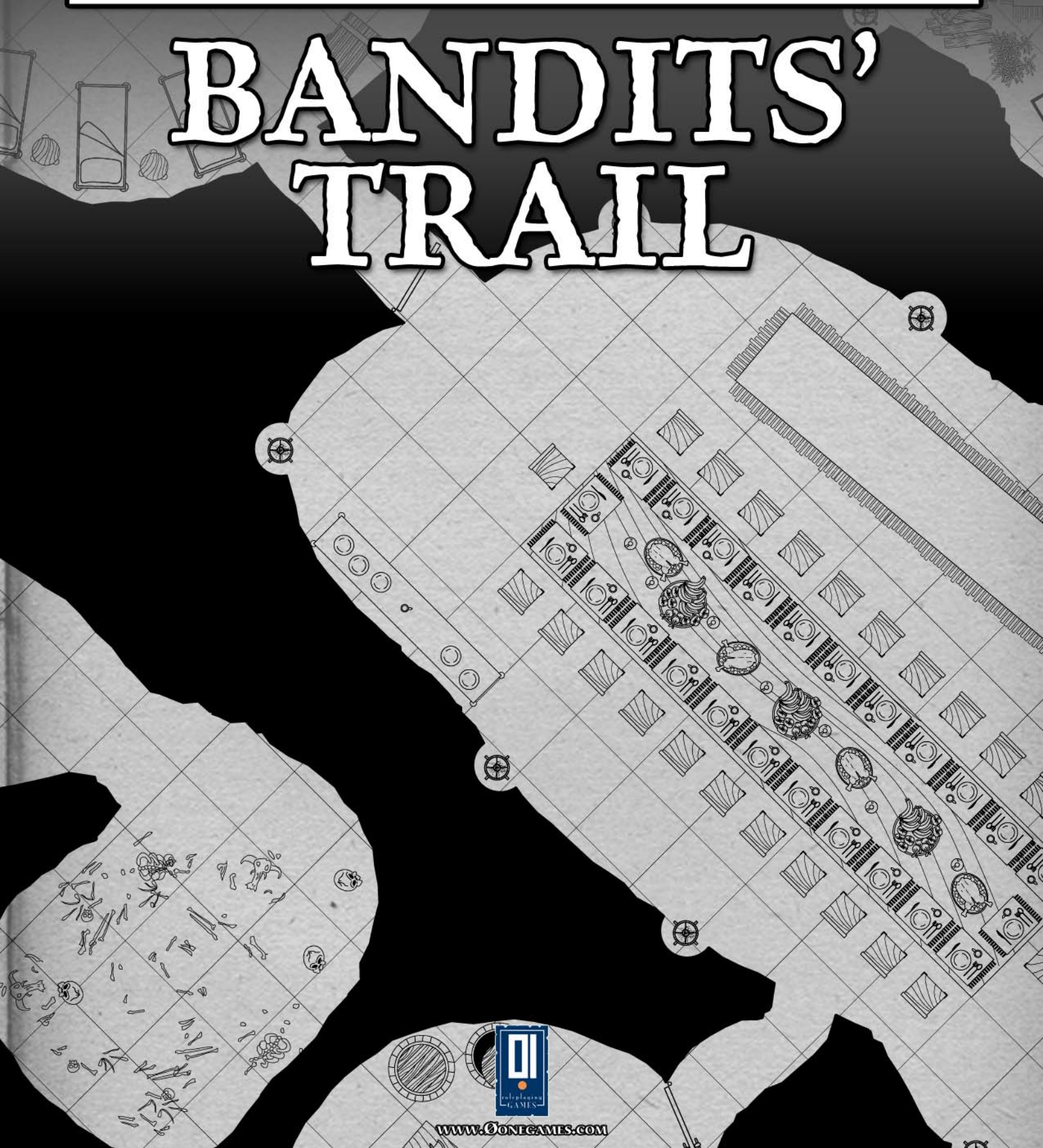


Done's

BLACK & WHITE

BANDITS' TRAIL



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
www.Øonegames.com
master@Øonegames.com

Øone's Black & White: Bandits' Trail

Product Code: bew002. First edition 02/2009
Design: Mario Barbati
2D drawings: Mario Barbati
Graphics: Ø'Bully
Software Engineer: Anna Fava

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BANDITS' TRAIL

Everybody in town knows where the bandits' hideout is. However no one dares to walk on the bandits' trail. People of the town say the trail is cursed since a demon with burning eyes lurks in its surroundings. It is said the demon appears from nowhere in the middle of the people walking on the trail, sowing death and destruction. The few people who have seen him and survived, describe the demon as a naked giant with burning eyes and yellow fangs, and swear it is a demon out of hell.

The truth is that a group of well-organized bandits and clandestine brewers have made their base in a cave near the home of a fearsome troll. The troll, who was called "Crazy Bull" by the brewers, first visited the bandits while they were building their clandestine brewery, just near the cave they occupied. The troll was lured by the smell of strong liquor and therefore the outlaws offered it to him. The chief bandit, an half-orc named Dayan, decided to feed the troll with liquor on regular basis in lieu of patrolling service on the trail. The troll is almost always drunk and this increases his strength and made him a berserker machine of destruction.

1. Ambush Trail (Tiles #18, 19, 24, 25)

This is the trail patrolled by Crazy Bull. The troll usually hides between the trees near the bend of the trail, watching and waiting the best time for jumping in the middle of the band of adventurers and slay them with incredible rage. Sometimes Crazy Bull prefers to hide on the small cliff near his cave and jump in the group of trespassers as soon they come in sight of the brewery.

2. Crazy Bull Cave (Tile # 14)

In this small cave there is nothing but gnawed bones and glass shards. The glass shards are from the bottles of liquor the bandits gave to the troll. Usually Crazy Bull breaks the bottles once the liquid is out.

3. Carts (Tile # 23)

In this area are found two small carts the outlaws use for carry crates and barrels of liquor. There is always at least a bandit here, smoking pipe or drinking.

4. Brewery, Guardpost (Tile # 17)

Usually from three to five bandits share this room. They do not sleep here, being always vigilant. The bandits fear Dayan very much, so rarely they drink and sleep, preferring to do this inside the cave during the Dayan's frequent banquets.

5. Brewery, Spirit Storage (Tile # 16)

Numerous shelves line the walls of this room. Each shelf is carefully labeled with the production date of the liquor on it. Scattered around there are crates containing the most recent bottles produced.

6. Brewery, Production (Tiles # 21, 22)

A big brewing machine dominates the west wall of this room. A large table in the middle of the room is full of minor alembics. In the southeast corner there is a well, which provides fresh water for the brewery. The well is connected to an underground source of water. From two to four bandits work here at every time. The production of liquor never stops. Once the spirit is ready, the men load the carts and take the crates in the near town and sell it at the black market.

7. Trail to the Hideout (Tiles #6, 11)

Rarely Crazy Bull lurks in this area, but sometimes, during the night and when he's out of spirit, he sneaks to the Storage's window and try to grab some bottles from the crates just inside. The troll doesn't enter in the brewery; he merely put his arm through the broken glass of the window.

8. Guardpost (Tile #1)

From four to seven bandits always stay here, drinking (moderately)

and playing dice. They are ready to fight and have a supply of weapons hidden behind a red curtain in a corner of the room. Just beside the entrance there are many leaves on the floor. They hide a small pit trap, just in case someone should manage to get in the room unseen.

9. Kitchen (Tile #2)

This room is the kingdom of Leyla, an oversized half-orc who is the main cook for the whole band of outlaws. She commands two halflings slaves named Hyr and Hor. Leyla cooks every time taking only a few hours of rest just before the sunset.

10. Larder (Tile #3)

In this larder Leyla stores any kind of eating good. The iron bars protecting the stuff are a new thing. Leyla herself built them because Hyr and Hor were continually stealing food. She keeps the key to the larder in one of her boots.

11. Bandits' Bedroom (Tile #7)

The stench in this room is revolting. Some dirty beds and a hole used as toilet are the main features of this room.

12. Bedroom and Gaming (Tile #8)

This bedroom is far cleaner and tidy than the one in 12. Here sleep the trusted lieutenants of Dayan and a selection of his best men. A large gaming table in one corner is always full of coins and gaming cards.

13. Well (Tile #13)

This well provides fresh water for the whole hideout.

14. Banquet Room (Tiles #9, 10)

Dayan is a demanding chief but in return he often offers sumptuous banquets to his trusted followers. In this room there is a gigantic banquet table often full of meat, fruit and wine. Usually Dayan orders a banquet just before a strike. He explains his plans to his lieutenants while eating. A long curtain on the north side of the room separates this area from the Smoking room. Usually Alicia (see below) hides between the curtains to hear the husband's plans.

15. Armory (Tile #15)

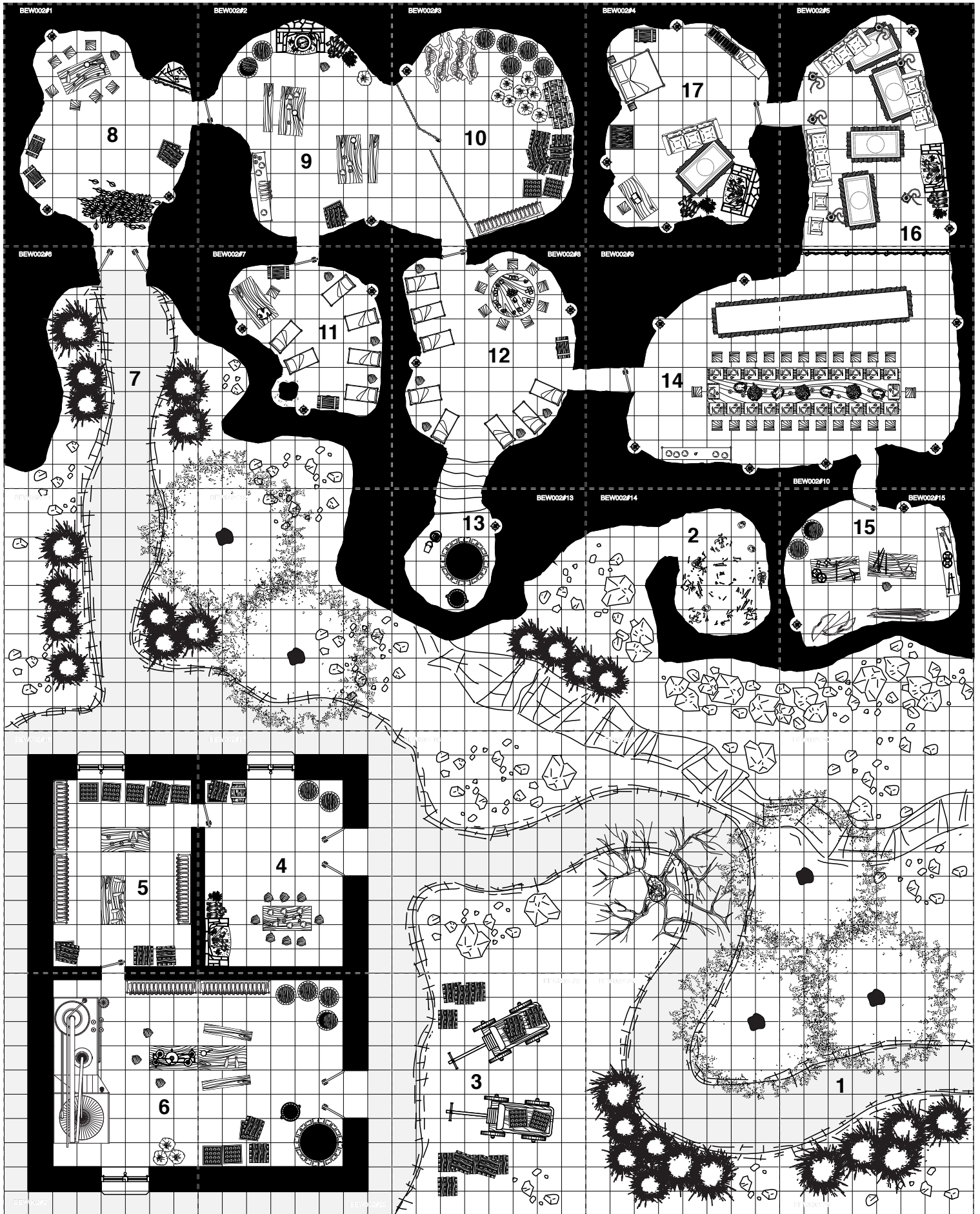
The door of the Armory is always locked and the sole key is found at the neck of Dayan himself. A vast selection of weapons and shields are found here. No magical weapons are kept here since Dayan prefers to keep them in his own room.

16. Smoking Room (Tile #5)

This room is full of soft sofas and chairs, as well as many hookahs (water pipes). Dayan offers to his men a strong and dark tobacco from his own reserve right after a successful operation. This is also the room where the men receive their part of booty.

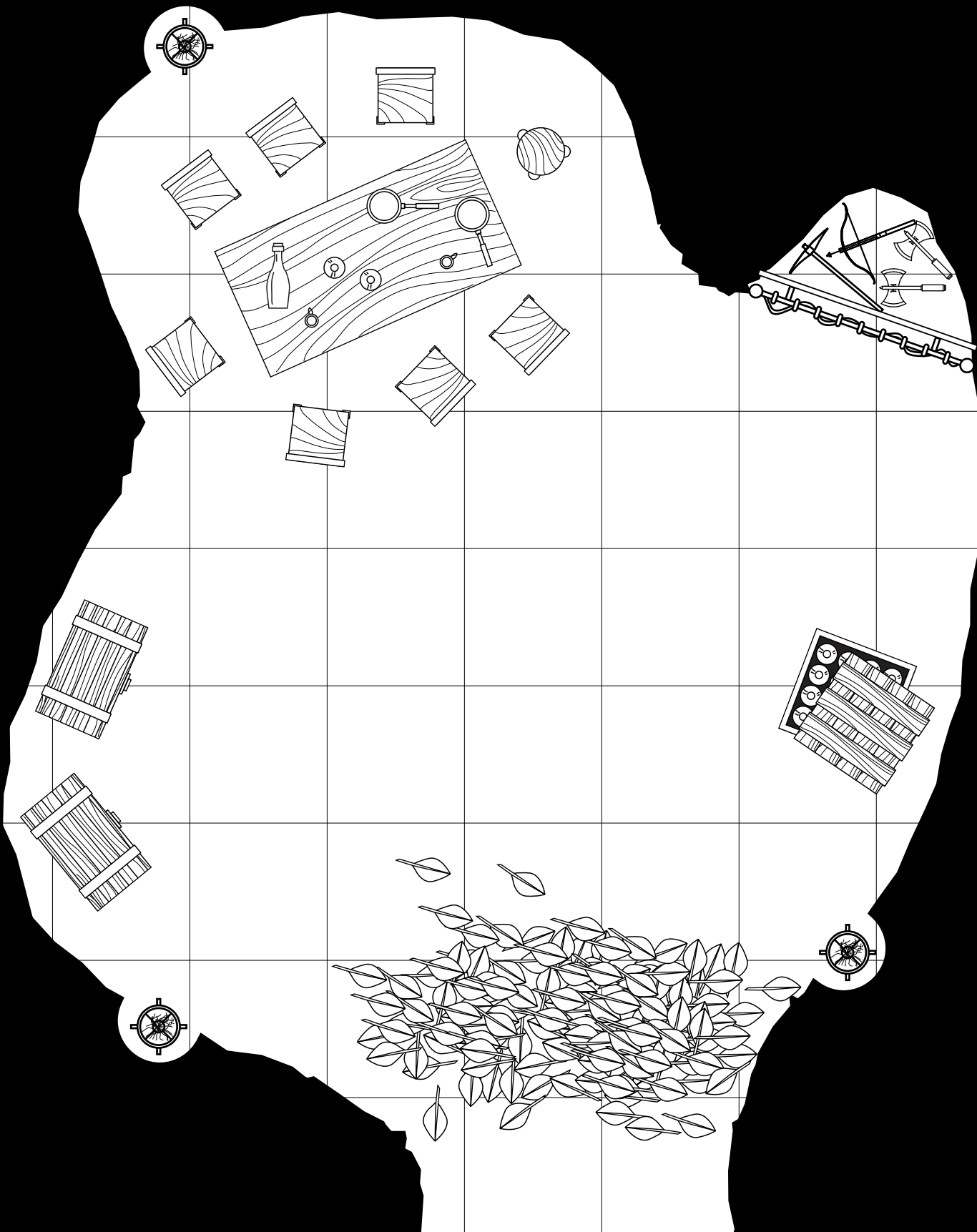
17. Dayan's Bedroom (Tile #4)

Dayan and his concubine Alicia live here. The room is well furnished. There is a trapdoor leading to an underground escape route, emerging in the well of the Brewery (location #6). Dayan is a very sly half-orc and he understand that he must use very loyal followers in order to successfully actuate robberies and thefts, not forgetting smuggling and clandestine brewing. Dayan is cruel when ho must and generous when his men deserve it, but never forgive betray, punishing it with death. Unfortunately the men are all loyal but Alicia is not. The wicked Alicia is waiting a good opportunity to steal all the treasure from Dayan and escape from that cave. To do this she spies Dayan and his men while they do plan for the next strike, waiting patiently.

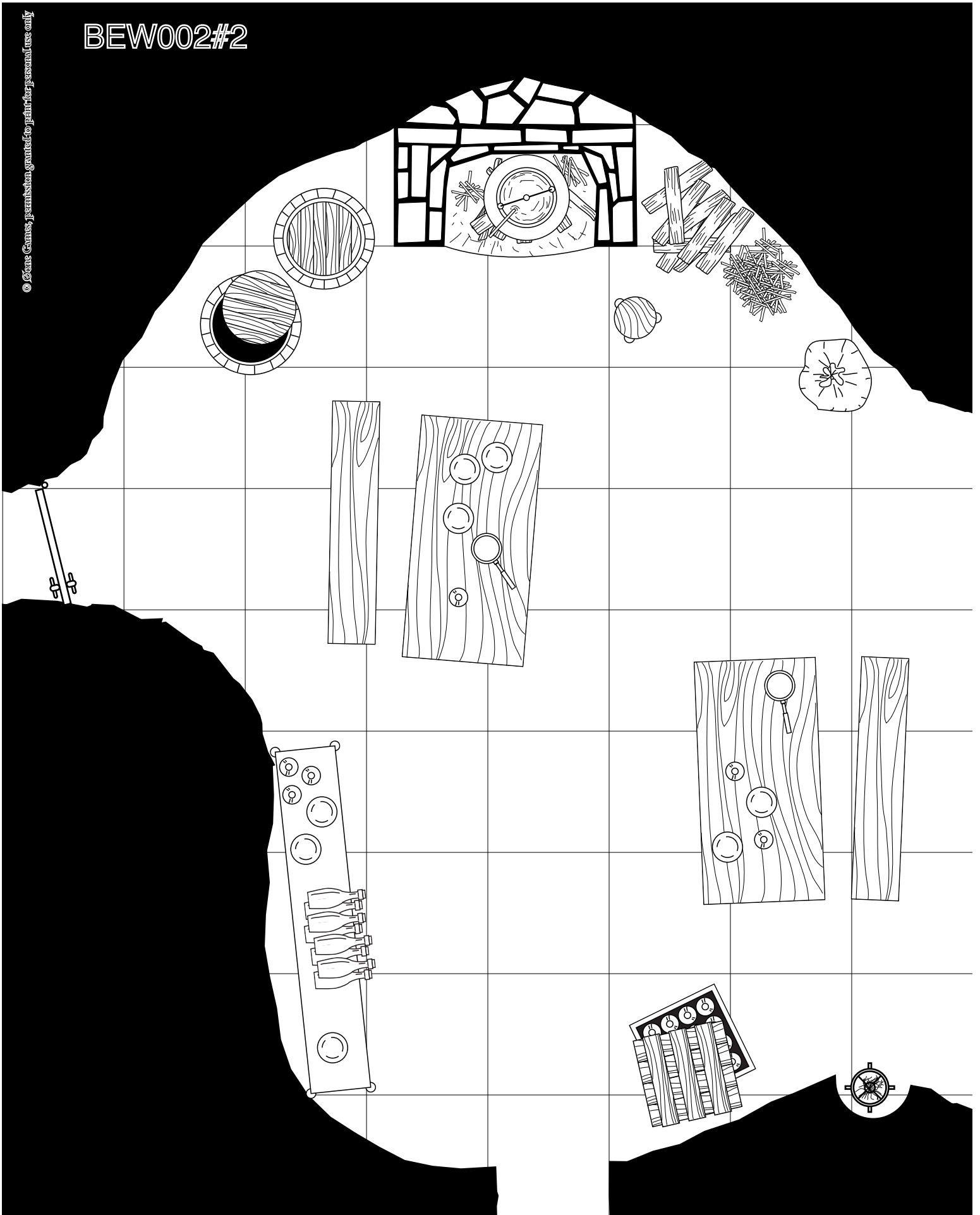


Bandits' Trail
1 square = 5ft

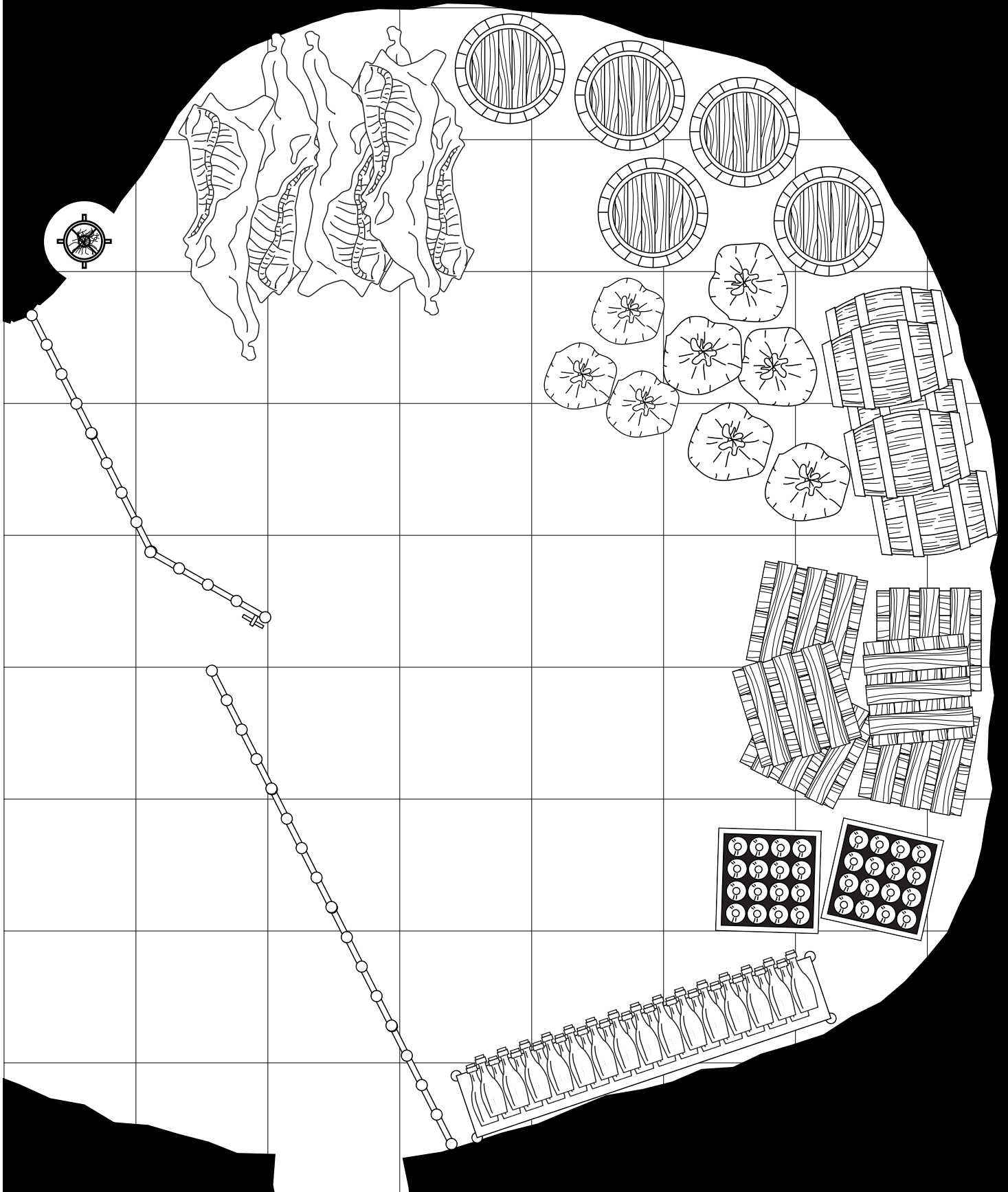
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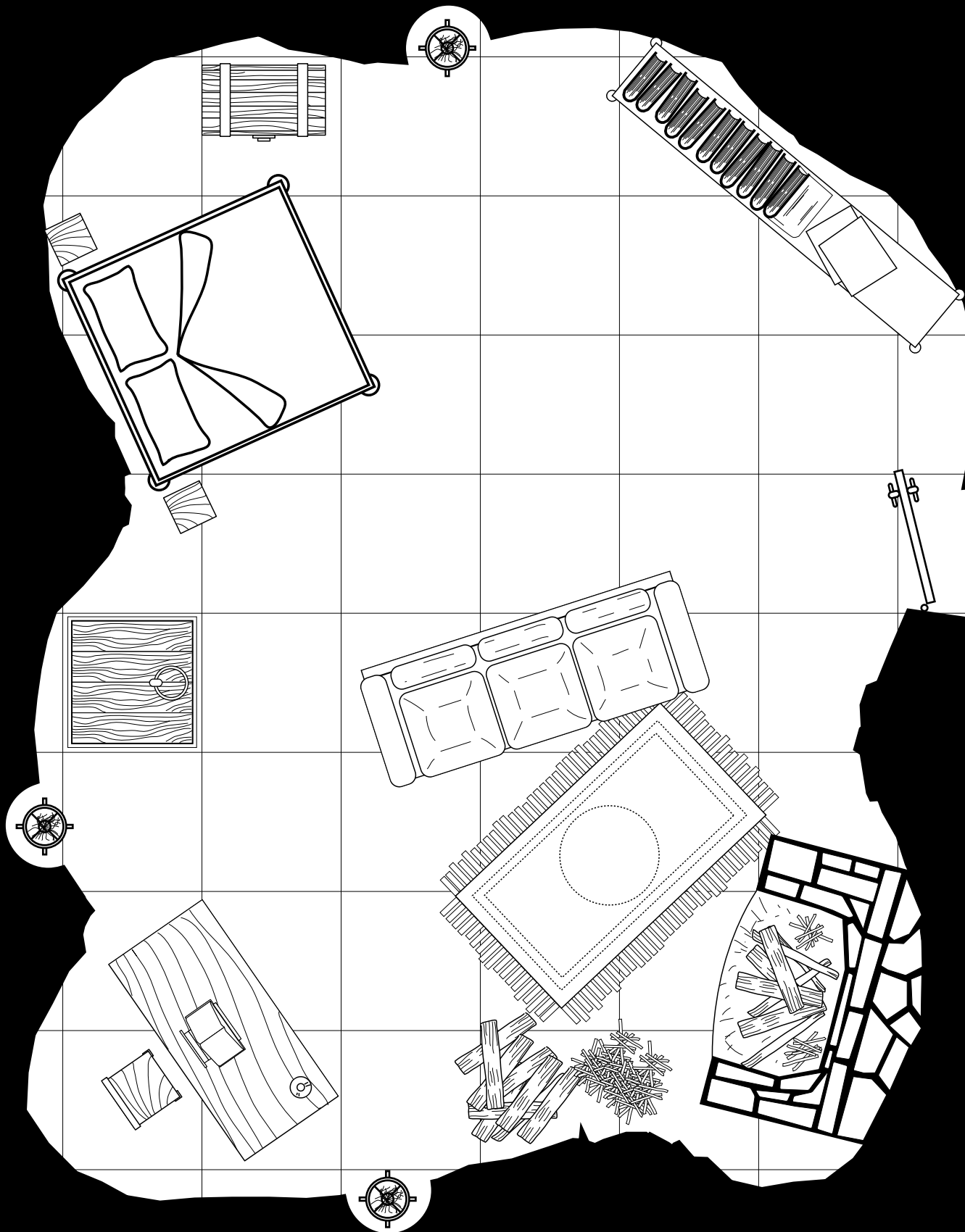
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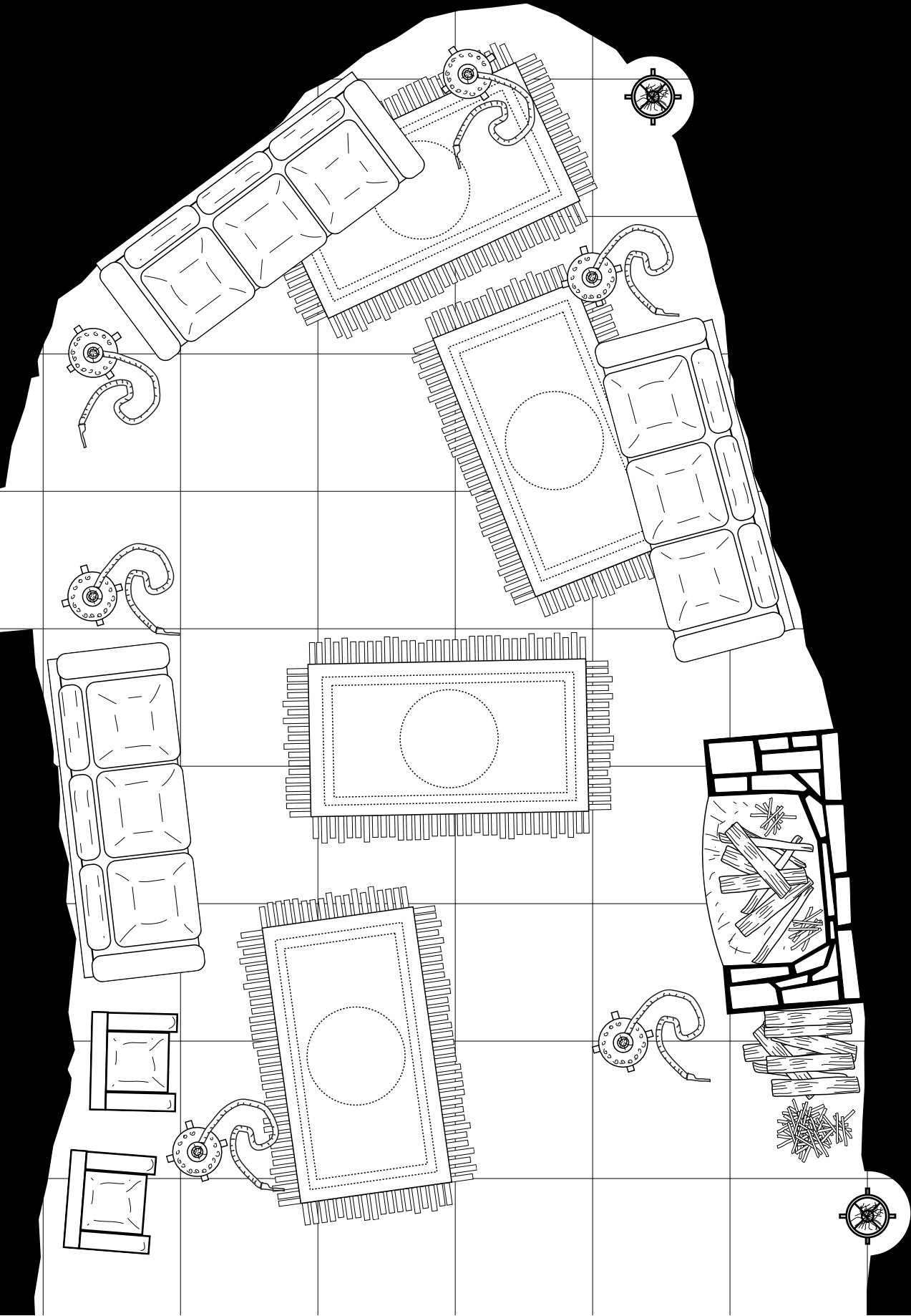
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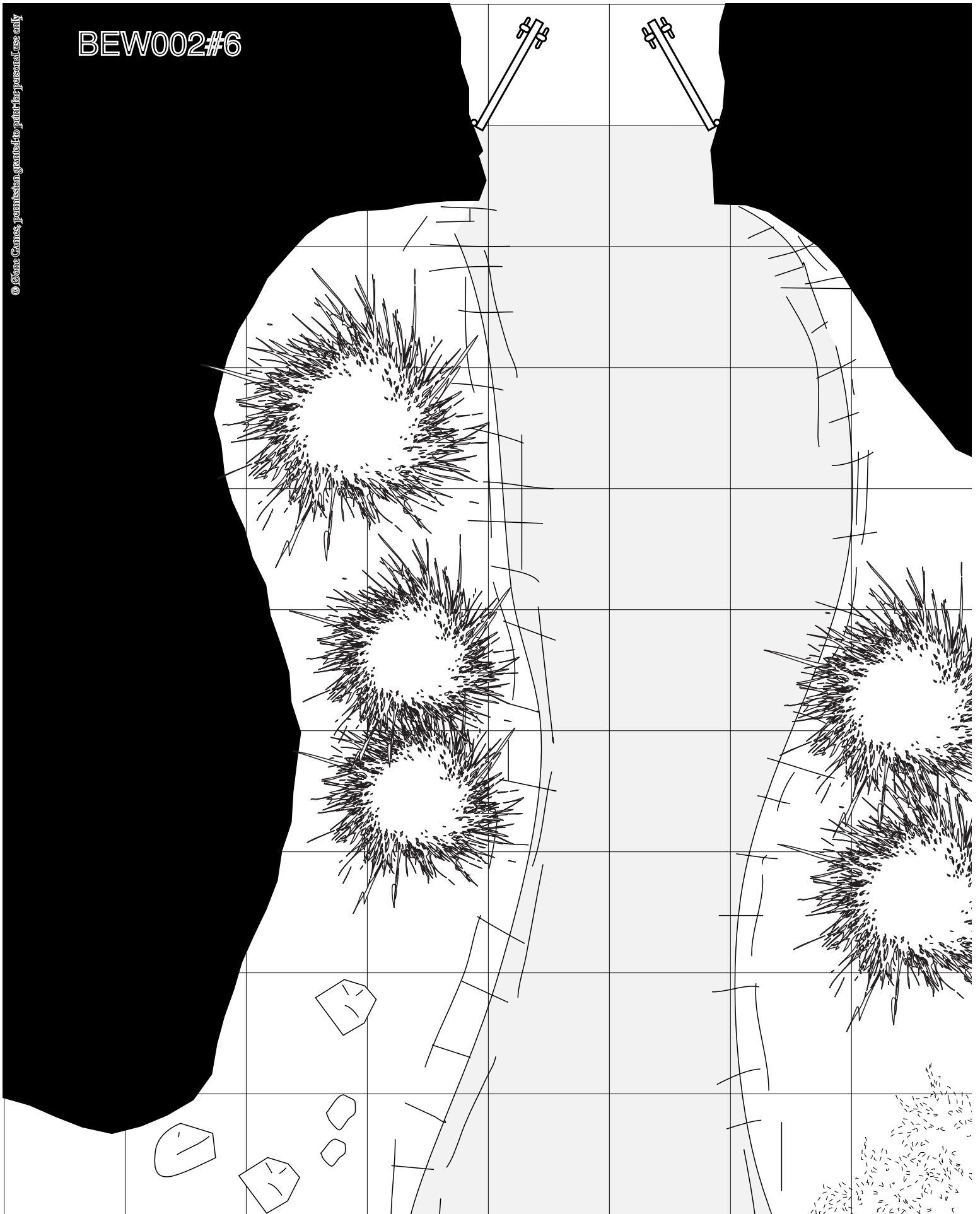
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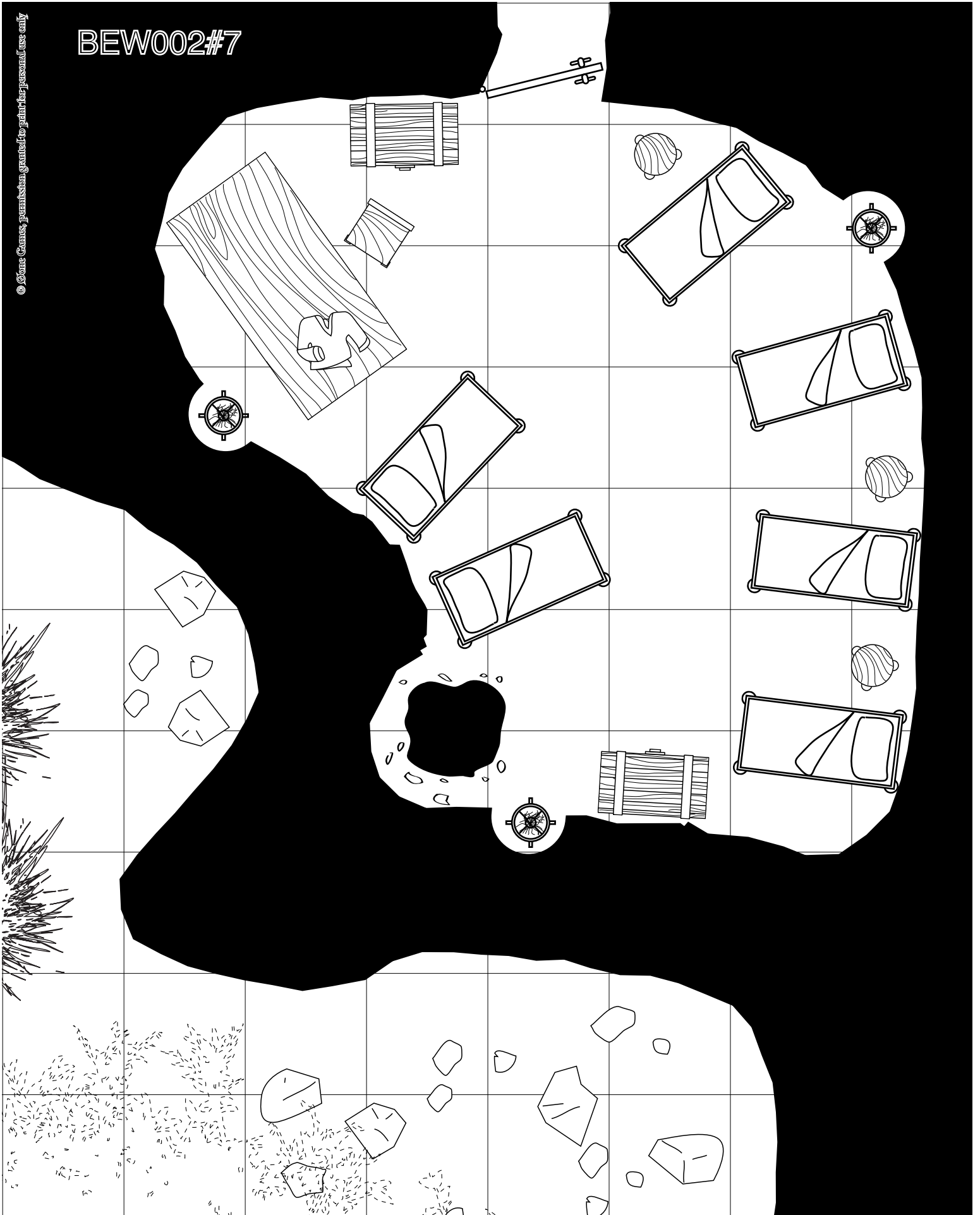
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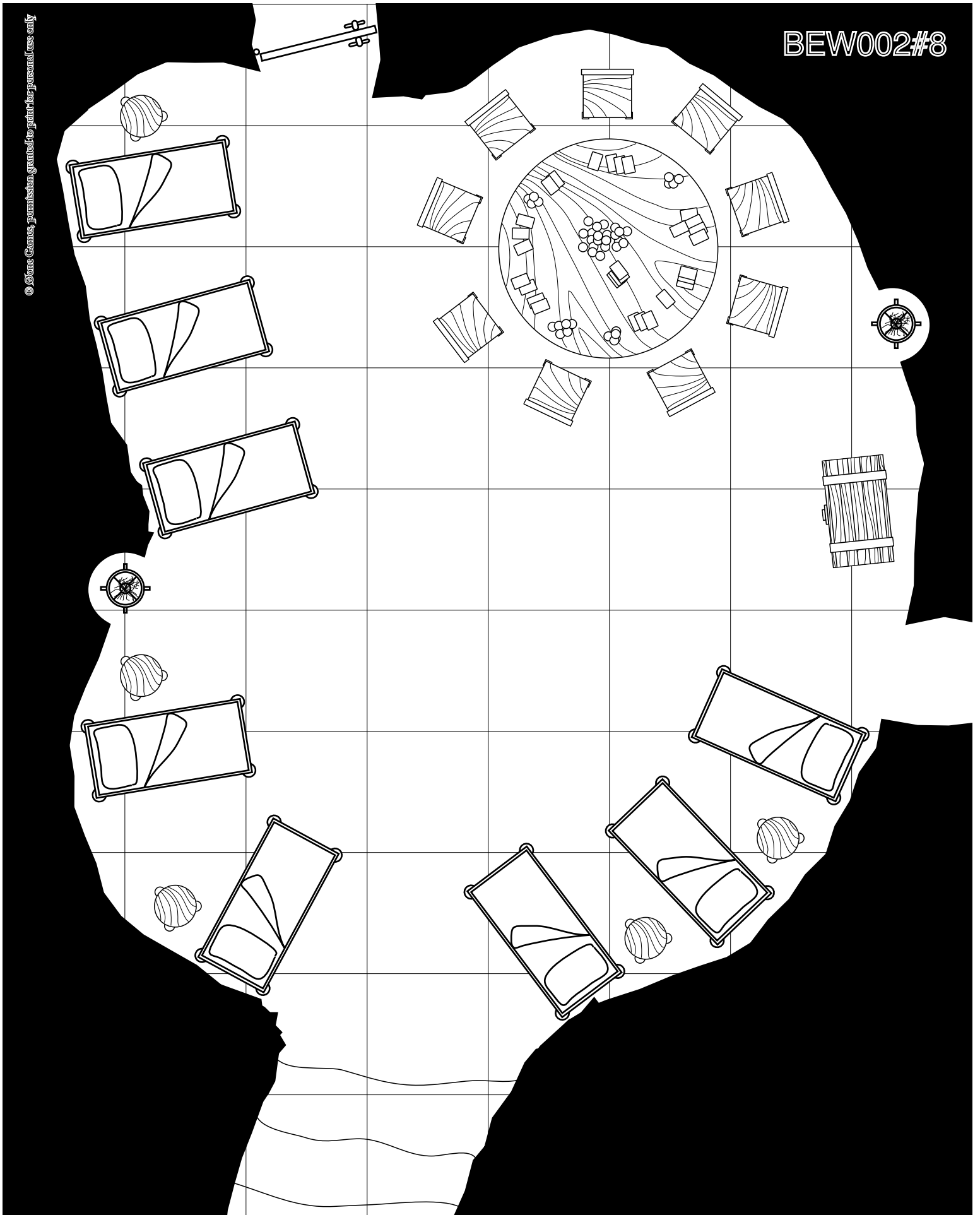


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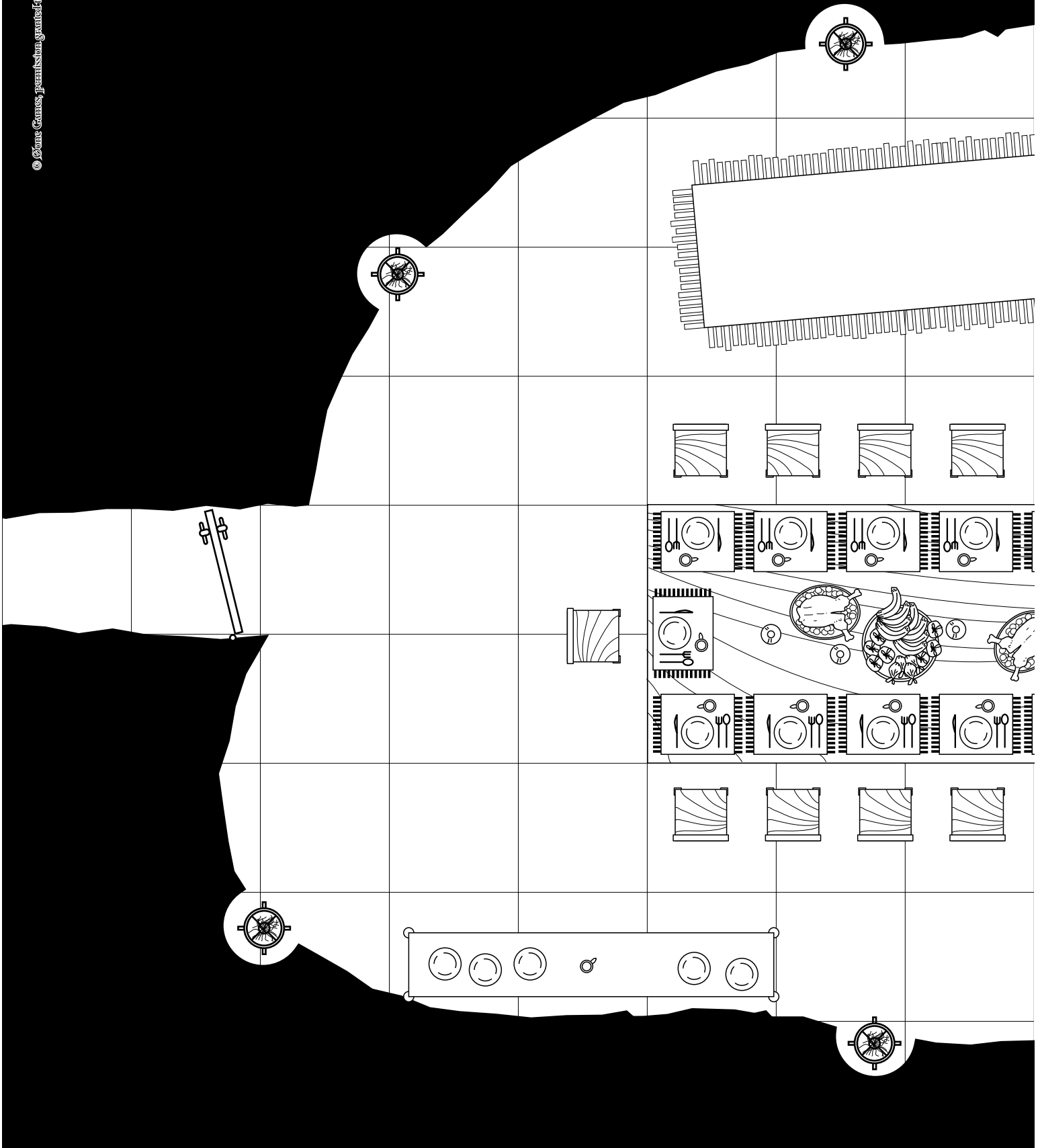


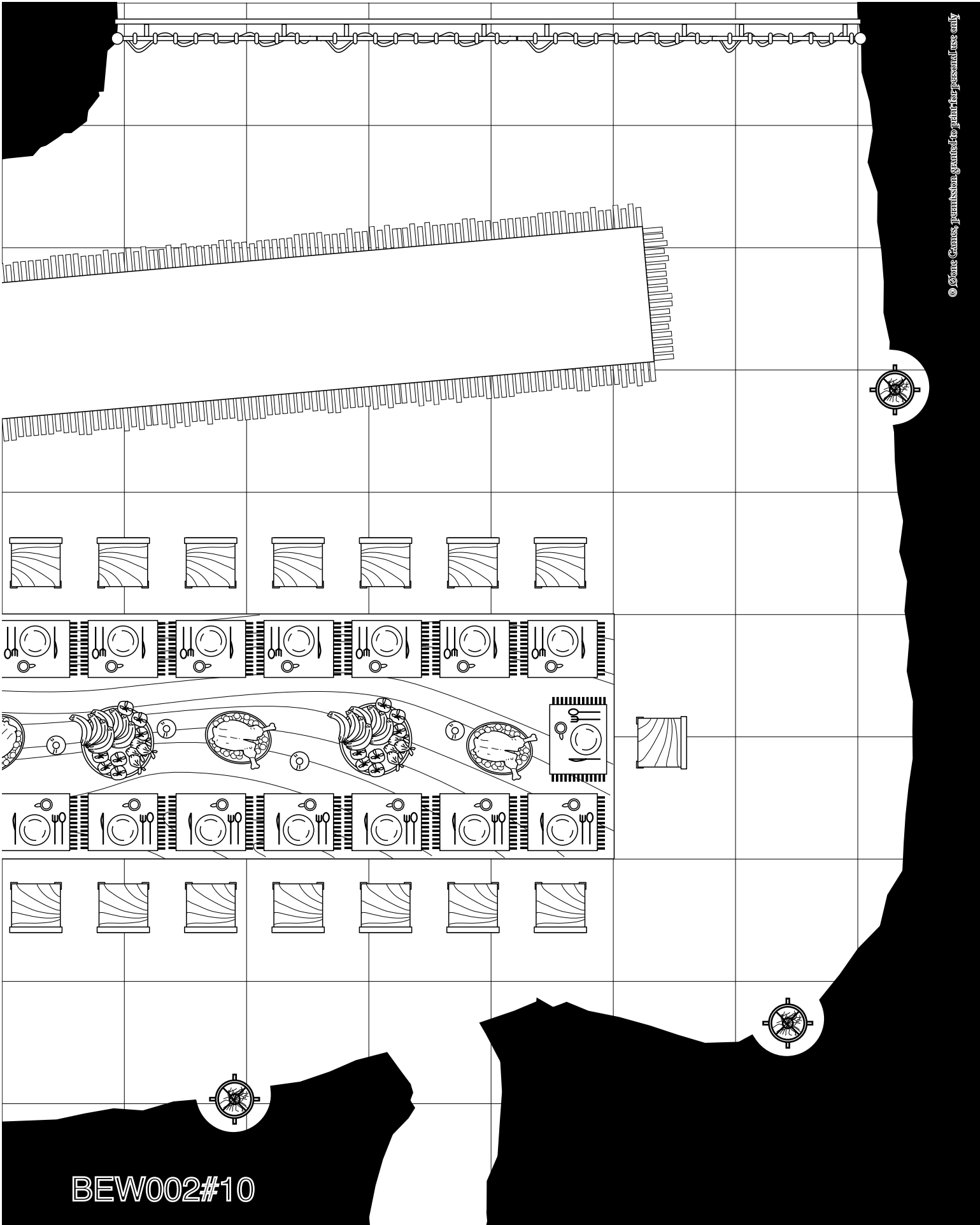
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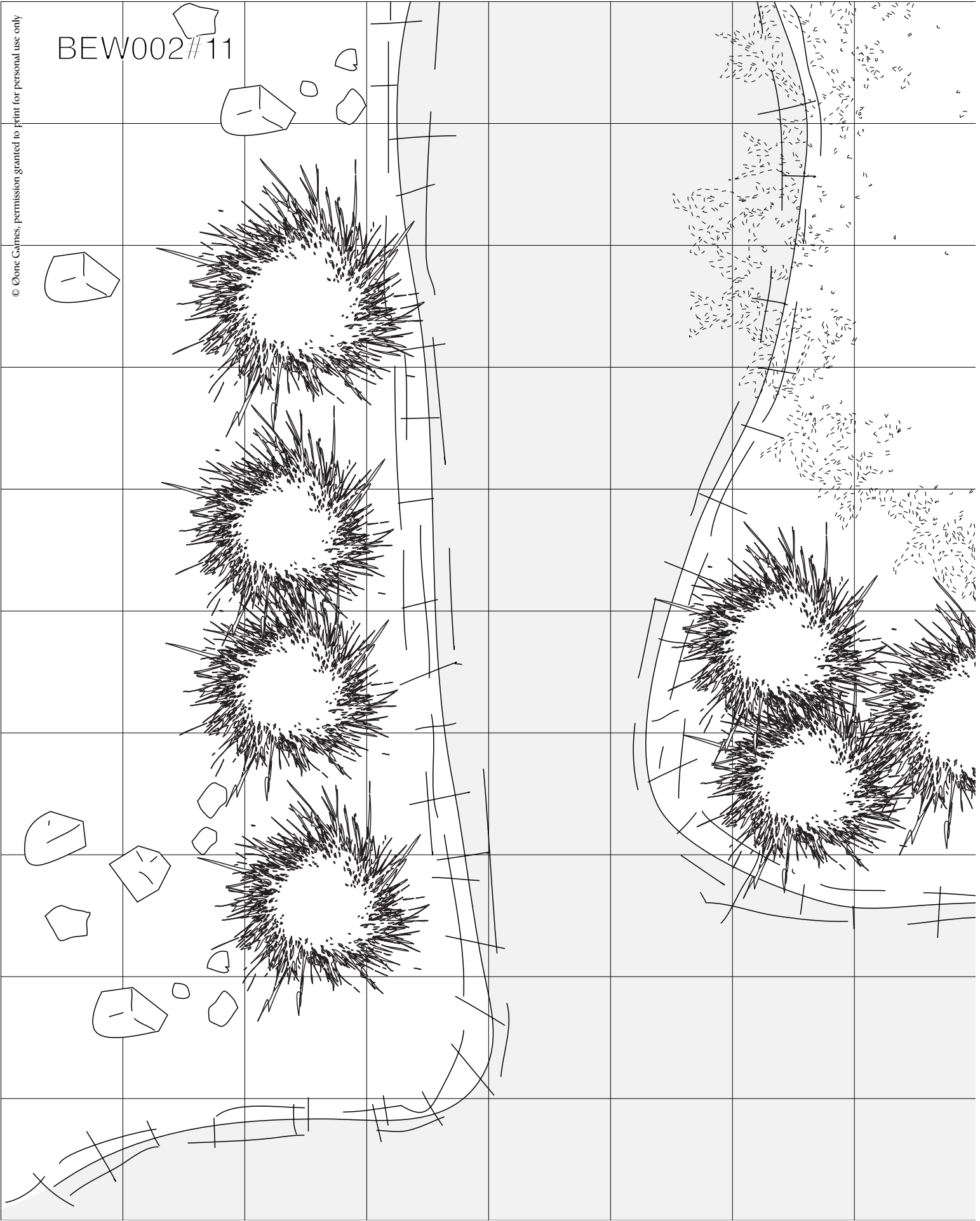
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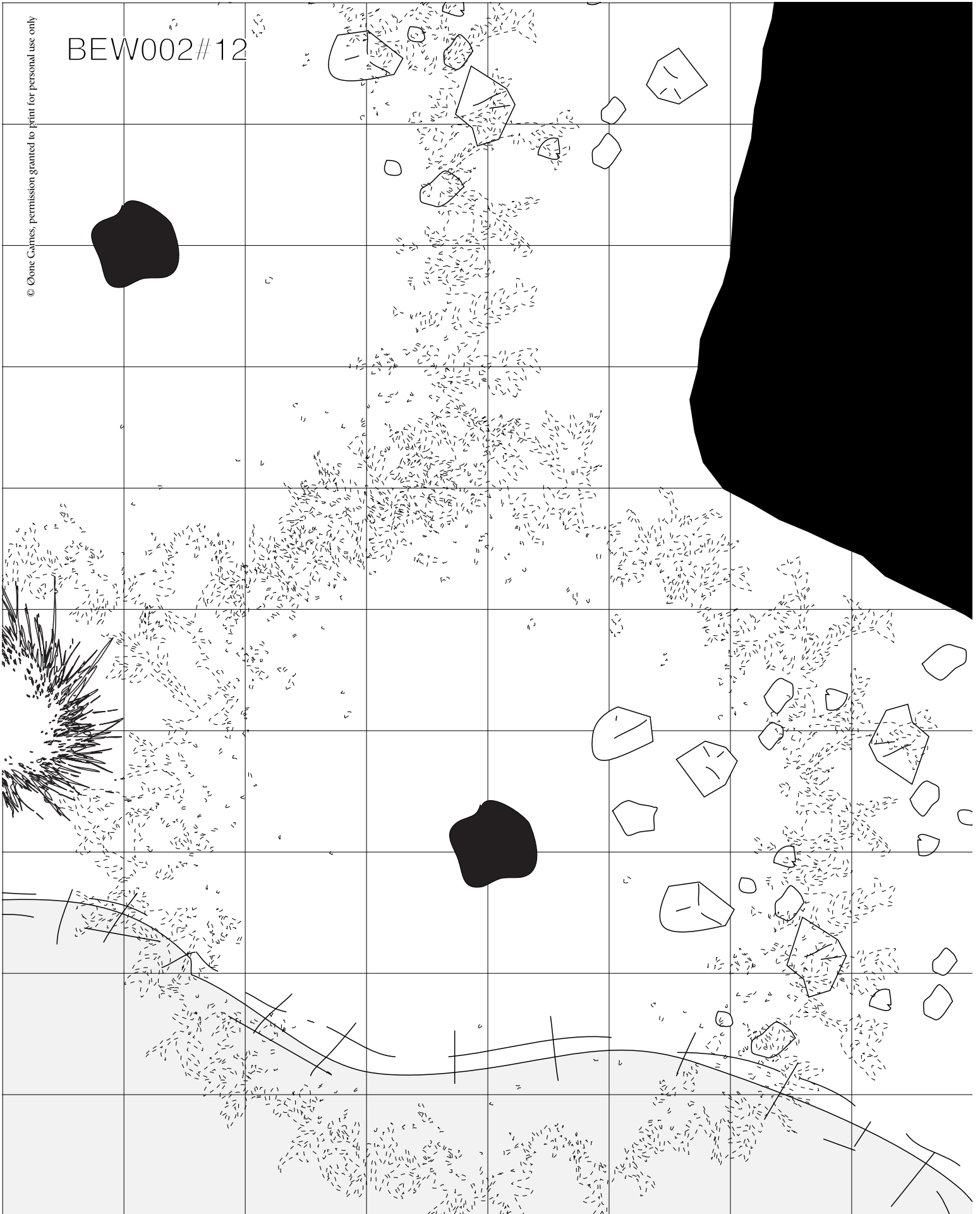


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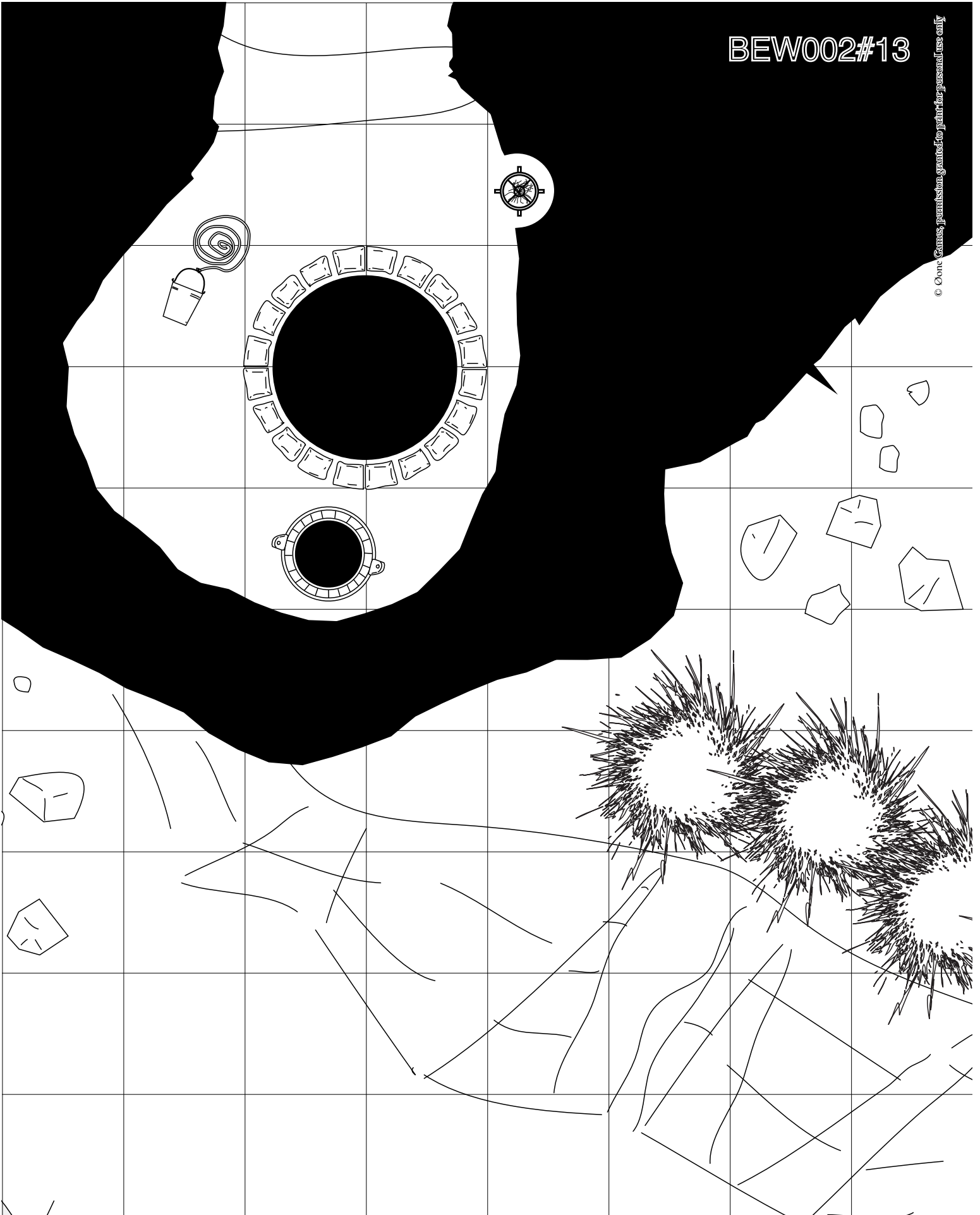


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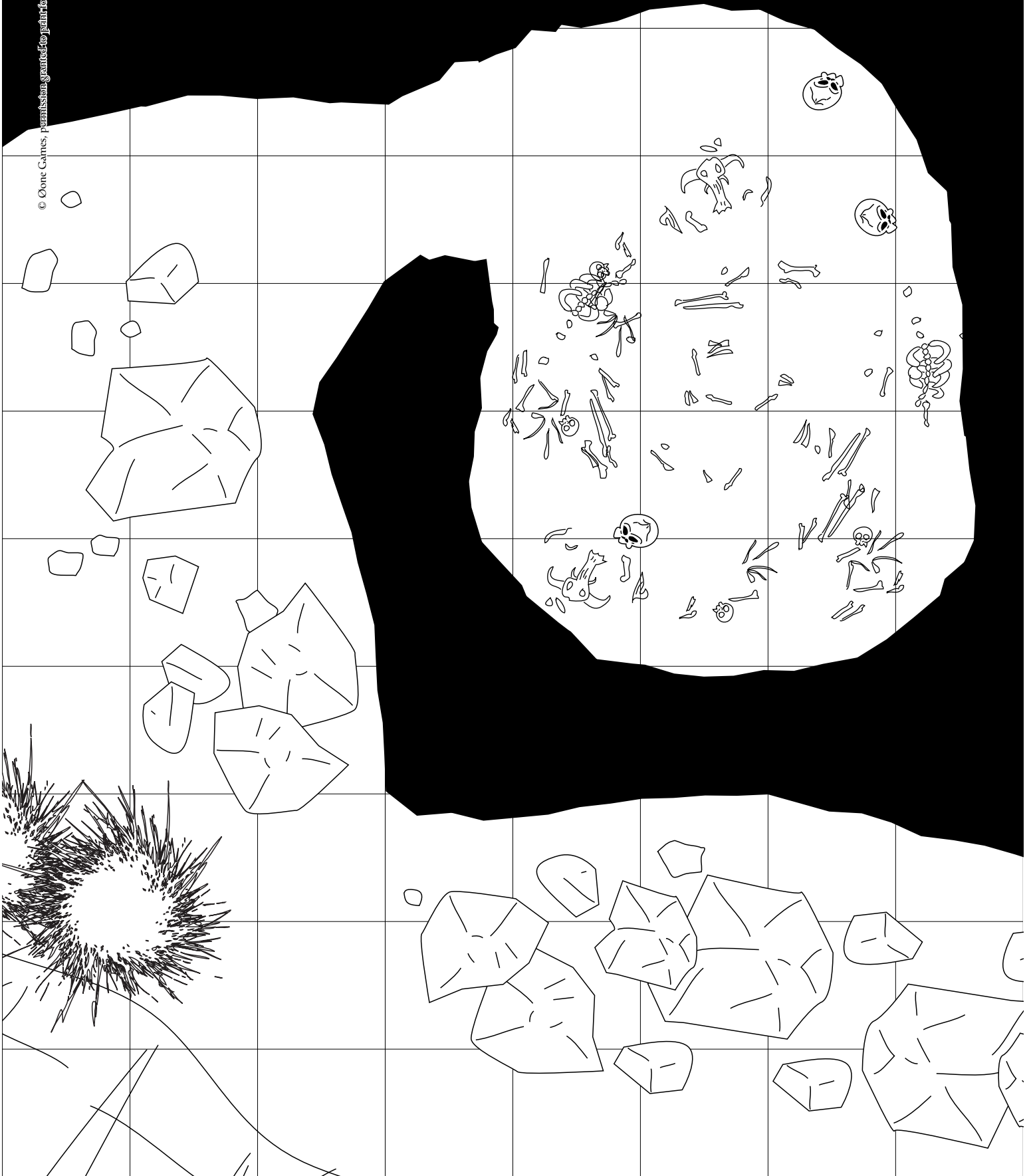


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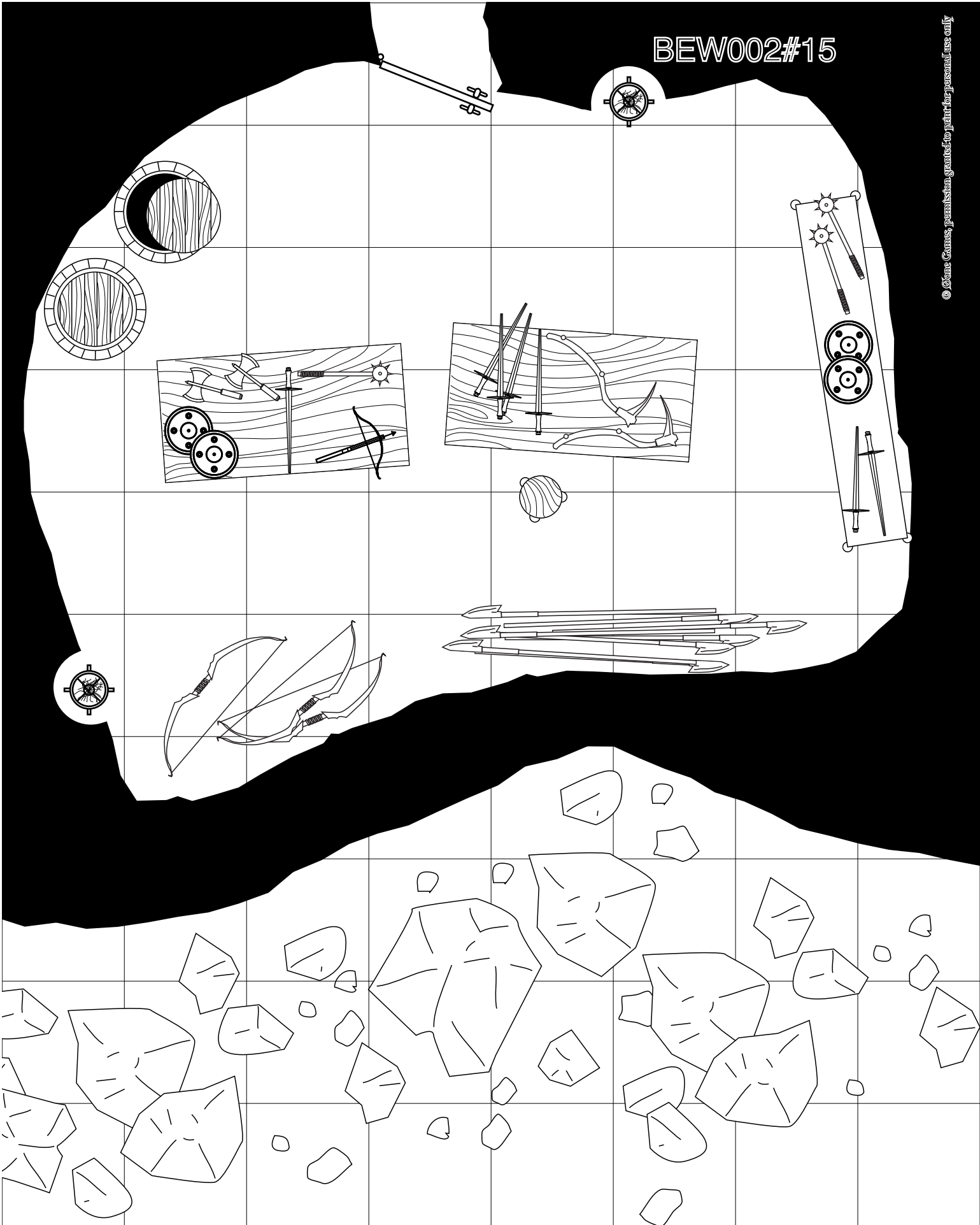
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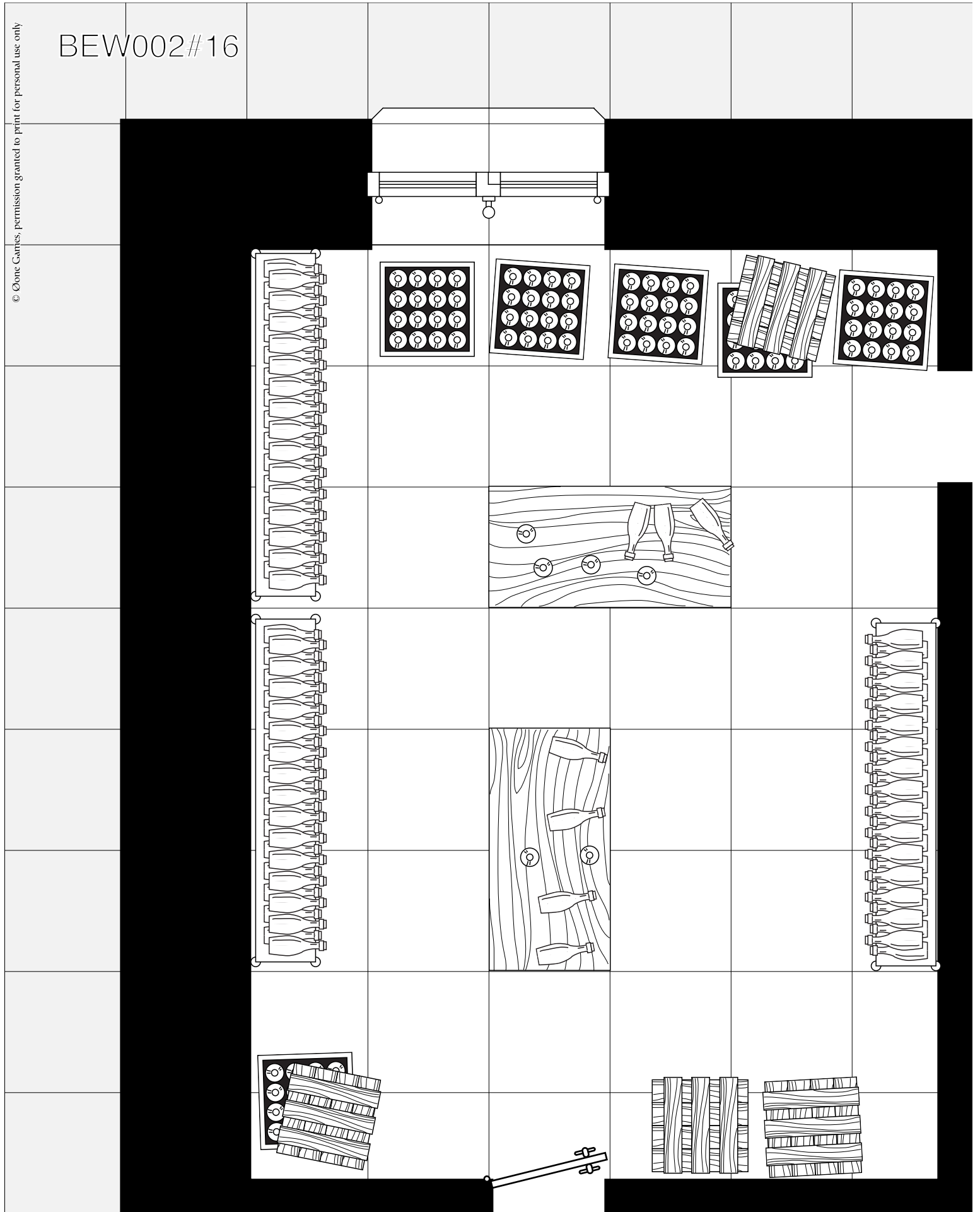
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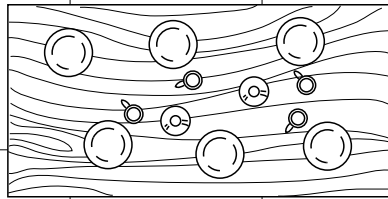
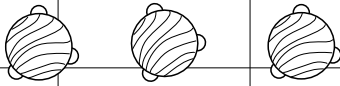
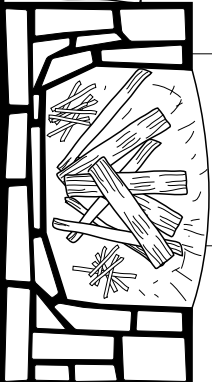
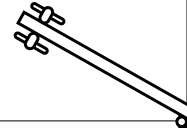
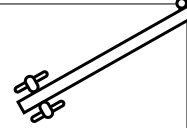
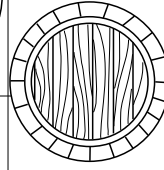
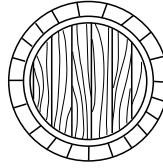
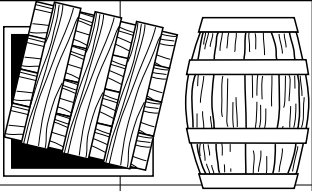
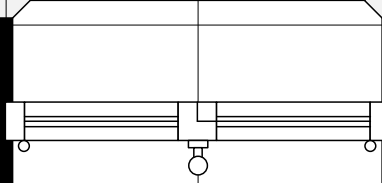
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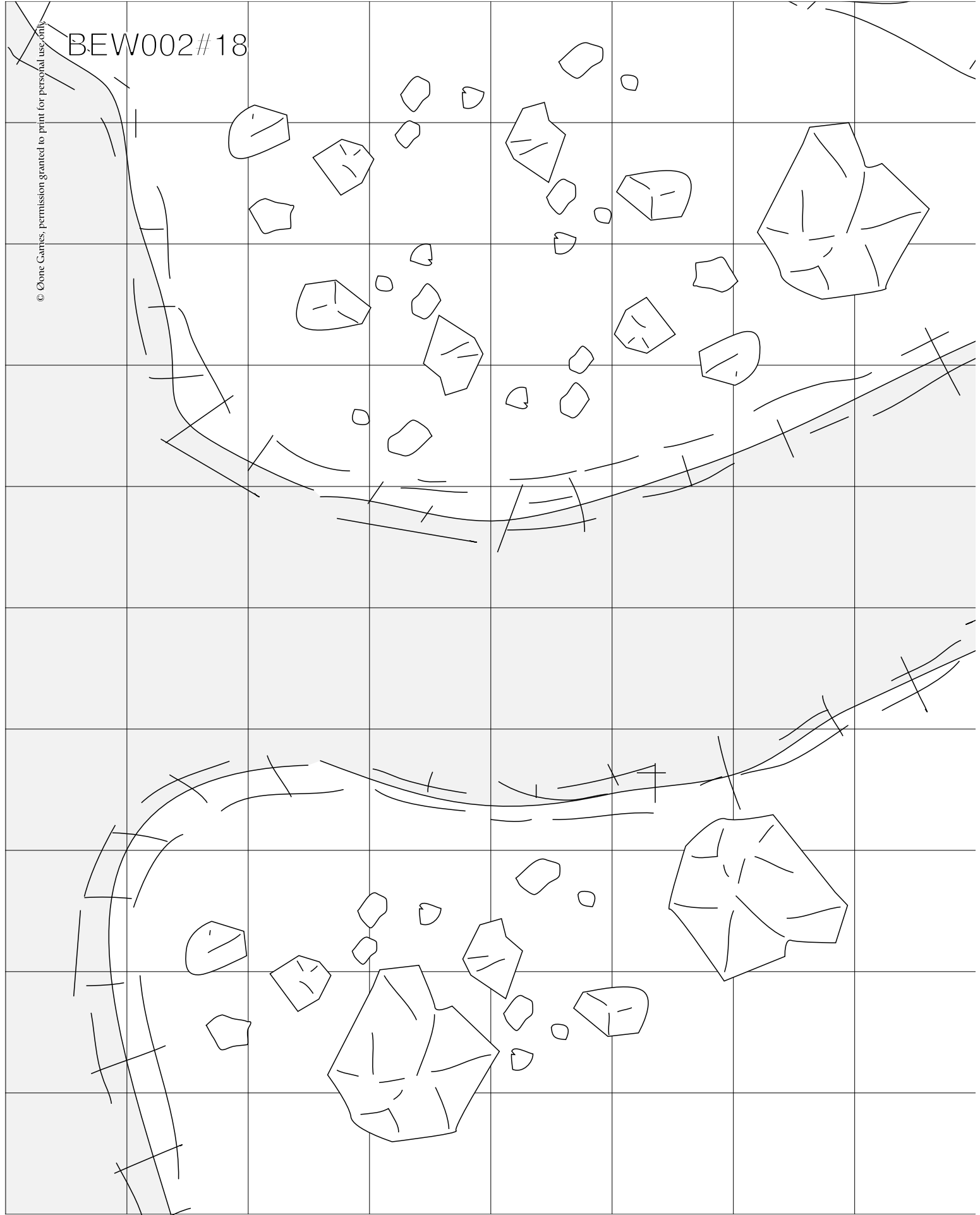
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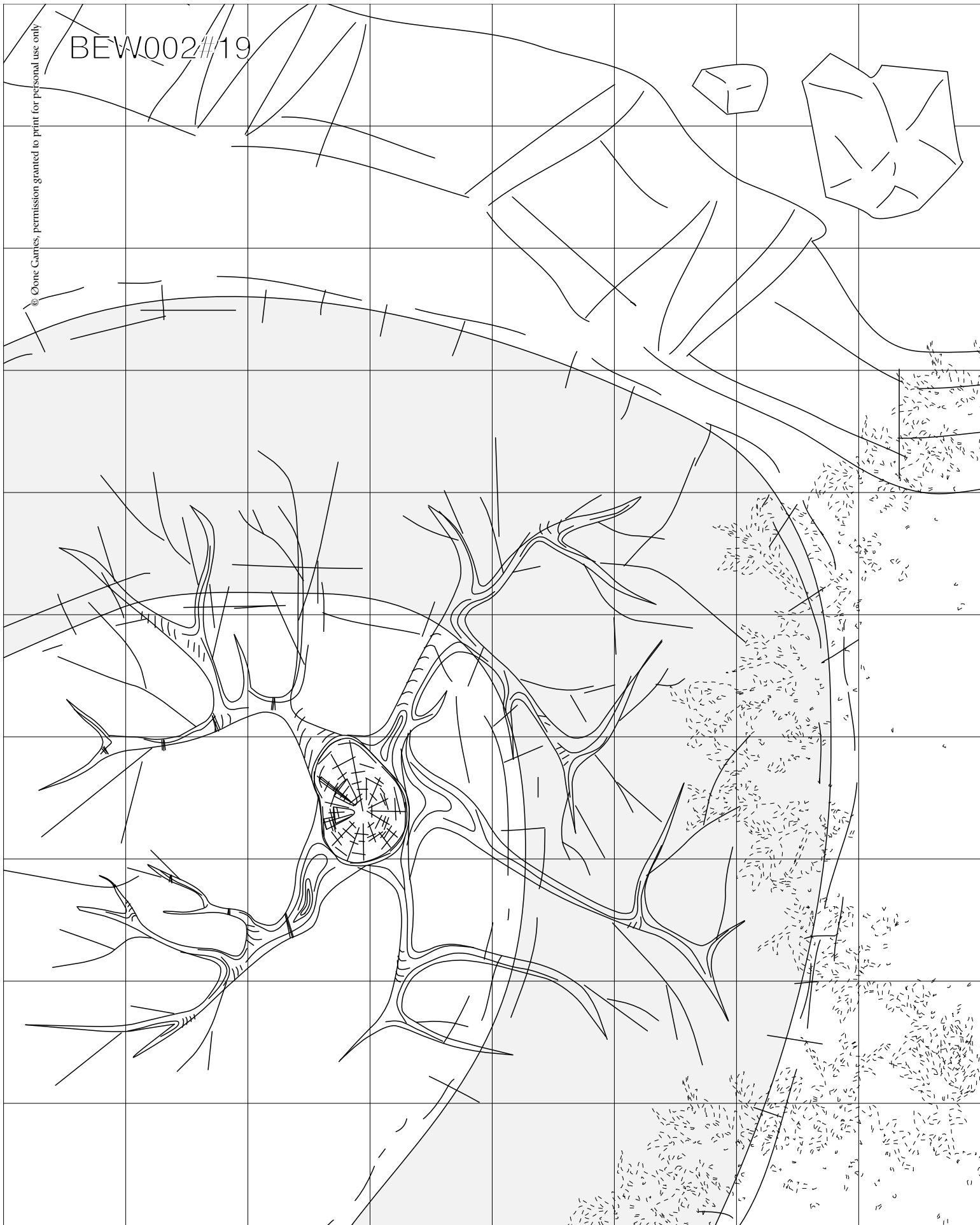
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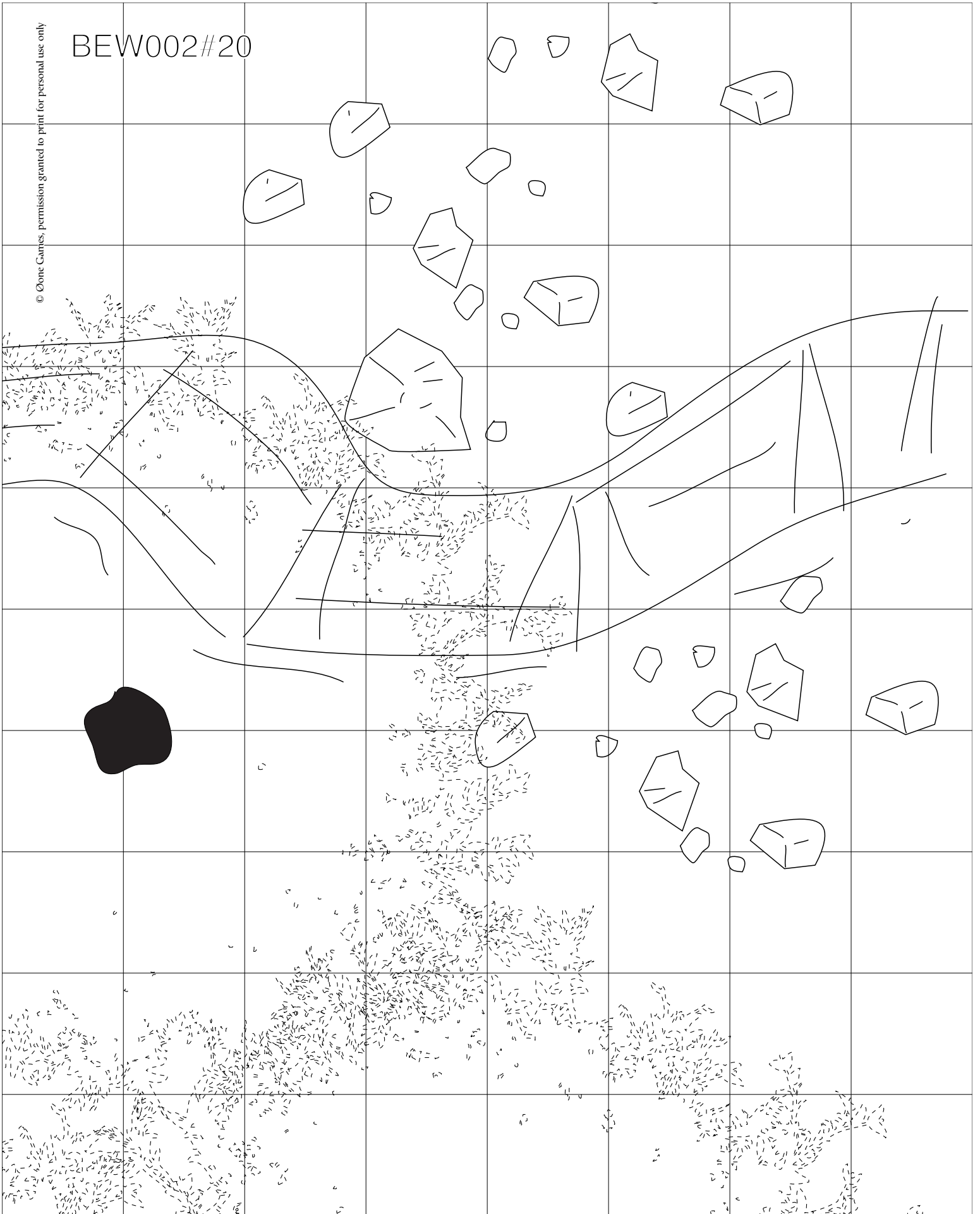
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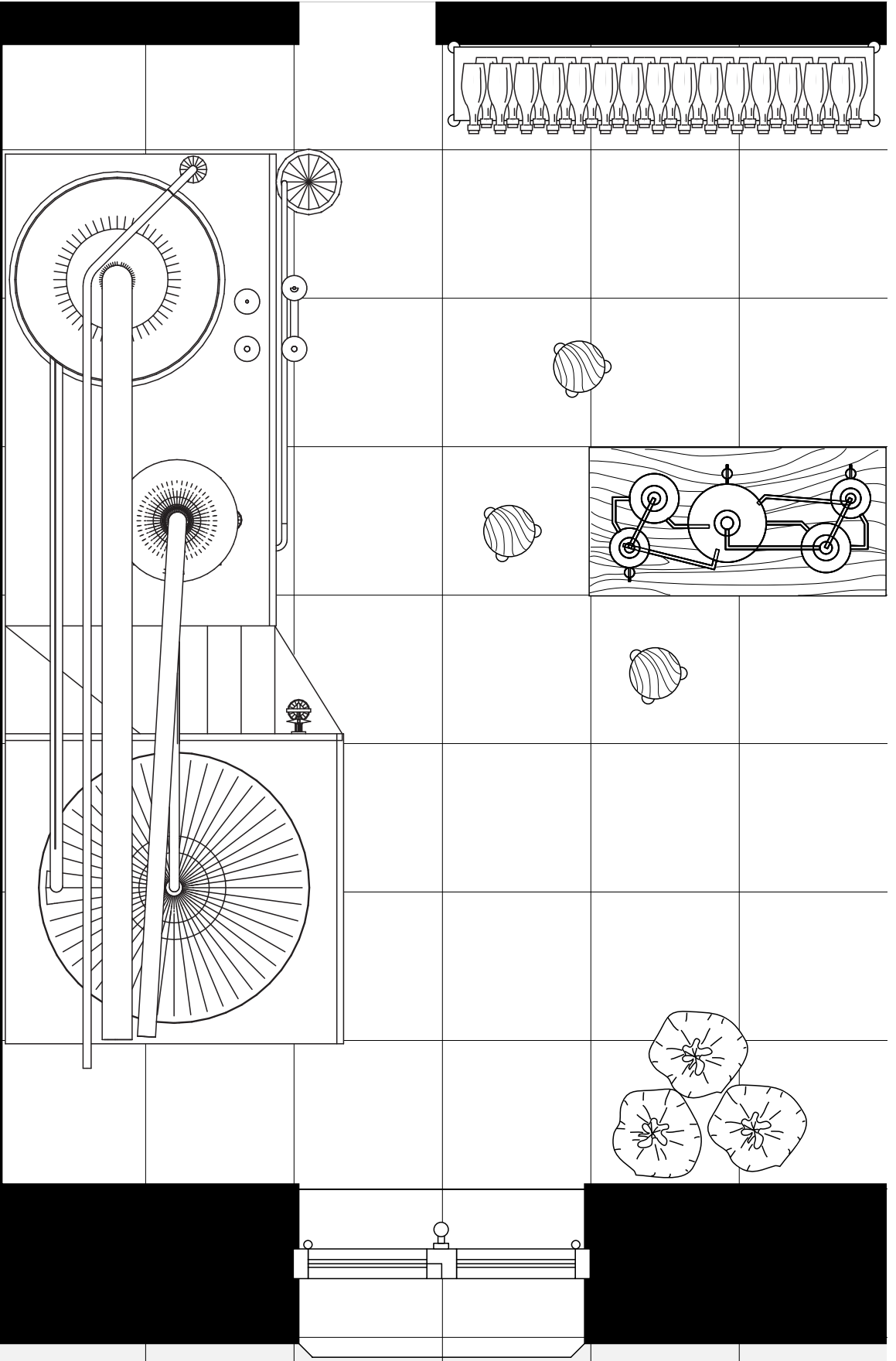


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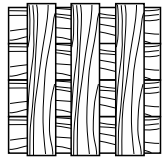
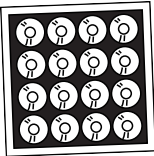
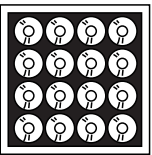
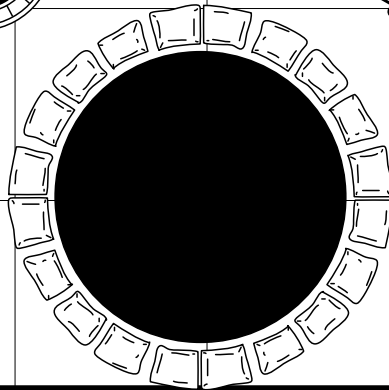
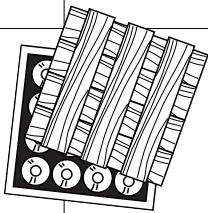
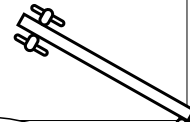
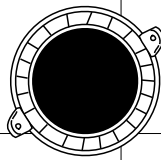
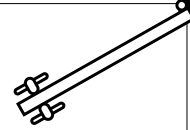
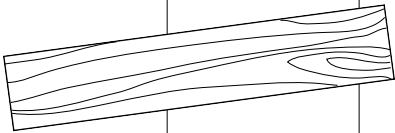
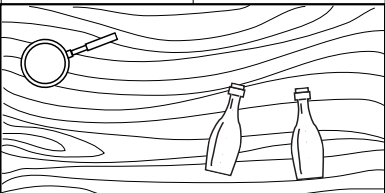
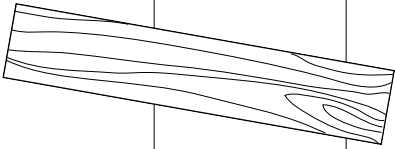
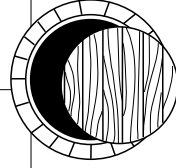
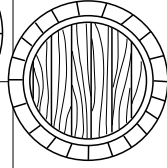
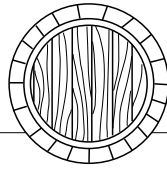
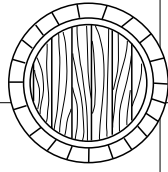
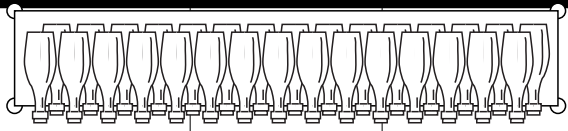


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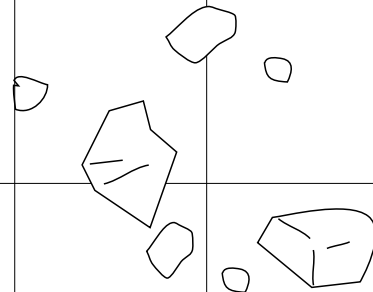
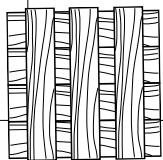
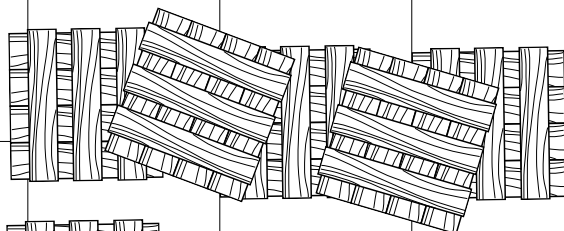
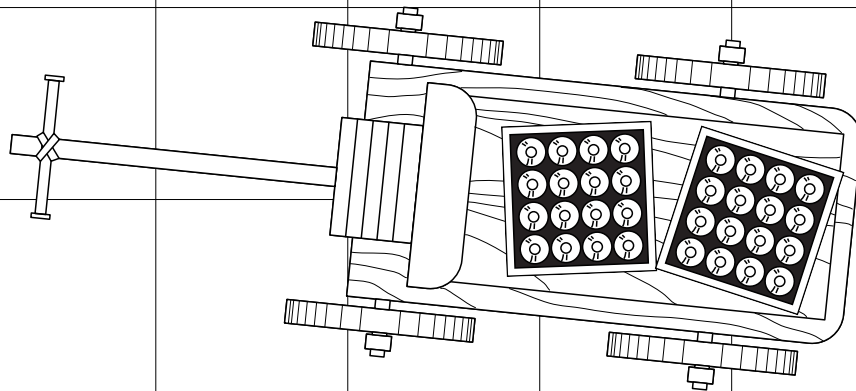
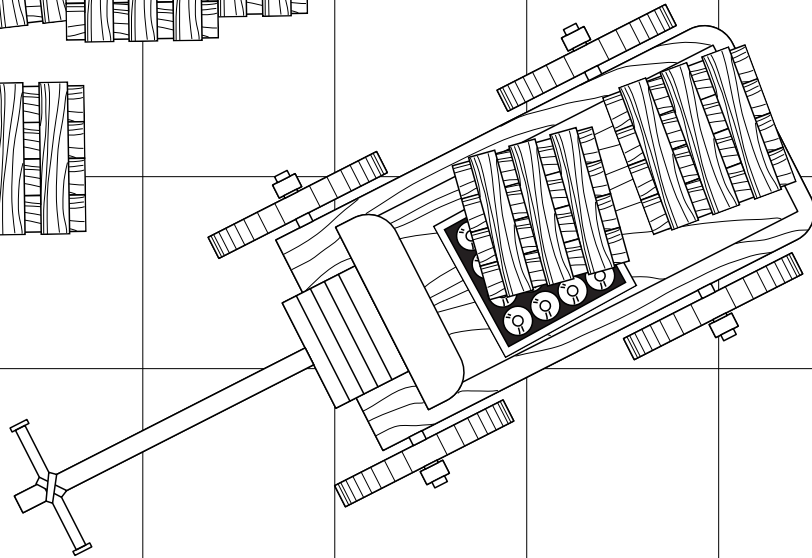
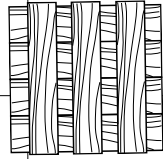
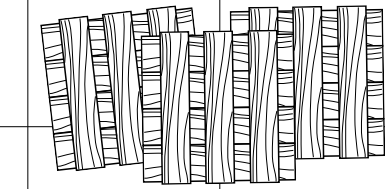


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BEW002#22

BEW002#23



BEW002#24

