



Welcome

This accessory features the amazing rendered 3d maps produced by Ø1 Games. The maps come with 1 inch square grid. Dungeon Rooms Volume II enhances the features of Dungeon Rooms Vol.I. You will find one more map and, of each map, three versions: full color, grayscale (optimized for B&W printing) and line art. We added, upon your request, the line art version for very easy-printing. In Dungeon Rooms Volume II you will find more dungeon rooms to build your custom dungeon complex, including the conjurer room, the ruined pool, the room of the well 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 Altar of the Spider God) 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 yellow light filters through the conjurer's room door? What kind of statue were in the ruined pool, or who built that huge gold spider 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 preview map of the Ruined Pool and say:

"You enter in a wet and ruined room. In the middle of the room lies an ancient pool still filled with murky water. On the other side of the room you can see an old pedestal which, once, supported some kind of statue. Scattered on the floor and protruding from the still water, you can see pieces of black rock: shards of the now-gone statue."

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 planned, 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. 11

Product Code: MAC04. First edition 7/2003 Room Design: Mario Barbati 3D Modeling: Guido Barbati Texture Mapping: O'Bully Graphics: O'Bully

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Summary

Ruined Pool 4, Color 5, Grayscale 6, Line Art

Altar of the Spider God

16, Color

18, Grayscale 20, Line Art



Jail 22, Color 23, Grayscale 24, Line Art

The Forge

- 31, Color 32, Grayscale
- 33, Line Art





Magical Well 28, Color 29, Grayscale 30, Line Art **Staircase Down** 10, Color 11, Grayscale 12, Line Art





Guard Room 25, Color 26, Grayscale 27, Line Art



Conjurer Room 7, Color 8, Grayscale 9, Line Art

Bridge Room 13, Color 14, Grayscale 15, Line Art

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Altar of the Spider God Dungeon Rooms Vol. II (#013) ● Leplaying GAMES

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Battlemaps Master Checkfist

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	
#001	Brewery	Battlemaps Floorplans, Inn Vol. 1	
#002	Common Room	Battlemaps Floorplans, Inn Vol. 1	
#003	Kitchen	Battlemaps Floorplans, Inn Vol. 1	
#004	Warehouse	Battlemaps Floorplans, Inn Vol. 1	
#005	Bedroom with Toilet	Battlemaps Floorplans, Inn Vol. 1	
#006	Master Bedroom	Battlemaps Floorplans, Inn Vol. 1	
#007	Genius' Room	Battlemaps Floorplans, Inn Vol. 1	
#001	Crypt	Battlemaps Dungeon Rooms Vol. 1	\checkmark
#002	Alchemist's Laboratory	Battlemaps Dungeon Rooms Vol. 1	
#003	Armory	Battlemaps Dungeon Rooms Vol. 1	
#004	Dark Temple	Battlemaps Dungeon Rooms Vol. 1	
#005	Torture Chamber	Battlemaps Dungeon Rooms Vol. 1	
#006	Entrance Room	Battlemaps Dungeon Rooms Vol. 1	
#007	Fountain Room	Battlemaps Dungeon Rooms Vol. 1	
#008	Library	Battlemaps Dungeon Rooms Vol. 1	
#009	Ruined Pool	Battlemaps Dungeon Rooms Vol. 2	\checkmark
#010	Conjurer Room	Battlemaps Dungeon Rooms Vol. 2	
#011	Staircase Down	Battlemaps Dungeon Rooms Vol. 2	
#012	Bridge Room	Battlemaps Dungeon Rooms Vol. 2	
#013	Altar Of The Spider God	Battlemaps Dungeon Rooms Vol. 2	
#014	Jail	Battlemaps Dungeon Rooms Vol. 2	
#015	Guard Room	Battlemaps Dungeon Rooms Vol. 2	
#016	Magical Well	Battlemaps Dungeon Rooms Vol. 2	
#017	The Forge	Battlemaps Dungeon Rooms Vol. 2	

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



Master Accessories

Dangerous Dungeons

Master Accessories

Battlemaps

dungeon rooms vol. II

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Goblins' Lairs

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Master Accessories

Battlemaps

floorplans, inn vol. 1

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