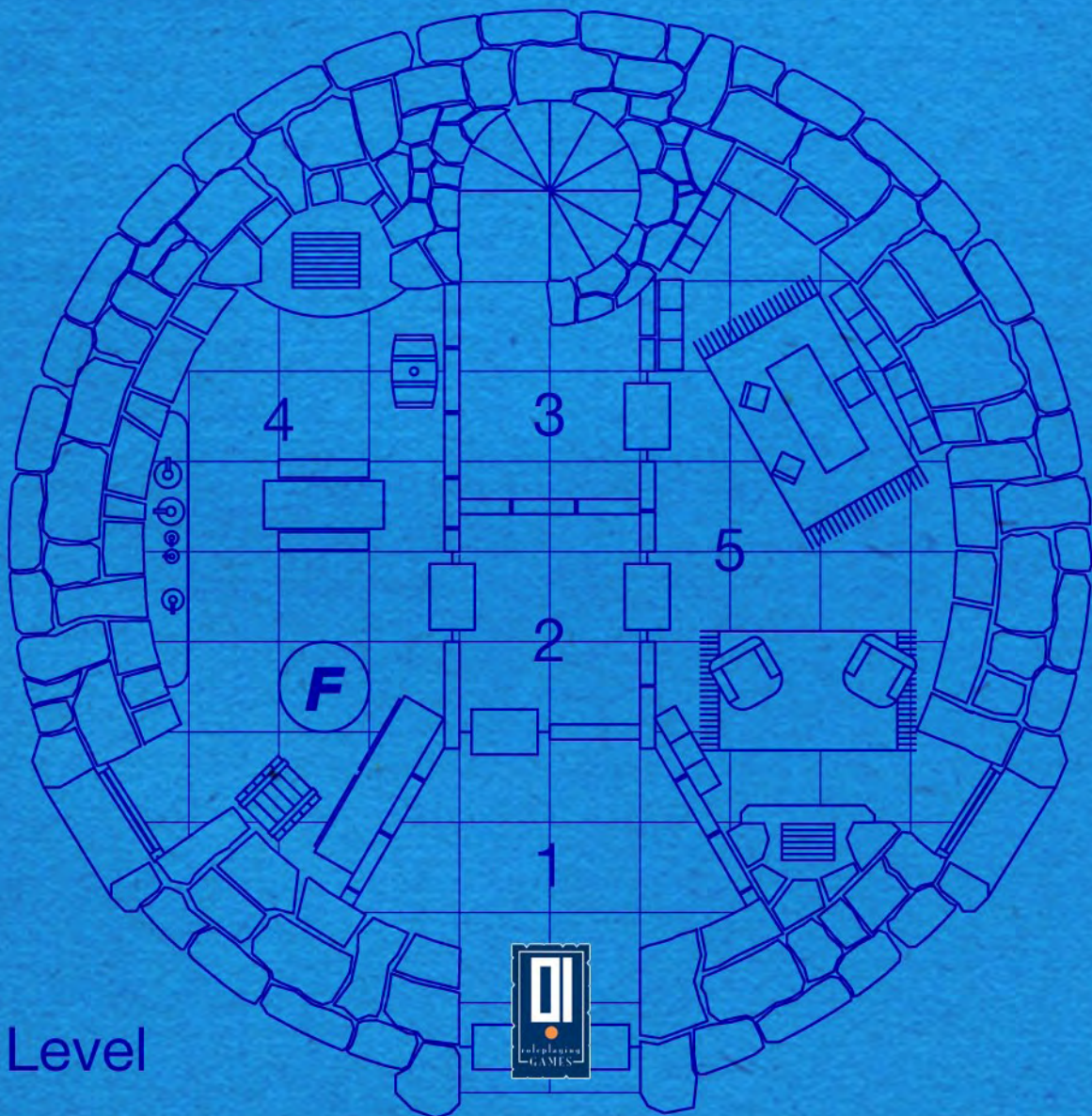


Done's BLUEPRINTS

VALE OF THE MAGES

First Level



Ground Level

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 map and a suggested key for each map.

Vale of the Mages

The Vale of the Mages houses four wizard's towers. A river forms a "Y" through the vale's cliffs and woods. The first tower is a classic old and cozy round wizard tower; a small three-storey building constructed with smooth river rocks. The tower features all the necessary for a wizard and an apprentice; a small laboratory, a kitchen, and bedrooms. The second one is a larger square tower, it's perhaps a tower built to house more than one apprentice and for a more ambitious sorcerer. The third one is the largest tower of the vale; perhaps it is an archmage's tower. It features a large garden surrounding the main building, stables, a small dungeon and a central six-levels tower. The last tower is a ruined one; few things remains of this ancient round tower, but adventurers will find for sure something for them!

You can use the vale as it is, with all the four towers together or use each tower singularly, as best fit in your ongoing campaign.

Some hints to use the vale follow:

- The four wizards dwelling in the vale are battling each other from centuries for a magic items buried somewhere in the vale, they eventually slew one of them blasting his tower with fiery magic; the PCs enter the vale and meet the ghost of the dead wizard who has discovered the magic items and asks to the PCs to retrieve the item in order to prevent the other wizards from finding it.
- The PCs receive a letter for an old friend wizard inviting them in the vale. When arrive they find the tower destroyed and their friend dead. The last annotation in the old wizard journal says one of the wizards dwelling in the vale was arriving in visit. The PCs must find their friend's murderer.
- Four wizards were researching a powerful magical item for their king, but from weeks, nobody receives news from the vale. The PCs are sent to investigate; once in the vale, they find the towers empty, and one of them destroyed.



Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

Øone's Blueprints: Vale of the Mages

Product Code: blu13. First edition 06/2005

Design: Mario Barbati

2D drawings: Guido Barbati



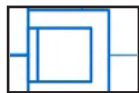


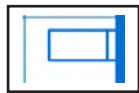


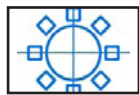











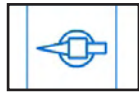

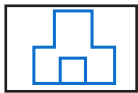
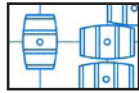

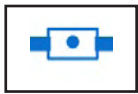
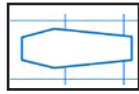

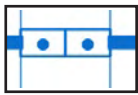



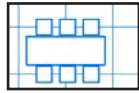








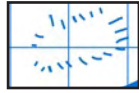


Graphics: O'Bully

Software Engineer: Anna Fava

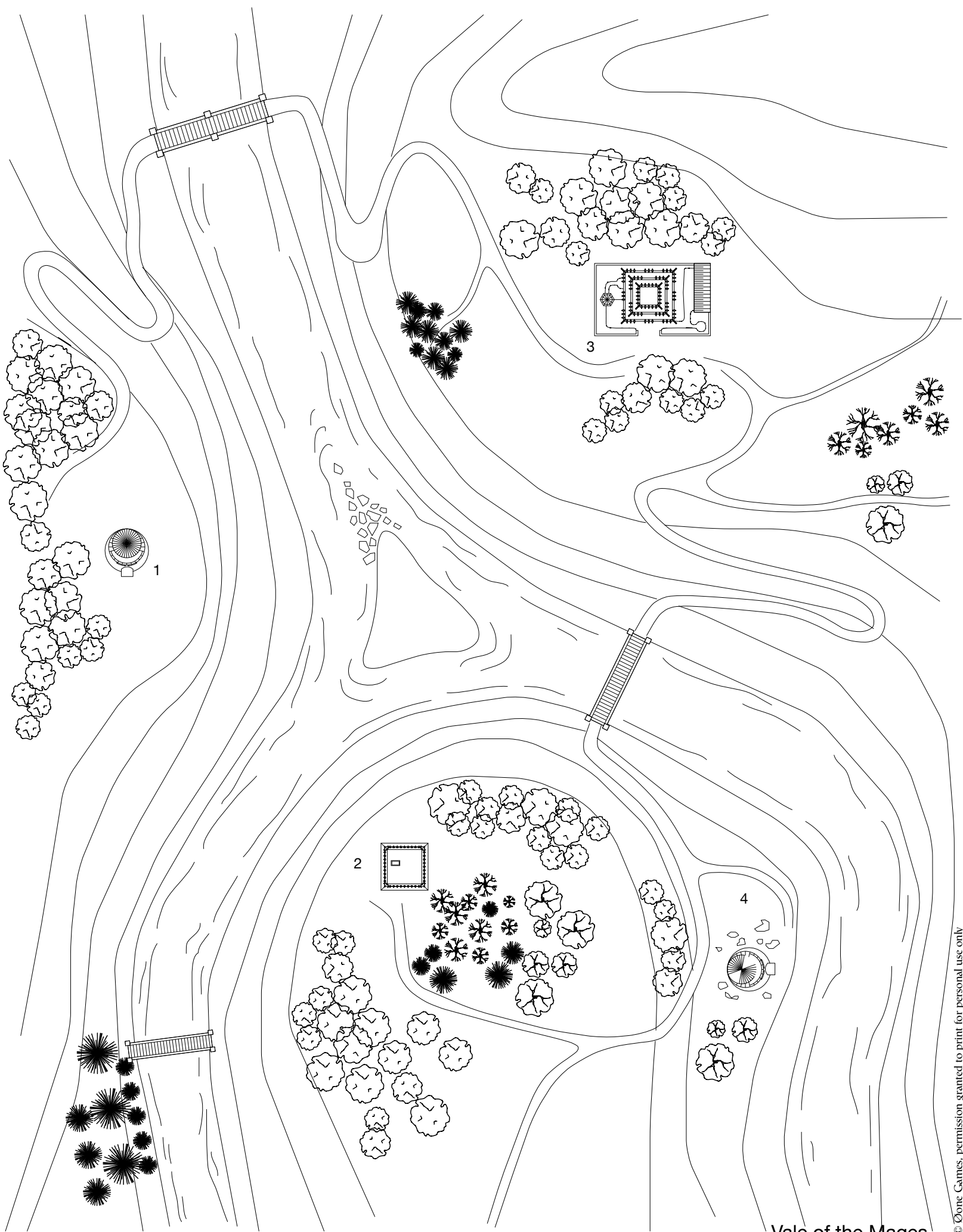
All of the content of this book is © by Øone Roleplaying Games. The reproduction or retransmission of any part of this book, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews. Permission is granted to print this book for personal use only.

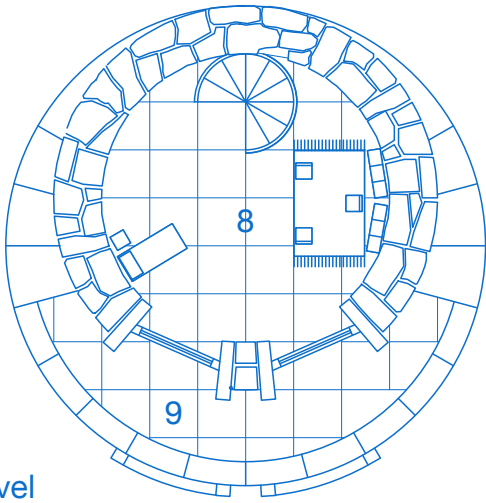
Legend

Symbols commonly used

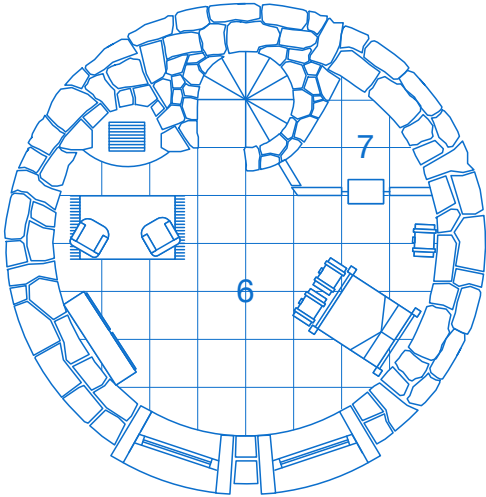
	door		secret trapdoor		four poster bed
	double door		trapdoor in floor		single bed
	portcullis		trapdoor in ceiling		round table
	secret door		curtain		bench
	statue		one way secret door		shelves
	fireplace		one way door		stairs up/down
	pillar		dais		anvil
	stairs down		altar		barrels
	spiral stair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



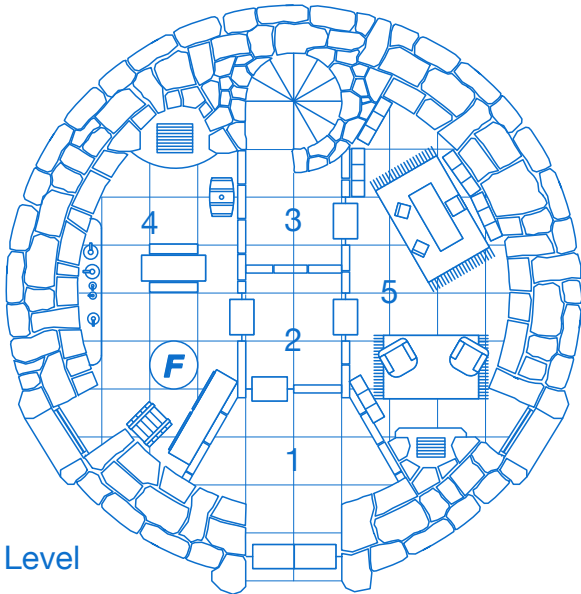




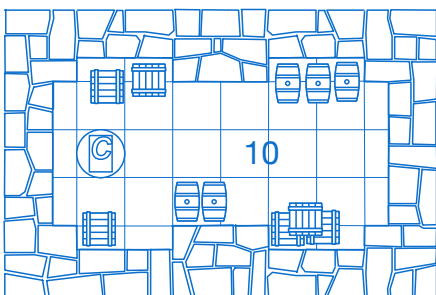
Second Level



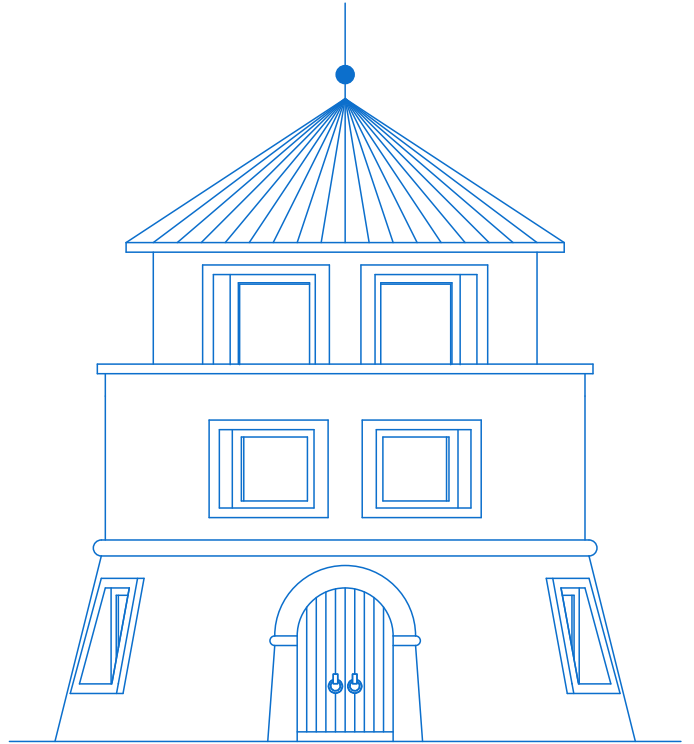
First Level



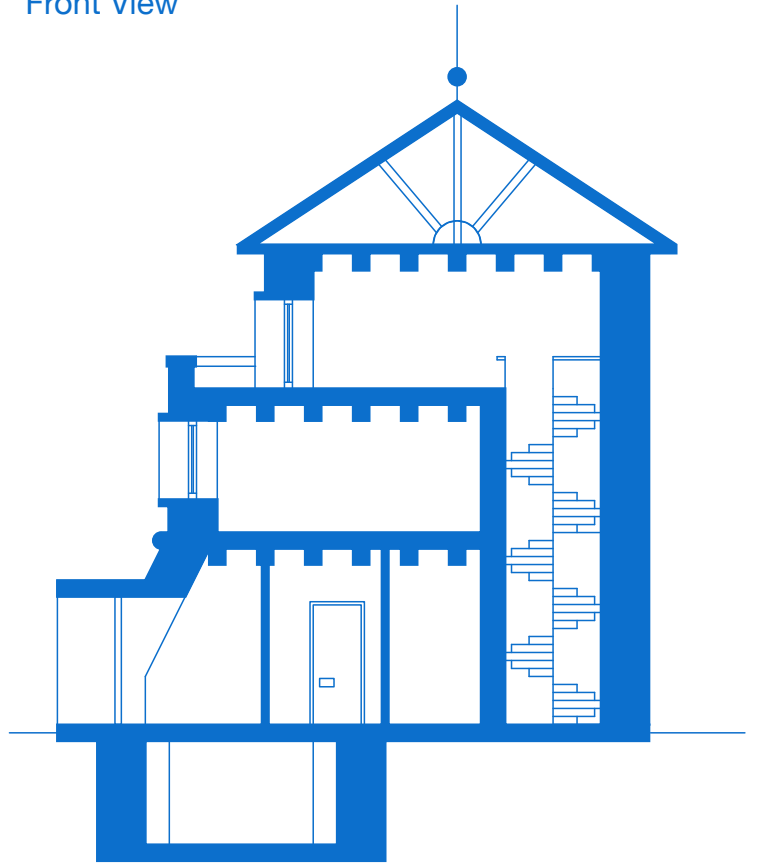
Ground Level



Cellar

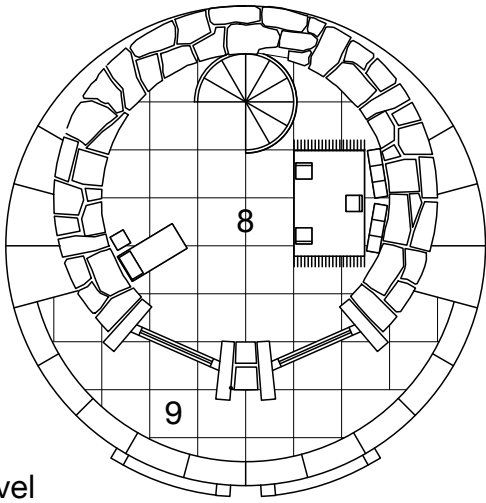


Front View

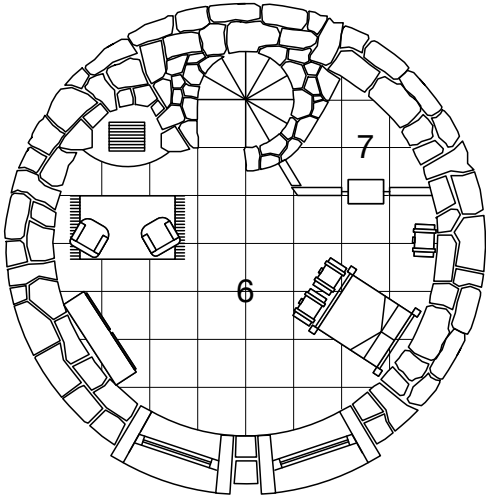


Cross Section

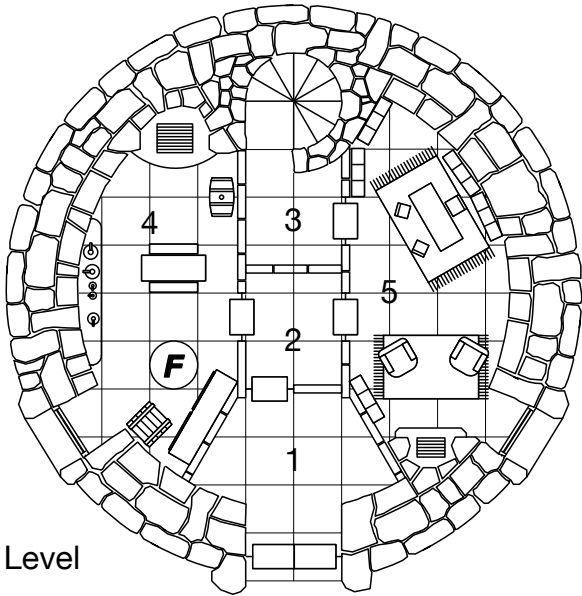
Old Wizard Tower



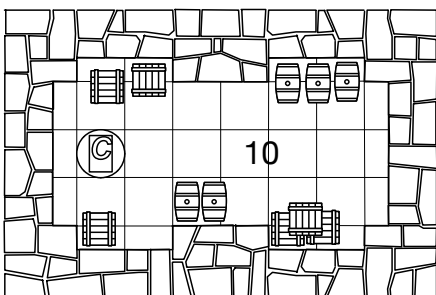
Second Level



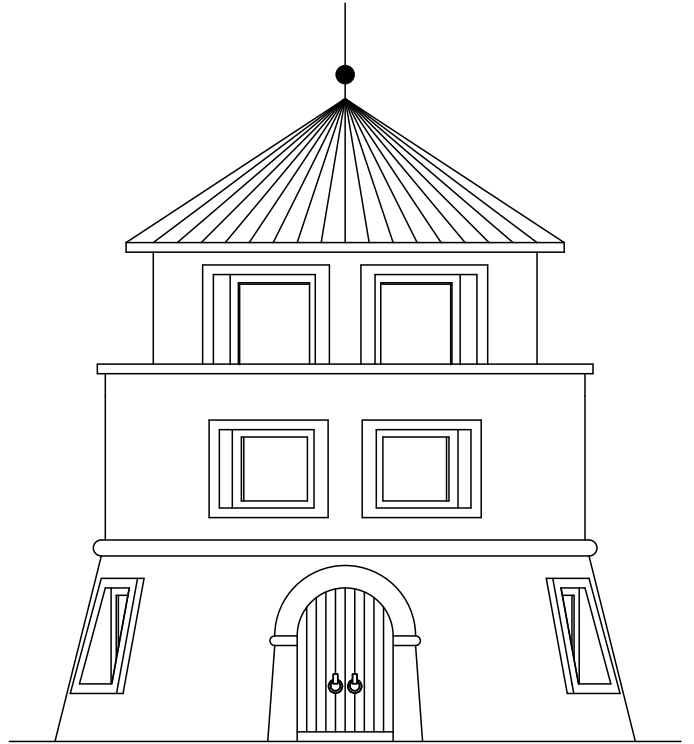
First Level



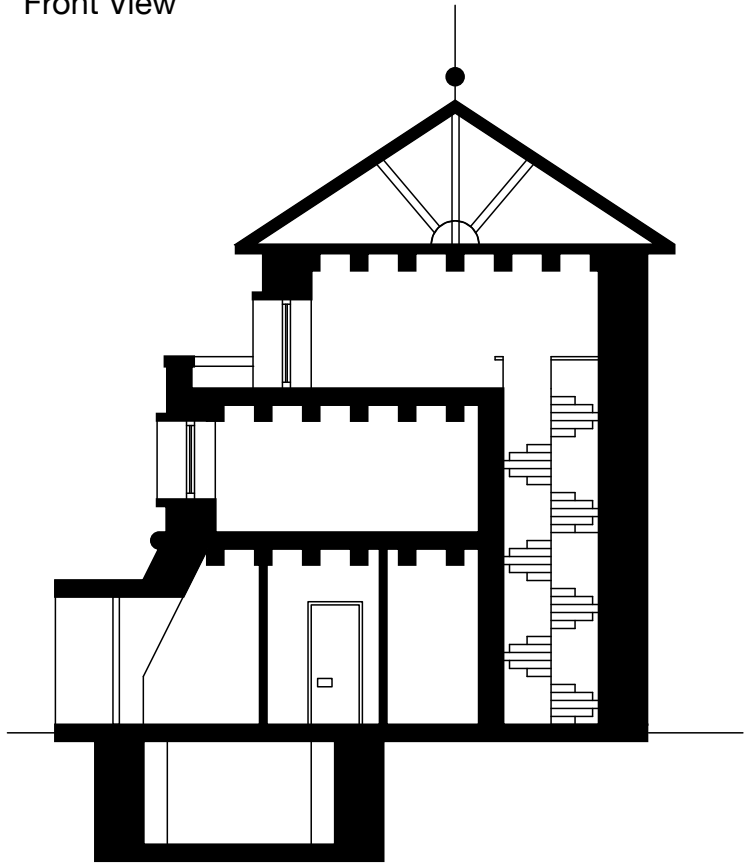
Ground Level



Cellar

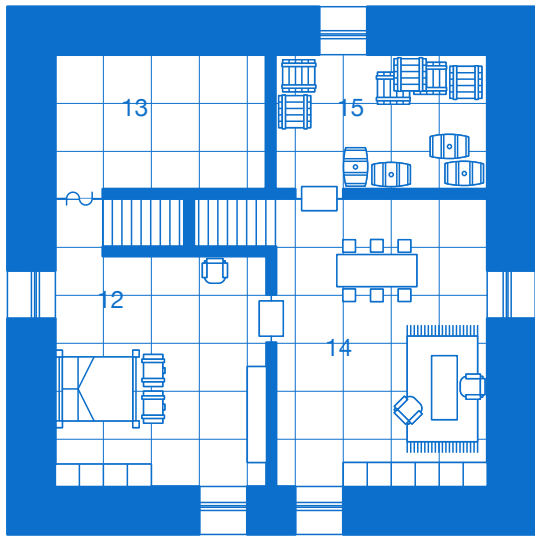


Front View

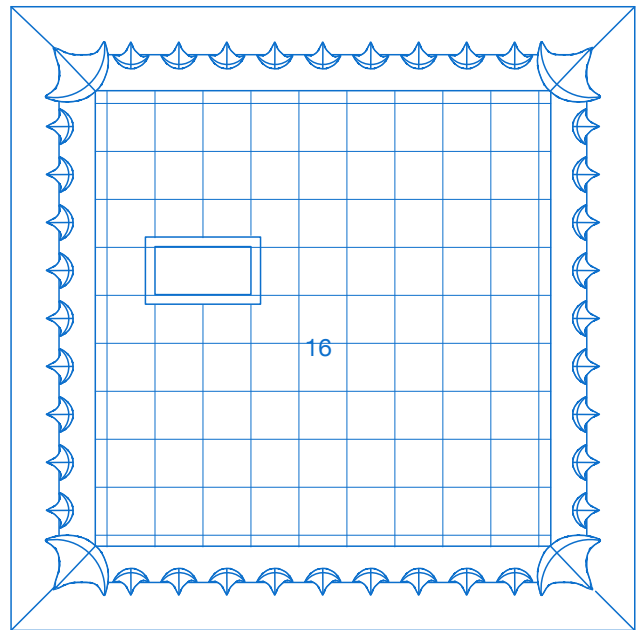


Cross Section

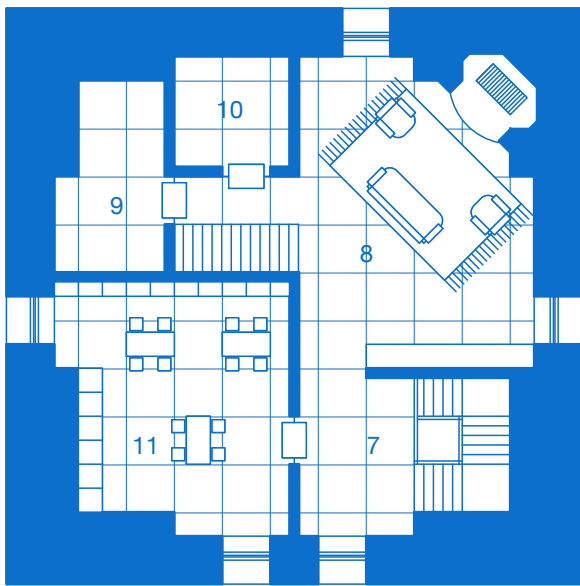
Old Wizard Tower



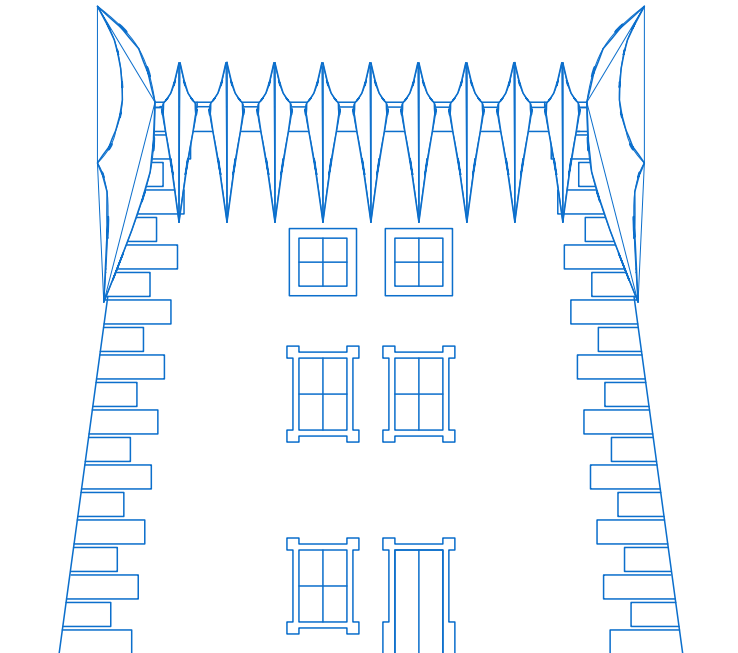
Second Level



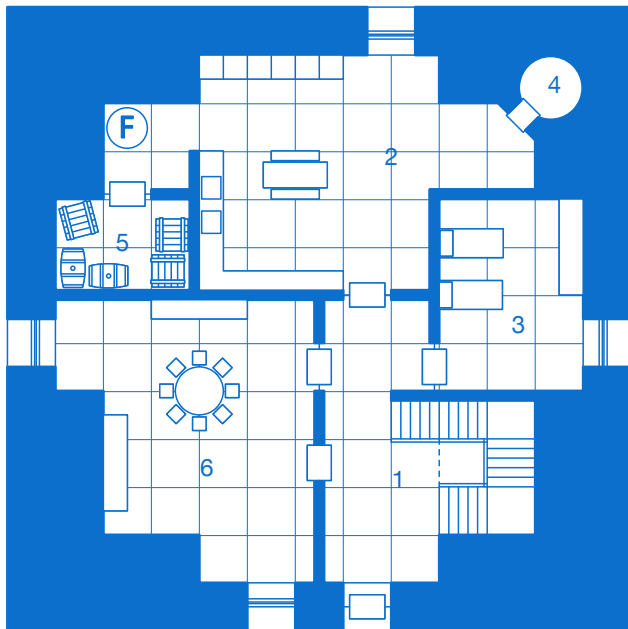
Roof Level



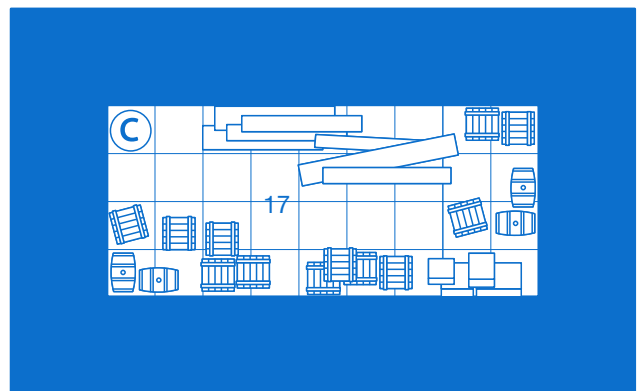
First Level



Front View

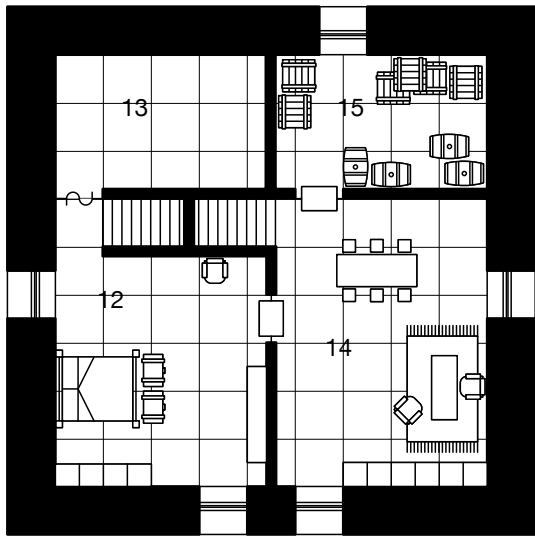


Ground Level

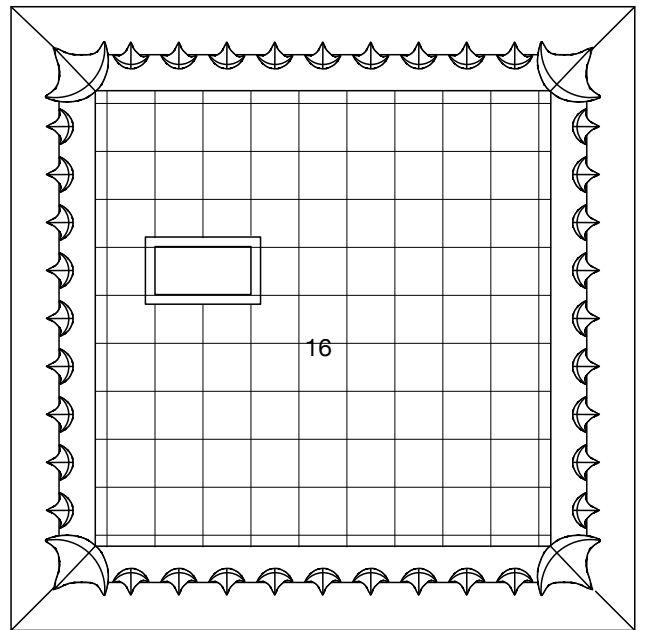


Cellar

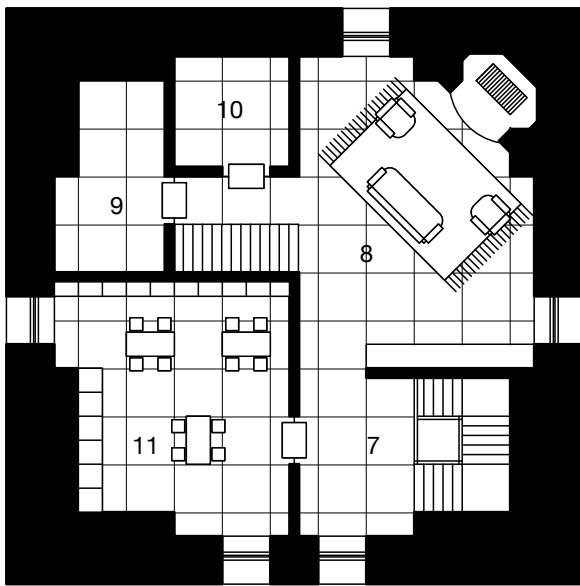
Small Wizard Tower



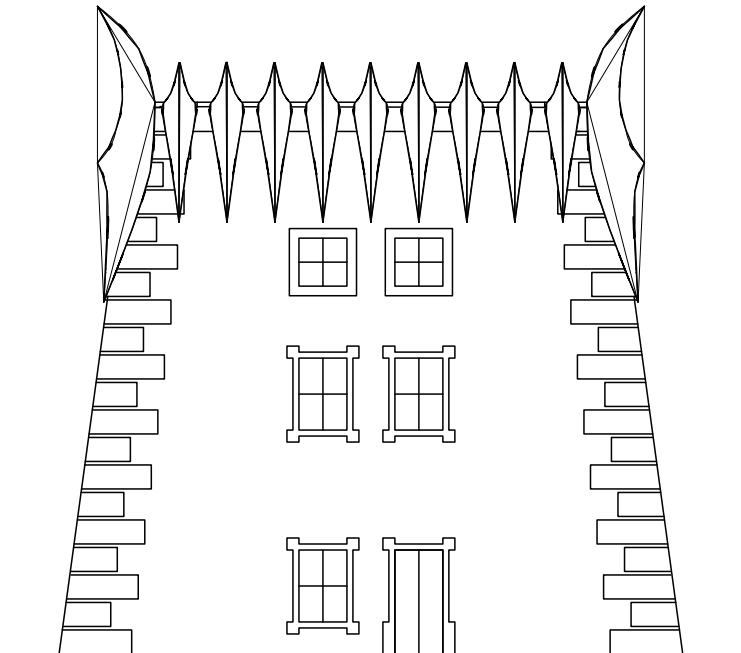
Second Level



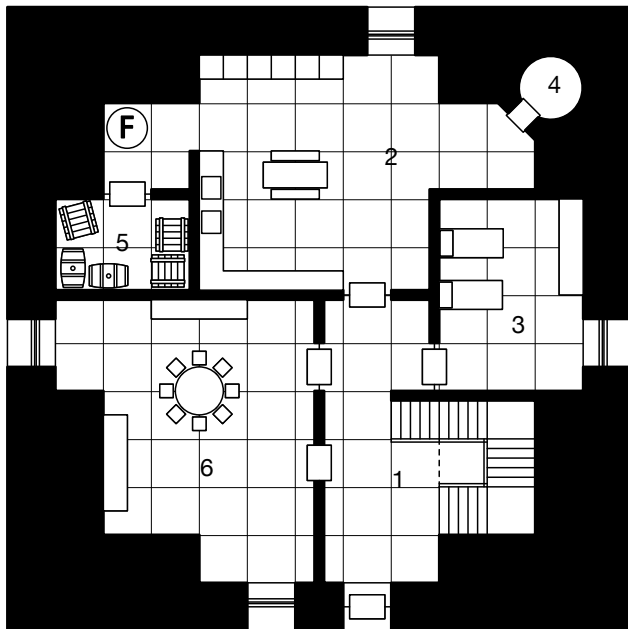
Roof Level



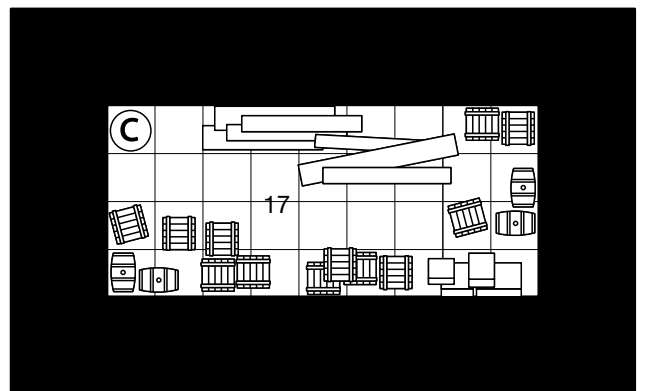
First Level



Front View

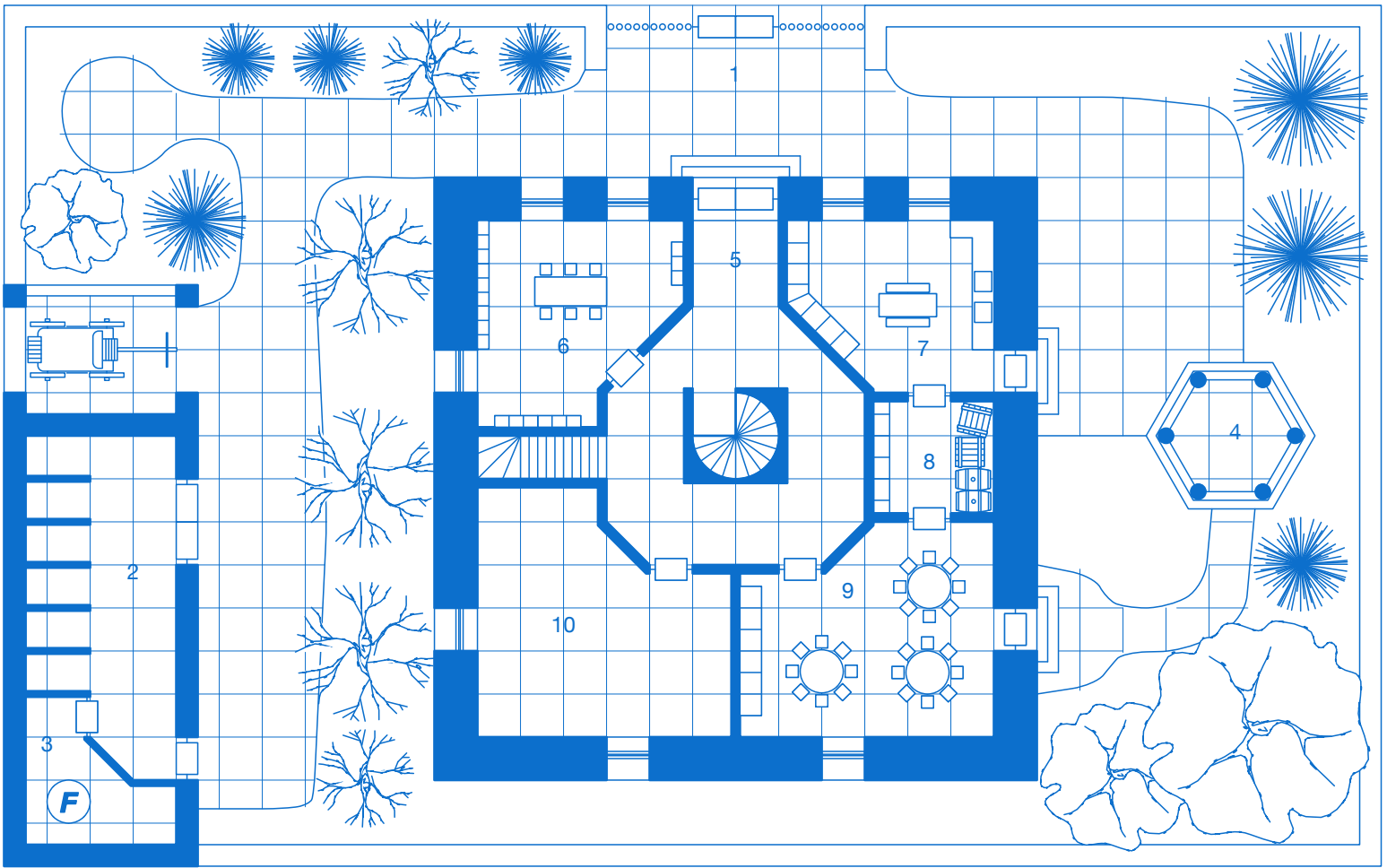


Ground Level

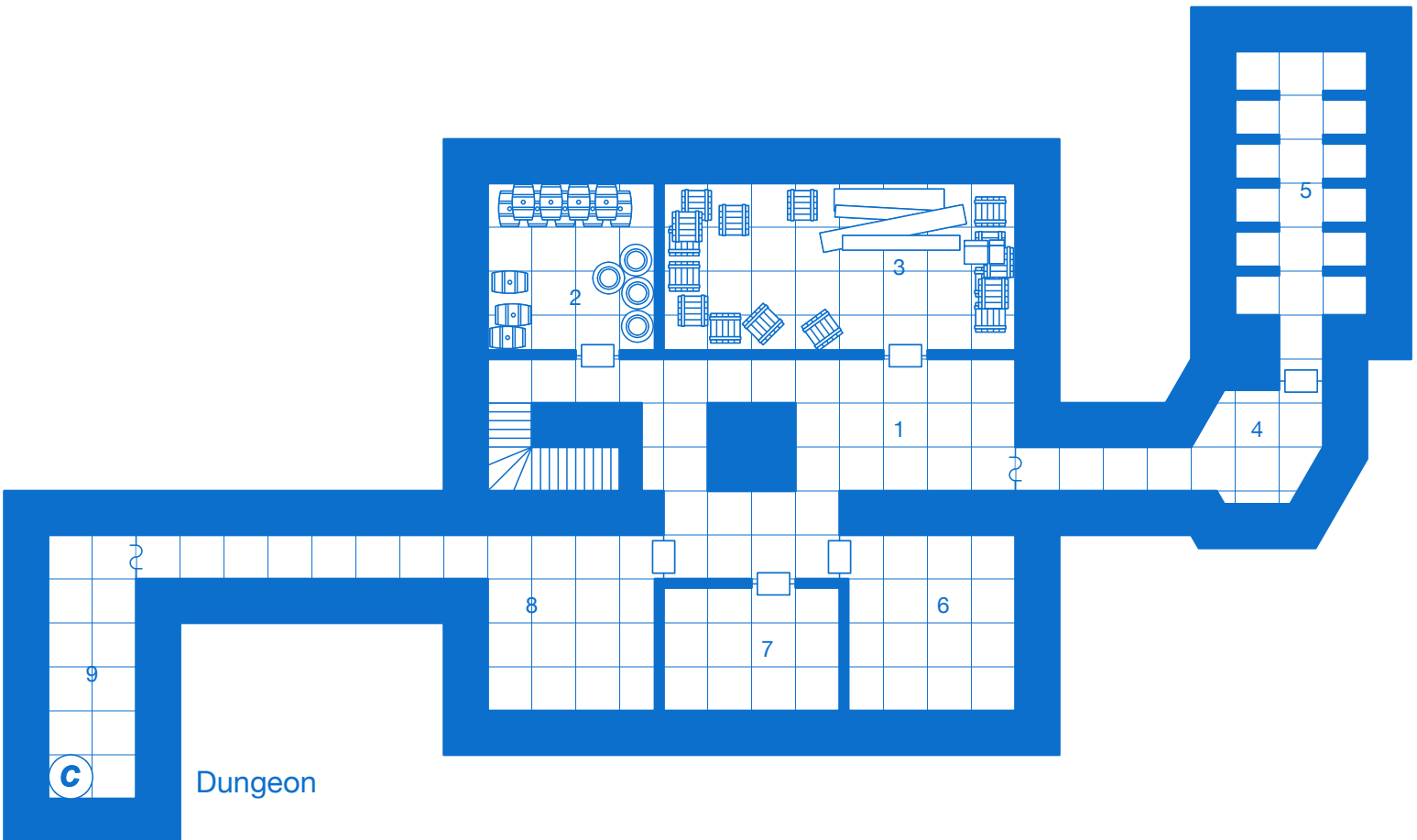


Cellar

Small Wizard Tower

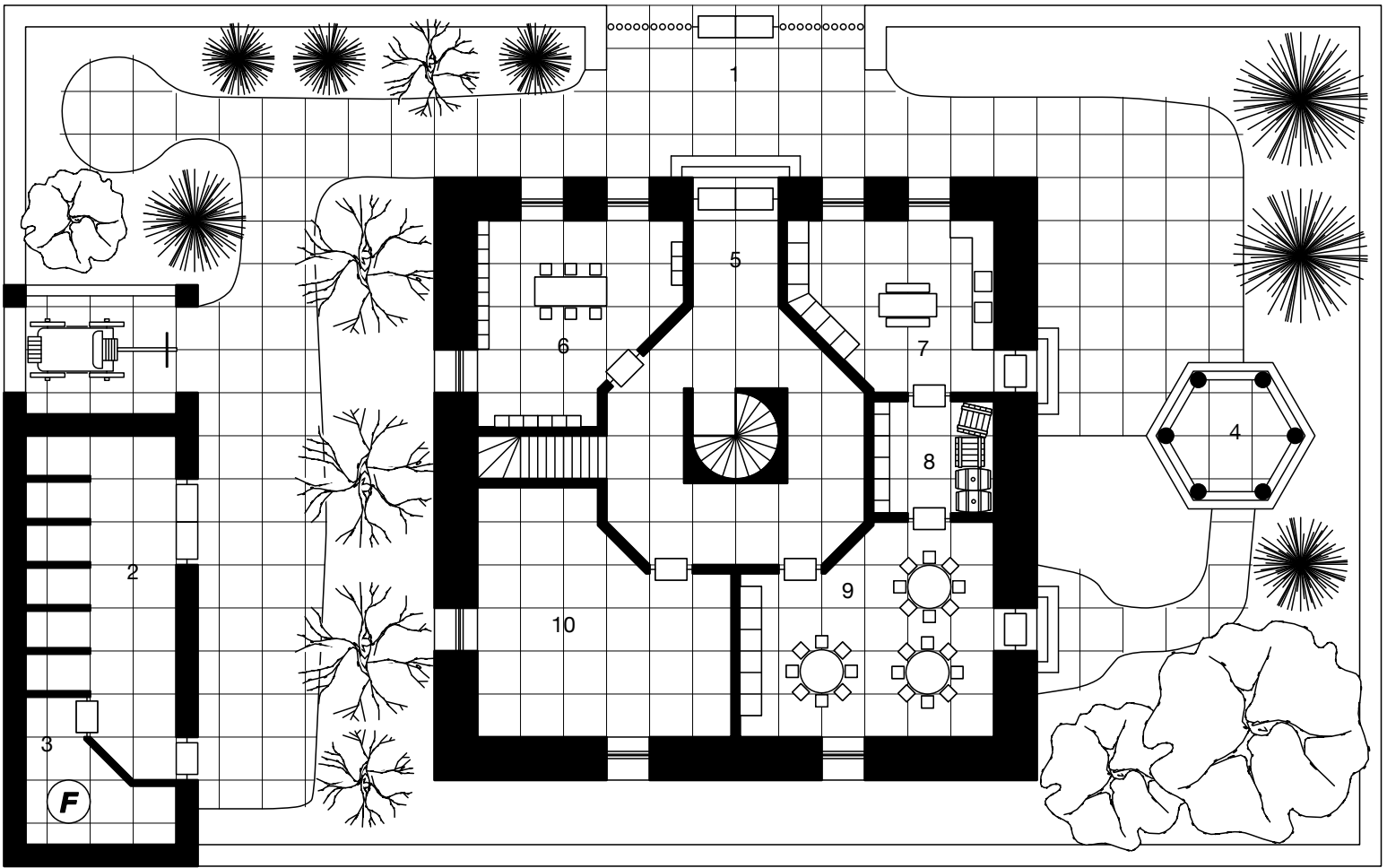


Ground Floor

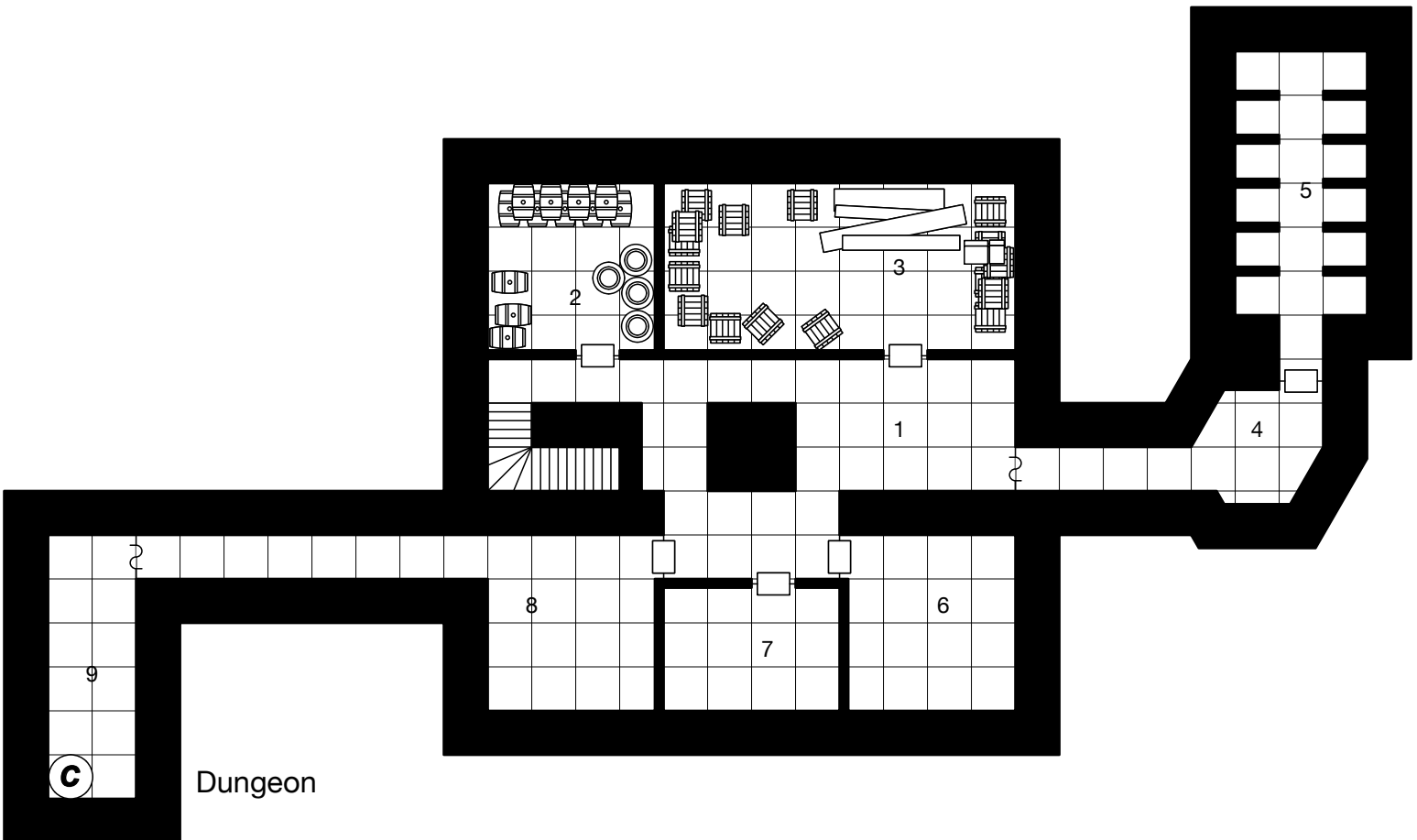


Dungeon

Large Wizard Tower (1)

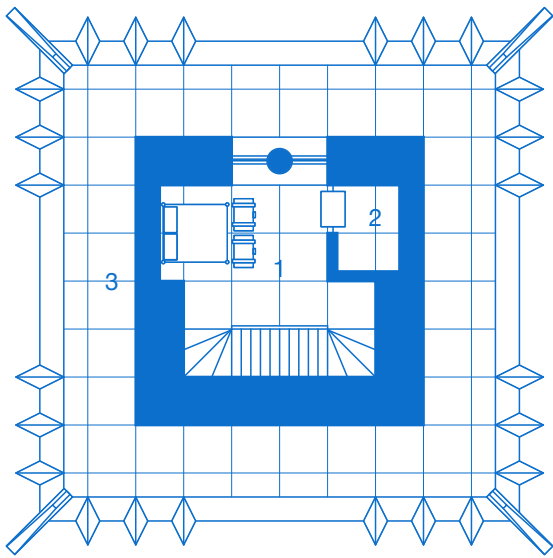


Ground Floor

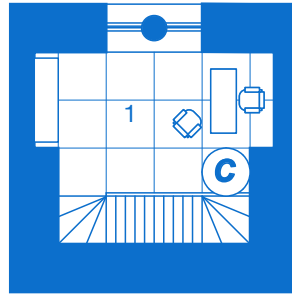


Dungeon

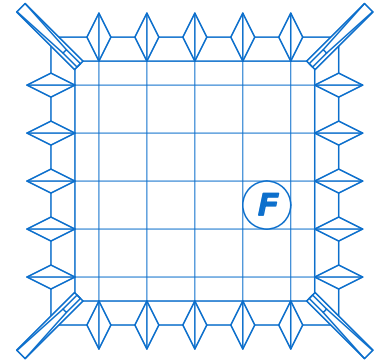
Large Wizard Tower (1)



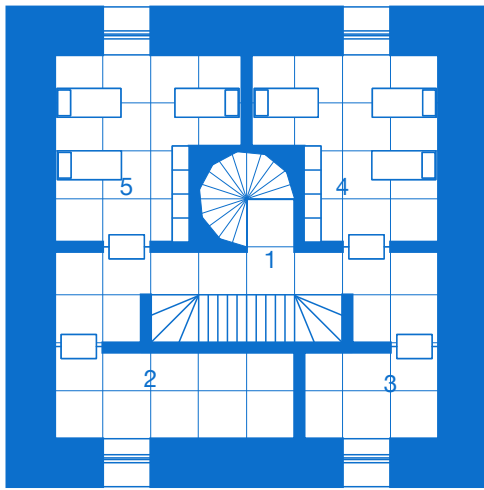
Third Floor



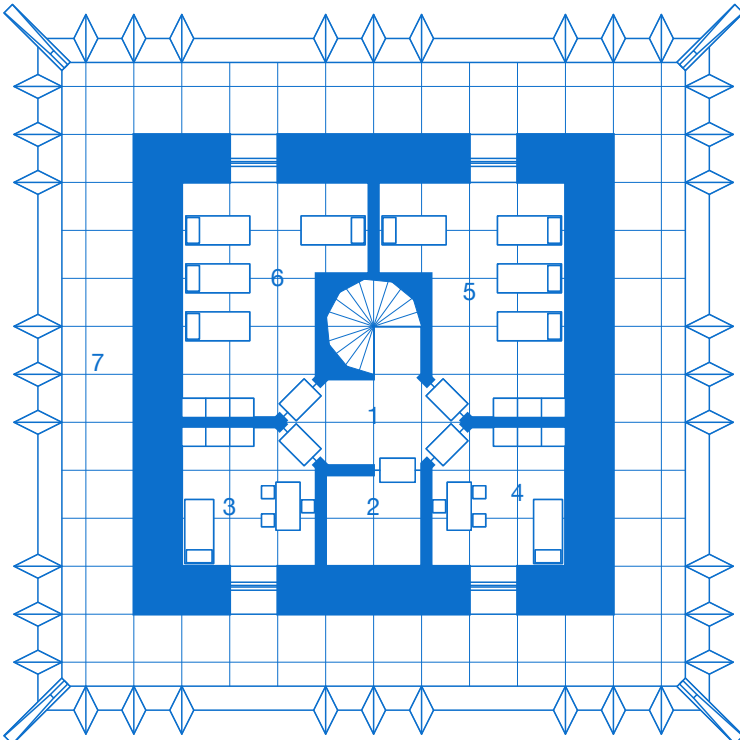
Fourth Floor



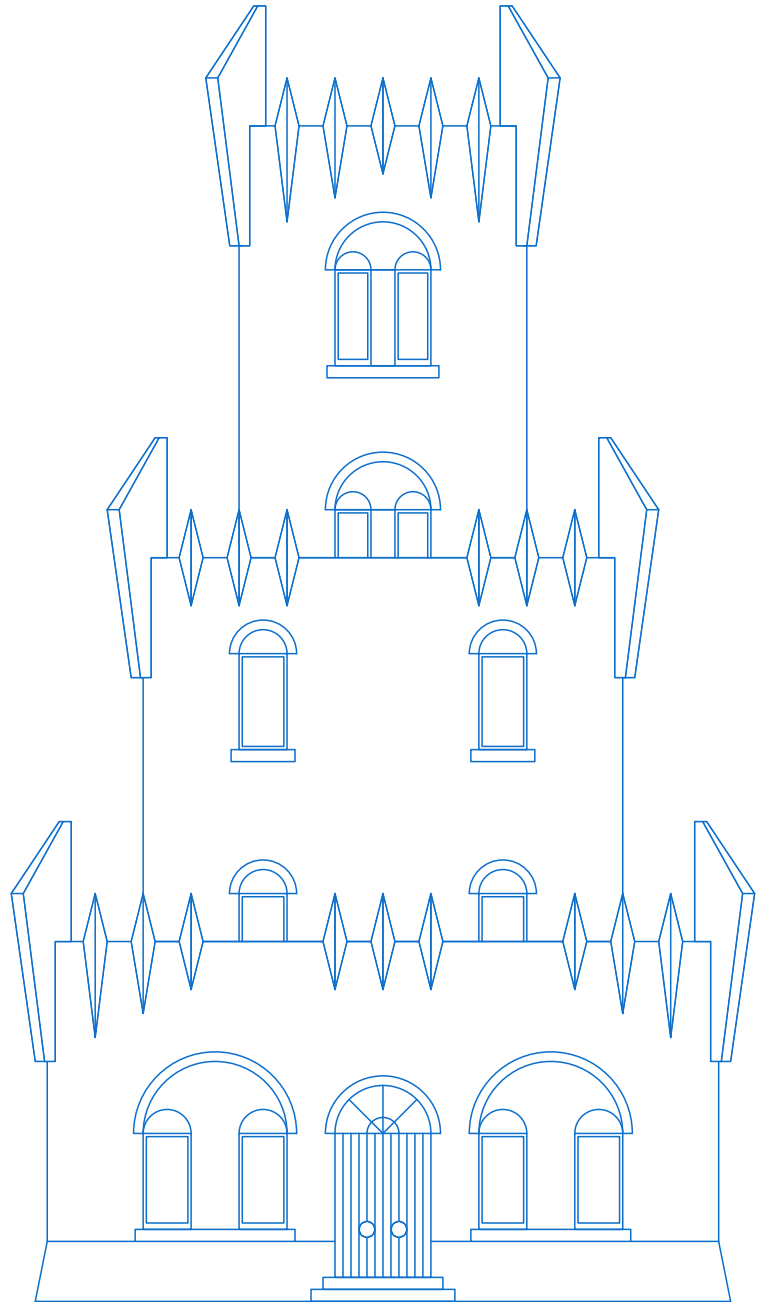
Rooftop



Second Floor

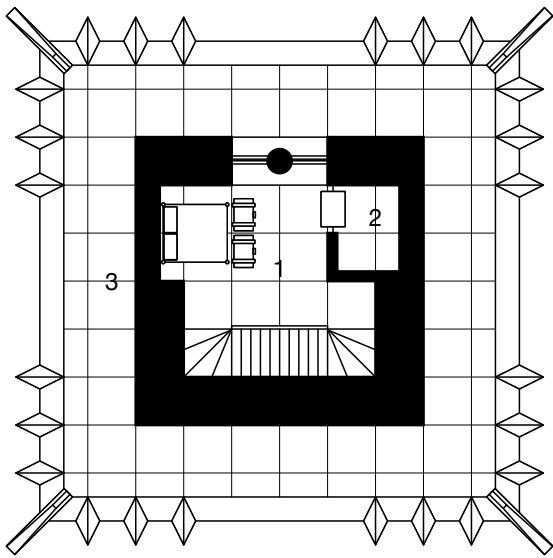


First Floor

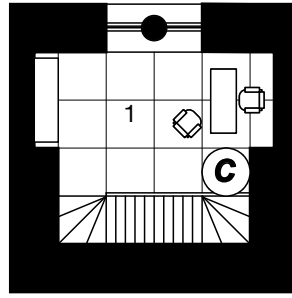


Front View

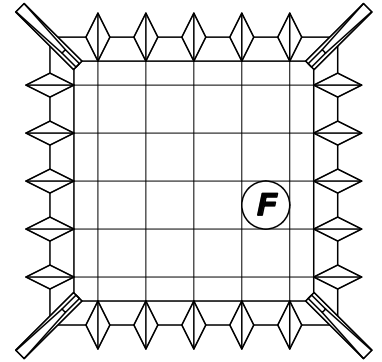
Large Wizard Tower (2)



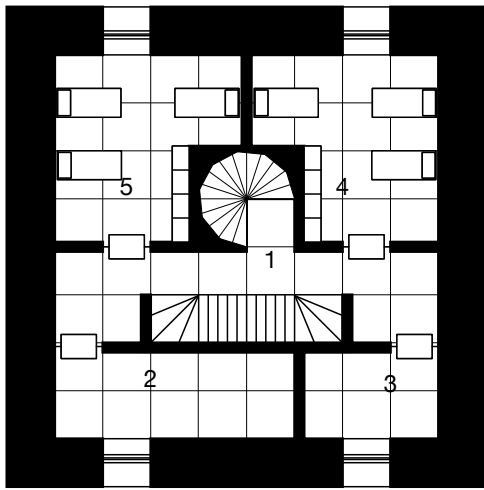
Third Floor



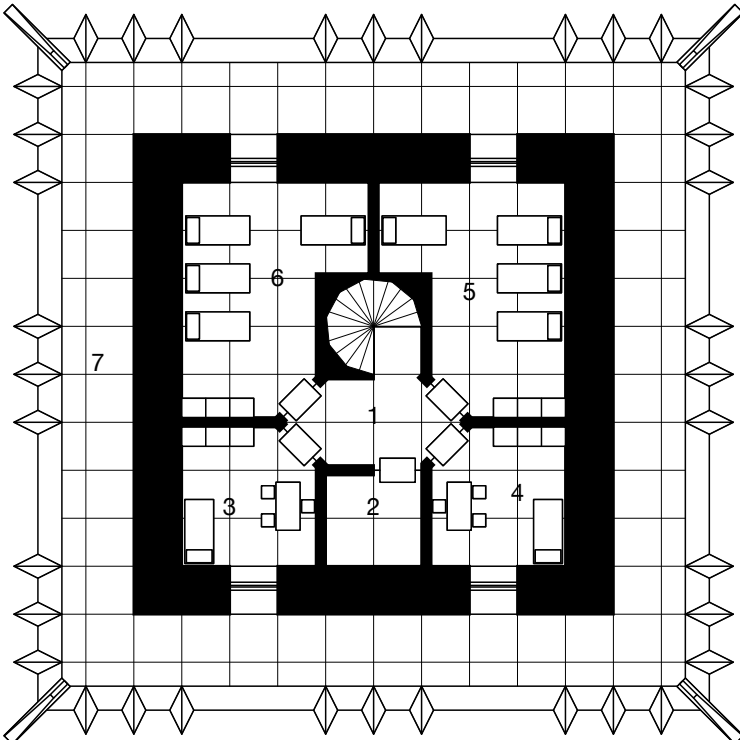
Fourth Floor



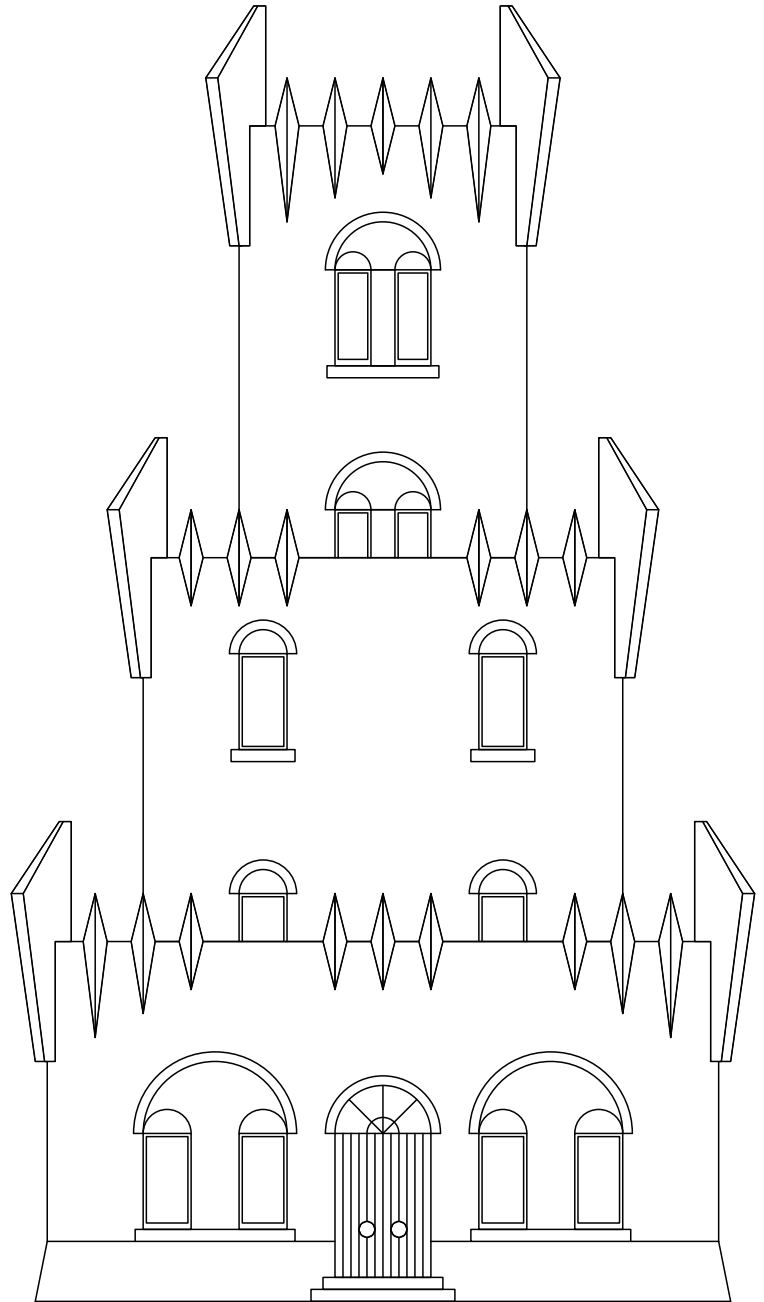
Rooftop



Second Floor

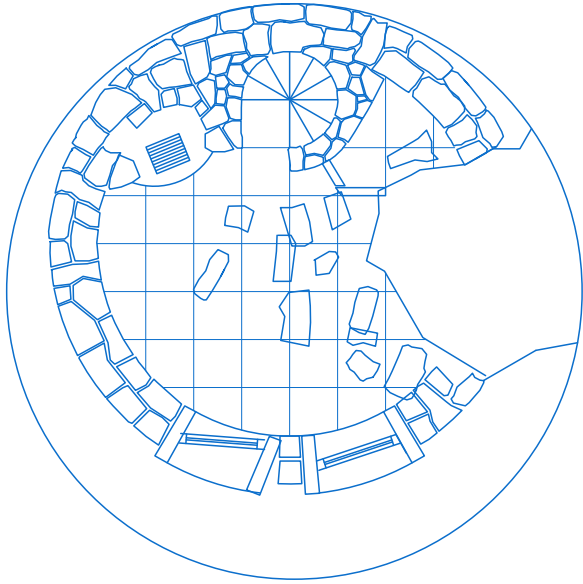


First Floor

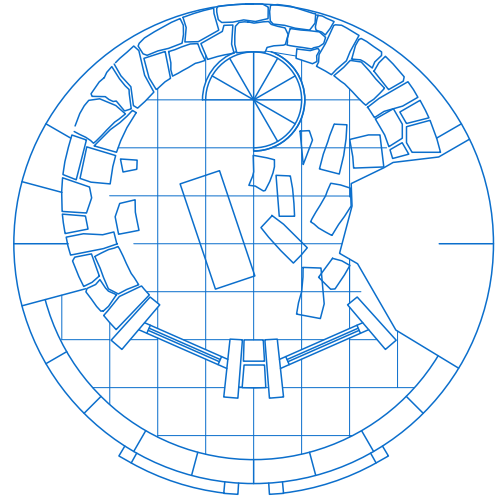


Front View

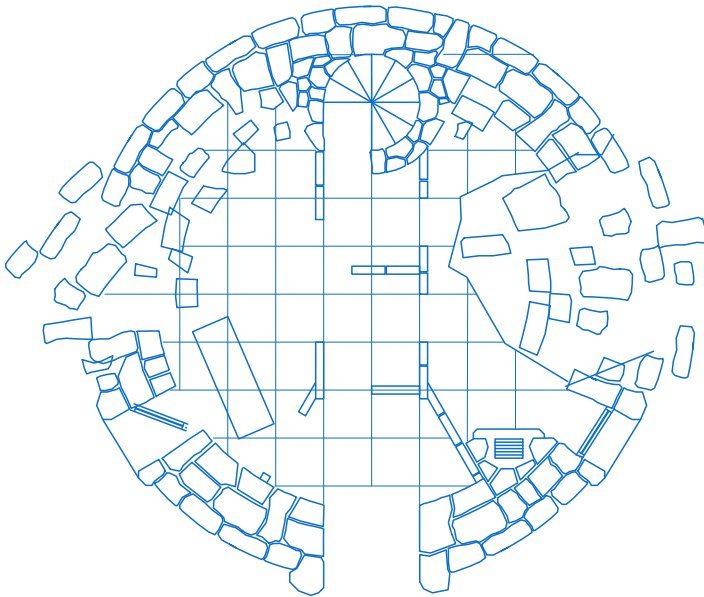
Large Wizard Tower (2)



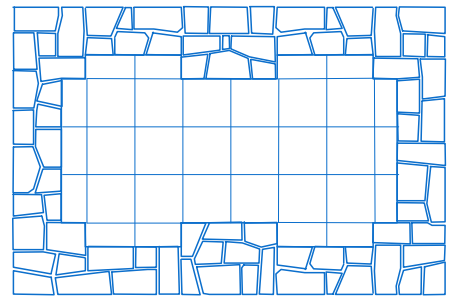
First Level



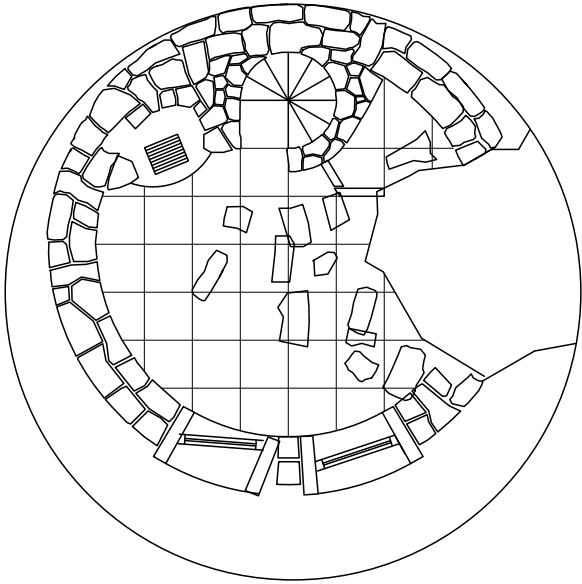
Second Level



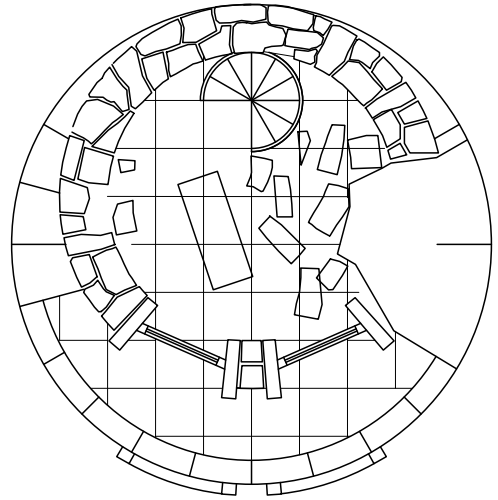
Ground Level



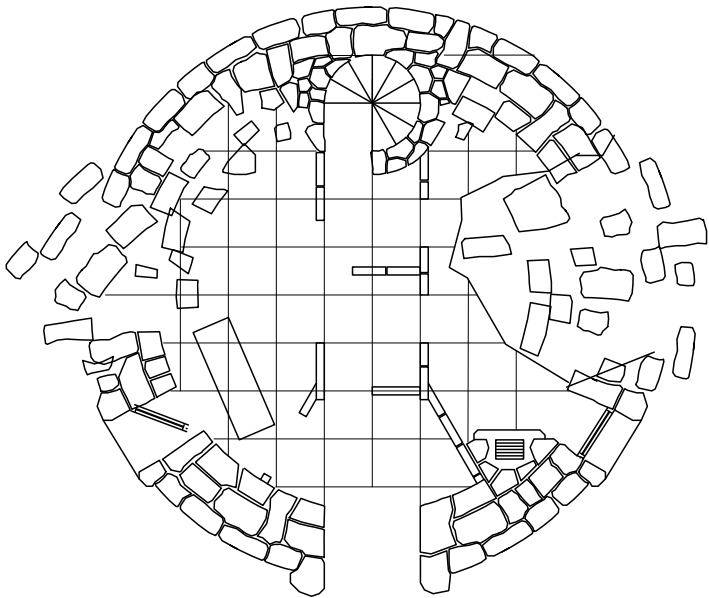
Cellar



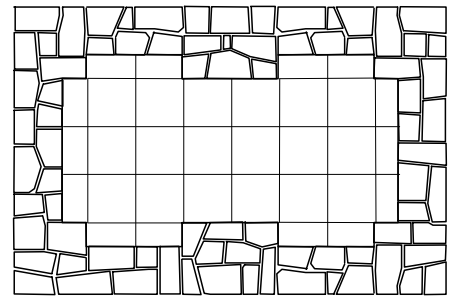
First Level



Second Level



Ground Level



Cellar

LEVEL/MAP: Old Wizard Tower

NUMBER	NAME	SHORT DESCRIPTION
1	Entrance	
2	Foyer	
3	Stair	
4	Kitchen	
5	Laboratory	
6	Master Bedroom	
7	Bathroom	
8	Apprentice's Room	
9	Balcony	
10	Cellar	

LEVEL/MAP: Small Wizard Tower

NUMBER	NAME	SHORT DESCRIPTION
1	Entrance	
2	Kitchen	
3	Bedroom	
4	Privy	
5	Storeroom	
6	Dining Room	
7	Stair	
8	Parlor	
9	Laboratory	
10	Bathroom	
11	Library	

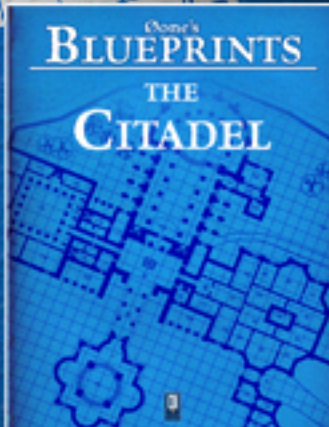
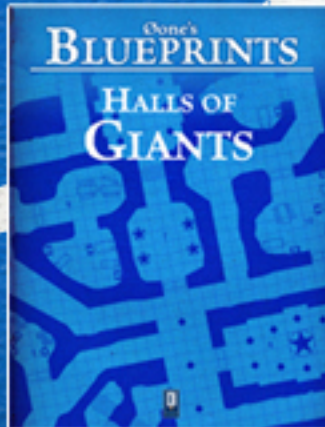
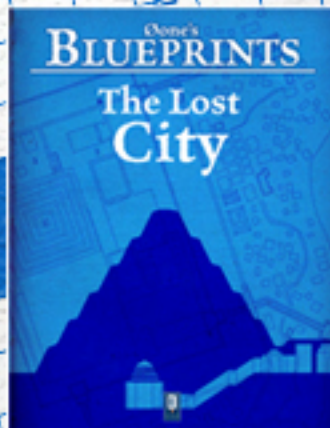
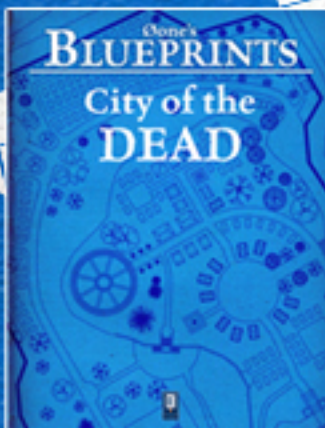
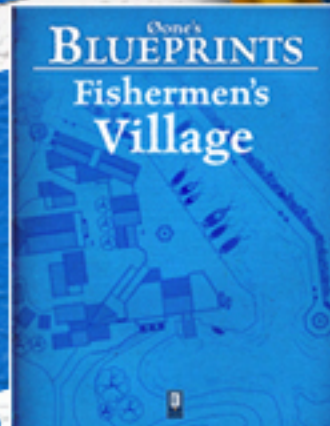
LEVEL/MAP: Large Wizard Tower (1)

NUMBER	NAME	SHORT DESCRIPTION
	Ground Floor	
1	Garden	
2	Stables	
3	Storeroom	
4	Gazebo	
5	Foyer	
6	Library	
7	Kitchen	
8	Storeroom	
9	Dining Room	
10	Laboratory	
	Dungeon	
1	Entrance	
2	Storage	
3	Storage	
4	Guardpost	
5	Jail	
6	Laboratory	
7	Spell Components	
8	Laboratory	
9	Secret Entrance	

LEVEL/MAP: Large Wizard Tower (2)

NUMBER	NAME	SHORT DESCRIPTION
	First Floor	
1	Entrance	
2	Bathroom	
3	Apprentice's Bedroom	
4	Apprentice's Bedroom	
5	Apprentice's Bedroom	
6	Apprentice's Bedroom	
7	Balcony	
	Second Floor	
1	Foyer	
2	Laboratory	
3	Components' Storeroom	
4	Apprentice's Bedroom	
5	Apprentice's Bedroom	
	Third Floor	
1	Master Bedroom	
2	Bathroom	
3	Balcony	
	Fourth Floor	
1	Master Laboratory	

OLD STYLE NEW TECHNOLOGY



ONE GAMES

the first d20 pdf publisher of the world
www.onegames.com

