

Master Accessories

BATTLEMAPS LAIRS

GHOUL'S MAUSOLEUM

NOW FEATURES
A COMPLETE
D20 VILLAIN!



Master Accessories

BATTELMAPS 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 sarcophagus in the mummy's tomb (perhaps because it doesn't fit in your story) you can easily remove it.

From this title on **Battlemaps Lairs** will feature 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.

Ghoul's Mausoleum

"The rusty iron gate emits a loud unnerving sound while the fighter forces it open. Inside the mausoleum, a stone sarcophagus lie opened, its lid broken. In the darkness, something is watching you: cold eyes full of unlife seem to stare at you from the shadows..."

The mausoleum is surrounded by a small graveyard, with many tombs opened and desecrated. Some marble steps lead to a raised area, surrounded by an once beautiful stone railing. A rusty iron gate still protects the inner tomb. Beyond the gate stands the eerie sepulcher. Some small windows dot the walls and old bracers and candelabra lie scattered on the floor. The broken pieces of the sarcophagus' lid surround a raised dais at the far end of the room.

Some hints to use the mausoleum follow.

- Is common knowledge the mausoleum is infested by vicious undeads. A noble, claiming to be an heir of the ancient owners of the mausoleum, hires the PCs for cleaning up the area from the monsters. Actually, the noble is the father of Jonathan, a tomb robber who disappeared in the mausoleum some years ago along with his brother Alfius. The man is tracking his sons but none would help him if the truth is known, so he claims to be a noble searching for its origins. The man's sons were both transformed in ghouls. The man will insist to accompany the PCs and when he discover the doom of his sons he turns against the party, in a blind attempt to "save" his beloved sons.

- While camping in the wilderness the PCs hear screams in the distance. Investigating, they find a campsite with gruesome remains of human bodies dismembered. A closer search reveals the camp belonged to bandits and that a living prisoner was carried away from some kind of undeads. The minions of a Ghoul Duke ate the bandits and brought with them a female human who was formerly captive in the bandit's camp. The PCs must save the girl before she become food for the Ghoul Duke in the mausoleum.



Øone Roleplaying Games
www.Øonegames.com
master@Øonegames.com

Battlemaps Lairs: Ghoul's Mausoleum

Product Code: mac25. First edition 10/2005

Design: Mario Barbati

Illustrations: O'Bully

3D drawings: Guido Barbati

3d Texturing: O'Bully

Graphics: O'Bully

Software Engineer: Anna Fava

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Summary

Mausoleum

10 - Color
11 - Grayscale



Outer Balcony

8 - Color
9 - Grayscale



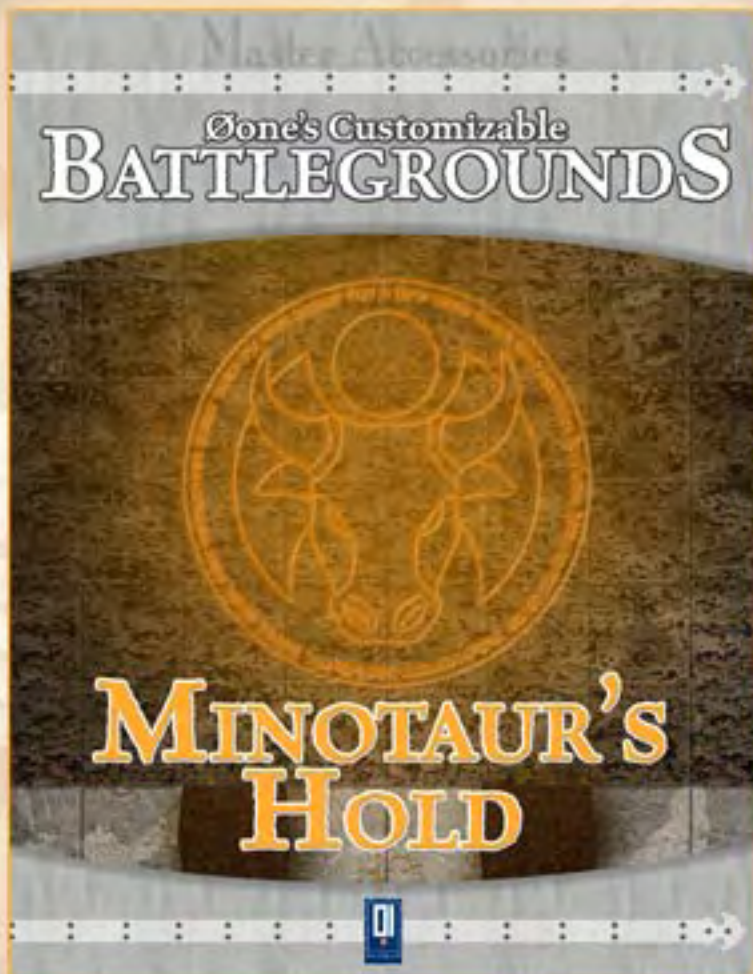
Graveyard

6 - Color
7 - Grayscale



Featured Villain
Jhntehnn, Ghoul Duke

OVERVIEW

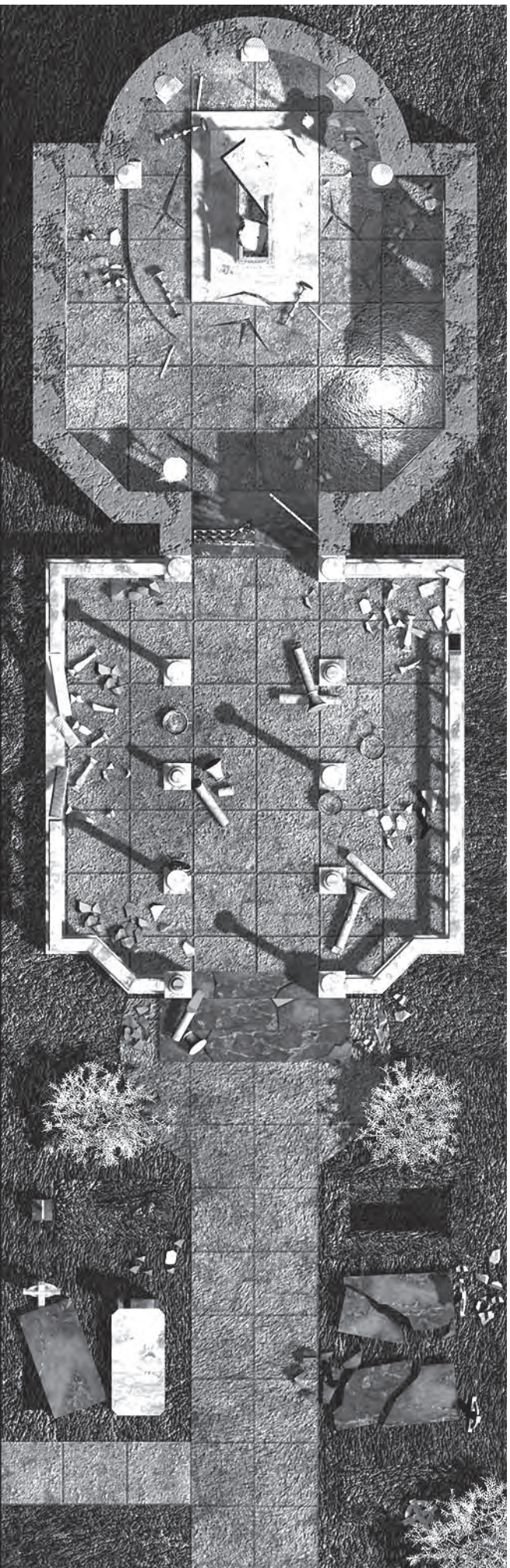


- Large (22"x34") Map
- Rule the Dungeon, (exclusive customization feature)
- Four miniature scenarios



figures shown for scale only... All D&D® miniatures are property of Wizards of the Coast







Graveyard

Battlemaps Lairs: Ghoul's Mausoleum

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Graveyard

Battlemaps Lairs: Ghoul's Mausoleum

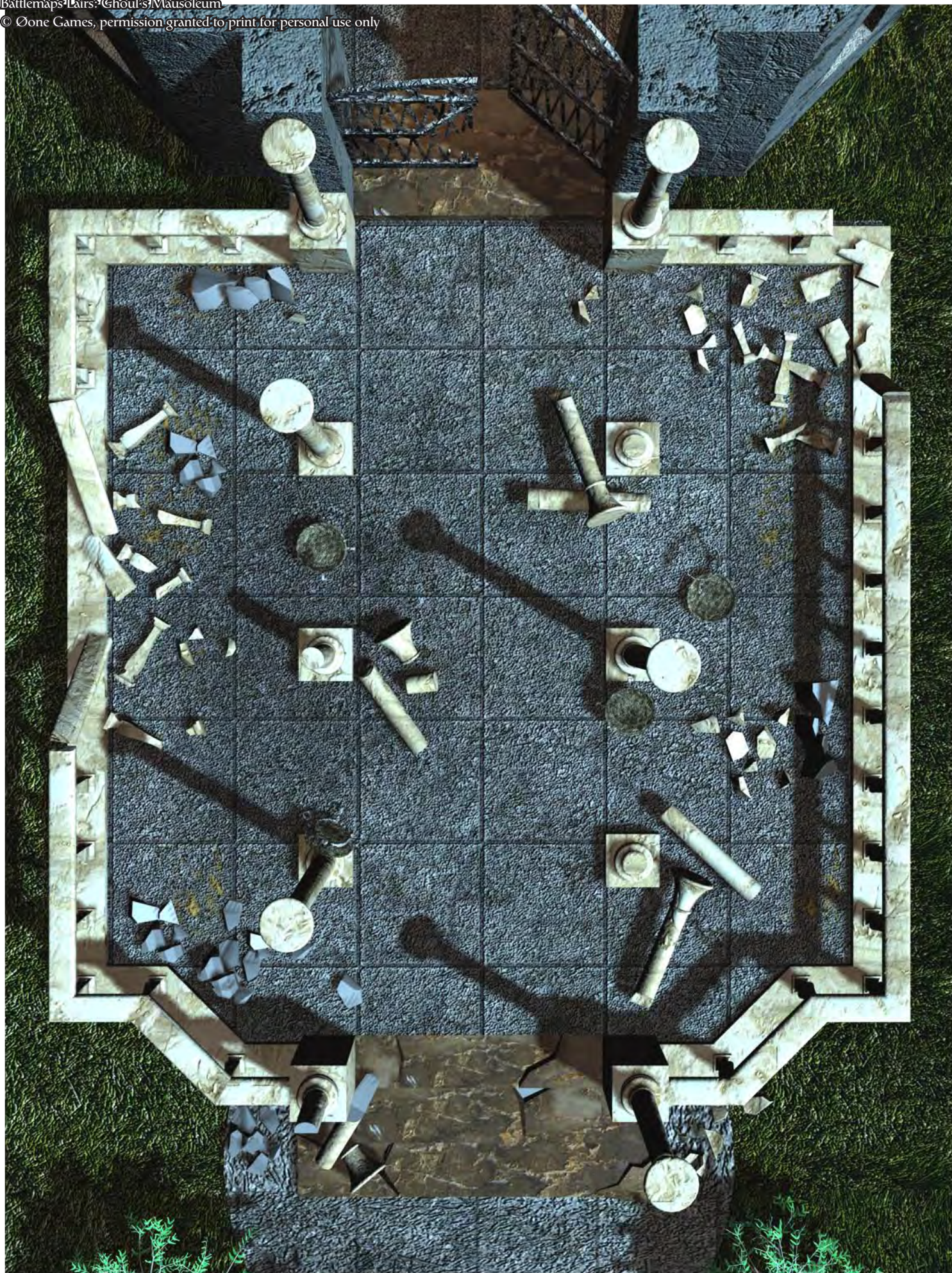
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Outer Balcony

Battlemaps/Lairs/Ghouls/Mausoleum

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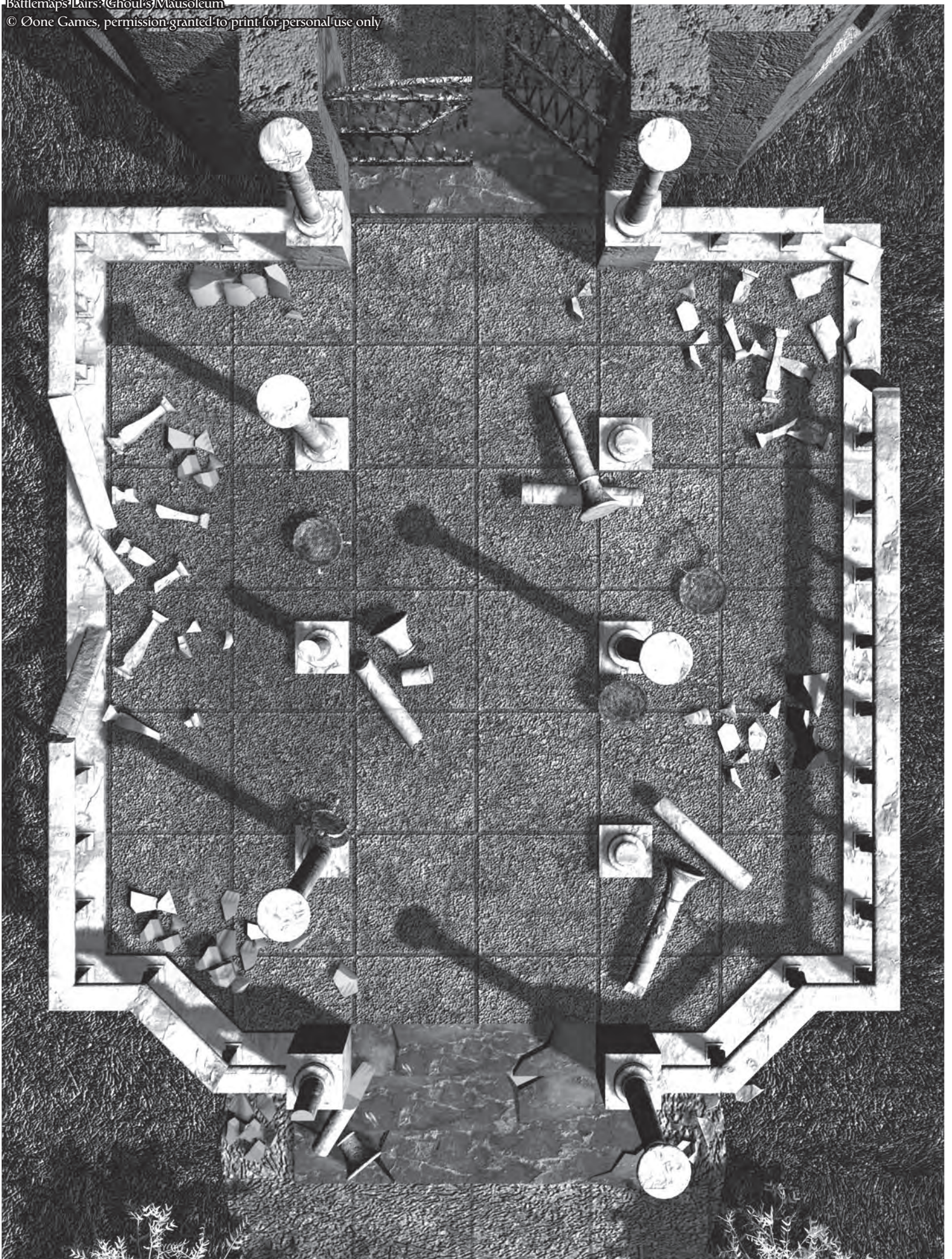




Outer Balcony

Battlemaps Lair: Ghoul's Mausoleum

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Mausoleum

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Mausoleum

Battlemaps Lairs: Ghoul's Mausoleum

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BATTLEMAPS LAIRS - Featured Villain: Jhntehnn, Ghoul Duke

Jhntehnn

CR 8

(Ghoul Duke)

Ghast/fighter4

CE Medium Undead

Init +10; **Senses** Spot +14, Darkvision 60 ft

Languages Common, Elven, Dwarven

AC 25, touch 14, flat-footed 14

hp 70 (4d12+4d10 HD)

DR 10/- (Dark Sanctuary)

Resist Cold 10 (Dark Sanctuary)

SR 15 (Dark Sanctuary)

Fort +5, **Ref** +8, **Will** +8

Spd 30 ft (6 squares)

Melee bite +14 (2d6+9 and paralysis 1d4+1 rounds), claws +11 (1d6+5 and paralysis 1d4+1 rounds)

Base Atk +6; **Grp** +13

Special Atk Ghoul fever, stench, paralysis

Atk Options Power Attack

Combat Gear *Ring of the ram*

Abilities Str 24, Dex 22, Con —, Int 14, Wis 16, Cha 20

SQ Dark Sanctuary, natural armor +4, undead traits, +2 turn resistance (+6 with Dark Sanctuary)

Feats Dodge, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Weapon Focus (bite), Weapon Specialization (bite),

Skills Balance +10, Climb +10, Hide +30, Intimidate +10, Jump +10, Move Silently +19, Spot +14

Possessions *Leather armor of arrow deflection* +3, *ring of chameleon power*, *ring of the ram*. (The bonuses granted by these items are included in the stat block above)

Dark Sanctuary (Ex): This ability is tied to the spot where the undeads were created. The dark powers of the world grant this extraordinary ability to the undeads they feel can become great evil-bringers. The dark sanctuary ability functions exclusively within 30 ft radius from the spot the undead was created and it grants damage reduction 10/—, spell resistance 15, +4 turn resistance and resist cold 10.

Command Undead (Su): Jhntehnn can command all the ghouls and ghasts with 4 or fever hit dice.

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by Jhntehnn's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Background

Jonathan was a tomb robber, a very good tomb robber. His brother, Alfius, was less inclined to robbery and always strived to find an honest job. One day, Jonathan managed to persuade Alfius to follow him in one last tomb robbery. The target tomb was the Mausoleum of Edicartus, a noble of the city died long time ago. It was common knowledge the noble brought in his mausoleum a fabulous treasure. Jonathan wanted it.

During one full moon night, Jonathan and Alfius went to the hill near the city, where the mausoleum rose. Together, they forced the heavy iron gate that protected the tomb and slipped inside. The eyes of Jonathan were fixed on the sarcophagus in the middle of the room, his mind dreaming about fantastic treasures and infinite wealth, so he didn't noticed the sharp-nailed hands hitting his brother from the darkness. The noise of the paralyzed body bouncing on the ground awoke him. The ghoul turned his red eyes upon the thief and attacked. With a desperate effort, Jonathan managed to push the

undead outside the mausoleum and close the iron gate. Now he was trapped inside the mausoleum and his brother was paralyzed on the ground. Without a moment of hesitation, Jonathan gathered the treasure from the tomb, filling his backpack and all the sacks he brought, then grabbed his brother and threw it to the hungry undead. Jonathan waited until the foul creature began to feed and then went out. He ran for an hundred of feet before discovering he left a sack into the tomb. Jonathan stared to the distant mausoleum for a while; perhaps the creature was still feeding upon the body of his brother. He turned on his feet and returned to the mausoleum. Both the ghoul and the body of his brother were disappeared. A trail of blood leaded toward a near wood. Jonathan grabbed the sack he left in the tomb and turned to exit, only to stare in the eyes of the wicked ghoul. This time he didn't hear the noise of the body hitting the floor.

The next midnight, Jonathan's eyes blinked open and he felt hungry, very hungry.

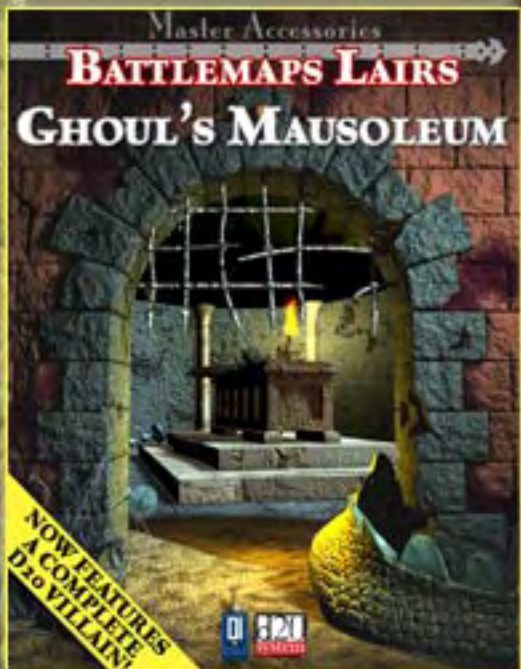
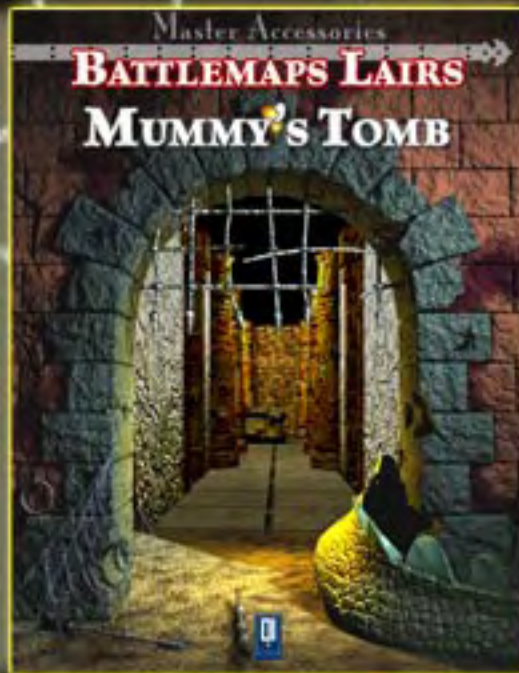
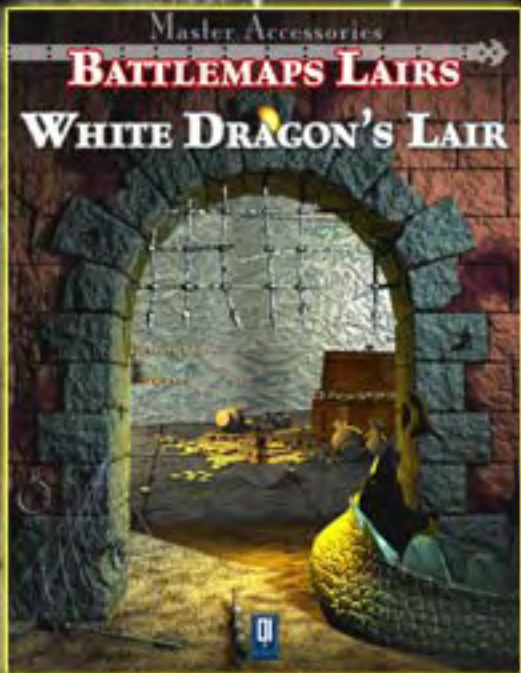
Jonathan discovered a new mean of existence. Blessed by the Dark Powers of his world, soon he took control of all the ghouls who dwelt in the mausoleum, sending them in the surrounding area in search of food. Furthermore, Jonathan improved his fighting ability and gained many items stolen from groups of careless adventurers. One of his undead minions, formerly his brother, trying to speak his master's name, called him in a softy and twisted voice: "Jhntehnn".

Combat Tactics

Jhntehnn never leaves his Dark Sanctuary area. He hides in the shadows using his natural ability and the *ring of chameleon power*. Usually, Jhntehnn is accompanied by a group of ravenous ghouls and he is more than happy to let them attack the prey before him. Once the ghoul have softened the target Jhntehnn attacks, using his power attack to maximum effect. He has trained his minions to slam shut the iron gate of the mausoleum in the same instant he dives into melee, in order to force the foes in his Dark Sanctuary area. If all goes wrong, he tries to make the same trick he made when he was a living being: using his *ring of the ram* he pushes out the opponents and slam shut the gate, relying on his magical armor if attacked with ranged weapons through the gate.



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www.Øonegames.com

master@Øonegames.com