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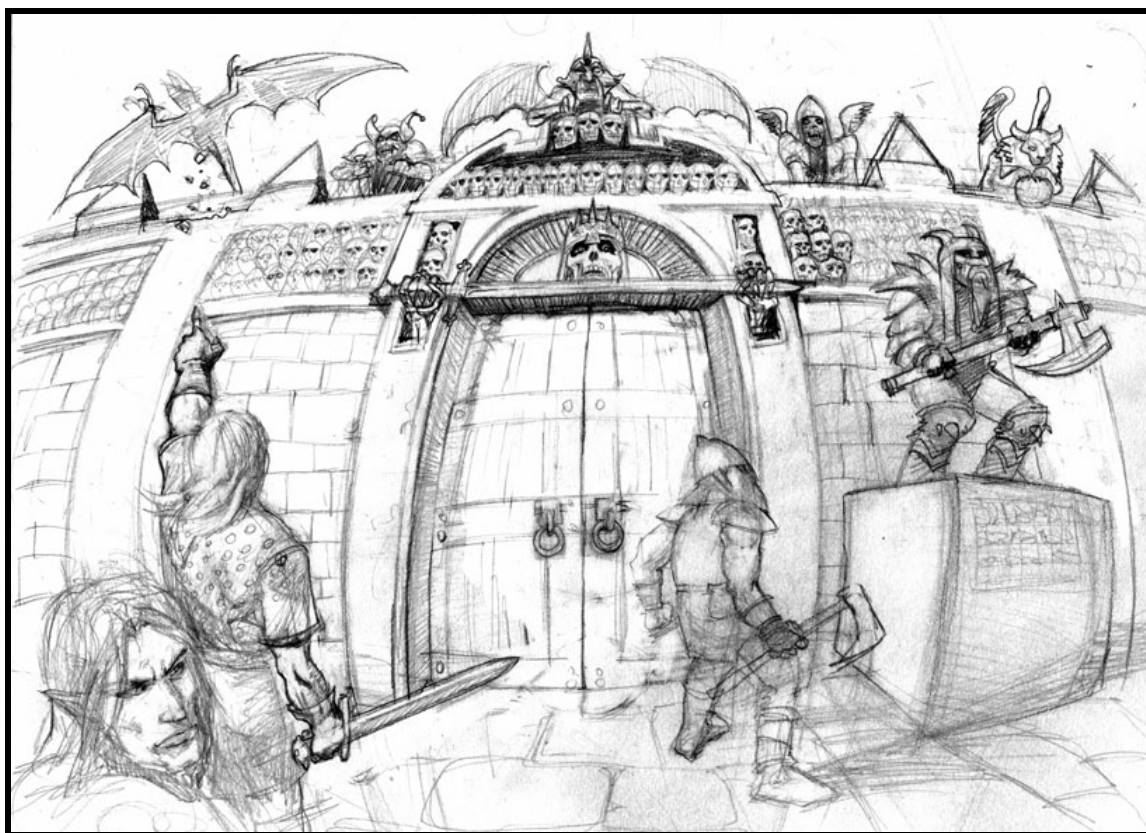
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Rappan Athuk

The Upper Levels

Bonus R2-47 Special Encounter

by Bill Webb and Clark Peterson



*In the fine tradition of encounter R2-47 from the classic TSR Dungeon Module D3 **The Vault of the Drow**, this supplemental encounter features a pair of demonic lovers and their lair that can be placed in Rappan Athuk or any other dungeon.*

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Special Thanks

Gary Gygax for the classic module *The Vault of the Drow*. And all the people who purchased *Rappan Athuk—The Upper Levels* and wanted more!

Congratulations! You have successfully solved the puzzle presented in **Necromancer Games** module R1: *Rappan Athuk—The Upper Levels* and have now earned your just reward. Many of you most likely had to dig through that box in the attic to find good old module D3, *The Vault of the Drow*, to solve the puzzle. Our hats are off to any of you who knew the answer to our riddle off the top of your head.

In the spirit of your archeological efforts, this free download contains a side adventure similar to the old referenced encounter. In tribute to that encounter, we call this set of rooms Level R2-47. This “mini-level” can be added into the halls of Rappan Athuk by placing the secret entrance to the rooms detailed below in one of the caves on Level 4A. Level 4A is too easy anyway (at least compared to Level 3A), so you might as well spice it up a little! Of course, you are free to drop this level into another dungeon of your own choosing. If you are “old school” enough to have

Vault of the Drow laying around, we are sure you can put this encounter to good use. Enjoy!

Introduction

The 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.

R2-47-1. 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 arcane locked at 11th level, 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 (Spot check DC 12). In addition, the door has been enchanted to open at the mental command of either of the lovers.

Arcane-Locked, Illusion-Covered Secret Door: 2 in. thick; Hardness 10; hp 80; Spot (DC 35), Search (DC 20), Break (DC 30), Open Lock (DC 32).

R2-47-2. The Courtyard of the Moon

Beyond the secret door lies a circular cavern about 60 feet 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 (in Celestial) 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**. These monsters possess three powerful magic items, a *chaos diamond* (Corinaria), a rust colored *bag of tricks* (Shekahn), and a *chime of interruption* (Shekahn) that they use during combat.

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

Level R2-47

Difficulty Level: 10

Entrances: Secret door that you place (we suggest an obscure cave somewhere on Level 4A).

Exits: None.

Wandering Monsters: None.

Detections: The rear crypt does not detect as evil due to shielding.

Shielding: The entire complex is shielded and lead lined by a *wish* spell and covered with the moonlight and stars *illusion*.

Continuous Effects: None.

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 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 inches). It can only be found by careful feeling (search check at DC 30). This hole leads back 3 feet into another chamber (room R2-47-3). Since neither the vampire (gaseous form) or the succubus (ethereal jaunt) needs a large entrance to get to their bedroom, the PCs will need to dig through 3 feet of stone (hardness 8, 250 hp) to gain access to the final room.

Corinaria the Succubus: CR 9; SZ M Outsider [Chaos, Evil]; HD 6d8+6; hp 41; Init +1 (Dex); Spd 30 ft., fly 50 ft. (average); AC 20 (+1 Dex, +9 natural); Atk +7 melee (1d3+1 [x2], claws; SA spell-like abilities, energy drain, summon demons; SQ damage reduction 20/+2, electricity and poison immunity, cold and fire resistance (20), darkvision, spell resistance (12), alternate form, tongues, demon qualities; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Skills: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (Demons) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16. Succubi gain a +8 racial bonus to listen and spot checks. When using alternate form, a succubus gains a +10 circumstance bonus to disguise checks.

Feats: Dodge, Mobility

SA—Spell-like Abilities (Sp): At will—charm person, charm monster, clairsentience/clairvoyance, dark-



ness, desecrate, detect good, detect thoughts, doom, ethereal jaunt (self plus 50 pounds), suggestion, teleport without error (self plus 50 pounds); once per day—unholy blight. These abilities are as the spells cast by a 12th level sorcerer (save DC 15 + spell level).

SA—Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is unwilling to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus' kiss inflicts one negative energy level; the victim must succeed at a wisdom check (DC15) to even notice this. The fortitude save to remove this level is at DC 18.

SA—Summon Demon (Sp): Once a day a succubus can attempt to gate in one balor with a 10% chance of success.

SQ—Alternate form (Su): Succubi can assume any humanoid form of small or large size as a standard action. This ability is similar to polymorph self, but is limited to humanoid forms.

SQ—Tongues (Su): A succubus has a permanent tongues ability as the spell cast by a 12th level sorcerer. The also can telepathically communicate.

Shekahn, the Vampire 8th level fighter: CR 8; SZ M Undead [Corporeal]; HD 8d12; hp 72; Init +9 (Improved Initiative, Dex); Spd 30 ft.; AC 19 (+6 natural, +4 Dex); +13 melee (1d6+6, buffet, plus 2 level drain); SA domination, energy drain, blood drain, children of the night, spawn; SQ damage reduction (15/+1), turn resistance (+4), cold and electrical resistance (20), gaseous form, spider climb, alternate form, fast healing; AL CE; SV Fort +6, Ref +7, Will +5; Str 22, Dex 17, Con —, Int 12, Wis 16, Cha 12.

Skills: Climb+10, Listen +15, Hide +7, Spot +15. *Feats:* Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack.

SA—Domination (Su): This is similar to the spawn's power, but the save (DC 18) and the affect is similar to a domination spell cast by a 12th-level sorcerer. A vampire can evoke a supernatural domination effect just by looking onto an opponent's eyes. The attack is similar to a gaze attack, except that the vampire must use it as a standard action and

foes merely looking at the vampire are not affected. The power has a range of 30 feet.

SA—Energy Drain (Su): A successful buffet attack from a vampire inflicts two negative levels on a living foe. After 24 hours, the victim must make a Fortitude save for each negative level. The save DC is 10 plus half the vampire's hit dice, plus the vampires Charisma modifier. If the save succeeds, the negative level fades harmlessly, otherwise the victim loses a level permanently.

SA—Blood Drain (Ex): A vampire can suck blood from a living victim through its fangs. If it succeeds in grappling and pinning a foe, it can drain blood every round, inflicting 1d4 points of temporary Constitution damage each round. The vampire ingests the blood, using it to sustain its undead existence.

SA—Children of the night (Su): Vampires have supernatural command the lesser creatures of the world and, as such, can call forth a pack of 10d10 rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action once a day. These creatures will arrive in 2d6 rounds and serve the vampire for up to one hour.

SA—Create Spawn (Su): When a vampire slays a humanoid or monstrous humanoid with its energy drain ability, the victim returns as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution score to 0 or less, the victim returns as a spawn if it had four hit dice or less. If the victim had five hit dice or more, however, it returns as a vampire. In either case, the new vampire or spawn is under the command of the vampire that created it and will remain enslaved until its master's death.

SQ—Gaseous Form (Su): A vampire has the supernatural ability to assume a vaporous form at will as a standard action. The form is similar to that created by the gaseous form spell cast by a 5th-level sorcerer except the vampire can remain gaseous indefinitely and can move at a flying speed of 20 feet with perfect maneuverability.

SD—Spider Climb (Ex): A vampire has the extraordinary ability to climb sheer surfaces as though employing a spider climb spell

SD—Alternate form (Su): A vampire has the supernatural ability to assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. The is similar to a polymorph self spell cast by a 12th-level sorcerer except that the vampire can only assume the



forms listed here can remain in those forms until it decides to assume a form or until the next sunrise.

SD—Fast Healing (Ex): A vampire heals three points of damage each round so long as it has at least one hit point. If reduced to 0 hit points in combat, a vampire automatically assumes gaseous form and attempts to escape from its enemies. In such cases, the creature will be utterly destroyed if unable to reach its coffin home within 2 hours. Once at rest in its coffin, it regains one hit point after one hour, then resumes healing at the rate of three hit point a round again. Vampires cannot regrow lost parts of their bodies, but if a severed member is pressed on the stump, it reattaches instantly.

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 (+15 to Hide checks), changes shape and activates the *chime*. 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 does not attempt to gate in a Balor at this time. She cowers behind the PCs, acting as if she needs their protection. Instead she surreptitiously uses the *word of chaos* special ability of her diamond. She then 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.

After ringing his *chime*, Shekahn calls for rats. He then uses his *domination* ability and Mobility and Dodge feats to avoid combat until he is cornered. Unlike most vampires, Shekahn wants to make spawn rather than kill the PCs outright. He uses his *bag of tricks* to add to the delays on him entering combat. Anyone taken prisoner is drained and turned into spawn. If Shekahn is slain, he turns to gas and flees to room R2-47-3. 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 R2-47-3. The pair remain inside the bedroom and regenerate 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 magic items are the couple’s only treasure in this room, which they probably take with them. Their remaining treasure is found in room R2-47-3.

R2-47-3. The Bedroom of Evil

The small hole leads to another chamber. The room itself is 20 feet square, and is lavishly adorned by fine tapestries and 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 a strength check DC 23 to open) is made of 2 parts—a lid and a base. The pair hide inside the stone block.

Tactics: If Shekahn was slain or if the two are followed into this room, Corinaria attempts to gate in a Balor demon once the PCs enter this chamber. If her attempt fails, she fights to death rather than abandon her lover.

Treasure: The rugs and tapestries are worth 12,000 gp if removed from the dungeon. They weigh 1100 pounds, so this may prove difficult. Inside the crypt is the remaining treasure. A suit of +3 *full plate*, a +3 *halberd*, a +2 *cloak of resistance* and 1400 gp are inside. There is also a substantial quantity of vampire dirt from Shekahn’s homeland.

For those of you “old school” enough to know the answer to our puzzle, we hope you enjoyed this little gem!

Clark Peterson and Bill Webb



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