

THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

BLACK IDOL



Mario Barbati with 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”



BLACK IDOL

THE DUNGEON UNDER THE MOUNTAIN

BLACK IDOL (LEVEL 1/ ROOM 20)

Background and Lead-ins

The party stumbles upon the location of the *black idol*, an evil artifact capable of enslaving weak minds and turning them to evil. Before reaching this room, the party should have found a strange obsidian disk with arcane symbols on it—the *medallion of Aznagor*, a magic item crucial to destroying the idol.

Room Environment

Lighting: None.

Terrain: The rotting carcasses in the room give off a fetid odor. When the room's door opens, living creatures within 30 ft. must succeed on a Fortitude save or be sickened for 1 minute. A creature adjusts to the smell after that time but can be sickened again if it leaves the room and later returns.

Room Description for the Players

The door opens to reveal four goblins dancing around a small obsidian statue. Three of the warriors wear grim expressions but seem to dance at the direction of the fourth, an ecstatic and wide-eyed goblin chanting odd phrases and scraps of prayer. The remains of countless butchered animals and rotting carrion cover the floor, and a foul stench fills the room. The statue has the features of countless humanoid races jammed together to form a revolting creature.

Room Description for the Referee

The room contains little but the statue, the slaughtered animals, and a box of loot stashed in one corner. The goblins have made this chamber their lair, not realizing that the obsidian statue they venerate has enslaved them. A tool of evil, the *black idol* feeds on the goblins' souls and will consume them over the next few days. In the meantime, it both makes them deranged and grants them magical defenses (see below).

When the PCs arrive, the goblin leader addresses them in poor Common, warning them to "Go 'way." The warriors heft their swords, and they make good on their threat unless the party leaves or persuades them to talk. Meanwhile, the *black idol* asserts its influence on the PCs; any character enslaved by it cannot leave, forcing the party to deal with the goblins or the artifact.

The *idol* affects its thralls' minds, but not drastically. If a fight breaks out, enslaved characters still fight on their friends' side. Spending time talking with the goblins, however, might persuade the thralls to join in the dance. Even if the goblins are dead, lingering in the room may inspire a thrall to conduct similarly inane means of worship. The only hope for those enslaved is to destroy the *idol* (see below).

Combat Tactics

[high] (EL 14)

The goblins fight with insane ferocity, as they are mad from slowly losing their soul energy. They defend the statue with their lives and do not venture outside the room unless the party attacks them with ranged weapons.

Roleplaying Tactics

[high]

The goblins begin the encounter unfriendly, but PCs who don't wish to leave (or physically cannot) may try to calm them down before a fight breaks out. Talking to the goblins requires a DC 15 Diplomacy check, but the speaker must rush the check as a full-round action and suffers a -10 penalty. Failure causes the goblins to attack. Success buys the party time, but the goblins must be made friendly before they allow the characters to approach the statue (another DC 15 check, unless the first check resulted in a 25 or higher).

Characters claiming to be followers of the *black idol* or offering a sacrifice of animals or treasure receive a +2 circumstance bonus on their check. Those who get close to the statue can use the *medallion of Aznagor* to destroy it.



BLACK IDOL

Relevant Skill Checks

[high]

Bardic Knowledge DC 25 or Knowledge (arcana) DC 30 to recall the story of Aznagor and the creation of the *black idol*.

Listen DC 15 to hear the goblins dancing from outside the room.

Listen DC 25 to hear a goblin uttering the word “Aznagor” during its frenzy.

Search DC 25 to locate the goblins’ hidden box.

Will save DC 20 to resist the *black idol*.

Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Stone Door: 4 in. thick, Hardness 8, hp 60, Break DC 28.

Treasures and XP

The goblins are tougher than usual because of the *black idol*, so award an additional 25% XP for defeating them. If the PCs resolve this encounter by roleplaying, award them the same XP they would receive for defeating the goblins in combat.

[high]

A small wooden box hidden in the corner contains four pouches, each with 3 violet garnets (worth 600 gp each) and 90 gp.



Monsters and Villains Statblocks

[high]

Goblin Thralls (4) CR 10

Male goblin fighter 10
LE Small humanoid (goblinoid)
Init +7; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Goblin

AC 27, touch 19, flat-footed 24; Dodge, Mobility

hp 74 (10 HD)

SR 20

Fort +9, **Ref** +6, **Will** +4

Spd 30 ft.

Melee +2 *longsword* +15/+9 (1d6+6/19-20)

Ranged +1 *mighty composite longbow* +15/+9 (1d6+5/x3)

Base Atk +10; **Grp** +8

Atk Options Cleave, Power Attack

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 6

Feats Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Quick Draw, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow), Weapon Specialization (longsword)

Skills Hide +6, Jump +11, Intimidate +4, Move Silently +6, Ride +12

Possessions +1 *mithral shirt*, +1 *heavy wooden shield*, +2 *longsword*, +1 *mighty composite longbow* (+2 Str) with 20 arrows

New Objects/ Spells/ and Magical Items

Medallion of Aznagor: Long ago, Aznagor was a half-orc soldier captured by cultists who worshipped the creator of the Dungeon Under the Mountain. Though tortured and beaten, Aznagor refused to die like so many of the cult’s prisoners, and his ferocity and mettle impressed the cultists. They gave him one chance of survival: Join them. Aznagor became

a warrior again, leading the cult’s humanoid bandits on pillaging raids to fill the Dungeon with treasure.

One day, the cult was summoned to the Dungeon, where its creator needed a thousand sacrifices to empower a blasphemous idol with soul energy. The cultists herded their monstrous followers deep into the catacombs. When Aznagor saw his men would be slaughtered (senselessly, in his view), he sought to disrupt the sacrifice by flinging his magic spear at the idol. The spear impacted with a brilliant spark that scorched the runes from the spearhead into the obsidian statue; then, seemingly in retaliation, the struck area exploded outward, sending a disk of obsidian spinning into Aznagor’s skull. Thus, the half-orc became the first sacrifice.

Aznagor’s corpse was thrown into a dark pit, the obsidian disk still embedded in his skull. A scavenger later found the disk and fashioned it into a medallion. Imbued with a fragment of the magic of the *black idol*, the *medallion of Aznagor* grants its wearer a +1 deflection bonus to AC and spell resistance 13. The runes from the spear face outward, an inscription that translates as “Aznagor” to a character using *read magic*.

Moderate abjuration; CL 9th; Craft Wondrous Item, *shield of faith*, *spell resistance*; Price 13,000 gp.

Black Idol: The creator of the Dungeon Under the Mountain carved this statue from a single block of obsidian and imbued it with life energy siphoned from the souls of a thousand sacrifices. It resembles a brawny humanoid with a horrid mishmash of grotesque features. A three-inch disk of obsidian has cracked free of its chest, but otherwise the statue is invulnerable to harm.

BLACK IDOL

The *black idol* was intended to enslave its creator's enemies, turning them from tomb-robbers into dungeon guardians. Now that its purpose is forgotten, the *idol* has little use for its victims—it simply sucks their souls into oblivion over the course of several days.

Living creatures approaching within 30 feet of the *idol* must succeed on a Will save (see above). Good-aligned creatures gain a +4 bonus on this save, while evil-aligned creatures suffer a -4 penalty. Those who fail are enslaved by the *idol* and immediately suffer 1d6 points of Wisdom damage. These thralls make excellent guards, never straying more than 30 feet from the obsidian figure and gaining a deflection bonus to AC equal to half their Hit Dice and spell resistance equal to 10 + Hit Dice. The loss of Wisdom also renders them mildly insane and incoherent, a condition that worsens each day. Every 24 hours, an enslaved creature attempts another Will save; a successful save frees the creature, while failure inflicts Wisdom damage again. A thrall dies when its Wisdom reaches 0.

A *remove curse* spell or a successful *break enchantment* spell allows an enslaved creature to attempt another Will save. A thrall failing this save does not suffer additional Wisdom damage because of it. Forcibly removing a thrall from the radius of the statue's influence, however, deals it immediate Wisdom damage and afflicts it with *insanity* until returned to the *idol's* presence.

Destroying the *black idol* is possible only with the *medallion of Aznagor*. Broken from the statue before it was made invulnerable, the obsidian disk is its one weakness. A character must place the *medallion* in the statue's circular wound and speak

the word "Aznagor." The idol then crumbles, releasing its thralls forever.

Strong enchantment and necromancy [evill]; CL 13th; Weight 75 lb.

Designer's Notes

This encounter requires some forethought, as the party must find the *medallion of Aznagor* ahead of time. The PCs must also remember the *medallion* in their possession; if they have no idea how to destroy the *black idol*, let a PC who succeeds on an Intelligence check (DC 15) make the connection between the statue and obsidian disk.

Author's Bio

Mario Barbati founded Øone Games in 2000 as the first d20 pdf company. He has written a number of adventures and supplements, and collaborates with Dragon Magazine (Italian version). He splits his time between Øone Games and D&D campaigns!

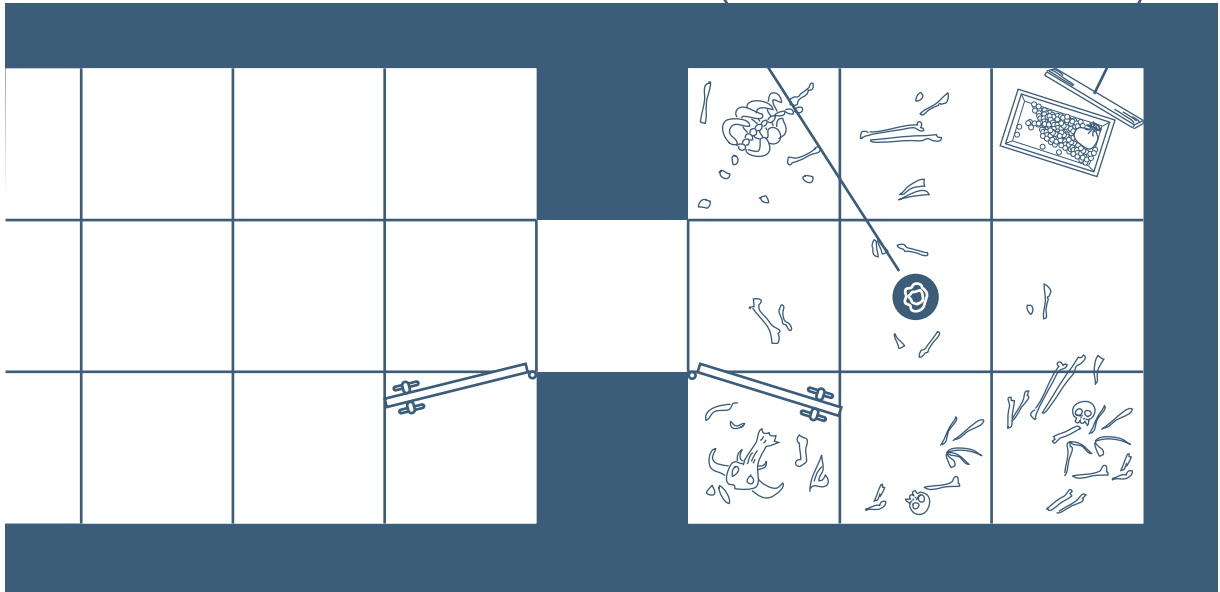
Mike Ring designs and edits d20 products and lately plays a lot of Magic. His web page lists his full credits and contact information: <http://home.comcast.net/~michaelring>.



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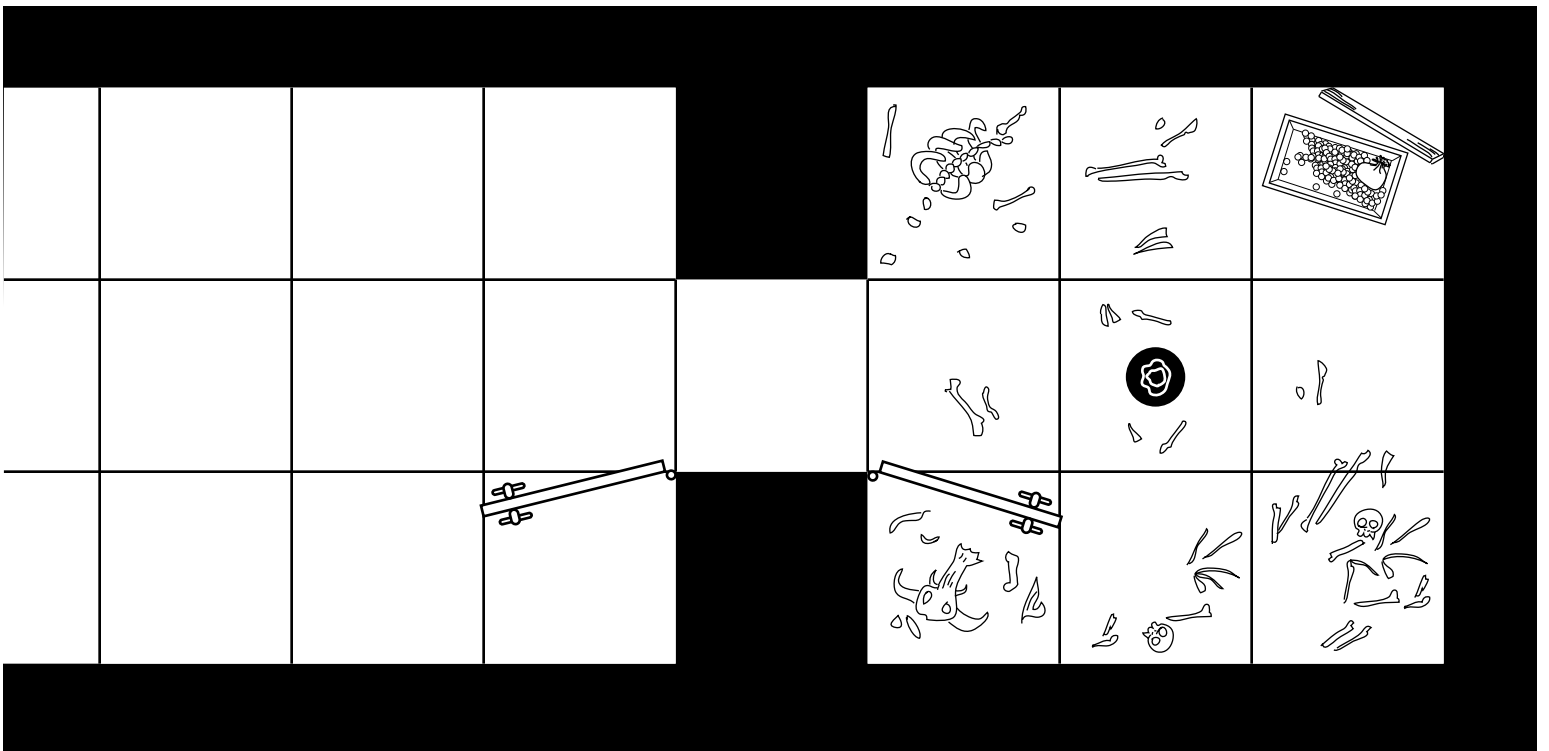
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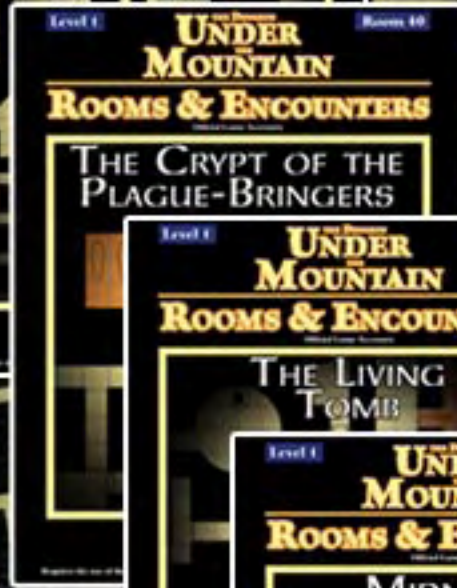
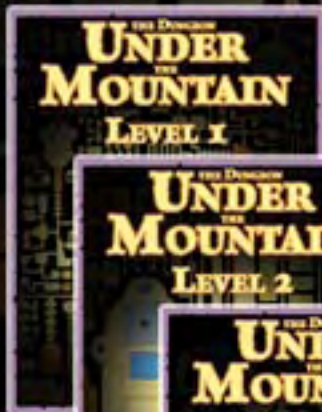


one square = 5 ft.

Black Idol (Battlemap)



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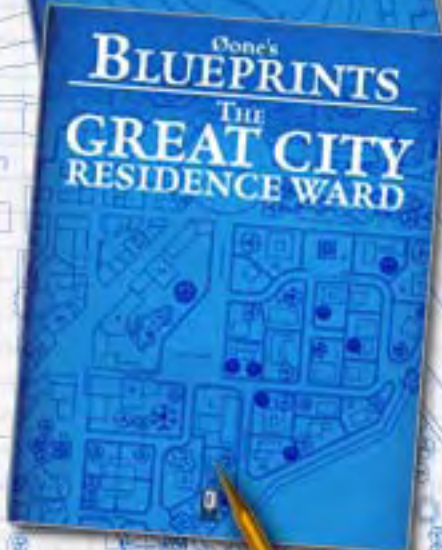
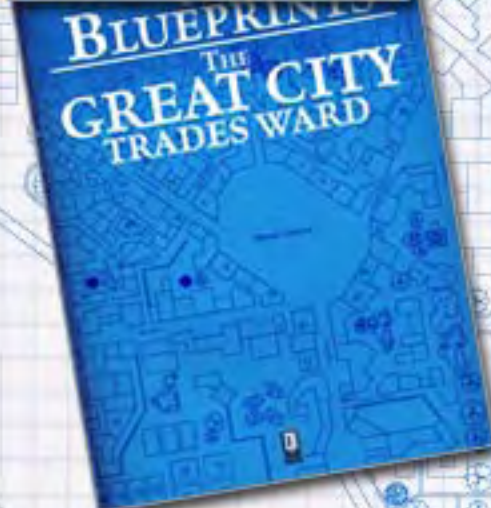
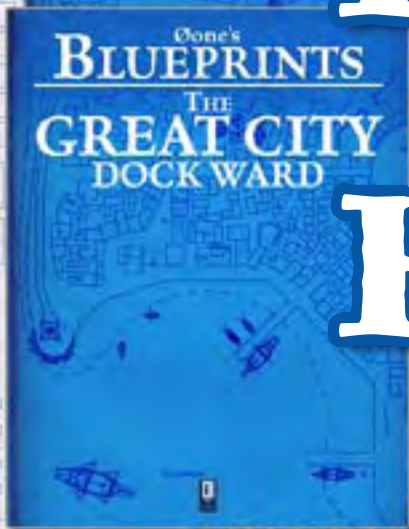
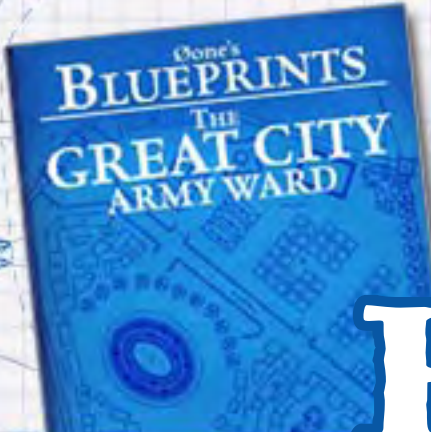
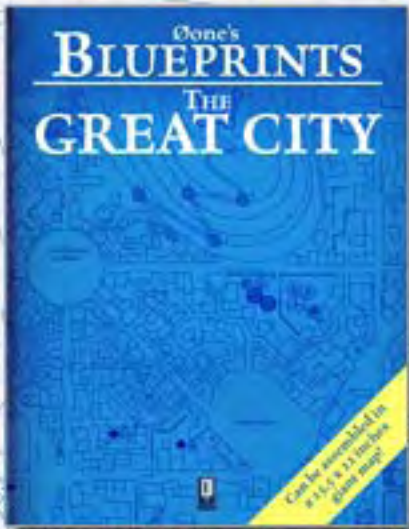


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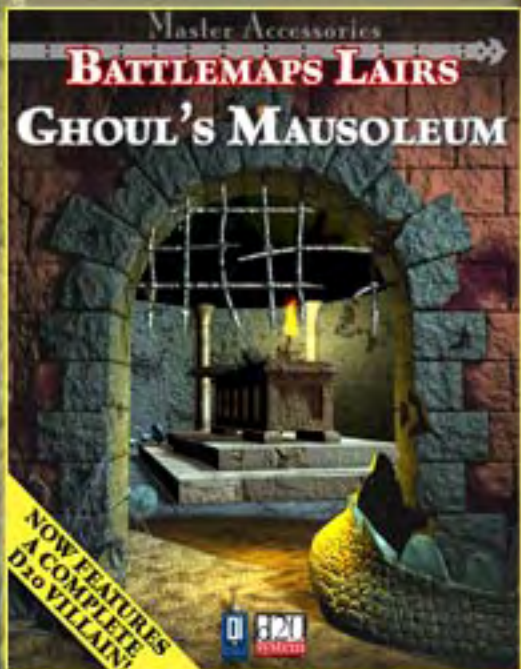
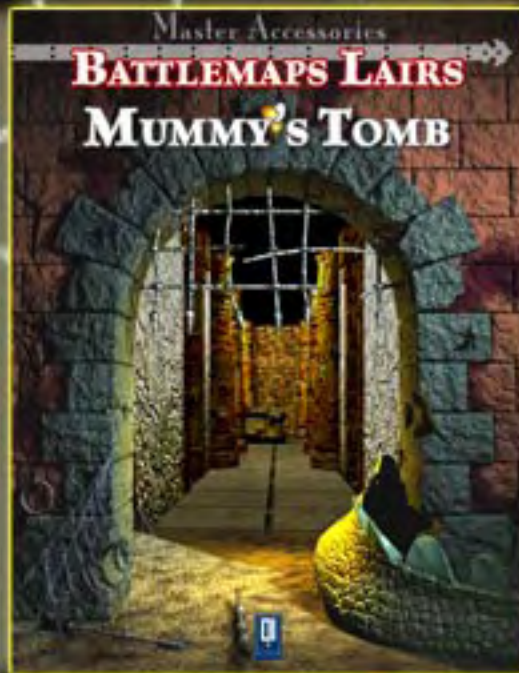
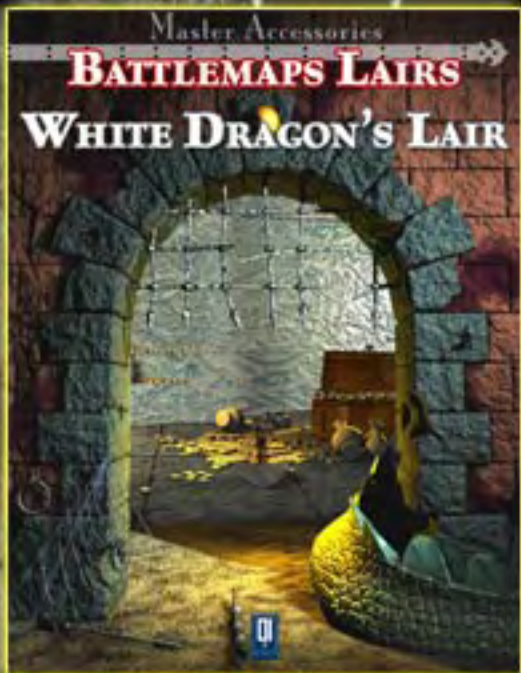
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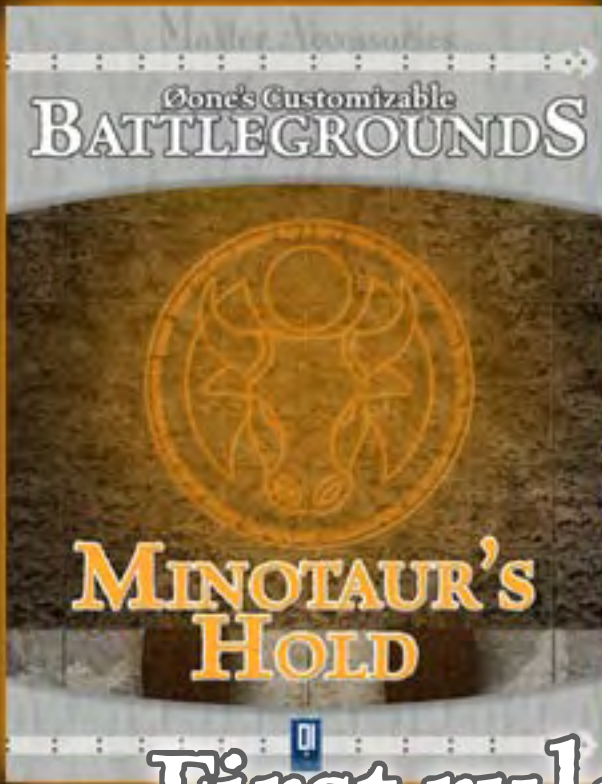
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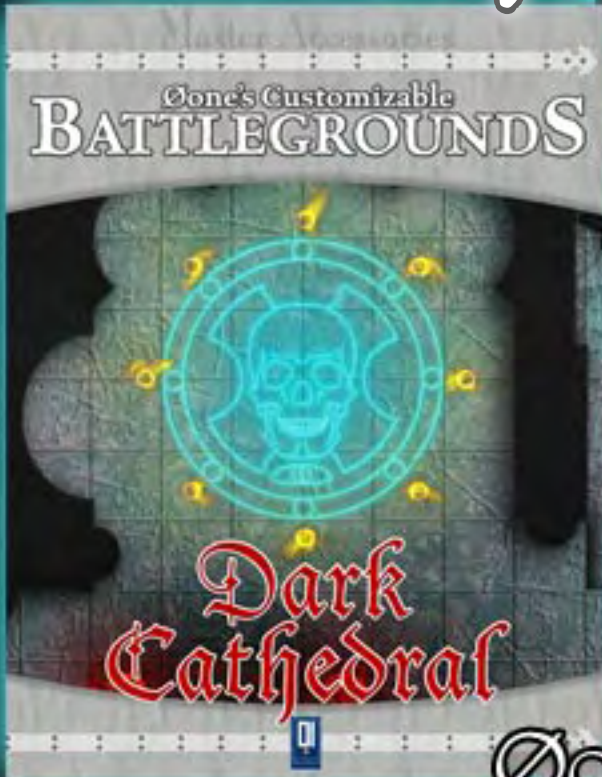
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First rule for a General:
"Choose your battleground"



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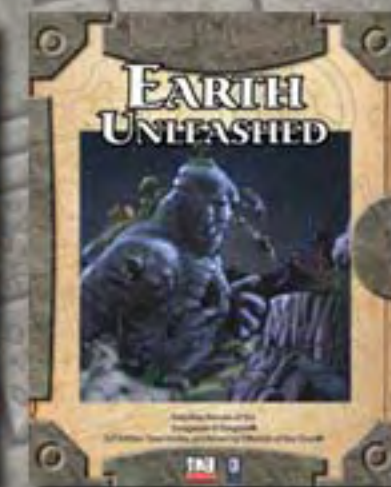
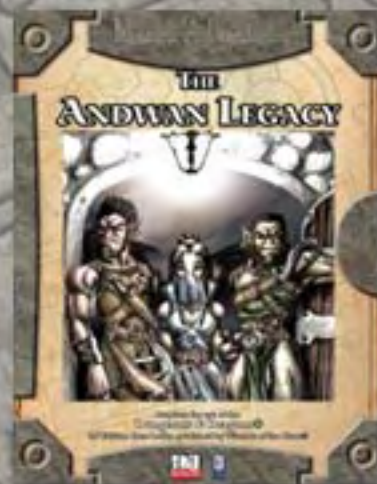
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