

Level 1

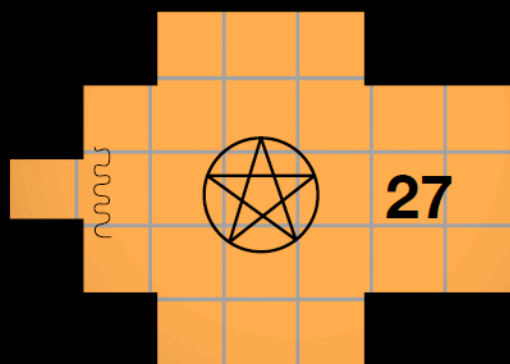
Room 27

THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

THE PLUNDERERS



Tim Hitchcock



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Product Code: UNDRE011

First edition: September 2006



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What is this Product

This product contains one room or one dungeon -based encounter. All the rooms featured here are taken from one of *The Dungeon Under the Mountain* products, available at www.0onegames.com, although these products are not necessary, since the encounter can be adapted without effort to any existing dungeon.

How to Use this Product

This product takes advantage from the PDF technology, joining old-fashioned style with the most advanced electronic features. In order to use this product you must use Adobe Acrobat 6 or later.

This product has been designed to help busy referees in preparing dungeon adventures and encounters. Instead of wasting time scaling the encounters and adapting them to your party, here you will find a pre-scaled encounter suitable in three different versions (for low, mid and high level of play). At the beginning of the encounter text, you will find a big button like this.



By clicking on this button you can choose which level want to play (low, medium, high). When you have made your choice all the relevant portions of the text will change accordingly.

Monsters will scale, DCs will change, traps and behaviors of the villains will change, according with the level of play you choose.

Nevertheless, this is not all.

Beside each paragraph you will find the same button found before, but much smaller. This button allows you to change only the appropriate paragraph. Therefore, if you need stronger monsters in your low-level encounter, you can adjust them and use mid-level monsters instead of low-level ones. Likewise, if you want traps tougher, just click on the paragraph button and change the level of the traps paragraph. Blank spaces, due to different text lengths, will be filled with placeholder artwork, so you will have a good-looking page.

Finally, a paragraph called "Personal Notes" is left blank. This paragraph features a text field you can fill with your notes about the encounter, simply click and write.

The document saves automatically the notes when you close it. In order to recall the notes present on a document you must choose "Load Notes" from the paragraph button. Note that if you load the previous notes they will override the notes you are writing

The buttons will not be printed.

The Maps

Those familiar with *The Dungeon Under the Mountain* products will found the maps easy to use. The product comes with two maps of the room. A smaller version of the map is intended for the referee; the second, larger one, may come split in more than one sheet and it is intended for miniature play.

The smaller map features the "Rule the Dungeon" button. Clicking this button, you can customize the map by opening or closing the doors, removing the furniture or removing the fill in the walls and more, depending on the room's layout. All the choices made on the smaller map are reflected on the larger one.

The Background

The Dungeon Under the Mountain is a massive dungeon complex extending endlessly below the ground. In a remote past, ancient evil beings dwelled in the area. Now, the remaining of these mysterious evil beings have seized the dungeons and filled it with deadly traps and monsters. Also, many known villains have established their strongholds in the depths of *The Dungeon Under the Mountain*. Nobody knows why this dungeon is filled by danger, but nobody cares, since this dungeon is the most prized adventure ground of the world. However be warned, adventurers, your life will be not easy here and dozens of self-calling heroes never returned from the *Dungeon Under the Mountain*!

"You Have Been Warned"



THE DUNGEON
**UNDER
 THE
 MOUNTAIN**

THE PLUNDERERS
 (LEVEL 1/ ROOM 27)

**Background
 and Lead-ins**

The *Dungeon Under the Mountain* promises rich rewards for those who brave its dark and treacherous passages, uncover its secrets and plunder its treasures. A dungeon of such magnitude and infamy draws adventurers of all sorts, not just player characters. One such group of adventurers, a small band of goblins under the direction of a thug named Mutek makes regular forays into the Dungeon. Thus far, successful excursions have made them quite wealthy and turned them into tribal legends.

Like most goblins, the sloppy work Mutek and his crew lies carelessly littered throughout the dungeon as evidence of their exploits. Chalk marks on the walls denote their passing, and on several occasions they've foolishly inscribed graffiti in Goblin such as "Mutek Wuz Heer!" and "We Came! We Conquered!"

A few months ago, Mutek and his band discovered a gem-encrusted statue, and after weeks of securing the room and removing all the lesser valuables, they have returned to claim its final prize, its magnificent gemstone eyes. At least, that is what they are attempting to do when the player characters arrive. Still, surprising the goblins is no easy feat as a scout monitors the **door** and they keep it safely barred shut from the inside. In addition, they have laid a vicious **snares trap** in the corridor leading up to the room as an early defense.

Room Environment

Lighting: (If goblins hear players first) Light flickers dimly from a 10-foot slick of burning oil on the granite flagstones. A broken lamp lies nearby. Slowly the light flickers out into darkness.

(If players surprise the goblins, the lamp floods the room, however on the first round the goblin kicks it at a character (same as flask of alchemist fire except, ranged touch Atk -4).

Terrain: granite walls, floor, and ceiling

**Room Description
 for the Players**

You enter a large T-shaped room. Large panels of plain gray granite form the walls floor and ceiling. In the center is a raised dais atop of which sits a massive statue of an obese three-horned, four-armed, monkey-like creature. Large gems glitter in each of its eye sockets, and its long forked tongue slithers from an eerie smile. Hammered into the side of the statue, several iron spikes spaced a foot apart ascend in 1-foot increments to the statues shoulder. Ancient runes scar all four walls, however they are worn beyond accurate deciphering. A pungent odor of wet dog taints the air

**Room Description
 for the Referee**

Closer inspection of the statue and room give players a little more detail. Small chips and tool marks mar the stonework around the sockets. Engraved along the length of the statues tongue runs a line of intricate runes, faded almost beyond recognition. Other traces that the goblins repeatedly camped here include, dirty blankets, a blackened fire stained patch on the floor, and the remains of their most recent meal, a pile of half eaten rats.

The statue itself is an elaborate magical puzzle detailed in the item

section. Behind the statue lies a niche hidden by a tattered curtain.

Combat Tactics

[high]

Sugk guards the entrance to the room, listening at the door while the others work diligently to scavenge the gemstones from the statue's eyes. As soon as she hears anyone approaching, she signals to her allies and they scramble to hide behind the statue and behind the curtain before the players enter (determine Hide check). Feeval casts *invisibility* on Mutek, while Sugk uses her ring of *invisibility*. B'nok holds the center of the room, trying to draw players into the room allowing his allies to make sneak attacks with poisoned weapons. He commands his worg to trip attackers, giving his allies further advantage and casting *death knell* on fallen opponents. Feeval enters melee cursing, diseasing, and striking opponents with his rod, weaken them before activating his winged boots and flying behind the statue to use ranged spells, at some point she uses her mask's death attacks (preferably to aid an ally). Mutek makes use of *shadow step* to bounce around the room, hiding in plain sight and sneak attacking with both swords, as his shadow companion drains attackers of strength. Mutek also uses his silent image ability to create a double of his shadow companion, in order to confuse opponents. If reduced to a fourth or less of their hit points, Feeval casts a *silent obscuring mist* and they take a few more sneak attacks as they flee as Feeval use her *gaseous form* potion to flee

Roleplaying Tactics

Though the goblins initial attitude is hostile, players can attempt to parlay or intimidate them. If the players can make them friendly, the goblins suggest a temporary alliance, though the goblins desert the players when given

a convenient opportunity (such as if the party suffers a surprise attack or foolishly forgoes dividing the watch during a rest period).

Relevant Skill Checks

[high]

Listen DC 20 to hear the goblins tapping on the statue

Decipher Script DC 28: read the runes on the statue's tongue

Bardic Knowledge, Knowledge (religion) or Knowledge (history) DC 30: identifies the statue as Mictlantecuhltli, an ancient god of the dead.

Bardic Knowledge, Knowledge (religion) or Knowledge (history) DC 35: identifies the figures in the sphere.

Bardic Knowledge, Knowledge (religion) or Knowledge (history) DC 40: recalls the story of how the mortal races formed.

Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Iron Door, thickness 2, hardness 10, HP 60, break DC 28.

Trap: An *invisible* steel wire crosses the hallway, tripping opponents so that they fall into patch poison coated glass dust. Any character failing a Reflex save trips and falls into the dust, takes 1 point of damage and is poisoned.

Poisoned Snare Trap: CR 9; mechanical; location trigger; manual; DC 20 Reflex avoids (tripped and 1 damage plus black lotus poison); Search DC 30; Disable Device DC 24. *Market Price:* 13,500gp.



Treasures and XP

[high]

Although the goblins' previous excursions have stripped the room bare, they carry a fair amount of valuable goods. The statue's eyes possess significant value as well, however if removed the statue cannot be activated. If used to activate the statue, they gemstones disappear when the statue crumbles.

Statue's Eyes: two fist-size reddish-amber jacinth gemstones worth 5,000 gp each

If characters solve the puzzle without suffering any casualties, give them experience for defeating a CR 9 encounter.

New Objects/ Spells/ and Magical Items

The Statue of Mictlantecuhltli

The strange statue serving as the room's centerpiece also functions as a protective case for an ancient secret.

Using *detect magic* to analyze the statue reveals the following information:

Horns radiate mild necromancy (*hint:* Knowledge (arcane) DC 15 connects blood with necromancy)

Gemstone eyes radiate mild enchantment (*hint:* Knowledge (arcane) DC 15 connects tears with sight and divination)

Hands radiate mild evocation (*hint:* Knowledge (arcane) DC 15 connects hands with evocation spells such as those causing fire)

The different auras coincide with an ancient puzzle engraved on the statue's tongue.

An accurate translation of the ancient script reads:

*If for the truth,
is what you yearn,*

*you must first bleed,
then cry, then burn.*

*Next, to the future,
you must look,
and face the one
that death mistook.*

The poem cryptically describes instructions for revealing an ancient map to an ancient lost temple where a fabled artifact lies forgotten.

The first phrase instructs the reader to put a drop of blood on the statue's horns, a tear on the statue's eyes (this only works if the gems remain in the eye sockets), and finally to put a drop of ash, flaming oil or fire in each of the statue's hands. Once this happens the statue cracks into several pieces, revealing floating sphere of scintillating colors. Anyone gazing into the sphere sees the life-size illusion s of three figures.

The first shows a great serpent with rainbow-feathered wings, the second appears as an emaciated man with backwards feet and the head of a dog, the third portrays a humanoid wreathed entirely in dazzling flame. The three figures are ancient gods, Quetzalcoatl the Serpent, Tonatiuh the Sun, Xolotl the Dog. Legends tell how Quetzalcoatl salvaged the bones of his father after his brother Xolotl dropped them, and from those bones, he created the human race. Anyone staring at image of the feathered serpent (Quetzalcoatl) for more than one minute must make a Will save (10 + 1/2 character's level rounded down), if the succeed then a vivid vision of an ancient temple appears in their head. In time-lapse, the temple crumbles, swallowed entirely by thick dark jungles. Afterwards several glowing symbols imbed themselves in the players thoughts. The symbols form ancient runes that safely open various passages within the ancient temple, a temple where a powerful artifact called the *Sun Heart* lies forgotten. If

the character ventures to the temple, she can automatically recall runes and use them to manipulate traps and reveal passages within the temple. If the character fails, she still receives the vision, but fails to comprehend its significance.

Anyone looking at any of the other figures for more than a minute feels a freezing chill steal over them and must make a successful Will save (10 + 1/2 character's level rounded down) or die. If they succeed, they get a painful headache that persists for the remainder of the day.

The scintillating sphere remains for 10 minutes then disappears forever.

Monsters and Villains Statblocks

[high (EL 21)]

B'nog **CR 18**
 Male goblin fighter 10/ Blackguard 10
 LE Small humanoid (goblinoid)
Aura despair (10ft. -2 on saves)
Init +1; **Senses** darkvision 60ft.; **Listen** +0, **Spot** +0
Languages Common, Goblin

AC 24, touch 12, flat-footed 22
hp 79 (10 HD)
Fort +18, **Ref** +14, **Will** +13

Spd 30 ft
Melee +4 *unholy battleaxe*
 +30/+25/+20/+15 (1d6+11 plus 2d6 vs good/19-20 x3) or +4 *unholy battleaxe* +26/+21/+16/+11 (1d6+11 plus 2d6 vs good/19-20x3) and +1 *claw* +22 (1d10+4)
Space 5 ft; **Reach** 5 ft
Base Atk +20; **Grp** +19
Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack
Special Atk command undead, sneak attack +3d6, smite good 3/day
Combat Gear *elixir of fire breath*, *potion of rage*, *potion of bull's strength*
Blackguard Spells Prepared (CL 10)
 4th *freedom of movement*
 3rd *cure serious wounds*, *inflict serious*

wounds
 2nd *bull's strength*, *death knell*, *shatter*
 1st *corrupt weapon* x2, *doom* (DC 13)

Abilities Str 17, Dex 12, Con 15, Int 10, Wis 14, Cha 16

SQ aura of evil, dark blessing, fiendish servant, poison use

Feats Stealthy, Weapon Focus (battle axe), Iron Will, Cleave, Power Attack, Improved Sunder, Weapon Specialization (battle axe), Greater Weapon Focus (battle axe), Great Cleave, Lightning Reflexes, Greater Weapon Specialization (battle axe), Improved Critical (battle axe), Blind-fight

Skills Climb +0, Handle Animal +4, Hide +10, Intimidate +8, Knowledge (religion) +6, Move Silently +3, Ride +5, Swim +0, Jump +0

Possessions *demon armor*, *cloak of charisma* +6, *periapt of wisdom* +4, +4 *unholy battleaxe*, *ring of freedom of movement*, 6 *silver carvings of demons* worth 2,335 gp as a set.

Mighty Sir Valmont, fiendish worg **CR-**
 LE medium magical beast (augmented magical beast)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +6, **Spot** +6

Languages common, goblin, empathic link

AC 21, touch 12, flat-footed 19
hp 66 (12HD)

Resist evasion, improved evasion; **SR** 15

Fort +16, **Ref** +10, **Will** +8

Spd 50 ft. (10 squares)
Melee Bite +18 (1d6+5)
Space 5ft. **Reach** 5ft.
Base Atk +14, **Grapple** +18
Atk Options trip

Abilities Str 21, Dex 15, Con 15, Int 9, Wis 14, Cha 10

SQ blood bond, share spells

Feats Alertness, Track

Skills Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*

Sugk **CR 18**

Female goblin rogue 10/ Assassin 10
 LE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60ft.; **Listen** +12, **Spot** +12

Languages Common, Goblin

AC 24, touch 16, flat-footed 24; improved uncanny dodge, uncanny dodge

hp 79 (10HD)

Resist evasion, improved evasion, poison +5

Fort +6, **Ref** +19, **Will** +6

Spd 30 ft

Melee +2 *vorpal short sword*
 +22/+17/+12 (1d4+2/19-20x2)

Ranged +1 shortbow +21/+16/+11 (1d4+1 plus poison/x3) or +1 shortbow +22/+17/+18 (1d4+2 plus *slay human*/x3)

Space 5 ft; **Reach** 5 ft

Base Atk +14/+9/+4; **Grp** +10

Atk Options *slaying human arrows* (Fort; DC20), combat reflexes, death attack (DC 21), pointblank shot, poison (purple worm poison DC 24 1d6 Str/2d6 Str) sneak attack +10d6

Combat Gear *ring of invisibility*, *potion of protection from arrows* /15

Abilities Str 10, Dex 20, Con 11, Int 13, Wis 10, Cha 11

SQ hide in plain sight, trapfinding, trapsense +3

Feats Alertness, Point Blank Shot, Combat Reflexes, Weapon Finesse, Quick Draw, Improved Initiative

Skills Appraise +11, Balance +19, Climb +19, Disable Device +19, Disguise +14, Hide +29, Move Silently +29, Open Locks +16, Ride +10, Search +10, Sleight of Hand +17, Tumble +23, Use Magic Device +10, Use Rope +15

Possessions *bracers of armor* +8, *ring of invisibility*, +2 *vorpal short sword*,

THE PLUNDERERS

+1 *shortbow*, 20 arrows w/4 doses of purple worm poison, 2 arrows of slaying humans

Feeval **CR 17**

female goblin adept 20
NE Small humanoid (goblinoid)
Init +8; **Senses** darkvision 60ft.; **Listen** +6, **Spot** +3
Languages Common, Goblin, Elven, empathic link

AC 20, touch 11, flat-footed 20,
hp 84 (20HD)
SR 15
Fort +13, **Ref** +11, **Will** +22; Great Fortitude

Spd 30 ft
Melee +3 *club* (1d4+3/x2)
Ranged +3 *sling* +14/+9 (1d3+3)
Space 5 ft; **Reach** 5 ft
Base Atk +10; **Grp** +5
Atk Options *rod of withering* (+12/+7 melee touch 1d4 Str and 1d4 Con (19-20 permanent); Fort save DC 17 negates); *mask of the skull* (+10 ranged touch causes death; Fort save DC 20 reduce to 3d6+13 damage)
Combat Gear *potion of gaseous form*, *potion of barkskin* (+4), *wand of false life* (22 charges), *winged boots*
Adept Spells Prepared (CL 20)
5th true seeing, heightened *lightning bolt* (DC 20)
4th cure critical x2, heightened *burning hands* (DC 19), heightened *scorching ray* (DC 19)
3rd *bestow curse* x2 (DC 18), *contagion* (DC 18), *silent darkness*
2nd *bear's endurance*, *cure moderate wounds*, *invisibility*, *silent obscuring mist*
1st *bless*, *comprehend languages*, *detect good*, *protection from good*
o *detect magic*, *read magic*, *touch of fatigue* (DC 14)

Abilities Str 10, Dex 11, Con 10, Int 13, Wis 20, Cha 11
SQ summon familiar, scry on familiar
Feats Combat Casting, Brew Potion,

Track, Heightened Spell, Improved Initiative, Silent Spell, Great Fortitude

Skills Concentration +22, Heal +12, Hide +6, Knowledge (history) +8, Knowledge (religion) +11, Move Silently +6, Ride +3, Spellcraft +11, Survival +15

Possessions +3 *spell resistance hide armor* (15), +2 *large wooden shield*, +2 *sling* with 50 bullets, +3 *club*, *rod of withering*, +5 *cloak of resistance*, *mask of the skull*, sack, platinum holy symbol (500gp), *ring of clumsiness* (not worn), *clay golem manual*, *pearl of the sirens*, ten black onyx gems worth 50 gp each

Suggy, bat familiar **CR –**

NE Diminutive magical beast (augmented animal)
Init +2; **Senses** blindsense 20ft., low-light vision; **Listen** +8, **Spot** +8
Languages: empathic link, speak with bats, speak with master

AC 26, touch 16, flatfooted 24
hp 42 (20 HD)
Resist improved evasion; **SR** 20
Fort +6, **Ref** +8, **Will** +14

Speed: 5 ft (1 square), fly 40 ft. (good)
Melee -
Space 1ft.; **Reach** 0ft.
Base Atk +5; **Grp** -12
Atk Options share touch spells

Abilities Str 1, Dex 15, Con 10, Int 15, Wis 14, Cha 4
SQ share spells
Feats Alertness
Skills Concentration +18, Hide +14, Listen +8, Move Silently +6, Spot +8

Mutek **CR 20**

Male goblin Rogue 12/Shadowdancer 10
LE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 60ft.; **Listen** +11, **Spot** +11
Languages Common, Goblin

AC 26, touch 17, flat-footed 26; **dodge**,

improved uncanny dodge, mobility, uncanny dodge

hp 92 (22HD); defensive roll
Resist evasion, improved evasion, slippery mind
Fort +7, **Ref** +21, **Will** +8

Spd 30 ft

Melee +3 *ghost touch short sword* +26/+21/+16/+6 (1d4+4/19-20) and +2 *flaming burst short sword* +25 (1d4+3 plus 1d6 fire/19-20 x2 plus 1d10 fire)

Ranged +5 *seeking hand crossbow* +17/+12 (1d3+2 plus poison/19-20x2)

Space 5 ft; **Reach** 5 ft

Base Atk +16 (+9 Rogue, +7 shadowdancer); **Grp** +13 (Str +1, -4 Size)

Atk Options combat reflexes, opportunist, sneak attack +6d6, spring attack

Special Actions: shadow illusion (as *silent image* spell; 1/day)

Combat Gear *potion of cure critical wounds*

Abilities Str 12, Dex 22, Con 10, Int 14, Wis 13, Cha 14

SQ hide in plain sight, shadow jump (120ft), summon shadow, trapfinding, trapsense +4

Feats Alertness, Rapid Reload, Combat Reflexes, Dodge, Mobility, Two-Weapon Fighting, Weapon Finesse

Skills Appraise +6, Balance +20, Bluff +8, Climb +7, Craft (trap-making) +12, Decipher Script +8, Diplomacy +11, Disable Device +8, Escape Artist +16, Forgery +7, Gather Information +12, Hide +31, Intimidate +6, Jump +12, Knowledge (local) +5, Listen +13, Move Silently +19, Open Lock +11, Perform (dance) +9, Ride +10, Search +8, Sense Motive +7, Sleight of Hand +13, Spot +13, Tumble +22, Use Magic Device +9, Use Rope +11

Possessions +5 *seeking hand crossbow* with 10 bolts coated in giant wasp poison (Fort DC 18, 1d6 Dex/1d6 Dex), +3 *ghost touch short sword*, +2

flaming burst short sword, +4 leather armor of invulnerability, masterwork thieves' tools, backpack, 50ft silk rope, 10 iron spikes, amulet of health, 10 screaming bolts, ring of feather falling, +3 ring of protection, wand of detect secret doors (40 charges), figurine of wondrous power (marble elephant), two gold earrings worth 275 gp each, a crude map of the south west part of level one, and 255 gp.

Dusk, shadow companion CR-CE medium undead (incorporeal)
Init+2; **Senses** darkvision 60 ft.; **Listen** +7 **Spot** +7
Languages communicate with shadowdancer

AC 13, touch 13, flat-footed 11
hp 38(6HD)
Immune incorporeal traits, turn immunity, undead traits
Fort +2, **Ref** +4, **Will** +6

Spd Fly 40 ft. (good) (8 squares)
Melee Incorporeal touch +5 (1d6 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** —
Atk Options strength damage
Abilities Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13
Feats Alertness, Dodge
Skills Hide +8*, Listen +7, Search +4, Spot +7

Designer's Notes

Even though worgs are not on the list of fiendish companions for Blackguards, I thought it still the most appropriate choice for a goblin's companion. The advancement was calculated using the advancement for fiendish companions (not magical beasts) so its slightly weaker than a standard advanced worg. Any overpowering on the behalf of the worg is offset by the use of a 20th level adept.

Though I based the statue and riddle on Central American myths, feel free to change the names to fit

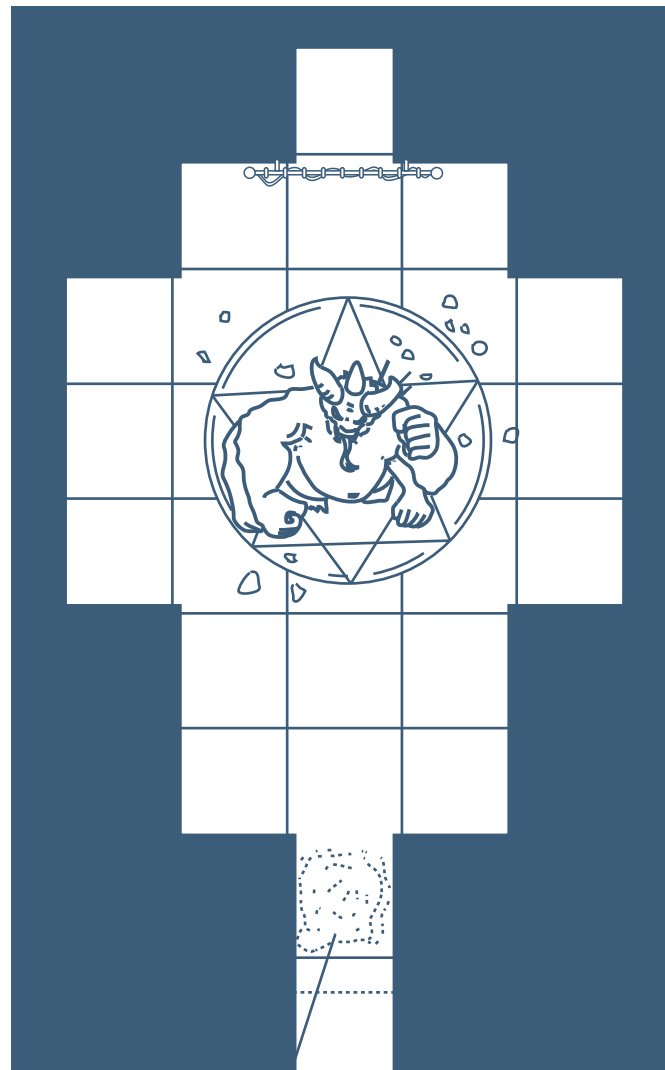
your campaign setting, (especially if you think Quetzalcoatl makes the riddle too obvious). The location of the temple, its contents and whether or not the Heart Stone still exists is left for the DM to decide, though I hint that it might provide DMs with a perfect way to introduce a classic 1st edition module also based on Central American mythos featuring Camazotz, the Mayan bat god.

Personal Notes

Author's Bio

This is Tim's sixth room for the Dungeon Under the Mountain. In his spare time, he writes and plays RPGs, plays drums and guitars and stuff for a bunch of different rock bands, and teaches science lab in Coney Island.





Snare trap

one square = 5 ft.

