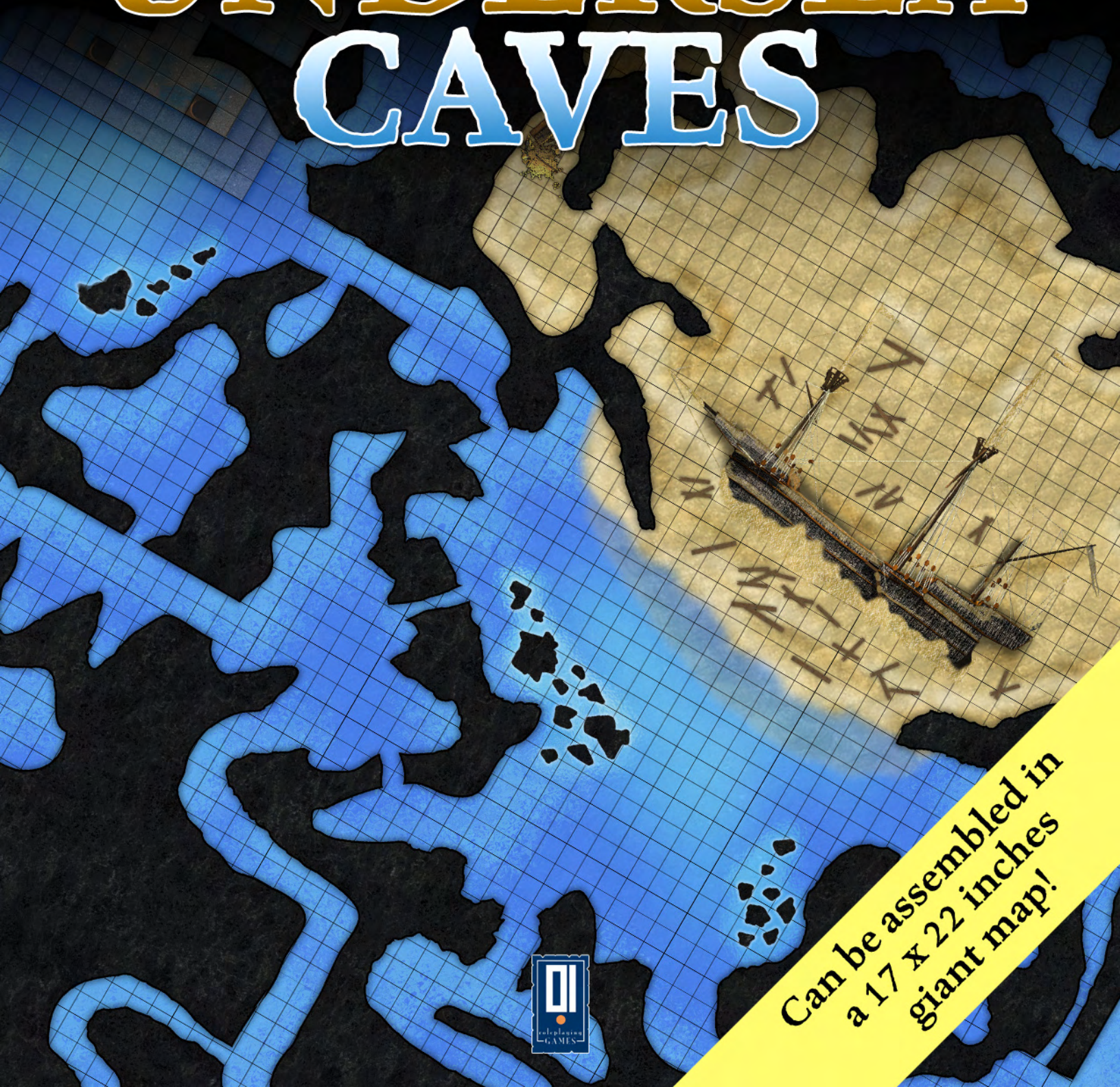


# Done's COLORPRINTS

# UNDERSEA CAVES



Can be assembled in  
a 17 x 22 inches  
giant map!

# Oone's COLORPRINTS

## Welcome

The Colorprints product line offers you full color fantasy maps for using in your adventures and campaigns. For each map you get a color version and a grayscale version. The maps feature high resolution, allowing you to obtain a great print quality. Each map offers you a degree of customization, using the pdf technology at its best. A button (which will not be printed) on each map allows you to turn on and off the grid, eliminate the room numbers, get the walls filled, don't show doors and furniture and many other options, depending on the kind of map.

Each product features a classic fantasy adventure location: a dungeon, a keep, a temple complex, a thieves guild and so on. You can use these map as reference to build your own adventures or simply take them at hand in case your players go in an unexpected direction during the campaign.

While offering you the best quality, these products are really inexpensive.

## The Rule the Dungeon® Feature

This exclusive feature allows you to customize the look of your map by adding the furniture, toggle the grid, hide the room numbers and much more.

On each sheet, you will find a big "Rule the Dungeon" button.

This button will not be printed, so, don't mind if it overlaps something on the map. By clicking on this button some options will be shown, as detailed below. A checkmark will appear beside the options active. The options available may vary with products; below is a list of the most common options:

- **Text:** toggle room numbers and text.
- **Border:** toggle a fancy border.
- **Furniture:** toggle furniture.
- **Doors:** toggle doors
- **Square/Hex Grid:** toggle square grid and hexagonal grid.
- **No Grid:** turn off the grid
- **Fill:** toggle the black in the walls.
- **Background:** toggle the color background leaving white paper.
- **All:** toggle default state/empty state (with just the walls).

## Other Options

Each map displays a star marking the "N" for "north". You can change the orientation of your map by clicking on the star. Each time you click, the "N" rotates by 45 degrees.

In order to avoid setting each map, you can use the **Master Control Panel** (MCP) on the following page. This control panel displays a "Rule the Dungeon" Button which controls all the maps at once. A box on the left of this button displays the state of the maps while using this button. Please note that the actions on the master button override all the actions made previously on the maps. In the MCP you will find also a star marking the "N". By clicking on this star you'll set the orientation of all maps at once; if you don't want the star to be printed just use the checkbox on the MCP, just below the star.

Furthermore two buttons on the MCP allow you to print only the color maps or the grayscale maps, so you don't have to select each page and print it.



## Oone's Colorprints #6: Undersea Caves

Product Code: col06 First edition 12/2007

Design: Mario Barbati

2D drawings: Mario Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

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## Undersea Caves

From the journal of Grath the Buccaneer:

*"...then we stumbled in a massive labyrinth of undersea caves. After a day or so of wandering we emerged in a large cavern with a yellow-sand beach. To my wonder a whole shipwreck rose from this yellow sand. How the hell that thing came there? My crew started to explore the area and, man, you won't believe what we found..."*

**Can be assembled in a 17x22 inches map, in different configurations!**

Undersea Caves presents four color maps you can arrange as you wish to form a larger map. You can even print more than one copy of the same map in order to obtain a bigger map.

This Colorprint contains the following maps:

### Temple of the Frog God

Hidden in the depth of the Undersea Caves the forgotten Temple of the Frog God is an ancient mystery. It is believed the temple was built by a long disappeared race of frog-men. The temple has been heavily plundered but certain areas are still protected by ancient magic devices. A tomb of the high priest is said to be somewhere near the temple.

### Shipwreck

Nobody knows how that ship came there. Maybe it was something related to the magic of the ancient temple hidden somewhere near the ship. Anyway the ship itself hides many secrets, not to mention the treasure cave said to be very near to the shipwreck. The old sea wolves warn about plundering that treasure, saying that an undead guardian watches endlessly the treasure cave.

### Maelstrom


In the middle of a giant cave the mighty maelstrom swirls at incredible speed eating anything dare to cross the cave. It is said that the vortex leads to a giant cave below where unimaginable treasures wait only to be discovered. Other say that the maelstrom is magically fed and that its presence reflects in the near caves: some people report to have seen a giant frozen monster, known as an aboleth of legend, floating still in a nearby cave. Is known that some scraggs infest the caves near the maelstrom and someone says the show uncommon witness, maybe due to the magic maelstrom.

### Labyrinth

A labyrinth of twisted corridors and passages extends undersea. The labyrinth lacks any kind of landmark or feature, becoming this way a true nightmare for those wanting to cross it. Unfortunately many of the treasures of the undersea caves lie beyond the labyrinth, not to mention the monsters, which stalk the maze...

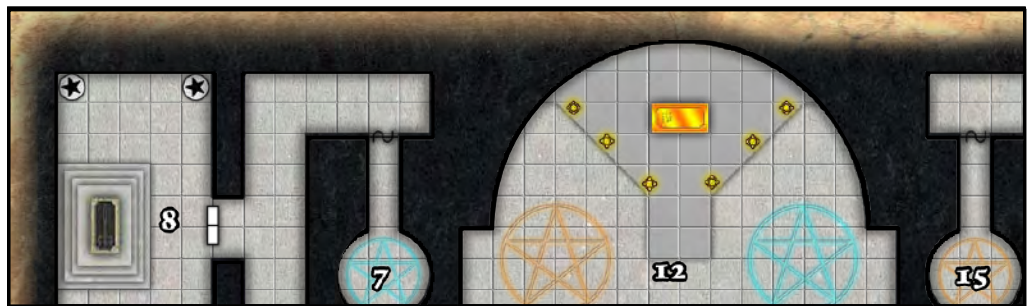
# Legend

## Symbols commonly used

	door		secret trapdoor		four poster bed
	double door		trapdoor in floor		single bed
	portcullis		trapdoor in ceiling		round table
	secret door		curtain		bench
	statue		one way secret door		shelves
	fireplace		one way door		sofa
	pillar		dais		washbasin
	stairs		altar		barrels
	spiral stair		locked door		coffin
	trapdoor		double door locked		crates
	pentagram		window		table
	pit		barrel (top)		bookcase
	pool		carpet		bones
	false door		chest		pallet
	tomb		desk		bracer

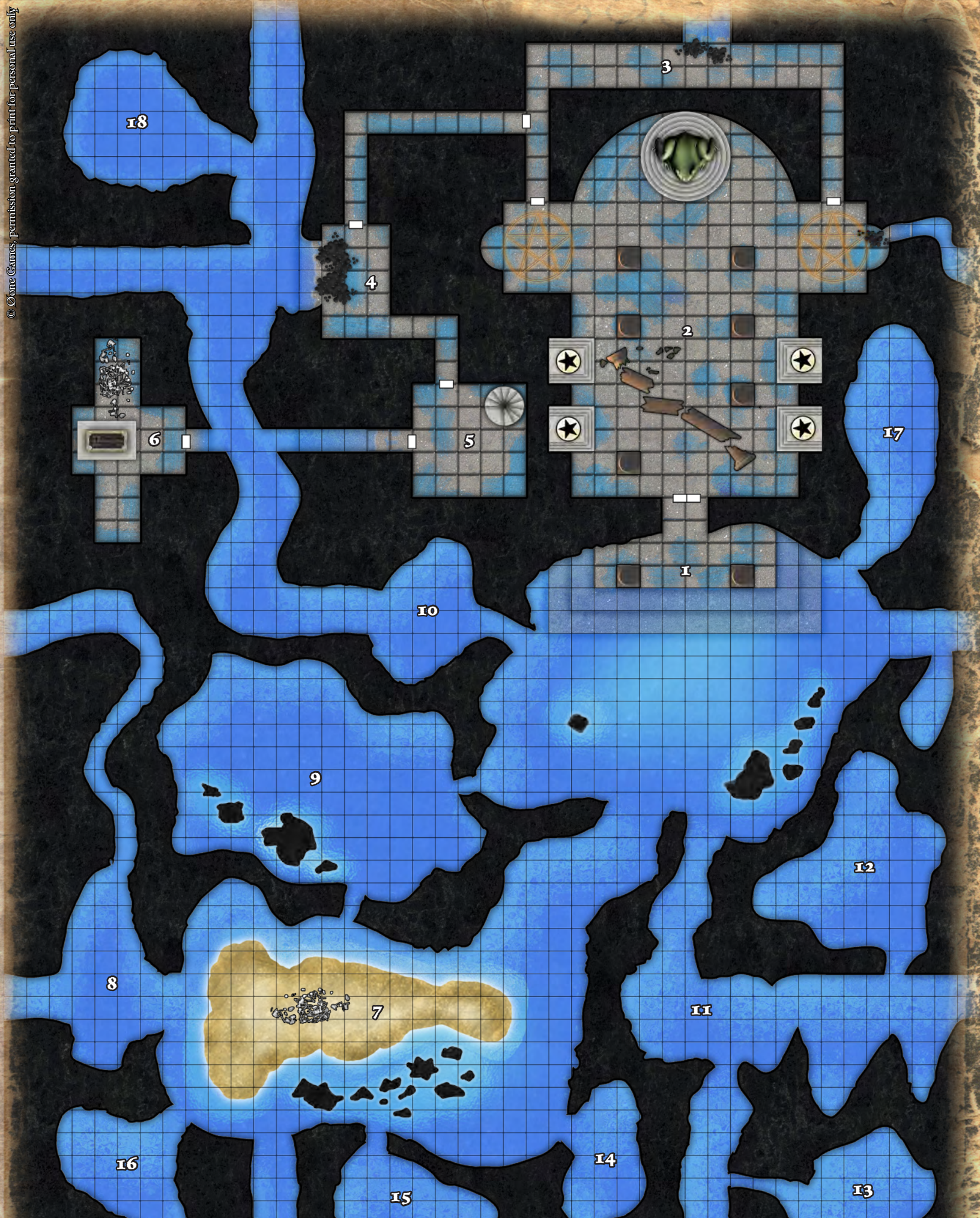
## Master Control Panel

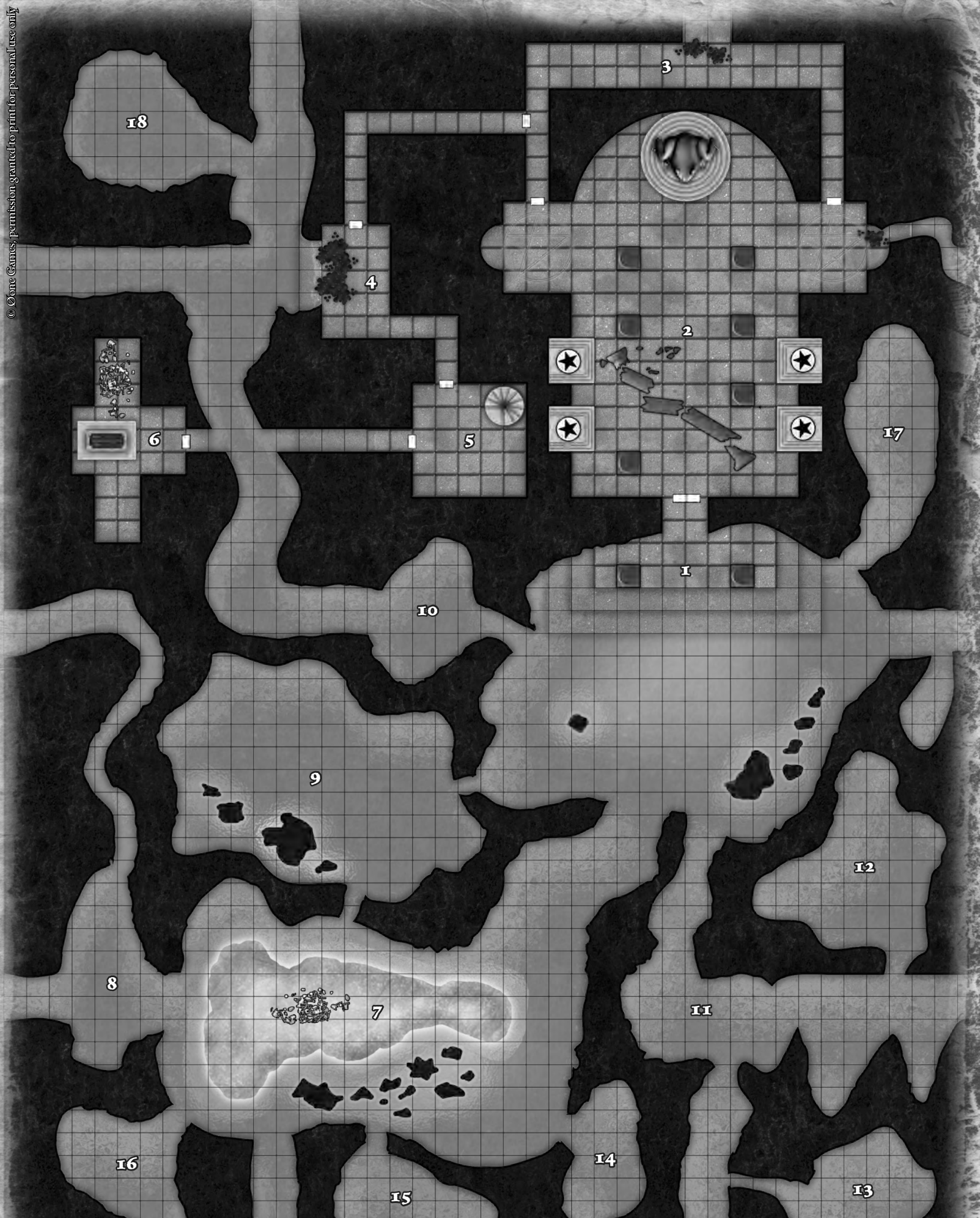
Use the buttons below to customize all the pages at once

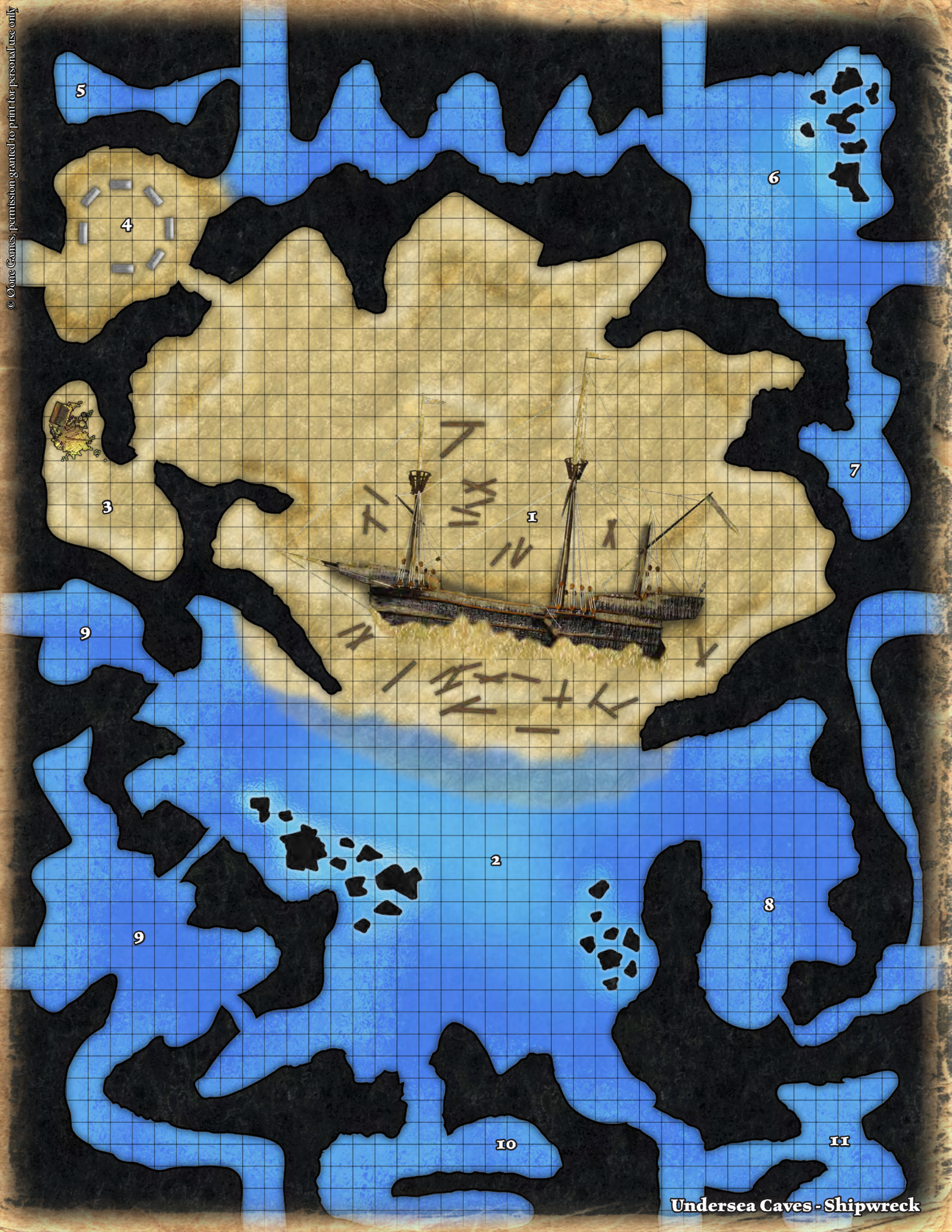


**Print all the COLOR pages**

**Print all the GRAYSCALE pages**







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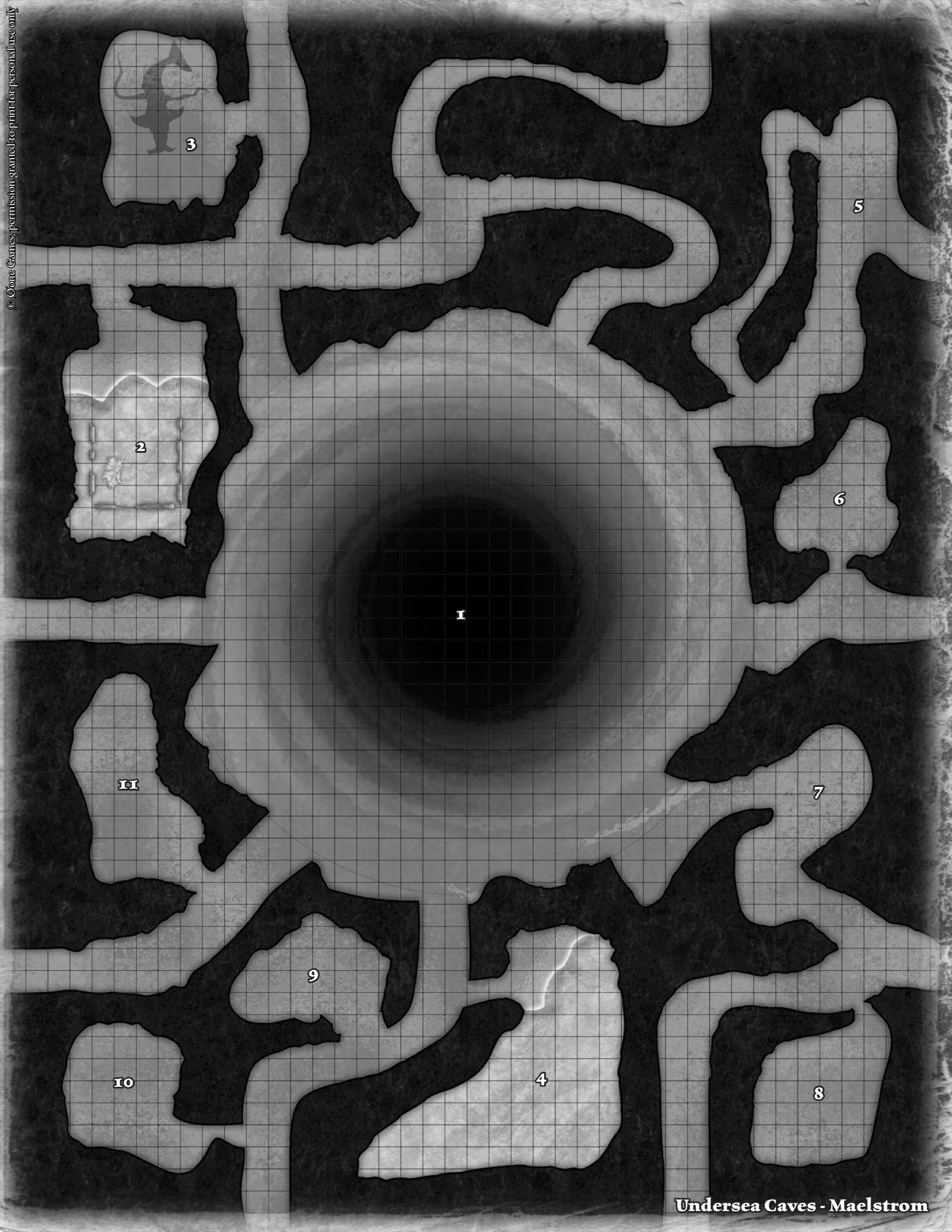
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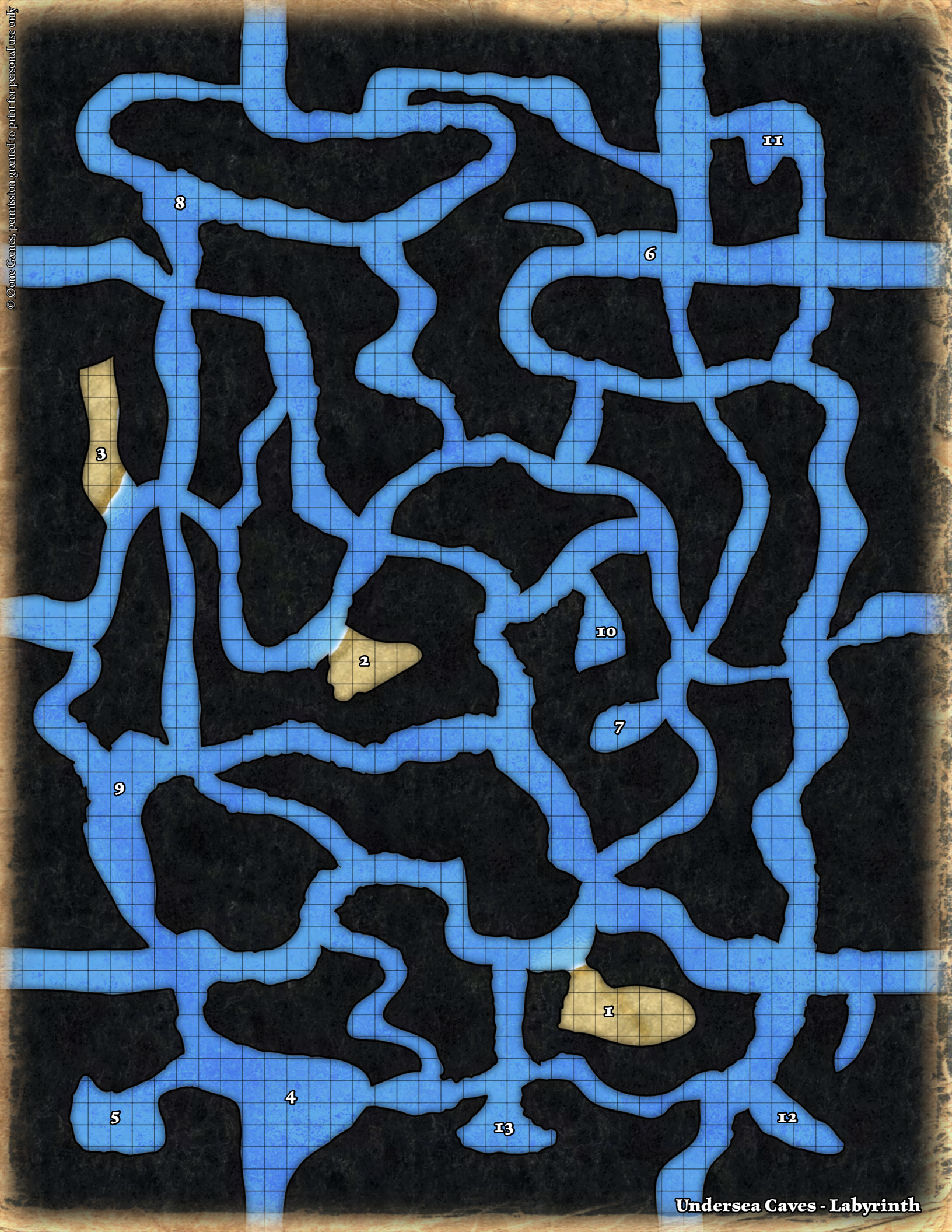
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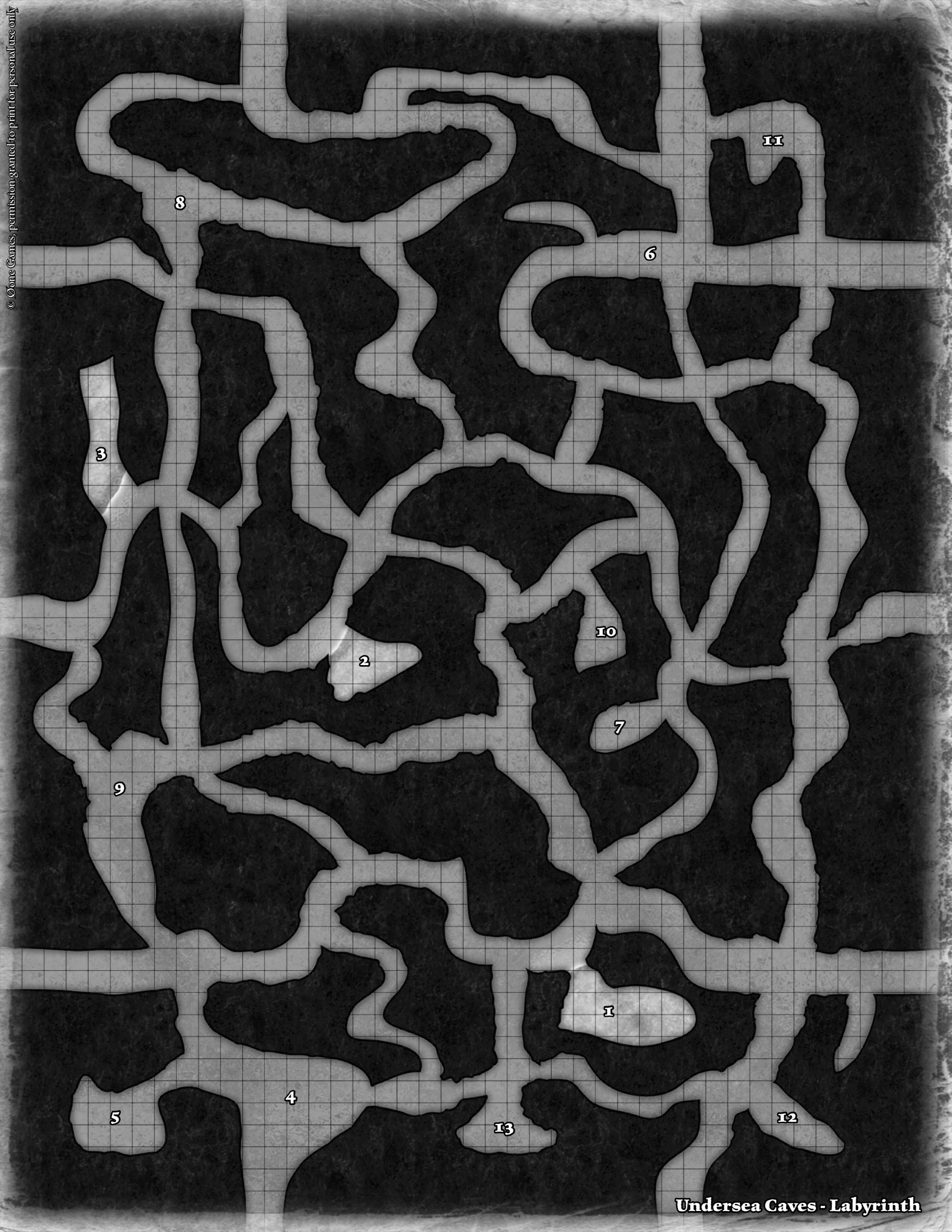
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# LEVEL/MAP: Temple of the Frog God

NUMBER	NAME	SHORT DESCRIPTION
1	Entrance	
2	Temple of the Frog God	
3	Corridor	
4	Collapsed room	
5	Staircase	
6	Tomb of the Frog Priest	
7	Isle of Bones	
8-18	Caves	







