



# 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 technol-ogy 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.

# **City of the Dead**

The City of the Dead is a vast, full-featured cemetery area. Usually this complex is located out of the city, but, sometimes, it can be placed inside a major city. The cemetery, topping a small hill and encircled by a wall of solid stone, features mausoleums (or family tombs), single tombs, monuments, obelisks, a mortuary and, of course, catacombs. In this product, you will find a map and a cross section of the whole cemetery, three different mausoleums, a mortuary and a catacomb level. The City of the Dead is perfect for undead-based adventures. Some hints to use the City of the Dead follow:

• An evil cult holds its dreaded rituals within the cemetery walls kidnapping young girls, the PC are hired by a noble family to hunt down the evil worshippers and free their children.

• Ghosts and undeads begin to plague the town. Unknown to the PC an evil necromancer has settled into the cemetery catacombs and performs some sort of evil experiments.

• The City of the Dead is a ruined cemetery area near a long forgotten city, a lich made its lair in the cemetery. It is said that a great treasure lies somewhere in the cemetery and that the mausoleums of the city hide clues to find it.

• The people say a master vampire has seized the cemetery and begins to scare the nearby towns; nobody approaches the cemetery. Actually, the vampire is a false: a bandit has claimed the catacombs his hideout.

• Skeletons and Zombies rise from the graves, they all wear strange glowing necklaces. The clerics are unable to turn them and hire the PCs to investigate the City of the Dead.



# **Øone Roleplaying Games**

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# Øone's Blueprints: City of the Dead

Product Code: blu07. First edition 02/2005 Design: Mario Barbati 2D drawings: Guido Barbati Graphics: O'Bully Software Engineer: Anna Fava

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Mausoleum, ground level



Mausoleum, underground level



Mausoleum, ground level



Mausoleum, underground level



Mortuary, ground level



Mortuary, underground level



Mortuary, ground level



Mortuary, underground level



Round Mausoleum, ground floor

Round Mausoleum, underground floor



Small Mausoleum, ground floor



Small Mausoleum, underground floor



Round Mausoleum, ground floor

Round Mausoleum, underground floor



Small Mausoleum, ground floor



Small Mausoleum, underground floor





Level/N	AAP: City of the	Dead (and cross section)
Number	Name	Short description
1	Mausoleum	
2	Mortuary	
3	Round Mausoleum	
4	Catacomb Entrance	

Level/N	AAP: Mausolueur	n (ground level and underground level)
Number	Name	Short description
1	Entrance	
2	Memento mori chamber	
3	Sepulcher	
4	Stairs	
1	Stairs from upper level	
2	Stairs to catacombs	
3	Family Tombs	

Level/N	AAP: Mortuary (g	ground level and underground level)
Number	Name	SHORT DESCRIPTION
1	Viewing room	
2	Waiting room	
3	Curator's Office	
4	Storeroom	
5	Stairs	
6	Entrance	
7	Waiting room	
8	Coffin workroom	
9	Storeroom	
10	Body chute	
1	Stairs	
2	Empty room	
3	Empty room	
4	Empty room	
5	Cold storage	
6	Storage	
7	Embalming room	
8	Crematories	
9	Body chute	

LEVEL/N	AAP:Round Maus	soleum, Small Mausoleum (ground and underground levels)
Number	Name	SHORT DESCRIPTION
1	Entrance	
2	Memento mori/sepulcher	
3	Stairs	
1	Stairs	
2	Family tombs	
1	Memento mori/sepulcher	
1	Family tombs	

Level/N	AP: Catacombs
Number	Name
1	Entrance to the catacombs
2	Secret entrance
3	Hall of memories
4	Private tomb
5	Private tomb
6	Sepulchers
7	Private tomb
8	Private tomb
9	Sepulchers
10	Sepulchers
11	Sepulchers
12	Niche
13	Sepulchers
14	Niche
15	Sepulchers
16	Sepulchers
17	Sepulchers
18	Iron gates
19	Main hall

Level/Map:		
Number	Name	Short description

# OLD STYLE NEW TECHNOLOGY

BLUEPRINTS KEEP on Mountain Pass

BLUEPRINTS HIGH TEMPLE complex

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BLUEPRINTS Hill of Many DUNGEONS **BLUEPRINTS** Thieves' Guild

> BLUEPRINTS Old Lighthouse

> > BLUEPRINTS DROW Outpost

> > > 0

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Master Accessories