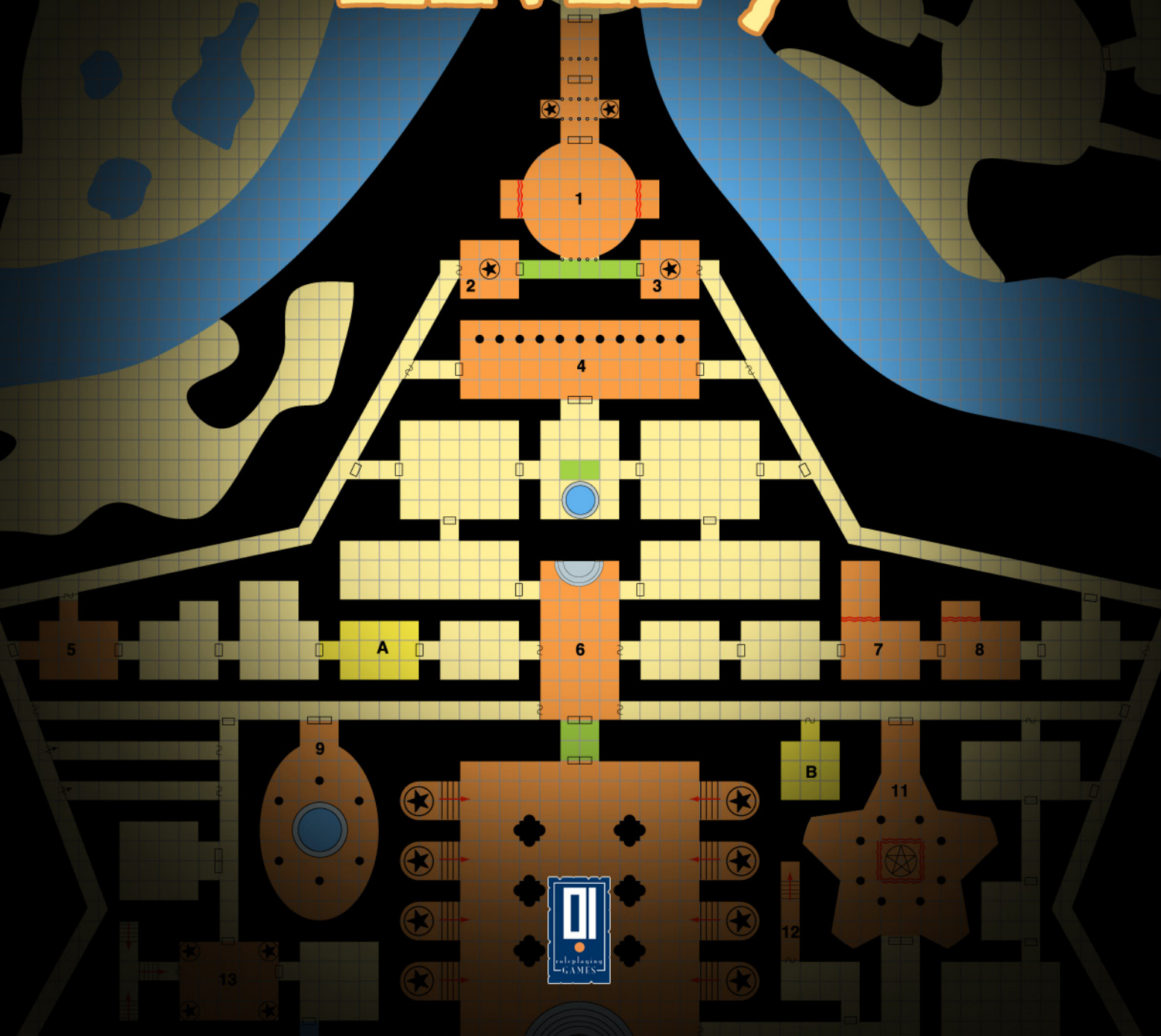


THE DUNGEON UNDER THE MOUNTAIN

LEVEL 7

© Chase Games, permission granted to print for personal use



THE DUNGEON UNDER THE MOUNTAIN

Welcome to the Return of the Mammoth Dungeons.

The Dungeon Under The Mountain is a massive dungeon you can locate anywhere in your campaign world. Each level contains hundreds of rooms ready to be filled with the critters of your choice and with the devious traps you prefer.

What You Get

Each product contains one king-size map (22"x34") and the same map divided in eight US letter sheets. So, your choice is to print the whole map (maybe through a print server) or print yourself the single pieces and tape them together. You can print even a small portion of the dungeon and scale it as you see fit since these products are completely vector-based; therefore you will not suffer loss of print resolution. So, you could print out every single room in battlemat-scale, for use with your miniatures.

Rule Your Dungeon!

This exclusive feature allows you to customize the look of your dungeon and make it more print- friendly (black and white), or add the furniture, toggle the grid, hide the room numbers and more.

On each sheet, you will find a big button like this



This button will not be printed, so, don't mind if it overlaps some rooms. By clicking on this button some options will be shown, as detailed below. Please be aware that each time you make a choice it reflects over the whole document (the 22"x34" map, and the single pieces).

A checkmark will appear beside the options active, except for the toggle option.

Here are the options available:

- **Numbers:** hides room numbers, useful if you want use your own room numbers.
- **Furniture:** hides furniture, doors and the like and allows you to print and draw your own rooms
- **Grid:** activate/deactivate the grid
- **Teleport:** activate/deactivate the teleport (green) areas
- **Water:** activate/deactivate the water (blue) areas
- **Main Areas:** activate/deactivate the main (orange) areas
- **Secondary Areas:** activate/deactivate the secondary (yellow) areas
- **Fill:** activate/deactivate the black in the walls and allows you to save more ink .
- **Toggle White/Yellow:** this option toggles the rooms background from yellow to white and vice versa.
- **All:** activate all options (if any one is disabled) or deactivate all options (if all are activated).



Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

The Dungeon Under the Mountain: Level 7

Product Code: und07. First edition 11/2007

Design: Mario Barbati

2D drawings: Mario Barbati

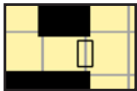
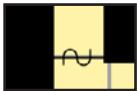
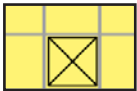
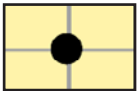
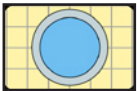
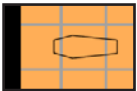
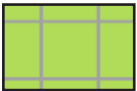
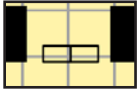
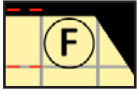
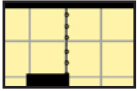
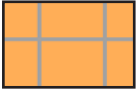
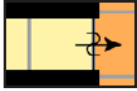
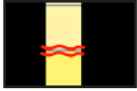
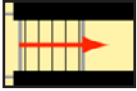
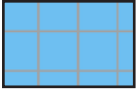
Graphics: O'Bully

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.

Legend

Symbols commonly used

						
door	secret door	trapdoor	pillar	pool	coffin	teleport area
						
false door	double door	trapdoor in floor	statue	portcullis	crawlway	main area
						
one way secret door	curtain of darkness	trapdoor in ceiling	pentagram	stairs (arrow points down)	secondary area	water

Summary

Click on each section to go to that page; click [HERE](#) to view the poster map

page 9

page 5

page 10

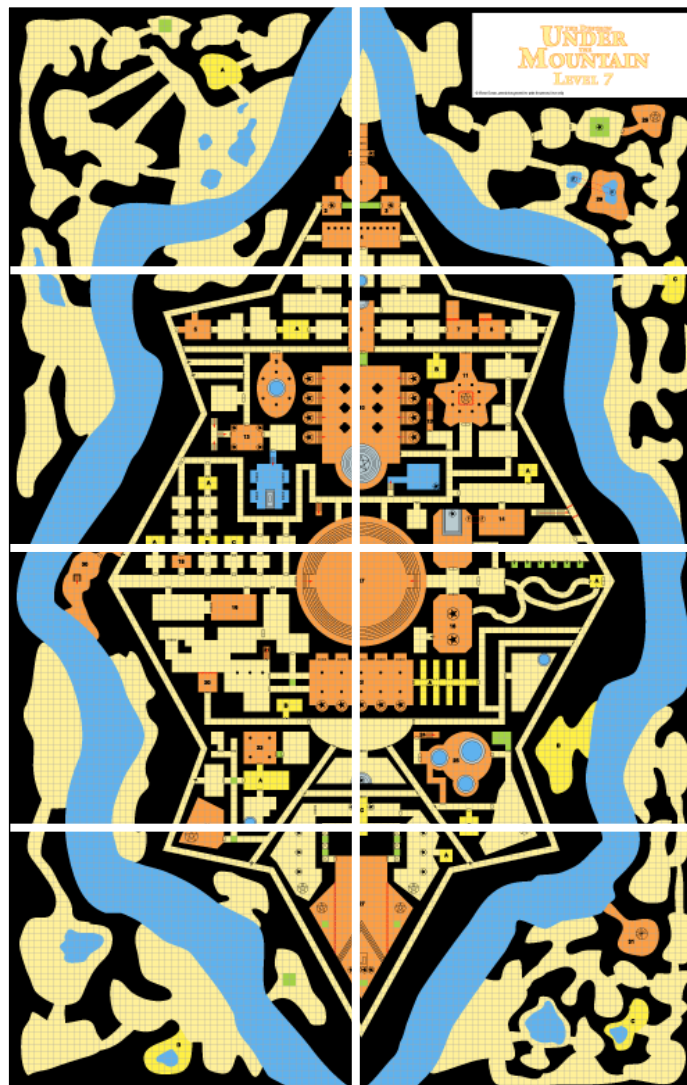
page 6

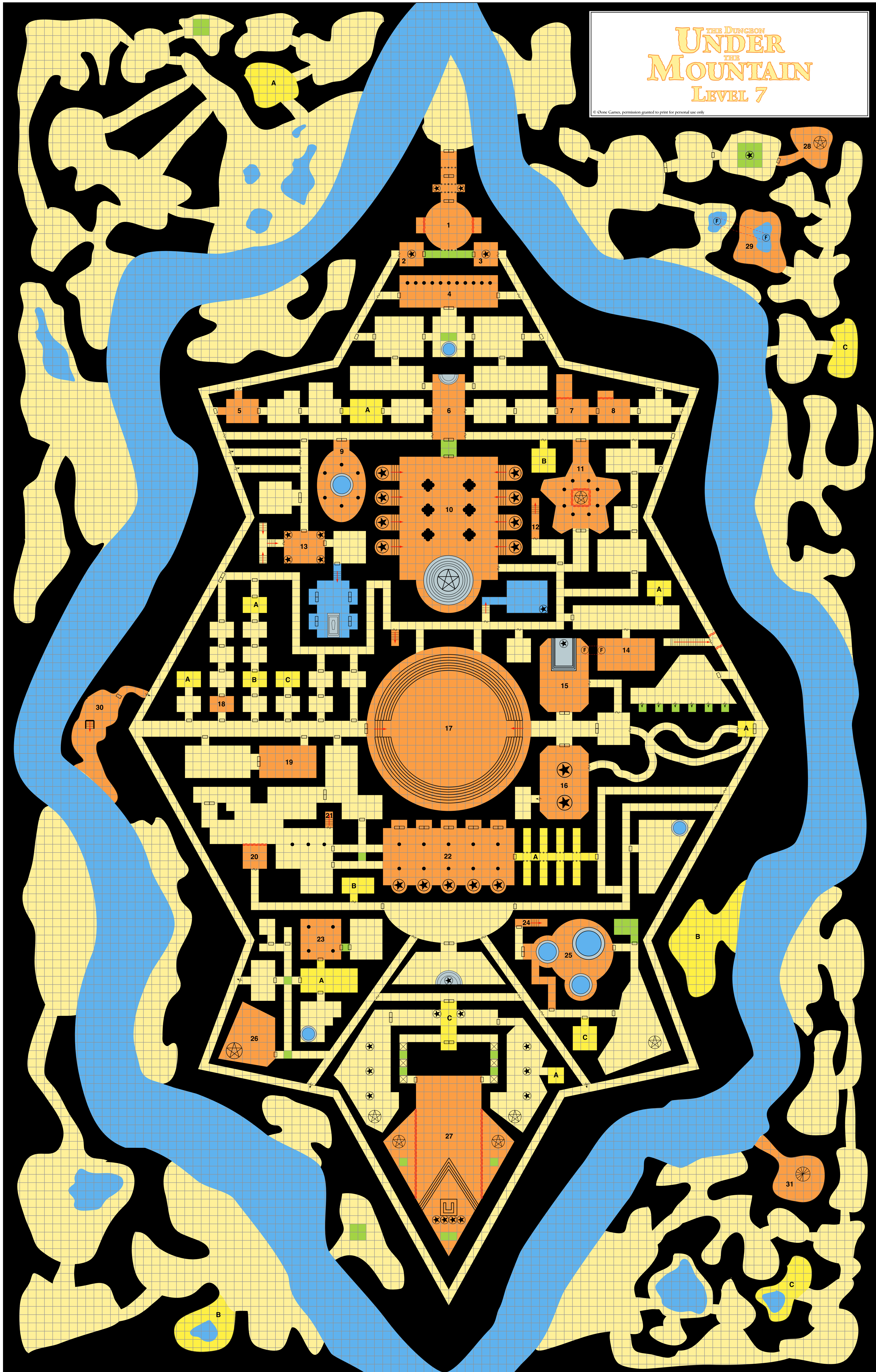
page 11

page 7

page 12

page 8





THE DUNGEON UNDER THE MOUNTAIN LEVEL 7

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







