RAPPAN ATHUK

NECROMANCER GAMES

FROG GOD GAMES

RAPPAN ATHUK

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Tribute

When I first started writing this material, it was 1977. Giants of the industry were alive and well, and the roleplaying game industry was a fast-growing and new idea. Names like Gygax, Arneson, Bledsaw and Barker became my boyhood heroes, almost mythical beings that somehow were able to capture the hearts and minds of young people (mostly male) all over the world. Little did I know that 35 years later, I would be penning this work for thousands to read. This book is dedicated to four of those giants, all of whom have (sadly) passed to the next dimension since I last published my own work.

Over the years, it was my pleasure and privilege to get to know and even work with those heroes of my childhood. While I never met Professor Barker, he was kind enough to answer my emails and questions about the *Empire of the Petal Throne* setting. His faithful are just that, faithful. I have never seen a more dedicated and loyal pack of fans than the Tekumel crowd. Nice folks too. People should remember that this gentleman had created an entire alternate universe (and a complete language!) long before any notion of tabletop roleplaying games had been invented. The original box set (which sold for $25 in 1975, or $106.38 today!) is the standard of quality that my company tries to replicate today. M.A.R Barker was what I term the "cultural" creator of this game, he allowed us to see an alternate race and culture as ourselves.

Dave Arneson and I met on several occasions. Mostly at Gencon and mostly with other folks we both knew. People will, I hope, realize that he was the rules behind all this madness, and without his insight, no one would have turned tabletop miniature battle rules into a roleplaying game. His *Blackmoor* setting was the "first fantasy campaign", and his Temple of the Frog inspired well, me. Dave turned mass battle rules into man on man, and later man on monster combat, then personalized the idea so that each player was playing a character with a name and the ability to advance in power (from man at arms to hero and later superhero), creating a continuous **role** for each **player**. This was the foundation of the games we all play, and have played for the last 40 or so years. Dave was what I term the "method" creator of the game, he allowed us to turn imagination into a game that we all could play, using a set of mutually agreed mechanics.

Bob Bledsaw was a visionary. Bob took what all his contemporaries were doing, and made it big. He defined "Go big or go home". No other company in the history of the industry produced so much material in so short a timeframe. Darn useful stuff too. When many had taken bits of game worlds and put them into play, Bob created an entire world and detailed every 5 mile hexagon of it. When TSR was producing 5-7 products a year, Bob was producing 30. When others wrote a paragraph or two about a city, Bob created a city and detailed every shop in it, creating enough backstory to run entire game sessions out of a random trip to the blacksmith to get a shield. Bob made cities real, rather than some place that players "went to discuss the next dungeon delve or get Joe Platemail III raised from the dead".

I had the pleasure of getting to know Bob in 2002. In my writing career, the work of which I am most proud of is still the boxed set known as *Wilderlands of High Fantasy* that Clark Peterson and I produced in 2005. It took Bob's grand world and expanded the level of detail of his prior work from the later 1970's, using his same game maps and content.

The team that created this detail was vast, and I still contend that one could run a continuous game for 9 centuries using nothing but this set. Bob reviewed and approved each section in turn. I spent many hours on the phone with him, listening in quiet fascination while he told me about the *Holy Cities of the Desert Lands*, and how his game group had spent hundreds of hours dealing with the intrigue and factions of those cities, of the radiation filled dungeons below them, and many, many other stories. This guy had an imagination the likes of which I have never before or since encountered. Bob was what I call the "creator of worlds", who made us see a completely alternate universe and imagine it was our own. I still run my game (35 years later) in this setting.

So now we have discussed culture, mechanics and the world. What is left is adventure.

One time at Gencon (I think in 1999), I was out back smoking a cigarette, when a gentleman approached me for a light. We sat there and smoked several, having perhaps a 15 minute conversation about the advent of D&D 3.0 and what effect it was going to have on the industry. After I left, another stranger said to me, "Oh my God. That is Gary Gygax". I had no idea. What a nice guy he was too.

Two years later, I got to know Gary through his relationship with Steve Chenault at Troll Lord Games (Steve was and is a regular drinking buddy of mine at conventions). We had just obtained the rights to republish *Necropolis* from Wizards of the Coast and I asked for an introduction to see if we could get Gary's input and assistance on making the book right. Gary immediately agreed, and really helped us do this right. He did not even ask to be paid (we paid him anyway). The book was (and is) nothing short of spectacular, even if it is (now) nearly impossible to find a copy.

Gary had great stories. His stories were the foundation of what I call adventure. He regaled me with tales of how as a teen he and his friends used to explore an old abandoned insane asylum near Lake Geneva (creepy place—think "House on Haunted Hill"). Many think that Moria defined dungeons. I bet that while it inspired them, Gary's exploits into the dark and creepy asylum may have had something to do with it.

Where Bob was the world guy, Gary was the dungeon guy. No one I have ever read has ever created the fiendish traps (you just die), nasty monsters and tricks that Gary did. Anyone who has ever read *Tomb of Horrors* knows Gygax. The sleep gas and juggernaut, the golden crown and scepter, the sphere of annihilation in the demon's mouth…wow. Dungeons didn't do this. Gary was not afraid to kill characters. Heck, the *Village of Hommlet* was super deadly. His stories of Castle Greyhawk were inspired. The guy knew how to write an adventure. *Necropolis* was in my humble opinion, his crowning achievement. It took *Hommlet* and added *Tomb of Horrors*. His stuff is just epic. Anyone who finished a Gygax module felt a certain pride in the accomplishment. Certainly the words "I am the Set Rahotep" will be etched forever in my memory.

I continued to correspond with Gary until just before he died. He offered great advice, and always took the time to help me get over my writer's block or just chat a bit about anything I'll always remember drinking $500 bottles of wine with him at a steakhouse in Milwaukie, and my daughter shyly flirting with him while he and I were signing books together. . I hope they do get that statue of him built in Lake Geneva, he was a great man.

This book was inspired by these giants. I hope you all enjoy it as much as I have enjoyed writing it over the past 35 years. I will continue to add levels and side treks that are inspired by play in years to come, and this iteration reflects everything I have added in the last 10 years.

— Bill Webb
Poulsbo WA, 2012

Introduction

Once upon a time, there was an idea—an idea formulated by Gary Gygax and Dave Arneson in 1974 and published in a little paperback book called *Underworld Adventures*. The idea was simple: it is a lot of fun to go into a dungeon and kill evil monsters. Why is the dungeon there? No one knows. Why do the monsters usually fight rather than talk? We aren't really sure. Why are there 16 trolls in a cave with a *jug of alchemy*? No one cares. What do all the monsters eat? We don't know that either (although "adventurer" probably tops the list). And we don't have to know these things. This isn't an ecology experiment, it's a dungeon—the quintessential setting for pure swords and sorcery adventuring.

This adventure pays homage to that original idea. True, there are opportunities for role playing, but most of this module is dedicated to "roll playing." Hopefully, while exploring the halls of Rappan Athuk, you will recall the thrill of discovery, the terror in your heart when you fought your first skeleton, the joy of rolling your first natural 20 and the despair you felt when that 1 came up for your poison save.

This module, *Rappan Athuk—The Dungeon of Graves*, is nothing more and nothing less than a good, old–fashioned, First Edition dungeon crawl updated for the *Swords & Wizardry Complete Roleplaying Game*. Very difficult, it should strike fear into the hearts of the most stalwart adventurers. It offers an abundance of traps, tricks and monsters.

We hope that you find this module as fun and exciting as those hundreds of players who have ventured into (and not as often out of) the endless caverns and mazes of *Rappan Athuk—The Dungeon of Graves*.

Rappan Athuk is a difficult dungeon. Even the upper dungeon levels should not be attempted by a party of less than six characters of 4th level. Only truly veteran players should attempt this dungeon with lower level characters. Parties delving deeper than the 1st or 2nd levels of the dungeon should be of 5th level or higher. Entering the dungeon through "The Well" (which leads to level 3A) is dangerous, best avoided by parties of less than 7th level.

Why did we do this revision (again)?

Rappan Athuk is the granddaddy of all dungeons, conceived when the game was new, renowned as the "real deal" by Referees and players alike. Perhaps the greatest statement a player can make about sheer terror his character is feeling is to say: "I was more scared than when we were in Rappan Athuk."

Rappan Athuk was originally released under the 3.0 rules in 2000. Two additional tomes of material were released in 2001. The areas of wilderness surrounding the dungeon and several other nifty tidbits were released as web-support over time as well. It was revised for the 3.5 ruleset in 2006 and expanded upon. Now updated to the Swords & Wizardry Complete system, the original dungeon has been expanded even further to excite and torture a new generation of PCs!

This book contains 19 never-before seen levels and an even more detailed wilderness section. It also has revised and amended statistics and tactic of the various NPCs and monsters that replace our earlier efforts.

This book is simply bigger, better and more complete than its predecessors. With a little effort, it's the only dungeon you will ever need, even if it doesn't use all the monsters ever created. Oh, and yes, Level 15 is still just intended for the Referee to read—Orcus is still supposed to be unbeatable. After all, we can't let an icon get killed!

The Legend of Rappan Athuk

The Legend of Rappan Athuk is well known, having been told numerous times by bards, adventurers, sages and loremasters. Read the following information in the text box to your players.

Many hundreds of years ago, the forces of good allied to destroy the main Temple of Orcus in the ancient city of Tsar. With their temple in ruins, the surviving high priests of this accursed demon-god fled the city with an army of enemies on their trail—an army of heroic fighters, clerics and paladins—led by Zelkor, a powerful wizard. The exact fate of these evil priests was then unknown, for not only did the remnants of the followers of Orcus disappear from all human reckoning, but so did the army of light that followed after them disappear as well. Some said that in the eternal scales the loss of so many good men was a fair price to pay to rid the world of so much evil.

The evil cult, however, had not been destroyed. The surviving priests and their followers instead settled on a hill near the Forest of Hope, a sylvan woodland near the Coast Road. There they found a vast underground complex of caverns and mazes, carving out a volcanic intrusion beneath the hill. There, the priests of Orcus found the perfect lair to continue their vile rituals. For many years, they carried on in secret, hidden from the light and from the knowledge of men.

Many years later, their underground delving completed, the evil priests erected a hideous mausoleum and a sunken graveyard atop the hill. It is believed that these graves are in fact the final resting place of the pursuing army of heroes that had been destroyed to a man. Soon after the mausoleum was erected the peaceful creatures of the wood began to disappear. Though many rangers and druids investigated these happenings, the cause of the creatures' disappearance was not immediately determined. Some years later a powerful group of adventurers, led by Bofred, a high priest of Thyr, investigated the evil happenings and found the sunken graveyard leading to a labyrinthine complex. Bofred and his companions found great hordes of evil creatures in the complex. Though some of his companions returned from their expedition, telling tales of fantastic treasure and ferocious monsters, Bofred was never seen again—lost in the catacombs beneath the cursed mausoleum.

For the last one hundred years, ranks of adventurers have ventured to the newfound dungeon. Many fell prey to bandits and monsters in the surrounding wilderness. Rumors suggest that of those who survived to reach the mausoleum and sunken graveyard, most were slain by guardians of green stone or perished on the very first level. Those rare few who return from deeper treks speak of horrible undead and creatures that cannot be slain. All who have explored Rappan Athuk offer this one universal piece of advice: "Don't go down the Well."

Rumors About Rappan Athuk

In addition to the above Legend of Rappan Athuk, each character has a chance of knowing up to two rumors about the complex from common legends. Each character can make two rolls on a 1d6, a roll of 1 or 2 earns the character a rumor. Magic-Users and clerics may make a third roll to check for rumors. Roll each rumor randomly on 1d100 on the table below or select an appropriate rumor as you see fit.

1	Zelkor, the good wizard of old, is now an evil lich living in the upper levels protecting the evil temple and descent into it. **(Partially true)**
2	A high priestess of Hecate, the goddess of magic, was turned into a statue of living rock, and is entombed in the dungeon. She had a magic ring that allowed her to shape change. Her name is Akbeth. **(True)**
3	A rich gold mine can be found if one can find a cavern with a man-made river channel and defeat the monsters there. **(Mostly true)**
4	The temple of Orcus no longer exists within the dungeon. Its existence is a lie told by adventurers to keep others away. **(False)**
5	A great oracle can be found beyond a massive cavern. He can tell all to anyone willing to pay his price. **(Mostly true)**
6	A company of dwarves recently went to look for a gold mine said to be in the dungeon. None of them returned. **(True)**
7	Orcus put a curse on the complex when he built it. Any that disturb his temple will become slaves of darkness, never to return **(False)**
8	A great city of goblins lies deep in the complex, and they are followers of Orcus. **(True)**
9	The entrance to Hell lies deep in a maze complex. It can be found only by swimming through a pool of water. **(True, though only in a figurative sense. The level is called Hell by any that have been in it.)**
10	A great priest was entombed within the complex behind a door sealed with seven seals. If released, the powers of good would be greatly aided. **(True)**
11	The dungeon was originally a good fortress built to protect the advancing hordes of evil. Evil overcame its defenders. **(False)**
12	Magical black skeletons inhabit the dungeon. They are greatly feared, as clerics cannot turn them. **(Partially true. Clerics have a substantially reduced chance to turn them.)**
13	A powerful illusionist lives near the surface. Do not believe everything you see. He is cannibalistic and possesses great powers. **(Mostly true. The "illusionist" is actually Scramge the rakshasa.)**
14	There is a monster immune to everything on the first level. It is amorphous, and smells terrible. A wise man flees from it. **(As your party will see, this is very true.)**
15	Inside a great labyrinth lies a strange mushroom that can restore youth to a human. They are blue with red spots, and lie under a bridge. **(Partially True. The mushrooms resets your age to a random age, which for most means youth.)**
16	Some of the tunnels dug by the giant rats of the complex lead to interesting places. Some lead nowhere. **(Very True)**
17	A wise man uses the rivers to travel in this place. They are dangerous, though. Many men who did not know the correct paths have drowned. **(True)**
18	Deep in the dungeon lies a vast cavern with monsters of gigantic size. **(True.)**
19	A magical pool leads to a wishing well. If one casts a magic item into it, he will get a wish. **(False)**
20	There is a corridor of solid white stone, which is cursed. Anyone who walks its length is lost forever. **(Almost True. Most, but not all, who walk the corridor will die.)**
21	On the fourth level, there are no monsters, but wondrous amounts of gems. **(False. Give us a break.)**
22	The caves are safer than the carved passages. The upper levels are also very tough in the carved areas. **(False. The caves are no safer than the carved passages. Both are dangerous.)**
23	As the great mage Speigle said, "Beware of purple worms." A wise man heeds his advice. **(So true it's written on the wall on Level 3)**
24	In the lower levels, spells cannot be regained due to the evil powers in this place. Conserve spells on deep treks. **(True)**
25	Solid mithral gates bar the way into a great treasure horde guarded by a lich in the great cavern. If one can access them, they would be richer than an emperor. **(Partially true)**
26	Deep within the hill lies a pool of lava guarded by demonic lizards. If one can defeat them, pure gold can be distilled from the liquid rock. **(Partially true—there are salamanders but no gold)**
27	Giant scorpions guard the way to the tomb of a fell king. **(True)**
28	It is said that the great paladin Bannor was overcome by a horde of enemies in the dungeon. His mighty holy sword, *Gurthdurial*, is rumored to have been lost in the Hall of the Cyclops King. **(Completely False)**
29	A new form of troll, a "swimmer," was seen to aid goblin miners in a deep cavern complex. **(True; this sighting confirms the existence of river trolls [Level 8].)**
30	The tomb of a fallen paladin is hidden near the goblin city. The paladin was corrupted by the sorceress Deserach. **(True. Referees should make the tomb on Level 9A very hard to find, as it is one of the most challenging encounters in the dungeon.)**
31	Prayers to Hecate can sometimes be used to defeat guardians sacred to her. **(True. This rumor offers a means to defeat a Lernaean pyrohydra, if wisely employed.)**
32	Kazleth rules as Lord of the Maze. He is a titanspawn abomination, with the head of a bull atop the body of an ogre. **(True; he is the phase minotaur king of Level 7A.)**
33	A demonic spider queen lurks near her pets. **(Partially true; she is a wizard, not a demon.)**
34	The goblin city's entrance lies unguarded. The goblins allow free trade with anyone who visits them. **(False. Two shadow dragons guard the entrance and prevent the passage of non-goblins.)**
35	A benevolent old wizard lives near the temple of Orcus. He reportedly offers refuge to those who kill the servants of the evil one. **(False. Banth is possibly more evil than the priests of Orcus. Banth will slay or transmute any PC who crosses his path).**
36	There are caverns inhabited by living statues; one-time explorers transformed by evil, they ambush the unsuspecting. **(False)**
37	A terrible dragon called Gath the Ravager was sealed long ago deep within the dungeon by powerful priests, whose spirits still guard his restless sleep. **(False)**

Rumors About Rappan Athuk

38	A great library, once the property of the followers of Orcus, lies forgotten in a hidden level. Though it contains works of great evil, it also holds books that could be of great value to sages and adventurers as well. **(True)**
39	A powerful adventuring group called the Dancing Blades were slain in the dungeon. Their restless spirits now wander its halls, attacking anyone they come across with their phantom weapons. **(False)**
40	There is a level of flooded passages ruled by evil, lenticular, fishlike things who can take over your mind. They are the secret rulers of the dungeon. **(False)**
41	A potent artifact called the Seal of Power was carried into the dungeon long ago by the mage-priest Donov. He hoped to use it to seal away the evil, restless spirits of the dungeon. **(False)**
42	The skeletons violently explode when they are brought down. The zombies dissolve into foul greenish goo that will eat your flesh and turn you into one of them! **(False)**
43	There is an insane blackguard named Ian the All-Seeing who collects the eyes of all he meets. He is said to have thousands of eyeballs in his collection now. He can control them, make them move about, and see things for him. **(False)**
44	The goblins of the dungeon are actually mutated giants. Although they are small and stunted in appearance, they are incredibly strong. **(False)**
45	Recently the champion Corondel fought and defeated the green dragon Springdread in the Forest of Hope. Corondel subsequently disappeared. It is rumored that the dragon was merely badly wounded, and now lurks deep within the forest, killing all who stray too deep. **(Partly true; Corondel did fight and kill a green dragon and then disappear)**
46	Gnolls have been spotted along the caravan route south of the Foothills. They are said to be holed up in a ruined keep overlooking the caravan route. **(Partly true; the bugbears have been mistaken for gnolls)**
47	Pirates sometimes hazard the reefs along the coast to land at secret inlets and bays and stash great treasure; woe betide the adventurer caught spying upon them! **(True)**
48	Outlaws sometimes hazard the dangers of the wilderness, seeking refuge from the law. It is said that some have even banded together, to start their own community. **(True)**
49	Though some brigands attack caravans that pass through the area, others specialize in taking on adventurers exiting dungeons and lairs, weakened but fat with loot. **(True)**
50	A great red dragon has been seen flying about the region. It is said to lair somewhere to the south. **(True)**
51	The Troll Fens are aptly named. They are brimming with trolls, poisonous snakes, quicksand, and other hazards. **(True)**
52	A druid is said to live within the Forest of Hope, and she is hostile to any who invade its bowers uninvited. **(True)**
53	Three old crones are said to live along the coast, and for a price of gold and blood, they can let you see into the past and future. **(True)**
54	A jet black temple is said to be hidden somewhere in the hills; those who enter its dark confines never return. **(True)**
55	Many back entrances to the most famous of dungeons are said to lie in the wilderness, but the hills are so riddled with caves that finding these entrances is all but impossible if one knows not where to look. **(True)**
56	A shrine to a foul god or demon is said to lie beneath the hills; its corridors are a gauntlet of terror and gruesome death. **(True)**
57	One hot, sticky summer a score of years ago, a terrible beast came out of the wilderness and fell upon the surrounding lands, razing towns and ravaging farms. It killed many of the finest warriors and baffled the most potent wizardries before finally being slain by the adventurer Mailliw Catspar and his comrades. Triumphant, these brave souls tracked it back to the Dungeon of Graves—and were never seen again. **(True)**
58	Deep within the dungeon there is said to be a place where the light of the noonday sun still shines; this place is abhorred by the foul creatures that live within the caves and caverns. **(Partly true; there is a cave lit with sun by day, but it has its share of dangerous creatures)**
59	When the craven armies of Orcus fled from Zelkor and his army long ago, a great lieutenant was instrumental in holding off the pursuers. He bought time for the priests to enter the dungeon and lick their wounds. For his valor, the dark champion was entombed. The halls around his burial chamber are filled with terrible creatures, red mist, and visions of ancient sins, long forgotten. **(True)**
60	A group of adventurers calling themselves the Fire Hawks recently left on an expedition to Rappan Athuk and have not returned. It is said their leader carried with him an artifact of great power. **(True about the adventurers; the fate of the leader and whether he carried an artifact is for the Referee to determine)**
61	A great wizard tried to build a tomb in the wilderness, but couldn't manage the effort. **(False; Rappan Athuk was built by Glazerel)**
62	The monks of the small shrine of the Coast Road are helpful to passersby. **(Partially True; The monks of the Cloister of the Frog God are not immediately hostile)**
63	Beware of the coastline! A great and powerful sea serpent roams the coast, seeking to sink ships and hoard their gold. **(False; the beast on the coast is a kraken)**
64	The lost army of Tsar is still in the Forest of Hope, somewhere. **(False; they are on Level 14A of Rappan Athuk)**
65	There is a vast underground cavern system populated by hideous beasts under the Forest of Hope called "The Barrows". **(Partially True; it's called "The Gut" or the "Cyclopean Deeps")**
66-100	"Rappan Athuk? Bah! No one ever gets out of that place alive! **(Partially True)**

Room and Level Numbering

Because Rappan Athuk is a complex dungeon with numerous levels, rooms are numbered by level prefix with a following room number for that level. For example, Zelkor's lair is Room 3A–8, meaning room number 8 on Level 3A. Rappan Athuk also uses an old-style level numbering convention with "main" levels and "side" levels. The "main" levels are numbered consecutively, indicating relative depth below ground. The "side" levels (those marked with A or B), often skip numbers. The numbers of the side levels indicate depth relative to the main levels. For example, Level 3A (beneath "the Well") is approximately the same depth underground as Level 3. A cross-sectional view of the levels of Rappan Athuk is shown in Map RA Cross-section. This map also details the entrances and exits from and to various parts of the dungeon.

Monsters and NPCs

Monster statistics for all monsters not found in the *Swords & Wizardry Complete* or the **Frog God Games** *The Tome of Horrors Complete* are detailed fully in the **Monster Appendix** at the end of this module.

The Wilderness Surrounding Rappan Athuk

As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place—popular with bandits, marauding monster bands and worse. Merchants and patrols are quite rare. The woods and hills surrounding the area are untamed. The area surrounding Rappan Athuk has attracted various bandit groups. Several of these groups spy on parties entering Rappan Athuk, only to strike them on the way out of the underworld. In addition to bandits, there are a large number of more standard monster lairs and encounter areas in the wilderness area surrounding the dungeon. These bandits and other important lairs are detailed in the Wilderness chapter.

You are free to place Rappan Athuk in any appropriate area of your game world and create the bandit encounters and monster lairs to reflect the particular flavor of your campaign.

Now, with no further ado, welcome back to the Granddaddy of all Dungeons!!!

Introductory Characteristics

Each level of the dungeon has a sidebar that details the following basic information:

Difficulty Level: Details the average level of difficulty of the dungeon level. A party of six player characters (PCs) with the suggested experience level should be properly challenged by this level of the dungeon.

Entrances: Details the various entryways into the level.

Exits: Details the various exits from the level.

Wandering Monsters: Details the frequency of encounters, including a table of encounter results.

Shielding: Details any material or magical barriers or shielding which prevents divination or other spells and effects from functioning. Not listed if there is no shielding on the level.

Detections: Details results of general divination spells on the level.

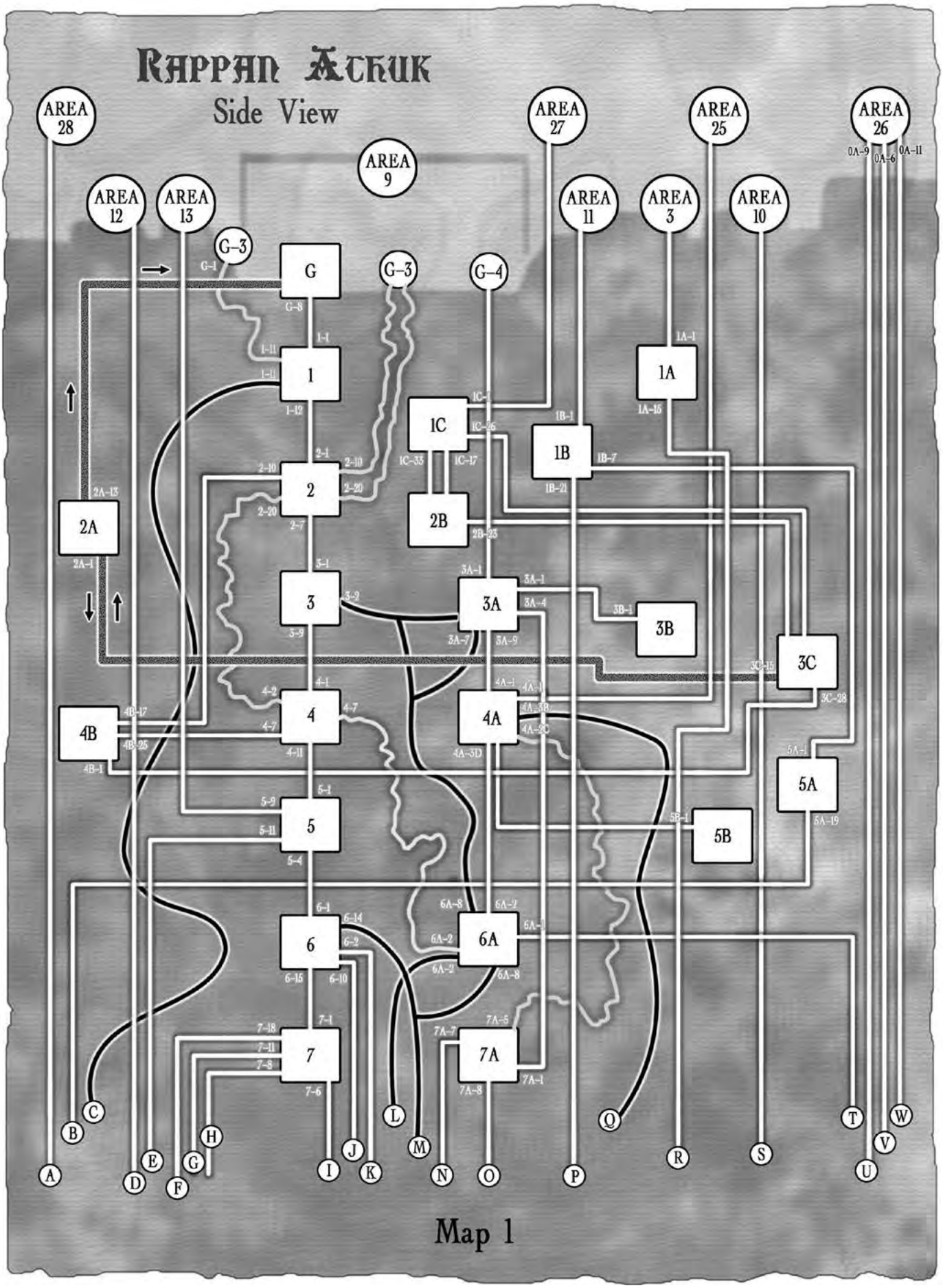
Spell Function and Recovery: Details any interference with spell function and recovery due to magnetic influences or sheer evil detachment from the gods. Not listed if function and recovery are normal on the level.

Continuous Effects: Details any effects that apply throughout the dungeon level, such as fear or extreme heat as though a heat metal spell were in effect throughout the level. Not listed if there are no continuous effects on the level.

Standard Features: Details standard door type and quality generally encountered throughout the level, as well as any other recurring features, such as color of stone or carved motifs. If there are no standard features on a particular level this characteristic is not be detailed.

The Levels of Rappan Athuk

Ground Level: The Sunken Graveyard and the Mausoleum
Level 0A: The Cavern of the Kraken
Level 0B: The Cloister of the Frog-God
Level 0C: Zelkor's Ferry
Level 1: The Lair of the "Dung Monster"
Level 1A: The Temple of Final Sacrament
Level 1B: The Bastion
Level 1C: The Mouth of Doom
Level 2: Marthek's Place and Ambro's Base
Level 2A: Teleportals
Level 2B: The Demon's Gullet
Level 3: "Beware of Purple Worms!"
Level 3A: "The Well"—Zelkor's Lair
Level 3B: Down the Well
Level 3C: Fountain of Pestilence
Level 4: The Upper Temple of Orcus
Level 4A: The Basilisk Caverns
Level 4B: The Gut
Level 5: Banth's Lair and the Wight Catacombs
Level 5A: The Prison of Time
Level 5B: Alladin's Torment
Level 6: The Maze
Level 6A: Caves and Caverns—The Lair of the Spider Queen
Level 7: The Gates of Hell
Level 7A: The Hall of Kazleth, the Phase Minotaur King
Level 8: Caves and Caverns—The Tomb of the Evil King
Level 8A: The Tomb of the Beacon
Level 8B: The Steam Jungles
Level 9: The Lower Temple of Orcus
Level 9A: Caves and Caverns—The Hydra's Lair
Level 9B: The Well of Agamemnon—Upper Level
Level 9C: The Well of Agamemnon—Lower Level
Level 9D: The Bloodways (4 sublevels)
Level 10: The Lava Pit
Level 10A: The Giant Cavern
Level 10B: The Goblin Outpost
Level 10C: The Talon of Orcus
Level 11: The Waterfall and Akbeth's Grave
Level 11A: The Gates to the Goblin City and the Vampire Lair
Level 12: The Slave Pits
Level 12A: The Goblin City and the Hall of the Titan Cyclops
Level 12B: Tiamat's Puzzle
Level 12C: Beetle-Juice?
Level 13: The Portal of Darkness
Level 13A: The Goblin Barracks
Level 13B: The Dark River
Level 13C: Zombieland
Level 14: The Chapel of Orcus
Level 14A: The Refugees of Tsar
Level 14B: The Grand Cornu of Orcus
Level 14C: The Architect's Workshop
Level 15: The Den of the Master


Rappan Atruk
Side View
AREA 28
AREA 12
AREA 13
AREA 9
AREA 27
AREA 11
AREA 25
AREA 3
AREA 10
AREA 26
G-3
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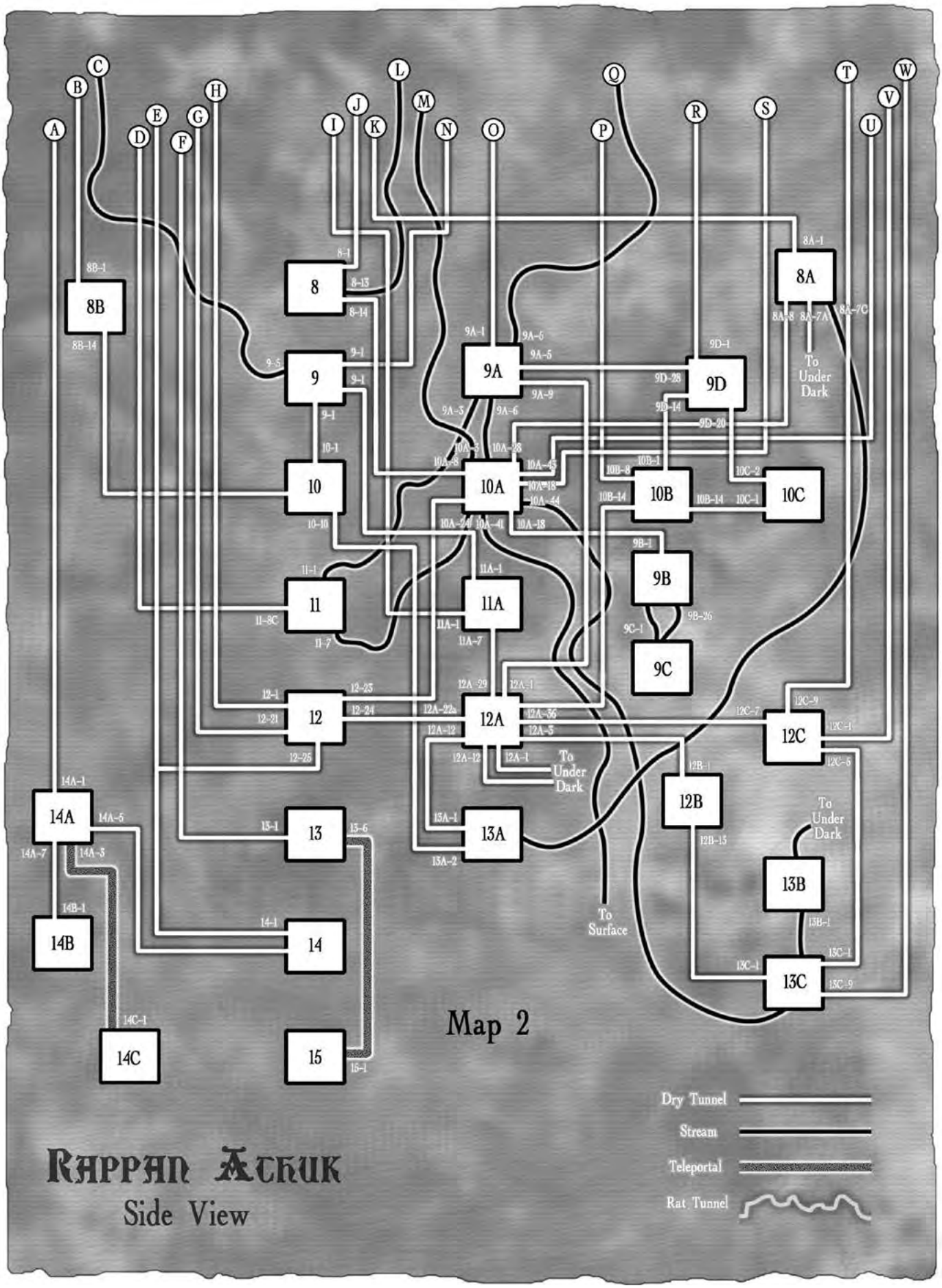
Map 1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14C
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To Under Dark
To Surface
Map 2
Dry Tunnel
Stream
Teleportal
Rat Tunnel
Rappan Athuk
Side View

Wilderness Areas: Dying Outside the Dungeon

Rappan Athuk is designed to be easily transplanted into any fantasy campaign. You are free to place Rappan Athuk in any appropriate area of your game world and create the bandit encounters and monster lairs discussed below to reflect the particular flavor of your campaign. The Wilderness Areas are shown on **Maps RA–1** through **9**.

The Wilderness Area Surrounding the Dungeon of Graves

Rappan Athuk is a dungeon of legend. As such, most know where the dungeon is located — off the Sea Coast Road, in the hills east of the Forest of Hope. Prior adventuring bands (and some local bandits) have marked the general area with several signs indicating the way to the dungeon (and to their ambush). The difficulty of Rappan Athuk has never been locating it. Getting home alive is another matter entirely…

As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place—popular with bandits, marauding monster bands and worse. Merchants and patrols are quite rare and stay entirely on the road, as the woods and hills surrounding the area are untamed. This is not to say that the area is unpopular with adventurers. Legends of great treasure and glory abound for hundreds of miles, and the draw is too great for many to resist. So, off they go in search of the proverbial fortune and glory. Most find only death and despair.

Wilderness Areas and Wandering Monster Tables

For gaming purposes, the wilderness area surrounding the dungeon can be divided into five regions: the Sea Coast Road, the Forest of Hope, the Dragonmarsh Lowlands, the Foothills and the Beach. Each is detailed below.

Each of the above regions has its own wandering monster table. The Referee should use these encounters with some forethought. For example, Drusilla the Druid or Simrath the Vampire could annihilate many parties if used unadvisedly. These encounters can provide roleplaying opportunities as desired instead of being yet another monster-slugfest. Some of the personalities lead to new and exciting adventures, well beyond the original scope of the dungeon of Rappan Athuk. Also note that there is only one of each of the specialty NPCs such as the Simrath, Drusilla, or the specific bandit leaders. Once slain, they are no longer available as an encounter. This is not to say that they could not be replaced by something else, possibly worse.

The Sea Coast Road

This area serves as the primary trade route for commerce along the coast. Coastal patrols from nearby cities attempt to keep bandits and other malicious creatures clear of the road by day; by night is a different matter. Certainly the safest of the wilderness areas, this road is still plagued with bandits and other robber creatures, eager to prey on the daring merchants traveling the road.

Sea Coast Road Wandering Monsters

Check for encounters at 4 a.m. (just before dawn), 9 a.m., noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following cumulative modifiers apply: +2 if more than one mile off the main merchant road; +2 if the encounter occurs at night.

1–2	**Merchant Caravan**
3–5	**Foot Patrol** (8 footmen, 2 knights, 1 sheriff)
6–7	**Brigands** (2d4 brigands, 1 brigand leader)
8–9	**Cavalry Patrol** (6 knights, 1 sheriff)
10–11	**1d3 worgs** and **1d12 wolves**
12	**Ogre** and **2d4 bugbears**
13	**2d6 shadows**
14	**Simrath the Vampire** and **2d6 worgs**

Merchant Caravan: A merchant caravan is encountered making its way along the road. The caravan contains 1d8 wagons or carts, with an appropriate number of accompanying pack animals per cart as well as **1d6 caravan guards** per cart or wagon. There are **1d3 merchants** per cart as well. Merchants on this route are on guard and want little to do with adventurers; they start with an initial attitude of unfriendly. If the characters can improve their attitude to friendly, they would be willing to provide general information about road conditions; if their attitude is improved to helpful they would be willing to allow the PCs to travel with them. They do not otherwise offer any aid to the party.

Caravan Guard: HD 1; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 12; Save 17; AL N; CL/XP 1/15; Gear: Spear, short sword, light crossbow, 20 bolts, ring armor, shield, 1d12 gp, 2d12 sp, 3d12 cp.

Foot Patrol: These patrols consist of **eight footmen**, **two knights**, and a **sheriff**. They travel the coast road in search of brigands and other outlaws. They approach the party in a hostile fashion, expecting the worst. If the party is cooperative and answers questions reasonably, they do not trouble the players further and leave them to their business. Likewise, if the party engages in banditry, they take no prisoners. Once the PCs are well known (as good guys presumably), these patrols are friendly. The Referee should

FOREST of HOPE
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DRAGONMARSH LOWLANDS
RAPPAN ATHUK
WILD EDGE RIVER
COAST ROAD
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THE WILDERNESS
10 miles
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use this as an opportunity to roleplay with the PCs and build their egos about their fame (or infamy) in the local region. The knights and sheriff ride **warhorses**, while the footmen walk.

Footman: HD 1; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 12; Save 17; AL N; CL/XP 1/15; Special: None. Gear: Spear, light crossbow, 20 bolts, ring armor, shield, 2d12 gp.

Knight: HD 3; AC 4 [15]; Atk 1 longsword (1d8) or lance (2d4+1); Move 12; Save 14; AL N; CL/XP 3/60; Special: None. Gear: Chainmail, shield, longsword, lance, 2d10 gp, 40+2d10 sp.

Sheriff: HD 5 (18 hp); AC 4 [15]; Atk 1 longsword (1d8) or lance (2d4+1); Move 12; Save 12; AL N; CL/XP 3/60; Special: None. Gear: Chainmail, shield, longsword, 2d10 gp, 40+2d10 sp, *potion of healing*, surcoat bearing the insignia of their ruler, writ of authority, five 20 gp gems.

Warhorse: HD 3; AC 7 [12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; Special: None.

Cavalry Patrol: These patrols consist of **6 knights** and a **sheriff**, all mounted on **warhorses**. They keep to the road for the most part, riding down fleet enemies and moving quickly in pursuit of recently sighted fugitives. If they suspect the PCs of malfeasance, they make a pass with lances, and then return with longswords, attacking from all directions. Otherwise, they behave much like the foot patrol with regard to cooperative PCs.

Brigands: These bandits consist of **2d4 brigands** led by a **brigand leader**. They attempt to ambush the party from the roadside, seeking to slay mounts and lightly armored individuals with sneak attacks from their bows. They run if their leader or 25% or more of their company is slain.

Brigand: HD 1; AC 5 [14]; Atk 1 short sword (1d6) or shortbow (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Gear: Ring armor, short sword, shortbow, 40 bolts, shield, 1d4 sp, 2d4 cp.

Brigand Leader, Thief 5: HP 18; AC 7 [12]; Atk 1 shortsword (1d6) or dagger (1d4) or shortbow (1d6); Move 12; Save 11; AL C; CL/XP 4/120; Special: Backstab for x3 damage, climb walls 89%, delicate tasks 35%, hear noises 4 in 6, hide in shadows 30%, move silently 40%, open locks 30%. Gear: Leather armor, shortsword, dagger, shortbow, *potion of healing*, 1d4 gp, 2d4 sp.

Worgs and Wolves: These beasts follow the PCs and attack as they set their camp, or attack at night if encountered then. They seek to kill and drag off one or two lightly armored individuals, and may focus on attacking and killing mounts if they can do so. They attack from all directions, coming in from one direction as a distraction to draw out their opponents (attacking on the defensive), while others attack from behind. They prefer easy prey — sleeping PCs and mounts in particular — over those that put up a fight. They do not attack if they are outnumbered and fail to achieve surprise.

Wolf: HD 2+2; AC 7 [12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

Worg: HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Ogre and Bugbears: The **ogre** charges into combat while the **bugbears** attempt to sneak in behind the party, then cast javelins and charge. Once fully engaged they prefer simple toe-to-toe fighting, with little finesse or tactical thought. They fight to the death.

Bugbear: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d6+1); Move 9; Save 14; AL C; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Shadows: These beings only attack at night, or may be encountered in caves or densely wooded areas. They attack as soon as they sense intelligent beings nearby, using no tactics, and fight until destroyed.

Shadow: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Simrath the Vampire: See **Wilderness Area 17** for details. If encountered in this fashion, Simrath has ventured forth from his lair and haunts the night, perhaps in bat or dire wolf form, accompanied by a pack of **2d6 worgs**. The Referee may decide he simply passes the PCs by on some other errand. If he attacks, he does so to his fullest ability, summoning companions to aid him. It is best to have him ignore low-level parties. Simrath normally preys on merchant caravans, slipping in and taking one guardsman on night watch, without a sound. He always destroys the bodies of those he sucks dry, usually weighting them with rocks and throwing them in a nearby stream or river, as he has no desire for other vampires in his service.

The Forest of Hope

Thick and overgrown, the Forest of Hope provides shelter from winter storms that batter the coast. Named for a local princess by her father, this forest is better known by its original name: the Forest of Horrors. Thick dens of spiders and other fell creatures are known to dwell within its bowers; only recently, a green dragon was discovered and slain by the hero Corondel. Common folk avoid the trees, though adventurers and bandits often hide here. The patrols avoid the forest unless they are in pursuit of some villain. Water and game are abundant, and a xenophobic druid lives within the woods.

Forest of Hope Wandering Monsters

Check for encounters at 4 a.m. (just before dawn), 9 a.m., noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following cumulative modifiers apply: +2 if more than three miles off the main merchant road; +4 if the encounter occurs at night.

1–2	**Foot Patrol** (8 footmen, 2 knights, 1 sheriff)
3–5	**Outlaws** (2d6 commoner hiding from patrols)
6–7	**1d6 large monstrous hunting spiders**
8–9	**Brigands** (6d4 brigands and 3 brigand leaders, led by a brigand warlock)
10–11	**1d3 worgs** and **1d12 wolves**
12	**Drusilla the Druid** and her pack of **30 wolves**
13	**1d3 trolls**
14	**3d6 stirges**
15–16	Nest of **3d6 large monstrous web-spinning spiders**

Foot Patrol: These patrols are searching the forest for outlaws, and are not happy about it. They question the party about this, and leave them alone (or incite their aid) depending on circumstance. If the party members are themselves outlaws, the patrol attacks and takes no prisoners. Otherwise, they are treated as the same encounter on the Coast Road.

Outlaws: This is a group of **2d6** criminals hiding from the law. Mostly, they have committed offenses such as poaching or murder of a love rival. They often band together for safety, though their life expectancy in these woods is not much longer than a few weeks. They avoid the PCs unless cornered, in which case they may ask for help, beg for protection from a patrol, etc. This encounter should provide a great opportunity for roleplaying. Either the PCs can hunt down a wanted man, only to find clues that he is innocent, or they can be put in an alliance situation where they themselves must fight a patrol and become outlaws. No statistics are provided for these outlaws, for it is assumed that they are commoners with no adventuring skills (1d4 hp, leather armor at best, simple weapons, 1d4 or 1d6 damage). Some have banded together into an outlaw camp (see **Wilderness Area 21**).

Stirges: During the day, these creatures rest and do not attack unless disturbed. At night, they fly in and attempt to feast on sleeping opponents first; up to four may attack a single Medium creature. They favor sleeping and immobile targets over moving or attacking ones. Once engaged, the stirges fight until sated or slain.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: Blood drain (1d4), +2 to hit bonus.

Brigands: This is a group of **6d4 brigands**, with **3 brigand leaders** and a **brigand warlock**. Much more numerous in their forest home, a couple of these brigands try to act friendly, while the rest surround the party and fill them with arrows. They attack spellcasters first. These men are quite cunning, and the Referee should allow them a chance to build up some trust with the PCs before they attack in full, perhaps the next day. Once they engage, they use flanking, cover, and surprise as best they can to gain an advantage over their opponents.

Brigand: HD 1; AC 5 [14]; Atk 1 short sword (1d6) or shortbow (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: Ring armor, short sword, shortbow, 40 bolts, shield, 1d4 sp, 2d4 cp.

Brigand Leader, Thief 5: HP 18; AC 7 [12]; Atk 1 shortsword (1d6) or dagger (1d4) or shortbow (1d6); Move 12; Save 11; AL C; CL/XP 4/120; Special: Backstab for x3 damage, climb walls 89%, delicate tasks 35%, hear noises 4 in 6, hide in shadows 30%, move silently 40%, open locks 30%. Gear: Leather armor, shortsword, dagger, shortbow, *potion of healing*, 1d4 gp, 2d4 sp.

Brigand Warlock, Magic-User 9: HP 22; AC 9 [10]; Atk 1 staff (1d6) or dagger (1d4); Move 12; Save 7; AL C; CL/XP 7/600; Special: Magic-user spells (4/3/3/2/1). Gear: Staff, dagger, darts (5), 10d10 gp, 5d10 sp and 30% chance of a magic potion and/or magic scroll.

Worgs and Wolves: Treat these encounters exactly like encounters of the same type on the Coast Road.

Drusilla the Druid: See **Wilderness Area 14**, below. If met as a random encounter, Drusilla is on some errand and even less inclined

to tolerate the presence of the PCs. She may ignore the PCs because of the pressing nature of her errand. If the PCs attempt to speak with her persuasively, she may assign them an errand such as clearing out the den of monstrous spiders (**Wilderness Area 16**), as they have grown too numerous and are disrupting the balance. If diplomacy fails, she dispatchs some of her wolves to kill the party.

Trolls: These beasts are stupid and fearless. They charge into combat, only retreating if seriously damaged by fire or acid. They ask for and give no quarter, though if they drop an opponent or two, they may content themselves with hauling it off to eat if the surviving party members retreat.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Spiders (small group): These large monstrous hunting spiders are out seeking prey. They drop from trees or leap from holes and try to kill one or two victims; hoping that the rest of the party will leave their dead behind. They are not intelligent, and fight until slain, unless presented with fire or spectacular dazzling magic (even *pyrotechnics* spooks them).

Giant Promethean Jumping Spider: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: Lethal poison, 5 in 6 chance to surprise prey.

Spider Nest: This is a nest of large monstrous web-spinning spiders. The react just like the hunting spiders except that they get a saving throw for the fire and visual effects scenario. If they save, they continue fighting instead of retreating. (Use the Giant Promethean Jumping Spider statistics).

The Dragonmarsh Lowlands

This area, dotted with copses of trees, serves as a perfect hiding place for the bandits and outlaws that prey on the unwary. The drier portion of the lowlands contains numerous limestone caves and box canyons. Bandits frequently use these natural terrain features to set traps for the unwary. Several marshy areas exist in the lowlands. One of these (known as the "Troll Fens") is well known and avoided by those not seeking death. It is said that the quicksand and venomous snakes make this area unsafe even without the monsters. Thick clouds of mosquitoes make any travel here unpleasant at best.

Dragonmarsh Lowlands Wandering Monsters

Check for encounters at 4 a.m. (just before dawn), 9 a.m., noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following non-cumulative modifiers apply: +2 if more than three miles off the main merchant road; +3 if in the swamp. Add an additional +4 modifier if the encounter occurs at night.

1	**Foot Patrol** (8 footmen, 2 knights, 1 sheriff) — non-swamp only
2–3	**Outlaws** (2d6 commoner hiding from patrols)
4–5	**Brigands** (2d4 brigands and 1 brigand leader)
6–7	**2d4 vipers** — swamp only; otherwise **2d6 wolves**
8	**2d4 trolls**
9–10	**4d6 giant rats**
11–13	**Quicksand** — swamp only; otherwise **4d6 giant rats**
14	**1 Froghemoth** — swamp only; otherwise **2d4 trolls**
15	**1 Shambling mound** — swamp only; otherwise **2d4 trolls**
16	**1d6+2 swamp lions**
17+	**1d3 will-o'-wisps** — swamp only; otherwise **2d6 worfs**

Foot Patrol: These patrols are searching the lowlands for outlaws, and are not happy about it. They avoid the swamps in all cases. They question the party and leave them alone (or enlist their aid) depending on circumstance. If the party engages in banditry, they take no prisoners. Once the PCs are well known (as good guys presumably), these patrols become friendly. The Referee should use this as an opportunity to role-play with the players and to let them get their egos built up about their fame in the local region. Statistics for the patrol is the same as noted above.

Outlaws: This encounter is treated exactly like the encounter of the same name in the Forest of Hope. No statistics are provided for these outlaws, for it is assumed that they are commoners with no adventuring skills (Com1-3, 3-10 hp, leather armor at best, simple weapons, +0 melee or ranged, 1d4 or 1d6 damage). If the encounter occurs in the swamps, there should be a medium level fighter NPC leading the outlaws. This could eventually become a henchman of the PCs depending on the Referee's wishes.

Brigands: Treat these encounters exactly like encounters of the same type on the Coast Road, though they are more desperate and may be willing to barter with the PCs.

Vipers: The swamps and surrounding lowlands are notorious for their many venomous snakes — cottonmouths and rattlesnakes primarily. While not aggressive, they resent being disturbed. Rattlesnakes like to lurk among rocks and in underbrush. Cottonmouths prefer to lounge on rocks or in tree branches on swamp shores, and may drop on those passing beneath. For some reason, the local snakes are often encountered in clusters.

Venomous Snake: HD 1d6 hp; AC 5[14]; Atk 1 bite (1 hp + poison); Move 18; Save 18; CL/XP 2/30; Special: Lethal poison (+2 save).

Trolls: Treat these encounters exactly like encounters of the same type on the Forest of Hope. In the swamp, they can be tracked to the Troll Mound (**Wilderness Area 4**).

Giant Rats: Rats swarm like a carpeting mass, fighting until slain unless confronted by scary visual magic (see spiders, above).

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Quicksand: The party stumbles into a patch of quicksand or deep mud 1d8 x 5 ft. in diameter. Trolls and other swamp predators like to stake out quicksand patches and wait for prey to wander in. If a quicksand encounter is rolled, make another random encounter check; if an outlaw, troll, giant rat, shambling mound, or phase swamp lion encounter is rolled, these creatures are lurking nearby, and attack if the party looks vulnerable. Outlaws may attempt to bull-rush PCs into the quicksand, and trolls may simply pick them up and throw them in; giant rats, the swamp lions, and the shambling mound only attack if someone falls in or the party otherwise looks vulnerable.

Froghemoth: There is only one froghemoth in the swamp. It lairs in a deep bog at **Wilderness Area 1**. If encountered as a random encounter, the froghemoth is hunting for food. This is a potentially deadly encounter, and it is advised with lower-level groups to provide some foreshadowing of this creature's arrival rather than simply springing it upon them. The froghemoth always sticks close to swamps and pools, so it has a place to escape to if badly injured.

Froghemoth: HD 16; AC 3 [16]; Atk 4 tentacles (1d6), tongue (1d6), bite (4d6); Move 9 (Swim 12); Save 3; AL N; CL/XP 18/3800; Special: Swallow, resistance to fire (50%), slowed by electricity, surprise on roll of 1-2 on 1d6.

Shambling Mound: This creature appears to be no more than another pile of muck until it attacks. When it attacks, it will try to stealthily sneak up on the PCs, staying still until they get close. Even once the PCs are within 20 ft., there is only a 2 in 6 chance to detect the beast. This is when it attacks. It is a plant, and as such fights until slain.

Shambling Mound: HD 7; AC 1 [18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; Special: Damage immunities, enfold and suffocate victims.

Swamp Lions: These great cats stalk the PCs, and attack under cover of night. They are horrible, evil creatures that do not retreat until wounded to fewer than 6 hit points. They attack sleeping opponents and mounts over alert defenders if they can. Swamp lions are larger than most lions, and have the same statistics as tigers.

Swamp Lion: HD 6; AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; CL/XP 7/600; Special: Rear claws.

Will-o'-Wisps: These evil beings attempt to draw the PCs into another wandering encounter, or into deep water or quicksand. They only attack directly if harmed. They follow the PCs for up to a day if left alone, waiting for another monster to cause trouble.

Will-o'-wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.

The Foothills

In these hills, which lie east of the Coast Road, can be found the dungeon of Rappan Athuk. The hills provide a buffer zone between the Beach and the Forest of Hope. The hills themselves are sparsely forested and rather idyllic in appearance. Berries grow in abundance and cool, clear streams flow to the sea. Some of the most beautiful sunsets can be seen from their tops. Their beauty, of course, is but a mask hiding the foul corruption that lies beneath their verdant slopes, as the Foothills also house some of the nastiest denizens in any portion of the world. Only the very foolish or very brave reside here longer than absolutely necessary. Many small, natural caves and caverns can be found riddling the foothills, and quite a few of these have been used in the past or presently by outlaws, brigands, animals, and other fell creatures as lairs.

Foothills Wandering Monsters

Check for encounters at 4 a.m. (just before dawn), 9 a.m., noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 or 2 on 1d10. If an encounter is indicated, roll 1d10 using the table below, adding +6 if the encounter occurs at night.

1	**Outlaws** (2d6 commoners hiding from patrols)
2–3	**Brigands** (6d4 brigands and 3 brigand leaders, led by a brigand warlock)
4–5	**4d6 goblins** and **2d3 goblin leaders**
6	**1d4+1 giant bees**
7	**Aragnak the Red Dragon**
8–9	**1d3 worgs** and **1d12 wolves**
10–11	**3d6 giant rats**
12	**3d6 stirges**
13	**1d3 trolls**
14–15	**2d6 ogres**
16	**2d6 wraiths**

Outlaws: As described in the Forest of Hope encounter, except that these outlaws must be incredibly desperate or suicidal to hide here.

Brigands: Treat these encounters exactly like encounters of the same type in the Forest of Hope, though they too are more desperate and may be willing to barter with the PCs.

Goblins: These goblins are scouts from the dungeon itself, and are looking for game. They do not seek combat with the PCs, though may fire arrows and flee.

Giant Bees: The hills contain a number of giant beehives that nest within the many caves found in the area. Giant bees are not generally aggressive unless provoked. If followed back to their hive, there is a 10% chance that the bees lead to **Wilderness Area 13**.

Giant Bee: HD 3; AC 5 [14]; Atk 1 sting (1d4 + 1d6 poison); Move 9 (Fly 36); Save 14; AL N; CL/XP 5/240; Special: Poison.

Aragnak the Dragon: This encounter is described in the Bandit Groups chapter, below. Aragnak patrols the region on the wing, looking for PCs to frighten into surrendering their treasure. There is a high

probability that he does not attack PCs entering the dungeon, but instead waits for them to exit before making himself known. This encounter is best played as the PCs sighting the dragon overhead, but not actually fighting him (until later).

Worgs and Wolves: Treat these encounters exactly like encounters of the same type on the Coast Road.

Giant Rats: Treat these encounters exactly like encounters of the same type on the Lowlands.

Stirges: Treat these encounters exactly like encounters of the same type on the Forest of Hope.

Trolls: Treat these encounters exactly like encounters of the same type in the Forest of Hope.

Ogres: These vicious giants attack immediately and with very little coordination.

Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Wraiths: This encounter occurs only at night. The wraiths are the restless spirits of those slain in the dungeon, out to seek revenge on all living things. They fight until slain; draining sleeping creatures first.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

The Beach

The beach itself is safer than the hills, but is too removed from the road to be patrolled. Food supplies are abundant here, and the beach can be a great source of survival for the lost. This food supply also attracts others, however. Pirates frequent this beach, as the intervening wilderness prevents assault by soldiers from nearby cities. The waters contain shoals and reefs, as well as an abundance of sharks, which prevents most mariners from approaching the shores. Numerous ships have wrecked in the area, and treasure diving could be profitable for anyone brave enough to deal with the sharks.

Beach Wandering Monsters

Check for encounters at 4 a.m. (just before dawn), 9 a.m., noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d20. If an encounter is indicated, roll 1d10 using the table below.

1–2	**Merchant ship**
3	**Pirate ship**
4–6	**Pirate raiding/foraging party**
7–8	**2d6 ogres**
9	**1d3 sirens**
10	**Marty the Imp**

Merchant Ship: Treat these encounters exactly like encounters of Merchants on the Coast Road, with the exception that they do not bother with the PCs unless hailed or approached.

Pirate Ship: A pirate ship is sighted off the coast. The pirate vessel is crewed by a **pirate captain**, a **pirate priest**, **1d3 pirate mates**, and **10+3d6 pirate ruffians**. They may land a raiding/foraging party at night within 5 miles of where they were spotted (see below).

Tactics: If morale is good, the captain has his pirate ruffians charge into battle, followed by the pirate mates, who go after particularly juicy or troublesome targets. The captain usually takes on the biggest threat remaining. The pirates have no compunction against ganging up to take out a foe to maximize their damage. If morale is bad, then instead the captain and the mates charge first, to inspire the remaining pirates to enter the fray the following round. In any case, the pirate priest always hangs back and supports the crew with spells.

Dirty Tricks: The pirate mates and captains are fond of an assortment of nasty tricks in combat to gain them an advantage. Typically, pulling off a trick requires the pirate succeeds at a saving throw with a penalty equal to the opponent's level or hit dice; if successful, it gives the pirate a +1 bonus to hit and damage for 1d4 rounds. Common tricks include:

- Kicking or flinging sand in the face of opponents
- Grabbing nearby ropes, vines, or other objects and trying to trip up the foe
- Spraying rancid fish oil or foul beer into the faces of opponents
- Yanking back clothing to expose a particularly appalling wound from a past battle
- Screaming into the ears of their opponent point-blank
- The ever-popular knee to the groin

Pirate Ruffian: HD 1; AC 5 [14]; Atk 1 cutlass (1d6) or light crossbow (1d4+1); Move 12; Save 17; CL/XP 1/15; Special: None. Gear: Ring armor, shield, cutlass, dagger, light crossbow, 40 bolts, 2d4 gp, 3d4 sp, 2d4 cp.

Pirate Mate, Thief 3:HD 3d4; AC 6 [13]; Atk 1 cutlass (1d6) or light crossbow (1d4+1); Move 12; Save 13 (11 vs. devices); AL C; CL/XP 3/60; Special: Backstab for x2 damage, thief abilities. Gear: Leather armor, shield, cutlass, dagger, light crossbow, 40 bolts, 1d4 sp, 2d4 cp.

Pirate Priest, Cleric 6: HP 6d6; AC 6 [13]; Atk light mace (1d4) or throwing hammer (1d4); Move 12; Save 10; AL C; CL/XP 8/800; Special: Rebuke/command undead, cleric spells (2/2/1/1). Gear: Ring armor, light mace, throwing hammer, silver unholy symbol of Dagon, 4 vials unholy water, 50 ft. hemp rope, 3d6 gp, 3d6 sp. 30% chance that armor or one weapon is a *+1 magical weapon*.

Pirate Captain, Thief 9: HP 22; AC 5 [14]; Atk 1 +1 cutlass (1d6+1) or light crossbow (1d4+1); Move 12; Save 7 (5 vs. devices); AL C; CL/XP 7/600; Special: Backstab for x4 damage, thief abilities, read normal and magical writing. Gear: Chainmail, *+1 cutlass*, light crossbow, 20 bolts, *potion of invisibility*, 4d6 gp, 2d6 sp.

Pirate raiding/foraging party: This group is 90% likely to be provisioning their ship with fresh water, fruit, and small game, in which case the party is composed of a pirate mate and 5+2d6 pirate ruffians. However, the other 10% of the time it is either a raid in force against the PCs, or a group seeking to bury or uncover ill-gotten pirate booty. Such groups consist of the entire complement of the pirate ship (see above), minus a skeleton crew of 1 pirate mate and 6 pirate ruffians, who remain aboard the ship.

Ogres: Treat these encounters exactly like encounters of the same type in The Foothills.

Sirens: These creatures closely resemble mermaids, and enjoy lounging on coastal rock formations, singing their enthralling songs and luring sailors and travelers to their doom. They use their *siren song* to captivate as many as they can, and draw them into deep water where they unfortunate victims drown and are eaten. Occasionally a siren may find a land-dweller particularly appealing and spare him, to bring him down to their underwater grottoes to dwell with them…until they tire of him.

Siren: HD 3; AC 7 [12]; Atk 1 dagger (1d4); Move 12 (Swim

24); Save 14; CL/XP 4/120; Special: Siren-song (all who hear must save or be charmed, spells (3/day—*water breathing*; 1/day—*suggestion*).

Marty the Imp: If Marty is encountered the characters will likely never notice him. He does not engage them, instead preferring to follow them using invisibility to remain unobserved while noting the exploits of the PCs. The three sea hags he serves often send him out on such missions to keep tabs on activities in the region.

If the characters have started making a reputation for themselves as people the hags might wish to meet, they may arrange to have Marty lure them to their lair with subtle hints and clues, like treasure maps placed amid the possessions of enemies the party has just defeated. This might be done if the hags wish to employ the PCs or desire an item or knowledge the PCs possess. Should the PCs detect Marty, he does his best to evade capture or attack. If they should manage to kill him, they earn the eternal enmity of the sea hags, who stop at nothing to avenge their loss.

Marty the Imp: HD 2; AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire, invisibility.

Bandit Groups

The area surrounding Rappan Athuk has attracted various intelligent denizens — parasites intent on relieving a dungeon-weary party of their hard-earned treasure. Several of these groups spy on parties entering Rappan Athuk, only to strike them on the way out of the underworld. The Referee should use these encounters as he or she sees fit, based on the relative difficulty and commensurate amount of treasure gained by the party. If the party has a reputation in the local area for being very powerful, many of these would-be brigands only attack if the party appears severely weakened. By contrast, some of the more powerful monsters attack more famous groups in preference to a weaker party, as they believe them to be more likely to have items worth liberating.

It is also a strong possibility that one or more of the following bandit groups are at war with another group, allowing the PCs to possibly roleplay their way out of conflict by agreeing to work for one group against another. If the PCs are having a bad go with one of the bandit groups the Referee could have an enemy group arrive, giving the PCs a chance to escape as the two groups fight each other.

Likewise, each of these bandit groups has a lair or hideout near the dungeon, as indicated in their descriptions. You should feel free to expand on the bandit groups and make them unique to your game world.

Bandit Group 1. Vorlak and His Kobold Gang

This encounter can be used when the party first exits the dungeon with a load of treasure. The purpose (other than a lot of fun for the Referee) is to teach them a lesson about overextending themselves. If they survive this encounter, then they prepare for the more dangerous robber-opponents to be faced later on. This encounter starts when the kobolds on watch over the entrance of the dungeon run back to warn the others, and ten rounds later the party finds themselves surrounded by a veritable army of spears and arrows.

The bandit group consists of a horde of **112 kobolds**, led by an ogre named **Vorlak**. Their lair is detailed in **Wilderness Area 18**.

Vorlak, Ogre: HD 4+1 (20 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Kobolds (112): HD 1d4 hp; AC 6 [13]; Atk 1 melee weapon (1d6) or 1 sling (1d4); Move 6; Save 18; AL C; CL/XP A/15; Special: None.

Tactics: These bandits are neither intelligent nor brave, and are happy if they can scare the party into compliance. They flee from direct assault, but shower the party with sling stones if the group seems intent on hostility. Though Vorlak demands that the PCs drop all they carry, he allows them to wear their armor. Anything concealed escapes their attention. Weapons, packs, sacks and all else carried are forfeit. If they are stripped of equipment, the Referee should avoid really nasty encounters until the group has a chance to re-equip itself. If the party refuses, the kobolds hurl a volley of stones. If Vorlak is killed or if the party charges, they hurl a volley and scatter. Many kobolds continue to hurl sling stones even if some are attacked as they are spread out over a wide area. Only those directly charged flee. Spectacular magical effects (e.g. a fireball spell) cause them to simply turn tail and run.

Bandit Group 2. Corrak the Doppelganger and Her Brigands

This group consists of **12 brigands**, led by a doppelganger named **Corrak**, a dwarven rogue named **Grawlic**, a half-elf wizard named **Zanaphia**, and a half-orc fighter named **Jel**. This bandit group is also a good one to use against lower-level parties.

Corrak, Doppelganger: HD 8 (35 hp); AC 5 [14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs. magic); AL C; CL/XP 7/600;

Special: Mimics shape, immune to sleep and charm. Gear: 3 flasks of acid, rapier, light crossbow, 40 bolts, 3 *+1 bolts*, leather armor, backpack, thieves' tools, 50 ft. silk rope, grappling hook, 65 gp, 154 sp, 6 gems (worth 840 gp total).

Grawlic, Dwarf Fighter-Thief 5/6: HP 21; AC 7 [12]; Atk 1 heavy mace (1d6) or shortbow (1d6); Move 6; Save 10; AL N; CL/XP 7/600; Special: Backstab for x3 damage, thief abilities, dwarf abilities. Gear: Heavy mace, light crossbow, 10 bolts coated with paralysis poison (1d4 rounds), leather armor, backpack, small sack, thieves' tools, 150 gp, 5 gems worth 25 gp each.

Zanaphia, Half-Elf Fighter-Magic-User 6/6: HP 21; AC 9 [10]; Atk 1 club (1d4); Move 12; Save 9; AL N; CL/XP 7/600; Special: Half-elf abilities, magic-user spells (1st—*detect magic, read magic, shield, sleep*; 2nd—*invisibility, phantasmal force*; 3rd—*fireball, haste*). Gear: *Wand of charm person* (3 charges), club, robes, leather pendant (detects as magical, but is not), platinum ring (50 gp), spellbook, backpack, 145 gp.

Jel, Half-Orc Fighter 6: HP 25; AC 5 [14]; Atk 1 battleaxe (1d8+1) or +1 shortbow (1d6+1); Move 12; Save 9; AL L; CL/XP 7/600; Special: Darkvision. Gear: Chainmail, battleaxe, *+1 shortbow*, 40 arrows, 1 +2 arrow, backpack, 30 ft. hemp rope, 3 torches, flint and steel, bedroll, 3 small sacks, 3 gems (10, 50 and 125 gp).

Brigands (12): HD 1; AC 5 [14]; Atk 1 short sword (1d6) or shortbow (1d6); Move 12; Save 17; CL/XP 1/15; Special: None. Gear: Short sword, dagger, shortbow, 40 arrows, ring armor, shield, 1d4 sp, 2d4 cp.

Tactics: This gang captures the party's horses after they descend into the dungeon and "ransom" them back to the party once they exit for an exorbitant amount of gold. If the party never returns, they keep the horses. If the bandits feel the need to attack, they use classic tactics — Zanaphia stays back and hurls spells, while the brigands box in the party and Corrak, Grawlic, and Jel try taking down one PC at a time. This bandit group's lair is detailed in **Wilderness Area 15**.

Bandit Group 3. Daarog's Ruffians

This band of **42 hobgoblins** is led by a half-orc barbaric fighter named **Daarog**, and **Zorzunar**, a half-orc cleric of the Orc god. Despite being led by a barbarian, this group is remarkably disciplined.

Tactics: Unlike the more chaotic groups, these spy on the PCs as they enter the dungeon and then set an elaborate ambush for them as they exit, using well-planned military tactics such as "**L**" shaped ambushes with pits or punji stakes on the open end of the ambush. Daarog likes to remain mounted on Crusher, his heavy warhorse, and charge back and forth through melee with his superior mobility. This is probably not a good ambush to use on PCs on their first trip to Rappan Athuk. Their lair is detailed in **Wilderness Area 7**.

Bandit Group 4. Aragnak the Red Dragon

This encounter can occur either at the exit of the dungeon or on the island lair of **Aragnak** (**Wilderness Area 24**). Depending on where it happens, different situations apply. Aragnak is a male adult red dragon. He flies over the wilderness area looking for only the most notable and important PCs. If the PCs aren't famous enough for him to know who they are he does not bother with them. This encounter should not be used on lower level PCs.

Tactics: If Aragnak is encountered as a bandit encounter, he lies in wait as the PCs are exiting the dungeon. Aragnak is well aware that Joe Platemail III, if strong enough to survive the depths of Rappan Athuk, is a fearsome opponent. Aragnak reveals himself 100 ft. away from the party, with a fierce roar and flapping of wings. In a booming voice, he demands that the players strip and leave everything they have on them in a pile. If they refuse, he flames them once and makes his demand again. If they charge him, he flies up and attacks from the air, using his breath weapon and snatch attacks. Only once they are mostly (or all) dead or incapacitated he lands and pick through the remains. If Aragnak is seriously wounded (over 50% HPs lost), he retreats and flies off to his island lair.

Bandit Group 5. Turane and his Trolls

Turane, an evil human wizard, and his band of **5 trolls** patrol the area to the south of the Troll Fens and the west of the Coast Road. They specifically target arcane casters, looking to relieve them of any magical items recovered from the dungeon. By a prior agreement to aid the trolls of the Troll Mound (**Wilderness Area 4**) with magic, the trolls are under orders from their leader not to kill Turane. In fact, many desire to serve him since he is known as a friend of trolls. Because of the chaotic nature of the trolls, however, Turane worries that the next leader of the Troll Mound may not be as desirous of his services. Turane's cave is detailed in **Wilderness Area 5**.

Tactics: Turane watches any PC parties containing potential arcane spell casters using his various magic spells. Once he finds such a PC group, he keeps an eye on them until they enter and return from the dungeon. He then sends his trolls to attack the party, using his spells to support them, while he remains invisible. He watches and identifies the lead character of the PCs and holds him or her using his *wand of hold person*. He then appears and agrees to call off his trolls (and free the held PC) if the party agrees to surrender to him all the magic items they recovered from the dungeon. He notes that he is being "reasonable" by only requiring them to turn over the items they recovered from the dungeon rather than all their items, commenting that he could simply allow his trolls to kill the PCs and take all their items. He casts *charm person* on the held PC and forces that PC to tell if the party is properly revealing to him their newly acquired magic items. If the PCs did not recover any magic items from the dungeon he requires them to surrender one of their current magic items of his choosing. If the PCs do not agree, he orders the trolls to slaughter them. He casts *invisibility* and uses his spells to attack the PCs. If harried he *dimension doors* to safety and flies away to his lair.

Bandit Group 6. The Dishonest Patrol

This is a dishonest group of the Coastal Patrol, led by the **Sheriff Ostland** and his captain **Felrara**, and includes two sergeants, **Erlin** and **Gortizin**, and **14 footmen**. Felrara is in fact the motivating force behind the corruption of this patrol and is the actual leader, though she makes it appear that Ostland is in charge. These soldiers ostensibly patrol the Coast Road, but they have turned corrupt and now pick up an extra "tax" from adventurers coming out of the dungeon. The bandits maintain a hideout in the Forest of Hope at **Wilderness Area 6**.

Sheriff Ostland, Half-Elf Fighter 6: HP 23; AC 4 [15]; Atk 1 longsword (1d8); Move 12; Save 9; AL C; CL/XP 6/400; Special: Half-elf abilities. Gear: Chainmail, shield, longsword,

potion of healing, surcoat bearing the insignia of his ruler, writ of authority, five 20 gp gems, 134 gp, 12 sp.

Felrara, Fighter 6: HP 33; AC 2 [17]; Atk 1 *+1 battleaxe* (1d8+2) or shortbow (1d6); Move 12; Save 9; AL C; CL/XP 6/400; Special: Half-elf abilities. Gear: *Potion of extra healing, +1 battleaxe,* shortbow, 40 arrows, platemail, surcoat bearing the insignia of her ruler, 303 gp, 106 sp.

Erlin & Goritizen, Half-Elf Fighter 3: HP 18; AC 3 [16]; Atk 1 longsword (1d8) or light crossbow (1d4+1); Move 12; Save 9; AL C; CL/XP 3/60; Special: Half-elf abilities. Gear: Longsword, light crossbow, 40 bolts, scale mail, shield, 3d20 gp.

Warhorses (4): HD 3; AC 7 [12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; Special: None.

Footmen (14): Treat these Footmen exactly like the Footmen of the **Coast Road**.

Tactics: The group lurks near the entrance to Rappan Athuk, and demand that the PCs surrender half of all coins and gems brought up from the dungeon as soon as they emerge. They allow the PCs to keep magic items. If your party is relatively low-level, this is a good bandit group to confront them with after their first foray into the dungeon. Should battle ensue, they close and engage in melee as soon as possible, only retreating if one of the two leaders, both lieutenants, or at least half the footmen are slain.

Bandit Group 7. Ghotan's Ravagers

Ghotan, a bugbear chief, leads a squad of **10 bugbears** and is assisted by **Scarl**, a bugbear priest of Orcus. They have recently moved into a crumbling fortress to the south, and are engaged primarily in scouting out the region, determining the location and strength of other natives, and observing the traffic along the Coast Road. They only engage in battle if backed into a corner or they think their target is weak; otherwise they are content to observe for the time being. Ghotan's base is detailed in **Wilderness Area 23**.

Tactics: If they do decide to fight, four bugbears lead an attack from one direction to provide a distraction, then Ghotan, Scarl, and the other six attack from the opposite side. They seek to close with their prey as quickly as possible, cut down any defenders in melee, and make off with their booty. If they lose more than half their numbers Ghotan sounds a retreat, but should either leader fall, the remaining bugbears fight to the death.

Due to the lethality of this encounter, it is recommended that it be used initially as a harbinger of things to come — the bugbears may be spotted observing the PCs and retreating, only to strike when they have become a bit more seasoned.

Monster Lairs and Encounter Areas

In addition to the bandits, there are a large number of creature lairs and encounter areas in the wilderness area surrounding the dungeon that do not exist specifically to prey on adventurers. These are more "traditional" monster lairs.

Area 1. Bog of the Dragonmarsh Froghemoth

There is only one **froghemoth** in the swamp. It dwells in a particularly fetid bog deep in the heart of the Dragonmarsh mires, although it often slithers out into the surrounding wetlands, looking to feed its voracious appetite. Although it is not intelligent or avaricious, its penchant for dragging kills back to its lair for later consumption has resulted in a fair collection of valuable items, although finding them may be difficult in the boggy water. The froghemoth's pool is roughly 50 ft. in diameter and 40 ft. deep; its murky water blocks visibility more than five feet. Scattered in the muck at the bottom of this pool is the froghemoth's treasure: 800 gp in loose coin, a suit of *+1 platemail*, a *+1 battle axe*, and a *staff of striking*.

Froghemoth: HD 16; AC 3 [16]; Atk 4 tentacles (1d6), tongue (1d6), bite (4d6); Move 9 (Swim 12); Save 3; AL N; CL/XP 18/3800; Special: Swallow, resistance to fire (50%), slowed by electricity, surprise on roll of 1-2 on 1d6.

Area 2. Grove of the Fethine

The Fethine is a clan of **36 pixies** and **23 grigs**, along with innumerable softly glowing balls of light produced by a creature called a **witchlight** (see the side box on the following page). The clan is ruled by **King Elmander** and **Queen Kaja**, along with their children, **Erika** and **Willow**; the leader of the grigs is a musician and composer named **Krrk'a Tink**. See "Who's Who in the Fethine" for further details on the members of the Fethine.

The clan dwells in a clearing in the midst of a small wooded valley. PCs may notice this area in one of two ways: by night, they may see witchlights disporting above the woods, which could attract their curiosity, and by day, they may be approached by Erika Thistledown, a pixie fascinated by humans and other "Big Folk"; she sometimes goes on excursions to the Coast Road to spy on them as they pass.

The clearing is a flat, level sward 60 ft. in diameter, with a stream running along it to the west and a rock formation that serves as the king's throne at the southern end. The pixies live in small nests in the surrounding trees, while the grigs favor cozy burrows along the stream bank. The fey spend much of their time in the clearing, flitting about and playing. Badger racing (with the cooperation of the local badgers) is a common entertainment. They run a complete circuit of the clearing while the pixies flutter overhead cheering them on, and then the winner is decorated and fawned over. The current champion is a honey-furred fellow marked with dark streaks, which they have named Sir Buzzlebum.

Though a carefree and insular people, the Fethine do have one persistent thorn in their collective side — a fearsome beast called a bone crawler, that dwells beneath a nearby temple (see **Wilderness Area 3**). On those occasions that the Fethine attract worthy guests, they arrange a meeting with this beast, in the hopes that their guests can weaken it, then follow it into the temple and finish it off.

Who's Who in the Fethine

King Elmander: Ruler of the Fethine, the king is a wizened old pixie with skin the color of burnished wood. He speaks and moves seldom,

but when he does talk his words are unquestioned laws. Elmander spends most of the evening watching the PCs and gauging their attitudes.

King Elmander: HD 3 (14 hp); AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 13; AL L; CL/XP 7/600; Special: Arrows, magic resistance (25%), spell-like abilities (at will—*polymorph self, invisibility, dancing lights*; 1/day—*dispel magic*, *confusion* (permanent).

Queen Kaja: Elmander's wife, Kaja is still a great beauty for a pixie, and knows it. She delights in compliments, courtly manners and flattery, but is not particularly vindictive or cruel if she does not receive these. A half dozen fluttery pixie handmaidens form her entourage; they spend much of their time giggling and whispering to each other while studying the PCs. Queen Kaja also keeps a trio of elder witchlights at her side as pets, which she has named Ebb, Flow, and Dropsy.

Queen Kaja: HD 3 (11 hp); AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 14; AL L; CL/XP 7/600; Special: Arrows, magic resistance (25%), spell-like abilities (at will—*polymorph self, invisibility, dancing lights*; 1/day—*dispel magic*, *confusion* (permanent).

Erika Thistledown: Erika is the youngest daughter of Elmander and Kaja, and harbors an unusual fascination for outsiders. Though most of her kind enjoys playing pranks or taunting humanoids, she is genuinely curious, and flutters about, asking them questions like, how do they avoid tripping with their huge ft.? Why doesn't the ground shake when they fall? Isn't all that hair growing on their chins itchy? If driven off, she may continue to observe them at a distance, to see what they do.

Erika Thistledown: HD 1 (4 hp); AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; AL L; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities (at will—*polymorph self, invisibility, dancing lights*; 1/day—*dispel magic*, *confusion* (permanent).

Thub Dourberry: Every tribe of sprites has to have one master of pranks, or Puck, and Thub is the duly appointed prankster of the Fethine. He was given this duty because, according to Kaja, he's "as uptight as a sprig-tick," and she thought this would help loosen him up. In fact, Thub hates his position, as he is unusually scholarly for a pixie and would much rather spend his time observing the breeding habits of mayflies or charting the ripening times of spring strawberries. Unfortunately for him, on occasions such as parties involving non-sprites, he is honor-bound to try a few good pratfalls at the expense of the guests.

Thub Dourberry: HD 1 (3 hp); AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; AL L; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities (at will—*polymorph self, invisibility, dancing lights*; 1/day—*dispel magic*, *confusion* (permanent).

Willow Clouddancer: Willow is the king and queen's eldest son. He has a sour, cruel-hearted disposition that makes him ideal for the position Thub currently occupies. Willow was actually the tribe's Puck until Kaja appointed Thub to it, and he is now quite jealous. He spends much of his time these days sulking.

Willow Clouddancer: HD 1 (5 hp); AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; AL L; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities (at will—*polymorph self, invisibility, dancing lights*; 1/day—*dispel magic*, *confusion* (permanent).

Krrk'a Tink: Krrk'a is the leader of the grig musicians, and their conductor. She is very shy and does not speak to non-sprites if she can help it.

Krrk'a Tink, Grig Fiddler: HD 3 (14 hp); AC 4 [15]; Atk 1 knife (1d3) or bow (1d3); Move 6 (Fly 15); Save 14; AL N; CL/XP 6/400; Special: Magic resistance (25%), spells (3/day—*invisibility, phantasmal force*), fiddle (those who hear must save or be swept into an irresistible dance as long as the playing continues).

Pixies (31): HD 1; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; AL L; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities (at will—*polymorph self, invisibility, dancing lights*; 1/day—*dispel magic*, *confusion* (permanent).

Grigs (20): HD 1d4; AC 4 [15]; Atk 1 knife (1d3) or bow (1d3); Move 6 (Fly 15); Save 18; AL N; CL/XP 1/30; Special: Magic resistance (25%), spells (3/day—*invisibility, phantasmal force*).

Grig Fiddlers (2): HD 1d4; AC 4 [15]; Atk 1 knife (1d3) or bow (1d3); Move 6 (Fly 15); Save 18; AL N; CL/XP 2/60; Special: Magic resistance (25%), spells (3/day—*invisibility, phantasmal force*), fiddle (those who hear must save or be swept into an irresistible dance as long as the playing continues).

Elder Witchlights (3): HD 1d6; AC -2 [21]; Atk none; Move Fly 12; Save 18; AL N; CL/XP B/10; Special: Spells (see below), shed light as torch.

Giant Badgers (5): HD 3; AC 4 [15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.

Tactics: Though not warlike, should the Fethine be attacked, they are quite capable of defending themselves. The grig musicians use their

Witchlights

These fey, when young, resemble carterpillars or worms 1/2 in. long with miniscule elven faces. Once they mature they resemble tiny elves no larger than a fat housefly, with mothlike wings on their backs. They emit a beautiful pastel glow, and when doing so at night they appear to be no more than bobbing globes of soft light.

Witchlights are a race of diminutive fey that are bred by pixies and other sylvan creatures to provide illumination and atmosphere to their events. They are born on midsummer in their larval state. In the autumn they spin cocoons for themselves in which they ride out the winter, hatching in early spring in their adult form. As adults, their beating wings release thousands of spores which, when it comes in contact with flower pollen and moonlight, germinate into eggs.

Adult witchlights are vulnerable to cold temperatures, and in all but the warmest climates they die in the fall when the weather turns chilly.

However, favored witchlights may be cared for through the harsh winter months; those that survive become elder witchlights. They increase to 1d6 HD monsters and gain +1 hit point per year of life until they have reached the maximum possible for their hit dice. The most intelligent witchlights have limited sentience, capable of understanding the sylvan language to a degree and even speaking a few words of it. More intelligent witchlights can cast two of the following spells: *Bless, cure light wounds, light, phantasmal force, purify food & drink*.

Larval and normal witchlights have no combat abilities, and are worth no XP. Elder witchlights may be worth ad-hoc experience (no more than 10) if they have spells usable in combat.

fiddle ability to cause their attackers to start dancing, while the pixies turn invisible and riddle their opponents with magic arrows, using the trees as cover. They fight to the death to defend their home. The Fethine are also on good terms with Drusilla, the druidess of the Forest of Hope (see **Wilderness Area 14**), and if need be can call upon her for assistance or vengeance against aggressors.

A Fethine Party

Unlike many fey, the Fethine are not entirely xenophobic when it comes to other races, and once every few weeks they attract company, either through an invitation by the gregarious Erika Thistledown on one of her jaunts, or when some group of bandits or adventures stumbles upon their valley.

The Sprite Festival

The encounter begins when the party is approached by Erika Thistledown, either while they travel the Coast Road or in their expeditions in the northern Foothills region (within 10 miles of their home). Assuming the characters treat her diplomatically, Erika invites them to a "little party" the Fethine are having. If asked about Rappan Athuk or about the local area, she hints and teases that she knows valuable information (which she does), using this as a lure to get them to come to the festival.

The Fethine have parties every night, and this night would have been no exception. However, upon learning of the arrival of outsiders, the tribe intends to go out of its way to make this a memorable occasion for all concerned — and perhaps deal with a nasty threat in the process.

Assuming the PCs agree to Erika's proposal to join them for a party, she eagerly leads them back to the Fethine grove, where word has preceded her and preparations are already underway for the party. Spider silk is being strung from tree to tree, where witchlights can perch and glimmer at night. Flat stones are lugged out to serve as banquet tables, and pixie lads and maidens busily prepare thimble-sized leaf cups to hold berry wine, nuts, and other tasty party treats.

The festival should take place over several stages, as follows:

A. Meet the Court — The PCs are escorted to the King and Queen, to make the usual courtesies, and to get a look at the faerie court. How diplomatic they are, and how much in particular they flatter the Queen, go a long way toward how they are regarded by the rest of the court that evening.

B. The Puck — At some point, Thub approaches a PC when the other fey are distracted and begs a favor of them. He explains that it is his job to play pranks on them, but he's not very good at it, and he would be grateful for any cooperation they could show — maybe by acting surprised and dismayed when he pulls one off. He looks woefully unhappy, peering at the ground from behind tiny spectacles.

As the night continues, he plays a few pranks on the characters, but they are all particularly lame, clichéd things, like tying bootlaces together, putting weevils in their wine, setting off an anemic stink bomb that produces a not-unpleasant odor, or even (if desperate enough) flying up behind one invisibly and yelling "Boo!" If PCs react suitably scared and chagrined, Thub is happy, though the Queen a bit upset at the weak pranks and the fact that the PCs are falling for them. If they fail to fall for them, the Queen berates Thub, and he becomes even more miserable. However, if they were to help him come up with some better pranks without the Queen's knowledge, she would be impressed and Thub eternally grateful.

C. Erika and Willow — Erika spends quite a bit of time with the PCs, twittering and observing everything they do. If there's time before the party, she offers to take them to meet the local badgers. She does not answer questions about the region or Rappan Athuk except to say that the King shall answer their questions later on.

Willow, her brother, has been sulking since he lost his position as Puck, and is further jealous of all the attention Erika is receiving from the PCs. He becomes increasingly acrid and petulant in his comments as the party progresses. There is little the PCs can do to assuage him, short of humiliating Erika or the king and queen.

D. Early Evening — The party begins as dusk ends and night falls. The witchlights all start to glow in beautiful pastel hues, and millions of tiny pinpricks of light gleam on foliage throughout the clearing. The grig musicians play a merry jig, which immediately gets the pixies out dancing through the air in the clearing. Several of the pixies fly up to the PCs and invite them to go out and dance with them. If the party does so and dances very well they earn some measure of esteem from the Fethine.

As the evening continues, Thub begins playing his sorry excuses for pranks on the PCs, and the queen gauges his success. Willow refuses to dance, even with the comeliest of the pixie maidens, though a female PC may lure him out to dance.

E. Mid-Evening and the Fight! — At about 10 PM, at the height of the festivities, the witchlights to the north of the clearing wink out, and a whisper of unease passes through the celebration. King Elmander makes a gesture to the grigs, and they begin playing a rhythmic, throbbing tune. Erika flutters up to the PCs and tells them not to fight the beat, but to use it to their advantage. Moments later, the pixie dancers squeak in terror and flee the clearing, as a shambling horror lurches into the clearing.

This creature, apparently a mass of fused bones with tenticular limbs writhing forth, is the bone crawler that guards the entrance to the **Tomb of Final Sacrament, Level 1A** of Rappan Athuk. The Fethine, by King Elmander's quiet instruction, deliberately played loudly enough to attract its attention. Once it enters the clearing, the grig music forms a pulse-pounding beat. Those within the clearing feel seized by its rhythm, and start dancing to the beat. A saving throw is allowed to resist the effect, the bone crawler automatically fails this save. Any PC who saves and then breaks the rhythm of the dance will disrupt the grig's music. Then everyone can act normally.

Should the music be disrupted, the bone crawler immediately launches into a full-scale assault, attacking with all its limbs. When its bone armor hit points have been reduced to half, it retreats, whether or not the music still plays.

Assuming the PCs do not deliberately disrupt the rhythm of the music, this should allow them to gang up and weaken the bone crawler in an environment where they have an advantage, which should make an encounter with it at the Temple of Final Sacrament somewhat easier, should they not delay long enough for it to heal naturally and repair its armor.

F. The King Speaks — Once the bone crawler has departed, the pixies reemerge. The grigs strike up a more traditional tune, while the pixies flutter around the PCs, complimenting them for their bravery. Then King Elmander addresses them, and all the Fethine fall into a hush. He compliments their fighting skill, assuming they acquitted themselves well, and informs them that they just fought with the guardian of a nearby temple of darkness. He tells them of the location of the temple, and that few who have entered ever return. The PCs may ask questions of him at this time; how he answers these depends on how courteous the PCs have been When the Q&A session is concluded, King Elmander commands the festivities to resume.

G. After the Party — Barring PC intervention, the dance ends a few hours later. The Fethine all bed down for the night, and invite the PCs to rest in their clearing, where they will be safe from further harm. They are free to do so or not as they please. The next morning, Erika once again brings them before the King and Queen of the Fethine, with the full court in attendance. The King thanks them for their participation in the party (or castigates them if the PCs were boors), and sends them on their way. Depending on how the PCs behaved the night before, they may be presented with a number of rewards to aid them in their quest:

- If the bone crawler is defeated, and the PCs generally are courteous and acquit themselves well, the king presents them with a ceramic jar holding five applications of *restorative ointment*.
- If the queen is flattered and praised by the PCs, and she is not unduly disappointed by their being "duped" by dumb pranks, she offers them a magical hair comb that effortlessly untangles any hair combed with it. This comb would be worth 500 gp on the open market.
- Erika offers them each a kiss on the cheek or nose to those PCs who are kind and hospitable to her. This grants them a +2 luck bonus on their next single saving throw to avoid danger or a malign effect.

• If the PCs helped Thub, particularly with coming up with better pranks than his own, he has nothing tangible to offer them, but does promise his friendship, and that he would be happy if they should call on him in the future to perform a service for them.

• If a PC performed exceptionally well dancing, or joined the grig musicians in performing and did very well, Krrk'a Tink offers them a reed whistle that, when blown, acts as a *confusion* spell which the whistle blower can direct as if he were the spellcaster. The whistle can only be used once.

• Finally, if Willow is somehow befriended without the aid of magic, he offers the person who performed this unlikely task an azure gemstone. This is a *dark blue rhomboid ioun stone* that grants whoever uses it a +1 bonus on avoiding surprise (i.e. surprise on a roll of 1 on 1d6).

Area 3. The Black Fane

At the center of a clearing, surrounded by stunted pine trees, stands a weathered building constructed of pure black marble. It has a gently peaked roof protecting a single central chamber. The roof is supported along its periphery by black, Parthenon-style pillars. No flora grows within 15 ft. of the structure, and the ground bears a dark reddish taint, as if it has soaked up countless gallons of blood.

The fane is 30 ft. wide and 40 ft. deep. The opening to the central chamber is 20 ft. wide and 18 ft. high. The entire structure seems to drink in all light that shines upon it.

A large memorial plaque similar to a gravestone is set into the ground before the entrance, made of the same black marble as the rest of the structure, inscribed with the **Epitaph of Final Sacrament** (see sidebar).

The vaulted interior is empty save for a ramp 20 ft. wide that gently descends 50 ft. to **Area 1A–1** of Rappan Athuk. Close inspection of the floor inside the temple reveals numerous scratch marks, as if bladed weapons had been drawn across the stone repeatedly, particularly on the ramp. Splinters and shards of bone also litter the ground in and near the fane.

If the bone crawler has been tracked here after an encounter at **Wilderness Area 2**, the tracks lead directly up to the fane and down the ramp.

The Epitaph of Final Sacrament

Where for the glory of the Horned One does the true essence lie?
Not in the skin, that tattered rag that clothes us; strip it away.
Not in the flesh, mere meat to rot to nothing; let the worms feast upon it.
Not in the brain, for thought is fleeting, ever changing; crack the skull and suck it forth.
Not in breath, that most fragile of sighs so easily stolen; drown it in tears and pain.
Not in the belly, that furnace of power, for it so easily turns; dissolve it in acids of its own creation.
Not in the seed of man and woman, the agent but not the source of the spark; it shall waste away in the shadow of false hope.
Not in the bones, the final dancing relic of the dead; crush them to dust and let the wind take them.
Where then does the true spark hide?
(The final line of the Epitaph has been chiseled away.)

Area 4. The Troll Mound

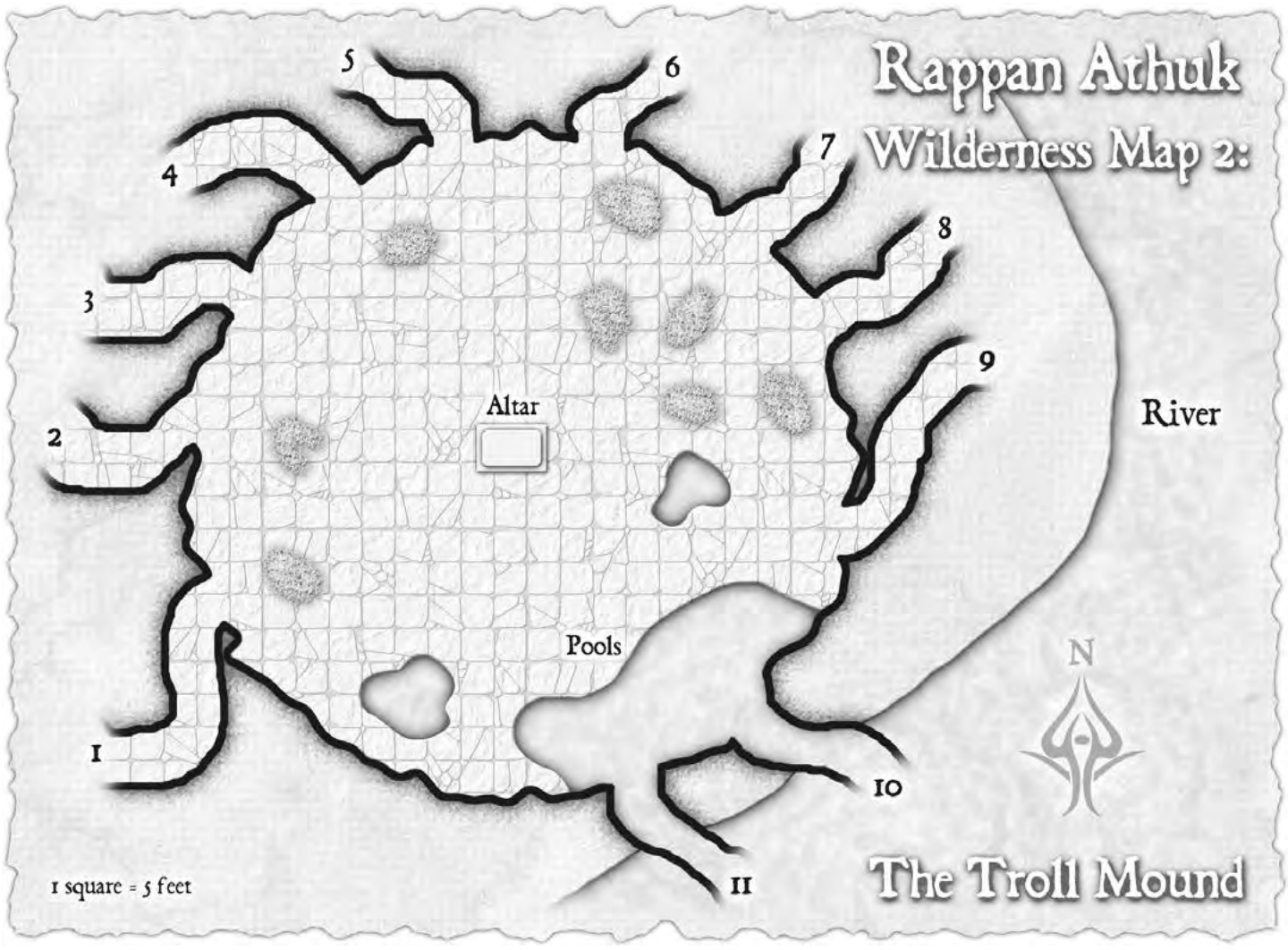
This lair contains a large tribe of **42 trolls**, led by a **matriarch troll priestess**. These trolls are loosely aligned with the evil wizard Turane

(see **Wilderness Area 5**,), and provide him safe haven in return for gold, gems, and arcane potions. Several particularly adventurous trolls actually serve the wizard as bodyguards. The troll mound consists of a large troll-made hill, connected to many entrances via a series of tunnels, both dry and water filled. There are 11 such entrances (see **Wilderness Map 2**). All movement in the swamp is at 3/4 normal, and running or charging requires a saving throw. Failure indicates that the individual in question has rather unceremoniously fallen into a pool of muck. Trolls are unaffected.

While the trolls are quite aggressive, they have also become the masters of this swamp, and as such, have become quite lethargic about keeping watch on their domain. Hence, there is only a 50% chance per 10 minutes spent within one mile of the mound that an encounter with 1d6+1 trolls occurs. Each minute of combat draws an additional check for 1d4 additional trolls, arriving 50% of the time until 20 have been vanquished.

Tactics: Trolls encountered in the swamps operate at an advantage over their foes. If faced by fire, there is a 50% chance that a troll that has been reduced to 25% or less hit points simply jumps into a nearby pool of water to avoid destruction. Another tactic is for two trolls to grapple anyone wearing heavy armor, and dive into a nearby pool in an effort to drown their victim rather than face a stand-up fight. While chaotic and stupid, these trolls use the local terrain to the best of their abilities, surprising on a roll of 1-3 on 1d6 while in the swamp. The trolls are too dumb and cocky to get help, and they do not retreat to warn their fellows in any case.

The Entrance Tunnels: Of the 11 tunnels shown, 1–5 are dry, 6–9 are partially water-filled, and 10–11 are completely submerged beneath the fetid marsh water. The dry tunnels may be crossed with ease, the partially water-filled tunnels require any creature less than 3 ft. tall to swim.



Within the Mound: At any given time, there are 4d6 regular trolls and the troll matriarch, **Fedorla** in the mound. Fedorla is also a cleric. These creatures are randomly distributed throughout the mound, going about their daily business, though Fedorla keeps to the center of the mound. The interior of the mound is 100 ft. in diameter, the ceiling supported by the natural high points of the land, with three water pools (each leading to an underwater tunnel). The roof itself is made of wet grass and hides, stretched over a framework of sturdy wooden poles. Sleeping areas are scattered about, no more than rough piles of bones, grass, and hides. In the center of the chamber is an unholy shrine to some bizarre, primitive troll god (an evil form of the barbarian god, Bowbe), upon which are littered piles of gold and gems, torn and shredded armor bits, and rusted weapons. No other treasure is present in the mound.

Fedorla, Troll Priest of Bowbe: HD 6+3 (30 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 10/1400; Special: Regenerate 3 hp/round, rebuke/command undead as 9th level cleric, cleric spells (1st—*cause light wounds, detect good, protection from good*; 2nd—*bless, hold person, snake charm*; 3rd—*locate object, prayer, speak with dead*; 4th—*cause serious wounds, speak with plants*; 5th—*finger of death, insect plague*). Gear: Large warhammer, potion of fly, chainmail, wooden holy symbol of Bowbe, silver bracelet (50 gp), sack holding 300 gp, ten 25 gp onyx gems, fish bones and a chunk of meat.

Elite Trolls (4): HD 8+3 (67 hp); AC 4 [15]; Atk 2 claws (1d6), 1 bite (1d8); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Regenerate 3 hp/round.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round.

Tactics: In a direct fight the trolls, being simple minded and fearless, charge and attack. They may try to grapple as described above. They never retreat from this "holy" ground, and fight to the death. Fedorla is no fool. She is an old, wise troll, and as such, directs the battle from the rear, guarded from direct assault by four elite trolls with maximum hit points. All trolls present obey her without question. She casts *prayer, bless*, and then *finger of death* (cast at the biggest fighter). The Referee is encouraged to use her other spells as he sees fit, keeping in mind that she is cunning and wise.

It is possible that a wise party of adventurers decide to burn the mound from outside. This method works, though due to the dampness of the roof and surrounding environment, it burns slowly and produces a towering column of smoke. Should the mound be set alight, all of the trolls present inside emerge and attack, enraged as never before. They come out of each entrance in equal numbers, and then converge on the party from all sides. The vast amount of smoke generated by the fire also draws all remaining trolls in the swamp to the fray in 1d4 minutes.

Treasure: As the price of alliance, Turane the magic-user supplies these trolls with a steady supply of gold and gems. This material is left on the altar as sacrifice to the trolls' god. Turane also exchanges potions he brews with Fedorla, receiving in return curative potions that she mixes up in a battered still standing in one corner of the center chamber. Besides Turane's offerings, items taken in battle by the trolls end up in a mound before the altar. This pile currently contains over a dozen sets of various

types of armor, perhaps 20 weapons, other skulls offered as trophies, 13,200 gp, 9,620 sp, and 31 assorted gems (determine randomly). Amid the weapons in the pile, one plain, unadorned blade is actually a *+2 flaming short sword*.

Area 5. Cave of Turane and his Trolls (Bandit Group 5)

This group makes its home near the Troll Mound in the Troll Fens (see **Wilderness Area 4**, above). The lair consists of a cave with an iron door that **Turane** has sealed with a *wizard lock*, behind which is a series of five smaller caverns. The first four caverns are occupied by Turane's trolls. The final cavern contains the living quarters of Turane.

Tactics: Whether encountered inside the lair or outside, Turane's tactics remain similar: have the trolls swarm his enemies from several directions if possible, setting up flanks if they can. Meanwhile, he stays behind their front line, sniping at the enemy with spells. If he has time before battle, he buffs himself with *invisibility*, *mirror image*, and *fly*. Once battle is joined he starts casting offensive spells on his opponents, beginning with *feeblemind* on an enemy Magic-User, then *charm person* and *confusion* on anyone else. He saves his *dimension door* spell for escape. Turane views the trolls as expendable, but he is not willing to risk his own neck needlessly, and flees if badly injured or clearly outmatched.

Treasure: Turane's cavern holds a cot, several bookcases containing Turane's spellbooks, as well as a limited wizard's laboratory. Also in his chamber is a locked and **trapped** chest that activates if anyone other than Turane handles it. The chest contains *+2 helm* as well as 3,059 gp, 403 sp and 21 gems (10-250 gp value each). Turane's treasure chest is trapped with a phantasmal killer effect that forces those who trip the trap to pass a saving throw or die from fright.

Turane, Magic-User 9: HP 20; AC 7 [12]; Atk 1 silver dagger (1d4); Move 12; Save 7; AL C; CL/XP 9/1100; Special: Magic-user spells (1st—*charm person* x2, *magic missile*, *sleep*; 2nd—*invisibility* x2, *mirror image*; 3rd—*fly*, *lightning bolt*, *stinking cloud*; 4th—*charm monster*, *dimension door*; 5th—*feeblemind*). Gear: Dagger, *ring of protection +2*, *wand of hold person* (5 charges), *potion of healing*, *potion of invisibility*, *potion of fly*, robes, spellbook, platinum ring (250 gp), map to hidden treasure chest where he keeps a backup spellbook and cache of treasure somewhere in the region (Referee's discretion as to specific contents and what traps and tricks protect it; the map may also be coded or otherwise difficult to decipher as well.)

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round.

Area 6. Hideout of the Dishonest Patrol (Bandit Group 6)

This group does not have a traditional lair. They travel the Coast Road alongside the legitimate patrols, even returning to their respective cities when their patrol stint is completed. It is possible that the PCs could meet up with the members of this group back in a nearby city once the PCs return from the dungeon. The patrol does, however, maintain this small hideout in the Forest of Hope with additional supplies and provisions. This hideout is not detailed here, for it does not contain guards or treasure, only supplies and cots.

Area 7. Lair of Daarog's Ruffians (Bandit Group 3)

These bandits make their lair in a cave beneath the ruined remains of an ancient village. See **Wilderness Map 3** for a layout of the cave. The cave is very defensible and well-guarded by an additional 20 hobgoblins. Deeper within the cave complex are 26 more male hobgoblins, 31 beaten down and oppressed hobgoblin females and 16 hobgoblin young. The females only fight to defend themselves if directly attacked, using unarmed attacks; the young do not defend themselves. Killing the females and young earns no experience, and might involve a penalty depending on the alignment and ethos of the party members.

A few notes on the layout of the lair:

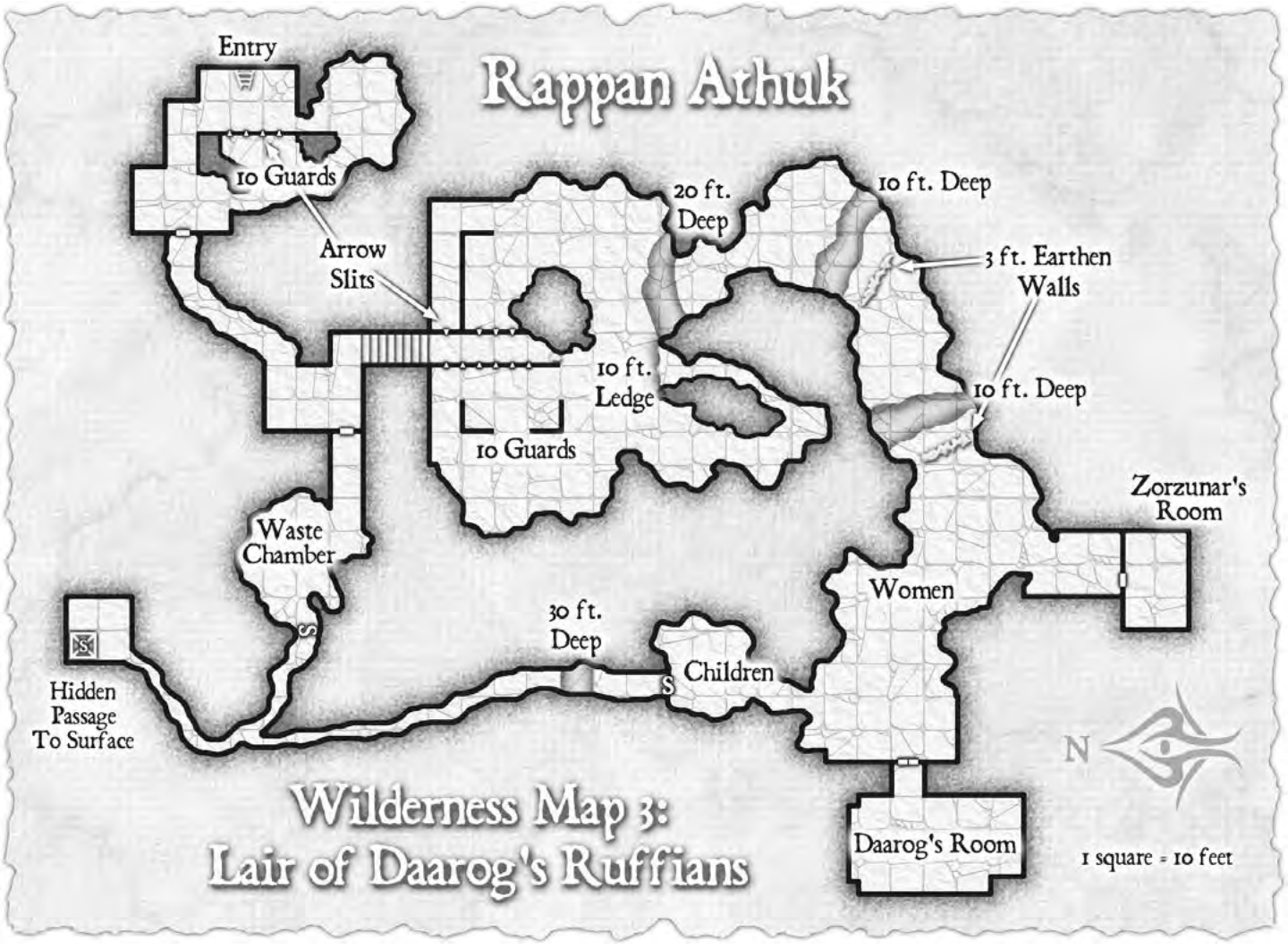
Arrow slits: These provide a –4 [+4] bonus of AC to those standing behind them.

Pits and earthen walls: The walls slope directly down into the pits; those attempting to leap the pits and clear the wall must make a saving throw. Failure by 10 or less means they have cleared the pit but not the wall, and must make another save or slip off the wall into the pit. The hobgoblins keep wooden planks behind their three-foot walls to extend out as bridges to span the gaps. If forced to retreat from the second pit, fleeing hobgoblins grab these planks if possible to deny them to their enemies.

The secret passage: The hobgoblins are aware of the passage behind the secret doors. They may use it to circle behind intruders or flee the lair if they are being decimated. Both secret doors have locks in the form of small natural-looking depressions that must have a small stone skull key pressed firmly into place to unlock. The same key opens unlocks both doors, and both Zorzunar and Daarog each possess a copy of the only key.

Treasure: Daarog keeps his treasure in a coffer in the back of his chamber, half-buried by tattered animal hides and other rubbish. The coffer is 6 ft. x 1 ft. x. 2 ft., made of ivory sheets, and carved on top and sides with battle scenes. The hinges and locking mechanism are made of adamantine, and the entire coffer is worth 500 gp undamaged. The coffer is unlocked (Daarog having long since lost the key), but it is trapped with a nasty glyph of warding that activates if the coffer is touched by anyone other than Daarog or Zorzunar. It infects all who fail a save with mummy rot (1d6 constitution and 1d6 charisma damage, can be removed with *Removed Curse*). Inside are 649 gp, 12,692 sp, a ring of carved and beaten gold in curlicue designs holding a large spherical aquamarine (500 gp value), a gold dragon comb set with a red garnet for its eye (250 gp value), and an anklet made of 12 tiny gold plates linked with gilded wire and fastened by a hook and eye (250 gp value).

Daarog, Half-Orc Fighter 8: HP 46; AC 4 [15]; Atk 1 spear (1d6) or longbow (1d6); Move 12; Save 7; AL C; CL/XP 8/800;



Special: Darkvision. Gear: 3 flasks of oil, chainmail, shield, spear, longbow, 40 arrows, 6 *+1 arrows*, warhorse named "Crusher", 3,400 gp, pink pearl worth 700 gp, 5 gems (150 gp value).

Crusher: HD 3 (15 hp); AC 7 [12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; AL N (but ill-tempered); CL/XP 3/60; Special: None.

Zorzunar, Half-Orc Cleric 8: HP 19 hp; AC 3 [16]; Atk *+1 spear* (1d6+1); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, detect good*; 2nd—*hold person, silence 15-ft radius*; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, sticks to snakes*; 5th—*dispel good, insect plague*). Gear: Platemail, *+1 spear*, *potion of healing*, *potion of poison*, 12 vials of unholy water, silver unholy symbol, priestly vestments, 12 gp, 1 gem worth 12 gp.

Hobgoblins: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Hobgoblins Females: HD 1; AC 8 [11]; Atk 1 dagger (1d4); Move 9; Save 17; CL/XP 1/15; Special: None.

Area 8. "Damsels in Distress"

This is the lair of **2 harpies** who have set up a nest in a large, dead, tree. This tree stands in the center of a 60 ft. diameter clearing, located in an area of heavy undergrowth and thick-boled trees. A wide game trail leads into the clearing. The wicked sisters have had good luck with their lair until recently, when a pride of **6 giant lions** moved in. These lions appear to be immune to the effects of the harpy's charm ability. Much to the annoyance of the harpies, the newly arrived lions have been eating all the creatures the harpies lure to their lair. The lions, on the other hand, find this to be a wonderful home because the harpies attract lots of "game" for them.

The encounter begins with one of the harpies spotting the PCs while she is out looking for food. She realizes that the PC group can probably kill or weaken the lions and that she and her sister can swoop in after the battle and deal with the survivors. Thus, she begins her song and draws the PCs into the area of the lair. She then retreats into her tree and, with her sister, watches the battle.

Giant Lions (6): HD 10+2 (36 hp); AC 6 [13]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 12; AL N; CL/XP 7/600; Special: None.

Harpies (2): HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; AL C; CL/XP 4/120; Special: Flight, siren-song.

Tactics: The lions consider the harpies' *charm* song to be a dinner bell, and have gathered in the bushes near the lair to await their meal. They attack the PCs as soon as they enter the clearing. If either group is obviously weakened to the point that the harpies believe they can win the fight, they attack.

A human sized entrance is present 15 ft. up. Anyone fighting inside the tree suffers a -2 penalty to attack and damage rolls when using weapons larger than daggers, and cannot wield polearms and other large weapons, due to the narrow confines of the interior.

Treasure: In the bottom of the tree in the nesting material (requiring 20 minutes to search) are several gems: A 50 gp chalcedony, 100 gp garnet, 12 gp lapis lazuli, 10 gp turquoise, 50 gp chrysoprase and a *gem of seeing*. The lions do not have any treasure.

Area 9. Rappan Athuk: The Mausoleum

This is the location of the ground level of Rappan Athuk, the primary point of entry into the great dungeon complex. Located atop a hill, this area is fully detailed on **Level G.**

Area 10. Canyon River Entry

The river south of the Troll Fens narrows and flows through a 60 ft. deep gorge. At this point, a subterranean river flows out through a crack in the rock and joins the river's eastward course to the sea. Due to the narrowness of the gorge and an overhanging rock ledge, this outlet is nearly impossible to spot from above, though individuals traveling up or down the river itself through its turbulent rapids have a much better chance of locating it.

If the underground river is followed upstream, it eventually leads to **Area 10A–41** on **Level 10A: The Giant Cavern** in Rappan Athuk.

Area 11. The Goblins' Back Door

The hills around Rappan Athuk are riddled with caves, most no more than a single chamber deep. However, at this point a narrow cave opening partly choked by brush leads back and downwards to the southwest, eventually coming to **Area 1B–1** in **Level 1B: The Abandoned Bastion** in Rappan Athuk. The goblins use this as a secret way out into the countryside, and are very careful to mask it with thorn bushes and avoid making a trail leading to it. However, should a goblin patrol be followed, there is a good chance it leads back here, and can be followed deep into the heart of the dungeon.

Area 12. Small Grove Entry

In a small, wooded grove, at the base of a large oak tree, a crack between a thick pair of roots leads downward into a narrow passage that looks in several places as if it may dead end. Perseverance, however, leads one eventually to **Area 11–8C** on **Level 11: The Waterfall and Akbeth's Grave** in Rappan Athuk.

As this passage sees no traffic by adventurers or dungeon residents, it is nearly impossible to locate accidentally — unless you wish for the PCs to travel immediately into the depths of Rappan Athuk, that is!

Area 13. Giant Honeybee Entry

A rocky cleft at the top of a rugged hill occasionally disgorges giant honeybees, which search the surrounding area for food for their nest. If the cleft is investigated, it reveals a tunnel which descends northeast, eventually terminating at their nest in **Area 5–9** on **Level 5: Banth's Lair and the Wight Catacombs** in Rappan Athuk. Of course, anyone descending the passage has to deal with all the giant bees. At any time, **1d4 giant bees** can be encountered here, and a check for an additional 1d4–1 bees should be made three times when descending into their lair. Angry bees do not pursue PCs more than 100 ft. from the entrance to their hive.

Giant Bee: HD 3; AC 5 [14]; Atk 1 sting (1d4 + 1d6 poison); Move 9 (Fly 36); Save 14; AL N; CL/XP 5/240; Special: Poison.

Area 14. Drusilla's Grove

Drusilla is a vengeful druid, her original animal companion having been slain by humans 20-some years ago. She lives in a small grove. She harasses anyone within 20 miles of her lair. She does not want the PCs

here, does not want to be friends, and does not want to negotiate. If she encounters PCs, she provides them with a simple choice: leave or die. She is accompanied by her animal companion, **Sheiju**, along with a pack of **30 wolves** that obey her commands (the wolves know the tricks attack, come, defend, down, and guard; further, they regard Sheiju as their pack leader, and follow his lead if in doubt). Drusilla's wolves would die to protect her, and they intercept anyone who approaches her. If and only if the PC party contains a druid, she may negotiate, or even let the party stay in her territory. If Drusilla's wolf companions have been slain by the party, they have no chance of negotiating with her. Drusilla is an equal opportunity bitch, and kills local monsters as well as PCs. They do not know what she is, but they fear her. If the PCs successfully convince her, she may (50%) request that the PCs clear out the den of giant spiders (see **Wilderness Area 16** below), as they have grown too numerous and are disrupting the balance.

Drusilla, Druid 13: HP 40; AC 7 [12]; Atk +3 *club* (1d4+3); Move 12; Save 4 (2 vs. fire); AL N; CL/XP 16/3200; Special: Shapechange (3 animals per day, heals 1d6 x 10% of lost hit points), immune to fey charms, druid spells (1st—*detect magic, detect snares & pits, faerie fire, locate animals, predict weather, purify water*; 2nd—*cure light wounds, heat metal, obscuring mist, produce flame, speak with animals*; 3rd—*call lightning, hold animal, plant growth, protection against fire, water breathing*; 4th—*animal summoning I, cure serious wounds, insect plague, produce fire*; 5th—*animal growth, animal summoning II, passplant, sticks to snakes*; 6th—*feeblemind, finger of death, repel wood*; 7th—*conjuration of earth elementals, creeping doom*.) Gear: +3 *club*, leather armor, *ring of regeneration*.

Sheiju, Wolf: HD 2+2 (18 hp); AC 7 [12]; Atk 1 bite (1d6+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Wolves (30): HD 2+2; AC 7 [12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Tactics: Drusilla has several possible battle tactics. She may target her enemies with *insect plagues*, *creeping doom*, and *call lightning* spells. Or she may shape change into a powerful animal form and work with her wolves to surround and take down her opponents. Drusilla retreats if reduced to less than 20 hit points, and henceforth is an implacable enemy of those who defeated her. She is also merciless against anyone who would dare to slay her animal companion.

Area 15. Lair of Corrak and her Brigands (Bandit Group 2)

Corrak has a *lyre of building* which she extorted from a group of adventurers she and her cohorts waylaid coming from the dungeon. Once a week they move their encampment, tearing down the walls and filling in the ditches of their old one (so as not to be used by enemies), then moving 5-15 miles away and using the lyre to build a new encampment. Thus, the location of their lair on the wilderness map is only an estimate, in general, however, they prefer to build their encampments somewhere along the outskirts of the Forest of Hope. The exact layout of the fortified camp is left to the Referee's discretion, but typically includes a ditch lined with spikes, a low wall from which brigands with bows can shoot with cover, and a low stone building to shelter in, complete with arrow slits in the walls and a door that can be triple-barred. However, if an unusual terrain feature presents itself, they may incorporate it into their

defense. Usually they seek a hidden location over one that is defensible, and so avoid camping on open hilltops.

Area 16. The Giant Spider Colony

This is the lair of a vast colony of **63 giant black widow spiders**. The spiders have set up nests over several acres of woodland, and occasionally forage out in search of prey. Spiders lost through attrition are replaced at a rate of 20 per week unless the colony is completely wiped out. The colony does not grow, as it has reached its numerical capacity based on food and space.

PCs traveling south on the Coast Road may spot a **wrecked merchant wagon**. Webs cover everything, and a sign of a struggle (weapons on ground, overturned barrels, etc.) is apparent. One dead spider is found a few yards from the wagon, curled up in some bushes It has several arrows in it, and a broken sword blade in its abdomen. Inside a wooden barrel is a very frightened little girl; the only survivor of the 20 or so merchants and guards. She hides unless the party opens the barrels or until they have been talking for 5 or more rounds. The PCs can make a 2 in 6 chance to hear her at this time. Her name is **Leah**. Leah is terrified and tells the party that the spiders came last night (they come mostly at night, mostly) and carried off her father and all of the others. A guard named Larek put her in the barrel and told her to hide and be very quiet. She begs the PCs to rescue her friends, and tells them how rich her daddy is to sweeten the deal. She whines incessantly if they refuse.

The party can track the spiders to their lair relatively easily.

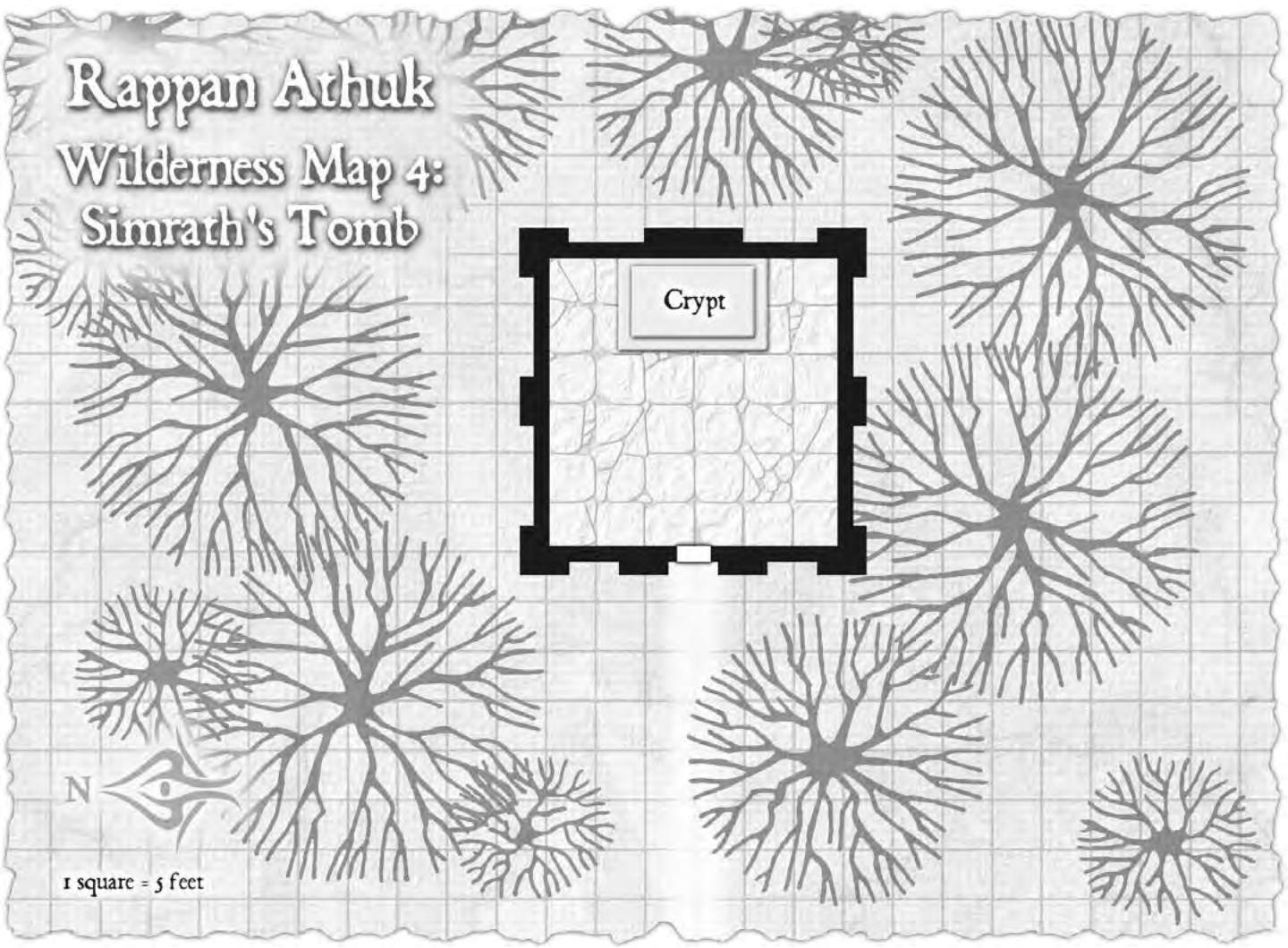
The Ambush: Near the entrance to the lair, **18 spiders** wait in ambush. They have laid thin layers of webs across the trails in the woods to warn of approaching prey. This encounter occurs about 100 yards from the main lair, and is not reinforced from the lair. Astute PCs notice that no tree-borne webs are present, and that no nests or human bodies are in this area.

Giant Black Widow Spiders (18): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: Lethal poison, 5 in 6 chance to surprise prey.

Tactics: Ten spiders surround the party while the remaining eight shoot webs at the PCs from above. After 2 rounds of shooting webs, all of the 18 spiders attack (divide attacks equally among all PCs, NPCs, etc., as the spiders do not discriminate) and fight until slain. The spiders are not really smart, nor easily frightened. Fire, if strongly presented, requires the spiders to make a save or recoil and go after a different victim.

The Lair: In a large clearing in the trees, it grows very quiet. PCs looking up notice the presence of dozens of web nests, cocooned bodies, and spiders. The PCs have two full rounds of action before the **45 spiders** react, as nothing ever enters the nest, and the presence of intruders is unexpected. If the nests are set aflame, 3d6+2 spiders perish in the blaze, leaving the remaining spiders to fight intruders. This also kills all of the cocooned prisoners, who die screaming and falling the 30+ ft. to the ground, possibly destroying much of the treasure in the nests. Before a PC sets fire to the nest, tell them that they see human arms and legs protruding from several of the cocoons, and some of them are moving about wildly.

Giant Black Widow Spiders (45): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240;



Special: Lethal poison, 5 in 6 chance to surprise prey.

Tactics: The spiders in the lair are a little less organized than the ambush party. Only 1d6 attack each round, starting on round 3 until a total of 45 is reached. Each spider has a 2 in 6 chance of using its web ability; otherwise it descends and bites. The spiders are defending their nest, and do not flee. Fire rules apply as described above. Webs burn at a rate of 5 ft. per round.

The Victims: Eleven victims from the merchant wagons are still alive. All are sick from spider poison and incapable of doing anything but moaning and lying in a fetal position. They are wrapped in spider silk, which must be cut free before they can be healed. They have to be physically carried the 400 yards to the wagons. They recover in one week if attended by a healer. An experience award of 200 XP per victim saved should be awarded to non-chaotic PCs.

Nine of the victims are caravan guardsmen (use **Caravan Guard** stats from the Sea Coast wandering monster tables, if necessary), who are grateful, and become loyal hirelings of the PCs if that is desired. The remaining two are merchants: **Antony** and **Greelin** (HP 1d4). Antony is Leah's father. These merchants are also grateful, and assist the PCs in purchase of mundane gear for 15% off for life in the marketplace of whatever city you decide they operate out of.

Treasure: As might be expected, a huge lair of spiders has accumulated a number of items of interest from its victims. Careful search (requires 3 days) of the webs and nests reveals the following: 1,100 gp in seven sacks; 2,100 sp in 11 sacks; 21 assorted gemstones worth 1d20 x 10 gp each; 2 suits of platemail; 8 suits of chainmail; 2 dozen assorted weapons; a two-handed sword with a gilded handle and a jeweled pommel (worth 450 gp); a *potions of cure disease*; a *horn of blasting*; and a *+1 shield*.

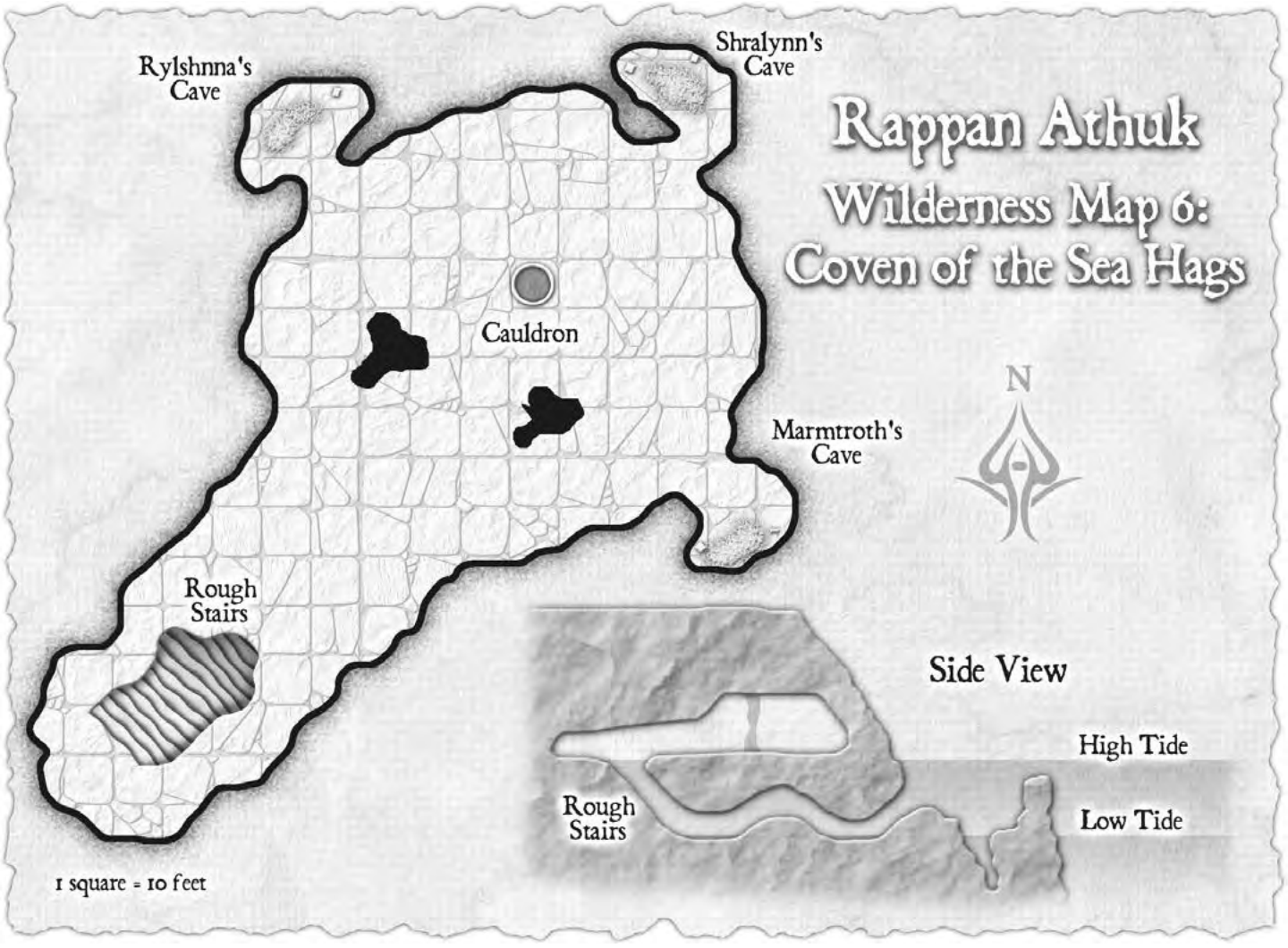
If the webs are burned, a check should be made for certain items to determine if they survived the fire, as follows: the potion has a 75% chance of destruction (roll individually for each), 40% for the horn, 20% for the shield, and 15% for the two-handed sword.

Area 17. Simrath's Tomb

Simrath the vampire is the long-undead lord of a small barony in the foothills. He was once a great general of good, and was much loved by his troops. Like many other heroes of the region, Simrath rode off against the forces of Orcus. He was slain in a nighttime battle at the field east of the ford of the Wild Edge River by a vampire serving the evil priests. That vampire was slain by the holy light of a sun priest. Simrath's companions were unaware of his fate (being turned to a vampire), and buried him with full honors in the foothills near the battlefield, in a wild grove of great beauty. There he rests by day.

The tomb itself is an ancient stone structure 30 ft. square shrouded in the shadow of a stand of 100 ft. tall trees. The interior and exterior of this tomb are depicted in **Wilderness Map 4**. The door is made of thick iron, in surprisingly good shape and barred from within during the day. Simrath's coat of arms, a pair of stags facing each other with the horns interlocked, is carved in the stone over the door. Anyone forcing the door has a chance of waking Simrath if the attempt is made by day (see below).

Within, a single stone crypt rests against the far wall, with Simrath's coat of arms again carved into the wall above it. Rusted sconces are bolted



into the side walls, and the floor is covered with rubble, twigs, and other debris.

Should the tomb be approached by day, Simrath has three chances to notice intruders: First, if the door is forced open in a loud manner, he is allowed a 1 in 6 chance to awaken; second, he has a 2 in 6 chance of noting people moving into the room, as they kick rocks and snap twigs underfoot; third, opening the lid to the crypt (which requires an open doors check to accomplish) allows Simrath a final 3 in 6 chance. Should he make any of these checks, Simrath awakens, immediately aware that intruders have breached his tomb.

If Simrath is exposed without awakening him, enemies hoping to stake him still have to deal with getting him out of his platemail. Attempting this, or trying to carry Simrath out into the sunlight, certainly awakens him.

Note that due to grove of trees around his tomb, the ground is perpetually shaded from direct sunlight for 100 ft. in all directions.

Simrath, Vampire: HD 9 (46 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; CL/XP 12/2000; Special: Vampire abilities. Gear: Platemail, *+1 two-handed sword* (1 in 6 chance per round of backbiting a lawful character, 1 in 12 chance for neutrals).

Worgs (12): HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; **Special:** None.

Tactics: If awakened in his tomb, Simrath calls **12 worgs** that are utterly loyal to him, and den nearby. They arrive in 1d6+2 rounds after he sends out the mental summons. He may then attempt to parley, allowing them a chance to arrive, before he attacks the intruders. However, Simrath accepts challenges of single combat if offered, using only his sword. If his foe displays cowardice, he uses his level drain ability to full effect.

Treasure: His tomb contains no treasure. Aside from his armor and weapons, all his wealth passed to his heirs, and he has no interest in the spoils of those slain from his attacks.

Area 18. Lair of Vorlak and his Kobold Gang (Bandit Group 1)

This cave is located in wooded lowlands. **Wilderness Map 5** details this location. The kobold lair contains any kidnapped survivors from encounters with the bandit group, as well as **43 additional male kobolds**, **165 noncombatant females and young**, and **8 giant porcupine pets**.

Giant Porcupines (8): HD 2; AC 2 [17]; Atk 1d6 quills (1d4) and bite (1d6); Move 12; Save 16; AL N; CL/XP 3/60; Special: Quills (require open doors check to remove, deal 1 point of damage per round until removed).

Tactics: The kobolds use the same hit and run tactics as in the wilderness, utilizing their small size to duck and dodge through narrow passages that creatures larger than halfling cannot pass through, and finally flee after they evacuate the females and young. The porcupines are used as shock troops.

Traps: A series of 10 ft. **pit traps** are in the lair. The kobolds know they are there and avoid them without a check. This does not tell the party

where all the pits are, but merely alerts them that such traps might exist.

Treasure: Treasure can be found in Vorlak's chamber, and includes 1,350 sp, three 50 gp topaz gems, a jeweled necklace composed of platinum and rubies (worth 2,500 gp), two suits of platemail (human size), five suits of chainmail (4 human size, 1 halfling/kobold size), assorted weapons and lesser armors (all in need of repair, but serviceable), a spyglass, and a *+2 spear* which sheds golden light in a 20 ft. radius when held in hand.

Area 19. The Coven of Sea Hags

This encounter can be played in one of two ways, either as a straight up fight, or (better) as a roleplaying opportunity. Three sea hag sisters (**Rylshna**, **Shralynn** and **Marmtroth**) live along the coast in a cave. They possess a powerful artifact, known as the *cauldron of blood* that allows them to gaze across the boundaries of time, seeing either the past or the future. These hags have developed skill as witches in addition to their innate powers. The PCs most likely encounter **Marty the Imp**, the sisters' familiar, before they ever meet the hags. Marty spies for the ladies and keeps them informed as to the comings and goings near their lair. He never fights, and always runs if confronted. If the lair is approached, Rylshna covers her face and approaches the party. She asks what they seek, and is friendly, if distant in her conversation. She would much rather bargain than fight. Layout of their cave is shown as **Wilderness Map 6**.

Suggested fees for using the *cauldron of blood* to see past or future are given in the side bar. Bargains that can be made with PCs are left to the discretion of the Referee.

Marty the Imp: HD 2; AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire, invisibility.

Rylshna, Shralynn and Marmtroth, Sea Hag: HD 3 (12 hp each); AC 6 [13]; Atk 1 bite (1d4); Move 6 (Swim 18); Save 14; AL C; CL/XP 5/240; Special: Death gaze, weakness gaze.

Treasure: The cave contains three large wooden chests, filled with silver (total of 2,260 sp) and gold (total of 5,340 gp), tribute from adventurers seeking fortunes. The chests are neither locked nor trapped. In the center of the cavern is a huge bubbling cauldron, filled with blood. This is the *cauldron of blood*, a powerful artifact of divination, created many centuries ago. Use of the cauldron requires blood from any who would know the future or view the past. Only one who donates blood can scry using the cauldron.

Area 20. The Wasp Nest

A sizable giant wasp nest can be found at this location in the Foothills, in a cave filled in with paper. The lair has five exits of various sizes allowing the wasps to fly in and out. The trees surrounding the cave for about 100 yards in all directions show signs of infestation by the giant vermin Inside the lair are a total of **40 giant wasps**. PCs wandering near the lair encounter small groups of 1d4+1 wasps who aggressively defend their territory. If the PCs actually enter the lair they are attacked by all remaining wasps within the hive except the **queen**, 1d4+1 appearing each round as soon as the nest is disturbed. If fire is introduced to the nest, the paper within ignites quickly, burning for three rounds and inflicting 2d6 points of damage per round to all creatures in the nest (including the queen). Additionally, all wasps burned in this manner lose the ability to fly. While this is an efficient method to clear the hive, burning it automatically destroys the treasure hidden within.

Giant Wasps (40): HD 4; AC 4 [15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); Move 1 (Fly 20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

Minor Artifact
Cauldron of Blood

The cauldron of blood allows the user to view past or future events by donating blood from his body to the boiling waters of the cauldron. To use this device, the user must bring water in the cauldron to a boil, and then bleed himself; allowing his fresh blood to drip into the boiling water. (This deals hit point damage and temporary constitution damage to the user based on how far in the past or future he wishes to look.) At this time, the user decides whether to view past or future events. The events can concern a person, place, or thing; they can be current or forgotten, or even information that is not yet known (see the divination spell). The cauldron functions for a maximum of 10 minutes before the visions disappear.

DAMAGE*	VIEWABLE TIME FUTURE/PAST	FEE**
2	30 minutes/6 months	50 gp
4	1 hour/1 year	100 gp
6	12 hours/20 years	500 gp
8	1 day/50 years	2000 gp
12	1 week/100 years	5000 gp in magic items
16	1 month/300 years	10,000 gp in magic items
20	1 year/500 years	20,000 gp in magic items

*Damage is applied to both current hit points and Constitution. Both heal at the normal rate. Note that a user cannot bring his Constitution below 1 using the cauldron. The damage lost also represents the effective caster level of the cauldron to penetrate any magical wards against such scrying.

This base price excludes the blood/Con loss required to fuel the cauldron; the value listed is suggested as a starting point for bargaining. They go as low as 75% of this value if the negotiation is sufficiently skillful. Alternately, they may require in lieu of this fee that the PC fetch them a particular item, such as a lock of hair from a king's daughter, an enchanted lyre in the keeping of an ogre mage, or the skull of the Oracle of Rappan Athuk (see **Level 3, Area 3–7).

DESTRUCTION

The *cauldron of blood* is destroyed if it is filled with 500 flasks worth of holy water that is brought to a boil and allowed to boil away over a period of 24 hours.

Queen Wasp: HD 8 (40 hp); AC 13 [6]; Atk none; Move 1; Save 8; CL/XP n/a; Special: None. The queen wasp is a Large, nearly immobile, wingless worm-like creature with no ability to attack or effectively defend itself.

Treasure: In the lair, amidst the paper castings, requiring three days of clearing and searching is a *scroll of wish.* The scroll was placed here long ago by a powerful wizard. Knowing no one could retrieve the scroll and possessing a ward against poison, the wizard used this wasp lair as a location to which he could *teleport* in times of trouble. He may return at any time and is not detailed here.

Area 21. Outlaw Camp

This lair is a rag-tag amalgamation of tents, lean-tos and bedrolls set within the wilderness where outlaws from various towns and countries have banded together for mutual defense. At any given time there are 6d8 outlaws here (HD 1d6) as well as 1d8 more skilled persons (treat at brigands). Their current leader is a female barbarian named **Bugjuice**. She speaks little, but has a keen sense of honor and justice. The joyful glow that fills her eyes when she is crossed keeps all but the most unobservant and foolish from annoying her.

It should be noted that in many instances these outlaws are not evil. They may have committed crimes in their homeland, and they are on the run from the justice accompanying those crimes, but this is not a den of murderers. Those types of criminals are not allowed in this camp which possesses a strange morality of its own. Though the outlaws can certainly be brought to justice, as they are fugitives, Referees are encouraged to use this camp as a chance for roleplaying. Possibly, if the PCs assist the outlaws they may become outlaws themselves.

Bugjuice, Fighter 3: HP 17; AC 5 [14]; Atk 1 two-handed sword (1d10) or longbow (1d6); Move 12; Save 12; AL N; CL/XP 3/120; Gear: Chain mail, two-handed sword, longbow, 6 sp, 12 cp.

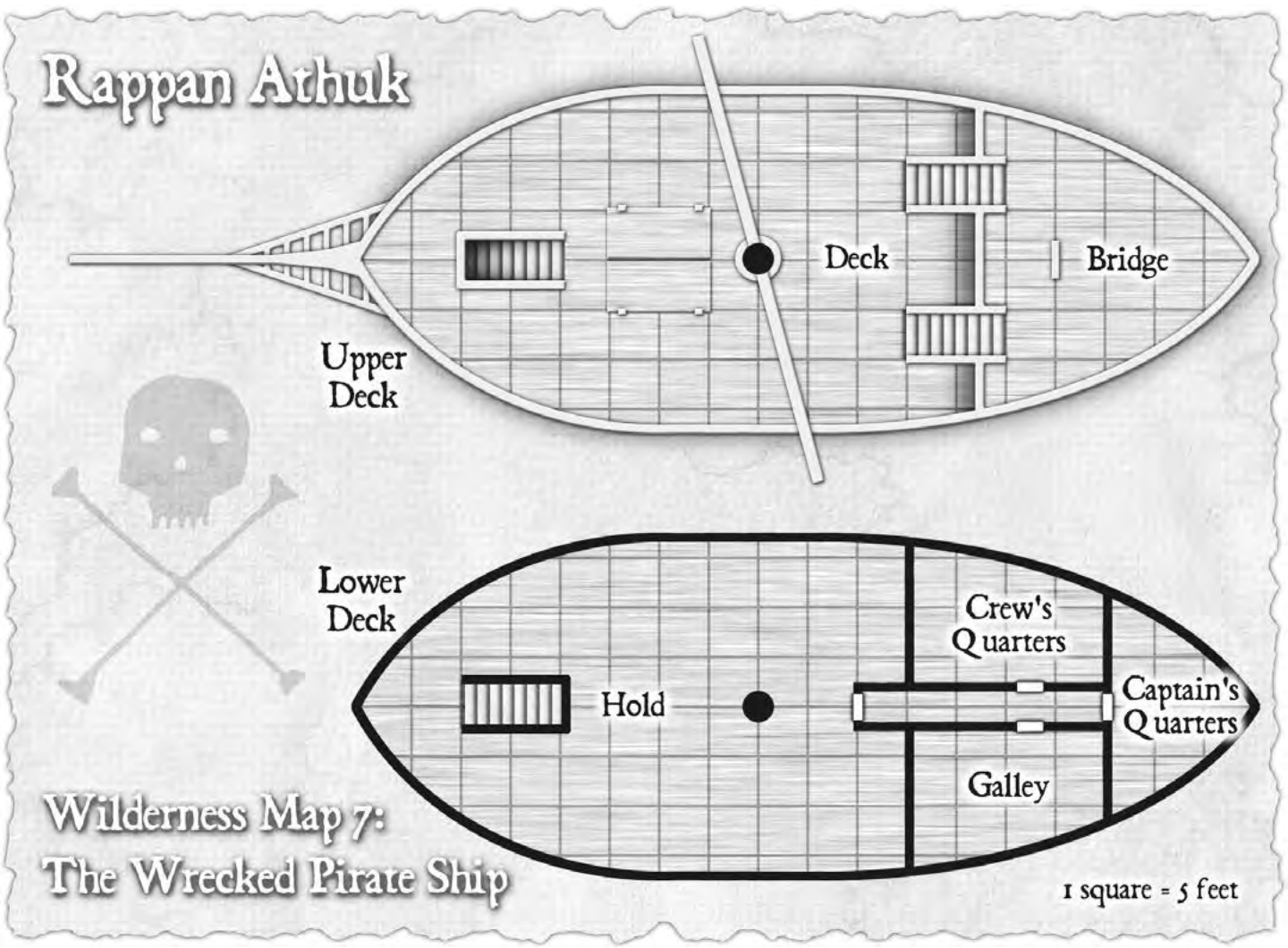
Tactics: Should the encampment be threatened by agents of the law, Bugjuice seeks first to drive them off with precisely placed arrows from her bow. If open battle is joined, she exchanges bow for sword and charges into battle. For their part, the outlaws have little loyalty to one another. They scatter at the first opportunity, fleeing into the surrounding wilds if they see an opening.

Area 22. The Wrecked Pirate Ship

This lair consists of the sunken remains of the pirate ship *Scarfist*, which ran aground on the reefs during a stormy night thirty years past. The water around the wreck is fairly shallow (40 ft.), but the reefs and riptides make approach to this lair impossible for any craft larger than a dinghy. Sea life is abundant around the wreck; small brightly colored fish swim in and around the ship. The site of the wreck cannot be seen from land, but is easily spotted from the air. **Sharks** roam the area freely, and in great numbers. Swimming in the water draws attack from 2d6 medium-sized sharks 20% of the time; this chance increases to 50% if there is a lot of splashing or noise. Blood in the water; from combat or other means, brings 3d6 sharks, which immediately attack anything that moves.

The ship was a great galley and is over 80 ft. in length. It sunk in a storm, with the loss of all hands. A map of the pirate ship interior is provided as **Wilderness Map 7**. While most of the crew died, the captain and his most ruthless pirates rose again in undeath. The crew now consists of **12 brine zombies**, and **Captain Killbessa**, a mummy of the deep. They attack any who enter the lower levels of the wreck.

The first three chambers of the inside are fairly typical of a 40 year old shipwreck. Barnacles and coral have grown along the walls and floors. Old rotten wood debris floats along the ceiling of the roof of the second chamber. Within this debris are four brine zombies. These beasties hide in the debris, only making their presence known if they are physically found. Otherwise, they remain here to block the exit and attack from behind. Brine zombies look like the bloated corpses of drowned sailors.



The rear of the *Scarfist* (**Wilderness Map 7**) holds Captain Killbessa's quarters, which also act as his stateroom. He is still here, along with the remaining eight brine zombies. He appears as a rotted, fish-eaten human body still clad in the tatters of a ship captain's garb, complete with waterlogged tricorn captain's hat. Tendrils of seaweed curl around his frame and grow from his bones, though not enough to obscure a clear view of the horrid creature. His leather armor is decayed and provides no bonus. The cutlass sheathed at his side is still in good shape, though Killbessa uses slam attacks and grappling, and does not bother with the cutlass.

Captain Killbessa, Mummy of the Deep: HD 6+2 (26 hp); AC -1 [20]; Atk 1 slam (1d6 + curse of the deep); Move 9 (Swim 9); Save 11; AL C; CL/XP 9/1100; Special: Curse of the deep, despair, control water, resistance to fire (50%). Gear: Cutlass.

Brine Zombies (12): HD 4; AC 6 [13]; Atk 1 cutlass (1d6) or fists (1d4); Move 12 (Swim 12); Save 13; AL C; CL/XP 4/120; Special: Resistance to fire (50%).

Tactics: These creatures rise and attack as soon as the chamber is entered, fighting till destroyed or until the PCs flee the ship. If not already encountered, the four brine zombies from chamber 2 try to block the way out. None of the undead leaves the ship, nor can they be turned while inside it.

Treasure: The captain's stateroom holds a locked but rotted chest, which falls apart when lifted from the water (spilling all contents over the ocean floor below). Inside are 3 bottles of fine rum, 250 gp, and a *silver horn of Valhalla*. Also within the chamber, requiring a thorough search to locate, is an ivory scroll tube sealed with wax; within is a chart providing directions to the Isle of Bonjo Tombo. For more details on this perilous island, see ***Dead Man's Chest*** by **Necromancer Games**. Alternately, the Referee may replace this map with a treasure map or scroll of his own choosing.

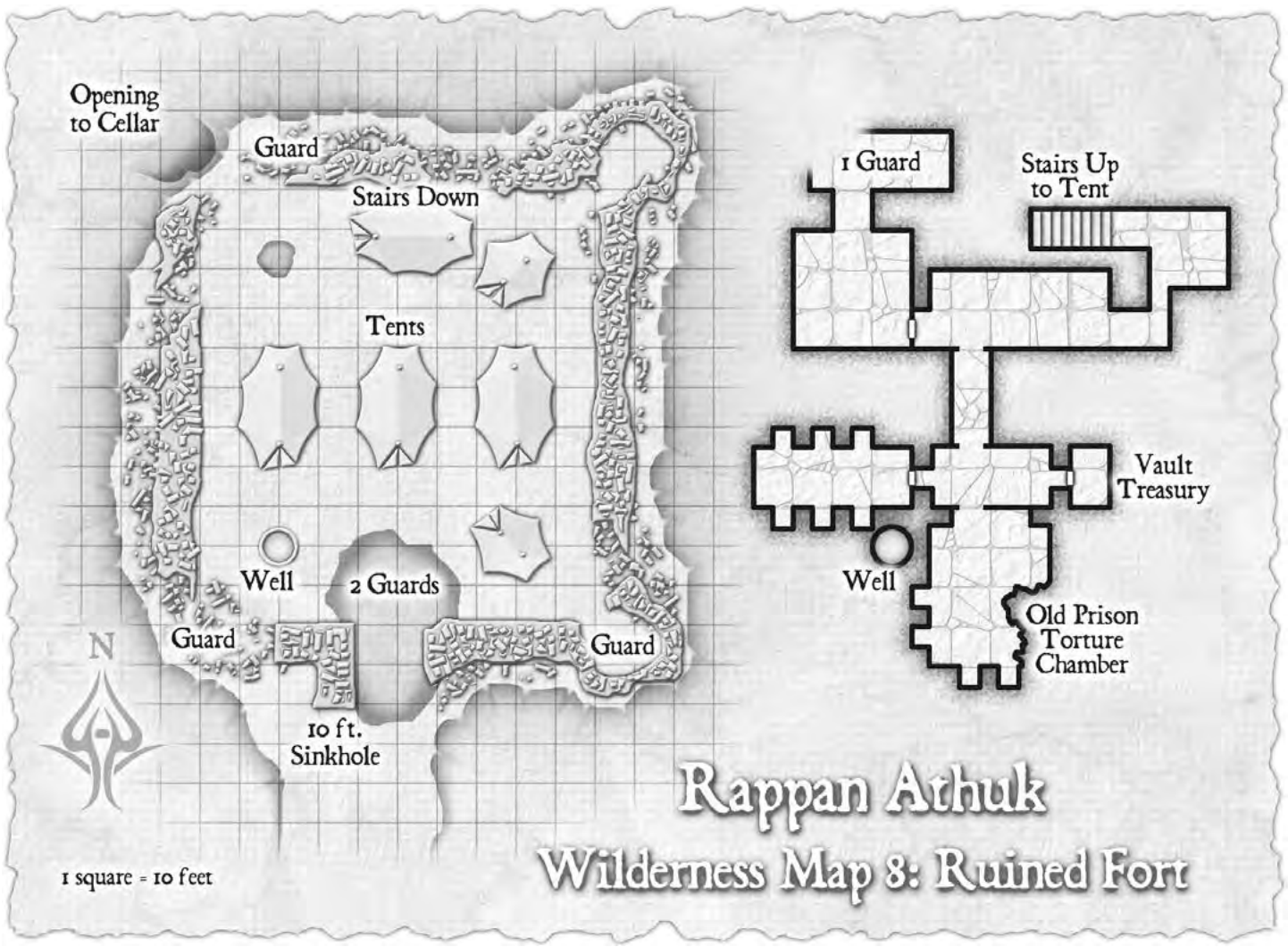
Development: Should any of his treasure be stolen yet Killbessa survive the encounter, he seeks the thieves, tracking them through the sea and to land if need be. He never travels more than 500 ft. from the sea.

Area 23. Ruined Fort (Bandit Group 7)

This crumbling ruin of a fortress stands perched on a spur overlooking the Coast Road. **Wilderness Map 8** shows the layout of this keep. Once it provided a defense against bandits and hostile warbands. Time and the depredations of Aragnak conspired to reduce it to a crumbling relic of a better time, hunched above the road like an old man beaten down by the rain.

Due to Aragnak's nearby island lair (**Wilderness Area 24**), the fortress has long gone untenanted, but recently a group of **26 elite bugbears** have taken charge of the fortress. They hope to negotiate a truce with the dragon, and use it as a base for additional banditry.

The bugbears are led by **Ghotan** and **Scarl**. At any time, both leaders are 25% likely to be gone from the lair, off on patrol with 10 of their ravagers. The remaining 14 stay behind to defend the lair from attack. The encounter is much deadlier should Ghotan and his patrol be in residence.



Ghotan:HD 8 (61 hp); AC 4 [15]; Atk 1 bite (2d4) or morningstar (1d8+1) or javelin (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: Surprise opponents, 50% chance. Gear: Morningstar, javelins (2), +2 leather armor, shield, 38 gp, 23 sp.

Scarl, Bugbear Oracle: HD 6 (36 hp); AC 3 [16]; Atk 1 bite (2d4) or morningstar (1d8+1) or javelin (1d6); Move 9; Save 6; AL C; CL/XP 10/1400; Special: Surprise opponents, 50% chance, immune to disease, cleric spells (1st—*detect good, protection from good*; 2nd—*hold person, silence, 15-foot radius*; 3rd—*prayer*; 4th—*sticks to snakes*). Gear: Ring of protection +1, shield, morningstar, steel unholy symbol of Orcus, 47 gp, 29 sp. Scarl's body appears to be slowly rotting, with patches of fur missing and decayed-looking skin" As above, I still believe Scarl should drop 2 HD and CL.

Bugbear: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or morningstar (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance. Gear: Morningstar, shield, 2d6 gp, 3d6 sp.

Tactics: When encountered outside their lair, Ghotan and his bugbears attempt to surprise their opponents. Battle typically starts with a volley of javelins, followed by Ghotan and the bugbears charging into melee while Scarl supports them with a prayer spell. In subsequent rounds the bugbears attempt to surround and eliminate opponents while Scarl supports them with offensive spells such as *hold person*, *silence*, and *sticks to snakes*.

If the bugbears are encountered within the fort, they fight to the death. The walls of the fortress have long crumbled or been rent apart by Aragnak's claws, leaving the fortress little more than a square shell, open to the sky. Nonetheless, the bugbears attempt to use the walls as best they can to defend themselves.

Treasure: Hoping to appease Aragnak with gold and a share of the spoils from future raids, Ghotan has brought along a sizeable treasure to give to the dragon as an offering. It is located in a locked but untrapped wooden chest in the fortress's ruined cellars and dungeon, safe from prying eyes. The chest contains the following: 5,333 gp, *two potions of healing* (which the bugbears do not hesitate to use if need be), and an unhatched brass dragon egg in an ornate golden casket. The casket is worth 250 gp; the egg is worth much more to its mother should she be found.

Area 24. The Island Lair of Aragnak (Bandit Group 4)

Thirty miles offshore is the remains of an old pirate stronghold. This island controls a narrow stretch of safe water in the otherwise reef-filled waters surrounding this coastal area. The island is about two miles in diameter, of reasonably flat relief, and features a small harbor, a good supply of spring-fed fresh water, and dozens of wild goats, left behind by pirates when they were rather rudely evicted from the island by **Aragnak**. The island is heavily wooded, and underbrush grows thickly to within a few feet of the shore. Near the harbor is a small wood and stone fort, partially wrecked and caved in, wherein lairs the dragon.

Sailing to the island: If the PCs attempt to reach the island by boat, they encounter the dangerous reefs and sandbars that made this location desirable as a base to the former inhabitants. **Sharks** and other natural creatures frequent these reefs, as they provide an abundant source of fish and other prey animals. The only safe passage through the reefs for any craft larger than a small boat leads directly into the harbor. Attempts to land at any other point with a larger vessel or navigate into the harbor requires a professional sailor or navigator. For others, the ship is destroyed 1d6 miles from the island. If a ship is destroyed, it sinks 2d10 ft. in the shallow waters, and all aboard take 2d10 points of damage in the wreck. There is a 40% chance per hour that 2d8 sharks are attracted to any wreck. They attack anyone they can reach if blood is in the water (indicated by anyone taking over 5 points of damage). Additionally, there is a 10% chance per day that Aragnak notices the foundering vessel and investigates.

Small Sharks (12): HD 4; AC 6 [13]; Atk 1 bite (1d4+1); Move 0 (Swim 24); Save 13; AL N; CL/XP 4/120.

Going swimming: It is possible that the PCs are forced to swim to the island. If they do, they find the waters fairly calm and easy to navigate, without any armor or encumbrances of course. For each mile, a percentile check must be made, with cumulative 10% chance on the roll per mile previously swum. Failure indicates that the PC is drowned. A constitution of 13+ subtracts 10% from the total drowning chance. Additionally, there is a 20% chance per mile of encountering 1d6 sharks, with a 40% chance that they attack (automatic if anyone is wounded).

Arriving on the Island: If the PCs arrive by swimming, they may hide in the foliage and rest, relatively unmolested. If they arrive by boat, they must land in the harbor, directly in front of the old fort. At any given time, there is a 70% chance that Aragnak is present. If he is home, there is a 70% chance that he is asleep as well. If he is in his lair, he cannot be seen from aboard a ship. An alert character notes a steady stream of smoke issuing from the fort's center (from the snoring red dragon's snout!).

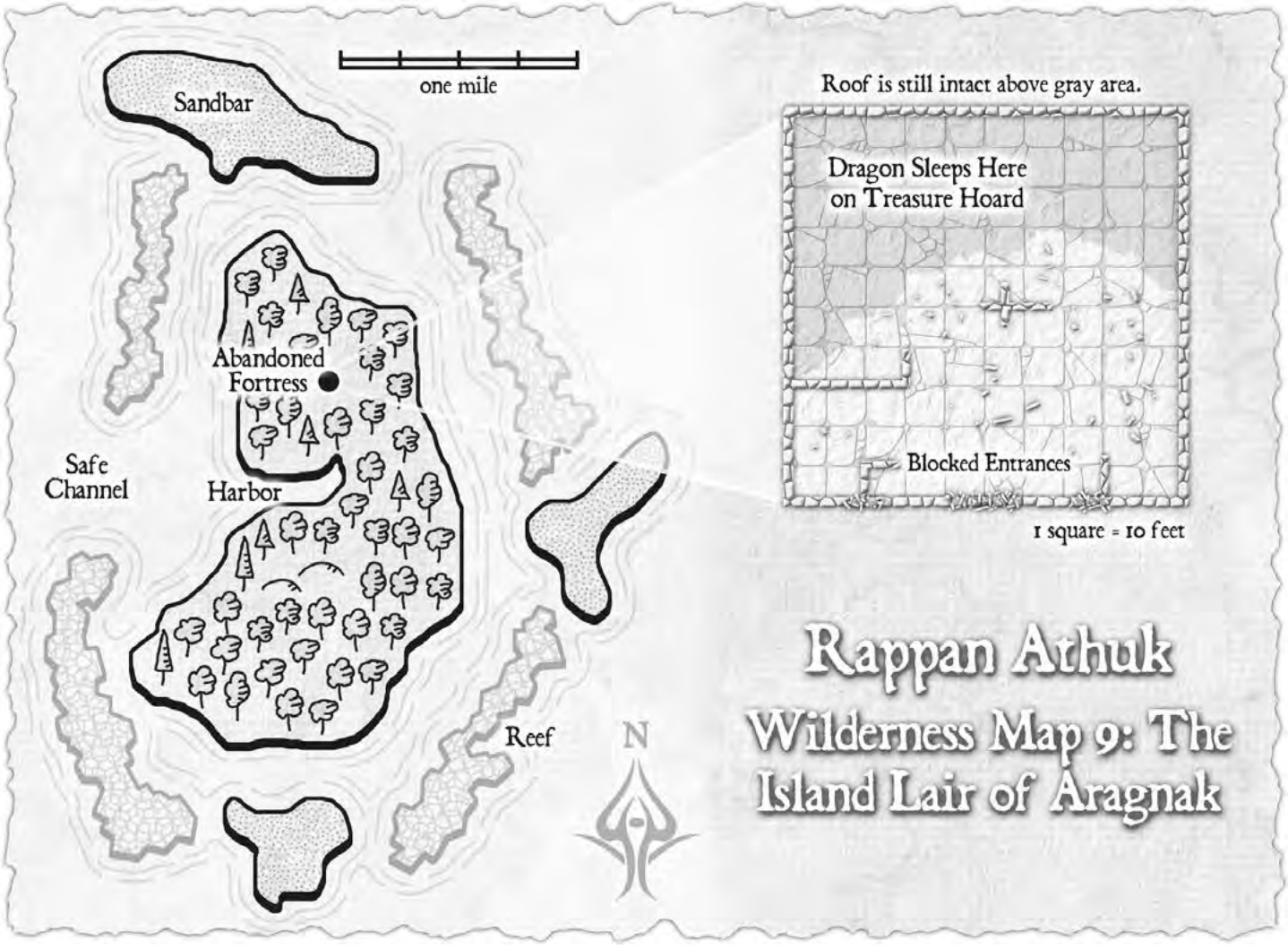
Look! A Dragon!: If Aragnak is awake, he waits for the PCs to arrive onshore before destroying their ship and attacking them on land. His tactics are similar to those described on the mainland, however, he will not flame his own nest, nor retreat if wounded. Any battle on this island with the dragon is to the death! Only after he is killed may they PCs investigate the fort (see below).

Sleepin' Like a Baby: If Aragnak is asleep, he can be found nestled on top of his vast hoard of treasure, carefully placed and arranged inside the fort. A detailed map of the fort is provided as **Wilderness Map 9**. Entry into the fort can only be made by climbing its 8 ft. walls, as all entrances at ground level have been blocked by debris. The inside of the fort is 100 ft. square, with the last 65 ft. having a collapsed roof. Ibky tgeuves gave a chance to avoid awakening the dragon with a successful move silently roll. The dragon automatically awakens if anyone approaches within 10 ft., or if he is disturbed or attacked.

Loose bones, rusted armor and weapons, and other debris litter the ground around the lair of Aragnak, rendering it difficult terrain for the PCs to traverse. Aragnak fights to the death to defend his lair.

Adult Red Dragon: HD 10 (40 hp); AC 2 [17]; Atk 2 claws (1d8), bite (3d10); Move 9 (Fly 24); Save 5; AL C; CL/XP 13/2300; Special: Breathes fire, speaks, spells (1st—*charm person, protection from good, shield*; 2nd—*invisibility, pyrotechnics*; 3rd—*monster summoning I, protection from normal missiles*).

Treasure: The dragon's lair contains a vast hoard of wealth, stolen from the pirates and from dozens of adventuring parties over the years. The hoard contains numerous suits of mundane armor, mundane weapons and the following: 6,000 gp, 55,000 sp, 21 gems of various values (1d100 x 1d6 gp value each), 13 pieces of jewelry of various values (1d1000 x 1d8 gp value each), a fancy cloak of silver wolf fur (150 gp), a fancy cloak of winter wolf fur (420 gp), an ancient calendar embellished with turquoise (400 gp), an oaken staff shod with meteoric iron and smoky quartz gems set in the head (500 gp), a silver flask etched with snowflake patterns (350 gp), a silver-plated steel gorget chased with stellar designs (25 gp), a simple platinum ring with a vine motif (30 gp), a set of spice jars made from hammered gold (2,000 gp), a suit of *+1 platemail (magic resistance 15%)* that is *cursed* so that any hostile spell that penetrates the armor's spell resistance has all its variables maximized, a *+1 heavy flail* that sheds pale silvery in a 20 ft. radius, a *+1 shield*, and a *rod of negation*. All of these items are mixed in with thousands of mundane items. Days or even weeks would be needed to inventory everything.



Area 25. The Cloister of the Frog-God

See Chapter 0B: The Cloister of the Frog-God.

Area 26. The Cavern of the Kraken

See Chapter 0A: The Cavern of the Kraken.

Area 27. Zelkor's Ferry

See Chapter 0C: Zelkor's Ferry.

Area 28. The Refugees of Tsar

See Chapter 14A: The Refugees of Tsar.

Ground Level: The Graveyard and Mausoleum

As your PCs approach Rappan Athuk for the first time, read the following text:

> You crest the last hill and finally the complex comes into view. In stark contrast to the lush greenery of the hills lies a large sunken graveyard laid out in the shape of a cross. Rather than towering above the ground, the graves have settled into depressions, and the main mausoleum, a building of strange green stone, rests in the deepest depression some 40 ft. below the ground on which you now stand. At the other end of the grave-filled hollow stands what appears to be a stone well. There are no gravestones near it. The normal sounds of wildlife are gone, and large carrion birds circle overhead. An ominous silence rests about the place. Each of you knows in your heart that you have found the legendary dungeon of Rappan Athuk. And though none dare speak it, you wonder if you will live to return to the warmth of hearth and home.

There are two primary points of entry into the dungeon. The main entrance to the dungeon is through the crypt structure itself (**Area G–6** and **G–7**), leading to **Level 1**. The secondary entrance to the dungeon is through "the Well" at **Area G–4**, leading to **Level 3A**. PCs can also enter through the rat tunnels at **Area G–3**.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Ghoul: HD 2 (12 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghast: HD 4; HP 18; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Rat: HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

G–1. Tombstone and Key

In the courtyard is a life-sized statue of a dwarf on a 4 ft. by 4 ft. stone block. He looks to have been a great warrior, and dwarven runes adorn the front of the pedestal. This rather large tombstone, crested with the statue of a dwarf, seems to have been visited frequently. The dwarven runes read "*Blessed is he who spares these stones/And cursed be the man who moves my bones.*" Examination of the base of the statue reveals a small compartment that is easily opened. It is not trapped. Inside is the magical iron key to Rappan Athuk that opens the doors to the Main Mausoleum at **Area G–6** below. Once used to unlock the doors of the mausoleum, it *teleports* back to this compartment.

Ground Level

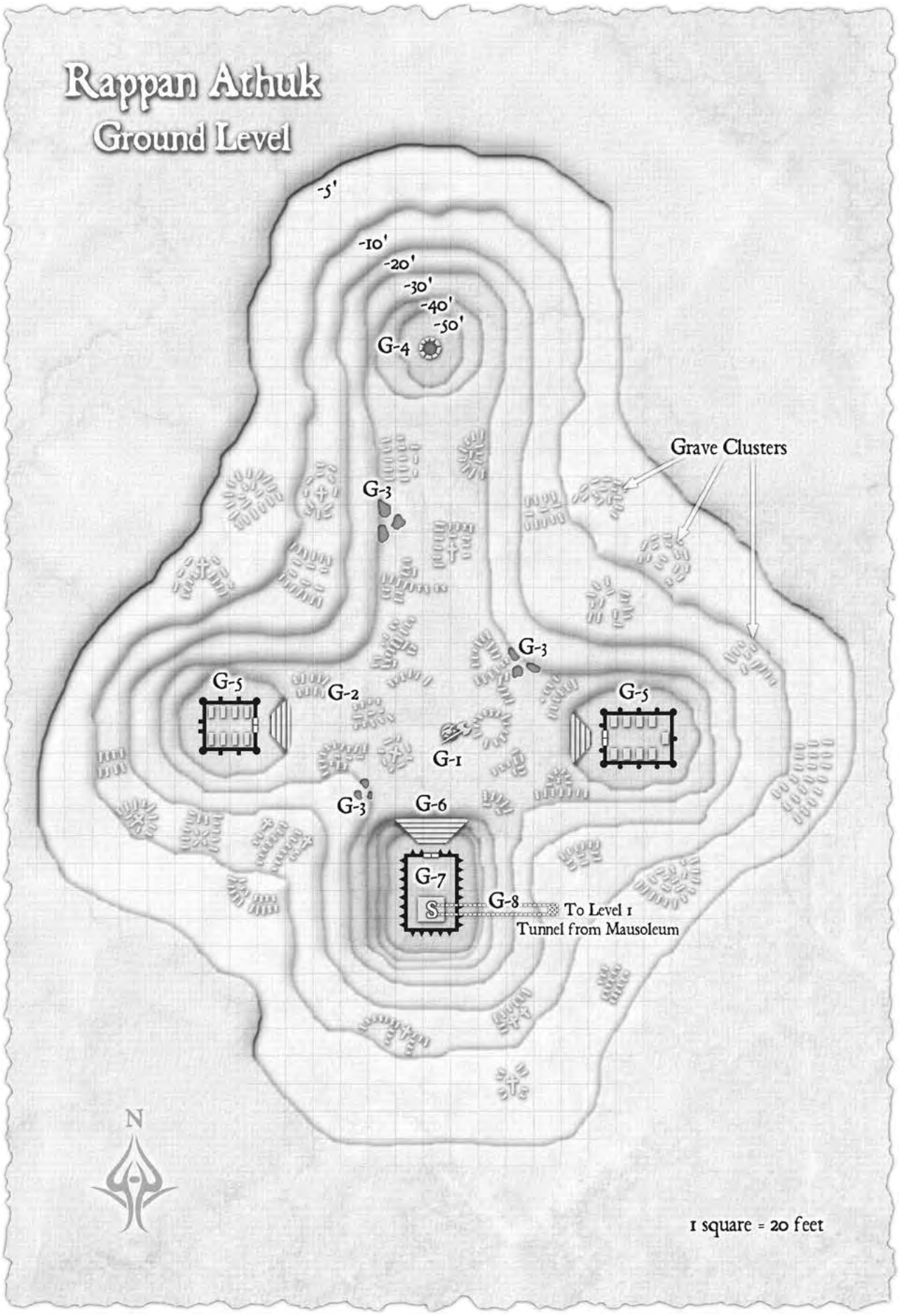
Equivalent Dungeon Level: 4
Entrances: This area is above ground
Exits: Mausoleum to **Level 1**;"the Well" to **Level 3A**; Rat tunnels to **Level 1**, **Area 1–10**, **Level 2**, **Areas 2–10** and **2–10**
Wandering Monsters: Check once every 30 minutes on 1d20:

1	**3d6 giant rats with 1d2 wererats** (these creatures dig their way to the Ground Level from **Area G-3** below. If wererats are encountered, there is a 75% chance that they simply spy on the party rather than attack and report their observations to the wererats **Level 1**, **Areas 1-12** and **1-13**)
2	**2d6 ghouls** and 25% chance of **1d3 ghasts**
3	**3d6 normal rats**
4	**1d3 green guardian gargoyles** from **Area G-6** animate and attack
5–20	No encounter

Detections: The entire level detects faintly of evil.
Standard Features: Unless otherwise noted, all doors on this level are made of iron-reinforced wood.

G-2. A Dire Warning

Nine graves lie filled with fresh earth and makeshift markers. Some of you recognize a few of the famous names, those legends of your own time—a grim foreshadowing of things to come. A tenth grave is present as well, only it is empty and freshly dug. Towering over it, a marble gravestone bears a PCs name.


Rappan Athuk
Ground Level
-5'
-10'
-20'
-30'
-40'
-50'
G-4
Grave Clusters
G-3
G-3
G-5
G-2
G-5
G-1
G-3
G-6
G-7
S
G-8
To Level 1
Tunnel from Mausoleum
N
1 square = 20 feet

G–3. Rat Tunnels

There is a 3 ft. diameter hole leading down into darkness; bits of cloth and bone lie about the entrance to the hole. There is a 10% chance every 10 minutes the PCs spend in this area that they encounter some form of rat (roll 1d20): 1-5 = **1d10 normal rats**; 6-19 = **1d6 giant rats**; 20 = **1d2 wererats**. Any wererats encountered are spies for the many creatures in the dungeon. They rarely attack a large party. Instead they retreat to report to their superiors on level one below. They may serve more nefarious masters who reside deeper in the dungeon.

Rat (1d10): HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Giant Rat (1d6): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat (1d2): HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Traveling the Rat Tunnels: These tunnels twist and turn, with numerous dead ends and side passages. Only halfling-size characters can use the tunnels. Anyone doing so has a 1–8 on 1d20 chance of encountering **2d6 giant rats** during the course of their journey. Because of the number of twists and turns, these passages do not lead to the same place reliably. Each time a person travels these tunnels, he winds up in one of the following locations after 10 minutes (roll 1d20): 1-3 = back where he started; 4-8 = at another area marked **G-3**, different from the tunnel he entered; 9-14 = **Level 1** in **Room 1-11**; 15-18 = **Level 2** in **Room 2-10**; 19-20 = **Level 2** in **Room 2-20**.

G–4. The Well

An ornately-carved well is located on the other end of the sunken graveyard, opposite the mausoleum. The finely crafted artwork of the well is diminished only by the horrific images of demons, devils, and undead things that form the bas-relief carvings. Runes and scribbling adorn the spaces empty of these carvings. Anyone gazing down inside sees large, grooved scratches along the interior stones, as if something tried to claw its way up the sides. The well ends in water some 90 ft. below. The well opens up into a larger cavern at the bottom. This well is the entrance to **Level 3A** of the dungeon. See **Level 3A, Area 3A-1**.

G–5. Empty Mausoleums

Both of these buildings are made of the same green stone as the main mausoleum, detailed below. They lack the intricate carvings and the green stone gargoyles of that building. The doors on each of these buildings are standard locked iron doors. The buildings themselves contain numerous destroyed sarcophagi. Roll for a wandering monster when the party enters one of these buildings, ignoring the "gargoyle" result. There is no treasure.

Rappan Athuk Graveyard — The Grave Markers

Littering the sunken landscape surrounding the three mausoleums above Rappan Athuk are an abundance of grave markers, noting the gone but not forgotten; some formal headstones, some half-buried shields, a few basic stick-markers. In all, a sad reminder of the souls lost in and around the Dungeon of Graves.

Some of the more famous markers are as follows:

Ben Bullock, *That is not dead which can lie eternal*

Willgar, *Shed not for her the bitter tear, Tis but mere ashes that lie here*

Beneath this simple stone, That marks his resting place, **Aaron F Stanton** *sleeps alone, In the ground's long embrace*

No pain, no grief, no gripping fear, can reach **Aidan Domogalla**, *sleeping here*

Eternal Artificer Crux, the Mad Captive, *Don't mourn my loss, I am home*

Alex Bianchi, *We miss you very much and love you dearly*

Alex Hoggett, *Earth has no sorrow that the heavens cannot heal*

Andrew Daley, *Gone, but not forgotten*

Lee Darby, *Entered into rest*

thaumaturgan, *The song is ended, but the melody lingers on*

Stefen Styrsky, *Quick of Foot, the Arrow was faster*

Adam Graham, *Step softly, a dream lies buried here*

Derrick A. Landwehr, *His true wealth was in his generous heart*

Andreas Lenhart, *In Sacred Memory*

Here lies **Edmond Courtroul**, *His Luck Ran Out Before He Did*

Henrik Landervik, *Until We Meet Again*

James Johnson, *Hero, Legend, Friend*

Lyle LaRue, *One Man Who Fought Like Two*

Scott Kehl, *Favored Son*

Boodro H Viperion, *He did it His way*

Nidor Dacson, *The good die young*

Here lies **Cheragh Ali**, *And there lies Cheragh Ali, And there . . .*

Jakk, *He bit off more than he could chew*

Sykoholic, *"I told you I was sick!"*

dafaddu, *Once I wasn't, Then I was, Now I ain't again*

James Douglas IV, *Any day above ground Is a good day*

DaemonSlye, *While living men my tomb do view, Remember well, there's room for you*

Greg Ragland, *Feaster of Blood*

Jason "Hierax" Verbitsky, *Stop by here my friends, As you pass by, As you are now, So once was I*

Liz Courts, *Sweet Soul*

IN MEMORY OF OUR PATRIARCH, **James Redmon**

JMEP Cornelius, *AT PEACEFUL REST LIES*

In Memory of **Sterno**, *Whom I Loved, Now He Resides in the Realms Up Above*

Lordan Ironwolf, *OUR FRIEND UNTIL THE END*

SolitonMan, *What we gave, we have, What we left, we lost*

DaveMage, *Good friend laid low, He gave many a killing blow*

James Van Horn, *Sad cause of grief for here in dust lies a dear friend, good, virtuous, and just*

Erica Balsley, *Our Angel*

Phage Neurospora, *A loved one sleeping*

David W. Kaufman II, *"He died rejoicing in hope."*

Marshall "leadjunkie" Mahurin, *A Man amongst men*

Robb Lukasik, *He stood his ground*

Johon De *the One-Handed Archer, One miss was Enough*

John Ling, *Rolled Down the River*

Terry Demeter / Lord Metal-Demon, *His soul is Spoken for*

Tom and Donna Harvey, *Stood Close Together To the Bitter End*

Dragnmoon, *A crack shot And a Good Man*

Aarok Hawethorne, *Our Love knows No bounds*

Ryan Simm, *Gave it his All*

Jerry Ward, *Lived and Died by the Sword*

Jim O'Sullivan, *A finer man was never buried; John K Morris, Who traps a book?*

John N. Caparso, *Nothing but the Best*

Johnathan L Bingham, *Trollfood*

Andy Reynolds, *Attacked by a Toilet*

Joseph C. Fox, *Don't go down the Well!*

Awsomer Lockwood, *Cookies for you in heaven*

Thark, *Couldn't outrun Fate*

Mark Basgall, *Saved Soul*

Bracton, *Sings the Song of Sleeping*

Mark W. H. Lambe, *Saved all naught himself*

Martin Britt, *Did not see that Coming!*

Scantrontb, *Until we meet in the Heavens*

Mainspur, *Our Silver Lining*

Zomblebees, *'ware the gargoyles!*

Michael Salt, *The Best among Us*

Michael David, *A Poor man, Rich of Soul*

drnate29, *You drank what?*

Aelrik Ravenmane, *One room too many*

beasterbrook, *We never saw anything like it*

Napoleon Einstein von Smith, *The prettiest Man I ever Saw*

Scathaigh, *A song of heaven plays for you*

Paulon, *Mitra have Mercy*

Ralph Kelleners, *NEVER SWIM UNDERGROUND*

Bob Keller, *One wish too many*

Thalendar, *One Step Too Slow*

Shawn Hibbs, *At Rest in the Hands of our Lord Thyr*

Tholwon, *Doubled Down and Lost*

Kerion "Guppy" D'Archangeli, *How Big Was that Thing?*

Mirth Mristar, *Still Smiling*

EOTB, *RIP DOA WTF*

Sara Garda - daughter of Arlen, *Her Soul Is Eternal*

Darien Reswald, *Stood Tall And Lost His Head*

'Awsomer Lockwood', *God-Emperor of the Universe*

Lisa Kellogg, *Loved One Lost*

David Caldwell, *Embraced by the Higher Planes*

Mark 'Mars' Petrick, *the Hand of Vengeance Shall Redeem*

The Death Tribble, *In his Furry Embrace We find Warmth*

G–6. The Main Mausoleum

This is a huge stone building, its outer side carved in a grisly bas-relief of demons, devils and other creatures of the underworld. Hundreds of skulls have been carved into the stone. The building extends fully 60 ft. long and is over 40 ft. wide. There is a set of carved stairs leading down to a set of huge iron doors. Ringing the top of the building are numerous demonic statues made of a strange green stone. They seem to stare at the PCs.

This structure is the main mausoleum within the graveyard. It is made of solid granite construction with 4 ft. thick walls, 20 ft. tall. The mausoleum itself radiates magic. The walls of the place seem alive. Enchanted, they repair any damage done to the structure in one day, with stones crawling back into place of their own volition. Stairs carved into the outside earth descend 20 ft. to the foot of the mausoleum wall. At the terminus of the stairs, set within the mausoleum wall, is a set of ornately worked iron doors. Ringing the top of the mausoleum are **8 green guardian gargoyles** of Rappan Athuk. They animate and attack when approached or whenever they are touched.

Green Guardian Gargoyle: HD 4+1; AC 3 [16]; Atk 2 claws (1d4), bite (1d6) and gore (1d6); Move 15 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: +1 or better weapon to hit, freeze, hold, reanimation

The gargoyles are carved of a strange green stone and each gargoyle has two eyes of jet worth 250 gp each. The eye gems radiate magic and evil. Unless the gems are crushed, both *dispel magic* and *remove curse* spells cast over them and the fragments scattered, they reform as gargoyles of the same type in 1d8+2 days. Even if the gem eyes are carried away, any gargoyles killed are replaced within 1d8 days.

Tactics: The gargoyles animate and attack, attempting to grab victims. If a green guardian gargoyle hits an opponent with both claw attacks, that opponent must succeed on a saving throw or be held for 4 rounds as if by a *hold person* spell. Unlike the *hold person* spell, a held creature does not receive a new save each round to break the effects. Once grasped, the gargoyle attempts to fly off with the victim. One gargoyle can lift a grasped opponent weighing 150 pounds or less. Two gargoyles working together can lift an opponent weighing up to 300 pounds. If the party is of very low level, simply have one of the gargoyles animate and fly off to report to some unknown master. Or have less than the full 8 gargoyles animate.

The Front Doors of the Mausoleum

The stairs descend to a set of huge steel doors. No rust is present on the metal, as if time itself stands still here. Built into the doors is an intricate lock, which looks worthy of the most legendary dwarven smith.

The ornate iron doors are locked with a complex lock of superior quality. The doors may be unlocked easily with the key from **Area G-1** above. The doors open inward. If the doors are opened in any way other than the magical iron key, the **trap** is triggered (see **Area G-7**, below).

The stone walls are enchanted to repair themselves when damaged, and will even regenerate if completely destroyed.

G–7. Inside the Main Mausoleum

The mausoleum itself is filled with damp, musty air. Dust covers most of this barren room of solid stone. Several broken and rusted weapons lie on the floor along with the butt-ends of several used torches. The room's sole feature is a large stone sarcophagus, on top of which stand two brass candelabras, each holding a *black candle*.

The candles radiate magical evil. They are lit with *continual light* spells and are impossible to extinguish. An astute character may notice that there is an indentation in the ceiling of the mausoleum identical in dimension to the stone sarcophagus. The *candles* are effectively minor artifacts; if destroyed or removed from the mausoleum, they reappear here, lit and fully intact, at the next sunset.

Inside the sarcophagus is a **black skeleton**. It animates only if the sarcophagus is disturbed. If the **floor trap** is triggered (see below), the skeleton shrieks hideously and laughs at the players as they meet their doom. It will gladly be destroyed along with them, as it reforms in a week.

Black Skeleton: HD 6; AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, Immune to Sleep and Charm.

Trap: If the front doors' lock is picked or opened in any manner other than with the magical iron key from **Area G-1**, including using a *knock* spell, the trap is activated. One minute after being opened, the doors slam shut and the stone floor of the mausoleum slowly begins to rise. The doors close even if spiked or propped open—only total destruction or removal keeps them from closing. If not disabled, after 5 minutes the floor reaches the level of the ceiling, crushing all within the mausoleum to a pulp. Because the doors open inward, when the floor starts to rise they cannot be reopened as the rising floor bars them. Exit can only be made by *teleporting* , by somehow tunneling through the 4 ft. thick walls, or by finding the **secret door** in the floor before it locks. There is no other means of escape. (That's right, the very first trap is an instant-kill trap. Rappan Athuk isn't a dungeon of legend for nothing.) Dwarves have a 1 in 6 chance after one round to notice the shifting floor even if they are not actively looking for it. Even if they fail, the roll should indicate that all is not well. Be sure to keep track of time because after one minute of the floor rising, the secret door is blocked (see below). This mechanism resets itself in 2 days.

South of the sarcophagus, between it and the south wall, is a secret door. This is a 10 ft. slab of stone, which may be removed by pulling upwards (open doors check required). Beneath is a ladder leading downward, set in the wall of a circular shaft which leads to a small hallway described at **Area G-8** below, which itself leads to **Level 1** of the dungeon. If more than one minute has passed since the floor started to rise, the mechanism that raises the floor has also inserted a 2 inch thick iron slab over the opening to the shaft, thus barring exit from the room even if the secret door is found.

G–8. Hallway to Level One

This is a circular shaft descending into the darkness below. The smell of death radiates from the pit as it descends down into oblivion. The circular shaft descends 30 ft. below the floor of the mausoleum above to a dirt-floored hallway. There are some blood stains and smears on the walls of the hallway, which are made of roughly worked stone, including one rather recent large hand smear of blood on the north wall. The passage leads east and comes to a dead end some 100 ft. later. At the end of the passage is an obvious ten-foot deep 5 ft. by 5 ft. pit. There is a rope pegged into the wall that descends into the pit. At the bottom of the pit is a poorly hidden man-sized secret door, which leads to **Area 1-1**. The door begins 3 ft. off the ground from the floor of the pit and opens by pulling up and out on a small knob on the bottom of the door.

Level 0A: The Cavern of the Kraken

This sea cavern is a long lost entrance point into the deep levels of Rappan Athuk. Located over 12 miles from the main dungeon entrance, it connects to the depths of the dungeon via a series of winding tunnels and hidden ways. That being said, this lost entrance is no easy way to bypass the normal method of delving, for it is the lair of a fearsome, evil sea monster known as "The Kraken." Even the dread red worm living to the south gives this area a wide berth, having once almost been dragged down to the surf in one encounter near the shore. Fortunately, the wise adventurer can avoid this many-tentacled horror if he knows the way. This map of this area is shown on **Map RA–0A, part 1** and **2**.

Level 0A

Difficulty Level: 9 or 15+ (if the secret path is discovered 8, if Kraken is encountered 15+)
Entrances: Ocean Cave from surface, secret underwater tunnel from surface
Exits: Tunnel to **Level 12C** from **Room 0A–6**; tunnel to **Level 10A** in **Area 0A–9**, waterfall cliff to **Level 10D** in **Area 0A–12**; tunnel from **Area 0A–11** to **Level 13C.**
Wandering Monsters: Check once per hour on 1d20:

1	**1 otyugh**
2	**1 roper** (see **Area 0A–4**)
3	**3d6 giant rats**
4	**1d3 trolls**
5	**1 black pudding** (see **Area 0A–7**)
6	**1 grey ooze**
7	**1 will-o'-wisp** (see **Area 0A–8**)
8	**2d6 stirges** (see **Area 0A–5**)
9	**1d3 piercers**
10–20	No encounter

Detections: Strong evil emanates from the water at **Area 0A–3**.
Shielding: None, however all treasure in **Area 0A–3** is buried under several ft. of muck, requiring a *locate object*, *potion of treasure finding* or other means to effectively locate it.
Standard Features: The floors and ceilings are covered with stalagmites and stalactites. The sound of the waterfall makes hearing most noises impossible in **Area 12.** Walls, columns and other features on this level are wet and slippery. Light sources used by PCs result in automatic surprise for most monsters. This area is fungus-filled. 20% of the fungus is edible while 10% is poisonous (save or 2d6 points of damage). Underground creatures like dwarves and wilderness-types like druids and rangers have a 4 in 6 chance of identifying which are edible.

0A–1. Secret Entrance

Hidden beneath the waves on the side of a near shore (40 ft. from shore) coral reef is a tunnel. The entrance is approximately 6 ft. in diameter and roughly circular, at a slight angle cut into the pink coral. The entrance teems with marine life, and dozens of sea anemones and fish play near the entrance. For some reason, the entrance itself is lined with peppermint shrimp in a large colony. A small octopus (shades of things to come) lairs in the roof 5 ft. inside (harmless). At low tide, the tunnel entrance can be seen from the surface of the water, and is 12 ft. down. At high tide, the water above the entrance is over 20 ft. deep, and cannot be seen except by a diver. The problem is that the tunnel works like a siphon. At low tide, one must swim against the current to move towards the beach (impossible without a *water breathing* spell). At high tide, the water pulls one in towards the air-filled pockets and exit, and anyone who can swim makes it easily inside.

The tunnel runs for 200 ft. underwater towards the shore, with breathing space after 100 ft. at low tide, and 140 ft. at high tide. The tunnel daylights in a sandy-beached cavern at this point, and winds for another 300 ft. until it opens into the side wall of a vast cavern, 60 ft. above the surface of **Area 0A–3**. Stalactites and stalagmites grow from the roof and ceiling of the cave in great numbers. The roof of the cave is over 80 ft. higher, and bats swarm about in the torchlight. The way is smooth and slippery, running water can be heard from somewhere out in the distance, as can the tidal surge washing out **Area 0A–2**. The water below is filled with wrecked ships and flotsam, and has an eerie stillness to it. The tunnel continues up the side of the cavern, terminating in **Area 0A–4**.

0A–2. Empty Caverns

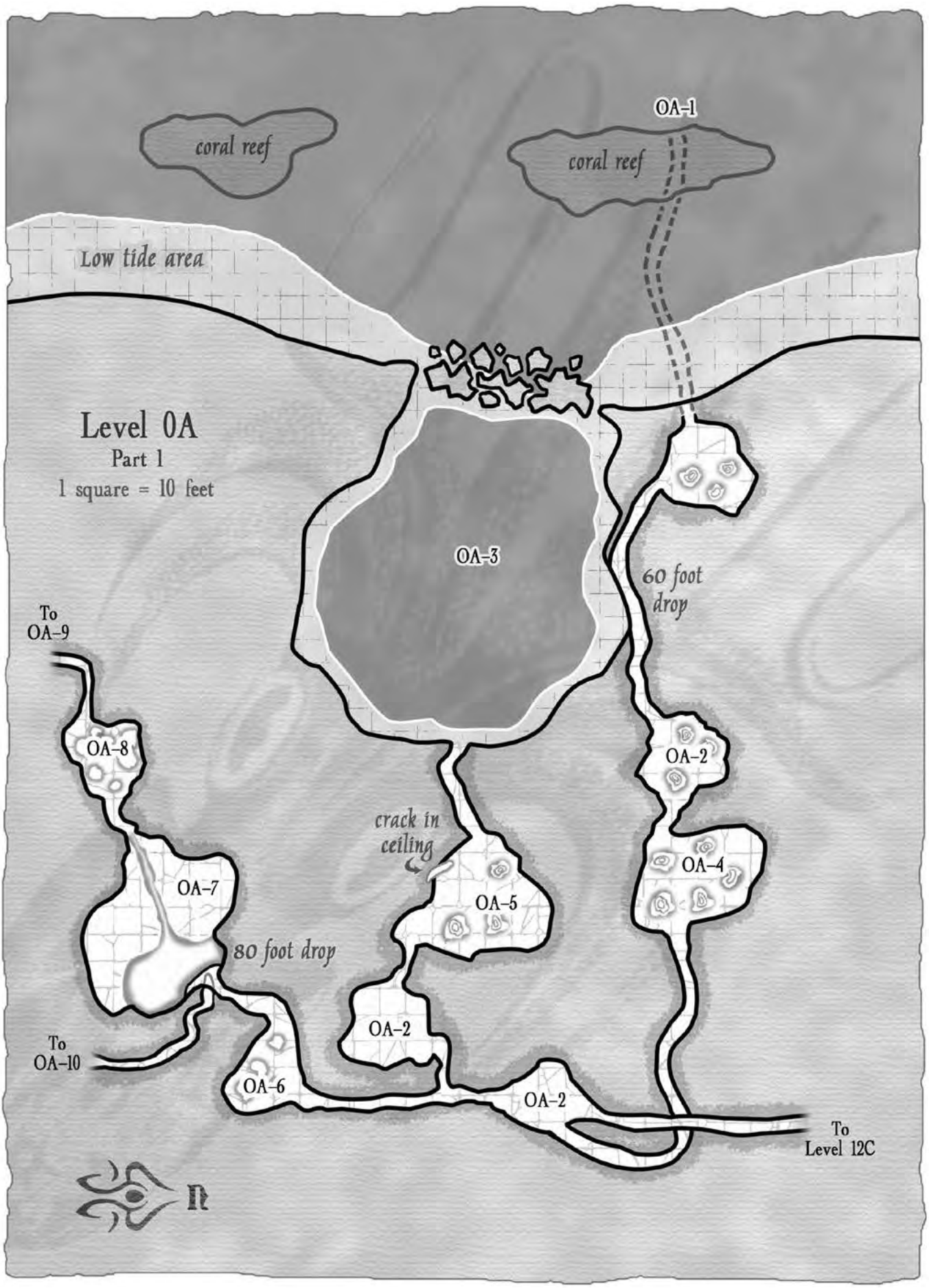
Self-explanatory, although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing they feel is appropriate, perhaps noting the abundance of stalactites (setup for a later roper of piercer encounter), an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

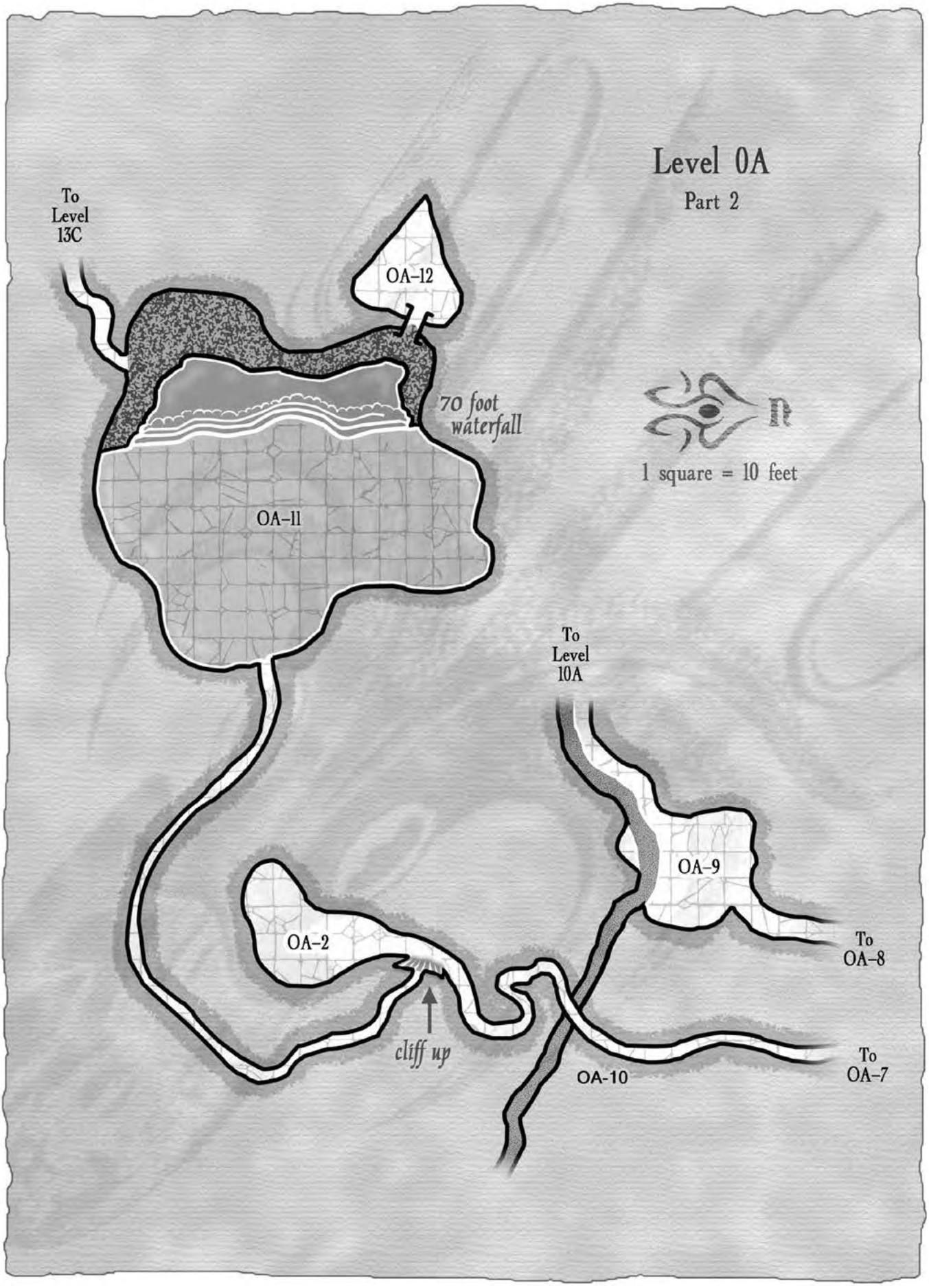
0A–3. Cavern of the Kraken

Open to the ocean at high tide, and to a 40 ft. stretch of beach at low tide, is a vast cavern. The entrance itself is shielded by a rocky outcrop of 5–7 ft. boulders spaced every few feet. The entrance is approximately 100 ft. across in a semi-circle with a peak height approximately 50 ft. above the beach surface. At high tide, the entrance is 10 ft. underwater. A few feet past the entrance, the land drops off to a deep tide pool inside the cave.

The cave itself is over 400 ft. in diameter, and roughly oval shaped. Along the edges, a sandy beach runs from 10 to 40 ft. from the water's edge (no beach at high tide, although the edge is very shallow), terminating in steep walls that gently slope to the roof apex, giving the whole a strange "egg" shape. At the far end of the cavern, a rough-cut tunnel leads up into **Area 0A–5**.

The water surface is filled with wood and other debris, with this


coral reef
coral reef
OA–1
Low tide area
Level 0A
Part 1
1 square = 10 feet
OA–3
60 foot drop
To OA–9
OA–8
OA–2
crack in ceiling
OA–4
OA–7
OA–5
80 foot drop
OA–2
To OA–10
OA–6
OA–2
To Level 12C
N


Level 0A
Part 2
To Level 13C
OA–12
70 foot waterfall
OA–11
1 square = 10 feet
To Level 10A
OA–9
OA–2
To OA–8
cliff up
OA-10
To OA–7

area acting like a sump, and retaining floating material as well as fine grained sand and silt. The water inside the pool is murky and filled with silt, and visibility is limited to ten feet underwater. There are the remains of several (7 total; 2 large and 2 small galleys, a caravel, and two merchantmen) crushed ships, some broken in two, others with sides dashed in, partially submerged. Within the hull of one large galley resides an evil horror.

If the water is disturbed in any way, a **kraken** knows there are intruders and attacks. A careful (read: stealthy) group can avoid the encounter if they work their way around the beach at low tide, but even the slightest amount of noise of rippling of the water is noticed.

Kraken: HD 20 (85 hp); AC 0 [19]; Atk 6 tentacles (2d6), bite (3d6); Move (Swim 3) (Jet 21); Save 3; CL/XP 24/5600; Special: Ink cloud, control weather.

Tactics: If the kraken attacks (it can reach 60 ft.!), all that can be seen initially is grasping tentacles. Two rounds after it attacks, its body crests the surface. It attacks primarily with its tentacles, dropping its poisonous ink cloud into the water two rounds after it attacks. If it loses half its tentacles, it closes to crush and bite prey and presses them against the walls of the cave. In doing this, it attempts to block the exit. If its body (tentacle damage does not affect the Kraken's hit point total) takes over 50% damage, it retreats to its lair and hides beneath the pool (effectively invisible due to the ink cloud). Anyone incapacitated by an active tentacle is dragged beneath the pool and eaten later.

Treasure: A great deal of treasure is present beneath the silt and sand of the pool. The problem is that hundreds of tons of material must be moved to locate it, and *detect magic* is baffled by the thickness of the overburden. If a *locate object* is used on "gold coin," "gold bar," "necklace," "scroll" or "sword," several treasures can be found. Digging them up takes several hours. A *potion of treasure finding* will locate the caches of gold and silver coins. The following treasure "piles" exist within the pool:

Cache 1 — In 10 ft. deep water, buried under 4 ft. of silt and sand, is a merchant ship's hull. Within the hull is a locked copper chest (dulled green with verdigris) in the shape of a cat with opals for eyes. The chest itself is worth 3,000 gp if undamaged and polished, and weighs 80 pounds (it is 3 ft. x 2 ft.). Inside this chest are 11 gold bars (worth 1,000 gp each), a silver necklace set with a dozen black pearls (worth 5,500 gp), and a matched pair of jeweled cups set with a variety of semi-precious stones in silver and gold filigree (worth 2,500 gp as a set).

Cache 2 — In 4 ft. deep water, buried under 2 ft. of silt and sand, is the rotted remains of a wooden chest. An obvious but non-functional scythe blade trap is set on its interior. Careful removal of the chest, or mass-excavation of the silt, reveals a total of 4,000 sp and 2,200 gp.

Cache 3 — In 40 ft. deep water, buried under 6 ft. of silt and sand, is a pile of rusted metal. Wrapped up in this pile is a single intact sword, seemingly untarnished by the saltwater. Its scabbard is long since rotted away, and it glows with a dull (10 ft. radius) light once exposed. This sword, "**Grindor**," is a *+2 longsword of dragonslaying* (+4 and double damage vs. chromatic dragons). It has an Int, Wis and Cha of 14 and. It's alignment is Lawful, and it can speak the Common tongue. The sword casts *heroism* (effects as the potion), *protection from evil,* and *protection from fire* each 3/day.

Cache 4 — In the heart of the Kraken's lair (30 ft. deep water), buried under 4 ft. of silt and sand is a grey stone sarcophagus shaped like a man. It has retained its watertight seal, and floats in the water if uncovered (the stone is pumice, and sarcophagus is filled with air). It is sealed with a deep purple wax and can be opened easily by removing the wax seal. This should be played up to freak the PCs out (stone floating in water! Oh no, a lich!). Inside the vessel (worth 2,500 gp in its own right) are the (inanimate) mummified remains of a man. Beneath the wrappings are three scrolls: scroll #1 (*lower water, speak with monsters, animate dead*), scroll #2 (*passwall, disintegrate, mind blank, cloudkill*), scroll #3 (*summon monster VI, contact other plane, wish*), and a spellbook containing all 1st and 2nd level spells, 7 x 3rd level, 5 x 4th level, and 3 x 5th level random Magic-User spells. These treasures are all lost if the coffin gets wet or is burned.

0A–4. The Back Door

The corridor stone changes color from slate grey to reddish brown as the PCs enter this chamber. Torchlight gleams off of the calcite and halite that line the corridor and ceiling, and drops of water ping on the ground as they drip from above. The temperature of the room is noticeably warmer, and the air feels humid. Hiding among the columns and stalagmites that cover the floor is a single **roper** that attacks as soon as the party moves to the exit. Due to the uneven and rock-cluttered floor, no more than 3 characters can melee the roper at any given time. All targets in the room greater than 10 ft. away from each other are more difficult to hit due to the cave's features (-4 [+4] to AC).

Roper: HD 12 (55 hp); AC 0 [19]; Atk 1 tentacle (weakness), 1 bite (2d10); Move 3; Save 3; CL/XP 13/2300; Special: tentacles grab and cause weakness.

Tactics: Using the pillars and columns as cover, the roper attempts to attack 1–2 characters at a time, using its strands to incapacitate them prior to choosing a second target. If possible, all of its attacks are focused on a single character each round, trying to reduce the number of opponents to be faced. If any PCs are abandoned, or if all are incapacitated, the roper eats them once per hour, after first biting their heads off to prevent any from being rescued.

Treasure: Inside the roper's gullet are 220 gold pieces and four beryls worth 100 gp each.

0A–5. The Way is Up!

This tunnel leads out of the Kraken's lair in a steep (30 degree) climb up loose, wet rock. Inside this 200 ft. tunnel are **20 stirges**, who attack at the 100 ft. point. Each melee round that someone swings a weapon or tries to move at greater than one-half speed, the PC in question must make a save or slide down the slippery slope and land in the pool below (stirring the kraken). If a PC slides into a comrade, that comrade must in turn roll a save at -2 or both will slide. This can cause a cascade effect whereby each save is made at a cumulative -2 penalty over the previous save, hence the 5th character in line (with 4 PCs sliding into him) must save with a penalty of -8 to his roll. Damage from the slide is 1d2 per 10 ft. slid. They have no treasure. The tunnel the stirges come from daylights in an empty cave on the top. The cave has sunlight shining through at its apex, and holes big enough for the stirges to pass through. Just outside this hole in the ceiling is a patch of **twilight mushrooms** (inactive in daylight), that affect any that climb through the 4 ft. wide exit at night.

Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Twilight Mushrooms: Grow in patches of 5-10. Twilight mushrooms sense vibrations and burst forth a cloud of noxious and choking dust when a living creature comes within 10 feet of a patch. Creatures within the area must succeed on a saving throw or take 2d6 points of damage. One minute later another saving throw must be made—even by those who succeeded on the first one—to avoid another 1d6 points of damage. Whether or not the saves are successful, a creature is disabled for 2d4 rounds from

fits of choking and coughing. Such a creature can take no action other than to defend itself. Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

Tactics: The stirges are hungry. They are tired of rats, and they wanna eat! They attack in swarms of up to 5 per PC (then they crowd the rest out). They avoid the pool of course, and will not attack a PC within 40 ft., even abandoning a PC they are attached to as soon as possible if they get within that range.

0A–6. The Hot Springs

Clouds of steam billow from the ground ahead, and gurgling water noises can be heard. The air smells of sulfur, and gets warmer as the pools are approached. Steam fills the air, and vision is limited to 10 ft. Anyone running through the room has a 1 in 3 chance of falling into a pool (and suffering 2d6 damage).

This area contains a series of pools of water fed by a geothermal pipe from **Level 10**. The water is hot (180 degrees Fahrenheit) and full of minerals. Pools range from 5 to 25 ft. deep. The pools contain large colonies of bacteria (harmless), and fungus grows in abundance near the hot springs. Bats, rats and other small inhabitants of the cavern frequent this area, as the abundant fungus provides a large supply of food. There is a 50% chance of a wandering monster here due to the abundance of "easy to catch" food.

The left tunnel leads back 50 ft. and then drops off a cliff 80 ft. to **Area 0A–7**. The right tunnel leads to **Level 12C**, **Area 12C–1**.

0A–7. The Slippery Slope

Torchlight seems to lose some of its vigor, and the swirling mists of the hot springs create a surreal effect of shimmering colors as light is reflected back by the mists. One can see there is a pit into an abyss, but cannot tell if its ten feet down or a hundred. Water spills down the cliff, creating a slimy, slippery climbing surface (-40% on climb checks). The cliff to the bottom drops from 80 ft. above into a shallow 40 ft. diameter pool of warm, mineral rich (and slippery) water. Any movement beyond half speed, or combat, requires a save or the PC in question slips and falls (no damage). At the center of the pool, 20 ft. away from the bottom of the cliff is a **black pudding**. It is surprised by anyone entering the pool, and fails to react for 2 full rounds. The PCs may not notice it due to the steamy mists unless they approach within 10 ft. before it reacts The tunnel leading past the pool and chamber leads to **Area 0A–8**. Sounds of combat in this area (splashing and shouting) draw the will-o'-wisp from that area. Behind the waterfall is a second tunnel leading to **Area 0A–10**.

Black Pudding: HD 10 (48 hp); AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Tactics: The black pudding preferentially attacks PCs in the pool, avoiding fire by staying submerged. It is unaffected by the slimy pool bottom. If the pudding is slain and the party looks hurt, the will-o'-wisp appears and starts shocking the pool (damage affects all within the water area).

Treasure: In the bottom of the pool are 3 mithral nuggets (worth 500 gp each) mixed with the bits of limestone detritus. They are fairly easy to spot if the pool is illuminated in any way. Mithral is, of course, unaffected by the acid of the pudding.

0A-8. The Will-o'-Wisp Lair

The tunnel from **Area 0A–7** leads 20 ft. down to another mist-filled 100 ft. diameter cave of hydrothermal pools and cluttered debris. Movement through the area is at half speed at best. Combat or movement over 1/4 speed requires a save each round or the PC falls prone (25% chance of falling into a pool). These pools are far more acidic than those in other areas. Sulfuric acid in the pools causes 1 point of damage if touched, and 2d4 per round if a player falls or slips into one of the pools, with 1d4 residual damage the round after exiting it.

Further, each PC must save upon entering the room to realize the air is **poisonous** (save each round or lose 1d3 hp from the sulfur dioxide gas present, roll but don't tell the players until they exit the gas or collapse, see text below). The gas is only toxic in this low cave (it is heavier than air). Once back in **Area 0A–7** or through the **Area in 0A–9**, the gas ceases to affect the players. Note, one of the properties of this gas is to deaden the senses to its presence — one may be poisoned and not realize it until they feel weak to the point of collapse.

This gas is precisely why this cave's inhabitant, a **will-o'-wisp** decided to stay here, feeding off the dead and dying vermin that pass through the area. It of course sees a party of adventurers as an even greater food source, feeding off their emotions as they die slowly of gas poisoning.

Will-o-the-Wisp: HD 9 (32 hp); AC –8 [27]; Atk 1 shock (2d6); Move 18 (flying); Save 6; CL/XP 10/1400; Special: None.

Tactics: Unless it is encountered in **Area 0A–7**, the wisp is in this room. If it shocks the party in the pool in **0A–7**, it then retreats here if it encounters resistance. The wisp does everything in its power to keep the PCs in the poison air, attacking any who tries to escape, and avoiding all others. It tries to bait the PCs into the area, only to fly away once the wisp is reached. The wisp feeds more heartily on creatures that die from the poison air than creatures it kills. If reduced below 5 hp, a wisp burns out, not returning to the fightt.

0A–9. Out of Gas

This 120 ft. tunnel leads up 40 ft. at a 30 degree slope out of the poison gas area. The mists are heavy, and end at the 40 ft. mark (players still on their feet take damage now). The room has no denizens unless the PCs are still in combat with the wisp. A cool, clear stream of water flows down the far side of this chamber, pooling at the end and running down the 30 ft. wide tunnel leading out to **Area 0A–10**. The water is potable.

This passage leads for about a mile into **Level 10A**, **Area 10A–43**. Occasional wandering monsters come up from that level to hunt or head out to the ocean. Trolls are particularly common in this passage (50% chance an encounter is 1d3 trolls, otherwise roll as usual).

0A–10. Behind the Falls

This narrow passageway is 6 ft. off the ground and travels in a winding pattern for over 200 ft. before leading into **Area 0A–11**. The passage is only 3–4 ft. wide in places, and varies in height between 3 and 8 ft. After the 100 ft. mark, the tunnel becomes very noisy, and the sound of the waterfall in **Area 0A–11** drowns out normal speech. After 175 ft., verbal communication becomes impossible except by shouting. In some areas, man-sized creatures must crawl and squeeze. The end of the passage is 20 ft. off the floor of a large (200 ft. diameter) cavern. Due to limited visibility, unless care is taken to move slowly and carefully, a save at -5 must be made to avoid falling out of the end and taking 2d6 damage.

0A–11. The Loud Cave

This cavern is over 200 ft. across, with a floor almost completely covered with water. In most places the water is only inches deep, but there are randomly spaced holes ranging in size for a few inches to several feet across. None of these is particularly dangerous, though characters could get wet if they are not careful. At the far end of the cavern, opposite the entrance from **Area 0A–10**, the floor of the cave drops off sharply in a waterfall. This has the effect of creating a loud, crashing waterfall,

completely drowning out any other sound in the room. Speech, even yelling, is overwhelmed by the sound of the waterfall. Due to the shallow water, there is no real risk of anyone being swept over the side (unless they are foolish). It is an easy task to secure ropes of other means of descent down the falls to the bottom.

At the bottom of the falls is a 6 ft. deep pool of water, 70 ft. across, and filled with hundreds of small blind crawfish. Careful search of the area reveals a few rusted links of iron chain, the links themselves being 2 in. or so in length. Two of the links appear to have been torn apart. The chained gorgimera, the guardian of **Area 0A–13**, has since left its post, and wandered to **Level 13C** (down the left passage). Grubbing around in the pool reveals dozens of pieces of what appear to be chunks of broken statues (people turned to stone and smashed by the gorgimera).

Gorgimera: HD 10 (42 hp); AC 2 [17]; Atk 2 bites (1d10), 1 butt (1d8), 2 claws (1d6); Move 15 (Fly 18); Save 5; AL N; CL/XP 13/2300; Special: Breath weapon (turn to stone), Breath weapon (20–ft cone of fire: 3d8 damage, usable once every 1d4 rounds).

Intelligent players look for something that a chain was hooked to. Careful searching of the far wall reveals an iron ring set in the mineral encrusted wall. Encrustations cover the spike that holds the ring in place. If the calcite and halite crust is broken away, one can see a mural painted on the cave wall, and a faint crack running along the floor. If this crack is traced, it can be discovered that additional cracks run at right angles on both sides of the floor crack, and along the wall at 7 ft., in a roughly rectangular pattern. Basically, a large stone block or door has been placed to look like a natural part of the cave wall. The block cannot be moved by brute force. It is 12 ft. x 12 ft. x 20 ft. in size. A *passwall* spell with can bypass the block. An easier way is to solve the riddle.

The mural contains a series of runes, a picture of a man-headed snake, and a symbol of the god Muir. Careful examination of the runes by a skilled thief using his read languages skill, or a read normal languages ability reveals the following:

"*My step is slow / the snow's my breath*
I give the ground / a grinding death
My marching / makes an end of me
Slain by sun / or drowned in sea."

The answer to this of course, is "glacier" or "ice," and is precisely the way the block can be moved. Water in the cracks of the wall expand when frozen, pushing the v-shaped 120-ton block of stone free, and allowing passage beyond to **Area 0A–12**. Any source of magical cold serves this purpose. If the water in the cracks is frozen, the block moves forward 4 ft., allowing passage beyond.

0A–12. Stasis Chamber

This cut-stone room is adorned with symbols of Thyr and Muir, and appears for all intents to have once been a holy shrine of some sort. In the center of the room, cast in a bluish force field is a **guardian naga**. All wealth and other matter has long-since been removed by the evil that trapped it. This naga is in *temporal stasis*, the result of a spell cast upon him. If this can somehow be reversed a good aligned party gains a powerful new ally. The naga serves any like aligned being who frees him until the party leaves the area of Rappan Athuk.

Guardian Naga: HD 11 (49 hp); AC 3 [16]; Atk 1 bite (1d6 + poison), 1 constrict (1d8), 1 spit (poison); Move 18; Save 4; CL/XP 13/2300; Special: Poison, constriction, spells.

Level 0B: The Cloister of the Frog-God

Background

The Cloister of the Frog-God has stood on a desolate ridge overlooking vast swampland since time immemorial. Dedicated to the great and terrible demon lord Tsathogga, the original sanctuary was erected in a distant and forgotten past, long before the survivors of Tsar built their fell abode. While the cyclopean standing stones have been thrown down with the coming of Man, the underground sanctuaries and stone grottoes have survived. Eons ago, malignant men came to learn from the graven idols, and joined as brothers of the cloth. Fearful for their lives, innocents attended sermons and offered gifts. The barges of the frog-cult visited their villages with fire and sword. That was long ago, and the might of the order is no more. Yet still, half-broken evil lingers in the ruins of the cloister and its underground passages. The hopping masses hold their vigils in the remaining section as their ancestors have, guarding a nightmare that refuses to die. The cloister and grounds, as well as the under-levels, are shown on the **"Cloister of the Frog God" maps.**

Level 0B

Equivalent Dungeon Level: 6
Entrances: Entry at **Area CL1** (Outer Cloister), Entry at **Area CL12** (Inner Cloister)
Exits: Area CL7 to outside (Outer Cloister)
Detections: Faint evil everywhere.
Continuous Effects: The entire building as well as **Area DL1A** are under the effects of a permanent *protection from good* spell. **Area DL1A** gains the benefits of a permanent *bless* spell, only affecting worshippers of Tsathogga.
Standard Features: Unless otherwise noted, all doors are made of wood and all secret doors are made of stone.

The Green-Robed Men

Greatly diminished, the order of Tsathogga now counts **8 acolytes** (all heavily armed ruffians), and **4 under-clerics**, who in turn control **16 zombies** raised in the under-temple. The leader of the congregation is **Abbot Grosso**, a grossly obese, graying man with a tonsure, an unnaturally wide smile, and bulging eyes. The Abbot is awake day and night, concocting witching brews and performing unwholesome rituals beneath the ground.

Normally (during the daytime), the cultists aren't hostile. If a group of characters approaches their temple and don't display obvious holy symbols or signs typical of do-gooders, they are welcomed as pilgrims, and admitted if they agree to lay down their arms at the entrance and offer tokens of their goodwill. Significant material contributions (over 120 gp) earn a blessing and probably an audience with the Abbot. A chaotic character may even accept Tsathogga as a patron and become his champion if proven worthy.

The "good" brothers sell unholy water for a mere 10 gp per vial, lethal poison for 1,500 gp (a bargain!) and *potions of foul water* for 60 gp (this non-magical concoction renders 1,000 cubic feet of water undrinkable and immediately desecrates a font of holy water). Worthy servants may gain additional gifts—mostly potions—for their services. Possible missions include recovering items from dangerous locales, furthering the cause of Tsathogga, assassinating undesirables or anything the Referee can think up.

During the night, there is a 50% chance a sermon is in progress. In this case, all doors to the temple are locked save the front one (where six zombies and an acolyte stand guard), and the whole congregation is down in **Area DL1A**. Visiting worshippers who wear dark, hooded robes may be admitted if they don't behave out of order (or don't look heavily armed!). Otherwise, it is assumed that half of the acolytes and under-clerics are asleep in their cells while the others hold vigil in the upper temple. Abbot Grosso and the zombies, of course, are ever vigilant: the former experiments in the laboratory (**Area DL1C**), and the latter stand by his door to make sure he isn't bothered.

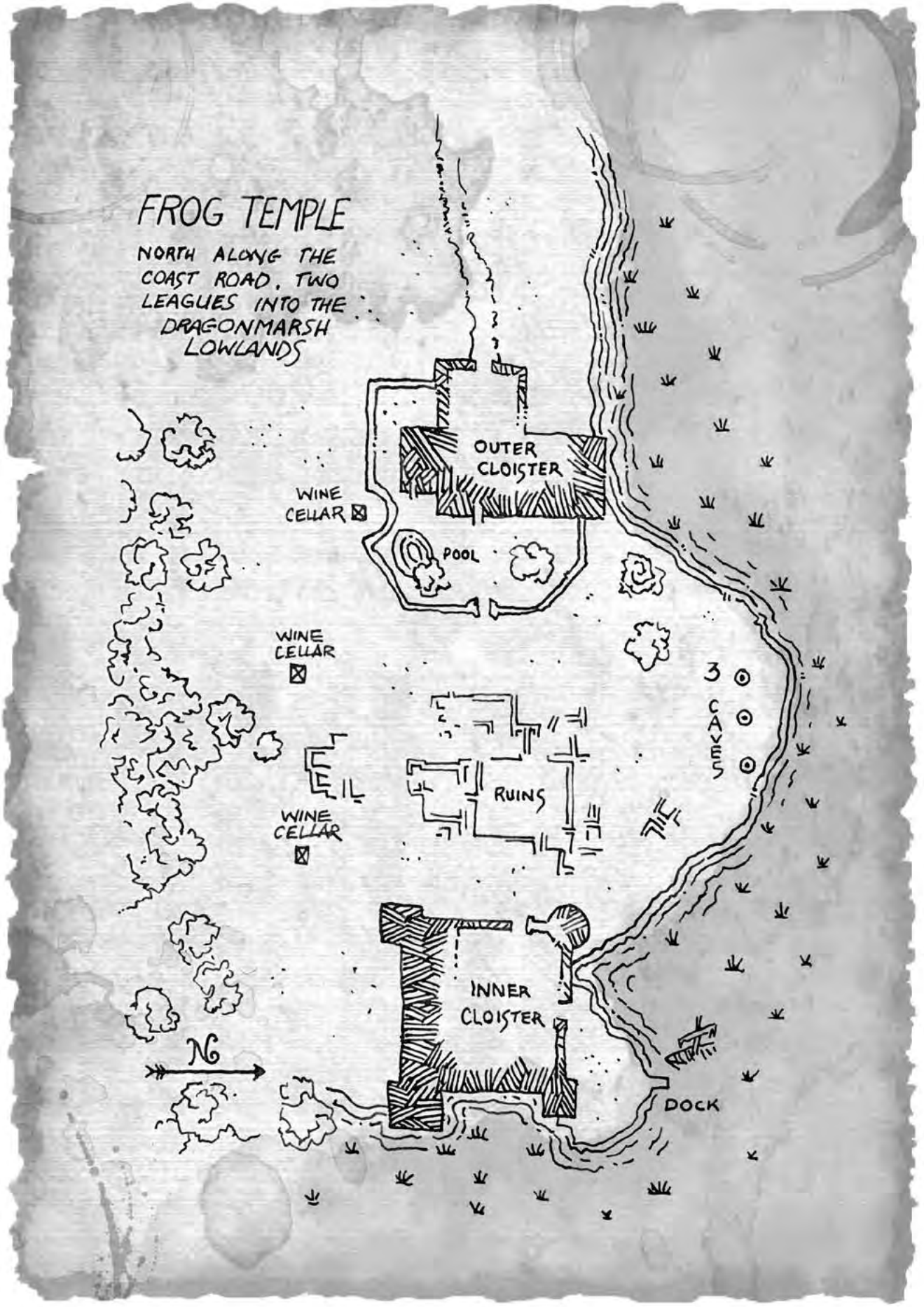
In case of an assault, the acolytes and the under-clerics attack immediately, making a fighting retreat into the dungeons if their foes prove superior. Abbot Grosso is informed by an acolyte if he isn't present, and sends all zombies against the invaders. He only joins the fight from behind, and flees if things go badly, retreating through the catacombs to seek allies and vengeance against the defilers.

Abbot Grosso, Cleric 9: HP 35; AC 6 [13]; Atk +1 flail (1d8+1); Move 9; Save 7; AL C; CL/XP 11/1700; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2, *protection from good*; 2nd—*hold person* x2, *silence 15-ft radius*; 3rd—*cause disease* x2, *prayer*; 4th—*cause serious wounds* x2; 5th—*dispel good*, *finger of death*). Gear: *+1 flail*, 6 doses of unholy water, *potion of healing*, *bracers of AC 6 [13]*, dark green felt robes with face-covering cowl (richly embroidered), unholy symbol of Tsathogga, key ring (all doors), as well as any item found in the temple or below it.

Tsathoggan Under-Priests, Cleric 3 (4): HD 3; AC 9 [10]; Atk 1 heavy flail (1d8); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/command undead, cleric spells (1st—*cause serious wounds* x2), fanatics (+2 to save vs. mind-affecting spells). Gear: Heavy flail, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga, 3 doses of unholy water, key (cells; one also has a key to the entrances).

Acolytes of Tsathogga, Fighter 1 (8): HP 7; AC 9 [10]; Atk 1 weapon (by weapon); Move 12; Save 14; AL C; CL/XP 1/15; Special: +1 to Hit (Strength 13). Gear: Assorted weapons, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga.

Zombies (16): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.


FROG TEMPLE
NORTH ALONG THE COAST ROAD. TWO LEAGUES INTO THE DRAGONMARSH LOWLANDS
OUTER CLOISTER
WINE CELLAR
POOL
WINE CELLAR
WINE CELLAR
RUINS
3 CAVES
INNER CLOISTER
DOCK
N

The Cloister

CL1—CL7 Outer Cloister

CL1. Entrance

Leering, grotesque statuettes squat in small niches around the iron-reinforced oak portal. Even the metal bands are of a strange shape, and they seem to wriggle and twist at night. The door may be locked and barred from inside if the monks anticipate an attack.

CL2. Upper Temple

Aside from the frog motifs on the stone columns and the small soapstone idol opposite the entrance, this place could be the temple of any other deity. The interior is spacious and clean, and the scent of incense floats in the air. Stairs lead up to the belfry, and curtained exits lead to other parts of the cloister. Usually, there are **5 or 6 brothers** here in meditation, who greet travelers and administer to their needs.

On a closer examination, or at night, it becomes obvious that things are not as they seem. The **frogs** on the columns are animate—now and then, one can be seen moving (and at night, they leap down on intruders, going straight for the throat!). The incense is calming, a bit too calming. It dulls the mind and makes it susceptible to subtle enchantments (–2 penalty to save vs. mind-affecting spells). The flames of the candelabra on the two sides of the altar are unnaturally greenish and their radiance makes everyone look cadaverous. Should a hostile intruder go near them, the flames leap on them and burn like the flames of the Netherworld (attack as 6 HD monster, damage 1d6+5)!

The idol shows the bloated, perverted shape of the demonic frog-god. Even being near the figure awakes a sense of wrongness, and any lawful or neutral character touching it must roll a saving throw or contract a rotting disease. This disease will turn them to goo from the inside out, suffering 1d4 points of constitution damage per day until cured or until the character passes two daily saving throws in a row. Chaotic characters are unaffected by this filth. In fact, kissing the idol heals them as a *cure light wounds* spell would (once per day). At least 20 points of holy or fire damage or 40 points of regular damage destroys the idol, but in the case of fire damage, the resulting noxious vapors affect everyone in a 10 ft. radius just like its touch. If the idol is destroyed, the *protection from good* spell ceases to function in the temple area.

Tsathoggan Under-Priest, Cleric 3: HD 3; AC 9 [10]; Atk 1 heavy flail (1d8); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/command undead, cleric spells (1st—*cause serious wounds* x2), fanatics (+2 to save vs. mind-affecting spells). Gear: Heavy flail, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga, 3 doses of unholy water, key (cells; one also has a key to the entrances).

Giant Killer Frogs (18): HD 1+4; AC 7 [12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 150 ft. leap); Save 17; AL N; CL/XP 2/30; Special: Leap.

CL3. Refectory

This barren room has a long wooden table and sixteen wooden stools. Acolytes and pilgrims consume their meals in silent contemplation, mostly simple porridge and stale bread with water. The northern staircase leads down to a hallway to **Areas DL1A** and **DL1B**.

CL4. Dormitories

This is where the brothers sleep and meditate when they are not on temple service. The smallest room belongs to the four under-priests, while the rest have simple beds for the acolytes, six per room. There are no other furnishings or items of comfort.

CL5. Anteroom

Cold air and stale dust fills this short corridor, cobwebs hang from the ceiling. The southern door is locked To the east, an old wooden carving of a hooded priest, mostly worm-eaten, stares at visitors. Pilgrims who wish to see Abbot Grosso must kneel for at least half an hour in this uncomfortable hole before they are admitted before him. If danger is afoot, **4 zombies** are stationed here.

Zombies (4): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

CL6. Bedroom

Not at all like the cold and damp dormitories, the room of the Abbot hints at a level of luxury. Rich carpets cover the floor and precious tapestries hang on the walls. To the south, by the sole window, is a small reading stand. A brazier filled with hot coals stands by the north wall, next to two bookshelves full of folios, codices and scroll cases. A lantern with colorful glass panes sheds a soft light on the scene in the evening.

Unless expecting visitors, the room is empty most of the time. Abbot Grosso occasionally reads the works in his library, but he never sleeps or rests, preferring to spend time in study and experimentation in his dungeon.

The bookshelves hold mundane works concerned with herbalism, metallurgy, alchemy and religious philosophy, with the occasional work on geometry and construction (worth 1,100 gp total). The northern bookshelf conceals a **secret door** leading down to **Area DL1C**. Both of the regular doors are locked at all times, and the one leading outside is barred as well.

CL7. Peaceful Pond

Water lilies float on the calm surface of this clear little pond in the shade of ancient trees; occasionally, concentric ripples break the surface as small frogs jump out to hunt their insect prey. Mossy stepping stones lead to the Abbot's room, and a stone bench in the shade offers a place to daydream and meditate. A lifelike, moss-covered statuette of a frog, sitting on a large boulder, feeds the pond with a steady stream of water. Its eyes are large gemstones of moss agate, fancy and valuable (160 gp for the pair).

Unless the party does something wrong, this place poses no risk. On the other hand, a character touching the eyes of the frog is affected by a *polymorph other* spell (save negates) which turns him into a mundane frog. In this case, the **15 killer frogs** lurking underwater emerge at once to drag the poor fellow down and tear him to shreds!

Giant Killer Frogs (18): HD 1+4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (12 swimming or 150 ft. leap); Save 17; AL N; CL/XP 2/30; Special: Leap.

CL8. Old Ruins

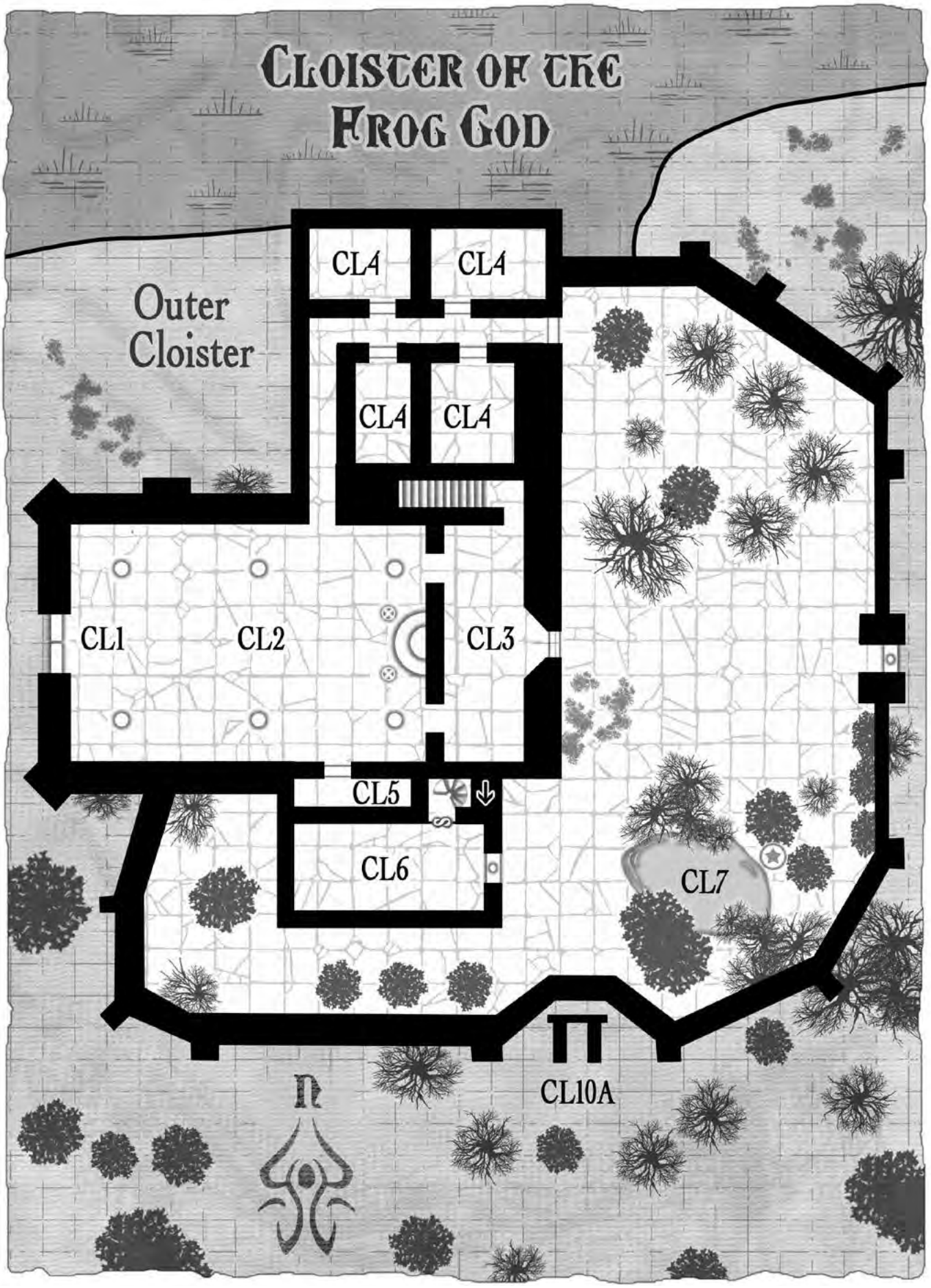
Here on the windswept plateau stood other buildings of the cloister. Razed by the superstitious village-folk and further ruined by time, only a few walls and the stump of a bell tower remain among the hardy shrubs. One of the ruined structures to the west, a small rectangular building, hides a barred shaft under a pile of planks. The shaft leads down to the catacombs at **Area DL1M**.

CL9. Cave Entrances

Three dark cave entrances at the base of the cliffs. The western entrance leads to the ogre lair at **Area DL2B** and the pool of the harpies at **Area DL2C**; the central one to the giant rats at **Area DL2G** and the third, which is always hazy with escaping steam, to the springs and sinkhole at **Area DL2H.**

CL10A–C. Vineyards

The distended vineyards of the cloister are overgrown with briar and thistle; mossy, ancient trees grow stunted and monstrous. There are


Cloister of the Frog God
Outer Cloister
CL4
CL4
CL4
CL4
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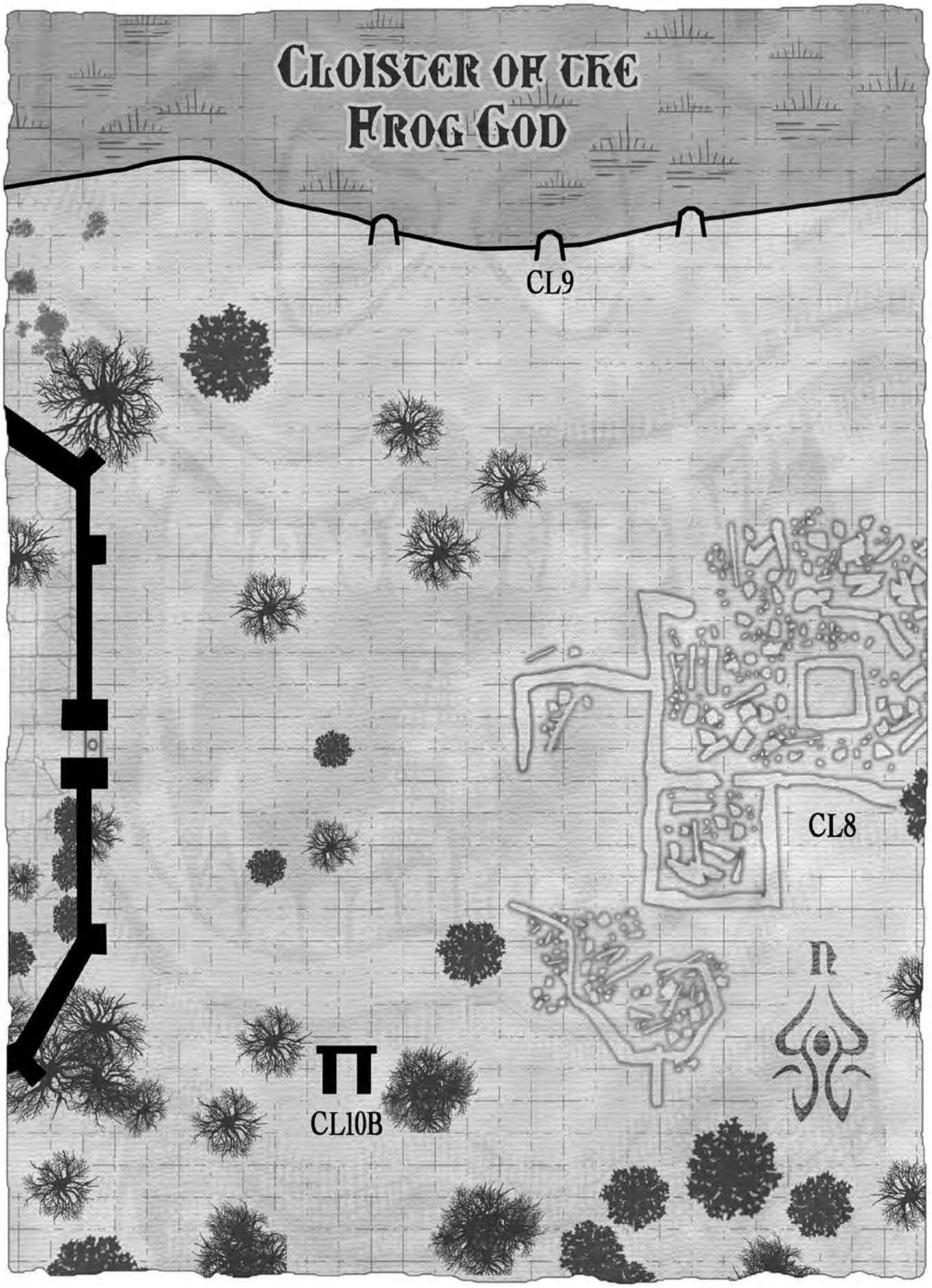
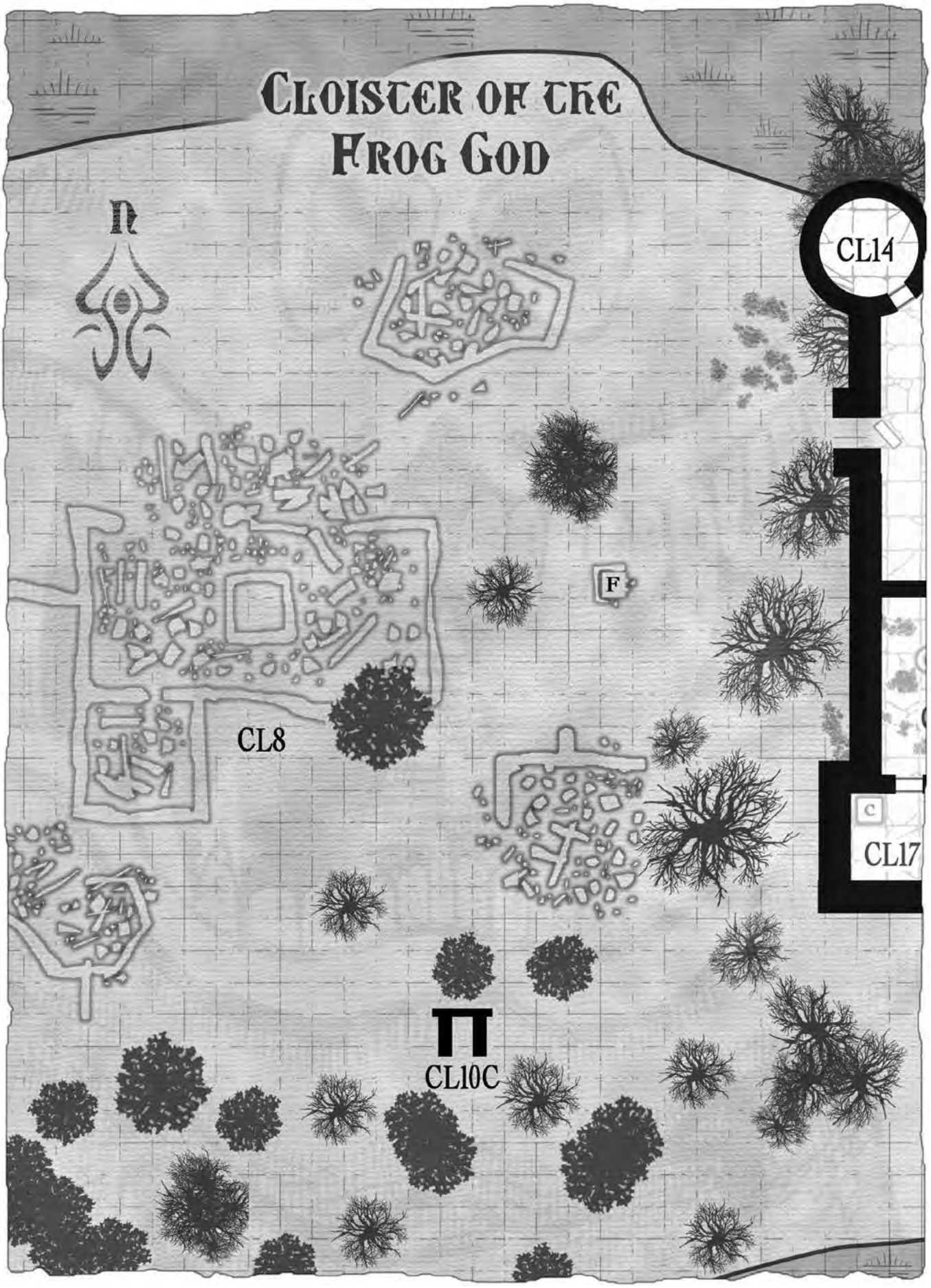
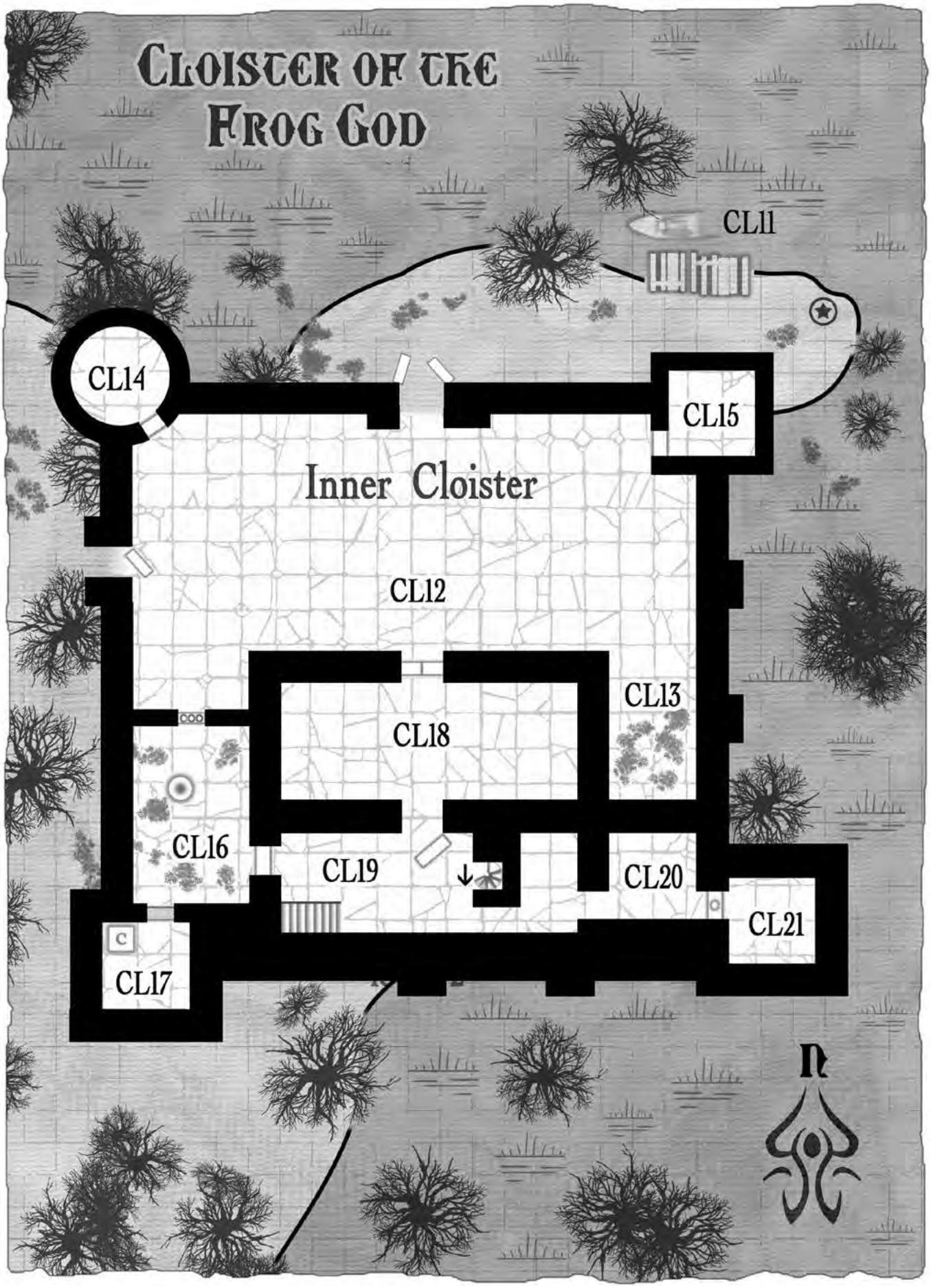
CL5
CL6
CL7
CL10A


Cloister of the Frog God
CL9
CL8
CL10B


Cloister of the Frog God
CL14
F
CL8
C
CL17
CL10C


Cloister of the Frog God
CL11
CL14
CL15
Inner Cloister
CL12
CL13
CL18
CL16
CL19
CL20
CL21
CL17
N

bunches of wild grapes on the vines, but theirs is a sour vintage, and four of the plants are **assassin vines**. The **Area CL10A** leads down into **Area DL1I**. **CL10B** leads to **Area DL1J**, and **CL10C** leads to **Area DL1K.**

Assassin Vines (4): HD 7; AC 5 [14]; Atk 1 vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; Special: animate plants (as animate object, but only effects plants).

CL11—17 Inner Cloister

Silence mixed with an area of dread desolation shrouds the inner cloister, battered by constant winds. This is a place of decay and abandonment. Due to a conjuration gone wrong, **4 invisible stalkers** were set free by the former abbot, and they proceeded to slay all within the walls. Those who investigated from the outer cloister were "attacked by the thin air itself", which tore a few hapless acolytes to bloody bits. Nobody dares bother this place now.

The extraplanar monsters still roam the empty halls looking for live prey. They may be encountered anywhere within the inner cloister, but usually remain inside the building (except one, which likes to grind human bones in the mill). They attack from surprise and retreat for a while if heavily wounded.

Invisible Stalkers (4): HD 8; AC 3 [16]; Atk 1 "bite" (4d4); Move 12 (Fly 12); Save 8; AL N; CL/XP 9/1100; Special: Invisible, flight.

CL11. Harbor

A half-sunken barge rests next to the rotted pier. Before the serpentine climb, a statue depicting a bowing, hooded monk faces the road. His hands bear a stone begging bowl with 2d10 cp and 1d10 sp/gp.

CL12. Gates and Courtyard

The oak gates are open, their hinges rusted. Tall, dry grass grows in the courtyard. A pile of sacks full of rotted grain is stacked by the northwest tower.

CL13. Skeletons

A group of monks who had tried to flee were discovered and killed here. One of the skeletons, concealed by a small bush, is still intact, and carries a key ring with keys to all locked doors in the outer and inner cloister save **Area CL6** and **Area CL21.**

CL14. Northwest Tower

Ruined grain lies here in large sacks. A small hand-operated mill stands in the middle. It is jammed with chips of human bone, which is also collected in a wooden bowl at the base of the contraption.

CL15. Northeast Tower

This tower is a burned-out, hollow shell. Only the outer walls stand intact. Black, charred beams, ashes and molten metal items remain. A character investigating the rubble must roll a saving throw or suffer 1d12 points of damage due to falling rubble.

CL16. Inner Garden

A few fruit trees, a well, and untended vegetable beds are found in the miniature garden. Thick grape vines growing on the stone surface block the door to the southwest tower. They are **assassin vines**.

Assassin Vines (2): HD 7; AC 5 [14]; Atk 1 vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; Special: animate plants.

CL17. Southwest Tower

The lower level of the tower is reasonably intact. It contains three barrels of fine wine, smoked meats (rotten), glass bottles (distilled spirits worth 50 gp per bottle, ten bottles) and chopped firewood, all of it stored neatly. Someone has hidden a small package between two barrels. The *oilskin bundle* (see sidebox) holds a parchment and three *potions of healing*. The hastily scribed script reads: *"Having secured the cross in the observatory with the unblessed oil-skin, I now depart this sorrowful demesne and hide this message so* [smudged lines] *...mercy, for the malevolent unseen remain about, waiting, ever waiting—for me, the last monk of Abbot Thum."*

Unholy Oilkskin

This piece of cloth has been impregnated with unholy oils and sanctified with dark blessings. It allows the handling of holy (or cursed) items without a risk to a chaotic character.

CL18. Common Room

Used for meditation and meals, this chamber is a wreck. Two long tables lay in ruin. Splintered chairs, broken bones, a fallen chandelier and the fresh, torn body of a young man in studded leather armor, his longsword still in the scabbard, bear testament to the strength of the devastators.

CL19. Kitchen

Pots, pans, broken and scattered dishes. Spiral stairs lead down to the catacombs (**Area DL1S**), and a sturdy staircase lead up to **Area CL22**.

CL20. Carnage Site

Five recently slain bodies, all mangled beyond recognition, litter the floors. They bear minor arms—maces, daggers and the like. One also possesses a finely engraved horn (125 gp) and a money pouch (18 sp). The iron door to the southeast tower is locked securely.

CL21. Southeast Tower Basement

This chamber was emptied by the monks to hold an evil magic item once possessed by a rival order, the *horn of flies*. The monks, finding it impossible to destroy the foul item, locked it in an iron chest, which was in turn placed within a magical warding circle. The silver tracings of the circle are still here, as is the chest. Additionally, a small wooden stand holds eight flasks of unholy water and a chest with 200 gp worth of pure silver dust.

If the outline of the circle is broken or disturbed without first being dispelled, an unhallowed aura of red light descends on the chamber, and all must make a saving throw or attack their companions. A new save is possible every three rounds.

CL22. Prayer Rooms

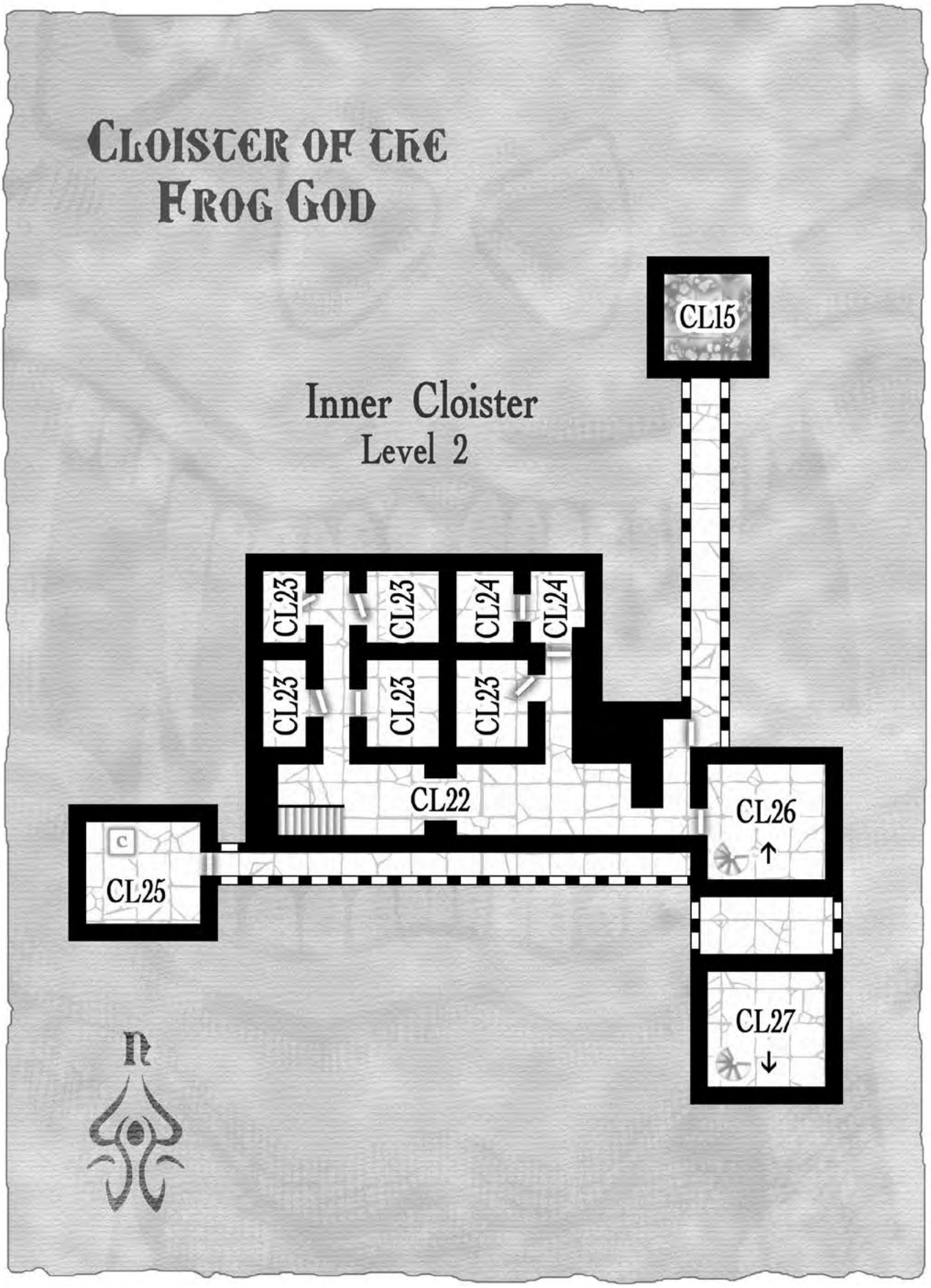
The adjoining rooms were used by the brothers to hold vigil, with wooden pews by the walls. There is evidence of heavy fighting: scorched walls, dropped maces, smashed furniture and broken candles.

CL23. Cells

Each cell used to be inhabited by three monks. Their possessions are broken and useless. Four bodies lie in the corridor.

CL24. Abbot's Cell

Somewhat more spacious, the abbot's cell was where the invisible stalkers got loose, as evident from the broken conjuration circle in the inner room. Both doors are smashed, broken in two by forceful blows. Pages ripped from torn books litter the floor. Beneath the mound of rubble, wrecked furniture and destroyed items, the dismembered corpse of the abbot still bears a *+1 ring of protection*, a *+1 morningstar* and a ruby-studded unholy symbol (700 gp).


Cloister of the Frog God
Inner Cloister
Level 2
CL15
CL23
CL23
CL24
CL24
CL23
CL23
CL23
CL22
CL26
C
CL25
CL27
N

Horn of Flies

Made of wrought brass, this object is sacred to the worshippers of The Lord of Flies. The pitted, corroded and singed surface of the *horn* is covered by ornaments depicting swarming flies.

When blown by a non-believer, the *horn* casts a reverse *bless* (the wielder chooses a target within 60 ft.) and summons an *insect plague*, 1/day. A follower of The Lord of Flies may draw forth *insect plagues* 7/day and cast *protection from good,* 3/day. A lawful or neutral character in possession of the *horn* risks spiritual taint, and must roll a saving throw every week or move one step towards the chaotic alignment. Even on a touch, the *horn* leaves an indelible blackness on the member or lips touching it—only *remove curse* or the equivalent can remove it.

If the *horn* is attacked (a futile effort trying to harm it—AC -6 [25], only harmed by magic weapons, 70 hp), it sounds on its own and summons **1d6 giant flies**.

Giant Fly: HD 4; AC 4 [15]; Atk 1 bite (1d8 + disease); Move 6 (Fly 20); Save 13; AL C; CL/XP 6/400; Special: Bite carries disease (-1d6 Constituiont until *remove diseas is cast)*.

CL25. Southwest Tower, Upper Floor

A storeroom like the lower level, this place wasn't spared by the wrath of the invisible stalkers. Nothing of value remains.

CL26. Southeast Tower Armory

Weapon racks hold 45 maces, 11 morningstars, six heavy crossbows, 55 bolts, 7 halberds, 2 glaive-guisarmes, 3 guisarme-voulges and 4 longswords. 50% of the weapons are too old to be usable. Two chests contain seven well-oiled suits of chainmail and a suit of *+1 chainmail*. A spiral staircase in the southwest corner leads to a trapdoor in the roof.

CL27. Observatory

Three star charts depicting the major heavenly bodies hang on the walls. The roof may be pushed aside with a pulley system to observe the sky with a spyglass mounted on a tripod.

A brother (see **Area CL17**) has hidden a captured holy relic, the *silver cross of St. Yora* on a small ledge outside the southern window (1 in 12 chance to notice). Only lawful characters may employ the cross: Others find it too weighty to even lift, unless they possess the *unholy oilskin* from **Area CL17**. A spiral staircase in the SW corner leads to a trapdoor in the roof.

Minor Artifact

Silver Cross of St. Yora

This magic item grants lawful clerics a +2 bonus to turn undead checks, and inflicts 1d6 points of damage on turned undead in addition to making them flee. It also allows the characters to turn (though not damage) lycanthropes. Only lawful characters may employ the cross; Chaotic characters must succeed on a saving throw to even touch it, and lose 2 levels doing so. To destroy the *silver cross*, it must be melted down in the forges of the Abyss.

Within the Vaults

The catacombs and caverns beneath the cloister are damp and moldy, exhaling an unpleasant, sickly smell that is always mixed with the stench of the grave. It is perpetually cold down there. The silence is occasionally broken by the sound of dripping water or a gust of wind racing down long halls and blowing out unshielded light sources (accompanied by a quick random encounter check, of course). Each dungeon level lies 30 ft. below the previous one—**Level One, Area DL1**, at 30 ft. below the cloister, **Level Two, DL2** at 60 ft., and **Level Three, DL3** at 90 ft.

Within the Vaults

Equivalent Dungeon Level: 8
Entrances: Stairs down at **Area CL3**
Exits: Stairs down to **Area DL2A**, stairs down to **Area DL2I**, stairs down to **Area DL2K,**
Wandering Monsters: Check three times per hour on 1d20:

1–2	**2d10 skeletons**
3	**2d6 zombies**
4–5	**Grey Ooze**
5	**Gelatinous Cube**
6	**Frog-priest** (see **Area DL2T**) and **2d6 zombies**
7–20	No encounter

If the party finds a reasonably out of the way retreat, they may rest peacefully without worrying about interruptions, and the undead never venture into the caverns or the Lower Temple of Tsathogga (**DL1A**). Zombies wear the dark green habits of the frog-worshippers. There are a total of three grey oozes and only one gelatinous cube in the catacombs.

Detections: The taint of chaos and evil is everywhere
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

Skeleton: HD 1; AC 8 [11]; Atk 1 weapon or strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

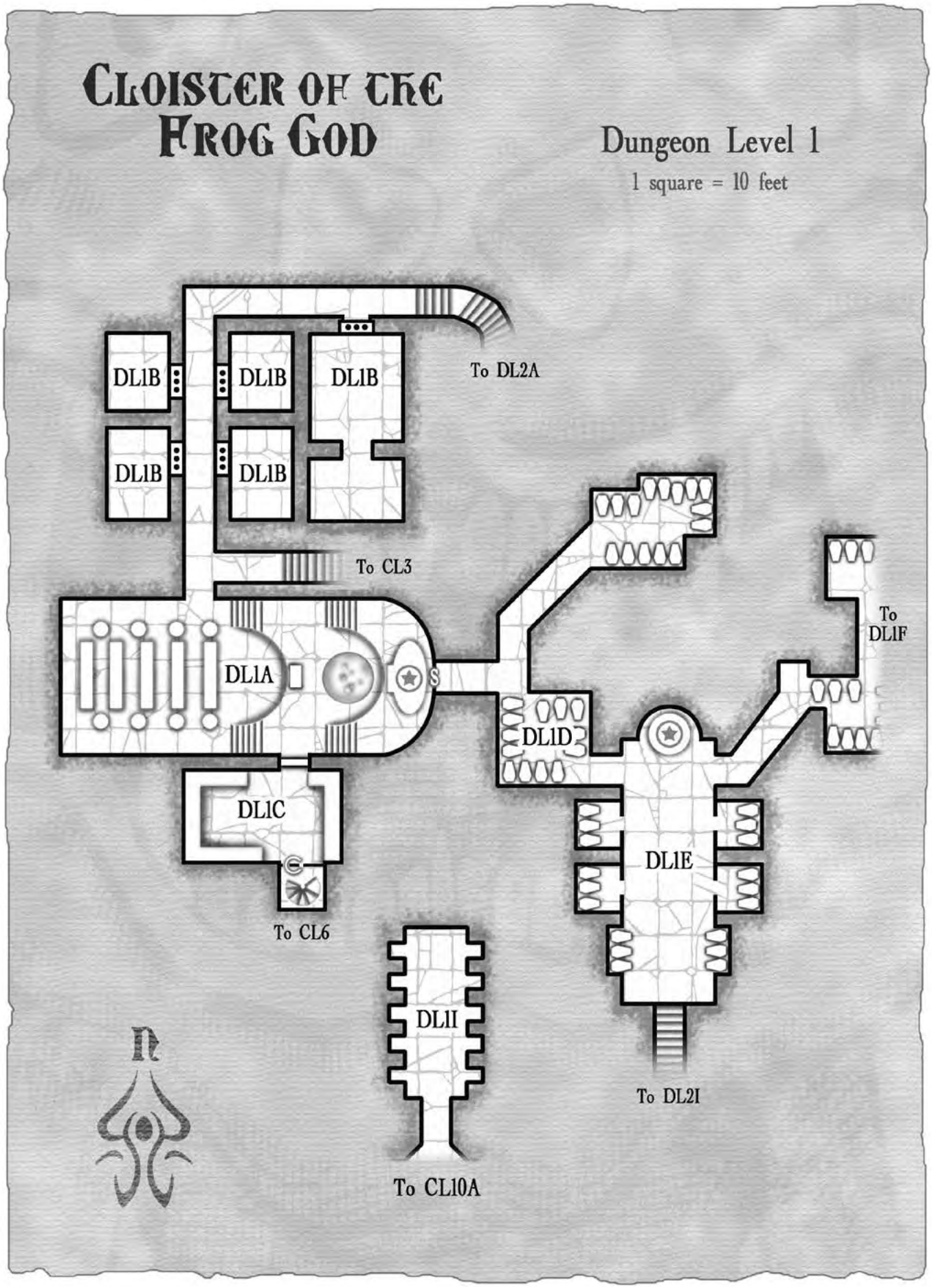
Zombie: HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 slam (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

DL1A. The Lower Temple of Tsathogga

Unless a sermon is in progress, there are **8 zombies** in the room. At night, there is a 50% chance the whole congregation (except 6 zombies and an acolyte guarding the cloister) is present along with Abbot Grosso


Cloister of the Frog God
Dungeon Level 1
1 square = 10 feet
DL1B
DL1B
DL1B
DL1B
DL1B
To DL2A
To CL3
DL1A
DL1C
To CL6
DL1D
To DL1F
DL1E
To DL2I
DL1I
To CL10A
N

himself! The area gains the benefits of a permanent *bless* spell affecting worshippers of Tsathogga.

This sinister worship-room presents a scene straight out of some Stygian hell. Squat columns support the ceiling, while heavy smells of burning tallow and boiling fat mingle as candles burn in wrought-iron sockets and a grotesquely large cauldron bubbles with foul steam. The peering gemstone eyes of a gross idol, the demon-lord Tsathogga, gaze at the scene with morbid indifference. Stairs of slick olive stone climb to the altar and the cauldron, then the idol.

The **altar** is a simple soapstone block, vile and venomous (as per the idol in **Area CL2**). Upon its surface are several carved eyes that resemble warts. Yet the worst is the **cauldron** behind. Enchanted fire burns constantly, heating the vile broth it contains. The stew is viscous, smelling of molten fat and waste. Occasionally, a cooked limb or head bounces up to the surface before sinking back. Just above the cauldron is an iron hook connected to a pulley system by the side… used for lowering hapless sacrificial victims, bit by bit, into their most unpleasant demise. The cauldron is hot to the touch (1d4 points of damage) and its contents are scalding (6d6 points of damage in the case of full immersion). The broth causes four different kinds of disease if sampled.

The **idol**'s gemstone eyes (emeralds worth 3,000 gp each) bear a potent curse: They induce a plague equivalent to mummy rot if possessed for more than a day. A well hidden **secret door** behind the idol leads to the catacombs. It may be opened by pulling a lever hidden behind the statue. Pushing it upwards releases a cloud of acidic gas (3d6 points of damage to all targets immediately in front of the idol) from the idol's mouth; triggering the trap requires a saving throw or anyone standing in front of the statue is knocked into the cauldron. A Thief may make an "Open Locks" check to determine the correct direction to move the lever.

Zombies (8): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

DL1B. Holding Cells

As Tsathogga needs a steady stream of sacrifices, these rooms hold abducted travelers awaiting their dreadful fate. They are locked behind barred doors; the keys being held by the ogre on **Level Two, Area DL2B**. Of the captives, three are insane wrecks, another three common farmers, while six are adventurers:

#1 Bithan of Un, a chaotic fighter. If freed and armed, he fights by the party's side and may even convert to a lawful alignment if treated well. He is distrustful of Xor, his distant cousin.

#2 Morton the Elf, better known as "the Hand" for the member he displays on his (fake) coat of arms. Morton is wanted in three towns for forgery and fraud. He denies all rumors as fabrications and slander.

#3 and **#4 Frederik** and **Carolus**, seasoned veterans looking for adventure. Both are rather dim, but likable that way.

#5 Xor of Un, a thoroughly chaotic swordsman and a distant cousin of Bithan; speaks about himself in the third person, and has a hollow, menacing voice. Predictably, his first deed once freed is betraying the PCs to whoever is most convenient.

#6 Vilis Mil, Amazon worshipper of Athena. She has a concealed dagger in one of her leather boots, and isn't afraid to use it if a good opportunity presents itself.

Bithan of Un, Fighter 6: HP 20; AC 8 [11]; Atk 1 fist (1d2); Move 12; Save 9; AL C; Special: Dexterity 14.

Morton, Elf Fighter/Magic-User 3/3: HP 9; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL N; Special: Elf abilities, magic-user spells (1st—*charm person, sleep*; 2nd—*strength*).

Frederik and Carolus, Fighter 3: HP 11 each; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL N; Special: None.

Xor of Un, Fighter 3: HP 13; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL C; Special: +1 to hit from Strength 13.

Vilis Mil, Ranger 3: HP 12; AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 12; AL L; Special: Tracker, alertness, +3 damage vs. giants and goblin-types, speaks Aklo. Gear: Dagger.

DL1C. Laboratory

Unless reading upstairs or preaching, Abbot Grosso is found in his subterranean lair (accessed from **Area CL6**), mixing strange alchemical salts with poisonous herbs, acids and other substances. The Abbot is guarded by **8 zombies**, who may be summoned from the lower temple with a yell.

The items in the laboratory are worth 700 gp for the tools and glassware, and 400 gp for the chemicals—stored neatly in heavy chests, on shelves and acid-scarred tables. In addition, there are a great many extraordinary items as well. A locked metal box holds 10 flasks of acid, each vial wrapped in fine cloth, along with a bundle of six sunrods and four tindertwigs. A rune-etched silver flask holds three doses of unholy water. Finally, there are **2 chests** by the western wall, holding much of the Abbot's wealth.

Chest #1 is **trapped** with a *glyph of warding* which goes off unless the chest is opened by a chaotic being, discharging a *cause disease* spell. It contains a leather sack with 350 gp, three small sapphires (150 gp each), a mummified hand, two blocks of an orange wax-like substance and a round leather case with handwritten documents.

- The mummified hand is a *hand of the revenant* (see sidebox).
- The orange substance is meant to be burnt and its fumes inhaled. They allow their user to *commune*, but only chaotic deities may be reached this way. Each block is good for one use only.
- The documents in the leather case reveal the procedure to create hardier enchanted zombies. This method requires 250 gp worth of material components per zombie and a fully equipped laboratory. The resulting zombies have maximum hit points. The papers are written in a very unclear shorthand. The Referee should award experience to a lawful character who destroys them.

Chest #2 (much smaller than the first) is **trapped** with another *glyph of warding (cause serious wounds* spell). It is divided into sixteen small compartments with a potion in each one.

- #1 to #9 hold *potions of healing*.
- #10 and #11 hold *cursed potions of extra healing* (their healing effects only last for 1d10 minutes).
- #12 holds a dose of paralyzing poison.
- #13 is a super-potent acidic concentration (damage 10d6 hp).
- #14 is a *potion of haste*.
- #15 is a *potion of cause disease* (mummy rot).
- #16 is an *elixir of all-seeing doom*, created under the specific instructions of Tsathogga's demonic minions (see sidebox).

Hand of the Revenant

This mummified member allows the holder to create a "spectral hand" that floats about, allowing them to cast various spells that require touch through it. It can do this three times per day, and each hand lasts for 10 minutes. If affixed to the stump of a severed hand, it inflicts 1d6 points of damage each time it touches a living creature, but every time it does so the wielder of the hand must succeed at a saving throw or move one step closer to the chaotic alignment. On chaotic characters, the hand grants –2 [+2] bonus to AC.

Elixir of All-Seeing Doom

This potion radiates evil if detected for. It was created from strong venoms, infused with disease and buried under the earth for six years. Bits of dried earth still cling to the black glass. Drinking the elixir initiates a terrible transformation unless the imbiber succeeds at a saving throw. In 1d6 days, small warts and boils start to appear on the body. At this stage, a *cure disease* and a *remove curse* spell cast by a 7th or higher level cleric gets rid of the infection. After this time has passed, the boils grow and pop open, revealing hundreds of tiny frog eyes. The imbiber may see with them (immune to surprise), but the horrendous pain causes 1 point of constitution and strength damage each day. At this stage, a *cure serious wounds* spell is also necessary for recovery. Once the victim is reduced to 1 point of constitution and/or strength, or a month elapses, he dissolves into a vile mass that generates **666 giant killer frogs**. Cutting off, burning or otherwise removing eyes is of no use, as they regrow in a day with double ability damage caused.

DL1D. Lost Catacombs

Moldering coffins lay along the walls, each with a decayed corpse inside. At **Area DL1DA**, a spiral staircase leads to **Area CL19**, above.

DL1E. Graves of the Lower Priesthood

Letters carved into the floor of this grey and cobwebbed burial chamber identify it as "*THE GRAVES OF THE LOWER PRIESTHOOD*". Each of the side rooms contains sixteen wooden sarcophagi surrounding a round stone table, illuminated by a single *everburning lantern* glowing with greenish-blue light. A small dais on the northern end of the hall holds a stone statuette of a man clad in monastic robes. This statuette wears a golden diadem on its head (240 gp worth).

If the characters disturb the sarcophagi, the lanterns or the diadem, the statue emits a loud croak and **6 zombies** from the burial chambers spring to attack! They are blackish, with unnaturally thin limbs, and move with dreadful speed (as if *hasted*).

Putrid Zombies (6): HD 1; AC 6 [13]; Atk 2 claws or 2 bites (1d6 + disease); Move 12; Save 17; CL/XP 3/60; Special: Disease.

DL1F. Pit

A covered pit trap (40-ft. deep pit) leads down to the pool at **Area DL2C.**

DL1G. Chthonic Crypts

Faint, dissonant music resonates within the hall. Letters in the floor identify the place as "*THE CHTHONIC CRYPTS*". The side chambers are laden with stone caskets, each containing miscellaneous bones of human and animal (?) origin. Horned heads, hooves and bent bones are common.

On a dais to the east stands the statue of a goat-legged shepherd playing a set of metal *panpipes*. The music is coming from the statue as the wind blows through the instrument. Characters who stop and listen must make a saving throw or start dancing a tarantella in the crypt. A new save can be attempted every three rounds to break the effect.

If they dance, bizarre goat-human **skeletons** emerge from the stone caskets at a rate of 3 every round to join them, up to a maximum of 24. They do not attack until the characters attempt to leave, or they are themselves attacked. Dancing characters have a –3 to hit. Characters who dance for a full hour receive a dark blessing which gives them the ability to leap up to 12 feet, but turns their feet into hooves. A character collapsing from exhaustion may crawl away without being attacked, but may be trod upon (saving throw, 1d6 damage per 3 points of failure).

The pipes do not function outside this place, but they are made of a rare alloy that makes them worth 900 gp. It takes an open doors check to dislodge them.

Skeletons (24): HD 1; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

DL1H. Hall of Entombment

A sign on the stone door reads: "*THE HALL OF ENTOMBMENT. THEY WHO HAVE RISEN 'GAINST THE GREAT FROG-GOD, THEY SHALL SEE NO REST*". The portal is locked and secured with chains. Inside are the gnawed-on skeletons of some thirty frog-cultists who had rebelled against a long-dead abbot, but were put down to face live entombment. Five of them remain as **ghouls** inside the room, envious of the living. One of the skeletons has a *wand of cure light wounds* (4 charges).

Ghouls (5): HD 2; AC 6 [13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

DL1I. First Wine Cellar

Casks of sour wine stand in the recesses of this vaulted, moldy cellar. The place has been ransacked and there are no valuables; however, **8 stirges** lair here.

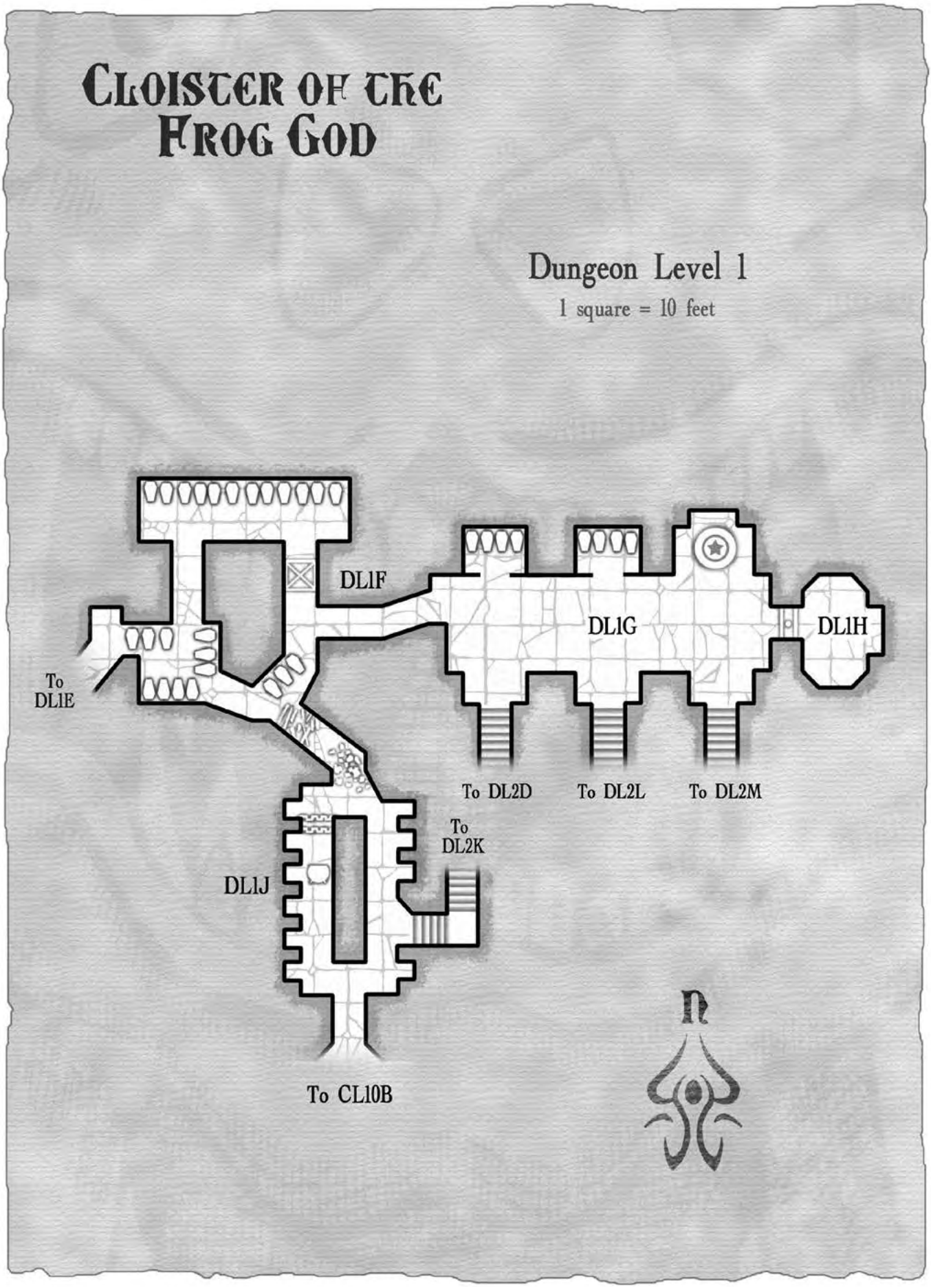
Stirges (8): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

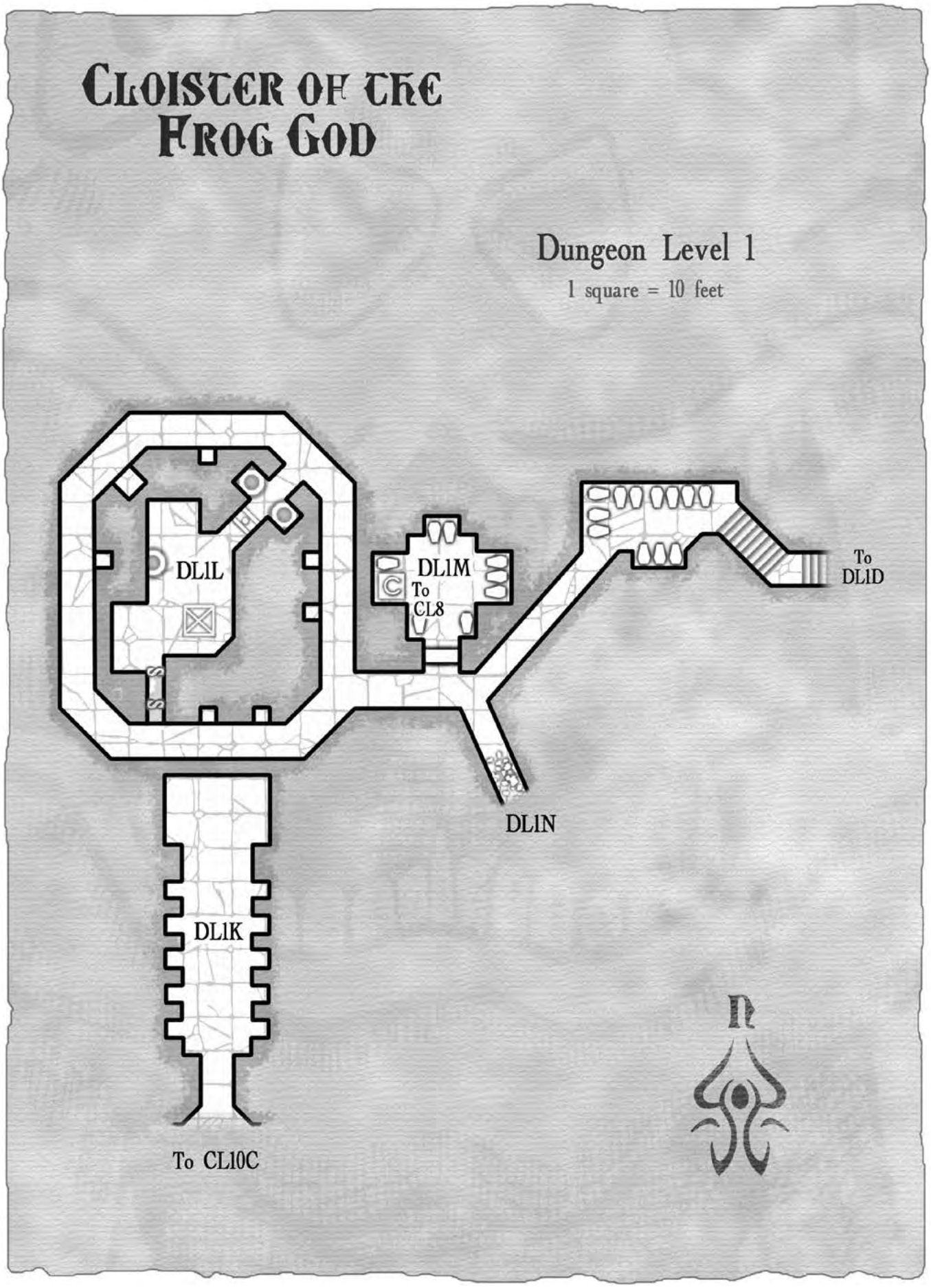
DL1J. Second Wine Cellar

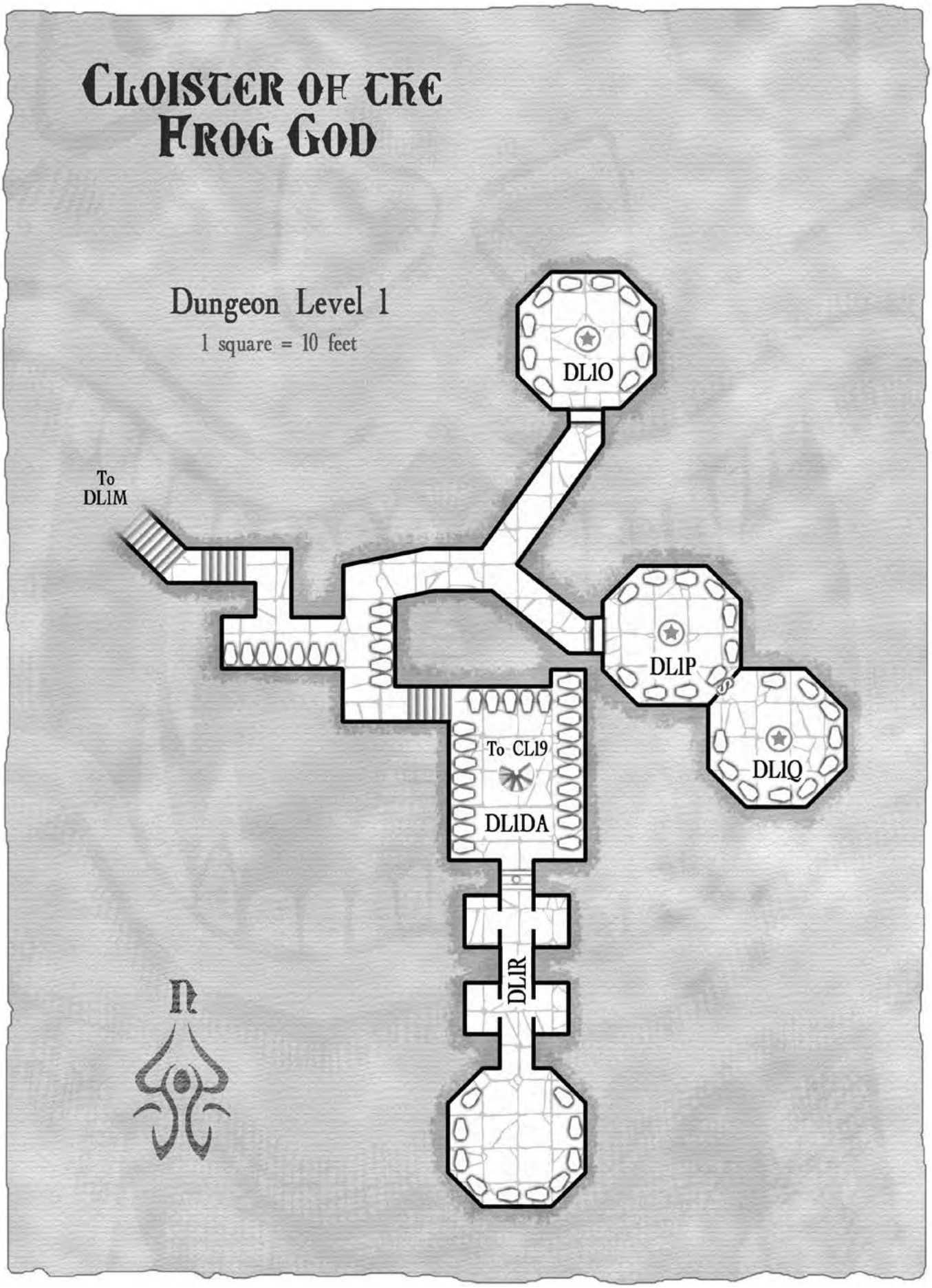
Accessible from the upper reaches through **Area CL10B**, this looted wine cellar is clearly inhabited by an intelligent being. There is a smell of human presence, and the western tunnel of the cellar has been turned into living quarters with a bed made of rags, a small fireplace with a kettle, a lantern and a drinking cup.

There is a 60% chance the wererat **Smir** is present. If encountered, he poses as an insane hermit ranting about undead, and tries to lead the party away from his lair and his treasure behind one of the casks. The treasure consists of 680 gp, a silver mirror wrapped in black velvet (22 gp), a *potion of cure serious wounds* and a short sword.

Smir, Wererat: HD 3 (12 hp); AC 6 [13]; Atk 1 bite (1d3) and *+1 dagger* (1d4+1); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise. Gear: *+1 dagger*.


Cloister of the Frog God
Dungeon Level 1
1 square = 10 feet
DL1F
DL1G
DL1H
To DL1E
To DL2D
To DL2L
To DL2M
To DL2K
DL1J
To CL10B
N


Cloister of the Frog God
Dungeon Level 1
1 square = 10 feet
DL1L
DL1M
To
CL8
To
DL1D
DL1N
DL1K
To CL10C


Cloister of the Frog God
Dungeon Level 1
1 square = 10 feet
DL1O
To DL1M
DL1P
DL1Q
To CL19
DL1DA
DL1R
N

DL1K. Third Wine Cellar

This cellar has been looted like the others (through **Area CL10C**). Grotesque skeletons with gnarled limbs and half-dissolved bones lie everywhere, and there is a glistening trail over them and all over the floor, walls and ceiling. However, the mysterious assailant is long gone.

DL1L. The Vault of Abbot Cyngamon

A circular corridor with stone slabs set in the walls sealing burial niches. Each slab depicts a mailed warrior; they do not open normally.

The entrance to the vault is a brass-inlaid iron door flanked by large, sooty copper braziers still burning with flames. Letters on the door read: "*THE VAULT OF ABBOT CYNGAMON. HE LIT THE SCENTED OIL BEFORE THE GREAT FROG-GOD, AND THE FROG-GOD WAS PLEASED THEREBY*." The door is locked; however, burning some scented oil, perfume or oil mixed with incense in the braziers allows passage. On a failed lock picking attempt, the flames leap at the offender! (Attack as 6 HD monster, damage 1d6+5.)

The grey vault is inlaid with carved stones, and an arched canopy with blue stucco. All is very old, and smells faintly of scented oils. A font by the western wall has clear water inside, healing 1d6 damage each time it is sampled (there is water for four quaffs). A metal hatch in the floor can be opened to descend to **Area DL2M**; the way is barred by a metal grille on the bottom.

In the northern chamber, the mummified frame of Abbot Cyngamon still slumbers atop a stone bier, surrounded by 62 vials of perfume worth 15 gp each. His scepter is worth 1,300 gp, and he has a *ring of telekinesis*. However, he is also a **wight**, and if he attacks, the burial niches in the outside corridor also open to release his guardians, **8 undead swordsmen** in mail and coif. The swordsmen first attempt to come through the northeastern door. If they find it blocked, four stand guard and four go around through the secret doors to finish the interlopers.

Abbot Cyngamon: HD 3 (16 hp); AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons. Gear: Sceptre, *ring of telekinesis*.

Guardians of Cyngamon (8): HD 4; AC 4 [15]; Atk 1 longsword (1d8) or claws (1d4); Move 9; Save 13; AL C; CL/XP 4/120; Special: Immune to sleep and charm. Gear: Chainmail, shield, longsword.

DL1M. Looted Crypt

Slime and mold coat the walls of the crypt, creating an atmosphere of wet miasma. The sarcophagi in the room have all been looted. What at first sounds like faint whispering turns out to be an air current—it comes from the cobweb-concealed shaft above, which climbs 30 ft. and opens onto the plateau at **Area CL8**.

DL1N. Collapse

Letters in the floor read: "*THE CRYPT OF CALLIXT*". The way is choked with rubble and impassable.

DL1O. The Tomb of Kynos

A sign above the iron door reads, "*THE TOMB OF KYNOS*". The growling heard before entering the chamber turns out to come from a **hell hound**; the monster is accompanied by a solitary **wight**.

In the middle of the tomb is a statue depicting Kynos in his life, with his faithful pet hound. At the base of the statue is a sign reading *KYNOS*; behind the sign is a secret compartment with the wooden statuette of a dog and two *potions of fire resistance*.

Standing by the walls are ten unmarked stone coffins. The bones inside are gnarled and twisted. Some skulls have more than two eye sockets; others have small horns or bumpy protrusions. One of the coffins contains diseased grave dust (save or contract mummy rot). This rot is extremely fast, with a mere 1 hour incubation period and ability loss every two hours thereafter.

Wight: HD 3 (13 hp); AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Hell Hound: HD 5 (15 hp); AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 12; AL C; CL/XP 6/400; Special: Breathe fire (10hp).

DL1P. The Tomb of Gwoth

A sign above the iron door reads, "*THE TOMB OF GWOTH-WHO-IS-TWO*". The bricks of the decaying wall in this domed chamber have started to fall and the whole structure is on the brink of collapse: 50% probability every time the walls are disturbed (6d6 damage, saving throw for half damage).

Hidden behind beardlike growths of putrid mold, **3 ghouls** wait patiently to leap at intruders. They are covered in the stuff—hopefully, none of the PCs are allergic! In addition to the ghouls, there is a grotesque skeleton in the middle of the room suspended in a murky liquid in a thick glass tube. This strange, deformed being was some sort of human-frog hybrid, and while no traces of flesh remain, the wide jaws, bent spine and muscular legs are still apparent.

Ghouls (3): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

DL1Q. Webbed Chamber

Yet more webs and mold fill this chamber. A bricked up niche concealed by a layer of wispy and mold-shot webs is the source of shuffling noises and occasional coughing. Walled in is a moldering corpse who falls outward with a dull thud if the brickwork is removed. It still grasps a sizable bundle of rotted parchment maps describing a multi-level dungeon complex, complete with key and notations. The parchments crumble into filth no matter how delicately they are handled, but the players should be given the opportunity to leaf through the **Rappan Athuk** maps for a total of fifteen seconds. In pace requiescat!

DL1R. Tomb of the Red Death

This crypt has never been broken into, as intact seals on the door indicate. The seals also warn the living: "*HERE BE THEY WHO WERE CLAIMED BY THE RED DEATH. DISTURB THEM NOT, FOR THEY ARE LOST*."

Beyond the grim reminder lies a corridor and a chamber with ten simple, hastily constructed sarcophagi. Four of them contain mere corpses; the others are occupied by **4 skeletons** and **2 wights**, who animate when any of the lids are raised. These undead possess a skeletal visage mottled with patches of reddish mold, and cackle madly as they join the fray. They have no treasure, save for clothes suggestive of minor nobility.

Skeletons (4): HD 1; AC 8 [11]; Atk 1 weapon or strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Wights (2): HD 3; AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Dungeon Level Two

Equivalent Dungeon Level: 5
Entrances: Downstairs from **Area DL1M, Area DL2C**, **Area DL1G**, outside cave between **Area DL2B** and **Area DL2C**.
Exits: Natural caverns between **Area DL2B** and **Area DL2C**, **Area DL2V** to Rappan Athuk, **Area DL3A** to **Level 3**
Detections: The taint of chaos and evil are everywhere
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

DL2A. Empty Chamber

This rough-hewn room looks half finished, as if construction had been abandoned and never resumed. A deep, narrow crack spans the stone floor. Wedged into the crack is a rusty chisel.

DL2B. Ogre Lair

The jailer, a hunchbacked, nameless **ogre** lairs here. As he has received no victims for a while, he is hungry and irritated. The chamber is cold and empty, and its only furnishings are a bed of flea-ridden furs, a bucket of water, and a shelf of goblin and human skulls. A key ring opening all cells at **Area DL1B** hangs on a nail. The way to the caverns has been barricaded with a barrier of nailed-together planks.

Ogre: HD 4+1 (15 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

DL2C. Amber Death

Enchanted phosphorescence glows in a 6 ft. deep pool of hazy amber liquid. It illuminates a haggard, mossy tree, and ten moss-covered statues along the walls. The statues are humanoid, being from 10 ft. to 18 ft. tall. The centermost is a figure of a six-armed human, pointing to the east.

The inhabitants of the strange shrine are **4 harpies**. They usually perch on the statues if they hear someone approach, and start singing to lure unsuspecting PCs into the amber pool. The thick liquid therein is paralytic (saving throw negates, lasts 2d6 rounds) and dissolves flesh at the rate of 1d12 points of damage per round. Inorganic materials are unaffected. Once a sufficient number of PCs are in the pool, the harpies rush the remaining heroes to tear them limb from limb.

Lying on the bottom of the pool are an iron flask, a silver dagger and 70 gold coins. The flask contains rough brandy. Above the pool, there is a chute leading up to the pit trap at **Area DL1F**.

Weakened Harpies (4): HD 3 (9 hp each); AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; AL C; CL/XP 4/120; Special: Flight, siren-song.

DL2D. Walled-up Archway

This doorway has been bricked up. The construction is ancient, and easy to knock down.

DL2E. The Imprisoned

An observant character may notice odd fissures in the northern wall with something gleaming within. Excavation reveals that the objects in question are sizable slabs of sea-green glass, with shadowy, humanoid skeletal forms frozen under their smooth surface. There are five slabs in all and they radiate magic and evil. No magic or weapon can penetrate the glass, but "listening" to the thoughts of the skeletons with *ESP* or similar powers broadcasts such fear and shrieking pain that the character has to make a saving throw or go permanently insane.

DL2F. Rubble Hall

Large mounds of crushed stone fill this chamber, a building half inside the caverns. It was once used for religious purposes—a group of supplicants in hooded robes is still visible on a faded fresco. The space has been filled in so thoroughly that crawling through is no easy feat in bulky equipment.

DL2G. Small Grotto

Hot water flows from the cracks of the wall to the central sinkhole, vanishing to level three. The ground around the sinkhole is slippery, requiring a saving throw to avoid a fall (cushioned by the pool below, 2d6 damage).

DL2H. Steam-filled Grotto

Hot water flows from the cracks of the wall to the central sinkhole, vanishing to level three. The ground around the sinkhole is slippery; there is a 1 in 6 chance of falling (cushioned by the pool below, 2d6 damage).

DL2I. Graves of the Upper Priesthood

Letters carved into the floor of this grey and cobwebbed burial vault identify it as "*THE GRAVES OF THE UPPER PRIESTHOOD*". The place has been ransacked and defiled. Bones lay strewn about; rubble covers an empty dais. A clump of **green slime** hangs above. Unless checked for, there is a 40% probability it falls on an investigating PC.

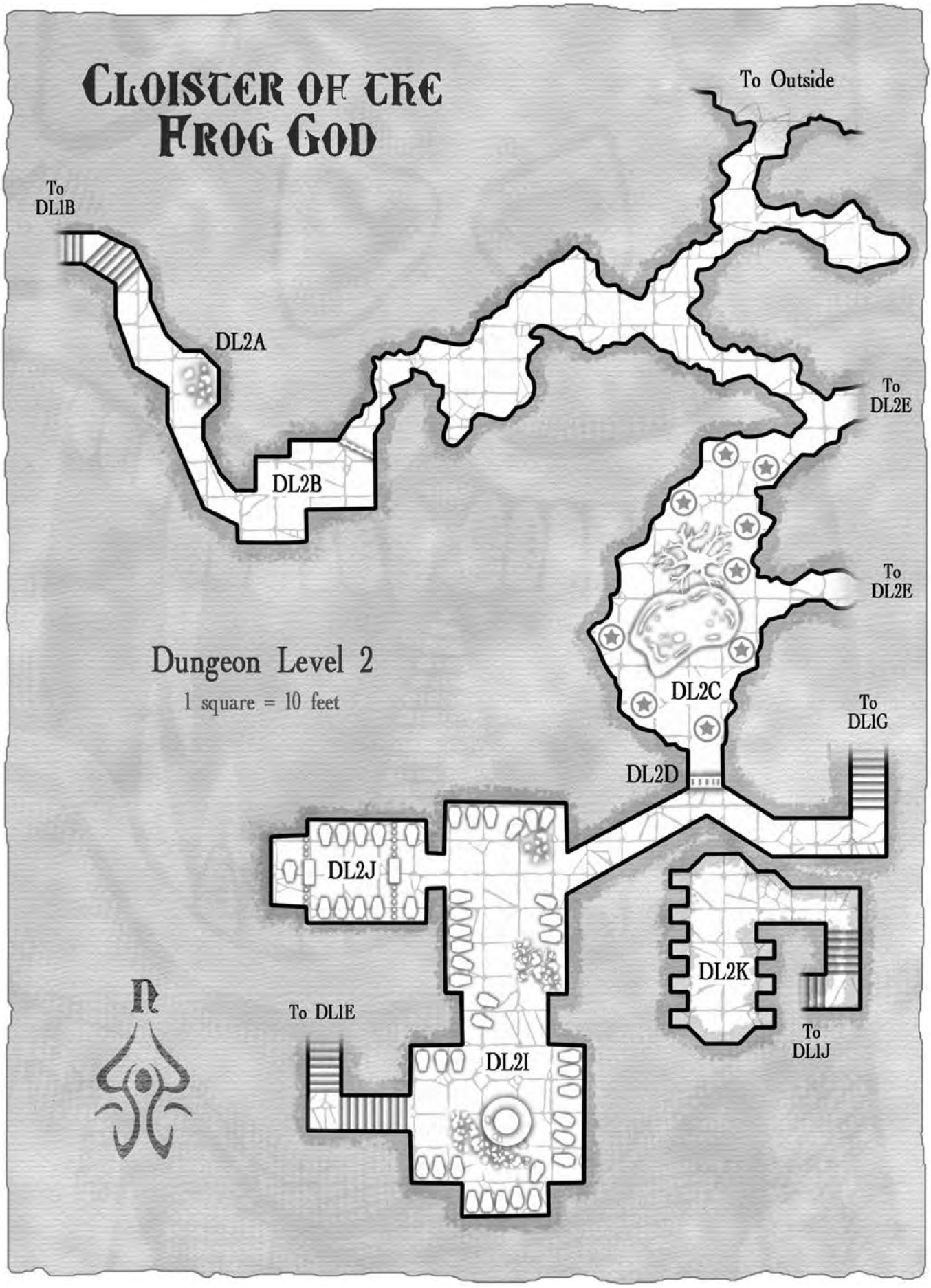
The stairway in the west leads to **Area DL1E**.

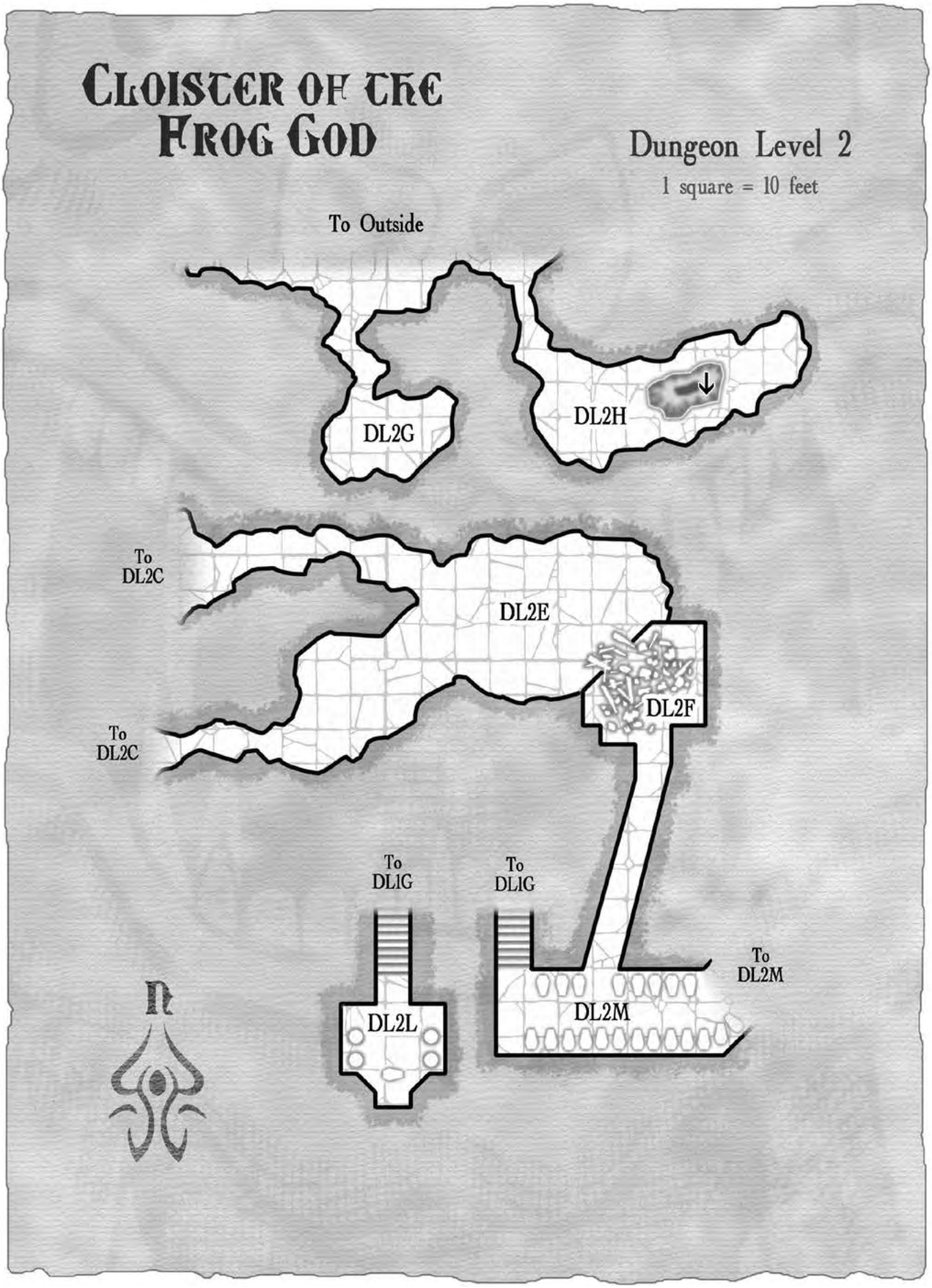
DL2J. The Crypt of Monos Diarmos

Carved letters above the entrance read, "*THE CRYPT OF MONOS DIARMOS. MAGIC AND ENCHANTMENT GUARD HIS WAY*". Two barriers consisting of thick iron bars separate this crypt into three sections, although the doors allowing passage through them are both unlocked. There are signs of a previous battle: Soot-blackened stones, broken arrows and weapons, smashed bones and split shields.

If the PCs enter the middle area, both doors slam and lock, while an evil voice chuckles in glee. Beyond the bars, a faint apparition of a wild-eyed phantom in billowing robes, clutching an ebon staff and displaying a gem-set ring murmurs unknown words of power as the lights dim and an unnatural silence falls on the scene. The phantom is a mere illusion of no substance; however, the iron bars have been enchanted to reflect 50% of the spells cast at, or through them.

Various tombs are found in the vault: sarcophagi, niches in the walls


Cloister of the Frog God
To Outside
To DL1B
DL2A
DL2B
To DL2E
To DL2E
Dungeon Level 2
1 square = 10 feet
DL2C
To DL1G
DL2D
DL2J
DL2K
To DL1E
DL2I
To DL1J


Cloister of the Frog God
Dungeon Level 2
1 square = 10 feet
To Outside
DL2G
DL2H
To DL2C
DL2E
DL2F
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To DL1G
To DL1G
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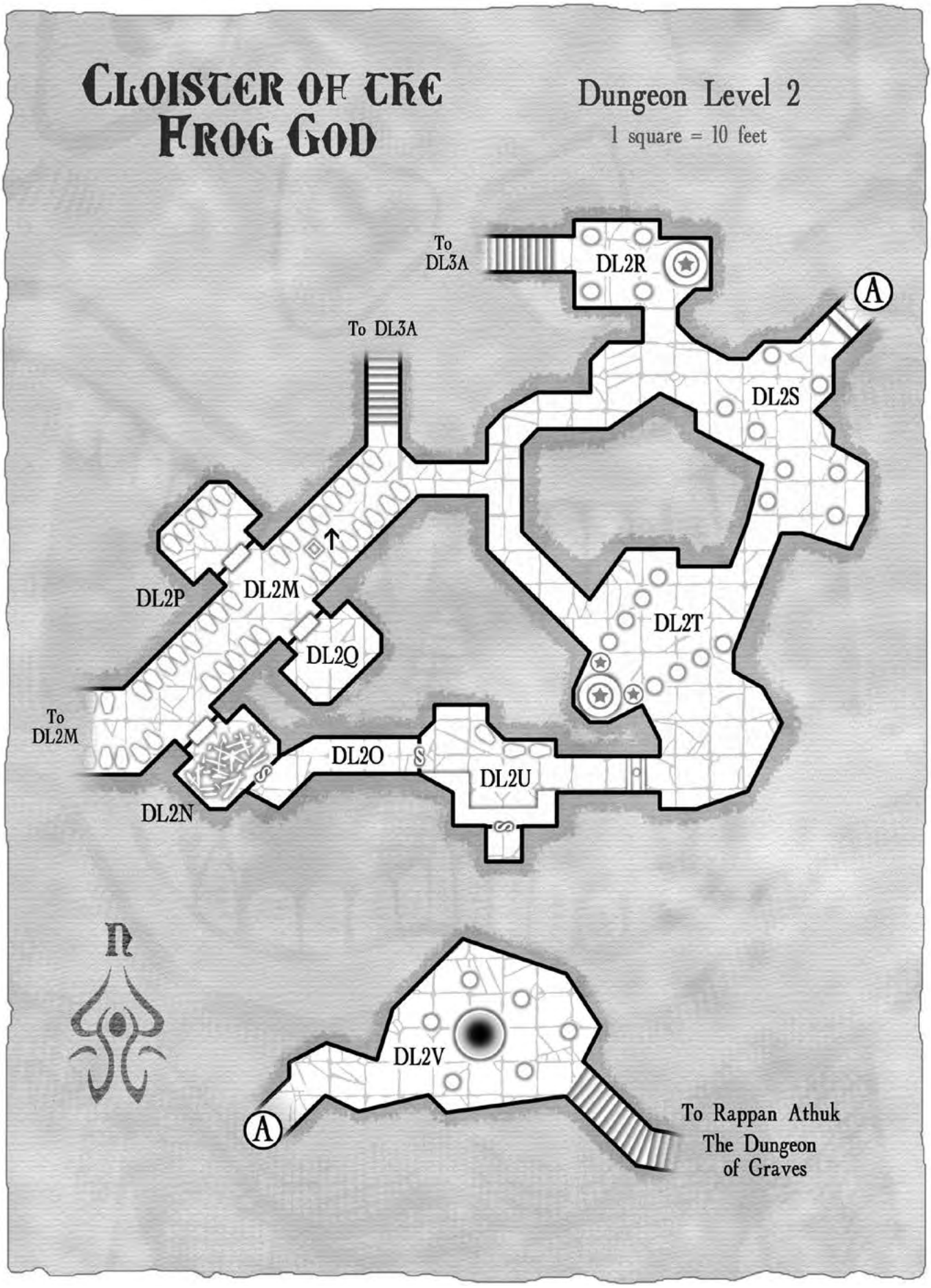
DL2L
DL2M


Cloister of the Frog God
Dungeon Level 2
1 square = 10 feet
To DL3A
DL2R
A
To DL3A
DL2S
DL2P
DL2M
DL2Q
DL2T
To DL2M
DL2O
DL2U
DL2N
DL2V
A
To Rappan Athuk
The Dungeon of Graves

and slabs of stone in the floor. Many have been looted and broken into, but one still contains the intact body of a young lady—but that, too, falls apart with a moan in a shower of dust if touched.

DL2K. Lower Cellar

The walls of the damp cellar are black with mold. Ancient oak barrels full of wine stand in wall niches and orderly stacks. Some of them are still full, and three crystal bottles—worth 105 gp for their antiquity and workmanship—in a small, locked wooden case contain an excellent vintage equivalent to *potions of healing*.

DL2L. Abandoned Vampire Lair

A corroded brass lantern suspended from the ceiling burns with a magical flame. Four suits of rusted armor with bardiches (1d10 damage) guard a dirt filled coffin. The coffin has not been used in ages, as its inhabitant was slain by adventurers. If the lantern-light is extinguished, continual *darkness* falls on the room—this inky black veil may not be removed short of a *dispel magic* against a caster level of 10th.

DL2M. The Hall of the Brothers

A plaque at both ends of the vaulted hallway reads: "*THE HALL OF THE BROTHERS*". Standing coffins flank the way on both sides; many looted, the others nailed shut and containing corpses in dark green habits. A barred shaft above the north-eastern segment of the passage leads up to the vault of Abbot Cyngamon (**Area DL1L**).

DL2N. Looted Crypt

The coffins in the room have been broken open and their contents despoiled. Soot and ashes cover the floor. A bent brass plaque, discarded in a corner reads: "*WIZARD'S LIGHT, WIZARD MIGHT, LIGHT OF FIRE, FUNERAL PYRE*". The **secret door** in the wall is relatively easy to find, and the operating mechanism is hidden under a loose flagstone: A brass valve with the relief of a grinning skull, its mouth open, must be rotated. This also opens reserves of flammable gas; the mouth of the skull itself is the release pipe. If there are open lights nearby, the gust of flame ignites, causing 4d4 damage to all within the room, and burns for three rounds before the valve automatically shuts itself. There is sufficient gas for six operations.

DL2O. Secret Passage

The walls of the passage are laden with a thick layer of mold. Any movement disturbs a huge cloud of spores (saving throw or –1 to attack rolls and saving throws as long as they remain in this place and for 1d3 x 10 minutes afterwards due to coughing). Three skeletons lie in the passage, having fallen prey to now defunct spear traps in the walls. They are covered with a thick crust of growth, and still seem to be *somewhat* alive, emitting wheezing, gasping noises if they are moved or disturbed.

DL2P. Crypt

A niche in the east wall contains a mound of glistening, slime covered skulls flanked by four tallow candles. If the candles are lit, fire flares in the hollow eye sockets and the skulls shriek, possibly attracting more undead (roll three random encounter checks).

DL2Q. Storage

Dust covers the religious paraphernalia left here: Sooty braziers, velvet drapes, incense burners and a collapsed podium.

DL2R. The Circle of Exchanges

A magical enigma, named "*THE CIRCLE OF EXCHANGES. BROTHER ARN SEES TO HIS AMUSEMENT*" in a mosaic circle on the floor. The statue of a hooded monk watches over a domed chamber with four pedestals. Clockwise, from the northwest, the following objects rest on top of them: A nugget of molten iron, a skull, a dagger and a *potion of healing*. Approaching any object, they are immediately exchanged with (1d3):

1—the one across them
2—the one to their left
3—the one to their right

The speed of exchange is such that it is almost impossible to capture an object (roll equal to or below dexterity score on 2d20). However, the pedestals can be loaded with extra objects, in which case only a random object moves and the rest remain dormant, possible to remove from their place.

DL2S. Chambers of the Frog-Men

Slime and glowing fungus covers the floor and walls, thriving on the wet rot. Rough stone pillars support the low ceiling of these irregularly hewn chambers.

The inhabitants of this place are **5 frog-man monks**. Lurking beneath the overworld, these ancient, wrinkled pilgrims still tend their ancient shrine after their human disciples have fallen. They move with a shambling gait and like to capture victims with nets. They obey their high priest (**Area DL3T**) and come to his aid if they are needed.

Tsathar Scourges (5): HD 4; AC 3 [16]; Atk 1 weapon (1d8) and bite (1d4); or 2 claws (1d6) and bite (1d4); Move 12 (Swim 12); Save 13; AL C; CL/XP 5/240; Special: Leap, amphibious, implant, slimy.

DL2T. The Secret Temple

Slimy, green-gray clumps of mold cling to the ceiling. The walls are adorned with an endless throng of dancing figures, contorted and repulsive. The procession ends in the inner shrine to the west, where two hunched statues of hooded frog-men flank a great, bloated idol seated on a

Staff of the Batrachian

This quarterstaff-length rod, appearing as a grotesque amalgamation of toads, tadpoles, and less savory things, is in fact a *cursed rod of withering,* worth at least 6,000 gp as a bizarre curiosity in itself (not to mention its value to frog-cultists).

Alas, if an unbeliever holds the staff for even a moment, the touch of Tsathogga is upon them. The bearer of the *staff* contracts *mummy rot* with no save! A character immediately renouncing the staff after the disease manifests may roll a saving throw to avoid further harm. Wrapping the staff in *blessed* or holy water-soaked cloth grants resistance for 24 hours, but not a minute more.

slab of translucent lime-green glass. The frog-idol of Tsathogga is flanked by two heavy golden candelabra (800 gp each, but tainted and evil). There is a continuous *desecrate* radiating from the idol.

Fortunately, the place is mostly abandoned. Its only caretaker is a **frog-man priest**. This misshapen mongrel is clad in the grotesque garments of a High Priest and clutches the symbol of its station, a heavy brass staff studded with green glass "eyes" and "warts". The high priest may summon its companions from **Area DL2T** with a bellowing croak.

The high priest and his cohorts occasionally emerge to the surface world to hunt for new captives to sacrifice; at other times, they travel deep underground to Rappan Athuk to consort with the darkest powers.

Tsathar Scourge High Priest: HD 6 (33 hp); AC 2 [17]; Atk 1 *staff of the Batrachian* (1d6) and bite (1d4); or 2 claws (1d6) and bite (1d4); Move 12 (Swim 12); Save 13; AL C; CL/XP 7/600; Special: Leap, amphibious, implant, slimy. Gear: *+1 leather armor, staff of Batrachian*.

DL2U Laboratory

The door to the east is locked. This chamber, resembling a cluttered storeroom, is an abandoned laboratory once used by the priests, both frog-man and human, but now avoided by both. One of three sarcophagi contains an animated **mummy** wearing a *ring of spell turning* and wielding a *longsword +1/+3 vs. Lawful*. It emerges from its resting place if any of the doors into the laboratory are opened, and defends the place vigorously.

Everywhere one turns, there are shelves of dusty glass implements, ceramic containers, boxes, dried homunculi, mummy wrappings, spices and so forth. There are also great trunks full of crumbling garments, heavy laboratory equipment, ruined components and bottles of barely potent acid. Six heavy bars of a silvery metal (mithral) are hidden under moldering rags in one of the trunks. The mithral is sufficient for one suit of human-sized chainmail.

The entrance to the southern closet is concealed behind one of the shelves. The shelf turns on hinges to reveal a **wall of swirling blue mist** obscuring the entrance. The mist radiates extreme cold, and even being near it (within 10 ft.) inflicts 1 point of damage. Anyone passing through suffers the full chilling effects (3d10 points of freezing damage; any fire effect that deals 20 points of damage shuts the mist down for 2d6 rounds).

The closet beyond the wall contains a number of enchanted items, including two spellbooks. The items are: a *globe of devious entrapment* and a *prism of separation*. The spellbooks contain the following spells:

Book #1: 1st–*charm person, detect magic, light, magic missile, shield*; 2nd–*ESP, levitate, locate object, mirror image, web*; 3rd–*fireball, hold person, lightning bolt, suggestion*; 4th–*charm monster, dimension door, fear, wall of fire, wizard eye*.

Book #2: 1st–*detect magic, magic missile, read magic*; 2nd–*continual light, pyrotechnics, wizard lock*; 3rd–*clairaudience, clairvoyance, explosive runes, fly, lightning bolt, water breathing*; 4th–*confusion, hallucinatory terrain, massmorph, plant growth*; 5th–*animate dead, extension II, monster summoning III, teleport*.

Globe of Devious Entrapment

This item looks like a 1 ft. diameter glass orb filled with water. Its surface is cool to the touch. Maintaining contact for more than a round shrinks and draws the individual into the orb unless he succeeds at a saving throw. The water inside the orb is a *gate* to the Plane of Water, where the character is imprisoned (unless rescued by an expedition). The globe has AC –1 [20] and takes 30 hit points to crack. If it is cracked within 2d6 rounds of trapping a character, the character within may escape from imprisonment.

Prism of Seperation

This glass object separates light like any other prism, but may also be used to reduce the effectiveness of ray spells if worn openly. All such spells are safely dispersed (90%) or turned into a spray of colors that blinds (saving throw negates) for 1d4 rounds. Hurled through a *prismatic sphere*, the prism brings it down but loses its powers permanently, turning into a 3,000 gp gem.

DL2V. Frog-pit

Those unfortunates who died before the loathsome idol of Tsathogga were disposed of in the deep pit in this rock grotto. At other times, they were thrown alive among the carnivorous giant frogs to be devoured screaming. The frogs are all dead, but the pit is still a peril for the curious and the foolhardy.

The chamber above the pit is a bare, simple place. A set of irregular stairs descends to the east, and, as the letters above the portal declare, they go "*TO RAPPAN ATHUK, THE DUNGEON OF GRAVES—BE WARE, O PILGRIM, OF THIS JOURNEY*". After many hours of travel (possibly a few days, roughly 25–30 miles underground), the passage terminates at **Level 4A-1** in Rappan Athuk.

The round opening is covered with a corroded iron grille (50% probability of breaking under a heavy weight). A system of winches and pulleys used to lower victims is in the same sorry state: it appears sturdy on a casual observation (sturdy enough to climb down on its chains), but a more careful study reveals the weaknesses which would send any foolhardy character down into the depths.

The pit is 50 ft. deep and contains several rotted corpses. The corpses are covered by a 4 ft. thick layer of green slime which forms a gelatinous plug above the mass of bodies, which in turn rests below 4 ft. of water. Anyone falling in the pit gets stuck in the green slime. There is, predictably, no treasure to be had here.

Dungeon Level Three

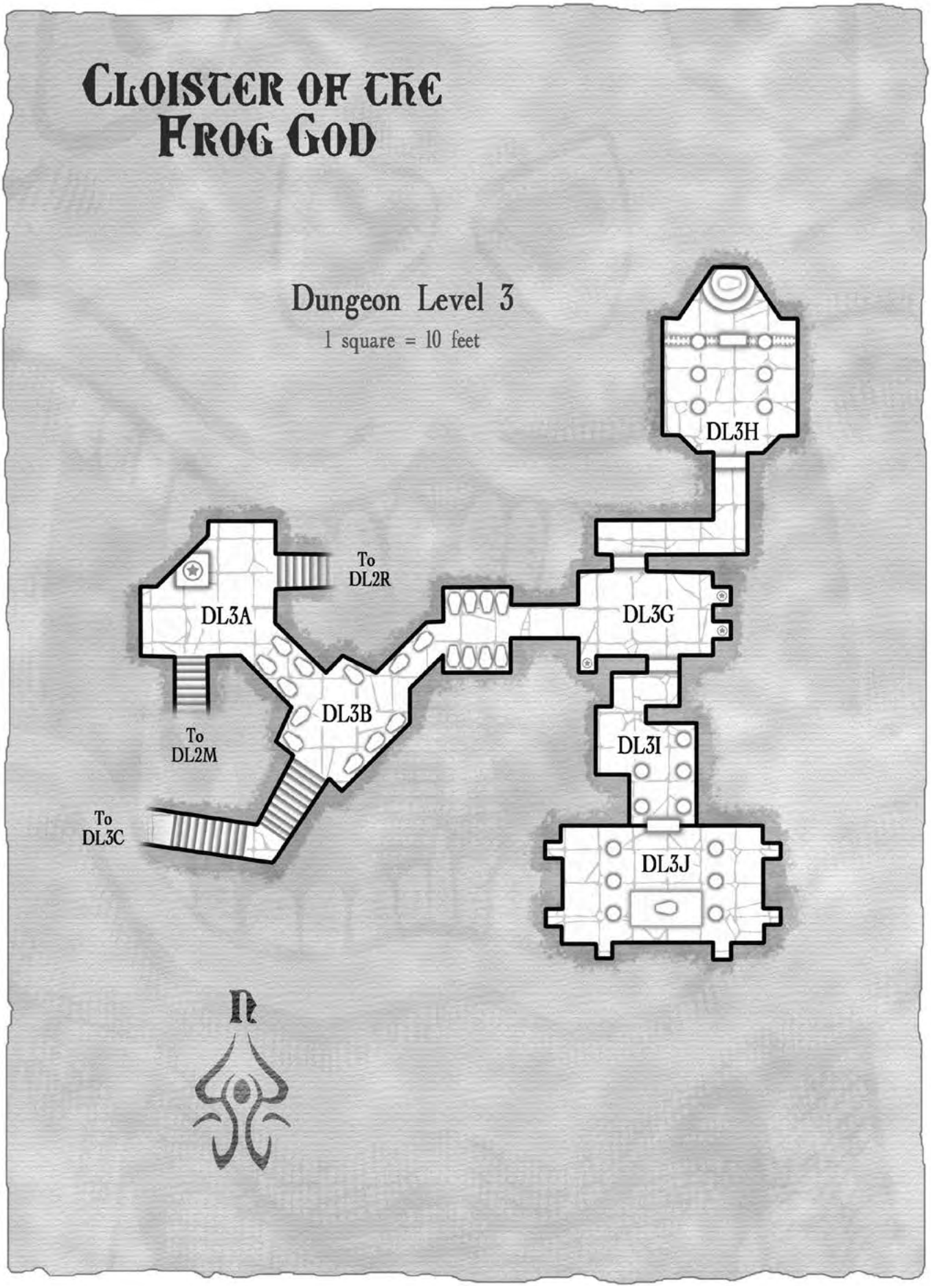
Equivalent Dungeon Level: 8
Entrances: Area DL3A
Exits: None
Detections: Evil is detected throughout this dungeon level
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

DL3A. Room of the Stone Head

The walls are inlaid with semi-precious stones. A huge stone head wearing a diadem rests on a marble slab. Spells cast at the image either prove ineffective or are reflected back on the caster (Referee's discretion).

DL3B. Catacombs

Thick sheets of cobwebs hang from the ceiling, their white shot through with filaments of sickly gray-green mold. Characters who fail a saving throw suffer a –1 penalty to all rolls due to coughing as long as they remain in this place and for 1d3 x 10 minutes afterwards. The coffins here are rotted, and the dead inside covered in mold.


Cloister of the Frog God
Dungeon Level 3
1 square = 10 feet
DL3H
To DL2R
DL3A
DL3G
DL3B
To DL2M
DL3I
To DL3C
DL3J
N

Cloister of the Frog God
Dungeon Level 3
1 square = 10 feet
DL3D
DL3C
DL3E
DL3F
To DL3B
N

DL3C. Caverns

Rough, irregular chambers make up this section of the level. No undead visit its solitude, and only the dripping of water and the sound of the waterfall to the northeast breaks the silence.

Nest to a deep pool of water, there is a motley collection of five statues, three adventurers and two zombies who have strayed into this place. This is the work of a **basilisk**. The beast's hide, a sparkling shield of gemstones, is worth 1,600 gp; its blood imbues normal gems with a rainbow radiance.

Basilisk: HD 6 (26 hp); AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

DL3D. Tomb Entrance

This part of the caverns is unlike the rest of the dungeon: From the cyclopean stone blocks used in its construction to the bizarre abstract patterns adorning its walls, it looks like a relic from an eldritch past. This vault (along with **Areas DL3E–F**) is the tomb of Prince Koshag.

The false stone doors leading to the west bear the markings of several pickaxes. The true entrance, however, is out of sight: to the south, a layer of stones are more shallow than usual, and the stucco can be removed to reveal the outlines of a stone door with ancient glyphs declare: "*THIS IS THE [GOING UNDER] OF PRINCE KOSHAG XANTOLLAN / HE WAS THE [FINAL ONE] / SAILED THREE TIMES SIX, SAILED FOUR TIMES FOUR [GREAT WATER] / ALAS, THE WORLD IS NO MORE / [UNWORTHY] LIVE NOW AND FOREVER.*"

DL3E. Shadow Gallery

This room is crisscrossed with several shadows forming a sort of web that fills the entire area. A character crossing the room must make a saving throw to avoid touching the shadows 1d3 times. *Gaseous form* provides a +4 on the checks. Each touch is like the touch of a **shadow** (1 point of strength). A character reduced to 0 points of strength becomes a part of the shadowy web himself.

Characters accompanied by magical *light* or its equivalent are unaffected; a successful *dispel evil* or *holy word* destroys them permanently (along with all absorbed characters).

DL3F. The Hidden Tomb of Prince Koshag Xantollan

This is the final resting place of Prince Koshag Xantollan, ancient warlord and conqueror. Neither the frog-men nor their human followers have discovered the place. The tomb is a simple room, decorated with a few ornamental patterns on its walls, and the following glyphs: "*THIEF, DEFILER / GREAT WRATH / RUN FAST / [ILLEGIBLE LINE] / KOSHAG IS HERE*". There are six desiccated corpses in antique bronze banded mail propped against the wall here. They are **zombies** who animate if the tomb's contents are disturbed. They surround a stone bier where a mummy in platemail slumbers. The mummy holds a heavy two-handed sword made of some unknown bluish metal. It is inanimate, although it has been treated with enchanted oils, making it resistant to age. Next to Koshag Xantollan's stone bier lies a great cauldron filled with 4,000 ancient gold coins.

Zombies (6): HD 2; AC 4 [15]; Atk 1 weapon (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Koshag's Sword

This intelligent *+3 two-handed sword* is thoroughly and completely chaotic. It has **Int** 14, **Wis** 12, **Cha** 15, and speaks Chaotic and Common. Its special abilities are *hold person* 3/day, *detect invisibility* in a 10 ft. range and *levitate* 3/day. The sword is extremely vain and vindictive, stopping at nothing to mercilessly destroy the "thief" who took it from its rightful owner. It forces an saving throw immediately upon being acquired, and every chance afterwards. If the saving throw fails, the sword forces the wielder to enter a berserk rage or commit suicide. It can only be truly mastered by a character of superior willpower—someone who matches the sword's evil and egoism and succeeds at least five consecutive saving throws against the weapon's mental assault. Thereafter, Koshag's sword allows the character to use its powers… as long as the PC's superiority remains unquestionable, and he wields it as a harsh and merciless conqueror.

DL3G. Storage

The cramped room is a well-stocked storehouse of weapons. There are 10 short swords, 60 scimitars (curved short swords), 40 light maces, 20 heavy maces, 10 flails, 18 longswords, 30 battleaxes and 70 spears in unruly stacks. Three extraordinarily ugly stone statues; **gargoyles** slumber in wall niches. The monsters activate to attack from surprise.

In one of the niches (hidden behind a gargoyle) is a larger stone slab engraved with an open eye. The slab turns on hinges to reveal a cavity containing a black iron box, containing a slightly mold-eaten black tome of weird dweomer:

Spellbook: 3rd–*clairaudience, clairvoyance, fireball, lightning bolt*; 4th–*polymorph other, wall of ice, wall of fire*; 5th– *animate dead, cloudkill, feeblemind, magic jar, teleport, wall of stone*; 6th–*anti-magic shell, disintegrate, enchant item, stone to flesh*.

Gargoyles (3): HD 4; AC 5 [14]; Atk 2 claws (1d3), bite (1d4), horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly.

DL3H. Sword Tomb

Hundreds of rusty swords hang from the walls in a neat order. They all point towards a gate in a wrought iron fence to the north. This is the tomb of a **vampire** and his **10 zombie** minions. The vampire used to be a great lord, and is still clad in the platemail of his station. The zombies simply wear blackened chain and brandish halberds, and slumber to the side of the tomb, standing guard. Beyond the gate lies the iron coffin of the vampire on a round podium. If the gate is opened, the podium rotates, the coffin opens, and the zombies animate.

In the coffin, there are ashes mixed with earth, and a gold-and-diamond diadem (worth 1,200 gp). Next to the podium, there are also two large iron chests with 2,000 gp each.

Vampire: HD 8; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Vampire traits.

Zombies (10): HD 2; AC 5 [14]; Atk 1 weapon (1d10); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

DL3I. Antechamber

A plaque above the portal to the south reads: "*THE TOMB OF ZODMAR ADATRES, CHAMPION OF TSATHOGGA. HE WOULD SEE ALL, AND WAS THUS INTERRED HEREIN*."

DL3J. Frog Tomb

This sepulchral vault contains the mortal remains of Zodmar Adatres, feared champion and disciple of Tsathogga, founder of the cloister. To show dedication to his harsh master, Zodmar consumed an *elixir of all-seeing doom* when he grew old and frail (see **Area DL1C**). Thus, his awed and fearful apprentices made sure he would get a hero's burial… and a place he couldn't escape from once dead.

The grand tomb is painted with colorful frescoes depicting Zodmar's deeds: His conversion at the altar of the frog-god, his crusade against the innocent, his sacking of Tal Zun, a now-forgotten town, and finally his self-sacrifice. Four *everburning censers* (magical fires that burn without the use of fuel) in the four corners of the outer room provide illumination. Large clay jars once contained gold and silver in abundance. Unfortunately, they have already been ransacked: Only clay shards and 7 gp remain. The great stone coffin is where Zodmar Adatres was laid to his final rest. It is securely bound with sturdy iron chains and three locks. All three locks are sealed with lead and bear the mark of an ancient seal. Even the crack between the lid and the sarcophagus is filled with old, hardened beeswax, sealing the coffin hermetically. Faint gurgling, bubbling sounds, cackling and croaks may be heard from inside.

Foolishly opening the sarcophagus reveals a gruesome horror: Zodmar Adatres, now nothing more than a mindless mass of flesh, slime and peering egg-eyes, has become an unnatural host to his lord's minions. A mere round after the lid is opened, the eyes "hatch" and **killer frogs** come streaming out. Ten frogs emerge every round, up to a maximum of six hundred sixty-six. Even replacing the lid is useless: The small horrors push it open with surprising strength! Unless sealed inside the tomb (by blocking the entrance with rubble, for example), they emerge into the outside and march on the cloister, then the close villages, most likely dealing a dreadful blow to civilization in the area. Together, the frog swarm possesses a collective intelligence of 16, and is thus capable of rational planning. There is no treasure in the sarcophagus.

Giant Killer Frogs (666): HD 1+4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (12 swimming or 150 ft. leap); Save 17; AL N; CL/XP 2/30; Special: Leap."

Level oC: Zelkor's Ferry

Background

Rumors about the Rappan Athuk dungeons will not always point adventurers directly toward the Mausoleum (**Wilderness Area 9**), but toward a remote, semi-fortified inn known as Zelkor's Ferry. The wilderness around the Mausoleum is known to be extremely dangerous, and lower-level adventurers may very well choose to base themselves—at least in the early stages of the expedition—in an outpost of civilization, however small it might be. At the very least, Zelkor's Ferry offers a place to re-provision, to rest with some safety, and possibly even to hire some men-at-arms or baggage carriers. These benefits might be of little importance to a higher level party that has access to its own magic and healing, but for a lower-level party the resources of a "home base" could very easily mean the difference between life and death.

One reason why there are more rumors about Zelkor's Ferry than about the Mausoleum is quite simple; most adventurers who enter the Mausoleum never return to tell the tale. On the other hand, the cellars and dungeons beneath the Mouth of Doom are not quite as lethal as the central levels of Rappan Athuk where the catacombs beneath the Mouth eventually lead. The citizens of Zelkor's Ferry have seen, with their own eyes, adventurers who have returned alive from this part of Rappan Athuk with treasure and strange tales. These adventurers soon go to explore the dungeons further—and generally never return—but their shiny gold and mysterious tales remain behind, evidence of the dungeon's riches and actual existence.

The Ferry is a small cluster of buildings surrounded by an old stone wall that once served as a border fort. It is now an inn and a small trading post for occasional river traffic and infrequent overland travelers following the river trail to and from the Coast Road. The Ferry is the last convenient place for downriver traffic to make a safe landing, so although the settlement is small and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. This last leg of the journey overland to the Coast Road is quite dangerous, and requires guards; escorting one of these small caravans is a possible side adventure for the player characters to undertake if they choose to do so.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the hungry wilderness that surrounds it on all sides. The area in and around Zelkor's Ferry is shown on **Maps "Environs of Zelkor's Ferry"** and **"Zelkor's Ferry."**

Rumors in Zelkor's Ferry

Each member of the adventuring party automatically gains one rumor about the Mouth of Doom or the area surrounding the Ferry, in addition to the rumors listed in the Introduction.

1	Don't go down the well! (**True**; but that particular well is a long way from the Mouth of Doom's entrance to Rappan Athuk).
2	The Mouth of Doom, which leads into the dungeons of Rappan Athuk, can be found to the south of Zelkor's Ferry. (**True**)
3	They say that if you go adventuring in the Mouth of Doom, beware the hand. (**True**).
4	There are one or two places under the Mouth of Doom where the air is bad; don't sleep in those places if you want to wake up again. (**True**).
5	An adventurer went into the Mouth of Doom a year ago with a lucky gemstone sewn into the heel of his boot. He never came back. I guess the gem wasn't so lucky after all. (**True**).
6	A band of gnolls has been lurking around to the south of the Ferry for the last several weeks. If you're headed south, better watch out for them. (**True**).
7	Bristleback buys bearskins and panther skins for 50 gp, and wolf pelts for 20 each. If you bring back a whole bear, the meat's worth 10 gp to you as well. Wild boars aren't worth anything to you, though. (**True**).
8	A couple of levels underneath the Mouth of Doom there is a long passage—miles long—that connects up with the main levels of Rappan Athuk. (**True**).
9	Zelkor was a powerful wizard who led the army of Light into Rappan Athuk to attack the high priests of Orcus. They say that he didn't die, and one day he'll return. (**Partly True**).
10	The Mouth of Doom is cursed: anyone who enters it will become weaker and weaker over the course of ten days. (**False**).

Map Key

1. Zelkor's Ferry

This is a small trading post and fortified inn, surrounded by an ancient and crumbling stone curtain wall with wooden guard-towers that were clearly built in later years for added defense. The gates of the fort are closed and manned by two bowmen who scrutinize the adventurers closely, but since most visitors to Zelkor's Ferry are armed and dangerous-looking they are unlikely to bar the party from entering unless the characters do or say something extremely stupid. Ten kobold skulls have been nailed to the gate as a mild warning to would-be attackers.

Guests and Arrivals

In addition to the inn's staff, there are some travelers staying at the inn.

Some of these are mercenaries hoping to pick up work as caravan guards when the next river boat comes in, some are travelers waiting for upstream passage when the next boat arrives, and some may even be adventurers who are in the area for the same reason as the player characters. Roll twice on the Travelers table below to see who is already staying at the inn.

Travelers

1	**Solitary fighter** (level 1d4)
2	**Solitary cleric** (level 1d4)
3	**Solitary magic-user** (level 1d4)
4	**Solitary thief** (level 1d4)
5	**Adventuring party** (1d4 NPC characters). Roll 1d4 on this table for each NPC to determine class and level.
6	**Merchants** (see below)
7	**1d4 fighters** (level 1d2)
8	**1d6 outlaws** (see below)
9	**Patrol** (see below)
10	**2d6 mercenaries** (see below)

New Arrivals in Zelkor's Ferry

In addition to the people who are already staying at Zelkor's Ferry, there is a chance each day that a new set of travelers arrive. Roll 1d100 each day to check for arrivals. It is not necessary to track these events closely unless they are of interest to a party waiting for possible hirelings or waiting for passage on a boat.

01–05	**A keelboat** (see list below) arrives at the Ferry from the West
06	**Wayfarers** arrive on foot from the West, along the Old Path
07–09	**Wayfarers** arrive on foot from the East, along the Old Path
10–00	No new arrivals

When there is an arrival at the Ferry, the Travelers table should be used to determine who or what has arrived, although this step should be skipped if new arrivals are not important to the party's current activities. New arrivals do not generally need to be detailed unless the party is trying to hire non-player characters or to find missions other than an expedition into Rappan Athuk. Roll on the Travelers Table to determine who arrives; if the arrival is one of the three keelboats that dock at the Ferry, the travelers rolled on the table are passengers on the riverboat. If you wish to keep some kind of running tally of the Ferry's transient population, assume that each group (or individual, if solitary) plans to stay at the ferry for 1d10 days. This lets you track the departures as well as the arrivals. Obviously, the actions of the characters might cause a group or an individual to delay departure for a while if they are waiting for employment—or planning to kill the characters and take their gold.

Merchants: Merchants arriving by road have 1d8 wagons or carts, with an appropriate number of accompanying pack animals per cart as well as **1d6 caravan guards** and **1 sergeant-guard** per cart or wagon. There are **1d3 merchants** per cart as well, and a 5% chance per wagon that a single **wizard** accompanies the group. Merchants arriving by boat bring wagons and draft animals along since they know none are likely to be for hire at the Ferry—only 1d2 wagons are loaded onto the riverboat. Whether arriving by boat or on foot, if the merchants do not have at least 3 footmen per wagon, they are seeking to hire more guards.

Caravan Guard, Fighter 2: HP 9; AC 5 [14]; Atk 1 spear (1d6) or short sword (1d6) or light crossbow (1d4+1); Move 12, Save 13; AL N; CL/XP 2/30; Special: None. Gear: Spear, short sword, light crossbow, 20 bolts,ring armor, shield, 1d12 gp, 2d12 sp, 3d12 cp.

Merchant: HD 1d4; AC 6 [13]; Atk 1 dagger (1d4) or light crossbow (1d4+1); Move 12, Save 18; AL N; XP A/5; Special: None. Gear: Dagger (25% of silver dagger), light crossbow, 10 bolts, leather armor, buckler, 10% chance of a minor potion, 2d10 gp and additional coffer of coins hidden in wagon, total value of approximately 10 x total HD of all NPCs in caravan.

Sergeant-Guard, Fighter 4: HP 18; AC 4 [15]; Atk 1 longsword (1d8); Move 12, Save 11; AL N; CL/XP 4/120; Special: None. Gear: Longsword, chainmail, shield, 2d10 gp, 40 + 2d10 sp.

Sorcerous Guard, Magic-User 3: HP 7; AC 9 [10]; Atk 1 dagger (1d4); Move 12, Save 13; AL N; CL/XP 3/60; Special: Spells (*charm person, sleep, mirror image*). Gear: Dagger, spellbook, 15% chance of a minor scroll, 2d10 gp, 40 + 2d10 sp.

Each wagon contains 1d4 x 200 gp worth of trade goods, of various types.

Outlaws: Outlaws are simply peasants who are on the run from the law. They are tolerated at the Ferry as long as they do not appear dangerous, and if a patrol appears while outlaws are present, the citizens of the Ferry hide the outlaws until the patrol has left. Outlaws can be hired, although they are less reliable than mercenaries.

Outlaw: HD 0 (1d4 hp); AC 9 [10]; Atk 1 club (1d4) or sling (1d4); Move 12, Save 18; AL N; CL/XP A/5; Special: None. Gear: Club, sling, 10 stones.

Patrol: Patrols consist of **8 footmen** and a **knight**. The knight rides a warhorse, and the footmen walk.

Footman, Fighter 2: HP 9; AC 5 [14]; Atk 1 spear (1d6) or longsword (1d8) or light crossbow (1d4+1); Move 12, Save 13; AL N; CL/XP 2/30; Special: None. Gear: Spear, longsword, light crossbow, 20 bolts, ring armor, shield, 2d12 gp.

Knight, Fighter 4: HP 18; AC 4 [15]; Atk 1 lance (2d4+1) or longsword (1d8); Move 12, Save 11; AL N; CL/XP 4/120; Special: None. Gear: Lance, longsword, chainmail, shield, 2d10 gp, 40 + 2d10 sp.

Warhorse: HD 3; AC 7 [12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; AL N; CL/XP 3/60; Special: None.

Mercenaries: Mercenaries are wandering soldiers looking for work. They fight as footmen (see above).

Keelboats

There are three keelboats that carry almost all of the trade upriver to and from Zelkor's Ferry: the *Yellow Dagger*, the *Lucky Oak*, and the *Brawler*.

The Yellow Dagger

The *Yellow Dagger* is a fast riverboat that usually traffics in furs, ale, and wool. The captain is **Riko Jaskin**, who travels with a crew of **3 sailors** and his guard, **Orik**. Riko also has a lynx named **Ramakin**, who attacks anyone threatening Riko. Cargoes on the *Yellow Dagger* generally run approximately 1d4 x 200 gp worth of trade goods, of various types.

Riko Jaskin, Fighter 3: HP 11; AC 5 [14]; Atk 1 longsword (1d8) or longbow (1d6) ; Move 12, Save 12; AL N; CL/XP 3/60; Special: None. Gear: Chainmail, longsword, longbow, 20 arrows.

Orik, Thief 3: HP 6; AC 7 [12]; Atk 1 sword (1d6) or light crossbow (1d4+1); Move 12, Save 13; AL C; CL/XP 2/30; Special: Backstab (x2 damage), CW 87%, DT 25%, HS 4 in 6, HS 20%, MS 30%, OL 20%, read languages. Gear: Leather armor, light crossbow, 20 bolts, short sword.

Sailor: HD 1; AC 6 [13]; Atk 1 scimitar (1d6) or dagger (1d4) or longbow (1d6); Move 12, Save 17; AL N; CL/XP 1/15; Special: None. Gear: Ring armor, 2 daggers, longbow, 20 arrows, scimitar.

Ramakin, Lynx: HD 2; AC 6 [13]; Atk 2 claws (1d3) and bite (1d4); Move 18/12 (climb), Save 16; AL N; CL/XP 2/30; Special: None.

The Lucky Oak

The *Lucky Oak* is a keelboat captained by **Petrus Kolvio**. It is manned by **4 sailors** and **1 guard**. The boat also keeps **2 guard dogs**. Cargoes on the *Lucky Oak* generally run approximately 1d4 x 200 gp worth of trade goods, of various types.

Petrus Kolvio, Fighter 4: HP 16; AC 5 [14]; Atk 1 cutlass (1d6) or shortbow (1d6); Move 12, Save 11; AL N; CL/XP 4/120; Special: None. Gear: Chainmail, cutlass, shortbow, 20 arrows, 3d6 gp.

Sailor: HD 1; AC 6 [13]; Atk 1 scimitar (1d6) or dagger (1d4) or longbow (1d6); Move 12, Save 17; AL N; CL/XP 1/15; Special: None. Gear: Ring armor, 2 daggers, longbow, 20 arrows, scimitar.

Guard, Fighter 2: HP 9; AC 5 [14]; Atk Atk 1 spear (1d6) or short sword (1d6) or light crossbow (1d4+1); Move 12, Save 13; AL N; CL/XP 2/30; Special: None. Gear: Spear, short sword, light crossbow, 20 bolts, ring armor, shield, 1d4 gp, 2d4 sp, 3d8 cp.

Guard Dog: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None.

The Brawler

The *Brawler* is a very large keelboat that transports heavy cargo such as ale, sheep, and even cows. It has a large crew of **10 sailors**, and is captained by the owner, **Beoric the Whale**. Cargos on the *Brawler* generally run approximately 1d6 x 200 gp worth of trade goods, of various types.

Beoric the Whale, Fighter 5: HP 19; AC 6 [13]; Atk Atk 1 battleaxe (1d8+1) or +1 longbow (1d6+1); Move 12, Save 10; AL N; CL/XP 5/240; Special: None. Gear: *+1 leather armor*, battleaxe, *+1 longbow*, 15 arrows, spyglass, 3d12 gp.

Sailor: HD 1; AC 6 [13]; Atk 1 scimitar (1d6) or dagger (1d4) or longbow (1d6); Move 12, Save 17; AL N; CL/XP 1/15; Special: None. Gear: Ring armor, 2 daggers, longbow, 20 arrows, scimitar.

Locations in Zelkor's Ferry

A. Bristleback's Inn

Bristleback's Inn is the sort of place one would expect to find in a remote settlement. A cracked and peeling wooden sign creaks from its iron bracket by the door, showing a picture of a wild boar in badly-faded paint. It is an old building, small for an inn, and is not in the best of repair. Room and board costs 1 gp per night, with an extra silver piece charged for stabling a horse or mule. **Odo Bristleback**, the innkeeper, owns and operates the entire settlement of Zelkor's Ferry, a business that has been in his family for generations. He hires the guards for the fort, and collects rent from the smith, the merchants, and the necromancer. Other members of the inn's staff include Odo's wife **Amelia**, two serving wenches named **Ysbel** and **Tallie**, and **Gumbel the Cook**. With the exception of Odo, all the inn's staff are normal humans (0 HD; 2 hp).

Odo himself is the main reason why this small settlement is capable of surviving in the middle of the howling wilderness. For many generations his family bloodline has been stained with lycanthropy of the wereboar, inherited from some long-forgotten ancestor. Most of the full-time inhabitants of Zelkor's Ferry are aware of this, but it is not discussed with outsiders. Unless the party attacks the settlement they are unlikely to learn Odo's secret, although if they like bacon for breakfast they may be irritated by the fact that the inn *never* seems to serve any pork. Needless to say, once the various bandits and humanoids in the area realized that they would need silver weapons to attack Odo's inn, they decided to find easier prey elsewhere.

Odo Bristleback, Wereboar: HD 5+2 (28 hp); AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 6/400; Special: Lycanthropy, hit only by magic or silver weapons.

B. The Stable

The stable is a part of the inn; anyone wishing to keep horses here can do so by talking to Odo Bristleback, the innkeeper. The daily charge for keeping a horse or mule in the stable is 1 sp. From time to time Odo may also have a horse or a mule for sale, although these are far from thoroughbred quality. Odo almost always has a mule for sale, has a 65% chance to actually have two mules rather than just one, and has a 50% chance to have 1d3 riding horses available for the right price. Obviously, replacement animals do not just appear magically in Odo's stable; if the party buys his stock and needs more, it takes at least a week before any more would be traded here. The stablehands are called Igor and Vort (0 HD, 2 hp each, chaotic).

Guard Dog: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None.

C. Blacksmith

Big Morgan (0 HD, 3 hp, chaotic) is a blacksmith who rents this building from Odo and makes his living by repairing wagons, shoeing horses, and producing simple iron tools for the wayfarers who stop at the inn. Morgan's wife **Deslena** (0 HD; hp 3) makes the sturdy pottery dishes used in the area as well as bottles and jugs in various sizes that she sells at the Trading Post. Her kiln is built into the other side of the forge.

D. Barracks

This building is the residence for Odo's **guards**, whom he has hand-picked over several years from traveling mercenaries and adventurers who stopped here and were willing to stay. They are a loyal and experienced group of veterans.

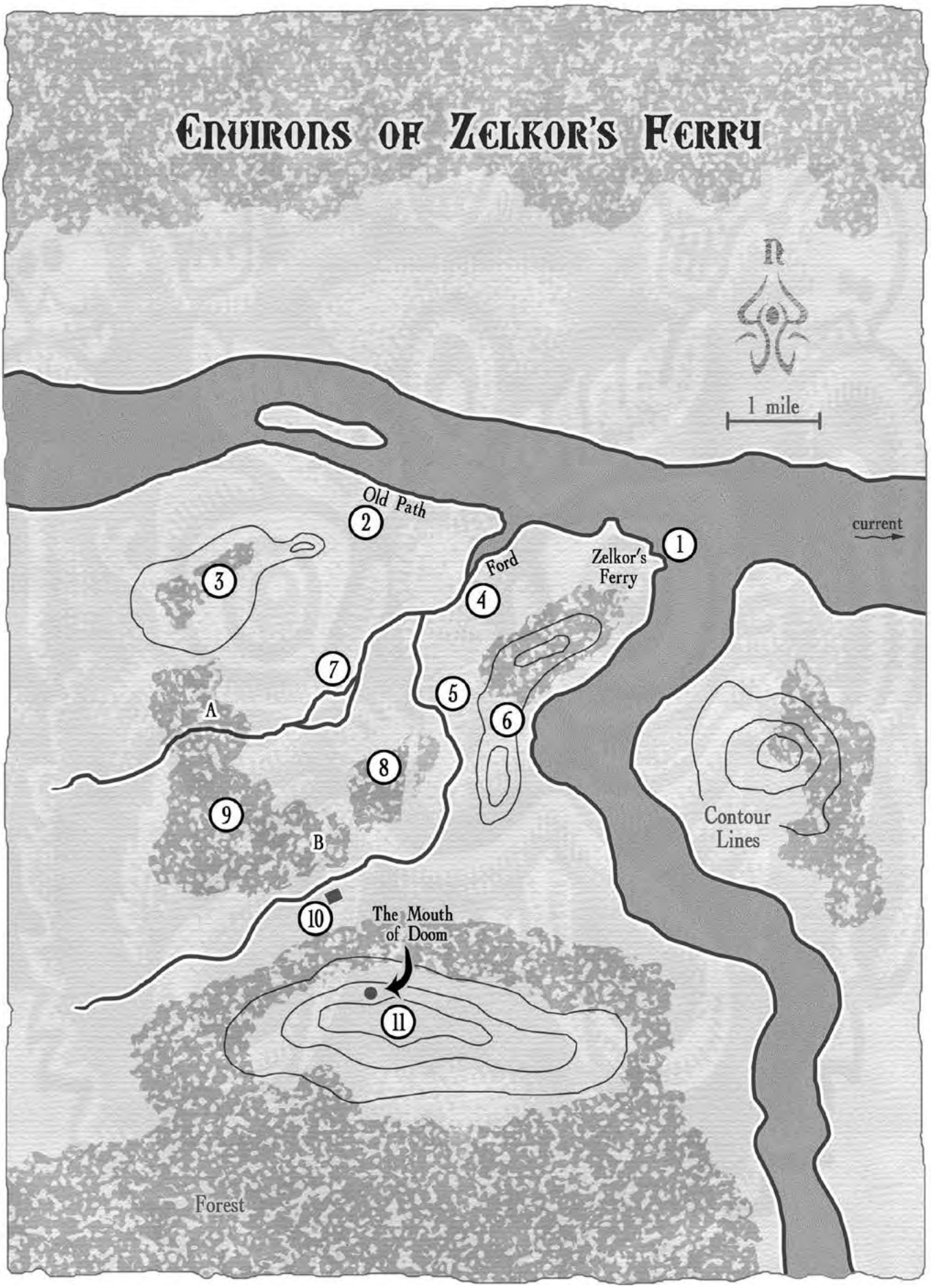
Odo's Guards: HD 1; AC 7 [12]; Atk 1 Atk 1 spear (1d6) or long knife (1d4) or short bow (1d6) (1d8); Move 12; Save 17; AL N; CL/XP 1/15; Special: None. Gear: Spear, leather armor, short bow, 20 arrows, long knife.

Captain Skorma: HD 4 (14 hp); AC 7 [12]; Atk Atk 1 spear (1d6) or short sword (1d6); Move 12; Save 13; AL N; CL/XP 4/120; Special: None. Gear: Spear, leather armor, short sword.

E. Rasmus Pye's Trading Post

The trading post is run by **Rasmus Pye**, who buys, sells, and barters anything that comes his way down the river, up the trail, or out of the dungeon. The only thing he doesn't sell is horses, since his landlord owns the stables. Rasmus is a wizard of minor abilities, and his ability to cast *sleep* spells was a nasty surprise for the last group of kobolds that attempted to storm the walls.

Most normal supplies, even including armor, can be purchased here at normal prices.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Ferry Dock
River
A. Bristleback's Inn
B. Stable
C. Big Morgan's Smithy
D. Barracks
E. Rasmus Pye's Trading Post
F. Necromancer
G. Ferry
H. Kalgor the Gemcutter

Pye is ably assisted by his wife **Meregan** (0 HD; hp 3) who also sews and does some light leatherwork. Common clothing items available at the trading post may have been made by her, and she will make custom items at 20% above the usual cost. The Pyes have a twelve-year-old son, **Verestin** (0 HD; hp 2).

Rasmus Pye, Magic-User 2: HP 4; AC 9 [10]; Atk 1 dagger (1d4); Move 12, Save 14; AL N; CL/XP 2/30; Special: Spells (*charm person, sleep*). Gear: Dagger, spellbook.

F. The Necromancer

Ulman Dark is a necromancer with certain strange abilities derived from his studies in black magic, astrology, and necromancy. Having been exiled from a number of civilized communities, he has chosen to live in the remote settlement of Zelkor's Ferry, where his studies are tolerated—within limits—since he has significant abilities as a healer, no matter how questionable the source of these abilities might be.

Ulman is able to remove the effects of poison, and even has a certain chance to bring the dead back to life if the stars are right and the expensive materials are available. He can brew weak healing draughts, and has a chance to cure diseases. These skills are based upon combinations of alchemy and dark knowledge that have no connection to the rules applicable to player characters; he should simply be treated as an NPC with unusual abilities. His ability to succeed at one of these tasks is not guaranteed, and he expects payment up front whether his attempt is successful or not.

Removing Poison: A character that has been poisoned within the last 24 hours may be purged of the poison. The procedure involves replacing the patient's blood, using a quantity of goat's blood as well as drawing 10 hit points worth of blood from humans to include in the transfusion. Ulman requires payment of 800 gp to make the attempt, and there is a 20% chance of failure.

Curing Diseases: Ulman uses a combination of purging, leeching, and medicinal concoctions to cure diseases, charging 500 gp for the attempt. His physic has a 20% chance to fail, and a 1% chance to kill the patient outright.

Brewing Potions: Ulman can brew healing concoctions that restore 1d4 hit points. The potion must not be taken more than once in a 24 hour period, for the second draught is a deadly overdose (saving throw negates). He charges 250 gp for one of these draughts.

Raising the Dead: Ulman charges 3,000 gp to attempt this difficult task, and has a 20% chance to fail in some way (see below). If he fails, he weakens and is unable to do anything but lie abed for a period of one month thereafter. If three gems worth 250 gp or more each are used in the procedure, the chance of failure drops to 10%. Failure results are listed on the table below:

1	Character remains dead
2	Character returns from the dead but with 1d2 lost Constitution points and must rest for 2 weeks
3	Character's body turns into a grey ooze (not the monster, just disgusting putrescence)
4	Character returns from the dead, but grows to ogre size, gaining 4 extra hit points but losing 1d4 points of Intelligence
5	Character's body remains dead, character's soul returns as a **wraith** and attacks
6	Character remains dead

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9; Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Ulman Dark: HD 2 (6 hp); AC 9 [10]; Atk weapon; Move 12, Save 16; AL C; CL/XP 2/30; Special: None. Gear: None.

Ulman is sometimes joined here by his wife. **Kanndra Dark** is a successful bounty hunter and spends most of her time away from home, which is one reason the pair get along as well as they do. She also picks up various exotic herbs and ingredients on her travels, which Ulman can then try in his potions and nostrums.

Kanndra Dark: HD 3 (11 hp); AC 7 [12]; Atk 1 short sword (1d6); Move 12; Save 13; AL C; CL/XP 3/60; Special: None. Gear: Leather armor, 2 short swords, manacles.

Treasure: Ulman owns various alchemical devices worth a total of 1,000 gp, chemicals worth a total of 500 gp, and has 300 gp hidden in a chest under one of the flagstones of his floor, protected with a **poison needle trap** (save or die).

G. The Ferry

The Ferry itself is no more than a wooden dock jutting out over the water, with a stone building where **Gutmark the Ferryman** (0 HD, 2 hp) makes his home. It costs 2 gp per person (and 1 gp per animal) to be ferried across the water on Gutmark's boat. Travelers are so infrequent that ferrying passengers is only an occasional task for Gutmark; he makes his living by fishing in the river (usually within sight of the dock).

His wife **Adebrin** (0 HD; hp 2) smokes the fish and makes other smoked meats and salted foods.

H. Gemcutter

Kalgor (1 HD, 4 hp) is a retired wanderer, a dwarf who happens to prefer living on the surface rather than underground. This may be related to the fact that his vision is not as acute as it is for most dwarves; he uses spectacles even in daylight, and can see no further than 10 ft. in the dark. Kalgor does not under any circumstances agree to join an adventuring party. His income mainly comes from occasional work as a gemcutter; rough gemstones found in the area usually make their way to his worktable eventually before they are sold upriver. Kalgor appraises a gem for payment of 10% of its value (he is honest and accurate with his appraisals). He buys gems for 90% of value (the appraisal still costs 10%, though), and sells a gem for 110% of its value. At any given time, Kalgor has 1d4+6 gems available for sale. Roll 1d10 for each gem to determine their value:

1–5	20 gp gem (sells for 22 gp)
6–7	50 gp gem (sells for 55 gp)
8–9	100 gp gem (sells for 110 gp)
10	250 gp gem (sells for 275 gp)

If Kalgor is hired to re-cut a gem so as to increase its value, he charges 10% of the gem's initial value to make the attempt, and tells the characters up front that they run the risk of the gem being ruined. If they still want him to re-cut the gem, roll 1d10 on the table below to determine the result:

1	Gem is ruined and is now worthless.
2–4	The gem is not ruined, but its value declines by 20%
5	The gem is not ruined, but its value declines by 10%
6–7	The gem's value increases by 10%
8	The gem's value increases by 20%
9	The gem's value increases by 50%
10	The gem's value increases by 100%

2. Old Path and the Milestone

The Old Path runs along the southern bank of the river, eventually joining the Coast Road on the far side of the river's tributary, after one crosses at Zelkor's Ferry. At this point along the trail there is an ancient stone marker with the number "**50**" carved into it, although the marks of the chisel are almost faded away by time and weather. The stone is a marker—approximately—of the fifty miles of distance remaining from here to the Coast Road.

3. Cave of the Stirges

When the characters approach this cave entrance, they immediately notice the nasty smell wafting out from it. The cave entrance itself is too narrow for more than one person to enter at a time. The area within is small, and is the lair of **5 stirges**.

Stirges (5): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: A total of 2,000 cp, 125 sp, and 300 gp can be found scattered amongst the various bones and rubbish in the stirge lair, in addition to 3 gems worth 50 gp each.

4. Demon Statue

A statue overlooks the river here; it is worn and weathered, but its demonic shape, with bat wings and ram's horns, can still be discerned. The statue's outstretched arm points to the southwest. There is nothing magical or unusual about the statue.

5. Ford

The river can be forded safely here, but the gnolls at **Area 6** keep a lookout watching the ford, and the adventurers are likely to be spotted (see **Area 6**).

6. Gnoll Outpost

Gnolls from the Mouth of Doom have established a small camp on this hill, which serves as a lookout point. At any given time there are 5 gnolls here.

The gnolls notice anyone fording the river in **Area 5**, and track them quietly until they have a chance to attack with surprise.

Gnolls (5): HD 2; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

Treasure: Each of the gnolls carries a belt pouch containing 1d100 sp.

7. Small Lake

Although the lake itself is not the lair of any unusual monsters, various animals come here to drink. Any time the characters come into this area, roll on the table below to find out what might be in the vicinity:

1–7	**1d4 deer**
8	**1 black bear**
9	**1 panther**
10	**1d6 wolves**
11–20	No animals present

Deer: HD 1; AC 7 [12]; Atk 1 gore (1d4); Move 18; Save 17; AL N; CL/XP 1/15; Special: None.

Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hug.

Panther: HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; AL N; CL/XP 3/60; Special: None.

Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Treasure: Bearskins and panther skins can be sold at Zelkor's Ferry for 50 gp; wolfskins can be sold for 20 gp each. The complete carcass of a bear is worth an additional 10 gp for the meat.

8. Weird Woods of Yorgala the Ogress

Toward the middle of these woods, the trees begin to get darker and stranger, some of them having octopus-like suckers on their trunks and branches, others almost seem to have malevolent faces in the pattern of their bark. Moving through this area becomes more and more difficult—the trees and the underbrush almost seem to be getting in the way of the characters' passage deliberately. Moreover, and perhaps most disturbing, the forest becomes darker than it ought to be. By the time the characters reach the center, if they go so far, they need to be carrying light sources in order to see.

At the center of the woods there is a stone cottage with a garden fenced around with human bones and skulls. This is the abode of the female ogre **Yorgala**. She is a normal ogre, but thinner and a bit less feral than most male ogres. If she succeeds in capturing any humans with the *sleep* spell, she cooks one of them for dinner (determine randomly) and sells the rest to the gnolls (**Area 6**) as slaves, after tattooing a mystical marking on the palms of their hands. The tattoos *detect* as magical, and their effect is to weaken a person inside the ogress's grove. Anyone entering the grove with one of these tattoos makes all attacks and damage rolls at –1 due to a strange weakness. The gnolls most likely sell the captured party members to the people in Zelkor's Ferry at a price of 100 gp each. After the characters are ransomed in this way, the people at the Ferry definitely expect to be reimbursed for their expense.

Yorgala the Ogress: HD 4+1 (19 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 5/240; Special: Cast *sleep* once per day.

Treasure: Inside Yorgala's hut there is a large cauldron, a selection of knives, a wooden table, an ogre-sized bed, and a large and elaborate silver mirror (1,000 gp total).

9. Large Forest

9A. Den of the Red Bear

The **bear** that lives in this location has bright scarlet hair, and is considerably larger than most forest-dwelling bears. It is quite fearless, and stalks and attacks anyone who is following the river through the woods, even if the group is quite large.

The Red Bear: HD 7 (33 hp); AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; AL N; CL/XP 7/600; Special: Hug.

Treasure: The red bear's den is in the hollow of a massive tree, which is almost 20 ft. in diameter—although the tree itself is quite squat, being only fifty feet in height. Over the course of time, the bear has dragged several of its victims into this lair to eat them at leisure. Although most of this equipment is clearly that of wandering humans, ruined and with no particular value, some of the items are worth something. There are two suits of plate mail that have been broken open to get at the tasty meat inside, but the pieces have not been damaged and can be reassembled. Additionally, there is a crushed skeletal hand tossed in with the other bones and scraps in the tree hollow, and there is a *ring of protection +1* remaining on one of the fingers.

9B. Ruined Hut

Deep in the trees there is a small hut in a state of disrepair and neglect. The wooden walls are rotting, and the thatched roof is green with moss. The hut is the lair of the lone **worg** who killed the original inhabitants.

Worg: HD 4 (16 hp); AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Treasure: The worg does not keep treasure, but among the bones inside the hut there is a belt pouch containing 5 gems worth 100 gp each.

10. Ruined Cottage

This is a stone cottage that has been abandoned and fallen into disrepair. The thatched roof is gone, and grass grows from the dirt floor of the building.

11. The Mouth of Doom

The **Mouth of Doom** is a huge, stone demon face (the visage is that of Orcus) carved into the side of the hill. Its open mouth is ten feet tall; within the gaping stone maw, stairs of black stone lead downward into the darkness. Descending the stairs will lead the party to **Level 1C**, the Mouth of Doom, in **Area 1C–1**.

Level 1: The Lair of the Dung Monster

This dungeon level stinks. Literally. Between the dung monster, the latrines, the rats and the ghast, the entire level is full of foul air. Make this clear to the characters upon entering this level.

Level 1

Equivalent Dungeon Level: 4
Entrances: Hallway from ground level **Area G–8**.
Exits: Stairs to **Level 2**; River to **Level 9**; Rat tunnel to **Level 2** and to **G–3** on the Ground Level.
Wandering Monsters: Check once per 30 minutes on 1d20:

1	**3d6 giant rats with 1d2 wererats**. If wererats are encountered, there is a 75% chance that they simply spy on the party rather than attack and report their observations to the wererats at **Area 1–12** and **1–13**.
2	**2d6 ghouls** and 25% chance of **1d3 ghasts**
3	**1 gelatinous cube**
4	The "**Dung monster**"(see **Room 1–9**)
5–20	No encounter

Detections: Faint evil from the whole place; slightly more to the south east.
Continuous Effects: The stench of this level requires all characters to make a saving throw at +2 upon entering the level and every 30 minutes thereafter or all saving throws, to-hit rolls, and damage rolls are made at –1 due to the distraction and slight nausea caused by the overpowering smell.
Standard Features: Unless otherwise noted, all doors on this level are made of iron-reinforced wood and all secret doors are made of stone with normal chances to detect.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise; hit only by magic or silver weapons.

Ghoul: HD 2 (12 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghast: HD 4; HP 18; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

1–1. Entrance Chamber

The room is strewn with bits of bones and loose dirt. A cool breeze blows by, and whispering can be heard off in the darkness. This room has several small piles of bones looted from the graveyard above. The air is drafty and rather fresh. A search of the bones reveals a rat corpse that has been eaten as if by acid and has some residual green slime.

Green Slime: Make saving throw or begin turning to green slime if touched; killed by fire.

Treasure: Hidden in the pile of bones are 22 cp, ignored by previous adventuring parties.

1–2. Empty Room

The worked passage opens into a small room. On the far end, near an archway leading to a passage beyond, rests a coffin without a lid. There is nothing in the coffin, having been looted long ago.

1–3. Collapsed Room

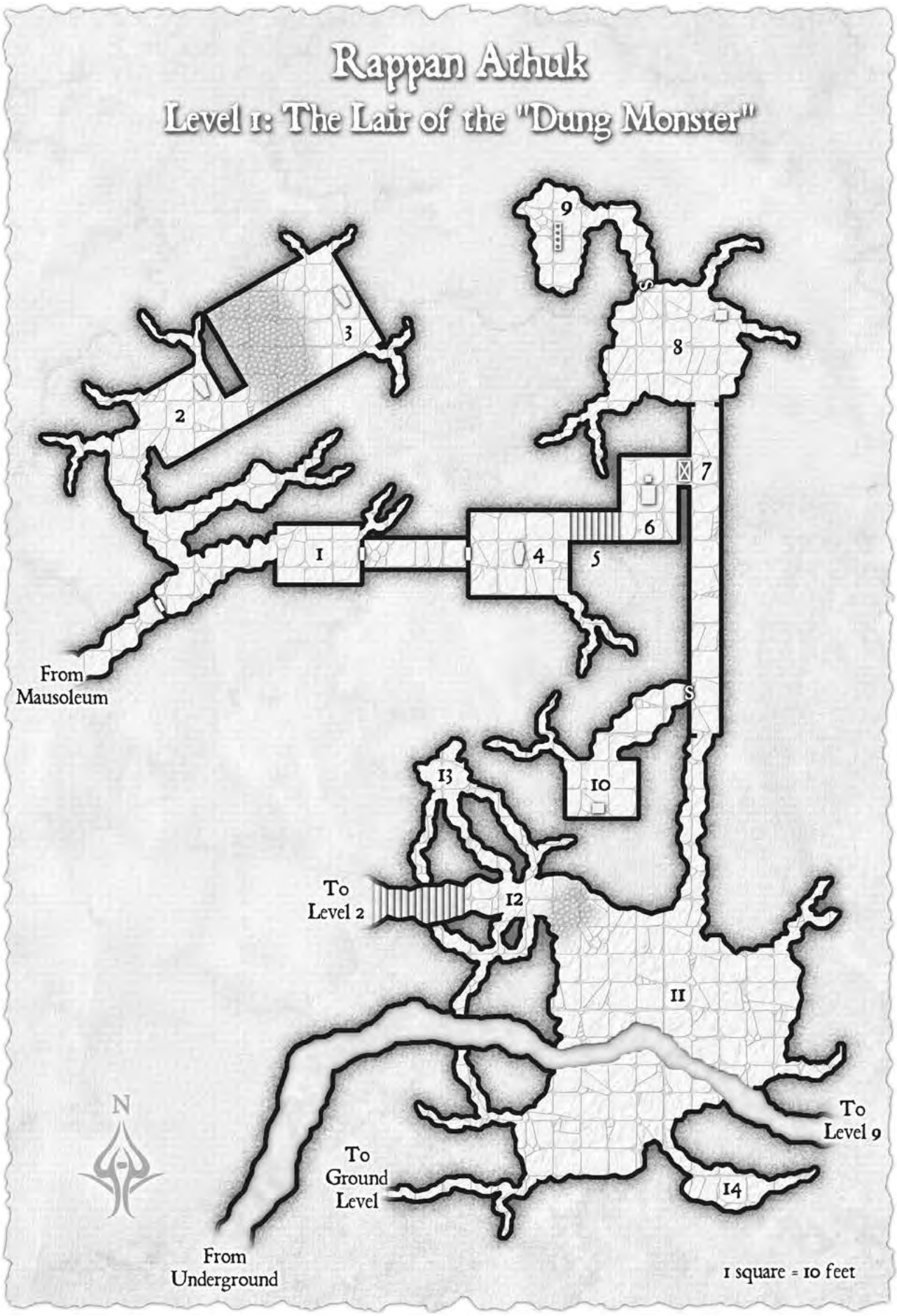
The passage ends in a cave-in. Unless the party desires to spend one week digging, which draws a possible wandering monster with twice the normal frequency, this is a dead end. If the party manages to find a way through the rubble (which fills the room to the ceiling), they come to a section of the room that has not collapsed. Inside this section of the room is an ornate coffin, not yet stripped of its finery. The silver edging may be removed and sold (10 gp). The wood of the casket is of fine quality. The coffin contains an inanimate skeleton. Beneath the skeleton, recessed into the lining of the coffin (which is automatically perceived if they move the skeleton) is a *+1 short sword* and an ivory scroll case worth 25 gp containing a scroll of 3 magic-user spells: *shield*, *mirror image*, and *levitate*.

1–4. Viewing Room

Broken candelabras and a worm-ridden red carpet have been left long ago by the undertaker in this viewing room. There is a wooden casket in the center of the room that has had its once decorative silver trim rudely pried off. There is nothing of interest in this room. The casket is empty.

1–5. The Trapped Step

One stair within these stone steps is **trapped** to break away when 50 pounds of pressure or more is applied to it. Anyone of sufficient weight has a 1 in 6 chance of stepping on the trapped stair. Beneath the false breakaway stair are several downward-pointing spikes on the side wall of the false stair which are coated with poison. These downward spikes


Rappan Athuk
Level 1: The Lair of the "Dung Monster"
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From Mausoleum
To Level 2
To Ground Level
From Underground
To Level 9
N
1 square = 10 feet

prevent removal of the trapped limb by any creature medium sized or larger. Smaller creatures may make a saving throw to remove a trapped limb safely. If trapped, the spikes must somehow be removed for the foot to be rescued. If the trap is triggered or disabled it is reset by the evil priests in 2 weeks.

Foot Catcher Trap with Poisoned Spikes: 1d3 poisoned spikes inflict 1hp each plus poison, but only if foot is pulled out. Thieves can remove the spikes, but this takes 1 turn and failure indicates being cut by a poisoned spike.

Note: When the trap is triggered immediately make a wandering monster check.

1–6. Poker Room

Broken furniture is everywhere, and a skeleton sits in a large chair facing you. Red, poisonous-looking ants crawl all over the skeleton and chair. On the table with the skeleton is a deck of cards. A tapping sound emanates from the hallway.

On the lap of the skeleton is a **trapped** deck of cards. Water drips from the ceiling into a tilted metal dish in the hallway area to **Area 1–6**, right next to the pit at **Area 1–5**, making a tapping sound.

Trap: The top card is the ace of spades. It is coated in contact poison; save or death in 1d4+1 turns).

Treasure: A broken sculpture of a horse (worthless, but value would be 25 gp if mended) rests under some debris in the corner of the room.

1–7. The Pit

At this location is a **covered pit**; the lid opens when 75 pounds of pressure or more is applied to it. The lid resets itself in 4 minutes. The pit can be detected by use of a pole, but it is well constructed and there is a 1 in 6 chance that this detection method will fail to reveal the trapdoor's presence.

1–8. Warning Room

Three broken arrows stick out of the wall in the entryway and a smashed wooden door lies at the entrance of the room. Two human-sized skeletons are here—one is headless and both show signs of extreme corrosion, as if by acid. Everything in the room is smashed and corroded except for a small desk in the north east corner. The room itself has walls of rough stone.

Treasure: The top drawer of the desk contains six vials: three are full of embalming fluid (poison), 4 and 5 are empty, and 6 is a bottle of holy water with a wax seal.

Secret Door: The secret door on the north wall is very easy to spot (automatic if area is searched, 1 in 6 chance per character simply to notice it), because it is open a crack. A horrible smell issues from **Area 1–9**, below.

1–9. The Lair of the "Dung Monster"

As the PCs enter the room, the smell of waste is overpowering. Three holes in the ground are regularly spaced in a line along one side of this room. They are latrines, as is obvious from the smell. One of them has a toilet seat of white stone, which appears to be very clean, installed over the hole.

This seat is in fact one of the strangest denizens of Rappan Athuk. Called "**the dung monster**" by those who have encountered it, this creature was once a killer mimic. When it devoured an archmage with a *staff of the magi*—who had stopped in response to the second highest calling—the energies released from the destruction of the *staff* caused its bizarre mutation. Though the dung monster is primarily found in its toilet form in this room, it is also frequently encountered wandering the halls of this level in its other form—a disgusting bubbling mass of vile feces and gurgling fluids. There is basically no way to kill it. Rumor has it a party once trapped it in a block of stone, but it somehow escaped. No matter what trick the party comes up with to contain the monster, it always somehow regrows or escapes within a few days.

Dungie is slow, but cannot be killed. This monster should be played not as a death-dealer, but instead as a nuisance. He is not really interested in killing the PCs, but thrives on eating their weapons and shields. If they persist in attacking him for a long period of time, so be it. He eats them. The experience points awarded for this encounter should depend on how the PCs handle the encounter, and is left to the discretion of the Referee.

Mutated Killer Mimic ("The Dung Monster"): HD as per 4HD monster; AC 4[15]; Atk strikes for 1d8; Move 6; Save 13; AL N; CL/XP n/a; Special: Immortal.

Beneath each of the holes in the floor is an 8 ft. x 8 ft. chamber. Two are mostly empty, containing only a concentrated mass of waste.

Treasure: Latrine number 3, the one covered by the monster in his toilet guise, contains the remains of some of his victims. Halflings or small elves may descend into the latrine. The person descending must roll a saving throw and continue to succeed every two minutes they remain in the latrine, or be utterly incapacitated by nausea. In the latrine under all the dung, requiring a *detect magic* spell to locate, are the following: 417 gp in a *bag of holding* of the smallest size, a *+3 dagger* and an *efreeti bottle* that escaped destruction when the Dung Monster consumed their owners. The person coming out of the latrine has a Charisma of 1 for reaction purposes until thoroughly cleansed and the party never surprises any monster. Check for wandering monsters at twice the normal frequency until the person is cleansed.

1–10. The Trapped Ghast

Secret Door: The secret door in the corridor is actually a false stone door made of wood that slides upward. It feels false when touched.

The thin passage beyond leads to the often-neglected "horror" of this level: a **ghast**. He is so overjoyed to be discovered by adventurers that he shouts praises and congratulations to the party as he attacks them. He was once a wealthy merchant who dabbled in magic.

Ghast: HD 4; HP 18; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Treasure: In a small chest are 200 cp, 600 gold-covered lead coins. In a secret compartment in the lid of the chest (spot as a secret door if the chest is examined) is a scroll of three magic-user spells: *charm person, hold portal*, and *sleep*.

1–11. The Rat Spies

The passage opens into a large cavern. **Rats** are everywhere! A shrill female voice is heard from inside the cavern, crying for help. A stream runs through the room and leads two thirds of a mile through a fairly passable channel (never deeper than 5 ft. and the ceiling never impossibly low) to **Level 9**. Several rat tunnels lead from this room: one leads outside to the graveyard above ground at **G–3**, the second leads nowhere, and the third leads to **Area 1–14**. A pile of rubble blocks access to **Area 1–12**. The far southern section of the room beyond the river is scorched, as if a fireball spell had previously been cast here.

This room is the advanced outpost for some wererats and their **rat servants**. There are 4d10 normal rats, 2d10 giant rats and a 30% chance for each wererat listed below at **Area 1–12** to be present in rat form. If wererats are present, they retreat to **Area 1–12**, except for Fiilaar, as noted in the tactics discussion below.

Normal Rats: these do not fight, running away if combat begins.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Tactics: If the party does not appear to be extremely powerful, **Fiilaar** assumes humanoid form—that of a half-elf female in tattered and bloody robes, appearing to be a thief or a wizard. She pretends to be under attack from the rats. She screams for help and flees over the rock wall at **Area 1–12**, where the other wererats and more giant rats ambush the party, as described below.

1–12. Stairs to Level 2 and the Wererat Ambush

A large pile of rubble blocks access to the passage from the rat room. Once the rubble is negotiated, it can quickly be seen that there are stairs beyond. Past the rubble, the walls and floor are covered with spattering of blood, several broken weapons and marrow-sucked bones.

Five wererats in hybrid form, including the mated couple of Fiilaar (the female) and Jarvik are here along with 20 giant rats, which Fiilaar commands to attack the party. They attack in 4 groups of 5 rats each, one more group piling in per melee round.. The wererats are perched in small cubbyholes 10 ft. up in the wall, connected to each other by rat tunnels. If they attack, they do so from positions of cover (see the **Tactics** section, below).

Fiilaar, Female Wererat: HD 3; HP 16; AC 6[13]; Atk 1 bite (1d3), 1 staff (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.
Gear: 2 pouches of *dust of sneezing and choking*, staff

Jarvik, Male Wererat (Ftr2): HD 3; HP 24; AC 6[13]; Atk 1 bite (1d3), 1 short sword 1d6) or 1 shortbow (1d6); Move 13; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.
Gear: poisoned short sword*, short bow, 19 normal arrows, 1 weakly-poisoned arrow**.

Wererats (3): HD 3; HP 12, 15, 14; AC 6[13]; Atk 1 bite (1d3), 1 short sword (1d6) or 1 shortbow (1d6) (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.
Gear: short sword, short bow, 19 normal arrows, 1 weakly-poisoned arrow**.

*Jarvik's short sword is coated with purple worm poison. The poison will all have been smeared away after his first two hits with the sword, but on those two hits the victim must make a saving throw at +4 or die.

**These arrows are coated with purple worm poison, but it is old enough and in small enough quantity that the saving throw is made at +4, and the poison only has the effect of paralyzing the target for 1d6 turns.

Giant Rats (20): HD 0 (1d4hp); AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Tactics: Fiilaar assumes hybrid form after passing over the rubble. She takes up a position with the archers in the small cubbyholes overlooking the passage and continues to call out as if in peril to draw the party across the rubble. When the party crosses the pile of rubble, she throws one of her pouches of *dust of sneezing and choking* in an attempt to incapacitate the party. The wererat archers then rain their poisoned arrows down on the party. Jarvik, to prove his love for Fiilaar (an emotion which, as a rat, she does not understand), tries to impress her by demonstrating his hatred for humans by attacking them with his poisoned sword after the *dust of sneezing and choking* settles. The wererats scurry away through the various rat tunnels to their lair at **1–13** if the battle turns against them.

Encounter Modification: If the party is low level, this ambush will destroy them. In that instance, the wererats simply spy on the party and follow along behind them, hoping to loot their corpses when they meet their untimely end in the dungeon. Fiilaar and Jarvik are intelligent enough not to waste their *dust* and poison arrows on obviously weak parties. If the party is low level but has a large number of humans, Fiilaar has the wererats attack with normal arrows, saving their poisoned arrows and her *dust* for more deserving targets, allowing the 20 giant rats to attack. Her hatred for humans prevents her from allowing them to pass unharmed.

1–13. Wererat Den

This is the wererats' nest. It is made of strips of cloth and dried grass from the surface. It has the foul reek of vermin. The wererats keep their treasure here.

Treasure: Aside from their large collection of shiny objects and bits of metal, they have 143 gp, 901 sp, 2,929 cp. They also have a scroll of 1 magic-user spell: *antimagic shell* (left over from the corpse of the wizard consumed by the dung monster), and a pair of *boots of elvenkind*.

1–14. The Giant Rat Lair

The skeleton of a dwarf half blocks the tunnel into this place. He is missing his skull. There are **12** giant **rats** here. Next to the corpse's body is a *helm of reading magic and languages* with a broken chinstrap. The only other contents of the nest are innumerable worthless shiny things.

Giant Rats (12): HD 0 (1d4hp); AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Level 1A: The Temple of Final Sacrament

When the minions of Orcus were driven into the caves that became Rappan Athuk long ago, some of their rearguard, led by a powerful if insane warrior named Duke Aerim, entered the complex through this secondary access way. The Duke subsequently turned on his allies and was brought down by assassins, and the vault where he was buried eventually became the Bloodways (see **Level 9D**).

To protect this alternate point of entry, which leads deep into the dungeon complex, the priests of Orcus erected a dark temple on the surface (see **Wilderness Area 3** for details), and installed a gauntlet of guardians and deathtraps beneath it. Because of its obscure location in a dell north of the more famous entrance, relatively few bands of adventurers have come this way into Rappan Athuk—and of those that have, very few ever returned. However, in recent times, the adventurer Corondel, responsible for slaying a green dragon some years past in the Forest of Hope, led a band of adventurers into the Temple of Final Sacrament and returned, hollow-eyed, muttering about strange guardian creatures that devoured his party one by one.

Adventurers may discover this alternate entrance in one of several ways: they may come upon the nearby community of the Fethine on the surface (see **Wilderness Area 2**), who can inform them of it; they may meet Corondel, or discover a journal or the like from him or one of his men, that pinpoints its location; they may stumble upon it in their ramblings; they may hear of it from local bandits or brigands; or they may even enter it from below, through **Level 9D**. However they enter, the Temple is harsh and unrelenting, and is not for the inexperienced delver. The area is shown on **Map RA–1A**.

Level 1A

Equivalent Dungeon Level: 8
Entrances: Passage to surface in **1A–1**.
Exits: Passage to **Level 9D** in **Area 1A–15**.
Wandering Monsters: None.
Detection: The entire temple radiates moderate enchantment magic if checked for.
Shielding: None.
Continuous Effects: The interior of the Temple is shrouded with perpetual gloom that limits all vision to 40 ft.; this is not a darkness effect, but a direct assault on the visual senses of those within the temple. The area within 40 ft. still seems to crawl with twitching shadows, and surprise occurs on a roll of 1 to 3 on 1d6. Attempts to find secret doors are rolled on a d8 instead of d6.
Standard Features: The Temple is constructed of black marble three feet thick, built into the native limestone. Ceiling height beneath the temple is 18 ft. The shrine's doors are constructed of black marble four inches thick. Unless locked, all doors open smoothly and silently on hidden hinges built within the stonework.

1A–1. Exterior

Beneath a black stone temple on the surface (see **Wilderness Area 3**), a 20 ft. wide passage slants down into darkness, descending 50 ft. to an intersection at **Area 1A–2**. Close inspection of the floor inside the temple reveals numerous scratch marks, as if bladed weapons had been drawn across the stone repeatedly, particularly on the ramp. Splinters of bone also litter the floor.

1A–2. Skin: The First Guardian

The 20 ft. wide passage from the surface temple comes to a T-intersection, with passages leading off left and right into the darkness, each continuing to descend in either direction at a 20 degree slope. The wall at the end of the passage is carved with a depiction of humanoids being flayed alive by bladed instruments; somehow, despite the unrelieved darkness of the stone and the shadowy nature of the Temple, the details of this carving stand out quite clearly. This section of carved wall is an *illusion*. Those searching the wall are allowed a saving throw to discern its true nature. Beyond the false wall is a 20 ft. square area holding the first guardian of the Temple: a **bone crawler**.

The Epitaph of Final Sacrament

Chiseled into a stone marker on the surface is a set of cryptic writings, written in Abyssal. It is part of an obscure prayer liturgy to Orcus, and reads as follows:

"*Where for the glory of the Horned One does the true essence lie?*

Not in the skin, that tattered rag that clothes us; strip it away.

Not in the flesh, mere meat to rot to nothing; let the worms feast upon it.

Not in the brain, for thought is fleeting, ever changing; crack the skull and suck it forth.

Not in breath, that most fragile of sighs so easily stolen; drown it in tears and pain.

Not in the belly, that furnace of power, for it so easily turns; dissolve it in acids of its own creation.

Not in the seed of man and woman, the agent but not the source of the spark; it shall waste away in the shadow of false hope.

Not in the bones, the final dancing relic of the dead; crush them to dust and let the wind take them.

Where then does the true spark hide?"

The final line of the Epitaph has been chiseled away. This message was not placed idly; it is designed to mock and taunt intruders, while reminding the faithful of the dangers that lie beneath the black fane. Each of the lines is reflected in a guardian or challenge contained within the complex, and perspicacious characters may realize this to their advantage.

The characters may have already encountered this beast previously if they attended the feast of the Fethine. If so, it will not have healed damage to its armor. Within the 20 ft. lair is a small collection of items looted from previous explorers. Azarthraine and his band bypassed this creature by stealth, and so never discovered its hidden valuables.

Bone Crawler: HD 12 (56 hp); AC 2 [17]; Atk Up to 12 bone blades (1d10) and whipfronds (1d6); Move 12 (Climb 9); Save 3; CL/XP 14/2600; Special: Bone armor, bone blades, magic resistance (10%), whipfronds, whirling frenzy.

Treasure: A pouch holding 23 gp and 8 pp, a *+1 shield*, and a scroll scribed by a cleric holding the spells *cure light wounds*, *sticks to snakes*, and *prayer*.

Tactics: The bone crawler waits until people come up to inspect the wall more closely, and then lurches out with surprise. It retreats if it loses its armor or 75% of its hit points, and fights anyone to the death who makes it past the *illusory wall* in pursuit. Victims of its slicing bone blades soon come to resemble the flayed victims depicted on the wall.

1A–3. Sloping Trap

At the 20 ft. mark of this passage, the ceiling of the passage is set with an *invisible* magical sensor that detects body heat of creatures passing beneath it. When body heat of a human-sized creature (or two halfling-sized creatures) passes beneath it, it triggers a **trap**. The entire passage suddenly slams downward to an 80-degree angle, flinging those within it forward to the corridor's end, which now opens into a 30 ft. deep shaft lined with barbed steel spikes at the base. If the trap is somehow not tripped, the passage simply slopes downward gently for 70 ft. and then ends.

To make matters worse, a **mordnaissant** lurks within a small alcove at the base of the pit.

Mordnaissant: HD 9 (30 hp); AC 5 [14]; Atk 2 claws (1) or ray; Move 3 (Fly 24); Save 7; CL/XP 12/2000; Special: Death curse, lash of fury, pain wail.

Slide and Spiked Pit Trap: Deals 8d6 points of damage from the fall and an additional 2d6 points of damage from the spikes. A saving throw avoids the fall and damage.

1A–4. Bile: The Second Guardian

After descending 60 ft., the rightward passage ends at a stone door. Beyond it is a foul-smelling, 20 ft. wide hallway **filled with greenish-black liquid** 3 ft. deep. A series of narrow walkways 10 inches wide run just above the liquid's surface, leading to a door to the left of the entry (going to **Area 1–4A**, see below); and to a set of double doors at the far end of the passage, 90 ft. away. Walking upon these walkways requires one to walk carefully (half normal movement rate) or pass a saving throw to avoid falling into the water.

The air within this hall is incredibly foul, with an acrid, rotted smell. Those breathing it must make a saving throw every minute or become nauseated for as long as they are within the room and for 1d4+1 rounds after leaving. Nauseated individuals suffer a -2 penalty to attack rolls and saving throws.

The liquid is an acidic broth that is harmful to anyone entering it, inflicting 1d6 points of acid damage per round. In addition, for each round of contact, a saving throw must be rolled or the victim contracts the disease *slimy doom*, with no initial incubation period. Slimy doom turns a person into goo from the inside out. Each day, the victim must pass a saving throw or lose 1d4 points of their constitution. At 0 constitution, they are nothing more than a fleshy bag of pus and bloody foam. Those who are cured by spell or who pass two daily saving throws in a row, must make one additional saving throw for each day they took constitution damage. If these saves fail, the victim has permanently lost a point of constitution.

The two exit doors are both **traps**. If the door at **1–4A** is opened, the entire door and frame immediately swivels around its center point, knocking victims into the chamber beyond which is empty of all but the 3 ft. thick layer of polluted water. The door immediately locks in place, and does not unlock until disabled or a full day has passed.

If someone attempts to open the double doors at the far end of the hall, the walkways in the hall immediately sink into the water, immersing anyone standing upon them. The walkways rise one minute after they sink, and the trap resets. The double doors open out only an inch, no more; tearing them from the wall reveals only blank stone.

The northern wall near the end of the hall is an illusion, opening into **Area 1A–5**. The fleshy creature beyond is likely to attack at an opportune moment, perhaps when a PC has been knocked into the water or one of the traps has been triggered.

Swiveling Door Trap: This trap resets automatically each day. As a mechanical trap, it can be wedged open with iron spikes or the like.

Sinking Ledge Trap: This trap resets automatically each minute.

1A–5. Flesh: The Third Guardian

The room beyond the illusory wall is the home of a huge black creature formed of slime, with the embedded remains of past victims within it. This undead ooze attacks anyone who challenges it in its lair, and may exit the room to attack those struggling in **Area 1A–4**. The discarded bones of the **ebon ooze's** victims are harvested by the bone crawler to repair its armor. The ebon ooze has no treasure.

Ebon Ooze: HD 8 (40 hp); AC 9 [10]; Atk 1 crush (3d6 + 2d6 acid); Move 9; Save 8; CL/XP 9/1100; Special: Acid, engulf, immunities.

1A–6. Crypt of the Hallowed

This large chamber is lined with rows of red marble sarcophagi—a total of 20 each to the left and right. The tops of the sarcophagi have been carved with representations of warriors and explorers at rest. Unnervingly, several of these bear an uncanny resemblance to party members.

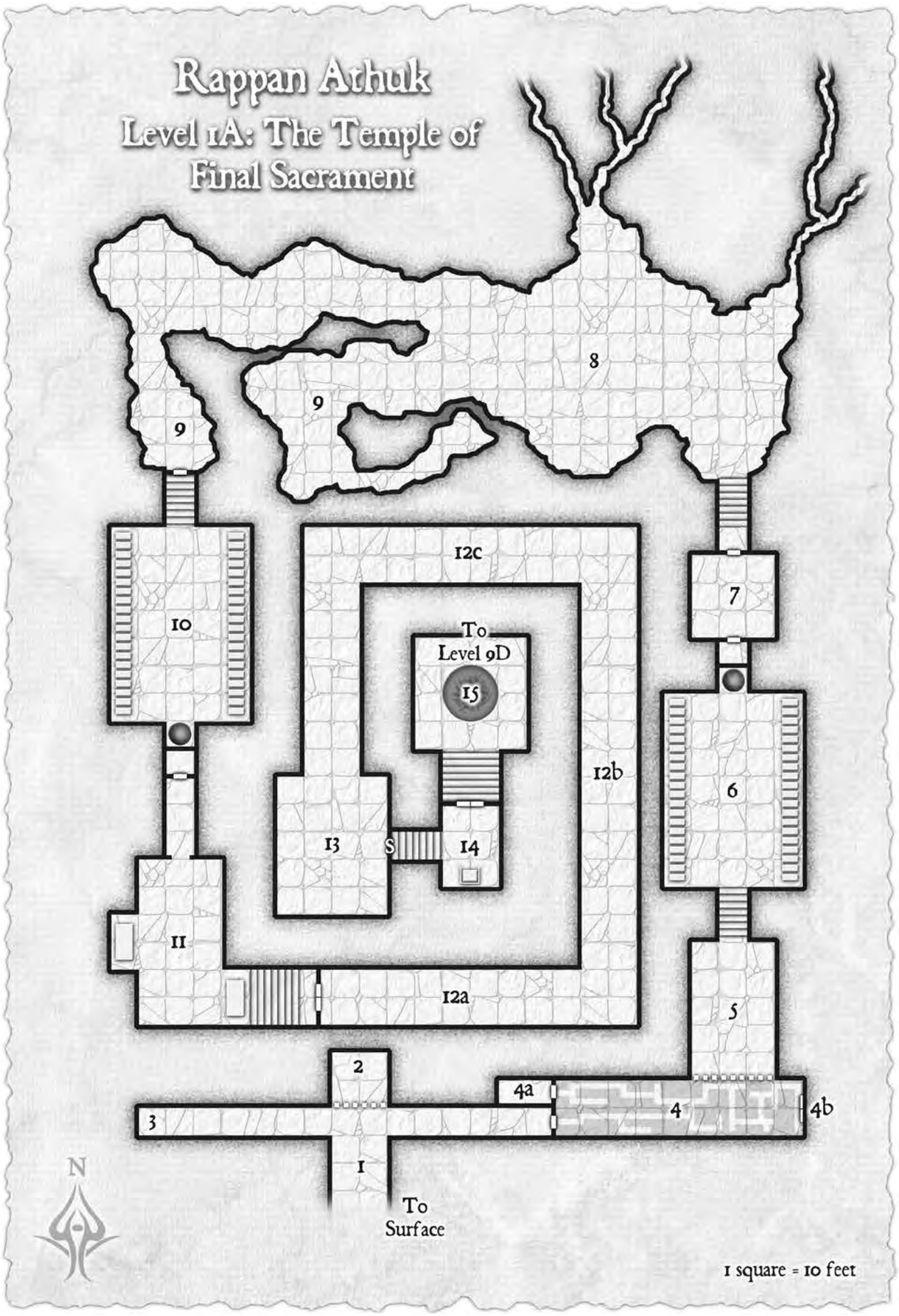
This resemblance is due to an illusion that causes sarcophagi to shift appearance to match anyone entering the room. Despite this ominous portent, the room holds no dangers. Moving a sarcophagus lid requires a successful open doors roll, and they are all completely empty. The sarcophagi lids have an Armor Class of 8 and 60 hit points each. All radiate moderate illusory magic.

At the far end of the room, an alcove in the north wall holds a circular shaft leading downward, with an iron ladder still in excellent shape descending along the side.

1A–7. Seed: The Fourth Guardian

This room is bedecked in a manner suitable for the most opulent of pleasure houses. Satin drapes line the walls, the floor is layered thickly with carpeting, and dozens of pillows of all sizes litter the carpets in comfortable mounds. Braziers burn fragrant oils that warm the chamber and fill it with a scent of sandalwood and balsam. A hookah rests comfortably near the center of the room. Lighting is provided by the braziers, and by ornate brass lanterns hanging from hooks in the ceiling that glow with warm flame.

This is nearly all an illusion. The actual contents of the room are similar, but in much worse shape: the lanterns are ancient and corroded; the carpets


Rappan Athuk
Level 1A: The Temple of Final Sacrament
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rotted and filled with rat dung, the pillows moth-eaten, and the air cold. Several corpses also lie amid the cushions, concealed by the illusion. The light however is real, coming from continual light spells cast within the lanterns. The scent is also real, and poses the room's true danger.

Anyone entering the room must make a saving throw or succumb to the scent's intoxicating effect. Those who make their save are immune to its effects for a day. It generates a feeling of pleasurable lassitude coupled with heightened lust. This prompts those affected to copulate again and again, exhausting themselves. Once they begin, victims sustain 1 point of constitution damage per ten minutes spent in this vigorous pursuit. When their constitution drops to 1 point, they become too weak to continue, though the drive remains; victims typically die of thirst or starvation even while they continue to feel the need to mate.

Additional saving throws are allowed for failed victims once every 30 minutes for as long as they remain within the room, or once per minute if they are removed from the chamber. The scent is produced by a specially bred form of **magical mold** infesting the cushions and carpet, and a thorough cleansing of the room with fire (at least 20 points of damage to all surfaces) eliminates the mold and the threat.

The bodies lying amid the cushions have been looted by past adventurers, and bear only tattered robes or ancient, non-magical armor that is in too poor of shape to function. Horribly, due to a necromantic taint on the room, infants created through this chamber's powers do not die if the mother dies in the room; her womb continues to expand, and eventually a **mordnaissant** bursts free. These creatures feel an instinctive urge to descend, and pass through the heart of the Temple into the Bloodways, where they may be encountered.

The door progressing further into the complex is hidden behind several layers of rotting tapestries The door opens outward into a set of stairs that descend to **Area 1A–8**.

1A–8. Bones: The Fifth Guardian

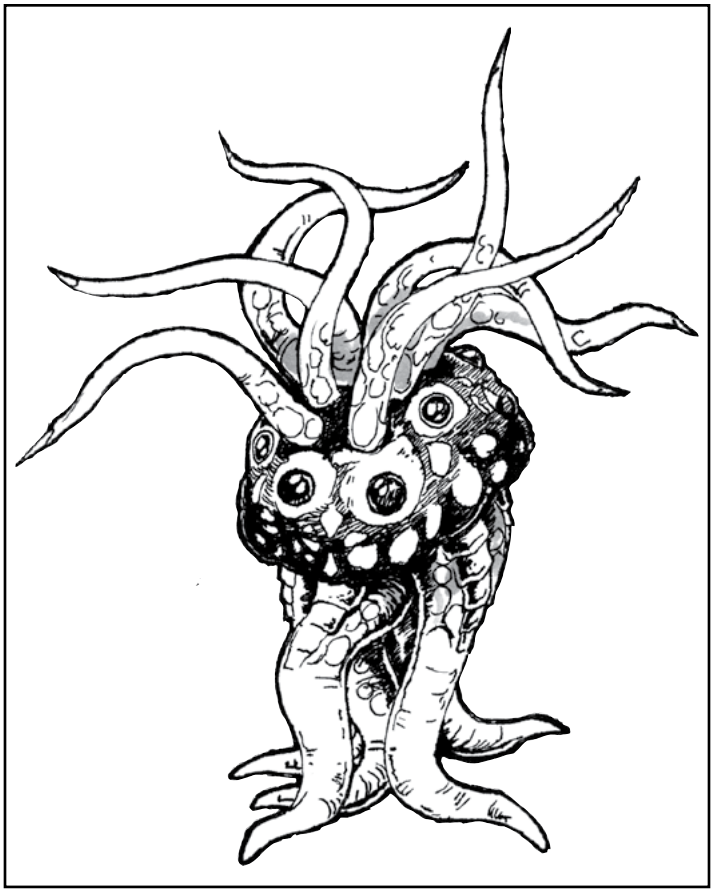
The base of the stairs open out onto a large, shadow-shrouded cavern filled with toadstools and fungus of all types. Strange, fluted chirping noises issue from the darkness deeper in the cavern, but no fauna can be seen on inspection. These sounds come from the three strange creatures known as **bonesuckers** that make their home here, and move to attack anyone passing through the room. At first glance they resemble toadstools ten ft. in height, with rubbery trunks and tentacles sprouting from their crown. The trunk is actually composed of five sturdy tentacles with which they can move around. They attack by grappling with their upper tentacles, inserting the tip into their victims' flesh, and liquefying and sucking out the bones. Enemies killed by this attack reanimate within the Temple as meat puppets 24 hours after dying.

At any given time, one of the three is resting and digesting a meal, while the other two are active. The room also holds **8 human meat puppets**, the legacy of past bonesucker victims. These shamble out of the shadows to throttle intruders, possibly fighting alongside the bonesuckers.

Bonesuckers (2 or 3): HD 8 (35 hp each); AC 3 [16]; Atk 4 tentacles (1d4+4 + liquefy bones); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Liquefy bones, +1 or better weapon to hit

Meat Puppets (6): HD 4 (18 hp); AC 7 [12]; Atk 1 slam (1d6); Move 12; Save 13; CL/XP 5/240; Special: Throttle, fleshknit, half damage from slashing and piercing weapons.

The cavern is about 60–80 ft. wide and well over 100 ft. long. Against the northern wall are several places where giant rats sometimes come in to nibble at the fungus, but they are shy and retreat from any loud noises or light, only attacking if their prey is helpless. The rest of the fungus in the room is likewise harmless. At the western end of the cavern, it divides into two 20 ft. wide passages that lead to **Area 1A–9**.



1A–9. Mind: The Sixth Guardian

The southwestern portion of the fungus caverns is carpeted with a luxurious black moss which includes several patches of **memory moss** in the eastern cave. Anyone coming within 6o feet is immediately targeted. At the southern end of the western cave is a stone door with a lock. The key to this lock is in the hand of a corpse lying at the end of an offshoot passage in the southeast corner of the eastern cave. The body also bears a pouch holding 40 gp and four bloodstones worth 50 gp each, a silver dagger, and a *ring of protection +1*.

Memory Moss (4): Memory moss appears as a 1-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms (though not often). Memory moss cannot abide the cold or the arid clime of the desert and is never encountered in such environments.

When a living creature moves within 60 ft. of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a saving throw or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours.

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. Any creature who loses its memories to the memory moss acts as if affected by a confusion spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a saving throw, with failure resulting in the creature being nauseated for 1d6 minutes and suffering 2d4 points of damage.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not

the creature's own memories).

Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Fire and cold kills a single patch of memory moss.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly. When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets.

1A–10. Crypt of the Damned

This chamber bears a great resemblance to **Area 1A–6**, the Crypt of the Hallowed. It contains 20 red marble sarcophagi whose tops are carved to resemble warriors and adventurers—the same ones as seen in the previous crypt. However, this time they are depicted as suffering great agonies: one seems to be screaming as its flesh is devoured by burrowing worms; another stares out in madness while its skin has been stripped away in patches, exposing flesh and organs; a third is a shriveled husk; and so on. Those bearing images of PCs likewise show signs of torture and madness. This again is caused by an illusion.

Unlike the previous crypt, several of the sarcophagi in this room are occupied. The bodies bear signs of having died in the manner depicted on the lid—the sarcophagus depicted with a warrior being devoured alive by worms bears obvious signs of worm holes throughout its flesh, and so on.

The sarcophagi bear an additional enchantment that is only activated if someone is *teleported* into one from **Area 1A–14**. When this occurs, the person trapped within immediately undergoes the torture they were depicted as suffering in the illusion on the sarcophagus lid. No matter the form of doom, the victim must make a saving throw each round or sustain 1d4 points of constitution damage. When their constitution reaches zero they die, and the lid's surface transforms, so the depiction is no longer an illusion. Those trapped within a sarcophagus may attempt an open doors roll each round to move the lid and escape, though there is a –1 penalty to this roll due to the tight confines of the sarcophagus interior. The victim can also escape if the lid is destroyed (AC 18, hp 60).

Beyond the crypt, another ladder descends through a circular shaft in the floor, dropping 50 ft. to an antechamber facing a black marble door. This door opens inward, toward the person pulling it.

1A–11. Breath: The Seventh Guardian

Those passing through the doorway find themselves in a 30 ft. long hall that ends at an oval archway. This archway is inscribed with curving lines that suggest the movement of wind. The chamber beyond is surfaced with polished white marble, and has a 30 ft. high ceiling. The archway bears an enchantment if detected for, and the **trap** in the room beyond is triggered if the archway is passed through or if the magic is *dispelled*, unless a command phrase ("arrek veltex") is first uttered.

When triggered, a stone panel concealing the western alcove slides away. This alcove is nearly filled with a thick slab of granite 20 ft. tall, leaving only a six-inch gap between it and the walls. Resting atop this slab on a small red velvet cushion is a glass bottle six inches in diameter. The alcove is protected from entry by a cage of pure magical force set with half inch gaps between them. These bars of force can be destroyed with a *disintegrate* spell, *anti-magic shell* or *dispel magic* against a caster level of 13th.

The bottle is highly magical, as it draws air into itself and devours it. As soon as the stone panel slides up, all air in the room is drawn into the bottle and the stone door to the north slams closed and is sealed in place by the vacuum. If it has been jammed open previously, air from the complex beyond is pulled into this room, creating a constant, strong wind forcing light objects against the forcecage.

If the door slams shut, everyone breathing within the room must immediately hold their breath or begin to suffocate. To escape, they have several options. They can attempt to force the northern door open, thieves can attempt a "delicate tasks" roll on the sliding stone partition, though this requires the disabler to move to the ceiling 30 ft. up, as the mechanism can only be accessed there. If they can find the triggering mechanism for it they can raise the stone block in the southeast corner, allowing access further into the complex, though this does not stop the air from being sucked away. They could also attempt to stopper the bottle or shatter it; the bottle has AC 4 [15], 10 hit points, and a body diameter of six inches, and the mouth diameter is one inch. Remember, the gaps between bars are only one half inch wide.

If the bottle is removed from its alcove it explodes in a blast of air, inflicting 3d6 points of slashing damage to all within 30 ft. from the glass fragments. A new bottle reforms inside the alcove in 1d3 days.

1A–12. Deathwalk and Riddles

Once the stone block in the southwest end of **Area 11** has been raised, a 20 ft. wide hall is revealed, descending black marble steps to a set of double doors, each of which is carved with a depiction of Orcus. These doors are neither locked nor trapped. They swing open majestically into a downward-sloping passage 20 ft. wide and 15 ft. tall that descends to **Area 1A–13**. The walls of this grand hall are coated with a layer of plaster upon which has been painted images of funerary rites. These rites begin normally enough, but as one continues downward they become increasingly morbid, until live interments, necrophilia, cannibalism, and other even less savory images are depicted.

Each section of the deathwalk (**1A–12A**, **B**, and **C**) is guarded by an invisible quasit that has the unique ability of being able to merge into the depictions. While so merged they can see out into the corridor, and can stay in this state indefinitely.

The quasits normally spend their time melded with the walls, and only emerge when intruders make themselves known. When this occurs, they come forth *invisibly* and state a riddle. If the riddle is correctly answered, they re-merge with the wall and allow the group to pass; if not, they fly at top speed for **Area 1A–13**, where they merge with the demon depictions there (see below). The three riddles are as follows:

Quasit #1 (Thuxton): "*Who is the greatest of all masters?*" (answer = Orcus)

Quasit #2 (Virikkil): "*What is the Third Sacrament?*" (answer = cracking open the skull and drawing forth the brains, as described in the Epitaph of Final Sacrament)

Quasit #3 (Umborit): "*For whom is our lord's mercy granted?*" (answer = this is a bit of a trick question; the answer is "for nobody." Orcus is not known for his mercy)

Depending on how they answer these riddles, the characters may face between zero and three demons in **Area 13** beyond. Failing to answer the question within 30 seconds (5 rounds) is considered a false answer, and the quasit flies down to merge with the vrocks as described above. You may wish to secretly time the players to see how long they come up with an answer.

Demon, Quasit (3): HD 3; AC 2 [17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities, inviisbility.

1A–13. Demonic Guardians

At the end of the Deathwalk, the hall widens into a 40 ft. wide, 50 ft. long room with a vaulted ceiling that reaches up to a height of 30 ft. The walls of this room are again coated with plaster, upon which is depicted an incredible array of cavorting demons inflicting pain and suffering upon screaming mortals. Sometimes the torturers are not demons, but humans themselves with a demonic aspect, bearing symbols of Orcus upon them. The entire wall radiates strong magic if it is detected for.

Amid the paintings, a total of **3 vrocks** are depicted. Each of these images can be inhabited by one of the quasits of **Area 1A–12**, who bring it forth to attack intruders. In addition, if the plaster walls of this room are damaged in any way, all three demons step forth to do battle. Any plaster damaged repairs itself within one day. Vrocks that are slain fade away, and cannot return for 24 hours.

Demon, Vrock (0-3): HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.

In the center of the eastern wall, a **secret door** is cunningly concealed within the plaster. This can be opened by pushing the eyes of four nearby victims simultaneously. This door is specifically protected by a spell against detection by spells and effects of 3rd level or less, and must be found manually. The enchantment itself is shielded against magical detection.

Secret Door: Very tricky to spot (1 in 8 chance for most folk). If the plaster on the secret door is damaged, the vrocks animate as described above; opening the secret door using the proper trigger does not damage the plaster.

1A–14. The Last Respite

Beyond the secret door, stairs descend steeply 20 ft. to a 20 ft. x 30 ft. room. To the north is a large, circular steel vault door, while the southern end of the room holds a red stone throne bearing a humanoid figure swathed in a tattered black robe; skeletal hands protrude from the sleeves of the robe, and its face has long since rotted away, save for the glossy hair that cascades over its shoulders. This is **Aaphia**, a crypt thing and the final guardian of the Temple.

Aaphia does not move or act in any way unless the doors are touched, she is addressed, or she is approached within 10 ft. She allows undead and clerics of Orcus (who must present their holy symbols and make a rebuke undead attempt, though this automatically succeeds for them) to pass through the vault into the shaft room beyond. For all others, she defends herself and the entrance to the Shaft. She does not attack those leaving through the Shaft portal unless attacked first.

Aaphia: HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; CL/XP 10/1400; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster, cast spells as 5th level magic-user with the following prepared spells: 1st—*charm person*, *magic missile*, *protection from good*, *shield*; 2nd—*mirror image*, *stinking cloud*; 3rd—*lightning bolt*.

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Tactics: If Aaphia senses the approach of guests, she prepares with a *shield* spell. Once battle begins, Aaphia starts off using her *teleport other* ability, then her offensive spells against those who remain or return. She prefers to immobilize opponents first, then focusing damaging spells on one foe at a time. She does not leave the throne willingly.

Due to the magic of the throne, Aaphia reforms within 1d4 days even if destroyed. The only way to truly end her existence is to slay her body and then destroy the throne and cast a *bless* spell on the wreckage. The amulet she wears *teleports* back to her whenever she reforms, but the items hidden within the throne do not.

Treasure: The throne Aaphia sits upon is magical, and provides anyone seated upon it with the benefits of a *protection from evil, 10-foot radius* and *detect invisibility*, both as though cast by a 15th level magic-user. The throne is 10 ft. square, 6 ft. tall, and weighs 2,500 pounds. It loses all its magic if removed from this room. In a compartment on the inside left arm of the throne there is a stash of four vials of unholy water and a platinum urn (worth 5,000 gp) holding the ashes of Aaphia's long-dead lover.

Development: It is possible for characters to enter into a discussion with Aaphia. As long as they do not threaten her or attempt to pass into the Shaft (**Area 1A–15**), she does not attack, and may return conversation if she believes the person to be a faithful worshipper of Orcus.

Aaphia was once a sorceress of some repute who fell in love with a man named Deggin Tar. Deggin, a charming mercenary, ended up working for the forces of Orcus. When he fell in battle, she took up his cause, lashing out at those who defeated him. Now, centuries later, she serves them still, locked in eternal devotion to the memory of her dead love.

The steel vault door is massive, with a large spoked wheel at its center, and at the center of this a disc-shaped keyhole. The door opens when the face of Aaphia's amulet is set into the hole and turned counterclockwise, and the wheel then spun clockwise. The door and the walls surrounding **Area 1A–15** have been enchanted to prevent entry by ethereal means, though a gaseous creature could seep into the room beyond.

Vault Doors: AC 20, hp 600. Thieves suffer a -15% penalty to pick the lock.

1A–15 The Shaft

This 40 ft. square room lies at the nadir of the Temple of Final Sacrament. It is filled nearly completely with a circular shaft 30 ft. wide that descends into blackness. The stone beneath the floor's black marble is limestone, into which has been carved a series of footholds that allow one to climb down the 400 ft. shaft into a passage leading to **Level 9D: The Bloodways**. From this side, the vault door leading to **Area 1A–14** can be opened by rotating a wheel set in its center—no key is needed to unlock it from the inside.

Starting in this area, roll for wandering monsters using the random encounter table for **Level 9D**, checking once every eight hours.

Level 1B: The Abandoned Bastion

The Abandoned Bastion was originally excavated as a fortification by the priests of Orcus after the battle with the army of Light, intended as an additional defense against possible future assaults. As years stretched into decades, and decades stretched into a century without any significant attacks against them, the priests eventually withdrew their forces from the upper levels, abandoning the Bastion to any subterranean creatures that might choose to occupy it. In later years, the Bastion has mainly served the goblins of Greznek (**Level 12A**) as a staging area for raids beyond the dungeon, since it is conveniently close to the surface. Goblin raiders, usually led by hobgoblins, camp in the Bastion for long periods of time, resting and raiding at intervals. The raiding force currently in residence is led by a very strong hobgoblin by the name of War Leader Jang. The Bastion is shown on **Map RA–1B**.

Level 1B

Equivalent Dungeon Level: 4
Entrances: Tunnel from Ground **Level Area 11**
Exits: Tunnel to **Level 5A**, The Prison of Time in **Area 1B–7**; Stairs to **Level 10B** in **Area 1B–21**
Wandering Monsters: Roll every 30 minutes on a d20

1–2	**3d6 goblins** (see **Area 1B–17**)
3–4	**1d6+6 goblins**, **1d6 hobgoblins**, and **1 worg** (see **Area 1B–17**)
5–6	**1d6 stirges**
7–20	No encounter

Detection: Normal
Shielding: None
Continuous Effects: None
Standard Features: All doors in this area are constructed of wood and banded with iron. Pit traps are covered and 10ft deep, but the covers do not lock upon closing unless otherwise noted. Portcullises are standard, and each has an opening lever on the far side from the dungeon's entrance at 1B-1.

Stirges: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

1B–1. Entry Chamber (Broken Defense Wall)

The ceiling of this large chamber is quite high, rising thirty feet above the floor. The shape of it causes footsteps to echo faintly in the heights of the room as the characters move into the area. The western part of the ceiling is carved with interlocking bas-reliefs of demons and skulls, but the stone over the rest of the room is undecorated, as if the work had never been completed. The floor is strewn with chunks of stone and rubble, centering on a U-shaped structure near the center of the room, a low wall about one foot in height. From what the characters can tell, the wall was once considerably taller, but has been broken apart.

1B–2. Empty Alcove-Room

This deep alcove is empty, and the floor is deeply coated in a layer of undisturbed dust.

1B–3. Mist-Alcove of the Otherworlds

If anyone steps into this deep alcove, the entire alcove suddenly fills with mist, so thickly that the characters inside are not visible at all. The character must make a saving throw or be swept into the alcove by the force of the magic that forms the mists. The mist itself is a ghostly otherworld in which the character wanders for 10 minutes before the mist clears and the corridor is once again visible. While the character is inside the mist, one of six possibilities occurs:

1	Find an *amulet* floating in the mist (when worn, this amulet grants +1 to hit for the next 3 attacks, then turns into mist)
2	Find a **giant grey spider** in the mist (one round of combat will take place, then the spider disappears)
3	Find a skeleton in the mist (normal skeleton, not animated)
4	Find a ghostly eyeball floating in the mist (it watches the character, but does nothing and cannot be attacked)
5	Find a bottle of liquid. It is either **poison** (50% chance) or a *potion of gaseous form* that lasts 1d6+6 x 10 min. (50% chance)
6	The character encounters a terrifying presence inside the mist that cannot later be described or clearly remembered. The character's hair turns white, and he or she has a very strong sensation that something very horrible has just drawn slightly closer to the world.*

*The sensation that something very horrible has drawn closer to the world is absolutely correct. This is a progressively dangerous encounter. If a second character enters the mist and the result of the die roll is again a 6, the second character must make a saving thow or permanently lose 1 hit point. A third character with this encounter must make their saving throw or die.

1B–4. Empty Alcove-Room

There is nothing of interest in this area.

1B–5. Den of the Worg-Pack

Eight messy piles of torn bedding material are spaced widely apart in this room, the floor of which is scattered with some skulls, shards of cracked bone and other garbage. The figures of four huge wolves stand ready to spring.

This large room is the lair of **8 worgs**, but only 4 of them are actually here at any given time. The worgs of this level, unlike the goblins, are permanent inhabitants of the upper level rather than visitors camping here temporarily while raiding the surface. The worgs are led by the pack leader **Ohakaal Uo**. Ohakaal is extremely intelligent and cunning—the spirit behind this creature's eyes is demonic and merciless. He responds to threats creatively and intelligently, although he generally follows the plans set out by War Leader Jang (see **Area 1B–21**). The worg leader considers Jang to be the best raider-chief to seize control of this level in quite a while, and is willing to cooperate with the burly hobgoblin as long as his worg pack is not placed in unnecessary danger.

Hanging on a low peg in the room is a strange suit of black plate mail which is, upon inspection, a set of worg-sized barding. Ohakaal wears this armor into pitched battles, although not on raids when speed is of the essence. If the worgs are warned ahead of time, and a goblin is present to help Ohakaal don the armor, Ohakaal is wearing it when he encounters the party. He cannot put it on without help, however, so he is not armored unless the goblins and the worgs have had a chance to prepare.

Worgs (3): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Ohakaal the Pack Leader: HD 6; AC 6[13] (or 3[16] if armored); Atk 1 bite (1d8+1); Move 18; Save 11; AL C; CL/XP 6/400; Special: None.

Treasure: Although they are not highly motivated by treasure or wealth, Ohakaal makes sure that his worgs take a share of the pillage when they raid, predominantly to remind the goblins of how much their success depends on Ohakaal's pack. The contents of the first seven piles of bedding may be determined as follows: 2d100 gp, 2d1,000 sp, 1d6 gems (1d6 x 100 gp). Additionally, bed #2 contains a *potion of fire resistance* and bed #6 contains a *potion of heroism*. The eighth pile of bedding is that of Ohakaal himself, containing 400 gp, a gem worth 300 gp, and a skeletal hand wearing a *ring of protection* +1.

1B–6. Large Hallway

The temperature in this wide hallway becomes perceptibly warmer toward the southern end.

1B–7. The Gate of Cauldrons

The wide hallway terminates here, blocked by a massive set of bronze double doors. The doors are held together by a massive bronze plate fashioned into the shape of a demon's face. Ram's horns curl around the bestial, goat-like visage, which bears the mark of a skull etched deeply into the center of its forehead. Along the top of the doors there is an inscription (see side box). The doors are slightly warm to the touch.

On the far side of the Gate of Cauldrons, the corridor wall is of natural stone. This is where the excavations opened upon a pre-existing tunnel through the stone, and when the priests discovered what was in the depths below, they sealed off the area. The tunnel leads to **Level 5A**, The Prison of Time, arriving in **Area 5A–1**.

The Inscription of the Gate of Cauldrons:
"*The Gate of Cauldrons is sealed and forbidden*
At the peril of life
At the peril of soul
At the peril of fire and eternal undeath
Turn back before the Seal of the Great Goat
Turn back before the Seal of the Master of Corpses
Turn back before the Seal of the Great Prince of the Abyss"

1B–8. The Horrible Smokehouse

When the door of this room is opened, it is immediately obvious that the room is filled with smoke; a tangy, savory smell fills the area as the smoke drifts out of the room and up to the corridor ceiling. Visibility is extremely poor inside the room, limited to only a couple of feet.

This is where the goblins cure meat, much of which is their preferred diet of human. A **smoke mephit** makes its lair beneath a grating in the floor, producing the smoke which cures the meat. Because the smoke mephit is aggressive and territorial, the goblins do not enter this room without at least one of the worgs from **Area 1B–5**. The smoke mephit has tangled with the worgs before, and learned that they are not to be trifled with. It does not bother anyone who enters the area with a large dog, but otherwise it attacks intruders when it deems the time to be right.

The room contains six human and three pig bodies hung by hooks from the ceiling. Since visibility in the room is limited to approximately 2 ft., and it is likely that the characters find the bodies by bumping into one of them—an unpleasant surprise. Once a party member has entered the room, the mephit waits for the optimal time and then attack.

Smoke Mephit: HD 2; AC 4[15]; Atk 2 claws (1d2); Move 12/18 fly; Save 16; AL N; CL/XP 3/60; Special: breath weapon, immune to fire, summon mephit

Treasure: The mephit has accumulated a small amount of treasure, items that the goblins did not notice on bodies they placed in the room for smoke-curing. Underneath the mephit's grate there are 17 gp, 40 sp, and a gem worth 200 gp.

1B–9. Empty Room

This room contains nothing that would be of interest to a party of adventurers.

1B–10. Phase Spiders

The goblins avoid this room, which contains a pair of **phase spiders** that has taken up residence here, occasionally sneaking through the walls to browse through the goblins' smokehouse in **Area 1B–8**. If the characters make friendly contact with the goblins of this level, the goblins may offer to pay them a small sum to destroy these predators.

Giant Phase Spiders (2): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

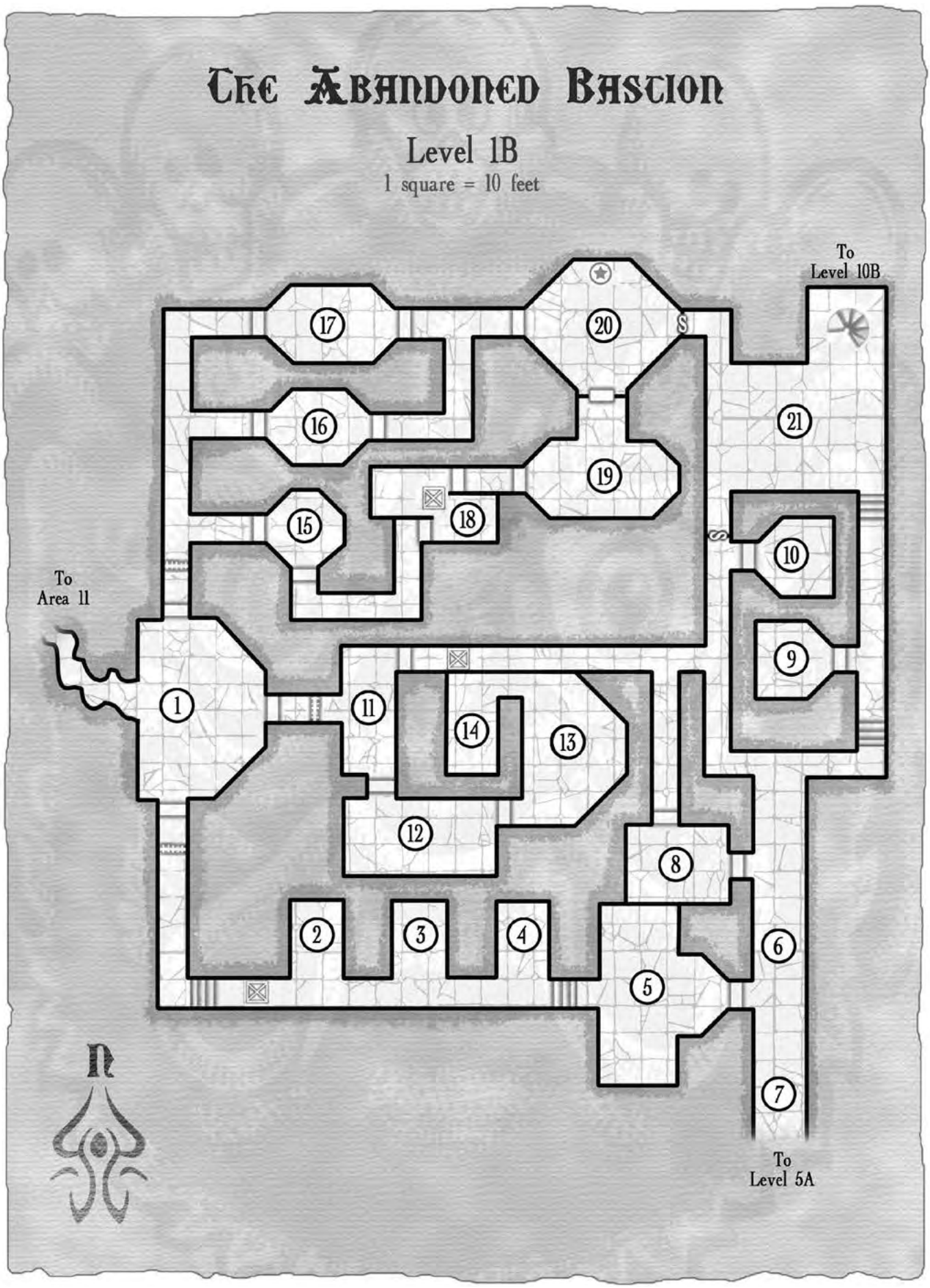
Treasure: The phase spiders have accumulated a small amount of treasure from prey they have brought back to their lair. Scattered on the floor of the room, searchers find 57 gp, 70 sp, an opal set into a gold chain (100 gp), and a small ivory statue of a demon (200 gp).

1B–11. Empty Room

This room is empty.

1B–12. Refectory

This room appears to have once been a dining area, for the remains of three long tables can still be identified, although the wood is rotted and the tables have collapsed to the floor. Tattered and faded tapestries still hang from rusted bars on the walls, and a few broken earthenware plates lie around on the flagstones. The only sign of life in the room is a fireplace


The Abandoned Bastion
Level 1B
1 square = 10 feet
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Level 10B
To
Area 11
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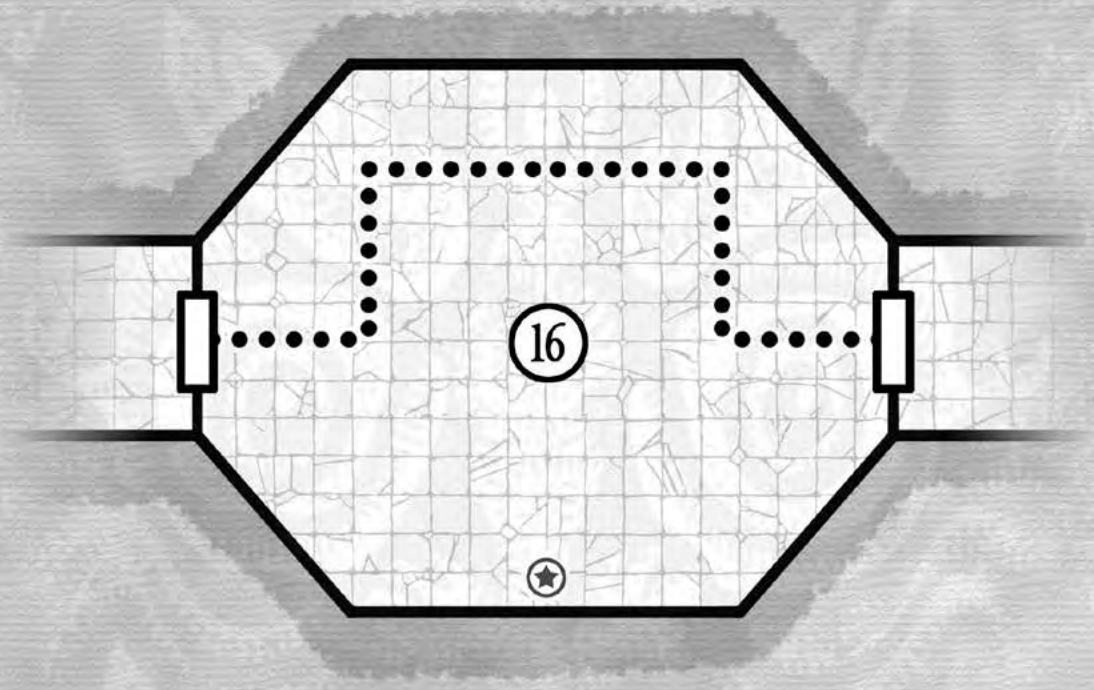
Level 1B
Area 16

1 square = 2 feet



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in the northern wall; a fire burns merrily inside it.

The fireplace is an illusion, although it is a powerful one that produces both light and warmth. Passing a hand through the illusionary fire does not inflict damage, and makes it clear that this is nothing more than a magical phenomenon.

1B–13. Kitchen

The large fireplace and stone countertops against the eastern walls of this room immediately identify it as a kitchen; obviously, though, it has not been in use for quite some time. There are a few bent or broken kitchen implements lying on the countertops, and some rusted iron hooks hanging from the ceiling. Light reflects off what appears to be a large puddle of water in and surrounding the fireplace; this is actually a **grey ooze**. The ooze does not generally hunt in the corridors of this level; it squeezes its way up the chimney (rock falls have effectively blocked the chimney to anything other than an ooze) and hunts by night on the surface.

Grey Ooze: HD 3+3; AC 7[12]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Treasure: The grey ooze has no treasure in this room, but its presence has prevented any treasure-seekers or scavengers from pillaging the treasure of **Room 1B–14**.

1B–14. Storeroom

The walls of this room are lined with rotting wooden shelves; it was obviously once the storage room for the adjacent kitchen. Almost everything in the room has rotted away with age; scraps of molding burlap and piles of dust indicate where sacks and food have decayed into bits. The glass bottles that must once have stood upon shelves have fallen to the floor where most of them lie in broken shards. There are only five unbroken bottles in the entire room. Oddly, there is a shiny **meat cleaver** lying near one of the walls, apparently unaffected by the passage of time.

Three of the intact glass bottles contain nothing but dust, the dried remains of whatever liquid they once held. The fourth bottle contains whiskey that has aged to consummate perfection; it is worth as much as 500 gp to a connoisseur. The fifth intact bottle is made of thick glass and has an ornate metal stopper; it was clearly designed to be sturdy, which is why it survived a fall from the shelf. This bottle contains a yellowish liquid: it is a *potion of flying*. The meat cleaver is an enchanted weapon, treated as a short sword with +1 to hit and +2 on damage.

1B–15. Empty Room

This room is empty, but a direct path between the two doors is clearer of dust than the rest of the room, indicating that some creature or creatures pass through the room from time to time. An expert in tracking might be able to tell that something has passed through here within the last four or five hours.

1B–16. The Goblin Trap

The floor of this room has clearly been tampered with. It appears that all of the flagstones in the floor have been pried out and then replaced; some of them are higher than others, and most of them are tilted or lie unevenly. In addition, the floor has been divided with lines of blue paint into squares (and half squares) ten feet across. Three metal bowls are mounted at the middle of the south wall, one above the other. They appear to be sconces for holding short candles, but there are no candles in them.

It is difficult, especially in bad light, to notice that the "candle sconces" are actually mounted on metal rods that can rotate, so the first warning about this **trap** is likely when the first mistake is made. However, if the party has a flying familiar, or someone *levitates* over to the bowls, or some other way is found to inspect the trap, it is clear that the bowls are filled with liquid and that something in the wall can cause the bowls to turn over, dumping their contents into the bowl below.

The goblins have rigged this room with the sort of bizarre, complex trap that goblins enjoy making. After digging up the flagstones, they installed a system of metal pressure plates, rods, and gears underneath the floor, then put the flagstones back. In order to avoid tripping the mechanisms beneath the floor, anyone walking through the room must follow a particular path, putting weight on only one "square" at a time and doing so in the proper order. If the wrong square is pressed, a gear in the wall turns to dump the contents of the top bowl into the one beneath it. At the second mistake, the mixed contents are dumped in turn into the bottom bowl, creating an explosion of poisonous gas through the entire room. After the trap is triggered all within the room must make their saving throw or fall unconscious and lose 1d3 Constitution. The Constitution points may be restored with *Cure Disease.*

Because the apparatus under the floor is quite crude (although ingenious), a fair amount of weight has to be placed on the pressure plates before the "click" that turns a bowl over. It is possible, if the players try putting only a little weight at a time onto a square, that they are able to see the bowl begin to turn, and stop putting pressure onto the plate quickly enough to avoid having the bowl turn far enough to dump its contents. The diagram shows the order in which the "squares" must be crossed in order to avoid turning over the bowls.

Obviously, if the characters are able to get to the bowls and make sure the contents do not mix, the trap is completely disarmed and the floor can be crossed any way at all without danger.

1B–17. Goblin Guards

This room is guarded by **10 goblins**, a **hobgoblin**, and a **worg**.

Goblins (10): HD 1d6 hp; AC 7[12]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Hobgoblin (1): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Worg (1): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Treasure: Each goblin carries 1d10 gp; each hobgoblin carries 1d20 gp. The worg carries no treasure.

1B–18. Goblin Guards

This room is guarded by **5 goblins**. One of them has a bell to ring in case of attack; if he has time to sound the alarm, the ringing of the bell alerts the goblins in **Room 1B–19**. See the description of **1B–19** for a description of the response.

Goblins (5): HD 1d6 hp; AC 7[12]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Treasure: Each goblin carries 1d10 gp in a belt pouch

1B–19. Goblin Strongpoint

If the **goblins** in this room hear an alarm from **Room 1B–18**, they send their **worg** to cut off the attackers' retreat (through **Room 1B–20** to **Room 1B–17** to **Room 1B–15**). If the worg comes tearing through **Room 1B–17** and there are still any goblins alive in that room, they follow the worg. One

of them also runs to **Room 1B–20** to alert the rest of the goblins on this level. The remaining goblins proceed directly to **Room 1B–18** to join the defense, although it takes them 2 combat rounds to get ready and arrive.

Goblins (15): HD 1d6 hp; AC 7[12]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Hobgoblins (5): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Worg (1): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Treasure: Each goblin carries 1d10 gp; each hobgoblin carries 1d20 gp. The worg carries no treasure.

1B–20. The Unfinished Idol

The northern wall of this room is dominated by what appears to be the half-completed idol of a demon, its outlines hacked roughly from the stone to reveal a fat body with goat-legs and bat wings. The face has been left featureless, and none of the statue bears any fine detail. Its crossed legs are draped with a carpet of high quality, upon which a few gold coins have been scattered.

If anyone takes coins from the statue, the thief is affected with a minor curse—the character must make a saving throw or flee in terror from the room for a period of 1d3 x 10 minutes, the direction of flight being randomly determined whenever a choice is offered. Even after the terror has lifted, the character must make another saving throw when trying to enter the room, or be similarly affected. Disposing of the coins has no effect; this is a permanent curse unless it is magically removed. Taking the carpet from the demon's lap has no magical effect, although it does reveal a rather prominent part of the statue that was concealed before.

1B–21. Goblin Headquarters

This large room is the living quarters and common room for the various goblins that inhabit this upper level of the dungeons. Because the entrance is well-concealed the goblins consider it more of a staging area for raids than a defensive perimeter for the lower levels. Nevertheless, **War Leader Jang** is a cagey veteran of many desperate battles in the deeps of Rappan Athuk, and enforces a level of defensive organization unusual among goblin hordes and raiding parties.

Numerous bedrolls are scattered around the room in no particular order, and the room is filthy with scraps of garbage and other refuse. Near the top of the stair, on the northern wall, a large bell hangs from an iron mounting, with a hammer hanging from a chain beside it. If the goblins ring this bell, it can be heard through the rest of the complex, and it alerts the other goblins in the area (see "**Total Mobilization**," below).

The goblin forces in the room are led by War Leader Jang, a massive 4HD hobgoblin. Jang's "pet" goblin witch-doctor, **Harmek**, provides good luck to the raiders (but little in the way of spell power). Perhaps the most dangerous inhabitant of the room is **Kerberus** the three-headed ogre, who for some reason is fanatically loyal to Jang. In fact, Jang has learned to be quiet and calm when speaking to anyone, because if Jang yells, Kerberus kills whomever he yells at. Jang's calm, measured tone of voice, even when in combat, can be disconcerting to those who are familiar with ordinary hobgoblin leaders.

If the goblins are clearly being defeated, they flee down the stairs toward the Goblin-City of Greznek, leaving Kerberus to delay any pursuit. Once safely in Greznek, they have no interest in gaining a reputation as losers and cowards. For this reason, they tell no one that they were defeated in combat, and sound no alarm about the party's presence in the dungeon.

Total Mobilization

When the Goblin Headquarters is alerted to a threat, there is a general plan that all the goblins and worgs are supposed to follow when the great bell is rung. Obviously not all of the goblins will necessarily still be alive by the time the headquarters is warned, but the survivors respond according to the plan unless they realize that they are completely outmatched.

1) One of the goblins from **Room 1B–20** dashes to get the worgs that live in **Room 1B–5**. All of the worgs except Okahaal immediately heads for **Room 1B–21**; Okahaal waits until the goblin helps him into his armor, which takes one turn, and then he and the goblin follow the other worgs.

2) All of the hobgoblins, goblins, and worgs from **Rooms 1B–17**, **1B–18** and **1B–19** converge in **Room 1B–20**, then enter **Room 1B–21** to see what is happening. The only exception to this may happen in the case of an alarm being sounded in **Room 1B–18**—this causes the goblins in Room **1B–19** to send a worg running through **Room 1B–17**, and if this happens the goblins from **1B–17** follow the worg rather than heading directly to **Room 1B–20**.

3) Any goblins that have assembled in **Room 1B–21** then try to stay together, responding according to what they know about the assault and sending scouts ahead of the main force to find the attackers.

War Leader Jang: HD 4; HP 30; AC 5[14]; Atk +1 halberd (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None; Gear: +1 halberd.

Harmek the Shaman: HD 4; HP 25; AC 5[14]; Atk 1 mace (1d6); Move 9; Save 13; AL C; CL/XP 5/240; Special: Spells (2/2): *cure light wounds* x2, *hold person* x2

Goblins (20): HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Hobgoblins (5): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Worgs(2): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Kerberus (3 headed ogre): HD 6; HP 31; AC 6[13]; Atk 2 clubs (1d10); Move 9; Save 11; AL C; CL/XP 6/400; Special: 3 saving throws against any charm or mind-controlling magic.

Treasure: War leader Jang has a chest (locked and **trapped with a poison needle,** 1d6 damage if triggered) that contains 3,000 gp, 8,000 sp, a necklace (1,000 gp), a *potion of healing* and a *potion of water breathing*. A second chest, belonging to Harmek the Shaman, contains 17 voodoo dolls, a cluster of vulture feathers, a *potion of levitation*, a smoke bomb, six silver knives (5 gp each), a dried human eyeball, a *scroll of cure light wounds*, and five worthless but colorful rocks.

Each of the goblins carries 1d10 gp in a belt pouch; each hobgoblin carries 1d20 gp. The worg carries no treasure.

Level 1C: The Mouth of Doom

The Mouth of Doom is a subterranean fortification connected at its deepest level to the rest of Rappan Athuk by a miles-long tunnel. This outlying entrance to the main dungeon was built by the Priests of Orcus to be used as an escape tunnel or as a way of sneaking their troops to the surface in case the main entrance were to fall under siege. Because of the great distance between the Mouth of Doom and the central environs of the dungeon's vast catacombs, this is perhaps the least dangerous region in Rappan Athuk—which isn't saying much, but at least the chances of survival for a low-level adventuring party are somewhat better here. With a bit of luck, low-level adventurers will figure this out and begin their explorations at the Mouth of Doom, rather than marching directly into the core levels of Rappan Athuk… which represent almost certain death for first or second level characters. If they don't figure it out, that's what dice and blank character sheets are for. This area is shown on **Map RA–1C**.

Level 1C

Equivalent Dungeon Level: 2
Entrances and Exits: Stairs to **Level 2B** at **Room 1C–33**, shafts to **Level 2B** at **1C–17**and **1C–23**, stairs to **Level 3C** at **Room 1C–26**, Zelkor's Ferry map **Area 11.**
Wandering Monsters: Roll on the table below every 30 minutes

1	1d4 **skeletons**
2	1d6 **kobolds**
3	1d2 **zombies**
4	2d4 **giant rats**
5	1d6 **bandits** or 1d4 **giant ants** (50% chance of each, see **Area 1C–14**)
6–20	No Encounter

Standard Features: Unless otherwise noted — all doors in the Mouth of Doom are made of iron-reinforced wood and all secret doors are sliding stone unless otherwise noted.

Skeleton: HD 1; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Kobold: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; AL C; CL/XP A/5; Special: –1 penalty fighting above-ground.

Zombie: HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

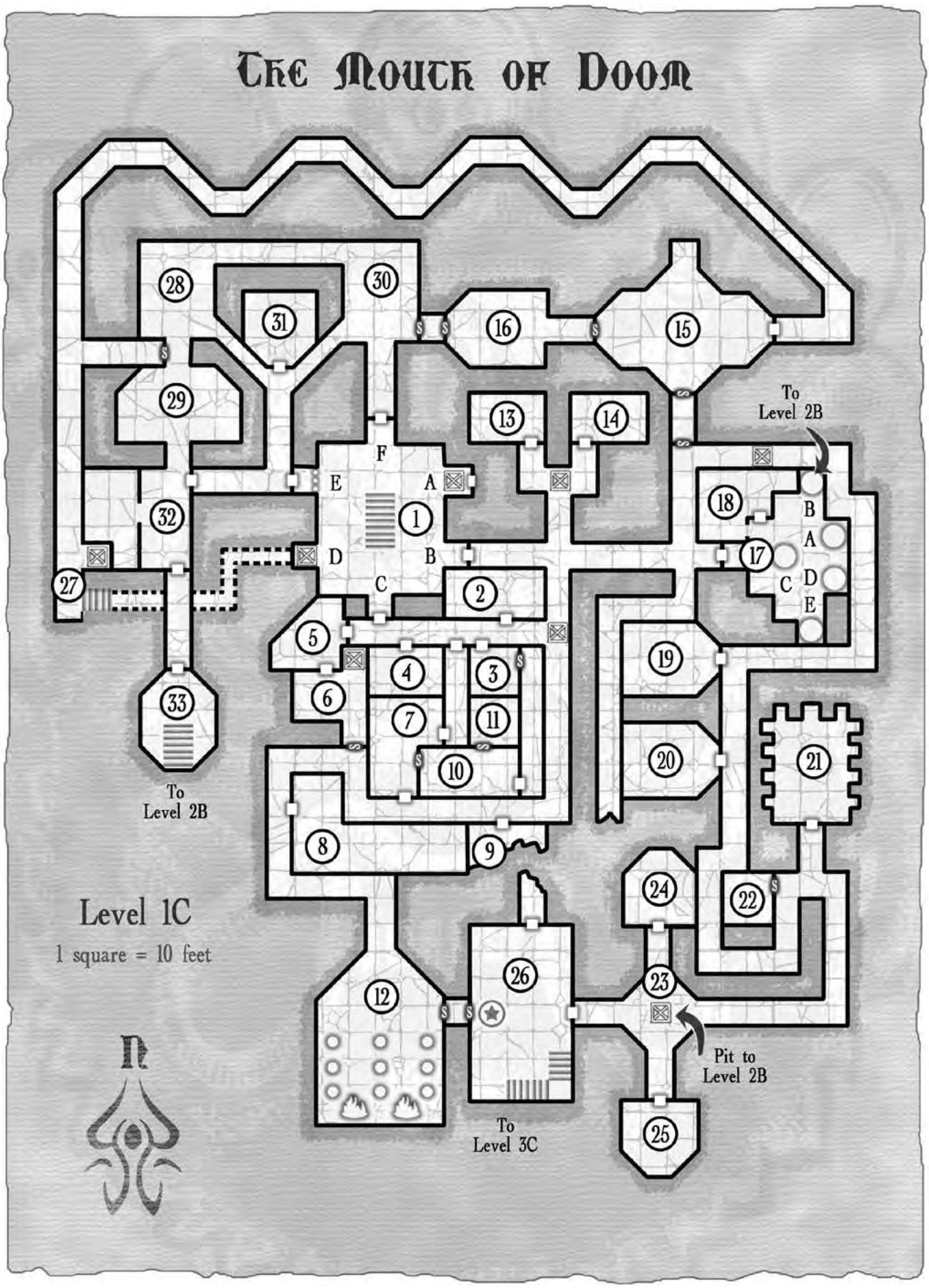
Bandit: HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: Leather armor, longsword.

1C–1. The Chamber of Doors

Black stone stairs lead down to this room from the ruined tower above in a staircase that the characters estimates has taken them about forty feet underground. The room at the bottom of the staircase has six doors leading out, each one set into the far end of a ten-foot-by-ten-foot alcove in the wall. There is a faint smell of old rot in the air, like a graveyard, and any torches carried by the characters gutter slightly in the stale air.

A. Trapped False Door. In the stone over the top of this alcove, there is a carving of a goat's face, with curling horns, narrowed eyes and small fangs visible at the corners of its mouth. The "door" at the back of this alcove is fake, and anyone stepping into the alcove without probing the floor first has an unpleasant surprise. A **trapdoor** in the floor opens when weight is placed onto it, dropping any victims into a ten-foot deep pit.

B. Eastern Door. There is a skull carved into the stone over the top of this alcove. The door has normal chances to open, but when it does, the unoiled hinges make a loud, metallic squeal. Check immediately


The Mouth of Doom
To Level 2B
To Level 2B
To Level 3C
Pit to Level 2B
Level 1C
1 square = 10 feet

for wandering monsters.

C. Southern Door. There is a pentacle carved in the stone over the top of this alcove. The door has the normal chances to be opened.

D. Trapped False Door. There is a carving of a hand over the top of this alcove. As with **Alcove A**, the door on the far side of the alcove is false, and there is a **covered pit trap** in the floor. Unlike the pit trap in **Alcove A**, there is a secret door in the western wall of the pit, leading to a low-ceilinged tunnel (four feet high). The tunnel, as shown on the map, proceeds roughly westward, crossing underneath one of the other corridors, and then rises a short flight of steps into a normal corridor (**Area 1C–27**).

E. Portcullis Trap. There is a wolf's head carved into the stone above this alcove. The floor of the alcove is a **very sensitive pressure plate**. After a person's weight has pushed it down by stepping onto it, when it rises again (because no one is still standing on it) a portcullis of iron bars drop from the ceiling and lock, blocking passage through the alcove and trapping the characters on the far side if they walked all the way through.

F. Northern Door. Nothing is carved into the stone above this alcove, but when the characters approach the alcove within about ten feet or so, a *magic mouth* forms in the stone and speaks: "*You stand at the threshold of the Rappan Athuk, the Dungeon of Graves. Turn back, trespassers, for you will find nothing but your death in these dark halls.*" After delivering its message, the mouth disappears once again into the stone.

1C–2. Old Cobwebs

The ceiling of this room is hung with abnormally large cobwebs, but they crumble at the touch, being extremely old.

1C–3. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C–4. The Abandoned Kitchenette

This room contains a very rusted, iron fire-pit that is set beneath a small hole in the ceiling. This was originally a small kitchen; the hole leads to the surface and is well-ventilated, but it is too small to serve as an exit from the dungeon.

1C–5. The Infested Mosaic

The angled northwestern wall of this room is a mosaic depicting numerous different kinds of plants and animals, most of which are immediately recognizable to the characters. The central figure in the mosaic is a dark, human-like figure that was once carrying something, but the glass tiles of the carried object have all been broken away, revealing the plaster behind them. Wet plaster has given way in several other places, most of which are near the ceiling. There is nothing otherwise unusual about the mosaic itself.

In the places where the plaster has begun to rot and fall away due to seeping water, there are several nests of **giant centipedes**. They do not all come out at once; in the course of a single combat only 1d6 centipedes emerge initially, with an additional centipede emerging each round for 1d6 rounds. In total, however, if the party keeps returning to the room, there are 50 centipedes. Once these are all killed in a series of combats, no more appear in subsequent visits to the room.

Giant Centipede: HD 1d2 hp; AC 9 [10]; Atk 1 bite (0 + poison); Move 13; Save 18; AL N; CL/XP 2/30; Special: poison bite (+4 save or die).

Treasure: The centipedes do not have any treasure in this room, although their presence has prevented adventurers from discovering the treasure in **Room 1C–6**.

1C–6. Tapestry Room

This room is decorated with tapestries, although anyone looking at them immediately realizes that the rough cloth and crude sewing makes them worthless. The tapestries depict the outside of the dungeon—the demon-mouth which conceals the stairway down into this level. Around the demon-mouth, a battle appears to be raging between a small army of human archers and a larger force made up of ogres, who are led by three black-robed figures wearing helmets decorated with curling ram's horns. These leaders are apparently human, and each one carries a mace topped with a metal skull.

At the bottom of the **concealed pit trap** in the northeast corner of the room, there is a skeleton wearing leather armor, which is pierced in several places by arrows. The leather armor is worthless, and only 3 unbroken arrows can be recovered. The skeleton also has a good backpack (containing 5 iron spikes, a lantern, a pint of oil, and 50 ft. of rope), a belt pouch (200 gp), and a pair of extremely fashionable leather boots (10 gp). The **Concealed pit trap** can be located by a thief searching for traps. A PC stepping on the trap must make a saving throw or fall and take 2d6 damage unless they make their saving throw.

1C–7. Suffocated Room

It is more difficult than normal to open the door of this room (-1 to open doors check), and once it is forced open the reason is apparent; it was spiked shut from the inside, and a skeleton was leaning with its back against the door. When the spike has been knocked out and the skeleton toppled forward, the adventurers can get into the room, where they find two more skeletons wrapped in bedrolls. A burned-out lantern stands on the floor in the middle of the room. The room also contains an old-looking wooden chest, which is not locked. It contains ten sets of garments: eight of these appear to be servants' clothing, one of them is a silk gown (30 gp), and one of them is a crimson wizard's robe embroidered with stars and astrological symbols (20 gp). There is also a backpack beside each of the two bedrolls; these contain a large ball of twine, a bottle of holy water, 30 sp, and sketched map from Zelkor's Ferry to the Mouth of Doom's entrance.

This room has an extremely slow draft of **poisonous air**: falling asleep in the room requires making a save against this poison or falling into a deep sleep that may end in suffocation (save to avoid falling unconscious for 2d4 hours, save again at end of sleep or die).

1C–8. Abandoned Barracks

This room has recently been used as a barracks for bandits, and all traces of its original function have been cleared away. There are ten crudely-built wooden beds in the room, each with a wooden footlocker underneath. All of the footlockers are empty, with the exception of a candle stub, a mouse skeleton, a needle and thread, and a bent copper piece. The blankets on the beds are intact and can be used, although they are only worth a couple of copper pieces each.

1C–9. Collapsed Room

The southern portion of this room has collapsed, and is filled with rubble and dirt. There is nothing of interest in the intact part of the room, but if anyone enters there is a 1 in 6 chance that the movement causes the rest of the room to collapse for 6d6 points of damage.

1C–10. Beneath the Slime Pocket

The entire ceiling of this room is coated with **green slime** — so much so that it is immediately visible when the characters look into the room. The

room itself is located directly underneath a very large natural reservoir-like pocket of living slime, and the slime seeps and drips into the room below. Even if the characters burn away the ceiling slime, a character who remains in the room (searching for secret doors being the main issue here), the character has a 10% chance (per round) to be hit by a falling droplet of slime that has oozed through the ceiling after the original mass of it was burned away. These droplets cause 1 hit point of damage immediately when they turn flesh into slime, and it only takes 1d2 points of damage from a torch or other fire source to kill the tissue that is transforming to slime.

The ceiling of this room is already under stress from the weight of the green slime resting on it, which is the reason why there are enough cracks to allow the dripping. If the alchemical bomb in **Room 1C–11** explodes in that room, the shockwave causes the ceiling here to become entirely unstable. Within 2d6+3 rounds, the ceiling collapses, killing anyone inside the room. It is impossible for characters to escape from **Room 1C–11** without breaking through a wall into one of the surrounding corridors, and the air supply in **Room 1C–11** runs out in 1 hour. Hopefully, the party brought a tool such as a shovel or pick that can be used to get out quickly.

1C–11. Hidden Treasure Chests

This room was built long ago to conceal a small cache of treasure, and the green slime in **Room 10** has kept anyone from ever finding the **secret door** that conceals it. There are three treasure chests in the room. Each one is locked

Chest #1: **Poison needle trap** (1d6 immediate damage) on latch; contains 220 gp

Chest #2: If the chest is hit hard, it explodes for 2d10 hit points of damage; it contains a highly unstable alchemical bomb and nothing else. If the chest explodes in this room, then **Room 10** becomes unstable (see description of **Room 10**).

Chest #3: Contains a *scroll of fly* and a *potion of healing*.

1C–12. The Chapel of Green Flame

This large room contains three rows of pillars running north to south, leading to two deep bronze fire pits that stand against the south wall. Each fire pit contains a wide bronze bowl ten feet across, and these are both blazing with eerie green flames that rise ten feet into the air, throwing emerald sparks toward the chamber's arching thirty-foot high ceiling. Both bowls are decorated with leering gargoyle heads around the rims, and have two massive handles at the sides. The pillars in the room are also carved with a multitude of small gargoyles. Although the fire-bowls are magical, they are immensely heavy, weighing many tons apiece.

This room is the lair of a **giant fire cobra**, identical to a normal giant cobra but immune to fire. It sleeps coiled in the pleasant warmth of the blazing magical fire, but if anyone approaches the fire pit, it slithers out like lightning to attack.

Giant Fire Cobra: HD 4 (24 hp); AC 5 [14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; AL N; CL/XP 6/400; Special: Lethal poison, immune to fire.

Treasure: The snake is a brilliant emerald-green color, and its skin is quite valuable both for its beauty and for its fire-resistant properties. If the snakeskin is sold, it is worth 1,000 gp.

1C–13. The Pile of Skulls

There is a pile of 8 skulls in the northeast corner of this room, which is otherwise completely empty and filled with dust and normal cobwebs. The skulls are normal, but each one has a small hole bored into the top.

1C–14. Small Bandit Hideout

This room is the lair of **4 bandits** who hide out here between their sorties to the surface. They are part of the group in **Room 15**, and if they are faced with overwhelming odds they may try to trick the party into a situation where the rest of the group can reinforce or rescue them.

Bandits (4): HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: Leather armor, longsword

Treasure: The bandits have no treasure other than their possessions, but there is a 25 gp reward for them, dead or alive, that can be collected in Zelkor's Ferry if sufficient evidence of the bandit's demise can be provided.

1C–15. Main Bandit Hideout

This room contains several bedrolls, a table made from a plank of wood placed over a pair of dilapidated old barrels, and six rickety stools.

This room is the main bandit hideout, the remnants of a much larger band that no longer uses the dungeons as a base of operations. The small troop includes **3 human bandits**, **4 orc warriors**, and their leader, **Tall Jack Ratt**.

Bandits (4): HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: Leather armor, longsword

Orc: HD 1; AC 6 [13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Tall Jack Rat, Thief 3: HP 9; AC 7 [12]; Atk 1 rapier (1d4+1) or 1 dagger (1d4) or 1 shortbow (1d6); Move 12, Save 13; AL C; CL/XP 2/30; Special: Backstab (x2 damage), CW 87%, DT 25%, HS 4 in 6, HS 20%, MS 30%, OL 20%, read languages. Gear: Rapier (1d4+1 damage), dagger, shortbow, 40 arrows, leather armor, 1d4 sp, 2d4 cp.

Treasure: The bandits have, of course, accumulated some spoils by robbing merchants on the surface, although as a small band they have not been wildly successful. In addition to their weapons, the chainmail worn by Tall Jack, the bandits have a total of 175 gold pieces stashed away in one of the barrels that support the table.

1C–16. Zombies

This room contains **4 zombies**. They do not roam around the dungeon because they were *raised* to protect the room's treasure. The bandits in **Room 15** use this room as an ingenious way of guarding the back door of their own lair, and as an escape route. The zombies are slow enough that a person running through here at top speed can cross the room without being attacked. To increase the zombies' efficacy as a rearguard, and prevent others from using their run-through-fast trick, the bandits spent several quick excursions into the room to install a tripwire halfway through it. The tripwire runs north-south; anyone moving through this area has a 3 in 6 chance to trip on the wire (saving throw avoids falling prone). Somehow, the zombies do not get tangled up in the wire.

Zombies (4): HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Treasure: The zombies were placed in this room long ago to protect a stone sarcophagus. The bandits have left it alone, preferring to keep the zombies as gatekeepers rather than killing them just to find out the

contents of the stone coffin. The coffin contains a **ghoul** that wears a necklace worth 1,000 gp. The ghoul does not awaken immediately; if the party opens the sarcophagus, treat the ghoul as having been surprised.

Ghoul: HD 2 (12 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

1C–17. The Chamber of Magic Pools

This room contains 5 circular pools, each of which is 5 ft. in diameter and has a 1 ft. tall stone lip. Once the characters have entered the room, they notice a hole beside the north door of the room; it was obviously once a much smaller murder hole used to guard the door, but it has been partially battered away, and the opening is now about one foot by two feet large.

The stirges from **Room 18** begin coming through this hole soon after they perceive light or movement in the room, emerging one per round for 2d6 rounds. This does not account for all the stirges in **Room 18** — some do not come out at all, being asleep or full. If a stirge is wounded before attaching, it goes back through the hole into **Room 18**.

The water in each pool is 3 ft. deep.

A. The Pool of Terror: Anyone coming within five feet of this pool flees in a state of magical terror (*fear*) for 3 rounds (no save).

B. The Pool of Descent: The water in this pool is *illusionary*, concealing a shaft down into the darkness. Iron rungs are set into the stones to serve as a ladder which leads all the way down to **Room 2B–20** in the Demon's Gullet. One of the rungs is rusted almost all the way through, so each person using the ladder has a 1 in 6 chance to fall if checking the rungs and a 3 in 6 chance to fall if not checking. Anyone below the falling person must make a saving throw to avoid falling also. The rung is almost at the bottom of the ladder, so the fall is only 20 ft. (2d6), but it still has a good chance to kill a low-level character.

C. The Pool of Detection: Any magic item dunked into this pool glows with a faint reddish light. The pool's supply of divination magic is not unlimited; each time it *detects* a magic item, the pool has a 1 in 10 chance to run out of magic and it functions no more thereafter.

D. The Pool of Prodigious Fortune: Anyone drinking the water of this pool gains a +2 on all saves and attack rolls for a period of 24 hours. Drinking from the pool a second time has no result; after the first sip the character becomes immune to the pool's magic.

E. The Pool of Poison: The water of this pool is **poisonous**; it still radiates a very, very faint aura of magic. Anyone drinking the water must save or die. The drinker also automatically shrinks in height by one inch. The effect does not last more than 30 seconds.

1C–18. Stirge Nests

The floor of this room is scattered with what are obviously stirge skeletons, most of them old and yellowed. Large nests made of mud and bone fragments have been built on the walls near the ceiling, sticking to the stone like wasp nests.

This room contains a total of **15 stirges**; they are more likely to be encountered in **Room 17** than here, since they fly from here into that room to attack. In the southeastern "corner" of the room there is an old murder hole that has been bashed inward to form a larger gap; the hole is now one foot by two feet, and stirges fly out as described in **Room 17**.

There are twenty stirge nests in this room, although the mated pairs of stirges occupy only 8 of these. The other 12 nests are dusty and crumbling.

Stirges (15): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: Four of the nests contain some shiny treasure that attracted the stirges' attention: these are a necklace of small jade beads (100 gp), a shiny silver piece, a shiny silver mirror (200 gp), and a glittering little diamond (350 gp)

1C–19. Broken Trap Room

This room is empty. At one time it contained a trap; one of the stones directly in front of the door is a pressure plate, and if someone steps on it there is a sudden very strong draft of air through the room. The draft has a 1 in 20 chance to blow out any open flames (such as a torch) but has no other effect.

1C–20. Rat Nest

Opening the door of this room activates a **dart trap** on the far wall; 4 darts launch, each one attacking as a 6 HD monster and inflicting 1d4 points of damage each. The room is the lair of **10 giant rats**.

Giant Rats (10): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Treasure: Along with a vast quantity of nesting material (mainly scraps of cloth) there is some treasure in the room. Searching through the rubbish uncovers 20 gp, 100 sp, 231 cp, a silver necklace (25 gp), a fork (worthless), and a bottle containing half of a (now spoiled) *potion*.

1C–21. Altar of the Gods of Chance

There are **11 alcoves** in the room, ten of which contain statues that appear to be idols or religious statues of gods. They are all quite different in style and appearance, but they seem to have one characteristic in common; all of them are depicted holding dice, cards, or some other sort of gambling imagery. The one alcove that does not contain a statue is the one at the middle of the north wall, directly across from the entrance. This alcove contains an altar with a bowl-shaped indentation in the top.

Each of the three alcoves in the room's northern wall has the indented impression of a hand pressed into the back wall of the alcove. If anyone places a hand into the impression, a glowing rune appears in that alcove. It is not necessary to place money in the bowl in order to make the runes appear or to get magical effects from the altar, but most of the beneficial results are based on how much money is in the altar bowl.

Roll 1d6 to see which rune appears:

1 Skull
2 Sword
3 Circle
4 Pentagram
5 Moon
6 Demon

There is no result until the handprints in all three of the alcoves have been pressed, and three glowing runes have appeared. Once the runes have appeared, the combination of them forms a magical effect, which affects only the person who triggered the last rune in the sequence. The dice must be rolled in order as shown (e.g., a roll of 6–1–6 is *not* Demon–Demon–Skull). A character may only attempt the game five times, after which runes no longer appear for that character. Using dead goblin hands and other attempts to bypass the system do not work.

Major Combinations:

1–1–1	Skull–Skull–Skull; Make a saving throw or die.
1–2–3	Skull–Sword–Circle; The amount of money in the altar bowl is doubled.
2–2–2	Sword–Sword–Sword; A magic sword appears, with an enchantment as follows (d100): 01–75 sword is *+1*; 76–95 sword is *+2*; 96–98 sword is *+2 undead bane*; 99–00 sword is *+2 holy*.
3–3–3	Circle–Circle–Circle; The amount of money in the altar bowl is multiplied by 10 and the character gains 100 XP.
4–4–4	Pentagram–Pentagram–Pentagram; The amount of money in the altar bowl is multiplied by 12 and the character gains 1d4 x100 XP.
4–5–6	Pentagram–Moon–Demon; The amount of money in the altar bowl is doubled.
5–5–5	Moon–Moon–Moon; The amount of money in the altar bowl is multiplied by 50 and the character gains 1d6 x100 XP.
6–6–1	Demon–Demon–Skull; The amount of money in the altar bowl is doubled.
6–6–2	Demon–Demon–Sword; The amount of money in the altar bowl is tripled.
6–6–3	Demon–Demon–Circle; The amount of money in the altar bowl is quadrupled.
6–6–4	Demon–Demon–Pentagram; The amount of money in the altar bowl is multiplied by 5.
6–6–5	Demon–Demon–Moon; The amount of money in the altar bowl is multiplied by 6
6–6–6	Demon–Demon–Demon: A demon is *summoned* and attacks.

For all other results, any money in the altar bowl disappears, and there is no further effect.

Vrock Demon: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

1C–22. Secret Treasure Room

This heretofore-undiscovered room served as the hidey-hole for the **treasure** of some long-dead inhabitant of the dungeon. There is a treasure chest against the south wall of the room. The chest contains 207 gp, 3,072 sp, and 5,184 cp, together with a *+1 dagger*. It is **trapped**; the chest rests on a pressure plate that releases a heavy stone block from the ceiling if a significant weight is removed from the chest. The block falls directly in front of the chest (to the north). The block is tremendously heavy: anyone failing the saving throw is crushed into pulp.

1C–23. Pit-Shaft Chamber

This chamber is empty, but there is a covered **pit trap** in the middle of the floor. The pit is 10 ft. deep; at the bottom there is a small side chamber with another pit leading downward. The side-pit is not covered, and has iron rungs set into the stone as a ladder. The shaft leads down to the second level (**Area 2B–36**).

1C–24. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C–25. Gelver the Lunatic

The door to this room is spiked shut from the inside, and it takes quite a bit of effort to open Inside, the stone floor is scattered with human and goblin bones. A human is crouched in one corner, holding a shield over his head in a vain attempt to remain concealed. This is **Gelver the Lunatic**, the sole survivor of an adventuring expedition that was wiped out here by goblins. Gelver offers to remain with the party until they return to the surface, but he has a tendency to shriek wildly if he is faced with combat, and his screaming immediately causes a check for wandering monsters (highly inconvenient since he does this when the party is already facing combat). He also breaks out into screaming if anyone in the group is killed by a trap or other such hazard.

Gelver the Lunatic, Fighter 2: HP 12; AC 5 [14]; Atk 1 longsword (1d8) or 1 longbow (1d6); Move 12, Save 14; AL C; CL/XP 2/30; Special: None. Gear: Chainmail, shield, longsword, longbow, 20 arrows.

Gelver is a bit evasive about how he has survived in the dungeons for almost a month; he ate his companions rather than trying to find the exit by himself. The adventuring equipment in the room includes five backpacks, 20 iron spikes, 4 spears, a longbow, 3 lanterns (no oil remains), 2 sets of leather armor, a suit of chainmail, a wizard's robe, a holy symbol, and a crowbar.

1C–26. Stairs and the Great Skeleton Statue

The immediately obvious features of this room are the stone stairs leading downward and the **huge statue** against the western wall. The statue is a ten-foot tall carving of a human skeleton with each hand resting on the head of a stone wolf. It stands upon a stone dais five feet tall. The stone dais is almost completely hollow, although it has a support pillar in the middle to support the weight of the statue; there is a **secret door** in the southern side of the dais, allowing entry into this small chamber under the statue, and a **second secret door** inside the chamber allows entry into **Room 1C–12**.

This room is the lair of several (relatively small) **giant leeches**. There is one leech in the chamber underneath the statue, three that lurk on the ceiling of the stairs down, four that are stuck to the ceiling until they choose to drop down, and one that is stuck to the inside of the eastern door.

Giant Leeches (9): HD 2; AC 8 [11]; Atk 1 bite (3hp/round); Move 6; Save 16; AL N; CL/XP 5/240; Special: Sucks blood (3hp/round).

Treasure: The skeleton of a dead adventurer lies in the chamber underneath the statue. It wears chainmail and has a longsword and a short bow, in addition to a belt pouch containing 15 gp and a gem worth 50 gp.

The stairs in this room lead down to the third level of the dungeons; a dwarf will automatically notice that the staircase is descending farther than one might expect, and even a human has a 1 in 6 chance to realize that the stairs must be going down by more than just one level.

1C–27. Sub-Tunnel Steps

This short flight of wooden steps leads up from (or down into) the sub-tunnel between here and **Area D** of **Room 1C–1**. One of the steps creaks loudly, but it is a normal creak due to age, and is not loud enough to alert any monsters that might be wandering nearby.

1C–28. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C–29. Gelatinous Cube

This room is the lair of a **gelatinous cube**. It is immune to the glue in **Room 1C–31**. The room is completely empty, with the exception of the treasure still suspended in the cube's gelatinous body.

Gelatinous Cube: HD 4 (23 hp); AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Treasure: The gelatinous cube contains a suit of chainmail, a spearhead, five arrows (one of which is *+1*), 40 gp, and a gem worth 250 gp.

1C–30. Empty Room

This room is empty, and contains no clues about its original purposes or use.

1C–31. Woe Betide the Barefoot Halfling

There is a pair of boots and a metal gauntlet lying in front of the door to this room. Note that the party is almost certain to encounter the room's **trap** before actually entering. The floor directly in front of the door, the door and its handle, and the floor and walls of the room itself are all coated with an extremely adhesive alchemical glue. Anything touching the glue sticks to it with an essentially unbreakable bond. After the glue has been holding something for 3d6 x 10 min., it deteriorates and gives way to the slightest pull. The glue can be washed off with lantern oil, but no other liquid affects it. Note that the gauntlet and the boots outside the room are now immune to the glue, since they have already been affected once.

If the characters look into the room, they see a treasure chest on the northern wall across from the door, and a skeleton's hand lying on the floor just next to the door, cut off at the wrist. The treasure chest is not glued to the floor any more, but it is bolted in place. It contains 500 gp and 1 silver piece.

1C–32. Room of the Grim Fossils

The walls of this room are made of mortared stones, but fossilized human skeletons poke out from it to varying degrees. In one place, a skeletal stone hand pokes out from the wall, in another place the skull and ribcage of a stone skeleton protrudes from the wall along with one arm holding a sword in its hand, and in a third place the entire left side of the fossilized skeleton is visible, with the right side embedded in the wall.

There is nothing magical about the skeletons; whatever bizarre event happened here, it happened a long time ago. The sword is not magical, and cannot be removed from the skeleton's stone hand without breaking the stone with a hammer or some other sturdy implement.

1C–33. The Cobra Stairs

This room is relatively featureless, but it is an important discovery. In the southern part of the room, there is a stairway leading down into the darkness, flanked on either side by iron statues of cobras. Both cobra statues are coiled, but with the head raised and the hood out, as if ready to bite. Each of the statues sits upon a short stone pedestal six inches in height. One of the two "statues" is an **iron cobra**, a magical, machine-like creation that has been placed here to guard the stairs from intruders.

The stairs in this room lead down to the second level of the dungeon (**Level 2B**: The Demon's Gullet, **Area 2B–1**), and they are rigged with a **trap**. Ten feet down, there is a stair that, if pressed, causes each step to flip over into a smooth ramp, coated with an almost frictionless substance that slides anyone down to the bottom of the stairs. There is no damage from the descent, but the stairs do not reset for 24 hours, possibly trapping the party on the lower level. The walls of the staircase remain normal, and could be climbed even while the frictionless slide-floor of the stairs is still face up.

Iron Cobra: HD 3 (13 hp); AC 1 [18]; Atk 1 bite (1d4 + poison); Move 9; Save 11; AL N; CL/XP 5/240; Special: Poison.

Treasure: The stone pedestal that supports the iron cobra has also been used as concealment for a small amount of treasure (1 in 6 chance to notice). The pedestal can be unscrewed from the floor to reveal a small chamber beneath, containing three gems worth 100 gp each.

Level 2: Marthek's Place & Ambros' Base

This level is the home of the madman, Marthek, and Ambro the ogre. Marthek was placed on this level by the evil priests on **Level 4**. All evil creatures on this level leave him in peace. The level has poor ventilation and smells of smoke and ogre urine. If any characters are wounded and left on this level, Marthek eats them within two days. The map of this level is shown in **Map RA–2**.

Level 2

Equivalent Dungeon Level: 5
Entrances: Stairs from **Level 1**, **Room 1–12**.
Exits: Stairs to **Level 3** from **Room 2–7**; Tunnels to the surface from **Rooms 2–10** and **2–20**; Tunnel to **Level 4** from **Room 2–20**.
Wandering Monsters: Check once per 30 minutes on 1d20:

1	**3d6 giant rats and 1d2 wererats**
2	**2d6 ghouls and 1d3 ghasts** (see **Area 2–22**)
3	**1d3 ogres** (see **Area 2–18**)
4	**A company of goblin scouts**—2d4 goblin scouts accompanied by 1d3 goblin leaders
5	**1d3 black skeletons** (see **Area 2–2**)
6	**Marthek** (see **Area 2–5**)
7	**2d6 ghouls** (see **Area 2–22**)
8–20	No encounter

Detections: Faint evil from the whole place.
Standard Features: Unless otherwise noted – all doors on this level are made of 2-inch-thick iron-reinforced wood and all secret doors are made of 4-inch thick stone.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghast: HD 4; HP 18; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.
Ghasts are highly intelligent ghouls. Their charnel stench is so powerful that anyone nearby (about 10ft) must make a saving throw or suffer a –2 penalty on attack rolls. As with ghouls, a hit from a ghast causes paralysis if the victim fails a saving throw.

Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: Large club, javelin (x3), 3d12 gp, 4d10 sp each.

Goblin: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Skeleton, Black: HD 6; AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; AL N; Save 11; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

2–1. Entrance

The air here is foul and eight giant rat corpses lay about, apparently torn apart by some wild animal. Blood spatterings cover the entire area.

The north door has been scratched and hacked with a handaxe that is still embedded in it The key is in the lock to the north door and it unlocks the other three doors in this room as well. A loose tile in the floor at "x" hides a secret compartment containing stagnant water and the bones of a small animal. This is one of Marthek's secret food hiding places. He forgot about this one.

2–2. Skeleton Surprise

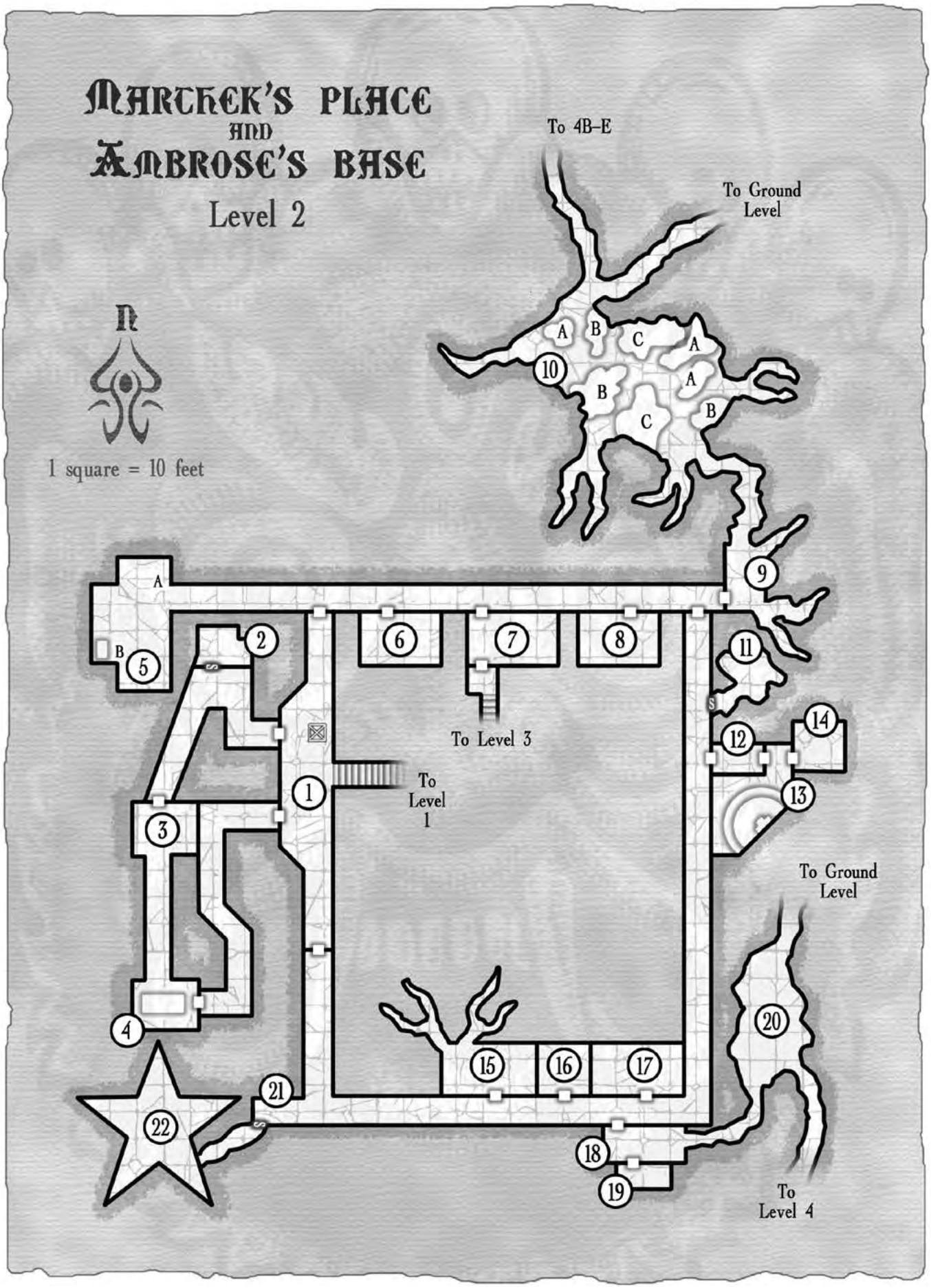
If the secret door to this room is opened, or 5 rounds after the door to **Room 2–3** is opened, **6 black skeletons** emerge shrieking. One of the black skeletons is further enchanted with a permanent *darkness 15-ft. radius*, which does not affect the undead. If the head of this skeleton is severed and cast upon the ground, it springs up and acts as a servant to the caster, remaining for 2d6 days before falling to pieces at which point it is utterly destroyed.

Skeletons, Black (6): HD 6 (24); AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; ALN;CL/XP 6/400; Special: Shriek, immune to sleep and charm. All are immune to darkness; one is enchanted with an unending version of *darkness 15-ft. radius*.

2–3. The Ball Room

Dim firelight can be seen coming from south. The corridor beyond the archway is filled with smashed bits of armor, bones, etc. A **huge ball rolls** back and forth sporadically along this corridor. It is 3 ft. in diameter and covered with sharp spikes. The corridor leaves enough room between the wall and the spiked ball for the very brave to attempt to pass. The attempt requires a saving throw to avoid being contacted by the spiked ball, which inflicts 2d6 points of damage. Failing this, an additional saving throw is required to avoid being knocked down and taking another 2d6 points of damage per round for 1d3 rounds. In addition, the west wall of the hallway is covered in brown mold.

Brown Mold: Brown mold feeds on warmth, drawing heat from anything around it. The temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of freezing damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from an *ice storm*, instantly destroys it.


MARTHEK'S PLACE
AND
AMBROSE'S BASE
Level 2
N
1 square = 10 feet
To 4B–E
To Ground Level
To Level 3
To Level 1
To Ground Level
To Level 4

2–4. Crypt

This room contains a huge stone coffin and the moldering corpse of a small humanoid next to it. The stone coffin itself contains the skeletal remains of a human female clad in rusty chainmail. A sword lies over her in a rusted scabbard, as does a rotted wooden shield.

If the body or any of the items in the coffin are disturbed, **rot grubs** attack. If the body next to the coffin is disturbed, more rot grubs attack. The corpse appears to be that of a halfling or gnome.

Rot Grubs: HD 1 hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart.

Rot grubs are sometimes found, as one might expect from the name, anywhere flesh is left to rot. They are horrid things about an inch long, but they are quite dangerous – any flesh touching them is at great risk, for they bite in and burrow deeply (rolling to hit). For a period of 1d3 turns, rot grubs can be killed by burning (1d6 points of damage will be inflicted per rot grub). Casting Cure Disease will kill all the rot grubs in a person's body. After the 1d3 turns elapse, however, the grub has burrowed too deeply to be affected by spells or fire, and the victim will die within one more turn.

Treasure: The body next to the coffin has 120 gp in a rotting pouch inside of a rotting pack. None of the items on the corpse in the coffin are salvageable.

2–5. Marthek's Lair

This room appears to be a campsite of some sort. Bedding and bones litter the floor. A metal spike covered with blood sticks out of the wall near the corridor entrance, about four feet above the floor, indicating something must have recently been impaled on it. **Marthek the madman** is here 90% of the time. He is asleep on a 1–2 on 1d6. At "**A**" is a two-foot long metal spike protruding from the wall. Marthek's nest of furs and debris is located at "**B**."

Marthek the Insane Guard, Fighter Lvl 6: HP 33; AC 7 [12]; Atk 1 large club (1d6+3); Move 12; Save 9; AL C; Special: +2 to hit from strength; multiple attacks; Str 18, Dex 13, Con 13, Int 10, Wis 11, Cha 10. Gear: Large club, leather armor, loincloth, rat tooth necklace, fleas and the key to the storage room at area 2-6.

Tactics: Marthek attacks wildly, using his unbelievable strength to great effect. He uses his club and attempts to grapple and throw or slam any lightly armored characters onto the metal spike (treat as charge attack against a set spear. If wounded for over half of his hit points, Marthek flees to his nest at "B," where he pretends to cower in fear, but then begins to throw jars of green slime at armored characters.

Green Slime Jars: Any metal or organic substance green slime touches begins to turn to green slime (saving throw to negate). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *cure disease* spell.

Note: Marthek is under a curse cast by the evil priests on **Level 4**. He was once lawful in alignment. He is now chaotic, and remains so until healed of his affliction. Marthek was placed here as a guardian by the evil priests, and serves them as his masters. None of the other denizens controlled by them (the ghouls, ghasts and ogres) dare harm him, though all fear him. If he is cured of his insanity by a *heal*, *dispel evil*, *remove curse* or *cure disease* spell, he joins the party as a loyal member.

Treasure: His nest contains 3 ceramic jars of green slime, various bones, a beaver pelt worth 22 gp, a gold bar worth 400 gp, 62 cp and a spell book with the following spells: *detect magic, light*, *magic missile*, *levitate*, *hold person*, and a secret page containing *cloudkill*.

2–6. Pantry

The outside door to this room has an excellent quality lock (-10% to open). From within, the door may not be broken down without magical aid. There are 16 giant rats here. They have low hit points due to starvation. If any characters are taken prisoner by Marthek, this is where he stores them until he decides to eat them or forgets about them. A knife sticks out of the back of the door, with the gnawed remains of a human arm attached to it. Marthek is still wondering what happened to that human thief he captured.

Giant Rats (16): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

2–7. Forgotten Pantry

The outside door to this room has an excellent quality lock (-10% to open). Marthek has lost the key. The room contains 11 rat skeletons and smells horrible. The opposite door leads down to Level 3. There is also an old brass spittoon which contains a thick layer of vile liquid. Inside the spittoon can be found a small gold chain with a ruby on it worth 300 gp.

2–8. Storage Room

Strangely, the walls, ceiling and floor of this room are made of hard-packed dirt. As you look up, a slight trickle of loose dirt falls from the ceiling to the ground.

The door to this room is locked The room contains 20 smashed boxes and chests, though nothing of apparent value. A detect magic reveals a *stone to flesh* potion (per the spell) with four doses under a pile of rubble.

2–9. The Dirt Room

Once the door to this room is opened, read the following:

This whole room is made of dirt and appears to be very unstable. No dwarf in his right mind would cross this room. With each step, bits of dirt fall from the ceiling. Nevertheless, the room is actually completely stable and can withstand even magical assault without collapsing.

2–10. Fungus Garden

Sunlight penetrates the ceiling of this cavern. Innumerable fungi cover the walls and floor. Bats can be seen flitting about the ceiling, and rat squeaks can be heard within the cave. A rotted rat corpse lies a few feet inside. Various mosses, plants and rat tunnels occupy this room. There is a 1 in 10 chance per turn of **1d6 giant rats** showing up if the characters are using light or making noise in this room. The room is rather humid. Most of the fungus is harmless, and can be eaten (1 in 10 chance it is poisonous, save or 2d6 points of damage).

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Patches marked "**A**" are **shrieker colonies**, each containing 2d6 shriekers, orange/red in color, streaked with white. They stand in 3 ft. tall clumps. They shriek if approached with a light source within 30 ft. or movement within 10 ft.

Note: Their shrieks attracts both Marthek and the violet fungus at "**C**" below. It scares away any rats in the room (they know and fear the violet fungi.)

Shrieker: HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

The patches marked "**B**" are **yellow mold**, which erupt with deadly spores if disturbed. Note that one patch is located right by the large rat tunnel that leads to a cave outside.

Yellow Mold: If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a save or take 1d6 points of constitution damage. Another save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

The patches marked "**C**" contain 6 colonies of **violet fungi**.

Violet Fungi (12): HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot.
Violet fungi are large mushrooms with tentacle-like growths at the base. The tentacles are not long, averaging about 2-3ft. A hit from a tentacle causes flesh to rot (saving throw applies) unless a cure disease spell is cast upon the afflicted area.

2–11. Ice Box

The **secret door** to this room can be detected rather easily because it is noticeably cold (3 in 6 for most, 4 in 6 for elves). It opens by pulling outwards. This room seems to radiate cold. A silver sphere rotates slowly in midair in the center of the room. Characters in the room can feel the heat from their bodies being slowly drawn into it.

Inside the room it is exceedingly cold due to the presence of a permanent magical effect that inflicts 1d6 points of damage per round and freezes liquids. Needless to say, the room makes an excellent meat locker.

2–12. The Entrance Chamber to the Tomb of Saracek

This door is different than all the others so far seen in the dungeon. It is finely crafted, made of ebony wood and bound with gold. The door has an obvious internal lock, also of fine quality. Strange runes are rudely carved in the door. Simply looking at them makes one uneasy.

The door itself is worth 500 gp intact. The carving on the door mockingly uses the infernal alphabet to spell out words in the lawful alignment language: "*Saracek: In life a deluded slave of blinding light; In death a dark warrior-king.*" Unless the characters can read both languages, the writing is indecipherable without magical aid. This evil warning has kept the crypt beyond from being disturbed by adventurers. It is not intended that a low level party enter this crypt. Attempt to open the locked door are made at a -25% penalty.

Once the characters bypass the exterior door, read the following text:

> Beyond the ebony door is a richly-appointed anteroom. Runes and frescoes adorn the walls, depicting a heroic man in the prime of life fighting evil creatures. The last frame of the fresco, however, shows the same man kneeling before a black altar with a shadowy demonic figure above him. An intricately locked door, similar to the one just entered, appears to lead to a tomb beyond.

This is the entrance to the tomb of an evil warrior. The small antechamber contains ancient runic text along the walls of the room indicating that the tomb of Saracek lies beyond and should not be entered. A lengthy description is given of Saracek and his lineage. Saracek was a fighter of great renown and was one of the heroes who went with the army of Light in pursuit of the evil priests of Orcus many years ago.

As with the outer door, the inner door is also worth 500 gp intact. In addition, the inner door is trapped with a **poison needle trap** (save or die).

2–13. Saracek's Tomb

This room is the tomb of a rich man who in life was a warrior. The main tomb itself is richly appointed and has never been looted. Fine tapestries hang on the walls, though now mostly in tatters. There are a number of ornate funerary items worked of gold, including several censers of incense. There is also an intricately-carved wooden chair here. Once rich rugs lie one on top of the other on the floor. Evil runes cover the walls. If **Saracek the Fallen** is here, he is seated on the great wooden chair is a skeletal figure bearing a greatsword and wearing a bejeweled crown.

The funerary items are worth a total of 500 gp. The rugs and tapestries can be salvaged for a total of 250 gp, though they would require several pack animals to transport out of the dungeon. The door to **Area 2–16** is an ebony door identical to the outer door to the anteroom above.

If the **shriekers** in **Room 2–10** have shrieked, if significant combat has taken place on this level or if the party is using a great deal of light, Saracek is in this room, seated on his chair. He attacks the party if they are of lawful alignment. If they are evil, he may talk with them and offer them some task. If not so alerted, Saracek molders in his crypt, at **Area 2–14**, below.

Saracek the Fallen, Skeletal Warrior: HD 12 (50 hp); AC -1 [20] Atk +1 long sword (1d10+2); Move 12; Save 3; AL C: CL/XP 12/2000; Special: Fear aura, find target, +1 or better weapon to hit, immune to clerical turning, magic resistance (60%).

Like many of the pursuing army of Light, Saracek joined the legions of evil in worship of Orcus. When he converted, he became a skeletal warrior. His utter corruption gives him abilities beyond those of normal skeletal undead. Saracek was the guardian of this level prior to Marthek.

2–14. Saracek's Crypt

Beyond the locked entrance lies an ornate crypt. A bronze chest with intricate designs lies in front of a large stone sarcophagus. Standing next to the chest, leaning against the wall of the crypt is a steel shield. A large chair sits to the left of the crypt. If Saracek was not encountered in the tomb, he is here seated on his chair. Use the description and statistics above.

Locked Bronze Chest: Poison dart trap attacks as an 8 HD

monster and deals 1d4 points of damage plus a mild poison that inflicts an additional 1d4 points of damage on a failed saving throw.

Treasure: Inside the chest are 2,500 cp, 3,219 sp and 982 gp as well as 12 50 gp. Also found inside the chest are a *medallion of ESP* and six *+1 arrows* in a rotten quiver. Inside a hidden compartment in the lid of the chest are 3 potions: *diminution*, *delusionary healing* (PC believes he is healed for 2d6 hp), and *healing*. Next to the chest is a *+2 shield* (can flash with light and blind opponents once per day, can only be used by lawful characters) that Saracek can no longer use, due to his evil nature.

2–15. Rats Nest

There are **3 female giant rats** here with 33 babies (hp 1 each), which do not attack. The rat tunnel here leads to **Level 1**, but is too small for even a halfling to crawl into.

Female Giant Rats (3): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Treasure: In the nest are 66 cp and a blood-covered child's doll with gem worth 20 gp sewn into the hem.

2–16. Storage Room

Along the walls lie piles of wood and tools, neatly stacked. A large box sits in the center of the Room. Various carpentry equipment used for making coffins is stored here, including 120 8 ft. long 2x4s, 3 hammers, 2 saws, one axe, a chisel and 10,000 rusty but usable nails in an iron box.

2–17. Broom Closet

Everything is this room is smashed, but is kept in a neat pile by a magical broom that sweeps everything into the center of the room. The broom sweeps continuously and on command ("sweep"). It could be sold to an upper-class housekeeper or to a curio collector for 750 gp.

2–18. An Ogre and his Money

This room contains **Ambro the ogre** and his **4 ogre buddies**. On the floor of the room are 3 rows of 100 cp each. The first row is all heads, the second is all tails, and the third all heads again. Unfortunately, before the party can determine this unusual arrangement, they must deal with the ogres who are intently sorting the coins, and who quickly grab their weapons and attack.

Ambro the Ogre: HD 6+1 (40 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 5/240;

Special: None. Large greatclub, large hide armor, sack with human skull and hunk of uncooked meat, empty sack which previously held his 300 cp, a 5 sp silver ring and a map to the Stoneheart Mountain Dungeon where his brother Gorbash lives (the Stoneheart Mountain Dungeon and Ambro's brother Gorbash are detailed in the Necromancer Games dungeon module The Tomb of Abysthor).

Ogres (4): HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: Large club, javelin (x3), 3d12 gp, 4d10 sp each.

2–19. Ambro's Base

This room is the den of the ogres. It consists of a 5 piles of skins including a bearskin (300 gp). Buried in the soiled furs can be found a silver-edged two-handed sword, several half-eaten rat corpses, a keg of wine, a bottle of brandy (which Ambro thinks is magic because it makes him go to sleep), and a magic *potion of flying* (which he thinks is poison because it tastes icky).

2–20. Dirt Cave

The walls, ceiling and floor of this Room are made of hard-packed dirt. As you look up, a slight trickle of loose dirt falls from the ceiling to the ground. Two large tunnels are present on the far wall.

This room is a boring, featureless dirt cave. The tunnel to the outside is nearly vertical (80 degree slope). Unless precautions are taken — such as using a rope — navigating either the passage to the surface or the passage to **Level 4** requires a saving throw or the passage is treated as a slide, with characters being rudely (and rather noisily) deposited in a cavern on **Level 4**, or back in this room if they were attempting to use the passage to the surface.

2–21. Ghouls and Ghasts

The **secret door** from the corridor that leads to this series of rooms is not difficult to spot and opens by being pulled towards the opener. As the secret door opens, the PCs smell a horrible stench, as if it were a hot summer day following a battle. Chattering can be heard from down the corridor and see bits of bone and flesh litter the way.

2–22. Star-Shaped Room

This star-shaped room has a pentagram inscribed within a hexagon in the center of the room. In each of the points of the star there are numerous wooden coffins, some broken. Dozens of hunched humanoids move in flickering torchlight.

This room is the lair of **21 ghouls** and **6 ghasts**. The Referee should subtract any slain as wandering monsters from this total, though slain ghouls are replaced within one week. These creatures were common soldiers of the army of good, buried within the room and reanimated by the evil presence of the priests of Orcus. They primarily remain in this room, only venturing forth in search of food. They are prevented from attacking Marthek due to the priest's orders. These creatures are primarily responsible for destroying most low-level parties that enter Rappan Athuk. As such, they have a large amount of treasure.

Ghouls (21): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghasts (6): HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Treasure: Scattered about the opened crypts are 2,301 gp, 4,204 sp, 2,910 cp, all manner of common weapons and armor, including several suits of chainmail, a suit of platemail, a suit of dwarf-sized platemail, two steel shields, 2 heavy maces, a short sword, a silver dagger, a short bow, a *+1 dagger* and a *+2 warhammer* and a *potion of treasure finding*.

Level 2A: The Teleportal Maze

This level is a group of unconnected rooms linked by a web of teleport lines that ultimately join the Mouth of Doom levels with the Crypt. Various monsters pass through the area, with intelligent beings using the teleportals deliberately, and in the case of heavy-enough unintelligent monsters, often entirely by accident. This are is shown on **Map RA–2A.**

Level 2A

Equivalent Dungeon Level: 2
Entrances and Exits: One-way teleportal exit to **G-1**; two-way teleportal between **2A–1** and **3C-15**.
Wandering Monsters: Roll on the table below once per hour

01–10	**Shadow** (see **Area 2A–3**)
11–20	**Ghoul**
21–30	**Giant Rat** (see **Area 2A–10**)
31–00	No encounter

Detections: This entire level radiates faint magic, due to the various teleportation pathways that cross and crisscross it throughout. The teleporters themselves all radiate magic.
Standard Features: All of the rooms in this level, with the exception of the natural cavern at **Area 2A–12**, have flaking, black-painted walls as described in **Room 2A–1**. Unlike **Room 2A–1**, the other rooms are not filled with cobwebs, for creatures do move through them from time to time using the teleporters.
The Teleportals: The description of each teleporter has its destination(s) in parentheses, and the pathways are also marked on the map for quick reference. After any of the teleportals in this level have been used, it requires 3 rounds to recharge before it can be used again. In order for one of the teleporters to be used a second time, it is necessary to step off the disk and then step back on again. Teleportation into a room from anywhere else arrives at the same teleporter each time, which is noted in the teleporter's description as "all arrivals." The exception to this rule is the two arrival points in **Room 2A–9**, which do not have teleportal-dials at all.

Shadow: HD 3+3; HP 18, 13; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL N; CL/XP 4/120; Special: Drain 1 point of strength with hit, hit only by magic weapons.

Ghoul: HD 2 (12 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

2A–1. Entrance from the Pools of Pestilence

This room is a shadowy place filled with spiderwebs and the unpleasant feeling that unspeakably evil things have been done here. The stones of the wall are securely mortared into place, and the stones themselves have been painted black, although so long ago that it has begun to chip and peel slightly — the black flakes are all over the floor. If the party is arriving from **3C–15**, they materialize on the northern teleportal disk. This room contains two large iron disks five feet in diameter, set into a circle of mortared stones about a foot tall. On the top surface of each disk is the image of an arrow, cut deeply into the iron. Around the circumference of the disk there are four handles, as if the disk is intended to be lifted up.

The disks are teleportation devices, as the party likely discovers. When the arrow is directed to one of the appropriate directions, and sufficient weight is placed onto the disk itself (200 pounds), the weight on the disk is teleported to the location indicated by the arrow. As the arrow might suggest, the disk is designed to operate like a dial, pointing to more than one possible target for the teleportation. Dialing it around is a formidable task, for it must be lifted upward before it turns. When it reaches one of the grooves that indicate a teleportation target, the disk clanks down into place at the new position.

North Teleporter: This disk has only one point where it can rest in its groove (pointing north and leading to **Room 3A–15**). It can be dialed around like the other teleporters; but it turns without clicking down, until it returns to the northern position and drops back into place. It may be used to teleport in between this level and **3A–15** in the Pools of Pestilence as described in the descriptive text box for this level.

South Teleporter: The first position (where the dial initially rests) points southwest (to **Room 2A–2**). The other positions into which the disk can be slotted are: south (to **Room 2A–4**), southeast (toward **Room 2A–3**) and east (to **Room 2A–9A**). The teleporter to **Room 2A–2** causes the characters to materialize on the northern teleporter of that room, into the spider webs.

2A–2. Giant Spiders

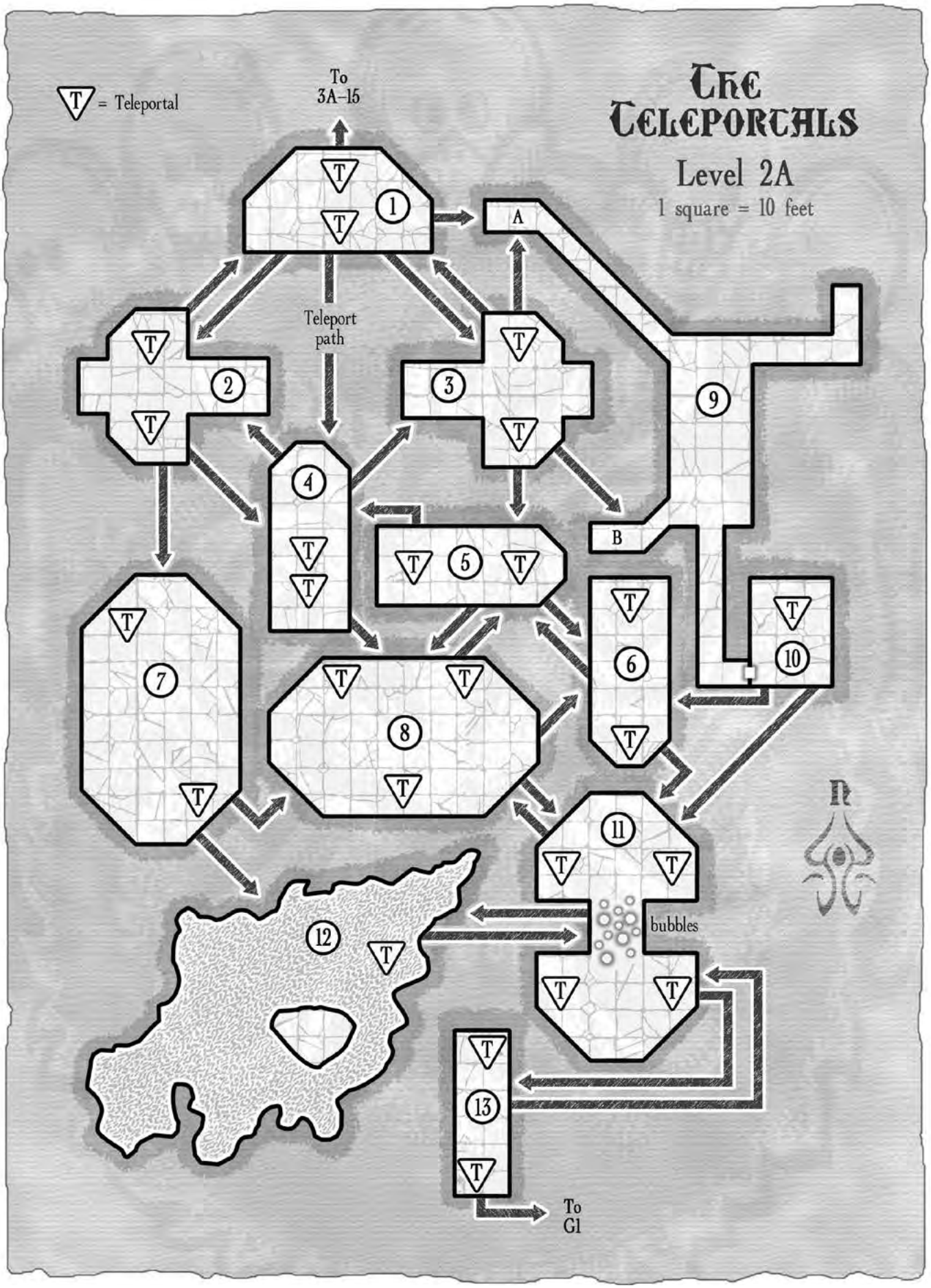
Two giant spiders have filled this room with webs, concentrating on the teleporters. Anyone teleporting into this room must immediately make a saving throw or become caught in the spider webs that have been spun from floor to ceiling over and around the teleportal.

There are two large floor-dials in this room, identical to the ones in **2A–1** other than the number and direction of the stations where the dial clanks down into place.

North Teleporter (all arrivals): The north teleporter only points north, and goes to **Room 2A–1** only. It can be turned like the other teleporters in this level, but turns all the way around without clicking down until it reaches the northern position again.

South Teleporter: The south teleporter can only be pointed in two directions: southeast (to **Room 2A–4**) or due south (to **Room 2A–7**).

Giant Spiders (2) (6ft diameter): HD 4+2; HP 11, 13; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.


T = Teleportal
To 3A–15
The Teleportals
Level 2A
1 square = 10 feet
Teleport path
bubbles
To G1

Treasure: The corpses of two bugbears lie in the eastern portion of the room, entirely drained of blood but not dead for more than a week. Both wear ring mail of dismal quality, but one of the bodies wears a belt pouch with four diamonds in it (400 gp each) and the other's pouch contains 112 gp.

2A–3. Shadows

This room is the abode of **three shadows**, which are virtually invisible against the black-painted stone of the walls and often lurk within the stone itself.

North Teleporter: The north teleporter points only to the northwest (**Room 2A–1**) or to the north (**Room 2A–9A**).

South Teleporter (all arrivals): The south teleporter points only to the south (**Room 2A–5**) or to the southeast (**Room 2A–9B**)

Shadows (3): HD 3+3; HP 18, 13; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL N; CL/XP 4/120; Special: Drain 1 point of strength with hit, hit only by magic weapons.

Treasure: The shadows have no treasure.

2A–4. Empty Room

This room contains nothing other than two teleport-dials, both in the southern part of the room only two feet from each other, one slightly further north than the other.

North Teleporter (all arrivals): The north teleporter only points to the northwest (**Room 2A–2**).

South Teleporter: The south teleporter only points to the northeast (**Room 2A–3**) and the southeast (Room 2A–8).

2A–5. Empty Room

There is one teleport-dial in the western half of this room, and a second in the eastern half. Other than the teleport-dials, the room is empty.

West Teleporter (all arrivals): The west teleporter only points to the west (**Room 2A–4**)

East Teleporter: The east teleporter only points to the southwest (**Room 2A–8**) or to the southeast (**Room 2A–6**)

2A–6. Empty Room

Other than the two teleporter-dials in this room (one in the north, one in the south) this room is empty.

North Teleporter (all arrivals): The northern teleporter points only to the west (**Room 2A–5**).

South Teleporter: The south teleporter points only to the south (**Room 2A–11**)

2A–7. Stone Adventurers

This room contains ten statues, each of them extremely lifelike. Three are humans dressed in leather armor, and carrying spears and backpacks Four of them appear to be peasants: two of these are right next to each other, carrying a stone treasure chest between them by the handles. The eighth statue is that of a mule, carrying saddlebags. The ninth statue is of a man dressed in a wizard's robe and wearing a pointed hat, and the tenth statue is a minstrel carrying a mandolin.

This is a party of adventurers that was turned to stone elsewhere in the dungeon. The statues were brought here as decorations by the ogre who once inhabited this room, but who was later killed and eaten during the course of his wanderings through the other levels. If the adventurers are turned back from stone into flesh, it is found that they have entirely lost all memory of who they are and what they were doing in the dungeon. This is a natural result of having been transformed to stone, and cannot be undone except perhaps by the use of some very powerful magic. The gear personally held by the petrified adventurers is all turned to stone; however, the gold within the stone chest held between the two baggage-carriers is not. If the stone chest itself is broken open, 519 gp simply spills out onto the floor.

There are two teleporters in the room, one in the northwest and one in the southeast.

Northwest Teleporter: This teleporter can only be pointed to the southeast (**Room 2A–8**).

Southeast Teleporter (all arrivals): This teleporter can also only be pointed to the southeast, but it leads to **Room 2A–12**. There is no way to backtrack northward from this room; neither of the teleporters allows a return journey to **Room 2A–2**.

2A–8. Giant Ticks

This room has three teleporter-disks in it. **Three giant ticks** have situated themselves over the arrival-teleporter in this room, where anyone teleporting into the room materializes. These creatures teleport from room to room (often accidentally), but they spend most of their time simply waiting for other creatures to appear, as a convenient source of food. As soon as anyone appears on the teleporter disk, the ticks drop down and attack.

Northwest Teleporter (all arrivals and the ticks are here): This teleporter can only be pointed to the northeast (**Room 2A–5**).

Northeast Teleporter: This teleporter can only be pointed to the east (**Room 2A–6**) or to the southeast (**Room 2A–11**).

South Teleporter: This teleporter turns all the way around without ever dropping into a groove (it is not broken; it was simply never completed and cannot be used for teleportation).

Giant Ticks (3): HD 3; HP 14, 12, 12; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; AL N; CL/XP 3/60; Special: Drain blood.

Treasure: In various places scattered on the floor, the characters can find a total of 122 gp and 900 sp.

2A–9. Nexus Room

The Nexus Room has four corridors branching from it: one of them a dead end, one of them leading to a door (**Room 2A–10**), and the other two leading to sites into which characters may be teleported, but where there is no teleporter-dial (these are noted as "**A**" and "**B**"). It is only possible to leave this area (other than by using spells or other such resources) via the teleporter in **Room 2A–10**.

2A–10. Giant Rat Nest

This room is crawling with giant rats, and the walls contain many rat-holes, although none of them are large enough for a character to enter. There is one teleporter-disk in the middle of the room, which points to the west (**Room 2A–6**) or to the southwest (**Room 2A–11**).

There are **25 normal** giant **rats** and **4 monstrously huge** ones in the room. An additional **1d3** giant **rats** (normal, not monstrously huge) enter the room every second melee round after any combat begins.

Giant Rats (25): HD 1d4 hp; HP 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 3, 3, 4, 4, 4, 4, 4, 4; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Monstrously Huge Giant Rats (4): HD 3; HP 16, 10, 14, 12; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; AL N; CL/XP 3/120; Special: 5% are diseased.

Treasure: The rubbish and filth in the room contains scattered coins and treasure. It takes a full turn to collect it all, but the total amount is 40 gp, 300 sp, 900 cp, and 2 gems worth 50 gp each.

2A–11. Death Bubbles

The narrow, central part of this room is filled with dark green bubbles that are about 1 ft. in diameter, packed so closely that they have to be pushed aside in order to get through. This also means that anyone entering the room is not be aware that there is a southern half to the room at all; it is clear that there is some sort of bubble-filled alcove, but neither the depth nor the fact that it opens up on the far side is apparent.

In addition to the tightly packed bubbles in the room's narrow center, there are **1d4+1 bubbles** floating around in each of the room's northern and southern chambers. They float between waist and head height.

It is easy to puncture one of the bubbles; the merest touch of an unsheathed sword or spear point cause a bubble to explode. The blast is quite minor, with only a 50% chance per individual to inflict 1 hit point of damage within 10 ft. However, the chain reaction of an explosion in the center of the room is absolutely devastating; everything in both chambers of the room suffers 4d10 points of damage if the bubbles in the middle of the room explode. The only safe way through is to push through the wall of bubbles with all weapons sheathed or covered. **Note:** If the players *have already figured out the possibility of a chain reaction,* and are about to set off the bubbles from a distance in order to cause one, it is only fair to point out to them that the range of a massive explosion would be increased beyond the 10 ft. range of a single exploding bubble. There is no way of estimating how far the shock wave of a large explosion would be. Bypassing the bubbles is equivalent to defeating a CL 4 creature.

The room has four teleporter-disks in it, located in the northwest, northeast, southwest, and southeast corners.

Northwest Teleporter (all arrivals): This teleporter can only be pointed to the northwest (Room 2A–8)

Northeast Teleporter: This teleporter can only be pointed to the southwest (**Room 2A–12**)

Southwest Teleporter: This teleporter can be pointed to the north (causes arrival at the northwest teleporter of the same room) and south (which does not function at all).

Southeast Teleporter: This teleporter can only be pointed to the south (**Room 2A–13**) and the northwest (**Room 2A–8**).

2A–12. Crystal Lake of the Hydra

The floor and ceiling of this natural cavern are very uneven and are filled with stalagmites and stalactites. In the approximate center of the chamber there is a lake of crystal-clear water. An island of rock rises from the middle of the lake, and one of the teleportation disks can be seen at the top of the island. **A five-headed hydra** makes its lair under the waters of the lake, and attacks anyone attempting to reach its island.

This room contains two teleporter-disks, one on the island in the middle of the lake, and the other in the northeastern part of the cavern.

Hydra (5 headed): HD 5; 26; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; AL C; CL/XP 7/600; Special: None.

Island Teleporter (all arrivals): This teleporter's dial points only to the east (**Room 2A–11**)

Northeast Teleporter: This teleporter also points only to the east (and also goes only to **Room 2A–11**).

2A–13. The Graveyard Express

The walls of this room were once painted a bright yellow, but the paint has faded and is peeling in strips from the damp stone walls. There are two teleporter disks in the room.

North Teleporter: This teleporter (all arrivals) points only to the north (**Room 2A–11**).

South Teleporter: This teleporter points north, south, east, and west. However, any use of the teleporter, in any direction, is a one-way teleport to the surface above the main levels of Rappan Athuk, many miles away from Zelkor's Ferry. The characters arrive standing in front of location **G–1**.

Level 2B: The Demon's Gullet

The Demon's Gullet is the second level of the Mouth of Doom, the largest outlying region of Rappan Athuk outside the "central" levels. The Gullet is a large level in terms of the numbers of chambers and the length of its branching corridors; the corridors may be the reason that the level took on the "Gullet" nickname at some time in the unknown past. The Demon's Gullet shares the general characteristics of the rest of this remote entrance to the main dungeons: it is not currently controlled by any single power, and its denizens are not usually as dangerous as those competing for control and survival in the deadlier main levels of Rappan Athuk. Since rulership of the Mouth of Doom levels has changed hands (claws?) much more than in the more stable central levels, the Mouth of Doom regions have a layering of strange architectural and magical features left over from countless subterranean battles, marking of territorial borders, dark cult-worship, and the other mysterious purposes for which these far-flung dungeons have been used over the centuries.

The halls of the Demon's Gullet, being deeper underground than the first level of the Mouth of Doom, are somewhat more plagued with stirges and dungeon vermin, as reflected in the wandering monster tables. The level is shown on **Map RA–2B**.

Level 2B

Equivalent Dungeon Level: 1
Entrances and Exits: Stairs to **1C**: The Mouth of Doom at **2B–1**, shafts to level **1C** at **Rooms 2B–20** and **2B–38**, and stairs to **Level 3C**: The Fountain of Pestilence from **2B–23**.
Wandering Monsters: Roll on the table below every 30 minutes

1	1d6 **skeletons** (see **Area 2B–29**)
2	1d6 **stirges**
3	1d4 **zombies**
4	2d4 **giant rats**
5	1d4 **giant ants**
6–20	No Encounter

Standard Features: Unless otherwise noted, all doors in the Demon's Gullet are made of iron-reinforced wood Unless otherwise noted, all secret doors are sliding stone.

Skeleton: HD 1; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Zombie: HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Giant Ant: HD 2; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 2/30.

2B–1. Stairs Up

These stairs lead upward from this level to **Level 1C**: The Mouth of Doom. The stairs are trapped and can turn into a chute; see the description of **Room 1C–33**.

2B–2. The Taunting Gate

There is a pressure plate in the floor to the east of the portcullis (just where the corridor turns southward). When a person's weight depresses the plate, the portcullis drops closed and locks itself in place. It unlocks and rises again after 24 hours. In the center of the portcullis a demonic looking face has been fashioned onto a disk of metal; when the portcullis falls, the face issues a deep, amused chuckle before falling silent, although any time an unsuccessful attempt is made to open the portcullis, the face chuckles again. Any time that there is no one within 20 ft. of the portcullis (to either direction), the lock at the bottom audibly clicks open but remains unlocked for no more than a second before re-locking. By using the right tools, the party might be able to take advantage of this annoying behavior, but it would be difficult in the very short period during which the portcullis is unlocked. Most likely they are simply be trapped on one side of the corridor.

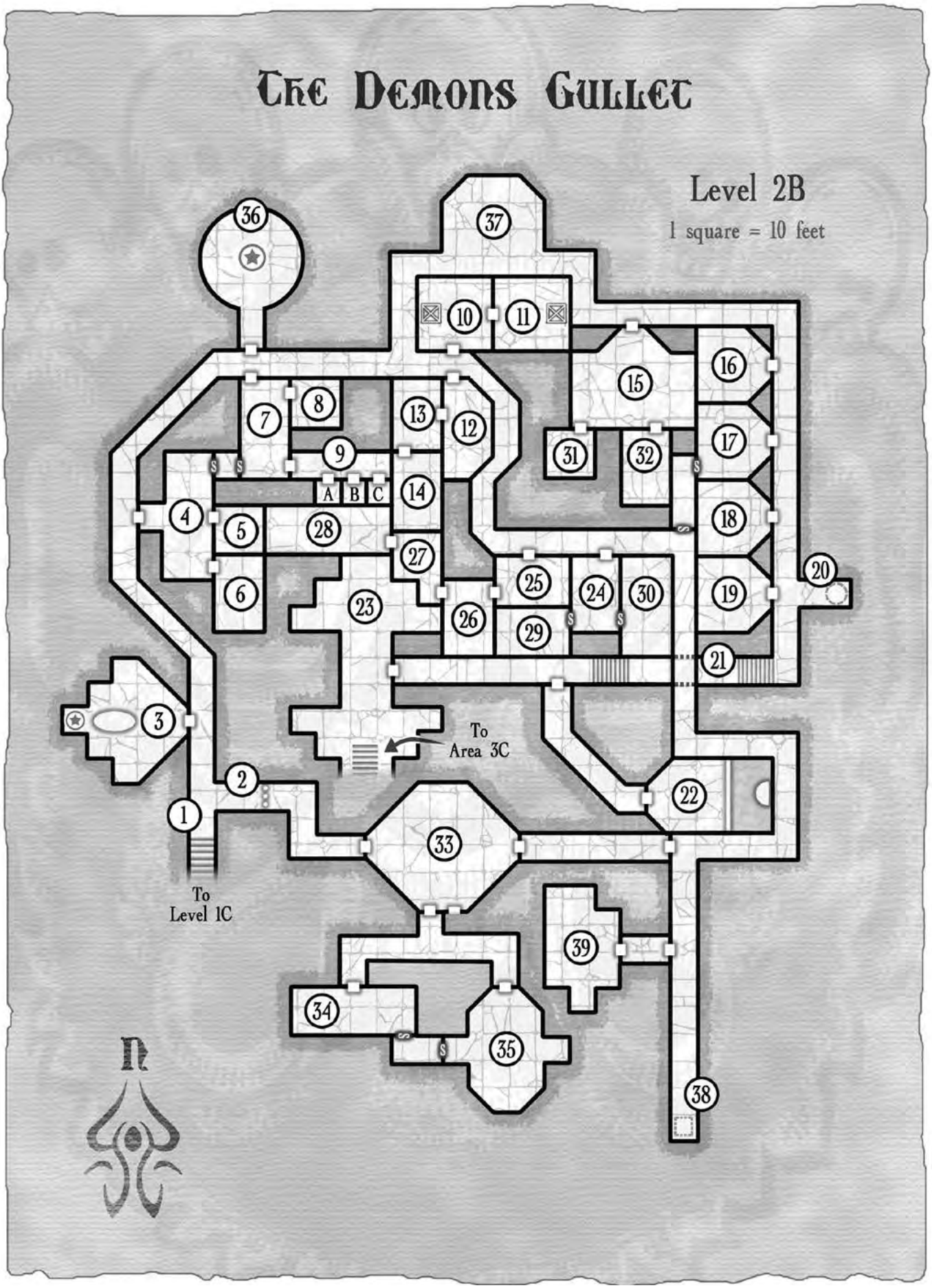
2B–3. Statue and Reflecting Pool

The western alcove in this room is filled with a large stone statue of a man in armor riding a dragon. The man's helmet (or possibly his head; it isn't clear) is in the shape of a demonic-looking mountain goat with large curved horns. He carries a heavy mace in his left hand, and bears a shield with the device of a bat. There is a large, oval-shaped pool of water directly in front of the statue, apparently intended as a reflecting pool. The water in the pool is green and stagnant, covered in algae.

If anyone touches the water in the pool, either directly or by using a tool of some kind, the **stone bat** on the statue's shield animates and detaches itself from the statue, flying to the attack. Once it is killed, the fragments of broken stone begin to skitter and bounce across the floor, back toward the statue, where they eventually put themselves together again on the shield exactly as before. It is clear from the speed at which the fragments move that it will take an hour or so for the process to complete itself. No further experience is gained from killing the bat more than once.

Stone Bat: HD 3; AC 2 [17]; Atk 1 bite (1d6); Move 0 (Fly 9); Save 14; AL N; CL/XP 4/120; Special: No damage from wood weapons, half damage from weapons other than picks and hammers (magical weapons do full damage), regenerates 1 hp per round.

Treasure: Raking the bottom of the reflecting pool to get below the


The Demons Gullet
Level 2B
1 square = 10 feet
To Area 3C
To Level 1C
N

scum on its surface allows the characters to find 20 gp, 100 sp, a broken tooth, and an old boot with a 100 gp gem sewn into the heel. The gem is easily (automatically) found if the boot is closely inspected or if it is tried on; it is unlikely to be detected by a casual glance

2B–4. Empty Room

This room has obviously been used recently by some unsavory characters, for there are freshly gnawed bones scattered about the floor, a broken iron cooking pot in one corner, and scorch marks where a campfire was built directly on the stone floor. There is a large ventilation grill in the northern part of the room's eastern wall, an iron grate three feet in diameter. Note that looking through the grille does not allow characters to see anything because there is a *permanent darkness* spell cast in the center of the short passageway in between the grille here and the one in **Room 2B–7**.

This room serves as a common room for the gnolls who lair in **Rooms 2B–6** and **2B–7**. Sounds in any of these three rooms can be heard in the others.

2B–5. Scrawled Message

Scrawled on back wall of room: "*Dam it is alive. Have to sleep, or die*."

This message refers to the living dam in **Room 22**, but the word "*Dam*" in this message might easily be taken as a swear word rather than a noun, even though the spelling is actually correct as written. "*Have to sleep*" is actually an instruction for handling the dam rather than a comment about the author's state of exhaustion. It is a good idea to write the message for the players to see, so they have a chance to notice the strange spelling.

Other than the message on the wall, the room is bare.

2B–6. Gnoll Den

This room is the lair of **5 gnolls**, part of the same band as the ones in **Room 2B–7**. They have not explored any of the dungeon other than the hallway between here and the stairs at location **2B–1**, for they use this room as nothing more than an underground den—they do all their prowling and hunting on the surface rather than in the dungeons. The gnolls are accompanied by **2 pet hyenas**.

Gnolls (5): HD 2; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

Hyenas (2): HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 16; Save 17; AL N; CL/XP 1/15; Special: None.

Treasure: Each of the gnolls carries 1d10 gp in a belt pouch, and under one of the flagstones in the room they keep a somewhat larger treasure; a small wooden box containing five 100 gp gems (sapphires).

2B–7. Gnoll Den

This room is the second den inhabited by a **gnoll band** that lairs in this part of the dungeon (the rest of the band sleeps in **Room 2B–6**). The room is filthy and smells of rotting meat, a smell that probably rises from the uncured hides the gnolls use as bedrolls.

The **secret door** noted in this chamber is identical to that in **Room 2B–4**, a metal grate in the stone wall that appears to be for the purpose of ventilation. The passageway in between the two rooms is obscured by a *permanent darkness* spell, making it impossible to see any light shining all the way through the passageway itself. Because of these grates, sound travels easily between this room, **Room 2B–4**, and **Room 2B–6**; combat in any of the rooms draws reinforcements in response to the noise.

Gnolls (6): HD 2; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

Treasure: Each of the gnolls carries 1d10 gp in a belt pouch, and one of the bedrolls has 300 gp sewn into it (heavy enough that if the bedroll is even lifted, the extra weight is apparent).

2B–8. Empty Room

2B–9. Trapped Door and Cells

When the door into this corridor-room is opened, a **poisoned dart** shoots from the far wall. The lead character must pass a saving throw or be struck for 1d3 points of damage and must save again vs. poison or die.

This corridor has three iron doors along its southern wall, each with a small barred window in the center of the door.

A. Empty, although there is a scattering of straw on the floor.

B. Empty, also with some straw scattered about.

C. This cell has straw on the floor like the others, but there is also another **dart trap** directly across from the little barred window. Under one of the flagstones of the floor of this small cell, there is a cache of items: 200 gp, a holy symbol, a vial of holy water, and an ornate mirror in a gold frame (100 gp).

2B–10. Teleportation Trap

This room is a **trap** (actually, two traps!), perhaps designed to protect the treasure kept in **Room 2B–11**. The pit trap in front of the western wall of the room is not covered and is easily visible from the room's entrance. Anyone who touches the door in the eastern wall of the room, whether directly or by using a tool of some kind, is instantly *teleported* over the top of the pit (and then fall into it). At the bottom of the pit, there is an iron button shaped like a gargoyle's face, recessed an inch deep into the wall. If this button is pressed, a stone block falls from the ceiling above, leading to the pit, inflicting 3d6 points of damage (save for half).

2B–11. Treasure Room

Because of the trap in **Room 2B–10**, this treasure room has never been looted. It contains a deep pool (30 ft. deep) filled with clear water. At the bottom of the pool there is a golden skull with gems set into the eye sockets (500 gp value).

2B–12. Empty Room

2B–13. Yaza Mongro's Notes From the Void

The walls of this room are covered in bizarre pictures and symbols, hastily splashed on with messy, slashing brush-strokes. The words are in the Common tongue, but they make no sense whatsoever. Any attempt to magically comprehend the "language" requires that the caster of the spell make a or fall into a catatonic state of insanity for 3d6 turns. These are the scrawlings of Yaza Mongro (see **Room 2B–14**), attempts to record things that he hears in his head from the whispering of the chaotic voids. If there is any unusual noise in this room, Yaza Mongro may come to investigate. Moreover, if anyone becomes insane in the room as a result of reading the writings on the wall, Yaza Mongro "hears" the insanity and knows that there are intruders in his lair.

2B–14. Yaza Mongro's Bedchamber

This room is comfortably furnished with a bed, chairs, a small table, and a locked wooden chest.

This is the home of **Yaza Mongro**, an insane evil cleric of Orcus who hears the voices of the mad voids of space whispering in his head. He wears a helmet fashioned to look like an array of curling tentacles, and the irises of his eyes are a strange yellow color.

Yaza Mongro, Cleric 3: HP 15; AC 5 [14]; Atk +1 mace (1d6+1); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/control undead, spells (1st – *fear, cause light wounds*). Gear: Chainmail, unholy symbol of Orcus, *+1 light mace*.

Treasure: In addition to Yaza's *+1 light mace*, his locked wooden chest contains a *potion of healing* and 100 gp, the gold stored in a nicely embroidered bag (10 gp).

2B–15. The Head of Steam

There is a short, squat pillar in the middle of this room, standing five feet tall and three feet in diameter. Eyes, a nose, and a mouth have been carved into it to form a primitive face. When anyone enters the room, it shoots out a jet of steam, to a maximum of three times per day. Regardless of the nature of the steam, a character hit by it must make a saving throw or suffer one of the following effects (roll 1d4):

1 Shrink to one foot in height for 3d6 turns
2 Coughing and paralyzed for 1d6 turns
3 Become *invisible* for 1d6 turns
4 See hallucinations for 1d6 turns (Referee to describe, be creative!)

2B–16. Empty Room

2B–17. Shrieker Room

Water drips from the ceiling of this room, which is filled with mushrooms and fungi of many kinds and colors. The room is the home of **3 shriekers**, and when the door is opened they immediately begin their shrill screaming. The sound automatically causes wandering monsters to appear in 1d2 turns, and the number of monsters indicated by the table is doubled. If the shriekers continue to shriek for more than 4 more melee rounds, add another wandering monster encounter to arrive in 1d2 turns.

Shriekers (2): HD 3; AC 7[12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

Treasure: Among the fungus growth in the room, the characters can find two skeletons. One of these wears a tattered robe and carries a scroll of *web*, *fly*, and *invisibility* along with a normal quarterstaff and a lantern. The second skeleton wears full plate (normal), holds a longsword (normal) in its bony hand, and has a belt pouch with 127 gp and a 130 gp gem. There are also 3 gp, 248 sp, and 621 cp scattered about under mushrooms and lichen. Many of these coins are badly crusted with clinging fungus growths and strange-colored patinas.

2B–18. Gas-Trap Room

Once three people have stepped into this room, the floor begins sinking rapidly (10 ft. per round) until it has reached a depth 60 ft. below its original level. From the ceiling, a luminescent **yellow gas** (4d6 damage, save for half) begins to drift downward from three vents; the gas is poisonous if inhaled, is much heavier than air, and does not begin to spread out until it hits the floor. The gas fills the entire chamber up to the level of the door, far above. The floor returns to its normal position after 24 hours.

2B–19. Empty Room

2B–20. Shaft to the Mouth of Doom

A shaft leads upward through the ceiling of this room, with iron rungs set into the side as a ladder. The shaft leads upward to **Room 1C–17B**, and one of the rungs is dangerously rusted through (see description in **1C–17B**).

2B–21. Sunken Corridor

Short flights of steps lead down into this corridor, which is ten feet lower than the rest of the corridors in this dungeon level. The floor of the corridor is dark and slick with water, but the corridor is not dangerous.

2B–22. The Dam

Water trickles from a crack in the ceiling in the eastern side of this room, where it gathers behind a thirty-foot long stone dam that is about a foot in height. On the eastern wall, on the far side of the gathered water, there is a niche in the wall. The niche is one foot tall, six inches wide, and six inches deep. The bottom of the niche is ten feet above the surface of the water (the room's ceiling is fifteen feet high).

The thirty-foot long dam which holds back the water is alive, a **magically constructed serpent**. It is automatically vulnerable to a *sleep* spell, which is the way in which the trap was bypassed, when necessary, by those who created it. If put to sleep, it slumbers until someone crosses the threshold to enter the room. The dam-thing is completely immune to weapons, but can be affected by spells.

Dam-Thing: HD 7 (29 hp); AC 4 [15]; Atk 1 bite (1d10); Move 12; Save 9; AL N; CR/XP 7/600; Special: Immune to physical weapon damage, vulnerable to *sleep*

NOTE: The Dam-Thing is an exceptionally powerful guardian for parties of this level, and it is very possible the entire party will be killed if they do not possess the *sleep* spell (or think to use it). The Referee is encouraged to let the party escape this area if they realize they are overmatched (or if they keep fighting against bad odds, let them fall gloriously!). The Dam-Thing does not pursue beyond this room.

Treasure: On the far side of the room across the water there is a black stone in the wall, with a bronze handle set into it. The stone is actually the front of a stone drawer that can be pulled out by the handle. The drawer contains a *scroll of protection from undead*, a *potion of invisibility*, a silver dagger (30 gp), three *+1 arrows*, and a gem worth 100 gp.

2B–23. Reflections on Greed

Note: When describing this room to the players, remember that the stairs against the south wall are *invisible*, and can only be seen in the painting.

The north wall of this room is a mosaic that depicts the characters themselves moving inside the room, as if it were a mirror. The south wall is painted, and the painting, like the mosaic, depicts the characters. The pictures in the mosaic and in the painting move as the characters move about in the room. The north-wall mosaic shows a treasure chest sitting on

the floor against the south wall (directly on top of the *invisible* stairs)—this is the only feature that is not a precise reflection of reality. The "reflected" treasure chest does not exist; it is simply a feature of the magical picture.

The painting on the south wall also shows something that does not appear to reflect reality. It does not show the treasure chest depicted in the mosaic, but it *does* show the *invisible* stairs. The stairs are real (leading down to **Level 3C**, **Room 3C–23**). Anyone who steps onto the stairs in an effort to get to the illusory treasure chest will fall down the stairs.

Neither the mosaic nor the painting poses any risk to the characters, but they offer no reward, either.

2B–24. Empty Room

2B–25. Empty Room

2B–26. Empty Room

2B–27. The Glistening Webs

Water drips from the ceiling of this room, sparkling and glistening on thousands of spider webs that are as thick as string. The room is the lair of **2 giant spiders**. Due to the room's dampness, the webs cannot be burned.

Giant Spiders (2): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Treasure: There are two large cocoons in the room, which contain thousands of tiny spiders that run away into cracks in the walls if the cocoons are cut open. There is no treasure in the room.

2B–28. Room of Secret Panels

This room appears to be empty but has **3 secret panels** in the floor.

Treasure: Each panel contains a leather bag. The bag in the first panel contains 100 gp. The bag in the second panel contains a *scroll of read magic* and 15 sp. The bag in the third panel is saturated with **contact poison** (save or paralyzed for 1d2 turns), and contains a small ivory figurine worth 500 gp.

2B–29. Hidden Crypt

This room contains three tone sarcophagi and the remains of two wooden coffins that appear to have rotted mostly away, revealing the skeletons they once held. The skeletons in the wooden coffins wear scraps of black shrouding, are normal skeletons, and have no treasure. Sarcophagus 2 contains a black skeleton. Each sarcophagus has a stone latch that requires the strength of two people to open.

Sarcophagus 1: **Normal skeleton** wearing necklace worth 50gp

Sarcophagus 2: **Black skeleton** wearing bracelets worth 100gp each, and a ruby necklace worth 500gp.

Sarcophagus 3: The stone latch of this sarcophagus is **trapped** with a poison gas spray. If the trap has not been detected and deactivated before it is opened, the poison gas causes all in the room to become nauseated and writhe around on the floor, emptying their stomachs. What is worse, if the trap is activated it also awakens the black skeleton in sarcophagus 2. The sarcophagus contains a **normal skeleton** in tattered black robes, carrying a golden scepter with a skull at the tip, worth 250 gp.

Black Skeleton: HD 6; AC 4 [15]; Atk 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

2B–30. Cursed Altar

This room contains an altar with black candles on it. The candles light themselves when anyone enters the room. Removing one of the candles from the altar requires a saving throw or the character immediately drops to 0 hp from the altar's curse.

2B–31. Empty Room

2B–32. The Statue of Wishes

There is a **large statue** of a head, ten feet in height, against the southern wall of this room. A large, circular flagstone, five feet in diameter, is set into the normal flagstones of the floor directly in front of the statue. When anyone enters the room, the statue's mouth animates, and it speaks: "*What do you wish? Experience or a reawakening?*"

Standing upon—or being placed upon—the circle allows anyone in the room to state a *wish* that affects the person on the circle. The only two permissible *wishes*, as the statue has indicated, are for experience or for "reawakening," by which the statue means *raising* a person from the dead (see details under **Grant Wish**, below). The statue grants up to two *wishes* per day.

If any person returns to the Statue and was ever involved either in an attack on the statue or was present when a *wish* was made, the statue does not grant any *wishes* or animate in any way while that person is in the room. A person may only receive the "blessings" of the Statue on a single visit, although a target may be **raised** and gain experience on that visit.

Statue of Wishes: HD 4 (25 hp); AC 5 [14]; Atk 5 *magic missiles* (1d4+1); Move 0; Save 13; AL N; CL/XP 4/120; Special: Immune to non-magical missiles, grant wish.

The Statue of Wishes may grant either a *raise dead* effect or an experience bonus to anyone standing in the target circle. There is a 20% chance of failure, however, for the spirit inhabiting the statue is somewhat capricious. Failure is automatic if a wish is made for anything other than reawakening or experience. If a wish attempt for reawakening is made, any single dead person on the flagstone is *raised* from the dead. If a wish is made for experience, one person on the flagstone gains enough experience points to gain the next level of experience. Note that if a wish is made for reawakening and there is no dead person on the flagstone, it is as if no wish had been made (i.e., there is no "failure" result and the statue is willing to allow another attempt at a wish). If the wish fails, however, the statue opens its mouth and the person who made the wish is magically pulled into the statue's mouth, which then closes. Once the mouth closes, the target is completely sealed inside the stone statue (there are no air gaps). The target dies by suffocation within 1d6 hours if not rescued. Rescuing a person who is trapped in the statue requires killing the statue. If the statue is killed, it breaks apart and anyone inside is freed. Although it does not affect combat, the statue regenerates 1 hit point per day, so if a later party of adventurers enters the room several days later, the statue will have re-formed itself.

2B–33. The Fire-Floor Chamber

The floor of this room is five feet lower than the doors, and the entire floor burns with magical flames reaching to a height of two feet. In other words, there is a three foot gap from door level down to the top of the flames, the flames are two feet high, and the floor is at the bottom. To anyone standing at the level of the doors, there is no heat emanating from the flames. However, if the characters reach down to test for heat, they discover that the heat starts one foot above the level of the flames and that the flames themselves are as hot as normal flames—the heat just doesn't rise very high, for some reason.

Each door has a button next to it on the inside of the room to the left of the door. The button can easily be reached from the door without any risk of falling into the flames.

In addition to the fiery floor and the buttons, the room has a third strange feature: chains hang from the twenty foot tall ceiling at ten-foot intervals, each chain fifteen feet in length. Thus, a six foot tall person hanging from the end of the chain would have his feet approximately at the point where the heat of the fire begins. It is obvious that one way of crossing the room would be to swing across by using the chains (hold your feet up!), catching the next chain at the end of each swing. If the characters attempt this, the Referee may use any sensible means of determining success with each swing. One method is to treat each attempt to catch a new chain as an attack roll against AC 4 [15], with failure requiring a saving throw to avoid falling into the flames.

Pressing one of the buttons by the east or west doors releases a thirty-foot bridge from beneath the door, which extends at door level (three feet above the fire). There is a similar bridge under the southern door, but it extends only twenty feet (joining up with the east-west bridge, if that bridge is also extended). A button directly across from the door can be pressed by hitting it with a small ranged object (such as a crossbow bolt, arrow, sling bullet, rock, etc.), but this is extremely difficult, requiring a roll to hit AC –2 [21]. Each arrow, of course, falls down into the fire and burns after it hits the wall.

2B–34. Empty Crypt

This room contains five sarcophagi; the lid of each one contains a small dent where something has been dug out from the stone. The first three sarcophagi have already been opened and stand empty with their lids beside them. The fourth and fifth sarcophagi are still closed: the fourth sarcophagus contains a normal skeleton and a nest of mice, and the fifth sarcophagus contains a normal skeleton holding a rusted (and worthless) dagger.

2B–35. Shadow Crypt

This room contains three sarcophagi, each with a single ruby set into the stone lid.

Sarcophagus 1: Contains a **skeleton** wearing rusted chain mail and holding a sword *(+1 longsword*). It also contains a **shadow** which attacks when the sarcophagus is opened.

Sarcophagus 2: Contains a **skeleton** holding a silver goblet (100 gp)

Sarcophagus 3: Empty, with the exception of dust and cobwebs.

Shadow: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Treasure: In addition to the contents of the sarcophagi, the rubies in the three sarcophagus lids are worth 250 gp each.

2B–36. Round Statue Room

The round room contains **a statue** at the center, mounted on a dais three steps high. The statue depicts a man in full plate armor, the armor chiseled with evil-looking runes and the helmet decorated with curling ram's horns.

The statue is not dangerous in any way; it is a normal statue.

2B–37. Gargoyle Chamber

The corridor broadens into an open chamber here, with a very high ceiling (60 ft.). The northern wall is lined with five statues of gargoyles in niches; four are normal statues and one is a living **gargoyle**. The gargoyle has only a 1 in 6 chance to attack passers-by unless someone tampers with it, touches it, or annoys it in some way. Check each time the party passes through the area to see if the gargoyle attacks.

Gargoyle: HD 4+4 (21 hp); AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly.

Treasure: The gargoyle keeps its treasure behind it in the niche it occupies, which is carved deeper than the niches in which the normal statues have been placed. The niche contains a *potion of healing,* a *scroll of protection from evil*, a gem worth 250 gp, and 27 gp.

2B–38. Shaft to First Level

The end of this corridor has a large, 10 ft. x 10 ft. opening in the ceiling which leads upward into darkness. This is the bottom of the pit/shaft described in **Area 1C–23**; it leads to a side alcove at the bottom of a pit trap. This shaft can be used to reach **Level 1C**, The Mouth of Doom.

2B–39. Chamber of Eternal Sleep

As soon as anyone enters this room, several candles in small wall alcoves ignite, dimly illuminating the room. In the center of the room there is a **square red carpet** ten feet by ten feet in size. Anyone stepping onto the carpet falls asleep (no save), and cannot be awakened for 24 hours, at which time the sleeper awakens automatically (unless suffocated: see below).

Beneath the carpet there is a **trap door** to a ten foot by ten foot chamber underneath the floor level. If the trap door is opened, everyone in the room must make a saving throw to avoid falling into the same magical slumber caused by stepping onto the carpet itself. This is the effect of a magic effect, not a sleeping gas. Inside the chamber beneath the carpet is a treasure chest containing 1,000 cp, 207 sp, and 201 gp along with a gem worth 10 gp. There is also a **secret cabinet** in the side of the sub-chamber. If this is opened, anyone in the sub-chamber must make a save vs. spells or fall into enchanted sleep. The secret cabinet contains a gem worth 50 gp, which sits on a small velvet cushion (worth 1 gp).

The candles in this room are magical and do not use oxygen. In fact, this room presents a danger of suffocation if anyone remains within for more than an hour with the door closed continue to burn merrily as people fall asleep and die from suffocation. A person who is awake during this period of time has a 1 in 6 chance to notice a creeping sense of fatigue in the last ten minutes or so before being overcome by sleep and subsequent death.

Level 3: Beware of Purple Worms!

Painted in magic runes by the famous wizard, Speigel, his warning "Beware of Purple Worms" is well-heeded by all adventurers. Though at first blush this level is incredibly difficult, the characters can avoid most trouble by sticking to the wall of the cavern and heading due south past the traps to the ghoul room before they encounter any creatures. Be sure to pay attention to the food chain that exists on this level. Disturbing the balance can have disastrous results: killing several worms triples the rat population; killing the rats makes the worms hunt more aggressively and thus brings more beetlors. Adjust the wandering monster table accordingly. The map of this level is shown in **Map RA–3**.

Level 3

Equivalent Dungeon Level: 7
Entrances: Stairs from **Level 2**
Exits: Stairs to **Level 4** from **Room 3–10**; River to **Levels 3A** and **6A**.
Wandering Monsters: Check once per 30 minutes on 1d20:

1	**1 purple worm** if in **Area 3–1** or **3–2**, otherwise no encounter (see **Area 3–2**)
2	**2 beetlors** hunting for purple worms if in **Area 3–1** or **3–2**, otherwise no encounter (see **Area 3–2**)
3	**3d6 giant rats** (see **Area 3–2**)
4	**1d3 trolls** (see **Area 3–2**)
5	**A company of goblin scouts**—2d4 goblins with 1d2 goblin leaders
6	**1 undead ooze**
7	**A party of acolytes of Orcus** (see **Area 3–6**)
8–20	No encounter

Detections: The magic at **3–3** used to hide the stairs cannot be detected by simple spells and thus does not register. This level (falsely) detects as having much less evil because of the shielding.
Shielding: Scramge's lair (**3–5**) is shielded; the secret cave (**3–3**) and the oracle room (**3–7**) are also fully shielded. All these rooms are shielded with lead and no magical detections or magical means of transport in or out (such as *teleportation*) is allowed.
Standard Features: Unless otherwise noted, all doors on this level are made of 2-inch-thick iron-reinforced wood.

Purple Worm: HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9, (Burrow 9); Save 3; AL N; CL/XP 17/3500; Special: Poison sting, swallow whole.

Beetlor: HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; AL C;CL/XP 9/1100; Special: Confusion.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Goblins: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Undead Ooze: HD 6 (20 hp); AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (Climb 9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.

Orc, Acolyte of Orcus, Male Clr2: HD 2 (8 hp); AC 4 [15]; Atk 1 heavy mace (1d6); Move 9; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Cleric spells: 1st—*protection from good*. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

3–1. Level Entrance

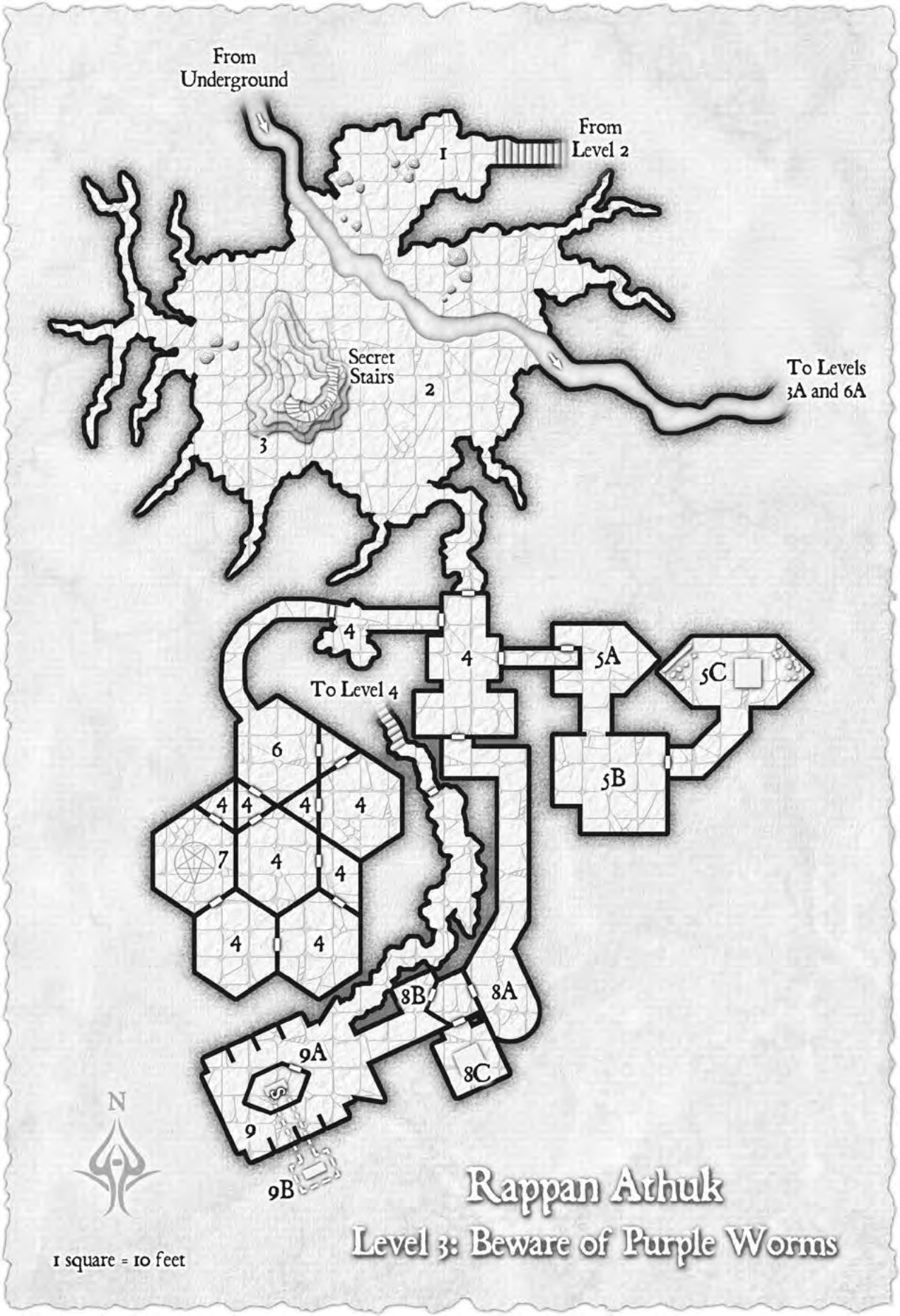
The tunnel opens into a huge cavern, with dozens of rat tunnels along the walls and ceiling. The roof of the cave is too high to see, and bats swarm about in torchlight. The way is rocky, and the PCs hear running water in the cave, somewhere out in the distance. In glowing green letters above the tunnel exit is inscribed, "*Beware of Purple Worms! Spiegel the Arch Mage.*"

If the characters are using light here, immediately make a check for a wandering monster. Monsters have grown used to light meaning dinner time.

3–2. Cavern

This cavern is huge and filled with all types of fungi. Rats clatter along the walls. Several large piles of dung lie about, left by an enormous creature. An underground river roars with sound, winding its way through the cavern and then down deeper into the earth.

This cavern is filled with stalactites and stalagmites, but surprisingly no piercers. The stream goes 100 yards before splitting into a right and left passage. The right passage leads to **Level 6A**. The left leads to **Level 3A**, room **3A–7**. The left fork of the river, after flowing through **Level 3A**, rejoins the right fork before the river enters **Level 6A**. This area is fungus-filled. 20% of the fungus is edible while 10% is poisonous (save or die in 1d6 rounds). Dwarves and other underground creatures have a 2 in 6 chance of knowing which are edible. There is a 1–2 on 1d20 chance that there is a **purple worm** here waiting for the party. If not, roll for a wandering monster every 10 minutes, unless the characters stay within 5 ft. of the walls of the room. Traveling in this manner does not trigger a wandering monster. If combat with a worm takes more than 10 rounds,


From Underground
From Level 2
1
Secret Stairs
2
To Levels 3A and 6A
3
4
4
5A
5C
To Level 4
6
5B
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4
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4
4
4
8B
8A
9A
8C
N
9
9B
Rappan Athuk
Level 3: Beware of Purple Worms
1 square = 10 feet

there is a 1–8 on 1d20 chance of attracting **1d2 beetlors** per additional ten rounds of combat, as they are drawn to the sound of the worms. In addition to the worms, allow a straight 1–2 on 1d20 chance per 10 minutes of **2d6 giant rats** attacking the party, and a 1 on 1d20 chance of **1d3 trolls** being here as well.

Giant Rats (varies): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Purple Worm: HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole.

Trolls (varies): HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Beetlors (varies): HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; AL C; CL/XP 9/1100; Special: Confusion.

Treasure: The purple worms leave non-digestible castings around the cavern (a total of 2d10 such castings These give a clue as to the type of creature that lives here. They contain various twisted remains of weapons, armor, and equipment. If dug through, one can find 1d6 of the following items: 01–35% 3d6 cp; 36–55% 3d6 sp; 56–75% 2d6 gp; 76–85% 1d6 gems (1d6 x 10 gp each); 86–99% a fully intact non-magical item resistant to acid, such as a dagger, mace or lantern; 100% 1 silver dagger.

3–3. Secret Room on the Rocks

There is a **magically hidden** (*invisible* and illusion-covered) **staircase** leading up this otherwise sheer cave feature. In order to find it, the characters must find it as though searching for a secret door. If the staircase is found, read the following:

> As you look at the stone formation, you see a shimmering staircase leading up the rocks. Near the top is a small landing and what appears to be a flat rock-face.

Secret Door: This door can be opened easily from either side and is not locked. It slides up into a recess above and resets itself in 2 minutes. The door is lined with lead inside and magic cannot be cast through the door. The door is **trapped** with a permanent *symbol of insanity*. The *symbol* is scribed on the bottom of the door. Once the door slides up into the recess, the *symbol* is active and noticeable.

Interior Room: This room is totally sealed with lead and only direct physical egress is possible. Inside is a marble casket of an arch mage. Mystical runes are engraved on all the walls and the casket. When the coffin is opened a **flame jet trap** engulfs the entire room.

Flame Jet Trap: Deals 12d6 points of fire damage. A saving throw cuts this damage in half. The jet affects all targets in the room.

Treasure: Inside the casket on the corpse of an unknown mage lies a *staff of power* (45 charges) a jeweled bracelet of platinum and emeralds worth 3,000 gp, a mithral ring set with a huge ruby worth 6,000 gp and a *ring of fire resistance*. Each of these items bears a horrible curse.

Curse of the Arch-mage: Anyone who leaves the room with any of these items will never be able to touch treasure again. Coins and gems cause one point of damage per 5 gp value as they are transformed into lead and glass. This curse can only be removed by a *dispel magic* followed by a *limited wish* or *wish* and then a *remove curse*. If the curse is removed, the accursed individual is subjected to a *geas* to destroy the evil temple on Level 12 of Rappan Athuk, which must be completed within a year and a day.

3–4. Empty

All rooms marked **3**–**4** are empty. The Referee should spice each of these rooms up with the presence of a random non-magical item or furnishing, or randomly roll a wandering monster check each time a room labeled "**3**–**4**" is entered.

3–5. The Lair of Scramge, the Rakshasa

The air in this area is clear and smells of incense. The floors are free of dust and it is surprisingly warm. This is the lair of **Scramge**, a very old and exceptionally powerful rakshasa. He keeps **6 jackalweres** as pets/slaves. Though he does not worship Orcus, he is allowed to remain in the dungeon because of his extreme evil and because no one wants to be the one to tell him to leave. Read this encounter very carefully before you attempt to run this portion of the adventure.

Scramge the rakshasa is aware of the party's arrival because of his magical *mirror* (see **Room C** below). It is assumed that unless the party used some means of egress other than *teleport*, that he has been watching them for some time. **Rooms A** and **B** vary in character depending on the party's power and Scramge's wishes, thoughts, and desires. **Room A** is the "set-up" room. That room contains illusions designed to make the encounter in **room B** more believable. **Room B** contains the actual encounter with Scramge, where he utilizes the illusions detailed below:

Scramge's Various Illusions: The room is disguised using a programmed illusion in one of the following ways. If the party numbers over seven, Scramge appears in Room B as a cleric holding six werewolves at bay behind illusory bars. If the party numbers 3 to 6, he appears in **Room B** as a man chained to a wall and uses his powers to make his helpers appear as orcs torturing him. If the party numbers 1 or 2, or if they are of low level (less than 6th), he appears in **Room B** as a hospitable oracle with his jackalweres disguised as beautiful maidens. Scramge's alignment registers as Lawful.

3–5A. Entryway

This is the "set-up" room. There are no occupants in this room, only figures from a programmed illusion to make the party believe the encounter in the next room is real.

The particular contents of the illusion in this room depend on the various schemes of Scramge, outlined above. Under option #1 (cleric and werewolves), there are religious signs, blood spatterings, a broken mace, used scroll paper and a dead body dressed for a *raise dead* spell. Under option #2 (man tortured by orcs), there are trappings of an orc barracks, a pot of vile stew, chains and manacles on the wall, a tray of torture devices, etc. Under option #3 (oracle with maidens), there are silk curtains and plush pillows, various tomes, fine food and music.

3–5B. The Trap Room

This room is the culmination of the illusory set-up by Scramge. In this room Scramge uses another illusion to create one of the three scenarios outlined above: cleric with werewolves, man with orcs, or oracle with maidens. Once the party enters the room and interacts with his illusion for a few rounds (either to help the cleric or the man, or to talk to the oracle), Scramge springs his trap. He does this so that he can have a chance to observe the party's cleric so that he can properly imitate him or her. Once he springs his trap, read the following text:

> The world seems to spin before your eyes. Dazzling lights flash from all corners, blinding you. With a hiss and a roar, (name a cleric PC) disappears. Across the room, he reappears in front of a huge demon, fully nine feet tall, with the head of a vulture, huge bat wings, talons like razors, and flames licking from his goat legs! The (werewolves, maidens, orcs) turn towards you and attack, their forms mutating to that of a half jackal, half man.

Tactics: Scramge is in here under his guise as determined above. His trap is an evil one: he creates an illusion of a First Category "Vrock" demon over the party's cleric. He then covers himself with an illusion of being the party's cleric. He acts as if he is being attacked by the demon. His helpers drop their illusory disguises and attack the party. Scramge's plan is to goad the party into attacking and killing their own cleric (hopefully killing the only party member able to bless crossbow bolts, his special weakness). If the party does not have a cleric, he uses the same tactic on the party's magic-user. If there is no magic-user, he does this to the paladin. Note that Scramge's illusions also include audio illusions, so any warnings shouted by the real cleric are covered by Scramge's illusions (he makes them very, very noisy), sounding only like demon growls.

During the second round of combat, Scramge uses his illusion powers to have the demon appear to slay him. Scramge (as the character) appears to die. The characters can make a saving throw at this point to disbelieve the illusion. Scramge then casts *invisibility*. He creates a permanent illusion of the dead cleric on the floor during the third round and then casts confusion in the fourth round. Scramge then picks the next member of the party he wants to kill and uses illusions to make any remaining jackalweres look like the PCs. He then makes the next party member into a "demon" and he takes the place of that party member. Scramge repeats this trick until all of the party is dead. Each time Scramge switches targets like this the party gets a saving throw to disbelieve the illusion.

If Scramge's jackalweres are slain by non-magical weapons, they feign death. Scramge provides illusory gore to help simulate their deaths. Once the party believes the jackalweres to be dead, they rise, uninjured, and continue to attack.

Running the Encounter: When the "demon" attacks, use the attack and damage numbers for the character covered by the demon illusion. Any time there is a change in the illusion, a saving throw is permitted. It is unlikely that at first the party realizes illusions are present. More likely, they slaughter one or more of their own. Any time a character interacts with a pure illusion (such as trying to heal or give first aid to the illusion of the dead cleric) that character gets to make a saving throw at a +2 bonus because of the physical interaction.

If Scramge's illusions are ever disbelieved, he casts *mirror image* on himself and flees. If Scramge takes over 45 points of damage, he retreats to **Room D** and disappears through his *mirror* (see below). **Note:** It is critical while playing this encounter that the Referee not give away the fact that illusory forces are at work. Make rolls in secret or ahead of time so that characters are not given undeserved hints that illusions are involved.

Scramge the Greater Rakshasa: HD 7; AC –4 [23]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 9; CL/XP 12/2000; Special: Illusory appearance, special magic resistance, spells.

Jackalweres (6): HD 4; AC 4 [15]; Atk 1 bite (2d4); Move 12; Save 13; AL C; CL/XP 5/240; Special: Sleep gaze, hit by silver or magic weapons only.

C. The Pantry

Numerous bodies hang from meat hooks, and a vast pile of treasure lies in the corner of the room. There are tapestries, coins and three large chests: one of wood and two of bronze.

This is Scramge's pantry. It contains the corpses of the last party unlucky enough to encounter him. There are: eight fighters, one cleric, and two thieves all of levels three to six if they are *raised*, and equipped with reasonable non-magical armor and weapons.

Escape: The beast's greatest treasure is on the ceiling and if the battle is going poorly, he escapes through it to the Nine Hells. This great item is a *mirror of mental prowess*. Any who follow may be considered lost, unless they can cast *plane shift*.

Treasure: Three large chests, one made of wood and two of bronze, sit in the north corner of the room. All three are **trapped**. There is also 16,110 sp and 2,600 gp loose in piles.

Wooden Chest: The 8-ft. long wood chest contains: 12,000 cp, 8,000 sp, 1,200 gp, a tiger eye gem (worth 100 gp), a silver toe ring (worth 2,000 gp) and a silver over teakwood box (worth 1,200 gp) sealed with a *wizard lock*, containing a strange green, glowing gem. Inside the gem is an imprisoned faerie dragon named Snaggletooth. He accompanies whoever frees him for life and remains very loyal as long as his freer is of Lawful alignment. Freeing him requires a *legend lore* or *commune* spell to determine the freeing command word. The Oracle in room 3–**7** can also reveal the command word.

Hidden inside a **secret compartment** in the lid of the wooden chest is a shield constructed of rust monster scales. Any attack with a metal weapon against the holder of the shield that misses by 1 or less means the weapon is treated as having struck a rust monster. If the holder of the shield ever rolls a natural "1" to hit, his or her weapon accidentally strikes the shield and is subject to the same effect.

The wood chest has a poison gas trap.

Poison Gas Trap: This gas releases 1 round after the chest is opened. It affects all targets in 20 ft. The gas is lethal.

Snaggletooth, the Faerie Dragon: HD 2; AC 4 [15]; Atk 1 bite (1d4); Move 9 (Fly 36); Save 16; AL N; CL/XP 5/240; Special: Breath weapon, spells, invisibility, magic resistance (10%), telepathy (2 miles).

Bronze Chests: The first bronze chest has a lethal poison needle trap. This chest contains silk, opium and pipes worth 2,000 gp. It has a secret compartment containing a *ring of three wishes*.

The second bronze chest contains 2,000 illusory platinum pieces that dissipate to lead once removed from the room. It is trapped with a globe of cold trap (as a cone of cold that deals 10d6 points of damage, save in a 20 ft. sphere.

3–6. Room Complex

These normally barren rooms occasionally contain a party of **3 acolytes** led by a **priest** from the temple of Orcus traveling here to consult the oracle at the direction of the more powerful priests of the temple. The higher level priests send acolytes and lower-level priests because they fear the Oracle's wisdom drain beam. There is a 50% chance that a group of acolytes are within this complex of rooms. If present, roll 1d4 to determine which of the hexagonal rooms the priests are using as their camp, other than the first hexagonal entrance room and

the oracle room. Then determine whether or not the group's priest has yet consulted the oracle (there is a 50% chance either way). If not, the priest has an item of importance to sacrifice to the oracle. If so, then the priest does not possess the listed special item—having already sacrificed it to the oracle.

Orc, Priest of Orcus, Male Clr5: HD 5 (18 hp); AC 4 [15]; Atk 1 morningstar (1d6); Move 9; Save 11 (9 vs. paralysis and poison); AL C; CL/XP 5/240; Special: Cleric spells: 1st—*bless, doom, protection from good*; 2nd—*hold person, silence 15-ft. radius*. Gear: Chainmail, shield, morningstar, holy symbol of Orcus, prayer book, fine black robes emblazoned with the symbol of Orcus and a sack containing special item for sacrifice to Oracle (250 gp gem or beetlor heart).

Orcs, Acolytes of Orcus, Male Clr2 (3): HD 2 (8 hp); AC 4 [15]; Atk 1 heavy mace (1d6); Move 9; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Cleric spells: 1st—*protection from good*. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

3–7. Oracle Room

Inside this otherwise barren room is a small pentagram inscribed on the floor with a human skull in the center. When the party approaches, it rises into midair and the eye sockets glow with a red flame. It then speaks: "I am the Oracle, possessor of all knowledge. Ask what you wish and you shall learn the answer you seek."

The Oracle—a disembodied human skull—answers one general knowledge question per week, and it usually answers truthfully, though cryptically. For serious questions, it demands a sacrifice to be placed within its pentagram and the item then disappears. It is Chaotic. The Oracle knows and can reveal all—for a price. It can be fed life levels, attribute points, gems, unique items or magic items. The Referee should decide what price is fair. Normally, 500 gp is required for answers to simple questions, 1,000 gp value or more for answers to difficult questions and 5,000 gp value or more for answers to extremely difficult questions, puzzles or command words. It can provide the command word to free the faerie dragon described above for 2,000 gp value. It considers any question about Rappan Athuk a simple question unless it pertains to a shielded room or item, which it considers a difficult question. There is nothing about Rappan Athuk it does not know. It does not, however, know its own name and fails to function thereafter if asked this question, since it searches forever to find the answer. If attacked, the oracle retaliates. It is seemingly impervious to attacks.

Though he knows it not, the Oracle's true name is Obares Sin. His origins antedate the arrival of the followers of Orcus long ago, so long that even he remember it but dimly. The secret to the Oracle's origins are further described in the introduction to **Level 3B**.

"The Oracle": HD 8 (48 hp); AC -1 [20]; Atk 1 beam (1d6 wisdom drain); Move 6; Save 8; CL/XP 12/2000; Special:

Wisdom drain beam, immune to ability loss, +3 or better weapon to hit, magic resistance (60%).

3–8. Traps

This area contains three **traps**, at each of the locations "**A**,""**B**," and "**C**," as detailed below:

3–8A. Gold Piece Arrow Trap

It appears that a gold piece is lying on the floor at this location. When picked up, it pulls the string to which it is attached, firing 6 arrows—three from each side of the angled wall. Divide the attacks evenly for all in the area.

Arrow Trap: Attack as 10 HD monsters and score 1d6 points of damage.

3–8B. One-Way Stone Door

The door here is a one-way door. It can be passed freely heading west; but returning east the door is enchanted with a *wizard lock*, making return passage difficult without the use of magic. The door itself is made of stone.

3–8C. Flooding Pit Trap

This pit is 20 ft. deep, locking, and filled 10 ft. deep with water. Once sprung it immediately locks and can only be opened by a successful open doors roll or by destroying the stone lid The room floods full of water to the top of the pit in 4 minutes. As if drowning weren't bad enough, this pit also contains **a black skeleton**. The skeleton does not chase characters out of the pit. Characters fight at –5 in the water. The black skeleton is unaffected by the water. The chest on the far side of the room is empty and was left there to draw persons over the pit trap.

Flooding Room Trap: Room floods in 4 rounds.

Skeleton, Black: HD 6; AC 4 [15]; Atk 1 sword (1d6) or 2 claws (1d4); Move 12; Save 11; AL C; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

3–9. Burial Room

The passage to this room reeks of rotting corpses. The large room beyond appears to have a smaller chamber set within it. The walls are lined with recesses containing smashed caskets. Bloody debris and rat corpses litter the room. In the flickering torchlight, the characters can see hunched human forms. This room is the lair of **12 ghouls**.

Ghouls (12): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Treasure: A search reveals a total of 2,055 sp, 451 gp and 2 gems worth 20 gp each, a banded agate and hematite. In the most southwesterly alcove is a *+1 longsword*.

3–9A. Inset Room

This room is empty, but includes a **secret door** set in the floor beyond which is a ladder set into the wall leading down to area "**B**," below.

3–9B. Secret Tomb

This room contains frescoes depicting a young elf. At the end of the room is a stone table on top of which is the **corpse** of an elf warrior maiden in chainmail. For some reason, this tomb has resisted the powers of Orcus to convert those buried here to his undead servants. Aside from the longsword and chainmail on the body, there is nothing of interest in the room. Lawful characters looting this tomb should lose 200 XP each and paladins lose twice that amount and should be required to do substantial penance for such an act. This room is not subject to wandering monsters and is a safe haven for the party to rest.

Level 3A: "The Well" — Zelkor's Lair

There is a reason why adventurers say "Don't go down the Well." The main inhabitant of this level is Zelkor, the once-good wizard who led the army of light against the fleeing priests of Orcus long ago. He has become a spectre (not a lich, as the rumors say) and he is extremely powerful. An aura of fear, darkness and dread lies over the whole level. See "Continuous Effects" in the sidebar. The map of this level is shown in **Map RA–3A**.

Stirge: HD 1+1 (5 hp each); AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL C; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Gas Spore: see the Appendix.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Undead Ooze: HD 6 (20 hp); AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (C9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.

Juju Zombie: HD 3; AC 2 [17]; Atk 1 weapon or fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%).

Wight: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Tangtal: HD 6; AC 5 [14]; Atk 2 claws (1d6) and bite (1d4); Move 12; Save 11; AL N; CL/XP 7/600; Special: Triplicate images, surprise on 1-3 on 1d6 in darkness.

3A–1. Down "The Well"

As you descend through the darkness of the legendary well, the warnings of numerous adventurers resound in your mind: *"Don't go down the Well."* A group of bats surprises you and flies past you, into the sky above. A small cave appears to be opening below you at the end of the well. The entirety of the cave floor is covered in greenish-black water of unknown depth. Small objects float in the water. About three feet up from the water on either side of the cave are two small openings. There do not appear to be any other exits from this room— aside from the way you came in.

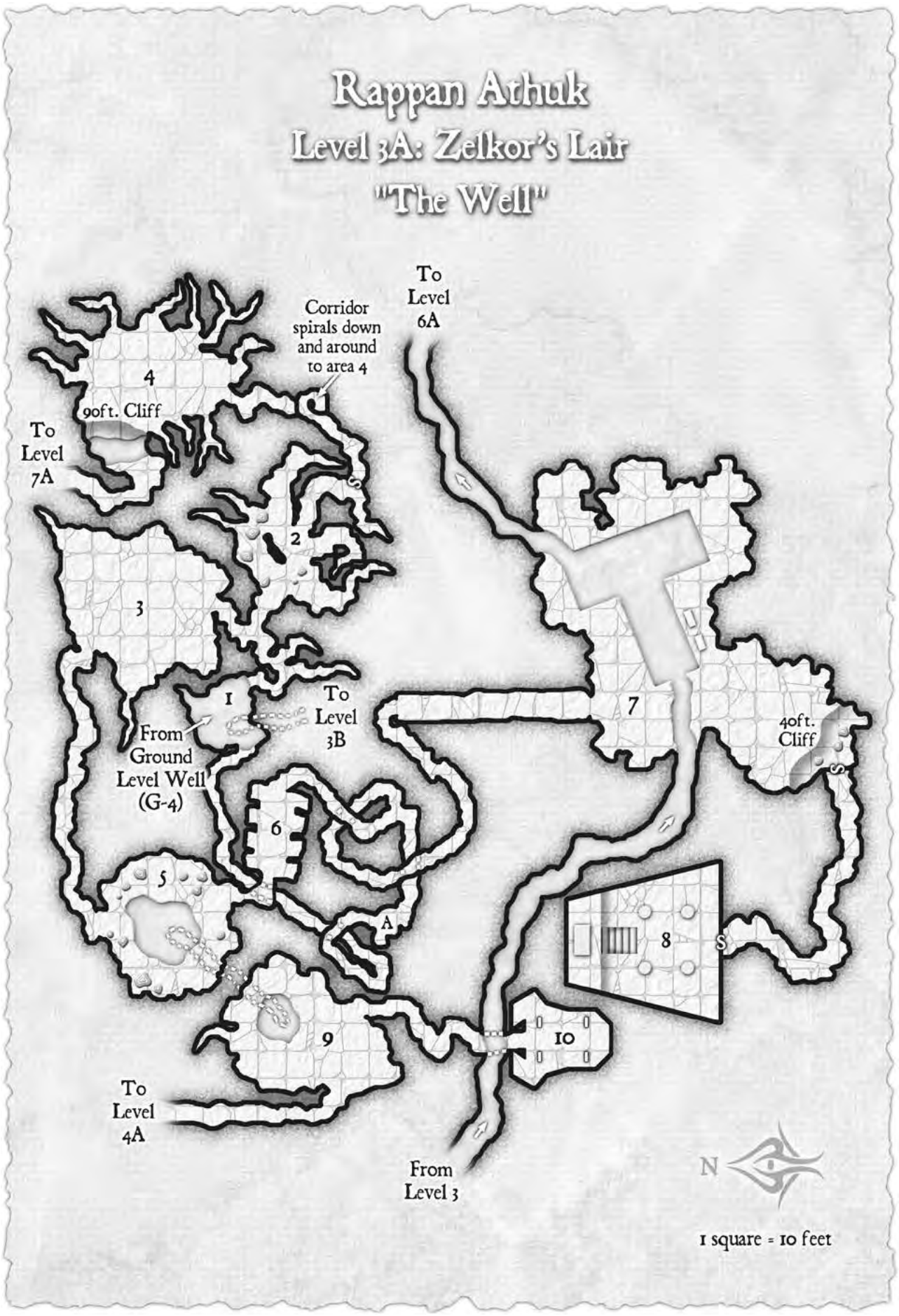
The well is 10 ft. in diameter and descends 90 ft. into a small cavern with two small, tunnel-like exits each about 3 ft. up the wall. The bottom of the well is covered in 2 ft. of green slimy water. Bits of human bones and wood float about in the water. The floor is quite slippery and footing is difficult due to all the bones and bits of armor, rusty metal and rotten filth that litters the bottom of the well beneath the water. Any movement in the cave requires a saving throw or the character falls into the brackish water, possibly extinguishing torches or light sources. The walls appear to have been clawed by some large monster, trying to climb out.

Level 3A

Equivalent Dungeon Level: 9
Entrances: Shaft down from "the Well," **Area G–4** on the **Ground Level; River** from **Level 3**.
Exits: River to 6A; stairs down from **Room 3A–9** to **level 4A**; passage beyond the cliff in **Room 3A–4** to **Level 7A**. Buried entrance to **Level 3B** in **Area 3A–1**.
Wandering Monsters: Check once per 30 minutes on 1d20:

1	**1d8 stirges** (see **Area 3A–5**)
2	**1 gas spore**
3	**3d6 giant rats**
4	**1 undead ooze**
5	**1d3 juju zombies** that hang upside down from the ceiling and attack from above (see **Area 3A–9**)
6	**1d3 wights**
7	**1d2 tangtals** (see **Area 3A–4**)
8–20	No encounter

Shielding: Room **3A–8** (Zelkor's lair) is shielded with magic, preventing detection.
Detections: Zelkor is aware of anyone opening the secret in the south side of **Room 3A–7**. The level is permeated with evil. It is strongest from the southern half of the map. Since **Room 3A–8** is shielded, nothing is detectable from that direction.
Continuous Effects: The entirety of this level is subject to two magical effects. The first is an effect similar to a *fear* spell. Characters must make a saving throw upon entering the level. They must also make a similar save every time they take a major action— opening or passing through a door out of or into a numbered area, entering a pool, climbing a cliff, etc. Characters of 9th level or higher are not affected. Failure means that the character is reluctant to take the action (though he or she will if forced) and all his or her rolls are at –2. These effect last for the entire time the character remains on the level or until a *remove fear* is cast on the character. If all characters are afraid, Zelkor sends some of his minions (4 wights) to kill them. In addition, the entire level is covered with blanket of darkness— a spell causing all light sources to shed light at half its normal radius. Darkvision is unaffected. Because of this darkness, hide in shadows checks are made at +10% on this level against viewers not possessing darkvision.
Standard Features: The doors on this level are made of iron and are locked unless otherwise noted. The secret doors are made of stone and are of a much higher quality than normal.


Rappan Athuk
Level 3A: Zelkor's Lair
"The Well"
To Level 6A
Corridor spirals down and around to area 4
4
90ft. Cliff
To Level 7A
1
2
3
1
To Level 3B
From Ground Level Well (G-4)
6
5
A
7
40ft. Cliff
8
S
9
10
To Level 4A
From Level 3
N
1 square = 10 feet

Side Tunnels: Small sized characters can enter either of the two tunnels without penalty. Medium characters must remove all but light armor to pass through the tunnels. Tower shields do not fit through the openings. The west tunnel remains small, requiring medium-sized creatures to stay in light armor and crouch as they travel, until they reach the area marked "**A**," at which time the passage opens to a normal 8 feet high. The east passage opens up to normal height once the fork between **Areas 3A–2** and **3A–3**.

Buried ten feet beneath the silt and refuse at the bottom of a pool is a great, valve-like circular hatch eight feet in diameter made of solid mithral, enchanted with a permanent effect that blocks all spells of divination. The hatch bears an etching of a circle three feet in diameter at its center. Within the circle, a triangle has been etched, and where its three points touch the circle there are slots in the metal, about 1/8 inch wide and 1 inch long.

This portal bars the way into **Level 3B**, and is protected by powerful wards that prevent it from being damaged or bypassed magically. The only way past is by finding three daggers lost somewhere in Rappan Athuk. The daggers must be inserted, one to a slot, in order for the hatch to unseal— see **Level 3B** if this occurs for details as to the consequences.

Each of the slots is in effect a lock, and could be picked, with a penalty of -20%. Further, each lock must be picked simultaneously for the door to open.

The daggers are made of a mithral alloy, and each has a different colored gemstone set in its pommel: a ruby, a sapphire, and a topaz, respectively. The exact location of these daggers is left for the Referee to determine, but bear in mind that the level beyond is intended for 18th+ level characters. The Oracle of **Level 3**, **Area 3–7** knows the location of each blade, in case the PCs have not found them on their own. However, the Oracle is forbidden to speak of what lies beyond this hatch.

3A–2. The Claw-Shaped Cavern

Numerous side caverns branch off from this cave, making the shape of a twisted claw. The room has a large central column. Water drips from the stalactite-covered ceiling. Faint scraping sounds emanate from the cave roof. This is a large cavern with stalactites, stalagmites and **8 piercers** of two to four feet in length. They drop 2 rounds after the party enters the room.

Piercers: Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer have a 1 in 8 chance to discern its true nature (1 in 6 for dwarves); else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a saving throw to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers have a move of 3). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4

feet in length deal 2d6 points of damage (plus 1d6 acid damage). Those of 5 to 6 feet deal 3d6 points of damage (plus 1d6 acid damage) if they hit..

Treasure: Near the secret door in the third finger, is the corpse of a human. In his backpack are 3 oil flasks, 2 vials of holy water, some rotten food, a 60 ft. length of silk rope, thieves tools in a puzzle box (thief can open with his open locks ability, others have a 1 in 6 chance per turn of opening it or a 2 in 6 chance if their intelligence is 13 or higher) and a sack with 12 gp. On his left hand, which lays a few feet from the body, is a *ring of fire resistance*.

Secret Door: Once found, this secret door opens easily by pushing a hidden stone that works a counter-weight mechanism that must also be found.

3A–3. The Weird Room

Stone spikes protrude horizontally from all of the walls. The ceiling and floor are flat and devoid of stalactites. It is as if the cavern walls have been switched with the floor and ceiling.

This cavern has been recently horizontally faulted so that the stalactites and stalagmites point out horizontally from the walls. It has no monsters and no treasure. It slopes down into the middle, since this used to be the ceiling. If there is a wandering monster encounter in this room, the spikes may be used as weapons. Any creature thrown against them suffers an attack as per a spear attack that does double damage.

3A–4. The Rat Cliff and Tangtals

This passage opens into a very large cavern with hundreds of stalactites, though few stalagmites. The sound of running water comes from off in the distance. Eyes seem to watch the PCs as their torches reflect off of the room's walls. Several rats scurry by, and one pair of eyes seem to glow green of their own accord, though the creature remains hidden. Listening at the door reveals a purring sound, like a cat.

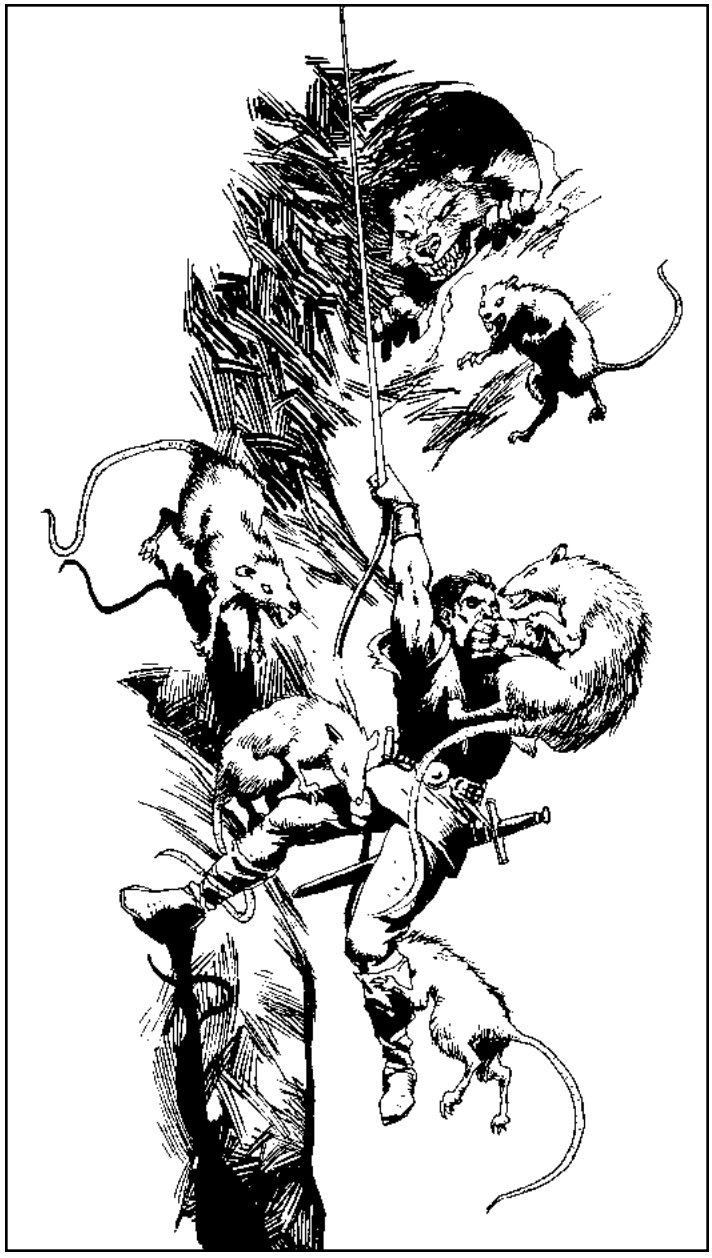
This room is a large cavern. It contains a cliff ledge that drops 90 ft. into 30 ft. of water. The cavern itself is filled with stalactites, but contains no piercers. Numerous small caves and tunnels line the walls. Some of these interconnect, and allow the displacer beasts and rats that inhabit this room to nest. Within the room are 8 displacer beasts that inhabit the upper portion of the room, and feed on the hundreds of normal rats that move about the cliff. The tangtals lurk in the shadows and wait until the party is near the ledge before they attack, hoping to strike from the flank of a surprised party.

Tangtals (8): HD 6; AC 5 [14]; Atk 2 claws (1d6) and bite (1d4); Move 12; Save 11; Al N; CL/XP 7/600; Special: Triplicate images, surprise on 1-3 on 1d6 in darkness.

Treasure: Some strange fungus grows in the northeast corner of the cavern, which has the ability to give a humanoid creature that eats it darkvision for 4 hours per use. It can be found and harvested on a roll of 1 on 1d6 (for one hour of searching) or a 2 in 6 chance for dwarves and rangers). There is enough fungus for 16 uses.

The Cliff: The cliff edge itself is dotted with iron spikes, gnawed ropes and a pair of skeletons picked clean by the rats. The rats attack anything attempting to climb the cliff face. **2d6 normal rats** attack each climbing PC while they are on a rope or climbing the cliff. Any rope has a 1–4 on 1d20 chance per round of being chewed through by the attacking rats. It takes 6 rounds to descend the cliff on a rope and 18 rounds to ascend.

Rats (100+): HD 1 hp; AC 7 [12]; Atk 1 bite (1); Move 12 (C12); Save 18; AL N; CL/XP A/5; Special: 5% are diseased.



The Bottom of the Cliff: At the bottom of the cliff is a 30 ft. deep pool of stagnant water. 30 ft. away from the cliff, across the water, is a sandy beach with a door, beyond which is a passage leading to **level 7A**. Anyone in the water has 4 rounds to cross it before a **black pudding** attacks, unless they are dropped in the water in which case this time is cut in half. Falling from over 20 ft. means they are attacked immediately.

Black Pudding: HD 10 (45 hp); AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Treasure: Among a pile of bones in the southeast corner of the pool is the treasure. It consists of a gold plated helmet worth 250 gp, a silver ring worth 10 gp, a jeweled belt worth 400 gp, and a silver dagger in a platinum sheath worth 800 gp.

3A–5. Stirge Room

A large, still pool of black water stands in the center of this room. The cavern is filled with extraordinarily large stalactites and stalagmites, many of which have formed large columns. Water drips into the pool from

the stone above. There is a horrible whirring noise, like that of gigantic mosquitoes, and several bat-like creatures attack!

This large cavern is adorned with large stalactites and stalagmites with a pool of dark water at its center. It is inhabited by **21 stirges**. However, only 1d6 stirges attack per 6 rounds spent in this room, unless they are stirred up or a great amount of noise is made. The pool is 120 ft. deep, with sheer sides, though it has a ledge 10 ft. below the water surface on the south end that contains a passage to **Room 3A–9**. This passage can be seen by those examining the pool from the cave Anyone attempting to swim from this room to **Room 3A–9** finds the swim an easy one. Any character attempting this swim must make a saving throw versus fear as described in "Continuous Effects" in the sidebar.

Stirges (21): HD 1+1 (5 hp each); AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: Three totally drained bodies lie near the door on the south side of the room, leading to **Area 3A–6**. The first is a dwarf in chainmail with a pack containing: 6 goblin scalps, 11 torches, 2 oil flasks and a case made of iron containing an *arrow +1/+4 vs. giants*. His axe is on his belt, and a shattered short bow lies next to him. The second body is a human dressed in leather armor with a bandoleer of 6 daggers and a pack containing a bullseye lantern and 8 candles, 3 large sacks, and 20 feet of silken rope. He wears *boots of elvenkind*. The last figure is a human dressed in robes, wearing a pack containing 12 sheets of paper, 2 vials of ink. His purse contains 11 gp and a 100 gp pearl.

3A–6. Undead Menace

The twisting cavern corridor opens to a series of small alcoves. Torchlight cannot penetrate the darkness of these niches. As the PCs draw closer, black skeletons emerge from the alcoves, shrieking in an arcane language as they attack!

These alcoves each contain a false black skeleton (8 total) which are simply normal skeletons painted black, with a minor enchantment allowing limited spell casting. Their attack triggers a fear check, as described in "Continuous Effects" in the sidebar.

Skeletons, False Black (8): HD 1 (5 hp each); AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Attacks cause *fear,* immune to sleep and charm.

Blocked Passage: There is a rubble wall blocking entrance to the passage to **Room 3A–7**. It requires 4 characters working for 30 minutes to clear a crawl space, three times as long to clear the passage completely. Roll one wandering monster check for every 15 minutes of noisy digging.

3A–7. The Pool Room

This cavern is huge. Running water can be heard nearby. As the PCs enter, they see a cut symmetrical pool of water, with a river running in one side and out the other. The cavern walls reflect a myriad of iridescent colors, dancing off of the walls in their torchlight. Across the pool to the

south, where the river enters the pool, are two large blue stone platforms, fully 8 ft. tall and 12 ft. long. Corpses rest on them.

This room is composed of dark stone interwoven with psychedelically colored pegmatite mineral deposits. The minerals are quite worthless (only 20 sp per ton) though they are rather interesting, as reflected light glimmers with rainbow hues. The swimming pool is 20 ft. deep in the base of the "T" and 40 ft. deep in the top of the "T."

The river flows into this room from **Level 3**, **room 3–2**. The current in the river and the pool is very strong, requiring an open doors check to swim 5 ft. against the current. Swimming in the pool or river for more than 1 minute requires a saving throw for each additional minute of swimming. Any character failing this save begins to drown and is washed downstream. Anyone washed downstream must make a saving throw or be knocked out by the rocky course of the river and drown. This stream joins up with the other branch of the river from Level 3 and then opens up on level 6A some 20 minutes later.

Across the river, near the pool entrance, are the two stone platforms made of blue streaked black stone upon which rest two perfectly preserved bodies of old men with long white hair and beards. Once the room is entered, both bodies begin spewing forth black vaporous mists from their mouths. These vaporous mists are **2 wraiths**. Because of the evil of the level, turning attempts against both wraiths suffer a -2 penalty.

Wraiths (2): HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Cliff to Doom: The cliff in the southwest corner of the room drops down 40 ft. at a 70-degree angle At the bottom of the cliff are large chunks of rock with a permanent illusion cast on them to make them appear to be made of gold, which fades if exposed to sunlight. The party could literally spend weeks hauling it all out as it weighs approximately 14 tons in total. Zelkor sends his iron golems to attack anyone spending over one day in this area.

Secret Door: The secret door at the bottom of the cliff is difficult to find (1 in 10, or 2 in 10 for elves). Once found, it is locked. Opening the secret door triggers a silent alarm in **Room 3A–8**.

3A–8. The Lair of Zelkor

Passing through the corridor from **Room 3A–7** to **Room 3A–8** requires a save against the fear effect as described under "Continuous Effects" in the sidebar.

Secret Door to Zelkor's Lair: A search at the end of the corridor reveals a small panel with three holes approximately arm-sized. Magical runes (requiring *read magic*) instruct the reader to insert his arm into a hole. They also state that anyone opening this door will have his hand cut off. It requires a *fear* check as described under "Continuous Effects" in the sidebar to place a hand in one of the holes. In addition to the results described above, a player failing this save will not put his arm in any of the holes until the fear is removed.

The holes are **trapped**. The left and center holes have levers at the end that if pulled cut off the manipulator's hand. Pulling the lever in the right-hand hole opens the secret door and sets off a second silent *alarm* spell in **Room 3A–8**. There is no way, other than trial and error, to learn which of the three levers opens the secret door. Any attempt to disable the trap requires the person attempting to disable it to insert their hand into one of the holes. Two rounds after the secret door is opened, it closes. From the inside, the door can only be opened either by Zelkor or by a *dispel magic* spell (caster level 9th) which allows the door to be opened for 5 rounds. A *knock* spell has no effect on the door.

Arm Chopper Trap: Scything blade (4d6 damage) cuts subject's hand cut off at mid wrist, permanently reducing dexterity by 4 until limb is restored. Failure to successfully remove the trap results in the person attempting to disable the trap losing his or her hand, unless attempting to disable the device from the right-hand hole)

Once the secret door is opened and the party enters the room, read the following text:

> The walls and ceiling are a glossy black stone. At the far end of the room, white stone stairs lead down into a lowered area. You cannot see the floor of the lowered area from where you stand. Four 12 ft. tall iron statues of warriors in armor carrying large swords stand guard in the four corners of the room—two in the upper level and two in the lower portion of the room. The statues are very well made and appear almost alive. The two statues furthest away from you appear somewhat rusty, though the two nearest show no signs of wear. You feel a darkness taking hold of your very soul as the two statues near you exhale a greenish gas.

This area is the lair of **Zelkor**, who was once a good-aligned archmage of some renown. During his quest to drive the evil from this place, he was captured by the evil priests, tortured and eventually slain by Nodroj the spectre once he agreed to worship of Orcus. He retains some of his powers though his alignment has irrevocably shifted to chaos. Zelkor very much enjoys his new life, taking wicked glee in using his new evil powers. Read this encounter very carefully before you attempt to run this portion of the adventure.

All of the walls, ceiling and floors of this room are glossy black, except for the stairs leading down to the crypt which are white in color. The two iron statues closest to the entrance are **iron golems**. These monsters attack as soon as the party enters the room. They radiate magic even before they animate. The other two statues are identical but non-animating. Even worse, once the golems breathe, Zelkor begins his attack.

Tactics: The golems breathe and attack. Zelkor is highly intelligent and does not materialize in spectre form unless his other attacks fail. He uses *magic jar* on the strongest looking fighter in the party. Avoidance of this possession requires a saving throw. Note that if a save is made, that person is thereafter immune to possession from Zelkor's *magic jar* spell. Zelkor commands his golems to attack any person who saves against his *magic jar*. If successful in taking control of someone, Zelkor uses them to attack spellcasters in the party. When the first possessed body dies, he uses his next action to possess another body. One of his favorite tactics is to possess a person and make them stand in front of the golems and inhale deeply—subjecting them to the gas and letting the golems destroy them. He tries to kill each character in turn and then returns to his jar for another attempt. Only if the party reaches his crystal box and opens it (which is nearly impossible due to the number of traps on the boxes) does he materialize and attack as a spectre. Since Zelkor's golems are healed by fire, Zelkor enjoys casting a *wall of fire* around the party and the golems so that his golems can move into and out of the wall to be healed as they require. Zelkor also casts *fireballs* at the party—healing his golems and damaging the party at the same time. He may also cast *cloudkill* from a scroll at the party since his golems are immune. It should be nearly impossible for any but the highest level party to defeat Zelkor.

Iron Golems (2): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Zelkor the Spectre-Mage, Magic-User Lvl 9: HD 7 (42 hp); AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 11/1700; Special: Drain 2 levels with hit, immune to non-magical weapons, magic-user spells (4/3/3/2/1).

Treasure: If not used in combat, Zelkor has a *scroll of cloudkill* in his possession. In Zelkor's crypt—located in the lowered portion of the room to the north—is a box made of ebony (2 ft. by 2 ft. by 2 ft.) worth

1,100 gp. The box is locked and trapped with a poison needle trap and a *cloudkill* trap.

Poison Needle Trap: Wyvern poison, save or die.

Cloudkill Trap: *Cloudkill* as though cast by a 9th level magic-user.

The ebony box contains 720 gp in a silken bag and a small crystal box worth 1,000 gp. The crystal box is trapped with a *lightning bolt* trap. The trap is triggered by anyone touching the box.

Lightning Bolt Trap: *Lightning bolt* as cast by an 9th level magic-user (9d6 points of damage).

The crystal box contains several items including:

- A potion testing stick (red equals poison, blue equals magic, white equals neither)
- A miniature sword (the size of a toothpick) which enlarges to a longsword when the word "Azathar" is spoken and shrinks again when the word "Torizuth" is spoken.
- A *potion of heroism*.
- A crystal ball (non-magical).
- A *wand of monster summoning V* with 4 charges (command word: "Gurth-a'rajur")

Last but not least there is a beautiful 10,000 gp peridot gem which serves as Zelkor's magic jar. If the *magic jar* is destroyed, any soul within is lost forever—irrevocably.

Underneath the crypt are Zelkor's spellbooks (1 each of levels 1–5) and perhaps two even more important works: A manual of iron golem creation trapped with a *fireball* (9d6), and his journal. Of course, the fireball more than likely destroys the books—books failing a saving throw (18) are destroyed.

His spell books contain all of his memorized spells (Referee's choice) plus: *monster summoning I-VI*, *teleport*, *charm monster*, *wizard eye*, *tongues*, *fireball*, *fly*, *fog cloud*, *darkness 15–ft radius*, *strength*, *knock*, *charm person*, *cause fear* and *read magic*.

Zelkor's Journal contains many informative tidbits about Rappan Athuk (roll 10 times on the rumor list). In addition, it tells of the phase minotaurs on **level 7A** and the confusion gas in the maze which he notes is unavoidable; it discusses his plans to capture a rust monster and charm him to use against his enemies on a cavernous level nearby; and finally it tells that he is looking for Akbeth so that he can ask her where she hid her ring.

3A–9. Juju Means Bad Luck, Mon

As the PCs break through the surface of the water and they see six tattooed men gathered around in a circle. They seem to be upset about something. Their eyes, mouths and even ears have been sewn shut. All anyone can hear now is the mumbled sound of their speech. They seem to be saying one word over and over, *"brains… braaaaaaains…"*

The creatures are **6 juju zombies**. These tortured creatures were warriors of light who refused to join the army of evil. Their mouths and eyes were sewn closed by evil priests while they were alive and then sacrificed to Orcus. Against their will, they are now undead creatures. They attack without hesitation, their tortured consciences suffering with every evil act their bodies commit. They pursue creatures throughout the dungeon, and can climb walls with amazing ability, often dropping from above.

Juju Zombies (6): HD 3; AC 2 [17]; Atk 1 weapon or fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%).

Exits from this room: The pool of water leads back to **Room 3A–5**; The door on the west wall is ajar and leads to stairs down to **Level 4A** is ajar; the door on the east wall leading to **Room 3A–10** is locked

3A–10. Gatehouse

Four doors stand suspended in this room 2 ft. off the floor, apparently unsupported. All of these doors are magical portals. The northeast portal leads to a small grove 5 miles from Fairhill (see the **Necromancer Games** product *The Crucible of Freya*) and is one-way. The northwest portal leads to an oasis between the two statues of the Numenorean gods, approximately 400 miles to the south in the southern desert—this gate is two-way (and can be used as a means of transport to a future **Frog God Games** product—*The Sword of Air*). The southeast door is a one-way gate to the Upper Temple of Orcus on **Level 4, Area 4–1**. This portal is a good means of launching a surprise attack on the evil temple on that level. The southwest door leads to **Level 6A**—The Lair of the Spider Queen, **Area 6A–4**.

Level 3B: Down the Well

This level is both difficult to find and extremely deadly. It is a vault holding a weapon of great power, placed here in a time before the coming of the followers of Orcus, and has been disturbed only a few times in recent history. Finding the vault accidentally through its hidden entrance on **Level 3A** is unlikely; opening it is even more difficult. And those who do survive its perils may unwittingly unleash a great threat to the world at large in their overeager delvings. Such are the perils of adventuring. The map of this level is shown in **Map RA–3B**.

Dungeon Level Background

This lost vault was created millennia ago. At that time two great powers were at war. One group lived by the sword and axe, overwhelming their foes with countless numbers, and believing in rule through strength and merit. Their symbol was the bloody sword. The other group was much smaller, and believed in a unified principle of body, mind and soul at harmony with one another. They had great magic at their command, including sorcerous access to druidic magic in a manner long lost since that time. Their symbol, a triangle within a circle, symbolized their core belief in a three-fold harmony.

In their war, both sides marshaled weapons of great destructive force; many of these have been lost, but some still remain, whispered in legend or preserved as artifacts and relics of unknown or mistaken provenance. One of these, long lost to scholars and bards alike, is a terrible creation of the followers of the three-fold path. Using their abilities to command nature, magic, and the body, they bred a fearsome living juggernaut of destruction, one which would make the tarrasque of later years seem tame by comparison. This creature they housed in a vault hidden in the extensive network of caves that would eventually become Rappan Athuk. They placed guardians over the beast, and also housed several other lesser, but still terrible weapons to be used in their war as final options if things went against them.

Their primary creation, known only as the Ravager, they placed in hibernation in a stasis field, to be preserved against the day when it would be needed. And there it has remained, guarded by a gauntlet of traps and undead servitors, from that day to this, sleeping restlessly through the ages.

The arrival of the followers of Orcus did not initially disturb the vault. It was concealed well enough that they did not even realize it was there. However, as Orcus' power waxed strong within the dungeon, his dark thoughts brushed against the defenses of the vault, and ultimately invaded them in the form of a hairline crack of jet black stone that has served to weaken the wards in place around the Ravager. His touch has tainted those wards, disturbing the Ravager's rest, and tainting its nature. It also upset the stasis field, so that although the Ravager continued to sleep, it grew pregnant, giving birth to spawn slowly over the years even as it slumbered.

At the behest of their demon-god, the priests of Orcus mounted an expedition to penetrate the vault and loot it. None of them returned, but their master discovered enough to disturb even him—a weapon of such great potency that it could ravage the face of the planet, but also one that he could not control, and which might be turned against him.

The raid by the Orcus priests did have one unforeseen consequence. One of the spawn of the Ravager was awakened in the battle outside their crypt, and won free of the wards. Clawing through the surviving intruders, it fled through the dungeon, warding or fighting through traps placed to slow its parent, and ultimately won free into Rappan Athuk. There it clawed its way up out of the well, and began a spree of wanton destruction that lasted several years until it was put down by an adventurer named Mailliw Catspar and his band.

After defeating it, the doughty warrior tracked it back to Rappan Athuk, and noting the claw marks in the shaft of the well (which are still present to this day) left by the beast he defeated, he and his comrades descended into the dungeon, entered the vault—and were never seen again.

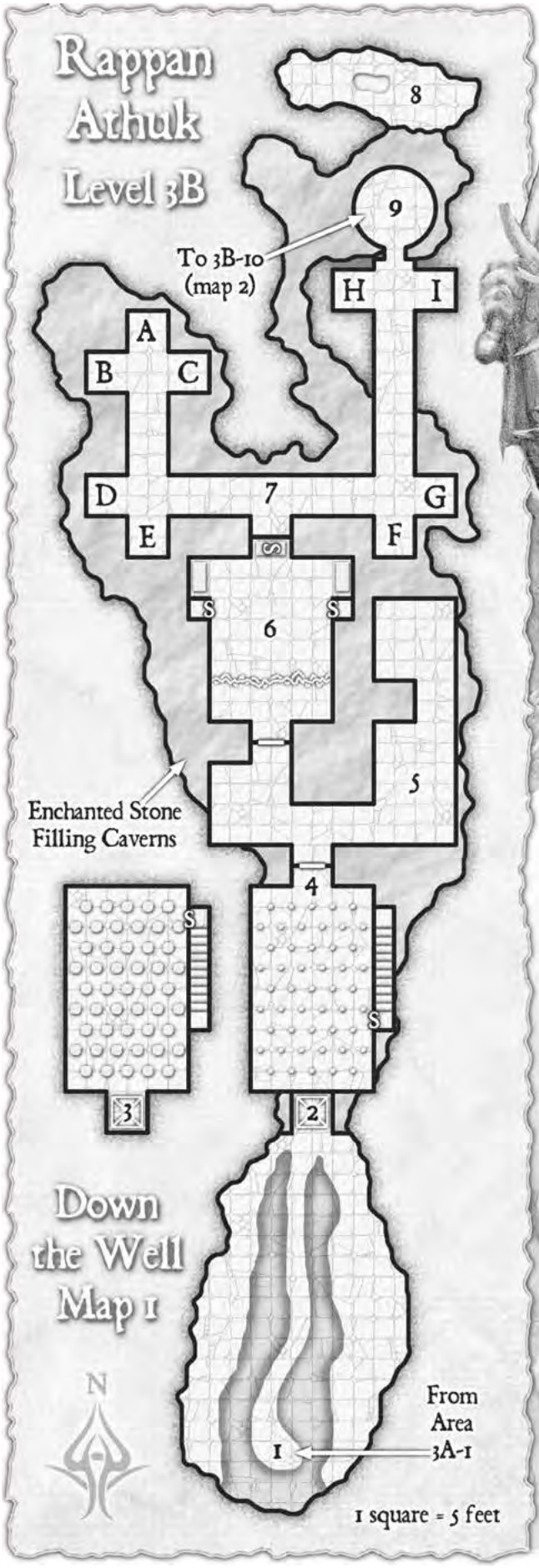
Since then, the Ravager has slept restlessly within its wards; its dreams have been disturbed by dark and bloody visions of destruction fueled by the taint of Orcus, and it is only a matter of time before it awakens, to emerge and unleash a swath of destruction so vast that the world will be forever changed, or lost.

The ancient people who first bred the Ravager were aware of the danger it presented should it escape, and emplaced a number of safeguards to prevent this. First, they entrusted a custodian named Amurru to watch over the vault and the wards, and they granted him the assistance of many powerful spellcasters to aid him. They also emplaced weapons that might be used against the Ravager, should it awaken uncontrolled, and built means within the vault to slow the Ravager's progress should it be freed, and allow anyone within the complex time to escape and prepare to defeat it.

In the years that passed, Amurru and his comrades died, yet lived on in undeath, sworn to their charge for so long as it remained in their care. Eventually they lost contact with their people on the surface. Fearing that all memory of the vault would be lost, Amurru entrusted one of their number, the sorcerer Obares Sin, to leave the dungeon but remain forever nearby, to provide information on the vault to those who seek it. Injunctions were placed upon him and he was set loose; he dwells today as the Oracle in Rappan Athuk, having rested there so long he has forgotten his own name.

Finding the Vault

There are a number of ways adventurers might discover and enter **Level 3B**. First, they may find it simply through thorough exploration, and find a means to penetrate it. Second, they may find one of the keys to the vault door (see below), and through magical inquiry locate the door to which they go. Third, they may be sent in quest of the vault specifically, after a vision or prophecy reveals that a terrible menace will soon arise from the earth if it is not stopped. Finally, the wards around the Ravager may have weakened so much that another of its offspring awakens and wins free; in this case they may follow in the footsteps of the adventurer Mailliw and track it back to this level, seeking its origins.


Rappan Athuk
Level 3B
8
9
To 3B-10 (map 2)
H
I
A
B
C
D
7
G
E
F
S
S
S
6
5
Enchanted Stone Filling Caverns
4
S
S
3
2
Down the Well Map 1
N
From Area 3A-1
1
1 square = 5 feet

Entering the Vault

The vault entrance is located in **Area 3A–1**, buried beneath ten feet of silt at the bottom of a pool of water, directly beneath the well entrance on the surface. The door itself can only be opened when three keys are inserted and turned simultaneously. These three keys resemble daggers made of some unknown mithral alloy, and are capped with a colored gem in their pommels: a star sapphire, a star ruby, and an oriental topaz (also known as a yellow star sapphire). In addition to their function as keys and wards within the vault, each dagger is a *+2 magical weapon* with an additional property: returns to hand when thrown (red gem), extra attack (blue gem), and dancing (yellow gem). Finally, so long as the Ravager remains imprisoned and the vault sealed, the daggers are effectively indestructible.

Further information on the vault door is contained in the entry for **Area 3A–1**. Information on what occurs when the door is opened is detailed in **Area 3B–1**.

Level 3B

Equivalent Dungeon Level: 17+
Detections: The crystal-laced stone radiates intense magic of all schools. Otherwise, there are no uniform magic auras blanketing the complex.
Shielding: Protected by 9th-level magic vs. scrying and teleportation into and out of complex; this protection is imbued within the stonework lining the complex walls. *Teleportation* and *scrying* within the complex works normally, so long as one does not attempt to penetrate through the warded stone.
Construction: Walls, floor, ceiling built of dark gray limestone lined with veins of red, blue, and yellow crystalline deposits that give it a glittery rainbow look; this stonework is sometimes hidden beneath a surface façade, but is always there. Should the stone be breached, those within can leave the shielded areas and teleport out normally. The stone repairs itself in 6 minutes.
The magic of the stone gradually leaches air from the surrounding area, eventually turning the entire complex into a vacuum. This is an intentional part of its design. When the vault door is opened and air floods in, it triggers the **first trap** (see **Area 3B–1** below), and activates many of the other traps deeper within the complex.
Should the vault door be sealed, the air within the vault once again thins until it has become an airless void, a process that takes approximately a week.
Doors: The complex holds two major types of door: vault doors, and secret doors built of the magic stone described above. The vault doors are composed of a magically hardened alloy similar to mithral, giving them immunity to all spells and supernatural effects, 100% resistance to fire, lightning and cold, and immunity to rust. Further, while the regenerating stonework of the complex remains viable, the vault doors repair damage at the same rate.
The anti-scrying properties of the rock prevent the secret doors from being detected magically.

3B–1. Vacuum Slide

If the valve-like hatch in **Area 3A–1** is unsealed, it opens violently downwards on recessed hinges, and the vacuum beyond sucks all in that room through to **3B–2**. Characters may make an open doors check to avoid being hauled through, and anyone wise enough to secure anchor themselves beforehand can avoid this fate.

Once the vault door has been opened, the three dagger keys used to unlock it can be easily retrieved from their slots. The vault hatch can then be closed from beneath with a successful open doors check, and a wheel on its underside allows it to be reopened with no difficulty.

The hatch opens into a large, rocky cavern, with a slightly concave stone ramp dropping rapidly northeast, running through the center of the room. The chamber is airless, so when the hatch is opened, air is pulled in from **Level 3A** and down through the well shaft into the chamber, filling it in a round. It also sucks anyone near the opening onto the slide.

Those on the ramp are allowed a saving throw to flip off to one side or the other before reaching the bottom, where a pit gapes open. Those rolling off the side suffer 6d6 points of falling damage as they land on the jagged rubble on the ground. Those failing the saving throw or not attempting to roll off the ramp fall into the pit at **3B–3** and take 3d6 points of damage from the fall. The pit lid then closes and locks in place (see below).

Walking on the rubble lining the sides of the cavern slows movement to 1/4 and requires a saving throw at +5 to save to avoid twisting or breaking an ankle, which causes 2d6 points of damage and slows walking speed by half until the damage is healed.

Vault Door Suction Trap: Sucks all in room into area beyond (open doors avoids if something can be used as an anchor); This trap cannot be found or disabled, for it depends upon the airlessness of the area beyond for its effect, which cannot be accessed without opening the vault door and setting off the trap

3B–2. Vacuum Pit

The vacuum held this pit open, through a mechanism buried within the stonework. Once air floods into the complex, the suction releases its hold, and a 2-ton slab of stone swings down to cover the pit—and reveal the doorway it had been blocking. Once it touches down, it locks into place, and the pit lid does not release until the chamber is once again drained of air, a process that takes one week, assuming the vault door is shut and sealed. The pit drops 30 ft. into **3B–5**. Those falling into the pit suffer 3d6 damage.

The pit lid is **trapped** with a magical glyph on its underside that activates casting *Finger of Death* only if the stone is damaged in any way. The glyph is a permanent part of the stone lid, and regenerates just as the lid does.

3B–3. The Lower Chamber of Pillars

This lower chamber lies 30 ft. directly beneath the Upper Chamber, **Area 3B04**. Those who fall through the pit at the end of the slide are deposited at one end of it. The chamber height is only 4 ft., and it is filled with staggered rows of stone pillars 2 ft. square, with 3 ft. gaps between them.

The chamber is guarded by **9 wraiths**, that attack anyone entering the chamber, through the pit or otherwise.

Wraiths (9): HD 4 (24 hp each); AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

Tactics: The wraiths use the pillars and low ceiling to their advantage to gain a -2 [+2] bonus to AC against attacks. Because of the cramped

quarters, two-handed swords and axes cannot be wielded at all. Corporeal creatures taller than 4 feet suffer a –2 penalty to attack rolls due to the need to crouch, and move at half speed. Creatures more than 8 feet tall must crawl, move at quarter speed, lose any dexterity bonus to AC, and suffer a –3 penalty to attack rolls. Anything larger cannot fit into the chamber.

In the east wall, a **secret door** opens onto a set of spiral stairs leading up to **Area 3B–4**.

3B–4. The Upper Chamber of Pillars

The room beyond the door is filled with circular steel pillars 1 ft. in diameter set in staggered rows 5 ft. apart. At the far end of the room is another vault door, this one set with a circular wheel. If the wheel is cranked counterclockwise, all the metal pillars descend 1 ft. for every revolution of the wheel. Cranking the wheel requires one open doors check per revolution. For the door to open, the wheel must be turned 12 times, which causes the pillars to fully lower into the floor and lock into place. After 4 turnings, the tops of the pillars are revealed, where they taper to sharp points like upward-pointing spears. If the wheel is released before 12 revolutions, the wheel whips back to its original position, slamming the pillars into the ceiling. Once the pillars have locked in place, bolts within the mithral hatch release, and the door swings open.

Opening the vault door in effect transforms this chamber into a trap designed to snare gargantuan creatures. It activates if more than 8 tons of weight are applied to the floor, which causes the vault door to slam shut and the sharpened pillars to stab upward.

Creatures in the chamber when this happens are effectively attacked by one pillar (4 for giant-sized creatures, 9 for large dragon-sized creatures, etc.). Further, those struck must make a saving throw, or be pinned to the ceiling.

Steel Pillar Trap: Atk as 20 HD creature that deals 10d10 points of damage.

In the east wall, a **one-way secret door** opens into the room from the secret staircase up from **Area 3B–4**. Finding the secret door on this side is very difficult (1 in 10 chance, 2 in 10 for elves), and it cannot be opened without magic or brute strength from this side.

Development: Should the Ravager be caught in here, the spears impale it, pinning it to the ceiling, which requires it to rip the steel pillars apart to break free. This process takes two rounds per pillar. It then rests until it has at least 3/4 of its hit points back, and continues its bid for the surface. The Ravager's offspring each weigh approximately 2 tons, so it takes four of them in the chamber to set off the trap.

3B–5. Hall of False Offerings

This area is used to store offerings, supposedly burial goods for those interred in the **Crypt of Floating Skulls** beyond. This is intended as camouflage, to disguise the level as a simple burial chamber for some important official or ruler of ancient times. The offerings are real, though some have been damaged. Other items were looted, but after the previous intruders met their doom deeper in the vault, Amurru restored them to their rightful place in this chamber.

Access to **3B–6** is blocked by another vault door, set with a wheel. The door can be opened by simply turning the wheel one full rotation clockwise. Like the hatch at **3B–1**, the area beyond this door is a vacuum, so once the door is opened, it slams into the room beyond, sucking those in this hall into the room beyond if they fail an open doors check to grab something solid and hold on. Characters with any wisdom rope themselves together and tie themselves down before opening it.

Vault Door Suction Trap: Sucks all in hall into the violet energy field in the area beyond, (saving throw avoids if something can be used as an anchor, those sucked through take 10d10 points of damage). This trap cannot be found or disabled, for it depends upon the airlessness of the area beyond for its effect.

3B–6. Crypt of the Floating Skulls

Beyond the vault door, a wall of crackling violet energy separates the entry from deeper into the room. This is a *brilliant energy* field that acts similar to the weapon property — all nonliving material passes through it unharmed, but living tissue is cut into one inch square cubes by it. Anyone attempting to move through it suffers 10d10 points of damage, typically emerging on the far side as fleshy cubes still contained within intact garments and armor. A hidden lever inside a secret panel deactivates the field. Otherwise, inflicting at least 120 points of damage to the surrounding stonework disrupts the field. Remember that the stonework self-repairs; once it has repaired to 120 hit points, the energy field reactivates.

Beyond the field, the chamber opens into a crypt, with three stone plinths upon which rest bodies. PCs may notice that the skulls of the ones to left and right are missing. The body at the end looks fully preserved, wearing platemail with a two-handed sword across its chest.

PCs may also wonder why the dust/bones were not disturbed when the vault door was opened and air rushed in. This is due to the fact that each set of remains is protected by a *wall of force*.

If any of the *walls of force* or the plinths is touched, two panels slide open in the side walls, and a pair of floating skulls emerge, with gems in their eye sockets and taking the place of their teeth. Though these skulls resemble demiliches, they are in fact powerful illusions, designed to scare away would be looters.

Anyone interacting with them, or spending one round studying them, requires a successful saving throw to recognize them for what they are; this is considered a 9th level spell effect created by a 20th level magic-user.

Assuming they are not disbelieved, the demilich apparitions unleash their death wails, then start imprisoning the sould of the intruders; see **Area 3B–20C** below for more details on their tactics. Any PC that succumbs to their attacks falls to the ground in a catatonic state, which lasts until the effect has been dispelled from them. Should the entire party fall victim to these illusions, Amurru in **Area 3B–13** arrives within 24 hours to slay slumbering intruders, collect the bodies, and return with them and their gear to **Area 3B–18**.

Once the illusions have been dealt with, PCs may explore the area more thoroughly. None of the remains is magical or remarkable in any way. However, beneath that body (magically preserved) is a secret trapdoor which leads down beneath the vault and into the area beyond.

The body is that of an ancient warrior of the three-fold path. His spirit has long departed, and the body warded against speak with dead effects.

Secret Door: The secret door is difficult to find and is locked.

New Spell: Wall of Force

Spell Level: Magic-User, 5th Level
Range: 60 feet
Duration: Permanent until dispelled

The wall of force conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall) or 100 feet long (in which case it would be only 10 feet tall).

The wall of force is completely transparent and has the same strength as stone.

3B–7. The Memorial Gallery

The walls are scribed with thousands of names in ancient, dead language related to Druidic; these are people who lost their lives in the long ago war, recorded here as a memorial. This area also serves as a repository for a number of devices from that long ago war.

In each 10 ft. alcove is a pedestal of white marble, smooth and featureless. Atop each is a different item. In all cases, the items are surrounded by permanent **prismatic spheres**. The contents of each alcove are as follows:

A. Weapon with a blade of obvious quality, shining silver and sleek, and a handle of polished duskwood. The weapon identifies as a *+3 weapon*, preferably of a type wielded by one of the party's main fighters (adjust as needed to suit power level of your campaign—it should be a nice plum, but not wildly overpowered). In actuality, it is a *cursed +1 weapon* that drains 1 point of constitution every round it is wielded in battle. The wielder does not realize the blade is responsible for the loss, though others might notice the weakening as the constitution loss mounts. This cursed blade has been deliberately placed here as a trap for looters.

B. A rod of reddish metal, etched with arcane runes related to fire and evocation. This is a *rod of meteor swarm* with 3 charges.

C. A golden necklace on a marble bust. The necklace is set with mithral plaques bearing sigils of power and puissance. This jewelry is the *necklace of ultimate command*. It provides its wearer an effective 18 charisma and a +2 bonus to all saves against fear or charm effects. However, the necklace has a drawback: when worn, it induces a sense of megalomania in the wearer (requiring a saving throw when first donned, and every hour it is worn). Victims of this effect believe that all others must bow to their will, and that none can stand against them. Because of this effect, the *necklace of ultimate command* was only employed in the direst of circumstances to rally despairing troops before important battles. The megalomania effect suffered by the wearer can only be removed by a *wish* spell, and then only if the necklace is first removed and never worn again.

D. The item on this pedestal resembles a square glass bottle 1 ft. tall, filled with murky darkness. If the stopper is removed, a **wraith** emerges. The opener may attempt to make a turn undead attempt to gain control of it, provided he is a chaotic cleric. If control is not gained, the wraith begins to attack any living creature nearby. The bottle continues to produce one wraith every 1d3 rounds, and can produce a maximum of 20 total. However, any wraiths that are destroyed re-manifest in the bottle 1 round later. If destroyed, any wraiths contained within the bottle are freed at once.

Wraith: HD 4 (24 hp); AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

E. A strange contraption rests here, resembling a sphere encircled by several bands that can rotate on an axis around it. When activated the bands start to spin, and the device causes insanity (as the *confusion* spell) in all animals and vermin in a 100 ft. radius spread. Every round the device remains active, the radius increases by 10 ft., until it covers a half-mile radius. This device was created to inflict panic in enemy cavalry, or to turn nature against their foes. It was seldom employed because, to be most effective, it would have to be placed in the midst of enemy troops, and they did not want to run the risk of their enemies getting a hold of it and turning it against them.

F. Within the *prismatic sphere* on this pillar is no object, but simply a glowing field of energy. It is part of an ancient enchantment used in the creation of artifacts — an art lost millennia ago. If an item is placed on the pedestal and left for 24 hours, the field is absorbed into the object, and it gains lesser artifact status. How the new artifact is subsequently used influences its development as it grows into a full artifact. If it is used in a manner noble and just, it becomes an artifact of Law; if the person using it is chaotic or betrays another, it will become a corrupting artifact. The exact nature of this enchantment, as an artifact-level effect, should not be immediately apparent to divinations.

G. A small cauldron one foot in diameter rests here, holding what appears to be quicksilver. This oily substance is actually *oil* that imbues a -4 [+4] bonus to AC and makes them immune to stone and wood weapons. Applying a dose of this oil on a person takes one minute. The cauldron holds ten doses, and replenishes the substance at the rate of one dose per hour. Oil removed from the cauldron must be used within 10 minutes, or it disenchants. The ancients used this oil to protect their elite champions.

H. Atop this pillar, a delicate ceramic bowl rests upon a soft cushion. Within the bowl are a dozen acorns. These nuts belong to a species of tree long extinct, a relative of the yew, with wood especially prized in the manufacture of bows and other wooden weapons and devices. The wood can also be easily manufactured into duskwood-equivalent items. Druids, elves and botanists would find these nuts extremely valuable, for they would allow the restoration of a species of tree long ago harvested to extinction.

I. A vase rests atop this pedestal, holding a bouquet of fresh flowers. The blossoms are kept magically preserved, but otherwise there is nothing remarkable about them; this arrangement was placed long ago simply to provide a memory of the joys of nature to Amurru and others guarding the vault.

3B–8. The Forgotten Cavern

This chamber was walled off when the complex was first built, deliberately kept isolated from the existing complex. It serves as a prison for Amurru to *teleport* intruders to, should they reach him in **Area 3B–13**.

At the center of the chamber a small pool boils and froths, producing a constant supply of air through electrolysis, which keeps the chamber from being sucked clean of air by the vacuum. Despite its boiling appearance, the water is not heated, though it does tingle to the touch.

The chamber also holds a pair of bodies: one the corpse of the adventurer Mailliw Catspar, and the other the remains of a priest of Orcus. The latter corpse has reanimated as a **ghast**.

Ghast: HD 4 (20 hp); AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; Al C; CL/XP 5/240; Special: Stench, paralyzing touch.

Tactics: Claw and gnaw until destroyed, a task that probably won't take the PCs very long.

Treasure: The body of the priest of Orcus wears chainmail, bears a steel shield and a *+1 morningstar*, and also bears rotted robes, a holy symbol of Orcus, four empty vials, a broken lantern, and a largely empty backpack. The body of Mailliw carries a spear, a longsword, leather armor fashioned from the scales of a red dragon (provides 50% resistance to fire), a buckler, a *potion of invisibility* and standard—if ancient—adventuring gear. Neither body carries any rations.

Development: Because the level, when sealed, provides no exit for disembodied spirits, the soul of Mailliw lingers still in this chamber, bound in eternal slumber. Within 1d4 minutes of the chamber being entered, however, Mailliw manifests as a **ghost**, asking to have his remains returned to the surface and buried in state. He gladly informs them of what little he knows — he made it only as far as **Area 3B–13** before being *teleported* here, but he could tell them about why he sought and found the complex in the first place. He cares little of his body's possessions after all this time, and gladly surrenders them to the party without fuss if they desire them.

Lawful PCs should be awarded 1,000 XP each if they take his body and bury it as requested.

3B–9. The Elevator

This 20 ft. high cylindrical chamber accessed by 10 ft. wide, 10 ft. tall arch. The room is covered on the walls and ceiling with wood paneling. Hanging from the ceiling by a thread is a golden key, dangling about 4 ft. off the ground.

There are no secret compartments in the chamber walls, though rapping on the ceiling elicits a hollow sound, and close examination of the thread where it meets the ceiling reveals that it passes through a crack in the wood, and is not simply tied off. The thread leads up to a counterbalanced mechanism that was activated when the complex was first entered. Should the thread gain or lose even an ounce of weight (if the key were to be grabbed or the thread cut, for example), a two-ton metal grille festooned with downward-pointing spikes slams down on anyone in the chamber.

Falling Grille Trap: Saving throw avoids 20d10 points of damage from the two ton spiked grill.

The weight of the grille hitting the floor activates the elevator: the entire chamber starts to descend at a rate of 2 ft. per round, revolving slowly counterclockwise as it descends. Thus, the opening sinks below the level of the floor outside the chamber in 5 rounds.

The chamber descends 120 ft. until it reaches the access point to **3B–10**, where it halts at a passage leading 40 ft. to that area.

Above the elevator chamber there is a 10 ft. space where the grille was anchored, and above that solid stone. Anyone wishing to get down after the shaft has descended, or to get back up, must somehow bore through 95 ft. of solid rock to do so.

Development: Once the Ravager has been freed (see **Area 3B–21**), an extradimensional portal appears at the entrance to **3B–10**, which transports any human-sized or smaller creature that steps through it back to the Memorial Gallery (**3B–7**). This is a one-way transportation. Once the Ravager reaches it, its natural anti-magic properties disrupt the portal, dispelling it permanently.

3B–10. Six Stone Trees

The passage opens into a chamber that looks like a forest, with a ceiling 40 ft. high. The walls and ceiling have been carved in bas reliefs, depicting a forest scene.

Six of the trees are actually **stone treants**, ancient, stony creature native to an obscure part of the plane of elemental earth. They cannot be *dismissed* or *dispelled* while they guard this room. The stone treants surprise on a roll of 1-2 on 1d6 in this chamber.

Should one of these guardians be destroyed, a new one appears to replace it 24 hours later, so long as the Ravager's containment field holds.

Stone Treants (6): HD 21; AC –2 [21]; Atk 6 slams (3d6); Move 12 (Burrow 3); Save 3; AL N; CL/XP 25/5,900; Special: Acidic blood (3d6, save for half), half damage from normal weapons, radial symmetry, magic resistance (35%).

Tactics: The stone treants remain immobile until intruders have reached the center of the chamber; then they close in from all sides, trampling where possible, and then seek to hem them in and pulverize them with flailing limbs.

3B–11. The Wringer

This area is activated when the vault is first opened. Four spinning columns, rotating in the direction marked on the map, fill the intersection with a whirling array of hooked blades. Anyone passing through the four points marked "**X**" on the map are subject to attack by the wringer's blades. The pillars and blades are made of the iridescent stone of the complex, and self-repair if damaged, even regenerating from the floor and ceiling if completely removed or disintegrated.

Wringer Trap: Attacked by 1d6 blades. The blades attack as 18 HD monsters and deal 1d10 points of damage. One must make a saving throw for each time they are hit or be swept between pillars and automatically struck by 2d6 blades each round.

Development: Once the Ravager is freed, it pauses in this area to destroy each spinning pillar, one by one—a process that takes it 8 rounds. Any offspring freed beforehand may be trapped by these pillars for a longer amount of time.

3B–12. The Angel of Death

A great statue of an angelic being stands here at the head of a 30–40 ft. diameter cavern, wings outspread, wearing armor, and with sword raised on high. Strangely, the statue faces down the cavern away from the PCs as they enter. The walls of the cavern have been smoothed, and carved with images of oversized human warriors marching in the same direction. At the far end of the cavern rests another vault door, opened by turning the wheel at its center 10 times counterclockwise.

The great statue is a masterfully crafted **greater stone golem**, though it only activates if the Ravager itself comes into view—even standing still for direct attacks from lesser creatures. However, hidden amid the carved images in the walls are **20 *hasted* stone golems**, and which move to intercept anyone moving into the cavern.

All golems are made of the same iridescent stone that coats the walls of this cavern, and even if completely destroyed they regenerate from the walls at the rate listed below, so long as the stone remains magical.

Greater Stone Golem: HD 30 (120 hp); AC 5 [14]; Atk 1 fist (4d8); Move 6; Save 3; AL N; CL/XP 31/7700; Special: +2 or better magic weapon to hit, immune to most magic, regenerate 3 hp/round so long as the Ravager is confined.

Hasted Stone Golems (20): HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; Al N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic, permanent haste effect, regenerate 3 hp/round so long as the Ravager is confined.

Tactics: The stone golems move to intercept intruders, attacking from all sides until destroyed. If any intruders are present by the time one fully reforms, it moves forth once again to attack. The greater stone golem only attacks the Ravager, ignoring all other targets.

Development: Should the Ravager engage the huge-sized golem, it manages to destroy it in 1d6+6 rounds. The Ravager then rests a number of rounds equal to the battle, and presses on.

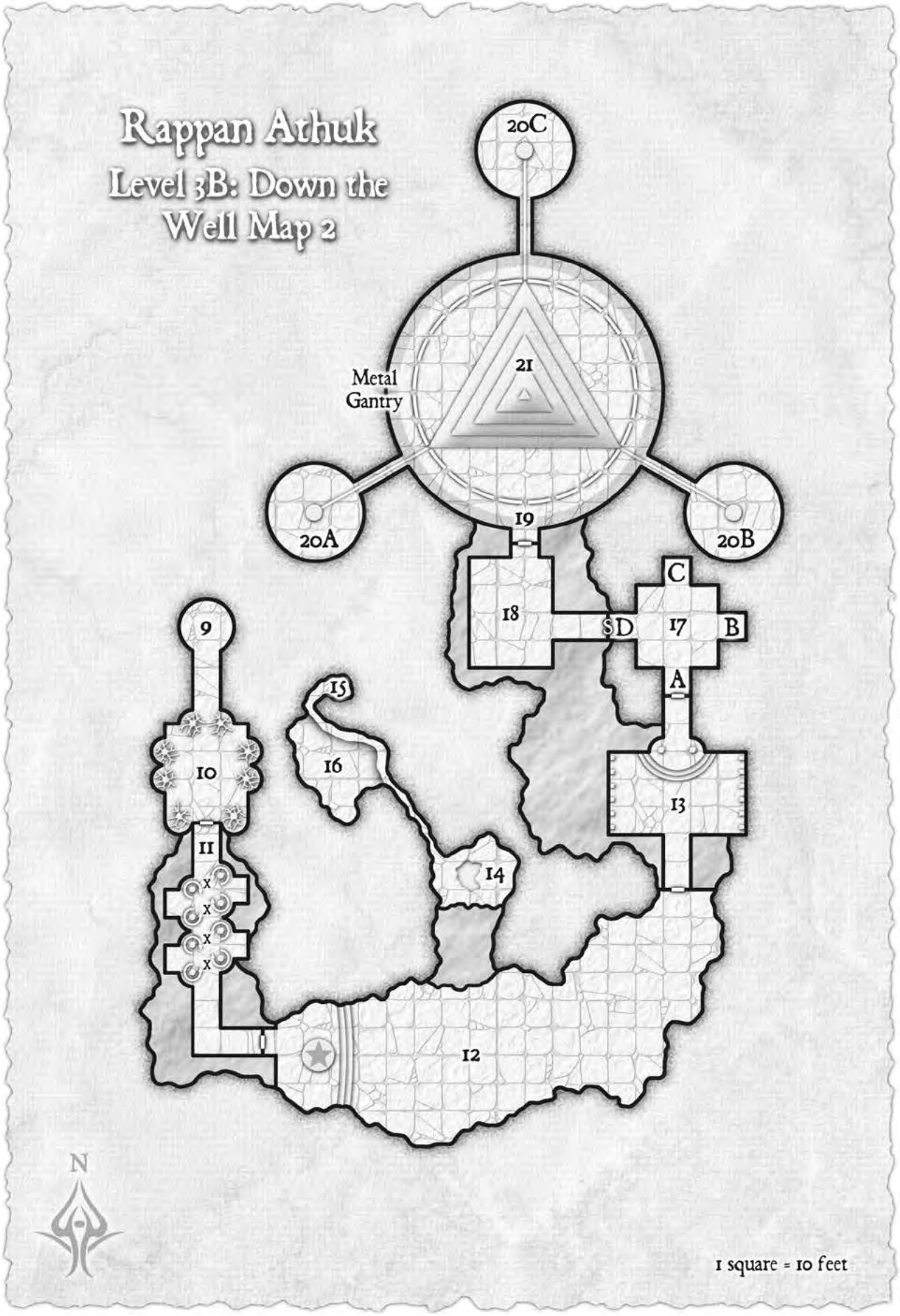
3B–13. Crypt of the Servitors

The vault door opens into another crypt chamber, its walls lined with niches containing **mummified corpses** of muscular humans. Each wears an ancient breastplate, and wields a 2-handed curved sword.

Atop a dais at the far end of the room stands another figure, his body desiccated but intact, eyes gleaming with a fierce light even after all these centuries. This is **Amurru**, the guardian of the vault, keeper of the Ravager.

If intruders approach with hostility, Amurru does not waste time in conversation. If they try to speak, he bids them return this one time, saying that what lies beyond is something they should not meddle with. He does not answer any questions as to what it might be.

The only things that prevent Amurru and his minions from attacking are if the PCs retreat, or reveal they are here because they believe that the


Rappan Athuk
Level 3B: Down the Well Map 2
20C
21
Metal Gantry
20A
20B
19
18
C
SD
17
B
A
9
15
16
10
13
11
14
x
x
x
x
12
N
1 square = 10 feet

thing he guards shall soon be freed. The ancient guardian is aware of this fact, and it has been troubling him for centuries. With a supreme effort at diplomacy, they might persuade Amurru to let ONE character pass, to inspect the vault beyond in his presence, while the others remain under guard by his minions.

Unfortunately, the damage done by Orcus's influence is irreparable, even should he fall. It is only a matter of time before the barriers fail and the Ravager awakens, and even before then more of his offspring might work their way free.

Amurru has no direct control over the guardians of the **Chambers of the Three Aspects**, though he can tell them that the artifacts contained therein may help them defeat the Ravager. He also informs them of the utility of the dagger keys used to access this level.

Should Amurru and his cohorts be slain, they reform within 24 hours, so long as the barrier surrounding the Ravager is in place. The defenders in this chamber are also resistant to turning: turn/rebuke attempts last for only one round, and they cannot be destroyed or controlled.

Amurru: HD 24 (80 hp); AC 2 [17]; Atk *+1 light mace* (1d6+1) or 2 claws (1d6); Move 12; Save 3; AL C; CL/XP 27/6,500; Special: Teleport other, +1 or better weapon to hit, magic-user spells (1st – *charm person, detect magic, magic missile* (x2), *read magic, shield*; 2nd – *ESP, hold person, invisibility, mirror image, silence 15-ft. radius, stinking cloud*; 3rd – *dispel magic, fireball* (x2), *haste, hold person, protection from evil 10-ft. radius*; 4th – *confusion, dimension door, fear, ice storm, monster summoning II, wall of ice*; 5th – *cloudkill, feeblemind, hold monster, telekinesis, teleport, wall of stone*; 6th – *anti-magic shell, death spell, disintegrate, repulsion, stone to flesh*; 7th – *conjuration of demons, monster summoning V*; 8th – *power word blind, symbol*; 9th – *time stop*).

Mummy Guardians (10): HD 10+4 (50 hp each); AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 5; AL C; CL/XP 11/1700; Special: Rot, hit only by magic weapons.

Tactics: Amurru starts by using his *teleport other* ability on PCs while the mummies move to intercept. He then *hastes* the mummies, and while they engage any intruders he hammers them with the highest-level spells in his arsenal. He uses his *time stop* spell if seriously wounded to gather strength and summon allies, using his *wish* as a last-ditch means of defense.

3B–14. Cavern of the Pool

This cave resembles **3B–8**, above. It is completely isolated, and holds only a pool of frothing water. Unlike that chamber, there are no bodies here, and chemicals in the water have poisoned the air. Every minute a character breathes the air in, they must make a saving throw or suffer 1d6 points of damage.

3B–15. The Low Cave

This cave has a ceiling height of only 3 ft., and is filled with a foul, rancid stench emanating from a lone passage leading away. The air is cold enough to cause plumes of steam when people exhale.

Everyone within the room must make a saving throw or be sickened for as long as they stay in **Areas 3B–15** and **16**. Those who make the save still need to re-roll once every 10 minutes or succumb to this effect. Sickened characters suffer a -1 penalty to hit, save and damage.

3B–16. The Pit

A narrow tunnel from **3B–15** worms its way through the stone, narrowing at points to little more than 2–1/2 ft. in diameter. Eventually it opens onto a ledge running along the side of a 30 ft. deep pit. The cold is very strong here, coating the pathway with a rime of ice.

Anyone attempting to fight on the ledge, or hit and damaged, must also make a saving throw or fall into the pit for 3d6 points of damage. Dwelling within the pit is a **nightcrawler**, which moves to attack anyone traversing the ledge once they are halfway across.

Those who make it past the pit find themselves in another meandering passage that eventually dead-ends; however, at the point where it ends the stone is smooth and worked, and a bit of digging allows one to tunnel through into the main passage beyond.

Nightcrawler (Nightshade): HD 25 (110 hp); AC –6 [25]; Atk 1 bite (4d6) and sting (2d10 + poison); Move 12 (Burrow 12); Save 3; AL N; CL/XP 30/7400; Special: Immune to cold, magic resistance (60%), poison paralyzes for 2d6 rounds, swallows whole on natural '20' attack roll.

Tactics: The nightcrawler waits until victims are halfway across the ledge, then moves up and starts biting and swallowing. It is large enough to reach them from the bottom of the pit where it dwells.

3B–17. Chamber of the Maze

The secret door at the back of Amurru's crypt opens into an innocuous-looking 30 ft. square chamber, with openings at the center of each wall. However, the chamber is actually filled with a permanent *maze* effect, as if cast by an 18th level magic-user. Anyone entering disappears, and is seen as brief flickers as they traverse the extradimensional labyrinth. Should they succeed in navigating the maze, roll 1d4 to determine which of the four exit points they arrive at.

Characters who are roped together or join hands can stick together; in this case, only the person at the front of the line needs to make these checks.

An *anti-magic shell* allows one to easily bypass this effect.

3B–18. Workshop

This room is a combination storeroom, work room, and laboratory. Construction materials are present, to repair damage to non-stonework items in the complex, along with replacement parts for damaged traps and the like. There is also a small library, holding ancient texts of long-lost lore. The texts may also hold ancient or epic spells, as it suits the Referee. The laboratory is suitable for brewing potions, scribing scrolls, and crafting magic items, and has been specifically adapted to function in a vacuum. A number of unfinished scrolls and other items are also located amid the shelves (see **Treasure** below).

Items that can be found on the shelves in Area 3B–18

DIE ROLL	RESULT
1	*Potion of frozen concoction*.
2	*Potion of gaseous form*.
3	*Potion of poison*.
4	*+1 shortsword*.
5	*+2 freezing shortsword*.
6	*Scroll of protection from undead*.
7	*+1 battleaxe*.
8	*Scroll of summon monster VI*.
9	Slammed by mundane objects (2d8 points of damage).
10	*Scroll of hold monster* and *scroll of summon monster IX*. Used in that order.
11	*+2 flaming heavy crossbow*, with 20 *+1 bolts*.
12	*+3 intelligent long sword* (18 Int; makes wielder immune to level drain attacks).

As a final defense, an enchantment has been laid upon this room, causing everything within to animate and attack should any living creatures enter it. Note that area of effect spells are liable to damage much of the chamber's contents.

Amalgamation: HD 30 (150 hp); AC –4 [23]; Atk 1d6 weapons (as weapon); Move 3 (Fly 15); Save 3; AL C; CL/XP 33/8300; Special: Magic item use, swarm attack (10d6 damage), immunities.

Tactics: In the first round, the acid flies at the interlopers. Meanwhile, the room's remaining components come together to form the amalgamation. Thereafter, the construct attacks until destroyed.

Treasure: The library books weigh a total of 100 pounds, and could fetch up to 10,000 gp to interested collectors. The lab setup is worth 1,000 gp. In addition, the racks and shelves hold 2,500 gp in rare components for spells and magic item creation, all in hermetically-sealed jars. There are also 10 flasks of acid, 14 flasks of oil and 8 vials of holy water and a number of other minor items. Once the amalgamation is defeated, any unused items have a 90% chance of having been destroyed during the battle.

3B–19. The Uttermost Vault

This final area is the vault where the Ravager has long been kept in stasis. Due to the influence of Orcus in recent centuries, the Ravager has produced spawn, which share its imprisonment. Should the three energy beams that hold it in place be disrupted, the Ravager will be freed immediately, and should even one be disrupted, its awakening becomes inevitable. Thus, unless the PCs realize that some things are best not tampered with, it is likely that they unleash upon the world a terror the likes of which it has not seen in millennia.

The passage past the laboratory ends at a final vault door, easily opened by turning the wheel counterclockwise one complete revolution.

The door opens into a 100 ft. diameter chamber, dominated at its center by a three-sided pyramid composed of prismatic light. At each of the outer points of the pyramid, a five-foot diameter beam of colored energy—one yellow, one red, and one blue—moves out from the pyramid and through a 5 ft. wide passage in the outer wall.

On the floor, a mithral band encircles the pyramid, touching it at each of its three points. Tiny iridescent runes seem to float and swim within it, should it be examined closely.

Around the periphery of the room, a metal gantry encircles the chamber 20 ft. up, accessed by iron ladders on either side of each beam. This gantry can be used to circumvent the energy beams if that is desired.

Adventurers have a 1 in 6 (2 in 6 for dwarves) while in the northeastern portion of the room of spotting, a vein of jet-black material can be seen running along the floor, through the outer circle, and intersecting the base of the energy pyramid. This dark intrusion represents the influence of Orcus. There is a slight weakening of the energies in the pyramid where it intersects; if a study is made with *detect magic* or the like, it can be determined that there is a small but perceptible weakening in the field here, though not enough of one for the PCs to exploit.

Investigation of the pyramid reveals it to be some form of *wall of force*, preventing anything from going in or coming out. Even spells such as *wish* are not sufficient to penetrate the barrier. Only by following each of the beams to its source, and deactivating it there, can the pyramid be dispelled.

Once a single beam has been disrupted, that color vanishes from the spectrum within the pyramid. After the second beam shuts off, the pyramid retains only the color of the third beam. With even a single beam shut off, the pyramid becomes permeable to certain effects, as indicated in the sidebar.

Entering any of the beams renders one susceptible to their malign effects. Those within the red beam take 6d8 points of damage per round (saving throw for half damage). Anything inside the blue beam is subject to a *dispel magic* effect every round from a 10th level magic-user. Those within the yellow beam must make a saving throw each round or be dazed and unable to act. However, anyone holding one of the original keyed daggers used to enter this level is immune to the effects of the corresponding colored beam.

Development: Because of the weakening caused by Orcus's influence, the Ravager and his brood have slept lightly. Once the first beam is shut off, one of the offspring starts to awaken; after the second beam is shut off it is able to penetrate the barrier and escape. Before the party can shut off the third beam, they need to deal with this escapee.

Ravager Spawn: See the Appendix.

3B–20. Chambers of the Three Aspects

Each of the beams originates in a 35 ft. diameter circular chamber, with a pedestal at its center. Resting upon each of the pedestals, encapsulated by a field of the corresponding energy, is an object that powers the effect. Each of the beam chambers is filled with the same effects as the beam that exits the chamber, and each chamber has a guardian, described below.

Shutting Down the Beams

As each beam is shut down, the pyramid walls lose that corresponding color. This makes the pyramid permeable, but also starts to rouse the Ravager and its spawn within. Beam shutdown effects are cumulative.

BEAMS OFF	EFFECT
Red	Nonliving objects can pass through
Blue	Can transport through via *teleportation* or magic
Yellow	Can use divination magic to see through (by placing a *wizard eye* inside)
Red + Blue	Spell effects can pass through
Red + Yellow	Creatures and objects may pass through, spells, magic items, etc. cannot
Blue + Yellow	Incorporeal creatures may pass through

Each beam contributes to the stasis field within, and so long as it remains active, anyone passing into the pyramid is subject to its effects. These are as follows:

Red	Aging stops
Blue	All magic effects suppressed
Yellow	Coma

There is no save against any of these effects.

If a single beam is shut off, the Ravager and its brood break the shackles of the stasis in one month. If two beams are shut off, they awaken in 1d6 days. If all three are shut off, the offspring awaken in 1d10 rounds, and the Ravager in 1d10 minutes, though any attacks upon them awakens them immediately. See **3B**–**21** for further details on the Ravager and its children.

To retrieve the item atop the pedestal, each sphere must be shattered. They can only be harmed by using the dagger whose pommel gem color corresponds to that of the beam and sphere. Each sphere must take 30 points of damage from the appropriate dagger to shatter, and each regenerates hit points at the rate of 1 per round, until such time as it is shattered.

The astral and ethereal planes cannot be accessed from within the three chambers.

3B–20A. Chamber of the Body

This chamber is filled with lurid red light; no other colors are visible within the room. The chamber is guarded by **Luke the baalroch demon**.

Baalroch: HD 9 (50 hp); AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (Fly 15); Save 6; AL C; CL/XP 13/2300; Special: Magic resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Tactics: The baalroch attacks first whoever holds the red-hilted dagger. Should the red sphere be shattered, the pit fiend's service is ended, and it gratefully *teleports* away to its home plane.

Treasure: Once the sphere is shattered, the object can be retrieved: a *+3 flaming weapon* composed of red light. Through a simple act of concentration, the wielder of the blade can cause it to resize or transform into any one-handed melee weapon desired.

3B–20B. Chamber of the Mind

This chamber is guarded by a **syanngg**, whose beam powers are not disrupted by the blue glow that otherwise pervades this chamber.

Syanngg: HD 8 + 20; AC 2 [17]; Atk Up to 6 bites (1d4); Move 6; Save 7; CL/XP 14/2600; Special: Slow, lightning bolt, dispel magic, petrify, paralysis, charm, magic resistance (25%).

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has 6 heads, and can bring 1d4 heads to point toward any given 90-degree quarter around itself. Each head has a different type of magic that can be projected from its eyes, as follows:

1 slow (range 40ft)
2 lightning bolt (5d6 damage, range 60ft)
3 dispel magic (level 12, range 40ft)
4 turn to stone (range 30ft)
5 paralysis (range 30ft, duration 3d6 turns)
6 charm (range 20ft)

Syannggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

Tactics: The syanngg unleashes its eye rays at anyone intruding, using its most lethal effects against the wielder of the blue-hilted dagger. It uses its dispel magic effect if confronted with a sizeable group of heavily equipped foes.

Treasure: Resting in a slot in the center of the pedestal is a *staff of the magi*, which is responsible for powering the beam.

3B–20C. Chamber of the Spirit

This chamber is guarded by a demi-lich.

Demi-Lich: HD 11 (62 hp); AC 0 [19]; Atk steal soul; Move Fly 12; Save 4; AL C; CL/XP 13/2300; Special: Immune to most spells, +3 or better magic weapon to hit, immune to acid, electricity, fire, cold and polymorph, rejuvenation, steal souls.

Tactics: Tactics for a demi-lich should not tax your brain too hard. Suffice to say liberal application of defensive spells and steal soul should suffice.

Treasure: Inside the sphere is a skull, which is intelligent and animate. It is animated by the spirit of **Nycristi**, who was once the sister and lover of Obares Sin (better known today as The Oracle). She has all the powers of the Oracle, and remembers his name.

Development: Should Nycristi and the Oracle meet, they remember one another, and understand their duties with regard to the Ravager. They then seek to aid any who seek to destroy the Ravager and his brood as best they can. Once this task has been accomplished, they can finally abandon their mortal shells and transcend to the outer planes, their duties fulfilled.

3B–21. That Which is Bound

At the center of the pyramid rests the **Ravager**, a gargantuan creature that in its current form looks something like a giant, hairless ferret, with bulging muscles rippling along its sides, teeth the size of longswords, and claws that can eviscerate a man in one swipe. Piled around it are **8 smaller versions** of it (the size of elephants); these are in addition to the one that the PCs face after breaking the second sphere.

The Ravager: See Appendix.

Ravager's Spawn (8): See Appendix.

The Ravager Awakens

Assuming their sleep is not disrupted ahead of schedule, the offspring begin to awaken before the parent. Parties that faced the lone offspring before should realize the trouble they are in, and either flee at once or attempt to kill each offspring as it awakens. Ultimately, however, they likely need to flee.

The Ravager and offspring all have one imperative: cause as much mayhem as possible. They start by attacking anyone in the chamber with them. If no targets present themselves, they make their way for the entrance to the level, destroying as they go. Should they reach it, they all split and go their separate ways; one or two of the offspring that survive this far likely work their way deeper into Rappan Athuk, causing great damage until they are stopped. On the surface, even one of the offspring is a deadly adversary; having several of them plus the Ravager itself creates a widening swath of destruction as they spread and systematically destroy every dwelling and sentient creature they come across. Ultimately, it is likely that the party members shall need to seek allies, possibly even with great enemies, to amass enough firepower to put these creatures down for good.

Alternately, should you not wish these doomsday weapons unleashed, you might allow the characters the opportunity to restore the field. Nycristi, the sister of the Oracle, can inform them how to do this. Three PCs must volunteer for sacrifice, giving up their life forces forever to restore each of the three energy beams. Their remains become new, undead guardians for the beam.

If you wish to have a less tragic outcome, you could also reduce the number of offspring, or eliminate them entirely. Armed with the weapons and devices located within this complex, along with their own native ability, the PCs should have a good chance of halting the Ravager before it reaches the surface.

Level 3C: The Fountain of Pestilence

The original purposes of the level known as the Fountain of Pestilence can no longer be guessed at from the level's geography, for major events after the abandonment of the dungeons have made radical changes in this area. A number of years after the battles between the Priests of Orcus and the Army of Light, a religious order of healers entered the Mouth of Doom to establish a hermitage in the catacombs below. Healers from the shrine would travel throughout the lands, offering cures and medicines to the peasantry … or such was the plan. The mission of this small community worked well for many years, and the healers were welcome guests in the hamlets and villages for a hundred miles around. The healers kept the location of their shrine a secret, and accepted no payment for their services other than freely-granted contributions to their cause of eliminating disease from the world.

During this time, the underground sanctuary of the healers grew considerably, as new novices were admitted into training by the original healers. At the same time, the religious aspect of the hermitage increased. The hermitage became less focused upon service to the outlying communities, and more focused upon its status and responsibilities as a temple to the healing god. To the second generation of healers, trained with a greater emphasis on religion, it began to seem that a greater blow could be struck against disease than merely traveling through the countryside to fight it where it appeared. A group of the healers developed a plan to take a more active role in the eternal battle between the great supernatural forces, striking their own blow against the greater servants of pestilence and plague. By mystical auguries and arcane research, they eventually pieced together enough clues to learn the name of one of the greater demons of pestilence. Armed with this knowledge, they made their plans to destroy this demon.

They failed….

This area is shown on **Map RA-3C**.

Plague Zombie: HD 2; HP 10; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Pestilenzi Demon: HD 4; HP 17; AC 3 [16]; Atk 2 claws (1d6) and 1 bite (1d4+disease); Move 9; Save 9; AL C; CL/XP 5/240; Special: Disease.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Ochre Jelly: HD 6; AC 8 [11]; Atk acid strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

Level 3C

Equivalent Dungeon Level: 3
Entrances and Exits: Stairs to **Level 1C** at **3C–1**, Stairs to **Level 2B** at **3C–23**, Stairs to **Level 4B** at **3C–28**.
Wandering Monsters: Roll on the table below every 30 minutes

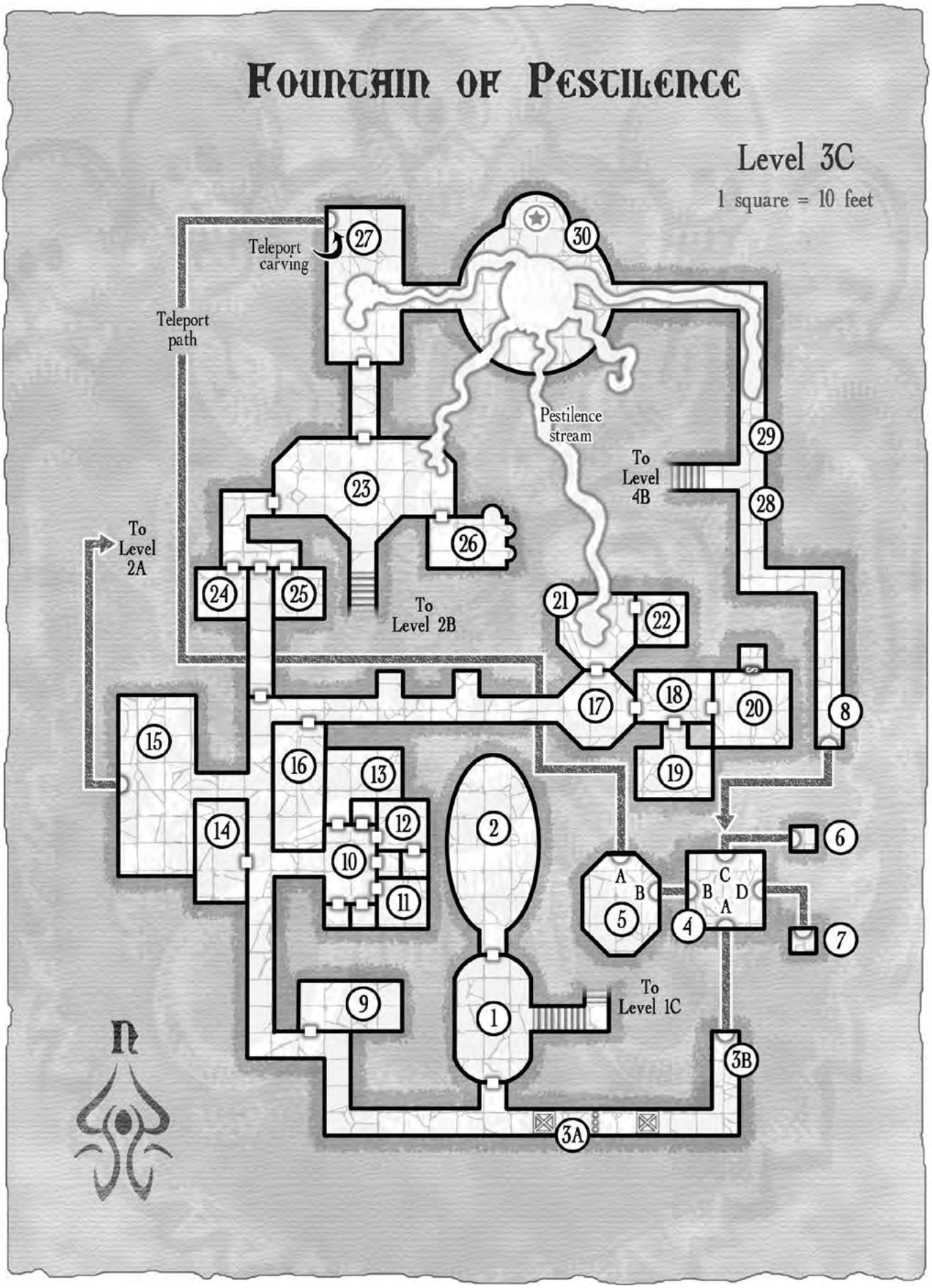
1	**1d4 plague zombies** (see **Area 3C–12**)
2	**1d2 pestilenzi demon** (see **Area 3C–22**)
3–4	**3d4 giant rats** (see **Area 3C–15**)
5	**Ochre jelly**
6–10	**Swarm of roaches** (disgusting, but harmless)
11–20	No Encounter

*These swarms are harmless, but horrible. Several hundred cockroaches swarm from the cracks in the stone walls, and scramble around for about a minute before disappearing back into the walls.

Standard Features: Doors in this level are made of iron-banded wood, and have the standard chances to be opened. Secret doors are sliding stone unless otherwise noted, and do not have independently hidden mechanisms to open them; when the door is found, so is the opening mechanism. Pit traps are covered (concealed trap doors) but do not lock.
The Pestilence: The Pestilence is a disease that was spread into this level of the dungeon when the Healers failed to control the demonic power they had summoned. Various monsters and hazards in the level can infect intruders with the Pestilence. Anyone infected will begin losing hit points at a rate of one per hour until death. A saving throw at +4 is allowed each hour to avoid the hit point loss for that hour, but the process continues afterwards. Magical healing will increase the victim's hit points, but the progress of the disease will continue after the curing. *Cure disease* will completely remove the disease and return the victim back to health, although it will not restore the lost hit points. If the victim dies from the course of the disease, the body will rise as a plague zombie in 1d4+1 rounds. A sprinkling of holy water or a *cure disease* spell cast on the body will prevent this from happening. The body may be raised from the dead normally, but not while it is still "alive" as a plague zombie.

3C–1. Entry to the Healers' Hospice

When the party enters this room, they hear a loud rustling sound as an undulating carpet made up of thousands of roaches scatters for the walls and disappears into the cracks and gaps between the stones. The room once contained several wooden chairs that were apparently broken and scattered; only a few intact pieces give any clue to the fact that they were once furniture. Inspection of the pieces of wood reveals very old bloodstains. Over the north door, the words "*Healing and Recovery*" have been carved into the stone. Over the south door, there is only the word "*Forbidden*." Close inspection of the carved word "*Forbidden*" reveals that some scratches next to it actually read, in very small print, the scrawled words "*Until now*."


Fountain of Pestilence
Level 3C
1 square = 10 feet
Teleport carving
Teleport path
Pestilence stream
To Level 4B
To Level 2A
To Level 2B
To Level 1C
N

3C–2. The Hospital Ward

The walls of this room are decorated with painted murals of men and women in white robes ministering to the sick and the injured. In addition to the pictures of healing, there is also one large figure wearing a white robe and surrounded with what appears to be a painted golden aura. The significance of the large figure is unclear, but it is likely either a deity or a hero of some kind. All of the murals in the room have been badly defaced; the left hand of each healer has been painted over with black paint, and there are long scratches across all of the figures. The scratches are not in the pattern of claw-marks; they look like deliberate vandalism done with tools or weapons. Beneath the picture of the large figure, there are words written in blood, in some strange language. This is a demonic language that can be deciphered by use of a *read magic* spell, reading, "*Heal this if you can, upstart meddlers!*"

3C–3. Hallway

Location A is a series of traps; two covered, but not locking pit traps (20 ft. deep, 10x10 2d6 damage to those who fail a saving throw) with a portcullis trap between them. The pits do not fill the entire corridor; there is a two-foot walkway on the north side of each one. The walkways have a pressure plate midway across. Once anyone has stepped onto the pressure plate, the portcullis drops after a delay of one minute. This is enough time for an entire party to get past the portcullis if they are moving in a single group; if there is a scout in the front of the party it might be possible for the scout to be trapped on the other side of the portcullis before the rest of the group arrives.

Location B is the entrance to the Chambers of Isolation. The corridor stops at a dead end wall, but the wall is decorated with the bas-relief carving of a left hand. The carving is a *teleport* device, but it can only be activated by the touch of a person who is capable of casting spells (it does not differentiate between magic-users and clerics; any type of spellcasting is sufficient).

When a spellcaster touches the carving, that character and anyone in physical contact with the character is *teleported* into **Room 3C–4**. The *teleportation* is not instantaneous, and the characters are able to perceive that they are in a state of limbo for 4 seconds before they arrive in front of *teleportal* "**A**" in **Room 3C–4**.

3C–4. The Center of Isolation

This room has the bas-relief carving of a left hand on each wall, and has no doors at all. There is an intact but rotted table in the center of the room. A skeleton dressed in tattered white robes and holding a scroll of red parchment in its right hand lies beside the table. Its left hand is missing, and if anyone gets close to the bones (searching for treasure, for example) there is a faint but distinctly foul odor emanating from the bones themselves. On further inspection, the bones can also be found to be slightly pitted and decayed in places. These are the remains of a healer who managed (almost) to escape the carnage in the temple and get into these rooms, where he died of the pestilence before being able to cast the *cure disease* spell written on the scroll.

The four bas-reliefs in the room are all *teleportals* similar to the one in **3C–3B**. Portals **C** and **D** work without a spellcaster's touch (on the outbound journey). **A** and **B** require a spellcaster's touch to function, but anyone touching the spellcaster is brought along. Note that not all of the portals work the same way for a return journey back into this room.

Teleportal A leads to hallway **3C–3B**, and the length of the journey is four seconds. A spellcaster's touch is required.

Teleportal B leads to **Room 3C–5B**, the Isolated Workroom. A spellcaster's touch is required, and the length of the journey is one second.

Teleportal C leads to **Room 3C–6**, an Isolated Ward. The portal can be entered by a non-spellcaster (this is not the case on the way out, however). The journey takes three seconds.

Teleportal D leads to **Room 3C–7**, an Isolated Ward. As with **teleportal C**, a non-spellcaster can make it work from here, but not on the return journey. The journey takes three seconds.

Treasure: The red scroll in the skeleton's right hand is a *scroll of cure disease*.

3C–5. Isolated Workroom

This room contains three intact workbenches, an armchair in very bad condition, and five cabinets. There are two bas-relief carvings on the walls, both of a left hand, and both of which are teleportals (one of these is the one used by the party to enter the room, so it is on the wall directly beside them.

This room also contains **a guardian** that was kept by the Healers to defend this room against intruders. The guardian is a floating globe of light that fires small *lightning bolts*, and it attacks immediately when the party materializes in the room. It was warned of their approach by the aura of their *teleportation* and cannot be surprised.

Defender Globe: HD 4+1; HP 25; AC 3[16]; Atk 2 lightning bolts (2d6); Move 12 (flying); Save 13; AL N; CL/XP 5/240; Special: Lightning bolts

Teleportal A leads to **Room 3C–27**. The teleporter can only be made to function by the touch of a spellcaster, and the journey takes 47 seconds.

Teleportal B leads to **Room 3C–4(B)**. The teleporter can only be made to function by the touch of a spellcaster, and the journey takes 1 second.

The five cabinets:

Cabinet 1 contains lots of old parchment, several quill pens, bottles of now-solidified ink, ten vials of very fine sand, and a rusty razor blade.

Cabinet 2 contains six books: (a) *Amador's Basic Anatomical Textbook* (100 gp), (b) *Zovar's Catalogue of Diseases and Pestilences* (10 gp), (c) *Tharo's Introduction to Purgatives and Herbal Remedies, second edition* (250 gp), (d) *Polodor's Collected Essays on Contagions and Cures* (75 gp), (e) *Omens, Portents, and Prophesies of the Healing Gods* (25 gp), and a sixth book that does not seem to match the others. The sixth book has no title on the cover, and the thick leather binding is held closed with a massive lock. This book is the iniquitous *Tome of Draav*, which contains the names and descriptions of a large number of demons. Perusing the Tome for 30 minutes or more reveals that the entries for five of the demons have been carefully annotated with notes and diagrams. It is at these five pages where the book's binding cracks open, and the parchment at the edges of these pages is worn thin.

Cabinet 3 contains a row of twenty bottles of liquid. Five of these are specimen bottles of urine that were awaiting testing when the pestilence arrived. Two of the bottles are *potions of healing*. Four of the bottles were once medicines, but now have no effect after the passage of time. One bottle contains a liquid that was once medicinal but is now poisonous. The other 8 bottles are still working medicines. These are not powerful enough to cure magical diseases, but drinking one of them after being infected with the pestilence delays the onset of the pestilence for a full hour.

Cabinet 4 has been occupied by a quantity of **green slime**, which slides and splatters onto anyone opening the cabinet in a normal fashion.

Cabinet 5 contains two scrolls written on red parchment, and a locked, leather-bound book. The red scrolls are *scrolls of cure disease*. The book is filled with various notes, most of which are in code and cannot be deciphered. More information about this book is provided below.

The Book of Notes: As mentioned, most of the handwritten notes in this book are in code, so magical translation will not make them readable. At least five different handwritings can be picked out in the encrypted notes, although there are some passages here and there—all in the same handwriting—that are not encoded. These read as follows:

"*This is a terrible idea.*" (page 1)

"*There is an error in the mathematics at this point.*" (page 17)

"*Did you even read what the ToD says about this being?*" (page 22)
"*I do not think this would be enough.*" (page 23)
"*Because of the vow of silence, that's why.*" (page 25)
"*So are you.*" (page 26)
"*Because no one is going to be left alive to read it anyway, that's why.*" (page 27)
"*We should stick to what we do; attacking demons is work for warriors, not healers.*" (page 29)
"*I had a strange dream last night, and the god told me that my help would be necessary for this project. Although I still think it is ridiculous to write the notes in code.*" (page 40)
"*Very well, but I still think it is ridiculous.*" (also on page 40)

There are no more non-coded comments in the notes, although they continue for another 103 pages, up to page 140. After page 140, the rest of the book is blank. On page 41, just after the last un-coded entries, a set of numbers begins to appear in the notes over and over again (the first time it appears, it is in the handwriting of the individual who initially refused to write in code). The numbers are: 1–26–9–18–1–24. Each number corresponds to a letter in the alphabet; if any of the players figures this out and says the word "*Azirax*" out loud, the consequences are as follows: (1) a huge billow of smoke fills the room, and everyone inside must make a saving throw or immediately be infected with the Pestilence, (2) a **diseased-looking, glabrezu-**type demon is *summoned* into the room and attacks. It cannot leave through the portals, so if the party survives long enough to escape by *teleportation*, it does not pursue. The demon remains in the room for one year and one day, before giving up and returning to its home.

Azirax the Glabrezu (Third-Category Demon): HD 10; HP 49; AC –3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

3C–6. First Isolated Ward

There is only one bas-relief carving of a hand in this small chamber. Anyone *teleporting* into the chamber arrives standing almost on top of a skeleton that lies on the floor. Its hand is outstretched to touch the carving of the hand, which bears many scratch marks.

The room contains the remnants of a bed, but nothing else.

The bas-relief carving of the hand is, like the others, a teleporter back to **Room 3C–4(C**), but from this side it only functions for a spellcaster, and *it does not allow anyone who is diseased to pass through,* even if that person is in physical contact with the spellcaster. Anyone infected by the Pestilence is trapped in this chamber until the disease is gone.

3C–7. Second Isolated Ward

This room is identical to **Room 3C–6**, but there is no skeleton.

3C–8. Teleportal

The hallway terminates here at a wall with one of the left-hand bas relief carvings. The carving is a one-way teleportal to **Room 3C–4** (carving **B**). It can only be activated by the touch of a spell caster, and the transit time is seven seconds.

3C–9. Storage Chamber

This chamber was either a storeroom or it has been used as a trash dump. It is filled with broken wood, ripped bags, shattered barrels, and broken earthenware. Searching the room for ten minutes turns up 250 cp and a small silver statue (100 gp). The statue is of the god of the Healers (also shown in the murals of **Room 3C–2**).

3C–10. Healers' Common Area

This room contains a broken table, with a lantern fallen to the floor beside it, and some wall hangings that have been slashed to ribbons. The room is otherwise empty. The two small (10 ft. x 10 ft.) rooms leading off from this room contain dilapidated beds but nothing else.

3C–11. Bedroom

This room contains a shattered wooden bedframe, a chest that has been broken open, and a small table that is still in good condition. There is nothing of interest in the room.

3C–12. Bedchamber

This room was obviously once used as a bedchamber. There are bloodstains spattered on the walls and even some on the ceiling. **A plague zombie**—the former occupant—still inhabits the room, and the characters notice that it has no left hand. It is dressed in the tatters of what was once a white robe, although the robe is stained with blood.

Plague Zombie: HD 2; HP 10; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Treasure: The zombie wears a jeweled holy symbol of the healing god (300 gp).

3C–13. Empty Bedroom

This room contains a bed, a nightstand, and a small chest beneath the bed. The chest is locked and it is also protected by a dart trap (attacks as 6HD monster, inflicts 1d6 points of damage). The chest contains no treasure, but it does contain several pages of written parchment. These are notes, and they apparently have something to do with demon-summoning. The notes are written in very sparse shorthand, which makes them fairly useless. However, they appear to have something to do with a specific but unnamed demon, and the demon seems to have something to do with disease. Sold to a necromancer or other practitioner of black magic, the notes would have some value, but not much (20 gp) due to their overall incomprehensibility.

3C–14. Kitchen

This room contains a fireplace and a long, sturdy wooden table that appears to have stood the test of time quite well. Iron cooking implements are hung from hooks on the wall. One of these, a now-rusted carving knife, lies on the floor next to a very large, blackish-red stain. It looks as if a person must have died there, based on the size of the bloodstain, but there is no body.

3C–15. Refectory

This room contains three banquet-sized tables and a number of chairs, all of which have been shattered almost beyond recognition. Broken crockery is scattered all across the floor. Directly across from the entryway, there is a bas-relief carving in the wall, depicting a fat, leering face with goat horns.

In a single large nest of wood scraps, ripped cloth, and other rubbish in a corner are **2 plague zombies**, **1 monstrously huge giant rat**, and **12 normal giant rats**. The plague zombies are both missing their left hands, and are both wearing tattered white robes. The monstrously huge rat and

each of the 4 hp giant rats is diseased.

Plague Zombies (2): HD 2; HP 10, 9; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Giant Rats (12): HD 1d4 hp; HP 1, 3, 2, 4, 4, 2, 1, 1, 3, 1, 4, 3; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: each of the 4 hp rats is diseased.

Monstrously Huge Giant Rat: HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; AL N; CL/XP 3/120; Special: 5% are diseased.

Treasure: When constructing the nest, the barely-intelligent plague zombies did not particularly distinguish items that would make good nesting material, and collected several bizarre oddments in addition to wood and cloth. The items in the nest include: an iron kettle, a small earthenware statue of the healer-god (1 gp), seven forks, one spoon, one utensil that seems to be a mix of fork and spoon (a spork), 272 cp, 307 sp, 256 gp, a sapphire gem (100 gp), a jeweled coronet (400 gp), six daggers (one of these is *+1*), and a scrap of gold-embroidered cloth (200 gp). The gold-embroidered cloth is hung on a nail in the nest, and there is a 25% chance that it is ripped when removed, cutting its value in half. The spork is enchanted to *detect poison* once per day, and can be used as a *+1* magic weapon, although it inflicts only 1d2 points of damage with a successful hit.

The Wall Carving: The bas-relief carving across from the entryway is a teleportal that leads to the main levels of Rappan Athuk (via **Level 2A**). Anyone approaching the carving within 5 ft. discovers that it requires more and more effort to press closer toward the carving. To force through this magical repulsion all the way, and actually make contact with the carving, requires a strength of at least 15. Two people can assist a weaker character to reach the carving by pushing from behind. If anyone makes physical contact with the carving, that person and anyone directly touching that person is instantly be turned to dust, the mouth of the carving opens, the dust is sucked inside, and the characters are reconstituted (with all their gear) in **Room 2A-1** on **Level 2A**.

3C–16. Spider's Storeroom

This room was obviously once a storeroom, for it contains rotted bags of grain, jugs of soured wine (vinegar, at this point), and several broken barrels. A **giant spider** lurks behind a pile of broken barrels, and attacks if the party enters the room to survey the contents. It is a jumping spider, not a web-spinner, so there are no unusual spider webs in the room to signal its presence.

Giant Spider (4ft diameter): HD 2+2; HP 14; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Treasure: The various contents of the storeroom, if searched, include the following more unusual items: 12,104 cp in a non-trapped box, a silver plate (50 gp), a bag of 245 sp, and a box of spices (200 gp).

3C–17. Memorial Room

This room is painted with murals depicting five men in white robes standing next to each other (these are the first and subsequent high priests of the healing order). The last figure in line has had its left hand blacked out with paint, but the others are not defaced in this way. There is a large bloodstain (very old) in the center of the room.

3C–18. Empty Room

This room contains no identifying decorations or furniture. There are a few small holes drilled into the stone walls to hold torch sconces, but the holes have nothing interesting about them. A conversational level of noise in this room has a 10% chance to attract the giant rat in **Room 3C–19**, and an extremely loud noise (shouting or combat) automatically attracts the rat.

3C–19. Monster Room

This room is the lair of a huge, diseased giant rat that is almost ten feet long. It only has a few patches of fur sticking out from its pale hide, which is covered with oozing boils. Its eyes are bright red, and glitter with intelligence. In addition to its size and strength, the rat can vomit forth a spray of disgusting pestilence three times per day. The spray is cone-shaped, with a range and final width of 60 ft. Anyone in the area of the spray must make a saving throw or contract the Pestilence. The rat has very acute hearing, and emerges if it hears noise in **Room 3C–18** or **Room 3C–20**.

Giant Pestilential Rat: HD 4+2; HP 25; AC 6[13]; Atk 1 bite (1d12); Move 12; Save 13; AL N; CL/XP 6/400; Special: vomit spray.

Treasure: None.

3C–20. Jossel's Room

This room contains a rotted bedframe, a nightstand, and a wooden chest under the bedframe. The chest has already been broken open, and is empty. There are three pictures on the nightstand, each of which is a charcoal sketch of a different woman's face. There is nothing of value in the room itself. However, the **secret door** in the north wall of the room contains some interesting items. The contents of the secret room are: (1) an earthenware jar containing five golden rings each with the inscription "*To my one and only*," worth 50 gp each; (2) a silver-headed light mace (100 gp), (3) a leather bag containing 500 gp, (4) an earring with an obsidian sphere dangling from it, inscribed with the words "Rappan Athuk," (5) three red scrolls (cure *disease*) tied together with a parchment note that reads, "*Jossel, if you plan on continuing your activities with the young ladies of the various villages where you are assigned, the High Priest suggests that you might need these.*"

3C–21. Fountain Room

This room reeks; when the door is opened, the stench rolls out of the room like heat from a blast furnace. At the center of the room there is a seething puddle of unbelievable putrescence, so foul that just the sight of it is enough to make the observer's eyes water. Anyone choosing to enter the room must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10ft of the pool (although after a successful save the character may remain in the area without making further saving throws until returning).

Characters can see from the door that the pool is fed from a rivulet that runs into the room through a crack in the stones of the north wall.

3C–22. Treasure Room

This room contains the remnants of a bed and a desk, both of which have been vandalized, and there are old bloodstains on the floor. A locked treasure chest has been broken open beside the bed, and coins gleam in the light. A **pestilenzi demon** and **4 giant rats** lair in this room. All of the

giant rats are diseased, although they are infected with a normal disease, not by the Pestilence.

Giant Rat: HD 1d4 hp; HP 1, 3, 3, 2; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: each of the rats is diseased.

Pestilenzi Demon: HD 4; HP 17; AC 3 [16]; Atk 2 claws (1d6) and 1 bite (1d4+disease); Move 9; Save 9; AL C; CL/XP 5/240; Special: Disease.

Treasure: The treasure chest is already broken open. It contains 20,360 cp; 10,349 sp; 2,000 gp; 4 gems (100 gp each), and a golden wand encrusted with pearls (2,000 gp).

3C–23. The Antechamber

The walls of this room are covered with murals depicting a glowing, white robed figure in various different scenes. In each scene, the figure seems to be healing powerful mythological creatures, and even one or two figures that can be recognized as well-known deities.

These details will likely be only a first impression, however, for the room also contains deadly threats. In the northeastern part of the room, there is a puddle of vile putrescence that bubbles and seethes, giving off a horrible smell. Four plague zombies are standing around this pool, apparently drinking from it, and they immediately move to the attack when they perceive the party's presence.

As with **Room 3C–21**, anyone coming within 10 ft. of the pool must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10 ft. of the pool (although after a successful save the character may remain in the area without making further saving throws until returning).

Plague Zombies (4): HD 2; HP 8, 10, 7, 9; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Treasure: None.

3C–24. Empty Room

This room has no distinguishing features in it.

3C–25. Surgery

This room contains what appears to be an operating table of some kind, although the wood is rotten and the table looks like it would collapse at the slightest touch. There is a stone counter built into one of the walls that has several now-rusted surgical instruments set out upon it.

3C–26. Treasure Room

This room contains three semicircular alcoves, with a stone shelf in each one. Each shelf holds a small statue made of gold: one is a gargoyle, one is a winged horse, and one is a unicorn. The gargoyle and the winged horse statues are worth 2,000 gp each. However, if anyone touches the unicorn statue, it and one of the other two statues crumble to worthless dust.

3C–27. Library

There is a pool of Pestilence in the center of this room, essentially identical to those in **Rooms 3C–21** and **3C–23**. If the party remains in the room for more than ten minutes, **3 plague zombies** rise out of the pool, drawing their substance directly from the foul liquid.

The room contains a shelf with ten large, leather-bound books on it, as well as several copying tables. There is also a locked cabinet bolted to the north wall. At the north end of the room's west wall, there is a bas-relief carving of a left hand.

The bas-relief carving: This carving is a teleportal similar to those in the rest of the level. It can only be made to function by the touch of a spell caster. The teleportal leads to **Room 3C–5**, and the transit time is 47 seconds.

The books: The ten books are the following:
Mystical Diagnostics (200 gp)
Introversions of Toxins (100 gp)
Orminiod's *Essays on Medicine* (100 gp)
Kariloodian's *Second Treatise on Anatomy* (100 gp)
Modr's *Incomprehensiblium* (5 gp)
Yraric's *Surgical Guidelines* (50 gp)
Jamalli's *Robusto* (coated in **contact poison**: save or lose 1 point of strength permanently)
Thryn's Book of Medicines (50 gp)
Kormon's *Catalogue of Internal Organs* (25 gp)
Redrallion's *Investigations Into Natural Philosophy* (100 gp)

The cabinet: The cabinet contains 3 blue scrolls (*cure light wounds*) and 1 red scroll (*cure disease*). It is **trapped** with a poison needle; save or take 1d10 points of damage.

Plague Zombies (3): HD 2; HP 8, 7, 11; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

3C–28. Stairs Down to Level 4B.

This staircase leads down to location **4B–1** in **Level 4B**.

3C–29. Puddle of Pestilence

The corridor is filled at this point by a reeking, seething pool of Pestilence, similar to the others described in this level. Anyone coming within 10 ft. of the pool must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10 ft. of the pool. After a successful save the character may remain in the area without making further saving throws until returning).

3C–30. The Fountain of Pestilence

The Fountain of Pestilence formed here when the Healers attempted to use *summoning* spells to directly attack a powerful demon of disease. Their lack of experience, and the fact that they challenged a being far beyond their capability to control, caused a horrible counterattack from the demon, which is responsible for the slaughter evident throughout this level of the dungeons.

This huge room reeks with the smell of rot and disease, an overwhelming miasma that rises from a huge central pool of pus and filth. At the middle of the pool, the horrid liquids fountain upward to a height of five feet. Five large rivulets of the fluid trickle away from the fountain, threading their way across the floor to disappear down corridors or through gaps in the walls.

The room itself was obviously once used as a temple: a huge alcove in the northern part of the room contains a ten-foot-tall statue of a benevolent-looking figure wearing white-painted robes. However, the statue is splashed with blood and filth, and a grisly necklace made of human hands has been draped around the statue's neck like some sort of psychopathic offering. All of these are left hands: the ones that are missing from all the plague zombies the party has encountered.

The Fountain of Pestilence is similar to the smaller pools that the party may have encountered already on this level. Anyone coming within 10 ft. of the fountain must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10 ft. After a successful save the character may remain in the area without making further saving throws until returning).

If the party enters the room at all, the fountain begins creating and calling various monsters to slay the intruders. The order in which these monsters are called, and other details, are set forth below. Creatures formed from the Fountain's substance take two rounds to be completed. The growing lumps of matter can be attacked while they are forming, but the attacks do only half damage since the Fountain is still feeding the growing creatures during that time.

Note: Plague zombies that are turned during this combat flee to the Fountain and remain within it; the effect of the turning is removed by the Fountain after 1 round.

Round 1	**4 Pestilenzi demons** begin forming
Round 2	Pestilenzi demons continue forming
Round 3	Pestilenzi demons are fully formed and can attack. Fountain begins forming **2 plague zombies.**
Round 4	Plague zombies continue forming
Round 5	Plague zombies are fully formed and can attack
Round 6	Fountain calls **20 giant rats**, which do not arrive yet
Round 7	20 giant rats arrive to join the combat
Round 8	**5 giant centipedes** crawl from the Fountain to attack
Round 9	Fountain begins forming **2 pestilenzi demons**, and **5 giant centipedes** crawl from the Fountain to attack
Round 10	Pestilenzi demons continue forming
Round 11	Pestilenzi demons are fully formed and can attack.

After these 11 rounds, the Fountain temporarily exhausts its resources, and there is a break of 1 full turn (10 minutes) during which the Fountain is not able to create or summon more monsters. After this time has elapsed, the Fountain has the ability to begin the process over again, with the one exception described below under **Treasure**.

The Fountain cannot be killed or damaged except in one way: If the necklace of hands is removed from the statue and thrown into the Fountain, the Fountain begins to recede and eventually disappears within a month. A party that manages to defeat the Fountain in this way receives experience points equal to killing a monster of 10 hit dice.

Pestilenzi Demon: HD 4; AC 3 [16]; Atk 2claws (1d6) and 1 bite (1d4+disease); Move 9; Save 9; AL C; CL/XP 5/240; Special: Disease.

Plague Zombie: HD 2; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: as per normal, only 5% chance for each rat to be diseased.

Treasure: Each of the pestilenzi demons *summoned* by the fountain was created from the diseased substance of the pool itself, and the pool uses gems to create the demons' eyes. The six pestilenzi demons created by the Fountain during its first 11 rounds of combat each have gemstone eyes worth 500 gp each. Subsequent demons (if the party remains in the room long enough for the Fountain to regain its power) do not have eyes, and will fight with a -2 penalty to hit as a result.

Level 4: The Upper Temple of Orcus

Level 4

Equivalent Dungeon Level: 5, 8 if the evil temple is assaulted
Entrances: Stairs from **Level 3**
Exits: Stairs to **Level 5**; rat tunnel to **Level 6A**
Wandering Monsters: Check once every 30 minutes in cavern areas only on 1d20:

1–2	**1d4 ogres** (see **Area 4–7**)
3	**1d4 wights**
4–5	**3d6 giant rats**
5	**2d6 stirges**
6–7	**1d6 acolytes of Orcus** (see **Area 4–9**)
8–20	No encounter

Detections: Characters detect major evil from **Room 4–9**, owing to the presence of a temple of Orcus.
Shielding: None.
Continuous Effects: Due to the proximity of the temple, all attempts to turn undead suffer a –2 profane penalty. The entire level radiates a continuous *dispel good* (reverse of *dispel evil*) aura.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood that is 2 in. thick. All secret doors are made of stone that is 1 in. thick.
Traveling in Small Tunnels: Characters must crawl through a number of tunnels to access certain areas on this level. Primary tunnels (dotted lines) are 3 to 5 ft. in diameter and can be walked through only by small creatures like halflings and goblins. Large creatures cannot pass through these tunnels unless they are long and slender or flexible. Such creatures make all attack rolls at –4, and man-sized creatures using all but thrusting weapons attack at –2. All area affect saves are at –6 while in the primary tunnels.
Smaller tunnels (solid lines) are less than 3 feet in diameter; even small creatures must crawl. Man-sized creatures make all attack rolls at –4, and small creatures using all but thrusting weapons attack at –2. No saves are allowed for area effects in small tunnels.

Ogre: HD 4+1; AC 5[14]; Atk 1 large club or spear (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: 3d12 gp, 4d10 sp each.

Wight: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Stirge: HD 1+1 (5 hp each); AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Orc, Acolyte of Orcus, Male Clr2: HD 2 (8 hp); AC 4 [15]; Atk 1 heavy mace (1d6); Move 9; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Cleric spells: 1st—*protection from good*. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

This level houses the first of three evil temples — dedicated to the foul lord of the undead, Orcus — secreted within the catacombs of Rappan Athuk. Several priests, a demon, and a powerful spectre named Nadroj, guard this temple. A party might believe that this is the true temple of Orcus and fooled into believing that, should the temple be destroyed, the party has negated the primary force empowering these evil halls.

Referees should play the priests and other temple guardians as if they were the Referee's own characters. This major encounter area within these catacombs should not be an easy quest nor softened for the meek. As they encounter extraordinary danger, several PCs may die. The survivors' sense of accomplishment must be high, once the priests are defeated, or they may miss the point — that this is but one of three temples and that greater challenges await discovery!

This level's other denizens include a lair of ogres and an otyugh (unassociated with the temple). The map of this level is shown in **Map RA–4**.

4–1. Entrance

These stairs descend from **Level 3**. They are neither trapped nor dangerous in any way.

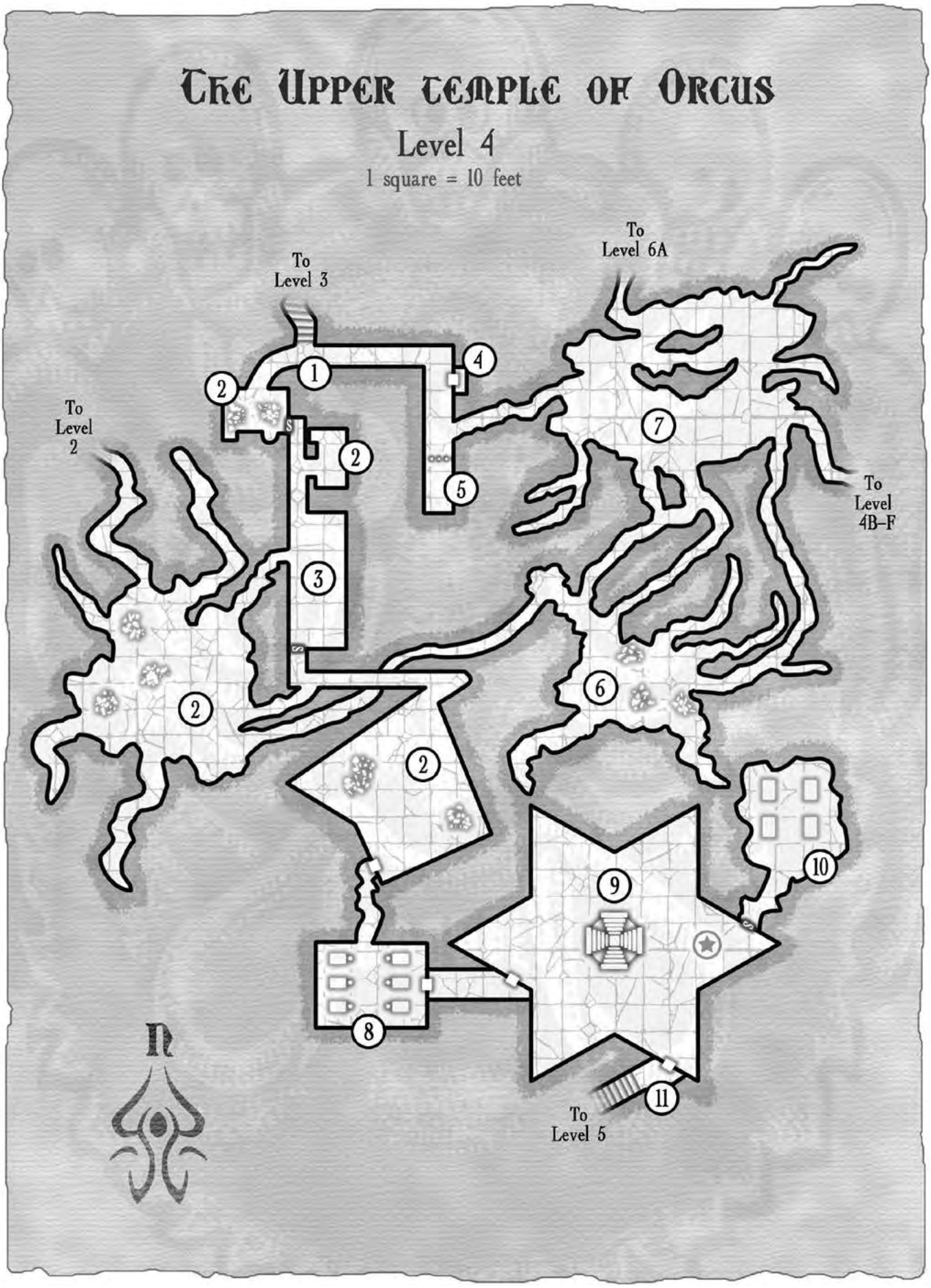
4–2. Empty

Bones and junk litter all rooms and caverns marked **4–2**. Referees should spice up each of these rooms with 2d4 randomly rolled items from the Dungeon Dressing table in **Frog God Games** *Tome of Adventure Design*, "**Book Three**, Dungeon Dressing." Referees should also roll a wandering monster check each time characters enter a room labeled "**4–2**."

4–3. Water, Water, Everywhere!

Oily bubbles regularly spout to the surface of this water-filled room, creating a rippling, iridescent sheen. The walls and ceiling, colored a glossy black, cast weird reflections from the party's torches.

Despite its appearance, there is nothing particularly hazardous in this room — except to halflings! Three feet deep, the water covers a foot-thick floor of organic mud (the decomposing matter of which creates the bubbles). All movement in this room is at 1/8 normal speed. On the south side of the room, a *wizard locked* **secret door** (11th level caster)


The Upper temple of Orcus
Level 4
1 square = 10 feet
To Level 3
To Level 6A
To Level 2
To Level 4B–F
To Level 5
1
2
3
4
5
6
7
8
9
10
11
N

provides access to the upper temple area. The door opens by sliding down from above the water line, stopping about 4 ft. off the ground. Opening this door triggers an *alarm* in **Area 4–8**, permitting the priests therein to prepare for the party.

4–4. The Trap, Part 1 — The Monster and Gate

The priests in **Room 4–9** designed this trap to slay the unwary. The trap consists of a rotating stone block triggered to drop a stone portcullis and simultaneously release a **black pudding**. Nothing happens here until something triggers the trap in **Area 4–5**, thus releasing the pudding. The pudding completely fills the hallway and slowly moves down the corridor toward **Area 4–5**, attacking trapped victims. There is no way to detect the stone block portion of this trap, but characters inspecting the ceiling might detect the portcullis (which blocks the passageway).

Stone Portcullis Trap: A maximum of 3 people may combine their efforts to lift this gate; manual reset; attacks as a 10 HD monster inflicting 3d6 points of damage to anything underneath it when it falls.

Note: Damage applies only to those underneath the portcullis

Black Pudding: HD 10 (60 hp); AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; Al N; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

4–5. The Trap, Part 2 — The Trigger

The **secret door** in this area is a false door that springs the trap. Relatively easy to find and unlock the secret door opens outward. One round after it is opened, the trap springs: the portcullis drops, and the pudding in **Area 4–4** is released. The pudding arrives in 5 rounds, oozing through the bars to attack the PCs. The secret door opens to reveal a blank wall. A portcullis slams shut 40 ft. behind the PCs. A grinding noise can be heard and a large blob oozes out of the wall, about 100 ft. behind the portcullis. It begins to slither toward towards its trapped dinner!

4–6. Max's Lair

The air in this room smells terrible; slimy dung rots in piles, and rotten corpses are heaped everywhere. This is the lair of **Max**, a surprisingly intelligent otyugh. Any living creature that enters Max's lair must succeed on a saving throw vs. poison or be rendered helpless and puking until removed from the area. Each attempt to subsequently reenter the area requires a save. Max hides and waits until the PCs have fully explored the room and encountered no hazards. He lurks under three feet of offal near the tunnel to the east and grabs the last person in line, as the PCs move into the tunnel, trying to create a bottleneck. Max will negotiate with the PCs, speaking a broken version of Common. If the Referee feels up to some creative role playing, Max might befriend the PCs if they in turn bring him "gifts."

Max the Otyugh: HD 7 (36 hp); AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 8/800; Special: Disease.

Otyughs live underground, hiding in piles of refuse, for they are scavengers. These bizarre creatures are slightly larger than a human, a mass of flesh mounted on three squat, elephant-like legs. The otyugh has a sensory-organ stalk, and two rough, bone-ridged tentacles used for attacking enemies. Anyone bitten by an otyugh's mouth has a 90% chance of contracting a fatal disease (death in 3d6 days unless cured). Although they are relatively stupid, otyughs use rudimentary telepathy to communicate with each other (and other telepathic beings, if they are encountered).

Tactics: Max is not nearly tough enough to confront a party that has survived long enough to reach its lair. Therefore, he will grab one PC, grapple him without causing damage, and begin speaking. Max prefers to be "friends" with the PCs, hoping they will present him with dead things. In return, he helps the PCs by watching their backs while they are near his lair and giving them "gifts" (though such gifts should be spread out over several visits). Max, a coward at heart, will not fight unless cornered, nor does his friendship extend to fighting for the PCs.

Treasure: Max possesses several treasure items that the PCs cannot find in the over-three-feet-deep piles of filth in which he lives. Max might give these items as gifts to the PCs, depending on the players' roleplaying or the size and quantity of presents that the PCs give Max. PCs cannot locate these items without Max's help.

Max has the following items in his lair: 1 suit of dwarf-sized platemail, a brass tiara worth 125 gp, a goblet carved from lapis lazuli worth 500 gp and a *+1 shield*.

4–7. The Monster and Treasure Room

These 8 ogres wandered up from **Level 12A** via **Levels 6A** and **9A** and established their den in this cave. They have been quite happy here, sniping at the local fauna or the amusing adventurers who occasionally cross their path. The ogres have an uneasy truce with the inhabitants of both the evil temple and **Level 5**; they do not readily venture to either area, preferring a more circuitous route that avoids them since a member of their party got himself killed on **Level 5**, and Banth cannibalized him for spare parts to create a flesh golem. The ogres attack immediately, but retreat to **Level 6A** if sorely injured.

Ogres (8): HD 4+1; AC 5[14]; Atk 1 large club or spear (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: 3d12 gp, 4d10 sp each.

Tactics: If they surprise the PCs, the ogres throw spears and charge, trying to bottleneck the PCs in the entrance tunnel. Though not too bright, the ogres are smart enough to attack "witchy-humans" (i.e., spellcasters), if they can get at them, and concentrate their attacks on specific opponents instead of pairing off with individual combatants.

Treasure: These ogres have accumulated quite a hoard. Each ogre has a large sack packed with several goodies, as follows:

- **Sack one** contains three dead giant rats, a large wheel of cheese, 140 gp, 3 oil flasks and a large, pretty rock (uncut, unpolished alexandrite worth 1,000 gp).
- **Sack two** contains half of a week-dead elf wearing elven chainmail, a longsword etched with silver with a golden pommel and quillions (worth 200 gp), six silver arrows in a leather quiver and 230 sp.
- **Sack three** contains a small cask of fine brandy, a heavy crossbow, a steel breastplate of dwarf manufacture, a ceramic pot full of antitoxin (six doses; grants a +5 bonus to save vs. poison), 325 cp and 120 sp.
- **Sack four** contains a two-foot-square silver mirror, a silver and sapphire ring worth 30 gp, a mummified human arm, a battered book written in halfling (titled *The Wanderings of Helman Hairfoot*) with a rose pressed inside it, and a rusted crowbar (which is really a rusted crowbar).
- **Sack five** contains an ivory scroll case (10 gp) that contains a treasure map (located outside Rappan Athuk), 44 gp, a silver helmet with a garnet set in the forehead (altogether worth 60 gp), two dead rats and one dead stirge.

• **Sack six** contains the body of a dead magic-user wearing tattered robes and a silver dagger, four large but worthless shiny rocks, a thoroughly destroyed spellbook with only two spells still usable for study (darkvision and dispel magic), 340 sp and 100 gp.

• **Sack seven** contains three flasks of holy water, a case of 12 crossbow bolts and 120 gp.

• **Sack eight** contains a mantle of hope, five dead giant rats, a severed halfling head wearing an earring made of gold worth 10 gp, six large but rusty iron spikes and a small sack of fresh oranges (10).

4–8. The Priests' Quarters

This room functions as the temple priests' sleeping quarters. The room contains six beds, evenly spaced apart, and six wooden chests, one situated at the foot of each bed. The beds and chests are of simple yet practical construction.

The priests, most likely absent when the PCs arrive, are preparing for combat on unholy ground (**Area 4–9**). They have left behind several surprises for the party: the chests are trapped, as is the door leading to **Area 4–9**! The chests all contain non-magical robes, cloaks and daggers. The third chest also contains a *Book of Ineffable Foulness* and a *ring of the weak mind* (that instead detects as a *ring of feather fall*), which gives the wearer –2 on all saves to resist mind control and illusion. The traps are as follows:

Chest #1 — Poison Gas Trap: Set off by a touch trigger; all targets in a 20 ft. radius sphere must save or die.

Chest #2 — Lightning Blast Trap: Set off by a touch trigger and resets automatically; throws a 9 dice *lightning bolt* (as the spell).

Chest #3 — Globe of Cold Trap: Set off by a touch trigger and resets automatically; throws a 9 dice globe of cold (as fireball, only freezing damage).

Chest #4 — Scything Blade Trap: Set off by touch trigger and resets automatically; attacks as a 8 HD monster and deals 1d8 points of damage.

Chest #5 — Poison Needle Trap: Set off by a touch trigger; save or die.

Chest #6 — Mind Fog Trap: Set off by touch trigger and resets automatically; casts a *power word blind* effect (per 9th level magic-user).

Door with Feeblemind Trap: Set off by touch trigger and resets automatically; casts *feeblemind* (9th-level magic-user) on all within a 20-foot radius area.

Shrines of Power

The unholy shrines in this dungeon, of which this is the first, provide power to the demon prince, Orcus, and his avatar, the "Master." To cleanse the area of evil, PCs must destroy and perform *dispel evil* upon each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on **Level 15**.

4–9. The Upper Temple

This area is a set of huge double doors, carved from deep-black stone. The doors' bas-relief carvings indicate that some great evil lies beyond. Lifelike details in the skulls, screaming faces, unholy symbols and demons are carved into the doors.

The shrine doors themselves are **trapped**, but not locked. Once the doors are opened, the real fun begins — PCs face **Zehn**, a chaotic high priest; five of his 5th level underpriests; a dozen acolytes; Nargarshapan the vrock and Nadroj the spectre. Remember: Lawful creatures attack at -2 to hit in this area!

Referee Note: The teleportal from **Level 3A**, **Area 3A–10**, deposits PCs in this area.

Stone Double Doors with Glyph of Warding Trap: 3 in. thick; protected by glyph of warding cast by a 9th-level cleric; all non-chaotic creatures passing through the portal are cursed to lose 6 points of wisdom (save to negate).

The room itself, shaped like a six-pointed star, features a fiery pit of smoky lava at its center. Over this pit, a series of four staircases ascend to a central platform, 30 ft. above the lava. Immersion in the lava deals 10d10 points of fire damage per round, no save allowed. Contact with the liquid causes 6d6 points of fire damage per round (save for half). The room's final noteworthy feature is a statue of the demon prince, Orcus.

Zehn, a high priest of Orcus, and several **attendants** oversee this shrine. The demon prince has bequeathed Zehn a pair of assistants to aid in the temple's defense: **Nargarshapan**, a vrock, and **Nadroj**, a spectre (formerly a magic-user/merchant favored by Orcus, and thus allowed to retain his knowledge of spells) whose tomb is located on **Level 6A**. Several, if not all PCs may perish in an attempt to destroy this den of evil. Wise and well versed in combat, the priests never surrender or parley. Anyone captured alive is either immediately killed or sacrificed to Orcus after the battle. Combat like this is the stuff of which legends are made. Referees should play these NPCs with all their guile and skill. If their PCs finally defeat them, Referees should buy their players a drink and pat them on the back; they have done well.

Zehn, Male Human, Clr9 (Orcus): HP 41; AC 2 [17]; Atk 1 heavy mace (1d6); Move 9; Save 7 (5 vs. paralysis and poison); AL C; CL/XP 12/2000 Special: Turn undead. Str 14; Dex 10; Con 15; Int 11; Wis 16; Cha 9. Gear: Heavy mace, platemail, shield, priestly vestments, gold unholy symbol (worth 60 gp). Cleric Spells: 1st – *cause light wounds, detect good, protection from good*; 2nd – *bless, hold person, silence, 15-ft. radius*; 3rd – *bestow curse, cause disease, prayer*; 4th – *cause serious wounds* x2; 5th – *dispel good, finger of death*.

Humans, Priests of Orcus, Male Clr5 (Orcus) (6): HP 25; AC 4 [15]; Atk 1 morningstar (1d6); Move 12; Save 11 (9 vs. paralysis and poison); AL C; CL/XP 6/400; Special: Turn undead. Gear: Chainmail, shield, morningstar, unholy symbol, prayer book, fine black robe emblazoned with the symbol of Orcus. Cleric Spells: 1st – *cause light wounds,*

protection from good; 2nd – *bless, hold person*.

Humans, Acolytes of Orcus, Male Clr2 (Orcus) (12): HP 9; AC 4 [15]; Atk 1 morningstar (1d6); Move 12; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Turn undead. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol, 3d10 gp, lantern, 3 flasks oil, flint and steel. Cleric Spells: 1st – *cause light wounds*.

Nargarshapan the Vrock: HD 8 (55 hp); AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Nadroj the Spectre-Wizard: HD 7 (40 hp); AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 11/1700; Special: Drain 2 levels with hit, immune to non-magical weapons, magic-user spells: 1st – *charm person, magic missile, protection from good, shield*; 2nd – *mirror image, phantasmal force, web*, 3rd – *hold person, slow*; 4th – *confusion*.

Tactics: The priests use fairly simple tactics: Zehn casts *prayer* and *protection from good* and then teleports PCs into the lava using his ring. The acolytes cast *bless* and *protection from good* then wade into melee, relying on their god's protection. The priests' actions parallel that of the acolytes. When the opportunity presents itself, each priest uses his death touch ability or his *hold person* spell. As befits their chaotic nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with PC fighters). The vrock immediately casts *darkness*, then flies into battle. If the vrock is slain, Zehn calls Nadroj from area 4-10 and begins by using his *hold person* spell. Nadroj arrives in 1d3+1 rounds and begins killing held PCs before using his own spells, beginning with *confusion* and *mirror image*, or engaging mobile foes. None of Orcus' minions retreats or gives quarter. Priests sacrifice charmed PCs immediately following combat, tossing their bodies into the lava pit. With great delight, Nadroj turns paladin characters into spectres.

Treasure: Other than the priests' respective treasures, as listed above, are a pair of gigantic fire opals that function as eyes in Orcus' statue (each worth 10,000 gp). The altar service (pure gold) is worth 1,500 gp if melted down and sold as bullion (the melting process will eradicate the bloodstains).

A secret door leads to **Area 4–10**, and a normal door leads to **Level 5**.

4–10. Nadroj's Lair

The room contains four crypts, each featuring an intricately carved, knightly figure. A great uneasiness envelops those PCs who enter. As soon as PCs cross the threshold, **3 spectres** rise from the crypts. These horrors — the souls of paladins slain by Nadroj — attack immediately.

Spectres (3): HD 7 (30 hp); AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Tactics: The spectres attack as a group, draining one opponent entirely before attacking another. They preferentially attack priests and paladins.

Treasure: The crypts contain the remains of the three dead paladins. Each paladin wears some useful items, which the evil priests have left intact. Each crypt contains a suit of gilded platemail, a shield, a great helm, and the following items: Crypt one contains a *+1 longsword* that sheds blue light to a radius of 10 feet, the light causing a queasy feeling in the stomachs of chaotic creatures. Crypt two contains a *+1 two-handed sword* that shrieks when it hits chaotic creatures, forcing them to save vs. fear. Crypt three contains a *+1 longsword* that can cure disease once per week for lawful creatures.

4–11. Stairs Down

These stairs descend into **Level 5**. They are neither trapped nor otherwise dangerous.

Level 4A: The Upper Caverns

This level is full of wandering monsters. Most intelligent denizens of the dungeon avoid this level whenever possible because of the basilisks. The evil denizens have a loose alliance with each other, but no such agreement can be reached with these dangerous reptiles. There are a total number of 11 basilisks and 6 rust monsters on this level. Any killed as wandering monsters should be subtracted from these totals. The map of this level is shown in **Map RA–4A**.

Level 4A

Equivalent Dungeon Level: 8
Entrances: Stairs from **3A**.
Exits: Rat tunnel to **6A**; River to **9A**; Rat Tunnel to **7A**.
Wandering Monsters: Check once per 30 minutes on 1d20:

1	**1d2 basilisks**
2	**1d3 cave creepers**
3	**1d3 rust monsters**
4	**2d6 stirges**
5	**1d6 small piercers**
6	**4d6 giant rats**
7	**The undead ooze**
8	**1 beetlor** (80%) or **Shekahn the vampire** (20%, see **4A–4**)
9–20	No encounter

Detections: The rear crypt of **Area 4A–4** does not detect as evil due to shielding.
Shielding: The **Area 4A–4** complex is shielded and lead lined by a *wish* spell and covered with the moonlight and stars illusion.
Standard Features: There are no doors or secret doors on this level.

Basilisk: HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

Cave Creeper: HD 3; AC 7 [12]; Atk 8 tentacles (1 + paralysis); Move 12 (C12); Save 14; AL N; CL/XP 4/120; Special: Paralysis, swallow paralyzed creatures whole, surprise on 1-3 on 1d6.

Rust Monster: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; Special: Cause rust.
These bizarre creatures are about man-size, and look vaguely like an armadillo; they have armored hide, two antennae, and a long tail with a flanged growth at the end. Rust monsters do not attack people – they turn metal into rust and eat the rust – but they just can't resist trying to eat delicious foods like swords and plate mail, even if they are being attacked. A hit from a rust monster's antennae causes metal to rust into pieces, and the same is true for metal objects striking the rust monster's body. Magical metal has a 10% cumulative chance to avoid rusting per +1 bonus of the armor or weapon.

Stirge: HD 1+1 (5 hp each); AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Small Piercer: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Undead Ooze: HD 6; AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (C9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.

Beetlor: HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; AL N; CL/XP 9/1100; Special: Confusion.

4A–1. Entrance Cavern

This large cavern has a relatively low (20 ft.) ceiling. The floor is covered with rocks and debris, and the going is tough. Water can be heard off to the left, and a monolithic column rises to merge with the ceiling a few dozen feet ahead. This large cavern is filled with rubble and all movement is at half normal, except for monsters which are accustomed to the condition. Full movement or running requires a saving throw or the character falls and takes 1d3 points of damage. Any wandering monster checks in this room are made at –2. The stream is quite shallow in this area, and can be waded.

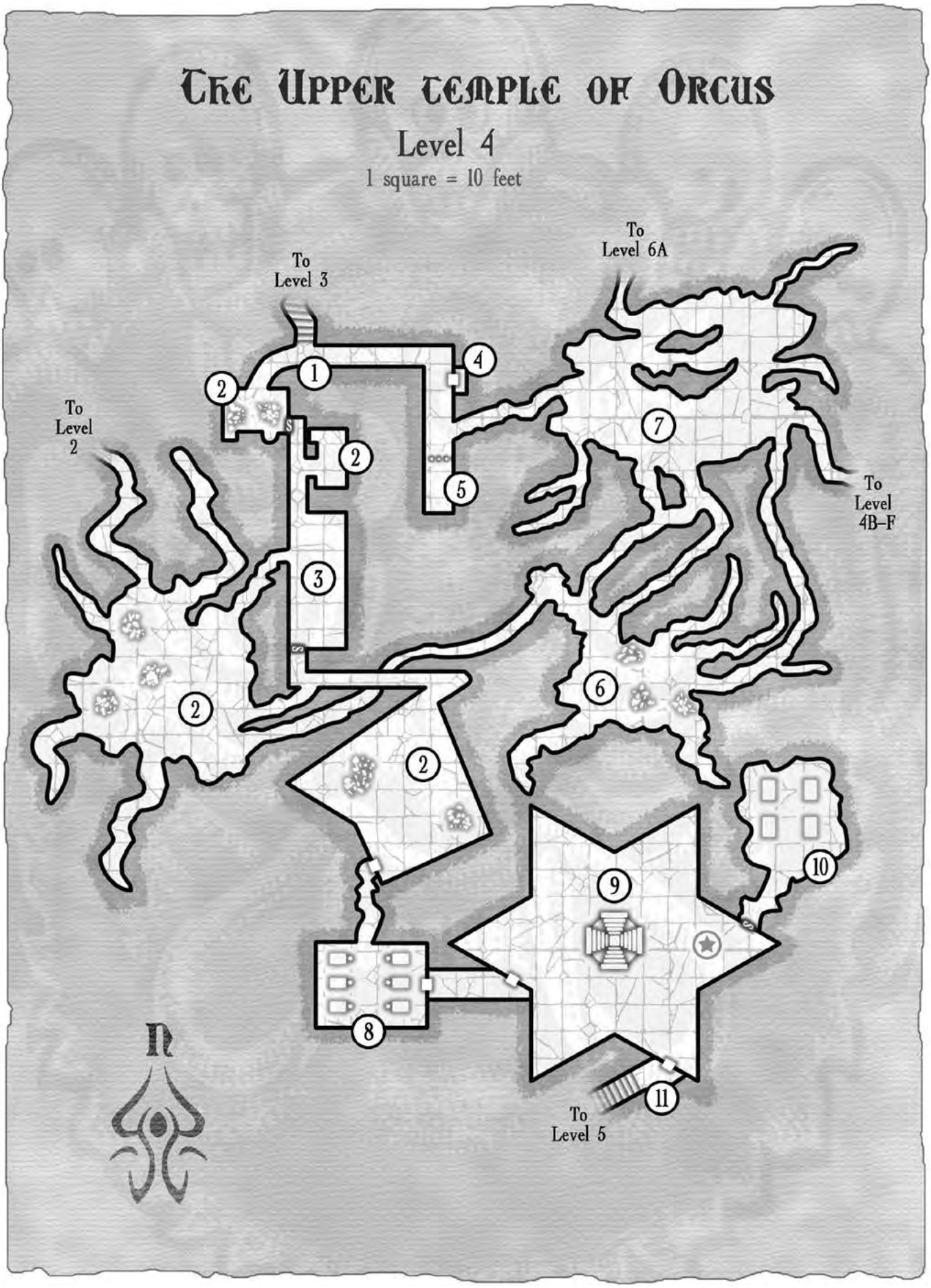
Large rat tunnels dot the walls of this cavern. They are large enough for halflings to travel normally and for man-sized creatures to travel hunched over. Man-sized creatures suffer a –2 to all rolls under these circumstances and cannot use their dexterity to aid their AC. It is clear that two of the rat tunnels (those leading to **Areas 4A–2** and **4A–3**) are slightly enlarged and are traveled by creatures other than rats.

The far northwest spur of the cavern lairs masses of **3 cave creepers**.

Cave Creepers (3): HD 3 (12 hp); AC 7 [12]; Atk 8 tentacles (1 + paralysis); Move 12 (C12); Save 14; AL N ; CL/XP 4/120; Special: Paralysis, swallow paralyzed creatures whole, surprise on 1-3 on 1d6.

Treasure: In the cave creeper's lair are the corpses of three half-eaten goblins. All of them are wearing ring armor and all of their equipment is gone, except for one *+2 dagger* in a sheath near one of the goblins' necks.

The River: The river leads to **Level 9A** after one mile of relatively easy swimming. The river is deep but not particularly fast moving and there is a ceiling with an air space the entire length of the river.


The Upper temple of Orcus
Level 4
1 square = 10 feet
To Level 3
To Level 6A
To Level 2
To Level 4B–F
To Level 5
1
2
3
4
5
6
7
8
9
10
11
N

4A–2. Basilisk Caverns

All of these caverns (**A** through **D**) have low ceilings (less than 20 ft.) and are filled with rubble causing all movement to be at half normal movement rate, except for monsters which are accustomed to the condition. Full movement or running requires a saving throw or the character falls and takes 1d3 points of damage. In all of these rooms, if a wandering monster is indicated, it has an immediate 50% chance of being **1d3 basilisks**. Otherwise use the result rolled.

Basilisk (varies): HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

A. Fungus Cave

Large quantities of fungus of all sorts grows out in this cave. Giant mushrooms fully eight feet high tower above. Bright colors — red, yellow and purple — shine in torchlight. Water drips from the ceiling, and the humidity in the air seems to drown the torches as they burn. It seems to be very warm in here, maybe too warm. This cavern is a large fungus filled place with various non-harmful (20% edible) fungi covering the walls and floor.

B. Statuary

This cavern is as wet and fungus filled as the last. About 60 ft. ahead, is a creature about 4 feet tall, standing immobile between two large mushrooms, his axe poised to throw!

This cavern is also fungus-filled. It is in all respects the same as **A** above. The only difference is that there is a **statue of a dwarf**, axe poised to throw, facing the entrance from **A**.

Giblet, male dwarf Ftr5: HP 28; AC 4 [15]; Atk 1 battleaxe (1d8+1); Move 6; Save 10; AL L; CL/XP 5/240; Str 16; Dex 12; Con 19; Int 11; Wis 11; Cha 8. Special: Multiple attacks, +1 to hit. Gear: Battleaxe, chainmail, shield, *ring of resistance* (+2 to saving throws), 3 throwing axes.

Treasure: The dwarf's equipment is still intact, though made of stone: chainmail, *ring of resistance (+2 to saving throws)*, 3 throwing axes, a purse with 6 gp and 23 cp, and 2 days of iron rations in his backpack. If revived, he is a 5th level fighter who gladly joins the party as a henchman if they are not chaotic. Note that if his ring is pried off while still stone, it breaks.

C. Statues and a Hole in the Ground

This room contains less fungus than the other rooms. Amidst the mold are a series of beautifully sculpted stone statues. They all appear incredibly lifelike, as if carved by one of the great dwarven artists of the last age. The detail is incredible!

This room lacks much of the fungus of **Rooms A** and **B**, but it does contain a large sinkhole that goes down 40 feet and contains a tunnel at the bottom that leads to **Level 7A**. Sixteen stone statues stand in various positions around the room. There are 9 humans, 6 dwarves, and a scantily-clad elven female. **1d3 basilisks** are always here.

Basilisk (varies): HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

Treasure: If revived, all of these adventurers offer to serve their liberators. Each of the nine humans is 3rd level (all fighters) except number 3 who is a cleric of Thyr. Fighter number 6 has a large sack with 2,000 gp in it; number 9 has 6 small gems (25 gp each) in his purse. They all have standard dungeon equipment.

All of the dwarves except number 3 are the same as the humans. The third dwarf is a 4th level fighter and wears *+1 platemail*. The elf is a 4th level fighter/magic-user. She has a *scroll of pyrotechnics* hidden in her staff.

D. The Lair of the Basilisks

This room is nearly devoid of fungus. There are **1d4+2 basilisks** here, up to a maximum of 11 basilisks on this level. If a number of wandering basilisks have been killed, the number encountered here may need to be reduced so that no more than 11 are encountered on this level. A large numbers of stone animals (bats, rats, etc.) fill the room, but no humans ever made it this far.

Basilisk (varies): HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

Treasure: In the southwest spur of the cavern is a small vein of gold. A dwarf or a miner could extract this given 4 weeks of mining and obtain 20,000 gp. It would take several treks to carry all of the gold out of this cavern.

4A–3. Caverns

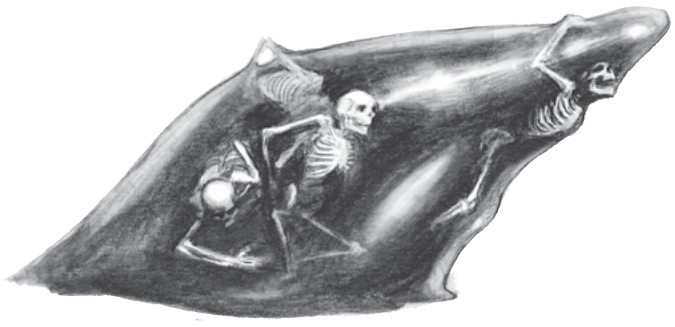
These caverns are uphill from the **Area 2** caverns, somewhat drier and less full of fungus. The floors (except in **D**) are less cluttered with rubble, and movement is increased to three quarters normal. Full movement or running requires a saving throw or the character falls and takes 1d3 points of damage.

Note: Except for **Room A**, add 1 to any wandering monster check. The basilisks do not venture far into the other caves, which are populated primarily by rust monsters that seem for some reason to be immune to the basilisk's gaze. All caverns, except for **C**, are fungi-filled and also contain many stalactites and stalagmites.

A. Sinkhole Room

The rubble in this cavern is less intensive than before. The cave seems somewhat drier, though little trickles of water run through low spots in the floor and down into an abysmal sinkhole in the center of the cave. This room contains a large sinkhole that drops down 50 ft. It is the normal home of an **undead ooze**. It has no treasure.

Undead Ooze: HD 6 (20 hp); AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (C9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.



Note: For more information on the Undead Ooze, see the *Tome of Horrors Complete* by Frog God Games.

B. Wraith Lair

Wind seems to be blowing down this long, narrow cave — lots of it. One can barely hear the voices of his comrades with the noise. The stream can be crossed easily at its shallowest point which is three feet deep. Getting within 20 ft. of the river disrupts any spells that require material spell components if they could be blown out of the caster's hand. The river is 20 ft. wide at the point where it must be crossed to reach the lair of the wraith.

In the northern end of the room across the river is the lair of the wraith.

n
To Level 3A
To Level 5B
1
2A
2B
2C
2D
To Level 9A
3A
3B
3C
3D
3E
3F
To Level 7A
4A
4B
4C
To Level 6A
The Basilisk Caverns
Level 4A
1 square = 20 feet

His gravesite is marked with an "**X**." His coffin lies buried under 4 ft. of sand. The **wraith** emerges from his casket through the sand in incorporeal form 3 rounds after the party sets foot on the northern shore.

Wraith: HD 4 (16 hp); AC 3[16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Treasure: The wraith's coffin lies buried in the sand and in it (under the bones) lies a suit of solid bronze plate mail studded with 12 sapphires (100 gp each).

Swimming Downstream: Anyone swimming down river must roll a saving throw (subtract armor bonus from this roll) or begin to drown. Survivors and bodies are washed out into **Level 9A** in approximately 20 minutes.

C. Hide the fighters!

The walls of this cavern appear to be corroded as if by acid. The walls themselves appear to be made of alternating bands of red and silver stone. The silver portions have an outer coating of red flakes that look like rust.

This room is situated within the eaten-out portion of a large vein of iron, and was formed by the **rust monsters** nibbling away at it. 1d3 rust monsters are always here. There are a total of six of these creatures in the caves.

Rust Monster (varies): HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

D. Death from Above!

Piles of rubble indicate that the ceiling has recently caved in. Large stalactites cover the intact ceiling areas, and weird lichens seem to make the room glow with an unearthly light. This room contains a great deal of rubble, and movement is down to one quarter normal. Over the horseshoe-shaped pile there are **3 large piercers** that drop on unsuspecting PCs.

Piercers (3): see ***Swords & Wizardry Complete*** rulebook.

Treasure: At the end of the northeast rat tunnel is the corpse of a giant rat with a human finger in its maw. On this finger is a golden signet ring (worth 80 gp) bearing the arms of an important noble family.

Exits from this cavern: The northwest tunnel comes out in the bottom of a 50 ft. sinkhole. If ascended there is a tunnel leading to **Level 6A**.

E. Deadly Fungus

As the PCs descend into the tunnel, they notice that the downhill slope and that the water flow leads down the hill. The temperature seems to raise a few degrees, and fungus covers the floors and walls. At the entrance to the grand cavern, gypsum flowers and calcite crystals grow everywhere.

Traps: Several traps have been placed in this room. The first is a large patch of **yellow mold** that has been placed directly in front of the tunnel. It can only be noticed by the lead character (1 in 8 chance). If the mold is not detected, read the following:

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.

Also present in the room is a 20 foot by 20 foot pit that is 20 feet deep filled with spiked sticks.

Spiked Pit Trap (20-Ft. Deep): Save or suffer 2d6 points of damage from the fall; pit spikes attack as 10 HD monster, 1d4 spikes per target for 1d4+2 points of damage each.

There is a trip wire also across the tunnel leading to 3F which dumps the front character on his face and makes a clang.

Trip Wire Trap: Trips victims, stunning them for 1d3 rounds if they fail a saving throw and fall.

If the party is extremely noisy, numerous, or uses light, the goblins at **F** are alerted and ready.

F. Lost Goblins

There are **6 goblins** trapped here who came up from **Level 12A** via **Level 7A** and are afraid to go back due to their fear of the basilisks. They fight only if the party refuses to negotiate. If the party tries to parley, the goblins can be persuaded to leave in peace if they are assured that the basilisks are gone.

Tactics: These goblins are wise and cunning, and are only trapped here as a result of a bad encounter with the basilisks. Gurran has one scroll with which to save a comrade, but is currently in search of a safer way out. The goblins are very prepared for the PCs if any of the *alarm* traps were triggered. The goblins have already cast the underlined spells in their spell lists, and unless the party negotiates immediately, they attack with *summoned* monsters as well as a magical barrage. Gurran is the leader, and attempts to negotiate safe passage if the party makes the first move. He is far more concerned with escape than with fighting a well-armed group.

Their basic battle tactics include artillery spells and backstabs. Org acts as a bodyguard for Gurran, and none of the goblins seek melee; Ostler sneaks in and uses his lions to attack from behind, saving his *potion of invisibility* for an escape. Zim is very dangerous, and seeks to eliminate PC spellcasters first.

Gurran, Male Goblin Witchdoctor: HD 5 (23 hp); AC 9 [10]; Atk 1 dagger (1d4); Move 9; Save 12; AL C; CL/XP 7/600; Special: -1 to hit in sunlight, cast spells as 9th level magic-user. Gear: Robes, spellbook, dagger, sack with 11 gp. Spells: 1st - *charm person, magic missile* (x2), *shield*; 2nd – *detect invisibility, invisibility, mirror image*; 3rd – *haste, monster summoning I, suggestion*; 4th – *charm monster, wall of fire*; 5th – *cloudkill*.

Zagros, Female Goblin Shaman (Orcus): HD 7 (29 hp); AC 2 [17]; Atk 1 light mace (1d6); Move 6; Save 9; AL C; XL/XP 9/1100; Special: -1 to hit in sunlight, turn undead, cast spells as 7th level cleric. Gear: Light mace, platemail, shield, *boots of speed*. Spells: 1st – *cause light wounds* (x2); 2nd – *hold person, silence 15-ft radius*; 3rd – *prayer, remove curse*; 4th – *cause serious wounds*; 5th – *insect plague*.

Ostler, Male Goblin Killer: HD 7 (24 hp); AC 7 [12]; Atk 1 short sword (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: -1 to hit in sunlight, skills of 7th level thief, including back stab for triple damage. Gear: Short sword, leather armor, small sack with 2 gp, *potion of invisibility*.

Zim, Male Goblin Scout: HD 4 (hp 18); AC 9 [10]; Atk 1 short sword (1d6); Move 9; Save 13 ;AL C; CL/XP 5/240; Special: -1 to hit in sunlight, skills of 3rd level thief, including back stab for double damage. Gear: Short sword, gold and ruby necklace (worth 400 gp).

Org, Male Goblin Thug: HD 5 (27 hp); AC 2 [17]; Atk 1 hand axe (1d6); Move 6; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Hand axe, platemail, shield, 22 gp, key to large box.

Treasure: In the northeast corner of the room is a large box containing: 4 weeks of iron rations, a magical waterskin which refills itself once per week, and a locked strong box with 400 gp (the key is on Org).

4A–4 The Vampire Lair

This mini–level revolves around a pair of horrible monster lovers: a vampire and a succubus, who have established a safe haven in a small cave complex. This is not to say that they do not venture out in search of prey (humans), but they are much happier staying together in their unholy matrimonial chamber. The PCs had better hope they have plenty of *restoration* spells available!

A. The Secret Arcane Locked Door

The **secret door** leading to the cave of the lovers is a small lead-lined metal door no more than 2-feet-wide, set high up on the cave wall and disguised with an illusion to appear a part of the surrounding cave wall.

This door is held by a *wizard lock* as cast by an 11th level magic-user, and can be bypassed by normal means. It provides access to the lair of the evil lovers. The door opens by pulling out. Note that the lead lining of the room is apparent to any who look closely at the walls or door itself In addition, the door has been enchanted to open at the mental command of either of the lovers.

B. The Courtyard of the Moon

Beyond the secret door lies a circular cavern about 60 ft. in diameter. The walls and ceiling of the cave glow with a strange light. As you look around, you notice that the entire ceiling is decorated like a moonlit night. The moon is full and the stars seem to twinkle and gleam as if you were really outside at night. In the center of the cavern is a gurgling fountain, with a statue of a beautiful woman holding two pitchers pouring forth water. Several small birds can be seen nesting in a solitary tree a few yards from the fountain. An inscription on the fountain reads as follows:

"*Princess of stone,*
Freed with a kiss,
Curse can be broken,
If love does exist"

This room has been enchanted with a permanent illusion to depict the outside during a full moon. The statue is, of course, **Corinaria**, the succubus. The tree and the birds are bats clinging to an illusion covered stone pillar. One of the bats is Shekahn, the vampire.

The inscription is intended to trick PCs into kissing the statue to free the "princess." When this is done, Corinaria materializes (as if turning from *stone to flesh*). Obviously, the person kissing the statue is immediately (though unknowingly) subjected to Corinaria's level drain power. This inscription may provide the opportunity to drain several levels from the PCs. Once the party figures out that something is wrong, the pair attacks. Only after the pair is slain or driven off can the walls be searched. On the wall opposite the secret entrance is a small diameter hole (2 in.). It can only be found by careful feeling. This hole leads back 3 ft. into another chamber (**Room C**). Since neither the vampire (gaseous form) nor the succubus (etherealness) needs a large entrance to get to their bedroom, the PCs will need to dig through 3 ft. of stone to gain access to the final room.

Corinaria the Succubus: HD 6 (25 hp); AC -1 [20]; Atk 2 claws (1d4); Move 15 (Fly 24); Save 11; AL C; CL/XP 10/1400; Special: Magic resistance (70%), only harmed by magic weapons, level drain, spells.

Shekahn the Vampire: HD 8 (40 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: See description.

Tactics: Corinaria pretends to be very enthusiastic about being released, kissing the person who freed her, again subjecting the person to her level drain ability. In fact, she attempts to show her "affection" to all of her male "saviors." While she is doing so Shekahn flies behind the pillar (surprise on 1-4 on 1d6) and changes shape. Once the party realizes they are being attacked, Corinaria pleads to be saved from Shekahn, whom she claims has held her prisoner (she reinforces her pleadings with a *suggestion* spell). She cowers behind the PCs, acting as if she needs their protection. Instead she uses her *charm* and *suggestion* abilities every round, suggesting such things as "use silver to slay the vampire," or "kiss me again, only love can defeat him." She tells charmed persons to stay out of the fight or restrain their comrades (to prevent bloodshed, which princesses cannot bear to see). If attacked, she teleports away or becomes ethereal to avoid combat.

Shekahn first order is to calls for rats. He then uses his charm ability to avoid combat until he is cornered. Unlike most vampires, Shekahn wants to make spawn rather than kill the PCs outright. Anyone taken prisoner is drained and turned into vampire. If Shekahn is slain, he turns to gas and flees to **Room C**. If this happens, Corinaria turns ethereal and follows him, unless she is still successfully fooling the party into believing she is one of the "good" guys, in which case she continues to charm PCs. If she takes over 30 points of damage, she too flees (ethereally) to **Room C**. The pair remains inside the bedroom until they are discovered. If allowed to fully recover, they hunt the party in the dungeon, attacking when the PCs are wounded, sleeping or low on spells, summoning servitor creatures to "soften up" the PCs before they attack. Their vengeance is frightening to behold.

Treasure: The pair keep their treasure in **Room C**.

C. The Bedroom of Evil

The small hole leads to another chamber. The room itself is 20 ft. square, and is adorned with lavish tapestries and fine rugs. In the center of the room is a large stone block.

This room serves as the tomb of Shekahn and the nuptial bed (crypt) of the lovers. The stone block, which is actually a coffin (requiring an open doors check to open) is made of 2 parts — a lid and a base. The pair hides inside the stone block.

Treasure: The rugs and tapestries are worth 3,000 gp if removed from the dungeon. They weigh 1,100 pounds, so this may prove difficult. Inside the crypt is the remaining treasure: 9,900 sp, 140 gp, a deck of gilded tarokka cards (worth 30 gp), a golden bracelet etched with asphodels (worth 150 gp), a *wand of levitation* (4 charges) carved from bone, a platinum nose ring (worth 20 gp), a golden statue celebrating the evil duo's love (worth 400 gp if you can find someone into that kind of thing) and a suit of *+2 leather armor*. There is also a substantial quantity of vampire dirt from Shekahn's homeland.

Level 4B: The Gut

The "Gut," as it is known, is a long underground tunnel (approximately 40–50 miles) that links the outlying Mouth of Doom levels to the central dungeon regions of Rappan Athuk. The Gut is a high-ceilinged corridor twenty feet wide, passing through six more detailed sub-areas (or possibly more, if the Referee chooses to add additional sub-areas). Because of its length, the tunnel has one "overview" map to show the arrangement of the six major points of interest, and smaller-scale maps to illustrate the details of these far-separated areas.

The Gut has always been used as a thoroughfare between the Mouth of Doom and the deeper levels of Rappan Athuk. In Rappan Athuk's earliest days, zombie horses and messengers, along with goblin slaves and the even stranger minions of the dark priests, carried the almost constant flow of supplies, slaves, messages and agents required for such a vast centralization of evil power. Even though the Mouth of Doom is no longer a major strategic outpost for the priests, the Gut is still well-traveled by a variety of unpleasant creatures. For the most part, travelers in the Gut are not making the journey all the way from the deep levels of Rappan Athuk to the Mouth of Doom. The long corridor is pockmarked with numerous, extremely well-hidden secret doors that lead away to catacombs and warrens in the miles and miles of underground rock between the Mouth of Doom and the lowest regions of Rappan Athuk. Most of the creatures traveling the Gut are journeying between two such secret access points rather than within Rappan Athuk itself.

For the Referee, the Gut is an ideal level of the dungeon to place any additional underground areas you may have designed, as they can easily be placed anywhere along the Gut in one of the gaps between the level's six sub-areas.

The six sub-areas, and the distance between them, are as follows:

A. The Zombie Stables (directly below **Level 3C**). The distance between the Zombie Stables and The Last One Inn (**B**) is 11 miles.

B. The Last One Inn. Distance to the Zombie Stables (**A**) is 11 miles; distance to the Weird Plantation (**C**) is 15 miles; distance to the River-Drippings (**D**) is 18 miles.

C. The Weird Plantation. Distance to the Last One Inn (**B**) is 15 miles; distance to The Gates of Gloom (**F**) is 10 miles.

D. The River-Drippings. Distance to the Last One Inn (**B**) is 18 miles; distance to the Rune-Caverns (**E**) is 10 miles; distance to the Gates of Gloom is 20 miles.

E. The Rune-Caverns. Distance to the River-Drippings is 10 miles; distance to the Rappan Athuk Underlevels is 9 miles (leads to b).

F. The Gates of Gloom. Distance to the Weird Plantation (**C**) is 10 miles; distance to the Rappan Athuk lower levels is 14 miles (leads to **4-7**).

Traveling through the Gut will generally be at a speed of 10 miles per day unless the party is mounted or flying. In such cases, a speed of 15 or 20 miles per day, respectively, can be achieved. The areas of the Gut are shown on **Maps RA–4B**, **Part 1** and **2**.

Zombies: HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Goblins: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Ogres: HD 4+1; AC 5[14]; Atk 1 large club or spear (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: 3d12 gp, 4d10 sp each.

Level 4B

Equivalent Dungeon Level: 3
Entrances and Exits: "Northwest" Entry from/to **Level 3C** at **4B–1**, "Southeast" Entries to **Level 2** (north of **Room 2–10**) and **Level 4** (**Room 4–7**).
Wandering Monsters: Roll on the table below once per six hours.

01–10	**1d6 zombies** on **zombie warhorses**
11–20	**1d6+6 goblins**
21–30	**1d6 ogres**
31–00	No encounter

Standard Features: Secret doors are all detected normally unless otherwise noted.

A. The Zombie Stables

4B–1. The Stable Stairs.

The north wall of this chamber has an inscription carved on it. A dwarf will be able to tell that the inscription was carved within the last fifty years or so, while the construction around it is much older. The inscription reads: "*Thou art entering the Hospices of the Healers. Do so with no hostile intent, and thou art welcome here.*"

The south wall of the chamber also has an inscription, although this one is in goblin and is almost as old as the surrounding construction. This second inscription reads: "*Anyone letting horses piss on the floor in here will be flogged to death.*"

A third inscription is carved over the eastern door, in the common tongue. It reads simply, "*The Gut.*"

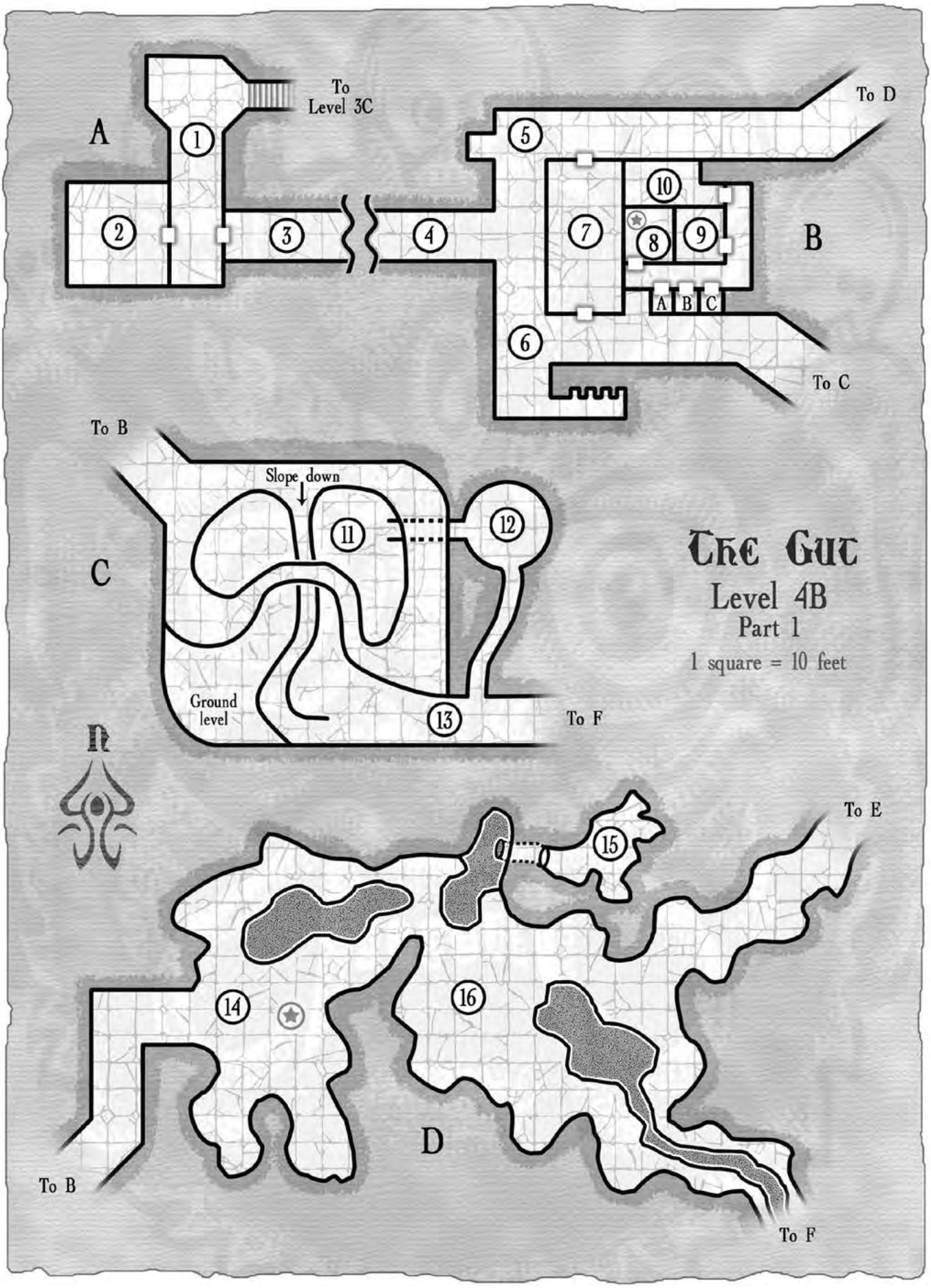
4B–2. Stables

There are **two zombie horses** in here. They can be ridden, but each day the horse must make a saving throw or it will come apart. If the horse is ridden faster than normal walking speed, the saving throw will be made at –1.

4B–3. Entrance to the Gut

This corridor stretches as far as the eye can see into the gloom. It has a high, arched ceiling that rises thirty feet above the center-point of the hall. The flagstone floor is worn by the passage of what must have been thousands of travelers over the centuries, and a sluggish, cold draft of air from down the corridor indicates that ventilation shafts are still in operation somewhere in the deeps.

FOREST of HOPE
HORSEFLY SWAMP
DRAGONMARSH LOWLANDS
A
B
C
D
E
F
11
18
10
9
20
15
10
14
RAPPAN ATHUK
WILD EDGE RIVER
COAST ROAD
N
OVERVIEW
Level 4B
Numbers indicate distance in miles between sub-areas.


To
Level 3C
A
1
2
3
4
5
To D
10
7
8
9
B
A
B
C
6
To C
To B
Slope down
11
12
C
Ground
level
13
To F
The Gut
Level 4B
Part 1
1 square = 10 feet
N
To E
15
14
16
D
To B
To F

B. The Last One Inn

4B–4. Sign of the Succubus

At this point in the corridor, the northern wall is slathered over with a thick layer of what must once have been brightly-colored paint. The lurid colors are now faded, but the sign is still visible, showing a bat-winged succubus holding a sign that reads "The Last One Inn." To the east, the corridor enters a T-junction, dividing into corridors leading one to the north and one to the south.

4B–5. The Privy

A small, foul-smelling alcove in the wall contains a two-seat privy. The pit beneath the stone slab (in case anyone is odd enough to investigate this) is narrow, and descends over a thousand feet into the depths; it eventually terminates in a vast cavern filled with Cyclopean stone shapes, inhabited by **hundreds of ghouls** and the horrid **king** and **queen** who rule them.

4B–6. Stable of the Last One Inn

This chamber is the stable for horses or draft animals staying at the Last One Inn.

4B-7. Common Room of the Last One Inn

This large room is clearly the common room of a tavern, for it contains two large wooden tables, chairs, and a bar for serving drinks. Behind the bar stands a large, roach-like creature the size of a short human being. This is **Urovok the Roach-man**, the latest proprietor of the Last One Inn. The Inn sells rations at twice normal prices, drinks at twice normal prices, and sausage at half normal prices ("normal prices" meaning the price on the surface). Urovok does not disclose the source of the sausages; he claims that the source is a trade secret. **Rooms A**, **B**, and **C** are available at a rate of 10 gp per night. Each of these small rooms contains two human-sized beds, a wooden table, and a nightstand. **Rooms 8** and **9** (see below) are rented at 50 gp per night.

Urovok the Roach-Man: HD 8; HP 49; AC 2[17]; Atk 2 pincers (1d8), 1 bite 1d4+1; Move 9; Save 8; AL C; CL/XP 10/1400;

Special: Magic resistance (90%), 1-round burst of speed (1/day) of 180.

4B–8. Guest Room

This room (which may be legitimately rented from Urovok the Roach-Man in **Room 4B–7** above) is furnished with a comfortable double bed, a table, a sofa, and a fireplace. The fireplace has no chimney, but the hearth seems to burn with an illusionary fire. The only apparently non-functional decoration in the room is a painted wooden totem pole that fills the northwest corner from floor to ceiling. From floor to ceiling, the heads depicted on the totem pole are as follows: human, goblin, eagle, dwarf, raven, and roach. The illusion in the fireplace will reveal itself as magical if a *detect magic* spell is employed in the room, but none of the room's other features are enchanted.

The totem pole is a pipe that allows **poison gas** to be released from Urovok's bedroom (**4B–10**) into this room. A mechanism slides the eyes of all the carvings downward, allowing the poison to escape through the eye-holes. Searching the totem pole carefully (detecting traps) may disclose that the eyes can be shifted down, but will not indicate anything other than the fact that the pole is hollow. The poison gas may be noticed by an alert guard in the room (1 in 6 chance per guard), but if it is not noticed it will cause death if a saving throw fails. A songbird or other small creature will succumb to the poison more quickly than humans and their ilk.

4B–9. Guest Room

As with **4B–8** above, this room is furnished with a comfortable double bed, a table, and a sofa. Unlike room **4B–8**, there is no fireplace or totem pole. There is, however, a luxurious rug on the floor, almost ten feet by ten feet. At night, the rug reveals its true form, a manta-ray-like creature (a **trapper**) that will engulf anyone sleeping on the carpet. If no one is sleeping on the carpet, the trapper will undulate its way to the bed, and lunge over the top of the bed to make its enfolding attack. Hiding under the bed is the safest place to sleep in this room. Incidentally, if the trapper itself is skinned and sold as a carpet, it is worth 1,000gp.

Trapper: HD 12; HP 47; AC 0[19]; Atk crushes (1d8+1); Move 6; Save 3; AL N; CL/XP 14/2600; Special: Suffocates (2 rounds/point of CON), 50% resist edged and piercing weapons, 50 % resist cold/fire, surprise 1-3 on 1d6.

Treasure: In an indentation beneath the trapper's station on the floor, there are three skeletons' worth of crushed bone, a *ring of fire resistance*, and a ring set with a diamond, worth 5,000 gp.

4B–10. Urovok's Room

Urovok's room contains a noisome "nest" of human bones and rubbish, all taken from past victims of Room **4B–8**. An earthenware pot with a firmly closed lid stands in the southwest corner, and close investigation will reveal a clay pipe at the back, connecting the pot's interior to the totem pole in **4B–8** through the wall. This pot is used to dispense gas into the trap in **Room 4B–8**. There are five vials of poison gas in Urovok's nest, along with 400 gp, a golden figurine worth 300 gp, a *potion of invisibility*, an emerald-studded ring worth 500 gp, and a *wand of magic missiles* (10 charges remaining).

C. The Weird Plantation

4B–11. Plantation Room

All the details of this room will likely not be immediately visible to the adventurers unless they are carrying an extraordinarily powerful light source. Most of the floor is open to a second floor 30 ft. below, with a curving walkway leading across the room. A ramp leads down to the room's lower floor, crossing beneath the walkway. There are two exits from the room's lower floor. Two glowing sources of blue light can be seen from the floor below, although these are not bright enough to illuminate their surroundings.

The entirety of the lower floor is apparently being used to cultivate flowers, vegetables, and mushrooms; the area is a riot of colors, and a mix of strange fragrances rises to the upper floor. These cultivations are the property of the plantoids that reside in **Room 4B–12**. At any given time, **1d2 plantoids** and **1d4 plantoid servitors** will be found in this room, tending the plants. If the adventurers appear to be headed into the tunnel to **Room 4B–12**, if they walk in the plants at all, or if they speak to the plantoids, the plantoids will attack. A brisk walk down the ramp and directly to the exit at **4B–13**, ignoring everything in the room, will allow the party to avoid a battle.

The plants in the room are generally unremarkable, with the exception of two flowers that glow (these are the sources of blue light mentioned above). The glowing blue flowers are in the middle of other plants and cannot be reached without walking into the plants — which will, of course, enrage the plantoids. These flowers are of a tough mineral consistency, and can be sold as jewels for 1,000 gp each.

Plantoids: HD 5; AC 7[12]; Atk 1 moss beard (special); Move 9 (floating); Save 12; AL N; CL/XP 6/400; Special: Control and transform, immune to blunt weapons

Plantoid Servitors: HD 3; AC 6[13]; Atk 1 bite (1d6 + special venom); Move 9; Save 14; AL N; CL/XP 4/120; Special: Transformation venom

4B–12. Lair of the Plantoids

This room rises to an egg-like dome in the ceiling, and it is filled with an eerie humming noise. A slimy moss (the source of the humming noise) covers the otherwise featureless walls and floor of the chamber. Six glowing blue flowers seem to grow directly from the stone walls; two of them are in easy reach, and the others are at heights of 20 f.t (2), 30 ft., and 40 ft.

There are **4 plantoids** in this room, minus the 1 or 2 that are (or were) in **Room 4B–11**. There are **5 plantoid servitors** here regardless of how many were in **4B–11**. Anyone entering the room is immediately attacked.

Plantoids: HD 5; AC 7[12]; Atk 1 moss beard (special); Move 9 (floating); Save 12; AL N; CL/XP 6/400; Special: Control and transform, immune to blunt weapons

Plantoid Servitors: HD 3; AC 6[13]; Atk 1 bite (1d6 + special venom); Move 9; Save 14; AL N; CL/XP 4/120; Special: Transformation venom

Treasure: The glowing blue flowers are the same type as those in **Room 4B–11**, but these are fully matured and are worth 2,000 gp each.

4B–13. Exit Tunnel

This tunnel is a continuation of the Gut. From this point onward, the corridor begins an almost undetectable slope downward.

D. The River-Drippings

4B–14. Statue Cavern

This natural limestone cavern has stalactites on the ceiling, stalagmites on the floor, and several pools of water in the cavern floor — the largest pools are marked on the map. The pools reach a bottom depth of 40 ft. Drops of water fall constantly from the ceiling of the cavern (which is located directly under a river). The cavern's most remarkable feature is an enormous, forty-foot tall statue of a woman with fangs and a necklace of skulls, wearing a long, flowing gown and carrying a water jug balanced on her head. If the players inquire, the jug is ten feet tall and has a neck that appears to be three feet wide — it is NOT clear from the ground whether the jug is hollow or not.

If a character climbs up the body of the statue and the side of the jug to look inside, the jug will be revealed as hollow, and at the bottom there is a massive blue gem the size of a head, surrounded by human bones. Anyone looking at the gem must make a saving throw or become enthralled with the sight of the stone, attempting to climb down into the water jug to sit beside it and contemplate it for all time. The gem itself is worth 5,000 gp if it can be removed from the statue, and there is a *scroll of read magic, fireball,* and *ice storm* in the bones and rubbish that encircle the gem. Disturbing an enthralled person will enrage him, and he will attack ceaselessly until anyone in sight is dead then return to contemplation of the gem until dying from thirst and starvation The gem loses its enthralling powers if it is taken more than 100 ft. from the statue.

4B–15. Hidden Chamber

This chamber can only be reached by swimming under the water to a depth of 20 ft. to find the entrance tunnel The tunnel rises above the water level and the chamber itself is filled with air, although it is stale and thin. The cavern is the lair of a **giant, venomous water snake** (the snake has 16 vestigial legs, but they have no effect on anything in game terms).

Giant Water Snake: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12 (12 swimming); Save 13; AL N; CL/XP 6/400; Special: Lethal poison.

Treasure: 2,240 sp, 312 gp, 1 bronze figurine of a woman with fangs and a necklace of skulls (250 gp).

4B–16. The Drippings

This enormous cavern contains a large pool of water that feeds a stream. The stream winds its way down a wide tunnel to the southeast. Like the cavern at **4B–14**, the floor and ceiling are filled with stalagmites and stalactites.

Three piercers (2 2 ft., 1 4 ft.) make their lair at the mouth of the stream's tunnel, on the northern bank of the stream. If the party is traveling down the stream's southern bank, the piercers will not molest them.

Small Piercers, 2: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

Big Piercers, 1: HD 4; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; AL N; CL/XP 14/120; Special: None.

Treasure: None.

E. The Rune-Caverns

4B–17. Main Rune-Cavern

The walls of this vast natural cavern are entirely covered with billions of runic symbols carved into the rock. The entire cavern radiates magic with such intensity that if a *detect magic* spell is cast in the area, everyone in the cavern will be blinded for 1d6 turns and suffer 1 hp of damage. Remaining in the cavern for more than ten minutes (other than moving straight through) causes mild disorientation, and searching through the cavern for more than 20 minutes requires a saving throw or the character will become lost. If there is no one to lead a lost adventurer out (for example, if the characters are all lost but stick together), the character(s) will reach one of the exits in 1d10 turns (there are 6 possible exits from the cavern: roll randomly on 1d6). If the characters risk the consequences and search the cavern, they have a chance of finding interesting things: there is a 1 in 6 chance per turn of searching to discover one of the following (mark off when found):

1 A bag of 1d100 gp
2 A *bastard sword +1*
3 A mummified Viking warrior (normal, with normal equipment)
4 A *potion of flying* (1d6+6 turns duration)
5 A ruby worth 1d6 x100 gp
6 A silver mirror (300 gp)

4B–18. Empty Cavern

Some normal bats cause a rustling noise at the cavern ceiling if the adventurers bring light with them into the cavern, but the chamber is otherwise devoid of interest.

4B–19. Chamber of the Shadow Crystal

The south wall of this otherwise normal cave chamber is entirely made of a reflective crystal that functions almost as well as a mirror. If anyone looks at the mirror for more than a glance, shadowy figures will be seen moving forward from the depths of the mirror toward the adventurers. If the characters (even one of them) meets the approaching figures eye to eye and stares them down, they retreat back into the depths of the crystal. However, if the party turns away from the mirror, the **4 shadows** will emerge and attack.

Shadows (4): HD 3+3; HP 18, 15, 16, 15; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

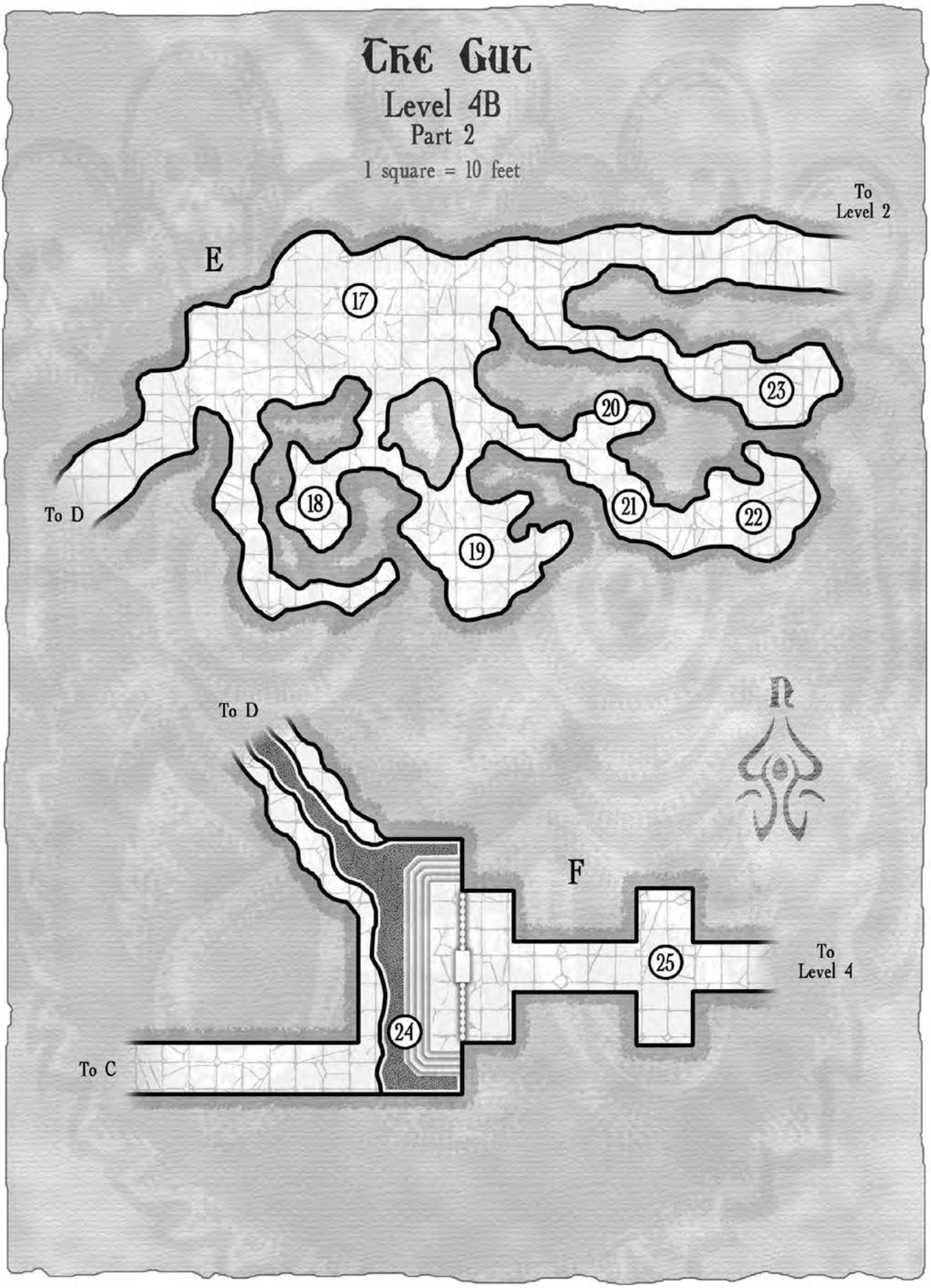
Treasure: none.

4B–20. Side Cavern

This small cavern is empty, with the exception of some bats and a light covering of bat guano on the floor.

4B–21. Skeletal Remains

This wide spot in the tunnel has a rather grisly decoration; five human skeletons are spiked to the wall with long iron shafts that have been driven through the ribcages into the limestone rock.


The Gut
Level 4B
Part 2
1 square = 10 feet
To
Level 2
E
17
23
20
18
21
22
To D
19
To D
F
25
To
Level 4
24
To C

4B–22. Lair of the Spiker

This natural cave chamber contains a wooden bed and a table, but its most noticeable feature is the fact that forty skeletons have been spiked to the wall in the same way as those in the chamber outside. Sitting on the bed is an **unnaturally thin** human, holding a hammer and a long steel spike. When he sees the adventurers, his eyes will glow yellow, and anyone seeing this must immediately make a saving throw or walk over to the wall and stand there immobile. Characters standing against the wall are unable to speak or move until or unless the Spiker is slain.

The Spiker will fight anyone who succeeds at the saving throw, using the hammer and spike simultaneously to make two attacks in a round. If at any time there is only one character left alive, and the character kills the Spiker, the character must immediately make a saving throw or become the new Spiker.

The Spiker: HD 5; HP 35; AC 6[13]; Atk 2 (1d6); Move 12; Save 12; AL C; CL/XP 6/400; Special: Gaze causes helplessness.

Treasure: Under the Spiker's bed, there is a small treasure trove. It includes 12 usable pairs of boots (and a considerable quantity of footwear that is so old as to be unusable), 2 pointed hats, 6 suits of chain mail, 1 suit of plate mail, 8 swords, 7 helmets, 9 shields, 4 lanterns, 3 pints of holy water, 13 backpacks, a small birdcage, a spare hammer, and 30 long iron spikes. There is a bag containing 614 gp and 1,358 sp, a turquoise ring (100 gp), and a plain gold necklace (50 gp). One of the helmets is enchanted, lending the wearer a +1 on all saving throws.

4B–23. Bat Cavern

This cavern contains a multitude of bats; if they see a light source they will swarm it, causing anyone in the path of the swarm to make a saving throw or drop all items held. Open flames other than lanterns, whether dropped or not, have a 90% chance to be extinguished. The cavern contains not treasure, but the floor is covered in a six-inch carpet of bat guano.

F. The Gates of Gloom

4B–24. The Gates of Gloom

This large chamber is constructed of huge blocks of chiseled volcanic stone, darker and smoother than the native limestone. The stream running from the northwest widens out into a moat in the eastern part of the room, to surround a short flight of black steps that lead from the water up to a gleaming stone platform. The back of the platform is a wall of metal bars, and there is a huge door in the middle of the bars, apparently carved from the same stone as the walls. Upon the door there are three large runes, depicting a demon, a circle, and a square. The runes will shift on the surface of the door if they are touched (a ten-foot pole or other item will work as the "touch"). The door will open if the three runes are moved to superimpose each other, placing the demon within the circle within the square (the circle is slightly smaller than the square, so this is the only way to arrange them on top of each other; it is not necessary for a player to state whether the circle is within the square or vice versa). When the

three runes are superimposed, the door will open. If the players cannot figure out how to open the door using the runes, it is also possible to pick the lock use a *knock* spell, or bend the bars.

Coming from the east to the west, the door can be opened by use of a recessed handle in the middle.

4B–25. Chamber of the Blackbone Guard

There are **2 black skeletons** in the northern chamber and **2 more** in the southern chamber. To avoid combat, the party must run through this chamber at top speed, in which case the skeletons will not attack. Moreover, the skeletons will not move more than fifty feet from the chamber itself in pursuit or in combat. If the adventurers are attacked and simply hold their ground in the chamber, the skeletons will fight to the death. The bones will re-form into black skeletons after a full week has passed.

Black Skeletons (4): HD 6; HP 30, 24, 26, 13; AC 4[15]; Atk 2 claws (1d4); Move 12; Save 12; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

Treasure: One of the black skeletons wears a jeweled necklace worth 500 gp.

Level 5: Banth's Lair and the Wight Catacombs

This level serves as the research laboratory of the evil wizard, Banth. Banth, a transmuter, specializes in alchemical, magical, and surgical mutations. Unlike Rappan Athuk's other denizens, Banth was never aligned with law, but is and always has been chaotic to the core. His dedication to chaos earned the priests' favor. From their temple on **Level 4**, the priests have worked with and protected him, even though he worships not Orcus but another god of death. The priests approve of his work; through various demonic consultations, Orcus has commanded his priests to aid Banth. To this end, Zehn (Orcus's high priest on **Level 4**) has established a guard of zombies and wights to protect Banth. Banth also commands a flesh golem.

One other area of this level may interest PCs: giant bees have built a hive here. After the party slays all the bees, they may discover a quick route to the surface. The map of this level is shown in **Map RA–5**.

Level 5

Equivalent Dungeon Level: 9
Entrances: Stairs from **Level 4**; bee tunnel from the surface
Exits: Stairs to **Level 6**; ladder to **Level 14** (see **Area 5–10**)
Wandering Monsters: Check once every 30 minutes on 1d20:

1–3	**1d6 wights**
4–5	**3d6 giant rats**
6	**Kupra and the flesh golem** (see **Area 5–6**)
7	**1d6 Acolytes of Orcus**, en route to **Level 4**
8–20	No encounter

Detections: None.
Shielding: None.
Continuous Effects: Due to this level's proximity to the Chapel of Orcus (**Level 14**), all creatures on this level gain +2 to their Challenge Level for purpouses of turning.
Standard Features: Unless otherwise noted, all doors on this level are locked and constructed of iron-reinforced wood.

Wight: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Acolyte of Orcus, Male Clr2: HD 2; AC 4 [15]; Atk 1 heavy mace (1d6); Move 9; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Cleric spells: 1st—*protection from good*. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

5–1. Entrance

Stairs from the evil temple on **Level 4** lead into these crypts. It is surprisingly cold here. Frosty breath plumes from each PC's mouth and nostrils. The stairs deposit the party in a large room containing several tombs. Some appear to be have been opened and desecrated — others seem intact. A single door on the left wall offers a possible exit. Familiar-looking tunnels suggest that rats dine here.

Two rounds after the PCs enter the room, **5 wights** burst from the crypts — those marked with an "**X**" — and attack. PCs disguised as Orcus' priests have a 1 in 6 chance of convincing the wights to return to their respective resting places. Due to the level's overall proximity to the Chapel of Orcus (Level 14), turning rolls are at –2. These wights have no treasure; the priests of **Level 4** long ago looted the tombs.

Wights (5): HD 3 (16 hp); AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Tactics: The wights gang up on one character at a time; any PC killed by a wight adds to their number and joins the fight on their side. The wights attack clerics and paladins first. They fight until slain (again).

5–2. Empty

Crypts, bones, and useless junk litter all areas marked **5–2**. Referees should spice up each of these rooms with 2d4 randomly rolled items (from **Frog God Games** *The Tome of Adventure Design*, "**Book Three**, "Dungeon Dressing"). Referees should also roll a wandering monster check each time a PC enters an area labeled "**5–2**"; a 1 to 6 on 1d20 indicates the presence of 1d6 wights.

5–3. The Secret Arcane-locked Door

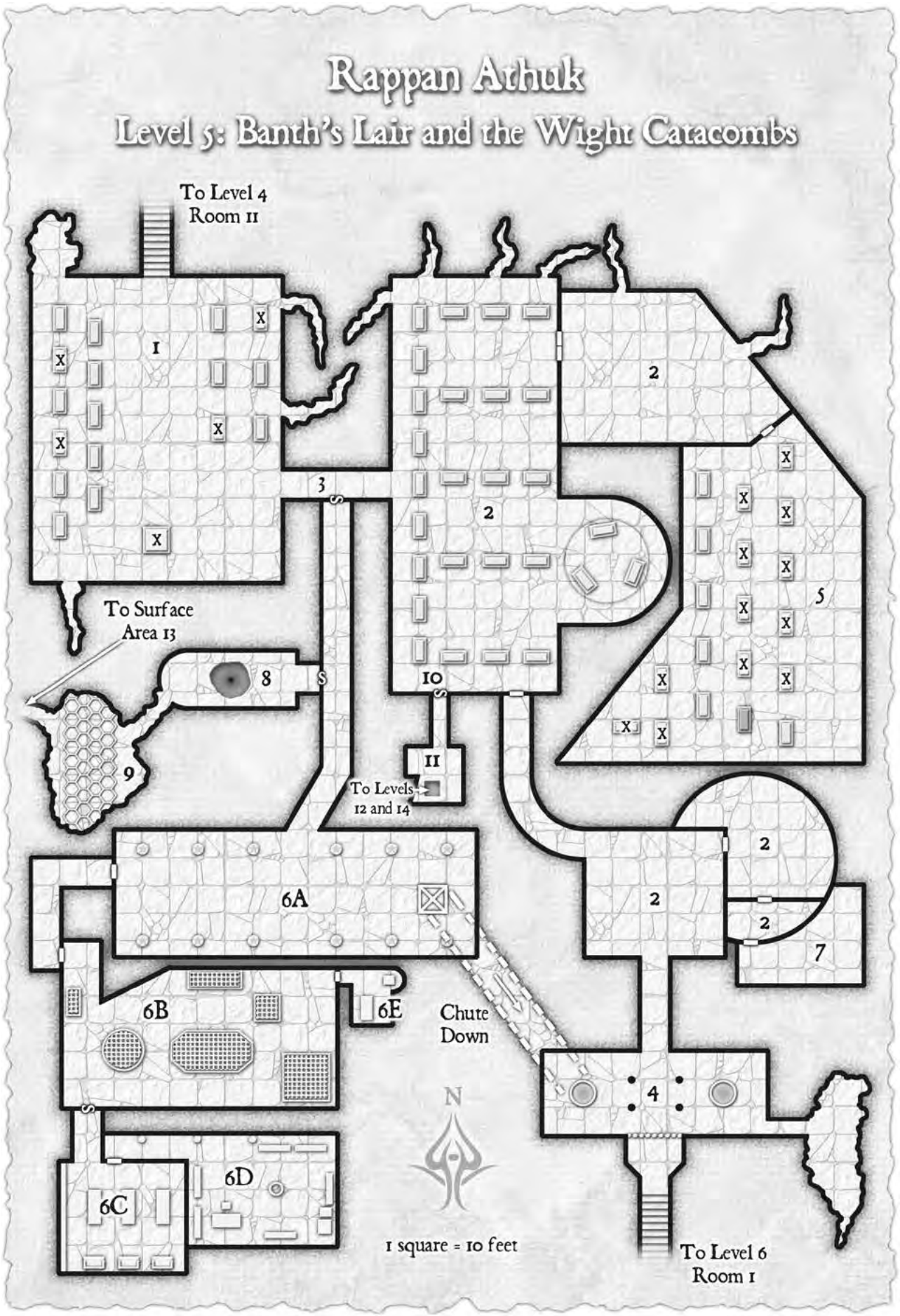
Alert PCs note a 5 ft. wide metal section of the corridor wall. This door is *wizard locked* (11th level magic-user) but can be bypassed by normal means, providing access to a laboratory area and Banth's lair. The door pivots open along a central axis.

5–4. The Blackened Room

A huge, iron portcullis, flanked on either side by two pairs of black-stained, smooth-stone pillars, bars the path. Before the pillars stand two huge vats, fashioned from blue stone that contain a smoking, smoldering, superheated substance. Waves of heat blur and distort the air above the vats. The soot and smoke emanating from the vats have blackened the walls and ceiling.

This room, seemingly very dangerous, is actually quite harmless — unless the party does something really stupid or someone from **Area 5–6A** is dropped through the pit trap into a vat. Otherwise, there is nothing to fear.

The portcullis marks the entrance to the maze on Level 6 and can


Rappan Athuk
Level 5: Banth's Lair and the Wight Catacombs
To Level 4
Room 11
1
2
3
2
5
To Surface
Area 13
8
10
9
11
To Levels
12 and 14
6A
2
2
2
7
6B
6E
Chute
Down
N
4
6C
6D
1 square = 10 feet
To Level 6
Room 1

be raised as described below. Unlike the soot-stained granite pillars, the vats have been magically constructed to remain very, very hot (over 2,000+ F), and they contain molten rock. Immersion in these vats deals 10d10 points of fire damage per round (no save). Contact with the liquid deals 6d6 points of fire damage per round (save for half damage).

Treasure: Soot on the southwest pillar masks a fine vein of living rock, a magical metal that can be used to construct weapons of +5 enchantment. A PC knowledgeable in magic, mining, metalworking, blacksmithing, or a similar applicable skill can recognize this material. PCs need a +3 or better magic weapon to extract it, ruining the weapon (if below +5 enchantment) in the process. A *stone to flesh* or *rock to mud* spell would more effectively and completely remove it. Additionally, this material has anti-magical qualities. A dagger-sized piece increases magic resistance by 10% when touching a person's body. Larger pieces elevate this magic-nullifying percentage. A shortsword-sized weapon (with a 20% antimagic effect, the equivalent of two daggers) might be fashioned from the living rock present here. A PC can forge this material into a weapon or armor with magical fire and a week's worth by a trained armorer.

5–5. The Greater Wight Lair

The temperature continues to drop as the PCs pass through burial chamber after burial chamber. As they open the final door, they see numerous intact crypts and witness horrid undead crawling from within them.

Twelve of these creatures are **wights** — those crypts marked with an "**X**" — and one is a **barrow wight** — the solid-shaded crypt — a servant of the demon lord, Orcus, himself. Due to the Chapel of Orcus' proximity (**Level 14**), turning is at –4! These creatures protect Banth and serve the priests on **Level 4**.

Barrow Wight: HD 8 (48 hp); AC 3 [16]; Atk 1 slam (1d4 + level drain); Move 12; Save 8; AL C; CL/XP 12/2000; Special: Level drain, insanity gaze.

Wights (12): HD 3 (16 hp); AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Tactics The wights gang up on one character at a time; any PC slain adds to their number and joins the fight on their side. The wights try to attack clerics and paladins first. They fight until slain (again). The barrow wight actually climbs the wall and drops on a victim, but does not join the fight until he sees all of the PCs engaged. He then targets unarmored foes.

Treasure: The barrow wight wears a suit of platemail. In addition, his crypt contains a gold crown worth 5,000 gp, 2,300 sp and a garnet-studded ivory drinking horn worth 500 gp.

5–6. Banth's Laboratory

This area, accessed through the secret door at **Area 5–3**, constitutes the laboratory and living quarters of the evil wizard, **Banth**.

Area 5–6A: A guardroom, populated by zombies that act as an early warning system for the wizard.

Area 5–6B: Banth's victim-storage area, containing cages that house unfortunate creatures.

Area 5–6C: A vivisection laboratory.

Area 5–6D: Banth's living quarters and private study.

Area 5–6E: The living quarters of Kupra, Banth's not-so-loyal apprentice.

Determine the locations of Banth, Kupra and the flesh golem and their respective activities by rolling 1d10 for each character and consulting the table at the bottom of the page.

Banth, Male Human, Mag11: HP 29; AC 8 [11]; Atk 1 dagger (1d4); Move 12; Save 5 (3 vs. spells); AL C; CL/XP 12/2000; Str 10; Dex 14; Con 16; Int 18; Wis 13; Cha 9; Special: Spells. Gear: Robes, spellbook, journal, daggers (2), darts (5), *wand of polymorph other*. Spells: 1st – *hold portal, magic missile* (x2), *shield*; 2nd – *darkness 15-ft. radius, detect invisibility, invisibility, mirror image*; 3rd – *dispel magic, fireball, gaseous form, haste*; 4th – *confusion, polymorph other, wall of ice*; 5th – *conjuration of elementals, hold monster, wall of iron*.

Kupra, Female Human, Mag3: HP 9; AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 13 (11 vs. spells); AL L; CL/XP 3/60; Str 13; Dex 16; Con 15; Int 16; Wis 14; Cha 17; Special: Spells. Gear: Robes, spellbook, daggers (2), silver dagger, pouch with 22 gp. Spells: 1st – *magic missile, shield*; 2nd – *invisibility*.

Flesh Golem: HD 10 (45hp); AC 9 [10]; Atk 2 fists (2d8); Move 8; Save 5; AL N; CL/XP 12/2000; Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

Cockatrice (3): HD 5; AC 6 [13]; Atk 1 bite (1d3 + petrifaction); Move 6 (Fly 18); Save 12; AL N; CL/XP 7/600; Special: bite turns to stone.

Fire Elemental: HD 12 (68 hp); AC 2 [17]; Atk 1 strike (2d6); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Ignite materials.

Tactics for Banth: Unless Banth is surprised (unlikely), he meets the PCs in **Room 5–6A**. But if Banth is asleep when the PCs encounter the zombies, Banth first *conjures* a fire elemental (using the *brazier* in **Room 5–6D**) while dispatching the flesh golem to aid the zombies. He uses his *wall of iron* spell to block **Room 5–6C**'s door until he is properly prepared. Given the opportunity, Banth will throw a confusion spell into **Room 5–6A** or **5–6B**.

Banth attacks using his fire elemental and wand until all PCs are either dead or turned into mice (his favorite *polymorph other* creature). If pressed, he tosses white mice (which are actually polymorphed creatures) into the PCs' midst and casts *dispel magic* (adding three very confused cockatrices and a monk) to the fray. Then he retreats to **Room 5–6D**. He is loath to kill his experimental subjects in **Room 5–6B** and only uses *ice storm* there if desperate.

If Banth is sure he will lose the fight, he retreats to **Room 5–6D**, grabs his spellbooks and journal and changes into *gaseous form*. He follows the PCs to seek revenge later, hiding on **Level 4** in the temple area.

Tactics for Kupra: Because of Banth's horrendous treatment of her, Kupra is a coward. She retreats and hides in **Room 5–6C** (under a table) or in **Room 5–6E** (under her bed), casting *invisibility* on herself. If encountered outside of the lair, Kupra becomes *invisible* and retreats to warn Banth. If Banth is slain or if she is captured, Kupra surrenders and tries to double-talk her way out of trouble. She is not chaotic — a fact

For use with 5–6 A, B, C, D, E

Person	1–2	3–5	6–8	9–10
Banth	Room B, examining animals	Room D, studying	Room C, working	Room D, asleep
Kupra	Making rounds	Room E, studying	Room B, feeding animals	Room E, asleep
Flesh golem	Making rounds	Room B	Room B, carrying food	Room B

that the monk, Socrates, can support, if he lives. She would make a fine apprentice for an up-and-coming PC magic-user.

Tactics for the Flesh Golem: If the golem enters the fray in room 5-6A, it follows its programming to "throw people into the pit." If it enters the fray in room 5-6B or is encountered outside of the lair, the golem fights normally, using fewer tactics than even the zombies.

Tactics for the Fire Elemental: It attacks the closest creature, besides Banth, within range.

Tactics for the Cockatrices: Look out! The birds move about randomly, attacking anything within easy reach. Left alone, they retreat into the dungeon, searching for food.

Tactics for Socrates the Monk: Socrates, a monk (Mnk5, Lawful), avoids the birds but joins the PCs to destroy the bad guys. He joins the party afterwards if it is of similar ethos.

Socrates (Human Monk 5): HD 5; AC 5[14]; Atk weaponless damage (1d10); Move 16; Save 11 (+2 vs. paralysis and poison); AL L; CL/XP 5/240; Special: Alertness, Deflect Missiles, Deadly Strike, Thief-type skills, +2 damage with weapons, speak with animals, slow falling 20 ft. mastery of silence, Climb Walls 89%, Delicate Tasks 35%, Hear Sounds 4 in 6, Hide in Shadows 30%, Move Silently 40%, Open Lock 30%.

5–6A. The Entryway

The wizard locked door opens into a large hallway. After the PCs navigate it, they find themselves in a large room, with a door on the far-right wall. Twelve men in plate mail occupy this room and begin to shuffle toward the PCs. These shuffling warriors, armed with halberds, exude a stench of decay.

These "men," actually **zombies in platemail**, should not present much of a challenge to the PCs and are there only to delay the PCs' entry into Banth's inner sanctum.

Note the **pit trap** in the far, eastern section of the room. This trap, leading to a chute, channels thrown or falling PCs into one of the vats detailed in **Area 5–4** above (treat any PCs thusly dropped as "immersed").

The door to **Area 5–6C** is *wizard locked* (by an 11th level magic-user). The **secret door** to **Area 5–8** is easy to find; whatever lies beyond emits a loud buzzing noise. Remember that, due to the proximity of the Chapel of Orcus (**Level 14**), turning rolls are at –4.

Zombies in Plate Mail (12): HD 2; AC 3 [16]; Atk 1 weapon (1d10) or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

Pit Trap (20 feet deep, leads to a chute): Saving throw avoids; 20 ft. deep and fall into molten rock (2d6 plus 10d10 fire per round, fall plus molten rock).

5–6B. Tigers and Monkeys and Rats, Oh My!

This room contains **six cages** that hold Banth's twisted animal experiments. The first cage, for example, contains two, small, horribly mutated monkeys—each has five arms and wears a sad expression. Four of the remaining cages contain warped crossbreeds of monkeys, rats, wolves, spiders and humans. The resultant creatures are unidentifiable, but

harmless and beyond saving; they will remain caged until they die. After years of torture at Banth's hand, they cower in fear when approached. The central cage, however, holds a **female** smilodon; she is nursing a pair of **newborn cubs**. Neither the mother nor her cubs have yet endured Banth's tampering.

All of the cages are locked Keys hang on the south wall, near the door. When the cages holding the twisted experiments are opened, the creatures flee and hide. They die within days, even if nursed in some way by the PCs. If freed, the smilodon attacks anyone who approaches her, particularly Banth if in sight. If PCs address her through *speak with animals* she becomes a powerful ally against Banth and his minions (she hates Banth, as he dissected and killed her mate). She will aid the PCs and then travel to the surface to freedom. If the PCs aid her in slaying Banth and reaching the surface, she watches over them whenever they are on the surface and near the entrance to the dungeon. In this case, the party never encounters any of the humanoid brigands on the surface, as they all fear the powerful cat.

The door to **Area 5–6D** is wizard locked (11th level magic-user). The other door (to **5–6E**) is unlocked.

Female Smilodon: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; AL C; CL/XP 8/800; Special: Rear claws.

5–6C. The Laboratory

Banth furnished his laboratory with numerous tables and shelves, upon which sit horrible instruments of torture, various wizardly tools and a goodly supply of the most common (and many not-so-common) alchemical ingredients. Several humanoid and animal body parts rest on two of the larger tables. On a third table, a strange beast has been sewn together—combining parts of a man with those of a tiger, sporting duck paddle-feet. The creature on the table is dead, the experiment a failure.

Randomly sampling alchemical materials can be very dangerous. A brave imbiber will endure an effect according to the following list (roll d%):

01–12	Deadly poison
13–25	Imbiber goes into deep sleep for 2d100 days (saving throw avoids)
26–35	Imbiber becomes delusional — believes that he is invisible, can fly, etc.
36–50	Imbiber polymorphed into a mouse (saving throw avoids)
51–80	No effect
81–95	Tastes great; the imbiber gains immunity to transmutation spells for 2 hours
96–99	Imbiber is either (1–3) turned to stone or (4–6) weakened (–1d4 Str) for 8 hours
100	Imbiber gains 1 point of natural AC permanently

Treasure: A magic-user or alchemist might pay 10,000 gp for the lab's contents. Removing the lab's contents from the dungeon would require several trips by several people. On one bookshelf, among Banth's journals full of insane ramblings, PCs find a *manual of flesh golem creation*.

5–6D. Banth's Quarters

Banth furnished his bedroom with bookshelves and a desk, in addition to a plain and serviceable bed. Several oil lamps light the room, and a **large brazier** of coals provides heat. The lackluster nature of the furnishings reflects Banth's personality — all work and no play make Banth a dull boy! Banth retreats to this room if losing any battles with PCs, grabs his books and flees. He leaves all other treasure and items behind (including his apprentice, Kupra).

Treasure: Inside the desk are 5,400 gp and 3 potion bottles (*healing*, cursed potion of permanent *polymorph* [imbiber selects the animal but the effect never wears off] and *gaseous form*). The brazier is a *brazier of commanding fire elementals*. The bookshelves contain Banth's spellbooks and his journal. The spellbooks contain all of the spells he has memorized, in addition to three spells each of levels 1 through 5 (to be determined by the Referee). Banth's journal has various treatises on engineering mutations and several very useful pieces of information — namely, seven rumors (from the list provided in the Introduction) and a full discussion of the mithral gates on **Level 9A** of Rappan Athuk. Banth believes (correctly) that the mithral gates demarcate the final resting place of Akbeth. He discovered that she was transformed to stone by a curse of Hecate, but had a magic ring that allowed her to assume the powers of the new form. Banth's journal also mentions the healing properties of the bee's honey, which can be found in **Room 5–9**.

5–6E. Kupra's Quarters

This room, Kupra's bedroom, features only a small desk and a straw bed. When PCs explore this room, Kupra is most likely present, hiding (her stats and tactics are detailed in **Room 5–6**, above). She avoids contact with the party and surrenders if discovered. If a PC kills her, he discovers her spellbook tucked into her robe; it contains only those spells she has memorized. A stuffed toy bear sits on the bed.

5–7. Slimy Stuff

This vacant room's most obvious feature is a pile of corroded metal and bits of bone. Escaping immediate notice is the large colony of **green slime** clinging to the ceiling. It falls on any PC moving more than 5 ft. into the room. Fifteen points of fire or cold damage will totally destroy the colony.

5–8. The Endless Pit

The mouth of a seemingly **bottomless pit** dominates the center of this room. PCs hear a loud buzzing noise from the craggy, uneven west wall, which appears to be made of a thick, waxy, folded, and wrinkled parchment that can be broken through easily. (The wall, bordering **Area 5–9**, is part of the beehive).

Trap: The pit empties into a permanent *plane shift* trap set 100 ft.

below the rim. The pit itself is only 110 ft. deep, but nothing falling ever hits the bottom because of the *plane shift* effect. Magic has no effect after the 100 ft. mark (this allows about 2 rounds for action). Anyone falling is lost forever on the astral plane. PCs can use their plane travel abilities to rescue fallen comrades. The trap can only be removed with a *wish* spell.

5–9. The Beehive

The paper wall tears apart, revealing a small cavern. The buzzing noise intensifies. PCs survey a giant, honeycomb-shaped honeybee nest clogging the room. Giant worker bees crawl in and out of the hive, busily attending their tasks; they seem uninterested in the PCs. **The bees**, generally non-aggressive, do not attack unless harassed or too much honey is taken (see below). Angry bees do not pursue PCs more than 100 ft. from the hive. Behind the hive, a tunnel leading to the surface emerges about 3 miles from the hilltop dungeon entrance. If PCs burn the hive, all bees lose their flight ability, the queen (deep inside the hive) leaves and the honey is lost.

Giant Bees (24): HD 3; AC 5 [14]; Atk 1 sting (1d4 + poison); Move 9 (Fly 30); Save 14; CL/XP 5/240; Special: Poison inflicts 1d6 points of damage (save negates).

Treasure: These bees make a magical, healing honey. This honey cures 1d8 hit points and can cure poison (as a *neutralize poison* spell) — but only if applied topically. If consumed, the honey tastes delicious but has no curative effects. The honey loses its potency a day after its removal from the hive. Up to 6 doses per day can be collected without disturbing the bees. The bees attack if additional doses are collected. They fight until slain; if more than 6 bees die, the remainder quit making honey and leave the dungeon.

5–10. The Super-Secret Door

PCs can only find **this door** by carefully and methodically probing the walls with their fingers (taking double the normal amount of time to search the area If successful, the PCs discover a small keyhole in the wall at shoulder height. This entrance is magically hidden. Nothing short of a *wish* spell opens the secret door, unless the PCs obtain the door's key from the high priest on **Level 9**. The corridor beyond leads to **Room 5–11**.

5–11. The Passage to the Chapel of Orcus

An atmosphere of unspeakable evil chokes this area. The stench of death and decay is so thick that it makes the PCs eyes tear. Anyone within 20 ft. gets the sinking feeling that something other than darkness awaits at the foot of the ladder before them.

If the PCs descend the ladder, only those who succeed on a saving throw at -3 overcome the magical *fear* power of the level below. Anyone who fails the save cannot voluntarily descend the ladder but instead cowers in fear, huddled in a corner (they may retry in one week). The ladder leads to **Level 14**. It is not trapped, and no harm befalls anyone that descends it (other than transporting him to one of the most vicious levels of the dungeon).

Level 5A: The Prison of Time

A river of lava enters these tunnels from **Level 1B** above, running through this level and then down through **Level 8B**: The Steam Jungle, eventually finding an outlet in **Level 10**: The Lava Pit. Unlike the supernatural, elemental quality of the Lava Pit, the magma flowing through this level is natural molten rock stemming from the mild volcanic activity responsible for shaping many of the caves and caverns of the Rappan Athuk dungeons. The area is shown on **Map RA–5A**.

History

In dimensions far removed from those known to humankind, an ancient race known as the Thelaroi inhabited the Changing City of Ra'ath. These beings resemble humans but are unrelated and alien to them, being sorcerers of great power with influence over time, dimensions, and demons. In eons past there was a fierce contention among two factions of the Thelaroi, the Dark and the Grey. Both sides employed demons and terrible necromancy in the battle for control of Ra'ath, and the Grey Thelaroi were ultimately defeated. The Dark Thelaroi banished their surviving enemies to distant dimensions, binding them into prisons where time was held immobile in an endless stasis.

This level is known as the Prison of Time because it contains a magical dome that holds captive four of the Grey Thelaroi exiled from Ra'ath in the distant past (as time is measured on the Material Plane). The ability of this race to bind and control demons was considered an extreme threat by the priests of Orcus when they discovered this area, and the known entry (from **Level 1A**: The Bastion) was sealed off.

Level 5A

Equivalent Dungeon Level: 6
Entrances and Exits: Passage upward to **Level 1B**, Lava-river tunnel down to **Level 8B**.
Wandering Monsters: Roll on the table below once per hour

01–10	**2d6 Small Fire Crabs**
11–20	**1d6 Medium Fire Crabs**
21–30	**Rjodrun** (see **Area 5A–8**)
31–50	Indistinct voices intrude into characters' thoughts
51–00	No encounter

Standard Features: The caverns of this level are all uncomfortably hot, but not enough to cause damage or debilities. All of the lava areas in this level of the dungeon contain strange "firefish" that inhabit the magma. These look and act like normal (red) fish. They are pretty, but poisonous.

Small Fire Crab: HD 1; AC 7 [12]; Atk 2 claws (1d3 + 1d4 fire); Move 6 (Swim 9); Save 17; AL N; CL/XP 1/15; Special: Heat, immune to fire.

Medium Fire Crab: HD 4; AC 5 [14]; Atk 2 claws (1d6 + 1d6 fire); Move 9 (Swim 12); Save 13; AL N; CL/XP 4/120; Special: Heat, immune to fire.

5A–1. Entrance Tunnel

The passageway leading downward from **Level 1B:** the Abandoned Bastion in **Area 1B–7** is roughly 20 ft. wide at most points, and is formed naturally from the rock. It descends steeply, and in some places stairs have been hacked into the stone where there would otherwise be a steep drop. As the party descends the tunnel, the temperature continues to increase; by the time they arrive on this level, the heat has become mildly uncomfortable.

5A–2. The Flame of Tinorij

A small stone pedestal is built in the middle of the passageway here, its top burning with a strange blue flame. To the south of the pedestal, illuminated in the blue light, stand the statues of two beautiful women, one against each wall. The statues are slender and graceful, but their expressions are stern and serious. The statues are **caryatid columns**, and if anyone comes within ten feet of them, they animate and attack.

Caryatid Columns (2): HD 5 (24 hp); AC 5 [14]; Atk longsword (1d8+1); Move 9; Save 12; AL N; CL/XP 7/600; Special: Immune to magic, half damage from normal weapons, shatter weapons.

Treasure: When the caryatid columns are slain, their stone shatters but their swords remain. These stone weapons are heavy and must be wielded two-handed, but they confer a bonus of +1 to hit in combat. Unfortunately, on a natural "1" on an attack roll, it shatters.

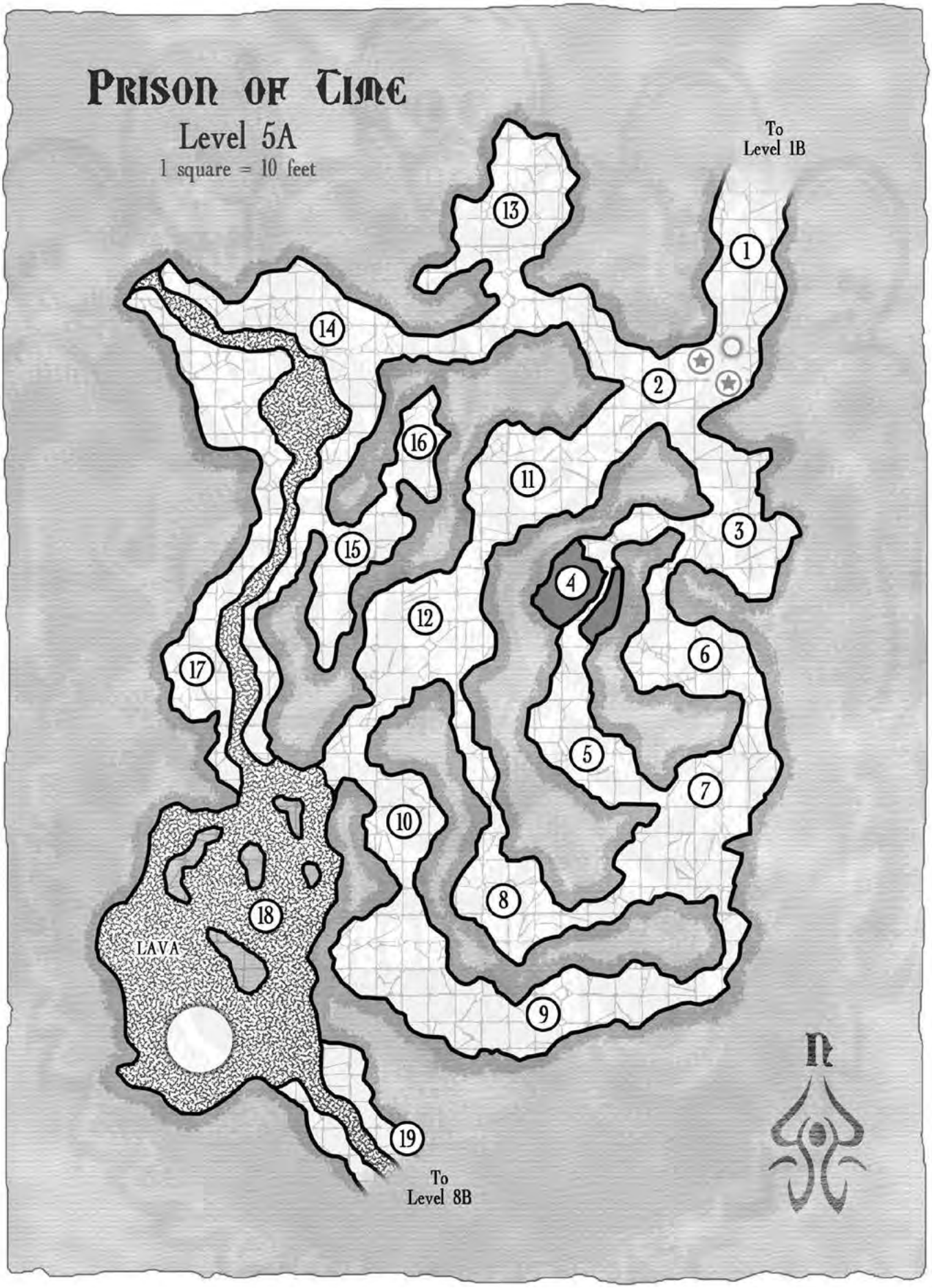
5A–3. Empty Cavern

The ceiling in this area is spotted with patches of an orange mold, but it is not dangerous in any way.

5A–4. Bridge Over Troubled Sands

The floor of this cavern is covered with sand. A very high, arched bridge rises over the sands, joining the north and south entrances of the cave. The top of the bridge reaches to within five feet of the cavern ceiling.

Most of this cavern is filled with hot quicksand, although there is a bridge leading over the pit. The bridge is very steeply arched, rising to a height of thirty feet at the top of the arch, only five feet above the cavern ceiling. Sulfuric gases rise from the quicksand, filling the top of the cavern, and anyone crossing the bridge breathes these gases unless they are deliberately holding their breath. Breathing the gas requires a saving throw or the character becomes dizzy and loses his balance and falls into the quicksand.


Prison of Time
Level 5A
1 square = 10 feet
To
Level 1B
LAVA
To
Level 8B
N

Falling into the quicksand is deadly, for it is not only extremely hot but anyone falling into it sinks rapidly into the scorching sand. Each round of contact with the quicksand inflicts 1d6 points of damage in addition to the normal danger of drowning. If a character remains under the surface for 6 full rounds, death by suffocation is automatic even if the heat has not already killed the victim.

5A–5. Strange Stalactites

This is an empty cavern, although a quantity of stalactites have formed on the ceiling. They look extraordinarily blunt and short for stalactites, although an experienced dungeoneer will realize that this is because they are not caused by the normal process of dripping limestone leaving sediment behind, but by magma that must have dripped and cooled in this cavern at some time in the past.

5A–6. Fire Crabs

This cavern is infested with **fire crabs** of varying sizes. They defend their territory aggressively against intruders.

Small Fire Crab: HD 1; AC 7 [12]; Atk 2 claws (1d3 + 1d4 fire); Move 6 (Swim 9); Save 17; AL N; CL/XP 1/15; Special: Heat, immune to fire.

Medium Fire Crab: HD 4; AC 5 [14]; Atk 2 claws (1d6 + 1d6 fire); Move 9 (Swim 12); Save 13; AL N; CL/XP 4/120; Special: Heat, immune to fire.

Tactics: The fire crabs simply charge into combat without regard for life or tactics.

Treasure: There is a small quantity of treasure in the room, left by the fire crabs' victims, and it can be gathered up in 1 turn. However, during this turn there is a 90% chance that 1d4 more fire crabs enter the area. Roll to see if these are of the 1 HD or the 4 HD variety (50-50 chance). The treasure consists of 50 gp, 200 sp, a garnet (25 gp), a crushed tin trumpet (worthless, but inside there is a 250 gp sapphire), a silver necklace (50 gp) and a sapphire (250 gp).

5A–7. Cavern of the Madman's Message

The ceiling of this cavern undulates with the shape of the same strange magma-stalactites as those found in **Room 5**. These are normal and are not dangerous. A skeleton lies on the floor near the eastern wall of the cavern, dressed in moldering rags and holding a broken dagger. An unfortunate soul used it to scratch a message on the wall before he finally died.

The message scratched into the wall reads as follows:

"*And so the Thelaroi were divided between those of deep evil and those who remained aloof from the enticements of the demons they summoned as servants. In the ever-changing city of Ra'ath a great battle was fought by magic, with each side employing their demon servitors in vast battalions, and the Grey Thelaroi were vanquished by the Dark Thelaroi. The necromancers and demon-worshippers of Ra'ath banished and imprisoned them in far and strange dimensions, held in durance vile by chains of time itself.*"

These are the skeletal remains of a prisoner named Otho, who escaped from the goblins after he was taken in a raid, making his way down to this level of the dungeon, but without food or water. He was driven mad by voices in his head (the telepathic communications of the Thelaroi in **Area 18**) and as he drew close to death he tried to record some of what the voices told him.

5A–8. Lair of the Fire Giant

The fire giant **Rjodrun** fishes in the lava flow for the strange firefish that swim in it. If the party gets an opportunity to watch him unawares, they eventually have the chance to see him make his way to **Room 18** (taking a path through **Rooms 7**, **9**, and **10**) where he lies down at the edge of the lava and dips his hands into it, grabbing firefish directly from the molten rock when they swim close enough to his long grasp. The giant completely ignores the bugs in **Room 9** and the time-echoes in **Room 10**. When Rjodrun goes fishing, he leaves his treasure chest behind but takes his bag with him. If he returns to find that the chest has been tampered with, of course, he begins searching the entire level to find out who has dared to invade his lair.

Rjodrun the Fire Giant: HD 11+3 (59 hp); AC 3 [16]; Atk 1 weapon (5d6); Move 12; Save 4; AL C; CL/XP 12/2000; Special: Hurl boulders, immune to fire.

Treasure: Rjodrun has an iron chest in which he stores treasure and other items, and a bag in which he carries oddments he considers to be more useful. The iron chest is **trapped** with an amazingly obvious gadget: a foot-long spring on the outside of the chest is held back by a latch (connected to the latch that actually opens the chest). The spring is connected to a 3 ft. iron spike. Any idiot can see that unlatching the chest drives the iron spike forward into anyone standing directly in front of the chest. There is nothing more subtle about this trap; it is exactly what it appears to be, and works exactly in the way it appears to work. Opening the chest from the other side, so that the iron spike does not point directly at anyone, is completely safe. The chest contains: three sets of giant-sized clothing, four giant-sized teeth, a stick, 2,037 gp, 3,400 sp, a fake glass diamond (2 gp), a real diamond (1,000 gp) and a human thighbone with large tooth-marks bitten into it.

The giant's bag contains 250 gp, 100 sp, 5 firefish skeletons, four polished pieces of red obsidian (25 gp each), a drinking cup, a large bronze platter, a mummified goblin head, a crumpled piece of gold that was once a candlestick with small gems inlaid into it (500 gp), a small *levitating* rock (does nothing but hang in place, but is still worth 100 gp as a curiosity), a rusted iron belt buckle, a box of 20 agates (10 gp each), and a quantity of giant-sized toenail clippings.

5A–9. Bugs and Bones

The floor of this chamber is scattered with hundreds of fish skeletons of a strange blue-black color. Thousands of tiny bugs feed on the rotting fish scraps left behind; these swarm over anyone entering the room, doing no damage. However, anyone failing a saving throw will be affected by the tiny, itching bites, suffering a penalty of –1 on all attacks and damage for the next 3d6 x 10 minutes.

The bones are those of firefish (see **Area 5A–14**) eaten by Rjodran the fire giant (see **Area 5A–8**).

Treasure: There is an exceedingly small quantity of treasure in this room; even diligent and time-consuming searching only yields 10 gp, 30 sp, and an opal worth 25 gp.

5A–10. Time-Echoes

At first glance, the characters spot strange, intermittent movements in this cavern. It appears that every few seconds a tall, human-like figure materializes and then disappears mid-motion. If the characters watch this for a while, they find that it is not the same individual each time: at least ten different individuals appear to flash into being for a moment and then disappear. One seems to be holding an hourglass, one is holding a complex, glowing staff, and the others hold various different items at different times. This is the cave chamber in which the various magical

parts of the Prison of Time were constructed before they were finally assembled in **Area 18**. The time-magic employed here has left behind several echoes, momentary blips in the normal progression of time that reveal split-second views of the activity which took place in the room in the distant past when the prison was being built. No useful information is imparted by these images since they are very brief. However, if the characters experiment in the right way, they might be startled to learn that the "images" are not mere hallucinations; the echoes are actual flesh and blood reality that impinges into the chamber through time itself.

5A–11. Empty Cavern

This cavern is empty, but it has one interesting feature; anyone walking across it notices that the floor seems to be warmer in some places than it is in others. This is simply due to different thicknesses of the rock layer over a small magma pool, and poses no dangers or opportunities to the characters.

5A–12. Demon-Statues

This chamber contains several stone demon-statues, all facing the southwest exit, and all showing expressions of horror upon their faces. These are the remnants of demons summoned during a short battle between the priests of Orcus and the guardians of the Thelaroi time-prisoners (see **Area 5A–18**). The means by which the demons were turned to stone cannot be determined, for it is beyond the scope of normal magic in this plane of existence. The room is otherwise empty.

5A–13. Empty Cavern

This cavern is nothing but bare, irregular rock.

5A–14. Source of the Fire-River

A stream of magma rolls down the wall in the northwest corner of this cavern from a large crevice above, forming a wide, slow-moving river of molten rock that cuts through the middle of the chamber. At the center of the cavern this river widens into a small lake of fire before continuing its meandering journey southward down the almost undetectable southward slope of the caverns. Apparently some sort of **fish** inhabits the lava; every so often one of them leaps above the surface with a fiery splash. The fish are a reddish-orange in color, and vaguely resemble catfish.

Firefish: HD 3; AC 5 [14]; Atk 1 tail slap (1d3 + 1d4 heat); Move 0 (Swim 40); Save 14; AL N; CL/XP 4/120; Special: Immune to fire, double damage from cold attacks, heat aura (10-ft., 1d4 damage per round).

5A–15. Fire-Crab Mating Cavern

This cavern is empty, although a multitude of fine, curling scratch-marks on the floor and lower walls of the cavern indicates that fire crabs often come here. There is a 1% chance that the characters coincidentally happen to enter this cavern during mating-time, in which case there are 100 of the Small fire crabs and 25 of the Medium fire crabs present, all engaged in mating dances or copulation. They ignore the characters unless they are disturbed, but if the party attacks, they swarm into combat as an inexorable (and probably lethal) tide of claws and carapaces.

5A–16. Fire Lizard

This cavern is the lair of a massive **fire lizard**, distant kin to the true dragons. It is an irascible beast, and pursues any intruders to the death.

Fire Lizard: HD 10+1 (44 hp); AC 2 [17]; Atk 2 claws (1d8) and bite (2d6); Move 12; Save 5; AL N; CL/XP 11/1700; Special: Breath fire, immune to fire, double damage from cold attacks.

Treasure: The fire lizard has accumulated a fair amount of treasure over the years, which it keeps in a neat pile beside a warm depression in the cavern floor where it sleeps. The treasure includes 1,858 gp, 14,732 sp, 110,952 cp, a ruby (500 gp), a jeweled smoking-pipe (300 gp), a *scroll of fireball*, a *scroll of invisibility*, a *potion of healing*, and a *potion of fire resistance*

5A–17. Beach of the Magmoid

This beach, and the lava river to the east of it, is the haunt of a **magmoid**, a spherical creature of pure lava. It generally spends its time swimming in the river, singing to itself in a deep voice; if the characters are approaching the area in complete silence, there is a chance that the singing alerts them to the magmoid's presence. The magmoid becomes intensely annoyed if anyone comes into the area, and it attempts to kill all intruders.

Magmoid: HD 8 (38 hp); AC 2 [17]; Atk 1 flaming slam (2d6); Move 9; Save 8; AL N; CL/XP 9/1100; Special: Melt normal weapons, magma blast (ever 1d4 rounds, 40 ft. range, 2d6 damage, save for half), immune to fire, *sleep* and poison.

If the characters are moving along the narrow walkway on the eastern bank of the river, the magmoid rolls up the side of the river behind them, and spit its blast of deadly magma down the entire length of their line. If they are approaching on the wider western bank, it simply waits for its best opportunity to attack them, secure in the knowledge that it is essentially invisible as part of the river's magma flow.

Treasure: The magmoid itself does not keep treasure, but there are two piles of ash on the western beach (once adventurers) each of which has some unburned equipment scattered around. The first ash-pile has a shield beside it that somehow survived the fiery blast (because it's a *+1 shield*), and the second ash-pile has a hat sitting on top of it (this is just one of those complete flukes—the hat is normal).

5A–18. The Prison of Time

This large cavern glows with a hellish red illumination, for it is filled with a lake of molten lava. The tunnel floor ends at the cavern entrance, forming a steep slope down to the bubbling magma. There are several islands of black rock jutting up from the molten lake, and at the far southern end of the cavern the characters can make out the shape of a much more unusual structure. It is a large island of black rock similar to the others, but a silvery dome of some kind has been built on it.

The Island Prison is a dome of silvery light. There is a metal torch burning with a strange purple flame at each of the four quarters of the compass, just outside the dome. Each of the torches has an hourglass-shaped keyhole fashioned into its base. The torches are fixed into the stone and cannot be removed by any ordinary means. The only way to extinguish one of the torches is to turn its key in the keyhole, and since the keys are not located in this plane of existence (or in this time channel), the only way to work one of the keyholes is to pick the lock A *knock* spell does not suffice for the purpose of extinguishing the flame (since the key would be used to close, rather than to open), but casting the spell causes the keyhole to make a repeated clicking sound for a full hour before it stops.

Inside the dome, four figures are faintly visible. They appear to be human, although they are much taller and thinner than normal. Each wears a flowing robe of some kind, and a tall headdress of glass, feathers, and metal. These are the **Grey Thelaroi**, banished from the Changing City of Ra'ath in eons past. When they perceive the adventurers nearby, they immediately begin communicating by *telepathy*, asking the characters to

free them from the prison. They offer four magic items (one from each of them) in exchange for their freedom: a *longsword +2/+4 vs. devils*, a *+2 mace*, a *ring of fire resistance,* and a *bag of holding*. The offer is legitimate; if characters free the Thelaroi from their confinement, they hand over these items and then disappear back to their own plane and time of existence.

If one of the torches is extinguished by picking its lock, the Prison of Time opens.

Before the characters reach the Prison of Time, they are forced to deal with its guardians, **4 time elementals** summoned in ages past by the Dark Thelaroi as a jailer for the exiles.

Time Elementals (4): HD 12; AC 0 [19]; Atk 2 slams (2d6 + cell death); Move Fly 9; Save 3; AL N; CL/XP 20/4400; Special: Cell death, multi-manifestation, foresight, immunity to magic, magic resistance (40%), +1 or better weapon to hit (see *The Tome of Horrors Complete*, "Elemental, Time")

Treasure: The only treasure in the room are the magical items given by the Thelaroi.

5A–19. Exit to 8B

The lava river continues to meander its way down this tunnel, which descends steeply into the depths of Rappan Athuk's lower levels. The tunnel eventually enters **Area 8B–1** in **Level 8B:** The Steam Jungle.

Level 5B: Aladdin's Lament

The entrance to these caverns is hidden by an illusion that can be detected only by a *detect magic* spell. The caves themselves connect to the lower dungeon through a nearly impassable tunnel. The series of caves contains a short and deadly series of puzzles, traps and monsters put in place to guard three objects; a cursed *efreeti bottle, a flask of stoppered curses* and a *djinni bottle* (exactly as a *ring of djinni calling*). This area is shown on **Map RA–5B**.

Level 5B

Equivalent Dungeon Level: 7
Entrances: Tunnel to **Level 4A**.
Exits: None.
Wandering Monsters: None.
Detections: Magic on the illusory wall at the entrance, the pool in area **5B–2**, and the fountain.
Shielding: The fountain is immune to magic in all forms except the riddle as prescribed.
Standard Features: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. The secret doors located on this level are made of 6 in. thick stone.

5B–1. The False Wall

The tunnel from **Level 4A** ends in a blank wall. This wall is illusory, and requires a save to disbelieve it. Even if touched or disbelieved, the illusion of the wall remains. Anyone who witnesses another walking through it may reroll his save with a +2 bonus. Anyone that fails the save may not pass through the wall, even if his comrades do so. *Dispel magic* temporarily causes the wall to disappear (4 rounds).

5B–2. The Fountain

This cavern contains an ornate 20 ft. diameter fountain, built of fine bricks with an alabaster carving of a djinni, a marid, an efreeti and a shaitan (the 4 elemental genies). The genies' mouths spout crystal clear water, and they all are gathered around a central platform facing west. Each has one hand supporting the platform, which consists of a 2 ft. square flat, red stone. Water trickles off the platform, forming a 2 ft. deep pool of water in the fountain basin.

Engraved on the front edge of the platform are symbols of each of the elements; earth, air, fire and water. The platform remains empty unless the levers in **Area 5B–11** are pulled. Once they are pulled, a bottle appears on the platform. If the bottle is taken while water is clear, it is just an empty bottle. If the water is dyed using sand from **Areas 5B–3**, **5B–8** or **5B–10**, the following effects take place:

1. If the water is colored black from the sand in **Area 5B–3**, an **earth elemental** forms from the ground in front of the fountain and attacks.

2. If the water is colored red from the sand in **Area 5B–8**, a *cursed efreeti bottle* appears (summoned **efreeti** appears and attacks the opener).

3. If the water is colored blue from the sand in **Area 5B–10**, a *flask of curses* appears.

4. If the water is dyed purple from combining the sand from **Areas 5B–8** and **5B–10**, a *djinni bottle* appears (and the noble djinni contained within grants 3 *wishes*, or serves the owner for a year and a day, but not both).

Inscribed around the base of the fountain is the following riddle:

"There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and never is full. The third drinks and is never thirsty. The fourth sings a song that is never good. His song is a royal tune, but the king's wish must be fulfilled for the master to become the servant. One must master the elements to find the king."

This of course references the royal color purple, and is again hinted at in the paintings in **Area 5B–7**. A clever party will solve the riddles and gain a major magic item. Solving the riddle and gaining the *djinni bottle* is worth 800 XP.

Earth Elemental: HD 16 (73 hp); AC 2 [17]; Atk 1 strike (4d6); Move 6; Save 3; AL N; CL/XP 17/3400; Special: Tear down stonework.

Efreeti: HD 10 (60 hp); AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (Fly 24); Save 5; AL C; CL/XP 12/2000; Special: Wall of fire.

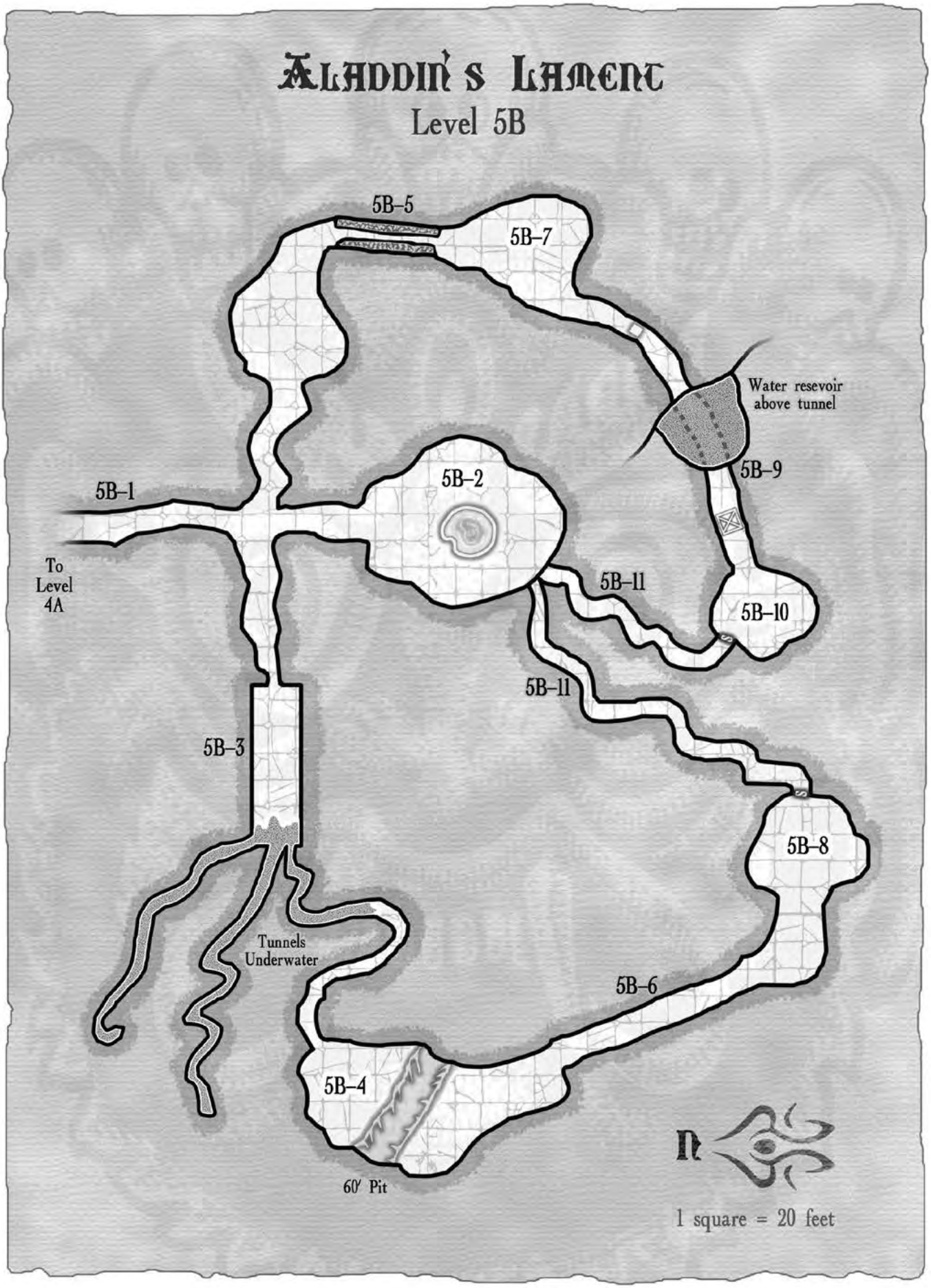
5B–3. The Man of Fire

This room is long and rectangular, and appears to be a wide section of tunnel with a black, sandy floor. The sand itself seems to have a soluble dye on it. Anyone handling the sand has their hands (temporarily) stained black. This sand can be used in **Area 5B–2**. Carvings and writings on the wall depict images of fire demons and elementals burning villages and humans. Careful examination of the writings reveals a pattern and use of a *comprehend languages* spell translates the writings as follows:

"*The face of the demon leads one to eternal life*"
"*The elements conflict, and the path of water devours the fires of hell*"

Crossed "spider webs" (actually wires) cover the last 60 ft. of the room with thousands of thin strands. If any of these strands is disturbed, it creates a chain reaction of magnesium sparks that cover the room (1d6 points of fire damage to all within the room; no save). The real problem is the room itself. The entire floor of the room is a water-filled passage covered with highly flammable oil. The oil floats on top of 4 ft. of water, and is covered with a fine layer of sand. Anyone stepping on the sandy ground falls into the 6 ft. deep (2 ft. of oil, 4 ft. of water) filled pit that makes up this hallway. If ignited, the fire engulfs the entire room in 2 rounds, doing 10d6 damage to all within, and 20d6 to any standing in the oil each round, as well as sucking away all the oxygen within the room, and for 100 ft. up the hallway (saving throw each round of fall unconscious and begin to suffocate). The fire burns for 30 minutes.

The only safe way through the room is by swimming under the oil. At the far end of the pit are three underwater tunnels. Two are marked with


Aladdin's Lament
Level 5B
5B–5
5B–7
Water resevoir above tunnel
5B–9
5B–1
5B–2
To Level 4A
5B–11
5B–10
5B–11
5B–3
5B–8
Tunnels Underwater
5B–6
5B–4
60' Pit
1 square = 20 feet

demon faces, and lead on a winding path for 200 ft. (likely drowning any that take these, hence "eternal life") to dead ends. The third is unmarked, and leads 180 ft. to a small cave entrance at **Area 5B–4**.

Successfully bypassing the room and making it to **Area 5B–4** is worth 2900 XP.

5B–4. Blind Faith

This large cavern appears to be completely broken in half by a 60 ft. deep, 40 ft. wide chasm with water in the bottom. In the water, dozens of large crocodiles splash and swim, occasionally leering up at anyone peeking over the edge. The walls of the chasm appear glass-slick and impossible to climb. Any attempts to climb the walls at the edges automatically meet with failure (in the mind of the climber). Any attempts to toss grappling hooks across or secure ropes/spikes etc. also appear to fail. Anyone attempting to fly across appears to have his spell dispelled right at the chasm's edge.

A statue is carved from the bedrock at the edge of the chasm. The statue depicts three monkeys. One has his hands over his ears (right side). The left monkey has his hands over his mouth, and the center monkey is covering his eyes. Cryptic writing below the monkeys reads:

"*Look to the center to test one's faith—only the faithful shall pass.*"

The trick is that this is all an illusion. There is no chasm, and there are no crocodiles. The easiest way across is for someone to realize that crocodiles don't live in caves far under the earth, and to just walk across. The illusion cannot be dispelled. Only by blindly walking forward can the chasm be crossed. Once crossed, characters can retrieve their grappling hooks, spikes etc., and a flying character realizes that he is in fact flying. Successfully bypassing the illusion is worth 240 XP.

5B–5. Gold at the End of the Rainbow

This 80 ft. long section of tunnel is 20 ft. wide and consists of an ice-slick set of stone walls, a 10 ft. deep pool of **green slime**, and a 3 ft. wide stone bridge section crossing the pit, and leading to **Area 5B–7**. The bridge consists of 5 ft. panels of colored stone in the colors of the rainbow, plus a gold section in the middle. Hence, the panels run Red-Orange-Yellow-Gold-Green-Blue-Indigo-Violet, with two panels of each color. Written at the edge of the bridge is the following:

"*The greedy shall not pass*"

The gold sections of the bridge are illusory, and stepping on one causes a fall into the slime pit. If these sections are skipped (jumped over), the bridge can be easily crossed. Successfully bypassing the bridge is worth 120 XP.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a Cure Disease spell.

5B–6. Speed Doesn't Kill

This hallway is covered by brick walls and flooring with red, grey and tan bricks spaced randomly. Hundreds of wide gaps between the bricks seem to be filled with rusty metal and blades of various sorts. The gaps run at all angles from the floor and side walls, and it would be impossible to avoid all of them at any particular place in the room. Anyone should realize that these are **large scything blade traps** (save or 2d10 points of damage). Cryptic writing on the floor reads "*Only the swift may pass the hewer of souls*".

Thirty feet into the room, the entire floor is one big pressure plate. It is nearly impossible to detect or disarm this plate, as it sits 4 ft. under the rest of the floor. If a weight over 40 pounds is placed on it, the trap is set off and a cascading effect of scything blades begins as a chain reaction, completely filling the room with hundreds of slicing rusty blades. These blades do 2d10 points of damage to anyone caught in them for each 10 ft. section that they pass through (the hallway is 120 ft. long). Each round, a thirty–foot section activates, starting at the entrance and proceeding to the full 120 ft. length (round 1, 0–30 feet, round 2, 30–60 feet, round 3 60–90 feet, round 4 90–120 feet). The only way to avoid being sliced to pieces is to RUN through the room, staying ahead of that section of blades. Alternatively, the room could be flown through or the walls could be climbed to bypass the pressure plate. Disarming the blades is impractical (there are several hundred and all would need to be disabled).

Past this hall, the corridor opens into **Area 5B–8**.

5B–7. Purple Sky

The entire floor of the cavern is covered in tiled scenes of mountains earth and rock, some of which appear to be vaguely alive and with creature form. On top of one mountain is a throne with an earth god wearing a black robe. Strange cave paintings of an ocean god, mermaids, and mermen cover the northern walls. The sea god wears a blue robe. The ceiling is painted with scenes of clouds where angels play, and strange air creatures are hinted at in rough forms that look alive, all gathered around a throne with an air deity seated upon it, wearing a purple robe. The southern walls are covered in scenes of fire, with creatures of fire surrounding a throne. The fire god wears a red robe.

These scenes are a hint at the solution to the puzzle in **Area 5B–2**. To free the air creature (the djinni), the players must figure out to use the red and blue sand from **Area 5B–11** to create a purple color in the fountain. The red, black and blue sand used alone cause bad things to happen.

5B–8. Red Cave

This cave contains 2 ft. of course red mixed sand and gravel on its floor. If the sand is handled, its color comes off in water or sweat, leaching a dye-like substance. The sand itself seems to have a soluble dye on it. Anyone handling the sand has their hands (temporarily) stained red. This sand can be used in **Area 5B–2**.The air here is particularly dry, and on the southeast wall is a **secret door** leading to **Area 5B–11** (south tunnel). Beyond the secret door is a tunnel that winds over 200 ft. to this area. The color of the sand, when mixed with the blue sand from **Area 5B–10** is a clue that the purple bottle should be selected in **Area 5B–2**. If only red sand is used, the bottle received from the fountain is a *cursed efreeti bottle.*

5B–9. Pink Slime (or Frog in a Blender)

This tunnel slopes sharply down at a 30-degree angle towards **Area 5B–10**. The walls and floor are made of smooth bricks, almost "too smooth". Inscribed on the floor in cryptic writing is the following:

"The Rain washes away the filth of man, ants trampled underfoot of the angry god. The wise pause before the foot of the god to pay their respects."

Careful examination of the ceiling mortar reveals that it is not very strong; in fact, it is little more than loosely packed sand and dust, creating gaps between the stones. At the 60 ft. mark in the tunnel is a pressure plate covering the entire floor for a 10 ft. section. Any weight over 30 pounds on

this plate shifts a valve on a large reservoir above the tunnel and releases 200,000 gallons of water stored there. This water easily washes out the sand and dust "mortar" and unleashes a torrential wash of water in the tunnel, washing all present down the hall towards **Area 5B–10**. Characters must make a saving throw each round or be swept 30 ft. down the tunnel. A successful save indicates the character moves 10 ft.

At the 120 ft. mark is a 3 ft. diameter grinding wheel, shaped like a large foot, which slides up and down the narrow tunnel, filling the entire width of the passage (roll 1d6: 1–2, at floor, 3–4, at 3 ft., 5–6 at 6 ft. above the corridor floor). Anyone squished by the grinding wheel takes 5d20 points of damage, and must make a saving throw or be trapped and rolled by the wheel the next round (for 5d20 additional damage). Avoiding the foot requires a character to specifically time his passage for when the grinder is in an up phase to pass under it. The player must state they are trying to do this, and then time the passage (an opposed d20 roll is required; the PCs may use their dexterity modifier; the foot has a +2 bonus) to get under the wheel when they are washed through. It is also possible that the character gets lucky and the foot is at the 60 ft. mark when they pass randomly.

At the 180 ft. mark in the tunnel is a deep (80 ft.) pit. Once the water energy has dissipated (after 9 rounds), this pit is 40 ft. deep with water. The smooth walls make difficult climbing, and characters that cannot climb out eventually drown. Anyone who misses a sufficient quantity of checks to have moved 180 ft. (6 failed checks), lands in the pit, whether or not they were smashed to goo by the grinding wheel.

5B–10. Blue Cave

This cave contains 2 ft. of course blue mixed sand and gravel on its floor. The air here is particularly dry, and on the southeast wall is **a secret door** leading to **Area 5B–11** (north tunnel). If the sand is handled, its color comes off in water or sweat, leaching a dye-like substance. The sand itself seems to have a soluble dye on it, and anyone handling the sand has their hands (temporarily) stained blue. This sand can be used in **Area 5B–2**. Beyond the secret door is a tunnel that winds over 200 ft. to this area. The color of the sand, when mixed with the red sand from **Area 5B–8** is a clue that the purple bottle should be selected in **Area 5B–2**. If only blue sand is used, the bottle received from the fountain is a *flask of curses*.

5B–11. Lever Rooms

These two rooms (one down each tunnel from **Areas 5B–8** and **5B–10**) are mirror images of one another. Each contains a simple brick wall with a lever. The levers have up, down and neutral positions. They are currently in the neutral position. Both levers must be set to the down position to phase in the fountain in **Area 5B–2**.

Level 6: The Maze

This infamous level, the subject of cautionary tales spoken of in hushed tones by adventurers, proved fatal to a powerful, monster-stomping party that got lost and starved to death. Few monsters (other than random wanderers) populate this level. The chief difficulty is its numerous, insidious, shifting, sliding, teleporting maze sections. This maze foils even magical attempts to discern the proper route as a passage—correct a moment ago—shifts, diverting the party into a random, new direction. **Level 6** contains only two difficult encounters: the will-o'-wisps and the undead storm giant, Kor, in the Hall of Ereg Tal. But even these trials are avoidable. The maze is not.

Referee Note: This is a very critical level. **Area 6–15** offers the only means to reach **Level 7**, which in turn accesses **Levels 13** and **15**. To completely eradicate the evil of this dungeon, stalwart adventurers must eventually visit these levels; therefore, they must navigate this level. Also, several **Level 6** features were described in the rumors section of the Introduction—including the infamous "white corridor," the "mushroom of youth" and of course the entrance to "Hell." The map of this level is shown in **Map RA–6**. Three example maze sections are depicted in **Maps RA–6 Maze 1**, **2**, and **3**.

Mustard Jelly: HD 7; AC 2 [17]; Atk 1 slam (2d4 + 1d4 acid); Move12; Save 9; AL N; CL/XP 12/2000; Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%).

Giant Spider (6ft diameter): HD 4+2; HP 11, 13; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Minotaur: HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

Rat: HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Will-o'-Wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL N; CL/XP 10/1400; Special: None.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Intellect Devourer: HD 6; AC 1 [19]; Atk 4 claws (1d3); Move 15; Save 11; AL C; CL/XP 7/600; Special: Possess dead victims by inhabiting their skulls and animate corpse for 7 days,

Level 6

Equivalent Dungeon Level: 7
Entrances: Stairs from **Level 5**
Exits: Stairs to **Level 8**; river channel to **Level 10A**; secret aquatic passage to **Level 7**. One of the maze sections (randomly determined) leads to **Level 8A**.
Wandering Monsters: Check once every hour on 1d20:

1	**1d3 mustard jellies**
2	**1d6 giant spiders**
3	**2d6 giant rats**
4	**1d3 minotaurs**
5	**3d6 normal rats**
6	**1d4 wererats**
7	**1 will-o'-wisp**
8	**2d6 stirges**
9	**1d2 intellect devourers with 1d4 hell hounds**
10–20	No encounter

Detections: Magic emanates from **Area 6–5**. Good radiates from **Area 6–7**.
Shielding: None.
Standard Features: The ground, in all areas except **Area 6–3**, is level and offers good footing. Walls, columns and so on — unless otherwise noted — have numerous handholds and holes, making them easy to climb. Fungus encrusts most surfaces in the natural cavern areas on this level; 20% of the fungus is edible, while 10% is poisonous. (Druids and underground creatures can tell the differences, rangers can on a roll of 1-4 on 1d6.) Mazes and cut corridors are free of fungus.
Poisonous fungus is fatal in 1d3 rounds.
Traveling in Small Tunnels: Smaller tunnels (solid lines) are less than 3 ft. in diameter and require that even small creatures crawl. Large creatures (like ogres) cannot navigate these tunnels unless they are long and slender or flexible. Man-sized creatures make all attack rolls at –4 and take a -4 penalty to AC. Small creatures using all but thrusting weapons attack at +4 [–4]. No saves are allowed for Area effects in small tunnels.
The River and Swimming: The river channel beyond **Area 6-14** is moderately hard to swim. Any creature attempting to swim to **Level 10A** must have a strength of 13 or greater. Failed checks require a successful saving throw; creatures failing this save drown and are dead on arrival at **Level 10A**. Swimming upstream is impossible, and leads nowhere in any case.

Rappan Athuk
Level 6: The Maze
To Level 8
Room 1
100 ft.
drop
10
9
5
7
6
8
To
Level 7
11
To
Level
10A
15
80 ft.
drop
25 ft.
drop
4
14
12
To Level
8A
13
2
From
Underground
Stream
16
2
17
3
2
2
1
To Level 5
Room 4
N
Note: Actual mazes (2)
are larger than the
indicated areas.
1 square = 10 feet

spells (*invisibility*, *diminution* (as potion), *cure light wounds* (1/day), *shield* (1/day).

Hell Hounds: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Breathe fire (8 hp), immune to fire.

6–1. The Portcullis

The portcullis from **Level 5** closes itself after 2 turns. PCs returning to **Level 5** must move it again.

6–2. Mazes and Monsters

The areas designated "**6–2**" on the map are maze sections. There are 3 maps provided for the Referee to use while PCs explore these mazes. While PCs move through a maze section, they encounter wandering monsters as usual. All shifting/sliding walls move every time a door is opened. The doors are magically constructed, so only one door per room may be opened at a time. Referees should intentionally give PCs wrong directions (i.e., left = right) half the time. Referees should improvise or alter each section to frustrate and bewilder their PCs. PCs' attempts to retrace their steps prove futile, and the shifting nature of the maze prohibits classical means of maze solving (e.g., string). This maze affords Referees a rare opportunity to toy with players; have fun!

Each time a maze is entered, a **mustard jelly** attacks after 1d8 rounds. It is an intelligent monster; it instinctively divides itself to chase PCs if the party splits into separate groups to escape.

Mustard Jelly: HD 7; AC 2 [17]; Atk 1 slam (2d4 + 1d4 acid); Move12; Save 9; AL N; CL/XP 12/2000; Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%).

6–3. The Rubble Room

Uneven and broken, the floor of this cavern suggests that the ceiling has collapsed. Huge piles of rubble block the passage, which must be climbed or cleared to make any progress. The large cavern beyond, filled with rubble, reduces all movement to half-normal. Full movement or running requires a successful saving throw; failure means the character falls and takes 1d3 damage. The ceiling is 30 ft. overhead, and the rubble can be crossed at the dotted line area (see the map) without clearing away any material. Locating this crossing requires a successful find secret doors check. Wandering monsters use the narrow path to their advantage.

6–4. The Cliff

An 80-ft.-high cliff, dotted by numerous rat holes, looms before the party. Normal **rats** infest the cliff. The rats attack anyone climbing the cliff; they also gnaw at ropes. As PCs scale the cliff by hand or rope, **2d6 normal rats** attack each PC. Since the PCs are dangling on a rope, no dexterity or shield bonuses may be used while climbing. Attacking rats have a 20% chance per round of chewing through a rope. It takes 6 rounds to descend the cliff on a rope, but 18 rounds to ascend it. Wandering monsters are either at the top or base of the cliff (i.e., a 50% chance). A *fireball* or other large, spectacular magical effect causes the rats to scatter.

6–5. The White Corridor

This corridor, seemingly constructed of seamless white stone (despite its cavernous shape), stretches 180 ft. and leads to **Area 6–6**. A few feet inside the corridor, the skeletal remains of rats and bats clutter the floor. A few feet beyond them, the remains of a large humanoid creature lay in twisted repose. A magical effect renders the floor, walls and ceiling of the corridor **poisonous**. A PC who touches these surfaces must succeed on a saving throw each round they remain in contact; a failure means the PC takes 1d3 points of strength damage per round of contact. PCs can drag their unconscious comrades free before they slowly starve to death. The Referee must record the number of rounds a PC is inside the corridor and/or in contact with it. PCs must make a save every round they are in the corridor and subsequent saves one minute later for each round they were in the corridor.

The poison is magically transmitted through any material in contact with an individual's skin, including boots and gloves. Double-layering clothing or layering stones or other items to walk across does not prevent contact with the magical poison, as the poison is magically "conducted" to any living being in the corridor. Passing through the corridor successfully requires making no physical contact with it. PCs might use magical flight or levitation to successfully negotiate the poisoned passage.

Note: Any magical transport activated within this corridor (*dimension door*, *teleport*, etc.) immediately teleports a PC to an extraplanar location known as The Sorcerer's Citadel (as detailed in *Demons and Devils* from **Necromancer Games**). This citadel has a similarly constructed area. Some scholars correctly assert that Crane the sorcerer safeguarded this corridor for Ereg Tal—a fact that can be confirmed by the Oracle on **Level 3** of this dungeon.

6–6. The Hall of Ereg Tal

This is a grand hall made of polished marble and decorated with beautiful mosaics. To the south, a set of granite stairs descends into a cavern. To the north, two sets of 20-ft.-high double doors, made of pure bronze and carved with bas-relief animals and men, dominate the wall. Between the staircase and doorways are two huge statues: The first a 20-ft.-tall man, his bearing serene and noble and his face possessing the most perfect features you have ever seen. The second a rough carving suggesting a bearded man, at once beautiful but terrible and less perfect than its companion piece. The latter statue holds a lightning bolt above its head. Script adorns the base of each statue.

This hall comprises the gateway to the final resting place of the fallen titan, Ereg Tal, and his lifelong friend Kor, a storm giant. The statues are just statues, and there is no danger here unless the PCs disturb **Area 6–8**. The bronze doors require a combined strength of 24 to pull open.

Ereg Tal died over 5,000 years ago and was entombed here, far beneath the earth. Centuries passed. Then the evil priests and wizards who built Rappan Athuk stumbled upon the subterranean gravesite. Leaving Ereg Tal's tomb undisturbed (out of fear), the priests and wizards instead built a secret entrance to their infernal levels that could only be accessed by passing through what they deemed a natural barrier (the white corridor). Orcus' priests placed a curse on Kor's remains (they were afraid to tamper with the titan's body), turning his corpse into a slave of evil. The writings on the statues—the legend of Ereg Tal and Kor—are written in an archaic form of the Lawful alignment tongue. A character who speaks Lawful and an intelligence of greater than 13 can decipher them, the translation may be found on the next page.

To unravel the details of this story, PCs must use the *legend lore* spell. Success means that the PCs learn that these two figures represent a good-aligned titan and a storm giant. The god of death himself killed the titan during a great battle among the gods. PCs also learn that Kor gave Ereg Tal a golden torc, symbolizing his fealty to the titan. When Kor himself was near death, he brought his titan friend to this very place and buried him. These events transpired thousands of years before the dungeon existed. If the party acquires all of this information, give them a story award of 200 XP. **Note:** The golden torc detail proves invaluable should the PCs open **Area 6–8**.

"Stone by stone and crafted by my hands
The tomb of Ereg Tal here stands
'Til the end of time may be
Shall his goodness shine on thee.
Chiseled by the hands of Kor the Storm
Liegeman of Ereg Tal in peace and war
For to entomb his master's bones
And thus to build eternal home.
Know ye who stand before the portal
Ereg was Titan, but not immortal
The Lord of Death did strike the blow
That laid my Mighty Master low.
Mortally wounded was Ereg Tal
The King I loved the most of all
And so I bore him to this cave
And from the stone carved our two graves.
About his blessed neck I placed
The Golden Torc, in life given free,
As Symbol of my fealty
So I sealed it in the sepulcher with he.
To the end stand I the honor guard
'Til life empties from my mortal gourd
Know all that Ereg Tal was the beloved Master to Kor
Faithful Servant to His Lord."

6–7. The Tomb of Ereg Tal

This beautifully sculpted cavern houses a huge **sarcophagus**, sculpted like the taller statue in the hall outside. The walls and ceiling of the cavern are painted like a sky at night, with stars and a full moon glowing with magical light. This room holds little else of interest, unless the PCs somehow open the crypt.

Treasure: The crypt lid weighs 3,000 pounds Within the crypt, PCs find the bones of a titan. A large golden torc (worth 5,000 gp) encircles the titan's cervical vertebrae. The torc was fashioned in the likeness of an eagle—its claws curving around in front and its wings folded along the sides. If taken to a great city where its unique origin might be recognized and prized, this rare and historical piece would easily fetch 10 times its gold value from a discriminating collector. This torc also has the power to give peace to the undead form of Kor in **Area 6–8**, below. The torc is not otherwise magical.

6–8. The Tomb of Kor the Storm Giant

This beautifully sculpted cavern houses a huge sarcophagus, carved in the form of the shorter statue in the hall outside. The walls and ceiling of the cavern are painted to resemble a clear, daytime sky, with a blazing sun and few clouds. Those in the room can almost feel a faint and refreshing breeze. Entering this room invokes the **ghost of Kor** the storm giant. If the party bravely presents the golden torc found in **Area 6–7**, above, the ghost leaves in peace, never to return. If it does not, the party is in trouble! Kor retains all his abilities and has gained several new ones, making him a formidable opponent.

Kor: HD 15+5 (66 hp); AC 1 [18]; Atk 1 corrupting touch (12d6, save for half) or mattock of the titans (4d6); Move 15 (Fly 12); Save 3; AL L; CL/XP 16/3200; Special: Throw boulders, control weather, incorporeal, frightful moan (as *cause fear*), telekinesis, possession (saving throw or controlled by ghost).

Tactics: Kor uses his *frightful moan* first, and then his *telekinesis* ability to hurl someone off the cliff into the pool at **Area 6–10**. At this point, Kor uses *possession* ability on a fighter character and attacks spellcasters using the fighter's body. Only after all remaining PCs have saved against the *possession* ability does he step forward and attack using his mattock or *corrupting touch*. Kor's touch causes the PC's flesh to shrivel and flake off (for 3d6 damage). While in the crypt Kor's mattock can strike material creatures (a mattock of the titans strikes for 3d10 points of damage and can only be wielded by a larger than man-sized creature). He fights until slain, but does not pursue the PCs into **Areas 6–5** or **–10**. Referees needn't be creative when using Kor to destroy their parties. PCs should either retreat (fast!) or use the torc to banish his ghost. Those PCs who fight Kor should be ruthlessly punished.

Treasure: The crypt lid has properties identical to that in **Area 6–7**. The crypt contains a storm giant's bones and several items of interest. He wears *+1 chainmail* (storm giant sized, of course). The crypt also contains a *mattock of the titans* (wielded by Kor) and an *iron horn of Valhalla*.

6–9. The Cavern Crossing

A wide chasm, 100 ft. deep, splits this cavern in half. Torchlight reflects off water at the bottom of the chasm. On the other side of the chasm, four tunnel openings lead out of the cavern. The chasm's width ranges between 20 and 80 ft. The chasm's sides are tough to climb. The far tunnel opens onto stairs that lead to Level 8, while the other three tunnels are dead ends.

6–10. The Pool

Cold and clear water pools at the chasm's base. The pool's bottom cannot be seen. A water passage to the west extends into darkness, though flickering lights can be seen. The water is calm but requires protection lest swimmers suffer 1 point of damage per round from exposure. Coincidentally, the swim to **Area 6–11** takes about 10 minutes.

6–11. The Ambush

Under these circumstances, this encounter bodes ill — a **will-o'-wisp** attacks PCs in the water. The PCs must either retreat to **Area 6–9** or swim on to **Area 6–12**. The will-o'-wisp gives pursuit until the PCs leave the water. The entrance to **Area 6–12** is 5 ft. below the water's surface and PC must succeed on a find secret doors check to notice it. The water pools at the base of a 25 ft. cliff that they must succeed on a climb walls check (if a thief) or have a 1 in 6 chance of climbing safely. Climbers are attacked by more will-o'-wisps once they reach **Area 6–12** (see below). PCs that can fly may fare better.

Tactics: The will-o'-wisp gains life energy by drowning people. It avoids combat, and unless affected by *maze* or slain with *magic missile*, it shocks everyone in the water every round for 2d8 points of damage (30 ft. range in water).

Will-o'-Wisp: HD 9 (40 hp); AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: None.

6–12. The Wisp Lair

Strange, eerie lights fade in and out within this cavern. A deep pit in the cave's center seems to be the source of the light. This area is the lair of the will-o'-wisps that inhabit this level. They generally attack at **Area 6–11** (see above), but one or more may be here when the PCs reach this area. This room may also be accessed from **Area 6–16** through the stream and from **Area 6–14**—both avenues that avoid the dangers of **Area 6–11**. The "S" shaped cliffs on the north side of the area lead to **Areas 6–13** through **6–15**.

Will-o'-Wisps (3): HD 9 (42, 39, 29 hp); AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: None.

The will-o'-wisps attempt to draw PCs to the pit's edge, where they become invisible and then "bump" the PCs in. Anyone bumped must succeed on a saving throw or fall 40 ft. (damage 4d6) to the pit's bottom. The wisps then only attack those who try to escape, preferring that their victims slowly starve to death.

Treasure: There is a 40-ft.-deep sinkhole in the room's center. This pit contains the wisp's treasure, namely the remains of two adventurers. One, a fighter, still wears his plate mail and a *helm of reading magic and languages*; he also has a rotted sack containing 115 gp. The other, a monk, still has a pair of *+1 kamas* (1d4+1 damage) and wears *boots of leaping*.

6–13. The Wishing Rock

A large, red boulder divides the corridor in two. There is a 2-in.-diameter hole on one side of it. Surrounded by walls of slate-gray stone, the red color is unusual for these caves. For some bizarre reason, someone used a *teleport* spell to transport this boulder to this locale. The 2-in. hole extends 6 ft. into the rock. Carefully wedged at the end of the hole is a *ring of three wishes*. The ring cannot be seen without directed light, and a PC trying to extract it must have a dexterity of 13 or greater, assuming that a fishing hook and line (or their equivalents) are available. Assassins, Monks, and Thieves may use their delicate tasks skill instead.

6–14. The Bridge over Troubled Water

A huge, carved bridge runs over a stretch of river. Skulls and screaming faces adorn every surface of the stone—a grim warning to those who would cross. Forty feet below, PCs can see a shallow rapids rushing between two narrow banks. Strange fungi grow on the banks of the river, some of which glow faintly in the dark below.

The bridge itself is harmless, though it does lead to **Area 6–15**. The area of real interest, however, is the southern bank of the river, which is choked by six kinds of magical fungi. A druid or ranger can identify the following mushrooms, except for fungus 6:

6–15. The Passage to the "Gates of Hell"

This cavern ends abruptly. A small pool ripples gently at its center. Six feet below the water's surface, PCs can see a 5-ft.-diameter opening. This opening leads to a 30 ft. tunnel, which constitutes the one-and-only entrance to **Level 7** ("Hell").

6–16. The Lost Goblins, Part 2

A party of goblins—**14 goblin scouts**, **4 goblin leaders** and **Ubar the goblin witch doctor** — became lost in this level's mazes and have been unable to escape; they hide out here. They attack anything that enters the room and are particularly afraid of the will-o'-wisps and mustard jellies that have already eaten several of their comrades. Led by a goblin witch docter this party defends its lair well. The witch doctor, using his set of *pipes of the sewers*, summons hordes of rats to both distract attacking monsters and supplement the goblins' diet.

Ubar: HD 5 (19 hp); AC 7 [12]; Atk 1 dagger (1d4); Move 9; Save 12; AL C; CL/XP 6/400; Special: Casts spells as 5th level magic-user (1st – *charm person*, *magic missile* x2, *shield*; 2nd – *invisibility*, *stinking cloud*; 3rd – *lightning bolt*). Gear: Dagger, *pipes of the sewer*, *scroll of transmute rock to mud*, spellbook, robes, 19 gp.

Goblin Leaders (4): HD 3; AC 4 [15]; Atk 1 short sword (1d6) or short bow (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Short sword, dagger, short bow, 20 arrows, ring armor, mining tools, 2d4 sp, 2d4 cp.

Goblin Scouts (14): HD 1; AC 5 [14]; Atk 1 short sword (1d6) or short bow (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: -1 to hit in sunlight. Gear: Short sword, dagger, short bow, 20 arrows, ring armor, mining tools, 1d4 sp, 1d4 cp.

Tactics: After **Area 6–17's** trap is sprung, Ubar summons rats using his *pipes*. He uses his *transmute rock to mud* scroll to collapse the entryway into the cavern. The witch doctor casts *invisibility* on one of the goblin leaders. The goblins attack with their missile weapons, but flee if attacked with melee weapons. All goblins have cover until approached within 10 ft. They are spread out (more than 20 ft. apart) to avoid area-effect

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Area 6-14 Mushrooms

1	Green with orange spots, this mushroom radiates necromantic magic. It is very poisonous (lethal).. Five doses of this fungus can be collected. Growth time is 1 year per dose from spores.
2	Purple and glowing in the dark (20 ft. radius), this mushroom also radiates faint necromantic magic. It acts as a dose of *potion of healing* if taken internally. Six doses of this fungus can be collected. Growth time is 2 years per dose from spores.
3	Though this mushroom is brown and smells terrible, it counts as a full week's rations if ingested. Thirty-six doses of this fungus can be harvested. Growth time is 200 days per dose from spores.
4	Blue with white spots, this mushroom—radiating a faint aura of necromancy—acts as a bane to undead; a cleric who eats the mushroom treats his cleric levels as being 6 higher for any use of the channel energy ability for 3d6 rounds. Non-clerics who eat these mushrooms gain the Turn Undead feat and can turn undead as a 6th-level cleric. for 3d6 rounds. (They do not get the ability to perform a healing burst or any other feature of the channel energy class ability, however). Only three doses of this fungus can be gathered. Growth time is 1 year per dose from spores.
5	Orange with violet spots, this mushroom radiates a faint aura of abjuration. If eaten, it provides complete immunity to mind control and *ESP* for 30 minutes. Six doses of this fungus grow here. Growth time is 5 years per dose from spores.
6	This is the famous mushroom of youth described in the legends of Rappan Athuk. The sole, living sample of this mushroom is red with yellow spots. Its reputation is somewhat misleading. The fungus' real effect changes the age of anyone who ingests it from –80 to +20 years. Roll 1d100-80, and add that sum to the ingesting PC's age. If the result is negative, the person grows younger by the negative amount. If the result is positive, the PC ages by that amount and suffers any concomitant aging effects. Any PC brought to zero years or less immediately disappears; no save. The PC may not be restored in any fashion short of a *wish*, which brings the character back to the point in time just before she ate the mushroom. If the mushroom ages a PC, excess years can be removed by a *restoration* spell. Growth time is 100 years per dose from spores.

The river leads to a small path under **Areas 6–10** and **–11**, which eventually leads to **Level 10A**. The river does not connect with **Areas 6–10** and **6–11**.

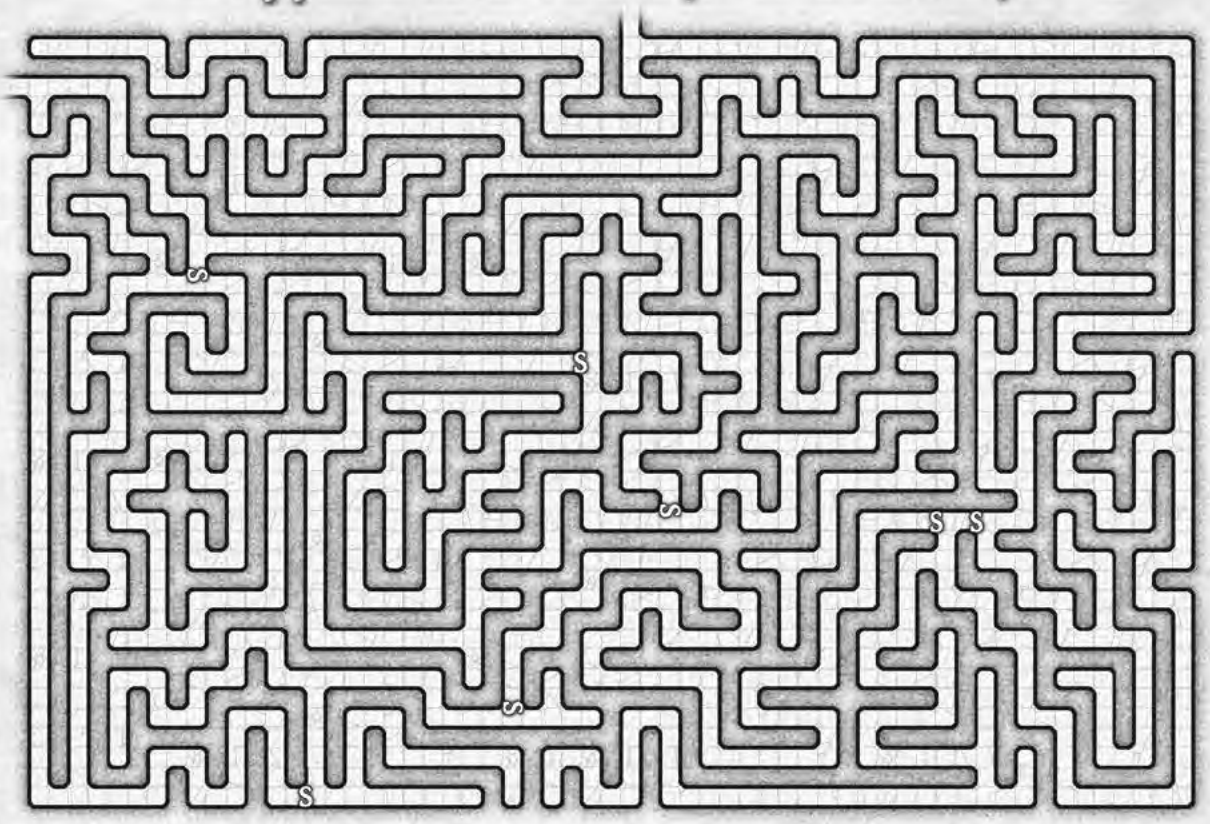
spells and grenade-like missiles.

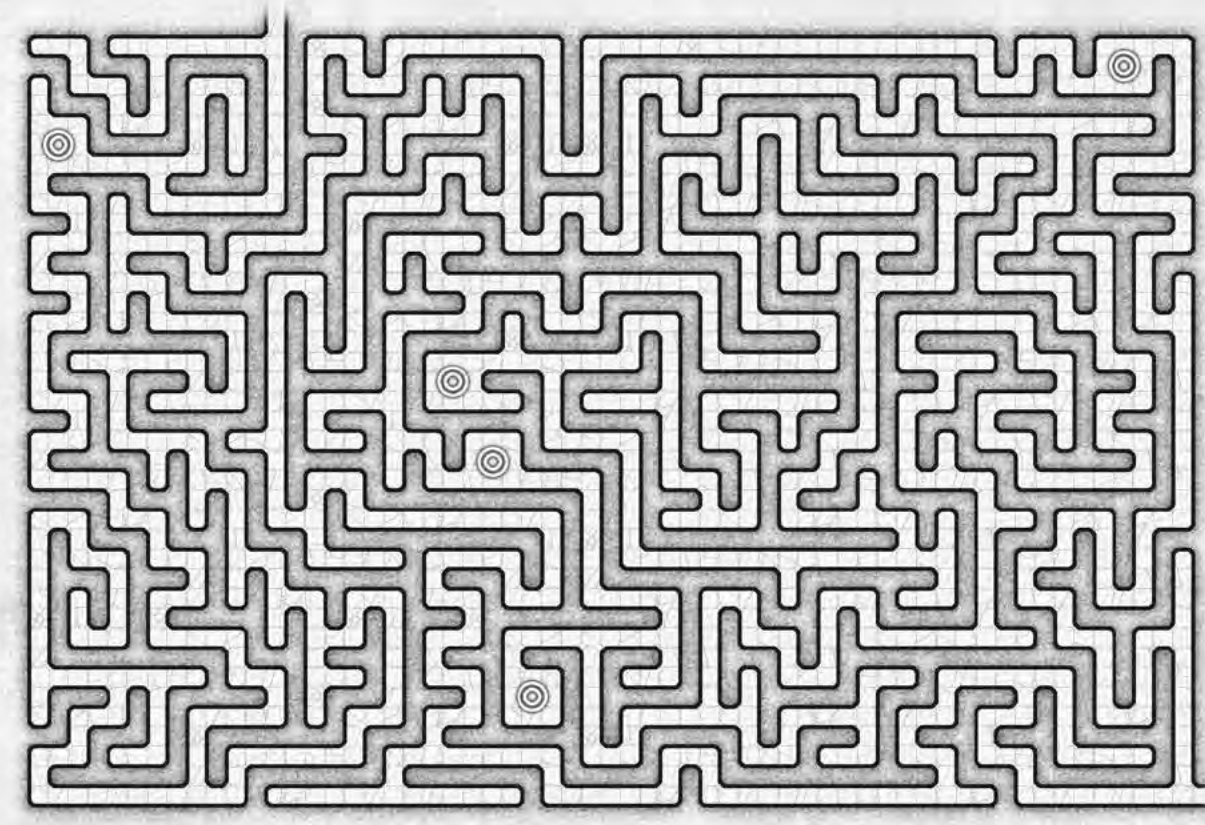
Treasure: In addition to the possessions listed, goblin leader #1 has a *potion of invisibility*, #2 has a *potion of healing*, #3 has a *potion of diminution* and #4 has a *potion of animal control*. The Referee determines their use. Ubar's traveling spellbook contains only those spells listed and one additional 3rd-level spell: *dispel magic*.

6–17. The Goblin's Trap

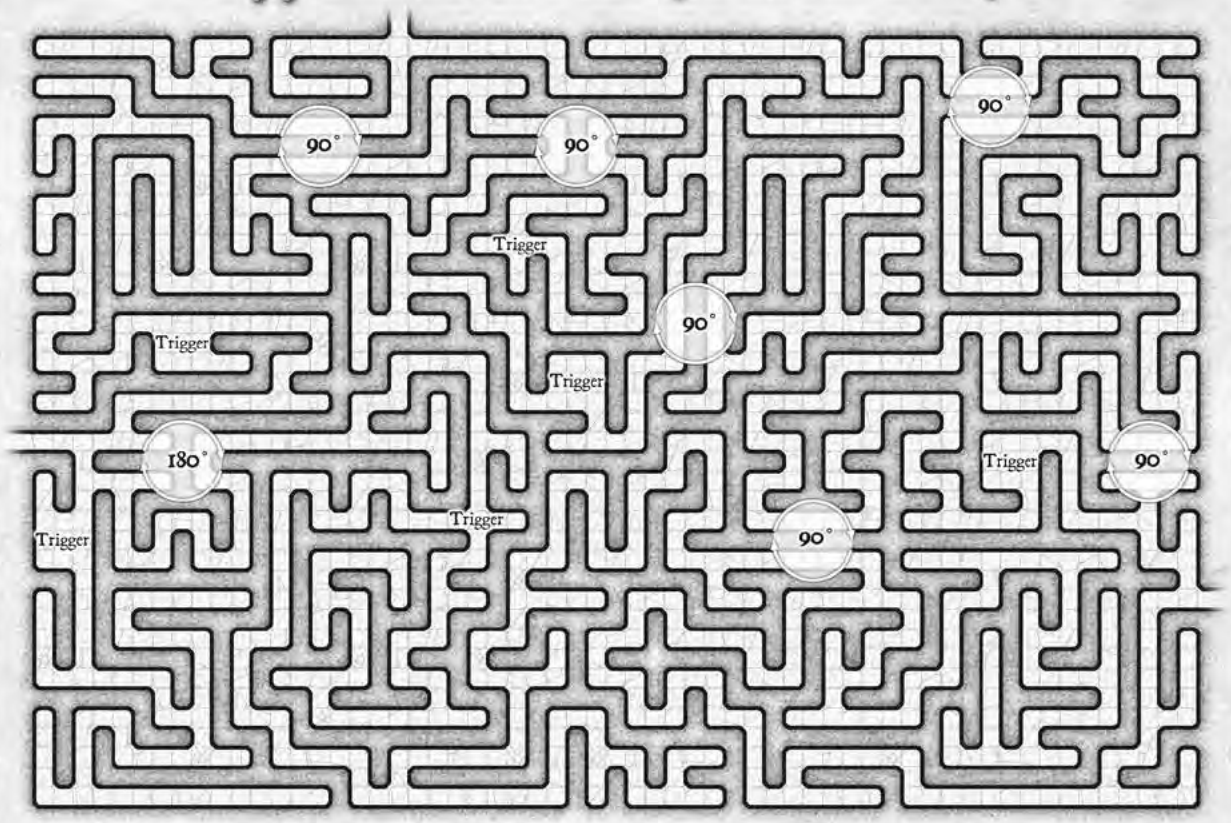
The goblins in **Area 6–16** set this nasty trap to dissuade monsters and adventurers from approaching their lair. The goblins soaked a spongy patch of lichen and fungus with oil; a flask of alchemist's fire triggers the trap, which creates a fiery burst that deals 5d6 points of damage in a 5-ft. radius (save for half).. Triggering the trap alerts the goblins, allowing them to prepare for the party's arrival. Summoned by the goblin wizard, a large pack of rats rush the PCs from behind.

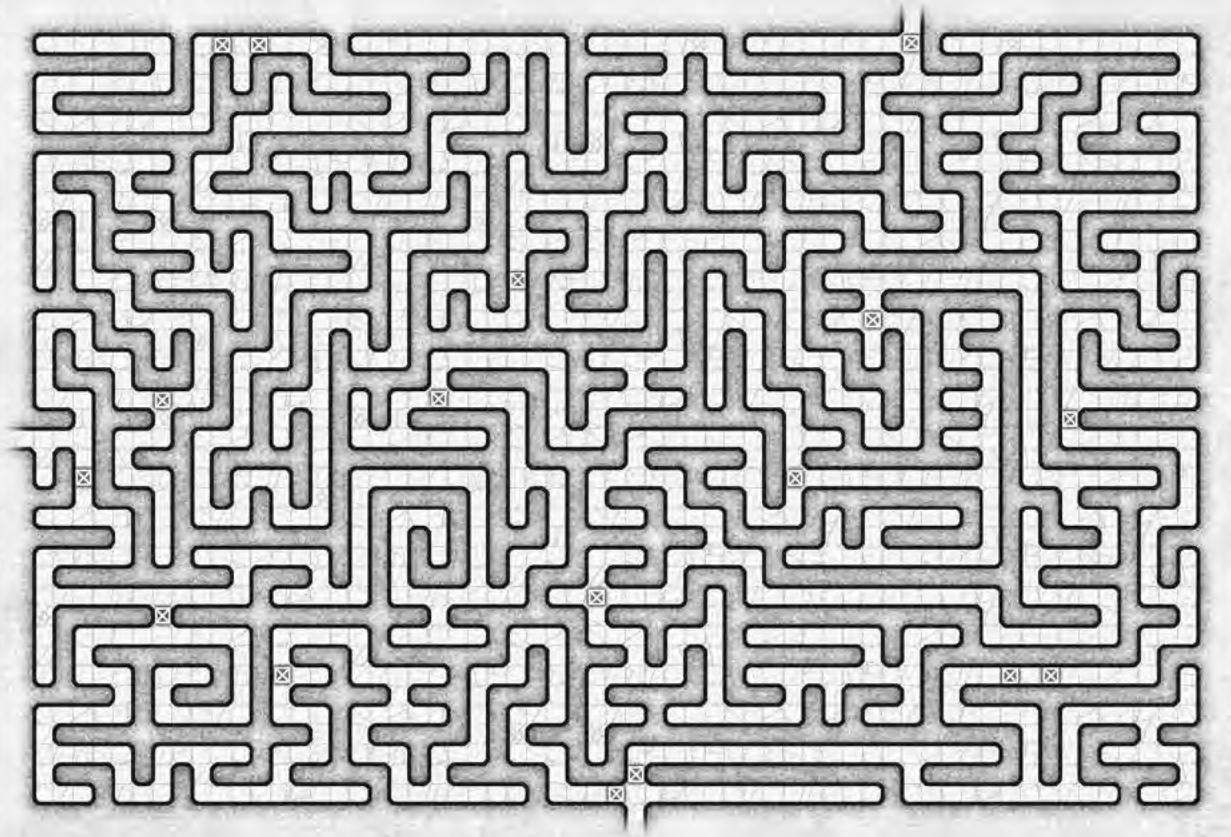
Rappan Athuk - Sample Mazes - Map 1



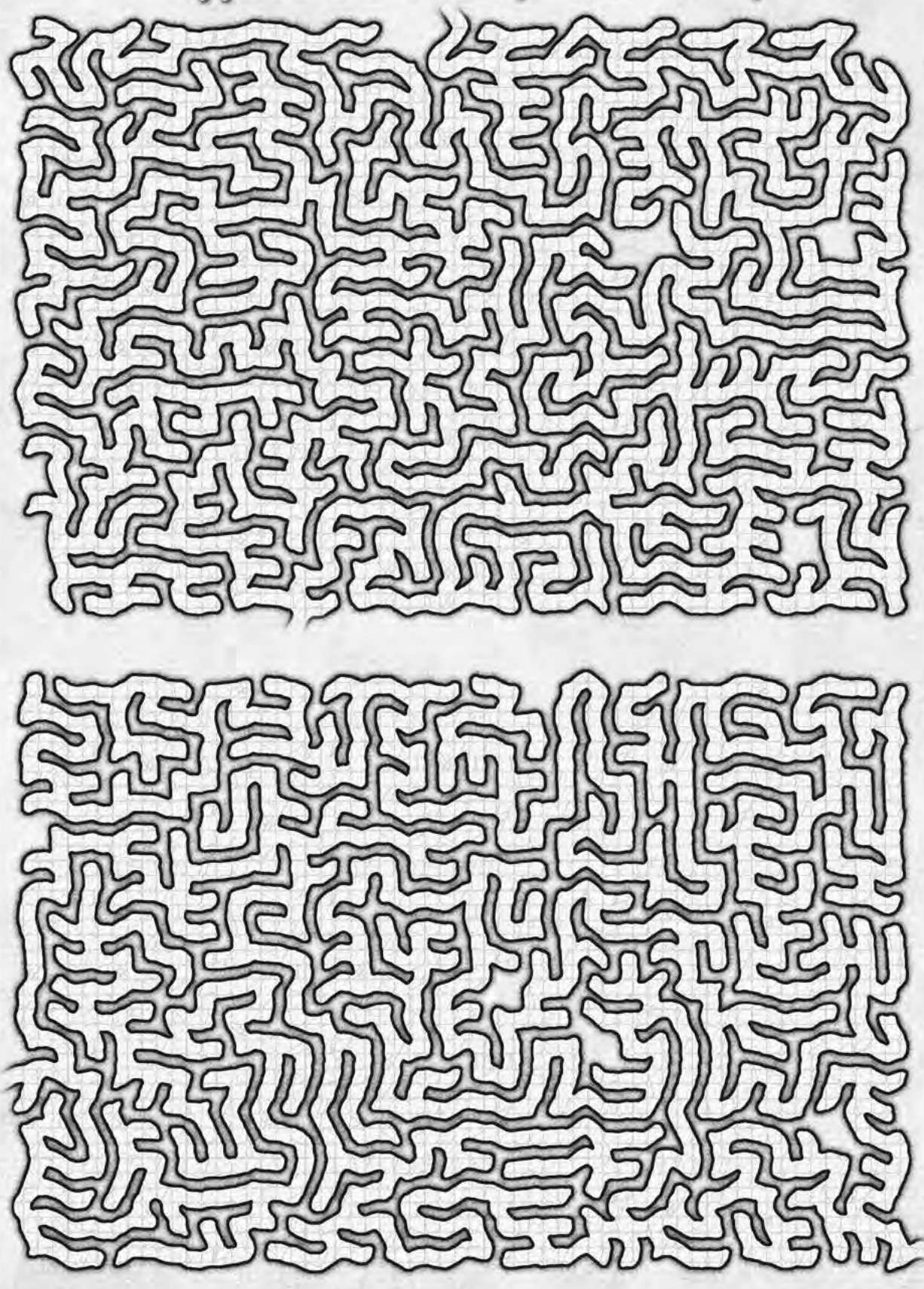


Rappan Athuk - Sample Mazes - Map 2

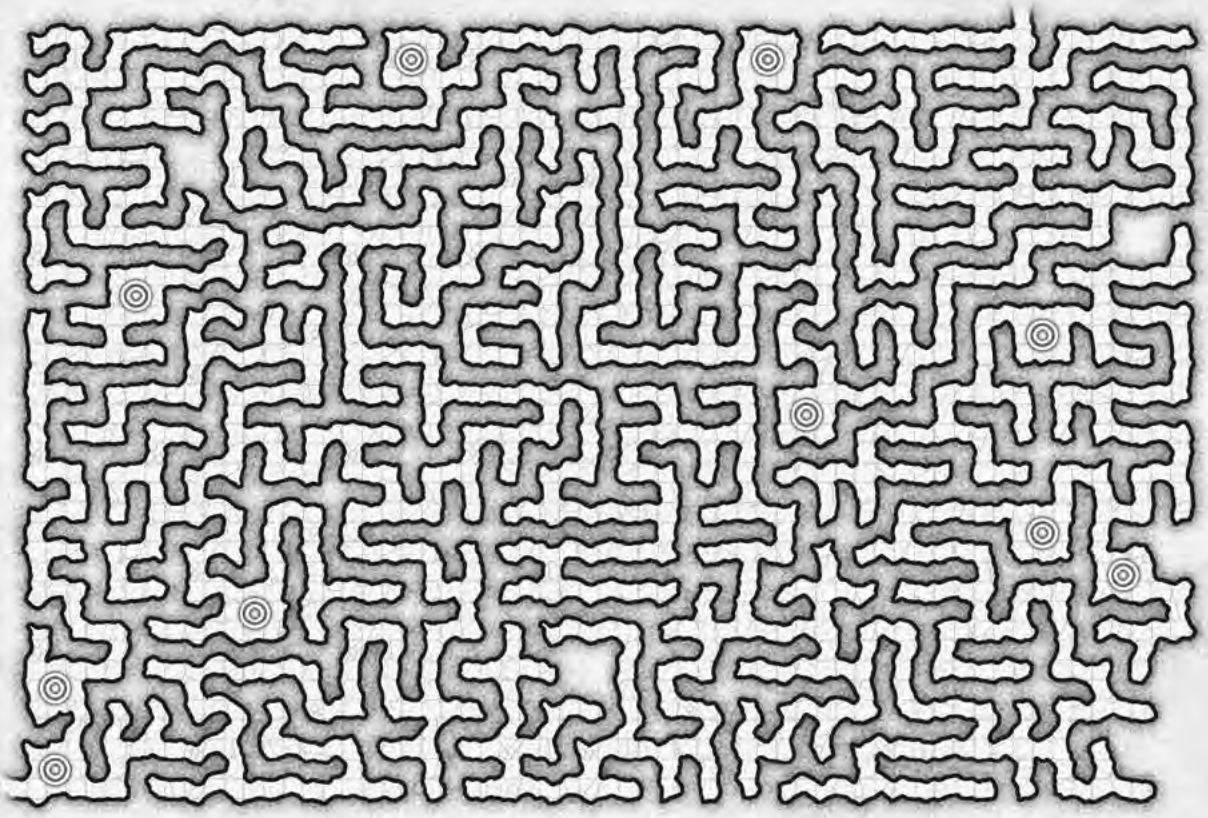


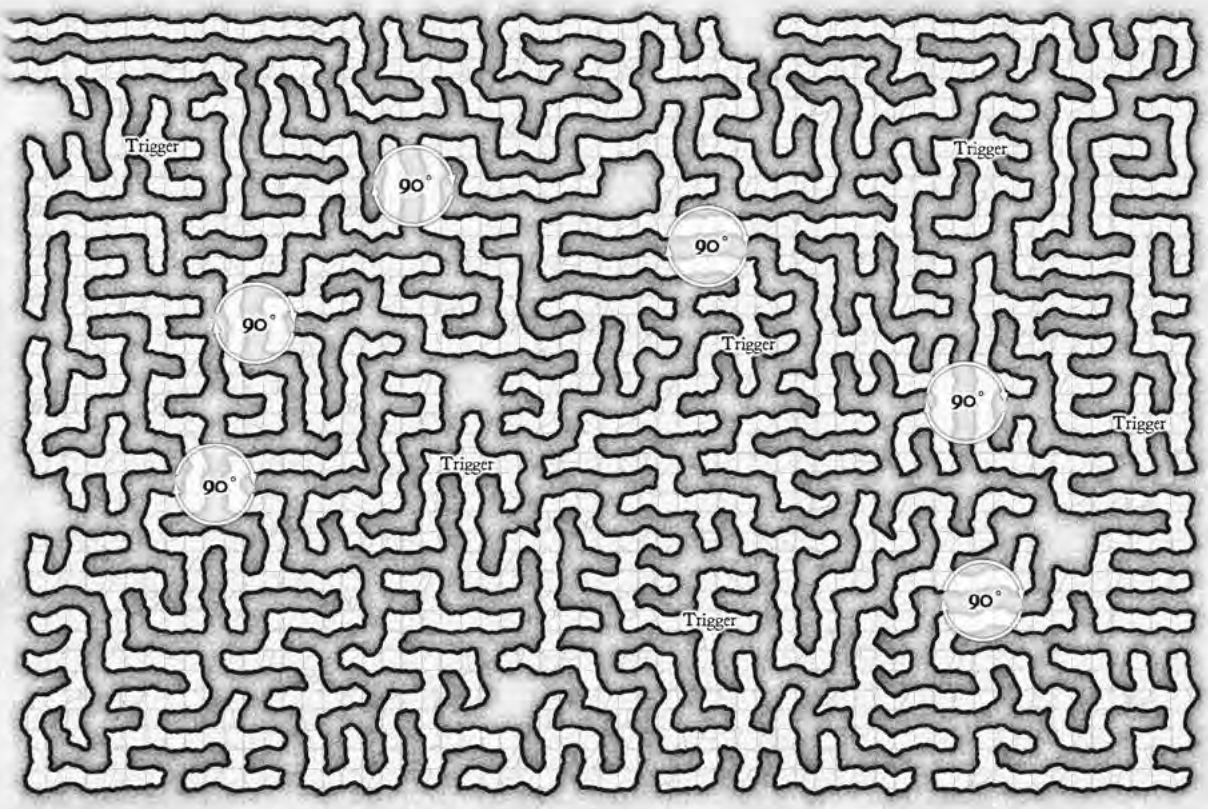


Rappan Athuk - Sample Mazes - Map 3

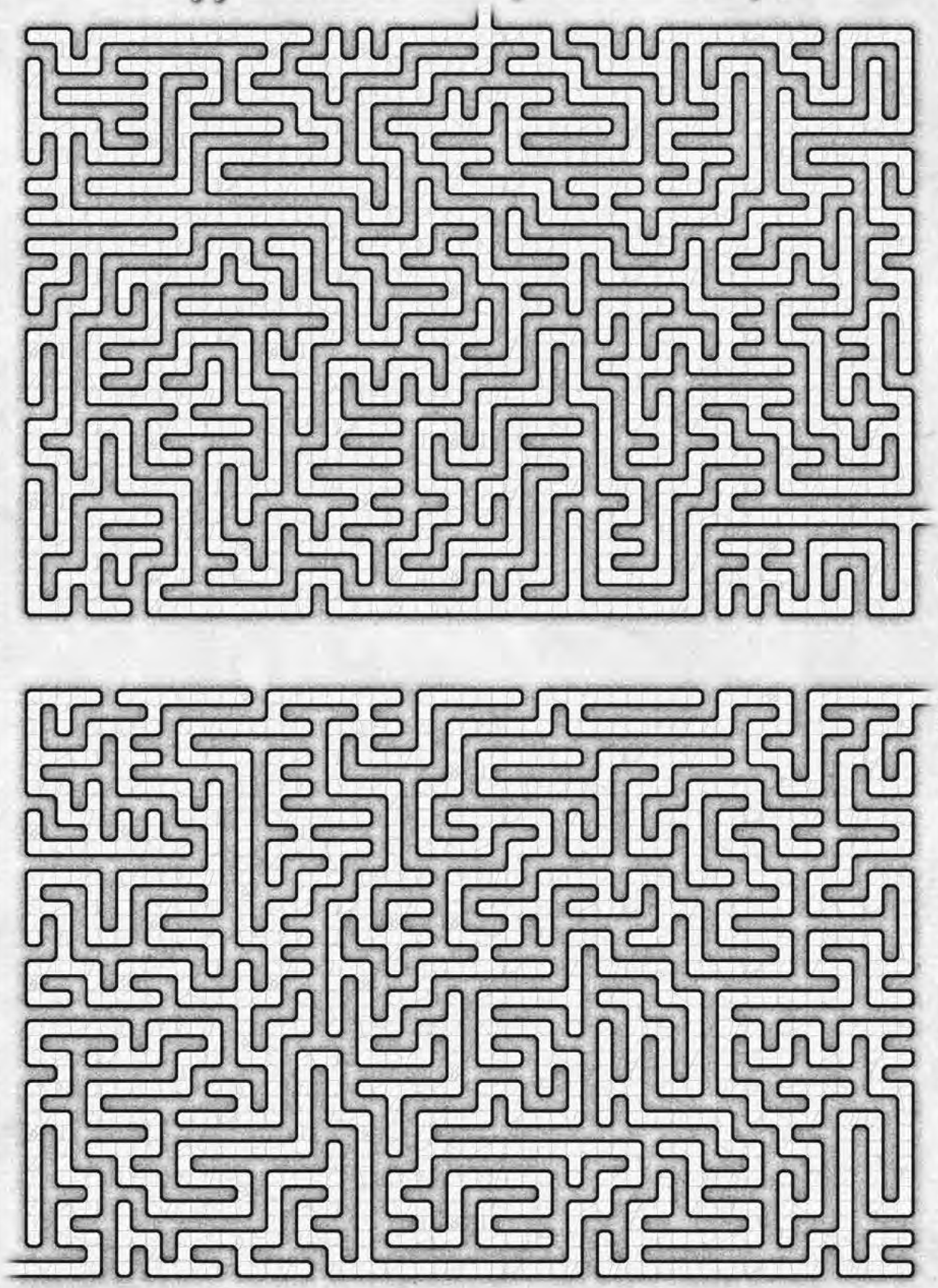


Rappan Athuk - Sample Mazes - Map 4





Rappan Athuk - Sample Mazes - Map 5



Level 6A: Caves and Caverns — The Lair of the Spider Queen

This cavern connects the upper and lower levels of the Dungeon of Graves, and in most instances, PCs must traverse it to delve deeper into the hill. The cavern consists of several individual cave complexes linked by dire rat tunnels and river channels. The Spider Queen, Aldeth, an evil enchantress obsessed with small, hairy, eight-legged beasts, makes her home high above one cave's floor. The goddess (the demon queen of spiders and goddess of the drow) Aldeth worships has placed a demonic retriever in Aldeth's service. The wererats on **Level 1** report any activity to Aldeth. The PCs discover two tombs on this level: one houses the remains of a greedy merchant, and the other is a wizard's crypt, containing a trapped intellect devourer. **Area 6A–9** represents the lair of particularly large and intelligent trolls who use magic items and are affectionately known as the "naughty" trolls by those few who have survived their encounters. The map of this level is shown in **Map RA–6A**.

Rat: HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Giant Spider (6ft diameter): HD 4+2; HP 11, 13; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Goblin: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Level 6A

Equivalent Dungeon Level: 8
Entrances: Rat tunnels from **Level 4** and **4A**; river tunnel from **Level 3**
Exits: Stairs to **Level 8**; river channel to **Level 10A**
Wandering Monsters: Encounters in caves **6A–1** through **6A–5** are limited to spiders or wererats.
When in those areas, check once every 15 minutes on 1d20, with 1–3 resulting in **2d6 giant spiders**, 4–6 resulting in **2d4 wererats** and 7–20 resulting in no encounter. In all other areas of **Level 6A**, check once per hour on 1d20:

1	**3d6 normal rats**
2	**1d6 giant spiders (6ft diameter)**
3	**2d6 giant rats**
4	**1d3 trolls**
5	**A company of goblin scouts**—2d4 goblins accompanied by 1d4 goblin leaders
6	**1d4 wererats**
7	**2d6 giant spiders (4ft diameter)**
8	**2d6 stirges**
9	**1d3 large piercers**
10–20	No encounter

Detections: Evil emanates from **Area 6A–4.**
Shielding: The shielding around **Area 6A–6** allows only astral or ethereal entry.
Standard Features: The floor in these caves is sandy and offers good footing. Walls, columns and so on—unless otherwise noted—have numerous handholds and holes, making them easy to climb, unless they are wet and slippery. Fungus encrusts most surfaces in the natural cavern Areas on this level; 20% of the fungus is edible, while 10% is poisonous (lethal). (Druids and underground creatures can tell the differences, rangers can on a roll of 1-4 on 1d6.)
Traveling in Small Tunnels: Characters must crawl through a number of tunnels to access various areas of this level. Primary tunnels (dotted lines) are 3 to 5 ft. in diameter and can be walked through by small creatures like halflings. Huge creatures cannot navigate these tunnels unless they are long and slender or flexible (spiders are unaffected). Large creatures, like ogres, make all attack rolls at –2 and take a +2 [-2] penalty to AC, and man-sized creatures using all but thrusting weapons attack at –2. All area affect saves are at –10 while in primary tunnels.

Smaller tunnels (solid lines) are less than 3 ft. in diameter and require that even small creatures crawl. Large creatures (like ogres) cannot navigate these tunnels unless they are long and slender or flexible. Man-sized creatures make all attack rolls at –4 and take a +4 [-4] penalty to AC. Small creatures using all but thrusting weapons attack at –4. No saves are allowed for Area effects in small tunnels.
The River and Swimming: The river channel beyond **Area 6-14** is moderately hard to swim. Any creature attempting to swim to **Level 10A** must have a strength of 13 or greater. Failed checks require a successful saving throw; creatures failing this save drown and are dead on arrival at **Level 10A**. Swimming upstream is impossible, and leads nowhere in any case.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Giant Spider (4ft diameter): HD 4+2; HP 11, 13; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Large Piercer: HD 4; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; AL N; CL/XP 14/120; Special: None.

6A–1. The Spider's Nest

This cavern serves as a huge nesting area for the monstrous spiders that live on this level. Thus, **2d6 giant spiders** attack the party 3 rounds after it emerges from the small tunnel. As usual, the spiders try to ambush the PCs (2 in 6 chance of surprise). Every 3 rounds, **1d3 additional spiders** join the attack until all spiders are slain. The spiders are spread out over the cavern's entire length, so weapons of mass destruction (e.g., *cloudkill*) won't kill more than 1d6 of them, unless such a spell is cast in dangerously close proximity to the party. Various nests and hundreds of eggs festoon the cavern. One PC working for 2 hours might clean it out; if the cavern is not cleared of eggs, the spider population recovers at a rate of 15 per month. If the nests are cleared, add a story award of 500 XP to the encounter experience.

Development: Clearing out the cavern draws the denizens of **Areas 6A–3** through **6A–5** to the cavern. The remaining spiders and the retriever (from **Area 6A–5**) attack the PCs while they are burning the nests. The Spider Queen remains in her lair above but supports her attacking spider pets with spells (see below). These spiders have no treasure.

Referee Note: PCs can access this level by using the *teleportal* from **Level 3A, Area 3A–10**.

Giant Spiders (35): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

6A–2. Empty Caves

The occasional piece of junk or debris litters those areas marked **6A–2**. Referees should spice up each of these areas with random items or garbage such as torch stubs, bones, unidentifiable stains, cobwebs, clothing and pieces of wood. Referees should also roll a wandering monster check each time PCs enter areas designated "**6A–2**."

6A–3. The Spider Bridge

This bridge, made of woven spider silk, connects **Area 6A–4** with **6A–5** and is suspended 80 ft. above the cavern floor. Dead stirges and bats decorate the web bridge's sticky exterior. The bridge is defended by **12 giant spiders**. These spiders hide on and above the bridge until the PCs arrive. Any PC *flying* or *levitating* near them is webbed and reeled in. Again, these spiders have no treasure. The bridge itself has 30 hp, has been treated with fire-resistant oil and owes its damage resistance (only harmed by +1 or better weapons) to the retriever's masterful spinning.

Giant Spiders (12): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Any creature of less than huge size can be partially webbed and pulled to the bridge. Each spider can make a ranged (strikes opponent as if unarmored) at +2, using its spinner to snare a creature with a strand of silk. Each silk strand has 6 hp and takes half damage from fire. Multiple spiders can attack the same opponent; to avoid being drawn to the bridge area and attacked, a victim must make an open doors check against the attached spiders. Anyone drawn onto the bridge must make a saving throw to avoid being stuck to the bridge. Once in combat, the spiders shoot webs, bite webbed opponents until they fall and wrap them in webs. Any webbed opponents are left alone until all opponents are subdued.

6A–4. The Lair of the Queen

This area marks the entrance to the lair of the **Spider Queen, Aldeth**. She does not bargain with intruders, especially those who have slain her spiders, whom she considers her children. Aldeth, a human magic-user, has long served the goddess. The Spider-Goddess blessed Aldeth with several mutations, including chitinous skin and a poisonous bite. The Spider Queen employs wererats as spies; they are very loyal to her. She despises all worshipers of Hecate and preferentially targets any PC devoted to that deity. (Hecate cursed and destroyed Aldeth's sister, Akbeth.) Aldeth developed an affinity with spiders and can communicate with them. All spiders that can hear her voice immediately obey her every command. She is currently tended by **12 giant spiders**. If Boris the retriever has not yet been encountered, it enters through the west cave entrance 2 rounds after the PCs land on the bridge. Aldeth hides as the PCs approach, casting spells from her hiding place. Her other servants, **8 wererats** (in rat form), sneak along the ground until they are in the party's midst, change into hybrid form and attack.

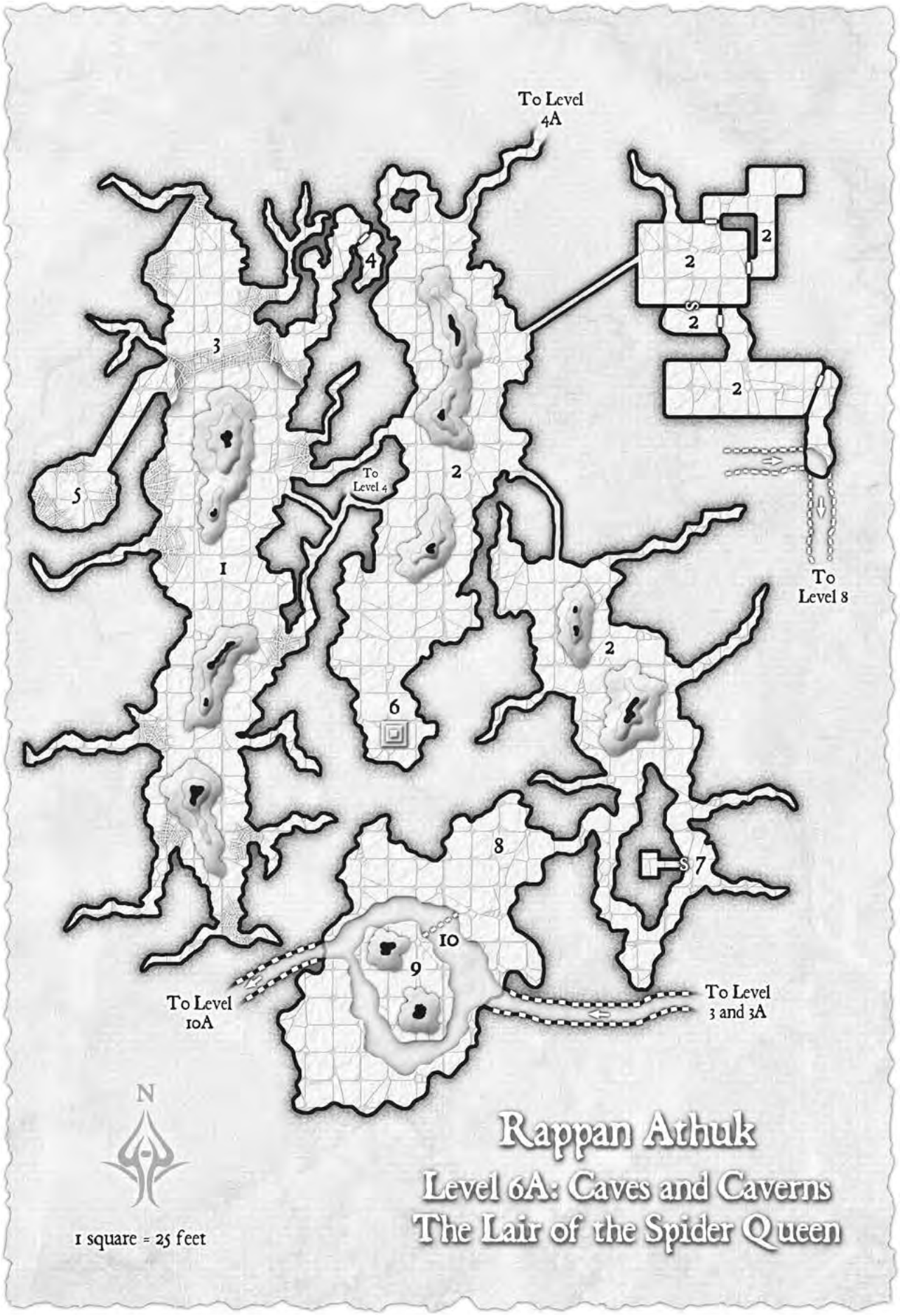
Aldeth the Spider Queen, Magic-User 12: HP 33; AC 3 [16]; Atk 1 bite (1d4 + poison) or +2 *dagger* (1d4+2); Move 12 (Climb 9); Save 5 (3 vs. spider poison); AL C; CL/XP 15/2,900; Special: +1 or better weapon to hit, spells (1st – *charm person, magic missile* x2, *shield*; 2nd – *darkness 15-ft radius, invisibility, stinking cloud, web*; 3rd – *dispel magic, haste, slow, suggestion*; 4th – *confusion, massmorph, polymorph other, wizard eye*; 5th – *animate dead, feeblemind* x2, *wall of stone*; 6th – *death spell*). Gear: +2 *dagger, cloak of arachnidia*, spellbook, robes.

Giant Spiders (12): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Wererats (8): HD 3; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Aldeth prepares for combat by casting her defensive spells on herself. She casts *haste* on her servitors and remains hidden while the wererats and spiders attack. The wererats mutate and attack spellcasters and thieves, while the spiders attack the closest PCs. Aldeth and Boris focus on fighters, she with her spells, he with his eye rays, as described in **Area 6A–5** below. During the first combat round, Aldeth casts *slow*, followed by *confusion*. She then uses her other enchantment spells to confuse and bewilder the PCs. If discovered and attacked directly, Aldeth runs to **Area 6A–4**, protecting herself with a *wall of stone*. The wererats and spiders fight to the death. Boris acts as described below.

Treasure: Aldeth's lavish quarters are appointed with silks and tapestries of extraordinary craftsmanship, altogether worth over 15,000 gp in the markets of any large city. Much of it spider silk; it is very soft


To Level 4A
To Level 4
To Level 8
To Level 10A
To Level 3 and 3A
1 square = 25 feet
N
Rappan Athuk
Level 6A: Caves and Caverns
The Lair of the Spider Queen

but strong. A set of stone shelves (along **Area 6A–4's** back wall) house stacks of Aldeth's spellbooks. These books contain all the spells that she has prepared, as well as four extra spells of each level from 1 through 5, two of level 6. All other treasures and items are worn by Aldeth.

Each wererat also carries 2 gems worth 15 gp each, 3d12cp, 2d6 sp, and 1d8 gp.

6A–5. Demon Spider Nest

The Spider Queen's pet retriever, a magically altered dog named **Boris**, lives here. It attacks all non-spider, non-wererat, non-Queen beings it sees. It fights until slain or until Aldeth tells it otherwise. Aldeth uses the retriever to keep this area clear of those things that would prey on her pet spiders, and most monsters in the adjacent few levels know this and are afraid. The retriever cannot leave this area, as it is too large to successfully negotiate any of the exit tunnels.

Boris the Retriever: HD 10; AC –1 [20]; Atk 4 claws (1d8), eye-ray; Move 9; Save 5; CL/XP 12/2000; Special: Eye rays, crushing damage on natural 20.

6A–6. The Wizard's Crypt and Psychic Surprise

A 20-ft.-high pyramid of black stone constitutes the southern portion of this cavern. Runes and writings cover the pyramid's entire surface. The ominous script, written in Draconic, reads as follows:

"Me'Nak has gone into the void
Enter his tomb and be destroyed.
Beware intruders who disturb Me'Nak's rest;
You are not welcome, do not molest,
Nor enter to respects be paid
You are not welcome at this grave.
Pyramid ensorcelled tomb—
Me'Nak has warned thee of thy doom!"

This pyramid, the crypt of a long-dead wizard, is protected to prevent theft of the treasures within. Accessing the tomb requires astral or ethereal projection, as there is no mundane entrance. The 3-ft.-thick stone of which the pyramid is constructed resists magic (75% magic resistance). The crypt's protective features once included a *temporal stasis* effect, but an **intellect devourer** triggered that trap when attempting to enter the tomb astrally and has been stuck in the stasis field ever since. Any PC entering the crypt releases the intellect devourer from its confinement. Battle then commences on the ethereal plane.

Note: If a creature ceases to be ethereal when inside the tomb and cannot immediately reassume that state, it is forever trapped within the crypt!

Intellect Devourer: HD 6; AC 1 [19]; Atk 4 claws (1d3); Move 15; Save 11; AL C; CL/XP 7/600; Special: Possess dead victims by inhabiting their skulls and animate corpse for 7 days, spells (*invisibility*, *diminution* (as potion), *cure light wounds* (1/day), *shield* (1/day).

Treasure: The tomb contains a gold circlet set with a diamond (worth 1,750 gp), a *robe of eyes* and a scroll of 5 spells (*anti-magic shell, fear, conjuration of demons, reverse gravity* and *wall of iron*). The intellect devourer carries a journal (written in his native tongue which requires a *comprehend languages* spell to translate) that contains a brief description of **Level 6**—providing a clue as to the one-and-only hidden entrance to **Level 7**. The intellect devourer's alien text can be roughly translated as follows:

"Had wet day after silly swim from home. Found odd fungus things near path over water made by man-things. One was time changer for man-things. Very dangerous. Need new entrance to home to avoid swim wet, but man-things and dead-man things no find home because of swim wet. Mazes confuse one bunch of man-things, and they swim past ball of light, find home. Brains small, but taste good. No more man-things find home, so me go get some to eat. Find strange man-thing of stone; will look into stone-thing to see power within. Must look inside."

The rest is either undecipherable code, gibberish or unimportant. Referees should note that the above describes in great detail **Areas 6–13** through **–15**. The pool on **Level 6, Area 6–15**, is the only entrance to **Level 7**.

6A–7. Nadroj's Tomb

Though difficult to locate, the secret entrance, if found, leads to a small room containing a stone sarcophagus. The secret door opens by sliding up. Opening the stone sarcophagus requires a successful open doors check. A wealthy and exceedingly evil merchant-prince paid a high price to be entombed here. His soul lingers elsewhere. He is otherwise known as Nadroj the spectre and lives on **Level 4** of this dungeon. Other than the difficult-to-find entrance, there are no traps or monsters in this crypt. This should terrify the PCs.

Note: If this tomb is robbed by the PCs, Nadroj is permanently destroyed if he is subsequently slain on **Level 4**. Conversely, if Nadroj was previously "slain" by the PCs, he is here at full strength.

Treasure: Hidden in a secret compartment in the crypt is a scroll of 3 spells (*control weather, dimension door* and *prismatic sphere*). The crypt contains jewelry worth 850 gp (a gold and sapphire necklace, a ring and broach).

6A–8. The Cathedral Cave

This cave has a very high ceiling, arching higher than torchlight can illuminate. The cavern is immense, containing a large lake where a river slows to flow around a central island. From the island, two huge, natural stone columns, each fully 70 ft. thick at the base, ascend into the darkness above. This island (**Area 6A–9**) is home to 3 trolls (see below). The river runs from **Level 3** above, down to **Level 10A.**

6A–9. The "Naughty" Trolls

These **trolls** are very intelligent (as trolls go) and use several magical goodies acquired over the years. These items make them far more dangerous than ordinary trolls.

Referee Note: Do not treat these trolls as "normal." Read their statistics and magic items very carefully before running this encounter. The naughty trolls are old, wise, and very cunning. If overmatched they try to escape to fight later (actually, they hunt for the party almost anywhere in the dungeon) and neither die stupidly nor fight to the death if they see they are losing.

Gurang the Speedy Troll: HD 10+3 (47 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (1d8); Move 15 (Swim 15); Save 5; AL C; CL/XP 12/2000; Special: Regenerate 3 hp/round. Gear: *Boots of striding and springing.*

Warasch the Sneaky Troll: HD 9+3 (46 hp); AC 3 [16]; Atk 2 claws (1d6), 1 bite (1d8); Move 12 (Swim 15); Save 7; AL C; CL/XP 11/1700; Special: Regenerate 3 hp/round, backstab for double damage. Gear: *Ring of fire resistance*.

Zoolbing the Scary Troll: HD 10+3 (55 hp); AC 0 [19]; Atk 2 claws (1d8 + rust), 1 bite (2d6); Move 12 (Swim 15); Save 11; AL C; CL/XP 11/1700; Special: Regenerate 3 hp/round. Gear: *+1 shield, gauntlet of rust (same effect as a rust monster with a successful hit)*, key to iron box.

Tactics: Gurang immediately engages the PCs at close range using his great speed. He attacks one opponent only until his strong brother Zoolbing catches up and helps him. They then gang-attack one PC until the opponent falls. Meanwhile, Warasch sneaks around behind the PCs and attacks lightly armored individuals, preferentially spellcasters, from the rear. Zoolbing uses his gauntlet and shield against all armored foes, dropping the shield to directly engage those opponents not wearing metal. Any troll severely harmed by fire or acid dives into the river and swims to **Level 10A**, returning later to exact his revenge!

Treasure: These trolls have acquired quite a hoard. Their hunting has been very successful, and they have developed a good trade relationship with the goblin miners on **Level 8**. In addition to their personal magic items, they own a large pile of gold ore (worth 6,000 gp). At the end of a buried chain on the "west" coast of the island is a locked iron box. This chain can be found by digging through the sandy soil or by PCs carefully searching the shoreline. Inside the iron box are 14 alexandrite gems (each worth 250 gp) and a *wand of ice storm* (6 charges).

6A–10. The Troll Bridge

Visible just four inches below the water's surface, large stones look as though someone had deliberately placed them there, creating a path of stepping stones leading to the island. Crossing the stones requires a saving throw to avoid falling into the river.

Level 7: The Gates of Hell

This extraordinarily difficult level houses a clan of encephalon gorgers and its kennel of hell hounds. The level also provides the only entrance to the Portal of Darkness (**Level 13**), which itself leads to the central power source for the entire dungeon: The Den of the Master (**Level 15**). As such, **Level 7** functions as a testing ground for PCs: no party should proceed deeper into the dungeon if it cannot first survive the Gates of Hell.

The encephalon gorgers use this level's most unique feature, the *teleportals*, to quickly traverse the area's twisting passages and tunnels. Due to the encephalon gorgers' solitary and secretive nature and because the other dungeon denizens fear these treacherous creatures, many rooms remain empty. The map of this level is shown in **Map RA–7**.

Level 7

Equivalent Dungeon Level: 10
Entrances: Water tunnel from **Level 6**
Exits: Secret staircase to **Level 13**; river tunnel to **Level 11A**; chute to **Level 12**
Wandering Monsters: Check once every 60 minutes on 1d20:

1	**1 gelatinous cube**
2–3	**2d6 giant rats**
4	**1d2 encephalon gorgers and 1d4 hell hounds**
5–20	No encounter

Detection: Characters detect great evil in **Area 7–14** and down the staircase in **Area 7–18**.
Shielding: The crypt in **Area 7–18** is shielded. No magic, aside from the secret door located there, functions in this area. Due to the inherent evil of this level, clerical spells above 2nd level cannot be recovered while resting.
Standard Features: Most surfaces of the level are of cut stone; all the footing, except where noted, is even. Though few creatures from the other levels ever venture to the Gates of Hell, rats are ever-present.
Secret Doors: Unless otherwise noted, all secret doors have a normal chance to be located.
The River and Swimming: The channel leading to **Level 11A** is swift and deep, and it is nearly impossible to swim against this current Travel upstream leads to a subterranean river and drops further underground. Running beside the channel, a 3-foot-wide path cut into the rock allows PCs safe, single-file passage.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Encephalon Gorger: HD 8; AC 6 [13]; Atk 2 claws (1d6+1); Move 6; Save 8; AL C; CL/XP 9/1100; Special: Mindfeed (must hit with both claws, sinks teeth in head and drains cerebral fluid, 1d6 points of damage per round, resists cold, haste (2/day), regenerate 3 hp/round.

Hell Hound: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Breathe fire (8 hp), immune to fire.

7–1. Entrance Chamber

Swimming through the pool of water on **Level 6**, PCs emerge here. This cave's atmosphere is surprisingly warm and dry; a stiff gust of hot air blows from **Area 7–3**.

7–2. Empty Rooms

The occasional piece of junk clutters the otherwise empty areas marked **7–2**. Referees should spice up each of these areas with various minor additions such as pieces of furniture, a unique feature such as pock-marked floors, or a minor item with no relative value such as a brass brazier with red-hot coals. Refereess should also roll a wandering monster check each time characters enter a room labeled "**7–2**."

However, **Area 7–2a** differs from the areas marked **7–2** by having three crawlspaces that diverge from it—each crawlspace no more than three feet high and two feet wide. Small creatures can traverse the narrow passages by crouching or crawling; man-sized creatures must succeed on a saving throw to negotiate the twisting tunnels without getting stuck. Once stuck, the PC may attempt another saving throw to become unstuck. Whenever a PC gets stuck, 1d4 **giant rats** arrive and begin feeding on the helpless PC. Large creatures cannot pass through the crawlspaces.

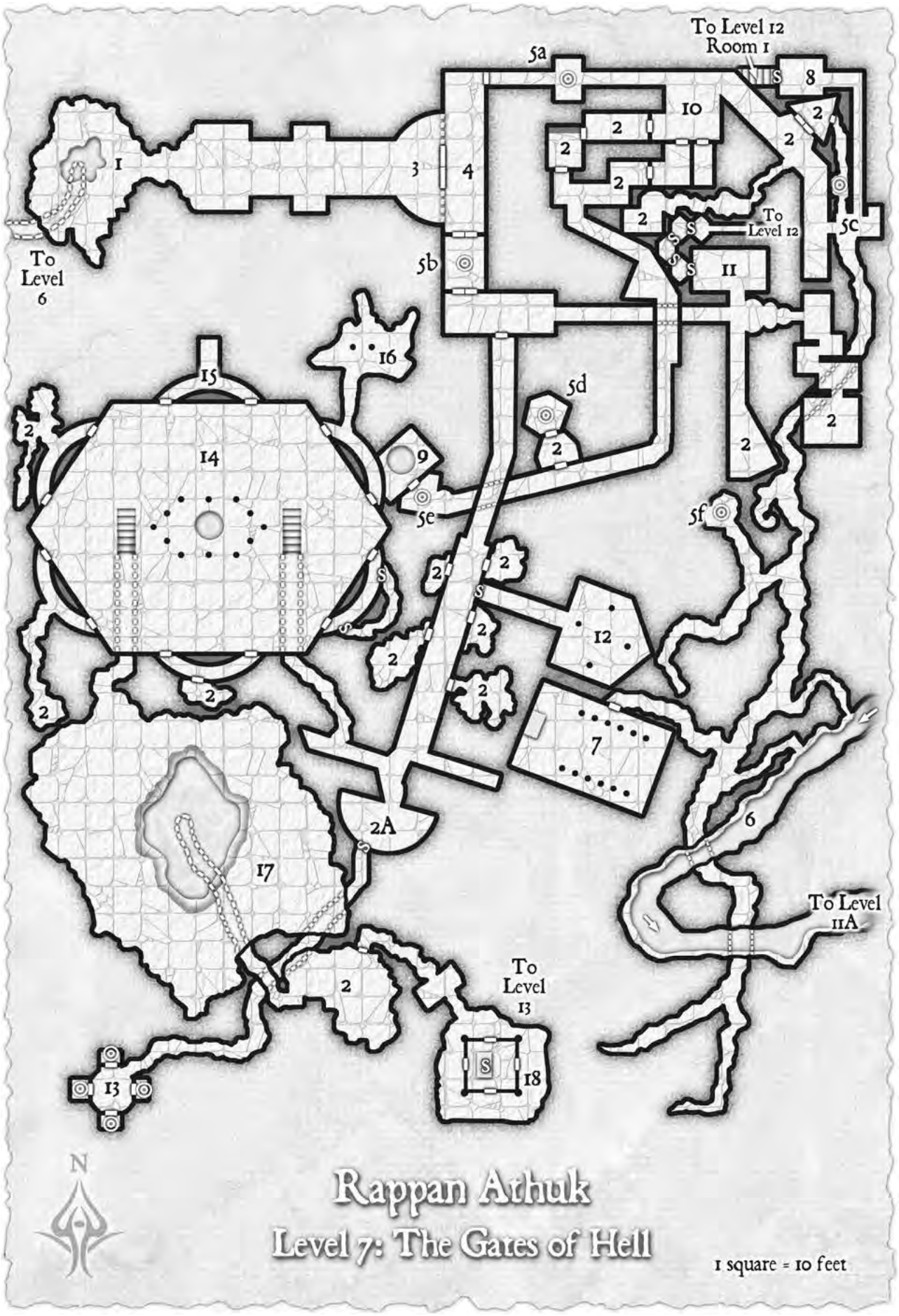
7–3. The Warm Room

This room radiates a strange, magical heat, creating the warm breeze felt in **Area 7–1**. A red glow emanates from **Area 7–4**.

7–4. The Gates of Hell

A huge iron gate dominates the eastern end of this chamber. The gate is locked (see below); the bars, set three inches apart, are fully 4 inches thick. Carvings of demons and devils and infernal inscriptions appropriately adorn the gate.

Behind the gate, **Revirax** the giant abyssal 3-headed hell hound stands poised to attack anyone other than an encephalon gorger who approaches within range of his breath weapon. The gate provides improved cover to the hell hound, which fights to the death to prevent passage through the gate. The monstrous hound can open and close the gates by mental command. It pursues those that disturb it, though never straying far from the gates. This beast was created by Orcus' avatar in the dungeon—the Master.


To Level 12
Room 1
5a
8
10
1
3
4
2
To Level 12
5c
To Level 6
5b
11
16
15
5d
14
9
5e
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12
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2A
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To Level 11A
To Level 13
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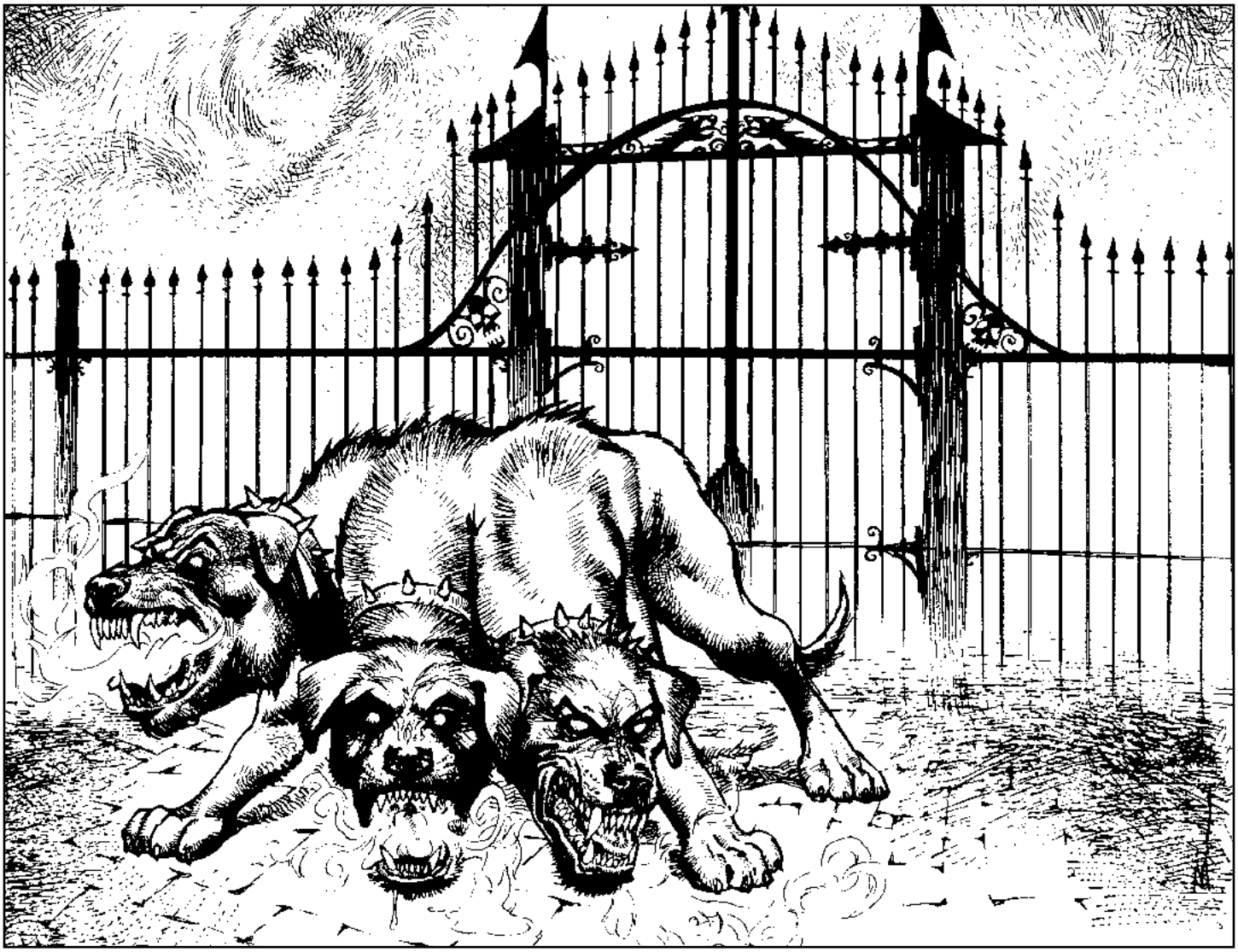
Rappan Arhuk
Level 7: The Gates of Hell
1 square = 10 feet



Revirax: HD 26 (110 hp); AC –5 [24]; Atk 3 bites (2d8 + 1d10 fire); Move 24; Save 3; AL C; CL/XP 30/7400; Special: +2 or better weapon to hit, immune to fire, magic resistance 10%, double damage from cold, breath weapon (30 ft. cone, 5d6 fire damage, save for half, usable every 2d4 rounds)

Heated Iron Gates of Hell: The gates are treated as if under the permanent effects of a *heat metal* spell, inflicting 2d4 points of fire damage per round to all who touch it, including those trying to pick the lock or break the bars. This effect cannot be dispelled.

7–5. Teleportals

The six areas designated **7–5A** through **–5F** are *teleportals* and can be used to move about the dungeon level. Stepping into any of these areas activates the *teleportation*, sending the PC (or PCs, if more step through simultaneously) to another designated *teleportal* area. In some cases, the *teleportal's* destination varies depending upon the direction from which PCs enter the room.

Objects thrown into the room are *teleported* as soon as they cross the room's threshold. Stretching an arm or a leg into the room does not activate the *teleportal*, but if half a PC's body crosses the threshold (e.g., while flying) or if his foot touches the floor, he is instantly *teleported*. Only the PC actually stepping into the room is *teleported*; therefore, PCs linked together by a rope do not *teleport* simultaneously.

Once *teleported*, a PC may leave the new *teleportal* area by any available exit without reactivating the *teleport*. Re-entering the room, however, activates the *teleportal*. The following list provides each *teleportal's* destination area, based on the direction entered:

- **7–5A** west leads to **7–5C**
- **7–5A** east leads to **7–5E**
- **7–5B** north leads to **7–5D**
- **7–5B** south leads to **7–5A**
- **7–5C** north leads to **7–5E**
- **7–5C** south leads to **7–5B**
- **7–5D** south leads to **7–5F**
- **7–5E** northwest leads to **7–5B**
- **7–5E** southeast leads to **7–5C**
- **7–5F** southeast leads to **7–5A**

7–6. The River Path

This 10-foot-deep river and the 3-foot-wide riverbank path that parallels it wind down several hundred feet to **Level 11A**. There are no encounters along this footpath, and PCs may pass safely by traveling single file and moving no faster than a hustle. PCs falling into the water are quickly carried downstream to **Level 11A**. A PC who is a fantastic swimmer can reach the shore before being swept away. In any case, PCs succeeding on a saving throw avoid drowning while being carried along by the current.

7–7. The Encephalon Gorger Shrine

Black and red veins streak the polished stone that constitutes this large temple's floors and walls. Twelve pillars of the same veined stone display grotesque and abstract carvings. Against the west wall, three wide marble steps lead to a dais that supports a stone pedestal with three gold panels (see **Magic Panel Trap** below). This shrine, sacred to the encephalon gorgers, is their unholy place of dark worship. The shrine's iron door is locked—bolted from the inside.

Currently, **6 encephalon gorgers**, led by their priest, **Gilth**, are performing a Ritual of Melding, whereby they commune psychically to enhance their power. Any disturbance outside the door disrupts this unholy ritual, thoroughly enraging the encephalon gorgers who immediately prepare for battle.

Encephalon Gorgers (6): HD 8; AC 6 [13]; Atk 2 claws (1d6+1); Move 6; Save 8; AL C; CL/XP 9/1100; Special: Mindfeed (must hit with both claws, sinks teeth in head and drains cerebral fluid, 1d6 points of damage per round, resists cold, haste (2/day), regenerate 3 hp/round.

Gilth: HD 11 (50 hp); AC 6 [13]; Atk 2 claws (1d6+1); Move 6; Save 4; AL C; CL/XP 14/2600; Special: Mindfeed (must hit with both claws, sinks teeth in head and drains cerebral fluid, 1d6 points of damage per round, resists cold, haste (2/day), regenerate 3 hp/round, casts spells as 11th level cleric (1st – *cause light wounds x3, detect magic*; 2nd – *bless, hold person x2, silence 15-ft. radius*; 3rd – *cause disease, prayer x2, remove curse*; 4th – *cause serious wounds, protection from good 10-ft. radius, sticks to snakes*; 5th – *dispel good, finger of death, quest*). Gear: *Ring of protection +2*, holy symbol, gold torque (1,000 gp).

As soon as the encephalon gorgers detect intruders trying to enter the temple, they position themselves 40 ft. from the door. Then, depending on how long it takes the PCs to break through the door, the encephalon gorgers take the following actions:

Round 1: Encephalon gorgers take up position; Gilth casts *prayer*.

Round 2: The encephalon gorgers each use mindsense to determine the size of the invading party; Gilth casts *bless*.

Round 3: The encephalon gorgers concentrate using mindsense to determine the number and strength of the minds beyond the door; Gilth casts *protection from good 10-ft. radius*.

Round 4: The encephalon gorgers activate *haste*.

When the door opens, assuming that they have prepared themselves as above, the encephalon gorgers hit the PCs as follows:

• Each of the encephalon gorgers moves to attack a foe entering the room, working in pairs.

• Gilth casts *cause serious wounds*.

For the remainder of combat, the encephalon gorgers keep attacking with their claws and making grapple checks. Encephalon gorgers who performed aid another actions the first round jump into the fray in the second round, hoping to get some yummy brain juice; Gilth uses his wand and magic for as long as possible.

If the PCs penetrate the door without alerting the encephalon gorgers, the encephalon gorgers immediately act as listed above starting with round 4's tactics, but Gilth first casts *protection from good 10 ft. radius*. Encephalon gorgers target fighters and clerics before more lightly armored foes; they consider Joe Platemail III more dangerous than his magic-user friends (due to their spell resistance).

Treasure: Each encephalon gorger carries gems worth 100 to 200 gp; Gilth wears his gold torque and carries his *ring of protection +2*. Hidden within the pedestal is a *ring of spell turning*.

Note: To access the *ring of spell turning*, PCs must press the three gold panels in the correct order (from left [**A**] to right [**C**]): **B**, **A**, **C**, **B**. Deviating from this order—for instance, pressing panel **A** first or pressing **B** then **C** — triggers a blast of red light from the pedestal. Any PC within 30 ft. of the pedestal must succeed on a saving throw or fall unconscious for 1d4 hours and lose 1 point of intelligence permanently. This magical trap cannot be disabled. The panels' trap cannot be *dispelled*.

Should the PCs press the panels in the correct order, the top of the pedestal slides aside revealing a small depression within which the *ring* is set.

7–8. Secret Staircase

Seemingly a simple, empty room, even the **secret door** to the west appears ordinary. Once discovered, however, it becomes clear that this is no "ordinary" secret door. Upon finding the door, the PCs discover a secret keyhole, but there is absolutely no way to get this door open without the key from **Area 7–12**. No magic can destroy or bypass this door, and the lock cannot be picked. Once opened, the door reveals a staircase stretching down into the darkness, leading eventually to **Level 12**, **Area 12–1**.

7–9. The Basin of the Mind

Against the western wall of this otherwise empty chamber is a 10-foot-wide, 5-foot-deep pool of still, black water. The water gives off a faint, minty odor. A PC touching the water with bare skin feels a slight burn, as if exposing an open cut to a mildly acidic juice. The water radiates moderate abjuration magic.

Any PC who tastes the water finds it refreshing and delicious and must succeed on a saving throw to avoid gulping down a full quart of the stuff. Immediately casting either a successful *dispel magic* (caster level 15th) or a *remove curse* can cure the afflicted PC of his desire to drink. After consuming the water, the PC must succeed on a saving throw or be cursed with a –2 to all subsequent saves. This curse can only be broken with a *remove curse* or *wish*.

On the other hand, if a PC removes all armor and/or clothing and immerses himself fully in the stinging water, he receives full immunity to all karmic tempest attacks (see below) for the next week. Unaware of this benefit, the PC notices only a strong tingling sensation in his scalp for the next 20 minutes.

7–10. The Kennel

These small, interconnected chambers house the encephalon gorgers' litter of **hell hounds**. Twenty-one beasts roam the five rooms, attacking anyone who sets foot in the northernmost chamber. The final, southernmost chamber is the lair of the **den mother**—a large, 8 HD hell hound that only joins combat should it progress beyond the first room.

The hell hounds have no treasure.

Hell Hounds (21): HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Breathe fire (8 hp), immune to fire.

Hell Hound Den Mother: HD 8; AC 4 [15]; Atk 1 bite (1d8); Move 12; Save 9; AL C; CL/XP 9/1100; Special: Breathe fire (16 hp), immune to fire.

7–11. Entrance to the Slave Pits

This room is empty. A half-hexagon shape extends from floor to ceiling along the middle of the north, east and west walls. While there is nothing interesting or special about the north or east walls, the west wall's **trapped secret door** leads to a series of small, hexagonal-shaped rooms, each with its own trapped secret door, as follows:

• When **Area 7–11A's** door is opened, a poisoned crossbow bolt is fired from **Area 7–11A's** eastern wall, striking the first PC in its path.

• When **Area 7–11B's** door is opened, a poisoned crossbow bolt is fired from **Area 7–11B's** southern wall, striking the first PC in its path.

• While **Area 7–11C's** door is not trapped, there is a pressure plate on the floor directly beyond the threshold. When the plate registers 20 foot-pounds of pressure, a poisoned crossbow bolt is fired from the northern wall of **Area 7–11C**, striking the first PC in its path.

• When **Area 7–11D's** door is opened, a deadly, poisonous gas is released.

Area 7–11D contains an eight-foot-diameter circular chute that descends 40 ft. at a 70-degree angle to **Area 12–38**.

7–12. Pillars of Sacrifice

A PC performing a search in this area reveal the **secret door** leading to **Area 7–12**. This room contains four thick but unremarkable stone pillars. Painted in the center of the floor is a six-foot-diameter yellow circle ringed in red. PCs closely examining the western pillar might notice a small, carved relief in the shape of a key.

When PCs enter the painted circle, three *magic mouths* appear, one on each of the northern, eastern, and southern pillars. In clockwise order, the mouths say the following: "Give of your life" (north). "Give of your heart" (east). "Give of your mind" (south). Once the last *magic mouth* has spoken, a glowing-red, one-foot-diameter circle replaces each mouth on the pillars. The red circles remain on the pillars until PCs either vacate the room or remove the key from the western pillar. Any PC placing his right hand on any of the glowing red circles loses, respectively, one level of experience (as per energy drain; north), one point of permanent wisdom (east); or one point of permanent intelligence (south). These losses have no saving throw.

Once a PC has made the necessary sacrifice, a bright yellow light flashes from the western pillar, and the key to the secret door in **Area 7–8** appears, resting perfectly in the relief. PCs may remove the key without difficulty.

7–13. Doors and Exits

Each of the four, equidistant alcoves in this empty, circular chamber contains a heavy, unlocked iron door, cool to the touch. Listening at the doors, PCs hear a strange, moaning wind. Opening the doors reveals a curtain of silvery mist. PCs can see nothing beyond the mist. A PC extending his hand or other body part through the ephemeral curtain feels only cool, dry air.

These doorways, one-way *teleportals* that function like those in **Area 7–5**, lead to separate locations, as follows:

• North: To the island lair of the dragon, Aragnak, as described in the wilderness section.

• West: Forty miles into the eastern desert, near the "Pit of Despair" adventure detailed in *Demons and Devils* by **Necromancer Games**.

• South: To **Area 3A–10**.

• East: To the basement of the Fortune's Fool casino in Bard's Gate, detailed in the *Bard's Gate* supplement by **Necromancer Games**.

7–14 The Hall of the Overmind

PCs can reach the Hall of the Overmind by one of two steep, stone stairwells that ascend through the floor of this enormous, arena-like chamber. The stairwells, 5 ft. wide and 20 ft. long, end at a landing that is flush with the floor of the hall itself. The ceiling arches 30 ft. above the polished, stone floor, and 2 enormous braziers, both 10 ft. in diameter, burn brightly at the north end of the great hall. In the center of the chamber, surrounded by 15-foot-high stone pillars, is the pool of the Overmind, the bodiless, sentient "soul" of the encephalon gorgers.

Presently, **10 encephalon** gorgers and **8 morlock slaves** attend to the Overmind's needs. Only encephalon gorgers or their slaves may enter this sacred place. The Overmind automatically recognizes the identity (that is, encephalon gorger or otherwise) and intent of anyone setting foot on the stairs and immediately warns its minions telepathically of approaching danger. Once alerted, the encephalon gorgers spring into action.

Tactics: First, the morlocks position themselves, four to a stairwell, to block the chamber's entrances. Meanwhile, the encephalon gorgers, divided evenly, position themselves 30 ft. behind the morlocks. While waiting for the intruders, the Overmind scans the minds of the PCs and relates their strength and numbers to the encephalon gorgers. Once the PCs reveal themselves, the morlocks attack with their battleaxes, while the encephalon gorgers use their karmic tempest ability (Morlocks are immune to the karmic tempest's effects.) The encephalon gorgers' tactics: keep the morlocks between themselves and the PCs for as long as possible, and wear the PCs down with wave after wave of mental blasts. If necessary, the encephalon gorgers retreat to within the circle of pillars surrounding the Overmind (see **The Overmind** below). Although an encephalon gorger normally abandons companions and treasure alike if its own life seems threatened, no encephalon gorger leaves the hall alive until all intruders are slain. Truly—it's a fight to the death!

Encephalon Gorgers (10): HD 8; AC 4 [15]; Atk 2 claws (1d6+1); Move 6; Save 8; AL C; CL/XP 9/1100; Special: Mindfeed (must hit with both claws, sinks teeth in head and drains cerebral fluid, 1d6 points of damage per round, resists cold, haste (2/day), regenerate 3 hp/round.

Morlock Slaves (8): HD 8; AC 1 [18]; Atk 1 battleaxe (1d8); Move 12; Save 8 (7 vs. fear); AL C; CL/XP 8/800; Special: Blind. Gear: Battleaxe, ring armor.

The Overmind: Also known as the "elder-brain," the wholly evil Overmind is a five-foot-wide, five-foot deep pool of briny fluid containing the brains of this community's dead encephalon gorgers. Any non-chaotic being passing between the pillars that surround the Overmind must succeed on a saving throw or lose 2 points of wisdom. These points can be regained either by magical means or with one week's bed rest in a law-aligned church and a successful saving throw. In addition to the Wisdom drain, the Overmind emits a powerful mind blast that affects anyone within the pillars' perimeter. This attack requires a successful saving throw, and, unlike a normal mind blast, instead of stunning its victims the blast knocks them unconscious for 4d10 minutes.

The Overmind enjoys immunity to fire, electricity, cold, *magic missiles* and acid, and it cannot be harmed by physical attacks. Touching the Overmind conveys a lethal electric shock attack for 3d6 points of electricity damage; saving throw for half damage. This attack automatically repeats every round that a PC remains in physical contact with the Overmind, no matter how slight.

To fully destroy the Overmind, PCs must secure it, in its entirety, in a solid-gold vessel forged in a smithy blessed by a lawful cleric. The Overmind must then be transported to a lawful church, where a cleric of no less than 15th level can destroy it with a *holy word*. Should the PCs accomplish this, award them 4,000 XP. Removing the Overmind from the pool by any other means fails; it automatically *teleports* itself back to its basin after five rounds. Any cleric in the party will know the necessary steps.

However, casting a *holy word* spell on the Overmind while it rests within its chamber temporarily suppresses all its abilities for 10 rounds — long enough to locate the **treasure** hidden within it. Finding the treasure requires a successful find secret doors check.

Finally, the Overmind enhances all encephalon gorgers within 100 ft. of it as follows. First, it grants a -2 [+2] bonus to Armor Class. The Overmind allows telepathic communication between itself and all encephalon gorgers within this area. Finally, the Overmind grants a special karmic tempest special attack. This attack is a cone of psychic energy out to a range of 45 ft. All creatures (other than encephalon gorgers, morlocks, and

the Overmind) in the area must make a saving throw or be stunned for 2d4 rounds. These bonuses are included in the stat block above.

Treasure: PCs discover, at the bottom of the Overmind, a silver strongbox inlaid with diamonds (1,500 gp value) containing 2,500 pp; a *ring of spell storing* currently holding *invisibility*, *fireball* and *magic jar*; a *cloak of protection +3* and a *wand of cure light wounds* (6 charges).

7–15. The Ziggurat of Faith

The short passage widens, becoming a narrow chamber, faced on the north by three "steps," each five feet high, five feet wide and of diminishing lengths. On the topmost step, just visible through the gloom at the center of a yellow glow, a pedestal supports a large tome. Carved in the chamber's floor is the legend: "Ziggurat of Faith."

Each step is a test. Only a cleric, druid, or paladin of at least 10th level can attempt the test. PCs of different classes or of insufficient levels suffer enough temporary strength damage to reduce them to 1 in that attribute upon touching the stone steps — no save. Likewise, all magical attempts to reach the tome (e.g., *dimension door*, flying) fail. No magic, except that protecting the tome, functions on or above the steps.

Step One: When an appropriate PC pulls himself onto the step, he hears a voice in his head. (Note: Only the player controlling the tested PC should be allowed to hear the voice, for only he can answer the question. If the player attempts to ask for help from his fellow players, the PC is thrown from the steps [see **Wrong Answers**, below].) The voice asks, "*Where is the seat of faith: the mind, the soul, or the sword?*" The correct answer is, of course, "the soul." Speaking the answer aloud permits the PC to scale the next step.

Step Two: Upon reaching this step, the PC again hears a voice. "*From whence is the faithful protected: resistance, forgiveness, or acceptance?*" The correct answer is "acceptance." (This step operates exactly as step 1.)

Step Three: The final test! This time the PC hears no voice. Instead, one round after the PC's arrival at the light-enshrouded pedestal and *tome*, a skeletal figure wearing chainmail and wielding a black two-handed sword rises out of the darkness and steps toward the PC. The PC has two chances for success: she can disbelieve the creature if she succeeds on a saving throw or she can do nothing. If the PC successfully saves, the image disappears. The shimmering light around the pedestal also vanishes, allowing the PC to take the *tome*. If the PC does nothing, the blade passes harmlessly through her, the skeleton vanishes and she may take the *tome*. Treat any other response—drawing a sword or casting a spell — as a wrong answer. There is one exception: clerics or paladins may attempt to turn the skeletal figure, as this action requires faith.

Note: PCs attempting to "grab the *tome* and run" discover that the shimmering yellow light is a protective field. No physical body can pass through it, and no magic (e.g., *telekinesis*) affects the *tome* inside.

The *Tome of Understanding* is a thick book that contains tips for improving instinct and perception, and entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a bonus of +2 to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Treasure: *tome of understanding*.

Wrong Answers: The moment a PC delivers a wrong answer, a powerful telekinetic force hurls the PC from the step to the floor below. The PC takes 1d6 hp falling damage per step ascended. Once a PC has given a wrong answer, he may not attempt the Ziggurat of Faith again and is treated as though he were of the wrong class or level when touching the steps.

7–16. Testing Pillars

This cave contains nothing but two stone pillars. Carved on the floor in Common, a legend reads as follows: "*Whosoever wishes to take the test of strength, pass between the pillars.*" Walking around or behind the pillars or examining them closely reveals nothing beyond the fact that they are simple, unadorned stone columns. Any PC who passes between the pillars, though, immediately vanishes, and all of his belongings—weapons, armor, supplies, jewelry—Everything!—drops into a heap between the pillars' bases.

The PC "awakens" in a dreamlike setting. He stands in the middle of a huge amphitheater's arena. He sees no entrances or exits and thousands of empty seats. He wears only sandals and leather armor and spots a simple wooden club at his feet. Sixty feet away, carrying a greatclub in each hand and glaring with bloodlust in his eyes, stands an **ettin**. The test is straightforward: Defeat the ettin armed with your club and your wits or perish. No magic of any kind functions within the arena. Should the PC triumph, he finds himself returned to the cave of the testing pillars—naked and carrying not his club but a *manual of gainful exercise*. Any wounds incurred during the battle are quite real and must be healed. Should the PC lose, his body returns to the cave where he may or may not be healed, depending on how deadly was the ettin's final blow. In any event, that PC may not attempt the test of strength again. Another may, but only if the first failed. The pillars "reactivate" exactly a year and a day after someone passes the test.

Ettin: HD 10 (50 hp); AC 3 [16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.

The *Manual of Gainful Exercise* is a thick tome contains exercise descriptions and diet suggestions. Entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of +2 to her strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

7–17. The Crater Cave

Two tunnels terminate in this enormous cavern: the northern tunnel descends from the western staircase in **Area 7–14**, and the western entrance is little more than a crawlspace from **Area 7–2a**. By whichever means they arrive, the PCs are greeted by a staggering sight. Rising 65 ft. into the darkness and stretching 40 ft. across and 60 ft. end-to-end is a massive, oval rock formation containing a vast crater. To reach the interior crater, however, PCs must first fly up or scale the sheer cliff face of the rock formation.

Dark, still water fills the crater, rising to within 20 ft. of the crater's lip. The crater's interior slopes down sharply to the water and those climbing must take care lest they fall into the "lake." PCs taking the time to investigate might notice subtle ripples on the surface of the water, betraying the presence of the **zombified carcharodon** (a large shark, similar to the great white) that protects the secret entrance to **Area 7–18**, located at the base of the lake. The water is 45 ft. deep, and there is no hope of either defeating the zombie carcharodon or finding the **secret entrance** without securing a means to breathe underwater. Even then, PCs must succeed on a find secret doors check to locate the hidden entrance—beneath a large rock

The carcharodon attacks PCs 1d3 rounds after they enter the water.

Zombie Carcharodon: HD 28 (112 hp); AC 3 [16]; Atk 1 bite (4d10) and tail slam (2d8); Move 0 (Swim 24); Save 3; AL C; CL/XP 28/6800; Special: As zombie.

7–18. Trapped Tunnel, the Stone Crypt and Stairway to Hell

Trapped Tunnel. The twisting tunnel narrows briefly to a width of five feet. The walls of this portion of the tunnel are smooth and manmade. One hundred foot-pounds of pressure, exerted on the floor between the smooth walls, activates **this deadly trap**: two dozen poisoned spears, 12 from each wall, spring out and impale anyone between the walls!

Crypt Room: Painted images of Orcus and his minions slaying the unfaithful and reigning for an eternity in a fiery abyss adorn the walls of this square chamber. In the center of the room, a square, stone crypt bears a painting of a door on each exterior face. The western painted door resembles a barred gate; the southern painted door, a solid, iron-bound wooden door; the eastern painted door, a stone door; and the northern painted door, an iron door. Inscribed above each door, in Abyssal, is a single word: Abase (west), Thee (south), And (east), Enter (north). Should anyone kneel before the northern wall of the crypt and declare his devotion to, reverence for, and awe of Orcus, a light surrounds the painted portal and a **secret door** swings open. There is no other way to open this secret door; it cannot be pried or jimmied and, as stated earlier, no magic except that of the door functions in this area.

Within the crypt, against the west wall, is a single stone sarcophagus—the likeness of a great demonic warrior carved on its lid. The sarcophagus is entirely empty. In the middle of the floor is a **secret trap door** The handholds for this door, however, have long since worn smooth, so an open doors check is required to pry it open. The trap door opens to reveal a 5-foot-wide, 50-foot-long sloping passage that ends in a set of rough, carved stairs—stairs lead to **Level 13**, **Area 13–1**.

Level 7A: The Hall of Kazleth, The Phase Minotaur King

Largely an extension of the primary maze on **Level 6** — though the two are not connected — this level combines a large, minotaur-inhabited maze and a goblin outpost from which surface raids are staged. Kazleth, a powerful minotaur — blessed by the evil gods and cursed by the good gods to interesting magical effect — rules this level. Finally, though quite difficult to locate, a well-hidden crypt (**Area 7A–9**) poses a greater danger than does anything else on this level. The map of this level is shown in **Map RA–7A**.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Rat: HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Goblin: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

7A–1. The Entrance

The unlocked and trapless door from **Level 3A**, room **3A–4**, opens into this area.

7A–2. Empty Rooms

The occasional piece of junk or debris litters those rooms marked **7A–2**. Referees should spice up each of these rooms with various minor additions such as pieces of furniture, a unique feature such as pock-marked floors, or a minor item with no relative value such as a brass brazier with red-hot coals, etc. Also, roll a wandering monster check each time PCs enter a room labeled "**7A–2**."

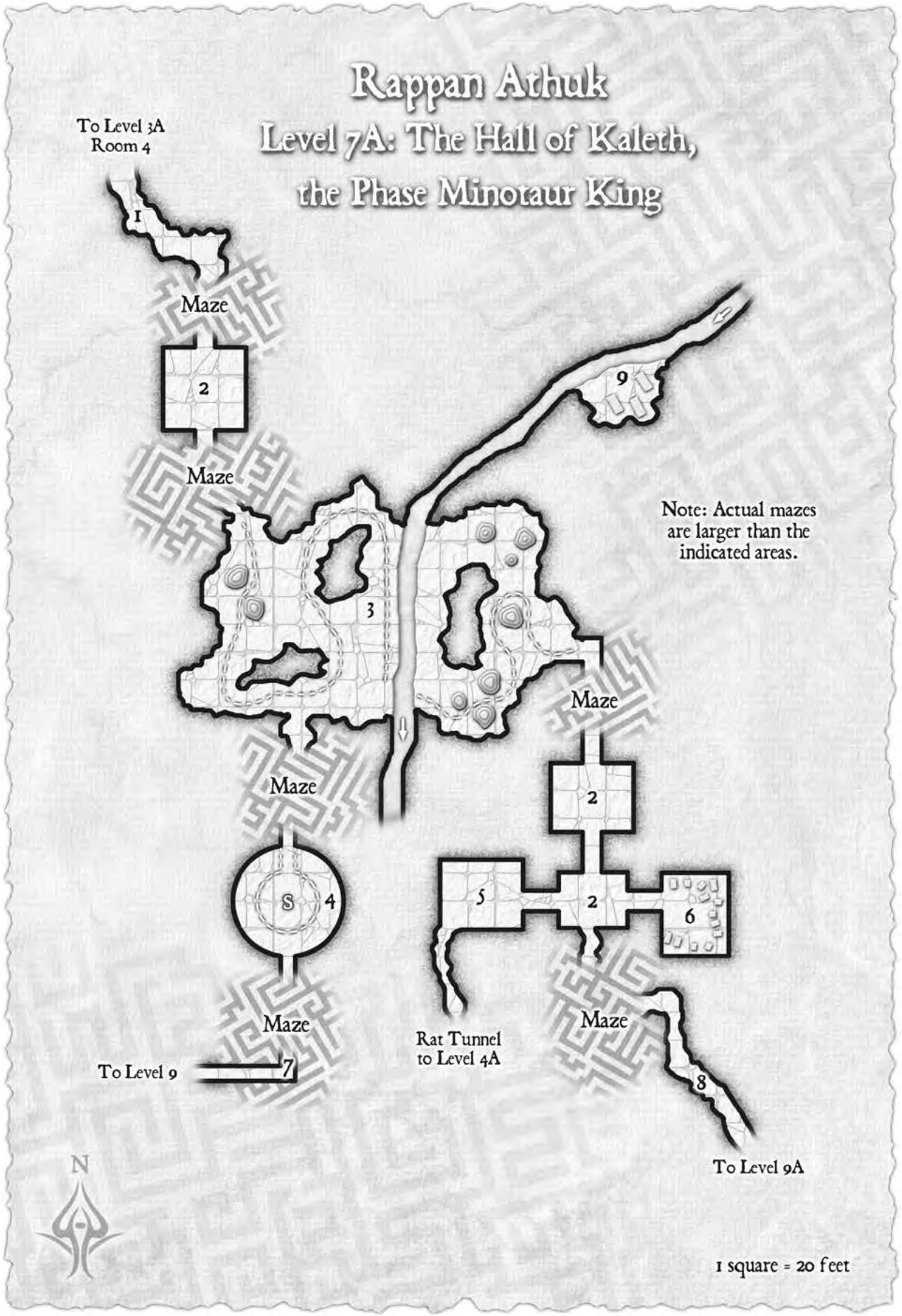
Level 7A

Equivalent Dungeon Level: 9
Entrances: Tunnel from **Level 4A**, room **4A–C**; door from **Level 3A**, room **3A–4**
Exits: Stairs to **Level 9A**; stairs to **Level 10**
Wandering Monsters: Check once every 60 minutes on 1d20:

1	**1 gelatinous cube**
2–3	**2d6 giant rats**
4–6	**1d3 phase minotaurs** (see **Area 7A–3**)
7	**3d6 normal rats**
8	**A company of goblin scouts**—2d4 goblins accompanied by 1d2 goblin leaders
9–20	No encounter

Detections: None.
Shielding: None.
Standard Features: Confusion gas suffuses all maze sections and is unavoidably inhaled by every breathing creature. No save is allowed. Minotaurs enjoy immunity to its effects, however. This gas causes a loss of sense of direction. Referees should randomly reverse the PCs' directions every few turns within a maze. Referees have few opportunities to intentionally mislead PCs in such a malicious way! The confusion gas permeates every room on this level, except the (better-ventilated) exit areas.

The ground, level in all areas, offers good footing. Walls, columns and other features, pockmarked with numerous handholds and holes, are easy to climb Fungus encrusts this level's natural cavern Areas; 20% of the fungus is edible, while 10% is deadly poisonous. Rangers, druids, dwarves and other underground-dwelling creatures can determine which are edible. Mazes and manmade corridors are free of fungus.
The River and Swimming: The channel in **Area 7A–3** runs swift and deep, and no human could possibly swim against this current; a creature in the water must must have a strength of 13 or greater to keep above water. PCs wishing to travel upstream (to **Area 7A–9**) must employ some other means (i.e., water walking or flying). If PCs swim downstream, off the mapped area, they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.


Rappan Athuk
Level 7A: The Hall of Kaleth,
the Phase Minotaur King
To Level 3A
Room 4
1
Maze
2
Maze
9
Note: Actual mazes
are larger than the
indicated areas.
3
Maze
Maze
2
S
4
5
2
6
Maze
Maze
Rat Tunnel
to Level 4A
To Level 9
7
8
To Level 9A
N
1 square = 20 feet

7A–3. The Hall of Kazleth

Stalactites and stalagmites accent this large, rubble-filled cavern. PCs falter through at half their normal movement, but monsters move normally, having adjusted to the area's condition. A PC engaging in full movement or running must succeed on a saving throw or fall and suffers 1d3 points subdual damage. The ceiling is visible, 30 ft. overhead, and PCs can navigate the rubble without clearing away any material by following the route highlighted on the map (the dotted line). Finding this route requires that PCs succeed on a find secret doors check. The fallen rubble creates a maze-like effect within the cave.

Kazleth the Phase Minotaur King and 12 phase minotaur servitors make this cave their den. The minotaurs attack immediately—neither asking for nor giving any quarter. Kazleth appears two rounds after battle is joined.

Phase Minotaurs (12): HD 6+4; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 battleaxe (1d8); Move 12; Save 11; AL C; CL/XP 7/600; Special: Never get lost in labyrinths, etherealness (as the potion).

Kazleth the Phase Minotaur King: HD 18+4 (87 hp); AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 +2 *battleaxe* (1d8+2); Move 12; Save 3; AL C; CL/XP 19/4100; Special: Never get lost in labyrinths, etherealness (as the potion).

Tactics: These vicious minotaurs fight to the death. Their primary tactic is to phase out then reappear a few yards away from their adversary to use their powerful charge attack. They fight normally for one round, and then repeat the process. Typically, they move behind a victim or to his flank, thus avoiding shields and catching opponents flat-footed. Kazleth attacks with his huge axe until he has lost 75% of his hit points, at which time he withdraws to let his servitors bear the brunt of the fighting, stepping in only when he can best avoid counterattacks. Kazleth also fights until slain—though with more cunning and tactical ability than that of his servitors.

Treasure: The minotaurs have situated several bed-down areas throughout the cavern Kazleth sleeps near a large throne's base. His bedding of soft debris contains the following: 2,100 gp worth of gold ore and nuggets (weighing 80 pounds); an intricately carved jade statue of a three-eyed frog, fully 1 foot in diameter (worth 1,500 gp); 14 large uncut gems (125 gp value each); and a large ivory drinking horn, set with gold and emeralds (2,500 gp). The throne itself, weighing 1,500 lb., is constructed of fine wood, inlaid with gold filigree and inset with semiprecious gems — its value altogether over 5,000 gp, if it could be transported to the surface.

7A–4. The End of the Maze

This area's maze terminates in a 40 ft. diameter, circular room. Fixed in its ceiling a secret door, which requires a PC to succeed on a find secret doors check to discover, offers access to a 60 ft. diameter, circular room with one exit: to the south, which leads to another maze section and eventually to **Area 7A–7**. Three rounds after PCs enter the upper room, a hidden **gelatinous cube** enters and heads for the PCs. It uses no tactics,

but PCs may not immediately notice the transparent cube.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

7A–5. The Entrance from Level 4A

This small (3-foot-diameter) tunnel leads from room **4A–2C** on **Level 4A**. The climb to **Level 4A** is steep, but not too difficult.

7A–6. The Goblin Outpost

Several very confused, very frightened goblins inhabit this area. They had become trapped in the maze and wish only to return to **Level 12A**. Because the phase minotaurs have eaten several of their comrades, the goblins do not willingly pass through the minotaur lair, even to escape. Nor do they go through **Level 10** to return home. **Thirteen goblins** have survived—12 warriors and a shaman. If the PCs are using a light source, the goblins become aware of their presence with a roll of 1-3 on 1d6. The goblins' strategy is to capture a wizard or lightly armored PC using four sneak attacks, then ransom that hostage, demanding proof that the minotaurs are dead. They avoid direct confrontations with PCs. The goblins have no treasure beyond what they carry.

Goblin Warriors (12): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Oswald, Goblin Shaman: HD 8 (26 hp); AC 3 [16]; Atk 1 mace (1d6) or light crossbow (1d4+1); Move 9; Save 8; AL C; CL/XP 9/1100; Special: Cast spells as 8th level cleric (1st - *cause light wounds, protection from good*; 2nd – *hold person, silence 15-ft. radius*; 3rd – *cause disease*; 4th – *cause serious wounds*). Gear: Heavy mace, chainmail, *+1 shield*, light crossbow, 20 bolts, 25 gp.

7A–7. Passage to the Lava Pit

This very warm corridor's temperature increases as the PCs follow it to a locked door that leads to **Level 10**.

7A–8. Passage to the Hydra's Lair

This passage, extending 50 ft. into eerie darkness, ends at rough-carved stairs that lead down to **Level 9A**.

7A–9 The Secret Tombs

The party can reach this area only by way of the river channel in **Area 7A–3**. PCs wishing to travel upstream, against the channel's strong current, must employ some means other than swimming (i.e., water walking or flying). This room contains three sunken crypts, and its floor lies beneath two feet of water. The crypts' lids rise 3 inches above the water line. The crypts, made of common stone, require that a PC succeed on an open doors check to pry open. They contain the remains of an evil sorcerer and his two apprentices (refugees from Tsar). Deviating from standard Rappan Athuk protocol, the wizards are actually dead; they neither reanimate nor attack PCs.

This is not to say that the crypt is unguarded. A **crimson death** makes this area its home. This very hungry creature has not eaten in some time, enduring only by force of will and supernatural strength. Ravenous, it attacks immediately. The creature is only sated after devouring 24 points of constitution. After feeding, it moves further upstream and hides underwater.

Also note: In addition to a waterlogged, lifeless corpse, each of the three submerged tombs contains a **water weird**.

Crimson Death: HD 17 (55 hp); AC 1 [18]; Atk 2 tentacles (1d6 + engulf); Move 24 (12 after feeding); Save 3; AL C; CL/XP 20/4400; Special: +1 or better weapon to hit, magic resistance 40%, engulf (by moving over opponent; engulfed creatures suffer 1d6 points of damage and lose 1d6 points of constitution each round), after draining a creature's constitution it moves at half its normal rate and its Armor Class is reduced to 5 [14].

Water Weirds (3): HD 4; AC 3 [16]; Atk 1 slam (1d6 + grab and drown); Move 12 (Swim 36); Save 13; AL C; CL/XP 20/4400; Special: Transparent, reform body 1d4+1 rounds after killed, control water elemental (30 ft. range), creatures grabbed must pass a saving throw or be pulled into the water.

Tactics for the crimson death: The crimson death waits in silence until the PCs open the crypts. It attacks from the rear, avoiding armored individuals if possible. It attempts to kill one or two people before retreating into the river. If wounded for over half its hit points, it continues its attack only if it has not yet claimed a victim; otherwise it retreats as described above.

Tactics for the water weirds: These creatures act as if they are water until all of the crypts are opened. They attack in unison and fight until slain. Note that, due to the ground's saturated state, they fight as though they were in water.

Treasure: Most of the sorcerers' treasures have rotted. A find secret doors check reveals, under several inches of silt, *bracers of defense AC 4 [15]*, 215 gp, and 3 gems (each worth 100 gp).

Level 8: Caves and Caverns — The Tomb of the Evil King

A nexus point in the dungeon, this cavern connects both **Levels 6** and **6A** with Rappan Athuk's lower reaches. Several individual cave complexes, separated by large river channels, comprise this cavern level. In addition to Goov, the undead king, and Yokim, his concubine, this level contains a manticore lair, a nest of river trolls and numerous goblins that mine for gold on **Level 10A**. The goblins know and fear **Area 8–3**, which contains a nest of huge, blind cave scorpions that serve the evil king. Gundar, a creature related to an eye of the deep resides here as well. The map of this level is shown in **Map RA–8**.

Manticore: HD 6+4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; Al N; CL/XP A/5; Special: 5% are diseased.

Troll, River: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 15); Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

Goblin: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Giant Scorpion: HD 6; AC 3 [16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12 (Swim 9); Save 11; Al N; CL/XP 7/600; Special: Lethal poison sting.

Normal Rat: HD 1 hp; AC 7 [12]; Atk 1 bite (1); Move 12 (Climb 12); Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

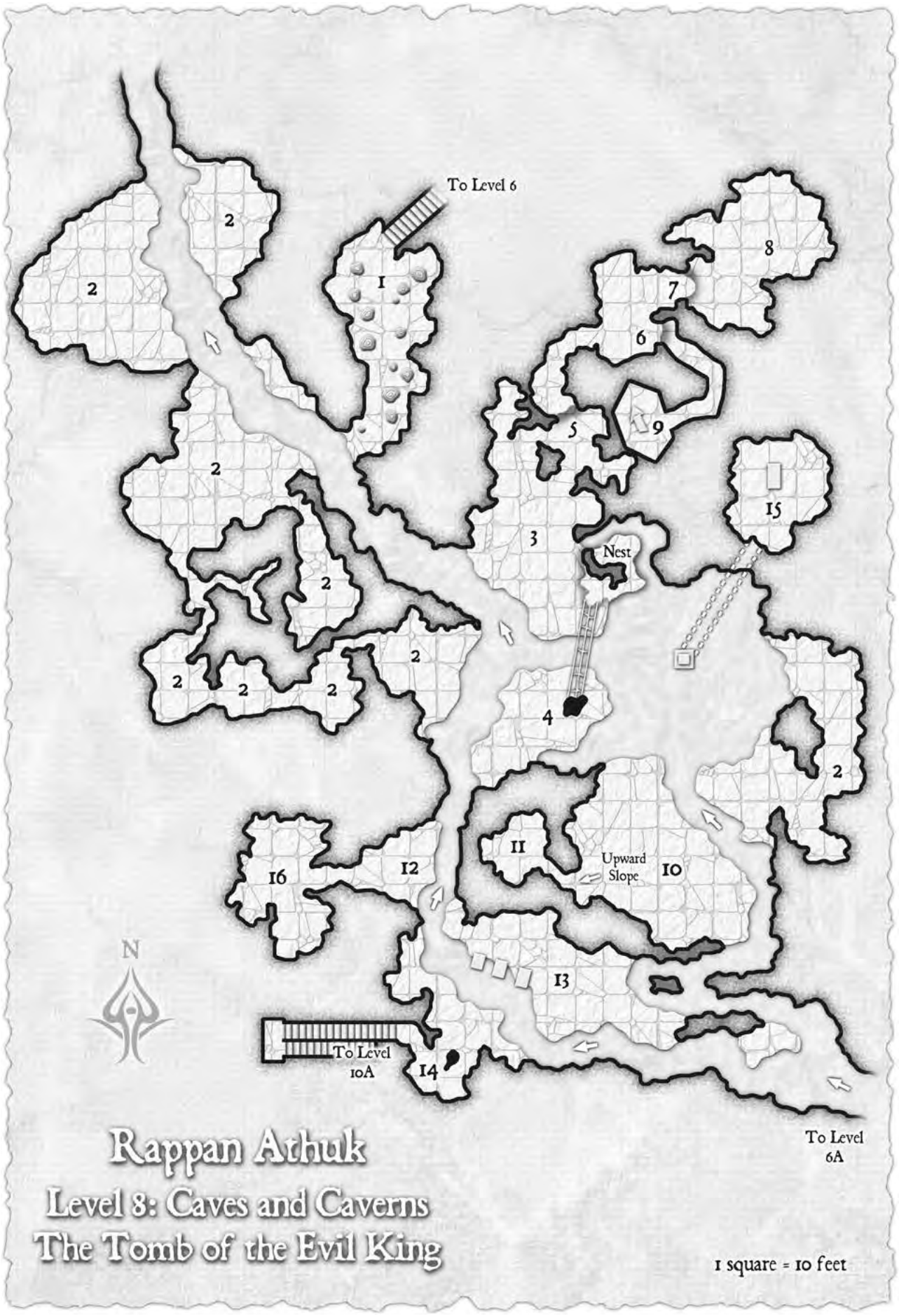
Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Level 8

Equivalent Dungeon Level: 10
Entrances: Stairs from **Level 6**; river tunnel from **Level 6A**
Exits: Stairs to **Level 10A**
Wandering Monsters: Note: There are only **5 manticores** and **1 eye of the deep** on this level, but effectively endless quantities of the other monsters. If the PCs slay Gundar and manticores, treat the results for these monsters on the following table as "no encounter." Check once every hour on 1d20:

1	**1 manticore**
2	**Gundar** (see **Area 8–8**)
3	**2d6 giant rats**
4	**1d3 river trolls**
5	**A company of goblin miners—**2d4 goblins accompanied by 1d4 goblin leaders
6	**1d6 giant scorpions**
7	**4d6 normal rats**
8	**2d6 stirges**
9	**1d2 manticores**
10–20	No encounter

Detections: Evil emanates from **Area 8–15's** tomb.
Shielding: Lead shields **Area 8–15** from magical detections and any magical transportation into or out of the area (e.g., *teleportation*).
Standard Features: The ground in this level, though sandy, offers good footing. Walls, columns and other features, though somewhat wet and slippery, are pockmarked with numerous handholds and holes and are easy to climb. Fungus encrusts this level's cave Areas; 20% of the fungus is edible, while 10% is poisonous (lethal). A druid, ranger or dwarf can determine which are edible.
The River and Swimming: Unless PCs have some way to avoid swimming (e.g., *flying*), they will encounter difficulties navigating this level. For instance, all down-gradient movement (north of **Area 8-4**) will be a lethal, one-way trip. The channel near **Area 8-12** runs swift and deep, and no human could possibly swim against his current. Conversely, PCs can wade through the **Level 6A** entrance Area (to the east) until reaching **Area 8-10**. Also, PCs can easily swim across the wide, slow-current pool between **Areas 8-10**, **8-4**, and **8-3**. The Area past **Area 8-3**, to the north, is difficult to swim. If PCs swim downstream, off the mapped Area, they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.


To Level 6
Nest
Upward Slope
To Level 10A
To Level 6A
N
Rappan Athuk
Level 8: Caves and Caverns
The Tomb of the Evil King
1 square = 10 feet

8–1. Entrance

The stairs from **Level 6** descend into a small cavern. Dozens of rat tunnels dot the walls, running as high as the ceiling. Stalactites and stalagmites grow toward one another, from the roof and floor of the cavern, respectively, in vast numbers. If the PCs are using light, check immediately for a wandering monster. PCs hear running water nearby — time to learn how to deal with the river!

8–2. Empty Caves

The occasional piece of junk or debris litters those caves marked **8–2**. Referees should spice up each of these rooms with random items or garbage such as torch stubs, bones, unidentifiable stains, cobwebs, clothing and pieces of wood. Also, roll a wandering monster check each time PCs enter a cave labeled "**8–2**." In one of the caves (Referee's choice), a find secret doors check uncovers verse (composed by the famous bard, Gaylon Swordsinger) scratched onto the cavern's wall. The poem, translated from elvish, reads as follows:

"Be wary, Travelers, of the scorpions' nest,
And manticores—doth dearly test;
In this cave did Gaylon rest.

Before King Goov's lair to seek,
And past the many-eyed Gundar sneak,
I know neither within this darkened cave
How long I have traveled nor the day.

Horrors I have seen and more,
In search of the fabled Mithral door.
With fearless Bannor and the Bulviegh at my side,
We take a rest that's been long denied.

When we wake we shall proceed
To traverse the darkness of the demon's lair
In hopes that Orcus shall not prevail.

— Gaylon the Sword Singer"

8–3. The Scorpion Nest

The white sand of this broad, clean beach reflects torchlight. Numerous cave openings pockmark the east wall of the cliff that towers above the beach. Small footprints, like scratches in the sand, cover the area. As soon as anyone sets foot on the beach, dozens of giant scorpions stream out of the caves.

This beach area, surrounded by caves, forms the nest of **48 giant scorpions**. These blind, albino vermin, drawn here by **Area 8–15's** resident, protect his bride's resting place (**Area 8–9**). Fine swimmers (see below), the scorpions can traverse the water except in **Area 8–12**. They attack until slain and pursue swimmers. After 3d6 scorpions immediately launch the attack, 1d6 more scorpions join the fray every 10 rounds until all are slain. The scorpions add dead PCs to their larder, devouring them in 1 day.

Blind Albino Giant Scorpions (48): HD 6; AC 3 [16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12 (Swim 9); Save 11; AL N; CL/XP 7/600; Special: Lethal poison sting.

Tactics: The scorpions swarm the nearest opponent until no more

scorpions fit; the remainder move on to the next-closest victim. They concentrate their frenzied attacks due to hunger, not intellect.

Treasure: The scorpions have secreted their egg nest in a cave behind the beach. These eggs look like hard-shelled, oval objects about 1 ft. in diameter. There are hundreds of them. If this nest is destroyed, scorpion losses are permanent; Referees should award 500 XP. If PCs leave the nest intact, scorpions repopulate the Area at a rate of 1d6 per week, until reaching a maximum of 48. Several goblin bodies clutter the nest, as do the corpses of a long-dead party of adventurers. Carefully searching the remains reveals intact mundane equipment for a party of 5: two fighters in plate, a priest of Ra in chainmail, a thief in leather armor and a magic-user in robes. All wood, paper and other soft material are useless. The magic-user's neck still bears a *medallion of ESP*.

8–4. The Rope Bridge

Suspended 10 ft. above the beach areas that bracket the swift channel, three ropes, tied through iron pitons driven into the cliffs, comprise a makeshift bridge. Goblin miners, intending to cross over to **Area 8–3**, established this crossing but abandoned it when the scorpions killed several workers. The ropes and fixing points—all fully intact—remain quite sturdy. Best of all, being on the bridge puts PCs beyond the scorpions' reach.

8–5. The Cliff Up

This cave entrance opens into a larger passage. The tunnel behind it leads up at a sharp angle but offers enough headspace to walk upright. The cliff itself, merely 20 ft. high, is easily climbed The tunnel slopes up for 100 ft. and opens into room 8–7.

8–6. The Brick Wall

A shoddy, hastily fashioned brick-and-mortar wall suggests that something had been entombed by a person or persons with limited skills or time! Because it is not really a secret door, opening it means removing bricks. The bricks, layered six feet thick, take two characters three hours' work to clear away. This activity, generating a lot of noise, definitely attracts Gundar from **Area 8–8**. Additionally, Referees should perform wandering monster checks at twice their normal frequency during de-construction activities. Beyond the wall, a 60 ft., winding tunnel leads to Yokim's tomb (**Area 8–9**).

8–7. Gundar's Doorstep

On the opposite wall of this rectangular cavern, a cliff leads down. A stone, giant rat statue, poised on the cliff's edge, seems to peer into the darkness. The cliff face—a descent of 40 ft. leads to **Area 8–8**. As all the local denizens know what lives in **Area 8–8**, few monsters willingly wander here.

8–8. The Eye's Lair

Gundar lurks here. The aberration belongs to a group of subterranean creatures related to the aquatic race known as eyes of the deep. Because King Goov does not get out much, Gundar is by far the most powerful monster on this level. This level's other monsters give Gundar a wide berth. Gundar sometimes bargains and trades with the goblin miners in **Area 8–13** and remains neutrally disposed toward them—as long as they stay away from his lair! He feeds on scorpions, rats and the occasional, amusing adventurer who crosses his path. Wise in the ways of the world, Gundar usually attacks PCs on sight (and he sees very well). If PCs instead pursue a more diplomatic course of action, Gundar may parlay. If successful, he allows only one PC to approach within 50 ft. Any proposition must be to his benefit. This encounter offers Referees a good roleplaying opportunity beyond a more typical monster slugfest. Specifically, Gundar wants the PCs to slay the lesser gibbering orb on **Level 10A**. This orb (Villix by name) drove Gundar out of his own lair on that level, and Gundar wants very much to return to it. If this deed can be proven, he rewards the PCs with a pair of *wings of flying* from his treasure hoard.

Gundar: HD 16 (73 hp); AC 1 [18]; Atk 2 pincers (2d4), bite (1d6) and eye rays; Move 3 (Fly 12); Save 3; AL C; Special: +1 or better weapon to hit, eye rays (left eye produces *hold person* ray, right produces *hold monster* ray, both eyes together produce a *phantasmal force*; rays have 150-ft range), stun cone (central eye, 30-ft range, save or stunned for 2d4 rounds), immune to surprise.

Tactics: Gundar typically attacks half of the party when it is descending the cliff, which allows him to use all of his eye rays during each round of action. Gundar uses his *hold person* and *hold monster* rays on fighter types but concentrates his *stun cone* on any obvious spellcasters.

Treasure: Gundar's treasure lies hidden under a 500-pound rock in the cave's north wall, so Referees should treat this rock as a secret door. Moving the rock reveals the following items: a human skeleton wearing a set of druid's vestments; a *chime of opening* folded up in a blue silk cloth (worth 250 gp); a small coffer holding 2 potions (*fire resistance* and *flying*); a pair of *gauntlets of swimming and climbing* and an ivory scroll case (worth 50 gp) containing a scroll of 3 arcane spells (*mind blank, phase door* and *wall of ice*).

8–9. Yokim's Tomb

Beyond the brick wall, a corridor leads down to a small crypt: Yokim's tomb. The acolytes of Orcus entombed **Yokim**, the unwilling elven concubine of King Goov during life, alive—her crypt sealed and walled up so that she could not leave Goov after his undeath. As she starved to death, sealed in her coffin, Yokim transformed into a banshee. Bound by her curse to Goov, she nonetheless hates him and speaks with the PCs unless they immediately attack her. She pleads with them, asking them to free her spirit by destroying Goov, and gives them a key to his underwater door. Though bound to help him when called, she explains, she is unwilling to serve him; she does not use her *wailing voice* against the PCs if they agree to help her. When called (arriving in 1d6 rounds) to Goov's lair (**Area 8–15**), Yokim attacks physically. Destroying Goov frees Yokim, allowing her to finally die, thus leaving the PCs in peace. If the PCs refuse to help her, she wails twice and attacks them. Full experience for encountering Yokim should be awarded in either case.

Yokim, Banshee: HD 7 (34 hp); AC 0 [19]; Atk 1 claw (1d8); Move (fly 12); Save 9; AL C; CL/XP 11/1700; Special: Magic or silver to hit, magic resistance 49%, shriek of death, immune to enchantments

Treasure: Yokim's crypt contains rotted finery, a gold ring worth 50 gp (Goov was a notorious cheapskate) and a *potion of giant strength*, as well as the key to Goov's tomb (**Area 8–15**).

8–10. The Playground

This sandy beach serves as the primary attack zone of **Area 8–11's** manticores. The beach's condition betrays their presence: piles of bones, disturbed earth and catlike footprints. The manticores favor this spacious area, as it allows them to use their flight and tail-spike-throwing abilities. A steep hill leads to **Area 8–11**. Three rounds after the PCs land on the beach, all living manticores (up to 5) from **Area 8–11** swoop down to attack.

8–11. The Manticore Nest

The nest houses as many as **1d4+1 manticores** at all times, unless PCs slew one or more as wandering encounters. The manticores attack as soon as the PCs reach the beach. Three are male, two female. They enjoy an uneasy truce with both the goblins and Gundar.

Manticores (5): HD 6+4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes.

Tactics: The manticores swoop in and shoot tail spikes. They do not join combat until all but one volley of spikes are exhausted. Then they land and attack. If three are slain and the remaining manticores are wounded over 50%, the survivors fly to **Area 8–14** and retreat into the vast cavern at **Level 10A**, returning in two days' time.

Treasure: A pile of debris in the manticore nest contains some valuables: a suit of masterwork full plate, a *+2 short sword* and 2,100 gp worth of gold ore stolen from goblins (weighing 4,200 gp). Beneath skeletal remains, PCs will find a magical flute. When played, the instrument acts as *pipes of the sewer.*

8–12. The Swift River

The river's current, very strong and fast, makes swimming impossible. Anyone entering the water, voluntarily or otherwise, is in real trouble. PCs might catch land at **Area 8–2**, **–3** or **–4** with a successful saving throw (**Area 8–1** is too small and offers no purchase). Failing all saves, waterborne PCs drown, swept downstream. The current also impedes PCs' attempt to recovering their comrades' bodies or belongings.

8–13. The Goblin Camp

Goblins laboring on **Level 10A** established and populate this mining camp. The goblins—**42 normal goblins** and **7 goblin leaders**—gather ore here, bribe the trolls at **Area 8–16** to ferry it to **Level 6A** and then carry it themselves to **Levels 4A**, **9A** and **12A** (wherein lies the goblin city!).

Goblin Scouts (42): HD 3; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 14; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Leather armor, buckler, short sword, shortbow, 20 arrows, dagger, 1d4 gp, 1d4 sp.

Goblin Leaders (7): HD 5; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 12; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Mining tools, thieves' tools, leather armor, buckler, short sword, shortbow, 20 arrows, dagger, 2d4 gp, 2d4 sp.

Tactics: The goblins scatter, negating the effectiveness of area-affect spells, and rain missile fire on their opponents. They do not pursue anyone who leaves them alone. Guarding quite a stash of loot has elevated their morale; they withdraw only after all of the leaders and over half of the remaining goblins are dead. One leader, using a *ring of swimming*, travels to and requests help from **Area 8–16's** trolls upon the PCs' arrival. The trolls arrive 3d6 rounds after the battle begins. If the PCs try to negotiate, the trolls attack from the river, surprising both the PCs and the goblins (except the goblin leader accompanying the trolls). The next round, the goblins attack. If the PCs leave in peace before the trolls arrive, the trolls swim further, looking for later opportunities to ambush the party.

Treasure: Piled around the goblin camp are 12 man-months' worth of food (edible, but not appetizing), 49 sets of mining tools and 15,600 gp worth of gold ore (weighing 31,200 gp). One goblin leader owns a *ring of swimming*.

8–14. Down, Down, Down You Go

A roughly carved staircase descends for over 100 ft. At its terminus, a landing guides PCs to another set of stairs running switchback and descending another 100 ft. Goblin miners carved these stairs to reach the gold mine on **Level 10A**. On the switchback, a careful search reveals a gold nugget worth 22 gp.

8–15. King Goov's Tomb

Forty feet below the pool's surface, a manmade structure, a stone box 10 ft. square, seems curiously out of place. From above the surface of the water this structure is noticeable. A person underwater has a better chance of finding it. An intricate lock and what is obviously a door together adorn one of its faces.

The door opens into an upward-sloping corridor that terminates in the lair of the greater mummy, **King Goov**. Egotistical, thoroughly evil but incredibly stupid, King Goov ruled ineffectually. Lacking charisma—owing to his horrible personality and disfigured, pear-like shape—Goov wielded a *rod of rulership* to coerce fealty from his unfortunate subjects and his unwilling concubine, Yokim. Goov made a covenant with Orcus to remain alive after death. In trade, Goov sacrificed 500 young maidens to the evil god, which triggered a revolt among his people, leading to regicide. Honoring his promise, Orcus made Goov undead. Discovering his concubine in a tryst with a halfling named Helman, Goov kidnapped Yokim by the dark of night and whisked her away to **Level 4's** evil temple.

King Goov: HD 15 (76 hp); AC –3 [22]; Atk 1 slam (2d6 + mummy rot); Move 6; Save 3; AL C; CL/XP 16/3200; Special: Rot, +1 or better weapon to hit, double damage from fire, magic resistance (55%), exhale insects (as *insect plague*, once every 4 rounds), spells (*symbol of fear* 2/day, *symbol of discord* 2/day, *symbol of stunning* 2/day), summon 1d4 giant scorpions in 1d6 rounds, once per day. Gear: Armor of golden scales (as ring mail), *rod of rulership*.

Tactics: King Goov, very upset that his rest has been disturbed, attempts to kill all intruders. He begins by using his *rod of rulership*, following with a *symbol of stunning* and *symbol of discord*. After King Goov summons giant scorpions, he wades into melee. If sorely pressed, he summons his concubine, Yokim, from **Area 8–9** (she arrives in 1d6 rounds), calling her name in a bellowing voice with a strange and unidentifiable accent.

Treasure: Other than Goov's personal items, his coffin, made of solid stone and weighing 4,500 lb., is worth 20,000 gp. But getting it to the surface may prove an impossible task. Goov's triangular crown, ostentatiously gaudy and worth 1,000 gp, might fetch 1,500 gp if melted down—the pure gold is more valuable than the horrid item created from it!

New Magic Item

ROD OF RULERSHIP

This 3 ft. long rod is adorned with mystic symbols that seem to shift and flow together. The effect is strangely hypnotic, and cause viewers to accept verbal commands given by the wielder. Anything said by the bearer is looked upon with a favorable attitude. The bearer of a rod of rulership may cast a charm person spell 3 times per day.

8–16. The Troll Lair

This is the lair of a new strain of **troll**. These creatures, river trolls, bear some resemblance to normal trolls. While they lack normal trolls' climbing acumen, they are instead fine swimmers. They must also spend at least 4 hours each day in the water; otherwise, they dry out and lose their regenerative abilities. This encounter assumes that the trolls have not helped the goblin miners in **Area 8–13** or at least have had time to return to their lair.

River Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 15); Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

Tactics: Excellent swimmers, these trolls do not fear the swift channel of **Area 8–12**. They typically grab their opponents and either throw them into the river or jump in while grappling them, but only if the trolls are within 15 ft. of shore. This strategy prevents the use of fire against them and simultaneously allows them an opportunity to drown their victims, as it is unlikely that PCs can hold their breath as long as a troll can (amphibious nature). The trolls can easily swim to **Area 8–4**. After dispatching their first set of victims, the trolls return to their lair by swimming past **Area 8–10**, wading to the southeast corner of the map and slingshotting back to **Area 8–12** (and **8–16**). This circuitous route takes about 20 minutes. Once they return, the trolls grab 3 additional victims and repeat the process. Corpses are left in the shallows south of **Area 8–10**, in about 3 ft. of water. When all the PCs have either died or run away, the trolls then loot the bodies, feasting all the while.

Treasure: These trolls have acquired quite a hoard. Successful hunters, they have also developed a good trade relationship with the goblin miners. Treasure is liberally strewn around their lair in three separate piles:

Pile 1 contains the following: 14,000 gp of fine-grade gold ore (weighing 28,000 lb.); 6 gems — a fire opal (worth 500 gp), a jet (50 gp), a red spinel (50 gp), a piece of amber (50 gp), a bloodstone (25 gp) and a moss agate (worth 5 gp); and a *+1 battleaxe*, with garnet studs and gold wire set in the pommel (worth 1,000 gp extra).

Pile 2 contains the following: 8,000 gp worth of ore (weighing 16,000 lb.); a jade jewelry box decorated with carved serpents worth 250 gp and containing a pearl necklace worth 1,000 gp and an uncut star sapphire worth 2,500 gp; a suit of plate mail (ornate, fit for a prince); and a set of cursed *boots of dancing*.

Pile 3 contains the following: 4,400 gp worth of ore (weighing 8,800 lb.), a scroll of 3 druid spells (*neutralize poison, dispel magic* and *sticks to snakes*), a scroll of 5 magic-user spells (*geas, phantasmal force, water breathing, web* and *mass invisibility*) and a locked, trapped box (poison needle, 1d12 points of damage) containing a *manual of beneficial exercise*).

Level 8A: The Tomb of the Beacon

This level is a large, primarily vertical cavern, with a few smaller adjoining cavern and tunnel complexes. At its narrowest point it is about 375 ft. in diameter; this increases to over 500 ft. in diameter near the top of the cavern, and about 1,000 ft. in diameter on the cavern floor. From the center of the ceiling to the lake at the bottom, there is a 1,500 ft. drop. This cavern is located in an out-of-the way part of Rappan Athuk, and contains the crypt of a powerful spellcaster. The map of this level is shown in **Map RA–8A**. Detail maps of the upper and lower reaches are depicted in **Map RA–8A** Upper and Lower Reaches, and several key detail sections are shown in **Map RA–8** Detail.

History

Three centuries ago, when Zelkor led his army of light to Rappan Athuk in pursuit of the followers of Orcus, he had a powerful lieutenant at his side, the Praetor Auris Veng. Not only was this cleric/magic-user a formidable spellcaster in his own right, but he controlled an artifact created through a combination of his efforts and divine assistance, called the *Auren Beacon*. This device was of great service in the fight against undead, for it could project sunlight into dark crypts and dungeons, severely weakening or destroying them.

The priests of Orcus decided to set a trap for him. They prepared a shielded crypt in an obscure area of Rappan Athuk, lured him there with the rumor of a powerful undead nemesis, and sealed it off with magic and a curse that prevented his escape — passing the barrier would deactivate an enchantment laid upon him that was keeping him from dying. He was presumed dead by his allies, and the followers of Orcus, having successfully contained him, left him to die alone.

Some years after being imprisoned, a group of unlikely creatures resembling airborne jellyfish known as flumphs paid Veng a visit. Over time he developed a means of nonverbal communication with them. He also taught their leader the rudiments of tapping into sorcerous power. Though Veng has long since passed away, the flumphs continue to use his tomb as their home.

Five years ago, a gibbering abomination named Xulux took up residence here. At first, Xulux regarded the flumphs as no threat, and boldly tried to seize their lair for his own. After being rendered magically impotent by the *antimagic field*, stunned by a deluge of flumph sprays, and then swarmed, spiked, and injected with acid, he learned to hate and fear them. He tried snacking on them when they left their protected lair, but repeated sniping with a *wand of magic missiles* (see **Area 4** for details) taught him to leave them well enough alone.

About a year ago, a small group of blood orchids moved into some caves behind the waterfall. These strange creatures kept to themselves at first, but as they grew in numbers they became increasingly aggressive, until now they pose a major threat to the flumphs, as they are faster, and have many damaging tentacle attacks the *antimagic field* cannot block. Xulux would normally have scoured these from the cavern, but he hopes that if they destroy the flumphs, he can annihilate the blood orchids and finally gain access to the tomb.

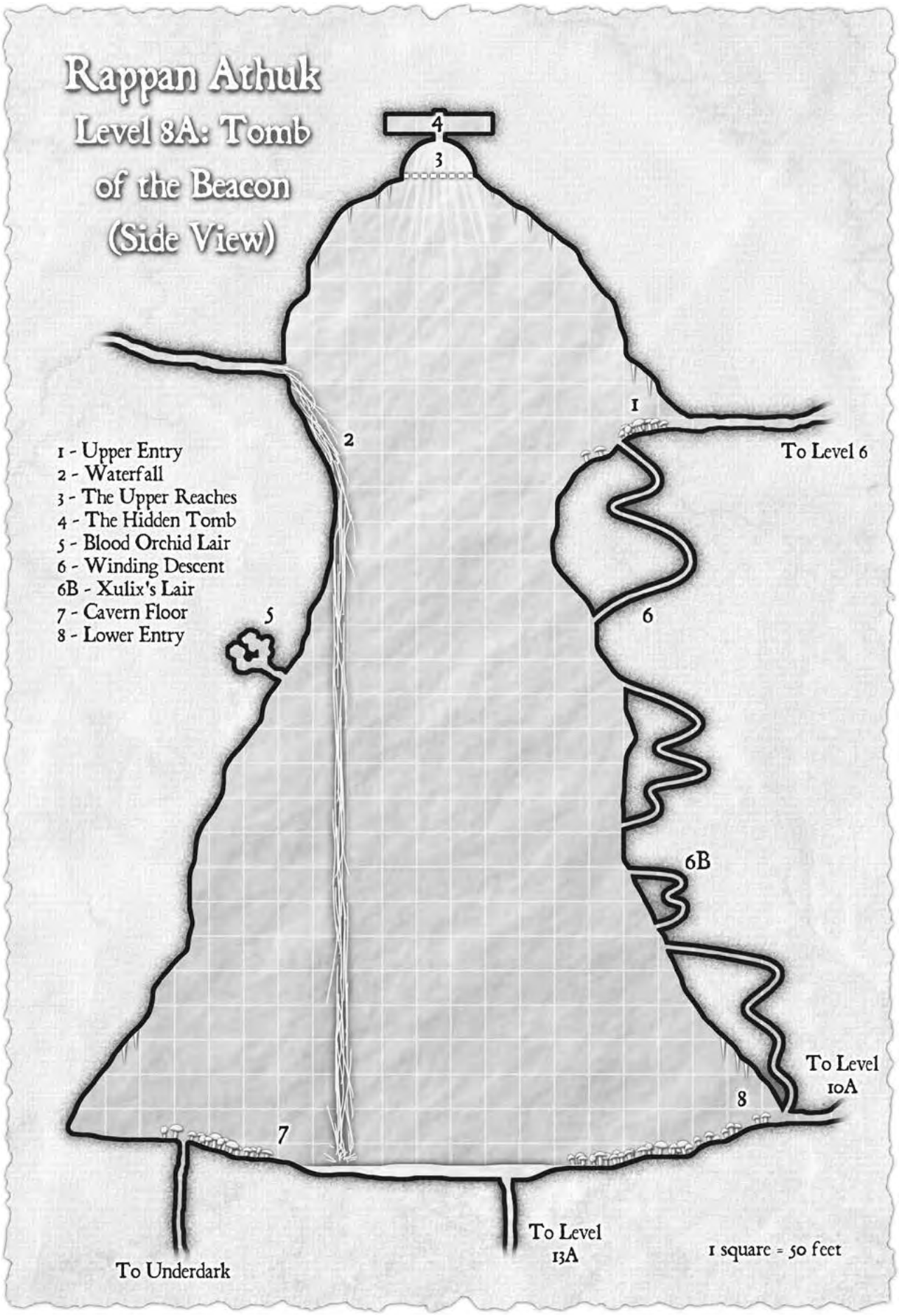
Level 8A

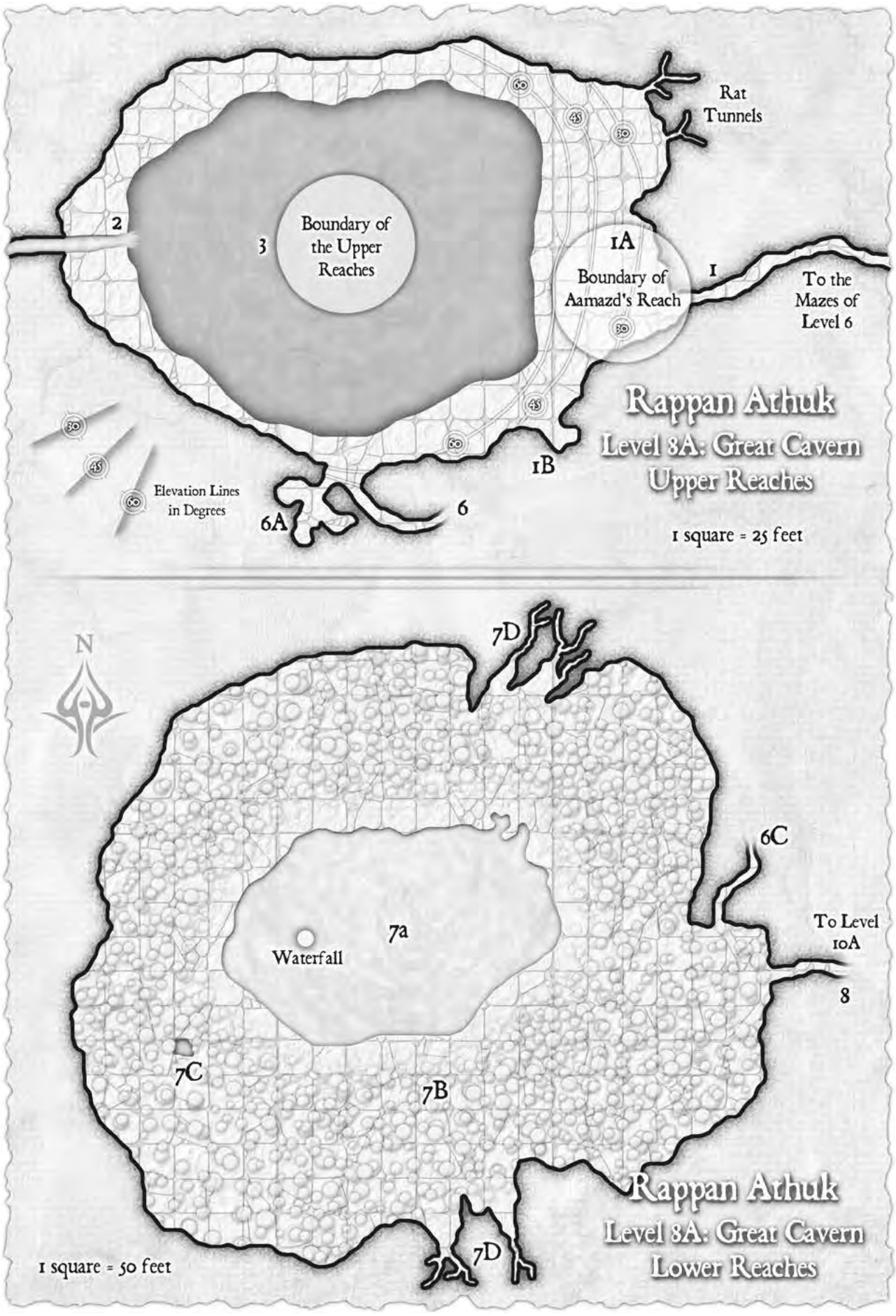
Equivalent Dungeon Level: 10
Entrances and Exits: Passage to maze sections in **Level 6**; underwater passage to **Level 13A**; tunnel to ceiling of **Level 10A**; shaft to Under Realms.
Wandering Monsters: Check once every two hours on 1d20:

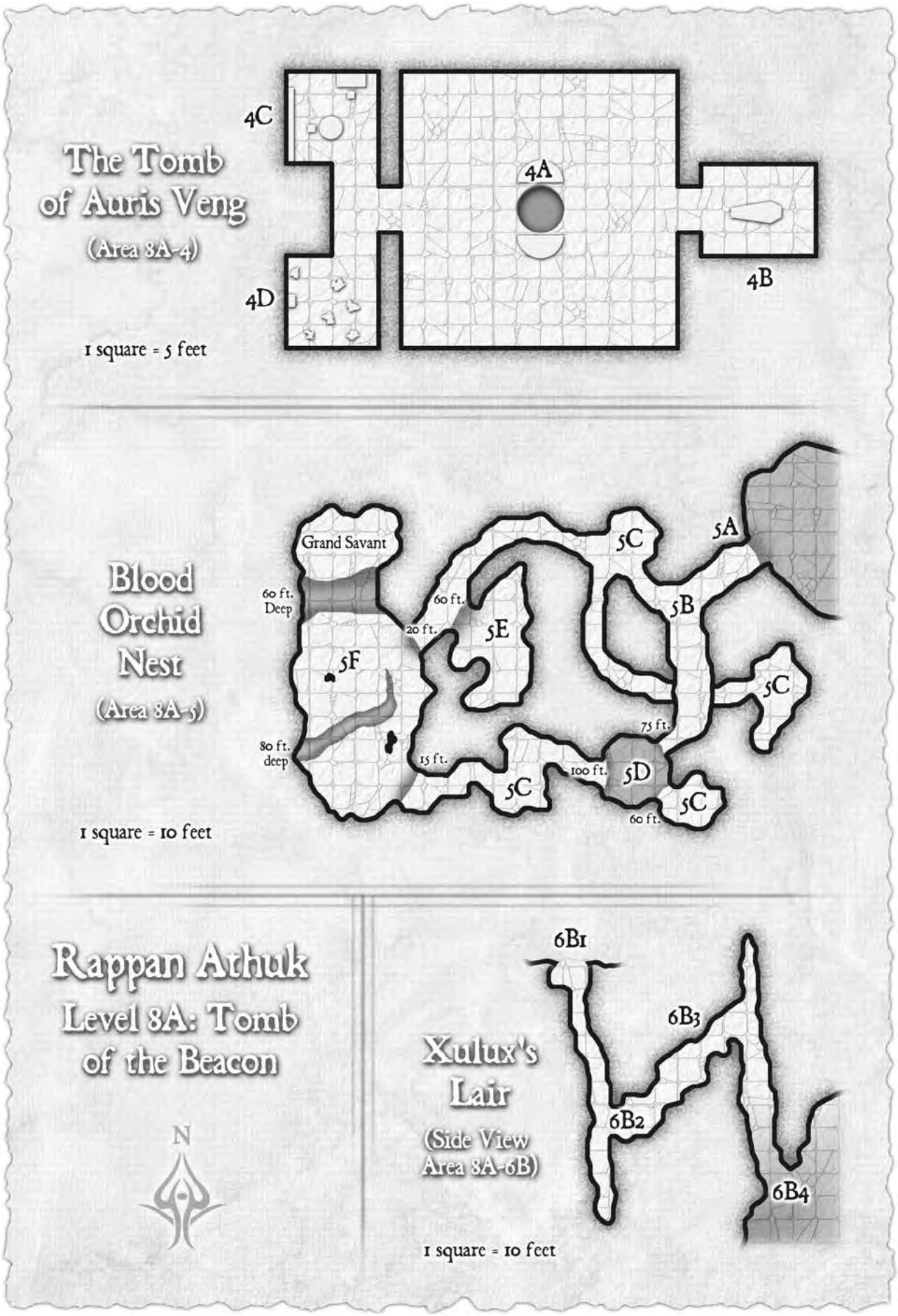
1–3	**1d4+2 flumphs**, with 30% chance **one hunter** or **one protector**
4–5	**1d3 blood orchids** (see **Area 5**)
6	**Xulux, the gibbering abomination** (see **Area 6B**)
7	**1d4 cave fishers**
8	**1d4 albino cave spiders**
9–20	No encounter

Detections: Areas 8A–3 and **4** cannot be scried, although detection spells work within these Areas.
Shielding: Areas 8A-3 and **4** are shielded with an *antimagic* effect which blocks magical transport (*teleport, ethereal jaunt*, etc.), *scrying*, summoning of creatures, and communications spells (*commune, crystal ball* use, etc.). Praying for divine spells still works normally. Due to the *antimagic* effect, spells cast to destroy, alter, or bypass the stone and runes also fail.
Continuous Effects: There are two *antimagic* wards in **Area 8A-3**; see that Area for details.
The slopes (Area 1): The map of the upper cavern shows contour lines where the ground reaches a certain angle. In the Area with a 30 degree inclination, running and charging characters must make saving throw to avoid slipping and falling.
The 45 degree slopes are much more dangerous. Simply moving at normal speeds or performing vigorous activities like melee combat on these provokes a saving throw to avoid falling.

The 60 degree slopes are too steep to walk on, and require a climb walls check to move around. People falling or sliding on these slopes are allowed a final saving throw to catch themselves; otherwise, they go over the edge and into the abyss.
Falling: Anyone who goes over the edge plummets down to the bottom of the cavern 200 ft. below and suffers 20d6 points of damage. This applies even if they fall into the lake, as it is too shallow to cushion a fall.


Rappan Athuk
Level 8A: Tomb of the Beacon (Side View)
1 - Upper Entry
2 - Waterfall
3 - The Upper Reaches
4 - The Hidden Tomb
5 - Blood Orchid Lair
6 - Winding Descent
6B - Xulix's Lair
7 - Cavern Floor
8 - Lower Entry
1
2
3
4
5
6
6B
7
8
To Level 6
To Level 10A
To Level 13A
To Underdark
1 square = 50 feet


Rat Tunnels
2
3
Boundary of the Upper Reaches
1A
Boundary of Aamazd's Reach
1
To the Mazes of Level 6
Rappan Arhuk
Level 8A: Great Cavern
Upper Reaches
1 square = 25 feet
1B
6
6A
Elevation Lines in Degrees
60
45
30
N
7D
6C
To Level 10A
8
7a
Waterfall
7C
7B
7D
Rappan Arhuk
Level 8A: Great Cavern
Lower Reaches
1 square = 50 feet


The Tomb of Auris Veng
(Area 8A-4)
4C
4A
4B
4D
1 square = 5 feet
Blood Orchid Nest
(Area 8A-5)
Grand Savant
5C
5A
5B
60 ft. Deep
60 ft.
20 ft.
5E
5F
5C
75 ft.
80 ft. deep
15 ft.
100 ft.
5D
5C
5C
60 ft.
1 square = 10 feet
Rappan Athuk
Level 8A: Tomb of the Beacon
N
Xulux's Lair
(Side View Area 8A-6B)
6B1
6B3
6B2
6B4
1 square = 10 feet

The Inhabitants

The cavern is the home of several groups of beings:

Flumphs: These creatures are the dominant species in the cavern; they nest in the tomb at the top of the cavern (**Area 4**). They are greatly concerned about the blood orchids, and have an uneasy détente with Xulux.

The flumph community numbers 36 standard flumphs, 6 flumph hunters, 5 flumph protectors, a master hunter, and the leader. Any flumphs killed should be subtracted from those totals; common flumphs are replaced at the rate of one per week; it takes six months per hit die to train replacements in the leadership cadre.

Flumphs (36): HD 2; AC –1 [20]; Atk nauseating spray (sickened) or spikes (1d6 + 1d4 acid per round for 2d4 rounds); Move Fly 9; Save 16; AL L; CL/XP 5/240; Special: Nauseating spray (2/day; 20-ft line, save or sickened for 5 rounds; carries stench for 1d4 hours and affects all within 100 ft. per spray).

Flumph Hunters (6): HD 4; AC –1 [20]; Atk nauseating spray (sickened) or spikes (1d6 + 1d4 acid per round for 2d4 rounds); Move Fly 9; Save 13; AL L; CL/XP 7/600; Special: Nauseating spray (2/day; 20-ft line, save or sickened for 5 rounds; carries stench for 1d4 hours and affects all within 100 ft. per spray), track as 6th level ranger.

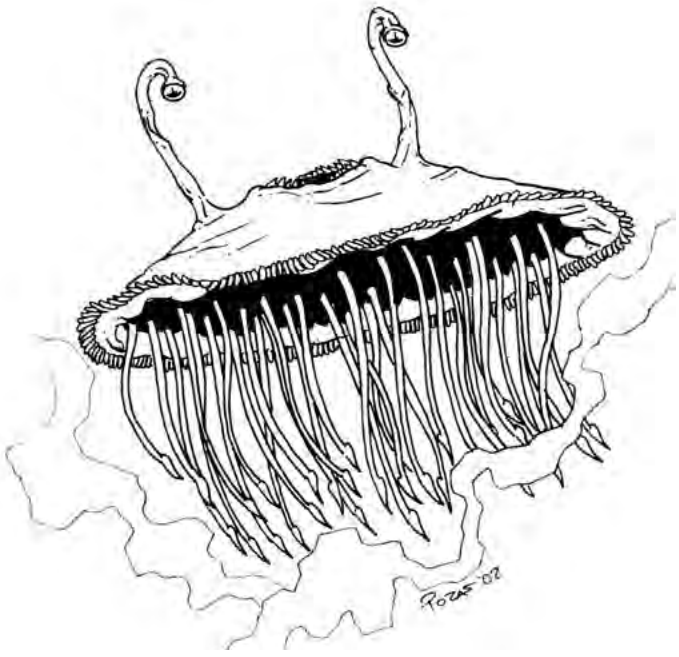
Flumph Master Hunter: HD 6 (28 hp); AC –1 [20]; Atk nauseating spray (sickened) or spikes (1d6 + 1d4 acid per round for 2d4 rounds); Move Fly 9; Save 11; AL L; CL/XP 9/1100; Special: Nauseating spray (2/day; 20-ft line, save or sickened for 5 rounds; carries stench for 1d4 hours and affects all within 100 ft. per spray), track as 6th level ranger.

Flumph Protectors (5): HD 4; AC –1 [20]; Atk nauseating spray (sickened) or spikes (1d6 + 1d4 acid per round for 2d4 rounds); Move Fly 9; Save 13; AL L; CL/XP 8/800; Special: Nauseating spray (2/day; 20-ft line, save or sickened for 5 rounds; carries stench for 1d4 hours and affects all within 100 ft. per spray), cast spells as 3rd level magic-user (1st – *magic missile, shield*; 2nd – *mirror image*).

Flumph Leader: HD 8; AC –1 [20]; Atk nauseating spray (sickened) or spikes (1d6 + 1d4 acid per round for 2d4 rounds); Move Fly 9; Save 8; AL L; CL/XP 12/2000; Special: Nauseating spray (2/day; 20-ft line, save or sickened for 5 rounds; carries stench for 1d4 hours and affects all within 100 ft. per spray), cast spells as 6th level magic-user (1st – *charm person, magic missile x2, shield*; 2nd – *mirror image, stinking cloud*; 3rd – *lightning bolt, slow*).

Roleplaying the Flumphs

At some point, the party may try communicating with the flumphs. Although they do not speak Common, they do understand it to some degree, as well as a smattering of Goblin and Undercommon. They can gesture and move in response to queries to indicate their understanding (e.g., bobbing up and down for yes, and moving side-to-side for no). The Referee is encouraged to act out this communication with the players. The Protectors and Leader can also communicate by scribing words into sand or a soft surface with their tentacles, but they are unlikely to expose themselves to possible harm unless they feel it necessary, and the PCs have established their good intentions.



To warn PCs away from the *antimagic field*, they may try physically blocking travelers, pantomiming falling, etc., working in tandem to build their messages. Have fun with this.

If the PCs do manage to establish communication with the flumphs, a representative may be brought before the flumph leader. This person must weigh less than 200 pounds; 10 flumphs then grab a hold of the emissary and carry him or her up through the *antimagic fields* and into **Area 4**, to speak with the flumph leader. Further information on negotiating with the flumph leader areis given in the Development section of **Area 4D**.

Blood orchids: A nest of blood orchids has recently appeared in the cavern, and is steadily gaining in power relative to the flumphs. They nest in **Area 5**, behind the waterfall.

The blood orchid nest houses a total of 15 blood orchids, plus 2 savants and a grand savant. All blood orchids killed come from these totals; they are replaced at 1 orchid per month, one savant at three months per caster level, and if the grand savant is killed, a savant evolves into a new one as soon as possible. If the grand savant and all lesser savants are killed, any surviving blood orchids flee back into the Under Realms.

Aamazd the Roper: This cunning roper lives in the upper part of the cavern (**Area 1**), and feeds off vermin, incautious flumphs, and any adventurers who wander into the cavern.

Xulux: This paranoid gibbering abomination nests in an area off the main cave (**Area 6A**). He is quick to attack and difficult to negotiate with, but flees if he takes much damage.

Rats: Numerous regular and giant rats can be found throughout the cavern; they are not included on the wandering monster table because they are so easily found. They leave PCs alone unless cornered or attacked, and so aren't worth any experience points on their own. They feast on the fungus and insects, and are a major source of food for the cavern's intelligent species.

Albino cave spiders: These small but nasty spiders lurk among the toadstools and dine chiefly on rats, but they attack anything living that comes within their reach. The other cave inhabitants are wary of them, and always keep a lookout for them.

Albino Cave Spider: HD 1; AC 2 [17]; Atk 1 bite (1d3 + poison); Move 9 (Climb 6); AL N; CL/XP 2/30; Special: Poison.

Cave Fishers: These nest in the many crevices and fissures located in the main cavern walls below the waterfall. They attack anything that comes within range.

Cave Fisher: HD 3; AC 3 [16]; Atk 1 filament (special) and 2 claws (1d6); Move 6; AL N; CL/XP 4/120; Special: Filaments (60-ft. range; open doors check to unstick oneself from filament; reels people 10 feet per round)

Fungus: The cavern floor areas sport a large variety of mold, mushrooms, and other fungi. Fully 30% of these are edible and 10% are poisonous. A druid, ranger or underground dweller can determine which are edible.

8A–1. Great Shaft Upper Reaches

Access to the great shaft is difficult to find. The primary means of entry to the great cave is through one of several passages exiting from the mazes located on **Level 6**. The passageway from the mazes leads downward a half mile, until it comes out onto a rock shelf in the upper third of the chasm. About 30 ft. from the entry, the cavern floor starts sloping down into the pit. During the day, light filters from a hole in the ceiling, illuminating the great cavern. Creatures which look something like airborne jellyfish or floating pies with dangling tendrils drift through the air in the distance. Opposite the entry, on the far wall of the cavern several hundred feet away, water gushes from the stone wall, cascades down a steep slope, and then spills over in a waterfall that plummets into unknown depths. Great stalactites, some taller than a house, hang overhead, though none loom near the recessed area from which the light shines.

On the ledge before the entry, many varieties of fungus up to three feet tall grow in large patches, with stalagmites rising from their midst like monoliths.

8A–1A. Roped Pillar

At **1A** stands a 12 ft. tall stalagmite, with a grappling hook-equipped rope wrapped around it. The rope, rotting and frayed but still intact, stretches down the slope from the pillar and over the edge of the pit.

This stalagmite is actually **Aamazd the Roper**. It devoured the people who set the rope, but decided to leave it as a lure for future adventurers. Besides the rare cave explorer, Aamazd also enjoys dining on the occasional foolhardy flumph that drifts close enough for its sticky tendrils to reach. When looking for a meal, he very carefully sets himself to look like an innocuous stalagmite. Identifying Aamazd as being other than a rock pillar thus requires a very careful search!

Aamazd the Roper: HD 11 (51 hp); AC 0 [19]; Atk 1 tentacle (weakness), 1 bite (2d10); Move 3; Save 4; AL C; CL/XP 12/2000; Special: tentacles grab and cause weakness.

Tactics: Aamazd waits until someone comes close to investigate the rope and hook, and then he attacks that person. When their strength has been drained, he releases them and attacks another target. Aamazd understands some Common, and eavesdrops on any conversations he can and adjusts his tactics accordingly. If badly injured, he attempts to negotiate. He can offer them information on the aerial inhabitants of the level; but knows little about the cavern floor.

Treasure: If Aamazd's corpse is cut open, a pair of diamonds can be found lodged in his gullet. One of these is a beautiful specimen worth 2,500 gp, and the other is flawed but still valuable at 1,500 gp.

Development: If the characters manage to kill the roper, the flumphs drifting about the cavern are intrigued, and a few move over to have a closer look at the PCs. See **Area 3** for further details regarding interacting with the flumphs.

8A–1B. Sheltered Alcove

This area is one of the few flat locations on the upper portion of the cavern complex. It is empty of all but a few toadstools and a charred fire ring near the back, the spoor of a past adventuring group. Roll a wandering monster check when the PCs arrive here.

8A–2. The Waterfall

Opposite the main entryway, water pours in from an underground passageway in a torrent (swimming up this is nearly impossible). Upstream, the watery passage goes underground and does not lead anywhere.

Movement within 30 ft. of the waterfall is treacherous, due to the slick, mossy coating on the rocks. Further, the noise of the water muffles sound, so creatures are surprised on a roll of 1–4 on 1d6.

8A–3. The Upper Reaches

Where the central cavern arches overhead, the ceiling is festooned with stalactites. However, at the center of the ceiling there is a 40 ft. diameter circular opening that has obviously been carved from the native stone. Around the inside circumference of this opening, magical runes have been carved into the stone, and they radiate a very faint bluish light.

The opening goes up into a domed area 20 ft. high, and at the center is a 10 ft. diameter hole from which the light that illuminates the cavern shines. Around the inside circumference of this hole as well there are more magical runes with the same appearance as the ones described above. The shaft leads up 20 ft. into **Area 8A–4**.

The rune circles mark the location of a pair of wards that are triggered whenever a magical device or active spell crosses their threshold. Spells that pass over are instantly nullified as if they had hit an *antimagic field*, and creatures with magic items or spells in effect (most notably including *fly* spells) find themselves encased in a blue shimmering aura that acts as an *antimagic field*, and lasts for three rounds. During this time, no magic or supernatural effects function and spellcasting fails. The typical result of this for an adventurer is a sudden drop to the bottom of the cavern, where he suffers 20d6 points damage.

There are always at least **6 common flumphs** floating about in the upper cavern, along with at least a **protector** and **2 hunters**. They are wary of strangers, and seek to avoid combat if possible, retreating into the domed area if threatened.

The flumphs are aware of the effects of the magical rune circles, and warn off any approaching adventurers who do not threaten them; see the sidebar for full statistics and further notes on roleplaying these strange creatures. They only attack directly if attacked themselves, or if they suspect the intruder's intentions are hostile. They also attack anyone trying to enter **Area 4** without their permission.

Tactics: If the flumphs are attacked, they release their spray of nauseating liquid and move away toward the ceiling, beyond the runic circle. There they gather and wait for pursuers. All flumphs save the protector blast anything making it past the ward with their nauseating sprays, and follow this up with flanking attacks. If battle takes place for more than two rounds, two of the flumph protectors from **Area 4** appear and assist with spells (only targeting those who are above the lower barrier). The protectors do not cast any defensive spells before arriving to avoid triggering the upper ward. If reduced to one third of their numbers, they retreat again up through the 10 ft. opening and seal off the entryway (see **Area 4A**).

8A–4. The Hidden Tomb

This area, above the doubly-warded "roof" of the cavern, is where Praetor Auris Veng was trapped. It is now the home of the flumph colony

in the cavern. The entire area is warded against scrying and *teleportation/ transportation* type magics. Also, *summoning* spells and effects do not work here.

8A–4A. The Main Chamber

The 10 ft. diameter shaft goes up 20 ft. and into a large rectangular room. Two walls have passages leading away from the chamber, and the other two are covered with 5 ft. wide niches. On either side of the opening is a pair of semicircular stone slabs on tracks which would cause them to slide down into the opening, sealing it off; a series of small stone wedges easily removable by the flumphs are all that hold it open.

Directly over the entryway shaft, in the ceiling 20 ft. above, there is a 10 ft. wide circular mirror-like object inset five feet into the ceiling, held in place by a trio of ebon claws. During daylight hours, this mirror (half of the *Auren Beacon*) sheds light too intense to be looked at directly, bathing the tomb with warmth. At night, it glows dimly, its light increasing and decreasing with the waxing and waning of the moon.

The claws that hold it in place are composed of an evil-enhanced darkness forged of Orcus's will. So long as even one remains, the mirror cannot be budged. In order to remove the claws, each of the three temples to Orcus in Rappan Athuk must be cleansed, which weakens a corresponding claw, causing it to become brittle and easily shattered.

There are always **12 or more flumphs** in here, some floating about, others resting in the niches. Further, at least **2 protectors** and **2 hunters** are always present.

Tactics: If battle starts, the flumphs attack en masse, with the protectors entering melee only after their spells have been exhausted. They fight to the death to defend their lair. In addition, the **flumph leader** and any flumphs with him join in the battle within 1d3 rounds.

8A–4B. Veng's Tomb

This chamber contains a large stone sarcophagus resting in the center of the room. Chiseled upon the lid of the sarcophagus in antiquated Common is *"Praetor Auris Veng — Here Rests a Pawn of Light."* The entire tomb is protected with a *hallow* spell.

Opening the sarcophagus exposes the remains of Veng to view, a mummified corpse clad in a *+3 mithral chainmail*, with a *+1 mace (destroys undead)* and wrapped in a white *robe of wizardry.* Upon his brow rests a platinum circlet (500 gp value) inset with a jewel that functions as a *luckstone*.

Those looking upon the remains feel a strong sense of being observed. If anyone touches the body or its equipment, a phantasmal figure appears — the spirit of Auris Veng. It warns the PCs that a powerful curse protects his remains, and the only way to avoid it is to discover the fate of the great adventurer Bofred, rescue him if he is somehow still alive, or return his remains to the surface for a proper burial if not. He tells them who he was if asked, and tells them a bit about the *Auren Beacon*, including how to free it (destroy all three temples to Orcus).

Anyone looting or molesting the body is indeed cursed, losing their sense of sight, hearing, and touch. This curse cannot be removed from the items, but a *remove curse* spell cast by a 19th-level or higher caster rids someone of its influence. Paladins and lawful priests participating in the looting lose their class-granted special abilities until they atone for their misdeeds at a lawful temple.

8A–4C. Veng's study

This room contains a very old wooden desk, along with a pair of wooden chairs and a small table. A bookcase also stands on a wall next to the desk, with several books and scrolls upon it.

During the long years of his imprisonment, Auris Veng spent much time here reading and writing works of philosophy using materials made from the fungal forest below, brought to him by the flumphs. Besides an old, tattered prayer book and several works on magic, there are a half dozen volumes of philosophy and poetry written by the Praetor which could be sold to collectors for 50 gp each. Careful study of these works over several weeks should give the reader a fair idea of who Auris Veng was, and what happened to him (as detailed in the history section for this adventure).

Also on the shelf is a collection of old scrolls of divine spells that the flumphs cannot use. They are: *silence 15-ft radius, dispel magic, protection from evil 10-ft radius, cure disease, cure light wounds, commune,* and *finger of death*.

8A–4D. The Flumph Leader's Aerie

This chamber is filled with a rock garden. The floor is buried in a six inch layer of grayish sand, with several interesting-shaped rocks and gleaming crystals thrusting out of it. The sand has abstract patterns traced in it by the flumphs, who find studying such patterns soothing. Against the far wall is an old, ornate-looking chair, with a staff propped against it.

This chamber was once Auris Veng's bedroom, and has since been turned into the private chamber of the flumph leader, who rests upon the wooden chair. The leader also always has an entourage of protectors and common flumphs: the colony's **master hunter**, **2 protectors**, and **4 common flumphs**.

Tactics: In the unlikely event that combat breaks out here, the master hunter and common flumphs swarm the enemies while the protectors and leader stay back and cast protective spells on themselves, followed by offensive spells at any opponents. Any flumphs left in the other areas of this complex come to assist in the battle 1d3 rounds after combat begins. They fight to the death.

Treasure: The staff propped against the chair is Auris Veng's old *staff of healing* with 3 charges remaining. Also resting on the chair seat are several scrolls. The arcane scrolls (*charm person, light* x2, *strength*, and *fireball*). The flumphs have no monetary treasure.

Development: If the PCs have managed to enter negotiations with the flumphs, one of them is hauled up and escorted to this chamber. Here the leader can communicate with them by smoothing a patch of sand and writing messages to them in Common.

The flumphs would love to have someone eradicate the blood orchids, and they would also be pleased if the gibbering abomination were taken care of. If one of these threats is dealt with, they reward the party with the *staff of healing*; if both are taken care of, they also give the PCs the scrolls from Veng's study. If the PCs do take care of both threats, and show respect for the flumphs, they are allowed to shelter in their lair when they come through the cavern complex, which could be quite useful for deep delvings in Rappan Athuk! They inform any who ask that Veng's remains are not to be disturbed.

8A–5. The Blood Orchid Nest

Located behind the waterfall is a shaft leading upward into the overhanging cliff face. This location is inaccessible without extensive climbing up a difficult rock wall or some means of flying. A small group of blood orchids settled here a few years back, having fled here after the destruction of their previous lair in the Under Realms. They have been maintaining a low profile until recently, subsisting mostly on cave rats. Now that their numbers have grown to **15 blood orchids**, plus **2 savants** and a **grand savant**, they are getting more aggressive, especially towards the flumphs. Unless something changes the balance of power with the caverns, the orchids clear out the flumphs within six to eight months.

The lair itself is a series of rocky caverns with treacherous floors, and many steep climbs, ledges, and descents. Air is slightly warmer and more humid than the main cavern area, and the air is redolent with the smell of blood, rotting flesh, and compost.

Note: Although this lair looks extremely dangerous, remember to subtract any blood orchids fought elsewhere from the total encountered here. This significantly decreases the threat level of this area. Furthermore, assume that unless alerted of a possible attack, there are only 2/3 of the regular blood orchids here at any given time.

Blood Orchids (15): HD 7; AC 1 [18]; Atk 6 tentacles (1d4 + poison); Move 3 (Fly 12); Save 9; AL C; CL/XP 11/1700; Special: All-around vision (immune to surprise), immune to sonic effects, resistance to fire, poison (save or fall unconscious), blood drain (if struck by 2 or more tentacles in a single round, save or grappled and lose 1 point of constitution per round to blood drain), telepathic bond with all blood orchids within 100 feet.

Blood Orchid Savants (2): HD 9; AC 1 [18]; Atk 6 tentacles (1d4 + poison); Move 3 (Fly 12); Save 7; AL C; CL/XP 14/2600; Special: All-around vision (immune to surprise), immune to sonic effects, resistance to fire, poison, blood drain, telepathic bond with all blood orchids within 100 feet, cast spells as 4th level magic-user (1st – *magic missile x2, protection from good*; 2nd – *phantasmal force, stinking cloud*).

Blood Orchid Grand Savant: HD 11; AC 1 [18]; Atk 6 tentacles (1d4 + poison); Move 3 (Fly 12); Save 4; AL C; CL/XP 14/2600; Special: All-around vision (immune to surprise), immune to sonic effects, resistance to fire, poison, blood drain, telepathic bond with all blood orchids within 100 feet, cast spells as 4th level magic-user (1st – *magic missile x2, protection from good, shield*; 2nd – *ESP, phantasmal force, stinking cloud*; 3rd – *hold person, lightning bolt*; 4th – *monster summoning II*).

8A–5A. Entry

This is a 10 ft. wide, 15 ft. tall cave mouth opening into a passage that slopes up at a 45 degree angle to **Area B**. There is always **1 blood orchid** on lookout here just inside the cave mouth. It drifts down upon any other creatures that enter, hoping to gain surprise.

8A–5B. Intersection

At this point the passage levels off and divides. To the south it continues ascending at a 60 degree inclination, while to the northeast it is level until it passes one of the caverns marked **C**, at which point it rises again at a 60 degree angle. There is a 25% chance **1–2 blood orchids** lurk here. They attack using standard tactics.

8A–5C. Blood orchid nests

The four chambers marked **5C** represent lairs for **3–4 blood orchids** (15 total divided among the four caves). The caves themselves are layered with rotted fungus, soil, and the carcasses of normal and giant rats and the occasional flumph.

Each nest has a 40% chance of being occupied by its tenants, bearing in mind the maximum number of orchids possible for the lair overall. If present, the orchids investigate any unusual activity they sense in nearby passageways, or at the telepathic summons for aid from one of their comrades. They have no treasure.

8A–5D. Vertical shaft

The corridor terminates in a 200 ft. deep shaft. Elevations of passages leading off the shaft are given on the map, relative to the floor of the pit. When PCs reach this point, there is a 30% chance of another encounter with **1–3 blood orchids**. The orchids drop paralyzed victims into the shaft whenever they have the opportunity to do so.

8A–5E. Larder

An 8 ft. wide slanting crack drops 60 ft. into a low (8 ft. high ceiling) cavern cluttered with rubble. Currently **12 starved giant rats** scuttle about in here, ready to provide a snack for an indolent blood orchid. The rats gnaw anything edible that comes within reach.

Giant Rats (12): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

8A–5F. Cave of the Savants

This large cave has several stony pillars, and is nearly bisected in one point by a deep crevasse. To the north, it narrows at a drop-off, then opens into the grand savant's lair. The cavern is also the home of the clan's **2 savants**, who are always here unless out on a specific mission. There are also always 3 or more **common blood orchids** here.

Tactics: The savants and grand savant start casting defensive spells at the first sign of trouble. Once intruders are spotted, they switch to offensive spells. The regular blood orchids hover near the ceiling, and attempt to drop on anyone who approaches the spellcasters. Nonflying PCs who get grappled might get dragged to the 60 ft. deep pit and dropped there, or may be deposited in the grand savant's lair, where they are subjected to 12 tentacle attacks.

Treasure: The treasure for the blood orchid lair is located beneath the mound of half-digested remains underneath it. It consists of: 1,097 pp, 2,430 sp, five gems (tourmalines worth 300 gp each), a dented jeweled scepter worth 500 gp, a large nonmagical adamantine shield, a *+1 mace*, and a cursed *flask of curses* (which identifies as a *decanter of endless water*).

8A–6 The Winding Path

To reach the bottom of the pit without falling or flying, this is the only feasible means of travel, other than simply attempting to climb the walls. This path starts by plunging through solid rock, into a long, winding passage that descends the side of the great cavern. About three quarters of this route is through tunnels, which occasionally have pits opening up to one side or in the center of the passageway (40% of these open back up into the main cavern area).

However, a quarter of the winding path follows ledges on the sides of the cavern walls. These ledges are usually about 10 ft. wide, but because the cliff face overhangs the path, travel along these sections can be hazardous for larger creatures. Small sized creatures can move normally, but man-sized creatures must move at half speed or else prompt a saving throw to avoid falling. Large creatures must crawl at quarter speed, and creatures of larger sizes cannot fit on the ledge. These ledges are often inhabited by normal and giant rats, which generally flee any non-rats that approach; they are also frequently scoured by hungry blood orchids, cave fishers, and the gibbering abomination as well; a wandering monster check should be made each time they have to progress along a series of ledges.

8A–6A. Entry and Upper Caves

On the south side of the upper part of the great cavern, a recess in the wall opens into a pair of passages. One goes into a series of small caves which are uninhabited, and used by the flumphs for mating. There is a 50% chance that a pair of flumphs can be found here at any time, and they are likely to regard any intrusions unfavorably (probably resulting in a barrage of nauseating sprays, and them fleeing). The other opening is the start of the winding path itself; it levels off, then quickly starts to descend.

8A–6B. Xulux's Lair

The paranoid gibbering abomination Xulux has set up a lair about two thirds of the way down the switchbacking trail, in a series of shafts with two points of entry, so he has a direction to flee in. There is a 75% chance that he is cowering in his lair, and if he is, he is asleep 40% of the time.

8A–6B1. Entry Pit

To one side of the main passage a pit opens up, descending into darkness, much like others along the pathway. If Xulux is in his lair and awake, he has a 3 in 6 chance to hear any travelers.

8A–6B2. Nest

About two thirds of the way down the side of the pit there is an opening in one wall, going into an inclined passage. At the base of this passage, in a bowl-shaped depression, **Xulux** makes his lair.

Xulux is a gibbering abomination, a horrifying arcane amalgam of humanoid body parts and internal organs. After narrowly escaping death in his youth at hands of the wizard who created him, Xulux has become exceptionally paranoid, even for a gibbering abomination. This gives him a –2 penalty against Bluff and Intimidation attempts to cow him.

Xulux has been a resident of this cavern for several years. He generally leaves the flumphs alone, and while he could probably deal with the blood orchids without too much trouble, he has been leaving them alone as well, hoping that they clear the flumphs out for him, and then he can wipe them out at his leisure. That would allow him the opportunity to finally investigate the tomb at the top of the cavern, about which he has a burning curiosity.

It is possible for PCs to enter negotiations with Xulux if they can convince him that they are much stronger than he is. In such a case, the gibbering abomination usually talks only until he can escape them. He mentions the presence of the blood orchids, that the flumphs are hiding great treasures, and in general tries to get the PCs more interested in the cavern's other dangerous inhabitants.

Xulux: HD 13 (61 hp); AC –3 [22]; Atk 6 bites (1d8 + save or blood drain); Move 3 (Climb 3); Save 3; AL C; CL/XP 23/5300; Special: Regenerate 3 hp/round, half damage from edged and piercing weapons, immune to pain, backstabs and disease, 50% resistance to electricity, blood drain (1 point of constitution per round), disruptive cacophony (100 ft. range, all within range must save or be unable to cast spells), spells (at will—*confusion*, *dispel magic*, *enfeeblement* (reverse of *strength*), *fear*, *freezing ray* (as *lightning bolt*, but cold damage), *telekinesis* (325 lb. max)), can use two spells per round, deathless (returns to life 1 hour after "killed").

Tactics: When in his lair, if he hears people on the path above, he slowly moves up until he can spot them. Unless they look overwhelmingly powerful, he ambushes them with his spells. He uses his powers as follows: *confusion*— used against fighter types over spellcasters and ranged attackers; *enfeeblement*—on anyone who poses a physical threat; *fear*—used against the most threatening enemies or ranged attackers; *freezing ray*—used on magic-users or those who look badly damaged, to finish them off; *telekinesis*—used to yank foes off ledges and hold back melee fighters. He uses his disruptive cacophony against clusters of spellcasters.

When hunting, Xulux likes to use his *telekinesis* to seize prey on ledges and throw them off. Xulux finds that the plummet to the bottom of the cavern nicely "tenderizes" his meals for him. If he does achieve such a kill, he ignores the rest of the group and descends to feast. When in the open, he targets flying enemies before land-bound ones assuming they are of roughly equivalent threat.

Xulux flees if his hit points are reduced to 50% or less. As he goes, he collects his treasure chest and the key.

Treasure: Half buried among the debris of Xulux's nest is a small (1–1/2 ft. x 3/4 ft. x 3/4 ft.) chest made of teak with gold fittings, and bearing a fine lock that is trapped with a poison needle. The chest itself radiates magic if such is detected for. The key for the chest is concealed in a rock crevice 15 ft. upslope behind the nest. Note that breaking the chest open destroys its magic and all items inside.

The chest itself is a variant of a *bag of holding*. Its main compartment can hold up to 80 pounds or 8 cubic ft. of material, and the inside of the lid holds two secret compartments, each of which can hold 2 cubic ft. or 20 pounds of weight. Remember that dire consequences result if it is placed inside another extradimensional space. The overall weight of the chest is 10 pounds, empty or full.

Currently the chest holds in its main compartment 502 gp, and 24 sp, along with an onyx statuette of a dog (nonmagical, worth 500 gp). One of the secret compartments holds three gems (a pair of small rubies worth 250 gp each, and a water opal worth 500 gp), and the other compartment holds a small wooden box (6 inches x 3 inches x 1 inch) closed with a simple latch, which holds six lozenges in its padded interior. When placed in one's mouth, each of these magic pills produces a different potion effect. There are three white lozenges (*cure light wounds*), a black lozenge (*feather fall*), a gray lozenge (*neutralize poison*), and a translucent aqua lozenge (*water breathing*). Xulux got these off of a drow he charmed and later ate some time ago in the Under Realms. They are water soluble, so immersing them in water ruins them.

8A–6B3. Shrieker

Up the slope behind the gibbering abomination's nest, nestled on a flat ledge, is a shrieker that Xulux brought in with telekinesis from the Under Realms, to serve as a warning system in case flying creatures try to approach from the escape shaft. It sounds off as soon as any movement or light comes within ten feet of it.

Shrieker: HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

8A–6B4. Escape Shaft

On the other side of the shrieker, the sloping passage meets another vertical shaft. This shaft descends 60 ft. before opening out into the main cavern. Xulux uses this as his "front door" when he goes off to hunt, and as a means of escape from intruders approaching from **Area 8A–6B1**.

8A–6C. Exit to Cavern Floor

In the bottom quarter of the winding passage, it moves away from the main cavern and slopes down more steeply to an exit point on the eastern side of **Area 7**. Traversing this sloping passage requires a successful saving throw or the PC falls en route for 1d6 points of buffeting damage.

8A–7. The Cavern Floor

The base of the cavern is home to a teeming population of rats, spiders, and fungi, with a lake at the center.

8A–7A. Lake

This large lake is quite shallow, ranging from one to four feet deep almost everywhere. Wading through it is very difficult because the lake bed is composed of a series of convoluted ridges, spines, holes, and loose mounds of rubble. Those wading move at quarter speed, and still must make a saving throw every minute to avoid slipping and falling. Where the waterfall meets the lake it is about 12 ft. deep, though there is a pile of rubble beneath the falling water itself. The lake is the home of some small fish and crayfish, but no large or dangerous species.

At the bottom of the lake near its center, an underwater shaft drains the lake. This shaft eventually feeds into the river flowing through **Level 13A, Area 13A–13**.

8A–7B. Fungus Forest

A profusion of toadstools up to eight feet tall cover the majority of the cavern floor. Where toadstools aren't present, the ground is carpeted in a variety of molds, intercut with game trails left by the many giant rats who feast on the fungus and insects that live here. Albino cave spiders are a particular threat amid the toadstools, and jump out when prey comes within reach. They surprise on a roll of 1–4 on 1d6. On random encounter checks rolled here, treat rolls of 10–11 as spider encounters. Remember that the normal and giant rats normally flee.

8A–7C. Shaft to the Under Realms

Partially obscured by the fungus at this location is an open pit 12 ft. in diameter It descends vertically hundreds of feet before winding its way into the Under Realms. It is through this shaft that the blood orchids, gibbering abomination, and flumphs all originally immigrated, and all three groups know of its existence.

8A–7D. Rat Warren

To the north and south, the cavern wall has split in numerous places along natural fault lines, and rats have taken advantages of the many passages now riddling these areas. Because the warrens are naturally formed, their ceiling height ranges from 5 to 15 ft., and width from 5 to 10 ft.

Unlike the rats elsewhere in the cavern, normal and **giant rats** within the rat tunnels attack anyone who invades their home, and experience should be rewarded for them normally. When characters explore these areas, roll for a rat encounter every five minutes on a d20: 1–6 = a pack of ten standard rats; 7–9 = a rat swarm (1d100 rats); 10-15 = 2d4 giant rats, and 16-20 = no encounter. The rats do not have any treasure.

8A–8. Lower Entry

At the eastern end of the cavern floor, not far from where the winding passage is located, a 10 ft. wide passage is nestled among a series of rat tunnels. This passage slopes downward, and eventually comes out in the ceiling of **Level 10A**, The Great Cavern, 80 ft. over the southern portion of the central lake.

Level 8B: The Steam Jungles

This is the middle level of the most volcanic area in the dungeons, the levels from the Prison of Time down to the Lava Pit. The lava river that originates in the Prison of Time runs through this level, which is an area where subterranean water sources interact with molten rock to create a huge quantity of steam and condensation in a hot area, which in turn gives rise to some very unusual underground life forms. In many respects, this area is a small subterranean jungle. The area is seldom traveled by the other denizens of the dungeon, since it has been sealed at the top by the priests of Orcus, and can only be accessed at the bottom by risking the lava and salamanders in **Level 10**. The area is shown on **Map RA–8B**.

Level 8B

Equivalent Dungeon Level: 4
Entrances and Exits: Lava river down from **Level 5B**: the Prison of Time; river continues downward to **Level 10**: The Lava Pit
Wandering Monsters: Roll on the table below once per 30 minutes on a d20

1–6	**2d6 carnivorous apes**
7	**3d6 giant centipedes**
8	**Ochre Jelly**
9-20	No Encounter

Standard Features: Areas shown with trees have a visibility range of 10 ft.

Carnivorous Ape: HD 5; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 12; AL N; CL/XP 5/240; Special: Hug and rend. (If a carnivorous ape hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage.)

Giant Centipede: HD 2; AC 5 [14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; AL N; CL/XP 4/120; Special: poison bite (+6 save or die).

Ochre Jelly: HD 6; AC 8 [11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

8B–1. The Lava River

The lava river enters this level from the upper regions of **5A–19** in **Level 5A**: the Prison of Time. At this point, the tunnel widens into a large cavern, dimly lit by the reddish glow of the lava river. Immediately upon entering the cavern, the characters are almost choked by the unbelievable steam and humidity: this level is located directly below an underground cistern-lake, and water seeps down through the rock to drip from the cavern ceiling. Enough water falls into the lava river, boiling into steam, or condenses on the ceiling from the general heat, to turn this entire level of the dungeon into a wet, tropical, steam-bath.

8B–2. Jungle Idol

This is a huge growth of mango trees, laden with ripe fruit. The roots of the trees have broken up the stone beneath them, tunneling deep to obtain needed minerals. Moving through the "forest" restricts visibility to 10 ft. inside the forest at location "**A**" there is a large stone idol. Roots and vines have twined around it so that for a moment it appears to be covered in snakes. The statue is that of a peaceful-looking woman, very fat, with a mysterious smile. The inside of the statue is hollowed out, and the space within is the lair of three small, green mice. Other than the strange coloration, they are normal rodents.

8B–3. Welcome to the Jungle

The eastern half of this cavern is filled with fleshy, tropical-looking trees. They resemble short, squat palm trees about ten to fifteen feet in height, with spongy pink bark and feathery fronds. Hair-like strands of bluish moss hang down from the fronds, making it impossible to see very far into this bizarre subterranean jungle. Condensed water drips constantly from the ceiling, and wisps of steam constantly form and then disappear in the air. Lurking in the jungle about 20 ft. from the edge are **3 giant leeches**.

Giant Leech: HD 5; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 12; AL N; CL/XP 6/400; Special: Sucks blood (5hp/round).

8B–4. Jungle Cavern

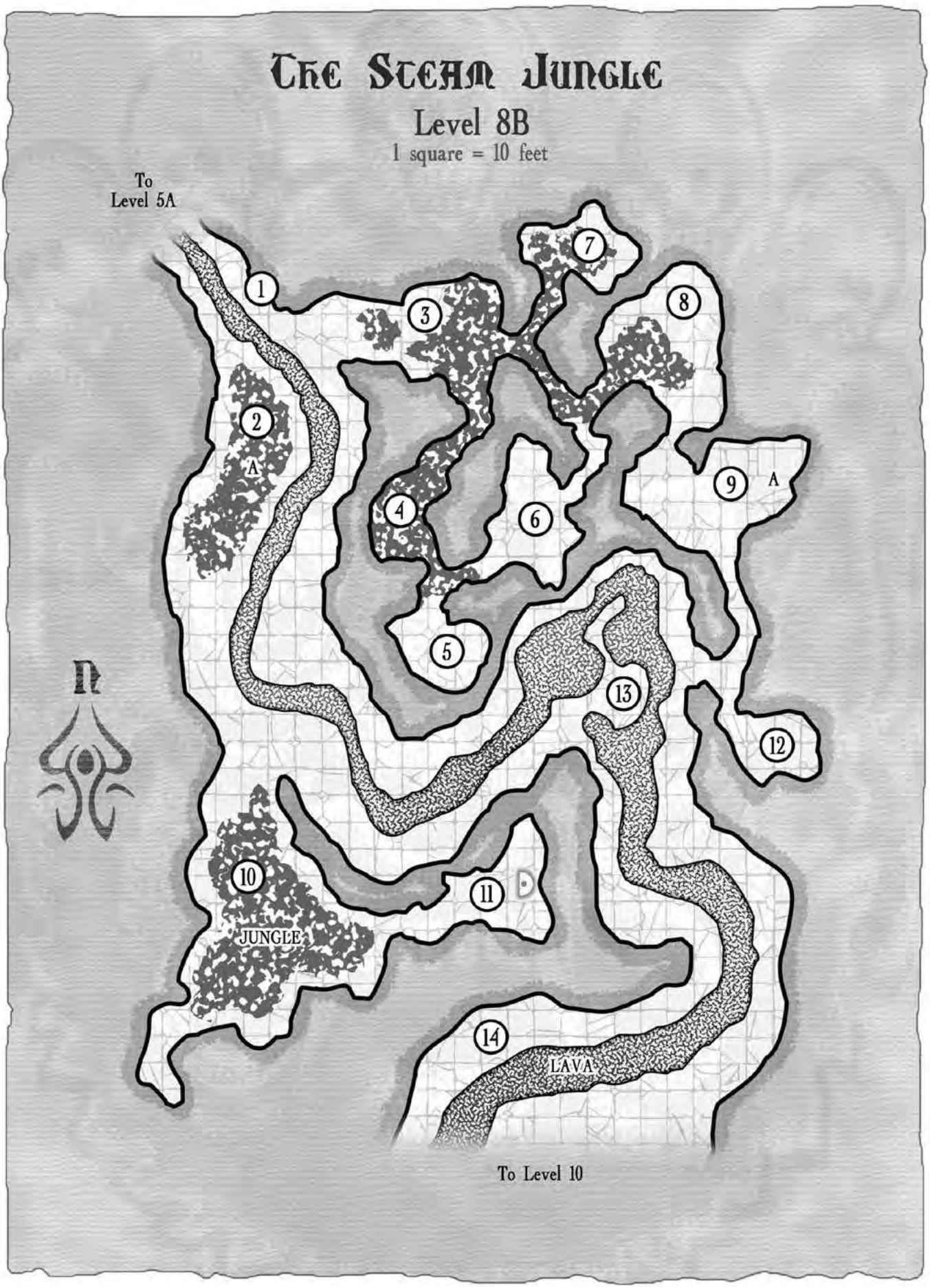
This cavern is entirely filled with the strange subterranean trees found in this level, but other than the trees the cave is empty.

8B–5. Monkey-Carvings

This cavern is empty, but pictures and lines have been scratched all over the rock floor. The only recognizable symbols are a crescent shape with some sort of stem at one end, and various crude images of the palm-type trees that the characters have seen on this level of the dungeon. The rest of the scratching is made up of long curving lines, spirals, and a few circles. This was a sacred cavern for the semi-intelligent monkeys that once swarmed in this jungle, but these became extinct over a century ago when the palm trees were affected by a disease that kept them from producing bananas (the pictures of crescents with a stem). The only monkeys to survive were those that ate the others, and eventually grew into an entirely different ape-like species—the carnivorous apes in **Areas 8B–10** and **8B–11**.

8B–6. Mounds of Moss

The floor of this cavern is covered in deep moss, mostly either a bright blue or a sickly, pale green. The bright blue moss is a predator that forms itself into a **shambling mound** of vegetation; there is enough moss in


The Steam Jungle
Level 8B
1 square = 10 feet
To
Level 5A
1
2
A
3
4
5
6
7
8
9
A
10
11
12
13
14
JUNGLE
LAVA
To Level 10

the cavern to form three of these human-shaped plant creatures. Although these creatures are made of moss rather than swamp vegetation, they are effectively identical to the sort of shambling mound that would be found in a swamp.

Shambling Mound: HD 10; AC 1 [18]; Atk 2 fists (2d8); Move 6; Save 5; AL N; CL/XP 13/2300; Special: Damage immunities, enfold and suffocate victims.

Treasure: Beneath the mossy carpet that covers the cavern floor, there is a considerable amount of treasure left behind by adventurers or hapless monsters that have wandered into the cavern and been killed by the blue moss. This includes 2,000 gp, 5,000 sp, 5 pearls (150 gp each), 1 emerald (250 gp), a jewel-studded dagger (750 gp), 4 rusted daggers (worthless), 2 coin-sized disks made of wood (worthless), a nicely-worked bronze goblet (only 5 gp), a small ivory statue of a dragon (25 gp), a torn paper fan (worthless but still radiates a small amount of some now-expended magic), a fragile china drinking cup (500 gp), a *scroll of cure disease*, and a *potion of healing*.

8B–7. Arbor of Hallucinations

Some of the trees in this cavern give off a subtle (undetectable) smell that is hallucinatory after prolonged exposure. Anyone who remains in this cavern longer than one turn may fall subject to the hallucination of being covered with biting bugs. No saving throw is permitted, and the hallucinatory bugs actually cause 1 hp of damage per round (in the same manner as a *phantasm force* spell, although they cannot simply be disbelieved). Leaving the room will immediately and entirely *dispels* the hallucinations.

8B–8. Cavern of Niches

When the characters emerge from the trees that fill the passageway into this room, they find a clear area in the cavern chamber. The walls of the cavern are of natural stone, but several small, shallow niches have been hacked into the walls. These appear to have been used as shelves or storage, for small items of various different kinds have been placed into many of the niches. These are remnants from the time when the (now extinct) semi-intelligent monkeys inhabited this level. For the most part, the carnivorous apes have ignored the collection of trinkets, considering them to be of little interest.

Other than the possibility of wandering monsters, there is no hazard in this room, and the characters can search through the contents of the niches.

There are a vast number of these niches, and it takes a long time to search all of them. Each character searching for a full 10 minutes can assemble an array of items, most of which are worthless. Roll once on the following table per character per minute spent. After two hours of searching, the niches are empty.

01–05	1d4 cp, ten feathers, two pieces of mummified monkey dung*, and a stone eyeball (worthless).
06–10	1d10 gp, a bat skeleton, a scrap of cloth, and 1 piece of mummified monkey dung*
11–15	1d10 sp, a feather, an iron nail, a shiny piece of glass, and a sticky glob of something
16–20	2d6 gp, a mummified banana, a piece of chalk, and the finger of a leather glove
21–25	2d10 sp, a rusted and unidentifiable piece of iron, three feathers tied together with a piece of string, and a piece of mummified monkey dung*.
26–30	1d10 cp, a dried piece of palm-leaf wrapping a piece of semi-precious stone (worth 1d20 gp)
31–35	A fish skeleton and 1d3 pieces of mummified monkey dung*
36–40	A bone needle, a chipped flint knife, and a piece of palm-leaf wrapped around a shiny (but worthless) rock
41–45	2d6 gp, 1d20 sp, 1d100 cp, a chipped piece of flint, and 1d10 mummified pieces of monkey dung*
46–50	1d4 gp, 1d6 sp, a nest of (normal) spiders, and 1 piece of mummified monkey dung*
51–55	1d4 scraps of tree bark
56–60	1d4 coconuts (rotted and dried out), a fish skeleton, a string of wooden beads, and a bone scraper
61–65	1 gem worth 2d6 x5 gp, 1d10 sp, and a piece of tree bark with indecipherable symbols scratched on it (*comprehend languages* would indicate that it says, "Banana, banana, flint knife, climbing is happiness, Thongo has lice.")
66–70	1d8 gp, 2d10 sp, 1d6 semi-precious stones worth 1d6 gp each, 1 piece of mummified monkey dung*, 1d6 desiccated beetles
71–75	1d6 cp, a tuft of fur, and 1 turtle shell
76–80	1d4 gp, a monkey skull, and a leather rattle
81–85	1d20 sp, 1d4 monkey teeth, and 1d3 pieces of dried monkey dung*
86–90	1d6 semi-precious stones worth 1 gp each, some blue dust wrapped in a dried banana peel, and 1 piece of dried monkey dung*
91–95	1d10 gp and 1d20 worthless (but pretty) rocks
96–00	1d20 cp, a dried scarab beetle, and a *banana of holding* (found only once).

*There is a reason why the (now extinct) semi-intelligent monkeys who lived on this level stored their dung in these niches. Over time, the sulfur and mineral content in the dung becomes mildly explosive. The dung-pieces can be thrown (or used as sling bullets) to inflict 1d6 points of explosive damage, along with a puff of foul-smelling smoke and a momentary glow of light. If the characters remove the pieces of monkey-dung from the niches while collecting materials rather than simply leaving them, there is a good chance that at some point one of the pieces willis dropped to the floor and explodes harmlessly.

Banana of Holding

This dried and leathery banana peel is stitched up the sides, with an opening at the top about the diameter of a coin. Only something small enough to fit through the opening can be placed into the *banana of holding*, because if the side-stitching is torn the item's magic will be lost. The *banana* holds a maximum of 40 pounds of such small items, and always weighs the same as a banana peel. It is also quite slippery, as most banana peels are.

8B–9. Face of the Fire Monkey God

At the location marked "**A**" in this chamber there is a huge monkey-face carved into the wall, about ten ft. in height. The carving's mouth is a deep hole into the wall rather than one of the shallow indentations defining the rest of the face. If anyone approaches within thirty feet of the face, it breathes fire on them for 2d6 points of damage, and continues doing so once per round unless they leave the thirty foot radius. There is no treasure here.

8B–10. Trees of the Carnivorous Apes

This jungle-filled cavern is the abode of a large tribe of **50 carnivorous apes** (their numbers reduced by any that have previously been killed in wandering monster encounters). First contact with the apes is likely with only 2d6 of them, but another 1d6 emerge from the trees in each subsequent round of combat until the entire tribe is engaged in the battle.

Carnivorous Ape: HD 5; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 12; AL N; CL/XP 5/240; Special: Hug and rend. (If a carnivorous ape hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage.)

Treasure: There is no treasure in this area, for it is kept in the Chief-Ape's cavern (**Area 8B–11**)

8B–11. Cavern of the Ape Chieftain

There is a large throne hacked from the natural stone of the cavern in the eastern end of this cave chamber. An **enormous fanged ape** sits upon the throne, which is surrounded by broken human skulls. The cavern also contains a very large iron cauldron sitting upon a fire-pit.

Ape-Chief: HD 6 (32 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (1d8); Move 12 (Climb 12); Save 12 (10 vs. spells); AL C; CL/XP 5/240; Special: Hug and rend, speaks Common. (If the Ape-Chief hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage.)

Treasure: Generations of carnivorous apes have accumulated lots of shiny treasure from now-eaten adventurers, and the ape chieftain keeps almost all of it in his cavern chamber. It is kept in a pile, for all the apes to look at and play with, and comprises: 115,427 cp; 7,510 sp; 1,671 gp, 14 gems (4 x 5 gp, 3 x 25 gp, 3 x 50 gp, 2 x 100 gp, 2 x 500 gp); a golden tiara with sapphires (1,000 gp); a *+1 mace*; 2 *potions of healing*; 1 *potion of fire resistance*; and 1 *scroll of ice storm*.

8B–12. Slipping and Sliding with Stirges

This room is one of the places where a fairly large quantity of water drips into this level. The natural stone floor slopes sharply down from the cavern entrance southeast toward the back of the cave. It is so filled with drifting mist that visibility is restricted to 5 ft., and the floor is very slippery. Anyone entering the room must make a saving throw or slip and fall, moving at a rate of 20 ft. per round to the southeast. A new check is permitted each round to recover. If anyone reaches the southeastern part of the cavern, standing or sliding, this alarms and angers the **20 stirges** that live in mud nests on the ceiling. These fan through the chamber looking for intruders. They are effectively invisible in the steam until they land on someone to attack. Attacks against airborne stirges miss automatically unless the attack is made in the correct general direction, and even then the attack is made at –4 to hit. Anyone who has fallen and cannot get up (has not made a saving throw against slipping) is still able to fight with hand weapons, but also at a –4 to hit.

Stirges (20): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: The remains of various victims lie directly below the stirge nests against the cavern's southeastern wall. There are six skeletal remains, carrying the following: 6 rusted lanterns, 2 rotted scrolls, 3 rusted swords, one pointy hat (red plaid), a set of thief's tools (rusted), a pair of boots with a mouse skeleton inside, 5,111 cp, 208 sp, 417 gp, and a *wand of fireballs* (4 charges remaining). The mouse skeleton is magical; if worn as an amulet it grants a +1 to all saves. It is very fragile, which is why its original owner kept it in a boot. Its presence will cause the boot to emanate faint magic, and if someone shoves a foot into the boot, this will crush the magic skeleton.

8B–13. The Promontory Cavern

This large cavern is mainly a sea of molten lava, but there is a narrow stone lip around the edges and a stone peninsula jutting out into and above the flowing river of fire. A pentacle has been carved into the stone floor of the promontory, and at each of the five points of the pentacle there is a large, blue gem.

The promontory was once solidly grounded, but the flow of lava around it has slowly been melting away the supporting rock, and it is now extremely unstable. Any person walking to the pentacle has a 1% chance per minute to cause the entire promontory to collapse into the river of fire below. This chance is cumulative for each additional person on the promontory (i.e., two people have a 2% chance per minute for the promontory to collapse). The chance does not increase per round.

Prying the gems out from the points of the pentacle takes time: five minutes per gem if using a dagger or other ill-suited tool, three minutes if using a pickaxe or crowbar. Each gem is worth 100 gp. Note that (fairly obviously) a person who is *flying* or *levitating* over the promontory does not add to the risk of a collapse.

8B–14. Exit to Level 10: The Lava Pit

At this point, the wide tunnel begins to descend in stages, a series of short "waterfalls" of lava, usually no more than 5 ft. in height. The river winds its way down to **Level 10**: The Lava Pit, where it eventually emerges from the ceiling of **Area 10–7** in its last drop.

Level 9: The Lower Temple of Orcus

This level contains the second of three power centers for the evil temple of Orcus in the dungeon of Rappan Athuk. Just as Zehn rules **Level 4** with an iron hand, so does Gudmund rule this level. If the PCs are to have any hope of expunging the evil forces of this place, they must first succeed in the destruction of this temple. Gudmund keeps a stable of servant creatures near the temple. Minotaurs haunt the maze area, and a large pack of leucrottas are kept fed and happy in the caves. A herd of gorgons lives in yet another area. Worse encounters are hidden in the temple as well. A map of this level is depicted in **Map RA–9**.

Minotaur: HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Level 9

Equivalent Dungeon Level: 9
Entrances: Stairs to **Levels 7A, 10**, and **11A** from **Area 9–1**. River from **Level 1.**
Exits: Stairs to **Levels 7A, 10**, and **11A** from **Area 9–1.**
Wandering Monsters: Check once every hour on 1d20:

1	**1d3 acolytes of Orcus** (see **Area 9–8**)
2	**1d6 minotaurs**
3	**3d6 giant rats** (cavern areas only, otherwise no encounter)
4–5	**1d3 leucrottas** (see **Area 9–5**)
6	**A company of goblin troops** —2d4 goblin fighters accompanied by 1d2 goblin leaders
7	**1d2 vrocks**
8–9	**1d3 small piercers** (cavern areas only, otherwise no encounter)
10–20	**No encounter**

Detections: Strong evil emanates from the temple at **Area 9–8**.
Shielding: None.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood All secret doors are made of stone.

All attempts to turn undead receive a –4 profane penalty due to the evil temple. No turning is possible in the temple area itself. **Areas 9–8 to 9–11** radiate a continuous *dispel good* aura.

Fungus encrusts most cave surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (lethal). Druids, rangers and dwarves can determine which are edible.

Leucrotta: HD 6; AC 4 [15]; Atk 1 bite (3d6); Move 18; Save 11; AL C; CL/XP 6/400; Special: None.

Goblin Fighter: HD 2; AC 6 [13]; Atk 1 handaxe (1d6) or shortbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: None. Gear: Ring armor, handaxe, shortbow, 20 arrows, 20 gp.

Goblin Leader: HD 3; AC 6 [13]; Atk *+1 shortsword* (1d6+1) or crossbow (1d8); Move 9; Save 14; AL C; CL/XP 2/30; Special: None. Gear: Ring armor, *+1 shortsword*, crossbow, 10 bolts, 25 gp.

Demon, Vrock: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12/18 (flying); Save 8; AL C; CL/XP 9/1100; Special: Magic Resistance (50%), immune to fire, darkness.

Small Piercers: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

9–1. Entrance

This small room contains stairs leading down to **Levels 10** and **11A**, and up to **Level 7A**.

9–2. Empty Areas

The occasional piece of junk or debris litters those areas marked **9–2**. Referees should also roll a wandering monster check each time PCs enter areas designated "**9–2**."

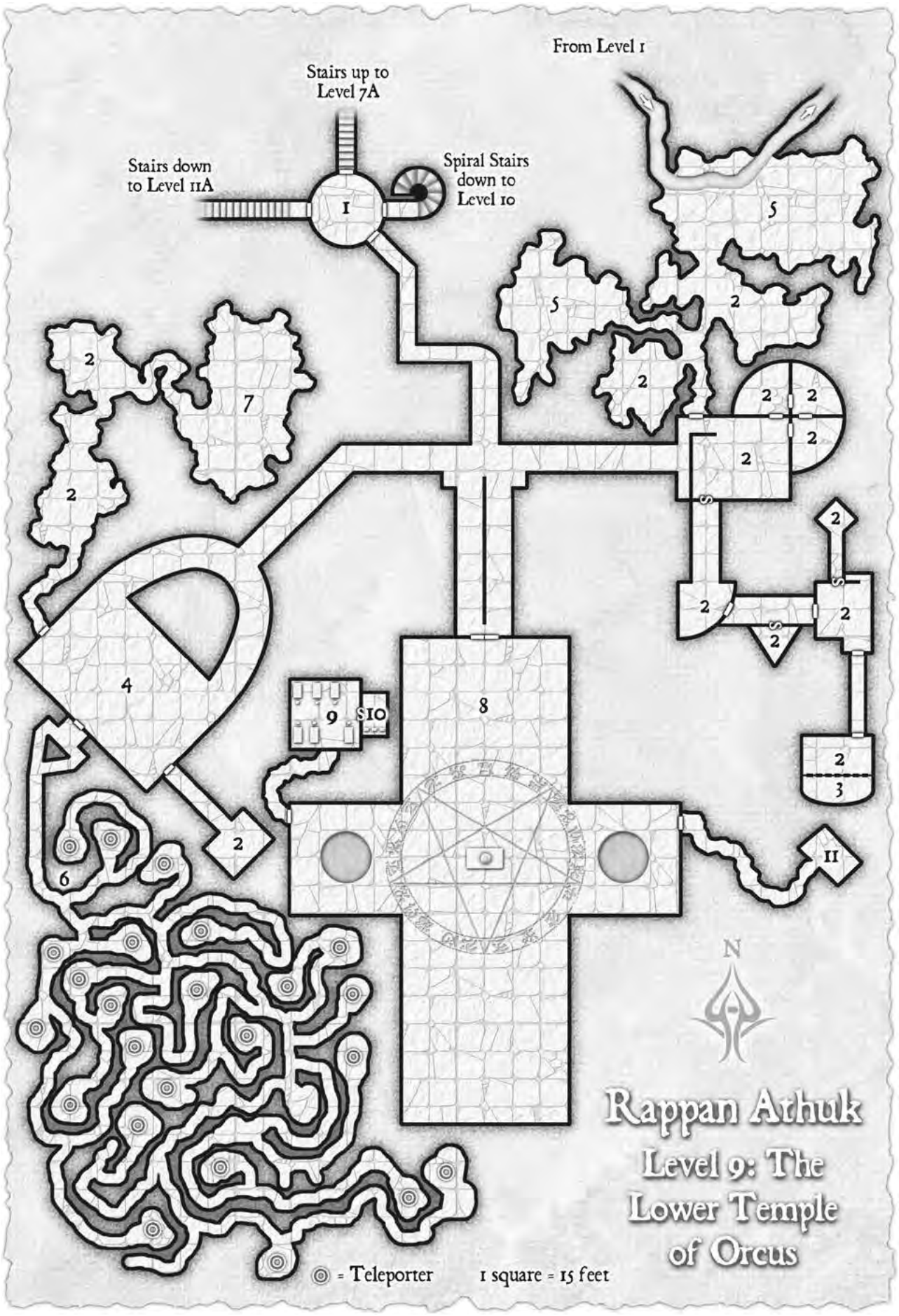
9–3. The False Wall

The wall on the north side of this room simply looks fake. It is made of very weak paper and mortar, and can be easily broken down. If this occurs, an alarm is triggered in the evil temple at **Area 9–8**, and the gorgons are sent to the area by Gudmund from **Area 9–7**. Other than that, this area is yet another time waster.

9–4. Gathering Ground

This area is used as a base camp for the minotaurs that serve Gudmund. At all times, **12 minotaurs** are present in this area, and a total of 24 are present on this level. Any not here are assumed to be wandering the maze (**Area 9–6**) or elsewhere. There is a large iron bar across the door to the tunnel complex at **Area 9–7**. This is to keep the gorgons shut in, as the minotaurs fear them. Strewn about the room are small piles of rubbish that double as the minotaurs' beds (24 separate piles).

Minotaurs (12): HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP


From Level 1
Stairs up to Level 7A
Stairs down to Level 11A
Spiral Stairs down to Level 10
1
2
3
4
5
6
7
8
9
10
11
N
Rappan Athuk
Level 9: The Lower Temple of Orcus
= Teleporter
1 square = 15 feet

6/400; Special: Never get lost in labyrinths.

Tactics: The minotaurs are too chaotic to formulate any real battle plan. They are relentless foes, however, and track anyone fleeing as long as one side or the other is alive. They fear wizards, and anyone who can be seen casting spells is preferentially targeted. Any non-spellcasters captured are eaten. Captured spellcasters are tossed into the gorgon area beyond the north door (it is bad luck to eat a wizard).

Treasure: Three of the piles have some items of interest. Pile #14 has 1,400 gp in a large locked leather sack. The lock is of fine quality Pile #19 has hidden in a pile of feces a *+2 short sword* in a lead sheath (*detect magic* cannot find it). Pile #23 contains a small statue of pure adamantite. The statue is of a young man kneeling beside two lions; it is worth 2,500 gp and weighs 2.5 pounds.

9–5. Leucrotta Caves

Two interconnected areas are labeled as **9–5** on the map. Each serves as the den for a pack of **6 leucrottas** that are used as guardian animals by Gudmund. These packs do not care for each other. Any combat in one area is only 30% likely to draw additional leucrottas from the other area. The river in this area can be swam, though downstream it leads nowhere. The source of the river is **Level 1, Area 1–14.** The beasts have no treasure.

Leucrottas (6): HD 6; AC 4 [15]; Atk 1 bite (3d6); Move 18; Save 11; AL C; CL/XP 6/400; Special: None.

Tactics: These beasts hit and run, avoiding heavily armored opponents until all others have been dealt with. The pack attacks in two groups of three, with each group dedicating all of its attacks on one individual until he falls. If seriously wounded (75% or more of hit points), a leucrotta flees and hides, avoiding further conflict if possible..

9–6. The Maze

This area is a total time-waster and was built to distract invaders while the priests gather their forces to fight them. Hidden throughout the maze are a series of undetectable *glyphs of warding* that do not harm anyone, but instead trigger an alarm in **Area 9–9.** Once the alarm is triggered, Gudmund releases the gorgons from **Area 9–7** into the maze. These beasts track by scent until they find the PCs. Wandering the maze at any given time are **6 minotaurs**, who feel at home here. There is a 50% chance per 10 minutes of encountering such a wandering group. Once they are slain, no further encounters with minotaurs occur in the maze.

Minotaurs (6): HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

Tactics: The minotaurs are too chaotic to formulate any real battle plan. They are relentless foes, however, and track anyone fleeing as long as one side or the other is alive. They fear spellcasters, and anyone who can be seen casting spells is preferentially targeted. Any non-spellcasters captured are eaten. Captured spellcasters are tossed into the gorgon area.

9–7. Cave of the Gorgons

Only Gudmund himself dares enter this room, as his amulet protects him from the breath of the foul creatures stabled here. This cave complex smells of cow dung and vermin. Careful inspection of the area behind the door reveals a whole troop of small rat statues, 20 in total. Here and there a stone stirge may be found as well. Each minute spent north of the door from **Area 9–4** brings a 35% chance of an encounter with **1d3 gorgons**. These beasts are used as a weapon by the evil priests of this level and are kept well fed with slaves, goblin trespassers, and adventurers. The gorgon lair (statuary, really) is in the back corner of **Area 9–7**. Gudmund removes all treasure.

Gorgons (4): HD 8; AC 2 [17]; Atk 1 gore (2d6); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Breath turns to stone.

Tactics: Moooo!!! Charge, breathe, charge, breathe, charge, etc.

Treasure: In a large pile of offal a long lost *iron flask* (see below) containing a vrock can be found with a search. The command word for the flask is "Muzekseg."

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a saving throw. The range of this effect is 60 ft. Only one creature at a time can be so contained. Loosening the stopper frees the captured creature. The command word can be given only once per day.

9–8. The Lower Temple of Orcus

Entrance Portals: The divided corridor leads down an 80-ft. hall and ends in a set of huge, carved double doors. Unholy scenes of demonic faces and rites are carved in these bas-relief halls and doors, evidence that something wicked this way comes. The doors are unlocked, and may be opened easily by pulling on their great brass handles. The doors are, of course, trapped, with a *glyph of warding* that bestows a curse that imposes a -3 penalty on all attacks and saving throws on non-chaotic creatures passing through the portal.

Beyond the Doors: Inside is the Lower Temple of Orcus, the last of the human-occupied shrines of power dedicated to this evil god. Like the Upper Temple (**Level 4**), this area is designed to be horribly deadly and should not be taken as "just another encounter" by the Referee. It is critical that the PCs destroy this power source if they want to have any chance of defeating the evil of Rappan Athuk.

The room itself is shaped like a cross, with two large pools of bubbling blood flanking a large altar upon which rests a shimmering globe of scintillating colors. The globe spins wildly along its axis, creating a *blur* effect within 20 ft. of the altar. Around the altar is inscribed a pentagram. This pentagram radiates a permanent *protection from good* aura within 120 ft. Remember as well, the entire temple area radiates a *dispel good* effect. In order to destroy this shrine, the PCs must not only deface the temple, but must also destroy the globe, known as the sphere of souls.

Like the Upper Temple, an evil priest and his minions guard this shrine. **Gudmund**, a high priest of Orcus, and several attendants oversee this shrine. The demon prince has bequeathed Gudmund an assistant to aid in the temple's defense: **Geelzabigth**, a glabrezu demon. Gudmund has also created a **clay golem** to protect him. Several — if not all — PCs may perish in an attempt to destroy this den of evil. Wise and well versed in combat, the priests never surrender or parley. Anyone captured alive is either immediately killed or sacrificed to Orcus after the battle. Combat such as this is the stuff of which legends are made. Referees should play these NPCs with all their guile and skill.

Magical Protections: The temple is under the effects of a permanent *dispel good* spell. All these spells are as powerful as if cast by an 18th-level caster.

Gudmund, Cleric of Orcus 12: HP 46; AC –2 [21]; Atk +2 *mace* (1d6+2); Move 12; Save 4; AL C; CL/XP 14/2600; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds x2, detect magic, protection from good*; 2nd—*bless, hold person, silence 15-ft radius, snake charm*; 3rd—*cause disease, prayer, remove curse, speak with dead*; 4th—*cause serious wounds x2, protection from good 10-ft radius, sticks to snakes*; 5th—*dispel good, finger of death, insect plague, quest*; 6th—*blade barrier*. Gear: *+2 mace*, *+2 platemail*, *+2 shield*, *potion of extra healing*, magic key to secret door in Area 5-11, gold unholy symbol (grants permanent *prayer* spell to bearer if servant of Orcus)

Geelzabigth the Glabrezu: HD 10 (52 hp); AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), bite (1d4+1); Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

Clay Golem: HD 12 (50 hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

Priests of Orcus (6), Cleric 6: HP 24 each; AC 4 [15]; Atk 1 mace (1d6); Move 9; Save 10; AL C; CL/XP 7/600; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*; 2nd—*bless, hold person*; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: Chainmail, shield, mace, *potion of healing*, unholy symbol of Orcus, 18 gp.

Acolytes of Orcus (12), Cleric 3: HP 12 each; AC 5 [14]; Atk 1 light mace (1d4); Move 9; Save 13; AL C; CL/XP 4/240; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Ring armor, shield, light mace, unholy symbol of Orcus, 38 gp.

Tactics: The priests use fairly simple tactics. Gudmund casts *blade barrier* and *prayer*. He then casts additional spells as seen fit by the Referee, aiding his demon and clay golem servitors to slay anyone still standing. He uses *protection from good* areas for any close-in combat he is forced to join.

The acolytes cast *protection from good* and then wade into melee, relying on their god's protection. The priests' actions parallel that of the acolytes, but they also cast *bless* before joining combat. When the opportunity presents itself, each priest uses *hold person*. As befits their chaotic nature,

Shrines of Power

The unholy shrines in this dungeon, of which this is the second, provide power to the demon prince, Orcus, and his avatar, the "Master." To cleanse the area of evil, PCs must destroy and consecrate each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on **Level 15**. Note that to access the Chapel of Orcus (**Level 14**), the PCs must obtain the magical key held by Gudmund. No other means of opening the door at **Area 5-11** is available.

the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with PC fighters). The glabrezu and clay golem simply bashes the closest opponent. None of Orcus' minions retreats or gives quarter. Priests sacrifice charmed PCs immediately following combat.

Treasure: Other than the priests' respective treasures, as listed above, the sphere of souls appears to be quite valuable (in excess of 10,000 gp). It radiates non-detection, and may be simply removed or taken away by unwise PCs. It is the power focus for this evil temple, and unless destroyed, the avatar on **Level 15** loses no vitality. The sphere may be destroyed simply by smashing it to bits.

9–9. The Priests' Quarters

This room functions as the temple priests' sleeping quarters. The room contains six beds, evenly spaced apart, and six wooden chests, one situated at the foot of each bed. The beds and chests are of simple yet practical construction. The acolytes sleep on the floor. One more bed is hidden, however, in **Area 9–10.** All of the chests contain various mundane items, unholy writings, black robes, and other minor priestly trappings. Nothing of value is present in this room. The secret door to **Area 9–10** is very difficult to find.

9–10. The Hidden Room

This is Gudmund's room, as well as the treasure room for this temple. The room is lavishly furnished and adorned with tapestries, golden idols encrusted with gems, and various magical trophies taken from dead adventurers. Three large chests sit along the south wall, locked with finely crafted locks. Each is trapped. Chest #1 is trapped with a poisoned needle in the lock. Chest #2 is trapped with a 5 dice *lightning bolt* with a 50-ft. range. Chest #3 is trapped with a magic jar effect that uses a 15,000 gp emerald. Disarming the trap or freeing the captured soul shatters the gem, leaving shards worth only 3d6 x 100 gp.

Treasure: This room contains the vast wealth of this temple. The tapestries alone are worth over 5,000 gp, though finding buyers of the evil scenes depicted may be difficult. Six large pieces of artwork are present. The first is a silver water fountain enchanted to run water continuously. The fountain is in the shape of a swan in a pool, and the whole is worth 3,000 gp. The second is a large statue of Hecate, made of pure platinum and with emeralds for eyes, worth over 10,000 gp in precious materials alone. This statue is hallowed, though its aura is suppressed by the *unhallow* effect of the temple. The third piece of art is a golden flute, inlaid with fine gemstones and of purest quality, worth 1,500 gp. The final two items are a pair of ornamental swords, inlaid with gems and edged with platinum; their hilts are wrapped with mithral wire. These two swords are worth 6,000 gp as a set. A *bronze horn of Valhalla* rests on the wall. Chest #1 contains 2,800 sp and 3 scrolls of magic-user spells. The first scroll contains the spell *stone to flesh*, the second *passwall*, and on the last is inscribed a single *wish*. Chest #2 contains velvet lining and is filled with 4 potions; all potions are unmarked. There are 3 potions of *healing* and one of *heroism*. The last chest contains a *decanter of endless water*, and a long, thin puzzle box made of adamantite. The box contains a *wand of fear*. Hidden in a secret compartment of this chest is a *ring of poison resistance*. This compartment is trapped with a poison gas trap (20-ft. radius, save or die).

9–11. Land of the Dead

This room is literally piled wall to wall with bones and rotting bodies, all sacrificed to the evil lord of the dead. Nothing of value remains, as the bodies were searched prior to disposal here. This room is used as a resource for animating skeletons to serve in the evil temple.

Level 9A: Caves and Caverns — The Hydra's Lair

This cavern, a large nexus point in the dungeon, leads to the goblin city on **Level 12A** and is the only access to the city within the halls of Rappan Athuk. The goblin clergy have set several allied and guardian creatures here (gargoyles, trolls and shadow dragons) to man the gates. A number of other creatures reside on this level, either known to the goblins (e.g., gugs and will-o'-wisps) or unknown (e.g., Lord Navarre). The goblins, unable to open the mithral gates, have no idea what lies beyond them. The main cavern requires several days' exploration to fully examine, as it is over 2 miles long and 1/3 mile wide. Numerous support columns stand fast throughout the cavern, and the limestone within the cavern is very much "alive," as evidenced by the thousands of stalactites and stalagmites "growing" from the ceilings and floors, respectively. Blind cavefish populate the rivers in great numbers, and rats, bats and other vermin thrive in the fungus-encrusted gloom. A map of this level is depicted in **Map RA–9A**.

Purple Worm: HD 28 (140 hp); AC 6 [13]; Atk 1 bite (3d12), sting (2d8 + poison); Move 9; Save 3; AL N; CL/XP 30/7400; Special: Poison sting, swallow whole.

Gug: HD 15; AC -2 [21]; Atk 1 bite (1d8) and 4 claws (1d6); Move 15 (Climb 9); Save 3; AL C; CL/XP 16/3200; Special: Immune to poison and disease.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Goblin Fighter: HD 2; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 10 arrows, dagger.

Goblin Leader: HD 3; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, crossbow, 10 bolts, 25 gp.

Gargoyle: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly.

Will-o'-Wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL N; CL/XP 10/1400; Special: Change appearance, lightning.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

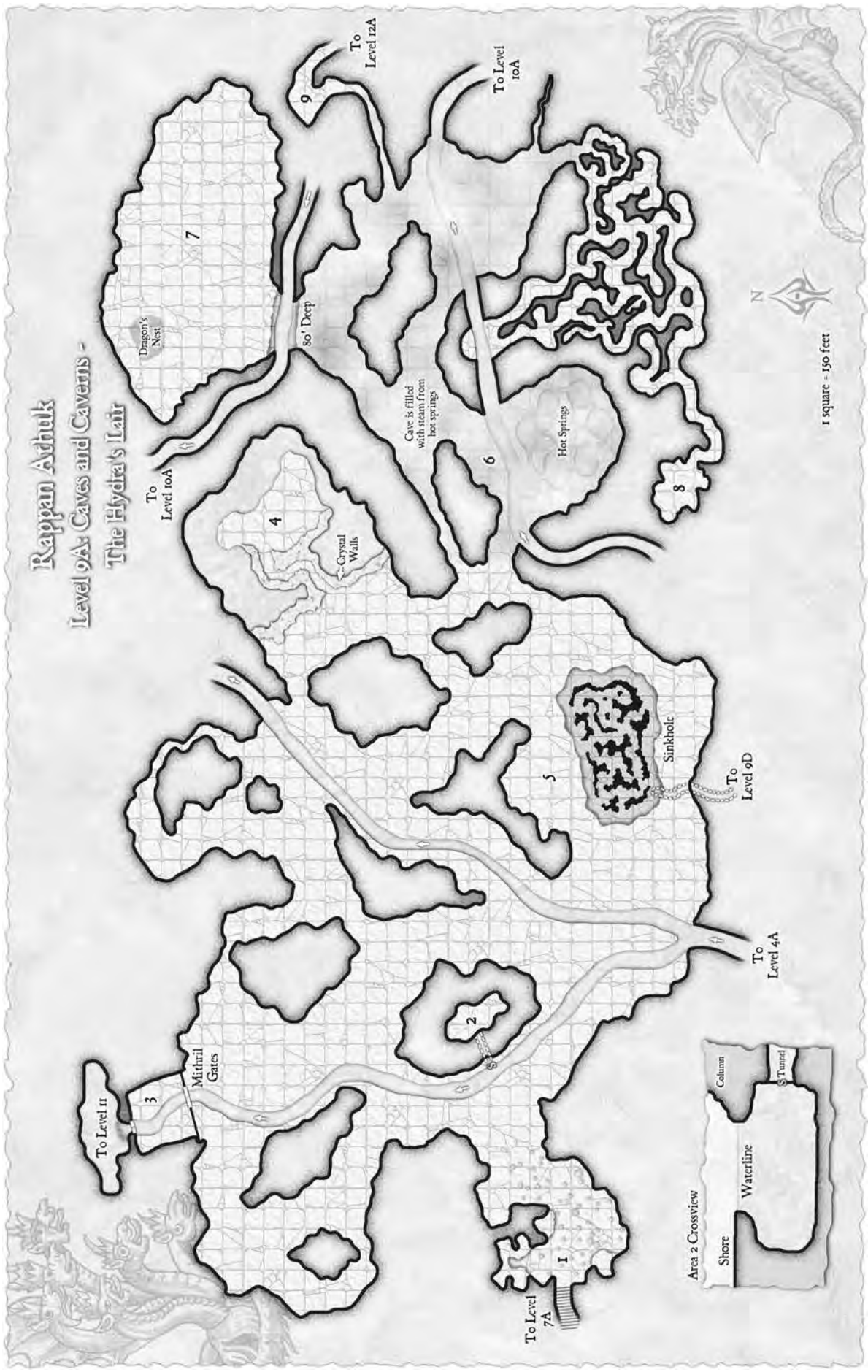
Small Piercers: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

Level 9A

Equivalent Dungeon Level: 12
Entrances: Stairs from **Level 7A**, river tunnel from **Level 4A**
Exits: Stairs to Level **12A** from room **9A–9**; rivers to **Level 10A**; mithral gates to **Level 11**. **Area 9A–5** leads to **Level 9D**.
Wandering Monsters: Check once every hour on 1d20:

1	**1 purple worm**
2	**1 gug** (see **Area 9–4**)
3	**3d6 giant rats**
4	**1d3 trolls** (see **Area 9–5**)
5	**A company of goblin troops** — 4d4 goblin fighters accompanied by 1d4 goblin leaders
6	**1d6 gargoyles** (see **Area 9–1**)
7	**1 will-o'-wisp** (see **Area 9–8**)
8	**2d6 stirges**
9	**1d3 small piercers**
10–20	No encounter

Detections: Strong evil emanates from the shadow dragon lair at **Area 9A–7**.
Shielding: Lead shields Lord Navarre's lair (**9A–2**) and the mithral gates area, preventing magical detections and any magical means of transport (such as *teleportation*) into or out of them.
Standard Features: Because the ground is slippery and uneven, each round of melee or running requires a saving throw at +4. Failure means the PC falls down. Monsters, more familiar with the terrain, enjoy normal movement. Climbing the wet and slippery walls, columns and other cavern features is difficult, but not impossible. Mist enshrouds all areas east of the hot springs, limiting vision to 60 ft. The umbral dragons and will-o'-wisps see normally, as they do not need eyes to "see." Monsters automatically surprise PCs using light sources, except for purple worms, which burrow up from below and cannot see the light source. Fungus encrusts most of the surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (lethal). A druid, ranger or dwarf can determine which are edible.


Rappan Athuk
Level 9A: Caves and Caverns -
The Hydra's Lair
To Level 11
3
Mithril Gates
To Level 7A
1
2
To Level 4A
5
Sinkhole
To Level 9D
6
Hot Springs
Cave is filled with steam from hot springs
8
To Level 10A
4
Crystal Walls
To Level 10A
80' Deep
7
Dragon's Nest
9
To Level 12A
Area 2 Crossview
Shore
Waterline
Column
Tunnel
N
1 square = 150 feet

9A–1. Entrance

The tunnel opens into a vast cavern; dozens of rat tunnels dot its walls. Stalactites and stalagmites reach toward one another like hundreds of bony fingers. The roof of the cave is too high to see, and bats swarm in the torchlight. The path is smooth and slippery. PCs hear running water somewhere off in the distance. As the PCs enter the cavern, they may hear an evil chattering — a chilling cacophony comprising dozens of obscene, whispery voices emanating from the **48 gargoyles** that reside in the six caves above the entrance area. Numerous gargoyles immediately attack the PCs (see Tactics, below). Immediately check for an additional wandering monster if the PCs are using light to illuminate their path. Monsters equate "light" with "fine dining."

Gargoyles (48): HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly.

Tactics: Immediately, 4d6 gargoyles swoop in, attacking; an additional 1d6 gargoyles join the fray each round until all 48 are involved in the battle. Slaves of the goblin priests on **Level 12A**, the gargoyles have been quested to slay all humans and non-goblin humanoids that enter the cavern through the passage from **Level 7A**. Gargoyles not swooping in immediately use their freeze ability to appear as stone, thus confusing any attempt to verify their numbers. Attacking from above, the gargoyles try to fly away with grappled victims, carrying them to the cavern's roof and dropping them from heights of over 60 ft. One gargoyle can lift a held opponent weighing up to 150 pounds. Two gargoyles working together can lift a held opponent weighing up to 300 pounds 20 ft. per round.

Gargoyle Caves: The six caves that crown the cavern's entrance contain the gargoyle's nest areas. Because the caves are 40 ft. off the ground, PCs must climb up to reach them. Most caves contain little treasure, since the evil priests of Orcus routinely clean them out. However, cave number 4 does contain some treasure.

Treasure: Acquired from less-fortunate visitors to the cavern, the stash in cave number 4 contains the following items: 110 gp and 83 sp; a gold music box worth 1,250 gp; 3 uncut pieces of amber worth 100 gp each; a huge golden-yellow topaz worth 500 gp; a suit of *+1 leather armor*; and a *potion of extra healing*. The numerous articles of nonmagical gear include 4 longswords, 2 maces, 6 daggers, 4 oil flasks, 5 vials of holy water, a suit of chainmail, a heavy steel shield, a bastard sword, 2 suits of plate mail and holy symbols of Set, Hecate, Thyr and Ra. Hidden in one dagger's hilt is a *ring of poison resistance*. The hollow, lead-lined hilt prevents magical detection.

9A–2. The Tomb of Lord Navarre

Special note to the Referee: PCs find this very dangerous and well-hidden lair only by carefully searching below the river's water line, and only then on a successful find secret doors check. Even if the PCs locate the lair, none are likely to survive their encounter with its occupants. In the unlikely event that they triumph, the PCs gain two very powerful magic items. This area is intended for later adventuring or as a set piece for a quest, after high-level PCs hear some legend or consult a sage about Navarre or Deserach.

Four feet below the water's surface, the PCs spy a strange symbol carved on the steep side of the river wall: crossed swords over a holy symbol of Set. This symbol covers a secret door leading to the long-undisturbed tomb of Lord Navarre, an antipaladin who has degenerated further, becoming a demonic knight. Undiscovered for over 500 years, the secret door is trapped with a *symbol of death* (see below). Detecting and opening the door exposes a 60 ft. long underwater passage that leads to an underground grotto featuring a cave opening. Sixty feet through that passage, the PCs enter a 50 ft. diameter cave that contains a single tomb. Opening the secret river door awakens **Lord Navarre**, and he is awaiting the PCs' arrival.

Lord Navarre the Demon Knight: HD 9 (43 hp); AC –1 [20]; Atk *+1 two-handed sword* (1d10+1 + poison) or 2 slams (1d6); Move 12; Save 6; AL C; CL/XP 14/2600; Special: Breath of unlife (3/day, 10-ft cone, 2d4 strength damage, dead rise as shadow demons in 2d4 rounds), fear (flee 2d4 rounds when you hear his voice), magic resistance (30%), +1 or better weapon to hit, spells (*dispel magic* (2/day), *fireball* (1/day), *symbol of fear* (1/day), *wall of ice*), summon glabrezu 1/day (75%).

Glabrezu: HD 10; AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers, immune to fire, darkness 10-ft radius, spells (*cause fear*, *levitate*, *polymorph* (self)).

Tactics: Before the PCs arrive, Navarre *gates* in a glabrezu to help him, with a 75% chance of success. Once PCs enter the tomb area, he seals the entrance using his *wall of ice* ability. He then casts *symbol of fear* on any obvious spellcaster, and coordinates an attack with his demon ally. If surrounded, he casts *fireball* on his position (for 9d6 damage), trusting his magic resistance and ring to protect him.

Treasure: Only after defeating the monsters may PCs search the lair. Navarre himself wields a poisoned *+1 two-handed sword* and wears *+2 platemail*. He also has a *ring of fire resistance*.

PCs discover three large chests in addition to the tomb. The chests hold coins and gems as described below. In chest #3's **secret compartment**, the PCs discover a magic chest containing a terrible monster and a valuable treasure horde. Navarre's corrupter, **Deserach** the mage (now a demilich) placed her soul and her treasure within this chest and trusted the chest to Navarre's keeping. The chest's command word can be obtained by *legend lore* or *wish*; it is a musical sequence of notes that must be played on a harp by someone of talent. The intricate tune if played even a little improperly has no effect on the chest. When the musical key is properly played, the chest enlarges to full size and opens.

Chest #1: This chest contains 1,100 gp and 16 finely matched rubies worth 10,000 gp if sold as a set or 500 gp each if sold individually.

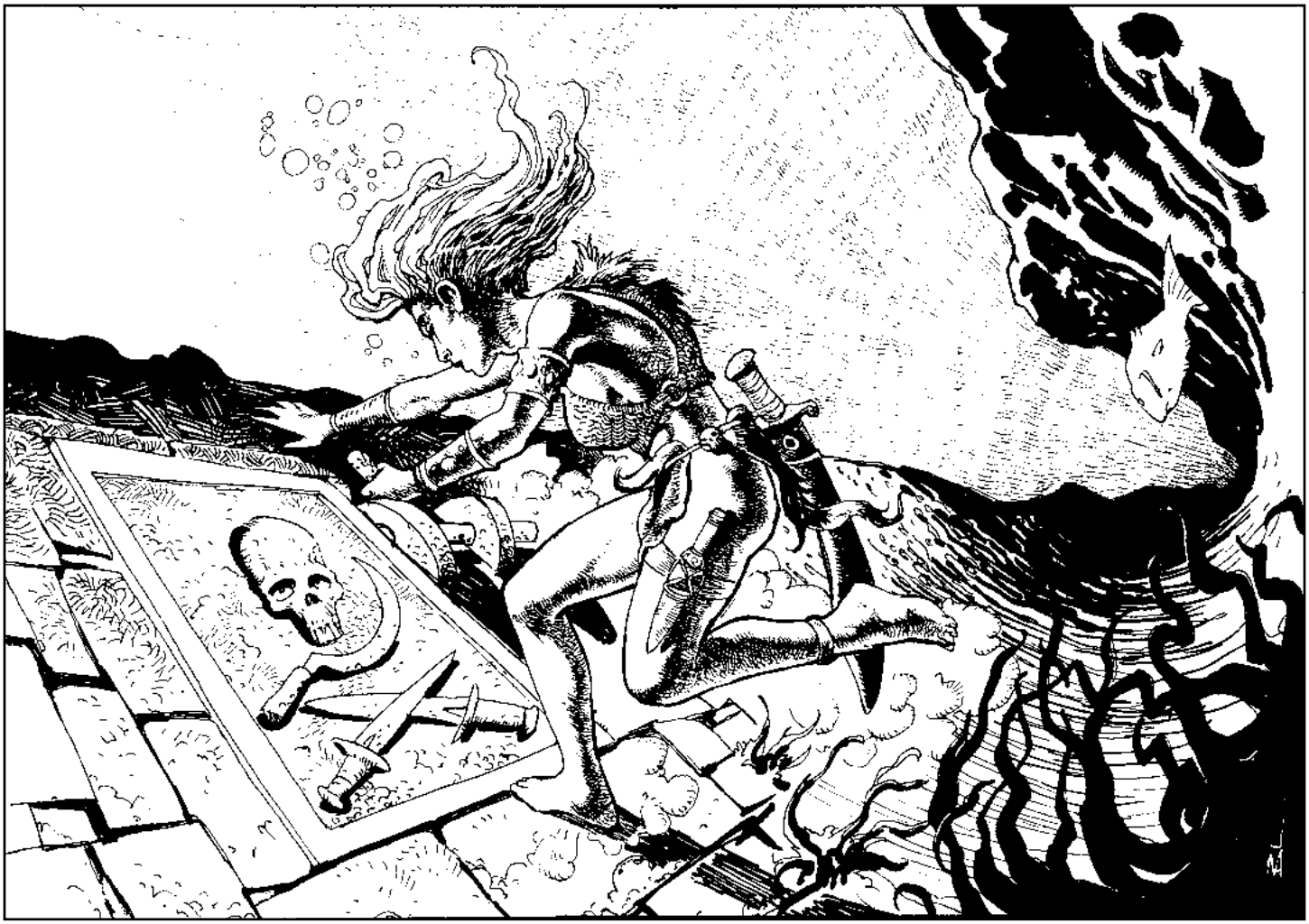
Chest #2: This chest contains a masterwork harp of silver and gold (worth 6,000 gp), wrapped in a silk blanket. The chest also contains a platinum locket, inside of which is a miniature painting of Deserach playing the harp, worth 1,000 gp (2,500 gp if Deserach is recognized).

Chest #3: This chest contains 2,500 sp and the secret compartment mentioned above. It is trapped with a *cloudkill* spell.

- Deserach's chest contains the following:
- Spellbooks containing six each 1st through 6th-level spells, four each 7th and 8th-level spells and three 9th-level spells.
- *Staff of withering*

Deserach's Chest

This chest resembles an iron chest except reliefs of powerful magic symbols and images depicting the lich-mage Deserach cover the outside. The magic used to create the item makes it almost impossible to open by means other than with a cipher created when the chest is created. The lid cannot be opened by either breaking it or picking the lock.



• A *ring of protection +2*
• *Bracers of quickness* (see sidebox)

Bracers of Quickness

These items appear to be leather arm guards. They reinforce the wearer's reaction time and speed, granting him a +2 bonus to saving throws against breath weapons and death rays and adding +3 to his movement rate. Both bracers must be worn for the magic to be effective.

• The skull of **Deserach the demi-lich**. [Oops! That's not treasure!]

Deserach the Demi-Lich: HD 11; AC 0 [19]; Atk steal soul (*death spell* at will); Move Fly 12; Save 4; AL C; CL/XP 13/2300; Special: Immune to most spells (*power word kill* and *dispel evil* deal 50 points of damage, no save, to a demilich), +3 or better magic weapon to hit, immune to acid, electricity, fire, cold and polymorph, rejuvenation, steal souls, cast spells as 20th level magic-user, reforms in 10 days.

Tactics: Deserach casts *time stop* immediately upon being brought forth, *teleports* 120 ft. away from the PCs and casts *prismatic sphere*. If she still has time-stopped actions, she uses *death spells* until it expires. She then casts *wall* spells to maintain her distance and provide barriers between herself and any fighter types. She then attacks spellcasters (and anyone else) with her *death spells* until all of her teeth (9) and eyes (2) are full. The Referee is free to select any other attacks after this, until all are slain (or, hypothetically, until she is slain).

The Tomb: Navarre's tomb contains nothing of value — rotted material and some burrowing rot grubs.

9A–3. The Mithral Gates of Akbeth

As the PCs follow the river, it seems to disappear ahead. Upon investigating this odd phenomenon, the PCs stumble upon a wondrous site. Two huge gates, fully 20 ft. tall and half again as wide, block the river's course. A fine-meshed grate allows water to flow beneath the gate. Runes and writing cover the faces of both solid-mithral doors. Agamemnon the Wizard, directed by the goddess Hecate, used mighty magics and built this barrier to imprison Akbeth, betrayer of Hecate. Only a *wish* opens the doors, except as described below. This gateway is the only entrance to **Level 11**.

The door's magically written inscriptions comprise a series of prayers to Hecate. *Read magic* translates them. Most of these prayers are meaningless to the PCs, but one reveals the secret to opening the gates, as follows:

"Enchanted water to the goddess feed
Bring her the blessings to heal her pain
And pass ye through the mithral fane
Know ye devout of the goddess the verse
Ever faithful finds ever cursed"

Reciting this prayer opens the gates only if a *healing potion* (of any kind) is spilled into the river or the water is blessed. Once the ritual is performed, the gates slowly slide open of their own accord, revealing the room beyond.

Worshipping Hecate

Hecate, the chaotic goddess of magic, accepts only virgin priestesses as her clerics. Hecate's priestesses are always dual-classed female magic-user/clerics. Infamous for her strict and very unforgiving nature, Hecate requires that her priestesses dedicate themselves to the quest for knowledge and nothing else. Once a priestess commits any violation of those devotional precepts, she loses one level in each class. Serious transgressions (like those of Akbeth) result in a loss of all powers and other perils (like being turned into a statue). Numerous male magicians worship her, and she sometimes blesses them with knowledge beyond that normally attainable by mortals. Her symbol is a many-headed hydra poised before a flaming sphere.

Beyond the mithral gates lurks a **12-headed pyrohydra**. Under no circumstances does it leave this room. The river bisects this 60 ft. diameter room, flowing to and exiting on the far side, leading to a shallow river passage (through which the PCs can wade) to the top of the waterfall on **Level 11.** The pyrohydra attacks all intruders except priestesses of Hecate and can be turned by anyone dramatically wielding a holy symbol of Hecate.

Pyrohydra (12 headed): HD 12 (63 hp); AC 5 [14]; Atk 12 heads (1d10); Move 9; Save 3; AL N; CL/XP 15/2900; Special: Breath fire (each head, 15-ft. cone, 3d6 fire damage), immune to fire.

Note: Being a pyrohydra, the creature enjoys fire immunity. Thus, acid is the only way to permanently cauterize its severed necks — making a *jug of alchemy* (see below) invaluable.

9A–4. Lair of the Gugs

The cavern's stone changes form as you enter this tunnel. Torchlight gleams and refracts against the quartz crystals that bejewel the corridor. Anyone with an Intelligence score of 13 or greater has a 1 in 6 chance to decipher that the scrape marks on the walls and ceiling suggest that four-armed creatures often move through the area.

This area is the home of **4 gugs**. While the rest hunt for food, 1d3–1 gugs lurk in the main cave area. They have no treasure; however, a large vein of gold can be seen in the north corner of the room. If mined, it yields 200,000 gp of raw ore (weighing 10 times as much).

Gugs (4): HD 15; AC -2 [21]; Atk 1 bite (1d8) and 4 claws (1d6); Move 15 (Climb 9); Save 3; AL C; CL/XP 16/3200; Special: Immune to poison and disease.

Tactics: None to speak of. Gugs just attack. On a 1 on 1d6, checked once per turn, an additional gug (up to a total of 4) arrives from another area.

9A–5. Sixteen Trolls with a Jug of Alchemy!

This cave's floor has collapsed, creating a 60 ft. deep sinkhole. One tunnel along the side of the sinkhole leads to **Area 9D–28**. Its walls are steep but not sheer. Muddy, giant-size footprints cover several rocks on the slope. At the bottom of the sinkhole, the PCs see a 10 ft. diameter cave entrance, from which emanates grunting noises and a terrible smell, like rotting fish.

In this cave are **16 trolls**, who guard this cavernous level for the goblin priests on **Level 12A**, while another **24 trolls** roam the level's caves and warrens. Once 40 trolls are slain, no more are found on this level. For each turn PCs spend near this area, there is a 40% chance (1 to 4 on 1d10) that 2d3 trolls either exit or return to the cave. Those trolls leaving the cave head off in a random direction if they do not detect the PCs.

The cave's 200 ft. diameter interior has various obstacles (e.g., columns, boulders, stalactites) that divide it into numerous interconnected chambers. The trolls bivouac in these chambers and attack all who enter the cave or sinkhole area.

Trolls (40): HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; Al C; CL/XP 8/800; Special: Regenerate 3hp/round.

Tactics: Charge! Otherwise, the trolls avoid fire and run if seriously burned by fire or acid (over 70% damage).

Treasure: In the far north end of the cave, small pile of refuse contains bones and twisted pieces of metal. Hidden under over 400 pounds of disgusting filth is a long-lost *jug of alchemy*, requiring a search to find it.

Jug of Alchemy

This magical jug can pour forth various liquids on command. The quantity depends on the liquid summoned. The jug can pour only one kind of liquid, with up to seven decantations of that liquid, on any given day. Possible liquids and their respective daily maximum quantities are as follows:

- Ammonia, 1 quart
- Aqua regia, 8 ounces (a powerful acid causing 2d6 acid damage per ounce on a direct hit)
- Beer, 4 gallons
- Chlorine, 1 ounce
- Cyanide, 0.5 ounces
- Fresh water, 8 gallons
- Oil, 1 pint
- Pure alcohol, 4 ounces
- Salt water, 16 gallons
- Vinegar, 2 gallons
- Wine, 1 gallon

9A–6. The Hot Springs

Clouds of steam billow from the ground ahead, and water gurgles noisily. The air smells sulfurous and gets warmer as PCs approach the pools.

A geothermal pipe from **Level 10** feeds a series of pools in this area with hot (110+ F), mineral-rich water. Ranging from 5 to 25 ft. deep, the pools nurture large colonies of harmless bacteria, and fungus grows opportunistically in the humid environment. While the pools present no inherent danger, vision is obscured within 500 ft. of the pools due to steam, limiting visibility to 60 ft. Bats, rats and other small inhabitants of the level frequent this area, feeding off the overabundant fungus.

9A–7. The Umbral Dragons' Lair

Torchlight loses some of its vigor, and the hot springs' swirling mists create a surreal effect of shimmering colors as they reflect the feeble light. A vast darkness can be seen moving against the distant, gloomy background.

The **male dragon** inspects the visitors to determine if they are friend (goblins) or food (anyone else). Unless they are disguised as goblins, the PCs get some bad news. The dragon attacks immediately, and his **mate** joins him 1d6 rounds after the battle begins. These dragons serve the goblin priests on **Level 12** as the guardians at the goblin city's gate. They are not quested like the gargoyles in **Area 9A–1**, but they are fed well and supplied with treasure by the goblins, to whom the dragons are fairly loyal.

Tactics: The umbral dragons initially breathe on as many opponents as they can. They then cast *ray of exhaustion* against a fighter PC and engage opponents in melee. The female flies over the PCs and attacks from the rear, using her snatch ability; the male holds the front. If severely wounded, the dragons retreat into their cave. If the male is killed, the female retreats into the nest to guard the eggs If the female is killed, the male goes berserk, fighting until slain, using only breath and melee attacks (abandoning his spells).

Umbral Dragons (2): HD 19 (91, 86 hp); AC –3 [22]; Atk 1 bite (2d8), 2 claws (2d6); Move 15 (Fly 60); Save 3; AL C; CL/XP 20/4,400; Special: +1 or better weapon to hit, immune to cold, death effects, paralysis and sleep, magic resistance (55%), breath weapon (50-ft. cone of negative energy, 10d8 damage), spells (1/day - *ray of exhaustion**, *invisibility*, *darkness 15-ft. radius*, *cause serious wounds*).

* This spell imposes a –4 penalty to attack rolls and saves for 19 rounds.

Treasure: The umbral dragons maintain their horde in the far reaches of the cavern, having constructed their 60 ft. diameter, bowl-shaped nest from the bones of hundreds of creatures, ranging from human to giant, atop carefully placed objects. The nest's edges are 10 ft. high. Piled within the nest are the following items:

- Three umbral dragon eggs (to hatch in 1 month)
- Two suits of plate mail
- One longbow
- Six flasks of holy water
- 11,000 gp and 83,500 sp
- Twelve gems (50 gp azurite; 250 gp garnet; 500 gp topaz; 500 gp emerald; six 50 gp red spinels; 2,500 gp blue diamond and 5,000 gp ruby)
- One fire opal pendant on a gold chain (850 gp)
- One platinum cup set with rubies (2,500 gp)
- One silver bracelet with diamonds (500 gp)
- 110 pieces of cheap jewelry, semiprecious gems and so on worth an average of 10 gp per item
- One *+1 shield (half damage from lightning bolts)*
- One scroll of *dispel magic* in a platinum tube (150 gp)
- One *ring of djinni summoning*
- One *staff of beguiling*

Note: Some items may require a large amount of time to locate. The magic ring, in particular, can only be found (using *detect magic*) 5% of the time per 10 minutes of searching. In addition to all this loot, the pile contains numerous less-valuable, mundane objects (such as weapons, armor and packs).

Wandering monsters approach eight hours after the dragons are slain. Each hour after the first eight that PCs spend here draws a wandering monster at double normal probability.

9A–8. The Will-o'-Wisp Lair

The passage narrows and winds — a seemingly endless maze! The slippery ground confounds PCs, who repeatedly lose their footing in foul-smelling mud. When the passage suddenly slopes downward, the PCs take a one-way trip down the slippery slope.

The slide deposits PCs in a natural depression filled with bad air and loose, knee-deep mud. Ascending the 120-ft. hill of mud that rises before the PCs requires a climb check (for thieves) or a saving throw for others. The acrid, stagnant air (make a saving throw each turn, or take 1d6 points of damage) and poor footing limit movement to 50% normal rates. One hundred feet past the mud-slide's nadir is a den of **3 will-o'-wisps.** Hearing the PCs, they venture out to look for food — though they prefer to have food come to them, dying slowly in the mud and poisoned air! The will-o'-wisps attack as soon as a PC moves to a point about 50 ft. between the hill and their lair. Bones and mundane equipment lie buried in the corrosive mud, all of it ruined and beyond use. PCs could spend weeks searching through the mud and gain nothing of value.

Tactics: The will-o'-wisps do everything within their power to keep PCs in the poisoned air, even gang-attacking those who try to escape while avoiding all the others. Opportunistic, they attack ropes or PCs, sending rope-climbing victims back into the mud. Individually, they bait PCs into the lair area, but fly away once the lair is reached. The will-o'-wisps feed less heartily on creatures they kill than on those that suffocate. If reduced below 5 hp, a will-o'-wisp retreats into its lair and blinks out, not returning to the fight.

Will-o'-wisps (3): HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: Change Appearance, Lightning.

9A–9. Passage to the Goblin City

The once-natural tunnel has been worked and cleared. Lights shine dimly along the way, seemingly radiating from the rocks themselves. The sandy floor reveals evidence of wagon tracks and humanoid footprints. Sloping slightly downward, the passage measures about 100 ft. across.

Following this passage for about two miles, PCs discover the goblin city **(Level 12).** Encounters along this passage are limited to wandering goblin parties, trolls and vermin (see the Wandering Monster encounter table above, ignoring gug, will-o'-wisp and gargoyle results). Other creatures know better than to venture down this road. Permanent *light* spells, cast on rock walls every 100 ft., illuminate the way to the city.

Level 9B: The Well of Agamemnon, Upper Level

This level begins the subplot involving the evil wizard Agamemnon. Agamemnon was a servant of Hecate, and servitor of Akbeth, long before the rise of Orcus in the dungeon. He built as his tomb an imprisoning gate that lets intruders in but not out. Only by traversing the entirety of Agamemnon's Well (**Levels 9B** and **9C**), can an adventuring party escape and return to the lands above. In order to escape, the PCs must retrieve the sword of Agamemnon, known as "Butcher," which is kept in his tomb on **Level 9C**.

The passage from **Level 9B** to **9C** may be this area's most treacherous feature. It consists of a whirlpool covered in an *antimagic field* that must be crossed with boats or by swimming. Any lost to the center of the pool are dead and gone. A map of this level is depicted in **Map RA–9B**. The whirlpool is shown on **Map RA–9C**.

Equivalent Dungeon Level: 9
Entrances: Secret staircase from **Level 10A**. This staircase is located beyond the waterfall near the center of the great cavern.
Exits: Whirlpool to **Level 9C**.
Wandering Monsters: Check once every 12 hours on 1d20:

1–2	**1d4 crazed humans** (see **Area 9B–4**)
3	**1d4 crazed goblin scouts**
4–5	**3d6 giant rats**
5	**2d6 stirges**
6	**The Frogman** (see **Area 9B–23**)
7–20	No encounter

Shielding: The entire level is shielded, and no means of magical transport such as *teleport, dimension door, plane shift, etherealness*, and so forth functions on this level, except for the *teleportals* at **Areas 9B–15** and **9B–16**. In addition, no spells or powers involving extra-planar contact, such as *summoning* or *commune*, operate on this level.
Continuous Effects: No magic of any kind functions in room **9B–26**, or in the whirlpool area (**9B–27**) beyond. The entire level radiates soft light (equal to a *light* spell). Being on this level causes the loss of 1 permanent wisdom point per day spent here, no save. At 0 wisdom, a PC is transformed into a crazed cannibal (see **Area 9B–4**, below). Only *dispel evil* can restore a lost soul affected in this way.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

The river on this level creates a circular, clockwise route that continuously runs around the level's center portion. The channel is carved and smooth, and the current is swift. Channel depth is approximately 15 ft., and the width varies from 15 to 25 ft. across. Swimming with the current (moving 60 ft. per round) is reasonably easy. Swimming against the current is more challenging.

Crazed Goblin Scout: HD 2; AC 7 [12]; Atk 1 handaxe (1d4) and bite (1d3 + disease); Move 9; Save 16; AL C; CL/XP 3/60; Special: Backstab for double damage, disease*, insane (immune to mind control). Gear: Leather armor, handaxe, ear trophies.

* The goblins carry a fever that incubates for 1d3 days and the causes the afflicted to suffer a -2 penalty to attacks and saves and cuts their movement rate in half. If the victim passes two daily saving throws in a row, they shake off the effects of the disease.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Stirges: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Psycho!

Normally, when a creature is reduced to 0 wisdom, it falls unconscious; within the confines of **Levels 9B** and **9C**, however, such creatures instead go stark raving mad. A crazed creature retains all of its normal abilities except it cannot cast spells or use spell-like abilities, nor can it make use of ranged weapons of any kind.

A crazed creature cannot easily be cured of its insanity. In order to cure a crazed creature, it must first be targeted with a *cure disease* spell followed immediately with a *remove curse* spell. At that point, the curse is broken, and the afflicted is no longer crazed; it has a wisdom score of 1, making it susceptible to suffering the curse again the next day.

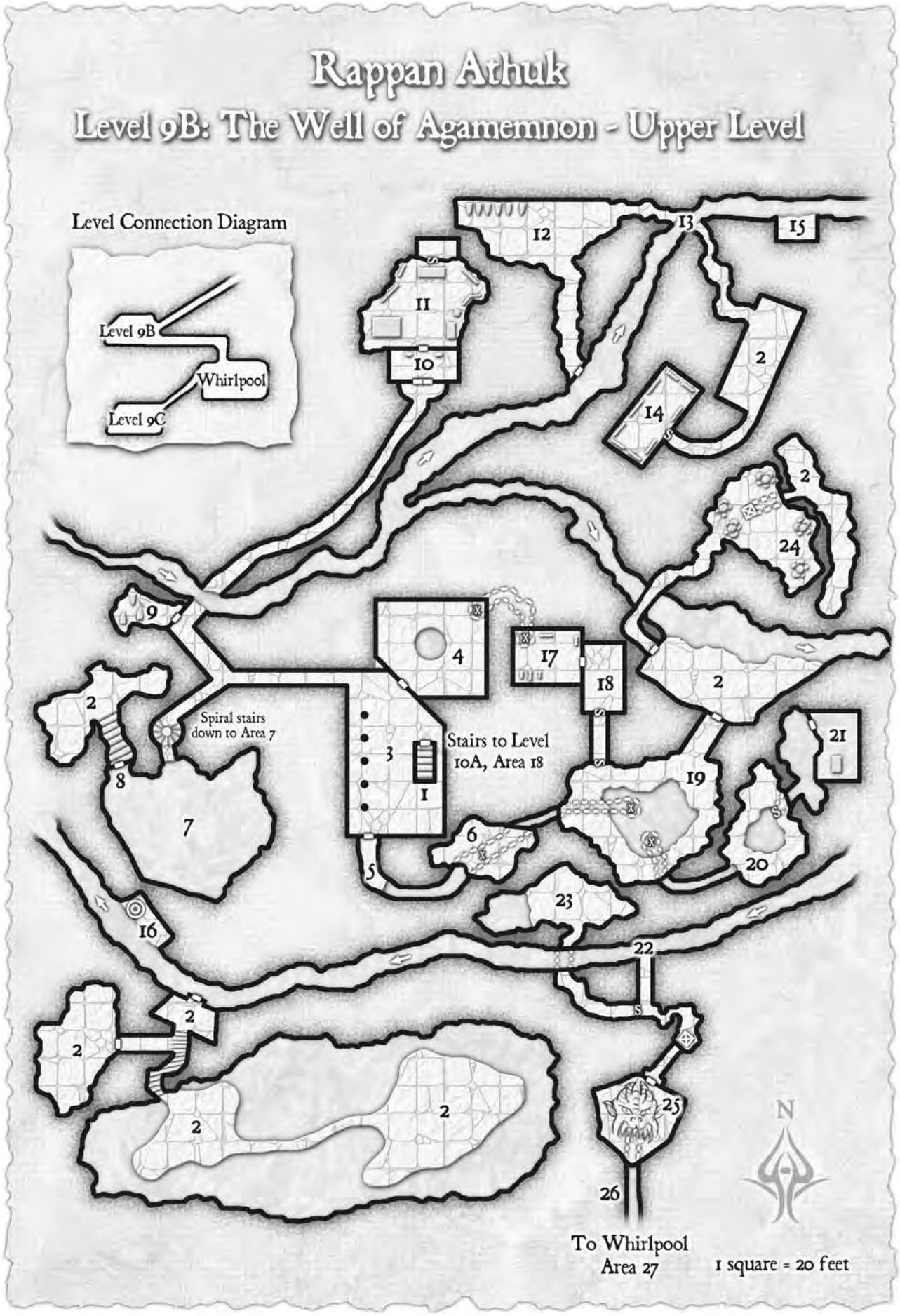
Crazed creatures are immune to all mind-affecting effects, including ones that would otherwise be beneficial, such as *bless*.

Finally, a crazed creature can bite for 1d3 points of damage. This bite carries the fever described above.

A crazed creature no longer desires magical trinkets such as weapons, armor, or wondrous items. Instead, it seeks only to take trophies from those it kills, such as teeth or ears. It leaves behind anything of actual value. Typically, a crazed creature possesses one weapon and shabby leather armor.

9B–1. Entrance

These stairs descend from **Level 10A**. They are neither trapped nor dangerous in any way. Once the bottom is reached, a plain looking door is present. Once opened, this door causes the stone above to seal while creating an *antimagic field* in the stairwell. There is no save, nor can the device be bypassed. The door radiates strange magic — both divine and arcane (thanks to Hecate). The PCs arrive at the room listed as **9B–1** on the map.


Rappan Athuk
Level 9B: The Well of Agamemnon - Upper Level
Level Connection Diagram
Level 9B
Whirlpool
Level 9C
Spiral stairs down to Area 7
Stairs to Level 10A, Area 18
To Whirlpool Area 27
1 square = 20 feet
N

9B–2. Empty

Bones and junk litter all rooms and caverns marked **9B–2**. Referees should also roll a wandering monster check each time characters enter a room labeled "**9B–2**."

9B–3. The Entrance Foyer

This room stands as a monument to the archmage Agamemnon, and the **5 pillars** along the west wall of the room depict the deeds and fortunes of the great man. Doors lead out to the north and south, and a carved passage leads to the northwest. All the writings inscribed on the columns are in ancient Draconic Several clues can be gained if the writings are deciphered. Details of the pillars include the following information:

Pillar #1 has writings describing Agamemnon's rise from an apprentice to become the lover and servant of the priestess Akbeth. It tells of superhuman deeds, slaying of dragons, and communing with the great goddess Hecate. It details Agamemnon being granted a divine gift from the goddess, a sword of glowing green metal (this is *Butcher*, the Sword of Agamemnon).

Pillar #2 has writings describing Akbeth's fall from grace and eventual transmutation by the goddess. It explains how Agamemnon remained true to the goddess, and describes the building of the mithral gates on **Level 9A** by the archmage to guard the remains of his lost love. It tells of terrible conflict in his heart as he was forced to choose between his lover and his goddess.

Pillar #3 has writings describing Agamemnon's quest for immortality and how he searched the world for the secret of it. It tells of his quests and travels, and how finally only divinity or undeath would save him. It is clear that Agamemnon was an avid sailor, and the writings mention that he traveled to legendary lands in the great ships Tarun and Malgedesh (these are the command words for the folding boat in **Area 9B–9**).

Pillar #4 describes the building of the well. It describes that only with a divine force can the well be exited, and only "with the steel of the gods" may someone open the lock that holds the gate closed. This describes how the exit can be accessed through the center pillar (#3) using the sword as a key.

Pillar #5 shows a slow slip into evil for the old wizard, and speaks of his desire to starve any that pillage his resting place. It talks of blood being the key to divinity, and only through consumption of the living can a person achieve godhood (this is a clue that Agamemnon has become a vampire).

9B–4. The Fountain

This room contains an intricately carved fountain in the form of a beautiful woman standing in a circular pool of water. Those who have seen Akbeth's statue — or a form or picture of her — recognize the woman as her. Unfortunately, before the PCs can fully take in the view, they must deal with the **crazed cannibalistic humans** who occupy this room. These men have been stuck in the well for years, subsisting on cavefish and newcomers. They eat the occasional rat or stirge to supplement their diet. These men are beyond help, except as described above, and fight maniacally until slain. If cured of their insanity, they join the party and aid the PCs in the quest to get out of the well. Their only tactic is to charge, kill, and eat the PCs.

Crazed Raging Cannibalistic Humans (8): HD 7; AC 6 [13]; Atk 1 two-handed sword (1d10) and bite (1d3 + disease); Move 15; AL N; CL/XP 8/800; Special: Disease (see above), insane, attack twice per round. Gear: Leather armor, two-handed sword, collection of teeth.

Secret Door: The secret door to **Area 9B–17** is a trap door in the floor. It is easy to find, as the crazed men who inhabit this room (they are not good about keeping it closed) use it for passage.

9B–5. The Underwater Tunnel

The south door leads to a downward sloping tunnel. The corridor slopes steeply down, enters the water, proceeds 15 ft., then slopes steeply up into **Area 9B–19**.

9B–6. The Hidden Servant

Waiting patiently in this room is the bound demon, **Nargallamar**. Nargallamar was bound by Agamemnon to "guard this area"; however, the magic-user never told him how large the area was, hence he only guards this room. Due to the lack of abilities, the XP for Nargallamar is reduced (he cannot use his normal teleport or summoning abilities due to the shielding present on this level). He attacks all that remains in this room, but does not pursue out of it.

Nargallamar the Vrock: HD 8 (40 hp); AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Treasure: There are the remains of several adventurers here. Though these adventurers were stripped and devoured, 4 suits of plate mail are still present here, as is a backpack with 6 torches, 3 flasks of acid, and an ivory case (200 gp value) containing an arcane *scroll of legend lore*.

9B–7. The Pool

A spiral staircase leads down to a large cavern flooded with 5 ft. of water. The water is murky and still. Faint ripples can be seen if the water is entered. Three rounds after it is entered, an aquatic **black pudding** attacks. It does not pursue out of the water.

Black Pudding: HD 10 (45 hp); AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

9B–8. The Cursed Door

This door is obviously not just a normal door. It is covered with runes and writings. If the script is deciphered, it can be determined that there is a great *curse* upon the door. The *curse* states that any passing through the portal suffers a "curse of drowning." This is true. Any that pass through the portal must make a saving throw or be permanently *cursed* to drown anytime they attempt to swim. The door is unlocked and can be easily opened.

9B–9. The Boat Room

This room contains a series of artistically sculpted boats and rafts of all shapes and sizes. All of the boats are old, brittle, and beyond use. Any attempt to use them in the river results in a 50% chance per 10 minutes of use that they break apart and sink. One exception to this is present. Appearing as a toy boat, about 6 inches long and in the shape of a canoe, is a magical *folding boat*. Use of this boat requires a command word to be determined. The words are "Tarun" (boat) and "Malgedesh" (ship), as noted in **Area 9B–3**.

9B–10. The Laboratory Entrance

Agamemnon left two nasty guardians to protect his laboratory. He had no reason to let intruders access his private laboratory, and took great pains to prevent entrance. To this end, **2 iron golems** bar the way to the door to room **9B–11**. The door itself is *wizard locked* at 18th level.

Iron Golems (2): HD 20 (80hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Tactics: The golems fight until slain, but do not pursue south of the river crossing.

9B–11. The Laboratory

This room is obviously a wizard's laboratory. It contains numerous tables and shelves filled with various powders and liquids. Two half-finished flesh golems molder on a large table, inert and never animated. If materials were recovered from this room, they would fetch over 20,000 gp on the open market. This would require transport of approximately 12 tons of gear to the surface, however. Against the north wall is a **secret door**. Beyond this door is a storeroom of magical potions. Due to the presence of the iron golems in **Area 10**, no one has yet looted this storeroom.

Potions: Along the shelves in the hidden chamber are the following potions, all unlabeled: *healing* x3, *giant strength*, *levitation* x2, *invisibility*, *extra healing* x2, *treasure finding* x3, *flying*, *gaseous form* and *slipperiness*. There are also 5 vials of magical poison; each registers as magical, but is instead lethal venom.

9B–12. The Cannibal Lair

The entrance to this room can only be accessed by grabbing onto an iron bar that juts out of the wall into the space above the river. In the distance, an arched bridge is visible over the river (**Area 9B–13**). Other than by flight, the only way to grab the bar is to make a successful melee touch attack against AC 20 while passing by it, either swimming or in a boat. Failure indicates that the bar has been missed and the PC grabbing for it has proceeded down river. Meanwhile, there is a 50% chance that the crazed inhabitants of this room complex rush forth and attack as described in **Area 9B–13**. The door is standard for this level and is unlocked.

The room beyond the entrance door contains six intact 2-person boats, carved from woodwork within the dungeon and totally functional. It also contains the rough sleeping quarters of **10 crazed cannibalistic humans**. They inhabit **Area 9B–13** and the empty room beyond, though they have not found the secret door to **Area 9B–14**. They fight maniacally until slain.

Crazed Cannibalistic Humans (10): HD 7; AC 6 [13]; Atk 1 two-handed sword (1d10) and bite (1d3 + disease); Move 15; AL N; CL/XP 8/800; Special: Disease (see above), insane. Gear: Leather armor, two-handed sword, collection of teeth.

9B–13. The Great Arched Bridge

This area consists of a 15 ft. wide, 40 ft. tall arched bridge of magical brickwork. It is inscribed with pictograms and writings. It can withstand any degree of magical assault and is made of stone that resists all blows from mundane weapons, and only half damage from magical weapons. There is a 50% chance that the crazed humans described in **Area 9B–12** are present on the bridge, and they leap from the bridge to boats below in order to attack. The bridge itself grants 70% cover to all who are on it. On the underside of the bridge is an inscription of note, written in silver inlaid script. The writings are in ancient Draconic. They read:

"*To seek the sword,*
And freedom find,
Remove the curse of gods gone by,
Purge the doors of sin and blight,
Beyond the wall, of blackest night."

9B–14. The Lost Room

The crazed inhabitants of this area have not yet discovered this secret door. Beyond the door is a small chamber containing an undisturbed library. Bookshelves line the walls, and comfortable yet moldy furniture is scattered about. Most of the 700 books present, while valuable (average 20 gp each), are mundane. Two are of interest and require a thorough search to locate via searching or a *detect magic* spell to find. The first is a *manual of intelligence* while the other is a cursed *vacuous grimoire*.

A *vacuous grimoire* looks like a *magical libram*, but drains one level of experience from magic-users.

9B–15. The Teleportal

This area teleports anyone landing on it to **Area 9B–16**, unless they were *teleported* from **Area 9B–16**.

9B–16. The Second Teleportal

This area *teleports* anyone landing on it to **Area 9B–15**, unless they were *teleported* from **Area 9B–15**.

9B–17. The Cannibals' Den

This is the living quarters of the crazed cannibalistic humans encountered in **Area 9B–3**. If they were not found there, they are here when the PCs arrive (see **Area 9B–3**). This room contains piles of human bones, musty, rotted pallets of bedding, and an assortment of old equipment.

Treasure: Three suits of rusty but usable plate mail are here, as are 5 longswords, a two-handed sword, a *+2 longbow*, a *medallion of projecting thoughts*, 4 packs containing 1,100 lbs. of gold ore (worth 550 gp), 2 vials of holy water, a steel shield, 3 wooden shields, and a book of elven poetry worth 15 gp.

9B–18. The Boneyard

This room is stacked with piles and piles of bones. Humanoid, fish, rat, and other monster bones lie strewn about in piles. A locked secret door to the south leads to **Area 9B–19**.

9B–19. Feet of Clay

The floor of this room is covered in slippery mud and wet clay. Two rounds after it is entered, the ground begins to tremble. Two rounds later, **a clay golem** pulls itself free and attacks. This golem acts as the first line of defense for the priest buried at **Area 9B–21**. A **secret door** 6-inches under the mud hides the access to **Areas 9B–20** and **9B–21**.

Clay Golem: HD 12 (50 hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; AL N; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, immune to most spells.

Tactics: The golem fights until slain, but does not pursue out of this room to the north.

9B–20. The Pool of Oblivion

Beyond the secret door in **Area 9B–19** is a small cavern, dripping with water and covered in stalactites and stalagmites. In the center of the room is a swirling pool of black water, smelly and foul. Ten feet down is a hidden tunnel leading to **Area 9B–21**. No light source can penetrate the water of the pool, and only careful feeling (while underwater) allows the door to **Area 9B–21** to be discovered.

9B–21. Underwater Angel

This is the tomb and final resting-place of Nemethiar, a priestess of Hecate and friend of Agamemnon. She is long dead and cannot trouble the PCs. The entire chamber is underwater, and due to the presence of the black water, no vision is possible here either. The Referee should have fun with this. Even with a *water breathing* spell or potion, it is really creepy to be swimming in total darkness. Cold or warm water may pass by the PCs, floating debris may brush against their skin, or other creepy effects; this is all up to the Referee to improvise. If multiple PCs are in the water, they may even attack each other in the darkness. No monsters or treasure are present in this room.

9B–22. The Bar Across the River

Across the river, at a height of 3 ft., is a huge steel bar. Passersby in a boat may grab this bar easily. Passing swimmers may attempt to grab the bar. They have a 4 in 6 chance to do so. On the south side of the bar is a tunnel entrance leading to **Area 9B–25**.

9B–23. The Frogman's Lair

This room is the lair of the **frogman**, a reasonably tough creature of unknown origin. The frogman is not necessarily unfriendly and can be bargained with, even befriended if approached properly. He feeds exclusively on cave fish and bugs, and is not predatory to humans.

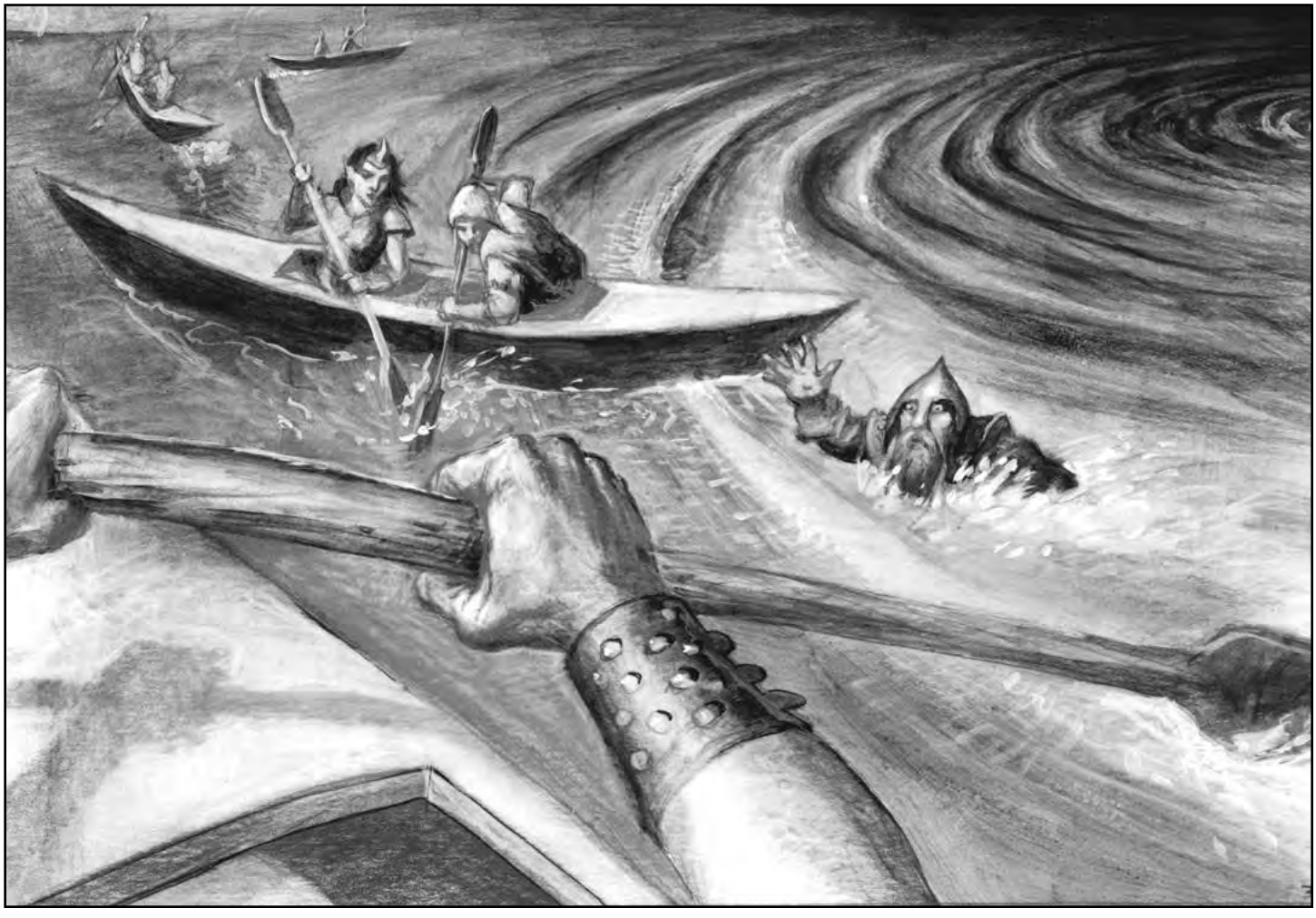
Secret Door: The secret door to his lair is hard to find, though it is possible that wet footprints may lead the PCs to his lair if they either encounter him as a wandering monster or if they are in dire need of a little "Referee intervention" to cross the whirlpool in **Area 9B–29**.

When the frogman is encountered, he will cautiously await the PCs' reaction, diving into the river to escape if they appear hostile. He appears as a bulbous-eyed, green-skinned humanoid, about six feet tall, and with webbed feet. If he can be communicated with (*tongues*, *speak with animals*), he may assist the PCs in crossing the whirlpool area or in other waterborne adventuring.

The Frogman: HD 7 (38 hp); AC 2 [17]; Atk 2 claws (1d4) and bite (1d6); Move 12 (Swim 24); Save 9; AL N; CL/XP 8/800; Special: Regenerate 3 hp/round, amphibious.

9B–24. The Food Cave

This cavern is fungus-filled and contains a biomass greater than most swamps. Hundreds of types of fungi are present here: 20% of the fungus is edible while 10% is deadly poisonous. Druids, rangers and dwarves can tell which are edible. There is enough material here to sustain a party of 12



PCs indefinitely. There are 2 other inhabitants of the cavern as well. These look like giant floating eyes, but are in reality **2 gas spores**.

Gas Spores (2): From a distance greater than 10 ft., the gas spore is likely to be mistaken for a different orb-shaped monster. The gas spore is not related to that creature, but uses its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 6. When a gas spore contacts a living creature (or a living creature touches a gas spore unarmed or with natural attacks), it injects poisonous rhizomes into the foe if that opponent fails a saving throw. Each day thereafter, an infected creature must succeed on a saving throw (cumulative –1 penalty per additional day) or take 1d6 points of constitution damage. Constitution damage continues until the victim dies or the rhizomes are destroyed. At constitution 0, a victim dies and 2d4 gas spores emerge from its body. A *cure disease* spell cast on an affected creature before it dies destroys the rhizomes and prevents any further constitution damage.

If a gas spore is struck for a single point of damage (by a weapon, natural attack, spell, or effect), it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30-foot radius. A successful saving throw reduces the damage by half.

9B–25. Down, Down, Down You Go, Where You Stop, No One Knows . . .

This nondescript room contains very little in the way of interest, except for a bas-relief of a demonic face on the floor leading to **Area 9B–26**. The mouth of the four-horned, red-faced demon is 10 ft. in diameter and provides access to the watercourse leading to **Level 9C**, 20 ft. below.

9B–26. Passage to the Whirlpool

This area leads to the whirlpool and eventually to **Level 9C**. The water in the baffled area is only 3 ft. deep and provides stability for those wishing to load boats or to rest before trying to make the trip across the whirlpool. No magic functions in this area. The passage leads 200 ft. south, gradually deepening to a maximum of 20 ft. at the outlet to **Area 9B–27**.

9B–27. The Whirlpool

This area leads either to death or to **Level 9C**, depending on the fortunes of those attempting to cross it. For this area, use the separate map provided (Whirlpool Map). No magic functions in this area. The cavern itself is vast (300 ft. in diameter) and is totally water-filled. In the center of the cavern is a suction funnel of water leading into an abysmally deep underground lake with no air source and no escape. The only method of passage is to stay as far from the center as possible, be a strong swimmer or boater, and have good luck. Anyone lost in the whirlpool is dead and gone and can only be brought back by a *wish*. There are four zones present in this water. Difficulties and result of success and failure for those trying to cross the pool are as follows:

Zone 1: Roll to Open Doors. Success indicates a full move is made at the rate of the swimmer/boater and that he remains in this zone. Failure means that the PC in question moves to **Zone 2**, and moves 1/2 the desired distance toward the targeted destination.

Zone 2: Roll to Open Doors. Success indicates a full move is made at the rate of the swimmer/boater and that he remains in this zone, or he may move 1/2 and return to **Zone 1**. Failure means that the PC in question moves to **Zone 3** and moves 1/2 the desired distance toward the targeted destination.

Zone 3: Roll to Open Doors. Success indicates a full move is made at the rate of the swimmer/boater and that he remains in this zone, or he may move 1/2 and return to **Zone 2**. Failure means that the PC in question moves to **Zone 4**.

Zone 4: Cannot swim or boat in. The other PCs watch helplessly as the victim is slowly drawn into a death spiral.

Entrance to Level 9C: The entrance to **Level 9C** lies across the cavern, in an area of still water some 300 ft. away.

Level 9C: The Well of Agamemnon, Lower Level

Equivalent Dungeon Level: 11
Entrances: Whirlpool from **Level 9B**.
Exits: None.
Wandering Monsters: Check once every 12 hours on 1d20:

1–2	**1d4 crazed humans** (see the **Level 9B**, **Area 9B–4**)
3	**1d4 crazed goblin scouts** (see the **Level 9B**)
4–5	**3d6 giant rats**
5	**2d6 stirges**
6	**1 black pudding**
7–20	**No encounter**

Detections: None.
Shielding: The entire level is shielded as is **Level 9B**, and no means of magical transport such as *teleport, dimension door, potions of ethereality*, and so forth functions. In addition, no spells or powers involving extra-planar contact, such as *summoning* or *commune*, operate on this level.
Continuous Effects: The entire level radiates soft light (equal to a *light* spell). This level, like **Level 9B**, causes the loss of 1 point of permanent wisdom drain per day spent here, no save.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

This level is the final resting place of the great wizard Agamemnon and holds the key to escaping from the Well. Having passed the whirlpool, the party now confronts the archmage in the form of a vampire. In order to gain their freedom, the PCs must defeat him and obtain his sword. A map of this level is depicted in **Map RA–9C**.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Black Pudding: HD 10; AC 6 [13]; Atk acid (3d8); Move 6; Save 5; AL N; CL/XP 11/1,700; Special: acidic surface, immune to cold, divides when hit with lightning.

9C–1. Entrance

The sandy shore at the opposite side of the whirlpool is safe for landing. The observant can see a few footprints. These footprints look like bare human feet and can be tracked to **Area 9C–2**, where they disappear.

9C–2. Underwater Passage

Spiral stairs lead down to a water-filled passage. This passage is 60 ft. long and ends in another set of spiral stairs leading up to the dry corridor above. Swimming through this passage is not overly difficult.

9C–3. The Hanging Door

This door hangs in mid-air and is similar to those on **Level 3A** and **Level 7**. Writing above the door reads, in Elven, "*Only with Butcher may the Faithful open*." The door cannot be opened in any way, unless the person opening it holds the magic sword from **Area 9C–19**. The door opens easily for anyone holding the sword. It is a one-way door, and PCs cannot travel back into the dungeon through this door. Those attempting to do so are stranded on the astral plane. This one-way door leads to a cave on the ground level outside the dungeon, over a mile away from the main entrance. The cave entrance is covered with a *permanent phantasmal force* and a permanent *screen* spell (see side box), hiding it from detection. The PCs may rest here without fear of detection.

New Spell: Screen

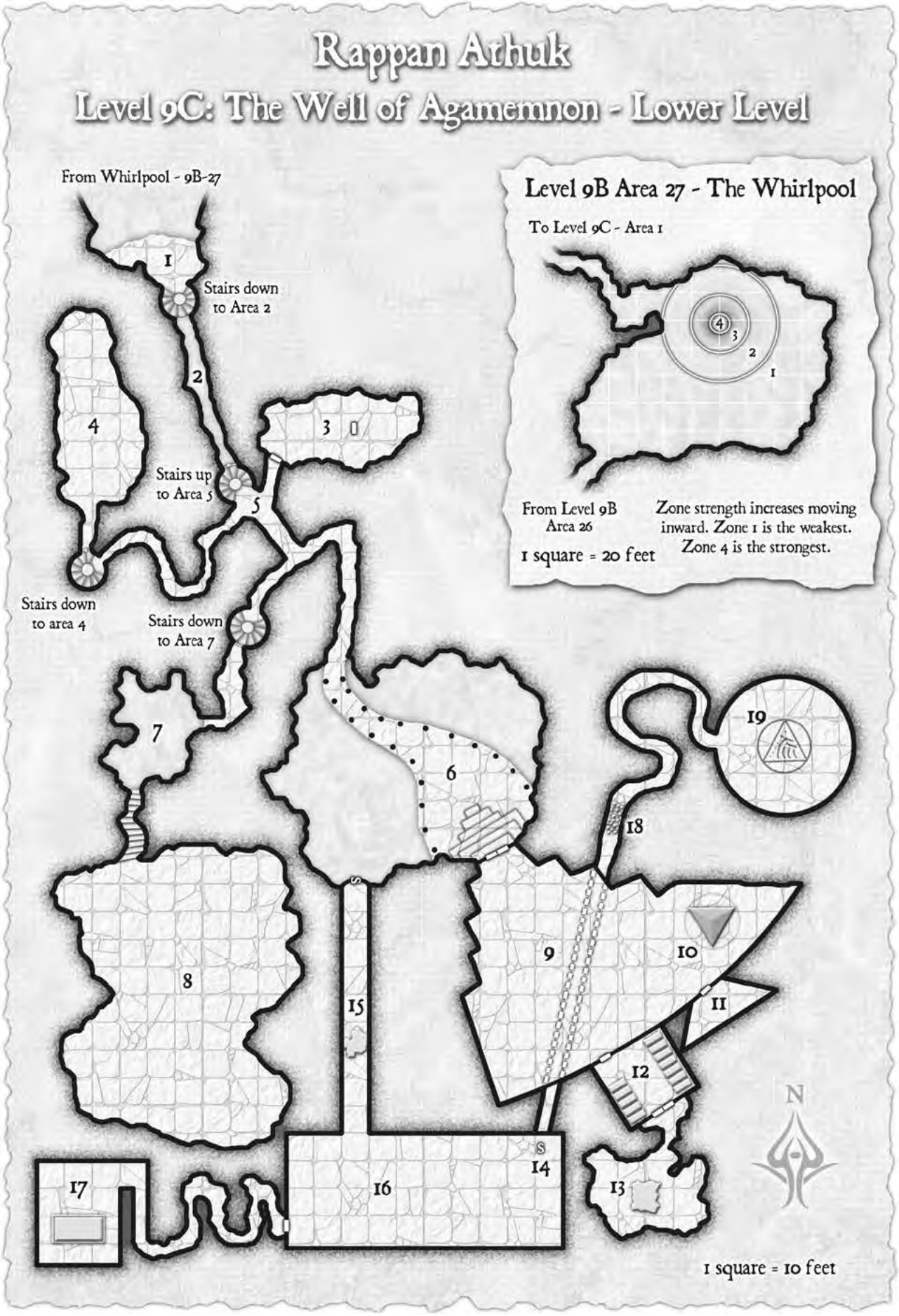
Spell Level: Magic-User, 7th level
Range: 30 feet
Duration: 24 hours

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area with a *crystal ball* or other magic automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a saving throw, if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

9C–4. The Stirge Cavern

This cavern contains a great mass of **stirges**, having flown in from the area beyond the whirlpool. They are quite hungry, subsisting so far on only those lucky enough to get here and the few dire rats on this level. They attack en masse as soon as the bottom of the spiral stairs is reached. They have no treasure.

Stirge Swarms (4): HD 12; AC 3 [16]; Atk 1 swarm (3d6 + 1d4 blood drain); Move 3 (Fly 18); Save 3; AL N; CL/XP 14/2600; Special: Blood drain, half damage from slashing and piercing weapons.


Rappan Athuk
Level 9C: The Well of Agamemnon - Lower Level
From Whirlpool - 9B-27
1
Stairs down to Area 2
2
4
3
Stairs up to Area 5
5
Stairs down to area 4
Stairs down to Area 7
7
6
19
18
8
15
9
10
11
12
17
16
14
13
N
1 square = 10 feet
Level 9B Area 27 - The Whirlpool
To Level 9C - Area 1
4
3
2
1
From Level 9B Area 26
Zone strength increases moving inward. Zone 1 is the weakest. Zone 4 is the strongest.
1 square = 20 feet

9C–5. The Floor of Mud

This area contains 4 ft. of soft, slippery mud. This poses no real hazard to anyone taller than 5 ft., though all ground movement in this area is at 1/4 speed. At the far end of the room, the floor rises up slowly and exits the mud at the intersection.

9C–6. The Cursed Door of Agamemnon

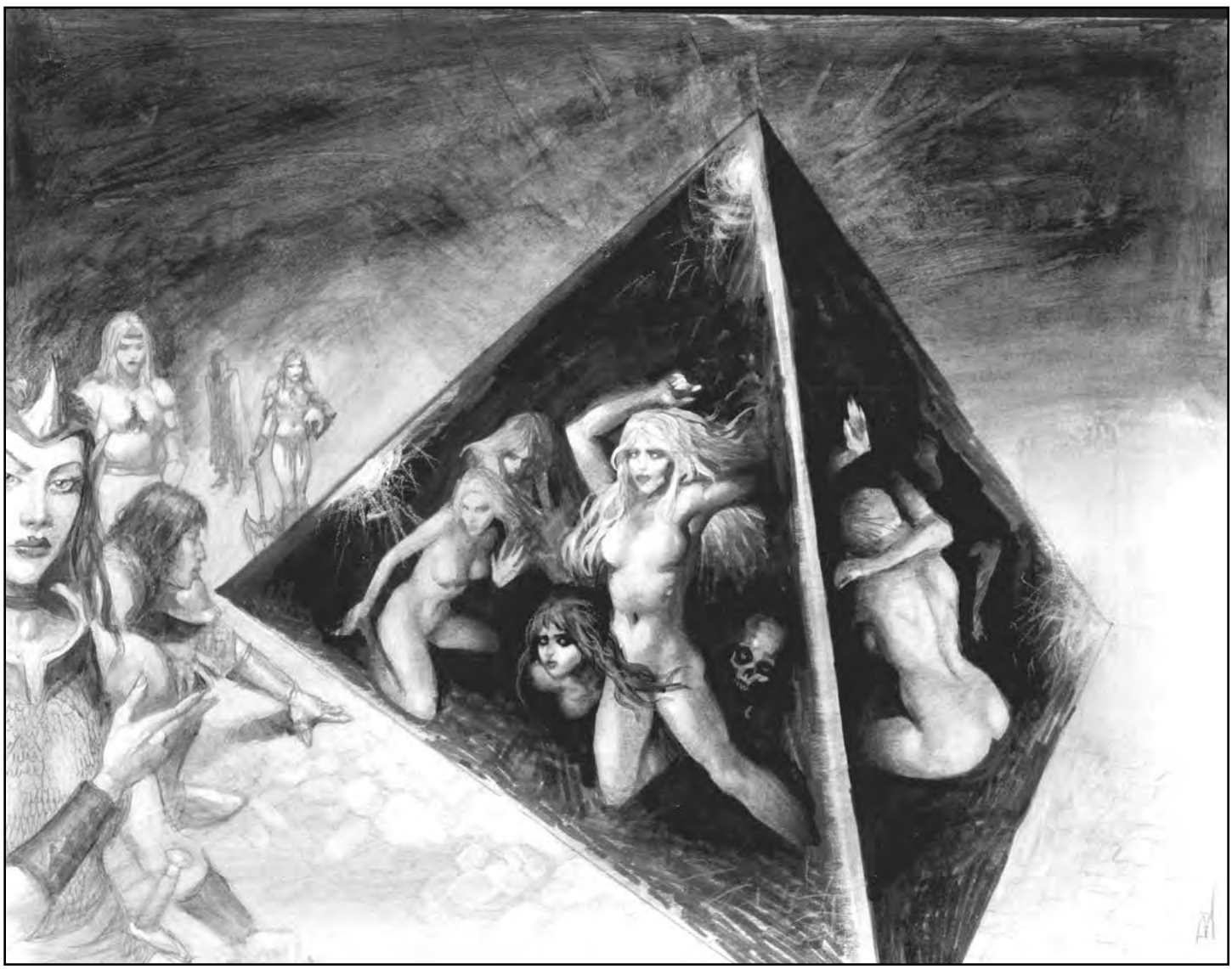
This column-lined hall is filled with 8 ft. of water except on the path between the columns. A curse is inscribed in ancient Draconic upon each pair of columns, each curse more terrible than the first, though none have any power, magical or otherwise. All warn intruders that to disturb the rest of Agamemnon is to invite plague, ill fortune, and death. At the end of the hall is a set of large stone steps made of pure white marble. At the top of the steps is a huge set of double doors, made of red stone and having no noticeable means of egress. The doors can only be opened by the casting of a *remove curse* spell, at which point they begin to bleed human blood, pouring pints of it all over the staircase and into the water. The bleeding doors are quite creepy, though the blood has no actual game effect. The doors then swing open, allowing entrance in to **Area 9C–9**. The doors cannot be bypassed by any other means.

9C–7. Leeches Don't Suck, They Bite

This room lies at the bottom of a 40 ft. spiral staircase. Muddy water 3 ft. deep covers the entirety of the room. A stairwell leading up to **Area 9C–8** lies at the south side of the room. In the muddy water are several hundred leeches. Each round spent in the water draws attack by **2d6 normal leeches** per person. These nasties cause no pain when they attack, and armor does nothing to protect an individual. Unless the PCs inspect themselves after exiting the water, they take 1d4 points of damage each 10 minutes per 6 leeches attached. Anyone bitten by leeches must make a saving throw or contract a fever (1d3 days to incubate, –2 to attack and save, half normal movement; two daily saving throws to throw off disease). Leeches may be safely removed by heat or spell. Pulling them off ends the damage.

9C–8. The Star Room

This room radiates starlight, and the ceiling looks like the outdoor area surrounding the dungeon at night. Grass grows all over the ground, and trees dot the landscape. Birds and small animals scurry about, and berries grow on bushes. This room in all ways appears as if it were truly outdoors at night. This is in reality a powerful *phantasmal force*. The PCs could actually



wander for years in this room, traveling for miles, only to have it remain continually night. The animals are part of the illusion, and cannot be caught or conversed with in any way. Plants or berries picked can be eaten, but they provide no nourishment. It is possible that monsters may wander in here from time to time, as the aesthetics of this room fool them as well. In that case, the PCs may interact with the monsters (or the other way around, of course). The Referee is encouraged to make the players believe they are outside, though their wanderings never seem to lead anywhere.

9C–9. The Hall of Agamemnon

This huge hall depicts the major life events of the archmage prior to his turn to evil. There are scenes of Agamemnon fighting dragons, summoning angels, fighting demons, slaying evil priests, and so on all over the walls and ceiling of this room. The workmanship of the painter (Agamemnon himself) is astounding. The room is otherwise featureless, save for a round pedestal 30 ft. across, upon which sits a large pyramid of opaque black obsidian.

9C–10. The Black Pyramid

Faint light can be seen within the pyramid, and ghostly white figures can be seen periodically pressing their faces against the sides. There is no obvious means of opening the pyramid, though it can be bashed in (hp 30). If this happens, **3 banshees** are released and attack immediately. At the far south point of the pyramid is a secret latch. This latch must be carefully searched for by hand, and no means of magical detection discovers it. If it is found, it can be sprung, and the north-facing wall sinks into the slab, revealing an opening to the inside of the pyramid. If the pyramid is opened in this fashion, the banshees do not attack, but instead become ethereal and leave the PCs in peace.

Banshees (3): HD 7; AC 0 [19]; Atk 1 claw (1d8); Move (fly 12); Save 9; AL C; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance (49%); shriek of death; Immune to enchantments

Inside the Pyramid: Within are three preserved bodies of beautiful women, in life the concubines of Agamemnon. They are dressed in royal finery and gold jewelry and preserved with magic. The woman in the center was particularly favored and still wears a large gold medallion (worth 500 gp) with the crest of Agamemnon inscribed upon it. This medallion is the key to the crypt of Agamemnon himself and is the only means for the PCs to find a way out of this level. If the bodies are molested in any way, or if a *raise dead* spell or similar magic is used, the banshees re-materialize and attack. If the medallion is taken, no harm comes to the party, but the corpses wither away to dust in 10 minutes.

9C–11. Stasis Chamber

This room contains a **horrible trap** as well as an illusory pile of treasure against the far wall to the south. Ten rounds after the room is entered, a *temporal stasis* trap is triggered. This trap is triggered by opening the door, and hence has no chance of being disarmed. A magic-user has a percentage chance equal to his intelligence plus level to determine that some form of magical trap has gone off and allows retreat from the room in time to avoid its effects. The *temporal stasis* puts people into suspended animation. For the victim, time ceases to flow. The effects of this spell are permanent until a successful *dispel magic* (against an 18th caster) is made.

9C–12. The Mummies' Tomb

This room contains 12 empty sarcophagi, tops torn off and piles of silver and cheap jewelry strewn about. Four rounds after the PCs enter the room, a strong breeze blows through it. This wind seems to stir up dust in the shape of twelve forms. Two rounds later, each dust form materializes and creates a total of **12 mummies**, which all attack! They fight until slain. These are the remains of servants of Agamemnon, bound here for all eternity to serve him after death. They attack and follow the PCs mercilessly until all are killed.

Mummies (12): HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

Treasure: There are 14,000 sp strewn about the room, as well as 1,500 gp worth of semi-precious stone jewelry.

9C–13. The Egg Stone

There is a great treasure hidden inside a stone block. Four inches inside the outer covering of stone is a solid gold ingot weighing 200 pounds. The stone must be physically chopped away to reveal the gold, and there is no obvious way to detect it. Magical detection must be able to penetrate the outer rock coating. It is highly unlikely that this is ever actually discovered.

9C–14. The Door to the Inner Sanctum

This secret door is extraordinarily well hidden in the floor. It cannot be magically detected nor opened. An antimagic ward has been placed on the door area (like a permanent *anti-magic shell*), covering an area within 10 ft. of the door. Somehow noticing this antimagic area — and thus tipping the PCs off that something in the corner of this room is unusual — is most likely the only way their attention is drawn to the door. Otherwise, it is very difficult to locate the door (1 in 6, or 2 in 6 by an elf while actively searching). Remember that because of the *anti-magic shell*, magic does not locate the door.

9C–15. The Unmoving Stone

This hallway is blocked by a **large boulder** of blue stone, far different in make and texture from the corridor itself. In order for the party to pass the stone, it must be moved or destroyed. The stone is not magical, nor is there any easy way to move it. Many spells may be used to move it (such as *transmute rock to mud, stone to flesh, disintegrate*, and others), or it can be simply battered through.

9C–16. The Weird Hall

Ten rounds after this seemingly non-descript tomb is entered, the **secret door** to the north slams shut, held with a *wizard lock* (18th level caster). At this point, a *weird* spell **trap** goes off, covering the entirety of the hall (see side box for the *weird* spell on the following page). The secret door to **Area 9C–18** is fairly difficult to find and is located in the floor of this room.

9C–17. False Tomb

This room contains a huge ornate crypt, carved of marble in the shape of a wizard. The crypt itself is worth over 10,000 gp for precious materials and workmanship alone. The top of the crypt is heavy and difficult to remove). Inside is the decayed skeleton of a man in wizard's robes. Across his chest is a long, thin bastard sword made of a strange green metal. It radiates a strong aura of enchantment magic. The sword is a *–3 cursed sword* and does not open the door in **Area 9C–3** to allow escape. The sword remains attached to the hand of whoever grabs it and requires a *remove curse* spell to remove.

9C–18. The Passage to the Crypt

This passage appears to reach a dead-end in a rubble wall. The rock must be cleared slowly (there is 2,000 pounds of it) in order to continue on. This takes 3 hours if 4 or more characters work in tandem removing rock from the tunnel. Subtract 1 hour if 2 or more characters have stonecunning, or if 2 additional PCs join the effort. Any more people simply get in the way.

9C–19. The Inner Crypt

This is the lair of **Agamemnon**, the Vampire-Wizard. The room appears to be an empty circular chamber, carved and painted in intricate relief with horrific images of blood sacrifice and murder. In the center of the chamber is an inlaid tile depression, bearing the trademark seal of Agamemnon. Unsurprisingly, the golden amulet from **Area 9C–10** fits snugly inside. When it is placed within the depression, the center 20 ft. of the circle begin to rise, reaching the ceiling in 2 rounds. At this point, a phase door opens on the north side of the room and out steps Agamemnon, bearing a long, green sword. Agamemnon briefly taunts the intruders and then unleashes their doom upon them. He fights until slain to protect his immortality.

Exception: If a high priestess of Hecate is present, Agamemnon may be reasoned with, only if he is immediately commanded to cease and desist, and only if he is not attacked. In this case, he does not surrender *Butcher* to the PCs, but instead escorts them to **Area 9C–3** and open the door to let them out.

Agamemnon: HD 12 (68 hp); AC -2 [21]; Atk 1 bite (1d10 + level drain), slam (1d4), and *Butcher* (1d8+12); Move 12 (Fly 18); Save 6; AL C; CL/XP 15/2900; Special: Cast spells as 17th level magic-user, level drain, vampire abilities. Gear: Butcher, immune to 1st- through 3rd-level spells, girdle of giant strength, spellbook.

Spellbook: 1st—*hold portal, magic missile, read magic, shield, sleep*; 2nd—*continual light, darkness 15-ft. radius, locate object, phantasmal force, stinking cloud, wizard lock*; 3rd—*clairaudience, clairvoyance, dispel magic, explosive runes, haste, lightning bolt, monster summoning I*; 4th—*confusion, dimension door, fear, monster summoning II, wall of ice*; 5th—*cloudkill, contact other plane, feeblemind, monster summoning III, teleport*; 6th—*anti-magic shell, control weather, disintegrate, legend lore, monster summoning IV, repulsion*; 7th—*monster summoning V, power word stun, reverse gravity*; 8th—*mass charm, monster summoning VI, permanency, symbol*; 9th—*maze, monster summoning VII, wish*.

Tactics: This should not be too hard. Agamemnon cast spells until engaged, then he fights using his bite attacks until he spawns 1or 2 new vampires. If finally cornered, he casts *haste* and fights using *Butcher* and his slam attacks until slain.

New Spell: Weird

Spell Level: Magic-User, 9th level
Range: 300 feet
Duration: Instantaneous

You create a phantasmal image of the most fearsome creature imaginable to the subjects (all within 30 feet of one another) simply by forming the fears of their subconscious minds into something that their conscious mind can visualize. Only the spell's subject can see the *weird*. You see only a vague shape. The target first gets a saving throw to recognize the image as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on another saving throw or die from fear. Even if the save is successful, the subject takes 3d6 points of damage. If the subject of a *weird* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon the spell caster. He or she must then disbelieve it or become subject to its deadly fear attack.

Minor Artifact

Agememnon's Sword, "Butcher"

Butcher is a sword of immense power, given to Agamemnon by the goddess of magic herself. Only a non-lawful person may wield *Butcher*. It confers a +4 bonus to attack and damage rolls, as well as a +4 bonus to AC. In addition, it wards the wielder from 1st to 3rd level spells. Finally, it is the key to escape from this level of the dungeon.

Destruction
If removed from this level, the *Butcher* loses all powers and magical power.

The Legend of Agamemnon

Agamemnon was a 19th level magic-user who quested for immortality. To this end, as his life drew to a close, he willingly became a vampire, summoning and dominating a member of the undead to do his will. Using a *wish* spell, he devised a ritual that destroyed his creator after he was transformed, making him free to roam and do as he pleased without a controlling master. Sadly, this process caused him to lose 2 levels of experience; hence, now Agamemnon is only a 17th level magic-user. He roamed the world for many years, eventually becoming bored, and returned here to guard his crypt and seek to recover his lost priestess. After many years, he gave up trying to save her, and as the evil blood finally completed its work, he became a lost soul, seeking only to destroy the living and drink their blood.

Earlier in life, Agamemnon was the lover of Akbeth and a faithful servant of Hecate, goddess of magic. He remained faithful to the goddess even when she destroyed his mate, and as a reward he was given a powerful magic sword, known as *Butcher*.

Level 9D: The Bloodways

Beneath the Temple of Final Sacrament, at the bottom of the great shaft at its center, a passage leads off, slanting downwards deeper underground. This leads into the heart of the fallen Duke Aerim's domain — the mist choked halls of the Bloodways. Maps of this level are depicted in **Map RA–9D**.

Running the Bloodways

The Bloodways is a seemingly endless tangle of passageways, with occasional rooms encountered within the maze. Because of the confusion effect present within the maze, combined with frequently shifting walls in the corridors, an option has been provided for you to chart the characters' progress through the labyrinth using the flowchart provided below. Between encounter areas, you are welcome to describe passages, galleries, halls, chasms, and so forth as you see fit, perhaps drawing inspiration from the Bloodways maps and the encounter areas not included in the flowchart.

Four Sublevel Maps (for **Sublevels 9D–I** through **IV**) have been provided. Further, an additional 41 encounter areas are detailed (**9D–29** through **70**) which briefly summarize additional areas found on the four-sublevel labyrinth maps. Note that using these supplemental maps and areas may seriously prolong a party's sojourn in the Bloodways, particularly if teleportation areas are liberally employed.

Alternately, the additional encounter areas and the corresponding maps can be broken apart and used elsewhere in Rappan Athuk, to provide additional small lairs and encounter areas.

Keyed Entry Map Notations: Each keyed entry provided below includes a reference to one of the Detail Maps (**9D–A** through **N**) where appropriate, as well as the Sublevel Map (**9D–I** through **IV**), to aid the Referee in locating it when sublevel maps are employed.

Describing the Halls

When describing the corridors, free reign is given to the Referee to make the party's progress vivid and provocative.

First, remind the players frequently of the mist, describing how it moves, how warm or cold it is, how dense, its smell, and the like. Remember that the density of the mist affects the distance characters can see.

Second, consider any sounds the characters might hear, particularly when setting up a random encounter. This may include splashing or squelching noises if there is a layer of water on the floor, or the distant sounds of scales rasping against stone. Also, be sure to keep the players informed of any noises their characters make — how loud they are, whether they echo, and so on.

Third, while it is a good idea to vary the style of the passages the characters encounter, consider creating a gradual but definite progression as they proceed through the Bloodways. This gives them the sense they are making headway, even while they remain utterly lost.

Fourth, you can always spice things up with special magical effects: dim lighting, strange persistent noises, an area saturated with an *anti-magic shell*, caverns where magical lighting does not work, or an area filled with an *unhallow* effect and lurking undead. The *unhallow* effect increases the effective CL of all undead by 1 and decreases all healing spells effects by 2 hit points (minimum 1).

Here are some suggestions of possible passageway styles the group might run into:

• A 15-foot-wide smooth-walled passage with the floor coated in an inch of blood-red liquid

• A shaft leading upward from a corridor; investigation reveals it to end at the underside of a pit trap door.

• A set of spiral stairs leading up and down, with passages leading outward at irregular intervals; there may also be secret doors or openings on the inward side of the curve that open into a narrower set of stairs spiraling in the opposite direction. An entire session could be spent

Using the Bloodways Flowchart

When PCs enter the labyrinth, they travel for approximately 1d20 minutes before encountering any of the keyed areas. To determine what area they reach, roll 1d6 on the table below. If they go through the area and exit using a different passage, check that entry off on the chart, and when that number is rolled again, move to the next entry. Some areas are marked on the flowchart more than once, as PCs stumble back upon old areas they have explored earlier.

A note on the maps: Several locations are keyed to use the same detail map. This is because there are several similar-looking locations throughout the Bloodways, and the characters might well confuse one for another.

Bloodways Flowchart

1	2	3	4	5	6
2. Fresco Room #1	3. Chaos' Den	4. Looted Crypt	5. Mimic's Crypt	6. Fresco Room #2	7. Charred Room
8. Corrupted Pool	9. Abandoned Lair	1. Entry	10. Healing Spring	11. The Floodgate	12. Obligatory Chess Room
13. Fresco Room #3	5. Mimic's Crypt	14. Goblin Outpost	15. River Crossing	16. The Chute and the Pit	17. The Throne of Minos
11. The Floodgate	7. Charred Room	18. Pause and Reflect	19. Abandoned Throne	20. Talon of Orcus	21. Red Vortex
22. Goblins and Bloodwraith	24. Fresco Room #4	17. The Throne of Minos	23. Orcus's Hall	25. Water, Water Everywhere	22. Goblins and Bloodwraith

exploring interconnected spiral staircases.

• A straight set of stairs with a drop-off into darkness on either side. 10 ft. from the top is a pressure plate that causes a boulder to fall from the ceiling at the top of the stairs and roll down them. Exploring where the boulder came from reveals a shaft to a chamber holding more boulders, along with shafts to trapdoors in other passageways.

• A passage opens out on the side of a cavern wall, with a drop-off to the left or right. It might also arc through the middle of the chamber in a natural or constructed bridge or archway — always a good place for a random encounter check.

• A series of 15-foot-diameter circular chambers with passages leading to other identical chambers; each time one is entered, characters experience a sense of vertigo, and are no longer sure which passage they just came from.

• Some smoothed natural passages floored in blood-red sand or silt, with the sound of water flowing in the distance; as they travel, characters may come across enigmatic footprints left in the sand by shadow hunter snakes, the Fire Hawks, or wandering monsters of the Bloodways.

• A 20-foot-wide hallway lined with graceful fluted pillars; the walls of the hall are carved with demonic and skeletal faces that leer out at the PCs from the shadows cast by the pillars.

• A tangle of interconnected natural passages, with a path marked through them in chalk; this could lead to the next encounter area, to the hungry maw of a random monster, or in circles.

• A natural passage with a low ceiling that continues to get lower as the party continues, until they are all worming along on their bellies. An unstable ceiling or ominous noises in the distance should serve to heighten the claustrophobia.

• A half-flooded passage; the surface of the water is agitated by strange currents and ripples, as of unseen creatures moving beneath.

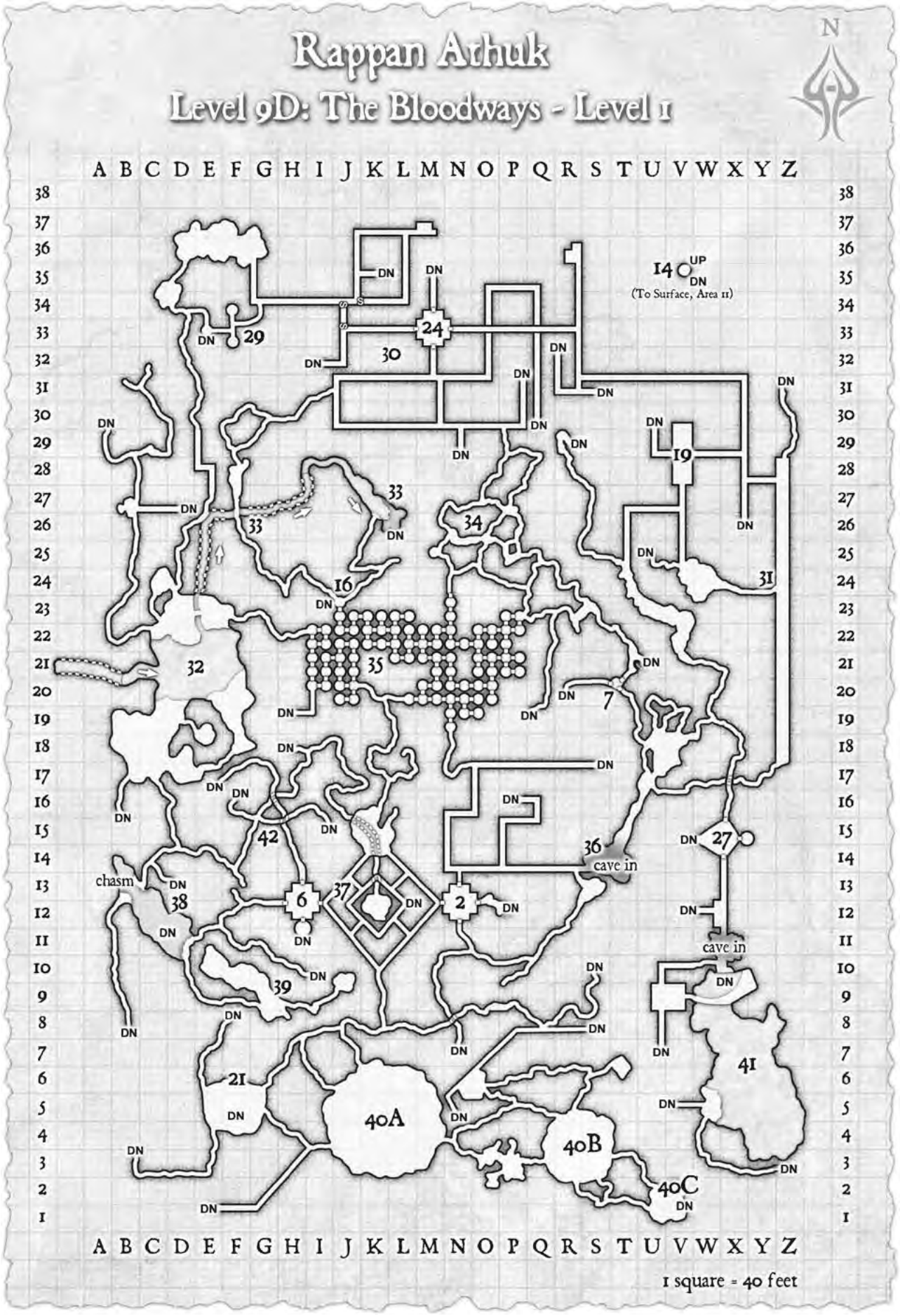
Level 9D

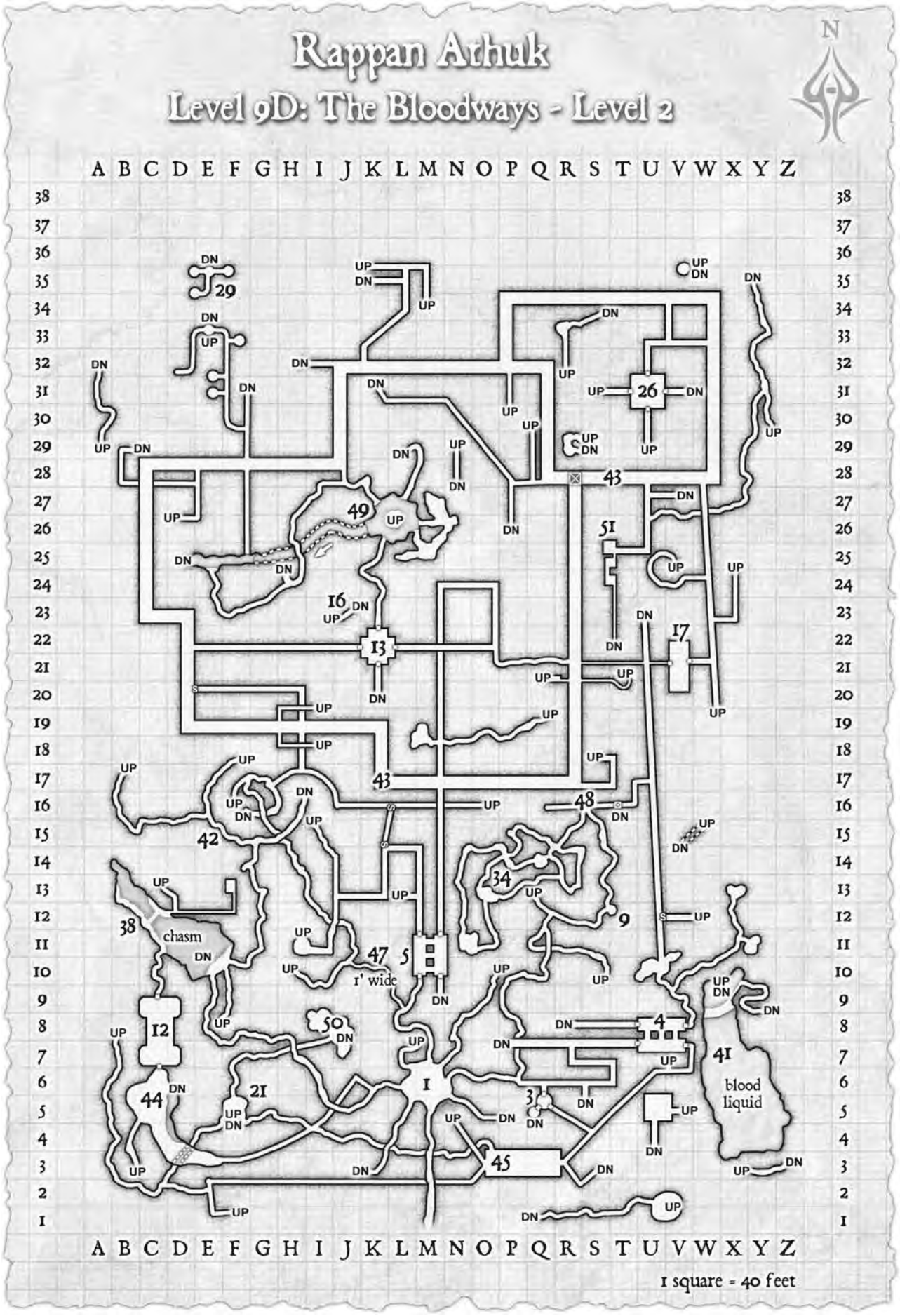
Equivalent Dungeon Level: 10
Entrances: Passage from **Level 1A** in **Area 9D–1**; passage from **Level 9A** in **Area 9D–28**.
Exits: Connections to **Levels 10B** and **10C** at **Areas 9D–14** and **20**, respectively. Waterways lead into Under Realms.
Wandering Monsters: See the separate Wandering Monsters section, below.
Detection: Divination spells reveal a general aura of magic, and a dim but pervasive evil.
Shielding: All attempts to *teleport* to a location within the Bloodways without a definite fixed point automatically results in a "false destination" result, depositing the victim at some random location in the maze. Teleportation out of the Bloodways is not impeded. Scrying spells do not penetrate the Bloodways from outside, though once one is within the Bloodmists, they function normally.
Continuous Effects: The Bloodways are saturated with a mild confusion effect that causes corridor lengths to subtly distort, skews sense of direction, and fosters errors in mapping.
Standard Features: While the tunnels lacing the Bloodways are highly variable in width and height, rooms within the complex are 15 ft. high unless noted otherwise. The stone in the corridors was partially smoothed and dressed long ago when the maze was initially constructed, so some passages are fully finished, while others have never been touched by mallet or chisel. There are numerous branches, stairwells, and empty mist-choked galleries. The passages are also subject to a direction confusion effect as mentioned above, which makes reliable mapping impossible, even magically. The walls have a tendency to shift, to the dismay of those relying on string or dropped pebbles to retrace their steps. Shifting stonework occurs regularly, and dwarves and others with stonecunning should receive rolls to detect these. They are triggered randomly, or sometimes by the opening of doors, and have no independent triggering mechanism unless the Referee wishes to provide one.
Doors: The doors in the maze are made from unadorned granite slabs, unless described otherwise. Each door has gaps at the top and bottom one inch high between the door itself and the floor and ceiling, sufficient to allow gaseous creatures and most oozes to pass through.

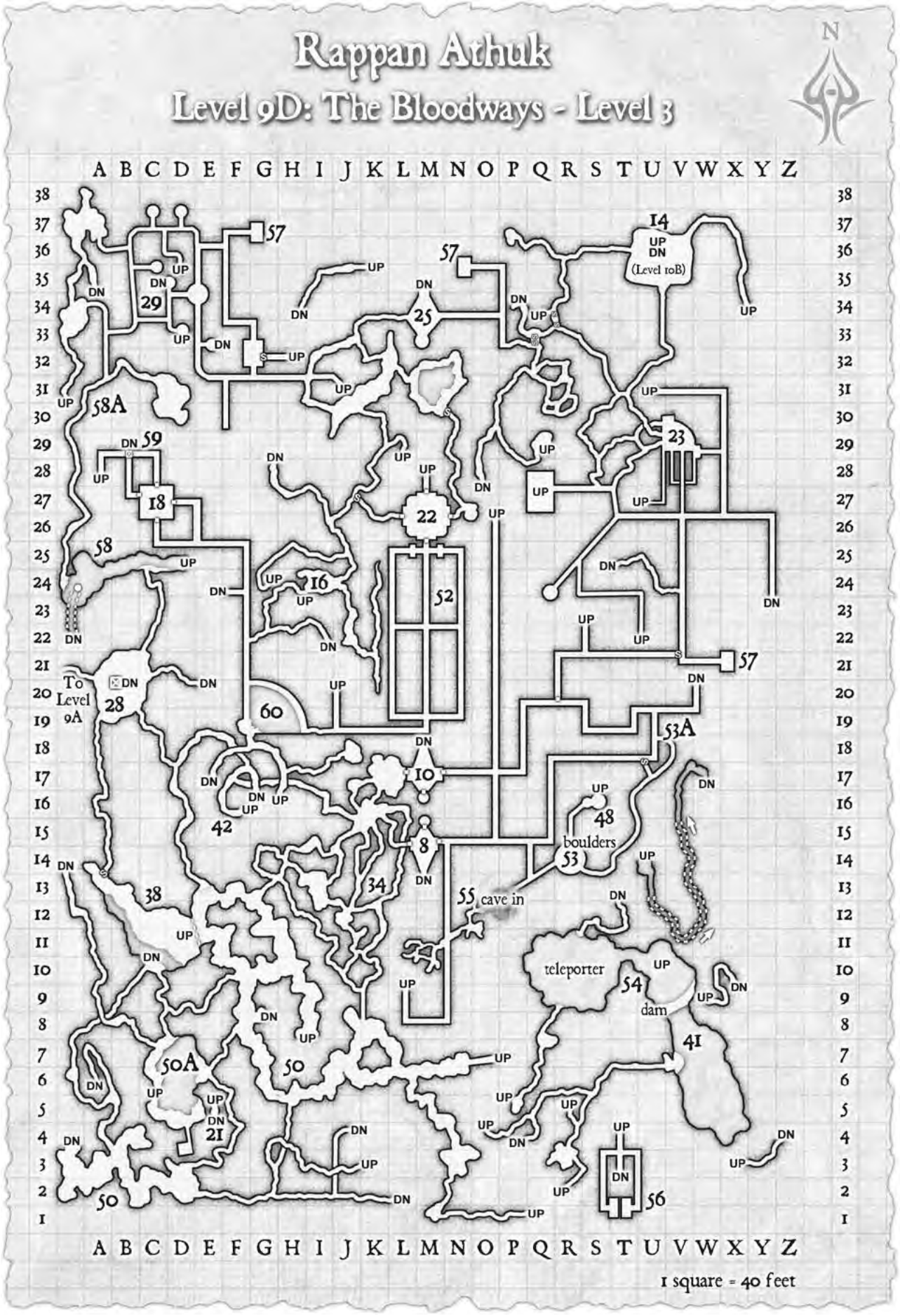
In addition, each door has holes in the top and bottom between the gaps, into which steel bars extend when an accompanying door to a particular room is opened, thus preventing more than one door to be open at once. This mechanism is not difficult to spot, but is hard to disable When all exterior doors to a room are closed, none of the bars are extended. Catching the sound of the bars retracting or extending from other doors in the room requires careful listening. Tiny creatures can fit between them; halfling-sized creatures require at least one bar to be removed to pass, humans require two, and ogre-sized creatures would require three. There are a total of six steel bars that extend from both the top and bottom, meeting in the middle of the doorway.

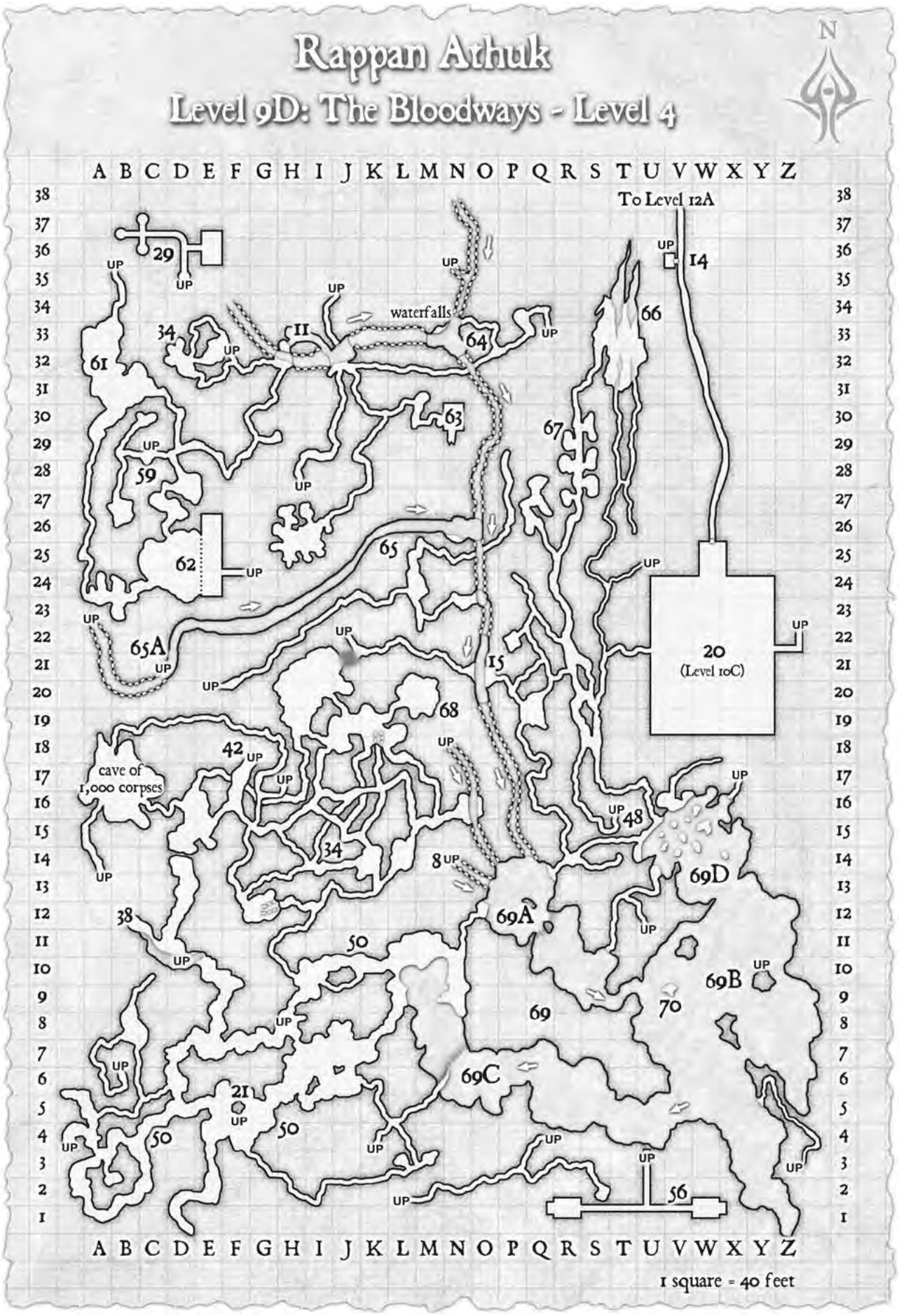
The Bloodmists: The entire labyrinth is filled with a swirling crimson mist. Its consistency and movement vary. In some places, it fills the halls in thick billows, while in others it flows along the floor in a swift current. Temperature varies from bone cold to clammy to slightly sticky warmth. The coloration of the mists is caused by algae which feed off the magical emanations of the Bloodways. It has a tendency to condense on creatures, and those who spend much time in the passages look as though they have been doused with blood or red dye. This red pigmentation is difficult to wash out. The mists have a coppery reek, similar to blood, with an undercurrent of vinegar and rotting flesh, the latter a legacy of past victims rather than a property of the mists themselves. Despite their ominous appearance, they are not in and of themselves harmful.

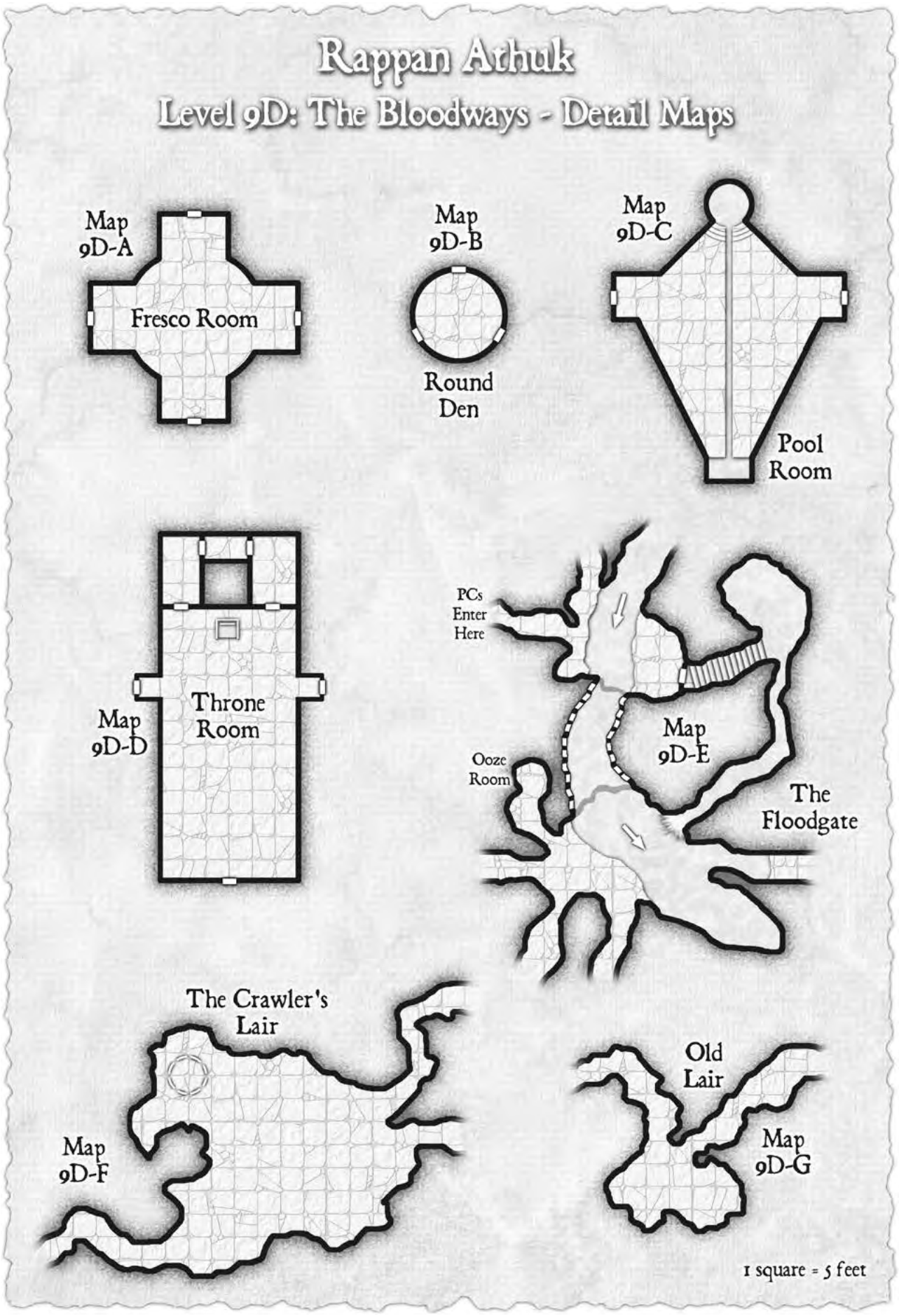
The bloodmists obscure vision, reducing maximum visibility to a distance of 30 to 60 feet, depending on how dense the mist is at any given point. Creatures within the last third of this range have 20% concealment due to the mists.


Rappan Athuk
Level 9D: The Bloodways - Level 1
N
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
14 UP DN
(To Surface, Area 11)
24
30
29
19
33
34
16
35
32
31
7
42
36
cave in
27
chasm
38
6
37
2
39
21
40A
40B
40C
41
DN
1 square = 40 feet


Rappan Athuk
Level 9D: The Bloodways - Level 2
N
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
chasm
1' wide
blood liquid
1 square = 40 feet

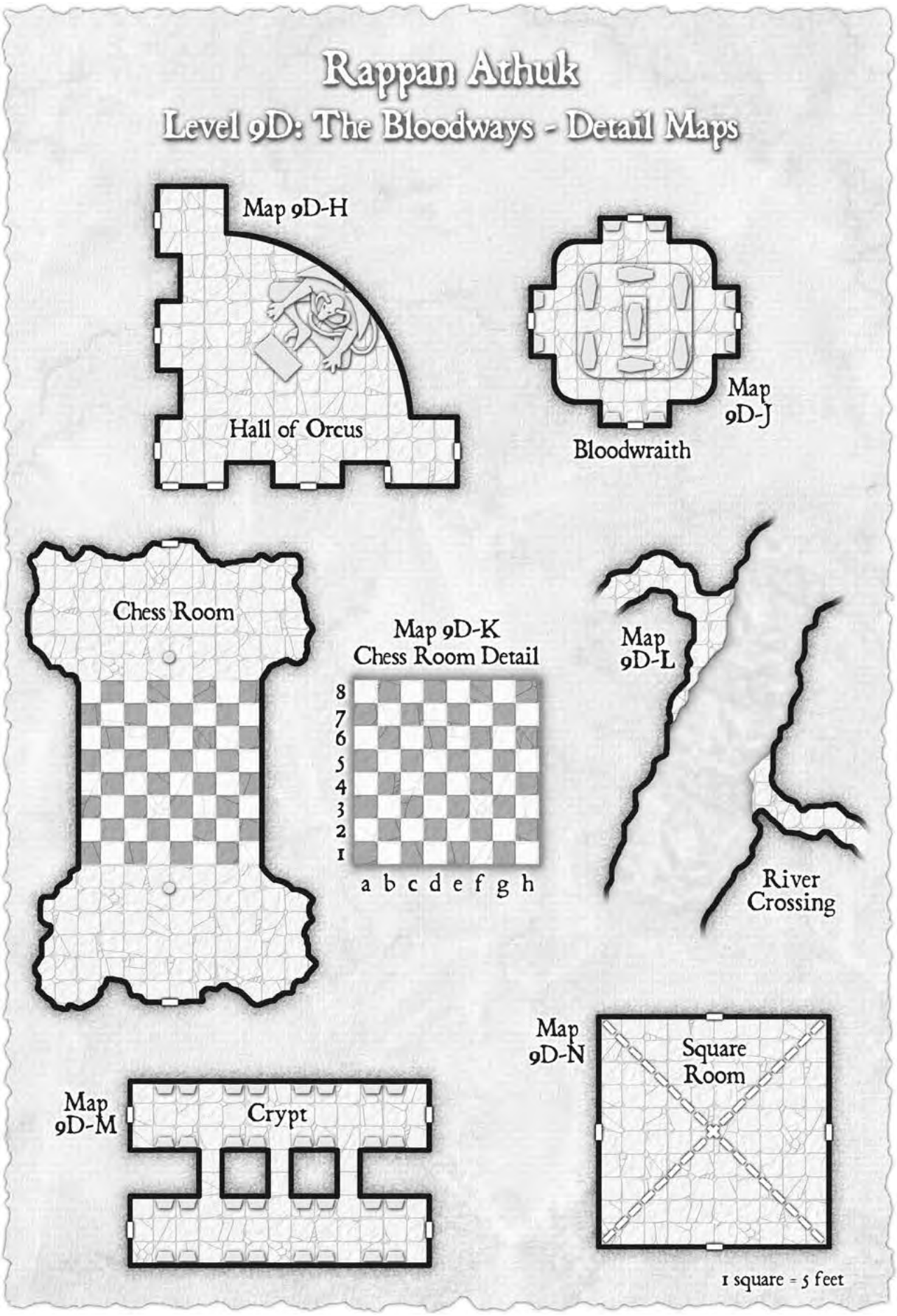

Rappan Athuk
Level 9D: The Bloodways - Level 3
N
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38
14
UP
DN
(Level 10B)
57
29
25
58A
59
18
22
23
58
16
52
To Level 9A
28
60
10
53A
42
48
boulders
53
8
34
38
55 cave in
teleporter
54
dam
41
50A
50
21
56
1 square = 40 feet


Rappan Athuk
Level 9D: The Bloodways - Level 4
N
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
To Level 12A
29
14
waterfalls
66
34
11
64
61
63
67
59
62
65
65A
15
20
(Level 10C)
68
42
cave of
1,000 corpses
48
34
8
69D
38
69A
50
69B
70
69
69C
21
50
50
56
UP
1 square = 40 feet


Rappan Arhuk
Level 9D: The Bloodways - Detail Maps
Map 9D-A
Fresco Room
Map 9D-B
Round Den
Map 9D-C
Pool Room
Map 9D-D
Throne Room
PCs Enter Here
Map 9D-E
Ooze Room
The Floodgate
The Crawler's Lair
Map 9D-F
Old Lair
Map 9D-G
1 square = 5 feet

Rappan Athuk

Level 9D: The Bloodways - Detail Maps



Wandering Monsters

Roll or select from the table below once an hour, or when you grow bored.

Wandering Monsters

Die Roll	Result
01–03	Blood Golem (2–4)
04–06	Crimson Jelly (2–4)
07–08	Devouring Mist (1–2)
09–11	Gelatinous Cube (1)
12–13	Invisible Stalker (3)
14–19	Meat Puppet (human) (8–12)
20–22	Meat Puppet (otyugh) (3–4)
23–25	Shadow Hunter (1–3)
26–27	Mordnaissant (2–3)
28–30	Vampire Spawn (8–12)
31–33	Will-o'-Wisp (4)
34–36	Goblin Patrol
37–39	Priest of Orcus Patrol
40–44	Pit in the floor
45–48	Signs of battle
49–53	Strange noises
54–56	Teleporter
57–00	No encounter

Blood Golem: These slithery horrors try to ambush the PCs in an intersection or from a hidden crevice in the stonework. They fight until dead. They resemble a 10-foot-long crimson-colored slug-like creature with two long, spindly arms protruding from its sides, and a toothy, sphincter-shaped maw. They are essentially living blood animated by the influence of the Bloodwraith. **Treasure:** None.

Blood Golem: HD 6; AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 11; AL N; CL/XP 9/1100; Special: Blood consumption, cell division, +1 or better weapon to hit, regenerate 2 hp/rd, immune to mind-affecting abilities, resistance to fire (50%).

Crimson Jelly: This ooze seeps from cracks or tries dropping from above onto unsuspecting characters. It fights until destroyed. It resembles a giant, dark red amoeba. Despite its unusual coloration, its stats are identical to those of a standard ochre jelly. **Treasure:** None.

Crimson Jelly: HD 6; AC 8 [11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

Devouring Mist: A fearful exhalation of the Bloodwraith, the devouring mist seeks only to feed its insatiable hunger for blood. It slips up to the group concealed by the mists, then tries to latch onto one victim and drain him completely if it can. It fights to the death. **Treasure:** None.

Devouring Mist: HD 14; AC 6 [13]; Atk 1 swarm (2d4); Move 9 (Fly 15); Save 3; AL C; CL/XP 19/3100; Special: Half damage from bludgeoning weapons, no damage from slashing and piercing weapons, magic resistance 50%, surprise (3 in 6; in the red mists), those killed rise as vampires 1d4 days later unless their remains are *blessed*.

Gelatinous Cube: Mindless sweepers of the dungeon such as this use no tactics against PCs. It's easier to spot them due to the fact that there is no mist in the space they occupy; accordingly, they are best placed in pits and around blind corners.

New Monster: Devouring Mist

Spawned of the dreams of the Bloodwraith, devouring mists are undead composed of equal parts blood and malice, wedded together by negative energy. They drift the halls of the Bloodways, looking for living prey to feed on and torment. When they strike, they surround their enemies and draw their blood from their bodies.

Devouring mists are possessed of a malicious cunning. They are quite capable of blending into the mists of the Bloodways so as to take their prey unaware. They may also follow creatures for a time and attack when they are distracted or preoccupied. A devouring mist may even stalk its prey over hours or even days, striking again and again, in effect milking them of blood.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Treasure: Zero to 600 gp in loose coins and gems scattered through its mass; 5% chance of a random magic item (something that would not dissolve in its acidic embrace, like a weapon, armor, or a potion vial).

Invisible Stalker: These creatures were actually summoned by the priests of Orcus to patrol the halls and keep the mists flowing evenly, as well as to do battle with intruders. They fight to the death, though it is possible for one to be questioned if a PC speaks air elemental. **Treasure:** None.

Invisible Stalker: HD 8; AC 3 [16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; AL N; CL/XP 9/1100; Special: Invisible, flight.

Meat Puppet (human): These loathsome, twitching undead either descended from the Temple of Final Sacrament, or arose spontaneously from the corpses of victims slain within the Bloodways. They fight to the death. **Treasure:** None.

Human Meat Puppet: HD 4 (18 hp); AC 7 [12]; Atk 1 slam (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Throttle, fleshknit, half damage from slashing and piercing weapons.

Meat Puppet (otyugh): Some years back several clusters of otyughs swarmed into the Bloodways, only to fall victim to its malign influence. Now the remains of these long-dead creatures roam the halls, attacking any living creature they come upon. **Treasure:** None.

Otyugh Meat Puppet: HD 12; AC 9 [10]; Atk 3 tentacles (2d6 + constrict); Move 12; Save 3; AL C; CL/XP 14/2600; Special: Regenerate 2 hp/rd (overcome by silver weapons), constrict with tentacles (save to negate, 2d6 damage per round).

Shadow Hunters: A lone shadow hunter may try to ambush the PCs; two or three instead stalk the party, cornering them, and then striking from several directions, or one may drive the characters toward a location where another lies in wait. **Treasure:** Standard, located in slimy or crusty piles where it was disgorged during the digestion process.

Shadow Hunter: HD 8; AC 1 [18]; Atk 1 bite (1d8 + poison); Move 12 (Climb 9, Swim 12); Save 8; AL N; CL/XP 10/1400; Special: In shadows AC improves to -3 [22], lethal poison.

Mordnaissant: A rare but deadly creature, the mordnaissant attempt to ambush any intruders within the Bloodways, though they retreat if outmatched, using small passageways to their advantage to evade pursuit. **Treasure:** None.

New Monster: Shadow Hunter

The shadow hunter is a great, dark serpent that dwells in deep caverns beneath the earth, where it hunts dark elves and other Medium to Large sized creatures. An adult specimen is over 40 feet long and nearly 5 feet thick in its midsection. In bright light it can be seen to be covered with non-reflective black scales, and its underbelly is the dark red of clotted blood. Shadow hunters have the supernatural ability to blend in with shadows, both to protect themselves and to stalk and ambush prey. Unlike normal snakes, shadow hunters often work in groups of two or three to corner prey in passages.

Shadow hunters generally prefer to hunt in networks of twisting passages that allow them to move around their intended prey, or even approach it from multiple directions. They are particularly fond of elf flesh, but will eat any Small to Large creature as long as it is living, organic, and animal-based (i.e., not a plant or fungus). When they attack, they prefer to strike and envenom their prey, holding on and chewing the poison into their opponent until it stops struggling. If there is more than one foe present, they do not try to grab their prey, preferring to strike at those that threaten it, retreating if need be to return later to consume their hopefully dead prey.

Mordnaissant: HD 9; AC 5 [14]; Atk 2 claws (1) or ray; Move 3 (Fly 24); Save 7; AL C; CL/XP 12/2000; Special: Death curse, lash of fury, pain wail. See Appendix: New Monsters, for more.

Vampire Spawn: These debased vampires are constantly hunting for fresh, warm blood. They attack swiftly and voraciously. **Treasure:** Approximately 1,000 gp per spawn in equipment, magic items, etc.

Vampire Spawn: HD 6; AC 2 [17]; Atk 1 bite (1d8 + level drain); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1100; Special: Vampire weaknesses and immunities, regenerate 2 hp/rd, drain one level with bite.

Will-o'-Wisp: These creatures lure victims into pits or other hazards. Or they may simply attack. Unlike most other creatures of the Bloodways, they retreat if they suffer more than half their hit points in damage, or over half are slain. **Treasure:** None.

Will-o'-Wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL N; CL/XP 10/1400; Special: Change appearance, lightning.

Goblin Patrol: A patrol of goblins from the nearby goblin outpost (**Level 10B**). The patrol consists of **7 goblin lieutenants** led by **Morask**. The goblins are observing the conditions in the labyrinth, and keeping an eye out for unusual developments or intruders.

Morask: See introduction to **Level 10B**

Goblin Lieutenants (7): See introduction to **Level 10B**

Priest of Orcus Patrol: A patrol of **8 acolytes of Orcus** and **4 priests of Orcus**, led by **Hesperix**, from the Talon of Orcus (**Level 10C**). They are in the process of surveying the maze and performing maintenance on the fresco rooms, traps, and the like.

Hesperix: See the introduction to **Level 10C**
Priests of Orcus (4): See the introduction to **Level 10C**

Acolytes of Orcus (8): See the introduction to **Level 10C**

Pit in the Floor: The pit traps in the Bloodways usually open into drops of 10–60 ft.; the lids are hinged and designed to swing shut and automatically reset after being triggered. The Referee may wish to place a wandering monster or minor treasure and remains at the bottom, particularly of the deeper pits. There may also be passages opening off from the bottom, or the pit may empty into a chute that leads to another corridor elsewhere in the complex. **Treasure:** roll 1d20: 1–8 = 2d100 gp in treasure, 9 = random minor magic item; 10–20 = no treasure.

Signs of Battle: Bloodstains, possibly dried, on the walls, floor, and/or ceiling; body parts or even whole corpses of creatures. The bodies are too fragmented for raising or speaking with the dead to work. **Treasure:** roll 1d20: 1–4 = 2d100 gp in treasure, 5 = random minor magic item; 6–20 = no treasure. There is a 10% chance any magic item found is actually cursed.

The Fire Hawks

The Fire Hawks are a band of experienced adventurers who journeyed into Rappan Athuk in the recent past (within the last month or so), accessing it via the Temple of Final Sacrament (**Level 1A**) and traveling to the Bloodways (**Level 9D**). There they came to a bad end when they encountered a group of priests from the Talon of Orcus (**Level 10C**) at **Area 9D–3**. Although they defeated the evil leader of the Talon, transforming him into **9D–3's** current inhabitant, the members of the Fire Hawks were badly wounded and forced to flee, splitting up in the process. The members of the group and their ultimate fate are given here.

Azarthraine of Hallowfall (male **elf fighter 4th/magic-user 9th):** Party leader. Spells nearly exhausted, he came to an ignominious end in the clutches of several mustard jellies in **Area 9D–9** (it is his headless skeleton there). His companion Mezuryk was able to retrieve his head, hoping to escape to the surface and have him resurrected. Instead, Mezuryk was captured (see below), and the skull of Azarthraine now decorates the Seer's private chambers in **Level 10C**, **Area 10**.

Mezuryk (male human **thief 12th):** The Fire Hawks' trap disarmer and lock opener. Priests of Orcus captured him, and he has been tortured and driven insane. He remains a prisoner in the Talon of Orcus (**Level 10C**, **Area 13A**).

Kalina (female human cleric 10th): A follower of a god of knowledge, Kalina was separated from the rest of the group. She too was captured, and tortured to death at the Talon of Orcus. Her lifeless corpse was then reanimated, and now stands ready to serve her former captors in the Talon as one of the zombies in **Area 10C-7**.

Oldaric (male human fighter 6th): He died early on in the Bloodways after a devouring mist sucked him dry. He has become one of the many vampire spawn that lurk within the labyrinth.

Andwyn (male dwarf fighter 7th): Andwyn died trying to hold off the priests so the rest of the group could escape area **9D-3**. The fate of his remains is unknown.

Adrenai (female elf thief 6th): Adrenai was separated from the group and became lost in the labyrinth just before the priests of Orcus were encountered; she eventually became a snack for a shadow hunter serpent.

Marsenter (male human fighter 6th): Separated from his companions during the battle and hounded through the dungeons, he sought to evade his pursuers by hiding in a pool of water, using a magical ring to breath like a fish. However, the chill temperature of the water induced hypothermia, and he ended up falling asleep and dying. His remains can now be found in **Area 9D-8** of the Bloodways.

Strange Noises: A distant screaming or howling; sounds of battle that stop quickly; the rasping of scales on stone; the sound of footfalls following the party that stop and do not resume. This is intended to keep the PCs guessing.

Teleporter: Walking through an opening, stepping on a section of floor, part of a stair, etc. teleports the person triggering it to some other location in the Bloodways. Roll a saving throw for each PC in the marching order to determine who passes through it (first one who fails does). You may wish to check for a wandering monster at the other end of the teleport, especially if the others in the group don't immediately follow. Teleportation is almost always one-way. Some teleporter traps are only active at certain times, while others change their destination from time to time.

9D–1. Entry (9D–II)

(Sublevel 9D–II)

The shaft from **Level 1A** drops several hundred feet then opens into a passage which slopes down. Reddish mist starts to coil at the feet of the adventurers as they continue. After traveling 500 ft., the passageway opens up into a large, red mist-filled cavern, with many passages branching off from the cave. Most of the passage mouths look unremarkable, but carvings of people being tortured and bled are chiseled into the stone around the passage through which the PCs enter.

This cave marks the start of the Bloodways. It does not matter down which passage the party travels, as all lead into the maze. If they somehow make their way back here, the exit passage is at least clearly marked, so they may flee if they wish.

9D–2. Fresco Room 1

(Sublevel 9D–I; Detail Map 9D–A)

This is the first of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the followers of Orcus. The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At the inward corners of the cross, there is a concave alcove in each corner; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved sections of this chamber hold frescoes depicting the settling of the Bloodways by the original followers of Orcus. There are depictions of cult members descending into a dungeon complex with another army in pursuit. The Orcus forces are depicted as noble and vibrant even after all this time, with the demon prince's holy symbol prominently displayed on banners. The figures of those that hunt them look misshapen, hard and cruel. In the rearguard of the fleeing army, a figure in blood red is displayed in each fresco, cutting down pursuers who come too close.

9D–3. Chaos' Den

(Sublevel 9D–II; Detail Map 9D–B)

This 20-foot diameter circular chamber looks like an abattoir — chunks of flesh and bone lie strewn about the floor, and the entire area is thick with the stench of blood. Even the ceiling is covered with thick clots of meat, dangling intestines, and other less identifiable things. The air is hot and acrid, searing the nostrils even over the stench of death saturating the room. The bloodmists are particularly thick in here, almost as if they are feeding on the unwholesome remains, filling the air with a thick, roiling haze.

Examination of the remains produces indeterminate results — there are definitely some humanoid remains, along with those of other creatures, but from the few fragments of bones, loose organs, and shredded muscle tissue it is impossible to determine exactly what creatures these once were.

Clinging to the ceiling of this room is a **chaos beast** — all that remains of Aaban Bonegnasher, one-time leader of the Talon of Orcus, **Level 10C**. During a battle with adventurers several months ago, a magical mishap transformed Aaban into his present form.

Chaos Beast: HD 16 (92 hp); AC -2 [21]; Atk 4 claws (1d8 + corporeal instability); Move 9; Save 3; AL N; CL/XP 21/4700; Special: Magic resistance (45%), amorphous (immune to backstabs), immune to polymorph and petrification, corporeal instability (save or become spongy, amorphous mass and lose 1 point of wisdom per round; save each round to regain normalcy; at 0 wisdom, effect is permanent).

Tactics: The beast takes advantage of the obscuration of the mists to hide from intruders; the mists allow it to surprise on a roll of 1-3 on 1d6. It tries to attack with surprise, going for a random target within range each round. Once it attacks its appearance changes to a writhing mass of barbed tentacles, glistening eyes, jutting fangs, and half-formed limbs that constantly evolves and reshapes each round. It fights to the death as long as anyone remains in the room, but does not give chase more than 30 feet outside its lair.

Treasure: A single *bracer of AC 5 [14]* lies amid the carnage.

One of the doors leading out of this chamber is stuck with gore from the chaos beast's past victims. It can be pushed open with a successful open doors check. However, it opens immediately upon a 70 ft. deep pit, and the person forcing the door may end up tumbling in.

9D–4. Looted Crypt

(Sublevel 9D–II; Detail Map 9D–M)

This hallway is obviously a crypt. Upright sarcophagi stand facing each other across the hall, with red mist swirling at their feet. The sarcophagi depict warriors with a sword in one hand and a shield in the other. All look to be in fairly good condition.

The crypt has been thoroughly looted. A few scraps of cloth and bone fragments remain within each, but items of value — including the corpses — were stolen away long ago. However, this is a good time to roll for wandering monsters.

9D–5. The Mimic's Crypt

(Sublevel 9D–II; Detail Map 9D–M)

This hallway is obviously a crypt. Upright sarcophagi seven feet tall stand facing each other across the hall, with red mist swirling at their bases. The sarcophagi depict warriors with a sword in one hand and a shield in the other. All look to be in fairly good condition.

The crypt has also been looted; however, one of the sarcophagi is actually a mimic named **Gaeleron** that attacks when the best opportunity presents itself.

Gaeleron: HD 7 (40 hp); AC 6 [13]; Atk 1 smash (2d6); Move 2; Save 9; AL N; CL/XP 8/800; Special: Mimicry, glue.

Tactics: Gaeleron is familiar with the Dung Monster of **Level 1**, and capitalizes on its reputation to dissuade intelligent creatures. When he first attacks, he releases a flood of fecal material and rotted flesh from a pocket within his mass, producing a horrible stench reminiscent of his distant cousin. Characters who have encountered the Dung Monster and are familiar with it may notice, however, that while foul-smelling, Gaeleron's stench and appearance do not match those of the Dung Monster.

Gaeleron prefers to wait until an unsuspecting opponent attempts to

search or open him, whereupon he attempts to lash out with a surprise attack, achieve a hold, and constrict. Once he secures a hold he ejects the fecal material to intimidate his prey and drive off any allies.

Treasure: Gaeleron's treasure is contained in a compartment in its body, and can be found only through a thorough search of its remains. He has 139 gp, an opal worth 500 gp, and a plain ebony baton that is actually a *wand of darkness 15-ft. radius* with 3 charges remaining.

Development: If reduced to below 10 hp, Gaeleron attempts to surrender, offering information or valuables in exchange for his poor, miserable existence. He has some knowledge of the layout of the Bloodways, and knows of many of the creatures that roam its halls. He may therefore be a valuable source of information. He never encountered the Fire Hawks, and has had no dealings with the clerics of Orcus or the goblins in their nearby outpost, except to snack on their patrols.

9D–6. Fresco Room 2

(Sublevel 9D–I; Detail Map 9D–A)

This is the second of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At the inward corners of the cross, there is a concave alcove in each corner; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved corners of this chamber hold frescoes depicting people from a pursuing army (see **Fresco Room 1**, **Area 9D–3**) invading Rappan Athuk and getting slaughtered by Orcus cultists, monsters, and other gruesome but not readily identifiable means. Many of the depictions are rather graphic.

However, before they have a chance to do much examining, the PCs are likely to trigger the trap. Any pressure on the frescoed walls, including trying to brush off accumulated cobwebs and dust, triggers four pistons in the ground right in front of the frescoed areas. These pistons slam up into the ceiling, taking anyone standing near the frescoes with them, dealing 10d6 points of damage and pinning them against the ceiling (open doors check to escape). All four are triggered simultaneously, so if the party tries studying several sections at once, it is possible that several people may be nabbed. While the pistons are raised, the bulk of the frescoes cannot be seen.

9D–7. Charred Room

(Sublevel 9D–I; Detail Map 9D–B)

The floors, walls, and vaulted ceiling of this circular room look heavily charred, like the area was the site of a massive conflagration. A faint odor of charcoal and cooked flesh still lingers in the air. The chamber is free of mist, except for that which swirls in when any of the doors are opened.

The stench of burned flesh increases slightly as PCs explore the room, kicking up ash and bits of bone. Those studying the ground notice numerous unidentifiable tracks throughout the chamber, with the heaviest concentrations going from one door to another.

9D–8. Corrupted Pool

(Sublevel 9D–III; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room is one of several pool rooms throughout the Bloodways. The water comes from one of the local rivers. There is a faint, foul smell like stagnation, emanating from the water. Inspection of the five foot deep pool reveals the source: the bloated body of a human in plate mail lies curled on the bottom. These are the remains of Marsenter, one time member of a band of adventurers called the Fire Hawks. After becoming separated from his comrades, he took shelter from his pursuers in this pool. He relied on his *ring of water breathing* to stay alive. Unfortunately, the ring did not protect against the cold and blood loss, so eventually Marsenter fell asleep and died of hypothermia. His rotting remains now contaminate the water: Anyone who drinks from it is subjected to a particularly virulent form of blinding sickness (1d3 days of incubation, then save or go permanently blind).

Searching the body reveals the following arsenal: *+1 platemail, +1 bastard sword*, 143 gp, 89 pp, a gem worth 100 gp, four empty potion flasks and standard adventuring gear that has been exposed to water for a long period of time.

9D–9. Abandoned Lair

(Sublevel 9D–II; Detail Map 9D–G)

The passageway opens onto a small cave coated with a thick layer of yellow-tinged ooze. A headless skeleton lies half-immersed within this foulness, and the glint of coin can be made out amid the foul-smelling slime as well. The red mist saturates the air in a thin haze.

This chamber was once the lair of a colony of mustard jellies, recently slain by a band of adventurers. One of their number fell to the jellies, and it is his remains which now recline within the mustard jelly residue. The remaining coins scattered beneath the dead jellies are the leftover coins the adventurers did not bother taking, and which other creatures have been unwilling to go fishing for: 1,063 cp and 5 sp.

A thorough search turns up one other item: buried beneath the slime and jammed into a crack is a *magical charm bracelet* (see sidebar). The bracelet is wedged in tightly, requiring some excavation to dislodge without damaging it. Any loud digging doubles the frequency of wandering encounter checks.

Handy Charm Bracelet

This piece of jewelry is a platinum or gold chain festooned with tiny charms, objects that bear a resemblance to mundane items. When a charm is pulled from the bracelet, it transforms into a permanent, nonmagical object. As long as at least one charm remains on the bracelet, it regenerates one charm per day. Removing a random charm is a swift action; removing a specific one is a move action that does not provoke an attack of opportunity. Either action requires a free hand to pluck loose the charm.

Bracelets come with six charms maximum, and always regenerate the same charms they had when they were first created. Possible charms include: A tiny mug (produces a frosty mug of decent quality ale), a scroll (produces a blank parchment scroll, a vial of ink, and a quill pen), a lantern (produces a lit standard lantern filled with lamp oil), a ladder (produces a 15 ft. long wooden ladder), a coil of rope (produces a 50 foot length of rope with a grappling hook attached to one end), and a dagger (produces a steel dagger). The Referee is free to improvise items, but they should have a market value of less than 25 gp and cannot be magical.

9D–10. Healing Spring

(Sublevel 9D–III; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room's pool of water is quite refreshing, and the water within the basin radiates strong transmutation magic. Those who drink from it feel refreshed, as if they had spent a full day resting. Hit points, ability score points, etc. return as per a full day of rest, and spells can be re-prepared. A person gets this benefit only once per week. The process also ages the drinker one day. The duration of magical effects, such as spells previously cast on the imbiber, does not change.

This area is also quite popular with maze inhabitants; while in this room, the frequency of wandering monster encounters is tripled.

9D–11. The Floodgate

(Sublevel 9D–IV; Detail Map 9D–E)

Traveling downward through some especially convoluted passages, the PCs come out to a sandy shore bordering a small underground river. The river disappears beneath the walls to the left and right. It is swift-flowing, deep, and about eight feet wide. Opposite the shore is another clear area, at the back of which stands one of the dungeon's stone doors. Because of the river, the area is fairly free of the bloodmist, so visibility is good.

The door is part of a **trap**. Actually, there is nothing unusual about the door itself; it even has gaps at the top and bottom similar to the other stone doors. However, behind the door is an area that holds an offshoot of the river, and when opened, the door lets loose a deluge of water which may well sweep characters into the river itself (2 in 6 chance).

Those who end up in the river are sucked beneath the south wall and swept into the area immediately downstream, getting buffeted for 2d6 points of damage in the process. The river then widens and slows, and it is not difficult to catch oneself and climb ashore with a successful saving throw. If a PC fails, however, he has one final chance to grasp the edge of the cavern ceiling before being swept beneath it, with another saving throw. If this save is failed river carries him off to the river crossing (**Area 9D-15**) after five minutes.

Once the door has opened and the initial flood passed, the passageway beyond can be accessed. This leads up a slippery shaft into a smaller chamber, where an offshoot of one of the rivers gushes from a crack in the wall. Another passageway to the south leads off, returning to the river near the southern landing area. With the door open, the water flow is diverted from this passageway, and it may be traversed fairly safely.

The southern landing is inhabited by **three crimson jellies**, which enjoy snacking on people who get caught by the door trap. Party members separated from the rest of the group by the trap may find themselves in dire straits.

Crimson Jellies (3): HD 6 (36, 33, 27 hp); AC 8 [11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

9D–12. Obligatory Chess Room

(Sublevel 9D–II; Detail Map 9D–K)

The door opens into a rough-hewn room filled with a fine red haze, and lit by some dim unseen ruby glow, washing over the chamber like old wine. About 30 ft. ahead, the chamber narrows, and its floor is covered with a checkerboard pattern. Curiously, the mist does not drift over this surface like it does elsewhere; instead, it looms in dusky columns over the darker squares. Mounted on the floor just in front of the black and white squares is some sort of metal plaque on a low stone pedestal.

The worshippers of Orcus can have a strange sense of humor, as witnessed by this chessboard trap. It is designed solely to torment overly clever adventurers while priests of Orcus observe the room remotely from the Talon of Orcus (**Area 10C–9**) and observe the would-be tomb raiders perform for their amusement. The Seer, who oversees all scrying from that location, has managed to pierce the veil that protects this part of the Bloodways from remote visualization.

The plaque on the floor bears a message to explorers to encourage them to experiment with the floor. Though it contains cryptic-seeming clues, these ultimately have no meaning. The plaque is made of oily-looking steel, and reads as follows:

"*Life is a dirge of shadow and light*
A terrible chore 'ere blessed sleep
Resting in peace of eternal night
A knightly prize for those who would leap
Into the fray knowing their right
A foolish whim whose meaning is deep
Fraught with the force of clerical might
A bound to the left and so we shall reap
Yet stay the true course in blooded sight
A castle falls east in a weatherworn heap
Then comes freedom to victors of peril-fraught fight
And journey continues with prize one can keep.

Seek the prize within the eightfold field.
Orcus watches and cheers the struggle."

Also written in chalk at the base of the statue is some sort of inscription in Common. Most of it has been subsequently erased, but the following remains:

" . . . . . *false.*
. . . . . *true line* . . . . . .
follow . . . . . *not* . . . . . ."

Every minute the PCs are in the room there is a cumulative 5% chance that a priest of Orcus from the Talon of Orcus responds to a chime and scries out this room. Though they may be watched, the observers do not interfere in any way with what occurs in this room. (Actually, they place bets on how the party handles the puzzle.)

Crossing the Chessboard

Examination of the board itself yields the following information: The entire area radiates magic, centered on the tiles of the board. The tiles are separated from each other by a six inch wide decorative border of bloodstone, inlaid with gold images of demons eating mortals.

Each of the tiles of the chessboard is trapped with a variant *glyph of warding*, set off if anyone steps on a tile or tries to cross over a tiled space by means other than walking. The effects of each tile on the chessboard are given on the chart in the sidebar. Once a person has triggered a tile, they may move about on it safely, but if they leave it and then return to it, it triggers again. The *glyphs* affect everyone standing on or moving over the tile, not just the person who triggered it.

There are several ways past the chessboard. *Teleport* and *dimension door* spells work just fine to shuttle PCs across, or the walls could be tunneled through to bypass the board. A simpler method is to walk across on the six inch border between tiles. A successful climb walls check is needed to avoid inadvertently stepping on a tile each round a character balances on the border. A *find the path* spell reveals that this is the most direct way to cross.

If twelve tiles are triggered, a one-round window of opportunity occurs for people to move across the board safely. Characters could send summoned monsters or animated dead across the board until enough tiles

Area 9D–12 (Chess Room) Glyph Chart

Note: All effects target the victim and everyone else in the square's area whenever a glyph is triggered. If no save is specified, there is none for the effect.

8	*Cause serious wound* (save for half)	*Deafness* (save neg.)	5d8 acid damage (save for half)	*Teleport* to start location	All hair falls out (save neg.)	1d4+1 Cha damage	*Curse*: -2 to all rolls (save neg.)	1d4+1 Dex damage (save neg.)
7	No effect	*Curse*: 50% no action (save neg.)	Receive 1 negative level	Skin color becomes ebon black	5d8 acid damage (save for half)	*Silence** (save neg.)	*Blindness* (save neg.)	No effect
6	1d4+1 Cha damage (save neg.)	5d8 sonic damage (save half)	Fear: flee for 1d4 rds (save neg.)	1d4+1 Dex damage (save neg.)	Comatose slumber ## (save neg.)	5d8 fire damage (save for half)	PRIZE/ Harm	1d4+1 Wis damage (save neg.)
5	*Teleport* to start	1d4+1 Int damage (save neg.)	Permanent *slow* effect (save neg.)	Mummy rot (save neg.)	Unholy insight @@	Speak in gibberish (save neg.)	*Cause serious wounds* (save half)	5d8 cold damage (save half)
4	1d4+1 Str damage (save neg.)	Limb goes numb** (save neg.)	5d8 electric damage (save half)	1d4+1 Int damage (save neg.)	5 *magic missiles* (victim only)	No effect	1d4+1 Str damage (save neg.)	*Curse*: 50% no action (save neg.)
3	*Fear*: flee for 1d4 rds (save neg.)	*Silence** (save neg.)	No effect	Abyssal chanting @ (save neg.)	Speak in gibberish (save neg.)	Receive 1 negative level	5d8 sonic damage (save half)	*Emotion*: calm # (save neg.)
2	5d8 cold damage (save half)	1d4+1 Wis damage (save neg.)	*Blindness* (save neg.)	Area *dispel magic*	*Deafness* (save neg.)	Limb goes numb** (save neg.)	1d4+1 Con damage (save neg.)	Mummy rot (save neg.)
1	*Curse*: -2 to all rolls	5 *magic missiles* (victim only)	1d4+1 Con damage (save neg.)	5d8 fire damage (save half)	Permanent *slow* effect (save neg.)	Strobe light glow*** (save neg.)	Area *dispel magic*	5d8 electric damage (save half)
	a	**b**	**c**	**d**	**e**	**f**	**g**	**h**

* *Silence*: One foot radius around victims; permanent until *dispelled*. Otherwise acts as a *silence 10-ft. radius* spell.

** Limb goes numb: One random arm or leg becomes senseless and useless. Effect removable by a successful *remove curse*.

*** Strobe light glow: Bodies of all effected emit a bright, flashing light illuminating a 30-foot radius.

Until this effect is removed, all wandering monster encounters happen at double frequency, and attempts to hide automatically fail.

@ Abyssal chanting: Dire chanting in the primordial tongue of Chaos, reciting psalms to Orcus, follows victim wherever he goes. This gives foes a bonus to hear the person coming, and the victim must make a saving throw whenever casting spells to avoid disruption, unless the caster is a worshipper of Orcus. Orcus followers actually gain the effects of *protection from good* for as long as the effect is active. A successful *remove curse* ends the effect.

@@ Unholy insight: Gain insight into the next puzzle or dilemma (information determined by

Referee). This knowledge comes at a price; lawful creatures who gain the insight are *confused* for 1d4+1 rounds; neutral creatures are stunned 1d4+1 rounds, and chaotic creatures suffer no adverse effect. These penalties apply when the insight is gained. The insight cannot be used for this encounter area.

Calmness: While under the effect of the calming emotion, the victim receives a +2 bonus on saves against all other spells and effects that generate emotional reactions (*fear*, etc.).

Comatose slumber: This sleep lasts indefinitely until dispelled. If the victim is damaged, he is allowed a saving throw to awaken.

PRIZE: Whoever steps on this square first gains a permanent +1 bonus to all ability scores. This is a one-time benefit; after it has been triggered, if it is activated again it produces a *harm* effect, no save.

are triggered to allow this. A *legend lore* spell could also be used to read the erased warning, which originally stated: *The poem above is entirely false. Walk the true lines between squares; follow these and do not step on the tiles.* This was written by Azarthraine, leader of the Fire Hawks adventuring group; Marsenter (**Area 9D–8**) could also state what it said if he were somehow put to the question.

In addition to the traps sprung when stepping on a tile, there are additional effects that occur depending upon how many are trod upon:

• Four tiles triggered: All white squares turn blood-red, a transformation taking 1 round. This has no effect on the function of the tiles.

• Eight tiles triggered: The entire board turns jet black for 3 rounds; during this time, anyone stepping onto the board or traveling over it (including on the borders) must make a saving throw or die; those who save take 3d8 points of damage instead. People already standing on the board are safe as long as they do not move during this period. After 3 rounds, the tiles resume their previous blood red and black coloration

• Twelve tiles triggered: The blood red tiles turn black, and the black tiles turn blood red, in a transformation taking one round to complete. The mist held in place over the black tiles is freed during this time, until it gets sucked into the area above the newly formed black squares at the end of the round. More importantly, while this transfer is taking place, all glyphs on the board are deactivated, and tiles can be freely moved across without marking them off against the tile count.

• Sixteen tiles triggered: All blood-red tiles turn white in a transformation

taking one round. At the end of this, the board should look like a mirror image of its first appearance when the PCs entered the room. The count also resets at this point.

Ad hoc XP adjustment:

If PCs show ingenuity in getting across this chamber, award them 2,000 XP, but drop this by 300 XP for every three tiles they themselves trigger (as opposed to remotely triggering by summoned creatures, captives, etc.).

9D–13. Fresco Room 3

(Sublevel 9D–II; Detail Map 9D–A)

This is the third of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At the inward corners of the cross, there is a concave alcove in each corner; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved corners of this chamber hold frescoes depicting shadowy forces building and consecrating tombs, digging graves, chiseling tombstones, and interring creatures (people who saw the previous two frescoed areas recognize many of the figures being buried as members of the pursuing army). There are no traps or guardian beasts in this room, though the Referee is free to roll a wandering encounter check just the same.

9D–14. Entrance to Goblin Outpost

(Sublevels 9D–III and IV)

The passageway leads into **Level 10B:** The Goblin Outpost. To progress further through the Bloodways on the flowchart requires passing through that level and exiting back into the Bloodways by another passageway.

9D–15. River Crossing

(Sublevel 9D–IV; Detail Map 9D–L)

This river crossing should be located at a low point within the Bloodways. Be sure to have characters descend before arriving at this point.

The mists of nearby passages move forward, flowing out onto an underground river. The water is wide and deep and dark, with crimson mist dancing over its surface. Characters with sufficient light or visual capabilities may be able to make out the opposite shore 25 ft. away. It is up to them to determine how to cross the water. Those who fall in run the risk of being swept southward into a submerged passage, which flows into the Under Realms after leaving the Bloodways.

Searching the opposite shore reveals a grappling hook embedded in the stone near the southern end of the shore, at the waterline. Attached to the hook is a *rope of climbing*, which is currently submerged. It was abandoned by a group of adventurers some years back when they were being pursued by a trio of devouring mists, and did not have time to retrieve it.

9D–16. The Chute and the Pit

(Sublevels 9D–I through III; Detail Maps 9D–B and F)

This round room is dank, with moss growing on the floor, and trailers of slimy fungus dangling from the ceiling, dripping water. The red mist trails through the room in thin streamers, like the fingers of a hungry beast.

The chamber is normally unlit, but if examined without light sources, millions of glowworms can be seen festooning the walls and ceiling, giving the place the feeling of an observatory.

The entire floor of this room is the lid to a pit trap; it is triggered if more than 500 pounds of weight is applied to the floor. Because of the moss on the floor, it is especially difficult to detect. However, there are a couple telltale signs to its presence: There are no clumps of larger fungi on the ground, the water dripping from the ceiling is not pooling up anywhere; and search reveals that there are no obvious footprints of creatures in the room, but there are a few scuffed areas.

If the trap is triggered, the floor swings down in eight pie-shaped wedges, dumping everyone in the room into a 15-foot diameter chute which slopes down steeply, dumping victims into a lower cavern (see below). Although the chute is 120 ft. long, most of it is sliding (not falling), so falling damage is minimal (2d6). The sides of the chute are slick with water and slimy moss, making climbing difficult.

If any PCs fall through the chute, they see a cavern filled with bones, garbage, feces, and other debris. A sharp, sour stench predominates, with the gagging odor of rotted flesh beneath that. The debris is mounded particularly thickly against the center of the northwest wall. Anyone entering by way of the chute gets dumped atop the refuse pile.

The room is home to a trio of impressive **otyughs**. Living in the Bloodways has made them tougher and more belligerent, but also made them stupider. They attack all who enter. The otyughs get most of their nourishment from the chute trap, and come scurrying the moment they hear it open.

As if the otyughs weren't bad enough, the refuse pile is also riddled with vile crimson worms two inches long, laced with pulsing black veins; these are **rot grubs**. Anyone coming in contact with the mound is subject to infestation by these foul parasites. Those who fall through the chute onto the pile are automatically exposed and infested by the grubs; those who come through but do not land on the pile have a chance of seeing them before coming into contact with the worms.

Buried in the refuse pile among the burrowing grubs, rotting flesh, offal, and rusted bits of metal is a *wand of magic missiles*, (3 charges). The magic-user who enchanted this wand attempted to cut costs in the enchantment process, and in the stress of use a nasty quirk has developed: Each time this wand is used, there is a 30% chance that the wand fires off an additional volley of magic missiles, one charge per round, for the next 1d4+1 rounds. Each missile fired off is directed at a random target within 60 ft. of the wand, provided the target can be hit (e.g., is not behind a closed door or other barrier that the missile cannot move around). There is no way to remove this flaw from the wand without destroying it, short of a *wish* spell.

Rot Grub: HD 1 hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart in 1d3+1 turns – must cure disease or burn out in 1d3 turns to save victim.

Otyughs: HD 9 (45, 44, 35 hp); AC 3[16]; Atk 2 tentacles (1d8), bite (1d4+1 + bubonic plague); Move 6; Save 9; AL C; CL/XP 9/1100; Special: Disease.

Bubonic plague: Onset is after 1 day. Victim loses 1d4 points of constitution and 1 point of charisma per day thereafter; they may attempt a save each day to avoid the ability damage; two successful saves in a row defeats the disease.

9D–17. Throne of Minos

(Sublevel 9D–II; Detail Map 9D–D)

What maze would be complete without a minotaur? This particular labyrinth is sadly short of the beasts. Fortunately, this room helps correct this deficiency.

This large, rectangular chamber is dominated at one end by a great stone throne. The wall behind the throne is decorated with a huge bas relief of a minotaur flexing its thews and bellowing furiously. A pair of wooden doors flanks the throne. Red mist crawls across the floor in slow, lazy curls a foot deep.

If magic is detected for, the throne radiates moderate transmutation and enchantment magic. Anyone with any sense should know better than to sit upon the throne; adventurers being what they are, however, one of them likely tries out the granite seat. Doing so activates its magic. If someone sits voluntarily to "see what happens," there is no save or spell resistance. However, if they are forced struggling into the chair, give them a saving throw against the effect.

Whoever sits on the throne is instantly transformed into a **minotaur**, with all its special attacks and qualities. Further, the victim is filled with a frenzied rage. The transformed person immediately attacks anyone it sees. This rage is intrinsic to the transformation, and cannot be removed until someone *dispels* it (an effect similar to *polymorph object*).

Note also that this transformation causes all of the victim's items to merge with the form, and become unusable. However, the minotaur gains the use of a battleaxe; this weapon has the same special qualities derived from magic or special materials as the victim's primary weapon. Finally, the transformation process heals the victim as if he or she rested a full day.

Killing the minotaur returns the character to his or her natural form (dead), as does any other means that annuls polymorph spells and effects.

Minotaur: HD *; AC 6[13]; Atk 1 head butt (2d4), bite (1d3) and 2 axe attacks (1d8); Move 12; Save 11; AL N; CL/XP varies on PC; Special: Never get lost in labyrinths.

* As PC plus 1d6

If searched, the throne contains a secret compartment under its seat. This holds 510 gp.

9D–18. Pause and Reflect

(Sublevel 9D–III; Detail Map 9D–N)

This large, square room is dominated by the statue of a skeletal figure at its center, lit from above by a lurid green glow that endows the thin wisps of red mist in here with a truly diseased coloration. The statue stands ten feet tall, and seems to be that of a large humanoid with large, bony hooks mounted where hands should be, not unlike the claws of a praying mantis. Despite its skeletal appearance, it is made out of metal, not bone.

In addition to the central figure, the walls are mounted with large mirrors on all the walls of the chamber, barring only the center point of each wall where another door stands.

Once the PCs have entered the room the statue activates, sending a **strange aspect** of itself forth to slay the intruders. This aspect is not the statue, but rather its reflection, and can only be seen in the mirrors.

Due to the peculiar enchantments of this figure, it cannot be attacked directly; doing so strikes only air. Instead, a person must look into the mirrors and fight it while keeping his eyes fixed on the creature's reflection; only then shall his weapons strike home. Attacking in this fashion incurs a -4 penalty to attack rolls and a 2 point penalty to armor class. Further, the reaper reflection gets a bonus to armor class the further away from the mirrors one is: 20% if 10 ft. away, 30% if 15 ft., and 40% if 20 ft or more away. The bone reaper reflection cannot leave the room.

The statue is surrounded by a solid, permanent cage of force (10-ft cube). If this barrier is somehow bypassed and the statue within damaged, the reflected statue is likewise damaged. However, if all the mirrors in the room are destroyed, removed, or covered, the reaper becomes unable to

attack the PCs, though it is not destroyed. Creatures that are invisible or otherwise do not reflect cannot be struck by the bone reaper, since they have no reflections for it to attack. Shattering the mirrors does not stop it, as it can still attack reflections viewed in the shards.

Examination of the mirrors reveals them to be nonmagical.

Bone Reaper Reflection: HD 11 (45 hp); AC 0 [19]; Atk 2 claws (1d8); Move 15 (cannot run); Save 4; AL N; CL/XP 15/2900; Special: +1 or better weapon to hit, immune to mind effects, immune to fire (healed 1 point for every 3 points of damage and breaks *slow* effects), *slowed* by at least 5 points of electricity damage, rusted normally, immune to all other spells.

Treasure: The statue is constructed of mithral with a steel core. Once the reflected bone reaper is destroyed, the statue's remains can be harvested for 6,000 gp worth of the silvery metal.

9D–19. The Abandoned Throne

(Sublevel 9D–I; Detail Map 9D–D)

A great stone throne dominates one end of this large rectangular chamber. Badly scarred and chiseled bas reliefs encrust the wall behind the throne, and a pair of wooden doors flanks it. A uniform thickness of red mist a foot deep obscures the floor.

If magic is detected for, the throne radiates a moderate amount of magic (an illusion).

The seat of the throne holds a concealed compartment which is empty. This compartment is in the same location as the one at the Throne of Minos (**Area 9D-17**), and if one is found, the other can be easily located and opened.

The wooden doors lead to a pair of small antechambers. The left one is empty, but the right one holds the desiccated corpses of half a dozen goblins that a devouring mist feasted upon some time ago. Each room also holds a secret door opening on a connecting passage. Within this passage are the remains of another dead goblin; it carries ring armor, a short bow, 13 arrows, a handaxe, 3 sp, 5 cp and a rough semi-translucent gemstone that looks like an agate worth 10 gp (actually an uncut diamond worth 2,500 gp).

9D–20. Entrance to the Talon of Orcus

(Sublevel 9D–IV)

The passageway leads into **Level 10C:** The Talon of Orcus. To progress further through the Bloodways on the flowchart requires passing through that level and exiting back into the Bloodways by another passageway.

9D–21. Red Vortex

(Sublevel 9D–I through IV)

As the PCs draw near this cavern they hear a distant roaring sound, as of high winds or a waterfall, and the mist around them starts flowing in a breeze in the same direction they are traveling. 100 ft. further on the passageway opens into a large cavern.

The roaring sound resolves into a whirl of red vapor, propelled into a swirling cone in a funnel-shaped chamber. The mist is being drawn around and downward to a dark, narrow opening far beneath. Openings of other passages from this chamber beckon, accessed by a network of one foot wide ledges that web the walls of the cave. The wind plucks at garments and gear, tugging anyone near the edge toward the dark abyss, and the sound of the wind seems to echo with mocking laughter.

This funnel-shaped cave has a domed ceiling, and is 80 ft. wide near the ceiling, narrowing down to a diameter of only 8 feet at the base, 100 ft. from the ceiling. A total of 12 passages open into the room, accessed by ledges. Without the wind, land-bound folk need to make a saving throw at +8 to traverse the ledges safely, with failure resulting in a fall of 10-60 feet before landing on another ledge, or disappearing through the opening at the bottom. With the gusty wind, the saving throw is made at +4. The wind remains as long as the room's occupant is alive to move them.

The winds in this cave are propelled by a greater air elemental named **Shreee**, of particularly malicious disposition, who enjoys tormenting fleshy mortals before disposing of them. If addressed in air elemental, Shreee responds to their inquiries, but fully intends to play with and kill its new toys no matter what is discussed.

While it dwells in this chamber the elemental is able to remain in whirlwind form indefinitely, thanks to special enchantments placed upon the cavern.

Passages opening out from this chamber lead to other parts of the Bloodways. Those falling through the bottom shaft fall 100 feet before landing on a pile of rocks and debris in the middle of a small cavern with other exits; the cave around the debris pile is covered with a 2-foot-deep layer of foul water.

Shreee, Air Elemental: HD 16 (73 hp); AC 2 [17]; Atk 1 strike (3d8); Move (Fly 36); Save 3; AL N; CL/XP 17/3400; Special: Whirlwind.

Tactics: The elemental assumes its whirlwind form and delights in snatching up targets, battering them a bit, then tossing them against walls, only to snatch them up again. If seriously threatened it focuses on killing off one opponent at a time, favoring targets that seem most susceptible to its attacks.

Treasure: Lodged high in a crack in the wall near the ceiling of this chamber are the splintered remains of the top third of a gnome adventurer. If his corpse is pried loose, a search of it reveals a mithral dagger whose hilt (not blade) has been coated with poison. This item belonged to a glove-wearing assassin who used it as a lure for his prey, whom he would kill once the poison did its work. The body also carries in a leather pouch at its hip, a collection of teeth from various creatures. Amid the dross are three capped with gold, worth 1 gold piece each; a hollow tooth filled with blue liquid (a false tooth that can be placed in an empty tooth socket, and when bit upon it releases an ingested poison; used by assassins on suicide missions). The blue liquid is a form of cyanide (save or die). Another tooth, actually a half-orc tusk, is scrimshawed with delicate patterns and worth 10 gp. Finally, one tooth is a *tooth of emergency air* (see sidebar).

Tooth of Emergency Air

This looks like a normal human or humanoid tooth. When placed in the socket of a freshly-removed tooth, it grafts itself in place, and assumes a form in harmony with the teeth around it. Thereafter, whenever the creature with the tooth bites down upon it, it provides one minute of breathable air, protecting against vacuum, drowning, and poisonous fumes for the duration. Once the tooth has been activated, or when it is first emplaced, it requires one hour to charge itself before it can function again.

9D–22. Lair of the Bloodwraith

(Sublevel 9D–III; Detail Map 9D–J)

This is a roughly square chamber crowded with sarcophagi. A door stands at the center of each wall, flanked by a pair of upright sarcophagi carved to resemble warriors wielding a variety of different weaponry. The central portion of the room is raised slightly, and a ring of six sarcophagi surround a seventh, which is slightly larger and raised above the others at the center of the room. The six encircling sarcophagi depict warriors with two-handed swords lying upon their bodies.

The air in this room is very cold, and the ubiquitous red mist is particularly thick in here. Condensation of the mist coats the walls and sarcophagi, giving them the appearance of being coated in a layer of fresh-spilled blood.

The sarcophagi in this chamber are all occupied by undead tenants. Any attacks that damage the sarcophagi or any attempts to open them result in their arising. In this room, **8 bone warriors** stand within the upright sarcophagi near the doors; **6 sword wights** lie in the sarcophagi surrounding the centermost one, which holds the remains of **Duke Aerim, the Bloodwraith**.

Bone Warriors (8): HD 5; AC 0 [19]; Atk 1 falcata (1d8) or battleaxe (1d8); Move 9; Save 12; AL N; CL/XP 7/600; Special: Regenerate 2 hp/rd, destroyed when reduced to 0 hp, but returns to unlife 1 hour later at 1 hit point, can be permanently destroyed only if the Bloodwraith is destroyed. Gear: Half wield battleaxes, the other falcatas, chainmail, shield, all but one wear a golden circlet set with ruby (worth 250 gp).

Sword Wights (6): HD 8; AC –1 [20]; Atk 1 two-handed sword (1d10 + level drain) or slam (1d4 + level drain); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Drains one level per hit. Gear: Two-handed sword, chainmail, gold circlet set with sapphire (worth 800 gp).

Duke Aerim the Bloodwraith: HD 12 (65 hp); AC 0 [19]; Atk 1 touch (1d6 + 1d6 levels); Move Fly 24; Save 3; AL C; CL/XP 20/4400; Special: Drain 1d6 levels per hit, silver or better weapons to hit, minimum damage from arrows and other missiles, cough up devouring mist 3/day, creatures killed by Aerim rise as a sword wight in 1d4+1 rounds, senses living creatures within 60 feet, reforms after destruction in 2d4 days unless properly destroyed (see sidebar for further details), can seize control of bodies of those who possess his remains or gear (per *magic jar*), *teleport* at will to any portion of his remains or gear.

Tactics: In the first round of being awakened, the Bloodwraith leaves its enclosure and attacks the nearest living creature, while the other undead use full round actions to open their containers and arise. The next round, the undead begin their assault, not stopping until everyone in the room is slain.

Treasure: The outlying sarcophagi contain nothing of value beyond the items carried by their tenants, but the central sarcophagus is another story. It is magically trapped with a curse that affects anyone opening the sarcophagus, or assisting in its opening, with hemophilia (anytime they suffer damage from a physical blow they take 1 point of bleed damage per round until magically healed).

Within the sarcophagus lie the remains of the Bloodwraith, which bear the following: A robe fashioned of cloth-of-gold (*cloak of protection +2*), a golden circlet about its brow that functions as a *headband of mental prowess* (increases wisdom and charisma by 1), a *+2 two-handed sword*, and a suit of *+1 plate mail* that grants a +3 bonus to save vs. spells. These items are clad on the physical remains of Duke Aerim, once a human 15th level fighter centuries ago.

Development: The Bloodwraith may be defeated, but it manifests 2d4 days later until its essence is purged from its remains and all of its gear. This means that if Duke Aerim's sarcophagus is looted, the characters have to deal with the Bloodwraith again and again until laid to rest (see sidebar).

Laying the Duke to rest

In order to permanently lay Duke Aerim's spirit to rest, the following must be done:

1. Before anything else, his remains must be properly buried in a sanctified ceremony at the graveyard of a lawful deity.

2. Each of the items need to be taken on a *quest* and blessed after a specific deed has been performed:

• The circlet must be placed upon the brow of his brother Damien, now a lich in the service of Orcus at a location of the Referee's choosing.

• The sword must be touched by the tears of Duke Aerim's mother. Her body currently resides in the demon- and undead-haunted cellars in the crumbling ruins of Duke Aerim's ancestral home; her spirit needs to be contacted there to perform this service. When done, the sword becomes a holy weapon.

• The armor must be worn by a devout worshipper of a lawful deity in a battle where a priest of Orcus of at least 15th level is defeated. If the wearer of the armor acquits himself particularly well, the armor gains the benefit of granting its wearer a *protection from evil* effect that can be employed once per day.

• The cloak must be worn by a demon that repents of its evil ways, and throws itself at the mercy of a deva, planetar or solar for redemption.

The Referee should feel free to substitute quests of his own design in place of these to properly fit in with his campaign.

9D–23. Orcus's Hall

(Sublevel 9D–III; Detail Map 9D–H)

A 20-foot-tall statue of Orcus dominates the angle of this L-shaped hall. The statue is hewn from black marble with virulent red veins running through it like a disease, seeming to pulse with unholy vibrancy beneath the unpolished black surface. Before the statue is an oval altar of the same stone, about five feet wide and 15 ft. long. Billows of mist hang about the hall near the doorways, but the area around the statue and altar is free of vapors.

The surface of the altar is covered with bloodstains, some old and crusty, others fairly new. On close inspection, flecks of gold can also be made out amid the bloodstains.

Aside from their menacing appearance, no harm comes to the PCs here unless they (a) desecrate the statue or altar, or (b) offer up a sacrifice. If desecration occurs, the Referee is left to determine what sort of punishment, if any, would be appropriate, depending on how serious the desecration is (ranging from disparaging remarks, to pouring holy water on the altar, to urinating/defecating on the altar, to trying to destroy the altar or statue). On the other hand, parties can benefit from a sacrifice: for each sentient creature slain on the altar and dedicated to Orcus, or for every 5,000 gp in treasure that is offered up, one room (rolled randomly on the Bloodways Flowchart) should be marked as having been explored. This benefit can be gained for no more than three rooms. Any subsequent desecration immediately negates this benefit. If not using the flowchart method, the PC instead gains an intuition that helps guide them toward their next goal in the labyrinth, whatever it may be.

9D–24. Fresco Room 4

(Sublevel 9D–I; Detail Map 9D–A)

This is the fourth of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus. The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here.

The curved corners of this chamber hold frescoes depicting creatures sculpting, reinforcing, and designing passageways in an underground labyrinth. Unlike the previous frescoes, some effort has gone into making these passageways realistic in outline.

Anyone studying the maps for a half hour or so gets a general idea of the overall layout of Rappan Athuk, and the Bloodway's location within its overall structure. The maps are not complete, so feel free to hold back any areas the players should not know about at this stage of their exploration. This is also a good place to plant directions to specific hidden locations, such as the secret entrance to **Level 7** located in **Area 6–15**.

9D–25. Water, Water Everywhere

(Sublevel 9D–III; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room is one of several pool rooms throughout the Bloodways. Close investigation of the pool reveals that it descends into cool blue darkness. Viewers notice a stone box with a closed, locked lid protruding from the wall at the back of the pool, about two feet beneath the surface, but before they can do anything about this, they are attacked! The top of the pool is actually **Agoragia**, a water elemental that monitors the flow of water through the room. It attacks anyone who comes within five feet of it, probably with surprise (3 in 6 chance). When it does so, it no longer controls the flow of the water from the pool, releasing a geyser of water that shoots to the ceiling.

This release also eases pressure off a trigger mechanism 60 ft. down the shaft, causing the stone doors to close unless previously blocked open. In addition, steel bars extrude from the floor and ceiling in the doorways, entering shafts in the top and bottom of each door. Once activated, the only way to reverse this is to either wait for the trap to run its course or else descend 60 ft. into the shaft, find the trigger, and then attempt to disable it. Alternately, the characters can try to smash through the doors. If the stone doors are smashed or if they had been previously spiked, the characters must still penetrate the steel bars blocking the doorway.

Meanwhile, a trapdoor beneath the drainage grate closes when the geyser begins, and the room starts to flood. The water level in the room rises at the rate of 1 ft. per round until the chamber is entirely flooded (in 15 rounds). Of course, characters may be preoccupied the first few rounds due to the rampaging elemental.

Agoragia, Water Elemental: HD 16; AC 2 [17]; Atk 1 strike (4d6); Move 6 (Swim 18); Save 3; AL N; CL/XP 16/3100; Special: Overturn boats.

Tactics: The elemental attacks until reduced to 25 hit points or less, at which point it retreats down the shaft of the well. If the water flooding the room reaches a depth of 10 ft. before this happens, the elemental creates a vortex.

Ten minutes after the room completely fills, assuming no outlet is found for the water, the trapdoor and grate at the drainage area both swing open and the water leaves the room in a rush. Unsecured characters are allowed a saving throw to grab onto something before they are swept away. Those who fail their saves get swept down a winding underwater channel to **Area 9D-64**, or whatever other location you may prefer.

The stone box within the pool shaft is locked but not trapped. It contains a small, locked, watertight steel box that can be picked or smashed open. The steel box contains five lustrous pearls that function as *elemental gems*, each one summoning a 12 HD water elemental when shattered.

9D–26. The Square Room

(Sublevel 9D–II; Detail Map 9D–N)

This fifty foot square room has a door on the center of each wall. Running diagonally along the floor from each corner of the room to its opposite is a glowing line of runes, which causes the hip-deep fog in the room to glow with a fiery light. The floor is otherwise smooth and seamless.

The runes radiate strong enchantment and necromantic magic auras if such are checked for, and throb ominously whenever a living creature comes within five feet of them.

Despite the foul appearance of these rune lines, they are completely harmless. Have anyone fooling with the runes or crossing over them roll bogus saving throws, then make some "secret notes" like you are recording the hidden results. If the party spends too much time poking around in here, roll for wandering monsters.

9D–27. The Naga's Den

(Sublevel 9D–I; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room is one of several pool rooms throughout the Bloodways. The water in the pool flows from one of the local rivers.

Beneath the grate at the opposite end of the room is the lair of a large water naga named **Moigil**, who takes great pleasure in eating intruders.

The naga's lair is an underwater cave located beneath the grate, about 25 ft. in diameter. Water flows from the cavern back into the underground river system.

Moigil, Water Naga: HD 7 (36 hp); AC 5 [14]; Atk 1 bite (1d4 + poison); Move 12 (Swim 20); Save 9; AL C; CL/XP 10/1400; Special: Poison, spells as magic user (4/2/1).

Treasure: Within Moigil's lair is her treasure: 870 gp, 1,623 sp, an *elixir of truth*, and a silver-chased ivory scroll tube (value 100 gp) containing a scroll that has become waterlogged and useless. There is also a dismembered hand wearing two rings, a plain platinum band (worth 50 gp), and a *ring of spell storing, magic-user*.

9D–28 Exit

(Sublevel 9D–III)

There is no detail map for this area. Eventually the Bloodways open out into another natural cavern. Much like the entry, many similar-looking corridors open into this chamber. The red mist fills the bottom three feet, swirling around in a great pool that drains into a pit in the room's center. Beyond the pit, a set of stone stairs ascend eight feet to an opening on one wall, which is surrounded by etchings of people being bled and tortured. The passage beyond the lintel leads to a sinkhole in a great cavern (**Area 9A–5**). The pit descends 80 ft. before opening into a swiftly-flowing underground river. Those who fall in are swept back into the Bloodways via an underwater floodway (**Area 9D–65**).

Supplemental Areas for Level 9D

The following encounter areas are designed for use with the Bloodways Sublevel Maps, though they can easily be cannibalized and used elsewhere in the Bloodways using the flowchart method, or even placed in other parts of Rappan Athuk.

9D–29. Strange Haunts

(Sublevel 9D–I through IV)

These tunnels are composed of smooth circular 10 ft. wide passages disintegrated out of the stone, with numerous circular chambers for nesting or other unknown uses. Vertical shafts lead up and down between levels, connecting them. The creature that created these shafts is long gone, but its passages remain.

9D–30. Worked Passages

(Sublevel 9D–I)

This area is webbed with 10 ft. wide worked stone corridors, with ceilings 15 ft. high. A couple of passages end in small, identical room suites of unknown purpose. These halls are highly susceptible to moving stone blocks and intermittent *teleportation* fields.

9D–31. Long Hall

(Sublevel 9D–I)

This long passage is 20 ft. wide. Its walls are carved to resemble pillars supporting an ornate ceiling, while the areas between these false pillars depict a weathered but beautiful landscape. These images, a memorial to Duke Aerim, are depictions of the landscape around his ancestral home, long ago. No specific landmarks are shown, unless you choose otherwise.

9D–32. Hunting Grounds

(Sublevel 9D–I)

This large natural cave has a ceiling up to 60 ft. high, and is filled with stalagmites and stalactites. Water flows in from the west, enters a large central basin, then flows out through a crudely carved channel into the north wall, where it eventually curves around to **Area 9D–33**. Because of its size and water supply, it is frequently used as hunting grounds for creatures of the Bloodways — wandering monsters should be checked for at double the standard frequency.

9D–33. Waterfall

(Sublevel 9D–I)

Water from **Area 9D–32** flows into an open cavern where the water eventually plunges over a precipice to **Area 9D–49**. A ledge runs along the north wall near the plunge, where those in the water might try to pull free before going over. There is also a two foot wide crack in the south wall that opens into a passage leading southward. Getting from one to the other would require much skill and effort without magical aid.

West of the waterfall there is one other point where the ceiling of the submerged river hits an air pocket. At this point, a bridge built long ago arches over the flow, with passages exiting north and south.

9D–34. Snake Warrens

(Sublevels 9D–I through IV)

Tangled passages like these are preferred hunting grounds for **shadow hunter** snakes, which use the interconnecting corridors to surround prey and come at it from different directions. There is a 50% chance 1d3 snakes inhabit the warren, and if so, a 30% chance they have 1d6 hatchlings as well.

The warren near the center of **Sublevel 9D–IV** is larger than the others, and contains **3 shadow hunters** and **1d4+6 hatchlings**, which live in the northern cave.

Shadow Hunter): HD 8; AC 1 [18]; Atk 1 bite (1d8 + poison); Move 12 (Climb 9, Swim 12); Save 8; AL N; CL/XP 10/1400; Special: In shadows AC improves to -3 [22], lethal poison.

Shadow Hunter Hatchling: HD 3; AC 6 [13]; Atk 1 bite (1d4 + poison); Move 9 (Climb 6, Swim 9); Save 14; AL N; CL/XP 5/240; Special: In shadows AC improves to 2 [17], lethal poison.

9D–35. Circle Maze

(Sublevel 9D–I)

This area is filled with identical 20 ft. diameter circular rooms, interconnected by plain stone archways. Ceilings are domed, and rise up 30 ft. at their apex.

9D–36. Cave–in

(Sublevel 9D–I)

The earth collapsed here long ago, bisecting a once larger cavern. The blockage is impassible without serious earth-moving efforts, and even then there is a significant risk of further collapse.

9D–37. Teleporter

(Sublevel 9D–I)

A network of passages surround a central point that ironically cannot be accessed from them. The chamber at the center of the web holds a *teleportation* device resembling a swirling helix of air, made visible by the bloodmist. It has four settings, which change randomly every 12 hours: 1 (clockwise helix) — transport to random point of Referee's choice in the Bloodways; 2 (counterclockwise helix) — transport to Entry (**Area 9D–1**); 3 (clockwise double helix) — transport to distant location on surface of Referee's choice; 4 (counterclockwise double helix) — transport to the Healing Spring chamber (**Area 9D–10**).

9D–38. Chasm

(Sublevels 9D–I through IV)

A great rift runs through all four sublevels of the Bloodways. Near the top, a few ledges open out from it, revealing the yawning gulf below. On

Sublevel 9D–II, a natural stone bridge connects two of these levels. On **Sublevel 9D–III**, the majority of the chasm ends where it connects with the Purple Worm Complex (**Area 9D–50**), though a final fissure continues deeper into the nest on Sublevel 9D–IV. The total height, top to bottom, of this chasm is roughly 350 ft. Feel free to stock the chamber with flight-capable wandering creatures, like dire bats or devouring mists.

9D–39. Upper Chasm

(Sublevel 9D–I)

Separated from **Area 9D–38** by an earthquake millennia ago, this chamber has a ceiling reaching up 100 ft.

9D–40. Geodes

(Sublevels 9D–I and II)

These spherical caverns were created through volcanic activity eons ago. Once lined with thousands of beautiful amethyst crystals, the geodes were harvested long ago by priests of Orcus for their coffers. However, the smallest geode, **40C**, still has about a third of its crystals left un-mined — mostly on the ceiling. The exact quantity and value, and difficulty in harvesting these gem deposits, is left for the Referee to determine. **Area 9D–40C** is also the only one to reach down as far as the level below.

9D–41. Blood Liquid Reservoir

(Sublevels 9D–I to III)

This cavern was dammed to the north by priests of Orcus, and now contains a vast quantity of blood-red liquid — condensed bloodmist. The liquid spills through channels atop the dam and into **Area 9D–54** on **Sublevel 9D–III**. Several nearby chambers were carved out for monitoring of the dam and reservoir, but these have been abandoned and stripped of contents long ago. A ledge to the south on **Sublevel 9D–I** provides one of the few access points to the Forgotten Tombs (**Area 9D–56**).

9D–42. Double Spiral Stairs

(Sublevels 9D–I through IV)

Stairs have been carved into two passages that spiral downwards from the top of the complex to the bottom. The inward spiral moves down counterclockwise, while the outer spiral travels downward in the opposite direction. Interestingly, there is no direct connection between the two staircases.

9D–43. Grand Halls of Blood

(Sublevel 9D–II)

This 20 ft. wide corridor traverses much of the northern half of **Sublevel 9D–II**. The floor is coated with a two-inch-deep layer of blood-red liquid (condensed bloodmist), which imposes a –10% penalty on move silently through it, as well as serving to conceal a pit trap at an intersection to the northeast, that drops 60 ft. to **Sublevel 9D-III**. The Grand Halls are also filled with a large concentration of moving stone walls that seal and unseal sections, so while the halls themselves cover a large area, PCs may only be able to explore one segment at any time.

9D–44. Stream Cave

(Sublevel 9D–II)

This cavern is not particularly notable, except for a small stream that seeps out of the rocks in the ceiling, flows along a channel on the northern wall, and empties through a hole in the floor, dumping the water eventually in a pool in **Area 9D-50A**. Noises of the purple worms that live down there might drift up through this hole, and heard by the attentive.

9D–45. Symbol Room

(Sublevel 9D–II)

This large hall has the symbol of Orcus carved into the floor at its center. It is impossible to get from one end of the hall to the other without traversing it. The symbol radiates evil and magic if checked, and has the following effects: devout followers of Orcus are blessed; lawful beings must make a saving throw save or be struck by a reverse *bless* effect that lasts 12 hours. Award lawful PCs who deface the symbol a suitable XP bonus.

9D–46. Pit Base

(Sublevel 9D–II and III)

Bones from several past fallen victims of the pit trap in **Area 9D–3** litter the floor at the base of the pit. Careful inspection turns up broken and tattered equipment, but also 33 gp, 29 sp, and a *potion of extra healing* in a steel vial.

Furthermore, inspection of the remains reveals one set of humanoid remains near the passage leading out of the chamber, that appear strangely porous (this is from a victim of the *disintegration* effect of the *teleporter* in **Area 9D-54**.

9D–47. Narrow Fissure

(Sublevel 9D–II)

This one-foot wide passage worms between two larger corridors. Small creatures may get stuck within it, and Medium or larger creatures cannot pass through without serious risk of getting stuck. Details of how likely this occurs are left to the sadism of the Referee.

9D–48. Boulder Bait and Switch

(Sublevels 9D–II through IV)

The east-west passage on **Sublevel 9D–II** slopes down noticeably to the east. Those approaching the west end of the hall note a large boulder, held in check only by a set of rusty iron rods. In the floor 20 ft. west of the trapdoor in the floor to the east (the trapdoor is marked on the map with an X) triggers this fiendish device. Those in the hall hear a rumbling sound, of stone rolling on stone, coming from the west and getting louder! This is actually an illusion, designed to encourage victims to flee eastward, and fall through the now active pit trap.

The pit plunges down two sublevels (120 ft.) to **Sublevel 9D–IV**. To make matters worse, there is a pressure plate in the floor at the base of the pit that causes a boulder to come rocketing through a side passage on **Sublevel 9D–III** (from **Area 9D–53**), right onto the heads of anyone unlucky enough to fall through the pit for an additional 6d6 points of damage! The Referee may wish to locate some valuables from past victims at the bottom of the pit, though if he is feeling particularly cruel, he may put a devouring mist down there as well, ready to feed on the carcasses of anyone who falls prey to this deathtrap.

9D–49. The Water Pillar

(Sublevel 9D–II)

Water flows from **Area 9D–33**, over a waterfall, and into a large chamber. At the center of the chamber is a massive stalagmite 20 ft. in diameter at its base, and stretching up 35 ft. Water from above strikes the stalagmite dead center, and flows around it into the chamber below, where it swirls and foams violently, then travels through a passage westward, bound for **Sublevel 9D–IV**. Anyone falling from above risks impalement on the stalagmite (4d10 damage, plus 1d10 damage every additional round until dead and ripped apart, or an open doors check is made to pull oneself free). Those who escape impalement still must deal with the falling damage (6d6) and the high risk of drowning in the turbulent waters. Several passages slope upward from the chamber floor, leading to other parts of the complex.

9D–50. Purple Worm Haven

(Sublevels 9D–II through IV)

Stretching from a single cavern on **Sublevel 9D–II**, down through a network of tunnels on **Sublevels 9D–III** and **IV**, these 20 to 30 ft. wide tunnels have been bored out by **purple worms**, who use this area for nesting and breeding, as such, purple worms are encountered in frequency here.

At the point marked **9D–50A**, water flows in from a crack in the ceiling (from **Area 9D–44**) and into a large pool that fills most of the chamber. This area is particularly likely to hold purple worms involved in mating rituals.

Purple Worm: HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; AL N; CL/XP 17/3500; Special: Poison sting, swallow whole.

9D–51. Damned With Faint Praise

(Sublevel 9D–II)

These interconnected rooms are coated with stucco, over which a thousand maledictions against Duke Aerim were inscribed long ago. Over time, the stucco has been damaged, but a few months ago it was fully repaired, so the writings have a fresh, well-maintained look.

9D–52. Approaches to the Bloodwraith's Lair

(Sublevel 9D–III)

These long corridors are decorated with bas reliefs depicting humans locked in mortal combat with other humans, demons, and stranger monsters; in general, the demons and their allies are depicted as winning. Two small chambers to the north, flanking the entrance to **Area 9D–22**, are lined with small stone sarcophagi, each stuffed with a moldering corpse. Ceiling height is 20 ft. in the passages and chambers.

9D–53. Where the Boulders Come From

(Sublevel 9D–III)

This circular chamber holds a half dozen smooth stone boulders 8 ft. in diameter, set in a massive stone bin over a switching mechanism at the center of the room. When a trap is activated, the mechanism swivels, and directs a boulder down the appropriate passage. The swiveling mechanism broke long ago, however, so now all boulders travel northeast, to **Area 9D–48**. The southwest passage slopes down to a cave-in that occurred long ago, while the eastern passage curves around to a ceiling panel at **Area9D–53A**; though the trap there no longer functions, a PC who gains access to this forgotten part of the dungeon may still make use of it in their explorations. Because the chamber sees so little use, roll wandering encounters at one third the usual frequency.

9D–54. The Atomizer

(Sublevel 9D–III)

Blood liquid from the reservoir in **Area 41** flows through a passage into a large chamber where it is churned up into a mist and dispersed throughout the complex via a powerful magical effect. This effect has very unfortunate consequences on other items brought in as well. Anything entering the cavern is subject to a *disintegrate* effect. *Disintegrated* matter is actually spread throughout the complex, where it joins the existing gore and debris that grants the Bloodways its pleasant ambiance.

9D–55. Dire Rat Nest

(Sublevel 9D–III)

This small section of the Bloodways is the home of a large nest of **giant rats**, which have inexplicably managed to survive in the face of ever-hungry devouring mists and other creatures. Over 60 of the beasts dwell in these caves. A passage leading northeast of the breeding cave ends in a cave-in, where it once attached to one of the boulder room traps.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

9D–56. The Forgotten Tombs

(Sublevels 9D–III and IV)

In this isolated portion of the Bloodways, tombs were consecrated long ago when the Bloodways were first founded, and they have not been visited since. As such, the original wards and contents of these tombs are undisturbed.

On **Sublevel 9D–III**, two 3 ft. high, 3 ft. wide side passages lead to 20 x 30 ft. tombs, each holding a large stone sarcophagus. Within each sarcophagus is a **mummy priest of Orcus**, which rouses if either chamber is entered, or the guardians on **Sublevel 9D–IV** are aroused.

On **Level 9D–IV**, the stairs connecting these areas end at a 10 ft. wide hall connecting two additional tombs, each 40 ft. square, with the sarcophagus located on a dais at the far end of the chamber. Entering either tomb alerts the guardians who defend this area — the two mummy priests on **Sublevel 9D–III** (which take 1 minute to open their sarcophagi, descend the stairs, move down the hall and enter the violated chamber), and a pair of demons, one per chamber, summoned straight from the Abyss. The western chamber *summons* **1 marilith**, while the eastern crypt *summons* **2 nalfeshnees**.

The mummy priests on **Sublevel 9D–III**, and two buried individuals in the tombs on **Sublevel 9D–IV**, should be interred with valuables and magic equivalent to about 80,000 gp value. The exact identity of the fellows buried here and their treasure is left for the Referee to determine.

Mummy Priests of Orcus (2): HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; AL C; CL/XP 10/1400; Special: Rot, hit only by magic weapons, resistance to fire (50%) from magic ring, cast spells as 10th level clerics (1st—*cause light wounds, detect magic, protection from good*; 2nd—*bless, hold person, silence 15-ft radius*; 3rd—*cause disease, prayer,*

speak with dead; 4th—*cause serious wounds, protection from good 10-ft radius, sticks to snakes*; 5th—*dispel evil, finger of death, insect plague*). Gear: +2 *chainmail*, *ring of fire resistance*, 5 vials of holy water.

Marilith: HD 8; AC –3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

Nalfeshnee (2): HD 11; AC –1 [20]; Atk 2 claws (1d4), bite (1d6+2); Move 9 (Fly 14); Save 4; AL C; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

9D–57. Teleport Chambers

(Sublevel 9D–III)

These three rooms are all identical (two located at the north end of the level, one in the middle of the eastern end); they are 20 ft. deep and 30 ft. wide, and featureless. However, at random intervals every 1d20 rounds, all within are *teleported* to one of the other two chambers. This *teleport* produces no discernible phenomena, so victims only begin to suspect what happened if they happened to be detecting for magic at the time it occurs, or once they leave the chamber and continue to explore.

9D–58. Whirlpool and Golem

(Sublevel 9D–III)

Water from the water pillar chamber (**Area 9D–49**) flows westward and downward at a slant, eventually emptying into a roughly 40 by 80 ft. cavern, with a whirlpool at the southwest end. Anything entering the whirlpool is sucked down to **Area 9D–65**, taking 6d6 points of falling damage in the process.

Long ago, a **stone golem** was *teleported* into this chamber through a magical mishap from the Talon of Orcus (**Level 10C**). They have never found it, and in the absence of orders, the golem continues with its last instructions: to fight anyone not wearing vestments of the Orcus priesthood, and obey the orders of anyone wearing such vestments until instructed otherwise. In the unlikely case that a PC wears such garments, and can find a way to get the golem out of this isolated region, they could take the golem along with them as a useful ally, at least until it receives orders to the contrary from a legitimate Orcus priest!

Stone Golem: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

9D–59. Stair Trap

(Sublevel 9D–III)

At a landing on a stairwell, a standard issue pit trap dumps anyone unlucky enough to trigger it down an 80 ft. shaft to a rough stone cavern on **Sublevel 9D–IV**. After activating, the stone lid closes and locks shut, and does not reset until an hour has passed.

9D–60. The Grand Basin

(Sublevel 9D–III)

This large stone chamber is dominated by a working fountain. On a stone platform to the southwest, a 20 ft. tall statue of a pit fiend stands clutching a pair of human figures; blood-red liquid gushes from their mouths, ears, and rents in their sides, filling the pool with the foul stuff. This liquid is condensed bloodmist, identical to that found in **Areas 9D–41** and **43** (see above), and apart from its color and foul taste, is harmless. Behind the statue, a passage leads southwest to **Area 9D–42**.

Ceiling height in this chamber is 40 ft.; the blood liquid filling the pool is only 2 ft. deep. This is a popular location for **blood golems**, which feel soothed by the liquid, and there is an 80% probability 1–2 of them are present, sloshing about in the liquid.

Blood Golem: HD 6; AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 11; AL N; CL/XP 9/1100; Special: Blood consumption, cell division, +1 or better weapon to hit, regenerate 2 hp/rd, immune to mind-affecting abilities, resistance to fire (50%).

9D–61. Fungus Caverns

(Sublevel 9D–IV)

A large colony of pallid white toadstools sprout from the rocky floor in this large cavern. **Giant rats** can occasionally be found here, along with more deadly creatures hunting them. Double the frequency of wandering encounters.

9D–62. Gallery and Fighting Pit

(Sublevel 9D–IV)

This 40 ft. tall, 80 ft. diameter chamber was once considered for use as a fighting pit for goblins before the complex became the tomb of Duke Aerim. A gallery for spectators 30 ft. deep runs along the eastern wall, 10 ft. above the pit floor.

9D–63. Unfinished Construction

(Sublevel 9D–IV)

Like **Area 9D–62**, this chamber is the legacy of an early intent to convert this part of the labyrinth into a home for the faithful of Orcus. When the Duke was interred here and made his influence known, they ended up moving elsewhere. This chamber was being excavated when that long ago decision was made; a few ancient picks with hafts rotted away still lie near the southern wall.

9D–64. Waterfalls

(Sublevel 9D–IV)

Two streams merge in a natural cave; the one from the west falls over a 20 ft. drop, while the smaller stream from the north drops 40 ft. Water then flows southward and back underground.

9D–65. Sluice

(Sublevel 9D–IV)

Water and other materials sucked through the whirlpool on **Sublevel 9D–III** (**Area 9D–58**) is flushed through a long, smooth passageway eastwards to where it joins up with another river flowing in from the north. At the point marked **9D–65A**, a smooth bore leads straight up to the Bloodways exit cavern (**Area 9D–28**). Mist drains down through it and merges with the water here. Swimming here is quite difficult.

9D–66. Cavern of Fissures

(Sublevel 9D–IV)

This large cavern is split by numerous fissures, running north to south. Some are little more than cracks in the floor, while others are large enough to swallow an ogre whole. They range in depth from 10 to 50 ft. Moving around requires a saving throw, and if anyone falls into a crack, they take falling damage and are 75% likely to get stuck, requiring an open doors check to get back out.

Note that two of the fissures on the southern end of the cavern actually widen into southward-running passages 20 ft. beneath the cavern's floor. Locating these without falling into them requires a search.

9D–67. Mordnaissant Lair

(Sublevel 9D–IV)

A nest of **6 mordnaissants** have formed an alliance of pain, and have taken over these six caves as their domain. Should one be disturbed, its cries bring the others in 1d4 rounds.

Mordnaissants (6): HD 9; AC 5 [14]; Atk 2 claws (1) or ray; Move 3 (Fly 24); Save 7; AL C; CL/XP 12/2000; Special: Death curse, lash of fury, pain wail. See Appendix: New Monsters, for more.

9D–68. Crystal Obelisk

(Sublevel 9D–IV)

Tucked away off the shadow hunters' largest lair is a 50 ft. diameter cavern with a strange obelisk of pale blue crystal at its center. The exact meaning of this obelisk is left to the Referee, though here are a few suggestions:

• The crystal has grown from a gem set in a major magic item; if the crystal is shattered, the item can be retrieved, though it will need repair work equal to 1/4 its market value to be rendered functional.

• The crystal marks the final resting place of a fallen druid with close ties to the elemental plane of Earth; damaging or breaking the crystal *summons* **2 16 HD earth elementals** to defend the grave.

• The obelisk is actually a mutated **crystalline roper**, with all the stats of a standard roper save that it can only be harmed with +1 or better weapons; shards of the roper's body can be sold for up to 7,500 gp.

9D–69. The Lake

(Sublevel 9D–IV)

The southeastern portion of the lowest level of the Bloodways labyrinth is dominated by a large subterranean lake. Water from several streams, many of which have descended from higher sublevels, ultimately lead here. The lake is teeming with blind freshwater fish, along with any other aquatic predators you see fit to provide.

9D–69A. Upstream

(Sublevel 9D–IV)

Three submerged streams empty into this arm of the lake; ledges to the northeast and southwest overlook the area, each 15 ft. above the surface of the water. The current flows southwest, over a waterfall that drops 15 ft., with a massive stone dividing the falls into two smaller offshoots. Past this, the lake flows to **Area9D–69B**, with the only other opening being a small, sandy beach to the northeast.

9D–69B. Main Lake

(Sublevel 9D–IV)

This immense cavern has a ceiling 30-60 ft. high, and a depth of up to 80 ft. Several massive pillars help support the ceiling, and a lone rocky island (**Area 9D–70**) provides footing in the lake. There is an opening to the north leading to **Area9–69D**, and one in the southwest leading to **Area9D–69C**. Water exits this cavern through **Area9D–69C** and through a submerged passage to the southwest, which leads out of the Bloodways and into deeper caverns beneath the earth.

9D–69C. Downstream

(Sublevel 9D–IV)

A long arm of the lake travels westward, with a single opening on the southern wall set 30 ft. above the water level. Eventually the lake comes to another waterfall, this one only 8 ft. high, and thence into a pool at the edge of the purple worm caverns (**Area 9D–50**). From this final point, a vertical shaft at the bottom of the lake drains water downward into deeper caverns beyond Rappan Athuk. There is one additional passage leading off here, to the south of the waterfall, on a low, rocky ledge.

9D–69D. Cathedral of Water

(Sublevel 9D–IV)

This northern antechamber of the lake is populated by a number of natural stone pillars 10-20 ft. in diameter. Symbols of Orcus and other graffiti have been chiseled onto these in a few locations. There are a number of ledges and passages leading off near the edge of this cavern.

9D–70. The Lonely Isle

(Sublevel 9D–IV)

This 20 ft. diameter knob of rock seems completely desolate, as in fact it is, save for the permanent teleportation zone at its center. Anyone coming within the centermost 10 ft. of the island is whisked away to a distant location on the surface; the exact location changes every midnight, and is never the same twice.

Level 10: The Lava Pit

This level contains a huge lava pit, directly connected to a subterranean magma chamber linked to the Elemental Plane of Fire. Due to this link, numerous fire creatures live or visit this area. Great heat emanates from all corners of this complex, as well as to adjoining levels (the tar pits of **Level 10A**, the hot springs of **Level 9A**). The area is ruled by a pack of salamanders, evil elemental creatures that serve the demon god Orcus. There are an infinite number of salamanders available for the PCs to encounter, as the magma chamber of this level is linked to the Elemental Plane of Fire. The Referee should note that a large amount of treasure is present on this level, and should be very careful about letting PCs run off with any of it. Only very clever PCs should be able to escape with any of the gold found here, due to the inherent problems associated with the heat. A map of this level is depicted in **Map RA-10**.

Level 10

Equivalent Dungeon Level: 12
Entrances: Stairs from **Levels 7A** and **9**.
Exits: Stairs to **Level 13A**.
Wandering Monsters: Check once every 12 hours on 1d20:

1–3	**3d4 goblin warriors — 2d4 goblins** accompanied by **1d2 goblin leaders** — hurrying along their way to avoid the heat
4–5	**3d6 lava children**
5	**1d6 acolytes of Orcus**
7–20	**No encounter**

Detections: None.
Shielding: None.
Continuous Effects: Most of this level radiates severe heat (**Areas 10–8, 10, 11, 13, 14,** and **17** radiate extreme heat, making metal items largely unusable, and requiring saving throws once per 10 minutes to prevent severe burning (1d6 points of damage, cumulative –1 penalty to hit and save). Resting here is impossible. **Area 10–4** is uncomfortably cold, but not dangerously so.
Standard Features: Unless otherwise noted, all doors on this level are locked and made of iron. All secret doors are made of iron.

Goblin Warrior: HD 2; AC 7 [12]; Atk 1 handaxe (1d6) or shortbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Leather armor, handaxe, shortbow, 20 arrows, 3d4 sp, 2d4 cp.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Lava Child: HD 4; AC 3 [16]; Atk 2 claws (1d4) and bite (1d6); Move 12; Save 13; AL N; CL/XP 5/240; Special: Immunity to earth magic, fire and metal, double damage from cold.

Acolytes of Orcus, Cleric 3: HP 12 each; AC 5 [14]; Atk 1 light mace (1d6); Move 9; Save 13; AL C; CL/XP 4/240; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Ring armor, shield, light mace, unholy symbol of Orcus, 38 gp.

10–1. Entrance from Level 9

These stairs lead from **Level 9**. As the bottom of the stairs is reached, it becomes apparent that great heat permeates all of this level. See "Continuous Effects," above.

10–2. Empty Rooms

The occasional piece of junk or debris litters those areas marked **10-2**. Only heat tolerant items are found. Paper, wood, and the like have long been destroyed. For such items, treat random items as "ash" or "nothing found." Referees should also roll a wandering monster check each time PCs enter areas designated "**10-2**."

10–3. The Bone Room

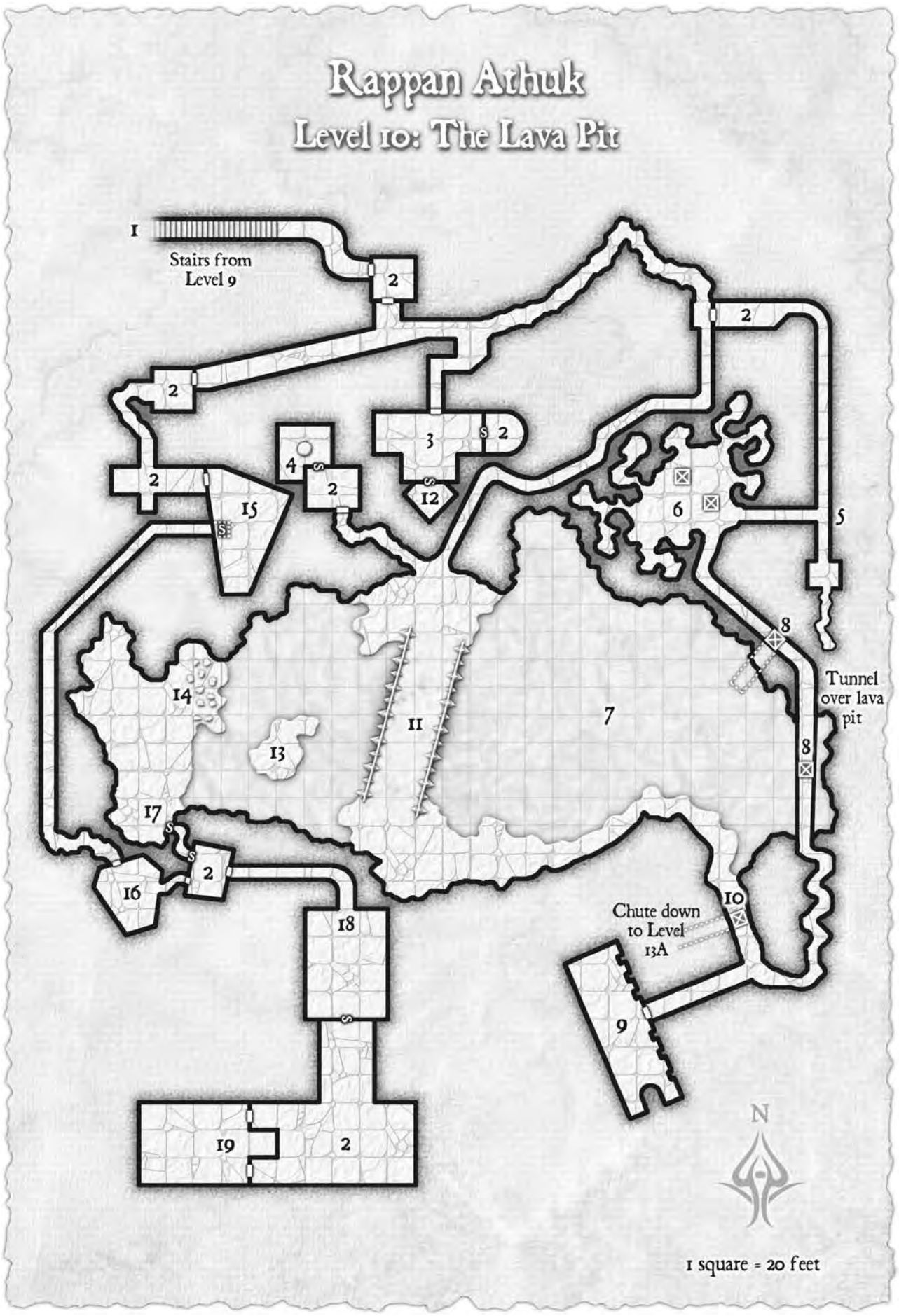
Piles of human and humanoid bones, charred and blackened from the heat, are piled knee-deep all over the room. There is nothing of value or interest here. All souls once found in the bones have been devoured (through demonic sacrifice). Hence, *speak with dead* and other like spells automatically fail.

10–4. The Cool Room

This room and this room alone is not affected by the heat effect of this level. Behind the **secret door** there is a permanent freezing effect. This was placed here so that priests of Orcus could move through this level without dying from the heat during their travels from **Level 9**. It is far too cold to sleep here; however, spending a few minutes in this room can allow a minute for minute prevention of the heat effects for up to 5 minutes.

10–5. The Shifting Wall

This hallway is initially open from the north to the south. If a character makes a careful examination of the floor, she discovers scrapings and detects the shifting wall. The wall cannot be triggered nor prevented from triggering in this room. If any of the pit traps (see **Areas 10-6** and **10-8**) are triggered, the corridor shifts, closing off the northern exit. It remains closed off for 2 weeks, then resets.


Rappan Athuk
Level 10: The Lava Pit
1
Stairs from Level 9
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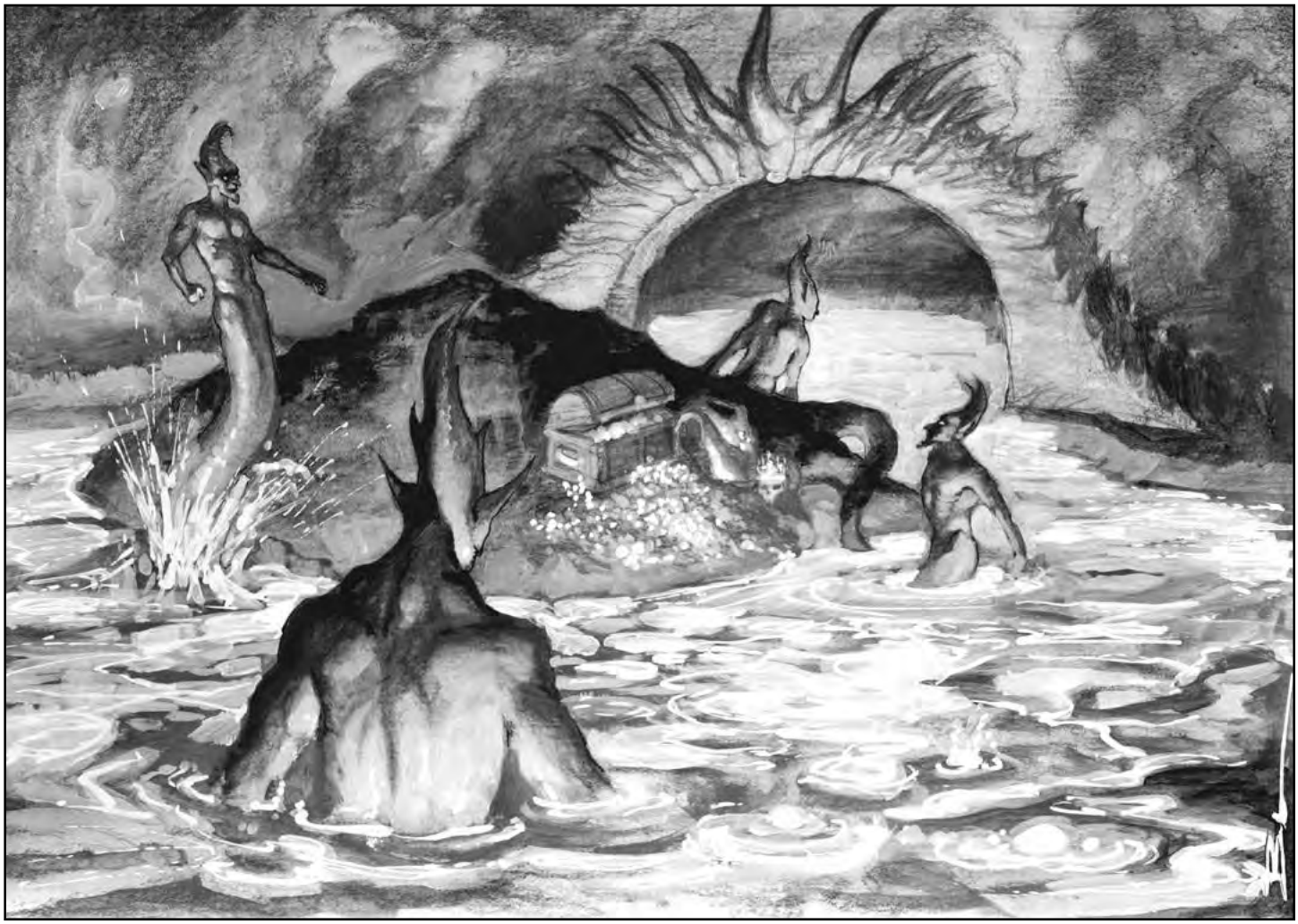
Tunnel over lava pit
Chute down to Level 13A
N
1 square = 20 feet



10–6. Traps and Heat

This room contains many things that could cause the PCs to waste time and get overheated. Numerous alcoves contain loose bricks and stones, but none contain secret doors or exits. Two large **pit traps** (30-ft. deep) are on the floor.

10–7. The Salamander Cavern

This cavern contains a huge pit of lava and radiates even more heat than the surrounding areas. It is excruciatingly hot in here. There are **15 salamanders** in this cavern. These creatures are thoroughly evil and attack anyone who enters the cavern area. They have no treasure (though **Area 10-15** has some). They will also get help from those salamanders present in **Area 10-16**.

Salamanders (15): HD 7; AC 5 [14] (torso); 3 [16] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat, constrict.

Tactics: The salamanders attack as a group, pairing off to attack each PC until all have at least one attacker. If three or more can manage to attack a single PC, they will attempt to grapple and "swim" with their victim in the magma. They fight until reduced to 10 or fewer hp, at which point they jump into the lava and return to their home plane. Each 10 minutes, 1d3 salamanders arrive from the Elemental Plane of Fire to replace losses and/or patrol the cavern. They are neither particularly bright nor organized.

Magma: Anyone falling or being pushed into the magma takes 20d6 points of fire damage per round immersed, continuing to take fire damage for 2 rounds after being removed. Anything flammable coming within 5 ft. of the magma must succeed on a save or be ruined (ignite, melt, boil away, etc.).

Gate to the Plane of Fire: In this cavern, 40 ft. under the magma surface is a gate to the Elemental Plane of Fire. If the Referee desires the PCs to adventure there, this access point is available; however, no details are provided here.

10–8. The Pits of Death

These **pit traps** are similar to those in **Area 10-6**; however, instead of emptying into a pit, they cause freefall into the lava pit (**Area 10-7**). The pits are 30 feet deep and the plunge into lava deals 20d6 points of damage.

10–9. Thoqqua Surprise

This small cavern radiates heat as does the rest of the level. Attracted to the heat are **6 thoqqua**, who burrow periodically into the magma to "keep warm." They are relatively mindless vermin and fight until slain. They have no treasure.

Thoqqua (6): HD 3; AC 1 [18]; Atk 1 slam (1d6 + 2d6 fire);

Move 12 (Burrow 9); Save 14; AL N; CL/XP 4/120; Special: Immune to fire.

10–10. The Chute to the Goblin Barracks

This pit trap is similar to those from **Areas 10-6** and **8**. Instead of being a damaging trap, it simply opens into a slide that deposits the victims into **Area 13A-2** on **Level 13A**, the Goblin Barracks, where the PCs encounter some very surprised goblin guards.

10–11. The Infernal Bridge

This carved and beautiful bridge spans the cavern and passes over the magma pit detailed in **Area 7**. It appears to be made of solid gold (it is). The bridge is magically enchanted to resist all forms of fire and heat, and it cannot be melted by anything short of divine power. The bridge weighs over 200,000 pounds and is worth millions of gold pieces. Anyone taking it away will draw the enmity of the ruler of the Elemental Plane of Fire. This huge treasure, thus, is for show only. It is unlikely that the PCs will be capable of moving this bridge.

10–12. The Salamander Treasure House

Behind this secret door is a vast horde of monetary wealth. The room is filled with gold and silver bullion, dozens of gems, and other pretties. The only catch is that all of this material is superheated. If placed in any flammable container the material must succeed on a saving throw or ignite (or melt). Likewise, handling any of the material deals 1d6 points of damage to any exposed flesh it touches each round. This effect is treated as magical fire, so unseen servants and other summoned helpers not immune to fire are damaged as well. The treasure cannot be cooled while it remains on this level. If any material is actually taken out of the room, **2 efreeti** guards are called forth from the Elemental Plane of Fire to slay the intruders.

Efreet (2): HD 10; AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (Fly 24); Save 5; AL C; CL/XP 12/2000; Special: Wall of fire.

Tactics: The efreeti first call for help from **Area 10-7** and then commence their attacks. The efreeti create *walls of fire* in front of the treasure. One then wades into melee with a spellcaster, while the other summons aid from the numerous salamanders on this level.

Treasure: This room contains a total of 14,000 sp; 5,500 gp; and 38 gems of various shapes, sizes, and makes worth approximately 70,000 gp.

10–13. The Island of Heat

This island in the center of the lava pool contains the magical treasures of the salamanders. Anyone approaching the island within 20 ft. (assumed to be *flying*) is affected as if they were inside a *wall of fire* spell. On the island are several magical treasures for those who can brave the heat. These treasures, while very potent, should be almost impossible to retrieve.

Treasure: On the island in plain sight are a *flaming sword*, a suit of *+2 chainmail (50% resistance to fire)*, and a *staff of striking* constructed of red dragon bone.

10–14. The Farthest Shore

This area contains a rocky beach along the shore of the lava lake, where **salamanders** sun themselves and practice combat. At any time, there are 2d6 salamanders present. They will aid those normally found in **Area 10-7**. There is a **secret door** leading to **Area 10-16**.

Salamanders: HD 7; AC 5 [14] (torso); 3 [16] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat, constrict.

10–15. The Secret Passage

In the floor of this chamber is a **secret back door** to the beach and surrounding areas. If the floor is searched, a passage may be discovered leading to **Area 10-19**.

10–16. The Salamander Guardians

This room contains the temple guardians. These **2 noble salamanders** prevent entry by any that would disturb **Areas 10-18** and **19**. They will always fight to the death, never asking for nor giving quarter. A large brass gong hangs from a rack in the center of the room. The first action taken by either salamander is to ensure that this gong is rung, warning the priests and sorcerer in the temple area. These salamanders have no treasure other than their spears.

Noble Salamanders (2): HD 15; AC 1 [18] (torso); -1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 3; AL C; CL/XP 16/3200; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day.

Secret Door: There is a stone **secret door** leading to/from **Area 10-14**.

10–17. The Back Door

This room provides a secret entrance to the inner areas of the Salamander Temple. The door is locked and **trapped** with a *fireball* (10d6 damage).

10–18. The Hall of the Salamanders

The **secret door** leading to this area is relatively easy to find. Once located, the hall may be entered.

Inside, the PCs encounter a strange and terrible sight: Bas-relief carvings of demonic fire creatures cover the walls and floors. Stale air and baking hot breezes waft through the room, smelling of sulfur and brimstone. If the gong from **Area 10-16** has been sounded, the salamander priests and sorcerer attack the party here (see **Area 10-19**).

10–19. The Salamander Temple

This is a temple dedicated to an evil fire god. Orcus tolerates its presence, as he and the fire god are sometime allies. In any case, the minions worshipping here also pay homage to the Lord of the Dead and serve to protect his interests as well. This room houses the leaders of the elemental forces present on this level. Inside this temple are **4 noble salamanders**, **3 noble salamander priests**, and **Irtuk** the salamander sorcerer. These creatures all fight to the death to protect the altar of their

god, though Irtuk will temporarily flee to arrange aid if the battle looks like it is lost.

In the center of the chamber is a large block of gravity defying molten metal; seemingly held up by a strange force field. This altar is in reality a planar gate to the Elemental Plane of Fire. Anyone touching it must succeed on a saving throw or be transported to that plane. The Referee can either continue the adventure there (not described further in this text) or assume anyone transported is simply dead and gone. Anyone succeeding at the save takes 6d6 fire damage from contact with the molten metal and must succeed on another saving throw or permanently lose the use of the body part with which they touched the altar. The form and substance of this elemental worship is impossible for mortals to understand, though any prisoners captured are cast onto the altar and either burned alive or sent to the Elemental Plane of Fire. The only treasure present is the personal magic items of the NPCs.

Irtuk, Salamander Sorcerer: HD 15 (75 hp); AC 1 [18] (torso); –1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), +2 *spear* (1d8+2); Move 9; Save 3; AL C; CL/XP 18/3800; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day, spells as 17th level magic-user (1st—*charm person, hold portal, magic missile, shield, sleep*; 2nd—*darkness 15-ft radius, ESP, invisibility, mirror image, pyrotechnics*; 3rd—*fireball, haste, hold person, lightning bolt, suggestion*; 4th—*charm monster, confusion, dimension door, fear, polymorph other*; 5th—*cloudkill, conjuration of elementals, feeblemind, teleport*; 6th—*anti-magic shell, disintegrate, flesh to stone, monster summoning IV*; 7th—*conjuration of demons, delayed blast fireball*). Gear: *+2 spear*, platinum chain with star burst ruby pendant (1,500 gp).

Noble Salamander Priest: HD 15; AC 1 [18] (torso); –1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 3; AL C; CL/XP 18/3800; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day, spells as 10th level cleric (1st—*cause light wounds* x3; 2nd—*hold person* x2, *silence 15-ft radius*; 3rd—*prayer* x3; 4th—*cause serious wounds* x2, *protection from good 10-ft radius*; 5th—*dispel good, finger of death* x2). Gear: *+2 spear*, platinum chain with star burst ruby pendant (1,500 gp).

Noble Salamanders (4): HD 15; AC 1 [18] (torso); –1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 3; AL C; CL/XP 16/3200; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day.

Tactics: The salamanders fight to the death. If the group hears the gong from the outer room, Irtuk casts *shield*. The priests cast *protection from good* and *prayer*. If there's still time, Irtuk casts *conjuration of demons* or *conjuration of elementals*.

When combat begins, Irtuk opens by targeting a melee-oriented target with *fireball*, hoping to add one more meat shield. If opponents seem to prefer to engage in melee combat, Irtuk casts *haste* to improve his group's abilities. If a single target seems to rely heavily on spellcasting (especially somebody who appears to be a magic-user), Irtuk moves in and casts *anti-magic shell* and engages that target in melee combat.

The elite salamanders simply attack, trying to keep the PCs away from the spellcasters until they are ready to join the fray.

Level 10A: The Great Cavern

This level is comprised of one enormous cavern and numerous side caves, and is home to a wide variety of monsters, including goblins, giant ants, a massive purple worm, undead, and shambling mounds. Wandering monsters, however, are perhaps the greatest threat, as the PCs are going to spend most of their time in the "open" where the sound of their combat is likely to attract other creatures. A map of this level is depicted in **Map RA-10A**. Several areas are more finely mapped in **RA-10 Detail Maps 1-2**.

Caterprism: HD 6; AC 3 [16]; Atk 4 legs (1d8) and bite (1d6); Move 9; Save 11; AL N; CL/XP 8/800; Special: Crystal silk, crystalline mandibles.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Giant Worker Ant: HD 2; AC 3 [16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Giant Warrior Ant: HD 3; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

Will-O'-Wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: Change appearance, lightning.

Gargoyle: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: None.

Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Xorn: HD 7; AC –2 [21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; AL N; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

Level 10A

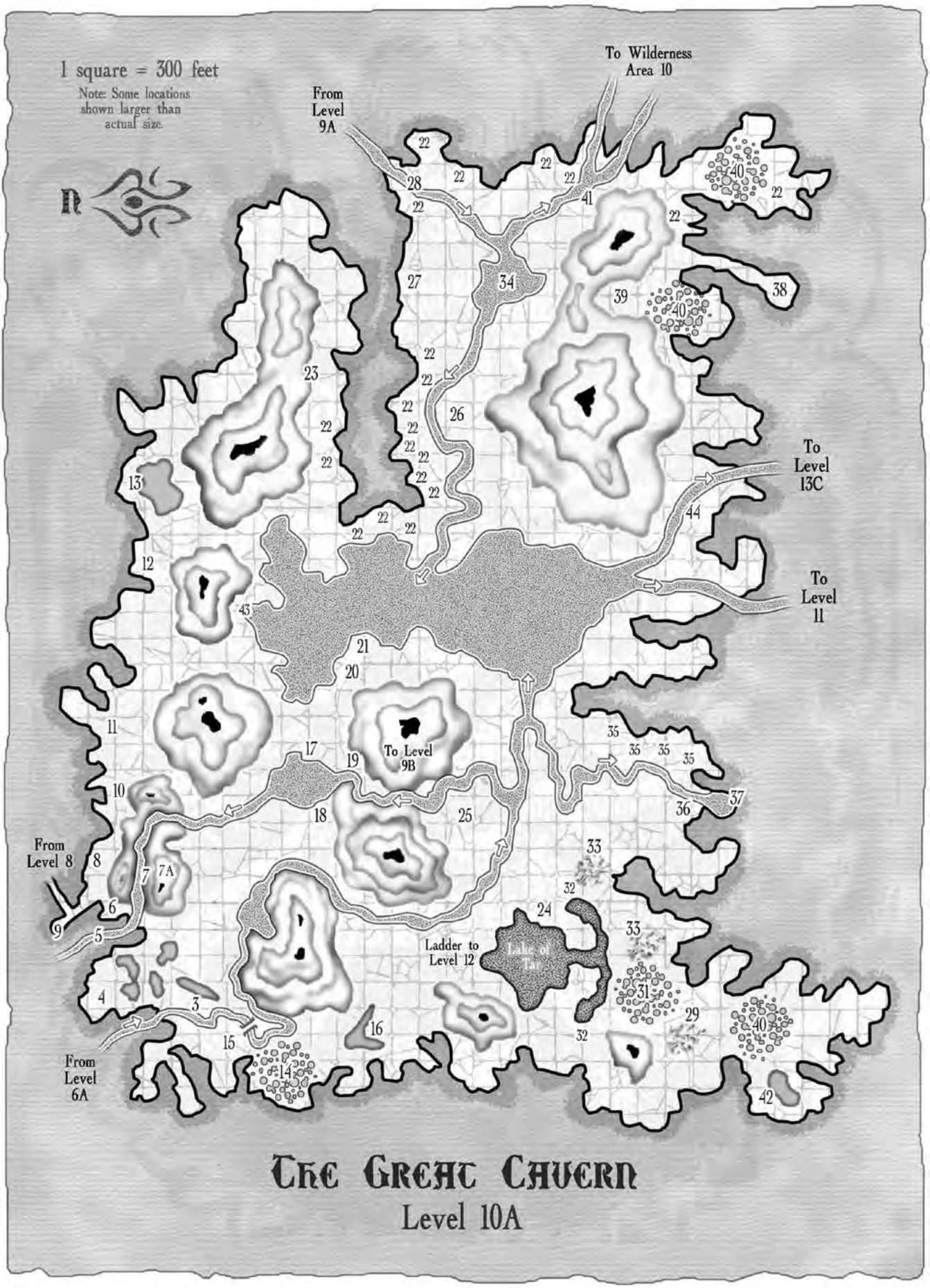
Equivalent Dungeon Level: 12
Entrances: River channel from **Levels 6, 6A, 9A**; stairs from **Level 8**.
Exits: Tar pit ladder to **Level 12**; river to **Level 12**; secret passage to **Level 9B**; river passage to surface (**Area 10**).
Wandering Monsters: Wandering monsters are a constant threat in the Great Cavern. Roll every 30 minutes on 1d20 and consult the following chart. If combat occurs in the open — that is, not behind a closed door or in a side cave — the Referee should roll again on the same chart after five rounds of combat to see if the noise attracts other creatures.

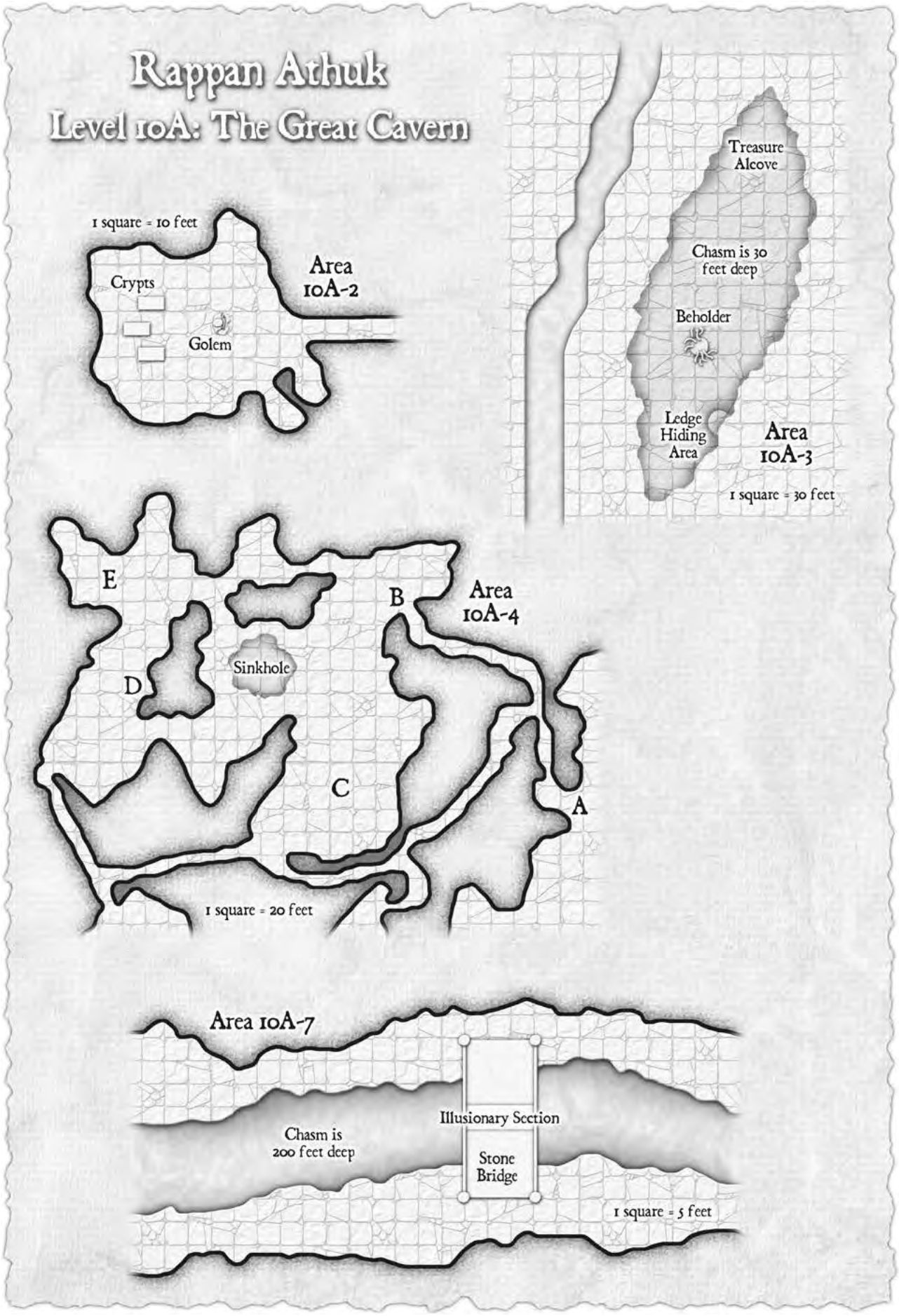
1	**1d2 caterprisms**
2	**1d3+1 trolls**
3–6	**3d6 worker ants** and **2d4 warrior ants**
7	**1 will-o'-wisp**
8	**2d4 gargoyles**
9	**3d6 ghouls**
10	**2d6 stirges**
11	**1 xorn**
12	**2d4 goblin miners** and **1 goblin leader** (see **Area 10A–22**)
13–20	No encounter

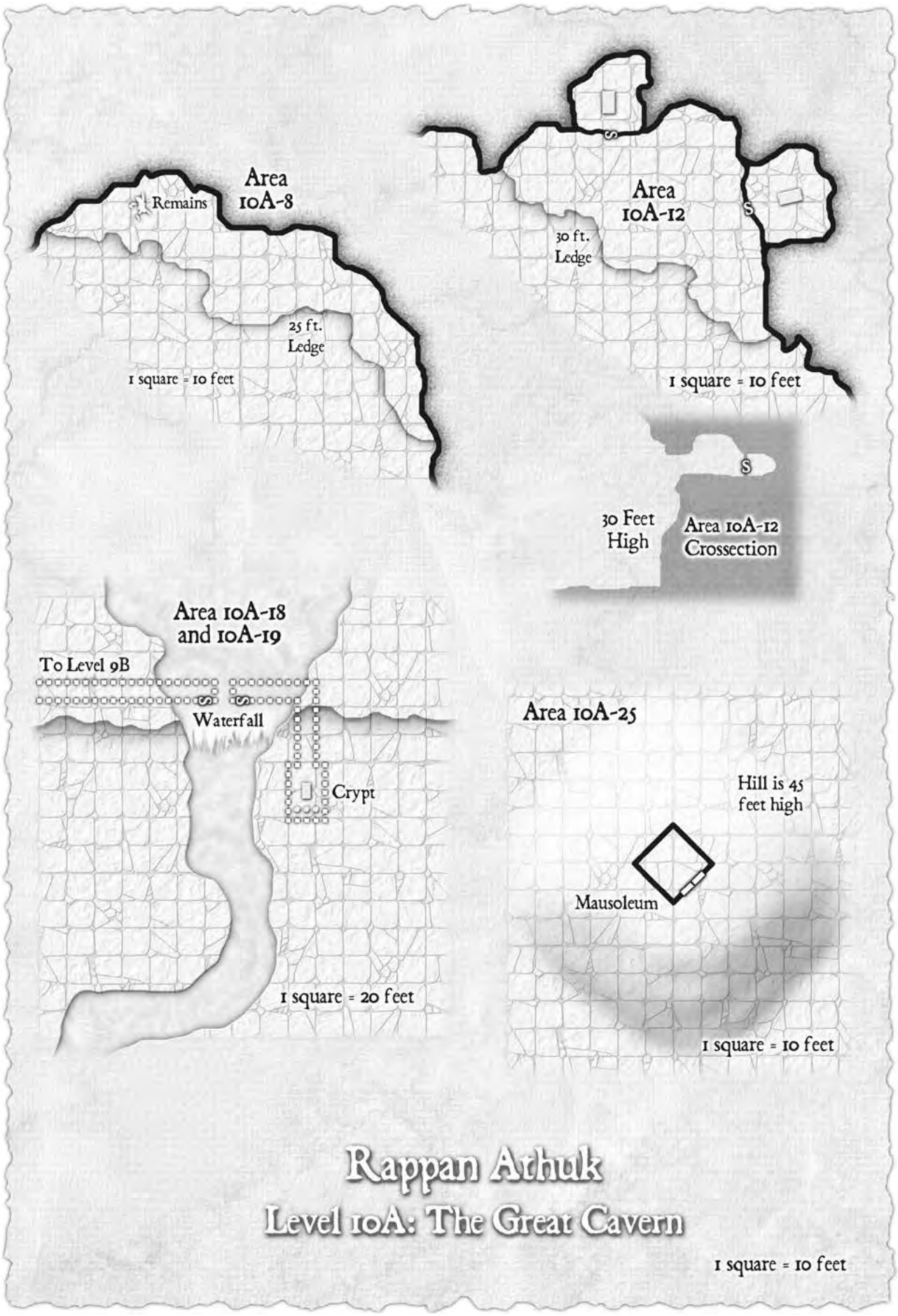
Detection: Great evil is detectable in **Areas 10A–12** and **10A–19**.
Standard Features: In general, the roof of this enormous cavern is anywhere from 80 to 90 ft. high, except where noted and in the side caves. Fungus encrusts most surfaces on this level; 20% of the fungus is edible, while 10% is poisonous. A dwarf or druid can determine which are edible.

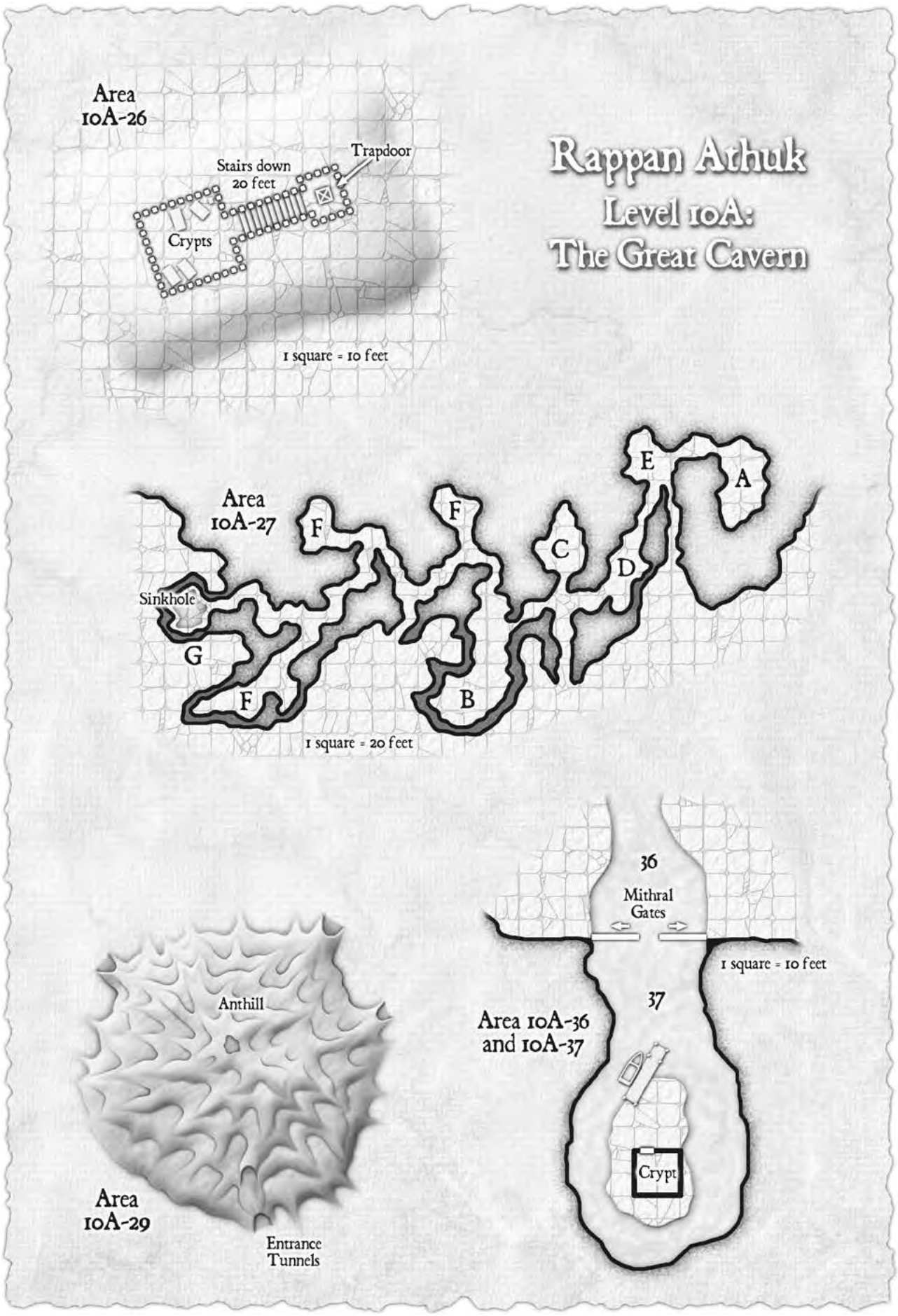
Unless otherwise noted, all secret doors are made of stone.
The River and Swimming: Unless PCs have some way to avoid swimming (e.g., flying, water walking), they will encounter difficulties navigating this level. For instance, all down-gradient movement (north of **Area 8–4**) is a lethal, one-way trip. The channel near **Area 10A–3** runs swift and deep, and no normal human could possibly swim against this current. This is the entrance area from **Level 6A**. The river entrance from **Level** 6 is less hazardous and can be navigated, as the water stagnates and becomes fairly shallow near **Area 10A–5**. The river from **Level 7A** is also located here. The river passage from **Level 9A** is similarly easy to swim and can even be waded in many places. The river passage to **Level 11** flows from the huge central lake south and out of the cavern. It follows a relatively deep yet slowly flowing passage leading to the bottom of the lake in the center of **Level 11** (**Area 11–7**). The final 200 yards of this passage are underwater, requiring a PC to hold their breath to survive.

All other exits off the mapped area cannot be navigated and do not exit nor have adequate breathing space. If any PCs exit down one of these tunnels they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.


1 square = 300 feet
Note: Some locations shown larger than actual size.
N
From Level 9A
To Wilderness Area 10
To Level 13C
To Level 11
To Level 9B
From Level 8
From Level 6A
Ladder to Level 12
Lake of Tar
The Great Cavern
Level 10A


Rappan Athuk
Level 10A: The Great Cavern
1 square = 10 feet
Crypts
Golem
Area 10A-2
Treasure Alcove
Chasm is 30 feet deep
Beholder
Ledge Hiding Area
Area 10A-3
1 square = 30 feet
E
B
Area 10A-4
Sinkhole
D
C
A
1 square = 20 feet
Area 10A-7
Illusionary Section
Chasm is 200 feet deep
Stone Bridge
1 square = 5 feet


Area
10A-8
Remains
25 ft.
Ledge
1 square = 10 feet
Area
10A-12
30 ft.
Ledge
1 square = 10 feet
30 Feet
High
Area 10A-12
Crossection
Area 10A-18
and 10A-19
To Level 9B
Waterfall
Crypt
1 square = 20 feet
Area 10A-25
Hill is 45
feet high
Mausoleum
1 square = 10 feet
Rappan Athuk
Level 10A: The Great Cavern
1 square = 10 feet


Area
10A-26
Trapdoor
Stairs down
20 feet
Crypts
1 square = 10 feet
Rappan Arhuk
Level 10A:
The Great Cavern
Area
10A-27
E
A
F
F
C
D
Sinkhole
G
F
B
1 square = 20 feet
36
Mithral
Gates
1 square = 10 feet
37
Area 10A-36
and 10A-37
Crypt
Anthill
Area
10A-29
Entrance
Tunnels

10A–1. Tomb Entrance

The door to this side cave is locked. The ceiling here is low—only 4 1/2 ft. tall—forcing medium-sized creatures to crouch, reducing their movement by a third and incurring a +2 [–2] circumstance penalty to their AC. Large-sized creatures must crawl (half movement and +5 [–5] circumstance penalty to AC). Bigger creatures cannot enter this cave. Small-sized creatures (such as halflings) are unaffected.

Sharp Drop: The floor in the south drops down 20 ft. to a large pit filled with sharp rocks. Unless the PCs' light source is equal to daylight, they suffer a -2 penalty on their saving throw to avoid the trap.

Open Pit: There is also a 10 ft. pit against the southern wall near the entrance. The pit is 5 ft. square.

Secret Door: There is a stone **secret door** on the southern wall of the pit that leads to the tunnel to **Area 10A-2**.

10A–2. The Guarded Tomb

Three unmarked sarcophagi sit against the western wall of this cave. A **stone golem**, placed here centuries ago to guard the tomb's unnamed occupants, attacks anyone who enters.

Stone Golem: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

All three sarcophagi contain nothing but the bones of long-dead humans and dust.

Secret Compartment: The middle sarcophagus has a **secret compartment**. Unfortunately, opening this compartment causes the ceiling to collapse, burying the sarcophagi and everyone within 5 ft. of them in rocks for 6d6 points of damage. Once the **trap** has been triggered, the sarcophagi and any PCs who fail their saving throws are trapped beneath a pile of rocks that takes one hour to clear. The secret compartment contains the treasure.

Treasure: 1,300 gp; a silver box inlaid with gems worth 1,000 gp; 3 gold cat figurines with diamond eyes worth 500 gp each.

10A–3. River Entrance and Lesser Gibbering Orb Chasm

The chasm, whose steep rocky walls are 30 ft. high, is home to a lesser gibbering orb named **Villix**. Villix defends his chasm fiercely and attacks anyone attempting to climb into it (see Tactics below).

Villix is looking for someone or something to do a job for him. This lesser gibbering orb is a sworn enemy of Gundar, the lesser gibbering orb on **Level 8, Area 8-8**. Recently, Gundar sent four high-level goblins to the great cave to slay Villix. They failed and have since been devoured, but Villix himself was nearly killed in the combat and wants revenge. Thus, if he spies the PCs near his chasm, he flies up and offers them the following deal: For the eyes of Gundar (as proof of his death), he rewards the PCs with a *wand of cold* (see Treasure, below). If the PCs accept, Villix is true to his word and rewards them with the wand. If the PCs refuse, he leaves them alone, but warns them not to venture into this chasm.

Villix: HD 14 (56 hp); AC 0 [19]; Atk 6 bites (1d8) or 6 eye rays; Move 3 (Fly 12); Save 3; AL C; CL/XP 15/2900; Special: Magic resistance (35%), immune to surprise, gibbering (save vs. *confusion*), swallow whole (1d8 damage per round plus steal one spell per round and cast the next round), eye rays (*blindness, fireball, dispel magic, cold (as wand of cold), cause serious wounds, confusion;* each usable once per day).

Tactics: Villix attempts to attack intruders as they are making their way into the chasm. He is quite vicious and uses his eye rays first. If possible, of course, Villix positions himself so that all six rays can be used simultaneously. If Villix is reduced to half his hit points, he attempts to flee. If unable to flee, he bargains for his life, offering the **Treasure** in exchange for quarter. If no quarter is given, he fights to the death.

Treasure: Villix stored the goblins' more precious items in a nook in the northern wall of the chasm. Here can be found two small suits of chainmail, a small suit of ring armor, four light crossbows, sixty crossbow bolts, three shortswords and a *wand of cold*.

Lesser Gibbering Orb Eye Rays

Lesser gibbering orbs are an immature or offshoot form of the great and terrible aberrations that are known to inhabit the dark recesses of the world. Created in some manner of magical nightmare, the orbs are as different as their underground realms. If the Referee so desires, these additional eye powers are presented as possible replacements.

Six of the eyes can each produce a magical ray each round, with each eye emulating a spell from among the list of spells below as if cast by a 14th-level caster. A gibbering orb has no directional limitations on where it can point its eye rays, because the eyes orbiting around its body drift and float wherever needed. However, a gibbering orb can never aim more than three rays at any single target, due to limitations of aiming. All rays have a range of 80 feet. Each of these effects functions as a ray, regardless of the normal parameters of the spell it resembles. That is, each is usable against a single target and requires a ranged touch attack.

A lesser gibbering orb can have up to 6 eye rays, each based on a 0–3rd level cleric or magic-user spell. The rays can be determined by the Referee or rolled randomly on the table below.

Roll	Eye Ray
1	*animate object*
2	*blindness*
3	*cause light wounds*
4	*cause serious wounds*
5	*charm person*
6	cold (per *wand of cold*)
7	*confusion*
8	curse (reverse of *bless*)
9	*dispel magic*
10	*fear*
11	*fireball*
12	*hold monster*
13	*lightning bolt*
14	*magic missile*
15	*phantasmal force*
16	*polymorph other*
17	*silence* (only effects the target)
18	*sleep*
19	*slow*
20	weakness (reverse of *strength*)

10A–4. Caterprism Lair

As the PCs near **Area 10A-4A** they notice a **caterprism** pacing back and forth in front of a cave entrance. The caterprism attacks anyone who approaches within 30 ft., but ignores anyone who keeps their distance and takes no hostile action. The caterprisms are wary of Villix (as are most of the other denizens of this level), and so do not guard the two cave entrances near his chasm.

Lair: The lair itself is a huge cavern with 40 ft. high ceilings. Two rock formations—one 35 ft. tall, the other 20 ft. tall—and a 40 ft. deep sinkhole dominate the center of the cave. Anyone falling into the sinkhole suffers 3d6 points of falling damage.

Inside the cave are a total of **13 caterprisms**, including the one stationed at the door at **Area 10A-4A**. They are scattered throughout: one caterprism at **B**, four at **C**, four at **D**, and three at **E**. If attacked, the caterprisms let out a high keening sound that alerts the other caterprisms that intruders have entered the cave. Once the alarm has been given, reinforcements arrive in 4 to 8 rounds, depending on how far they are from the sight of the combat.

Caterprisms (12): HD 6; AC 3 [16]; Atk 4 legs (1d8) and bite (1d6); Move 9; Save 11; AL N; CL/XP 8/800; Special: Crystal silk, crystalline mandibles.

10A–5. River Entrance

PCs exiting **Levels 6** and **7A** via the river channel are deposited here.

10A–6. Mithral Vein

Both entrances to these veins are hidden. In both locales can be found 1,000 pounds of 50%-grade mithral ore (25 gp value per pound). There is a 60% chance that 1–4 **caterprisms** from **Area 10A-4** are here. They love the ore and attack anyone who enters.

10A–7. Chasm and Bridge

The river, 8 to 15 ft. deep at this point, flows through a channel cut between mountainous rock formations. The rock formations rise 30 to 40 ft. into the darkness, and the western formations have steep ledges dropping 15 ft. The chasm is 200 ft. deep, and its walls are smooth and damp.

Stone Bridge and Illusion: There is a well-made stone bridge that spans the chasm; however, a 5 ft. wide portion in the middle of the bridge is actually illusory. Anyone unfortunate enough to fall through this section of the bridge drops 200 ft. to the river below, suffering 20d6 points of falling damage; a successful saving throw halves the damage. Like the spell *phantasmal force*, the nature of the floor becomes apparent once the PCs interact with it, though they continue to see the illusion unless they succeed at a saving throw.

10A–8. Gargoyle Ledge

A high ledge (25 ft.) is home to a wing of **30 gargoyles**, although only 20 to 25 (1d6+19) of them are ever present at one time. If the PCs pass within 30 ft. of the ledge at ground level, 2d4 gargoyles swoop down and attack. If the PCs prove too difficult (one or two gargoyles killed in the first three rounds), the monsters retreat to the ledge and warn the remaining gargoyles of the potential threat. All the gargoyles attack anyone attempting to scale the ledge walls or flying within 20 ft. of the ledge.

Gargoyles (30): HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: None.

Treasure: A character might find, squeezed between a pile of rocks in the northwest, the body of human priest of a Lawful Sun God. The gargoyles have not gotten around to eating this poor fellow, though they will soon. He wears a suit of plate mail, has a shield, a *+1 morningstar*, and, in his backpack, a small wooden box. The box is locked. It contains 55 gp and a *potion of fire resistance*.

10A–9. Entrance from Level 8

These stairs lead down from **Level 8** above. They are neither trapped nor dangerous in any way.

10A–10. Devil Horns

Both of these short passages are covered in hieroglyphs and paintings depicting devils and demons engaged in unspeakable atrocities. Though harmless, the PCs get a dark and unsettling feeling while viewing these hideous images.

10A–11. The Mother of All Purple Worms

This wide tunnel stretches north 100 ft. before opening into a huge cavern (200 ft. x 300 ft.), wherein lives a **purple worm** of massive proportions. If the worm bothers to notice the PCs, it attacks immediately. More than likely, though, it cannot be bothered with something as small as humanoids.

Purple Worm: HD 28 (140 hp); AC 6 [13]; Atk 1 bite (3d12), sting (2d8 + poison); Move 9; Save 3; AL N; CL/XP 30/7400; Special: Poison sting, swallow whole.

10A–12. The Mummies' Crypts

Thirty feet up on the northern wall is a ledge beyond which is a large cave. Unless they are flying, PCs must succeed on a find secret doors check to discover the ledge and cave in normal lighting. The cave itself, in addition to being quite large (15 ft. high ceiling), also appears to contain nothing but bones and dung, possibly from bats or stirges.

Secret Doors: There are, in fact, two secret doors. Both are very hard to detect (1 in 10; 2 in 10 for elves), locked, and **trapped** (see below), one with a poison gas explosion (save or die) and door B with a 10 dice *fireball*.

Inner Crypts: Beyond the secret doors lie two crypts, both homes to **powerful mummies**. The crypts are more or less identical: A stone sarcophagus on a raised marble platform, and smooth stone walls painted with swirls of red and black. A mummy rises from its sarcophagus and attacks as soon as its crypt is entered. Furthermore, when one crypt is entered the other mummy rises and joins the combat, probably surprising the PCs from the rear.

Referee Note: each mummy is able to open and close the door to his crypt without setting off the trap. The mummy in **Area 12A** is **Plethor**, who was in life a 15th-level cleric; the mummy in **Area 12b** is **Xillin**, who was in life a 15th-level magic-user.

Plethor: HD 15+4 (90 hp); AC 0 [19]; Atk 1 fist (1d12), +2 spear attack (1d6+2); Move 3; Save 11; AL C; CL/XP 19/4100; Special: Rot, hit only by magic weapons, spells (1st—*cause light wounds x5*; 2nd—*bless, hold person x2, silence 15-ft radius, snake charm, speak with animals*; 3rd—*bestow curse*

(r. of remove curse), cause disease (r. of cure disease), locate object, prayer, remove curse, speak with dead; 4th—*cause serious wounds x4, protection from good 10-ft radius*; 5th—*dispel good x2, finger of death, insect plague, quest*; 6th—*animate object, blade barrier*). Gear: Unholy symbol, chainmail, *+2 spear*, *wand of hold person* (5 charges)

Xillin: HD 15+4 (75 hp); AC 3 [16]; Atk 1 fist (1d12); Move 3; Save 11; AL C; CL/XP 19/4100; Special: Rot, hit only by magic weapons, spells (1st—*charm person, magic missile x2, protection from good, shield*; 2nd—*darkness 15-ft radius, detect good, ESP, invisibility, stinking cloud*; 3rd—*fly, haste, lightning bolt, slow, suggestion*; 4th—*dimension door, ice storm, monster summoning II, polymorph other, wall of ice*; 5th—*animate dead, cloudkill, feeblemind, teleport*; 6th—*disintegrate, flesh to stone, invisible stalker, repulsion*; 7th—*monster summoning V, power word stun*). Gear: *Ring of protection +2*.

Tactics: What spells the mummies choose to cast depends greatly on which secret door is opened first. Plethor prefers spells to melee, but if engaged uses his spear over his slam attack. Xillin attempts to cast *haste, monster summoning V* and *shield* before casting his offensive spells.

10A–13. The Door to Nothing

A large shelf-cave lies 25 ft. up on the southern wall of this wide tunnel. On the southern wall of the cave is a pair of iron double doors set into a finely made stone wall. The room beyond the doors was once a vault that housed a fortune in mithral. Unfortunately, all of the mithral was eaten by a xorn. The vault is entirely empty now.

10A–14. Fungus Garden and Fungus Man Colony

A large fungus garden, spanning both sides of the river, grows in this corner of the Great Cavern. All varieties of bizarre, Under Realms fungus can be found here, most of which are edible, some of which are even tasty. If the PCs decide to experiment on their own with the fungus, assume there is a 10% chance every time they try a new variety that the mushroom is poisonous (lethal).

There is also a small colony of **fungus men** living here—75 common fungus men plus their **king**. As the PCs approach the garden, a dozen or so of the fungus men come shambling out to the perimeter of the fungus. The fungus men are not aggressive, and only attack if threatened or if the fungus garden is damaged. The fungus men have no known spoken language and do not understand Common or Undercommon, but they can communicate with crude hand gestures or via *speak with plants*. When attacked, they release spores which cause blindness for 1d3 rounds if a saving throw is failed.

Fungus Men (75): HD 3; AC 5 [14]; Atk 1 fist (1d6) or weapon; Move 12; Save 14; AL N; CL/XP 5/240; Special: Spores.

Fungus King: HD 6 (22 hp); AC 5 [14]; Atk 1 fist (1d6) or weapon; Move 12; Save 11; AL N; CL/XP 8/800; Special: Spores.

Treasure: Hidden in this fungus grove are several trinkets special to the king: A *potion of plant control*, a *+2 dagger*, and a velvet bag containing seven diamonds worth 50 gp each. In addition, the king wears a gold necklace inset with various gems worth 250 gp.

Development: If the PCs have the means to communicate with the fungus men, the fungus men are happy to tell them what they know. They warn the PCs not to cross the rope bridge to the north, and that there is a powerful "creature" living nearby. They also warn of an enormous worm to the northeast.

10A–15. Rope Bridge

A rickety rope bridge spans the river. There is a 50% chance every round that if more than 150 pounds is placed on the bridge that it collapses, sending all those on it into the river. Those who succeed at a saving throw may grab onto the broken strands of the rope bridge. Otherwise, they suffer 1d6 points of falling damage and must succeed at another saving throw or be swept along in the current.

10A–16. Heat Rift

A deep fissure continuously issues forth a hot mist. The rift is 30 ft. deep and gives way to a heated underground river. Those falling into the rift take 3d6 points of falling damage, plus an additional 1d6 points of fire damage every round they remain in the water.

10A–17. Glop Lake

This large subterranean lake bowls down to a depth of 100 ft. and is fed from a high waterfall in the south (see **Area 10A-18**). The water is cool, with a gentle current that flows north to the river. Should the PCs be inclined to swim or bathe in the waters of Glop Lake, they are likely (75%) to be attacked by **2–4 giant gars** that hunt these waters. As blood fills the waters, a feefing frenzy occurs as another gar arrives every six rounds after the first blow is landed.

Giant Gar: HD 7; AC 6 [13]; Atk 1 bite (1d8+4); Move 0 (Swim 24); Save 9; CL/XP 7/600; Special: Feeding frenzy.

10A–18. Waterfall

A loud waterfall tumbles over a high cliff (30 ft.). PCs caught beneath the churn of the fall must succeed at an open doors check or be pinned beneath the water. A PC pinned beneath the water may make an additional check every round. A narrow ledge runs behind the waterfall. It is smooth

and extremely slippery, and a PC must succeed at a saving throw to traverse it. A failed save prevents movement for that round; a failed save by 5 or more means the PC falls into the surging waterfall. The wall of the cliff behind the waterfall is likewise smooth.

Two Secret Doors: A stone **secret door** that is extremely well hidden (1 in 10 chance of finding) and *wizard locked* (19th magic-user) leads to a narrow set of stairs that wind down to the south. Another **secret door**, which is somewhat easier to find, is present on the other side of the waterfall. It leads to **Level 9B**.

10A–19. Tomb of Slavish, the Arch-Lich

The Door to the Tomb

The stairs terminate in what appears to be a solid stone wall crudely painted with the image of a set of double doors. No amount of searching, however, detects any seam or hinges. Those who succesfully find secret doors can see that a portal exists where one is painted on the wall, but there appears to be absolutely no way to open it. *Detect invisibility*, though, reveals the following words written in Draconic above the image of the door: "Speak His Name and Enter." The name the PCs must speak is "Slavish." How they come to learn this is up the PCs or the Referee. *Legend lore,* or *wish* would tell people about the powerful lich entombed beneath a waterfall in a giant cavern. Alternately, Villix, the lesser gibbering orb in **Area 10A-3**, might, at the Referee's discretion, know the name of the lich and, as payment for slaying his nemesis, be willing to part with the information. The PCs might also choose to consult **The Oracle** in **Area 3-7** in The Upper Levels. Lastly, destroying the lich and/or procuring his considerable fortune might be a quest the PCs took on before entering the Dungeon of Graves, perhaps after acquiring a map with the word "Slavish" scrawled across it. In any case, there is absolutely no way to open this portal without uttering the lich's name. The door is unbreakable, and *transmute rock to mud, stone to flesh, passwall*, or similar magic do not work on this door. Additionally, the chamber beyond is warded so that it may not be entered by *teleportation* or by astral or ethereal creatures.

Once the PCs speak the word "Slavish," the painted doors glow with a red light, seams appear where none had been, and the doors swing open, revealing the tomb of the arch-lich.

The Tomb

This small square chamber contains an open stone sarcophagus, and, in the south, three tall brass urns overflowing with gems and gold. As the doors to the crypt swing open, the lich, covered in dust and cobwebs, rises from the sarcophagus and says, "Who sent you?"

Slavish, an 18th-level Sorcerer-Lich, is entombed here behind the falls. Slavish—though a lich—is not a friend of Orcus. Slavish is just powerful enough that Orcus takes this rivalry reasonably serious. Slavish knows this, and does not to test the deity's patience. Thus, he remains hidden here surrounded by his fortune, safe, for the moment, from Orcus' considerable wrath.

Slavish, Lich: HD 18 (90 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 18th level magic-user. Gear: *Staff of harming*.

Tactics: Unless the PCs are extremely high-level, and somehow fully rested after fighting their way through ten levels of the Dungeon of Graves, they have no hope of defeating the lich. Slavish is aware of the PCs' presence once they approach his door he casts *ESP*, allowing him to know how many PCs there are, and what their general plans are. Once PCs seem to be on the verge of entering his chamber, Slavish casts *anti-magic shell* as a precaution. As stated above, once the PCs enter his chamber, Slavish rises from his sarcophagus and asks who sent them. Slavish assumes no mortal would be so foolish as to challenge him. Thus, he does not attack immediately, choosing instead to question the PCs. He is specifically interested in determining if the PCs are agents of Orcus or, he hopes, agents sent to seek help from him to destroy Orcus. If the PCs are somehow able to convince him they have been sent or are aiming to kill Orcus, he tells them how they can reach **Level 15**. He may even provide them with *Demonbane* (see below and side box). Otherwise, he attacks.

Once combat has begun, Slavish opens with *time stop* and casts the following spells: *Monster summoning V*, *monster summoning VI* and then *protection from good*. He spends any remaining time positioning himself strategically in the room.

Slavish's first order of business once the *time stop* expires is to remove a spellcaster. He casts either *polymorph other* or *flesh to stone* on such a target. In the second round of combat, Slavish casts *suggestion* on an assassin, thief or fighter-type, seeking to gain a further advantage of numbers. In the third round of combat, he casts *feeblemind* on another caster. In the fourth and subsequent rounds, he reacts accordingly, all the while directing his minions to attack appropriately.

Treasure: The urns contain 75,000 gp in gems, jewels, and assorted coins. In addition, there are a handful of minor magical rings: a *ring of protection +1*, a *ring of mammal control*, and a *ring of poison resistance*. Lastly, Slavish possesses *Demonbane*, a powerful artifact. It is the fact that Slavish possesses *Demonbane* why he and Orcus currently are not on friendly terms.

Staff of Harming

This black, iron staff, the antithesis of a staff of healing, allows the user the following spells:

- *Cause disease* (1 charge)
- *Cause serious wounds* (1 charge)
- *Cause blindness* (1 charge)

The staff has 10 charges.

Demonbane (Major Artifact)

Demonbane was forged with one purpose in mind, to kill demons and specifically Orcus. Strangely, *Demonbane* was created not by paladins or clerics of Law, but rather by the arch-devil Baalzebul, who proposed to overthrow the Lord of the Undead. Because the arch-devil did not particularly care who used the sword against Orcus, he made it neutral, rather than chaotic.

Powers: This sword functions as a *+3 bastard sword*; **Alignment** Neutral; communicates telepathically; **Primary Powers** *detect evil* (at will), *strength* (30 minutes, 1/day), *holy word* (1/day), wielder gains a +2 bonus on all saves against attacks from demons, and the wielder of *Demonbane* is immune to the *Wand of Orcus*. If used against a minion or ally of Baalzebul, the sword becomes powerless and non-magical for 24 hours.

Method of Destruction: The sword melts into gold upon delivering the killing blow to Orcus; otherwise, there is no way to destroy *Demonbane*.

Once in the possession of a Lawful PC, the sword urges its wielder toward that end. It knows Orcus is "near" and can guide the PC by letting him know if he is getting closer or further away from the Demon Prince. If the wielder does not proceed directly toward Orcus, Demonbane asks to be handed over to a more dedicated warrior. If this fails, it attempts to control the PC (saving throw resists). A controlled PC follows *Demonbane's* directions and is allowed an additional saving throw every 24 hours.

Slavish's Phylactery: The lich hides his phylactery in a small chamber 10 ft. beneath his tomb. The chamber was created over time through obscure magics and has no natural entrances; instead, should he ever need to go there (or, worst case, exit) Slavish uses *teleport* to make the journey. This hidden antechamber is empty save for the phylactery and five *potions of poison*. The entire area is protected by a magical *alarm* that warns Slavish if it is entered, and the phylactery itself is hidden by a *phantasmal force* spell, both of which Slavish renews regularly.

10A–20. Huge Fungus Garden

All varieties of small and large exotic subterranean fungi grow here. All movement through the fungus is at half normal rate, owing to the density of the growth and the soft damp ground. Seventy-five percent of the fungi are edible; the other 25% are poisonous (lethal). Scattered among the harmless fungi are **12 shriekers** which sound their alarm as the PCs approach. Roll once every minute that the shriekers are shrieking for a wandering monster, with this exception: a roll of 18-20 results in **2-5 shambling mounds** from **Area 10A-21** lumbering over to investigate.

Shriekers (12): HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

10A–21. Shambling Mound Lair

Nesting in this corner of the cave are **8 shambling mounds**. They attack en masse anyone wandering nearby. They have no treasure.

Shambling Mound (8): HD 8; AC 1 [18]; Atk 2 fists (2d8); Move 6; Save 8; AL N; CL/XP 11/1700; Special: Damage immunities, enfold and suffocate victims.

10A–22. Goblin Mining Camps

A **tribe of goblins** mines a number of different areas within the Great Cavern. Each site is worked by 10 goblin miners and 1 goblin leader. The goblins are more interested in harvesting gold and mithral than fighting, but they do protect themselves if attacked.

The goblins have not been mining long, so their tunnels are still relatively small: assume 30 ft. wide and 100 ft. long (except where noted on the map).

Goblin Miners (12): HD 2; AC 7 [12]; Atk 1 light mace (1d4+1); Move 9; Save 16; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Leather armor, light mace, mining equipment, 2 flasks of oil, 3d6 sp.

Goblin Leader: HD 3 (12 hp); AC 6 [13]; Atk 1 light mace (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Ring armor, light pick, light crossbow, 20 bolts, thieves' tools, potion of healing, 3 flasks of oil, brass key, 3d8 gp.

Treasure: Stored in locked wooden boxes is that day's harvest: 200 gp worth of 50%-grade mithral and gold ore (25 gp value per pound of ore).

10A–23. Large Gold Vein

Yet another **goblin tribe** mines this hillside. This tunnel is quite large—200 ft. deep and 40 ft. wide, with two branches, both 30 ft. wide and 60 ft. long—and lucrative. These goblins are understandably paranoid about attack and are therefore appropriately armed and prepared for combat. Although all the goblin miners are digging in the vein, their melee weapons are always at their side and their missile weapons are never far off. Furthermore, the entrance to the mine is guarded by **two tough goblin guards**, who sound the alarm if intruders are spotted.

Goblin Miners(30): HD 2; AC 7 [12]; Atk 1 light mace (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Leather armor, light mace, mining equipment, 2 flasks of oil, 3d6 sp.

Goblin Leaders(3): HD 3; AC 6 [13]; Atk 1 light mace or light crossbow (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Ring armor, light pick, light crossbow, 20 bolts, thieves' tools, *potion of healing*, 3 flasks of oil, brass key, 3d8 gp.

Goblin Guards(2): HD 5; AC 6 [13]; Atk 1 short sword (1d6) or javelin (1d4); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Chainmail, short sword, javelins (3), *potion of healing*, 4 flasks of oil, 1d8 gp.

Tactics: At the first sign of trouble, the guards sound the alarm and two leaders and 10 miners arrive five rounds later. The goblins look to strike from afar first, firing poison bolts, throwing poison javelins, and lobbing burning oil. Once engaged, or if it appears their opponents are formidable, the third leader and the rest of the miners are called for. These reinforcements arrive in 1d4+1 rounds. While in melee, the leaders and the miners attempt to flank their opponents and gain a sneak attack whenever possible.

Referee Note: If the goblins have a chance to use their flaming oil, add 20% to the XP awarded in this encounter.

Treasure: As stated earlier, this is a very lucrative mine. Currently, there are dozens of wheelbarrows full of gold ore stored near the rear of the vein. In all, there is 10,000 gp worth of ore, weighing over 2,000 pounds. The ore is guarded at all times by one of the leaders. This leader only leaves his post at the ore if there is significant trouble at the entrance (see above).

10A–24. Huge Tar Pit

This massive, 40 ft. deep crater is filled with bubbling, steaming tar. A thin coating of water covers the tar, disguising its true nature somewhat—at first glance it appears to be a large lake, somehow superheated from below. The tar smell, however, is ripe in the air, and anyone investigating the water quickly learns what lies beneath it.

A tribe of **25 tar mephits** inhabits the crater. The mephits are protective of their tar, and any creature attempting to enter it or spending an inordinate amount of time investigating it (5 minutes or more) is attacked by 2d6 mephits (up to 25 total).

Tar Mephits (25): HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, spit steaming bolt of tar (1d6 fire damage), *stinking cloud* 1/day.

The Tar Pit Ladder

Hidden at the bottom of the tar pit is a secret channel leading to **Level 12**, **Area 12-23**. Should the PCs be inclined to dive into the tar, they suffer the following effects: 1/2 normal swim movement; 1d4 heat damage per round and zero visibility. The mephits, of course, suffer none of these effects. Magic, such as *water breathing* and *fire resistance* can all help while within the tar. Finding the channel requires a successful find secret doors check due to lack of visibility. Once discovered, it is a quarter mile swim to **Level 12**, with no chance for breathing.

10A–25. The Mausoleum

Atop this small hill stands a solid stone mausoleum. It is square, 20 ft. by 20 ft., and 10 ft. high. The doors to the mausoleum are made of iron and *wizard locked* (20th level magic-user). The doors are also **trapped**. If they are opened without the word "Arkbannon" being uttered first, a *meteor swarm* centered on the 5 ft. directly in front of the doors to the mausoleum reigns down on the hilltop.

Treasure: Within the mausoleum is a stone sarcophagus containing the remains of a long-dead warrior. On the skeleton's right index finger is a *ring of protection +2*. In his bony hands is clutched a *+2 longsword*, and he wears a suit of *+3 chain mail (50% resistance to fire damage)*.

10A–26. The Cursed Tomb

On top of this short hill is a **hidden, locked trapdoor**. Once opened, it reveals a narrow set of stairs that descends 20 ft. to a paved stone landing and an iron bound oak door. Written in Orc across the top of the door are the words, "*Those Who Enter Will Someday Return*."

Beyond the door is a tomb, 30 ft. square, containing **4 spectres** who attack immediately. Anyone who crosses the threshold of the tomb is instantly *cursed* (no saving throw; see below). While there are many open chests, sarcophagi, and urns throughout the chamber, all are empty.

Referee Note: The spectres cannot leave the tomb.

Spectres (4): HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

The Curse

A *cursed* PC is doomed to one day return to the tomb as a spectre. When that PC dies, he is immediately transformed into a spectre and begins journeying back to the tomb to guard it against intruders. A *cursed* PC who dies cannot be aided by a *raise dead* or *resurrection* spell. Moreover, a *cursed* PC cannot remove the *curse*, either on himself or another, with a *remove curse* spell; only a non-*cursed* cleric can do so. A *cursed* PC is not aware of his affliction while alive except that once a year, on the anniversary of the day he was *cursed*, the PC is overwhelmed with a sense of doom and hopelessness. The feeling passes the next day. Powerful divination magic is necessary to determine the source of this annual ennui.

10A–27. Gug Lair

The areas marked "**27**" are home to a group of **12 gugs**. Each of the chambers contains the following:

27A: 2 gugs.
27B: 4 gugs.
27C: 2 gugs.
27D: 1 gug.
27E: 3 gugs.
27F: 50%-grade gold ore, worth 500 gp, piled about.
27G: 100 ft. deep sinkhole

Gugs (12): HD 15; AC –2 [21]; Atk 1 bite (1d8) and 4 claws (1d6); Move 15 (Climb 9); Save 3; AL C; CL/XP 16/3200; Special: Immune to poison and disease.

Tactics: The gugs attack intruders immediately. Gugs in adjacent chambers arrive 1d4 rounds after the start of combat.

10A–28. River Entrance from Level 9A

Anyone swimming from the river from **Level 9A** arrivers here.

10A–29. Giant Ant Anthill

A large colony of **giant ants** (400+) works this area of the Great Cavern. The anthill is a 20 ft. tall cone of dirt and gravel. The hill is guarded by four warrior ants, which oversee the constant flow of worker ants going in and out of the hill (assume 2d6 worker ants on or near the hill at one time). The worker ants do not attack except to defend themselves; the warrior ants, however, attack all non-ants who attempt to enter the anthill.

The ants pay no attention to anyone or anything unless they are on the anthill itself, so the PCs can simply pass by the ant colony without incident. If they decide to enter the anthill, they find themselves in a labyrinthine series of tunnels and chambers all filled with busy ants. The tunnels are approximately 5-ft. high and 5 ft. wide, and so can be traversed easily by most PCs, though the constant comings and goings of the ants slows movement to ½ normal in most areas. Ninety percent of the ants are workers who ignore the PCs unless attacked. The remainder are warrior ants, who attack immediately and give off a burst of pheromones that attracts an additional 2d6 warriors within 3 rounds. There is a 25% chance every minute the PCs are in the anthill that 1-2 warrior ants are encountered.

Fighting in the anthill is a little difficult. PCs using two-handed slashing or bludgeoning weapons suffer a –2 penalty to attack rolls and a –1 penalty to damage rolls. PCs using one-handed slashing or bludgeoning weapons suffer a –1 penalty to attack rolls. Light weapons, ranged weapons, and piercing weapons suffer no penalties.

The ant colony connects with **Area 10A-30**. If the Referee wishes, he may draw a rough map of the passages and chambers, or, if he prefers, simply let the PCs wander and fight until he decides they come across the passage to **Area 10A-30**.

Giant Worker Ant: HD 2; AC 3 [16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Giant Warrior Ant: HD 3; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

Treasure: In their wanderings, the worker ants have picked up a number of small magical items. Once it was determined these could not be used to further the colony, they were discarded. There is a 5% chance every 10 minutes the PCs are in the colony that they come across a minor magical item.

10A–30: Giant Ant Anthill

This area is similar to **Area 10A-29**, with the following exceptions: tunnels within the colony connect to **Areas 10A-29** and **10A-33**, and the **queen ant** resides in the lowest chamber of this colony. The Queen Ant's chamber is 20 ft. square and is guarded at all times by **10 warrior ants**.

Giant Queen Ant: HD 10 (33 hp); AC 3 [16]; Atk Bite (1d6); Move 3; Save 3; AL N; CL/XP 8/800; Special: None.

Giant Warrior Ants (10): HD 3; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

10A–31. Fungus Garden

This huge fungus garden is similar to **Area 10A-20**, except the **shriekers** here do not attract any shambling mounds. As well, the **ants** from **Areas 10A-29** and **30** frequent the garden, as the fungi herein are a source of food. Assume there are always 2d4 worker ants harvesting fungus at any one time. The ants know to avoid the shriekers.

Shriekers (12): HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

Giant Worker Ant: HD 2; AC 3 [16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

10A–32. Tar Pits

These two craters contain pits of steaming tar similar to **Area 10A-24**, except that there are no tar mephits nor is there a subterranean passage to another level of Rappan Athuk. There are, however, several dead or dying giants ants stuck on the surface of the tar pit.

10A–33. Giant Ant Anthill

This area is similar to **Area 10A-29**.

10A–34. Lake

This lake bowls down to a depth of 70 ft. and has a gentle current that flows from west to east. Should the PCs decide to swim or bathe in the lake, they are 75% likely to be attacked by 2–4 of the **giant gars** that hunt these waters. As blood fills the waters, a feefing frenzy occurs as another gar arrives every six rounds after the first blow is landed.

Giant Gar: HD 7; AC 6 [13]; Atk 1 bite (1d8+4); Move 0 (Swim 24); Save 9; CL/XP 7/600; Special: Feeding frenzy.

10A–35. Goblin Mining Camps

These camps are similar to **Area 10A-22**, except that the **goblins** here are quite scared of the giant ants and are therefore more prepared for combat. One goblin guard patrols each mine, and the remaining goblins respond quickly to sounds of combat (1–3 rounds).

Goblin Guards (2): HD 5; AC 6 [13]; Atk 1 short sword (1d6) or javelin (1d4); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Chainmail, short sword, javelins (3), *potion of healing*, 4 flasks of oil, 1d8 gp.

10A–36. False Mithral Gates

The river widens somewhat as it flows through what appears to be a set of mithral gates. These gates are similar to those on **Level 9A**, **Area 9A-3**. They stretch to the ceiling of the cave (now only 30 ft. from the cave floor), and a fine meshed grate allows the water to flow beneath the gates (the mesh extends through the water to the floor of the riverbed, so swimming beneath the gates is not an option). Unlike the portal on **Level 9A**, these doors are merely iron with mithral plating. They are, however, virtually indestructible (AC -1 [20], 400 hp) and locked with powerful magic—only a *wish* opens them, except as described below.

The gates are inscribed with ancient and obscure runes. A *read magic* spell translates these phrases, although what results is just about as incomprehensible as before.

The poem inscribed on the gates is as follows:
"*My life as a wanderer has met its end.*
Doom—begetting a faithful friend—
Awaits the turns of the untraveled course. Now
Me and mine and upon a lame horse
Beyond the shadow of the rising dawn—
These arms, these eyes, are tired and drawn, these
Gates are empty; all hope is gone."

The poem is meaningless and meant to confuse those wishing to enter. If, however, the first word of each line is recited in order, *My doom awaits me beyond these gates*, the portals open.

10A–37. The Cursed Island

The river flows around a small island. There is a rectangular stone structure on the island and a dock with one rowboat moored to it. The structure is 15 ft. wide, 20 ft. long, and 12 ft. high. There is a wooden door on the north face of the building, and it is ajar. In the building reside **3 gorgons**, and they attack anyone who attempts to land on the island.

Gorgons (3): HD 8; AC 2 [17]; Atk 1 gore (2d6); Move 12; Save 8; CL/XP 10/1400; Special: Breath turns to stone.

Hecate's Curse: Anyone setting foot on the island is afflicted with a terrible *curse*. Within two weeks, a *cursed* PC begins to have trouble remembering simple things: What day it is, if he ate breakfast, where he left his coin purse. Soon, however, it gets worse. The cursed victim can remember little beyond his own name, and that only on a good day. The character suffers a –1 penalty on attack rolls per week as he forgets how to fight, a thief's skills degrade by 1 level per day and a spellcaster's spell-casting ability by 1 level per week. Only a *remove curse* cast by someone other than a similarly *cursed* spell caster restores the victim's memory. Note: Priestesses of Hecate will not cure this *curse*. Likewise, priestesses of Hecate are not affected by the *curse*.

10A–38. Will-O'-Wisp Lair

Down this gently sloping side tunnel lies the lair of **3 will-o'-wisps**. PCs lured into this dark crevasse by the lamp-like glow of these foul creatures are attacked immediately.

Will-O'-Wisps (3): HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: None.

10A–39. Roper Lair

A series of cliff face "steps," each 10 ft. higher than the next, ascends into the darkness. Each step contains a cave opening that leads via a rough natural passage to a large cave that is home to **12 ropers**. Two ropers guard each passage leading to the cave; the remaining six await their victims in the main chamber.

Ropers (12): HD 10; AC 0 [19]; Atk 1 tentacle (weakness), bite (2d10); Move 3; Save 5; AL N; CL/XP 11/1700; Special: tentacles grab and cause weakness.

Tactics: In the passages, the two ropers are adjacent to one another and attack in tandem. In the main chamber, once combat has begun, the ropers attempt to position themselves so they are all within strand-range of the PCs. The ropers to do not pursue the PCs out of the cave.

Treasure: The bones of three dead goblins can be found in the northeast corner of the cave. Piled among the bones are three change purses, each containing 50 pp. One skeleton wears a *+2 shield*, and another wears a *girdle of giant strength*.

10A–40. Fungus Garden

This large fungus garden contains no shriekers. There is a 50% chance, however, that some creature is here, eating or looking for prey (roll once on wandering monster chart, treating a result of "no encounter" as being **2d8 giant rats**).

10A–41. River Out

These narrow rivers flow in a generally easterly direction for 5 miles before emptying out in a deep river canyon. The walls of this canyon are 250 ft. high. Both branches of the river have banks that can be walked. This is a long way in or out of Rappan Athuk, but PCs not wishing to fight their way back up to get out, or back down to return, might want to take advantage of this exit/entrance.

10A–42. Phosphorescent Pool

The water of this large pool glows brightly in the dark of the cave. The pool contains no harmful creatures, and the water is potable, although the imbiber's urine has an eerie glow to it for 24 hours after consumption. If removed from the pool, the water continues to glow for 2-9 days.

10A–43. Bubbling Shoreline

The water along the shoreline in this area is constantly churning and boiling, the result of an underground mixture of water and air through the tunnels to **Area 0A–9** in the Kraken's Cove area. The churning water is fascinating to many of the creatures of the Great Cavern, and occasionally trolls and worse jump into the water to "play," ending up in Kraken's Cove.

10A–44. The Dark River

This offshoot of the great lake descends through **Level 13C**, **Areas 13C–1** and **13C–14,** then continues to **Level 13B**, finally creeping its way to some unknown locale in the Under Realms.

Level 10B: The Goblin Outpost

The followers of Orcus have a vested interest in this portion of Rappan Athuk, both to monitor activity in and around the Bloodways, and because it provides an alternate access to the surface world. To look over their interests, a small fortress was therefore constructed and manned by goblins. This level is shown on **Map RA–10B**.

Level 10B

Equivalent Dungeon Level: 9
Entrances: Passages from **Level 9D** in **Area 10B–1**; staircase to surface in **Area 10B–8**.
Exits: Passage to **Levels 10C** and **12A** in **Area 10B–14**.
Wandering Monsters: There are no wandering monsters within the outpost so long as the goblins maintain a presence here. If they are eradicated, then standard wandering monsters from neighboring levels may be encountered except for undead, unless one of the symbols in **Area 10B–1** has been effaced or dispelled. Eventually however the outpost is repopulated by Greznek, due to its key location in Rappan Athuk.
Detection: None.
Shielding: None, save for the *glyphs* at **Area 10B–1** which ward out undead.
Continuous Effects: None.
Standard Features: Unless noted otherwise, all doors are of wood and are unlocked but can be barred
Entrances: Passages from **Level 9D** in **Area 10B-1**; staircase to surface in **Area 10B-8**.
Exits: Passage to **Levels 10C** and **12A** in **Area 10B-14**.
The entire area is unlit, except where indicated. **Areas 10B-4**, **5**, **6**, **7**, **8**, and **13** all have 8 ft. high ceilings; **Areas 10B-9**, **10**, **11**, and **14** have 12 ft. high ceilings. All construction is of magically hollowed out limestone that has been finished with tools.

Running the Outpost

Inhabitants

Normally the goblin outpost is manned by **48 goblin scouts** and **16 goblin lieutenants**, and are led by **Morask** and his aide, **Kamlyss**. Due to recent activity within Rappan Athuk, an additional contingent of **10 goblin berserkers** led by the goblin **Oolarg** have been stationed here. Significant tension exists between Oolarg's band and the other goblins, and this has led to occasional fistfights. Nevertheless, the goblins work together to repel any intruders.

In addition to the goblins, the priest **Mesifin Styx** and **3 acolytes of Orcus** from the Talon of Orcus (**Level 10C**) are stationed here to keep an eye on things.

There is currently an uneasy three-way alliance between Morask and the goblin regulars; Oolarg and his berserkers, a band of swaggering braggarts who regard the scouts stationed here with disdain, and are out to make a name for themselves; and Mesifin Styx, the priest of Orcus stationed here, who is looking out for the interests of Hesperix as well as his own. It is possible that PCs may be able to get these groups to fight against one another, particularly if characters are captured or the outpost is infiltrated.

Goblin Scouts: HD 2; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Ring armor, handaxe, dagger, shortbow, arrows (40), thieves' tools, 1d4 sp, 1d4 cp.

Goblin Berserkers: HD 3; AC 6 [13]; Atk 2 weapon (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Ring armor, heavy pick, javelins (3), thieves' tools, 2d10 gp, 1d10 sp, 1d4–1 gems worth 10 gp each.

Goblin Lieutenants: HD 3; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Shortbow, arrows (40), handaxe, dagger, ring armor, shield, thieves' tools, 2d4 sp, 2d4 cp.

Acolytes of Orcus, Cleric 3: HP 12 each; AC 5 [14]; Atk 1 light mace (1d4); Move 9; Save 13; AL C; CL/XP 4/240; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Chainmail, shield, light mace, unholy symbol of Orcus, lantern, *potion of healing*, 3 flasks oil, flint and steel, iron key to door of **Area 10B–5.**

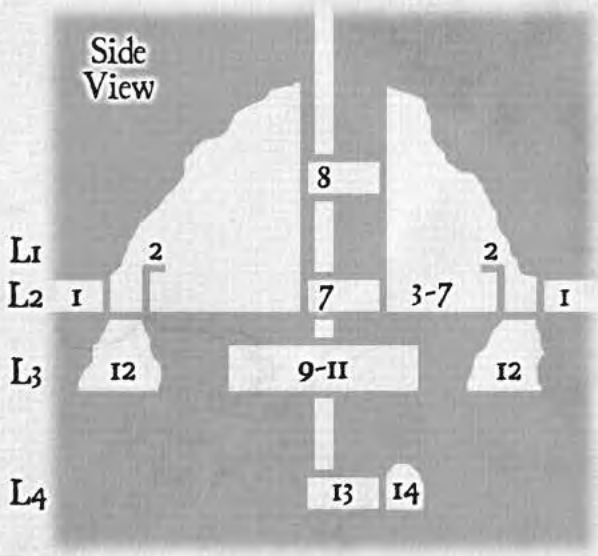
Mesifin Styx, Half-Orc Cleric 6: HP 28; AC 4 [15]; Atk *+1 morningstar* (1d6+1); Move 9; Save 10; AL C; CL/XP 8/800; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*; 2nd—*bless, hold person*; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: *+1 morningstar*, chainmail, shield, *potion of extra healing*, *scroll of neutralize poison*, unholy symbol of Orcus, prayer book, 18 pp, 43 gp, sapphire (150 gp), platinum ring (50 gp), fine black robe emblazoned with the symbol of Orcus, iron key to door of **Area 10B–5**, and a small gold key to the door at **Area 10C–6C**.

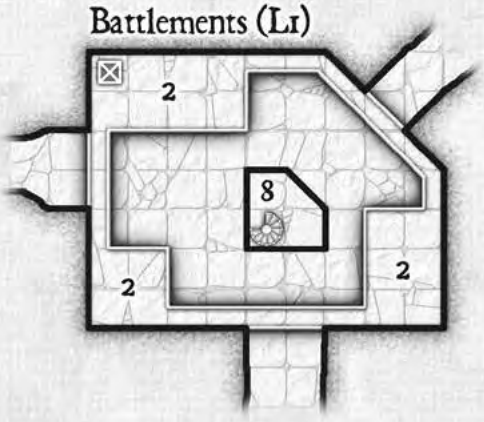
Oolarg, Goblin Berserker: HD 6 (38 hp); AC 6 [13]; Atk 2 weapon (1d8+1); Move 12; Save 11; AL C; CL/XP 6/400; Special: –1 to hit in sunlight. Gear: *+1 leather armor*, *+1 heavy pick*, javelins (3), 23 pp, 36 gp, mithral baton of office worth 500 gp.

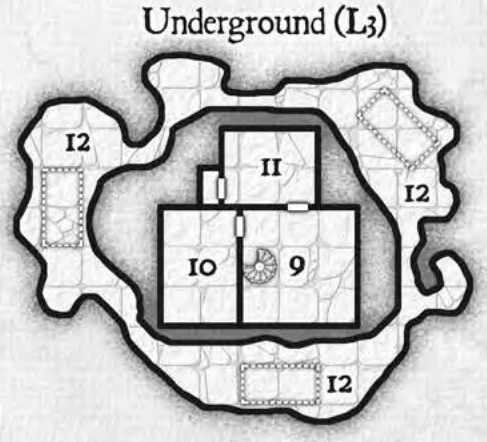
Kamlyss, Goblin Rogue: HD 4 (22 hp); AC 4 [15]; Atk 1 handaxe or shortbow (1d6); Move 9; Save 16; AL C; CL/XP

Rappan Athuk
Level 10B: The Goblin Outpost

1 square = 10 feet







5/240; Special: –1 to hit in sunlight, backstab for x3 damage. Gear: *+1 ring armor*, handaxe, shortbow, arrows (50), *potion of invisibility*, thieves' tools, 18 gp, 24 sp, two aquamarines worth 100 gp each, platinum ring worth 80 gp, amber scarab worth 250 gp.

Morask, Goblin Rogue: HD 5 (27 hp); AC 2 [17]; Atk 1 handaxe (1d6) or dagger (1d4) or *+1 shortbow* (1d6); Move 9; Save 16; AL C; CL/XP 5/240; Special: –1 to hit in sunlight, backstab for x3 damage. Gear: *+1 shortbow*, arrows (2), handaxe, daggers (3), *+2 ring armor*, *+1 shield*, *potion of healing*, 6,000 gp in gems.

Troop Layout

Although individual areas are described below, attention should be paid to the overall layout of the complex and the general tactics the goblins employ. The goblins run the complex in three eight-hour shifts.

Usually there are 14 goblin scouts on duty at any time, with 14 more sleeping in **Area 10B–2**, and the last 14 carousing in **Area 10B–9**, or wandering through the complex. Those on duty are stationed as follows: three at each of the entrances to the Bloodways (**Area 10B–2** and **10B–3**), with two on the battlements and one behind each gate; three in **Area 10B–8**, with a view throughout the complex; and two in **Area 10B–13**, guarding the connecting passage to **Levels 10C** and **12A**.

There are normally three goblin lieutenants on duty at a time as well, with one on the battlements (**Area 10B–2**), one wandering between **Areas 10B–7**, **8**, **9**, and **13**, and one that could be anywhere in the complex.

The priest and acolytes keep to their room in **Area 10B–5**, though they may be found leading services or administering punishment elsewhere in the outpost.

Oolarg and his berserkers have taken over **Area 10B–10**, and about half can be found there or in **Area 10B–9** at any time, with the rest wandering throughout the outpost.

Morask often leads patrols of 7 lieutenants into the Bloodways to keep an eye on things there. There is a 30% chance such a patrol is taking place when the outpost is first assaulted.

Tactics

If an assault occurs, one goblin sounds the alarm while those remaining attempt to stall their aggressors. Mesifin Styx and his acolytes respond 1d3 rounds after an alarm has been sounded, Oolarg and his band take 2d6 rounds to organize and move out, the goblins in **Area 10B–9** take 1d4+1 rounds to ready themselves, and the sleeping goblins in **Area 10B–4** take 1d8+2 rounds, though they do not take the time to put on armor.

If given time to position themselves, Oolarg and his berserkers attempt to attack intruders directly, while the scouts stay back and provide missile support. They also make sure that each of the other points of entry into the lair has a pair of alert goblins standing by in case of a flanking attack. The goblin berserkers' traditional melee tactic is charge.

When Mesifin is alerted to trouble, he and his acolytes survey the threat and cast whatever buff and protective spells they deem appropriate. Mesifin stays back and casts spells as long as possible.

Morask and Kamlyss, assuming both are present, move to the source of the disturbance and use their stealth abilities and magic items to make as many sneak attacks as they can, preferably sniping with their bows.

Reinforcements

PCs may engage in a preliminary assault, and then come back later for additional attacks on the outpost. This is fine, but the goblins receive reinforcements at regular intervals to shore up their numbers, so long as the passage to Greznek and the Talon of Orcus remains open. Reinforcements arrive in the following sequence:

- 8 hours after any assault — replacement for the priest and acolytes of Orcus, though the priest is only replaced once and the acolytes twice at a maximum; equipment and supplies are also replenished at this point
- 12 hours after any assault — enough goblin scouts and lieutenants to replace any that have fallen — including any goblins from reinforcements listed below
- 12 hours after second assault — an additional force of 5 lieutenants and 30 scouts to shore up the defenses; these only show up if at least 20 scouts or 8 lieutenants in total have been killed
- 12 hours after third assault — a force of 12 ogres led by an ogre mage arrive to reinforce the outpost; these only show up if at least 30 scouts or 12 lieutenants have been killed, or if Oolarg and his band have been wiped out
- 24 hours after fourth assault — a large expeditionary force of 100 goblins, led by a 6 priests (5th-level clerics of Orcus) arrive to deal with the problem; these only show up if at least 60 goblin scouts, 20 lieutenants, or half the ogres are killed

10B–1. Bloodways Approaches

The primary point of defense for the outpost is against these three passages, each of which leads directly into **Level 9D**. Due to the number of hostile creatures that come wandering down this way, and the relative security of the other entrances, most attention toward possible invasion is directed at these areas.

Sixty feet down the passage from the outpost's three gates, the holy symbol of Orcus is engraved into the stone floor. This symbol has two effects: first, it commands any undead not accompanied by a priest of Orcus to go back. Non-intelligent undead get no save against this effect; intelligent undead are allowed a saving throw to overcome the effect, but most do not bother trying to make the attempt unless they are pursuing tasty prey. The second benefit of the inscribed symbols is to prevent passage of the red mist of the Bloodways.

At the entrance to the outpost, the three passages open out into a large, 70 x 90 ft. diameter cavern. Further progress is blocked by a 12-foot-high wall with crenellations at the top. The last 10 ft. of the passage forms a stone bridge over a crevasse. Set into the wall is a stout, iron-reinforced gate barred from within. The gate and the wall to either side are fitted with arrow slits, so goblins in the courtyard (**Area 10B–3**) can fire directly out at intruders.

The cavern beyond the wall has a large domed ceiling about 50 ft. high at its apex. A 20-foot- wide column rises up through the center of the cavern and connects to the ceiling. An area near the top (**Area 10B–8**) is riddled with arrow slits as well, which allow goblins there to fire down into the approaches to the outpost, although anyone within 10 ft. of the wall has total cover against this missile fire.

Just inside each gate there is a lever that causes the floor in the 10 ft. closest to the gate to drop suddenly, dumping anyone standing there into the snake run (**Area 10B–12**). This is a 20-ft. fall. The goblins direct their fire preferentially at those more than 10 ft. from the gate, to encourage them to move onto the trapped section. They then dump victims into the snake run, hoping to separate intruders and allow them time to get their forces into position. Flaming oil is saved for use against creatures particularly susceptible to or fearful of fire.

10B–2. Battlements

Behind the 12-foot-high wall, a ledge 5 ft. wide and 10 ft. above the courtyard runs around the interior periphery of the wall. Where this connects with rooftops it opens out into a larger area where troops can marshal. A trapdoor in the northwest corner opens into stairs in **Area 10B–4**.

Goblins are positioned as described in the tactics section on this wall. In addition to them, the area over each gate is stocked with the following items: 3 replacement shortbows, 120 arrows in six quivers, 6 flasks of oil.

10B–3. Courtyard

A central courtyard connects the three gateways; there are usually **2d4 scouts** and **1d4 berserkers** wandering around in here at any time, with an 80% chance of 1–2 lieutenants and a 30% chance of Oolarg, Mesifix Styx, or Kamlyss (roll separately for each).

The courtyard is composed of flagged stone, to allow purchase for running goblin feet. There are three low (10 ft. high) buildings, opening into **Areas 10B–4**, **10B–5**, and **10B–6**. In addition, there is a heavily reinforced wooden door that opens into the central stairwell at **Area 10B–7**. The walls of this central pillar are studded with both shackles embedded in the stone and arrow slits for missile fire from **Area 10B–7**. Corporal punishment of goblins takes place here, witnessed by the majority of the goblins in the outpost.

10B–4. Barracks

The **goblin scouts** normally maintain their bedrolls here; the entire place is infested with fleas, lice, and the ripe stench of unwashed goblin. With Oolarg's arrival, the **goblin lieutenants** who normally live in **Area 10B–10** have been forced to relocate here. There is no significant wealth to be had. In the northwest corner, a set of stairs ascends to a trapdoor that leads to the battlements.

10B–5. Shrine of Orcus

The door to this room is locked but untrapped.

The priest **Mesifin Styx** and his **3 acolyte aides** dwell here. Mesifin made the mistake of killing a torture victim prematurely a few months ago, and as punishment his superior appointed him as the current liaison between the Talon of Orcus and the outpost. This has sat poorly with the ambitious Mesifin. He spends an equal amount of time plotting his revenge and whining to his acolytes, who in turn have little love for the egotistical priest.

10B–6. Storage Room

This room holds several weeks' worth of rations for the goblins — mushroom paste, pickled and preserved meats, and two tuns of aptly-named Crack-Snout, a potent goblin ale. A pair of cages in the southern end of the room holds **3 kobold slaves** used to perform menial work. The keys to the cages hang on a hook on the north wall.

10B–7. Bunker

This room is accessed by a stout, iron-reinforced door, and its walls are riddled with arrow slits. The door has no lock, but can be triple-barred from the inside. In the southwest corner a set of spiral stairs lead up and down, to **Areas 10B–8** and **10B–9**, respectively. Arrows are located in small bins along the walls of the hall, and additional weapons stand in small racks against the walls in several places. When the outpost is not on alert, the sounds of merriment can be heard drifting up from the stairs below.

In case of an assault, the goblins retreat to this chamber and try to bar and hold the door as long as they can, while comrades use the arrow slits to riddle opponents with holes.

10B–8. Upper Aerie

The stairs from **Area 10B–7** spiral up about 30 ft. through solid rock before opening into this chamber. It is outfitted much like the room below, with weapon racks, arrow bins, and the like. There are always several goblins on guard here.

The spiral stairs continue up and end at a large wooden trapdoor that is kept barred from within. On the far side of this trapdoor, the stairs continue, traveling upward several hundred feet before emerging into the back of a small cave that opens out onto a thorn-choked defile located several miles north of Rappan Athuk's main entrance; see **Wilderness Area 11**.

10B–9. Common Room

This area sees constant use by goblins in the outpost; there are a number of tables, fires with pots, and piles of rubbish and dubious refuse piled around the room. Goblins here gamble, brawl, engage in contests of arms, and perform other such activities to unwind. A thorough search through the refuse would take some time, and would turn up approximately 50 gp worth of valuables.

Spiral stairs enter the room in the middle of the western wall from **Area 10B–7** above, and continue down to **Area 10B–13** below. In addition, there are two of wooden doors: one leads to **Area 10B–10**, where the goblin lieutenants normally live (currently occupied by Oolarg and his berserkers); the other wooden door is locked, and opens into Morask's personal quarters (**Area 10B–11**).

Kamlyss is most often found here, keeping an eye on things and trying to calm down any confrontations between his scouts and the berserkers led by Oolarg. In addition, 2d6 scouts and 1d4 lieutenants lounge here at any given time unless an alarm has been called out.

10B–10. Lieutenant's Quarters

The goblin lieutenants once laired here, but it has been taken over by Oolarg and his band. Half of this group of **goblin fighter/thieves** can be found here at any time, with the others in small gangs of three or four wandering elsewhere in the outpost, bullying scouts. The once neatly-arranged beds in the area are now scattered about and in bad shape thanks to the depredations of the berserkers.

10B–11. Morask's Room

This chamber is set aside for Morask, leader of the outpost. The door is kept locked. The room itself holds a bed, a large, locked chest, a small table and chair, and a cabinet holding several handcasks of dwarven ale.

In the southern part of the western wall there is also a secret door, accessed by pressing a pair of stones in the wall just north of it. This goes into a small closet where the outpost's funds and most valuable equipment are kept. To guard the treasury, a somewhat wimpy **mohrg** has been placed within; it leaps out and attacks anyone in the room unless the secret door is knocked upon thrice before opening it. (This mohrg was deemed substandard by the Orcus priests who created, and agreed to have it serve here rather than simply discarding it; it has the same stats as a regular mohrg but significantly fewer hit points.)

Mohrg: HD 14 (30 hp); AC 0 [19]; Atk 1 strike (1d8) and tongue (paralysis 1d4 rounds); Move 12; Save 3; AL C; CL/XP 15/2900; Special: Paralysis, those killed by the mohrg rise in 1d4 days as zombies under its control.

Treasure: Inside the chest are Morask's extra clothes, along with a diamond-studded tiara worth 2,500 gp. The secret chamber holds 32 gp, 283 sp, 130 cp, 20 flasks of fire oil, a *potion of extra healing*, and an *scroll of haste*, *slow and confusion*.

10B–12. Snake Run

This circular passageway has no exits except through the three openings 20 ft. up. Some time ago the goblins lured **2 shadow hunter serpents** into this area, and here they remain, prowling the passage, feeding on anyone dumped into their lair.

In addition to the snakes, the area is filled with the bones of digested victims that litter the floors, sometimes in drifts. The area is regularly harvested of loot soon after a feeding, when the snakes are sluggish as they digest, so there are no valuables to be found down here.

In case a PC is dropped into this area from above, they attract the attention of the two serpents in 1d6 rounds (roll separately for each).

Shadow Hunters (2): HD 8; AC 1 [18]; Atk 1 bite (1d8 + poison); Move 12 (Climb 9, Swim 12); Save 8; AL N; CL/XP 10/1400; Special: In shadows AC improves to -3 [22], lethal poison.

10B–13. Lower Bunker

The spiral stairs end in this room, located some 30 ft. below the common room (**Area 10B–9**). This room contains a 2 ft. diameter well that descends a further 50 ft. to an underground stream, a small cart 8 ft. long and 4 ft. wide, and a stout, iron-reinforced door that can be barred from either side. There is also a lever in this room that collapses a 40 ft. section of passage in **Area 10B–14**.

10B–14. Access Tunnel

This 10 ft. wide passage runs north and south. To the north the passage descends, and winds down into the earth until it connects with the goblin city of Greznek (**Level 12A**, **Area 12A–12A**); this is a 15-minute journey by foot at Speed 30 ft., though a running goblin scout can make the trip in just 5 minutes. To the south, the passage travels 300 ft. on the level before coming to the entrance to the Talon of Orcus (**Level 10C**).

The passage to Greznek is trapped, though this trap can only be activated by pulling a lever in **Area 10B–13** or a lever on the left hand wall 60 ft. down the passage. Pulling the lever collapses the ceiling in the first 40 ft. of corridor north of the entrance to **10B–13**, dealing 6d6 points of damage. This serves to seal off access to Greznek in case of dire need.

Level 10C: The Talon of Orcus

NOTE: This is a large and complex location; the Referee should familiarize himself with the entire area before running it.

To support the nearby Goblin Outpost (**Level 10B**) and keep an eye on the Bloodways (Level 9D), a small temple to Orcus was established some years past. Over time, as the Bloodwraith's influence in the Bloodways has grown, the temple has been enlarged and expanded. This area is shown on **Map RA–10C**.

Level 10C

Equivalent Dungeon Level: 12
Entrances: Passages from **Level 9D** in **Area 10C-1**.
Exits: Passage to **Levels 10B** and **12A** in **Area 10C-2**.
Wandering Monsters: There are no wandering monsters within the talon so long as the clerics of Orcus control it. Should the regular staff be eradicated, and not replaced, use the encounter tables for **Level 9D**: The Bloodways, with the exception that no undead are encountered unless the wards in **Area 10C-1** have been disrupted.
Detection: None, thanks to a continuous non-detection effect (see below).
Shielding: None, save for the glyphs at **Area 10C-1** which ward out undead.
Continuous Effects: The entire area is protected by a *protection from good* effect.
Standard Features: Unless noted otherwise, all doors are of stone and are lockable. All priests and acolytes possess keys as listed in the various area descriptions and stat blocks. The Talon has been hollowed out from the native limestone with both magic and tools. Ceiling height is 15 ft. throughout, except in **Areas 10C-2**, **3**, and **9**, where it rises to 20 ft.

Inhabitants

The Talon of Orcus is overseen by **Hesperix**, a cleric of Orcus. Day to day activities are overseen by **12 priests of Orcus**, and run by **20 acolytes**. In addition, the Talon is also the home of the **Seer**, a magic-user specializing in scrying magic.

Acolytes of Orcus (20), Cleric 3: HP 12 each; AC 4 [15]; Atk 1 light mace (1d6); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, 3 flasks of oil, flint and steel, iron key to door of **Area 10C-5.**

Priests of Orcus (12), Cleric 5: HP 20 each; AC 4 [15]; Atk 1 morningstar (1d8); Move 12; Save 13; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Chainmail, shield, morningstar, unholy symbol of Orcus, prayer book, 1d6 pp, 5d10 gp, platinum ring (50 gp), small gold key to door of **Area 10C-6a, 6b** or **6c.**

Hesperix, Cleric 13: HP 44; AC 3 [16]; Atk *Dacris* (2d4+2); Move 9; Save 4; AL C; CL/XP 15/2900; Special: Rebuke/command undead, spells (1st—*cause light wounds* x3, *detect good, protection from good*; 2nd—*hold person* x3, *silence 15-ft radius, snake charm*; 3rd—*bestow curse, cause disease* x3, *prayer*; 4th—*cause serious wounds* x2, *protection from good 10-ft radius, sticks to snakes*; 5th—*commune, dispel good, finger of death* x2; 6th—*blade barrier*). Gear: *+2 chainmail*, 5 vials of unholy water, unholy symbol of Orcus, 375 gp, platinum ring (50 gp), ornate iron key to **Area 10C-9**, finely worked copper key to **Area 10C-15**, fine black robe emblazoned with the symbol of Orcus.

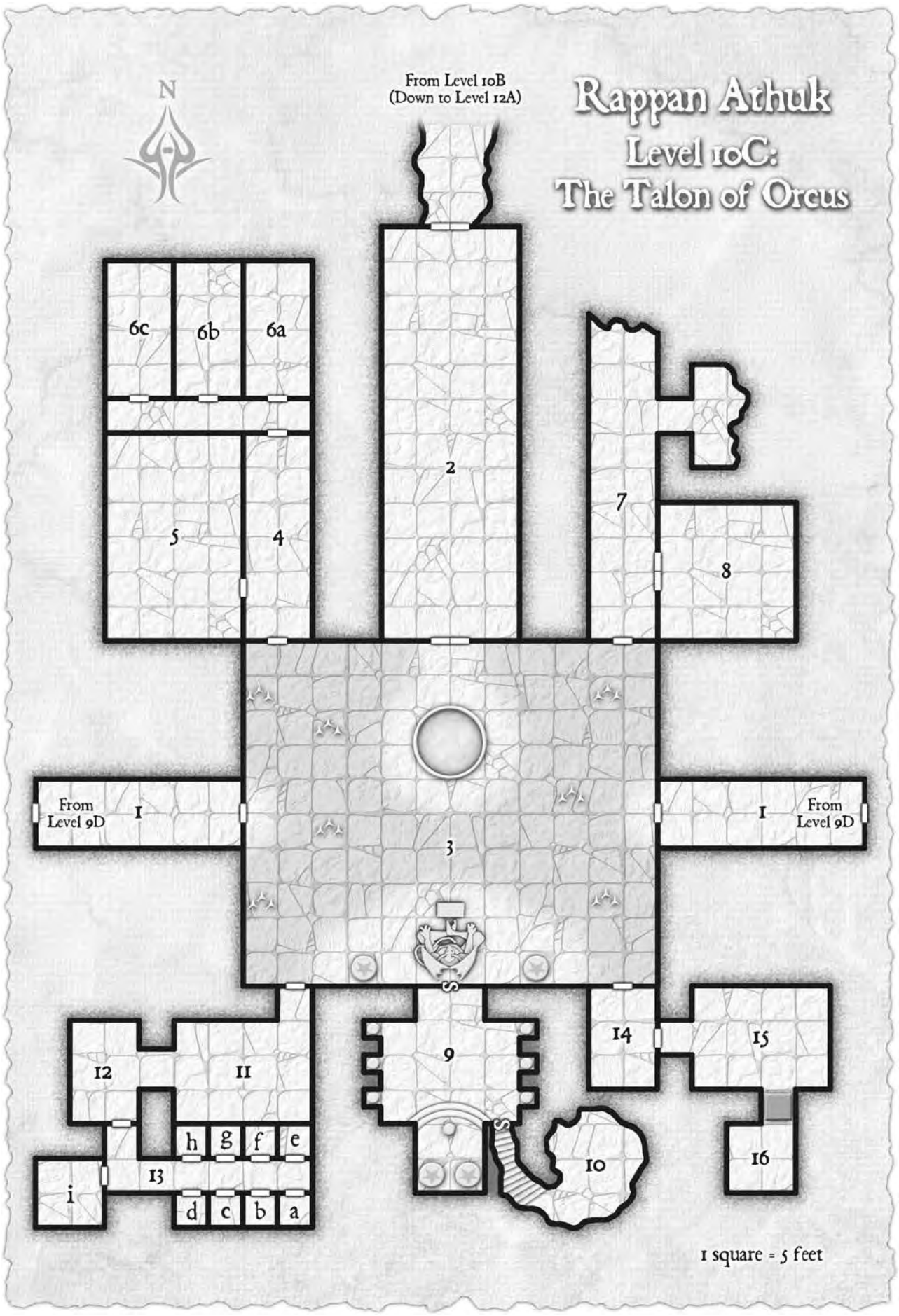
Dacris

Dacris is a *+2 scythe*. It has a blade of smoking, inky darkness that ignores all but magical armor. *Dacris* is also imbued with two special blessings by Orcus: First, once per day when its owner calls it, it *teleports* to his hand, no matter where it is; second, it grants the wielder the ability to use *word of recall* once per day. The use of *word of recall* may be preset to activate if a specific circumstance occurs, such as death or permanent incapacitation. Hesperix currently has it set to transport him to the altar at **Area 10C-3** should he be slain or incapacitated.

Troop Layout and Tactics

The various priests can be encountered throughout the complex. They are most often located around their quarters (**Areas 10C-4** to **6**), in the Shrouded Shrine conducting services (**Area 10C-3**), or torturing a prisoner in **Area 10C-11**. However, they can be encountered almost anywhere except the Seer's lair (**Areas 10C-9** and **10**) and Hesperix's lair (**Areas 10C-14** to **16**). They may also be encountered in the Bloodways nearby, or in the passage running between this area and the Goblin Outpost (**Level 10B**).

When intruders are discovered, the priests raise an alarm immediately if they can, and fight defensively, using their environment as best they can to protect themselves, until help arrives. This aid arrives within 1d6 rounds from just about anywhere in the complex. When it comes, the acolytes switch to a more offensive role, while their superiors stay behind the front lines, protecting them and casting spells to weaken the enemy. The Seer does not respond to any alarms, contenting himself with *scrying* the combat from afar and casting preparation spells if he thinks his sanctum may soon be violated. Hesperix, should he be present in the complex, takes advantage of his underling's holding action to buff himself and


N
From Level 10B
(Down to Level 12A)
Rappan Athuk
Level 10C:
The Talon of Orcus
6c
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1 square = 5 feet

summon allies, then blasts the enemy with his most potent spells.

Because of the number of clerics occupying the Talon, such a pitched battle almost certainly spells doom for the PCs. Parties should be prepared to retreat if they wish to survive.

The Talon of Orcus receives reinforcements at the rate of two acolytes and one priest per day. The Seer, his apprentice, and Hesperix are not replaced. The temple is only abandoned if the Seer and all priests over 5th level are slain.

If needed, Hesperix is also willing to use or pass out items from the trove of magic in the Vault (**Area 10C-16**).

There is a 15% chance at any given time that Hesperix is away from the lair, either patrolling **Level 9D** with 4 priests and 8 acolytes, or visiting one of the other goblin or priestly complexes in Rappan Athuk.

10C–1. Bloodways Entrances

The doors swing open from the Bloodways proper into each of these ten foot wide hallways. Just above the lintel inside the door, the symbol of Orcus is carved into the stone. This symbol blocks entry by the bloodmist and prevents any undead not accompanied by a priest of Orcus from passing it. Non-intelligent undead get no save against this effect; intelligent undead are allowed a saving throw to overcome the effect, but most do not bother trying unless they are pursuing prey.

The walls of the hall are decorated in frescoes, similar in style to the frescoes seen in the various Fresco Rooms of the Bloodways, but in much better repair. They depict undead of all types cowering before shadowy men wielding holy symbols of Orcus. Three wall sconces line each wall, though they are empty, and the hall is unlit.

These corridors lead directly into the Bloodways. The priests of Orcus only use them when conducting expeditions into the Bloodways (maybe only once every two to three weeks), and they are otherwise largely unused.

10C–2. Hall of Chains

This hall connects the passage leading to the Goblin Outpost (**Level 10B**) and Grezneck (**Level 12A**) with the Talon of Orcus. It is designed to intimidate goblin petitioners and terrify prisoners.

The hall is 20 ft. wide, and the walls are stained with layers of blood and gore, so thick that it is sometimes difficult to discern the wall frescoes beneath it depicting goblins being tortured and sacrificed on altars. Chains, many ending in barbed hooks, dangle from the 20 ft. high ceiling, reaching down as far as 15 ft. in places. The chains are coated with gore, and gobbets of flesh still adhere to some of the hooks. There are also a dozen bodies attached to chains and hooks suspended overhead, constantly writhing and moaning softly in agony. Their motions keep the chains gently swinging and clinking against one another. These are **goblin juju zombies**, and will not free themselves unless attacked or commanded by a priest of Orcus. The hallway is unlit.

These zombies serve both to intimidate visitors to the Talon, and as a means of defense. If called upon by any cleric of Orcus, they pull themselves down and attack any intruders, flanking and using sneak attack if possible.

Goblin Juju Zombie: HD 3; AC 2 [17]; Atk 1 weapon or fists (1d6); Move 9; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%).

10C–3. Shrouded Shrine

This large square room is shrouded in perpetual gloom, save for certain key areas that are magically lit.

There is a 50% chance each of 1d6 acolytes and 1d3 priests being in this room at any given time, performing maintenance, praying before the altar, or just passing through. There's also a flat 5% chance that a ceremony is underway, involving rituals that require all the priests and acolytes in the temple to be in attendance.

The doors to **10C-1** and **2** are flooded with a faint, nauseous yellow radiance. Before the door to **Area 10C-2**, this glow extends forward into the room, and illuminates a 10 ft. diameter pit filled with a roiling deep red slime, like semi-congealed blood. At the far end of the room stands the Talon's main shrine, illuminated with a hellish red light emanating from an unseen point just over the altar, casting lurid shadows on the nearby statues, and throwing the wall behind the statues into darkness.

The unlit areas are filled with magical shadow should be considered dimly lit, providing concealment for creatures in these areas. The darkness is considered a 5th level effect at CL 16th for the purposes of countering or *dispelling* it.

There are four doorways leading out from the corners of the room, which require a find secret doors check to notice. In addition, hidden in the darkness at areas indicated on the map are patches of caltrops, designed to be a simple defense against intruders. These caltrops are moved about regularly, and always are after any assault. Finally, there is a set of three steps leading from the area of the pit up to the location of the altar, and if these steps are not noticed, a person moving past them in the gloom must make a saving throw or stumble and fall, sustaining 1d6 points of damage.

The pit near the southern end of the chamber is filled with a red gelatinous substance that is harmless, but lurking beneath the surface are **two blood golems**, whose movements cause the surface of the pool to roil. The golems are under the control of the priests of the temple, and are under orders to attack anyone who comes within 5 ft. of the edge of the pit, or emerge and attack if commanded by any of the priests. The pit itself is 20 ft. deep, filled nearly to the brim with red slime and the blood golems. There is no treasure within it.

The altar is made of obsidian, rough hewn on the side but sharpened into many razor-edged spikes on top. The top is also liberally stained with blood and other exudates from sacrificed creatures, and reeks with a foul charnel smell. Behind the altar, looming 17 ft. tall (nearly to the ceiling) is a great statue of Orcus, carved of granite. Flanking the statue of Orcus is a pair of human-sized, cowled statues bearing scythes; the faces within the cowls are skeletal. Despite their ominous appearance, neither the statues nor altar have any unusual magical properties.

Behind the statue of Orcus a cunningly hidden and locked sliding secret door allows access to the Seeing Room**, Area 10C-9**.

Blood Golems (2): HD 12; AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 3; AL N; CL/XP 15/2900; Special: Blood consumption, cell division, +1 or better weapon to hit, regenerate (2 hp/rd), immune to mindaffecting abilities, resistance to fire (50%).

10C–4. Hall of Victories

Running from a door in the southeast corner of the Shrouded Shrine is a five-foot wide hallway decorated with more frescoes, these depicting images of victories won by the followers of Orcus. Villages are sacked, paladins and clerics of good gods sacrificed, and exultant priests receive blasphemous blessings from Orcus. The hall is lit by three lanterns with red-tinted glass hoods hanging from hooks in the walls.

The door at the end of the hall opens onto another corridor, decorated with more of the frescoes, but these depict priests engaging in foul acts with various corpses, demons, and undead. The hall is lined with small, elegant tables carved with screaming faces, expensive gold lamps with tinted red hoods and engraved with leering demons, and other valuable but grim furnishings weighing a total of 1,000 pounds and worth 5,000 gp to a collector who would be interested in buying such dubious items.

Doors in the south side of that hall lead into the priests' quarters (**Area 10C-6**). All these doors are locked, and only the priests and Hesperix possess keys to them. The doors also bear *glyphs of warding* that are triggered if the lock is touched or the door is opened without using the

key. One projects a blast of cold damage (2d8 points of damage), one electricity (2d8 points of damage) and the other infects people with mummy rot per a *cause disease* spell.

10C–5. Acolytes' Quarters

Tiers of bunks line the eastern wall of this room, and the center is taken up by several tables and chairs. Oil lanterns on the north and south walls produce a steady light. Near the southwest corner lies a small, covered circular well; the key to the lid hangs on a hook on the wall next to it.

In front of the bunks stand a total of 20 wooden chests. The chests are all unlocked, and contain garments and other relatively valueless items.

Unless a ceremony or a pitched battle is taking place in the temple complex, there are always at least 2d4 off duty acolytes in here, sleeping, studying chapbooks of occult lore, or engaging in discussion with one another.

10C–6. Priests' Quarters

The doors to these rooms are locked and warded with magical glyphs (see **Area 10C-4** for details). Within, each chamber holds two sets of bunk beds, a table, chest of drawers, and a small scroll rack cluttered with writings on Orcus, occult lore, and other unsavory topics. Each room is lit by a standard oil lamp hanging from a hook by the doorway. There is a 70% chance each room contains 1d4 priests, unless an alarm has been sounded elsewhere or a ceremony is taking place. A scroll in the rack in the western chamber contains a *scroll of raise dead*, while the rack in the eastern chamber holds a *cursed scroll* that steals the voice of whoever opens it. The rooms otherwise contain little of value.

10C–7. Maintenance Wing

This area has been undergoing recent expansion. The door from the Shrouded Shrine opens into a ten foot wide hallway that runs about 45 to 50 ft. before ending at an area of construction. There is a door on the western wall, and an opening further south that leads to another room undergoing construction.

In the southern end of this corridor, a total of **7 skeletons** and **8 zombies** stand side by side, awaiting orders from the priests or acolytes. The zombies hold mining picks (1d8 damage), while the skeletons wield large hammers (1d10 damage). None attack unless commanded by a priest of Orcus, or unless attacked themselves.

Skeletons (7): HD 1; AC 8 [11]; Atk 1 hammer (1d4+1); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Zombies (8): HD 2; AC 8 [11]; Atk 1 pick (1d6); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

10C–8. Storeroom

This 20-ft. square room is lined with shelves, and a cluster of barrels stands in the northwest corner. The shelves contain jars and crates of food, construction and maintenance equipment, 28 flasks of lamp oil, 4 extra lamps, and any other mundane supplies you may wish to include here. In the center of the southern wall stands a half-finished stone statue of what appears to be a skeletal figure, being carved from red marble.

10C–9. The Seeing Room

This room is well-lit thanks to continual flame-lit torches lining the east and west walls. The room is divided into two portions. The entire area is shrouded with a permanent effect that prevents magical detection into or within the room, but does not prevent scrying out of the room.

The southern part of the room is 15-ft. deep and 20-ft. wide. The east and west walls hold three niches, each containing a mummified body with gems where its eyes should be. At the center of the northern wall, a series of three stone steps lead up into a 10-ft. square alcove, holding a basin resting atop a stone altar draped with gold cloth. Behind the altar loom two fat statues of Orcus, each clutching a wand in one hand and a humanoid skull in the other.

Hesperix, the priests, and the Seer use this room for scrying, as the unholy water font can also be used as a *crystal ball* by worshippers of Orcus. The room is well defended, however, by both the **two Orcus golems** (Stone Guardian golems carved to look like Orus) and by **the Seer**, who resides in this area. Though he does not take part in conflicts in the main temple, any intruders here must face him, and suffer his wrath if they prove hostile.

Orcus Golems (2): HD 4 (20 hp); AC 1 [18]; Atk 2 slams (2d6); Move 9; Save 13; AL N; CL/XP 5/240; Special: Resistance to cold, electricity and fire (50%), ring link, see invisibility, *dimension door* at will.

The Seer, Magic-User 13: HP 30; AC7 [12]; Atk +2 *dagger* (1d4+2); Move 12; Save 5; AL C; CL/XP 9/700; Special: Spells (1st—*detect magic, light, magic missile, protection from good, shield*; 2nd—*ESP, invisibility, mirror image, phantasmal force, stinking cloud*; 3rd—*clairvoyance, dispel magic, fly, hold person, slow*; 4th—*confusion, dimension door, ice storm, wall of ice*; 5th—*cloudkill, feeblemind, teleport, wall of iron*; 6th—*death spell, monster summoning IV*). Gear: +2 *dagger*, *cloak of protection* +2, *headband of spiritual focus*, *potion of extra healing*, two magical copper rings (tied to the Orcus golems) in **Area 10C-9**, wizard's robes (100 gp), three 1,500 gp diamonds, long, thin golden key to secret door in **Area 10C-10**.

Tactics: If the Seer is attacked, or feels an attack is a foregone conclusion, he immediately calls the Orcus golems to his aid and positions himself behind the holy water font, using it as cover while he casts spells at the party. The golems attack spell casters first, though if the Seer is reduced to half his hit points he commands them to return and move between any melee attackers and himself. If reduced to less than 10 hit points, he uses his *mirror image*, he then *dimension doors* to travel to **Area 10C-20J**, gathers his possessions as quickly as possible, murders his apprentice, and uses his *teleport* spell to escape.

Headband of Spiritual Focus

The *headband of spiritual focus* is a heavy iron headpiece that grants the wearer a +2 bonus to intelligence, a +1 bonus to charisma, and a +15% bonus on *dispel magic* checks.

The mummified bodies are simply corpses, not undead. The gems can be pried from their eyes; each is a black opal worth 50 gp, and there are 12 in all.

In the northwest corner of the room there is a cunningly concealed secret door that leads to the Seer's personal quarters. The secret door is locked but untrapped, and only the Seer has the key.

10C–10. The Seer's Retreat

Past the locked secret door in **Area 10C-9** a crude passage descends via rough stone steps down to a roughly 15 ft. diameter cave. The cave contains a large, iron-framed bed, a table, several shelves of books with a fresh skull resting atop it, a small lab table, and a woman in a torn smock chained to the foot of the bed.

The chained woman is **Zatalya**, the Seer's current apprentice, whom he is still in the process of breaking and molding to suit his needs. She has considerable native talent, but has been reduced to a fearful, cringing wretch, and does little to protect herself other than curl into a fetal ball. Killing her should earn Lawful PCs an XP penalty, and freeing her should earn them a reward.

If Zatalya is freed and calmed, a charismatic character may be able to get some information from her about the Seer. She does not know his name, but does know that he has only come here within the last month or so, muttering something about a finding a staff.

Zatalya, Magic-User 1: HP 5; AC 9 [10]; Atk 1 slam (1d2); Move 12; Save 15; AL N; CL/XP 1/15; Special: Memorized *sleep* spell.

Treasure: The books on the shelves deal primarily with scrying, divination, and prophecy. They would be worth 2,000 gp to a collector. The Seer's spellbooks are also on one of the shelves, and contains all the spells listed in his repertoire, along with any others the Referee sees fit to provide. The skull atop the bookcase is that of Azarthraine, former leader of the adventurer band the Fire Hawks. In addition, the lab table contains 1,000 gp worth of chemicals and reagents, though these are in fragile containers and weigh 20 pounds.

10C–11. Torture Room

The rack, dangling chains, straps, and racks of sharpened blades, pokers, clamps, and other devices all attest to this room's purpose as a torture chamber. Four continual flame-lit torches set in sconces on the walls produce a blood-red flame, lending the chamber an infernal look. In the north wall four small, barred windows open into cells in **Area 10C-13**, and the sounds of screaming, sobbing, or insane laughter may be heard from beyond.

The priests of Orcus use this room daily, both for religious observances and for pleasure. Prisoners that enter this room and the prison beyond do not leave the area alive.

10C–12. Vestry

Accessed from the western wall of the torture chamber, this room holds religious paraphernalia, including incense, ceremonial knives, candles, candleholders, and similar regalia. A locked ironbound door to the north opens into the prison block; the steel keys to this door and the cells beyond are attached to a key ring hanging from a hook just east of the door.

10C–13. Prison

This prison block is rank with the stench of voided bowels and despair. There are a total of nine cells. The first eight are ten foot cube stone rooms accessed by locked iron doors; the ninth is used for special prisoners, and is 20 ft. square with a steel door.

The contents of the cells are as follows:

10C–13a: Mezuryk, a master thief and once a member of an adventuring group called the Fire Hawks, sits huddled in the corner of this cell, naked save for a thin flea-infested blanket. His body is crisscrossed with lesions and scars, both fresh and old, from his time as a prisoner. Mezuryk immediately rushes over and begs for freedom once he realizes it is not priests of Orcus at the door. He is as informative and helpful as possible, and if healed and equipped, offers to aid the party as best he can.

Mezuryk has been tortured and broken by the priests of Orcus, resulting in a split personality. The following are some of the initial personalities he may exhibit:

• Helpful Mezuryk: This is his initial personality; it is lawful in alignment, and endeavors to be as helpful and useful as possible. As time goes on, this personality is increasingly eager to please, until it is little more than a cringing sycophant, fawningly obeying any order given.

• Demented Mezuryk: In this state, Mezuryk initially behaves with the intellect of a five-year-old child; he has an alignment of neutral, and an effective intelligence of 3. Over time the mental deterioration continues, his intellect drops, until finally he is a drooling vegetable.

• Berserk Mezuryk: This personality is most likely to manifest in battle. He flies into a berserk frenzy that lasts until there are no more enemies within view. Unfortunately, he has trouble distinguishing friend from foe in this state, and needs to roll a saving throw to pick the correct target once his current opponent drops. Once all enemies have died, a final saving throw is required to avoid continuing to attack allies, and coming out of the rage. Over time, the saving throw increases as Mezuryk's mind continues to disintegrate. Mezuryk the berserk is chaotic in alignment.

• Gretalla the Great, Bard to Kings: Mezuryk always had a fondness for music, and with this personality his love for music has been twisted so that he believes he is a world-famous elven songstress; he speaks grandiloquently, affecting a husky voice, and flirts outrageously with charismatic male PCs. As the mental deterioration continues, the Gretalla personality becomes less coherent, with songs blending one into another or being sung with nonsense words. Gretalla has a neutral alignment.

• Mezuryk the psychopath: Hidden beneath all the other personalities is this one, a lurking monster that maintains a low-grade awareness even when other personalities manifest. It possesses a hatred for everyone, and delights in slaying anyone it can get a drop on. Due to Mezuryk's thief abilities, this makes him very dangerous when the psychopathic personality comes to the fore. Over time, this personality becomes stronger, able to seize control from another personality. Mezuryk must make a saving throw initially, dropping over time, or the psychopath comes to the fore. The psychopath is chaotic.

Other personalities may appear or disappear, but the above represents the dominant personalities contained within his skull.

Mezuryk, Thief 12: HP 36; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 5; AL C; CL/XP 6/400; Special: Back stab x4 damage, climb walls 96%, delicate tasks 90%, hear sounds (6 in 6), hide in shadows 95%, move silently 100%, open locks 95%.

10C–13b: Empty.

10C–13c: Holds the corpse of a goblin prisoner. After being tortured for information on nonexistent conspiracies by the goblin Morask (see **Level 10B**) against Hesperix, he was locked in this cell and forgotten. The body has not risen as an undead—yet.

10C–13d: Empty.

10C–13e: Empty.

10C–13f: Contains a goblin scout that has only begun to be tortured. Nonetheless, the fear of pain has driven him insane, and he now spends most of his waking time shrieking in terror.

Goblin Scout: HD 2; AC 6 [13]; Atk 1 strike (1d2); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight.

10C–13g: Empty.

10C–13h: A dark-skinned humanoid lies huddled against the far wall of this room, sobbing in fear and pain. The floor of the cell is thick with dirt and debris. This is a **vampire**, captured by the priests in the Bloodways, who have stored it here to keep it out of trouble. The cell serves as the vampire's coffin.

Vampire: HD 7 (26 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; CL/XP 10/1400; Special: See description.

10C–13i: Unlike the other cells, this one is currently furnished with a hard wooden bed covered with a thin straw mattress and a blanket. Lying tied and gagged on the bed is a brown-skinned half-elf who appears asleep or possibly dead.

This man is **Setiathet**, a priest of the evil god Set. He has traveled from a far land, hoping to set up contact and possibly an alliance with the church of Orcus; unfortunately for him, the priests of Orcus had little desire for an alliance with some distant power, and so he was imprisoned. However, they have not yet started an interrogation by torture, as they wish to flush out any hidden allies that Setiathet may have. In point of fact, Setiathet is operating alone, and faces a grim death at the hands of the priests of Orcus if fate does not intervene.

Although he is evil, he does his best to cut a deal with any rescuers, promising to assist them in dealing with the temple of Orcus if need be in exchange for his freedom—and he sticks to the letter of any bargains he agrees to. He is only too happy to proselytize his faith if there are any sympathetic people in the group who share a similar world view as he.

Setiathet, Half-Elf Cleric 9: HP 31; AC 9 [10]; Atk 1 strike (1d2); Move 12; Save 7; AL C; CL/XP 11/1700; Special: Rebuke/command undead, spells (1st—*cause light wounds*; 2nd—*hold person*; 3rd—*prayer*; 4th—*cause serious wounds*)

10C–14. Sitting Room

This sitting room serves as an antechamber and guard room for Hesperix's private domain. Light floods the chamber from a pair of lanterns enchanted with *continual light* hanging from brass hooks on the north wall. A black carpet edged in gold covers nearly the entire floor. Against the east wall is an ottoman, in front of which is a low table. A cabinet that holds high-quality liquor stands in the southwest corner.

The stone door on the western wall is locked, and only Hesperix possesses the key to it. It also has three traps upon it, a poison needle trap (lethal), a poison gas trap (3d6 damage, 10-ft. radius cloud) and a bestow curse trap (-2 to all attacks and saves until removed).

The room also holds **4 black skeletons**, lined up along the north wall, each bearing a pair of forward-curved daggers across its body in a ceremonial posture. They attack anyone not wearing an Orcus priest's robe, and otherwise obey only the direct orders of Hesperix.

Black Skeletons (4): HD 6; AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

10C–15. Hesperix's Bedroom

A great four-poster bed dominates the western end of this 30 x 40 ft. chamber. The walls to the north and south are lined with bookshelves, a wardrobe, and several tapestries, one depicting the symbol of Orcus, another exhibiting a detailed anatomical study of a dissected human, and a third showing a pastoral surface scene. The floor is covered with wolf pelts to ward away the chill of the stone floor. A small table with a chair stands in the northeast corner, and to the southeast stands an empty manikin of the type used to display armor.

A thorough search of the room turns up 1,000 gp in knickknacks, furnishings, and the like, weighing a total of 250 pounds. The bookshelves primarily contain tomes dealing with necromancy, anatomy, and pro-Orcus doctrine, though one shelf does have a copy of *Pirates of the Purple Dawn*, a lurid tale of romance and adventure on the high seas. The wardrobe contains spare clothes for Hesperix.

Behind the tapestry displaying the symbol of Orcus on the north wall, one section of stone has been replaced with a smooth, non-reflective jet black surface. Those touching the surface feel a mild electrical jolt (dealing 1d4 points of damage per round of direct contact). This black surface blocks access to **Area 10C-16**. The key to pass this barrier is the black energy blade of Hesperix's scythe *Dacris*. When it comes into contact with the black surface, the barrier melts away, forming a steep set of stairs leading up to the vault beyond. This opening lasts for one minute before resealing.

The black barrier cannot be dispelled, though it can be bypassed or destroyed in the same manner as a *wall of stone*. Even if it is destroyed, the black barrier returns in exactly one minute.

10C–16. The Vault

This chamber contains the treasury of the Talon of Orcus, along with any valuable possessions looted from captives that have not been sent on to temples deeper within Rappan Athuk. The chamber is 20 ft. square, with half the southern wall being a black surface that bars access to **Area 10C-15**. The rest of the walls are lined with shelves, and a pair of chests sits on the floor in the western part of the room.

The first chest is unlocked and not trapped, and holds the Talon's funds: 863 gp, 1,043 sp, and 163 cp. The second chest is likewise unlocked and not trapped, and holds funds set aside to be transported to other strongholds of Orcus: 1,300 gp, 83 sp, five 50 gp amethysts, and four 100 gp pearls.

The shelves hold the following:

- 20 vials of unholy water, all clearly stamped with the symbol of Orcus
- A small rack containing three *potions of healing*, a *potion of giant strength* and a *potion of gaseous form*; all potion flasks are engraved with cryptic symbols that identify their contents to Hesperix's eyes
- Another rack holding 7 random scrolls
- A trio of wands in a small rack: A *wand of cure light wounds* (6 charges), a *wand of enemy detection* (5 charges), and a *wand of fear* (3 charges)
- A weapon rack holding five heavy maces and a *+1 morningstar* (1d6+1 damage)
- A set of magical boots resting near one of the chests; these identify as *boots of leaping*, but are actually *cursed boots of dancing*
- A bundle containing some of Mezuryk's equipment: *+2 leather armor*, thieves' tools and a *+1 short sword*; the rest of his equipment has been filed elsewhere in this room, claimed by other priests of the Talon, or sent elsewhere in Rappan Athuk
- Another bundle containing the remains of Setiathet's gear: a suit of *+2 platemail*, a *+1 shield*, two unmarked vials containing unholy water, a holy symbol of Set and a magical small golden statuette of Setiathet's god.
- A third bundle composed of items stripped from another NPC fighter: a *+1 flaming two-handed sword*, a *+1 longbow*, 40 arrows, and two *+2 arrows*.

Note: Although the contents of this treasury are quite valuable, and may seem overbalancing, be sure to have Hesperix make use of these items liberally when defending the Talon or stalking the PCs within the Bloodways. Further, if Mezuryk or Setiathet is freed, they insist on regaining their equipment.

This chamber is a good location to place maps, diaries, or other hooks for possible future adventures.

Level 11: The Waterfall and Akbeth's Grave

This level contains the final resting place of Akbeth, high priestess of Hecate, who offended her goddess and was transformed into a statue of magical metal, known to the dwarves as living rock. The passage to this area is through the mithral gates from **Level 9A**, leading from the river to a huge waterfall and finally into a vast underground lake. The area is filled with vermin, as well as the odd troll that gets washed down some uncharted waterway (they cannot be drowned permanently). A nest of phase spiders finds good hunting here as well. The principle inhabitant of this level is a young neothelid, who feeds on the local vermin. Only one adventuring party ever found its way into these caves, and it never left. The remains of these individuals make up the only treasure present here, except the statue of Akbeth herself, of course. A map of this level is depicted in **Map RA–11**.

11–1. Entrance

This area leads from the mithral gates (**Level 9A**, **Area 9A–3**). It consists of a deep, swiftly flowing river leading to **Area 11–3**.

Level 11

Equivalent Dungeon Level: 9
Entrances: Waterfall from **Level 9A**.
Exits: Underwater passage to **Level 10A**, passage to surface in **Area 11–8C**.
Wandering Monsters: Check once every hour on 1d20:

1–2	**1d6 fire beetles** (monstrous crayfish in the wet caverns) (see **Area 11–9A** or **11–10B**)
3	**1d4 river trolls** (see **Area 11–8B**)
4–5	**3d6 giant rats**
5	**2d6 stirges**
6	**1 neothelid** (see **Area 11–4**)
7	**1d3 phase spiders** (see **Area 11–8A**)
8–20	No encounter

Detections: None.
Shielding: None.
Continuous Effects: None.
Standard Features: Because the ground is slippery and uneven, each round of melee or running requires a saving throw (at +4) to avoid falling down. Monsters, more familiar with the terrain, enjoy normal movement. Fungus encrusts most surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (lethal). A druid, ranger or dwarf can determine which are edible.

11–2. Empty Cavern

These caves contain little of interest: a rat skull here, a beetle carcass there, etc. A check for wandering monsters should be made each time an area marked "**11–2**" is entered.

11–3. The Waterfall

This waterfall is an incredibly impressive structure, towering over the lake below. It consists of a 220 ft. drop from **Area 11–1** into a pool of water over 100 ft. deep. Anyone swept over the edge takes 20d6-10 points of damage, and must succeed at a saving throw or be drowned by the weight of water pounding down from above. The pool of water spreads out to fill the cavern, becoming less deep and more still as one moves away from the falls. Vision within 100 ft. of the bottom of the falls is limited to 20 ft. Note that non-magical light sources do not remain lit within 100 ft. of the bottom of these falls, due to the spray of water and misty conditions. Anyone inquiring about the area behind the falls should be told that there is a recessed ledge behind the waterfall, leading from shore to shore behind it, but should not be told of the entrance (see below) unless flying or climbing.

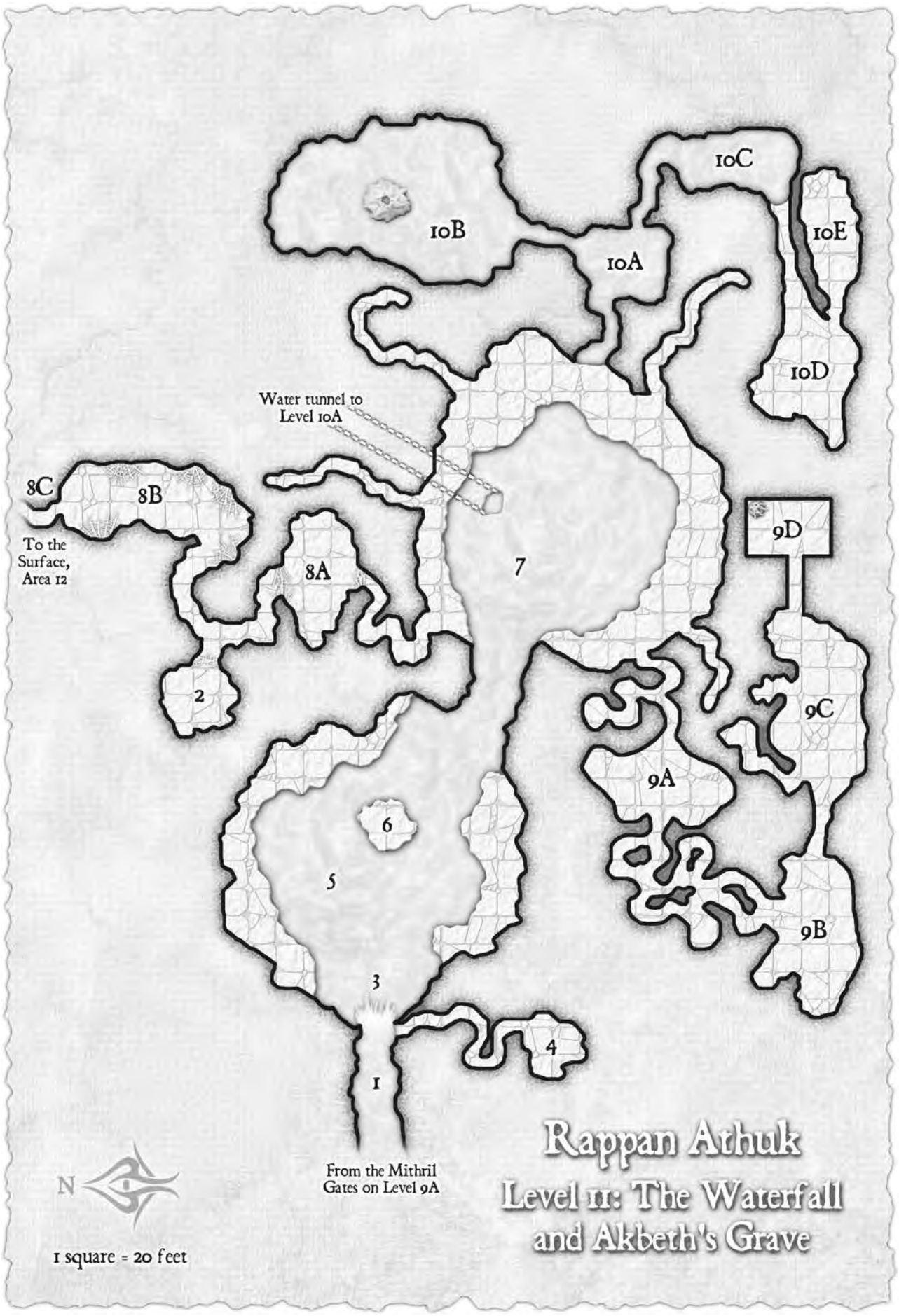
Cave Entrance: Approximately 40 ft. up, behind the falls (which can be flown to and/or climbed behind), is a small cave entrance (6 ft. in diameter) leading to **Area 11-4**. Failure results in a fall of 30 ft. (3d6-3 points of falling damage) and drowning, as above.

11–4. The Hidden Lair of Zaggothma the Neothelid

The cave entrance from **Area 11–3** leads to the lair of the young neothelid, **Zaggothma**. He was born with an innate ability for magic exceptional even in his race. Zaggothma hearkens back to a time when neothelids ruled the world or represents the next step of neothelid evolution. Though Zaggothma has yet to reach full maturity, he already possesses incredible powers. Neothelids are large worm-like creature with tentacle-like tongues sprouting around his maw.

Any time someone comes to the area behind the waterfall, Zaggothma has a 2 in 6 chance to notice and ambush the intruder. If he fails these checks, he is either in his lair (1–4 on 1d6) or out hunting (5–6 on the 1d6 roll). If he is out, there is a 1–2 chance on a 1d6 of him returning every 10 minutes. Zaggothma is the undisputed king of this level and all other creatures avoid him. He selected this lair due to the natural advantages it affords him, and he uses the terrain effects to his advantage. He is a cunning fighter and even lets the PCs pillage his lair to gain the advantage of the narrow tunnel and steep drop. The cave itself is a narrow (12 ft. wide), flat passage, sloping slightly toward the entrance. It provides no cover for those inside, creating a sort of "shooting gallery" for the neothelid floating outside the cave, using his spells and psychic abilities on the "fish in a barrel" PCs.

Zaggothma: HD 20 (75 hp); AC -3 [22]; Atk 4 tongues (1d8 + swallow whole on natural '20' attack roll); Move 12 (Fly


10C
10B
10A
10E
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Water tunnel to
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8C
8B
To the
Surface,
Area 12
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From the Mithril
Gates on Level 9A
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1 square = 20 feet
Rappan Athuk
Level 11: The Waterfall
and Akbeth's Grave

24); Save 3; AL C; CL/XP 28/6800; Special: Silver or magic weapon to hit, breath weapon (3/day, cone 50 ft. long and 30 ft. wide at base, 12d6 points of acid damage, save for half damage), spells (at will—*charm monster, clairvoyance, clairvoyance, ESP, suggestion, telekinesis, teleport*; 3/day—*detect magic, dispel magic, fireball, invisbility, magic missile, shield*), mind thrust (one target within 60 ft., 13d6 damage, save negates damage), psychic crush (one target within 60 ft., save or drop to 0 hit points and die in 1d4+1 rounds).

Tactics: The neothelid levitates 40 ft. above the entrance (vision is limited to 20 ft., due to the waterfall) and allows the PCs to enter and loot the lair. While they do this he casts *invisibility* and *shield* on himself. He then floats down to the cave entrance, staying 15 ft. back, and casts spells into the tunnel. His first action is to use *psychic crush* against a fighter-type and then follow this with spells such *fireball.* He avoids close combat at all costs, levitating above the ground. Zaggothma uses his *mind thrust* and *psychic crush* on fighter types, focusing on those with missile weapons, but will also use *dispel magic* on any obvious spellcasters, especially those who are flying or levitating, plunging them into the waterfall below. He also uses his *telekinesis* to dislodge ropes or other climbing devices in order to drop PCs into the water below.

Treasure: In the cave lair of Zaggothma are the bodies of six adventurers who long ago found this lair and passed the mithral gates using a holy symbol of Hecate to turn the hydra aside. The neothelid is a poor housekeeper and merely leaves this stash lying all over the cave floor. The hoard contains 2 suits of platemail, rusty, but restorable (considered broken until restored); 1 gold holy symbol of Hecate, worth 120 gp; a suit of *+2 leather armor*; a *potion of heroism*, a *+1 shield*, 220 gp, 122 sp, and 5 small garnets worth 25 gp each, miscellaneous adventuring gear (ropes, spikes, etc.), and *Demonclaw* (see sidebox).

Demonclaw

Demonclaw is a *two-handed sword +2/+4 vs. demons*. *Demonclaw* is a chaotic intelligent weapon with **Int** 11, **Wis** 12, **Cha** 16; can communicate by speech and telepathy; knows Common and the language of demons. *Demonclaw* is a proud weapon, and as such will either select or reject a bearer based on their alignment (it will only accept a chaotic bearer). The sword appears as a two-handed sword made of rune encrusted superior quality metal, with a hilt made from the hand of a demon, withered and dried from age. It has the primary powers of granting the wielder an *anti-magic shell* ability vs. lawful creatures only; allows the bearer to fight as a berserker (two attacks per round), and has the extraordinary power of seeing through illusions and invisibility (at will). Its special purpose is to slay demons, and each successful hit on a demon reduces the creature's AC by 1 point permanently. The only drawback to wielding *Demonclaw* is that once grasped, it bonds to the left hand of the bearer and cannot be removed by any means short of a *wish*. It also compels (saving throw to avoid) the bearer to attack immediately any demon he encounters.

11–5. The Great Lake

This huge lake dominates much of this level. Numerous underground springs and rivers lead into and out of it. The lake is alive with fish and crustaceans, all blind and accustomed to the dark cave. Despite the usual Rappan Athuk tradition, most of these creatures are harmless. The one risk of being near the lake is that the trolls, beetles, and other predators present on this level feed here. Wandering monster checks are made every 10 minutes while within 30 ft. of the lake. On the south side of the lake, a subsurface channel leads to **Level 10A**. This channel looks like all of the others (there are 12 total) and cannot be distinguished except by magic. Traversing this channel requires a saving throw. Failure requires a second saving throw, failure of which indicates death upon arrival at **Level 10A**.

11–6. The Isle of Akbeth

In the center of the great lake is a small island made of rough stone. The island measures 40 ft. in diameter and is adorned with a single feature. The statue of Akbeth stands in the very center of the island.

The Statue of Akbeth

The statue stands nearly 6 ft. tall and is composed of ruby-red rock that appears as a sort of rough gemstone material. This material resists in any attempts to harm, enchant, or move (e.g., *teleport*) it. The statue is a perfect image of a 30-ish woman, with long flowing hair and a well-proportioned body. She wears long, flowing robes and has a holy symbol

of Hecate dangling from a fine chain around her neck. On her left hand is a large ring of gold set with a huge (100,000 gp value) square cut emerald. The ring, seemingly, is the only part of the statue not made of the strange rock. It is highly magical.

The statue itself is the once-living form of Akbeth, the high priestess of Hecate. She was cursed by her goddess for some long-forgotten transgression and *polymorphed* into this statue of living rock. This material is effectively 100% magic resistant, and can only be cut by magic weapons with a +2 or greater enchantment. Anything cutting this material must make a saving throw or be destroyed in the process. A new save must be made each round of cutting. The ring is a highly magical ring, allowing the wearer to *shape change* once per day. Anyone attempting to cut the ring off the statue (requires 2 rounds of cutting) or to harm it in any other way must make a saving throw or be *disintegrated*. This last effect is a divine curse on any that would disturb the priestess or the divine judgment laid upon her by Hecate.

11–7. The Nexus Cavern

This cavern provides access to the remainder of this level. Long tunnels lead from the lakeshore to caverns containing vermin and other denizens. This nexus looks like the entrance into a maze, as it contains many exits. Most of these are dead ends; however, three lead to areas of interest.

11–8. The Spider Caves

Examination of this area reveals that no beetle or rat tracks are present in the vicinity. This cave area contains a nest of phase spiders. There are finely strung webs covering the entrance to **Area 11–8B**.

11–8A. Greetings at the Gate

The webs can be seen prior to entry into the first cave on a successful find secret doors check. If they are not spotted, anyone entering this area trips on them, alerting the **12 phase spiders** within. All 12 immediately attack. They have no treasure, though many hours could be spent searching through their nests and webs, which contain only rat and beetle corpses.

Giant Phase Spider: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; Special: Lethal poison (+1 save or die), dimension phasing.

11–8B. The Nest

This area contains numerous caches of spider eggs and mummified corpses of rats and beetles. One cocoon contains a very sick yet still living **troll**, kind of a renewable resource for the spiders, who continue to feed on the trapped beast, even as he continues to regenerate. If freed, the troll, mad with the torture of being constantly fed upon, attacks with great rage. There is no treasure here, though 1d6 baby spiders hatch each week to replace losses unless this nest is destroyed.

River Troll: HD 6+3 (31 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 15); Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

11–8C. The Hidden Exit

Hidden behind all the nasty webbing and egg nests is a large boulder. If this boulder is moved a long, winding tunnel may be found. This tunnel leads for about two miles, winding endlessly, becoming thin and difficult to pass through, and even looking like a dead end on several occasions. If the PCs are persistent and follow it to its end, they find themselves outdoors in a small clearing in a woods, a mile from the dungeon.

11–9A. The Beetle Caverns

These caverns contain numerous fire beetles, fire beetle nests, and fire beetle eggs. They are filled from wall to wall with the fungus on which these critters feed, and an eerie red light emits from this area from the glowing glands in the beetle's heads. Once every 10 minutes, **1d3 fire beetles** attack anyone near these caves.

Giant Fire Beetle: HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.

11–9B. Bugs!

This room contains much fungus and many vermin. Dozens of giant fire beetles swarm all over this cave, nibbling at the fungus and hoping for some more "fleshy" morsels. There are a total of **80 beetles** here, though only 2d12 attack every 10 minutes, the others are busy feasting. If beetle bodies (or any other bodies for that matter) are left here, they are devoured in 3d6 minutes. There is no treasure here.

Giant Fire Beetles (80): HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.

11–9C. The Crystal Cave

This cavern is filled from floor to ceiling with a vast array of growing, reflective crystals of all shapes, colors, and sizes. The light of the PCs' torches reflects weird patterns off all the walls, creating a rainbow hue of colors throughout the area. None of these are particularly valuable, netting anyone trying to market these stones around 5 gp per pound of material. The trolls living on this level find this room disturbing and do not willingly enter it. Likewise, if the neothelid attacks while the PCs are in this room, any ray spells that miss are reflected at another random target (including the neothelid itself).

11–9D. The Lost Altar of Hecate

This area was once the private shrine of Akbeth. In the far corner of the cavern is a fungus covered, brilliantly carved altar dedicated to the goddess of magic. It is not noticed unless someone makes a successful find secret doors check within 20 ft. due to the current state of disuse. The altar is carved from a block of pure white marble, inlaid with gold and silver. It stands 8 ft. tall and is 20 ft. wide along the rear of this cave. A large symbol of a many-headed hydra is etched into the back plate above the altar stone.

If the altar is cleaned and restored, the goddess blesses all who participate, causing them to automatically succeed on their next saving throw against any magical effect. The next spell cast by any spellcaster participating automatically has maximum effect. Each of these effects occurs only once for each individual. If a worshipper of Hecate of any class is involved with restoring this altar, that individual gains 1 level of experience as well. Likewise, anyone defacing the altar (e.g., prying out the 200 gp worth of precious metals, etc.) suffers the reverse fate (automatically fails next save, next spell is minimum effect, loses 1 level).

11–10A. The Wet Caverns

These caverns are either partially or totally flooded, depending on the season. For purposes of the adventure, the Referee should make them accessible the first time they are encountered. At the entrance to these caves lives a small group of **3 river trolls**. These trolls like the steady food source in these caves and fight off any intruders. They do not pursue anyone retreating away from these caves, however, as they have easy prey here and do not desire to fight to get food. They have no treasure.

River Trolls (3): HD 6+3 (31 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 15); Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Tactics: These trolls, unlike most of the denizens of this level, actually employ a battle strategy when they fight. They fight until severely wounded, then retreat into the pool at **Area 11–10C**. The fish and the trolls have an uneasy truce: it bites hard, yet it is afraid of them as well (and they taste terrible). The trolls do not fight to the death unless cornered. Under no circumstances do they pursue opponents out of these caves, unless they may remain in a water area and retain the advantage. They typically grab their opponents and either throw them into the water or jump in while grappling them. This strategy prevents the use of fire against them and simultaneously allows them an opportunity to drown their victims, as it is unlikely that PCs can hold their breath as long as a troll can.

11–10B. Crayfish Boil

This area contains a warm, bubbling fumarole that jets hot water from **Level 10**. The high water temperature results in numerous minerals being deposited along the walls and floor of these pools. It also creates a warm, happy living area for a group of **10 monstrous crayfish**. These critters are always hungry, mindlessly attacking any that enter the cave.

Monstrous Crayfish (10): HD 4; AC 4 [15]; Atk 2 claws (1d6); Move 9 (Swim 15); Save 13; AL N; CL/XP 4/120; Special: Surprise (3 in 6).

11–10C. Big Fish, Little Fish

When this area is reached, the tunnel floor drops down and the water deepens to 20 ft. During periods of flooding, this area connects to the lake itself. Also during these periods, some critters normally living in the lake migrate here, only to become trapped later when the water level falls. Recently, a **giant gar** traveled from **Level 10A** to this level and became trapped when the water level declined. It is well fed (from crayfish and smaller prey), though anyone swimming in this murky water is immediately attacked. The giant gar retreats if wounded for over 50% of its hit points, hiding in an underwater cave jutting back 30 ft. under the northern lip of the pool.

Giant Gar: HD 6; AC 6 [13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Save 11; AL N; CL/XP 6/400; Special: None.

11–10D. The Beach

This sandy area rises up from **Area 11–10C** to form a shallow water beach area, no more than 2 ft. deep with water at any point. Most of the area is covered with large, clear eggs. Guarding these eggs are **6 monstrous crayfish**. If the eggs are not destroyed, crayfish are replaced at a rate of 10 per month, though most are eaten while still juveniles by the giant fish at **Area 11–10C**. The crayfish attack any that invade their nest.

Monstrous Crayfish (6): HD 4; AC 4 [15]; Atk 2 claws (1d6);

Move 9 (Swim 15); Save 13; AL N; CL/XP 4/120; Special: Surprise (3 in 6).

11–10E. The Vein of Mithral

A very careful search of this cave wall reveals a vein of pure mithral along a seam in the wall. This vein contains 12 pounds of pure mithral, enough to make 3 Small, 2 Medium, or 1 Large weapon. There are also **3d6 giant bats** here at all times.

Giant Bat: HD 4; AC 7 [12]; Atk 1 bite (1d10); Move 4 (fly 18); Save 13; AL N; CL/XP 5/240; Special: 10% chance of disease.

Level 11A: The Gates of the Goblin City & Vampire Lair

This level contains a lost vampire lair, with a family of vampires imprisoned by the forces of good that attacked this complex many years ago. The entrance to their lair has been warded by the minions of Orcus with two major encounter areas: a corridor trapped to allow swarms of undead to be unleashed upon the party; and a trapped gate, set to release two demons. Finally, this level contains a long-unused back gate to the Goblin City on **Level 12A**. A map of this level is depicted in **Map RA–11A**.

Level 11A

Equivalent Dungeon Level: 10
Entrances: River tunnel from **Level 7**.
Exits: Huge iron gate to **Level 12A**.
Wandering Monsters: Check once every 12 hours on 1d20:

1–2	**1d4 acolytes of Orcus** (see **Level 14**, **Area 14–7**)
3	**2d4 goblin scouts** (see **Level 10C**, **Area 10C–13F**)
4–5	**2d6 giant rats**
5	**1d6 stirges**
6	**1d4 trolls**
7–20	No encounter

Detections: None.
Shielding: None.
Continuous Effects: None.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood All secret doors are made of stone.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

11A–1. The Roper Cavern

This cavern appears to be just another of many located in the depths of Rappan Athuk. Numerous stalactites and stalagmites cover the ceiling and floor, and cave critters scurry about. Fungus grows on many surfaces and the damp stench of decay fills the air. The river flows underground from **Level 7** and leads nowhere. The one exception to the norm is that **3 ropers** have made this out of the way cavern their home. They have little competition for the rats and bats that inhabit their cave, though they are always on the lookout for larger prey. All three hide among the stone garden of stalactites, making them impossible to detect without darkvision. Their usual location is near the river, in the southern half of the cavern, by the exit to **Area 11A–3**. They attack as soon as over half the party is in range.

Ropers (3): HD 11; AC 0 [19]; Atk 1 tentacle (weakness), bite (2d10); Move 3; Save 4; AL C; CL/XP 12/2000; Special: Tentacles grab and cause weakness.

Tactics: The ropers each select one victim and attack with all 6 strands, hoping to incapacitate one person each before attacking again. Once a victim falls they abandon that victim and attack another. Once all are made helpless, they drag each victim into their maws and devour it. They are too slow to run away, so they fight to the death. They do not pursue if the PCs flee, as they have no real hope of catching anything that can run.

Treasure: Each roper has 3d6 100 gp gems in its gullet.

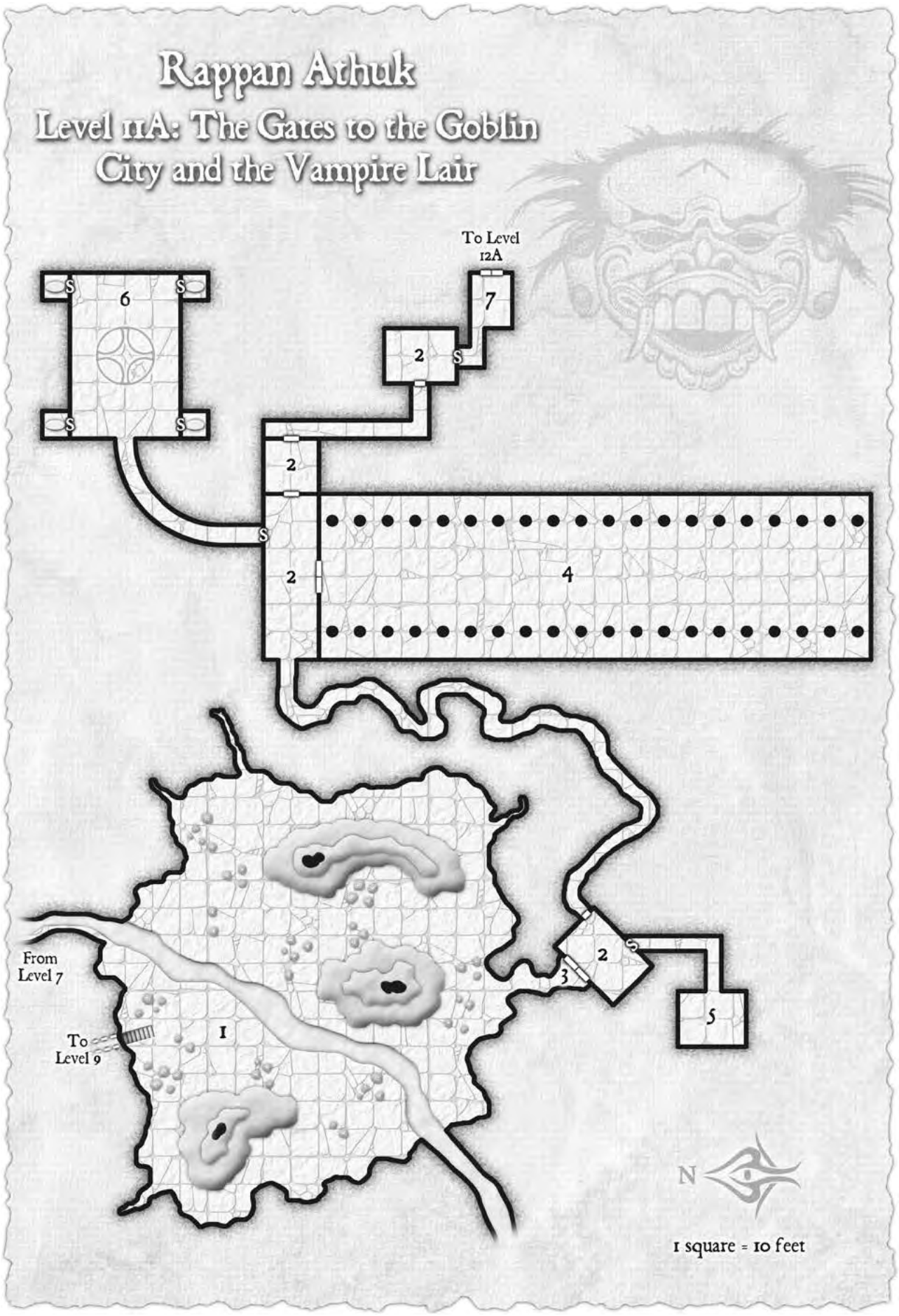
11A–2. Empty Room

The occasional piece of junk or debris litters those areas marked "**11A–2**." Referees should also roll a wandering monster check each time PCs enter areas designated "**11A–2**."

11A–3. The Demon Gate

The passage from **Area 11A–1** leads down a stone corridor and ends in a gate. This gate is forged of solid steel and is adorned with grotesque carvings of demonic figures and faces. It is also locked and **trapped**. When opened, it summons 2 glabrezu demons, and the area to the south may be accessed.

Glabrezu Demons (2): HD 10; AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.


Rappan Athuk
Level 11A: The Gates to the Goblin City and the Vampire Lair
To Level 12A
From Level 7
To Level 9
1 square = 10 feet

11A–4. The Hall of Heroes

This long hallway appears to be made of brilliant red tiles contrasting with polished granite walls and blue stone columns. Along a central path are inscribed runes that seem to be in some sort of code (actually gibberish), leading between two sets of 20 columns. The hallway leads 200 ft. to a dead end. Each 10 ft. on either side of a central walkway are two pillars. As long as the PCs head south (toward the dead end), nothing happens. Once they begin to walk back toward the door, however, a terrible event happens. When passed from south to north, each column emits a **wraith** that attacks. If a PC tries to escape by running away, it is possible that up to 40 of these horrors could be faced at once. There is no treasure. The wraiths fight until destroyed.

Wraiths (40): HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

11A–5. The Keys to the Kingdom

Hidden behind a locked secret panel in this otherwise nondescript room (treat as if this were another **Area 11A–2**) is the means of finding the lairs of the vampires in **Area 11A–6**. This panel is warded with an *antipathy* effect (saving throw to open) and was placed here by the great cleric Bofred to prevent access to the vampire lairs in **Area 11A–6**. Once the panel is accessed and opened, a small coffer can be found beyond. This coffer contains four small objects: a silver spoon, a jade carving of a cat, a lapis earth-mother figurine, and a miniature mithral sword. None are magical.

11A–6. The Vampire Lair

This room appears to be a simple rectangular room, with no apparent exits other than the corridor leading in. The walls and ceiling are made of simple stone and mortar, crudely finished and indistinguishable from other walls of the dungeon. In the center of the floor is a faded painting of a holy nature, showing deeds of good and law and with an artist's signature reading "Bofred." There are four small depressions in this painting, which can only be found if the dirt and dust are swept away. Each depression fits perfectly the silver spoon, the jade carving of a cat, the lapis earth-mother figurine, and the miniature mithral sword found in **Area 11A–5**. If all four objects are placed in the depressions, four panels slide aside, and the **vampires** hidden in the alcoves (**A–D**) spring forth.

They have been imprisoned for nearly 3 centuries (by the ward placed by Bofred) and are very hungry.

Swoana, Vampire: HD 7 (22 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Vampire abilities. Gear: Doll that radiates *protection from good* in a 10-ft. radius.

Mhao, Vampire: HD 7 (28 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Vampire abilities. Gear: Chainmail, thieves' tools and a red diary of the 200 years of hunger the vampires have faced, bound in human skin and penned in Mhao's blood.

Itara, Vampire: HD 8 (35 hp); AC 2 [17]; Atk 1 bite (1d10 +

level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Vampire abilities, spells as 6th level magic-user. Gear: Silver dagger, *ring of spell turning*.

Grezell, Vampire: HD 9 (42 hp); AC -1 [20]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; CL/XP 12/2000; Special: Vampire abilities. Gear: *+1 longsword, +1 platemail, +1 shield* (casts *protection from good* once per day).

Vampire Personalities and Tactics

General Tactics: The vampires and hungry and happy to be free. There is no real bargaining with them, though Itara may pretend to call a truce if she is the only one left, slowly using her spells and powers to *confuse*, *charm*, and destroy the PCs. If any vampires are slain in their corporeal form, they are forced into a sleep state in their crypts. Here they can be destroyed as usual. Sadly, they have no "hidden" lair to return to and hide if killed.

Grezell is a former warrior of great renown. He wears platemail and normally fights with a longsword. If either Itara or Swoana are killed, he becomes absolutely berserk, fighting at +4 to attack and damage but with a +2 [–2] penalty to AC for the remainder of the combat. He appears as a holy knight, wearing symbols of the god of justice and looking like a paladin with blond hair, blue eyes, and an air of nobility about him. Grezell immediately attacks the closest fighter, attempting to drain and slay with reckless abandon.

Mhao was Grezell's squire in life. He is far too mad with thirst to do anything but attack at once. He wears chainmail and is otherwise a common appearing man. He has reddish blond hair and brown eyes.

Itara was Grezell's wife in life, a sorceress of some power. She alone retains the will to think rather than just attack. She will select spells according to what is happening, beginning with a haste spell on Grezell. She alone uses her *dominate person* ability, saving hand-to-hand fighting as a last resort. She is beautiful, looking the part of the noblewoman she was, with light gray eyes and jet-black hair. She wears fine silks and jewels, and only her fangs and pale skin show that she is undead. If Swoana is threatened, she rages and attacks as Grezell above.

Swoana was a common human child before her family was changed to vampires. She has the mind of a ten-year old girl and is too hungry to do any thinking; she attacks at once, searching out the smallest victim possible. She looks like Shirley Temple with fangs, dressed in a child's dress and carrying her teddy bear.

The Glutton

"The Glutton" is an intelligent *+1 longsword* wielded by Grezell. The "Glutton" is a chaotic weapon with Int 13, Wis 13, Cha 13, and communicates by empathy (a driving hunger). It transmits touch attacks such as level drain as if it were an extension of its wielder's body. Any blood spilled upon the blade soaks into the sword like a sponge.

In each alcove is a simple coffin, made of stone and containing the remains of each vampire.

Alcove A.

This alcove contains the remains of the head male vampire, Grezell. In addition to his personal magic items, there are 4 large pieces of jewelry worth 2,800 gp total, as well as an iron bound *+1 manual of beneficial exercise* hidden in his coffin.

Alcove B.

This alcove contains the remains of a male servitor vampire of Grezell's, named Mhao. He prefers to fight using his bare hands and leaves the spear in place while he attacks.

Alcove C.

This alcove contains the remains of Itara, Grezell's mate and lover. Itara wears 8,000 gp of fine jewelry and leaves nothing in her coffin as she attacks.

Alcove D.

This alcove contains the remains of Grezell and Itara's young daughter vampire Swoana. Swoana has a teddy bear that is enchanted to radiate *protection from good 10-ft radius* spells in a 100 ft. radius. There is no treasure in her crypt.

11A–7. The Gates to the Goblin City

This room contains a secret hidden gate to the Goblin City. It is barred from the side of **Level 12A** with a 2 ft. thick stone slab. This gate cannot be opened from this side, though this room could be accessed from **Level 12A** if the PCs find the gate from the other side. The gate radiates a permanent *protection from evil 10-ft radius* aura. Likewise, spells such as *passwall* allow PCs to pass through this gate in either direction. It opens into **Area 12A-29**, the Hall of the Titan Cyclops. This gate is never used by the goblins, as the goblin priests fear the vampires living on this level and have warded the gates against their intrusion.

Level 12: The Slave Pits

There may not be a more wretched and unfortunate place for a stranded adventurer to end up than here. Indeed, death in battle would be preferable to the future that awaits a slave of the powerful goblins that inhabit this level. Perhaps slaves is a misnomer, however, as these prisoners are asked to perform no labor; instead, they serve as guinea pigs in the goblins' diabolical experiments in torture, and, eventually, are sacrificed to Orcus himself. The goblins and their human priests are interested in torturing powerful creatures and so most of the slaves are captured adventurers awaiting their ignominious end. The PCs themselves could conceivably be brought to this level as slaves, particularly if they made dreadful mistakes on **Level 12A**.

There are two very powerful slaves currently in captivity (see **Areas 12–21M** and **21R**). Freeing one or both of these men might serve as a quest for the PCs. A map of this level is depicted in **Map RA–12**.

Level 12

Equivalent Dungeon Level: 11
Entrances: Spiral staircase from **Level 7**; twisting tunnel from **Level 12A**; tar pit ladder from **Level 10A**.
Exits: Stairs to **Level 14**.
Wandering Monsters: Check once every 30 minutes on 1d20 in the following areas only: **12–1**, **12–2**, **12–7** through **12–16**, and **12–18** through **12–20**.

1–2	**4 troll guards** (see **Area 12–1**).
3–4	**1d4+1 goblin guards** (see **Area 12–5**).
5	**2 goblin slavers** (see **Area 12–21A**) leading **2 human slaves**
6	**1 torturer** (see **Area 12–8**).
7–20	No encounter.

Detections: Great evil emanates from **Areas 12–2**, **12–17**, and **12–25**; moderate evil emanates everywhere else.
Spell Recovery: Clerics of any deity other than Orcus cannot recover spells while on this level.
Standard Features: The walls and floor are cut from the natural rock and are smooth and even. All doors, unless otherwise noted, are iron-bound wooden doors The locks to the Slave Pits (**Areas 12–21D** through **21R**) are exceptionally trick (–15% to open locks).
Light: All areas except **12–5**, **12–6**, **12–17**, and **12–25** are unlit.
Narrow Tunnel: The tunnel connecting **Areas 12–17** and **12–23** is 3 ft. wide. Small and Medium creatures can crawl through this passage; larger creatures cannot navigate this tunnel unless they are long and slender or flexible, and Huge creatures cannot pass at all. Medium creatures suffer a –8 penalty to all attack rolls, and Small creatures using all but thrusting weapons suffer a –4 penalty to attack.

12–1. Entrance Chamber

Slaves are brought to the pits via the trapdoor leading to **Level 7** and the long twisting passage (**Area 12–24**) to **Level 12A**. In the northeast corner of the chamber is a wide spiral staircase set in the floor, from which wafts a putrid odor. Prisoners are led directly down these stairs and to their cell. The guards, **4 trolls**, are stationed here at all times. The trolls immediately attack anyone not accompanied by goblins or priests of Orcus.

Troll Guards (4): HD 11+3 (61 hp); AC 4 [15]; Atk 2 claws (1d4) and bite (1d8) or 1 longsword (1d10) and bite (1d8); Move 12; Save 11; AL C; CL/XP 13/2300; Special: Regenerate 3 hp/round. Gear: Chainmail haubergeon, shield, pouch with 100 pp.

12–2. Curtain of Evil

On the northern wall of this corridor is a 10 ft. wide shimmering black curtain of energy. The curtain emanates evil and strong necromantic magic. Anyone may pass through the energy field, but lawful PCs must succeed at a saving throw or lose 2,500 XP from the shock of evil. A *dispel evil* cast upon a PC allows him to pass through the curtain without harm.

12–3. Small Worship Area

Within the curved northern wall are set three statues of Orcus, each 2 ft. high. The statues are secured on cylindrical axes that descend into the wall, making removing them very difficult Rotating the statues is possible, however, and is, in fact, the only way to open the secret door in the east. If the leftmost statue is turned to face west, the middle is turned to face north (that is, 90 degrees), and the right is turned to face east, a clicking sound is heard and the secret door may be opened. There is no other way to open this door aside from powerful magic (e.g., *stone to mud* and such spells).

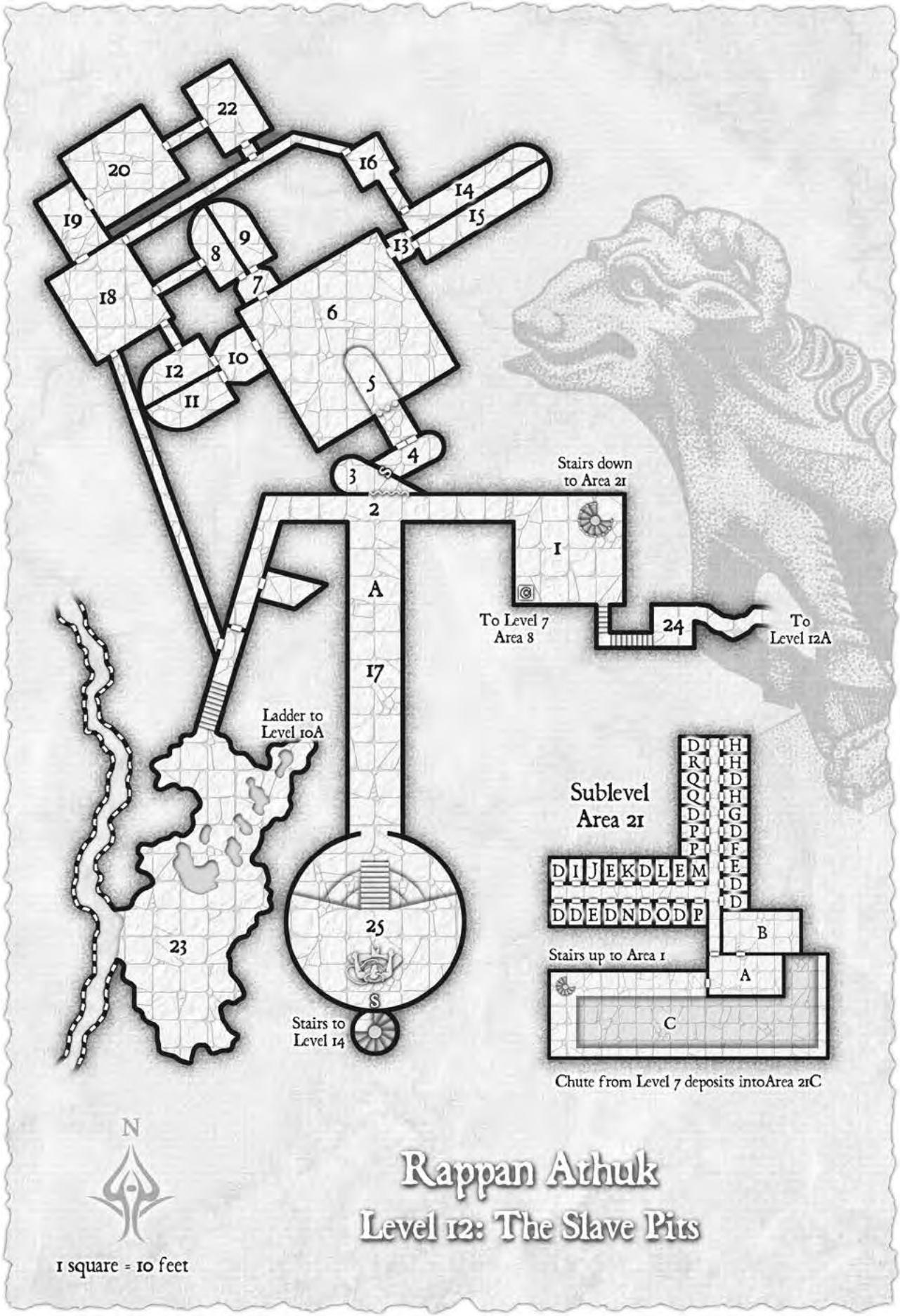
12–4. Guard Room

Standing watch over the entrance to the Viewing Area are **6 goblin guards**. Only High Priests are allowed beyond the doors in the north. PCs disguised as goblins are told to leave, and non-goblins are attacked immediately. The iron-bound wooden double doors are locked and very sturdy

Goblin Guards (6): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of healing*, 25 gp.

12–5. The Viewing Area

The double doors in the south open to reveal a chamber in which the northern portion is blocked by a portcullis. Beyond the portcullis is the Viewing Area: a platform with five high-back chairs set facing out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17
24
To Level 12A
To Level 7 Area 8
Stairs down to Area 21
Ladder to Level 10A
Sublevel Area 21
D I J E K D L E M
D D E D N D O D P
B
A
C
Stairs up to Area 1
25
23
S
Stairs to Level 14
Chute from Level 7 deposits intoArea 21C
N
1 square = 10 feet
Rappan Athuk
Level 12: The Slave Pits

onto **Area 12–6**. The portcullis can only be raised by uttering the words "*culminus ovary*," succeeding at an open doors check, or by casting a *knock* spell.

The actual viewing area stands 5 ft. above the chamber that surrounds it. Sconces in the walls contain everburning torches; **Area 12–6** is likewise lit.

If the occupants of **Area 12–6** see anyone other than the high priests enter **Area 12–5** they immediately spring into action (see **Area 12–6** for details).

12–6. Sacrifice Chamber

This ghastly room contains the means by which good-aligned men and women are put to death to feed Orcus' evil. Attached to the northern wall are three sets of manacles. Each set of manacles is placed such that a humanoid could be chained spread-eagle to the wall. Also by the north wall is a steel table containing several cruel-looking knives, needles, razors, and prongs. All these instruments, as well as the floor surrounding the manacles, are bloodstained. Within the chamber are The **Executioner, The Overseer**, and **3 Enforcers**.

The Executioner, Hobgoblin Assassin 10: HP 30; AC 5 [14]; Atk *+1 rapier* (1d6+1) or *+1 light crossbow* (1d4+1); Move 12; Save 6; AL C; CL/XP 12/2000; Special: Disguise, poison use, backstab (x4 damage), climb walls 92%, delicate tasks 50%, hear sounds 5 in 6, hide in shadows 55%, move silently 60%, open locks 55%. Gear: *+1 leather armor*, *+1 rapier*, *+1 light crossbow*, 20 bolts coated in poison (save or paralyzed 1d6 rounds, *ring of protection +1*.

The Overseer, Goblin Magic-User 10: HP 25; AC 9 [10]; Atk *+2 dagger* (1d4+2); Move 9; Save 6; AL C; CL/XP 12/2000; Special: –1 to hit in sunlight, magic-user spells (1st—*charm person, magic missile, shield, sleep*; 2nd—*invisibility, mirror image, web*; 3rd—*dispel magic, slow*; 4th—*fear, ice storm*). Gear: *+2 dagger*, *wand of magic missile* (9 charges), crystal worth 100 gp.

The Enforcers (3), Goblin Fighter 4: HP 19 each; AC 5 [14]; Atk 1 longsword (1d8+3; wielded with two hands); Move 9; Save 11; AL C; CL/XP 4/120; Special: –1 to hit in sunlight. Gear: Longsword, chainmail, 6 javelins, *claw of Orcus (+2 to hit and damage)*.

Tactics: If the PCs attempt to enter the Sacrifice Chamber via **Area 12–5**, its occupants take the following actions:

First, if they are aware of the PCs before the portcullis is raised, the Executioner fires his poisoned bolt, the Overseer casts *shield*, and the Enforcers take up positions by the viewing area. As long as the PCs remain trapped behind the portcullis, and no more than two of the monsters are killed, the Executioner continues to fire his crossbow and the Enforcers hurl javelins while the Overseer casts his spells. What spells the Overseer actually casts may depend upon what actions the PCs take. If the PCs' magic and ranged weapons capabilities are such that it appears the monsters are likely to lose even while the portcullis remains closed, they retreat to **Area 12–7** to regroup.

Once the PCs have raised the portcullis, the Overseer casts *invisibility* on the Executioner who, assuming there are enough Enforcers left standing to protect the Overseer, attempt to observe a PC (whichever has been dealing the most damage to that point) and then deliver his backstab. The Overseer uses his prepared *magic missile* before his wand.

There is a 15% chance per round that the occupants of **Areas 12–8** and **12–12** (assuming they are still alive) hear the combat in the Sacrifice Chamber and hurry to investigate (roll separately for each area).

If the chamber is entered via **Areas 12–7**, **12–10**, or **12–13**, the Enforcers rush to form a line of defense while the Overseer casts *invisibility* on the Executioner and so on. The Overseer prefers to cast *shield* before casting offensive spells, but he may not have that luxury depending on how the combat progresses.

Treasure: The execution tools are finely crafted and could fetch around 1,000 gp. Lawful PCs who destroy these, however, gain a 500 XP bonus.

Claw of Orcus

A claw of Orcus is a small gold pendant in the shape of a clenched claw. If a devoted worshiper of Orcus wears the pendant, he or she is granted a +2 bonus to hit and damage. Non-believers wearing a claw suffer a –3 penalty to hit and damage for as long as it remains around their neck. Unfortunately, these PCs must succeed at a saving throw or refuse to remove the claw, believing it is granting them great power.

About the Entrance Rooms

There are three entrance chambers described below, each adversely affecting different character classes. If a PC is multi-classed, the class in which he has the most levels should be used to determine which room affects him. If his levels are evenly distributed, then, unfortunately, he must save for each room in which he has levels. Monks and thieves are exempt from all the rooms.

12–7. Arcane Torture Chamber Entrance

This simple room appears to be nothing more than an antechamber between **Area 12–6** and **Areas 12–8** and **12–9**; however, the entire chamber radiates magic. Any magic-user who sets foot in this chamber must succeed at a saving throw or suffer 1d6+2 points of constitution damage. A magic-user who makes the save must continue to make saves each successive time he or she enters this area. A magic-user can only suffer the effects of this chamber once per day, however, so once he has failed, that spell caster is safe to pass through this chamber without further harm.

Referee Note: Worshipers of Orcus are immune to the effects of this area.

12–8. Wizard Torture Chamber

The goblins and High Priests are interested in whether clerics, magic-users, and warriors succumb to torture differently. Thus, they have built separate torture chambers for each class. This room is dedicated to the torture of magic-users. Aside from an iron maiden, rack, and whipping post, there is a bench containing alchemy paraphernalia, and **a locked hutch** (see Treasure). The **torturer** concocts evil brews to torment magic-users. There is only one completed brew on the table, a small vial containing a grayish liquid. Any magic-user who consumes this vile potion must succeed at a saving throw or go mad, suffering 2d6+2 points of permanent intelligence damage.

Torturer, Goblin Magic-User/Thief: HD 6 (19 hp); AC 8 [11]; Atk *+1 dagger* (1d4+1); Move 9; Save 10; AL C; CL/XP 8/800; Special: –1 to hit in sunlight, backstab for x3 damage, magic-user spells (1st—*charm person, detect magic, magic missile, shield*; 2nd—*invisibility, mirror image*; 3rd—*haste, slow*), climb walls 90%, delicate tasks 40%, hear sounds 4

in 6, hide in shadows 35%, move silently 45%, open locks 35%. Gear: *+1 dagger, ring of protection +1, potion of giant strength*.

Tactics: If intruded upon, the torturer casts the following spells: *invisibility, haste,* and *shield*, and then swallows his *potion of giant strength*. If the party seems sufficiently weakened, he casts *slow*, and then attempts a backstab. If the PCs appear very strong, the torturer casts *alter self* and takes the form of a crippled halfling wizard left here to die. He keeps this ruse up for as long as possible, accepting healing and so on, and even giving false details about the slave pits. If asked, he agrees to accompany the PCs, but, of course, looks to escape or sneak attack the first chance he gets.

If the torturer joins the combat in **Area 12–6**, he prefers to casts *haste* on himself first. Once in combat, he uses his *slow* spell, and then attempts to backstab.

Treasure: The hutch (1 in. thick wood) holds a variety of potion-making ingredients contained in small glass vials and jars. In total, there are 40 vials and 22 jars. Each vial weighs about a quarter of a pound, and each jar weighs a pound. These ingredients are worth 2,500 gp altogether. Also, there is a 50% chance that the ingredients for any potion can be found in these containers. If the hutch is broken into by force, however, half the ingredients are lost, the value drops in half, and the chance to find the necessary ingredient for any potion drops to 25%.

12–9. Sorcerer Torture Chamber

This room contains an iron maiden, rack, and whipping post but nothing else.

12–10. Entrance to Fighter Torture Chamber

This chamber is similar in all ways to **Area 12–7** except that fighters, rangers and paladins must succeed at a saving throw or suffer 1d6+2 points of constitution damage.

12–11. Ranger and Paladin Torture Chamber

This room is identical to **Area 12–8**, but with the following exception: The torturer here has prepared a special brew for Sir Kingsly (see **Area 12–21R**). On the table is a vial containing a green liquid. If consumed, the imbiber must succeed at a saving throw or suffer 1d6+2 points of wisdom damage and 1d6+2 points of charisma damage.

Torturer, Goblin Magic-User/Thief: HD 6 (19 hp); AC 8 [11]; Atk *+1 dagger* (1d4+1); Move 9; Save 10; AL C; CL/XP 8/800; Special: –1 to hit in sunlight, backstab for x3 damage, magic-user spells (1st—*charm person, detect magic, magic missile, shield*; 2nd—*invisibility, mirror image*; 3rd—*haste, slow*), climb walls 90%, delicate tasks 40%, hear sounds 4 in 6, hide in shadows 35%, move silently 45%, open locks 35%. Gear: *+1 dagger*, *ring of protection +1*, *potion of strength*.

Treasure and Tactics: As per **Area 12–8**, above.

12–12. Fighter Torture Chamber

This room is similar in all ways to **Area 12–9**, with one exception: There is a dead fighter strapped to the whipping post who the torturers have not yet disposed of. This poor man is stripped to the waist, his back and legs horribly scarred from the lash. *Speak with dead* reveals the following: His name is **Clafford**; he has been dead two days; he was blindfolded when led from the slave pits to the torture chamber; there are human priests somewhere nearby and the goblins obey them; there is at least one powerful human slave he believes he is still alive.

12–13. Entrance to Divine Spell Caster Torture Chamber

This room is identical to **Area 12–7** except that clerics and druids must succeed at a saving throw or suffer 1d6+2 points of constitution damage.

12–14. Cleric Torture Chamber

This chamber is identical to **Area 12–8** except that there is no torturer present, and there is a dead cleric on the rack. If *speak with dead* is cast, **Sephron**, the cleric, reveals the same information as Clafford in **Area 12–12**, with the following additions: He has been dead one day; lawful clerics cannot regain spells on this level of the dungeon; lawful humanoids are sacrificed nearby to feed Orcus' strength and evil.

Treasure: Same as **Area 12–8**.

12–15. Druid Torture Chamber

This room is identical to **Area 12–9** except that it is covered in dust. The goblins do not see many druids.

12–16. Guard Post

Three goblin guards are stationed here at all times. If the PCs enter via **Area 12–14**, one guard attempts to run for reinforcements from **Area 12–18**; if the PCs enter via the door in the north, one guard attempts to run for reinforcements from **Area 12–14** and **Area 12–6**.

Goblin Guards (3): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of healing*, 25 gp.

12–17. Cursed Hall

This long, wide hall leading to the temple has been painted with swirls of red and black and is lit by everburning torches. Lawful- or neutral-aligned creatures crossing the spot marked "**A**" on the map must succeed at a saving throw or be overcome with a sense of doom and suffer 1d6+1 points of wisdom damage. *Dimension door*, *teleport*, or similar magic avoids this effect; flying does not.

12–18. Goblin Chamber

The goblin guards and their **priest** are housed here. There are enough beds and footlockers for 12 guards, though at the moment only **6 guards** and the priest are present.

Goblin Guards (6): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of healing*, 25 gp.

Goblin Priest, Goblin Cleric 10: HP 35; AC 3 [16]; Atk +2 light mace (1d4+2); Move 9; Save 6; AL C; CL/XP 12/2000; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x3; 2nd—*hold person* x2, *silence 15-ft radius*; 3rd—*cause disease, prayer, speak with dead*; 4th—*cause serious wounds* x2, *protection from good 10-ft radius*; 5th—*dispel good, finger of death, insect plague*). Gear: *+2 light mace*, *+1 chainmail*, shield.

Tactics: Very simply, the guards do everything they can to protect the priest, who focuses on casting spells. If combat is going poorly, the priest steps in and casts *finger of death* and then his other *cause wounds* spells.

Treasure: The footlockers (20 in all) contain the goblin guards' personal effects and a total of 2,500 gp. There is also a locked iron chest that belongs to the priest. The chest contains 1,900 gp, a gold drinking cup worth 1,000 gp, and a *necklace of firebaubles*. It is guarded with a *glyph of warding* that casts *hold person*.

12–19. Human Priests' Chambers

Both doors leading to this well-appointed room are locked. There is a four-poster bed, a nightstand, an armoire, and a locked, ironbound chest containing the treasure. The walls are decorated with three paintings plundered from the palaces of kings (see treasure below).

Treasure: The locked chest contains 3,750 gp, a diamond encrusted gold torque worth 2,500 gp, and a scroll of three cleric spells: *Neutralize poison*, *quest*, and *prayer*. Each painting could fetch between 2,500–5,000 gp, if an appropriate buyer was found, but their dimensions (4 ft. by 6 ft.) make transporting them difficult. Removing the paintings from their heavy, silver frames (100 gp value) requires a successful delicate tasks roll to avoid damaging the paintings and thereby diminishing the value by 10% for every 10 points by which the roll was failed.

12–20. Lower Human Priests' Chambers

Both doors to this chamber are locked. There are four nice beds—two in the north and two in the south—four chests, four nightstands, and a table with four chairs in the center of the room. The chests are unlocked and contain various personal effects of the lower priests and the treasure.

Treasure: 2,000 gp, and 7 gems worth 100 gp each.

12–21. The Slave Pits

This small sub-level—really just **Level 12's** basement—contains the slave pits themselves. It is reached via the spiral staircase in **Area 12–1**.

12–21A. The Slavers

Three out of the four **slavers** who oversee the slave pits are lounging here playing cards around a circular wooden table. The room contains only the table and chairs, and a small side table upon which rests a jug of wine and four goblets (see treasure below).

Slavers (3), Hobgoblin Cleric 5: HD 5; AC 5 [14]; Atk 1 longsword (1d8) or heavy crossbow (1d6+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*; 2nd—*hold person* x2). Gear: Chainmail, longsword, heavy crossbow, 20 bolts, pouch with 50 gp.

Tactics: If the slavers hear the PCs in **Area 12–21C**, they prepare themselves for combat with the *protection from good* spell. They alert the fourth slaver patrolling the slave cells, and then, if the PCs are still in **Area 12–21C**, attempt to surprise them. If possible, the slavers start by casting *hold person*. Once in melee, the hobgoblins, alternate between sword attacks and *cause light wounds* spells.

If combat occurs in **Area 12–21A**, the fourth slaver arrives four rounds after combat starts, having already cast *protection from good*.

Treasure: The kitty for the card game totals 125 gp. The wine is of no value, but the four goblets are made of gold and worth 100 gp each.

12–21B. Slavers' Chambers

Within the room are four sturdy beds; four locked, iron trunks containing the treasure; and a small iron statue of Orcus against the east wall.

Treasure: Besides the slaver's personal effects, the trunks contain 3,250 gp, and three scrolls containing one cleric spell each.

12–21C. The Mass Grave

Piled within this large, 15 ft. deep, L-shaped pit are the **bodies of fallen slaves**. There are far too many to count, but the putrid stench attests to the volume and longevity of the decay. PCs entering this area must succeed at a saving throw or become nauseous and suffer 1d6+3 points of strength damage. The nausea lasts for as long as the PCs remain in **Area 12–21C** and for 1d6 rounds thereafter.

Referee Note: The Slavers are immune to the nausea.

12–21D through 21Q. The Slave Cells

Each cell door is made of iron and well locked. A **Slaver**, who patrols this hall at all times, possesses a ring that holds the keys to each cell. All prisoners are chained to the wall of their cells. The Slaver's key ring also holds the key to the chains.

Slaver, Hobgoblin Cleric 5: HD 5; AC 5 [14]; Atk 1 longsword (1d8) or heavy crossbow (1d6+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*; 2nd—*hold person* x2). Gear: Chainmail, longsword, heavy crossbow, 20 bolts, pouch with 50 gp.

Tactics: If the patrolling Slaver is surprised in this area, he attempts to cast *protection from good* before attacking.

12–21D. Empty Cells

If the PCs are thrown into the slave pits, each winds up in one of these cells, chained to the wall.

12–21E. Encephalon Gorgers

This cell contains **3 encephalon gorgers**, each at full hit points, even after months of torture, due to their innate healing ability.

Encephalon Gorgers (3): HD 8; AC 6 [13]; Atk 2 claws (1d6+1); Move 6; Save 8; AL C; CL/XP 9/1100; Special: Mindfeed, resists cold, haste, regenerate 3 hp/round.

Development: Although encephalon gorgers would normally shun or attempt to kill the PCs, they are smart enough to aid them for as long as it takes for them to escape the Slave Pits. If the PCs decide to befriend the encephalon gorgers, they agree to help in the assault on the temple (**Area 12–12A**), although they flee this or any other combat if their hit points are reduced to half. They know quite a bit about Rappan Athuk and are willing to trade this knowledge for their freedom. If the PCs attack, of course, they defend themselves as best they can.

Referee Note: If the PCs slay the gorgers while they are still in their chains, award no XP.

12–21F. Thiris, Elven Fighter

This cell contains a **wounded fighter**.

Thiris, Elf Fighter/Magic-User 4/4: HP 8 (normally 14); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 11; AL N; CL/XP 5/240; Special: Elf abilities, magic-user spells (1st—*charm person, read magic, sleep*; 2nd—*invisibility, mirror image*).

Development: If healed and provided with weapons and armor, Thiris gladly helps the PCs in any way he can. Otherwise, he wishes to be returned to the surface as quickly as possible.

12–21G. Dryot, Gnome Illusionist

This cell contains **a wounded gnome**.

Dryot, Gnome Magic-User 3: HP 4 (normally 6); AC 9 [10]; Atk 1 fist (1d2); Move 6; Save 13; AL L; CL/XP 3/60; Special: *Phantasmal force* 1/day, magic-user spells (none are memorized).

Development: Dryot's spellbook has been destroyed. Without it, he is of little use to the PCs.

12–21H. The Fallen Goblins

This cell contains **6 goblins** who have been declared traitors.

Goblin (6): HD 1d6 hp; AC 6 [13]; Atk 1 fist (1d2); Move 9; Save 18; CL/XP B/10; Special: –1 to hit in sunlight.

Development: These poor souls were once residents of Grezneck (**Level 12**). Now they have been left here to rot and die. If freed, they ask to be returned to the surface.

12–21I. Gabriel, Human Cleric

This cell contains **a captured cleric**.

Gabriel, Cleric 6: HP 12 (normally 22); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 10; AL L; CL/XP 7/600; Special: Turn/rebuke undead, cleric spells (1st—*cure light wounds, light*; 2nd—*bless, hold person*; 3rd—*remove curse*; 4th—*create water*).

Development: If freed and taken from this level, Gabriel immediately prays for spells, heals himself (if the PCs have not already), and, if equipped with a weapon and armor, is quite willing to return to the pits to aid in the assault. Otherwise, he wishes to return to the surface as quickly as possible. Remember that he cannot regain spells as long as he remains on this level.

12–21J. Zildjin, Human Magic-User

An imprisoned magic-user languishes in this cell.

Zildjin, Magic-User 5: HP 1 (normally 11); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 11; AL L; CL/XP 4/120; Special: Magic-user spells (none memorized).

Development: Zildjin's spellbook has been destroyed. He lives in Bard's Gate (or a major city of the **Referee**'s choice), however, and his master is a 14th level magic-user who gladly rewards the PCs with either a lesser magic wand, or the opportunity for a PC magic-user to copy spells from his spellbook.

12–21K. Barthum Cobb, Half-Orc Fighter

This cell is the prison of **a half-orc fighter**.

Barthrum Cobb, Half-Orc Fighter 5: HP 12 (normally 25); AC 8 [11]; Atk 1 fist (1d2); Move 12; Save 10; AL N; CL/XP 5/240; Special: None.

Development: If the PCs can furnish Barthum with a weapon (preferably a battleaxe) and armor, this half-orc gladly helps them in the attack on the temple.

12–21L. Silas Barnes, Diamond Exporter

This cell contains **a non-adventurer**, a diamond merchant, Silas Barens, captured in a surface raid.

Development: Silas is of little help to the PCs in the dungeon, but if returned to his home in Bard's Gate (or a large city of the **Referee**'s choosing), he gladly rewards each PC with a diamond worth 500 gp.

12–21M. Elgar, Human Magic-User

A heavily-chained **mage** resides in this cell.

Elgar, Magic-User 10: HP 6 (normally 28); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 6; AL L; CL/XP 7/600; Special: Magic-user spells (1st—*magic missile x3, shield*; 2nd—*detect evil, ESP, phantasmal force, web*; 3rd—*dispel magic x2, fireball*; 4th—*dimension door, ice storm*; 5th—*feeblemind, monster summoning III*).

Development: Although Elgar's spellbook was destroyed, he has several spells memorized. The Slavers are wary of this cagey old wizard and never permit his hands to go unchained or his mouth to go ungagged at any time. Elgar is itching to exact revenge on his captors and, once healed, gladly joins the PCs in their assault on the slave pits. Afterwards, however, he is eager to return to the surface.

12–21N. Craven, Human Thief

An **unwilling thief** occupies this cell.

Craven, Thief 4: HP 2 (normally 12); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL N; CL/XP 4/120; Special: Climb walls 88%, delicate tasks 35%, hear sounds 4 in 6, hide in shadows 25%, move silently 35%, open locks 25%, backstab for x2 damage.

Development: Even fully healed and equipped with a rapier and armor, Craven is unwilling to aid in the assault; he knows he is in over his head, and he is a bit of a coward any way.

12–21O. Commoners

This cell contains **common slaves** (0 HD, 1 or 2 hp).

Development: The Slavers do not consider these poor men worth sacrificing or torturing. Thus, they are probably just going to be left in their cells to die of thirst and starvation.

12–21P. Dwarven Warriors

This cell contains **a pair of dwarven warriors**.

Dwarves (2): HD 1; AC 9 [10]; Atk 1 fist (1d2); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework.

Development: These two brothers are far too weak, even fully healed and equipped with weapons and armor, to be of service to the PCs. If returned to the dwarven kingdom from which they were snatched (**Referee**'s choice), however, their king rewards the PCs with a *+2 shield, +4 vs. earth elementals*.

12–21Q. Sir Kingsly

This cell houses **a valiant paladin**.

Sir Kingsley, Paladin 12: HP 50; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 2; AL L; CL/XP 13/2300; Special: Lay on hands (1/day—heal 24 hp or cure disease), immune to disease, *dispel evil* 1/day, *detect evil* at will.

Development: Sir Kingsly is a recent arrival to the slave pits. Because of his *lay on hands* ability, he is still at full strength (starvation and dehydration have not yet begun to deteriorate his constitution). Needless to say, if the PCs free and arm Sir Kingsly, he gladly joins them in their efforts against the priests and slavers; in fact, he considers it his holy duty to wipe out this evil cult, and if the PCs are not up to the job, he returns to the surface in search of brave companions who are. Sir Kingsly, though not a man to grow attached to earthly possessions, is nonetheless curious as to the whereabouts of his sword, which, he says, "Cannot be held by evil hands" (it is, in fact, hidden in **Area 12–22**).

Freeing the Slaves

Obviously, if the PCs kill the Slavers and get their hands on the keys to the doors and chains, they will have a crowd of tired, hungry men and possibly encephelon gorgers on their hands. As noted above, some are willing, eager even, to join in the assault against the occupants of this level. One strategy the PCs might pursue is to "store" the weaker freed slaves somewhere relatively safe clear out the rest of the level with the stronger NPCs. This is probably the best strategy. The slaves are weak, however,

and in some cases frightened, wishing to be brought to the surface as quickly as possible. A slave that is freed and brought successfully to the surface world is worth half his value in experience points with a minimum of 100 XP. If the PCs merely free the slaves and leave them to their own devices—i.e., let them try and escape Rappan Athuk on their own—not only should the Referee not award any experience, it is advised that lawful PCs suffer a loss of 100 XP per slave allowed to fend for himself in the Dungeon of Graves. As a cruel alternative, the Referee may turn slaves freed in this manner into undead and send them at the party—requiring PCs to confront their mistake face-to-face.

12–22. High Priest's Chambers

This lavishly adorned chamber contains a mahogany four-poster bed and nightstand, a teak armoire, and a solid oak desk and chair. The western door is flanked by two thick stone pillars carved with images of demons, dying virgins, decapitated kings, impaled paladins, and so on. Standing beside the bed is a **stone golem**, which animates and attacks anyone other than a priest of Orcus who enters the room. Both doors to this chamber are locked.

Stone Golem: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Treasure: Hidden in a secret compartment in the nightstand is a black velvet bag containing 100 pearls worth 50 gp each. In addition a secret compartment in the desk contains a scroll inscribed with *anti-magic shell*.

Lastly, beneath the bed is a **secret trap door**. Under the trap door is a narrow depression containing Sir Kingsly's sword: a *+2 holy longsword*. The sword was taken and hidden here after Kingsly was imprisoned. The priest is searching for a way to destroy it and is contemplating throwing it into the lava pits on **Level 10**.

12–23. The Tar Pits and Home of Eloh, the Mad Storm Giant

This large cave is home to several pits of stinking, bubbling black tar, as well as **Eloh**, a mad, corrupted storm giant. How Eloh lost his mind and came to be evil is not known exactly. Once the change occurred, however, the giant sought out like-minded souls and ended up here in Rappan Athuk. The priests and goblins leave Eloh alone, although he does go to worship at the temple from time to time. If the temple comes under attack, it is possible that Eloh senses this (25%) and goes to aid the priests. If, on the other hand, Eloh is attacked here in the tar pits, the priests do not come to his aid—frankly, the giant worries them. He is a little crazy, and they are not entirely certain that he will not view them as enemies some day.

Though mad and evil, Eloh is not immediately hostile to intruders. Part of his insanity is the belief—well grounded, of course—that he is invincible. Thus, he does not rush to attack the PCs. Instead, he waits to see why they have come to pay him homage. Being a storm giant, the PCs should not automatically assume he is a potential threat. Have fun roleplaying this encounter. Eloh is crazy but lucid; he sees nothing odd about being deep beneath the earth surrounded by high-level worshipers of Orcus. He might decide to ask the PCs who they are and how they got here. He might grow bored and dismiss them. Of course, any hostile move on the PCs' part draws his immediate wrath.

Storm Giant: HD 15+5 (80 hp); AC 1 [18]; Atk 1 weapon (6d6); Move 15; Save 3; AL C; CL/XP 16/3200; Special: Throw boulders, control weather.

The Tar Pits: Anyone thrown into the tar pits suffers 1d6 fire damage every round spent in the tar. Once out of the tar, they continue to suffer 1d6 points of subdual damage every round from the heat until stripped of their armor or clothing for 1d3 rounds after they are out of the tar.

Treasure: A narrow, 5 ft. deep stream flows through the eastern tip of the cave. Sunken at the bottom of the stream is a steel chest containing 7,568 sp, 5,500 gp, a silver box (150 gp) containing two emeralds worth 450 gp each, a small gold statue of a mermaid riding a dolphin (700 gp) and a *potion of extra healing*. Lifting the chest out of the water requires a successful open doors check. This cave may be reached via the "tar pit ladder" in the northern corner (see **Area 10A–24** on **Level 10A**).

12–24. Tunnel from Level 12A

Slaves are led to the slave pits from Grezneck by way of a narrow winding tunnel that terminates in a small square chamber. Here they are blindfolded and led down the stairs to **Area 12–1**, and then into the pits themselves.

12–25. The Temple

A set of wide marble steps ascends 10 ft. to a large, black dais dominated by an enormous (15 ft. high) statue of Orcus. Three tiers of bronze "steps" ring the front of the dais on either side of the marble stairs. Within the temple are **five human priests of Orcus**, four standing atop the dais, and one—either Tibor, Relnek, or Phesor—at the bottom of the steps keeping watch on **Area 12–17**. These powerful clerics spend their days devoutly worshiping the dark god and attending the occasional sacrifice in **Area 12–5**. For the most part, the priests are too busy to bother with any disturbances beyond the temple, but if a significant clamor is raised in **Areas 12–1**, **12–2**, or **12–17**, Theron sends Tibor, Relnek, or Phesor to investigate.

Theron, Cleric 16: HP 52; AC 0 [19]; Atk *+2 flaming heavy mace* (1d8+2 + 1d6 fire); Move 12; Save 4; AL C; CL/XP 18/3800; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x3, *detect good, detect magic, protection from good*; 2nd—*bless, hold person* x3, *silence 15-ft radius, snake charm*; 3rd—*cause disease* x3, *prayer, remove curse, speak with dead*; 4th—*create water, cause serious wounds* x3, *protection from good 10-ft radius, sticks to snakes*; 5th—*commune, dispel good* x2, *finger of death* x2, *insect plague*; 6th—*animate object, blade barrier, word of recall*). Gear: *+2 flaming heavy mace*, *+1 platemail*, *ring of protection* +2.

Celleen, Cleric 14: HP 39; AC 3 [16]; Atk *+1 frosty heavy mace* (1d8+1 + 1d6 cold); Move 12; Save 4; AL C; CL/XP 16/3200; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2, *detect good, detect magic, protection from good*; 2nd—*bless, hold person* x2, *silence 15-ft radius, snake charm*; 3rd—*cause disease* x2, *prayer, remove curse, speak with dead*; 4th—*create water, cause serious wounds* x2, *protection from good 10-ft radius, sticks to snakes*; 5th—*commune, dispel good, finger of death* x2, *insect plague*; 6th—*animate object, blade barrier*). Gear: *+1 frosty heavy mace*, *+2 chainmail*, *ring of x-ray vision*.

Tibor, Relnek, Phesor – Cleric 5: HP 22 each; AC 5 [14]; Atk 1 heavy mace (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*; 2nd—*bless, hold person*). Gear: Heavy mace, chainmail, *potion of extra healing*.

Priest Tactics

Celleen and Theron each cast *bless* on themselves while the three lower-level priests engage the PCs. Them, Celleen and Theron cast their more powerful spells, especially finger of death, while they have the chance.

Tibor, Relnek and Phesor order their mohrg consorts into the fray.

It is possible the priests could be made aware of disturbances outside the temple and **Area 12–17**. For the most part, the monsters in the slave pits do not bother the priests unless absolutely necessary. If the PCs attack the slave pits, do significant damage, and then retreat to rest and regain spells, the priests attempt to summon a **baalroch** (see below), whom they put on guard in **Area 12–1**.

Summoning the Baalroch

If necessary, the priests, while in their temple, have the unique ability to *summon* a baalroch to aid them. This demon is a gift directly from Orcus, and the summoned demon obeys the priests faithfully until discharged, although he does not remain at their beck and call for more than three days. The priests are wary not to overuse this privilege and, whether they wish to or not, they cannot summon the baalroch more than once a month. To perform this ritual, three of the five priests must join hands beside the statue of Orcus, each casts planar ally, and then the trio begins a series of chants and prayers that lasts five minutes. At the end of this ritual, the baalroch arrives.

Baalroch Demon: HD 9 (60 hp); AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (Fly 15); Save 6; AL C; CL/XP 13/2300; Special: Magic resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Stairs to Level 14

Within the left leg of the statue of Orcus is a secret compartment that contains a small lever. If pulled, the lever opens a trapdoor behind the statue, revealing a set of spiral stairs descending into the darkness.

Level 12A: Greznek

The goblin city this chapter details is unusual for The Dungeon of Graves in that it is not necessarily a dangerous place for the PCs to explore. In fact, depending upon how the PCs decide to deal with the locals, it could serve as a place to rest, prepare spells, and even trade in some hard-won treasures. Should the PCs grow hostile, however, Greznek, like all of Rappan Athuk, quickly becomes inhospitable and deadly. This is a roleplaying level. If the PCs take the time to get to know the natives, they may learn of a curse that has befallen the city. A pyrohydra, sent by the goddess Hecate, has taken up residence in the northernmost cavern. Slaying this beast endears the PCs to the goblin clerics and the citizenry of Greznek A map of this level is depicted in **Map RA–12A**.

Common Goblins

This cave contains hundreds of common goblins, most carrying short swords or javelins. Their stats are as follows:

Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Level 12A

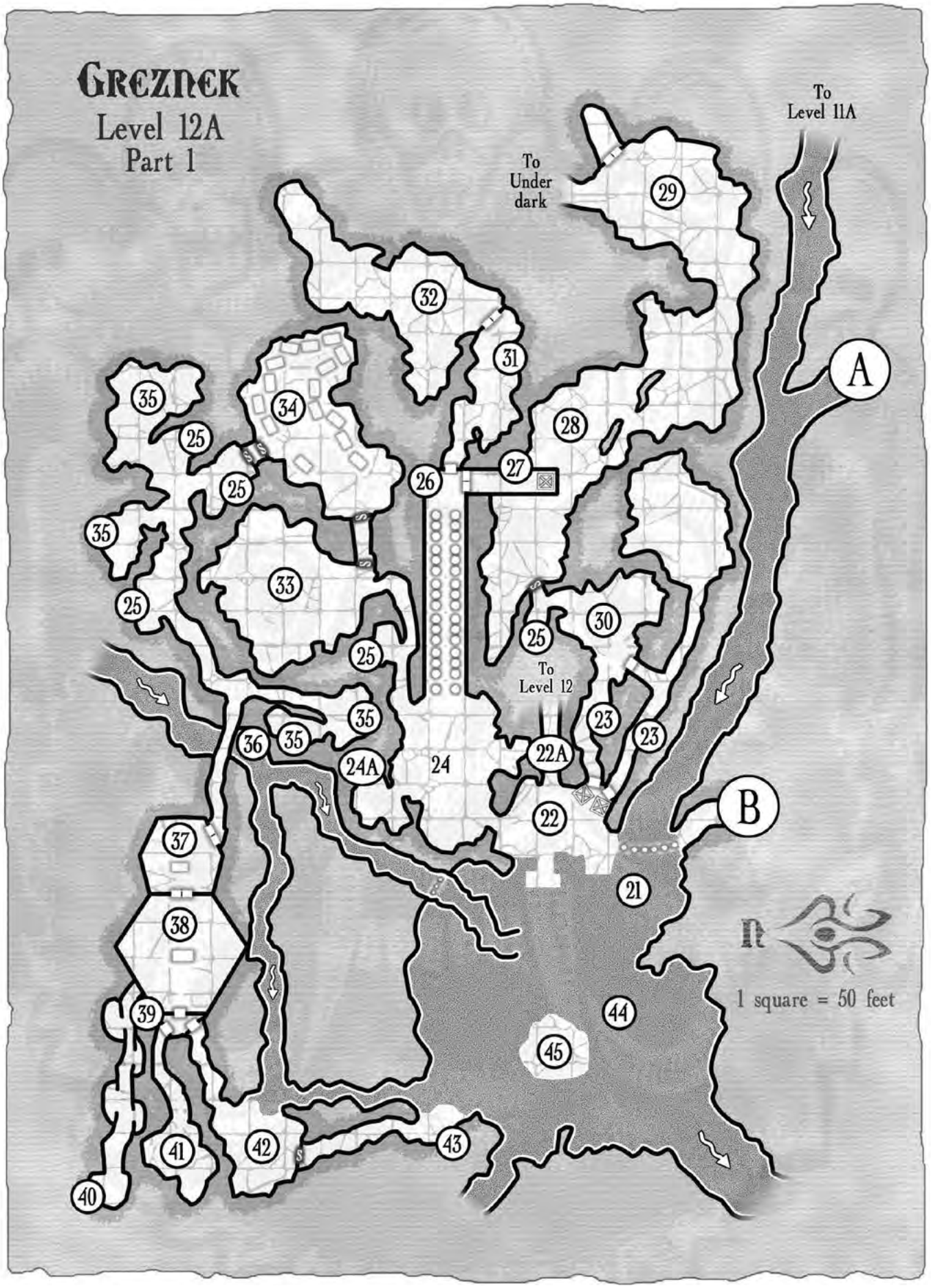
Equivalent Dungeon Level: 9
Entrances/Exits: Stairs from **Level 9A**; entrances to Under Realms in **Areas 12A–1** and **12A–32**; winding tunnel to **Level 12** (**Area 12A–22A**). A tunnel leads to **Levels 10B** and **13A** from **Area 12A–12.** A Locked Mithral door leads to **Level 11A**.
Wandering Monsters: In the southern part of the city (**Areas 12A–1** to **12A–20**), goblins are so ubiquitous as to not even be counted as wandering monsters (see side box). Assume that, unless a keyed area states otherwise, there are always at least 6 normal goblins within earshot of the PCs. The wandering monsters for the southern city, then, are unique NPC goblins, higher-level goblins, or creatures present in addition to the low-level goblins. Roll once every 30 minutes on 1d20 in the southern half of the city.

1	**10 ogres**, trading bowls, cups, and silverware they plundered from a human town, perhaps one of the PCs' hometowns This encounter occurs only once; otherwise treat as no encounter.
2	**fire giant** with **4 human slaves**. This encounter occurs only once; otherwise treat as no encounter.
3	**Knoob Chimneybuckles** (see **Area 12A–10**) out walking his dire wolves. If dead, treat as no encounter.
4	**A hobgoblin trader**, with a cargo of fresh fruit (a rarity this far below ground) to sell. This encounter occurs only once; otherwise treat as no encounter.
5	**2d8 goblin thugs** looking for a fight (see "Running Greznek").
6–7	**A goblin patrol** looking for suspicious characters (see "Running Greznek").
8	**2 underpriests** (see **Area 12A–37**) looking for infidels.
9–20	No encounter.

There are fewer wandering monsters in the northern part of the city (**Areas 12A–21** to **12A–46**). Check once every 30 minutes on the following chart:

1–2	**1d4+1 hobgoblin fighter** (see **Area 12A–24**, below).
3	**goblin underpriest** (see **Area 12A–22**, below).
4–5	**ogre guard** (see **Area 12A–36**, below),
6–20	No encounter.

There are no wandering monsters in **Areas 12A–37** through **12A–45**.
Detection: Evil in temple (**Areas 12A–37** to **12A–39**), **Area 12A–7**, **Area 12A–43**, and on the Unholy Island (**Area 12A–45**).
Standard Features: Unless otherwise noted, all doors on this level are assumed to be made of wood For the most part, secret doors are made of stone and rotate on a central axis. Except were specified, no area is lit.
Water: In general, the river is between 8 and 12 ft. deep, cold, and swiftly flowing. Where the river does not pass through caves, assume there is between 6 in. and 2 ft. separating the water's surface and the top of the channel.


GREZNEK
Level 12A
Part 1
To
Level 11A
To
Under
dark
To
Level 12
1 square = 50 feet
A
B
21
22
22A
23
24
24A
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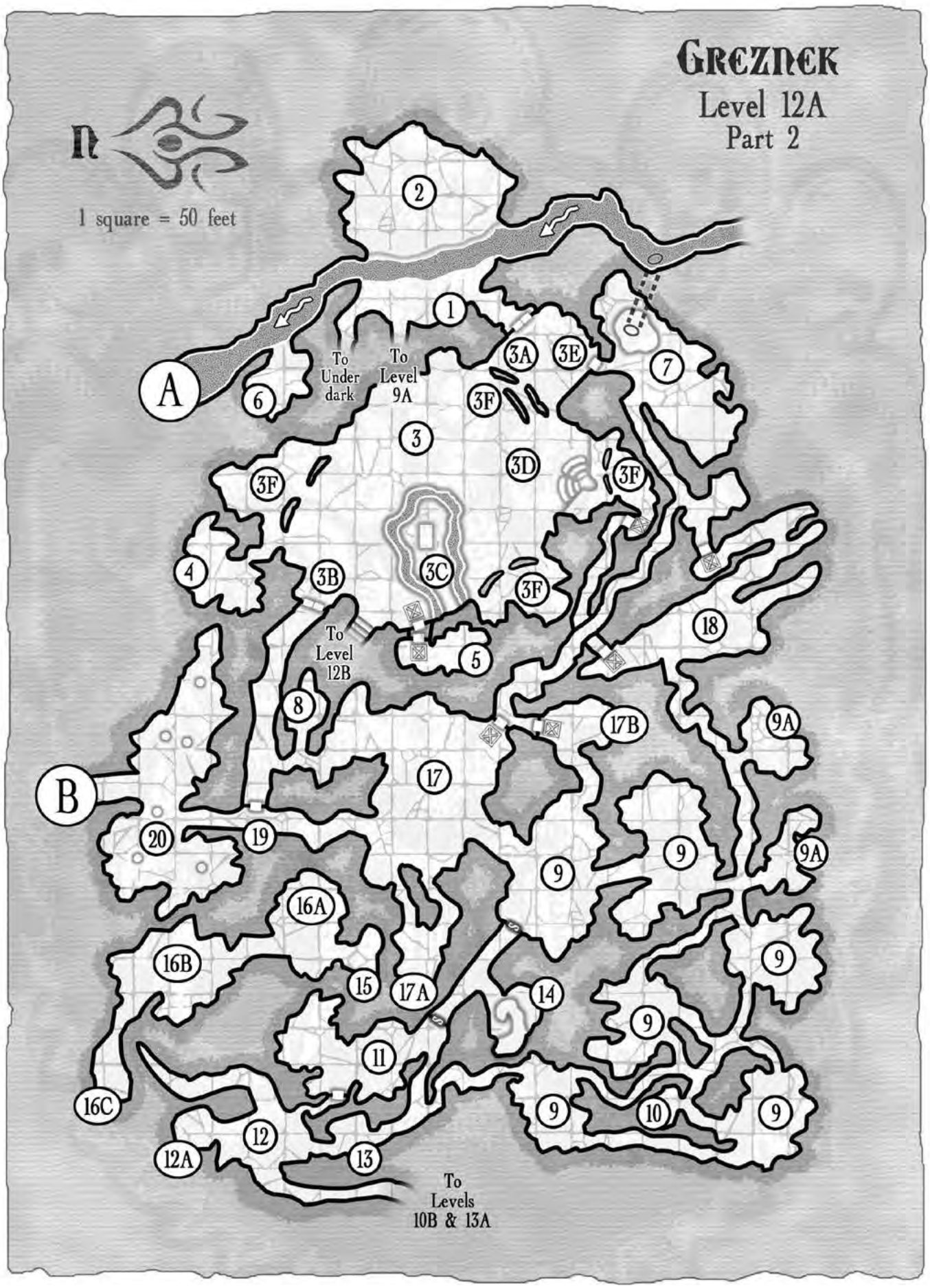
GREZNECK
Level 12A
Part 2
N
1 square = 50 feet
To Under dark
To Level 9A
To Level 12B
To Levels 10B & 13A
A
B
1
2
3
3A
3B
3C
3D
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3F
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9
9A
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11
12
12A
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15
16A
16B
16C
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17A
17B
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20

Ogres (10): HD 4+1; AC 5 [14]; Atk 1 axe (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Fire Giant: HD 11+3 (58 hp); AC 3 [16]; Atk 1 sword (5d6); Move 12; Save 4; AL C; CL/XP 12/2000; Special: Hurl boulders, immune to fire. Has four human slaves (three 1st level fighters and a 1st level thief, all with only 2 hp currently).

Hobgoblin: HD 1+1; AC 5 [14]; Atk 1 scimitar (1d6); Move 9; Save 17; CL/XP 1/15; Special: None.

Running Greznek

The main consideration when running this level — at least the southern half — is that it is a city, and that its residents assume that if PCs are in the city then they were meant to be there. While the PCs probably receive some sideways glances or overhear muttered insults, the locals should merely be considered unfriendly.

The above assumes, however, that the PCs are human or halfling. Elves, half-elves, or dwarves are automatically considered a threat to the citizens of Greznek. Only a human or halfling can convince a patrol or guard that the aforementioned PCs can be trusted. Clerics of any lawful religion who display their holy symbols are likewise considered a threat—and no amount of diplomacy or bluffing can convince a patrol that a lawful cleric can be trusted.

Of course, should the PCs successfully make their way into Greznek, there is no guarantee that some brave or hot-headed gang of goblins might not decide to pick a fight, nor that a goblin patrol might not decide to single the PCs out and give them a hard time. By and large, most of the locals, even a patrol of guards, do not pose much of a threat to the PCs. Yet should the PCs kill a large number of goblins — even in self-defense — they are in risk of turning the city hostile (see **"If Things Go Wrong"** for details). The following groups could pose problems for the PCs:

Goblin Thugs (8)

These **ruffians** may decide to challenge the PCs, even if the city is generally friendly toward the characters, since challenging "foreigners" is a sign of strength.

Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 morning star (1d6) or javelin (1d6) or light crossbow (1d4+1); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Leather armor, shield, morning star, 2 javelins or light crossbow with 20 bolts, 3d4 sp, 4d4 cp.

Goblin Patrols

Goblin patrols consist of **6 guards** and a **leader**, and are often accompanied by **2d4 worgs**.

Goblin Fighters (6): HD 3; AC 5 [14]; Atk 1 morning star (1d6) or javelin (1d4); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, shield, morning star, light crossbow, 20 bolts, 20 gp.

Goblin Leader: HD 6; AC 4 [15]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: -1 to hit in sunlight. Gear: Chainmail, shield, short sword, light crossbow, 20 bolts, 25 gp.

Worg: HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

If Things Go Wrong

When the PCs enter Greznek — assuming they are in human or demi-human form — the city's residents and patrols are considered unfriendly. A number of factors, however, can change this attitude for better or for worse. PCs score points for different actions, and these accumulated points determine the locals' general attitude toward them. See **"Influencing the Goblins,"** in the side box. The PCs have 10 points when they enter the city. If the goblins' attitude improves to indifferent, then the PCs are treated as if they were goblins themselves — which is nothing to be sought after, but better still than where they started. Should the goblins' attitude improve to friendly, the PCs are bought rounds in drinking establishments, given advice, perhaps offered a daughter as a wife. Finally, if the goblins are helpful, then the PCs are treated like heroes and all but handed a key to the city. If, on the other hand, the goblins become hostile, then the PCs are marked targets. In general, the low-level goblins do not attempt to harass the PCs — in fact, they avoid them. Word travels fast through the city, however, and unless the PCs are in hiding, two patrols seek out the PCs with the intention of killing them or bringing them to the slave pits (via **Area 12A–22A**). If these goblins fail, three patrols search the PCs out. If these fail, the clerics are sent for. Depending on the severity of the PCs' actions and the perceived threat they pose, the clerics either round up the hobgoblins from **Area 12A–24** or summon the glabrezu and awaken the Titan Cyclops (see below for details).

Influencing the Goblins

Goblin reactions are based on "points" accumulated by the PCs. When they enter the city, they have 10 points, and goblins are "unfriendly." The chart below details what actions modify the party's points and what reaction level the goblins have to the PCs.

Referee Note: Regardless of points, elves, dwarves, and clerics displaying symbols of lawful deities always earn a "hostile" reaction.

Points	NPC Attitude
Less than 5	Hostile
5 to 14	Unfriendly
15 to 24	Indifferent
25 to 39	Friendly
40+	Helpful

Adjust the PCs' score according to the following actions or situations:

Action/situation	Adjustment
Each lawful cleric in party	–10 points
Each elf or dwarf in party	–5 points
PCs overheard speaking disparagingly about goblins	–1 per 5 goblins who overheard remarks
PCs are known to have killed a goblin	–2 per goblin killed
PCs attack a goblin patrol	–20
PCs kill a high–level goblin	–25
PCs insist on speaking Common	–2 points
Each PC who speaks Goblin	+2 points
PCs change an individual goblin's attitude to friendly	+2 per goblin
PCs change an individual goblin's attitude to helpful	+4 per goblin
PCs defeat the hydra in **Area 12A–32**	+15
PCs are disguised to look like goblins	+10 (though no bonus for speaking Goblin)

12A–1. Entrance Cavern

A wide set of stone stairs from **Level 9A** descends to a large cave bordered by a stream; the roof arches 18 ft. above the cave floor. Across the water, a 12 ft. high cliff face rises into the darkness. Debris is scattered everywhere: shield straps, bones, offal, sword pommels, broken cups, twisted wire, and cracked helmets. With every step the PCs take, something old and forgotten crunches under foot.

There are two doors leading out of the cave. The eastern door opens into the cave and leads to a tunnel that slopes down at a sharp angle. This natural passage winds downward for approximately half a mile before joining up with Under Realms. The Referee is free to design the portion of the Under Realms to which it is connected, or, if he prefers, simply to omit the door entirely.

The second door is made of iron and locked There is, however, a large, brass knocker placed squarely in the center of the door. Engraved in Goblin above the knocker are the words, strike thrice to enter. Three evenly spaced knocks signals the goblin guards in **Area 12A–3A** to unlock and open the doors. Should the PCs make any effort to open the door without knocking, a small slot below the knocker slides open and one of the guards peeks out and calls (in Goblin), "Oy! What ya' doin'? Can't ya' read? Ya want a mouth full o' me axe?" and so on. If the PCs attack or continue to attempt to open the door, a patrol is summoned (–10 points on the **"Influencing the Goblins"** chart, above).

12A–2. The Low-Roofed Cave

The cave's ceiling is a mere 6 feet high, forcing most PCs to crouch as they explore. Small weapons (like daggers and short swords) can be used without penalty here, but the use of larger weapons incurs a –2 penalty on attack and damage rolls, and weapons like two-handed swords and pole-arms are useless.

The southern portion of the cave is home to **3 huge scorpions**, all of which attack if the PCs approach within 20 ft.

Huge Scorpions (3): HD 12; AC 1 [18]; Atk 2 pincers (2d6), sting (1d6 + poison); Move 12; Save 3; CL/XP 14/2600; Special: Lethal poison sting.

12A–3. The Great Cavern

This huge cavern serves as both Market Square and gathering place for the citizenry of Greznek. Denizens of the Under Realms and Rappan Athuk itself travel here to buy, sell, and trade their wares. Because it is forever midnight in the Under Realms, the market stays open continuously, with one goblin merchant closing down his stall only to be quickly replaced by another. When needed, the great cavern is cleared of merchants' stalls and "foreigners," and all the residents of Greznek gather here to solve problems or, more likely, receive instructions from Tribitz.

Typically, there are approximately **125 goblins** circulating within this cave, 30 to 40 of whom are merchants. In addition, there are 25 to 50 "foreigners," made up primarily of orcs, goblinoids, giants, and ogres. There is a 25% chance that 1d3 drow are present, a 15% chance for the same number of derro or duergar, and a 5% chance for a band of humans, typically (80%) magic-users or clerics of Orcus.

Barter here is done in the goblin tongue, though some (10%) of the merchants speak common (though see above). Most goods from the rulebook's equipment list are for sale here, though at a 20–50% markup (even more for "foreigners," meaning non-goblins). PCs are free to sell their wares as well, although, they typically receive only 40% of the listed value instead of the customary 50%. Fresh fruit and vegetables, good wine, livestock, and items made entirely of wood are either not for sale at all (90%) or available at exorbitant prices (+200–300%). Should the PCs possess any of the above items, they could receive upwards of 150% of the item's listed value. Also for sale are such goblin treats as dried human head, dog's liver, cat eyes, xorn tongue, rat teeth necklaces, mouse stew, bat wing berets, and so on. The Referee is free to invent whatever prices he or she wishes for these items, should the PCs express an interest.

The area is guarded by **2 goblin patrols** (see "**Running Greznek**," above) at all times. At the first sign of significant trouble, the guards in **Areas 12A–3A**, **12A–3B**, and **12A–3E** also bolt their doors and come running.

A number of points of interest are within the cave, all of which are described below.

3A. Guard Post

Standing watch at one of the two main entrances are **2 well-armored elite goblin guards**. Anyone wishing to leave Greznek may do so without question (assuming the city is not hostile toward them), but a price of 1 gp per non-goblin must be paid to enter. The guards keep a locked iron strongbox by their side, into which they deposit the entrance fees through a small slot. Needless to say, attempting to steal the strongbox (which contains between 50–100 gp) incurs the wrath of the goblin patrols and a –10 penalty on the Influencing the Goblins chart, above.

Elite Goblin Guards (2): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

3B. Guard Post

Similar in all ways to **Area 12A–3A** except that there are **3 elite goblin guards** and the strongbox contains 100–200 gp.

Elite Goblin Guards (3): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of strength*, 25 gp.

3C. The Raised Sepulcher

Atop this 15 ft. tall mound stands a 6 ft. long, 3 ft. high stone block carved with various images of Orcus in all his bestial glory. Within the top of the block is a curved depression in which rests a gold offering bowl. Goblins, or anyone else who so chooses, may climb the mound and place their offering to Orcus in the bowl. **A hobgoblin guard** stands guard over the offering bowl at all times. Every 12 hours another hobgoblin arrives to relieve the first, who takes that shift's haul to the clerics in **Area 12A–37**. Making an offering of more than 25 gp to Orcus gains the PCs a +2 bonus on the Influencing the Goblins chart, above. Lawful clerics or paladins who make such an offering, however, must succeed at a saving throw or lose 5,000 XP.

Hobgoblin Offering Guard: HD 3; AC 3 [16]; Atk *+1 battleaxe* (1d8+1); Move 9; Save 14; AL C; CL/XP 4/230; Special: Cast spells as 3rd level cleric. Gear: Platemail, *+1 battleaxe*, unholy symbol of Orcus.

The guard only leaves his post if a significant disturbance occurs in the cave below. Needless to say, stealing or attempting to steal from the offering bowl is an unpardonable, capital offense.

3D. The Amphitheater

In this corner of the cave, a raised stone dais looks out over three rows of stone benches. Whenever Tribitz wishes to address the goblins of Greznek, he does so from this vantage point. During "business hours," this area remains more or less ignored, although some goblin children can be found scampering between the benches. The dais, however, remains

conspicuously unoccupied. Anyone seen mounting the dais is asked to leave it immediately by the patrol. Failure to obey this command results in the use of force by the patrol and an immediate loss of 10 points on the Influencing the Goblins chart, above.

3E. Locked Door

This door is ironbound and well-locked Only the clerics of Orcus possess keys to this door. Anyone else seen attempting to gain entrance here is arrested by the patrol and made to fight Droog in **Area 12A–17**.

3F. Fissures

Throughout the cave, a number of long, narrow fissures issue forth hot, dimly glowing steam. These crevasses are between 2 and 3 ft. wide and 10 to 15 ft. deep. The source of the steam is a heated underground lake that roils and steams beneath the cave. Anyone unfortunate enough to fall or be cast into a fissure suffers 2d6 points of falling damage, and 1d6 points of fire damage each round spent in the super-heated waters. Climbing out is possible but difficult due to the wetness of the stone. Anyone climbing the wall takes 1d3 points of damage per round spent in the crevasse.

12A–4. Weapons Cache

The goblins store hundreds of rudimentary weapons here in case the city is attacked. In all, there are 75 light maces, 35 short swords, 150 javelins, 80 shields, 30 light crossbows, 20 shortbows, 200 bolts, and 150 arrows piled about the cave. The patrols attempt to apprehend anyone seen trying to enter this area.

12A–5. Magic Weapons Cache

The goblins keep a small number of magic weapons stored here. These include 3 *+1 light maces*, 2 *+1 short swords*, 4 *+1 javelins*, and 3 *+1 shields*. As always, attempting to enter this room draws the immediate attention of the patrols.

12A–6. The Cave of the Hermit

A narrow cave opening abuts the river, before which the current swirls and eddies, allowing a vessel time to moor or a swimmer to climb ashore.

Lothum, a half-goblin rogue and outcast of Greznek, occupies the cave. His meager belongings are strewn about: a lidless chest containing scraps of rags, ratty pants, tattered shirts, broken jewelry, four pairs of boots, fish bones. If Lothum hears anyone in or near the cave mouth, he immediately hides and tries to determine the strength and identity of the intruders. The half-goblin is a persona non grata in Greznek, and he lives in fear that certain higher powered goblins might find and kill him. He believes his predicament is entirely the work of one goblin, Knoob Chimneybuckles, and Lothum dreams of the day he can exact his revenge.

This pathetic creature is absolutely uninterested in combat, though if only one intruder finds his way into the cave, Lothum attempts, briefly, to scare him off with wild, and ultimately empty, threats. He quickly abandons this ploy, however, if it appears to have no effect or if it elicits a threatening response. If he cannot scare off a lone intruder, or if he is beset by more than one, Lothum pleads for his life and asks to be left alone. If the PCs leave him be, he makes them an offer. He tells them he possesses a powerful magic item that he gladly hands over as payment for the head of Knoob Chimneybuckles. On his right thumb he wears a *ring of water walking*, which has come in very handy while at his current residence, but which he would gladly trade for the death of his nemesis. Lothum is unwilling to show the PCs the ring before they have completed their mission, though if pressed he is does describe its properties. If the PCs question Lothum about what Knoob has done to warrant assassination, the half-goblin is vague. "Lied and cheated," he responds. "Smeared my good name!" He is no more exact than this.

Should the PCs agree to the quest, he tells them that Knoob lives alone in a small cave in the southern corner of Greznek and that he is, much to Lothum's chagrin, very well-liked among the residents.

If the PCs are successful, Lothum happily gives them the *ring*. He is also willing to tell them what he knows about the layout of the Greznek, which is as follows:

- There is a temple near the Great Lake where the clerics all live. The clerics are very powerful and rule the city.
- A hydra has recently moved into the northernmost caves.
- There is a chamber near the barracks where the clerics all go with gold and gems.

Lothum: HD 2 (7 hp); AC 7 [12]; Atk 1 dagger (1d4); Move 9; Save 16; AL C; CL/XP 2/30; Special: Backstab for x2 damage. Gear: Leather armor, dagger, thieves' tools, *ring of water walking*, 14 gp.

12A–7. Unholy Bath

Whenever a cleric of Orcus is plagued by good or pure thoughts, he comes to this chamber to cleanse himself and return to a state of utter evilness and impurity. The pool is fed by an underground stream and is 12 ft. deep. Any paladin or lawful cleric who enters the water must succeed at a saving throw or lose one level. The cave is guarded by **2 clay golems**, which attack any non-cleric who enters.

Clay Golems (2): HD 12 (50 hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2600; Special: Immune to slashing and piercing weapons, Immune to most spells.

Swimming the narrow channel from the river to the pool is possible, yet should the chamber be entered via the pool, as before, all paladins and lawful clerics must succeed at a saving throw or lose one level.

12A–8. Empty Caves

These caves contain nothing of interest. As always, the ubiquitous goblin garbage litters the floor, but no amount of searching turns up anything of value. There is a 10% chance that **1d3 common goblins** are here rummaging about looking for odds and ends.

12A–9. Communal Living Areas

Goblins know nothing of privacy. They live like rats or worms, sprawling beside one another amid their trash and fetid smell. Occasionally, the odd goblin employs a blanket or bedroll of some kind, but more often they simply lie down on the cave floor wherever there is a free spot.

Each cave houses **70 to 80 common goblins** (except the areas marked "**9A**," which house only 25 to 40), half of whom are present in the living areas at any given time. It is unusual to see non-goblins in these caves, so the PCs are likely to garner a number of curious looks and perhaps a comment or two — but nothing more.

The goblins have learned it is wisest to keep their valuables with them at all times. Thus, they sleep with their coins in their pockets, and their weapons on their belts.

12A–10. Knoob Chimneybuckles' Cave

This well-respected **sorcerer** lives alone with his **2 dire wolf pets**. There is a 50% chance that Knoob is in his living quarters; otherwise, he can be found in **Area 12A–3** selling potions. The cave contains a small cot, a locked chest with his belongings (see treasure, below), and a small table with his potion-making supplies. There is nothing else of value here.

If the PCs seek to act as diplomats rather than murderers, they might attempt to talk to Knoob about Lothum. Sadly, Knoob has no recollection of the half-goblin. "Who?" he croaks. "Luthum? Lobum? Oh, Lothum. Never heard of him. What does he want, a potion? Well, tell him he has to pay like everyone else." If the PCs explain that Lothum feels Knoob is responsible for his exile, the sorcerer merely shakes his head.

Although Knoob lives alone, the passageways adjacent to his cave are well traveled. Sounds of combat here attract the attention of nearby goblins who immediately alert the patrol. Knoob, of course, protects himself as best he can if the PCs attempt to carry out Lothum's paranoid scheme.

Knoob makes a decent living selling potions. If the PCs visit him, he assumes they are prospective buyers and immediately begins quoting them prices: *charm person*, 50 gp; *giant strength*, 150 gp. At the moment Knoob only has three *potions of giant strength*. If the PCs would like either more *giant strength* potions or *charm person* potions, the goblin requires a 50% down payment and time to prepare them.

Knoob Chimneybuckles, Goblin Magic-User 6: HP 16; AC 9 [10]; Atk 1 silver dagger (1d4); Move 9; Save 10; AL C; CL/XP 4/120; Special: Magic-user spells (1st—*charm person, detect magic, magic missile, read magic*; 2nd—*web, strength*; 3rd—*lightning bolt* x2). Gear: Silver dagger, *scroll of dispel magic*.

Dire Wolf: HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL N; CL/XP 4/120; Special: None.

Treasure: 750 gp, 3 *potions of giant strength*, 2 emeralds worth 150 gp each, all in a locked wooden chest.

12A–11. Kennel

Two dozen worgs are kept and fed here. They growl menacingly at any non-goblin who enters and then attack as a pack if the intruders remain for more than two rounds. Any combat here draws the attention of the guards in **Area 12A-12**.

Worgs (24): HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL N; CL/XP 4/120; Special: None.

12A–12. Barracks

The **goblin guards** and **patrol leaders** are stationed here. There are 40 cots along the north and east walls for the guards and another dozen cots along the south wall for the patrol leaders. At any time, half the guards (20) and patrol leaders (6) are on duty patrolling the city, while the other half remain here, sharpening their weapons and fixing their armor. **Trillok**, the captain of the guard, is also stationed here. His quarters, **Area 12A–12A**,

contain a cot, a locked chest (see below), a small table, and a stool.

Only members of the guard or clerics are allowed in the barracks. Anyone else is considered an intruder and given 2 rounds to vacate. The passage to the north leads to **Level 10B**, **Area 10B–14**, with a side tunnel leading to **Level 13A** after 400 yards.

Goblin Fighters (20): HD 3; AC 5 [14]; Atk 1 morning star (1d6) orlight crossbow (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, shield, morning star, light crossbow, 20 bolts, 20 gp.

Goblin Patrol Leaders (6): HD 6; AC 4 [15]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: -1 to hit in sunlight. Gear: Chainmail, shield, short sword, light crossbow, 20 bolts, 25 gp.

Trillok, Captain of the Guard: HD 8 (36 hp); AC 5 [14]; Atk 1 longsword (1d8+1, wielded with 2 hands); Move 9; Save 11; AL C; CL/XP 8/800; Special: -1 to hit in sunlight. Gear: Chainmail, longsword, *potion of extra healing*.

Treasure (in chest): 2,500 gp; 3 *potions of giant strength*, 3 *potions of extra healing*.

12A–13. Guard Post

Two elite guards are stationed here at all times. No one other than a member of the guard or a cleric is allowed east of this area. Any combat here attracts the attention of the occupants of **Area 12A–12**, who arrive in 3 rounds.

Elite Goblin Guards (2): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

12A–14. Teleportation Waters

The door to this chamber is made of iron and securely locked **An elite guard** stands outside at all times. Only clerics possessing a key to the door are allowed to enter this area.

Elite Goblin Guards (2): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

The chamber contains two pools of water, one larger, one smaller, and a small table, upon which is laid a **single gold amulet**. Donning the amulet (see **Area 12A–38**, below) and fully immersing oneself in the larger pool *teleports* the wearer to **Area 12A–15**. Entering the smaller pool wearing the amulet or entering the larger pool without the amulet does nothing. Only one person may be *teleported* at a time; holding hands with or climbing on the back of the person wearing the does not work.

12A–15 Arrival Point

An individual *teleported* from **Area 12A–14** arrives here.

12A–16. Treasure Vault

The clerics hide their most valuable plundered works of art and jewelry in **Area 12A–16B**. **Area 12A–16A**, however, contains a **bebilith**, on loan from Orcus himself, which attacks any non-cleric who enters.

Bebilith: HD 12 (60 hp); AC -2 [21]; Atk 2 claws (2d4), bite (2d8 + poison) or web; Move 15 (Climb 9); Save 3; AL C; CL/XP 14/2600; Special: Immune to electricity and poison, *plane shift* at will, *web* 4/day, communicate telepathically.

Piled around **Area 12A–16B** are hundreds of works of art and pieces of jewelry: framed paintings, gold vases, onyx statues, gem encrusted daggers, silver bowls, and so forth. Nothing is magical. In all, there are 350 works of art and 470 pieces of jewelry. The Referee should roll for the value of any given item, ignoring, however, results over 100 gp.

A PC wishing to leave the treasure vault must possess the amulet from **Area 12A–38**. If the wearer of the amulet proceeds down the narrow passage to **Area 12A–16C**, and there, at its terminus, intones the name of the Orcus, he is instantly *teleported* to the small pool of water in **Area 12A–14**. Aside from a *teleport*, *wish*, or similar magic, there is no way to leave the Treasure Vault without the amulet.

12A–17. The Fight Circles

Distributed throughout this large cave are four "Fight Circles," actually just a series of stakes hammered into the cave floor in the form of a circle. A favorite past time for the goblins of Greznek — in fact, the only past time for the goblins of Greznek — is the blood sport called "Circle Fighting." Two contestants are placed — usually by choice — within the circle of stakes, each is handed a club, and the combatants then proceed, cheered on by spectators who wager the fights' outcome, to slug it out until only one is left standing. The winner is given a purse of 5 gp, dispersed by a hobgoblin who serves as a kind of ringmaster, and the loser is dragged from the ring and piled in **Area 12A–17A** where he is left to live or die, depending on his luck and constitution.

Usually, only two or three Circles are in use at one time, though occasionally all four see action simultaneously. A typical fight has 12 to 25 spectators, normally 100% goblins. No goblin willingly steps into the ring with a non-goblin. Only Droog, the ogre in **Area 12A–17B** challenges non-goblin humanoids. Certain offenses, such as insulting goblins as a race or petty theft, might result in the perpetrator having to face Droog in a blood match. Droog — or conceivably his opponent, though Droog has never lost — receives a purse of 15 gp.

Referee Note: Droog is permitted to use his large club, while his opponent is given a standard club.

Ringmaster (Hobgoblin): HD 5; AC 5 [14]; Atk 1 flail (1d8); Move 9; Save 12; AL C; CL/XP 5/240; Special: None. Gear: Chainmail, flail, dagger, 125 gp.

12A–17A. "Recovery" Room

The bodies of two to five losers can be found here at any one time, one to three of which are dead; the rest are seriously wounded.

12A–17B. Droog's Cave

This ogre makes a living demolishing the odd opponent in a fight circle. The cave contains a pile of furs and skins in one corner (his bed), and bones and refuse everywhere else.

Droog: HD 9+1 (50 hp); AC 4 [15]; Atk 1 giant club (1d10+1) or javelin (1d6+1); Move 9; Save 7; CL/XP 9/1100; Special: None. Gear: Giant club, javelins (4), leather armor, 175 gp.

12A–18. Cave of the Dire Tigers

These large, jagged caves are home to **Grimb**, a goblin ranger, and his **3 giant tiger pets**. There is a 25% chance that Grimb and one of his tigers are out hunting, that is, scouring the Under Realms for food — derro, orcs, driders, hell hounds, and so on — for the tigers. Grimb and his pets are

given high status in Greznek, though the reclusive goblin rarely makes use of it; in fact, he shuns all contact with other goblins, greatly preferring the company of his tigers. Should the city come under attack, however, Grimb and the dire tigers join the defense, presenting an awesome foursome. The clerics have been trying to convince Grimb to take his tigers and assault the hydra in **Area 12A–32**, but thus far they have been unsuccessful.

Strangers, aside from clerics, are absolutely not permitted here. Grimb gives intruders a brief warning, and then sics the tigers on them. If Grimb is out of the cave, the tigers attack without hesitation.

Grimb: HD 8 (31 hp); AC 5 [14]; Atk 1 short sword (1d6) or *+1 shortbow* (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: –1 to hit in sunlight, track (85%). Gear: Chainmail, short sword, *+1 short bow*, 20 arrows, silver dagger, *potion of healing*.

Giant Tigers (3): HD 7; AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 9; AL N; CL/XP 7/600; Special: Rear claws (as smilidon).

Treasure: Hidden beneath a stone in the area marked **18A** is a sack containing 180 pp and 5 diamonds worth 250 gp each.

12A–19. Guard Post

here at all times. Non-goblins wishing to proceed beyond this point, either through the door or into **Area 12A–17**, must first answer a brief series of questions: "Who are you? Where are you from? Why are you coming here?" and, "How long will you stay?" Basically, the goblins expect to hear that the PCs have come to trade with the goblins and then leave. Of course, if the PCs have other answers, the Referee is free to roleplay this encounter however he wishes.

Absolutely no non-goblins are permitted into **Area 12A–20**. A skirmish here draws the attention of that area's occupants.

Elite Goblin Guards (2): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

12A–20. The Flames of Orcus

This cavern contains six 3 ft. wide circular openings in the cave floor. Each opening belches forth a jet of flames every 4 to 5 minutes; thus, because the holes are on different schedules, one of the six holes is "flaming" about every 45 seconds. The holes lead to 3 ft. diameter chutes that drop 30 ft. to molten lava. Anyone falling into the lava suffers 100 points of fire damage per round unless protected from the fiery rock by some magical means.

Posted here at all times are **2 goblin clerics** and **4 elite hobgoblin guards**. This cave is a holy place to goblins, and the clerics chant a sacred prayer to Orcus every hour on the hour. Intruders are told to leave; failure to do so immediately results in a swift attack from the goblins and hobgoblins. The only exception to his rule would be if the PCs have been hired to kill the hydra in **Area 12A–32**, in which case one of the hobgoblins brings them to **Area 12A–22**, where they are then escorted to the hydra.

Goblin Priests (2), Cleric 8: HP 25 each; AC 3 [16]; Atk 1 *+1 morningstar* (1d6+1); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds x2*; 2nd—*hold person x2*; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: *+1 morning star*, *+1 chainmail*, shield, unholy symbol, pouch with gems worth 1,000 gp.

Elite Hobgoblin Guards (4): HD 8; AC 3 [16]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: -1 to hit in sunlight. Gear: Banded armor, shield, longsword, javelins (4), 50 gp.

Tactics: The hobgoblins rush to engage the PCs while the clerics cast their spells. When engaged, the clerics look first to use their *cause wounds* spells, starting with the most powerful and then working down.

12A–21. The Stepping Stones

Water from the river flows between a row of stepping stones into the Unholy Lake. Crossing the stones requires a successful saving throw to avoid falling into the swiftly flowing water and, unless a second saving throw is made, being carried out into the lake. If a rope can be strung across the rocks and secured in **Area 12A-22**, then no saving throws are required.

Unless the PCs are accompanied by a hobgoblin from **Area 12A–20**, the goblins in **Area 12A–22** fire on the PCs as they attempt to cross the rocks. If the PCs are accompanied by a hobgoblin, one of the fighters from **Area 12A–22** paddles across with a boat to ferry the PCs to shore.

12A–22. The Docks

This cave is guarded at all times by **1 goblin cleric** and **8 goblin fighters**. The western edge of the chamber is open and faces out to the lake. Two rowboats are tied to a stone dock that juts off this side of the cave. A 10 ft. high natural rock platform stands in the southwestern portion of the cave. Two rope ladders are hung on the north and east faces of the platform, allowing for easy access to its top.

As stated above, unless the PCs are accompanied by a hobgoblin guard from **Area 12A–20**, attempts to cross the stepping stones or gain access to this chamber in any way results in an immediate attack from its occupants. Should the PCs have been sent this way to slay the hydra in **Area 12A–32**, then one of the guards directs them to **Area 12A–31**.

Melee in this chamber gains the attention of the hobgoblins in **Area 12A–24**, who join the combat in 1–3 rounds.

Goblin Cleric, Cleric 8: HP 25; AC 3 [16]; Atk 1 *+1 morningstar* (1d6+1); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds x2*; 2nd—*hold person x2*; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: *+1 morning star*, *+1 chainmail*, shield, unholy symbol, pouch with 800 gp.

Goblin Guards (8): HD 4; AC 4 [15]; Atk 1 short sword (1d6) or javelin (1d6 + 1d6 poison); Move 9; Save 13; AL C; CL/XP 4/120; Special: -1 to hit in sunlight. Gear: Chainmail, shield, short sword, javelins (3) coated in venom (1d6 damage), *potion of healing*, 4 flasks of oil.

Tactics: Four goblins are stationed at all times atop the platform. If intruders are spotted crossing **Area 12A–21**, the goblins on the platform sound the alarm while they begin firing. The remaining four guards take up positions at the entrance to the cave, at the northern end of the stepping stones, and begin firing as well. The cleric casts his spells, then moves forward to join the goblins on ground level. If the combat is joined in **Area 12A-22**, the hobgoblins from **Area 12A-24** arrive in 1-3 rounds.

Referee Note: The secret door on the northern wall has been *wizard locked* by Teran from **Area 12A-30**. The goblins are not yet aware of this.

12–22A. Tunnel to Level 12

This winding passage descends for about a quarter mile until terminating at **Level 12**, **Area 12–24**.

12A–23. Sloping Passage

These narrow winding passages slope down at a dramatic angle of nearly 30 degrees away from **Area 12A–22**. As well, these passages are damp and littered with loose stones. Characters attempting to run down these tunnels must succeed at a saving throw to avoid falling. Movement up these tunnels is reduced by one third.

12A–24. Hobgoblin Cave

A **small band of hobgoblins**—devout worshipers of Orcus all—has taken up residence here. These warrior pilgrims traveled to Greznek when their leader, **Purbok**, received a message in a dream from his dark master to serve the goblin clerics. This the hobgoblins now do without question.

Purbok and his **two captains** camp in **Area 12A–24A**, while the rest of the hobgoblins are stationed in the main cave.

Hobgoblin Foot Soldiers (15): HD 1+1; AC 5 [14]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None. Gear: Ring armor, shield, longsword, javelins (4), pouch with 10 gp.

Hobgoblin Elite Foot Soldiers (10): HD 2+2; AC 4 [15]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: None. Gear: Chainmail, shield, longsword, javelins (4), pouch with 15 gp.

Hobgoblin Lieutenants (5): HD 4+4; AC 4 [15]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: Chainmail, shield, longsword, javelins (4), pouch with 20 gp.

Hobgoblin Captains (2): HD 6+6; AC 4 [15]; Atk 1 *+1 longsword* (1d8+1) or javelin (1d6); Move 9; Save 11; AL C; CL/XP 6/400; Special: None. Gear: Chainmail, shield, *+1 longsword*, javelins (4), pouch with 50 gp.

Purbok, Hobgoblin Priest, Cleric 6: HP 36 hp; AC 1 [18]; Atk 1 +2 *mace* (1d6+2); Move 9; Save 10; AL C; CL/XP 7/600; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: Chainmail, shield, +2 *mace*, pouch with 50 gp. Gear: +2 *mace*, *+1 platemail*, shield, *potion of extra healing*, a pouch of gems worth 3,000 gp.

Development: If asked by the high priest, Purbok would willingly lead his troops against the hydra. He fears, rightfully, that doing so would result in the loss of most, if not all, of his foot soldiers. The PCs might be able to convince Purbok and his captains to join in their attack on the hydra. Were Purbok to agree, however, he would insist on being the leader of the assault and that, once slain, the hydra's treasure be given to the temple of Orcus.

12A–25. Empty Caves

These caves are empty except for a few bones and the odd copper piece scattered here and there.

12A–26. Hall of Pillars

This long hall is lined with thick stone pillars carved with images of Orcus. At the end of the passage are a set of locked double doors and an ironbound, bolted door.

12A–27. Trapped Hall

This hallway appears to be empty and to terminate in a dead end. A **deadly trap**, however, is set 10 ft. from the double doors. If even 20 pounds of pressure is placed on the floor, dozens of poisoned spears spring from both walls, impaling the victim from head to toe (save or 6d6 damage + lethal poison)..

At the far end of the passage is a hidden trap door. It has no hinges, however, and lifting the heavy stone out of the floor from its resting place requires a successful open doors check.

Note: up to two PCs may aid the PC trying to lift the door. Once open, the trapdoor appears to give way to an abyss. In fact, it is a 65 ft. drop from the trap door to the cave floor in **Area 12A–25**, but, without proper lighting, there is no way to determine this.

12A–28. Cave of the Xorns

A mated pair of **elder xorns** has taken up residence in this large cavern. They burrow to and fro beneath the cave floor, feasting on the rock and, in general, enjoying their time on the Material Plane If the PCs possess more than 2,000 coins of any kind between them, the xorns smell the potential food and surprise the PCs from below.

Xorn (2): HD 7 (35, 28 hp); AC –2 [21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

Note: The **secret door** in the southern wall has been sealed with a *wizard lock* spell by Teran of **Area 12A-30**.

12A–29. Hall of the Titan Cyclops

At the northern end of the large-roofed cavern (25 ft.) stands an 18 ft. tall **statue of a cyclops**. Strong transmutation magic emanates from the statue if detected. On the eastern side of the cave is a 15 ft. tall cliff leading to a natural rock shelf dotted with stalagmites.

The statue remains inanimate unless awakened by the high priests (see **Area 12A–45**) or attacked in any way. Once it comes to life, it wrenches stalagmites from the cave shelf (a move-equivalent action) and hurls them like huge spears.

Titan Cyclops Statue: HD 21 (100 hp); AC -3 [22]; Atk 2 slams (4d6) or throw stalagmite (2d6); Move 9; Save 3; AL N; CL/XP 25/5900; Special: Half damage from non-magical weapons, *slow* gaze (The titan cyclops' gaze acts as a *slow* spell, as the magic-user spell, affecting 1 PC per round).

12A–30. Strangers in a Strange Land

Several days ago, a failed experiment in *teleportation* landed **4 unfortunate drow** in this cavern. Preliminary scouting by **Vertek** revealed that they were pinned between the xorns (with a pocketful of coins, he narrowly avoided being devoured), and the goblins in **Area 12A-22**. Further investigation by **Teran**, using her *wizard eye*, confirmed what she had already suspected, that they were trapped in Grezneck, the infamous goblin city. Because **Zerna** worships the demon queen of spiders, a sworn enemy of Orcus, the drow believe there is little hope of parlaying with the goblins. Thus, Teran sealed the three secret doors leading to this cavern with *wizard lock* spells, and the drow remain where they are, camped in this large cave, deciding whether they should fight their way back to the Under Realms.

Zerna, Drow Cleric 8: HP 25; AC 2 [17]; Atk *+1 mace* (1d6+1)

or hammer (1d4+1); Move 12; Save 8; AL C; CL/XP 10/1400; Special: –2 to hit in sunlight, magic resistance 15%, drow spells (at will—*darkness, levitate*, 1/day—*dispel magic*, *suggestion*), cleric spells (1st—*cause light wounds* x2; 2nd—*hold person x2*; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: Elven mail, *+1 shield*, +1 mace, throwing hammer, *ring of protection +1*, *scroll of cure serious wounds*, pouch with 100 gp and eight rubies worth 300 gp each.

Filtau, Drow Fighter 9: HP 30; AC 3 [16]; Atk *+1 short sword* (1d6+1) or light crossbow (1d4+1); Move 9; Save 6; AL C; CL/XP 9/1100; Special: –2 to hit in sunlight, magic resistance 15%, cast *darkness* 1/day. Gear: Elven chainmail, *+1 shield*, *+1 short sword*, hand crossbow, 10 darts.

Vertek, Drow Thief 9: HP 18; AC 6 [13]; Atk 1 rapier (1d6) or +1 light crossbow (1d4+1) or dart (1d3+sleep); Move 12; Save 7; AL C; CL/XP 9/1100; Special: –2 to hit in sunlight, magic resistance 15%, cast *darkness* 1/day, backstab for x2 damage, climb walls 93%, delicate tasks 60%, hear sounds 5 in 6, hide in shadows 65%, move silently 70%, open locks 65%. Gear: Rapier, *hand crossbow +1*, 10 darts coated in sleep poison, *+1 leather armor*, thieves' tools, sack with 500 sp, 1,950 gp.

Teran, Drow Magic-User 9: HP 19; AC 7 [12]; Atk *+2 dagger* (1d4+2); Move 12; Save 7; AL C; CL/XP 10/1400; Special: -2 to hit in sunlight, magic resistance 15%, cast *darkness* 1/day, magic-user spells (1st—*charm person x2, magic missile, shield*; 2nd—*invisibility, levitate, mirror image*; 3rd—*dispel magic, fireball, fly*; 4th—*wall of fire, wizard eye*; 5th—*transmute rock to mud*). Gear: *Ring of protection +2*, *wand of lightning bolt* (2 charges), *scroll of slow*.

Development: If it would gain their freedom, the drow might be talked into joining the PCs in their battle against the hydra, or, possibly, an attack on the city itself. They are suspicious of lawful characters, of course, so expert roleplaying, is required to convince the drow that the PCs can be trusted. Indeed, just gaining entrance to the cave without a fight is not easy. The drow are paranoid and on edge, and if the PCs just burst in, they are greeted by a volley of poisoned bolts and *lightning bolts*.

12A–31. Cave of Carnage

This cave contains the bloodied remains of the unfortunate goblins who came to investigate the strange sounds heard coming from **Area 12A–32**. The hydra devoured its victims once it slew them, but there are a few fingers, toes, eyeballs, teeth, and bits of armor scattered about. A character that searches discovers scorch marks on the walls. The doors to **Area 12A–32** are ajar.

12A–32. Hydra Lair

A **12–headed pyrohydra** has taken up residence here. It wandered up via the northern passage, which stretches north for several miles before it connects with a long, wide, east-west tunnel in the Under Realms. The hydra was sent by Hecate, the lawful evil goddess of magic, as a curse against the Orcus clerics for corrupting Phalen, one of her prized disciples (see **Area 12A–33**, below). The beast can just fit through the double doors in the south, so sustained noise in **Area 12A–31** draws its attention. In general, however, the hydra is content to let its victims come to it.

Pyrohydra (12 headed): HD 12 (56 hp); AC 5 [14]; Atk 12 heads (1d10); Move 9; Save 3; AL N; CL/XP 16/3200; Special: Breath fire (cone 15 ft. long and 5 ft. wide from each head, 3d6 damage, usable every 1d4 rounds).

Treasure: Piled about the cave are 3,500 gp, various gems and trinkets worth 6,400 gp, a *+1 pole axe* (counts as a polearm), a *manual of intelligence*, and a *wand of haste* (4 charges).

Development: Since the hydra has only taken up residence in the city's outskirts and does not threaten Grezneck directly, the clerics are, so far, unwilling to awaken the Titan Cyclops or summon the demons.

12A–33. Large Burial Chamber

Non-clerical goblins of some renown are buried in small, unmarked graves throughout this large cavern. The goblins bury nothing of value with their dead, so if the PCs are of a mind to rob graves, they are sorely disappointed. Hovering nearby, however, is **Phalen**, the ghost of an evil elven wizard. Once a devout worshiper of Hecate, Phalen was corrupted by the Orcus clerics and damned to guard their burial grounds for eternity. The ghost immediately attacks anyone other than a cleric of Orcus seen attempting to use to the secret door, or anyone other than a goblin or hobgoblin entering the burial chamber.

Phalen the Ghost: HD 10 (34 hp); AC 5 [14]; Atk 1 corrupting touch (drain 1d6 points of strength); Move Fly 12; Save 5; AL C; CL/XP 12/2000; Special: Draining touch, incorporeal, rejuvenate 1 week after being destroyed.

If the PCs flee back down the narrow passage to **Area 12A-24**, Phalen does not follow. If, on the other hand, the PCs attempt to flee through the secret door leading to **Area 12A-34**, Phalen pursues until destroyed.

12A–34. Sacred Burial Chamber

Fifteen goblin-sized stone sarcophagi fill this large cavern, the lids of which are carved with images of goblins adorned in religious vestments. The western secret door is particularly difficult to find (roll chance on d12).

Should the sarcophagi be disturbed in anyway, **a thin black mist** begins to form near the cave's ceiling. Unless a PC actually states he or she is looking up while the sarcophagi are being tampered with, the black mist goes undetected. Even a PC looking up only notices it on a roll of 1 on 1d10. The mist, which radiates evil and cannot be harmed in anyway, swirls overhead for 5 rounds and then descends. Any PC caught within the mist must succeed at a saving throw or become chaotic. PCs who become chaotic do not announce their alignment change; instead, these PCs wait until the proper moment to backstab their companions. Only a *remove curse* or *wish* spell can reverse the effects of this terrible curse.

Treasure: Fourteen of the sarcophagi are empty; one, however, contains a secret compartment that holds a *wand of neutralize poison* (2 charges).

12A–35. Barrows

These small burial caves each contain the graves of lower-level clerics. No treasure is buried with these ex-goblins, but a powerful **wraith** guards each cave against intruders.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

12A–36. Bridge with Guards

A sturdy rope bridge spans the river here. Stationed on the east side of the bridge at all times are **2 ogre guards**. The guards attack anyone not

accompanied by a cleric of Orcus. Should combat in a barrow cave last more than two rounds, one of the ogres goes to investigate. If he spots the PCs in any of the chambers, he returns immediately to the bridge. The two guards then cross to the western side of the bridge and ready their spears while calling for help from the clerics in **Area 12A–37**. The clerics arrive in 2–6 rounds.

Bridge Guards (2): HD 8+1 (40 hp each); AC 3 [16]; Atk 1 two-handed sword (1d10+1) or spear (1d6+1); Move 9; Save 8; CL/XP 8/800; Special: None. Gear: Two-handed sword, 2 spears, chainmail, shield, pouch containing 400 gp.

12A–37. Outer Temple

In the center of this room is a small (3 ft. high) bronze shrine of Orcus, attended to by **4 goblin underpriests**. If the ogres in **Area 12A–36** summon the clerics, two join the combat and the remaining cleric fetches the goblin high priest in **Area 12A–38**. The occupants of **Area 12A–38** quickly join the underpriests if the outer temple is attacked.

Goblin Underpriests (4), Cleric 8: HP 25 each; AC 4 [15]; Atk 1 morningstar (1d6); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: Morning star, chainmail, shield, unholy symbol, pouch with 500 gp.

12A–38. Inner Temple

Tribitz, the high priest, and **1 underpriest** perform sacred rituals around a massive replica of Orcus. This 12 ft. tall stone statue is carved with incredible detail, and its eyes seem to follow one about the room. The statue radiates evil, but, surprisingly, it is not animated. In fact, the only interesting aspect of the statue is a secret compartment in the neck containing the magic amulet that grants exit from **Area 12A–16**. The door to **Area 12A–39** is locked, and Tribitz carries the key with him.

Tribitz, Cleric 12: HP 35; AC 0 [19]; Atk 1 +2 *morningstar* (1d6+2); Move 9; Save 4; AL C; CL/XP 14/2600; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x3, *detect good*; 2nd—*bless, hold person* x2, *silence 15-ft radius*; 3rd—*cause disease, locate object, prayer, speak with dead*; 4th—*cause serious wounds* x2, *protection from good 10-ft radius, sticks to snakes*; 5th—*dispel good, finger of death* x2, *quest*; 6th—*blade barrier*). Gear: +2 *morning star*, +2 *platemail*, shield, unholy symbol, potion of extra healing, key to area 12A-39 on chain around neck.

Goblin Underpriests (4), Cleric 8: HP 25; AC 4 [15]; Atk 1 morningstar (1d6); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: Morning star, chainmail, shield, unholy symbol, pouch with 500 gp.

Tactics: If possible, Tribitz casts the following spells before entering combat: *prayer, blade barrier*, and *protection from good 10' radius*. Once in combat, Tribitz uses *bless, cause light wounds, cause disease, silence* on any spell casters, *cause serious wounds,* and *finger of death* before attacking with his *+2 morningstar*.

Development: Tribitz is eager to be rid of the hydra in **Area 12A–32**. Although it poses no real threat to the city, its presence erodes somewhat the goblins' confidence in their leader. If no other options present themselves, Tribitz eventually commands the hobgoblins, accompanied by two underpriests, to attack the hydra.

If word reaches Tribitz that the PCs are willing to attempt to slay the hydra, he sends for them. One underpriest searches them out and leads them to **Area 12A–12A**. Here, Tribitz, surrounded by 6 elite guards and 2 underpriests, conducts a serious interview. He has little trust of humans and their allies, and he wants to determine their motivation for slaying the hydra. Tribitz's primary concern is that in order to attack the hydra, the PCs must first pass through several "off-limits" areas, namely **Areas 12A–22** and **12A–26**. Access to these areas is not granted to just anyone. Therefore, when talking to the PCs, Tribitz is trying to determine if these adventurers have ulterior motives. If Tribitz decides he does not trust the PCs, he thanks them for their offer but explains that this is a goblin problem and should be solved by goblins.

Tribitz accepts the explanation that they are adventurers and would like the opportunity to plunder the hydra's treasure. If the PCs are able to convince the high priest that they are worshipers of Orcus and that it is their sacred duty to protect this holy city against an intruder, he requires them to tithe 50% of the treasure to the temple.

12A–39. Tribitz's Chambers

This small room contains a bed, a dresser, and a locked chest (see below). In a secret compartment in the dresser are four keys: one to the door leading to **Area 12A–41**, one to the door leading to **Area 12A–42**, one to **Area 12A–14**, and one to the chest.

Treasure: The chest contains 7,500 gp, and an onyx scepter that is actually a *wand of cure light wounds* (5 charges). The chest is trapped with a *glyph of warding* that deals 5d6 points of lightning damage).

12A–40. Underpriests' Chambers

Each of these small, hidden rooms contains 2 beds, 2 trunks, and a small stone statue of Orcus. The trunks contain the underpriests' personal effects. There is nothing of value here.

12A–41. The House Guests

Three days ago **3 ophidians** arrived in Grezneck and were immediately granted special status by Tribitz. The high priest is hoping these cunning creatures might be willing to take on the hydra if treated well enough. Thus he has supplied them with fine beds and three meals a day. The serpent folk have no intention of fighting the hydra, but they are tired and in need of a rest.

This evil threesome recently fled their home city deep in the Under Realms. They despise humans and their close kin, but are in need of help that the PCs might be willing to provide. The ophidians are hoping to find their way to the surface and then to an ophidian colony (somewhere in a large forest of the Referee's choice). These refugees are willing to swap knowledge about the Under Realms for information about Rappan Athuk and the world above.

Quanall, Ophidian Magic-User 9: HP 27; AC 8 [11]; Atk 1 scimitar (1d6) or bite (1d4); Move 12; Save 7; AL C; CL/XP 7/600; Special: Magic-user spells (1st—*charm person, detect magic, magic missile, read magic*; 2nd—*ESP, levitate, strength*; 3rd—*haste, lightning bolt, suggestion*; 4th—*fear, polymorph other*; 5th—*monster summoning III*), reproductive bite, magic resistance 20%, immune to mind-affecting effects, paralysis and poison, ophidian spells (1/day—*charm person, phantasmal force, mirror image, suggestion, teleport*). Gear: Scimitar, longbow, 20 arrows,

ring of protection +2, *wand of magic missile* (3 charges), gold necklaces with 8 rubies (1,500 gp), pouch containing 100 pp.

Thorillith, Ophidian Fighter 9: HD 9 (52 hp); AC 4 [15]; Atk1 +1 scimitar (1d6+1) and bite (1d4); Move 12; Save 7; AL C; CL/XP 11/1700; Special: Reproductive bite, magic resistance 20%, immune to mind-affecting effects, paralysis and poison, ophidian spells (1/day—*charm person, phantasmal force, mirror image, suggestion, teleport*). Gear: Ring armor, shield, *+1 scimitar*, longbow, 20 arrows, pouch with 200 pp.

Pandoran, Ophidian Cleric 9: HP 38; AC 2 [17]; Atk 1 steel-shod staff (1d6) or bite (1d4); Move 12; Save 7; AL C; CL/XP 7/600; Special: Cleric spells (1st—*cause light wounds* x3; 2nd—*bless, hold person* x2; 3rd—*cause disease, prayer, remove curse*; 4th—*cause serious wounds* x2; 5th—*dispel good, finger of death*), reproductive bite, magic resistance 20%, immune to mind-affecting effects, paralysis and poison, ophidian spells (1/day—*charm person, phantasmal force, mirror image, suggestion, teleport*). Gear: Steel-shod staff, +2 *chainmail*, *ring of mammal control*, pouch containing 250 pp.

12A–42. Cave of the Undead Army

Tribitz is gradually assembling a **large, unusually skilled undead army**. The skeletons and zombies are "stationed" here until needed. In all, there are **100 zombies** and **85 skeletons**, packed together in tight, even rows. Anyone entering the chamber that is not a cleric of Orcus or is not accompanied by such a cleric is attacked.

In the eastern corner of the cave is a 5 ft. high statue of Orcus. This idol permits Tribitz to cast a special and very powerful desecration that imposes a –2 penalty on clerical attempts to turn undead. Any skeleton or zombie created within the cave receives double its normal hit dice and a maximum number of hit points per Hit Die, a -2 [+2] bonus to AC, damage, and save (these bonuses are incorporated into the stats below). Without the idol, however, the undead return to their normal state. The small statue is made of solid gold and weighs 50 pounds (2,500 gp value if the desecration is *dispelled*). Anyone other than a cleric of Orcus who touches the idol must succeed at a saving throw or suffer 1d6 points of strength damage; *protection from evil* grants a +2 save bonus. Simply removing the statue from the cave, however, is not sufficient to de-power the undead, as the skeletons and zombies pursue the idol to the best of their ability. As long as they are within 50 yards of the statue, the undead retain their heightened power. A *dispel magic* cast by a lawful cleric of at least 12th level cancels the idol's power.

Skeletons (85): HD 2; AC 6 [13]; Atk 1 strike (1d6+2); Move 12; Save 14; AL N; CL/XP 2/30; Special: immune to sleep and charm.

Zombies (100): HD 4; AC 6 [13]; Atk 1 weapon or strike (1d8+2); Move 6; Save 11; AL N; CL/XP 4/120; Special: Immune to sleep and charm.

12A–43. The Falls of Hell

The narrow tunnel opens onto a damp precipice standing 30 ft. above the Unholy Lake. Steam flows swiftly over the precipice, forming a waterfall that plummets onto jagged rocks below. A devout worshiper of Orcus who immerses themself in the stream and is carried over the waterfall is *teleported* to the Unholy Island (**Area 12A–45**) before he strikes the rocks below. Anyone else attempting this feat suffers 6d6 points of falling damage when striking the rocks and must succeed at a saving throw or be knocked unconscious and drown.

12A–44. Unholy Lake

This large body of water is 40 ft. deep. It is fed from four sources, including the waterfall and an underground stream in the north. The water flows out through a wide channel in the southwest and anyone in the water with a strength of 13 or greater may avoid being carried off by the current. PCs unlucky enough to be swept away in the channel with no means of breathing water eventually drown, as the channel is 10 miles long and has several stretches of more than two miles where there is no headspace to permit breathing.

12A–45. Unholy Island

At the east end of this circular island are three red pedestals, one large and two smaller. Should Grezneck come under attack, Tribitz and two of his underpriests *teleport* themselves to this island, where they perform a special *summoning* ritual. While standing atop the pedestals, the clerics chant complex incantations for 10 rounds, after which **4 glabrezus** appear and defend the city to the death, and the Titan Cyclops awakens. These demons have been sent by Orcus himself, and obey the high priest without question.

To leave the island, the clerics leap into the pool of water in its center and are teleported to **Area 12A–43**; the glabrezu know to do this as well. Note: only demons and clerics of Orcus can *teleport* themselves from the island in this manner.

Glabrezus (4): HD 10 (45 hp); AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite (1d4+1); Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

12A–46. Hobgoblins

This cave houses all the **elite hobgoblins** that perform the special services for the clerics throughout the city. In all, 30 hobgoblins call this cave home, though only half are ever present here at one time. There are 30 bedrolls, 30 trunks or small chests containing personal belongings, and, in the eastern corner of the cave, a small silver statue of Orcus (see treasure below).

Hobgoblin Fighters (6): HD 5+1; AC 4 [15]; Atk 1 longsword (1d8) or javelins (1d6); Move 9; Save 12; AL C; CL/XP 5/240; Special: None. Gear: Chainmail, shield, longsword, javelins (4), 20 gp.

Elite Hobgoblin Guards (4): HD 8+1; AC 3 [16]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: none. Gear: Banded armor, shield, longsword, javelins (4), 50 gp.

Hobgoblin Offering Guards (4): HD 3+1; AC 3 [16]; Atk *+1 battleaxe* (1d8+1); Move 9; Save 14; AL C; CL/XP 4/230; Special: Cast spells as 3rd level cleric. Gear: Platemail, *+1 battleaxe*, unholy symbol of Orcus.

Tactics: The hobgoblins are alert. If intruders are spotted, the fighters quickly form a battle line at the narrow entrance to the cave, while the enforcers take up position behind to cast spells and cure the fighters.

Treasure: Searching all the trunks and trash in the cave nets 3,150 gp. The silver statue is worth 500 gp, but radiates powerful chaos; however, if *dispel evil* is cast upon it, the statue undergoes a transformation: It quickly takes the shape of Hecate and grants the owner one *wish*. Whoever cast *dispel evil* is contacted telepathically by the statue and told of this powerful boon. As well, if there are any lawful- or neutral-aligned (but not chaotic) clerics or magic-users in the party, these PCs gain a +20% bonus to *dispel magic* checks while in possession of the statue. Once transformed, the idol is worth 2,500 gp.

Level 12B: Tiamat's Puzzle

This dungeon level contains a series of puzzles culminating in an epic encounter in a temple to the dragon goddess Tiamet. The area is shown on **Map RA–12B**.

Level 12B

Equivalent Dungeon Level: 8
Entrances: Tunnel from Level 12–A
Exits: Chute to **Level 13C**, **Area 1** in area **12B–13**.
Wandering Monsters: Check once per hour on 1d20:

1	Patch of **green slime** on ceiling
2	**Phasma** (if killed deduct from **Area 12B–4**)
3	**3d6 giant rats**
4	**1d2 mustard jelly**
5	**Slithering Tracker**
6	Patch of **purple moss**
7	**2d6 wraiths** (any killed deduct from **Area 12B–5**)
8	**1d6 crimson basilisks**
9–20	No encounter

Detections: Faint evil radiates from each door to **Area 12B–8**
Shielding: Area 12B–8 is shielded by lead, and its doors each have the equivalent of an *anti-magic shell* in a 2–ft. radius around them.
Standard Features: The floors and ceilings are carved and smooth. Doors (except those to **Area 12B–8**) require standard checks to open and are unlocked.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a Cure Disease spell.

Phasma: HD 7; AC 3 [16]; Atk 1 incorporeal touch (1d6); Move 6 (Fly 9); Save 9; AL C; CL/XP 8/800; Special: Spells (at will—*detect good*; 2/day—*phantasmal force*; 3/day—*dispel magic*).

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Mustard Jelly: HD 7; AC 2 [17]; Atk 1 slam (2d4 + 1d4 acid); Move 12; Save 9; AL N; CL/XP 12/2000; Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%).

Slithering Tracker: HD 5; AC 4 [15]; Atk 1 strike (1d4 + paralysis); Move 6 (Climb 6); Save 12; AL N; CL/XP 8/800; Special: Engulf, paralysis, plasma drain, sealed mind, transparent, surprise on 1-3 on 1d6.

Purple Moss: This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 ft. that has the same effect as a *sleep* spell (save negates). A victim that falls asleep is quickly covered by the moss. It takes 1 full round to cover a halfling-sized creature, 2 rounds for a human-sized creature and 3 rounds for ogre-sized creatures. A creature so covered takes 1d6 points of suffocation damage per round. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

Crimson Basilisk: HD 6; AC 4 [15]; Atk 1 bite (1d8 + acid); Move 6; Save 11; AL N; CL/XP 7/600; Special: Acid bite, blood frenzy, wounding gaze, camouflage.

12B–1. Entrance

Staircase leading from **Level 12A**, **Area 12A–3B**.

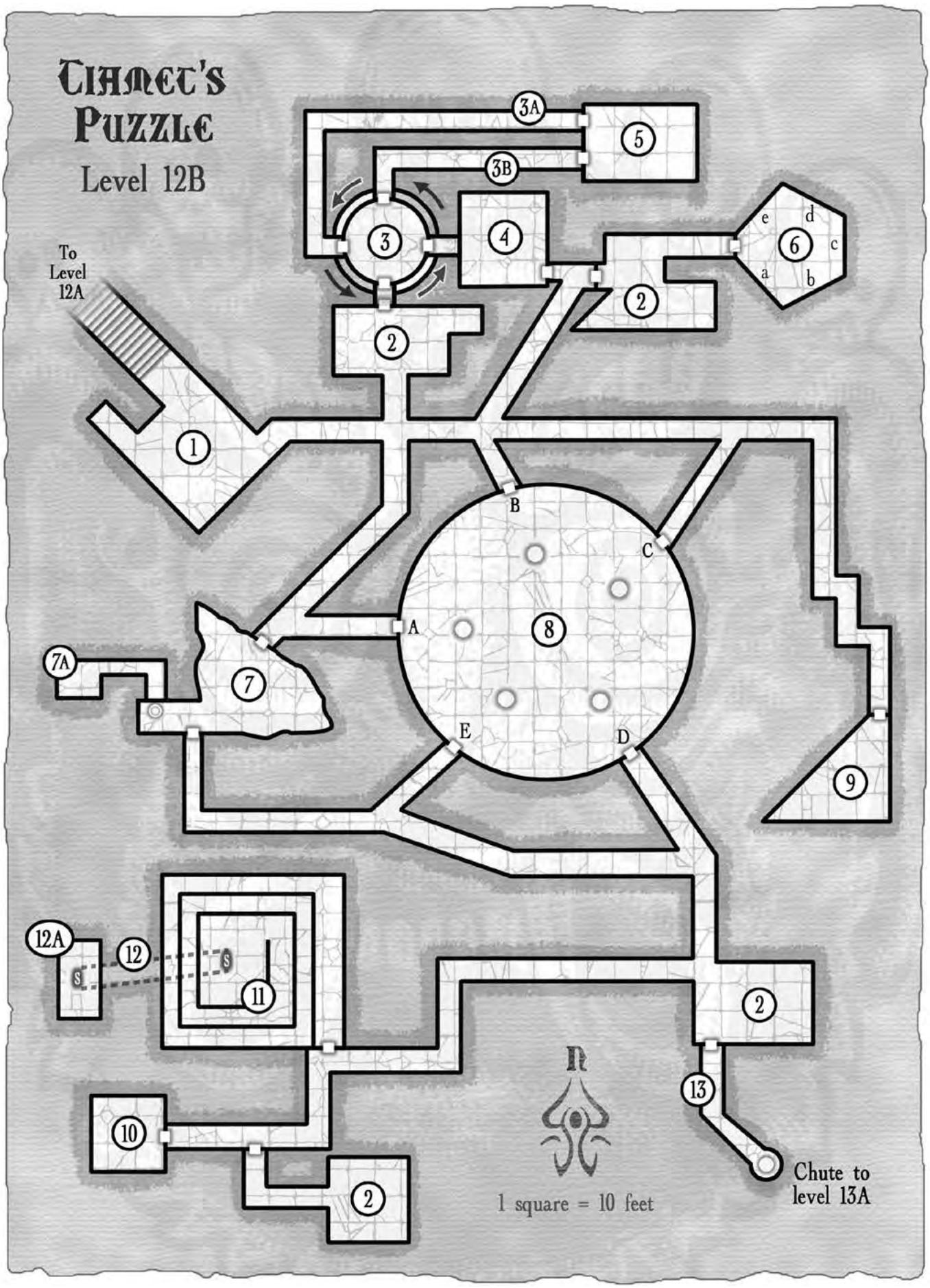
12B–2. Empty Rooms

Self explanatory; although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper of piercer encounter) an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

12B–3. The Spinning Room

This room is circular with walls of rough masonry into which four iron-banded doors have been set, equidistant from each other. Starting at knee height and extending to the top of the doors are five bands of colored stone running the entire circumference of the room. Each is 6 inches wide and separated from the next by and hand's span of normal gray masonry and has been chiseled into the shape of large, draconic scales. The bands are—in order from bottom to top—chalky-colored limestone, green horneblende, gritty bluestone, red jasper, and polished onyx.

When the room is entered, any open doors slam shut after 1 round (anyone standing in the doorway must make a saving throw to avoid being struck by a slamming door or take 1d6 damage) and seal shut. They cannot be opened for 1 round by any means, during which time the room suddenly lurches and spins rapidly counterclockwise. After 1 round, the room comes to a halt, but the doors have moved 1d3 positions counterclockwise from their starting positions. Once the room has come to a stop, the doors can be opened as normal. If the room is left and then entered again, the process repeats itself.


Tiamet's Puzzle
Level 12B
To Level 12A
3A
3B
5
3
4
6
a
b
c
d
e
2
1
B
C
A
8
7A
7
E
D
9
12A
12
11
10
13
N
1 square = 10 feet
Chute to level 13A

Trap: The colored bands of stone along the wall are trapped to channel the energy of the type of dragon they represent. Touching one of the bands deals 4d6 points of the appropriate energy damage (cold, acid, electricity, fire, and acid, respectively) per round of contact with no save. They are easily avoided, except when the room begins to spin. When that occurs, everyone in the room must make a saving throw or be thrown against the wall by centrifugal force. Anyone coming into contact with the wall in this way touches 1d3 of the colored bands (roll d10 to determine: 1–2 white, 3–4 green, 5–6 blue, 7–8 red, 9–10 black; subtract 2 for each size smaller than Medium).

12B–3A. Corridor of Fiery Torment

Around the second turn in this corridor (from **Area 3**), the walls are painted with scenes of a fiery, parched desert land with jagged mountains of sharp-edged obsidian. A blood-red sun looks down from above where thousands of naked figures, stooped with heat and fatigue work to construct immense stepped ziggurats of the knife-edged stone. A cleric or someone who has studied religions may recognize this as a depiction of the underworld where souls condemned to an eternity of torment toil for the dragon goddess Tiamat.

Anyone walking into the east-west portion of the corridor that leads into **Area 5** finds that the baking sun and parched winds become all too real—the hall becomes sweltering with waves of heat rising from the baking stone. Every 10 ft. that an individual proceeds forward in the last 50 ft. requires a saving throw. On the first failed save, the victim becomes fatigued. On the next failed save, he takes 1d6 fire damage. This damage doubles with each failed save until the individual either turns back or makes it into **Area 5**. Once the damage stops accruing, the fatigue and any damage already suffers remains until recovered from naturally or by magic. The most insidious aspect of this corridor is that if it is entered from the eastern end at **Area 5** then the damage starts at 8d6 as if the individual had proceeded all the way from the west and failed his save every 10 ft. However, in this case, on advancement down the corridor east to west the damage diminishes as the inverse of how it is accrued when traveling from west to east. Old damage is not healed, it just uses half of the damage dice with each 10 ft. of advancement where a save is failed.

12B–3B. Corridor of Cold Condemnation

Around the turn towards **Area 5**, this corridor is painted in blacks and grays to resemble an underground corridor descending into the unknown depths. Painted stalactites and stalagmites along the walls give the appearance of many fanged maws waiting to devour anyone daring to make their way down its length, and glowing pairs of inhuman eyes can be seen peering from behind them. The figures of countless naked beings make their way through this dank labyrinth under constant assault from unseen shadowy things. A cleric or someone who has studies religion may recognize this as a depiction of the underworld where souls found wanting are sent before the subterranean court of the dragon goddess Tiamat for judgment.

Anyone walking into the east-west portion of the corridor that leads into **Area 5** finds that the dank cold and airless claustrophobia become all too real—the hall chilled with the bitter cold of the underworld. This functions exactly the same as **12B–3A** above, except the damage dealt is cold damage rather than fire damage.

12B–4. Consequence of Illusion

This large room is empty for the seven desiccated bodies that lie, wrapped in gray robes, in a rough circle on the floor. Their feet all point inward, and their empty eye sockets stare sightlessly at the ceiling above where the faint remains of some runic inscription can just barely be detected.

A group of adventuring clerics calling themselves the Gray Pilgrims made it to this room in the dungeon. Here they all fell to a *phantasmal killer* trap magically inscribed into the ceiling that has long since deteriorated to nothing (the faint runes). Some helpful dungeon denizen looted their corpses and arranged them in their current position. No one has molested them since as two have now risen as **2 phasmas**, translucent robed figures sheathed in a pulsing white light. They arise when anyone enters and immediately attack with their phantasmagoria ability.

Phasmas (2): HD 7; AC 3 [16]; Atk 1 incorporeal touch (1d6); Move 6 (Fly 9); Save 9; AL C; CL/XP 8/800; Special: Spells (at will—*detect good*; 2/day—*phantasmal force*; 3/day—*dispel magic*).

Treasure: Though they have been looted, one still has a necklace of ancient bronze coins strung together on a silver change hidden in the heel of boot. It is worth 155 gp.

12B–5. King E-Head Redux

The interior of this chamber is decorated like a royal tomb. Two gilded doors enter from the east, and the walls are covered with mosaics depicting regal dragons in flight and in rulership over lesser creatures. Engaged columns line the walls and have been carved to resemble palm tree with their fronds extending out over the 40–ft. ceiling as vaulting supports. At the far end of the room is a gilded sarcophagus, its top open to reveal the desiccated, perfectly preserved body of a slender boy in his early teens. He wears only a simple loin cloth of white silk. Atop his head is a golden headdress cast with five dragon heads extending above it. The top of the sarcophagus is covered by a single sheet of thick glass. Arrayed around the edges of the sarcophagus and attached to its sides are the preserved heads of five actual young dragons in colors of red, green, blue, black, and white. These are all in sad shape, having lost many scales and more than a small amount of the sand with which they have been filled.

The boy in the sarcophagus was once a powerful prophet of Tiamat and was interred in this temple at some point in ages past. He now exists as a **greater mummy**, sealed within his tomb. The spirits of his advisors were then captured in the dragon heads as **5 wraiths** to serve him in the afterlife and protect his tomb.

Wraiths (5): HD 4; AC 3 [16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

Naphthra-Tep, Mummy: HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 9/1100; Special: Mummy rot, hit only by magic weapons, spells as 9th level magic-user, he can cas each of these spells 1/day—(1st—detect magic, magic missile, read magic, shield, ; 2nd—strength, wizard lock; 3rd—dispel magic, fly, lightning bolt; 4th—confusion, fear, ice storm; 5th—animate dead).

Tactics: As soon as intruders enter the tomb, the wraiths arise from the dragon heads, taking the shape of shadowy dragons in flight, and attack, their incorporeal touch attacks appearing to be close range uses of their breath weapons. They fight until destroyed and are immune to the turn undead attempts as long as the sheet of glass over the sarcophagus is intact, as is the mummy. The boy-mummy within the sarcophagus is actually rather frail and does not make any motions or give any signs that it is animate. only indication that it is casting spells is from a glow that encompasses the corpse as the spell is cast. The spell itself manifests from one of the stuffed dragon heads, though even if these heads are destroyed the spells continue to manifest. To get to the mummy, the sheet of glass sealing it within its tomb must be destroyed (AC 1 [18], hp 60). If this happens, the mummy arises to cast spells normally and enter melee if necessary.

Treasure: The mummy's golden diadem is worth 3,500 gp. A secret compartment lies in the hollow sarcophagus below where the mummy reclined. If it is discovered, it can be opened to reveal a hoard of 12,800 sp, 3,400 gp, and three clay urns overflowing with jewels (2,500 gp per urn).

12B–6. Wall Murals

This pentagonal room has a large mural painted in the center of each wall. As follows:

a. An overgrown swamp filled with black pools, and the barest glimpse of stony ruins through the foliage.

b. Mountainous terrain with knife-edged cliffs and bottomless chasms beneath a brilliant blue sky.

c. A vast desert of rolling dunes and salt flats. A brazen sun burns overhead in a sky white with heat.

d. A thick forest of ancient trees with great, twisted boles and a canopy of green stretching for miles in all direction.

e. Ice caverns in a glacier hanging above a Northern fjord.

As soon as the door is opened a magic mouth announces the cryptic clues (below) to the door order to enter area 8—this is a riddle that indicates the order of the colored doors to be entered in **12B–8** white before green, green before blue, blue before red, and red before black.

"*The wise traveler leaves the forest for the desert before he braves the mountains. He remembers where he began his journey, in the glacial palace, and dreads the end of his journey, in the foul swamps."*

12B–7. False Room

This oddly shaped room is heaped with broke stone and debris that is smeared with dried blood stains. The air bears the stink of sulfur and blood. The entire chamber is considered difficult terrain. A small pool near the back of the room is fed by a spring. The chamber is inhabited by **4 crimson basilisks** that hide among the stony ruin. The pool at the back of the chamber is actually a *permanent image*. In reality it is a 15-foot-deep pool of fuming sulfuric acid that deals 3d6 acid damage to anyone who touches it or 10d6 acid damage per round of immersion. The basilisks know better than to try and drink from this pool. If anyone is able to dive to the bottom of the pool, he finds a stone trapdoor that opens onto a tunnel leading to **Room 7A**. It can only be located if someone braves swimming to the bottom of the muck. If opened, it floods **Room 7A** to a depth of 1 ft., but leaves the pit drained.

Crimson Basilisks (4): HD 6; AC 4 [15]; Atk 1 bite (1d8 + acid); Move 6; Save 11; AL N; CL/XP 7/600; Special: Acid bite, blood frenzy, wounding gaze, camouflage.

12B–7A. True Room

This low-ceilinged chamber (5–ft. high) contains a massive stack of silver bars. Each bar weighs 20 lbs. and is worth 100 gp. There are a total of 150 of the bars, but they should prove extremely difficult to move from their hiding place in order to sell.

12B–8. Tiamet's Cathedral

Each door to this chamber is made of an unidentifiable metal of a single color: A—white, B—green, C—blue, D—red, and E—black. The doors radiate faint evil and conjuration magic. In addition, each door has the equivalent of an *anti-magic shell* extending out from them for 2–ft. As each door is opened, it reveals only solid stone beyond and unleashes a blast of energy into the 10–ft. in front of the door dealing 6d6 damage as if from the breath weapon of a dragon of the corresponding color. This occurs each time a door is opened in the wrong order (see below).

In fact, the room beyond exists out of phase with the rest of the dungeon complex. To successfully enter the room beyond, the doors must be opened in the proper order as described in **Room 6** (white, green, blue, red, and black). If this is done, then when the black door is opened, it reveals **Room 8** beyond. Once inside the room, any of the doors can be used as an exit, but once the door has closed the room can only be re-entered by opening them in the proper sequence again.

Beyond the door is a vast cathedral chamber supported by vaulting pillars. Its walls are lined with lead sheets. Above each of the colored doors is a massive sculpture of the neck and head of the corresponding type of dragon, its mouth agape as if firing its breath weapon towards the center of the room. In the center of the room is a massive pile of glittering gold and silver coins with a number of weapons and other items protruding from it—a true dragons hoard. This hoard is guarded, though. If anyone touches it, **5 young dragons** are instantly summoned —one for each color. These dragons immediately attack anyone in the room.

Young Black Dragon: HD 6 (18 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; AL C; CL/XP 8/800; Special: Spits acid (60 ft. long).

Young Blue Dragon: HD 8 (24 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits lightning (100 ft. long).

Young Green Dragon: HD 7 (21 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; AL C; CL/XP 9/1100; Special: Breathes poison gas (50 ft. in diameter).

Young Red Dragon: HD 9 (27 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; AL C; CL/XP 11/1700; Special: Breathes fire (90 ft. long, 30 ft. at base).

Young White Dragon: HD 5 (15 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 12; AL C; CL/XP 7/600; Special: Breathes frost (70 ft. long, 30 ft. wide at base).

Tactics: The dragons appear in front of their respective doors, and immediately take flight to perch high upon the pillars in order to catch the PCs with their breath weapons. If anyone takes flight or seeks to climb a pillar, the dragons concentrate their attacks on that individual. They fight to the death to protect their queen's hoard.

Treasure: The hoard contains 3,800 gp, 5,500 sp, 19,345 cp, a torc of twisted gold and silver (worth 1,200 gp), a brass ring with a large ruby (550 gp), a suit of *+1 platemail*, a silver longsword, a *spear +1/+3 vs. dragons*, and a *staff of the snake*.

12B–9. Far From Home

The door to the chamber is locked. This chamber is largely isolated from the rest of the complex, which is for the best considering it is inhabited by a massive abyssal apelike creature with red fur, twisted horns, and a fanged maw in the center of its chest called a **baregara**. How the creature came to be here is a mystery, but it is tasked with guarding the room's **treasure**, and never leaves its post.

Baregara: HD 16 (80 hp); AC -2 [21]; Atk 2 claws (1d10), bite (1d8) and gore (1d8); Move 12 (Climb 15); Save 3; AL C; CL/XP 20/4400; Special: Creatures struck by both claw attacks must make a save or be hugged, the baregara's chest mouth biting them for 2d8 points of damage per round, immune to electricity, +1 or better weapon to hit, spells (at will—*dispel magic, teleport*; 3/day—*hold person*, 1/day—*summon 1d4 carnivorous apes; see are* ***8B-10***).

Tactics: As soon as the baregara hears intruders at the door, it begins summoning 1d4 dire apes followed by a *hold person* once the door opens. Once the apes appear in front of the PCs, the bargara teleports behind the party and uses another *hold person*. It then proceeds to attack the rear ranks of the party while the apes deal with the front.

Treasure: Hidden beneath a loose flagstone is a velvet lined cavity. Within this cavity lies *The Sword of Princes and Princesses* (see sidebar).

The Sword of Princes and Princesses

This sword is the "child" sword of the Sword of Kings and Queens, which can be found on **Level 12C, area 9**. The relationship of the two swords is explained fully in that location. This **+3 short sword** is only usable by a halfling or child. This sword has a blade of a bluish metal with nursery rhymes engraved on it. It otherwise functions as a **–2 cursed short sword** for anyone else (though it retains its other abilities and its curse). This sword has the ability to cast *locate object* (for the **Sword of Kings and Queens** only) 1/hour. It can cast *light* 1/day, and can cast *control temperature 10' radius* and *anti-magic shell,* each 1/week. The wielder of this sword has a continuous effect of *water walk* while the sword is drawn. It has an intelligence of 12.

Like its parent sword, this sword initially carries a curse. This curse can only be removed by a *wish* or by the prescribed method. The effect of the curse is two-fold. First, it causes *fear* on its wielder whenever he enters combat (save avoids). If the wielder saves, the sword falls out of the characters hand every other round of combat, quivering on the ground (the sword itself trembles with fear). This curse can be lifted permanently by striking it with the blade of the un-cursed parent sword (spanking it).

12B–10. The Sword in the Stone

A sword is embedded in the center of this room's stone floor. It's golden hilt and 2 ft. of shining steel blade are visible. This chamber is a **trap**. The sword is actually just part of a gilded and painted longsword that was broken and set into the floor. It is valueless and can only be removed with a successful open doors check. The real purpose of the room is as a trap. When anyone steps foot more than 5 ft. into the room, the entire floor electrifies and shocks anyone standing on it (per spell *lightning bolt* – 1d6 electricity damage, no save). Flying above the floor does not set off the trap and avoids damage if the trap is activated. Once the trap has been activated, it does not reset until someone touches the hilt of the sword. This immediately resets the trap and activates it if anyone still stands on the floor. This can occur multiple times.

12B–11. The Distorted Maze

This maze is under a powerful magical effect (*distance distortion*) that distorts the distances traveled so that it seems to be approximately 2 miles long and takes the time and resources necessary to cover such a distance in order to reach the middle. As a result, wandering monsters frequently become trapped in here. Double the frequency of random encounters occurring in this area. The magical distortion can be removed with a *wish*. The secret door in the floor at its center can be found normally, though there is a large pile of bloody crimson basilisk dung that lies one the center of it and will need to be removed to avoid getting it on the PCs in a bloody mess.

12B–12. The Green Tunnel

The trapdoor in **Room 11** drops 5–ft. into a 5-ft.-high tunnel that extends to another trapdoor 5–ft. above leading into **Room 12**. The entire tunnel is completely filled with a massive colony of **green slime** (the equivalent of 280 patches). Rusted iron rungs are secured to the stone just above the level of the slime to allow the two trapdoors to be reached (though each rung has a 50% chance of breaking if any weight is put on it and dumping a climber into the slime below). Moving through this tunnel will require either the ability to pass through the green slime and survive or the destruction of the accumulated patches. Area spells will only affect the top layer patches within their area of effect, since the ones below are shielded by the ones above. Each 5–ft. by 5–ft. patch is 6 inches thick.

12B–12A. The Hidden Crypt

Beyond the green tunnel is a small airless crypt. Here on a stone bier rests **Magerly, a lich necromancer** interred here centuries ago who then cultivated the green slime to protect the entrance to his lair. Since the room is airless, unless the PCs destroyed the green slime and created a way for air to flow here, they are considered to be suffocating every round spent here. If an airway has been opened to this room, once the trapdoor is opened, it will still take at least an hour before the chamber is sufficiently oxygenated. Until then a saving throw is required for any living creatures in the chamber or they will become fatigued until receiving sufficient breathable air.

Magerly, Lich: HD 12 (50 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 12th level magic-user.

Tactics: Magerly is, of course, unaffected by the lack of air and attacks as creatures attempt to enter through the trapdoor. He first attempts to clear it out with a *cloudkill* and then, if he is able to cast down the length of the tunnel, he will cast a *fireball* towards the far end followed by a *magic missile* at any close threats. If engaged in melee he adds *shield*.

Magerly's phylactery is currently being held by the ogre mage on **Level 13B, Area 4** as a trophy, though that creature has no idea what it actually is.

12B–13. Chutes and Ladders (well, Chutes)

A *permanent image* on this corridor makes it appear to stretch another 60 ft. before making a sharp turn to the left. In reality it dead ends with a **pit trap** in the floor directly before the blank stone wall. The pit trap is covered by the illusion, so it can only be discovered if the illusion is first disbelieved. Anyone falling through the pit finds themselves on a chute that deposits them (no damage) in **Level 13C, Area 1**. Climbing back up the cute is quite difficult.

Level 12C: Beetle-Juice?

These caverns are the home of a large number of vermin. There are numerous connections with other caves and caverns within the dungeon, and this level serves as a nexus point. One major encounter area (**12C–10** and **12C–11**) is significantly more dangerous than the rest of the level. The level is shown on **Map RA–12C**.

Level 12C

Equivalent Dungeon Level: 7
Entrances: Tunnel from **Level 0A–6**
Exits: Tunnel to river course (no path) on **Level 12A**, **Area12A–36** from room **Area 12C–7**; rift in the ceiling to **Level 6A**, **Area 6A–1**, south side, in **Area 0A–9**, chasm to **Level 13C** in **Area 12C–5**.
Wandering Monsters: Check once per hour on 1d20:

1	**1–2 giant stag beetles**
2	**3d6 fire beetles**
3	**3d6 giant rats**
4	**1d2 cave leeches**
5	**1 slithering tracker**
6	**1 patch of purple moss**
7	**1 tunnel worm** (90% chance) or **greater medusa** (10% chance)
8	**1d6 carrion claws**
9	**1d3 small piercers**
10–20	No encounter

Detections: Faint evil radiates from the bottom of **Area 12C–5** (the *Zombie Stone* from **Level 13C**).
Shielding: None.
Standard Features: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are wet and slippery. Spider webs are all over **Area 12C–9**. Climbing all features requires a climbing check at unless otherwise noted. Light sources used by PCs result in automatic surprise for most monsters. This area is fungus-filled. 20% of the fungus is edible while 10% is a lethal poison.

Giant Stag Beetle: HD 7; AC 0 [19]; Atk 1 bite (4d6); Move 9; Save 9; Al N; CL/XP 8/800; Special: Trample for 2d8 damage.

Fire Beetle: HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: None.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Cave Leech: HD 5; AC 9 [10]; Atk 8 tentacles (1d4 blood drain) or bite (1d6); Move 3; Save 12; AL N; CL/XP 6/400; Special: Blood drain.

Slithering Tracker: HD 5; AC 4 [15]; Atk 1 strike (1d4 + paralysis); Move 6 (Climb 6); Save 12; AL N; CL/XP 8/800; Special: Engulf, paralysis, plasma drain, sealed mind, transparent, surprise (3 in 6).

Purple Moss: *Sleep* spell effect to 10-ft. radius. Sleeping victims are covered (1 round for halflings, 2 rounds for humans) and suffocates in 1d4 rounds. Slain victims are digested in 1d2 hours.

Tunnel Worm: HD 9; AC 3 [16]; Atk 1 bite (2d6); Move 9 (Burrow 9); Save 7; Al N; CL/XP 10/1400; Special: Rend armor.

Greater Medusa: HD 8 (42 hp); AC 3 [16]; Atk 1 shortbow (1d6) or dagger (1d4) and snakes (1d4 + poison); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood.

Carrion Claw: HD 6; AC 6 [13]; Atk 6 spears (1d6) and bite (1d2 + paralysis poison); Move 12; Save 11; AL N; CL/XP 8/800; Special: Camouflage, paralysis.

Small Piercer: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

12C–1. Tunnel Entrance

This tunnel leads 500 ft. from **Area 0A–6** and terminates in a 40 ft. diameter cavern. As the cavern is approached from the tunnel, strange, moving red lights can be seen in the distance, dozens of them. This is the result of a swarm of **20 fire beetles** that inhabit these chambers. They are all over the walls, floor and ceiling. The beetles attack any who enter the chamber at a rate of 1d6 per round joining in (they are unintelligent and do not attack until they notice "food" is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them, and allow characters to pass if they are busy eating (2 days of food per beetle distracts it for 2d6 rounds).

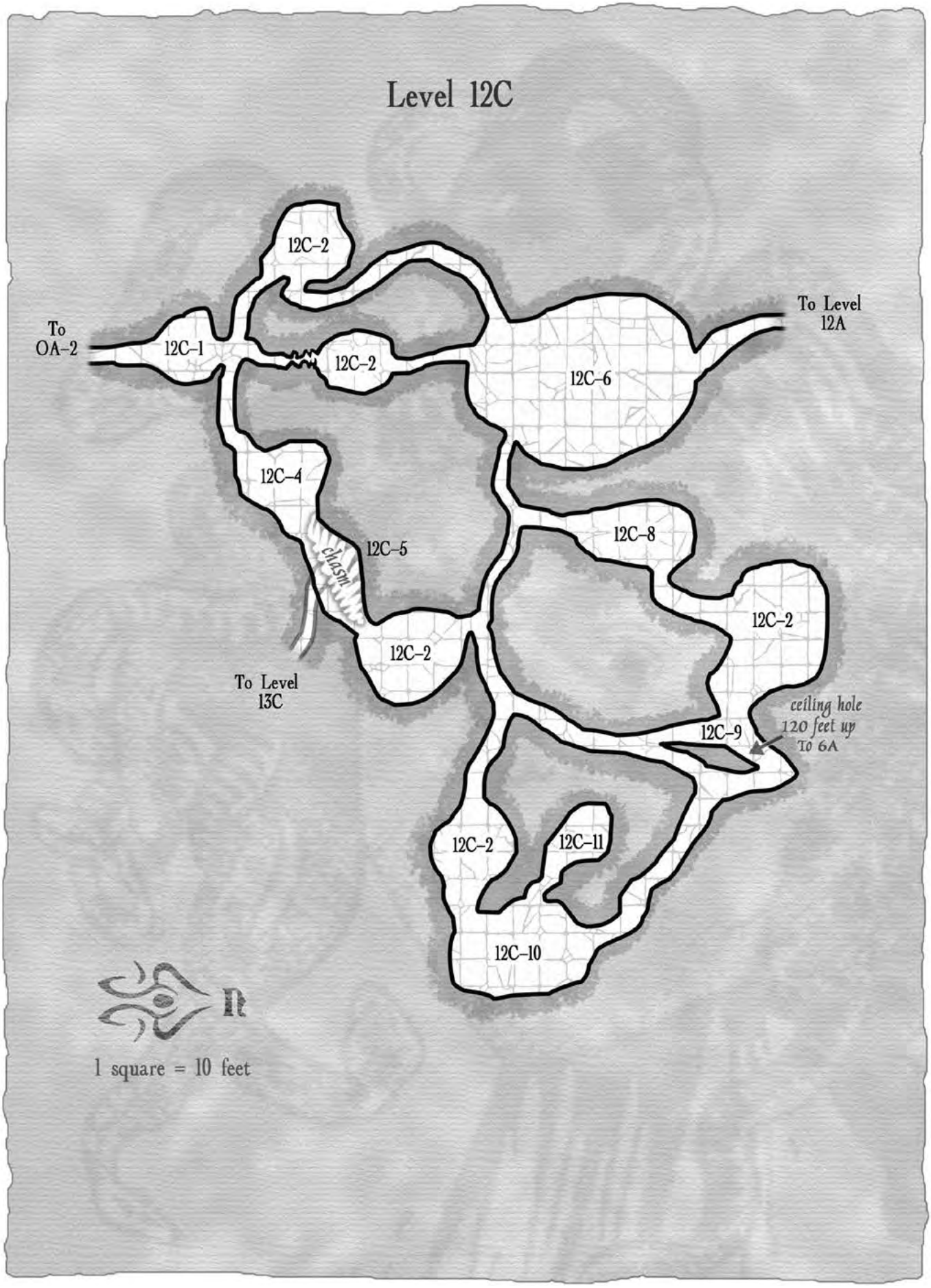
Fire Beetles (20): HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: None.

12C–2. Empty Caverns

Self-explanatory, although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper or piercer encounter) an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

12C–3. Parkour?

This vertical zigzag section of corridor consists of a series of 5 walls and crawls that must be bypassed to pass through to the cave beyond.


Level 12C
12C–2
To
OA–2
12C–1
12C–2
To Level
12A
12C–6
12C–4
12C–5
chasm
12C–8
12C–2
12C–2
To Level
13C
ceiling hole
120 feet up
To 6A
12C–9
12C–2
12C–11
12C–10
N
1 square = 10 feet

The first wall is 8 ft. high (open at the top), followed by a 5 ft. flat area, with a hole to the next section of tunnel at its base (its top connects to the ceiling, open at the bottom). Past this crawlspace, there is a 3 ft. flat section, followed by another wall, 12 ft. high (open at the top), that must be climbed to move to the 4th area, also flat with the floor for 7 ft. Then there is another 9 ft. wall with an opening 7 ft. up, only 2 ft. wide that must be crawled through (it connects both floor and ceiling) that after 8 ft. turns sharply down, creating a 20 ft. 60 degree angle, slide into **Area 12C–2** beyond. Climbing back through this requires a climb walls check. While this area is not difficult to pass through, Joe Platemail III likely has to get naked to make it, and the chance of a wandering monster happening by is a real possibility. Anyone attempting to crawl through in heavy armor has a 40% chance of becoming partially stuck (can be freed by friends after 2 rounds) and a 10% chance of becoming horribly stuck (like cut your armor off and take 1d6 damage while your friends drag you out, crushing you stuck) at each passage. The Referee should properly warn players that Joe just "ain't likely to make it through the hole."

12C–4. Bigger Bugs!

This room contains what looks to be several large boulders. These "boulders" are in reality **6 giant stag beetles** and **1 goliath beetle.** They are simply resting when the players arrive, and 1–2 start attacking each round until all are engaged in combat. They are big, dumb and hungry, and simply attack the nearest opponent until slain. Beetles are easily distracted by food thrown near them, and allow characters to pass if they are busy eating (7 days of food per beetle distracts it for 2d6 rounds).

Giant Stag Beetles (6): HD 7; AC 0 [19]; Atk 1 bite (4d6); Move 9; Save 9; CL/XP 8/800; Special: Trample for 2d8 damage.

Goliath Beetle: HD 11; AC 0 [19]; Atk 1 bite (4d6); Move 9; Save 4; CL/XP 13/2300; Special: Trample (2d8 damage; knock people prone on attack roll of 18-20)

12C–5. The Chasm to Zombieland

A 5 ft. path runs 80 ft. along the side of the tunnel. Below is a deep chasm sinkhole. The sinkhole drops down 70 ft. to another cave below. If *detect evil* is cast, the cavern below (and all of **Level 13C**) radiates strong evil (from the *zombiestone of Akarno*). The walls and sides of the tunnel are full of large holes and handholds, making passage across the pathway easy. The only problem with the crossing is the **3 cave leeches** that rest in these holes. The leeches surprise on a 1-5 of 6, and attack when the first creature reaches the mid-point of the narrow section. Combat while on the path requires a save at +5 each round. Failure indicates that either the player has slipped and fallen (50% chance, 8d6 damage) or dropped their weapon (50% chance) down the sinkhole. Anything that dies from the fall, or is dead and cast down the sinkhole, is subject to zombification as noted in **Level 13C**.

Cave Leeches (3): HD 5; AC 9 [10]; Atk 8 tentacles (1d4 blood drain) or bite (1d6); Move 3; Save 12; AL N; CL/XP 6/400; Special: Blood drain.

Tactics: The cave leeches attack using their tentacles, keeping their bodies inside the cracks and caves in which they live. Each focuses all its attacks on one individual, trying to kill and pull into their cave a victim each. They effectively have a bonus to cover of -3[+3] due to these tunnels, and have learned over time that hunting in this way can be very easy and successful.

Treasure: One thing about successful hunter monsters is that they accumulate things. The holes in the ceiling are too small to enter by any except an unarmored halfling. Entering them requires a *fly* or *levitate* spell (or a climb check at –50%). The tunnels are barely 2 ft. in diameter, and any creature man sized or larger would be crushed on entry. The tunnels (3 of them) lead back to a 20 ft. diameter cave and the cave leeches nest. Inside the cave leech lair are the remains of an entire adventuring party that was killed 3 months before. Six bodies can be found. All are intact except that they have been completely drained of blood and a little squished and broken from the journey in.

- **A human magic-user** (level 7 if raised). Wears robes, has a *wand of magic missile* (5 charges, 6th level) on his belt. A backpack containing a tinderbox, 8 flasks of lamp oil (he dropped the lamp), a scroll (*levitate, magic mouth, wizard lock*), 50 ft. of hemp rope, 2 weeks of hard rations, 6 iron spikes and a mallet, and his spellbook (all 1st and 2nd level spells, 5 3rd level spells and 3 4th level spells).
- **A human fighter** (level 8 if raised). Wears *platemail +1*, has a silver dagger on his belt. His shield is broken. No main melee weapon (long since taken away by a zombie on **Level 13** after he dropped it) is present. His backpack was torn open and empty, however gems worth 200 gp are sewn into his tan leather belt.
- **A human cleric** (level 6 if raised). Wears platemail, and has a mace strapped to his side. His shield is also broken. In his pouch are a silver holy symbol, 6 garlic cloves, 4 blocks of incense, and 3 vials of holy water (and the shattered remains of 4 additional vials) and a *potions of healing*.
- **A dwarf fighter** (level 6 if raised). Wears platemail and has a longsword on his belt. His backpack contains a small sack of 200 gp, 6 torches, a tinderbox, 2 weeks of iron rations, a silver flask (worth 20 gp) of fine whiskey (1 pint).
- **An elf** (level 3 magic-user/level 3 fighter if raised). Wears robes, and has a quiver of arrows on his back. Inside the quiver are 11 arrows and one black *arrow of giant slaying*. His belt pouch contains a 16 gp and 6 ounces of catnip.
- **A human thief** (level 8 if raised). Wears leather armor, and has 5 daggers (and 6 dagger sheaths) strapped all over his body. His backpack contains 1 week iron rations, a wineskin, 2 pounds of soap, thieves tools, 50 feet of hemp rope, and 30 gp. His belt pouch contains a *potion of growth* and 20 sp. Hidden in a secret lead-lined compartment in his boot is a *figurine of wondrous power, a figurine of the golden lion*.

12C–6. Beetles, Beetles Everywhere

This large cavern literally crawls and moving lights can be seen everywhere (fire beetles). Hundreds of beetles of all shapes and sizes swarm over the area, feasting on the large colonies of fungus (and one another) that cover almost every square inch of wall, floor and ceiling. Thousands of bats (normal bats) nest in the 200 ft. high cavern ceiling. This room is considered to be lit (so many fire beetles), and all exits from the tunnels can be seen.

The beetles attack any who enter the chamber at a rate of 1d6 per round joining in (they are unintelligent and do not attack until they notice "food" is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them, and allow characters to pass if they are busy eating (2 days of food per beetle distracts it for 2d6 rounds). The type of beetle attacking the players is randomly generated as follows (roll 1d8):

1–3	**Beetle Swarm** (up to 20 total)
4–5	**Fire Beetle** (up to 40 total)
6–7	**Stag Beetle** (up to 12 total)
8	**Goliath Beetle** (up to 4 total)

If the players are smart, they can toss a bunch of food to one side and quickly pass through as the beetles frenzy to grab it. Alternatively, paths can be cleared using fire or some other area-affecting magic to deter the beetles from attacking.

12C–7. Tunnel to the Great Cavern

The far eastern tunnel from **Area 12C–6** leads back 50 ft. and then drops off a cliff 20 ft. to another wide tunnel leading off 1,600 ft. This tunnel terminates along a river course that leads in from the north side of **Area 12A–36**, **Level 12A**. There is no path along the cold, swift-moving river, though it can be waded (less than 3 ft. deep) all the way to **Level 12A**. This will require players to have balls the size of coconuts to wade that far.

12C–8. New Bugs

This cave is covered with hundreds of dead beetle shells that appear to have been eaten by something. Examination of the shells reveals each has been cracked by what looks like a spear or several spears. Three rounds after the players enter the room, they are attacked from above by **4 carrion claws**. These creatures are hiding on the ceiling and can be spotted only if their natural stealth is overcome.

Carrion Claw: HD 6; AC 6 [13]; Atk 6 spears (1d6) and bite (1d2 + paralysis poison); Move 12; Save 11; AL N; CL/XP 8/800; Special: Camouflage, paralysis.

Tactics: Surprise attack, grapple and drag away. These beasts are looking for food, nothing else.

12C–9. Heaven and Hell

This cavern looks like some strange scene out of a diorama or perhaps even a Chinese Emperor's tomb. Dozens of intricate stone statues of men, elves, a giant lizard, a giant spider, and even a troll, carved as if by a master craftsman, appear randomly spaced throughout the cave in various poses — some locked in combat, some kneeling, standing and even prone. These statues are the result of encounters with the Greater Medusa in **Area 12C–11**. Hundreds of small piles of rubble remain where the medusa has destroyed statues she is tired of or are "ugly" (hence no dwarves remain). Encounters here are always **giant black widow spiders** (1–3 on d6) or **Ophidia** (4–6 on d6). The medusa always comes here at least once a day to check on her garden.

A large hole is the ceiling (120 ft. up, 60 ft. long and 40 ft. wide) leads up to **Area 6A–1**, south side of the cavern (to a huge sinkhole above on **Level 6A**). Egress requires flight of some sort, as there is no way to climb up. Occasionally spiders fall down, however.

All of the items present on the statues are currently made of stone and cannot be retrieved without a *stone to flesh* spell or its equivalent, except as noted. It is assumed that all potions etc. have spoiled, and that each character statue has 2d4 mundane items of equipment. Notable statues include the following:

- **A human fighter** (level 7) wearing antique plate armor and bearing a shield (*+1 shield* if restored). The man has been a statue for 450 years, and is particularly heroic looking (Charisma 18).
- **A troll** (30 hp) locked in combat with a human thief (level 9). The thief wears *leather armor +1* and is armed with a short sword. His pack contains 200 gp. Both creatures are released by a spell cast to restore them.
- **An elven magic-user** (level 5 magic-user, level 5 fighter) shooting a *+2 longbow*.
- **A giant spider** (6 ft. diameter; 19 hp)
- **A medusa** (30 hp). The former pet of the greater medusa. This statue may lead players to believe the threat has been stopped.
- **An elven fighter** wearing *chainmail +1* (level 5).
- **A human cleric** (level 6) with a *+1 mace*.
- **22 giant beetles** of various sizes (see **Area 12C–6** above).

New Magic Items

The Sword of Kings and Queens

(Author John Bentley Webb) This jewel encrusted *+2 longsword* is made of a purplish metal engraved with twin crowns. It contains the souls of both a demon and an angel. It is neutrally aligned. It can emit a blinding flash 1/day (save avoids blindness for 2d4 rounds to all within 30 ft., friend or foe), and it has the ability to cast *forget* on a sleeping creatures (stealing its dreams) 1/day. It can cast *locate object* 1/week (to locate the *Sword of Princes and Princesses* only until found). The sword has an Int of 13. The metal of the sword is unbreakable. The major drawback to this sword is that it carries a curse and a *geas*.

This curse can only be removed by a *wish* or by the prescribed method. The curse attracts monsters and to creates hostility towards Lawful and Chaotic (though not neutral) creatures; with triple normal chances of wandering monsters occurring while a being possesses the sword, and a -4 reaction roll modifier when determining actions of Lawful or Chaotic creatures towards the wielder.

Magic runes inscribed on the blade read "destroy me" if a *read magic* is cast. The sword can only be destroyed by melting it in lava. If destroyed, this action frees both the demon and angel from the sword. Both then disappear. This lifts the curse from the owner. Better yet, the sword then reappears in the owner's possession (in an un-cursed state) the first time he is unarmed, disarmed, or in danger or combat and without a weapon. The owner will not know of this last effect until it actually happens. Further, the sword gains the ability to cast the *commune* spell 1/week.

The *geas* on this sword forces the owner to quest for what it considers its offspring, the *Sword of Princes and Princesses*, located on **Level 12B, Area 12B-9**. Its powers and description are listed here as well for reference.

The Sword of Princes and Princesses

This *+2 shortsword* is only usable by a halfling or child. This sword has a blade of a bluish metal with nursery rhymes engraved on it. It otherwise functions as a *-1 cursed shortsword* for anyone else (though it retains its other abilities and its curse). This sword has the ability to cast *locate object* (for the *Sword of Kings and Queens* only) 1/hour. It can cast *light* 1/day, and can cast *control temperature 10' radius* and *sanctuary,* each 1/week. The wielder of this sword has a continuous effect of *feather fall* and *water walk* while the sword is drawn. It has an ego of 24 (never trust anyone over 30) and an Int of 12.

Like its parent sword, this sword initially carries a curse. This curse can only be removed by a *wish* or by the prescribed method. The effect of the curse is two-fold. First, it causes *fear* on its wielder whenever he enters combat (save avoids). If the wielder saves, the sword will fall out of the characters hand every other round of combat, quivering on the ground (the sword itself trembles with fear). This curse can be lifted permanently by striking it with the blade of the un-cursed parent sword (spanking it).

• A **giant lizard** (16 hp)
• **A human fighter** (level 9) wearing plate armor and carrying a shield. The sword on his belt was NOT turned to stone, and can be removed by destroying the statue. The statue must be carefully examined to find this sword, as dust and age have covered its exposed hilt. It radiates strong magic. It is a questionably chaotic act to destroy the statue to take this sword—as this forever destroys the man. If un-stoned, the fighter gladly gives up the sword to his rescuers (he is free of the curse at this point). The sword is a minor artifact—*The Sword of Kings and Queens*.

12C–10. Spiders and Snakes

This cavern has a 70 ft. ceiling, and looks like a crowded forest of stone pillars. This area is covered with stalactites and columns, and contains a hundred of large and small rocks and rubble (cover 50% chance at any given location, maximum 3 creatures can engage in hand to hand combat due to rubble piles and stalactites), the remains of statues crushed to dust by **Ophidia**, the Greater Medusa. The things she has not destroyed are 3 dozen giant spider statues, remnants of her victims from **Level 6A**. The spider statues are piled high against the north wall, effectively blocking it off from view of her lair. There is a 50% chance that she is present here, otherwise she is in **Area 12C–11** (40%) or wandering about (10%).

Greater Medusa: HD 8 (42 hp); AC 3 [16]; Atk 1 shortbow (1d6 + poison) or dagger (1d4) or dragon hook (1d6 +1 +trip) and snakes (1d4 + poison); Move 12; Save 8; Al C; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood.

Tactics: Ophidia is armed with a bow (poison arrows), and uses cover to the best of her ability to avoid hand to hand combat. She tries to move into position to petrify armored foes while using her poisoned arrows on lightly armored foes. She is also armed with the *Dragon Hook of Eathe*, a magical hook that she uses to trip foes or to climb up a column and out of combat. Three such columns exist (30 ft. high with a flat top) that can be climbed and used as a missile platform. If Ophidia is warned of the characters' approach, she begins the combat on top of the pillar closest to the entrance.

The Dragon Hook of Eathe

This magical *+1 grappling hook* has a 50 ft. golden rope attached. It can be used as a weapon, dealing 1d6+1 damage if swung on a rope as an attack. It also has a 20% chance of tripping an opponent if thrown. Should an opponent be tripped, the hooks close tight around the creature hit (like a claw). The hook itself is shaped like a dragon's head with spines forming the hooks. If used for climbing, it aids climbing by pulling the climber up its 50 ft. of rope (like a *rope of climbing*). If used for descent, two quick pulls (perhaps an accident the first time), causes the Dragon Hook to release its grip and fall, allowing its owner to retrieve it.

12C–11. The Slithering Lair

Hidden behind the pile of 36 giant spider statues is a small tunnel leading to the lair of Ophidia. Inside are the tattered remains of fine linens, tapestries and other fineries, long since torn and made filthy by the evil medusa. Hiding within the piles of cloth is a blind Amphisbaena, the pet of the medusa. It attacks (surprise 1-4/6) as soon as anyone touches the cloth or the medusa's bed.

Giant Amphisbaena: HD 7 (38 hp); AC 4 [15]; Atk 2 bites (1d6 + poison); Move 9 (Climb/Swim 9); Save 9; CL/XP 8/800; Special: Resistance to cold (50%), spit, cannot be surprised.

Strewn about the room are various treasures and mundane items. These include:

- A total of 3,400 gp, 11,000 sp, and 6,000 cp
- 9 gems (3 beryls, worth 80 gp each or 300 gp as a matched set, a huge chunk of turquoise worth 50 gp, an aquamarine (25 gp), a black pearl (1000 gp), a ruby (250 gp), an emerald (500 gp) and a star sapphire (1200 gp).
- A golden cup picturing a stag hunting scene, encrusted with semiprecious stones (1200 gp)
- A *magical tapestry* (does not wear out or get dirty) depicting a pastoral scene and a castle, worth 800 gp
- A *magical brazier* that gives off heat, but consumes no fuel (2' square in size, weighs 30 pounds)
- Over 20 non-magical weapons and 7 sets of random non-magical armor
- 6 books of various titles, worth 10d10 gp each

Level 13: The Portal of Darkness

This level provides access to the final encounter with the "Master" on **Level 15**. No other point of access is available to PCs. While not extensive, there are several key encounters found here, as well as several very nasty traps. The party needs to dig deep into their moral and religious values if they are to have any chance of defeating Orcus on this plane of existence. Travel here is not for the weak-willed or weak-hearted, and only the bravest and most powerful have any hope of survival. Once traversed, they know that the end of their descent into Rappan Athuk, one way or another, is imminent. A map of this level is depicted in **Map RA–13**.

Level 13

Equivalent Dungeon Level: 10
Entrances: Secret staircase from **Level 7**.
Exits: Magical portal to **Level 15**.
Wandering Monsters: None.
Detections: The entire area radiates magic, evil, and chaos. No pinpointing of sources is possible on this level.
Shielding: The entire level is shielded, and no means of magical transport such as *teleport* or *dimension door* functions, though these spells can be used normally as long as no walls or doors are bypassed. In addition, no divine spells involving extra-planar contact of the higher planes, such as *summoning* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed, however, placing lawful-aligned PCs at a distinct disadvantage.
Continuous Effects: No divine spells may be recovered while resting on this level, due to the proximity to the portal and **Level 15**. All divination spells register as ambiguous due to the chaos aura of the place.
Standard Features: Unless otherwise noted, all doors on this level are made of stone and locked. All secret doors are made of stone.

13–1. The Guardian at the Gates

These stairs descend from **Level 7**. They are neither trapped nor dangerous in any way. All of the walls, floor, and ceiling are made of seamless white stone. The staircase opens into a 60 ft. by 40 ft. room, of the same white stone as before. In the room are two huge pillars, carved in the shape of demons, as well as piles of moldering bones and rusted metal. A wicked looking set of double doors stands before the party, etched with horrific scenes of demons, slaughter, and blood sacrifices to the demon prince, Orcus. Mithral runes are inlaid into the doors in magical script.

Creature: Igni was a paladin who almost defeated the avatar of Orcus. When Igni was defeated, Orcus concocted a particularly cruel undeath for the man. The demon lord cursed Igni to his current ghost state but also perverted all of Igni's abilities into those of an antipaladin. Under the curse Igni is compelled to slay any who try to open the doors. Because the change from paladin to antipaladin was involuntary Igni remains lawful, but cannot act on his alignment, further adding to his torture.

Two rounds after the PCs enter the room, the ghost of Ingi appears. He attempts to converse with the PCs, begging them to leave this evil place. He is forbidden to describe the area behind the gates, as well as the gates themselves; he does not attack unless the party persists in trying to open the gates. If the gates are touched in any way, Ingi attacks, while sobbing and apologizing.

He can be laid to rest only if the avatar of Orcus (on **Level 15**) is slain on this plane.

Igni, Paladin 12: HP 54; AC 0/19; Atk +2 *longsword* (1d8+2) or +1 *longbow* (1d6) or *corrupting touch* (6d6); Move Fly 12; Save 2; AL L; CL/XP 14/2600; Special: Incorporeal, lay on hands (24 points of damage per day, or heal self same), cause disease, *dispel good*, *detect good*, corrupting gaze, corrupting touch, telekinesis, frightful moan. Gear: +2 *longsword, +1 longbow, plate mail +1, shield +1*.

13–2. The Demon Gate

These doors appear as an artistic marvel of depravity. No scene of terror is spared in the carvings and inlays on these doors. Hearts are ripped out of living victims, demons devour babies, men are impaled on spikes, women are dismembered, and other scenes too grisly to describe are carved in detail from floor to ceiling. The doors are not locked, but they are trapped. The mithral inlay is a set of magical runes. If *read magic* is used to view the runes, they say:

"Beware the crossing,
For those who disturb the Master's rest
Gain only eternal torment"

Anyone passing through the doors is subjected to a *curse* that traps them in one of the pillars in **Area 13-4** until released by a *wish* spell.

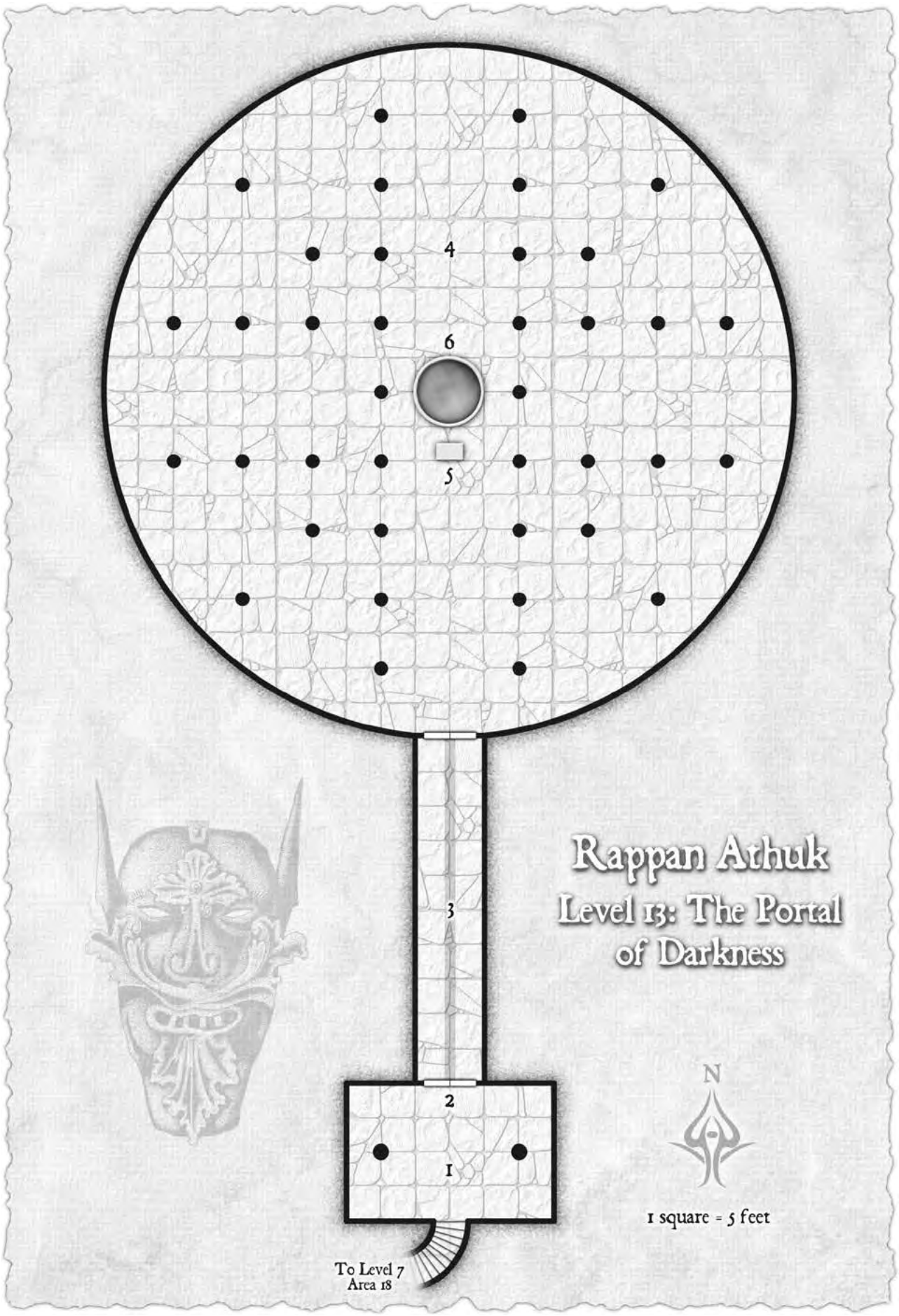
Creatures: When the doors are opened, the **2 glabrezu guardians** awake and step out of the two demonic pillars in front of the door.

Glabrezu Guardian (2): HD 10; AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; Al C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

13–3. War and Peace

The corridor beyond the demon gate is set with bricks of pure white on the right side and of glossy red brick on the left. The dividing line running between the two is made of a 2 ft. wide strip of strange greenish metal. Painted on the right wall are pastoral scenes, happy times on the farm, and other peaceful tidings. Painted on the left wall are scenes of war and destruction, fighting and killing. Inscribed on the floor of the room, immediately beyond the demon gate, is the following magical text:

"The struggles of life for the good are many,
for the evil are few and dictate the path chosen.
War and peace, one and the same,
To fail in war is to lose peace, and war the way
to win it. 'Tis a fine line the good men walk."



Rappan Athuk

Level 13: The Portal of Darkness

Anyone crossing the room must choose to cross on the left, the right, or on the centerline. Anyone who crosses the room on the red (war) side is immediately faced in battle by themselves, equipped and with spells prepared exactly the same. This effect is similar to a *mirror of opposition*. Anyone who crosses on the white side (peace) is affected by a curse of non-violence. A saving throw avoids the *curse*. Anyone so *cursed* cannot do violence until the *curse* is removed. They are not immediately aware of this situation, however, and should not be told anything other than they feel at peace, with a sense of safety and contentment, until battle begins. Anyone who crosses along the center path (the green metal) is unaffected by the *curses*.

The double doors at the north end of the hall are typical for this level.

13–4. The Chamber of the Portal

This 200 ft. diameter room is lit with an eerie golden glow. It contains numerous huge pillars that hold tortured souls imprisoned by the gate passing described in **Area 13–2**. **Twelve individuals**, as well as any PCs so imprisoned, are present in the pillars. The horrible sight of men in pain, trapped inside the columns, is enough to bring tears to even the eldest dwarf's eyes. These individuals can be seen moving and writhing within the stone, but no means short of a *wish* spell frees them. Any NPCs freed from the pillars are assumed to be lawful characters of 12–15th level (companions of Igni, for instance), and may join or serve the PCs as a reward for being freed. The Referee can generate these NPCs as needed. The remaining pillars are empty of souls and are merely nicely carved stone. In the center of the room is a reflective black circular pit, and in front of it lies an altar covered in blood, with several sponges, knives, and bowls atop its black stone exterior.

13–5. The Altar of Blood

This altar consists of a solid black piece of rock about 6 ft. long and 2 ft. wide, with one shelf-like protrusion on the south side. On the shelf are three silver bowls, coated in dried blood, three sharp knives made of obsidian, and three sponges stained with the blood of men. The altar is inscribed with words in Common. They read:

"To pass the portal of oblivion
One must cover themselves for the dark god
in only a coat of his own crimson."

If anyone bleeds himself into one of the silver bowls and then coats his naked body with his own blood, he may pass through the portal unharmed (taking his equipment with him, if desired), and thus pass into **Level 15**, **Area 15–1**, where the Master awaits. If the blood of another is used, or if passage is attempted without a blood coating, the PC attempting to pass is destroyed utterly as if by a *disintegration* spell, no save. Blood loss inflicts 1d4 points of constitution damage in order to generate sufficient quantities for the coating.

13–6. The Portal of Darkness

This pure black circle shimmers and reflects back all light that touches it. As mentioned above, those who coat their naked bodies with their own blood may pass through the portal unharmed and thus pass into **Level 15**, **Area 15–1**, where the Master awaits.

Level 13A: The Goblin Barracks

This small level contains additional barracks for the goblins of Greznek. Within it are a large number of low-level goblin warriors; a handful of elite goblin fighters; Herzord, the Captain of the guard — a ruthless half-hobgoblin with high ambitions; as well as his hobgoblin lieutenants. The PCs may approach this level in one of two ways: hack-and-slash or roleplaying. Obviously, they can simply attempt to storm the barracks and let the goblin blood flow. On the other hand, Herzord has designs on Greznek throne, and who better to carry off this coup d'état than the PCs? A map of this level is depicted in **Map RA–13A**.

Level 13A

Equivalent Dungeon Level: 6
Entrances: Chute from **Level 10**; from **Level 12A**.
Exits: None
Wandering Monsters: There are no wandering monsters in the barracks, though goblin warriors are common throughout (see side box).
Standard Features: Most of the rooms on this level are made of cut stone. These areas have 12 ft. high ceilings and smooth walls. The caves are rough-hewn and the ceilings are 8–15 ft. high. Because Herzord has only low-light vision and not darkvision, all areas, except the caves, are lit by torches secured in sconces. All doors are made of solid wood and are iron bound (2 in. thick). Secret doors are only found on a roll of 1 on 1d8 (or 1–2 on 1d8 for elves).
The River: This river is particularly swift, deep (15 ft.), and cold. Anyone falling into the river must succeed at an open doors check or be swept downstream. The river channel has only minimal headroom, and soon after exiting the map there is none at all. A PC carried that far can be presumed dead unless possessed of a means to breathe under water.

13A–1. Stairs from Level 12A

The steep stairs from **Level 12A** terminate in a landing blocked by a solid iron portcullis.

13A–2. Chute from Level 10

The chute from **Level 10** empties out into this small cavern. A set of stairs leads up to **Area 13A–1**.

13A–3. Portcullis and Guard

One **elite guard** stands watch on the north side of the portcullis at all times. The winch and pulley for the portcullis are on the eastern wall just south of the door to **Area 13A–4**. At the sound of approaching footsteps, the guard readies his heavy crossbow and prepares to alert the guards in **Area 13A–4**. If the creatures approaching the portcullis are not immediately hostile, he waits to learn why they have come. The guard speaks Goblin and Dwarf, but prefers Goblin (+1 to reaction checks if spoken to in Goblin). If the PCs have disguised themselves as goblins and have a reasonably plausible explanation as to why they need to enter the barracks, they might be able to bluff their way through. PCs not disguised as goblins face a harder time, but still might be able to convince the guard they have business here. If they mention Herzord by name or that they have some business with the captain, they receive a +4 bonus respectively to their reaction check. Remember, however, that elves and dwarves are not allowed into the barracks under any circumstances.

Goblin Elite Guard: HD 5; AC 4 [15]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight; Gear: Chain mail, shield, pouch with 25 gp.

Tactics: If the PCs are trying to storm the gates, the elite guard and the two goblin fighters from **Area 13A–4** attempt to hold off the intruders with their crossbows while they call for help from **Area 13A–5**. The occupants of **Area 13A–5** arrive in 1d4+1 rounds, but not before sending one of their numbers to warn Herzord, his lieutenants, and the goblin warriors. If the combat is going poorly, or if the intruders are capable powerful ranged attacks, the goblins take up defensive positions in **Area 13A–5**, using over-turned tables as cover.

13A–4. Guard Rooms

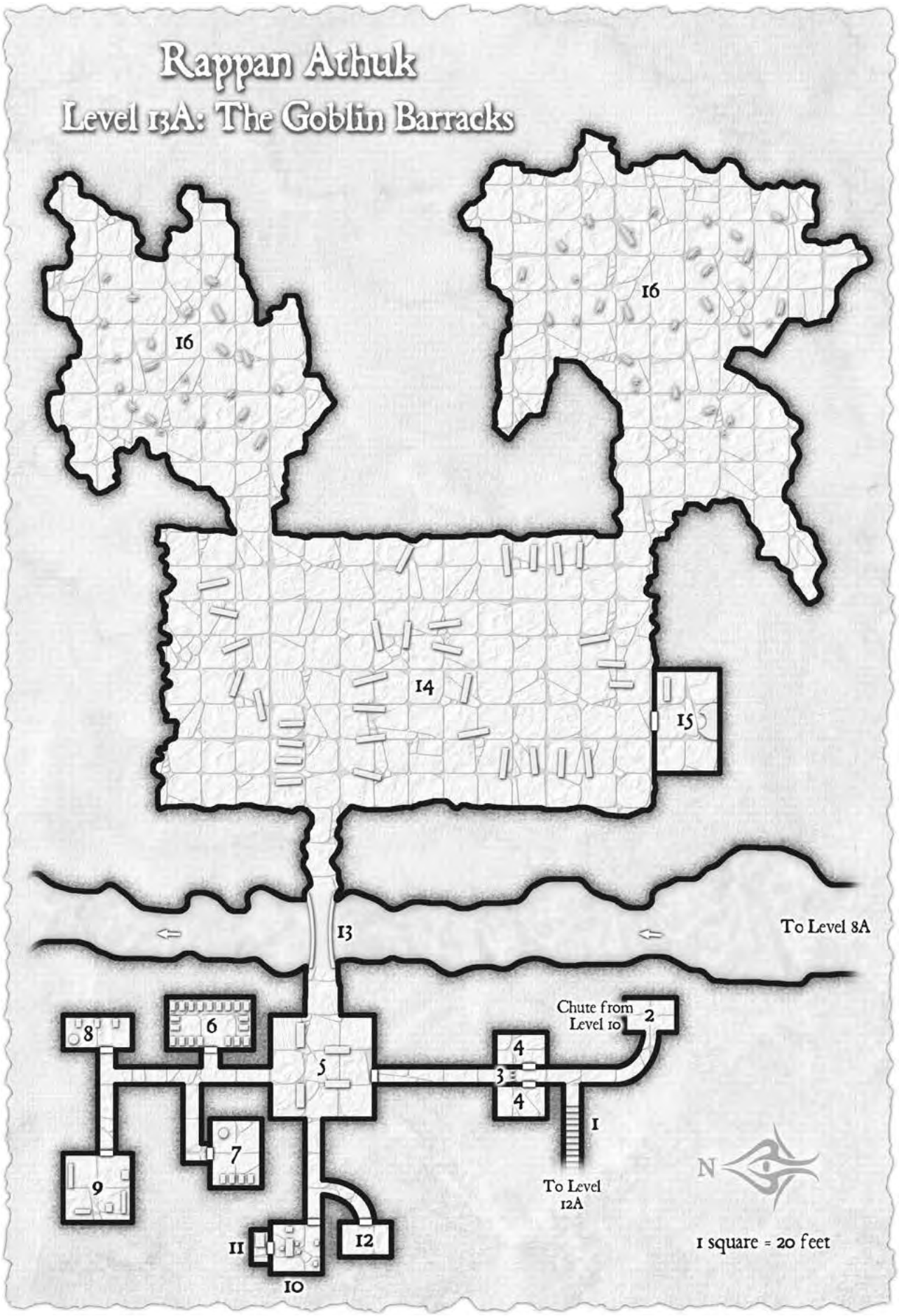
Each room contains a small table, a stool, and a barrel holding 50 normal crossbow bolts. **Two goblin warriors** armed with heavy crossbows stand guard here. The goblin warriors are not particularly alert, however, and are surprised on a roll of 1–3 on 1d6. If either goblin hears the sounds of combat in Area **13A–3**, they immediately investigate. If there is trouble at the portcullis, and intruders are still on the south side of the gate, the goblins fire their crossbows through the arrow slits until the enemy is out of range, at which point they head for **Area 13A–3**.

Goblin Guards (2): HD 3; AC 5 [14]; Atk 1 spear (1d6) or heavy crossbow (1d6+1); Move 9; Save 14; Al C; CL/XP 3/60; Special: –1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

Goblin Warriors

This level contains a large number of low-level **goblin warriors**.

Goblin Warrior: HD 2; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.


Rappan Athuk
Level 13A: The Goblin Barracks
16
16
14
15
13
To Level 8A
Chute from Level 10
2
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To Level 12A
N
11
12
10
1 square = 20 feet

13A–5. Elite Common Room

This large room serves as a gathering place for the elite members of the barracks. There are four long wooden tables, dozens of wooden chairs, and a keg of ale and several pewter mugs on a wooden tale in the northeast. Currently, **8 goblin fighters** and **1 hobgoblin lieutenant** are lounging about here, drinking ale and belching. They are not particularly alert, but are fully armored and capable of being ready for combat in 3 rounds. If combat is joined here, they call for help from **Areas 13A–6**, **13A–7**, and **13A–8**, and attempt to alert Herzord.

Goblin Guards (8): HD 3; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

Hobgoblin Lieutenant: HD 8+4 (36 hp); AC 3 [16]; Atk 1 long sword (1d8); Move 9; Save 8; ALC; CL/XP 8/800; Special: None; Gear: plate mail, pouch with 25 gp.

13A–6. Goblin Fighters' Chambers

Twenty goblin fighters are housed here. There are 20 cots, 20 trunks, two small tables, and trash everywhere. Currently **12 goblin fighters** are resting in this chamber. They are unarmored at the moment (AC 12) and require one minute to don their chainmail hastily.

Goblin Guards (12): HD 3; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 14; CL/XP 3/60; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

Treasure: Most of the trunks contain only personal belongings and a spare dagger here and there. One, however, has a false bottom and contains a gold necklace with a jade tiger pendant worth 500 gp.

13A–7. Elite Guards' Chambers

This room houses **4 elite guards**. There are four cots, four trunks, and a table with four chairs. Currently 3 elite guards relax here. They are fully armored, however, and can be ready for combat in three rounds. They are not, however, particularly alert (surprised on 1–3 on 1d6).

Goblin Elite Guards (4): HD 5; AC 4 [15]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 12; CL/XP 5/240; Special: -1 to hit in sunlight; Gear: Chain mail, shield, pouch with 25 gp.

13A–8. Lieutenants' Chambers

Herzord's **three lieutenants** are housed here. The room contains three beds, three locked iron trunks (each lieutenant has a key), a table with a jug of wine and three goblets upon it, and three wooden chairs. At the moment, 2 lieutenants are relaxing here. They are fully armored, however, and can be ready for combat in 3 rounds.

Hobgoblin Lieutenants (3): HD 8+4; AC 3 [16]; Atk 1 long sword (1d8); Move 9; Save 8; CL/XP 8/800; Special: None; Gear: Plate mail, shield, pouch with 25 gp.

Treasure: The iron trunks contain the lieutenants' personal belongings. In one trunk is a winter cloak, in the pocket of which is a diamond ring worth 1,250 gp.

13A–9. Armory

The door to this chamber is locked. The room contains spare weapons and armor stored on racks, in crates, or just piled about. In all there are 15 short swords, 50 morningstars, 250 javelins, 4 heavy crossbows, 300 crossbow bolts, 5 *+1 heavy crossbow bolts*, 5 small suits of chainmail, 40 small suits of leather armor and 5 shields.

13A–10. Herzord's Office

Herzord keeps the door to his office locked when he is away and unlocked when he is present. This room serves as an office and meeting area, and it contains a wooden table (Herzord's desk), a lamp, and five wooden chairs. A whip hangs on a hook on the western wall, directly behind the desk. Herzord makes frequent use of the whip when patrolling the ranks, and it is entirely possible the PCs might come upon the captain in the midst of disciplining a foot soldier. On the table are a quill pen and several sheets of vellum with information about the troops and their general state of readiness. Although statistics for Herzord are given here, it is not necessary he remain in his chambers while the PCs explore the barracks. Herzord is an active leader and likes to wander among his troops, sniffing out slackers, instilling discipline, and even, from time to time, attempting to keep up morale.

Herzord, Half-Hobgoblin Ftr12: HP 50; Atk 1 two-handed sword (1d10+3) or 1 longbow (1d6); AC 3 [16]; Move 9; Save 4; AL C; Str 18; Dex 14; Con 14; Int 14; Wis 9; Cha 12; Special: Parry (-1 to enemy attacks). Gear: Two-handed sword, longbow, quiver with 20 arrows, platemail, key ring with four keys, *potion of invisibilty*.

Development: As stated earlier, Herzord has ambitions to assume the seat of power in Grezneck. He despises and distrusts Tribitz and is himself revered by most of the citizenry of the city. Unfortunately for Herzord, his troops, including his lieutenants, do not share his distrust of Tribitz. In fact, the high priest is viewed with a kind of divine awe by the goblins in the barracks, which only incites Herzord further. It is well known that the quickest way to taste Herzord's whip is to sing Tribitz's praises within earshot of the Captain.

Herzord would like to see Tribitz dead. If the high priest and several of his underpriests were to meet an untimely end, Herzord would be the natural successor to the throne of Greznek. Since his troops are loyal to Tribitz, he cannot do this himself. If, on the other hand, some adventurers were to take on the job, he would be blameless and free to assume power. Thus, if possible, Herzord (who speaks Common, Goblin and Dwarf) seeks to parlay with the PCs, assuming—since they have made it this deep into Rappan Athuk—that they are quite powerful. This exchange occurs in private, in **Area 13A–10**. Herzord offers the PCs a deal: for the head of Tribitz and his underpriests, he will reward them 5,000 gp.

If the Referee wishes, Tribitz might feel similarly toward Herzord. Although the Captain's might and authority are useful for maintaining a ready fighting force, Tribitz senses Herzord's treachery and knows that he must strike first. Thus, Tribitz could hire the PCs to slay Herzord, for which he would reward them with a *gem of seeing*. Both of these items would be in **Area 12A–16B**, if Tribitz were interested in offering this deal. Otherwise, the room's contents would be as written.

Tactics: Herzord will not likely face the PCs on his own. Should this occur, however, he fights ferociously. If he is reduced to half his hit points, he attempts to drink a *potion of invisibility* and escape. If encountered with his troops, no goblin or hobgoblin flees the combat, no matter how dire the odds, until Herzord himself is dead.

13A–11. Herzord's Bedchamber

This room contains a four-poster bed, a nightstand, an armoire, and an oak trunk. On the walls are tapestries depicting goblinoids felling scores of men in battle. The trunk is locked (Herzord has the key) and holds many fine winter cloaks, fine leather boots, a dress sword (silver rapier), and several nice wool hats. The armoire holds three capes, a suit of silvered chainmail, a halberd, and a heavy crossbow.

13A–12. Herzord's Treasure Room

The door to this secret room is locked (Herzord has the key). It is also **trapped** (see below). The room contains only the treasure.

Poison Gas Trap: Triggered by door; all within 20 ft. of the door must save or die.

Treasure: A small unlocked iron chest containing 6,750 gp.

13A–13. The Bridge and River

A solid stone bridge spans the river, connecting the two portions of the barracks. While unlikely to break, the bridge is without sides or handrails and slightly damp. Anyone attempting to run on the bridge must move at half normal speed or slip and fall into the water.

13A–14. Common Room

The mass of goblin warriors gather here to eat, argue, brawl, and complain. There are two dozen long wooden tables and over a hundred small wooden stools scattered about this large chamber. At present, **100 goblin warriors** are engaged in all the above listed activities. The place is foul smelling and utterly filthy. From time to time, Herzord or one of his lieutenants comes through and commands the warriors to clean the place up, but this has not happened recently.

The goblins here do not automatically assume the PCs are hostile. They grow suspicious, however, if the PCs attempt to enter **Area 13A–16**, and a band of twenty or so quickly demand some explanations. If, however, the PCs simply poke their heads into the common room to investigate, the goblins take notice but ignore them.

Goblin Warriors (100): HD 2; AC 6 [13]; Atk 1 morningstar (1d6) or javelin (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Morningstar, ring armor, 2 javelins, pouch with 3d6 sp.

Tactics: Without a leader to rally or guide them, the warriors really have no battle plan. If attacked, they charge their assailants. If the PCs prove too formidable, they retreat to the caves, where they are joined by the rest of the warriors and stage a last defense.

Referee Note: the wholesale slaughter of low-level goblins by high-level PCs should not be rewarded with a pile of experience points. Use your discretion.

If the goblins hear the sounds of combat in **Area 13A–5**, a group of 20 goes to investigate. These warriors are not very alert, however, thus requiring a very loud combat to draw their attention.

13A–15. Kitchen

The food for the entire barracks is prepared here by **6 common goblins** (hp 3 each, non-combatants). The room contains a large fireplace with an enormous pot suspended over it, a wide wooden table for cutting and chopping, and several cleavers and chef's knifes hung on the wall. These

goblins have absolutely no interest in fighting and cower in the corner if they hear any trouble in **Area 13A–14**.

13A–16. The Warriors' Caves

Both these large caves house the barracks' 200 goblin warriors. Presently, **50 goblin warriors** are relaxing in each cave. These areas are unlit and are scattered with debris and piles of cloth and hides that might or might not be bedding.

Creatures: The goblins, as they are wont to do, simply lie down wherever it seems comfortable at the time. **As in Area 13A-14**, these goblins are not alert, although they question anyone they do not recognize. Unless successfully bluffed, they become hostile. If attacked, they defend themselves as best they can. If combat breaks out in **Area 13A-14**, 4d6 of these goblins grab their weapons and run to investigate. The rest arrive 10 rounds later, if combat continues.

Goblin Warriors (50): HD 2; AC 6 [13]; Atk 1 morningstar (1d6) or javelin (1d4); Move 9; Save 16; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Morningstar, ring armor, 2 javelins, pouch with 3d6 sp.

Level 13B: The Dark River

This dungeon level contains a deep dark river that runs through territory controlled by a tribe of hostile mites. The map for this level is depicted at **Map RA–13B**.

Doombat: HD 6; AC 2 [17]; Atk 1 bite (1d8) and tail (1d6); Move 3 (Fly 18); Save 11; AL N; CL/XP 8/800; Special: Shriek.

Mite: HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Pestie: HD 1; AC 5 [14]; Atk 1 dagger (1d4); Move 15; Save 17; AL N; CL/XP 1/15; Special: Surprise on 1–3 on 1d6.

Giant Spider: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: Lethal poison, 5 in 6 chance to surprise prey.

Fuath Gremlin: HD 1d6; AC 4 [15]; Atk 2 claws (1d3); Move 9 (Climb 6; Swim 12); Save 18; AL C; CL/XP 2/30; Special: Resistance to cold (50%), magic resistance (10%), spells (at will—*create water*; 1/day—*sleep*), congeal water (entangles per *web*), -2 to hit in sunlight. (Fuath Gremlins are sea-dwelling gremlins that focus on the misfortune of ships and sailors).

Giant Crab: HD 3; AC 3 [16]; Atk 2 pincers (1d6+2); Move 9; Save 14; AL N; CL/XP 3/60; Special: None.

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Level 13B

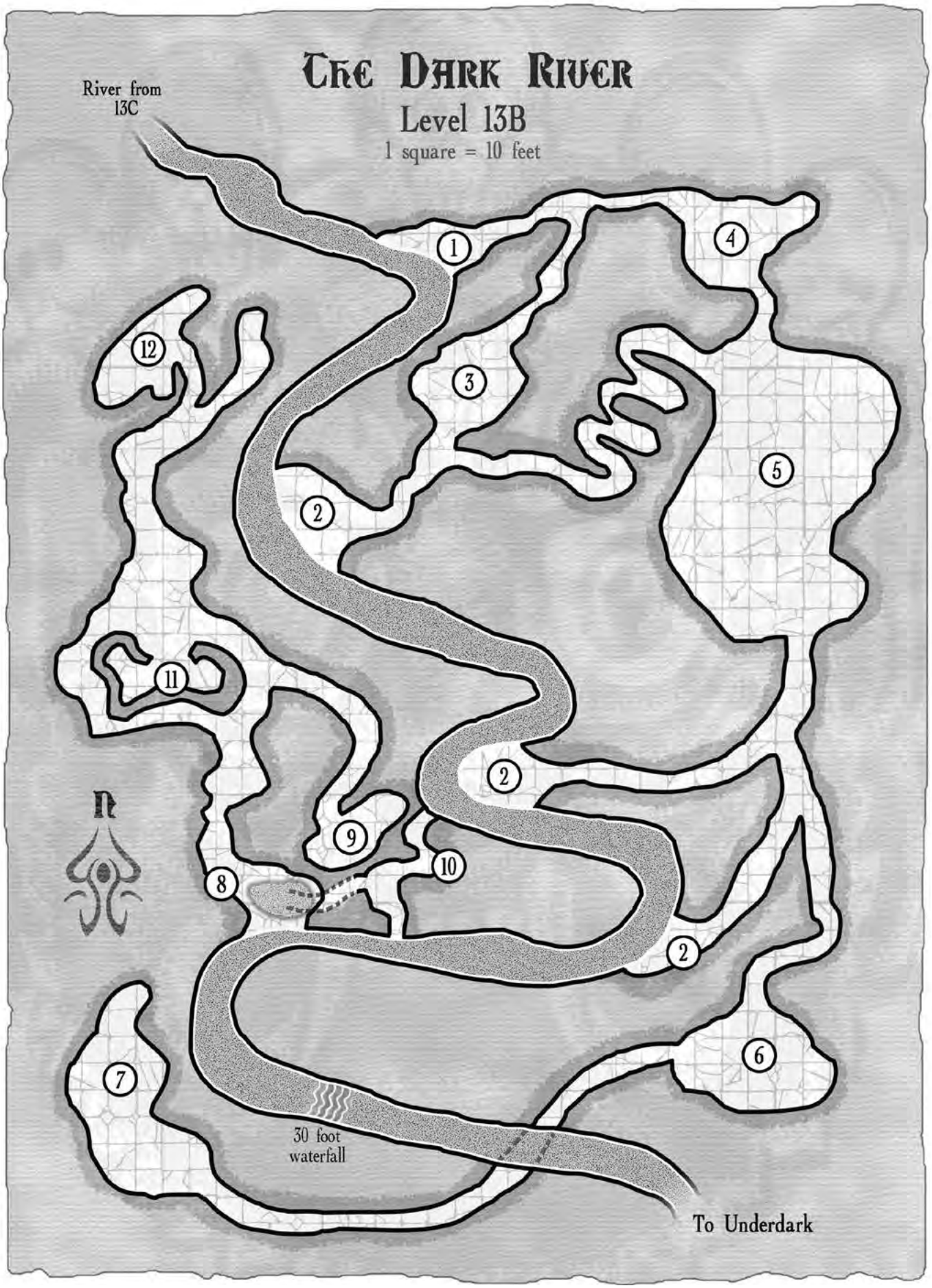
Equivalent Dungeon Level: 9
Entrances: River tunnel from **Levels 10A** and **13C**.
Exits: River tunnel to a portion of the Under Realms called the Cyclopean Deeps.
Wandering Monsters: Check once per hour on 1d20 (see "**The Dark River**" below for water encounters):

1	**1d4+1 doombats**
2	**2d4 pesties**
3	**1d4+2 mites** riding **giant spiders**
4	**1d6 fuath gremlins**
5	**1d6+2 giant spiders**
6	**1d3 giant crabs**
7	**2 gray oozes**
8	**Invisible spirit oni**
9–20	No encounter

Standard Features: The floors and ceilings are natural stone formations and tend to be cramped and convoluted with ceiling heights ranging from 5 to 7 ft. in tunnels. The tunnels between caverns are considered squeezing for Medium and larger creatures. Caverns have ceiling heights that vault as high as 50 ft. and have many stalactites and stalagmites on ceiling and floor respectively.
The Dark River: The river flowing through this level is swift and deep. Its dark waters descend 20 ft. to its pebble-strewn floor, and the stalactite-laden ceiling rises 20 ft. above with at least one stalactite extending down to within 10 ft. of the water's surface in every 10 ft. square. The water flows at a speed of 20 ft. per round. Climbing the condensation-slick walls or stalactites of the river tunnels is very difficult (-15%).
At the southern end of the level is an old rock fall that partially dams the river and creates a 30 ft. waterfall. Anyone going over the falls takes 5d6 damage from battering on the rocks. The catch basin below the fall forms a whirlpool and a sort of sump that traps most of the heavy particles that come over the falls before the water continues on its way into the Under Realms. The water of this basin is 30 ft. deep, and the floor of it is strewn with broken bones and equipment of those who have gone over the falls in ages past. Swimmers in this pool suffer 1d6 points of damage each round from the buffeting. A failed save results in 3d6 damage per round. Caught within this swirling pool is a still functional, though half-submerged, *folding boat* in its rowboat form. Searching the bottom of this pool can turn up the following items:
Split leather backpack spilling 155 gp
Ogre skull with a still-serviceable *arrow +1/+3 vs. demons* protruding from its forehead
Pair of gauntlets chased with silver and electrum (120 gp)
Brass spittoon (5 gp) with *Sweep*, *Shroud*, and *Stow* engraved on it (command words for the *folding boat*)
Gold ring with a flawed emerald (75 gp)
Half-buried skeletal legs still wearing *boots of elvenkind*

Wandering monsters are not encountered for those boating on the river, but as soon as someone enters the water, roll 1d6 and consult the table below for the natural denizens of the water that attack swimmers. These creatures are accustomed to the current and are able to move freely about in it without danger of being swept away.

1	**gulper eel**
2	**1d4+1 giant crabs**
3	**3d4 fuath gremlins**
4–6	No encounter


The Dark River
Level 13B
1 square = 10 feet
River from 13C
1
2
3
4
5
6
7
8
9
10
11
12
N
30 foot waterfall
To Underdark

Spirit Oni: HD 3; AC 2 [17]; Atk 1 bite (1d3) and gore (1d3 + poison); Move 6 (Fly 12); Save 14; AL C; CL/XP 5/240; Special: Spells (constant—*detect magic*; at will—*invisibility, teleport*; 1/day—*charm monster, sleep*; 1/week—*commune*), regenerate 2 hp/rd, can be worn by humanoids.

Gulper Eels: HD 6; AC 7 [12]; Atk 1 bite (1d8); Move Swim 9; Save 11; AL N; CL/XP 8/800; Special: Swallow whole.

13B–1. River Landing

The river slows slightly here as it washes up on gravel beach. All sorts of detritus have washed up on this beach just above the waterline. Just past this line of debris wash are lined up three small coracles made of some sort of lizard hide stretched over the wing appendages of some massive breed of bat. Each is capable of holding up to 2 Small creatures, though the mites that use them for fishing know to use hooked 10 ft. poles (four are stacked just inside the nearby tunnel entrance next to a heap of fishing nets) to catch the lower-hanging stalactites in order to check their progress and not be swept downriver. Doing this without practice requires an attack against AC 5[14] penalty for non-proficiency.

The coracles are overturned, and under each one is a **poisoned arrow trap** left by the mites who use them for fishing the Dark River.

13B–2. Empty Rooms

Self-explanatory; although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper of piercer encounter) an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

13B–3. Crabs and Mites

A group of **5 mites** — small, bulging-eyed, ugly humanoids with pointed ears and bulbous noses — sit around a small pit of smoldering coals over which they roast soft-shelled cave crabs for their dinner. Near one wall are **3 giant crabs** that serve the strange little creatures and steeds and guardians that scuffle over the rotting corpse of a well-gnawed dire rat.

Mites (5): HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Giant Crab: HD 3; AC 3 [16]; Atk 2 pincers (1d6+2); Move 9; Save 14; AL N; CL/XP 3/60; Special: None.

Treasure: Between them the mites have a total of 7 gp, mostly in copper coins. One of the crabs has a chunk of quartz crystal (25 gp) lodged in its shell.

13B–4. Solitary Vigil

Seated atop a boulder in a side alcove off of this chamber is a single mite, apparently lost in thought. This creature is actually an **ogre mage** using its change shape ability to appear as the mite. The corpse of another mite lies in the center of the floor, an arrow bisecting its body (the handiwork of the ogre mage). The ogre mage is part of a small band of his fellows that have infiltrated the mite tribe in order to usurp it and use it for their own nefarious ends. The fact that the mites are generally rather dim-witted and are more than over-awed by the power of these new members of the tribe has prevented them from detecting the duplicity themselves.

Ogre Mage: HD 5+4; AC 4 [15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; AL C; CL/XP 7/600; Special: Magic use (at will—*fly, invisibility, darkness 10-ft radius, polymorph* (humanoid forms only); 1/day—*sleep, charm person, cone of frost* (cone 60 ft. long and 30 ft. wide, 8d6 points of damage, save cuts damage in half)).

The ceiling of the chamber is 40 ft. high and masked in shadow by the proliferation of large stalactites. Many of these have been partially sawn through, so that they hold on by only a small bit of stone. Any area effect spells that deal energy damage (fire, lightning, cold, sound) is sufficient to cause the stones in their area of effect to snap off and drop in a **massive deadfall trap** (save or 10d6 points of damage). Each such area can only be affected once before all of the stalactites in that area have been cleared. Once the trap has been activated, the squares beneath it are considered difficult terrain.

Tactics: The ogre mage is easily annoyed by the mites of the tribe and has retreated here for some solitude. One of the irritating fey that followed him recently received an arrow from the creature's composite longbow for its troubles. When the mite/ogre mage spots intruders, it immediately turns invisible and flies straight up in the air to ceiling level. It then unleashes its *cone of frost* above the party so that the stalactites along the length of this cone are caused to fall upon the PCs below. It then flies among the remaining stalactites and turns invisible again to try and provoke the PCs in unleashing more area effect spells above them that could bring down more of the stone missiles. Individual attacks are insufficient to knock down enough of the stalactites to make attacks on people below. If reduced to below 10 hp, it retreats to **Area 5** to try and lead the PCs into an ambush.

Treasure: The ogre mage wars a gold and jade pectoral (350 gp) and carries a bag with 212 gp. Also in the bag is a small, leather tobacco pouch that has been stitched shut with copper wire and is filled with some sort of dry, shifting substance (the ash from a cremated heart). This seemingly fragile item is actually quite hardy, being the *phylactery* of the lich on **Level 12B**, **Area 12A** that was located by the ogre mage in a small hollow beneath the boulder that it sits upon. It has determined that the pouch is magical and nigh indestructible but has not figured out its true purpose.

Searching around the boulder locates the same hollow and detects a second hollow below into which a small iron chest has been wedged (left by the lich and unnoticed by the ogre mage). The chest is unlocked and contains 4 tiger's eye agates (1,000 gp each).

13B–5. The Grand Trap Room

This vast cavern is littered with a field of boulders and debris from many ceiling collapses over the ages, and the ceiling itself, 50 ft. above, is lost in darkness. The floor is so strewn with large pieces of detritus that make walking over the terrain difficult, cutting their movement rate in half. Small creatures like halflings are able to pick out paths between the rubble. The west corridor leads to the "**Winding Passage**" (see below) and has a large stack of round boulders, each approximately the size of a human's head, set beside it.

In addition to the nearly indiscernible paths through the rubble, the floor of the cavern is likewise honeycombed with tunnels that allow dwarves and halflings passage but are a squeeze for humans and elves, and halve the speed of larger creatures. These tunnels are accessible through two hidden openings (one near the south entrance and one at the far end of the Winding Passage). Likewise several concealed ledges have been cut into the rock of the ceiling. All of these features serve to make the room the perfect ambush for the mite tribe that inhabits this level. Always on guard in this room are **12 mites**, **10 pesties** (the slightly taller, mute cousins of the mites), and their trained **man-sized giant centipede** and **4 cave fishers**. A pestie lookout always keeps watch on the northern and western passages, so an approaching party is likely to be detected and ambushed as explained under "**Tactics**" below.

Mites (12): HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Pesties (10): HD 1; AC 5 [14]; Atk 1 dagger (1d4); Move 15; Save 17; AL N; CL/XP 1/15; Special: Surprise on 1-3 on 1d6.

Man-sized Giant Centipede: HD 2; AC 5 [14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; AL N; CL/XP 4/120; Special: Poison bite (+6 save or die).

Cave Fishers (4): HD 3; AC 3 [16]; Atk 1 filament (entangle) and 2 claws (1d6); Move 6; Save 14; AL N; CL/XP 4/120; Special: Filaments.

The Winding Passage: Opening off to the west of **Area 5**, this passage wends back and forth making progress frustrating for creatures of human size or larger, due to its narrow confines. One of the crawl tunnels from **Area 5** runs underneath this passage and opens at its southern end. The entire passage has a detectable slope to the southwest. When intruders are detected in this passage, the mites in **Area 5** push the round boulders over, and they begin to roll down the passage (speed of 40 ft. per round), violently colliding with the walls, each other, and anything that gets in their way. This continues for 5 rounds until all of the boulders have been exhausted and have collected down at the intersection between **Areas 2** and **3**. Each round somebody remains in this passage while the boulders are rolling, they must make a saving throw or take 5d6 points of crushing damage and be knocked prone. If knocked prone they must make a saving throw to stand up before the next wave of boulders arrives. Prone characters take a –4 penalty on their saves.

While the PCs are dealing with the boulders, the pesties in **Area 5** make attacks through small holes in the floor against any PCs who have fallen prone. Up to two pesties can attack a single prone character. The holes are too small to make effective attacks back against the pesties (though simply standing up prevents the pesties from being able to effectively attack either). If the secret entrance to the crawl tunnel is discovered, the pesties quickly retreat back to **Area 5**.

Tactics: When intruders enter here, if the mites and pesties have not had warning, then they are sitting about throwing things at their centipede's armored back for sport, while it sits curled up snoozing. The cave fishers remain on their ledges. If warning has been given, then 5 of the mites ride atop the centipede flinging their darts. They carry bags of an additional 20 darts each. The centipede is unhindered by the rubble on the floor due to its immense size and many legs. The rest of the mites and the pesties hide in their crawl spaces beneath the floor.

At many places in the room the floor has been weakened over the crawl space so that the mites can remove supports (in place of an attack) and cause PCs to fall through into shallow spiked pits. Each round of combat in which a PC moves, there is a 20% chance that it is over such a pit. As long as any mites remain beneath the floor to activate the trap, then the PC breaks through and potentially falls upon the spikes. Any PC that fails his save and falls is considered prone in the pit and is immediately swarmed by pesties that rush from their small burrows. Up to 4 pesties attack a single PC in this manner to try and finish him with flanking and sneak attacks. The mites remain hidden. Once five such pits have been activated, the remaining mites come forth from their tunnels to do battle alongside their allies. For creatures willing to enter the crawl tunnels, consider them to have direct access under any square in the room, though they are squeezing if larger than halfling size as mentioned above.

The cave fishers remain on their ledges throughout the battle attempting to snare and devour individual PCs. If 15 total mites and pesties as well as the centipede are killed, then the survivors attempt to climb up to these ledges in order to make their last stand.

Treasure: Searching the room uncovers the mites' small cache of treasure totaling 23 gp, and a pair of yellowed ivory tusks taken from a strange Under Realms fish caught in the river years ago. These tusks are worth 120 gp each.

13B–6. Tribal Den

This room is a mess of rotten food, discarded trash, soiled clothing, and other detritus of habitation by creatures of little intelligence and less cleanliness. There are a total of **17 mites** in here along with another 33 noncombatant females and young. With them are **5 giant spiders** that serve as guards and beasts of burden. The combatants and spiders immediately move to face any intruders, while the rest cower against the southeast wall. The mites here fight to the death. A small passageway in the floor near the west wall can be found with a thorough search, but none of the mites use it to try to escape, too fearful of their "bosses with their scary masks" that stay down there.

Mites (17): HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Giant Spiders (5): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: Lethal poison, 5 in 6 chance to surprise prey.

Treasure: Spread out among the junk and recoverable with an hour of careful sifting are a total of 32 gp, 117 sp, 833 cp, and a set of bronze bangles (10 gp).

13B–7. Treasury

Heaped around this elongated cave are a number of old chests, now rotten and broken open from which spill coins and gems. Hanging on the walls are six fiendish masks. Seated at a small table at the center of the room are **2 mites**. These creatures are actually **2 ogre magi** using their change shape ability like the one in **Area 4**. In addition the masks are actually **6 spirit oni** that they have brought in to use as spies and enforcers over their mite underlings. Realizing their ruse has been discovered, they fight to the death.

Ogre Magi (2): HD 5+4; AC 4 [15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; AL C; CL/XP 7/600; Special: Magic use (at will—*fly, invisibility, darkness 10-ft radius, polymorph* (humanoid forms only); 1/day—*sleep, charm person, cone of frost* (cone 60 ft. long and 30 ft. wide, 8d6 points of damage, save cuts damage in half)).

Spirit Oni (6): HD 3; AC 2 [17]; Atk 1 bite (1d3) and gore (1d3 + poison); Move 6 (Fly 12); Save 14; AL C; CL/XP 5/240; Special: Spells (constant—*detect magic*; at will—*invisibility, teleport*; 1/day—*charm monster, sleep*; 1/week—*commune*), regenerate 2 hp/rd, can be worn by humanoids.

Treasure: The chests contain the treasures the oni have collected during their time on the Dark River. These treasures total 2,290 gp, 6,586 sp, 17,050 cp, and gems worth a total of 2,500 gp.

13B–8. Pestie Beach

A net stretches across the river here just below water level so that it does not catch boats but does catch anything submerged in the water. The pesties use this to scavenge for valuable and edible items. Currently **3 gulper eels** writhe around the base of net looking for something to eat. They attack anyone who enters the water. Two small rafts composed of bits of broke wood (doors, shields, etc.) that have drifted down the river are pulled up on shore here. In the center of the cave is a small 5-foot-deep pool, the bottom of which opens into a tunnel that leads to **Area 10**. Any light source brought into the cave reflects off the surface of the pool and makes the tunnel invisible from above due to the glare. It is

easily discernible with darkvision. The narrow tunnel itself is water-filled, requiring anyone using it to hold their breath if they are unable to breathe underwater. A search reveals a rock-filled niche in one wall of the cavern at floor level. Inside it are four old wineskins that have been thoroughly oiled and made airtight for use as breathing devices. Anyone inflating it can use it to draw three additional breaths of air while swimming through the passage beneath as the pesties do.

Gulper Eels (3): HD 6; AC 7 [12]; Atk 1 bite (1d8); Move Swim 9; Save 11; AL N; CL/XP 8/800; Special: Swallow whole.

13B–9. Oni Conclave

Approaching this room allows the PCs to smell the sulfurous gas that fills the halls in the vicinity of **Area 11**, though they suffer no harmful effects. See that area for more details.

This bare chamber is where the oni who have taken over the mite tribe meet to make their plans in secret. It is guarded at all times by **2 spirit oni** that lurk in the shadows near the ceiling. Tacked to one wall is a crude map of **Level 5A**. They have come to believe that a great treasure is hidden somewhere on that level with a dangerous guardian and are trying to figure out how to use their pathetic minions to recover it. The Referee should feel free to give as much or as little detail on this map as he sees fit.

Spirit Oni (2): HD 3; AC 2 [17]; Atk 1 bite (1d3) and gore (1d3 + poison); Move 6 (Fly 12); Save 14; AL C; CL/XP 5/240; Special: Spells (constant—*detect magic*; at will—*invisibility, teleport*; 1/day—*charm monster, sleep*; 1/week—*commune*), regenerate 2 hp/rd, can be worn by humanoids.

13B–10. Pestie Ambush

This small tunnel is air-filled and connects to the river cavern just above eater level. In addition, a small pool in one corner is actually a water-filled tunnel that connects to **Area 8**. Two of the well-oiled wineskins are stacked nearby to allow the pesties to safely come and go through the tunnel. The river outside is watched by **6 fuath gremlins**, distant cousins to the pesties and mites. They watch through the hidden openings for anyone traveling along the river. They attack anyone who passes by in a boat and attempt to drown them using their congeal water ability. Any who don't succumb are the targets of a *sleep* spell followed by an attempt to tip their boat. There are also **5 pesties** in this small chamber. If an attack occurs, they slip through the water tunnel to **Area 8** to kill any survivors that wash downstream and salvage any goods from the net there.

Fuath Gremlins (6): HD 1d6; AC 4 [15]; Atk 2 claws (1d3); Move 9 (Climb 6; Swim 12); Save 18; AL C; CL/XP 2/30; Special: Resistance to cold (50%), magic resistance (10%), spells (at will—*create water*; 1/day—*sleep*), congeal water (entangles per *web*), -2 to hit in sunlight.

Pesties (5): HD 1; AC 5 [14]; Atk 1 dagger (1d4); Move 15; Save 17; AL N; CL/XP 1/15; Special: Surprise on 1-3 on 1d6.

13B–11. Poison Cavern

The passages around this room are filled with noxious fumes. These are the concentrated exhalations of the **catoblepas** that dwells in this poorly ventilated room. This creature is exceedingly old and vile but has grown lethargic with age. Its cave is a swamp-like mud pit fed by a seep from the river, in which all manner of fungi and molds grown in a fetid stew. The creature lurks in this muck and rarely emerges, content to feed on this swill rather than going to hunt. The passages within 20 ft. of this room and the entire room itself is considered to be filled with a weaker form of the creatures' breath (save at +4) and requires a new save each round that a creature remains within it. In addition, the catoblepas's own breath weapon requires a save as well, if it is used in combat. The ogre magi have heard the creature moving its bulk around at times in the past but have not worked up the courage to brave the poison gas and see what sort of beast lives within it.

Catoblepas: HD 6; AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Lethal appearance.

13B–12. Lost Treasure Cache

Hanging above the entrance to this chamber are three wind chimes: one corroded copper, one rusted iron, and one tarnished silver. A wooden sign hangs on the nearby wall and is so faded, it requires careful scrutiny to make out what it says (written in the Chaotic alignment tongue), "The gift of stars and teat of sow grants safe passage. Sound the chime before going within." The correct chime to sound is the one made of iron, a metal known to be found in both meteoritic deposits and smelted in the form of pig iron. See "**Tactics**" below for the consequences of sounding a chime.

A treasure was placed in this chamber long ago with a **sepia snake** (the namesake of the infamous spell) set to guard it. However, after the catoblepas moved into **Area 11** and flooded the surrounding chambers with its noxious breath, nothing has come here since. The gas does not reach this room, and the flying anaconda-like serpent has remained herein in a somnolent state. The strange creature is wingless, and has two glowing orbs for eyes. Its tail ends in a vicious stinger.

Sepia Snake: HD 12 (58 hp); AC 3 [16]; Atk 1 bite (1d8) and tail sting (1d8 + poison); Move 9 (Fly 12); Save 3; AL N; CL/XP 13/2300; Special: Cocoon (3/day, *web*, 20 ft. range), poison.

Tactics: The sepia snake comes instantly awake as soon as it hears someone moving about in the tunnel outside its lair. Its orders are to

New Spell

Sepia Snake Sigil

Spell Level: Magic-User, 3rd level
Range: Touch
Duration: Permanent until discharged

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove the sigil.

attack any intruders that fail to sound the iron chime before entering. It recognizes that chime's distinctive tone, and knows if the wrong one was sounded. If either of the other two chimes is sounded or intruders enter without sounding any chime, it fires its cocoon web at anyone in the doorway. It then uses it gaze attack on those who escape its web. It fights to the death to defend its treasure. If the iron chime was sounded, it lets the PCs enter the room with impunity and take whatever they like, though if attacked it immediately becomes hostile and attempts to kill the intruders.

Treasure: The treasure in this chamber is stored in seven copper cauldrons (worth 30 gp each). They contain the following: #1. 7,305 cp; #2. 10,550 sp; #3. 15,000 gp; #4. 5 royal outfits of black silk (200 gp each) and accompanying jewelry worth a total of 800 gp; #5. 8,030 cp; #6. a marble bust of a the arch-devil Gorson (known as The Blood Duke) with twisting horns of hammered bronze, bloodstone eyes, and a mane of spun gold thread (worth 7,000 gp and weighing 245 lbs.); #7. A satchel holding 4 *scrolls*: (1st—*wizard eye*, *phantasmal force*, *sepia snake sigil**; 2nd—*animate dead*; 3rd—*hold monster*, *telekinesis*, *transmute rock to mud*; 4th—*conjuration of elementals*) and a silver ewer (75 gp) filled with small seed pearls (250 gp total).

Level 13C: Zombieland

This level contains and evil artifact, the *Zombiestone of Karsh*. This artifact causes any creature that is killed within 500 yards to re-animate as a zombie creature. The closer to the stone, the greater the toughness of the zombie. Zombies near the stone are so tough in fact, that they must be physically hacked to pieces or burned to destroy them. The area is shown on **Map RA–13C**.

Hacked Zombie: HD 1; AC 8 [11]; Atk 1 slam (1d6); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

Fire Beetle Zombie: HD 2; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Giant Rat Zombie: HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 6; Save 17; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

Troll Zombie: HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

Slithering Tracker: HD 5; AC 4 [15]; Atk 1 strike (1d4 + paralysis); Move 6 (Climb 6); Save 12; AL N; CL/XP 8/800; Special: Engulf, paralysis, plasma drain, sealed mind, transparent, surprise (3 in 6).

Violet Fungi: HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; CL/XP 4/120; Special: Tendrils cause rot.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a Cure Disease spell.

Otyugh Zombie: HD 8; AC 2 [17]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Immune to sleep and charm, see above for other special qualities.

Big Piercer: HD 4; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; AL N; CL/XP 4/120; Special: None.

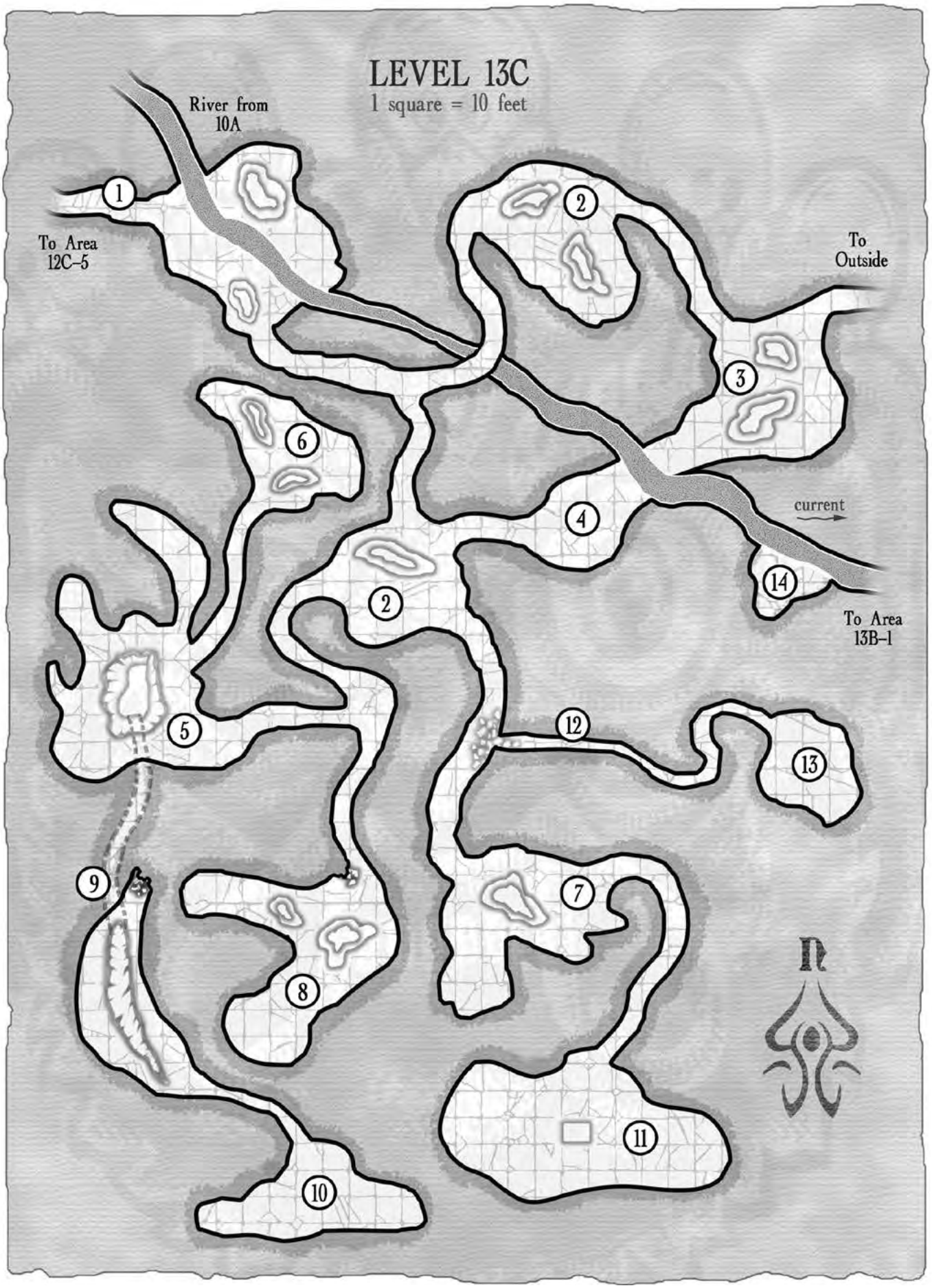
Level 13C

Equivalent Dungeon Level: 11
Entrances: Chasm in ceiling to **Level 12C**, **Area 12C–5**. River tunnel from **Level 10A**. Tunnel from **Level 0A**, **Area 0A–11** in **Area 13C–9**.
Exits: River tunnel to **Level 13B**, **Area 13B–1**.
Wandering Monsters: Check once per hour on 1d20, with zombies, consult distance to the *Zombiestone* to determine damage resistance:

1	**1–6 partially hacked apart human zombies**
2	**2d6 zombie fire beetles**
3	**3d6 zombie giant rats**
4	**1d2 troll zombies**
5	**1 slithering tracker** (alive)
6	**1 patch of green slime**
7	**1d6 violet fungi**
8	**1 otyugh zombie**
9	**1d3 piercers** (large, alive)
10–20	No encounter

Detections: Magic and extreme evil from **Area 13C–11**. Strong divine magic from the statues and pool in **Area 13C–10**.
Shielding: Area 13C–13 is shielded against all divination magic.
Standard Features: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. Random fungus and dripping water are everywhere, and a stench of decay permeates the air. This area is fungus-filled. 20% of the fungus is edible while 10% is poisonous. Druids, rangers and dwarves can usually tell one from the other.
Continuous Effects: Any creature slain on this level immediately rises as a zombie (1d3 rounds, except in **Areas 13C–9** and **13C–10**) of HD equal to 1+ the base HD of the creature. These zombies absorb the first 4 hit points of damage from any attack if they are north of **Area 13C–12** and turn checks are at –4 levels, and absorb the first 8 hit points of damage if in areas 13C–7 and –8, and turn checks are at –8 levels. In **Area 13C–11** and **13C–13**, all zombie creatures (and other undead) absorb 12 points of damage from any blow and cannot be turned. Fire, holy water, and *vorpal weapons* affect them normally (assumes pieces must be chopped off to slay them, and even then "slay" is the wrong word).

Piercing weapons cause a maximum of 1 hp of damage, and blunt weapons do half damage to any zombie-creature on this level. Zombies have no tactics; they mindlessly follow and attack any living creature. Anyone raised as a zombie-creature cannot be raised from the dead or resurrected by any power short of a *wish*. These zombies are terrifying in appearance. They are maggot ridden, and never actually de-animate unless burned to ashes. Bits and pieces of them continue to wiggle and crawl about even if the whole is hacked to tiny bits. All zombies immediately cease to be animate if the *zombiestone* is destroyed.


LEVEL 13C
1 square = 10 feet
River from 10A
To Area 12C–5
To Outside
current
To Area 13B–1
1
2
3
4
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13
14

13C–1. Chasm from Above

Above this deep chasm is a sinkhole. The sinkhole rises 70 ft. to a cave above (see **Area 12C–5**). Strange undead bugs crawl around on the floor (harmless, but surprisingly difficult to squash. Three rounds after the room is entered, **6 humanoid zombies** and **1 giant crayfish zombie** rise and attack from the river. They appear as bloated, rotting corpses, with chucks taken out of them. Due to the water saturation, these zombies take half damage from fire. Note zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

Humanoid Zombies (6): HD 2; AC 8 [11]; Atk 1 slam (1d8); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Crayfish Zombie: HD 5; AC 3 [16]; Atk 2 pincers (2d6); Move 6; Save 12; AL N; CL/XP 6/400; Special: Immune to sleep and charm, see above for other special qualities.

13C–2. Empty Rooms

Self-explanatory, although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper of piercer encounter) a hacked apart and still wiggling pile of zombie bits, or the presence of evil-looking green pools of water (all harmless of course).

13C–3. Thriller!

This room contains a veritable army of zombie-creatures. A total of **32 zombie-creatures** are here and will attack any that get within 30 ft. of the room. There are a total of **14 giant rat zombies**, **8 giant beetle zombies**, an **otyugh zombie**, **7 goblin/humanoid zombies**, a **basilisk zombie** (scary, but its gaze does not work), and a **troll zombie**. These zombies attack relentlessly, following the party until slain. Note: zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

Giant Rat Zombies (14): HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 6; Save 17; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

Giant Beetle Zombies (8): HD 3; AC 5 [14]; Atk 1 bite (3d6); Move 6; Save 14; AL N; CL/XP 4/120; Special: Immune to sleep and charm, see above for other special qualities.

Otyugh Zombie: HD 8; AC 2 [17]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Immune to sleep and charm, see above for other special qualities.

Goblin/Humanoid Zombies (7): HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Basilisk Zombie: HD 9; AC 4 [15]; Atk 1 bite (2d6); Move 6; Save 7; AL N; CL/XP 10/1400; Special: Immune to sleep and charm, see above for other special qualities.

Troll Zombie: HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

Treasure: Three of the humanoid zombies still have useful gear. These three are mostly intact, and appear more freshly "made" than the rest.

1. A human fighter wearing *+1 platemail* (his AC is 2 [17]) and carrying a *+1 halberd* (he does d1d8+2 damage). In his pack are 22 gp, 123 sp, and 3 potions (*healing, fire resistance* and *heroism*)

2. An elven magic-user wearing a *+2 cloak of protection* and carrying a staff (still only does 1d6 damage). His pack contains a bloodstained spellbook (1d6 spells of each level 1–5 are still readable), 11 gp, 44 sp and 22 cp. Imbedded in his back is a *+2 shortsword of biting,* (inflicts double damage when the attack roll is a natural 19 or 20).

3. A goblin wearing a *ring of spell storing* (6 levels—currently contains *water breathing, web,* and *invisibility*)

13C–4. The Fungus Garden

This side of the river appears at first to be zombie free. Heavy growths of fungus cover the area, hanging from the roof and walls in thick, multi-colored clumps. The fungus is mostly harmless, except on the far south side of the cavern. This section is covered with a large colony of **yellow mold**. Moreover, rotting in the mold is a **yellow mold encrusted troll-zombie**, also covered in the mold. Every blow inflicted on this creature releases a cloud of mold spores until the creature is burned for 10 points of damage (slays mold, even if the troll-zombie is still "alive") or subjected to a *cure disease* spell. Note: zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

Troll Zombie: HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 9/1100; Special: Immune to sleep and charm, see above for other special qualities, yellow mold.

13C–5. Sinkhole to Safety?

This sinkhole descends at a 60 degree angle thirty feet below the floor of this cavern. Rubble on the floor blocks a small crawlspace. If the rubble is moved aside, a 3 ft. diameter tunnel leading to **Area 13C–9** is found. The good news is no zombie creatures have found **Areas 13C–9** and **13C–10** beyond this tunnel. No set encounters are present in this cavern, however, a wandering monster check is appropriate upon first entering the chamber.

13C–6. Zombie King

Several years ago, a particularly tough adventuring group journeyed down into these depths and encountered a behir that had taken up residence in these caves. After a long battle, they slew the beast, only to have it rise again and destroy them. The tunnel leading to this area is scarred with lightning burns and melted sections of rock (the behir found that lightning destroyed the zombies that harassed it). Large broken rocks litter the floor, and about halfway up the tunnel, under a large boulder, a human hand protrudes, grasping at any that walk by (no effective attacks). This zombie's arm and hand continues to live its undead existence, even though crushed to pulp under two tons of rock.

In the cavern itself are the zombified remains of the **behir** and the **4 adventurers** who killed it, now allied in an unknowing, un-living alliance. Note: zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

Zombie Behir: HD 13; AC 3 [16]; Atk 1 bite (1d8); Move 6; Save 3; CL/XP 14/2600; Special: Constrict and claw.

Humanoid Zombies (4): HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Treasure: All four of the adventurers carry their gear (detailed below). In addition, the behir had a large treasure of gold and silver (unrefined). Gold ore

weighing 2,000 pounds (contains 11,000 gp of gold once refined) and 22,000 pounds (contains 220,000 sp of silver once refined) is piled in a mixed heap in the far corner of the cavern. The dead humans carry the following:

1. Human fighter, plate mail (slightly rusty, his AC is 3 [16]), shield (on ground, not carried), belt pouch containing 12 gp, 23 sp, 3 vials of holy water and a *potion of jumping*, wears *boots of leaping*.

2. Human cleric, plate mail (slightly rusty, his AC is 3 [16]), has a mace on his belt, wears *bracers of brachiation* (allows one to swing through the trees like a monkey) and a backpack containing 6 flasks of lamp oil, a tinderbox, and wears a *+2 holy symbol of Thyr* (allows the wearer to turn undead at +2 levels of effectiveness if he worships Thyr as a diety).

3. Dwarven fighter, plate mail (slightly rusty, his AC is 3 [16]), *+1 battle axe*, backpack containing a sack of 120 gp, a *scroll of protection from demons*, 6 torches and a small cask of cheap whiskey (3 pints left) worth 11 gp.

4. Human magic-user, robes covered with stars and moons (AC 6 [13]) (and blood), *wand of fireballs* in a belt sheath (caster level 6, 7 charges), backpack containing his spellbook (contains 8 spells each of level 1–3, 4 level 4 and level 5 spells, and 2 level 6 spells), on this right hand is a *+2 ring of protection*, and on his left hand is a silver ring set with three moonstones (a ring of *protection from lycanthropy—prevents infection from lycanthropes)*.

13C–7. Ain't Nothing Gonna Keep Me Down!

This room teems with zombies of all sizes. The real problem with these is that they are very close to the *Zombiestone*, and thus absorb the first 8 hit points of damage inflicted on them, as well as resist turning checks at +8 levels. The cavern itself is full of detritus and rubble, and all movement is at half speed (zombies move normally, as they are immune to pain, sprains and twisted ankles etc.). There are a total of 42 zombie-creatures in this room:

Giant Rat Zombies (12): HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 6; Save 17; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

Fire Beetle Zombies (9): HD 2; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Goblin/Humanoid Zombies (11): HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Troll Zombies (7): HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

Black Dragon Zombie: HD 8; AC 2 [17]; Atk 2 claws (1d4), bite (3d6); Move 6; Save 8; AL N; CL/XP 10/1400; Special: Immune to sleep and charm, see above for other special qualities, breath weapon (half normal damage).

Beetlor Zombie: HD 9; AC 0 [20]; Atk 2 claws (3d4) and bite (1d10); Move 6 (Burrow 3); Save 7; CL/XP 10/1400; Special: Immune to sleep and charm, see above for other special qualities, swallow whole.

Purple Worm Zombie: HD 16; AC 5 [14]; Atk 1 bite (2d12), sting (1d8); Move 6 (B6); Save 3; AL N; CL/XP 17/3500; Special: Immune to sleep and charm, see above for other special qualities, swallow whole.

13C–8. They Just Won't Die!

This cavern is also crawling with maggot-ridden undead. They are less numerous than in **Area 13C–7**, but dangerous nonetheless as they are very close to the *zombiestone*, and thus absorb the first 8 hit points of damage inflicted on them, as well as resist turning checks at +8 levels. A substantial rockfall blocks an 80-foot long, 10-foot wide tunnel to **Area 13C–9**. The tunnel is completely blocked and would take 4 man-weeks to clear with picks and shovels.

Also in this cavern is a large patch of **10 violet fungi** (in the western spur of the room). The good news is that this is a way to easily dispose of zombies, as they can be drawn close to the fungus and rotted away. The fungus attacks the nearest "creature", and zombies are **not** immune to its effects. Clever players will note that moldering, inanimate carcasses of several zombie-creatures lie about these large mushrooms.

Getting past the fungi without getting attacked by 1d4 tendrils requires a save at –2. Once bypassed, a 20-foot "safe area" exists in the far western spur of the room, where the fungi cannot reach. The zombies, of course, pursue any living creatures wherever they go—including through the fungus patch. If all players move to the safe zone, the zombies will politely file through the fungus patch to them, effectively committing suicide.

Violet Fungi (10): HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot.

Goblin/Humanoid Zombies (12): HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Troll Zombies (4): HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

Fire Beetle Zombies (6): HD 2; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 18; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Rhinoceros Beetle Zombie: HD 13; AC 1 [19]; Atk 1 mandibles (3d6) and gore (2d8); Move 6; Save 3; CL/XP 14/2600; Special: Immune to sleep and charm, see above for other special qualities.

Gray Render Zombie: HD 11; AC –1 [20]; Atk 2 claws (1d6 + rend), bite (2d6); Move 6; Save 4; AL N; CL/XP 12/2000; Special: Immune to sleep and charm, see above for other special qualities, rend with claws.

Treasure: One of the mouldering corpses (if the area is thoroughly searched) covers (with a mound of spores, causing exposure to **Violet Fungus** unless burned away) a golden crown, in reality a *major circlet of blasting*. This golden circlet, on command projects a ray of searing light, once per day, that inflicts 5d8 points of damage (double against undead).

13C–9. The Secret Tunnel

The tunnel from **Area 13C–5** opens into the bottom of yet another sinkhole. The walls can be climbed normally, and at the top is a rough-hewn cavern. Strange murals and cave paintings adorn the walls, painted with red ochre and charcoal. The paintings depict cavemen and old, now extinct beasts like mastodons, diamotheres and sabre tooth tigers (well; maybe not totally extinct). To the south, the sound of running water can be heard. The murals look as if they are alive, and are quite well drawn. Translation of the pictograms (using *read languages*) gives primitive prayers and chants to various deities unknown in current times. The names do not even make sense, but rough understanding of their particular animal totem (bears, lions, and mastodons) can be roughly associated with each. Sadly, before this can all be examined, the party must deal with the **gorgimera** that broke free of its chains on **Level 0A**. It has no treasure, but wears an iron collar.

Gorgimera: HD 10 (42 hp); AC 2 [17]; Atk 2 bites (1d10), 1 butt (1d8), 2 claws (1d6); Move 15 (Fly 18); Save 5; AL N; CL/XP 13/2300; Special: Breath weapon (turn to stone), Breath weapon (20–ft cone of fire: 3d8 damage, usable once every 1d4 rounds).

No zombie-creature can enter this room, due to the power of the Temple of the Elder Gods in **Area 13C–10**. Likewise, anyone killed here is **not** raised as a zombie.

13C–10. The Lost Temple

Seemingly sculpted by natural processes, this cavern contains four large, crudely carved statues of a sabre-tooth tiger, a cave bear, a mastodon and a wooly rhinoceros. They are arranged on a nearly perfect rectangle around a small natural spring of bubbling water. This is an ancient temple of long-dead cavemen, and the animal totems represent the gods they worshipped (for additional information, see *Rappan Athuk, the Lost Levels*, coming soon from **Frog God Games**). Other than a safe place to land, this temple area is safe, as long as no desecration or other insulting behavior towards the pool or statues is performed. The magic of the pool is divine in nature, and anyone submerged in the pool is transported as follows:

1	Outside the dungeon, in the present time, near the Mausoleum (**Level 0**)
2–7	To **Level 11**, **Area 11–1**, in the present time
8–13	To **Level 10A**, **Area 10A–1**, in the present time
14–15	To the seacoast near the entrance to **Level 0A**, in the present time
16–18	To the area near the Mausoleum, 20,000 years in the past (no Mausoleum is present)
19	To this room, 20,000 years in the past (with cavemen present)
20	To another plane (of Chaotic alignment) in front of these god totems, who then judge the players, possibly killing them, polymorphing them, or even rewarding them (Referee's discretion)

If any desecrates the pool or the statues, each animates and attacks. These animal totems animate as maximum hit point versions of their respective animal, with the added bonus of having 50% magic resistance and an immunity to non-magical weapons.

Sabre-tooth Tiger: HD 7 (56 hp); AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 10/1400; Special: Rear claws, +1 or better weapon to hit, magic resistance (50%).

Cave Bear: HD 7 (56 hp); AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 9/1100; Special: Hug, +1 or better weapon to hit, magic resistance (50%).

Mastodon: HD 12 (96 hp); AC 5 [14]; Atk 1 trunk (1d10), 2 gore (1d10+4), 2 trample (2d6+4); Move 12; Save 3; CL/XP 15/2900; Special: +1 or better weapon to hit, magic resistance (50%).

Wooly Rhinoceros: HD 10 (80 hp); AC 5 [14]; Atk 1 horn (2d6); Move 12; Save 5; CL/XP 12/2000; Special: Double damage on charge, +1 or better weapon to hit, magic resistance (50%).

13C–11. The Zombiestone of Karsh

This cavern glows from a hellish purple light radiating from a small block of stone in its center. The evil and magic of the stone can almost be felt, and a deep sense of dread, and a a sharp chill down any living creatures spine, can be felt within 100 feet of the stone. Anyone here feels uncomfortable, and wants to get away from the stone, badly. Within this chamber are **11 zombies**. Seems simple except for the fact that they cannot be turned, and each absorbs the first 12 points of damage from any blow. One of the humanoid zombies wears a *broach of shielding*. No other treasure exists in this hellish place.

Goblin/Humanoid Zombies (6): HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Troll Zombies (2): HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

Fire Beetle Zombies (3): HD 3; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

Rhinoceros Beetle Zombie: HD 13; AC 1 [19]; Atk 1 mandibles (3d6) and gore (2d8); Move 6; Save 3; CL/XP 14/2600; Special: Immune to sleep and charm, see above for other special qualities.

Vrock Demon Zombie: HD 9; AC 0 [19]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 6; Save 7; CL/XP 10/1400; Special: Magic resistance (50%), immune to sleep and charm, see above for other special qualities.

Karsh was a high level priest in the service of Orcus who was slain when he battled Zelkor's army at the gates of this place. He was utterly destroyed (*disintegrated*) during the battle, and all the secrets of his greatest creation died with him. Forged from the blood of Orcus himself, and imbued with the power that that wrought, the *zombiestone* was created for the armies of evil to carry with them like an unholy Ark of the Covenant. The plan was to create an unending supply of soldiers by animating the fallen on both sides and creating nearly un-killable troops that would horrify the human and demi-human troops that laid siege to this place. The only problem was that the undead created by the stone were uncontrollable, even by the priests of Orcus. Once the dead began to walk, they attacked everyone, friend or foe, inflicting horrific losses on the evil army as well. The battle commanders moved away from the stone for fear of losing their still living troops, and it was not until some months later that the stone was retrieved and brought here by Orcus' priests.

The Zombiestone of Karsh

Artifact, Chaotic

This 2-foot square stone of eerily glowing purple material seems to waver in shape and form, and at times even seems to bleed a black ichor. No carvings or markings are present on the stone, except some faint chisel marks on the exposed top. The stone radiates chaos, evil and magic of the greatest power.

Minor powers

—*curse* (all living creatures, as a reversed *bless* spell, 60' radius continuous)

—*cause disease* 40-foot radius, continuous (save avoids for 10 rounds each save)

Major powers

—anti-turning field, 100 foot radius (100%), -8 levels (300 feet), and -4 levels (700 feet), continuous

—Toughen undead, 100 foot radius (12 hp absorbed) -8 hp absorbed (300 feet), and –4 hp absorbed (700 feet), continuous

— *anti-magic shell*, continuous (all magic except artifact or diety level powers)

Primary Power

— Any creature slain on this level immediately rises as a zombie (1d3 rounds, except in **Areas 13C–9** and **13C–10**) of HD equal to 1+ the base HD of the creature. The possessor of the stone cannot control the newly risen zombies.

Deleterious effects

— turn evil (save avoids, new check 1/ hour) if exposed to the stone for more than 1 hour (within 100 ft.)

—Lose will (–1 wisdom per hour within 100 ft. of the stone (save avoids)

Method of destruction

— a simple hammer and chisel coated in the blood of a unicorn and wielded by an innocent child can crack the stone, thereby killing the child (irrevocably and forever).

13C–12. Behind the Rocks

The cavern wall here is collapsed in a rockfall. If cleared (takes 20 man-rounds), a 2-foot wide, 6 foot high passage can be opened leading to **Area 13C–13**. The passageway slopes slightly downward, and the entrance is protected by a permanent *wall of iron*.

13C–13. You Don't Always Like What You Find

This encounter area is likely far beyond the power of most player characters. After all, this is Rappan Athuk, and if we didn't include a ridiculously unbalanced and overpowered monster at least somewhere in the new levels, it wouldn't be right. One should not always bother things one finds here, and a warning should dissuade most from proceeding down this tunnel. The *wall of iron* was the first clue. Taking down the *wall of iron* awakens the **sleeping liches**, and they prepare for battle.

The two foot wide tunnel is carved with intricate detail with moving, animated shapes of human skulls and shapes of dead and rotting bodies grinning in soundless screams and leering at any who pass. A terrible sense of foreboding (save or run in fear) permeates the corridor. At the 60 foot mark is the first layer of a *prismatic wall*, with another layer every 10 ft. until the chamber at **Area 13C-13** is reached.

The cavern at the end of the tunnel contains an elaborate crypt carved of inlaid ivory, lapis, silver and gold inlays, almost completely covering the walls, floor and ceiling of the chamber (total value 200,000 gp in materials). Two large sarcophagi stand on a raised dais in the center of the chamber. Each coffin contains a lich. Due to the proximity of the *Zombiestone*, these foul creatures are immune to turning, and absorb 12 points of damage from any blow.

Cleric-Lich: HD 18 (90 hp); AC –4 [23]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 20th level cleric.

Wizard-Lich: HD 18 (90 hp); AC 0 [19]; Atk 1 hand (1d10

+ automatic paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 20th level magic-user.

This lich pair has no desire to be disturbed in any way, and will try immediately to slay any intruders. They also don't want to bother with any intruders, so anyone leaving the tunnel (empty handed, and without taking any of the lich's things), will be left alone. Before the PCs "exit stage right", the pair will shower down spells with an intention of destroying any who disturb them.

Tactics: Spells, spells and more spells. The wizard-lich will immediately cast *prismatic sphere*, followed by *time stop*, and then will use the time stop to cast a series of attack spells, *lightning bolt, fireball* and *disintegrate*. He then uses whatever spell the Referee thinks will have the best effect and kill the most player characters. The cleric-lich will begin the combat with a *blade barrier*, followed by targeted *dispel magic* spells. Any that get near him will be targeted by a *finger of death* spell. It should not require a great deal of imagination on the part of the referee to end this rapidly.

Treasure: Ok, just for fun. In addition to the 200,000 gp of inlay, the pair has amassed 120,000 gp of various gems and jewelry. The wizard lich wears a *ring of spell turning*, *bracers of defense AC 0 [19]*, a *+2 ring of protection* and caries a *staff of wizardry*. The cleric lich wears *+3 platemail*, a *+3 shield*, wields a *+3 mace*, and wears a *cloak of protection +3* and a *ring of shooting stars*. On his belt he carries a *staff of striking*.

13C–14. Passage Down

This river passage leads down to **Level 13B**, **Area 13B-1**. Conveniently, someone has stashed a small boat here. This boat is magically enchanted to never capsize or sink. The boat will hold up to 8 passengers, and contains a pair of oars that are locked in place in gunwales.

Level 14: The Chapel of Orcus

This level contains the last of three power centers for the evil temple of Orcus in the dungeon of Rappan Athuk. If the PCs are to have any hope of expunging the evil forces of this place, they must first succeed in the destruction of this place. The power of this final temple is far greater than that of the two above. Note that this level may only be accessed by the secret door on **Level 5**, and that that door may only be opened by the key held by the high priest on **Level 9**. A map of this level is depicted in **Map RA–14**.

Level 14

Equivalent Dungeon Level: 15
Entrances: Staircase from **Level 5**, **Area 5–11**, and from **Level 12**, **Area 12–25** (co-located entrance).
Exits: None.
Wandering Monsters: Check once every hour on 1d20:

1	**2d3 acolytes of Orcus** (see **Area 14–8**)
2	**1d6 shadows**
3	**1d6 wraiths**
4–5	**1d3 Priests of Orcus and 1d4 Acolytes of Orcus** (see **Area 14–8**)
6	**1d2 vrock demons**
7–20	No encounter

Detections: Strong evil emanates from the whole level.
Shielding: None.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood (2 in. thick). All secret doors are made of stone (2 in. thick).

All attempts to turn undead suffer a –2 profane penalty due to the chaotic temple. No turning is possible in the chapel area itself. The entire level radiates a continuous *dispel good* (reverse of *dispel evil*) aura.

Humanoid bones litter all halls and rooms as well, crushed and gnawed on by some evil being.

Shadow: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

Vrock Demon: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12/18 (flying); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), immune to fire, darkness.

14–1. Entrance

This steep drop from **Level 5** seems to go on forever. The ladder descends fully 90 feet into a foul smelling black pit of a room, reeking of decay and filth. As the ladder is descended, the air warms then suddenly cools, as alternating currents of hot and cold air waft about. The tunnel continues to **Level 12**.

14–2. Empty Areas

The occasional piece of junk or debris litters those areas marked **14–2**. Referees should also roll a wandering monster check each time PCs enter areas designated "**14–2**."

14–3. The Great Golden Idol

This room contains **a huge statue**, made of solid gold, in the form of a demonic, boated toad (Tsathogga). The statue radiates evil to such a degree that anyone attempting to use a spell or ability to detect such on it must make a saving throw or be stunned for 2d4 hours from sheer mental overload. The statue itself is all but indestructible (only harmed by +3 weapons), and anyone successfully damaging it is cursed (saving throw to avoid) with a curse of rotting similar to mummy rot, but removable only by a *limited wish* or *wish* spell. Even paladins are affected. This statue allows chaotic priests and demons to commune with Tsathogga in cases where a "second opinion" is needed. Aid from this demon lord was needed to seal the crypt of Bofred. This vile deed required the powers of both avatars (Orcus and Tsathogga). If the statue is somehow disenchanted or destroyed, a story award of 10,000 XP should be awarded. The gold in the statue carries the curse as well (permanently), so while worth almost 1 million gp, it is truly of no value.

14–4. The Seven Seals

When the demon princes finally defeated Bofred, the high priest of Cuthbert, they created a nearly impenetrable set of wards to prevent his escape. Bofred was an extraordinarily powerful priest (26th level!), and while neither avatar could alone defeat him, Orcus and Tsathogga were able finally to entrap and imprison him behind **7 binding seals**, breakable only by people of diverse backgrounds and abilities. Bofred remained alive for many years in this prison, finally succumbing to old age and joining his god in the Seven Heavens. Writing on the floor provides some clue as to the opening of each seal. Written in fine lettering along the edges of the room in silver script is the following:

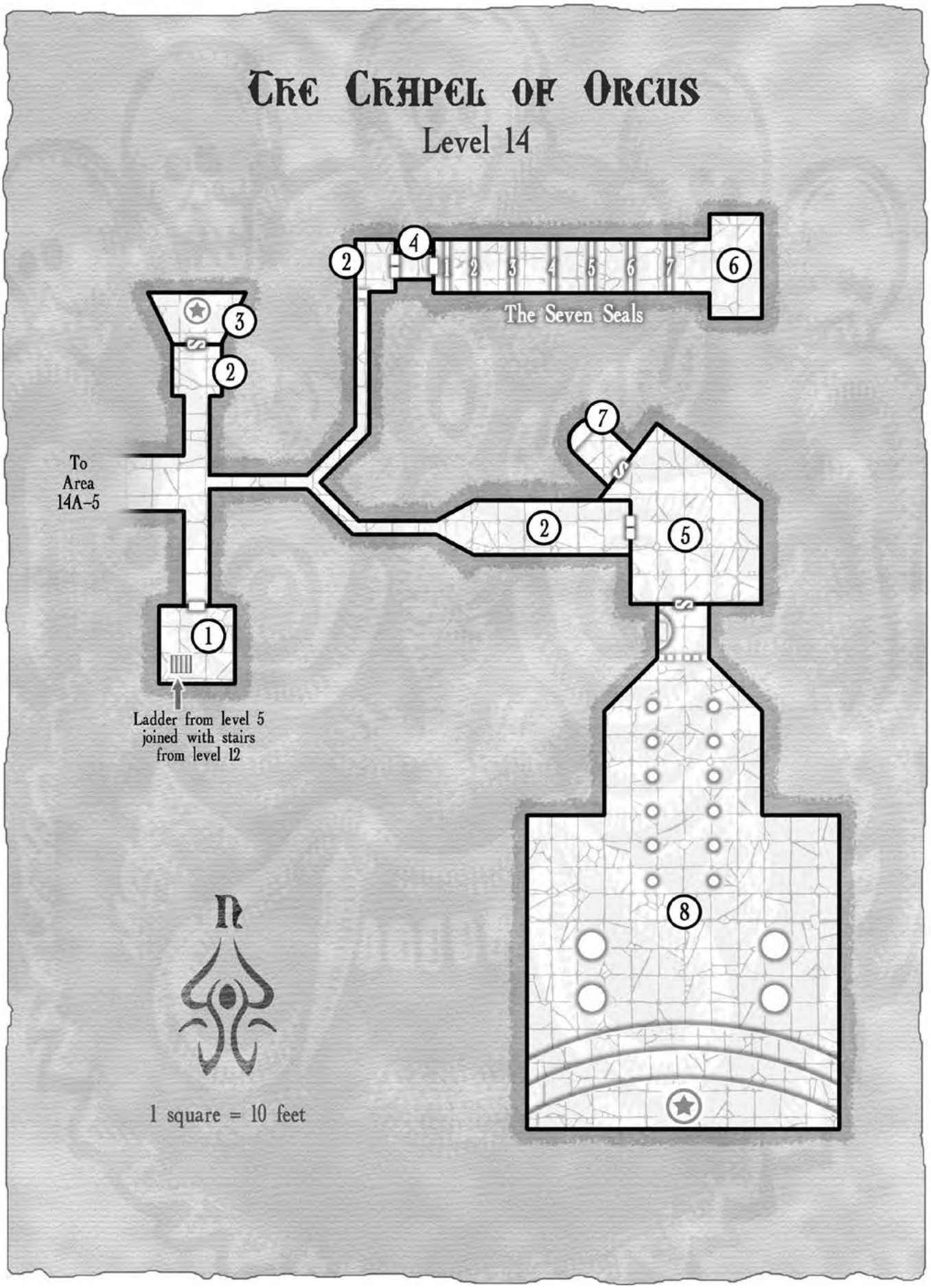
"The first is passed by the quick and disorderly, selfish in his own right

The second by the seer who has studied the books to pass the colors, yet only through order and self may the colors be faded

The third may be broken asunder by the man of the greenwood. Only a good man may succeed.

The fourth barrier may only be crossed by the servant of nature. He alone may pass the fires of hell with a mere touch of his hand.

The fey warrior of no allegiance may sunder the fifth seal; only his


The Chapel of Orcus
Level 14
1 2 3 4 5 6 7
The Seven Seals
To Area 14A–5
Ladder from level 5 joined with stairs from level 12
1 square = 10 feet

songs may quiet the waves of chaos

The sixth seal is broken by the humble hands of the willing servant of his god and of humankind.

Only through slavery to his principles may a man break this seal

The last may be crossed by the blood of its creator's servants"

The Seals

Each seal has an area behind it leading into the stone that can be safely passed into once the curse is triggered. Each curse may affect each individual once. No method of bypassing the seals is allowed, due to the power of the binding put down by the demon lords. Remember, these seals contained a 26th level priest! Not even a *wish* spell can bypass them. The seven seals' effects and methods of breaking are as follows:

Seal 1: The first seal is a door with a lock, warded to allow only a thief of chaotic alignment to open by picking it at a –15% penalty. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with weakness (–6 strength), removable only by a *wish* or *limited wish* spell.

Seal 2: The second seal is a *prismatic wall* (per *prismatic sphere*, but in the form of a wall) warded to allow only a lawful magic-user to cast the counterspells to bring it down. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with a curse of stupidity (–6 intelligence) removable only by a *wish* or *limited wish* spell. This curse is in addition to the effects of the wall.

Seal 3: The third seal is a simple fence created from wood, which allows only a ranger of lawful alignment to chop down safely. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with clumsiness (–6 dexterity), removable only by a *wish* or *limited wish* spell.

Seal 4: The fourth seal is an illusion of a *wall of fire*, which can only be passed by a druid. Having the druid simply touch the *wall of fire*, dispelling it, can do this. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with ugliness (–6 charisma), removable only by a *wish* or *limited wish* spell.

Seal 5: The fifth seal is a wall of rushing air, creating a loud noise. Only an elf of neutral alignment chanting their elf songs loudly may break a hole in this wall of sound. Anyone else of an alternate race or alignment crossing the seal is cursed (saving throw avoids) with illness (–6 constitution), removable only by a *wish* or *limited wish* spell.

Seal 6: The sixth seal is a wall of stone, with bricks set without mortar. Only a lawful cleric may dismantle the wall and cross the threshold. This is easy and takes about 20 minutes. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with foolishness (–6 wisdom), removable only by a *wish* or *limited wish* spell.

Seal 7: The seventh seal is a cloth curtain of pure white. It can only be passed by soiling it with the blood of a chaotic creature. Anyone attempting to pass the curtain without doing this finds themselves transported to the Astral plane (saving throw avoids, but does not allow passage), with no way to return. If the cloth is coated in chaotic blood, it may be easily passed, and **Area 14–6** accessed.

14–5. Shadow Boxing

This room contains many niches and wall cracks. The walls and ceilings look unstable and the occasional trickle of loose dirt falls from the roof. The room is unnaturally dim and shadowy, partly from the inherent darkness of the cave-like setting, but mostly from the presence of the **24 shadows** that inhabit this area. These creatures attack immediately. Remember, turning undead suffers a –2 penalty on this level. They have no treasure.

Shadows (24): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Tactics: These nasties are trained by their masters to attack in groups. Six will attack one individual, attempting to drain that person prior to attacking someone else. They will fight until slain, only retreating in the face of a *continual light* spell or its equivalent. If forced to flee, the shadows hang on the edges of the *light* effect, waiting until the spell wears off before resuming the attack.

14–6. Bofred's Tomb

This room contains the final resting place of **Bofred**, the high priest of Thyr who led the mighty army of good to destroy this place. Bofred nearly succeeded in this feat. He was imprisoned by the combined demonic forces of Tsathogga and Orcus, his tomb sealed by the wards described in **Area 14–4**. The room is simple, containing only a pile of moldering bones, some rusty metal, and dust. Hidden in the room, and warded with magic that prevents all non-lawful individuals from touching it, is *Thyr's Gavel*, a powerful artifact. Only a lawful individual may ever use the warhammer. Bofred has been dead for many years, his soul happily at peace at the right hand of his god. *Speak with dead* spells fail, though *commune* spells allow contact with this great priest. If contacted, he warns the party of the Avatar of Orcus present on **Level 15**, and also warns that only by praying to the fell god may one enter into his abode and finally slay the demon on this plane (see **Level 13**).

14–7. Transport to the Stoneheart Mountain Dungeon

The wall on this corridor shimmers with a silvery light. The surface appears to be polished steel, and little flashes of electric energy pulse constantly over the mirror. This wall is in reality a teleportal to **Level 5**, **Area 27** of the Stoneheart Mountain Dungeon, detailed in module *D1: The*

Major Artifact

Thyr's Gavel

Weight 8 lbs.

DESCRIPTION

The Lawgiver bestows this unique warhammer upon his greatest champion, typically a high priest or paladin, though warriors have been known to wield the weapon at times as well. The weapon currently sits deep underground, in a makeshift tomb of the last Champion of Thyr, a priest named Bofred. Thyr patiently bides his time, waiting for a new champion to rise up and claim the weapon.

Thyr's Gavel is a *+4 warhammer*. If the weapon is willingly picked up by an undead or chaotic outsider, that creature must make a save or be slain. If the creature is successful, a new save must be attempted every hour. The wielder of *Thyr's Gavel* can cast *light* at will. If the wielder is a follower of Thyr, she may add -1 [+1] to her armor class and to her saving throws.

DESTRUCTION

Thyr's Gavel will be cracked and powerless when all chaos is eliminated, and ultimate Law reigns.

Tomb of Abysthor by **Necromancer Games**. Anyone touching the wall is instantly teleported to that location. The priests of Orcus from Rappan Athuk have expansion plans, and are seeking a great power contained in the Stoneheart Mountain Dungeon: A black monolith of ancient evil. They have sent a delegation there through this teleportal. See that module for more details.

14–8. The Chapel of Orcus

The final temple to Orcus in Rappan Athuk is manned by one of his demonic lieutenants, Maphistal, and his retinue of demons, undead, and priests. There are a total of **8 wraiths**, **12 shadows**, **8 acolytes**, **4 priests**, **2 9th-level clerics** (**Wharaz** and **Gernaldra**), and **2 mariliths** here. Unlike the other temples, the entrance to the Chapel of Orcus appears unguarded, and no gates or doors prohibit entrance into it. It appears to be a 40–ft. deep room, ending in an ornate altar to Orcus. This is a permanent image. The room is in fact a 200–ft. by 100–ft. long hall, ending in a vast onyx altar coated with blood and gore. The altar is flanked by pillars of pure bronze, and the tile inlaid floor contains scenes of horror and malaise, evil deeds beyond comprehension.

If the room is entered, the shadows and wraiths attack—appearing to come right through the back wall—giving the priests and demons a few rounds to cast spells. Then evil priests and demons seem just to appear from nowhere, passing through the illusory walls to attack.

Magical Protections: The chapel is under the effects of *dispel good*. Each pillar radiates an unholy aura, as does the altar itself and the statue of Orcus. In addition, the room is guarded with magic that prevents access by non-chaotic creatures. All these spells are as if cast by an 18th–level cleric.

Maphistal, Greater Demon: HD 20 (90 hp); AC –3 [22]; Atk +3 heavy mace (2d6) and bite (1d8 plus disease) or 2 claws (1d8) and bite (1d8 plus poison); Move 15 (Fly 30); Save 3; AL C; CL/XP 30/7400; Special: Bone knit, disease, spells (*animate dead, darkness, dispel magic, power word stun*, *suggestion*), summon undead (3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghasts, 1d6 wraiths or wights, or 1d4 spectres), +1 or better weapon to hit, immunity to electricity and poison, magic resistance (70%), telepathy 100 ft.

Wraiths (8): HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Shadows (12): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Wharaz, Male Human Clr9 (Orcus): HP 25; Atk heavy mace (1d6) AC 1 [18]; Move 12; Save 7 (5 vs. paralysis and poison); AL C; Str 13; Dex 17; Con 15; Int 10; Wis 15; Cha 11; Special: Turn undead. Spells: 1st—*cure light wounds* (x2), *light*; 2nd—*hold person* (x2), *silence 15-ft. radius*; 3rd—*prayer, remove curse, speak with dead*; 4th—*cure serious wounds, sticks to snakes*; 5th—*finger of death, insect plague*. Gear: Heavy mace, platemail, shield, gold unholy symbol (worth 65 gp).

Gernaldra, Female Human Clr9 (Orcus): HP 22; Atk heavy mace (1d6); AC 1 [18]; Move 9; Save 7 (5 vs. paralysis and poison); AL C; Str 13; Dex 13; Con 14; Int 10; Wis 15; Cha 14; Special: Turn undead. Spells: 1st—*cause light wounds*, *cure light wounds*, *light*; 2nd—*hold person* (x2), *silence 15-ft. radius*; 3rd—*bestow curse*, *cause disease*, *prayer*; 4th—*cause serious wounds, cure serious wounds*; 5th—*finger of death, insect plague*. Gear: Heavy mace, platemail, shield, gold unholy symbol (worth 65 gp).

Humans, Priests of Orcus, Male Clr5 (6): HP 25; AC 4 [15]; Atk 1 morningstar (1d6); Move 12; Save 11 (9 vs. paralysis and poison); AL C; CL/XP 5/240; Special: Turn undead. Spells: 1st – *cause light wounds, protection from good*; 2nd – *bless, hold person*. Gear: Chainmail, shield, morningstar, unholy symbol, prayer book, fine black robe emblazoned with the symbol of Orcus.

Humans, Acolytes of Orcus, Male Clr2 (12): HP 9; AC 4 [15]; Atk 1 morningstar (1d6); Move 12; Save 14 (12 vs. paralysis and poison); Al C; CL/XP 2/30; Special: Turn undead. Spells: 1st – *cause light wounds*. Gear: Chainmail, shield, morningstar, 3 vials of unholy water, unholy symbol, 3d10 gp, lantern, 3 flasks oil, flint and steel.

Mariliths (2): HD 8; AC –3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; Al C; CL/XP 13/2300; Special: Magic resistance (80%), fire immunity, +1 or better magic weapon required to hit, demonic magical powers.

Tactics: All priests and demons summon undead to delay and hamper PCs, focusing on spellcasters. Maphistal avoids combat until all his

Shrines of Power

The unholy shrines in this dungeon, of which this is the first, provide power to the demon prince Orcus and his avatar, the "Master." To cleanse the area of evil, PCs must destroy and consecrate each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on **Level 15**.

servitors are slain. The priests cast spells as needed, using all their protective spells before entering combat if possible. The acolytes relying on their god's protection. The priests' actions parallel that of the acolytes, but they also cast *bless* before joining combat. When the opportunity presents itself, each priest uses his *hold person* spell. As befits their chaotic nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with PC fighters). The mariliths use spells as well. Only after the PCs are all engaged do they enter combat. The wraiths and shadows simply attack until slain. None of the creatures in this room offers quarter or retreats. They all fight to the death. Remember, undead creatures cannot be turned or commanded in this room.

The True Altar: At the end of the long hall is a 20–ft. by 20–ft. block of solid onyx carved to contain a 2-ft. deep basin. This basin is 5 feet in diameter and is filled with hot, bubbling blood. Inscribed above the basin is the following: "Pure food for the great god." The only way that this shrine may be destroyed is for a lawful cleric to cast *purify food and drink* on the blood and then consecrate and hallow on the altar with rituals that take one hour. If this is done, Orcus' avatar is weakened as described below.

Treasure: Other than the priests' equipment, there is no real treasure here. All magical items are sacrificed to Orcus or used by the priests. Mundane items, if desired, may be found in relative abundance, though most are worn and useless.

Level 14A: The Refugees of Tsar

Many, many years ago, the last great army of Tsar was locked in battle with the goodly forces in the army of Light. Untold numbers fell on both sides, and as the army of Light saw victory within their grasp, the fallen soldiers on both sides began rising up to continue the warfare for the forces of Evil. Redoubling their efforts, bolstered by the fact that if they lost, Good would be expunged from the earth and eventually from existence, the army of Light summoned their full might and threw themselves at the citadel of Tsar in an attempt to crush the evildoers once and for all. The forces of light and Good brought all their power to bear, and it was enough, for as the army of Light neared exhaustion, the last of the army of Twilight fell in defeat.

But total victory was not to be had. The Grand Cornu, high priest of Orcus in Tsar, had foreseen the fall of his army, and made arrangements to transport his remaining forces to a place of safety and security, so that he may rebuild, and plan a counterattack to destroy the holy warriors and regain control of the surrounding areas. However, the Grand Cornu's plan was not without flaws…

This level is the location where shattered remnants of the army of Tsar ultimately retreated to after the fall of that great citadel (for more information on the city of Tsar, see **Frog God Games'** *Slumbering Tsar*). This level is depicted on **Map RA–14A**.

Level 14A

Equivalent Dungeon Level: 16
Entrances: Teleportal at **14A–1A**, ramp from surface (**Wilderness Area 28**).
Exits: Promenade to **Level 14**; teleportal at **Area 14A–3** to **Level 14C–1**.
Wandering Monsters: In **Areas 14A–3**, **14A–4**, and **14A–5** only; check once every 15 minutes on 1d20:

1	**1d3 vampire harlots**
2	**1d6 shadows**
3	**1d2 spectre noblemen**
4	**1 lich**
5	**1 devourer**
6	**1 nalfeshnee demon**
7	**2d4 shadows**
8	**2d6 wraiths**
9	**1d3 underpriests of Orcus** (see **Area 14A–4**)
10–20	No encounter

Detections: Strong evil emanates from the entire level.
Shielding: The entire level is shielded, and no means of magical transport such as *teleport*, *dimension door*, *etherealness*, and so on functions beyond the Black Garrison (**Area 14A–2**), except in very specific areas (the Mall, **Area 14A–3**, the stage bearing the High Altar at **Area 14A–4**). In addition, no divine spells involving extraplanar contact of the non-evil planes, such as *summoning* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed, however, placing lawful PCs at a distinct disadvantage. The entire level radiates a *protection from good* spell.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood.

Referee Note: This is a high-level area. The possible actions of the PCs at this level are too varied to plan for, so the level is much less structured than other locations. There are a lot of wandering groups on this level, and it is supposed to feel like an area in flux, where anything may change when you go around a corner. Please plan out a few encounters, but let the chips fall where they may. If the PCs are lucky, they may be able to walk away unscarred!

Vampire: HD 8; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Vampire abilities.

Shadow: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Spectre: HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Lich: HD 12; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 12th level magic-user.

Devourer: HD 12; AC -2 [21]; Atk 2 claws (1d8 + level drain); Move 12; Save 3; AL C; CL/XP 15/2900; Special: Trap essence of slain (cannot be raised from dead while trapped), spells (1/day—*confusion*, *magic missile*, *suggestion*; while essence is trapped), magic resistance (30%), spell deflection (as ring of *spell turning*).

Nalfeshnee Demon: HD 11; AC –1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; AL C; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

14A–1. Grand Arrival

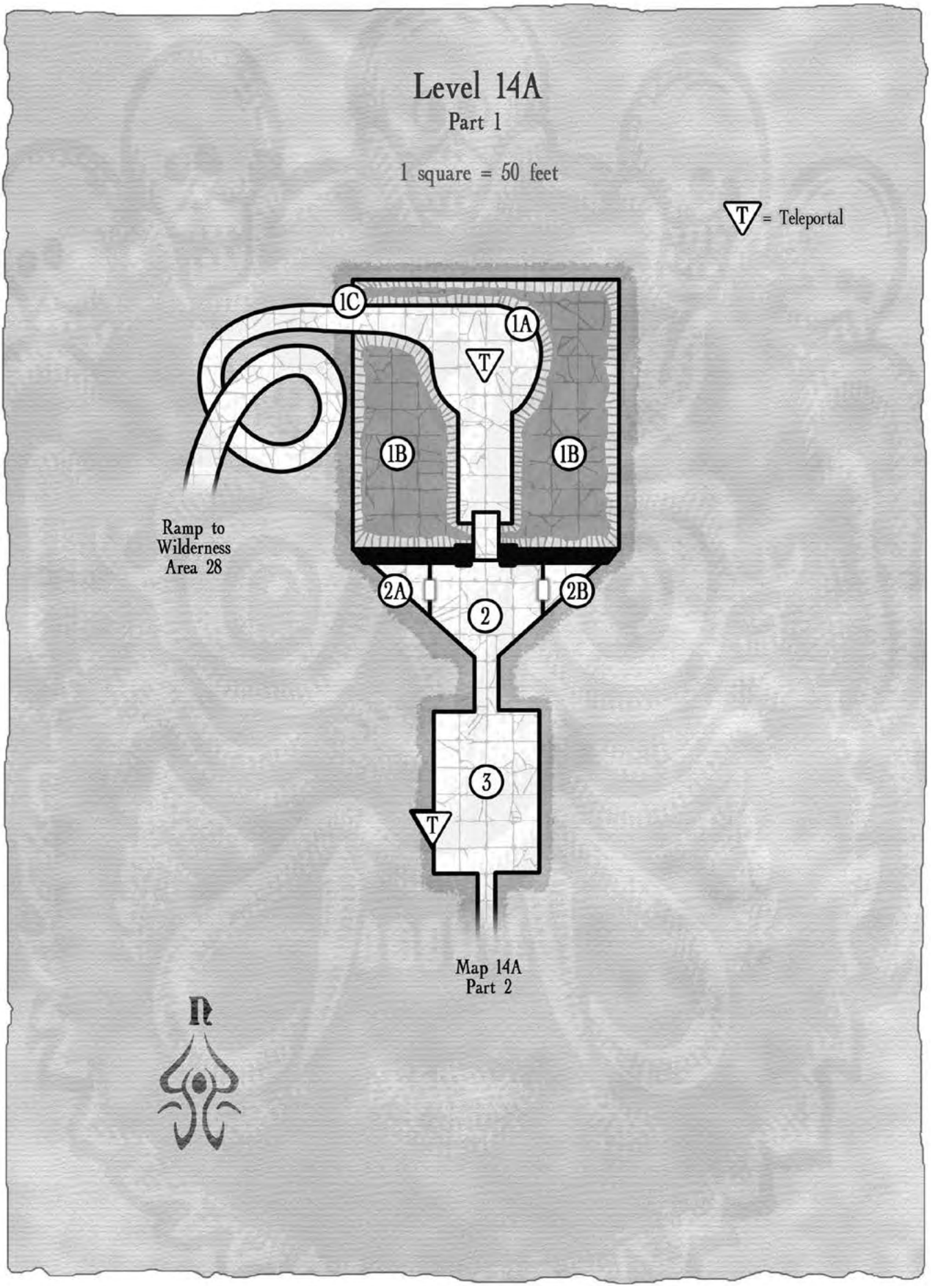
This cavernous area is the location the besieged army of Tsar retreated to after the fall of that great edifice (for more information on the city of Tsar, see **Frog God Games** *Slumbering Tsar*). Pitch black, foreboding, and vast of proportion, the entire area appears to be built to withstand some monumental cataclysm. The ceiling soars some 100 ft. or better in the air. The air is chill, with faint, conflicting reeks of rotting flesh, old blood, a dank musty odor, and less identifiable scents. The dark stone walls and floor are oddly pliable and strangely smooth, and seem to absorb sound, making any that travel here feel even more insignificant. Should the PCs use a non-magical light source, the dark stone drinks in the light, causing all mundane light sources to shed their radiance in half the normal radius. Magical light sources shed light to their full extents, but one step darker (bright light is treated as normal light, normal light is treated as dim light).

The central teleportal (**Area 14A–1A**) is the one-way arrival point from Tsar (Referee's discretion if this portal may be linked to other places in the world) the army of Twilight used to establish their base here at Rappan Athuk. The arrival point is surrounded by black stone pillars capped with small bowls filled with some unknown substance which gives off a reddish steam emitting a ghastly red glow; these pillars light up a 40 ft. wide path that leads directly to the Black Garrison (**Area 14–A214A–2**) across an immense 60 ft. long, 50 ft. wide iron-bound oak drawbridge. The pillars stop at the edge of the drawbridge.

A massive sunken pit roughly 10 ft. deep surrounds the center of the chamber. This depression **(Area 14A–1B)** is the domain of the **haunted choir** (**Area 14A–1B** on **Level 14A** map). These poor souls, survivors of the retreat but not their master's cruelty, have each offended one of the clergy of Orcus in some way. The haunted choir, all mindless zombies moaning in unison, fill the area with a dreadful dirge that causes any non-chaotic living being to make a saving throw or be stricken with *fear* for 1d6 minutes.

To the northwest (**Area 14A–1C**) a 50-ft. wide ramp rises gently in a vast spiral, corkscrewing its way to the surface (at **Wilderness Area 28**, currently buried under 50 ft. of earth and stone). Originally planned as the access route for the rebuilt army of Twilight, the Spiral to the Light (**Area 14A–1C** on **Level 14A** map) has since been abandoned, awaiting the day when the dark hordes of Orcus are once again ready to rise from the depths of Rappan Athuk to plague the world with a new age of darkness. While it can be accessed from the surface, it would take roughly 300 man-days of excavation to clear a 10 ft. passage through the debris, assuming it could even be found.

The Haunted Choir (Zombie Horde) (2): HD 20 (55 hp); AC 2 [17]; Atk 1 horde attack (4d6); Move 12; Save 3; AL C; CL/XP 21/4700; Special: Half damage from edged and piercing weapons, immune to mind control and fear, when destroyed there are 2d6 zombies from the horde remaining.


Level 14A
Part 1
1 square = 50 feet
T = Teleportal
1C
1A
T
1B
1B
Ramp to
Wilderness
Area 28
2A
2B
2
3
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Map 14A
Part 2

14A–2. The Black Garrison

This enormous gatehouse has been carved out of the strange black stone of the cavern itself; no seams or joints can be found along its face. This makes the towering walls (50 ft. tall) nearly impossible to scale. Nearly 25 ft. thick, and topped with machicolated battlements, the walls offer an excellent view of the surrounding area for the 3d6 **black skeletons** lurking atop the walls. The walls are composed of a strangely resilient, almost squishy-feeling black stone.

The massive drawbridge is tethered by huge iron chains, each link half the height of a man. The drawbridge is down unless an alarm has been sounded.

The courtyard behind the garrison leads to buildings to the east (**2B**) and west (**2A**), and to the Great Mall (**Area 14A–3**). The four-story building to the east holds undead troops of various types, ready to deploy at any time. As the occupants have no need of rest or refreshment, the building functions as a giant warehouse; consisting of 4 floors, each completely open with no furnishings other than weapons stored along the perimeter of the room. Each floor is dedicated to a different type of undead troop.

Packed in like terra-cotta soldiers, the first floor of the barracks contains **100 normal skeletons**; while the second floor is more sparsely populated with **50 normal zombies.** The third floor houses the elite guard, **50 black skeletons**, and the fourth floor holds another **30 black skeletons** armed with various missile weapons. The fourth floor has a staircase to the roof of the building, which in turn has a staircase to the battlements along the wall.

The building to the west **(Area 14A–2A)** serves as the headquarters of the Black Garrison. It has 3 stories, is much more elaborate than the eastern barracks, and is designed with a decorative style reminiscent of a noble's tomb. The first floor is the office of **patrol captain Luther**, a dwarf graveknight who controls the skeleton and zombie troops that patrol the courtyard (**Area 14A–2**) and makes certain nothing arriving at the teleportal (**Area 14A–1A**) gets by the drawbridge. The second floor is a wide open floor plan; the inhabitant is a marilith demon known as **Blayze**. She personally leads the elite black skeleton troops, deploying the archers along the battlements before meeting with her infantry to repel anyone in the courtyard. The third floor is a magnificently appointed greatroom, with maps of the wilderness for miles in all directions adorning the walls. Several tables show what look to be miniature scale troop movements in unknown lands. This area is the domain of the garrison captain, **Lord Naphrathoth, the fallen empyreal**, and former lieutenant to General Nimrod (see **Frog God Games** *Slumbering Tsar*, "ST 13", **Area 408**). Turned at the battle of Tsar, and tasked to keep the "back door" into Rappan Athuk secure, Naphrathoth takes his station VERY serious. He would rather die than lose this garrison position, and will fight any force to his utter destruction.

Normal Skeletons (100): HD 1; AC 7 [12]; Atk 1 strike or weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Normal Zombies (50): HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Black Skeletons (50): HD 6; AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

Black Skeleton Artillery (30): HD 6; AC 4 [15]; Atk 1 longbow (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek. Gear: Longbow, 40 arrows, immune to sleep and charm.

Patrol Captain Luther: HD 14 (66 hp); AC 1 [18]; Atk *+1 battleaxe* (1d8 + 9 + 1d6 cold damage); Move 9; Save 3; AL C; CL/XP 16/3200; Special: Radiates continuous *protection from good 10-ft radius*, immune to fear, reforms 1 day after "death" (see graveknight armor below), +1 or better weapon to hit, immune to acid, magic resistance (60%), devastating blast (3/day, cone 30-ft. long and 10 ft. wide, 3d6 acid damage), summon skeletal mount (1/hour), command undead as 14th level cleric. Gear: *+1 battleaxe* (+1d6 cold damage), *+1 platemail*, *girdle of giant strength*.

Graveknight Armor

In death, the graveknight's life force lingers on in its armor, not its corpse, in much the same way that a lich's essence is bound within a phylactery. Unless every part of a graveknight's armor is ruined along with its body, a graveknight can reform after it is destroyed. Merely breaking a graveknight's armor does not destroy it; it must be ruined, such as by being *disintegrated*, taken to the Positive Energy Plane, or thrown into the heart of a volcano.

Blayze, Marilith Demon: HD 8 (46 hp); AC –3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), immune to fire, +1 or better magic weapon required to hit, demonic magical powers.

Lord Naphrathoth, Fallen Empyreal Commander: HD 13 (75 hp); AC -3 [22]; Atk *+1 unholy two-handed sword* (2d6 + ignore non-magical armor) or 2 slams (1d8 + level drain); Move 15 (Fly 30); Save 3; AL C; CL/XP 25/5900; Special: +1 or better weapon to hit, immune to level drain, acid, cold, death effects and petrification, resistance to electricity and fire (50%), magic resistance (65%), aura of death and evil (mindless undead will not attack, sentient undead must save to attack, lawful creatures must save or be unable to attack), unholy blast (1/day, cone 60 ft. long and 30 ft. wide, 6d6 damage and save or be blinded for 3d6 minutes, save halves damage), spells (at will—*dispel magic, fear, invisibility* (self); 3/day—*cause light wounds*; 1/day—*blade barrier, finger of death*).

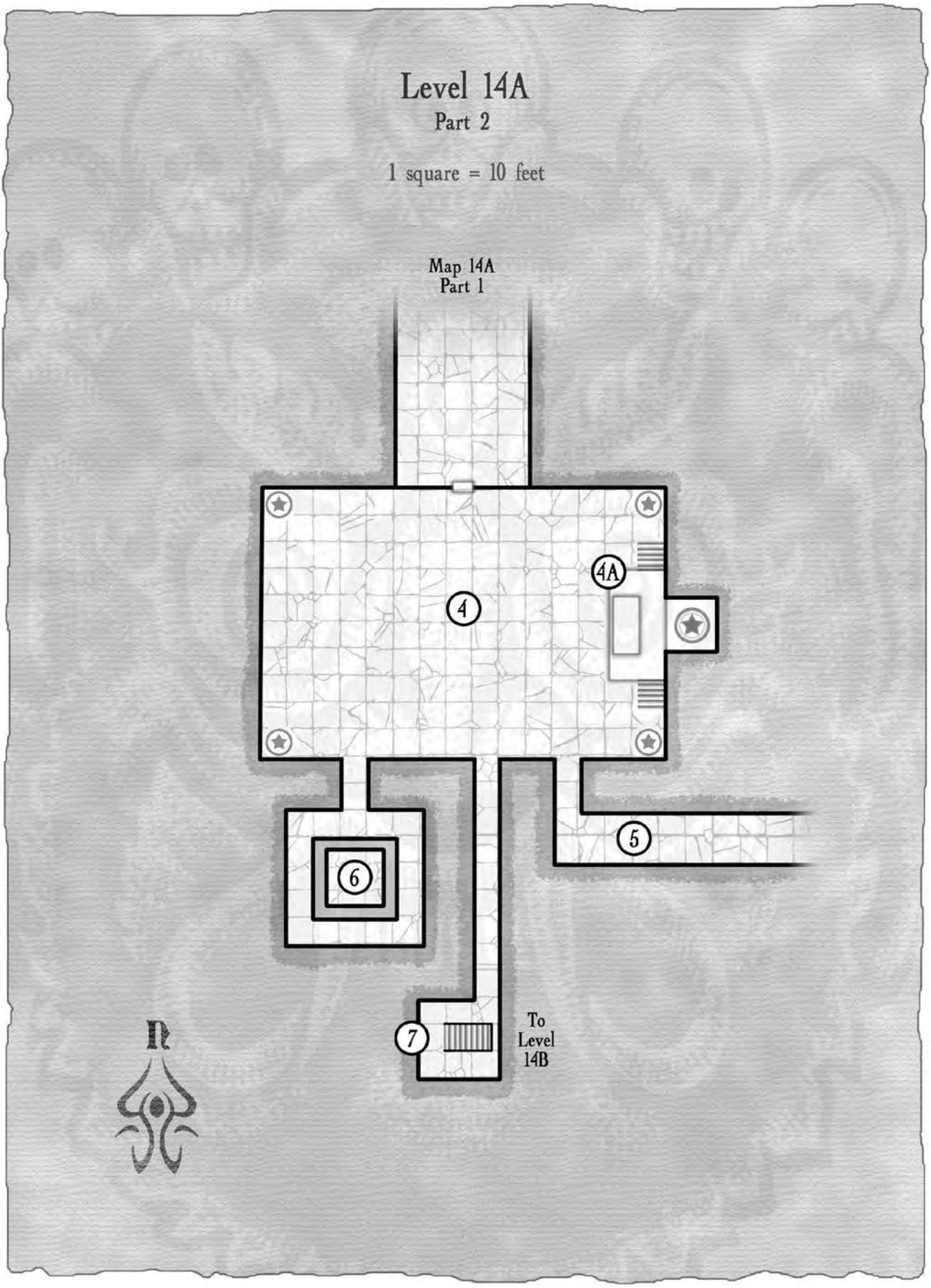
Treasure: These troops care nothing for mundane treasure, and have little beyond their weapons and armor. The headquarters furnishings could fetch a combined total of 25,000 gp, with a total weight of 500 pounds.

14A–3. The Great Mall

This area is simply a vast open square with hundreds of beings milling about. Large abhorrent murals decorate the walls, with all manner of atrocities depicted. The depravity of the art is like none the PCs have ever seen (really play up the obscenity of the decoration here). Small kiosks litter the area, some for trading goods, some for selling slaves, body parts, magic items, books, poisons or even less savory items; groups of cowled figures gather together, hatching schemes and plots against their fellow conspirators; and occasionally, lesser priests of Orcus have gathered throngs of observers to hear their litany. Vampires rub shoulders with lichs; demons push past undead as if they didn't exist; monstrous humanoids perform dark deals with underground aberrations. In all, the place is too vast and the throng to varied to describe accurately; the Referee is free to determine the specifics the PCs may find here. This is a central meeting and gathering place for the faithful of Orcus, and all manner of undead, daemons, demons, humans, humanoids, and other less-easily-defined being wander this area.

Nearly any evil item may be found here, and evil magic items may be acquired as well.

Located along the southwestern wall, part of the hideous mural depicts a great horned being with a gaping mouth. Anyone who draws to within 10 ft. of the mural must make a saving throw or avoid the area like the plague. The area wards away ALL creatures, fueled by the *anima engine* on **Level 14C**. The mouth is a teleportal to **Level 14C, The Architect's Workshop**.


Level 14A
Part 2
1 square = 10 feet
Map 14A
Part 1
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4A
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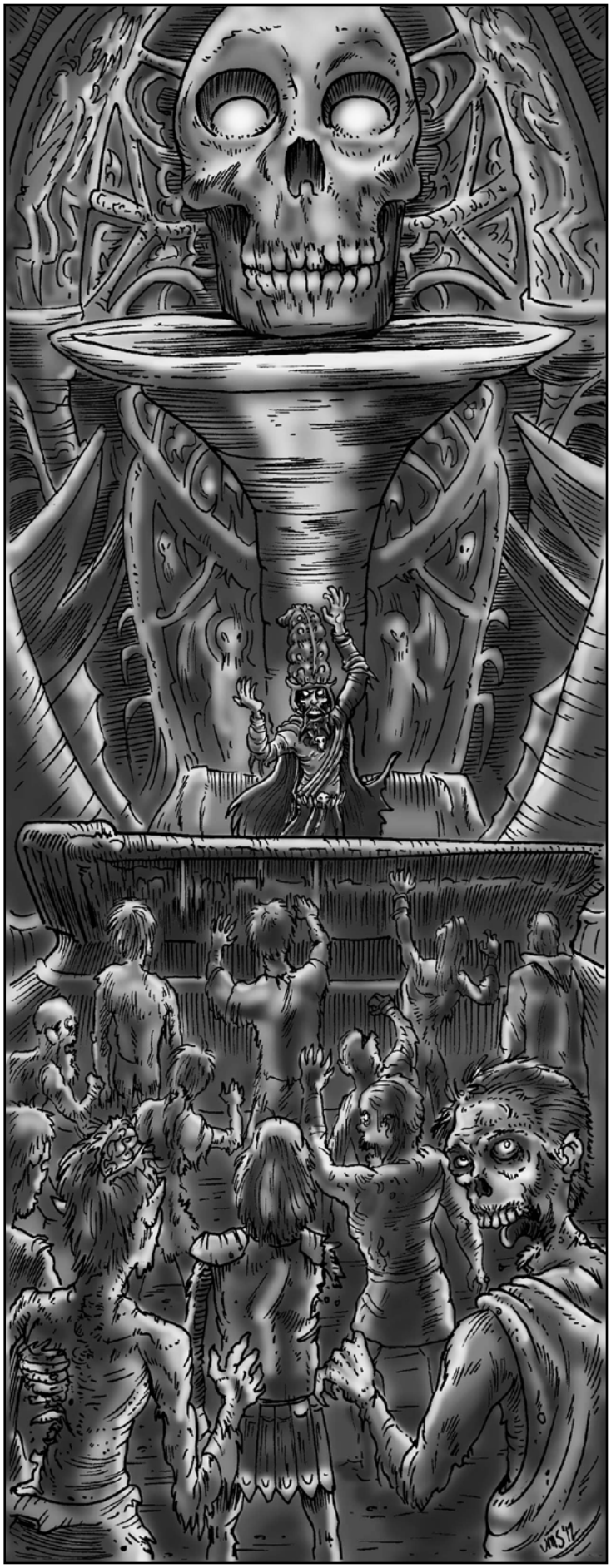
To
Level
14B

14A–4. Grand Cathedral of Orcus



The seat of the High Altar of Orcus (the Demon Lord's primary point of worship), this area is the grandest temple anywhere in Rappan Athuk. With towering arched ceilings, gilt fixtures and lavish appointments everywhere to be seen, this sanctuary overflows with opulence. Lit by multitudes of black candles giving off shadows that dance and frolic as if they were alive (or undead), the cathedral looks like some deranged artists nightmarish rendition of a gothic chapel.

Usually, the cathedral appears empty save for the few **underpriests** tasked to replace the candles and keep the chamber immaculate. A **score of zombies,** swaying hypnotically in the northwest corner act as a morbid choir, replicating the loathsome cacophony of the haunted choir (**Area 14A–1B**). These zombies have orders to maintain this "singing," but will attack en masse if threatened or ordered by the underpriests.

Should the PCs appear in the cathedral during one of Orcus's unholy days, or when the Grand Cornu Lorvius is exhorting his congregation, the scene is much different; intelligent undead line up in ordered rows, all eyes facing the High Altar, in rapt awe. The PCs surprise on a roll of 1-3 on 1d6 if the Grand Cornu is in mid-sermon when they arrive; Lorvius can capture a crowd! However, should even one creature notice the PCs, heads slowly begin turning in their direction, as a ripple across a very still pond. As the last head turns, the PCs may notice the Grand Cornu has stopped speaking, and is staring directly at them. Time to run!

Area 14A–4A is the High Altar itself. This massive, jet-black, sarcophagus is roughly 4 ft. tall, fully 20 ft. long and nearly 10 ft. wide, and looks like nothing so much as a giant ebony coffin. Upon closer inspection (within 10 ft. of the altar), an observer notices that the top of the altar is a lid. Any being of non-chaotic alignment approaching the altar within 5 ft. must make a saving throw, or flee in absolute panic (as the *fear* spell). Should anyone except the Grand Cornu of Orcus attempt to raise the lid of the altar, they must make a saving throw or flee the entire level (beings of lawful alignment suffer a –6 penalty to the save). The lid is heavy, and requires an open doors check for anyone besides the Grand Cornu; for him, the lid rises easily.

Inside the altar is a most unusual sight; it is a delicate, desiccated elven corpse. What may have once been a beautiful drow noblewoman is now a dried and leathery husk. Silver jewelry and gossamer veils drape the body, with iron manacles at wrists and ankles. A silver dagger protrudes from the corpse's chest, acid slowly eating away at the body, but never fully destroying it, as if the corpse continues to fend off annihilation. Whatever this being once was, she must have great importance to the clergy of Orcus.

Behind the altar, a massive stone pillar bears a great, horned human skull nearly 20 ft. in diameter. Hellish light glows within the hollow pits of its eyes, and it seems to stare directly at anyone who enters the chamber. This pillar and skull is an accurate representation of the wand Orcus bears as his personal symbol.

The cathedral is never empty. **Shadows** fill nearly all the nooks in the ceiling, flickering in and out of sight as they please. As one of Orcus's favored undead, they enjoy some freedom of action, although they tend to stay close to the perimeter of the temple.

Underpriests (6), Cleric 6: HP 26; AC 2 [17]; Atk 1 heavy mace (1d6); Move 12; Save 10; AL C; CL/XP 8/800; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, detect magic*; 2nd—*hold person, silence 15-ft radius*; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: Platemail, shield, heavy mace, unholy symbol of Orcus, 18 gp.

Zombies (20): HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Shadows (40): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Treasure: All the gold appointments are highest quality, and worth a king's ransom (various candelabra, vessels, dishes, goblets, tapestries, etc. easily more than 200,000 gp). However, most have been bathed in evil for centuries, and retain the taint of wickedness. Anyone removing treasure or furnishings from this cathedral must make a saving throw or be subject to terrible nightmares that disrupt one' sleep (and ability to heal naturally or regain spells) until the items are returned or destroyed. If the items are given away or sold, the new owner suffers the nightmare effect (let the buyer beware!). If the items are destroyed in a temple dedicated to a lawful deity, by a priest of at least 12th level, the nightmares stop.

14A–5. Promenade

This wide corridor is painted with images of Orcus, various demons and undead, and scenes of atrocities galore. The scenes seem to become less abhorrent as one approaches **Level 14**, almost as if intentionally noting that **Level 14A** is more sinister and terrible. **Wraiths** haunt this promenade in packs (4–7), eagerly waiting for any non-priests to torment. The wraiths do not approach anyone wearing the unholy garb of Orcus.

Wraiths: HD 4; AC 3 [16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

14A–6. The High Reliquary

This dismal vault hangs heavy with an uneasy pall; something here drains the very life out of the air. Shelves made of solid, black wood line the walls, and each of the 3 ft. risers. Every shelf contains grisly and bizarre trophies; a skull here, a necklace made of bones there, goblets encrusted with blood and tissue, weapons of every make, a seemingly freshly-severed hand, etc. these items are the holy relics of the clergy of Orcus, gathered from across the land. Many of these items hold only "sentimental" or nostalgic value, but a few items bear mentioning.

A blackened, filthy chalice along the first tier is actually a potent magical item. Pouring any liquid into it creates either holy or unholy water, depending on the alignment of the bearer. One of the less gaudy necklaces is a *necklace of firebaubles*. Two of the daggers presented, one on the first tier and one on the second, are actually *+2 daggers of venom* (those hit must save or be paralyzed for 1d6 rounds).

Upon the third tier, lying reverently on a pillow of blackest silk, sits a small, non-descript piece of jewelry. Any lawful being approaching the item is filled with dread, and unless a saving throw is made, the lawful being does not approach closer than 5 ft. The item is a *talisman of ultimate evil*, which gives a Chaotic cleric wielding the talisman the ability to banish any lawful-aligned divine spellcaster. The ground beneath the target opens and the victim falls into a pit, whereupon the crack slams shut behind them. There is no save, but the banished can be restored with *wish.*

If a lawful divine caster picks up the *talisman* they will suffer 2d6 points of damage per round until it is dropped. Anyone else may safely carry it if they make the initial saving throw.

The reliquary is a very popular location on this level, as many wish to bask in the glory of Orcus. Wandering monster checks are made every 5 minutes, and there are always **3 oblivion wraiths** stationed here to make sure items are not removed. These oblivion wraiths will pursue anyone removing any items from this room until they are retrieved or the wraiths are destroyed.

Oblivion Wraiths (3): HD 12; AC 1 [18]; Atk 1 touch (3d6 + attribute drain); Move 15 (Fly 30); Save 3; AL C; CL/XP 14/2600; Special: Drain attributes (each hit drains 1 point from the target's highest attribute for every "5" or "6" rolled on the damage dice), immune to non-magical weapons, disintegrates objects (any object used against the wraith is disintegrated; magic items may save to avoid destruction).

14A–7. Stairs to Level 14B

These stairs lead down to the High Cornu's private suites. Each step is graven with foul symbols, images, prayers to Orcus, and the like. If magic is checked for, no auras are discerned due to a magical "mask" cast over the area. This masks the ***symbols of death*** inscribed upon the third and the final steps of the staircase; both are triggered if a lawful creature passes over the step.

Level 14B: The Grand Cornu of Orcus

In the clergy of Orcus, there are many high priests, beings holding power, prestige, and above all, an affinity for death and destruction. These high priests are often the most frightening and terrible forces of their particular area, combining and leading divergent masses bent only on spreading evil and atrocity. Taking down a high priest of Orcus and thwarting their plans is often the goal of any adventuring group, whatever their party's moral code. Evil fights evil, as well as everyone else. Only the strongest, smartest, and most ruthless reach the upper echelon of this clergy. And above all these demented individuals, sits the Grand Cornu of Orcus, the supreme authority of Orcus's will on the material plane. The level is shown on **Map RA–14A**.

The Grand Cornu

The current Grand Cornu, Lorvius, has held the position since shortly after the fall of Tsar and the retreat to Rappan Athuk by the army of Twilight. Opening the gateway, thus allowing the army to get to their new garrison at Rappan Athuk, proved to be too much for then-Cornu Jeravix (see **Frog God Games** *Slumbering Tsar* for more information on Jeravix), and as the gate closed, and neither the Grand Cornu, nor any of the Voices of the Master arrived, then-Canon Lorvius took control of the situation. As second in command to the Seneschal of Tsar, Lorvius had tasted power in the past, and looked forward to solidifying his position.

After some immediate preparation, the army of Light found where the survivors of Tsar had fled. In their haste, the army of Light split their forces; some remained in Tsar to cleanse that wicked place, while the rest pursued the refugees. Not knowing Jeravix's plan all along was to send the army of Twilight to Rappan Athuk, the army of Light was woefully unprepared for what awaited them upon their arrival.

After the defeat of the army of Light, Lorvius celebrated as only he knew how. Always a sadomasochistic and deviant man, he did not allow the army of Light to rest after death. Animating their bodies, Lorvius positioned many of the fallen army to posts in Rappan Athuk. Over time, as other undead and despicable beings were drawn to the Dungeon of Graves, Lorvius lost track of the army, and now only on occasion can a former soldier of the army of Light be recognized by a scrap of armor or a standard.

During the rebuilding, the Archbishop of Orcus, Pagonis, came to Rappan Athuk. Having attempted to create a center of worship in the city of Tircople, Pagonis was not part of the evacuation, and was looked upon as an "outsider" in Lorvius's eyes. In the years Lorvius served Seneschal Vrrius, Pagonis had always lorded his status over Lorvius and all the other disciples. Now that Lorvius had secured Rappan Athuk, and was preparing the coronation ceremony for the next Grand Cornu, who was Pagonis to come in and take control? Lorvius planned a very clever assassination to remove his rival. Successful, Lorvius had the archbishop's body brought to the Cathedral (**Area 14A–4**) and before his body was cold, Lorvius bathed the new High Altar with the former archbishops blood, thus elevating himself to High Cornu of Orcus.

After the ceremony, and upon returning to his own personal level of the dungeon, Grand Cornu Lorvius retired to his private lounge for relaxation. Upon entering, he was horrified to find the shadowy figure of Archbishop Pagonis standing there waiting for him. Upon his death, Orcus had decided to send the archbishop back to the material plane to act as an "advisor" to the new Grand Cornu, and maintain his position as Archbishop is his "new and improved" form. The archbishop is rarely far away from the Grand Cornu, always offering advice and observing his actions.

As the Canon of Orcus in Tsar, **Lorvius** was allowed to feed his taste for self-torture, mutilation, and other deviant acts. After his ascension to Grand Cornu, his devotion to personal abuse was elevated to a new level. Cornu Lorvius tests new concepts on victims in the Torturatorium (**Area 14B–2**) before trying them out on himself, always seeking the next level of "devotion".

As an extremely busy man, Lorvius moves around this complex frequently. The Grand Cornu is either in the Torturatorium (1–10, **Area 14B–2**), the Library (11–15, **Area 14B–5**), the Lounge (16-17, **Area 14B–6**), here (18), or elsewhere in the complex (19–20 on d20, Referees discretion where).

The Grand Cornu is never alone while on this level; the Dark Archbishop, **Pagonis**, is always near him offering advice on how to avoid being assassinated, how to run the clergy, etc., much to the Grand Cornu's chagrin. Lorvius is extremely cautious about anyone meeting him on this level (fear of assassinations) and never meets with outsiders without his retinue of **4 spectre bodyguards** he specifically created for the task and never leaves his side.

Grand Cornu Lorvius, Cleric 19: HP 51; AC 0 [19]; Atk *+1 unholy two-handed flail* (1d8 + 9); Move 9; Save 4; AL C; CL/XP 22/5000; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds x5, detect good, detect magic, protection from good*; 2nd—*bless, hold person x4, silence*

Minor Artifact

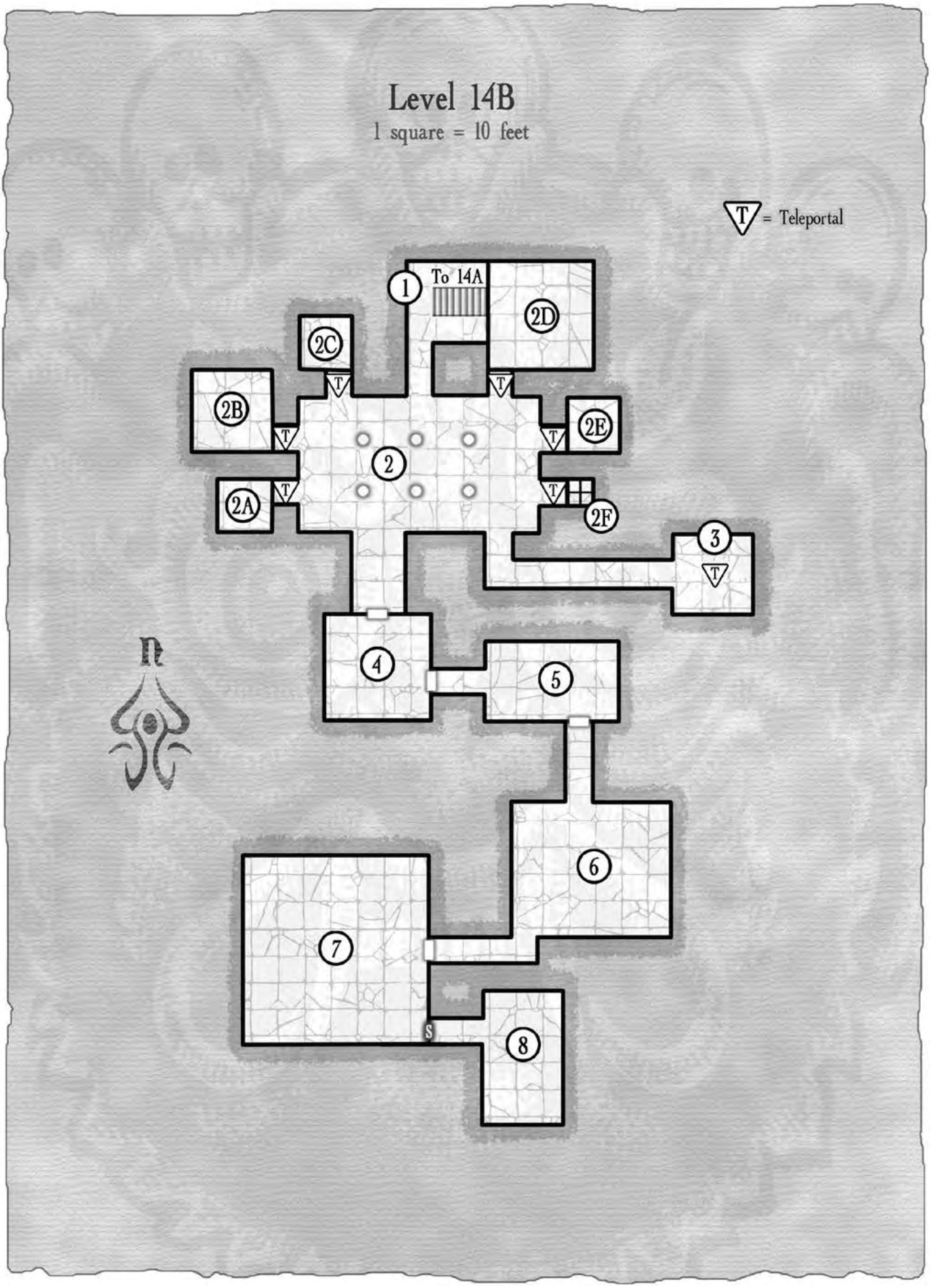
The Crown of the Grand Cornu

This impressive headpiece is the undisputed symbol of the Grand Cornu. It is large and imposing, composed of fluted iron and black opals, and is worth 100,000 gp for its materials and workmanship alone.

In addition to being a badge of office, the crown acts grants a +3 bonus to the wearer's wisdom and charisma scores. However, it also bears a terrible curse that strikes anyone who puts on the crown without having been sworn in as the Grand Cornu in an official ceremony in a major temple of Orcus. Creatures that have the crown forced upon their head gain a saving throw to avoid the curse; those who willingly don the headpiece, however, receive no save.

The crown's curse immediately turn's the wearer's alignment to chaotic. The wearer's skin turns a darker shade, as if coated by a layer of shadows, and the irises of the eyes turn a smoky, roiling black. In addition to the alignment change, the wearer becomes a devoted servant of Orcus, seeking to further the demon lord's cause in whatever way possible. Likely this involves first disposing of any allies! Removing or even destroying the helm does not lift this curse; it can only be removed by a lawful cleric of 16th level or higher.

The crown may be destroyed by any cleric or paladin of Muir or Thyr consecrating it in a temple of one of those gods; otherwise it is indestructible.


Level 14B
1 square = 10 feet
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15-ft radius, snake charm, speak with animals; 3rd—*cause disease x5, locate object, prayer, speak with dead*; 4th—*cause serious wounds x5, protection from good 10-ft radius, sticks to snakes*; 5th—*commune, dispel good x2, finger of death x3, insect plague*; 6th—*animate object, blade barrier, speak with monsters, word of recall*; 7th—*symbol, unholy word*). Gear: *+3 platemail, +1 unholy mace (+3 vs. lawful creatures, protection from good on wielder), girdle of giant strength, Crown of the Grand Cornu, ring of spell turning*.

Archbishop Pagonis: HD 19 (91 hp); AC -3 [22]; Atk 1 touch (1d8 strength damage); Move Fly 15; Save 3; AL C; CL/XP 21/4700; Special: Incorporeal, +1 or better weapon to hit, magic resistance (35%), creatures killed by Pagonis rise as shadows under his control in 1d4 rounds.

Spectres (4): HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Level 14B

Equivalent Dungeon Level: 17
Entrances: Stairs down from **Level 14A** at **Area 14–B1**.
Exits: None
Wandering Monsters: None.
Detections: Strong evil and magic emanates from the entire level.
Shielding: The entire level is shielded, and no means of magical transport such as *teleport* and *dimension door* functions except in very specific areas (the teleportal at **Area 14B–3**; the attuned teleportals in the Torturatorium at **Area 14B–2**). In addition, no divine spells involving extraplanar contact of the non-Evil planes, such as *gate* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed (and encouraged!), placing lawful PCs at a distinct disadvantage. The entire level radiates *protection from good* and makes invisibility impossible. All permanent spells on this level operate as though cast by a 20th level caster. The Grand Cornu alone is not subject to the *teleportation* shielding, as he may use *word of recall* as normal to return to his chambers.
Standard Features: Unless otherwise noted, all doors on this level are made of locked, solid iron doors.

14B–1. Entry

These stairs lead down from **Level 14A**. Each step is graven with foul symbols, images, prayers to Orcus, and the like. If magic is checked for, no auras are discerned other than those present throughout the level. This masks the *symbols of death* inscribed upon the third and the final steps of the staircase; both are triggered if a lawful creature passes over the step.

14B–2. Torturatorium

The current Grand Cornu of Orcus, Lorvius, has a long history of sadomasochism and deeply deviant behavior. Much of this abuse is self-directed, but ever the vanguard of mutilation, Lorvius has been directing his attentions lately to testing new theories of torment on others before inflicting the punishment on himself. To this end, he has enlisted the aid of a being called "**Doctor Tremble**", an interlocutor chain devil. The "doctor" has worked with Lorvius and the master trapsmith Sourfang to develop this torture testing-ground for Lorvius's entertainment and enlightenment.

In the central chamber stand six pillars, each 3 ft. tall, with a dark, smoothly polished crystal lens approximately the size of a small shield affixed to the top of each. These crystals are magical scrying devices allowing those activating them to gaze into the specialized torture rooms (**Areas 14B–2A** through **F**; see below). The crystals are permanently attached to the pillars; removing them destroys their magic. Each pillar bears a pair of hidden buttons concealed upon it. One button activates and deactivates the scrying crystal; the other activates or deactivates an effect within each associated chamber.

The six alcoves indicated on the map each holds a teleportal that transports any creature entering the alcove to the corresponding torture room. These teleportals are one-way transports.

In addition to Doctor Tremble, there are always **4 chain devil aides** in the room to "help" anyone with their observations and to try-out any room they like. Chain devils control their chains as if they were their own limbs. If any of the PCs are so unlucky as to be brought before the Grand Cornu, he initially tries to determine the characters weaknesses (with the aid of the doctor) and find a perfect torture for them. After a torture area is determined, the PC is placed on the attuned teleportal and shifted into the trap. Their reactions are then observed by anyone viewing the attuned crystal in **Area 14B–2.**

It is important to remember, the entire area is shielded (see **Level 14B**, Shielding), so no teleportation or planar travel is possible out of the traps.

The various rooms are described below.

Doctor Tremble: HD 12; AC 0 [19]; Atk 2 chains (2d6); Move 12; Save 3; AL C; CL/XP 17/3500; Special: Regenerate 3 hp/round (unless damaged by silver), immune to cold and poison, magic resistance 30%, control chains, spells (3/day—*cause serious wounds*), unnerving gaze (save or victim is -1 to hit and damage).

Chain Devil Aides (4): HD 8; AC 0 [19]; Atk 2 chains (2d4); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Regenerate 2 hp/round (unless damaged by silver), immune to cold and poison, magic resistance 20%, control chains, unnerving gaze (save or victim is -1 to hit and damage).

Tactics: If the opposition from any intruders seems minimal, Doctor Tremble and his aides seek to immobilize their opponents, either through grappling or by trying to force them into one of the teleportal alcoves. Should they face more serious opposition, they animate the chains hanging throughout the room to cause general mayhem while Doctor Tremble focuses his attentions on one threat at a time. Any combat within this area can be heard throughout the level, and will likely bring the swift attention of the Grand Cornu if he is not already present.

Area 14B–2A, Bathophobia: Once the target is placed upon the teleportal, they are immediately transported into a room 20 ft. long and wide, and 200 ft. deep. The receiving point of the teleportal is inscribed on the ceiling of the room, and the target immediately begins to fall. At a distance of roughly 1 in. below the receiving teleportal, an *anti-magic shell* fills the room. As the target reaches the bottom, they notice another outlined teleportal fast approaching. Again, roughly 1 inch above the floor, the *anti-magic shell* stops, allowing the falling target to contact the opposite teleportal, only to be transported back to the top of the room! Not normally possible (without the use of the *anima engine* on **Level 14C**), the trap continues to cycle the target through as many revolutions as necessary to eventually starve to death. Once the target has expired, the *anti-magic shell* is suppressed by means of one of the hidden buttons on the scrying crystal pillar attuned to this chamber, and the body is removed.

Area 14B–2B, Demophobia: Creatures placed upon the teleportal are transported into a room 30 ft. long, wide, and deep. The receiving point of the teleportal is again inscribed on the ceiling of the room, and the

target immediately falls to the floor (taking 2d6 points of damage). One in. below the teleportal the entire room is covered by an *anti-magic shell*. The stench of this room is so overwhelming the target must make a saving throw or become nauseous. Except for a five-foot diameter area directly beneath the teleportal, the floor of the chamber is packed by a horrid mass of shambling, moaning **zombies**. The instant the target lands, the zombies move forward with their grasping, rotted hands, seeking to tear the new arrival limb from limb.

Zombie Horde: HD 20 (55 hp); AC 2 [17]; Atk 1 horde attack (4d6); Move 12; Save 3; AL C; CL/XP 21/4700; Special: Half damage from edged and piercing weapons, immune to mind control and fear, when destroyed there are 2d6 zombies from the horde remaining.

Area 14B–2C, Aquaphobia: The teleportal accessing this area transports the target to a 20 ft. square room completely filled with water. The target may attempt to hold its breath, but eventually will begin to drown. Once the target has perished, the water is drained away by means of a hidden scrying pillar button (see **14–2A**, above) and refilled from some unseen source.

Area 14B–2D, Achulophobia: Similar to other areas, the teleporter transports the target to a location on the ceiling, dropping the target to the floor 20 ft. below (for 1d6 points of damage). One inch below the receiver location, an *anti-magic shell* fills the room. This room is quite large (40 ft. square) and unlit. It is the home of **24 shadows** that love nothing more than to add to their ranks. Any targets drained by the shadows join their ranks in this room forever. The hidden button on the scrying pillar associated with this area (see **142A**, above) activates and deactivates the *anti-magic shell*.

Shadows (24): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Area 14B–2E, Autophobia: The teleporter transfers the target into a featureless room, well lit from an unseen source. However, by means of the button on the scrying pillar, a section of wall can slide open, revealing a *mirror of opposition*. There is nowhere in the chamber to avoid being reflected by the mirror. Any creature reflected within the mirror causes it to activate, producing an exact duplicate of the target, which emerges from the mirror and attacks its double using the best tactics possible, and fights to the death. If the reflection should win, it vanishes upon the death of its counterpart. However, if the victim should survive, they might be released from the chamber and tortured in some other fashion…or the wall might be reactivated, causing another reflection to appear. Those viewing the fun in this chamber always close the wall back over the mirror after activating it.

Area 14B–2F, Claustrophobia: This teleporter transfers the target to a 2 1/2 ft. wide by 2 1/2 ft. deep by 7 ft. tall space. The teleporter point is on an adamantine grate with 1 inch square spaces. Every minute the target is in the space, the ceiling lowers 3 inches. For human-sized targets, they are safe for approximately 8 to10 minutes. Depending on armor worn, items carried, etc. the target runs out of space after this time. The ceiling can be slowed with a "delicate tasks" check, slowing the rate of decent to 1 inch per minute. The target is eventually squeezed completely through the grate, and the ground fluid and tissue is transported to other places in the dungeon. The hidden button on the scrying pillar activates and deactivates the crushing walls. As this chamber is only effective on human- or smaller sized creatures, Lorvius is currently considering having an additional chamber created to hold larger victims.

14B–3. Teleportal

The floor of this room is dominated by a massive circle of lines and runes permanently etched into the floor and inlaid with platinum, obviously a summoning circle of some kind. The area within this circle is one of the few locations on the level not shielded against magical transport.

The chamber is guarded at all times by **8 bodak priests** who defend it against any unauthorized intrusion.

The circle inscribed in the floor is frequently used in conjunction with *protection from good 10-ft radius* when Lorvius wishes to try to lure or force a lawful outsider into his domain, as a precursor to binding it and trying out his latest torture experiments upon it.

Bodak Priests (8): HD 9; AC 0 [19]; Atk 1 slam (1d8); Move 9; Save 7; AL C; CL/XP 12/2000; Special: +1 or better weapon to hit, immune to electricity, flee from sunlight, death gaze (30 ft. range, save or die), cast spells as 6th level cleric (2/2/1/1).

14B–4. Grand Cornu's Office

Entering this area from the previous debauchery is quite a shock to the senses; this is a very ordered and business-like den. A large darkwood desk sits along the southern wall, with just enough space for the overstuffed chair behind it, and a huge (10 ft. by 15 ft.) tapestry showing the landscape of Tsar. Paintings and tapestries cover the other walls, lending a warm, pleasant feel to the room. A large fireplace sits in the western wall, with a warm fire blazing merrily within. A dozen rather uncomfortable chairs are arrayed in a semicircle about the center of the room, surrounding a large bas relief set into the floor depicting a massive angelic figure, bound and suffering from the gleeful tortures of surrounding demons.

Lorvius only meets important underlings in this room for private conversations and official business requiring face-to-face discussion. If the Cornu wishes to meet with someone in a less formal manner, he meets them at the Torturatorium (**Area 14B–2**) and they conduct their business there.

Lorvius remembers well the path he took to gain his position as the Grand Cornu, and is ever vigilant with his protections and defenders. The **animated darkwood desk** itself is a bodyguard, and a group of **6 shadows** lurk in the corners, and the bas relief set in the center of the floor is actually a **stone golem.** In addition, the set into the floor, and the illusary fireplace is an illusion that covers a *symbol of death* (Lorvius is attuned to the symbol, thus immune to its effect); it activates immediately should the fireplace be dispelled or disbelieved and the symbol seen. In addition, the tapestry behind Lorvius's chair covers another *symbol of death*, a *symbol of discord*, and a *symbol of stunning* (again, Lorvius is attuned to all of them and immune to their effects).

Darkwood Desk: HD 4 (19 hp); AC 5 [14]; Atk 1 slam (1d8); Move 9; Save 13; AL N; CL/XP 4/120; Special: None.

Shadows (6): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Stone Golem: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Treasure: The 8 paintings are all masterpieces, and will fetch 1,000 to 4,000 gp each to a collector. The 10 tapestries are all large and well-made and are worth 200 to 1,200 gp each. The paintings weigh 20 pounds each while the tapestries each weigh 40 pounds.

14B–5. Library

This area is crammed with many tomes, folios, scrolls and other media. There is a dizzying amount of information in this place. Floor to ceiling bookshelves groan under the weight of all the books. Volumes dedicated to torture, pain, healing, and alchemy compete with books of clerical dogma, humanoid sacrificial rites, while strange metal plates engraved with numerical ciphers lie stacked against, stone tablets with etched indecipherable scratches.

A small stack of parchment sheets and several journals lie on the floor near the center of the room, arranged in a small circle (Lorvius prefers to kneel on the hard stone floor to relax while reading). Two of the journals are written in strange, twisted sigils (Daemonic), while three others are written in Draconic, Aklo, and a third language of strange, serpentine script (Yithian). All these journals and notes seem to reference something known as the "Pain Trade," although it is unclear what that is referring to. Many of the parchments are notes trying to knit together bits and pieces of the journals, but it is difficult to see if there is any success. Another of the notes looks like a half-completed draft of some sort, written in the Common tongue, with many scrapes and revisions visible on it (see side box).

Deciphering all this information in the library may be a difficult task, as the PCs are not alone! The librarian makes an appearance 1d6 rounds after anyone enters the library, *teleporting* in. The current librarian, **Ashfallen**, appears as a human-sized, cowled figure wearing a veiled face-wrap, his only clearly visible body parts being the wickedly sharp claws extending from his loose robes. Ashfallen is tasked with maintaining order here and documenting the Grand Cornu's rise to power. He is not immediately hostile, although he is quite surprised to find the PCs here alone. Ashfallen is an ally of Glazerel on **Level 14C**, and possesses a *warden ring*, allowing him to *teleport* or *plane shift* while on this level (Lorvius keeps Ashfallen around for this reason; he still doesn't understand how the annalist can perform this feat). If the PCs somehow manage to successfully befriend him, Ashfallen may be a useful source of information. Ashfallen has no loyalty to Lorvius, but uses his position to gather information for himself and Glazerel. If the PCs manage to make Ashfallen helpful, he may even allow the PCs draws from his *deck of many things*, if they are so inclined.

Ashfallen, Denizen of Leng Magic-User 14: HP 35; AC 0 [19]; Atk 1 bite (1d6 + paralysis 1d4 rounds) and 2 claws (1d4); Move 15; Save 5; AL C; CL/XP 10/1400; Special: Regenerate 2 hp/round, immune to poison, resistance to electricity (50%), magic resistance (25%), backstab for x3 damage, unusual anatomy grants Ashfallen a -4[+4] bonus to AC, spells (at will—*comprehend languages*; 3/day—*ESP, levitate, phantasmal force*; 1/day—*locate object*), shift planes once per day, magic-user spells (1st—*charm person, hold portal, magic missile, shield, sleep*; 2nd—*detect invisibility, ESP, mirror image, strength, web*; 3rd—*dispel magic, haste, lightning bolt, protection from evil 10-ft radius, suggestion*; 4th—*charm monster, dimension door, polymorph other, wizard eye*; 5th—*animate dead, feeblemind, monster summoning III, teleport*; 6th—*death spell, legend lore, repulsion*; 7th—*limited wish*). Gear: *Bracers of Defense AC 4 [15], deck of many things, warden ring*.

"*It is with the uttermost sense of* [scraped off] *satisfaction that I chronicle the rise of Our Leader, the Grand Cornu Lorvius, the High Atrociter, the Hand of Orcus, the Dark Archbishop.*

Grand Cornu Lorvius began his rise to power in the far city of Tsar, lo these many years ago. A [scraped off] *man of humble beginnings, his rise to the High Altar has come not from privilege or station, but by the strict adherence to the doctrine of Orcus. The Horned Father selected the High Atrociter many years ago, and* [scraped off] *personally guided his growth and promotion through the ranks of His clergy.*

[large area scraped off]

...and after the Canon led the advance guard from the treachery of Tsar at the hands of the Unnamed Heretic, the High Atrociter began to build, with [scraped off] *only his faith in Our Horned Father, the new High Altar of Orcus in the depths below the Forest of Light.*

Luring the remnants of the Fool's Errand to the fortification, the High Atrociter and His Twilight Army decimated their foes, converting some to the One True Faith, while utterly annihilating the Unbelieving. It was over the course of many months, but final victory was assured.

After the Great Purge, when naught were left of the Fool's Errand, but perhaps a few stragglers saved for later use, the High Atrociter declared the consecration of the High Altar to be nigh. The Time of Blackest Night was upon us, the greatest of holy days to Our Horned Father. The High Atrociter sought the Sign of Orcus in the sky, the waning moon with the Face of Death upon it, when he noticed [scraped off] *the Betrayer returned to fortified Rappan Athuk!*

Seeking to steal the High Altar and supplant our High Atrociter in the eyes of the Horned Father, the Betrayer made his intentions of becoming the new Grand Cornu known. Upon hearing the proclamation, our Leader knew the time for action in the name of Orcus was upon him. Seeing the Betrayer not as a challenge to his authority and rightful place as Grand Cornu, but as a gift from the Horned Father to be used in consecration of the High Altar, the High Atrociter used his [scraped off] *righteous might to subdue the Betrayer, lash him to the Altar, and offer his soul to the Horned Father in supplication. The Blood Ceremony complete, the High Atrociter placed the Horned Crown upon his brow, declaring himself the new Grand Cornu of Orcus!*

[Another large area scraped off]

These facts are documented for my Lord; the High Atrociter; the Hand of Orcus; the Will of Our Horned Father; the Dark Archbishop; the Flayed Canon; Lorvius, the Grand Cornu of Orcus

—Ashfallen, Annalist of the Grand Cornu

14B–6. The Lounge

Decorated in the plush style of the desert genies, the room is covered in lush throw rugs, satin pillows of various sizes, hanging draperies of gossamer silk, with iron braziers and golden stools punctuating the perimeter. Smoke drifts from the incense smoldering in the braziers, filling the air with stifling heat and cloying, exotic smells.

This area is the Grand Cornu's relaxation chamber, for his less abusive indulgences. While not on the level of his typical atrocities, the usual inhabitants of this room are no less deviant.

Twelve chain devils typically inhabit this room, indulging their own brand of abuses and abhorrent behaviors. Should the PCs enter this room unattended by the Grand Cornu or one of his minions, they are considered "fair game" by the chain devils, and they ply their expert ministrations upon the party. Chain devils can control their chains as if they were their own limbs.

Chain Devil Courtesans (12): HD 8; AC 0 [19]; Atk 2 chains (2d4); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Regenerate 2 hp/round (unless damaged by silver), immune to cold and poison, magic resistance 20%, control chains, unnerving gaze (save or victim is –1 to hit and damage).

Treasure: The silks, golden furnishings, and tapestries are worth a combined total of 20,000 gp, double that to a macabre collector. All the items combined weigh 500 pounds.

14B–7. The Grand Cornu's Suite

This is the bedchamber of Lorvius, although the furnishings certainly indicate a decorator of suspect taste and decorum. A raised platform 2 ft. off the ground is actually a bed of barbed nails; a large vanity mirror and table look to be coated in a sticky, coppery substance resembling dried blood; a 15 ft. tall statue of Orcus in the center of the room is alternately coated in blood, tissue and what looks like flowers. Scourges, whips, fine fillet knives, branding irons, braziers, and other hideous implements litter the room.

Cornu Lorvius tests new concepts on victims in the Torturatorium (**Area 14B–2**) before trying them out on himself, always seeking the next level of "devotion."

The contents of the room, while disturbing, are all of excellent quality and quite valuable. In bulk, if all the implements of torture were gathered and removed from here, the PCs could fetch 15,000 gp from a collector of such items. Lawful clerics and paladins should surely frown on distributing these items outside this accursed place.

14B–8. Vault

Due to Grand Cornu Lorvius's increasing paranoia, he had his own personal vault created, and after its construction, he slew the builders and tasked their undead forms to guard the treasures within. The massive iron door of this vault has three superior locks (the keys are always with Lorvius) and each is protected with a *wizard lock*.

The vault door opens into a 20 ft. hallway, and terminates at a shimmering, rainbow-colored wall. This is a permanent *prismatic wall* (as *prismatic sphere*, but in the shape of a wall) that reforms 1 hour after all layers are disabled. Beyond

the *wall* is the entrance to the Grand Cornu's treasury. Vast wealth fills this 30 ft. by 50 ft. chamber. Suits of armor, weapons and oddly-shaped items are stacked and placed upon the racks, stands and shelves that cover the walls. Coins, gems, statuettes, and even more obscure jewelry items litter the floor, are piled upon tables, and swept into corners. The value of this trove is obvious to anyone who sees it; indeed, it almost seems to whisper invitations to gather as much as one can carry away.

The treasure within the chamber is protected by the *grand curse* (see sidebar). Anyone entering the room, except Lorvius, must make a saving throw or be compelled to gather all the treasure they can. The compulsion is so strong that friends will turn on friends; partner will fight partner; and a group of adventurers will kill each other to be the last one to leave with everything.

In addition to the magical wards in the room, the former builders of the room are very angry with anyone able to bypass the protections and enter without Lorvius. The 10 builders have become powerful **allips**, and the wizard who created the *prismatic wall* is bound here as a horribly malignant **spectre**. As all their bones were ground to powder and included in the finishing touches of the room, their restless spirits cannot leave the room, nor pursue beyond the vault door.

Allips are shadowy, incorporeal undead that mutter and speak with the voice of madness from beyond the grave. The voice acts as a Suggestion spell upon anyone hearing the quiet mutterings: the suggestions of an allip are usually senseless but sinister. The allip's touch does not deal damage, but causes the victim to lose 1d4 points of wisdom. If a victim's wisdom falls to 0, it dies and will become an allip within 2d6 days. Allips can only be hit with magical or silver weapons.

Allips (10): HD 4; AC 5 [14]; Atk 1 strike (no damage, 1d4 points of wisdom lost); Move (Fly 6); Save 13; AL C; CL/XP 7/600; Special: Drains wisdom, hypnosis.

Spectre: HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Treasure: It takes hours to gather all the items in this room, but the area contains the following:

1. Gems and jewelry worth a total of 60,000 gp.
2. 20,000 gp in fine clothing, furnishings, and art objects.
3. Coins, both loose and in stacks; in total there are 300,000 cp, 120,000 sp, 45,000 gp.

In addition, Lorvius has amassed a sizable hoard of magical items, mixed in within the valuables listed above:

1. Magic weapons: *+1 quarterstaff, +2 short sword, +3 spear*, two *+1 light crossbows* and a *+3 bastard sword*.
2. Magic armor: *+2 platemail, +2 chainmail, +1 platemail, +1 ring armor* and three *+1 shields*.
3. Six wands (choose randomly).
4. Two rings (choose randomly).
5. Ten potions (choose randomly).
6. Two scrolls (choose randomly).
7. Miscellaneous items: *bracers of defense AC 5 [14]*, a pair of *figurines of the golden lion*, a *carpet of flying* (5 ft. by 5 ft.), and a crystal jar holding a single red mushroom with yellow spots magically preserved within (the jar loses its magic if opened; the mushroom within is one of the famous "mushrooms of youth" from **Area 6–14** of **Level 6**).

Feel free to place additional items here as you see fit, especially if they are tied in with a quest or unexplored location elsewhere within Rappan Athuk. For example, one of the dagger-keys unlocking the vault door that seals **Level 3B** could have found its way into the vault.

Grand Curse

Spell Level Cleric, 8th level, Magic-User, 9th level
Range 30 feet
Duration Permanent

You lay a magnificent curse on the target, who must pass a saving throw to avoid it. Curses can include -6 penalties to ability scores, -4 penalties on attacks or saving throws, or the inability to move and attack in 1 out of 2 rounds.

If used to place a curse on an area, the caster may affect one 10 ft. by 10 ft. square per caster level. The nature of the *grand curse* is decided by the spellcaster upon conclusion of the ritual, which takes 1 hour to complete; any of the above effects may be placed upon the area, and any time a target comes into contact with the area they are subject to the curse. If another spell effect is desired, the grand curse may be a compulsion of some sort. The player should be creative with the types of curses available, but should be in line with the above restrictions.

Example: The *grand curse* used in **Area 14B–8** was created with an elaborately worded *suggestion* spell.

Level 14C: The Architect's Workshop

Referee Note: This level is very sparsely described; only the most basic of detail is given about the rooms and their inhabitants. This is not done to "pass off" the work to the Referee, but to allow for customized expansion appropriate to the individual campaign. Players reaching this level should be considered seasoned, and their PCs are worthy of respect and challenge. Each of the rooms gives a basic description of design intent, and a table for some beginning encounters, but the Referee is encouraged to tailor this level to make it interesting and distinct for their own specific campaign.

The structure of Rappan Athuk (except for the natural caverns, which were used as a basis for expansion) was created by one "man," the half-devil Glazerel. Known as the Architect, Glazerel is a master artist and engineer known throughout the multiverse for his creations. The son of Cheshimiboth, Armorer of the Hells, Glazerel took his place in the diabolic hierarchy early on. His mechanical aptitude was readily apparent, and Lucifer himself ordered Glazerel the finest education the lower planes had to offer. He excelled in creating new and unique devices for use in the Hells, and eventually left the plane to seek out other projects and works. One of his greatest projects was the creation of a vast apparatus designed to draw the soul from a being and convert it to pure magical energy. The *anima engine*, as the device is known, was instrumental in the creation of Rappan Athuk, and in the powering of some of the odd effects in the dungeon. There is no known limit to what the *anima engine* can do, and no one knows the correct way to operate it besides Glazerel (a fail-safe when dealing with Orcus; he remains useful).

Glazerel himself is often away from the level, conducting experiments and creating even more astonishing things elsewhere, but he does come back to this level often to check up on progress.

This area is shown on **Map RA–14C**.

Level 14C

Difficulty Level: 18+
Entrances: Teleportation mural on **Level 14A**, at **Area14A–3**.
Exits: None
Wandering Monsters: Check once every 90 minutes on 1d20:

1–4	**2 iron golems and 1 lilin sorceress**, patrolling the hallways
5–6	**4 yithians** (see **Area 14C–3G**)
7–8	**1d3 pixies** (see **Area 14C–3H**)
9	**1 moon beast** with **2d4 denizen of Leng minions** (see **Area 14C–3G**)
10	**1 eremite** (see **Area 14C–3B**), only occurs once
11	**1d2 interlocutors** with **8 chain devil aids** (see **Area 14C–3B**)
12–13	**1 brass golem**
14	Roll again on this table. **1d3 mercane** haggling with the secondary result (see **14C–3C**)
15–17	**1d6 ophidian technicians** (see **Area 14C–3A**))
18	**Glazerel**
19–20	No encounter

Detections: Strong evil and magic emanates from the entire level.
Shielding: The entire level is shielded, and no means of divination or magical transport such as *teleport*, *dimension door, astral spell*, or *etherealness*, functions except in very specific areas (**Area 14C–1**). Each of the workshop demiplanes has their own features (Referee's discretion).
Standard Features: Unless otherwise noted, all doors on this level are made of locked, solid metal doors.

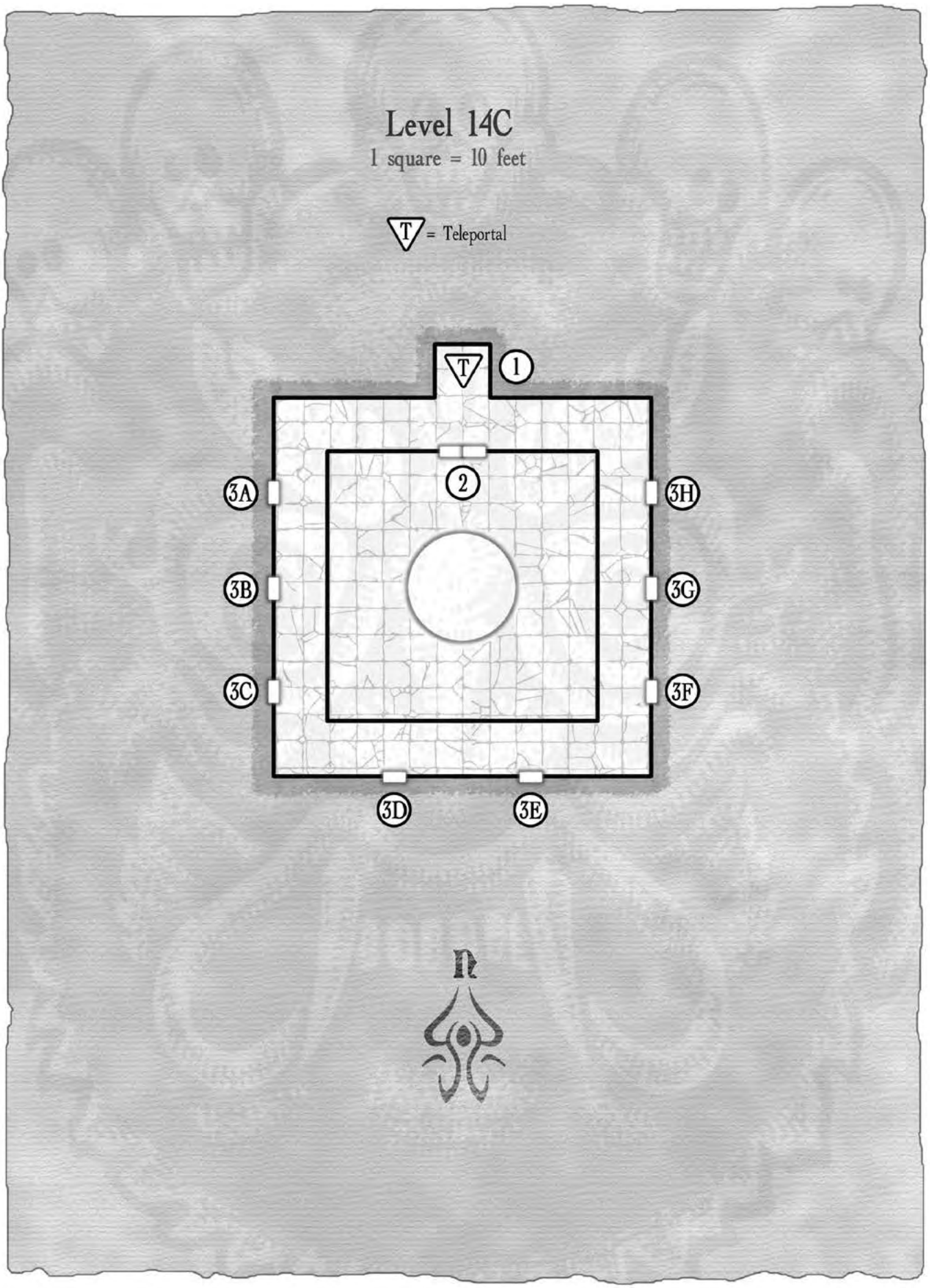
Iron Golem: HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 17/3500; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Lilin Sorceress: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d3) and 1 weapon (1d8); Move 12 (Fly 18); Save 9; AL C; CL/XP 11/1700; Special: Magic resistance (15%), immune to fire, magical abilities, +1 magic weapons to hit, spells (1st—*charm person, magic missile* x2, *shield*; 2nd—*detect invisibility, invisibility, mirror image, strength*; 3rd—*fireball, hold person, suggestion*; 4th—*confusion, polymorph other*; 5th—*feeblemind, wall of stone*).

Brass Golem: HD 10 (50 hp); AC 4 [15]; Atk 1 slam or 1 weapon (3d6); Move 6; Save 5; AL N; CL/XP 12/2000; Special: Spit molten brass (6d6), +1 or better magic weapon to hit, slowed by lightning, healed by fire, immune to most spells (lightning slows a brass golem and fire heals them).

Glazerel, the Architect: HD 18 (74 hp); AC 2 [17]; Atk 2 claws (1d4) and bite (1d6); Move 12 (Fly 24); Save 3; AL C; CL/XP 26/6200; Special: Hellfire (1/day, 10d6 damage), +1 or better weapon to hit, immune to poison, resistance to fire (50%), magic resistance 45%, spells (3/day—*charm monster, darkness 15-ft radius, detect invisibility, detect magic, dispel magic, ESP, flesh to stone, invisibility, legend lore, levitate, magic missile, polymorph other, suggestion, teleport, wizard eye, wizard lock*; 1/day—*cause disease, finger of death, gate, monster summoning V, polymorph object, prismatic sphere, time stop, unholy word, wish*. Gear: *Bracer of AC 4 [15], scroll of mage's evasion (see below), scroll of protection from magic, ring of protection +2, wardtoken, warden ring*.

Glazerel's *mage's evasion* takes place under the following base conditions: Being reduced to 5 or less hit points; failing any hostile saving throw; entering magical *silence*; and his speaking the word "Diabalaire". Under any of these conditions Glazerel is instantly transported to his private demiplane "safe zone", where his retinue of servants may attend his recovery. The Referee may change these conditions to account for PC tactics. Glazerel should not be defeated at this point.


Level 14C
1 square = 10 feet
T = Teleportal
T
1
2
3A
3B
3C
3D
3E
3F
3G
3H
N

New Spell

Mage's Evasion

Spell Level Magic-user, 9th level
Range: Personal
Duration: 1day/level or until discharged

This spell transfers you and everything you carry (except for other creatures or objects that weigh more than 50 pounds) to a destination you designate at the time of casting. When casting *mage's evasion*, you must specify the locale and detail up to six specific conditions that trigger this spell. When any of these conditions occurs, your body, mind, and soul are transported to the target destination. The location can be any place you have familiarity (studied carefully, as defined by the *teleport* spell), even another plane.

When casting the spell, you cast *teleport* and possibly other spells that take effect when you arrive at your destination point. The initial casting of *mage's evasion* drains 1d6 hp from the spellcaster. These hit points are "stored" in the spell, and may be regained by the caster normally. The stored hit points are immediately recovered by the caster upon the triggering of the *evasion*.

The *teleport* aspect of this spell takes you to your destination, so any condition that prevents teleporting also prevents *mage's evasion*. Once reaching the destination point, the companion spells included in the *evasion* instantly and simultaneously take effect. The companion spells must be ones that have a range of personal and be of a spell level no higher than one-third of your caster level. The total combined level of companion spells may not exceed your caster level. The conditions you specify to bring the spell into effect must be clear, although they can be general in nature.

The spell pulls together your mind, body, and soul if they have been separated. For example, if your soul is trapped in a *magic jar* when the *evasion* is triggered, your soul returns to your body (breaking the *magic jar* spell).If your body or soul has been bound, you must succeed at a opposed caster level check (per the *dispel magic* spell) to break free.

You may only use one *mage's evasion* spell at a time; if a second is cast, the first spell (if still active) is dispelled.

14C–1. The Arrival

As the PCs arrive at the teleportal receiver, the first thing they notice is a set of vast (30 ft. tall by 40 ft. wide) double doors directly ahead of them. Seemingly made of some kind of polished metal (the metal is actually hardened mercury), the doors have no handles or obvious method of opening. A single seem runs vertically down the center, denoting the doors do, in fact, open.

In addition to the metal doors, a large (20 ft. x 20 ft. x 30 ft. tall) hallway runs to the left and right. Crafted of tight-fitting flagstone, the hallway is not the typical dungeon affair; it is very clean, with no trace of dust or grime of any kind. Ambient light radiates form unseen locations giving the walkway an even, almost pleasant glow. The absence of any odor (even the stones forming the hallway) is slightly unsettling, and druids and rangers may find this disconcerting. Any animals certainly balk at the strange sterility of the level. No sounds are immediately apparent, although a listening at the doors reveals a slight hum.

If the PCs do not move from this position, or spend time investigating the doors ahead, a **patrol** happens by after 2 minutes.

New Magic Items

Wardtoken

These small, specialized tokens are crafted of a material similar in texture to bone, but much stronger and more durable. The tokens are 2 in. wide by 3 in. tall, and 1/2 in. thick, and have a glowing rune on one side. They can be worn around the neck like a necklace, but not take up the neck slot for other items.

The wardtokens sole purpose is to open the door at **Area 14C–2** in Rappan Athuk. They are useless elsewhere.

Warden Ring

This plain-looking steel band bypasses the shielding on **Level 14C** of Rappan Athuk, allowing the wearer to *teleport* normally, use any planar traveling abilities, and break the restriction on summoning monsters and casting *gates*. The ring does not grant the ability to *teleport* or summon aid by itself.

There is a more powerful version of the ring, the *greater warden ring*, which controls the lesser rings. The *greater warden ring* can suspend the powers of any *warden ring* as long as the wearer of the *greater warden ring* desires, as a move-equivalent action that does not provoke attacks of opportunity. The *greater warden ring* is a singular item; it is a minor artifact.

Iron Golems (2): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Lilin Sorceress: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d3) and 1 weapon (1d8); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Magic resistance (15%), immune to fire, magical abilities, +1 magic weapons to hit, spells (1st—*charm person, magic missile* x2, *shield*; 2nd—*detect invisibility, invisibility, mirror image, strength*; 3rd—*fireball, hold person, suggestion*; 4th—*confusion, polymorph other*; 5th—*feeblemind, wall of stone*).

Tactics: The lilin stays back and uses her fire spells to bolster the iron golems. The golems simply go forth and crush!

14C–2. The Anima Engine

The central work area of this level, this area is secured by smooth metal doors. There is no keyhole, handle or any other obvious means of entry or opening the doors. The doors are opened with special *wardtokens*; besides using the tokens, the door is magically warded (immune to *knock* and any transmutation-type spells less than 8th level) and fortified to be near-impregnable (1,000 hp; –65% on open lock checks). Should the PC manage to find a *wardtoken*, or some other means of entry, describe the following:

As the shimmering portal opens, you see before you an incredible sight: A huge, looming geometric shape. Reaching some forty feet in diameter, it appears to be some kind of misshapen sphere, the sides ground down into facets, somewhat resembling a gemstone, with twenty or more sides. The object is looks to be formed of a jumble of materials; steel, glass, crystal and more are fused together to fashion the sphere.

Towering metal scaffolding surrounds the orb, with ladders and stairs at various locations. Catwalks cross above and to the sides of the object, granting access to all sides of it. Around the base, various box-like containers surround the structure.

The room itself is dim, as if light itself is being drawn into the orb. Excepting the large structure in the center of the room, the area seems unoccupied and unfurnished.

This workroom is quite spacious, roughly 100 ft. square, with a 60 ft. ceiling. The area is dimly lit from unseen sources. There is a 20% chance that **Glazerel** is here working with the engine. He is not happy intruders have breached this workroom. His first action is to ask, "By who's authority do you enter?" This is simply to catch the PCs off-guard; Glazerel cares not for anyone else's authority here! He initially throws a few high-level spells at the PCs, to assess their strengths (as possible tools later?). If an easy victory is possible, the Architect defeats the party, has the lilins take them away to be used later and gets back to work. If they seem a challenge, Glazerel simply *teleports* away to come back after his minions and security have driven the outsiders away. He does not fear for the *engine*; he assumes the PCs incapable of harnessing its power.

If Glazerel is not here, there are **6 iron golems** under the direction of a **single lilin sorceress** guarding the structure.

Iron Golems (6): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Lilin Sorceress: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d3) and 1 weapon (1d8); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Magic resistance (15%), immune to fire, magical abilities, +1 magic weapons to hit, spells (1st—*charm person, magic missile* x2, *shield*; 2nd—*detect invisibility, invisibility, mirror image, strength*; 3rd—*fireball, hold person, suggestion*; 4th—*confusion, polymorph other*; 5th—*feeblemind, wall of stone*).

Major Artifact - Anima Engine

Major Artifact

Anima Engine

This great contraption seems to be an endless series of winding tubes, glass spheres, metallic and crystal structural beams, and even more exotic materials fused into an icosahedral shape. The facets of the engine cascade with electrical and eldritch energies. Roughly 40 ft. in diameter, the engine is a marvel of craftsmanship for its sheer size alone. Surrounding the base of the structure are nine box-like containers of various sizes.

Aside from its size and obvious power, the most frightening aspect of the *anima engine* is what it is able to do. The engine captures the latent soul energy of any being dying within a 1 mile radius. This energy is stored in the engine and may be used to fuel both arcane and divine magic. Souls are not immediately used by the engine; they are stored within the machine's power reservoir for a matter of time (Referee to determine exact length of time if necessary; allow any dead PCs the chance at resurrection). The limits on what can be accomplished with the *anima engine* are unknown. In addition to passively collecting soul energy, the anima engine may be used to actively drain a target of their animating force. The necromantic power of the engine is strong enough that if a target is placed in one of the sarcophagus-shaped retainers surrounding the engine, the target's soul is torn from the still living body. This process of draining splits the victim into two parts; soul energy, captured in the engine, and a soulless husk of a still-living being. The targets are freed to be used as physical tools of Orcus, ideally giving the Demon Lord both benefits; the soul to be used to fuel his awful experiments, and a physical being to be used to do his bidding.

The *anima engine* has 9 receptacles encircling its bulk; 3 halfling-sized, 3 human-sized, 2 ogre-sized, and 1 giant-sized. Each of the receptacles can receive an appropriately-sized occupant, and a smaller subject may be placed in a receptacle one size larger than they are.

Targets subjected to the *anima engine* suffer the effects of losing their soul, but retain most of their abilities. Their memories are intact (a tormenting reminder of their former lives), but they follow the orders of Orcus implicitly, not as automatons but as fully capable beings.

Currently, there is only one being in the multiverse that knows the proper way to use the *anima engine*, the diabolic archwizard Glazerel. If the *anima engine* falls into the control of the PCs, allow any with an Intelligence of 18 or better a 1% chance to control the engine, and loose some of its energy. Failure indicates magical backlash (a defense mechanism constructed into the engine by Glazerel, as a safeguard he is never "replaced"), requiring a saving throw or the controller is subject to *disintegration*, and anyone within 30 ft. of the engine (including the operator) is hit by a 9 dice *lightning bolt*.

Should the PC manage to successfully harness the power of the *anima engine*, allow them the ability to duplicate any one spell effect (divine or arcane), i.e. the PCs might create the effect of a *prismatic sphere* or such. Note that once the PCs determine what the engine is, and how it works, actually using it is considered an evil act. PCs with alignment considerations will be severely affected (lawful clerics lose the ability to cast spells for 1 week, paladins stripped of abilities until they atone, etc.). The *anima engine* currently stores enough soul energy for 2 successful magical effects before new subject must be placed in the receptacles.

The *anima engine* was used in the construction of Rappan Athuk, and is the power source for many of the unusual magic effects present in the dungeon.

If Orcus is ever placed in the *anima engine*, it will cease to function.

14C–3. The Workshops

Each of the workrooms beyond their respective doors is a self-contained demiplane. The rooms were created by Glazerel, and may be morphed and changed as the room "owner" desires to facilitate their individual experiments and research (within reason; a demiplane controller could not simply "crush all intruders" once they enter the plane).

Entering each of these rooms is a simple process. Approach the door, touch the rune in the center of the door, and it simply melts away into nothingness for 3 rounds. If the party needs more time, the next person in line can simply touch the door and have it open. Any attempts to break the door or bash it down are futile; the doors are anchored in time and space, and are impervious to any harm (as long as the *anima engine* is functioning).

Each of the following areas is accompanied by several paragraphs of description, but these are merely designed as starting points. PCs with the power and experience needed to reach this level may desire specific or non-traditional gaming to interest them, and this is an excellent opportunity to add your own personal twists to Rappan Athuk. Many of these levels are below the power level of the PCs if they are capable of traveling to **Level 14C**. Treat these levels as a pleasant distraction to the horror of Rappan Athuk, and allow the PCs a chance to embrace their "explorer spirit" and have some fun!

The sub-rooms are:

14C–3A. The Beginning of Time

The door opens up on a high mountainside, affording the PCs an excellent view of the verdant valley below. Lush tropical foliage and huge plants stretch as far as the eye can see. Large bodies of deep blue water

Demiplane Controller: Glazerel (absentee, no active control)
Exits: The portal back to **Level 14C** does not open from this side. Transporter in ophidian skyship (inactive until power source found), can return the PCs to the material plane. "Weather events" may transport large areas to other random locations (Referee's discretion; the timing of these events is also random).
Detections: Moderate magic emanates from the entire plane.
Shielding: The demiplane is shielded from divination or magical transport such as *teleport*, *dimension door*, and so on.
Wandering Monsters: Check once every 120 minutes on 1d20:

1–3	**Normal random dinosaur** (roll on d8; 1 **ankylosaurus**; 2-3 **brontosaurus**; 4-6 **stegosaurus**; 7 **triceratops**; 8 **tyrannosaurus rex**)
4–10	**Random dinosaur +2 HD more than normal**
11–12	**Degenerate ophidians**
13–14	**Lizardfolk savages**
15–16	**Random megafuana** (roll on d6; 1–3 **mammoth**; 4–5 **woolly rhinoceros**; 6 **sabre-tooth tiger**)
17–20	None.

and an occasional rock hillock break up the blanket of greenery. The heat and humidity are staggering, and anyone not prepared immediately begins perspiring profusely. Dehydration is a serious threat here, even with the abundance of water everywhere. Occasional movement catches the eye as enormous lizards and gigantic mammalians travel about the valley. These massive creatures seem like ordinary versions, but are of even more colossal size. The overall view is breathtaking, just for the sheer amount of life represented here.

If the party descends to the floor of the valley, they happen upon what looks like a campsite not far from where they descend. Several conical tents are erected near a rather large, but unlit, bonfire. If the PCs approach, they are greeted by an emerging group of **curious ophidians**. The ophidians are not immediately hostile, and if some form of communication can be established, they are quite helpful while the PCs are here. The ophidians are technicians and scientists, digging nearby to unearth a technological device (beyond the comprehension of the PCs).

While the technicians are trying to communicate their needs with the PCs a **tyrannosaurus rex** comes to investigate and perhaps have some lunch!

This realm is a generally low-technology land of giant dinosaurs and their ilk. The few native races are barely above the creation of fire and primitive tool building. The group of ophidian technicians is not from this land; how they arrived here is unknown, and they have a difficult time explaining it. They did not come through the portal from **Level 14**; they arrived in a flying ship. They have been searching for a device to repower their craft so they can return home, but until they can locate the device (the power source), they are marooned here. They welcome any and all help, and can in turn offer help surviving in the prehistoric environment.

Should the PCs help the ophidians find their power source, and repair the flying ship, the technicians will offer them a "fuel rod" in compensation. The fuel rod is a 1 ft. long by 3 in. glass tube filled with glowing green light. It emits a strange form of energy; magic-users have a 15% chance of harnessing this power to cast spells that bypass all magic resistance. The fuel rod can be used once per hour. Glazerel knows about the technology on the flying ship, and is why he sealed the portal back to **Level 14C**.

The environment here, while beautiful, is harsh. The heat and humidity are nearly overwhelming, and dehydration is a serious threat here, even with the abundance of water everywhere. If the Referee desires, in addition to environmental challenges and the frequent dinosaur encounters, the PCs may run across new strains of diseases, exotic poisonous plants, strange semi-intelligent fungi, etc.

Ankylosaurus: HD 8; AC 0 [19]; Atk 1 clubbed tail (3d6); Move 9; Save 8; AL N; CL/XP 8/800; Special: None.

Brontosaurus: HD 25; AC 6 [13]; Atk 1 stomp (4d10); Move 9; Save 3; AL N; CL/XP 25/5900; Special: None.

Stegosaurus: HD 15; AC 2 [17]; Atk 1 bite (1d8), 1 spiked tail (4d6); Move 9; Save 3; AL N; CL/XP 15/2900; Special: None.

Triceratops: HD 15; AC 0 [19] front, 5 [14] back; Atk 1 gore (4d8); Move 12; Save 3; AL N; CL/XP 15/2900; Special: None.

Tyrannosaurus Rex: HD 18; AC 4 [15]; Atk 1 bite (4d8); Move 18; Save 3; AL N; CL/XP 19/2400; Special: Chews and tears.

Mammoth: HD 12; AC 5 [14]; Atk 1 trunk (1d10), 2 gore (1d10+4), 2 trample (2d6+4); Move 12; Save 3; AL N; CL/XP 13/2300; Special: None.

Sabre-tooth Tiger: HD 7; AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; AL N; CL/XP 7/600; Special: Rear claws

Wooly Rhinoceros: HD 10; AC 5 [14]; Atk 1 horn (2d6); Move 12; Save 5; AL N; CL/XP 10/1400; Special: Double damage on charge.

Degenerate Ophidian: HD 6; AC 3 [16]; Atk 1 spear (1d8); Move 12; Save 14; AL N; CL/XP 6/400; Special: None. Gear: Spear, shield.

These ophidians are no relation to the ophidian technicians; perhaps they are somehow distantly related, as man is to ape.

Lizardman Savages: HD 6+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; AL N; CL/XP 6/400; Special: Breathe underwater.

Ophidian Technicians: HD 6; AC 4 [15]; Atk 1 bite (0 + poison); Move 12; Save 14; AL N; CL/XP 5/240; Special: Reproductive bite.

14C–3B. The Hospital

Difficulty Level: 14+
Demiplane Controller: Doctor Chance (present, active control)
Exits: Portal back to **Level 14C** does not function from this side. Room titled "Outpatient Ward" contains a locked desk. In the desk is a specialized token (a "badge") that allows a non-chain devil bearer to bypass the shielding of **Level 14C**; the badge may be passed back through the doorway to allows all PCs to return. Due to the spatial/temporal location of the demiplane, attempts to *teleport* to any location other than **Level 14C** fail (although the spell is not used up in that case).
Detections: Faint magic emanates from the entire plane.
Shielding: The demiplane is shielded from divination or magical transport such as *teleport*, *dimension door*, and so on. . Summoning and conjuring spells have a 10% chance of failure here.
Wandering Monsters: Check once every 10 minutes on 1d20:

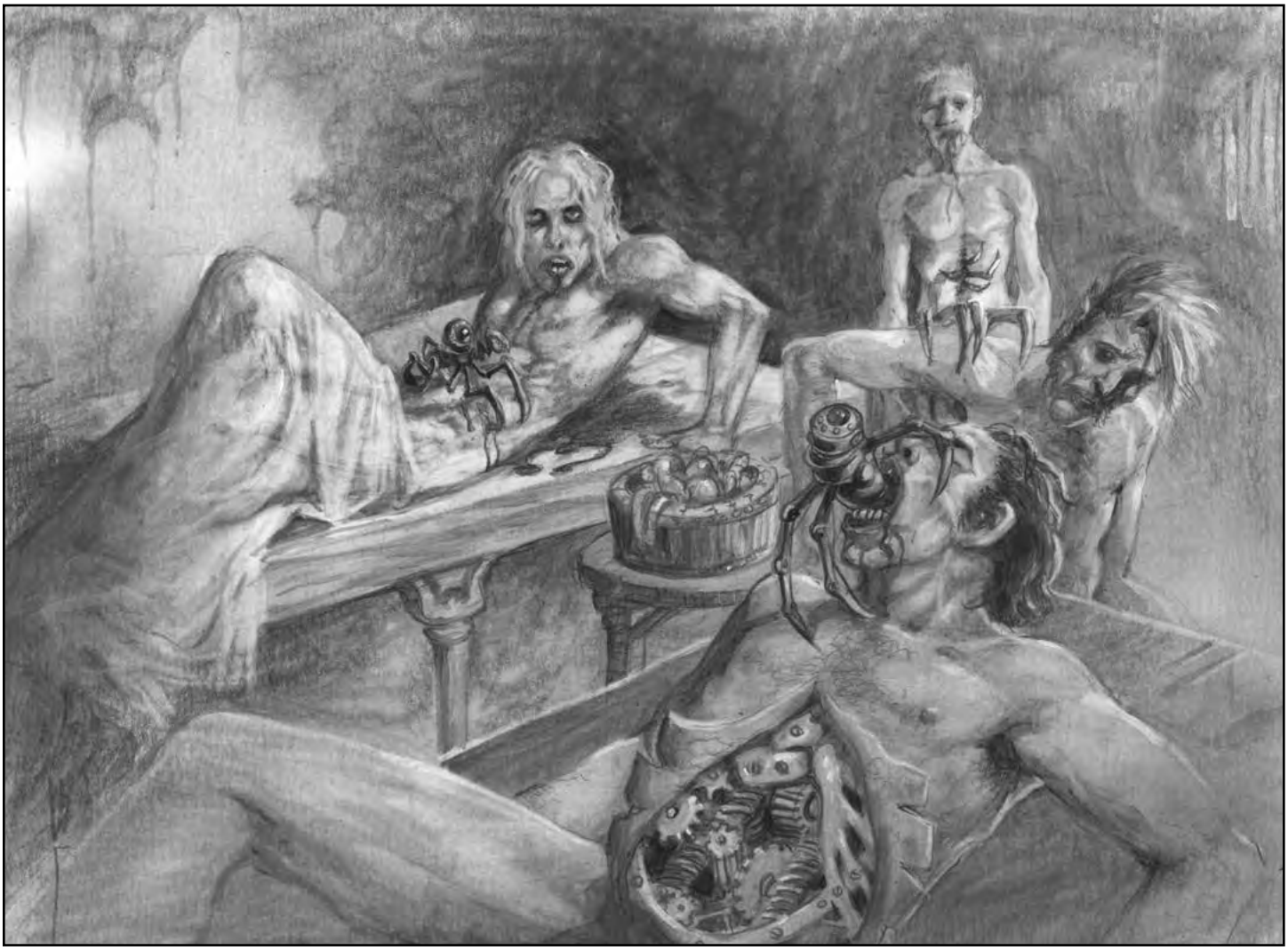
1–10	**2d6 chain devil orderlies**
11–12	**1d4 interlocutor chain devil** "residents"
13	**Surgical "patient"**(n'gathau)
14	**Surgical "patient"**(ogrekin)
15–16	**"Quarantine patient"** (chaos beast)
17	**Crazed human patient**
18–20	None

Entering past this doorway is a shock to the senses. Bright light is everywhere, and the floor and walls are made of close-fitting white tiles, very different from the flagstone of the previous hallway. The effect is a very bright area; even cleaner than the rest of the area. A 10 ft. hallway leads 20 ft. past the door, and turns a corner. PCs notice a strange smell in the air, a stinging, acrid odor reminiscent of cat urine (antiseptic and bleach).

As the party proceeds around the corner, the scene changes drastically; blood stains the floor in wide swaths, with spatter covering the walls and ceilings. Flesh and chunks of tissue are tossed away into corners, and the entire hallway looks like an abattoir.

As the party absorbs the scene, they hear a distant, distorted voice come from an indeterminate location, "Paging Doctor Chance; Doctor Chance, proceed to admitting; Doctor Chance, please proceed to admitting".

The PCs have many options at this point. Retreating back into **Level 14C** is not one of them. If the PCs advance further and continue down the hallway, on each side of the hallway they see large doors (10 ft. tall, 5 ft.



wide) with small glass windows in them. Peering into the rooms offers a variety of grisly scenes: Humanoid forms secured to strange metal tables with wheels (gurneys), covered in blankets with widening wet marks, fluids dripping on the floor to pool; large cabinets with various drawers (alchemical and medical supplies), with bloody handprints and ghastly streaks of some unpleasant substance on them; darkened rooms that house unseen creatures bumping and thrashing about. As the PCs observe the interiors of the rooms, they hear the sounds of approaching footsteps, as the doctor comes to admit new patients.

An experimental ward dealing with the manipulations of flesh, this area is the home of "Doctor Chance" an **elite chain devil** that loves nothing more than teasing new forms out of his subjects. Fascinated with n'gathau workmanship and a practitioner of their art, the doctor takes pride in reconfiguring his patients and assembling them to his questionable vision of "perfection." Dr. Chance struck a deal with Glazerel to give the devil information and research on his work, but even Glazerel became disgusted with the doctor's work, and trapped him and his staff here. The chain devils have discovered they may not leave this plane by any means (the *anima engine* binds them here). The doctor has thus been experimenting on patients in an attempt to find out how to manipulate a fleshy form to bypass the wards and escape (no one said he was sane!)

The hallways of the hospital are a never-ending maze; there is no escape to the "outside." The PCs must find an exit in one of the ward rooms, as the door back to **Level 14C** cannot be opened from this side (this is a "closed ward"). There are additional portals and *gates* in some of the rooms, but they have special activation requirements (blood, human sacrifice, etc.). These *gates* may take the PCs back to their home, they may take them to other lands tortured by the doctor's influence, or they may open up to the Plane of Agony itself.

Chain Devil Orderlies: HD 8; AC 0 [19]; Atk 2 chains (2d4); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Silver or magic weapons to hit, immune to cold and poison, magic resistance (20%), regenerate 2 hp/round (unless damaged by silver), gaze (save or paralyzed with fear for 1d4 rounds + 1d4 points of wisdom damage).

Doctor Chance, Elite Chain Devil: HD 20 (100 hp); AC -4 [23]; Atk 1 bite (2d6 + pain), 2 claws (2d6 + pain), 2 wings (1d8 + pain); Move 15 (Fly 24); Save 3; AL C; CL/XP 29/7100; Special: +2 or better weapon to hit, regenerate 3 hp/round, immune to cold, magic resistance (65%), pain (save or -2 penalty to saving throws for 1d4 rounds), gaze (save or paralyzed with fear for 1d4 rounds + 1d4 points of wisdom damage), immune to illusion and invisibility, spells (at will—*teleport, inflict light wounds*; 3/day—*blade barrier, cure serious wounds* (self), *inflict serious wounds, phantasmal force, wall of iron*; 1/day—*magic jar, symbol of pain*).

Interlocutor: HD 14; AC 0 [19]; Atk 4 claws (1d8 + bleed); Move 15; Save 3; AL C; CL/XP 17/3500; Special: +1 or better weapon to hit, immune to cold and poison, magic resistance (30%), regenerate 2 hp/round, gaze (save or paralyzed with fear for 1d4 rounds + 1d4 points of wisdom damage), bleed (save or lose 1 hp per round until healed with magic or wounds are bound – takes at least 2 rounds).

N'Gathau Patient: HD 9; AC 4 [15]; Atk 1 strike (1d12 electricity); Move 9; Save 6; AL C; CL/XP: 9/1,100; Special:

Lower right arm encased in latticework of wires, chest pierced with spikes (grapple damage is 1d6+1).

Ogrekin Patient: HD 2; AC 4 [15]; Atk 1 strike (1d4); Move 12; Save 16; AL C; CL/XP 2/30; Special: None.

Quarantine Patient (Chaos Beast): HD 8; AC 3 [16]; Atk 2 claws (1d4 + corporeal instability); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Corporeal instability (save or become spongy mass; lose 1 point of wisdom each round; at 0 wisdom, become chaos beast; only healed with *remove curse*), immune to transformation magic like *polymorph*, magic resistance 20%.

Crazed Human Patient: HD 7; AC 9 [10]; Atk 1 bite (1d6 + disease); Move 15; Save 9; AL N; CL/XP 7/600; Special: Bite causes disease (per giant rat), insane (eschews material goods, collects trophies from kills).

14C–3C. Chuck's Bar-n-Grill

Difficulty Level: Varies
Demiplane Controller: Chuck (present, active control)
Exits: Portal back to **Level 14C** functions from this side. Frequently used by lilin guards in their "off time".
Detections: Moderate magic emanates from the entire plane.
Shielding: The demiplane is shielded from divination magic.
Wandering Monsters: Anything from anywhere may be found here.

The area on the other side of this door is the grandest restaurant and bar the PCs have ever encountered. As far as the PC can see are patrons of every race, sitting around tables of all sizes, enjoying a quiet drink in a booth, laughing, crying, shouting, kissing and a hundred other acts.

Dimly lit, various dancing, magical lights and magical effects keep the place from seeming too dark. The smell of roasted meats and freshly baked bread instantly makes the mouth water. If this were not in the lower levels of Rappan Athuk, one might think this the greatest place on earth!

A vastly long ebony bar is situated along one wall. Seemingly endless, hundreds of patrons line its length. Exotic, beautiful members of both sexes serve drinks and food to the seated patrons, but for spirits, one must approach the bar. Behind the bar, a tall, robust blue-skinned "man" cleans a wide glass with an impeccable white towel, gives the PCs a wry glance and says, "What'll ya' have?"

This restaurant is Glazerel's experiment in race relations and manipulation. It is a completely neutral ground for anyone to meet with anyone; there is a general sense of passivity here, and while fights do happen, they are quite rare (considering the clientele).

Any race the Referee wants to introduce may be here, and the proprietor of the establishment and head bartender is a **mercane,** a race of interdemensional merchants, named Chuck**.** A very pleasant fellow, he has a great fondness for art, and looks favorably on artists that don't mind "talking shop" about any new works. Chuck also has a vast array of magical and mundane wares for sale (as all mercane do), and is always willing to make a deal. "I founded this place to get customers to come to me. I'm too old to go around chasing the deal," is one of Chuck's favorite statements. The mercane seems very happy here, and has a steady stream of "regulars" from many lands. Few patrons exit the demiplane into **Level 14C**, probably due to the sign over the door that reads "Employees Only." Glazerel frequently sends a lilin to Chuck in order to gain some rare item that only a mercane could procure, thus there is currently a tenuous beneficial relationship. Should one side tip the balance however, it could be full-out war very quickly.

On the rare occasions when a bar-brawl does break out, Chuck has a very capable **security team**, led by a head bouncer with the bizarre name of **"Suga**."

Chuck, Mercane Bartender: HD 7; AC 4 [15]; Atk 1 falchion (2d6); Move 12; Save 9; CL/XP 9/1100; Special: Magic resistance 15%, spells (3/day—*dimension door, invisibility*; 1/day—shift to any plane).

Valkyrie Security Guards (12): HD 12; AC 0 [19]; Atk +1 spear (1d8+1); Move 15 (Fly 30); Save 3; AL N; CL/XP 17/3500; Special: +1 or better weapon to hit, immune to cold, lightning and poison, magic resistance (50%), spells (at will—*bless, comprehend languages*, shift to other plane (self and mount); 3/day—*lightning bolt, geas*; 1/day—*cure serious wounds*, summon mount), draw soul from newly dead body and store in spear for transportation to outer planes. Gear: *+1 spear, +1 platemail*.

Suga, Head Bouncer, Rock Troll: HD 16 (80 hp); AC -2 [21]; Atk 2 claws (1d6), bite (1d6); Move 12 (Burrow 9); Save 3; AL N; CL/XP 18/3800; Special: Rend, regenerate 3 hp/round, vulnerability to sunlight, immune to poison and disease. Gear: *Potion of extra healing, cloak of protection +2, golden lion figurine of power*.

14C–3D. Arachnophobia

Entering this dark, cavernous room, lit only with the ambient light of the doorway, there is a sudden chill, which may or may not be from the local temperature. Enormous webs hang from floor to ceiling. Draping like decorations, the strands of webbing are as thick as a man's arm; whatever spun these webs was *big*. After the initial observation, the PCs notice what looks to be a tunnel leading away into darkness. Fully 30 ft. in diameter, anyone possessing darkvision notices that the sides of the tunnel teem with movement. Hundreds of insects, spiders, scorpions and other unidentifiable crawlies skitter along much of the surface of the tunnel. In the distance, a shout is heard, and the voice sounded human!

Difficulty Level: 14+
Demiplane Controller: Aleavix (present, active control)
Exits: Portal back to **Level 14C** does not function from this side. Aleavix has a teleportation circle in his den that allows transport back to **Level 14C**.
Detections: Moderate magic emanates from the entire demiplane. Faint evil emanates from Aleavix's den.
Shielding: The demiplane is shielded from divination or magical transport such as *teleport*, *dimension door* and so on. . Summoning and conjuring spells have a 5% chance of failure here.
Wandering Monsters: Check once every 20 minutes on 1d20:

1	**Aleavix**
2–5	**6 fiendish goliath spiders**
6–8	**2d8 giant emperor scorpions**
9–12	**1d4+1 tenebrous purple worms**
13–15	**Random vermin** (roll on d20; 1–5 **2d6 giant soldier ants**; 6–7 **2 goliath stag beetles**; 8–12 **titan centipede**; 13–17 **3d6 giant solifugids**; 18–20 **2d6 giant ticks**)
16–20	**minor insect life** (non-combative bugs the size of one's hand)

This colossal tunnel complex is filled with insect and arachnid life, most of gigantic proportions. The wandering monsters here are unusually massive, with only the "babies" or particularly venomous varieties being normal size. There is no natural light in these tunnels, and the temperature is quite cool, but very dry.

The master of this area is Aleavix, a **gharros demon** who grew weary of his demonic overlord's instruction, so one day he slaughtered his lord and took his treasure. He then struck out on his own, until he eventually struck a deal with Glazerel. Aleavix was granted mastery of this demiplane to breed and care for his beloved verminous "children," cultivating them to distil more and more powerful venoms, which he then trades back to Glazerel. Aleavix is very protective of the insects here, considering them his "children", and will come for any intruders harming them.

Aleavix has recently discovered one of his giant spider breeds is capable of producing a venom that affects demons and devils alike (a fact he has not informed Glazerel about), but has not gathered a large supply. If peaceful contact is somehow reached, he may be interested in selling the venom to PCs.

Aleavix, Gharros Demon Assassin: HD 16 (80 hp); AC -3 [22]; Atk 1 +2 *axe* (2d8+2) and 2 tail stings (1d8 + poison); Move 12; Save 3; AL C; CL/XP 22/5000; Special: Poison, spells (at will-*darkness 15-ft radius*, *mirror image*), +1 or better weapon to hit, immune to electricity and poison, magic resistance (50%), telepathy 100 ft. Gear: +2 axe, 2 doses of lethal poison, 2 doses of sleep poison.

Fiendish Goliath Spider: HD 14; AC 1 [18]; Atk 1 bite (4d6 + poison); Move 12 (Climb 12); Save 3; AL C; CL/XP 18/3800; Special: +1 or better weapon to hit, resistance to fire (50%), magic resistance (35%), web 8/day, poison (save or paralyzed for 1 hour).

Giant Emperor Scorpion: HD 16; AC 0 [19]; Atk 2 claws (2d6) and sting (2d6 + poison); Move 15; Save 3; AL N; CL/XP 18/3800; Special: Immune to fear and charm, poison (save or paralyzed for 1 hour).

Tenebrous Worm: HD 10; AC 1 [18]; Atk 1 bite (2d6 + 1d6 acid); Move 9; Save 5; AL N; CL/XP 11/1700; Special: Acid, bristles.

Difficulty Level: 19+
Demiplane Controller: Glazerel (absentee, no active control)
Exits: Portal back to **Level 14C** does not function from this side. No alternate exit directly back to **Level 14C**. The PCs may be able to use the central beam to travel back to **Level 14C** with Sister Macry's help.
Detections: Overwhelming magic emanates from the entire plane.
Shielding: The demiplane is shielded from divination or magical transport such as *teleport*, *dimension door* and so on. Summoning and conjuring spells have a 50% chance of failure here.

14C–3E. The Siphon

Beyond the door to this area, what looks to be a vast empty space is broken by nine vertical shafts of light in the distance, each of different diameters surrounding a tenth, much smaller beam in the center. The light beams are too bright to look directly at, but a quick look discerns the width of each beam varies from a few feet to two score or more. No walls or ceiling is visible in the room; no floor can be made out, although the footing is solid. The air is cool, with a slight ozone taste in the air, reminding one of a fall night after a lightning storm.

Approaching the pillars of light (the nearest is 100 ft. away), forms in the beams become visible. The closest beam is massive, easily thirty feet in diameter; if the PCs approach, the brightness of the light actually diminishes, and it is possible to make out a form in the light. Soon you realize you are face to face with a dragon! And not just any dragon, an immense, jet black specimen that turns its massive head to stare back at you.

Moving to investigate the other pillars, you recognize other figures in the beams:

• A spiny, serpentine creature roughly twice the height of a man, its body is a colorful blend of red and orange tones, with a white underbelly and ridges of black horns along its sides and back. Its head is draconic, with a wide, toothed maw and eyes with slitted pupils that glitter with intelligence. A crown formed from glowing runes of light floats above its head (a **keketar protean**).

• A six-armed creature formed from blue stone, its lower body is a series of slowly spinning rings of metal. It hovers in the beam of light just off the ground, and is roughly the size of a large ogre or small hill giant. Wings with feathers like steel blades jut from its rocky back (a **lhaksharut inevitable**).

• A powerful bipedal humanoid standing nearly 40 ft. tall, wearing ornate armor. Bony protrusions jut from his thick, muscular hide and crown his massive head (an **akvan div**).

• This humanoid creature is a strange blend of serpentine and draconic, with great wings and sweeping horns. It is clothed in robes of flowing white with glittering runes woven along the fringes, and stands nearly ten feet tall (a **draconal agathion**).

• This large cowled figure at first appears to be some sort of shadow entity trapped by the beam, but on closer inspection, lights glitter within its dark frame, as if it were not truly a creature at all, but a portal to the night sky (a **pelorma aeon**).

• This figure appears to be a normal human woman in modest clerical robes, bearing a holy symbol of Muir (**Sister Macry**, human high priestess of Muir).

• This being floats in the light beam on a fluffy cushion. It appears to be a man at first, dressed in the finest bejeweled silks, but on closer inspection his hands bend backward, and flanking his face on either side are additional faces of various beasts—those of a bear, a panther, a tiger and a dragon (a **maharajah rakshasa**).

• Easily the largest of the creatures imprisoned within the illuminated fields, this giant stands nearly 70 ft. tall. He has dusky skin with a slightly reddish hue, and is clad in silver armor. His hands, the size of a large cart could easily crush a troll with a single blow (an **elysian titan**).

• The sleek, black dragon, nearly 30 ft. tall, with jet-black scales and wings like curtains of utter darkness (an **ancient umbral dragon**).

This room is one of Glazerel's early attempts to funnel magical energy with the "aid" of powerful and unique beings. Designed in conjunction with a mad mage from another world, Glazerel eventually abandoned the experiment after several failed attempts and the *anima engine* began to show promise. Now more a storage facility or "prison," the creatures contained herein have been largely forgotten. Few come here from the outside, and the contained creatures cannot leave of their own power. Due to the extremely dangerous nature of the inhabitants, there are always **9 iron golems** stationed here, just in case any of the beams weaken and one of the captives escapes. The golems do not attack anyone else in the area, unless attacked first.

How power was to be drained from the captured beings is not readily apparent, but clever characters may be able to make the room function again in a limited capacity. A cleric or magic-user is able to stand in the central beam of light and concentrate on focusing power from the surrounding prison beams. The PC should roll 1d20, adding his level. If the total is 22 or higher, the magic-user in the center beam draws energy directly from the prisoners; power courses through the targets veins healing all wounds as well as curing any disease and removing any toxin. If the roll is 27 or higher, the PC's level increases by 1 for 1 week. If the roll is 32 or higher, the PC can open the portal between planes; for 1 minute, travel is possible using the portal to **Level 14C**. Use of the beam

is considered a chaotic act, and any lawful cleric using the beam is such a fashion is immediate stripped of all class abilities until they receive a *restoration* spell cast by a 16th level lawful cleric.

Note: Should any of the captives escape confinement, the focusing power of the light beams is corrupted, and no longer functions. This is a fail-safe designed by Glazerel; if a captive breaks out of their prison, they still cannot escape the demiplane (in theory; these are powerful beings!)

Sister Macry is a special prisoner; as the first being captured by Glazerel many years ago, she understands what must be done to allow the PCs to escape. She explains the use of the light beams in a rudimentary fashion, and informs the PCs that one of them must stand in the central beam and concentrate on opening the portal back to **Level 14C**. They must focus on draining power form her beam only, and take all the power she can offer (+5 bonus on check to use the beam). She does this willingly, sacrificing herself so that good may return to the material plane. This results in killing Sister Macry (and releases her soul, which bypasses the *anima engine*, although the PCs won't know that!), but opening the portal back to **Level 14C**. This should be a dramatic scene for the PCs; they know what they have to do, but they must perform a heinous act to do it. This is an excellent opportunity for roleplaying, and should be rewarded thusly. Lawful PCs should have a major moral dilemma on their hands, but suffer no ill effects if they go through with opening the portal with Sister Macy's blessing.

If the PCs open the portal, and Sister Macry is drained, the light beam matrix fails, and the PCs have 1 minute to get out! The other light beams flicker briefly, and then all prisoners are released. Most of the former prisoners begin fighting amongst themselves, but a few single out the PCs to vent their wrath. Should any of the other prisoners escape out the portal, the PCs may gain a powerful future adversary (Referee's discretion).

Ancient Umbral Dragon: HD 17 (136 hp); AC –5 [24]; Atk 1 bite (2d8), 2 claws (2d6); Move 15 (Fly 60); Save 3; AL C; CL/XP 21/4700; Special: Breath weapon (50-ft x 25-ft cone of negative energy), spells (at will—*darkness 15-ft radius*, 1/day—*cause light wounds, magic missile*).

Keketar Protean: HD 23; AC –5 [24]; Atk 1 bite (4d8), 2 claws (2d6); Move 15 (Fly 15, Swim 15); Save 3; AL N; CL/XP 32/8000; Special: Regenerate 2 hp/round, immune to acid, polymorph and hold spells, magic resistance 55%, spells (at will—*dispel magic, polymorph self, teleport*; 3/day—*confusion, polymorph object*; 1/day—*disintegrate, prismatic sphere, wish*).

Lhaksharut Inevitable: HD 22; AC –5 [24]; Atk *+1 spear* (1d6+1) and *+1 longsword* (1d8+1) and *+1 morningstar* (1d6+1) or 4 slams (2d8) or 2 energy bolts (100 ft. range, 6d6 damage); Move Fly 24; Save 3; AL N; CL/XP 32/8000; Special: +1 or better weapon to hit, immune to electricity, illusions and invisibility, magic resistance (55%), regenerate 2 hp/round, magic weapons (chaotic creatures cannot be healed normally after suffering damage from weapons unless they receive a *remove curse* spell), spells (at will—*detect magic, dispel magic, teleport*; 3/day—*disintegrate, wall of iron*)

Akvan Div: HD 24; AC –5 [24]; Atk 1 bite (2d8 + swallow whole on a natural '20'), 2 claws (2d6) and tail slap (2d10); Move 18 (Fly 30); Save 3; AL C; CL/XP 36/9200; Special: Gargantuan size, +2 or better weapon to hit, immune to fire, poison, illusions, and invisibility, shake faith (when strikes a cleric or druid, they must save or lose spellcasting ability for 1d4 rounds), spells (at will—*detect magic, teleport, protection from good 10-ft radius*; 3/day—*disintegrate, dispel magic, unholy word*; 1/day—*geas*, summon 1d6 ghuls), aura of hopelessness (30-ft. radius, save or -2 penalty to attack and save).

Draconal Agathion: HD 24; AC –5 [24]; Atk 1 bite (2d6 + 1d6 fire), 2 claws (1d8 + 1d6 fire); Move 15 (Fly 60); Save 3; AL L; CL/XP 36/9200; Special: Protective aura (20-ft radius; *protection from evil*), regenerate 2 hp/round, +2 or better weapon to hit, immune to fire, magic resistance (55%), breath weapon (3/day; 120-ft. line, 10d6 points of fire damage), lay on hands (24 hp per day), spells (at will—*speak with animals, charm monster, ESP, teleport, hold monster, light*; 3/day—*cure serious wounds, lightning bolt, neutralize poison, cure disease, control weather, control winds*).

Pleroma Aeon: HD 24; AC –5 [24]; Atk 1 touch (10d6); Move Fly 30; Save 3; AL N; CL/XP 35/8900; Special: Regenerate 2 hp/round, immune to cold and poison, magic resistance (55%), sphere of creation (3/day; 2-ft. diameter sphere of white energy that creates new matter in a 5-ft. wide path), sphere of oblivion (3/day; 2-ft. diameter sphere of black energy, disintegrates anything it touches), spells (at will—*create food and water, plant growth*; 3/day—*remove curse, darkness 15-ft radius, disintegrate*; 1/day—*wish*).

Sister Macry, High Priestess of Muir, Cleric 20: HP 71; AC 9 [10]; Atk 1 unarmed strike (1d3); Move 12; Save 4; AL L; CL/XP 20/4600; Special: None.

Due to the long-term and remote confinement, Sister Macry has lost access to most of her class abilities and to spellcasting. This does not diminish her resolve, but does greatly reduce her personal power.

Maharajah Rakshasa: HD 20; AC –4 [23]; Atk 2 claws (1d3), 1 bite (1d6) or *+2 short sword* (2d6); Move 15 (Fly 12); Save 3; AL C; CL/XP 28/6800; Special: +2 or better weapon to hit, illusory appearance, special magic resistance (55%), spells (at will—*clairaudience, clairvoyance, ESP*; 3/day—*charm monster, magic missile*, 1/day—*cure light wounds, mirror image, web, fly, polymorph other, dimension door*).

Elysian Titan: HD 21; AC –5 [24]; Atk 1 *maul of the titans* (6d8) or slam (2d8); Move 24; Save 3; AL L; CL/XP 31/7700; Special: Immune to illusion, invisibility, death spells, mind control, aging and disease, regenerate 3 hp/round, magic resistance (55%), +1 or better weapon to hit, spells (at will—*remove curse, dispel magic*; 3/day—*charm monster, suggestion, cure serious wounds*; 1/day—*fireball*).

Iron Golems (9): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

14C–3F. DragonHolme

When the party breaches this doorway, they are greeted with a blast of chilly mountain air. Entering a large cavern, observant PCs notice a cave opening 100 yards distant. Approaching the cave mouth, the panorama comes into full view.

Looking out over the landscape, you see a breathtaking sight. A vast mountain range stretches as far as the horizon. Gigantic stone masses compete for space, and not a patch of flat ground can be seen anywhere. Towering spires reach for the heavens; bold and craggy precipices dominate the skyline, many formed into cones bearing impossibly sharp peaks. Between the herculean outcroppings, abyssal crevasses sink into gloom. Travel in this land appears to be either by air, or on a slope of some kind. Land travel looks difficult at best.

Lower down the slope bearing the cave entrance, there is an impressive structure; a massive suspension bridge. A track down from the cave mouth

Difficulty Level: 16+
Demiplane Controller: Auriferous, gold dragon (present, active control)
Exits: Portal back to **Level 14C** functions from this side. Rare minerals are gathered by Glazerel from the stone giant miners.
Detections: Moderate magic emanates from the entire plane.
Shielding: The demiplane is shielded from divination magic.
Wandering Monsters: Check once every hour on 1d20:

1–8	**4–8 stone giant miners**
9–10	**1–2 rocs**
11–15	**2–5 cave giants**
16	**3–6 ettins**
17	2 **yrthak**
18	**3–6 wyverns**
19	**Auriferous** (see below)
20	None.

to one side of the bridge appears to be passable, if steep.

Viewing the bridge from a distance did not do its workmanship justice. The ropes supporting the bridge are made up of individual strands as thick as a man's waist; a dozen or so make up each of the four cables supporting each side of the bridge. The ropes are anchored to the side of the mountain under piles of boulders and slabs of rock.

The planks that form the walkway are split tree-trunks, each six to ten feet in width. Close-set, the entire bridge looks more stable than many roads you have seen. Considering the constant wind, the bridge does not sway or even seem to notice the breeze. Whoever or whatever built this structure, they wanted it to be sturdy.

Now that you have descended to the bridge, in the far distance, you can just make out what looks like another bridge. Glancing below, deeper into the abyssal crevasse, you can barely make out what might be another. It seems there are people here interested in ground travel.

This land was developed to mine rare minerals and metals in a way-station between the material plane and the plane of earth. Not desiring to enter that plane and deal with its denizens, Glazerel created his own version. Forgoing the laws of physics, he shaped the mountains as he saw fit, and seeded the land with giant servitors to mine the precious stones he needed. While creating the connection to the plane of earth, a "splinter connection" was formed tying into the plane of air (hence the great winds). All in all, this is something of an inhospitable place if you're not native to the planes of earth or air.

The demiplane became another "prison" when Glazerel decide to house one of his experiments gone awry here. In an attempt to draw forth the soul of an ancient gold dragon named Auriferous, the beast was instead turned in to a **vampire**. Being unwilling to deal with the creature, Glazerel placed it here.

Additional portals have opened in this land (possibly from the stone giants, possibly just from the tenuous connections to the elemental planes), as **stone giant mining clans** and **cave giants** have formed a kind of society, and various avian monstrosities have found their way here over the years. A few tribes of **barbaric humans** eke out an existence here, their days being dominated by avoiding the spectrum of deadly predators that come from any direction. The fear of sliding off the edge of a mountain into the vast divides housing who-knows-what is a constant threat.

Denizens from the planes of earth and air come here to trade with the giants, as there are minerals and metals here in unusual abundance due to Glazerels tinkering with the laws of physics. All arrivals placate Auriferous with magical treasures, as he considers minerals or coins worthless (he has plenty!)

Auriferous' horde contains several items Glazerel is concerned about. Auriferous possesses three items the half-devil knows of and fears; 6 *arrows of slaying (devils)*, a *+3 two-handed sword, +5 vs. demons and devils*, and a *sphere of annihilation.*

Stone Giant Miner: HD 9+3; AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; AL N; CL/XP 10/1400; Special: Throw boulders.

Roc: HD 12; AC 4 [15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (Fly 30); Save 3; AL N; CL/XP 12/2000; Special: None.

Cave Giant: HD 9+3; AC 4 [15]; Atk 1 club (2d8) or slam (1d8); Move 12; Save 6; AL C; CL/XP 9/1100; Special: None.

Ettin: HD 10; AC 3 [16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; Special: None.

Yrthak: HD 12; AC 1 [18]; Atk 2 claws (1d6), bite (2d8) or sonic lance (6d6); Move 9 (Fly 24); Save 3; AL N; CL/XP 14/2600; Special: Immune to gaze attacks and illusions.

Wyvern: HD 8; AC 3 [16]; Atk 1 bite (2d8) or 1 sting (1d6); Move 6 (Fly 24); Save 8; AL C; CL/XP 10/1400; Special: Poison sting, flies.

Four iron golem guards and a **lilin sorceress** are posted near this doorway. They do not interfere with anyone entering the portal form this side; they attack anyone entering from the demiplane side who is not wearing a *wardtoken*.

Iron Golems (4): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Lilin Sorceress: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d3) and 1 weapon (1d8); Move 12 (Fly 18); Save 9; AL C; CL/XP 11/1700; Special: Magic resistance (15%), immune to fire, magical abilities, +1 magic weapons to hit, spells (1st—*charm person, magic missile* x2, *shield*; 2nd—*detect invisibility, invisibility, mirror image, strength*; 3rd—*fireball, hold person, suggestion*; 4th—*confusion, polymorph other*; 5th—*feeblemind, wall of stone*).

Auriferous, Vampiric Gold Dragon: HD 12 (96 hp); AC 2 [17]; Atk 2 claws (1d6 + level drain), 1 bite (3d8 + level drain); Move 12 (Fly 24); Save 3; CL/XP 22/4700; Special: Charm gaze (save at -2), fire or chlorine breath, spells as 8th level magic-user, regenerate 3 hp/round, gaseous form at will, summon horde of bats or 3d6 wolves, vampiric vulnerabilities, immune to fire and poison.

14C–3G. The Plateau

Four **iron golem guards** and a **lilin sorceress** are posted near this doorway. They do not interfere with anyone entering the portal form this side; they attack anyone entering from the demiplane side who is not wearing a wardtoken. Any of the native denizens of the demiplane are swiftly repelled by the security forces on this side. Additional security arrives in 3 rounds, if called for by the lilins.

Cold desolation greets the PCs on the other side of this portal. A frigid moon hangs over the entire landscape, casting an eerie luminescence to the alien terrain. A gusting tempest blows across the wasted plateau, with little in the way of shelter in sight. Rolling dunes and occasional gulleys offer the only relief from the scouring wind. Rocky outcropping rise from the sand, only to be swallowed up moments later.

Off in one direction, the PCs can vaguely make out what looks to be a modest structure; a forlorn monastery, possibly here to provide shelter to waylaid travelers approximately a half-mile in the distance. Hazy waves blur accurate perception of the place, and the distance plays tricks on the

Difficulty Level: 16–20
Demiplane Controller: The Amber Prince (present, active control)
Exits: Portal back to **Level 14C** functions from this side. Due to the spatial/temporal location of the demiplane, attempts to *teleport* to any location on the PCs native material plane other than the entrance to **Level 14C** fail (although teleporting to another material plane is possible). Teleporting to the doorway on **Level 14C** is possible, as is travel inside this demiplane.
Detections: Faint magic emanates from the entire demiplane.
Shielding: Summoning and conjuration spells have a 30% chance of failure here.
Wandering Monsters: Check once every 2 hours on 1d20:

On the plateau:

1–3	**1–8 denizens of Leng**
4–6	**2–8 ghuls**
7	**1 moon-beast**
8–10	**11–20 shining children**
11–13	**3–12 shantak**
14	**1 mu spore**
15–16	**2–5 Leng spiders**
17	**2–12 hounds of tindalos**
18–20	None

In the city

1–5	**4–24 juju-zombies**
6–7	**1 worm that walks**
8–10	**2–12 yithians**
11	**2–12 hounds of tindalos**
12–16	**5–50 ghouls**
17–20	**1 zombie horde**

eye. One moment, the structure appears angular and "right"; in the next moment is appears curved and misshapen, as if the place were made of some kind of oozing, flexible surface.

In the opposite direction, a rising glow can be seen from what may be a town, but the distance is difficult to judge. The rolling dunes confuse the mind, and either structure may be a mirage.

This desolate area is actually an alternate material plane, reached when Glazerel experimented with the *anima engine* and *create demiplane.* A tear in the fabric of space was opened, and this portion of the alternate universe was drawn in. Horrible creatures from nightmare and dream live here amongst disfigured humanoids and creatures beyond all mortal recognition. The small structure a half mile from the entrance is a dwelling similar in structure to a monastery, and is the home to a **moon-beast** lord, served by his **denizen of Leng servants**, and assorted other beings held in slavery. What the lord's purpose for being here is, one cannot even fathom. Trekking across the desolation, the PCs may encounter **Leng spiders**, **shining children**, **shantaks**, a **mu spore**, a **tribe of ghuls**, a **caravan of denizens of Leng** transporting slaves (of myriad races and forms) and more.

As the party approaches the larger town (a journey of no more than 1 day), observant PCs notice that the moon never changes position, and that time does not appear to flow the same as they are used to (this is incorrect; time flows the same, but the moonscape and lighting conditions never change). Upon reaching the city, they discover more examples of alien architecture. Large, brick buildings are tightly packed, with narrow alleyways slicing up the entire city. No broad streets are seen anywhere; the widest passage is a mere 10 ft. at most. Slick cobblestones pave the alleys, damp as if from a recent rainstorm. Sewer grates dot the alleys at regular intervals, and odd chittering can be heard from their depths. **Ghouls**, **juju-zombies**, **worms that walk**, and even more hideous creatures roam the crossing streets, eager to feast on the "new arrivals."

The PCs quickly realize the entire town is just a series of alleyways; without climbing to the rooftop of a building and getting a better perspective, they are essentially trapped in a maze. What greets them at the top is far more unsettling. Looking out across the city, the PCs estimate the town is formed as a five-mile-wide arc around the perimeter of a dark lake, the buildings roughly a half-mile deep. The lake gives off a terrible feel, as if it is the edge of infinity.

In one of the taller buildings lives the **Amber Prince**, a being of immense magical power (Referee to determine the Amber Prince's abilities to fit the campaign). The Prince wrested control of the plane from Glazerel, and has designs to use this area as a staging ground for an assault on the material plane. When the Prince becomes aware of the PCs presence, he observes them to discover their motives, and lays plans on how to use his "new tools" against Glazerel.

Iron Golems (4): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Lilin Sorceress: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d3) and 1 weapon (1d8); Move 12 (Fly 18); Save 9; AL C; CL/XP 11/1700; Special: Magic resistance (15%), immune to fire, magical abilities, +1 magic weapons to hit, spells (1st—*charm person, magic missile x2, shield*; 2nd—*detect invisibility, invisibility, mirror image, strength*; 3rd—*fireball, hold person, suggestion*; 4th—*confusion, polymorph other*; 5th—*feeblemind, wall of stone*).

Denizen of Leng: HD 10; AC -1 [20]; Atk 1 bite (1d6 + save or paralyze for 1d3 rounds), 2 claws (1d4); Move 15; Save 5; AL C; CL/XP 15/2900; Special: Immune to poison and gases, magic resistance 25%, spells (3/day—*ESP, charm person, levitate, phantasmal force*; 1/day—*locate object, teleport*).

Ghul: HD 6; AC 1 [18]; Atk 1 bite (1d6), 2 claws (1d4); Move 15 (Climb 9); Save 11; AL C; CL/XP 6/400; Special: Undead, resistance to fire (50%).

Moon-Beast: HD 14; AC -3 [22]; Atk 2 claws (1d6), 4 tentacles (1d6 + save or *confusion* for 1d6 rounds); Move 18 (Climb 9); Save 3; AL C; CL/XP 22/5000; Special: Half damage from blunt weapons, immune to cold, gaze attacks, illusions and poison, resistance to electricity (50%), magic resistance (35%), walk on air, spells (at will—*ESP*, 3/day—*charm monster, dispel magic, phantasmal force*).

Shining Child: HD 16; AC -4 [23]; Atk 2 strikes (4d10 fire) or searing ray (120 ft. range, 6d6 fire); Move 12 (Fly 24); Save 3; AL C; CL/XP 23/5300; Special: Immune to blindness, fire and poison, 60-ft. radius aura of blinding light (save negates), spells (at will—*teleport, light, phantasmal force*; 3/day—*dispel magic, wall of force*; 1/day—*symbol of insanity*).

Shantak: HD 11; AC -2 [21]; Atk 1 bite (2d6), 2 talons (1d8); Move 9 (Fly 18); Save 4; AL C; CL/XP 16/3200; Special: Immune to cold and disease, slippery skin, immune to gasses, fly through the void of space (3d20 hours to anyplace within the solar system).

Mu Spore: HD 35; AC -5 [24]; Atk 4 tendrils (2d6), bite (4d6 + swallow whole on natural '20'); Move 15; Save 3; AL N; CL/XP 41/22900; Special: Regenerate 2 hp/round, +3 or better weapon to hit, resistance to acid (50%), cough spores (cone 100 ft. wide, 50 ft. long; 10d8 damage), those struck by a tendril must pass a save or be held fast.

Leng Spider: HD 15; AC -4 [23]; Atk 3 flail attacks (3d6) and bite (2d6 + poison); Move 15 (Climb 15); Save 3; AL C; CL/XP 21/4700; Special: Regenerate 2 hp/round, magic resistance (35%), immune to cold, confusion and insanity, spells (at will—*detect magic, dispel magic, web*; 3/day—*invisibility, phantasmal force*; 1/day—*charm monster, confusion*).

Hound of Tindalos: HD 10; AC 0 [19]; Atk 1 bite (2d6), 2 claws (1d8); Move 15 or *teleport*; Save 5; AL C; CL/XP 16/3200; Special: +1 or better weapon to hit, immune to mind effects and poison, gaze (save or suffer 3d6 points of slashing damage), walk on air, spells (at will—*obscuring mist, invisibility, locate creature*; 3/day—*haste, slow*), reading mind forces one to save or be struck with insanity.

Juju Zombie: HD 3; AC 2 [17]; Atk 1 weapon or fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%).

Worm that Walks: HD 22; AC -1 [20]; Atk 1 staff (1d6); Move 12; Save 3; AL C; CL/XP 26/6200; Special: Magic resistance 25%, discorporate into a swarm of insects (per *creeping doom*), spells (1/day—*creeping doom*, *insect plague*).

Yithians: HD 14; AC -2 [21]; Atk 2 pincers (2d8); Move 9 (Climb 6); Save 3; AL N; CL/XP 20/4400; Special: Regenerate 2 hp/round, +1 or better weapon to hit, spells (at will—*astral projection* (self), *ESP*, *hold monster*), amnesia (1/day through telepathic communication, save or struck with amnesia), swap minds (in place of attack, as *magic jar*).

Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

Zombie Horde: HD 20; AC 2 [17]; Atk 1 horde attack (4d6); Move 12; Save 3; AL C; CL/XP 21/4700; Special: Half damage from edged and piercing weapons, immune to mind control and fear, when destroyed there are 2d6 zombies from the horde remaining.

Difficulty Level: 12+
Demiplane Controller: Lady Elan (present, active control)
Exits: Portal back to **Level 14C** functions from this side. Numerous "faerie rings" are portals to other locations (Referee's discretion).
Detections: Strong magic emanates from the entire plane. Faint chaos radiates from the entire plane.
Shielding: Summoning and conjuration spells have a 10% chance of failure here.
Wandering Monsters: Check once every 30 minutes on 1d20:

1–2	**11–20 pixies**
3–5	**7–14 sprites**
6–8	**2 leprechauns**
9–11	**4–16 ogres**
12–14	**Any one fey creature** (Referee's discretion)
15	**2–10 will-o'-wisps**
16	**2–3 ghaele azata**
17	**Lady Elan** (see below)
18–20	None.

14C–3H. The Garden

Six iron golem guards and a **lilin sorceress** are posted near this doorway. They do not interfere with anyone entering the portal form this side; they attack anyone entering from the demiplane side who is not wearing a *wardtoken*. Any of the native denizens of the demiplane are swiftly repelled by the security forces on this side. Additional security arrives in 3 rounds, if called for by the lilins.

Iron Golems (6): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Lilin Sorceress: HD 7 (40 hp); AC 6 [13]; Atk 2 claws (1d3) and 1 weapon (1d8); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Magic resistance (15%), immune to fire, magical abilities, +1 magic weapons to hit, spells (1st—*charm person, magic missile* x2, *shield*; 2nd—*detect invisibility, invisibility, mirror image, strength*; 3rd—*fireball, hold person, suggestion*; 4th—*confusion, polymorph other*; 5th—*feeblemind, wall of stone*).

Pixie: HD 1; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; AL N; CL/XP 5/240; Special: *Sleep* arrows, magic resistance (25%), *lights*.

Pixies appear as tiny winged elves flitting about meadows and/or forests. They are capricious, and spiteful when wronged. While all pixies have a heart full of song and play, they can turn cruel in an instant. Pixies have special *sleep arrows* they use in combat. when the target is hit by a pixie arrow, they must make a saving throw or be affected as a *sleep* spell.

Sprite: HD 1d6; AC 4 [15]; Atk 1 short sword (1d3) or short bow (1d4); Move 12 (Fly 24); Save 18; AL N; CL/XP 2/30; Special: Sleep arrows, speak with animals, spells, magic resistance 25%.

Leprechaun: HD 1; AC 8 [11]; Atk 1 weapon (1d6); Move 18; Save 15; AL N; CL/XP 5/400; Special: Magic resistance (10%), magic abilities.

Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Will-o'-Wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL N; CL/XP 10/1400; Special: Change appearance and lightning.

Ghaele Azata: HD 13; AC -3 [22]; Atk +2 two-handed sword (1d10+2) or 2 light rays (300 ft. range; 2d12); Move 18 (Fly 60); Save 3; AL L; CL/XP 22/5000; Special: +2 or better weapon to hit, immune to electricity and petrification, magic resistance (30%), spells (at will—*bless, charm monster, cure light wounds, detect invisibility, detect magic, ESP, dispel magic, hold monster, invisibility, phantasmal force, teleport*; 1/day—*wall of force*), gaze (60 ft. range; chaotics must save or die), take form of light.

This doorway opens onto a lush meadow with thick forest off in the distance. A wide stone ring dominates the meadow. A large stone slab lies in the center of the huge menhirs, giving a sense that whoever built this scene meant it to last. Flickering lights dance in and out of the circle, answered by similar lights on the edge of the forest. Who or what is creating the light is unknown.

A large white stag emerges from the forest some distance away. It raises its head, seemly in the party's direction. Staring for a moment, the stag

slowly shakes its head, as if in disapproval. It stares hard at the group for another moment, then retreats back to the forest.

If the PCs enter the meadow, they discover the portal door is the center of the grassy area. The meadow radiates out from the door some 300 yards to reach the encircling forest. There does not appear to be any roads or track through either the meadow or the forest.

Once around the side of the portal, the PCs see a mushroom circle, each of the fungi the size of a humans chair. Perched atop the toadstool is a gnomish-looking man, with a dark crimson cap. Several of his fellows sit under the mushroom in a circle, playing some sort of game with sticks and twigs. The fellow hops down from his seat and approaches the party. After surveying them briefly he says, "Nope, you ain't supposed to be here. What'dya doin' here?" The little man waits sternly for a reply.

No matter what the PCs response, the **redcap thug** leaps to the attack. His **11 brothers** join in a soon as they see the scuffle commence.

Redcap Thugs (12): HD 8; AC 2 [17]; Atk 1 weapon (1d6+2 + poison) or claws (1d2); Move 4; Save 8; AL C; CL/XP 10/1400; Special: Poison, spells. Gear: +2 *polearm, +2 chainmail, ring of spell storing (haste)*.

The redcaps are one faction in this fanciful land fighting to gain control of the *summerstone*, a fey artifact thought to control the seasons and grant dominion over the Seelie Court. All manner of fey creature may be encountered in this land, and although none of them may leave by the portal door, there are faerie rings than can take a traveler to even more fanciful and remote lands. Should the PCs make an ally, and aid that faction in the war for the *summerstone*, it is possible the PCs may be able to found their own faerie kingdom!

When Glazerel first created this demiplane and populated it with fey (to learn the secrets of their specific brand of magic), he did not count on the "pathetic" faeries usurping control of the land! A constant struggle between fey and evil alike has ensued since, with alternate routes and portals to the demiplane being created by the inhabitants. Strangely enough, the "pathetic faeries" have created some powerful effects here, many of which Glazerel is unaware of (and unprepared for). Should the faerie realm become united, they could be a threat to **Glazerel's** base.

Lady Elan, a druidess nymph is the "controller" of this area. Although she is able to manipulate the lands, she is loath to do so, feeling it is "unnatural" (considering it was entirely created by magic). Lady Elan is completely neutral regarding each faction living here, and does not interfere with their struggles. She alone knows the location of the *summerstone*, and does not reveal it to anyone, for fear they will use it to overthrow the realm. Lady Elan may show an interest in the PCs, perhaps trying to forge an alliance to destroy Glazerel or sunder his hold over the demiplane completely.

Lady Elan, Nymph: HD 14 (93); AC 9 [10]; Atk none; Move 12; Save 3; CL/XP 5/240; Special: Sight causes blindness or death (usable 3/day; save at -1; if successful, target is blind, if if save is failed, roll another save at -2; if that save fails viewer dies), immune to fire, shape change (3 animal forms per day), druid spells (1st—detect magic, detect snares & pits, faerie fire x2, locate objects, predict weather, purify water; 2nd—cure light wounds, heat metal, obscuring mist, produce flame, warp wood; 3rd—call lightning, cure disease, hold animal, pyrotechnics x2; 4th—cure serious wounds, dispel magic, insect plague, produce fire; 5th—control winds, transmute rock to mud, sticks to snakes, wall of fire; 6th—feeblemind, finger of death, weather summoning; 7th—creeping doom, fire storm). Gear: Staff of command.

Level 15: The Den of the Master

This level is the final page of adventure within the halls of Rappan Athuk. In 25 years of Refereeing and playtesting, it has never been reached, let alone conquered. This level should be treated as the epic finale of many years of play. It is neither forgiving nor fair. Here in this small pocket plane, connected to both the Prime Material plane and the Abyss itself, the party will encounter the avatar of a demon prince with its full powers and many servants. This level is incredibly dangerous, and no one may survive travel here even without encountering Orcus himself. Remember, this is not a computer roleplaying game. There are no cheat codes to kill Orcus. The PCs are not supposed to win. If they have survived this far, they are powerful and foolhardy. Yet Orcus' avatar should prove more than a match for them. This is the end. Good luck! A map of this level is depicted in **Map RA-15**.

Level 15

Equivalent Dungeon Level: All But Impossible (20+)
Entrances: Teleport from **Level 13**.
Exits: None.
Wandering Monsters: None.
Detections: The entire area radiates magic and chaos. No pinpointing of sources is possible on this level.
Shielding: The entire level is shielded, and no means of magical transport such as *teleport*, *dimension door*, *etherealness*, and so forth functions at all, though this does not apply to demons! Magical flight and levitation likewise do not function in any form. The only exception is the druidic ability to change form to a flying creature, as this ability is attuned to nature and thus functions normally.
Continuous Effects: No cleric or druid spells may be recovered while resting on this level. All divination spells register as ambiguous due to the chaos aura of the place. The entire area acts as if *dispel good* spells are constantly in effect.
Standard Features: All floors are made of smooth, seamless stone. All walls drop off into the Abyss. Anyone falling off a wall to the maze below is lost forever. No ceiling can be seen, as the entire level exists in an alternate plane. All is shadowy, with vision limited to half normal distances.

15–1. The Maze

The *teleportal* from **Level 13** deposits PCs on a flat stone pathway. Before them stretches a vast, flat maze. The pathway is the top of the maze walls, and the sides of the pathway drop down into utter darkness and oblivion. The screams and shrieks of the damned fill the sulfurous, hot air. Any lawful-aligned PCs are immediately stricken as per an *unholy word* cleric spell.

No sign or means of return is present. Only by defeating the demon prince's avatar may the PCs return to the world above. As noted above, anyone falling off the sides of the maze path is lost forever (transported to eternal torment in the Abyss). Note the spell restrictions from above regarding travel within the maze. Along the back edge of the maze are several paths that may be taken into it. Only one leads anywhere.

While in the maze area, PCs are treated to **random evil events**. See the side bar.

Random Evil Events

While in the maze, there is a 66 percent chance (1–4 on 1d6) each hour that a random evil event occurs. If one does occur, roll 1d10 on the following table:

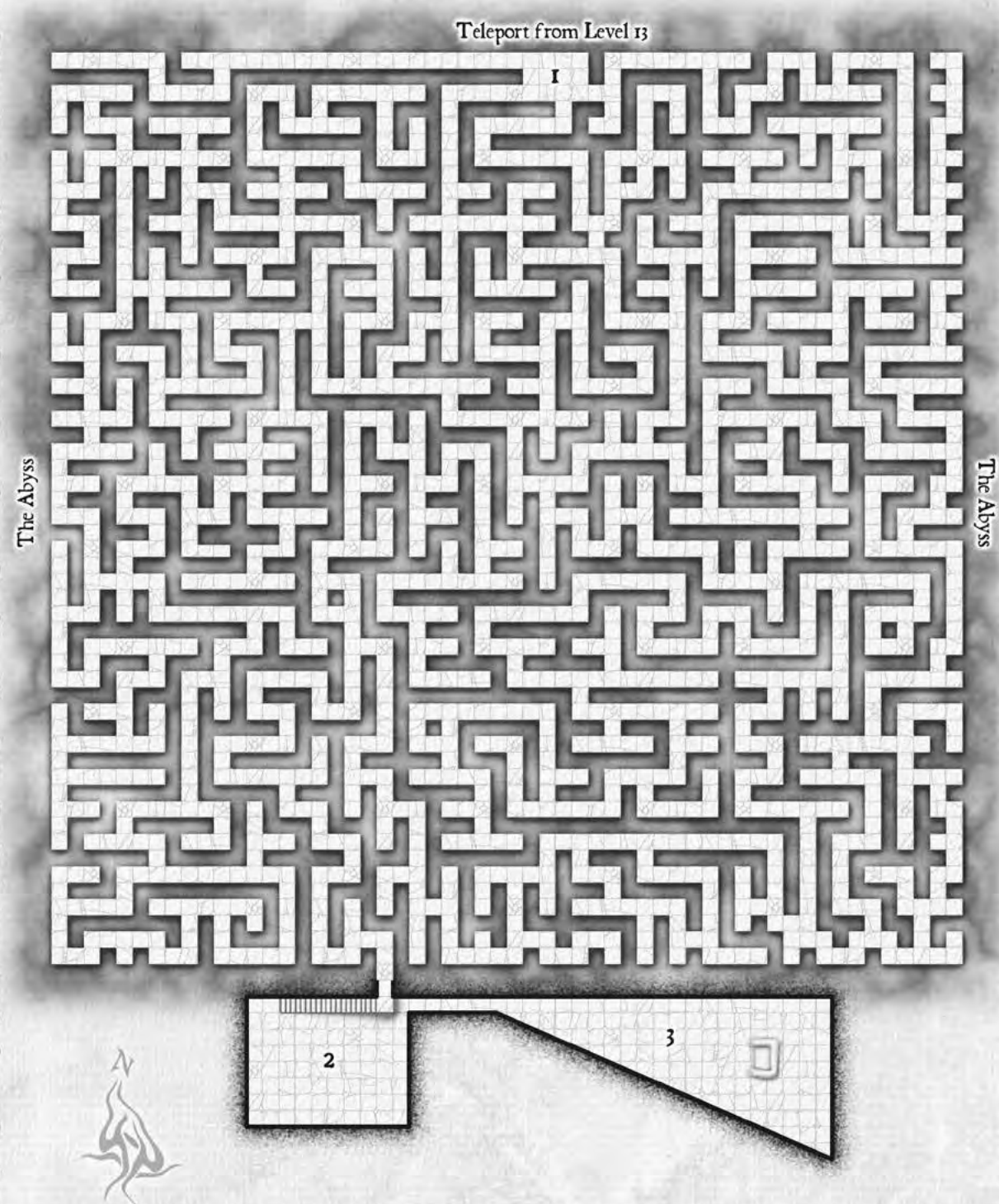
1	A random member of the party must make a saving throw or lose 1 point of wisdom permanently
2	The entire party is affected by great despair. Each must succeed at a saving throw or suffer a –2 penalty to all attacks, damage, saving throws, and skill checks (-10% for assassin and thief skills) for 2 days.
3	A **glabrezu** is gated in and attacks the PCs (see statistics below).
4	The party is affected by a reverse *locate object* spell. A save avoids this. The Referee should give false directions (left=right, and so on) to all affected.
5	The entire party is teleported to the initial entrance area.
6	The party is again subjected to the effects of an *unholy word* spell. Reroll on this table.
7	One randomly determined party member must make a saving throw or be affected by a *confusion* spell.
8	A **skeleton** with a vial of *oil of slipperiness* appears in front of the party and breaks the vial on the pathway. Anyone attempting to cross the area must make a saving throw or slide off the side. The skeleton slides off screaming in demonic glee after them.
9	The entire party must make a saving throw or be affected by a *symbol of discord*.
10	**12 shadows** attack the party, rising up from the pits along the corridor. They are not turnable

Glabrezu: HD 10 (70 hp); AC –3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite (1d4+1); Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

Shadows (12): HD 3+3 (20 hp); AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Rappan Athuk

Level 15: The Den of the Master



15–2. The Demon Greeting

At the end of the maze, two of Orcus' **mariliths** consorts confront the party, *teleporting* in to attack as soon as the threshold is crossed at the maze exit. They do not fight to the death, as their only purpose is to "soften up" the PCs before the final encounter. Note that these demons are already here, and do not count toward Orcus' summon demon ability for the day! These ladies wade into combat, casting *charm person* spells as they do so. When wounded over 50% of their hit points, they teleport to their lord's side and prepare for the final battle. Once these demons are defeated, the area may be examined. The entrance to **Area 15–3** is a long corridor, filled with thousands of bones, crushed and powdered with age and abuse. Moldering corpses and rusty, rotted gear of all kinds litters the hallway. It leads 400 ft. to the final room.

Mariliths (2): HD 8 (60 hp); AC –3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

15–3 The Den of the Master

This is it, the final encounter. The Referee should very carefully prepare for this battle prior to initiating combat. Even if the PCs have destroyed all three shrines, it is highly unlikely that they will defeat the demon prince. This room is a huge shrine, dedicated to all that is dark and evil. It is the den and living quarters for the most foul presence of the Avatar of Orcus himself.

In addition to the Avatar of Orcus, the room also contains **2d6 skeletons**, **1d8 zombies**, **1d6 ghouls**, **1d3 ghasts**, **1d6 shadows**, **1d3 wights**, and **1d2 spectres**.

Ghasts (varies): HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Ghouls (varies): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Shadows (varies): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Skeletons (varies): HD 1; AC 7 [12]; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); AL N; Move 12; Save 17; CL/XP 1/15; Special: Immune to sleep and charm.

Spectres (varies): HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Wights (varies): HD 3; AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Zombies (varies): HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Referee Note: these undead minions cannot be turned or destroyed by turn checks while in the presence of Orcus.

The room itself is huge, fully 200 ft. in diameter, with an evil, pulsating altar of the demon lord in its center, carved of entwined bones and in the shape of a throne. The throne itself seems to scream and writhe as if in pain.

Treasure is heaped about in piles, and the bones of previous victims are liberally strewn among piles of weapons, armor, and gold.

Consequences: Now the fight begins! If the PCs lose, their souls are devoured and they are forever dead. If, on the other hand, they win, Orcus will be banished from the Prime Material plane for 666 years. The Referee should take care with this, as all priests of Orcus will lose their ability to cast spells of 7th level for 666 years! This event will have a dramatic effect on global politics and power struggles. Who is kidding whom, though, Orcus will destroy them all!

Magical Protections: The den is under the effects of *dispel good* spells. The altar radiates an unholy aura, as does Orcus himself. This affect is not calculated into his stats below.

Special Note to the Referee: If the PCs are to have any chance, they must have destroyed the evil temples on **Levels 4**, **9**, and **14**. If they have not, the avatar has his full powers and is absolutely unbeatable. For each shrine destroyed, the demon prince is weakened, and his ability to hold mortal form and fight the PCs is diminished. Four sets of monster statistics are given for Orcus. The first represents Orcus at his full potential, with all three evil shrines intact. The second is for use when one shrine has been destroyed, the third for two shrines destroyed, and the last is if the PCs destroyed all three shrines to Orcus within the dungeon. As you will note, only if all three shrines were destroyed is there really any hope of the PCs ridding the planet of this evil god.

Tactics: Orcus spends 2 rounds taunting the PCs. The other demons and undead attack immediately. The tactics used by the demons are too variable to list; however, it is unlikely that they simply dash into combat. Orcus prefers to *summon* **shadows**, as he can summon a large number of them and they are unturnable and can gang up on his enemies and drain strength. He also likes to summon vampires. If pressed, he summons a **baalroch** or **mariliths**, though he is loath to do so.

Orcus' Stats

See the Monster Appendix for a full description of the Demon Prince. Orcus's avatar is considerably stronger than normal when temples dedicated to him in Rappan Athuk remain functioning. His statistics and abilities—depending on the number of shrines destroyed—are as follows:

Orcus (unweakened): HD 30 (120 hp); AC -5 [24]; Atk *Wand of Orcus* (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison); Move 18 (fly 24); Save 3; AL C; CL/XP 40/10400; Special: Command undead, spells, summon undead, +3 or better weapon to hit, immunity to electricity and poison, speak with dead, magic resistance (75%), telepathy 100 ft.

Orcus (one shrine destroyed): HD 29 (110 hp); AC -5 [24]; Atk *Wand of Orcus* (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison); Move 18 (fly 24); Save 3; AL C; CL/XP 40/10400; Special: Command undead, spells, summon undead, +3 or better weapon to hit, immunity to electricity and poison, speak with dead, magic resistance (65%), telepathy 100 ft.

Orcus (two shrines destroyed): HD 27 (90 hp); AC -5 [24]; Atk *Wand of Orcus* (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison); Move 18 (fly 24); Save 3; AL C; CL/XP 40/10400; Special: Command undead, spells, summon undead, +2 or better weapon to hit, immunity to electricity and poison, speak with dead, magic resistance (55%), telepathy 100 ft.

Orcus (three shrines destroyed): HD 25 (70 hp); AC -5 [24]; Atk *Wand of Orcus* (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison); Move 18 (fly 24); Save 3; AL C;

CL/XP 40/10400; Special: Command undead, spells, summon undead, +1 or better weapon to hit, immunity to electricity and poison, speak with dead, magic resistance (45%), telepathy 100 ft.

Treasure: If you are reading this, ask yourself . . . did I give this away too easily. If the answer is no, well then, it's time to reward the PCs and realize you are kidding yourself. Orcus' lair contains a vast hoard. In addition to the *wand of Orcus*, it contains the following: 2,500,000 gp in various coins; 1,200,000 gp worth of gemstones of various shapes, sorts, and sizes; 200,000 gp worth of objects of art and jewelry of various sorts and sizes; a suit of *+5 fiery platemail* (grants immunity to fire); the *Staff of Wizardry*, a *rope of entaglment*, a *deck of many things*, and an *efreeti bottle*; six randomly determined +1 to +3 weapons and armor with no special abilities; and a planar gate, which allows transport back to the Portal of Darkness, Level 13, Area 13-4. The planar gate cannot be moved. It is positioned at the far end of the den, behind the main altar. Good luck getting to it with Orcus around!

Experience: It is left to the individual Referee to award experience for this encounter as there are too many variables. Needless to say, encountering Orcus, even if the PCs flee through the planar gate, should be worth enough experience to gain a level.

Appendix A: New Monsters

Albino Cave Spider

Hit Dice: 1d4 hp
Armor Class: 2 [17]
Attack: Bite (1d3 plus poison)
Saving Throw: 18
Special: Poison
Move: 9 (Climb 3)
Alignment: Neutral
Challenge Level/XP: B/10

The albino cave spider is a hunting spider, preferring to lurk on the tops and sides of toadstools and leaping or dropping onto prey. It then injects its venom, and scurries away, waiting for it to do its work. Once the victim has been turned into glowing ooze, it returns to feed. The albino cave spider normally feeds on normal and dire rats, but it attacks anything that comes within range.

The albino cave spider has a dangerous venom that shares certain properties with green slime. The poison does 1d4 points of constitution damage on a failed saving throw. Further, if the saving throw fails, the venom has established a foothold in the victim's system, and continues to require saves (once per hour) until cured. What the poison does is convert living tissue into a phosphorescent blue pus-like substance. Victims whose constitution scores reach 0 die, and the metabolic process accelerates until the entire body save the bones and a thin shell of skin remain. Infected body parts have a strange, squishy feeling, and pressing on infected wounds draws forth a minty, blue-glowing goo. The cave spiders are attracted to the odor of this goo, for it is the substance that they subsist on; typically, an infected victim draws more spiders from the surrounding environment, which wait until the victim succumbs before moving in and feasting.

Amalgamation

Hit Dice: 30
Armor Class: -3 [22]
Attack: Up to five attacks: slam (2d6) or by weapon
Saving Throw: 3
Special: Item use, swarm attack 10d6, half damage from weapons, immunities
Move: 3 (Fly 18)
Alignment: Neutral
Challenge Level/XP: 34/8,600

The amalgamation is a special creation used by certain ancient spellcasters to defend their hordes and treasure vaults—for even should the guardian fall, most of the items being guarded would be destroyed, and hence not fall into enemy hands. The creature is composed of a large number of magical and mundane items, and it can use any of them to attack. Because of its magical nature, the amalgamation can even wield magic items such as wands without penalty. The amalgamation resembles a vortex or cloud of items 20 feet in diameter, swirling within a shimmering field of energy. The precise appearance of the construct depends on the items that comprise its bulk.

The amalgamation can use any of the items contained within its bulk to use, and it can activate and use up to five items per round. It can therefore attack with weapons, activate magic items, hurl flaming oil, or slam random objects against opponents. When activating magic items, it is considered to be using them as if a person of the required class. Unless instructed otherwise, the amalgamation uses items at random from its bulk. However, it does not target them randomly—it uses them with care and precision, as if it had a genius intellect. Items with limited uses, such as scrolls and wands, are expended normally.

The amalgamation can move over enemies and damage them with the flying weapons and objects composing its bulk. It does this simply by moving over its victims, who are allowed either a saving throw against the amalgamation, at their option. Anyone within the amalgamation takes 10d6 points of damage per round, with a saving throw allowed for half. This is not considered an area effect for the purposes of evasion and similar abilities.

The amalgamation is immune to all spells and supernatural powers except the following: *Dispel magic* can be used to deactivate magic items; *anti-magic shell* causes it to subside into quiescence for 1d4+1 rounds, during which time it is considered helpless.

Treasure: An amalgamation should incorporate at least one magic item per hit die. Once it is destroyed, there is a flat 70% chance that a given item has been destroyed or disenchanted—assuming the item was not already expended in battle.

Construction: The creation of an amalgamation is a process lost to time. In addition to the magic items, another 100,000 gp in components must be expended to summon the necessary binding forces, and multiple *wish* spells are required to anchor the forces together.

Barrow Wight

Hit Dice: 6
Armor Class: 3 [16]
Attack: Slam (1d4 + energy drain)
Saving Throw: 11
Special: Level drain, insanity gaze
Move: 12
Alignment: Chaos
Challenge Level/XP: 11/1700

Barrow wights are undead creatures akin to normal wights, but they are always found in or near barrows, usually guarding the treasure contained therein. Creatures hit by a barrow wight's slam attack are drained of one level. Creatures killed by this level drain rise as barrow wights in 1d4 rounds and remain under their creator's control until it is destroyed. Anyone with 30 feet that meets a barrow wight's gaze is affected as if by a *symbol of insanity* spell unless they make a successful saving throw.

Bebilith

Hit Dice: 12 (60 hp)
Armor Class: –2 [21]
Attack: 2 claws (2d4), bite (2d8 plus poison) or web
Saving Throw: 3
Special: Immune to electricity and poison, *plane shift* at will, *web* 4/day. Communicate telepathically
Move: 15 (Climb 9)
Alignment: Chaos
Challenge Level/XP: 14/2600

One of the few creatures in the multiverse that preys on the demonic hordes of the lower planes, the bebilith is a horrible sight to behold. A massive extraplanar arachnid, the spider-like bebilith has evolved into a highly efficient demon-hunter.

Extremely intelligent, the bebilith could be the greatest scourge in the multiverse if not for its devotion to hunting demons. The creature has terrible physical attacks, can shoot *webs* 4 times per day, and can transfer its body and possessions (if any) to any place in the mutiverse at will (see side box for more information on *plane shift*). The bebilith is usually a solitary hunter, although occasional packs of the horrors band together to go on a hunting rampage.

Plane Shift

Level Cleric, 5th level
Range: Touch
Duration: Instantaneous

This spell transports the caster and up to eight willing travelers to another plane of existence. All travelers must form a circle and hold hands to complete the journey. The shift takes only a few seconds, and the travelers arrive slightly disoriented. Accuracy is impossible; travelers appear at the new location 5 to 500 (5d%) miles away from the intended location. This spell in no way protects the travelers from the native environment. Unlike the *teleport* spell, there is no chance of harmful travel.

Beetlor

Hit Dice: 8
Armor Class: 1 [18]
Attack: 2 claws (3d4) and bite (1d10)
Save: 8
Special: Confusion
Move: 6 (Burrow 3)
Alignment: Neutral
Challenge Level/XP: 9/1100

Beetlors are subterranean, insectoid predators. They have shiny, orange carapaces and yellowish underbellies. Their claws are harder than steel, allowing them to burrow through stone. Sentient creatures that look into a beetlor's multi-faceted eyes must pass a saving throw or be confused (as the spell) for 3d4 rounds. Beetlors have their own language.

Blood Orchid

Hit Dice: 5
Armor Class: 3 [16]
Attack: 8 tentacles (1d3 plus poison)
Saving Throw: 12
Special: Blood drain, poison, resistance to electricity and fire (50%), telepathic bond
Move: 3 (Fly 12)
Alignment: Chaos
Challenge Level/XP: 8/800

The blood orchid is an intelligent creature with certain qualities of both animal and plant. It has three downward-curving "petals" of flesh with a dark, pebbly outer hide and a pallid whitish underside. The petals end with split tip, and converge at the blood orchid's center. On its underside at the center dangle a swarm of writhing pallid tentacles: 16 manipulator arms and eight thinner tendrils with red eyes at the ends. At the center of these tentacles is a sphincter-shaped mouth at the end of a flexible trunk one foot long and six inches in diameter. At the apex of the blood orchid there is another cluster of eye tendrils. The blood orchid can close its outer petals downward and rest on the ground, where it resembles a rocky nodule or fungus of some kind. Despite their plantlike appearance, blood orchids are quite intelligent and ruthless.

Blood orchids feed in two ways: They can draw nutrients from soil and organic matter by settling atop it and burrowing their tentacles in like roots, and they can attach their mouths to living creatures with blood and drain blood from them. Both forms of feeding are required for the blood orchid to remain healthy. Communication for blood orchids is through a means of empathy/telepathy. They have no sense of hearing.

Blood orchids can attack with up to eight of their 16 tentacles at a time. Tentacles that hit inject a euphoria-inducing venom through spines on their sides. Those who fail a save against this poison are put into a comatose state for 1d6 minutes. Blood orchids will grapple helpless opponents and then feed off them with their blood-draining mouth. One favorite tactic of blood orchids is to drain almost all the victim's blood (leaving 1 Con point left), then wait until the euphoria venom wears off before draining that final point, savoring the terror in the mind of its victim as it does so. When attacked by superior numbers, blood orchids will seek to paralyze as many people as possible before feeding, and will flee if outmatched.

Victims hit by a tentacle must pass a saving throw or be grabbed. A blood orchid that gets a hold can pull its foe to the mouth on its underside and drain blood from the victim, inflicting 1d4 points of constitution damage each round.

Blood orchids communicate through a non-magical telepathic bond. They can sense emotions in other blood orchids at a distance of 100 feet or less, and emotions in other creatures at a range of five feet. They can communicate mentally with each other through full telepathy at a distance of 20 feet or less, and can share knowledge very rapidly when touching each other.

Bone Crawler

Hit Dice: 12
Armor Class: 8 [11] or 2 [17]
Attack: Up to 12 bone blades (1d10) and whipfronds (1d6)
Saving Throw: 3
Special: Bone armor, bone blades, magic resistance (10%), whipfronds, whirling frenzy
Move: 12 (Climb 9)
Alignment: Neutral
Challenge Level/XP: 14/2600

Unarmored, the bone crawler is a fleshy disc-shaped lump approximately six feet in diameter, with a slightly concave top. The bottom curves downward, and ends with a circular mouth at its nadir. From the central mass sprout several dozen tentacles, each specialized to perform different

functions; stubby muscular ones provide movement, thin graceful tendrils are tipped with sensory organs, and the long, limber whipfronds are used as a means of attack and manipulation. The flesh of a bone crawler ranges from olive green to slate grey to jet black.

When it is encased in bone armor, the bone crawler appears much different. When still, it resembles a 15 foot diameter mound of bones, piled haphazardly together. Observers have a 1 in 6 chance to note tendrils or roots growing among the mass. Once it begins to move, the armored crawler is a whirling nightmare of interlinked bones forming a 15 foot diameter central mass, with bony tentacles extending out from it in all directions.

The bone crawler is an unusual aberration that girds itself with steel-hard bones, fused together and manipulated by tentacular limbs called whipfronds, to serve as both a weapon and a defense.

Many centuries ago a lich created the first bone crawler, as a means of removing stray bones and other clutter from his lair, and putting this refuse to good use in defending his lair. The bone crawler bred true, was exchanged with allies of the long-destroyed lich, and now they can be found scattered around in ancient crypts and lairs, and roaming obscure corners of deep halls beneath the earth.

Bone crawlers exist by attacking and killing just about anything it can come to grips with. It feasts upon the flesh of its enemies, and integrates the remaining skeleton into its mass, repairing any damage to the bone armor. Independent bone crawlers have also been known to seek out crypts and graveyards, exhuming bodies for their bones.

The bone crawler usually masquerades as a pile of bones until enemies draw near. If it is discovered or attacked, it springs into action, closing as fast as it can and attacking with as many of its bone blades as it can bring to bear. If surrounded, it will unleash its whirling frenzy. Bone crawlers were bred to have little fear of death, so they usually fight until killed unless ordered otherwise.

The bone crawler has a number of bony limbs that it can manipulate with its whipfronds. The bone crawler has one whipfrond per hit die. Whipfronds have a reach of 10 feet, or 5 feet when encased with bone blades. A whip frond can be severed with a successful attack at -4 to hit with a slashing weapon that inflicts, in a single blow, a number of hit points of damage equal to the bone crawler's hit dice. The bone crawler can regenerate one whipfrond per day. Whipfronds cannot be sundered so long as they are encased in bone armor; sunder attacks rolled against them instead deal damage to the bone armor itself.

The bone crawler can only attack a single target with a maximum of four bone blades at once.

The bone crawler may whirl its bone blades around it in a swirling storm of sharpened edges. This attack inflicts 1d8 points of damage per three bone blades used (round down) on anyone within normal reach of its bone blades. A saving throw is allowed to avoid taking damage from this attack.

The bone crawler is surrounded with a shell of iron-hard bones. This shell is the equivalent of platemail. The bone armor has hit points equal to 10 x (HD + 1). Bone armor weighs one pound per hit point. It can take damage like any object, though it receives the bone crawler's saving throws and spell resistance. Unlike carried objects, area of effect attacks require the bone crawler to roll a separate saving throw for its bone armor, even if it makes the saving throw itself. Magic resistance is checked just once for the overall creature, however.

Every 10 hit points' worth of bone armor after the first 10 hp provides the bone crawler with one bone blade that it can use in melee as described above. As its armor receives damage, it likewise loses these bone blades. The last 10 points of bone armor represent those protecting the main body itself; until they are destroyed, the central body is considered to have AC 2 [17].

The bone crawler can repair its armor by absorbing new bones into its mass. This requires a 24-hour period while enzymes secreted by specialized tendrils harden the bone. The number of hit points gained depends on the size of the skeleton or bone collection absorbed: A normal skeleton repairs 2d4 hit points.

Cave Creeper

Hit Dice: 3
Armor Class: 7 [12]
Attack: 8 tentacles (1 plus paralysis)
Saving Throw: 14
Special: Paralysis, swallow paralyzed creatures whole, surprise on 1-3 on 1d6
Move: 12 (Climb 12)
Alignment: Neutral
Challenge Level/XP: 4/120

Cave creepers are ash grey octopods covered in paralyzing ooze that has an electric blue sheen. They can stick to virtually any surface, allowing them to ambush victims from walls and ceilings. Cave creepers can alter their coloration slightly to achieve a greater chance for surprise. While the cave creeper's tentacle attacks are fairly weak, they can swallow paralyzed creatures and store them in a translucent sack filled with acid that deals 1 point of constitution damage each round. Adventures can actually watch a comrade slowly dissolve. When there is nothing left but bone, the monster regurgitates the corpse. Cave creepers travel in pods of 2d6 creatures and have a penchant for stealing shiny trinkets.

Carrion Claw

Hit Dice: 6
Armor Class: 6 [13]
Attack: Atk 6 spears (1d6) and bite (1d2 + paralysis poison)
Saving Throw: 11
Special: Camouflage, paralysis
Move: 12
Alignment: Neutral
Challenge Level/XP: 8/800

This insect-like horror has six large, spear-like legs and a poison bite (save or paralyzed). It crawls about on hundreds of legs, using its six spears to impale victims which it then bites. It resembles a centipede. Its body is covered with tiny hair-like barbs that allow this creature to grab a man-sized or smaller opponent with a roll of 1-4 on a d6, thus dragging the hapless target away.

Carrion claws have a preferential taste for elf flesh, and seek to attack and eat elves before other opponents. It does not like halfling flesh, and kills, but does not devour, halflings. The creature can climb any surface, even hanging upside down from the ceiling if desired. The carrion claw is terrified of and hates magical light. Any magical light that contacts a carrion claws stuns the creature for 1 round. The carrion claws camoflague ability allows it to blend into its surroundings; it is seen only on a roll of 1 on a d6.

Crimson Death

Hit Dice: 13
Armor Class: 0 [19]
Attack: Incorporeal touch (fluid drain)
Saving Throw: 3
Special: Fluid drain, grab, incorporeal traits, weakened
Move: 24
Alignment: Chaos
Challenge Level/XP: 15/2,900

A crimson death attacks from ambush, usually hiding in naturally occurring fog and waiting for potential prey to wander close. Often times, a crimson death uses sound (imitating cries for help, for example) in

an attempt to lure a victim into its grasp. An opponent that gets hit by a crimson death must pass a saving throw is wrapped in its incorporeal tendrils. A crimson death deals 1d6 points of constitution damage to a grabbed opponent each round it maintains the hold. After draining its victim's constitution, the crimson death, sated from its feeding, moves at one-half its normal speed and becomes corporeal for 1 hour.

Demon: Maphistal

Hit Dice: 20 (90 hp)
Armor Class: -3 [22]
Attack: +3 *heavy mace* (2d6) and bite (1d8 plus disease) or 2 claws (1d8) and bite (1d8 plus poison)
Saving Throw: 3
Special: Bone knit, disease, spells, summon undead, +1 or better weapon to hit, immunity to electricity and poison, magic resistance (70%), telepathy 100 ft.
Move: 15 (Fly 30)
Alignment: Chaos
Challenge Level/XP: 30/7400

Maphistal is the second of Orcus, Demon Prince of the Undead. He makes his home on a stinking, smoldering layer of the Abyss and commands his troops from his great castle, *Maalstege* (The Keep of

Bones, so called because it is believe to be constructed from the skeletal remains of those slain by Maphistal). He is loyal to no one but Orcus. He does not trust Sonechard, the General of Orcus's undead legions, and seeks to discredit him at any opportunity, though he does not do this

openly for fear of rebellion by his troops or punishment by Orcus. His machinations against Sonechard are primarily through his agents and spies in Sonechard's camps.

Maphistal stands 9 feet tall and weighs 700 pounds. He is a feral-looking humanoid with two great horns protruding from his head and huge, bat wings sprouting from his shoulders. His legs end in sooty hooves and short, coarse, black hair covers his body save his face and clawed hands.

Maphistal's *+3 heavy mace* deals an extra 1d6 points of damage against lawful creatures and it drains one level from any lawful creature attempting to wield it. Each time a living creature is hit by Maphistal's mace, it must succeed on a saving throw or lose 1d4 points of Dexterity as its bones fuse together. Creatures reduced to 0 Dexterity can no longer move or attack. Only a *restoration* spell can repair this damage, restoring 1d4 points of Dexterity with each application.

Maphistal's bite infects victims with a demonic fever that incubates for 1 day and then begins inflicting 1d6 points of Constitution damage each day until the afflicted succeeds at a saving throw at a -3 penalty. Maphistal can cast the following spells: *Animate dead, darkness, dispel magic, power word stun* and *suggestion*. Once per day, Maphistal can summon 3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghasts, 1d6 wraiths or wights, or 1d4 spectres.

Devouring Mist

Hit Dice: 14
Armor Class: 6 [13]
Attack: 2 slams (1d6 plus blood drain)
Saving Throw: 3
Special: Blood drain, create spawn, +1 or better weapon to hit, gaseous, magic resistance (25%)
Move: Fly 15
Alignment: Chaos
Challenge Level/XP: 16/3200

These drifting nightmares resemble clouds of dark red vapor, normally about 10 feet in diameter, though they can reshape their body and slip through even the smallest of cracks with ease. Spawned of the dreams of the Bloodwraith, devouring mists are undead composed of equal parts blood and malice, wedded together by negative energy. They drift the halls of the Bloodways, looking for living prey to feed on and torment. When they strike, they engulf their enemies and draw the blood from their bodies.

Devouring mists cannot speak, or produce any sounds at all, but they do understand Common.

A devouring mist is gaseous, and therefore can pass through small areas, such as cracks under doors, but it cannot pass through solid matter. Devouring mists are utterly silent.

On a successful slam attack, the devouring mist deals 1d4 points of constitution damage as it pulls the blood out of its victim's body through the skin. For every point so drained, the devouring mist regains 1d4 hit points. Creatures without blood are immune to blood drain.

If a victim's constitution is reduced to 0 due to the devouring mist's ability drain, the blood from the victim's body forms into a new devouring mist in 1d4 rounds. Further, the victim's corpse arises as a vampire in 1d4 days, unless the remains are blessed prior to this rising.

Dragon, Faerie

Hit Dice: 2
Armor Class: 4 [15]
Attack: Bite (1d4)
Saving Throw: 16
Special: Breath weapon, spells, invisibility, magic resistance (10%), telepathy (2 miles)
Move: 9 (Fly 36)
Alignment: Neutral
Challenge Level/XP: 5/240

The faerie dragon is a tiny beast with delicate and brightly colored butterfly wings and a long, thin prehensile tail. Its scales are smooth and range in color from red to purple, with all colors of the spectrum

falling in between. Its eyes are bluish-green, and its backward curving horns are silver with gold flecks. Faerie dragons are fey members of the dragon family and are believed to be distant cousins of the pseudodragon. Female faerie dragons have a golden sheen to their coloring while males

have a silver sheen. Faerie dragons love to play pranks on passersby and employ their spells to this end. Some faerie dragons spend months on end preparing for the day they can unleash their single grand practical joke or prank. Faerie dragons avoid combat and only attack if cornered or if their lair or young are in immediate danger. A faerie dragon attacks with its breath weapon, spells, and bite.

The faerie dragon's breath weapon is a cone 5 feet long and 5 feet wide at the base. Those within the cone must pass a saving throw or or wander aimlessly in a state of euphoric bliss for 2d6 rounds (similar to a *confusion* effect). The faerie dragon can emit its breath weapon three times per day.

A faerie dragon can replicate magic-user (65% chance) or druid spells (35% chance) as a 4th level spell caster. A faerie dragon can become invisible at will and remain invisible even while attacking. This effect can be dispelled, but the faerie dragon can create it again on its next turn.

Gas Spore

From a distance greater than 10 ft., the gas spore is likely to be mistaken for a different orb-shaped monster. The gas spore is not related to that creature, but uses its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 6. When a gas spore contacts a living creature (or a living creature touches a gas spore unarmed or with natural attacks), it injects poisonous rhizomes into the foe if that opponent fails a saving throw. Each day thereafter, an infected creature must succeed on a saving throw (cumulative -1 penalty per additional day) or take 1d6 points of constitution damage. Constitution damage continues until the victim dies or the rhizomes

are destroyed. At constitution 0, a victim dies and 2d4 gas spores emerge from its body. A *cure disease* spell cast on an affected creature before it dies destroys the rhizomes and prevents any further constitution damage.

If a gas spore is struck for a single point of damage (by a weapon, natural attack, spell, or effect), it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30-foot radius. A successful saving throw reduces the damage by half.

Juju Zombie

Armor Class: 2 [17]
Attack: Weapon or fists (1d6)
Saving Throw: 14
Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%)
Move: 12
Alignment: Chaos
Challenge Level/XP: 5/240

A juju zombie looks like a desiccated humanoid with grayish, leathery flesh. It is dressed in filthy rags, and its eyes are small pinpoints of crimson light. An odor of death hangs in the air around the creature.

Juju zombies' hatred of living creatures and the magic that created them are what hold them to the world of the living. When a humanoid or monstrous humanoid is slain by an *energy drain* or a similar spell or spell-like ability, it may rise as a juju zombie.

Meat Puppet

Hit Dice: 4
Armor Class: 7 [12]
Attack: Slam (1d6)
Saving Throw: 13
Special: Throttle, resistance to slashing and piercing weapons (50%), fleshknit
Move: 12
Alignment: Chaos
Challenge Level/XP: 5/240

Meat puppets are boneless, skinless corpses reanimated after being exposed to necromantic energies. Creatures struck by their slam attack must pass a saving throw or be grappled and throttled by its boneless limbs. Throttled victims are strangled and suffer 1d6 points of damage until the hold is broken with an attack or an open doors check. The meat puppet heals damage done to it at a rate of 1 hit point per round. It continues to heal damage even if reduced below 0 hit points, or disintegrated. Only damage from magic weapons is not mended.

Minotaur, Phase

Hit Dice: 6
Armor Class: 5 [14]
Attack: Two-handed axe (3d6) and gore (1d8)
Saving Throw: 11
Special: Powerful charge (double damage), etherealness, cannot get lost in maze
Move: 12
Alignment: Chaos
Challenge Level/XP: 7/600

A phase minotaur stands more than 7 feet tall and weighs about 700 pounds. A phase minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that scores double damage.

A phase minotaur can shift from the Ethereal Plane to the Material Plane and shift back again in place of a move, attacking while material.

Mohrg

Hit Dice: 10
Armor Class: 0[19]
Attacks: 1 fist (1d8) or tongue (paralysis)
Saving Throw: 5
Special: paralyzing tongue
Move: 12
Alignment: Chaotic
Challenge Level/XP: 13/2,300

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. They resemble zombies, but are far more dangerous, being somewhat more intelligent, much faster, and much stronger a zombie.

Due to a morhg's blinding speed, these monsters will always attack first during a combat round unless squared off against an opponent using some sort of magic that increases the character's own speed of motion (such as boots of speed). Morghs have two possible methods of attacking. First, the morgh's tongue extends five feet, and has a paralyzing effect. A saving throw at -2 is permitted to avoid this effect, but victims failing the saving throw are paralyzed for 1d6 turns. The morgh's second option in combat is to strike opponents with its fists. When the morgh hits with its hands, the strike not only causes damage, but allows the morgh to hold on if the victim fails a saving throw. A character who is so held cannot attack, and if the morgh with its tongue in a subsequent round, the tongue will hit automatically (although the victim is still allowed a saving throw to avoid paralysis). Any held character may break free with a successful saving throw during the character's attack initiative.

Any character killed by mohrg will rise after 1d4 days as a zombie under the morhg's control. Thus, morghs are often found accompanied by 1d6 zombies.

Mordnaissant

Hit Dice: 9
Armor Class: 5 [14]
Attack: 2 claws (1) or ray (see below)
Saving Throw: 7
Special: Death curse, lash of fury, pain wail
Move: 3 (Fly 24)
Alignment: Chaos
Challenge Level/XP: 12/2000

Occasionally when a pregnant mother dies violently in a place infused with unholy or negative energies, the unborn child within her does not simply perish, but instead continues to grow, vitalized by dark power, until it is capable of clawing its way free from its dead mother. This horrible creature, known as a mordnaissant, lives an existence of eternal pain, loneliness and suffering, relieved only by its ability to inflict harm on those around it. The mordnaissant appears as a shriveled fetus that floats within a translucent sphere of black energy. Though capable of crawling, it prefers flight. The glitter of its jet-black eyes denotes a limited but hostile intellect lurking behind them. Mordnaissants avoid bright light if they can, though they suffer no ill effects from it.

The mordnaissant attacks any living creatures it encounters, wailing in pain and lashing out with dark energy. It only uses its claw attacks as a last resort, such as if grappled, or if no enemies are mobile enough to oppose it.

The mordnaissant can produce a terrible, befuddling wailing sound that mirrors the pain its very existence brings it. All living creatures within

20 feet must make a saving throw each round the wailing continues or be stunned for one round.

The mordnaissant can lash out with its negative energy powers and directly attack the vitality of living creatures. This is a ranged ray attack that requires a ranged attack that ignores armor. If the ray hits, the victim must make a saving throw for half damage or duration, as appropriate.

There are three possible lashes the mordnaissant can use. It can whip the flesh, which inflicts 2d10 points of *cause wounds*-type damage; it can whip the mind, which causes 1d4+1 points of temporary intelligence damage; or it can whip the soul, which stuns the victim for 1d4+1 rounds.

As a final cruel jest to the individual that puts a mordnaissant out of its misery, the slayer must make a saving throw or suffer from a terrible curse that reduces all subsequent XP rewarded by 20%. This curse may only be removed by a *remove curse* spell or with the application of a *limited wish* or *wish*.

Mustard Jelly

Hit Dice: 7
Armor Class: 2 [17]
Attack: Slam (2d4 plus 1d4 acid)
Saving Throw: 9
Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%)
Move: 12
Alignment: Neutral
Challenge Level/XP: 12/2000

Mustard jelly appears to be a yellowish-brown form of the ochre jelly and is thought to be a distant relative of said creature. However, the mustard jelly is far more dangerous than its supposed relative because it is intelligent. The mustard jelly gives off a faint odor of mustard plants to a range of 20 feet. The mustard jelly exudes an aura in a 10-foot radius centered on it that *slows* (as the *slow* spell) any creature in the area as long as it remains in the area and for 1d4 rounds afterward. A new save must be made each round a creature is within 10 feet of the mustard jelly.

A mustard jelly attacks by forming a pseudopod from its body and either slashing or enveloping its foes. A creature hit by a pseudopod must pass a saving throw or be constricted for automatic pseudopod damage each round.

A mustard jelly can split itself into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot divide itself. When divided, each jelly moves faster than the original (base speed 15 feet per round).

A mustard jelly is immune to electrical effects and *magic missiles.* If targeted by an electricity effect (including area effects) or a *magic missile* spell, the mustard jelly gains temporary hit points equal to the amount of damage it would have otherwise sustained. These temporary hit points last for 1 hour.

Ooze, Ebon

Hit Dice: 8
Armor Class: 9 [10]
Attack: Crush (3d6 plus 2d6 acid)
Saving Throw: 8
Special: Acid, engulf, immunities
Move: 9
Alignment: Neutral
Challenge Level/XP: 9/1100

This loathsome mass of black gelatinous substance bears a close resemblance to its cousin, the black pudding, and is often mistaken for one. It is a jet-black blob that tends to stay in a single, rounded mass save when it lashes out with a pseudopod or attempts to engulf a target. The ebon ooze, though resembling and distantly related to the black pudding, actually has more in common with a gray ooze. It has an affinity for negative energy, and often seeks out or is born in places where large numbers of undead dwell. Unlike most oozes, the ebon ooze is intelligent, and takes great pleasure in stalking and devouring living creatures. Although it is not adversely affected by sunlight, the ebon ooze finds it painful, and so usually takes shelter by day if outdoors.

The ebon ooze prefers to attack by ambush, and uses terrain to its advantage. Though not an especially brilliant thinker, it does devote a lot of time to hunting and killing prey, and is unusually good at it. If it feels it clearly outmatches its prey, it stalks and torments its food rather than simply killing it.

The acid of the ebon ooze dissolves only living flesh. The bones and even skin of the victim are discarded when it has finished consuming a meal.

Those hit by a successful crush attack may be engulfed in the same round if the victim fails a saving throw. Those engulfed are subject to acid damage each round and are considered grappled and trapped within the body of the ooze. The ooze is free to make other crush attacks in subsequent rounds, and can engulf up to six creatures.

Ebon oozes are immune to acid and sonic damage and to disease and any poison not specifically designed to affect oozes. Cold-based attacks stun the ebon ooze for one round per six points of damage they would have inflicted, rounded down (minimum 0). Fire and force-based attacks do normal damage.

Orcus (Demon Prince of Undead)

Hit Dice: 30 (120 hp)
Armor Class: –5 [24]
Attack: *Wand of Orcus* (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison)
Saving Throw: 3
Special: Command undead, spells, summon undead, +3 or better weapon to hit, immunity to electricity and poison, speak with dead, magic resistance (75%), telepathy 100 ft.
Move: 18 (Fly 24)
Alignment: Chaos
Challenge Level/XP: 40/10400

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to leads his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

Orcus is a squat, bloated humanoid standing 15 feet tall and weighing 3 tons. His goat-like head sports large, spiraling ram-like horns and his legs are covered in thick brown fur and end in hooves. Two large, black, bat-like wings protrude from its back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a *gate* and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.

Combat

Orcus prefers to fight using his *Wand*. His tail sting delivers a virulent poison (save or die).

Orcus can command or banish undead as a 15th-level cleric, controlling up to 150 HD worth of undead at one time. He casts spells as a 15th level cleric and 12th level magic-user, and can use the following magical abilities at will: *animate dead, charm monster, darkness, dispel magic, ESP, fear, feeblemind* (1/day), *lightning bolt, speak with dead, symbol (any)* and *wall of fire.*

Orcus radiates a 60-foot-radius aura of fear (as the spell). A creature in the area must succeed on a saving throw or be affected as though by a fear spell (caster level 35th). A creature that successfully saves cannot be affected again by Orcus's fear aura for one day.

Three times per day, Orcus can summon one balor, 1d3 nalfeshnees or 1d4 mariliths. As their prince, Orcus can summon up to 100 HD of any type of undead each day.

Wand of Orcus: Mighty Orcus wields a huge black skull-tipped rod that functions as a *+3 heavy mace*. It slays any living creature it touches if the target fails a saving throw. Orcus can shut this ability off so as to allow his wand to pass into the Material Plane, usually into the hands of one of his servants. Further, the *Wand* has the following magical powers: 3/day—*animate dead, darkness* and *fear;* 2/day—*unholy word.*

Servants of Orcus

The followers of the Prince of Undead are clerics that venerate death, magic-users fascinated with death, and cambions and alu-demons. His followers are most often clerics and necromancers. Clerics of Orcus are known as Disciples of Orcus and must sign a pact of evil. Disciples of Orcus can receive spells up to 3rd level from Orcus.

Plantoid

Hit Dice: 5
Armor Class: 5 [14]
Attacks: 4 tendrils (1d4 + grab)
Saving Throw: 12
Special: Only harmed by sharp weapons, control, create servitor
Move: Fly 15
Alignment: Neutral
Challenge Level/XP: 6/400

This creature is a floating sphere of moss with several red eyes that are randomly spaced over the surface of the sphere, looking out through eyelid-like gaps. Plantoids are creatures from another dimension or plane of existence, occasionally summoned forth into the Material Plane. The eyes are not magical, but the long strands of moss trailing after the plantoid have a very dangerous ability to enslave anyone caught within them. The soft, mossy consistency of plantoids makes these creatures immune to blunt weapons. The plantoids can snap their mossy beards out like whips, attempting to touch a potential victim.

A plantoid lashes out with several mossy tendrils when it attacks. Those who are struck must pass a saving throw or be grabbed by the monster. The next round, the tendrils of a plantoid inject a mind-controlling substance. Anyone so injected must pass a saving throw or be completely dominated by the creature. The victim also gets a new saving throw to resist every 4 hours after control is initiated..

Anyone who remains controlled by a plantoid for more than 24 hours becomes a plantoid servitor, all human reason irrevocably lost. A plantoid can only control and transform a single creature or servitor at a time. Servitors fight as zombies with a bite attack that conveys a poison that paralyzes for 1d6 rounds.

Plantoid King

It is rumored that plantoid "Kings" exist, with 10 HD, magic resistance (55%), and can only be harmed by +1 or better weapons.

Ravager

Ravager (crawler)

Hit Dice: 30 (180 hp)
Armor Class: –4 [23]
Attack: Bite (6d6), 4 claws (4d6)
Saving Throw: 3
Special: Trample (4d6), +3 or better weapon to hit, death resistance, cold and fire resistance (50%), form-shifting, magic disruption (20%), regenerate 3 hp/round, vampiric healing.
Move: 18 (Burrow 9)
Alignment: Neutral
Challenge Level/XP: 40/10,400

Ravager (brawler)

Hit Dice: 30 (180 hp)
Armor Class: –4 [23]
Attack: Bite (6d6), 2 claws (4d6)
Saving Throw: 3
Special: Trample (4d6), +3 or better weapon to hit, death resistance, cold and fire resistance (50%), form-shifting, magic disruption (20%), regenerate 3 hp/round, vampiric healing.
Move: 30
Alignment: Neutral
Challenge Level/XP: 40/10,400

Ravager (flier)

Hit Dice: 30 (180 hp)
Armor Class: –4 [23]
Attack: Bite (6d6), 2 claws (4d6)
Saving Throw: 3
Special: Trample (4d6), +3 or better weapon to hit, death resistance, cold and fire resistance (50%), form-shifting, magic disruption (20%), regenerate 3 hp/round, vampiric healing.
Move: 9 (Fly 40)
Alignment: Neutral
Challenge Level/XP: 40/10,400

Ravager Spawn (crawler)

Hit Dice: 16
Armor Class: –2 [21]
Attack: Bite (3d8) and 4 claws (2d8)
Saving Throw: 3
Special: +3 or better weapon to hit, death resistance, fire resistance (50%), form shifting, magic disruption (5%), regenerate 3 hp/round, vampiric healing
Move: 15 (Burrow 3)
Alignment: Neutral
Challenge Level/XP: 25/5,900

Ravager Spawn (brawler)

Hit Dice: 16
Armor Class: –2 [21]
Attack: Bite (3d8) and 2 claws (2d8)
Saving Throw: 3
Special: +3 or better weapon to hit, death resistance, fire resistance (50%), form shifting, magic disruption (5%), regenerate 3 hp/round, vampiric healing
Move: 18
Alignment: Neutral
Challenge Level/XP: 25/5,900

Ravager Spawn (flier)

Hit Dice: 16
Armor Class: –4 [23]
Attack: Bite (3d8) and 2 claws (2d8)
Saving Throw: 3
Special: +3 or better weapon to hit, death resistance, fire resistance (50%), form shifting, magic disruption (5%), regenerate 3 hp/round, vampiric healing
Move: 9 (Fly 30)
Alignment: Neutral
Challenge Level/XP: 25/5,900

The ravager has three possible forms, and corresponding descriptions:

Crawler: *This enormous creature stands 18 feet high at the shoulders and has a body 30 feet long. Its body is long and narrow, with eight stubby legs ending in ebon claws the size of large falchions. Its mouth is filled with sharp black teeth, and its eyes are jet-black orbs the size of dinner platters, set above a delicate muzzle like that of a bulldog. The body is hairless, covered with a thick, leathery crimson hide.*

Brawler: *Towering 35 feet high is a massive, apelike creature, resting on two sets of powerfully muscled legs. A third set of arms, thick and corded with muscle, bulges out from its massive shoulders, ending with massive black claws. The mouth is filled with jagged black teeth, and glistening black eyes are set over a wide muzzle. Its skin is deep red, somewhat lighter on the underbelly.*

Flier: *With a crack and boom, this creature spreads a pair of great leathery wings over 50 feet in span. Its body is lean and covered with rippling muscle beneath a thick, leathery crimson hide. Its claws and teeth are black, as are its eyes.*

The Ravager was created eons ago by a primeval race of beings who believed in the unity of three forces: body, mind, and spirit. In their ongoing war with another race of savages, they created several weapons of terrible power. The greatest of these is the living beast known only as the Ravager.

This beast was given incredible vitality, and the power to manipulate its own body to assume a form most advantageous to it: a crawling weasel-like form that can burrow, a hulking apelike humanoid form with greater reach and strength, and a winged form to allow it greater mobility and agility.

After being used once or twice on the battlefield, those who created it realized its awesome danger and contained it in the strongest prison they could devise, suspended in time until it would once again be needed.

However, due to the subsequent influence of Orcus near the vault where the Ravager was contained, the wards were damaged, and a taint of evil infected its quarantine. This has resulted in it reproducing asexually, and has granted the ravager an astonishing capacity for growth. For every decade that it lives, it permanently gains 1 hit die. There is no known limit to how far this advancement can go before it either devastates the planet it lives on or collapses under its own weight.

The ravager can damage creatures by simply walking over them, trampling them for 4d6 points of damage (save for half).

The ravager possesses an innate resistance to effects that would kill or permanently incapacitate it, including petrification and imprisonment. Against such effects it is considered to automatically make any required saving throws. It is also immune to all energy level damage and drain.

The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered helpless.

Every time the ravager comes into contact with a spell or supernatural effect, there is a percent chance as indicated above that the magic does not affect it. In the case of ongoing effects, a new check is made each round.

Whenever the ravager hits with a melee attack, it is healed hit points equal to half the damage it inflicts on its opponent. This ability cannot heal it above its natural maximum hit points. This ability extends to its trample special attack, where applicable.

Roper

Hit Dice: 10
Armor Class: 0 [19]
Attack: Tentacle (weakness), 1 bite (2d10)
Saving Throw: 5
Special: tentacles grab and cause weakness
Move: 3
Alignment: Chaos
Challenge Level/XP: 11/1700

Hit Dice: 11
Armor Class: 0 [19]
Attack: Tentacle (weakness), 1 bite (2d10)
Saving Throw: 4
Special: tentacles grab and cause weakness
Move: 3
Alignment: Chaos
Challenge Level/XP: 12/2000

Hit Dice: 12
Armor Class: 0 [19]
Attack: Tentacle (weakness), 1 bite (2d10)
Saving Throw: 3
Special: tentacles grab and cause weakness
Move: 3
Alignment: Chaos
Challenge Level/XP: 13/2300

Ropers are shapeless but extremely tough-skinned organisms, with about the body mass of a hill giant. They look very much like stone, and can shape themselves to resemble a natural pillar, stalagmite, lump, or any other simple rock formation. To attack, the roper hurls out long tendrils with a range of 50ft (one per round); the roper can use as many as six of these tentacles at a time. If the tentacle hits, it grabs the victim and draws him 10ft per round toward the roper's huge, tooth-filled mouth. The victim must make a saving throw or lose half his strength points due to the secretions on the tentacle (3d6 turns). A human has a 1 in 6 chance per round to break the roper's hold if his strength has been halved, 2 in 6 if his strength remains normal. Ropers are immune to electricity and take only half damage from cold, but they are susceptible to fire, taking +1 damage per hit die inflicted by fires (e.g., a 6 hit die fireball inflicts +6 damage).

Shadow Hunter

Shadow Hunter Hatchling

Hit Dice: 5
Armor Class: 2 [17]
Attack: Bite (1d6 plus poison)
Saving Throw: 12
Special: Poison, hunt by smell, shadowblend
Move: 12 (Climb 12, Swim 12)
Alignment: Neutral
Challenge Level/XP: 7/600

Shadow Hunter, Adult

Hit Dice: 8
Armor Class: 1 [18]
Attack: Bite (1d8 plus poison)
Saving Throw: 8
Special: Poison, hunt by smell, shadowblend (surprise on 1-4 on 1d6 in shadows)
Move: 12 (Climb 9, Swim 12)
Alignment: Neutral
Challenge Level/XP: 10/1400

The shadow hunter is a great, dark serpent that dwells in the deep caverns beneath the earth, where it hunts drow and other medium to large-sized creatures. An adult specimen is over 40 feet long and nearly five feet thick in its midsection. In full light it is covered with non-reflective black scales, and its underbelly is the dark red of clotted blood. Shadow hunters have the ability to blend into shadows, to protect themselves from molestation while digesting a meal, and to more successfully stalk prey. Unlike normal snakes, shadow hunters often work in groups of two or three to corner prey in passages.

Shadow hunters are sly but aggressive hunters, scenting prey and then stalking it. They usually know the region where they live fairly well, and often work with other shadow hunters to pin down prey. They are particularly fond of drow, but eat any small to large-sized creature as long as it is living, organic, and animal-based (i.e., not plant or fungus). When they attack, they strike and envenom their prey, holding on and chewing their poison into their foe until it stops struggling. If there is more than one foe present, they instead release the poisoned prey and lash out at anyone else who attacks them, returning to eat when they have driven off their disturbers.

A shadow hunter's poison is lethal, killing those who fail a saving throw.

Skeleton, Black

Hit Dice: 6
Armor Class: 4 [15]
Attacks: 1 weapon (1d6) or 2 claws (1d4)
Saving Throw: 11
Special: Shriek, immune to sleep and charm
Move: 12
Alignment: Neutral
Challenge Level/XP: 6/400

A black skeleton is a 6-foot-tall skeleton with glistening, black bones, seemingly constructed of blackened steel. Small red pinpoints of light burn in its hollowed eye sockets. Black skeletons wear any clothes or armor they had in life, and some still carry their gear and weapons. A black skeleton can shriek a hellish sound that causes fear (save avoids).

Stone Treant

Hit Dice: 21
Armor Class: –2 [21]
Attack: 6 slams (3d8) Save 3
Special: Acidic blood, half damage from normal weapons, radial symmetry, magic resistance (35%)
Move: 12 (Burrow 3)
Alignment: Neutral
Challenge Level/XP: 25/5,900

The stone treant is a variant of the treant native to the elemental plane of earth. They are very rare even there, located in isolated pockets in the plane where they tend groves of crystals and natural gem outcroppings. Knowledge of their existence has been all but lost, as has the ritual of summoning and binding them into service. A stone treant stands 20-30 feet tall, with a trunk about 4 feet in diameter. It weighs close to 10,000 pounds. Stone treants are intelligent, and speak Terran. They generally do not bother to communicate with non-earth elemental beings, however.

Anyone striking the stone treant with a piercing or slashing attack and inflicting damage releases a gout of acidic blood, which causes 5d4 points of acid damage to the person who struck it. A saving throw reduces this damage by half. The blood becomes inert one round after leaving the elemental's body.

Because of its shape, the stone treant can bring no more than four of its slam attacks to bear on any one target. However, it also perceives the area around it equally well, and thus it cannot be flanked.

Tangtal

Hit Dice: 3
Armor Class: 6 [13]
Attacks: 2 claws (1d4+1), 1 bite (1d6)
Saving Throw: 14
Special: Duplicate
Move: 15 (Swim 6)
Alignment: Neutral
Challenge Level/XP: 4/120

A tangtal is about 7 feet long from nose to tail and weighs about 350 to 400 pounds. It has short, stiff fur, dark brown in color. Small white flecks cover its head, throat and neck, and shoulders. Its legs are long and powerful and end in sharpened claws. It has a long, upward curving tail with a white tip. Once per day, a tangtal can create up to 8 duplicates of itself (otherwise similar to *mirror image* spell).

Water Weird

Hit Dice: 6
Armor Class: 2 [17]
Attack: Slam (1d8)
Saving Throw: 11
Special: Control water elemental, resistance to fire (50%), reform body, vulnerabilities
Move: 12 (Swim 12)
Alignment: Chaos
Challenge Level/XP: 8/800

The water weird is an evil watery, snake-like creature summoned to the Material Plane by a chaotic spellcaster. They are often employed as guards to watch over the spellcaster or his belongings. When summoned, a water weird appears in a large pool of water where it makes its lair. It cannot leave this pool. The water weird appears as a 10-foot long (or

longer) snake-like creature composed entirely of water. Other than its snake-like body, its only distinguishing features are its slitted eyes and its large mouth. Water weirds hate all living non-water-based creatures and attack them on sight. Though intelligent, water weirds never speak, at least to those of any other race. Whether they communicate with one another is completely unknown.

The water weird has the ability to take control of a water elemental that is within 30 feet by succeeding on a saving throw. If the elemental is being controlled by another creature, the water weird and current controller make opposed saving throws with the one rolling best gaining control of the elemental for that round.

Victims struck by a water weird's slam attack must pass a saving throw or be grappled and pulled into the water.

When reduced to 0 hit points or less, the water weird collapses back into the water. Two rounds later, it reforms at full strength (minus any damage suffered from a *purify food and drink* spell).

Cold-based effects *slow* the water weird (as the spell of the same name) for a number of rounds equal to the caster's level. A *purify food and drink* spell deals 1d4 points of damage per caster level to the water weird. These hit points are not regained when the water weird reforms.

Witchlight

Hit Dice: 1d4 hp
Armor Class: 1 [18]
Attack: Touch (0 damage) Save 18
Special: Spells (elders only), glimmer
Move: Fly 12
Alignment: Neutral
Challenge Rating/XP: 2/30

These fey, when young, resemble caterpillars or worms 1/2 inch long with miniscule elven faces. Once they mature they resemble tiny elves no larger than a fat housefly, with moth-like wings on their backs. They emit a beautiful pastel glow, and when doing so at night they appear to be no more than bobbing globes of soft light. Witchlights are a race of diminutive fey that are raised and bred by pixies and other sylvan creatures to provide illumination and atmosphere to their events.

Witchlights are born in midsummer in a larval state, and subsist on plant life. In autumn they spin cocoons for themselves in which they ride out the winter, hatching in early spring in their adult form. As adults, their beating wings release thousands of tiny spores, which must come into contact with collected flower pollen and moonbeams to germinate into eggs. Adult witchlights have little defense against cold, however, and in all but the warmest climes they die once autumn begins.

Fey creatures often breed witchlights, dusting their spores with various pollen types to produce witchlights of different hues. As germinated pollen glows with tiny pinpricks of light, fey may also do this to create an enchanting glow or glittering effect on plants in their forests and meadows.

Witchlights have no combat capabilities whatsoever, and so are very skittish around strangers. If a potentially hostile creature approaches, they will extinguish their lights and hide. Many fey use them in this manner as guards. Witchlights produce a luminance in their larval stage equal to a candle in brightness; in their adult form, this light is of torch strength. Witchlights can produce or extinguish this light once per round and may control the strength of the light as well. The glimmer is a steady, soft glow, and may be silvery-white or just about any color, though the fey that raise them favor soft pastel shades. Each witchlight has its own unique color, which it cannot change.

Elder Witchlights

Occasionally fey will shelter an adult witchlight that they favor throughout the winter; or in tropical climates, they may survive naturally on their own. In any case, a witchlight that sees its second year of adulthood becomes an elder, becoming a full 1 HD creature, and gaining 1 hit point for each additional year it lives until it reaches the maximum allowed by its hit dice. In addition, elder witchlights have an Intelligence of 2, and this increases again to 3 when their hit points reach maximum. The most intelligent elder witchlights have limited sentience, are able to understand fey, and may even be capable speaking a few words of it.

For every point of intelligence an elder witchlight has, it gains the ability to produce one of the following spells at will as a 1st level magic-user. Choose from *cure light wounds* (once per minute only), *faerie fire*, *sleep*, *light*, *protection from evil*, *purify food and drink* (once per hour only) or *bless*.

Xorn

Hit Dice: 7
Armor Class: -2 [21]
Attack: 3 claws (1d3), 1 bite (4d6)
Saving Throw: 9
Special: Immune to fire and cold, half damage from electricity, travel through stone.
Move: 9
Alignment: Neutral
Challenge Rating/XP: 8/800

Xorn are bizarre creatures, originally from the elemental planes of earth, which eat precious metals and other minerals. They have a rock-like consistency, granting an extremely good armor class, and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies.

These creatures are immune to fire and cold damage, and take only half damage from electrical attacks (no damage when saving throws are successful). A xorn can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. Phase Door spells will utterly destroy a xorn that is traveling through rock or readjusting its composition.

Xorn are particularly vulnerable to spells that affect earth and stone. Move Earth spells may be used to hurl a xorn backwards 30ft and stun them for a full round. Stone to flesh and rock to mud spells weaken the xorn's elemental structure, increasing the creature's AC to 8 until the xorn concentrates for a full round to readjust its composition. Passwall spells inflict 1d10+10 points of damage with no saving throw.

Appendix B: Gods & Demons of Stoneheart Valley

Found here are the deities commonly worshipped in the Stoneheart River Valley. This list is by no means exhaustive; for more information on the gods of the Stoneheart River Valley, please see the forthcoming campaign setting from Frog God Games.

The Good

Mitra, God of Law, Justice and the Sun

Alignment: Lawful
Areas of Influence: Good, Healing, Law, Protection, War
Symbol: Scales bearing twin flames
Garb: White and copper robes trimmed with gold
Favored Weapons: Longsword
Form of Worship and Holidays: Last day of every week, families gather to feast and commune.
Typical Worshippers: Paladins, fighters, monks, farmers

Mitra is the god of the sun, as well as law and justice. Mitra gained the domains of Muir and Thyr in the ages of their decline, and has maintained prominence with the common folk. His clergy is widespread, and temples and shrine may be found in all lands. Mitra requires just and fair treatment of all good beings from his followers, as well as piety and charity. He is often depicted as a noble, strong man of middle years, wearing a pale copper robe and wielding a longsword. Warriors and knights venerate Mitra through great deeds and heroic quests in his name. Commoners show kindness to strangers and help their fellows in times of need. His symbol of a sunburst behind the scales of justice notes his former domain incorporated with his new influences. The noble lion is his sacred creature.

Thyr, God of Law and Justice

Alignment: Lawful
Areas of Influence: Good, Healing, Law, Knowledge, Protection
Symbol: Silver cross on a white field
Garb: White robes trimmed with silver, purple or gold — the colors of kingship
Favored Weapons: Light or Heavy Mace
Form of Worship and Holidays: Last day of every month, on the last holy day of every year is set-aside for non-royalty to have their grievances heard.
Typical Worshippers: Humans, Royalty

Thyr is the god of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one hand and a chalice of peace in the other. His principles are justice, order and peace. He represents proper and traditional rule and as such was once worshiped (at least in name) by all human royalty. He is the embodiment of the enlightened human caste system where each person has a fairly-determined role in a lawful society intended to create the greatest good for the greatest number.

His symbol is a silver cross on a white field, symbolizing the upturned cross-haft of his sister's sword, which he thrust into the earth to end the gods' war. Upon seeing the blood of so many gods shed, Thyr foreswore the use of swords and his priests, for this reason, may not use bladed weapons. Many favor reinforced rods, similar to light maces, modeled after Thyr's own rod of kingship. The noble eagle and lion are his sacred creatures.

Muir, Goddess of Virtue and Paladins

Alignment: Lawful
Areas of Influence: Law, Good, Protection, War
Symbol: Blood-red upraised sword on a white background
Garb: White wool robes with an upraised sword and hand in red.
Favored Weapons: Longsword or bastard sword
Form of Worship and Holidays: Regular worship and fasting on the eve before known battle or before confirmation or promotion of the ranks of the faithful.
Typical Worshippers: Humans and paladins

Muir is the sister of Thyr. While he represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of paladins known as the Justicars are sworn to her service. Muir expects self-sacrifice, humility, and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Justicars, an order of paladins imbued with even greater holiness.

Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. Her worshipers must be lawful good. The falcon is her sacred animal. She is the tireless foe of all evil creatures and undead, demons, and devils in particular are her sworn enemy.

Freya, Goddess of Love and Fertility

Alignment: Lawful
Areas of Influence: Animal, Good, Healing, War
Symbol: Falcon
Garb: Robes and cloaks of white, trimmed with white fur
Favored Weapons: Longsword, longbow
Form of Worship and Holidays: Harvest moon feast and before large hunts
Typical Worshippers: Human females

Freya is a lesser goddess of love and fertility. She is also the leader of a great band of women warriors known on some planes of existence as Valkyries. Freya represents fertility in all its forms. On this plane, Freya represents the cycle of death and rebirth. She is a goddess of the coming harvest as well as a goddess of sexuality and procreation. Her beast is the falcon, though she is fond of the winter wolf and the stag. She appears most frequently to her worshipers as a beautiful human woman dressed in robes and a cloak of winter wolf fur, though she occasionally appears as a huntress in leather armor with a sword and bow, or as a warrior in shining mail with glowing sword. She can take the form of a falcon—or any other bird—at will, as well as the form of a huge winter wolf.

Arden, God of the Sun

Alignment: Lawful
Areas of Influence: Air, Good, Sun, War
Symbol: Sun staff (staff with a bronze sphere containing an ankh)
Garb: Ivory tunics and tabards, emblazoned with sun shaped embroidered gold
Favored Weapons: Sun staff, short sword
Form of Worship and Holidays: The holiest of celebrations occur during lunar eclipses, followed by high noon on the summer solstice. High noon marks a regular prayer time for most followers.
Typical Worshippers: Of old he was worshiped by humans, though Arden is not currently worshipped on this plane.

Arden is a lesser avatar of the sun god Ra. He is depicted as a hawk-headed, muscular man wearing a short kilt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with a bronze hawk head. This staff is known as a sun staff and is carried by his worshipers. They are treated as quarterstaves. He also wields a bronze short sword. His worshipers who select the War domain are proficient with the short sword in addition to their normal proficiencies. Arden was long ago destroyed by evil deities, including Tsathogga, the frog-demon. His remains were gathered and treasured by his worshipers as relics. However, it has been ages since Arden has been worshiped on this plane by any save beggars and the slightly mad who still speak prophecies of his rebirth.

Kel, Goddess of Self-Sacrifice, Lady of Protection

Alignment: Lawful
Areas of Influence: Good, Healing, Law, Protection
Symbol: Kite shield of purest white
Garb: White robes trimmed in blood red
Favored Weapons: Shields of all types
Form of Worship and Holidays: Evening prayers for protection and health at vespers. Special holy days on the eve of the solstices and equinoxes for the coming season.
Typical Worshippers: Humans, Guardians, Paladins, though not currently worshipped.

Kel is the sister of Thyr and Muir, triplet siblings known as the Three Gods. She was popular among humans until around 10,000 years ago when she gave up her life to prevent Orcus from conquering the Material Plane. She was normally depicted as an armored woman holding a kite shield with a benevolent but sad expression on her face. It was said she carried the sorrows of the world on her shoulders and later stated that she must have seen the fate that would befall her. Her principles were the protection and safety of civilized societies where individuals could grow and achieve their destinies without fear of sudden calamity or destruction. When she sacrificed herself, her siblings assumed her spheres of influence and incorporated her goals into their own. It is rumored, however, that a portion of her essence was released upon her death and became twisted with hate and vengeance for the end that she met and coalesced into a new deity that was the very antithesis of all she had stood for — Hel, Lady of Death and Pestilence. If Kel's church were somehow revived, it is certain that they would make eradication of that apostate faith as one of its top priorities. Her sacred animal is the lowly hedgehog for his innate protective abilities, and her faithful often repeat the ancient axiom, "The fox knows many tricks; the hedgehog one good one."

Telophus, Lord of Crops and the Seasons

Alignment: Neutral
Areas of Influence: Air, Animal, Earth, Fire, Plant, Water
Symbol: Raining cloud partially obscuring a radiant sun
Garb: Green and earth tone woolen robes and vestments
Favored Weapons: Hand axe
Form of Worship and Holidays: Telophus is worshiped by harvest and planting celebrations as well as the first frost and first thaw.
Typical Worshippers: Farmers and halflings, some druids revering his natural cycle aspect.

This god is the embodiment of the uncaring changing seasons. He is prayed to not so much to bring good crops, but to be convinced to hold off the early frost or bring the spring thaw. He requires appeasement and devoted following, being known to test his followers' faithfulness and resolve when it suits him.

Bowbe

Alignment: Neutral
Areas of Influence: War, Chaos, Strength, Vengeance
Symbol: Crossed Sword and Hammer of Bowbe
Garb: Furs, skins and pelts over battle armor
Favored Weapons: Two-handed sword, warhammer
Form of Worship and Holidays: Great feasts and blood sacrifice precede battles. After battle, the treasures, arms and armor of defeated foes are offered to the god. Those that he doesn't keep belong to the victors. His priests specialize in wild cursing and imaginative insults.
Typical Worshippers: Barbarians, raiders, reavers and plunderers.

Bowbe is the embodiment of barbarian wrath and frenzy. He appears as a mighty barbarian dressed in the pelt of Urson the Great Bear, whom he can summon to his side by tossing the pelt to the ground and calling its name. Bowbe carries the greatsword *Bm'fob* in one hand and warhammer *Wytch-Killer* in the other. Bowbe revels in war and the slaughter of his

foes. His battles against giants are legendary, as is his hatred for the undead, arcanists, lawyers, guardsmen, and most other civilized authority figures.

Unlike other gods, Bowbe aids only those who take his name in vain. Thus it is not uncommon to hear berserkers cursing their god for his indifference as readily as they curse their foes. Bowbe only grants the raising of one of his followers if that follower immediately seeks blood vengeance against his killers. Bowbe grants no healing spells higher than 4th level.

Vanitthu, God of the Steadfast Guard

Alignment: Neutral
Areas of Influence: Law, Protection, War, Healing
Symbol: A gray shield emblazoned with a stylized black fortress tower
Garb: A gray tabard with a black tower sigil
Favored Weapons: Spear
Form of Worship and Holidays: Prayers are often said to Vanitthu at the start of sieges or by guardsmen prior to heading out on the beat.
Typical Worshippers: Barristers, judges, guards, professional soldiers, military officers and nobles.

Some claim that Vanitthu is the son of the great god Anumon; others go so far as to say that Vanitthu is yet another aspect of the great god (this schism has caused considerable conflict within the faith). In either case, Vanitthu is the embodiment of martial perfection, law, the strength of the state, and the punishment of the guilty. A grim and resolute deity, Vanitthu is always shown bearing a spear made of lightning, and a polished mithral shield. He often appears to his followers on the field of battle, especially to those engaged in or defending against sieges.

The Bad

Orcus, Demon Demon-Lord of the Undead

Alignment: Chaotic
Areas of Influence: Chaos, Evil, Death, Destruction
Symbol: Wand of Orcus
Garb: Black cowl and robe ensemble
Favored Weapons: Ornamental Heavy Mace (spiked or skull-tipped)
Form of Worship and Holidays: Day of the Dead (Late Fall), Nights of blood red and horned moons. Worship usually involves grave robbery and the animation and conscription of the newly dead to the forces of evil.
Typical Worshippers: Monsters, Undead and Evil Humanoids

Orcus is a demon prince with — surprisingly enough — many human worshipers. He has a strange fascination with humans and their desire for power, possibly because it is this very flaw that causes them so frequently to seek that which he controls: power over death. Orcus is the lord of all undead and he resides in the Abyss in his Palace of Bones surrounded by a legion of vampires and liches. Evil, ruination and wanton destruction are his only goals. He is most often depicted as a bloated ram-headed, bat-winged monstrosity with cloven-hoofed goat legs. He wields the "Wand of Orcus," a legendary skull-tipped obsidian rod that is rumored to slay any living thing it touches. Though mostly worshiped by the monstrous races, the ranks of Orcus' human worshipers are swelling, as Orcus grants his followers power in large, liberal doses. It is not uncommon for Orcus to give relatively low-level priests command of vast numbers of undead to do his bidding. His symbol is either a demonic ram-headed skull (the most common), a representation of himself seated on his throne, or a depiction of his skull-tipped wand. His priests favor heavy, dark hooded robes and ornamental maces stylized to represent his skull-tipped wand.

Tsathogga, Demon Frog God

Alignment: Chaotic
Areas of Influence: Chaos, Destruction, Evil, Water
Symbol: Likeness of the Frog God, carved in soapstone
Garb: Green and violet robes, if any
Favored Weapons: Any that slash, cut, and are wickedly curved, as well as, ropes or nets
Form of Worship and Holidays: Too gruesome and perverse to describe even by Our standards!
Typical Worshippers: Aberrations, tsathar, sentient frogs, evil water monsters, The Violet Brotherhood

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with slow, oozing sickness and decay. He is the vicious dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss, Tsathogga's main form is a colossally bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul humors and fluids that leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He never moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga commands a host of evil creatures — notably evil aberrations and his own vile frog race, the tsathar. Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshippers (though there are a few notable exceptions) mean that he is little known to surface races. He has had few organized centers of worship and no standardized holy symbol — each worshipper choosing its own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on Tarterus sculpt a small likeness of him out of foul chunks of solid waste from the Styx that harden into a vile green substance similar to soapstone when taken from that plane. Such items are prized as holy relics.

Hecate, Goddess of Evil Magic

Alignment: Chaotic
Areas of Influence: Law, Evil, Magic, Knowledge
Symbol: A half silver disk representing the setting full moon
Garb: Fashionable togas of the most expensive cut and material, generally in black.
Favored Weapons: None
Form of Worship and Holidays: Priests and Wizards who venerate Hecate do so beneath the full moon with sacrifices of blood and magical items as the moon sets.
Typical Worshippers: Wizards, Women, Wali Hecate Assassins, Lawful evil hags, witches, and crones.

Hecate is the goddess of evil magic. She appears as a beautiful woman flanked by numerous hell hounds, her favored creature. The setting moon is her symbol. She requires sacrifices on the full moon.

Her priests are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to control them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in the **Frog God Games** dungeon module **Rappan Athuk**. Hecate resides in a floating castle in the Nine Hells.

Set, God of Evil And the Night

Alignment: Chaotic
Areas of Influence: Law, Evil, Knowledge, Death
Symbol: Black Ankh of Set
Garb: Kilt, sandals, and ceremonial head-dress (beast mask), Black Ankh of Set
Favored Weapons: Quarterstaff, spear, poisoned weapons
Typical Worshippers: Evil power-seeking humanoids, evil monks, assassins

Set is a greater god, worshiped on many planes in many forms. He most often appears as a scaled humanoid with the head of a jackal. He is utterly dedicated to the orderly spread of evil and oppression. His symbol is the coiled cobra, though any snake can be used to represent his power. His temples are filled with enormous serpents, always poisonous. His skin is poisonous to the touch. He makes his home in the Nine Hells.

Organized groups of assassins are known to be dedicated to his worship. His priests carry staves worked on one end into the head of a cobra. The cobra head is often tipped with steel fangs coated with poison. His clerics often carry a stylized black spear, representing the Spear of Darkness he carries. Many of his worshippers tattoo themselves with serpents or cobras.

Hel, Goddess of Death, Lady of Pestilence

Alignment: Chaotic
Areas of Influence: Air, Animal, Death, Earth, Fire, Plant, Water
Symbol: A face, black on one side and white on the other
Garb: Druidic garb of a midnight black and snow white
Favored Weapons: poisoned dagger or sword
Form of Worship and Holidays: Rites to Hel are practiced by her worshipers during blights and plagues, likewise sacrifices are made to her by fearful non-worshipers to stave off plagues and illness.
Typical Worshippers: Diseased and disease-causing creatures, evil humanoids, evil druids, women, bards.

Hel is known to spread disease, pestilence and plague with the wave of her hand. Any living thing in her presence withers and dies. She appears as a strange gaunt woman of both jet black and blankest white. Diseased creatures worship her. It is said a strange cult of druidic ghouls and mummies worships her in a secret temple hidden from the knowledge of mortals, spreading their foul diseases in secrecy. Several sects of evil druids dedicated to Hel plague the land, summoning swarms of vermin and causing disease in living things. She cares for nothing other than the spread of death. Oddly, some evil bards worship her. She resides on a plague-ridden plane in Hades.

Kal'Ay-Mah, The Black One, The Black Mother

Alignment: Chaotic
Areas of Influence: Death, Destruction, Law, Knowledge
Symbol: A blood-covered woman with four arms wearing a necklace of skulls
Garb: Blood-stained robes adorned with skulls and the severed limbs of enemies
Favored Weapons: Longsword
Typical Worshippers: Assassins, religious scholars

The goddess Kal'Ay-Mah, the Black Mother, is the bringer of destruction and preserver of order. She is called patron to both assassins and those seeking greater understanding, an often-confusing set of extremes to those who fail to truly grasp Kal'Ay-Mah's divine role. The Black Mother is described as a truly fearsome creature by those who have claimed contact with her avatar — a black face wetted with blood, the heads of those she has slain hanging about her neck and their severed arms as a girdle about her waist. Four great arms stretch from her body, a bloody sword gripped in her upper left hand and the head of a demon gripped by the lower left. If these grotesque features alone had failed to capture attention, the eyes surely would — dark, ruinous and raging.

The Non-Human

Dwerfater

Alignment: Lawful
Areas of Influence: Earth, Good, Strength, Creation
Symbol: Hammer and anvil
Garb: Armor of mithral or steel
Favored Weapons: Warhammer
Form of Worship and Holidays: Priests worship at the forge, crafting items of steel and mithral. The most sacred steel is tempered in virgin snow on Orenday, the first full moon after midwinter.
Typical Worshippers: Dwarves

Dwerfater (or Dwurfater) appears as an ancient dwarf, whose beard is the color of mithral and touches the ground at his feet. He always wears a blackened leather apron over a coat of mithral mail and always carries his mighty warhammer *Noolhamr*.

Grotaag, God of Orcs

Alignment: Chaotic
Areas of Influence: Death, Destruction, War, Evil
Symbol: Rotting severed head
Garb: Usually skins, hides and crude metal armor
Favored Weapons: Battle axe
Form of Worship and Holidays: Blood sacrifice of captured foes or ceremonial victims from the priest's own tribes, performed under the waxing and waning crescent moon.
Typical Worshippers: Orcs, half-orcs, some goblins

Grotaag is the personification of orcish might and brutality. Appearing

as a huge, powerful orc, Grotaag towers over battlefields, crushing friend and foe alike beneath his black hobnailed boots. He often responds to blood sacrifice by sending evil creatures, or even personally manifesting himself. His howls of barbaric rage rumble like thunder across the battlefield causing the earth to shake. In battle, Grotaag disdains the use of missile weapons, calling them the weapons of weaklings or — worse — elves.

Darach-Albith, High God of Elves

Alignment: Lawful
Areas of Influence: Plant, Animal, Magic, War
Symbol: A bow and sword hanging from the eternal oak
Garb: Shades of grey, green, hazel, chestnut and sable
Favored Weapons: Longbow, longsword
Form of Worship and Holidays: Eve of every midmonth during the summer
Typical Worshippers: High and wood elves, warriors, wizards and rangers of the elven race.

The father of all elves and firstborn of the race, Darach-Abith is portrayed as a handsome elven man draped in a cloak of forest leaves. His skin may appear as gleaming white as birch bark, or any of the varying shades of brown and green found in primeval woodlands. Darach has keen golden eyes like those of an owl. His sword *Tian Tu Lan* and his bow *Fayar Nocht* are said to never miss a target and slay those of evil intent instantly.

Snuurge, Father of Goblins

Alignment: Chaotic
Areas of Influence: Evil, Magic, Trickery, Earth
Symbol: A crooked-hafted war pick
Garb: Greasy leather clothing with golden necklaces.
Favored Weapons: Pick (see sidebox)
Form of Worship and Holidays: Snuurge's followers revel in blood sacrifice, and also fling gold into forge fires as a tribute to their god. His rites are held on the Night of Goblins (Midsummer), and on moonless nights. Feasts and overeating are also common forms of worship.
Typical Worshippers: Goblins, hobgoblins, bugbears

Completely hairless, this god manifests as a grossly fat, horned goblin. He wields a great double-handed warpick, and is also known for his stealth and deceptiveness. A master of disguise, it is said that Snuurge once lay down and impersonated a mountain in order to avoid the wrath of Bowbe, whom he had defeated in a drinking match. Snuurge is also said to have fathered the goblin pantheon and is held first above all other goblin gods. Even the hobgoblins who hold his son Kakobovia as most revered still offer sacrifices to Snuurge for fear of his wicked wrath. Snuurge is mortal enemy of all dwarves and gnomes. He wears a necklace made from the skulls of dwarven kings, and earrings crafted from the skeletons of gnomes. In battle, Snuurge dresses in a filthy coat of scale mail in battle which barely covers his immense gut.

New Weapon

Pick

Damage 1d6
Weight 5
Cost 5 gp

New Spell

Chant

Spell Level Cleric, 3rd level
Range 30 ft.
Duration concentration; maximum 5 rounds per level (see below)

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 on all attack rolls and saves, while your foes suffer a –1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a silence spell, or you speaking or casting another spell, ends the effect. As an exception to the general rule, the effects of this spell add to those of a prayer spell if cast by a cleric of the same deity and alignment during your chanting.

Appendix C: Pregens

Sinnoth Jorinn, Male Human Fighter 1: HP 8; AC 3 [16]; Atk Two–handed sword (1d10+1) or longbow (1d6); Move 12; Save 14; AL N; CL/XP 1/15; Str 15; Dex 10; Con 11; Int 9; Wis 9; Cha 10; Special: None; Gear: Two–handed sword, dagger, platemail, longbow, 20 arrows, backpack, bedroll, chalk, belt pouch, 50 ft. hemp rope, 2 sacks, 20 gp, 23 sp.

Appearance: Sinnoth is heavily muscled, stands 6 feet tall, and weighs about 200 pounds. His close-cropped hair is so close in color to his dark brown skin that casual observers have been known to overlook it entirely. His usual loose, black clothing matches his eyes; with the scar down his left cheek, he is the picture of a grim hero. In battle Sinnoth wears platemail and wields a two-handed sword, but prefers to use his longbow in situations where range can give him an advantage.

Background: At an early age, his parents were murdered by a bandit horde and Sinnoth was sold into slavery. After a time, he won his freedom through a combination of perseverance, hard work and luck. Although deep down Sinnoth has a true conscience, the deaths of loved ones and his own slavery have left deep scars upon his soul. In the age-old dichotomy regarding the nature of man, he sees the darker view: Man is inherently chaotic. Only those with great strength of will can overcome their base selfish natures. To him, the world is a sea of darkness with only scattered points of light.

Personality: Sinnoth is very matter-of-fact; he has little patience for fools or activities he deems pointless. Most people find him brusque, but generally he holds himself in very tight control. However, just below his surface manner lies a seething anger that can erupt quickly, especially when he sees the strong or the powerful harassing the young, the weak, or the poor. Sinnoth would be a strong friend to an individual who proves his or her worth by deeds. On the other hand, he is perfectly willing to be judge, jury, and executioner without mercy to those who bring chaos to the world, especially by oppressing the weak. Sinnoth has begun to temper his anger since meeting Cassandra and observing the way she interacts with the world; her light attracts him like a moth to a flame.

Motivation: Tales of a long-hidden temple dedicated to Orcus have reached Sinnoth's ears, and he wants to find out if the rumors are true. If so, it is no doubt a source of chaos, contributing to the rise of the brutal over the weak, and needs to be destroyed. His rash nature would urge him to rush in, but he may need to consider whether he is ready to take on the temple right away or if more preparation will be necessary.

Sinnoth Jorinn, Male Human Fighter 6: HP 31; AC 3 [16]; Atk Two–handed sword (1d10+1) or longbow (1d6); Move 12; Save 9; AL N; CL/XP 6/400; Str 15; Dex 10; Con 11; Int 9; Wis 9; Cha 10; Special: Multiple attacks; Gear: Two–handed sword, dagger, platemail, longbow, 20 arrows, backpack, bedroll, chalk, belt pouch, 50 ft. hemp rope, 2 sacks, 20 gp, 23 sp.

Cassandra, Female Human Paladin 1: HP 8; AC 3 [16]; Atk longsword (1d8); Move 12; Save 12; AL L; CL/XP 1/15; Str 17; Dex 8; Con 10; Int 7; Wis 11; Cha 13; Special: divine favor, lay on hands (2 points of damage per day, or heal self same), *immune to disease*, summon warhorse. Gear: Longsword, dagger, platemail, shield, backpack, bedroll, belt pouch, 50 ft. hemp rope, 3 sp.

Appearance: Cassandra is tall for a woman, about 5 feet 11 inches. She has a muscular and athletic, but feminine, build and weighs 165 pounds. Her fair cheeks and blue eyes have been likened to flowers – but never more than once by the same person. In general she wears her long blonde hair in a practical braid coiled around the top of her head, its crown-like look enhancing her queenly bearing. As a paladin of Muir, Cassandra's usual garb is modest, form-fitting platemail and her winged helmet. She carries a longsword whose hilt is decorated by an unusual crest, worn nearly smooth, and a shield bearing the design of the Justicars.

Background: Cassandra is of royal blood and thinks of herself as a mighty warrior-princess. Her parents fell with the collapse of a far-away kingdom, but the baby princess was spirited away by the royal chaplain, a priestess of Muir, who hid the child with a secluded order of holy clerics. These wise people saw a greatness in Cassandra, and arranged to have her trained as a paladin of the order.

Personality: Cassandra is a strong optimist, seeing the best in all people. In the age-old dichotomy regarding the nature of man, she believes that man inherently tends toward the law. In her view, chaos is caused by the corruption of man by denizens of the lower planes, so she fights against that corruption anytime she has a chance. The world may morally be a sea of gray, with regions of darkness, but Cassandra chooses the light and is convinced that the actions of individuals are key in spreading that light and driving out the darkness. Cassandra is beautiful in face and figure, but she has a greater beauty that comes from within. Taught by many clerics of great wisdom, she is the rare paladin who is straight without being stiff; loyal and true without being fanatic. She cares deeply for Sinnoth and seeks to redeem him from his personal darkness.

Motivation: Cassandra has heard rumors of an existing temple of Orcus, hundreds of years after the previous great temple was destroyed at immense cost to her order. While others brush this off as impossible, she feels it is critical to have accurate information. She wants very much to verify the location of the rumored temple and perhaps even win herself renown among the Justicars by not only discovering it, but possibly bringing to justice and redeeming some of its chaotic inhabitants.

Cassandra, Female Human Paladin 6: HP 29; AC 3 [16]; Atk longsword (1d8); Move 12; Save 7; AL L; CL/XP 6/400; Str 17; Dex 8; Con 10; Int 7; Wis 11; Cha 13; Special: divine favor, lay on hands (12 points of damage per day, or heal self same), *immune to disease*, summon warhorse. Gear: Longsword, dagger, platemail, shield, backpack, bedroll, belt pouch, 50 ft. hemp rope, 3 sp.

Ulmo, Male Halfling Thief 1: HP 4; AC 6 [13]; Atk short sword (1d6) or shor bow (1d6); Move 12; Save 15; AL N; CL/XP 1/15; Str 7; Dex 15; Con 13; Int 10; Wis 11; Cha 12; Special: Backstab (x2), +2 Save vs Traps, magical wands, magical staves, and other magical devics, Climb Walls 85% , Delicate Tasks 20%, Hear Sounds 3 in 6, Hide in Shadows 20%, Move Silently 30%, Open Locks 20%. Gear: Leather armor, short sword, dagger, short bow and arrows, backpack, belt pouch, grappling hook, 50 ft. hemp rope, 12 sp.

Appearance: Ulmo is a typical halfling, with tanned skin, brown hair and eyes, a nose no more bulbous than necessary, a friendly smile, and hairy feet. He rises to a height of about 3 feet 1 inch and weighs nearly 100 lbs. Ulmo tries to always wear something in his favorite color, which is blue. Usually he wears a blue shirt under his leather armor, but sometimes he holds his curly hair back with a rakish blue scarf. He fights using a short sword or dagger, and his exceptional hand-eye coordination makes him a superior shot with his short bow.

Background: Ulmo's casual (even negligent) attitude toward work and his generous views of what friends ought to share with him made him unpopular with the staid people of his home village. As soon as he reasonably could, he set out to explore the wider world, convinced it held much promise for a clever and friendly fellow. Early on Ulmo discovered that not everyone was going to be friendly, and that even a clever person could be taken in. Slightly wiser, he has curbed some of his young recklessness but is still always on the lookout for a good time. Ulmo met Sinnoth when the warrior intervened in a very awkward incident with a merchant in Bard's Gate, and now considers the man to be his closest friend.

Personality: Ulmo goes with flow and is most interested in acquiring wealth, although living long enough to spend it is important, too! Whether people inherently tend toward law or chaos is of little concern to him as long as they don't interfere with his life. Ulmo wants to have fun, enjoy his companions, and not take life too seriously. He's after comfort rather than luxury; a good drink at the local pub in the company of friends is better than the finest wine elsewhere.

Motivation: Tales of wealth are what lure Ulmo into adventure, though he has learned the wisdom of being prepared! In the case of Rappan Athuk, Ulmo proudly envisions himself helping a noble cause (ridding the world of a bunch of demons), and would be hurt should anyone seriously suggest that his motives are more mercenary, even though they are.

Ulmo, Male Halfling Thief 6: HP 22; AC 6 [13]; Atk short sword (1d6) or short bow (1d6); Move 12; Save 15; AL N; CL/XP 6/400; Str 7; Dex 15; Con 13; Int 10; Wis 11; Cha 12; Special: Backstab (x3), +2 Save vs Traps, magical wands, magical staves, and other magical devics, Climb Walls 90% , Delicate Tasks 45%, Hear Sounds 4 in 6, Hide in Shadows 45%, Move Silently 55%, Open Locks 45%. Gear: Leather armor, short sword, dagger, short bow and arrows, backpack, belt pouch, grappling hook, 50 ft. hemp rope, 12 sp.

Mythandyr, Male Human Magic-User 1: HP 4; AC 9 [10]; Atk dagger (1d4); Move 12; Save 15; AL L; CL/XP 1/15; Str 10; Dex 12; Con 10; Int 16; Wis 11; Cha 10; Special: +2 to saves vs magic. **Gear**: Dagger, spellbook (*charm person, hold portal, light, magic missile, protection from evil, read languages, read magic, sleep*), 20 gp, 40 sp.
Spells: 1st—*sleep*

Appearance: Mythandyr is a young man, slim, with a narrow black beard. He has very strange green-black eyes and a haunting stare. At 5 feet 10 inches tall, he weighs about 150 pounds, and his slender build is shown off by his fitted robes in dark green with black trim. Mythandyr has a quarterstaff made of polished black walnut, and he carries it with him everywhere he goes.

Background: Given early training by a village hedge-wizard, Mythandyr annoyed the old man by his constant questions. He was a bright lad, and always wanted to know the reasons why things worked, or what might happen if things were done slightly differently. He took in all the information his master could give him, but that only made him hungry for more so he struck out in search of answers.

Personality: Mythandyr is too active to simply spend his days learning in some musty library. He chooses to search for knowledge through travel, gathering lore and seeking the truth behind rumors of great magics. He does his fair share when traveling with a group and does not consider himself above doing mundane chores. He is loyal to his companions in most circumstances, but they might find themselves suddenly abandoned if an inscription or obscure carving should catch his eye. Mythandyr's strong intellect gives him an excellent memory, and he is quick to understand developing situations, but his insatiable curiosity often overrules his caution.

Motivation: Mythandyr works to acquire magical knowledge, but he has learned that knowledge is merely the stepping stone to power and it is that which he ultimately desires. He practically salivates at the thought of the long-hidden treasures he might discover in the depths of an ancient dungeon. In addition, in his search for power Mythandyr has upon occasion summoned an imp for information. The creature's devilish masters would like to see the downfall of any power base of their rival demons, and so the imp fires Mythandyr's desires and imagination.

Mythandyr, Male Human Magic-User 6: HP 12; AC 9 [10]; Atk dagger (1d4); Move 12; Save 10; AL L; CL/XP 6/400; Str 10; Dex 12; Con 10; Int 16; Wis 11; Cha 10; Special: +2 to saves vs magic. **Gear**: Dagger, spellbook (*charm person, hold portal, light, magic missile, protection from evil, read languages, read magic, sleep, detect evil, detect invisibility, ESP, knock, magic mouth, pyrotechnics, stinking cloud, wizard lock, dispel magic, fireball, fly, hold person, slow, suggestion*), 20 gp, 40 sp.
Spells: 1st—*charm person, magic missile, protection from evil, sleep*; 2nd—*ESP, stinking cloud*; 3rd—*dispel magic, fly*

Hithfaeron, Male Human Ranger 1: HP 16; AC 7 [12]; Atk longsword (1d8) or longbow (1d6); Move 12, Save 14; AL L; CL/XP 2/30; Str 17; Dex 12; Con 11; Int 9; Wis 13; Cha 16; Special: Alertness, Tracking, +1 damage per level vs. giants and goblinoids. **Gear**: Leather armor, short sword, longbow, 20 arrows, 12 gp, 21 sp, 32 cp.

Appearance: Known as "Hith" to his friends, Hithfaeron has a slender muscular build, being 6 feet tall and 175 pounds, with long hair the color of pale birch, light skin, and eyes the green of spring leaves. His slightly pointed ears reveal his mixed heritage. Hith usually dresses in the greens and browns of the forest and wears leather armor. His weapon of choice is the longbow, but he uses a longsword for melee combat.

Background: Raised in an elven community deep in the woods, Hith began to feel out of place as he matured more quickly than any of his companions. He reached adulthood while they were barely more than children, with only lightweight concerns. Being well trained in the craft and lore of the woods, he struck out on his own and became a guide for travelers and a protector of the woods and its inhabitants.

Personality: Hith is more serious than his elven kin, realizing how short life can be even though he expects to live many decades yet. At the same time he is friendly and likable, believing every person should make the most of his or her time. Hith is aware of both the short-term and long-term cycles and patterns in nature and seeks the preservation of nature by helping both people and animals. He dislikes unnatural effects that disrupt the patterns, especially those caused by the use of magic.

Motivation: The chaos from Rappan Athuk has certainly affected the region surrounding it. Ridding the forests of their unnatural inhabitants would be important to Hith, and cleansing the foul dungeon to prevent further infection could be a significant goal. He initially met the others while acting as a mere scout, but upon learning their ultimate destination Hith decided to stay with the group.

Hithfaeron, Male Human Ranger 6: HP 35; AC 7 [12]; Atk longsword (1d8) or longbow (1d6); Move 12, Save 9; AL L; CL/XP 7/600; Str 17; Dex 12; Con 11; Int 9; Wis 13; Cha 16; Special: Alertness, Tracking, +1 damage per level vs. giants and goblinoids. **Gear**: Leather armor, short sword, longbow, 20 arrows, 12 gp, 21 sp, 32 cp.

Retgak, Male Dwarf Fighter 1: HP 8; Atk battleax (1D8+3); AC 5 [14]; Move 12; Save 14; AL L; CL/XP 1/15; Str 18; Dex 10; Con 12; Int 8; Wis 10; Cha 6; Special: Multiple Attacks, +2 to hit with melee weapons; Gear: Battleaxe, chainmail, backpack, bedroll, 6 iron spikes, hammer, 2 sacks, 10 gp, 9 sp.

Appearance: Retgak is heavily muscled, stout, and dense, weighing at least 230 pounds at only 4 feet 6 inches tall. His brown beard is long and full, though it has a tendency to become curly in humidity so he usually keeps it braided. He tends to keep his hair cut short (not past his shoulders) to keep it from becoming a hazard in battle. Retgak garbs himself in splint mail and wields a battleaxe with vigor during combat. In his few moments of relaxation, he usually wears leather jerkin and pants over a simple woven shirt.

Background: Retgak is on the tall side for a dwarf, strong, and with a bad temper, and at one time had a tendency to bully those less powerful than him. After nearly killing another young dwarf in a fight he swore that would never happen again. Instead Retgak fled to the wilds of the Under Realms and used his energy fending for himself, eventually becoming a skillful warrior. In the process he learned to contain his rage and then unleash it to his own benefit. After some years Retgak returned to his clan and was cautiously permitted to return, but he felt wild and out of place compared to the more settled members of his community. Finally he decided to adventure in the surface world, sure that somewhere there were companions who would welcome him as he is.

Personality: His years in the Under Realms have made Retgak more than a little paranoid in underground spaces. He feels safer where he can see a little sky, though there is no real basis for this. Underground his senses go on the alert, he sleeps lightly, and tenses at anything that might be a threat. These habits kept Retgak alive but can make him a tense companion, especially for extended underground travel. Unused to working in a group, Retgak is gruff and sometimes uncooperative. He judges people on their battle prowess and so often looks down on wizards and clerics, though he will admit that they do have their uses on occasion. Since combat skill is his measure of worth, Retgak is very impressed with Sinnoth Jorinn and intrigued by the anger and rage he senses within the man.

Motivation: Retgak considers that traveling through the Dungeon of Graves would be a worthy challenge for someone who survived on his own in the Under Realms. Of course, the opportunity for wealth would also be welcome, though he places less store on such things than most of his race. In addition, Retgak has become a good and faithful friend of Sinnoth Jorinn and would agree to the adventure if the man requested it, even if he had no other interest.

Retgak, Male Dwarf Fighter 6: HP 30; Atk battleax (1D8+3); AC 5 [14]; Move 12; Save 9; AL L; CL/XP 6/400; Str 18; Dex 10; Con 12; Int 8; Wis 10; Cha 6; Special: Multiple Attacks, +2 to hit with melee weapons; Gear: Battleaxe, chainmail, backpack, bedroll, 6 iron spikes, hammer, 2 sacks, 10 gp, 9 sp.

Cerendelil, Female Human Magic-User 1: HP 4; AC 9 [10]; Atk dagger (1d4); Move 12; Save 15; AL N; CL/XP 1/15; Str 8; Dex 10; Con 10; Int 14; Wis 8; Cha 12; Special: +2 to saves vs magic. **Gear**: Dagger, spellbook (*detect magic, light, read languages, shield, sleep)*, 20 gp, 40 sp.
Spells: 1st—*sleep*

Appearance: Cerendelil, known as "Ceren" by both friends and enemies, is tall and very slender, being 6 feet tall and weighing only 135 pounds. Nonetheless she has a very feminine figure and gives the impression of softness by her mannerisms and her fluttering garments. Ceren has bright flowing red hair and green eyes with flecks of gold. She emphasizes her coloring by dressing in shades of green or teal, warm brown when she needs to be practical, or muted gold for special occasions. She is heavily tattooed with strange mystic symbols and sigils, though many of these are hidden by her robes. The few abstract tattoos on her face only serve to enhance her exotic beauty.

Background: Rumor has it that the blood of an efreet found its way into Ceren's family. This fiery heritage causes their blood to flow somewhat warmer than the average elf, giving her ancestors' reputations for being hot tempered, or lusty. Ceren herself grew bored with the sedate culture of her home and went looking for more stimulating surroundings. Since being saved from certain death by Sinnoth (after being attacked by Nereids when crossing a forest stream), she has become fascinated by him.

Personality: Ceren takes the concept of "the capricious and emotional nature of the fey" to a whole new level. She is seductive, alluring, and radiates a hedonistic and self–absorbed nature. While she would prefer to be the center of attention, Ceren can also amuse herself by watching the interactions of others and commenting in her superior way. She is self-confident in every situation but needs to learn her own limits and how to employ common sense.

Motivation: The lure of ancient or unknown magic lures Ceren to explore dungeons. She thinks highly of her own abilities, and has not yet had a set-back large enough to shake her confidence, so she firmly believes that she is up to the challenge of the Dungeon of Graves. In addition, her fascination with Sinnoth means that she would surely accompany him into the dungeon, perhaps whether he invites her or not.

Cerendelil, Female Human Magic-User 6: HP 15; AC 9 [10]; Atk dagger (1d4); Move 12; Save 10; AL N; CL/XP 6/400; Str 8; Dex 10; Con 10; Int 14; Wis 8; Cha 12; Special: +2 to saves vs magic. **Gear**: Dagger, spellbook (*detect magic, light, read languages, shield, sleep, continual light, invisibility, knock, levitate, locate object, mirror image, clairaudience, darkvision, dispel magic, haste, suggestion*), 20 gp, 40 sp.
Spells: 1st—*detect magic* x2*, shield, sleep*; 2nd—*invisibility, mirror image*; 3rd—*dispel magic, suggestion*

Kit, Female Human Cleric 1: HP 7; AC 5 [14]; Atk heavy mace (1d6); Move 12; Save 15; Str 9; Dex 8; Con 13; Int 12; Wis 13; Cha 13; AL L; CL/XP 1/15; Special: Turn undead, +2 save vs paralyzation or poison. Gear: Heavy mace, chainmail, shield, holy symbol, 6 gp, 56 sp.

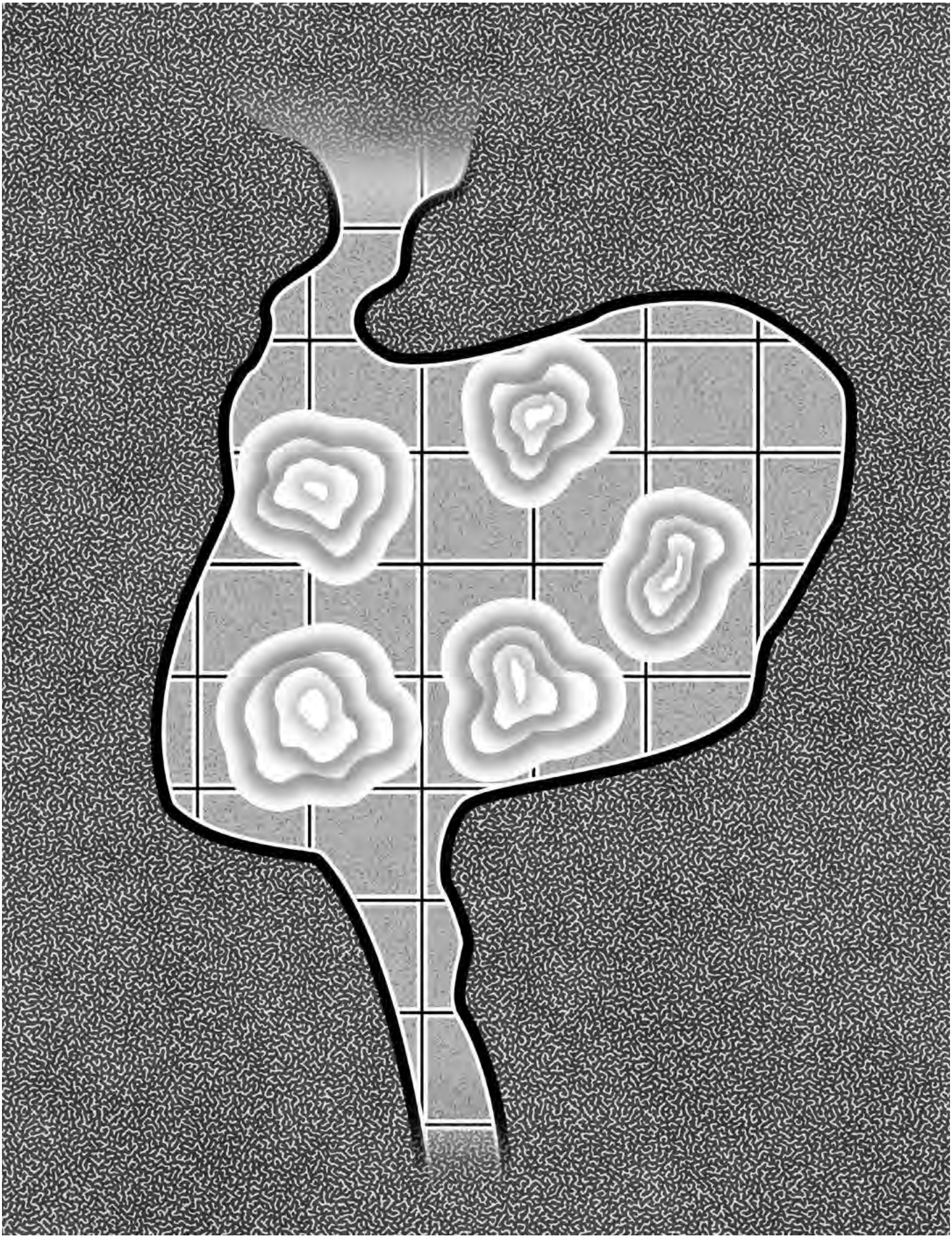
Appearance: Kit worships Muir, and dresses appropriately for one of her clerics. She has whitish blond hair and hazel eyes, girlish features, stands 5 feet 6 inches tall, and weighs 105 pounds. She is sturdy and healthy, but somewhat clumsy. In combat Kit wears chainmail and carries a mace. (She never wears platemail, as it is too heavy for her.)

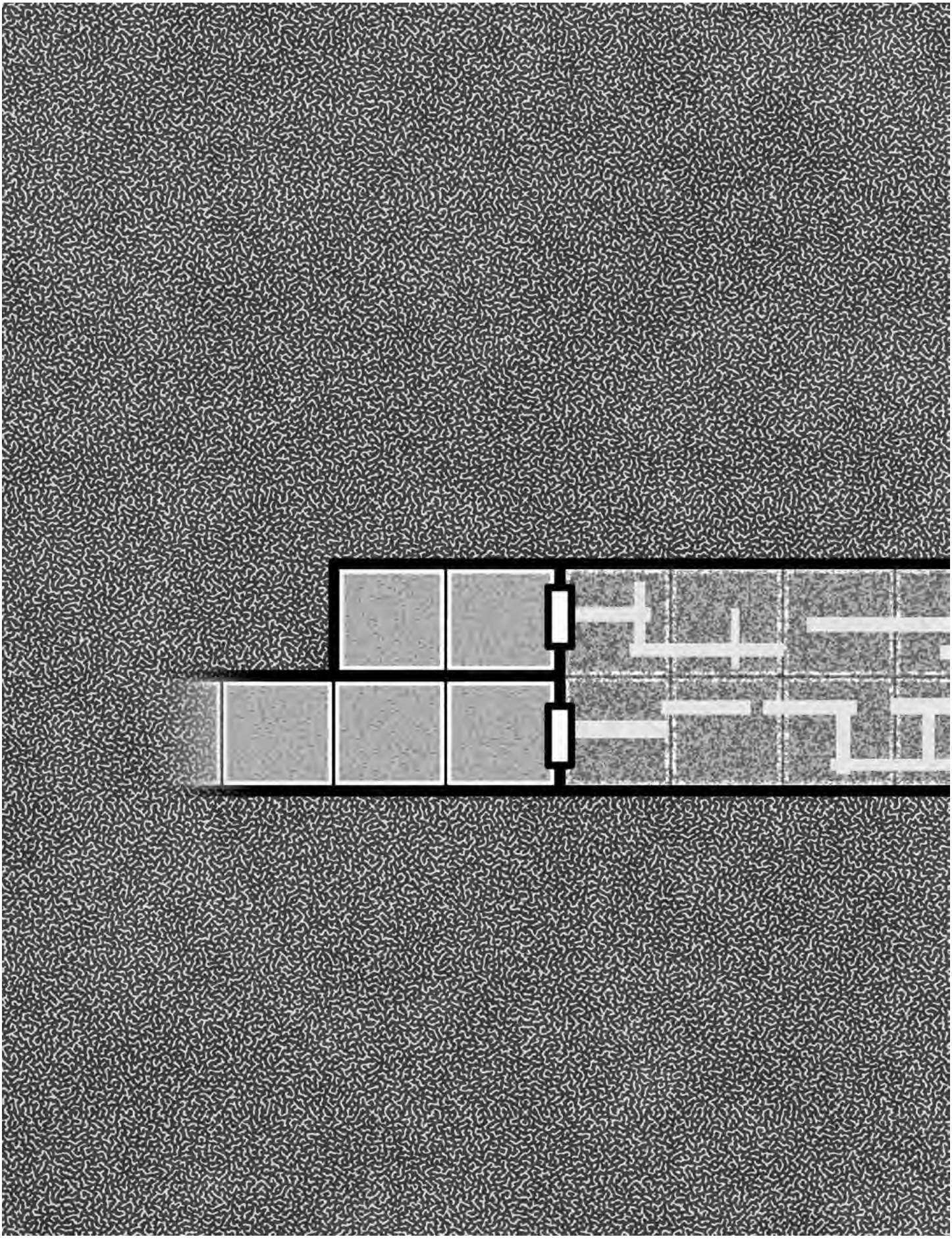
Background: The youngest child of a retired paladin, Kit longed to follow in the footsteps of her two older brothers and one sister who became paladins themselves, but she was physically not suited for it. Instead she entered a temple of Muir and now serves her beloved goddess as a cleric. Although not as physically capable as her siblings, Kit inherited the same spirit of adventure from years of stories about the life of a paladin.

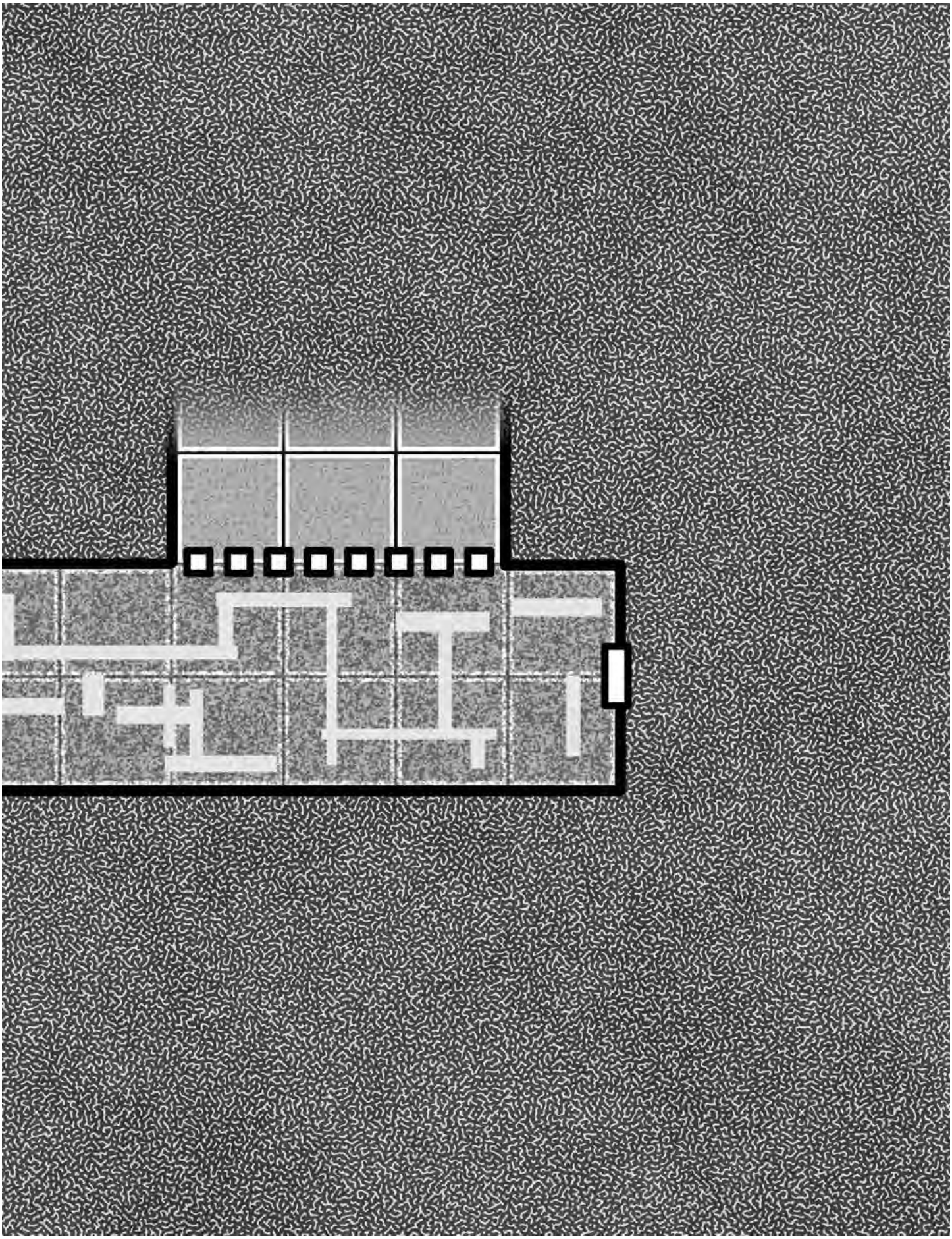
Personality: Kit is charismatic, wise, and a bit shy. She prefers casting spells and turning undead to actual fighting, although she has been known to charge into combat on occasion to save her fellows, as she is very loyal to her comrades. She has an affinity for locating secret doors (pure luck) and she approaches dungeon crawls slowly and methodically, taking few risks and trying to keep everyone alive. Having spent her childhood playing at adventures with her siblings in the fields and woods, Kit is more at home roaming the countryside than in some dark cave or dungeon. When in dark places, she has a considerable paranoia about looking up and behind the party as they move; this has saved her and her fellows on many occasions. Her pouch brims with potions, and she even knows what some of them are. She has no fear of the undead (having been very lucky at turning the undead to this point), but fears medusas and basilisks, which have petrified several people she knew.

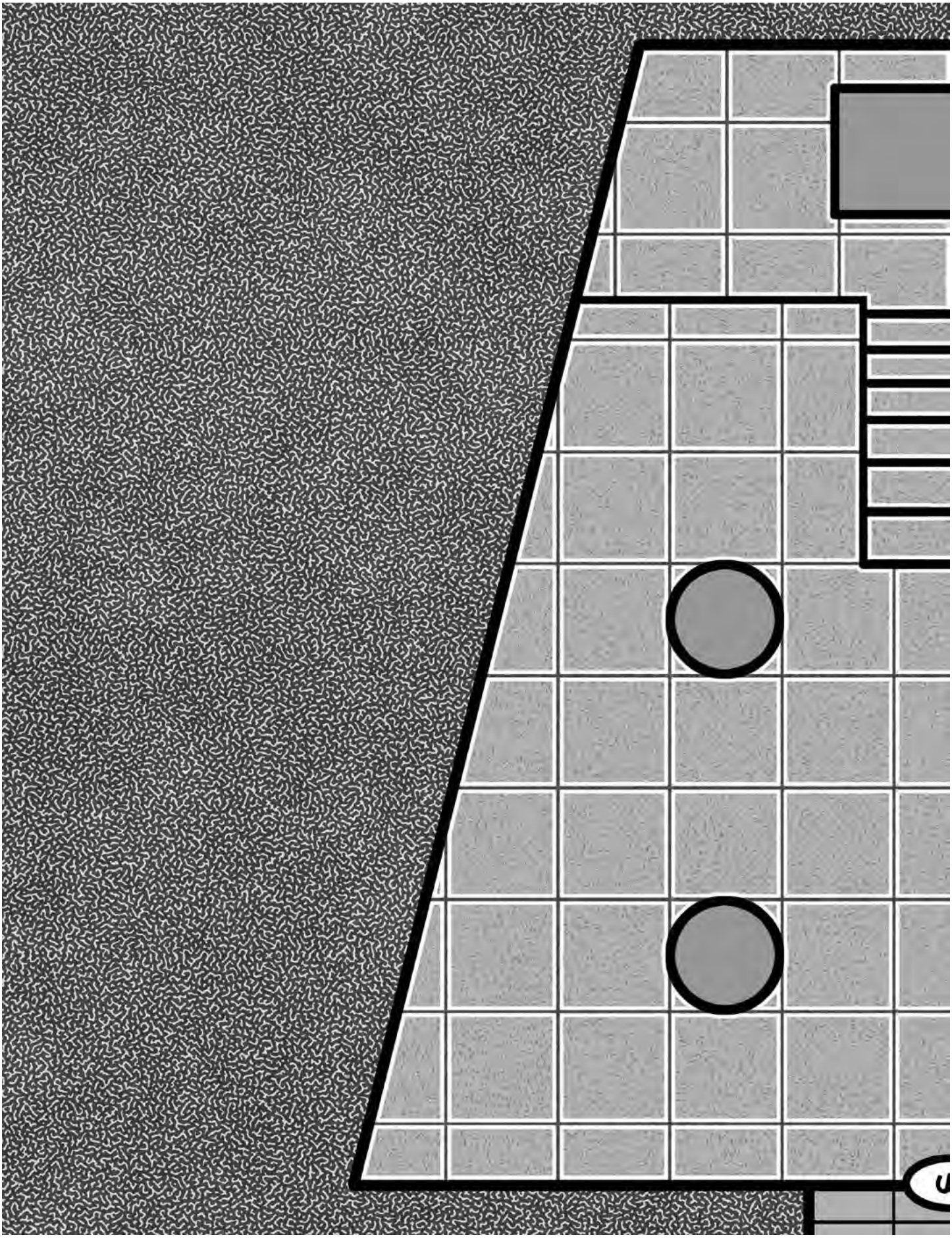
Motivation: Raised on stories of holy warriors, Kit has heard legends of the great battle against the forces of Orcus. Discovering the continued existence of a temple to Orcus would be like a personal insult to her and her family, and she would do everything in her power to see it wiped out.

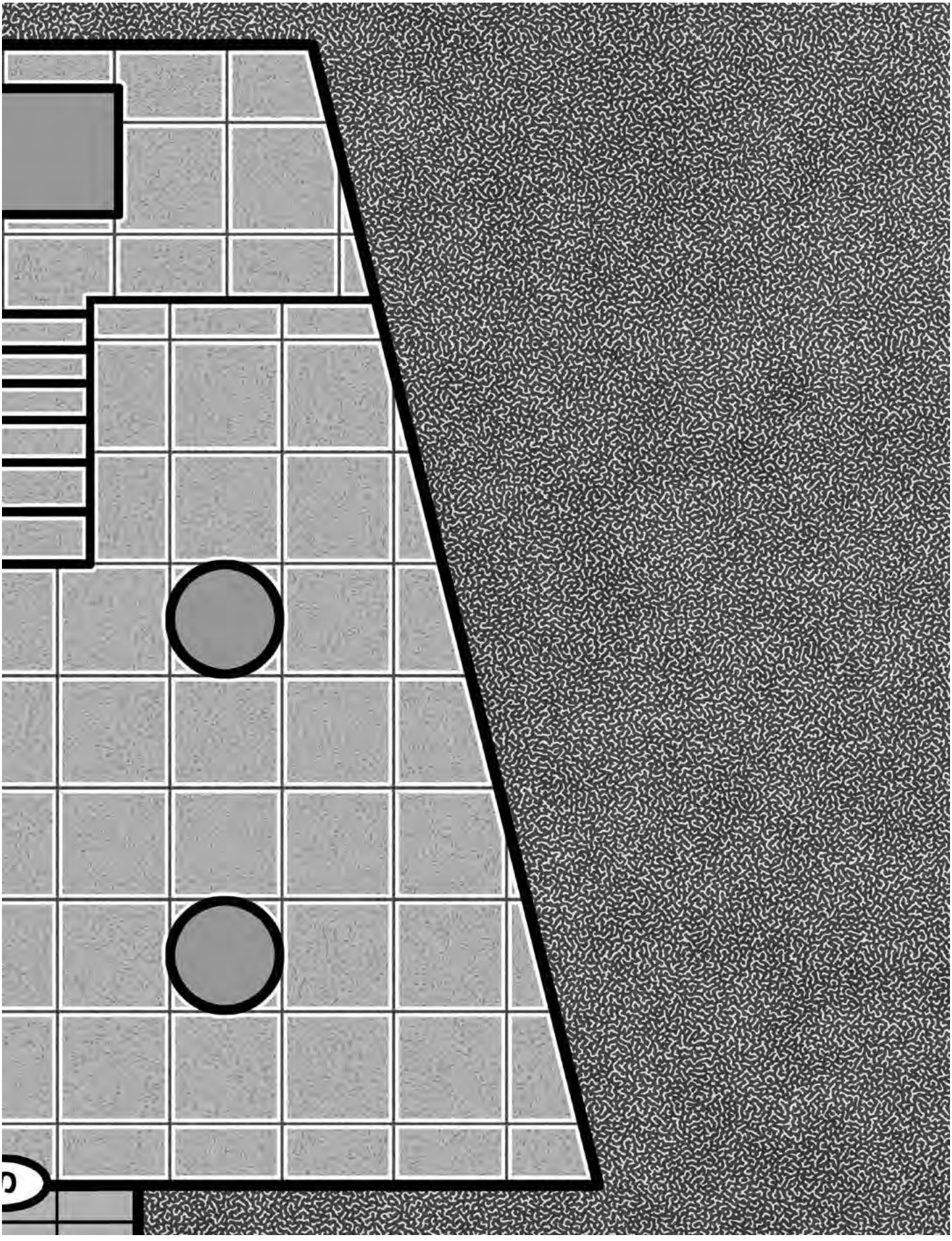
Kit, Female Human Cleric 6: HP 31; AC 5 [14]; Atk heavy mace (1d6); Move 12; Save 10; Str 9; Dex 8; Con 13; Int 12; Wis 13; Cha 13; AL L; CL/XP 6/400; Special: Turn undead, +2 save vs paralyzation or poison. Gear: Heavy mace, chainmail, shield, holy symbol, *potion of heroism*, *potion of healing, potion of levitation*, 3 random potions, 6 gp, 56 sp. Spells: 1st—*cure light wounds* x2; 2nd—*bless, hold person*; 3rd—*cure disease*; 4th—*cure serious wounds*

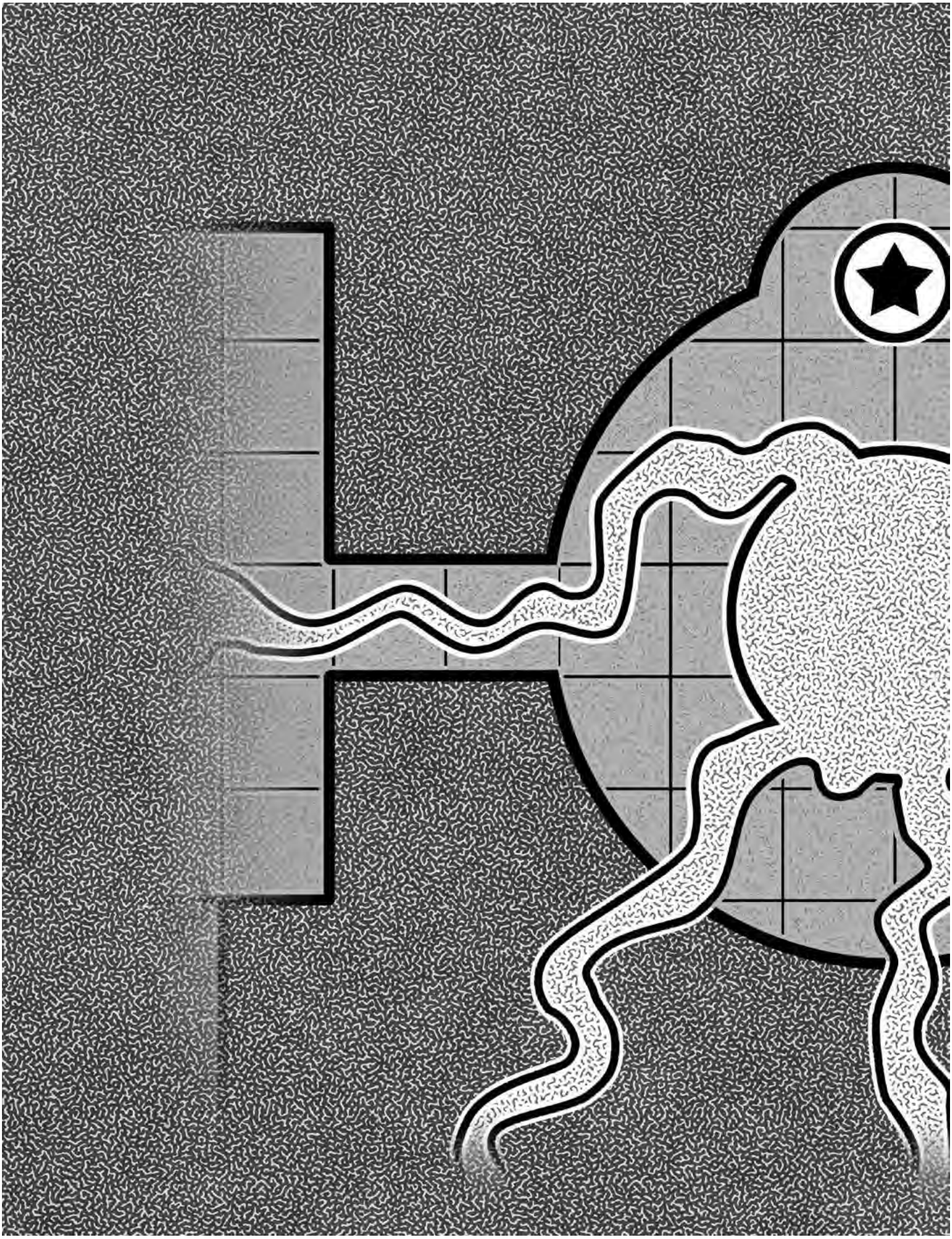


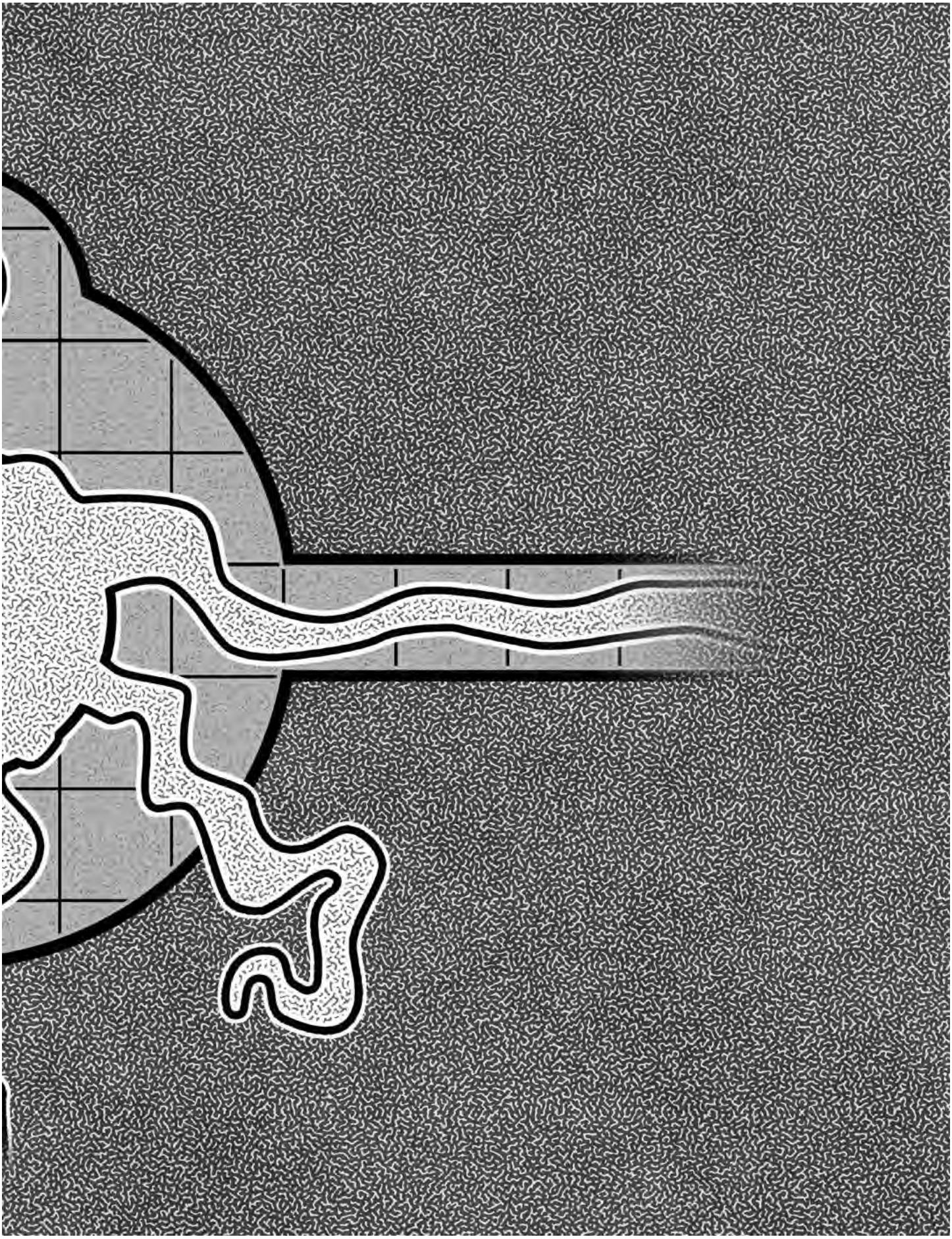


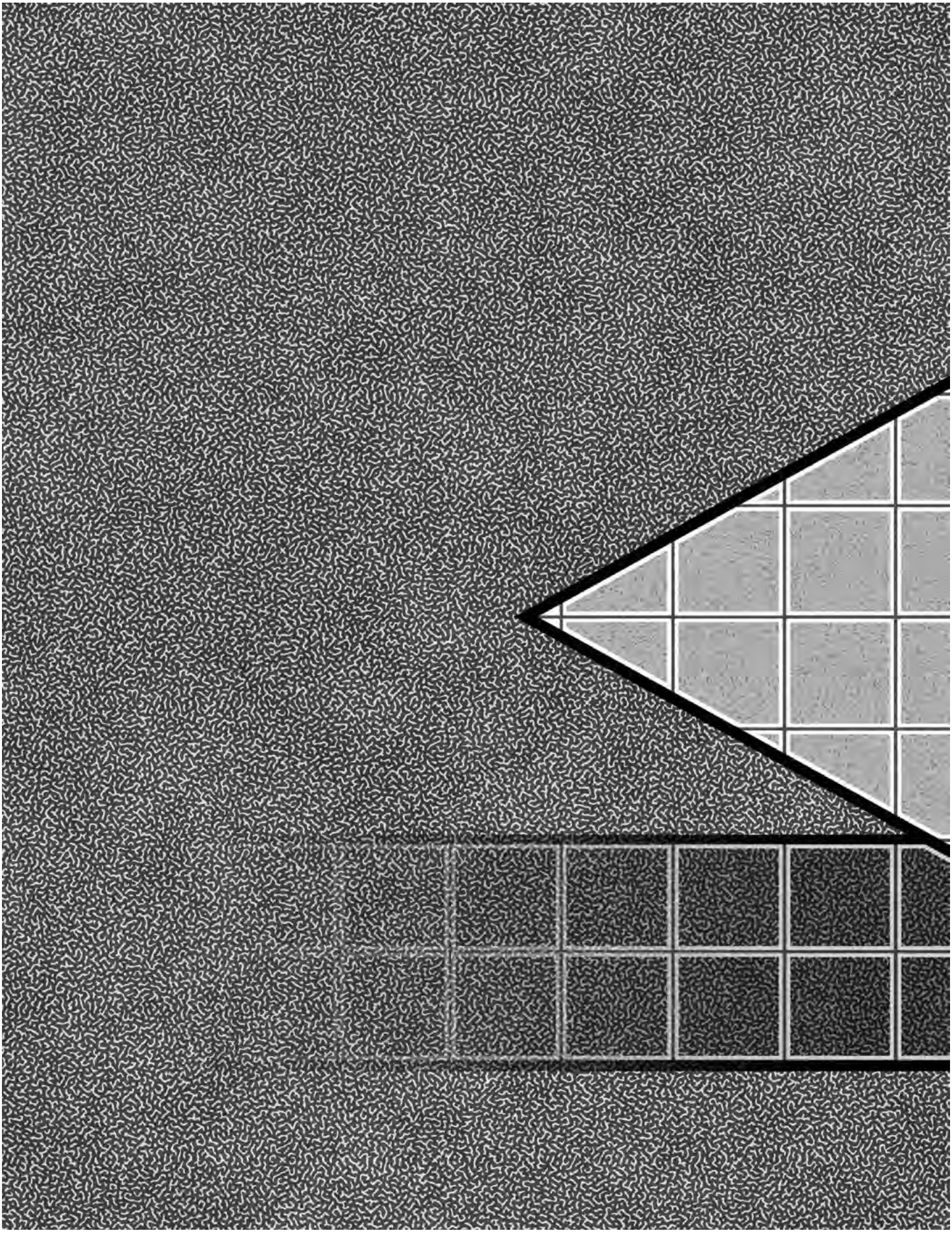


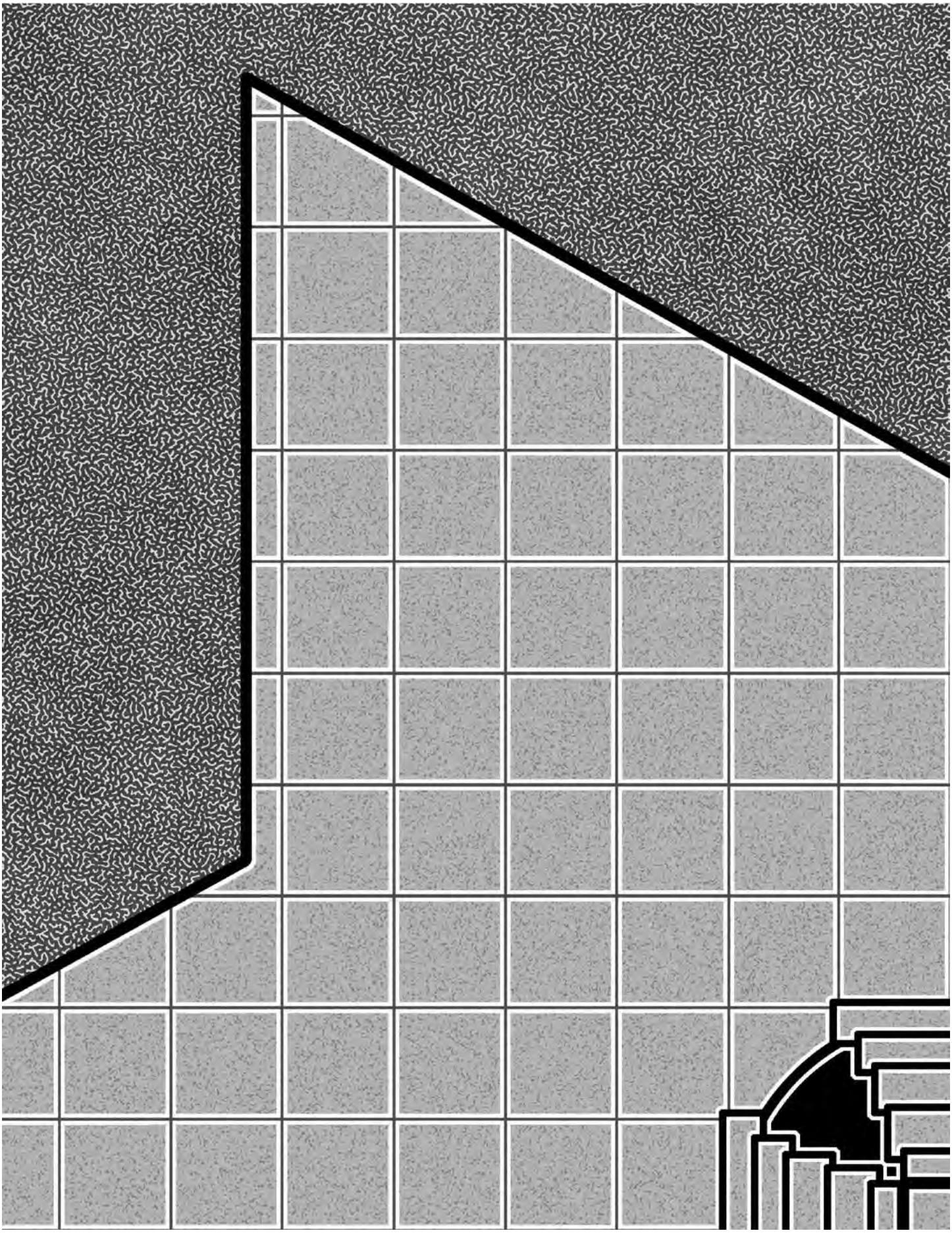


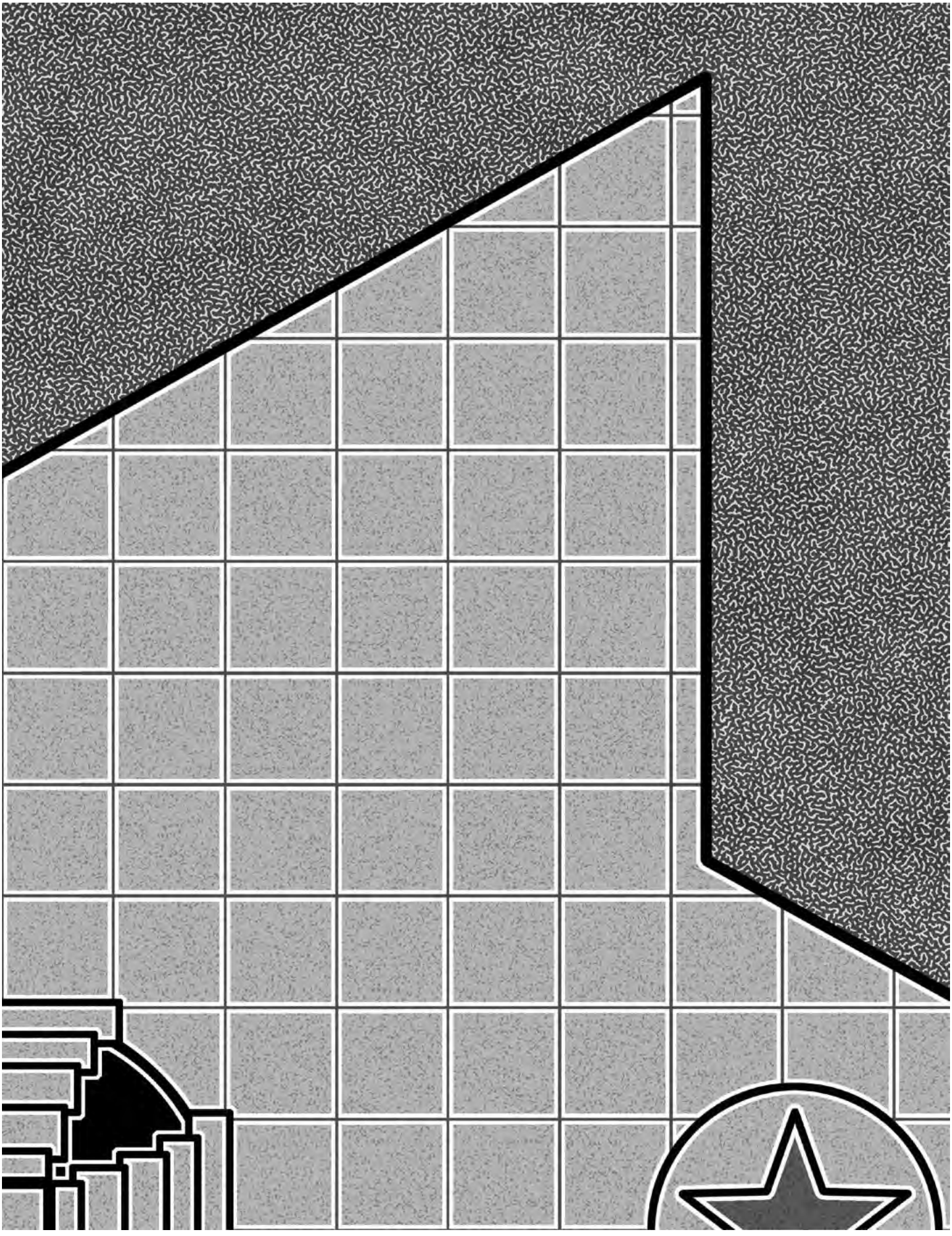


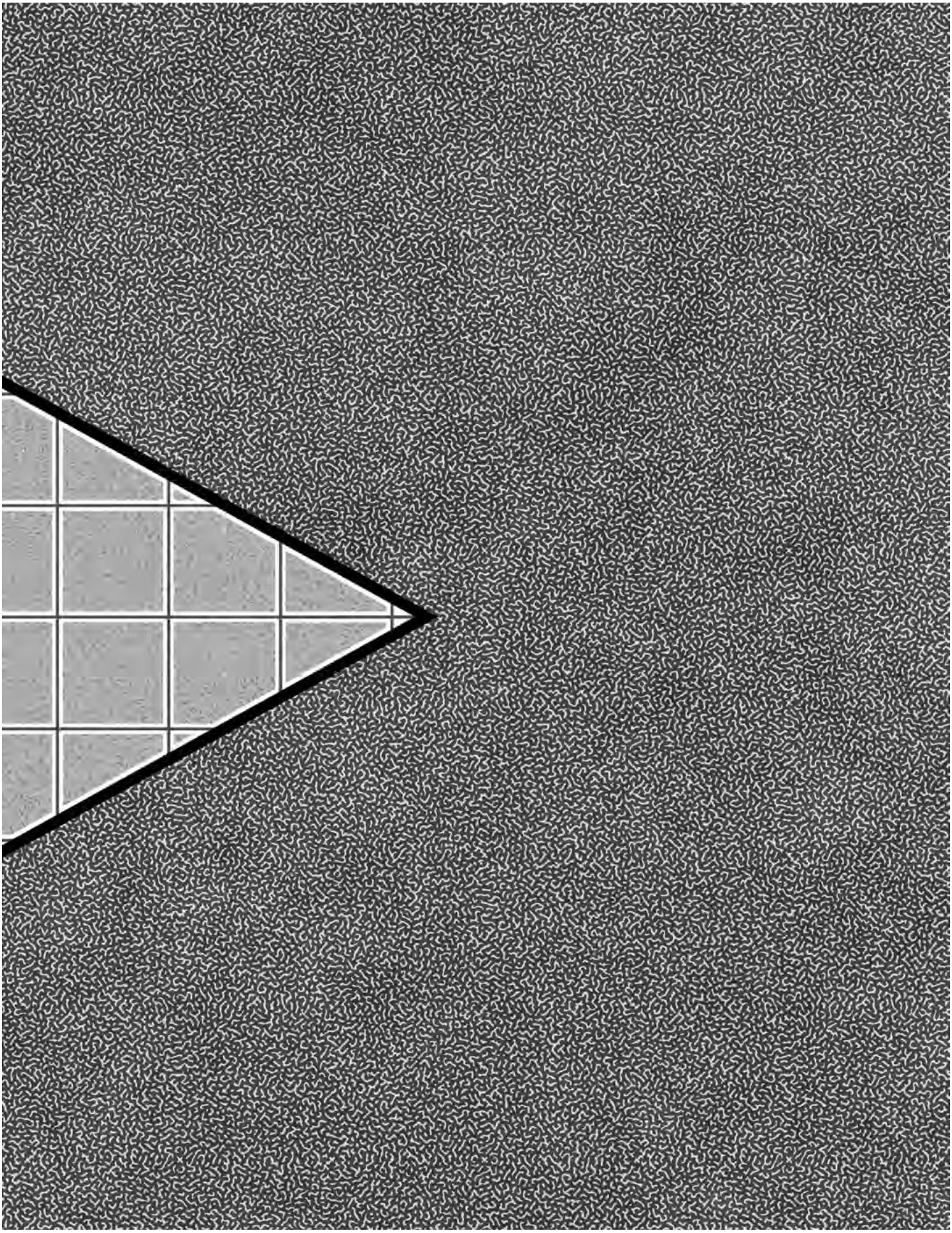


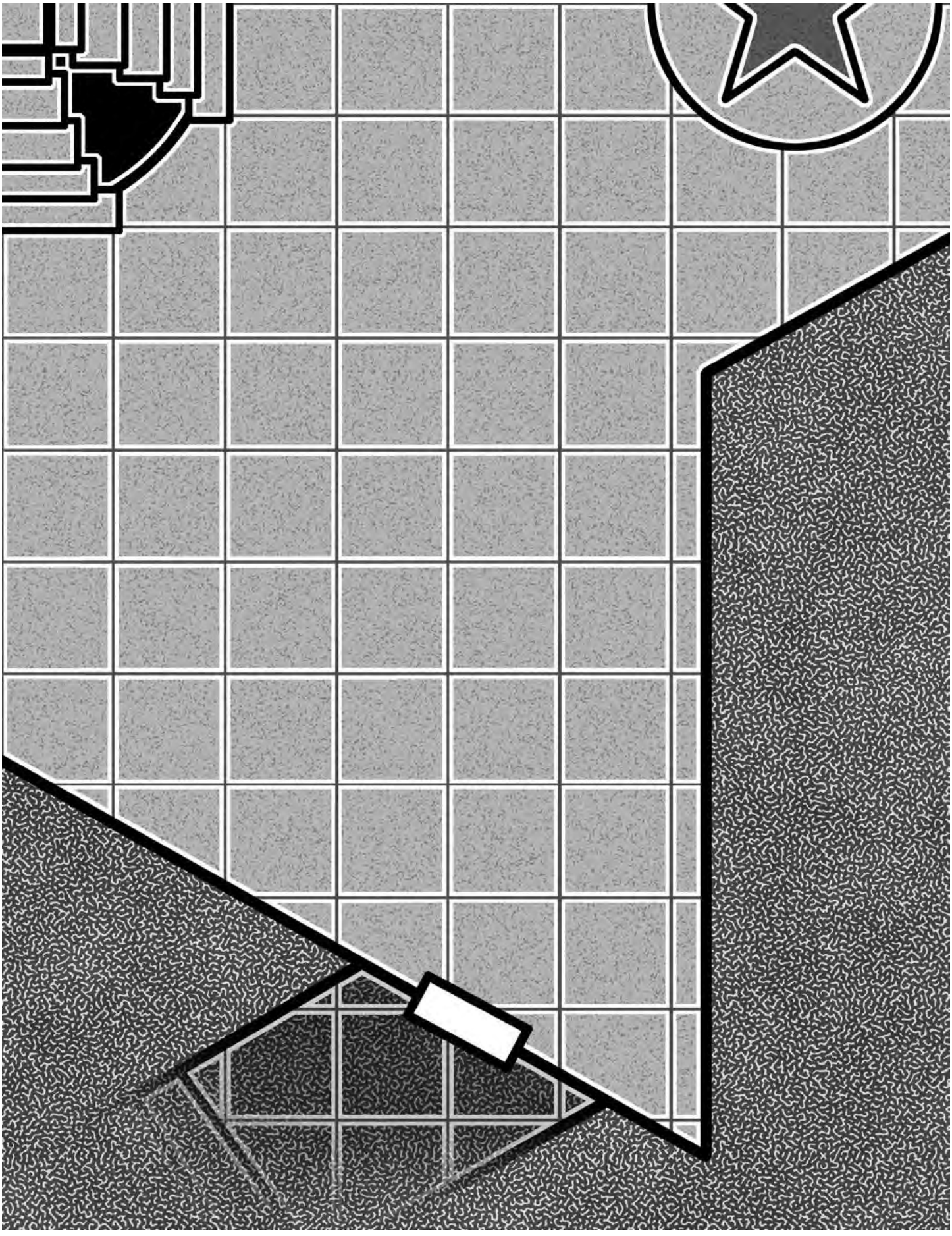


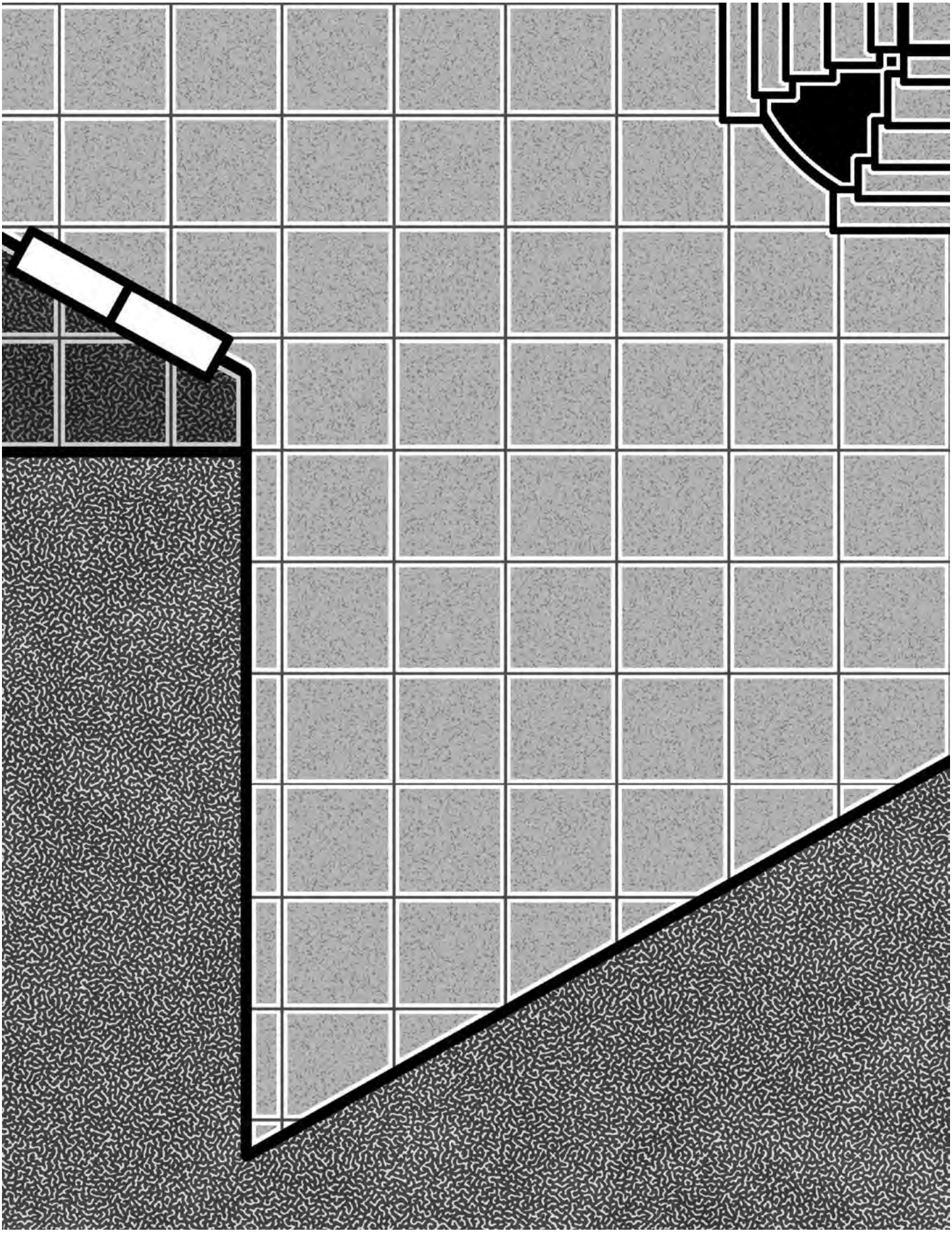


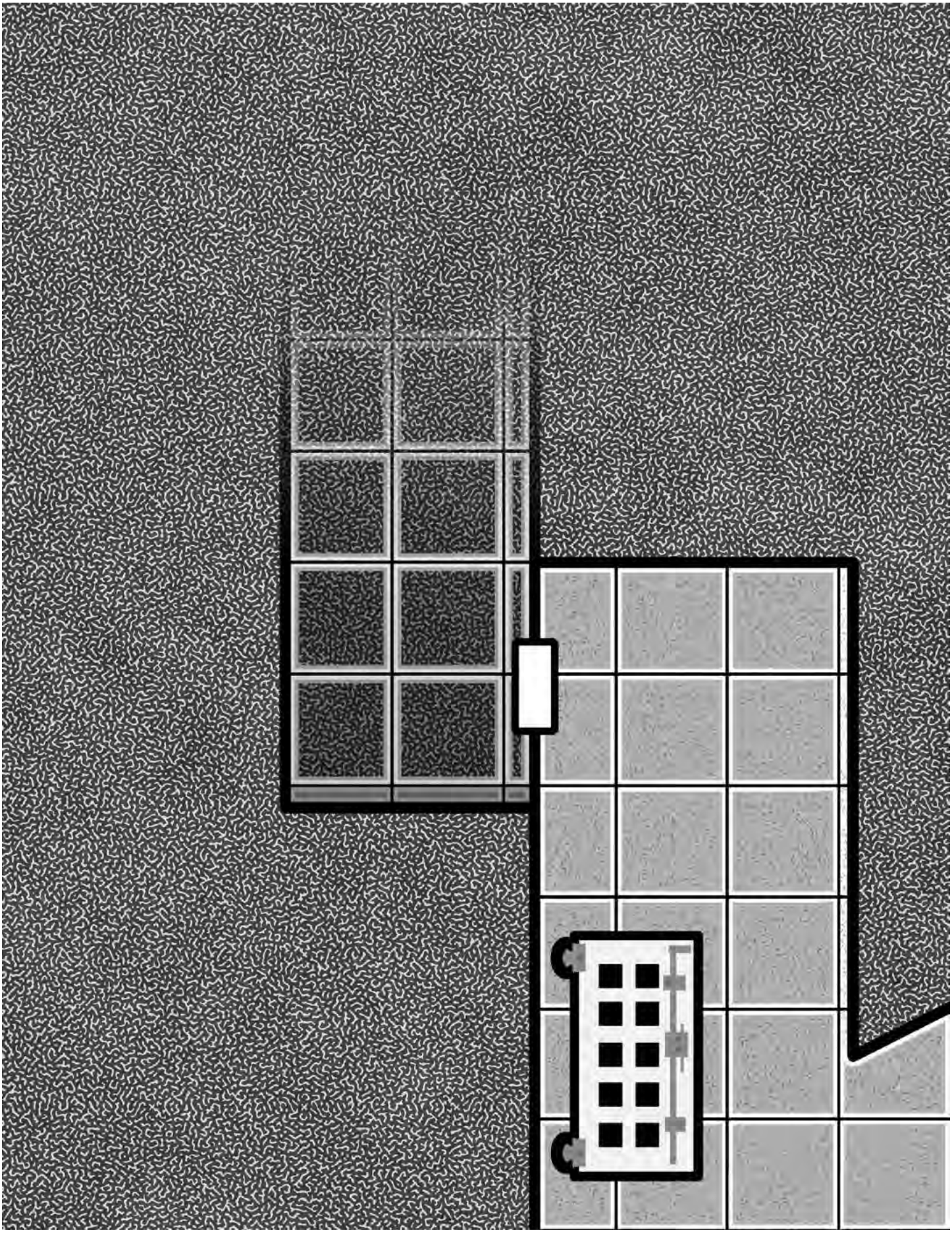


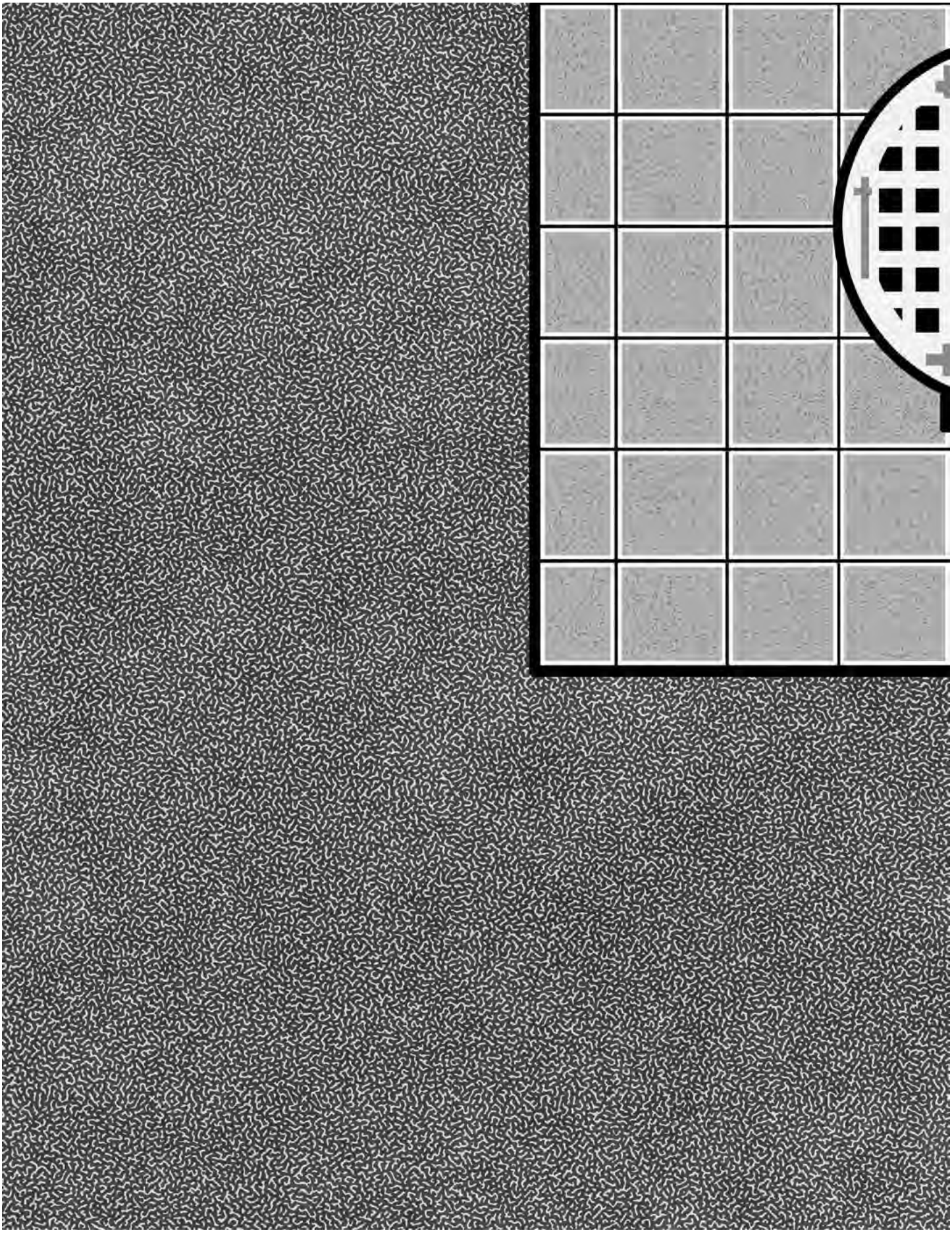


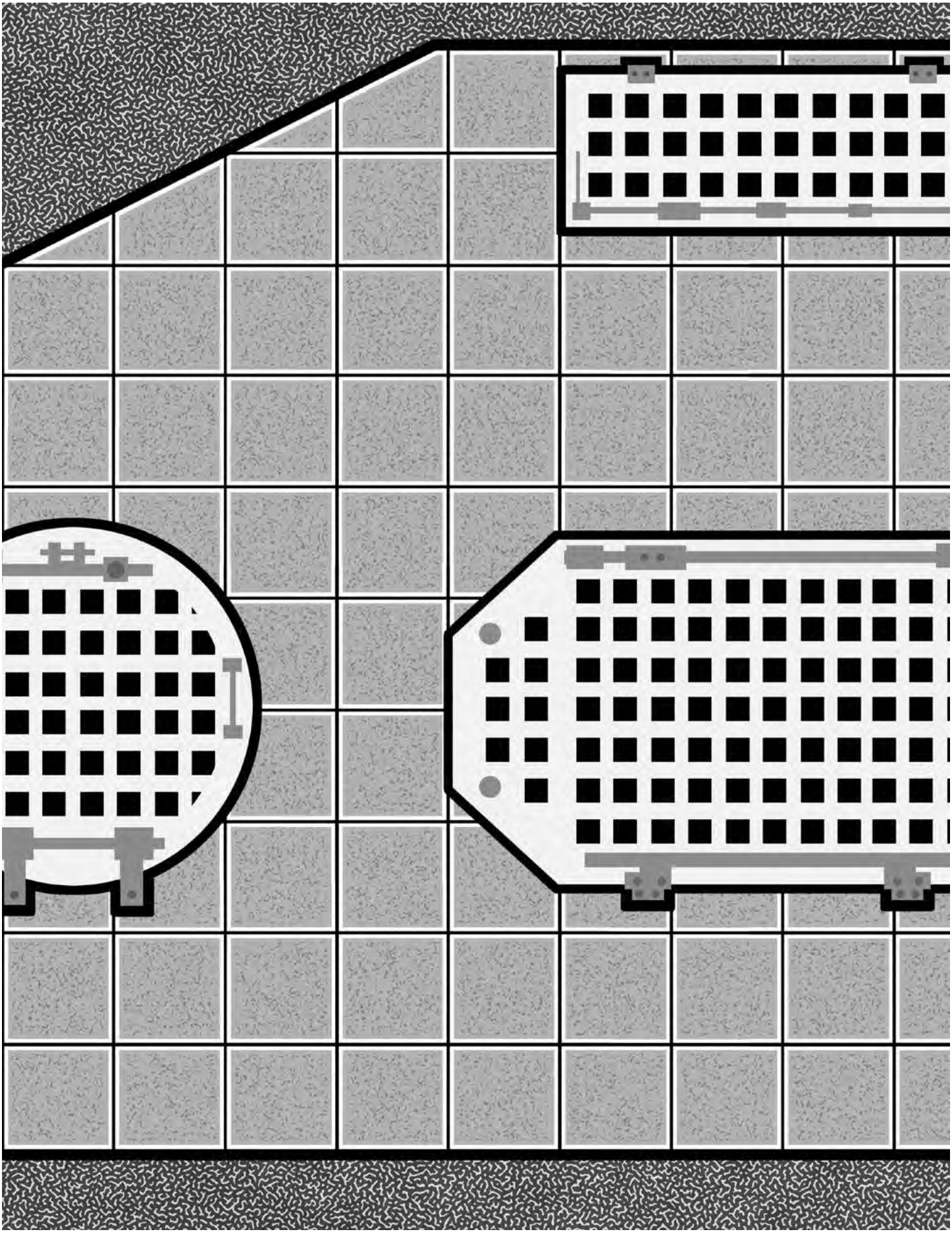


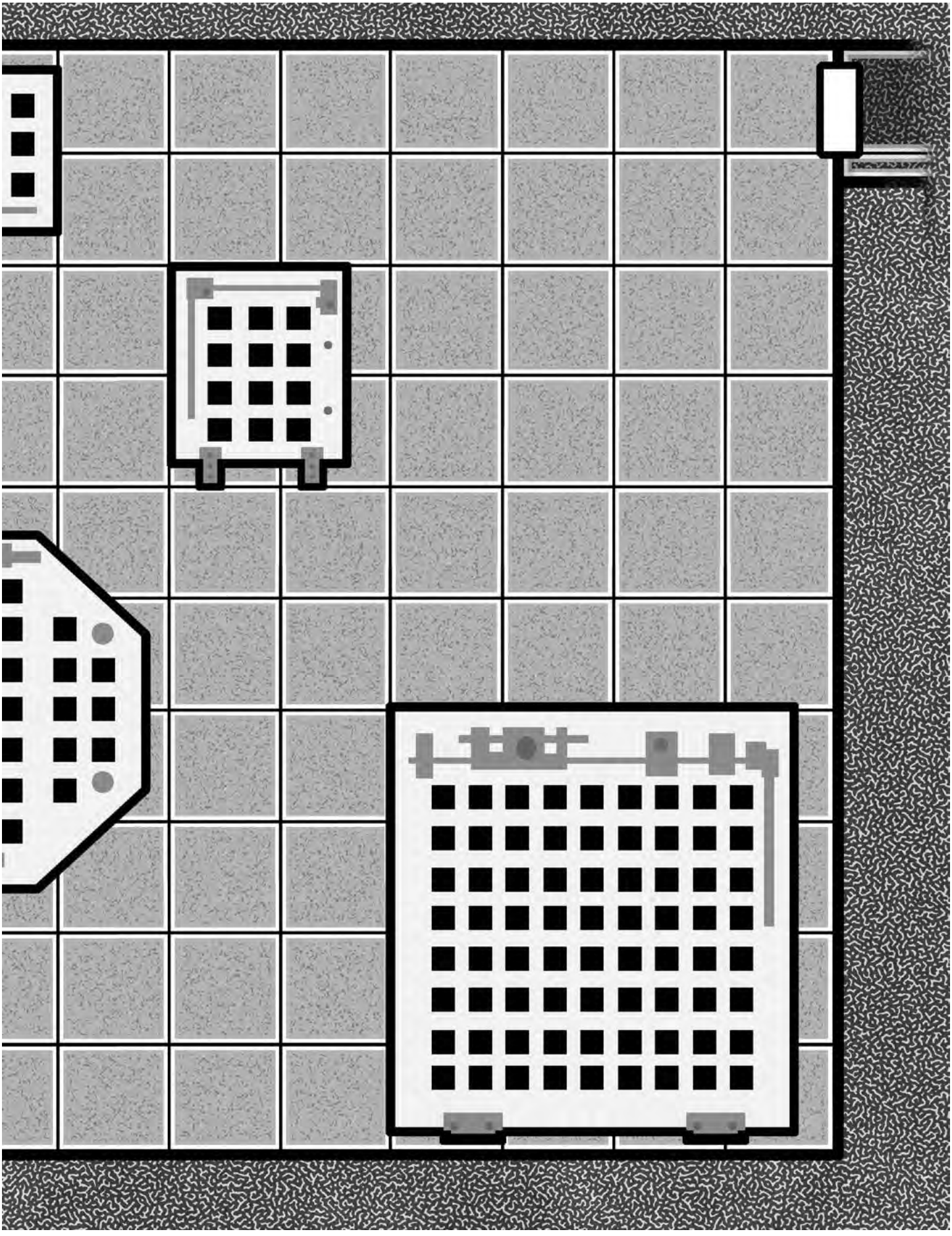


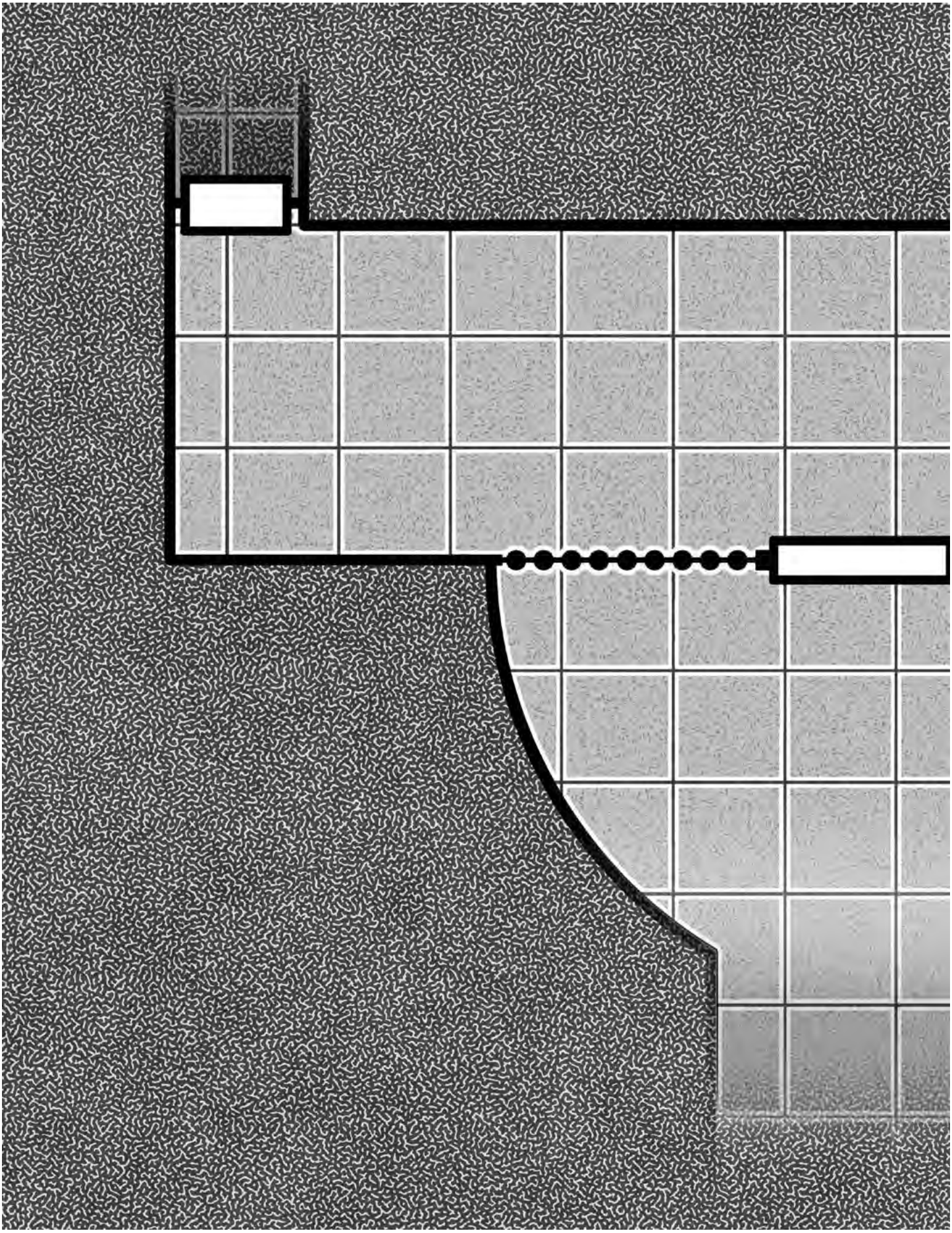


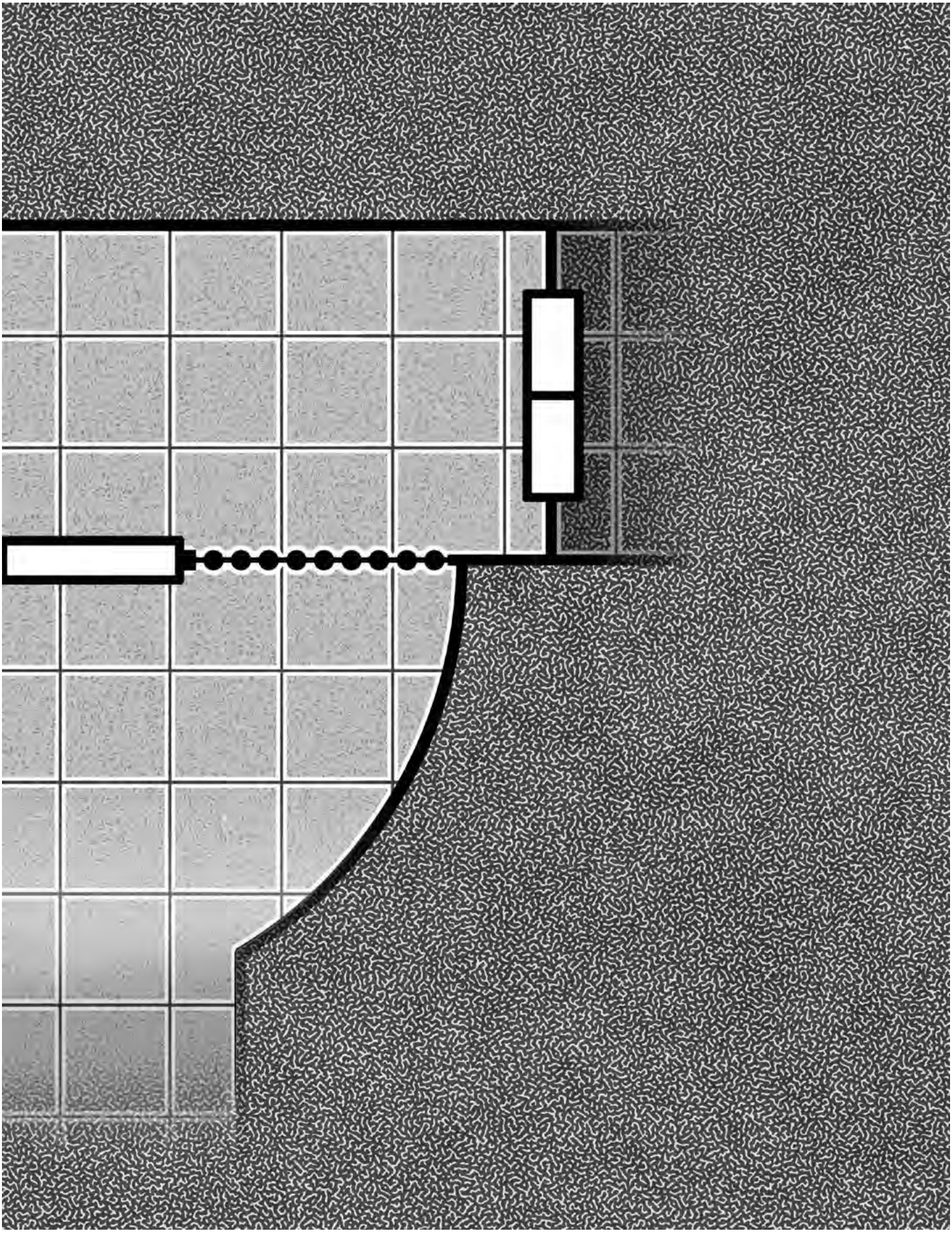


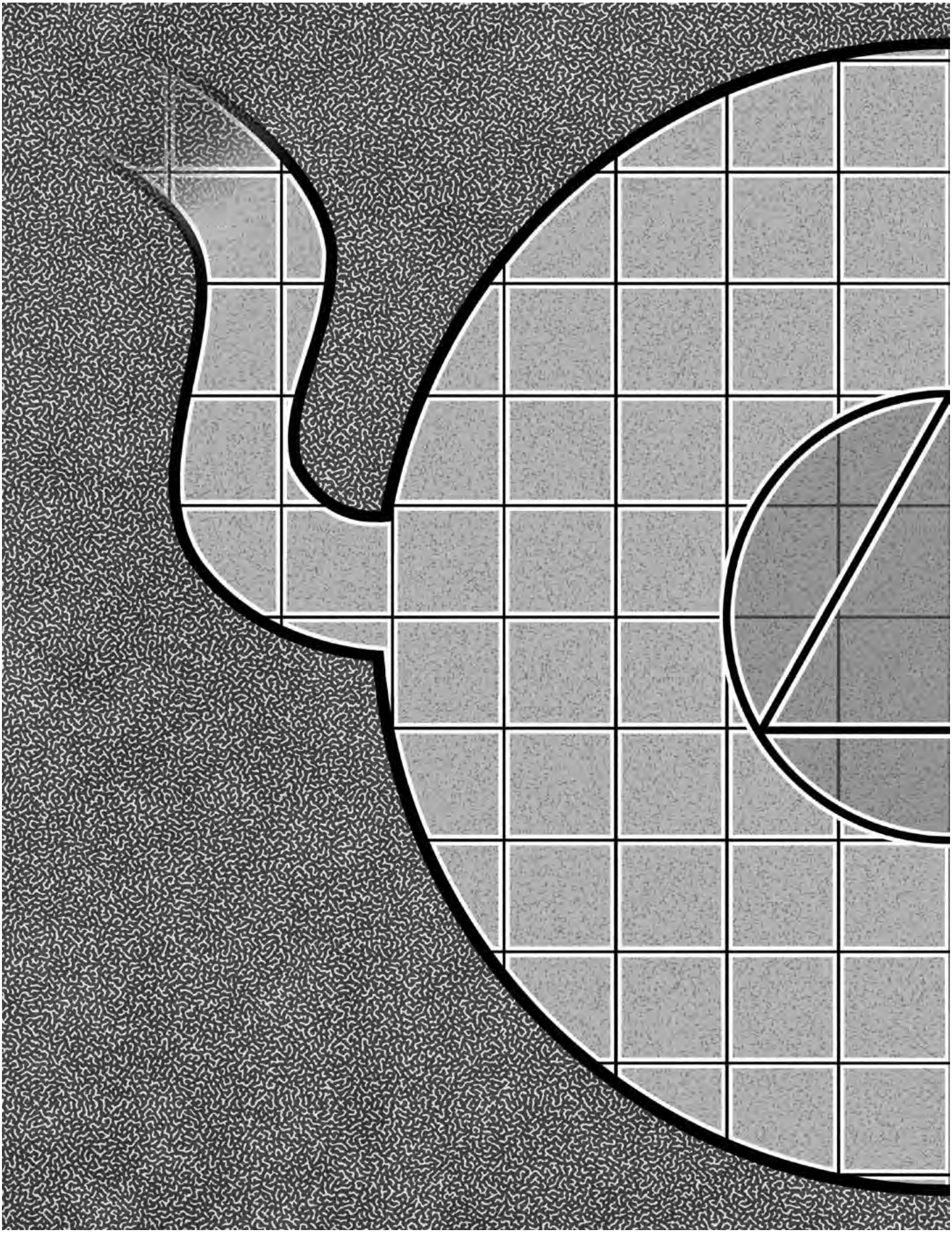


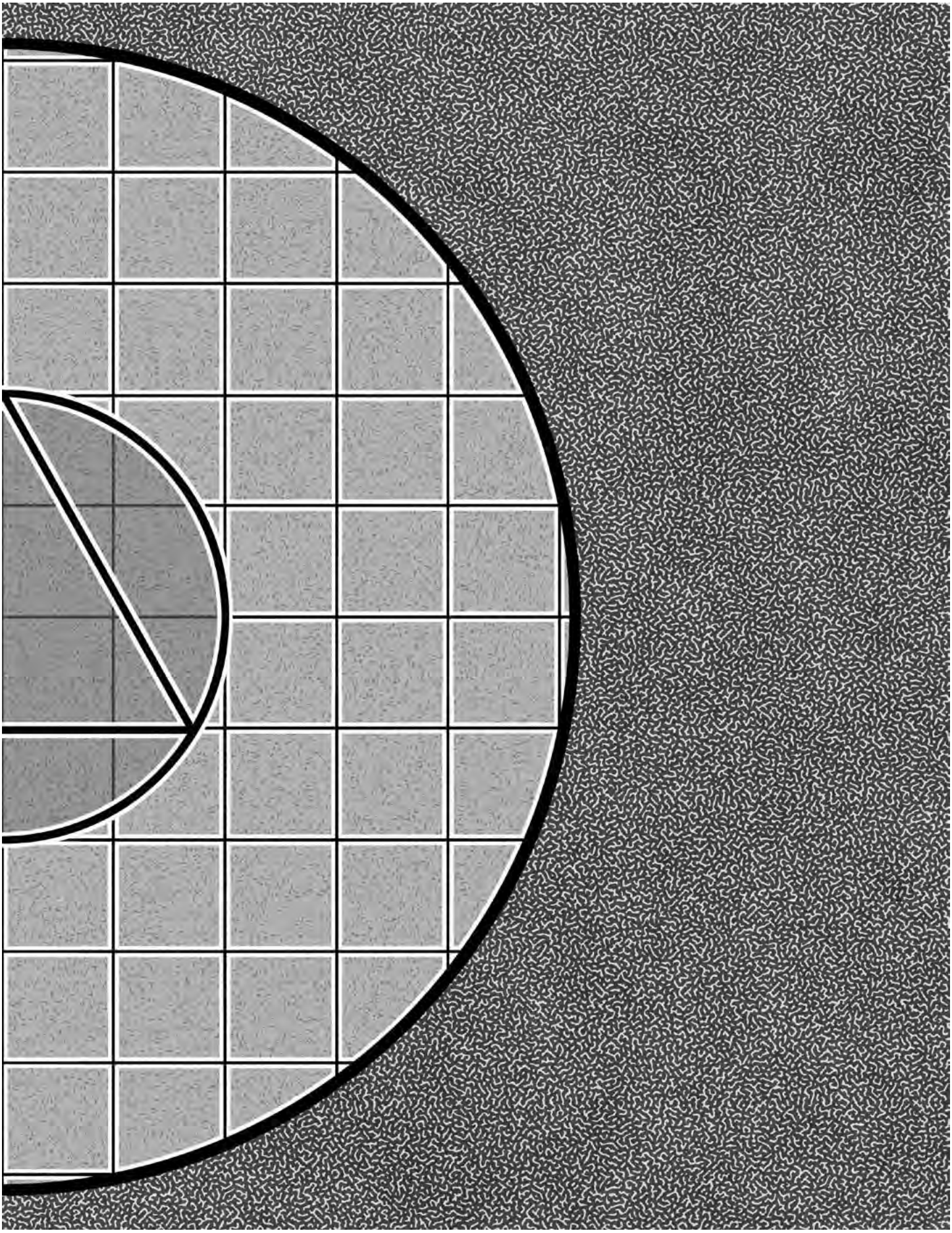


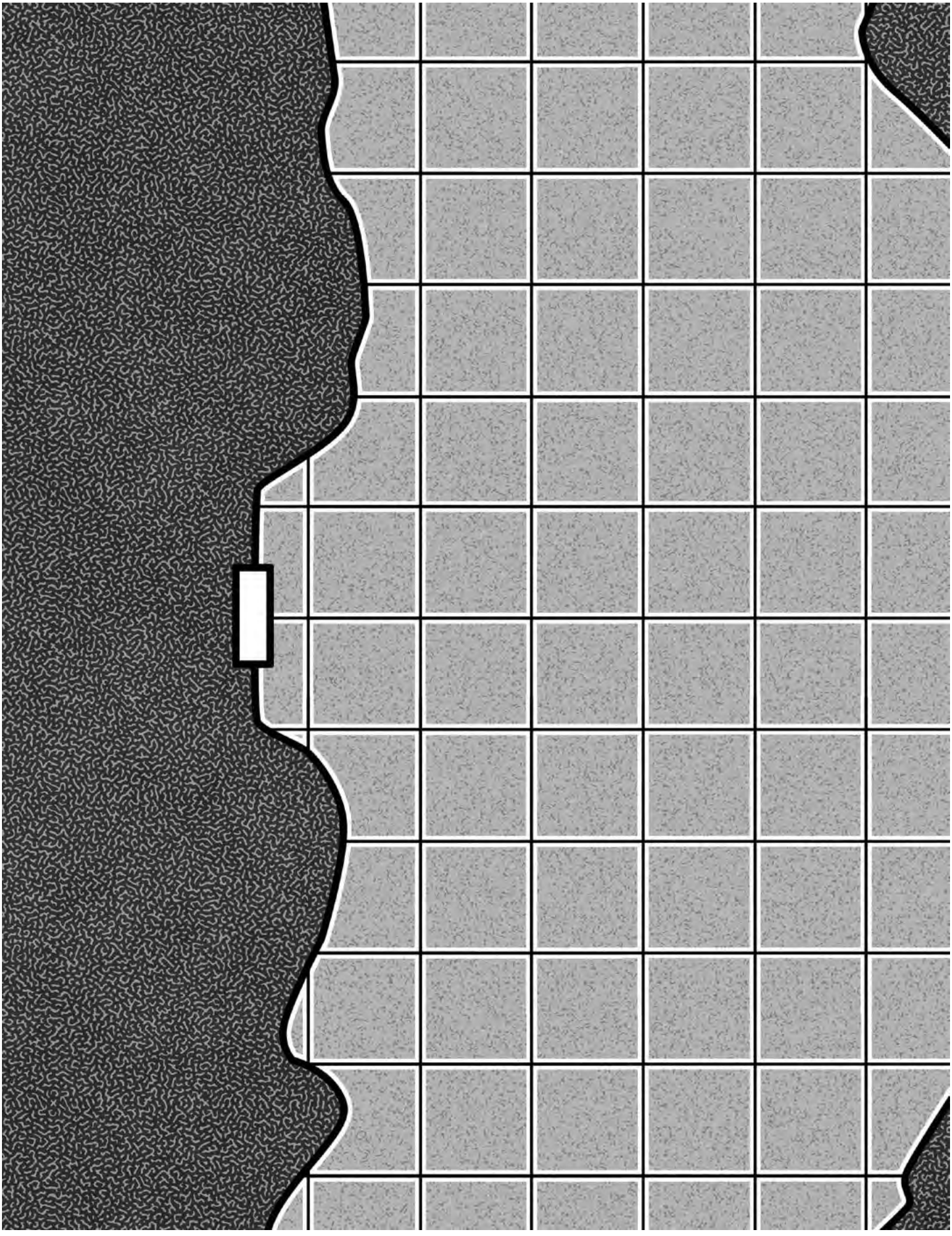


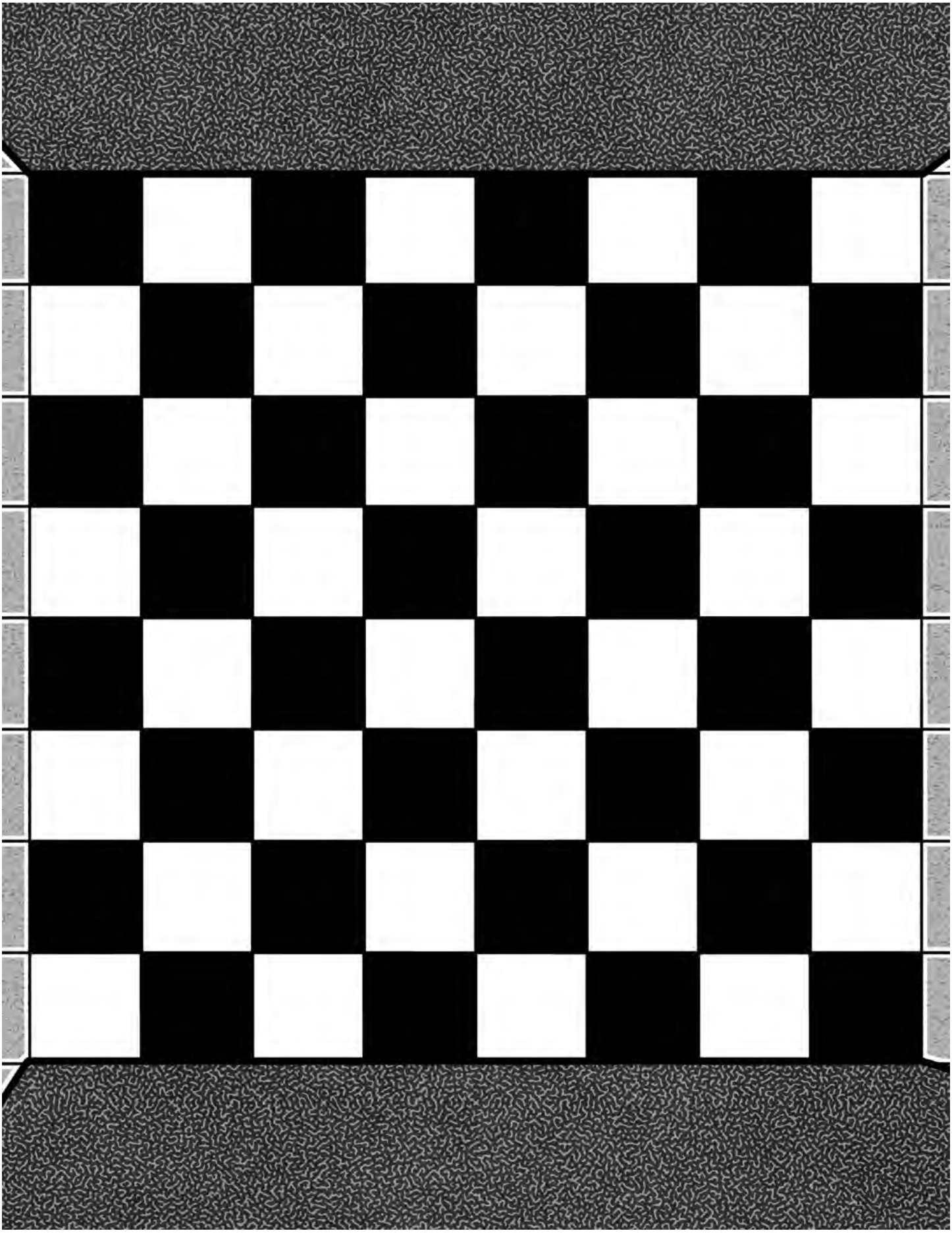


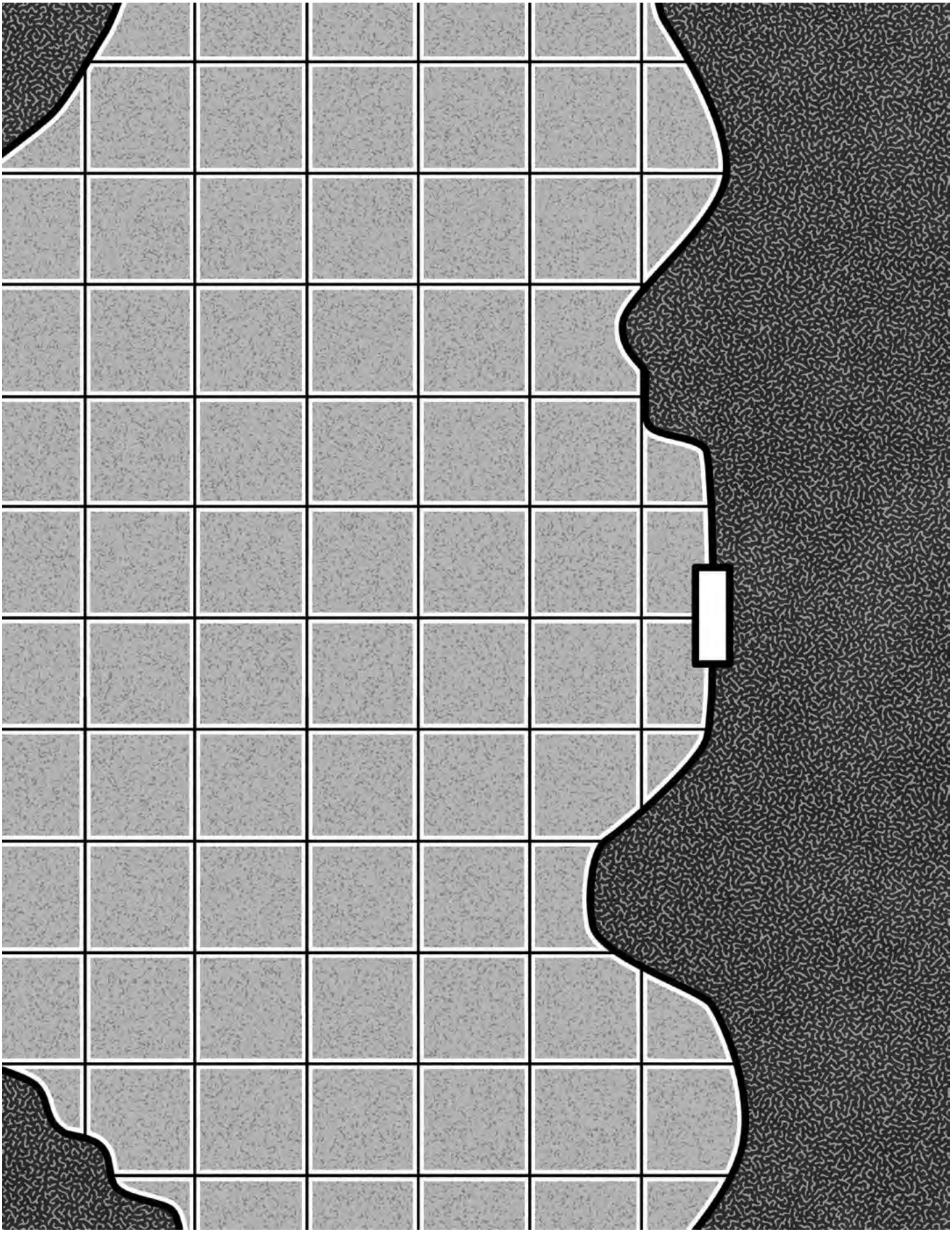


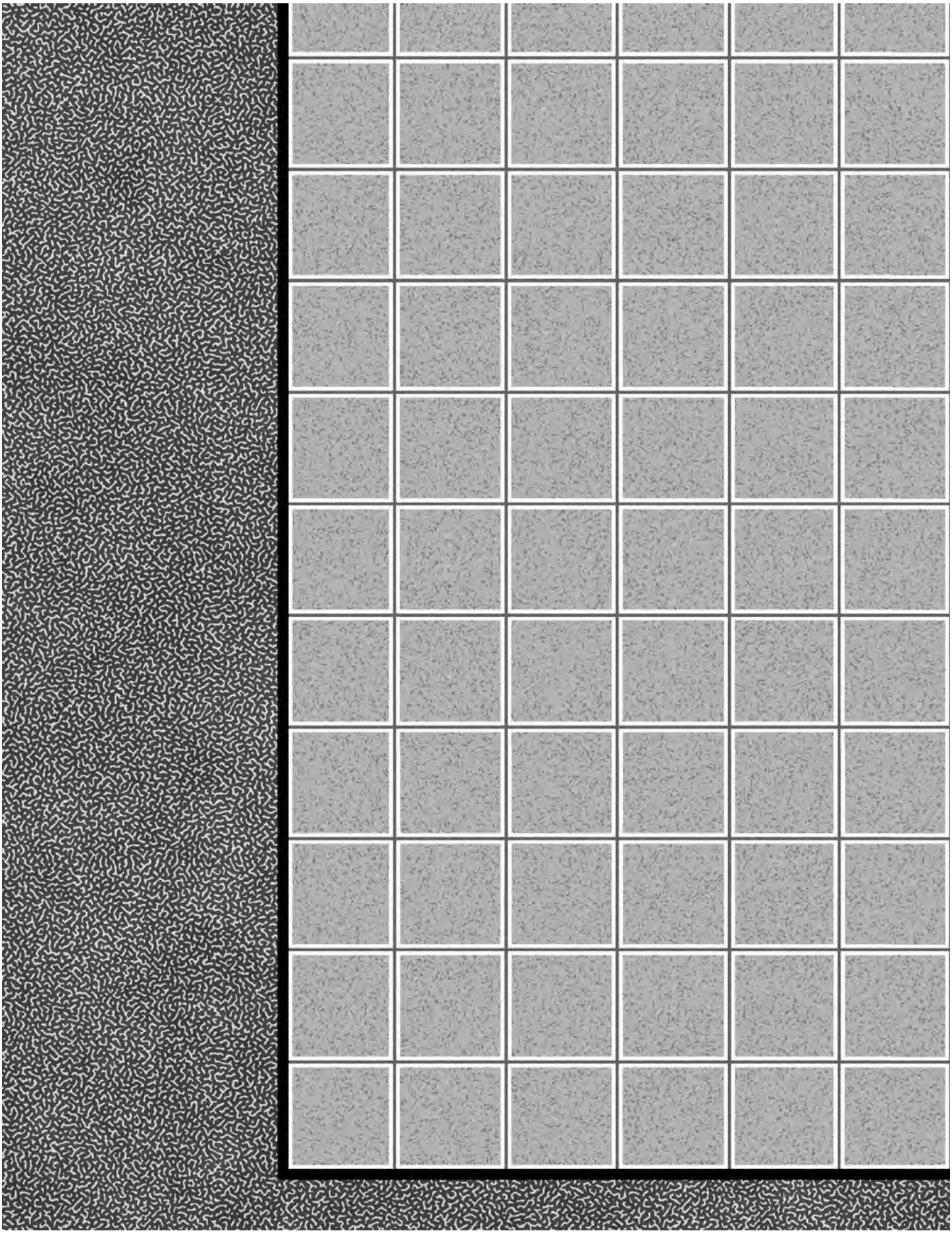


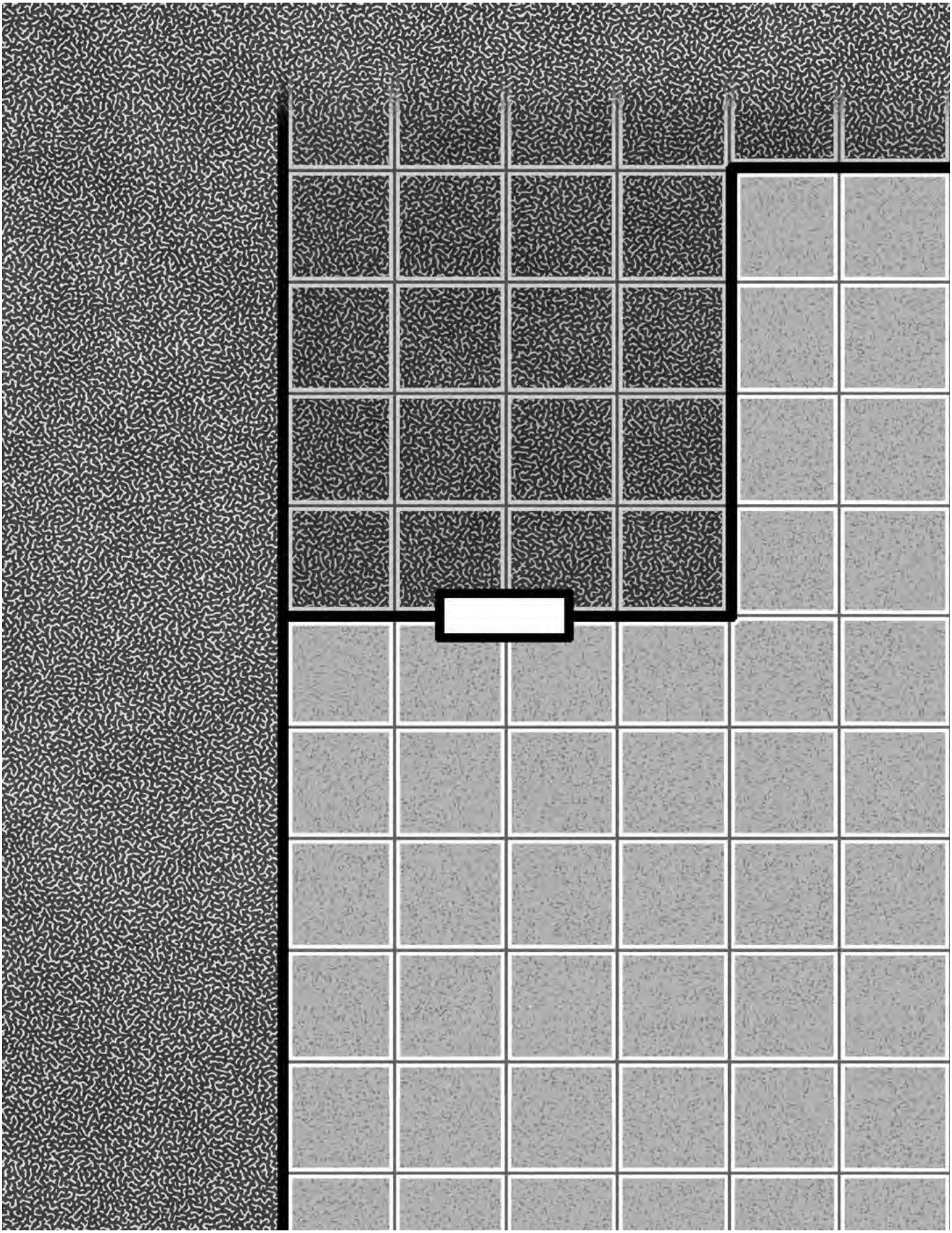


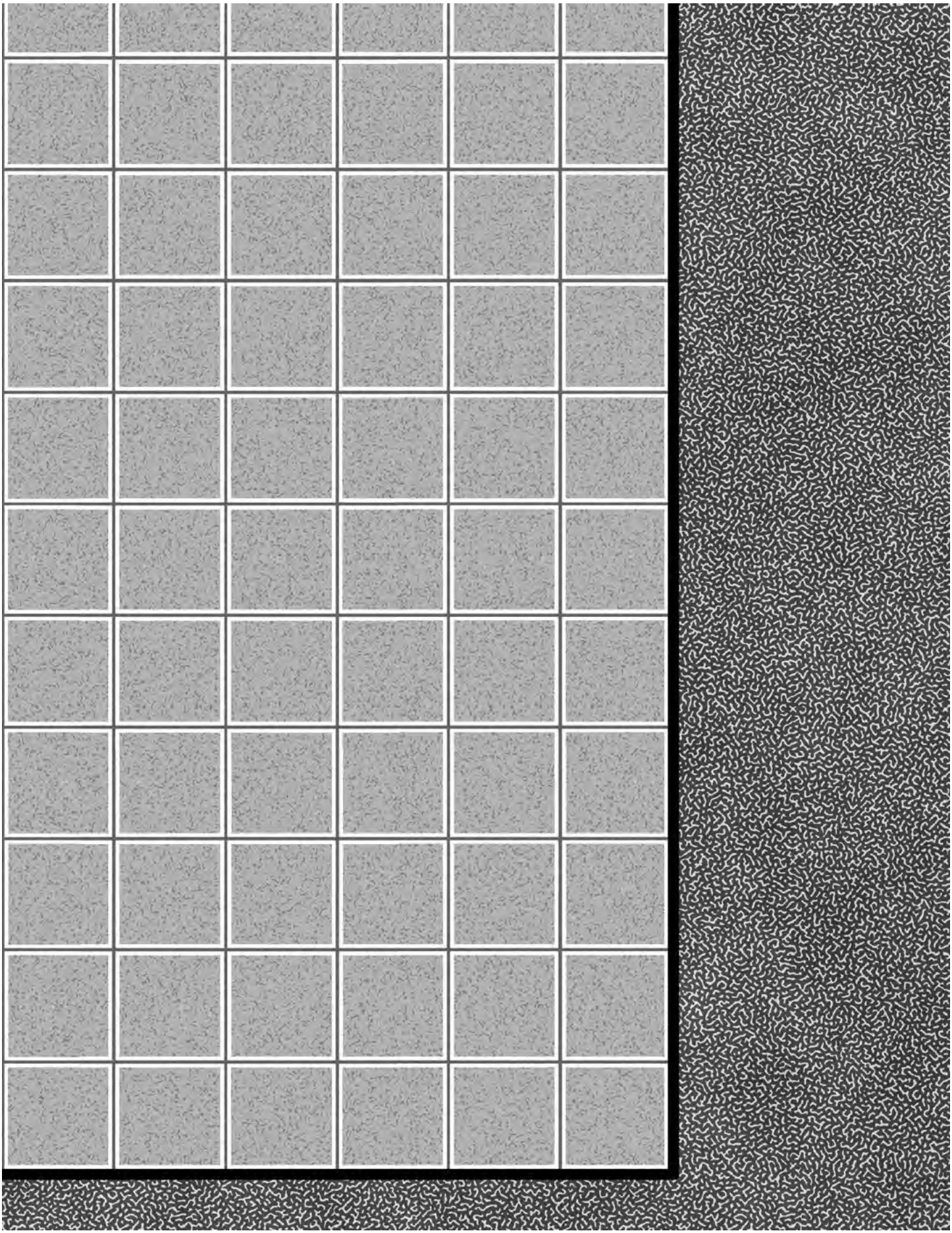


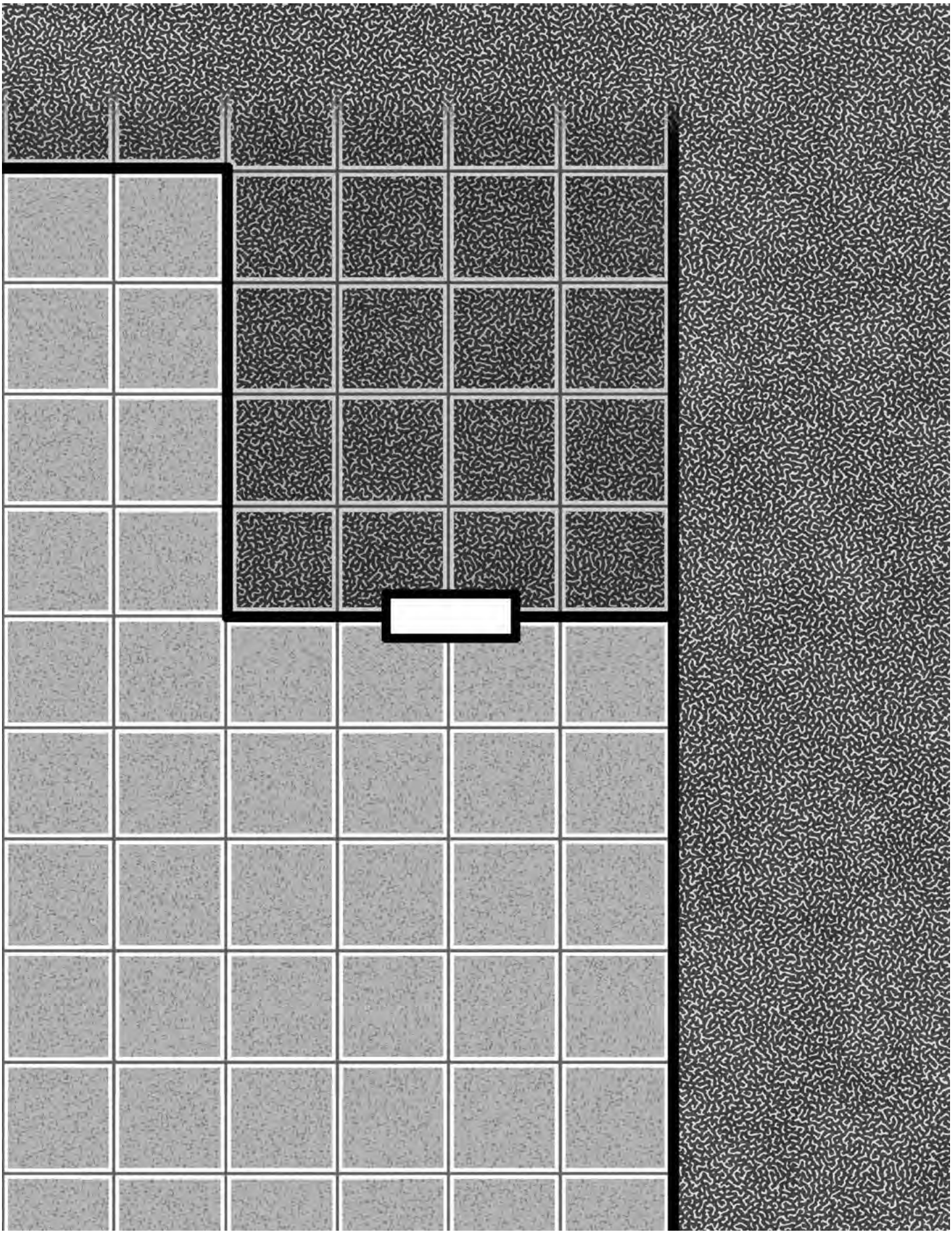


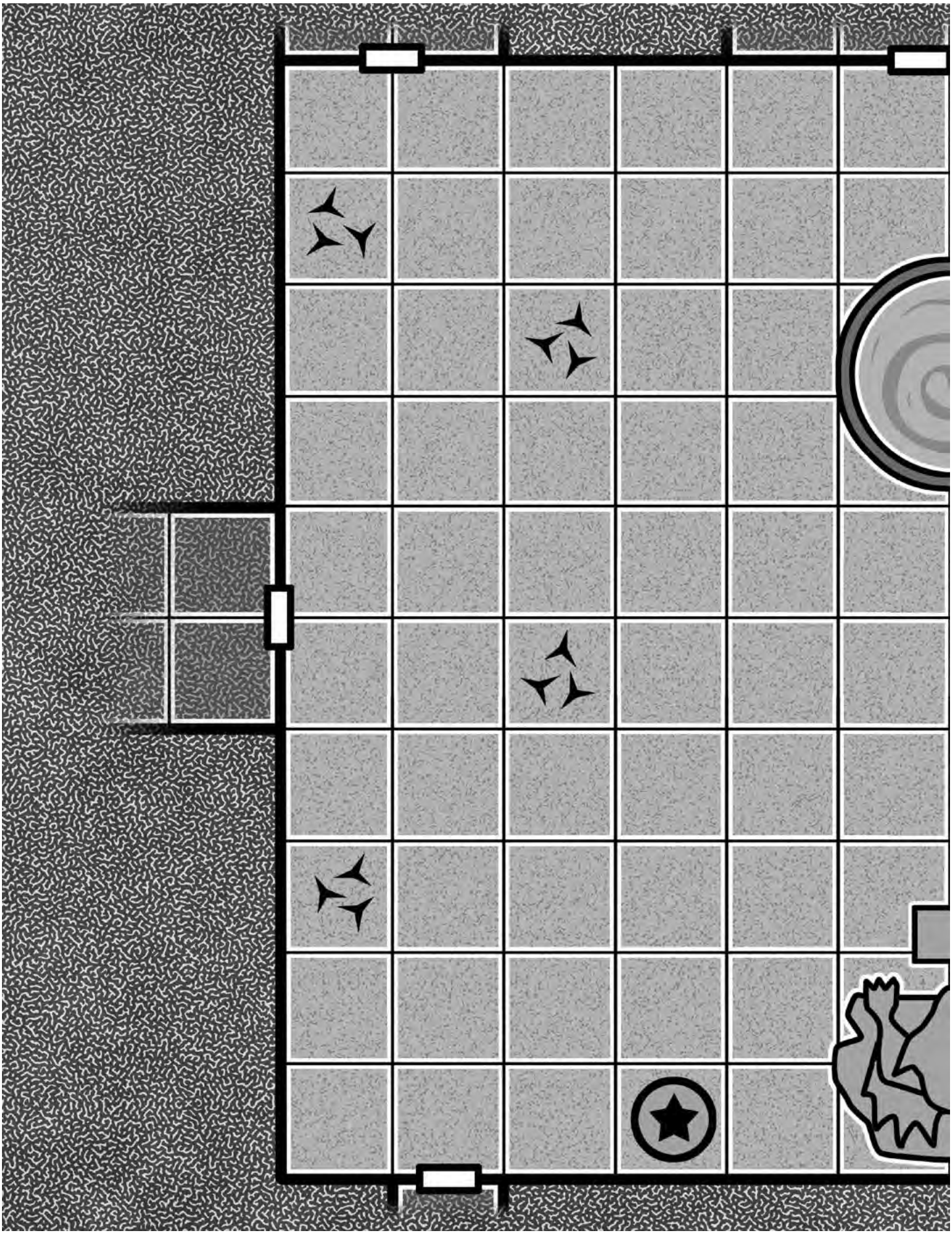


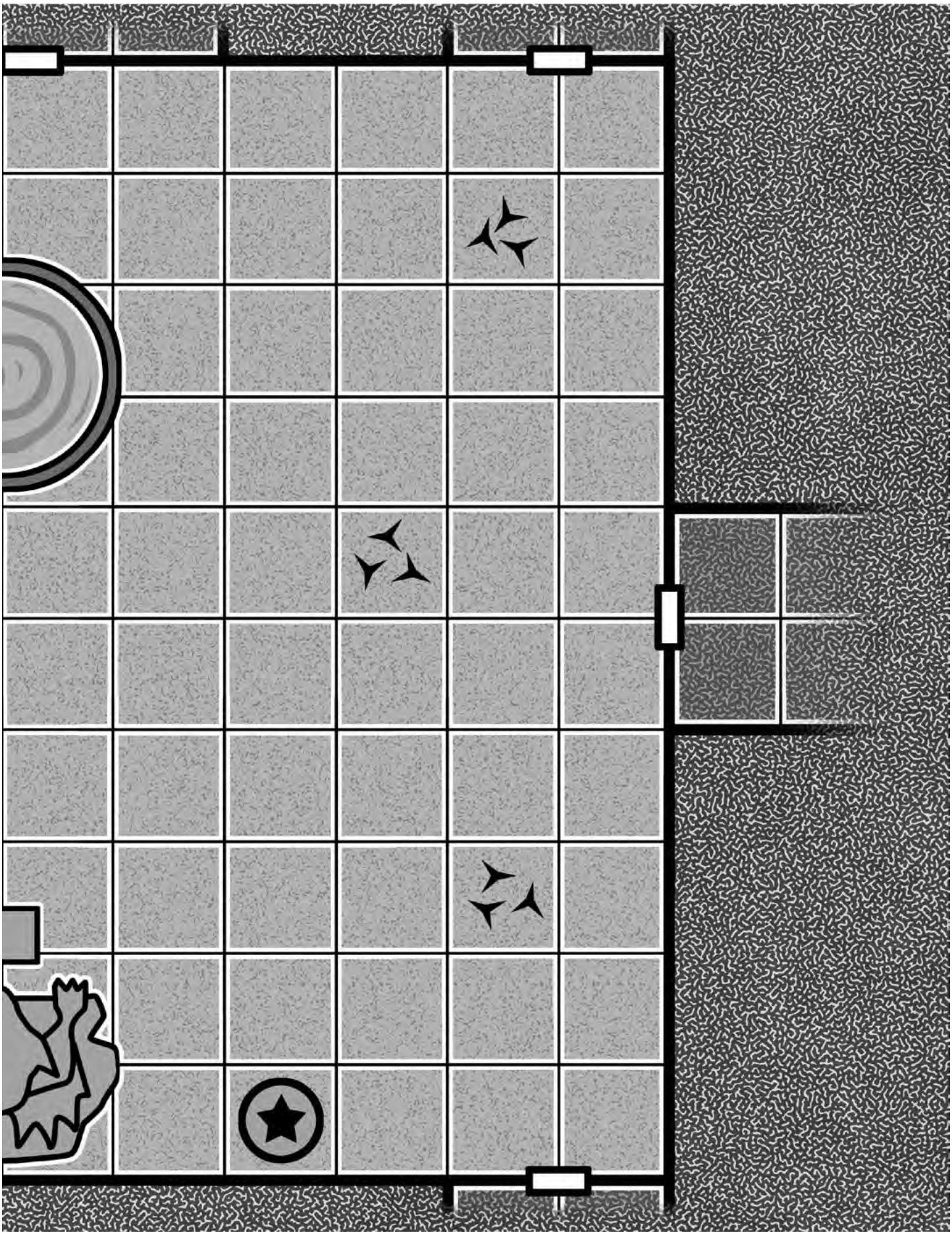


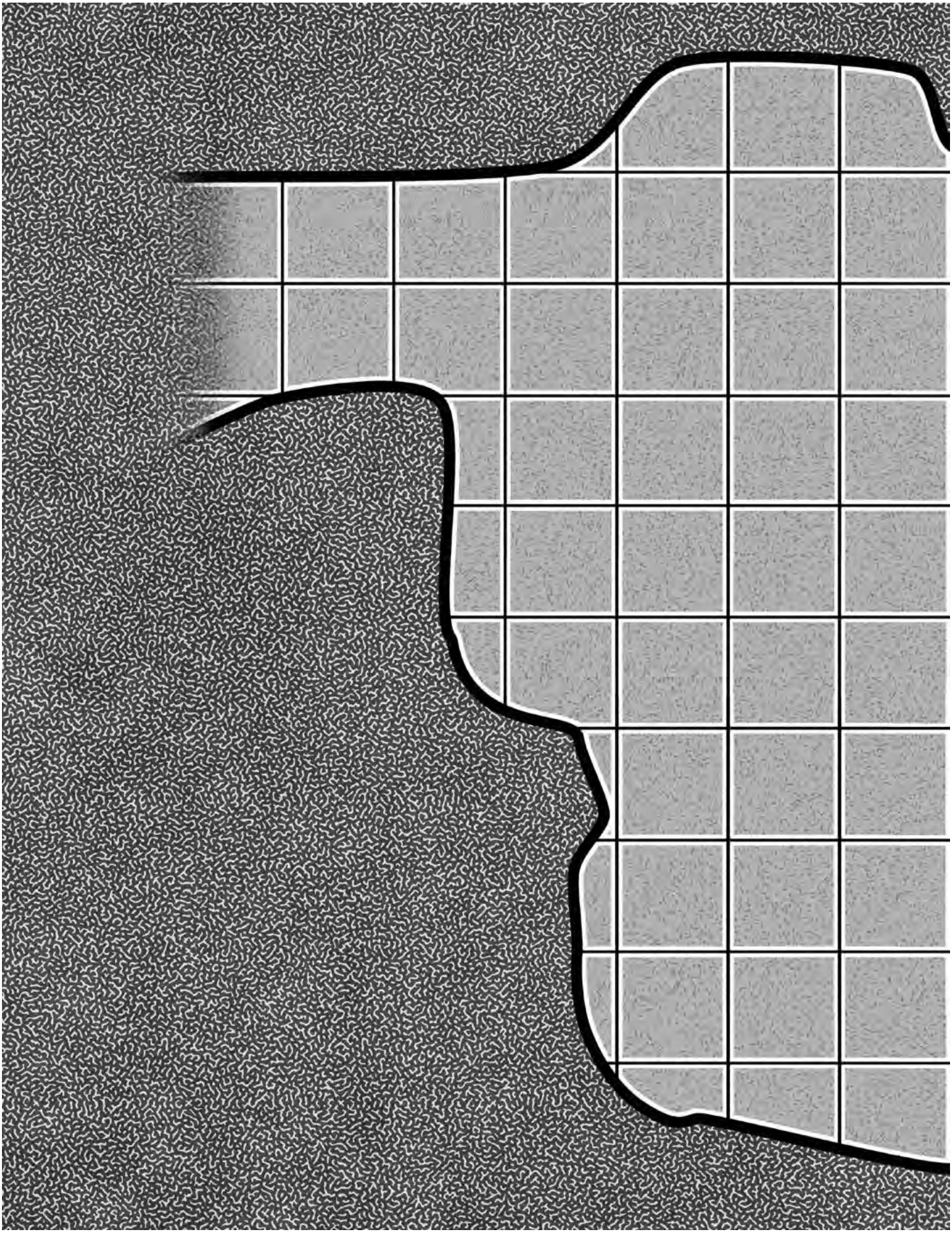


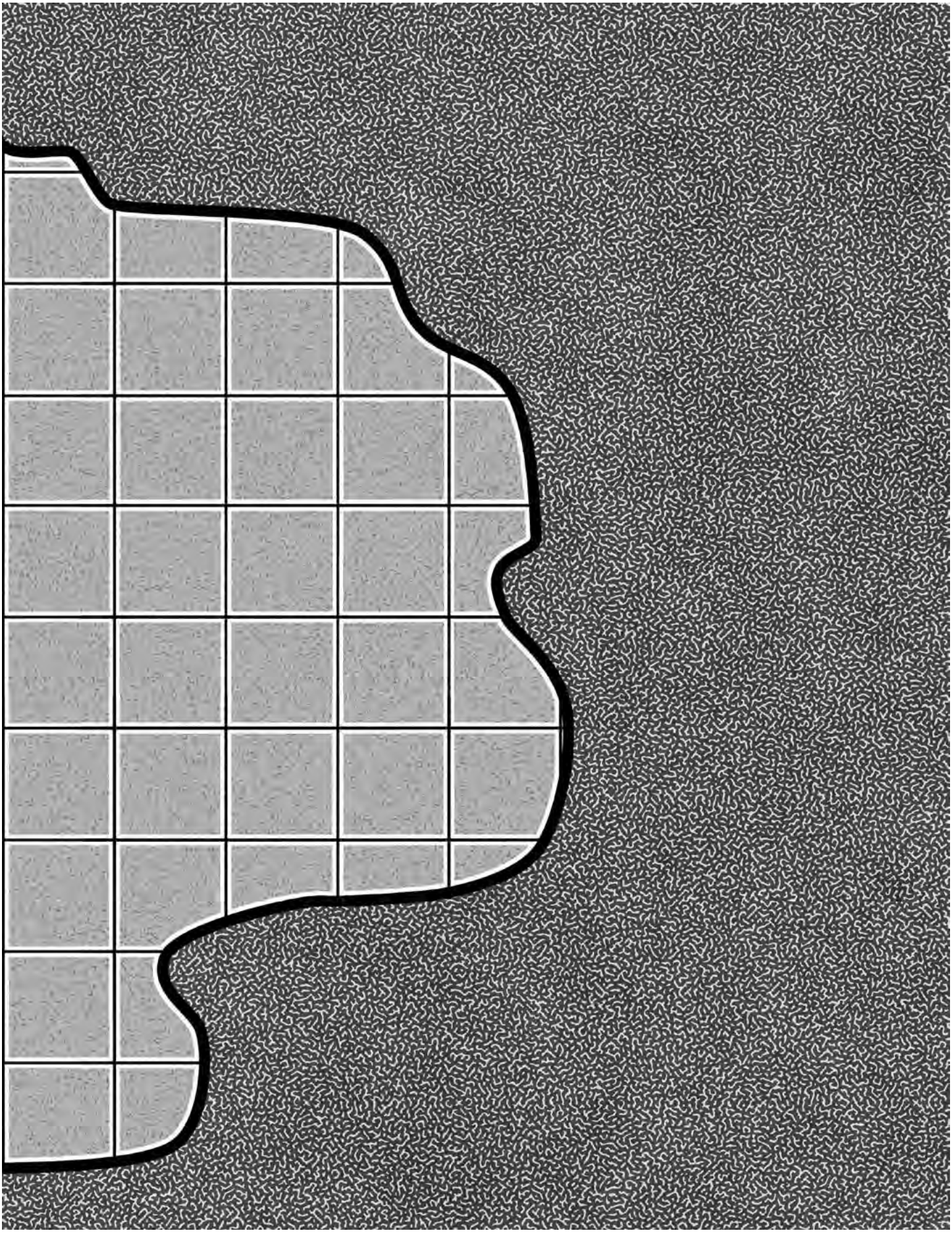


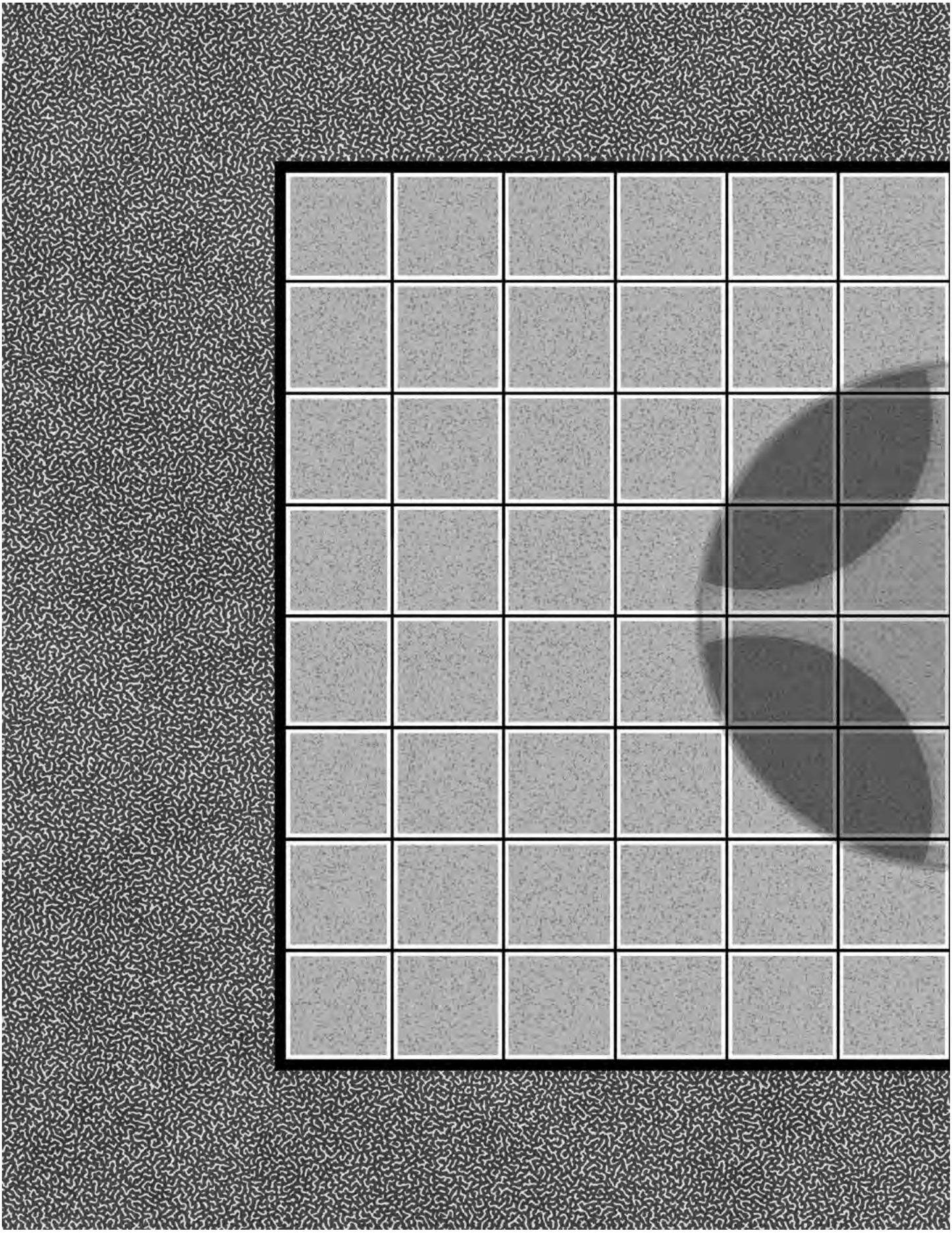


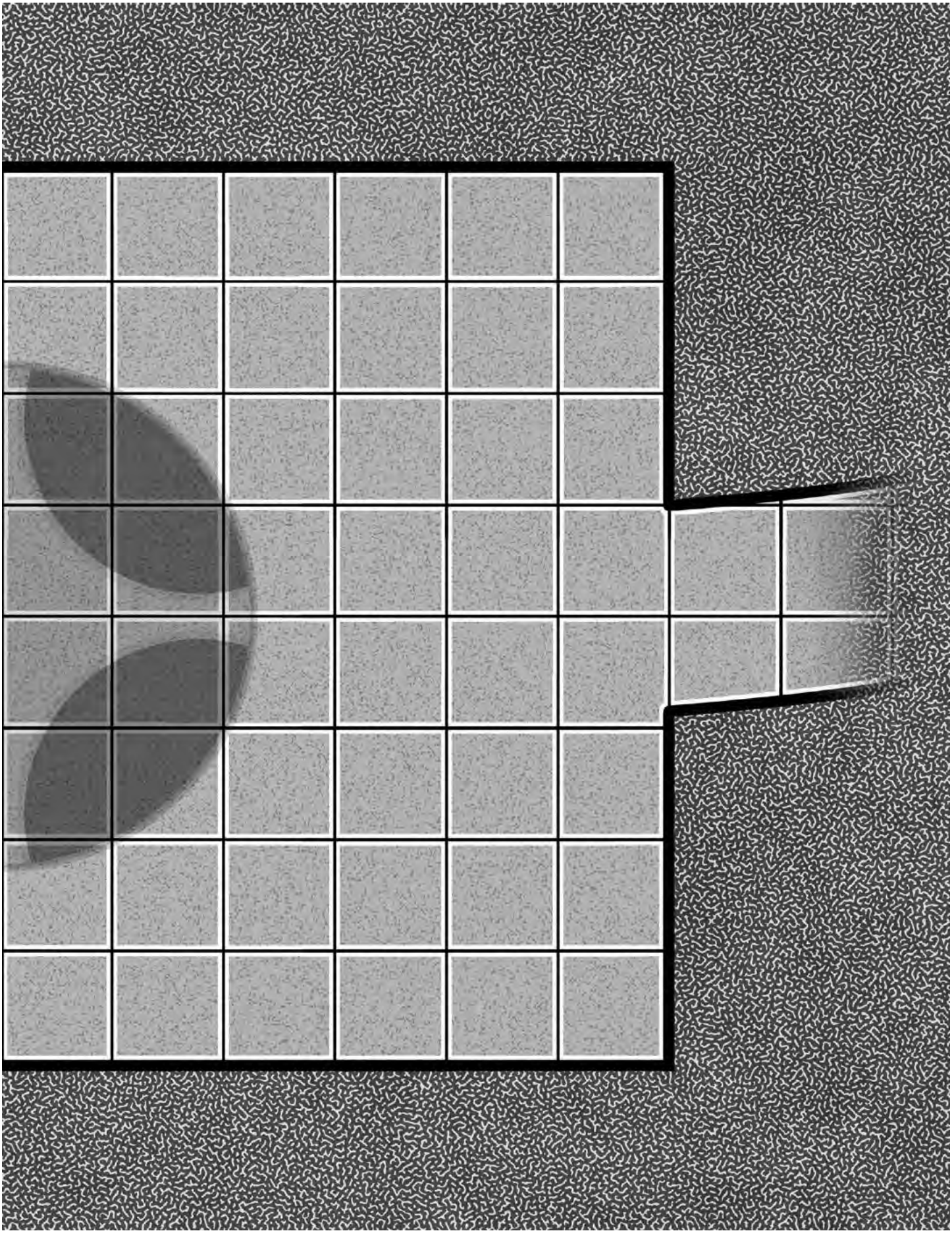


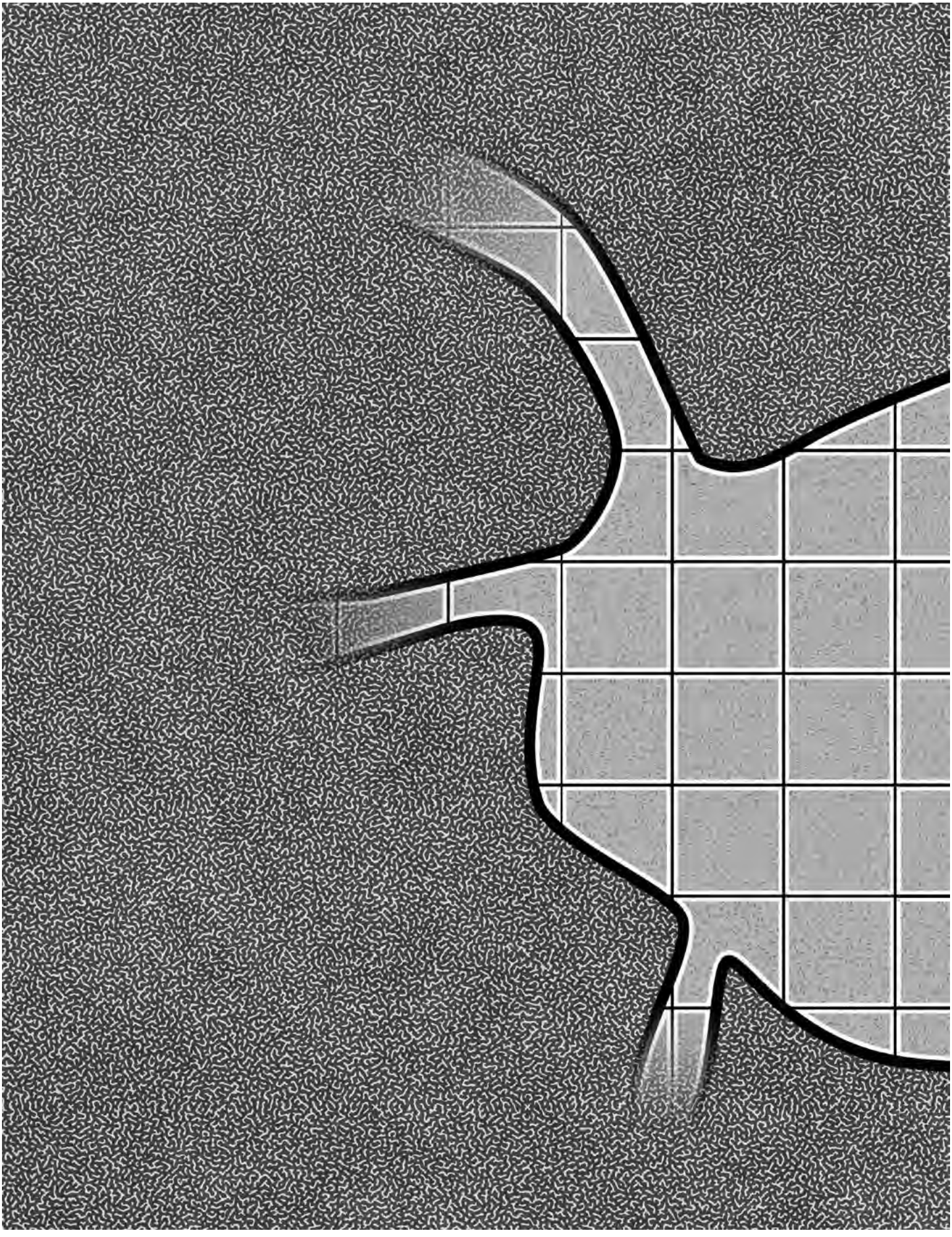


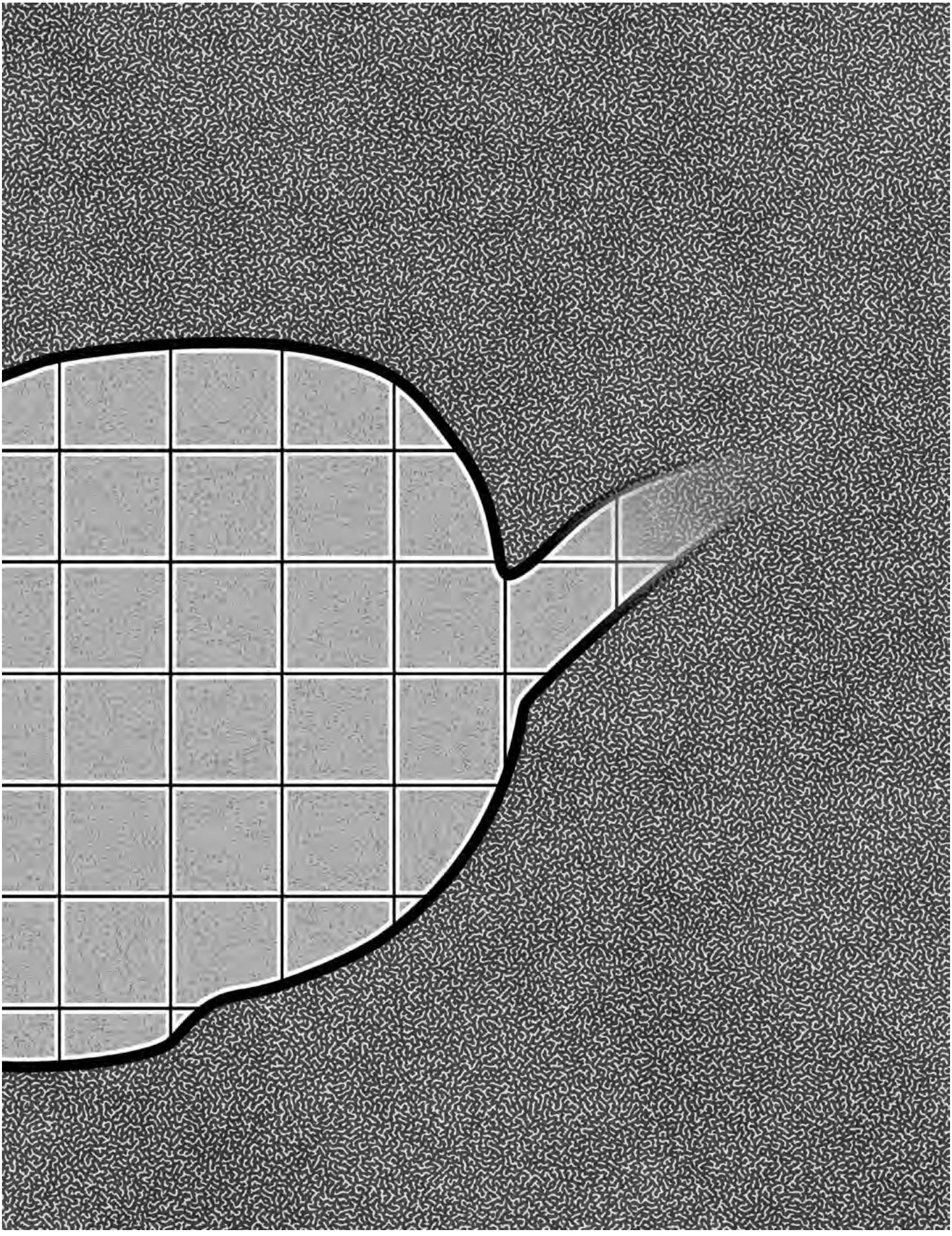


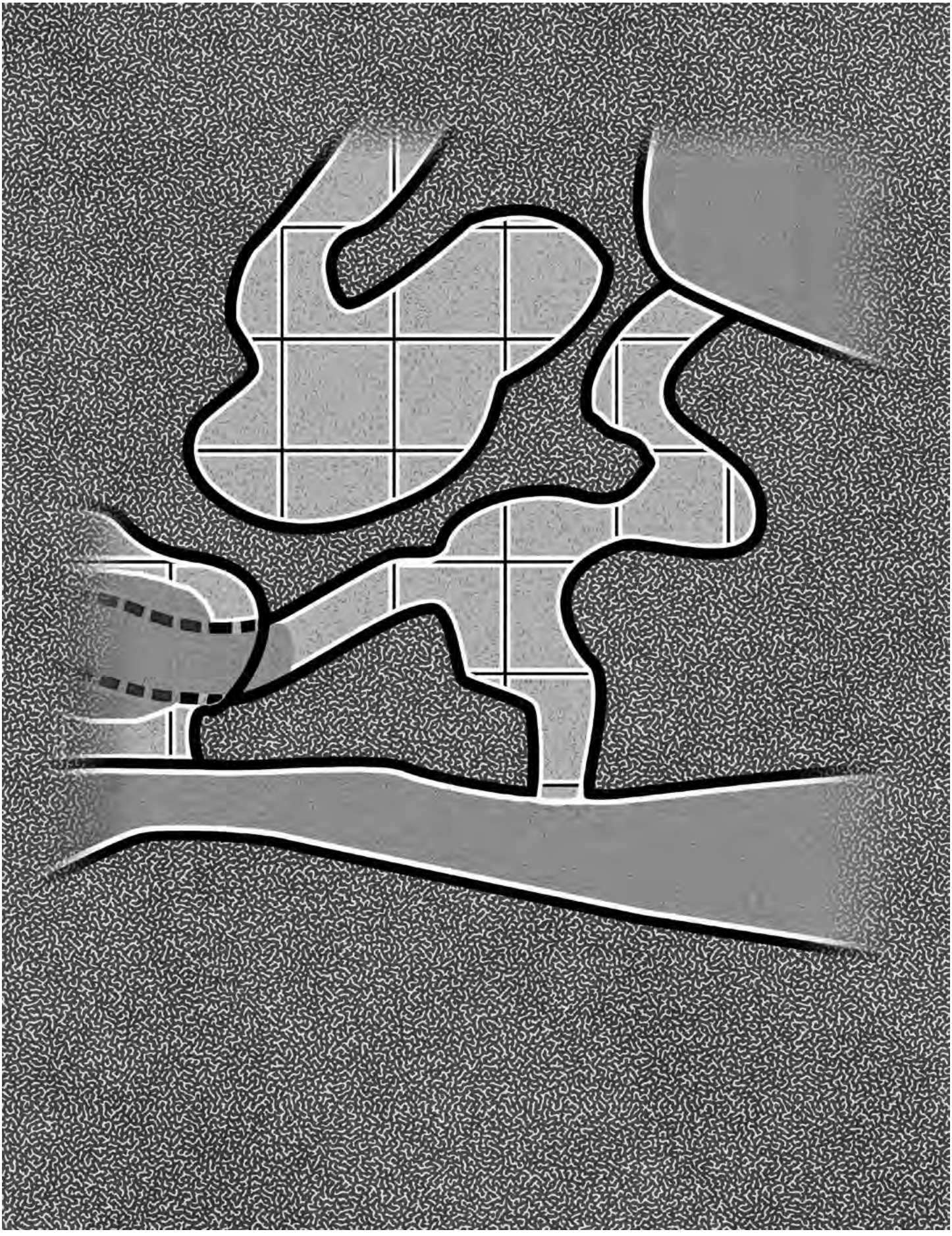


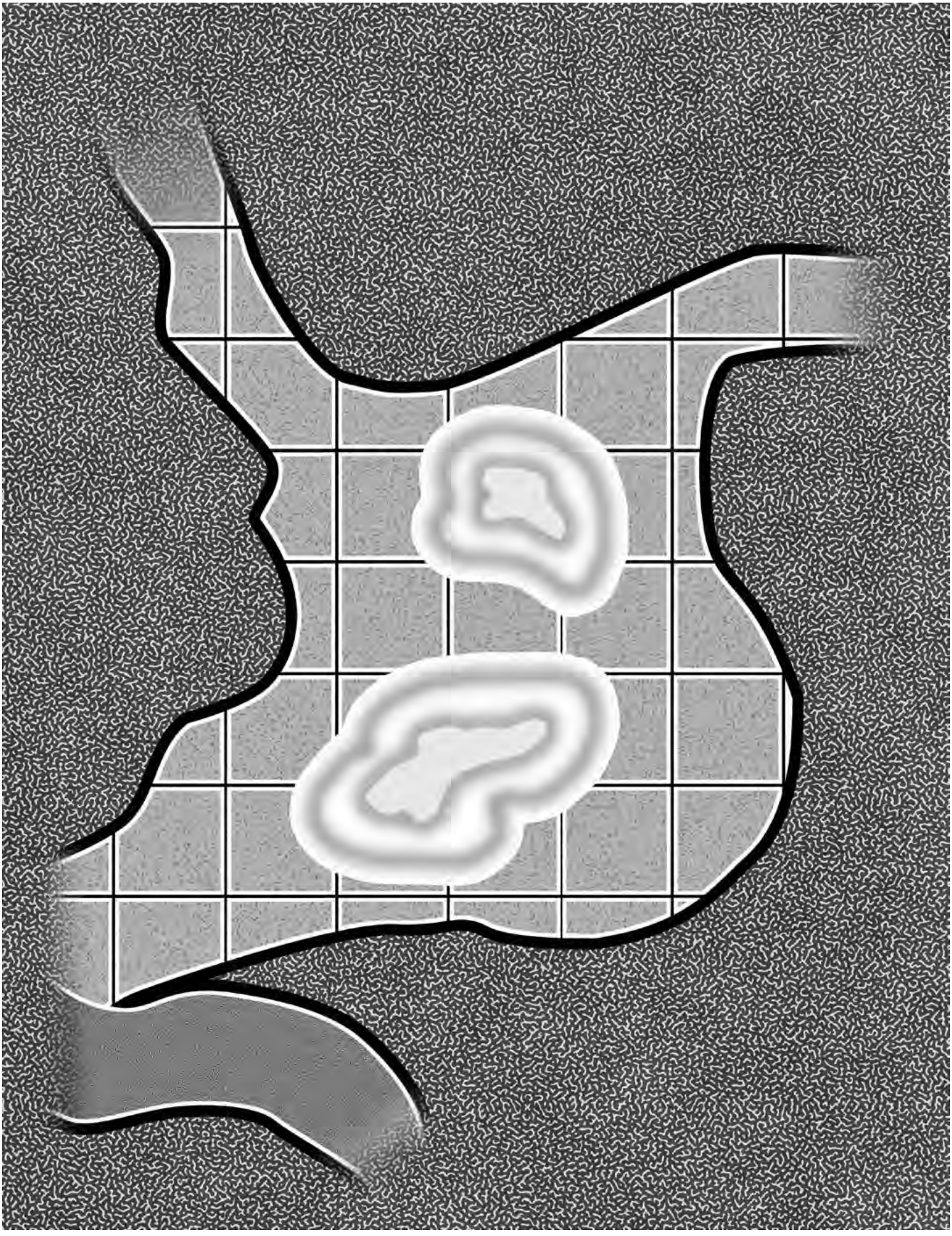












Appendix E: The Faithful of Orcus and Tsathogga

Followers of Orcus and Tsathogga

Ryan Baxter
Andru Watkins
David Arshavsky
Chris Brockley-Blatt
machı.9pants
John VanDenburgh
Demogorgon
Skalla Domineron —
The Priest Of Pain
ScottS
ExF3Nav
Riccardo "Hammer" Nauti
Jason Ventura
Chris
TW
davrion24
Joe Smith
Patricia McReynolds
Andy McReynolds
Roger J McReynolds
Elisabeth and Tristen Green

Flies of Orcus and Tsathogga

JamisonThing
Ari Kerlew
Kelly Roberge
JW
Jakub Jaraczewski
Tyler Beck
Andrew Mc Reynolds

Chickens of Orcus and Tsathogga

Randy Massey
Renzo Vannucci
Nezzeraj
Gavin Hall
Sean Hood
jerry
Quinn Enochs
Edna Rouse
James Hoppe
J Redmon
Kenneth McGonigle
Jon Johnson
James Hines

Victims of Orcus and Tsathogga

Zach Glazar
Jay Burling
Nathan Shugart
Jay Edgeworth
Erik Kjellquist
Ian Tichell
Jesse Shockley
Thomas Blanks
John Stater
James Dick
Neil Foster
Willgar
Elpan Allandar
judy
Clint Fell

Acolytes of Orcus and Tsathogga

Richard Develyn
Sandy Mackay
William Smith
Christopher Maikisch
Joe Maccarrone
EricHeimburg
David Starner
Neil Mansell
Neil Carr
Matthew Davis
Eclipse
Steve Milner
Karl Miller
John Fiala
Philip Ellerhorst
Brendan
John Kelbaugh
DNTimm
William Arndt
ybn1197
Jean Buhlmann
Robert Hodgson
Doug Medesha
John B Woodford
Grandpa Chet Cox
Rob Trimarco
Erik Ottosen
Andrew Harmon
Siccus
Aaron Stimson
Debra Lieven
Russell Hutchins
Matt Bogen

Stefan Diekmann
Albert J. Arena
Michael Lane
Jon Meerdink
Heidi De Vries
Stephen Eric Johnson
Random64
Omer Golan-Joel
Chanin Vichaita
Michael Brogan
Brett Stoner
Robert Bell
Harry Leckenby
Brendan
William Miller
Erik Johnson
Malchus
Michael Jacobs
Rizal Repin
tom
B.A. McLean
Nathan
Nick Frollini
Chris Bekofske
Kyle Payne
Drakli
Damon Wilson
Robert Bateman
Michael Bilodeau
David Nixon
Bill B
Karl Asp
Guy Fullerton

Varl
Matthew Pirkey
Michael Alley
NotDomo
Mark McHaney
B McC
Riley A. Vann
sparky1479
Christina Stiles
Russ Walton
Zarathos
Deathcon
DemonPun
Christopher Misner
John Swiers
Mike Browne
d20pfsrd.com
Scott Sinclair
Jeremy Fox
Brandon Stanbrough
Paris Crenshaw
x93edwards
Brian Forester
Chris Nielsen
Treppa
Andrew Kolodziej
Tom Hogan
Tavis Allison
Greg, Ray
LEFEBVRE
John Chronakis
Curt Meyer
Keith E. Clendenen

Priests of Orcus and Tsathogga

Mike Mihalas
Eric Tillemans
sozin
Christopher 'Staples' O'Dell
acollins46805
Lon Varnadore
Seth Thomson
William Z. Cohen
Niels Adair
Guillaume Bélanger
Andrew Hayford
Ken McKinney
Tom Williams
Mark Garringer
Gary McBride
Craig Bishell
Carl Ross
Jeffrey Palmer
Heine Stick
Johnn Fourr
Mitch Goldstein
Steven Danielson
Praeton
Ronald Tang
Nicholas Rufus Clemente Fascitelli
jfa82
David Wickham
Joe Kushner
Kevin Mayz
Robert Kuty
Celestian
Matthew Hughes
bobrunnicles
The Red-Gloved Man
Lim Seng Kok
Joel Flank
Herve
Martin Hamilton
ChaosImp
Fredrik Hansson
Chad LaMontagne
Mark Hart
Franz Lunzer
Jack

Chris Perkins
Gnagn
Frank Dyck
Adam Flenar
elorebaen
Mike Fontana
cthulhuslibrarian
Mark Atkinson
Will Downey
Ralph O'Brien
Colin Campbell
Vincent Diakuw
John Coates
Scott Thede
BOURRIAUD
Nathan Rollins
Heron
Leslie Hill
Charles
Galahad de Corbenic
jason jay
James Bell
Andrew Maizels
Charlie
Kenn Hipkiss
Andrew Kelsoe
Rich P
Brian Lavelle
Vincent Ecuyer
Matthew Broome
Thomas Lokum
Mike Pawlak
dave cutts
Doug Bailey
Juan Natera
Todd Showalter
Kevin Lai
Lance Schroeder
Khelbiros
Reid
David Margowsky
Niklas Wistedt
Shawn Wood
Juan Oviedo

John Seibel
Guy LeBlanc
Keith Sloan
Brendan Strejcek
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Obituaries

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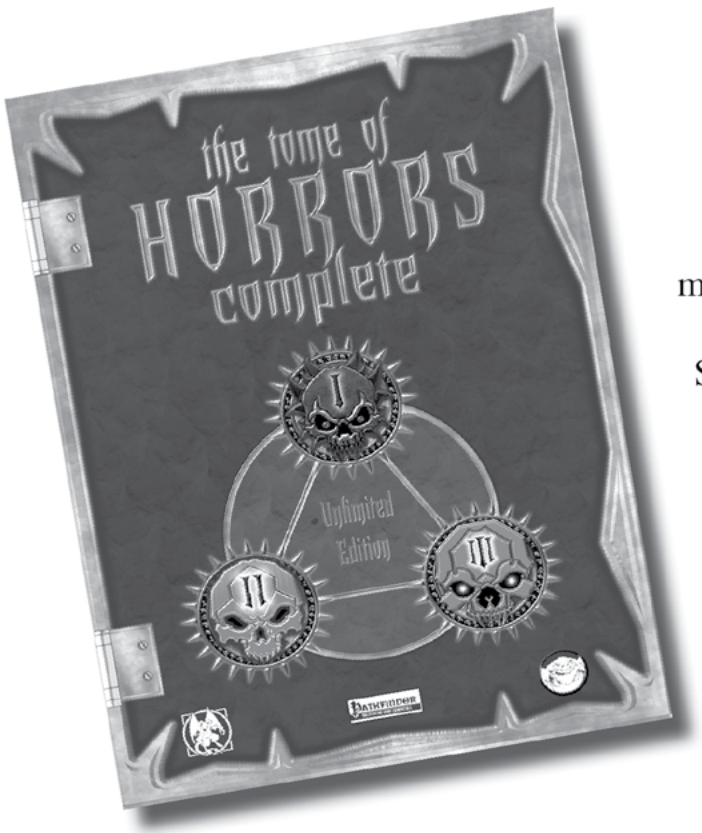

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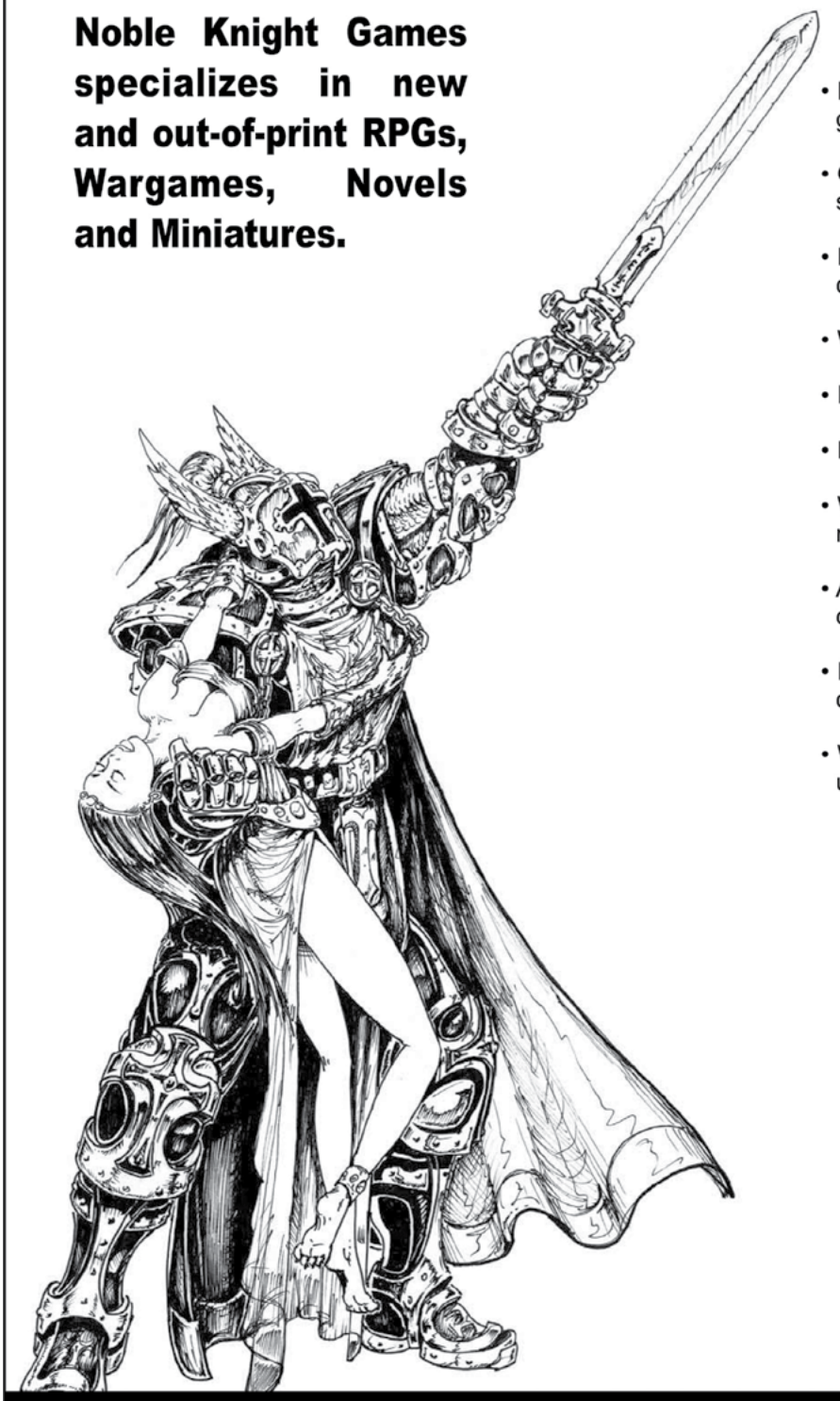

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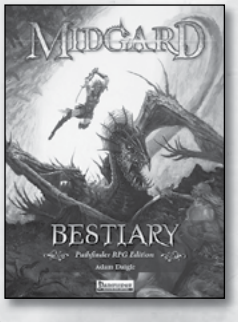

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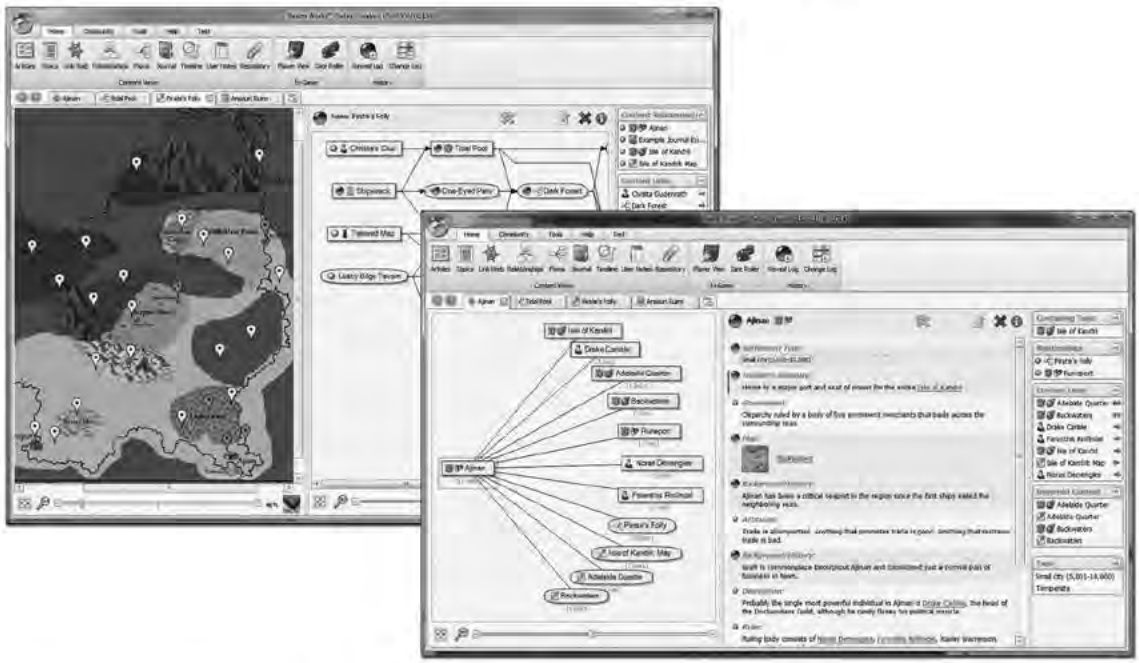

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