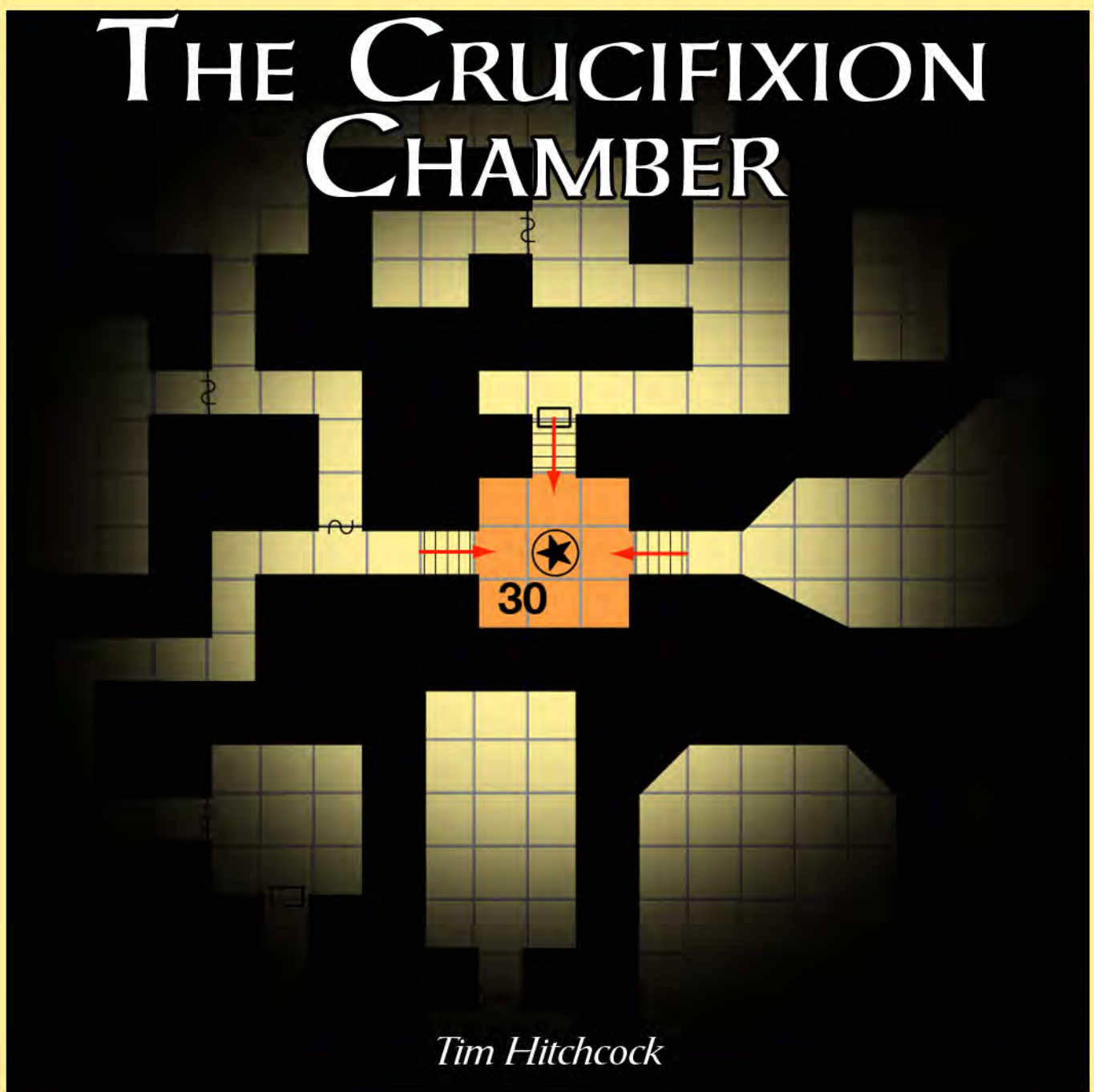


# THE DUNGEON UNDER THE MOUNTAIN

## ROOMS & ENCOUNTERS

Official Game Accessory

### THE CRUCIFIXION CHAMBER



*Tim Hitchcock*



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## The Crucifixion Chamber

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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](http://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 CRUCIFIXION CHAMBER

THE DUNGEON  
**UNDER  
THE  
MOUNTAIN**

THE CRUCIFIXION  
CHAMBER  
(LEVEL 1/ ROOM 30)

**Background  
and Lead-ins**

This room can be entered by one of three identical entrances, each a passing through a low arch before ascending up a half-flight of stairs to the small chamber of intricately carved basalt.

The centerpiece of this room is a tortured and dying archon stricken by a *temporal stasis* spell modified by a new spell (*flicker*) and enchanted to appear as a stone statue. The archon's state is semi-permanent, and it "flickers" slightly in and out of its arcane induced state of suspended animation, however a *permanent illusion* makes it appear as if the statue is unchanged. In actuality, the tortured celestial is on the brink of death, and every so often he receives a slight healing from a magical glyph he rests upon with a *contingency* that casts a *cure light wounds* spell upon him moments before death can return him to the upper planes. For hundreds of years he has felt only the pain of encroaching death between the coldness void of his petrified sleep. The archon is subject of much debate and amusement in the lower planes, the denizens of those realms having established the room as a scrying device to amuse themselves. Should their precious "work of art" be disturbed, it is likely to draw the attention of an infernal or abyssal denizen who comes forth to rectify the situation.

**Room Environment**

**Lighting:** low-light. The room is bottom lit in a greenish in color.

**Scent:** Slight scent of brimstone and sulfur.

**Sounds:** An occasional low, tormented sounding moan

**Walls and Ceiling:** The walls and ceiling are made of a greenish-black volcanic stone, (possibly basalt) and scrawled with detailed etchings of dissected celestials, detailed and labeled with infernal runes.

**Floor:** The floor is made of thick glass beneath which is an unknown fluid that emanates a dull greenish glow.

**Room Description  
for the Players**

*The arched stairwell dips slightly before it climbs upwards into what appears to be a small symmetrical chamber filled with a dull greenish glow. A distorted and crumpled humanoid shadow trickles across the room's rune-scripted walls dissipating down the dark basalt steps.*

**Room Description  
for the Referee**

The stairs ascending to the chamber are steep and the arched stairwells are narrow and confining. Careful observers notice the light from the inner chamber is constant, and doesn't flicker, neither does the shadow. As one approached the chamber, it becomes more apparent that the light source comes from the floor. The chamber itself is small (30ft. x 30ft.) and stark, with the exception of its centerpiece, a raised dais bearing the statue of a weeping hound-headed humanoid fitted with cruel torture devices. A soft green-glow leaching through the transparent glass floor hauntingly illuminates both the room and the statue. With the exception of

the floor, everything in the room appears to be made of the same type of smooth, greenish-black volcanic stone, and has been intricately carved with delicate runes.

The statue of the hound-headed humanoid is in a tortured pose, kneeling and bound. The graven glyphs that adorn the room also adorn his body, though careful care on the behalf of the sculptor makes them appear as bleeding cuts in the its flesh. Its hands are shackled, pulled behind its head by a chain that runs along its spine to where it is connected to thick ankle manacles. Spikes are driven through holes bored into both sets of manacles that penetrate the creature's wrists and ankles. Additionally, padlocked iron bands of various sizes are fitted to various places on the creature's body, and fixed with dozens of bolts made to appear as if they have been tightened painfully against bulging veins, pressure points, and nerves.

**Combat Tactics**

As soon as the archon is released, all enchantments upon the room are broken. The floor lights extinguish and the room plunges into darkness. As noted in the traps section below, the viscous green substance beneath the glass floor is an alchemically prepared acid, which begins eroding the glass floor as soon as room's enchantments have been broken, triggering the trap.

Additionally, the archon's horrific condition is a great delight to denizens of the lower planes who regularly scry upon the unfortunate for their amusement. If his condition is disturbed, several devils are summoned forth from the lower planes, appearing in 1d4 rounds to lay vengeance upon those who have defaced their art. Summoned devils hunt down and attempt to kill the characters, even if they flee the room before they arrive.

They fight until weakened, attempting to summon in more devils if possible, but ultimately flee if they become overwhelmed.

### Roleplaying Tactics

Characters can attempt to determine the truth about the statue by listening and pinpointing the moans, or by watching the statue for several minutes. Every 10 minutes or so, the archon's position changes enough to be noticeable with a successful Search check.

The archon's sole desire, if he can communicate it, is to be freed so he can pass on from the material plane and ascend to his good-aligned outer plane. This can be accomplished by aiding or killing the archon. Since the hound archon is in a helpless position, killing him is easily accomplished with a coup de gras. If freed through magical methods (such as *dispel magic* or *disjunction*), the archon falls dying to the floor with a hit point total of negative 1d8.

If successfully revived, the archon thanks the characters for freeing him and offers them a boon in the form of a gift before departing. Alternately, a good-aligned party can, through the successful use of Diplomacy, can get the archon to aid them for a short period of time, however his century of torture has left him longing for his good-aligned outer plane and he cannot bear to remain away from it for much longer.



### Relevant Skill Checks [high]

**Decipher Script DC 22** the walls contain praises and prayers to a greater devil (DM's choice) and mock those who would pitifully attempt to challenge his power. They name the statue as an example of the weakness and folly who dare stand against him as well as a small measure of the extent of his cruelty against those who might even profess to defy his lordship.

**Knowledge (divine) DC 16** identifies the statue as a hound archon.

**Knowledge (divine) DC 21** recalls archons are immune to petrification.

**Knowledge (history) or Bardic Knowledge DC 34** recalls a poem that tells the story of an archon hound named Garain Truesoul who traveled to the lower planes and led a lone crusade of redemption, converting scores of devils to their salvation. Ultimately he was apprehended by more powerful devils who tortured him and imprisoned him for all eternity. They brought him to the brink of death and then placed him in a state of suspended animation from which he would occasionally wake long enough to feel the pain of his eminent death, before being slightly healed and thrown back into his temporal stasis.

**Craft (alchemy) DC 30** identifies the viscous fluid beneath the floor as some sort of arcane acid.

**Listen DC 28** pinpoints the moaning to the statue

**Listen DC 32** provided the location of the moaning has been pinpointed to the statue, the listener hears it whisper, "help me."

**Diplomacy DC 16** convinces the archon to aid the party in their next encounter (+ 5 per each additional encounter).

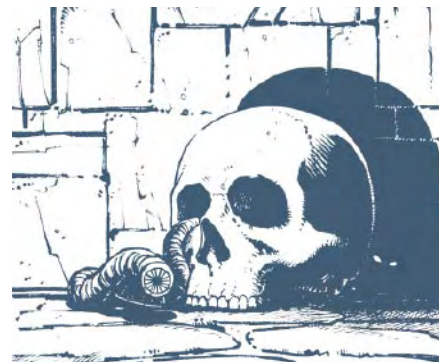
### Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

There is a certain amount of risk involved with the glass floor, which is easily shattered given enough force. Beneath the glass is a large pool of alchemically prepared acid. The surface of the acid is enchanted to prevent it from eroding the glass and as a result, produces the dull green glow. As noted above, if the enchantment on the room is broken, the acid immediately begins to erode the glass floor. Should the floor weaken enough to shatter, anything it supports is plummeted into the acid pool from which they must wade or swim to safety. If broken, the floor should crack and shatter at the center and then break outwards (giving players a fighting chance to attempt to jump to safety). After that it continues to break outward until the entire room is floorless.

[high]

**Glass Floor:** thickness 2 in, hardness 1, HP 2, break DC 12.

**Alchemical Acid Pit Trap:** CR 8; mechanical; timed (1d4 rounds after the room's enchantment is broken) locational trigger; repair; DC 30 Reflex save avoids; 20-ft. deep (4d6 acid damage per round exposed); multiple targets (round 1 first target in each of two adjacent 5-ft. squares near the center of the room, then spreading out to each adjacent 5ft square in each additional round until the entire room is floorless); Search DC 30; Disable Device DC 40.



THE CRUCIFIXION CHAMBER

### Treasures and XP

[high]

If successfully freed, the archon offers the party a *stone of alarm*, a vial of *silversheen*, a *peript of wisdom* +4, and *cubic gate*.

### Monsters and Villains Statblocks

#### Garain Truesoul CR 4

Male hound archon  
LG Medium Outsider (archon, extraplanar, good, lawful)  
**Init** +4 **Senses** darkvision 60ft., low-light vision; Listen +10, Spot +10  
**Aura** *aura of menace* (DC 16)  
**Languages** Celestial, Infernal, and Draconic or *tongues*

**AC** 19, touch 10, flat-footed 19; currently helpless  
**hp** 0 of 33 hp (6 HD) **DR** 10/evil  
**SR** 16  
**Immune** electricity, petrification.  
**Resist** +4 poison  
**Fort** +6 **Ref** +5 **Will** +6

**Spd** 40 ft.  
**Melee** Bite +8 (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 (2d6+3/19–20) and bite +3 (1d8+1). A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Base Atk** +6 **Grp** +8  
**Atk Options** Power Attack  
**Spell-Like Abilities** (CL6) At will—*aid*, *continual flame*, *detect evil*, *message*

**Abilities** Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12  
**SQ** Archon Traits, Scent  
**Feats** Improved Initiative, Power Attack, Track  
**Skills** Concentration +10, Diplomacy +3, Hide +9\*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10\* (+12 following tracks)  
**Possessions** masterwork greatsword

(additional possessions in treasure sections)

**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Change Shape (Su):** A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

**Magic Circle against Evil (Su):** A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

**Teleport (Su):** Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

**Tongues (Su):** All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

**Skills:** \*While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

[high]

**(EL 16)** Five barbed devils are summoned forth to kill the party.

#### Barbed Devil (Hamatula) CR11

LE Medium Outsider (evil, extraplanar, lawful)  
**Init** +6 **Senses** Darkvision 60 ft., see in darkness; Listen +19, Spot +19  
**Languages** Infernal, Celestial, Draconic, Telepathy 100 ft.

**AC** 29 touch 16, flat-footed 23; Barbed Defense  
**hp** 126 (12HD); fast healing or regeneration **DR** 10/good  
**SR** 23  
**Immune** fire and poison  
**Resist** acid 10 and electricity 10  
**Fort** +14 **Ref** +14 **Will** +12

**Spd** 30ft.  
**Melee** +18 claws x2 (2d8+6 plus fear)  
**Base Atk** +12 **Grp** +22  
**Atk Options** Cleave, Improved Grapple, Power Attack, Impale 3d8+9, summon devil  
**Special Atk** Fear  
**Spell-Like Abilities** (CL12) At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18)

**Abilities** Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18  
**SQ** Devil Traits  
**Feats** Alertness, Cleave, Improved Grapple, Iron Will, Power Attack  
**Skills** Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

**Fear (Su):** A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th). Whether or not the save is successful, that



THE CRUCIFIXION CHAMBER

creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

**Impale (Ex):** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

**Summon Devil (Sp):** Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

**Barbed Defense (Su):** Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

**See in Darkness (Su):** Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.



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

**Flicker**

Universal

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** See text

**Target, Effect, or Area:** See text

**Duration:** Permanent; see text

**Saving Throw:** None

**Spell Resistance:** No

This spell makes the effect of a permanent spell waiver such that the target suffers its effect in tandem with alternating flashes of respite. The duration of the respite is determined by the caster at the time the spell is applied but can not be longer than 1 minute. A *flicker* spell can be cast upon any spell with a permanent duration that the caster is able to cast however, once applied to the spell it cannot be removed separately and if dispelled, the flickering spell is likewise dissipated. Typical examples of spells made to flicker are *petrification*, *baleful polymorph*, and *temporal stasis*.

*Material component:* a powdered mixture of the molted carapaces of six scarabs and the dust of 500gp topaz.

**Designer's Notes**

This room should prove an interesting challenge, as there is no eminent opponent. Good-aligned parties are likely to attempt to aid the archon (thus triggering the wrath of evil outsiders), however parties with a strong evil alignment are less likely to do so. Still, they might be tempted to deface the statue if it happens to hurl insults at them. DMs running evil campaigns are encouraged to be creative. While I have provided stat blocks and EL for devils for convenience, the DM can easily substitute or scale summoned opponents as needed.

Other points of concern are the floor and the alchemical acid pool (which I originally intended to fill with a popular dungeon hazard not listed in the SRD). I purposely didn't assign a slippery quality to the glass floor, due to the potential damage a falling character might cause it, though if you are a more sadistic DM you might choose to factor one in. Also, I didn't assign a falling damage to the acid pit, because I imagine it akin to falling into a pool of water (don't forget those armor checks). Again, sadistic DMs might increase the Swim checks in the acid by increasing its viscosity, thus making it more difficult to move through than water. Finally, while a translucent liquid allows a swimmer to orient himself by seeing light sources, making the liquid opaque (or not re-establishing a light source in the room after its enchantments are broken) can dangerously disorient characters plunged into the pit.

Finally, the new spell, *flicker*, which was used to create the archon's unique prison cannot be located in written form anywhere in this encounter, though you may wish to include it as a scroll or hide it in a text elsewhere in the dungeon.

**Author's Bio**

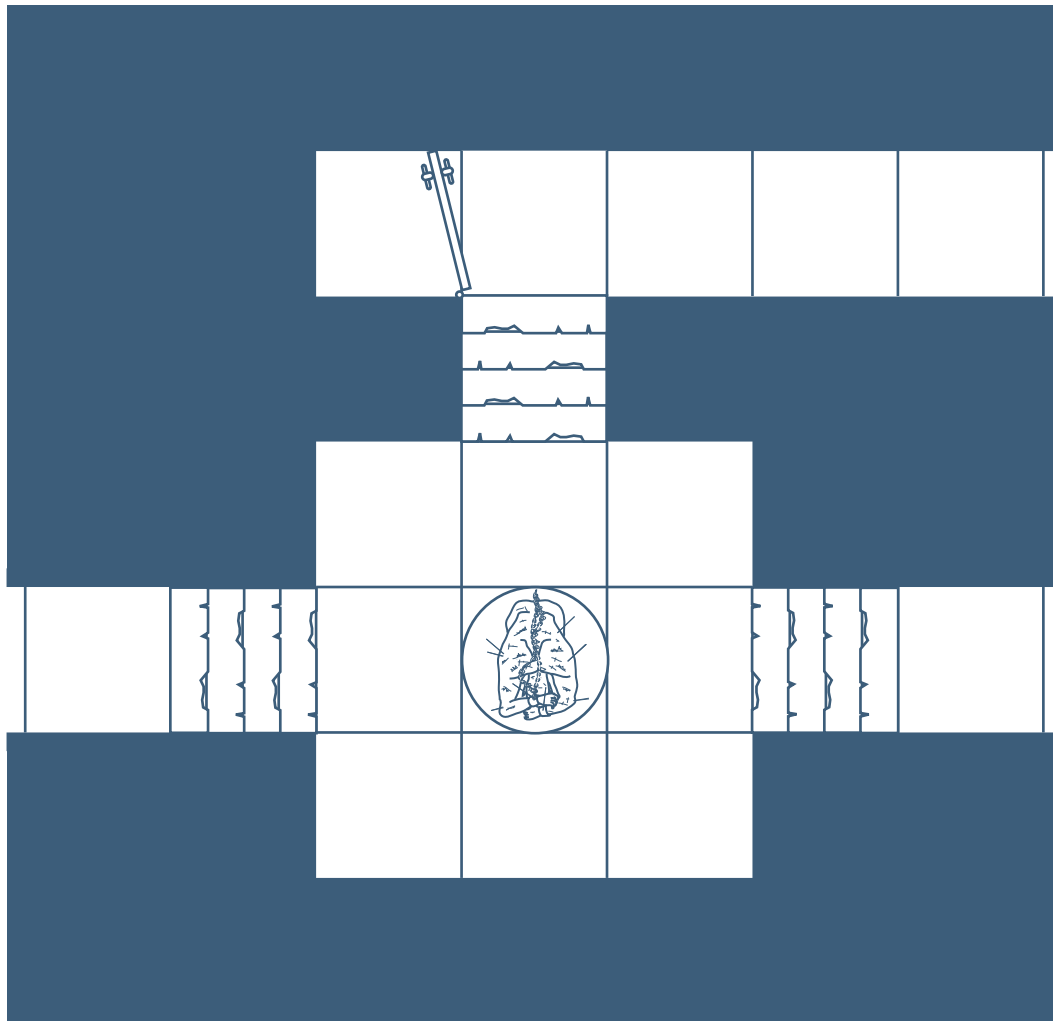
*This is Tim's third piece for Oone games, one that is slowly revealing an increasingly dark side to someone that publicly professes a love of flumphs.*



*Personal Notes*

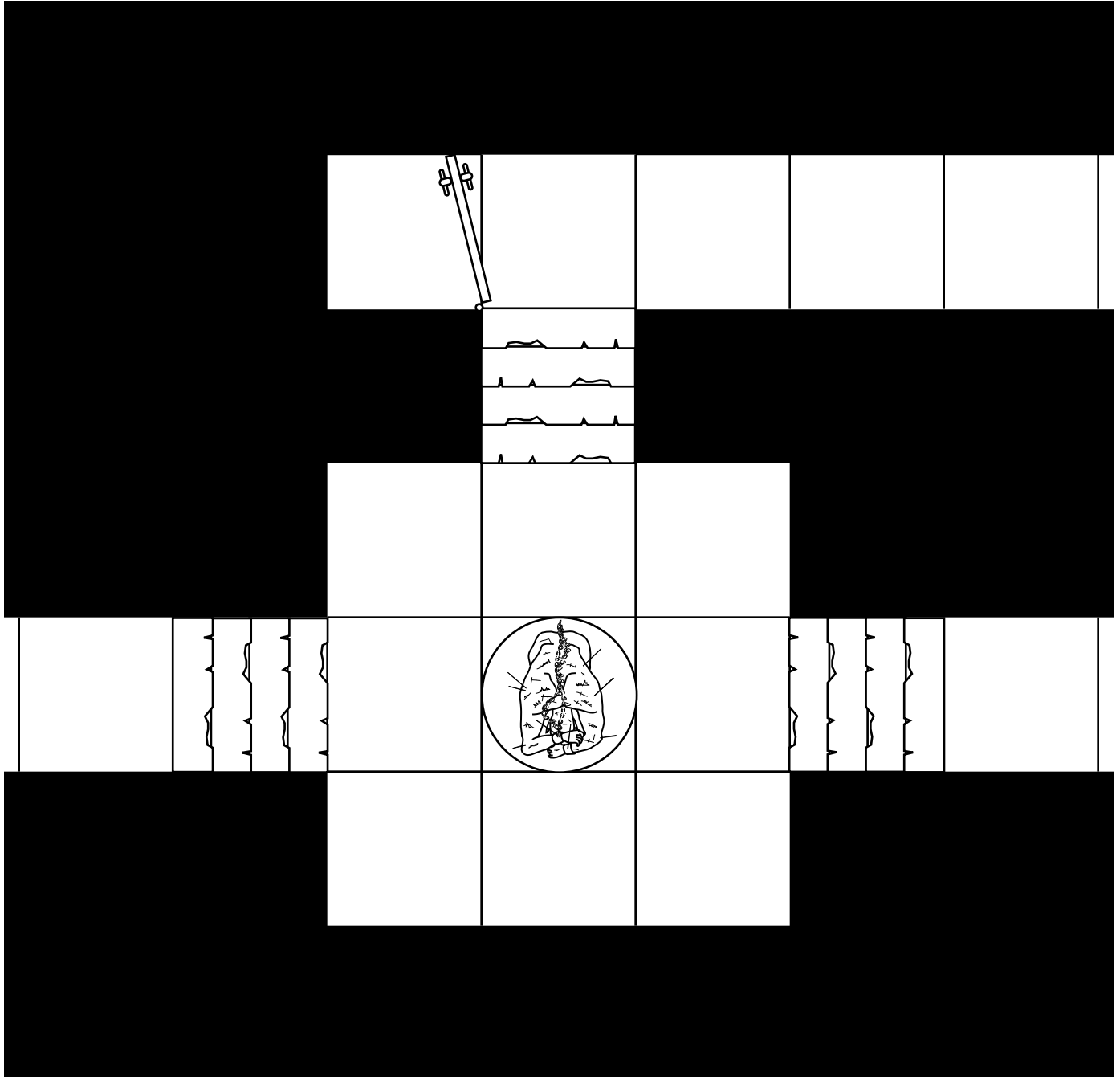


THE CRUCIFIXION CHAMBER (DM REFERENCE)



one square = 5 ft.

# The Crucifixion Chamber (Battlemap)





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