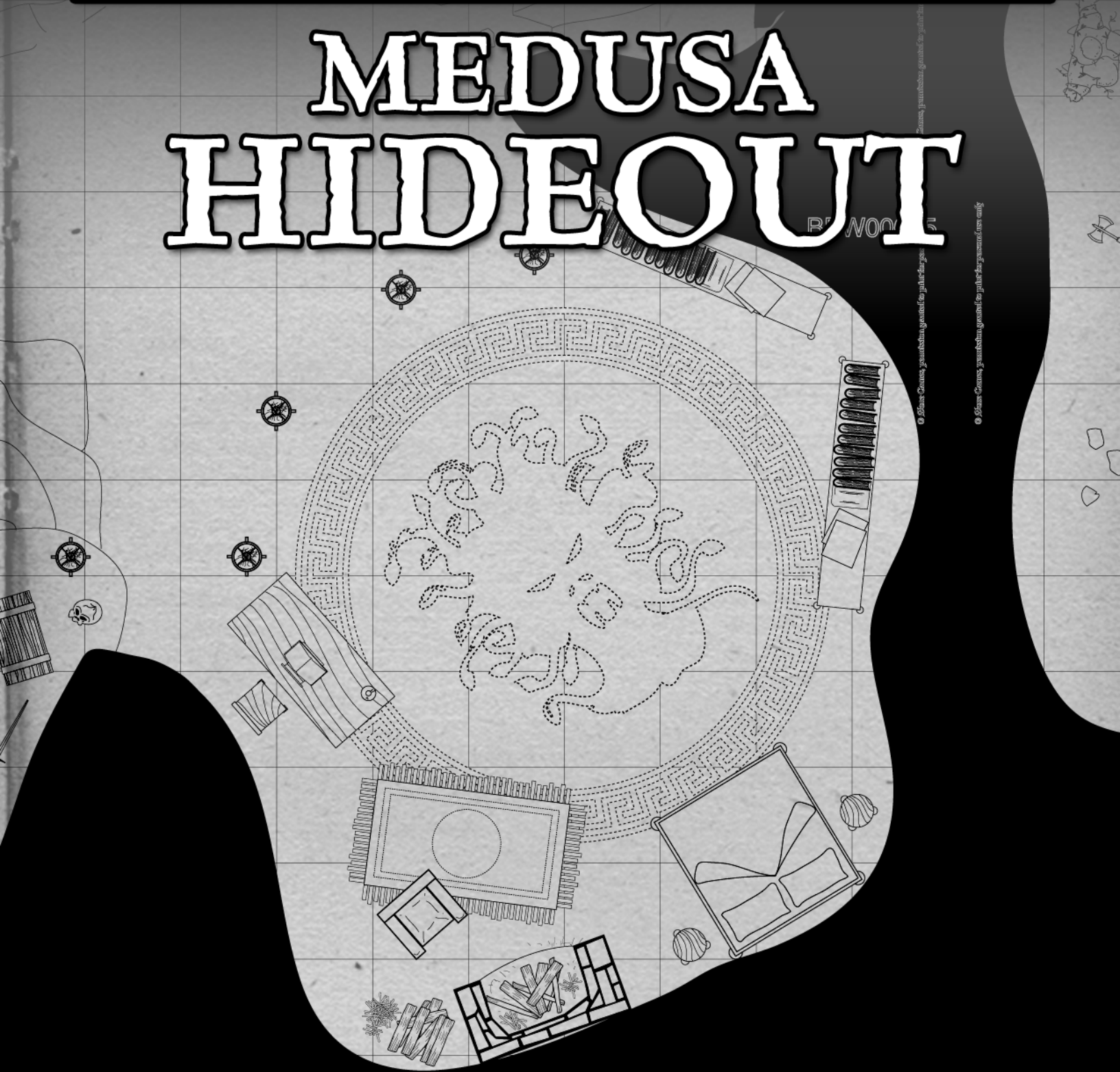


# Øone's BLACK & WHITE

## MEDUSA HIDEOUT



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BEW000#7

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# Øone's BLACK & WHITE

## Welcome

This product line will bring you simple tiles for your favorite RPGs. In each product you will find a whole fantasy location fully fleshed out in miniature-scale tiles with the usual Øone's top-notch customization capabilities. The B&W maps are simple, line art battlemaps you can customize to suit your needs and then print.

These tiles are accurate, detailed, inexpensive and no ink-eaters.

## In each B&W product you'll find:

- A Referee map detailing a fantasy location
- The whole location broken in US Letter sheets in miniature scale (each sheet contains a 8x10 inches tile)
- A short description of each area of the location with suggested plots

## The Rule the Dungeon® Feature

This Øone's 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 the Referee Map, 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 could vary with products, below is a list of the most common options included in B&W products:

- **Text:** toggle room numbers and tile numbers.
- **Tiling:** toggle the page tiling (Referee Map only)
- **Furniture:** toggle furniture
- **Doors:** toggle doors
- **Square/Hex Grid:** toggle square grid and hexagonal grid
- **No Grid:** turn off the grid
- **Black Fill:** toggle the black in the walls
- **Grey Fill:** toggle the grey fill in the walls
- **No Fill:** toggle the white fill in the walls
- **All:** toggle default state/empty state (with just the walls).

Note that the Rule the Dungeon button on the Referee Map controls all the battlemaps at once.

## How to Use This Product

Click on the big button of the Referee Map to customize your maps. Once you have obtained the desired appearance (note that room numbers and tiling do not appear on the tiles) simply choose "Print" from the Acrobat menu.

If you need to print only some tiles, simply click on the desired tile on the Referee Map and choose "Print this Tile".

## Tips for Printing

The tiles should have enough margins to print without checking the option "fit to page". If your printer has a margin larger than ¼ inch you should check it in order to print the whole tile. This could reduce slightly your tile but it should be easily usable.

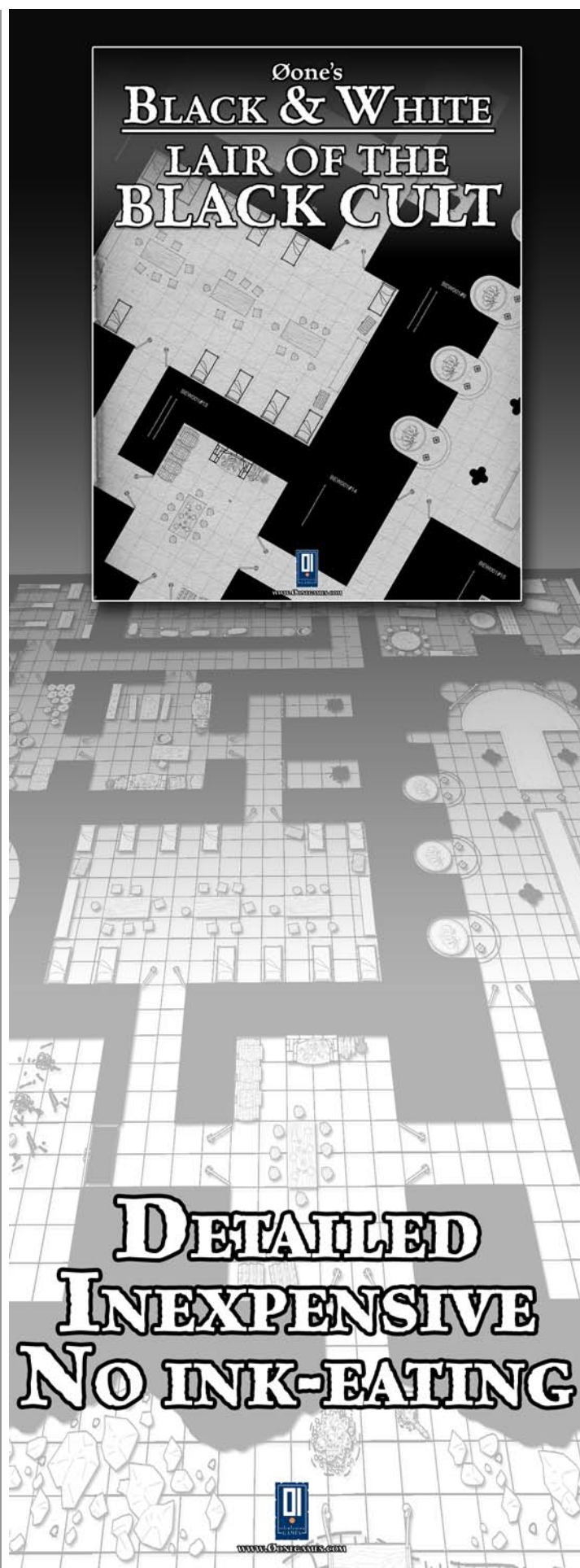


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## Øone's Black & White: Medusa Hideout

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# MEDUSA HIDEOUT

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For years people of the city have been searching for the hideout of the famed medusa. Someone suggests she's too clever to be a normal monster. Voices on the street say she's actually an evil wizard heading a band of outlaws. Nobody knows the true purpose of the medusa but sometime she leaves behind a petrified corpse marked with a medusa head.

Yssah is a clever medusa wizard who loves gold more than her own life. She is a skilled and schemer thief. She commands a band of outlaws who scout the nearby city looking for rich family villas or wealthy merchants houses and report to Yssah. The medusa often acts alone and rely on her skills and magic to perform her thefts, but sometimes, should the need arise, she break in the houses with her outlaws and kill everyone.

Yssah loves gold, jewels and every sort of treasure. The medusa became obsessed by shiny things when, in her youth, for a mere accident, she managed to plunder the treasure hoard of a red dragon. From that point on she can't resist to steal things of value.

Many victims (those survived to her thefts) hired band of adventurers to retrieve stolen goods and maybe kill the evil monsters, and many have failed...

## 1. Entrance (Tile #8)

From three to eight outlaws stay in this cavern most of the times, they stay alert and watch for intruders. Should they spot something unusual, the first thing they do is to sound the gong near the fireplace, then they run to the tunnel on the east and try to fight retreating toward area 4, to give Yssah the time to prepare to fight.

## 2. Spring Water (Tile #7)

A spring water fountain dominates this cavern. Luminescent fungi spot the walls of this wet cavern. The outlaws usually hide underwater a sack containing their share of booty.

## 3. Sloping Tunnel (Tile #9)

This tunnel winds downward. The outlaws know it very well and avoid falling down while backing to the door at the end of the tunnel.

## 4. Ambush Cavern (Tiles #6, 3)

This long cavern is littered with broken weapons, shields

and pieces of rusty armors. Many stone statues seem to watch over intruders from the darkness. The statues are unlucky adventurers who met their fate at the eyes of Yssah. The medusa usually hides invisible behind the large rocks at the far end of the cavern, and then she leaps forward trying to petrify as many intruders as possible. If that tactic fails, she retreats, with the aid of her magic, to his very lair in area 6.

## 5. Trapped Bridge (Tile #2)

A large crevice crosses diagonally this large cavern. An improvised wooden bridge crosses it. The bridge is a trap. If someone set a foot on it, it pivots and hurls the victim down in the crevice. On the bottom, many flasks of alchemist's fire await the unlucky victim.

## 6. Elevated Platform (Tile #1)

A set of stone-carved steps climbs up to this elevated platform. Here Yssah make her last stand against intruders. She hurls spells and arrows over anyone trying to cross the bridge. If someone manages to pass and climb toward the medusa, she unleashes Ironhead, her own bodyguard, hidden by a curtain in the northwest alcove.

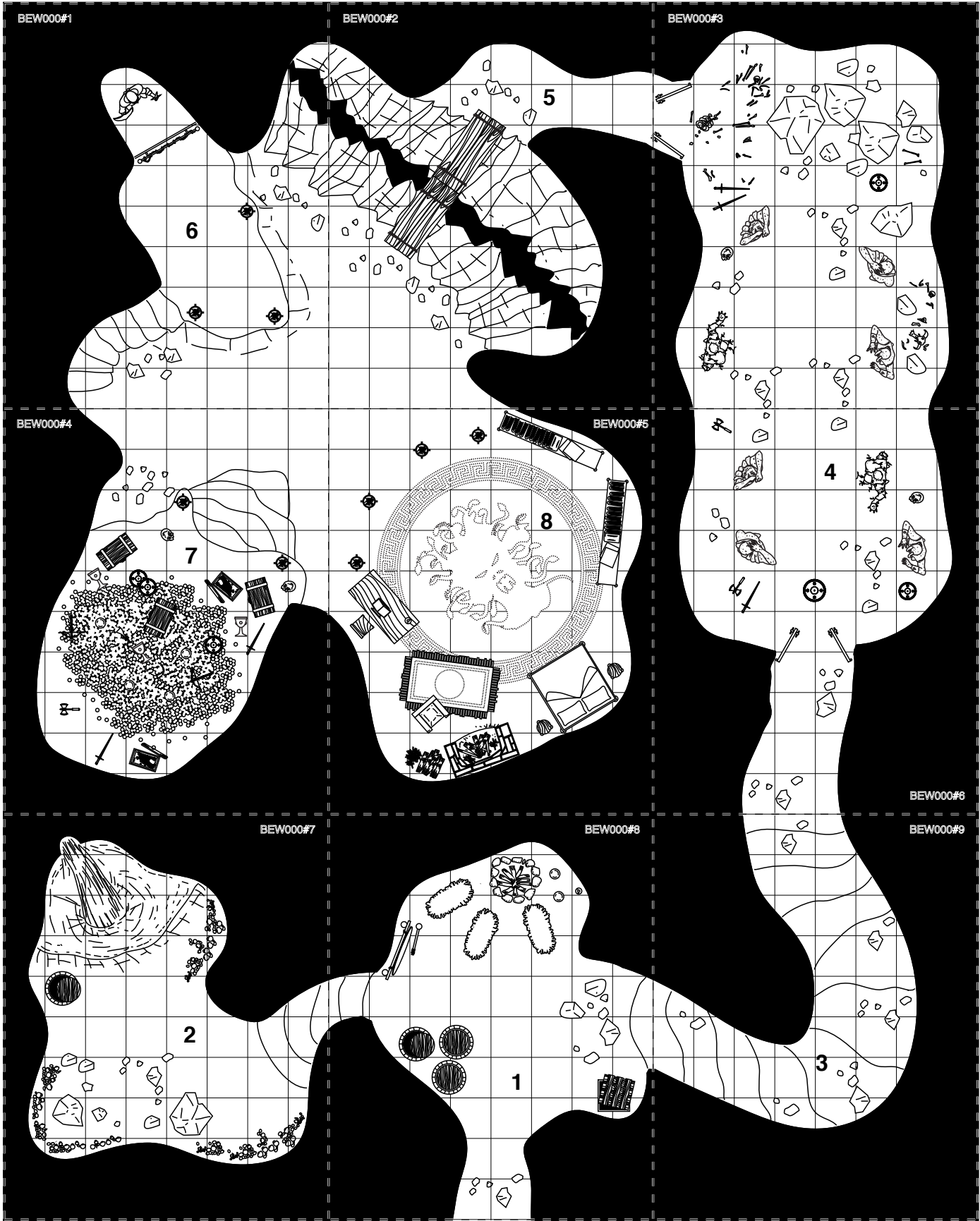
Ironhead is an iron golem, which won't stop until all the trespassers are dead.

## 7. Treasure Hoard (Tile #4)

Another elevated platform houses the treasure hoard of the evil medusa. Most of her treasure comes from a dragon hoard and the rest from the houses of rich merchants and families. Object too shiny are covered with a layer of magical dust that renders them unusable as mirrors.

## 8. Medusa's Place (Tile #6)

This luxurious area is well furnished and warm. A large mosaic depicting a medusa's head occupies most of the floor. Bookshelves on the east wall are full of ancient magic tomes. A four-poster bed occupies the southernmost area along with a large fireplace.



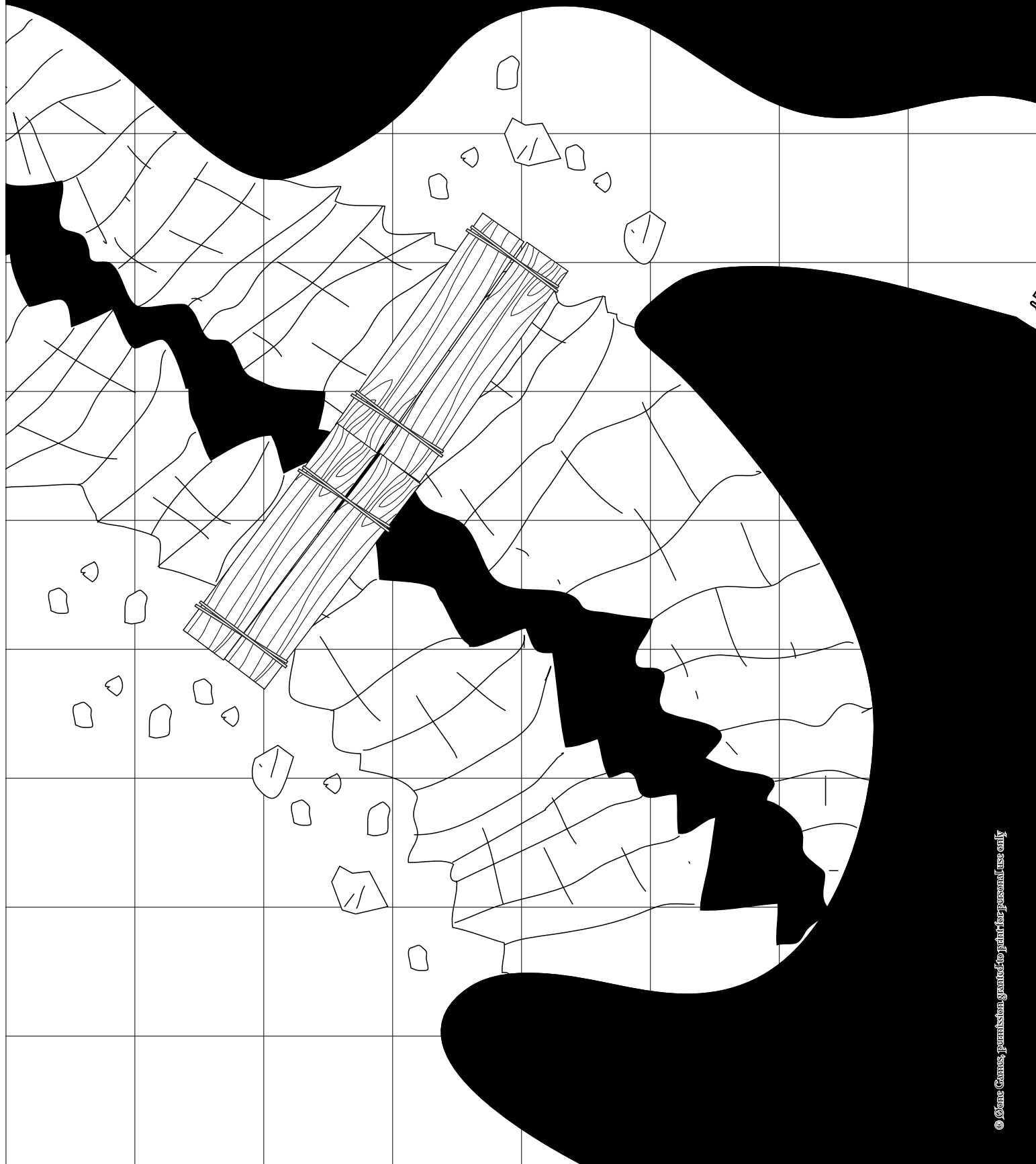
**Medusa Hideout**

1 square = 5ft

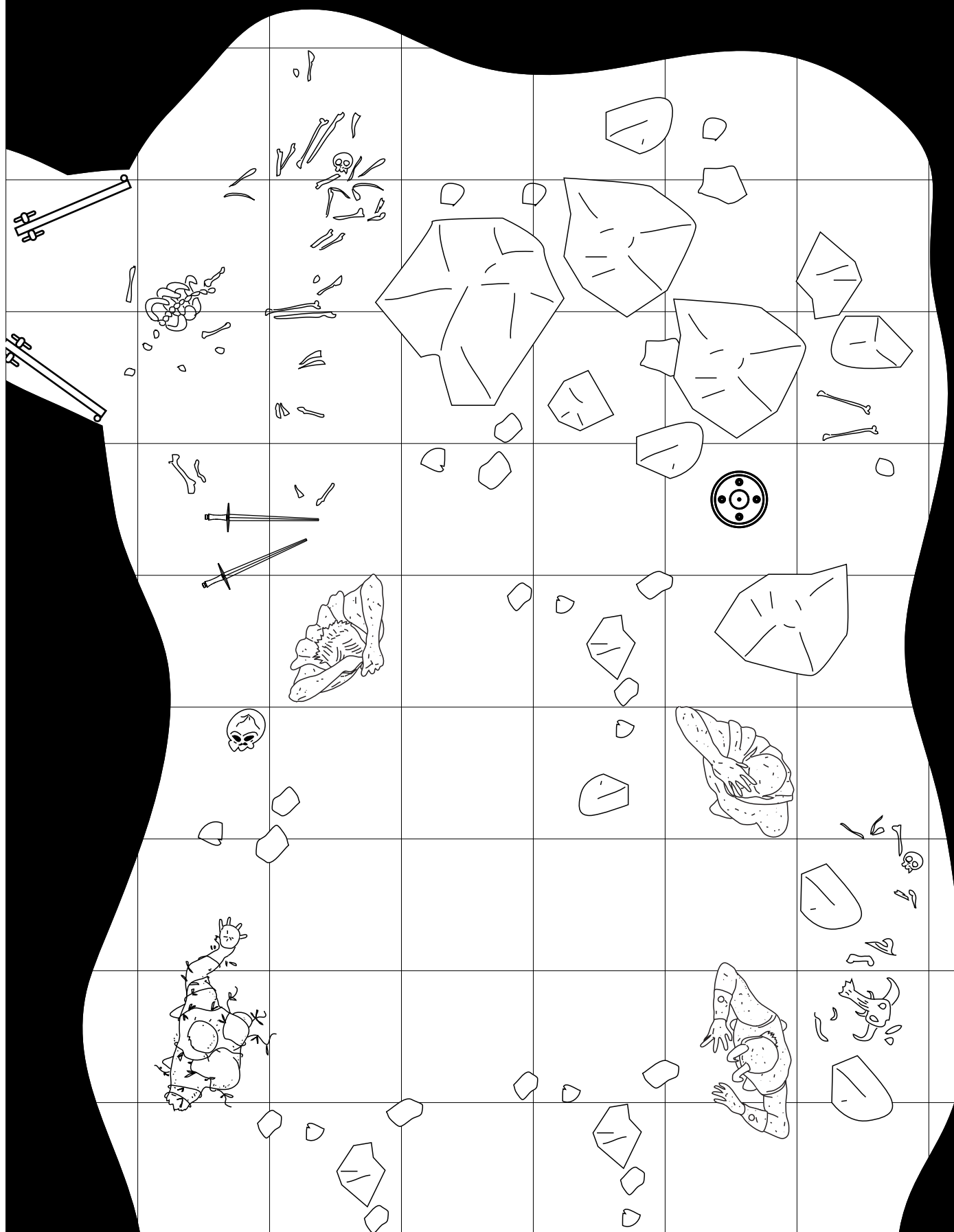
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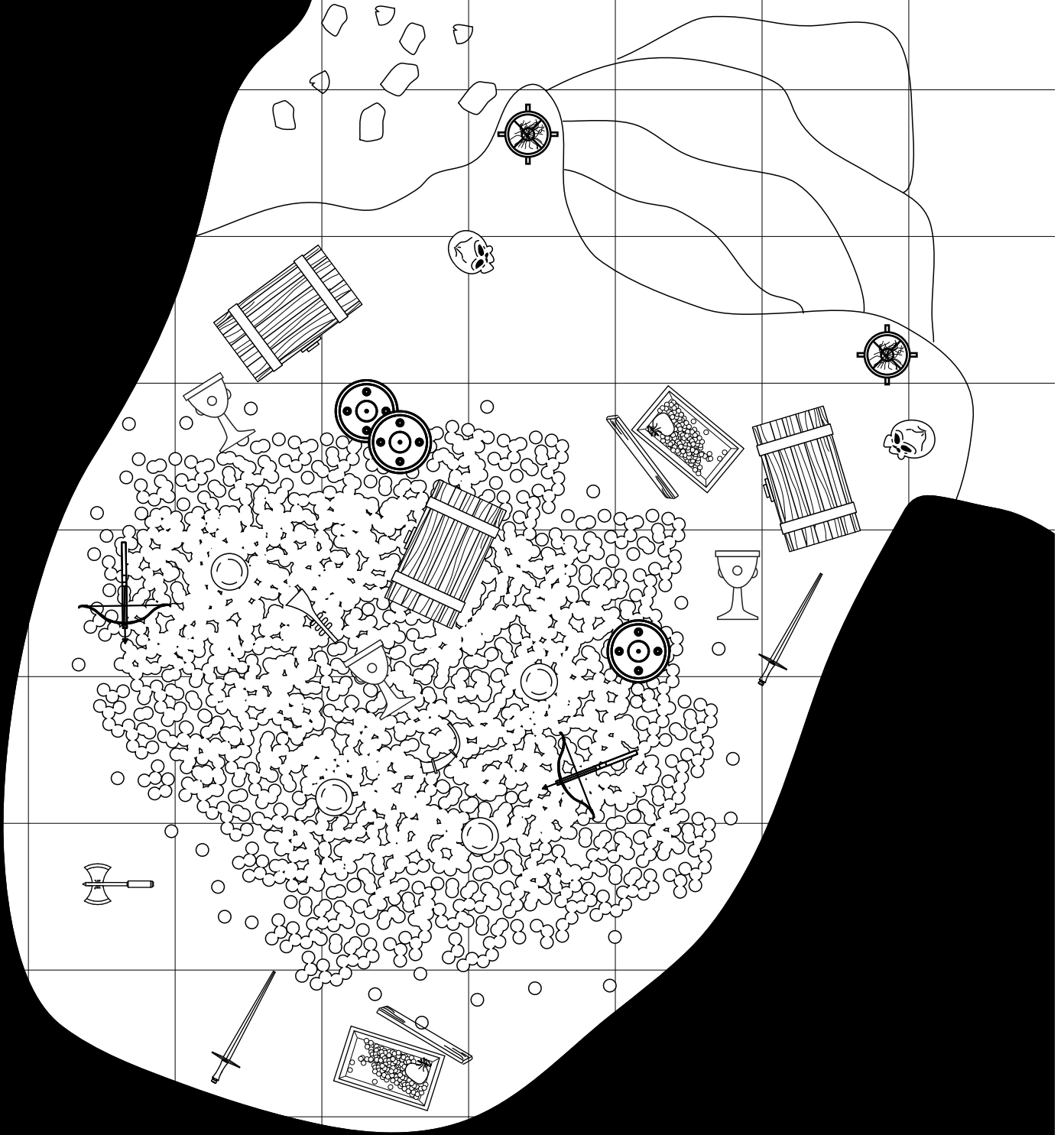
BEW000#2



BEW000#3



BEW000#4





BEW000#5

