THE DUNGEON
Under THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

MIDNIGHT THEATRE

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Midnight Theatre

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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.

RULE THE DUNGEON!

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"

UNDER THE MOUNTAIN

MIDNIGHT THEATRE
(LEVEL 1, ROOM 31)

Background and Lead-ins

Long ago, the sorcerer Kephrane yearned to showcase his trophies, the preserved remains of monsters he had killed. To easily display them to others, Kephrane selected the corpses' most frightening features, then sliced up the bodies and stitched them together as a single creature—a bizarre and horrifying golem. He found his creation more than successful; the union of the golem's harpy chest and throat with a destrachan's sonorous head produced a unique music that so affected Kephrane that he made the golem warden of a special vault. The sorcerer filled the chamber with musical treasures acquired during his long adventuring career. He called it the Midnight Theatre for the dark performances his creation put on within, and the golem's odd mixture of voices haunts the room still.

Room Environment

Lighting: None.
Terrain: Normal. The ceiling reaches 20 feet.

Room Description for the Players

At the tunnel's end is an empty suit of armor posed with its arms swept toward the entrance as though welcoming you in with a bow. The corridor leads to a large room scattered with fragments of brass horns and other instruments. Only the enormous pipe organ opposite the entrance has escaped destruction. Above its vast and varicolored keyboard, long pipes crawl in a twisted mass toward the ceiling. To the north is a semicircular mural surrounded by a ring of splinters that were once chairs.

Room Description for the Referee

The groaning melodies of Kephrane's golem, which he named the Voice of Gloom, inspired him to build a music-themed room for his creation. The pipe organ controls four secret compartments, but those who tamper with it unleash monsters to protect the sorcerer's collection. PCs who learn to play the organ may claim Kephrane's treasure.

Voice of Gloom: The flesh golem is built of monstrous parts. Its core is the naked torso of a harpy. Her throat meets the dead flesh of a destrachan's large head, its mouth fixed open. The harpy's wings are replaced with the hairy arms of a satyr, whose legs connect below the harpy's thighs to form long, triple-kneed legs. A third set of limbs dangles long and rubbery from the midsection. A black cloak is grafted to the golem's shoulders, and a fanged mouth on the back of the cloak moans softly when the creature moves.

The magic that animated the flesh golem also preserved the minds of several of the creatures built into its body. The golem itself remains mindless, and these personalities cannot affect its actions. They can speak independently, however, and are responsible for the golem's musical ability.

The two surviving personalities are the cloaker, Mulurku, and the harpy, Zalibel, who speaks through the destrachan's mouth. Mulurku speaks Undercommon, and Zalibel Common, so they have never conversed, but after their long interment, they share the same goal: releasing the Voice of Gloom from its chamber (see below) in order to relieve their eternal boredom. They no longer care about self-preservation, just excitement, and engaging the PCs in combat would be an ideal way to end their existence.

When the party arrives, the golem stands behind the mural, and Mulurku and Zalibel address the characters through cracks in the mural wall. They hope to teach the PCs how to use the organ to open the room's locked compartments. The characters may find their words difficult to understand, however, given that centuries of loneliness have driven them insane. Still, the personalities can offer vital clues if the party listens closely (see Roleplaying Tactics).

Recharge Chamber: The mural depicts an orchestra of monstrous musicians of various races, harpies and satyrs the most humanoid of the troupe. The mural is also a door; the semicircular wall can be lowered into the floor to reveal a hollow space behind it. The golem waits inside, standing next to a thick lever built into the back wall. Kephrane called this room the "recharge chamber," because pulling the lever causes the mural to rise (sealing the room) and a blast of electricity to wash over anyone behind it. The electricity heals the golem's wounds, and it has been programmed to retreat into the chamber when reduced to half its hit points.

When the switch is pulled, the mural-wall rises immediately, throwing or crushing any creature on top. Those creatures then fall either inside the chamber or out of it (their choice). Just before the next turn of the creature that pulled the switch, everyone in the chamber suffers a jolt of electricity,

and then the wall lowers. If the switch is held continuously all that time, the wall does not lower, and the electricity trap fires each round until the switch is released. The golem only holds the switch if it is alone in the chamber. The Traps section describes the composition of the mural wall, in case a creature tries to break through it.

The recharge chamber initially stands closed because Kephrane "locked" it using the organ. When "unlocked," the chamber's default state is open; only pulling the lever or relocking it causes it to close.

Organ: The pipe organ in the southwest corner has many keys that open the room's locked compartments when played in the right order. Unfortunately, playing the wrong keys causes slime to spray from the organ's pipes. The slime pools together over the course of one round, forming an ooze creature after that time.

There are four tunes that open the room's compartments, one lilting, one mysterious, one mournful, and one thundering. Simply examining the organ may offer clues of its purpose but provides no hint as to which keys to play. The party must gain this information from the only ones who know, the personalities embedded in the flesh golem (see Roleplaying Tactics).
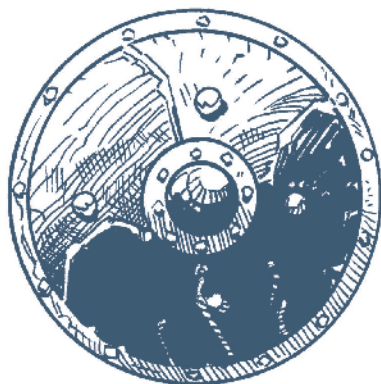
Combat Tactics
[high]

A black pudding created by the organ forms after one round and attacks mindlessly. If the Voice of Gloom is released, it attacks the nearest creature in melee, but it retreats to heal itself if wounded to half its hit points. When the golem is inside the recharge chamber, it must squeeze (–4 penalty on attacks rolls and AC). The golem has a chance each round to go berserk, and if it does, it cannot follow the command to heal itself. The golem's choker components give it an extra standard or move action each round.

Each fight with an elder black pudding is EL 12. The combined challenge of the golem and traps is EL 15.

Roleplaying Tactics

Roleplaying in this encounter does not depend on the party's level, except for the skill checks needed to succeed (see Relevant Skill Checks). The two personalities respond to characters using the Diplomacy skill to befriend them or the Bluff skill to make them believe the speaker wants to free them. To gain the party's trust and get them to lower the mural, they try to reveal the tunes in the following order (unless persuaded to reveal a different tune): mysterious, lilting/mournful, and thundering last.

Mulurku: Mulurku moans softly in Undercommon, sounding like an otherworldly wailing. If none of the PCs knows the cloaker's language, it soon shuts up. At any sign of agitation in the harpy's voice, Mulurku wails incomprehensibly. If a character speaks Undercommon, the cloaker can identify the correct keys to push based on their color; the golem often faced away from the organ while its master played, so Mulurku got a good view of the keys. When the cloaker identi-

fies a tune, the clues sound like "green key, last red key, bottom gold key," or "third white twice, then big black key."

Zalibel: The harpy whispers to the PCs, her voice deep and echoing but distinctly feminine. Zalibel claims she wants to help the party find the magic items in the room. She gives her name if asked. She also hints about playing the organ, and she identifies a specific tune by singing it when asked by a character making a succesful interaction check.

Relevant Skill Checks
[high]

Bluff/Diplomacy DC 16 to make the personalities describe a tune, usually in an enigmatic way. The description corresponds to one of the four correct tunes and gives a character playing the organ a +2 circumstance bonus on his Perform check.

Bluff/Diplomacy DC 21 to make the personalities identify one of the four correct tunes. This gives a character playing the organ a +5 circumstance bonus on his Perform check.

Bluff/Diplomacy DC 21 to make a personality reveal additional information.

Disable Device DC 30 to raise or lower the charging chamber door.

Knowledge (arcana) DC 19 to understand the organ's basic function: the right tunes open things, while pressing other keys trigger traps.

Knowledge (religion) DC 22 to recognize the misshapen trumpet as a trumpet archon's property.

Open Lock DC 35 to unlock the secret door.

Perform (keyboard instruments) DC 21 to play a correct tune on the organ.

Search DC 30 to locate the secret door.

Search DC 40 to find the satyr's pipes unassisted by the organ.

Sense Motive DC 22 to detect the personalities' secret motives in assisting with the organ.

Traps, Mechanical Devices, Doors, and Objects Statblocks

[high]

Rising Floor Trap: CR 10; mechanical; touch trigger; automatic reset; DC 25 Reflex save avoids; floor moves up (16d6, crush); multiple targets (all targets in a 5-ft.-wide circular band); Search DC 25; Disable Device DC 30. *Market Price:* 50,000 gp.

Chain Lightning Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning,* 15th-level wizard, 20d6 electricity to largest target plus 10d6 electricity to each of up to twenty secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost* 60,000 gp, 4,800 XP.

Wall of Force: 1 inch thick, Hardness n/a, hp n/a, Break DC n/a. A permanent *illusory wall* (CL 20th) makes the wall opaque (Will save DC 16 negates if interacted with).

Treasures and XP

[high]

Thundering Tune: Unlocks (or locks) the recharge chamber. This action leads to combat as noted above, but the chamber also contains treasure: a *chime of interruption* and a *cymbal of blasting* (functions as the *horn*). The instruments rest on shelves above the blast area of the lightning, but if the golem goes berserk and sees no other targets, it could smash the treasure.

Lilting Tune: Pan pipes sound from the mural. A crack widens around one of the carven satyr's hands, and bits

of stone fall to the floor (an illusion). A small niche holds *pipes of pain.* The pipes have no magic aura until removed from the niche.

Mournful Tune: The suit of armor near the entrance straightens, opens a compartment in its breastplate, and withdraws a long, misshapen trumpet. It holds the trumpet to its faceplate and emits a wretched squeal. The trumpet was stolen from a trumpet archon long ago and is useless to anyone but its owner–who would love to have it back.

Mysterious Tune: The secret door opens.

Monsters and Villains Statblocks

[high]

Elder Black Pudding   **CR 12**
N Gargantuan ooze
Init –5; **Senses** blindsight 60 ft.; Listen –5, Spot –5

AC 1, touch 1, flat-footed 1
hp 290 (20 HD)
Immune ooze traits
Fort +15, **Ref** +1, **Will** +1

Spd 20 ft., climb 20 ft.
Melee slam +19 (3d6+12 plus 3d6 acid)
Space 20 ft.; **Reach** 20 ft.
Base Atk +15; **Grp** +35
Special Atks acid, constrict 2d8+12 plus 2d6 acid, improved grab

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Abilities Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1
SQ split
Skills Climb +16

Acid (Ex): Weapons striking the ooze must make a DC 29 Reflex save or be destroyed. The pudding deals 21 points of damage per full round of contact to non-stone items.

Split (Ex): Slashing and piercing weapons split a pudding into two puddings with half the original's hit

points. A pudding with less than 10 hit points can't be further split.

Voice of Gloom   **CR 14**
Advanced flesh golem with choker arms*
N Huge construct
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 20, touch 7, flat-footed 20
hp 188 (27 HD); **DR** 5/adamantine
Immune magic; construct traits
Fort +9, **Ref** +8, **Will** +9

Spd 30 ft.
Melee 2 slams +29 melee (3d8+11) and 2 tentacles +24 (2d6+5)
Space 15 ft.; **Reach** 15 ft. (20 ft. with tentacles)
Base Atk +20; **Grp** +39
Special Atk berserk

Abilities Str 32, Dex 8, Con —, Int —, Wis 11, Cha 1
SQ immunity to magic, quickness

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that it goes berserk, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage

the attack would otherwise deal. It gains any excess hit points as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Quickness (Su): Although not particularly dexterous, the golem is supernaturally quick. It can take an extra standard action or move action during its turn each round.

*The choker arms give it two tentacle attacks and the choker's quickness special quality. These improvements increase the flesh golem's CR by 2.
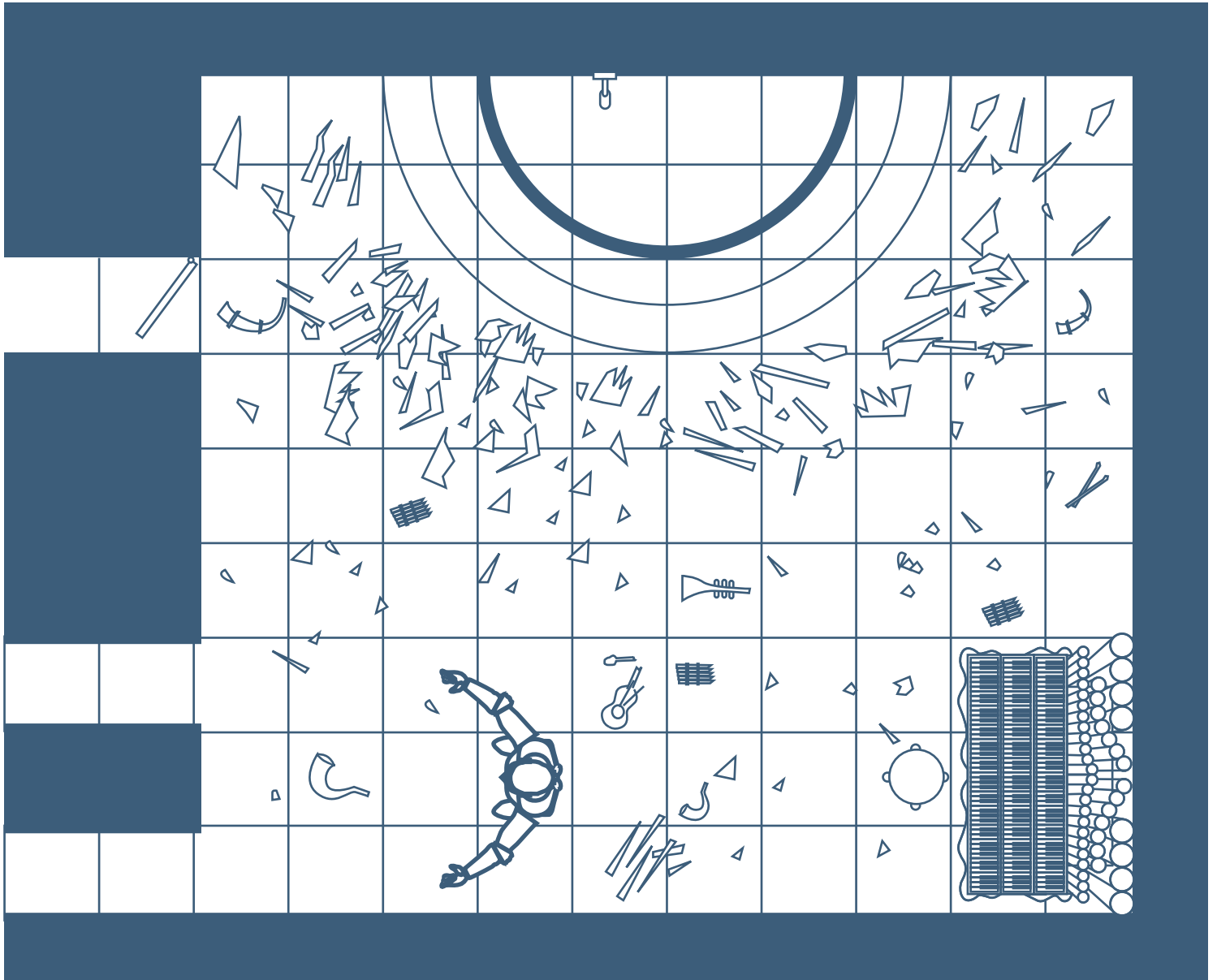
Designer's Notes

This encounter provides a mix of combat and roleplaying. Rogues will have a hard time in combat because none of the enemies are vulnerable to sneak attack, but a rogue skilled at conversation may be able to circumvent fighting the lesser ooze foes. Bards will see even greater success, using their Perform skill to supplement their talking skills.

Author's Bio

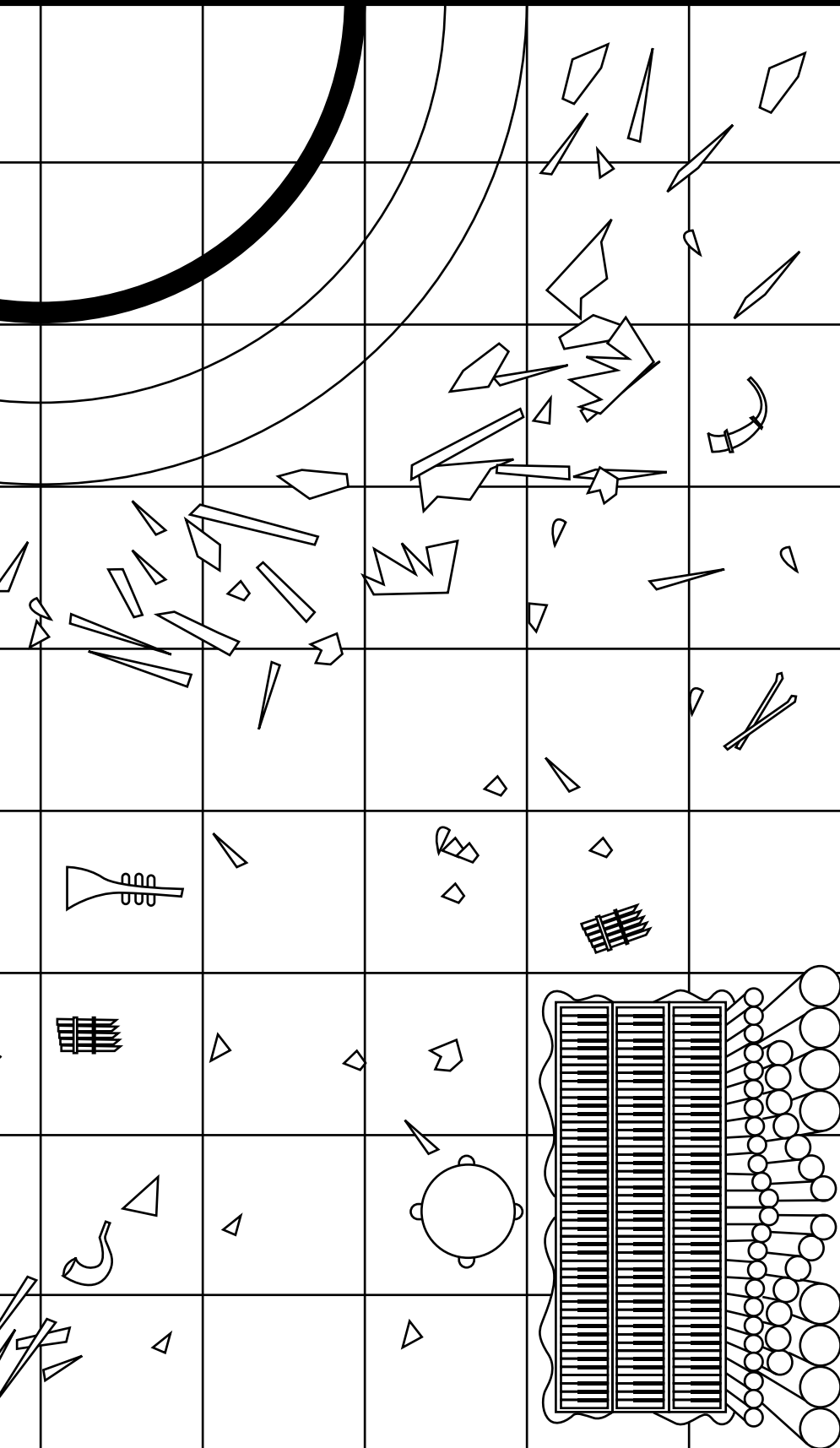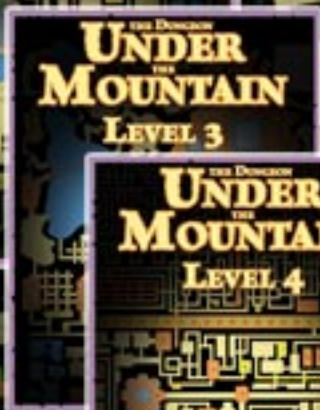Mike Ring designs and edits d20 products and lately plays a lot of Magic. His web page lists his full credits and contact information: http://home.comcast.net/~michaelring.

Personal Notes

one square = 5 ft.