BUEBRARDS BROUERSALTS DROWER OF HIGH SORCERY





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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 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 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.



Øone's Blueprints: Drow City - Tower of High Sorcery

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Product Code: blu59. First edition 3/2010 Design: Mario Barbati 2D drawings: Guido Barbati Graphics: O'Bully Software Engineer: Anna Fava

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Tower of High Sorcery

This tower is the center of the Arcane power of Drow City. Both male and female can become a master of the magical arts, though this is a way dangerous and difficult. Death, by means of uncontrolled magical energy is fairly normal in the tower.

Those who are not able to master magical arts must be eliminated and it is the magic itself that provides to the elimination of these useless people. The tower is a real academy, with classrooms, laboratories and libraries, where high sorcerers teach their arts. A would be sorcerer must spend not less than nine years in the tower, becoming master in each level of magic.

The tower itself, carved in a gargantuan stalactite, hosts nine levels (ground floor included). The levels are smaller as one goes up. At the ground level there are hundreds of students, but at the eighth level you can find only four students and one teacher, and only one of the student will become Master of Sorcery.



	door	S	secret trapdoor	-	four poster bed
	double door	F	trapdoor in floor		single bed
• • •	portcullis	C	trapdoor in ceiling		round table
\sim	secret door	·ww	curtain		bench
	statue	*	one way secret door		shelves
	fireplace		one way door		stairs up/down
	pillar		dais		anvil
<u> </u>	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	C. C.	bones
\bigcirc	pool		weapons rack	- Innon	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















Tower of High Sorcery - fifth floor





Tower of High Sorcery - fifth floor





Tower of High Sorcery - eighth floor



Tower of High Sorcery - seventh floor





Tower of High Sorcery - eighth floor



Tower of High Sorcery - seventh floor



Tower of High Sorcery - sixth floor

NUMBERNAMESHOEntranceEntranceCheckpointCheckpointWaiting roomImage: State Sta	LEVEL	Map: Ground Flo
EntranceCheckpointWaiting roomWaiting roomOfficesOfficesTeachers' apartments13ToiletsTeachers' meeting roomGuardpostGuardpostArmoryBarracks30Students dormitories33ToiletsGuardpostLarderEmptyEmpty44StairsLaboratoryLaboratory		
CheckpointWaiting roomOfficesOfficesTeachers' apartments13ToiletsTeachers' meeting roomGuardpostArmoryBarracks30Students dormitories31Toilets32KitchenEmpty44StairsLaboratoryLaboratory		
Waiting room5Offices5Teachers' apartments5Toilets13Toilets14Teachers' meeting room5Guardpost6Armory6Barracks30Students dormitories31Toilets32Storages33Larder6Empty44Stairs44Stairs14Laboratory	2	
5Offices0Teachers' apartments13Toilets13Toilets14Teachers' meeting room15Guardpost16Armory17Barracks18Students dormitories19Toilets19Storages10Larder11Empty12Refectory14Stairs15Laboratory	3	
PTeachers' apartments-13ToiletsTeachers' meeting roomImage: Composition of the composi	4-5	
13ToiletsTeachers' meeting roomGuardpostArmoryBarracks30Students dormitories33Toilets37StoragesLarderKitchenEmpty44StairsLibraryLaboratory	6-9	
Teachers' meeting roomGuardpostArmoryBarracks30Students dormitories33Toilets37StoragesLarderKitchenEmpty44StairsLibraryLaboratory	10-13	
GuardpostArmoryBarracks30Students dormitories33Toilets37StoragesLarderKitchenEmptyRefectory44StairsLibraryLaboratory	14	
ArmoryBarracks30Students dormitories33Toilets37StoragesLarderKitchenEmptyRefectory44StairsLibraryLaboratory	15	
Barracks30Students dormitories33Toilets37StoragesLarderIEmptyIRefectoryI44StairsLibraryILaboratoryI	16	
30Students dormitories33Toilets37StoragesLarderKitchenEmptyRefectory44StairsLibraryLaboratory	17	
33Toilets37StoragesLarderKitchenEmptyRefectory44StairsLibraryLaboratory	18-30	
37Storages37StoragesLarderKitchenKitchenEmptyEmptyRefectory44StairsLibraryLibraryLaboratoryI	31-33	
LarderKitchenEmptyRefectory44StairsLibraryLaboratory	34-37	
EmptyEmptyRefectory44StairsLibraryLaboratory	38	
Refectory 44 Stairs Library Laboratory	39	Kitchen
Refectory44StairsLibraryLaboratory	40	Empty
Library Laboratory	41	
Laboratory	42-44	
-	45	Library
48 Classrooms	46	Laboratory
	47-48	Classrooms

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LEVE	l/Map: First Floor
Nume	BER NAME
1-3	Stairs
4-18	Students dormitories
19-22	Teachers' apartments
23-26	Toilets
27	Teachers' meeting room
28-30	Toilets
31-34	Storages
35	Larder
36	Kitchen
37	Empty
38	Refectory
39	Recreation room
40	Library
41	Laboratory
42-43	Classrooms

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LEVEL	MAP: Second Fl
Numbei	
1-3	Stairs
4-7	Teachers apartments
8-11	Toilets
12-26	Students dormitories
27-30	Storages
31	Larder
32	Kitchen
33	Empty
34-36	Toilets
37	Refectory
38	Recreation room
39	Library
40	Laboratory
41-42	Classrooms

Level/	MAP: Third Floc
Number	
1	Stairs
2-5	Teachers' apartments
6-9	Toilets
10	Teachers' meeting room
11-26	Students' dormitories
27-29	Toilets
30-31	Storages
32	Larder
33	Kitchen
34	Refectory
35	Recreation room
36	Library
37	Laboratory
38-39	Classrooms

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Level/N	Map: Fourth Flo
Number	Name
1	Stairs
2-4	Teachers' apartments
5-7	Toilets
8-14	Students' dormitories
15-16	Toilets
17	Kitchen
18	Larder
19	Refectory
20	Recreation room
21	Library
22	Laboratory
23	Library
24	Laboratory
25	Classroom

LEVEL/	Map: Fifth Floor
Numbei	r Name
1	Stairs
2-4	Teachers' apartments
5-7	Toilets
8-11	Students' dormitories
12-13	Toilets
14	Kitchen
15	Larder
16	Refectory
17	Recreation room
18	Library
19	Laboratory
20	Library
21	Laboratory
22	Classroom

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Level/	Map: Sixth Floor
Number	Name
1	Stairs
2	Teacher apartment
3	Teachers' meeting room
4	Teacher apartment
5-6	Toilets
7-10	Students dormitories
11	Toilets
12	Kitchen
13	Larder
14	Refectory
15	Recreation room
16	Library
17	Laboratory
18	Classroom

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Levei	/ Map: Seventh FI	oor	
Numb		Short descr	NIPTIO
1	Stairs		
2-3	Teachers' apartments		
4-5	Toilets		
10	Teachers' meeting room		
6-9	Students' dormitories		
10	Toilets		
11	Kitchen		
12	Larder		
13	Refectory		
14	Recreation room		
15	Library		
16	Laboratory		
17	Classroom		

LEVEL	/ Map: Eighth Flo	or	
Numbe			DESCRIPTIO
1	Stairs		
2	Teacher apartment		
3	Toilet		
4-5	Students dormitories		
6	Kitchen		
7	Refectory		
8	Recreation room		
9	Library		
10	Laboratory		
11	Classroom		
			_
			•
			_

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Level/Map:			
Number	Name	Short description	

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