

Master Accessories

Battlemaps

dungeon rooms vol. III



Master Accessories

Welcome

This accessory features the amazing rendered 3d maps produced by Ø1 Games. The maps come with 1 inch square grid. **Dungeon Rooms Volume III** enhances the features of **Dungeon Rooms Vol.I** and **Dungeon Rooms Vol. II**. You will find, of each map, three versions: full color, grayscale (optimized for B&W printing) and line art. In **Dungeon Rooms Volume III** you will find more dungeon rooms to build your custom dungeon complex, including the vampire lair (two battlemaps), the Mirror's Maze, the Room of the Statue and more.

Each map shows a dungeon room from a top-down perspective with stunning lighting effects and superb 3D-rendered objects. You can easily print out these maps and place your favorite miniatures on them. Highly detailed, these maps add flavor and facilitate tactical movements while running combat encounters. A one-inch square grid is drawn on each map but blended in perfectly with the environment.

Each map is printable on a single sheet of paper, except for one map (the Mirror's Maze) that comes divided in two sheets. You can print out the map you need in full color, or choose its grayscale-optimized version if you do not want to consume too much ink. Now you can even print the line art version which allows you to save more ink.

Even if you decide to print them in color, these battlemaps will be always more cost-effective than a printed version, as you can print out just what you need... even multiples of your favorite ones.

Get Inspired

These maps are so detailed that simply looking at them can give thousand of ideas for your own games. Why does a blade of blue light filters through the vampire lair's door? What treasure is kept in the treasure vault, or who built that huge sword wielding statue? You know the answer, and your players will soon discover it.

Be Descriptive

Even if you do not use the battlemaps for combat, their amazing detail will assist you in room descriptions. Looking at the map while describing the room to the players becomes easier than read plain text. You could look at the map of the Vampire Lair and say:

"You step into a large ruined room, a large mosaic depicting a menacing bat lies under your feet. The smell of decay is strong here. Against the east wall there is a small stone fountain, some liquid rests perfectly still inside the stone basin. Right before you there is another gate which seems to be unhurt. Flanking the gate stand two candle holders, one of them lies shattered on the floor..."

Build Your Own Dungeon

You can assemble a dungeon using the battlemaps, connecting them with dark hallways and dangerous corridors and finally fill them with hideous critters of your choice. The players will enjoy the battle in your custom built dungeon. More of these supplements are available, and in no time you will be able to build any dungeon you desire.

Take a look at the end of the book, you'll find a checklist of all the battlemaps produced by Øone Games.



Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

Battlemaps: Dungeon Rooms Vol. II

Product Code: MAC08. First edition 01/2004

Room Design: Mario Barbati

3D Modeling: Guido Barbati

Texture Mapping: O'Bully

Graphics: O'Bully

Software Engineer: Anna Fava

All of the content of this book is © by Øone Roleplaying Games. The reproduction or retransmission of any part of this book, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews.

Permission is granted to print this book for personal use only.

Summary

Treasure Vault

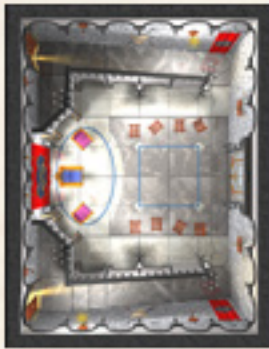
22, Color
23, Grayscale
24, Line Art



Click on the image (or the page number) for the color map. Click on the page number for the grayscale version and the line art

Empty Room

10, Color
11, Grayscale
12, Line Art



Throne Room

13, Color
14, Grayscale
15, Line Art

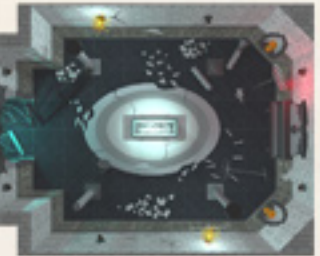


Mirror's Maze

16, Color
18, Grayscale
20, Line Art

Vampire Lair Entrance

4, Color
5, Grayscale
6, Line Art



Vampire Lair

7, Color
8, Grayscale
9, Line Art

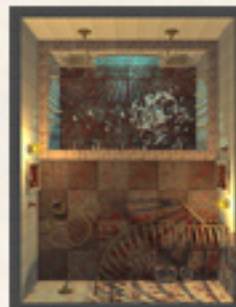
Statue Room

25, Color
26, Grayscale
27, Line Art



Cage

28, Color
29, Grayscale
30, Line Art



Reliquary

31, Color
32, Grayscale
33, Line Art





Vampire Lair Entrance

Dungeon Rooms Vol. III (#018)



© One Games, permission granted to print for personal use only

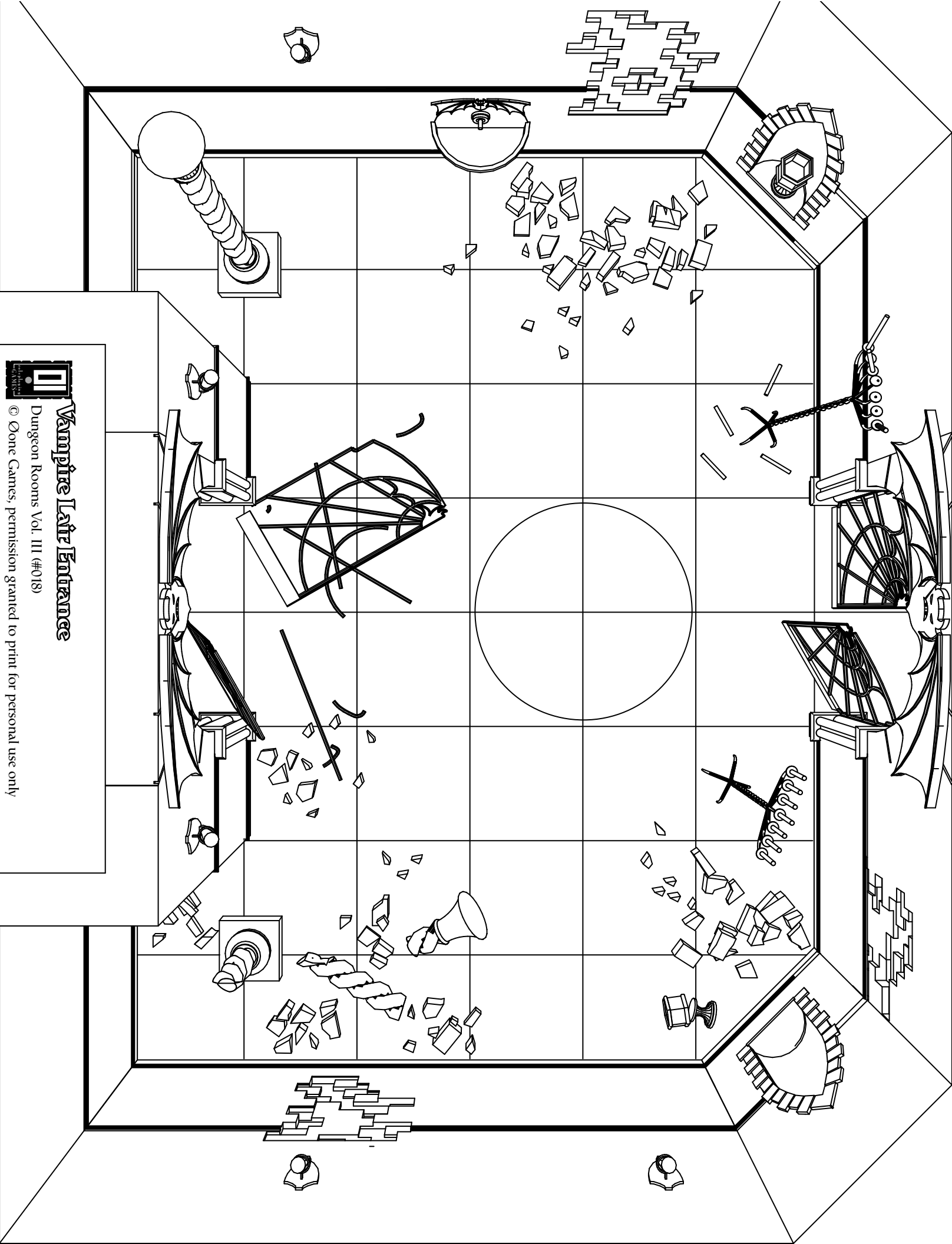


Vampire Lair Entrance

Dungeon Rooms Vol. III (#018)



© Onyx Games, permission granted to print for personal use only



Vampire Lair Entrance
Dungeon Rooms Vol. III (#018)

© One Games, permission granted to print for personal use only



Vampire Lair

Dungeon Rooms Vol. III (#019)

© One Games, permission granted to print for personal use only

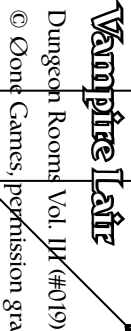




Vampire Lair

Dungeon Rooms Vol. III (#019)

© One Games, permission granted to print for personal use only

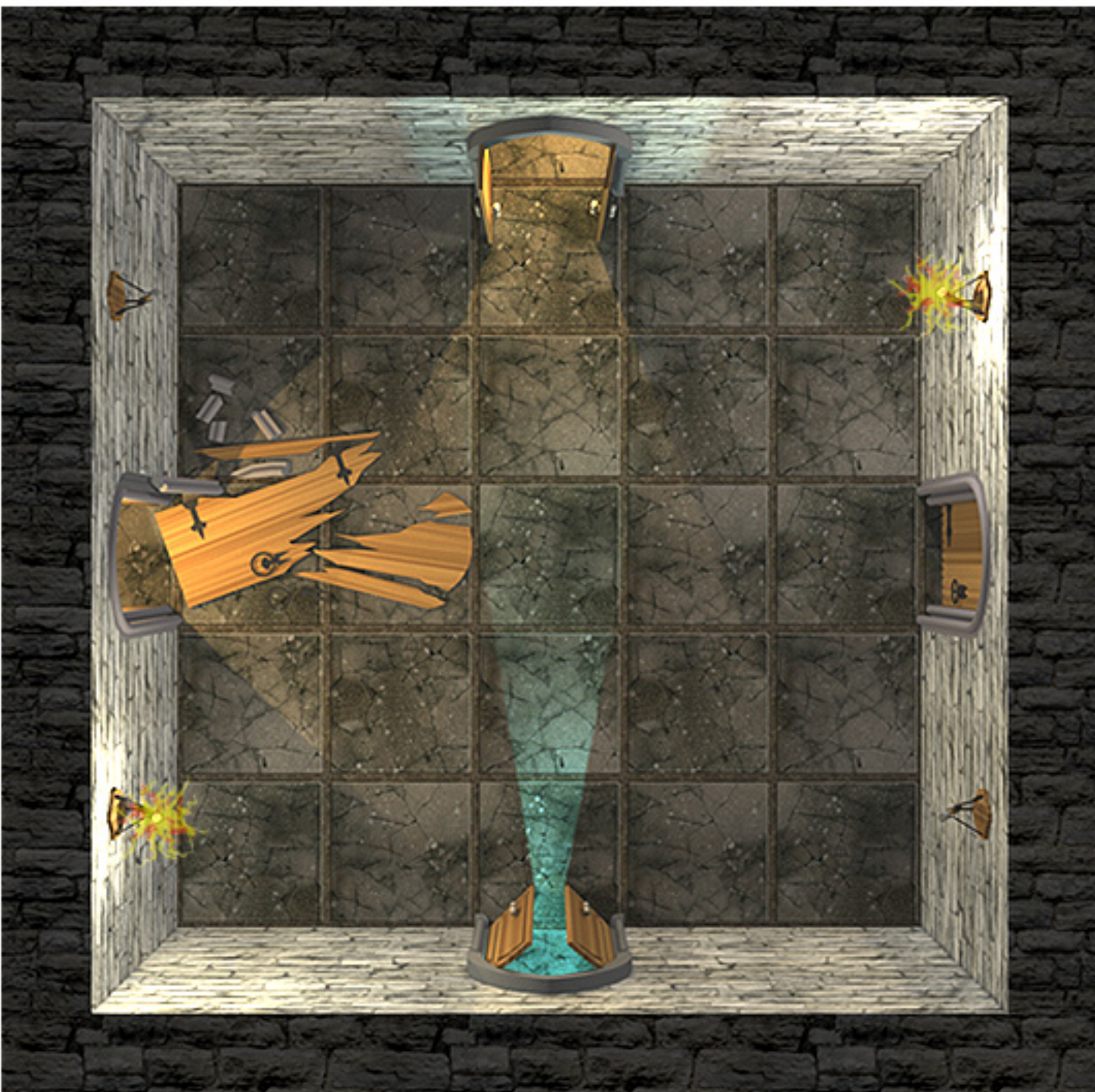




Empty Room

Dungeon Rooms Vol. III (#020)

© One Games, permission granted to print for personal use only

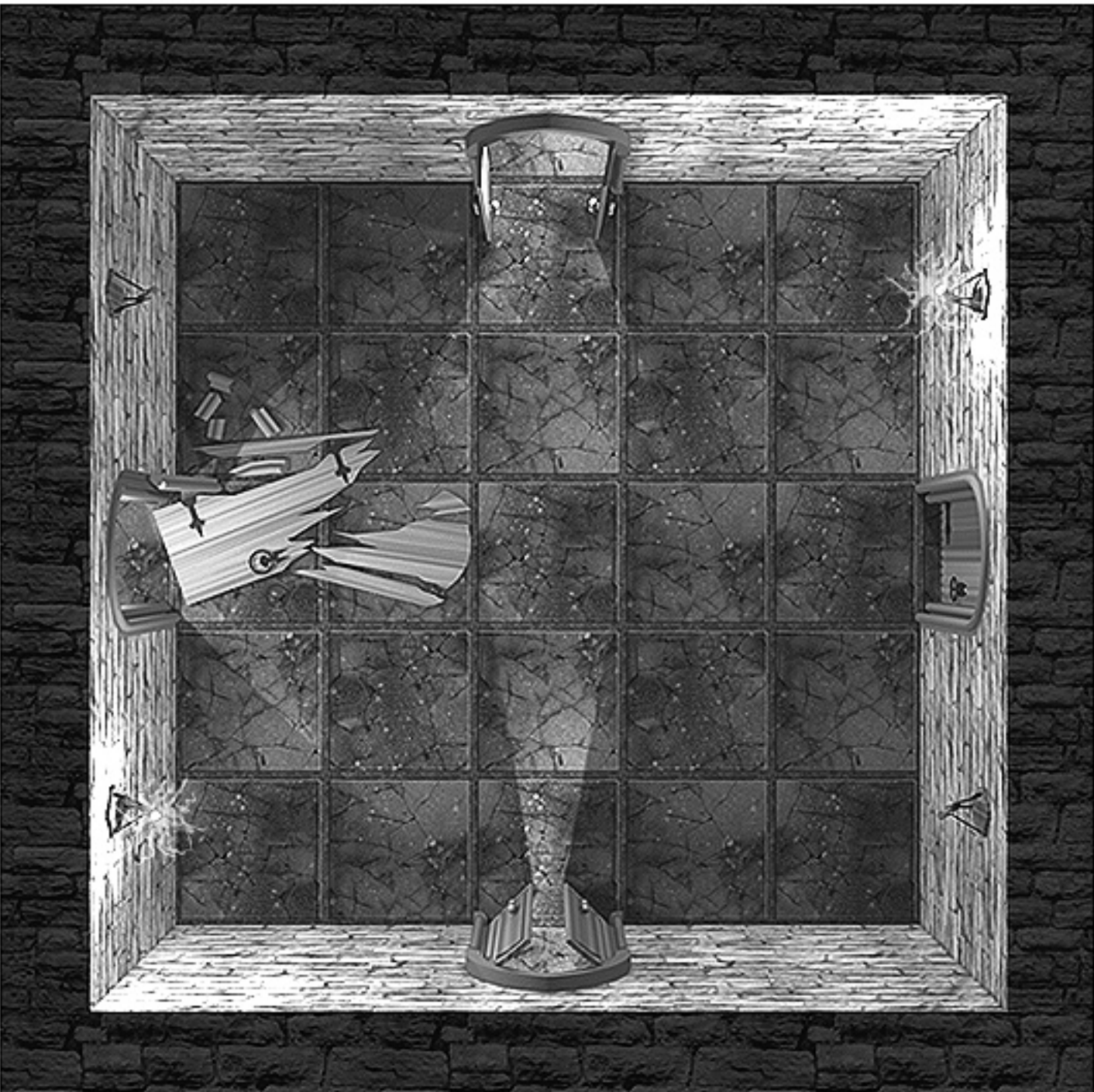


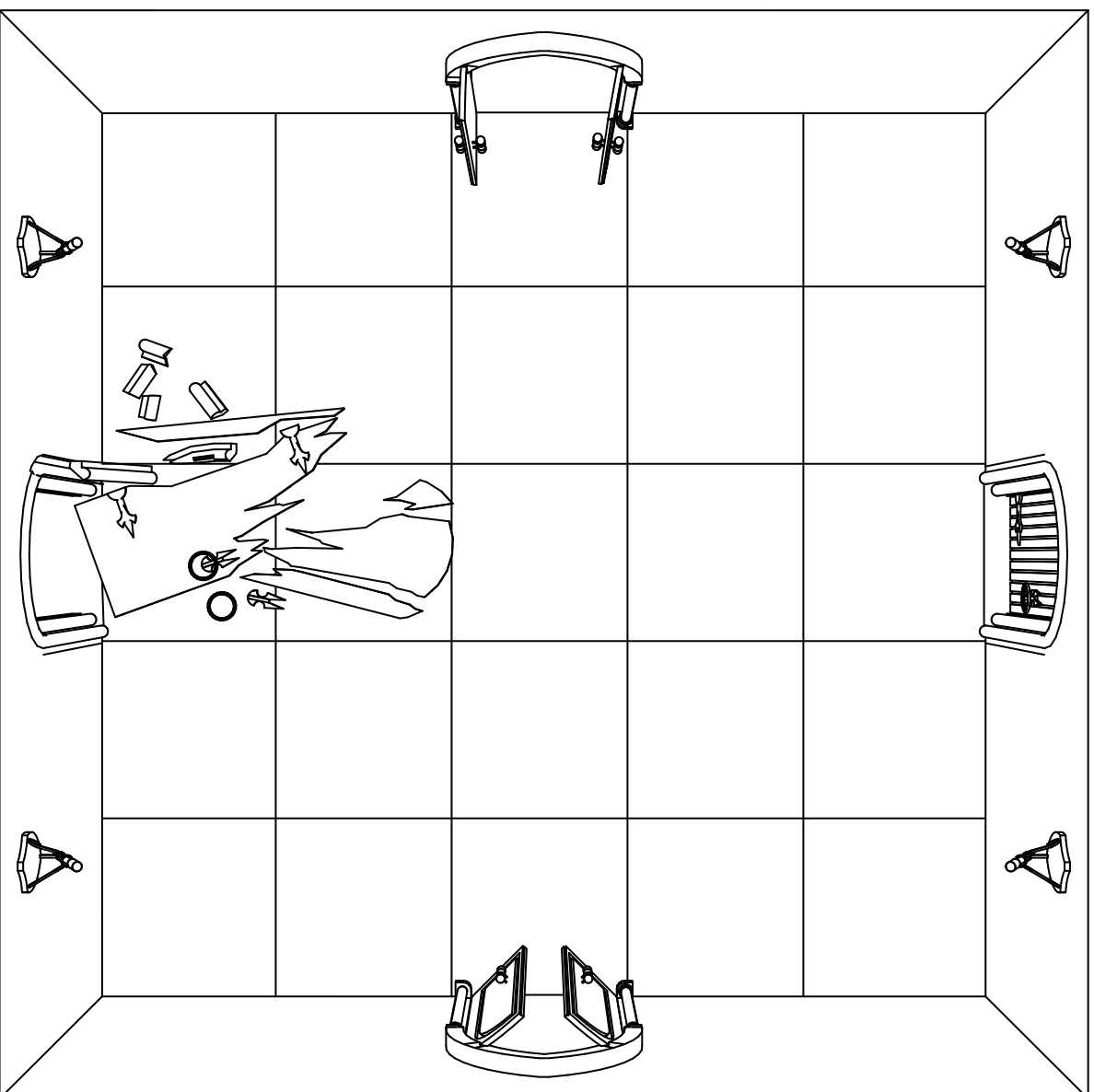


Empty Room

Dungeon Rooms Vol. III (#020)

© One Games, permission granted to print for personal use only



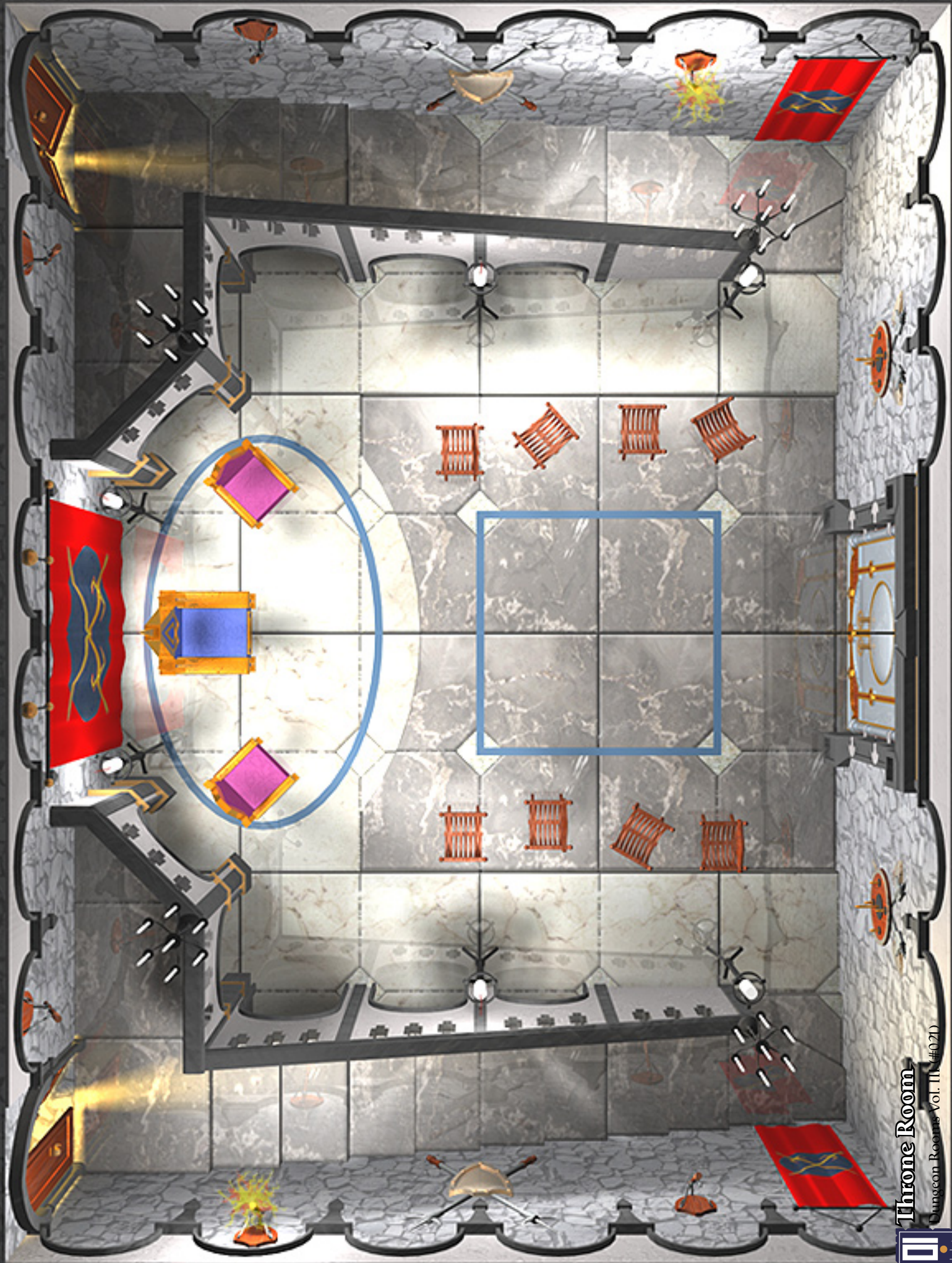


Empty Room

Dungeon Rooms Vol. III (#020)

© One Games, permission granted to print for personal use only



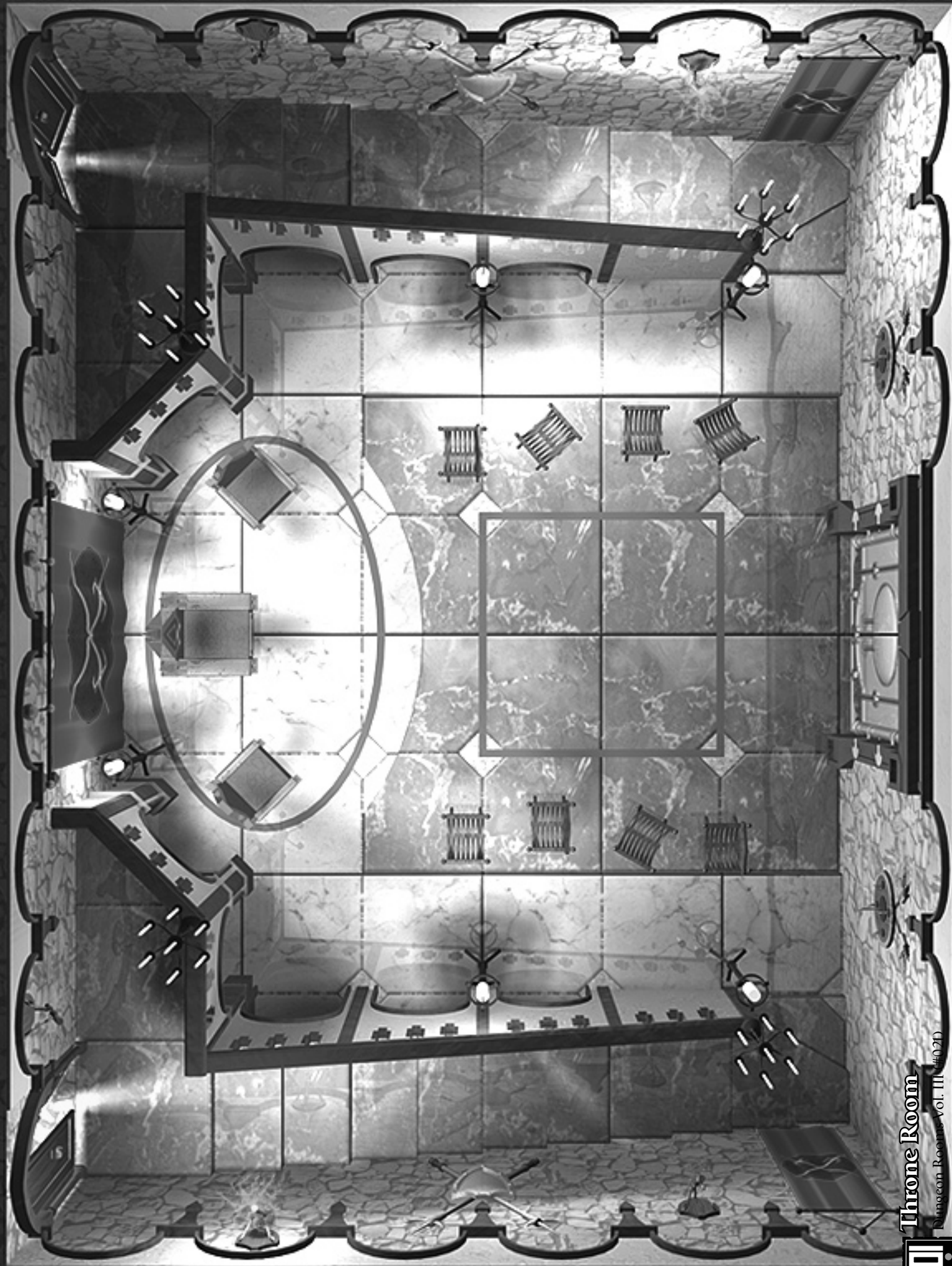


Throne Room

Dungeon Rooms Vol. III #020

© One Games, permission granted to print for personal use only

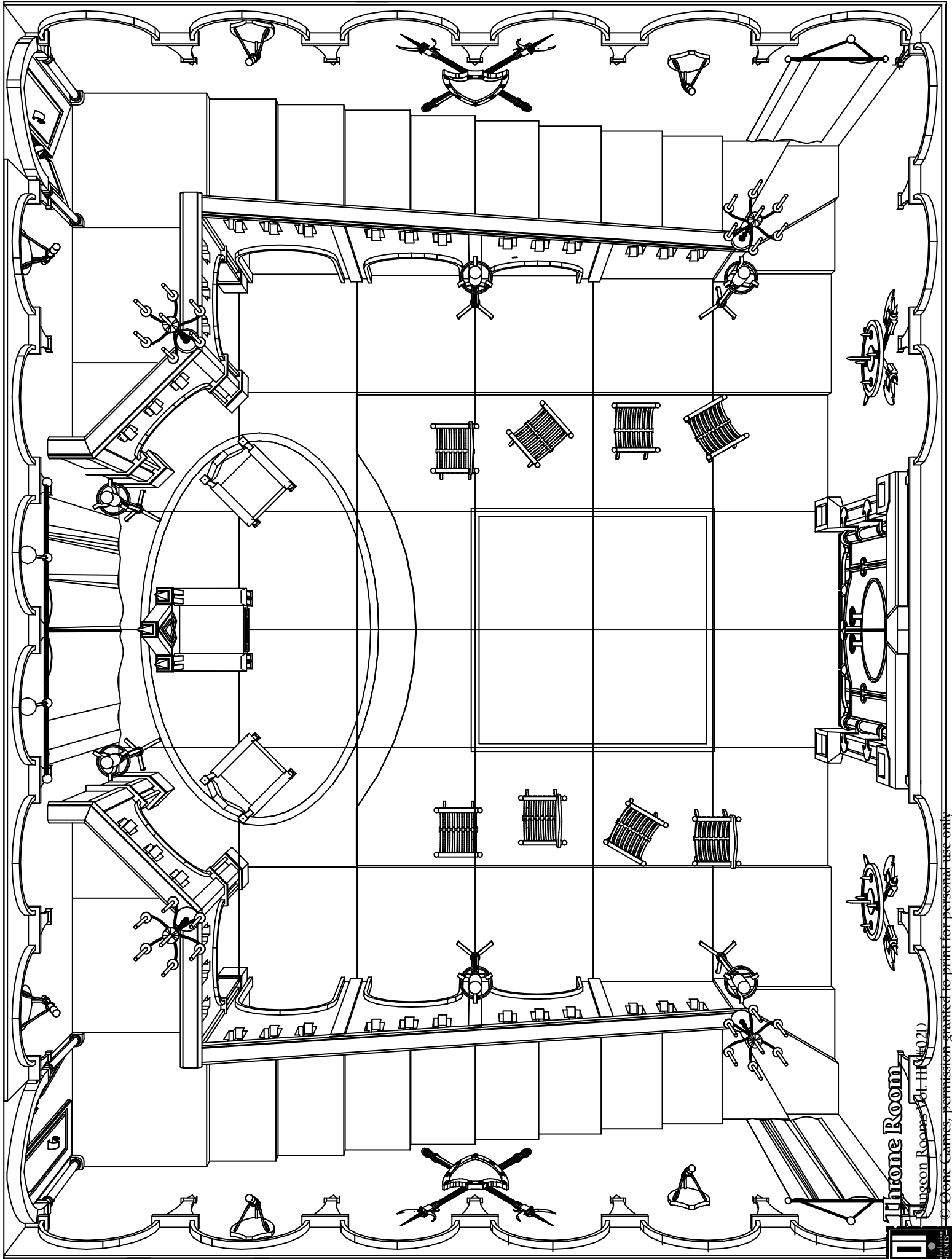




Throne Room

Throne Room, Vol. III (402D)

© One Games, permission granted to print for personal use only



Throne Room

Throne Room (Ht. Ht. 021)

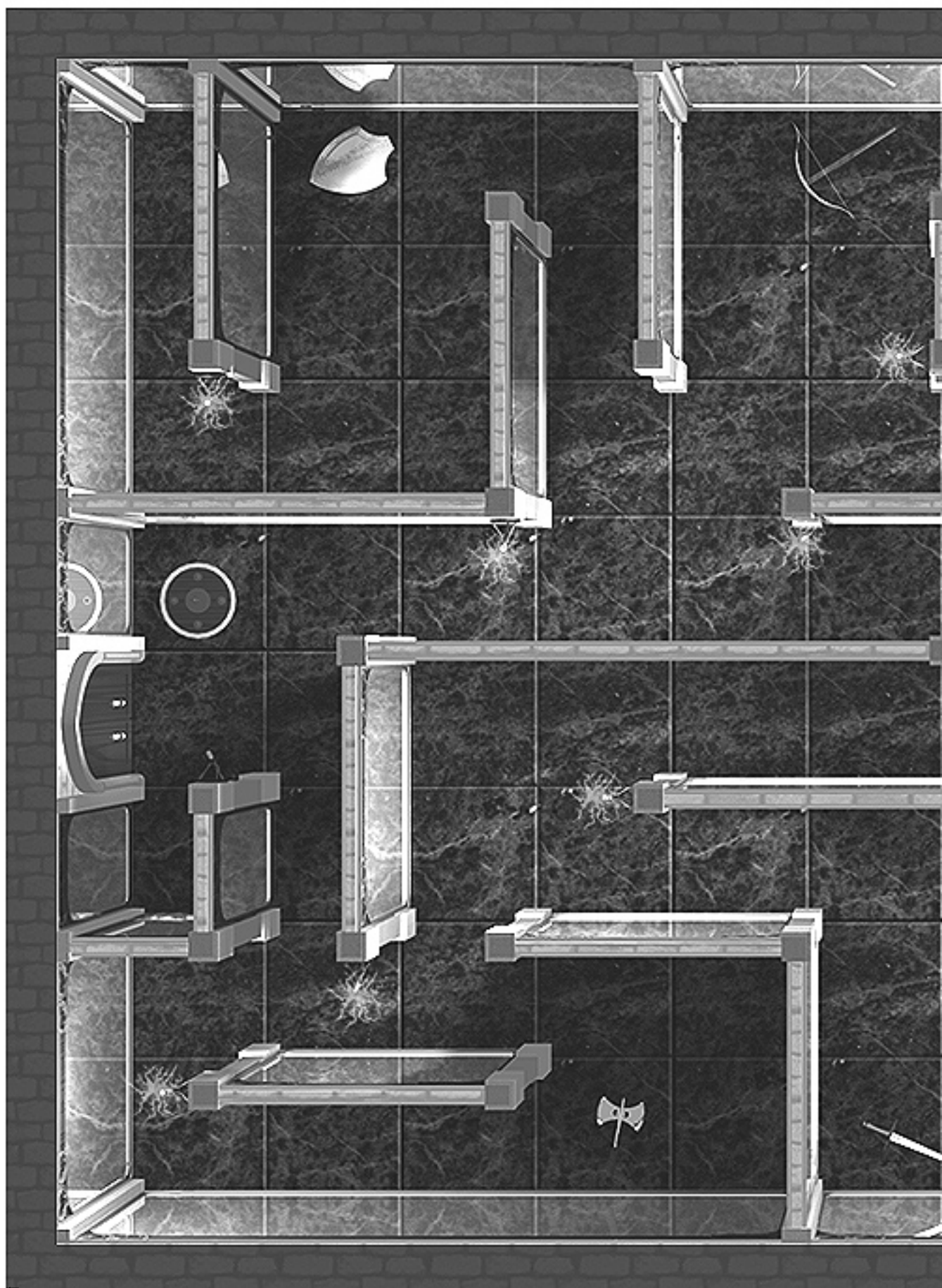
© 2000 Games, permission granted to print for personal use only



Dungeon Rooms Vol. III (#022)

© Øone Games, permission granted to print for personal use only

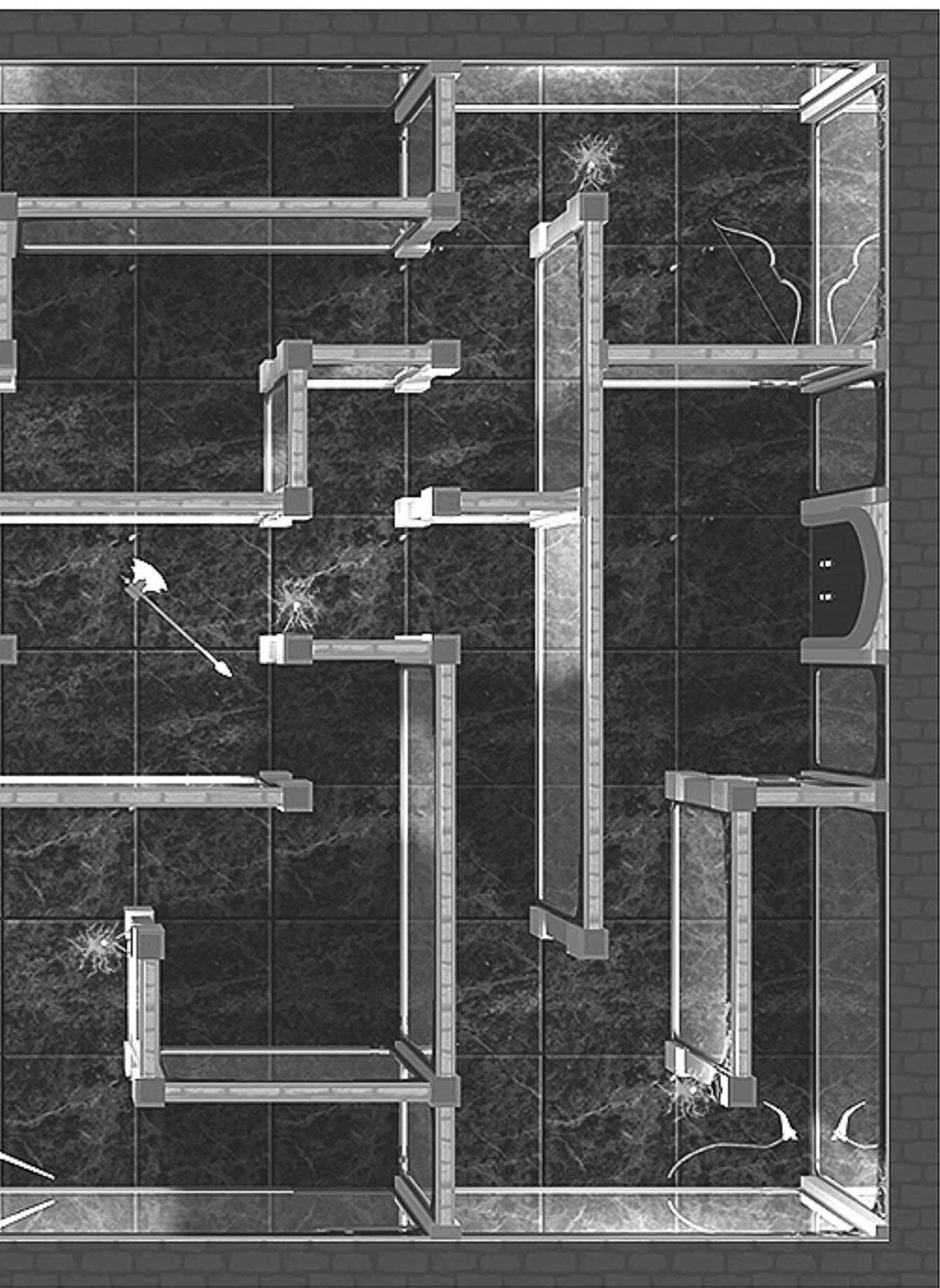


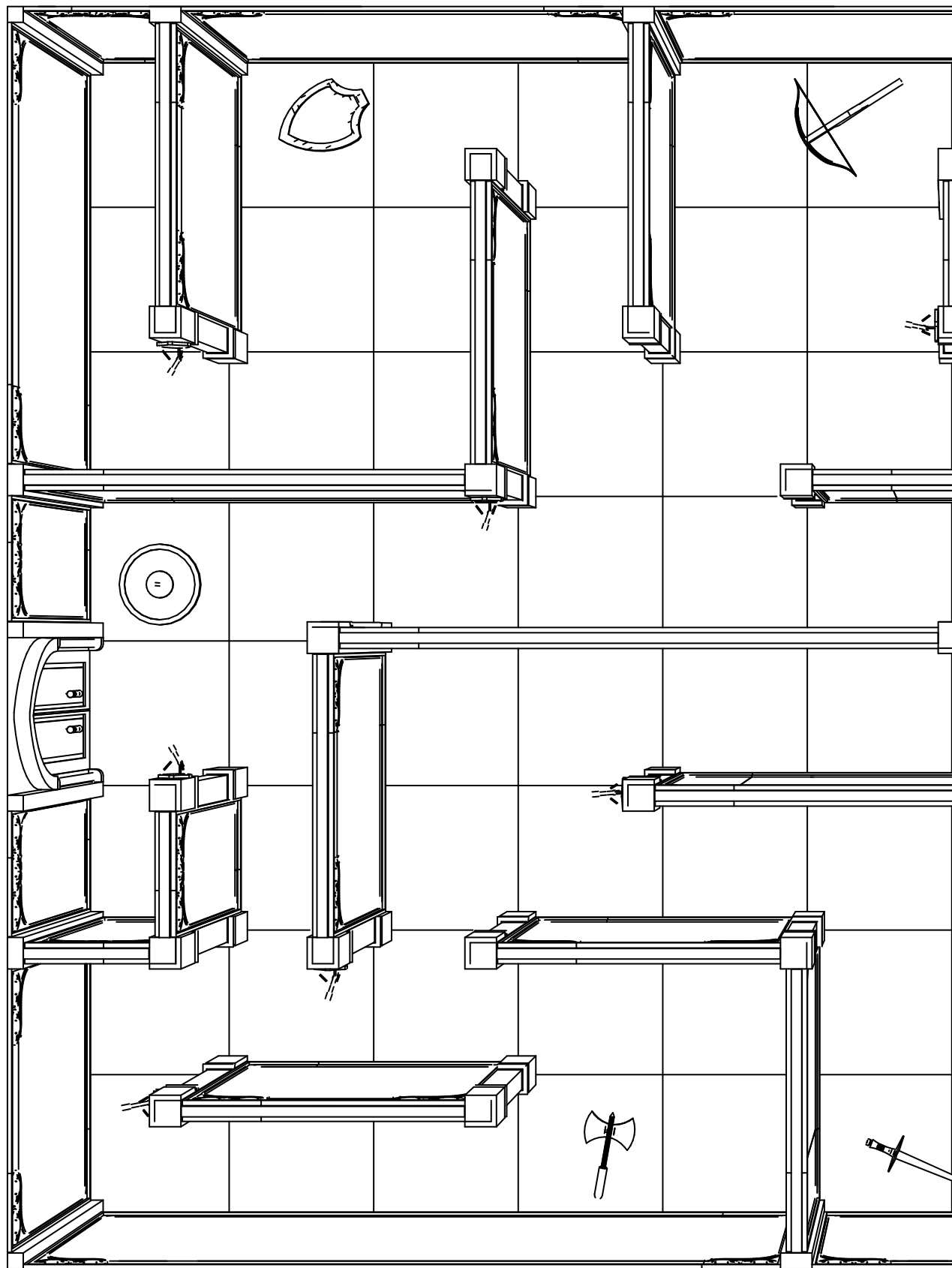


Mirror's Maze

Dungeon Rooms Vol. III (#022)

© Oone Games, permission granted to print for personal use only

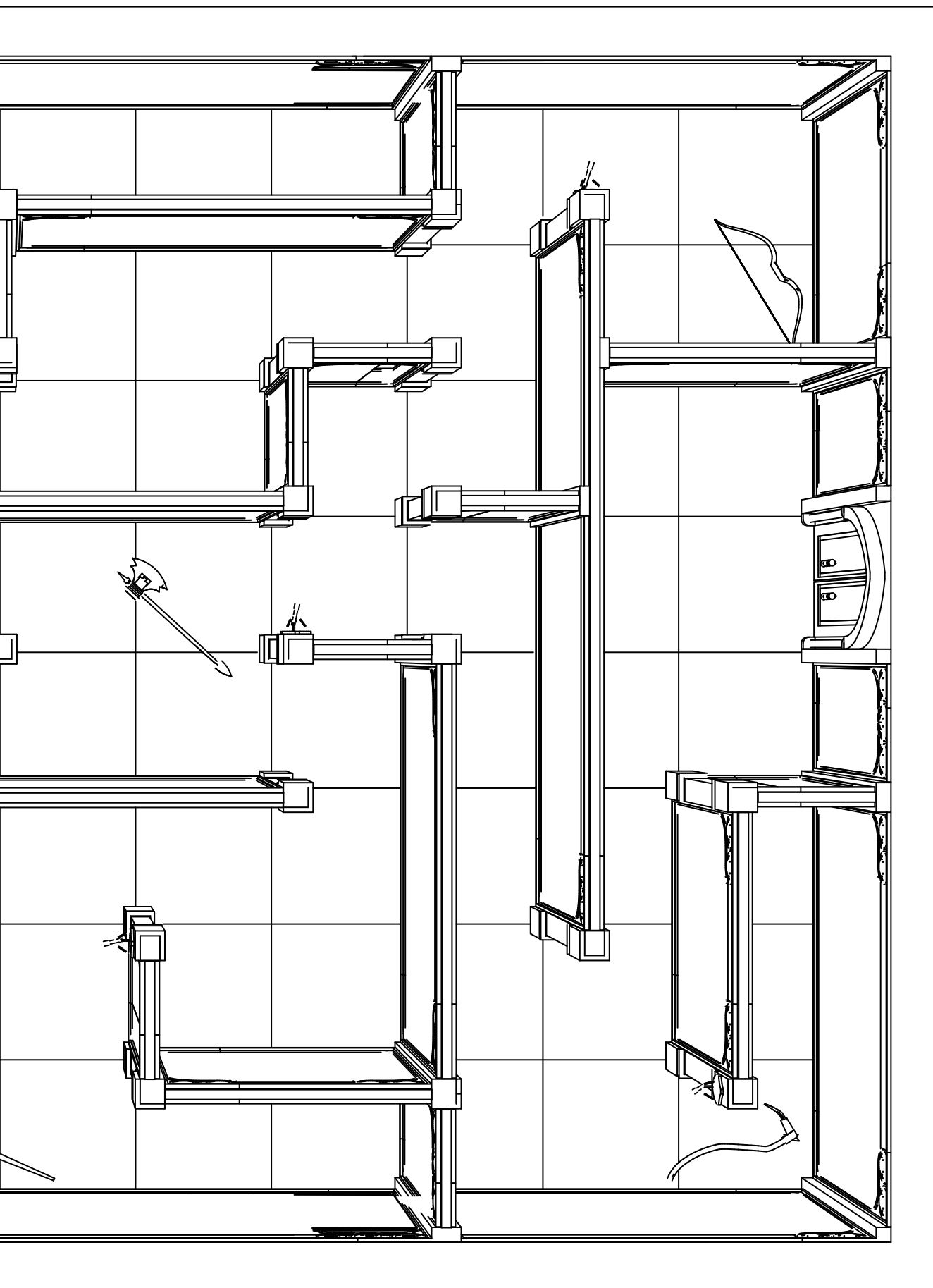


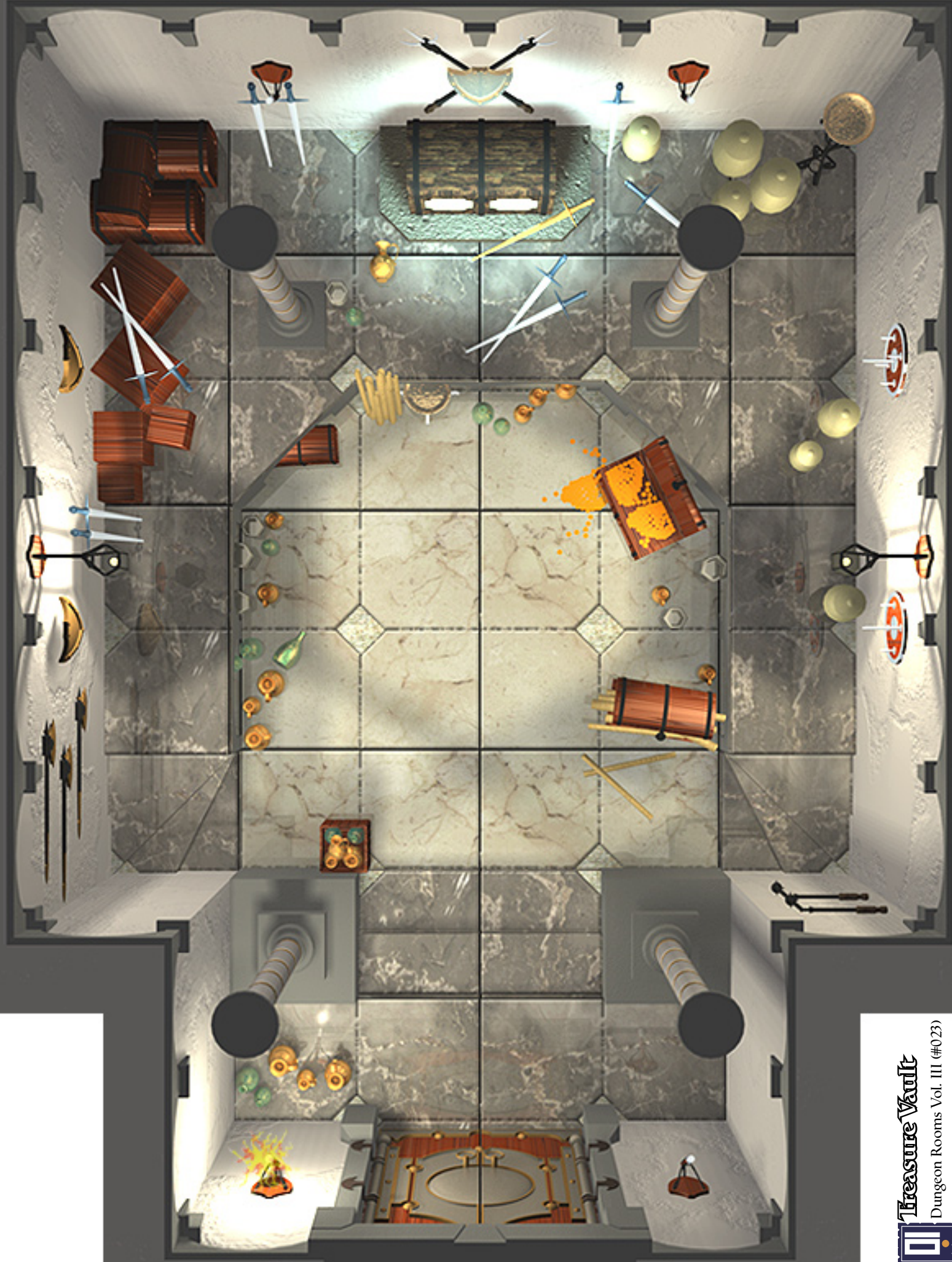


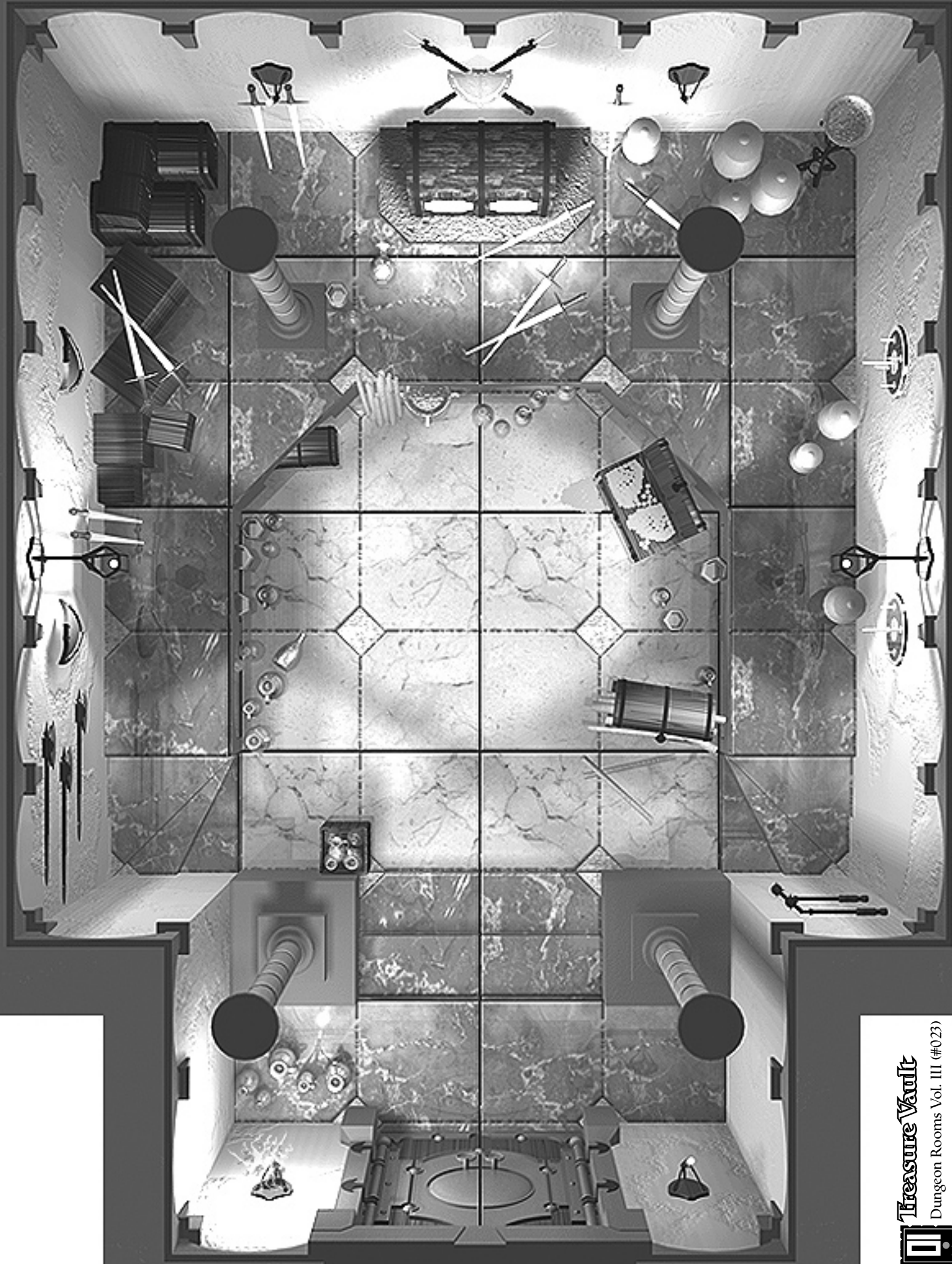
Mirror's Maze

Dungeon Rooms Vol. III (#022)

© One Games, permission granted to print for personal use only





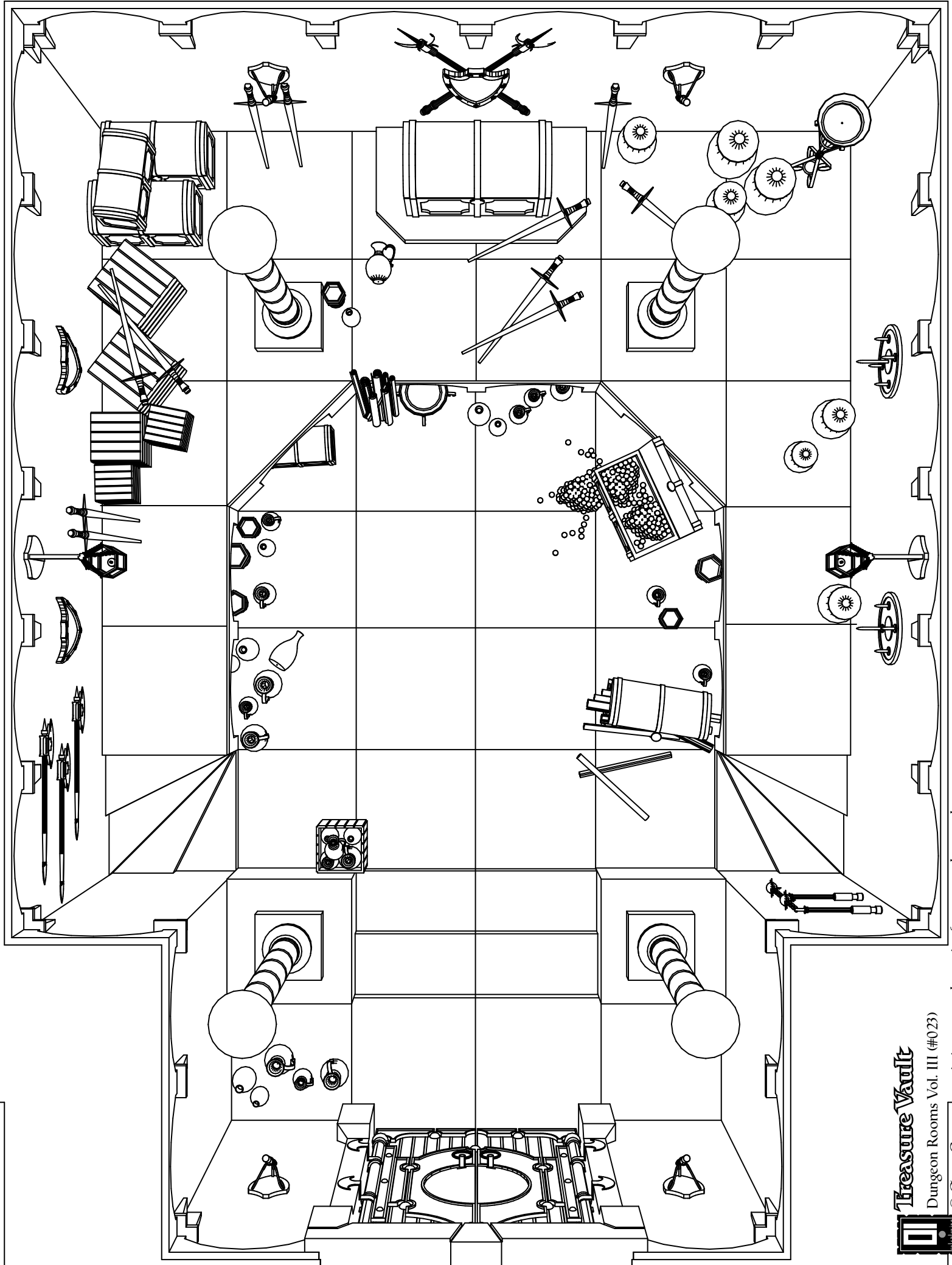


Treasure Vault

Dungeon Rooms Vol. III (#023)

© One Games, permission granted to print for personal use only







Statue Room

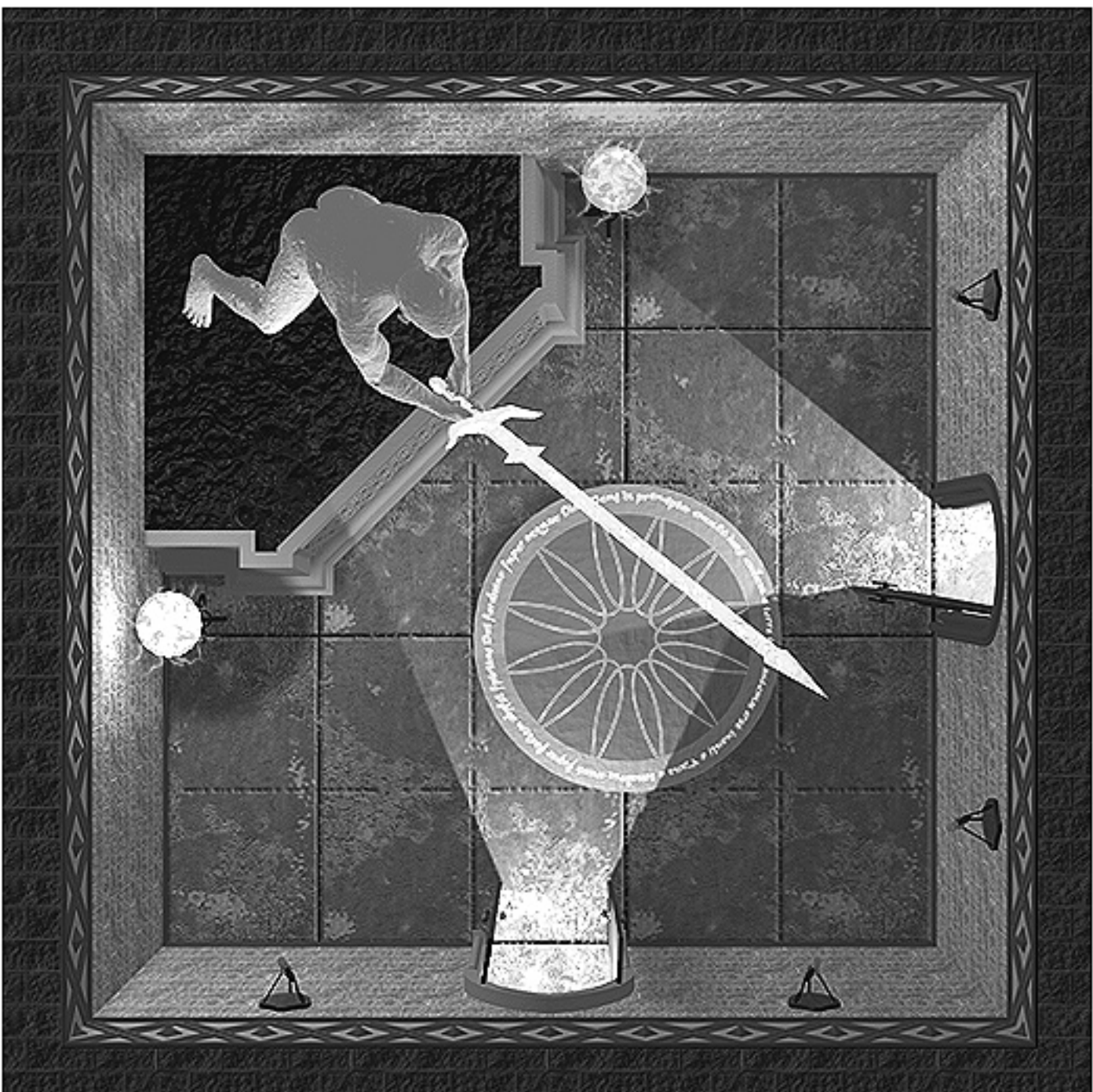
Dungeon Rooms Vol. III (#024)

© One Games, permission granted to print for personal use only





Dungeon Rooms Vol. III (#024)

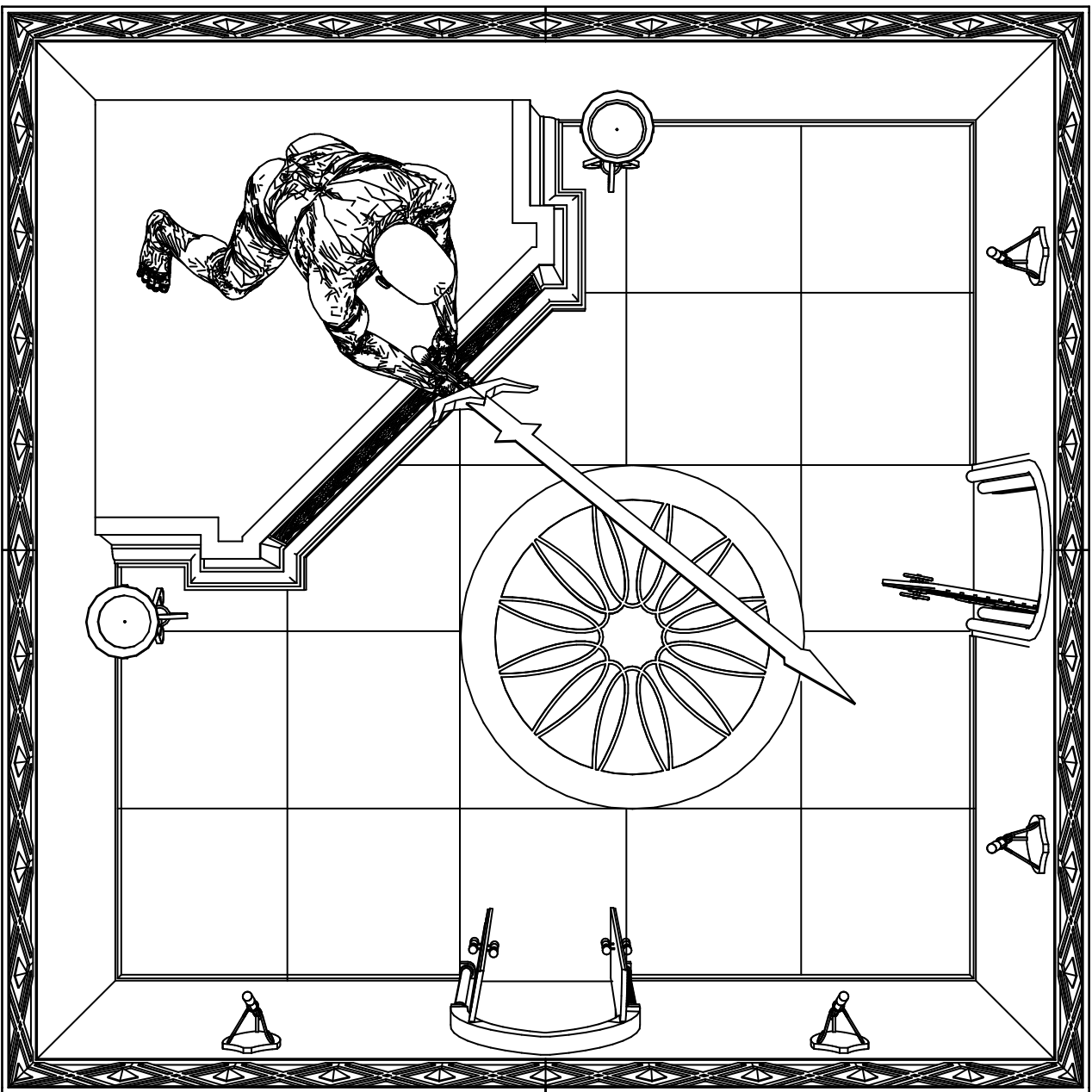




Statue Room

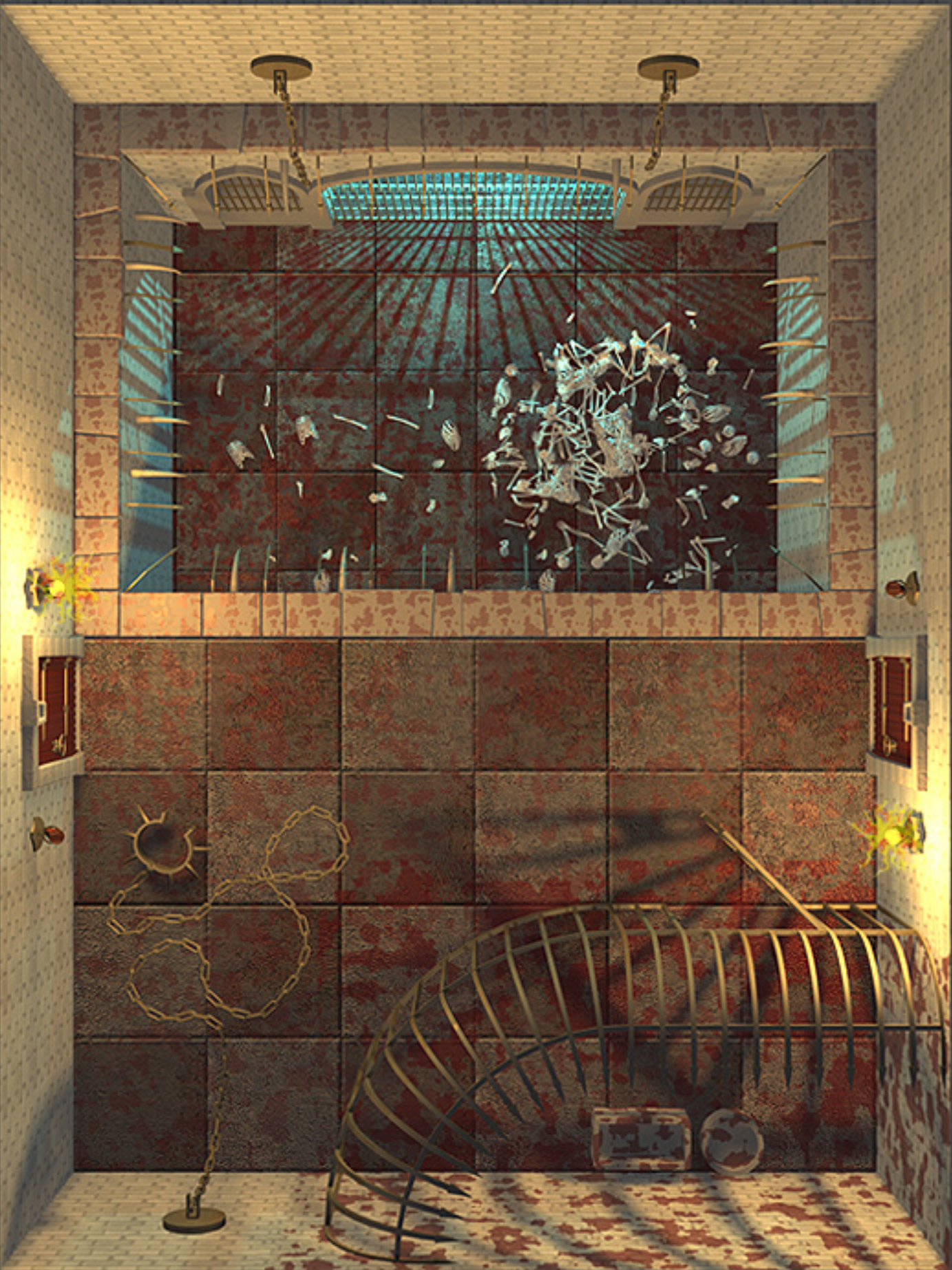
Dungeon Rooms Vol. III (#024)

© Dune Games, permission granted to print for personal use only





Dungeon Rooms Vol. III (#025)

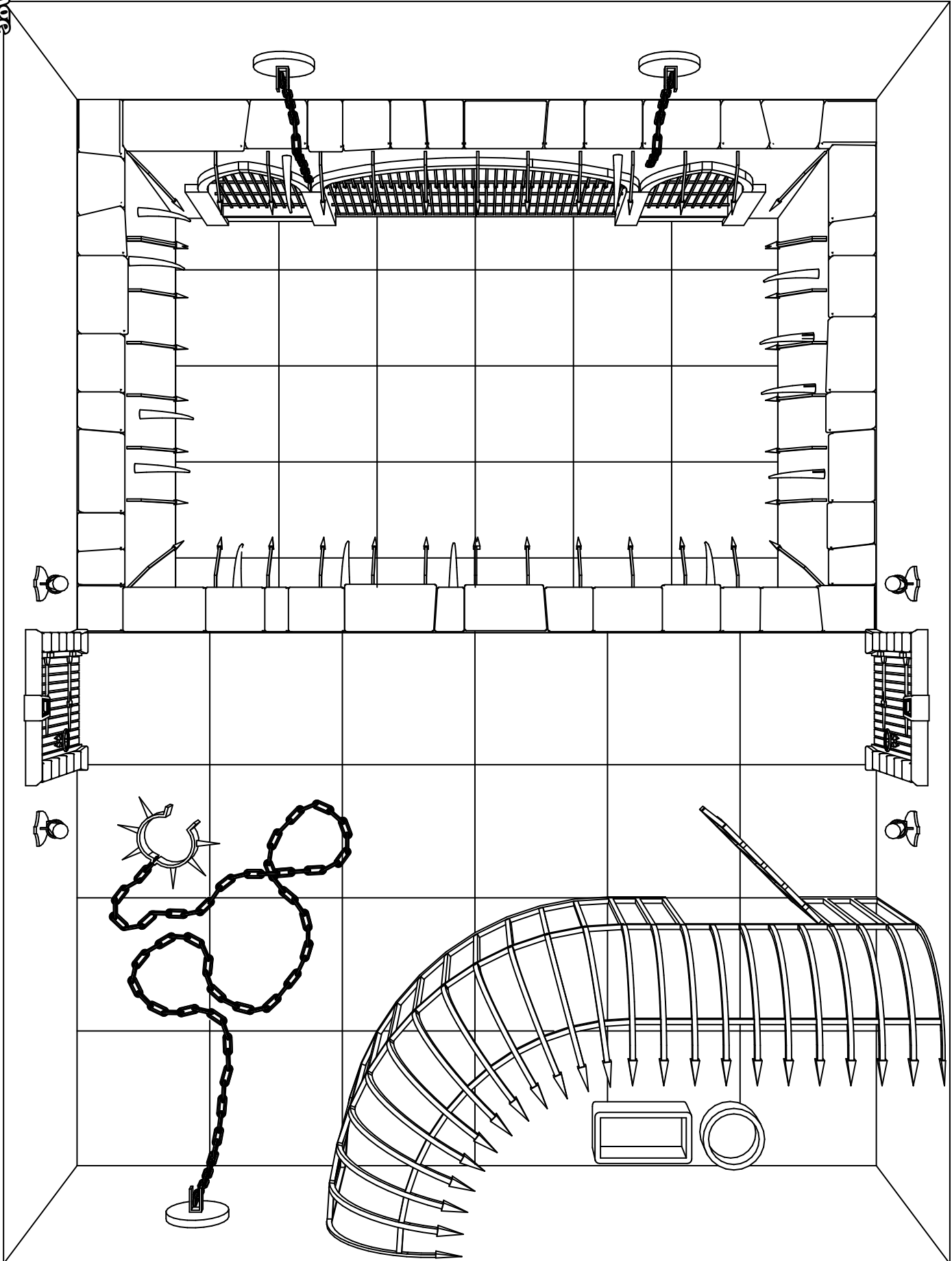


Cage

Dungeon Rooms Vol. III (#025)

© One Games, permission granted to print for personal use only



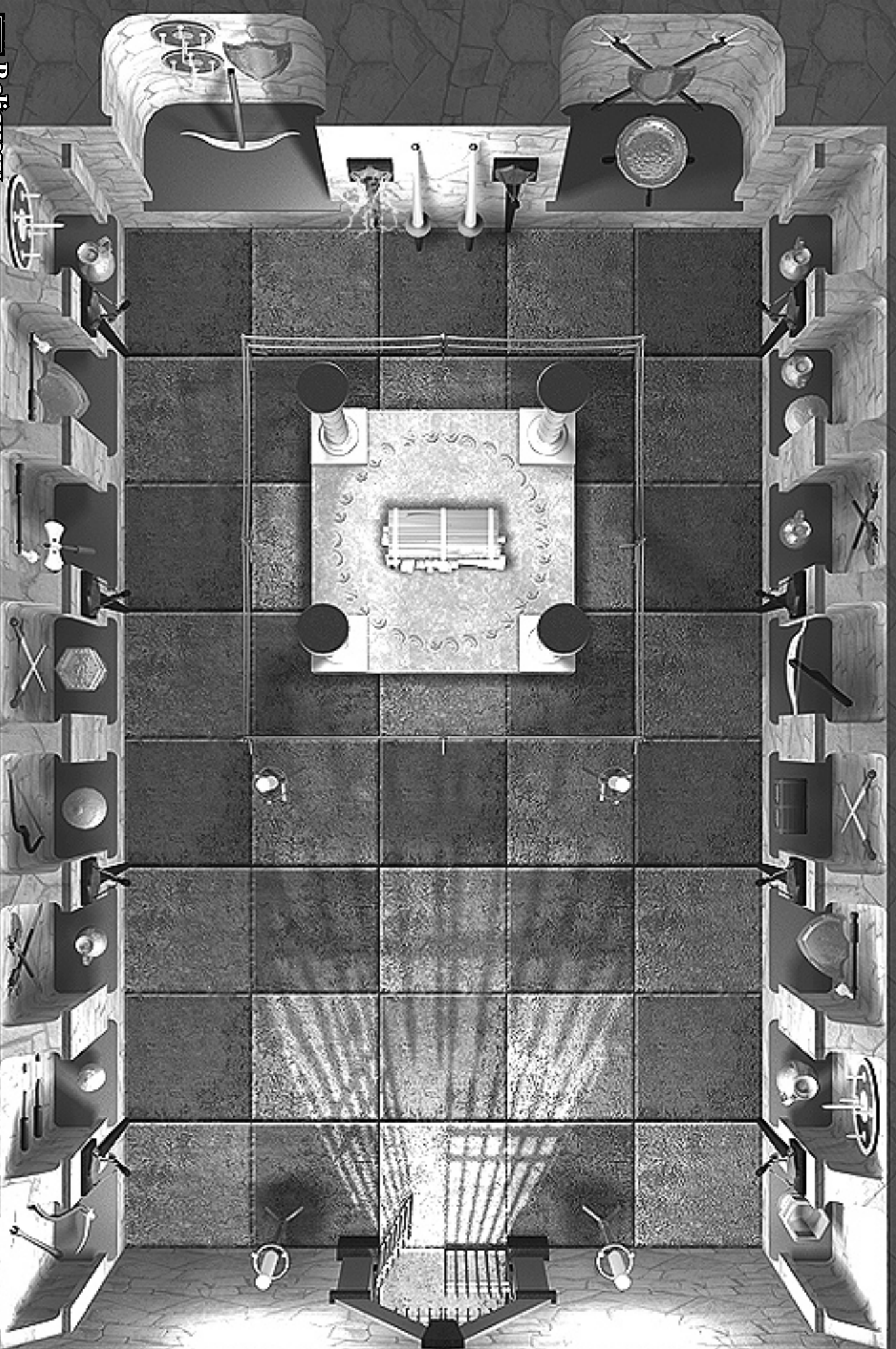




Reliquary

Dungeon Rooms Vol. III (#026)

© One Games, permission granted to print for personal use only

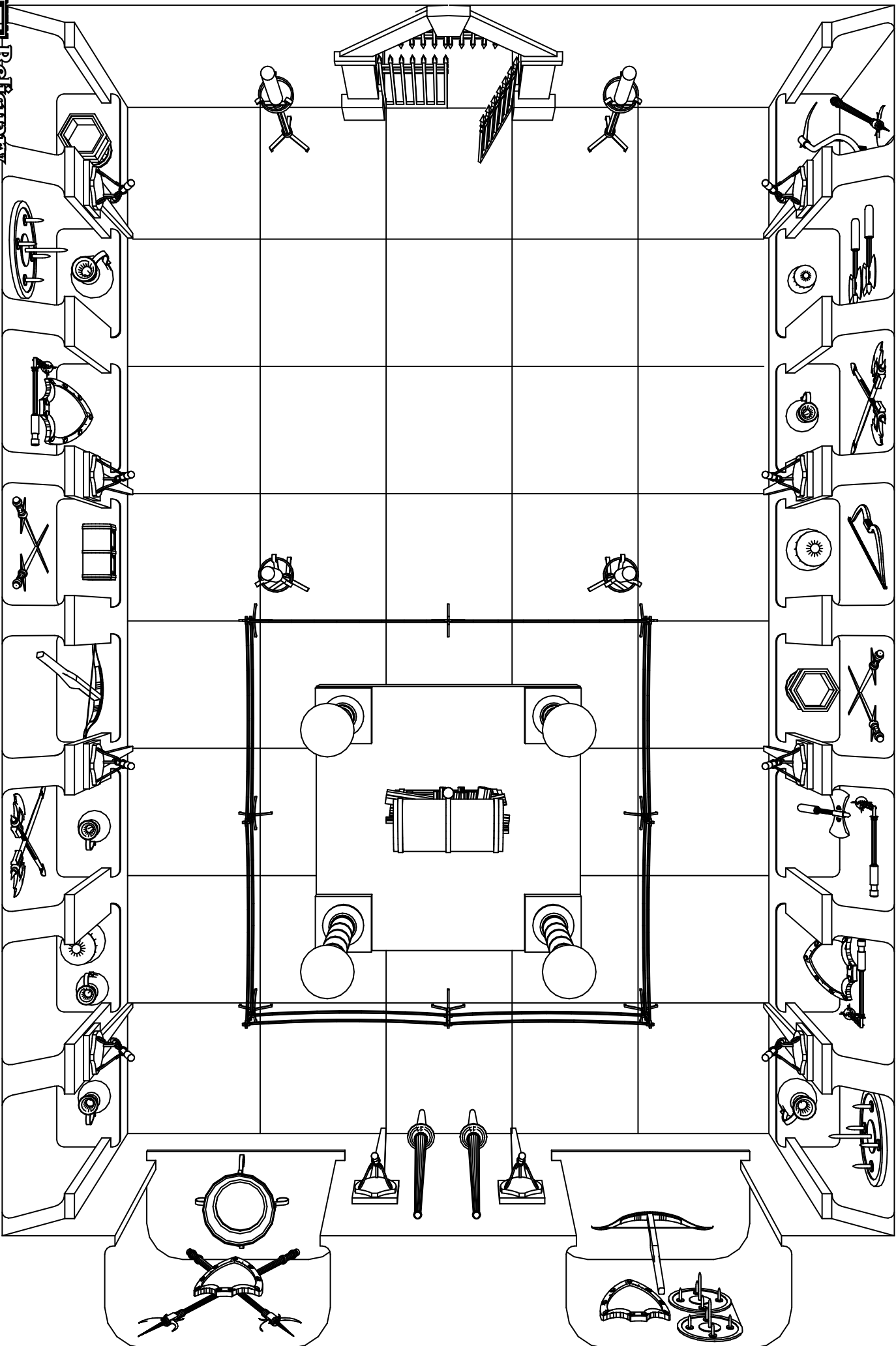


Reliquary

Dungeon Rooms Vol. III #026

© One Games, permission granted to print for personal use only

Refiquary



Battlemaps Master Checklist

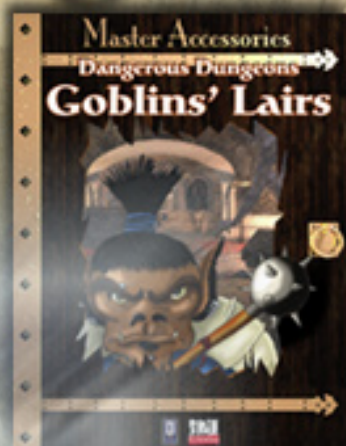
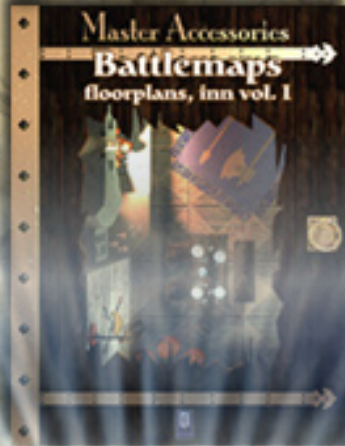
Map ID	Title	Available in	Free*
Room 18	She-Minotaur Lair	The Minotaur	
Room 5	The Funnel Room	The Minotaur	
Room 1 (Dungeon)	Stone Statues and Secret Door	The Andwan Legacy	
Room 6 (Dungeon)	Treasure Vault	The Andwan Legacy	
Room 16 (The Ruined Temple)	Banquet Room	The Twenty Sides of the Evil	
Room 8 (Tomb)	Guard Post	Deadly Ice	
Room 11 (Tomb)	Guards' Quarters	Deadly Ice	
Room 2	Antechamber	The Grave of the Prince of Lies	✓
Room 3	Crypt	The Grave of the Prince of Lies	✓
#001	Brewery	Battlemaps Floorplans, Inn Vol. I	✓
#002	Common Room	Battlemaps Floorplans, Inn Vol. I	
#003	Kitchen	Battlemaps Floorplans, Inn Vol. I	
#004	Warehouse	Battlemaps Floorplans, Inn Vol. I	
#005	Bedroom with Toilet	Battlemaps Floorplans, Inn Vol. I	
#006	Master Bedroom	Battlemaps Floorplans, Inn Vol. I	
#007	Genius' Room	Battlemaps Floorplans, Inn Vol. I	
#001	Crypt	Battlemaps Dungeon Rooms Vol. I	✓
#002	Alchemist's Laboratory	Battlemaps Dungeon Rooms Vol. I	
#003	Armory	Battlemaps Dungeon Rooms Vol. I	
#004	Dark Temple	Battlemaps Dungeon Rooms Vol. I	
#005	Torture Chamber	Battlemaps Dungeon Rooms Vol. I	
#006	Entrance Room	Battlemaps Dungeon Rooms Vol. I	
#007	Fountain Room	Battlemaps Dungeon Rooms Vol. I	
#008	Library	Battlemaps Dungeon Rooms Vol. I	
#009	Ruined Pool	Battlemaps Dungeon Rooms Vol. II	✓
#010	Conjurer Room	Battlemaps Dungeon Rooms Vol. II	
#011	Staircase Down	Battlemaps Dungeon Rooms Vol. II	
#012	Bridge Room	Battlemaps Dungeon Rooms Vol. II	
#013	Altar Of The Spider God	Battlemaps Dungeon Rooms Vol. II	
#014	Jail	Battlemaps Dungeon Rooms Vol. II	
#015	Guard Room	Battlemaps Dungeon Rooms Vol. II	
#016	Magical Well	Battlemaps Dungeon Rooms Vol. II	
#017	The Forge	Battlemaps Dungeon Rooms Vol. II	

(*) Free Battlemaps are available for download at www.0onegames.com

Map ID	Title	Available in	Free*
#018	Vampire Lair Entrance	Battlemaps Dungeon Rooms Vol. III	✓
#019	Vampire Lair	Battlemaps Dungeon Rooms Vol. III	
#020	Empty Room	Battlemaps Dungeon Rooms Vol. III	
#021	Throne Room	Battlemaps Dungeon Rooms Vol. III	
#022	Mirror's Maze	Battlemaps Dungeon Rooms Vol. III	
#023	Treasure Vault	Battlemaps Dungeon Rooms Vol. III	
#024	Statue Room	Battlemaps Dungeon Rooms Vol. III	
#025	Cage	Battlemaps Dungeon Rooms Vol. III	
#026	Reliquary	Battlemaps Dungeon Rooms Vol. III	
#001	Hallway of Statues "I"	Battlemaps Corridors and Hallways Vol.I	
#002	Hallway of Statues "L"	Battlemaps Corridors and Hallways Vol.I	
#003	Hallway of Statues "T"	Battlemaps Corridors and Hallways Vol.I	✓
#004	Hallway of Statues "X"	Battlemaps Corridors and Hallways Vol.I	
#005	Hallway of Pillars "I"	Battlemaps Corridors and Hallways Vol.I	
#006	Hallway of Pillars "L"	Battlemaps Corridors and Hallways Vol.I	
#007	Hallway of Pillars "T"	Battlemaps Corridors and Hallways Vol.I	
#008	Hallway of Pillars "X"	Battlemaps Corridors and Hallways Vol.I	
#009	Dungeon Corridor "I"	Battlemaps Corridors and Hallways Vol.I	
#010	Dungeon Corridor "L"	Battlemaps Corridors and Hallways Vol.I	
#011	Dungeon Corridor "T"	Battlemaps Corridors and Hallways Vol.I	
#012	Dungeon Corridor "X"	Battlemaps Corridors and Hallways Vol.I	
#013	Hallway of Statues "End Door"	Battlemaps Corridors and Hallways Vol.II	
#014	Hallway of Statues "Stairs Up"	Battlemaps Corridors and Hallways Vol.II	
#015	Hallway of Statues "Stairs Down"	Battlemaps Corridors and Hallways Vol.II	
#016	Hallway of Pillars "End Door"	Battlemaps Corridors and Hallways Vol.II	✓
#017	Hallway of Pillars "Stairs Up"	Battlemaps Corridors and Hallways Vol.II	
#018	Hallway of Pillars "Stairs Down"	Battlemaps Corridors and Hallways Vol.II	
#019	Dungeon Corridor "End Door"	Battlemaps Corridors and Hallways Vol.II	
#020	Dungeon Corridor "Stairs Up"	Battlemaps Corridors and Hallways Vol.II	
#021	Dungeon Corridor "Stairs Down"	Battlemaps Corridors and Hallways Vol.II	
#022	Mine Tunnel "I"	Battlemaps Corridors and Hallways Vol.II	
#023	Mine Tunnel "L"	Battlemaps Corridors and Hallways Vol.II	
#024	Mine Tunnel "T"	Battlemaps Corridors and Hallways Vol.II	
#025	Mine Tunnel "X"	Battlemaps Corridors and Hallways Vol.II	

(*) Free Battlemaps are available for download at www.0onegames.com

Expand your Dungeon!

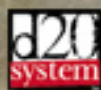


One Roleplaying Games

the first d20 pdf publisher of the world

www.Onegames.com

Seven
Adventurers



This accessory features the amazing rendered 3d maps produced by Ø1 Games.

The maps come with 1 inch square grid. **Dungeon Rooms Volume III** enhances the features of **Dungeon Rooms Vol.I** and **Dungeon Rooms Vol. II**. You will find, of each map, three versions: full color, grayscale (optimized for B&W printing) and line art. In **Dungeon Rooms Volume III** you will find more dungeon rooms to build your custom dungeon complex, including the vampire lair (two battlemaps), the Mirror's Maze, the Room of the Statue and more.

Each map shows a dungeon room from a top-down perspective with stunning lighting effects and superb 3D-rendered objects. You can easily print out these maps and place your favorite miniatures on them. Highly detailed, these maps add flavor and facilitate tactical movements while running combat encounters. A one-inch square grid is drawn on each map but blended in perfectly with the environment.

