

The background of the entire page is a purple-toned map of a dungeon level. It features a grid of square tiles, some of which are dark, representing rooms or corridors. There are several irregular, dark shapes scattered across the map, likely representing obstacles or hazards. In the top left corner, there is a small square containing the letter 'T'. In the middle left, there is a small square containing the letter 'M'. In the bottom left, there is a small square containing the letters 'XXXX'. In the bottom right, there is a small square containing the letters 'XXXX'.

Crooked Staff Publishing Presents PURPLE MOUNTAIN LEVEL 3 BATTLE-MAPS

THIS PRODUCT CAN BE USED WITH
Purple Mountain III: The Feasting
PART 3 OF A 20 LEVEL MEGA-DUNGEON
BY PURPLE DUCK GAMES

Crooked Staff Publishing Presents
**PURPLE MOUNTAIN
LEVEL 3 BATTLE-MAPS**

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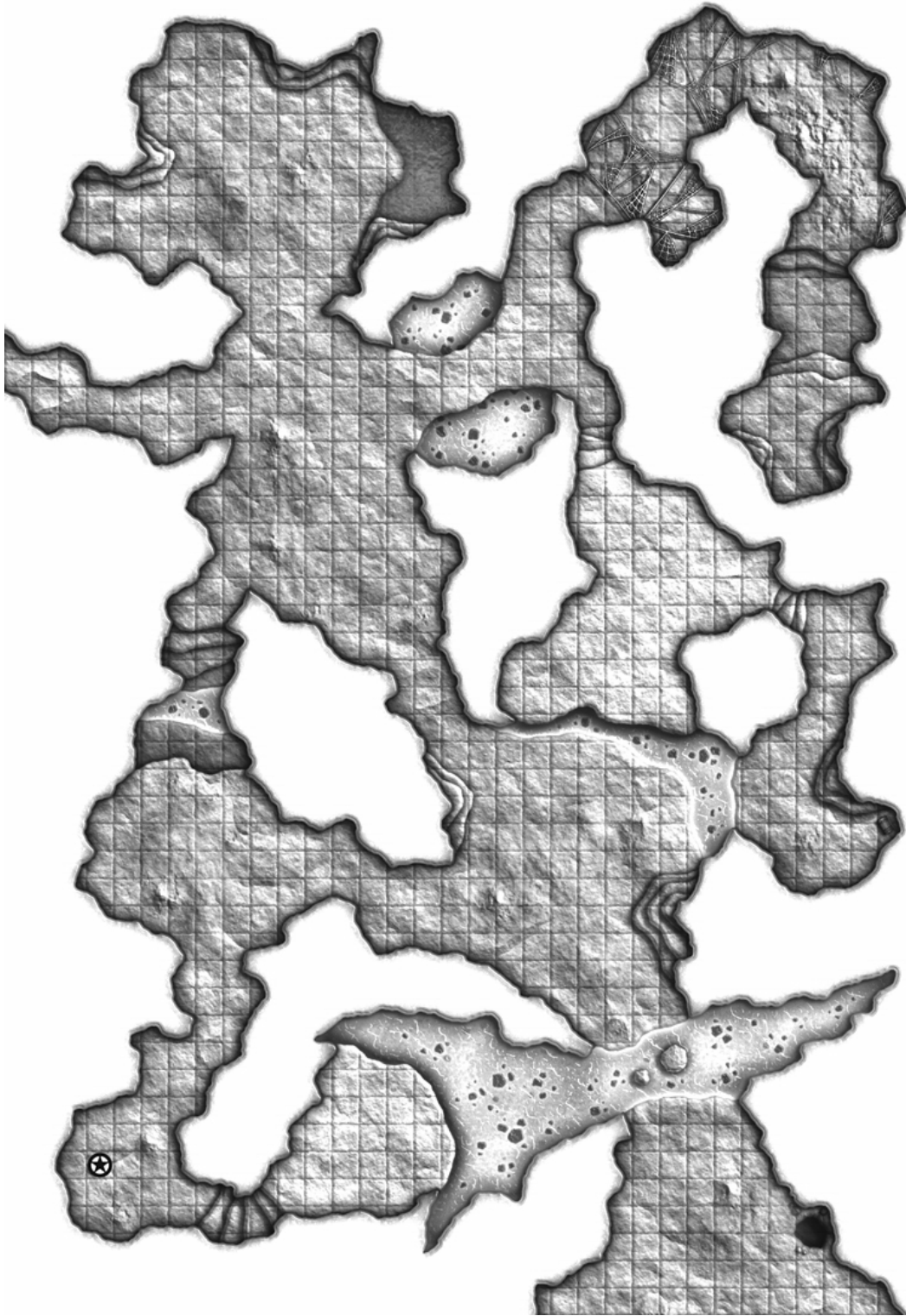
This product takes the dungeon maps from **Purple Mountain III: The Feasting** (by *Purple Duck Games*) and re-sizes them so that they may be printed out at a scale suitable for use with miniatures (i.e. 1 square = 1 inch). However, the pages that follow are not intended to be a high-resolution set of dungeon tiles (as there are far better options already available from other sources), but rather a simple and effective way of transforming the relevant map from the Purple Mountain mega-dungeon into an impromptu battlemat.

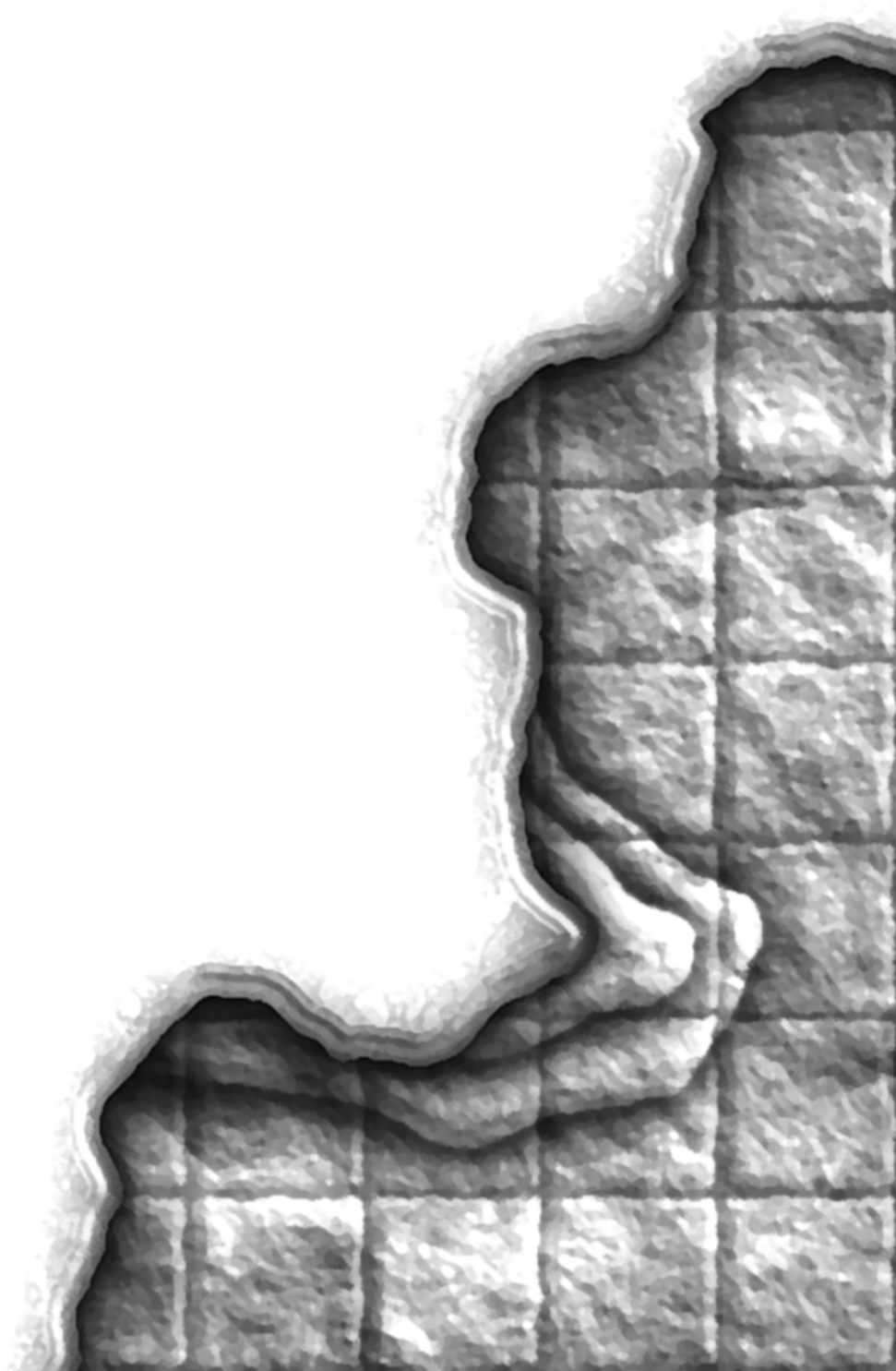
Note that when printing ensure that the Page Scaling option is set to None and that the Auto-Rotate and Center option is not selected.

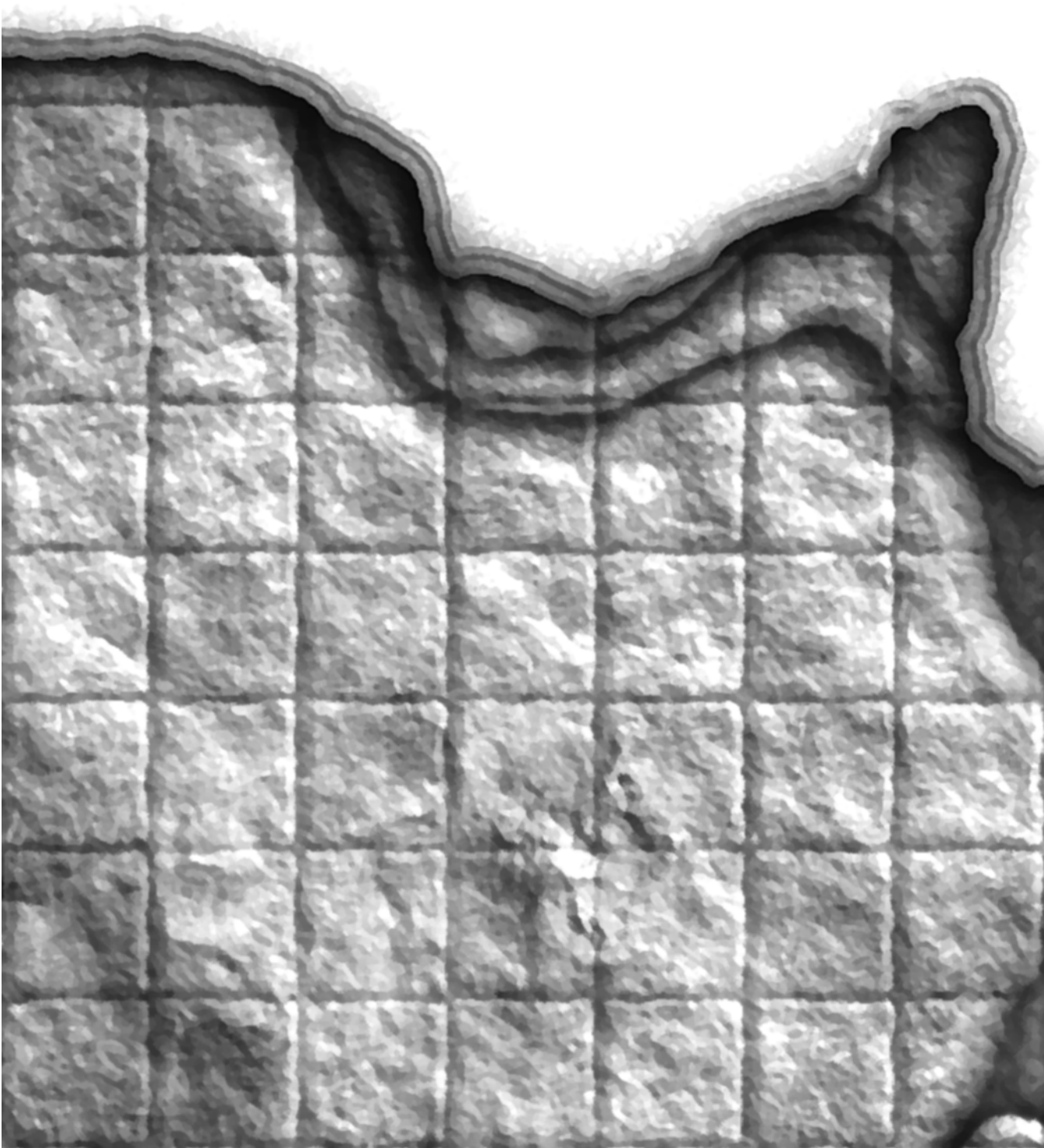
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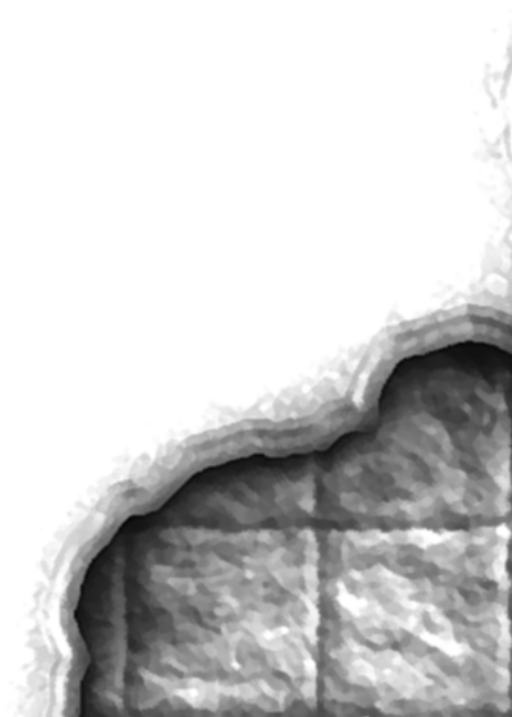
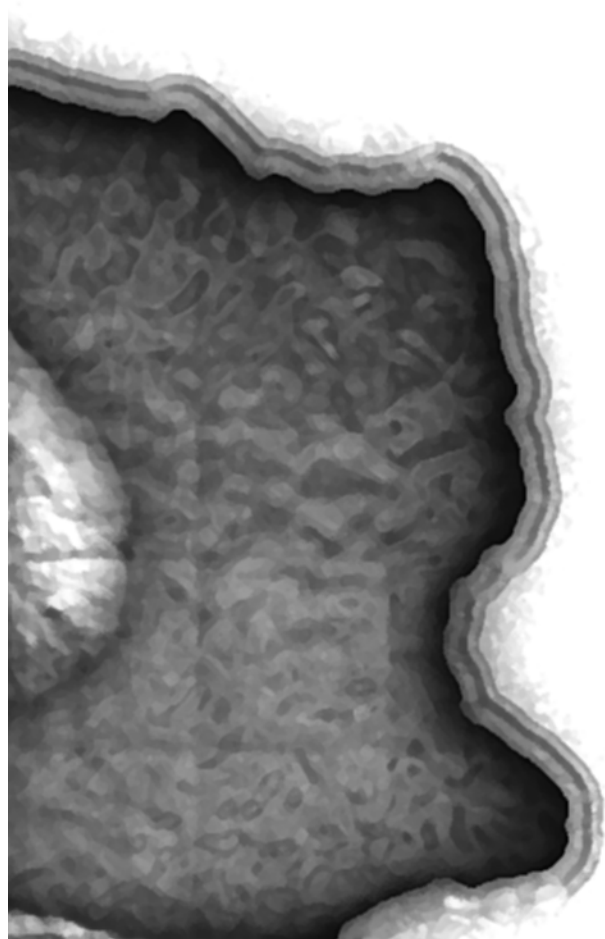


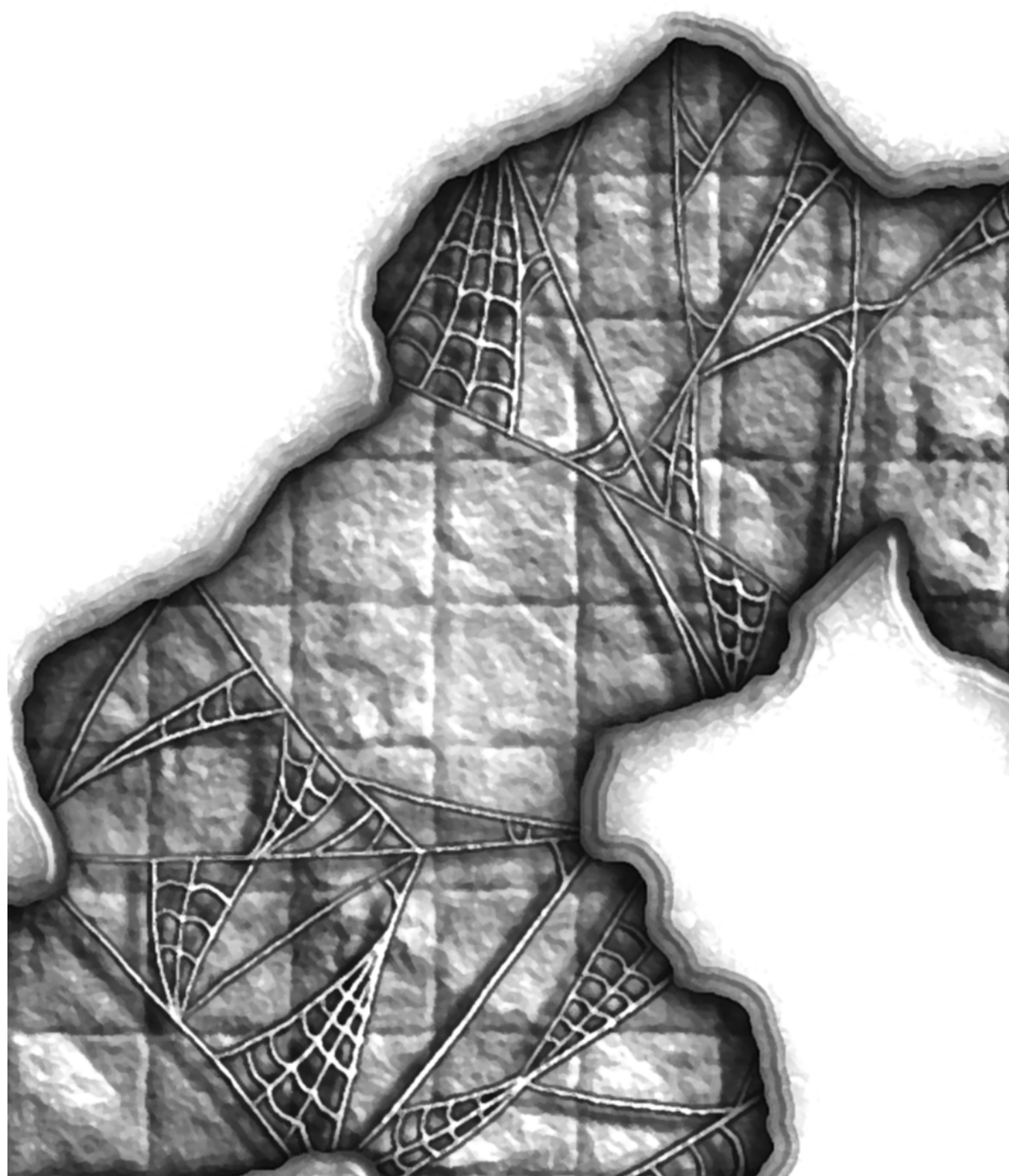
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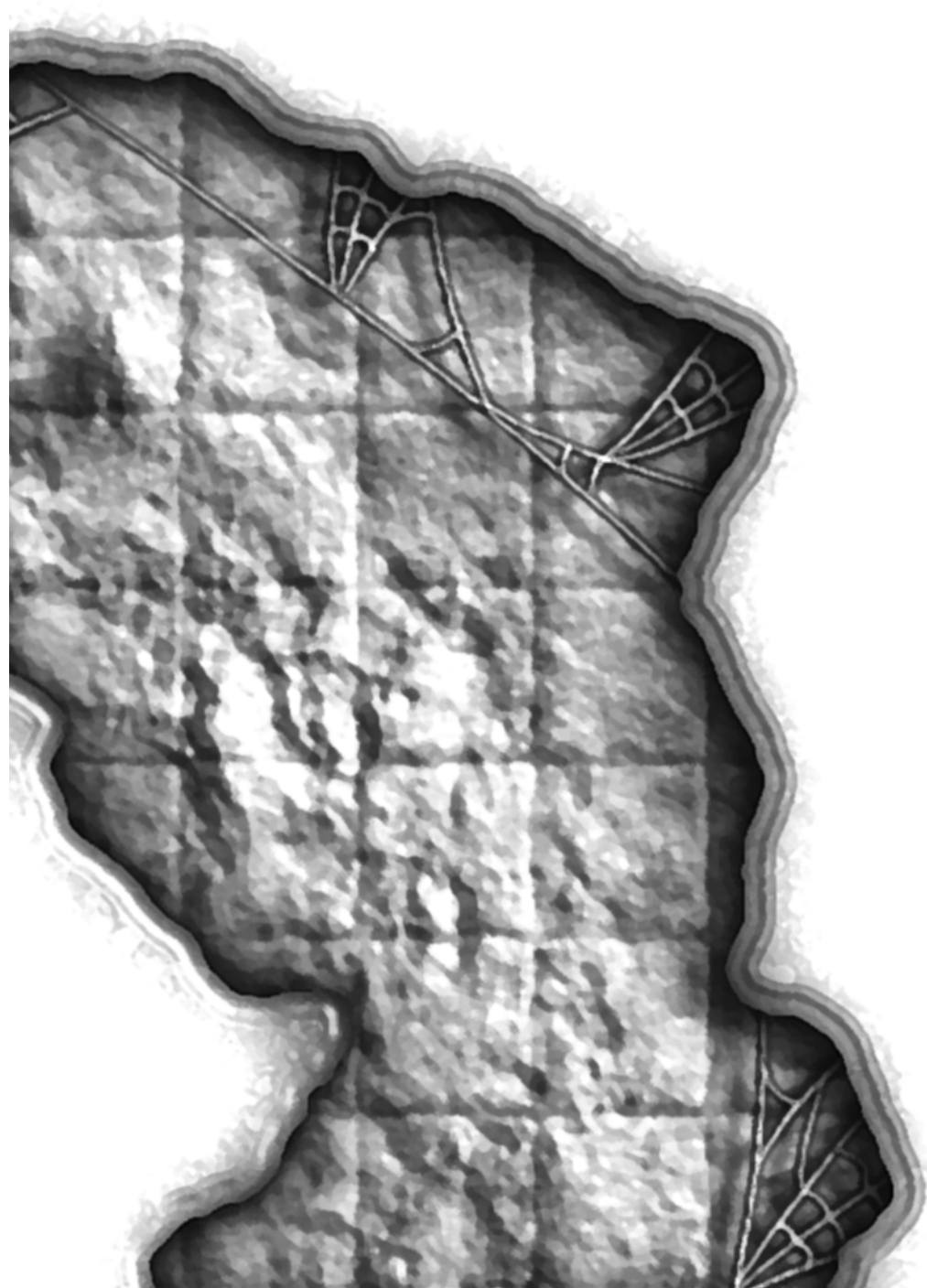


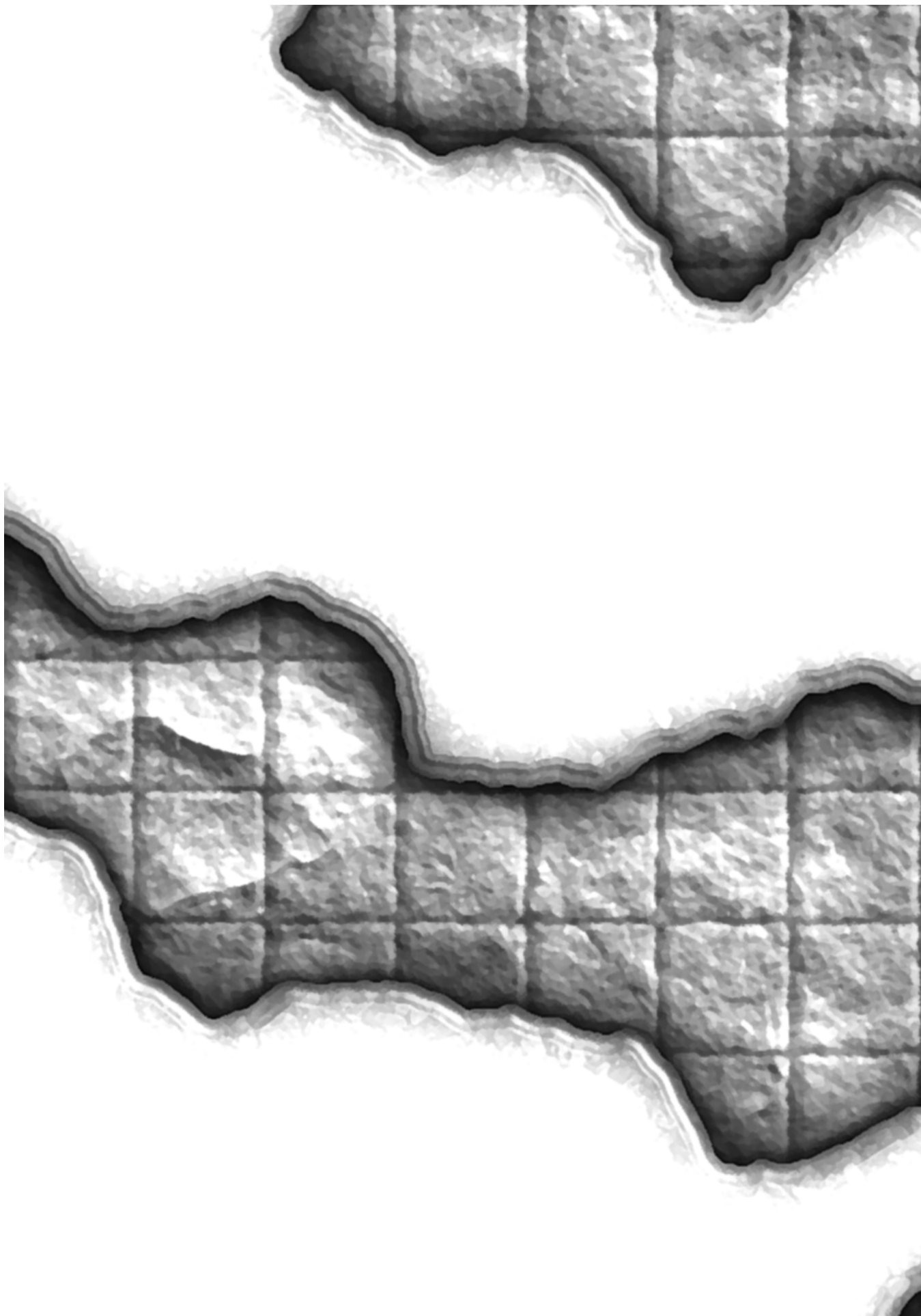


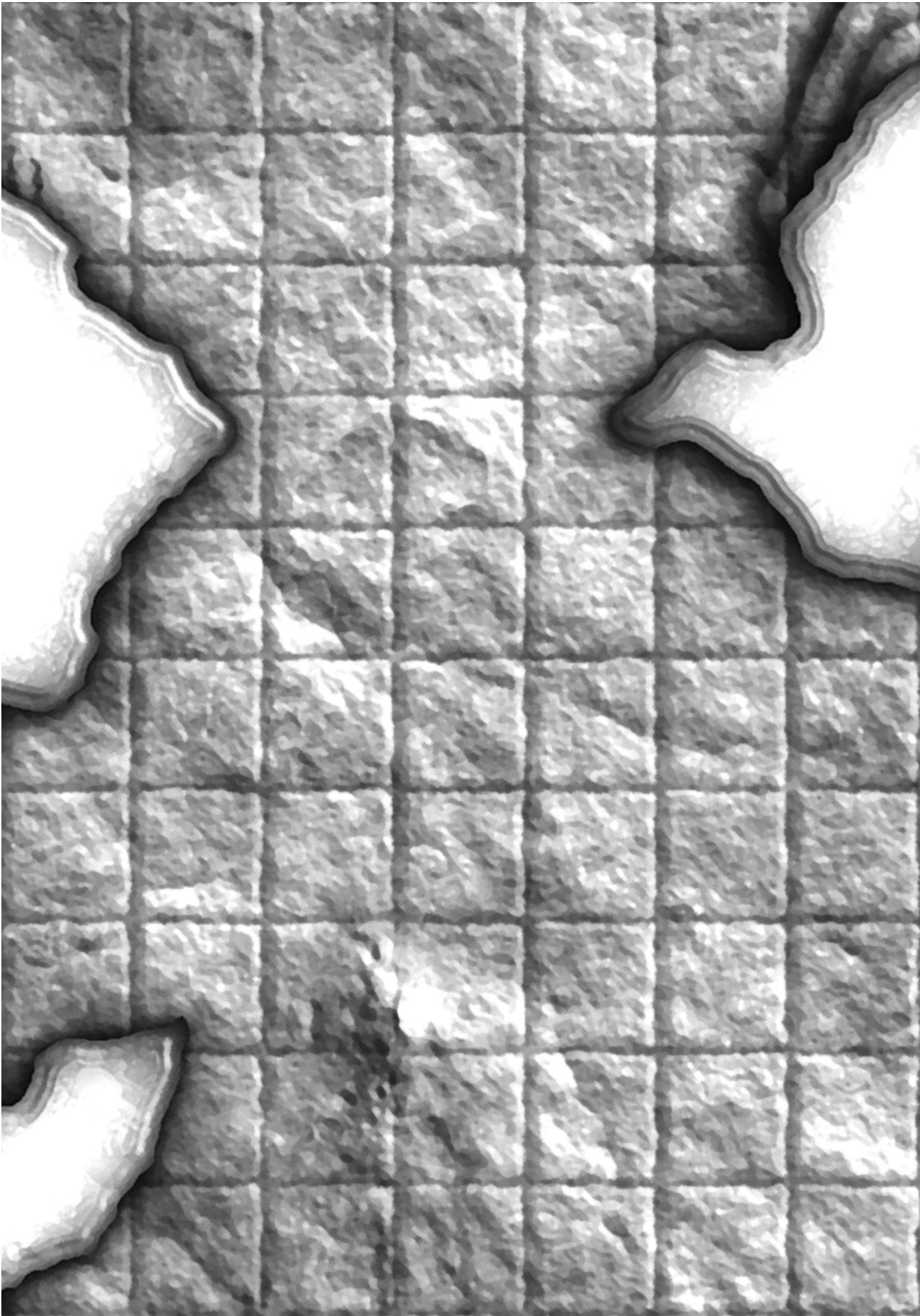


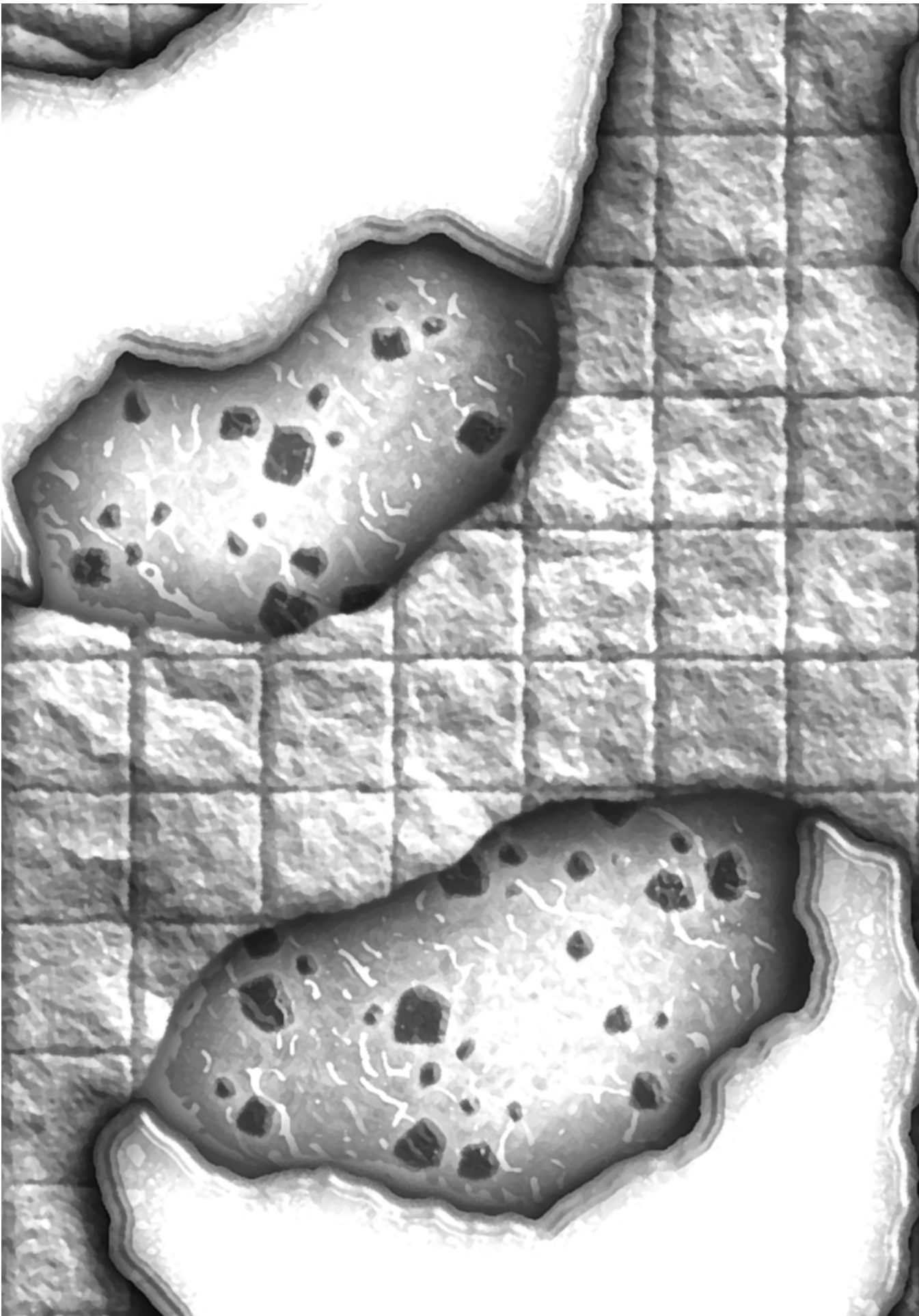


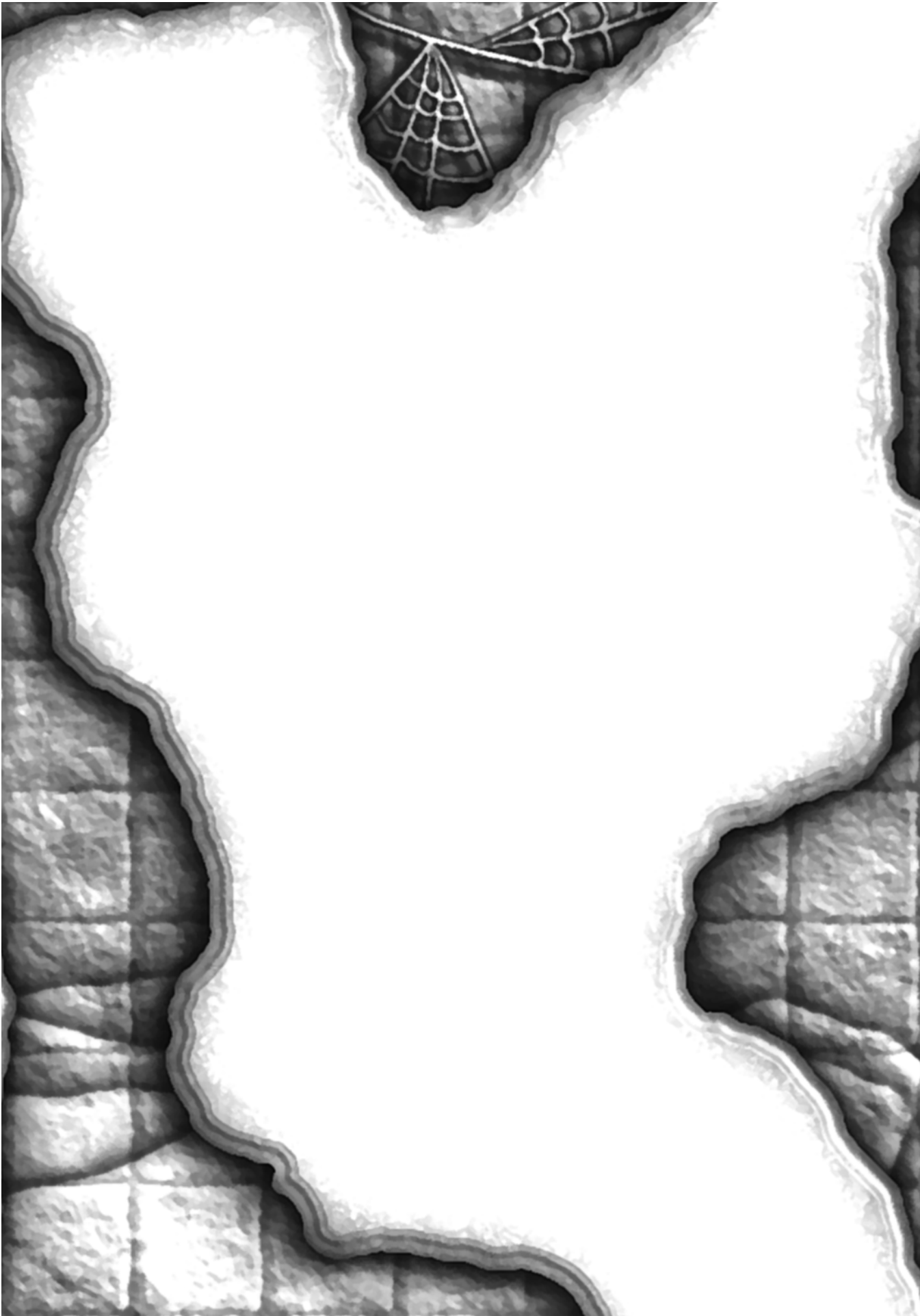


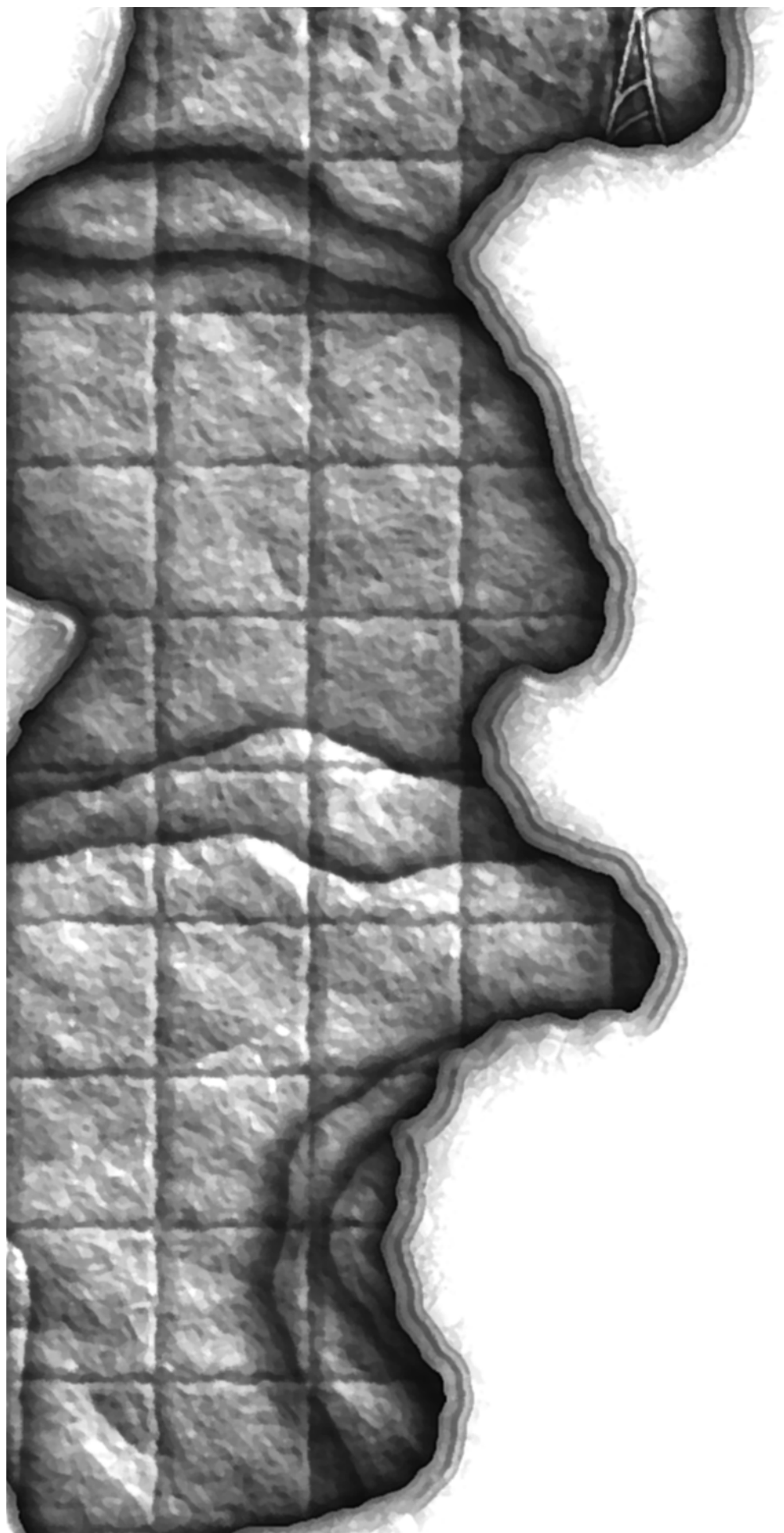


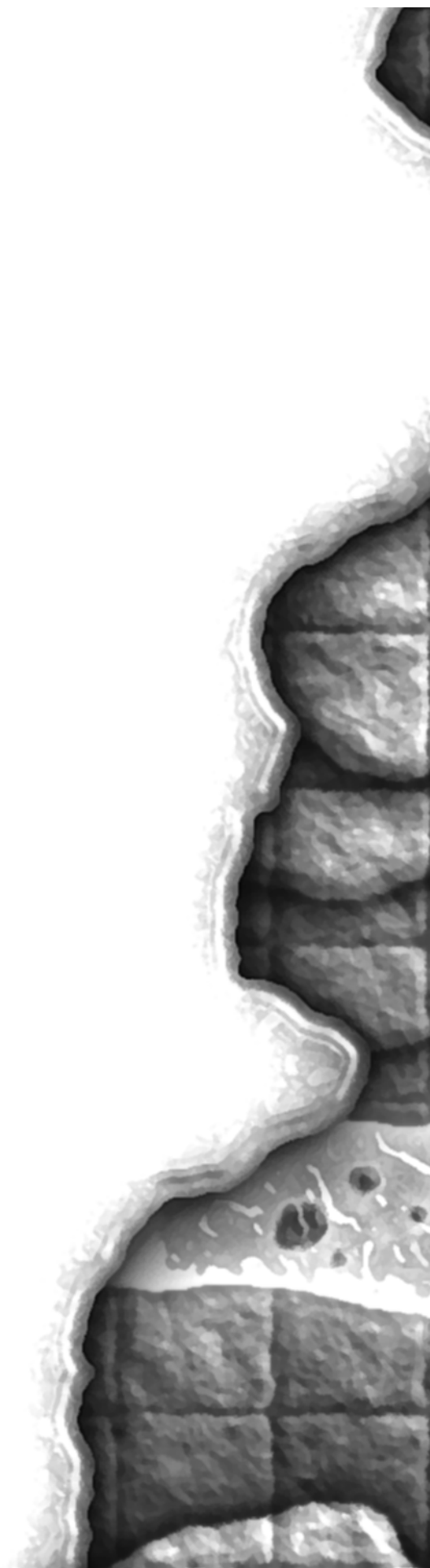




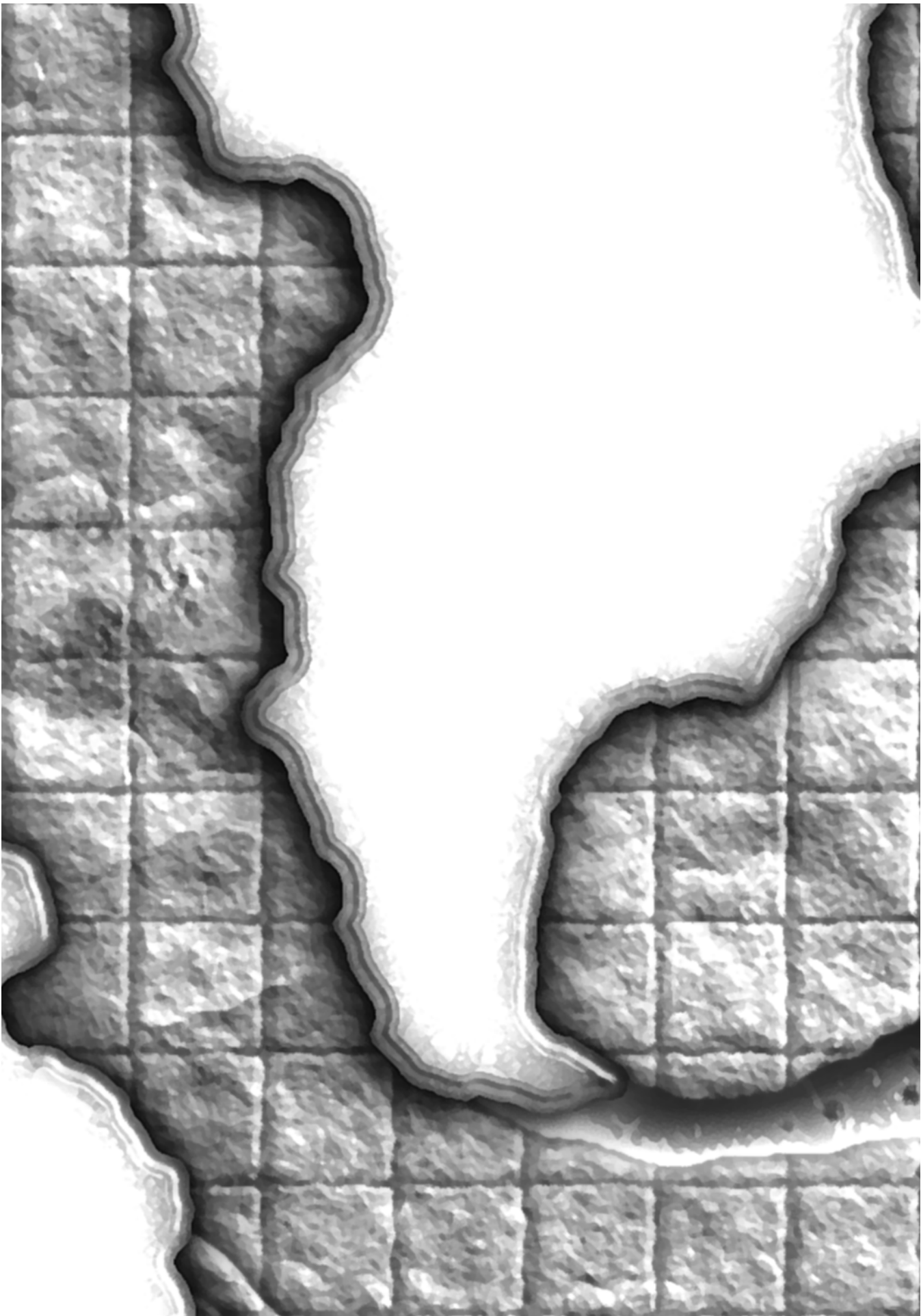


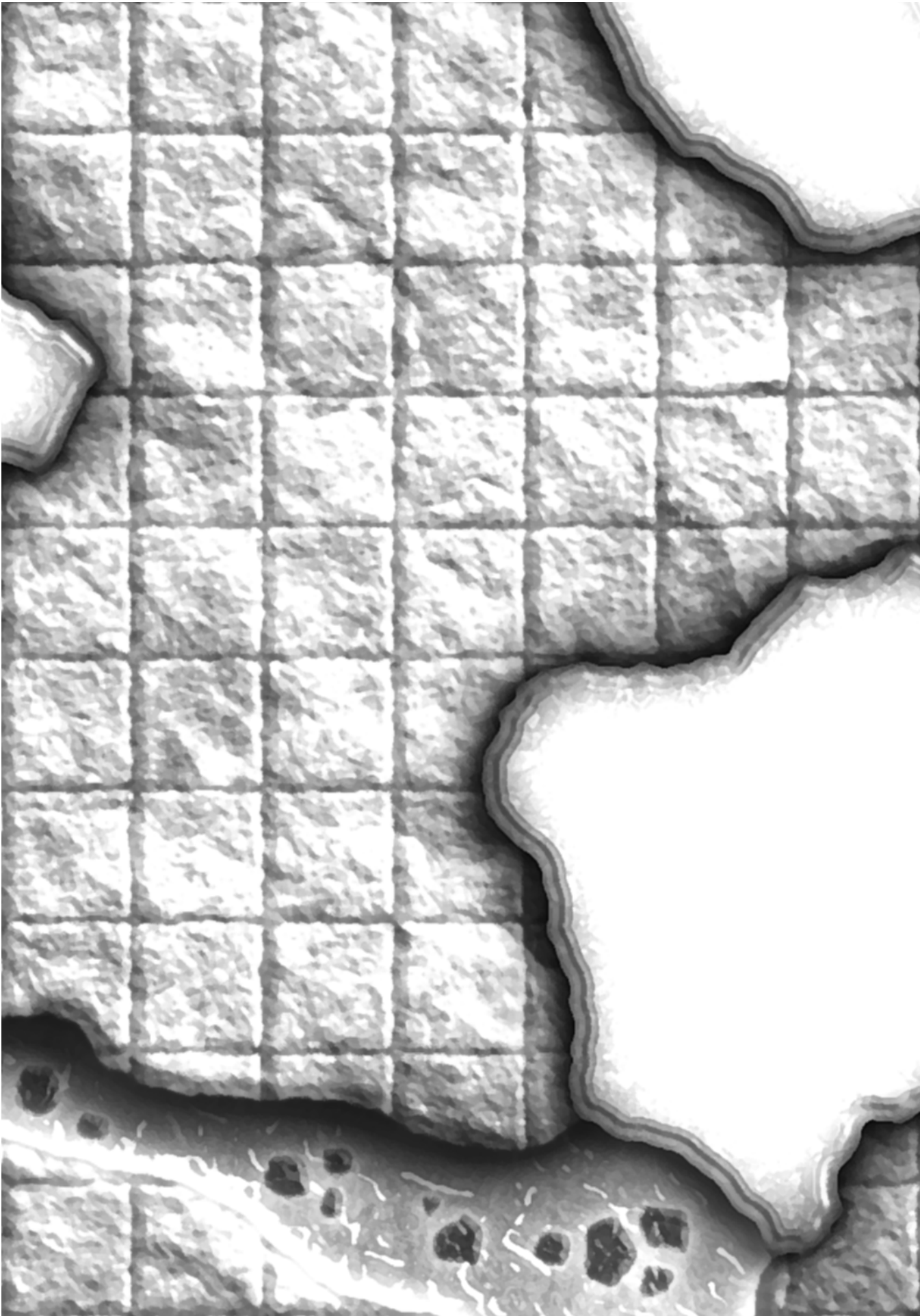


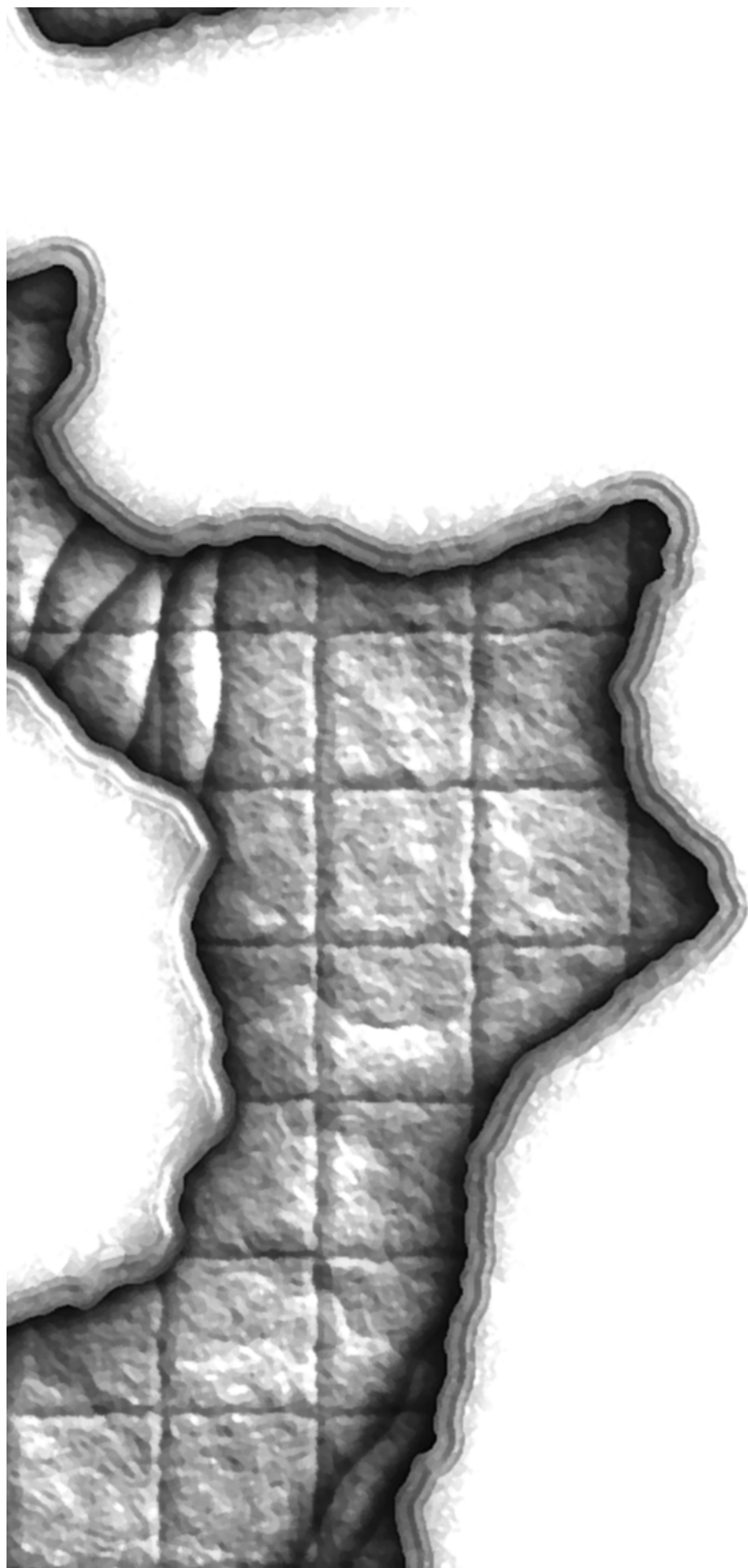




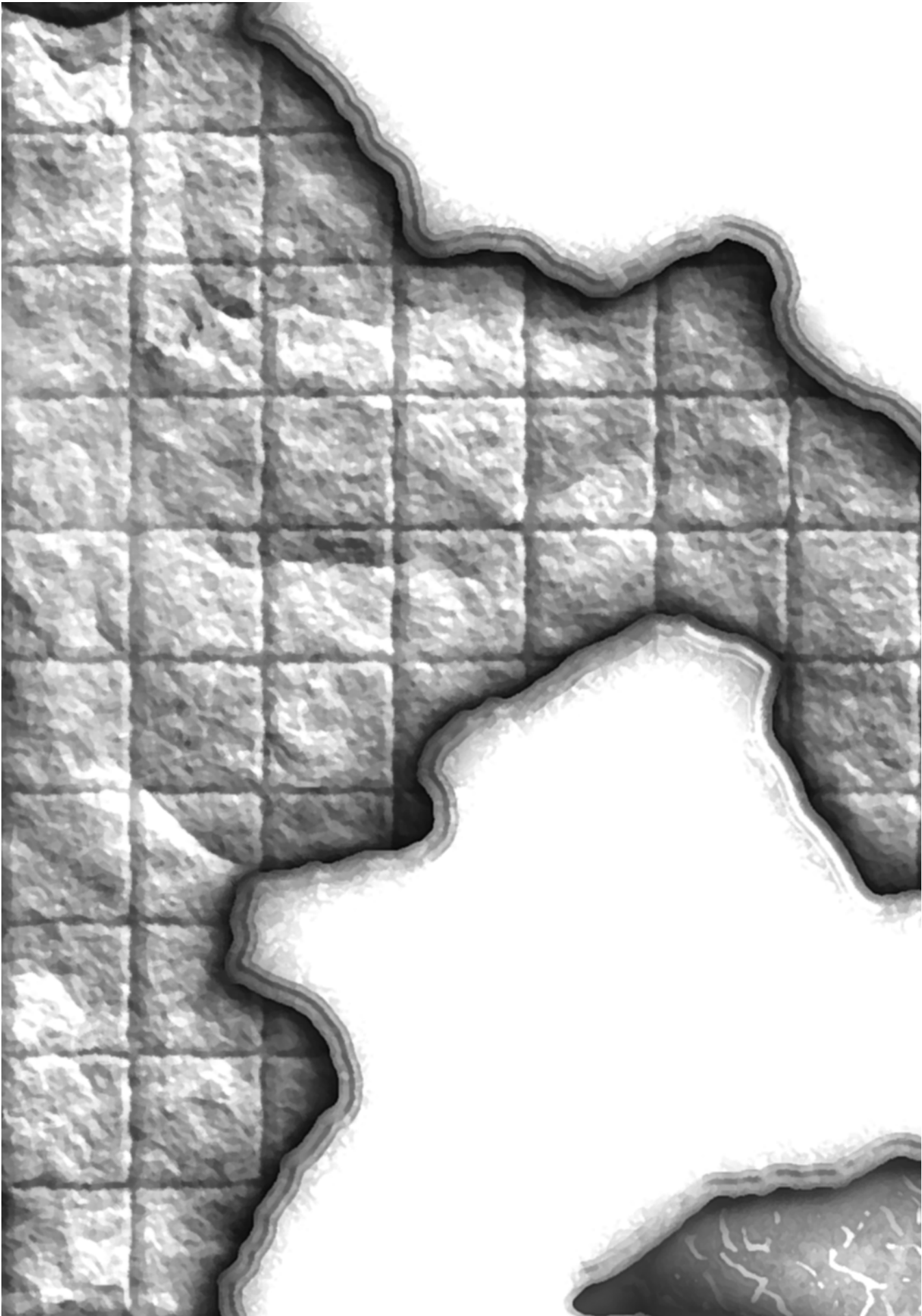


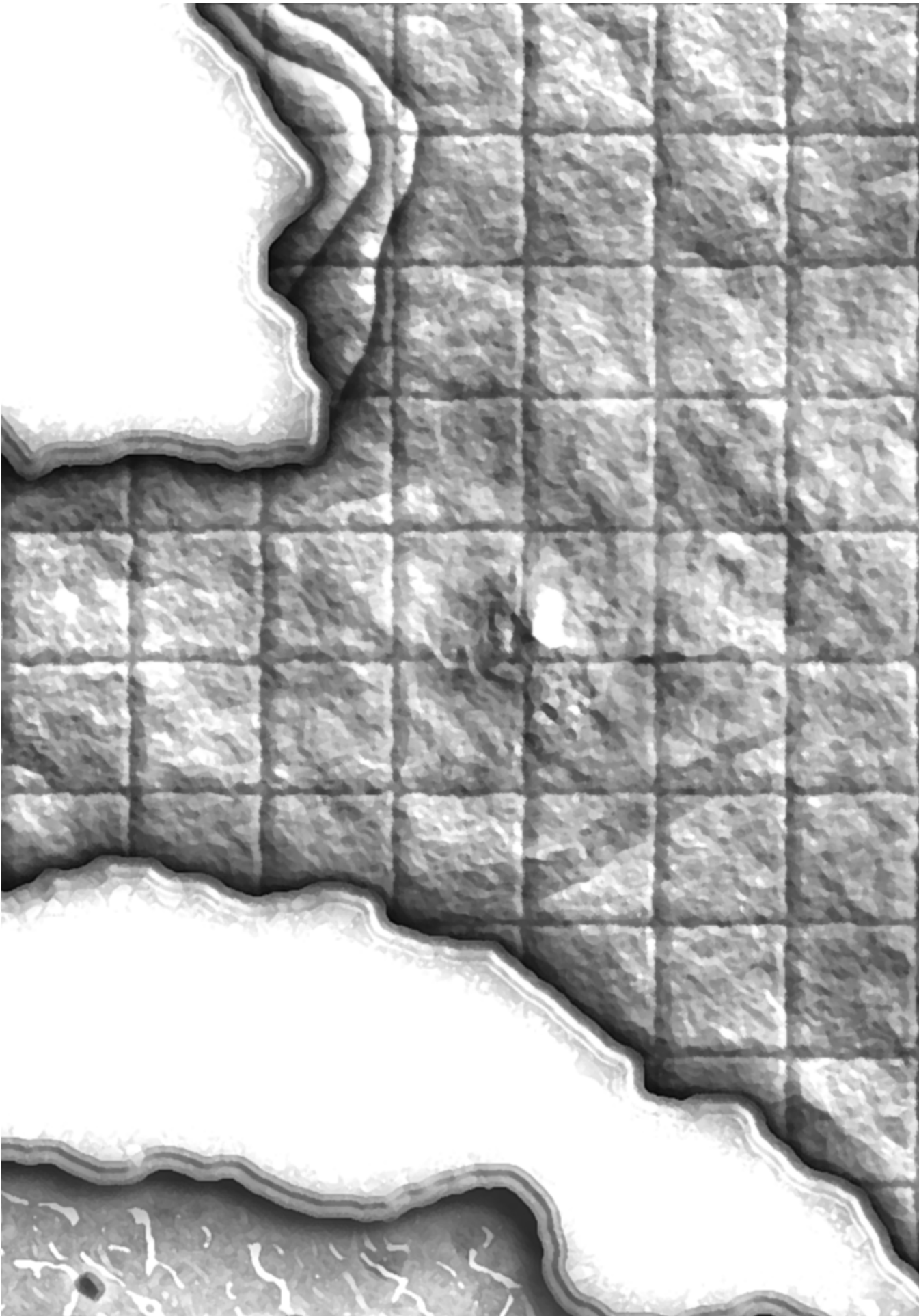




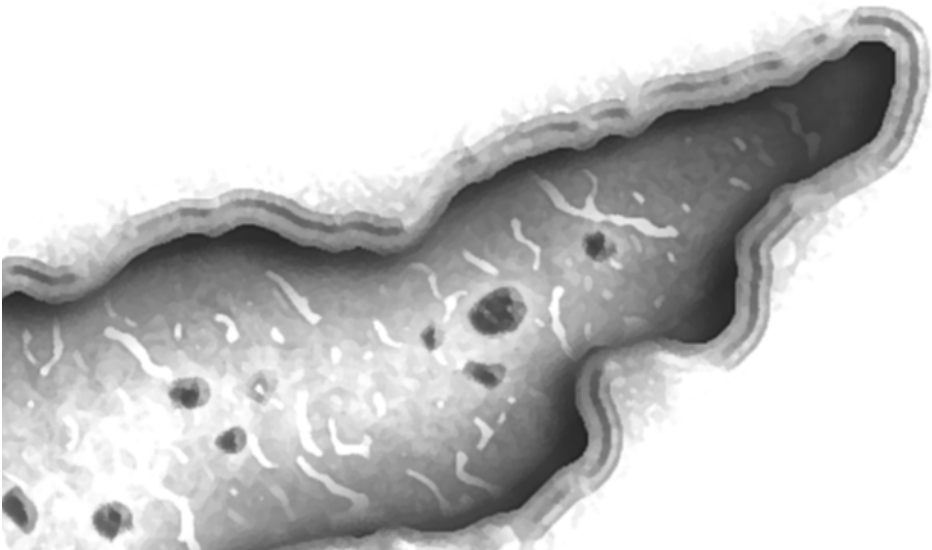
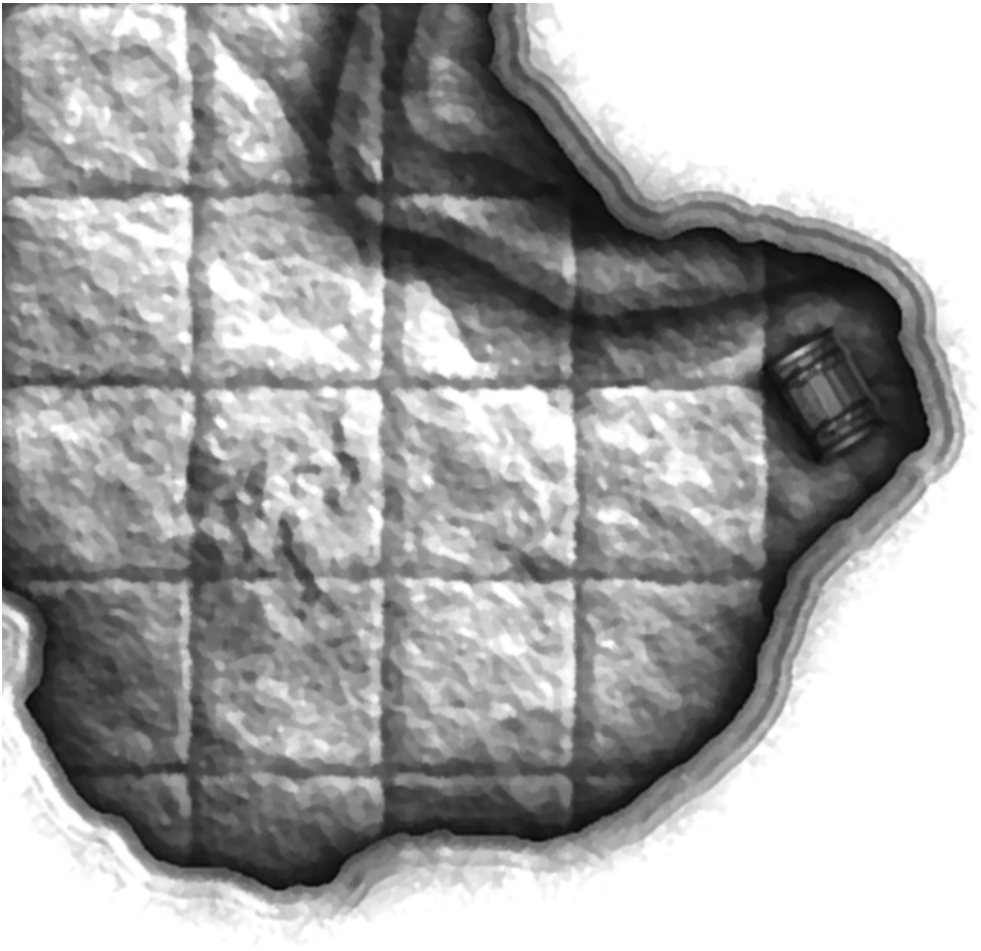


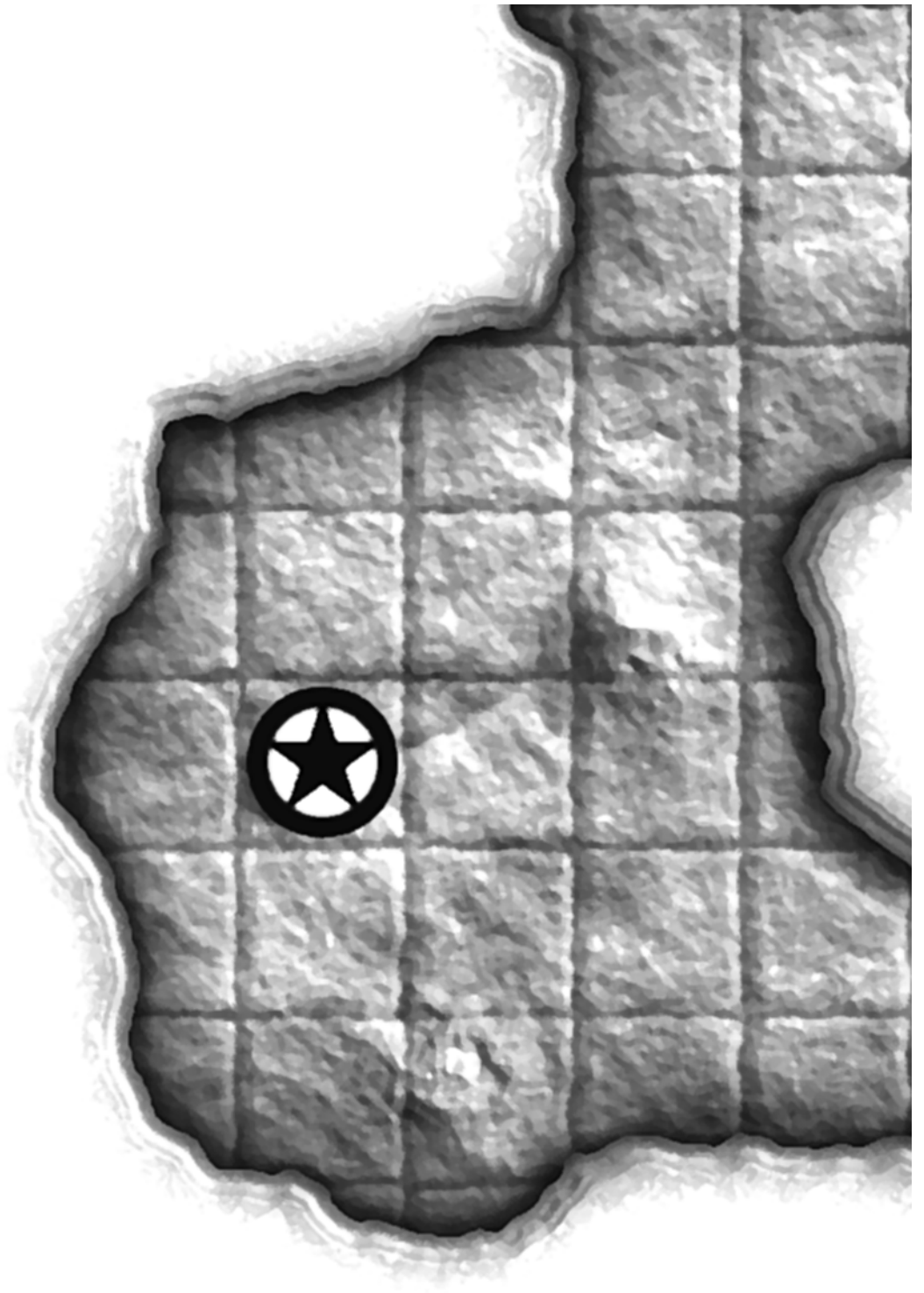


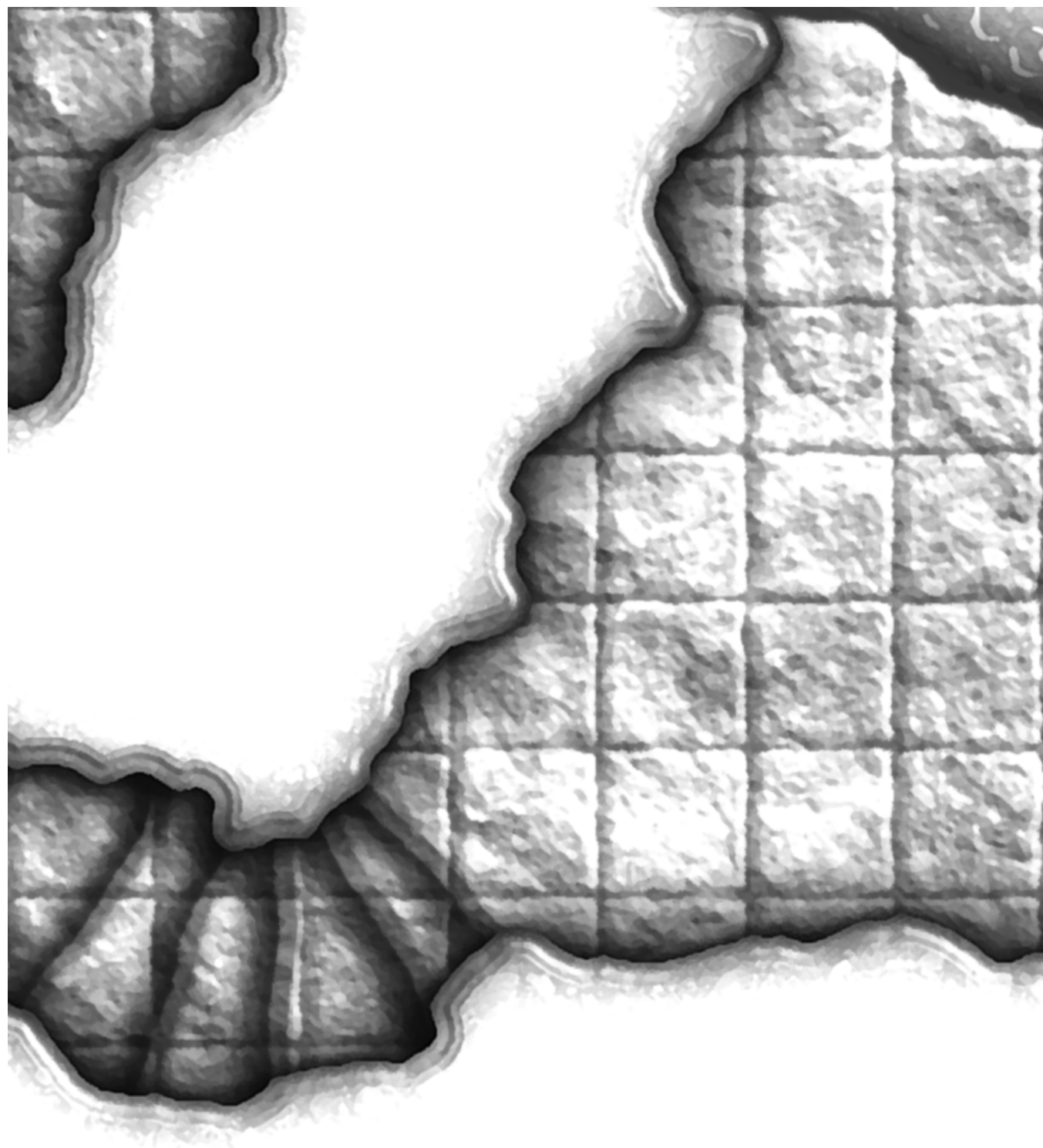




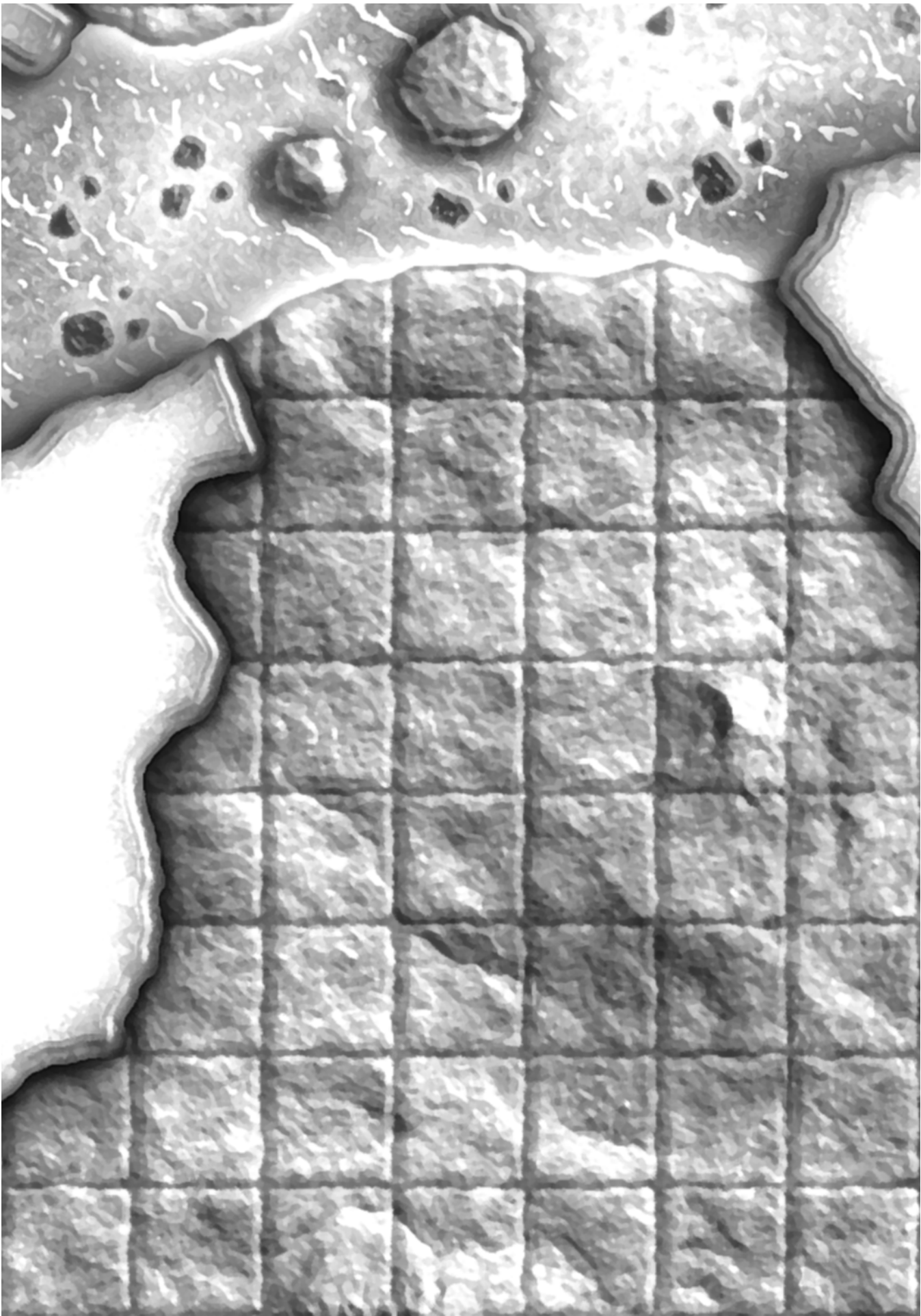


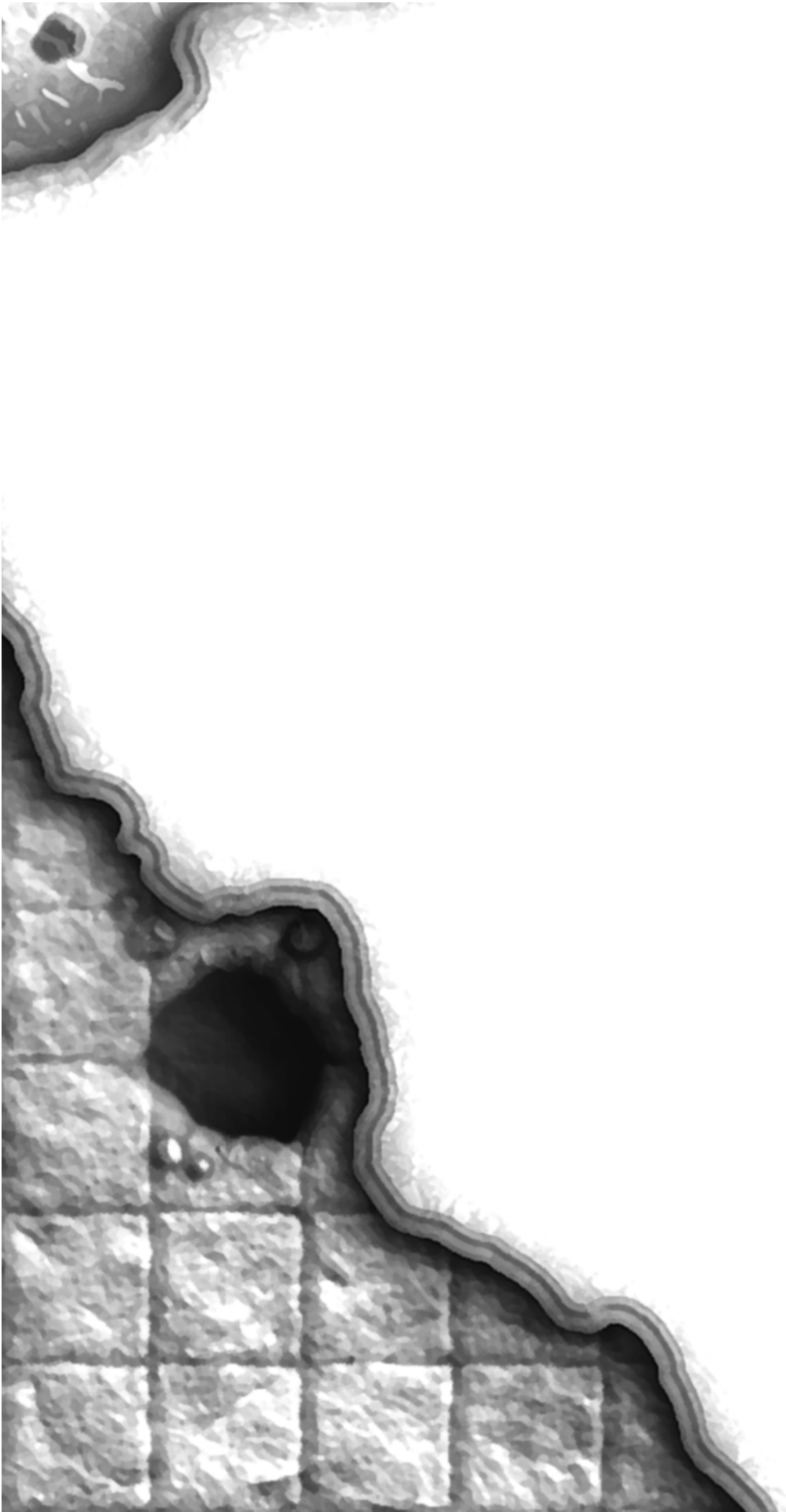












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