

Done's
BLACK & WHITE
**DUNGEON
OF TERROR #4**
THE MAZE



www.donesgames.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: Dungeon of Terror #4 The Maze

Product Code: bew007. First edition 06/2009

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DUNGEON OF TERROR#4

THE MAZE

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 by a brotherhood of assassins. The assassins made here 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 Vampiress, 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)

The Maze

The West entrance to the Dungeon of Terror leads to an area known as "The Maze". The Maze is one of the most dangerous and deceptive area of the whole dungeon, as it features a complicated series of teleport that add complexity to the already complex stone maze.

Infidus set a random teleport on every archway of the maze, which teleports anyone passing to another random archway. In order to ensure safe passage to his minions, Infidus created magical minotaur horns which have the power, if wore, to deactivate temporarily the teleports. These magical horns are kept in a chest, in one of the rooms near the entrance.

The thing appears easy: just grab the horns and cross the labyrinth. Well it is not. The fact is that Infidus, in order to create the horns, slew many, many minotaurs and their ghosts now roam the maze in anger, killing everyone daring to pass in the maze. The spectral minotaurs, by possessing adventurers, stole the keys of the chest containing the horns and built a magical lock (maybe with the help of some possessed wizard) on the chest. It is said the key, capable to open even magical locks, was brought in the treasure chamber on the maze. The spectral minotaurs also accumulated a great treasure, hidden somewhere in the maze.

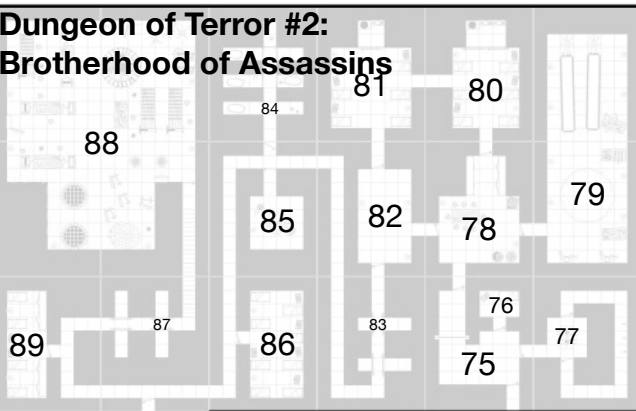
In recent times a band of treasure seekers established themselves in a room near the entrance and, with time, they acquired some familiarity with the maze, eventually finding a way to safely travel to north and east areas of the dungeon. The band simply began to dig passages to pass beyond the magical archways, filling the maze with ever more dangerous pits and trapdoors.

The band leader, named Eramil, now offer to adventurers a safe passage through the maze for a fee. Eramil is still trying to find the keys to open the chest and in his explorations he slew many minotaur ghosts, earning the nickname, by his band, of Spectral Slayer.

The Maze Rooms

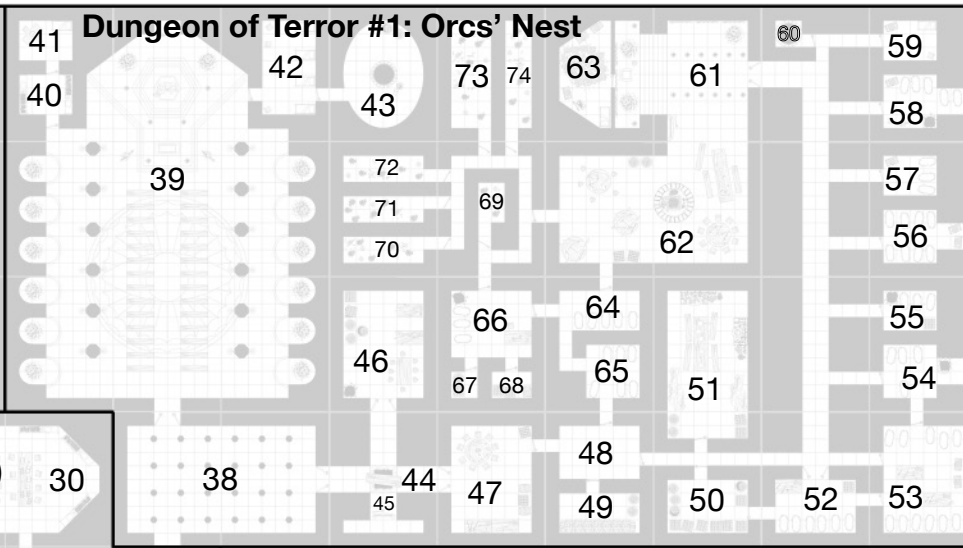
101. Entrance Room (Tile #166)
102. Eramil Band room (Tile #151)
103. Main Excavation (Tile #167)
104. Room of the Horns (Tile #152)
105. Flooded Room (Tile #153)
106. Room of the Pillars (Tile #168)
107. Empty (Tile #168)
108. Room of the Mosaic (Tile #169)
109. False Treasure room (Tile #154)
110. Minotaurs Slaying room (Tile #170)
111. Treasure chamber (Tile #171)
112. Excavation (Tile #157)
113. Excavation (Tile #172)
114. Stairs leading to level 2 (Tile #127)
115. Stairs leading to level 2 (Tile #142)

Dungeon of Terror #2: Brotherhood of Assassins



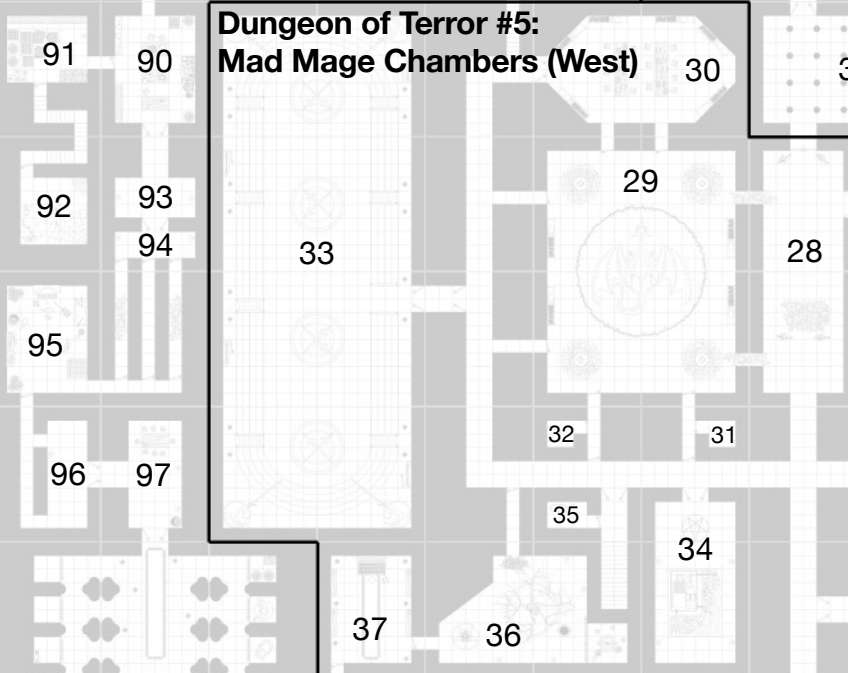
This map shows a complex layout of rooms and corridors. Rooms are numbered 75 through 89. The layout includes several large open areas, smaller chambers, and a central corridor connecting different sections.

Dungeon of Terror #1: Orcs' Nest



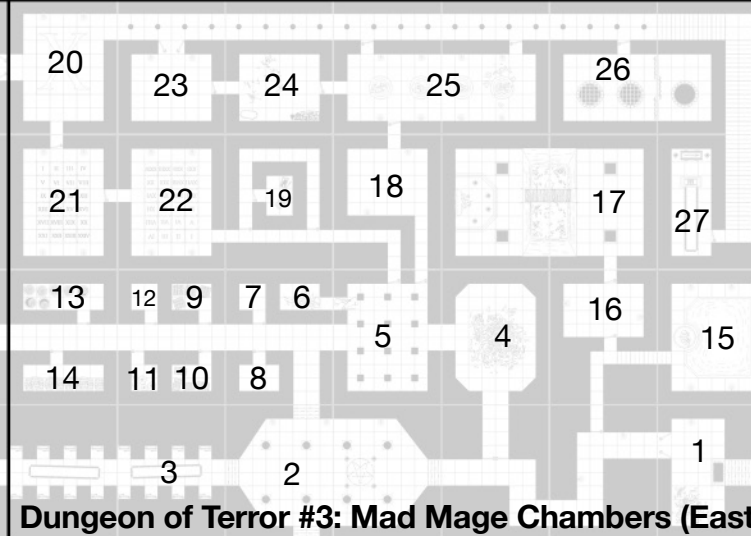
This map depicts a large, multi-roomed dungeon. Rooms are numbered 38 through 69. The layout features a central area with many small rooms, a large circular room (62), and a long corridor on the right side.

Dungeon of Terror #5: Mad Mage Chambers (West)



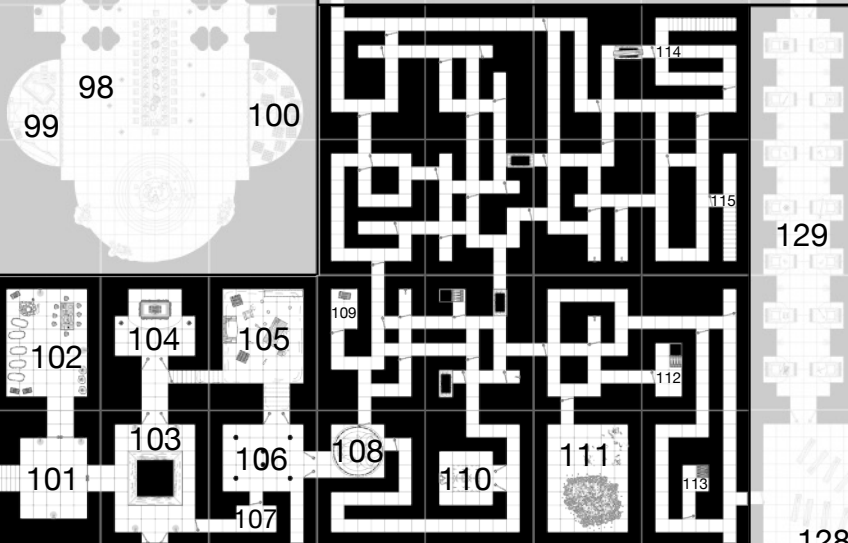
This map shows a series of interconnected rooms and corridors. Rooms are numbered 28 through 37. The layout includes a large central room (33) and several smaller chambers.

Dungeon of Terror #3: Mad Mage Chambers (East)



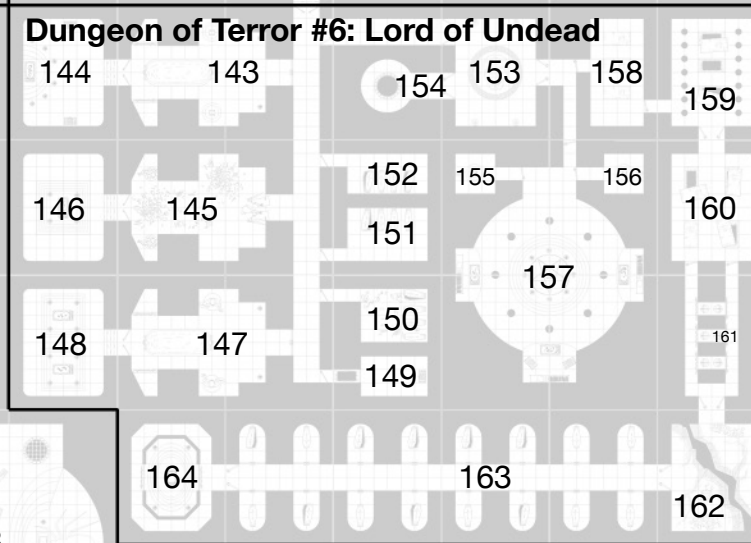
This map shows a complex layout of rooms and corridors. Rooms are numbered 1 through 27. The layout includes a large central area with many small rooms, a long corridor on the right side, and a large circular room (5).

Dungeon of Terror #7: Mad Mage Chambers (South)



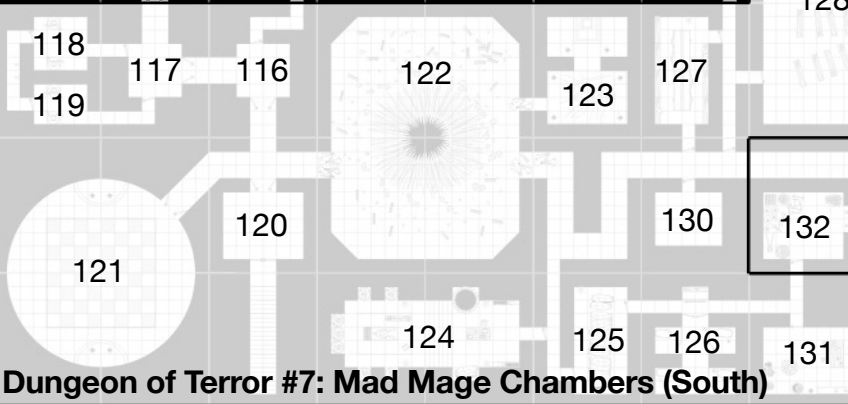
This map shows a complex layout of rooms and corridors. Rooms are numbered 101 through 121. The layout includes a large central area with many small rooms, a long corridor on the right side, and a large circular room (121).

Dungeon of Terror #6: Lord of Undead



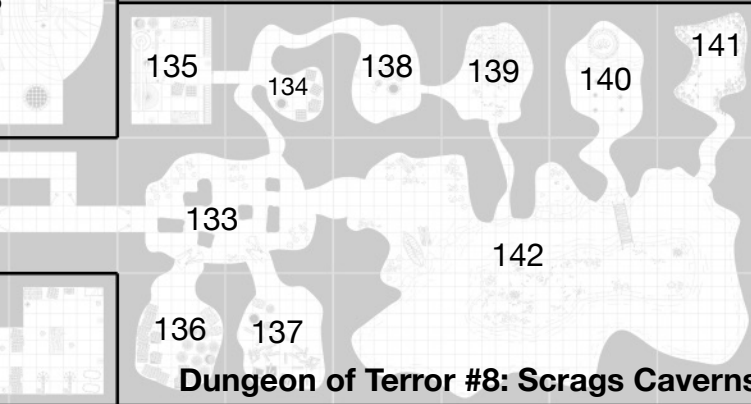
This map shows a complex layout of rooms and corridors. Rooms are numbered 128 through 164. The layout includes a large central area with many small rooms, a long corridor on the right side, and a large circular room (157).

Dungeon of Terror #7: Mad Mage Chambers (South)



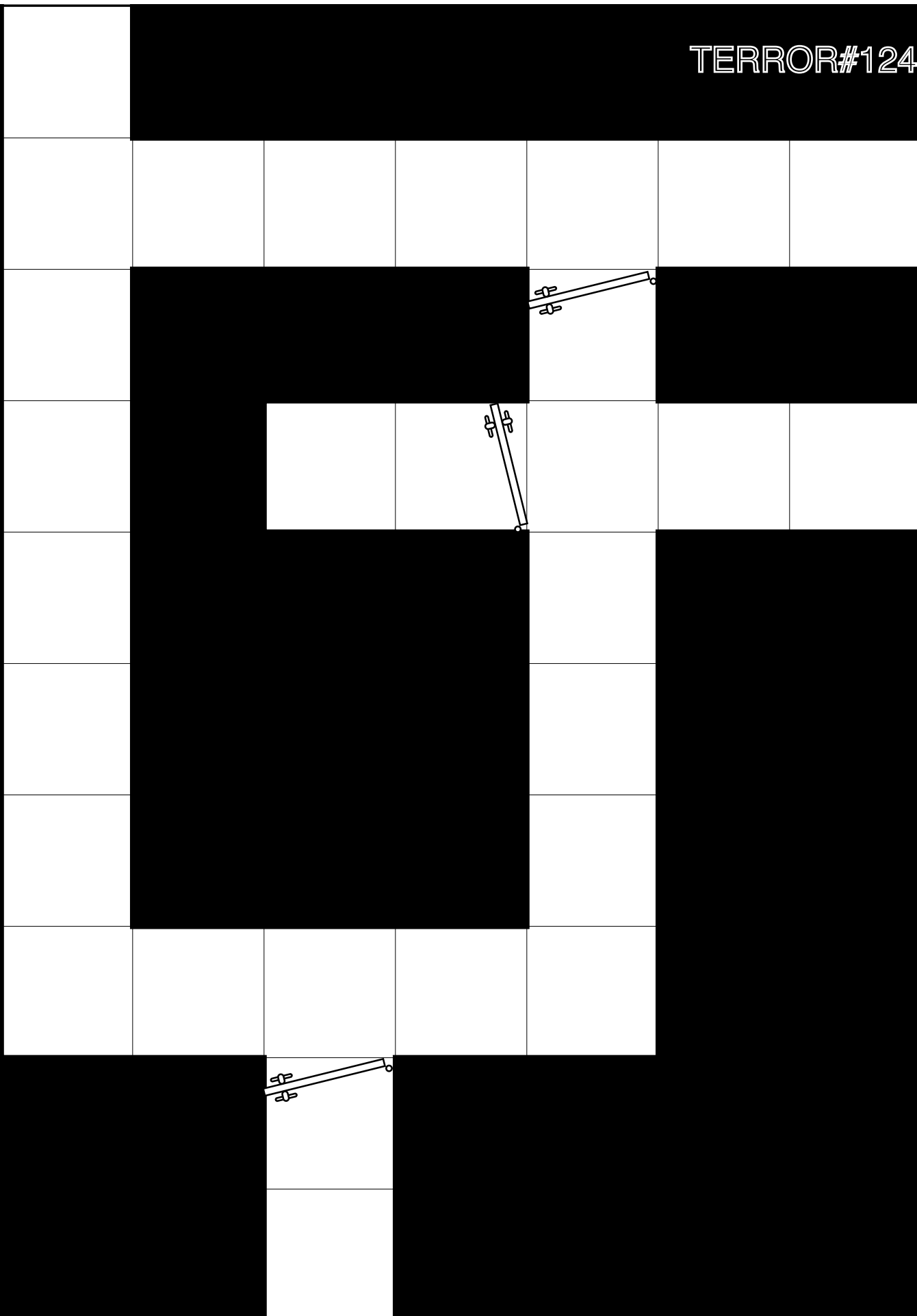
This map shows a complex layout of rooms and corridors. Rooms are numbered 122 through 131. The layout includes a large central area with many small rooms, a long corridor on the right side, and a large circular room (121).

Dungeon of Terror #8: Scrag's Caverns

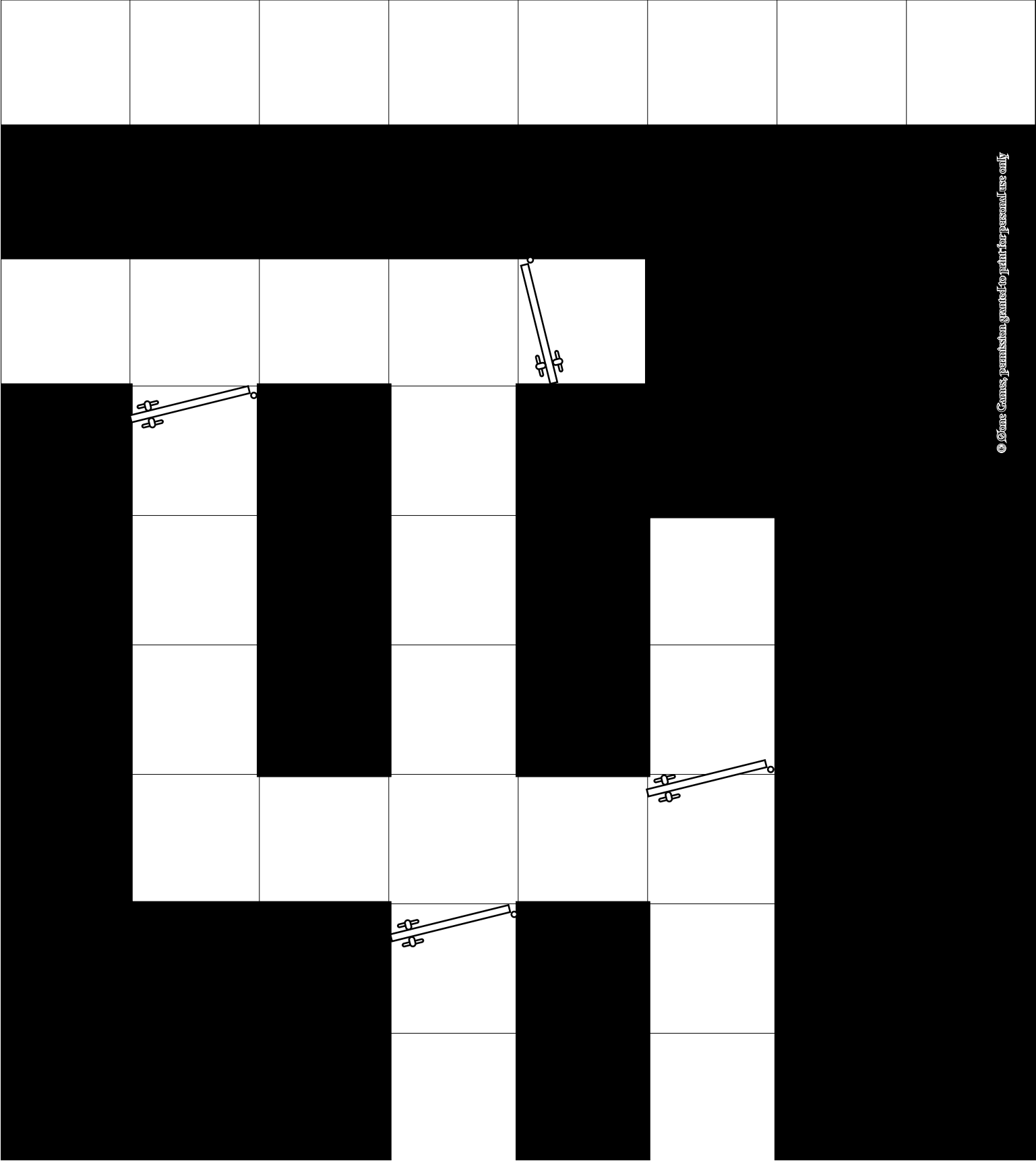


This map shows a complex layout of rooms and corridors. Rooms are numbered 132 through 142. The layout includes a large central area with many small rooms, a long corridor on the right side, and a large circular room (142).

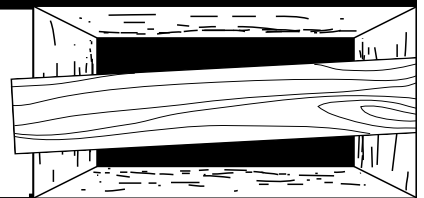
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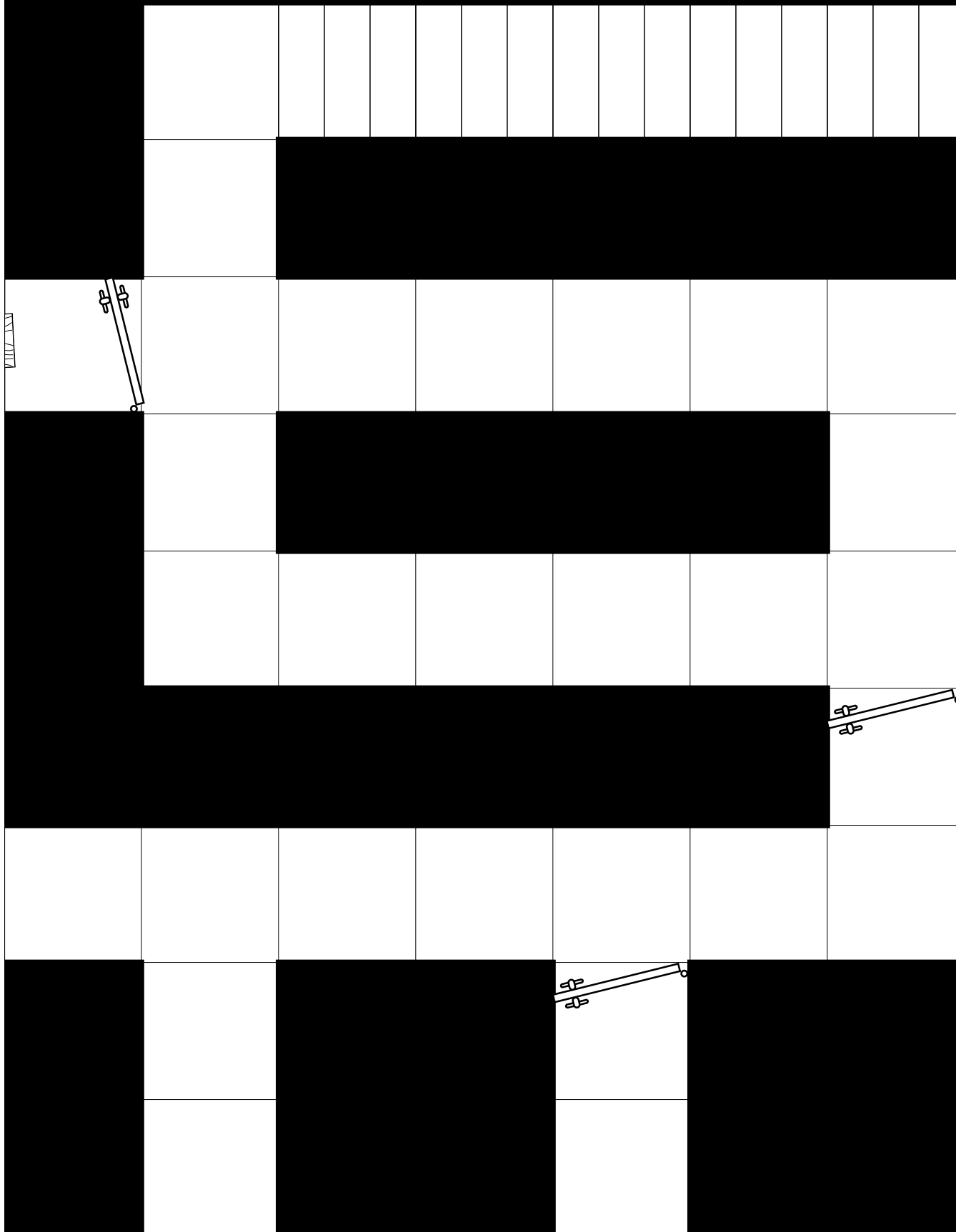
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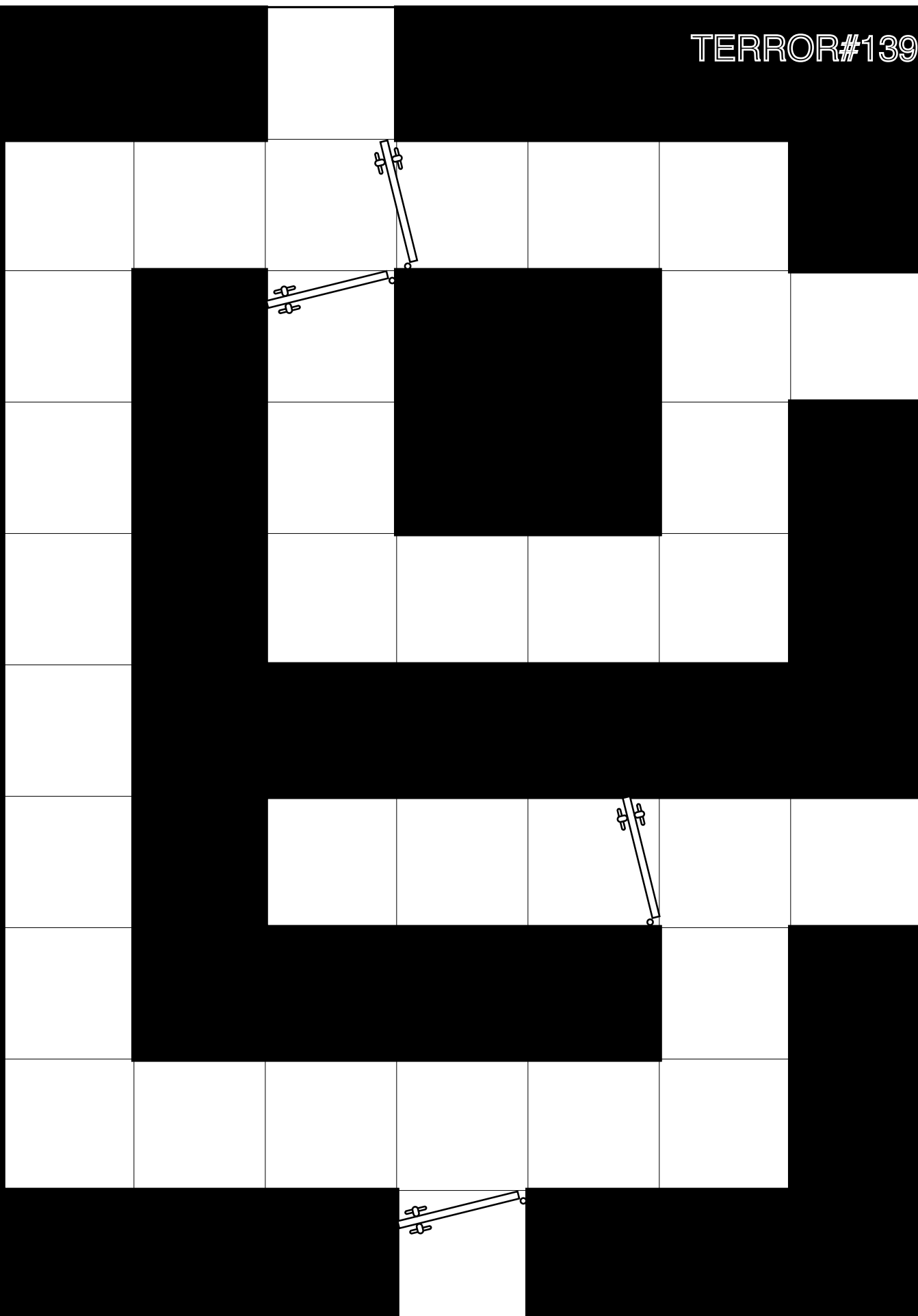


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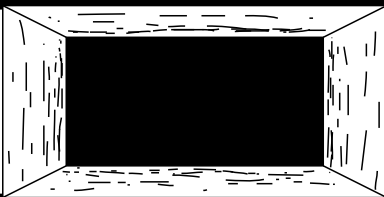
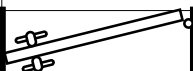
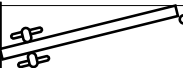


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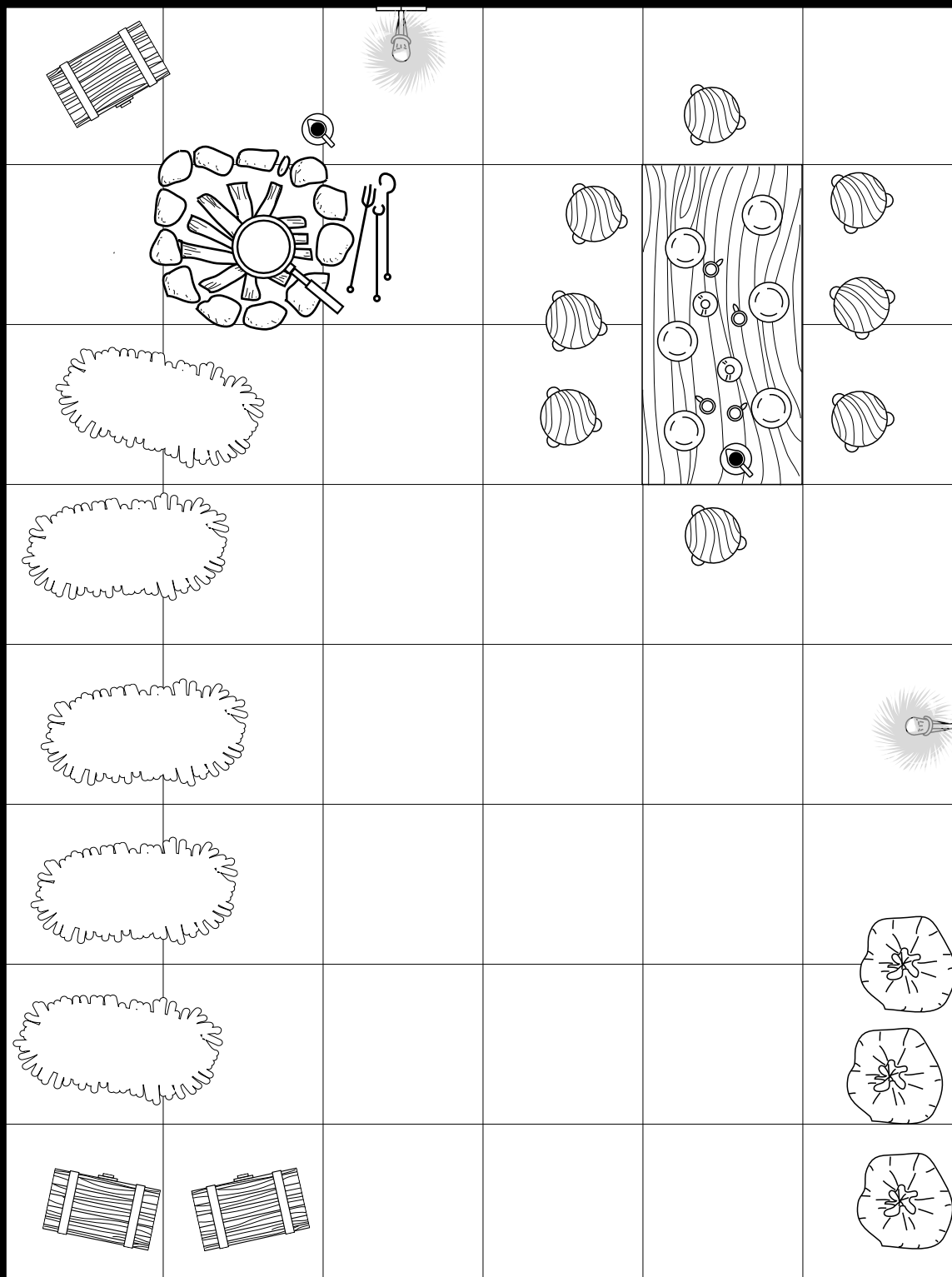
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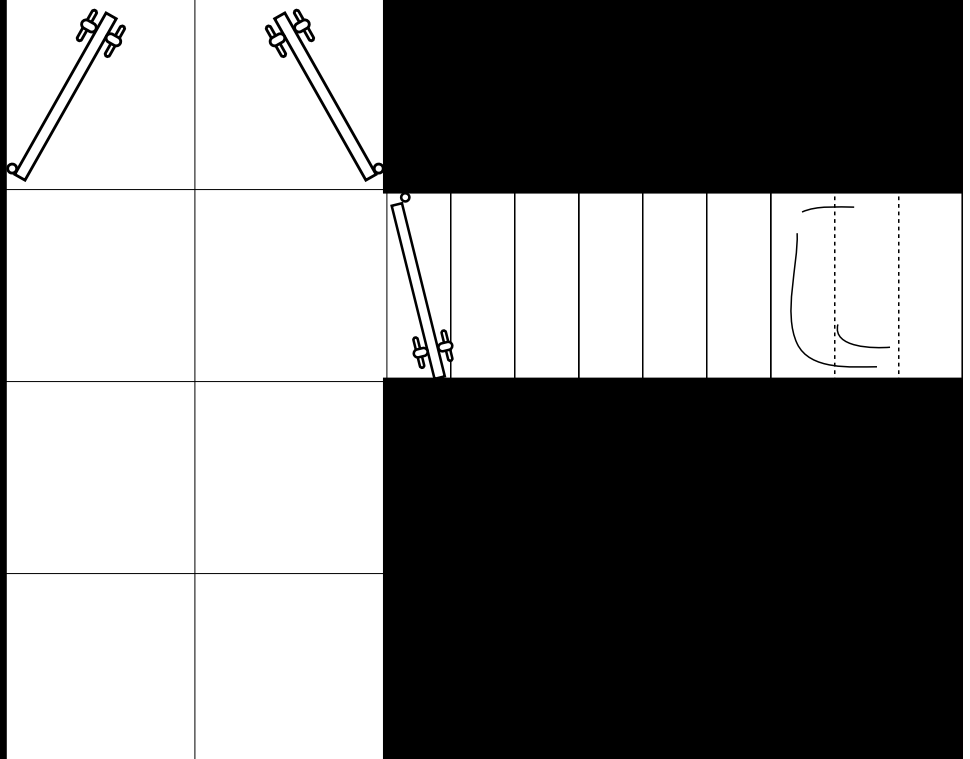
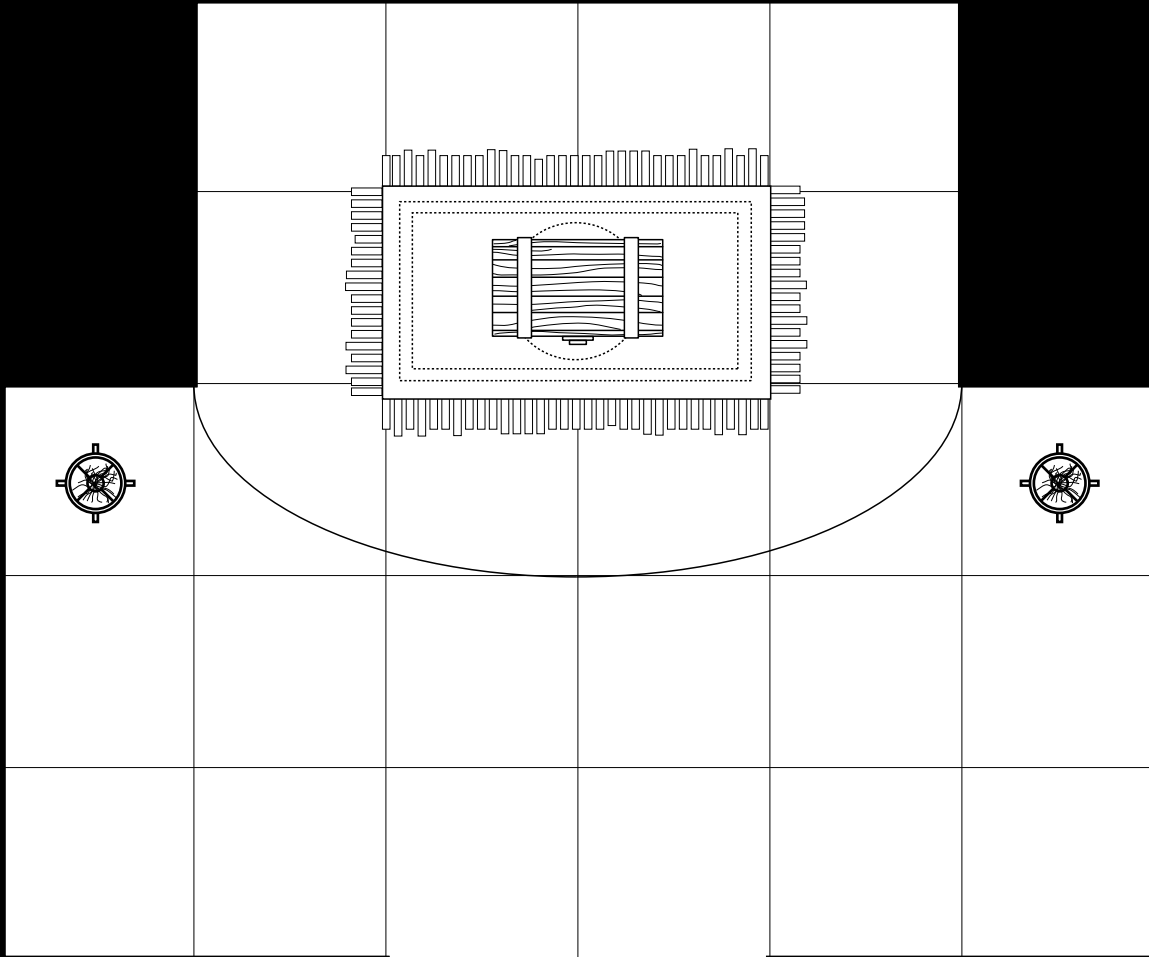


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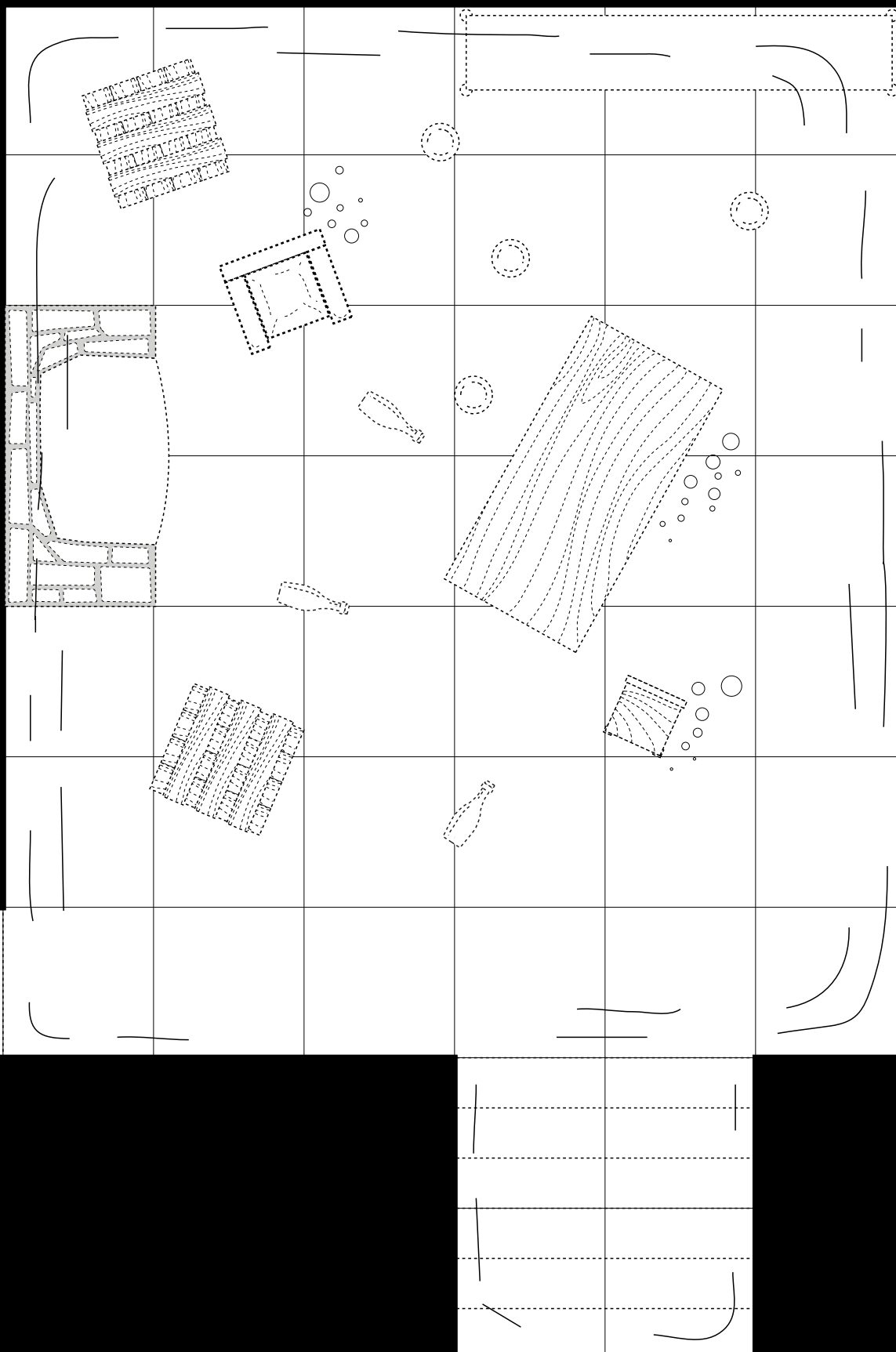
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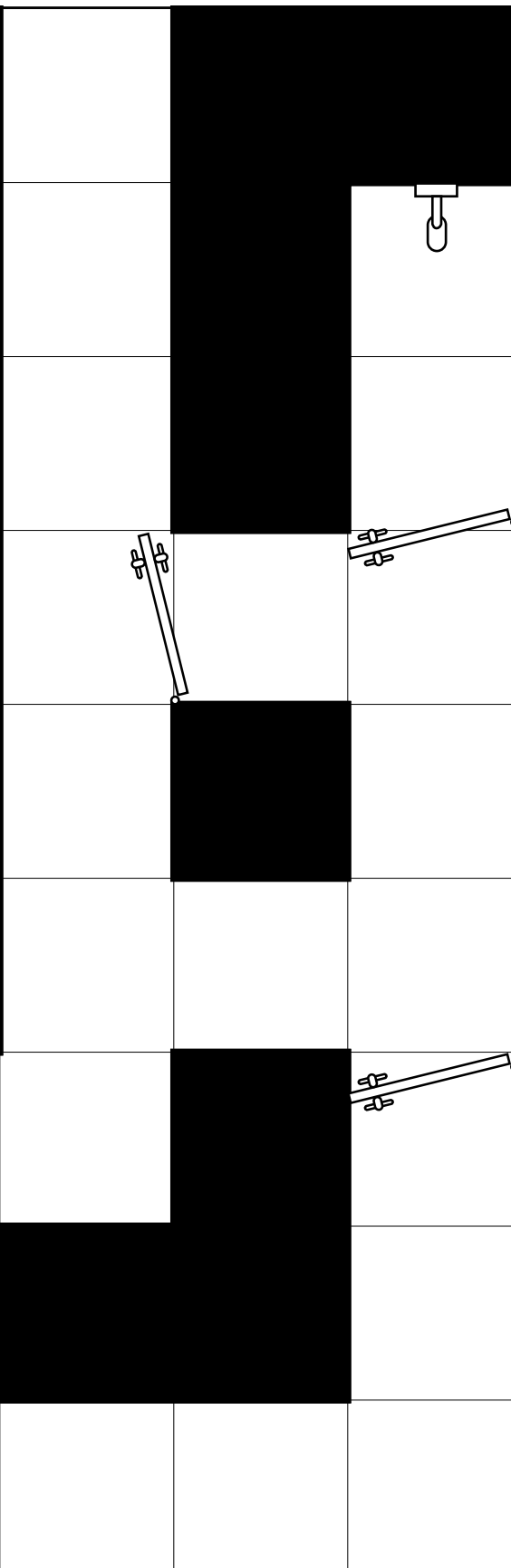
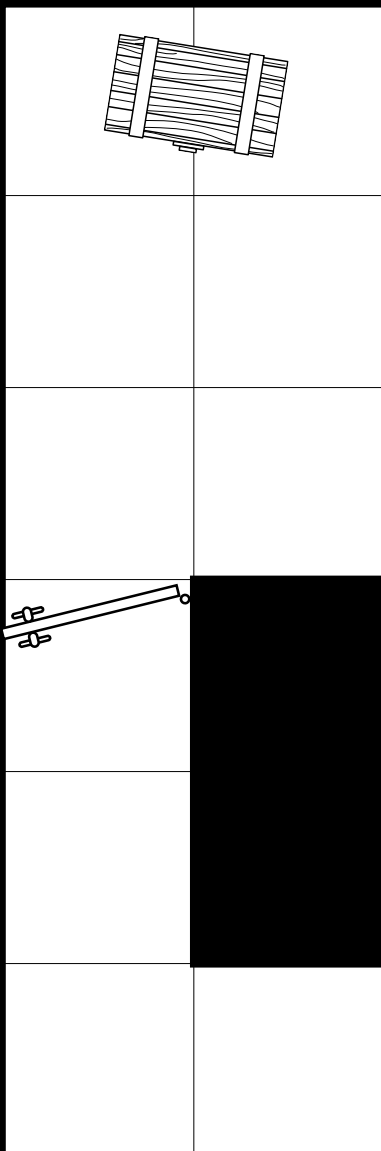




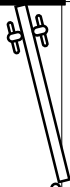
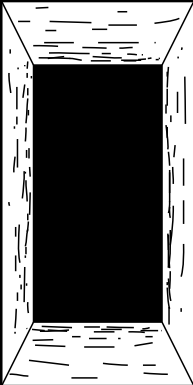
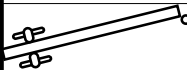
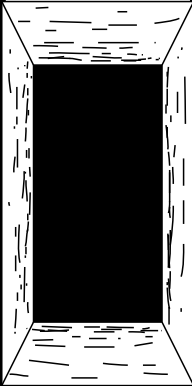
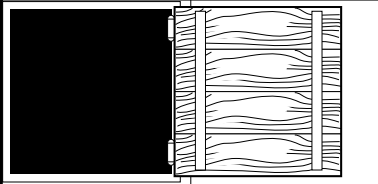


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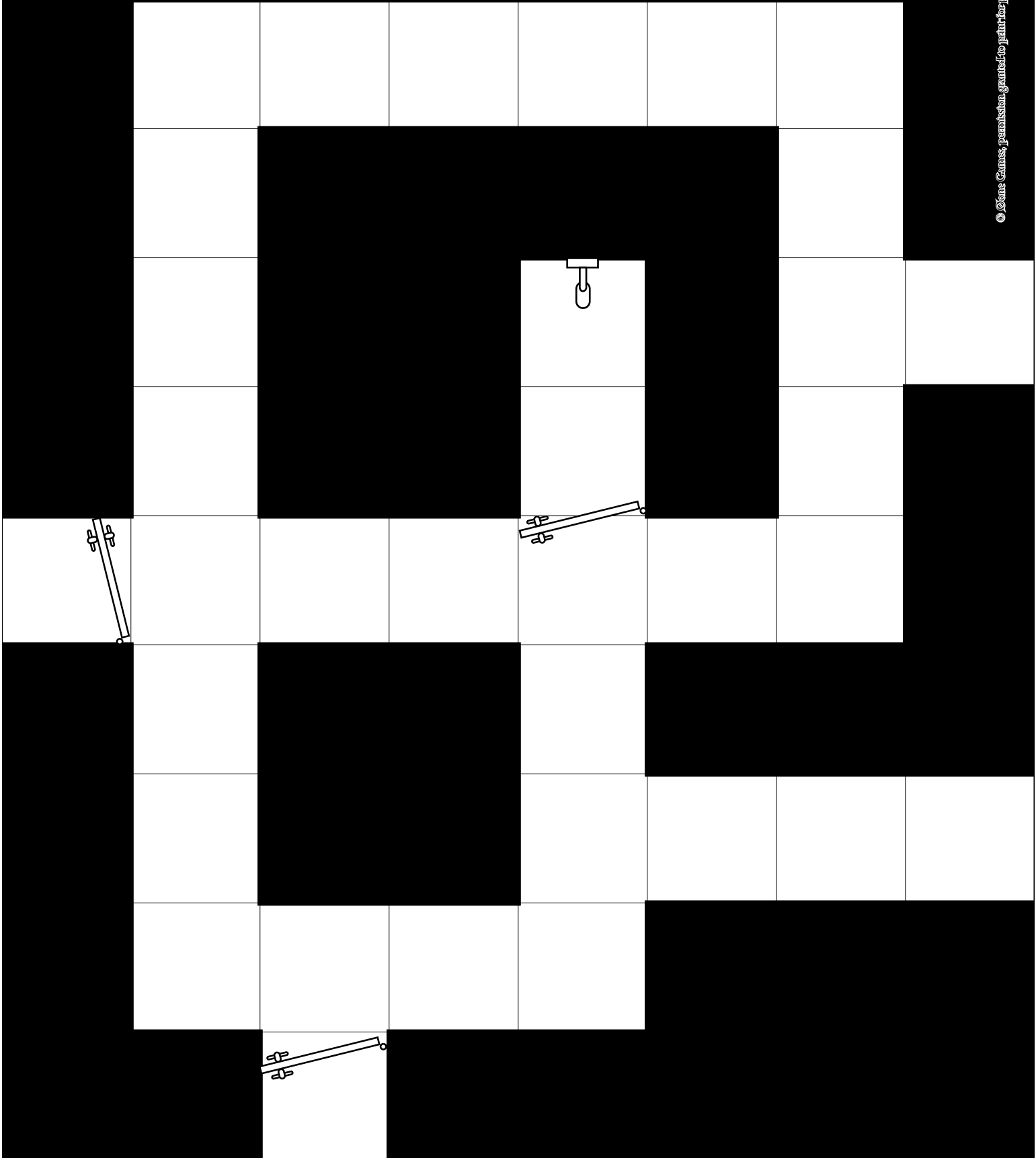


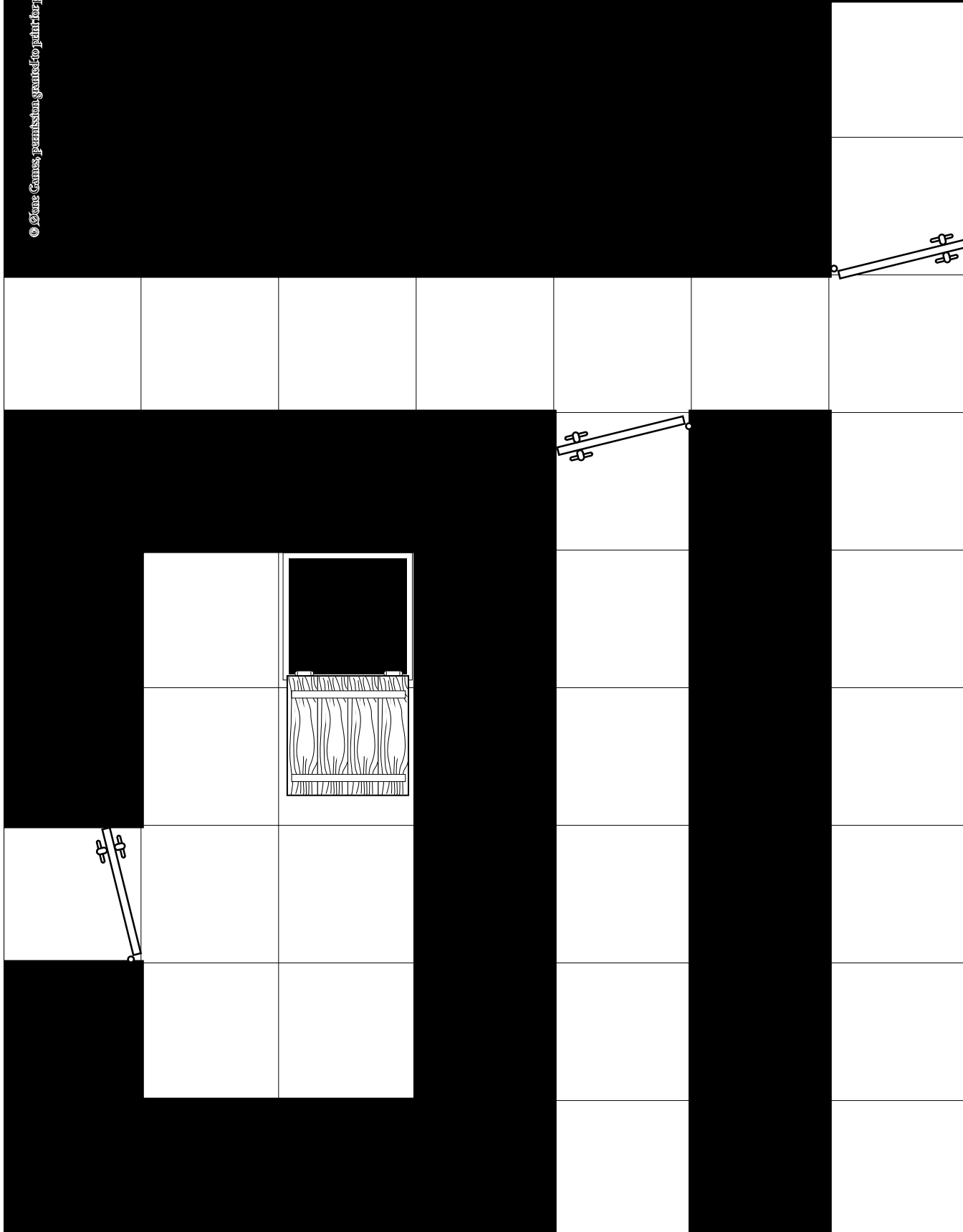


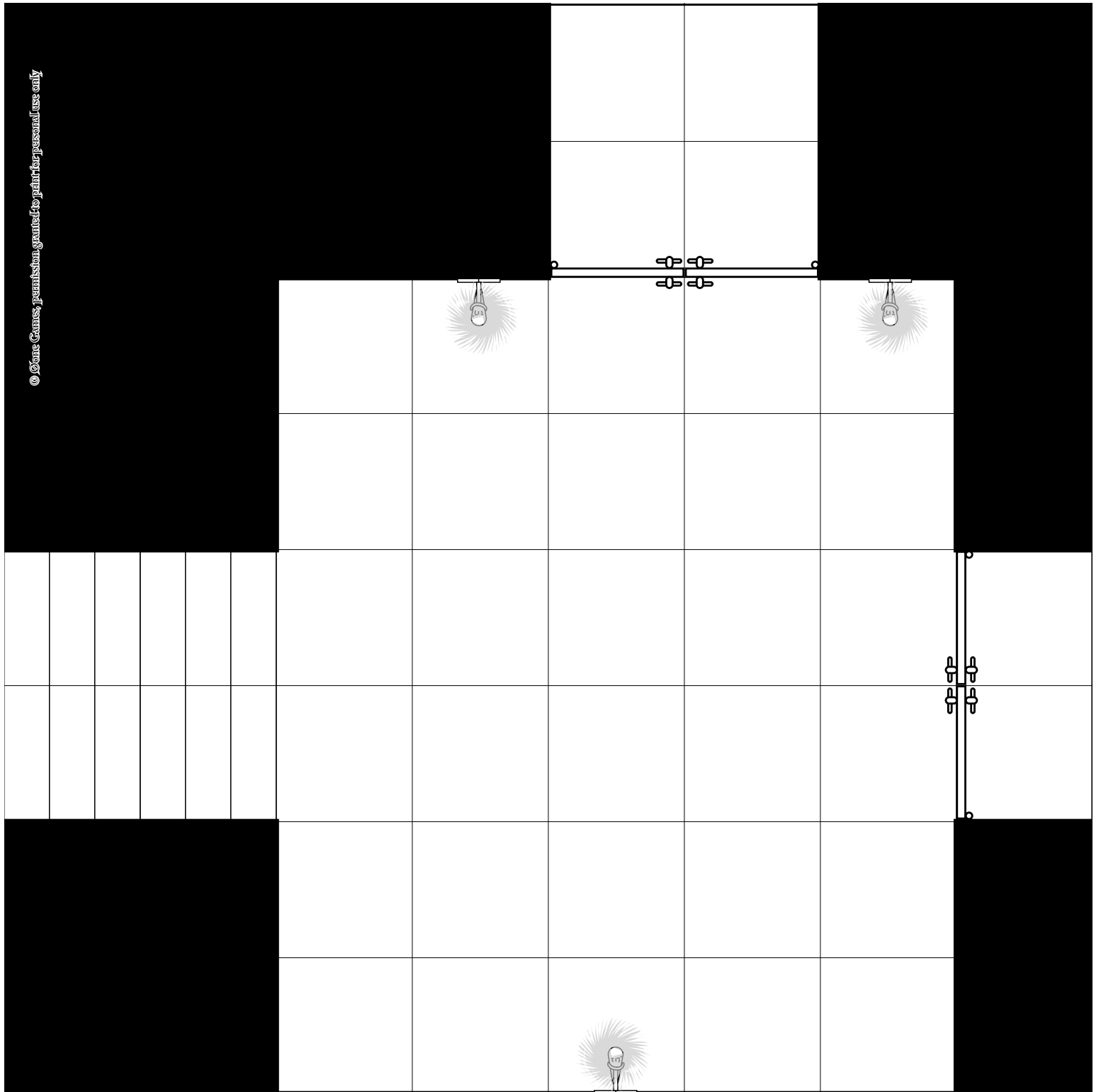
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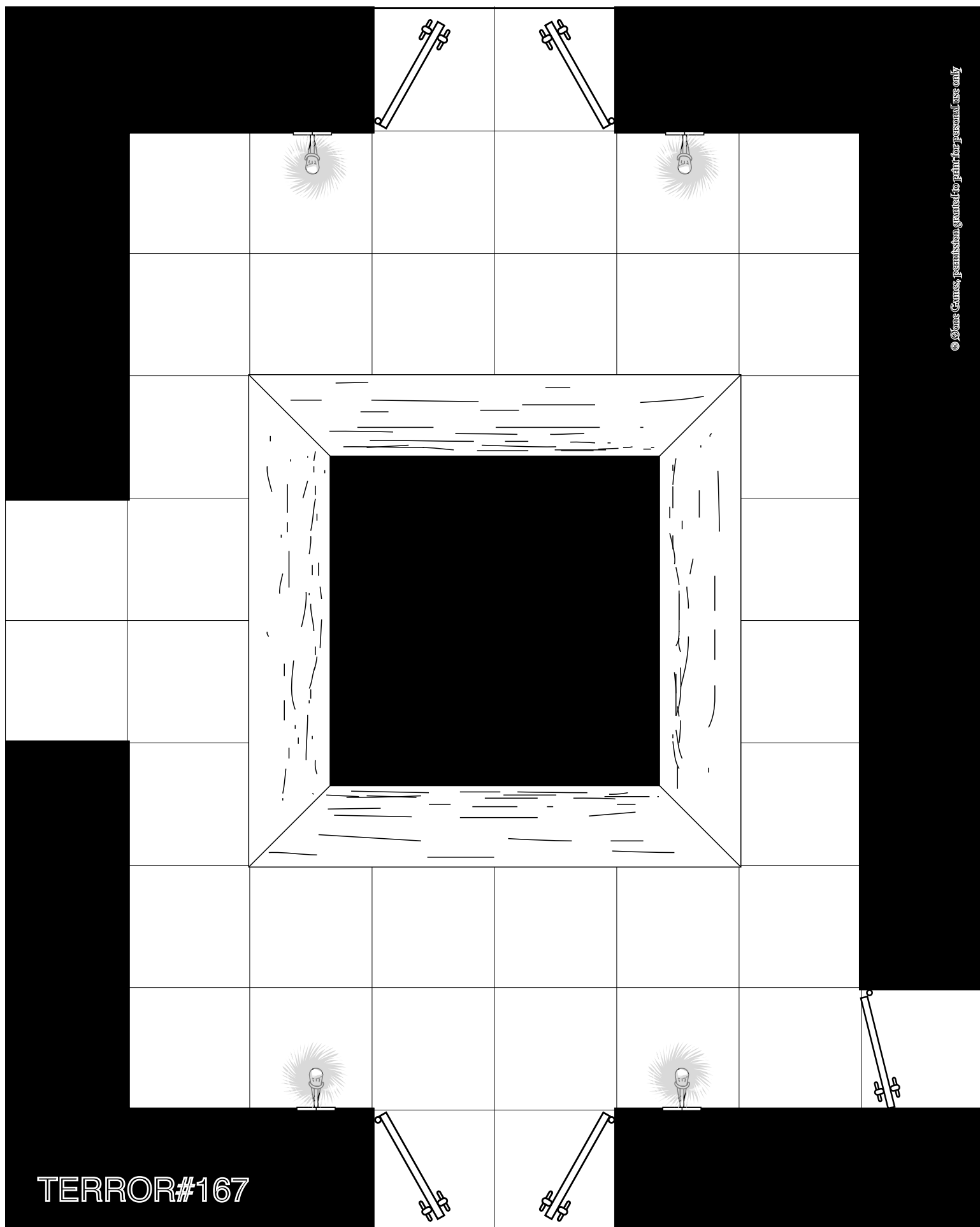


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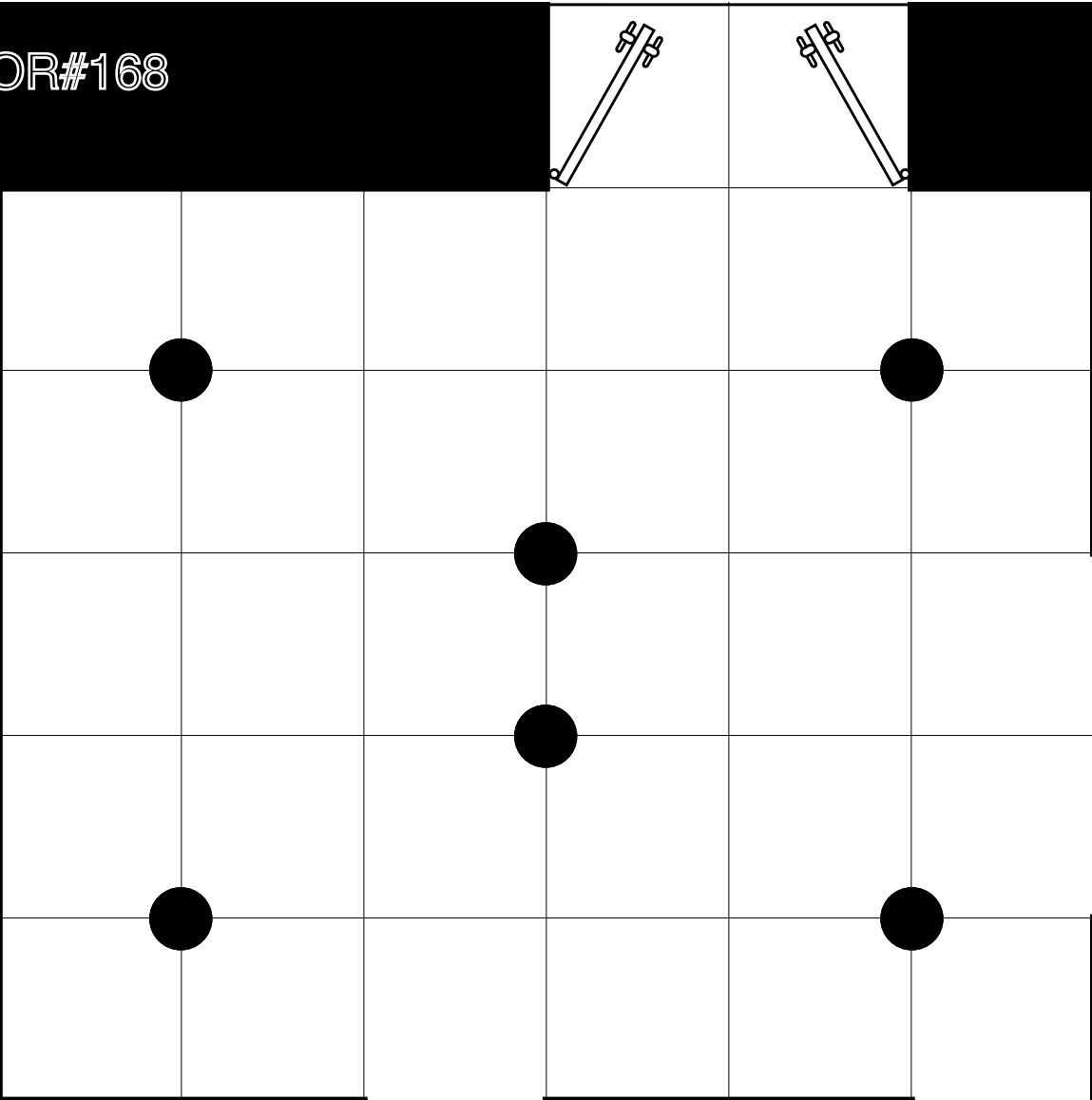


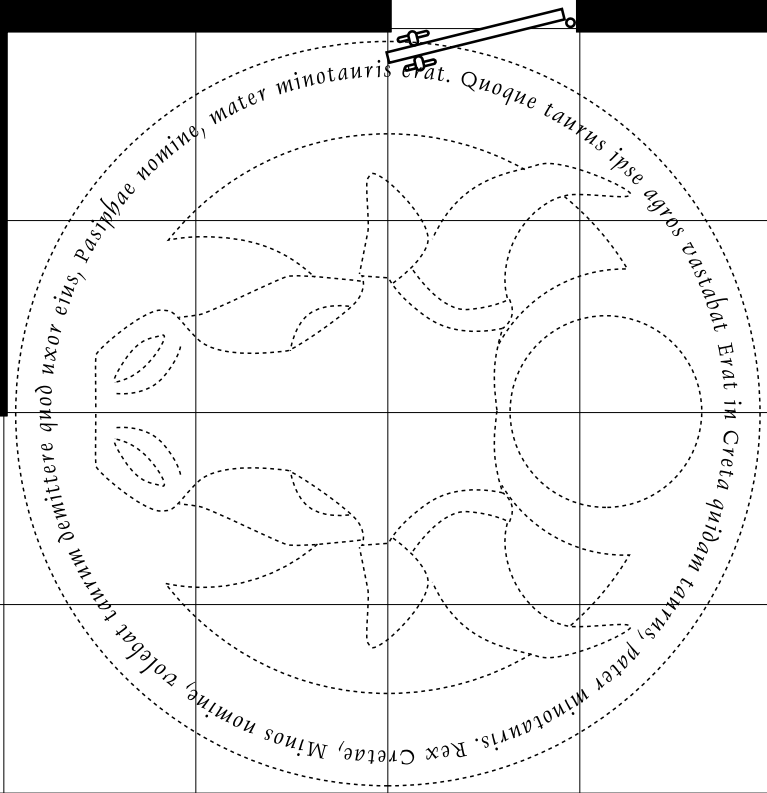




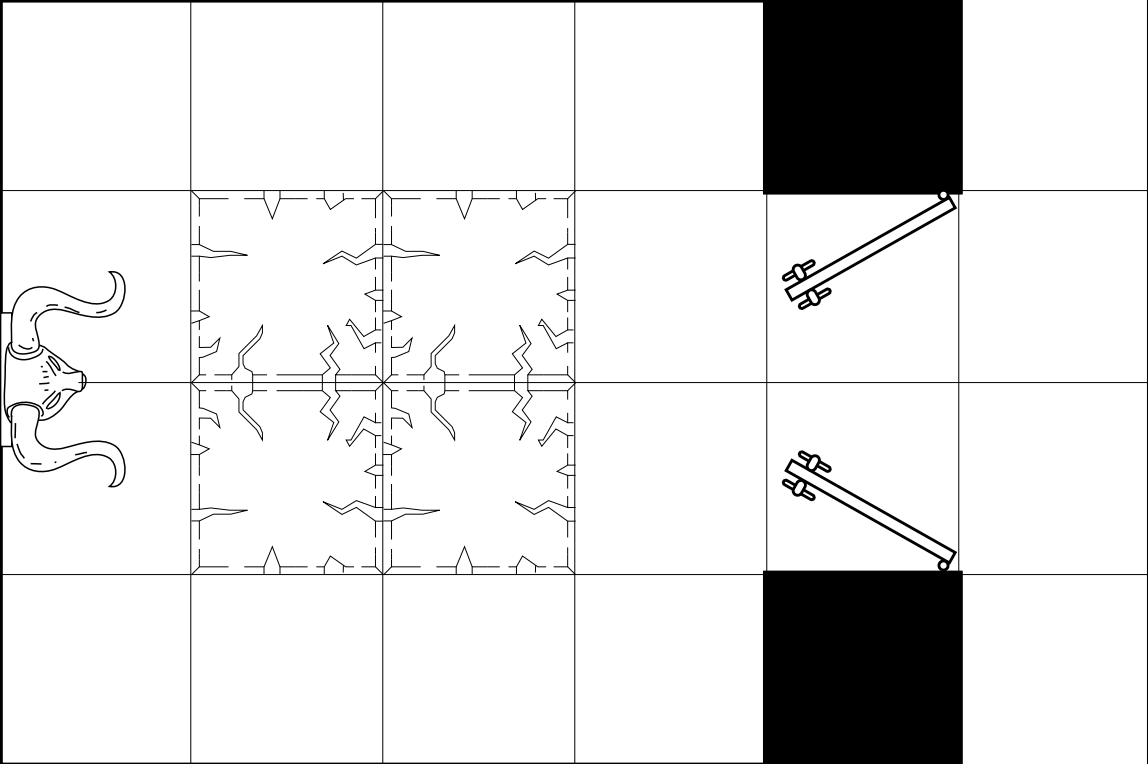


TERROR#168





TERROR#170



TERROR#171

