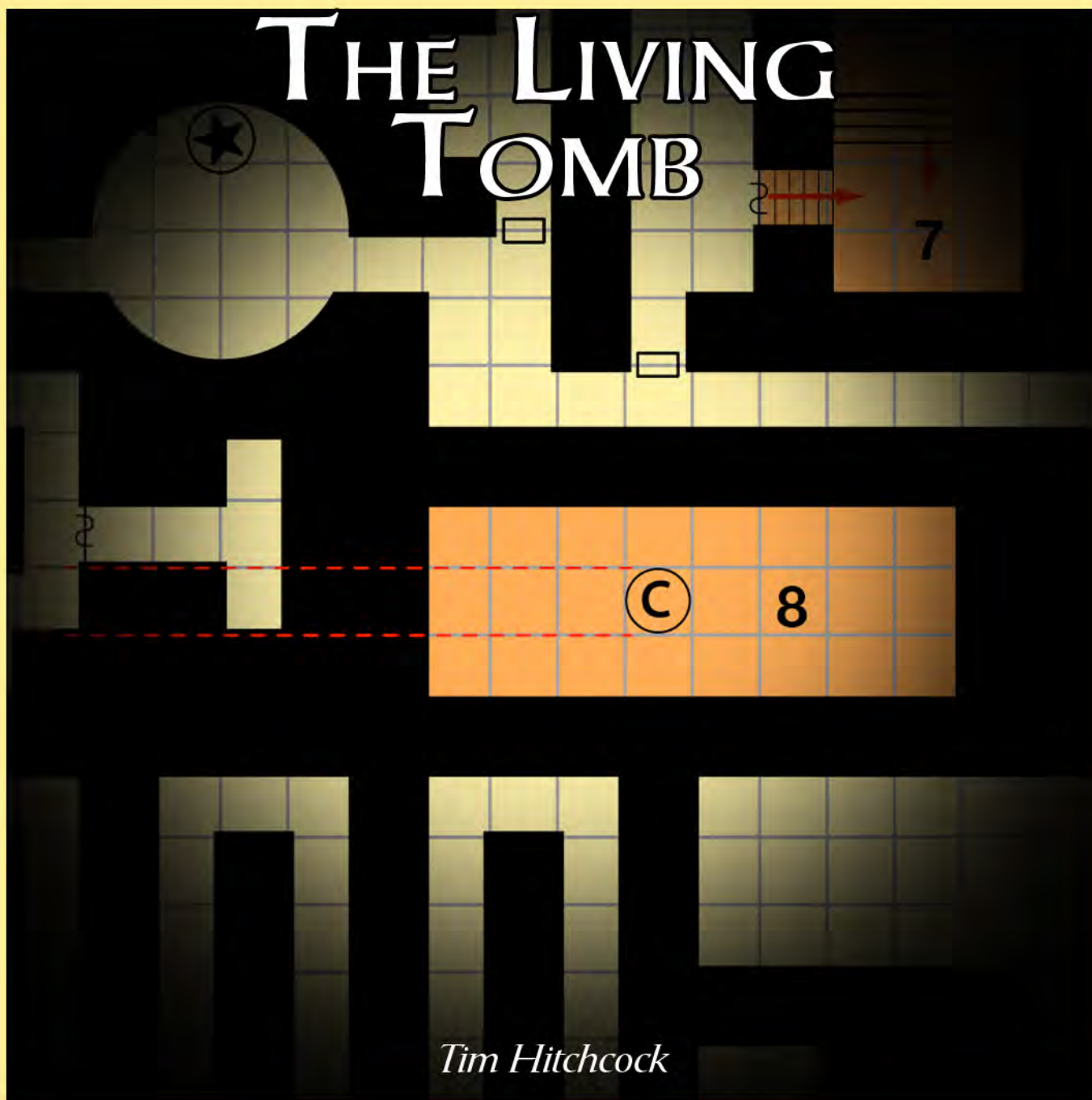


THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

THE LIVING TOMB



Tim Hitchcock



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The Living Tomb

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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 LIVING TOMB
 (LEVEL 1/ ROOM 8)

**Background
 and Lead-ins**

[high]

The only way to enter the Living Tomb is through the trap door in Area 12. The trapdoor opens into the floor in center of the room. Unfortunately, the floor is entirely flooded with a half-foot of alchemically preserved, slightly congealed blood. As soon as the door is opened, the blood rushes out of the portal and down into the chimney, soaking anyone below it. Characters clinging to the rotten rope ladder need to make Reflex checks to maintain their grips during the initial deluge. Falling characters take damage as appropriate to height.

The blood is magically cursed, anyone coming in contact with it must make a Will save (DC 18) or be affected by a *bestow curse* spell, CL 8.

Room Environment

Lighting: low-light cast from an arcane powered gaslight chandelier.

Scent: Stale, rotten blood.

Sounds: Creaking chain of the chandelier and the slight patter of blood drops falling from above and splashing onto the floor.

Walls and Ceiling: The walls are sculpted-stone though they are not visible, as the entire room has been paneled with mirrors set into a spidery framework of black lacquered bone.

Floor: The floor is made from slate flagstone, covered with a thin coating of congealed blood.

**Room Description
 for the Players**

The trap door opens, dim light flickers and unearthly shadows bounce and reflect from every angle and you're immediately assaulted by the foul stench of ancient rotting blood. A faint creaking sound comes from the ceiling above. As your eyes quickly adjust, you realize that the walls and ceiling of the room are covered in large mirrored panels set into a spidery framework of black lacquered bone.

The ceiling arches up in the center into a high dome, no less than twenty feet above the floor. Horrifically suspended in the middle is a large, ten-foot-radius, bone chandelier, with a most grisly center piece- a humanoid corpse entwined in cobwebs, hanging by its back from flesh hooks with its throat slit open laterally.

"Welcome...." it says calmly in a dry, toneless, non-sibilant voice, "I am Qomaaq, welcome to my living tomb"

**Room Description
 for the Referee**

The Living Tomb is narrow but long (15 feet by 40 feet) with the ceiling curving slowly upward crowning 20 feet above the floor. The trap door is in the center of the room directly beneath the chandelier. The chandelier itself hangs from a 5-foot long length of chain, 15 feet off the floor, with Qomaaq hanging from his flesh hooks a few feet below it at a slight angle.

The room is a masterpiece of macabre alchemy. The black lacquered bone frames are intricately engraved with infernal writing entwined throughout small carvings of hideous, human-headed worms, their faces twisted into expressions of pain, anguish, and despair. Creeping up the bones, like ancient vines, are twisted cables of the alchemically preserved

arteries of some antediluvian beast. The semi-translucent arteries pulse slowly, pumping tiny draughts of concealing blood up the walls to where the coil down the chain suspending the chandelier, and into an iron basin, feeding it slowly and flowing to each of its ten iron, gas-fueled lamps. At each lamp, the blood trickles to the tip of its hanging spire, then drops slowly to the floor, echoing just softly enough to be maddening against the cold slate floor.

Qomaaq is a hideous tortured wretch. His mummy wrappings are not made from cloth, but instead are woven and re woven from the webs of a small swarm of tiny spiders which continually crawl upon his body. The thousands of yards of webbed wrappings encase most of his body, stopping just below his pectoral muscles, leaving his chest, shoulders and hideously mutated neck exposed. Both his nipples are pierced. The webs cover his arms from the biceps down and cover his head from the tip of his upper lip upwards, concealing his eyes, ears, and pate. His mouth is crudely stitched shut, though his throat is sliced open laterally from the tip of his chin to his collarbone, and the desiccated flesh is pulled back exposing his larynx. The pulled skin is pinned into the sides of his neck with four large steel needles that bisect the entire throat. Hanging on a chin just below the needles is a strange golden amulet with its fist-size locket inset with a living, twitching eye.



Combat Tactics

[high]

Though Qomaq initially desires to manipulate the intruders, he eventually becomes a fearsome combatant. His tactics vary, depending on whether he has had time to prepare an ambush against his foes. Note: Qomaq has no control over his *despair* ability and anyone entering within its radius must save against it, regardless as to whether or not he is involved in combat.

If Qomaq is immediately attacked, chooses to attack as the party exits, or has successfully distracted anyone gullible enough to remain alone with him, he initiates his attack by tearing himself free from the flesh hooks and launching himself upon the nearest target. He makes slam attacks, attempting to afflict as many individuals as he possibly can with his mummy rot.

If weakened below three quarters of his hit points, he attempts to flee down the chimney, and braves an escape through the fungal corridor, especially if he has yet to recover the *Mithril Spike*.

If given time to ambush opponents, he waits atop the chandelier and then uses his tremendous strength to snap the chain, causing it to fall onto anyone directly beneath it (see Traps, Mechanical Devices, Doors and Objects Statblocks below). Once the chandelier falls, the room goes completely dark and blood starts spraying down from the ceiling in its stead, making the floor more slippery. Qomaq guards the hole, attempting to pull single opponents through where he can beat them to death, while using the chandelier to block further opponents from entering the room.

If weakened below three quarters of his hit points, he attempts to flee down the chimney, and braves an

escape through the fungal corridor, especially if he has yet to recover the *Mithril Spike*.

The mirrors make it difficult to see, whenever a light source is being used with in the room.

They are also distracting, making it tough to judge distances accurately during combat and dangerously difficult to tell the difference between friend and foe. After years of living in the mirrored-chamber, Qomaq has adapted and suffers no such penalty.

The characters suffer –3 penalty to all attacks and damage when the mirrors are lit.

If the chandelier has fallen and the arteries are raining blood, the floor becomes slippery.

Characters taking more than a move equivalent during combat risk slipping in the blood and must make a Reflex save (DC 15) to avoid falling prone. If the character falls prone on the open trap door, he risks falls into the chimney, a Reflex save (DC 18) allows him to catch himself first. If an opponent falls between Qomaq and the trap door, the mummy uses his attack of opportunity to push the opponent down the chimney.

Roleplaying Tactics

Qomaq is cunning and deviant, and despises being trapped in his current situation. His vulnerability to fire makes him fear leaving his tomb, and he has schemed and anticipated the coming of visitors for eons. As trapped as believes he is however, his flesh hooks aren't what imprison him and he can rip free from them at any time, suffering only 1d4 hp of damage. As soon as anyone enters the room Qomaq immediately, attempts to befriend them by telling them the following story:

"Long ago, I was a mighty warrior, a holy crusader for a god whose name has been burned from my memory by the unholy fires of hell. I have been tortured in ways you cannot fathom, and it has brought me pain beyond that which is even possible, for so long I cannot recall a time before pain.

I have waited for you for centuries in this living tomb, waited all this time. Please free me. I deserve to die...."

If characters begin to oblige Qomaq too soon, he stops them, otherwise he pleadingly explains his situation.

"Wait! Foolish mortals, were it be that killing me was so simple as to strike my head from my shoulders with force or tear my flesh with spells. This tomb, would reweave my flesh and begin again my torture. You need more, you need to bring me the Mithral Spike! Bring it to me quickly and drive it through my heart!" his voice rises in fury, gargling the words as drops of blood burble forth from his slit throat.

Qomaq explains that the *Mithril Spike* is an ancient artifact of good that is not only capable of slaying any undead creature, but also allows atonement of its soul so it can ascend into the higher planes. He begs them to find the spike, return with it and grant him with his salvation by driving it into his heart.

In truth, Qomaq's sole torture is the knowledge that the *Mithril Spike* is nearby in the dungeon, waiting for someone to claim it and end his existence. Not confident enough to brave the flammable passage below without it, he tries his best to con adventurers into retrieving it for him.

To anyone agreeing to bring him the Spike, he offers to tell them its

location claims to have a key, which he says will unlock the secret compartment it has been placed in. However, before he reveals his secret he requests that the adventurers leave one of their fellows behind as a gesture of good faith. He pleads desperately, apologizing that the eons of torture have made him paranoid and twisted his thoughts terribly. The thought of someone stealing the artifact that could free him, after all these years he says, is maddening.

If no one is willing to remain behind, Qوماق eventually relents and divulges the location of the *Spike* after a few minutes, especially if he thinks the party is simply going to leave him there.

If someone offers to remain behind, he immediately divulges the location and drops them a key that he says unlocks the secret compartment holding the *Mithril Spike*.

If the party refuses to help him, he continues to feign imprisonment, howling as if in severe agony until the majority of them have exited, then he attacks from behind.

If the party is foolish to leave one or two of their own behind with Qوماق, he waits for several minutes, before trying to convince them to read the runes on the mirror frames, hoping to gain the opportunity to attack them once they are distracted. Then he lays an ambush before the others return.

If the party leaves no man behind, but has still promised to return, he sets up an ambush and waits. If in fact, they do not return after an hour, Qوماق's fear of losing the *Mithril Spike* becomes so great that he braves the Fungal Corridor below and seeks out the lying thieves.

Relevant Skill Checks

Use opposing Bluff and Sense Motive Checks to help determine the role-playing results between characters and Qوماق.

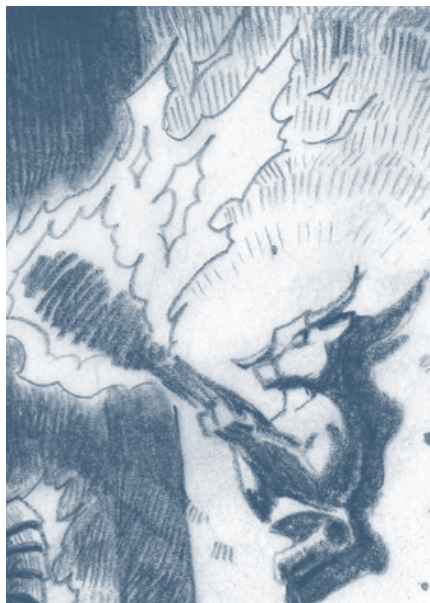
Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

Use the following trap-like stats to determine the results of Qوماق's ambush.

Falling Bones/Iron Chandelier: CR 9 mechanical; manual trigger; repair reset; Atk +20 melee 10d6

Treasures and XP

In addition to those possessions belonging to Qوماق, the runes carved into the bones contain information that allow a spellcaster to enhance the power of his *inflict spells*. Anyone capable of casting *inflict spells* who studies the runes for 1 hour gains a +6 bonus to the damage of any *inflict spells* he casts for the next 24 hours. Using the bones in this fashion is an evil act and potentially violates a cleric's code.



Monsters and Villains Statblocks

[high]

Qوماق CR 14

Male Mummy Monk 4/ Rogue 5

LE Medium Undead (subtype)

Init +6; **Senses** darkvision 60ft; Listen +10, Spot +10

Languages Common

AC 22 touch 12, flat-footed 20; evasion, **hp** 97(17 HD); **DR** 5/–

Immune Undead Traits

Resist Uncanny Dodge

Fort +9 **Ref** +12 **Will** +13

Weakness vulnerability to fire.

Spd 30ft.

Melee Slam +19/+15 (1d8+12 plus mummy rot) or Flurry Slam +13/+13/+8/+8 (1d8 +12 plus mummy rot)

Base Atk +10/+5; **Grp** +21

Atk Options: 2/day Stunning Fist (DC 16), sneak attack (+3d6)

Combat Gear: +2 *amulet of mighty fists*, *gauntlets of rust*, two potions of *inflict moderate wounds*

Special Atk Despair, Ki Strike (magic)

Abilities Str 24, Dex 16, Con —, Int 12, Wis 14, Cha 15

SQ trapfinding, trap sense +1

Feats Alertness, Dodge, Great Fortitude, Toughness, Improved Initiative, Improved Grapple, Stunning Fist

Skills Balance +10, Bluff +12, Climb +12, Diplomacy +10, Escape Artist +6, Hide +12, Listen +10, Move Silently +12, Sense Motive +10, Spot +10, Tumble +10

Possessions: +2 *amulet of mighty fists*, *gauntlets of rust*, two potions of *inflict serious wounds*, golden amulet (5,000gp)

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that

creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of Qomac's mummy rot shrivels away into cobwebs and dust that blow away into nothing at the first wind.

New Objects/ Spells and Magical Items

Mithril Spike

A *mithril spike* is about 16-inches long and engraved with minute runes of prayers and lullabys written in celestial. A *mithril spike* is designed to permanently slay any undead creature whose heart it can pierce. The creature must be willing, or subdued such that the spike's wielder is able to make a coup de gras attack. If the coup de gras is successful, the undead creature is utterly destroyed and its soul receives atonement. Once used, its magic is expended and the spike becomes an ordinary object.

Moderate necromancy; CL11th; Craft Wondrous Item, *undead to death*; Price 2,650 gp; Weight 1lb.

Designer's Notes

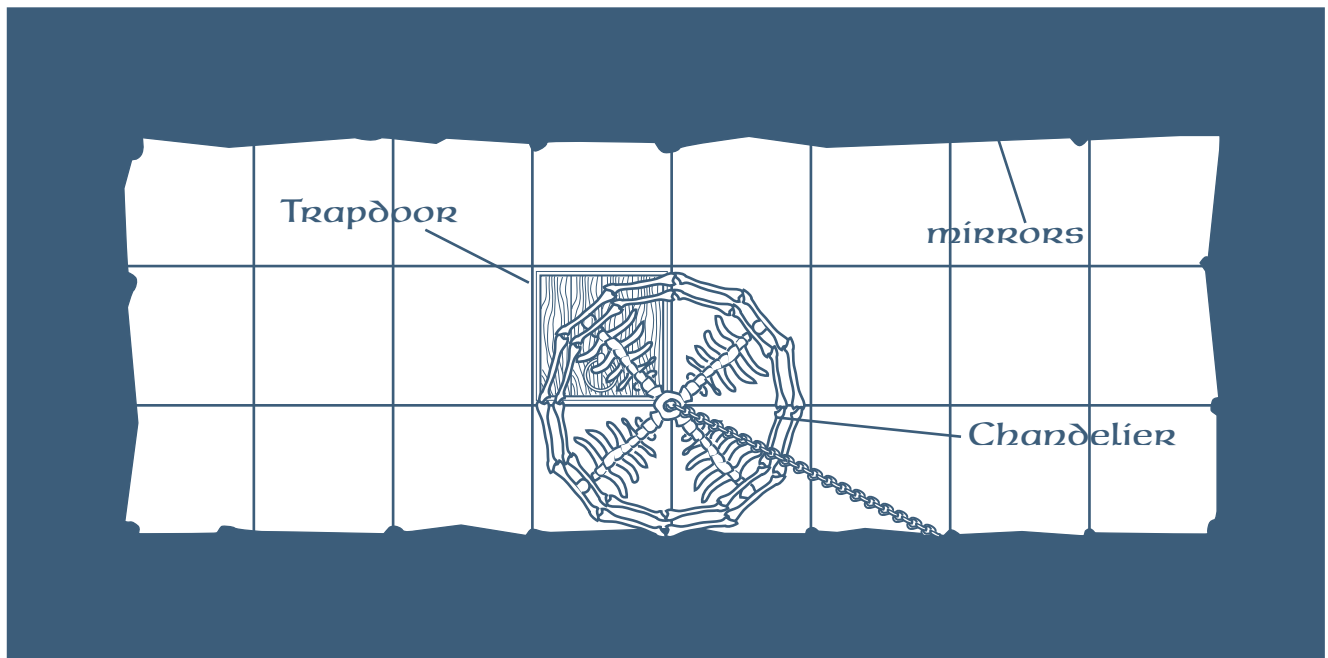
Qomac's most unique advantage is his non-standard and gruesome appearance. Though there are hints in his description of him being a mummy, players are certain to be misled in his identification. DMs should be encouraged to play upon the unfamiliarity, and use it to Qomac's benefit.

Qomac's atypical response to interlopers also makes this encounter tricky. The more of Qomac's story players believe, the more dangerous this encounter becomes. He has a wide array of possible tactics, each of which are potentially dangerous. If he is able to successfully separate party members, make surprise attacks, or ambush the players, he increases his own odds considerably. He is a scheming and devious opponent and should be played as such.

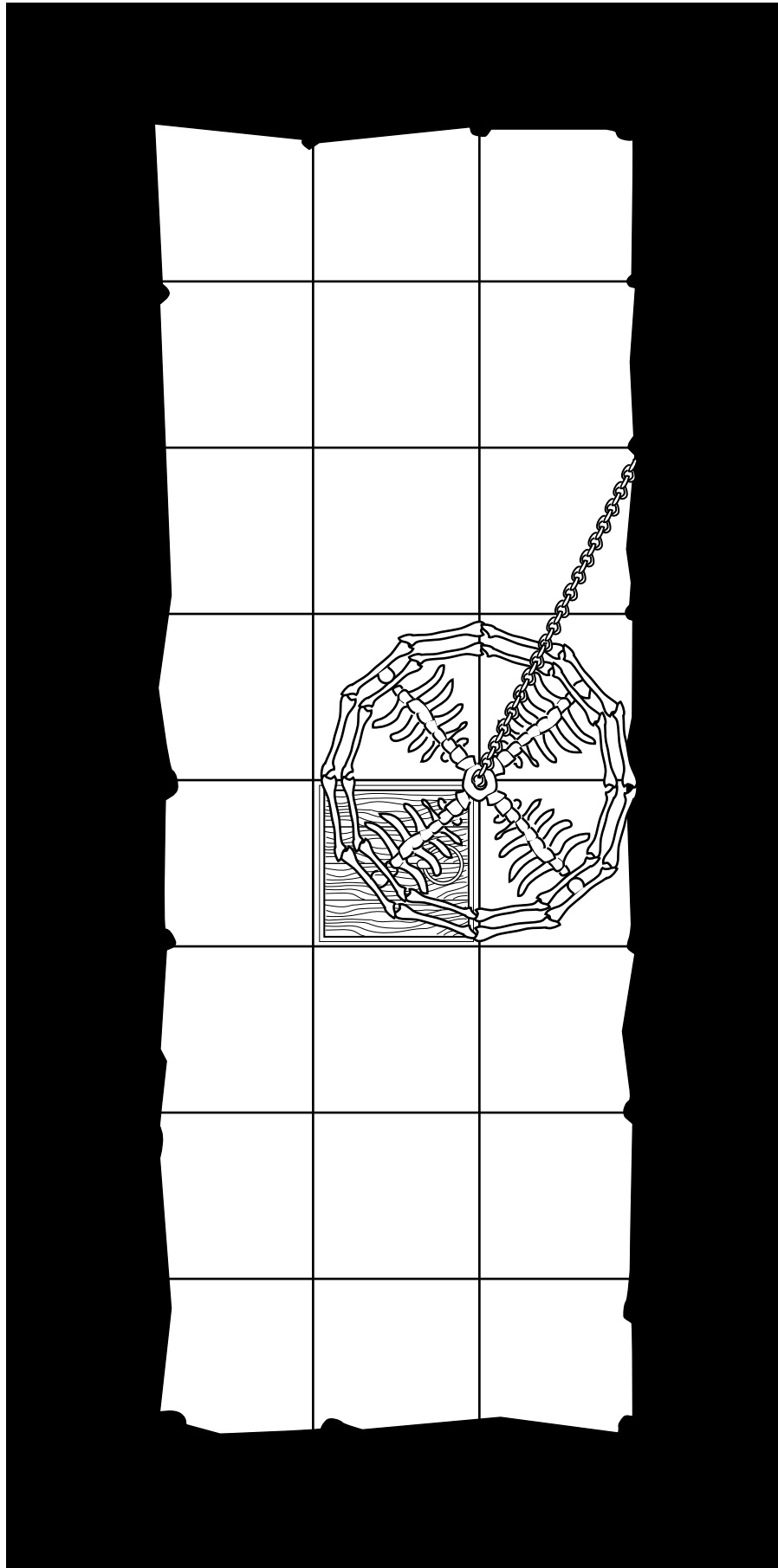
Author's Bio

This is Tim's second piece for Dune Games, and though he believes this encounter to be somewhat macabre, it is probably less disturbing than the Siamese fetal ducklings he keeps in a jar on his desk at work.

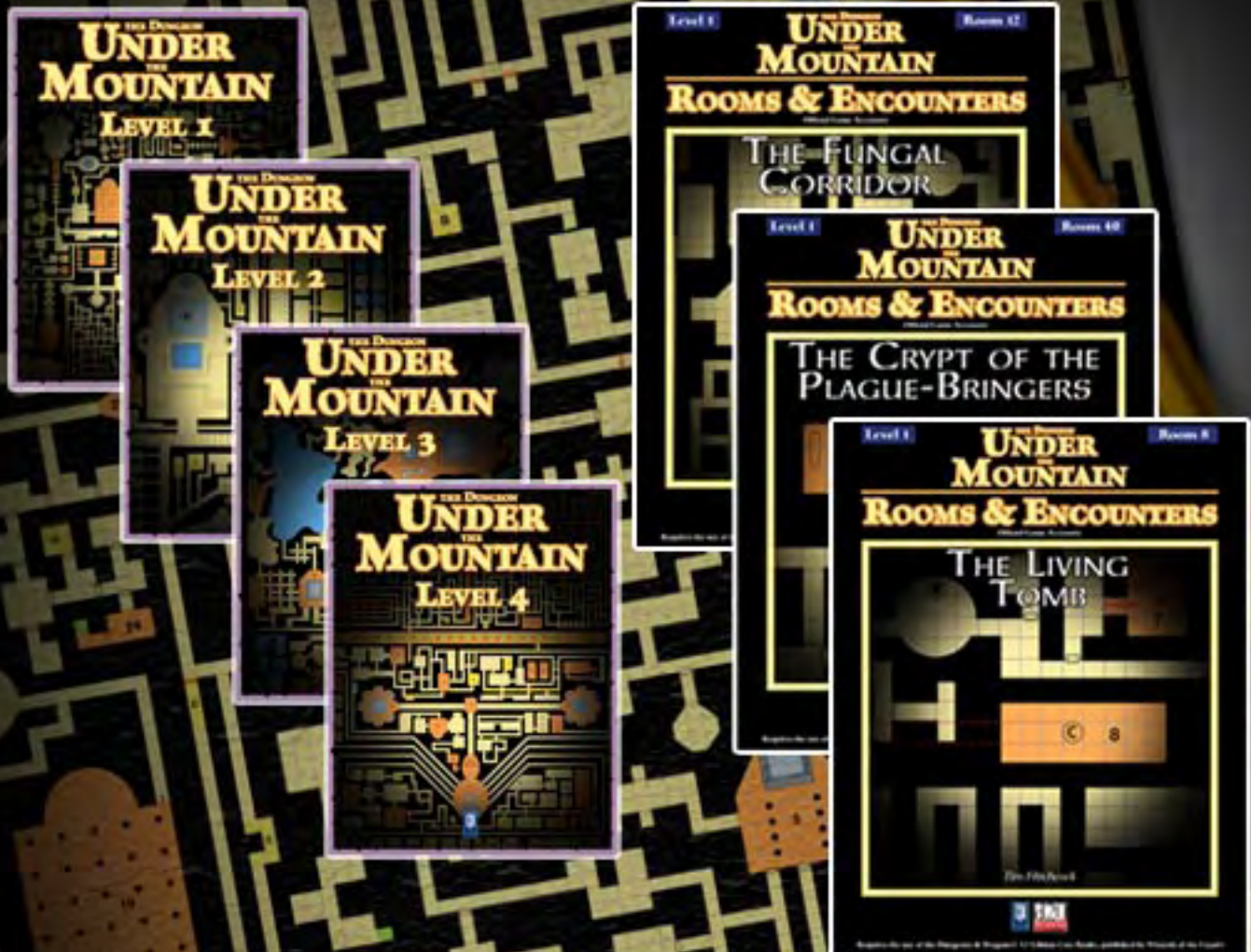
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one square = 5 ft.



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