

Øone's
BLACK & WHITE
**DUNGEON
OF TERROR #2**
ASSASSINS' BROTHERHOOD



www.ØoneGAMES.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.



Øone Roleplaying Games

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Øone's Black & White: Dungeon of Terror #2 Assassins' Brotherhood

Product Code: bew005. First edition 05/2009

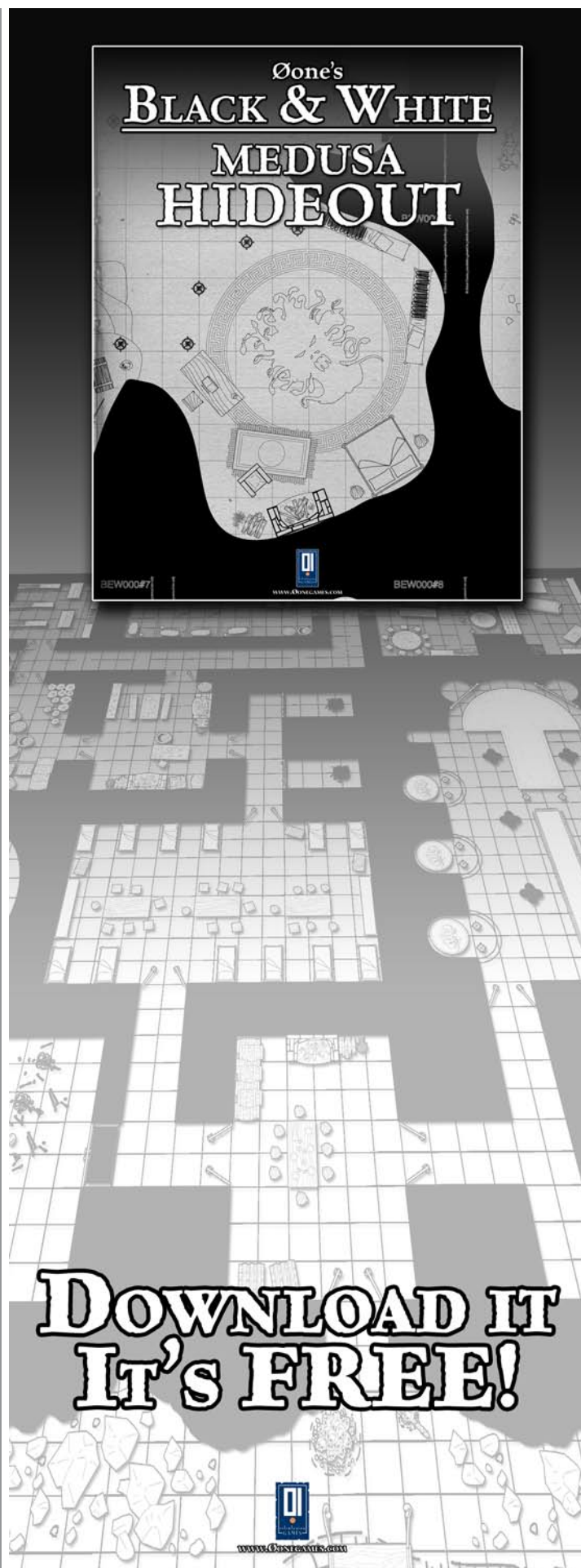
Design: Mario Barbati

2D drawings: Mario Barbati

Graphics: O'Bully

Software Engineer: Anna Fava

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DUNGEON OF TERROR#2

ASSASSINS' BROTHERHOOD

Welcome to **DUNGEON OF TERROR**, the largest dungeon ever tiled!

DUNGEON OF TERROR contains **164** rooms, **8** different zones (each one featured in a single product) and it's broken in **225** customizable tiles.

You can play **DUNGEON OF TERROR** as a whole dungeon or extract your favorite sub-dungeon (or even a single room or encounter area) to suit your campaign. If you're bold, you can lay down a massive **120x150** inches dungeon to play the most extended miniature-scaled dungeon crawl of the history!

The Story

The Dungeon of Terror was in origin an ancient mine, built by a now disappeared dwarven clan. It is said the dungeon was eventually conquered by an evil mage called Infidus the Black.

Infidus was mad, and he enjoyed filling the dungeon with all sort of magical devices and trying all sort of magical experiments. During his reign, no one dared to enter the Dungeon of Terror, since those who entered, never came out.

The dungeon remained unconquered until a single talented assassin managed to get past the dungeon defenses and penetrated the mad mage's sanctuary, down in the last level of the dungeon, killing him in the sleep.

Nobody knows the fate of the assassin. Someone speculates the assassin was crushed by the dungeon defenses while tried getting out, others say he became so rich to buy a whole reign and crowned himself king, some others say the mage became a lich and trapped the assassin for the eternity within the dungeon.

However, after Infidus death, the dungeon became target for new, evil inhabitants. Slowly, monsters moved into the magical halls breaking their defenses and looting their treasures. Most of the chambers remain actually unconquered and are known today as "The Mad Mage Chambers". (*Featured in Dungeon of Terror #3, #5 and #7*)

It is known that a feared orc tribe, worshipping the one-eyed god, dwells in the northernmost part of the dungeon. They are led by a cruel, black-skinned giant orc called Kruegdoor. (*Featured in Dungeon of Terror #1*)

The northwestern part of the dungeon was claimed a brotherhood of assassins. The assassins made there their hideout and perform all sort of evil and illegal activities, including slavery, torture and worse. (*Featured in Dungeon of Terror #2*).

Featuring one of the two entrances to the Dungeon, on the west side you can find an area called The Maze. It is said that the spirit of a powerful minotaur, once enslaved by Infidus, roams this labyrinth. (*Featured in Dungeon of Terror #4*)

Just south of the other entrance on the east side of the dungeon an undead area is found. This is the domain of Alserlak the Lich and of his wife Varlania the Vampire, said to keep a "secret written in the books". The powerful couple has legions of undead at their orders and rarely other inhabitants of the dungeon dare to enter their rotten halls. (*Featured in Dungeon of Terror #6*)

In the southeast part of the dungeon there are natural cavern, which maybe existed before the dwarven colonization. Occasionally these caverns are visited by a band of smugglers and clandestine brewers who settled there their brewery. It is said the underground lake is also the home of a ferocious aquatic troll. (*Featured in Dungeon of Terror #8*)

Assassins' Brotherhood

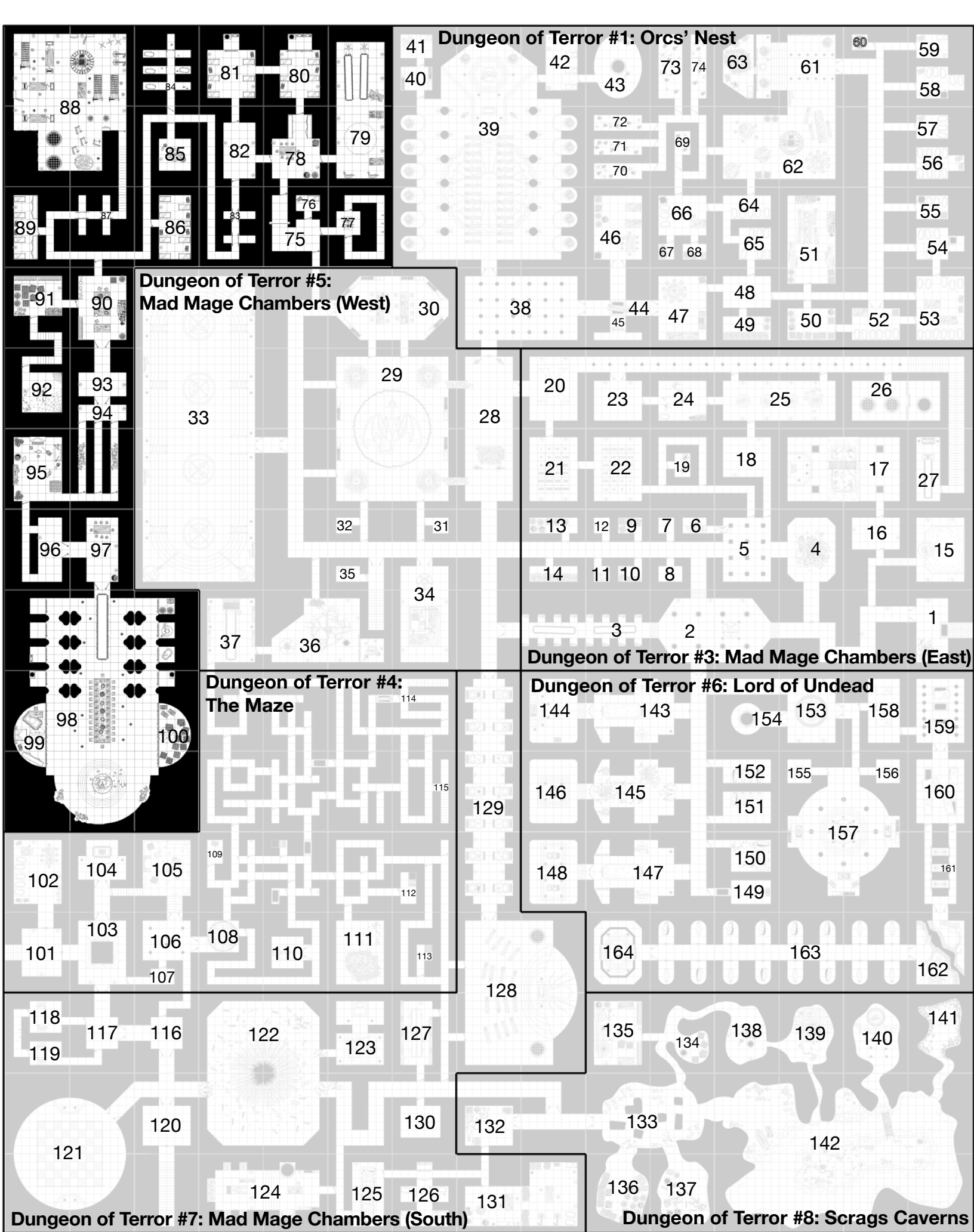
Shine claims to be the reincarnation of the assassin who killed Infidus the Black. Shine says he's gifted and imbued with the power of Necronica, the dark goddess of the assassins. Shine is mad, and also he's the uncontested head of the Assassins' Brotherhood. Any one, for any reason who dares to contest Shine's authority is immediately put to death, usually the unlucky dies after many hours of torture and pain.

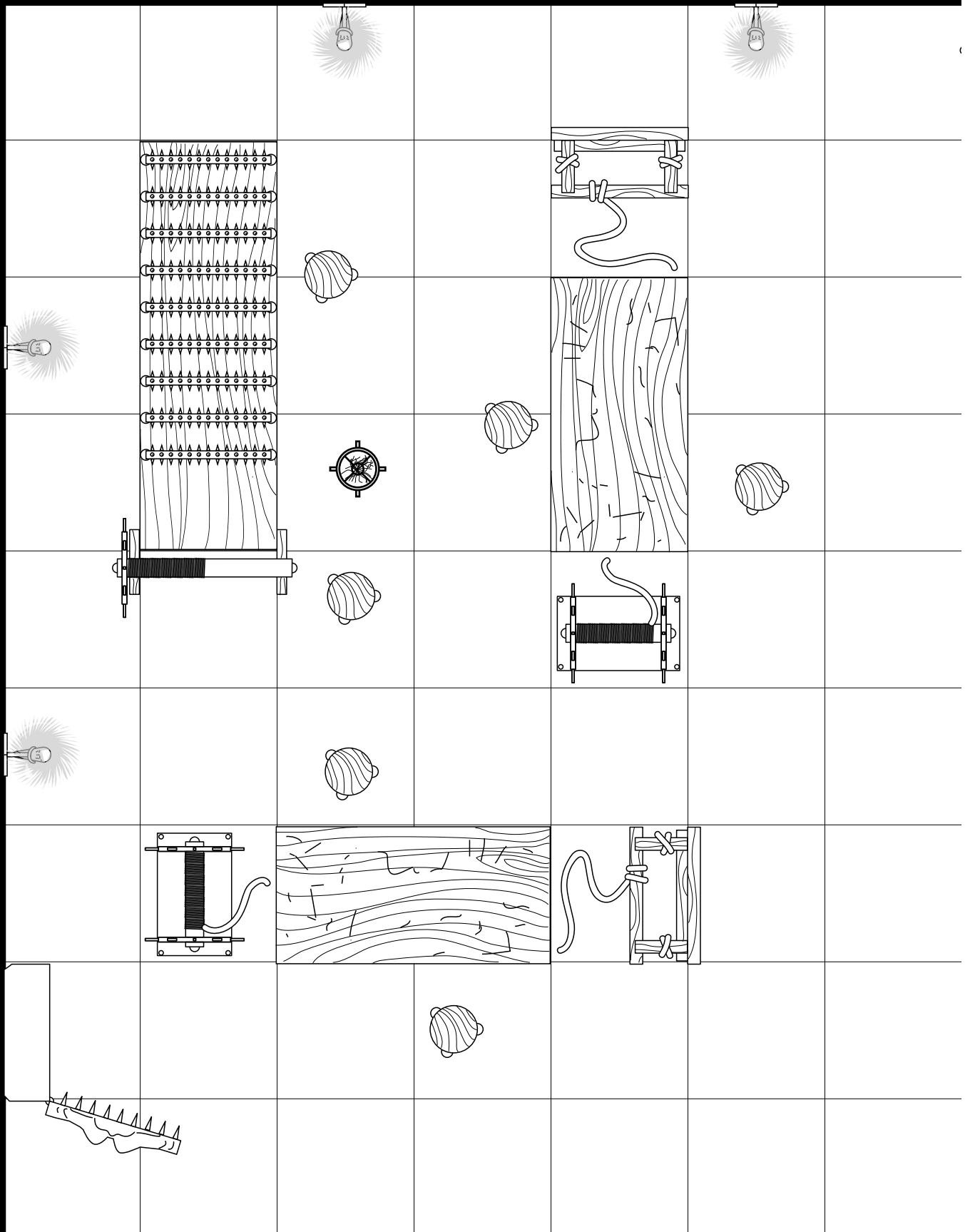
Shine is mad, but also he's a genius. His dark plots bring wealthy and prestige to his brotherhood which has begun one of the most paid and wanted brotherhood of the country. The brotherhood not only performs impossible murders, but also kidnap people if tasked to do so. Usually kidnapped people are not-to-be-seen again individuals, such as illegitimate sons of kings or people who just seen too much. The Shine's lieutenant is a tall and slender woman called Zandaria. Zan, for the friends loves to play with poisons. It is said she's almost immune to any kind of known poison. Zan commands and trains the crew in the subtle art of assassination and the bad guys love her. Also she's the sole person capable to settle down the strokes of madness that often affect Shine.

The brotherhood dungeon is perfectly equipped for surviving to a siege, should they be ever discovered and also has a lot of facilities helping the assassins jobs such as a forge to make assassins special tools, a training room, cells and a very large torture chamber. The hearth of Shine's dungeon is the banquet hall, an old temple devoted to an unknown orchish deity now converted to pleasure hall. Someone speculates Shine went mad after touching the grim statue in the temple.

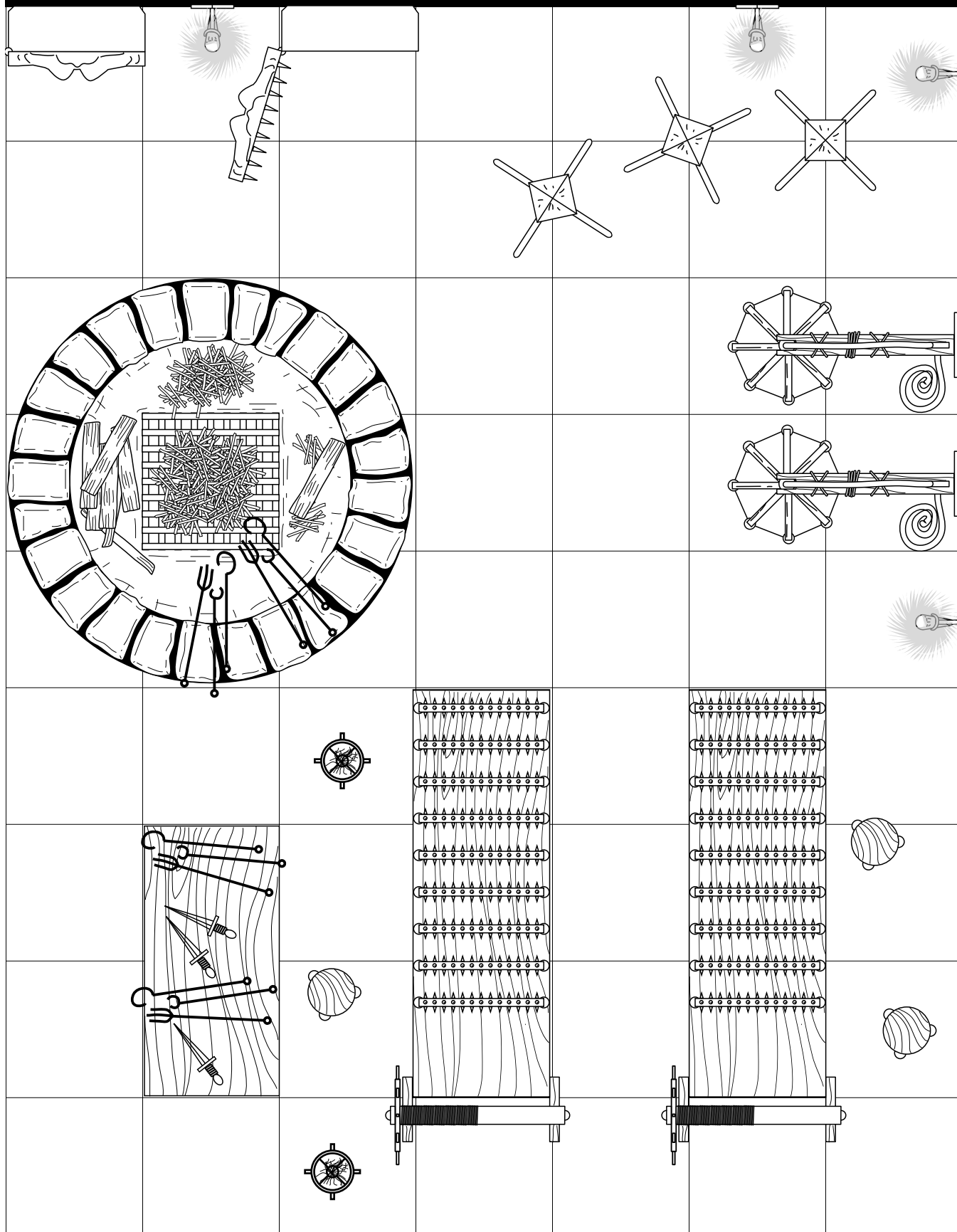
Assassins' Brotherhood Rooms

75. Entrance with portcullis (Tile #35)
76. Guardpost (Tile #35)
77. Winch (Tile #36)
78. Guard room (Tile #20)
79. Training room and gym (Tiles #6, 21)
80. Common Bedroom (Tile #5)
81. Common Bedroom (Tile #4)
82. Empty (Tile #19)
83. Ambush site (Tile #34)
84. Jail (Tile #3)
85. Well (Tile #18)
86. Common Bedroom (Tile #33)
87. Ambush site (Tile #32)
88. Torture Chamber (Tiles #1, 2, 16, 17)
89. Common Bedroom (Tile #31)
90. Kitchen (Tile #47)
91. Larder (Tile #46)
92. Lair of Ick the garbage-eater (Tile #61)
93. Empty (Tile #62)
94. Chamber of the Test (Tile #62)
95. Forge (Tile #76)
96. Empty (Tile #91)
97. Guardpost (Tile #92)
98. Banquet hall (Tiles #106, 107, 108, 121, 122, 123, 136, 137, 138)
99. Shine and Zen bedchamber (Tiles #121, 136)
100. Treasure storage (Tiles #123, 138)

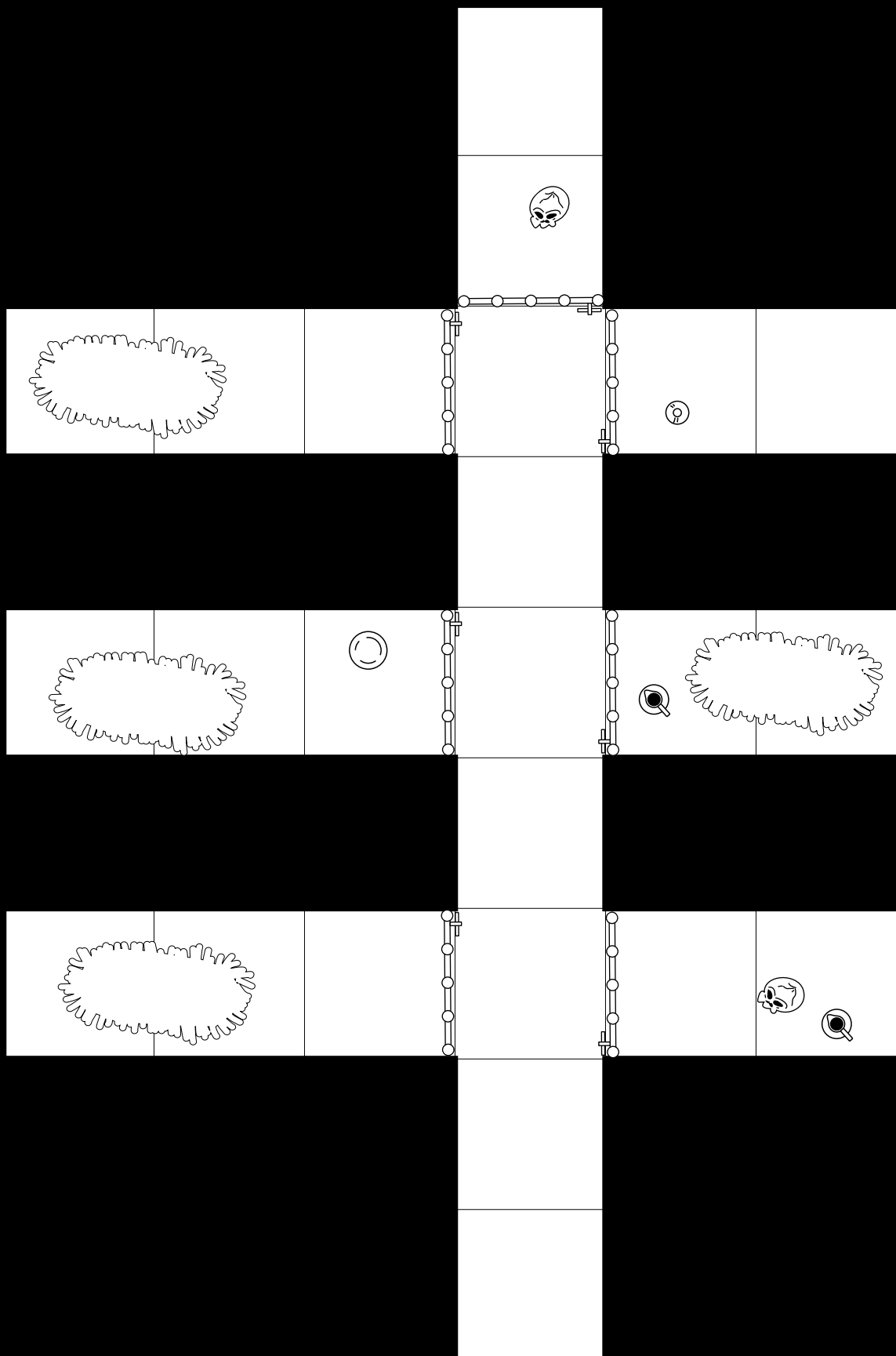




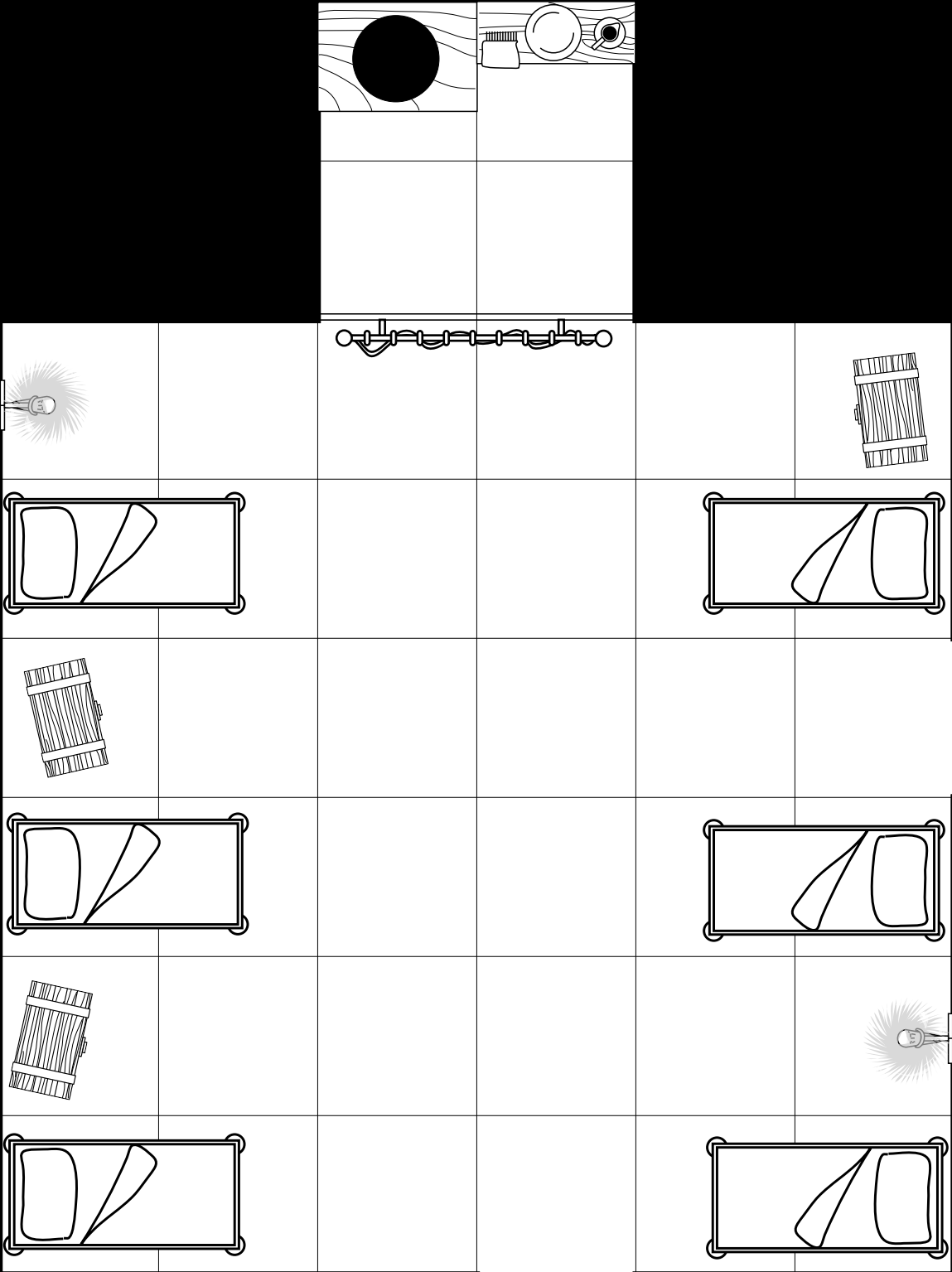
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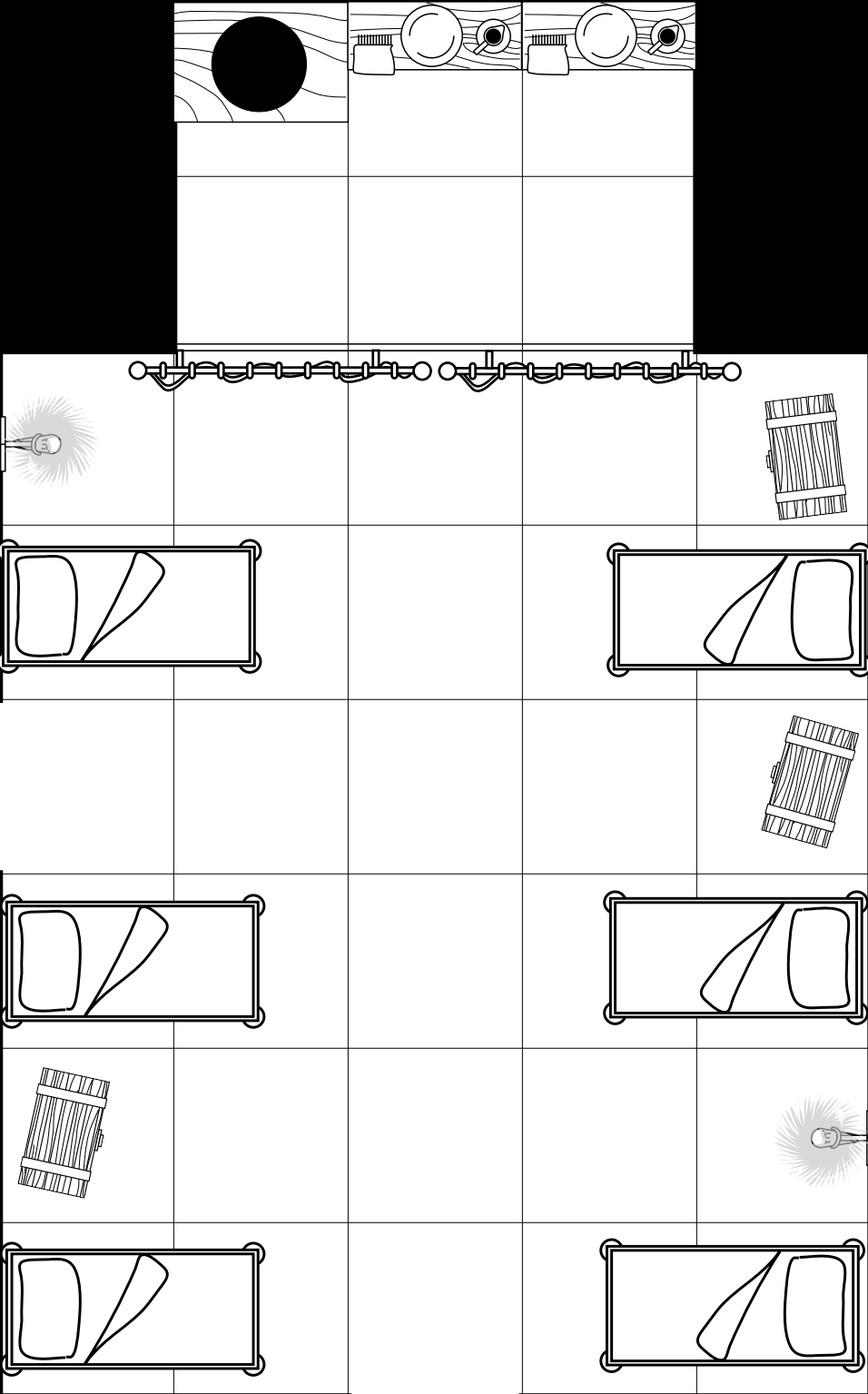
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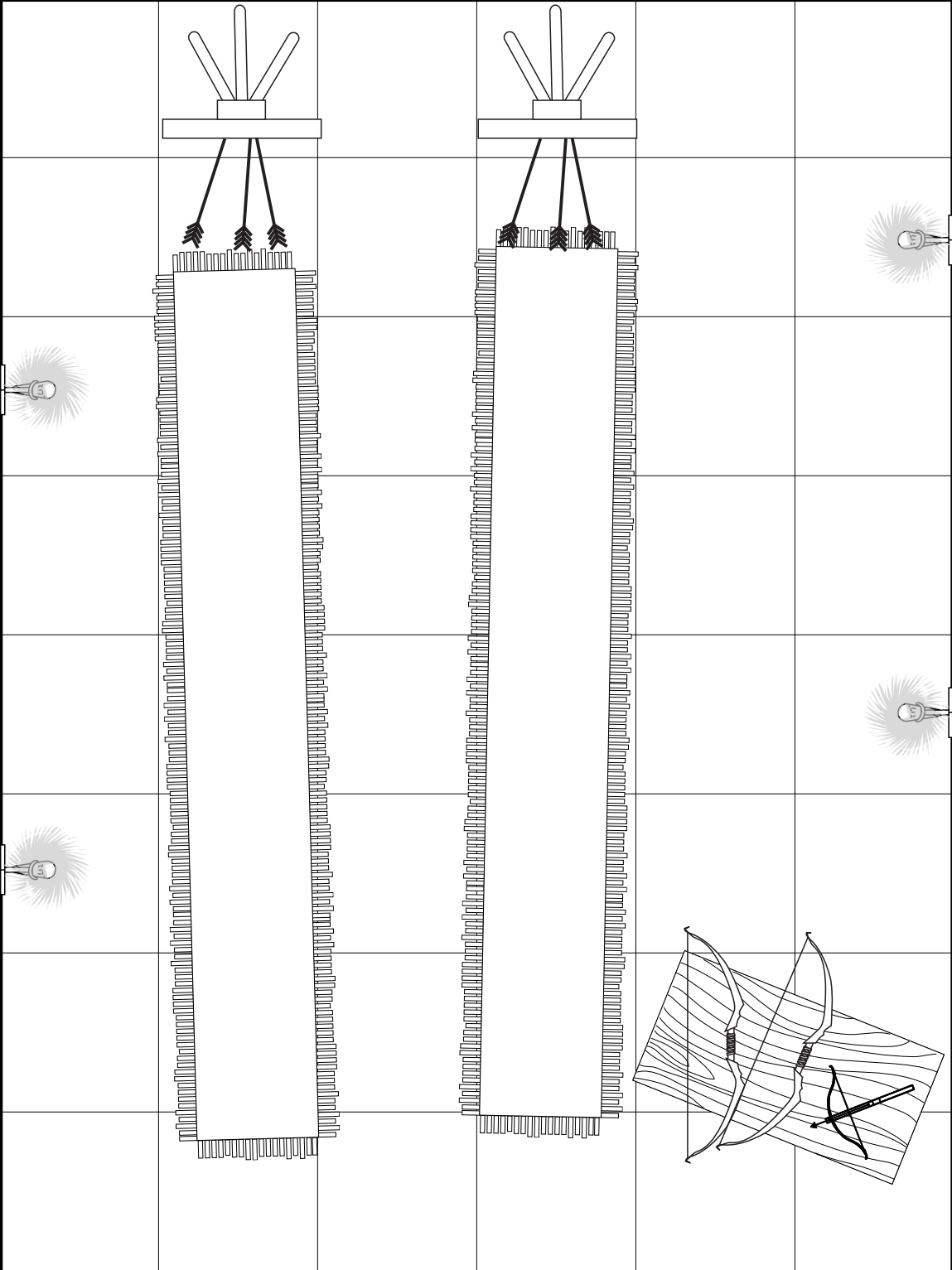
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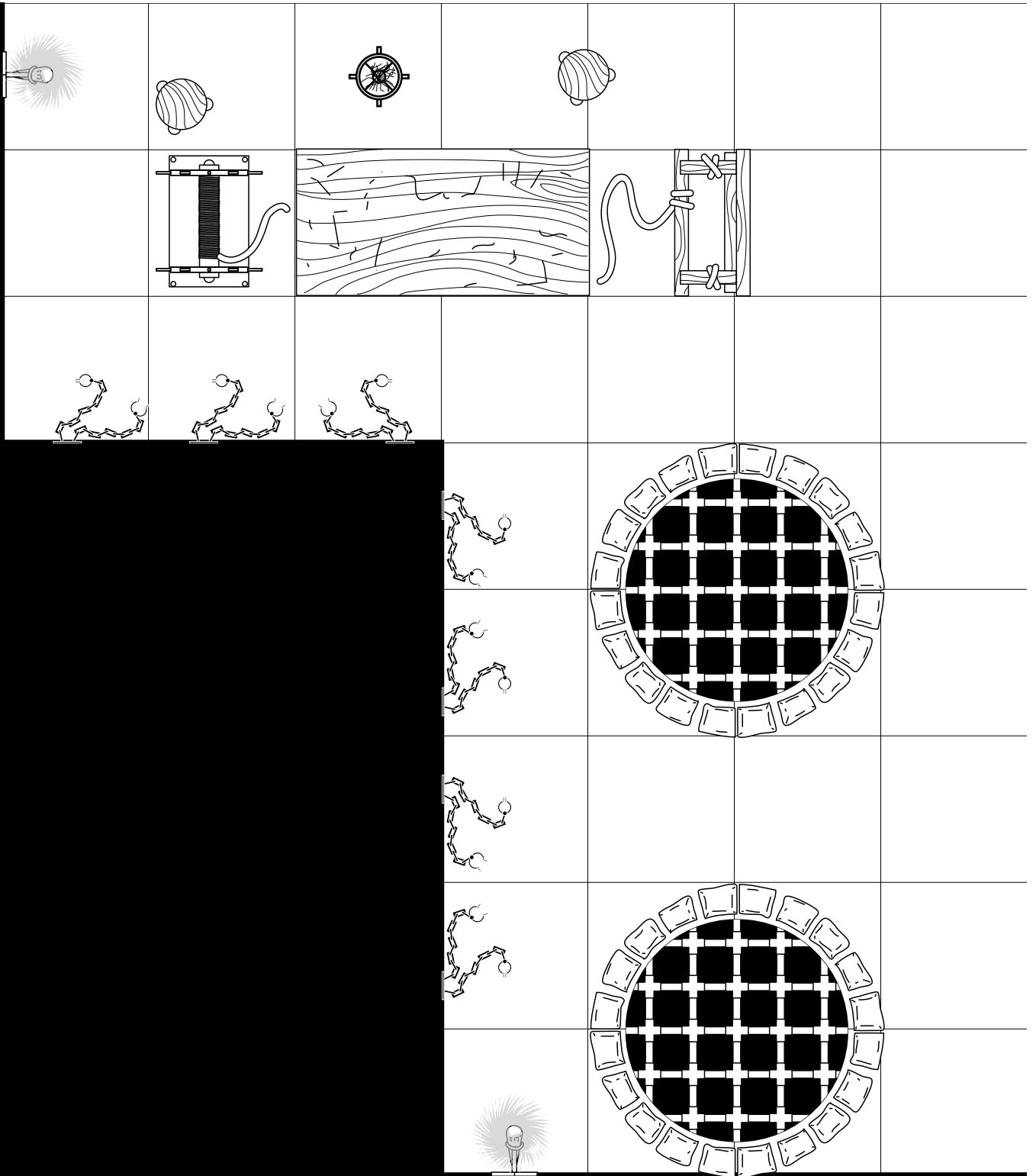


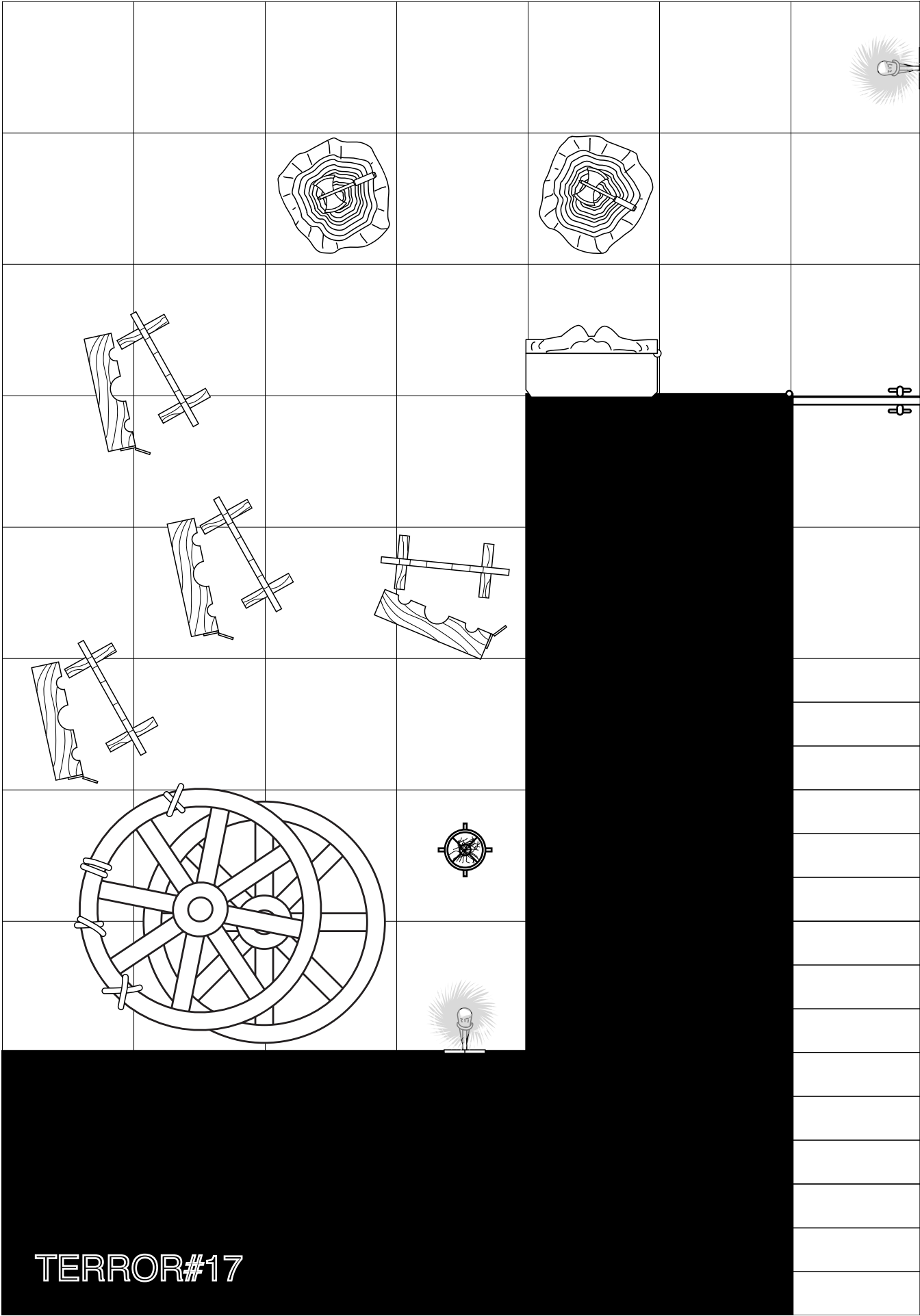
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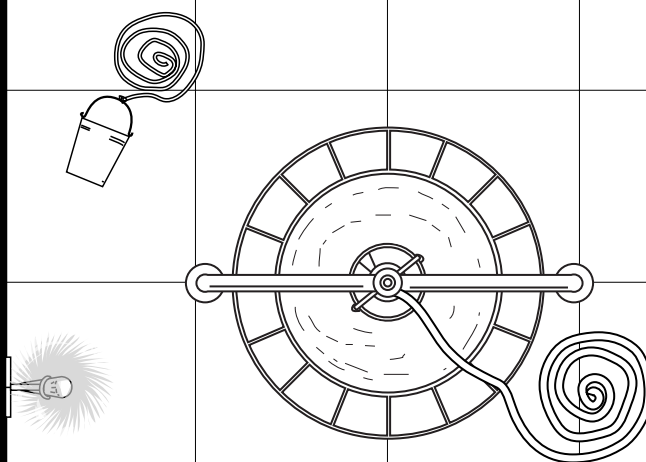


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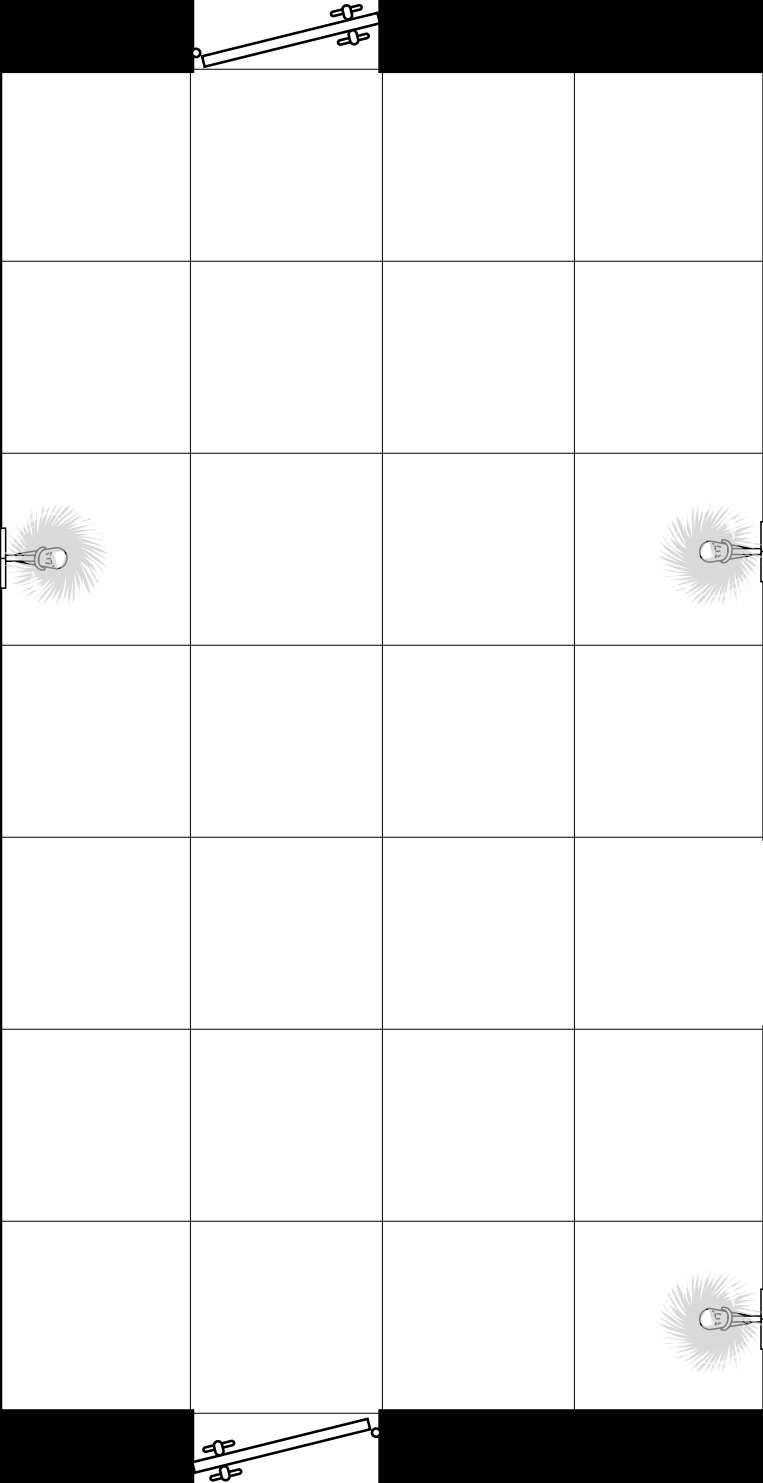




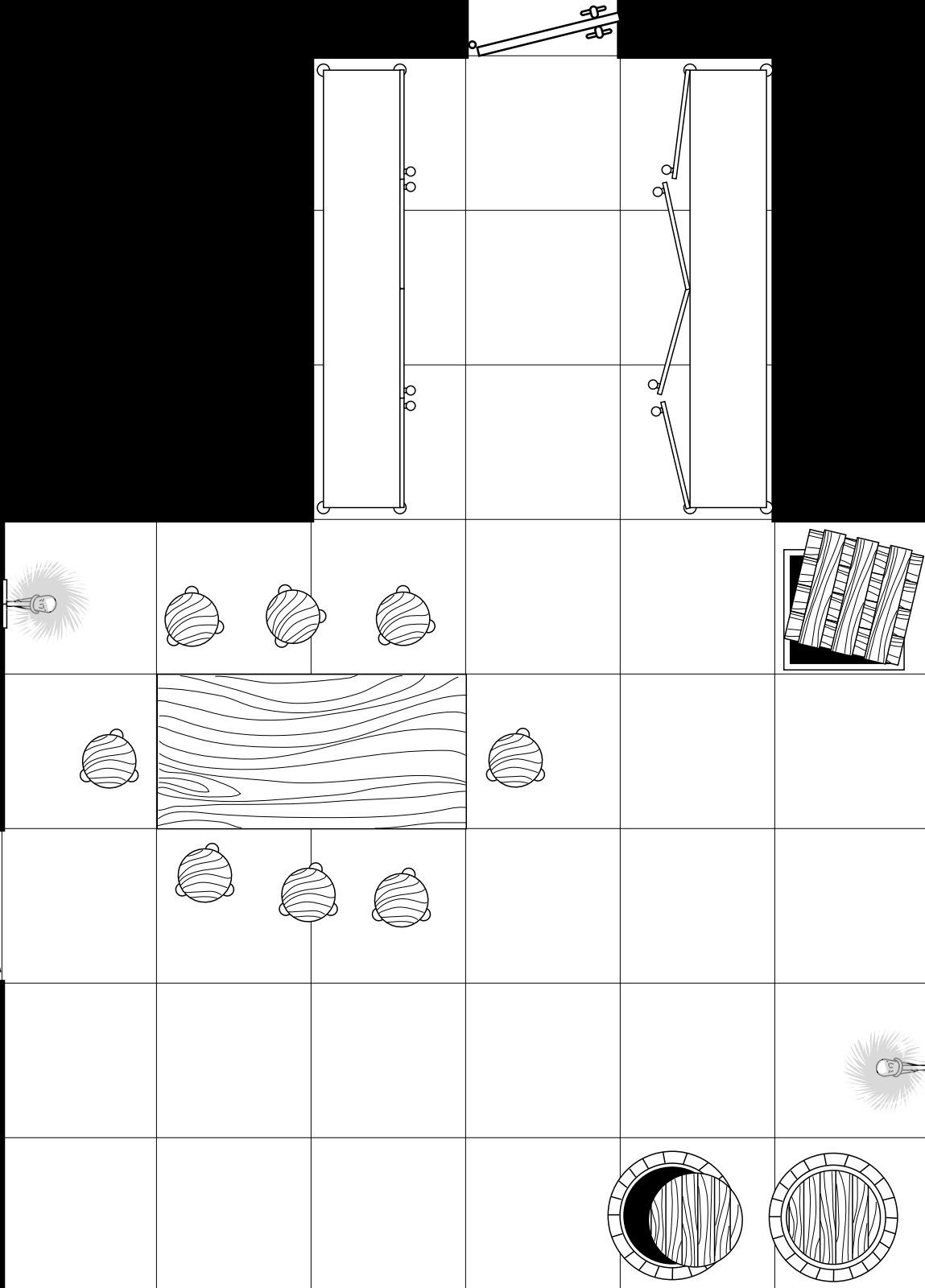


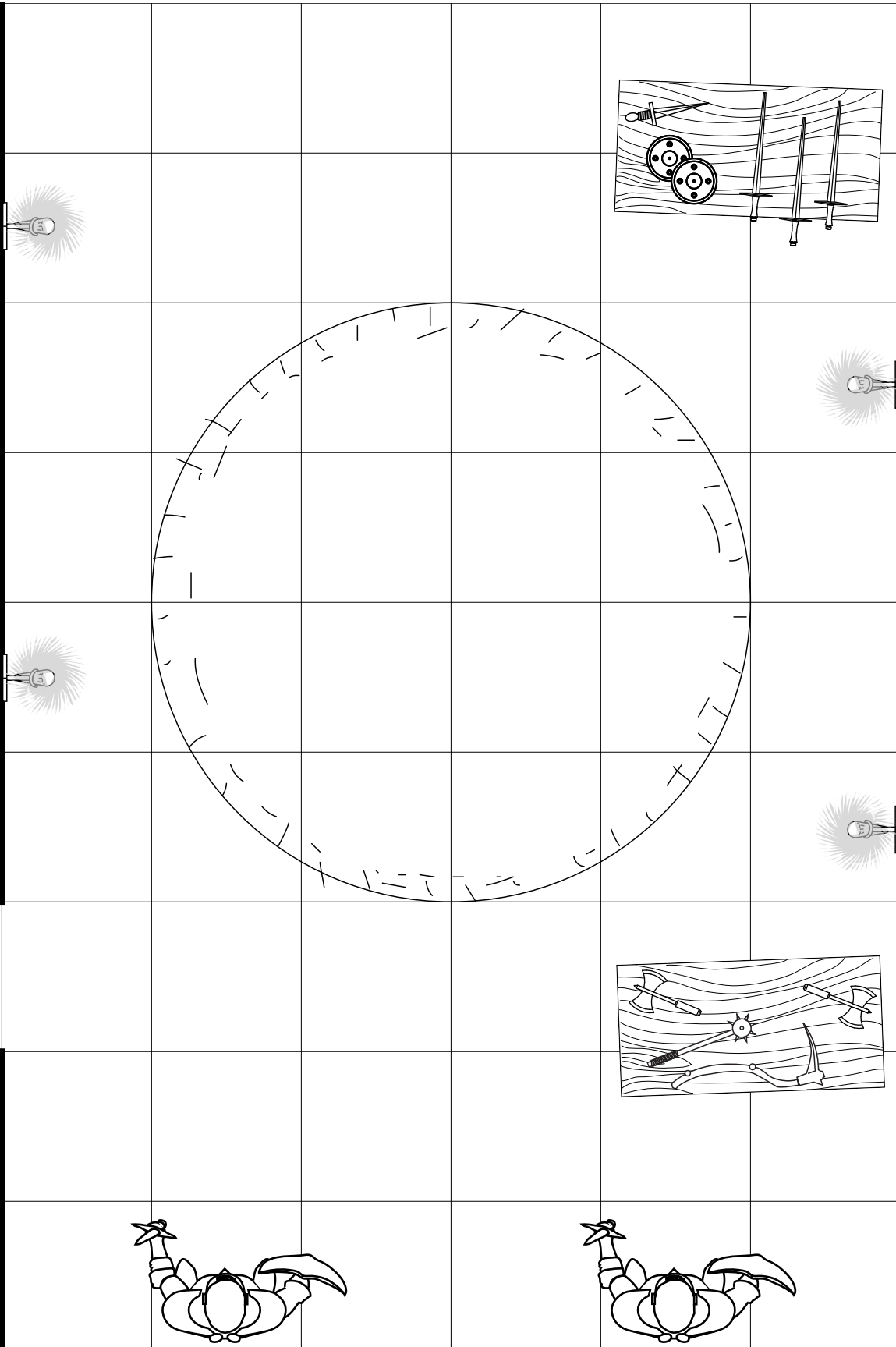


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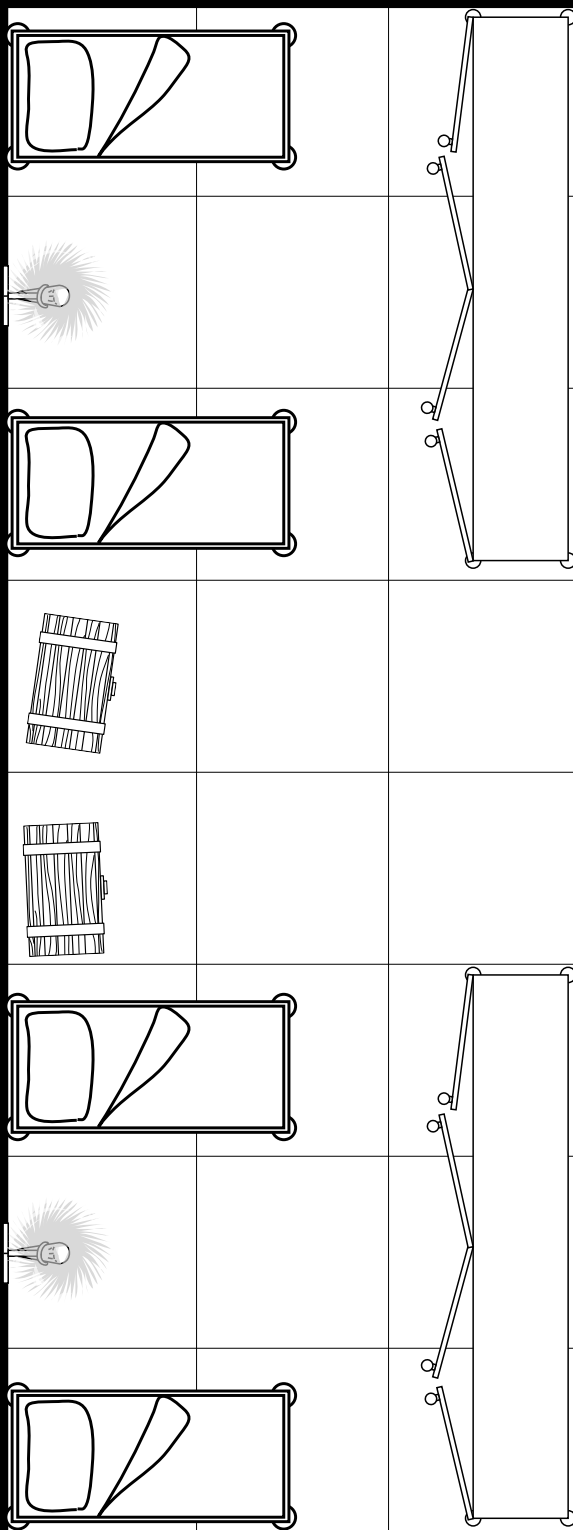


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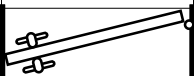
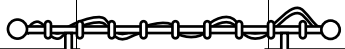
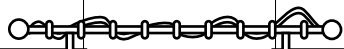
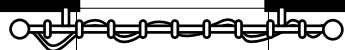
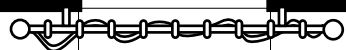




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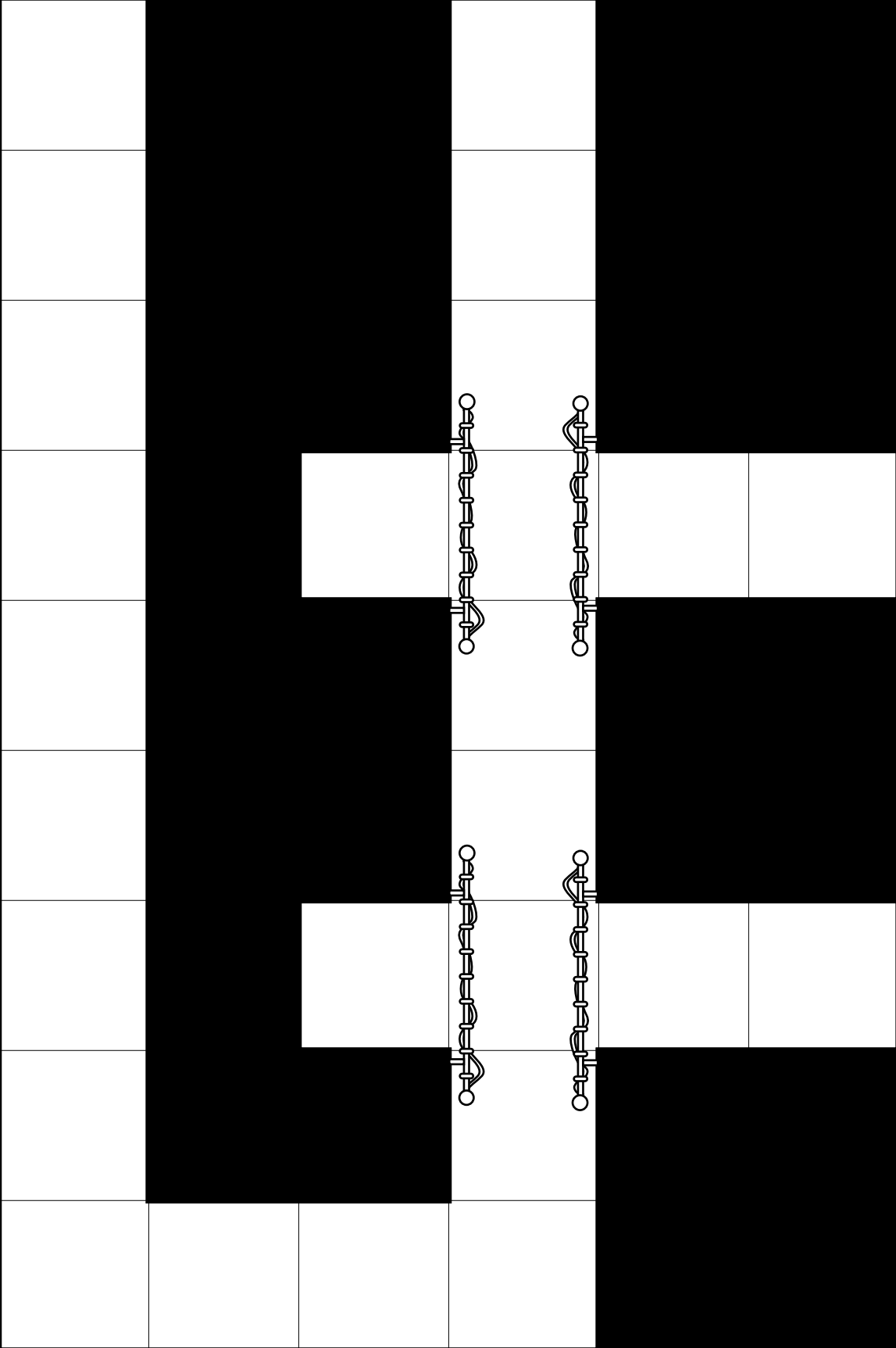
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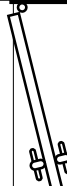
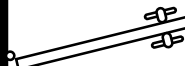
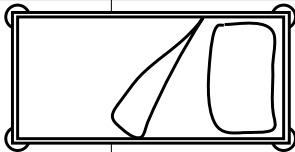
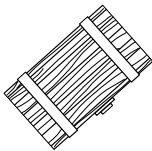
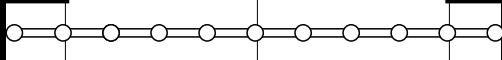


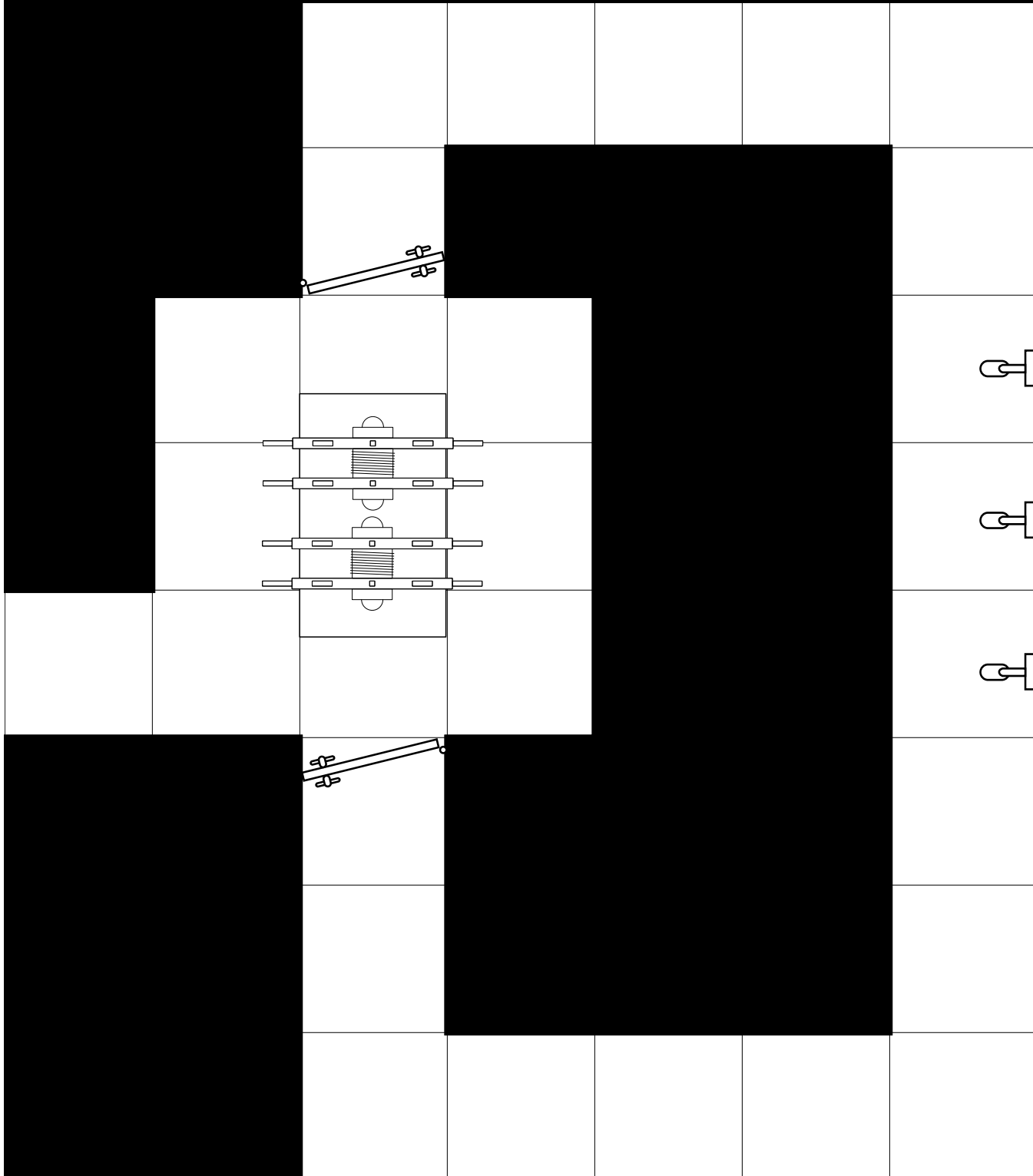
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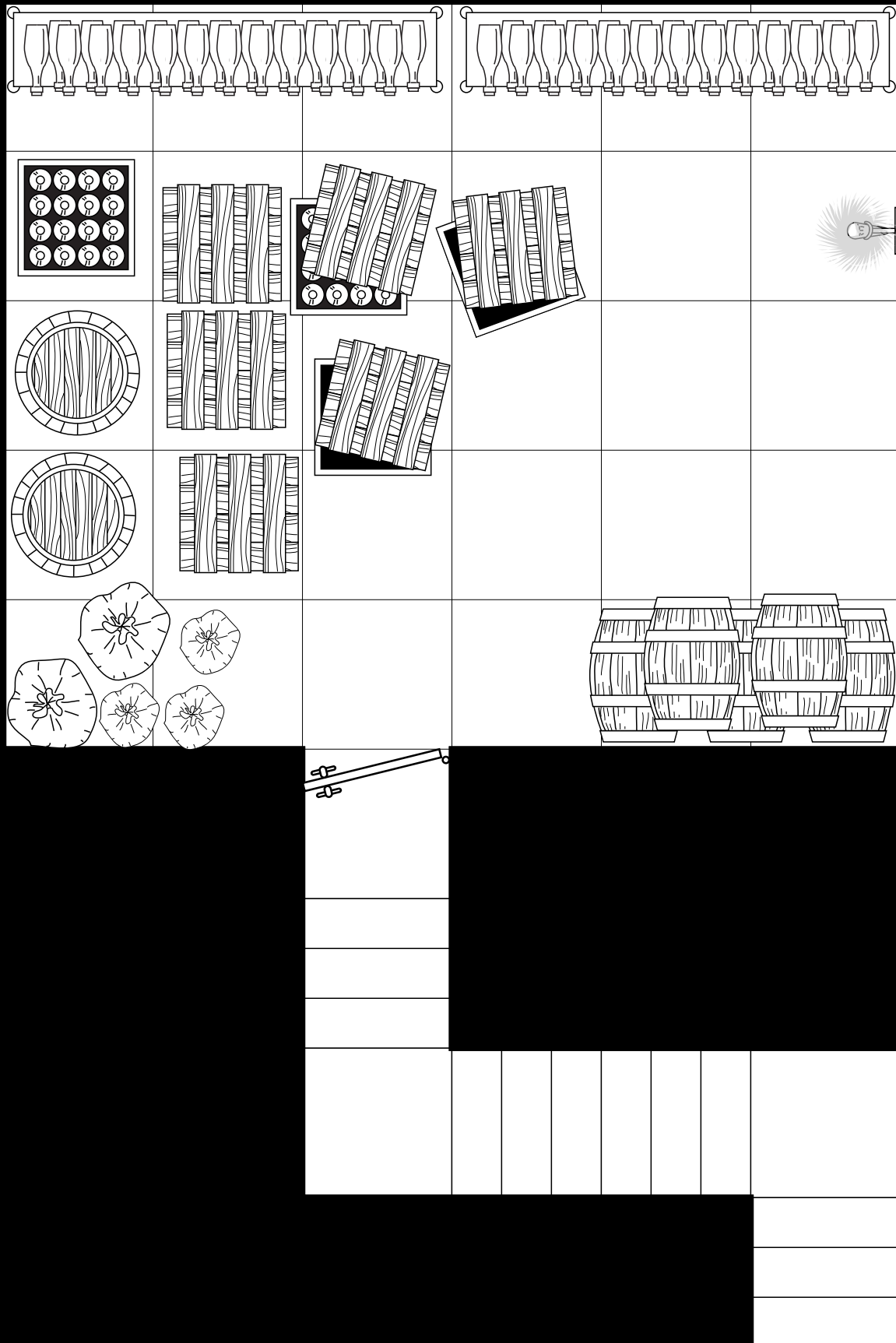
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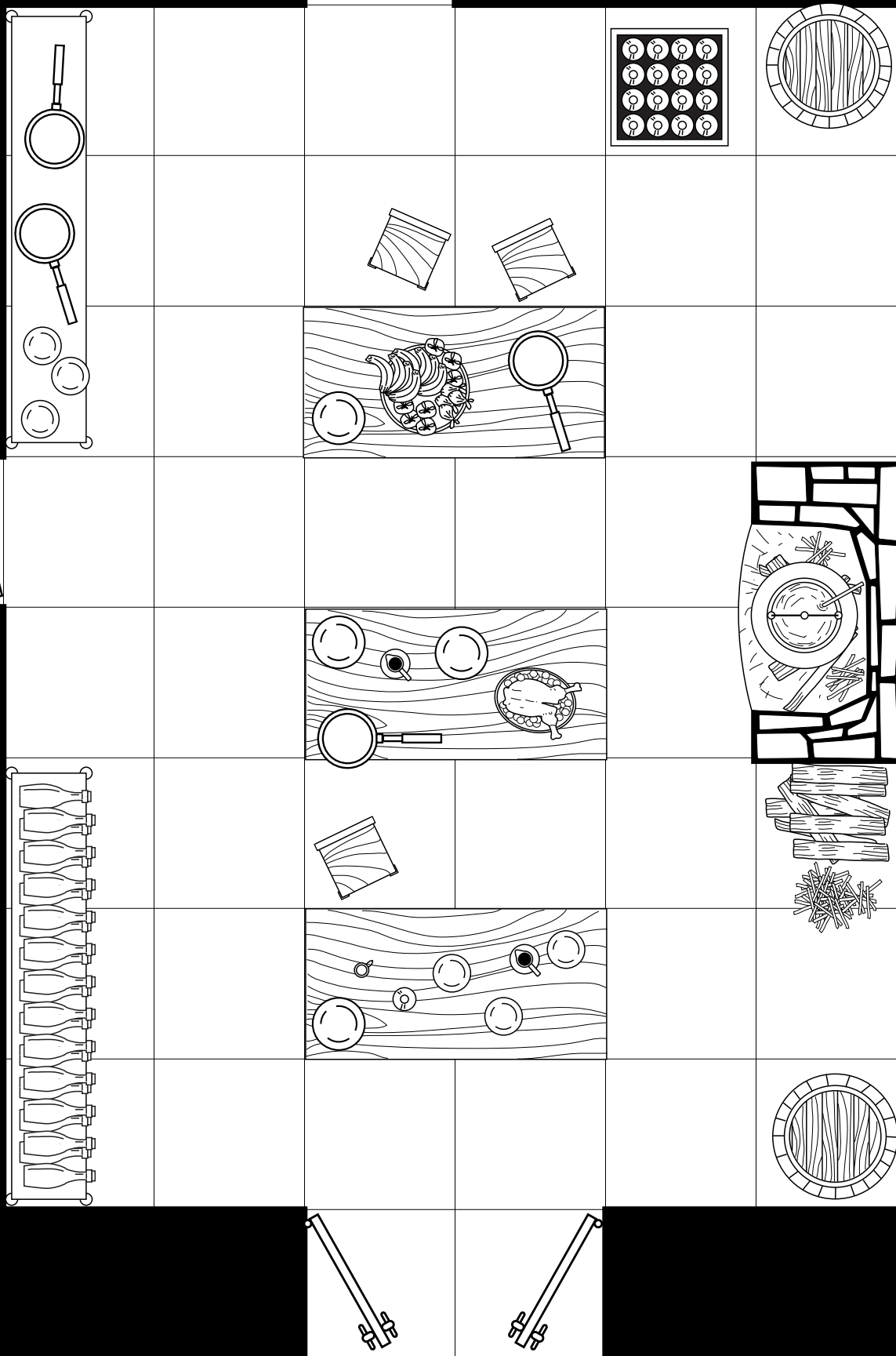


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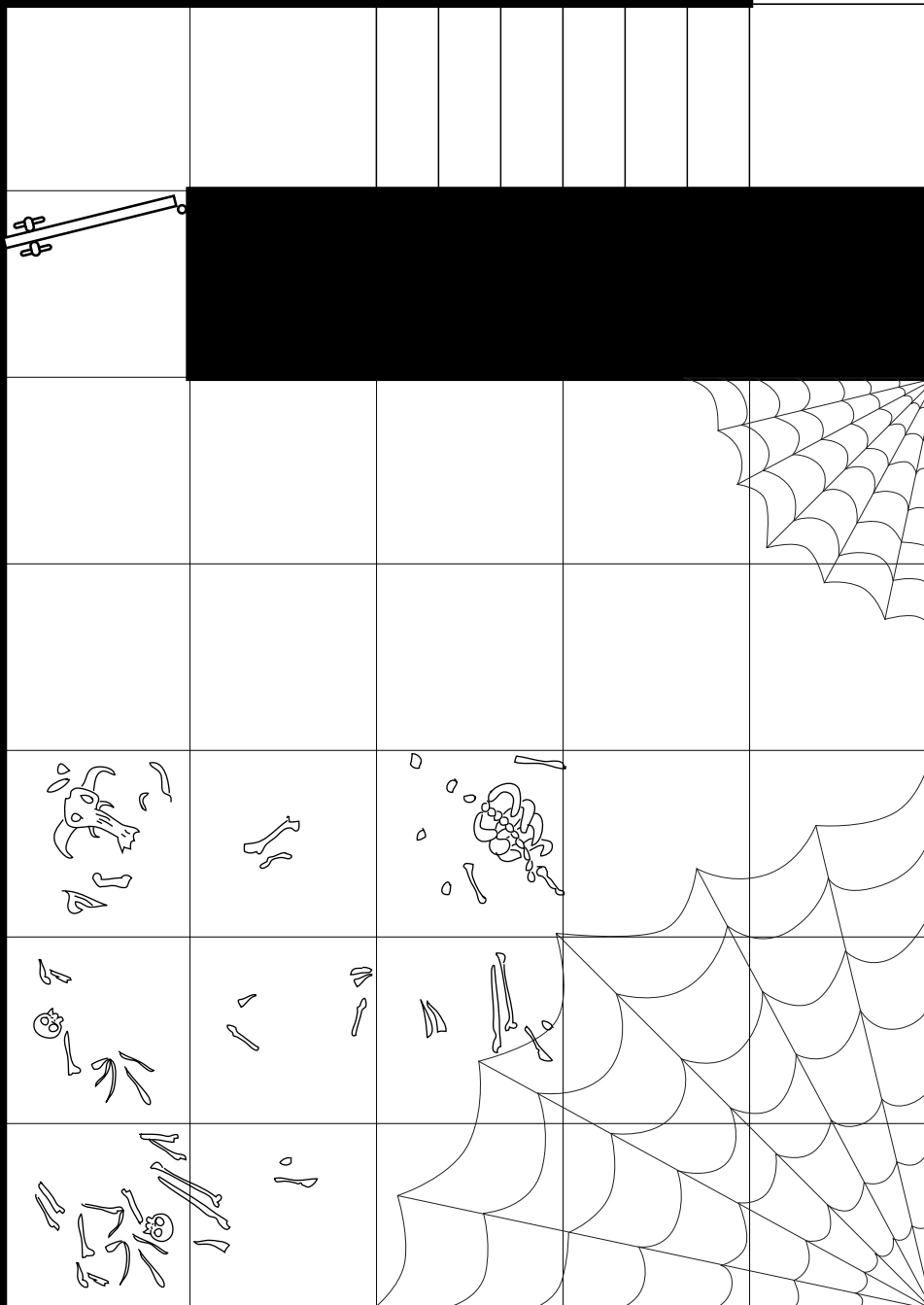
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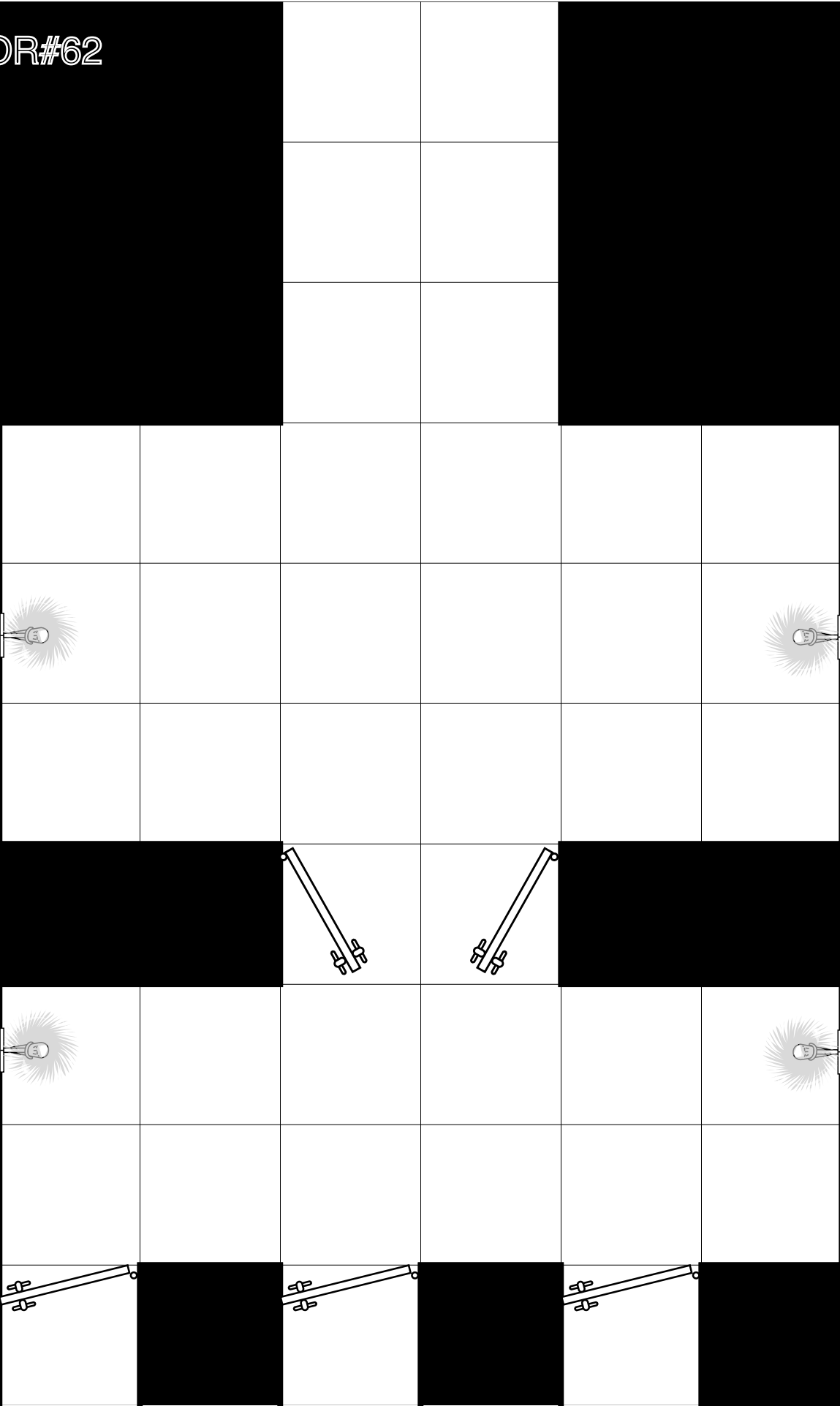
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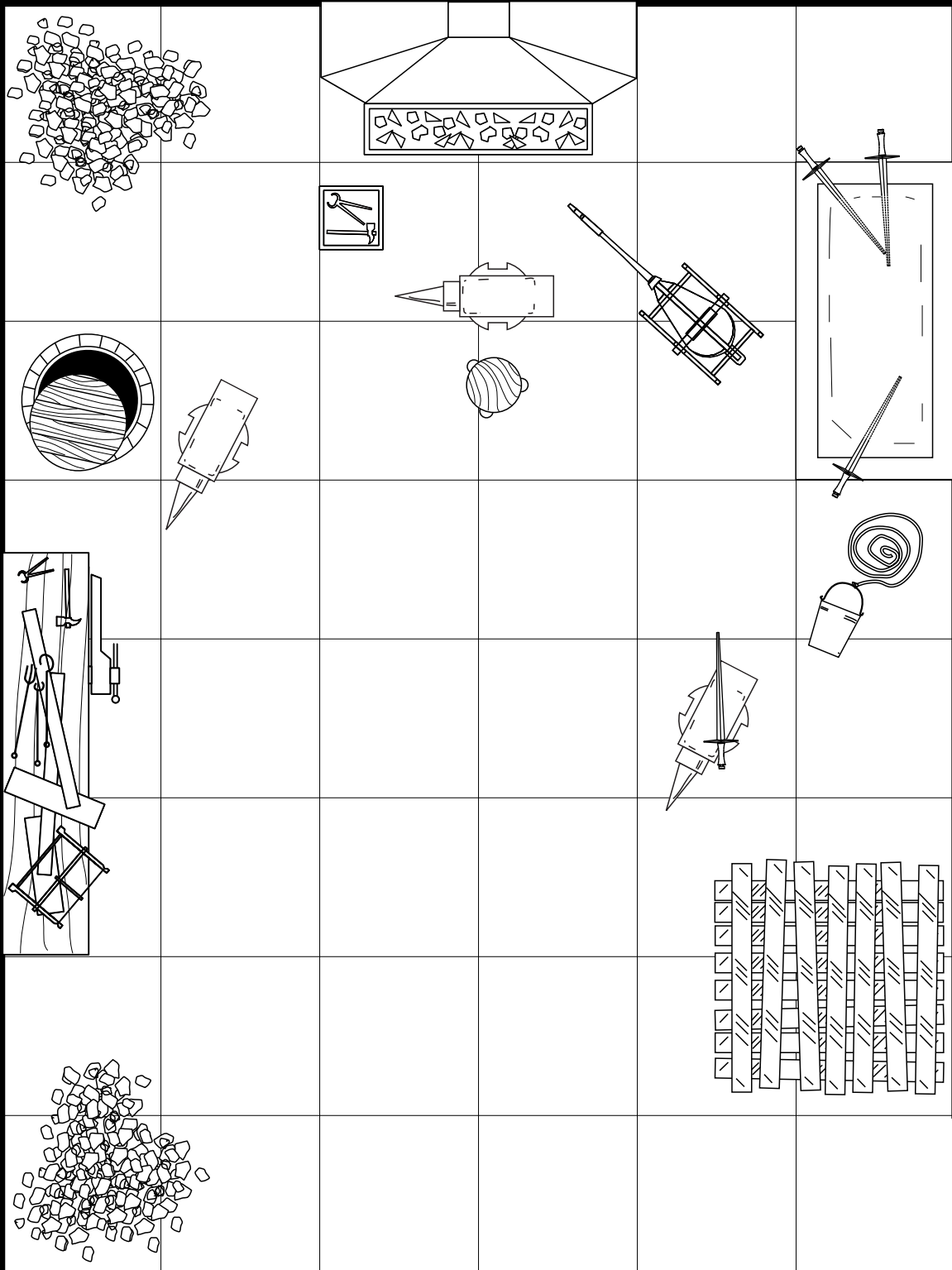
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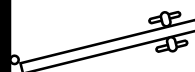
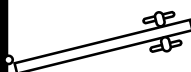
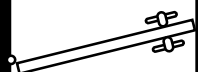
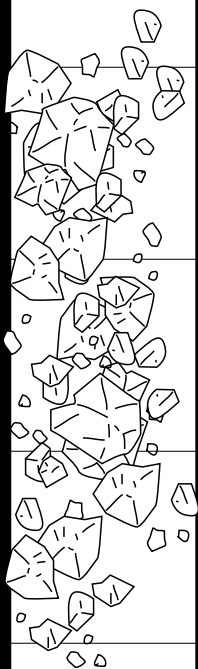


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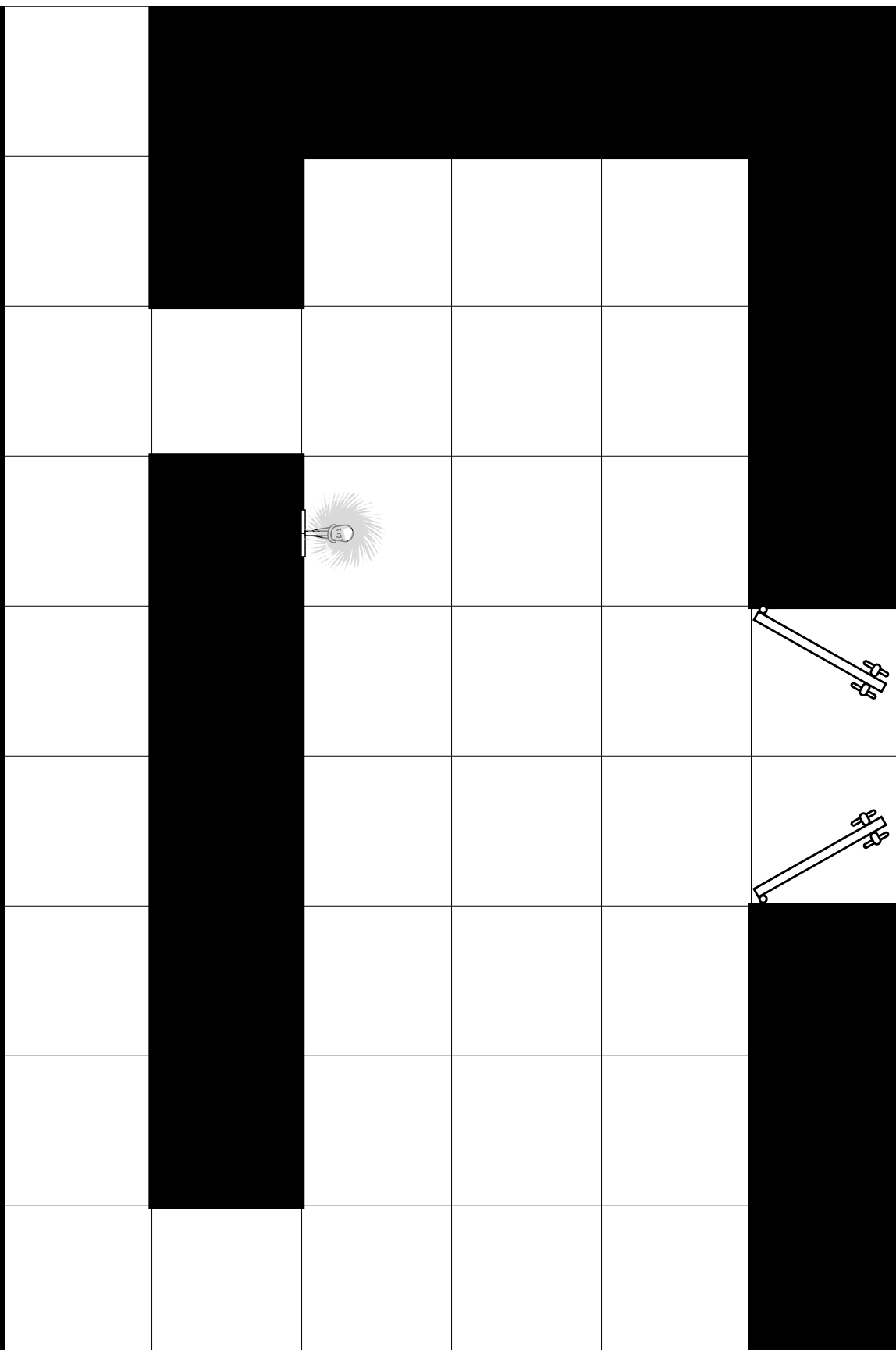


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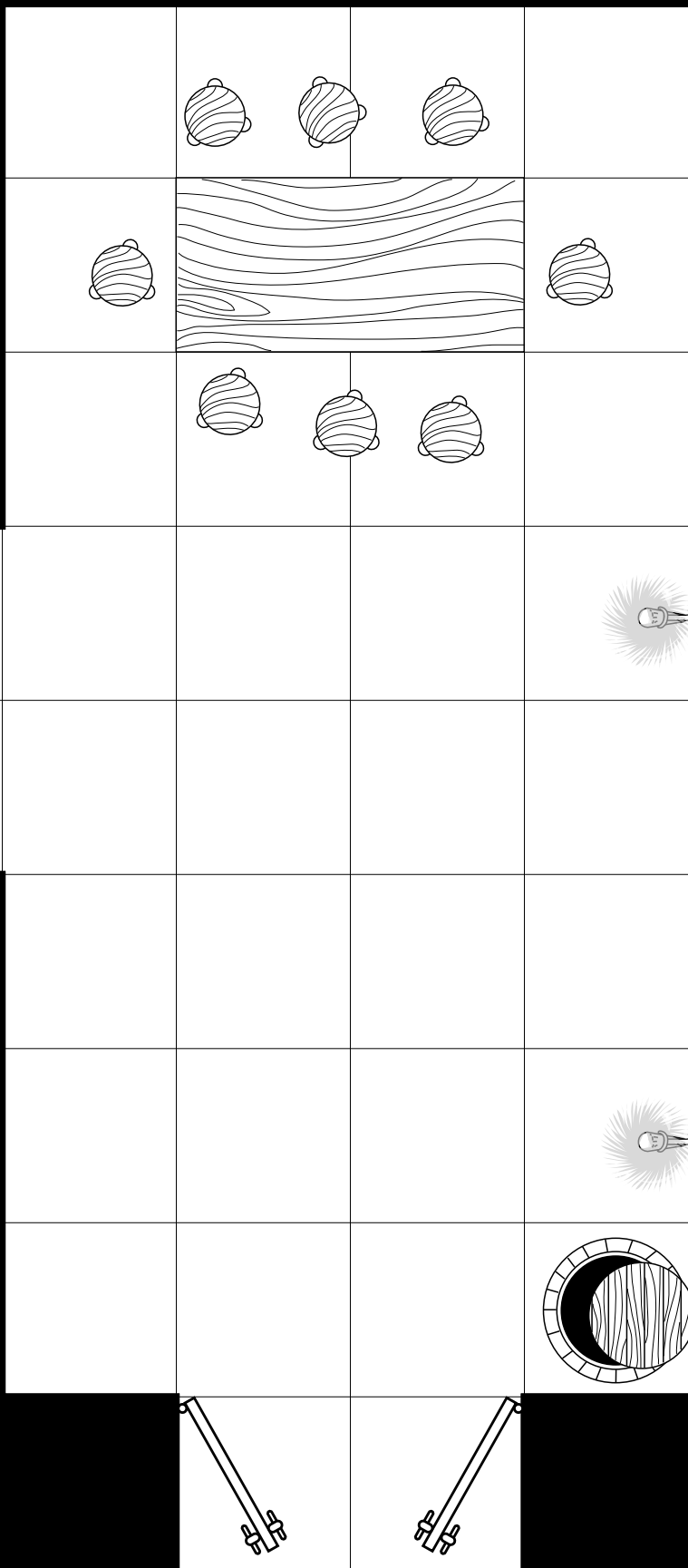




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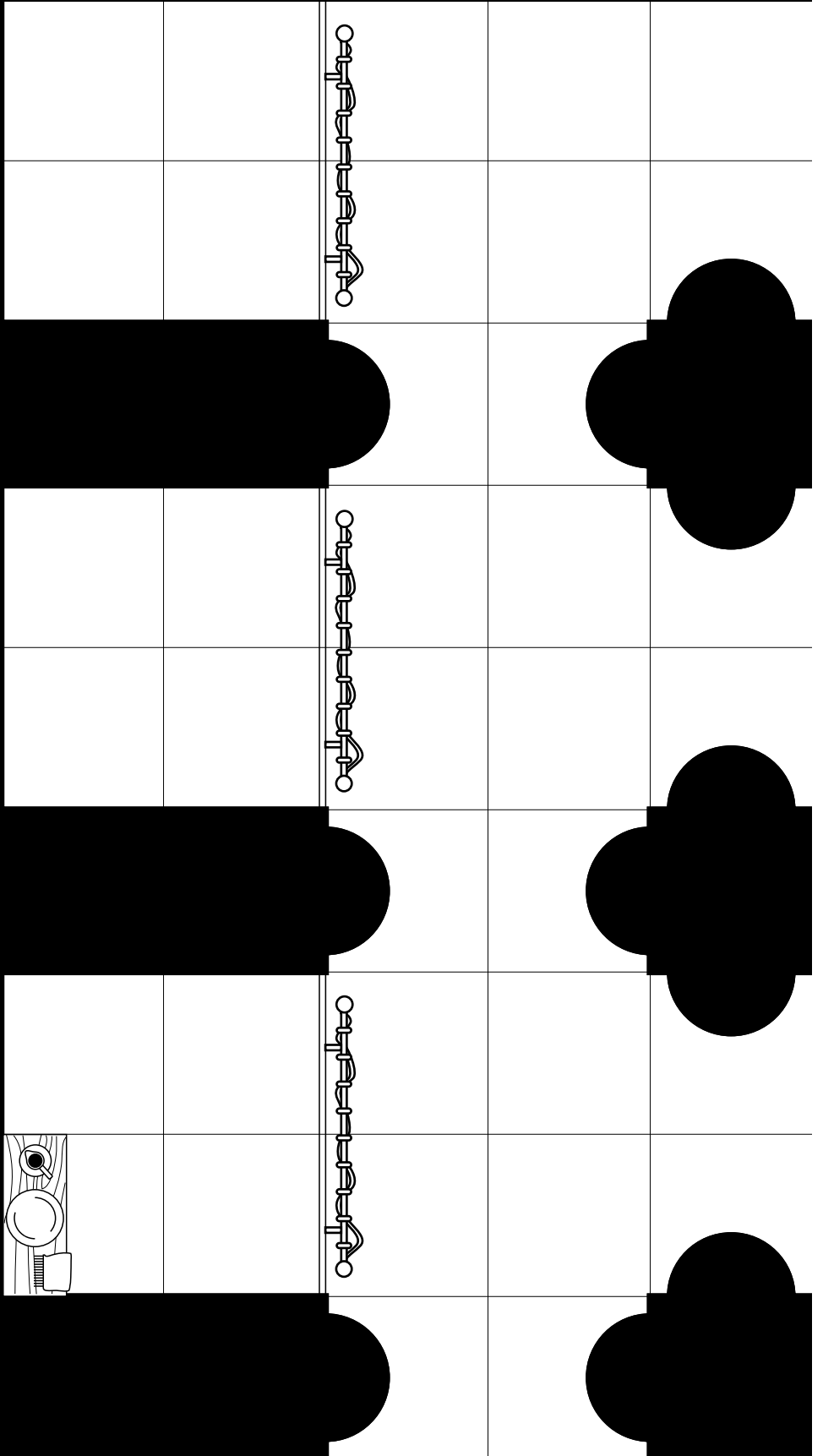


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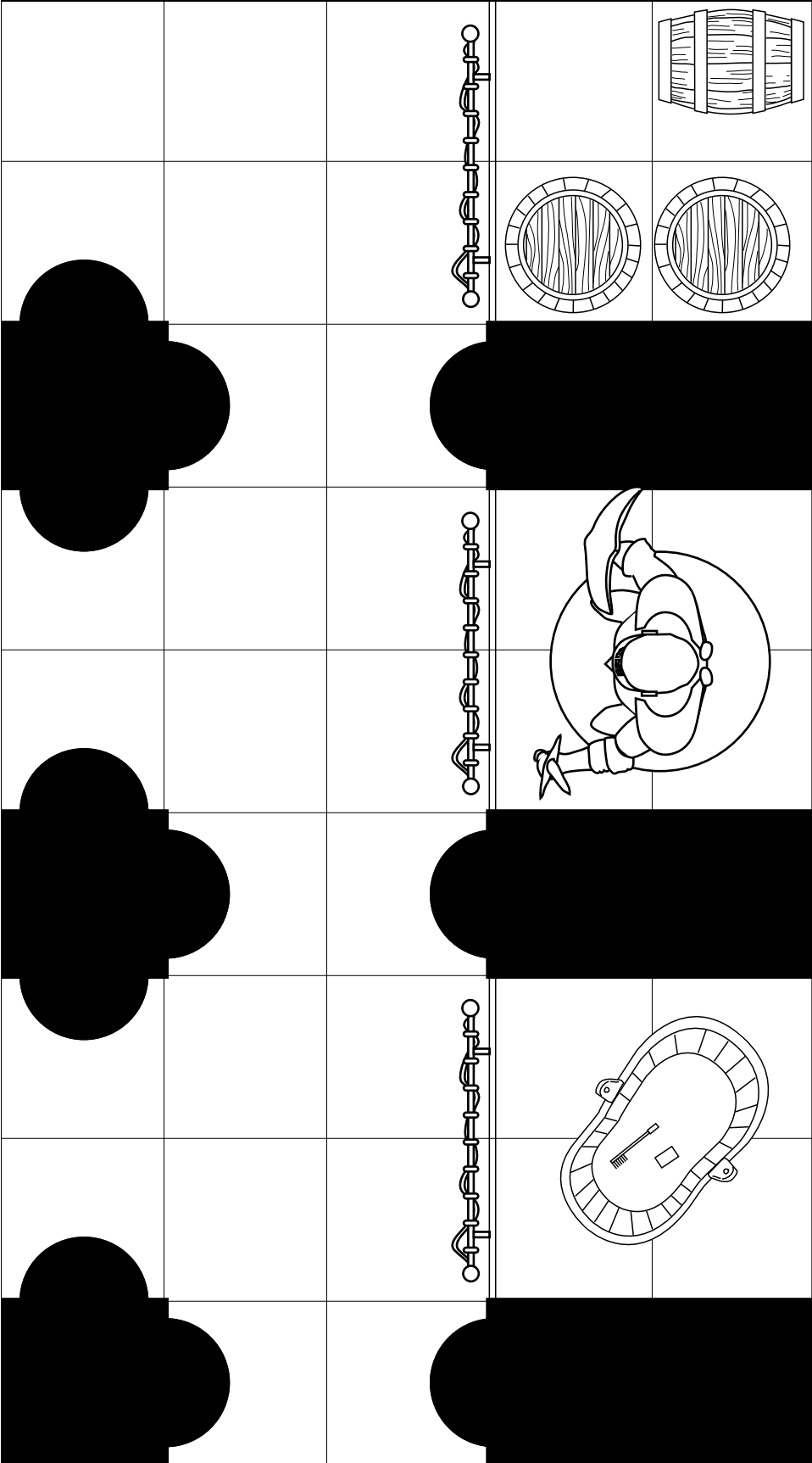


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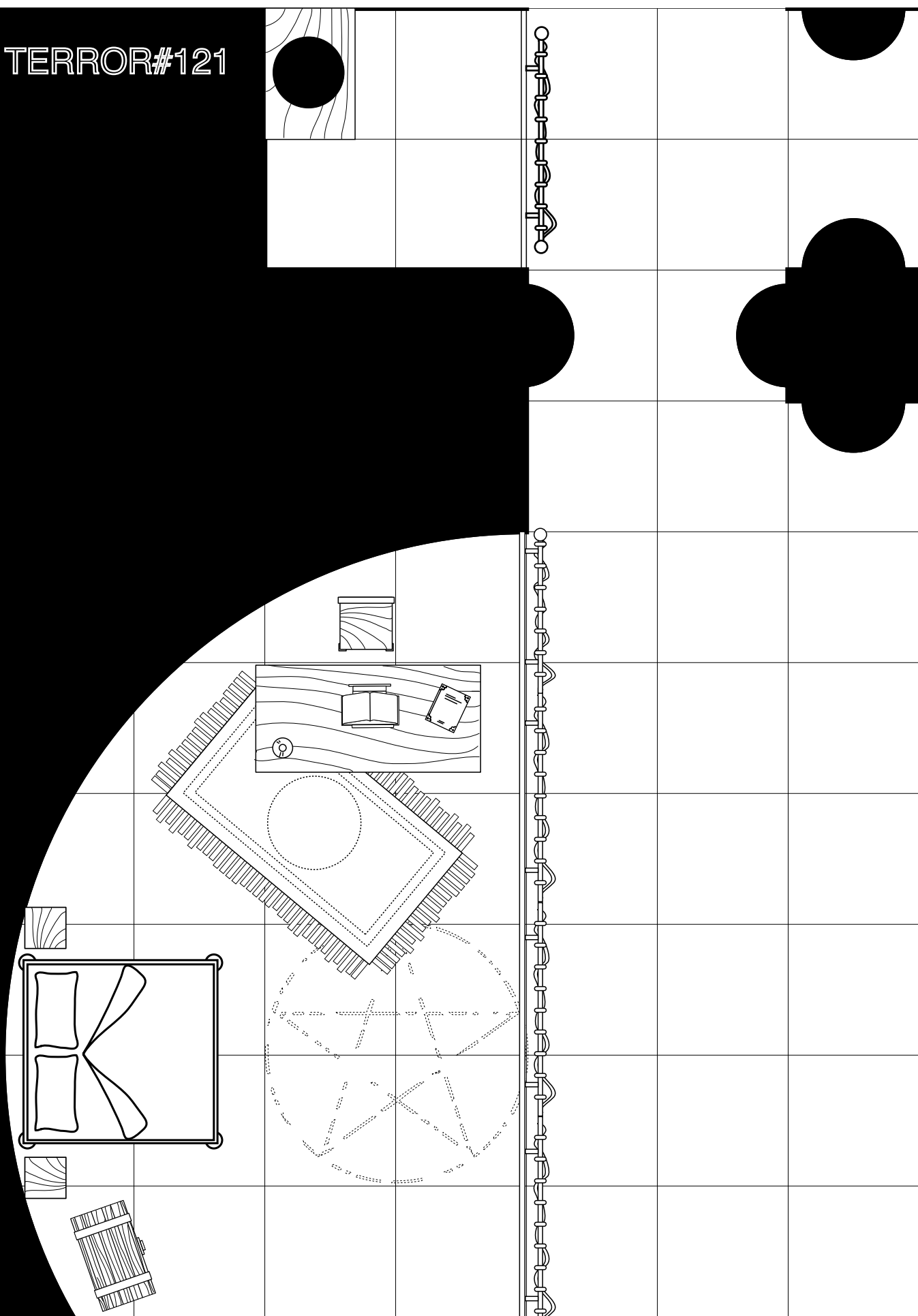
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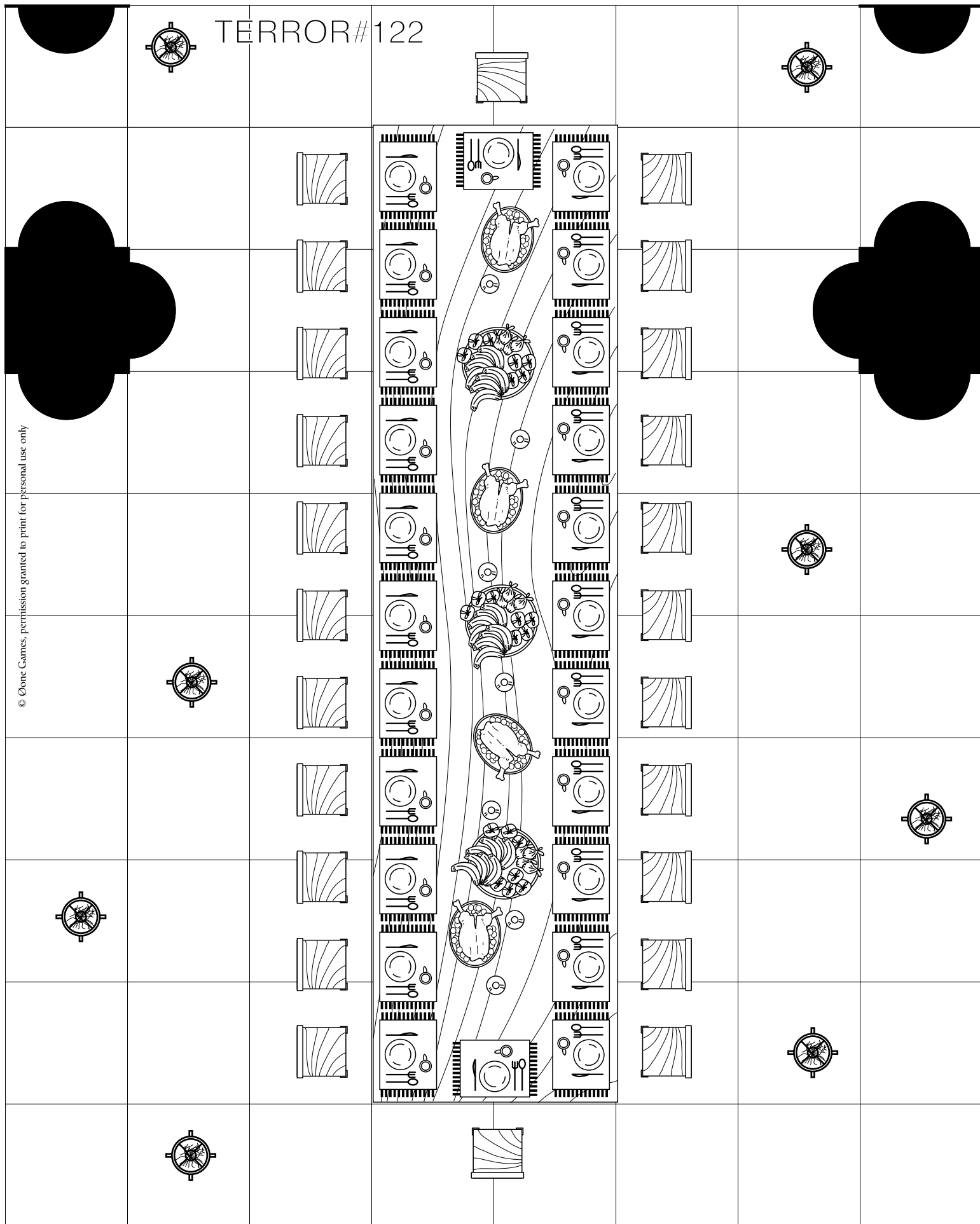


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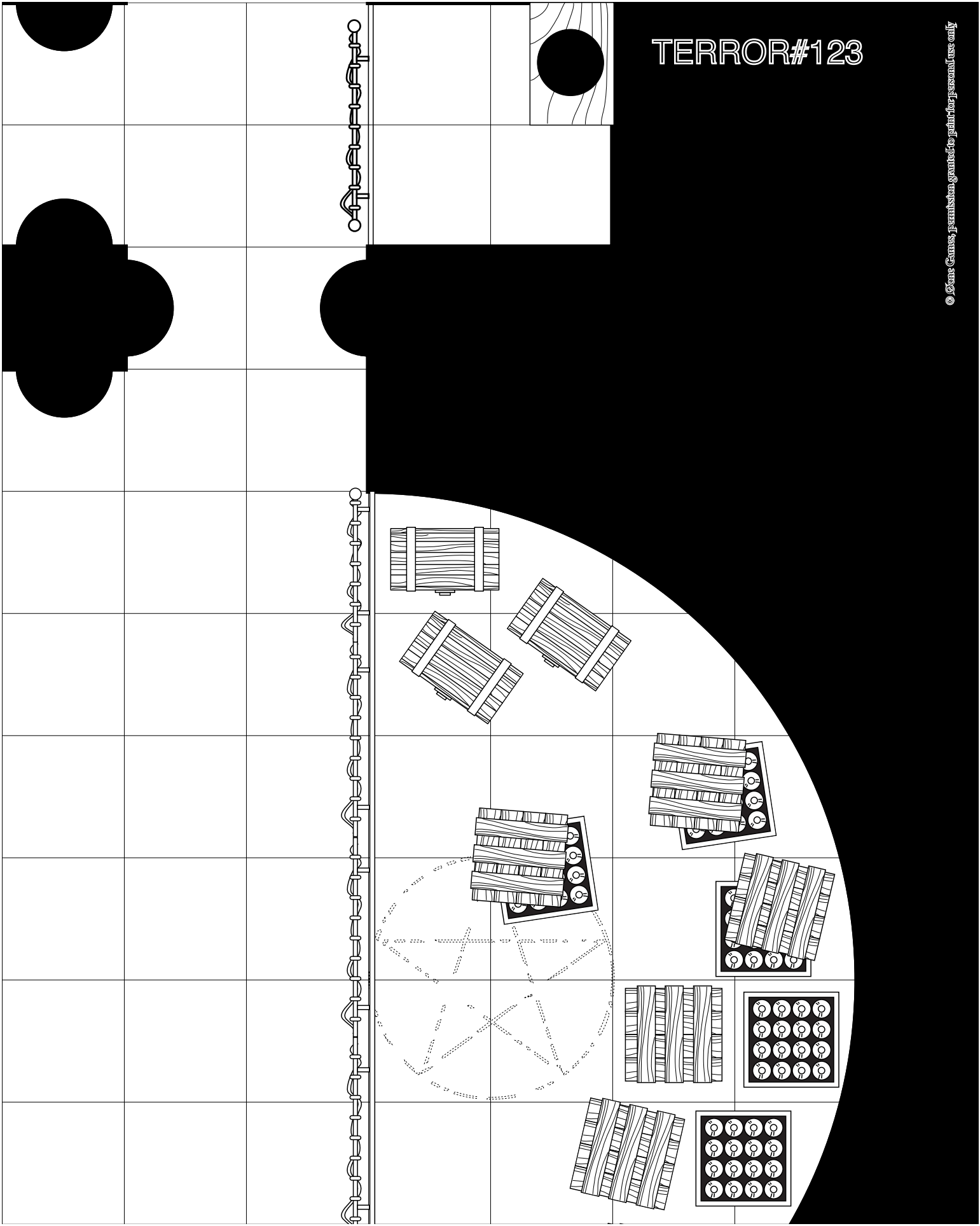


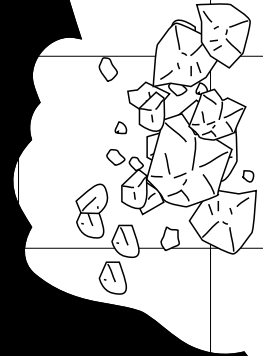
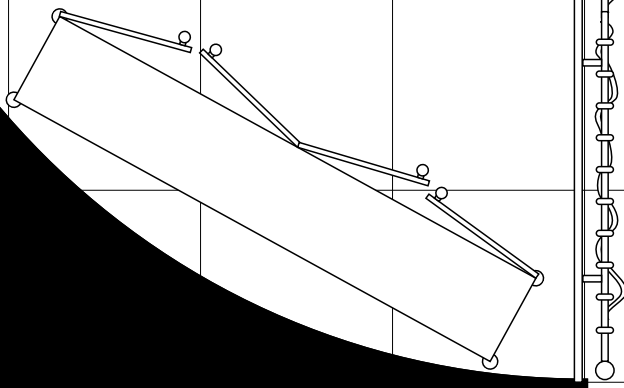
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TERROR#123







TERROR#137

