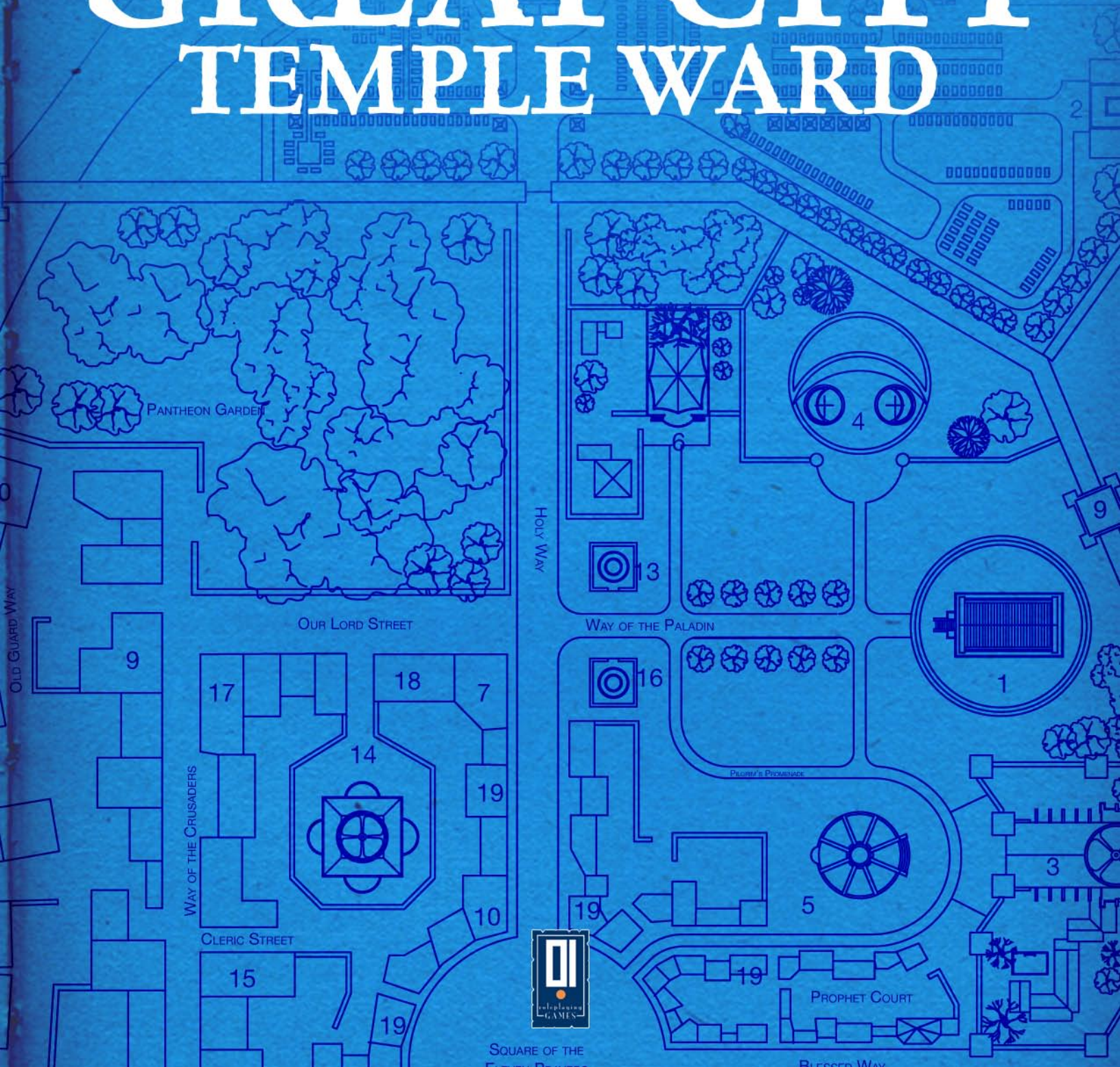


Done's BLUEPRINTS

THE GREAT CITY TEMPLE WARD



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.

The Great City, Temple Ward

Welcome to the **Temple Ward**, the most prized place for adventurers seeking healing and for people following their religious duties. The Temple Ward is a beautiful part of the **Great City**, featuring wonderful marble-built temples and great, pebbled, roads flanked by trees and well-tended bushes. The city of the dead also rests here, but, by many, it is believed to be a separate part of the city, rising north of the Temple Ward.

The number of the building refers to the map available in the **Great City** blueprint. Some descriptions of these buildings follow.

- **1-Our Lady of Luck Temple:** The most mundane temple of the Great City is dedicated to the Luck Goddess. The temple features a ground floor with eight white marble pillars on the front side. The grad hall of prayers holds few sits because the temple is often overcrowded so the people stand up hearing the liturgy. Below the temple rests a crypt featuring statues of lesser gods over tombs of high priests as well as a white marble Luck Goddess' statue.
- **3-House of Swords Abbey:** One of the largest temples in the city, the Abbey of Swords is more similar to a military structure than a temple. Surrounded by a high wall and protected by guardhouses at the entrance, this temple is well prepared to war. Inside the wall there is a great garden and some austere buildings: the Grand Hall of Swords, which is the most prized healing place for fighter and warriors, the barracks, housing warpriests of the swords, the Archbishop's quarters, house of the Bishop of the Swords, the stables and a gymnasium where all the priests must train twice a day.
- **4-The Silver Lady Temple:** This is the temple dedicated to the moon. The temple is shaped like a half moon with two great fountains also shaped like a moon standing before the entrance. Inside, the temple, built with a silver stone, is small but still houses some of the clergy as well as a renown library overgrown with moon-related tomes and books.
- **5-The Shiny Lord Temple:** Smaller than the temple of the moon but much higher, the temple of the Sun features only two great halls. Both the halls are very well lighted and feature a great mosaic of the sun in their middle. A crystal dome cover the second floor of the temple, wonderfully crafted to multiply the sunlight thousands of times.
- **6-The Great Mother Temple:** This is the temple for nature's worshippers. The main feature of the temple is a timeless tree which is said to live from over ten centuries. The temple's main worship area is on the first floor; this way the worshippers can overlook and pray the great tree. The ground floor, which is accessible only from the first floor, houses the clergy, a library, storerooms and a private prayer hall.



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Øone's Blueprints: Temple Ward

Product Code: blu24. First edition 03/2006

Design: Mario Barbati

2D drawings: Guido Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

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Legend

Symbols commonly used



door



double door



portcullis



secret door



statue



fireplace



pillar



stairs down



spiral stair



trapdoor



pentagram



pit



bars



pool



false door



secret trapdoor



trapdoor in floor



trapdoor in ceiling



curtain



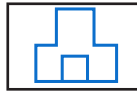
one way secret door



one way door



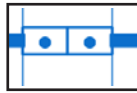
dais



altar



locked door



double door locked



window



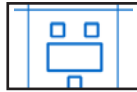
torture table



hook on wall



weapons rack



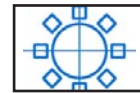
desk



four poster bed



single bed



round table



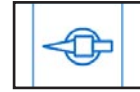
bench



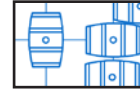
shelves



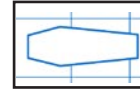
stairs up/down



anvil



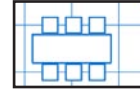
barrels



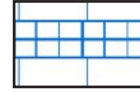
coffin



crates



table



shelves



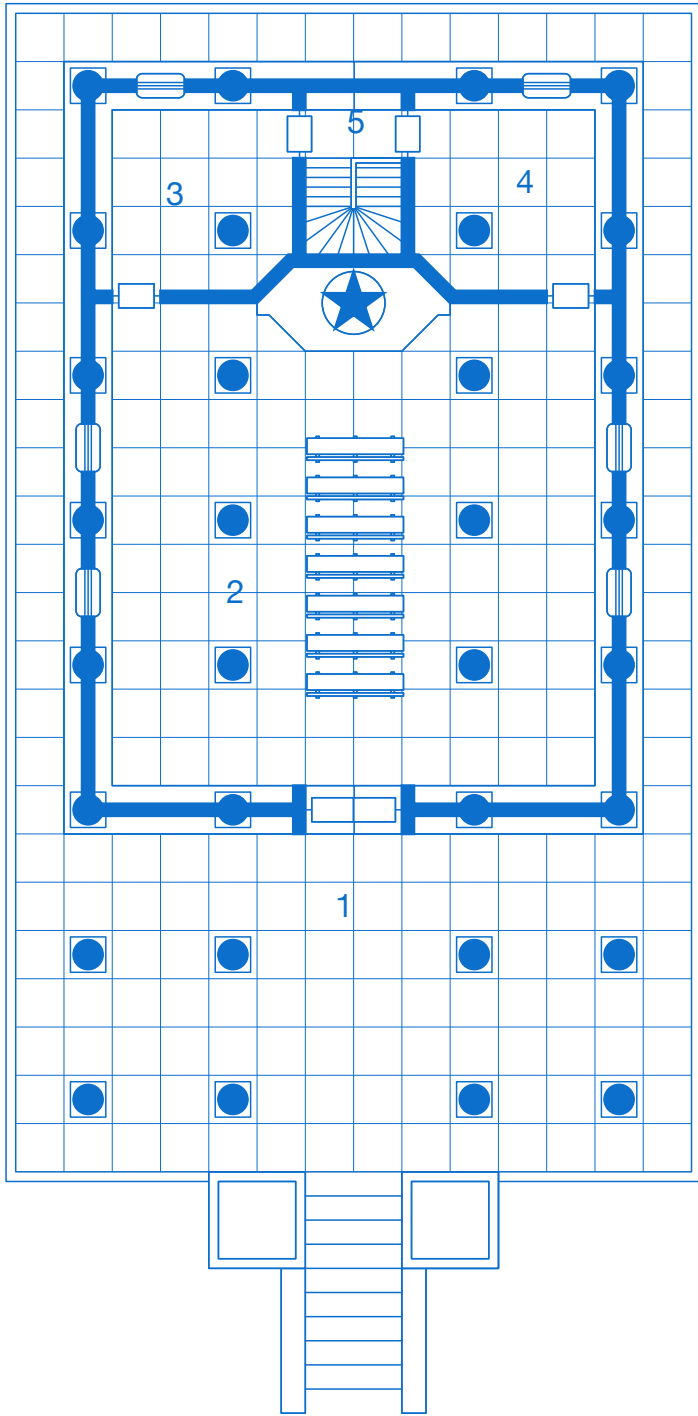
bones



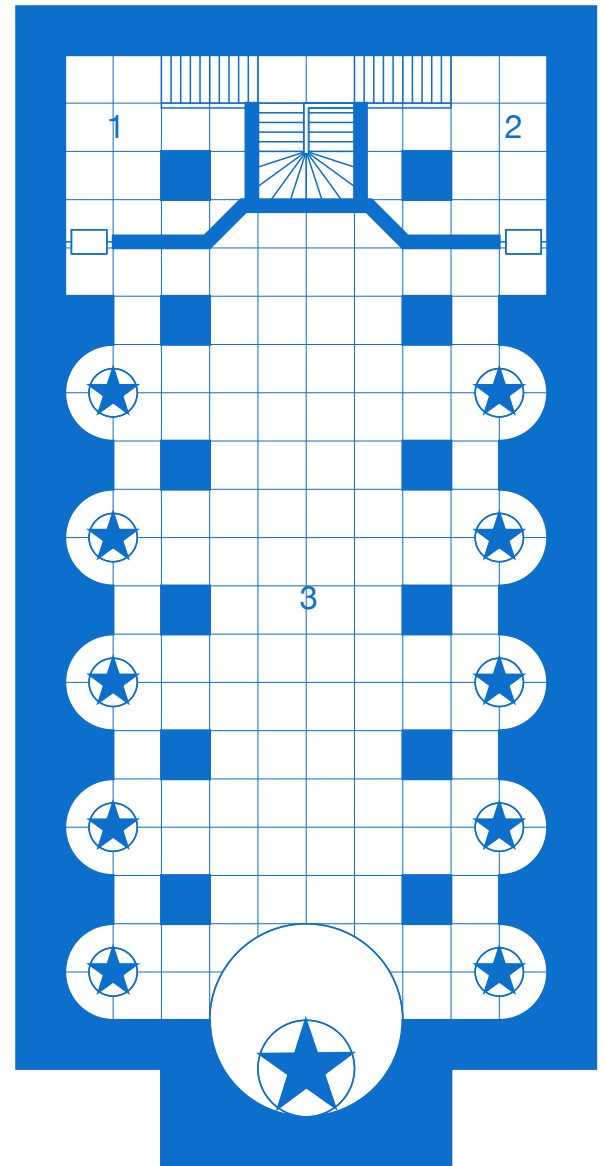
pallet



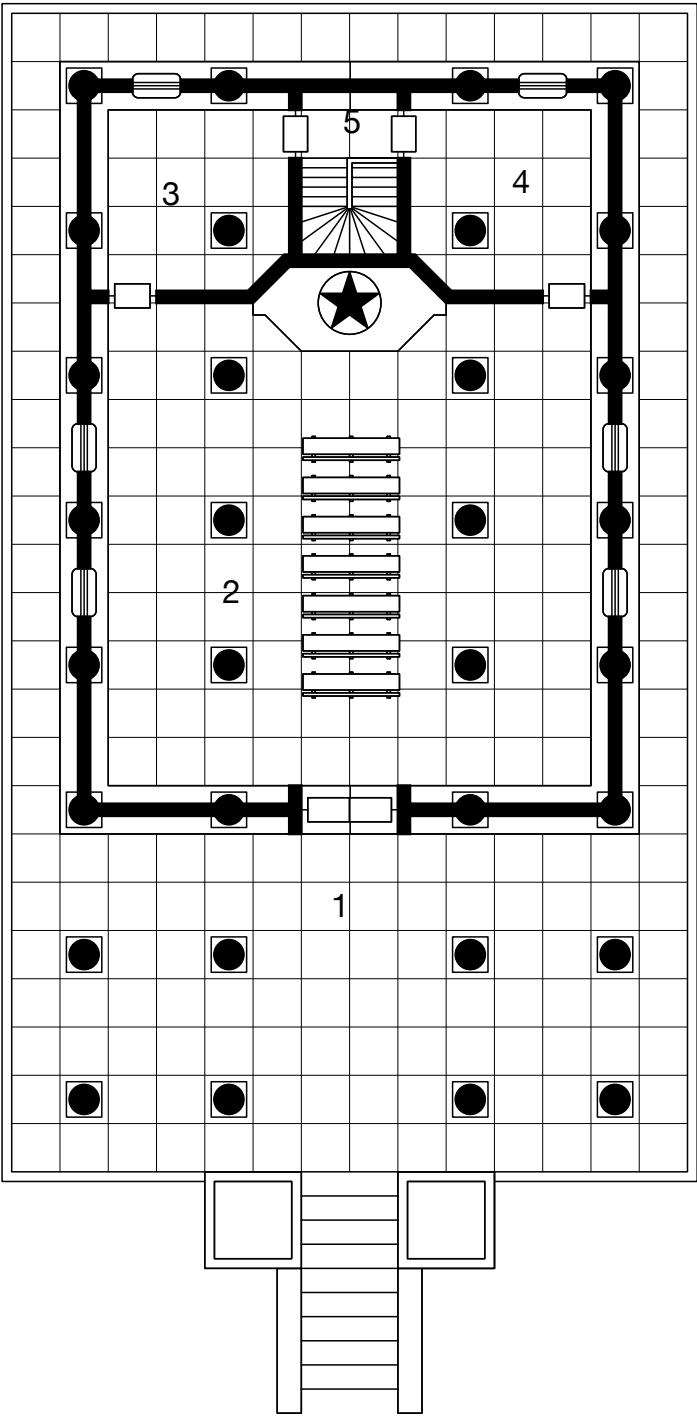
bracer



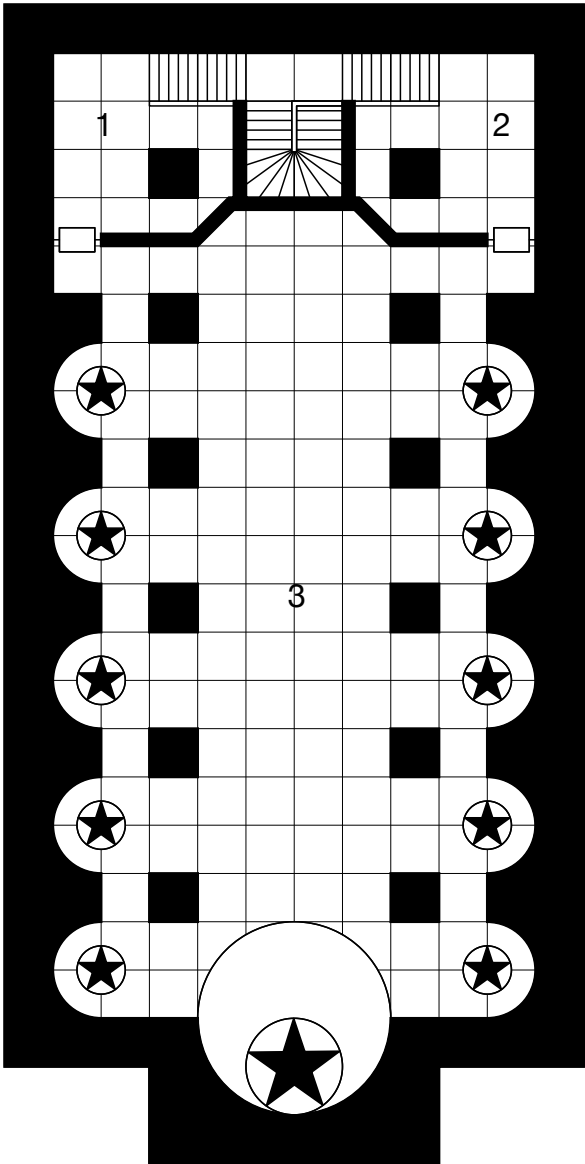
1 - Our Lady of Luck Temple, ground floor



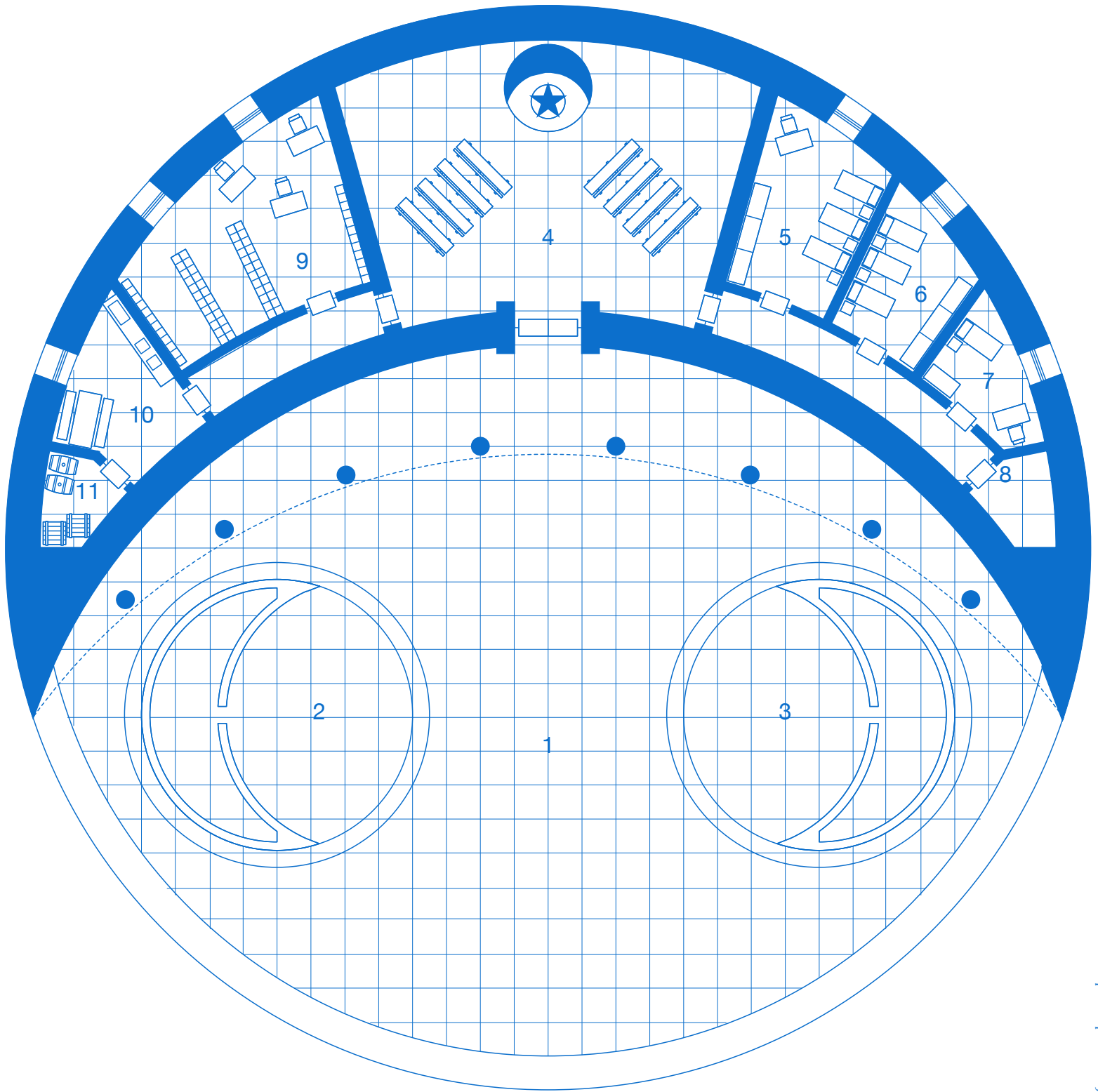
1 - Our Lady of Luck Temple, crypt



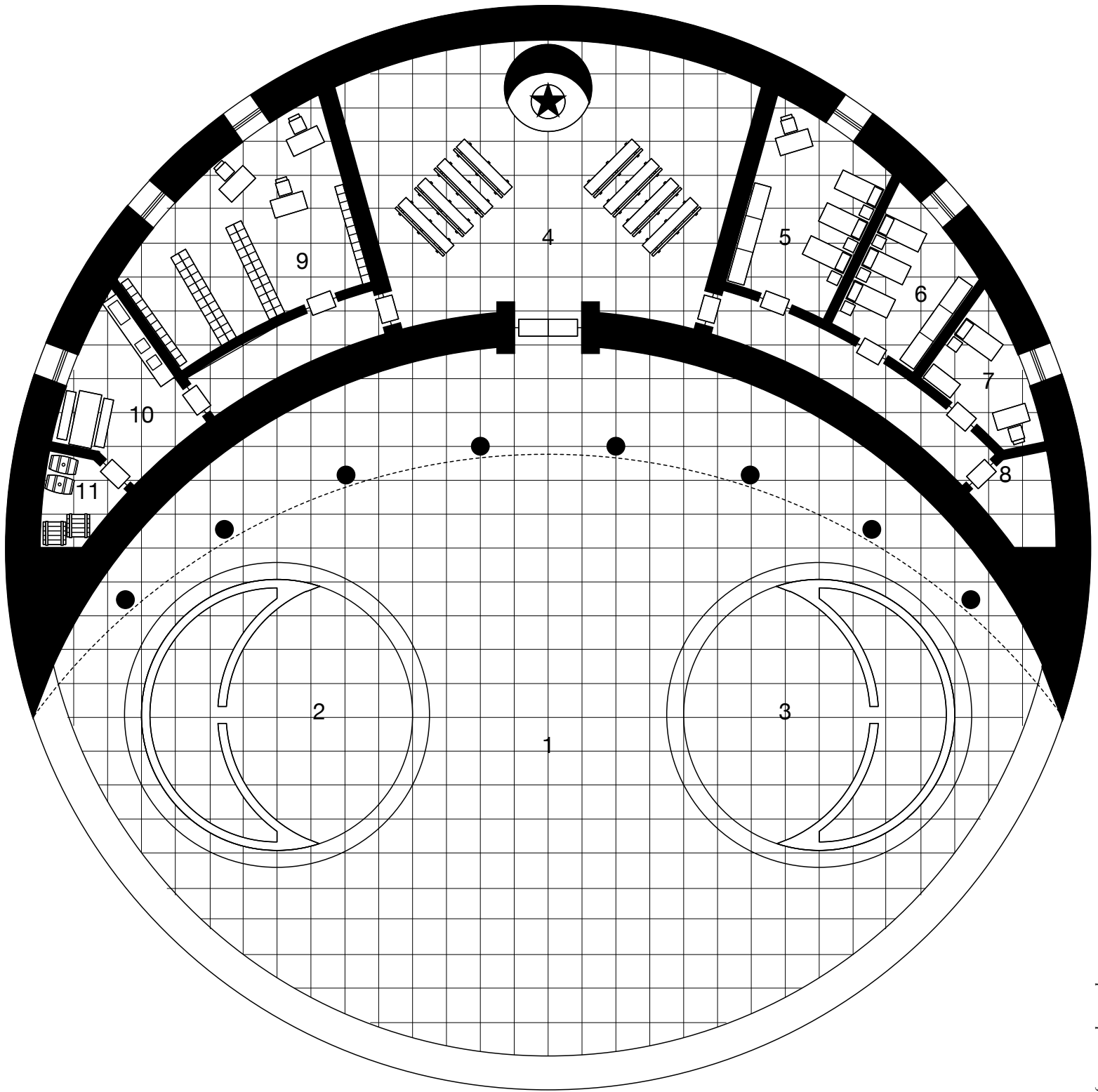
1 - Our Lady of Luck Temple, ground floor



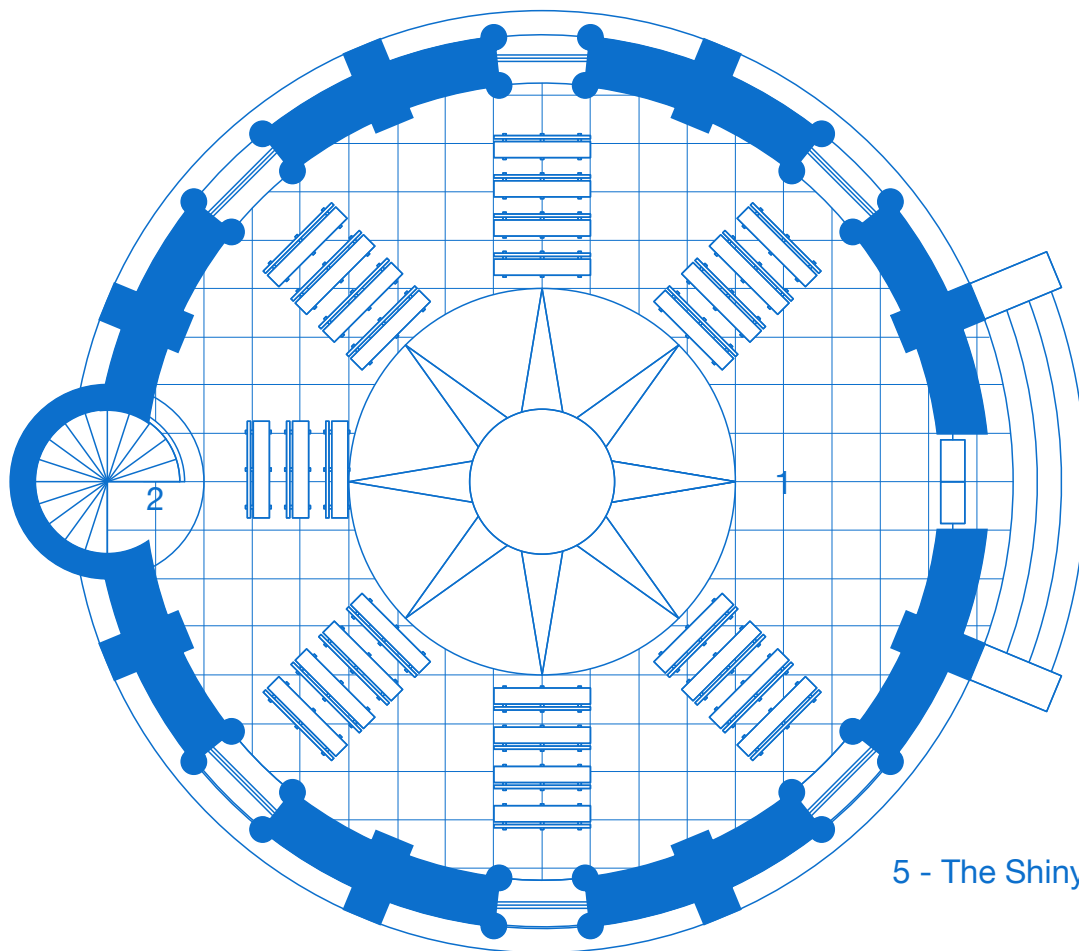
1 - Our Lady of Luck Temple, crypt



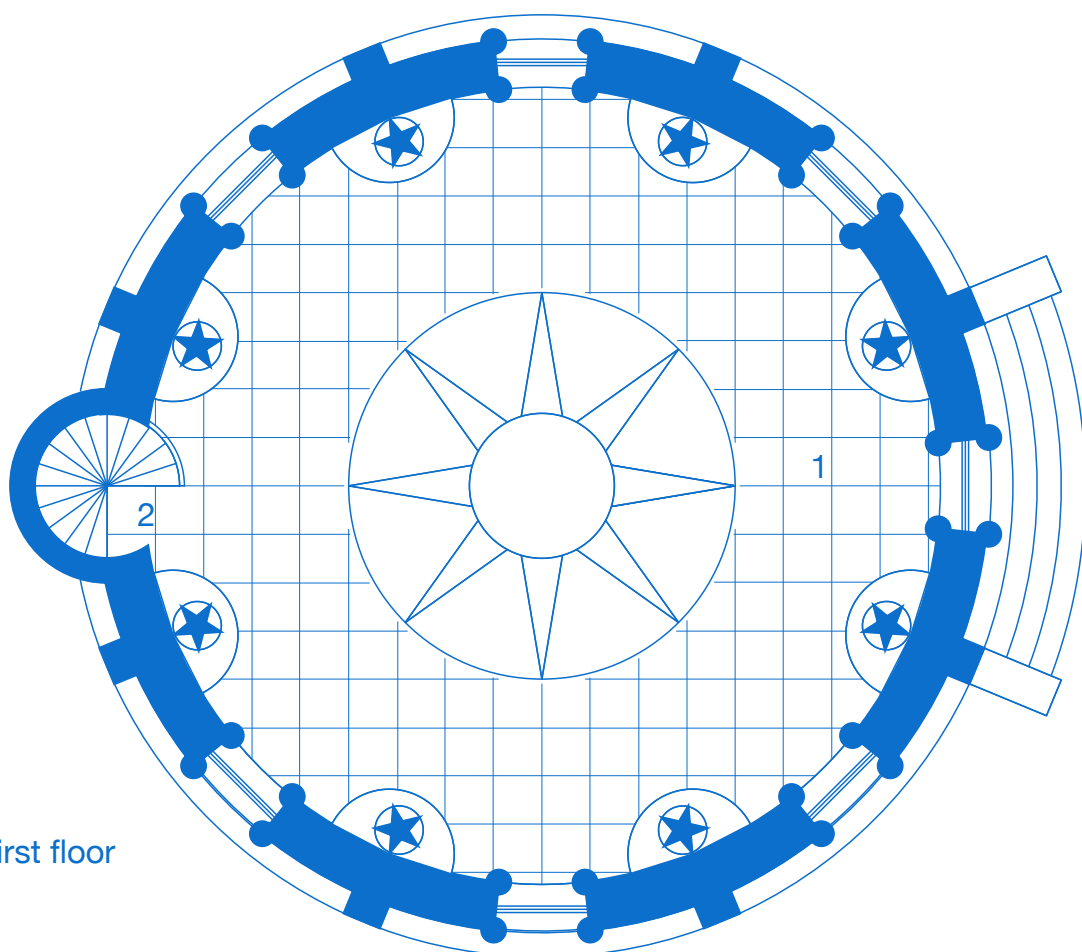
4 - The Silver Lady, Temple



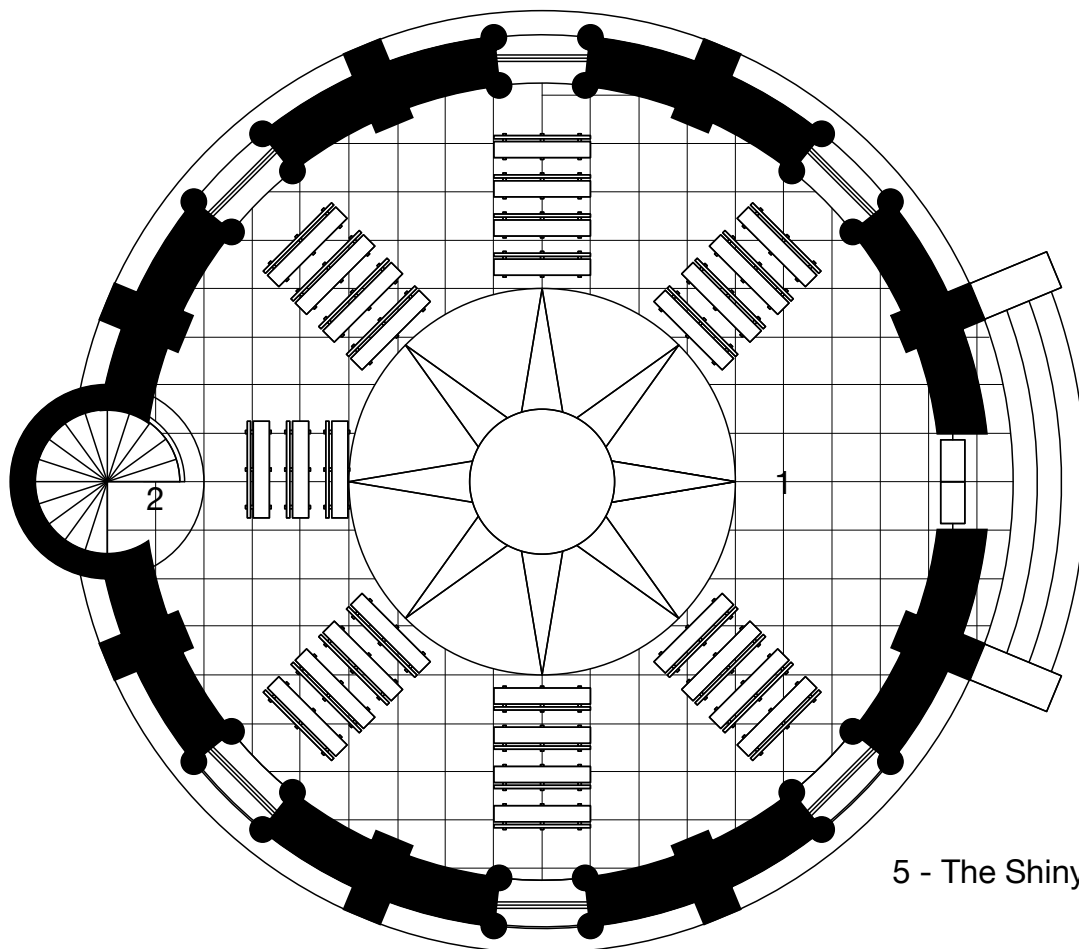
4 - The Silver Lady, Temple



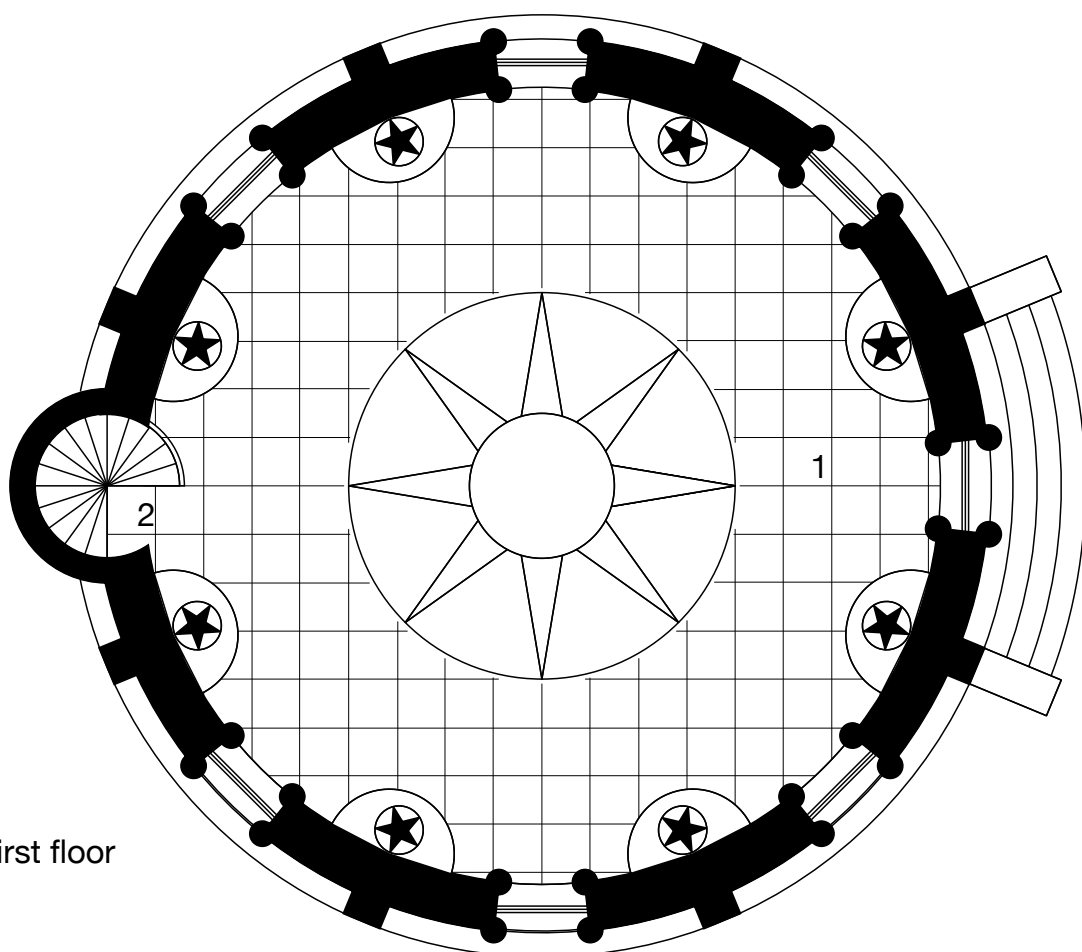
5 - The Shiny Lord, Temple, ground floor



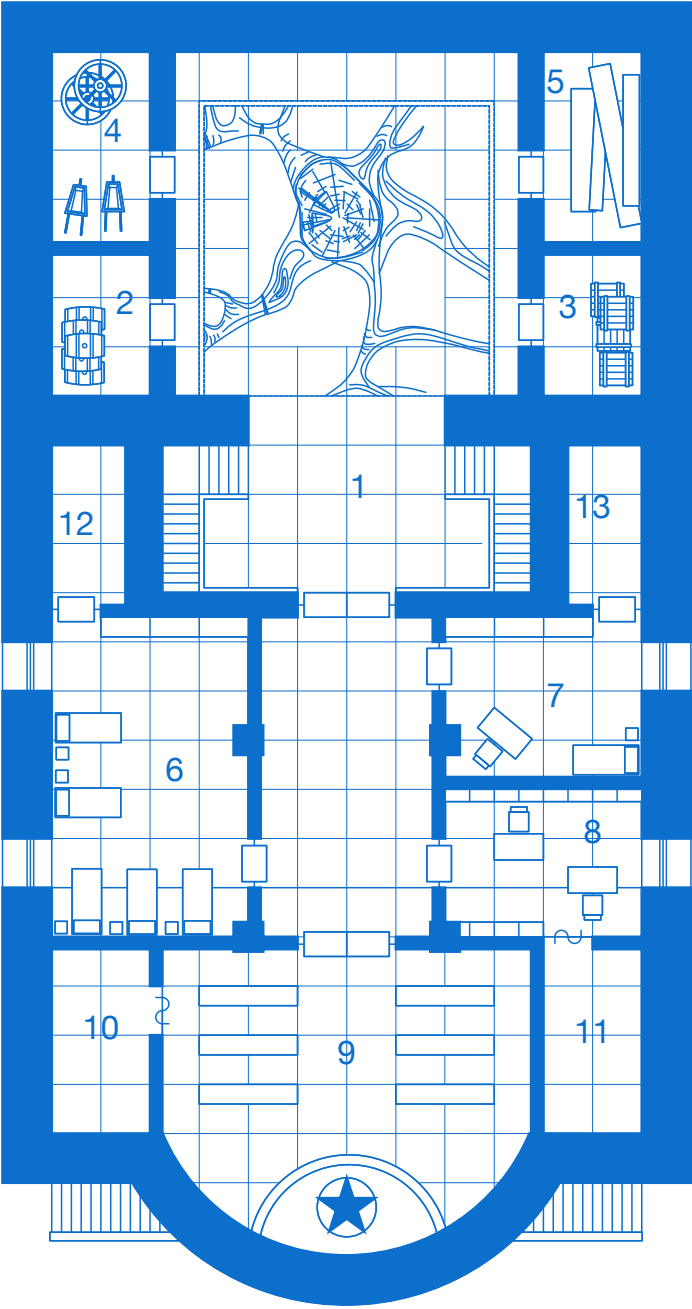
5 - The Shiny Lord, Temple, first floor



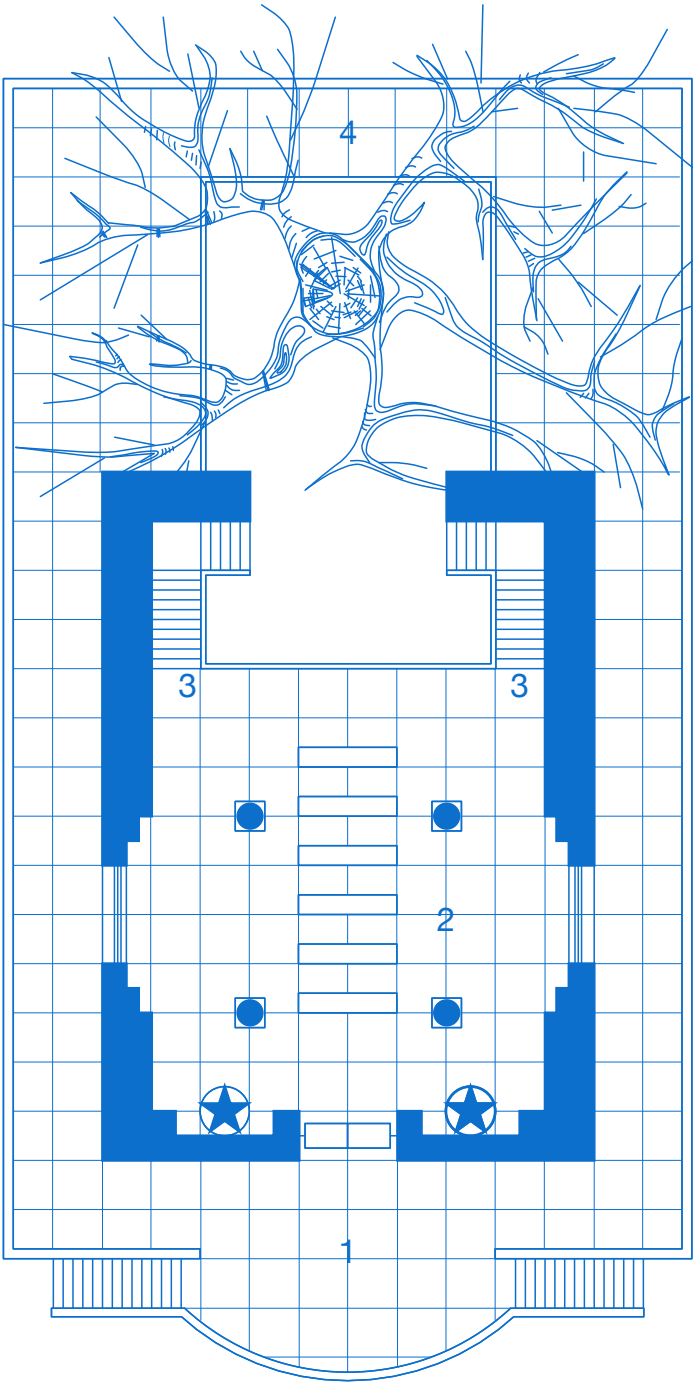
5 - The Shiny Lord, Temple, ground floor



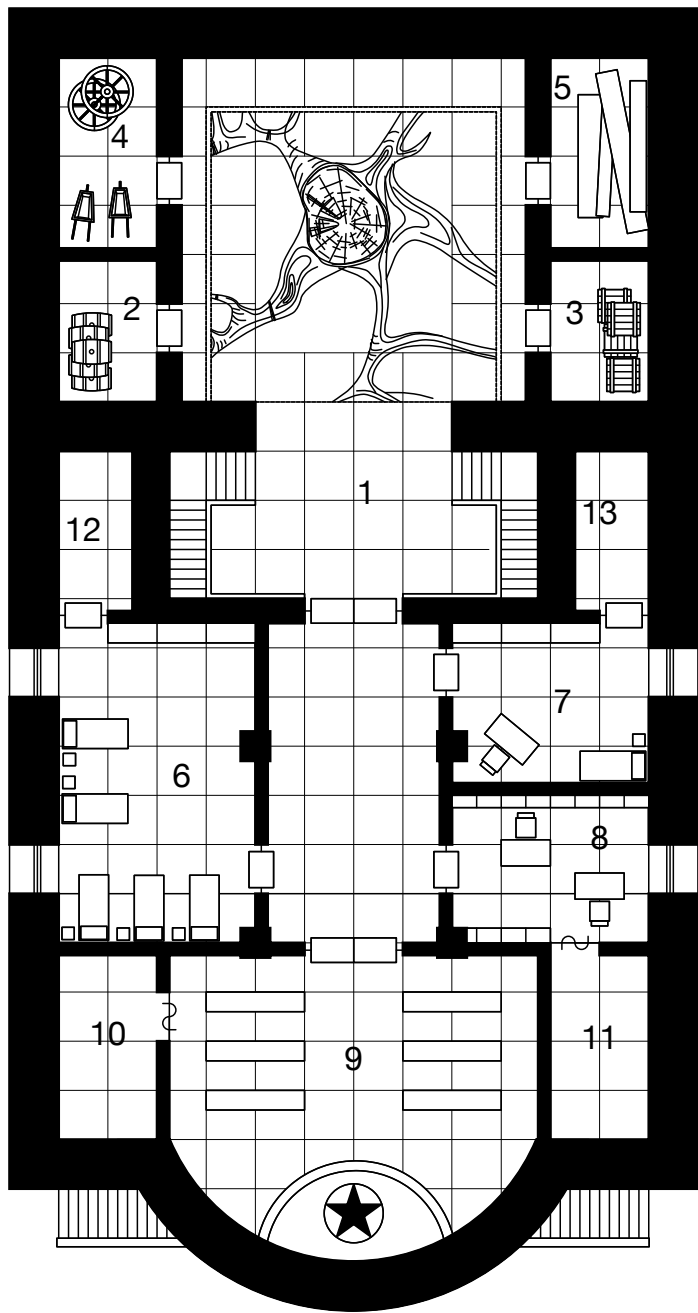
5 - The Shiny Lord, Temple, first floor



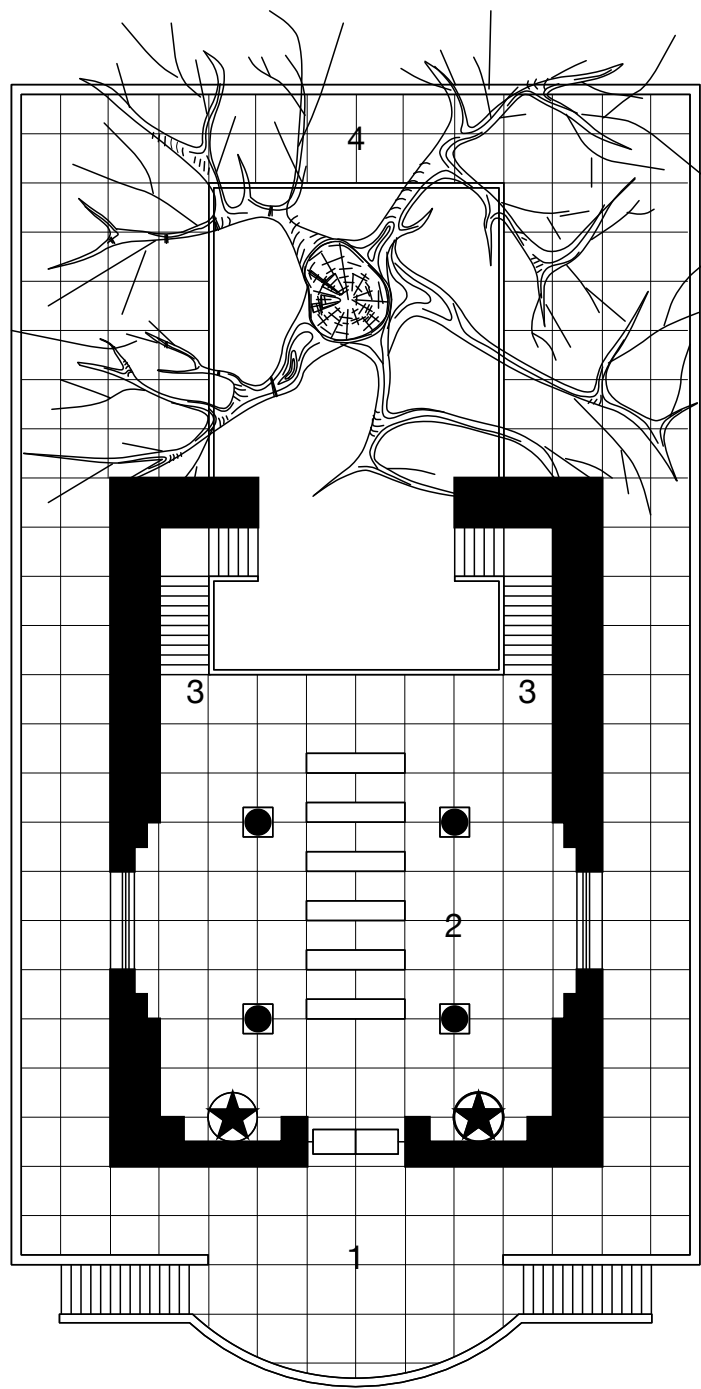
6 - The Great Mother, ground floor



6 - The Great Mother, first floor



6 - The Great Mother, ground floor



6 - The Great Mother, first floor

LEVEL/Map: 1 - Our Lady of Luck, Temple

[illegible]

LEVEL/MAP: 3 - House of Swords. Abbey

[illegible]

LEVEL/MAP: 4 - The Silver Lady, Temple

[illegible]

LEVEL/MAP: 5 - The Shiny Lord, Temple

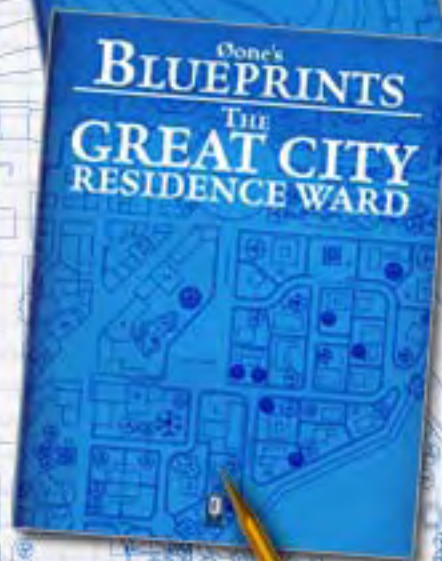
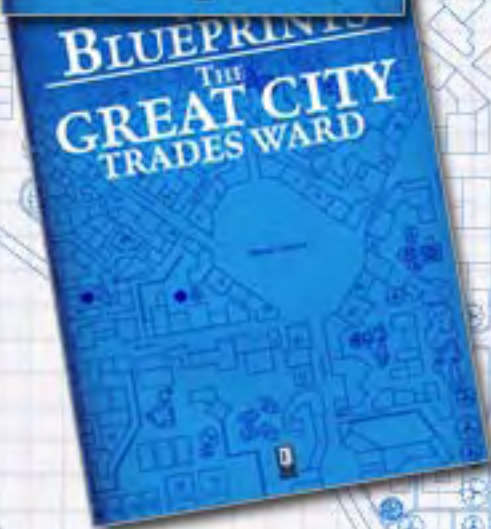
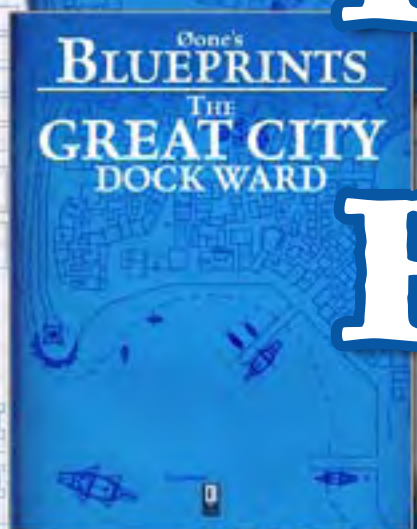
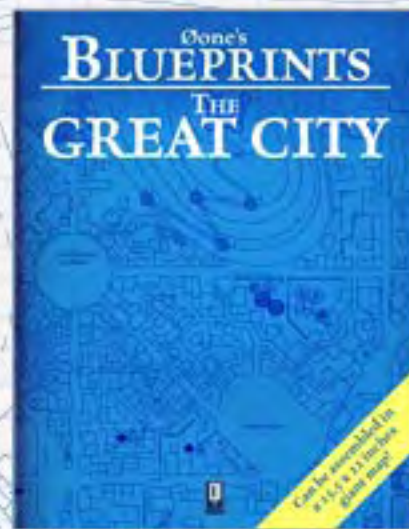
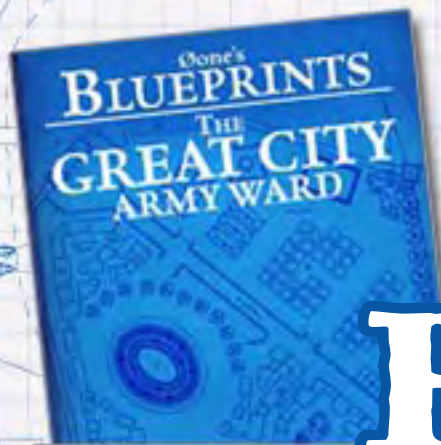
[illegible]

LEVEL/MAP: 6 - The Great Mother, Temple

[illegible]

LEVEL/MAP:

[illegible]



BUILDING BY BUILDING

JANUARY 2006
THE GREAT CITY
DOCK WARD

FEBRUARY 2006
TRADES WARD
RESIDENCE WARD

MARCH 2006
TEMPLE WARD
CASTLE WARD

APRIL 2006
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