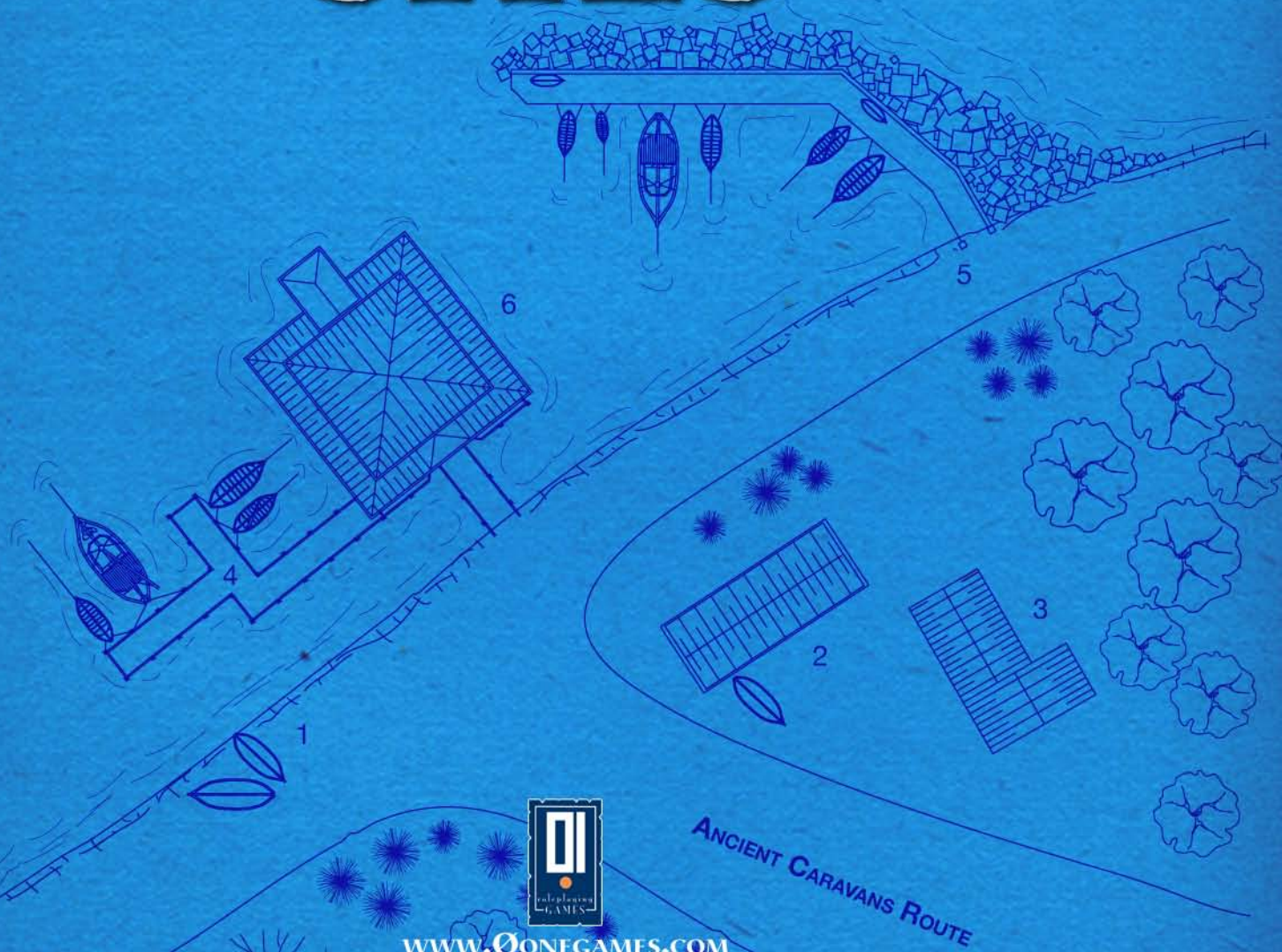


Øone's BLUEPRINTS

DOMAIN OF BLOOD GHOSTWOOD SITES



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One's BLUEPRINTS

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.



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One's Blueprints: Domain of Blood - Ghostwood Sites

Product Code: blu83. First edition 11/2011

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2D drawings: Guido Barbati, Mario Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

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Ghostwood Sites

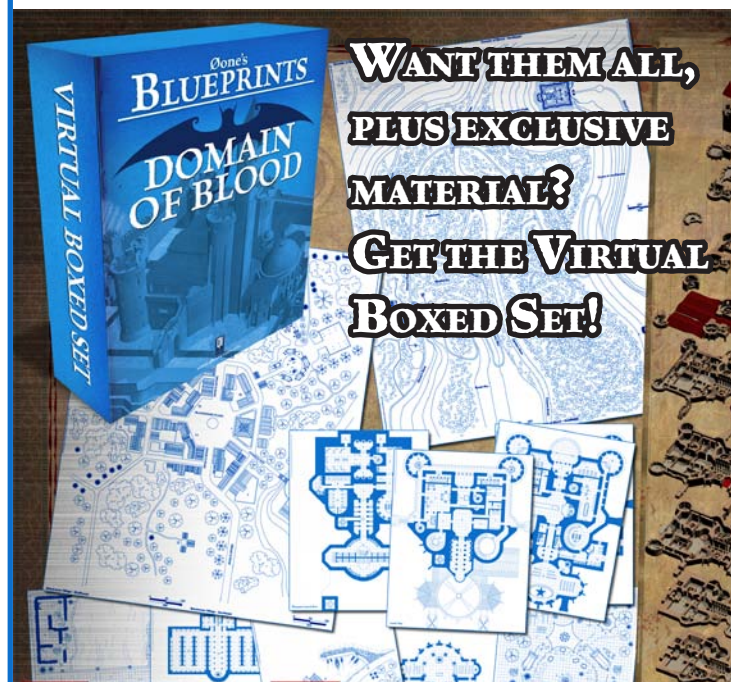
The Ghostwood forest covers most of the Domain territory. The forest hides many sites of interests and only few of them are detailed here.

Gypsies Camp is where the mysterious gypsies have their base. This group of nomad fortune-tellers used to wander through the domain, but their oldest members do not travel anymore. The elders, who are the most powerful fortune-tellers among the gypsies, stay in this camp and they decide who to listen.

The inn of the Crimson Tears is the sole inn of the region. Adventurers who dare to enter the domain have no choice but to stop at the inn, which is distant from Blackraven Village, sitting near a fishing dock. Fishermen often stay at the inn during the night, since there are not many customers usually, and, best reason of them all, because it is not safe to travel during the night in the Domain of Blood.

Brides Bridge is one of the two bridges crossing the Crimson river. Its name is due to the previous function. A small building near the bridge, now in ruin, was used for resting by the numerous brides of the Count. In the past wealthy people used to sent young girls to marry the powerful Count, and they took rest near the bridge for refreshing and dress for their future lord.

Caverns of Crescent Moon owe their name to the large cavern with the ceiling open to the sky, which has the shape of a crescent moon. Legend whispers that the caverns are a cursed place, where a feral race of ex servants of the Count now dwells. Walking near the caverns during a full moon is very dangerous as loud howling can be heard even from the Crimson River.



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/bookcase
	bars		hook on wall		bones
	pool		weapons rack		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

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