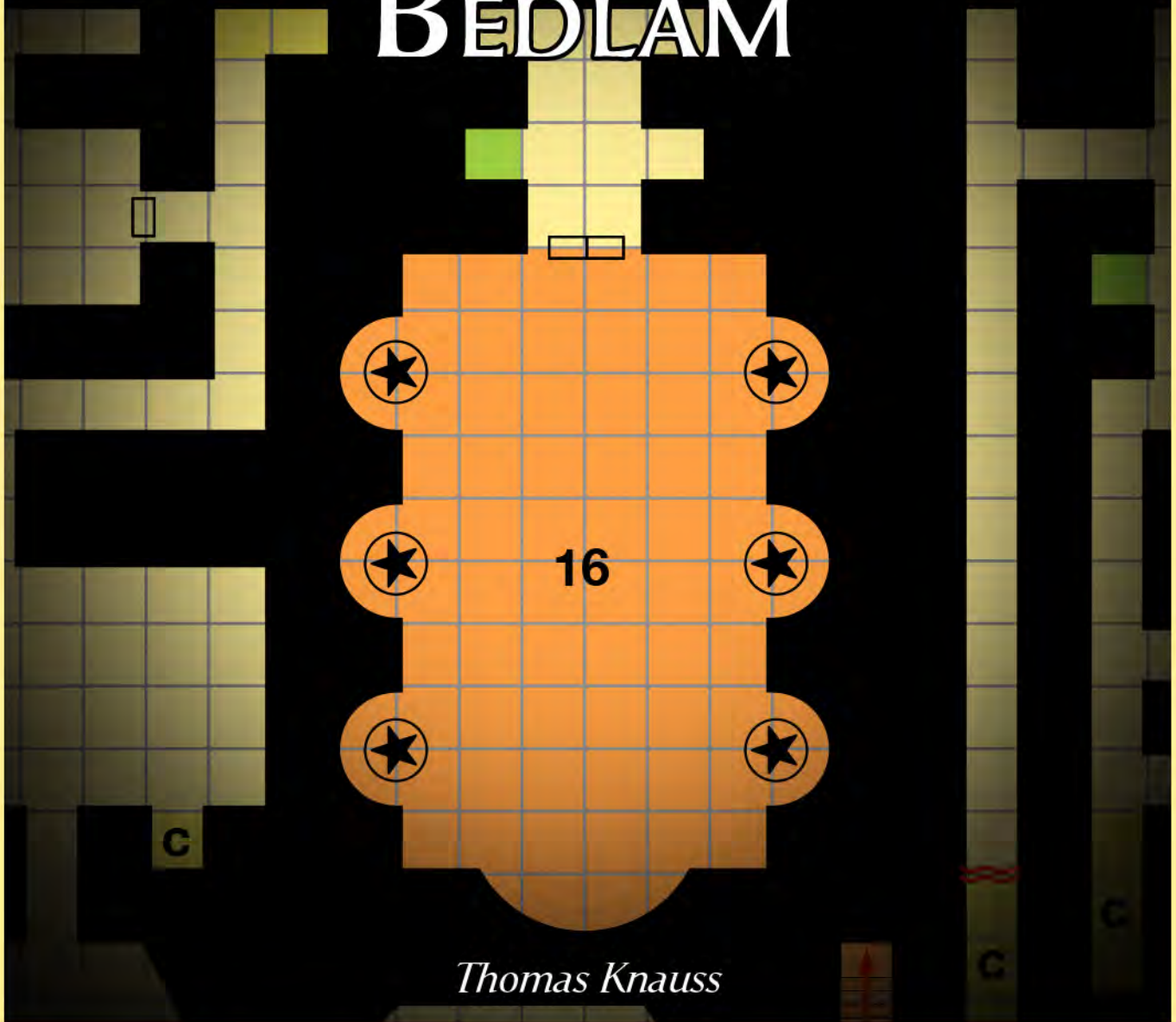


THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

THE HALL OF BEDLAM



Thomas Knauss



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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 HALL OF BEDLAM

THE DUNGEON
**UNDER
 THE
 MOUNTAIN**

THE HALL OF BEDLAM
 (LEVEL 1/ ROOM 16)

**Background
 and Lead-ins**

The large subterranean chamber is the current abode of Eyzellon, a derro savant and his two cousins along their four human slaves. The derros came to the ruins in search of a legendary audience chamber purportedly harboring a cure for their raving insanity. Instead of finding relief for their affliction, the trio happened upon the impressive throne room of Durlgrond, a king renowned for his wickedness and evil. The great hall's discovery and its treasures only intensified their delusions of grandeur and paranoia. Obsessed with protecting their riches, the derros transformed the once grand and stately room and its exterior corridors into an insidious display of their madness.

The derros expand their wealth as well as obtain other valuable commodities via the teleportation area just outside the hall's entrance. Of course, the derros realize that the teleportation device works both ways; therefore they take extraordinary measures to protect themselves and their valuables. Eyzellon uses an *alarm* to mentally alert him to the presence of intruders, which is also the proximity trigger for a *web* trap. (At low levels, the trap triggers just a mental alarm.) The spell's 20-ft. radius is centered eighteen feet from the center of the door, providing coverage to roughly 40 feet of corridor including the teleportation area. In addition to this protective measure, a hinged pit trap also awaits to ensnare unwary intruders. This

insidious device sits just in front of the main door; however it can be deactivated by sliding and locking a pair of metal bolts concealed in the floor. The game statistics for these two obstacles appear under the Traps heading.

Since his arrival in the dungeon six years ago, Eyzellon has acquired additional monetary riches along with the services of four slaves under the leadership of a treasure-seeking human rogue named Arathus. Unfortunately for him and his three companions, their dreams of wealth and glory have turned into a nightmare of terror, insanity and slavery. The derros initially used Arathus' trap making skill to ward the main entrance into the chamber, however with his combat usefulness expended, the derros now relegate the quartet to the role of maids, endless sweeping and dusting the chamber in a fruitless effort to sate Eyzellon's irrational compulsion with neatness.

Tales and rumors of Durlgrond's treasure resonate throughout history. Somewhere during the course of their exploration in the dungeon, the adventurers happen upon a historical record of Durlgrond's reign brought into the dungeon by an earlier explorer searching for the lost throne room. The musty pages of the weath-

ered, leatherbound tome are written in Common and devote endless chapters extolling the virtues and might of the long dead king, but a crudely drawn yet still recognizable map is the book's real treasure. The map shows the hall's general location as well as four cryptic lines describing the chamber itself.

Throw open the great doors and behold your royal majesty on his onyx throne

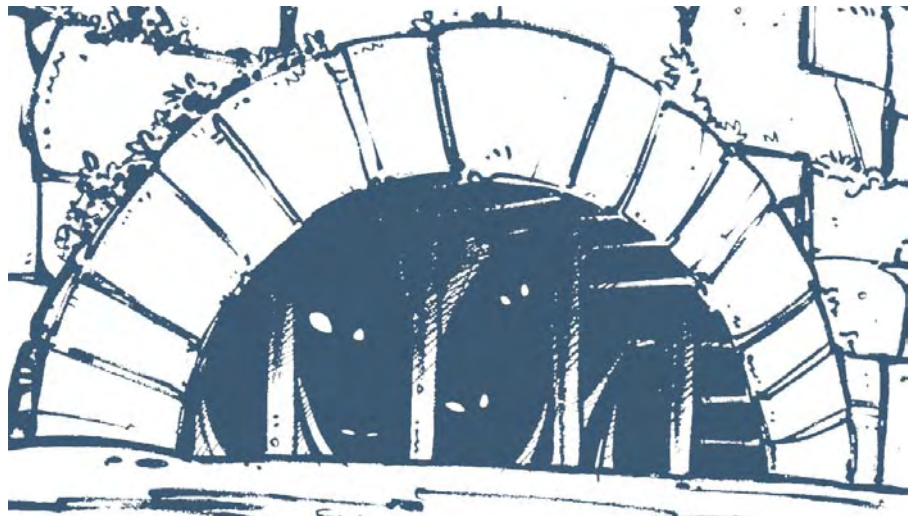
Approach your mighty sovereign through the chamber of polished stone.

There lies the seat of Durlgrond beyond the risen blades of six warriors of old

Pay homage to him bedecked in finest jewels of brightest silver and splendid gold!

Room Environment

Lighting: The antechamber is unlit; therefore creatures moving through that area must rely upon darkvision or an artificial light source to see. Everburning torches affixed to the outstretched blades of the six statues tucked into the alcoves along the chamber's perimeter provide bright illumination within a 20-ft. radius and shadowy illumination up to a 40-ft. radius.



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Scent: The stench of humanoid waste is present in the air, but it not overwhelming or even particularly strong. (The derros use the pit trap as a crude septic tank.) Only the most sensitive noses can detect a faint whiff of a floral aroma resulting from the slaves' of a primitive cleansing solution derived from perfume oils. (Eyzellon also has an obsession about odor.)

Sounds (prior to entering): Soft footsteps can be heard behind the door.

Walls and ceiling: Poured concrete was used to fashion the walls and ceiling. Despite its advanced age, the concrete appears to be in good condition with the exception of several gouges and deep grooves. The ceiling is twenty feet above the floor.

Floor: Interconnecting 5-ft. square foot blocks of flagstone were used to build the antechamber's floor. In contrast, the hall's floor was painstakingly carved from solid marble. A large concentration of earthen tile was used to fashion a magnificent mosaic in the center of the chamber.

**Room Description
 for the Players**

Despite the passage of untold centuries, the chamber beyond has lost little of its grandeur and awe. Tucked neatly in the chamber's perimeter alcoves are six black marble statues of great warriors armed with swords and shields. Gold and silver necklaces hang from the necks of each statue, and an illuminated torch is tightly wedged between an outstretched arm and torso. A tile mosaic of a man wearing a crown dominates the center of the white, marble floor, although it appears that there was an unsuccessful attempt to alter the subject's appearance to that of a pale-skinned dwarf-human hybrid with gray hair. Three stone slabs, apparently fashioned into the likeness of crude, fur covered beds fill the

semicircular area at the far end of the chamber. The large, rectangular shaped room is nearly spotless, thanks to the tireless efforts of four emaciated human males armed with brooms, mops and feather dusters. A small, stocky dwarf-like creature with pale blue-white skin, bulbous white eyes, coarse white hair and a long droopy moustache directs their activities with animated gestures and nodding disapproval. He is armed with a repeating light crossbow and a wand, which he wields as if conducting an orchestra. Accompanying him are two similar creatures armed and attired in a similar fashion. Upon meeting your gaze, a maniacal look comes upon them. The trio briefly mutters inanely amongst themselves before directing their attention towards you.

**Room Description
 for the Referee**

Originally designed to awe visitors to his court, the spacious and luxurious chamber has lost little of its luster. The tile mosaic once depicted Durlgrond, but the derros' insane efforts to superimpose Eyzellon's image upon the artwork practically destroyed it. Fortunately, the six black marble statues remain in pristine condition. They portray the likenesses of Durlgrond's six great generals. While each statue's facial features differ somewhat, each statue depicts a man dressed in full plate armor armed with a sword and shield. The derros affixed the ever-burning torches to the outstretched blades to provide illumination for the four slaves laboring under them. There is enough room between the statues and the outer wall to allow a Medium creature to squeeze behind the statue, as evidenced by the fact that the slaves tuck their personal belongings neatly behind the two statues nearest to the entrance. 1d2 gold necklaces and 1d3 silver necklaces hang around the necks of each statue.

The derros fashioned the crude beds from the remnants of Durlgrond's throne, which they meticulously divided into three separate pieces. Eyzellon's bed sits ten feet from the apex of the semicircular alcove flanked on each side by another bed placed exactly five feet away. The latter beds and their coverings are unremarkable; however Eyzellon's fur covering is somewhat valuable. In addition, a secret panel along the base facing the semicircular alcove conceals a hidden compartment where the avaricious derro stashes his beloved treasure hoard. The derros disposed of the chamber's remaining furnishings and decorative pieces, believing that they only prevented the slaves from properly dusting and mopping the chamber.

Speculation persists as to how Durlgrond's audience chamber found its way into the dungeon. The close proximity of the teleportation area provides the most readily available explanation for its arrival here. Nevertheless, the chamber has been a permanent fixture within the dungeon for at least several decades.

Combat Tactics

If the derros are alerted to the presence of intruders via Eyzellon's *alarm* or through alternative means, such as triggering the pit trap or unsuccessfully attempting to break open the main doors, they take precautionary measures by casting their available defensive spells upon themselves. They prefer spells granting concealment or creating confusion, especially *blur*, *mirror image* and *invisibility*. After shoring up their defenses, Eyzellon assumes the role of primary spellcaster attempting to control and/or enslave intruders with powerful enchantments, while his two subordinates take up defensive positions behind

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the beds or statues as they launch a volley of poisoned crossbow bolts at any readily discernable spellcasters in the group. The apprentices fight as a unit whenever possible. They prefer attacking flanked enemies with touch spells in an effort to shock, paralyze or stupefy their foes. Eyzellon's usage of his humanoid slaves depends upon the composition of the enemy. If confronted by arcane spellcasters, Eyzellon summons the slaves to his side, using them as human shields to discourage good characters from casting destructive area spells at him. In the absence of arcane spellcasters, Eyzellon directs them to distract opposing fighters, wildly swinging or hurling their cleaning implements at enemy warriors.

The derros take a vastly different approach to combat if they are caught unaware. In this instance, the derros scramble for cover behind one of the statues or the beds and launch waves of offensive spells at their enemies as well as cloaking the chamber in darkness. Unlike the preceding example, survival rather than enslavement becomes their primary concern. Eyzellon uses the slaves as cannon fodder, directing them into combat to give the derros additional time to shore up their defenses or launch another wave of destructive spells. Eyzellon's usage of the slaves in this manner may require a Charisma check or entitle Arathus to a new saving throw. If the characters refrain from attacking the slaves and they gain the upper hand against the derros, the slaves ignore the derros' commands and attempt to grapple one of the derros, unless magically compelled otherwise.

The characters can also use Eyzellon's obsession with neatness and odor against him. Deliberately dropping any litter or stain-causing material onto the floor or filling the room with a foul-smelling substance

distracts the frustrated derro. Until the mess is cleaned or the smell dissipates, Eyzellon suffers a -2 circumstance penalty to his skill checks and attack rolls. This penalty does not stack with itself.

Roleplaying Tactics

Eyzellon begins the combat with grandiose ramblings about his race's superiority and his lordly might, yet within his incoherent babbling, the compulsive derro also reveals his obsession with cleanliness. He makes statements such as, "How can you stand against your masters, the lords of all beneath the spotless earth? Pain, woe and death be upon you, delivered by me in immaculate fashion." His subtle facial expressions and body language convey his displeasure whenever blood is spilt upon his pristine floors or an object is knocked out of place.

Through a combination of magical enchantment, death threats and corporeal punishment, the slaves' only hope for survival depends upon their unquestioned loyalty to their demented masters. Adventurers present them with a difficult dilemma. They desire freedom from their cruel overlords, yet fear and magical compulsion prevent them from actively assisting their potential liberators. Eyzellon reinforces his bond over them by controlling their leader Arathus through the use of a *charm person* or *dominate person* spell. In the former instance, Arathus speaks in the kindest terms about the derros, but he is reluctant to attack adventurers, granting him a +2 to his opposed Charisma check. In the latter case, Arathus attacks intruders without question, leading his unarmed associates into combat. If the magical compulsion is broken or dispelled in any manner, Arathus acts according to his best interest, fully aware of the fact that any perceived treachery against his master would undoubtedly bring



their wrath down upon him and his friends. If the adventurers refrained from attacking the slaves or taking any other action that would have placed them in harm's way, the slaves rush towards their stash of personal belongings and deliberately scatter them about the room, causing Eyzellon to suffer the aforementioned circumstance penalty.

Relevant Skill Checks

[high]

Appraise DC 12: You correctly determine the gold and silver necklaces' value.

Bardic knowledge DC 30: You recall the command word for the teleportation area outside of the chamber.

Listen DC 25 (before entering the chamber): You hear soft footsteps on the other side of the door.

Search DC 23: A successful skill check locates the secret panel on Eyzellon's bed.

Sense Motive DC 20: A character spending a standard action observing Eyzellon's facial expressions and body language can discover his obsession with cleanliness.

Spot DC 20: The character notices the slaves' personal belongings-clothes, tattered bed rolls and other mundane items tucked carefully behind the two statues nearest the entrance.

THE HALL OF BEDLAM

Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Derro beds: Thickness 3 in., hardness 8, HP 45, Break DC 21.

Marble statues: Thickness 1 ft. (approximate), hardness 8, HP 100, Break DC 26.

Pit trap outside entrance (two squares in front of the door): CR 3; mechanical, location trigger; manual reset; DC 20 Reflex avoids; 50 ft. deep (5d6, fall); Search DC 24; Disable Device DC 18.

Strong wooden door: Thickness 2 in., hardness 5, HP 20, Break DC 23.

Web trap in antechamber: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*web*, 11th-level sorcerer, DC 19 Reflex negates); Search DC 27; Disable Device DC 27.

Treasures and XP

[high]

Each silver necklace is worth 10 gp, and each gold necklace is worth 25 gp. The secret compartment beneath Eyzellon's bed holds a pile of coins comprised of 1,302 sp and 402 gp along with a divine scroll with the spells *prayer* and *shield of faith* cast at 9th level. A +1 *flaming warhammer* lies beneath the pile as well.

If the slaves survive the battle with the derro, an appropriate reward is +2% XP per freed slave. An additional +1% XP award may be appropriate if the derros actively employed the slaves as human shields or cannon fodder, and good characters refrained from attacking them or taking any actions that would have harmed them. Good characters who inadvertently harmed the slaves receive no XP bonus, while those that acted with no regard for the slaves' welfare should suffer a -2% XP penalty for each slave killed as well as suffering any appropriate alignment consequences.

Monsters and Villains Statblocks

[high]

A small, stocky dwarflike creature wearing a pair of bracers and a ring gazes maniacally in your direction. He mutters inanely to himself, seemingly in midst of deciding whether to shoot his repeating light crossbow, use a wand dangling from his belt or take another action against you.

Eyzellon CR 14
 Derro sorcerer 11
 CE Small monstrous humanoid
Init: +7; **Senses** Listen +4, Spot +2
Languages: Common, Dwarven, Abyssal, Infernal

AC 19, touch 15, flat-footed 16
Hp 47 (14 HD)

Fort +5, **Ref** +9, **Will** +13
Speed 20 ft. (4 squares)

Melee +1 *dagger* +11/+6 (1d3+2/19-20) or

Ranged repeating light crossbow +12 (1d6/19-20 plus poison)

Base Atk +8; **Grp** +4

Atk Options poison (greenblood oil, DC 13, 1 Con/1d2 Con), sneak attack +1d6

Special Actions Poison use

Combat Gear *wand of magic missiles* (5th), 2 *potions of invisibility* (4th)

Sorcerer spells known (CL 11th):

5th (5/day)—*cone of cold* (DC 20), *dominate person* (DC 21)

4th (7/day)—*confusion* (DC 20), *phantasmal killer* (DC 19), *solid fog*

3rd (7/day)—*deep slumber* (DC 19), *displacement, fly, suggestion* (DC 19)

2nd (7/day)—*daze monster* (DC 18), *eagle's splendor, mirror image, touch of idiocy, web* (DC 17)

1st (8/day)—*alarm, charm person* (DC 17), *color spray* (DC 17), *hypnotism* (DC 17), *shield*

0 (6/day)—*acid splash, dancing lights, detect magic, flare* (DC 15), *message, ray of frost, read magic, resistance, touch of fatigue*

Spell-like abilities (CL 3rd):

At will—*darkness, ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15)

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 20

SQ Madness, spell resistance 15, vulnerability to sunlight

Feats Blind-Fight, Improved Initiative, Spell Focus (enchantment), Spell Focus (illusion)

Skills Bluff +13, Concentration +10, Hide +13, Knowledge (arcana) +13, Knowledge (the planes) +8, Listen +4, Move Silently +10, Spellcraft +14, Spot +2

Possessions combat gear plus +1 *dagger*, repeating light crossbow with 20 bolts, *bracers of armor* +2, +1 *ring of protection*, 6 doses of greenblood oil, 2 100 gp gems, 45 pp, 32 gp



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Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Tactics: Eyzellon is always interested in acquiring new slaves; therefore he typically begins combat by attempting to subdue as many enemies as possible, using either *color spray*, *confusion* or *web* to accomplish this task. If all of his targets successfully resist any of their spells, he resorts to casting protection spells upon himself just before unleashing his lethal spells against his foes.

Apprentices (2)

CR 8

Derro sorcerers 5

CE Small monstrous humanoid

Init: +6; **Senses** Listen +1, Spot -3

Languages: Common, Dwarven

AC 15, touch 13, flat-footed 13

Hp 32, 31 (8 HD)

Fort +3, **Ref** +6, **Will** +10

Speed 20 ft. (4 squares)

Melee dagger +6 (1d3/19-20) or **Ranged** repeating light crossbow +8 (1d6/19-20 plus poison)

Base Atk +5; **Grp** +1

Atk Options poison (greenblood oil, DC 13, 1 Con/1d2 Con), sneak attack +1d6

Combat Gear 1 *potion of cure light wounds* (each), 1 *potion of ghoul touch* (4th)

Special Actions Poison use

Sorcerer spells known (CL 5th):

2nd (5/day)—*blur*, *scorching ray* (+8 ranged touch)

1st (7/day)—*mage armor*, *magic missile*, *shield*, *shocking grasp* (+5 melee touch attack)

0 (6/day)—*detect magic*, *ghost sound*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*

Spell-like abilities (CL 3rd):

At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15)

Abilities Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16

SQ Madness, spell resistance 15, vulnerability to sunlight

Feats Blind-Fight, Improved Initiative

Skills Bluff +5, Concentration +3, Hide +10, Listen +1, Knowledge (arcana) +4, Move Silently +8, Spellcraft +4

Possessions combat gear plus dagger, repeating light crossbow with 20 bolts, 2 doses of greenblood oil, 67 pp, 40 gp

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity

bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Tactics: The apprentices' main task is to whittle the enemy's strength using their damage dealing spells. They prefer flanking an enemy spellcaster and touching the foe with their *shocking grasp*, which also grants them a sneak attack.

Arathus

CR 3

Human rogue 3

N Medium humanoid

Init: +3; **Senses** Listen +4, Spot +4

Languages: Common

AC 13, touch 13, flat-footed 10

Hp 15 (3 HD)

Resist evasion

Fort +2, **Ref** +8, **Will** +1

Speed 30 ft. (6 squares)

Melee broom -1 (1d6+1)

Base Atk +2; **Grp** +3

Atk Options Blind-Fight, sneak attack +2d6

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

SQ Trapfinding, trapsense +1

Feats Blind-Fight, Lightning Reflexes, Skill Focus (Craft) (trapmaking)

Skills Bluff +4, Climb +5, Craft (trapmaking) +8, Disable Device +4, Escape Artist +6, Hide +7, Jump +4, Listen +4, Move Silently +7, Open Lock +5, Search +6, Sleight of Hand +4, Spot +4, Tumble +7, Use Rope +7

THE HALL OF BEDLAM

Possessions broom, 30 ft. of rope

Slaves (3)

CR ½

Human warriors 1

N Medium humanoid

Init: +0; **Senses** Listen +0, Spot +0

Languages: Common

AC 10, touch 10, flat-footed 10

Hp 11, 11, 11 (1 HD)

Fort +2, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee cleaning tool -2 (1d2+1)

Base Atk +1; **Grp** +2

Atk Options Combat Reflexes

Abilities Str 12, Dex 10, Con 10, Int 10,
Wis 10, Cha 10

Feats Combat Reflexes, Toughness

Skills Climb +4, Handle Animal +2,
Intimidate +5, Jump +4, Ride +2

Possessions cleaning tool-mop,
feather duster or broom

Designer's Notes

I've always felt that the insane derro have taken too much of a back-seat to the more popular underground foes, especially the drow and to a lesser extent, the duergar, so here's my opportunity for a little payback. The derro give a skilled game master the opportunity to portray an insane enemy without seemingly overly cliché and over the top.

I omitted granting the derros familiars, because their paranoia includes members of all races and species, even those that don't pose much of a threat to them. The slaves add a bit of a moral dilemma. The slaves give the derros some leverage over the player characters by utilizing them as human shields or compelling the overmatched servants to attack.

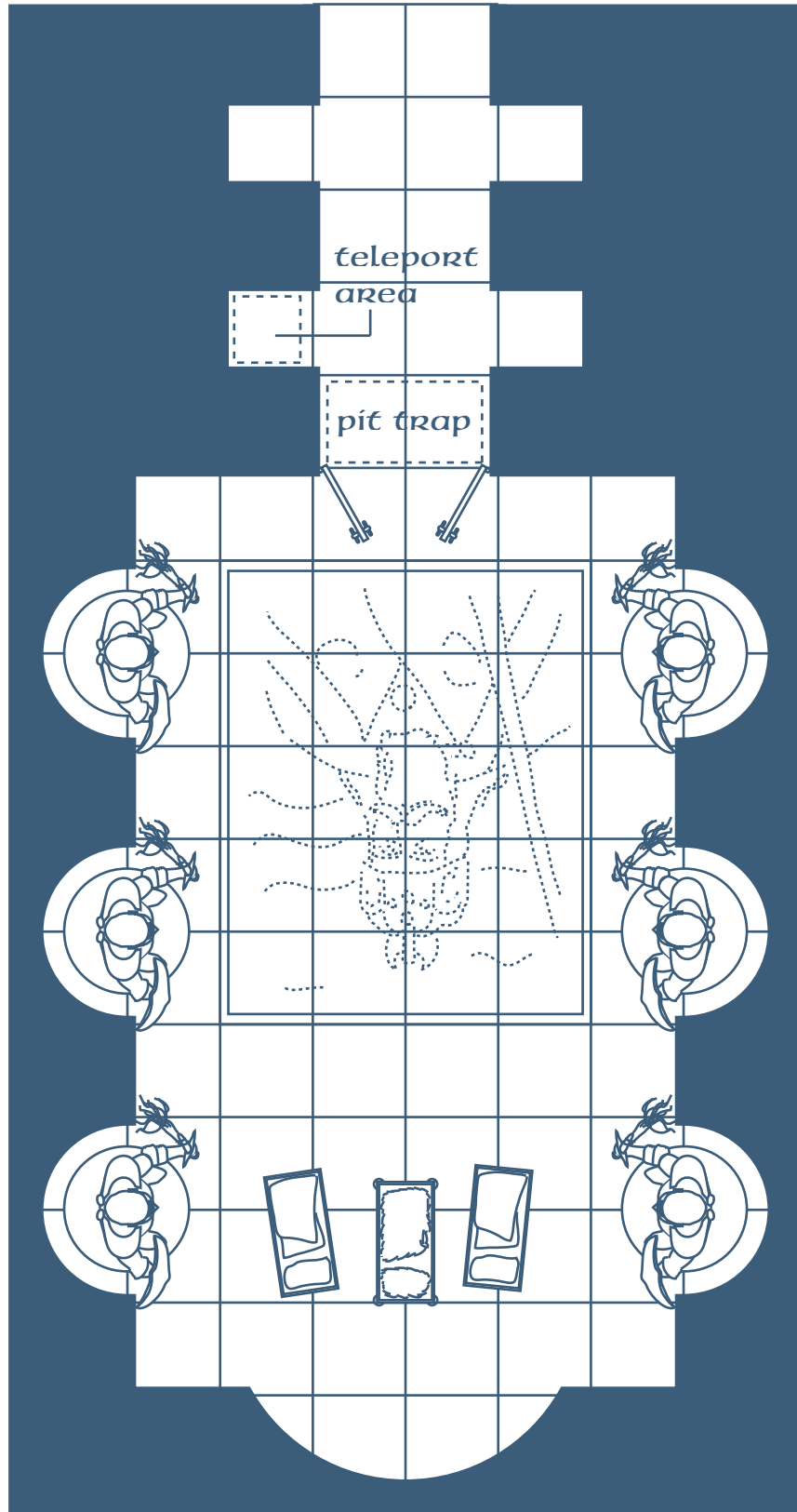
Author's Bio

Tom has designed numerous d20 games products for companies such as

Atlas Games, Bastion Press, Inner Circle Games, Mongoose Publishing and several other publishers no longer with us. When he's not designing games, you can often find him on the local golf courses or a poker table down in Atlantic City.

Personal Notes

THE HALL OF BEDLAM (DM REFERENCE)



one square = 5 ft.

