

Done's

BLACK & WHITE

DUNGEON OF TERROR #5

MAD MAGE CHAMBERS (WEST)



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 #5
Mad Mage Chambers (west)
Product Code: bew008. First edition 07/2009
Design: Mario Barbati
2D drawings: Mario Barbati
Graphics: O'Bully
Software Engineer: Anna Fava

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DUNGEON OF TERROR #5

MAD MAGE CHAMBERS (WEST)

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)

Mad Mage Chambers (West)

Few, huge rooms form the second bunch of unconquered hall of the Dungeon of Terror. These rooms are largely avoided by the Assassins' Brotherhood and by the orcs of the Fanged Skull Tribe. Here, the creator of the dungeon, Infidus the Black, devised the most deadly magical rooms ever built.

The Assassins usually cross the main corridor to get on their hideout. Someone whispers their leader, Shine, made a dark pact with the forces still active in the rooms, in order to get a safe passage for his men.

On the other hand, the orcs of Kruegdoor have secured a single room and obstructed two passages which once led to the feared Room of the White Dragon.

During the years, many adventurers tried to exploit the magical halls, but no one came back to tell his story. However a scholar, named Elysus, devised a magical item for these brave adventurers allowing him to see what they saw for a short period of time, thus he wrote a small book titled "Terrors of the Black" in which he describes the rooms. Here are some excerpts.

The Dark Library - A book-filled room with bookshelves made of black mahogany and rich red velvet. Two tables stand in the middle of the room with magical tomes open wide, as if someone was still using them.

Room of the White Dragon - Directly linked to the Dark Library, maybe this room is an extension of the previous one as many bookshelves line the walls and four mithril-bound heavy magical tomes float above a carpet of arcane runes. In the middle of the room a giant white dragon stands frozen within a sphere of crackling energy.

The Arena - This room could be the largest of the whole dungeon. It is actually a large arena. Four white marble statues, resembling bald elves and wielding huge greatswords, stand on each corner of the arena. Four mosaics depicting crossed blades, mark four spots on arena ground. On each mosaic a dim, ethereal figure of a horned demon stands motionlessly in the air.

Chamber of the Bone Organ - A large pipe organ lies north of this chamber. The pipes appear to be made by giant bones of unknown titans. Several planks for bystanders line the walls and a red carpet lead from the entrance to the organ.

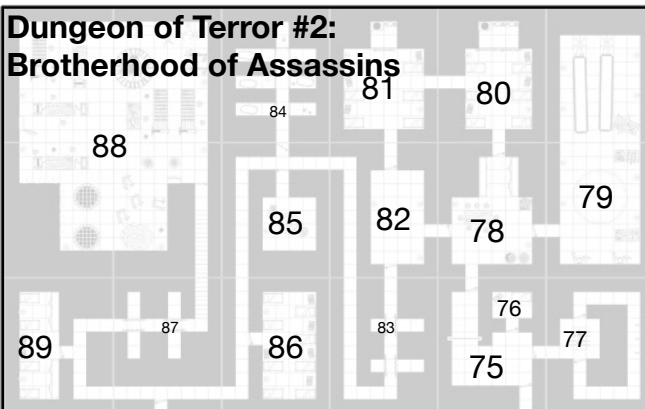
The Yellow Tree - A single yellow tree stands in the middle of the room. Beside it, a large stump with a silver axe on it stands over a shimmering pentacle on the floor. A well is hidden behind silk curtains on the east side of the room.

The Lost City - A great miniature-scale city fills almost the whole room. The model represents some forgotten city in a desert area. A large pentacle is scratched on the floor beside the model.

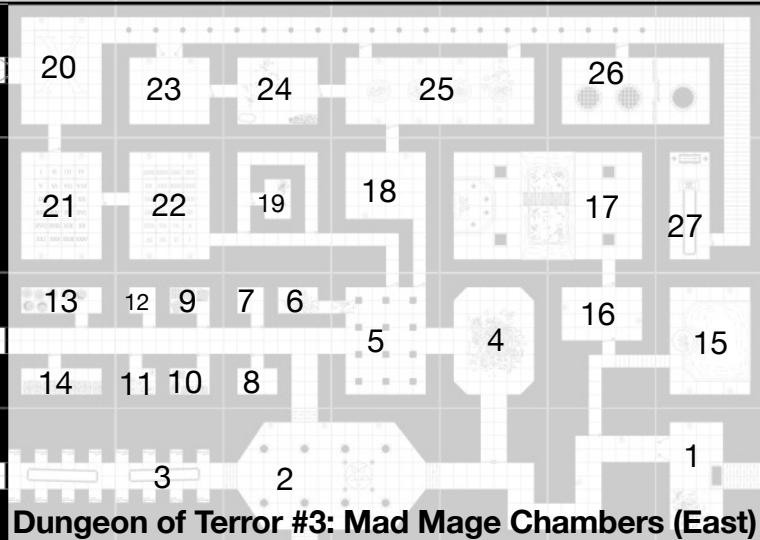
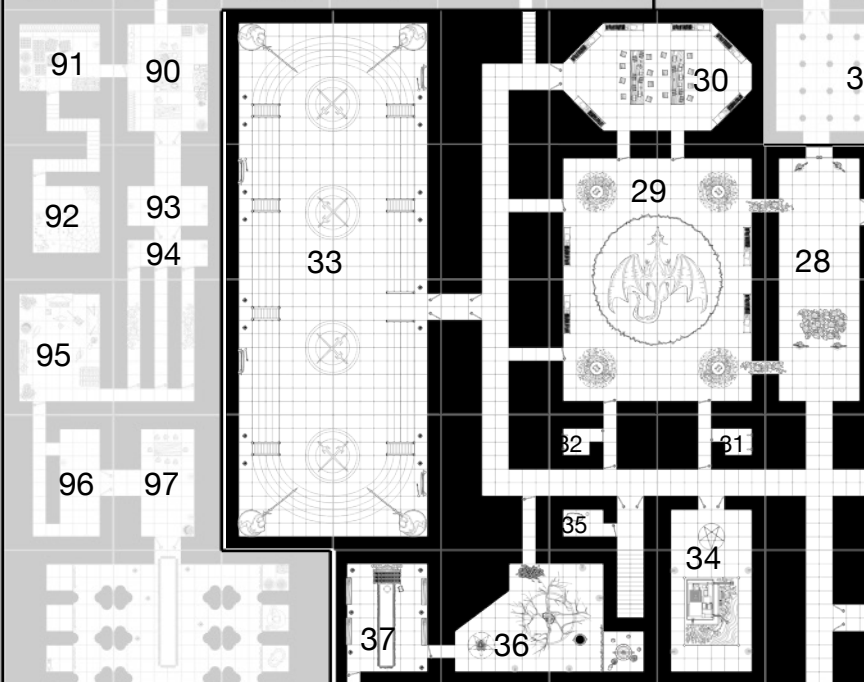
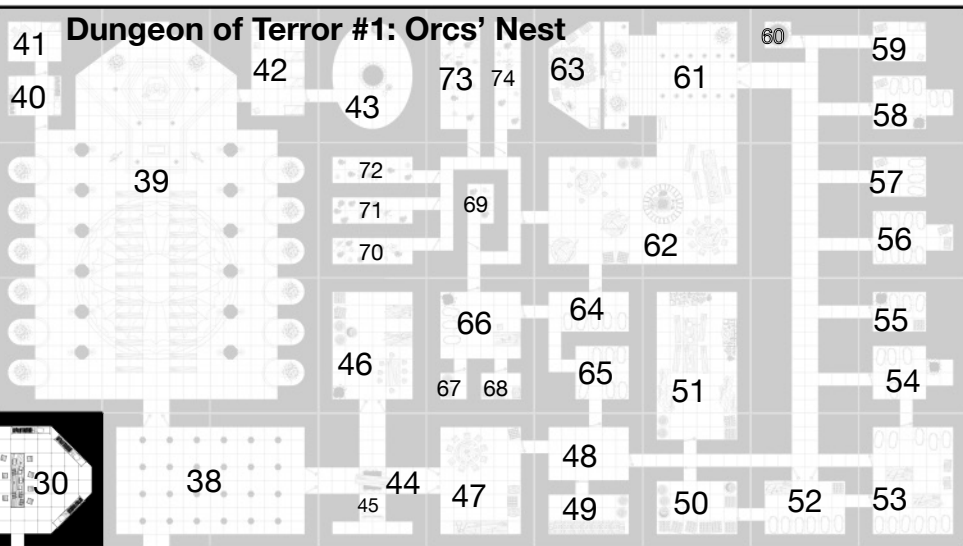
Mad Mage Chambers (West) Rooms

- 28. Orcs Barricade (Tiles #68, 83)
- 29. Room of the White Dragon (Tiles #66, 67, 81, 82)
- 30. The Dark Library (Tiles #51, 52)
- 31. Levers (Tiles #97)
- 32. Levers (Tiles #96)
- 33. The Arena (Tiles #48, 49, 63, 64, 78, 79, 93, 94)
- 34. The Lost City (Tiles #97, 112)
- 35. Guardpost (Tiles #96)
- 36. The Yellow Tree (Tiles #110, 111)
- 37. Chamber of the Bone Organ (Tiles #109)

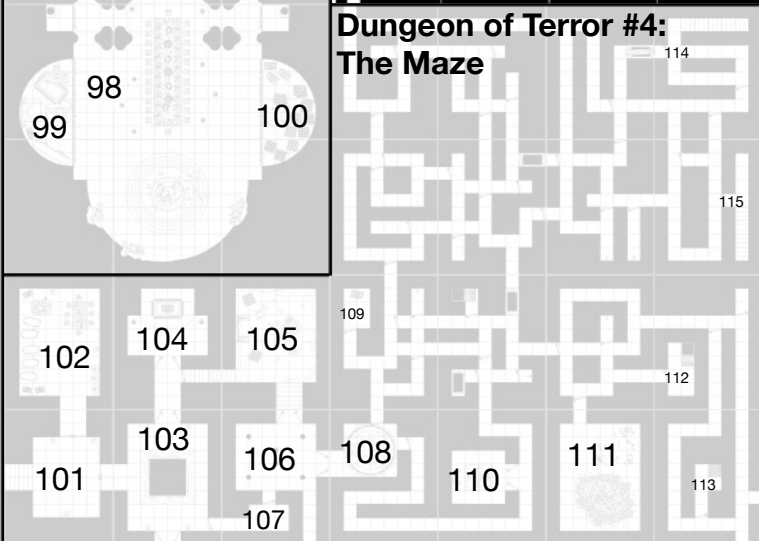
**Dungeon of Terror #2:
Brotherhood of Assassins**



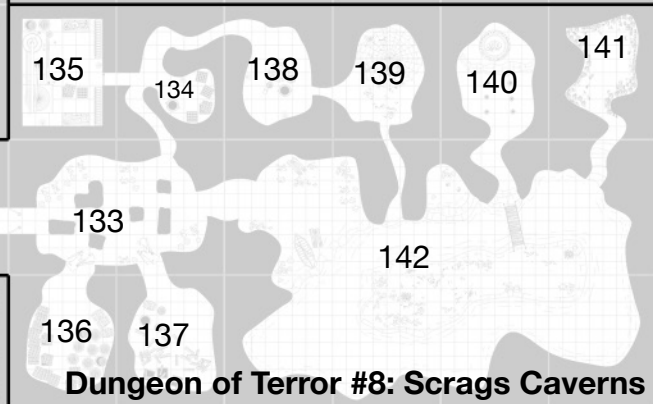
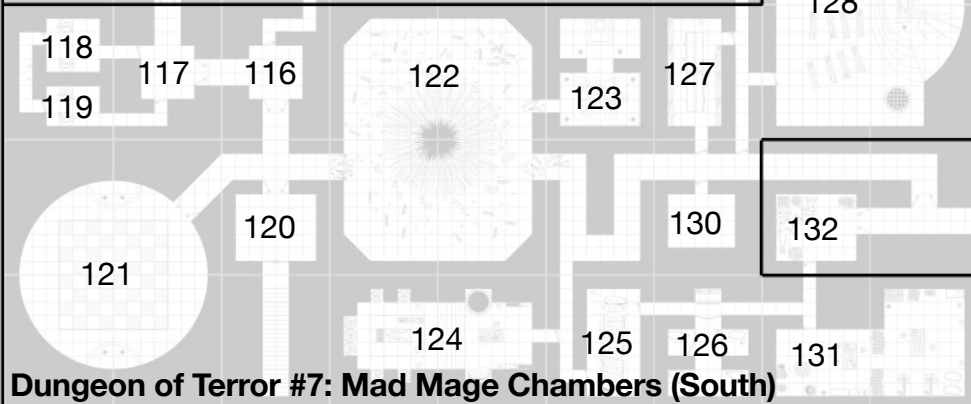
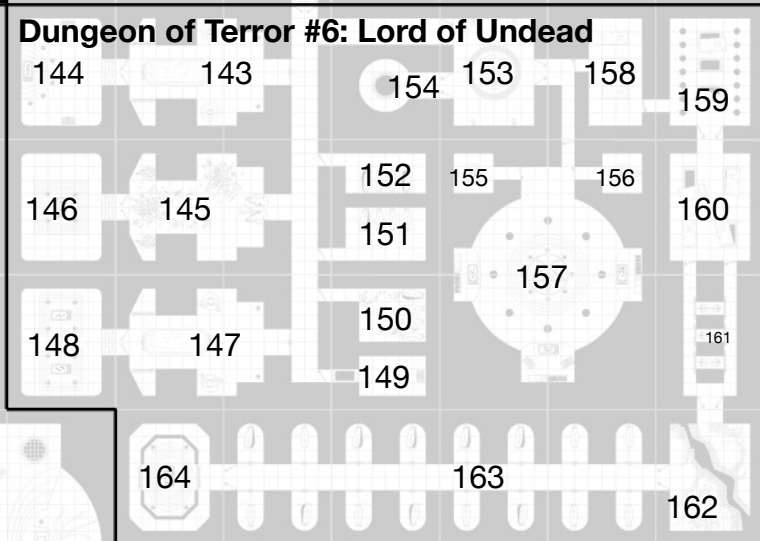
Dungeon of Terror #1: Orcs' Nest



**Dungeon of Terror #4:
The Maze**



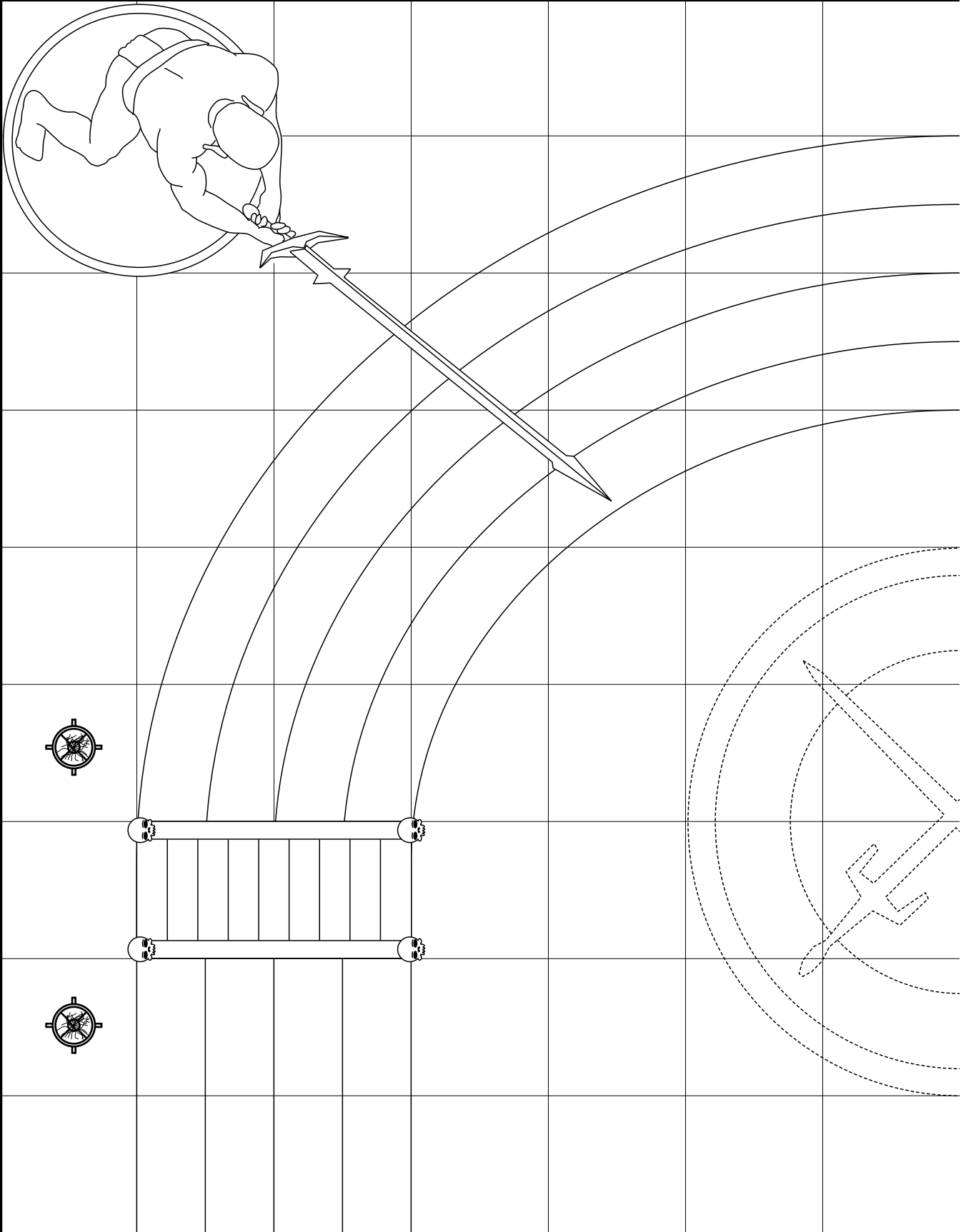
Dungeon of Terror #6: Lord of Undead



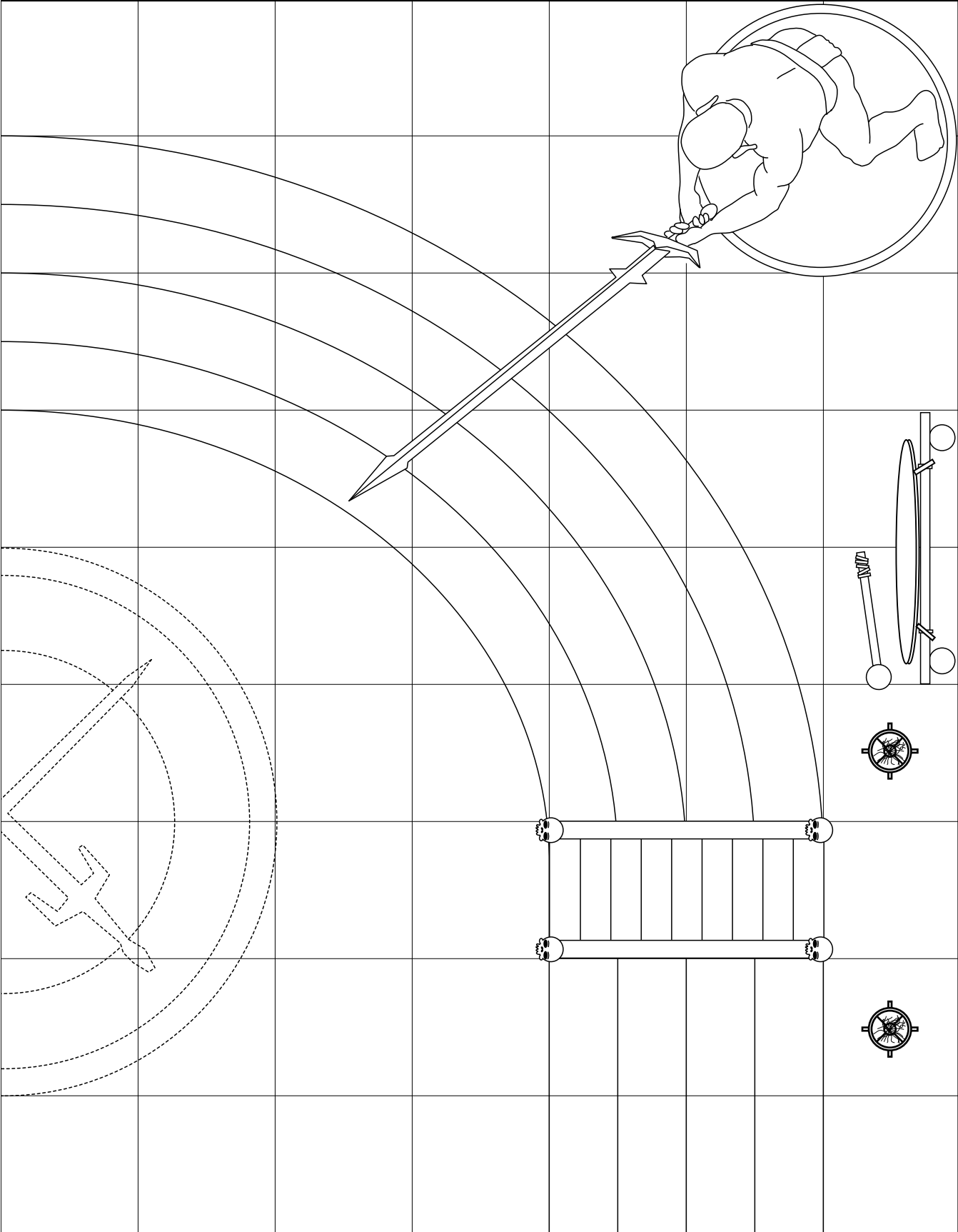
Dungeon of Terror #7: Mad Mage Chambers (South)

Dungeon of Terror #8: Scrags Caverns

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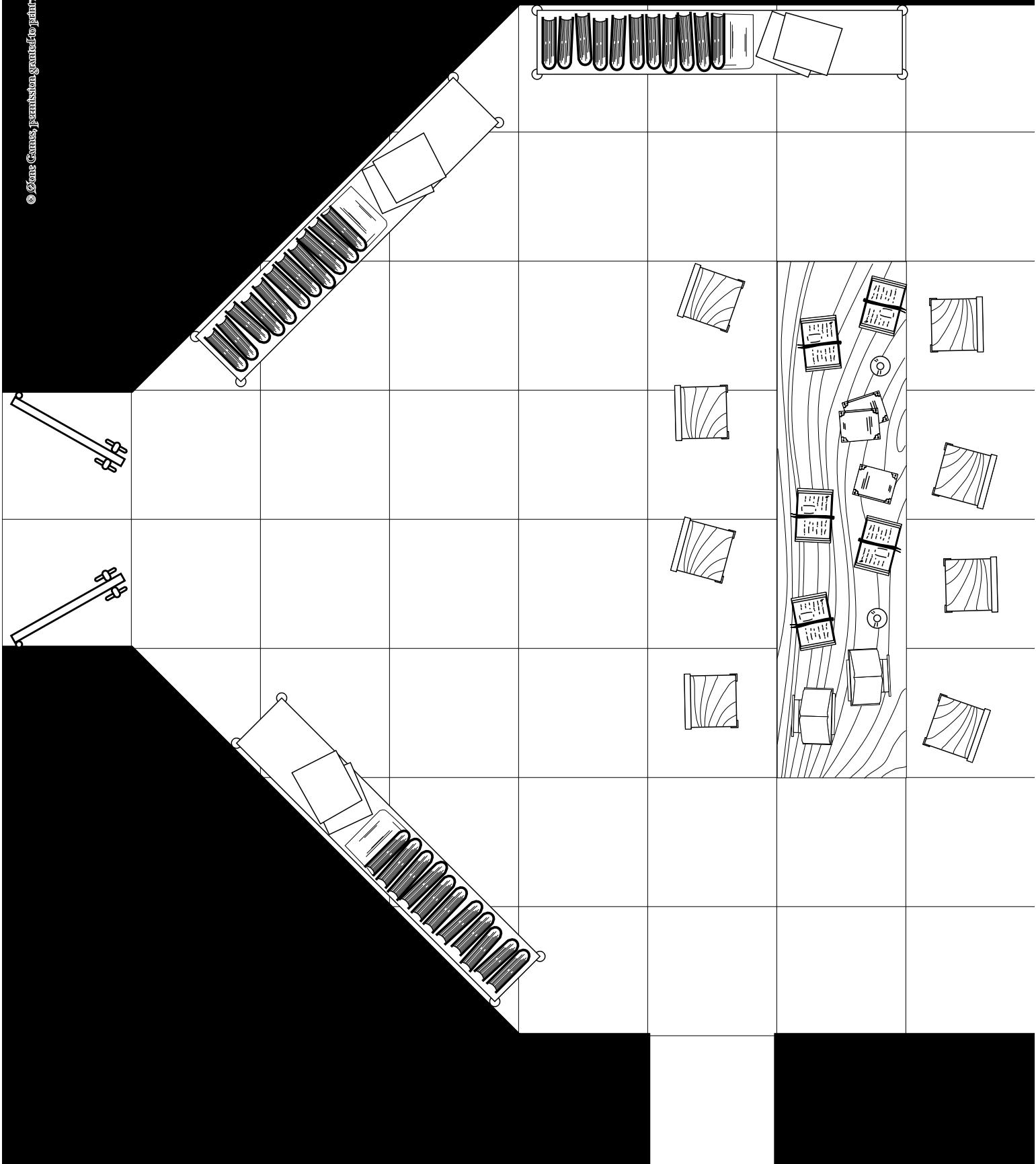


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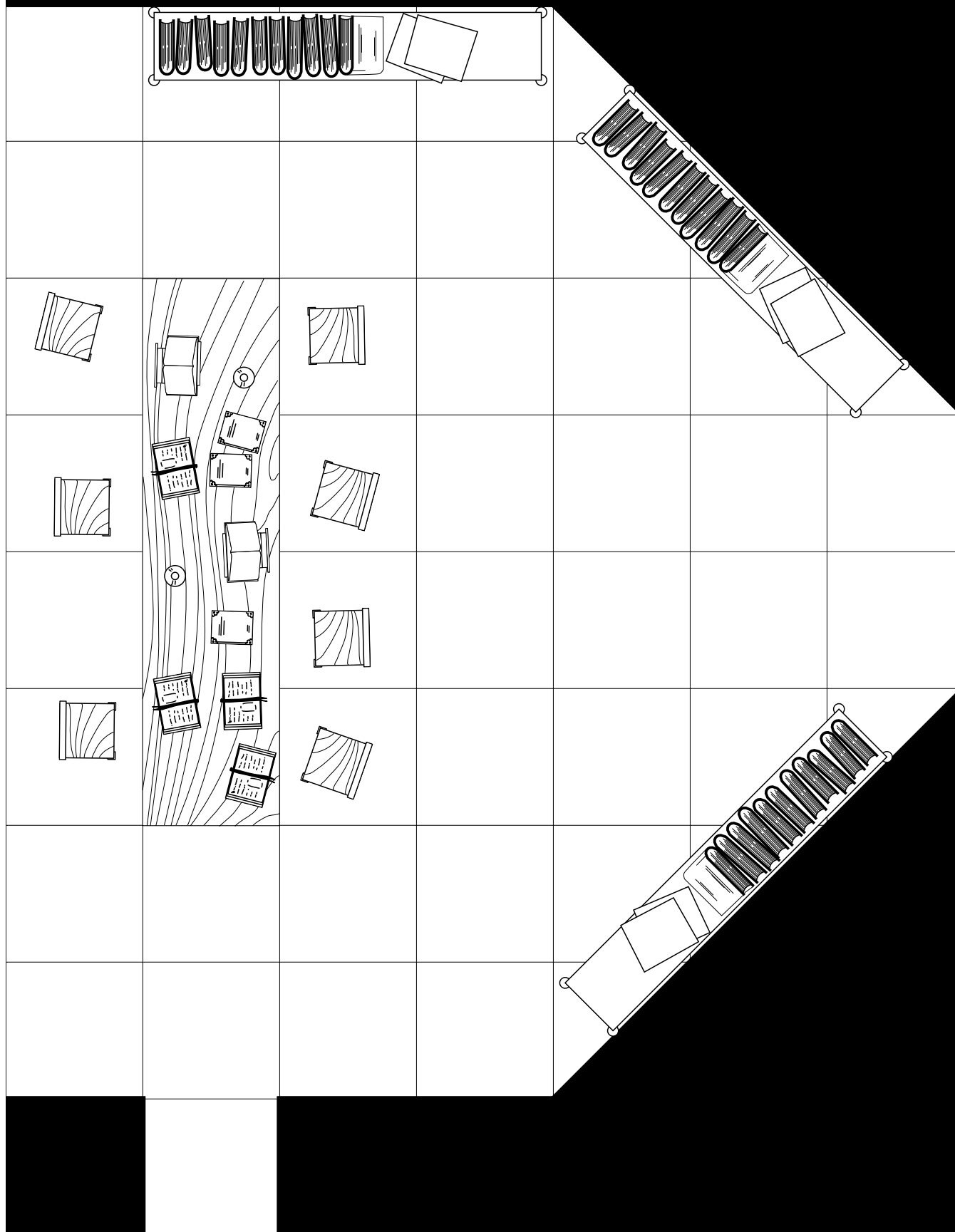


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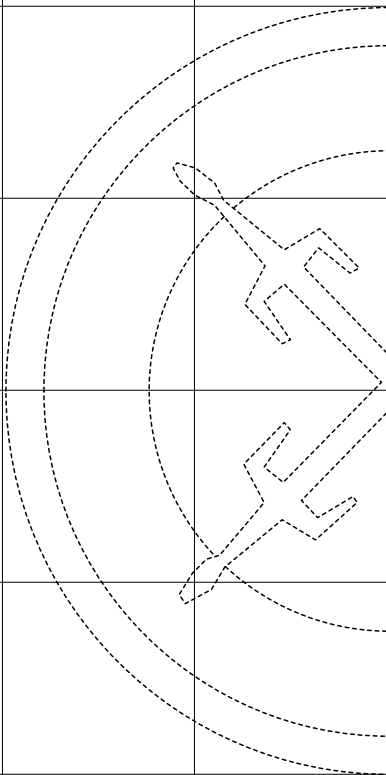
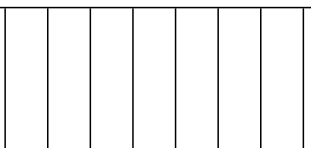
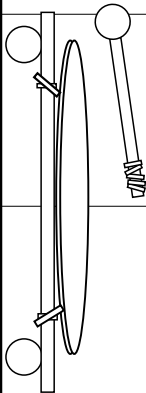
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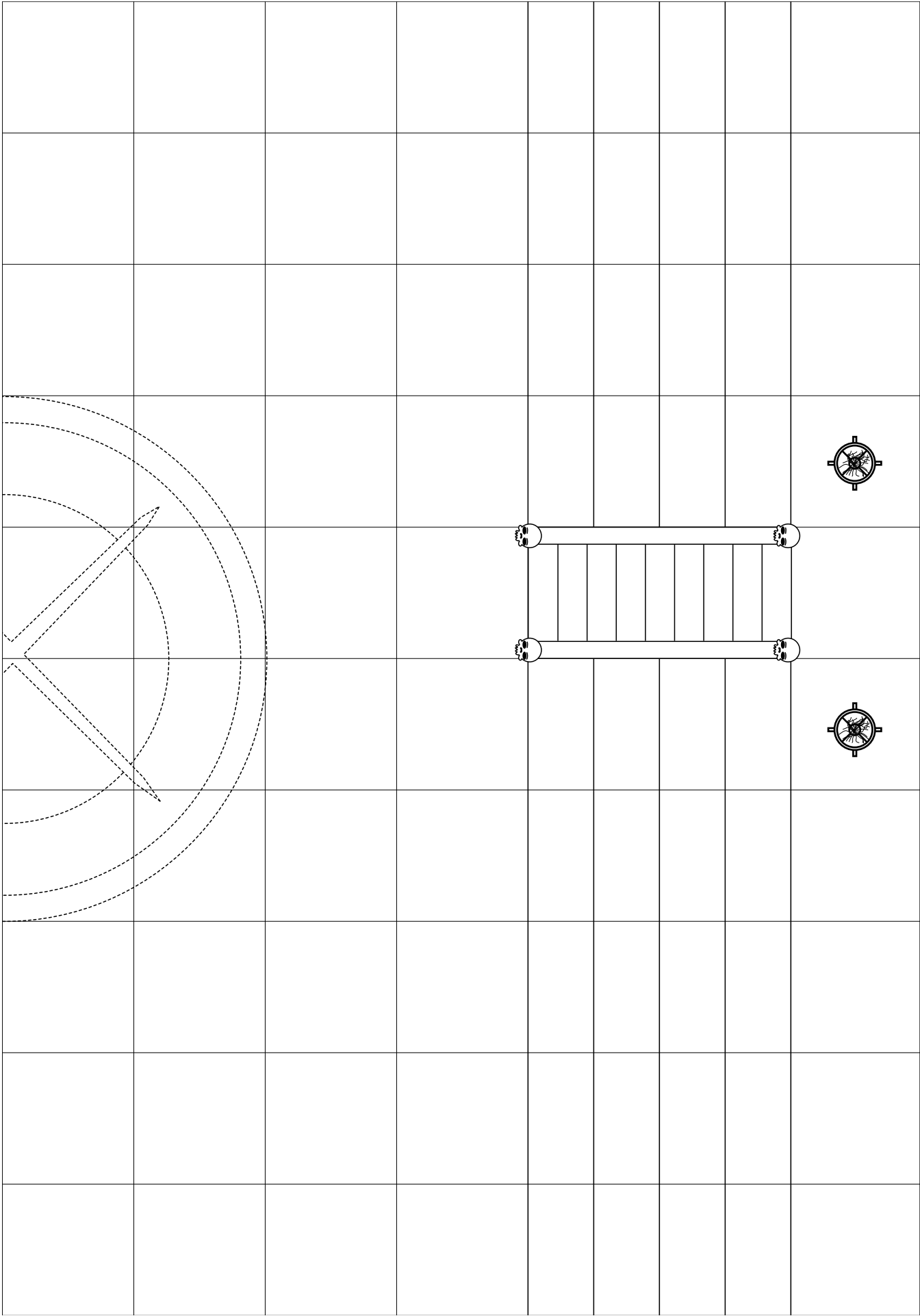


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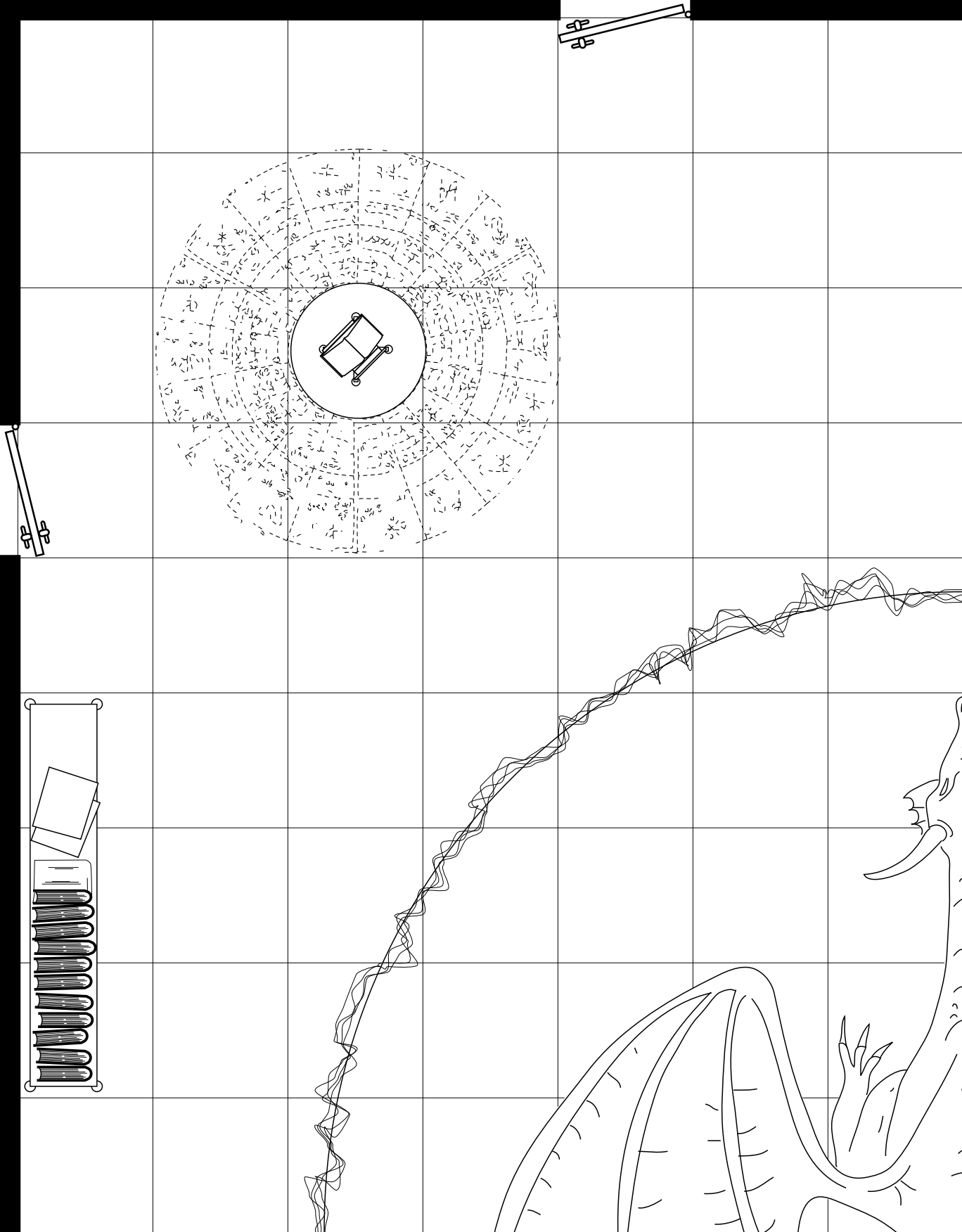




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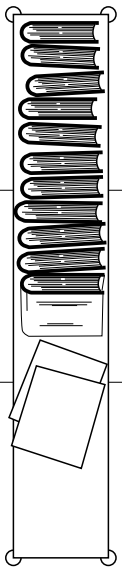
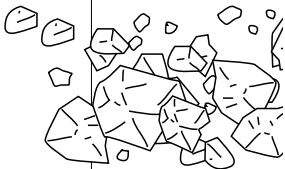
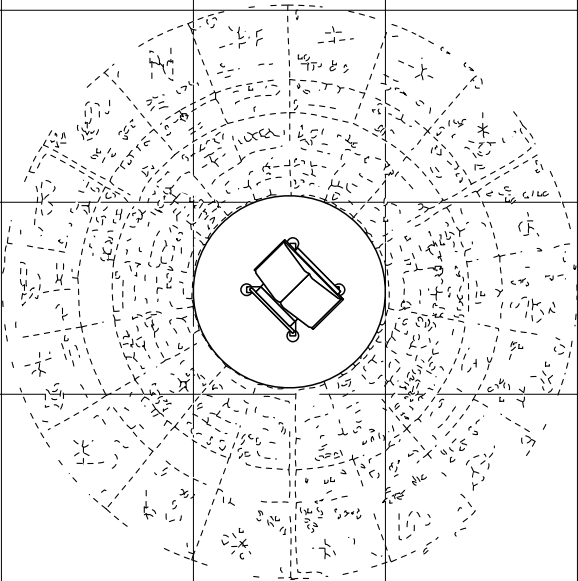
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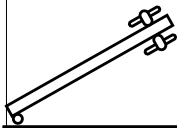
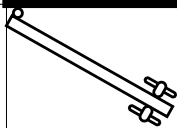
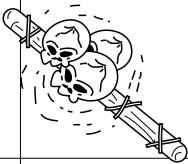
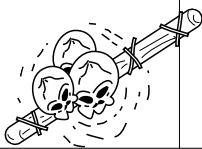
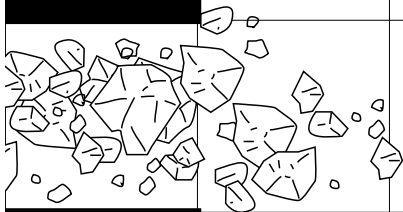


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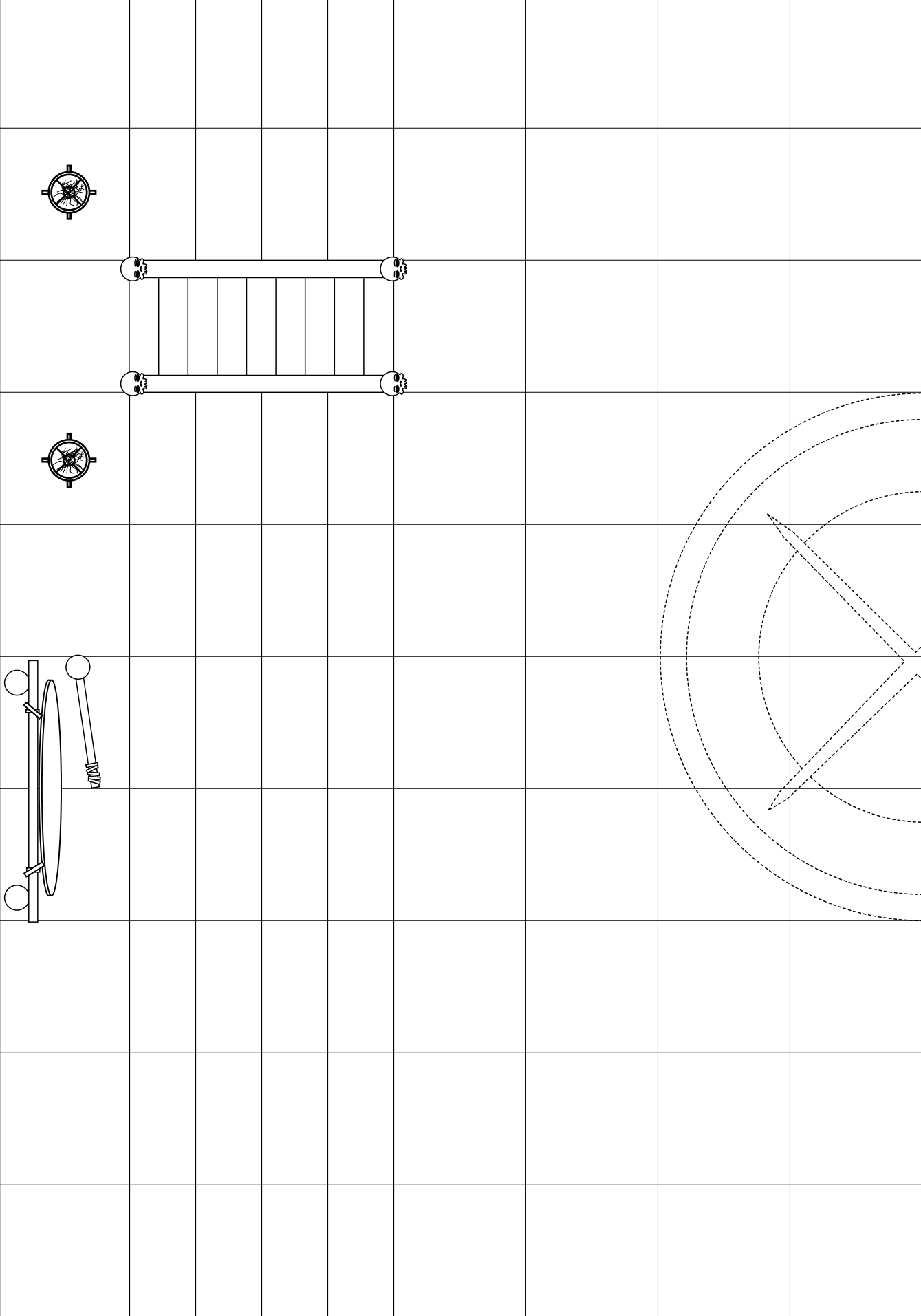
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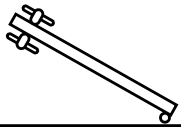
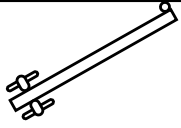
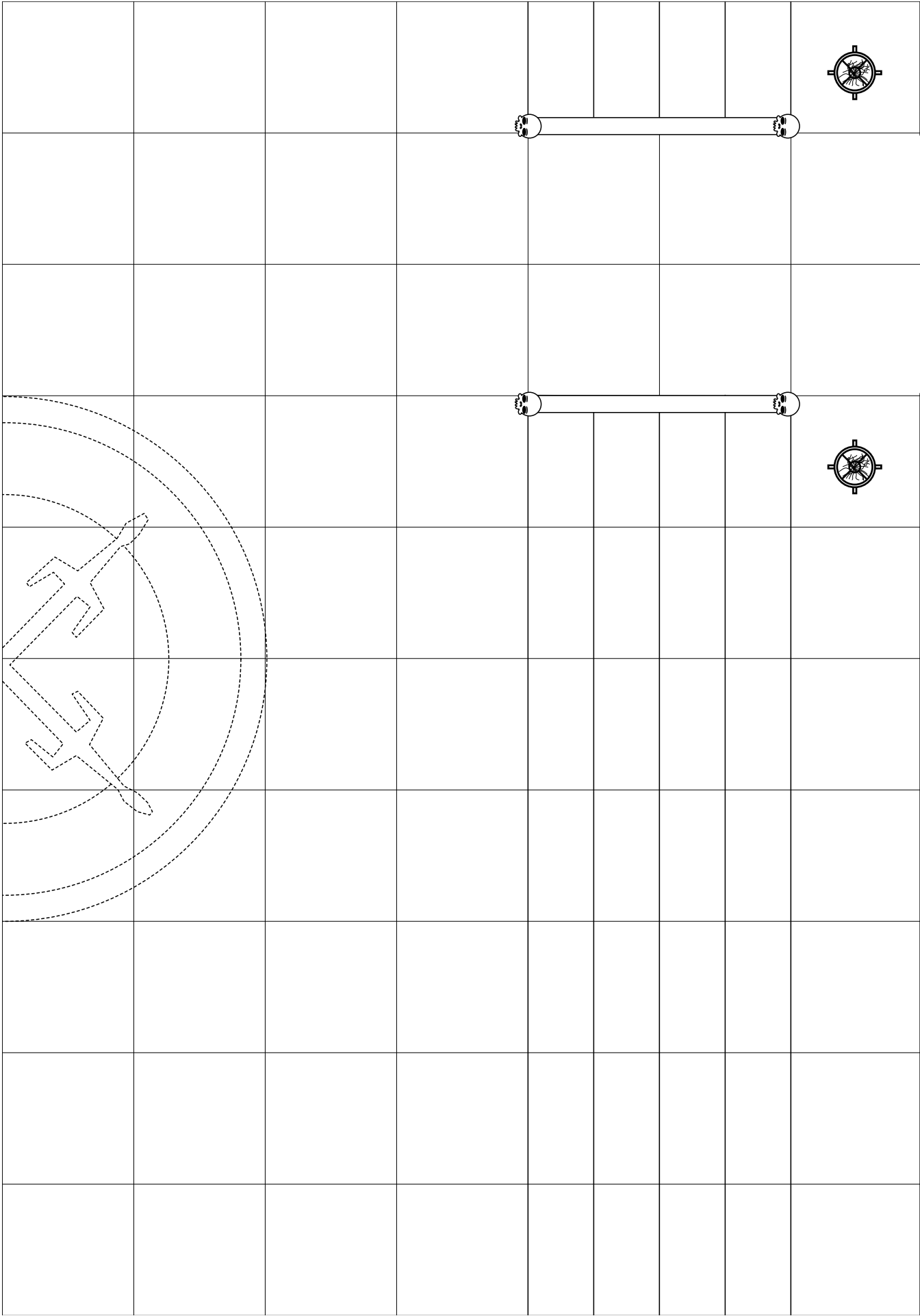


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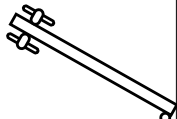
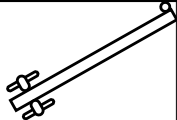


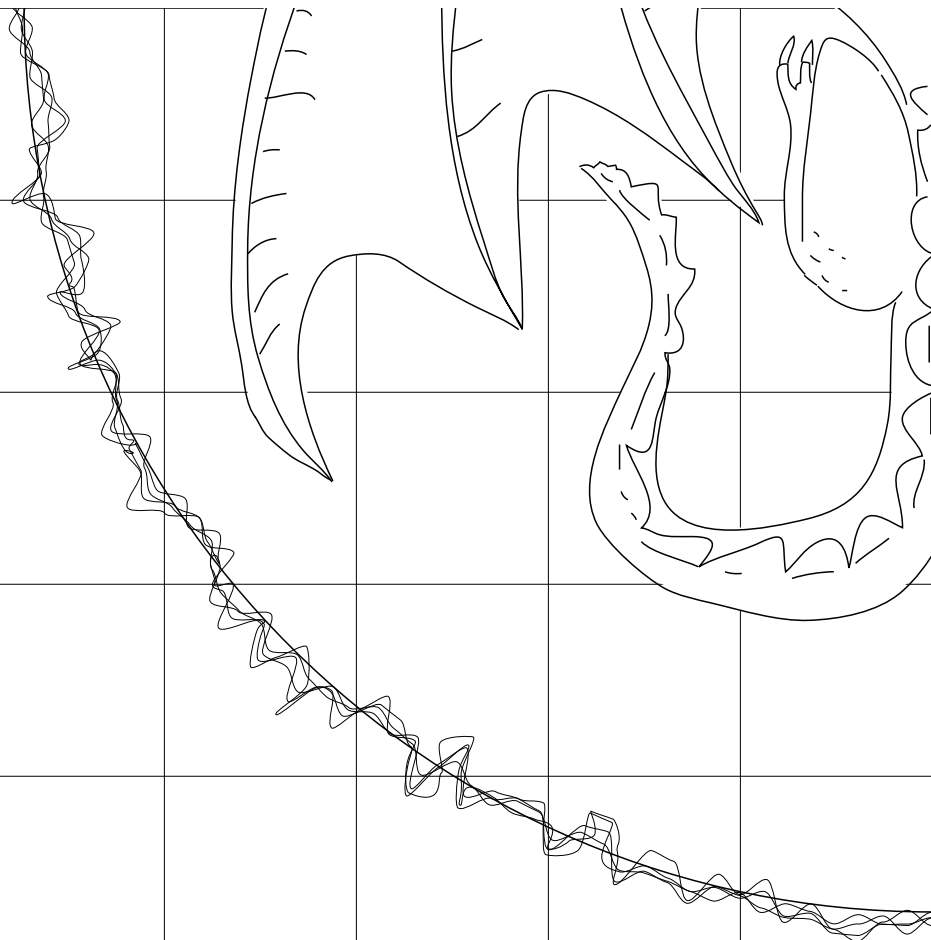
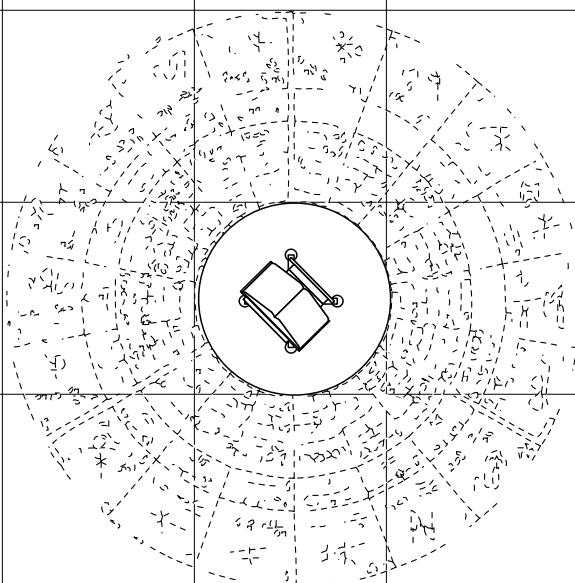


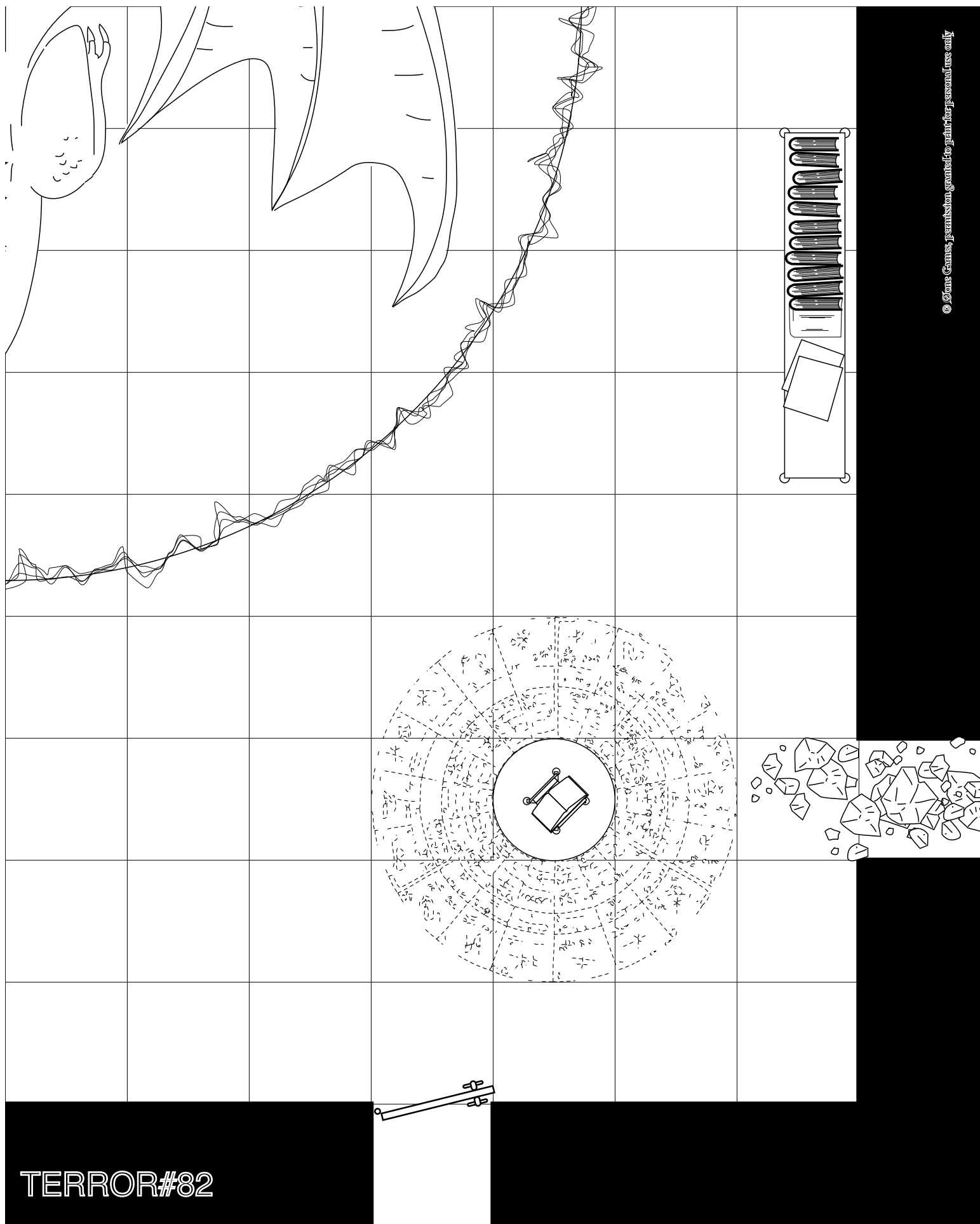
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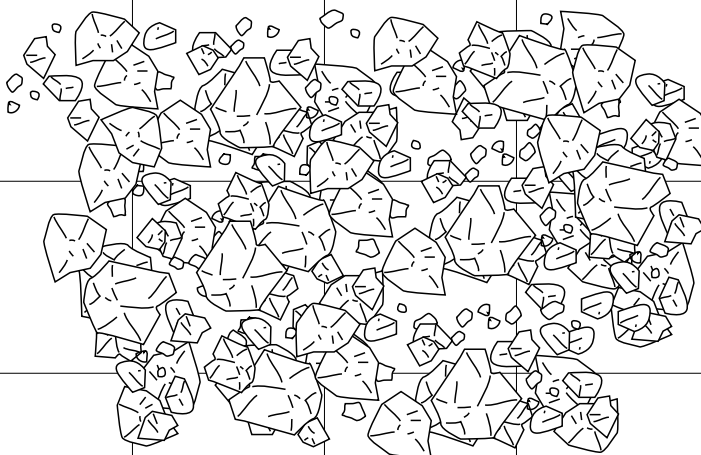
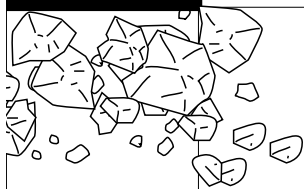
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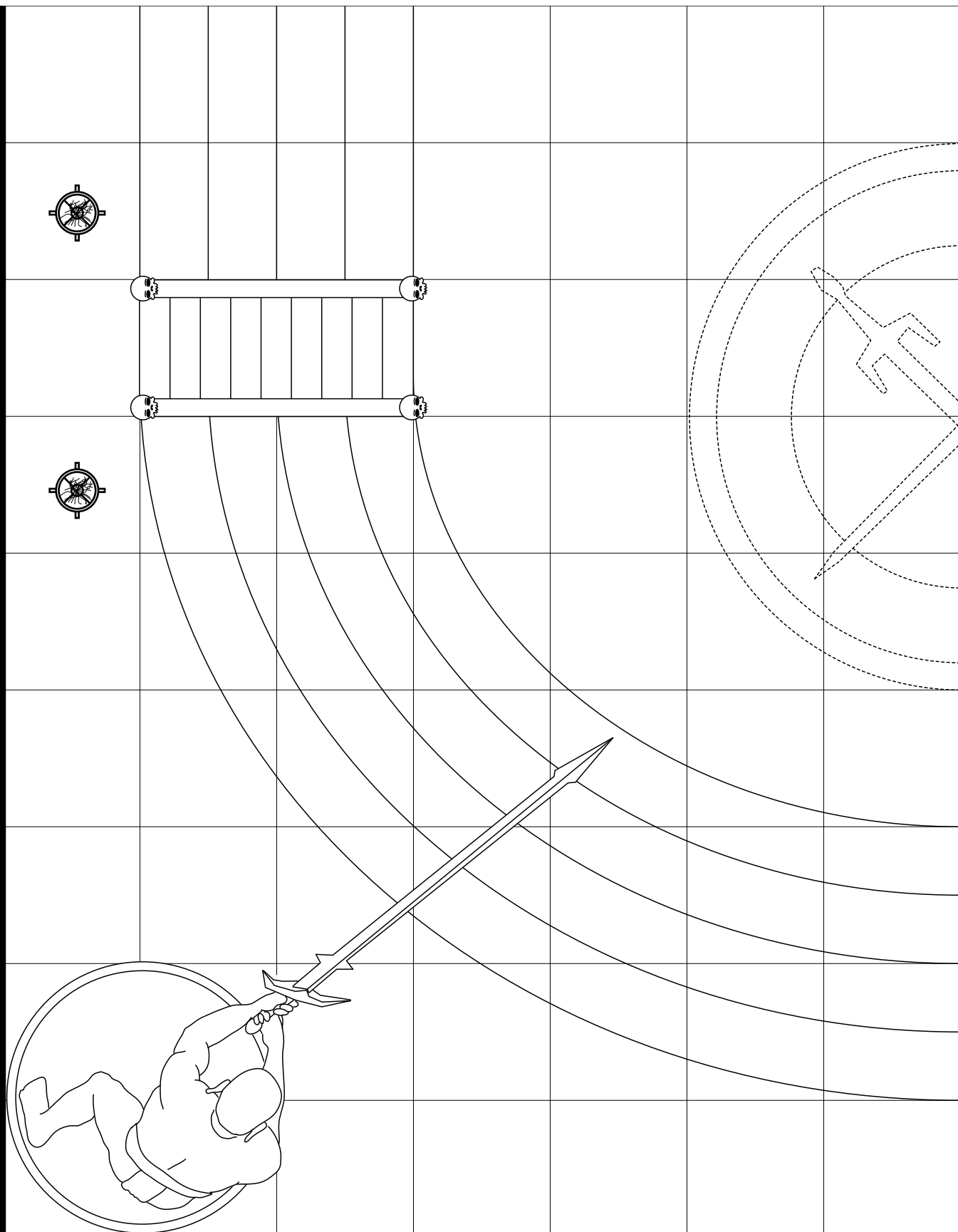


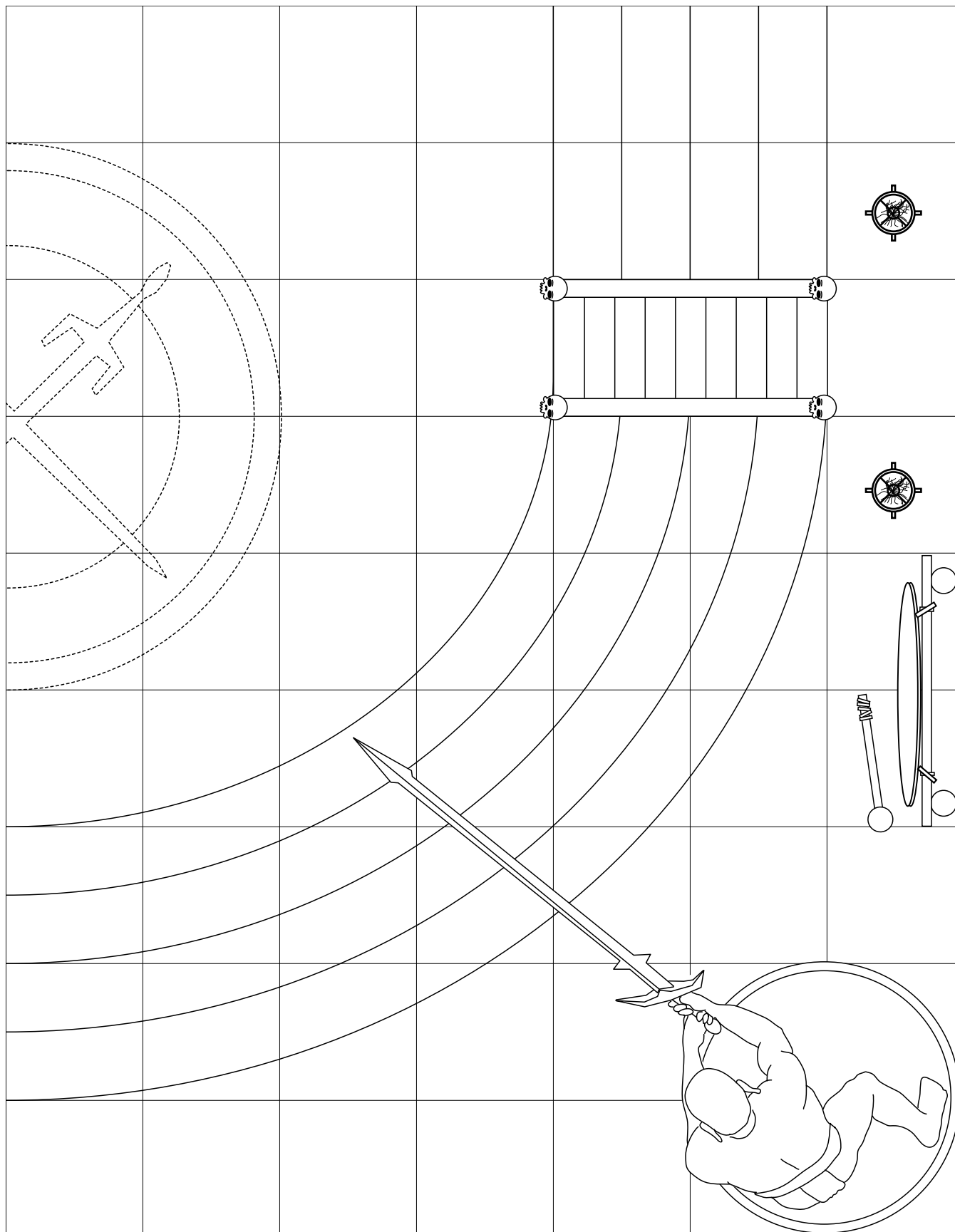




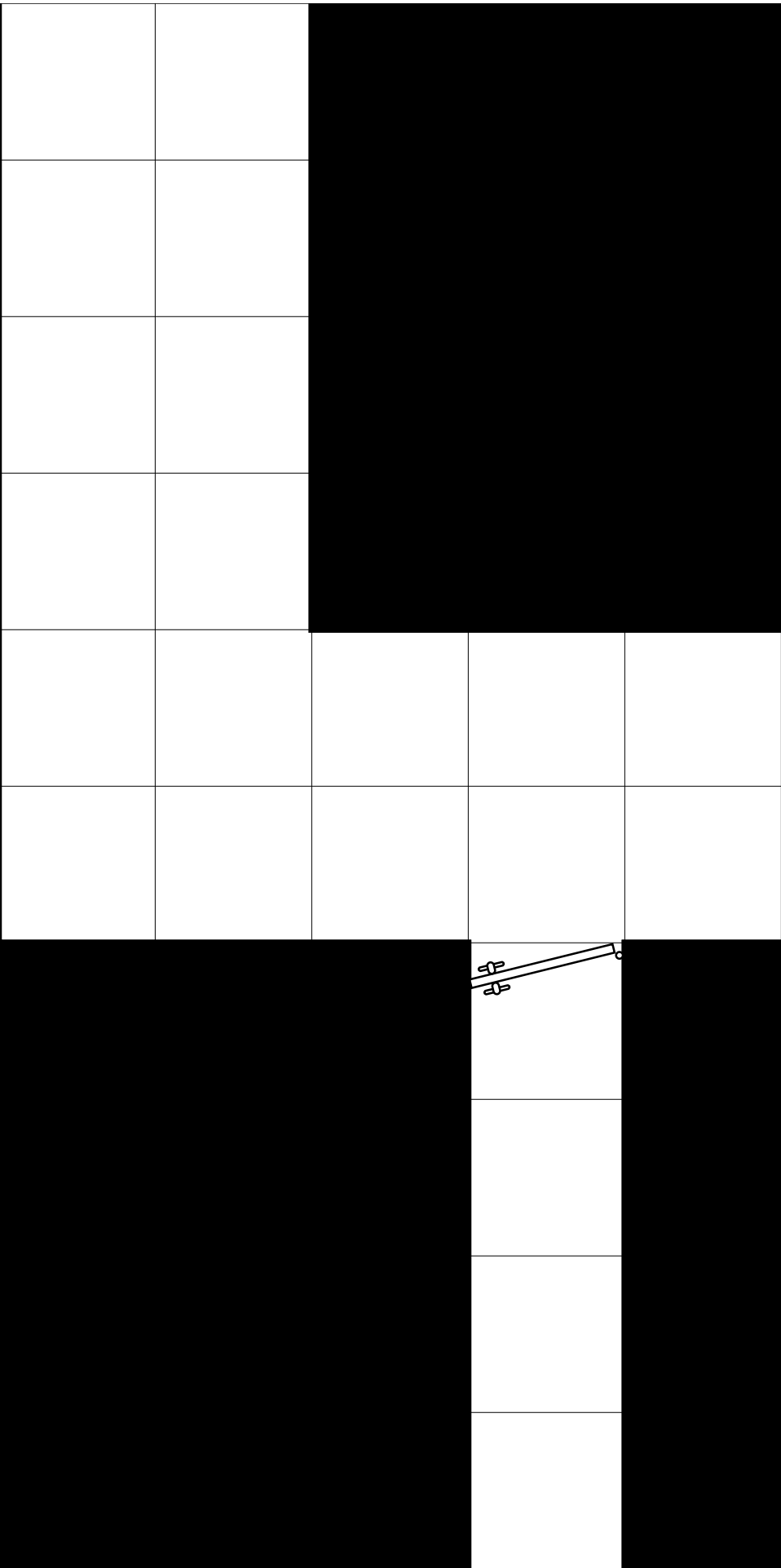
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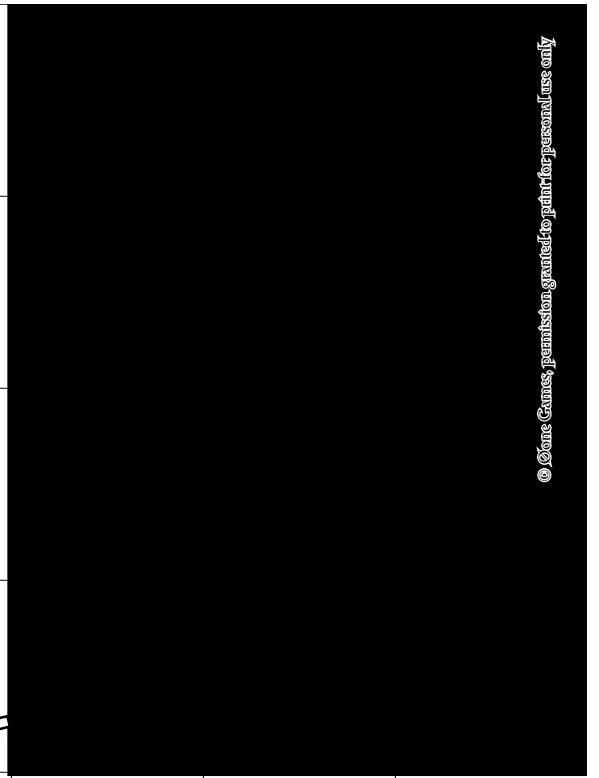
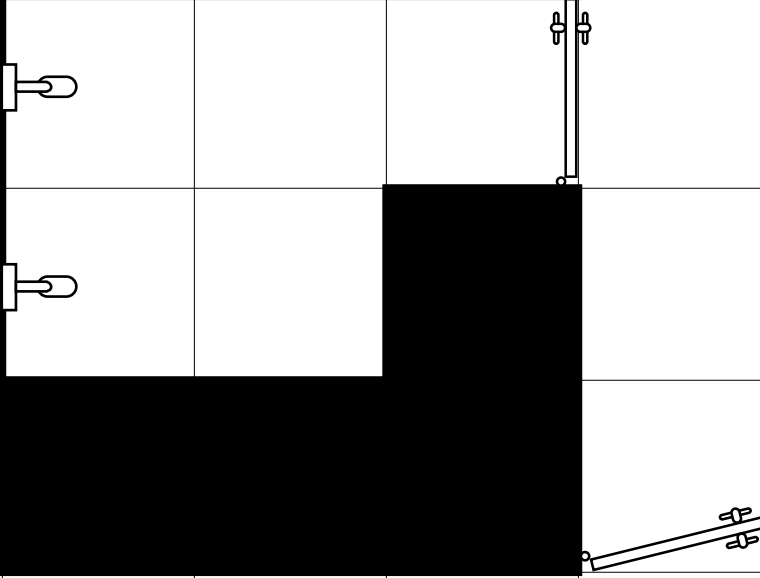




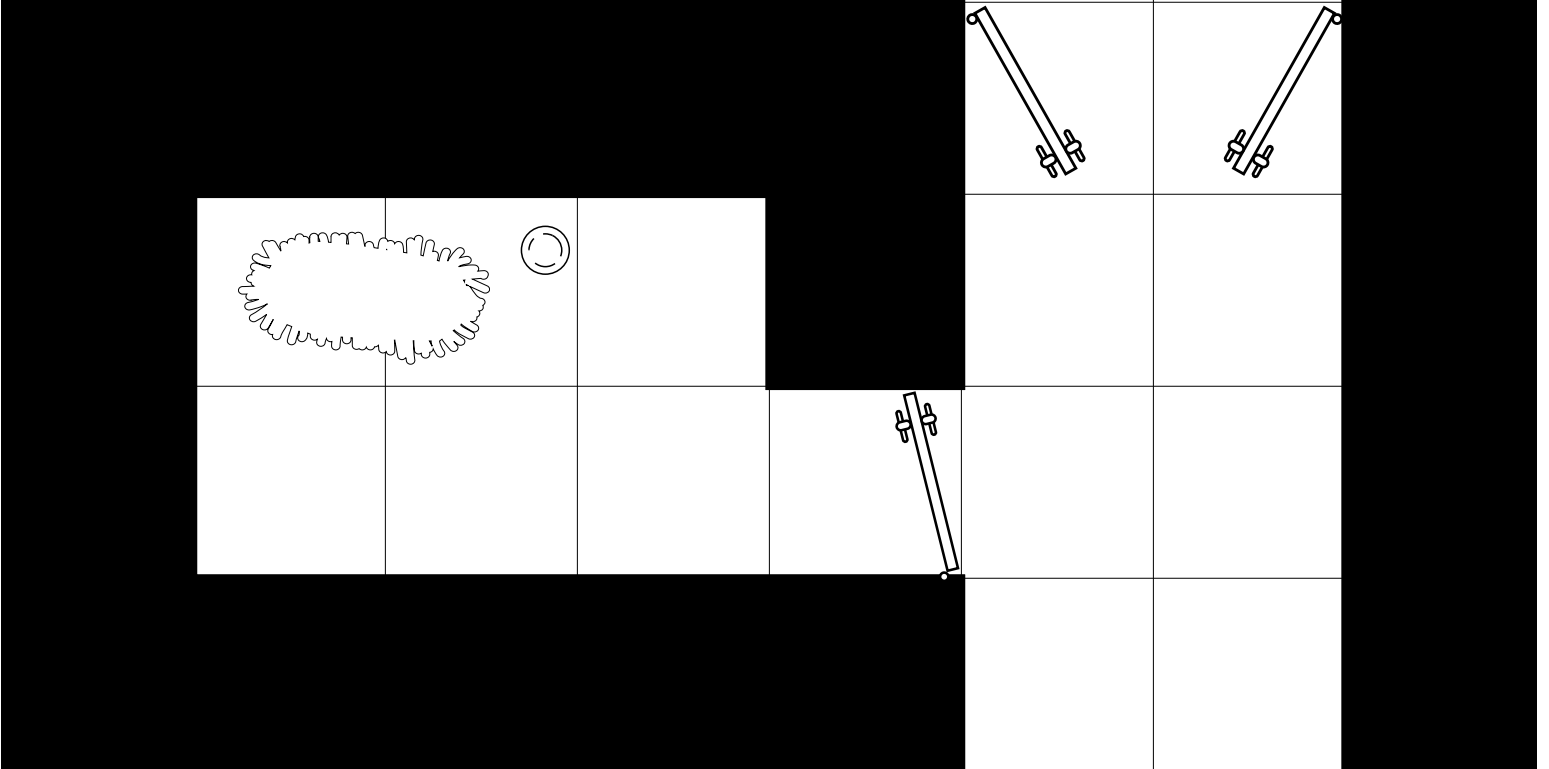
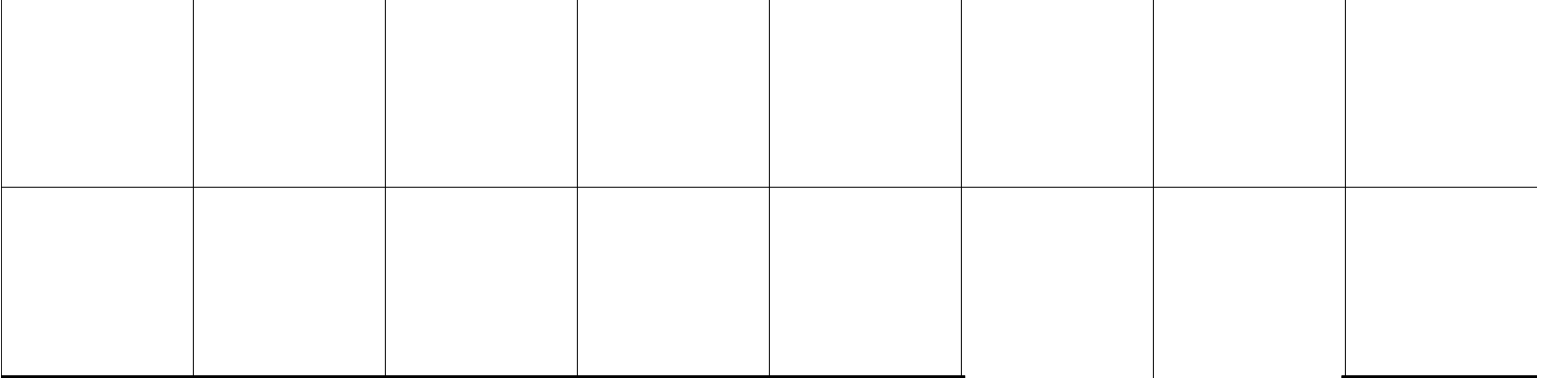
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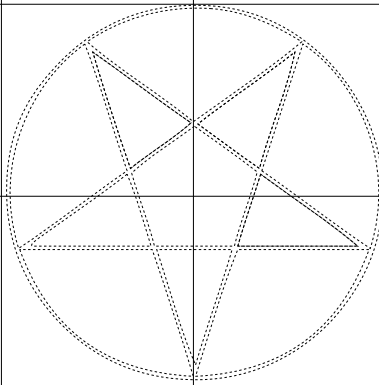
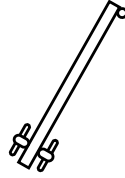
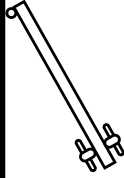
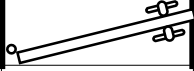
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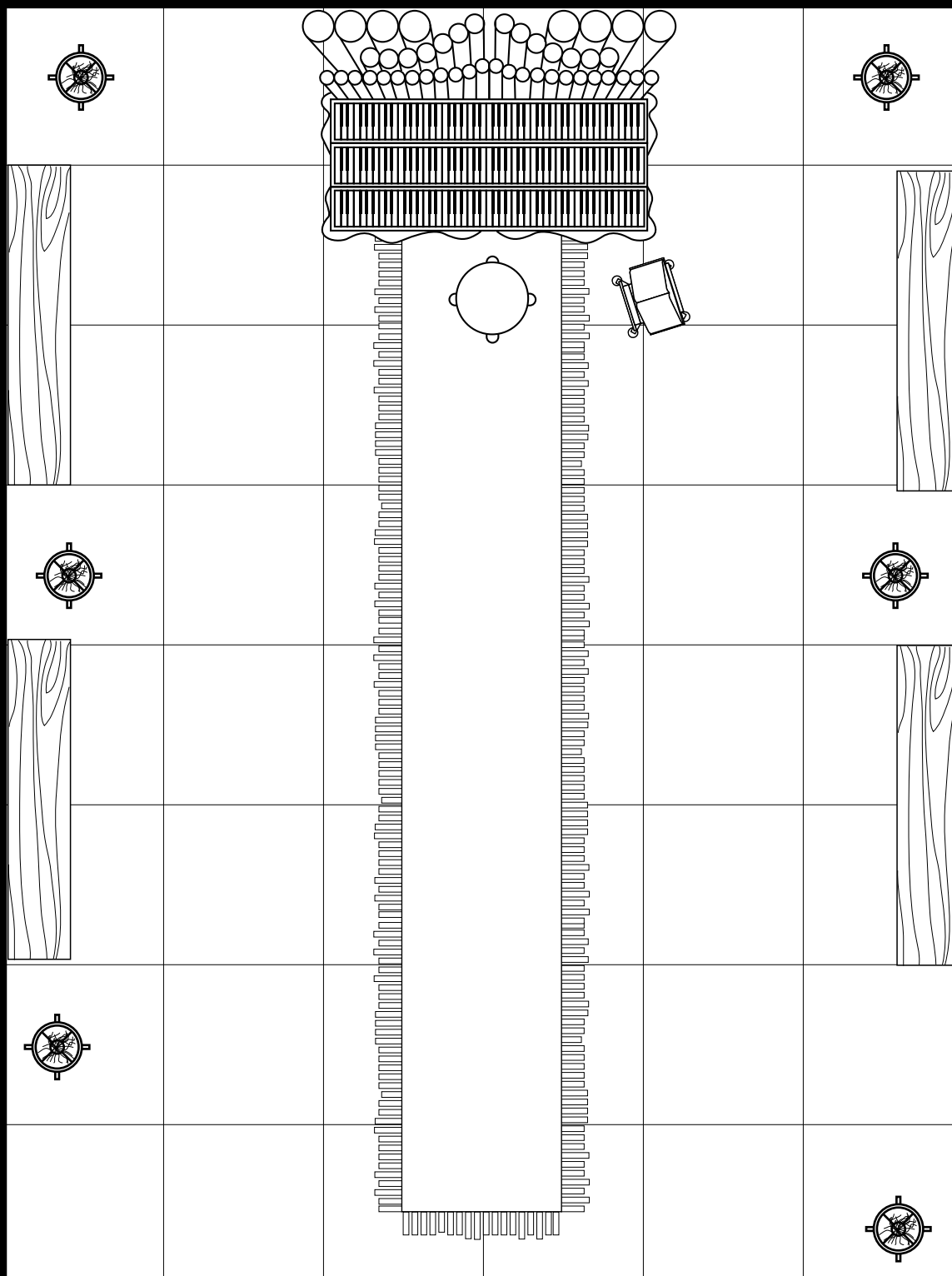


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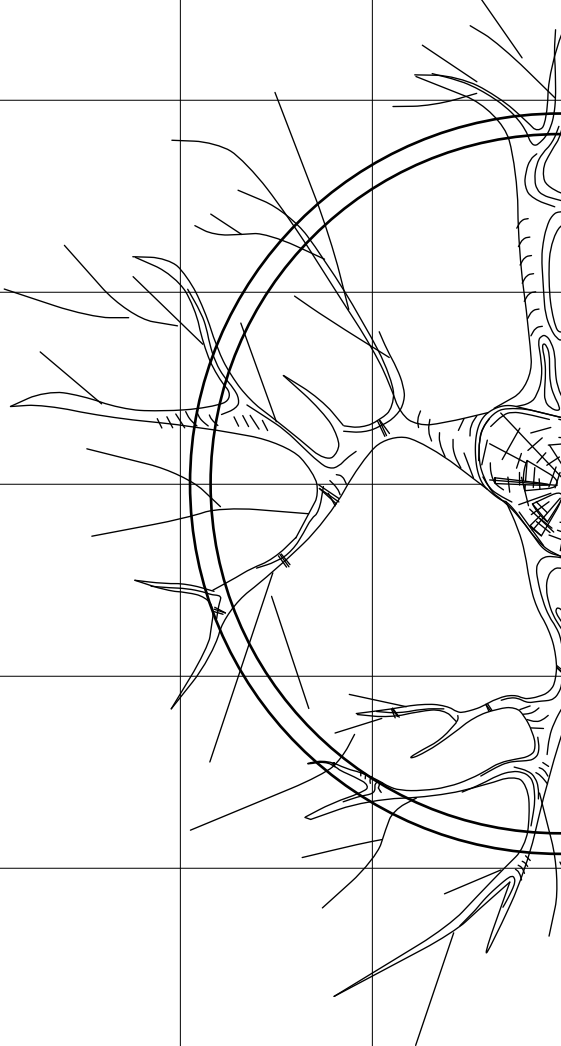
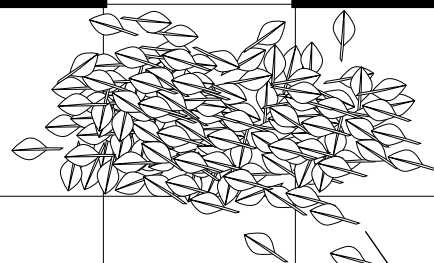
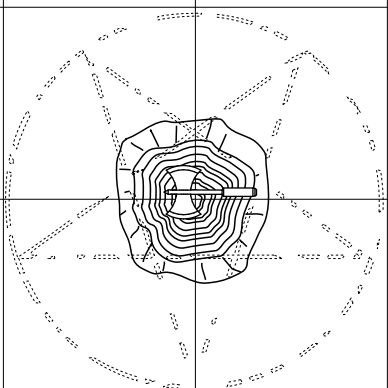


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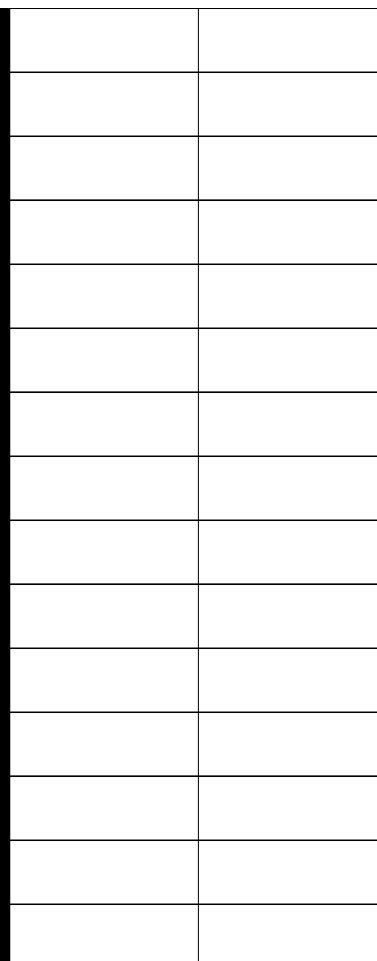
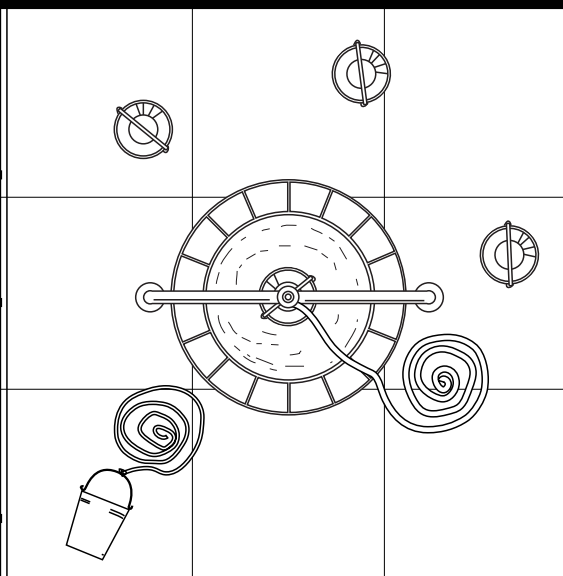
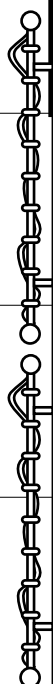
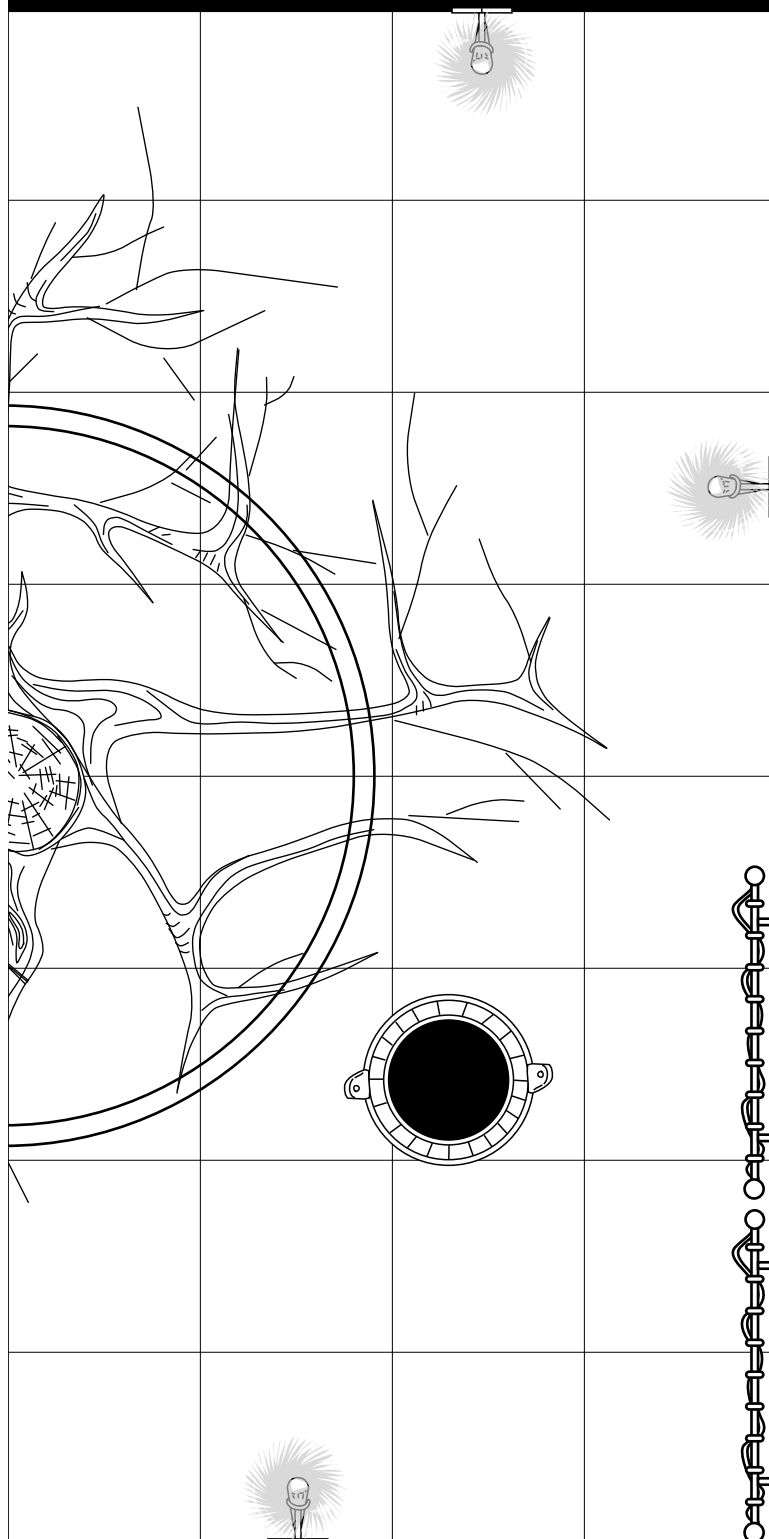
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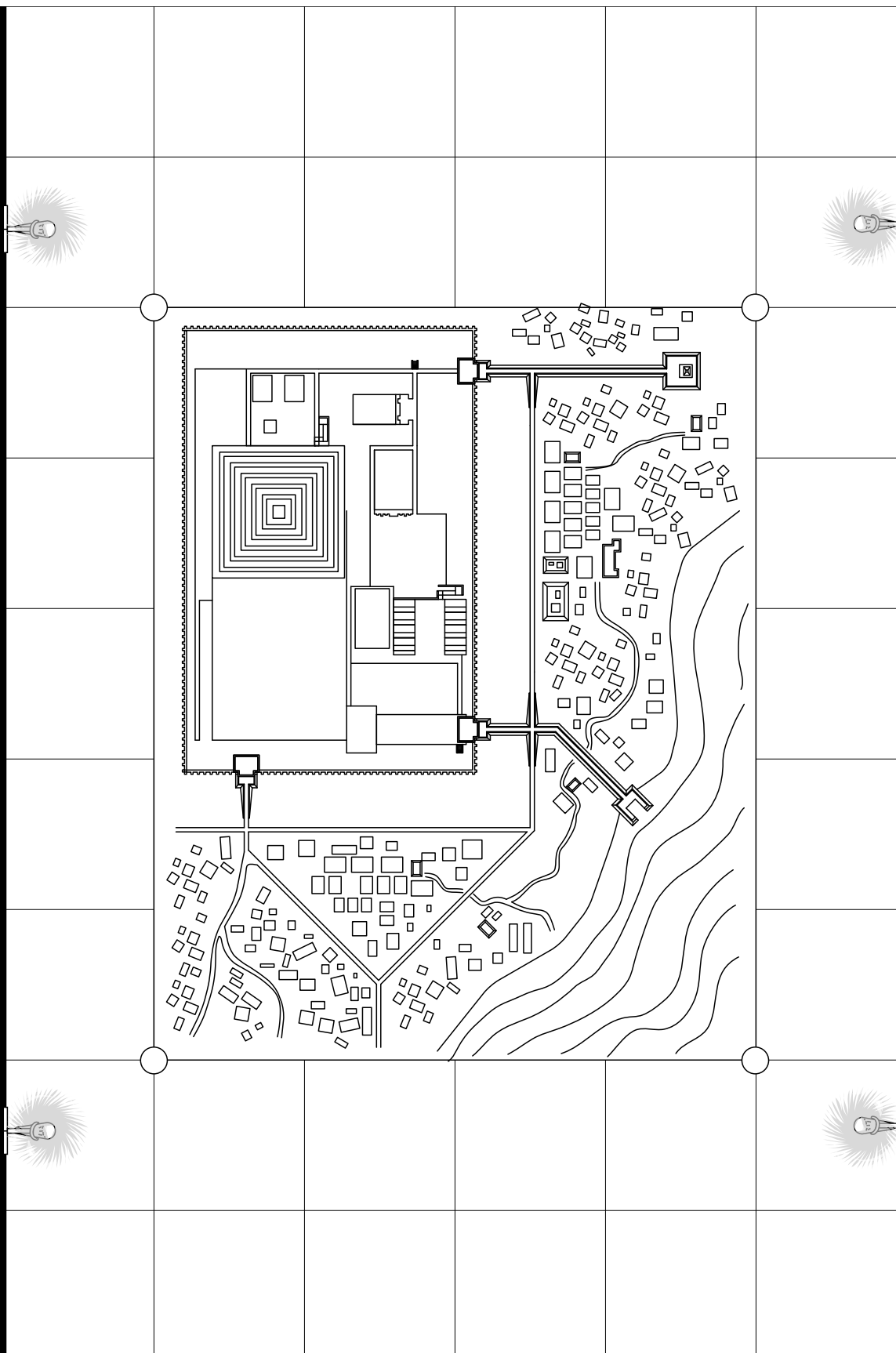


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