



Welcome

How many times your players have started a tavern brawl? How many times they unmasked the timid glass blower who was actually the master of this famed thieves' guild? How many times your players went into the stables in a hurry and found their enemies there, waiting for them. With this product, you now have the perfect battlegrounds for your city adventures!

This accessory features the amazing rendered 3d maps produced by Ø1 Games. You will not find this quality in other products, since these maps are carefully modeled and rendered by professionals. These new battlemaps feature a stunning 150dpi resolution, allowing you to get an incredible print quality.

Each map shows a 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 Stables) 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. 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. Where the jewel the entire city is searching for is hidden? The doppelganger is in the tavern, but where? The warehouse hides stolen goods? You know the answers, 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.

Build Your own City

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

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



Øone Roleplaying Games

www.Øonegames.com master@Øonegames.com

Battlemaps: Floorplans: City Shops

Product Code: MAC20. First edition 05/2005

Room Design: Fabrizio Altamura 3D Modeling: Fabrizio Altamura Texture Mapping: O'Bully

Graphics: O'Bully

Software Engineer: Anna Fava

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Baker

- 4, Color
- 5, Grayscale



Small Warehouse

- 14, Color
- 15, Grayscale

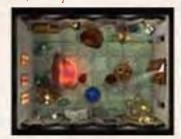


Potion Maker

- 12, Color
- 13, Grayscale

Click on the image (or the page number) for the color map. Click on the page number for

the grayscale version



Glass Blower

- 8, Color
- 9, Grayscale



Merchant

- 22, Color
- 23, Grayscale



Summary



Jeweller 10, Color 11, Grayscale

Tavern

- 20, Color
- 21, Grayscale



Stables

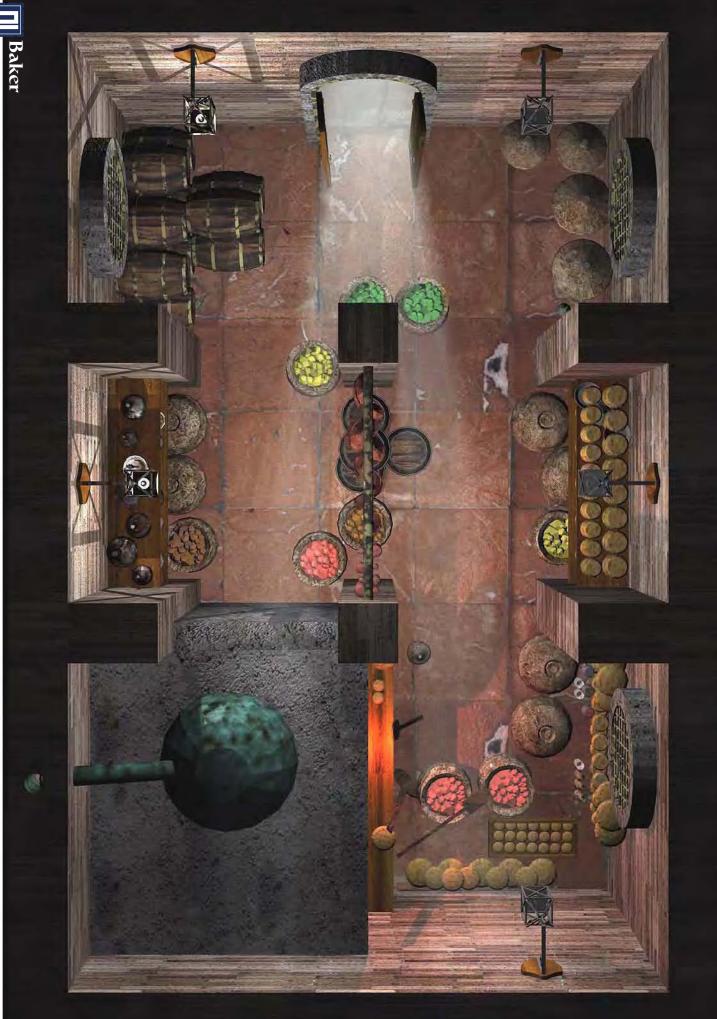
- 16, Color
- 18, Grayscale



Smith

- 6, Color
- 7, Grayscale

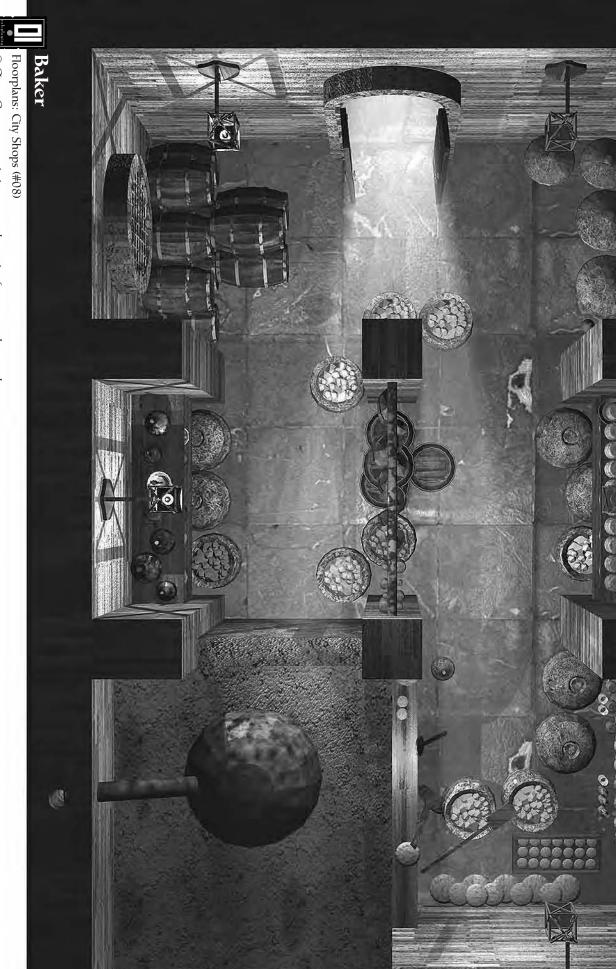






Floorplans: City Shops (#08)

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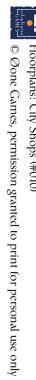




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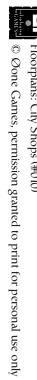




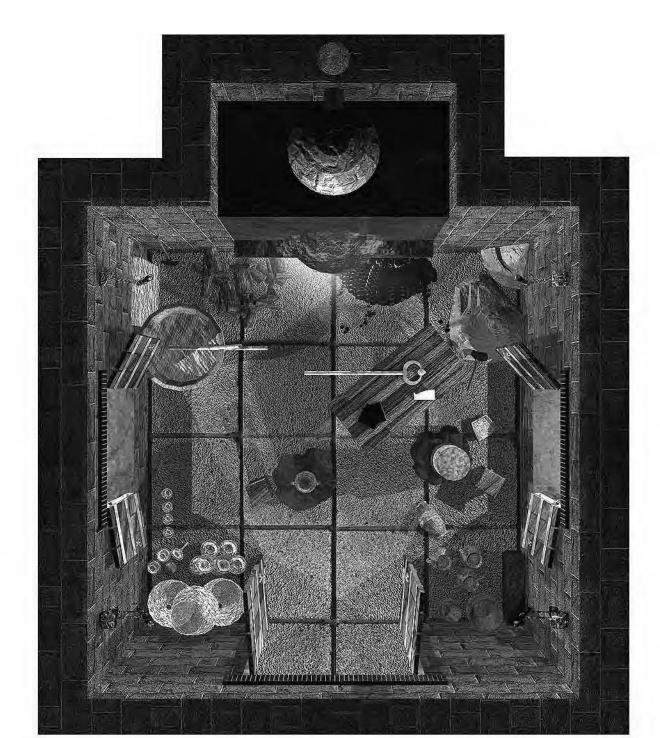
Chas Blower

Floorplans: City Shops (#010)

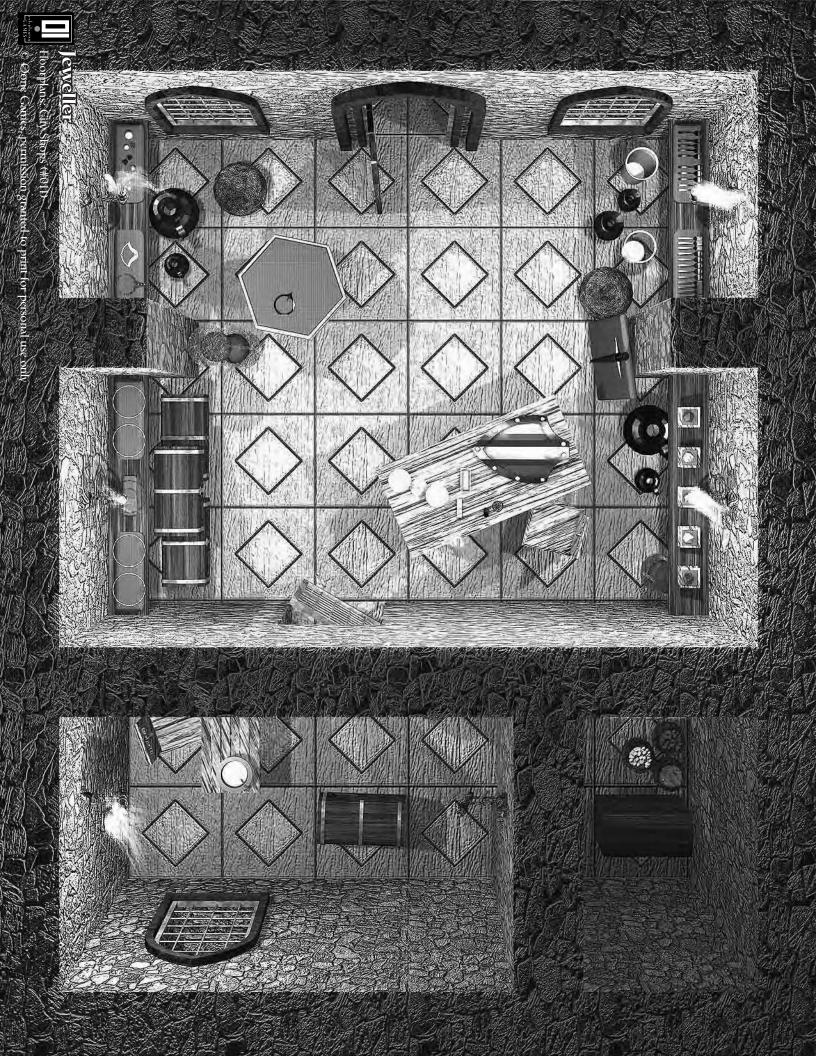




Chas Blower



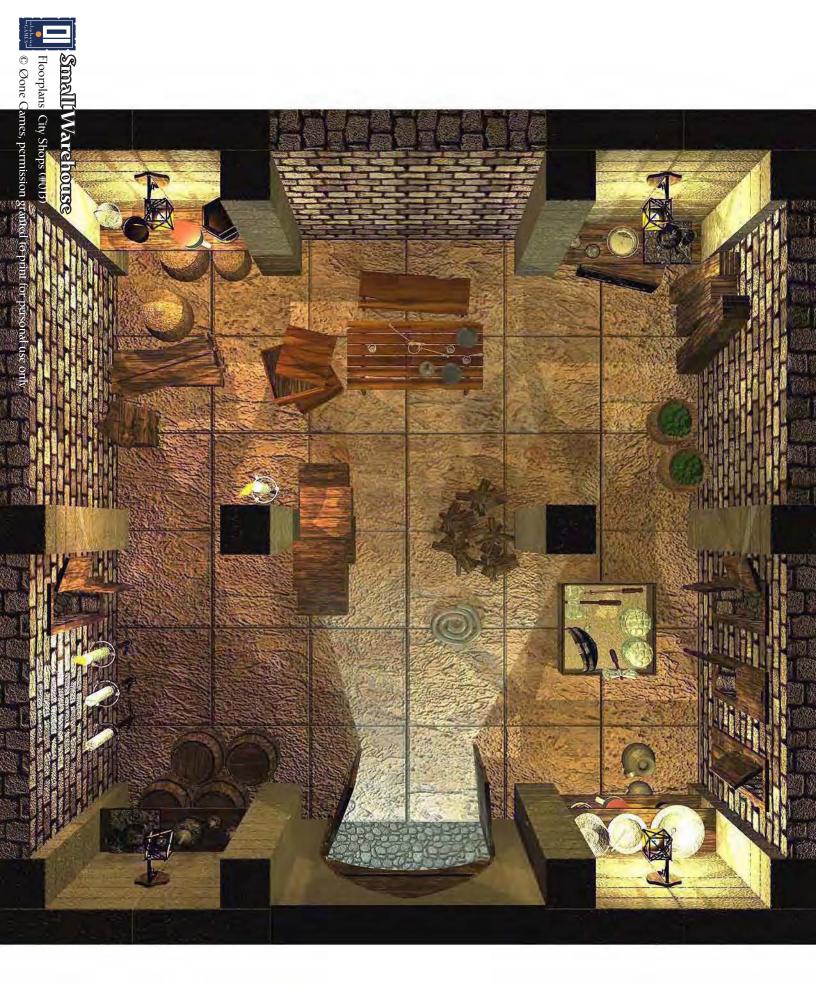


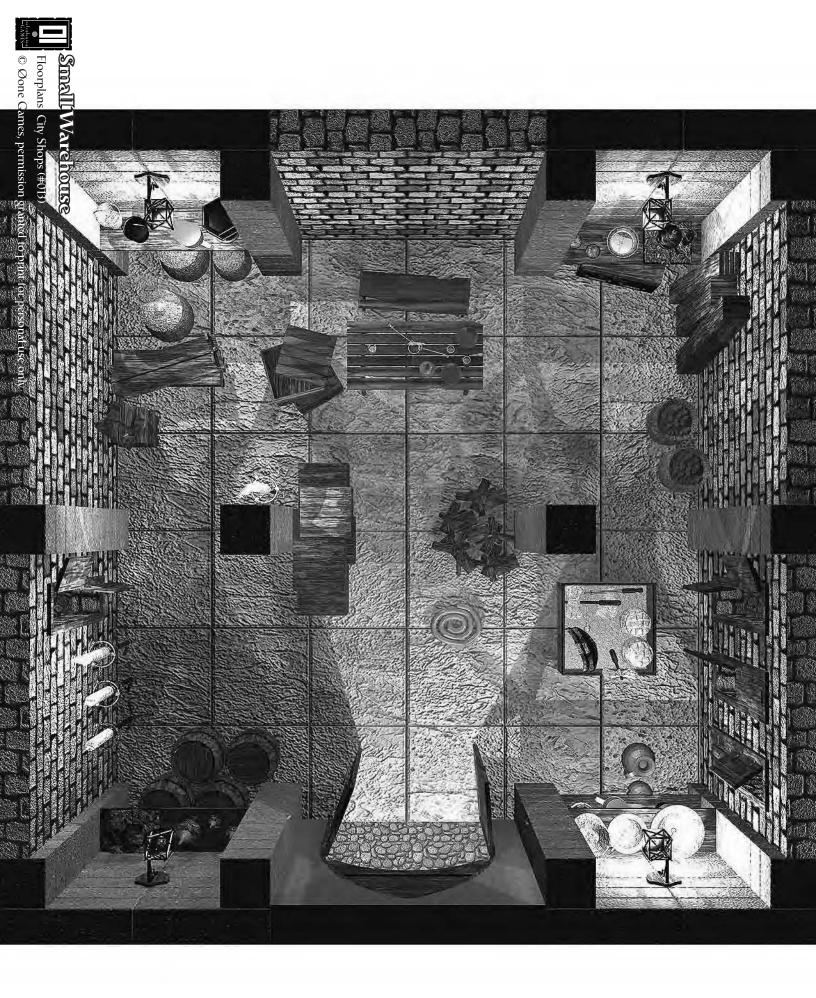




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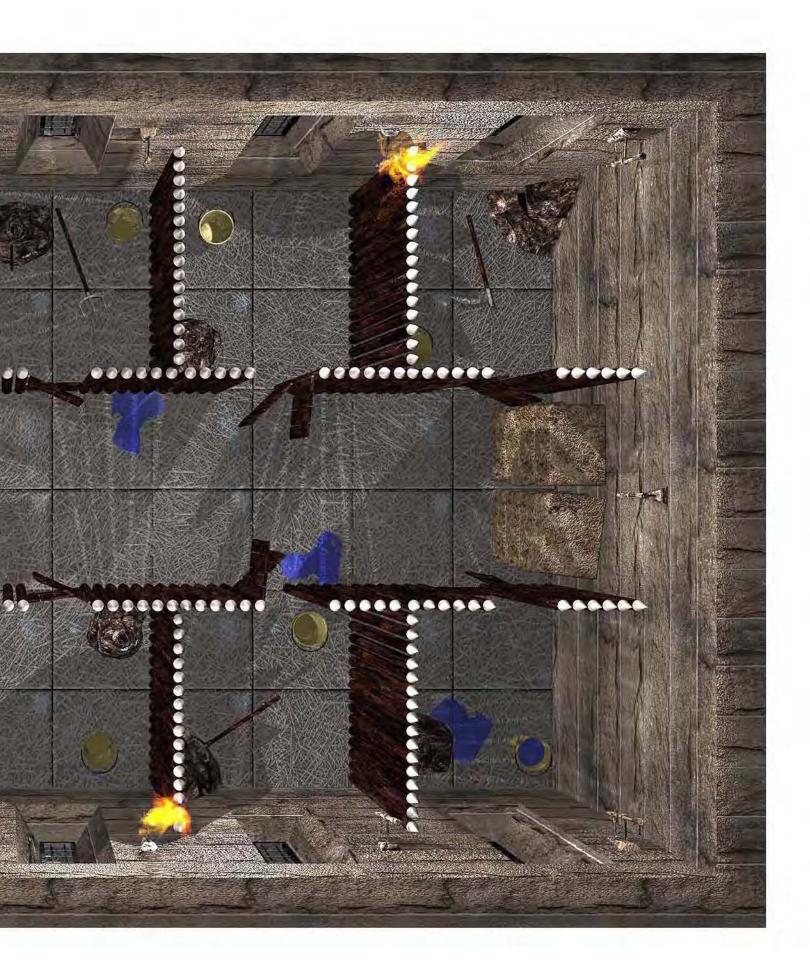








Floorplans: City Shops (#014)



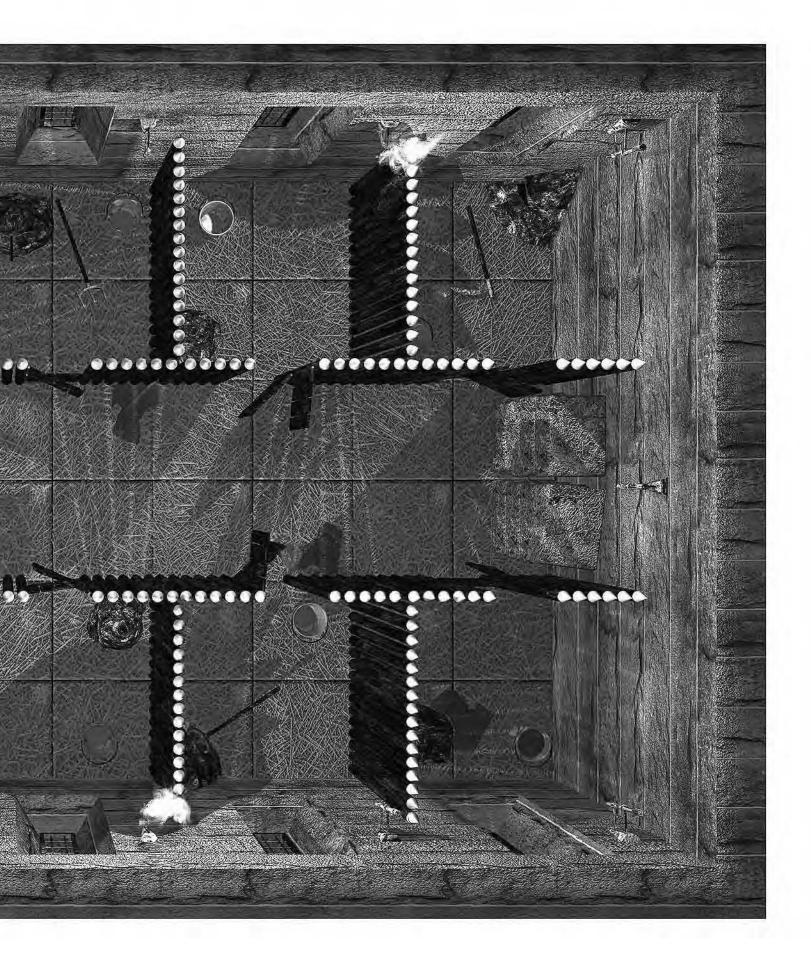




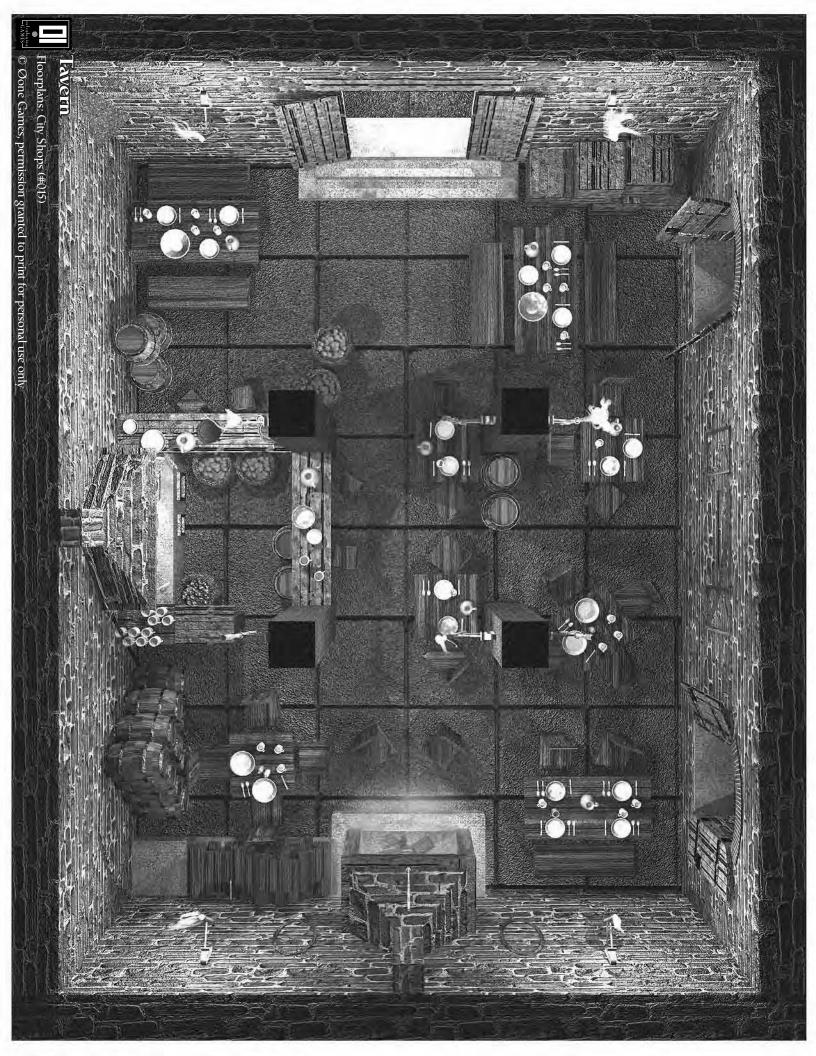
Stables

Floorplans: City Shops (#014)

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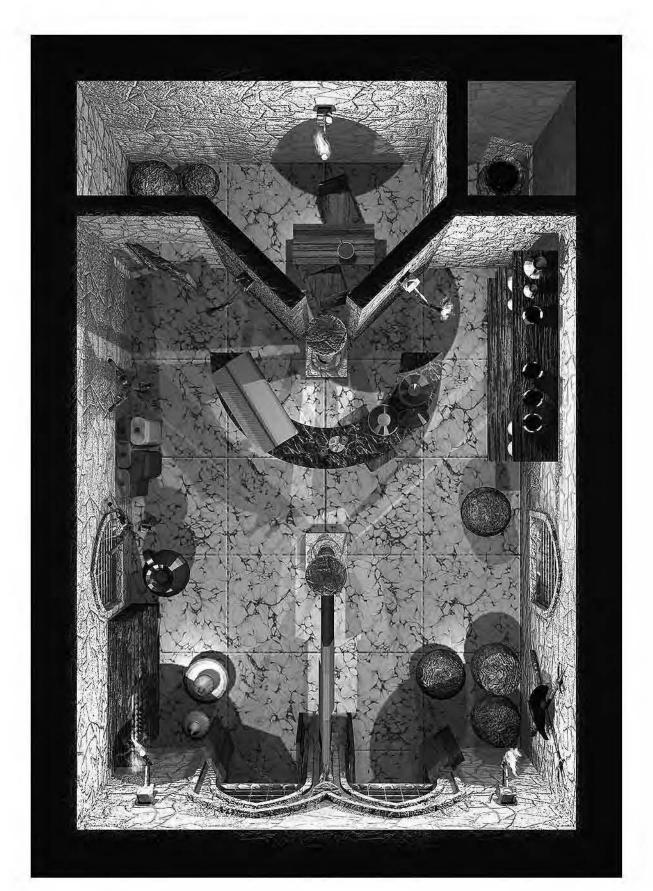


Merchant

Floorplans: City Shops (#016)



Floorplans: City Shops (#016) Merehant



Battlemaps Master Checklist

updated	05/2005	
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Title	Available in	Free*
She-Minotaur Lair	The Minotaur	
The Funnel Room	The Minotaur	
Stone Statues and Secret Door	The Andwan Legacy	
Treasure Vault	The Andwan Legacy	
Banquet Room	The Twenty Sides of the Evil	
Guard Post	Deadly Ice	
Guards' Quarters	Deadly Ice	
Antechamber	The Grave of the Prince of Lies	\checkmark
Crypt	The Grave of the Prince of Lies	√
	Battlemaps Floorplans, Inn Vol. I	\checkmark
Common Room		
Kitchen		
Warehouse		
Bedroom with Toilet		
Master Bedroom		
Genius' Room		
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Statue Room	Battlemaps Dungeon Rooms Vol. III Battlemaps Dungeon Rooms Vol. III	
	DAIRCHIADS DUDGEOH KOOMS VOL III	
	She-Minotaur Lair The Funnel Room Stone Statues and Secret Door Treasure Vault Banquet Room Guard Post Guards' Quarters Antechamber Crypt Brewery Common Room Kitchen Warehouse Bedroom with Toilet Master Bedroom Genius' Room Baker Smith Glass Blower Jeveller Potion Maker Small Warehouse Stables Tavern merchant Crypt Alchemist's Laboratory Armory Dark Temple Torture Chamber Entrance Room Staircase Down Bridge Room Altar Of The Spider God Jail Guard Room Magical Well The Forge Vampire Lair Empty Room Throne Room Mirror's Maze Treasure Vault	She-Minotaur Lair The Funnel Room Stone Statues and Secret Door The Andwan Legacy Treasure Vault Banquet Room The Twenty Sides of the Evil Guard Post Guard Post Guards' Quarters Deadly Ice Guards' Quarters The Carwe of the Prince of Lies The Carwe of the Prince of Lies The Carwe of the Prince of Lies Brewery Battlemaps Floorplans, Inn Vol. I Statten Battlemaps Floorplans, Inn Vol. I Battlemaps Floorplans, Inn Vol. I Battlemaps Floorplans, Inn Vol. I Bedroom with Toilet Battlemaps Floorplans, Inn Vol. I Bedroom with Toilet Battlemaps Floorplans, Inn Vol. I Bedroom With Toilet Battlemaps Floorplans, Inn Vol. I Battlemaps Floorplans, Inn Vol. I Bedroom Battlemaps Floorplans, Inn Vol. I Baker Battlemaps Floorplans, Inn Vol. I Baker Battlemaps Floorplans, City Shops Smith Battlemaps Floorplans, City Shops Smith Battlemaps Floorplans, City Shops Smith Battlemaps Floorplans, City Shops Jeveller Battlemaps Floorplans, City Shops Jeveller Battlemaps Floorplans, City Shops Small Warehouse Battlemaps Floorplans, City Shops Stables Battlemaps Floorplans, City Shops Battlemaps Dungeon Rooms Vol. I Alernory Battlemaps Dungeon Rooms Vol. I Battlemaps Dungeon Rooms Vol. II Battlemaps Dungeon Rooms Vol. III Battlemaps Dungeon Rooms Vol. III Battlemaps Dungeon Rooms Vol. III Battlemaps Dun

Map ID	Title	Available in	Free*
#026	Reliquary	Battlemaps Dungeon Rooms Vol. III	
#027	Mines Entrance	Battlemaps Dungeon Rooms Vol. IV	\checkmark
#028	Cartography Room	Battlemaps Dungeon Rooms Vol. IV	
#029	King's Crypt	Battlemaps Dungeon Rooms Vol. IV	
#030	Alcove	Battlemaps Dungeon Rooms Vol. IV	
#031	Dwarf God Temple	Battlemaps Dungeon Rooms Vol. IV	
#032	Clerics Dressing Room	Battlemaps Dungeon Rooms Vol. IV	
#033	Undreground Dock	Battlemaps Dungeon Rooms Vol. IV	
#034	Gemstone Room	Battlemaps Dungeon Rooms Vol. IV	
#035	Magic Tree Room	Battlemaps Dungeon Rooms Vol. IV	
#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.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.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	
#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	
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#016	Hallway of Pillars "End Door"	Battlemaps Corridors and Hallways Vol.II	٧
#017	Hallway of Pillars "Stairs Up"	Battlemaps Corridors and Hallways Vol.II	
#018 #019	Hallway of Pillars "Stairs Down"	Battlemaps Corridors and Hallways Vol.II	
	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	
#1a	Circle of Reptiles	Battlemaps Divine Alligator's Temple	
#1b	Obelisks	Battlemaps Divine Alligator's Temple	
#2	Chamber of Worship	Battlemaps Divine Alligator's Temple	
#3	Sancta Sanctorum	Battlemaps Divine Alligator's Temple	V
#4	Treasure Room	Battlemaps Divine Alligator's Temple	
#5	Priests Quarters (common)	Battlemaps Divine Alligator's Temple	
#6	Priests Quarters	Battlemaps Divine Alligator's Temple	
#7	Dining Hall	Battlemaps Divine Alligator's Temple	
#8	Kitchen	Battlemaps Divine Alligator's Temple	
#9	Store Room	Battlemaps Divine Alligator's Temple	
#1	Poop Deck	Battlemaps Slave Ship	
#2	Quarter Deck	Battlemaps Slave Ship	
#3	Main Deck (1)	Battlemaps Slave Ship	
#4	Main Deck (2)	Battlemaps Slave Ship	
#5	Fore Castle	Battlemaps Slave Ship	
#6	Bowspirit	Battlemaps Slave Ship	
#7	Captain's Cabin	Battlemaps Slave Ship	
#8	After Hold	Battlemaps Slave Ship	
#9	Slave Hold	Battlemaps Slave Ship	
#10	Main Hold	Battlemaps Slave Ship	
#11	Fore Hold	Battlemaps Slave Ship	

One Map to Rule Them ATH



















































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