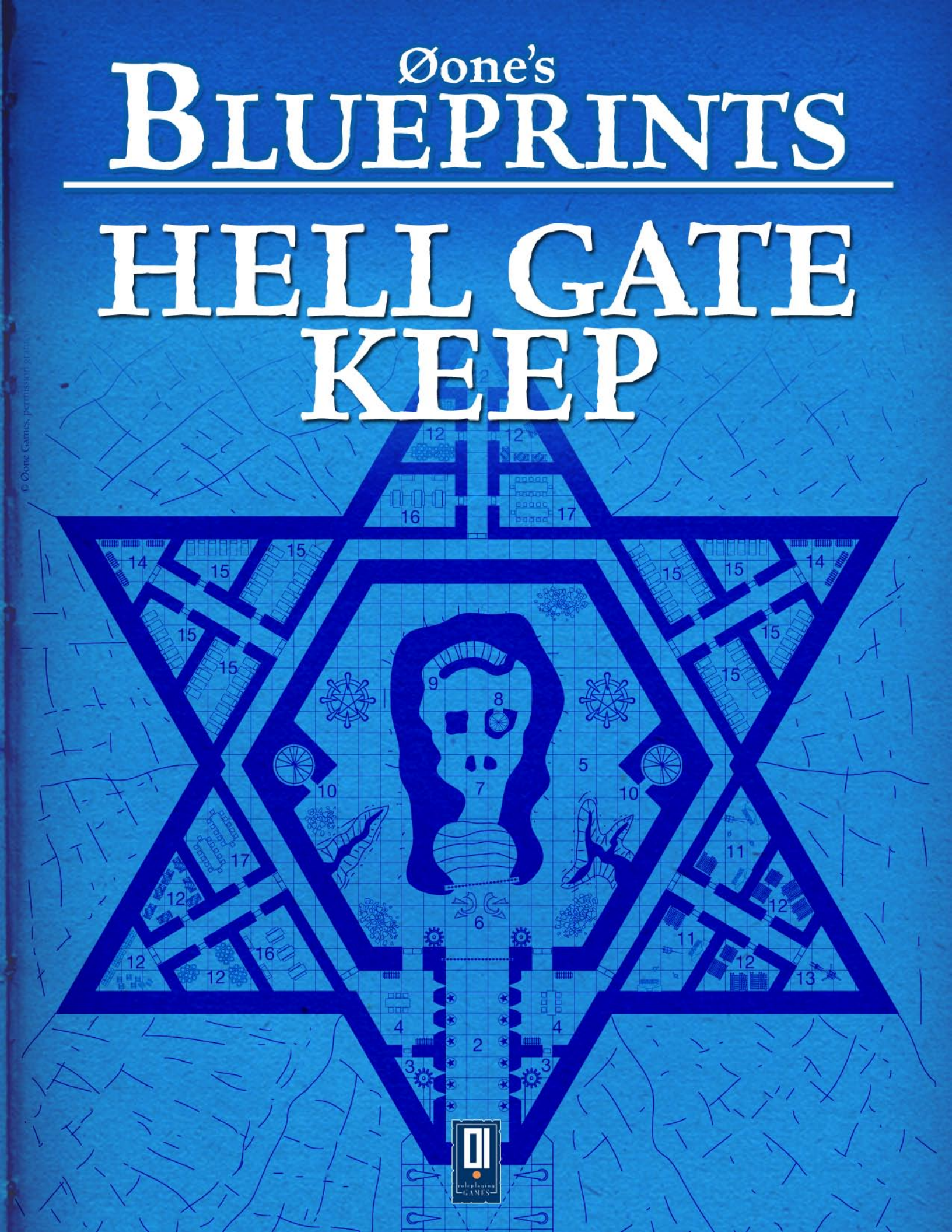
Øone's

BLUEPRINTS

HELL GATE KEEP



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Øone'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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Øone's Blueprints: Hell Gate Keep

Product Code: blu53. First edition 4/2009
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Hell Gate Keep

Ancient people living in the Dim Forest area told about the Demon's Head. The Demon's Head was a high rock jutting from the ground in the very center of a star-shaped crevice. The rock is said to contain a demon from hell. It is also said the demon was first dormant, at least until the Black Mage entered the Demon's Head. An obscure pact was forged, and the Black Mage left the rock leaving a giant warding sigil engraved on the ground.

From that moment Evil forces gathered and six evil lords built a windowless fortress all around the Demon's Head they called Hell Gate Keep. The six evil lords are a death knight, a lich, a fire giant, a half-orc, a vampire and a half-fiend. It is said the other evil lords recently murdered the half fiend.

Legions of orcs, goblins and bugbears live in the fortress and raid the countryside in the name of their evil lords, bringing thousands of slaves in the keep.

Note: in these maps, each square equals 10 feet.

Area Overview

The dark and eerie Dim Forest surrounds Hell Gate Keep. The five lord's minions roam the forest itself. Orcs, goblins, undead and more dark minions patrol night and day the Devil's Path, which leads to the keep.

Ground Level

The star-shaped keep features a large courtyard with the Demon's Head rock jutting from the very center. A large magical sigil engraved on the ground prevents the Demon from leaving the rock, but it doesn't prevent minions from entering the Head. The gateway is the sole access to the keep. On this level the minions of the five lords perform their daily activities.

First Level

Also called the Lord's Level, on this floor you can find the five chambers of the lords, plus all that remains of the sixth lord's chamber. Each lord's chamber is protected by a barrack containing the elite warriors and shamans of each lord.

In the Demon's Head, on this level, there is a large cavern where the cages with slaves are left.

Second Level

This is the rooftop of the keep. Many catapults of various sizes are found here. In the Demon's Head is found the throne room, where usually only the Five Lords are admitted.

Underground Level

This maze was dug at the base of the Demon's Head and is mainly a large jail. Many cells host dozens of slaves, kidnapped from the countryside. In the torture chambers, evil shamans conduct foul experiments on the slaves and many of them are brought to the Demon himself to provide food with their own souls. A secret door opens directly on the crevice, providing entrance to winged creatures. Another access comes from the base of the crevice, which is haunted by aberrations resulting from the horrid experiments on the slaves.

Legend

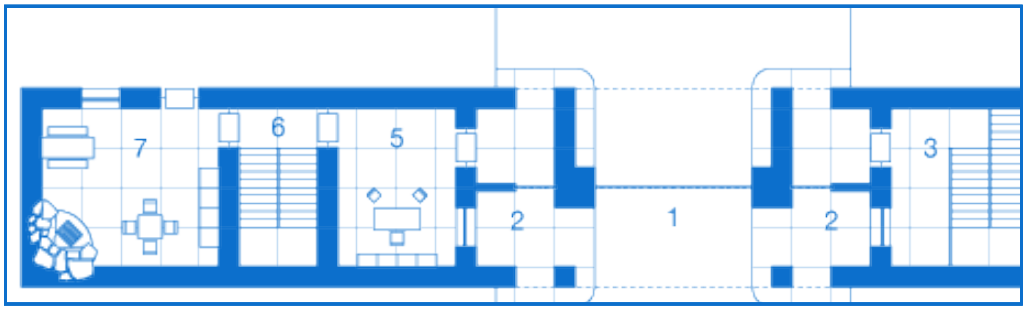
Symbols commonly used

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

RULE THE DUNGEON!



N

☑ Print North mark on all maps

Print all the BLUE pages

Print all the BLACK n' White pages

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RULE THE DUNGEON!



Hell Gate Keep - Area Overview

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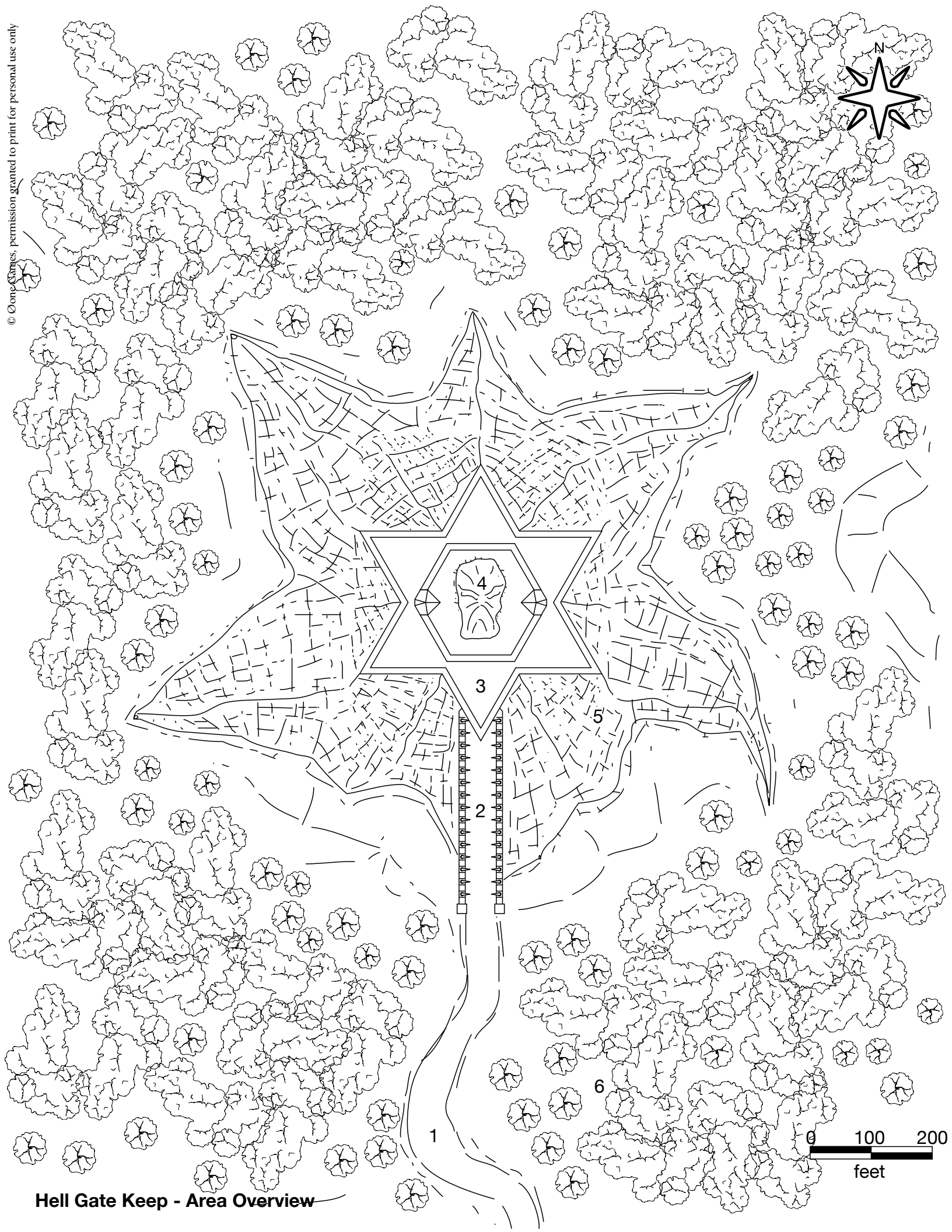

Hell Gate Keep - Area Overview

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RULE THE DUNGEON!



Hell Gate Keep - Ground Level

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Hell Gate Keep - Ground Level

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RULE THE DUNGEON!



Hell Gate Keep - First Level

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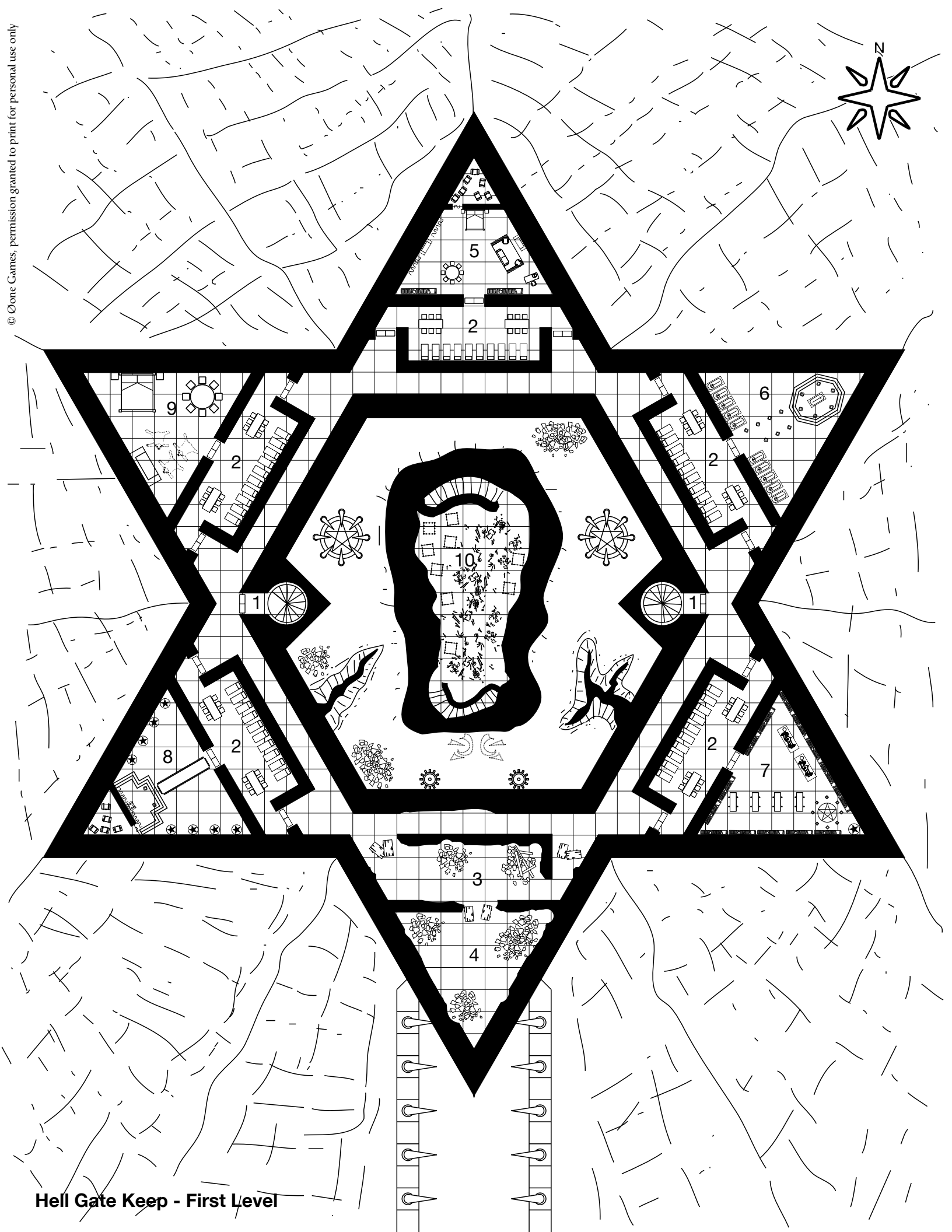

Hell Gate Keep - First Level

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RULE THE DUNGEON!



Hell Gate Keep - Second Level

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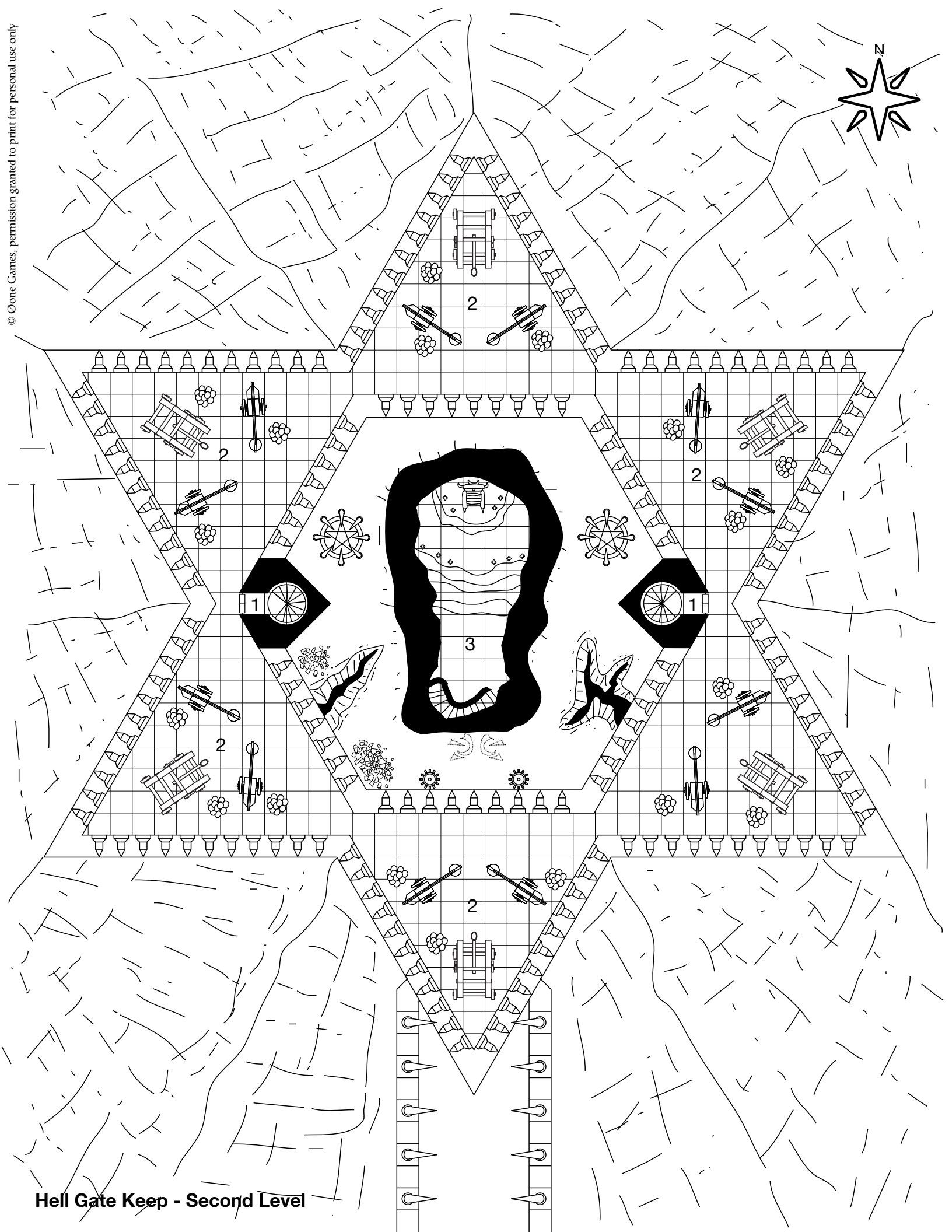

Hell Gate Keep - Second Level

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RULE THE DUNGEON!



Hell Gate Keep - Underground Level

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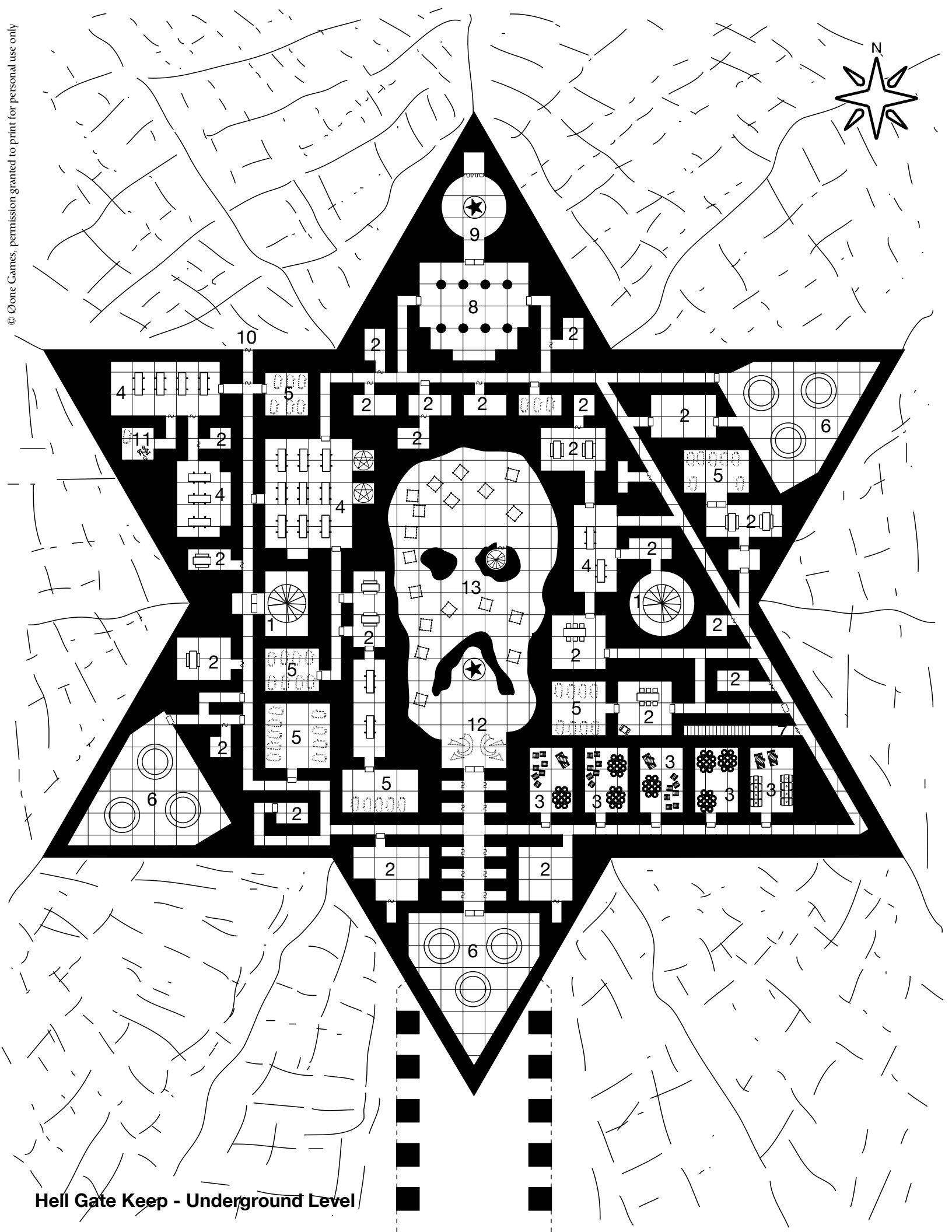

Hell Gate Keep - Underground Level

Level/Map: Area Overview

Number	Name	Short description
1	The Devil's Path	
2	Bridge	
3	The Keep	
4	Demon's Head	
5	Crevice	
6	Dim Forest	

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Level/Map: Ground Level

Number	Name	Short description
1	Bridge	
2	Gateway	
3	Winch rooms	
4	Guardposts	
5	Courtyard	
6	The Warding Sigil	
7	Demon's Foyer	
8	Stairs down	
9	Stairs up	
10	Stairs up/down	
11	Forges	
12	Storage	
13	Well	
14	Armory	
15	Barracks	
16	Kitchens	
17	Refectory	

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Level/Map: First Level

Number	Name	Short description
1	Stairs up/down	
2	Elite Guards Barracks	
3	Destroyed Barracks	
4	Destroyed Lord's Room	
5	Half-Orc Lord's Room	
6	Vampire Lord's Room	
7	Lich Lord's Room	
8	Death Knight Lord's Room	
9	Fire Giant Lord's Room	
10	Cages	

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Level/Map: Second Level

Number	Name	Short description
1	Stairs up/down	
2	Catapults	
3	Demon's Throne Room	

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Level/Map: Underground Level

Number	Name	Short description
1	Stairs up/down	
2	Guardrooms	
3	Storage	
4	Torture chambers	
5	Jails	
6	Cisterns	
7	Stairs down to crevice	
8	Pillars room	
9	The Demon's Statue	
10	Secret door to nowhere	
11	Troll's Cage	
12	Warding Sigil	
13	Cages room	

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Level/Map:

Number	Name	Short description

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