

Master Accessories

BATTLEMAPS LAIRS

ORC SIGHTING TOWER

NOW FEATURES
A COMPLETE
D20 VILLAIN!



Master Accessories

BATTLEMAPS LAIRS

Welcome to Battlemaps Lairs

These products are part of the acclaimed **Master Accessories line**. Each product features a small monster's lair, usually three or four rooms, that can be easily added to your ongoing campaign.

For each product, you get a wonderful overview map and three or four battlemaps for miniature games, detailing each room of the lair. The battlemaps are superb 3d renderings at the stunning resolution of 150 dpi, which allows you to obtain an amazing print quality. For each map, you get also a grayscale-optimized version. In addition, Battlemaps Lairs offer you a degree of customization. At the bottom of each color map you will find a checkbox (that will not be printed) that allows you to make the room "empty". Thus, if you do not need that pyre on the rooftop (perhaps because it doesn't fit in your story) you can easily remove it.

Battlemaps Lairs feature also a complete, ready-to-use D20 villain. You will find a complete statblock plus a background story that will help you create adventures and scenarios, and finally a combat tactics section.

The Villain of the orc sighting tower has been written by veteran **Tim Hitchcock**.

Orc Sighting Tower

Wedged strategically in along the edge of the foothills, the roofless ruins of the lone signal tower stretch upwards. Even while the remains of its rickety woodwork clatter in the breeze, its stone sections continue to stand with a stoic resolve. Yet, even as they creak, you hear faint rustling noises from within as a dark shadow darts away from the window.

Some adventure seeds follow:

- A smalltime gnome clockmaker seeks to hire a group of adventurers to recover some small but complex devices he calls spring-traps that he claims were stolen from him by a no good half-orc thief who used to be his apprentice. He claims the half-orc has fallen in with a gang of bandits that live in the ruins in the foothills to the north and is using the devices to ensnare travelers coming down the trade-road. He is afraid authorities will eventually recognize his craftsmanship and tying him to the crimes. The truth is that the traps bear the secret mark of the local thieves' guild, and should the authorities find them in his ex-ward's possession, they could be used to incriminate him as a high-ranking guild member.
- The once disorganized and barbaric orcs of Last Hope have recently banded together under the leadership and organization of a half-orc named Pugt. The orcs believe he is a messiah, and he himself does little to assuage such statements. He has brought them great success with his clever tactics and use of guerilla warfare and traps. His forces are slowly but surely sweeping across the wilds and drawing ever nearer the borders of the civilized lands. Adventurers are summoned to stop the advance by making a covert strike against Pugt, circling the troops and coming up from behind to catch him in his tower.
- The tower rests at the edge of some wind-stripped hills near an older trade route. The 50-foot square massive towers stand three stories-tall and were once used as military guard posts and way stations during the last war. A cracked stone stair climbs to a wooden door opening to the ground floor. Here is the remains of a forgotten armory. From there, a rickety wooden stair twists around the perimeter of the tower to the first floor, a former common room that still holds several large barrels, storage containers for food, and a large dining table. It has recently been converted to serve as bedchamber with kitchen. The rooftop level is badly damaged, the majority of it open to the elements, while a leaky roof covers a smaller room filled with more barrels. The open section has a large unlit signal-fire and nearby casks of oil that can be used to ignite it in a moment's notice.

Summary

Rooftop

10 - Color

11 - Grayscale



First Floor

8 - Color

9 - Grayscale



Ground Floor

6 - Color

7 - Grayscale



Featured Villain

Pugt, Half-Orc Trapmaker

OVERVIEW



Rooftop



First Floor



Ground Floor



one square = 5ft

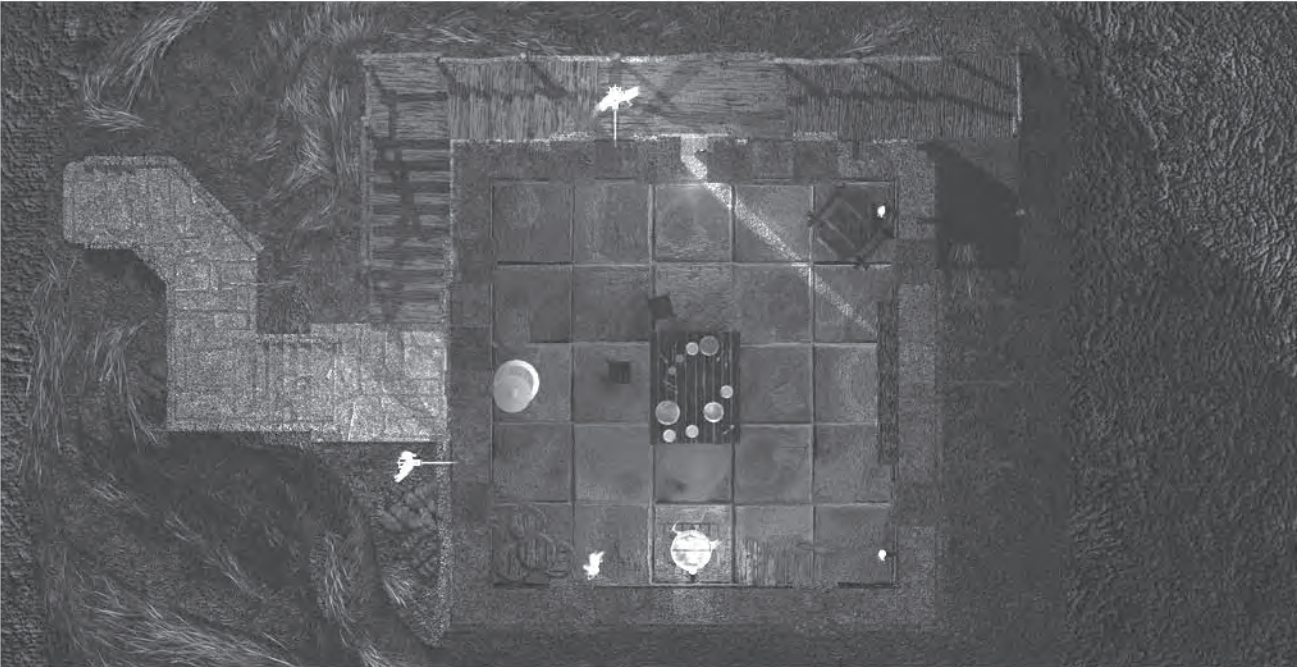


© Veratech
Battlemaps Lanes: OneSighting Tower
© One Games, permission granted to print for personal use only

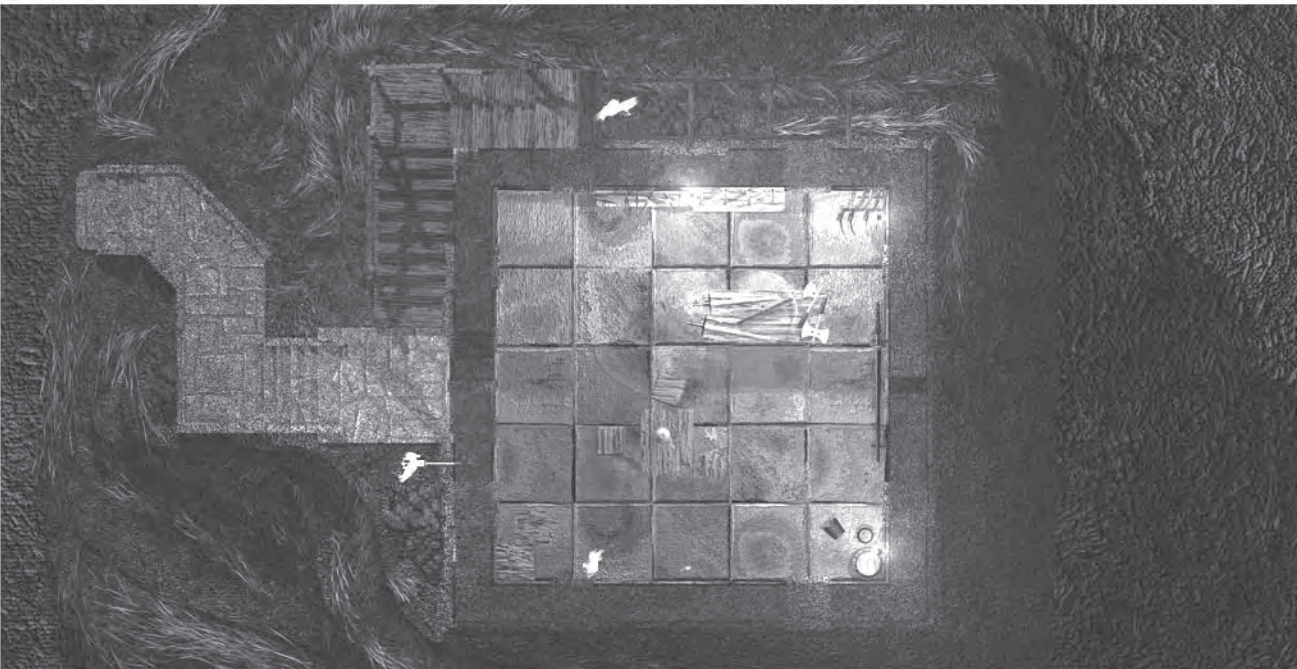
Rooftop



First Floor



Ground Floor



one square = 5ft



Ground Floor

Battlemaps Lairs: Orc Sighting Tower

© Øone Games, permission granted to print for personal use only

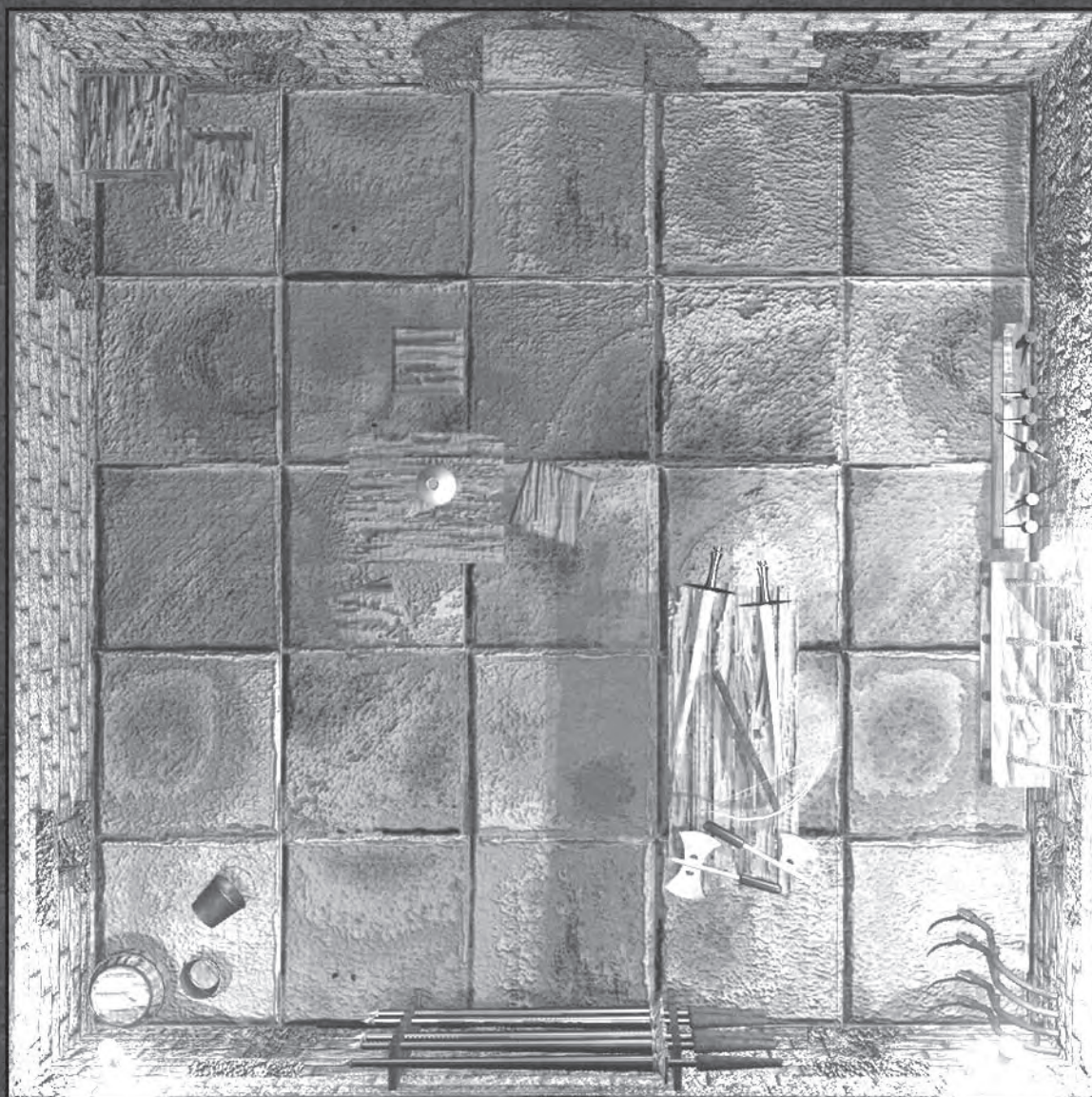




Ground Floor

Battlemaps Lairs: Orc Sighting Tower

© Oone Games, permission granted to print for personal use only





First Floor

Battlemaps Lairs: Orc Sighting Tower

© Øone Games, permission granted to print for personal use only

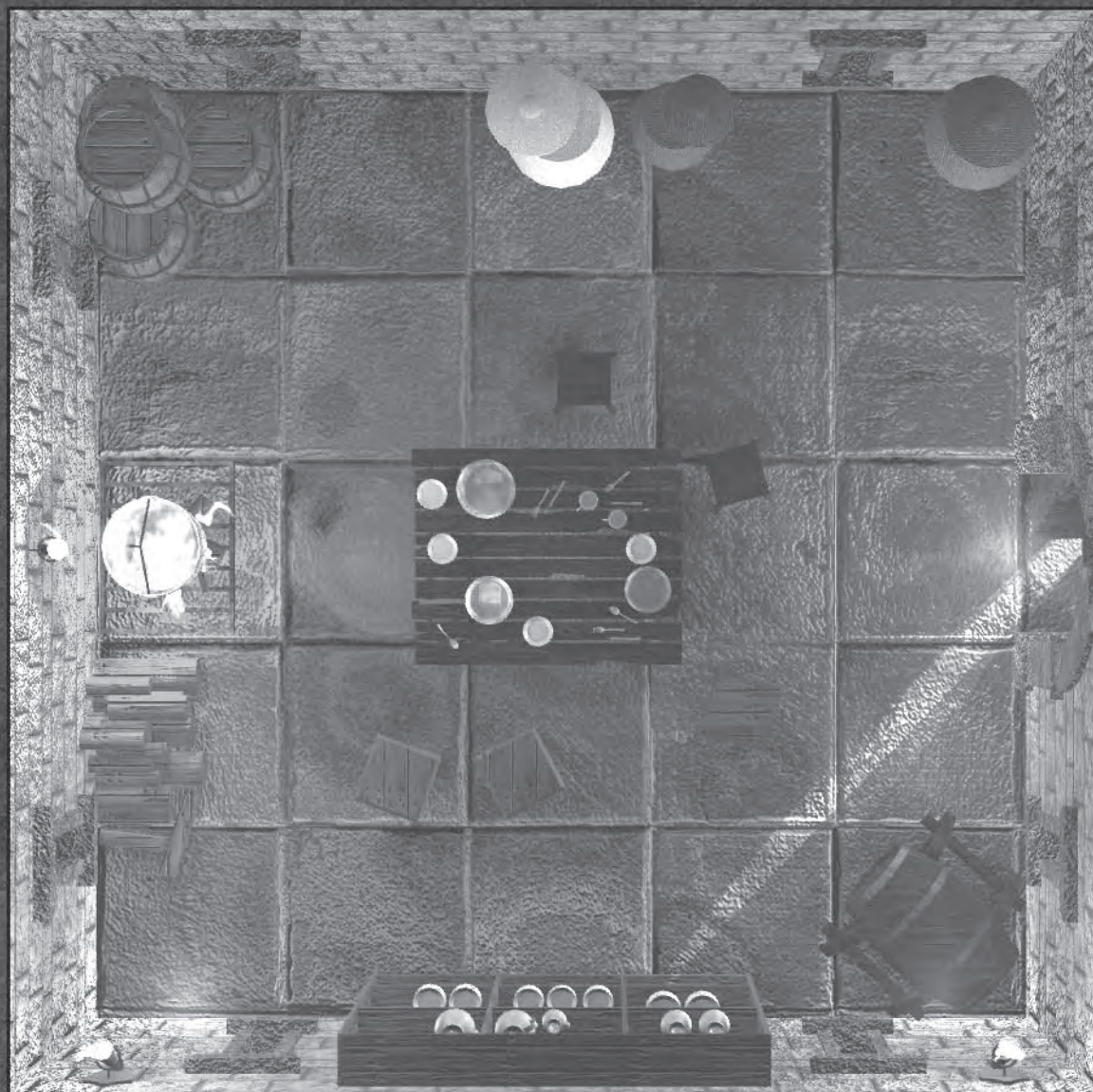




First Floor

Battlemaps Lairs: Orc Sighting Tower

© Oone Games; permission granted to print for personal use only





Rooftop

Battlemaps Lairs: Orc Sighting Tower

© Øone Games, permission granted to print for personal use only





BATTLEMAPS LAIRS - Featured Villain: Pugt

Before you stands a scrawny, but well muscled half-orc. His face is frighteningly disfigured with thick jagged keloids that look as if he suffered several tremendous bites from a large animal. He wears studded-leather armor and is armed with a shortsword and a bow. Draped over his shoulder are two strange devices, similar in appearance to beartraps.

Pugt

Male half-orc Rogue 4
NE medium humanoid (orc)

Init +1; **Senses** darkvision 60ft., Blind-

Fight; Listen +7, Spot +10

Languages Common, Orc

AC 14, touch 14, flat-footed 14; uncanny dodge

hp 19 (4 HD)

Resist evasion

Fort +1 **Ref** +5 **Will** +0

Spd 30 ft

Melee shortsword +5 (1d6+2/19-20x2)

Ranged masterwork shortbow +5 (1d6/x3)

Base Atk +3; **Grp** +5

Atk Options sneak attack +2d6

Combat Gear *ring of featherfalling*, 3 vials of alchemist's fire, 2 spring-traps (see below)

Abilities Str 14 Dex 12 Con 11 Int 14 Wis 8 Cha 10

SQ trapsense, trap finding +1

Feats Blind-Fight, Evasion, Weapon Focus (shortbow)

Skills Balance +8, Disable Device +10, Hide +9, Jump +5, Knowledge (Local) +6, Listen +7, Move Silently +7, Open Lock +7, Sense Motive +4, Spot +10, Rope +5

Possessions shortsword, masterwork shortbow, studded leather armor, *ring of featherfalling*, 3 vials of alchemist's fire, a gold earring (30gp), 2 spring traps.

Spring-traps are small portable traps of Pugt's own design. A spring-trap can be placed anywhere, but require 1 full round to set.

Spring-Trap: CR 1; mechanical; touch trigger; manual reset; hidden switch bypass; Atk +10 melee (1d6+4 clamping jaws); Search DC 15; Disable Device DC 25. *Market Price:* 700 gp.

Background

Illegitimate son of a noble heiress and an orc gladiator, Pugt was abandoned at birth because his mother couldn't bear the stigma of raising a bastard child with mixed blood. His care was given to washwomen employed by his grandfather, keeping him near the family house where his mother could view him while maintaining her distance. Eventually, she was married off following which the child was forgotten and turned loose upon the street. By this time, Pugt was old enough to internalize his mother's abandonment and it hardened his personality. He began hustling for money by catching and selling rats, as well as using more illegitimate means to get by. Though his few associates were other urchins whose circumstances were similar to his own, in that short period he became renown for building rat traps, as well as for his short fuse, brutal temper, and general lack of conscience.

In a short time, word of Pugt's reliably cheap rat catching mechanisms caught the attention of a gnomish clockmaker named Garrison Nimblesticks. Garrison took Pugt as his ward and

apprentice. Pugt worked diligently for the gnome, quickly increasing his skill for assembling small gears and detailed mechanisms. As Pugt's talent flourished under the gnome's able tutelage, so did his ambition. He'd remained in contact with the friends he'd made living on the streets so after a few years of hard work, he tried to supplement his apprentice's stipend by doing some peripheral lock-picking. Unfortunately, Garrison was also a member of the local thieves guild, and when word of his ward's activities got back to him, he was furious. Unfortunately, Pugt never learned to curb his temper and responded ignobly to the gnome, who in turn reciprocated by dismissing him, throwing him to the curb. Enraged by the perceived betrayal, Pugt lunged back at Garrison. But the gnome was quick, and dodged the attack sending Pugt sprawling into the tool-strewn workbench. His face badly lacerated, he attempted to continue the fight but soon passed out from blood loss.

Pugt woke the next day in a ditch by the roadside about six miles north of town. Weak and badly injured, he swore vengeance against his former teacher. He was about to head back and claim his revenge



BATTLEMAPS LAIRS - Featured Villain: Pugt

when he stumbled upon something in his pocket. Folded around a single gold coin was a note with the following message written in Garrison's handwriting:

If you value your life, take this coin and make something of it elsewhere,

If you don't, return the coin to me- as it is worth more than your head.

Grandpatron of the Den of Shadows

To this day, he hates gnomes, but has yet to return to the city of his birth.

Tactics

Pugt has a keen eye and keeps careful watch atop the tower. When he notices anyone approaching, he moves to one of the nearby windows where he has cover but can still make ranged attacks at interlopers attempting to climb the stairs. Here he readies an action, but holds his attack until he discerns his opponents' course of action.

If opponents first enter the bottom

floor, Pugt attempts to lock them in. Next, he sets one of his mobile spring-traps in front of the door, then moves to the back of the tower firing through the windows as a ranged sneak attack at targets attempting to escape through the front door. He makes as many attacks as he can safely take from this position and then rushes back up the stairs to the second level. The first landing has a pit trap set into it, with a bypass switch that he activates when he gets to the top of the stairs.

Once he reaches the second floor, Pugt barricades the stairs outside the door with the table, then waits by the window and opens fire as soon as any opponents start to climb them. Next, he sets another spring-trap on the inside of the barricade and races to the roof. Once there, he lights the signal pyre then climbs up onto the broken outer wall and scrambles to the rooftop above the small room where he attempts to hide before his pursuers arrive. He has rigged the rooftop to collapse and he waits until

opponents enter the room beneath it before he smashes a vial of alchemist's fire upon it, triggering his trap causing the roof to crash down upon them in flames (3d6 plus 1d6 alchemist's fire; Reflex DC 20 for half). Finally, using his ring of feather falling, he jumps off the roof and flees to alert his allies.



BATTLEMAPS LAIRS

GHOUL'S MAUSOLEUM

ENTER IF YOU DARE!

NOW FEATURES A COMPLETE D20 VILLAIN!

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Battlemaps Lairs and Pugt is © by Øone Roleplaying Games

Battlemaps Lairs: Orc Sighting Tower

Product Code: mac29. First edition 3/2006

Design: Mario Barbati

Writer: Tim Hitchcock

Illustrations: O'Bully

3D drawings: Guido Barbati

3d Texturing: O'Bully

Graphics: O'Bully

Software Engineer: Anna Fava

Requires the use of the Dungeons & Dragons® Player's Handbook, 3.5 Edition, published by Wizards of the Coast®

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

Every Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

A) The following elements in this book is hereby designated as open game content, in accordance with the open game licence:

1- Pugt, stats and description

B) the following elements in this book are hereby identified as "product identity":

1- All not mentioned at the point "A"

2- Øone Roleplaying Games identifying marks and product titles.

3- All artwork, maps and graphic design.

The reproduction or retransmission of this book, except for his open gaming content, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.



Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com