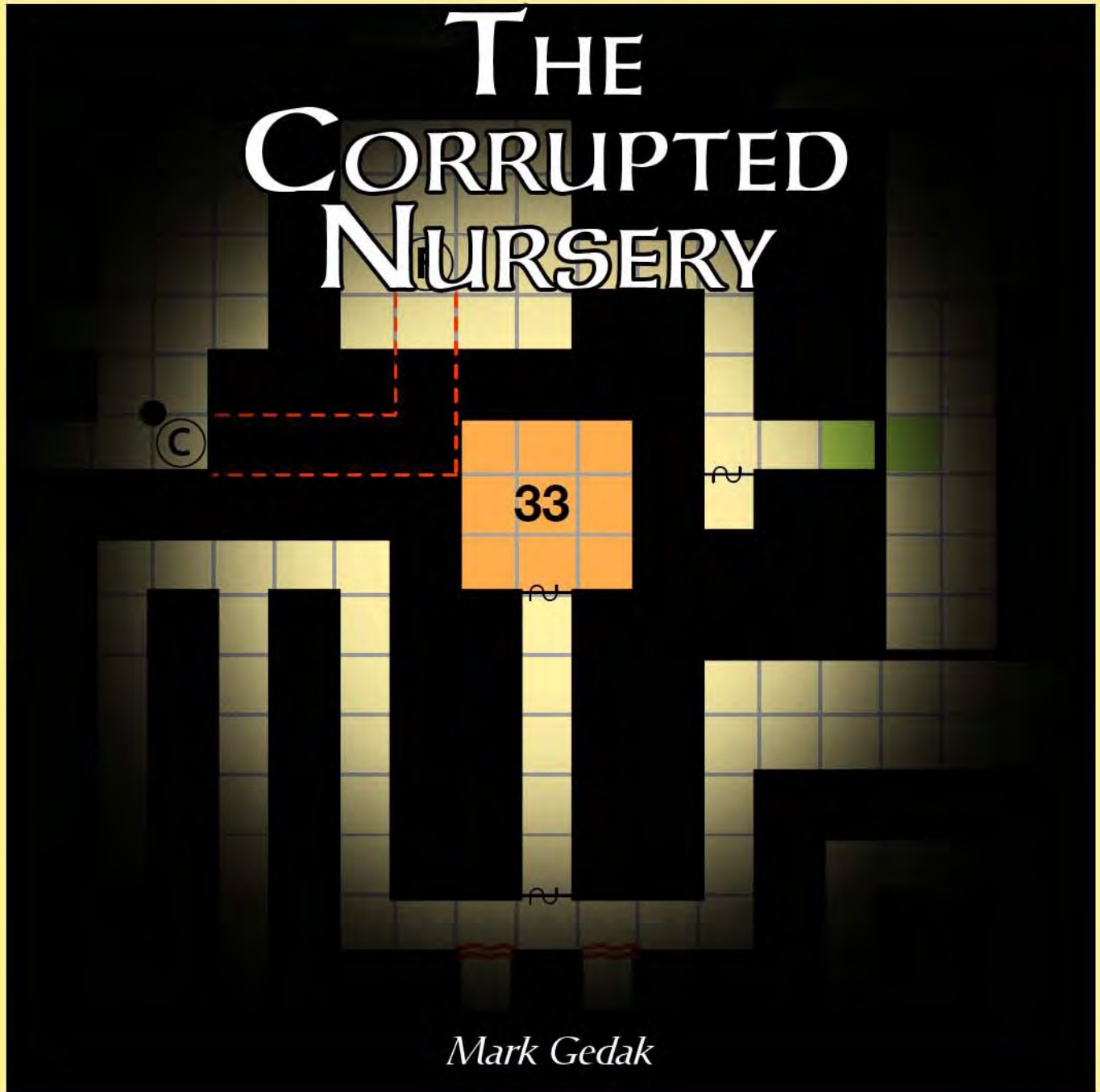


THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

THE CORRUPTED NURSERY



Mark Gedak



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Written by Mark Gedak
Graphic Design by O’Bully
Cartography by Mario Barbati
Artwork by O’Bully, Paul Daly,
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Øone Roleplaying Games

www.Øonegames.com

master@Øonegames.com

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 CORRUPTED NURSERY

THE DUNGEON
**UNDER
 THE
 MOUNTAIN**

THE CORRUPTED NURSERY
 (LEVEL 1/ ROOM 33)

**Background
 and Lead-ins**

The corrupted nursery is the home of the mad, elven enchantress Idril Nolatari and her adopted children. Idril had previously ruled over the Empire of Sazhnis, along with her three sons Mikeal, Varish and Tol-lisn. Her corrupt rule was ended by the Heroes of Tallowhills, who not only forced her to flee her traditional seat of power but also killed her sons. Consumed by equal parts madness and outrage, Idril kidnapped the infant children of her enemies. Now in the Dungeon Under the Mountain, Idril has converted an area of the dungeon to serve as a nursery for her new children.

Players could be on a quest to rescue the children at the request of the Heroes of Tallowhills or could even be the heroes themselves. Alternatively, the heroes could be simply treasure-seekers in the Dungeon who choose to investigate this area after encountering children's toys near the area, drawing on the dungeon walls or even child-like footprints left in spilled paint.

Although the heroes may be here to rescue the children, that task will be significantly more difficult than they first expect. In order to preserve her new children, Idril used a combination of arcane science and forbidden magic to transfer the souls of the children into a number of small wooden dolls. Once the transfer was complete,

their bodies eventually died. Idril has slipped so far into madness she doesn't even recall how she made the transference.

This encounter is not the simple rescue mission that players might think it to be. The children only exist as wooden dolls now and cannot be returned to their original bodies. There is no way, at least in the context of this supplement, to reverse the transference process. Still worse the children truly believe that Idril is their mother, they will do anything to not be taken from her. They are deceitful and will try to manipulate the characters by feigning serious injury or shouting at them in phrases like, "why are you hurting my mommy," or "leave her alone you big meany" or just scream in an abject tantrum. Since the children are constructs, they cannot be knocked unconscious or subdued. If they are reduced to 0 hit points they will be permanently killed, so adventuring groups intent on rescuing the children will have to capture them while they are still in fighting form.

Room Environment

Lighting: An oil lamp hangs in the center of the room, it is illuminated by *continual fire*. Images of animals dance across the walls from the shapes carved into the turning lamp shade.

Smell: The room smells strongly of talcum powder and stale milk.

Sounds: The room is alive with the chatter and laughter of children, the knocking of wooden joints and toys, and the tinkling of a music box playing "The Knight and the Dragon". Idril will also be humming a lullaby when the heroes enter.

Walls: The walls are painted a powder blue to represent the sky in Sazhnis. Savannah grasses cover the bottom perimeter of the walls and

paintings of giraffes, elephants and rhinos cover the walls. A smiling sun is painted in the upper corner of the north-east wall. The wooden door-frame is marked with four vertical lines and names at about two or two and half feet in height.

Toys: This room is to be filled with an assortment of toys. Sample toys would include marbles, tops, jacks, stuffed animals, stacking blocks and dolls.

**Room Description
 for the Players**

Entrance Hall and Door

The secret door opens easily into this twenty foot long corridor. The walls of the hallway are decorated with crude, multi-colour drawings. There are no obvious exits.

The Nursery

The door opens easily to the sound of a music box and the humming of a lullaby. The room appears to be a nursery, there is an elderly elf woman seated in a rocking chair in the north east corner. Two wooden dolls cavort about the room with toys in their hands. Another wooden doll tugs at the old woman's skirt.

She stops her humming, "what is it Leigh?"

"Momma Idril, there are strangers here," the doll explains.

"Oh, that's okay Leigh. I won't let anyone take you away."

**Room Description
 for the Referee**

Entrance Hall and Door

The hallway to the corrupted nursery is five feet wide and twenty-five feet long. The door to the dungeon proper is hidden from the outside and the door into the nursery is hidden as well. The children often get to play in

THE CORRUPTED NURSERY

this hall when they have been well-behaved. When in the hall, the children often draw horrific crayon drawings of murder, torture and demonic worship. There may also be a few toys that the children have failed to pick-up, such as a stacking block or toy top.

The Nursery

The nursery is a small room only fifteen feet by fifteen feet. The walls have been painted to represent the landscape of Sazhnis. Paintings of savannah mammals decorate the walls. There is a chest in the northwest corner where the children's toys are stored. In the southeast corner on a small end table sits a music box that plays a lullaby and serves as a magical trap for all those who enter (see Traps section). Sitting along the left wall are three skeletons, two dressed as little girls and one dressed as a little boy. Idril sits in a rocking chair in the northeast each corner as three living dolls - Charlie, Ray and Leigh - play on the floor.



Combat Tactics

[high] EL 16

As soon as the heroes enter the room they will trigger the music box trap. Idril and her children are immune to its effects and it is likely the heroes will be as well, however the heroes' followers, familiars or animal companions may not be immune to its magic. Idril has descended into insanity; her children have been raised in her morality and are totally corrupt, yet they actively care for her needs. Idril will have cast *heroism* on Charlie, and *rage* on Leigh and Ray. During combat she maintains concentration on the spell to continue to grant them benefits. If desperate she will try to escape with at least one of her children using her *cape of the mountebank*. Charlie will try to grapple poorly armed spellcasters to prevent them from using magic on Idril or use his *gauntlets of rust* to disable a warrior's protection. With Hold the Line and Stand Still, Charlie can hold many foes from approaching Idril. Ray favors mobility and will always try to keep herself between the bad men and her mother. Leigh tries to disable foes as quickly as possible with Power Attacks and Cleaves.

Roleplaying Tactics

The real challenge in this encounter is not mother Idril but the adopted children themselves. In the time that they have been in Idril's custody they have become corrupted from her teachings and care. Regardless of past memories they now consider Idril to be their mother and all others to be their enemy. Idril's grip on sanity has been loosened by the death of her own children and is not above bargaining with the players to avoid harm coming to her adopted children.

Relevant Skill Checks

[high]

Spot DC 12 the drawings in the hallway depict depraved images of torture, murder and demon worship. The artists couldn't be more than four or five years old.

Search DC 28 the end of the hallway appears to be a normal wall, however the floor around the end has dust trails that indicate that the wall has moved in the past. On the right hand wall, a false stone hides a concealed lock.

Open Lock DC 25 the door to the nursery is outfitted with an average locking mechanism.

Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Music box Trap CR 7

Description: A gilded music box sits on an ordinary-looking end table. As you enter the room, the lid of the music box opens to play a sweet lullaby. The lullaby acts as a *enduring slumber* spell centered on the music box. The magic of this trap is disrupted if the music box is removed from the end table.

Search DC 30; Type Magical

Trigger Detection (*alarm*); **Init** +3

Effect Extended *enduring slumber* (Will DC 18, CL 11th)

Duration: 22 minutes

Destruction AC 12; hp 12; hardness 6 (music box)

Disarm Disable Device DC 30 (music box)

Dispel DC 30 (music box)

THE CORRUPTED NURSERY

Treasures and XP

[high]

Within the child's toy chest, rest the total sum of Idril and her children's treasure. It contains an *album of memories*, a golden flask with a ruby stopper (2,120 gp), a mithral bladed battleaxe (3,310 gp), an onyx statue of the Dark Mother (865 gp), a drum with membrane of human skin (212 gp), 962 pp, and 1283 gp. The *album of memories* has 144 memories stored in it like "Charlie's first strangulation", "Leigh's first torture", "Ray learns to maim", "Charlie removes a heart" and "Leigh prays to the Dark Mother".

New Objects/ Spells/ and Magical Items

New Psionic Item

Album of Memories

This tome is used to record memorable events in the life of a person. It has a hundred pages and can store two memories per page.

Description: An *album of memory* is a leather bound tome approximately five inches by five inches. It has cloth strap for fastening the tome shut. The cover has an embedded crystal that cycles through the images held within this tome.

Activation: An *album of memory* can be activated as a swift action by opening it to any page that is empty or has only a single image. The *album of memory* can hold two hundred images.

Effect: When an *album of memory* is opened, one of its pages becomes filled with a ectoplasmic image of what is occurring directly in front of the page.

Aura/Manifester Level: Faint clairastience; ML 3rd

Construction: Craft Universal Item, *sensitivity to psychic impressions*, 5,400 gp, 216 XP, 6 days

New Spell

Enduring Slumber

Enchantment (Compulsion)[Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Range: Close (25 ft. + 5 ft./2 levels)

This spell functions as *sleep*, except it affects 15 HD of creatures.

New Subtype

Promethean Subtype

This subtype is exclusively used with constructs who have gained sentience through scientific means. Constructs with this subtype have intelligence scores, skills and feats. Since they possess a mind, they are subject to mind-affecting effects. They advance by character class and treat fighter as their favoured class.

Designer Notes

The escort/rescue mission is potentially one of the most difficult adventure types. I thought it might be interesting to raise the difficulty somewhat by having the captive's victims of Stockholm Syndrome-like behaviour. I like the added complication of the children's bodies already being deceased as their restoration can serve as the beginning of an even greater adventure.

The adopted children statblock in the low difficulty setting serves as a base template for puppet/doll based promethean. All the other difficulty levels have other versions that are advanced by character class.

Author's Bio

Mark Gedak has been a playtester and casual writer since the onset of the d20 system. He has worked with Mongoose 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. This is his second release for Oone Games.

Monsters and Villains Statblocks

[high]

Charlie (Heroism)

CR 13

Adopted Child Ftr 12

NE Small construct (Promethean)

Init +2; **Senses** Darkvision 60 ft., low-light vision; **Listen** +8, **Spot** +8

Languages Common

AC 16, **touch** 14, **flat-footed** 12; **Deflect Arrows**

(+1 size, +3 Dex, +2 natural)

hp 91 (15 HD)

Immune promethean immunities

Fort +11, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)

Melee unarmed attack +20/+15/+10 (1d6+3); *gauntlets of rust*

Base Atk +14; **Grp** +15

Atk Options Combat Reflexes, Hold the Line, Improved Grapple, Reckless Offense, Stand Still, Stunning Fist (1/day; Fort DC 18)

Abilities Str 12, Dex 15, Con -, Int 13, Wis 13, Cha 10

SQ semblance of life

Feats Alertness, Combat Reflexes^B, Deflect Arrows^B, Hold the Line^B, Improved Grapple^B, Improved Natural Attack (unarmed), Improved Unarmed Strike^B, Persuasive, Reckless Offense, Stand Still^B, Stunning Fist, Weapon Finesse^B, Weapon Focus (unarmed), Weapon Specialization (unarmed)

Skills Bluff +14, Climb +15, Intimidate +18, Listen +10, Perform (acting) +6, Spot +10, Swim +15

Possessions *gauntlets of rust*

When *heroism* expires

Fort +9, **Ref** +7, **Will** +6

Melee unarmed attack +18/+13/+8

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(1d6+3); *gauntlets of rust*

Skills Bluff +12, Climb +13, Intimidate +16, Listen +8, Perform (acting) +4, Spot +8, Swim +13

Semblance of Life (Su) The adopted children have been gifted with a semblance of life. They appear to bleed if wounded, will cry out in pain and act like they are injured children. They gain a +4 racial bonus to all Bluff and Perform (acting) checks.

Ray (Rage) **CR 13**
Adopted Child Ftr 12
NE Small construct (Promethean)
Init +5; **Senses** Darkvision 60 ft., low-light vision; Listen +8, Spot +8
Languages Common

AC 15, **touch** 13, **flat-footed** 13; Dodge, Mobility

(+1 size, +1 Dex, +2 natural, +3 *ring of protection*, -2 rage penalty)

hp 84 (15 **HD**); *ring of repairing*

Immune promethean immunities

Fort +9, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)

Melee +1 *shock greataxe* +20/+15/+10 (1d10+7 plus 1d6 electricity)

Base Atk +14; **Grp** +12

Atk Options Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Spring Attack

Abilities Str 16, Dex 13, Con -, Int 12, Wis 13, Cha 10

SQ promethean traits, semblance of life

Feats Alertness, Combat Expertise^B, Dodge^B, Improved Disarm^B, Improved Fient^B, Improved Initiative^B, Improved Trip, Mobility^B, Persuasive, Spring Attack^B, Superior Expertise, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Skills Bluff +12, Climb +15, Intimidate +16, Listen +8, Perform (acting) +4, Spot +8, Swim +15

When *rage* expires

AC 17, **touch** 15, **flat-footed** 15; Dodge, Mobility

(+1 size, +1 Dex, +2 natural, +3 *ring of protection*)

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

Melee +1 *shock greataxe* +19/+14/+9 (1d10+6 plus 1d6 electricity)

Abilities Str 14, Dex 13, Con -, Int 12, Wis 13, Cha 10

Skills Bluff +12, Climb +14, Intimidate +16, Listen +8, Perform (acting) +4, Spot +8, Swim +14

Semblance of Life (Su) The adopted children have been gifted with a semblance of life. They appear to bleed if wounded, will cry out in pain and act like they are injured children. They gain a +4 racial bonus to all Bluff and Perform (acting) checks.

Leigh (Rage) **CR 13**

Adopted Children Ftr 12

NE Small construct (Promethean)

Init +5; **Senses** Darkvision 60 ft., low-light vision; Listen +8, Spot +8

Languages Common

AC 12, **touch** 10, **flat-footed** 10

(+1 size, +1 Dex, +2 natural, -2 rage penalty)

hp 100 (15 **HD**)

Immune promethean immunities

Fort +9, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares); Run

Melee +1 *keen greatsword* +21/+16/+11 (1d10+7, 17-20, +4 to confirm critical)

Base Atk +14; **Grp** +12

Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack

Abilities Str 17, Dex 13, Con -, Int 12, Wis 12, Cha 10

SQ promethean traits, semblance of life

Feats Alertness, Cleave^B, Fleet of Foot, Great Cleave^B, Greater Weapon Focus (greatsword)^B, Improved Initiative^B, Improved Sunder, Persua-

sive, Power Attack^B, Power Critical (Greatsword), Run, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Bluff +12, Climb +15, Intimidate +16, Listen +8, Perform (acting) +4, Spot +8, Swim +15

Possession *ring of repairing* (as *ring of regeneration* by affects constructs only)

When *rage* expires

AC 14, **touch** 12, **flat-footed** 12

(+1 size, +1 Dex, +2 natural)

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

Melee +1 *keen greatsword* +20/+15/+10 (1d10+6, 17-20, +4 to confirm critical)

Skills Bluff +12, Climb +14, Intimidate +16, Listen +8, Perform (acting) +4, Spot +8, Swim +14

Semblance of Life (Su) The adopted children have been gifted with a semblance of life. They appear to bleed if wounded, will cry out in pain and act like they are injured children. They gain a +4 racial bonus to all Bluff and Perform (acting) checks.

Mother Idril **CR 8**

Female Elf Paragon 3/Enchanter 5

CE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +1, Spot +1; elfsight

Languages Common, Elven, Draconic, Orc

AC 16, **touch** 13, **flat-footed** 13; Dodge, Sidestep Charge, 20% concealment *blur*

(+3 Dex, +3 *bracers of armor* +3)

hp 35 (8 **HD**)

Immune sleep

Fort +4, **Ref** +6, **Will** +4 (+6 resist enchantments)

Speed 30 ft. (6 squares); *cape of the mountebank*

Melee +2 *silver longsword* +6 melee (1d8+2)

Base Atk +4; **Grp** +4

Spells Prepared (CL 7th; DC 14 + spell level; DC 15 + spell level [enchantment])

4th – *charm monster (x2)*

3rd – *heroism, rage, suggestion (see combat tactics)*

2nd – *blur, hideous laughter, touch of idiocy (see combat tactics)*

1st – *color spray, charm, hypnotism, shocking grasp*

0th – *dancing lights, daze, ghost sound, prestidigitation*

Abilities Str 10, Dex 16, Con 12, Int 18, Wis 8, Cha 12

SQ elf weapon proficiencies, extended enchantment, paragon elf traits, social proficiency, specialization (enchantment, banned conjuration, necromancy)

Feats Dodge, Scribe Scroll^B, Sidestep Charge, Spell Focus (Enchantment), Weapon Focus (longsword)^B

Skills Bluff +7, Concentration +11, Diplomacy +13, Knowledge (arcana) +12, Knowledge (nobility and royalty) +8, Spellcraft +13

Possessions spellbook, *bracers of armor* +3, *cape of the mountebank*, *ring of sustenance*

Social Proficiency (Ex) Idril is proficient at manipulating others and adds Bluff, Diplomacy, Gather Information, Intimidate and Sense Motive. At 5th, 10th, 15th and 20th level in place of a bonus feat, Idril adds a +2 competence bonus to one of these skills.

Extended Enchantment (Su) Idril ensnares the minds of others more easily with her magic, and as a result her enchantment spells last longer than those spells cast by other spellcasters. She is able to apply the Extend Spell feat once per day as a swift action to an enchantment spell she casts. It does not change the level of the spell. Idril does not gain an additional spell/day in enchantment like most specialist.

Spellbook (51/100 pages)

4th – *charm monster, enduring slumber*

3rd – *deep slumber, heroism, rage, sug-*

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gestion

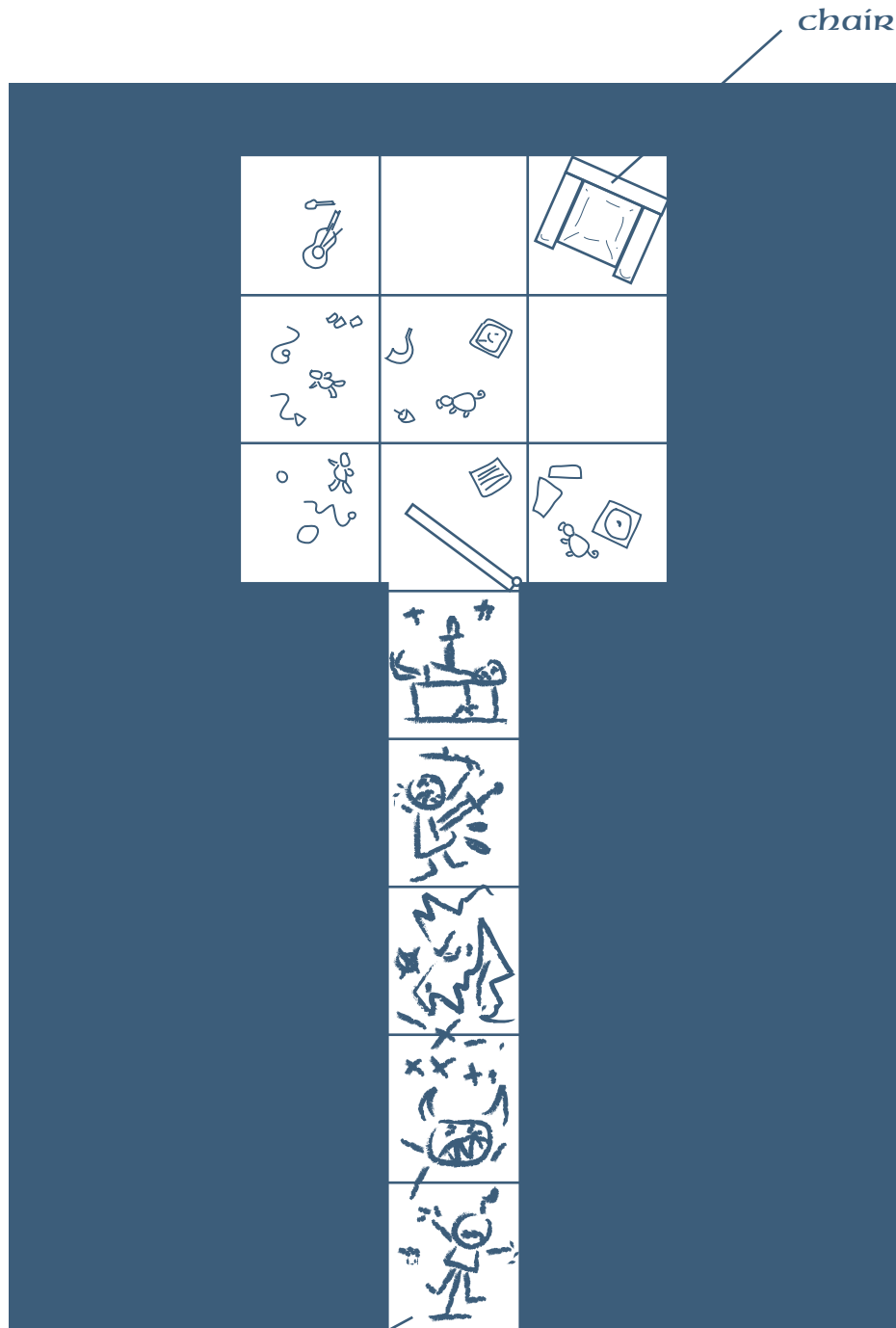
2nd – *blur, hideous laughter, protection from arrows, touch of idiocy*

1st – *charm, color spray, hypnotism, magic aura, magic weapon, shocking grasp, sleep*

0th – *arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance*

Personal Notes

THE CORRUPTED NURSERY (DM REFERENCE)



chair

drawings

one square = 5 ft.

