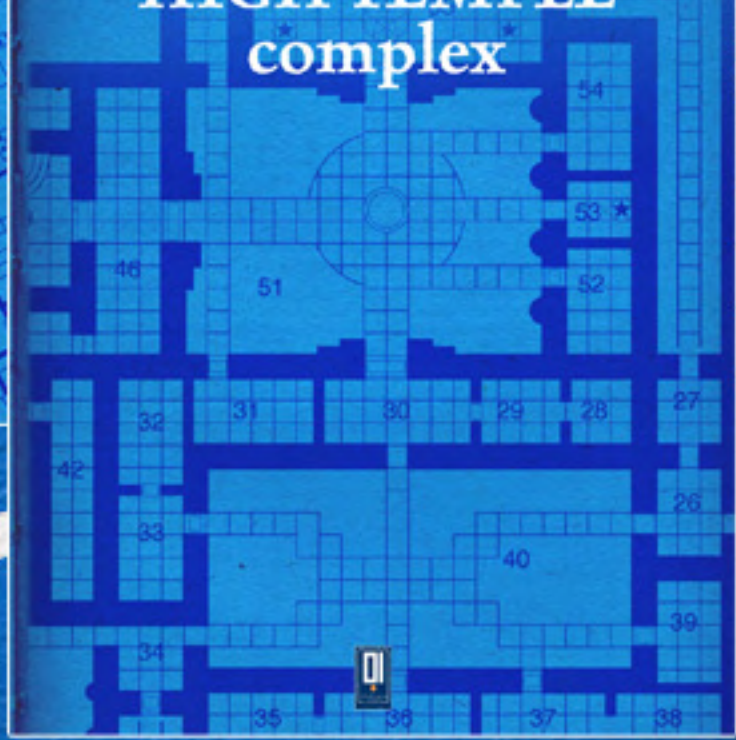
Front View

OLD STYLE NEW TECHNOLOGY

Øone's BLUEPRINTS

KEEP
on Mountain Pass

Øone's BLUEPRINTS HIGH TEMPLE complex



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