Master Accessories Battlemaps corridors and hallways vol. 1







Welcome

This accessory features the amazing rendered 3d maps produced by Ø1 Games. The maps come with 1 inch square grid. Corridors and Hallways Vol.I enhances the features of Dungeon Rooms Vol. II and Dungeon Rooms Vol.I. by adding connections. You will find 12 maps and, of each map, three versions: full color, grayscale (optimized for B&W printing) and line art. The line art version is intended for very easy-printing. In Corridors and Hallways Vol.I you will three types of maps and four different maps for each type, each one showing the "I", "L", "T" and "X" intersection to suit all your needs. Two different corridor width are provided 20ft and 10ft. Each map shows a corridor or hallway 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. You can print out the map you need in full color, or choose its grayscaleoptimized 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 corridor's room door? What the large mosaic over the intersection of the Hallways of the Statues means? 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 corridor descriptions. Looking at the map while describing the hallway to the players becomes easier than read plain text. You could look at the map of the Hallway of the Statues and say:

"As you walk down the red-lighted hallway, you can see many statues looking at you; their grim eyes seems to follow every single step you make. The floor is made of huge red marble slabs and barely reflects the light of the torchlights on the walls..."

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: Corridors and Hallways Vol. 1

Product Code: MAC05. First edition 10/2003 Room Design: Mario Barbati 3D Modeling: Guido Barbati Texture Mapping: O'Bully Graphics: O'Bully

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.

- Dungeon Corridor "L" 31, Color 32, Grayscale 33, Line Art
- **Dungeon Corridor "T"** 34, Color 35, Grayscale 36, Line Art





Dungeon Corridor "X" 37, Color 38, Grayscale 39, Line Art

> Hallway of the Statues "T" 10, Color 11, Grayscale 12, Line Art



Dungeon Corridor "I" 28, Color 29, Grayscale 30, Line Art

Hallway of the Statues "L" 7, Color 8, Grayscale 9, Line Art

Hallway of the Pillars "T" 22, Color 23, Grayscale 24, Line Art



Hallway of the Pillars "L" 19, Color 20, Grayscale 21, Line Art





Hallway of the Pillars "X" 25, Color 26, Grayscale 27, Line Art

Hallway of the Pillars "I" 16, Color 17, Grayscale 18, Line Art



Hallway of the Statues "X" 13, Color 14, Grayscale 15, Line Art





Hallway of the Statues "I" 4, Color 5, Grayscale 6, 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 version.







Corridors and Hallways Vol. 1 (#001)























































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























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	\checkmark
Room 3	Crypt	The Grave of the Prince of Lies	\checkmark
#001	Brewery	Battlemaps Floorplans, Inn Vol. 1	\checkmark
#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**

Map ID	Title	Available in	Free*
#001	Hallway of Statues "I"	Battlemaps Corridors and Hallways Vol.1	
#002	Hallway of Statues "L"	Battlemaps Corridors and Hallways Vol.1	
#003	Hallway of Statues "T"	Battlemaps Corridors and Hallways Vol.1	\checkmark
#004	Hallway of Statues "X"	Battlemaps Corridors and Hallways Vol.1	
#005	Hallway of Pillars "I"	Battlemaps Corridors and Hallways Vol.1	
#006	Hallway of Pillars "L"	Battlemaps Corridors and Hallways Vol.1	
#007	Hallway of Pillars "T"	Battlemaps Corridors and Hallways Vol.1	
#008	Hallway of Pillars "X"	Battlemaps Corridors and Hallways Vol.1	
#009	Dungeon Corridor "l"	Battlemaps Corridors and Hallways Vol.1	
#010	Dungeon Corridor "L"	Battlemaps Corridors and Hallways Vol.1	
#011	Dungeon Corridor "T"	Battlemaps Corridors and Hallways Vol.1	
#012	Dungeon Corridor "X"	Battlemaps Corridors and Hallways Vol.1	

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





'D20 System' and the D20 System logo are Trademarks owned by Wizards of the Coast and are used with permission.

This accessory features the amazing rendered 3d maps produced by Ø1 Games. The maps come with 1 inch square grid. Corridors and Hallways Vol.1 enhances the features of Dungeon Rooms Vol. II and Dungeon Rooms Vol.1. by adding connections. You will find 12 maps and, of each map, three versions: full color, grayscale (optimized for B&W printing) and line art. The line art version is intended for very easy-printing.

In **Corridors and Hallways Vol.1** you will three types of maps and four different maps for each type, each one showing the "1", "L", "T" and "X" intersection to suit all your needs. Two different corridor width are provided 20ft and 10ft. Each map shows a corridor or hallway 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.

