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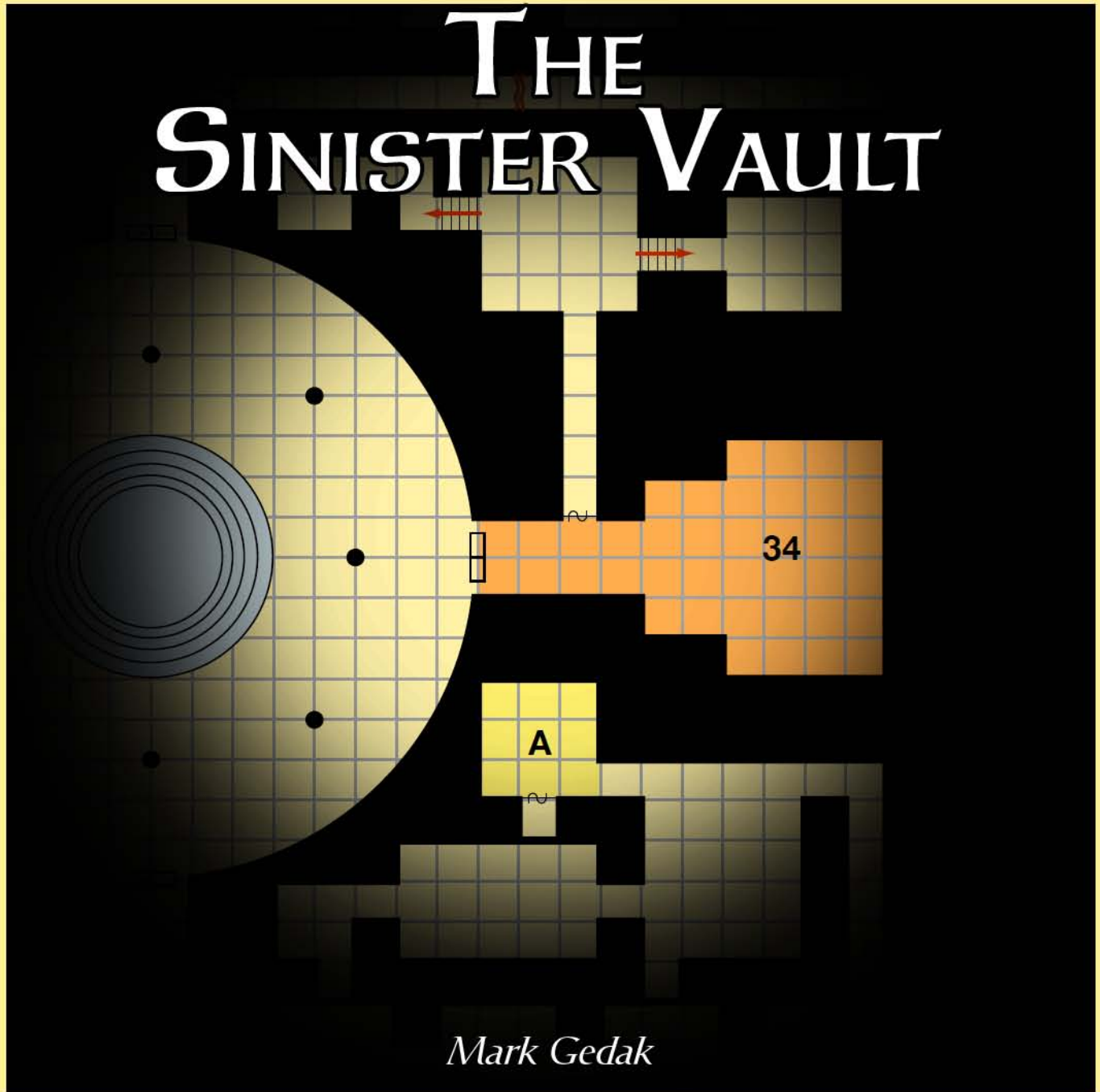
Room 34

THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

THE SINISTER VAULT



Mark Gedak



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The Sinister Vault

Written by Mark Gedak
Graphic Design by O'Bully
Cartography by Mario Barbati
Artwork by O'Bully, Paul Daly,
Studio Mattigatti.
Software Authoring by Anna Fava

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Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

Welcome

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 SINISTER VAULT (LEVEL 1/ ROOM 34)

Background and Lead-ins

The sinister vault was once used as a storehouse of treasures for the Red Griffons adventuring party that tried to conquer the Dungeon Under the Mountain. They installed the weighted locking doors and were able to keep much of their treasure safe until they were ambushed one day by a dusk naga by the name of S'lithissana. Having slain the Griffons, S'lithissana has taken the vault as her new lair. She uses her shadow slide ability to move in and out of the vault without opening the weighted vault door. The vault is filled with treasures, attracting unwary and greedy adventurers and heavy shadows from which S'lithissana can strike.

Room Environment

Lightning: On six iron hooks evenly spaced around the main vault hang the skulls of the Red Griffin adventuring company. Through the use of a *wand of continual light*, S'lithissana has transformed these skulls into a series of ghoulish lanterns.

Smell: The room is free of any distinctive odours.

Sound: Upon the characters first opening the vault door, S'lithissana uses *ghost sound* to create the sounds of a handful of creatures mumbling in Undercommon from deeper in the vault (see relevant skill checks section for Listen results). She has successfully used this ploy to lure prey into her lair in the past.

Terrain: The vault is carved from a naturally occurring limestone plug. The tunnel into the main vault is clear of any obstacles. The floor of the main vault is littered with treasure; it is arranged haphazardly to make the terrain slippery and unstable. Each round the heroes take a move action in the main chamber they need to make a Balance check (see relevant skill checks section).

Vault Doors: The steel double doors that block entry into the vault have a complex series of mechanical locks to shield the vault's contents from intruders. The added weights ensure that three rounds after the doors have been opened they will gently and quietly close and relock. The doors cannot be opened from within the vault by mundane means (see relevant skill checks section for Open Locks and Disable Device results). The doors are over six inches thick with a hardness of 10 and 180 hit points.

Room Description for the Players

Vault Doors

Two massive, mechanical steel doors bar your path onward. Four brass locking tumblers are found on the doors. Beneath these tumblers are two three-point handles. Strong shadows fall across the surface of the door.

Entrance

The great doors open smoothly outward to reveal a ten foot wide limestone tunnel leading deep into an expansive vault with a ceiling stretching over 25 ft. above the floor. Obscene glowing skulls light the vault chamber ahead of you from steel hooks mounted on the walls. They stare covetously down at the treasure and objects d'art strewn across the floor and around the four limestone pillars. There was a soft rumbling of voices and clinking of coins from the vault when the door was first

breached, but the room is now strangely silent.

Room Description for the Referee

The door to the sinister vault has four locking dials originally installed to keep the vault's contents safe from greedy treasure hunters. The dials must be unlocked one at a time from right to left, in order to successfully open the vault. If any lock in the chain is unsuccessfully bypassed then all four locks will reset. Because of the delicate nature of these locks, a character may not "take 10" or "take 20" when attempting to unlock one of the dials. Once the door has been opened it will close and relock within three rounds due to S'lithissana modifying the door to trap treasure seekers inside (see relevant skill checks section for Open Locks, Search and Disable Device results).

The tunnel and vault have been carved into a naturally occurring limestone plug. Along the northern side of this tunnel is a secret door that leads to other chambers built by the creator of the vault (see relevant skill checks section for Search results). S'lithissana is either unaware of this secret door or its mysteries never intrigued her enough to investigate, thus that area is untouched by her evil. The tunnel ends in a high arc that opens into the larger vault.

The main vault has four ornate limestone pillars that rise to the vaulted 25 foot ceiling. The *everburning skulls* that are equally spaced around the chamber create many pools of shadow for S'lithissana to emerge from to attack. Amongst the pillars are piles of coins and treasure arranged haphazardly to make the whole area difficult to traverse. A man-size urn adorned with draconic imagery has

been placed in such a way so as to fill its interior with darkness from which S'lithissana can strike.

Combat Tactics

[high] EL 19

S'lithissana should be well prepared for any incursion into her lair. She has cast *alarm* on the vault doors; this provides her with a mental alarm whenever someone is attempting to enter the sinister vault. She moves to the wall of vault attached to the entrance tunnel and casts *protection from arrows*. When the vault first opens, she casts *ghost sound* to lure her victims into the central chamber. If any character moves to investigate the urn, they will find she has enchanted it with *explosive* runes. When exposed to the characters for the first time, she will use *project image* and then *mislead* confuse the party. Once she establishes who possess the greatest threat to her, she will use maze rid herself of them until she has been able to destroy the rest of the party with *wail of the banshee* or by striking then from the confines of their own shadows with her bite. If she is badly injured she will cast *cloudkill* in the confining vault and leave with shadow stride to heal.



Relevant Skill Checks

[high]

Open Locks DC 32 (four locks) to unlock the combination dials on the vault doors from right to left.

Search/Disable Device DC 35 to find and disable the modifications that S'lithissana has made to the vault door which forces it to close.

Listen DC 15 to distinguish that voices are speaking in Undercommon near the rear pillars in the room.

Search DC 32 to notice the secret door located in the tunnel leading to the vault's main room.

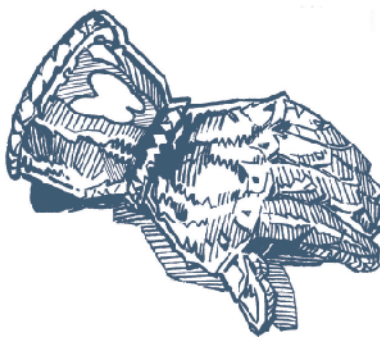
Balance DC 18 to not lose their footing during that round and suffer a -2 circumstance penalty to all skill checks, reflex saves and attack rolls.

Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Weighted Vault Doors: CR 5; mechanical; timed (3 rounds); automatic reset; Reflex DC 25 prevents; Search DC 35; Disable Device DC 35; Market Price: 47,500 gp.

The doors of the vault are weighted to close after the heroes enter. Once closed the vault relock; there is no way to open the vault doors from the inside.



Treasures and XP

[High]

All the rooms treasure lies on the floor of the vault or is being used by S'lithissana. The vault's treasure includes: 3321 cp, 1157 sp, 872 gp, a tiny bell and piece of very fine silver wire, six *everburning skulls* mounted on hooks around the room, a man-sized painted urn (220 gp, dragon motif), a pair of child's ceramic doll (89 gp each, dressed as a priestess and priest), a locked case (Open Locks DC 17) contain a half set of silverware (137 gp) and a 5 lbs. idol carved into the shape of an osyluth (435 gp), a spellbook that have been trapped with *sepia serpent sigil* (otherwise the typical spellbook of a 6th level diviner), a chest that has *fire trap* cast upon it that contains a collections of bones from S'lithissana's favourite victims, plus S'lithissana's possessions.

New Objects/ Spells/ and Magical Items

New Spells

Black Hand

Necromancy [Shadow]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 Standard action

Range: Personal

Target: You

Duration: Until discharged

You gather the powers of darkness into your fist and strike with a paralyzing and shadowy chill. When you summon a *black hand* effect, your hand is encased in black and purple flames. With a successful touch attack, you deal 1d3 points of Strength, Dexterity, and Constitution drain to an enemy; these ability score points are added to your own totals as an enhancement bonus for 1 round per your caster level. If the victim makes a Fortitude save (DC 14), he loses (and you gain) just 1 point of Constitution.

New Feats

Improved Poison Attack [General]

Prerequisites: Poison special attack, Con 17

Benefit: The damage dealt to an ability score by this creature's poison special attack increases by one step as if the poison was a natural attack and the creature's size increased by one category. If a creature's poison affects more than one ability score, then this feat only increases the damage to one ability score. It can be taken multiple times to improve each aspect once.

Shadow Strike [General]

Prerequisites: Ability to move through darkness or shadow as a supernatural or extraordinary ability, ase attack +8

Benefit: A creature that can normally move through shadow now may extend their reach through areas of shadow. Effectively, the creature's reach in shadowy areas or areas of darkness increases by the distance they can move through shadow.

Designer Notes

The naga has been a favourite monster of mine since I began running fantasy campaigns back in the early 1980's. When searching for appropriate naga to use at multiple levels I was disappointed in the choices available in the *system reference document*. It was at that point that I decided to craft my own variant naga that would scale easily through the levels I was interested in. It became closely tied with shadow from the influence of Wolfgang Baur's second open design project called *Castle Shadowcrag*. The treasure found in this encounter is greater than average value per encounter because the area is a treasure vault with treasure from S'lithissana as well as some of her victims. Hopefully, the

additional treasure here will be offset by a lack of treasure at other encounter areas. If you are looking for the full monster tome-type stat write-up for a Dusk Naga, be sure to check out Wolfgang Baur's Kobold Quarterly coming soon.

Author's Bio

Mark Gedak has been a playtester and casual writer since the onset of the d20 system. He has worked with Mon-goose Publishing, Ronin Arts, Reality Deviants, 12 to Midnight and High Moon Media Productions. Recently he has stated up his own yahoogroup for material he is creating and publishing under Purple Duck Games.

Monsters and Villains Statblocks

[High]

S'lithissana, Dusk Naga CR 19

NE female Large Aberration

Init +6; **Senses** Listen +5, Spot +5; See in darkness

Languages Common, Infernal, Under-common

AC 27, touch 14, flat-footed 25
 (-1 size, +2 Dex, +4 armor, +4 shield, +5 natural, +2 deflection, +1 insight)

hp 170 (20 HD)

Fort +8, **Ref** +5, **Will** +11

Speed 40 ft. (8 squares), climb 30 ft.

Melee bite +18 (2d6+6 plus poison)

Space 10 ft.; **Reach** 5 ft. (45 ft. in shadow/darkness)

Base Atk +15; **Grp** +23

Atk Options enfeebling gaze, poison

Spells Known (CL 18th, +18 melee touch, +16 ranged touch)

9th (3/day) – *wail of the banshee*

8th (5/day) – *maze, power word stun*

7th (6/day) – *power word blind, project image, reverse gravity,*

6th (6/day) – *chain lightning, greater dispel magic, mislead*

5th (3/day) – *baleful polymorph, cloudkill, dominate person, mage's*

faithful hound

4th (5/day) – *black hand, black tentacles, fire trap, rainbow pattern*

3rd (6/day) – *displacement, explosive runes, sepia snake sigil, sleet storm*

2nd (6/day) – *cat's grace, hypnotic pattern, mirror image, protection from arrows, summon swarm*

1st (5/day) – *alarm, magic aura, obscuring mist, reduce person, true strike*

0th (6/day) – *dancing lights, detect magic, flare, ghost sound, mage hand, open/close, ray of frost, read magic, resistance*

Abilities Str 18, Dex 14, Con 18, Int 15, Wis 17, Cha 19

SA enfeebling gaze, poison, spells

SQ shadow stride

Feats Alertness, Combat Casting,

Eschew Materials^B, Improved Initiative, Improved Poison Attack, Lightning Reflexes, Rapid Metabolism, Shadow Strike

Skills Climb +12, Concentration +37 (+41 defensively casting), Knowledge (arcana) +25, Knowledge (planes) +25, Listen +5, Spellcraft +27, Spot +5

Possessions combat gear plus +2 *animated large steel shield, bracelets of armor +4 (worn along body), deep red ioun stone, dusty rose ioun stone, ring of protection +2 (worn as earring), third eye of concentrate.*

Enfeebling Gaze (Su): All creatures within 45 ft of the dusk naga who meet his gaze must make a Will save DC 24 or suffer 1d6 points of Str damage for 10 minutes. Creatures can only be affected by this gaze once per day. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude save DC 24, initial and secondary damage is 2d6 Str. The save DC is Constitution-based.

See in Darkness (Su): All dusk naga can see perfectly in darkness of any kind, even that created by the *deeper darkness* spell.

Shadow Stride (Su): As a move action

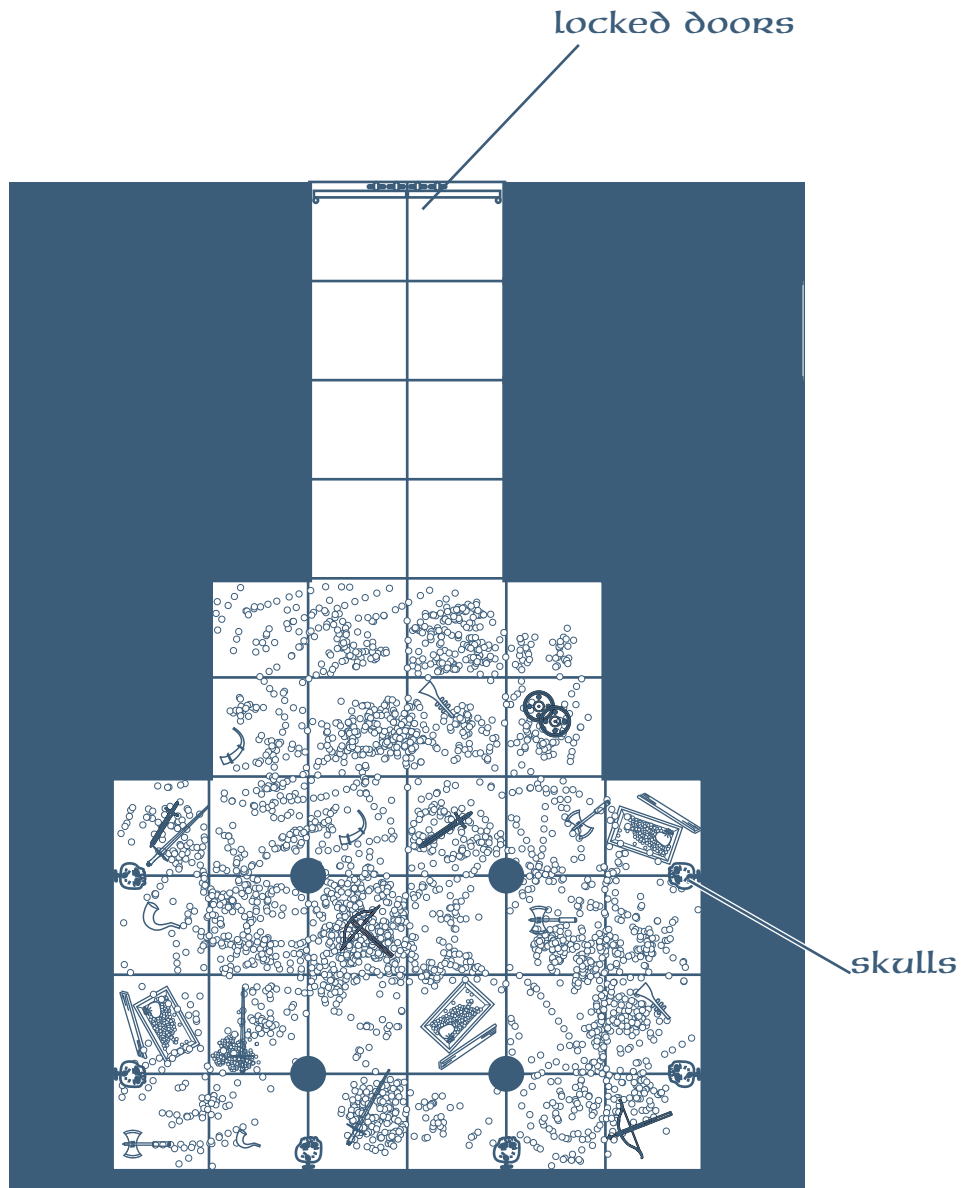
THE SINISTER VAULT

a dusk naga can slip into a shadow it is in contact with and re-emerge from another shadow up to 40 ft. away.

Spells: Dusk naga are able to cast spells as if they were a sorcerer of two levels below their hit dice. They are also able to use spells of the Evil and Darkness clerical domains as arcane spells.

Skills: Dusk naga have a +8 racial bonus to Climb checks and may choose to take 10 on a Climb check even then threatened or rushed.

Personal Notes



one square = 5 ft.

