

ENDLESS DUNGEONS

DUNGEON TILES FOR ROLEPLAYING
GAMES AND BOARDGAMES

Under the Mountain



NEMO
WORKS

ENDLESS DUNGEONS

Under the Mountain

Thank you for buying *Endless Dungeon Under the Mountain Set*! These tiles will make you able to build a great variety of ancient Dungeons to explore during your role playing or boardgame sessions. Squares are 1 inch large (approx. 25 mm), making these tiles suitable for playing with 25mm/28mm/30mm figures.

PRINTING

You can print this document on Letter or A4 paper size, just make sure you print without resizing. Print more copies of the same page if you need more elements of the same type (surely you will need more than one copy of pages 4 and 5, since dungeons always have a certain amount of corridors).

You can print on the hardest cardstock your printer can support, but we recommend to use adhesive paper so you can glue it to cardboard (or forex) and gain in durability. A spray adhesive will work the same, but it could be more difficult to handle for beginners.

NOTE: on pages 17 and 18 you will find Doors stand-ups. Since you will need to fold them, you may want to print them on light cardstock.

CUTTING

Using a cutter and a metal ruler, cut along the lines and use the reference on the next page if you have any doubt. All tiles are organized so you can quickly cut and avoid wasting too much paper.

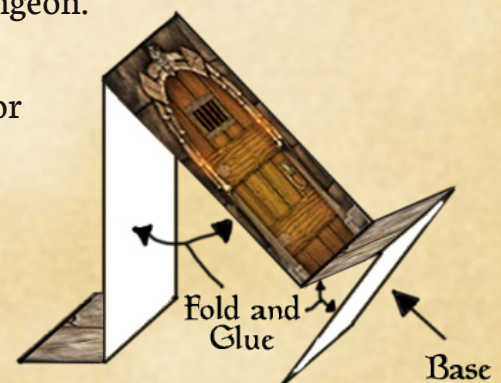
On page 16 you can use the dotted lines as references to cut shorter corridors or make rooms of any shape.

When you are done cutting, we recommend to use a black marker to (very) lightly colour the edges of the tiles. By eliminating those "white lines" on the side of the tiles, you will correct any imperfection from cutting and improve the overall look of your Dungeon.

ASSEMBLING DOORS

You will need to use paper glue to complete the Doors. Fold the Door as shown in the figure, glue the parts and use a black marker on the edges once the glue is dry.

Doors have a base of 2x1 squares.



CONTENTS

Page 4: Corridors (2 squares wide) with railtracks: 6 squares long (x1), 5 squares long (x2), 4 squares long (x1), 3 squares long (x2), 2 squares long (x2), 1 square long (x4), 1 Buffer Stop.

Page 5: Corridors (2 squares wide) with railtracks: 2 T-Junctions, 2 Crossroads, 3 Buffer Stops, 3 Change Lane, 6 Rubble.

Page 6: Corridors (2 squares wide): 6 squares long (x1), 5 squares long (x2), 4 squares long (x1), 3 squares long (x2), 2 squares long (x2), 1 square long (x5).

Page 7: Corridors (2 squares wide): 2 T-Junctions, 2 Crossroads, 3 Buffer Stops, 3 Change Lane, 6 Rubble.

Page 8: 1 Cave (6x6 squares), 4 Dead Ends, 1 Corner, 1 Corner with railtracks, 2 Empty Mine Carts, 1 Crystal.

Page 9: 1 Cave (6x6 squares), 1 Dead End, 1 Corner, 1 Corner with railtracks, 2 Mine Carts with Gold, 1 Crystal, 3 Rubble (2x1 squares).

Page 10: 1 Cave (6x6 squares), 1 Railtrack (custom length), 1 Corner, 1 Corner with railtracks, 2 Mine Carts with Rocks, 1 Crystal, 1 Rubble (2x1 squares).

Page 11: 1 Entrance Cave (6x6 squares), 1 Railtrack (custom length), 1 Big Crevasse, 1 Rubble (2x1 squares), 1 Crystal, 2 Rubble on the Tracks, 2 Bottomless Wells.

Page 12: 1 Goblin Shaman's Den (6x6 squares), 1 Railtrack (custom length), 2 River of Fire sections, 1 Rope Bridge, 1 Crystal.

Page 13: 1 Digging Site (6x6 squares), 2 Grates, 3 Stone Chests, 3 Barrels and Crates, 1 Fireplace, 1 Rope Bridge, 1 Small Crevasse, 1 Rolling Boulder, 1 Pool of Water, 2 Blade Traps.

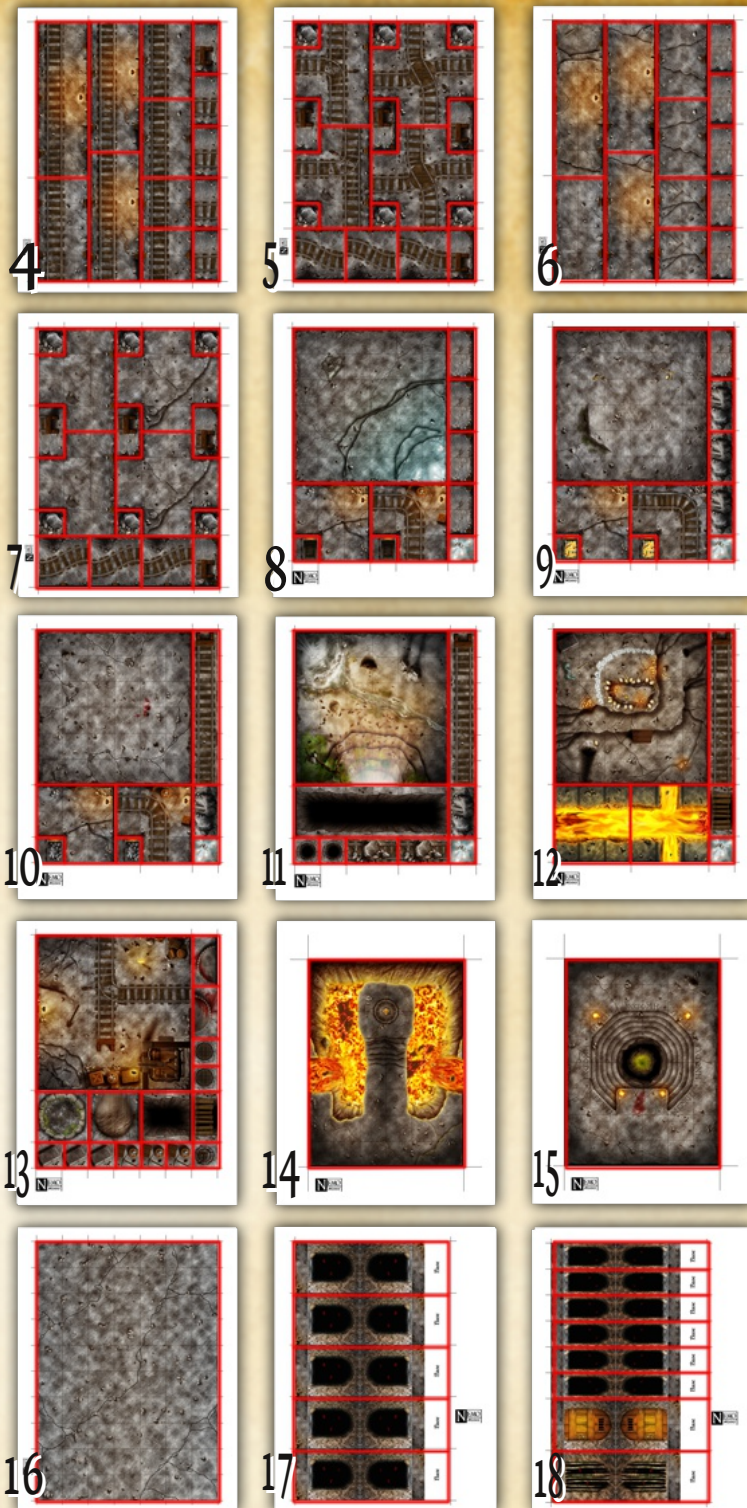
Page 14: 1 Idol Chamber (6x8 squares).

Page 15: 1 Well of Darkness (6x8 squares).

Page 16: 1 Floor (7x10 squares). To make rooms or corridors of custom shapes, cut using dotted lines as reference.

Page 17: 5 Passageways (2 squares wide).

Page 18: 1 Blocked Passageway (2 squares wide), 1 Closed Passageway (2 squares wide), 6 Passageways (1 square wide).

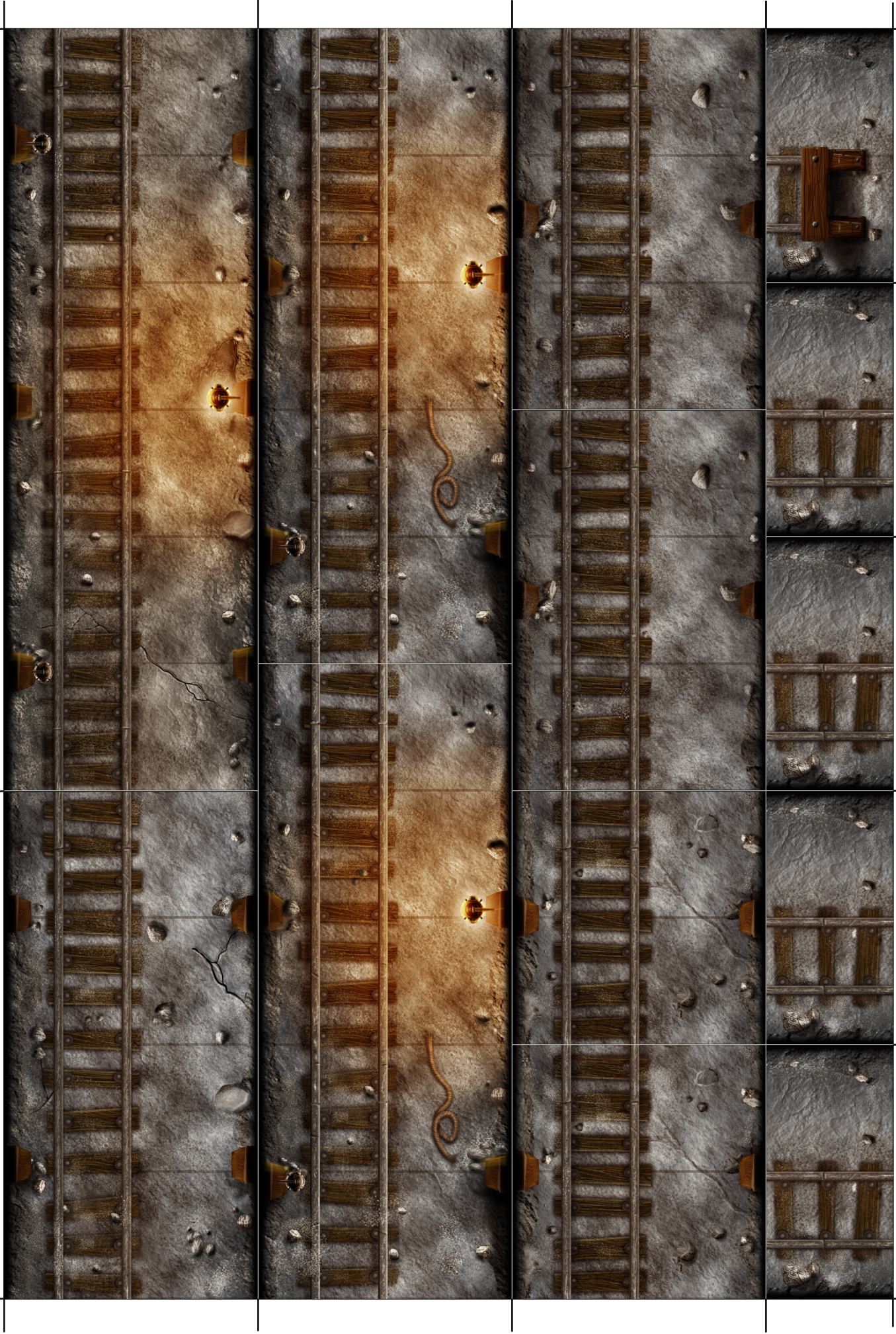


CREDITS

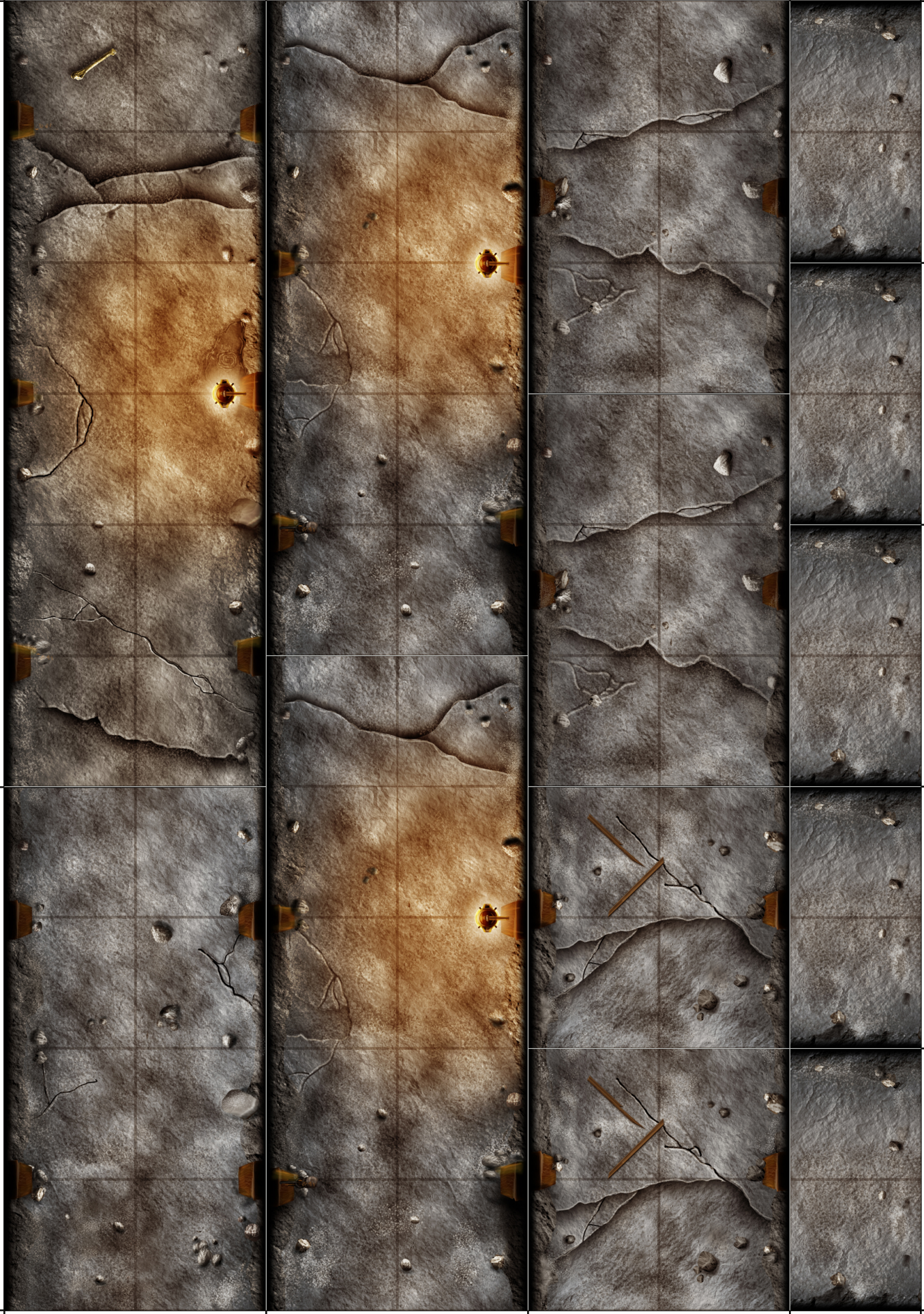
Endless Dungeon Under the Mountain is made by Nemo Works. Please, feel free to send suggestions, threats or requests to nemo062@gmail.com.



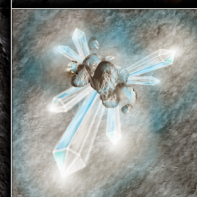
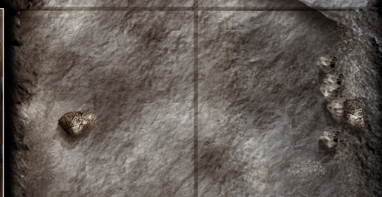
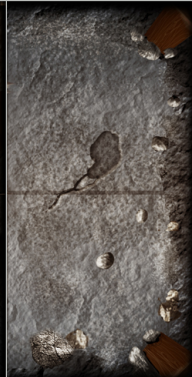
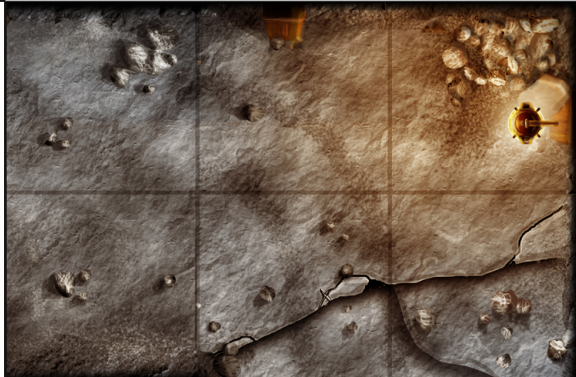
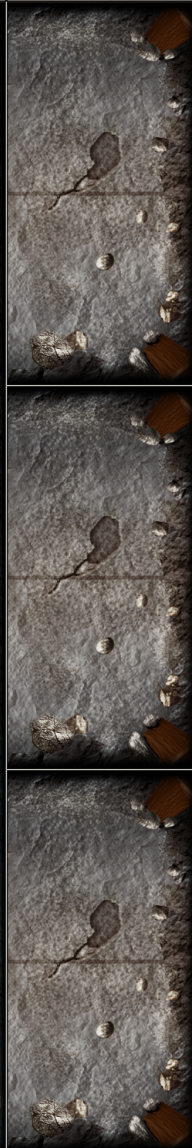
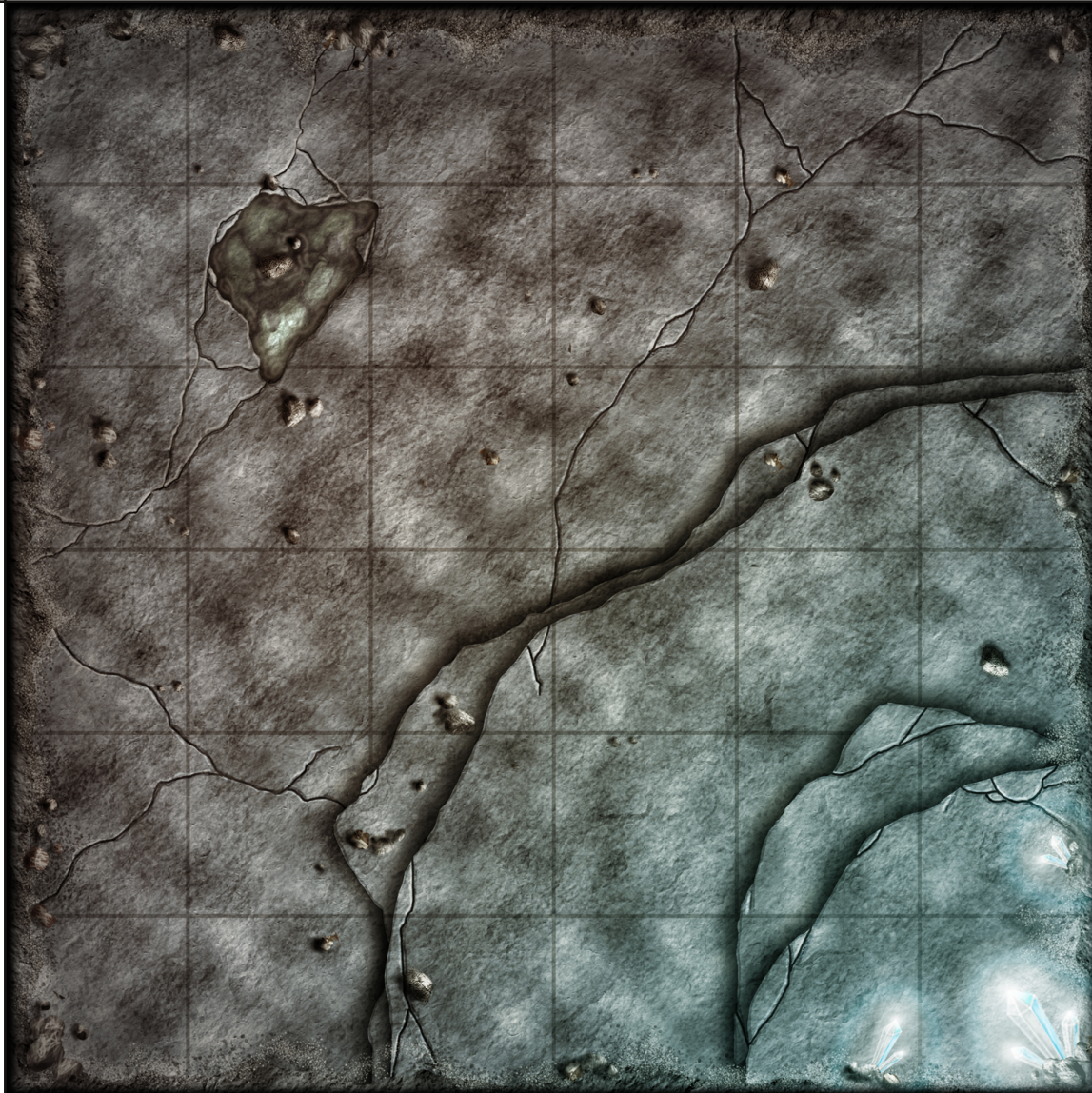
Special thanks to: Parduz, Sansebart, CardBoard Warriors and RageTerrainArt.

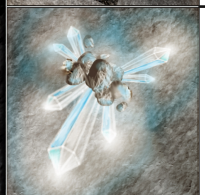
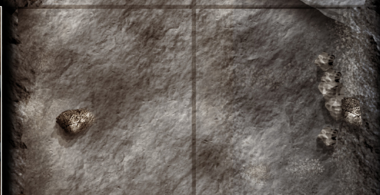
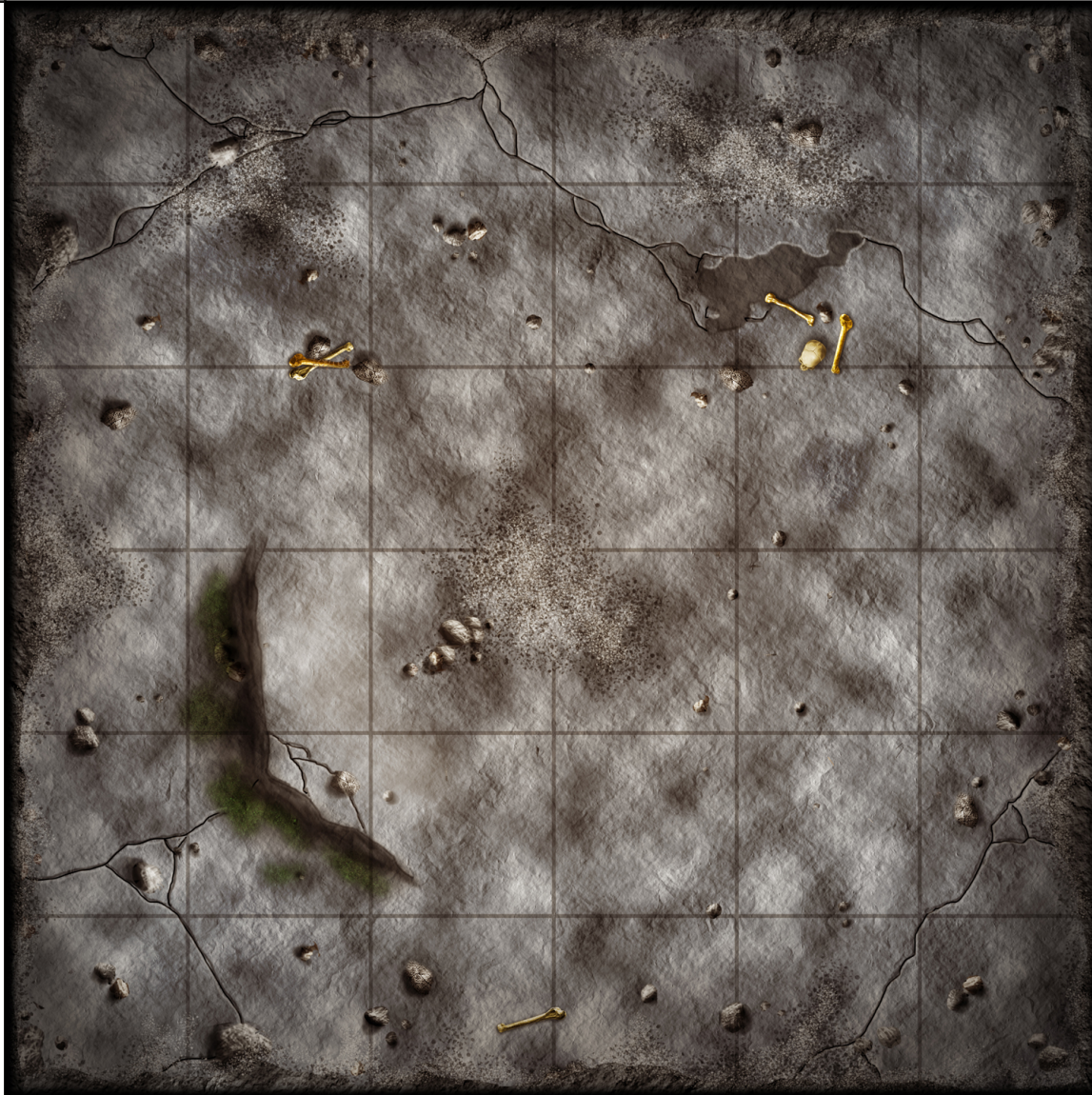


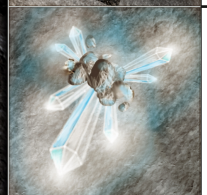
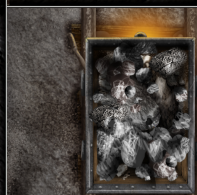
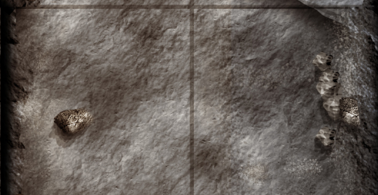
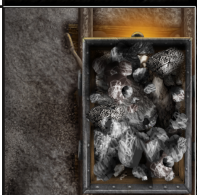
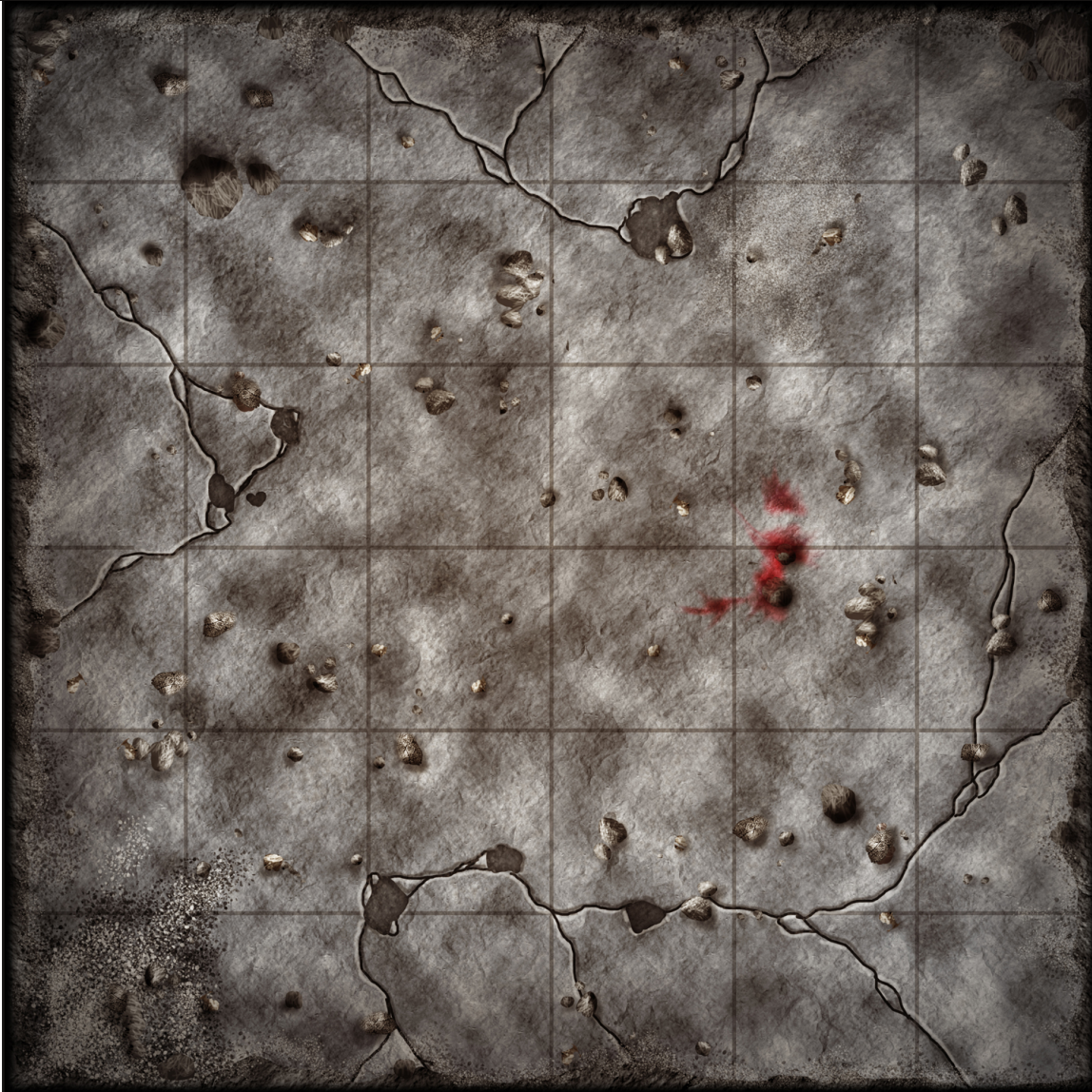


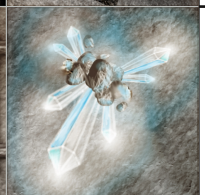
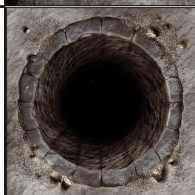
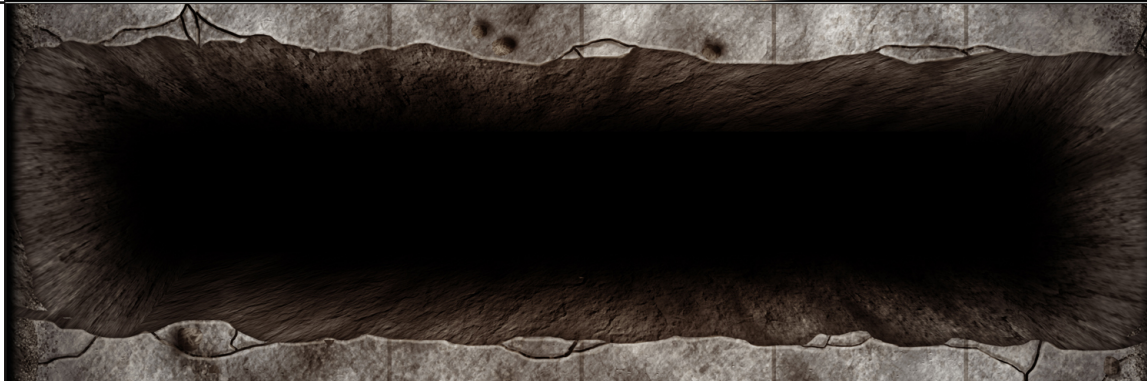


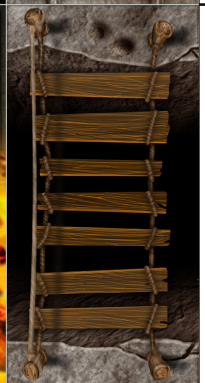
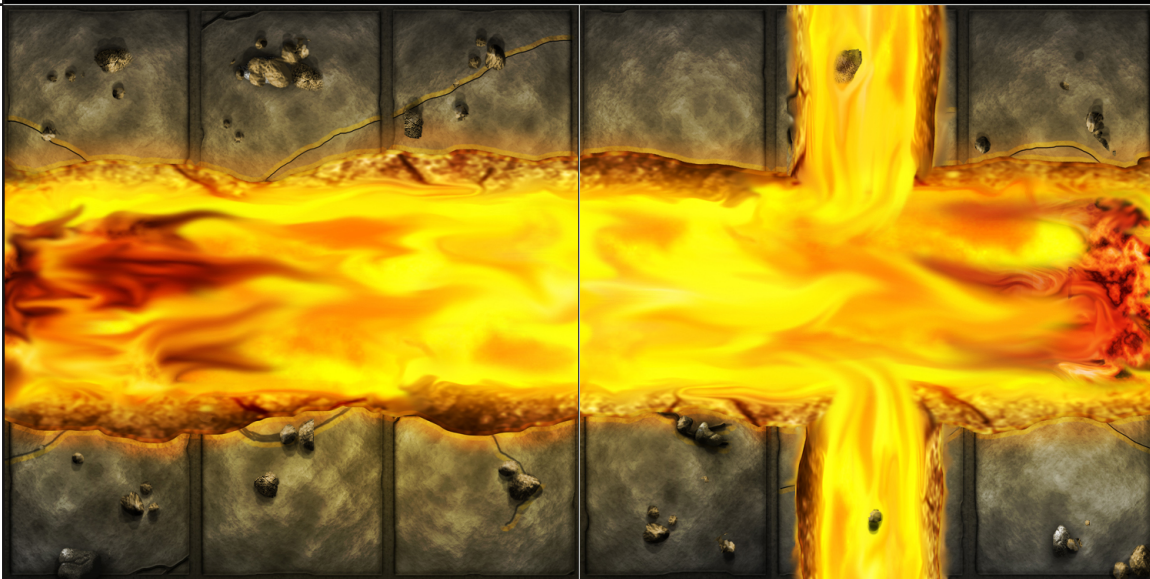


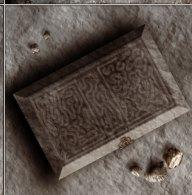
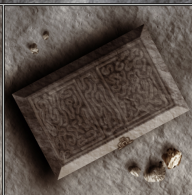
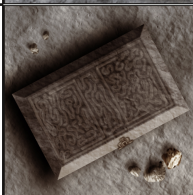
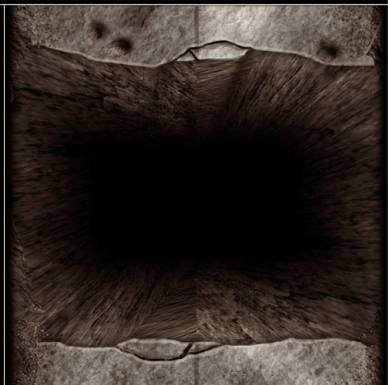
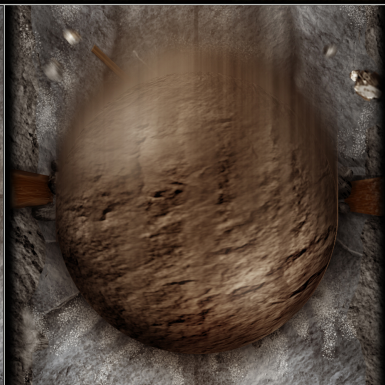
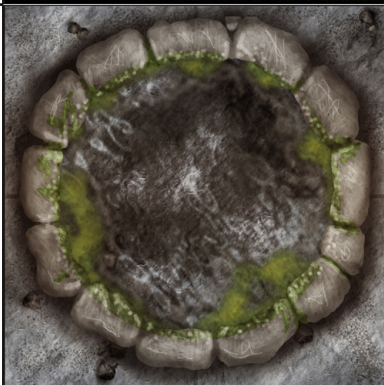
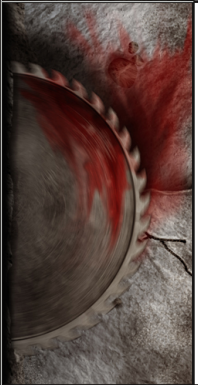
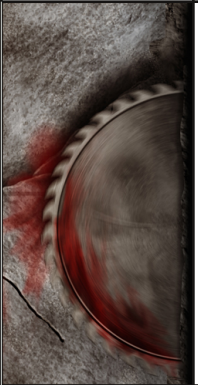






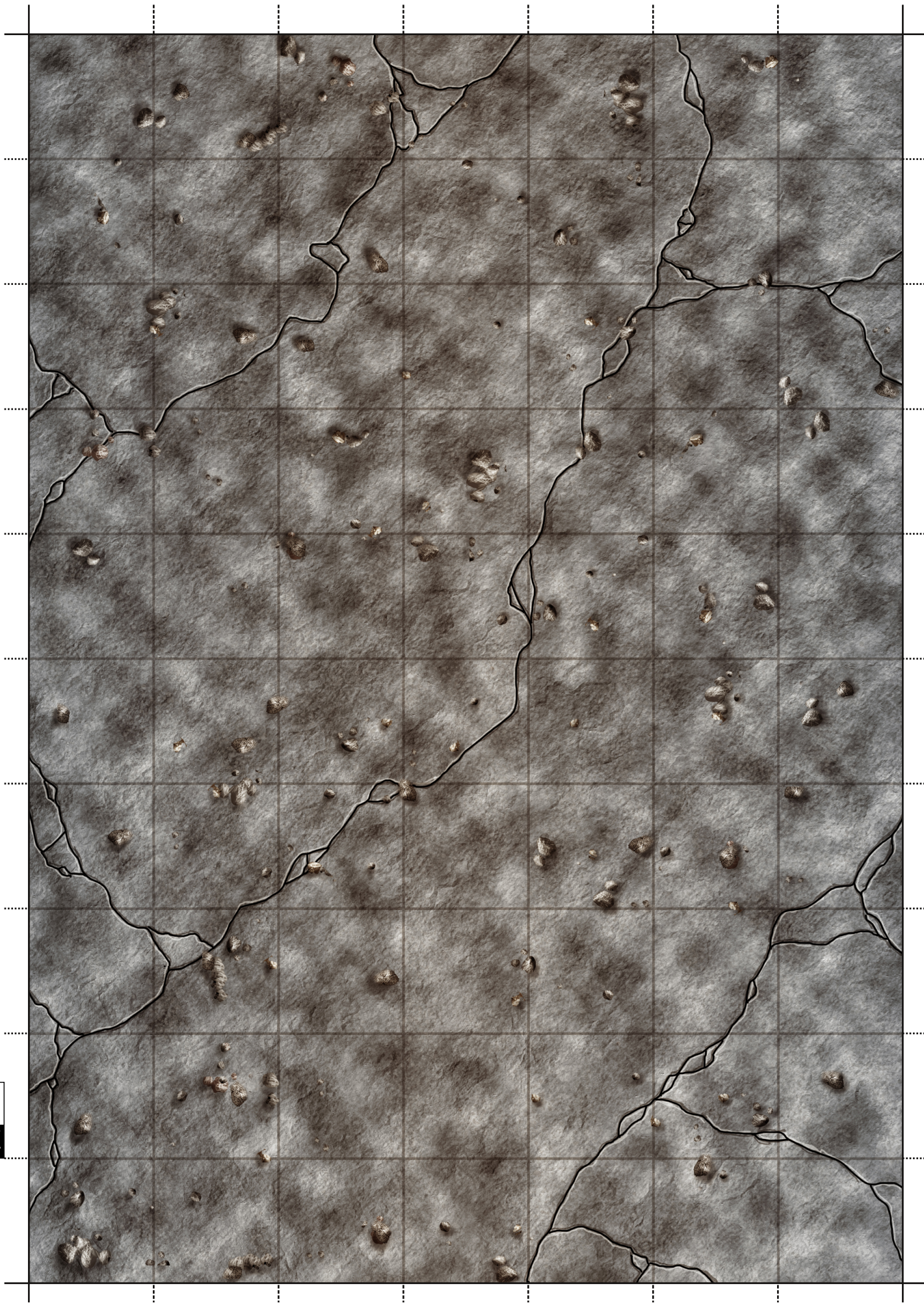


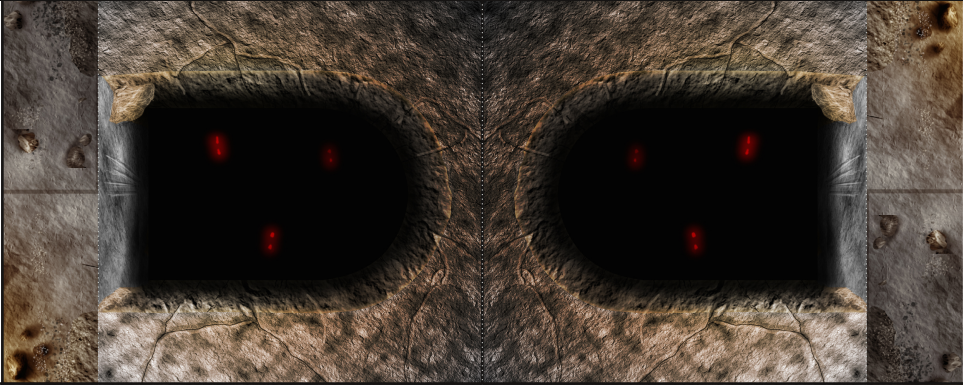
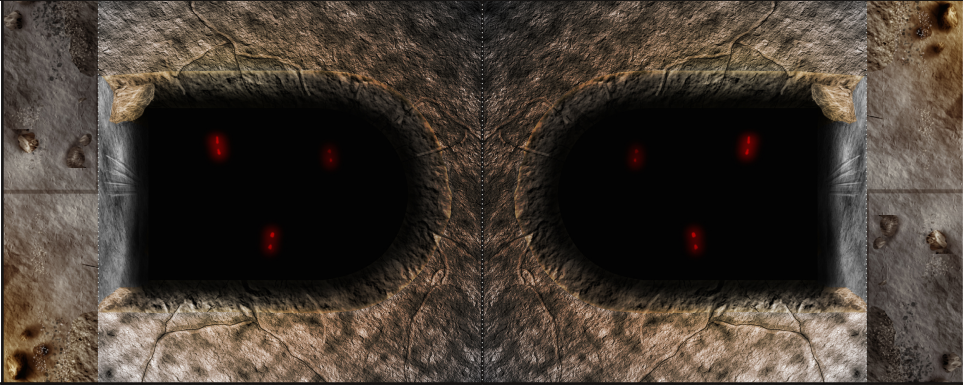
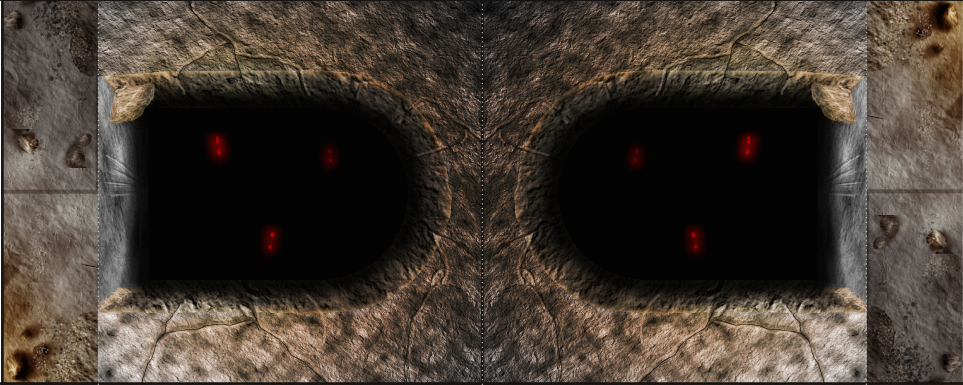
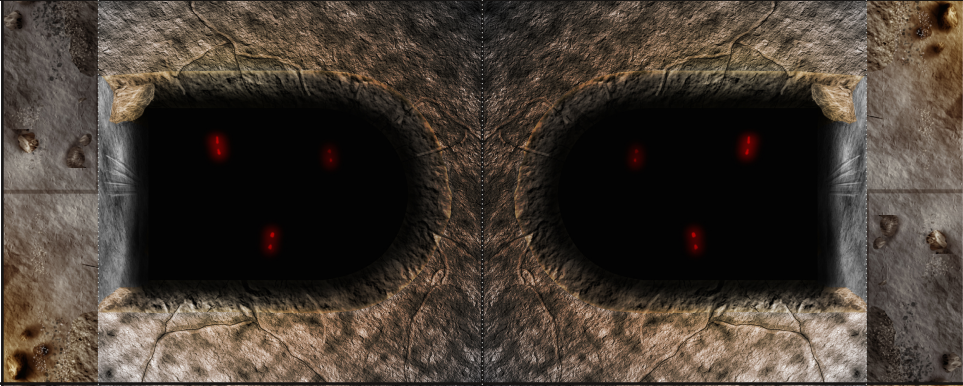
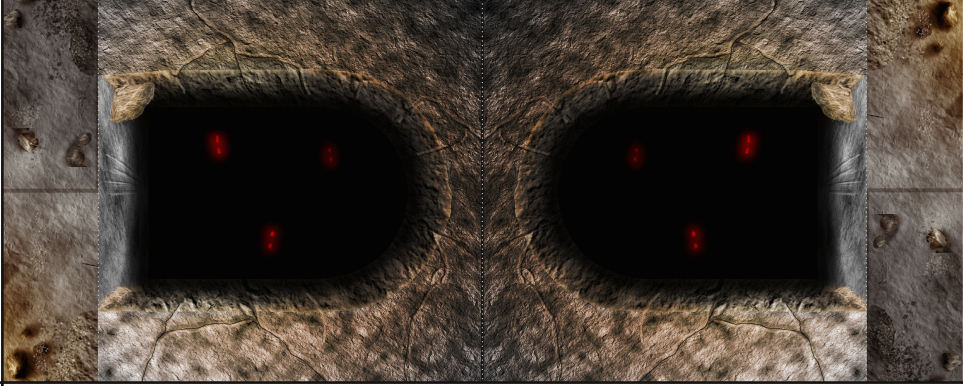


























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SAMPLE DUNGEONS

