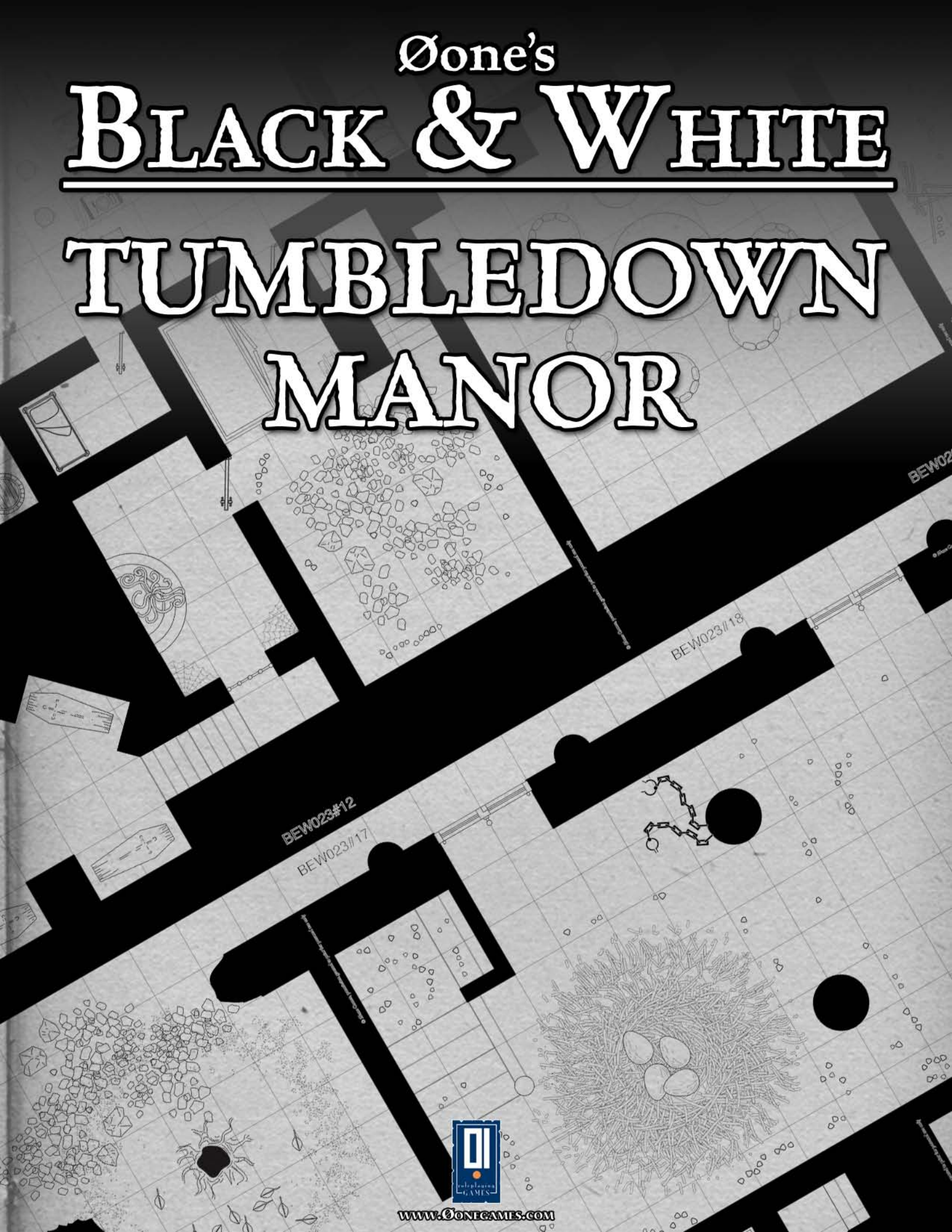
Øone's

BLACK & WHITE

TUMBLEDOWN MANOR



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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
• **Secrets (NEW!):** toggle the secret doors and hidden features
• **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: Tumbledown Manor

Product Code: bew023. First edition 06/2012
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Descriptive Text: Willie Walsh

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TUMBLEDOWN MANOR

The brooding mansion rests atop a small rise surrounded by an overgrown garden. Undergrowth ranges from impenetrable thickets of thorns and briars to thick tuffets of former lawns invaded by young saplings. There is an eerie atmosphere of neglect, not lifted by the daytime birdsong that fills the former pleasure grounds.
A timber coach-house and stables that once serviced the Lord and his guests has all but disappeared into a few rotten timbers covered in noxious weeds to the north of the main house.
At night, the area is doubly spooky, with rustling noises and the occasional cries of animals hunting among the wild shrubs and tangled boughs. The roof burned and collapsed in the original fire, leaving charred timbers jutting out like the ribcage of a giant, fallen beast.

1. Entrance Way (Tile #23)
A wooden cupola has tumbled onto the granite steps leading to the front doors. Parts of the west wall have collapsed showing a gaping hole leading into the interior passageways of the once great house.

2. Grand Hall (Tiles #17 & #18 & #19)
Patches of sunlight dapple the soot stained floor of the grand hall. The once richly decorated ceiling is pocked with holes where the plaster fell. To the east a charred staircase leads up to nowhere. Stone pillars line the centre of the hall. In the west is a monstrous nest containing four giant eggs. The chamber smells of decay and old blood.

3. Eastern Apartments (Tiles #14 & #15 & #24 & #25)
The east portion has collapsed downwards into heavy rubble all the way to basement level.

4. Cloakroom (Tile #22)
Servants hung coats and cloaks of visitors here. A side table held meals carried from downstairs via a dumbwaiter for distribution to the dining room (area 5). The collapse of a wall has partially blocked a stairway leading down.

5. Dining Room (Tile #21)
Once a richly appointed dining room, its table is split and neglected; the leather chairs cracked and mould covered. Though the windows are unbroken, they have been left open and are now stuck that way. Thick tendrils of ivy have wandered in through the openings, cladding the west wall with sickly green leaves.

6. Smoking Room (Tile #16)
A young tree has rooted in the rubble by the corner of the room, a drift of old leaves covering the once-polished wooden floor.

7. Secret Study (Tile #20)
Originally hidden from the rest of the house and entered only by a secret door, the collapse has revealed a new entry point to this, the master's secret study. A wide spiral staircase leads down into the bowels of the house.

8. Kitchen (Tiles #6 & #7)
A natural veil of tree roots half-obscures the stone steps leading to the tradesmen's entrance at the kitchen.

9. Housekeeper's Room (Tile #11)
The housekeeper once slept here within earshot of the storeroom next door. The store's barrels are empty, once containing apples and salted meats, respectively.

10. Butler's Room (Tile #12)
The Butler once slept here.

11. Lower landing (Tile #12)
Connecting to area 4 by a rubble-strewn stair, the chamber is noteworthy for its dumbwaiter. The mournful lowing of a cow carries down from upstairs and there is a noticeable draft from the fallen wall there which communicates with the outside world.

12. Household Shrine (Tile #12)
The chamber is remarkable for a stone idol and an iron gate, the latter shrouded in heavy cobwebs. This is where deceased family members lay for a night before being interred in the tomb beyond the gate.

13. Family Tomb (Tiles #11 & #12)
The tomb is musty and contains seven coffins. Holy symbols on all of them have been chipped away or otherwise disfigured. On the north wall is a stylised mural of Death reaping the souls of mankind.

14. Water Course through the Servants' Quarters (Tiles #7 & #8)
A natural underground stream was once used as a source of drinking water for the house. In a time of flood some years ago it ate through the foundation and floor and now stands open. Wooden crate sides nailed together form a precarious footbridge.

15. Chamber of Rituals (Tile #10)
Divided down the middle by heavy drapes, this great hall witnessed occult rituals performed by the master and his cronies. A bookcase has been toppled and smashed; its contents seemingly thrown violently about the room.

16. Summoning Chamber (Tile #9)
A large faded pentagram on the floor sits amid torn pages of a grimoire and scattered candlesticks.

17. Hedonists' Chamber (Tile #13)
A skeleton hangs from knotted ropes above a circular divan, the victim simply abandoned here the night of the villagers' attack. Surrounding the scene are smaller recliners large enough to fit two individuals each.

18. Log Bridge and Secret Passageway (Tiles #4 & #9)
A formerly secret passageway from the summoning chamber (area 16) has been sundered by the action of the underground stream. A small tree trunk has been laid across the stream at this point to form a bridge.

19. Treasury (Tile #3)
Crates and boxes are piled here, some stuffed with tarnished silver coins, some with gold coins.

20. Small Caves (Tile #3)
Nothing but dust and debris lie here.

21. Prison Cages (Tile #5)
Stout iron bars create cages in which human prisoners were sometimes kept for use in vile rituals.

22. Swallow Hole (Tile #4)
The underground stream disappears in a hypnotic whirlpool into a shaft of unknown depth.

23. Whispering Winds (Tile #3)
The stalactites in this cave have been smashed up. The wind blowing through the chamber still resonates on the stumps of those remaining, changing to a different note when someone enters the cave.

24. Waterfall (Tile #2)
Water issues forth from the cave wall in a clear cascade, flowing away south in an underground stream. At its shallowest here, it is a mere two feet deep.

25. Unholy Altar (Tile #1)
A squat stone idol along with a sacrificial pool lie here.

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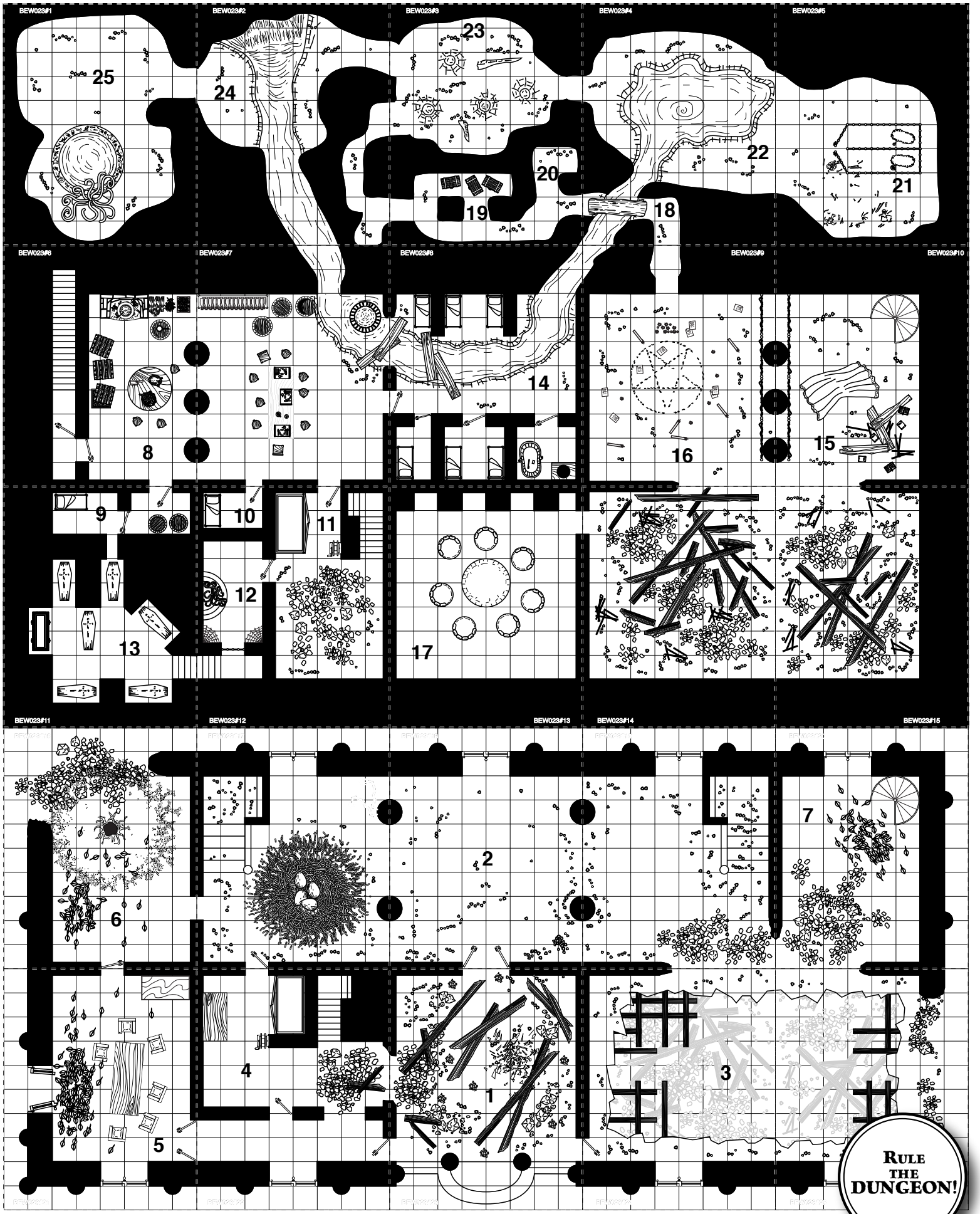

Tumbledown Manor
1 square = 5ft

Gre[illegible]or

RULE THE DUNGEON!

BEW023#1

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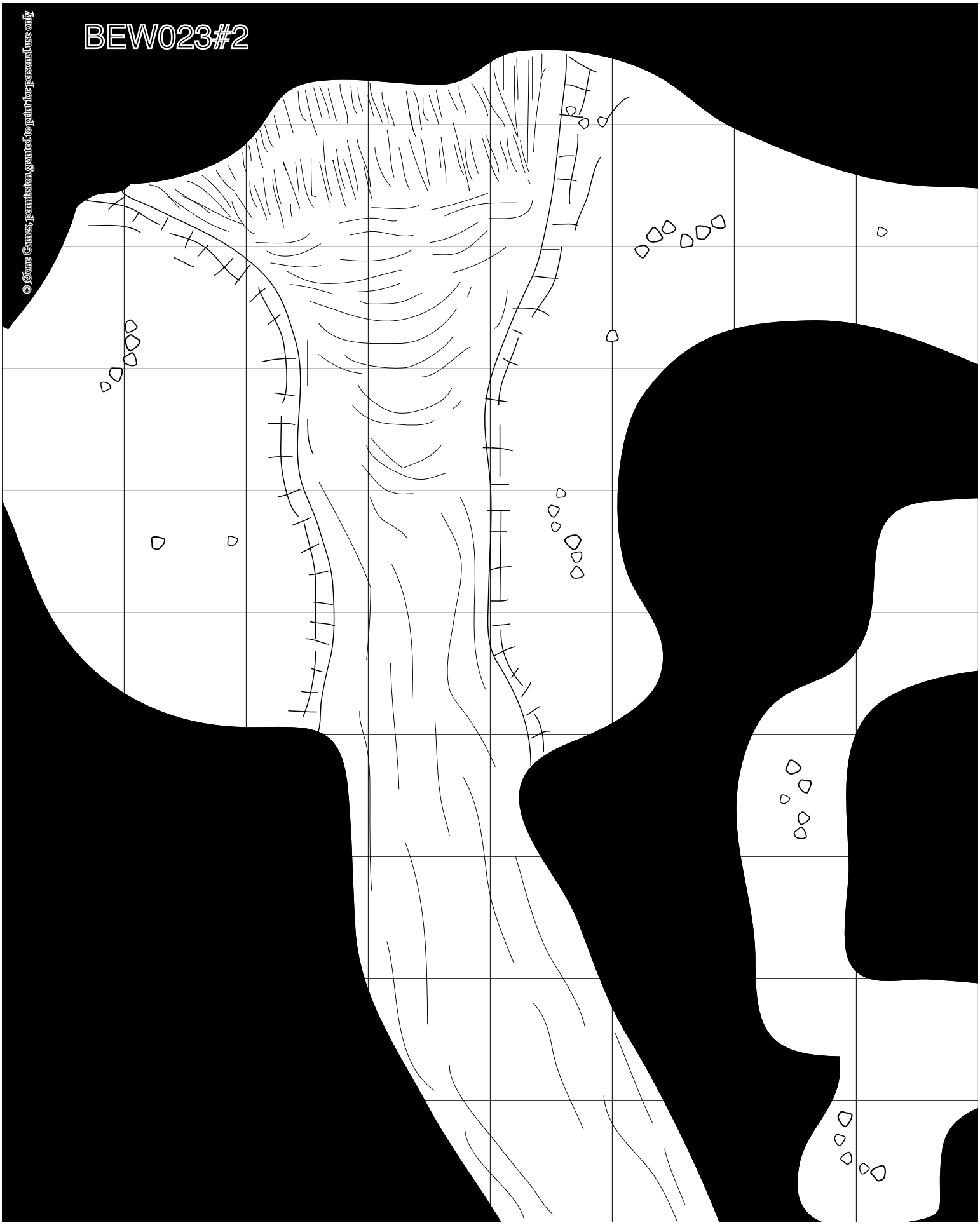

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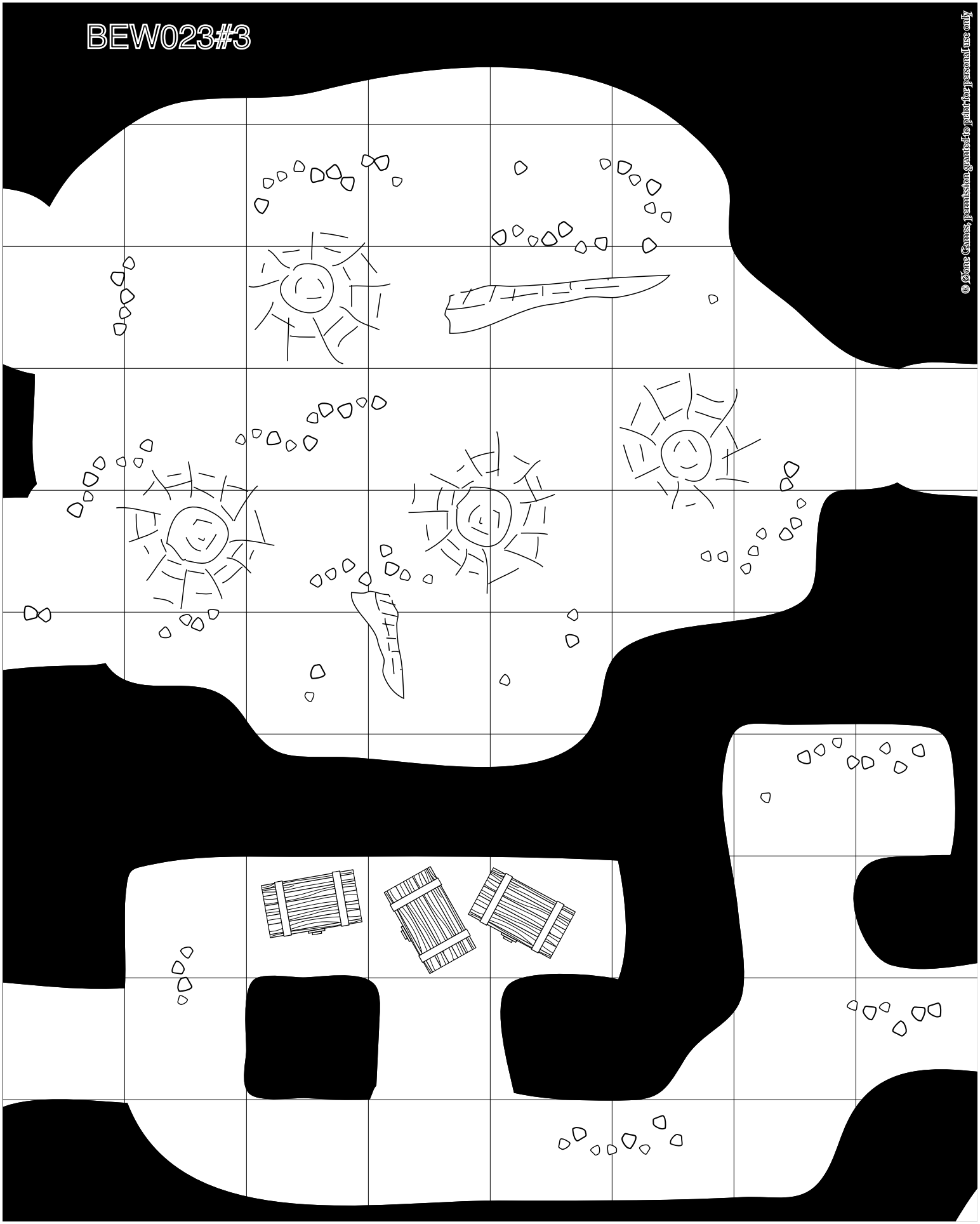

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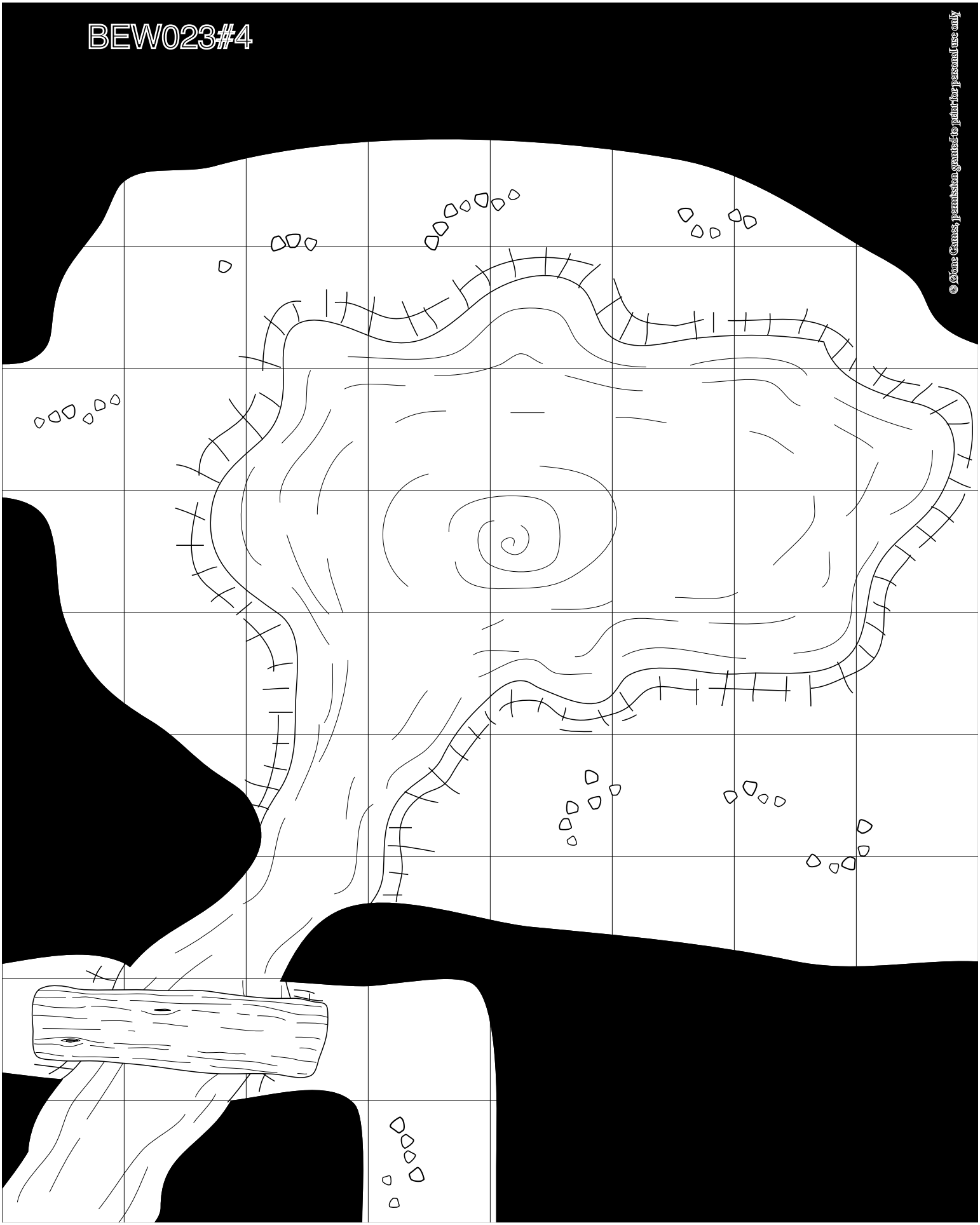

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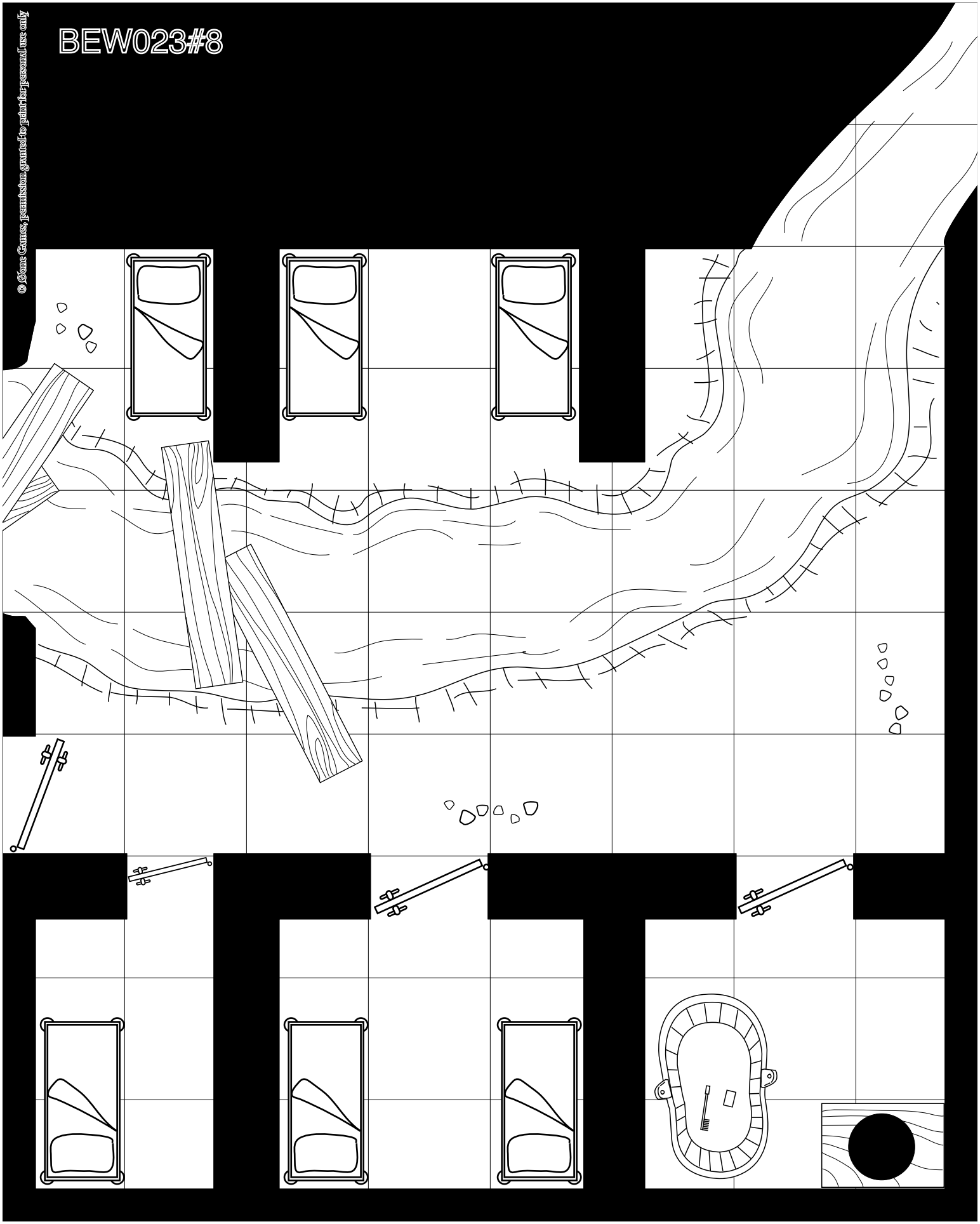

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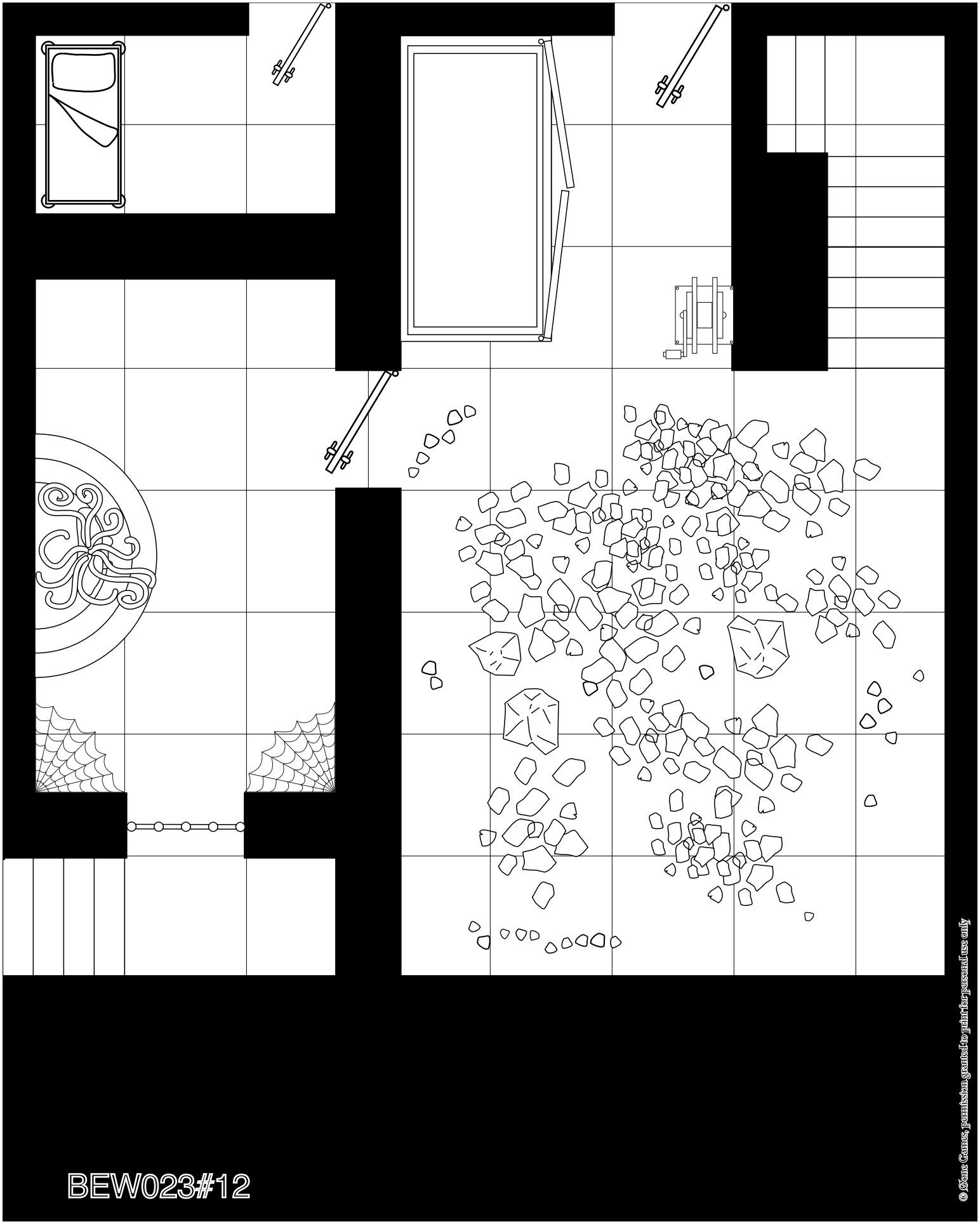

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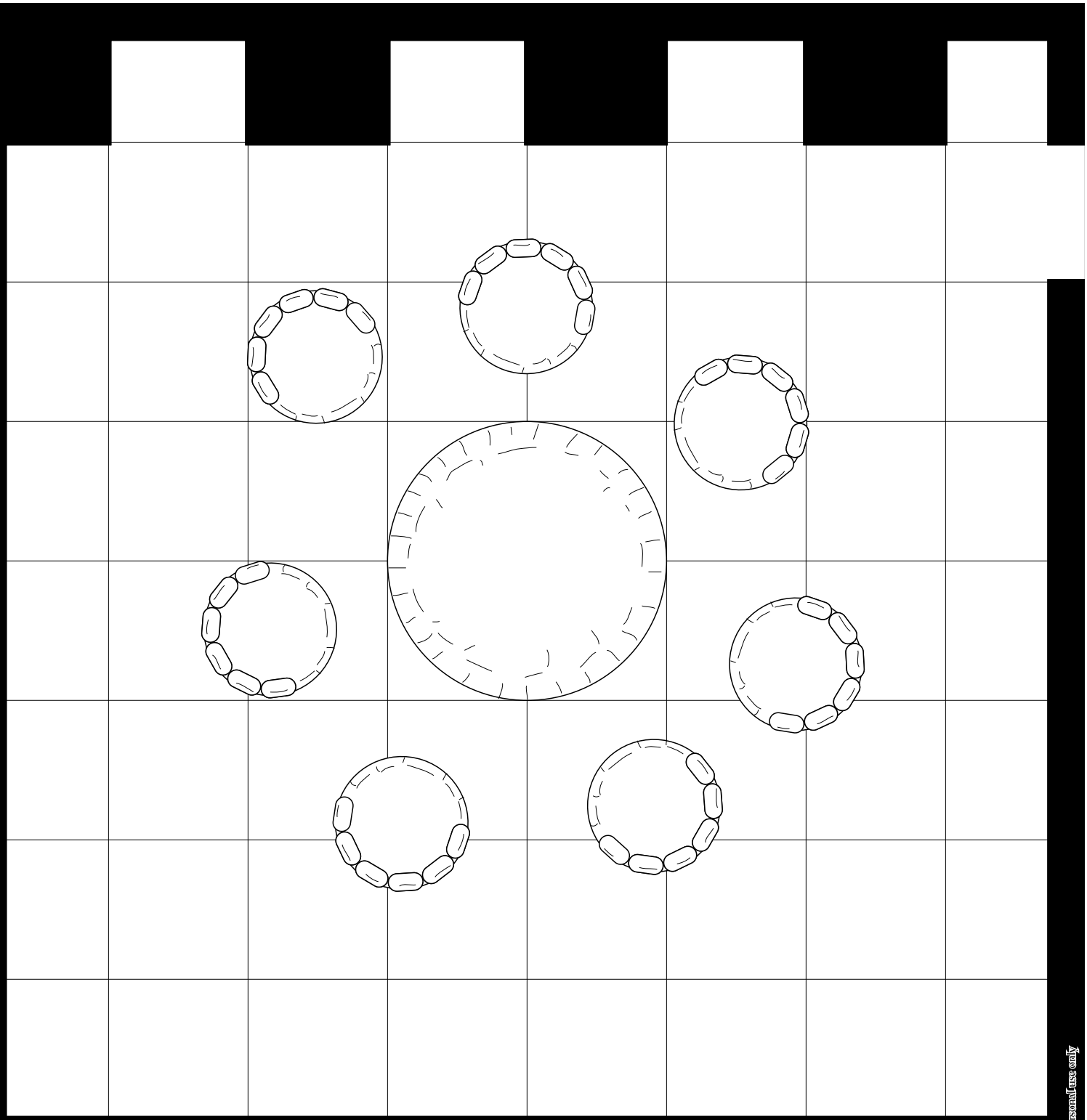

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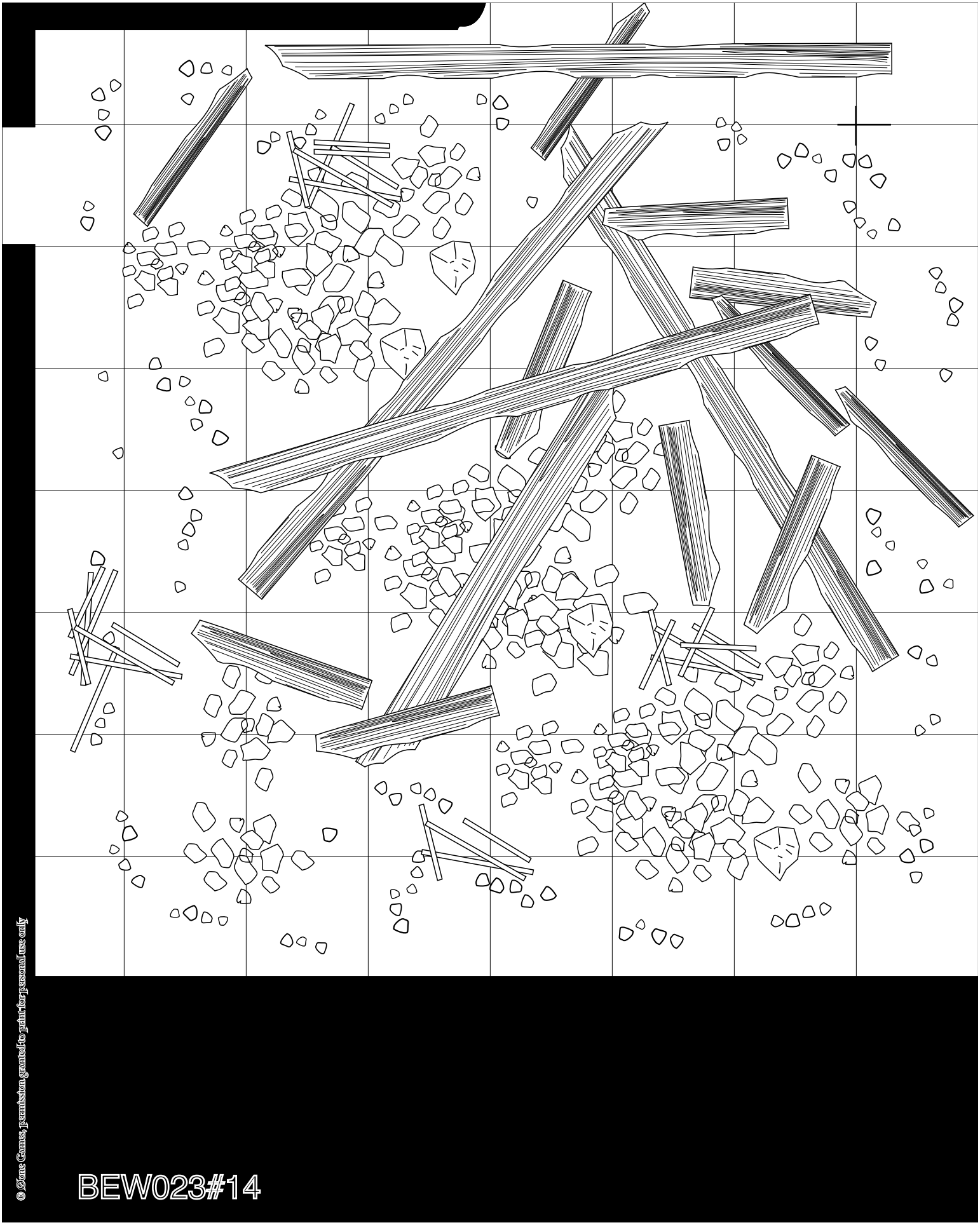

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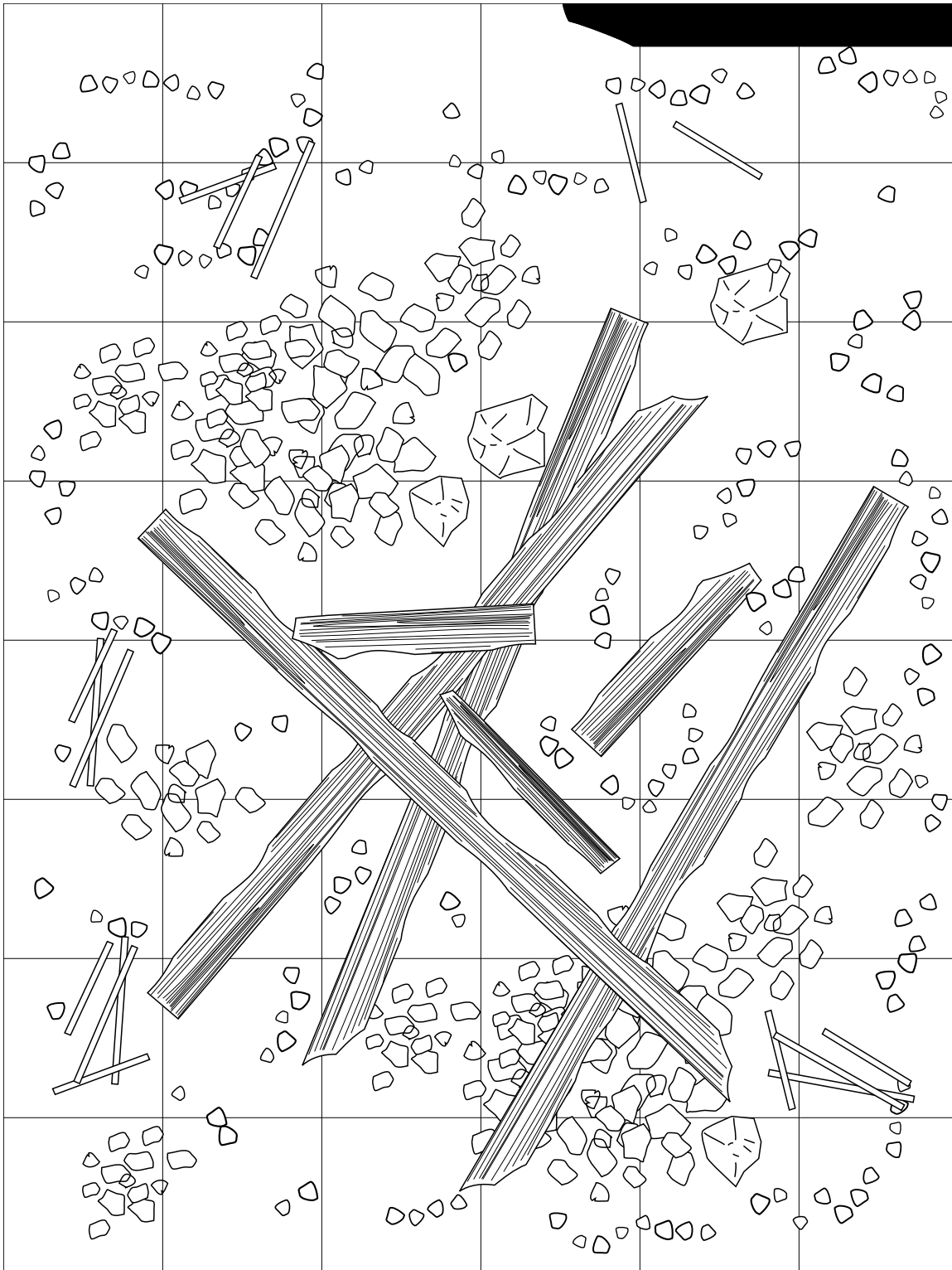

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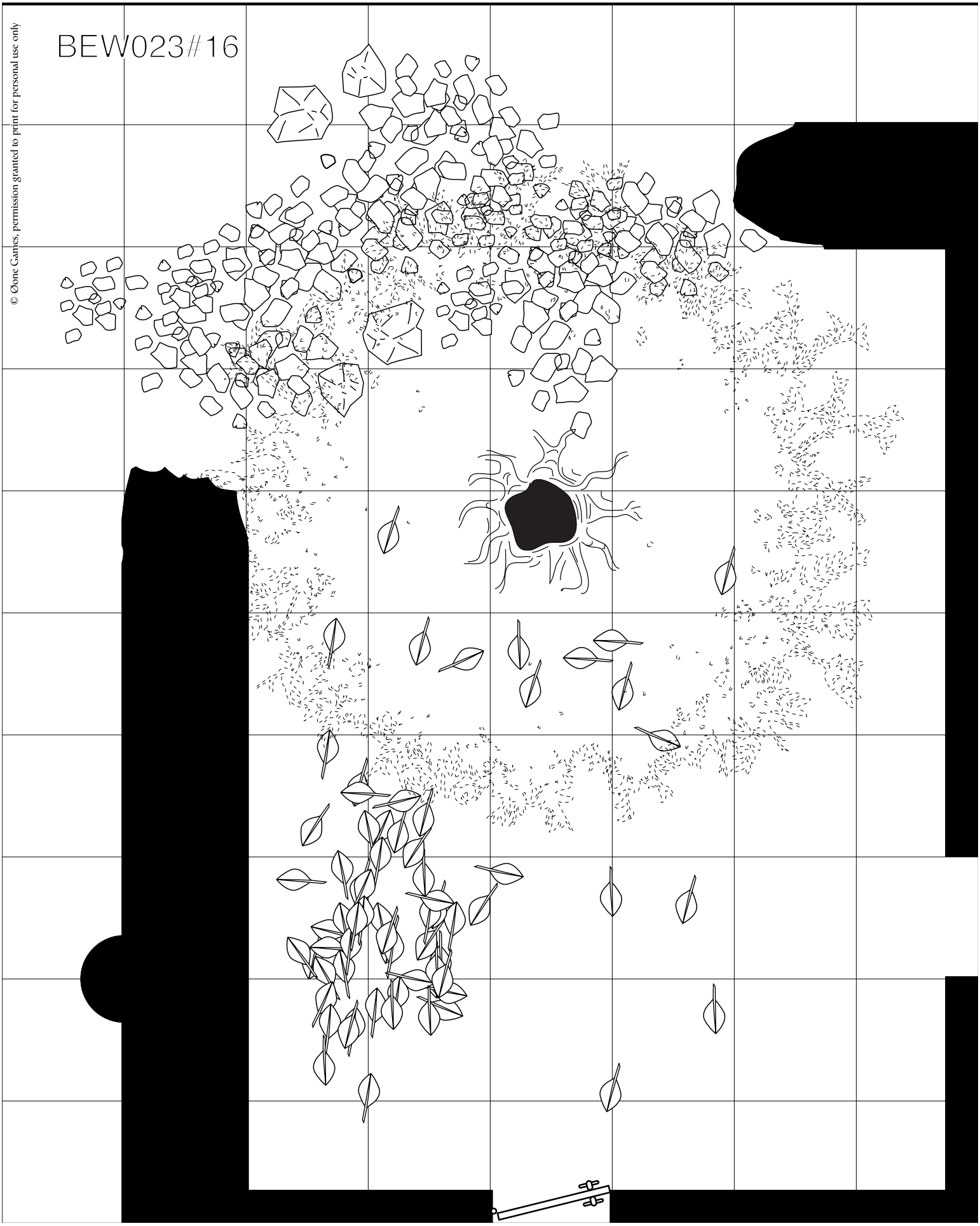

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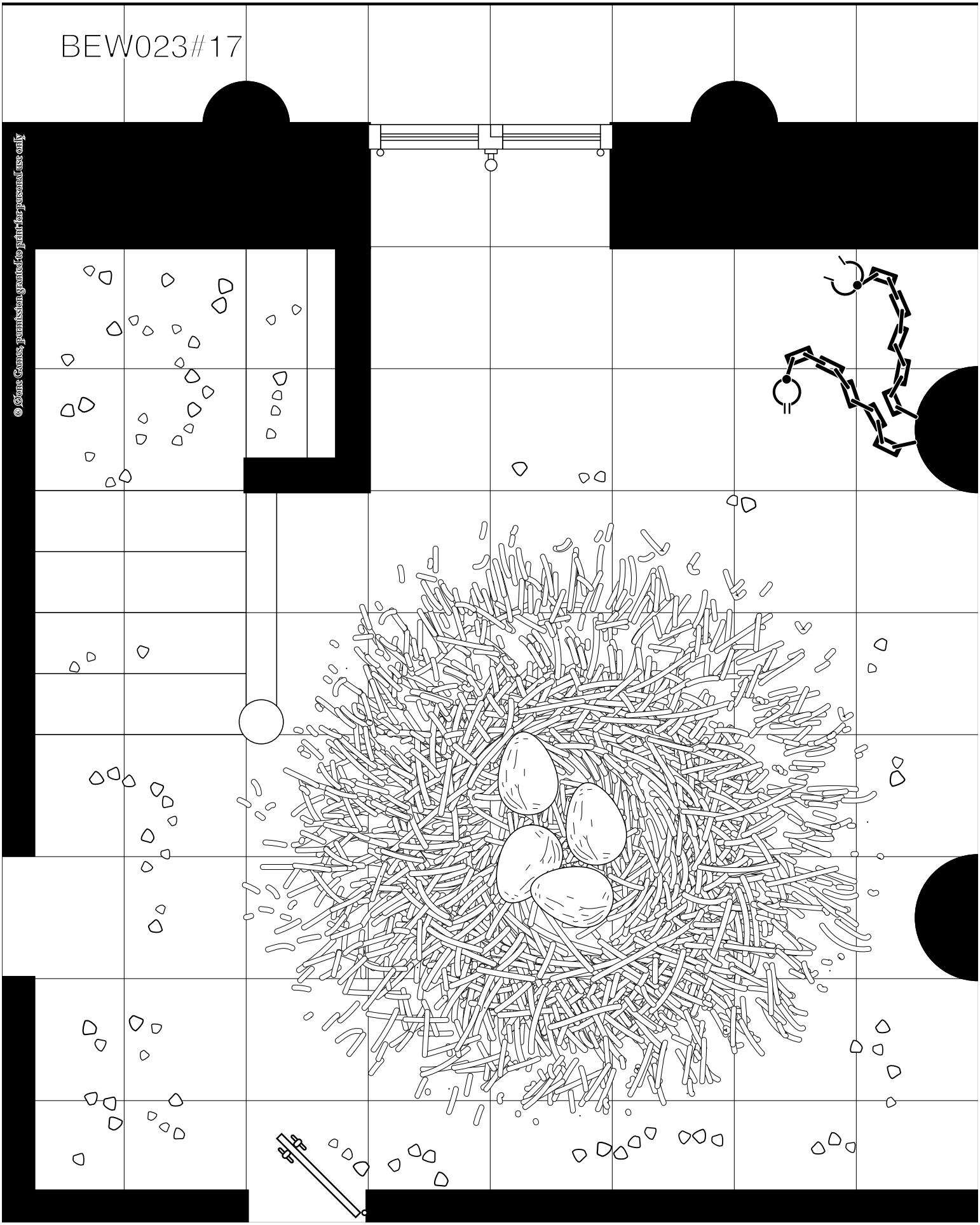

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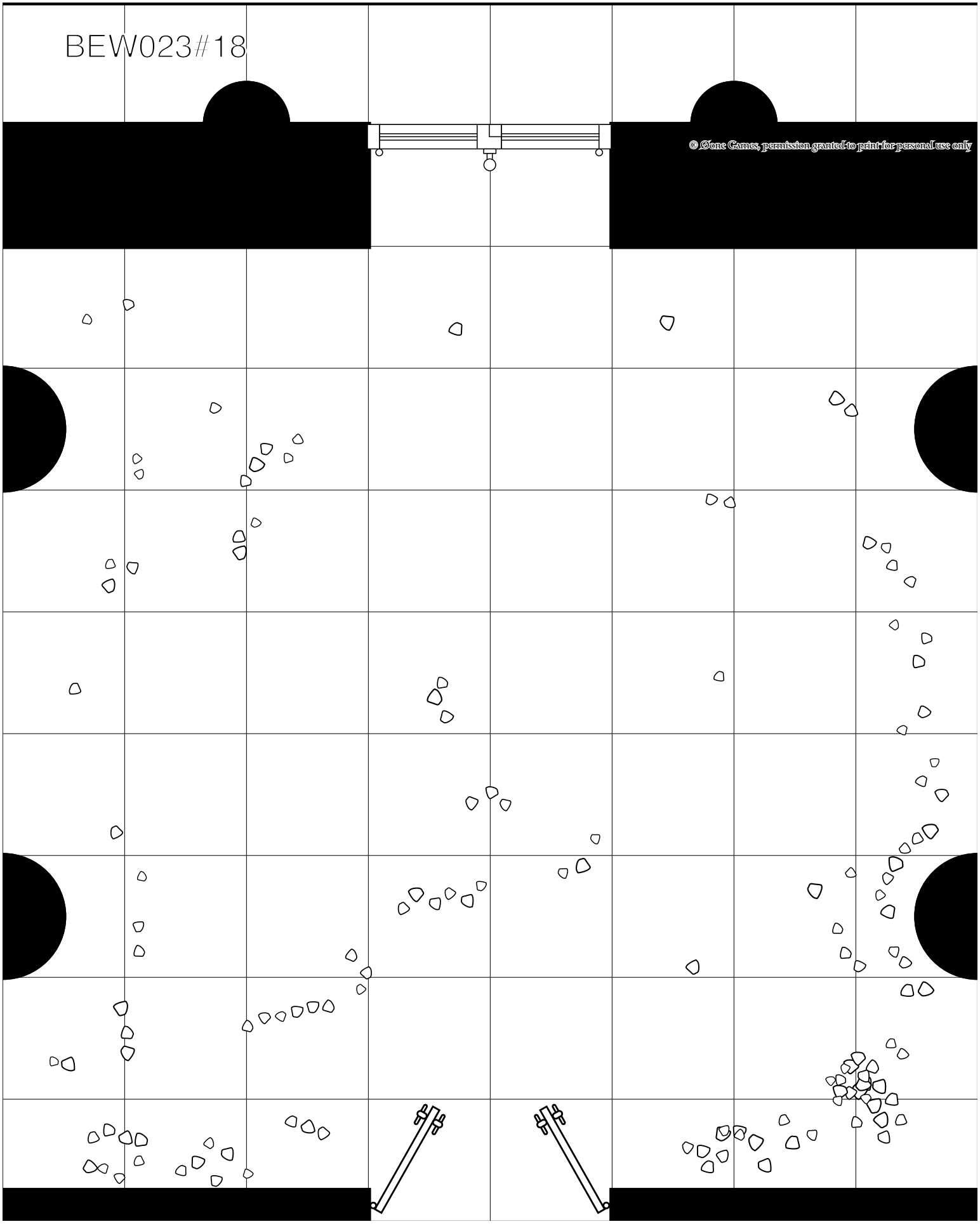

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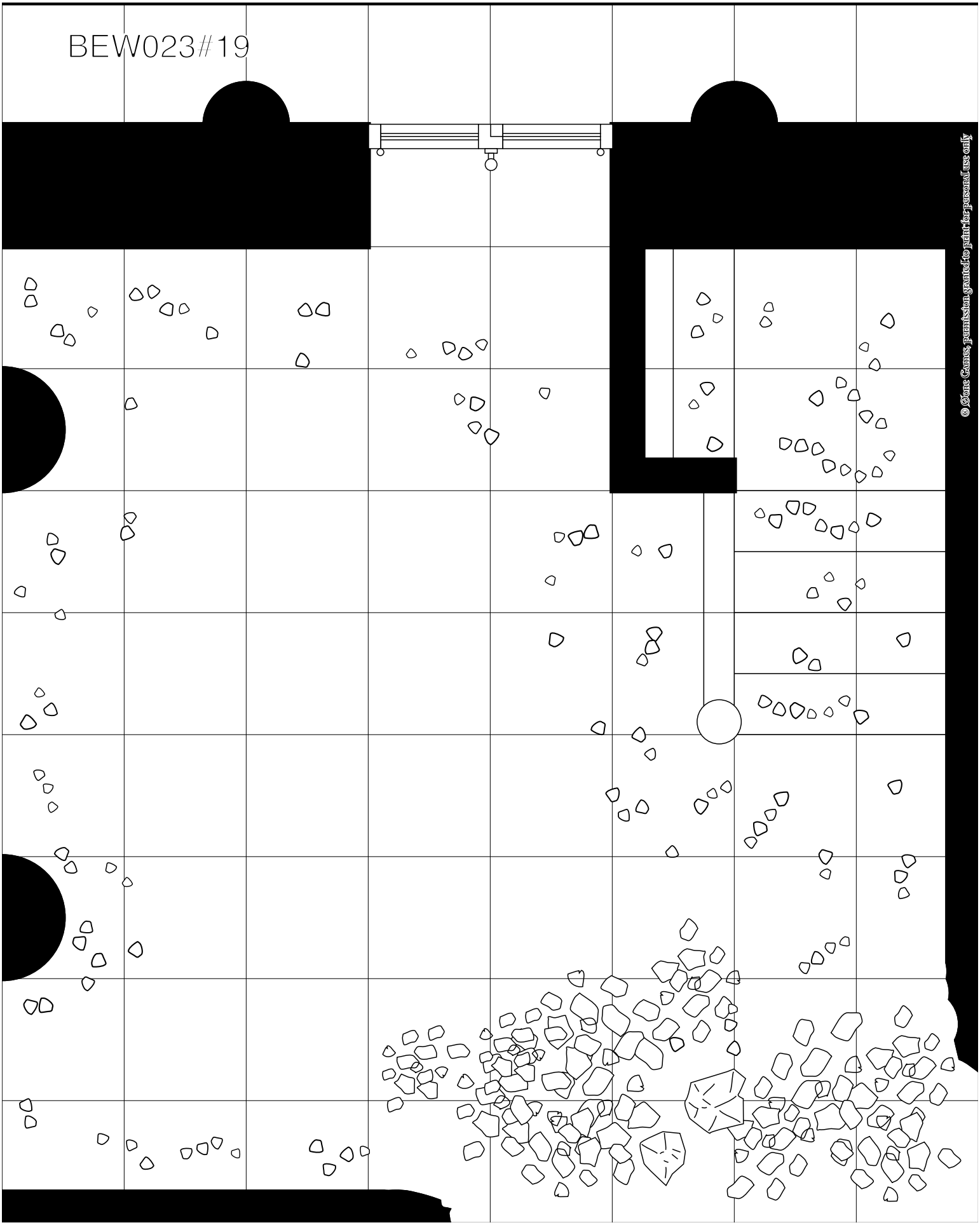

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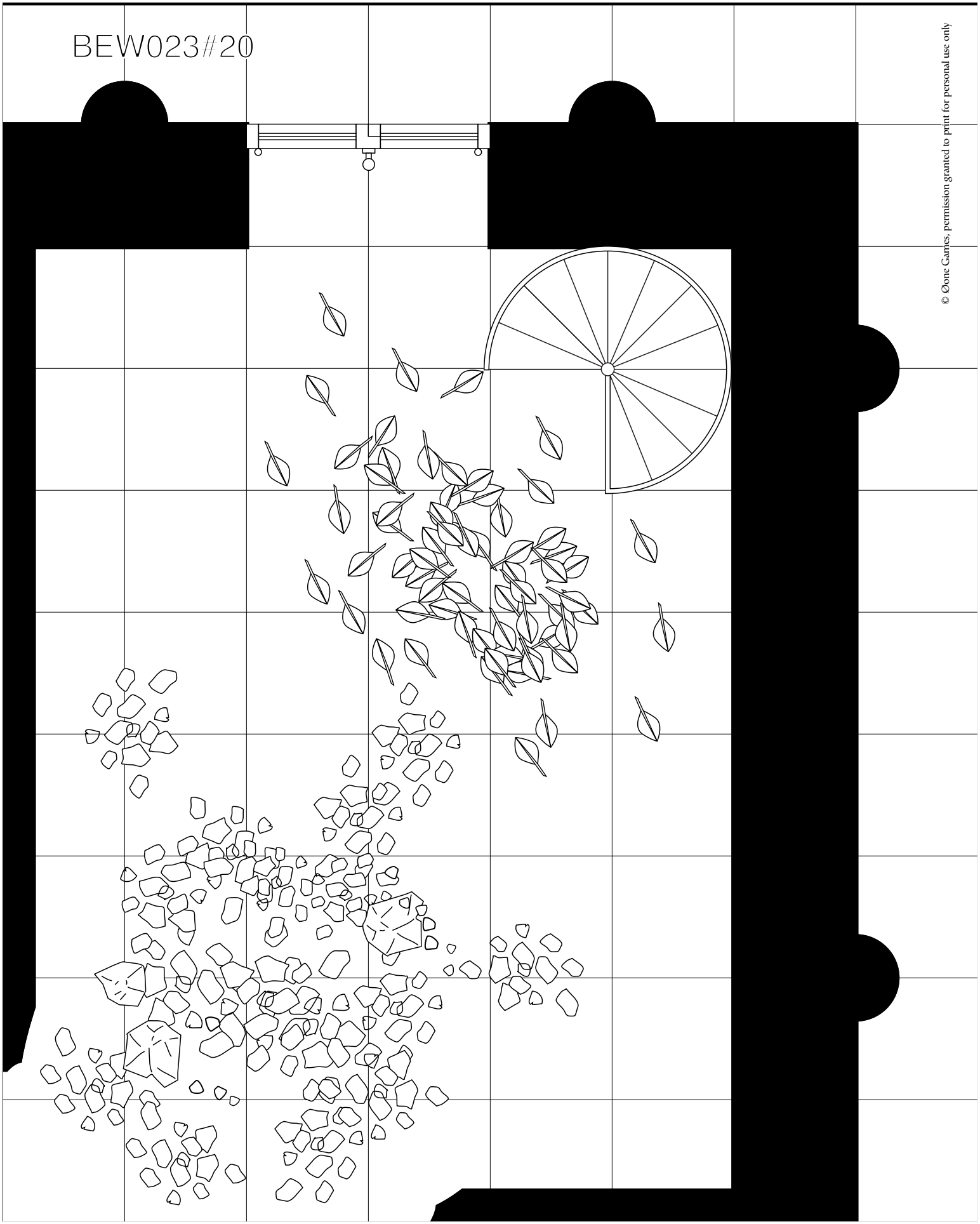

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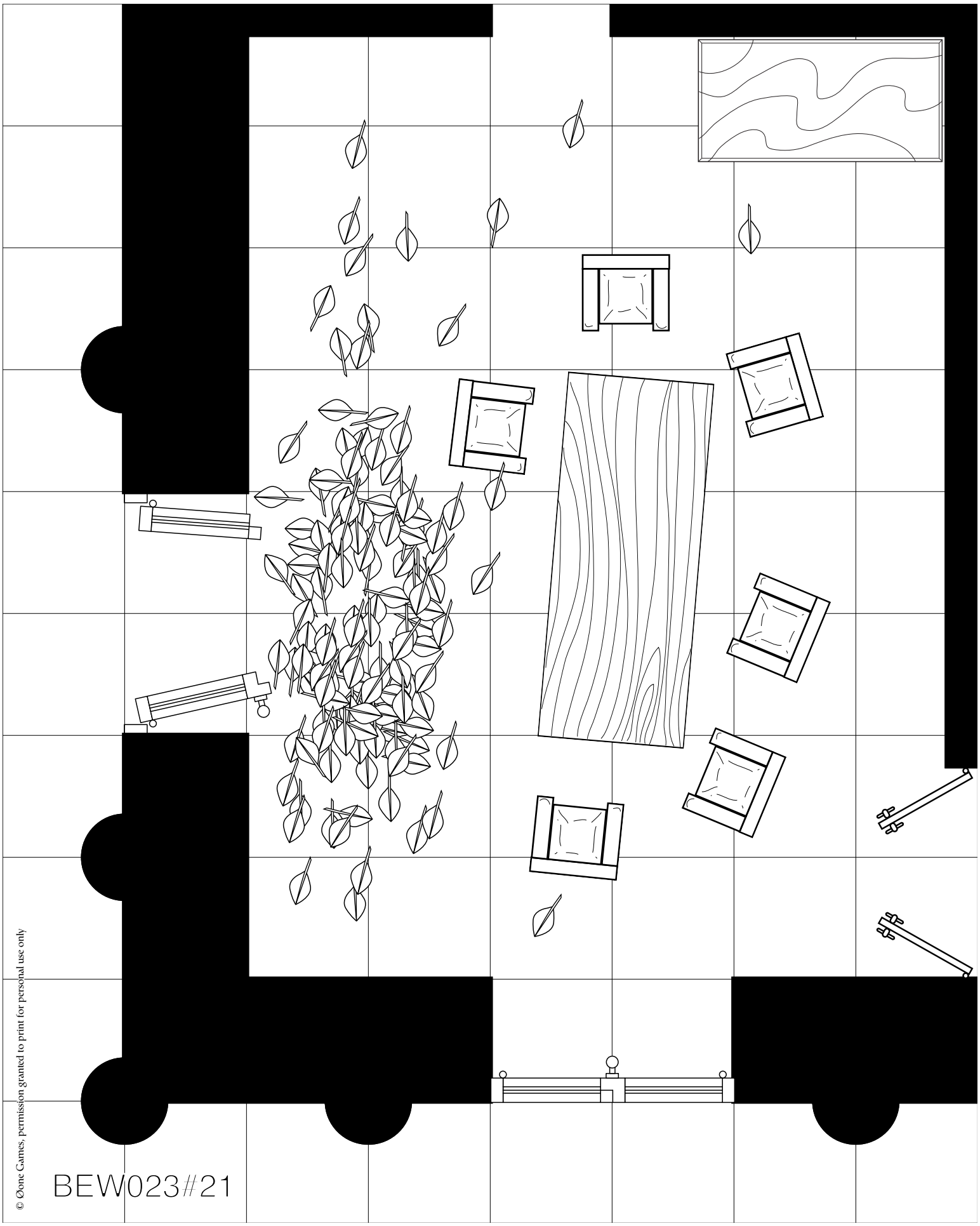

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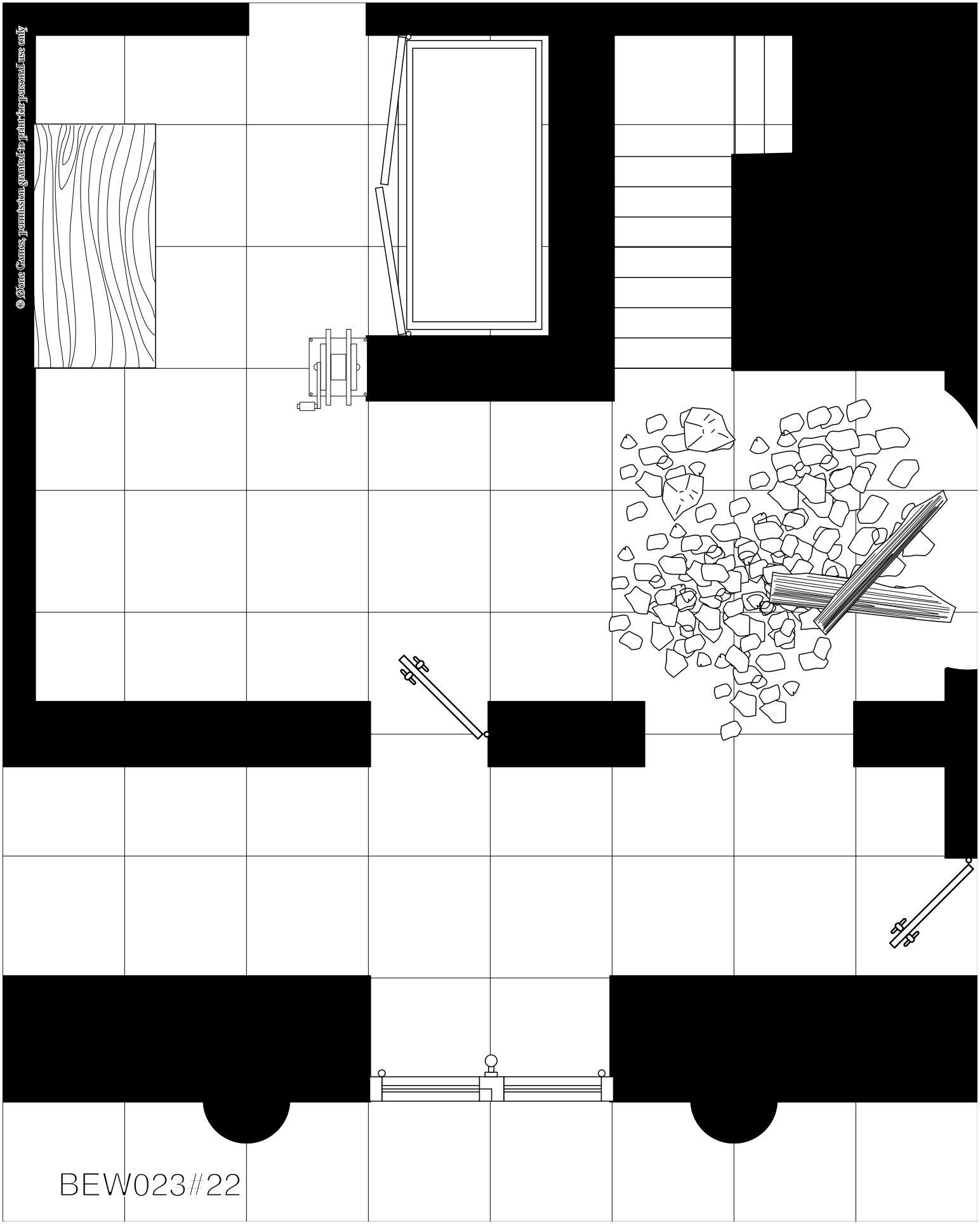

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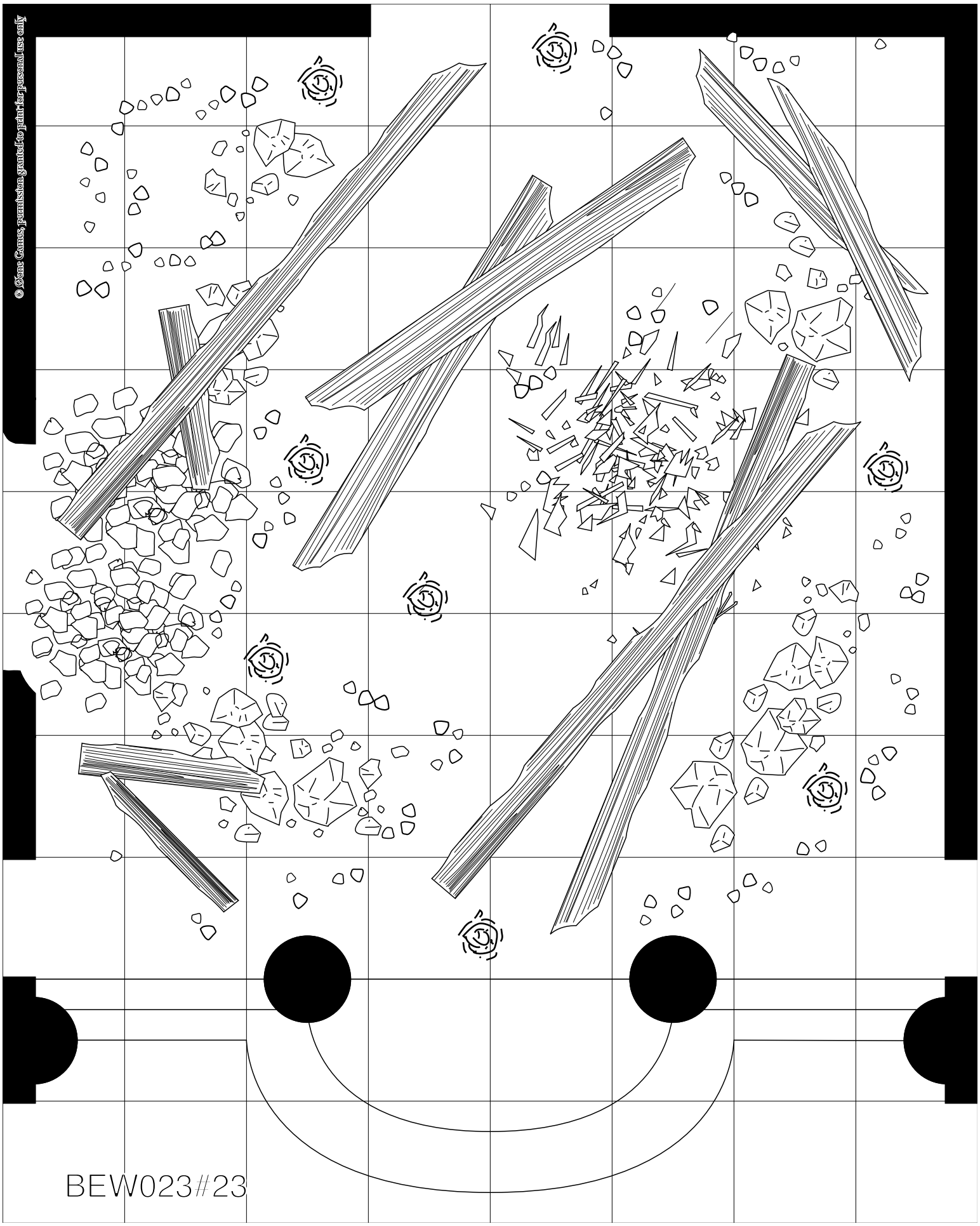

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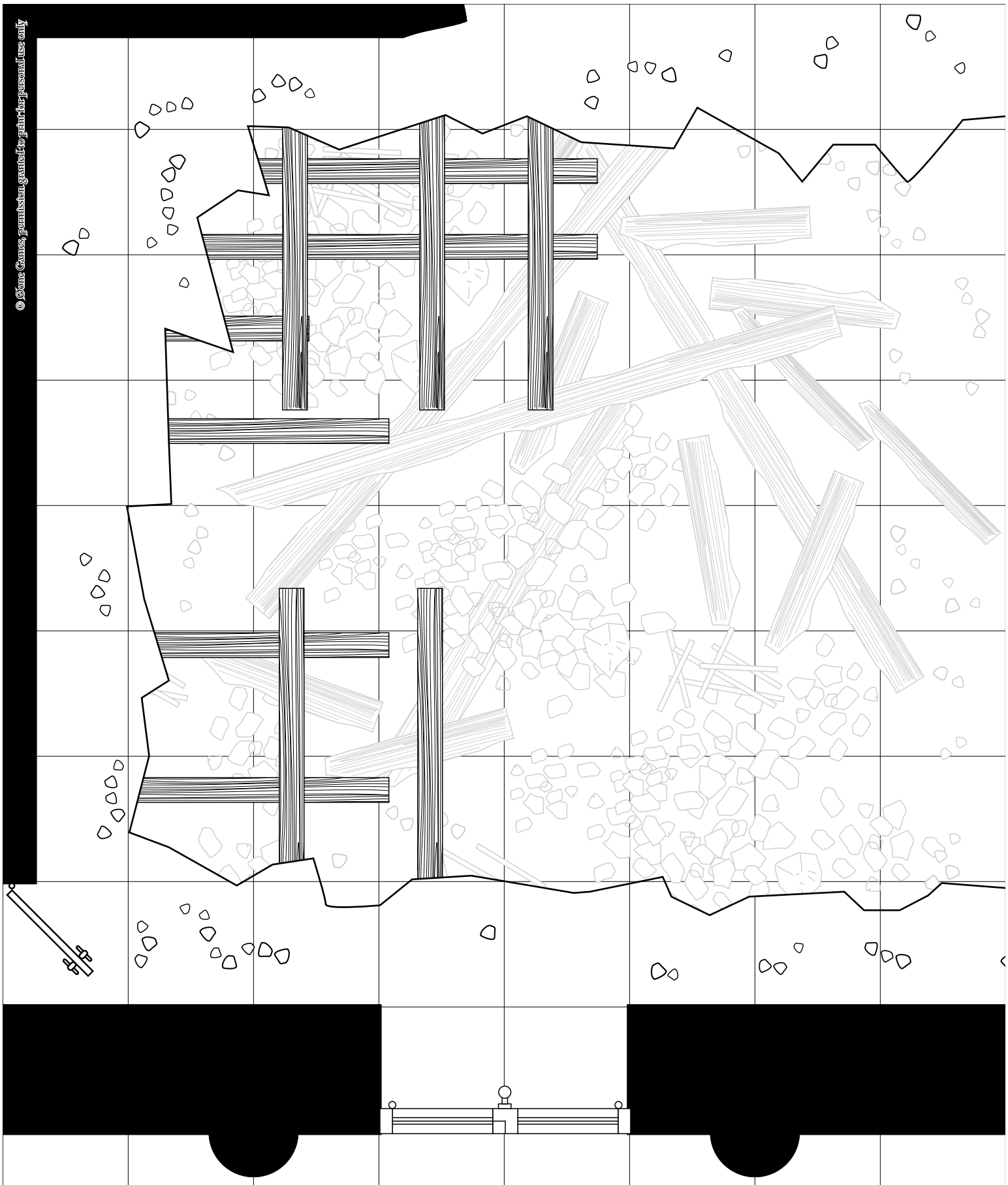

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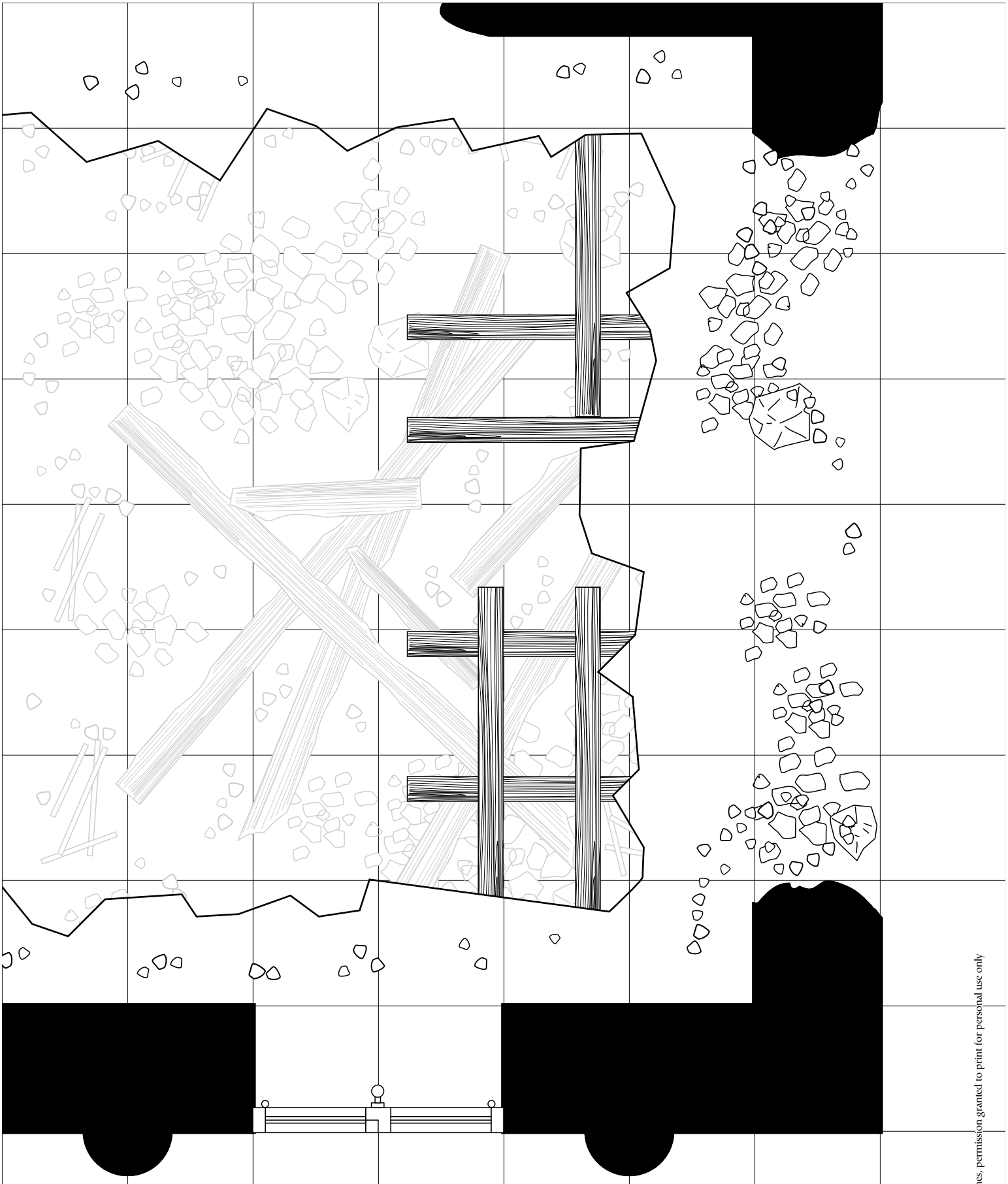

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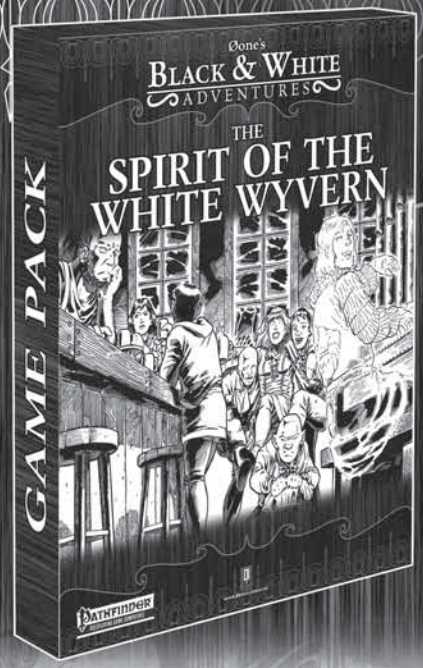
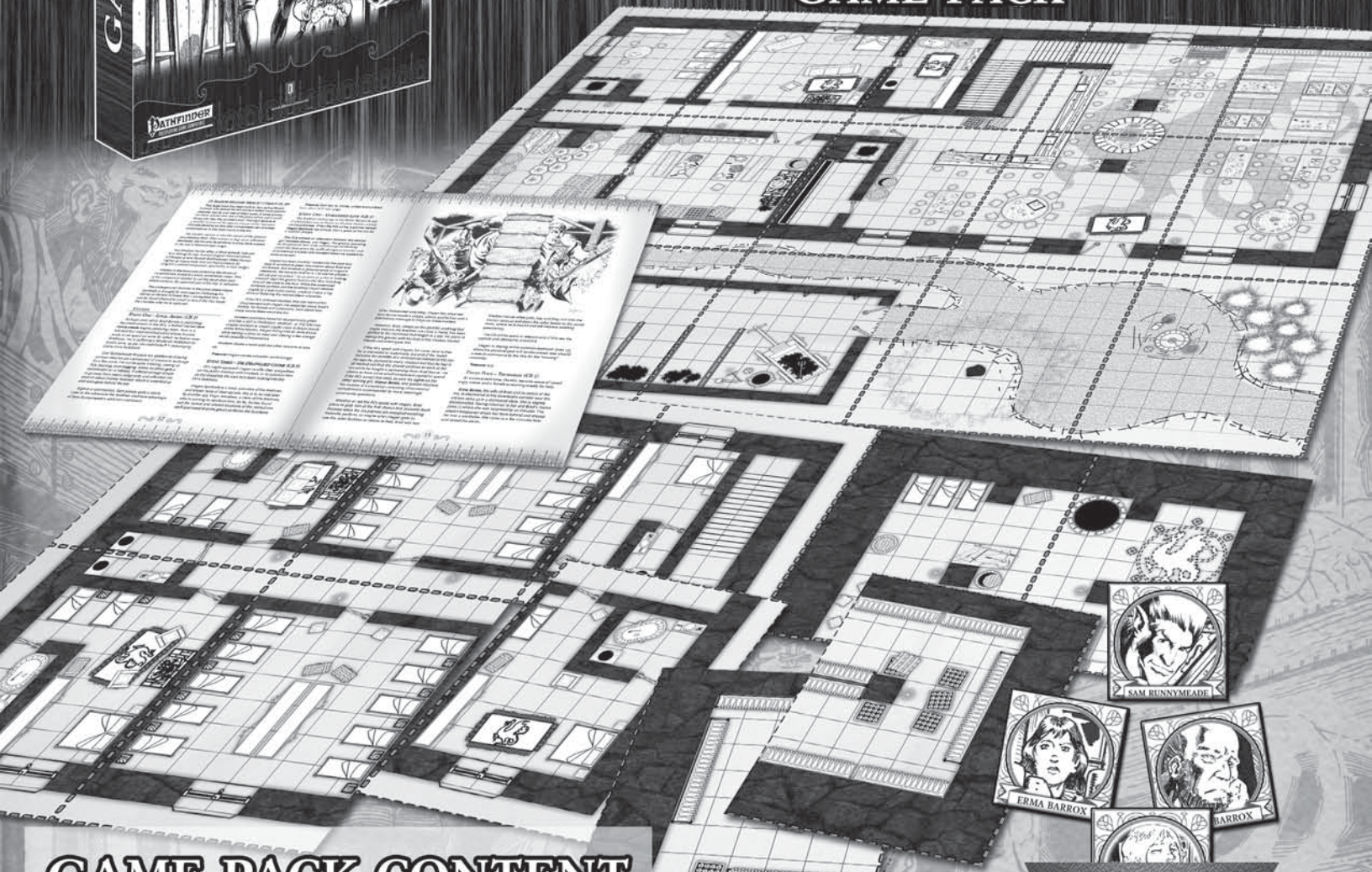
Øone's

BLACK & WHITE ADVENTURES



THE SPIRIT OF THE WHITE WYVERN GAME PACK



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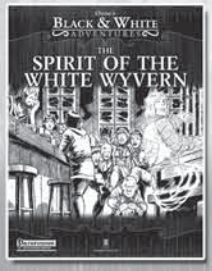


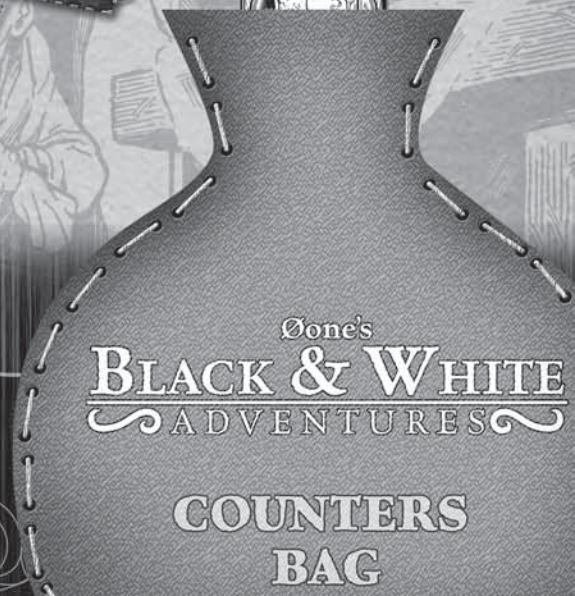
ADVENTURE



TILESET



COUNTERS



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