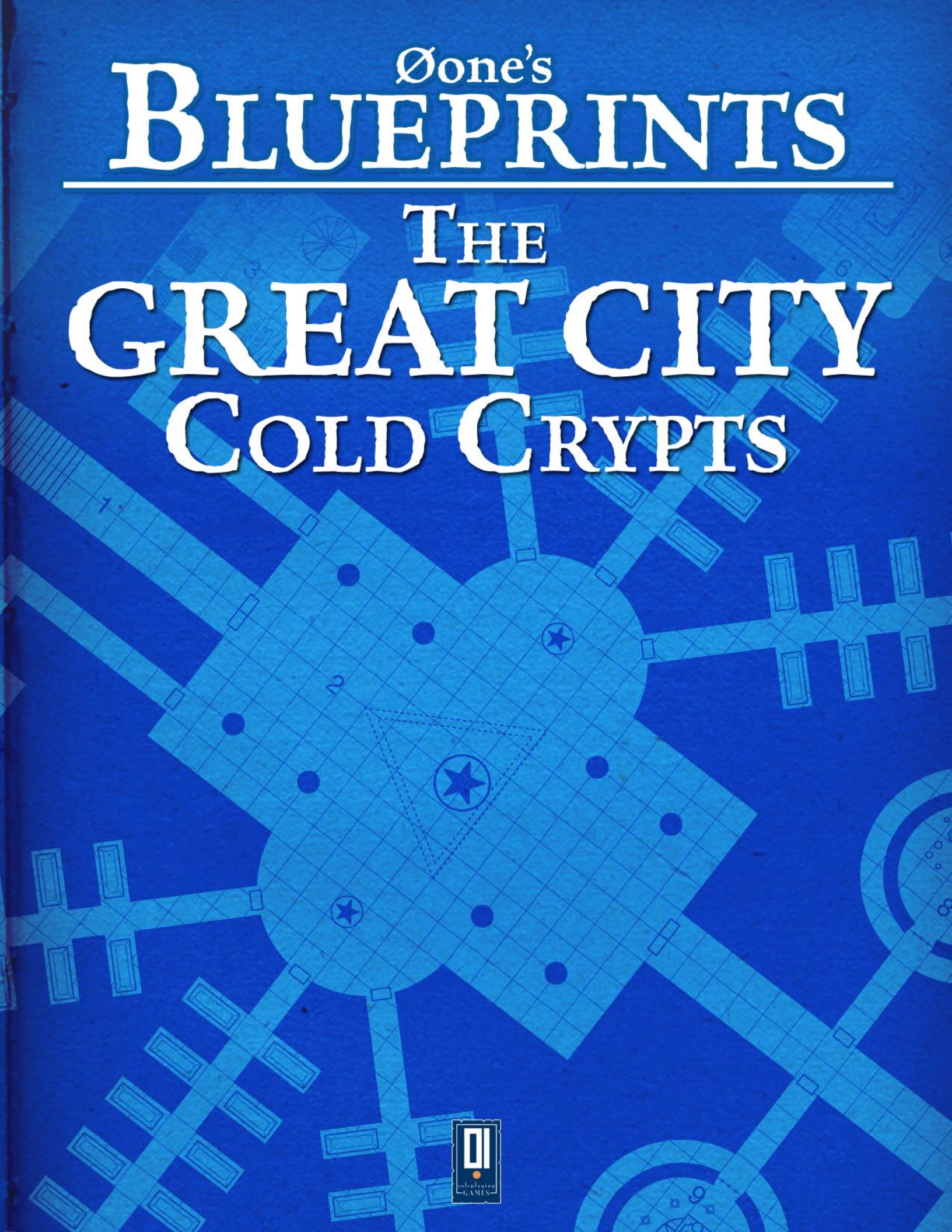
Øone's

Blueprints

The Great City

Cold Crypts



Øone roleplaying GAMES

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.

Øone's Blueprints: The Great City: Cold Crypts

Product Code: blu54. First edition 6/2009
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2D drawings: Mario Barbati
Graphics: O'Bully
Software Engineer: Anna Fava
Additional Text: Tim Hitchcock

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The Great City: Cold Crypts

As you descend the wide marble stairs, the temperature drops dramatically. The air turns frigid, stinging your throat and lungs with its iciness as your breath condenses, sticking to the cold, granite walls in foggy crystals. You have entered the legendary Cold Crypts beneath Castle Atregan. Quickly you recall dozens of tales about the lightless world of ancient and terrible hauntings – how its darkness remains unblemished, for merely lighting the passages is a sin. Whispered tales come to mind of unknown fates that have befallen those mortals daring to transgress its sanctity without the proper rituals. You hope these stories are only to fill the curiosity of petulant children with dread, or to dissuade would-be thieves.

Beneath the castle lies a massive ancestral crypt, a labyrinthine tangle of thousands of tombs of ancient nobles, priests, and seers. Tales abound that the sins of centuries of Atregan rule drive restless spirits from their graves to wander the hallways in malevolent mockery.

There are miles of crypts, with passages leading deep into the earth. Some even trail off into natural caverns or worse, the Dungeon Under the Mountain (see The Dungeon Under the Mountain).

As local legends profess, the Cold Crypt's halls are filled with ghosts, each with their own unique stories and motivations. Dependent on their desires, they may attack, aid, or mislead those venturing through the crypts. Finding one's way safely through requires the aid of its denizens and clever interpretations of their enigmatic clues, as well as writings and other messages in the crypt walls.

The entrance to Cold Crypts is located at the staircase at the end of the Main Corridor of the Underground Floor of castle Atregan (See Øone's Blueprints: The Great City, Castle Ward. The Crypts themselves are built as a maze-like structure, however is they are simple enough to navigate for those who understand architecture or possess similar skills. The older chambers date back to the founding of the Castle. These in fact, are located closer to the surface, while many of the deeper passages are newer, built and established to house more recently deceased nobility. Additionally, some of the ghosts entertain conversations with mortals, and PCs clever enough to speak with them gain the opportunity to pick up further clues as to its navigation.

Legend

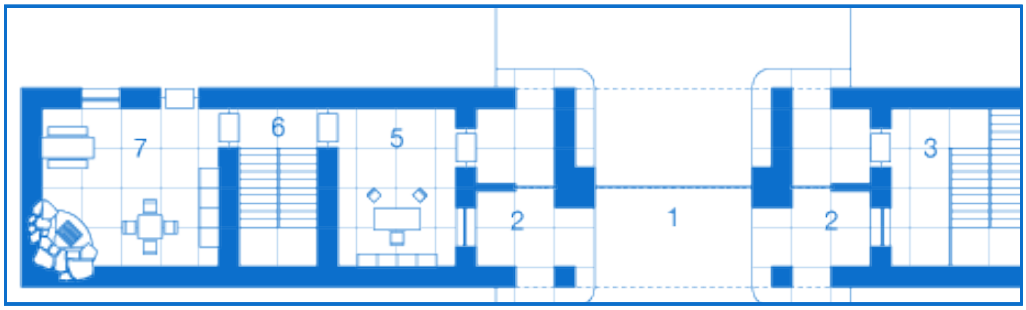
Symbols commonly used

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!

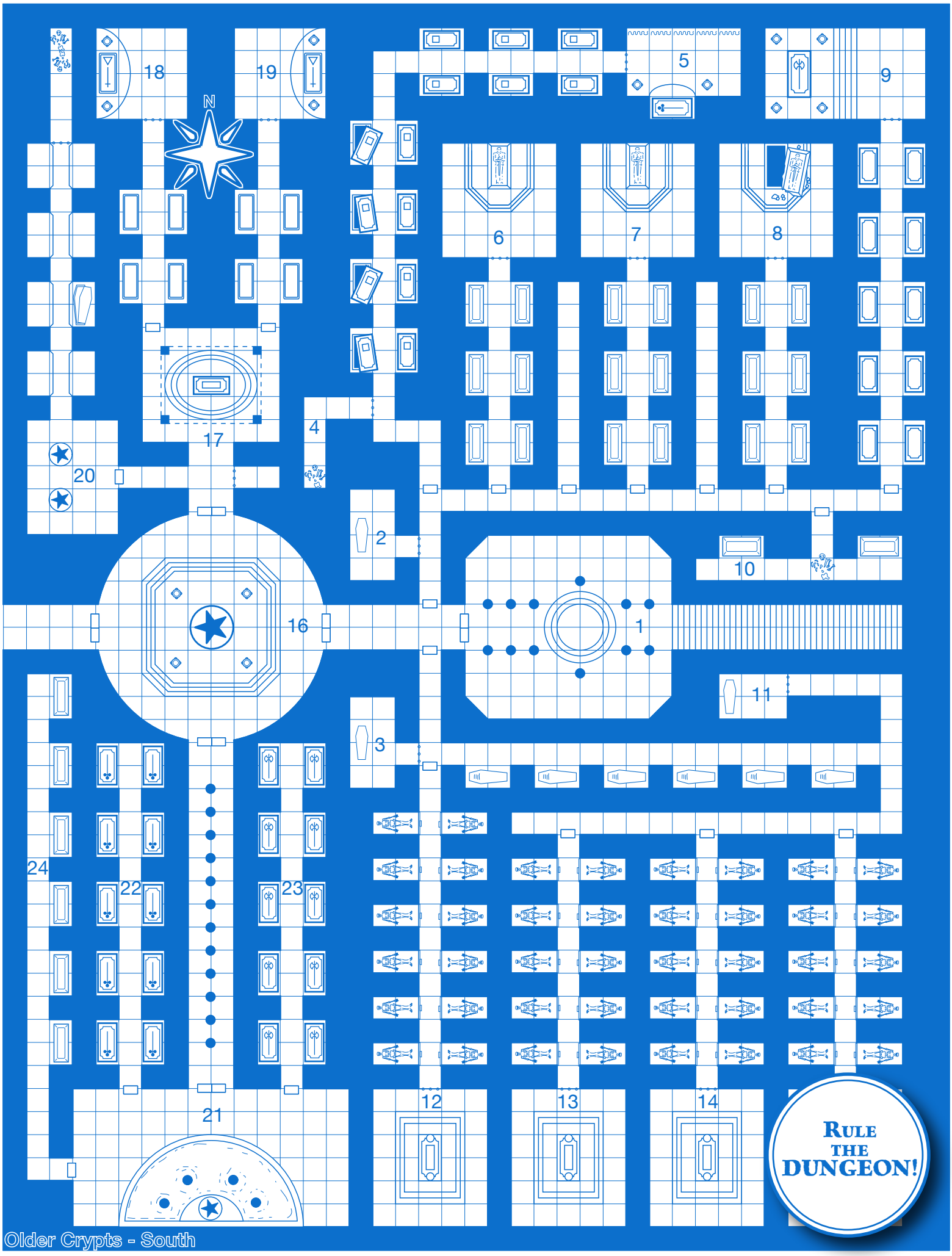


N

☑ Print North mark on all maps

Print all the BLUE pages

Print all the BLACK n' White pages



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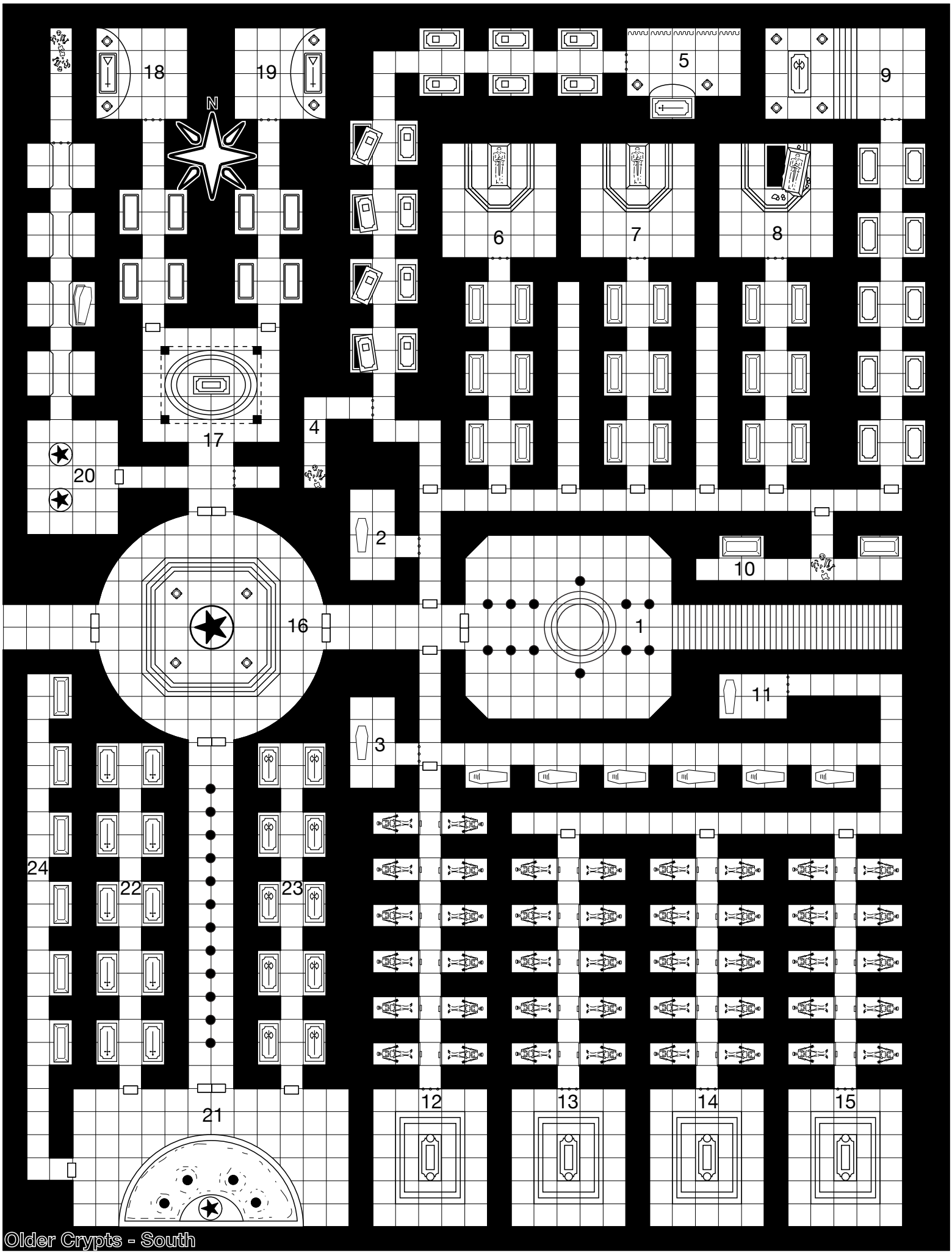

Older Crypts - South

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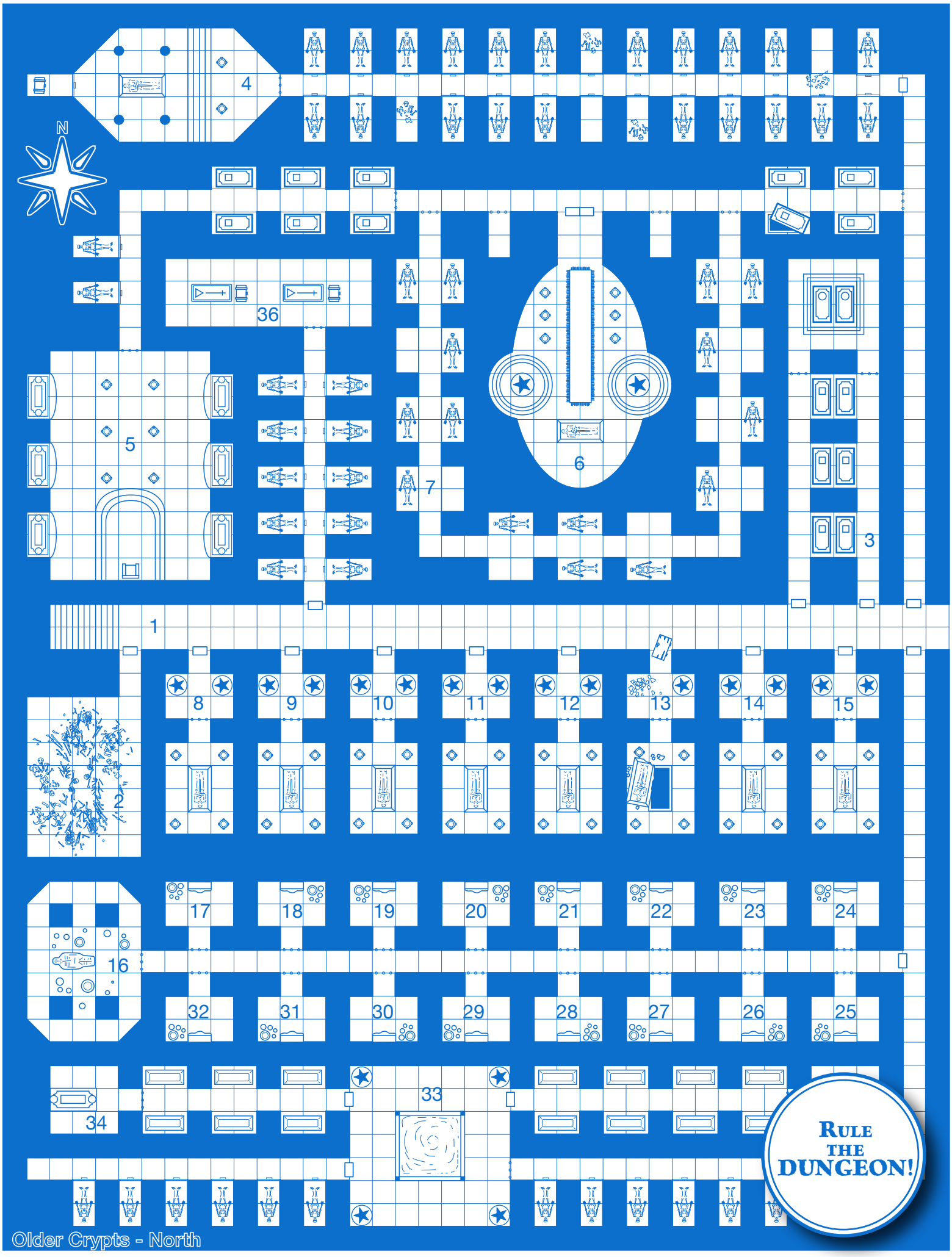

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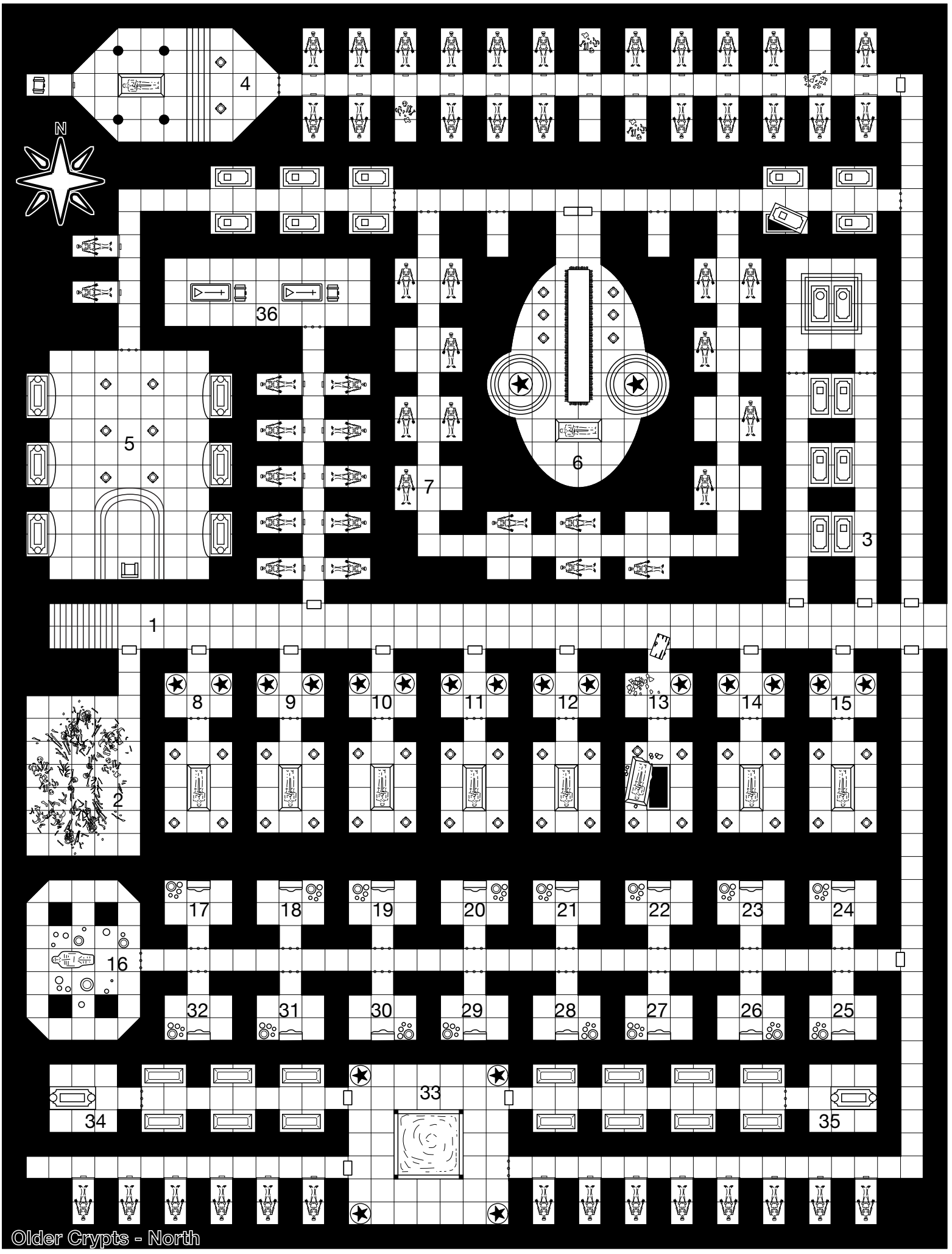

Older Crypts - North

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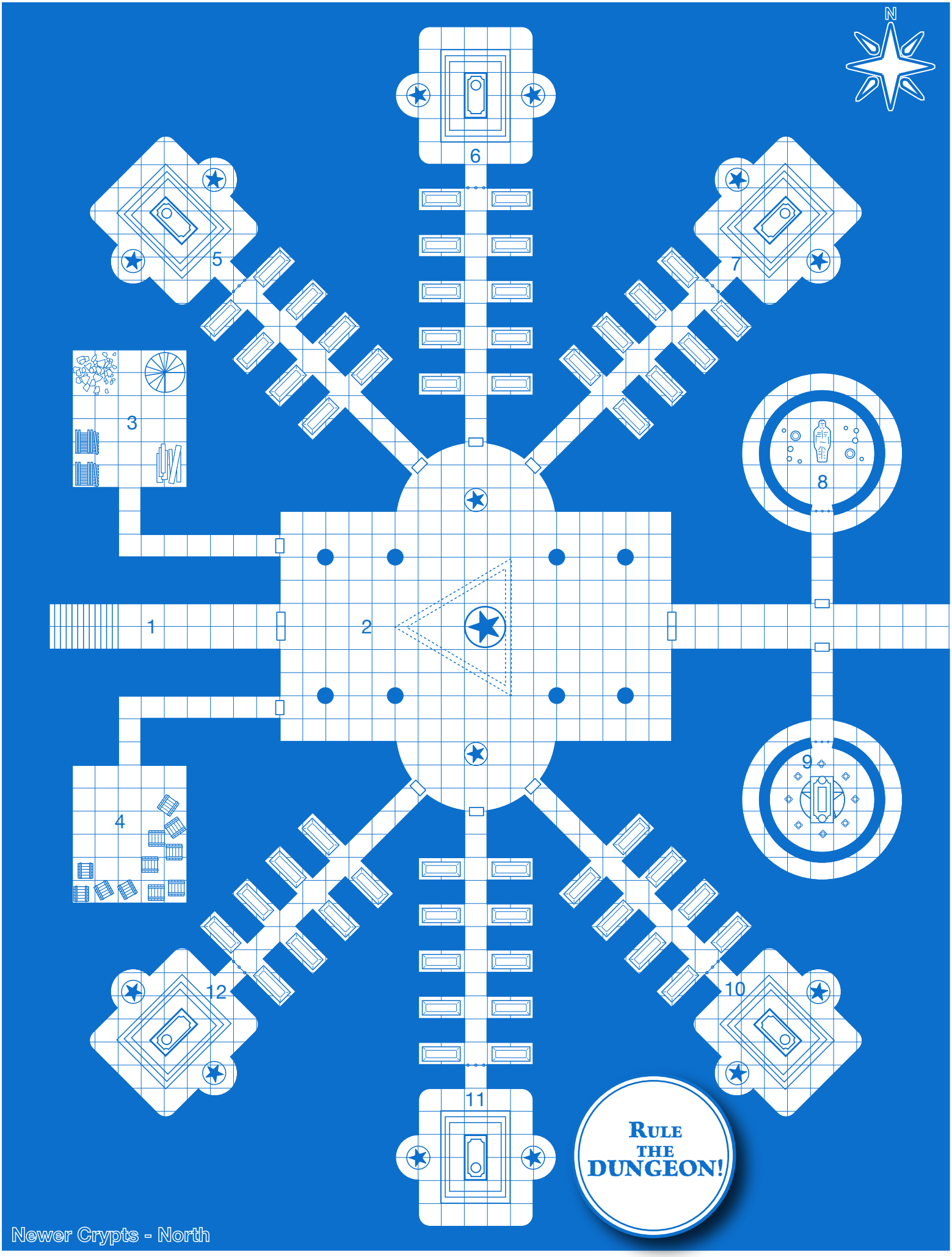

Newer Crypts - North

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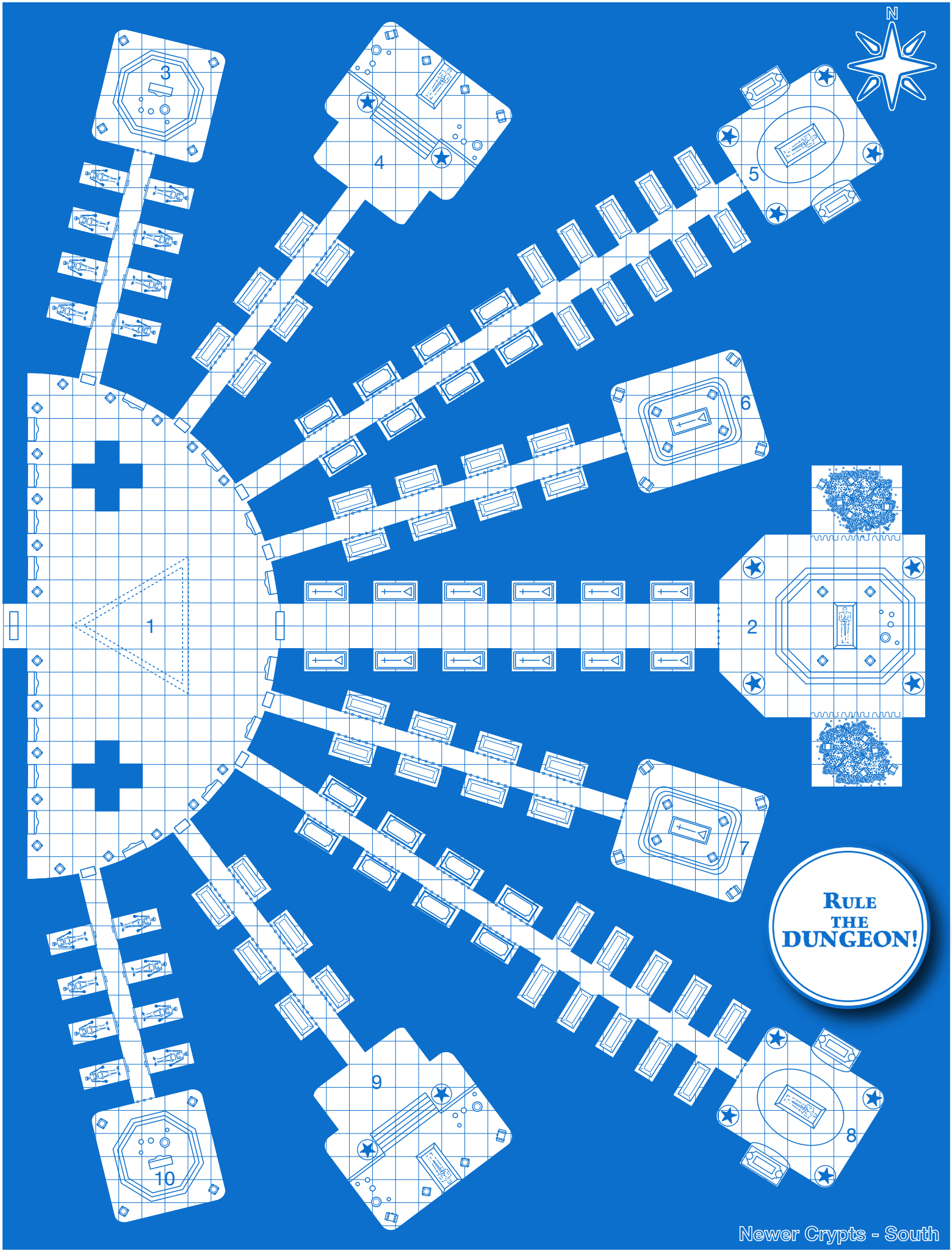
Newer Crypts - North



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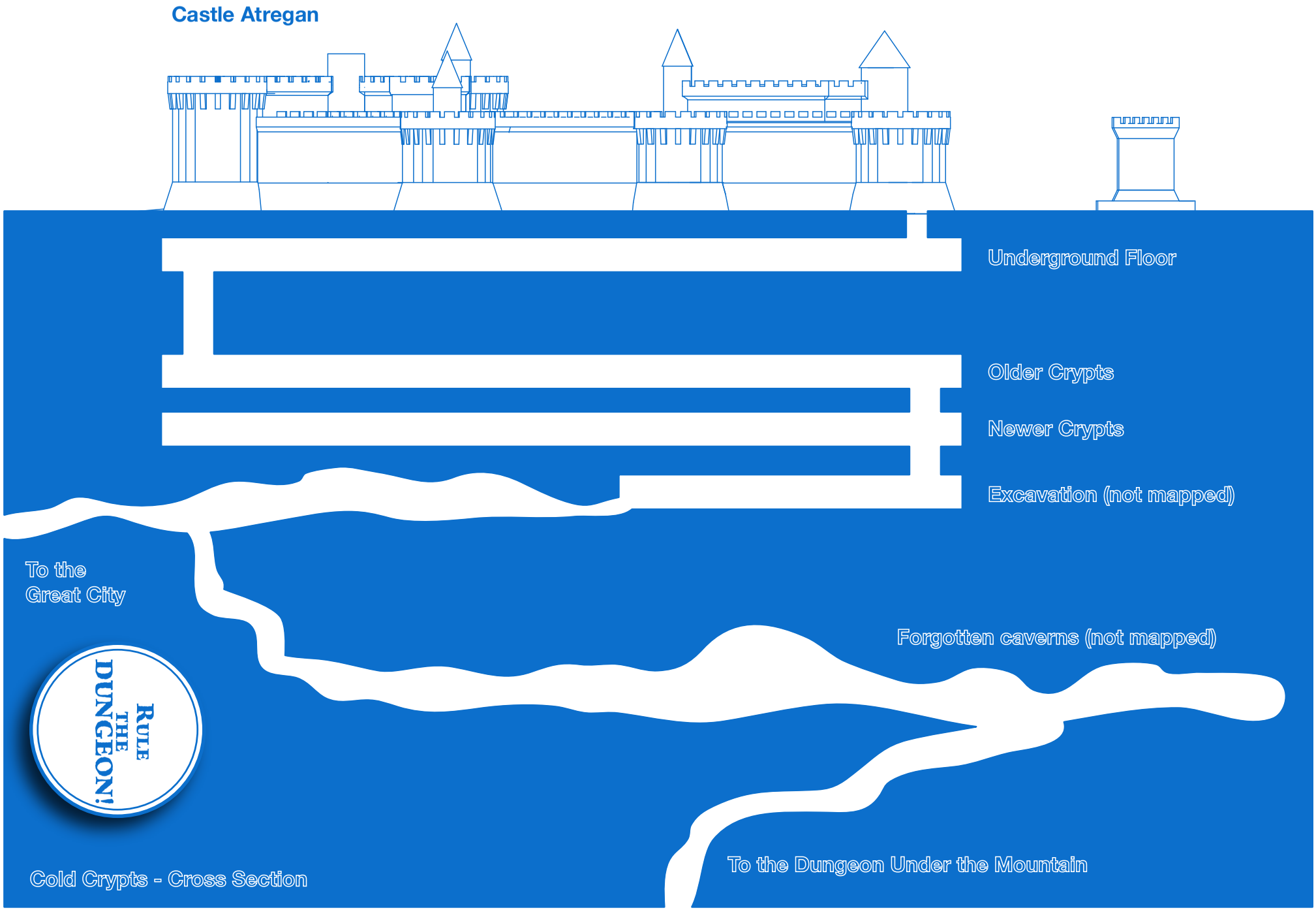

Cold Crypts - Cross Section

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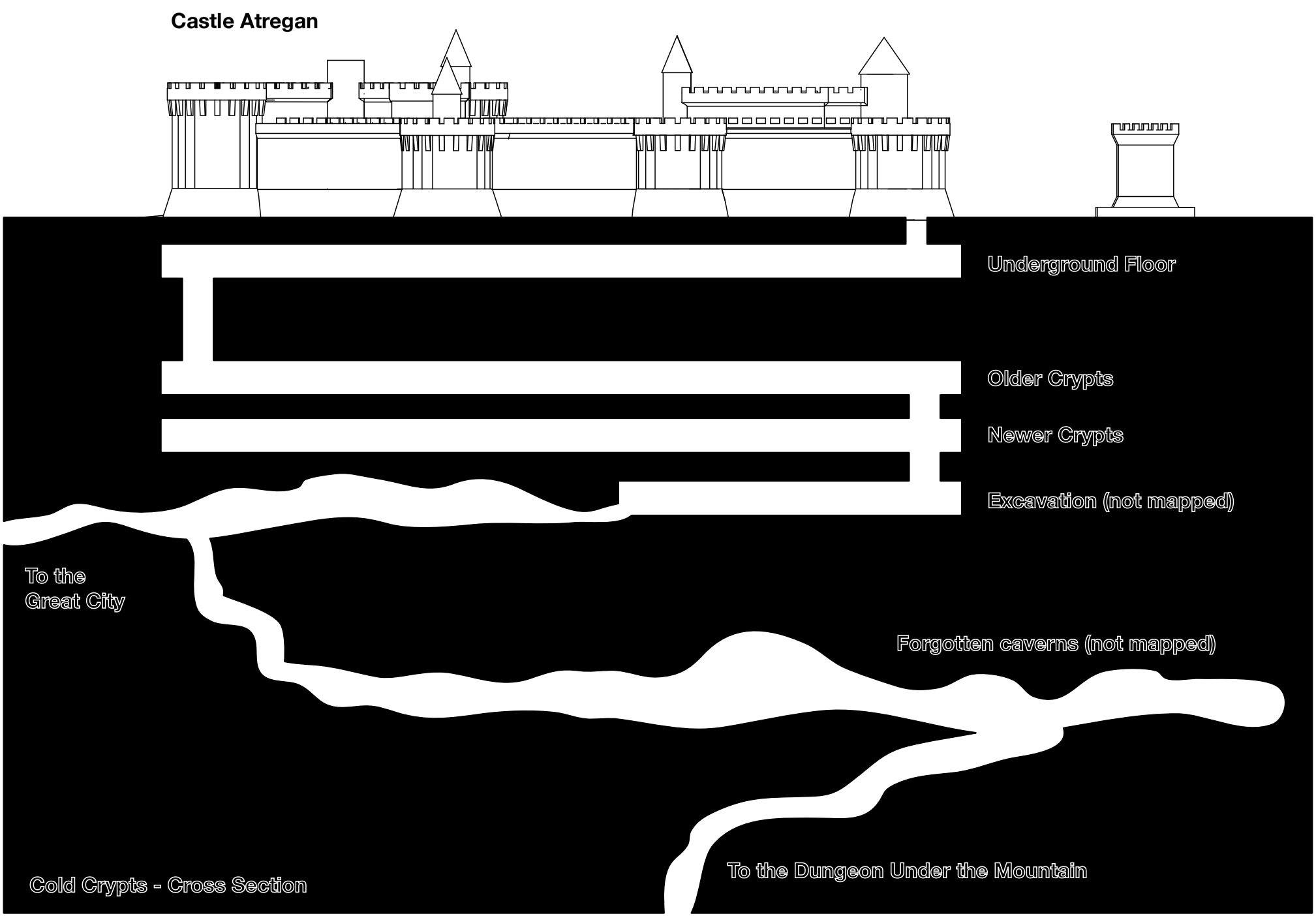

Level/Map: Older Crypts - South

Number	Name	Short description
1	Marut's Room	
2-3	Unknown tombs	
4	Bones dump	
5	Serastio Atregan	
6	Dorian Atregan	
7	Everin Atregan	
8	Brastio Atregan	
9	Tralfas Astroph	
10	Unnamed tombs	
11	Unknown tomb	
12-15	Umalygh Family	
16	Memento Mori	
17	Thyrisia Atregan	
18	Omaby Atregan	
19	Everga Atregan	
20	Empty tomb	
21	Seamen's Grand Hall	
22-24	Seamen Crypts	

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Level/Map: Older Crypts - North

Number	Name	Short description
1	Stairs to Newer Crypts	
2	Bone Dump	
3	Tomb of the Twins	
4	Barimoor Shaunieth	
5	Tomb of the lost Kings	
6	Ulavius Atregan	
7	Ulavius servants	
8-15	Ulavius elite guards	
16	Blamos-Ra	
17-32	Blamos-Ra Family	
33	Memento Mori	
34	Sallustio Ptharigh	
35	Plauto Ptharigh	
36	Ringa and Zallius Atregan	

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Level/Map: Newer Crypts - North

Number	Name	Short description
1	Stairs from Older Crypts	
2	Grand Triperium Hall	
3	Stairs to Excavation site	
4	Storage	
5	Demeter Atregan	
6	Oghal Atregan	
7	Zinaida Atregan	
8	Ubhar-Ra	
9	Selina Atregan	
10	Mastorius Atregan	
11	Belanna Atregan	
12	Piotr Atregan	

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Level/Map: Newer Crypts - South

Number	Name	Short description
1	Grand Triperium Servants Hall	
2	King Verimoor Atregan III	
3	Felicia Atregan	
4	Ronald Atregan	
5	Orlin Atregan	
6	Samildanach Atregan	
7	Vinesyx Atregan	
8	Florencia Atregan	
9	Banimos Atregan	
10	Ubah-Ra-Atregan	

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Level/Map:

Number	Name	Short description

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