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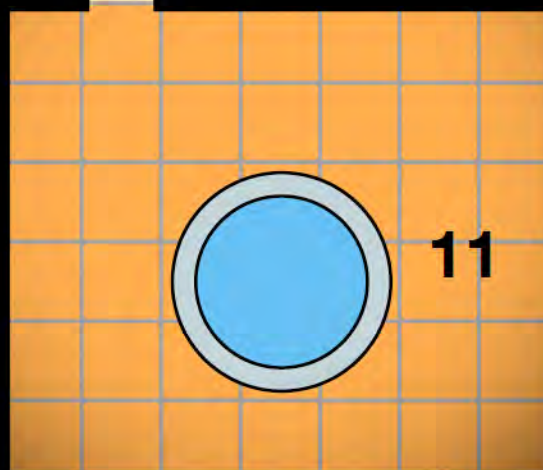
Room 11

THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

SHRINE OF THE SISTERHOOD



Mike Ring



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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"



SHRINE OF THE SISTERHOOD

THE DUNGEON
UNDER
THE
MOUNTAIN

SHRINE
OF THE SISTERHOOD
(LEVEL 1/ ROOM 11)

Background
and Lead-ins

Once a shrine to dark gods of the sea, this chamber now shelters a covey of deceitful witches. These evil hags, who refer to themselves as a “sisterhood,” wandered the Dungeon before claiming this shrine for their lair (choosing it for the magical pool so their sea hag sister can reside in comfort). The hags always wear magical disguises, and their illusions also protect the chamber from intruders. In this encounter, nothing the party sees is truly what it seems.

As the characters approach the ruined shrine, it is appropriate for them to encounter some of the covey’s guards. A pair of ogres, trolls, or hill giants (depending on the party’s level) could surprise the PCs in the large room just outside the lair. Additionally, because one or more hags may be absent from the room, the party could meet them elsewhere.

The party faces one obstacle before even entering the shrine: Blocking the entrance is a locked door. While easy to unlock or break down, the door provides the hags a few moments to prepare for visitors. Past the door lies an illusory tunnel where the hags wait disguised as more benign humanoids.

Room Environment

Lighting: Two everburning torches light the room, disguised as

gaudy lanterns hanging in the “tunnel” so that the light appears to emanate from real sources.

Smell: Creatures with scent can detect anyone moving within the false walls. Such movement unnerves any animal companions or familiars in the party.

Sound: Illusory sounds suggest an underground river runs through the surrounding stone.

Terrain: The “tunnel” is created by *mirage arcana*, and simply entering it allows a character to attempt a Will save to disbelieve the illusion.

Room Description
for the Players

A thick stone door blocks the doorway, its surface carved with hundreds of shells and undersea plants. The stone has been smashed away around a keyhole beneath a rusty iron pull-ring. It looks as though the lock were destroyed and later repaired.

When the characters enter read the following:

The dungeon’s brick walls give way to a tunnel hewn roughly through the rock. Though wide and high enough to stand upright, the tunnel seems perilous, with an uneven floor and jagged ceiling supporting by rotting timbers. A few puddles of water glisten under the light of two hanging lanterns, and the distant rush of water can be heard through the walls. Countless human-like dolls litter the ground, and at the bend in the tunnel, an open chest sits beneath three ragged tapestries.

Room Description
for the Referee

The illusion of the tunnel does not remotely resemble the actual room. Instead, the floor is built of neat flagstones, and the walls are stone blocks carved in a relief depict-

ing the ocean floor: rippling strands of seaweed growing amid a coral reef, with fish and crustaceans peering with dark eyes from every cranny. From the floor rises a wide well, its walls carved in similar fashion. Inside, the 20-foot-deep murky water rises within a few feet of the edge. The clerics who once worshipped at the shrine threw tributes to their ocean goddess into the well. The hags acknowledge this goddess but claim the well’s contents as their own.

Covey Magic: The hags create their illusions with the spell-like abilities available to the covey as a whole. Every eight hours or so, the covey casts *mirage arcana* to make the room appear like a tunnel and disguise the objects in it. The sisters then use *veil* to alter their appearances and that of their “pet,” a skeletal imp. Outside the shrine, the *veil* ceases to function, so the green hag and annis rely on *disguise self* while traveling. Every morning, each hag also receives a *mind blank* spell, protecting her from mind-affecting effects and divinations such as *detect evil*.

A *detect magic* spell reveals moderate illusion across the room and on the hags, who also radiate strong abjuration.

The Disguised Sisters: The witches appear as furred humanoids resembling giant mice or rats—basically, weremice. They hope to seem intelligent, pleasant, and good-hearted, but also capable of defending themselves. Most intruders identify them as lycanthropes in hybrid form and stay away.

Scraggletag the Sea Hag: Scraggletag appears as a plump gray mouse carrying a bucket of sloshing water, from which she occasionally takes a drink and spills on the ground. (Her

true form resembles an old crone with the sallow skin of a bloated corpse. Her ankle-length black hair drips with foul water.)

Grovelhog the Green Hag: Grovelhog's disguise is a brownish mouse wearing a pair of spectacles. (Beneath the illusion, the hag has a piggish face. The ancient woman's green hair twists upward in a mud-encrusted beehive.)

Raven the Annis: Raven looks like a ragged, gray-black rat with dirty fur and eyes white with cataracts. (A tall and lithely muscular witch, Raven has midnight blue skin and wild black hair that reaches out like the points of daggers.)

The Hidden Treasure: The hags collect a variety of treasure, trinkets, and trash, all of which litters their lair haphazardly. The *mirage arcana* prevents the discovery of these items; the hags intend to dissuade others from entering the shrine by showing there are no valuables to be found and nothing worth exploring. What is visible seems valuable only to packrats, which is what the hags claim to be. In reality, many of the disguised items are worth an adventurer's notice.

Moving from the entrance to the exit, the party sees the following objects:

Dolls: Scattered around the floor are ragged wooden and cloth dolls resembling human townsfolk. (The dolls are actually the gnawed bones of humanoid skeletons left over from the hags' meals.)

Lanterns: Two gaudy lanterns set with worthless gemstones light the tunnel, one hanging halfway down the first section and the other just past the bend. (The lanterns are *everburning torches*.)

Torch Box: A box at the tunnel's bend holds a few torches and sand for extinguishing them. (In truth, this chest contains numerous coins, some of which spill over onto the floor.)

Tapestries: Three torn and moldy tapestries hang on the left-hand wall at the bend in the tunnel. They depict a continuous scene, a marshland that appears flooded in the left-hand image, drier and overgrown with vines in the center, and frozen with winter's chill on the third. (The scenes reflect the ideal home of each hag, but the tapestries are, in fact, the hides of a blink dog, a bronze dragon, and a massive stingray. The skins close off a corner of the room where the annis sleeps in privacy.)

Caged Bird: A pigeon sits quietly in a cage hanging near the back exit. It pecks occasionally at the seed in its cage. (The bird is really an imp skeleton created with *animate dead*.)

Combat Tactics

[high] (EL 14)

Scraggletag first dismisses her *veil*, unleashing her horrific appearance on the party. She then casts *greater invisibility* on Raven and Grovelhog. The sea hag prefers to remain visible as she attacks spellcasters with *vampiric touch* or *touch of idiocy*. If badly wounded, she retreats to the well. The hag gains cover (+4 AC) when half-submerged and total cover (+8 AC) when fully submerged.

Grovelhog uses her weakening touch on any melee combatant not affected by her sister's appearance. Once the PCs are subdued (or prove resistant to these attacks), she begins slashing with her filthy claws. Once Scraggletag leaves melee, the green hag casts *silence* to protect herself from spells.

Raven uses *detect good* on the

party before combat, and once the fight begins she directs her smites at good characters. Because her spell resistance is little help against powerful spellcasters, she tries to cripple them first before moving on to the party's warriors.

The covey can cast *animate dead*, *bestow curse* (DC 19), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 20), *veil*, and *vision* (DC 21), each three times per day (CL 9th). The hags must all be within 10 feet of one another and simultaneously take a full-round action to activate a spell-like ability. Because each hag has a higher-than-normal Charisma, the DCs of their covey abilities are based on a Charisma score of 20.

Roleplaying Tactics

[high]

The hags' plan for intruders is to appear unimportant and get them to leave. Scraggletag is a practiced liar (Bluff +11), so she handles most of the conversation. Raven, on the other hand, has a noticeably frightful aura, so she stays at the rear and keeps her distance from the party. She appears to play with dolls, her blind eyes staring into space; in reality, she is watching the party intently and using *detect good*. Her Bluff bonus is +7. Grovelhog, who seems worried the party will track dirt in her tunnel, has a +3 Bluff bonus.

If the party strongly wishes to enter and uses Diplomacy or offers a bribe, the "weremice" relent and allow them to pass through, but only if they promise to leave once they see the following rooms.

PCs who study or physically interact with the hags can attempt a Will save to disbelieve the illusion, but the *veil* is otherwise impenetrable. If the PCs disbelieve the illusions, the hags strike immediately. They fear their treasure will be taken, or that they will be driven from the shrine.

Relevant Skill Checks

[high]

Knowledge (nature) DC 11 to identify the disguises as lycanthropes, except the character notes that wererats are not normally this large.

Open Lock DC 25 to unlock the shrine's entrance.

Search DC 30 to scrounge through the muck at the bottom of the pool.

Swim DC 20 to swim in the sea hag's well, a magic whirlpool. Failure by 5 or more causes a character to be pulled downward 10 feet. The water is stormy, so a PC cannot take 10 on his Swim check, but Scraggletag is accustomed to the current and may take 10.

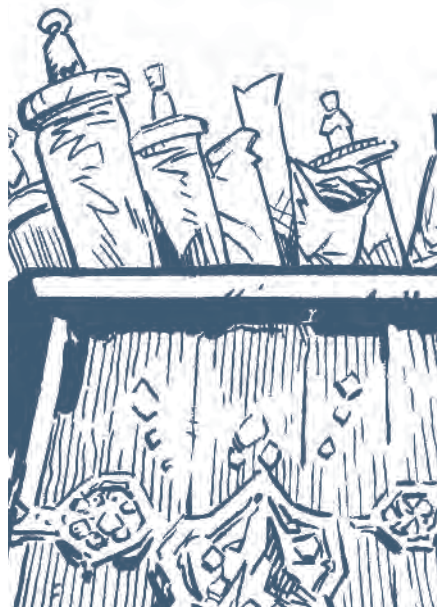
Will save DC 20 to disbelieve the *mirage arcana*.

Will save DC 21 to disbelieve the *veil*.

Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Carved Stone Door: 4 in. thick, Hardness 8, hp 60, Open Lock DC 25, Break DC 28.



Treasures and XP

[high]

Characters who disbelieve the illusion find a chest of 51 pp, 103 gp, 864 sp, and 795 cp, a pair of *everburning torches*, and the three skins: The blink dog pelt functions as a *cape of the mountebank* (its claws magically clasp to the shoulders); the dragonhide comes from an ancient bronze and can be fashioned into armor or sold for 750 gp; and the stingray skin is a *cloak of the manta ray*.

A successful search of the pool digs up a handful of rusty knives, 10 silver pearls (worth 125 gp each), and a black *pearl of power* (3rd-level spell).

The sisterhood also owns a *hag eye* made from a pearl set into a key ring. The *hag eye* is carried by either the annis or green hag, or one of their guards. If the characters find it, any of the surviving hags can use it to observe them.

Monsters and Villains Statblocks

[high]

Scraggletag

CR 10

Sea hag sorcerer 8

CE Medium monstrous humanoid

Init +1; **Senses** Listen +6, Spot +6**Languages** Common, Giant**AC** 19, touch 12, flat-footed 18**hp** 47 (11 HD)**Immune** *mind blank***SR** 14**Fort** +6, **Ref** +6, **Will** +10**Spd** 30 ft., swim 40 ft.**Melee** 2 claws +11 (1d4+4)**Base Atk** +7; **Grp** +11**Special Atk** evil eye, horrible appearance**Sorcerer Spells Known** (CL 8th, melee touch +11):4th (4/day)—*greater invisibility*3rd (6/day)—*clairaudience/clairvoyance*, *vampiric touch*2nd (7/day)—*fog cloud*, *mirror image* (1d4+2), *touch of idiocy*1st (7/day)—*charm person* (DC 14), *detect secret doors*, *expeditious retreat*, *mage armor**, *true strike*o (6/day)—*dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *open/close*, *read magic*

*Already cast

Abilities Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 16**SQ** amphibious, summon familiar (none currently)**Feats** Alertness, Combat Casting, Great Fortitude, Toughness**Skills** Bluff +11, Concentration +9, Hide +4, Knowledge (religion) +3, Listen +6, Spellcraft +9, Spot +6, Swim +12**Possessions** *ring of protection* +1, key to shrine

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 14 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex) Sea hags are aquatic and can survive indefinitely on land.

Grovelhog **CR 11**
Green hag cleric 6
CE Medium monstrous humanoid
Init +1; **Senses** darkvision 90 ft.; Listen +12, Spot +12
Languages Common, Giant

AC 25, touch 11, flat-footed 24
hp 66 (15 HD)
Immune *mind blank*
SR 18
Fort +11, **Ref** +9, **Will** +13

Spd 30 ft., swim 30 ft.
Melee 2 claws +18 (1d6+4) or touch +17 (weakness)
Base Atk +13; **Grp** +17
Special Atk command undead 5/day (+5, 2d6+9), mimicry, weakness
Spell-Like Abilities (CL 9th):
At will—*dancing lights*, *disguise self*, *ghost sound* (DC 13), *invisibility*, *pass without trace*, *tongues*, *water breathing*

Cleric Spells Prepared (CL 6th):
3rd—*invisibility purge*, *magic circle against good*^D, *magic vestment* (+1)
2nd—*death knell*, *desecrate*^D, *eagle's splendor*, *silence* (DC 14), *sound burst* (DC 14)
1st—*bless*, *comprehend languages*, *cure light wounds* (2), *obscuring mist*^D
o—*detect magic*, *guidance*, *light*, *resistance*, *virtue*
D Domain Spell; **Domains** Evil, Water

Abilities Str 19, Dex 12, Con 12, Int 13, Wis 14, Cha 16
SQ aura of evil
Feats Alertness, Blind-Fight, Combat Casting, Great Fortitude, Improved Natural Attack (claw), Weapon Focus (claw)

Skills Concentration +13, Craft (locksmithing) +7, Diplomacy +9, Hide +9, Knowledge (religion) +7, Listen +12, Spot +12, Swim +12

Possessions masterwork studded leather, *ioun stone* (pink and green sphere), key to shrine

Mimicry (Ex) A green hag can imitate the sounds of almost any animal

found near its lair.

Weakness (Su) A creature struck by a green hag's touch attack must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Raven **CR 12**
Annis blackguard 6
CE Large monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8
Aura despair (10 ft., –2 on saves)
Languages Common, Giant

AC 23, touch 10, flat-footed 22
hp 90 (13 HD); **DR** 2/bludgeoning
Immune *mind blank*
SR 19
Fort +11, **Ref** +10, **Will** +11

Spd 40 ft.
Melee* 2 claws +15 melee (1d6+13/19-20) and bite +10 melee (1d6+9)
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +25
Atk Options Cleave, Power Attack, smite good 2/day (+2 attack, +6 damage), sneak attack +1d6
Special Atk* command undead 5/day (+4, 2d6+6), improved grab, rake 1d6+13, rend 2d6+12

Spell-Like Abilities (CL 8th):
At will—*detect good*
3/day—*disguise self*, *fog cloud*
Blackguard Spells Prepared (CL 6th):
2nd—*bull's strength*, *darkness*
1st—*cure light wounds* (2)
*Includes adjustments for a 5-point Power Attack

Abilities Str 26, Dex 12, Con 14, Int 13, Wis 14, Cha 14
SQ aura of evil, dark blessing, fiendish servant (none currently), poison use
Feats Blind-Fight, Cleave, Improved Critical (claw), Improved Sunder, Power Attack
Skills Bluff +7, Concentration +14, Diplomacy +4, Disguise +2 (+4 acting), Hide +6, Intimidate +4,

Knowledge (religion) +9, Listen +8, Spot +8

Possessions masterwork studded leather, *cloak of Charisma* +4, key to shrine

Improved Grab (Ex) To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex)* Attack bonus +15 melee, damage 1d6+13. An annis can attack a grappled foe with both claws at no penalty.

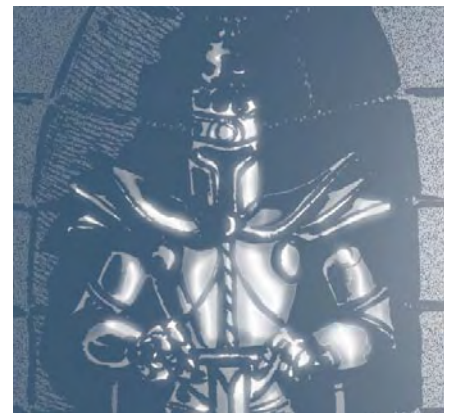
Rend (Ex) An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Imp Skeleton **CR 1**
NE Tiny Undead
Init +8; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 16, touch 16, flat-footed 12
hp 19 (3 HD); **DR** 5/bludgeoning
Immune cold; undead traits
Fort +1, **Ref** +5, **Will** +3

Spd 20 ft.
Melee Sting +3 (1d4) and 2 claws –2 (1d2)
Base Atk +1; **Grp** –7

Abilities Str 10, Dex 19, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative



SHRINE OF THE SISTERHOOD

**New Objects/ Spells/
and Magical Items**

Sisterhood's Eye: The sisterhood's *hag eye* is an iron key ring with an inset white pearl of little value. The key ring holds a key to the shrine and hooks onto its wearer's belt loop. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. The *sisterhood's eye* has hardness 5 and 10 hit points. A *true seeing* spell reveals it as a disembodied eye. Destroying it deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

Moderate divination; CL 9th; creators must be a hag covey; Price 25 gp; Cost —.

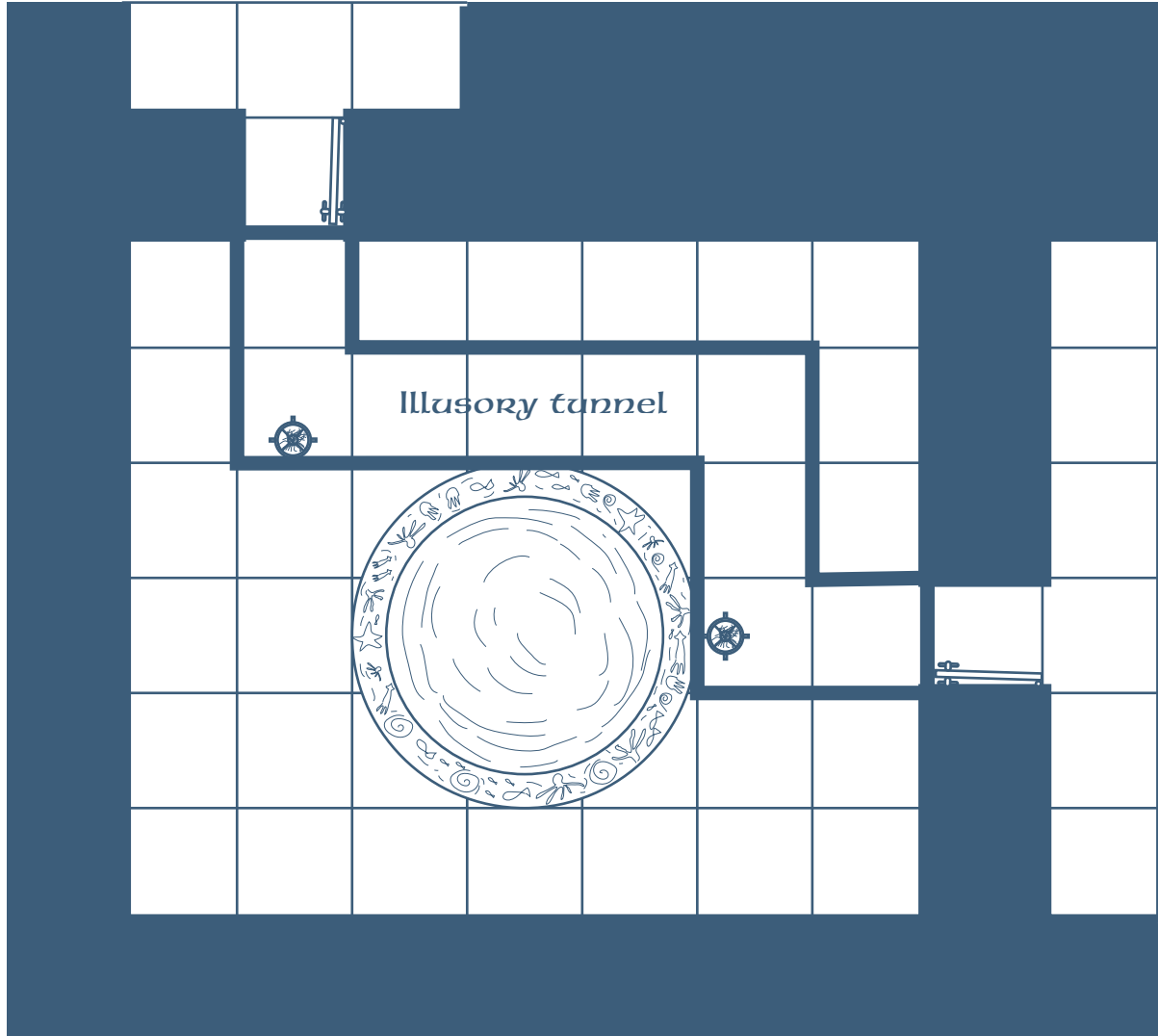
Designer's Notes

The DM could run this encounter when the PCs are slightly below its Encounter Level. The hags' CRs matter less than normally, because the characters do not have to fight—unless they force a battle, in which case it should not be too easy for them. If the party is asking for trouble, let the hags give it to them.

Author's Bio

Mike Ring was inspired by Jim Henson's Storyteller to populate a room with anthropomorphic animals. Mike designs and edits d20 products and plays a lot of Magic. His web page lists his credits and contact information: <http://home.comcast.net/~michaelring>.

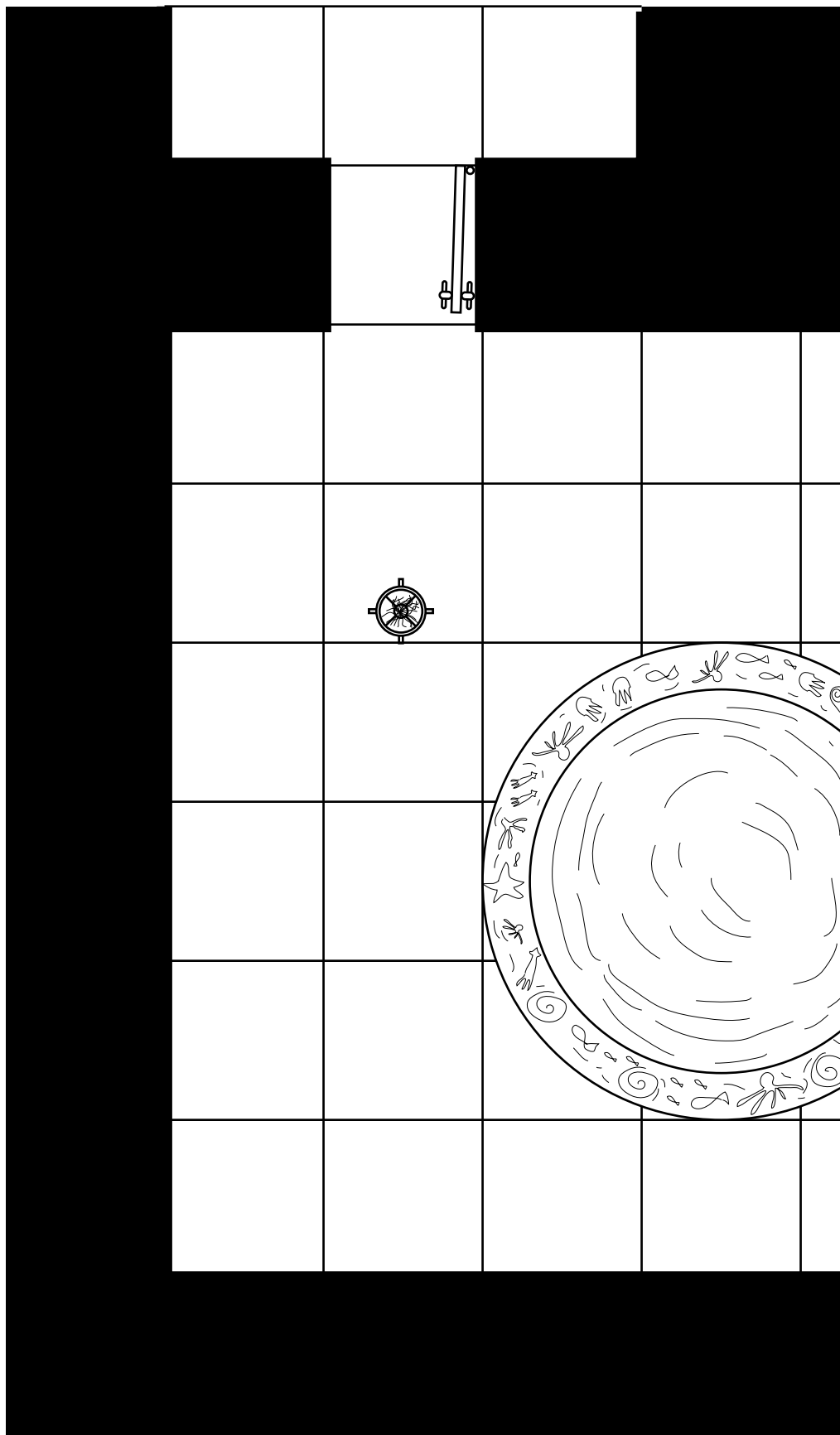
Personal Notes

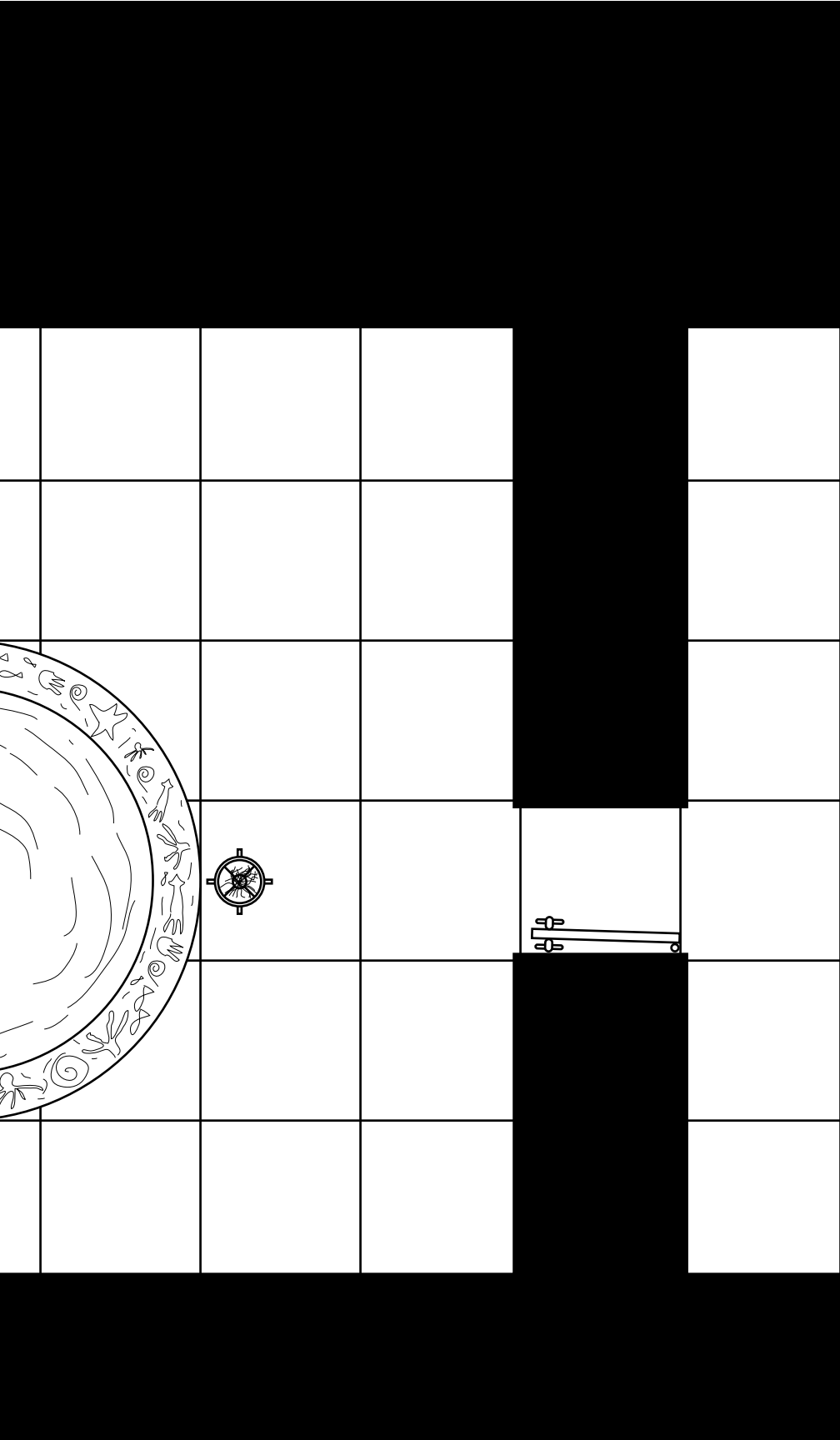


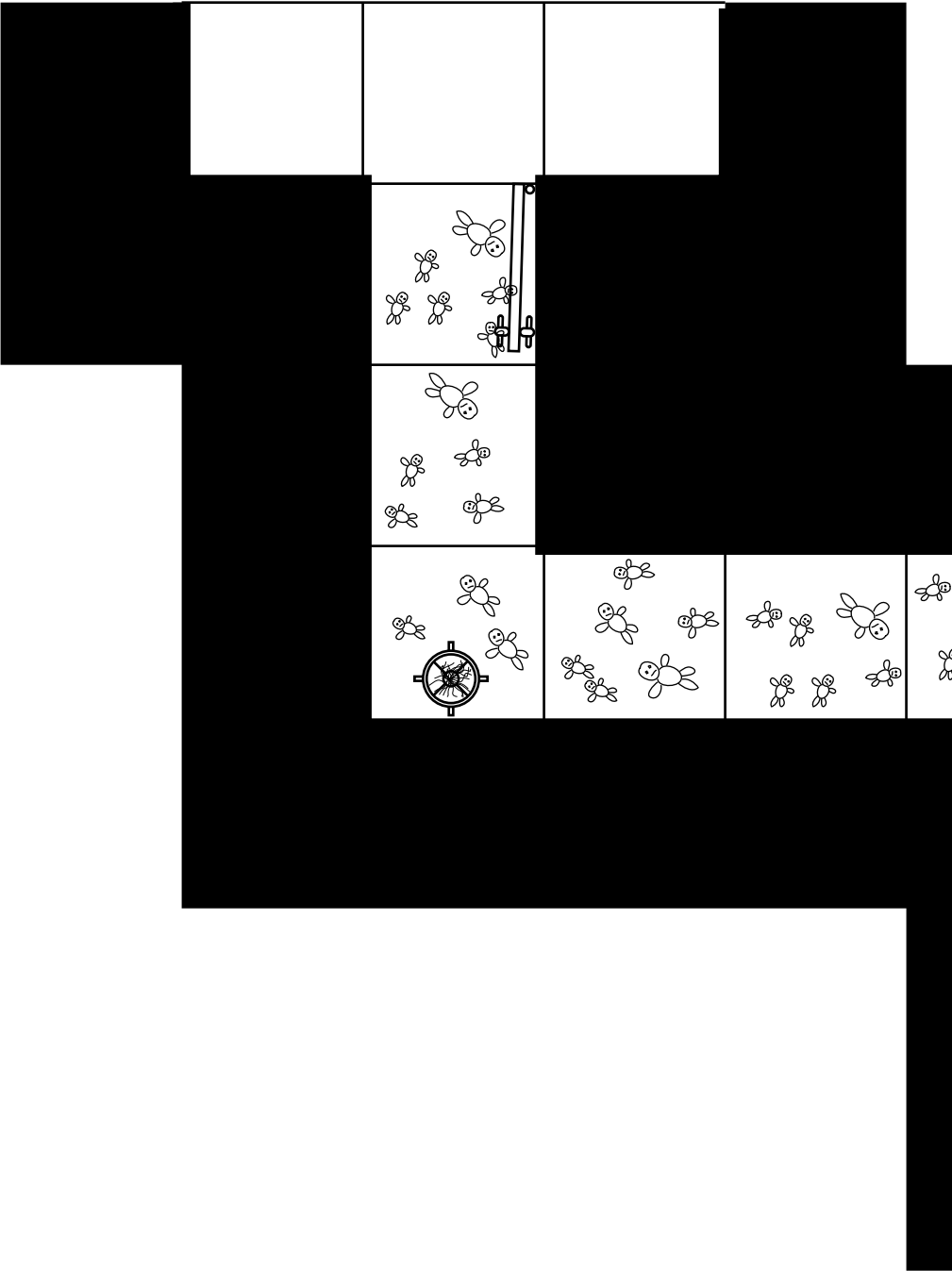
one square = 5 ft.

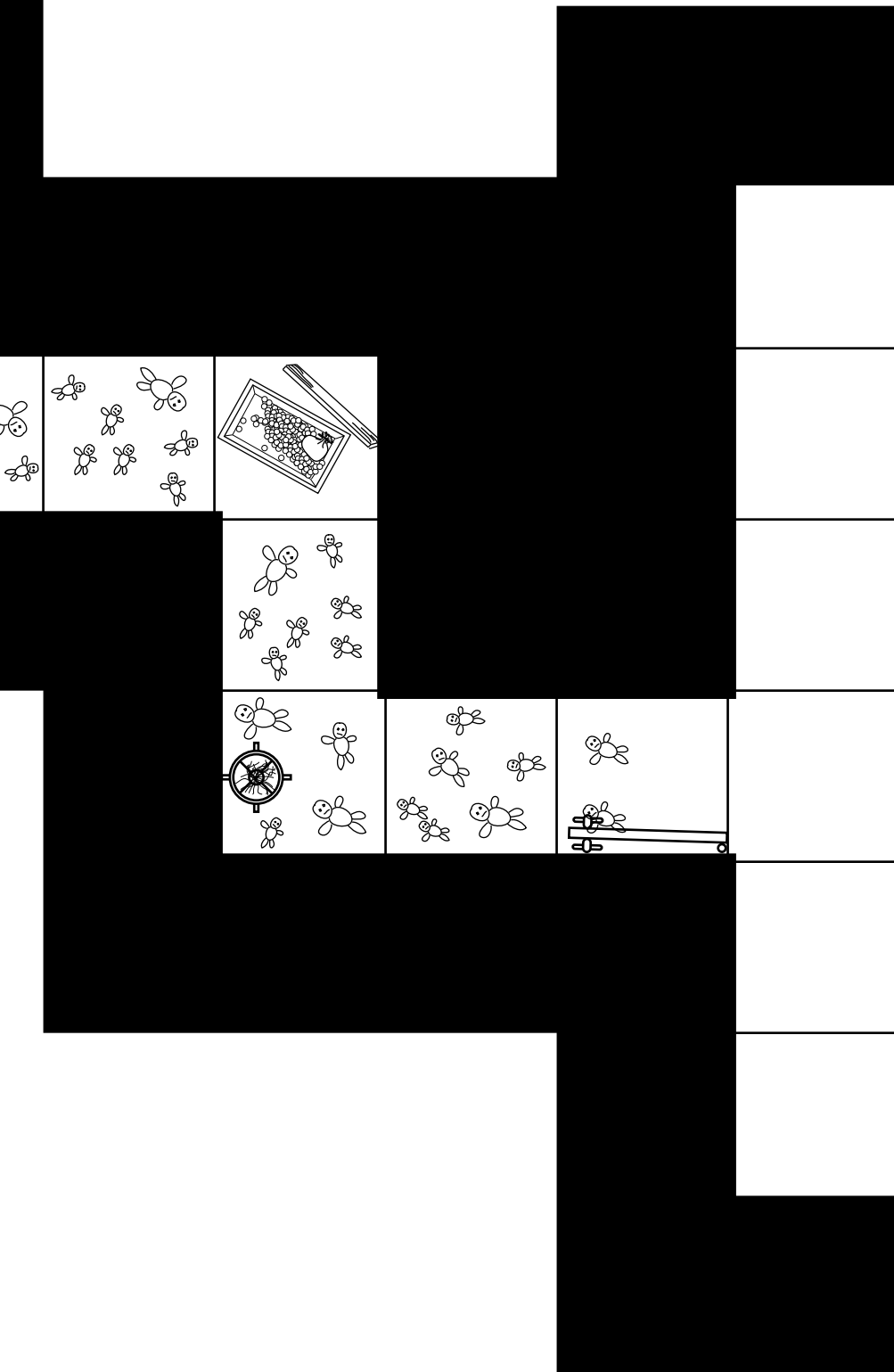


Shrine of the Sisterhood (battlemap 1 of 2)









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