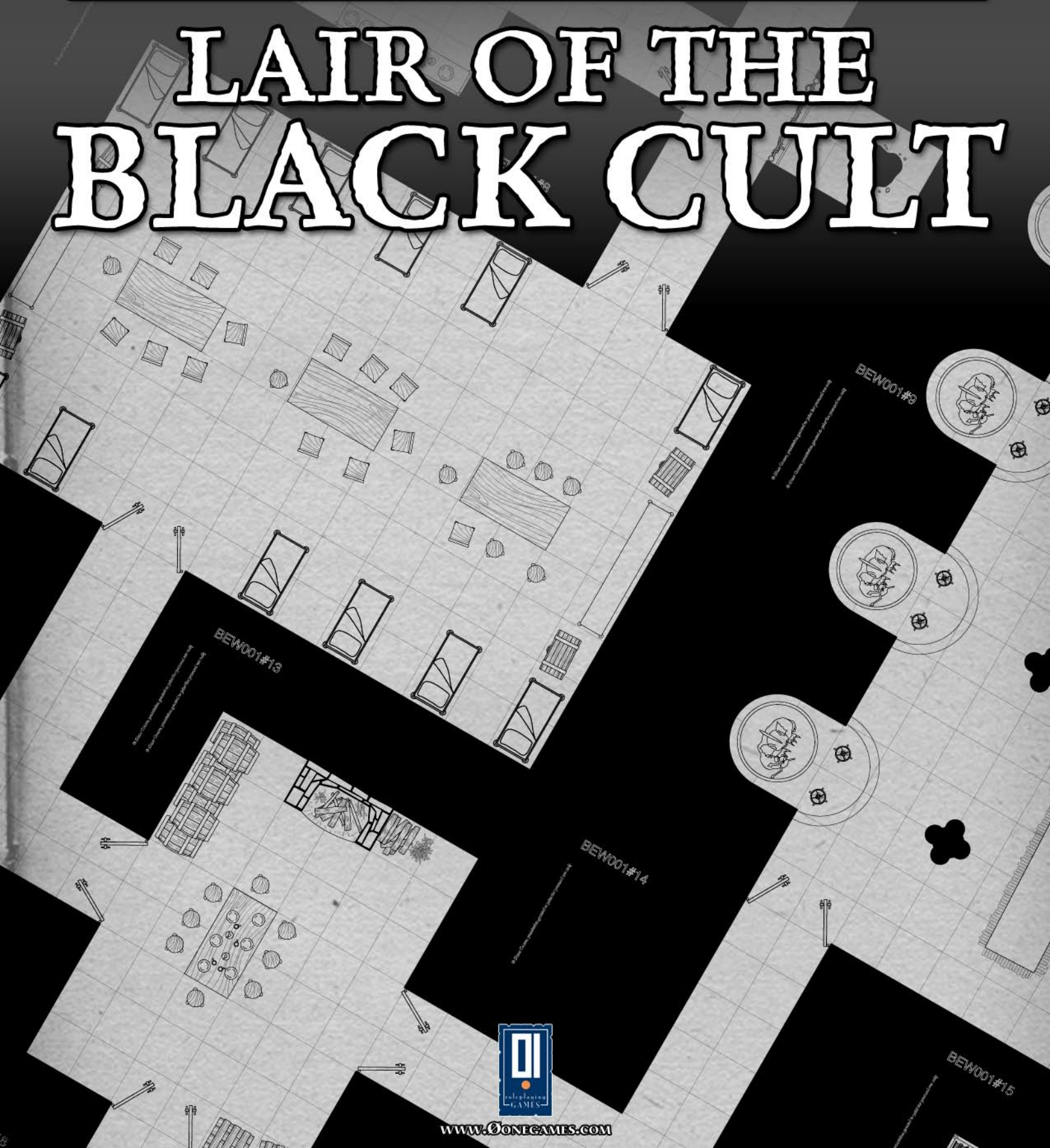


Done's

BLACK & WHITE

LAIR OF THE BLACK CULT



www.DONEGAMES.COM

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.

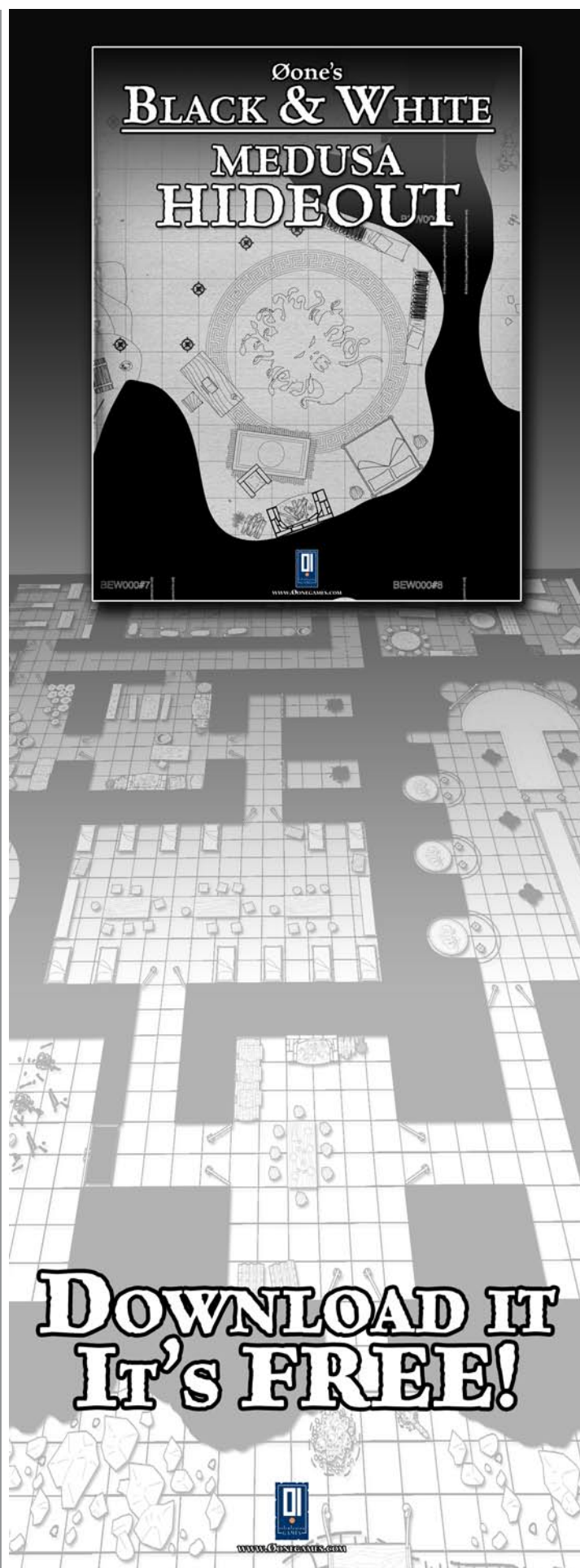


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Øone's Black & White: Lair of the Black Cult

Product Code: bew001. First edition 02/2009
Design: Mario Barbati
2D drawings: Mario Barbati
Graphics: Ø'Bully
Software Engineer: Anna Fava

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LAIR OF THE BLACK CULT

It is said that beyond the river lies the hidden Lair of the Black Cult, a vicious cult worshipping an unnamed marine entity. It is also said that the cult kidnap unwary people to feed obscene manifestations of their deity.

Herrsax is the Black Abbot ruling the Black Cult; he has cleverly hidden his lair by disguising it as an orc lair. The Black Abbot has many men at his service plus a pack of black priests who help him in performing obscene rituals.

1. The Bridge (Tile #23)

A cracked, unstable wooden bridge crosses the river, leading to a cave entrance.

2. The Entrance (Tile #23)

A gloomy cave entrance features ugly orchish totems bearing human and elf skulls. These were placed here by Herrsax to make people believe it's just another orcs cave.

3. Orcs Camp (Tile #24)

A small band of mercenary orcs hired by the Black Abbot stays here. They guard the entrance to the lair at all times.

4. Guardpost (Tile #18)

Acolytes of the Black Cult stay here all time, guarding the entrance, should the orcs outside be defeated. They make turns and are always ready to fight.

5. Room of the Black Priest (Tile #20)

This is the room of Azemath, the right arm of Herrsax. She's the priest who performs the dark rituals in the Main temple. She's greedy and often sells captured people as slaves without the knowledge of the Black Abbot. During some nights she exits from the lair dragging drugged captives over the bridge where a boat is waiting for her.

6. Main Temple (Tiles #9, 10, 14, 15)

This temple has been built with pitch-black rock of unknown origin. Many statues of fishmen stand in alcoves along the walls. Bracers perpetually burn at the feet of most of the statues. Instead of the altar, at the far end of the temple there is a pool containing a black liquid. In this pool victims are sacrificed by drowning them in the pool. There are also some alcoves hidden by black tapestries; here the Black Abbot often hides to watch over his priests and how they perform the rituals.

7. Feeding Room (Tiles #16, 17)

Gnawed bones of all kinds litter the floor of this large chamber. The tiles are all stained in blood. Here an unnamed monster summoned by the Black Abbot is regularly fed. The acolytes open the doors using a lever hidden in the corridor before the pit and throw a wounded captive

in the room, and then they close the metal doors. The beast arrives soon, lured by the smell of blood.

8. Dark Pool (Tile #11)

A single pool stands in the middle of this pillared room. Strange symbols are engraved on the edge of the pool. Inside the pool blurbs a black liquid, as something stirring underwater.

9. Acolytes Room (Tiles #12, 13)

This large room contains beds and tables, plus some wardrobes and chests. Here most of the acolytes of the Black Cult sleep and eat.

10. Latrines (Tiles #8, 1)

In these alcoves there are holes in the floor. The stench is unbearable.

11. Kitchen (Tile #7)

Two cooks stay here all times, cooking fish-based food.

12. Larder (Tile #6)

This is a storage room containing food supplies, mostly fish kept under salt.

13. Library (Tile #1)

This is the library of the Cult. The library is filled with scaffolding containing black bounded tomes.

14. Jail Guardpost (Tile #3)

Two guards stay here all time; they are personally responsible of the captives in the cages. They keep a key ring over the table with the keys opening all the cages.

15 to 22. Cages (Tile #2)

Each cage contains nothing more than a straw pallet and some broken pottery. All around is dirt. Usually from 1 to 6 captives are kept here.

23. Black Abbott Living Room (Tile #4)

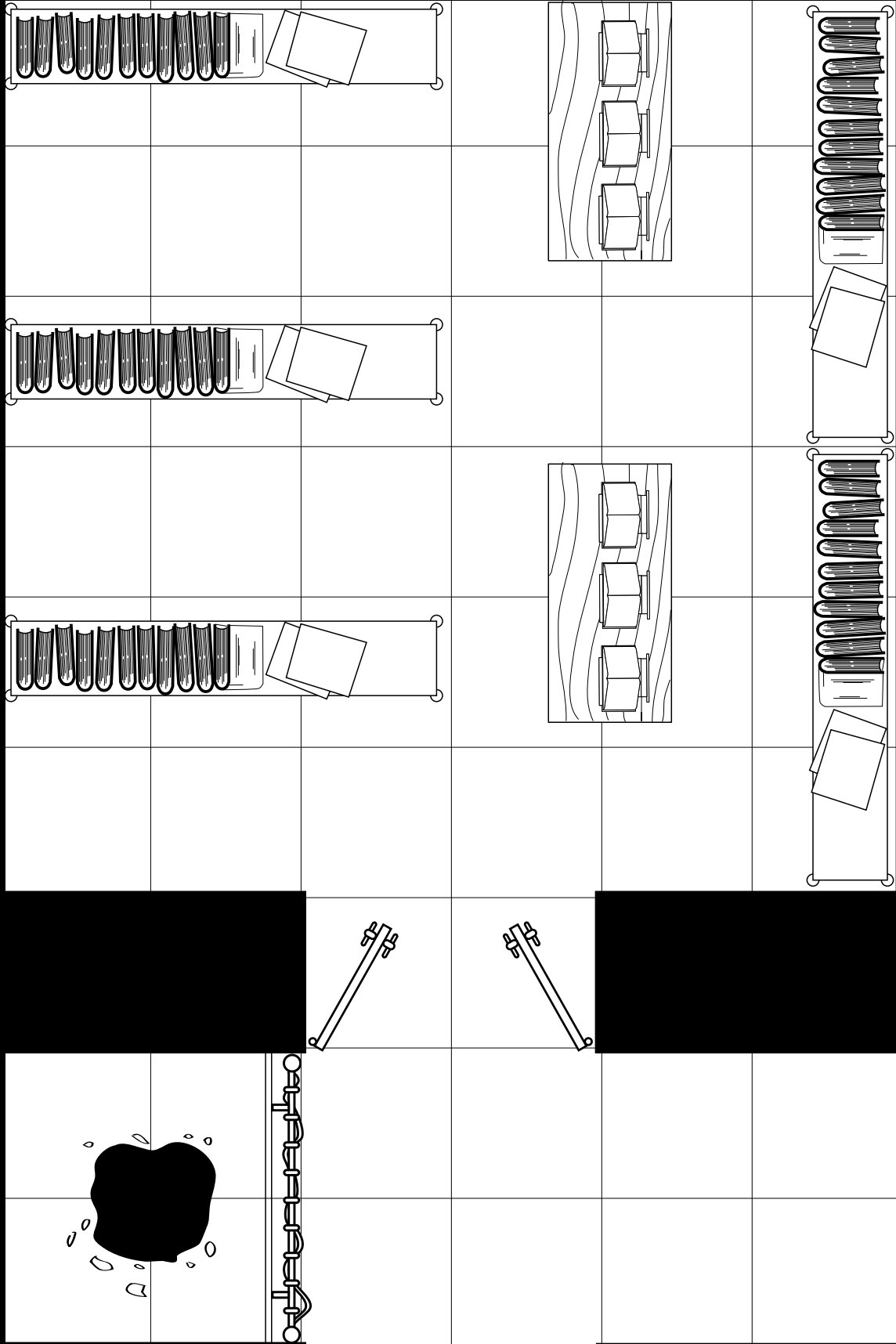
Herrsax spends here most of the time. The room is richly furnished and a fireplace is always lit and hot. On the eastern wall there is an alcove where a black fishmen statue stands, bracers burning under it. A black tapestry back to the statue hides a passage leading to the Black Abbot's bedroom.

24. Black Abbott Bedroom (Tile #5)

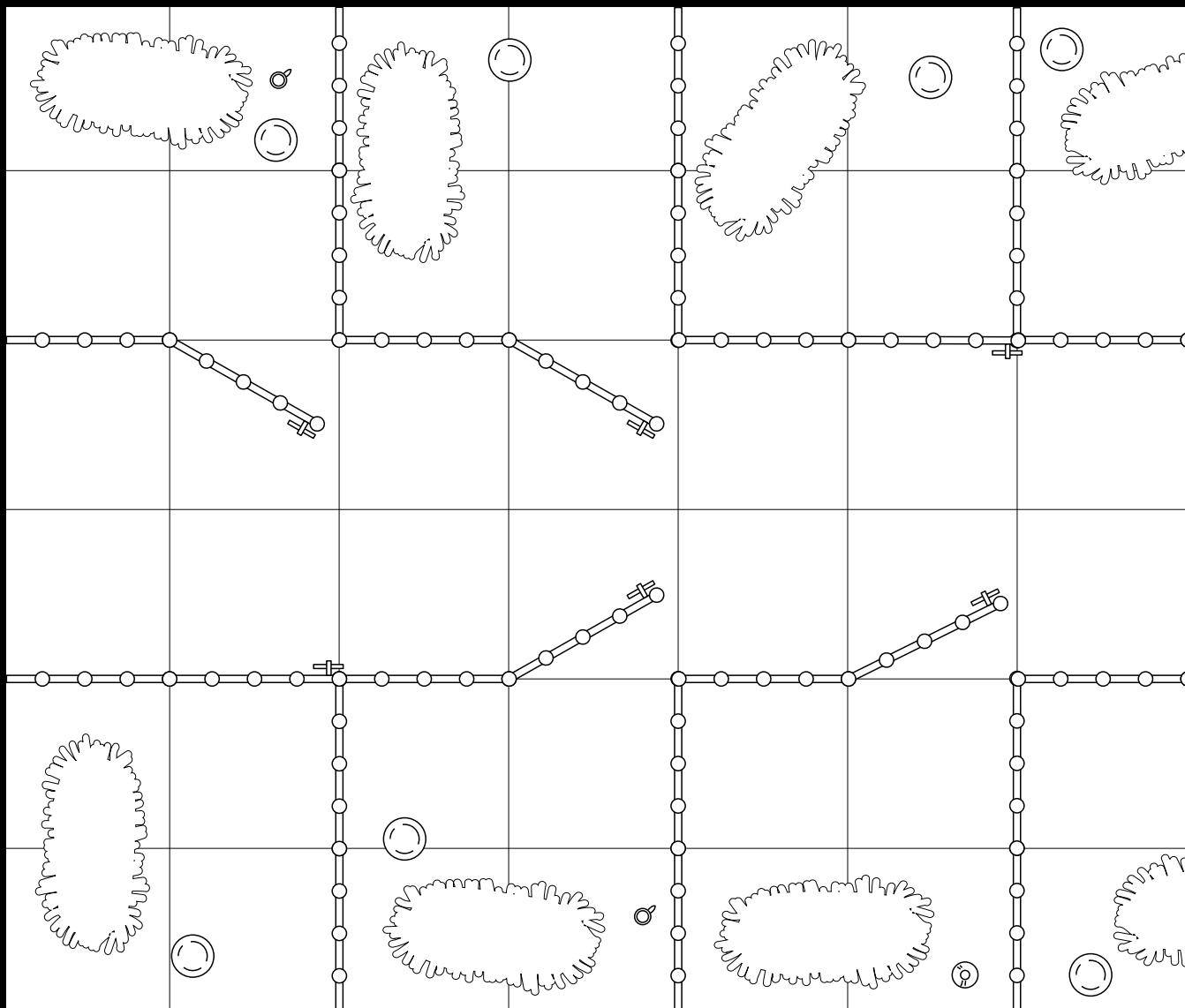
Here the Black Abbott sleeps. There are bookshelves and personal items. A trapdoors leads to unknown depths.

1 square = 5ft

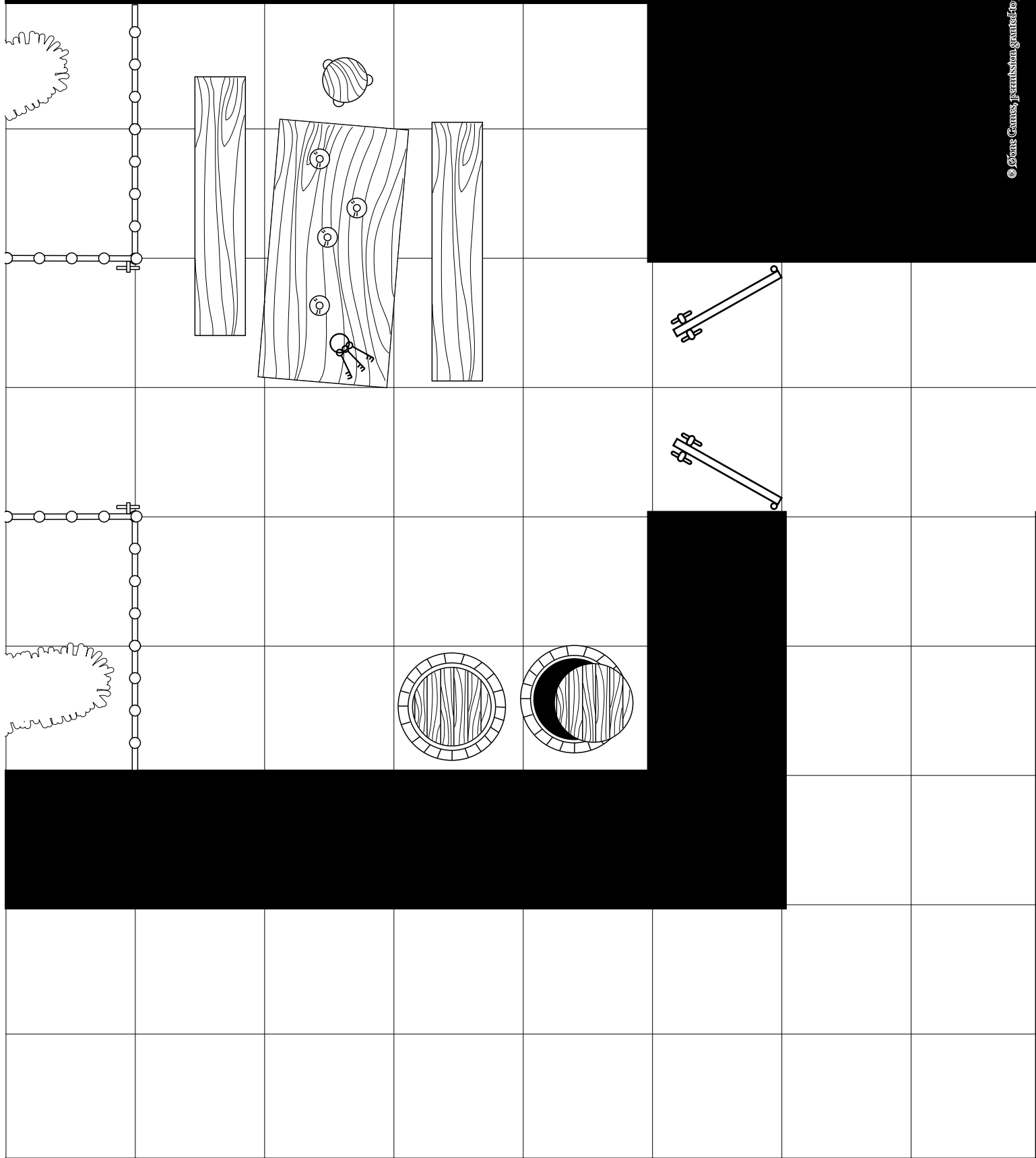
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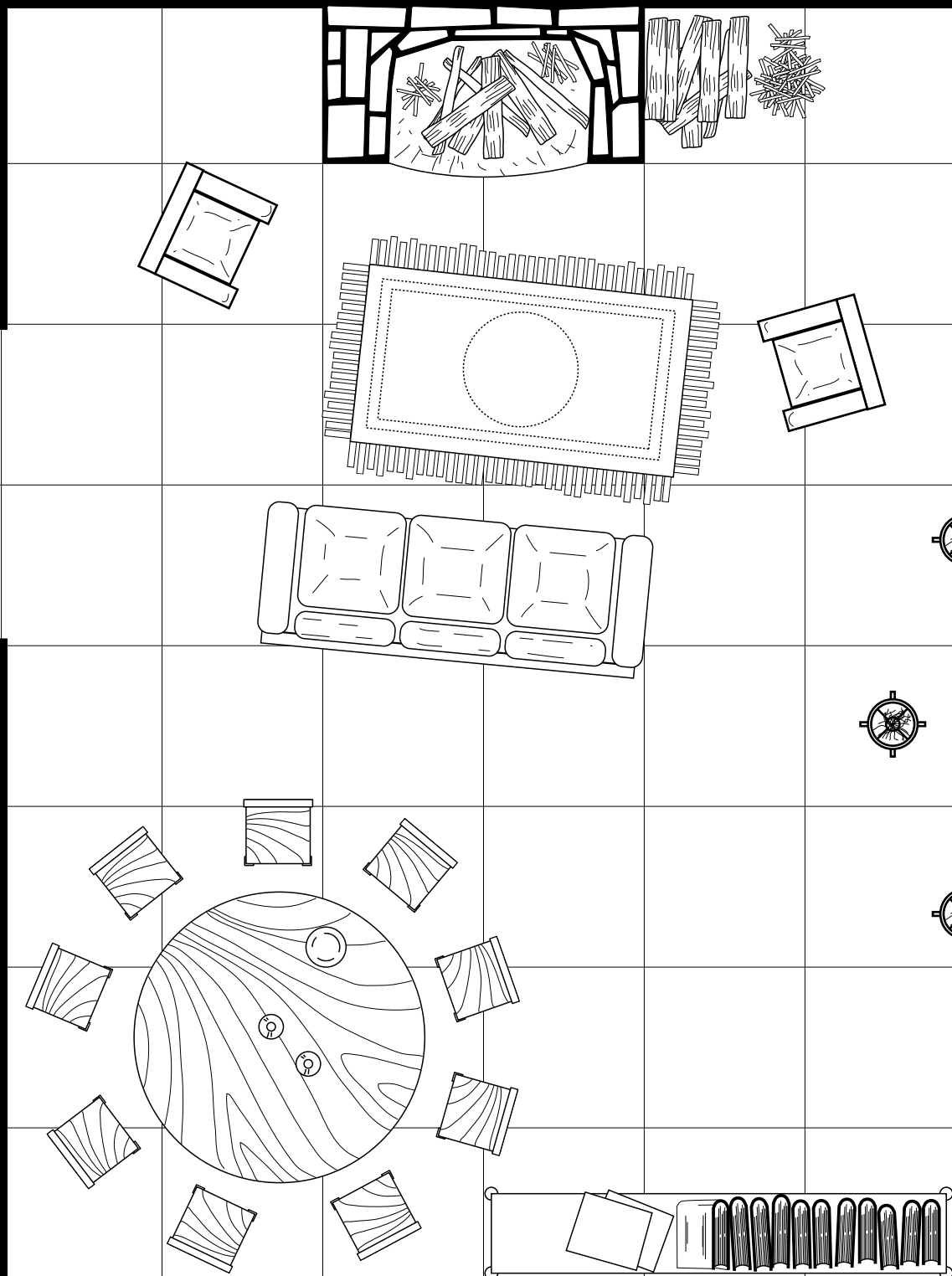
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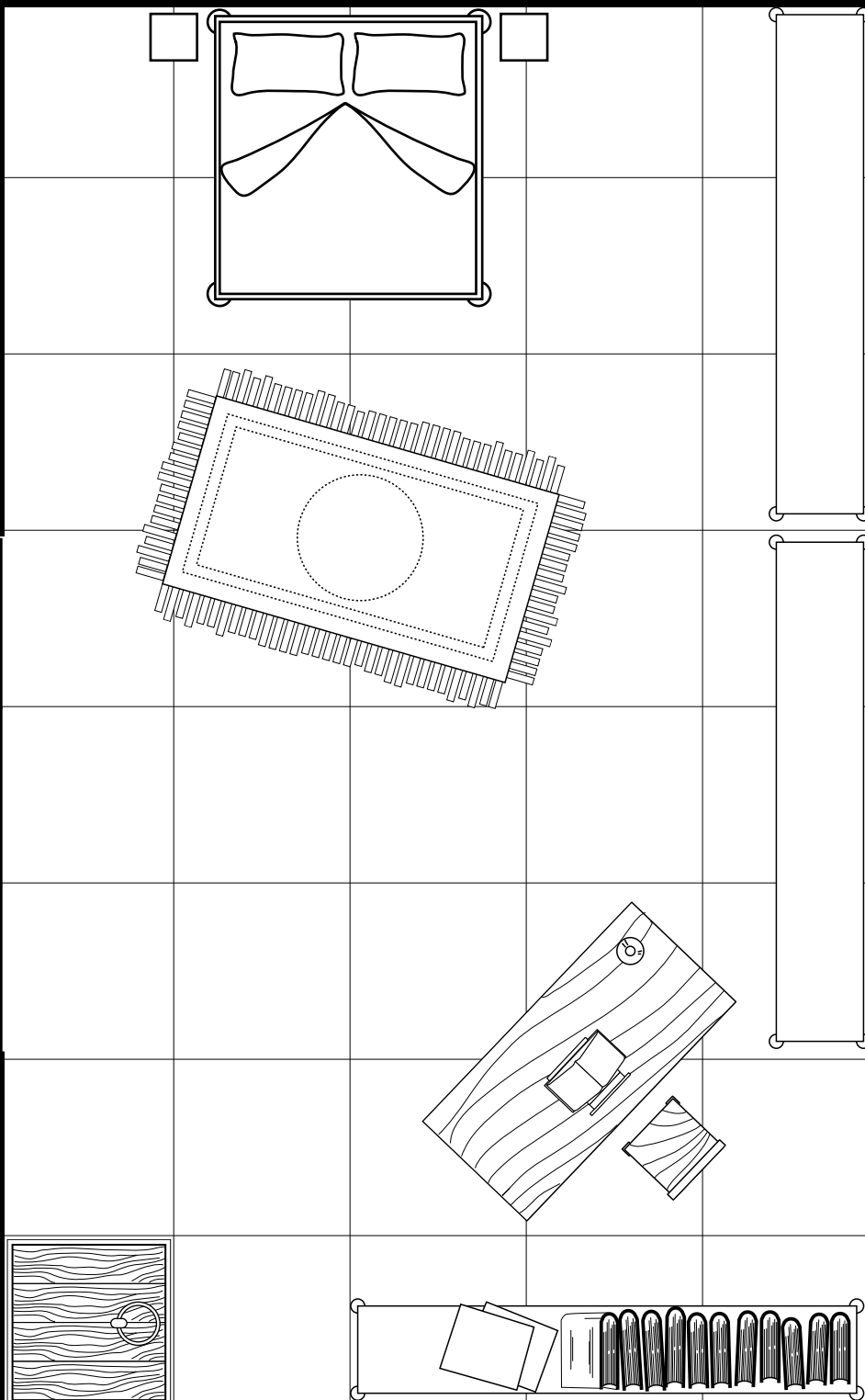
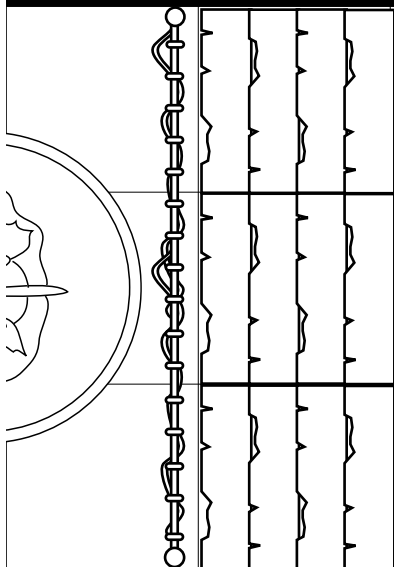
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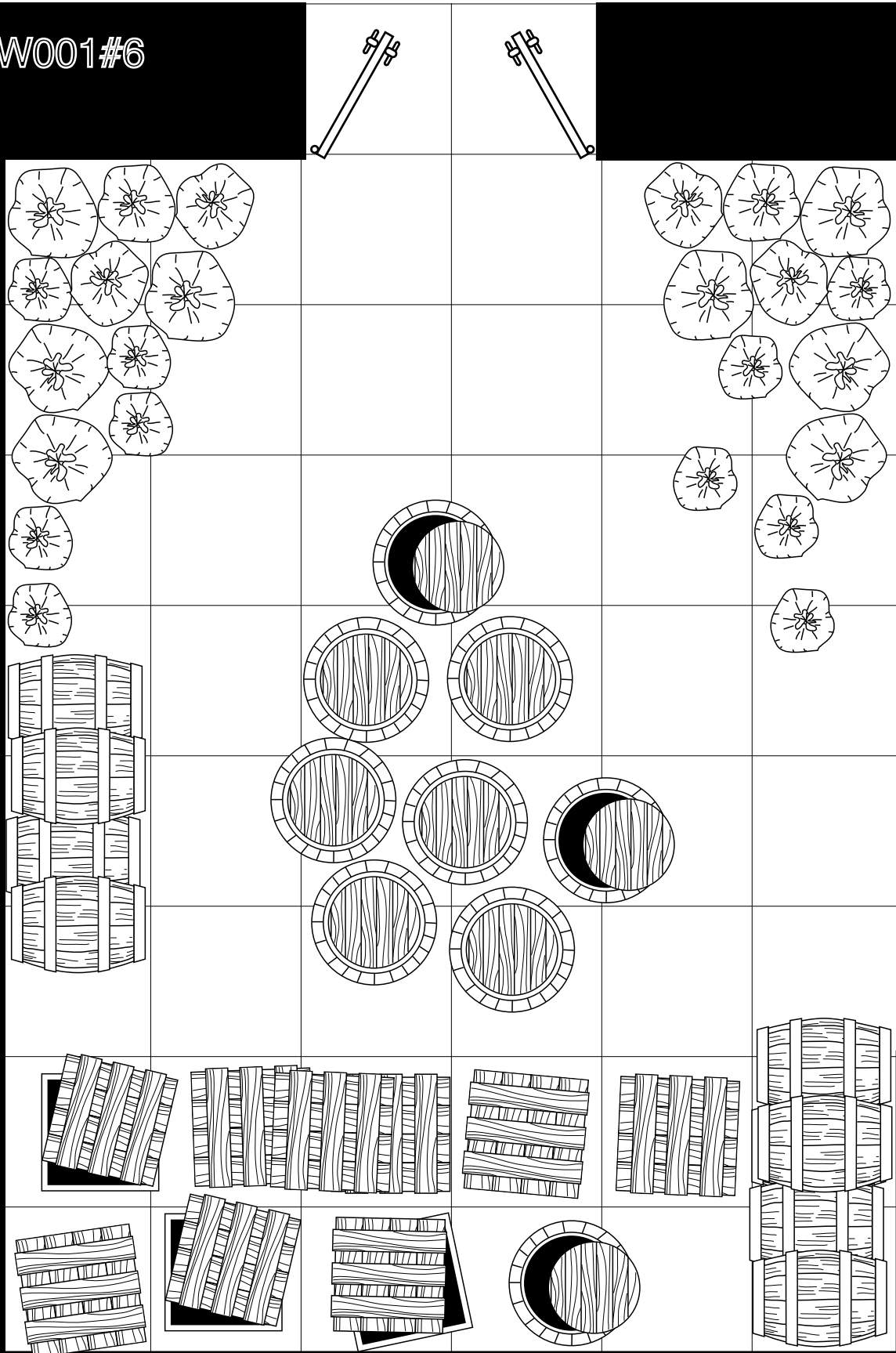
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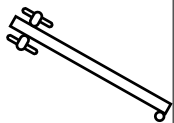


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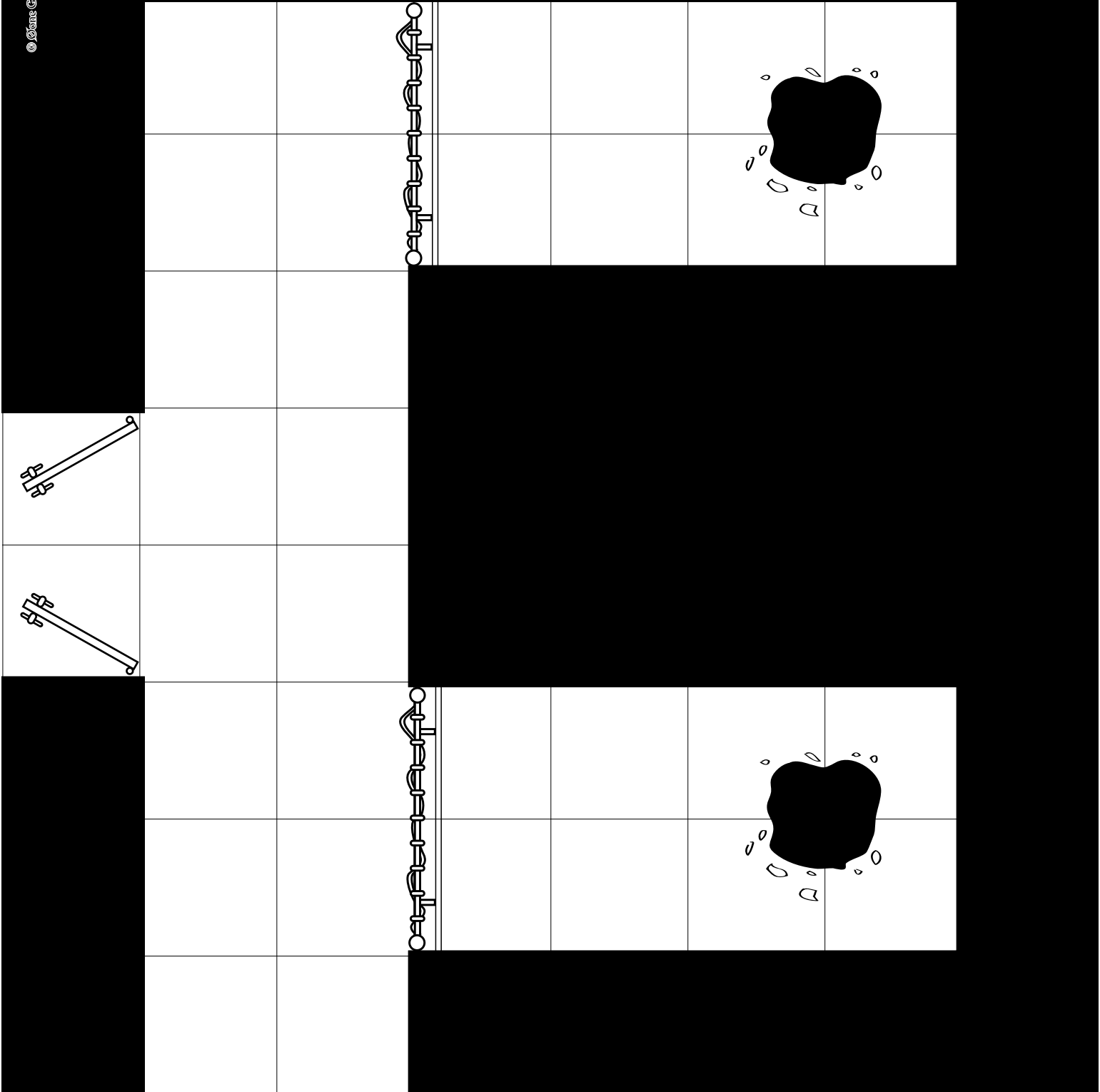


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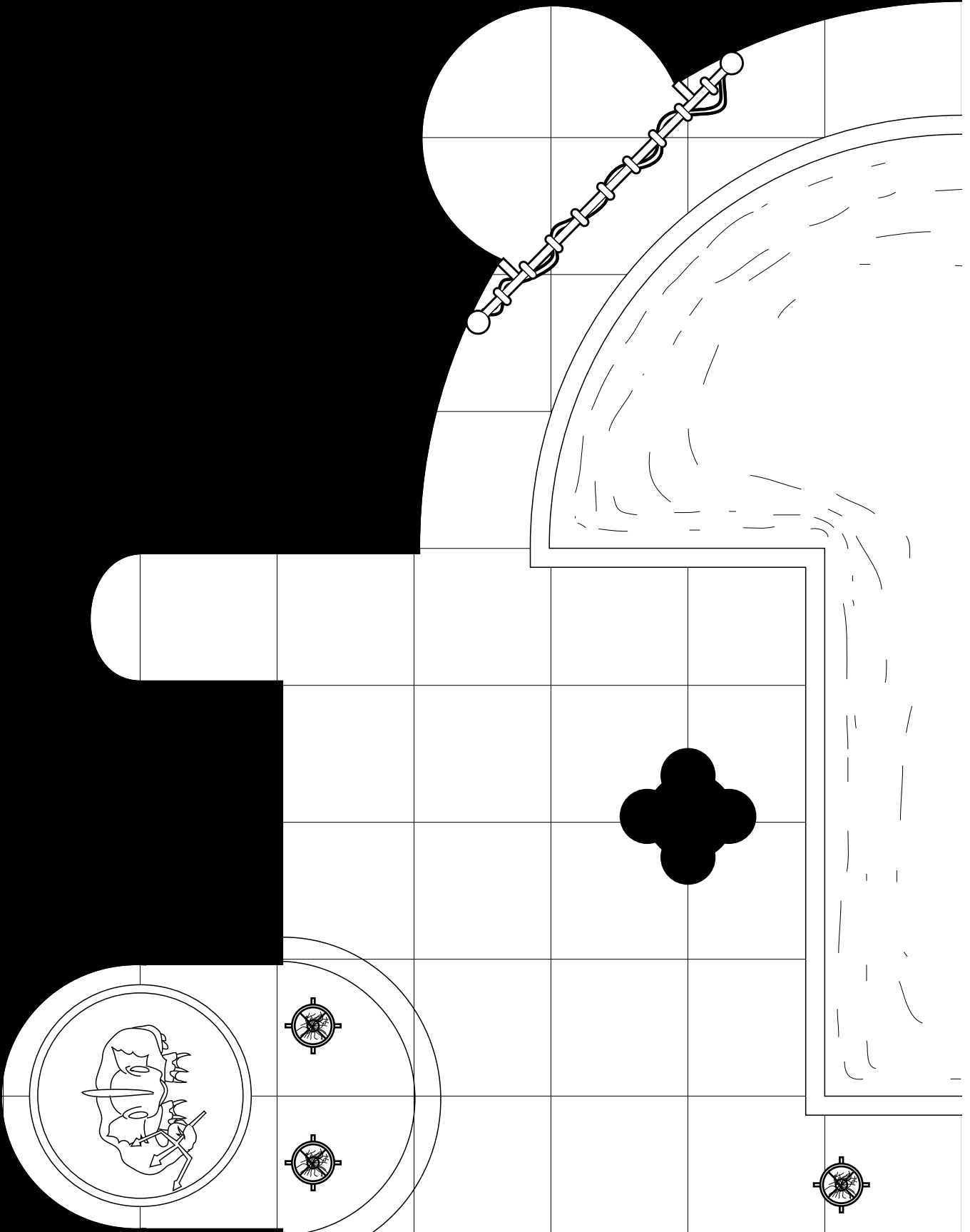




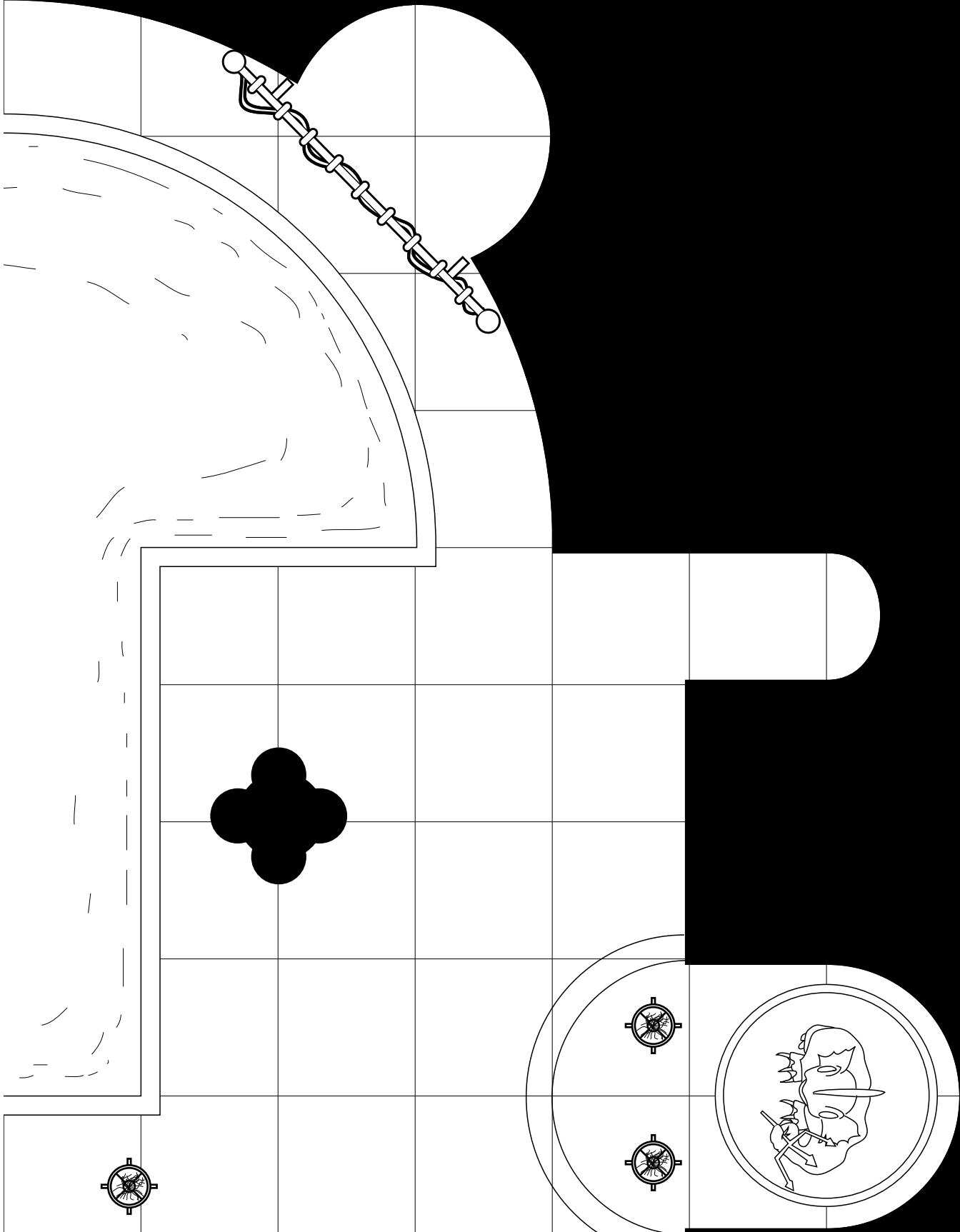
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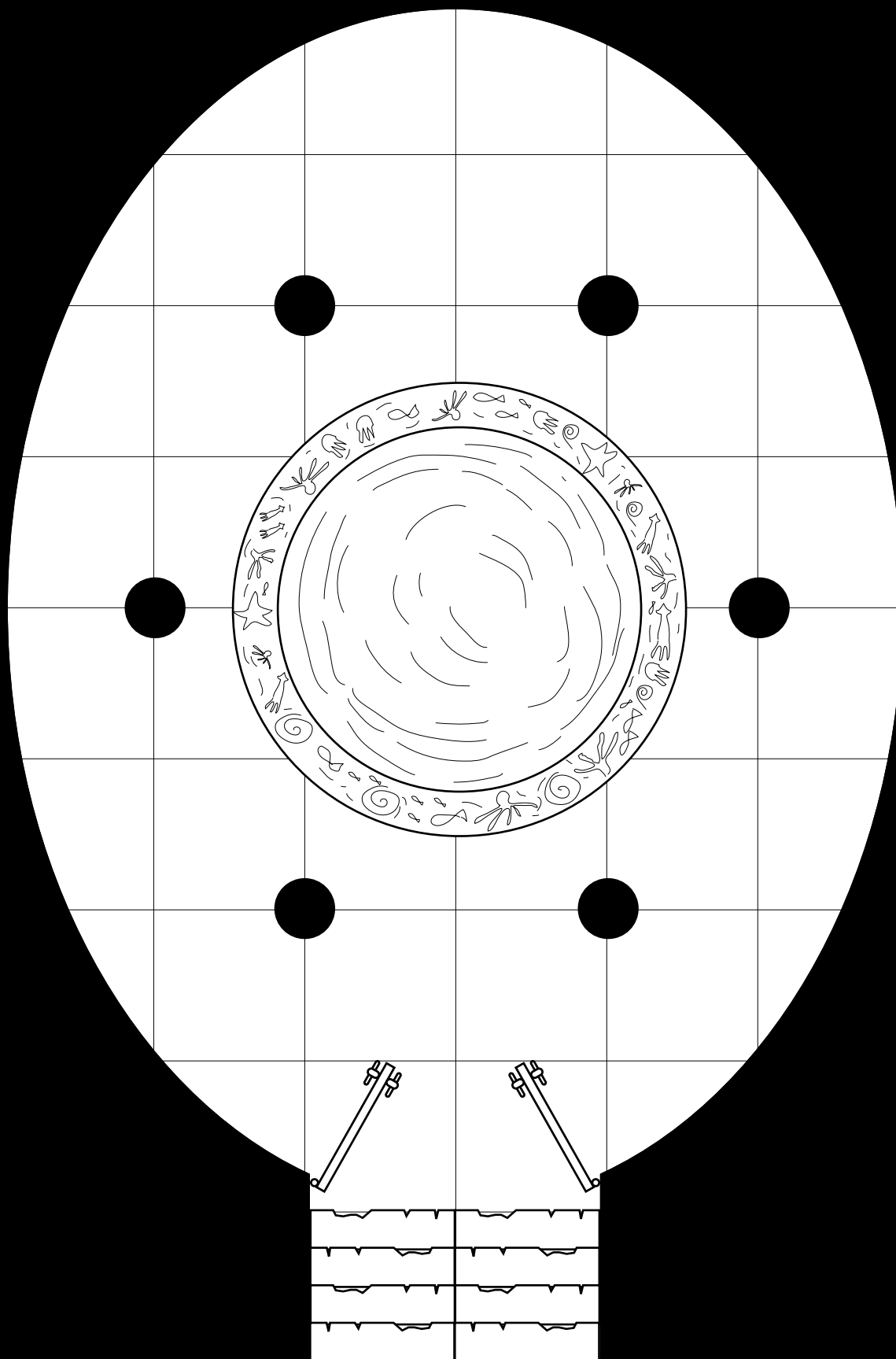


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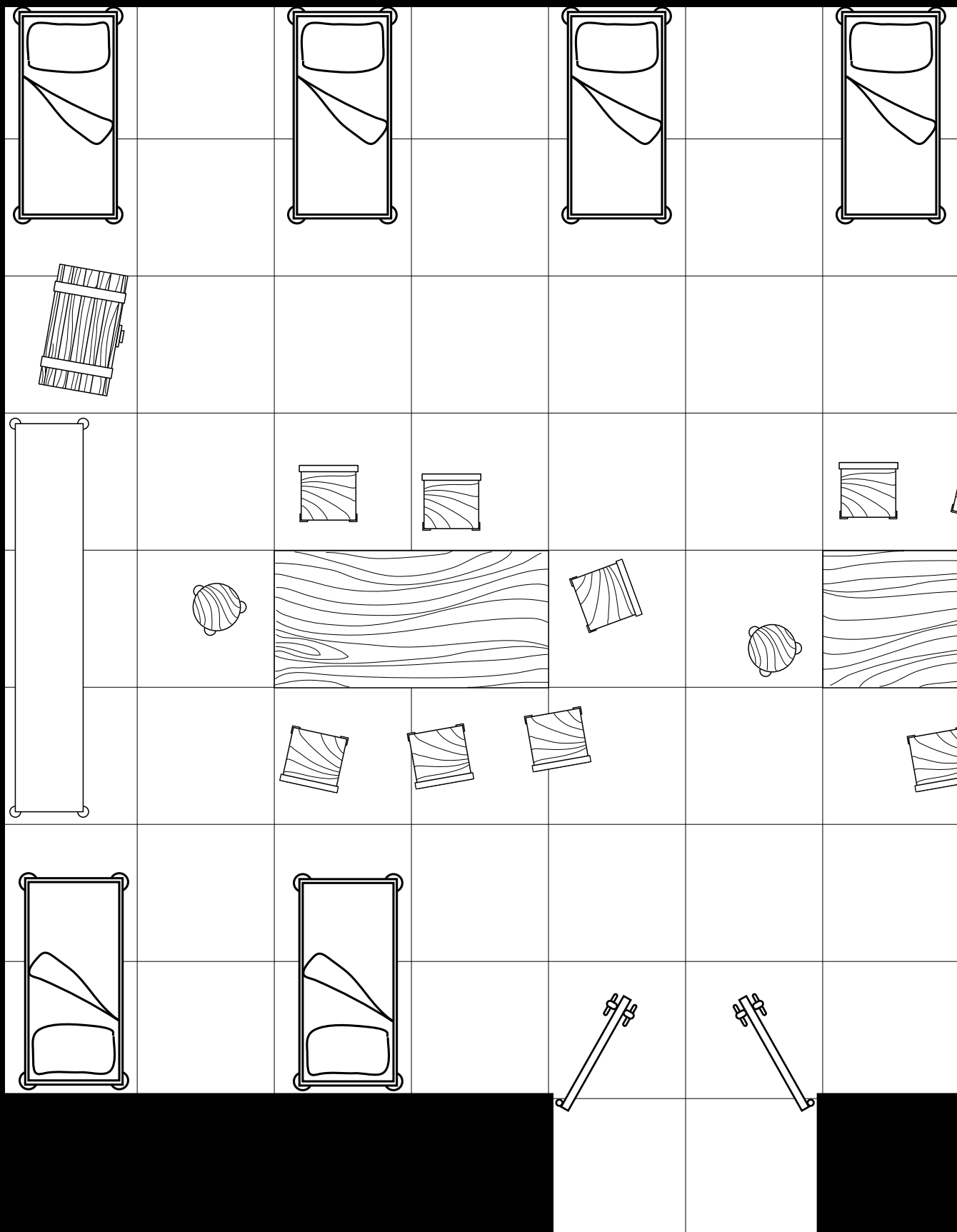


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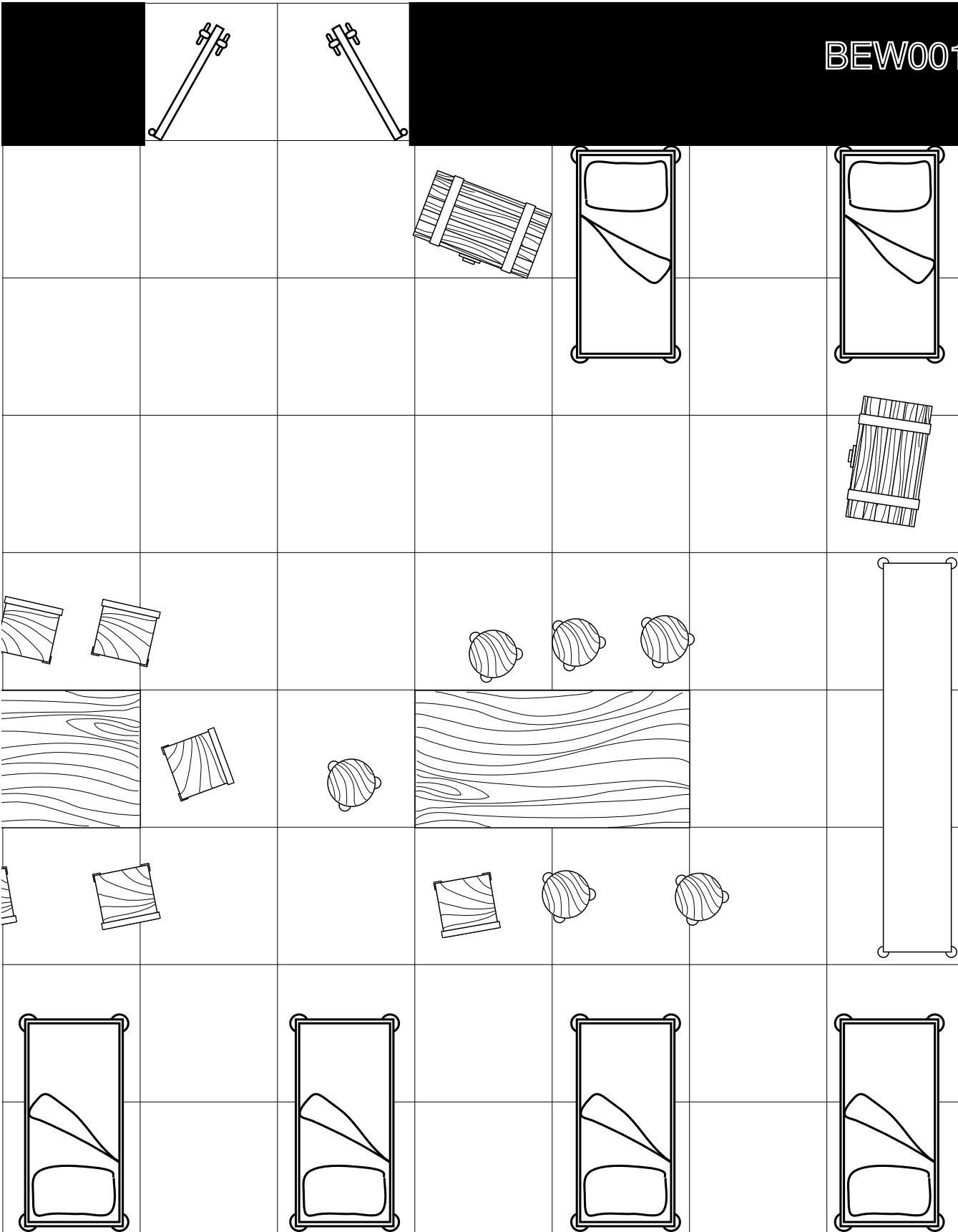




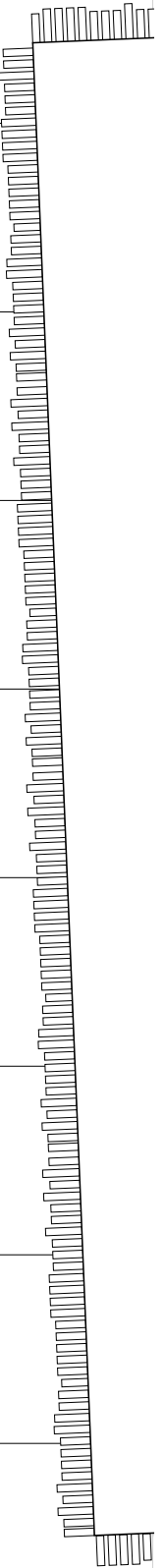
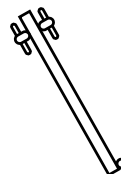
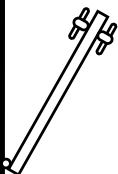
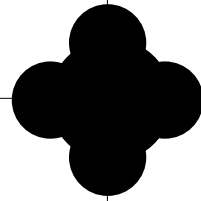
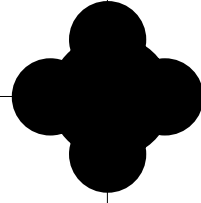
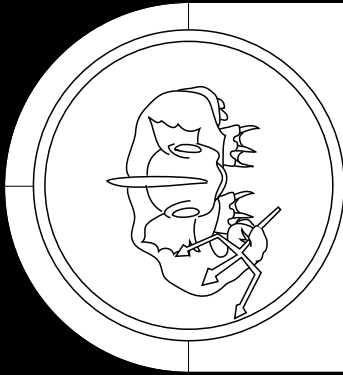
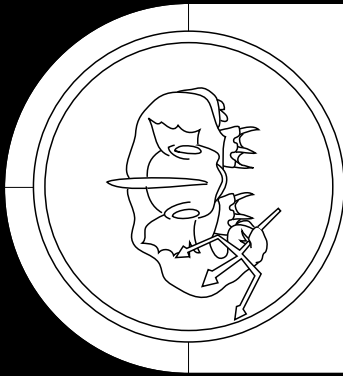
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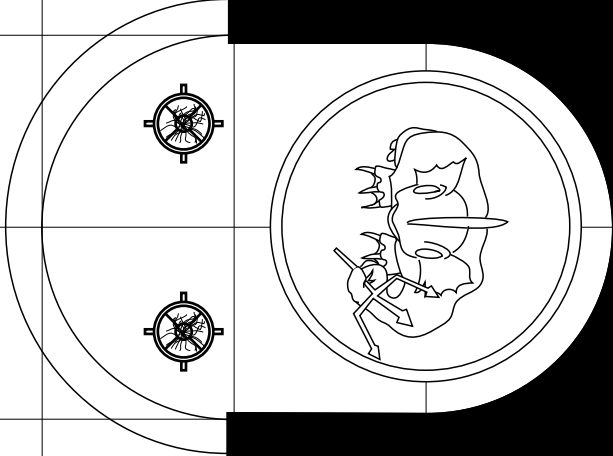
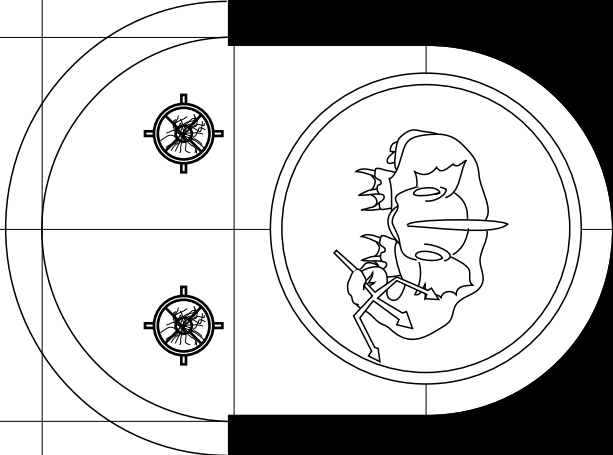
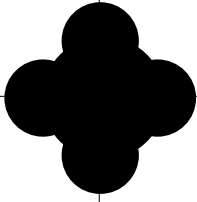
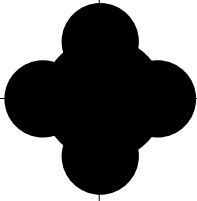
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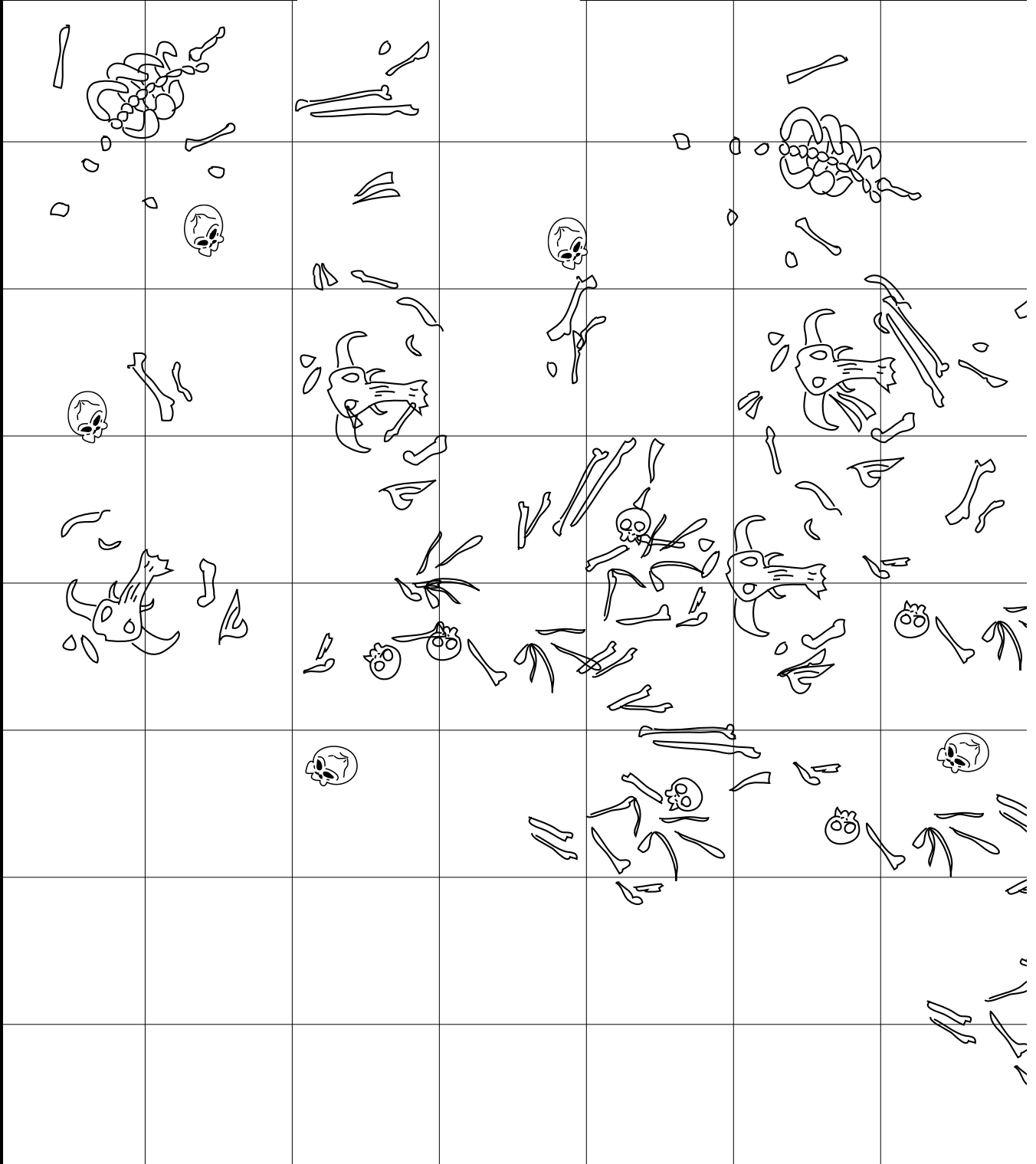
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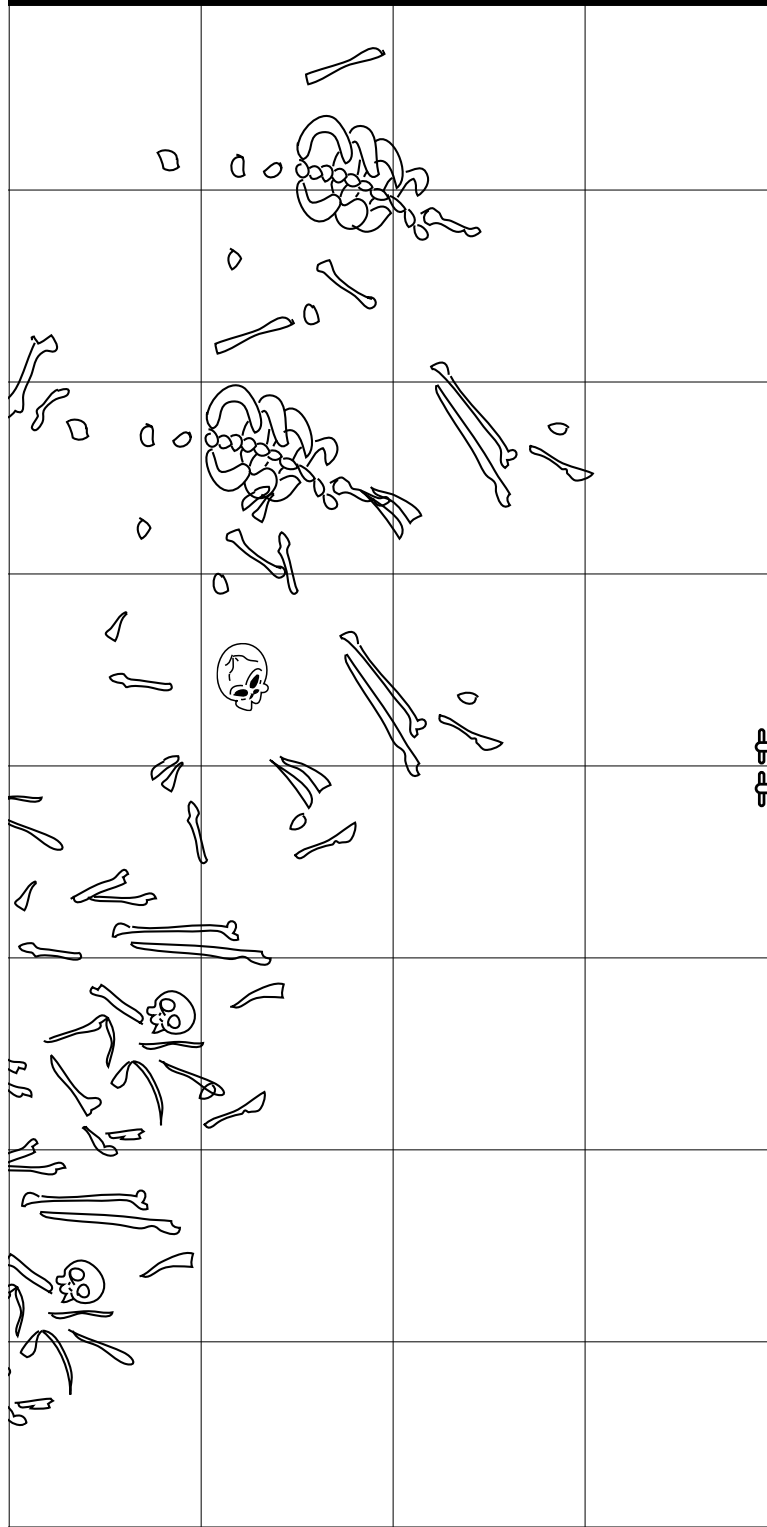
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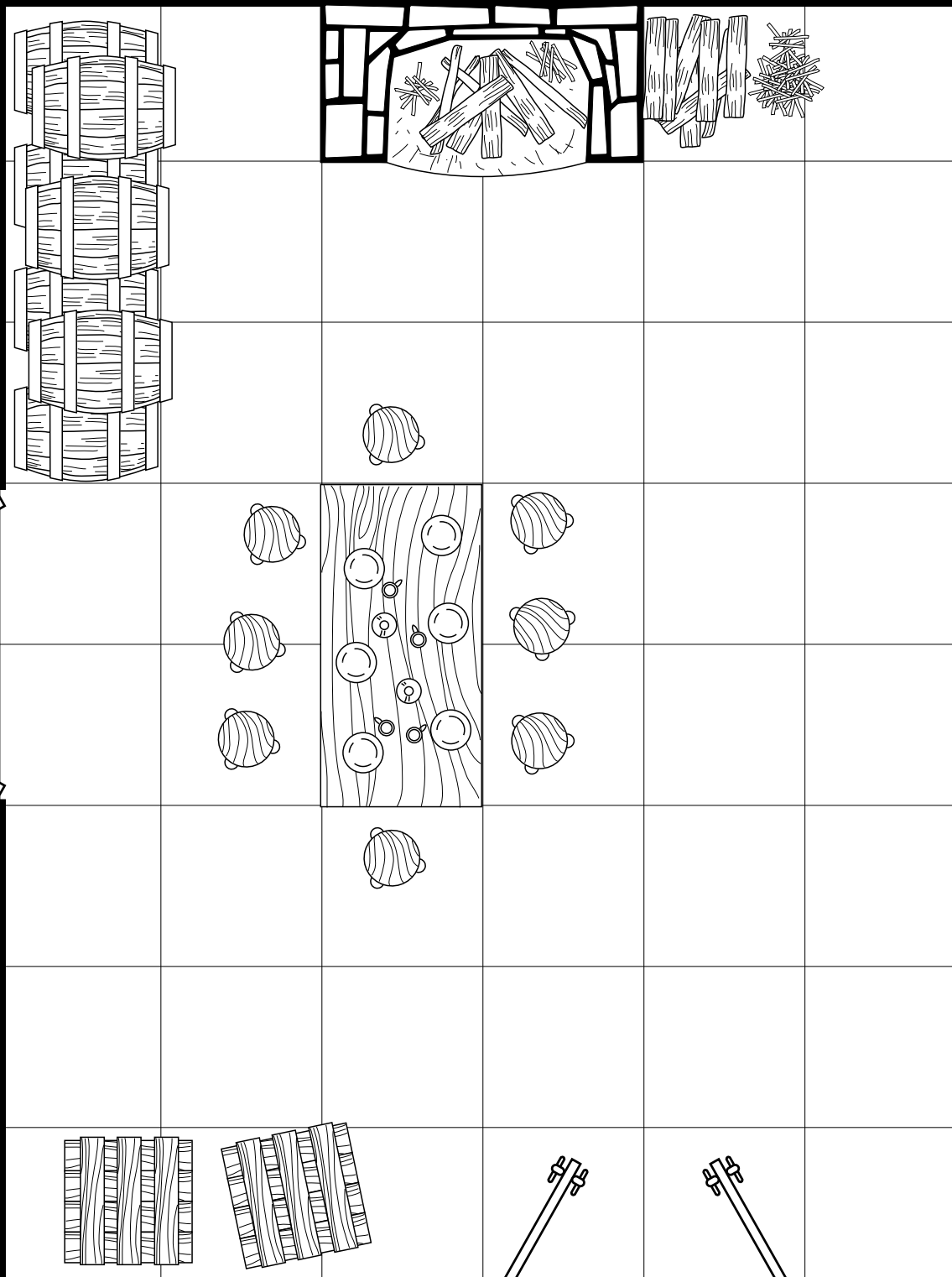
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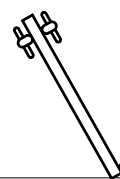
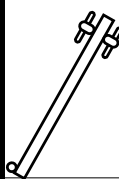
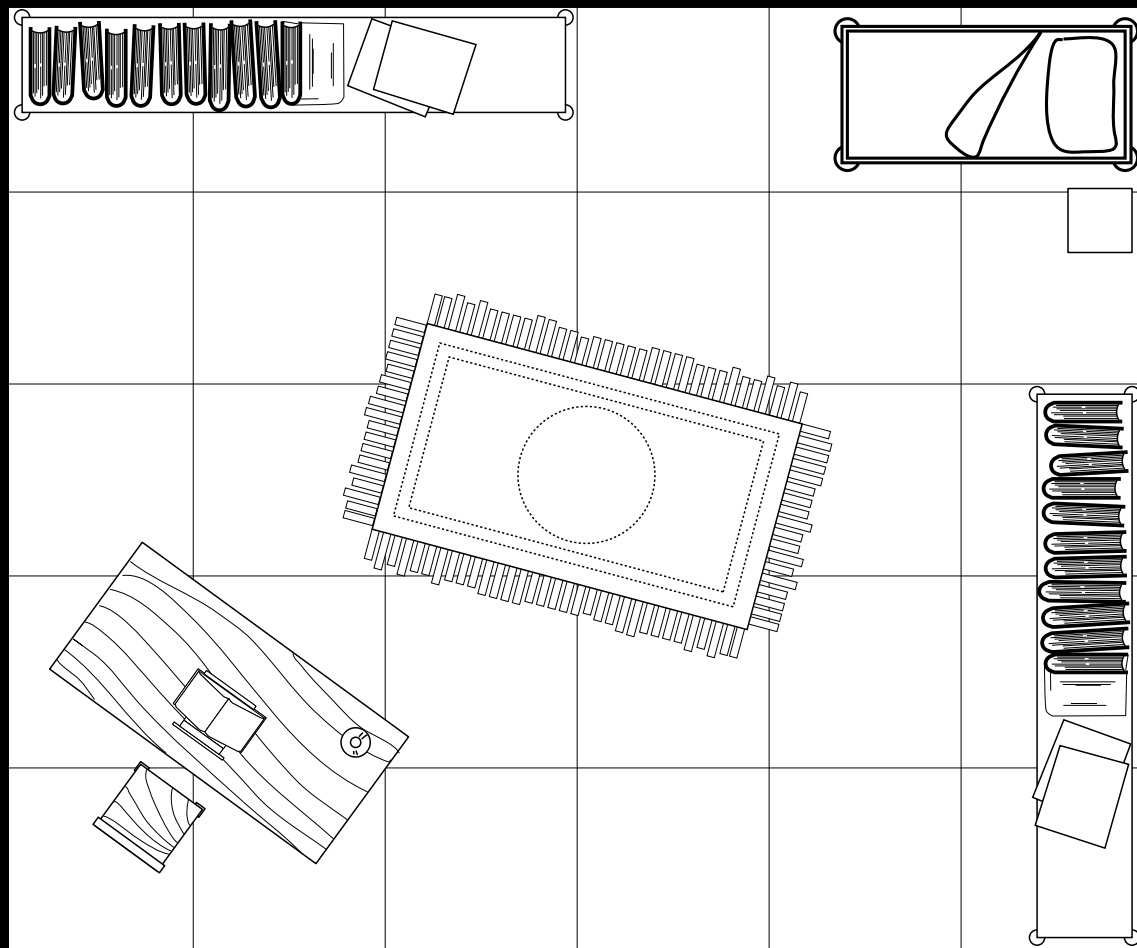


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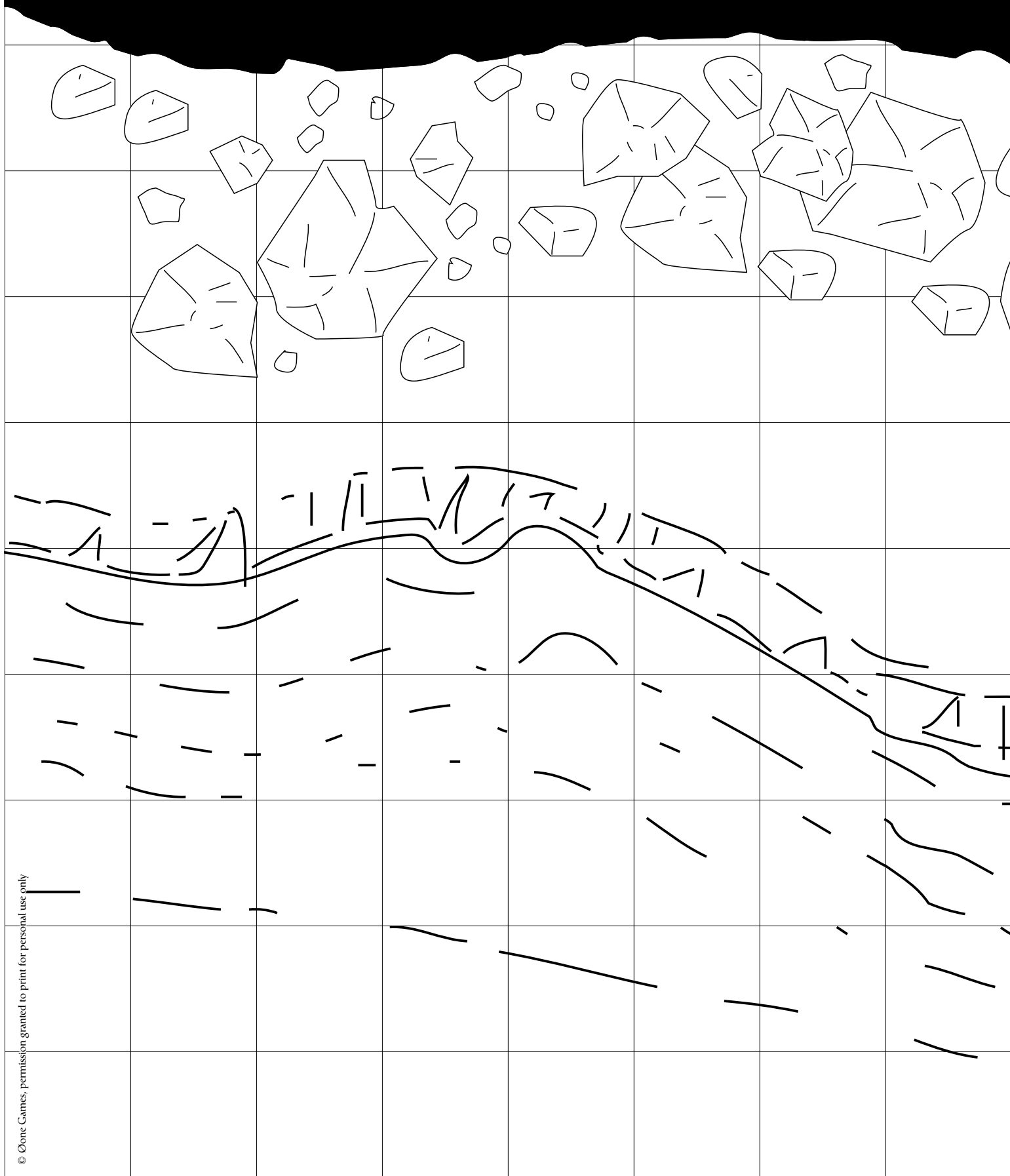


A black and white grid pattern on a black background, resembling a game board. The grid is composed of white squares. In the top-left corner, there is a black rectangular area containing the text "© 2000 Games, published, printed, printed for personal use only" and "BEW001#19". The grid itself is a large square divided into a 10x10 grid of smaller squares. The top-left corner of the grid is a 4x4 area of black squares. The bottom-left corner of the grid is a 6x6 area of black squares. The rest of the grid is white.

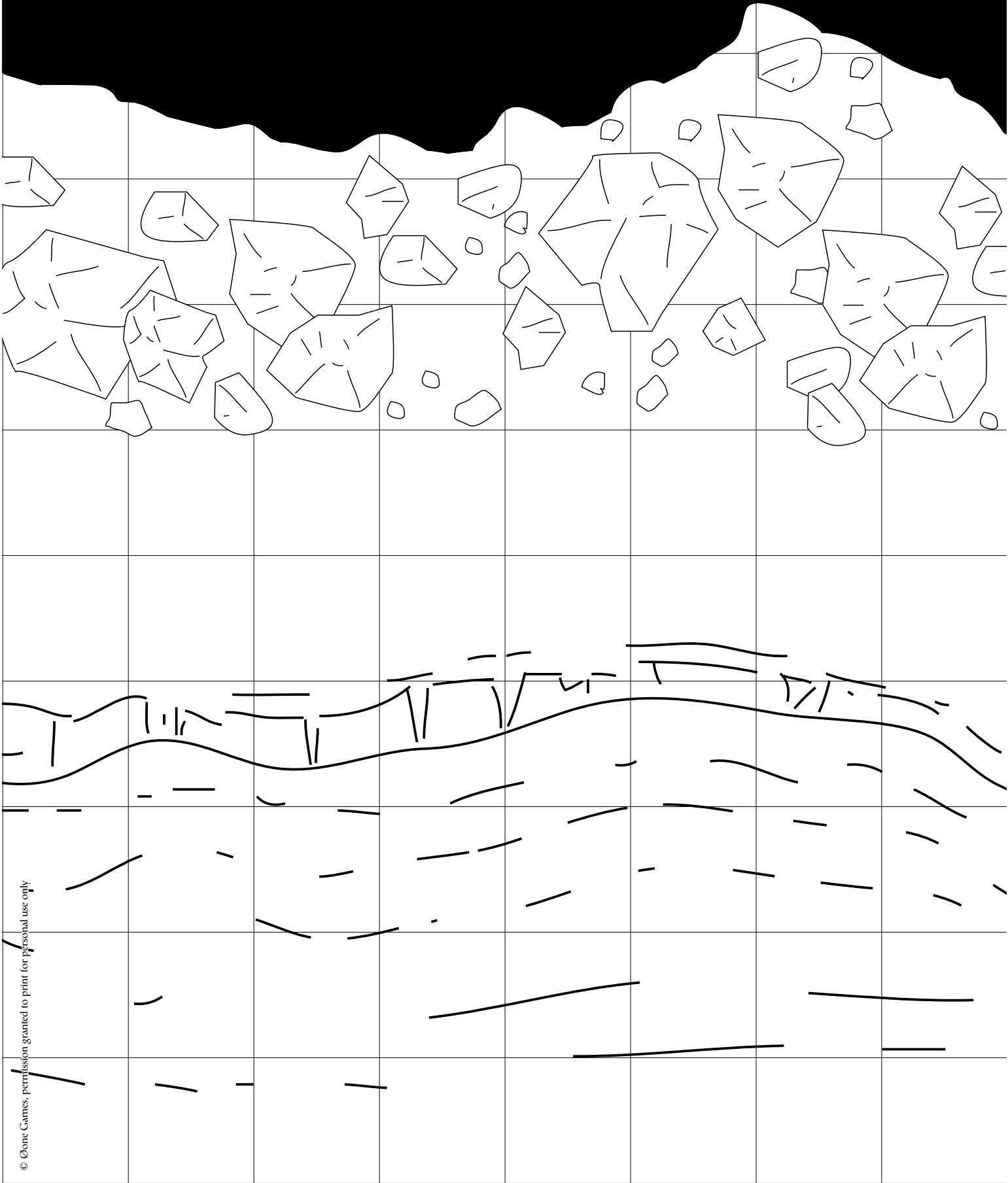
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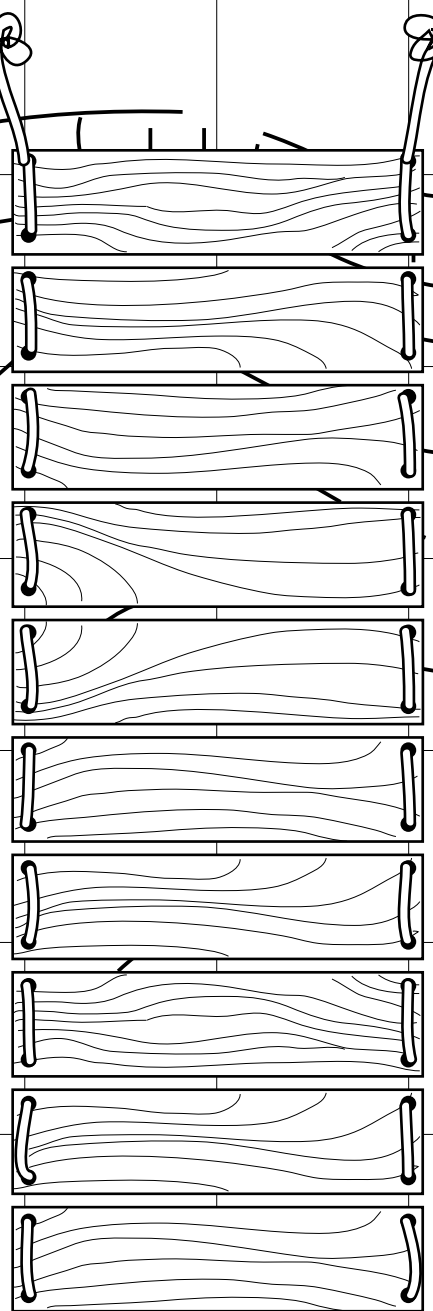
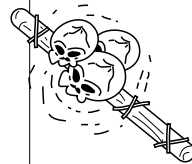
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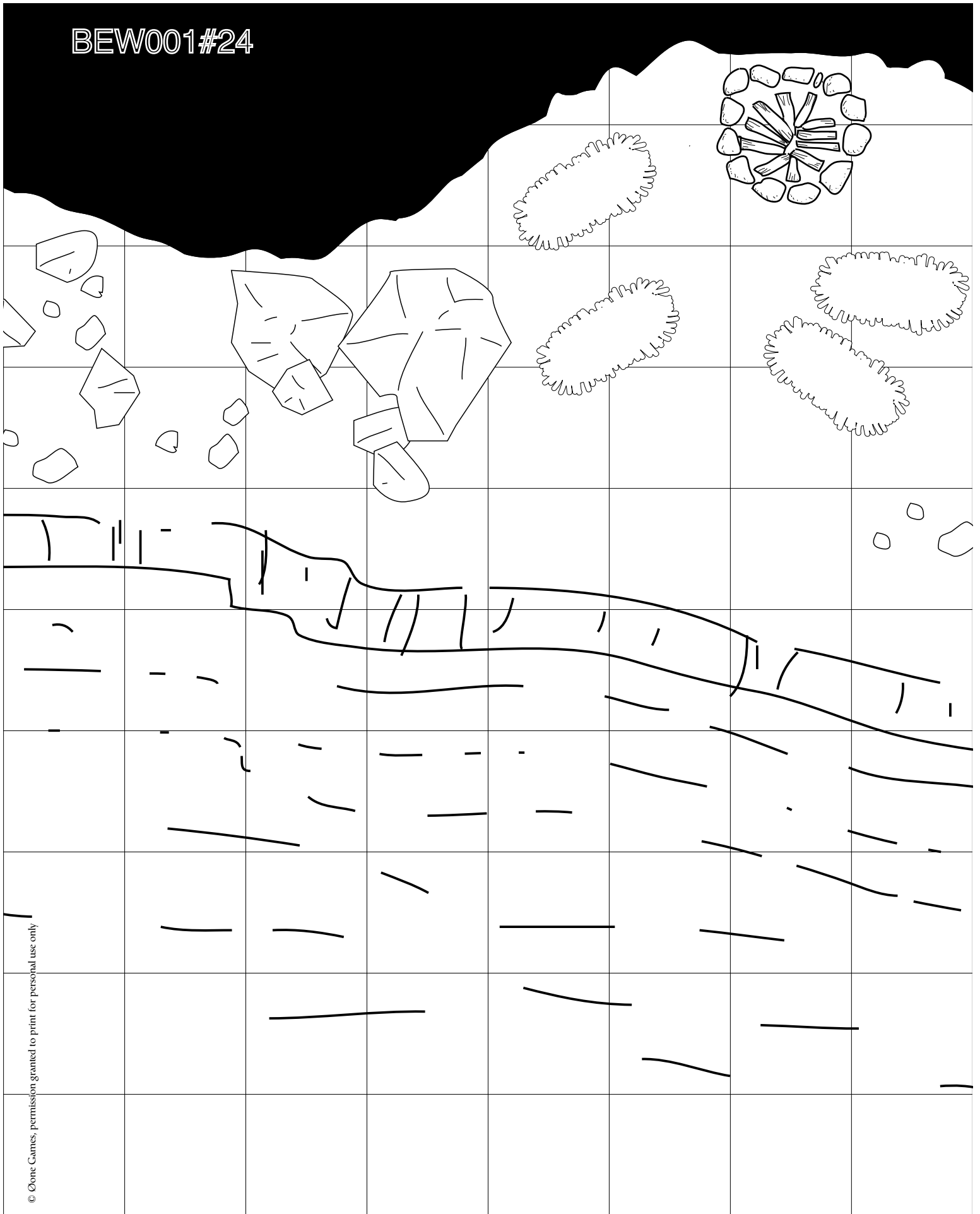
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BEW001#23



BEW001#24



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