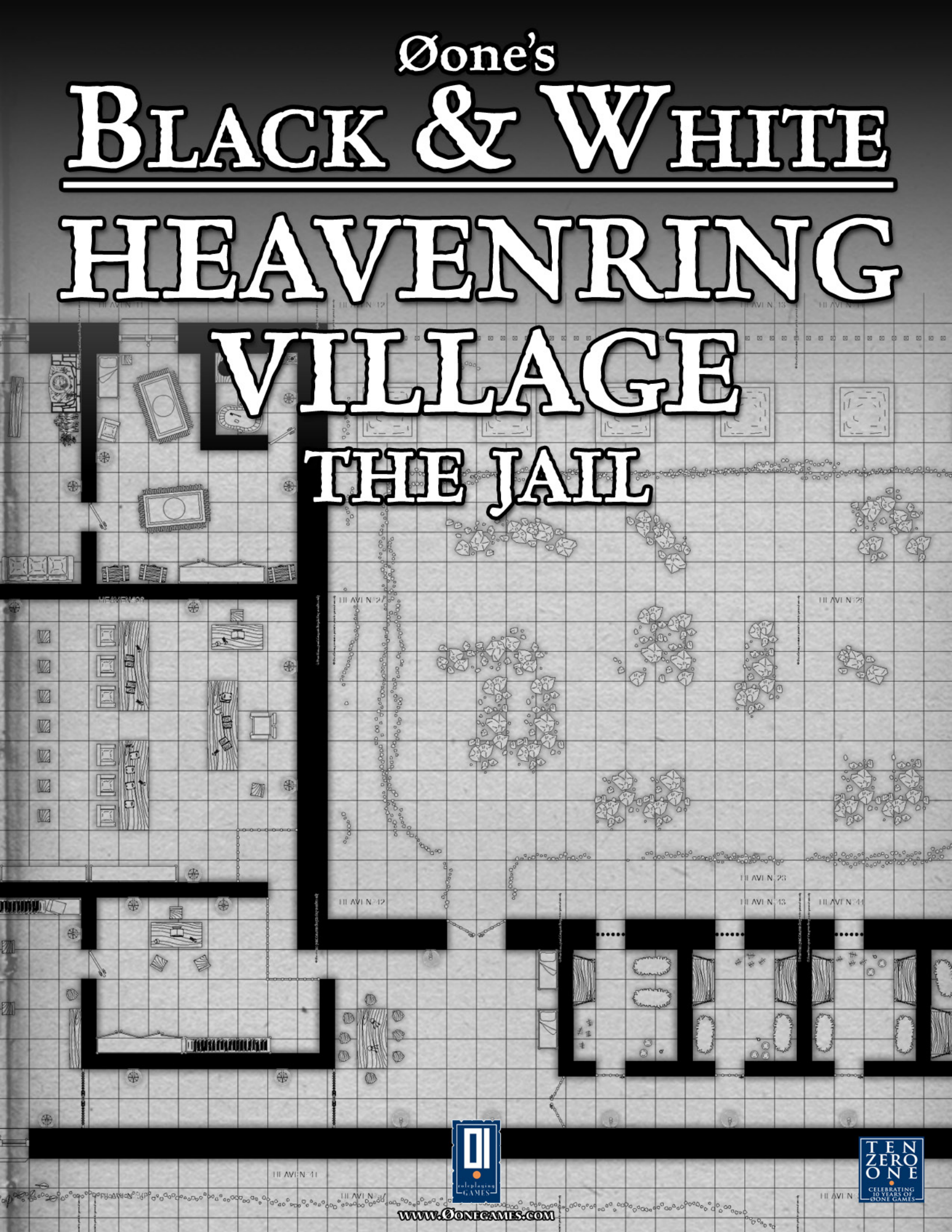
Øone's

Black & White

Heavenring

Village

The Jail



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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 Grid:** toggle square grid
• **Hex Grid:** toggle standard hexagonal grid
• **Hex Grid 1 inch:** toggle 1 inch hexagonal 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's Black & White: Heavenring Village The Jail
Product Code: bew021. First edition 05/2010
Design: Mario Barbati
2D drawings: Mario Barbati
Graphics: O'Bully
Software Engineer: Anna Fava

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HEAVENRING VILLAGE
THE JAIL

Welcome to **Heavenring Village**, the largest village ever tiled!

Heavenring Village contains **11** buildings, **101** rooms, **8** different zones (each one featured in a single product) and it's broken in **225** customizable tiles.

The Heavenring Village Virtual Boxed Set© contains **8 original products** plus a giant **referee map**, **cutouts for rooftops** and **101 room templates**.
The 8 products are the following:

- **Black Gryphon Inn**
- **Town Hall**
- **Temple and School**
- **Cemetery**
- **Lord's Manor**
- **The Smith**
- **Emporium**
- **The Jail**

You can play **Heavenring Village** as a whole or extract your favorite building (or even a single room or encounter area) to suit your campaign. If you're bold, you can lay down a **massive 120x150 inches** village to play the most extended miniature-scaled adventure of the history!

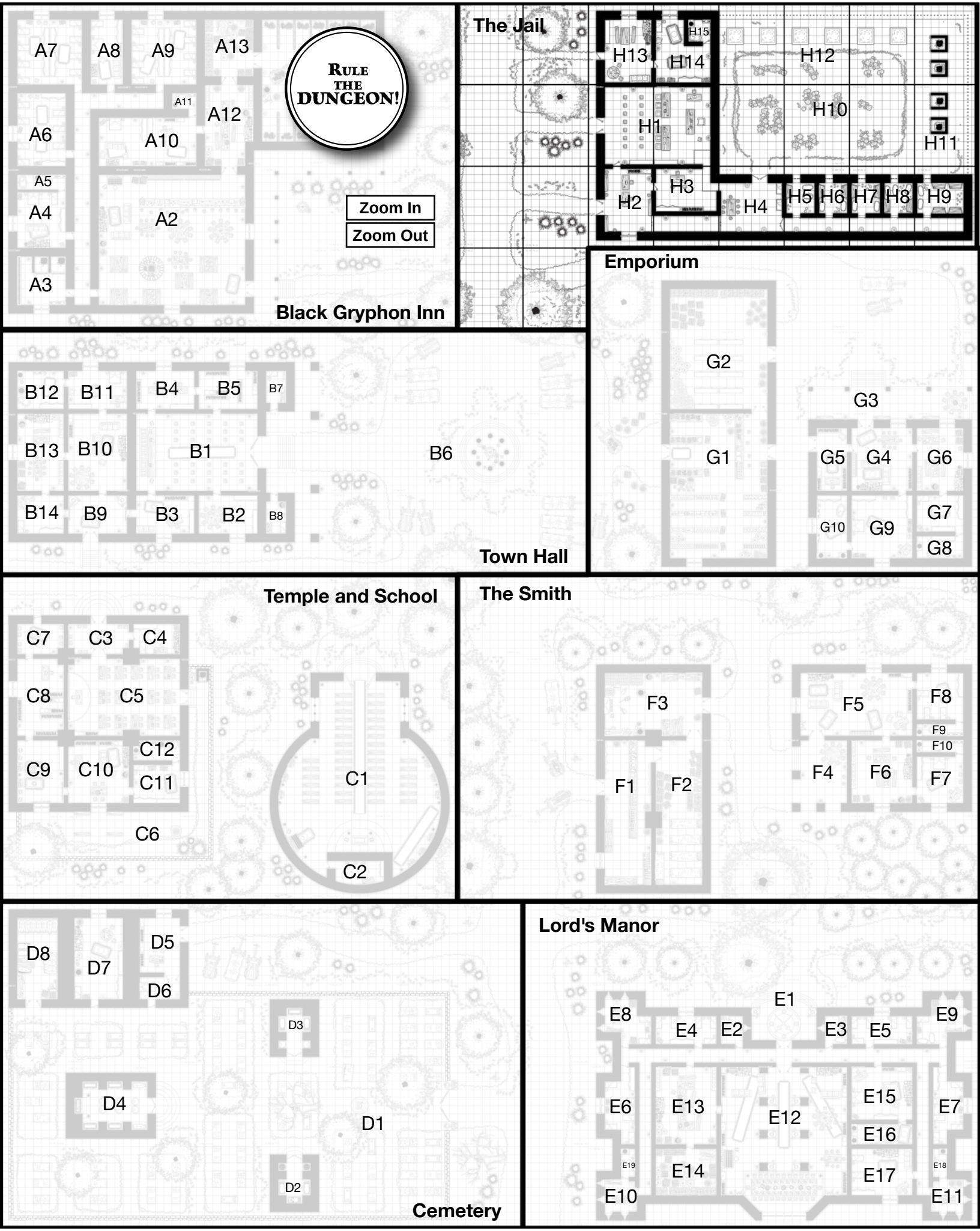
The Story
The village of Heavenring is a small, quiet place standing in a heavily wooded valley. The place is called Heavenring because the river Heaven encircles completely the village, which is, actually, a small island. The river Heaven is not very wide but its waters run very fast making swimming nearly impossible. The river surrounds and protects the village, making him an "heaven" into an otherwise wild and dangerous area. The Valley of Dark Woods is indeed ancient and filled with old tombs, dungeons and monsters. The people of the village live inside their ring of protection and venture outside only during the day, being the monsters and the dangers a nightly thing. Only one bridge links the valley to the village and it is actually a drawbridge which is lifted at dusk each day, until the reappearing of the light on the following morning.
The people of the village live by fishing and woodcutting and are a small, peaceful community. They also produces caviar, from the salmons provided by the river, using a special and unique recipe. The caviar of Heavenring is the best caviar you can find in the known world.

Note that this set details central Heavenring (the river does not appear on the map)

The Jail
This building act as the county jail, tribunal and sheriff's house. The county sheriff is a grizzled dwarf named Mardags, who can count upon the aid of three lieutenants and of course of the Major Musdus, who is often found wandering the building. The jail itself features cells and even a large open are where the criminals can walk or work as stonecutters. A very high wall topped with sharp spikes surrounds this area.

The Jail Rooms
H1. Tribunal (Tiles #25, 26)
H2. Watch' Offices (Tile #40)
H3. Sheriff's Office (Tile #41)
H4. Guardpost (Tile #42)
H5. Cell (Tile #43)
H6. Cell (Tile #43)
H7. Cell (Tile #44)
H8. Cell (Tile #44)
H9. Cell (Tile #45)
H10. Hard Labour Area (Tiles #12, 13, 14, 15, 27, 28, 29, 30, 42, 43, 44, 45)
H11. Latrines (Tiles #15, 30)
H12. Washpools (Tiles #12, 13, 14)

Sheriff's House
H13. Dining Room (Tile #10)
H14. Bedroom (Tile #11)
H15. Bathroom (Tile #11)


A7
A8
A9
A13
A11
A12
A6
A10
A5
A4
A2
A3
Zoom In
Zoom Out
Black Gryphon Inn
The Jail
H15
H13
H14
H12
H10
H1
H11
H3
H2
H4
H5
H6
H7
H8
H9
Emporium
G2
G3
G1
G5
G4
G6
G7
G10
G9
G8
B12
B11
B4
B5
B7
B13
B10
B1
B6
B14
B9
B3
B2
B8
Town Hall
Temple and School
C7
C3
C4
C8
C5
C12
C9
C10
C11
C6
C1
C2
The Smith
F3
F5
F8
F9
F10
F1
F2
F4
F6
F7
D8
D5
D7
D6
D3
D4
D1
D2
Cemetery
Lord's Manor
E1
E8
E9
E4
E2
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E11

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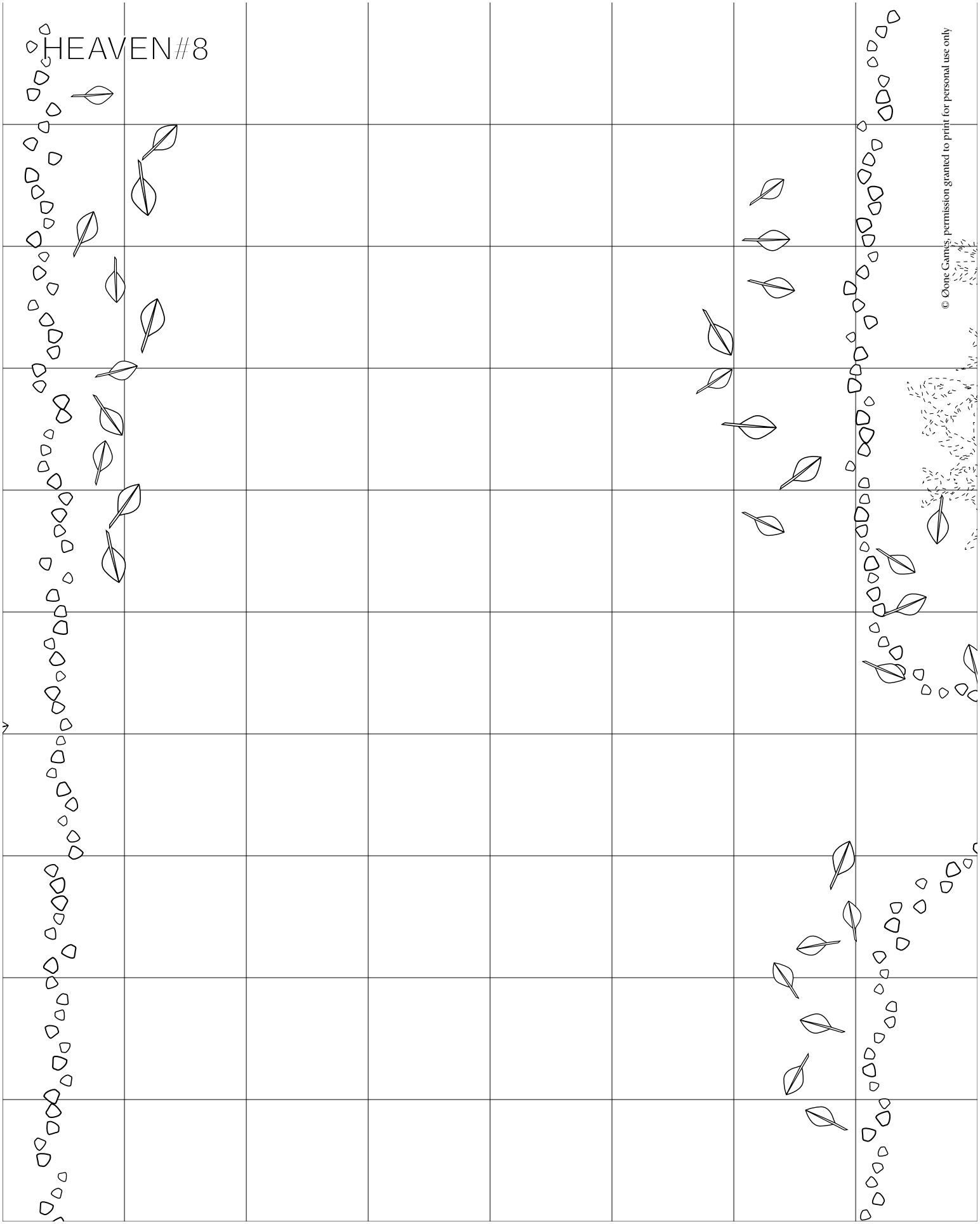

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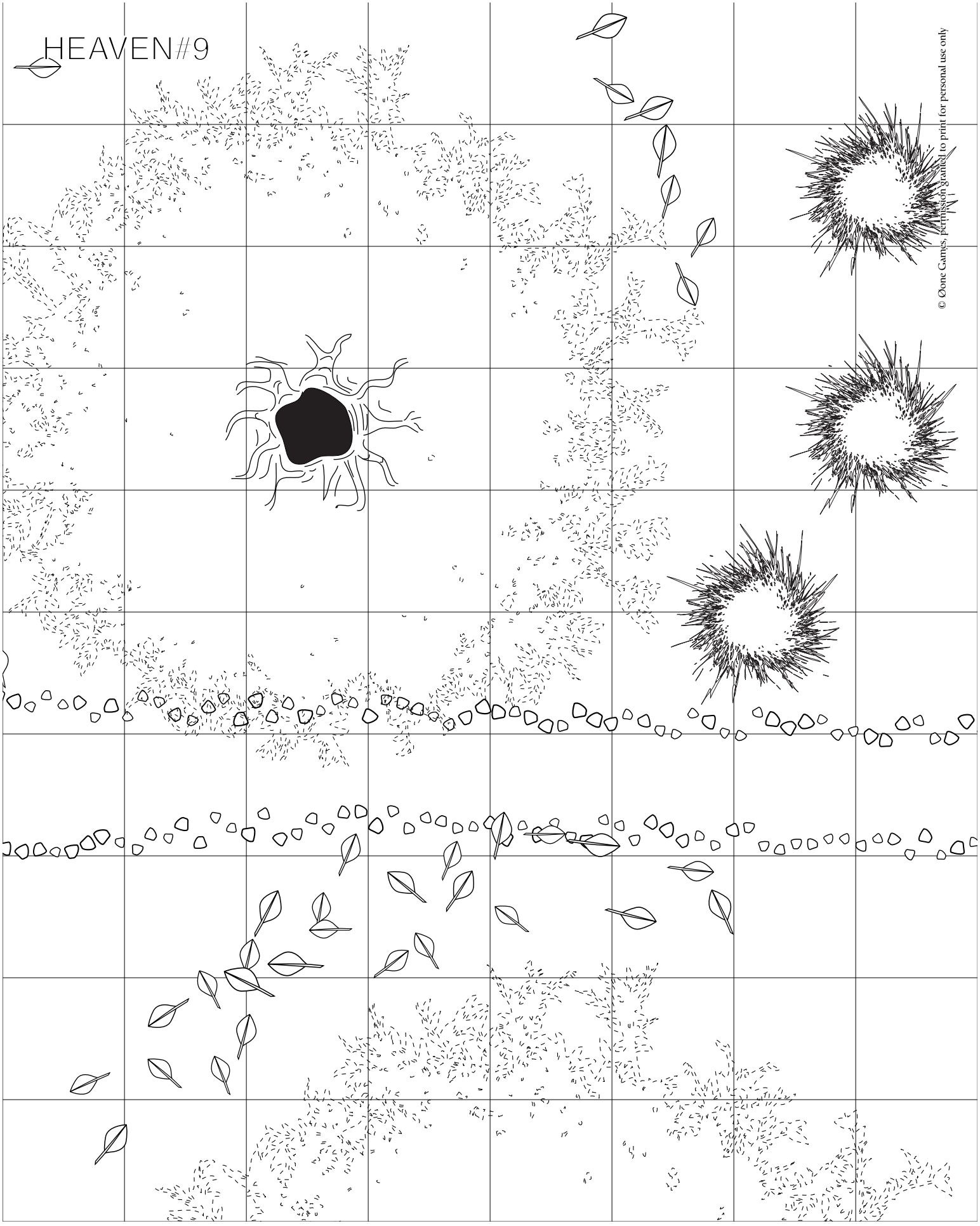

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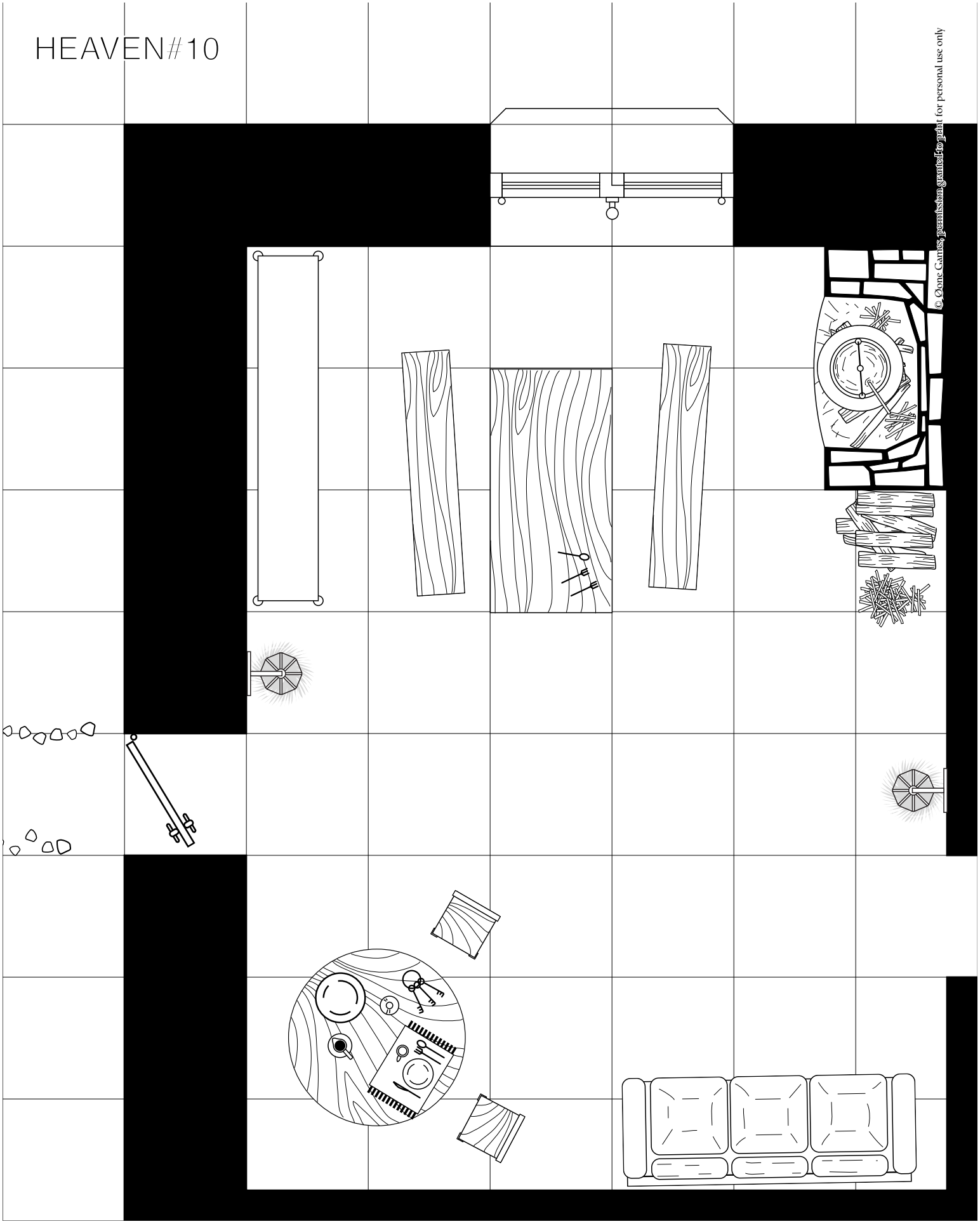

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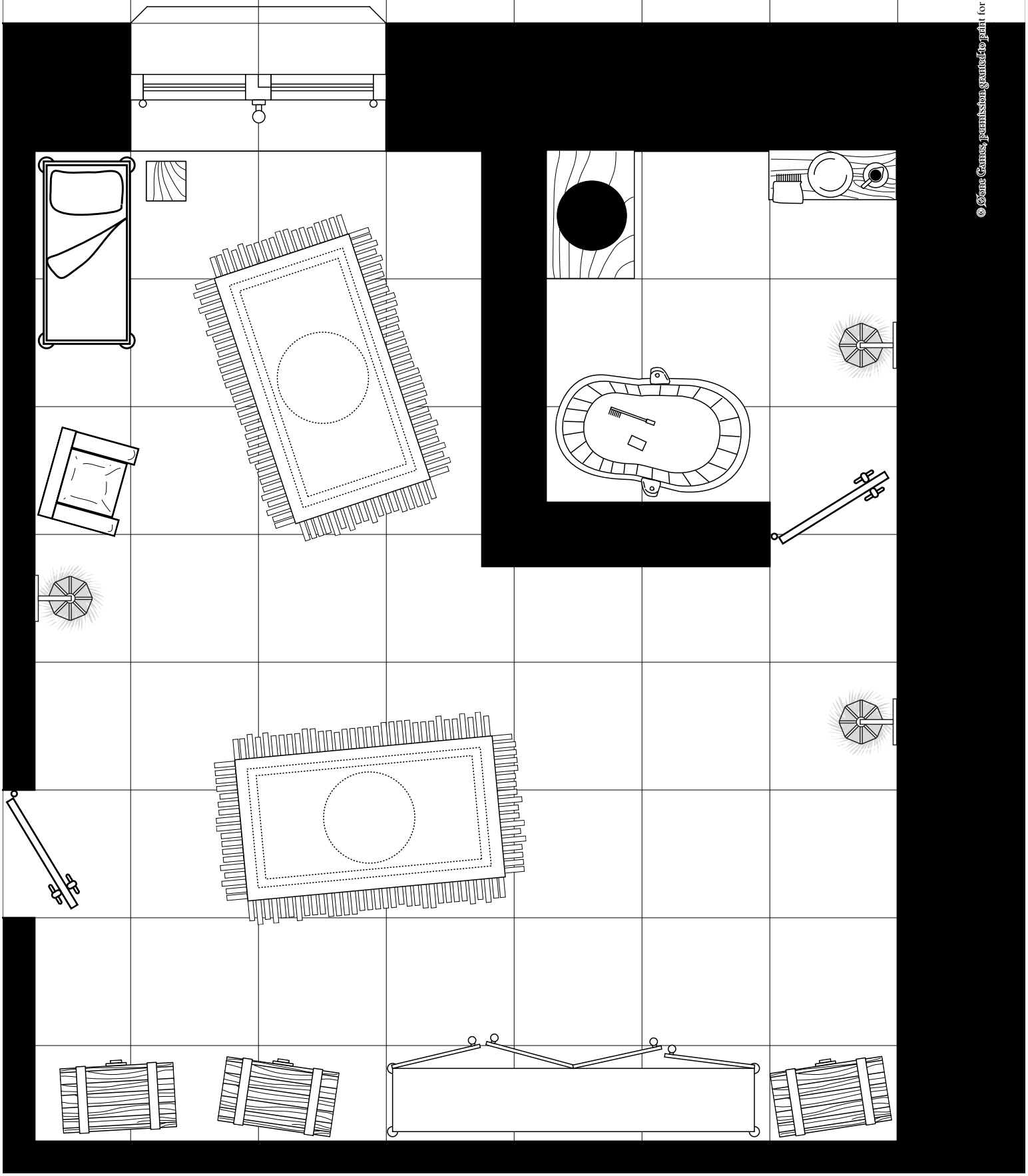

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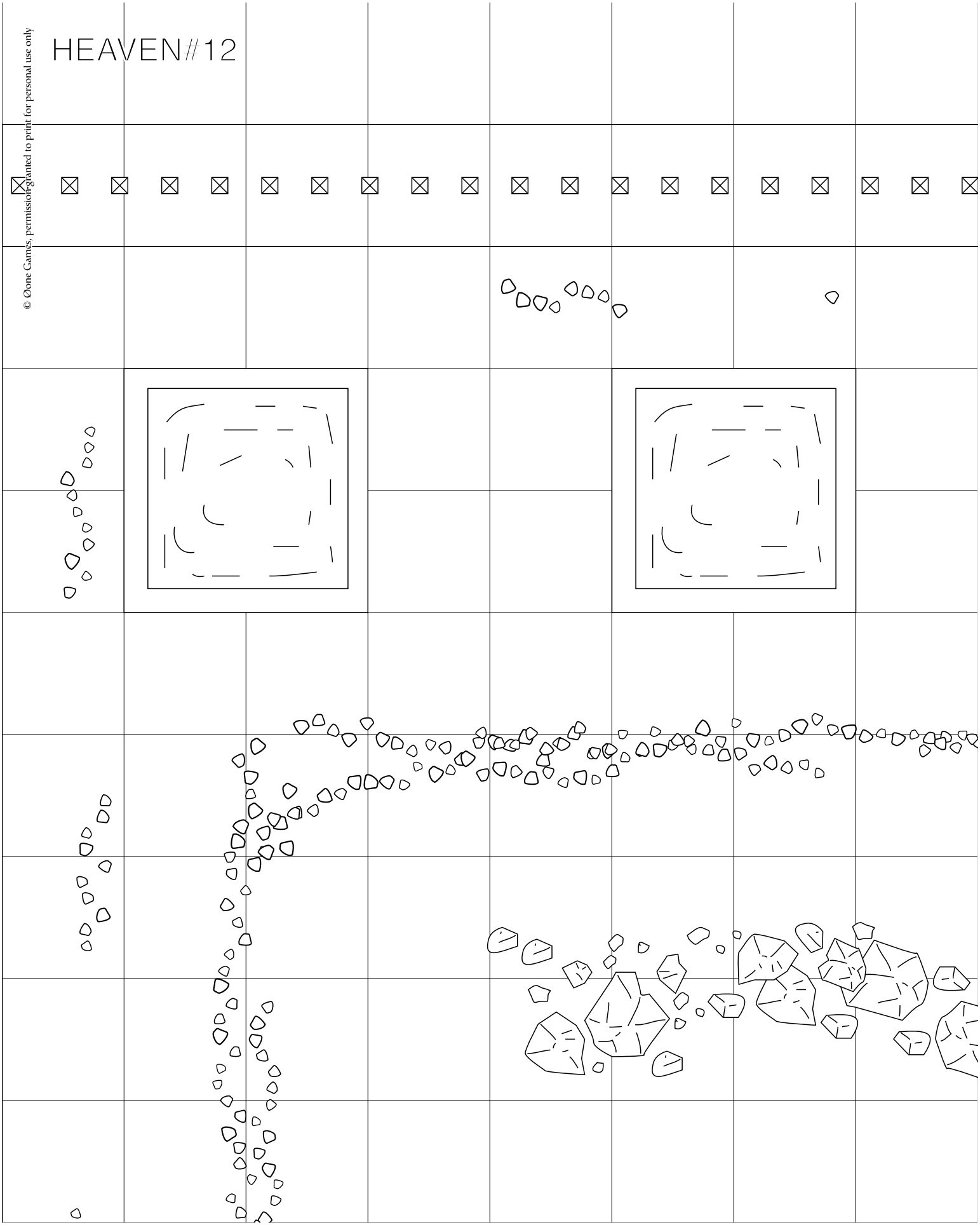

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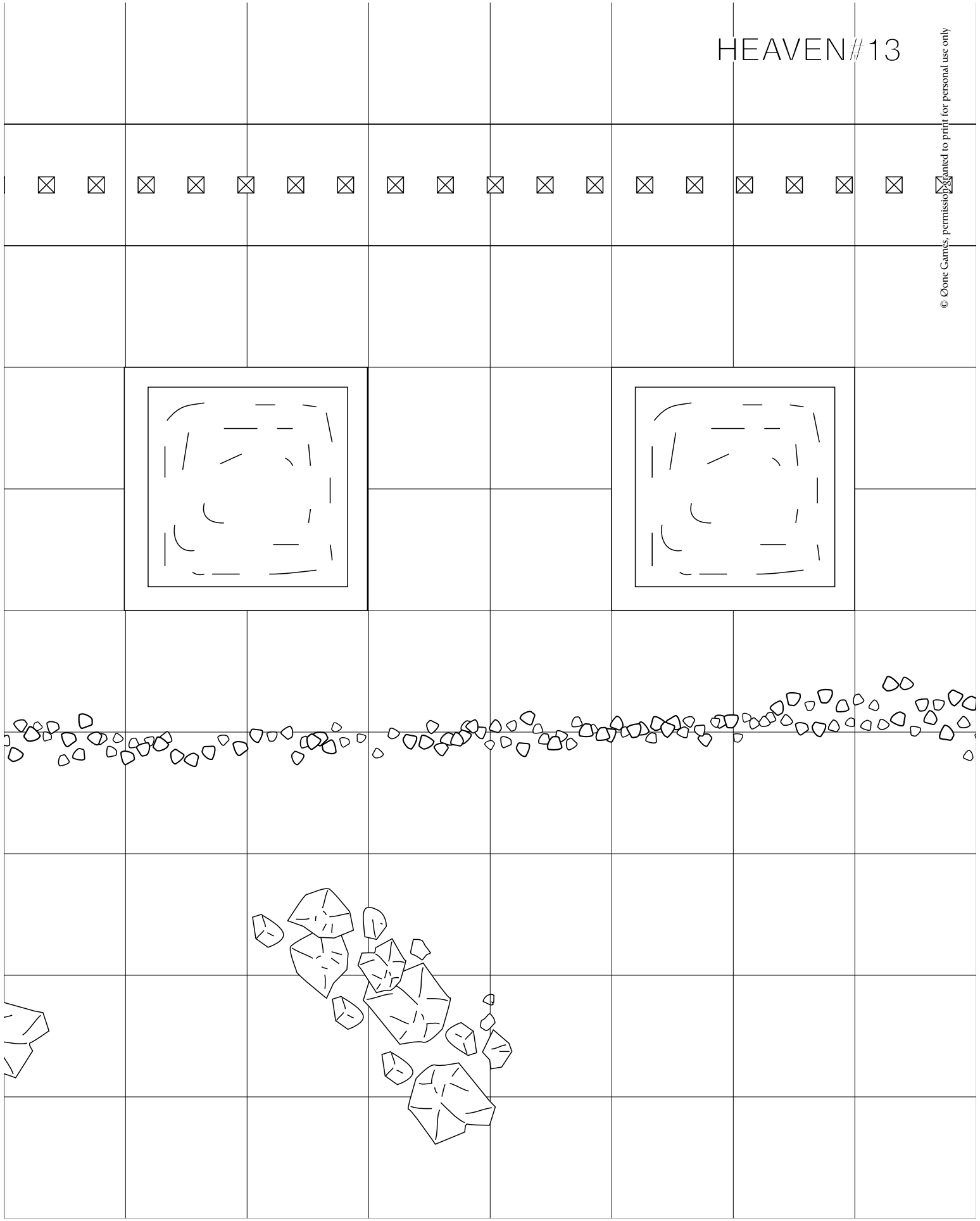

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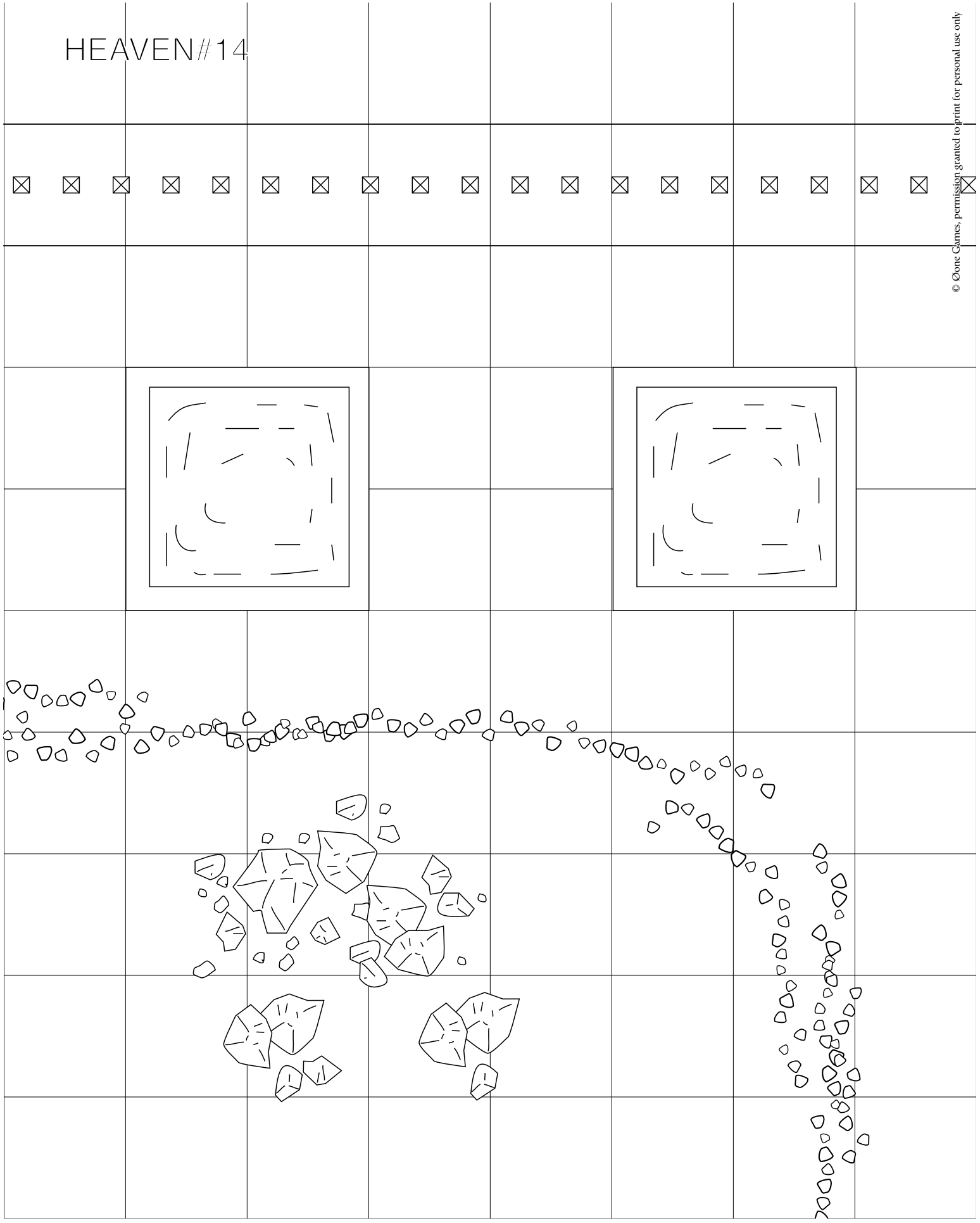

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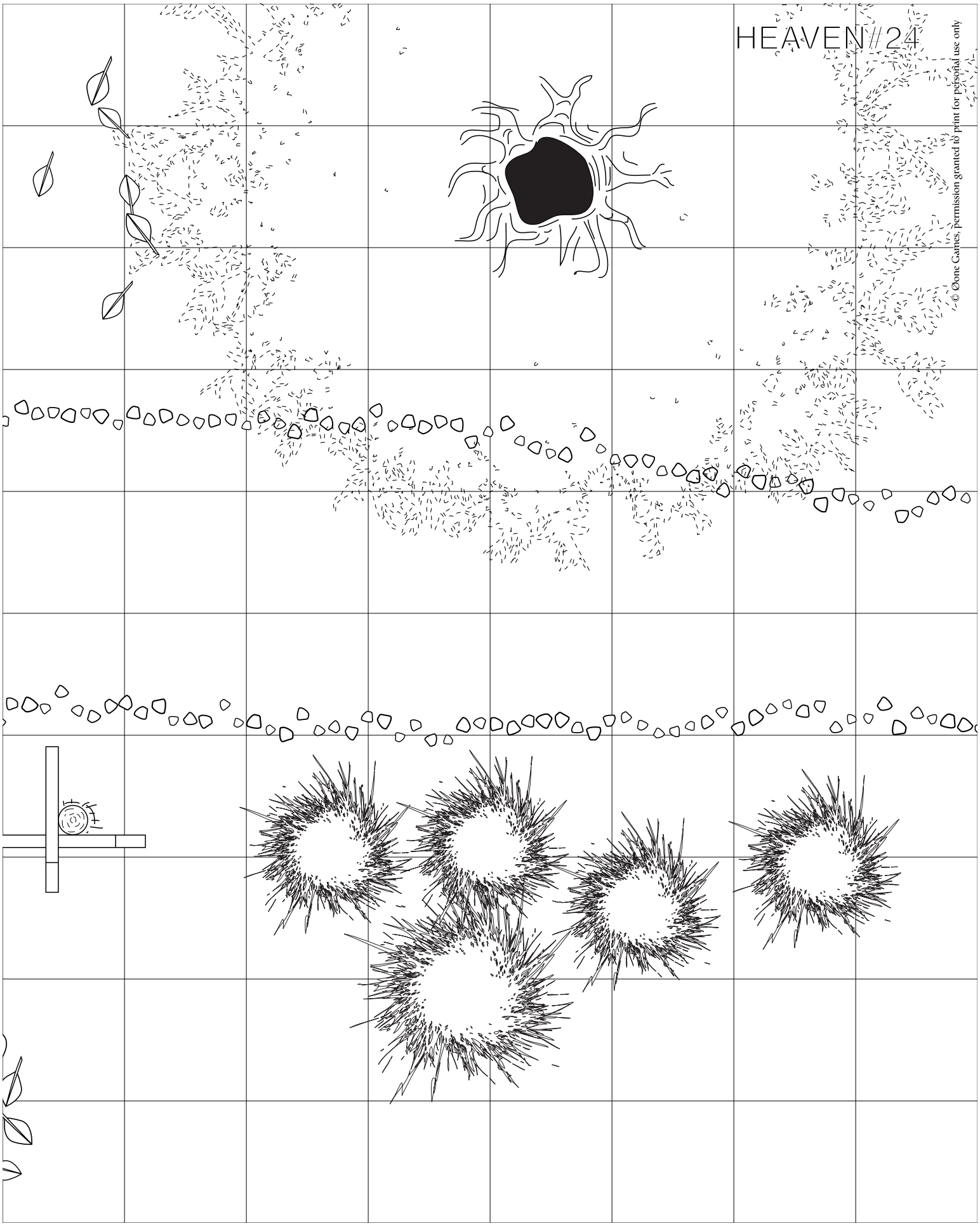

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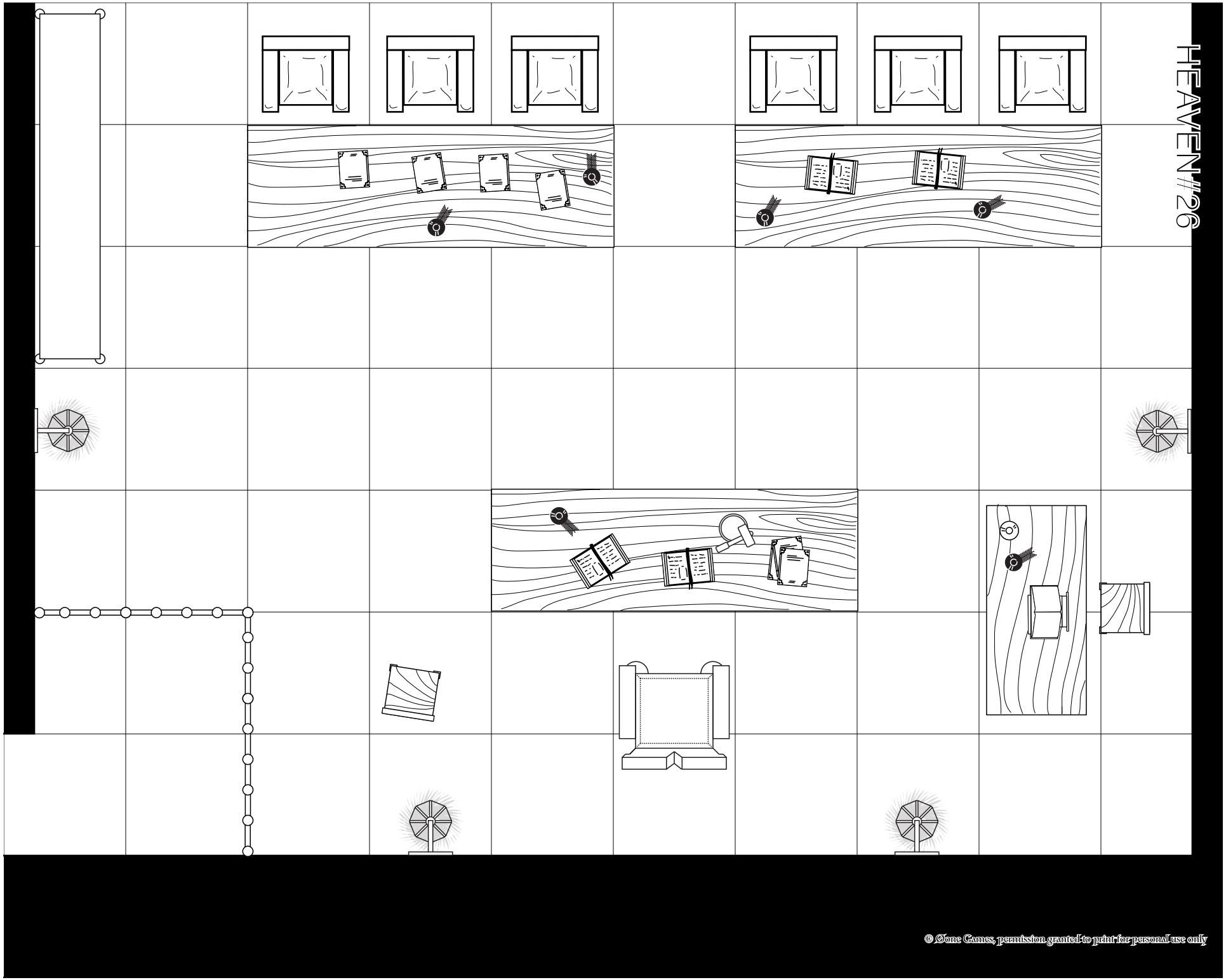

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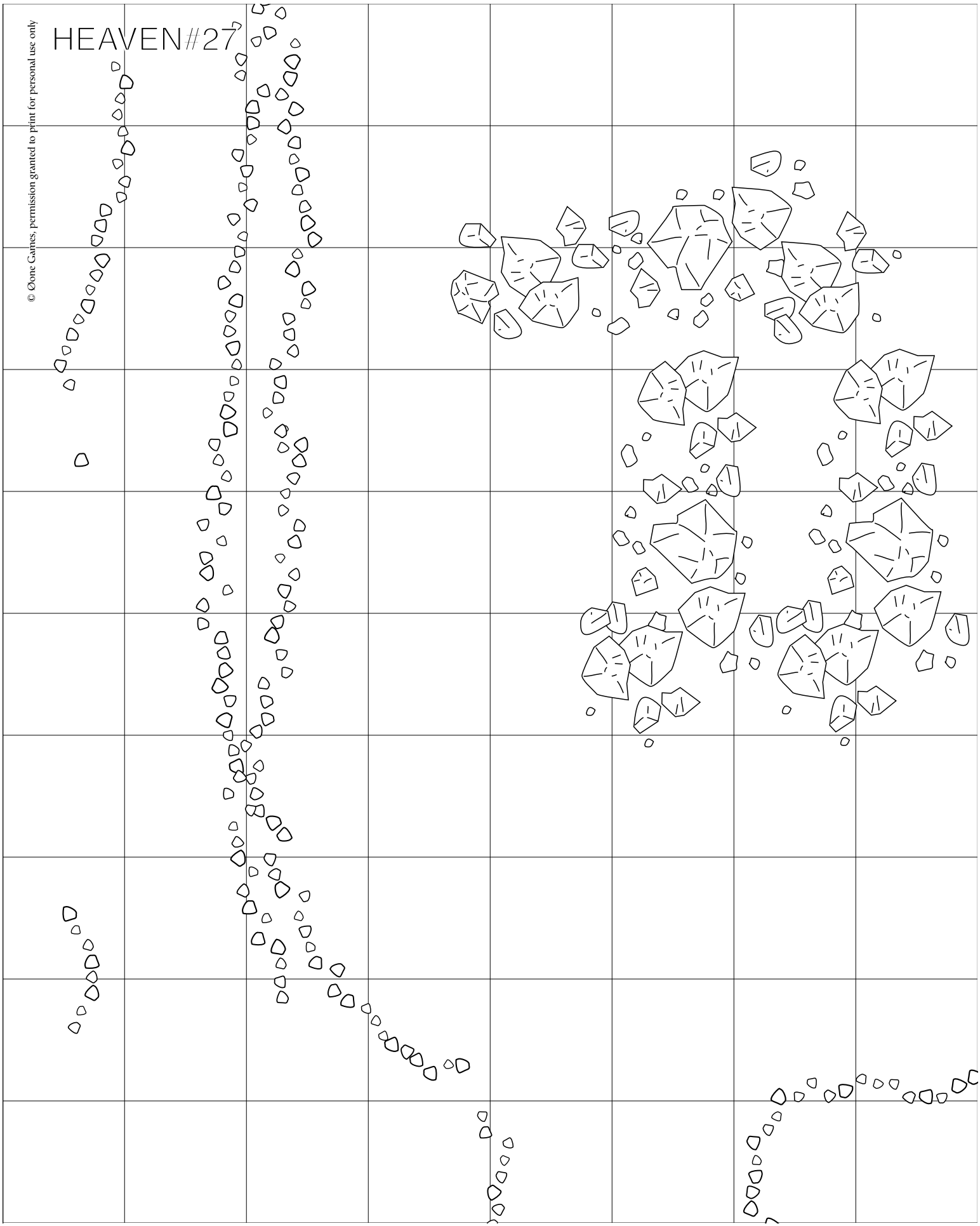

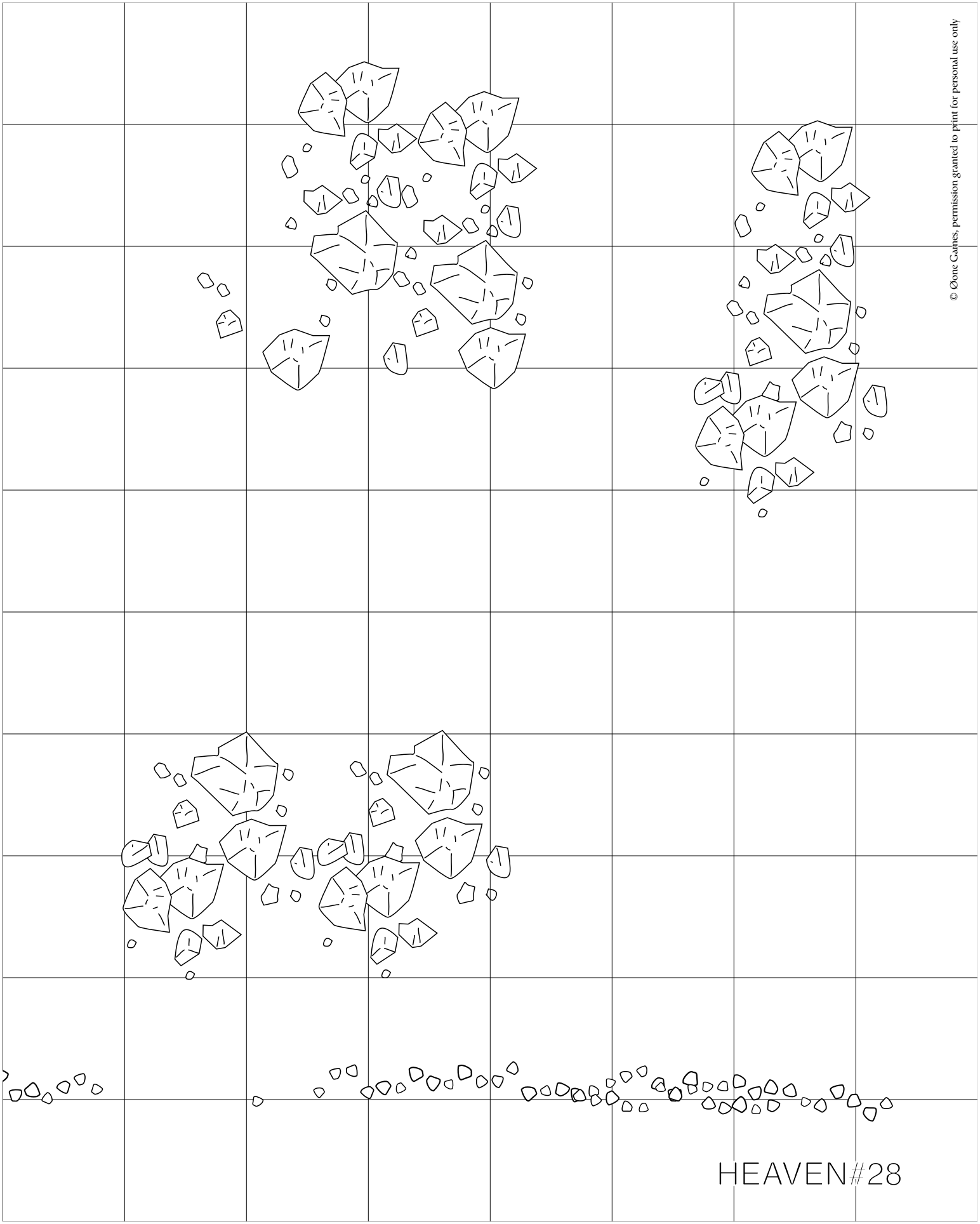

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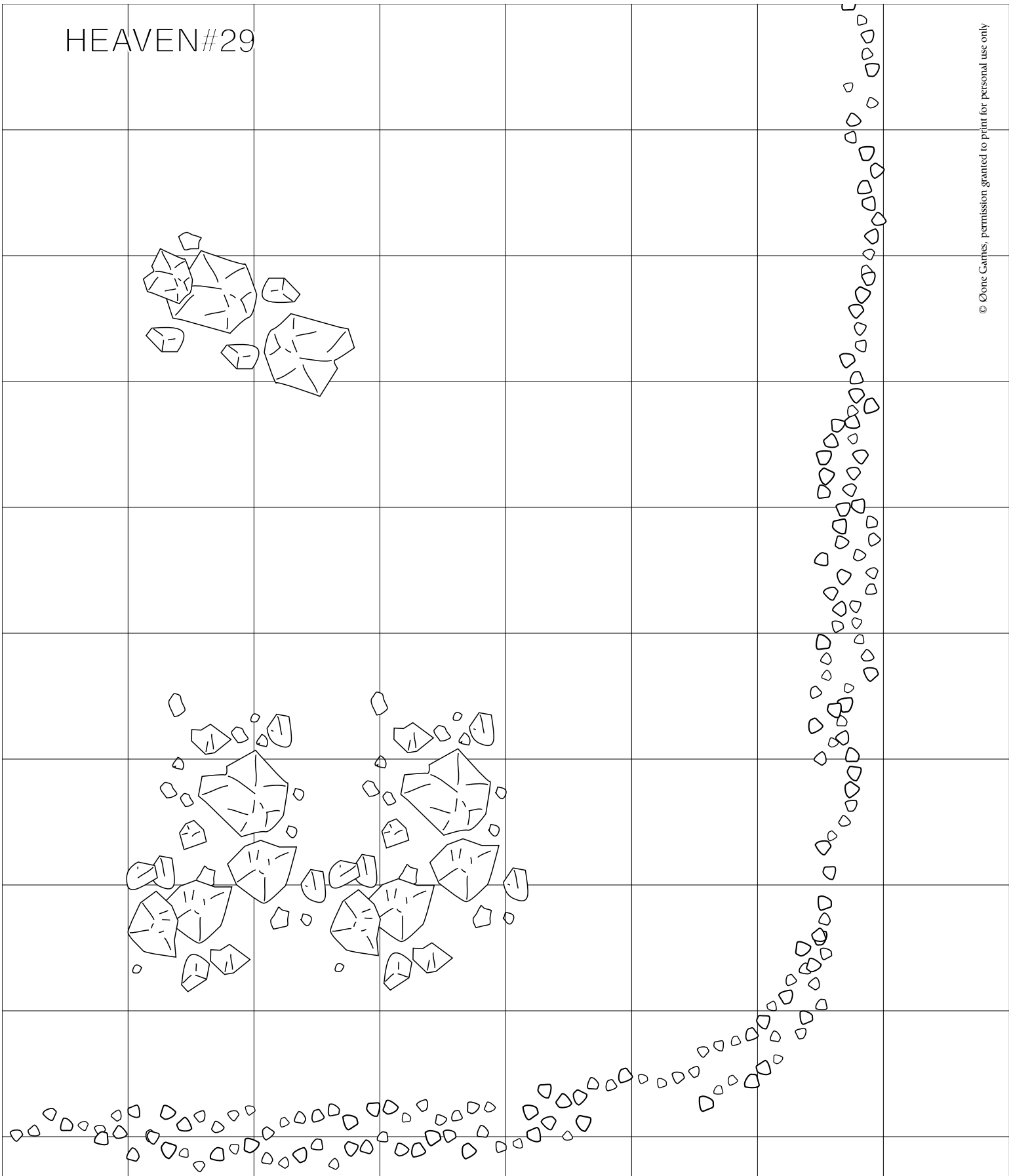

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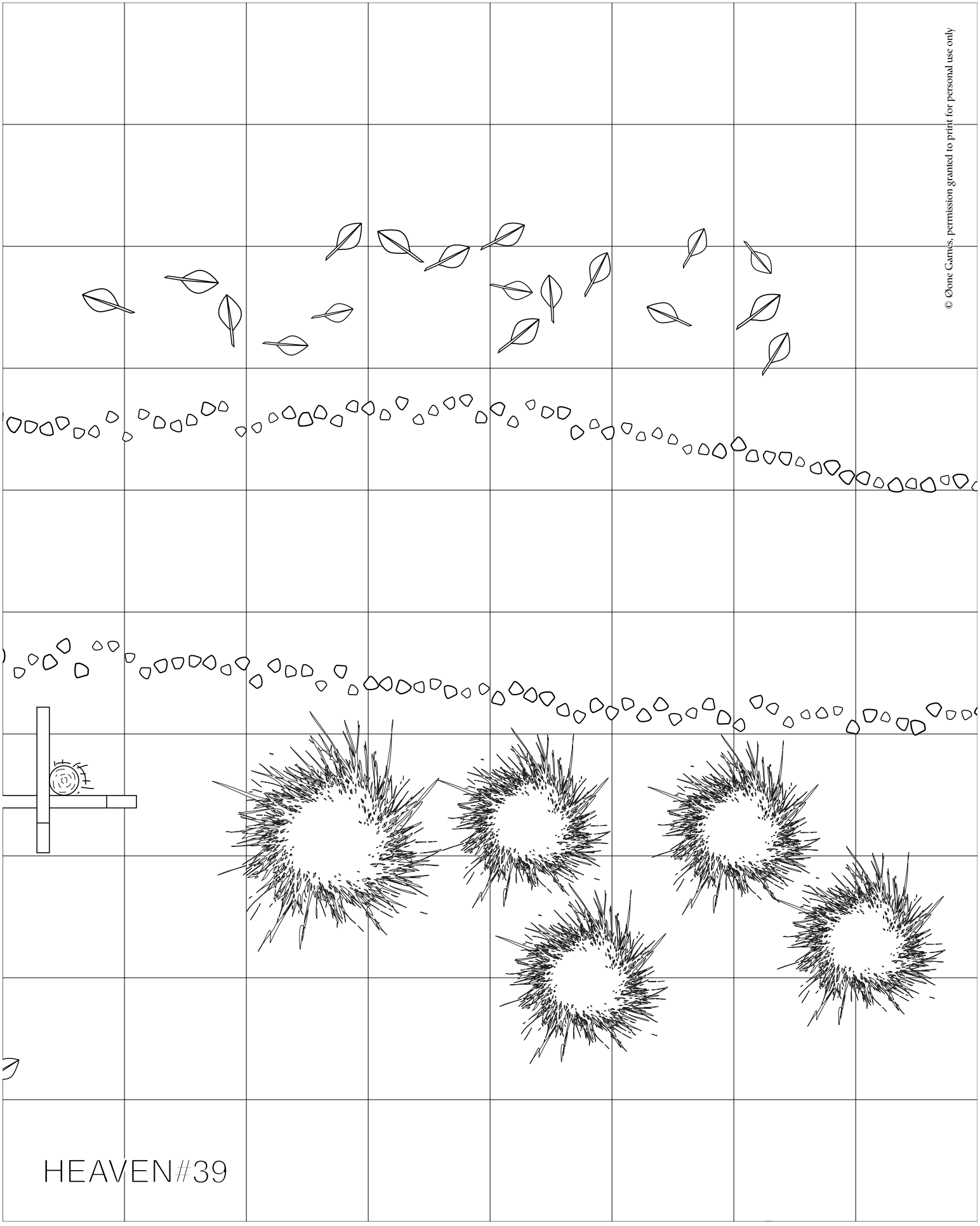

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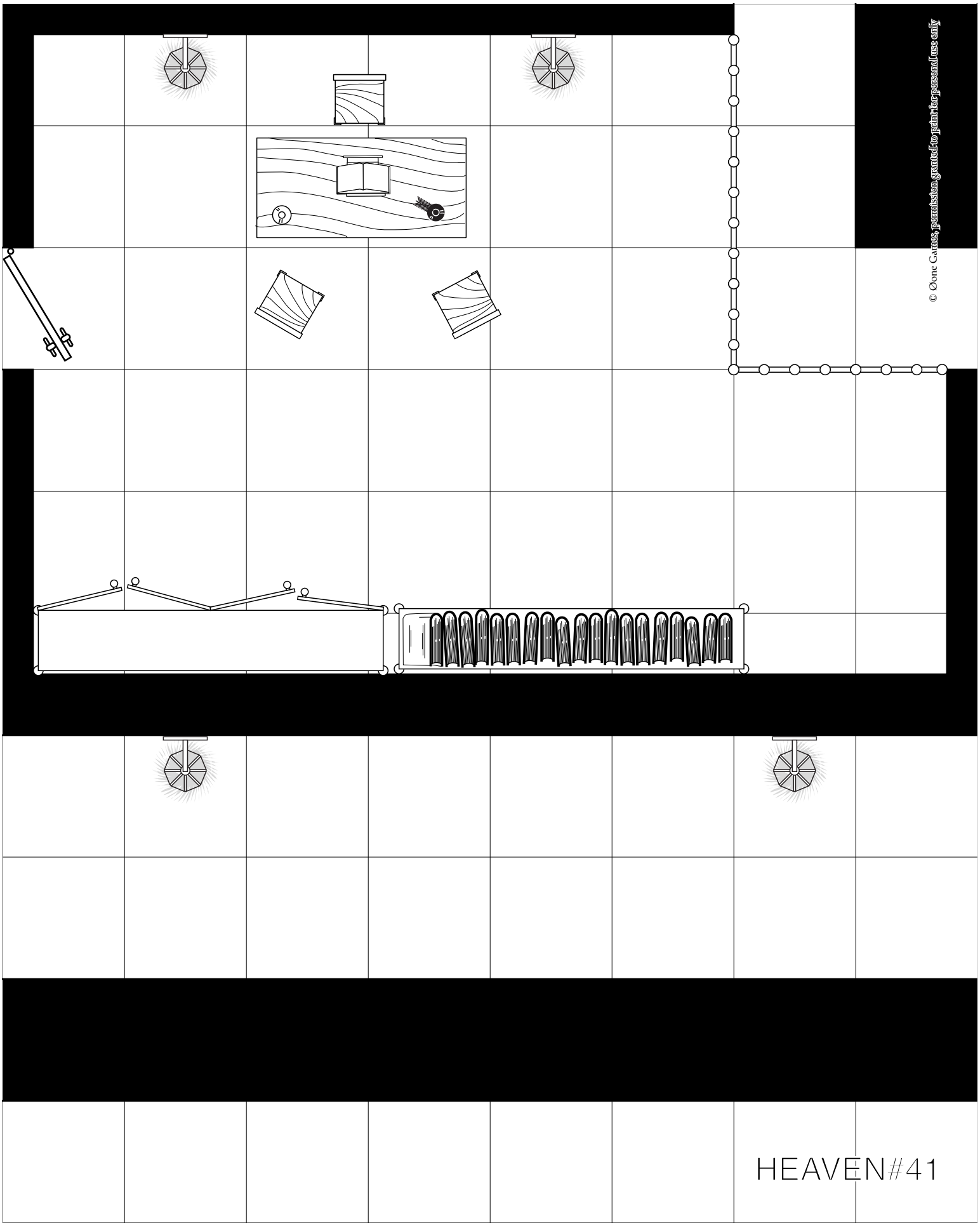

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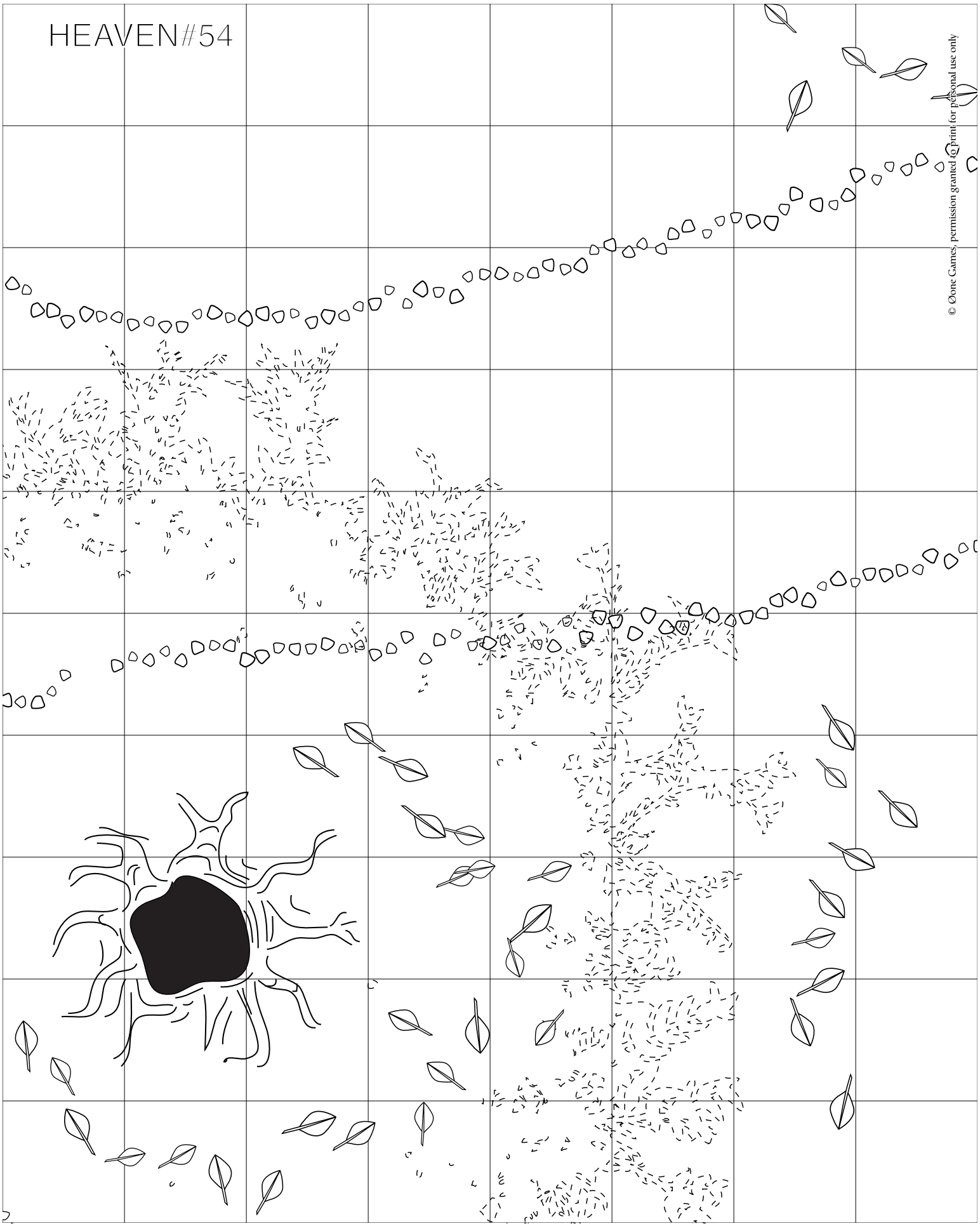

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