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RAPPAN A'THUK 2

The Dungeon of Graves: The Middle Levels

by Bill Webb and Clark Peterson

A classic dungeon crawl designed for characters of 7th level and higher.

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RAPPAN ATHUK 2™

The Dungeon of Graves: The Middle Levels

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Introduction

So, brave adventurer; you have returned! The horrors of the upper levels were insufficient to deter your continued explorations, eh? Well, though seemingly lost within the endless corridors of death, this volume, the second installment of the mother of all dungeons, will surely give you pause. What will you find herein? Why, many riddles and puzzles leading to vast treasure and certain death! These catacombs contain the riddle of Akbeth and the legend of the titan, Ereg Tal. Both the entrance to the goblin city and the temple of the mind flayers await discovery.

This module (the second of the three-part "R" series), like its predecessor, is nothing more and nothing less than a good, old-fashioned, First Edition dungeon crawl updated for Third Edition play. Very difficult, it should strike fear into the hearts of the most stalwart adventurers. It offers an abundance of traps, tricks and monsters. While it affords numerous opportunities for roleplaying, this module is dedicated to "roll playing," though those who ignore the former style of play will be sorry (and likely dead) indeed.

This module details eight additional levels of this 26-level dungeon — including areas made famous by legend, such as a lost gold mine, the entrance to "Hell," the "White Corridor," the Mithril Gates of Akbeth and the secret location of the "mushroom of youth." It also contains the first of three evil temples dedicated to Necromancer Game's favorite demon prince, Orcus.

Care has been taken to minimize text duplication from Module R1, so that DMs get the most for their money. In a few instances, key pieces of information from the previous module were retained in the unlikely event that this book is used as a standalone module.

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

The Legend of Rappan Athuk

The Legend of Rappan Athuk is well known, having been sung by bards, related by adventurers secure in the warmth and safety of an inn's hearth and documented by sages and loremasters in ancient scrolls. Read the legend to your players.

Additional Rumors about Rappan Athuk

In addition to the Legend of Rappan Athuk above, any character has a chance of knowing up to two additional rumors about the complex from common legends. Each character can make two

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 Zellkor, 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. 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. 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 have been destroyed to the last man. Soon after the mausoleum was erected, the peaceful creatures of the wood began to vanish. 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 Heironeous, investigated the evil happenings and found the sunken graveyard leading to a labyrinthine underground complex. Bofred and his companions found great hordes of evil creatures in the caverns beneath the graveyard. Though some of his companions returned from their expedition telling tales of fantastic treasure and ferocious monsters, Bofred himself was never seen again — presumed lost in the catacombs beneath the cursed mausoleum.

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

Intelligence checks (DC 13). Each success earns the character a rumor. Wizards, clerics and bards (but not sorcerers) can make another Intelligence check (DC 20) modified by the higher of their Intelligence, Wisdom or Charisma bonuses; a success earns the character an additional rumor. Use the following rumors in addition to the rumors provided in module R1, *Rappan Athuk — The Upper Levels*. For those not in possession of that previous module, a table of rumors about Rappan Athuk can be found on the *Necromancer Games*' web site (www.necromancergames.com).

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 — corrupted by the witch, Deserach — was hidden near the goblin city. (True. DMs 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, an abomination, rules as Lord of the Maze. (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 nongoblins.)

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. Pure evil rapped in human flesh, Banth will slay or transmute any PC who crosses his path).

Room and Level Numbering

Because Rappan Athuk is a complex dungeon with numerous levels, rooms are numbered by level prefix then room number. For example, Nadroj's tomb is room 6A-7, meaning room number 7 on Level 6A. Rappan Athuk also uses an old-style level-numbering convention with main levels and side (or "A") levels. The "main" levels, numbered consecutively, indicate relative depth below ground. The "side" levels (those marked "A") often skip numbers and indicate depth relative to the main levels. So, for example, there is no Level 5A or 8A, but Level 7A (the minotaur maze) is at approximately the same depth underground as Level 7 (the entrance to "Hell").

Monsters

Monster statistics are provided in an "abbreviated stat block" format common to *Necromancer Games* products, giving the DM all the information he or she needs to run the encounter at a glance. Special or unique monsters, however, are detailed in full. For more information on monsters, refer to the official *MM*, or, where appropriate, to the *Creature Collection* by *Sword and Sorcery Studios*. Unlike R1, this module does not contain a Monster Appendix, since it is presumed all DMs have access to the official rulebooks.

The Levels of Rappan Athuk:

Ground Level: The Sunken Graveyard and the Mausoleum

Level 1: The Lair of the "Dung Monster"

Level 2: Marthek's Place and Ambro's Base

Level 3: "Beware of Purple Worms!"

Level 3A: "The Well"—Zelkor's Lair

Level 4: The Upper Temple of Orcus

Level 4A: The Basilisk Caverns

Level 5: Banth's Lair and the Wight Catacombs

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 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 10: The Lava Pit

Level 10A: The Giant Cavern

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 13: The Portal of Darkness

Level 13A: The Goblin Barracks

Level 14: The Chapel of Orcus

Level 15: The Den of the Master

This module details Levels 4, 5, 6, 6A, 7, 7A, 8 and 9A. Module R1: *The Upper Levels* details the Ground Level and Levels 1, 2, 3, 3A and 4A. Module R3: *The Lower Levels* details Levels 9, 9B, 9C, 10, 10A, 11, 11A, 12, 12A, 13, 13A, 14 and 15.

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, and the woods and hills surrounding the area are especially wild. The area surrounding Rappan Athuk has attracted various bandit groups. Several of these groups spy on parties entering Rappan Athuk, only to strike at them as they make their way out of the underworld. In addition to bandits, there are

Introductory Characteristics

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

Difficulty Level: Details the average level of difficulty of the dungeon level. Each stage of the dungeon should properly challenge a party of six player characters (PCs) of the listed level.

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 that 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. All general detections associated with a level are set at DC 10, unless otherwise noted.

Spell Function and Recovery: Details any interference with spell 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 to be 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 will not be detailed.

a large number of standard monster lairs and encounter areas in the wilderness area surrounding the dungeon.

DMs should feel free to place Rappan Athuk in any appropriate area of their game world and create bandit encounters and monster lairs that reflect the particular flavor of their campaign. A free download provided with Module R1 details many of the above-referenced monsters and brigands. DMs desiring the original wilderness map (including a Player's Map) and notes about the surrounding wilderness areas can download them for free in PDF format from the **Necromancer Games** web site (www.necromancergames.com) and thus run Rappan Athuk as it was originally intended. Additional materials provided as a supplement to this module further "flesh out" both the environs and their nasty inhabitants.

Using Rappan Athuk without the Lower Levels

The last "R-series" module (available soon from **Necromancer Games**) will detail the Lower Levels of this multilevel dungeon. Until that volume is available, treat any doors or passages leading to those levels as locked with magical locks (Open Lock DC 40), requiring special keys. Later, with subsequent products detailing the lower levels in hand, DMs can stage a PC encounter with the corpse of an **acolyte of Orcus** (see Level 4, area 4-9 for stats), on which can be found one of the magical keys needed to gain access to the lower levels. Of course, the corpse should also contain a few **burrowing grubs** (see Level 9A, area 9A-2 for stats). Don't just give those magical keys away....

Level 4: The Upper Temple of Orcus

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 temple of Orcus and be fooled into believing that, should the temple be destroyed, the party has negated the primary force empowering these evil halls.

DMs should play the priests and other temple guardians as if they were the DM'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 the point — that this is but one of three temples and that greater challenges await discovery — will be missed!

This level's other denizens include a lair of ogres and an otyugh (unassociated with the temple).

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. DMs should spice up each of these rooms with 2d4 randomly rolled items from the "Dungeon Dressing—Minor Features and Furnishings" table (table 4-6) in the DMG. DMs 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. On the south side of the room, an *arcane locked* secret door (caster level 11) provides access to the upper temple area. The door opens by sliding down from above the water line, stopping about 4 feet off the ground. Opening this door triggers an *alarm* in area 4-8, permitting the priests therein to prepare for the party.

Arcane Locked and Alarm Trapped Secret Door: 2 in. thick; Hardness 10; hp 80; opening the door triggers an *alarm* spell in area 4-8; Break (DC 30), Open Lock (DC 32), Search (DC 20), Spot (DC 30).

Level 4

Difficulty Level: 7; 10 or higher 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
3	1d4 wights
4-5	3d6 dire rats
5	2d6 stirges
6-7	1d6 Acolytes of Orcus (see area 4-9 for stats)
8-20	No encounter

Detections: Characters will 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, turning rolls on this level are at -4, and the temple area acts as if a permanent *dispel good* has been cast (areas 4-8 through -10 only)!

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood (2 in. thick; Hardness 5; hp 20; Break DC 18, Open Lock DC 20). All secret doors are made of stone (1 in. thick; Hardness 8; hp 20; Break DC 22, Open Lock DC 20, Search DC 20).

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 feet in diameter and can be walked through only by Small creatures. Huge creatures cannot pass through these tunnels unless they are long and slender or flexible. Gargantuan creatures cannot traverse these areas at all. Huge and Large creatures make all attack rolls at -8, and Medium-size creatures using all but thrusting weapons attack at -4. All area affect saves are at -10 while in the primary tunnels.

Smaller tunnels (solid lines) are less than 3 feet in diameter; even Small creatures must crawl. Large creatures cannot pass through these tunnels unless they are long and slender or flexible. Huge creatures cannot pass at all. Medium-size creatures make all attack rolls at -8, but Small creatures using all but thrusting weapons attack at -4. No saves are allowed for area effects in small tunnels.

4-4. The Trap, Part 1

— The Monster and Gate (EL 7)

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**, as detailed below. Nothing happens here until area 4-5's trap is triggered, 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 (Search DC 20).

Stone Portcullis Trap: CR 7; 2 in. thick; Hardness 8; hp 60 per bar; Break (DC 38), Lift Gate (Strength test DC 30; a maximum of 3 people may combine their efforts).

Black Pudding: CR 7; SZ H Ooze; HD 10d10+60; hp 115; Init -5; Spd 20 ft., climb 20 ft.; AC 3; Atk +8 melee (2d6+4, slam, plus acid); SA acid (50 hp to wood or metal, 20 hp to stone, Reflex save DC 19 avoids), constrict, improved grab; SQ blindsight (60 ft.), ooze, split (weapons deal no damage, instead pudding splits into two); AL N; SV Fort +7, Ref -2, Will -2; Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1.

4-5. The Trap, Part 2

— The Trigger (EL 7)

The secret door in this area is a false door that springs the trap. Relatively easy to find (Search DC 5) 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.

Read the following boxed text only if the secret door is opened:

The secret door opens to reveal... a blank wall! A portcullis slams shut 40 feet behind you. You hear a grinding noise and see a large blob oozing out of the wall, about 100 feet behind the portcullis. It begins to slither toward you as you grasp and pull at the portcullis blocking your escape!

4-6. Max's Lair (EL 4)

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** (note his Int statistic below). Entering Max's lair requires a Fortitude save (DC 12), or the PC is 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 negotiates with the PCs, speaking a broken version of Common. If the DM feels up to some creative roleplaying, Max might befriend the PCs if they in turn bring him "gifts."

Max the Otyugh: CR 4; SZ L Aberration; HD 6d8+6; hp 33; Init +0; Spd 20 ft., Burrow 10 ft.; AC 17; Atk +3 melee (1d6 [x2], tentacle) and -2 melee (1d4, bite); Reach 15 ft.; AL NG; SA constriction, disease, improved grab; SQ tremorsense (60 ft.); SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 13, Wis 12, Cha 8.

Skills: Hide +5, Listen +6, Spot +9. **Feats:** Alertness, Evasion. Max gains a +8 bonus to Hide checks when within his lair, due to its natural coloration.

Tactics: Max is not nearly tough enough to confront a party that has survived long enough to reach his 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 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 will never find in the over-three-feet-deep piles of filth in which he lives. These items can be given 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: a suit of dwarven-size full platemail armor, a *hunter's spear*, a *helm of the reaver* and a +2 *small metal shield*. Several of these items are detailed in *Relics & Rituals* by Sword and Sorcery Studios.

4-7. The Monster and Treasure Room (EL 8)

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 adventurer who occasionally crosses 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 group, killed on Level 5, was cannibalized for parts to create a flesh golem. The ogres attack immediately, but retreat to Level 6A if sorely injured.

Ogres (8): CR 2; SZ L Giant; HD 4d8+8; hp 28; Init -1; Spd 30 ft.; AC 16; Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+7, huge longspear); Reach 10 ft. (15-20 ft. with longspear); AL CE; SV Fort +6, Ref +3, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. **Feats:** Weapon Focus (greatclub).

Possessions: Huge greatclub, huge longspear, 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 dire rats, a large wheel of cheese, 140 gp, 3 oil flasks, three *tanglefoot bags* and a large, pretty rock (uncut, unpolished alexandrite worth 2,000 gp).

- Sack two contains half of a week-dead elf wearing *elven chainmail*, a *keen longsword*, six +3 arrows in a *quiver of holding* (which holds up to 200 arrows) and 230 sp.

- Sack three contains a small cask of fine brandy, a *masterwork heavy crossbow*, a *masterwork dwarven breastplate*, a ceramic pot full of antitoxin (six doses), 325 cp and 120 sp.

- Sack four contains a two-foot-square silver mirror, a silver and sapphire ring worth 30 gp, three *potions of water breathing*, 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 an *immovable rod*).

- Sack five contains an ivory scroll case (30 gp) that contains a *scroll of 5 arcane spells* (*antimagic field*, *bloodstorm*, *rope trick*, *shocking grasp* and *wall of stone*), 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 wizard wearing tattered robes and a *masterwork dagger*, four large but worthless shiny rocks, a thoroughly destroyed spellbook with only two spells still usable for study (*contagion* and *dispel magic*) and 340 gp.

- Sack seven contains a pair of magical *boots of the frog* (adds +6 to all jump checks and +4 to all swim checks; the wearer also develops a taste for insects), three flasks of holy water and a case of 12 crossbow bolts.

- Sack eight contains a *mantle of hope*, five dead dire 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).

Relics & Rituals by Sword and Sorcery Studios details several of these items.

4-8. The Priests' Quarters (EL 11)

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 themselves 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 nonmagical robes, cloaks and daggers. Chest #3 also contains a *book of vile darkness* and a *ring of the weak mind* (that detects as a *ring of iron will* [as per the feat]), which gives the wearer -4 on all Will saves. The traps are as follows:

Chest #1 — Poison Gas Trap: CR 10; no attack roll necessary; Search (DC 21); Disable Device (DC 25). The trap releases *burnt othur* fumes in a 20-foot-radius sphere (Fort save DC 18 or 1 point permanent Con point followed by 3d6 temporary Con damage).

Chest #2 — Lightning Blast Trap: CR 3; 5-foot-wide, 50-foot-long blast (5d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).



LEVEL 4: THE UPPER TEMPLE OF ORCUS

Chest #3 — Globe of Cold Trap: CR 4; 20-foot-radius sphere or hemisphere (5d6); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 25).

Chest #4 — Scything Blade Trap: CR 1; +8 melee (1d8, crit x3); Search (DC 21); Disable Device (DC 20).

Chest #5 — Poison Needle Trap: CR 4; +8 ranged (1 plus deathblade poison, Fort save DC 20 or 1d6/2d6 temporary Con damage); Search (DC 22); Disable Device (DC 20).

Chest #6 — Mind Fog Trap: CR 5; all within a 20-foot radius are affected by a *mind fog* spell; Will save (DC 19) avoids; Search (DC 30); Disable Device (DC 30).

Door with Feeblemind Trap: CR 5; all within a 20-foot radius are affected by a *feeblemind* spell; Will save (DC 19) avoids; Search (DC 30); Disable Device (DC 30).

4-9. The Upper Temple (EL 15)

Before you looms a set of double doors, carved from deep-black stone. The doors' bas-relief carvings indicate that some great evil lies beyond. You note lifelike details in the skulls, screaming faces, unholy symbols and demons 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, an evil high priest, five of his 5th level underpriests, a dozen acolytes, Nargarshapan the vrock and Nadroj the spectre. Remember: A *dispel good* effect is always active in this area!

DM Note: The teleportal from Level 3A, area 3A-10, deposits PCs in this area.

Stone Double Doors with Glyph of Warding Trap: CR 5; 3 in. thick; Hardness 8; hp 75; all non-evil creatures passing through the portal are affected, triggering a *bestow curse* spell (-6 Wisdom, Will save DC 17 avoids); Search (DC 28); Disable Device (DC 28); Break (DC 30).

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 feet above the lava. Immersion in the lava causes 10d10 points of damage per round, no save allowed. Contact with the liquid causes 6d6 points of damage per round (Reflex save DC 20 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 type 1 "vrock" demon, and Nadroj, an evil spectre (formerly a wizard/merchant) 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. DMs should play these NPCs with all

their guile and skill. If their PCs finally defeat them, DMs should congratulate them for they have done well.

Zehn, Male Human, Cle9 (Orcus): CR 9; SZ M Humanoid; HD 9d8+27; hp 81; Init +0; Spd 20 ft.; AC 20 (+8 armor, +2 shield); +9/+4 melee (1d8+3, +1 *unholy heavy mace*, +2d6 vs. good); SA death touch; SQ increased evil spells; AL CE; SV Fort +9, Ref +3, Will +11; Str 14, Dex 10, Con 15, Int 16, Wis 16, Cha 19.

Skills: Concentration +11, Heal +11, Knowledge (arcana) +2, Knowledge (religion) +10, Spellcraft +8. **Feats:** Blindfight, Combat Casting, Extra Turning, Iron Will, Quicken Spell-like Ability, Spontaneous Casting.

Unholy Spells Prepared (6/5/4/3/2/1): 0—cure minor wounds (x3), light, resistance (x2); 1st—bane, cause fear, cure light wounds (x3); 2nd—hold person (x2), silence, spiritual weapon; 3rd—deeper darkness, prayer, wind wall; 4th—freedom of movement, cure critical wounds; 5th—circle of doom.

Domain Spells (Death/Evil): 1st—protection from good; 2nd—death knell; 3rd—animate dead; 4th—unholy blight; 5th—slay living.

Possessions: +1 *unholy heavy mace*, full platemail, large shield, ring of teleport others (12 charges, save DC 17), mantle of spell resistance (12), gold unholy symbol (grants permanent prayer spell to bearer if a servant of Orcus), *potion of cure critical wounds*.

Priests of Orcus, Male Humans, Cle5 (Orcus) (6): CR 5; SZ M Humanoid; HD 6d8+18; hp 50; Init +2 (Dex); Spd 20 ft. (30 ft. base); AC 19 (+5 armor, +2 shield, Dex); Atk +8 melee (1d8+4, +1 *unholy morningstar*, +2d6 vs. good) or +7 melee (death touch, target's armor is ignored); SA death touch, increased evil spells; SQ control undead; SV Fort +7, Ref +3, Will +7; AL CE; Str 16, Dex 14, Con 16, Int 16, Wis 16, Cha 16.

Skills: Appraise +4, Concentration +8, Diplomacy +5, Heal +6, Intimidate +7, Knowledge (arcana) +6, Knowledge (Rappan Athuk) +7, Knowledge (religion) +11, Scry +4, Search +4, Sense Motive +4, Spellcraft +5, Spot +4. **Feats:** Expertise, Power Attack, Weapon Focus (morningstar).

Unholy Spells (5/4/3/2): 0—cure minor wounds (x3), guidance, resistance; 1st—bane, bless, doom, protection from good; 2nd—bull's strength, hold person, silence; 3rd—contagion, dispel magic.

Domain Spells (Death/Evil): 1st—cause fear, 2nd—death knell, 3rd—bestow curse.

Possessions: Masterwork chainmail, large steel shield, +1 *unholy morningstar*, unholy symbol of Orcus, prayer book, fine black robe emblazoned with the symbol of Orcus.

Acolytes of Orcus, Male Humans, Cle2 (Orcus) (12): CR 2; SZ M Humanoid; HD 2d8+4; hp 18; Init +1 (Dex); Spd 20 ft. (30 ft. base); AC 17 (+5 armor, +1 shield, Dex); Atk +3 melee (1d8+2, heavy mace) or +3 melee (death touch, target's armor is ignored); SA death touch, increased evil spells; SQ control undead; SV Fort +5, Ref +1, Will +6; AL CE; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 12.

Skills: Concentration +1, Knowledge (Rappan Athuk) +3, Knowledge (religion) +4, Listen +2, Search +2, Spellcraft +1, Spot +2. **Feats:** Power Attack, Sunder.

Unholy Spells (4/3): 0—cure minor wounds (x3), resistance; 1st—bane, doom, protection from good.

Domain Spells (Death/Evil): 1st—cause fear.

Possessions: Heavy mace, chainmail, small steel shield, 3 vials of *unholy water*, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

Nargarshapan the Vrock: CR 13; SZ L Outsider [Chaos, Evil]; HD 8d8+24; hp 60; Init +2 (Dex); Spd 30 ft., fly 50 ft. (average); AC 25 (-1 size, +2 Dex, +14 natural); Atk +11 melee (1d8+4 [x2], claws), +9 melee (1d6+2, bite), +9 melee (1d4+2 [x2], rake); Reach 10 ft.; SA dance of ruin, gating, screech, spell-like abilities, spores; SQ cold, acid and fire resistance (20), damage reduction (20/+2), darkvision, electricity and poison immunity, spell resistance (22), telepathy; AL CE; SV Fort +9, Ref +8, Will +8; Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12.

Skills: Concentration +14, Hide +9, Knowledge (arcana) +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Spellcraft +12, Spot +12. *Note:* Vrocks gain a +8 bonus to listen and spot checks. *Feats:* Cleave, Multiattack, Power Attack.

Nadroj the Spectre-Wizard, Wiz7: CR 9; SZ M Undead [Incorporeal]; HD 7d12 plus 7d4; hp 58; Init +7 (Improved Initiative, Dex); Spd 40 ft., fly 80 ft. (good); AC 18 (+5 natural, Dex, plus incorporeal, see below); +6 melee (1d8, touch plus energy drain); SA energy drain; SQ daylight powerlessness, incorporeal, spawn, turn resistance (+6), undead, unnatural aura; AL CE; SV Fort +4, Ref +10, Will +14; Str —, Dex 16, Con —, Int 16, Wis 14, Cha 15.

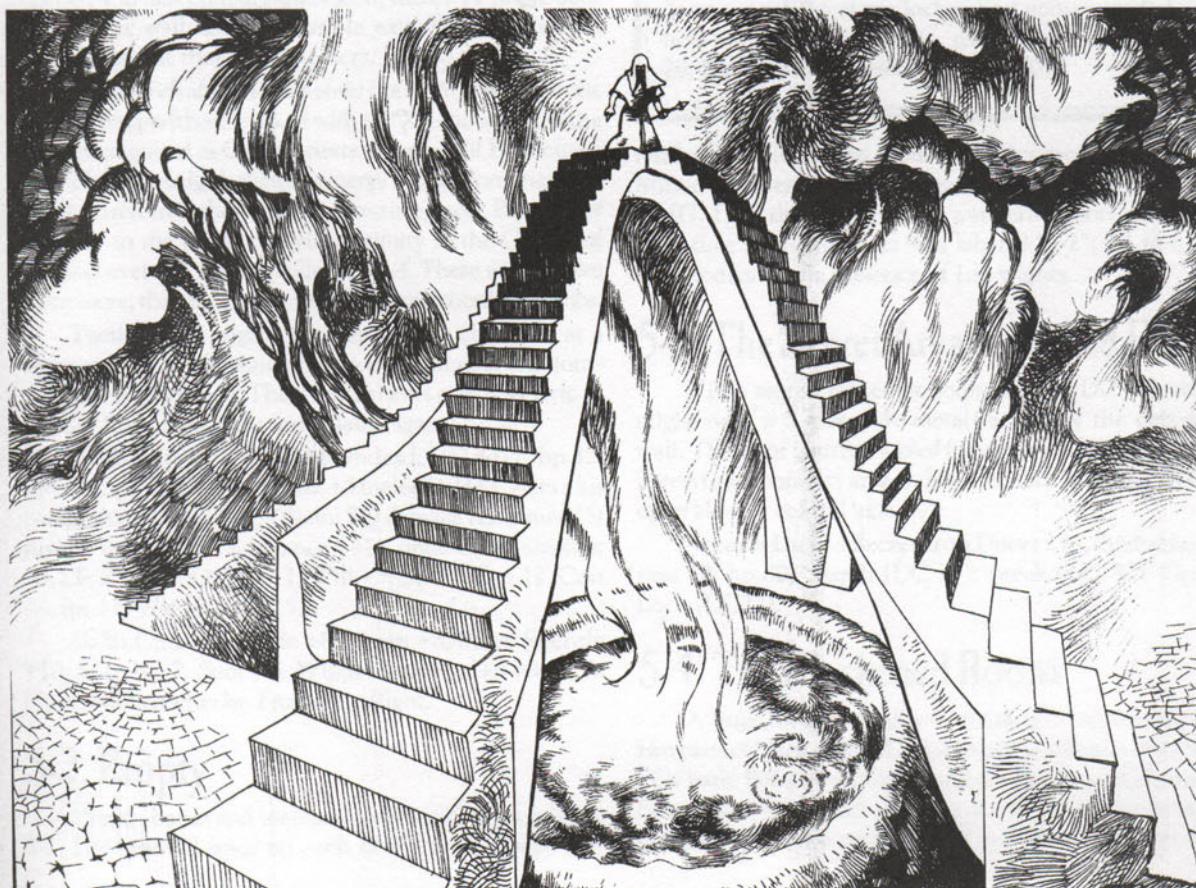
Skills: Hide +11, Intimidate +10, Intuit Direction +10, Listen +12, Search +10, Spot +12. *Feats:* Alertness, Blindfight, Combat Reflexes, Improved Initiative.

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 dungeon 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.

Spells Memorized (4/5/5/3/1): 0—dancing lights, daze, flare, resistance; 1st—magic missile, obscuring mist, shield, shocking grasp, silent image; 2nd—glitterdust, mirror image (x2), stinking cloud, web; 3rd—displacement, magic circle against good, slow; 4th—confusion.

Tactics: The priests use fairly simple tactics: Zehn casts *prayer*, *freedom of movement* and *wind wall* then teleports PCs into the lava using his ring. The acolytes cast *bane*, *doom* and *protection from good* then wade into melee, relying on their god's protection. The priests' actions parallel that of the acolytes, but they also cast *bull's strength* and *bless* before joining combat. When the opportunity presents itself, each priest uses his *death touch* ability or his *silence* or *hold person* spell. As befits their chaotic evil nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with PC fighters). The vrock immediately attempts to *gate* in another vrock, casts *mirror image* and *darkness* then teleports into battle, screeching and shooting spores. Once every 5 rounds, it teleports out of combat and use its *mass charm* ability, instructing all charmed PCs to



either restrain their comrades (if they are fighters) or surrender and sit down (if they are not fighters). Priests attack nonseated but charmed PCs, not knowing that they are charmed, allowing the PCs a new save. If the vrock is slain, Zehn calls Nadroj from area 4-10, casts *deeper darkness* on the area around the base of the staircase and begins using *hold person* spells. Nadroj arrives in 1d3+1 rounds and begins killing held PCs before using his own spells, beginning with *confusion*, *displacement* and *mirror image*, or engaging mobile foes. Finally, Zehn casts *circle of doom* and enters combat, using *slay living* and *death touch* at the first opportunity. 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, a pair of gigantic fire opals function as eyes in Orcus' statue (each worth 25,000 gp). The altar service (pure gold) is worth 3,000 gp if melted down and sold as bullion (the melting process eradicates the bloodstains).

A secret door leads to area 4-10, and a normal door leads to Level 5.

Secret Door: 2 in. thick; Hardness 5; hp 20; Search (DC 20); Break (DC 20); Open Lock (DC 20).

4-10. Nadroj's Lair (EL 10)

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): CR 7; SZM Undead [Incorporeal]; HD 7d12; hp 56; Init +7 (Improved Initiative, Dex); Spd 40 ft., fly 80 ft. (good); AC 18 (+5 natural, Dex, plus incorporeal, see below); +6 melee (1d8, touch plus energy drain); SA energy drain; SQ daylight powerlessness, incorporeal, spawn, turn resistance (+6), undead, unnatural aura; AL CE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 16, Wis 14, Cha 15.

Skills: Hide +11, Intimidate +10, Intuit Direction +10, Listen +12, Search +10, Spot +12. **Feats:** Alertness, Blindfight, Combat Reflexes, Improved Initiative.

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 *masterwork full plate armor*, a *masterwork shield*, a *masterwork great helm* and the following items: Crypt one contains a +2 *holy, flaming longsword*. Crypt two contains a +3 *lawful two-bladed sword*. Crypt three contains a *keen longsword*, an *amulet of negative plane protection* (24 charges) and a *rod of resurrection* (8 charges).

4-11. Stairs Down

These stairs descend into Level 5. They are neither trapped nor otherwise dangerous.

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 magical, alchemical and surgical mutations. Unlike many of Rappan Athuk's other denizens, Banth was never good aligned, but is and always has been evil to the core. His dedication to evil earned the priests' favor. From their temple on Level 4, the priests work with and protect him, even though he worships Nerull, not Orcus. The priests approve of his work and through various demonic consultations, Orcus has commanded his priests to aid Banth. To this end, Zehn (Orcus' 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, it discovers a quick route to the surface.

5-1. Entrance (EL 8)

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 as she exhales her warmth. The stairs deposit the party in a large room containing several tombs. Some appear to 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. If the PCs are disguised as Orcus' priests, a successful Bluff check (DC 25, Knowledge [religion] synergy bonus) convinces the wights to return to their respective resting places. Remember that due to the level's overall proximity to the Chapel of Orcus (Level 14), turning rolls are at -4. These wights have no treasure; the priests of Level 4 long ago looted the tombs.

Tactics: The wights gang up on one character at a time; any PC thusly slain adds to their number and joins the fight on their side. The wights always attack a cleric or paladin first. They fight until slain (again).

Wights (5): CR 3; SZ M Undead; HD 4d12; hp 32; Init +1; Spd 30 ft.; AC 15; Atk +3 melee (1d4+1, slam plus energy drain); SA energy drain; SQ damage resistance (5/silver), spawn, turn resistance (+1), undead immunities; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Wights receive a +8 bonus to Move Silently checks. **Feats:** Blindfight.

5-2. Empty

Crypts, bones and useless junk litter all areas marked 5-2. DMs should spice up each of these areas with 2d4

Level 5

Difficulty 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 dire rats

6. Kupra and the flesh golem (see area 5-6, below)

7. 1d6 Acolytes of Orcus, en route to Level 4 (see Level 4, area 4-9 for stats)

8-20. No encounter

Detections: None.

Shielding: None.

Continuous Effects: Due to this level's proximity to the Chapel of Orcus (Level 14), turning on this level is at -4.

Standard Features: Unless otherwise noted, all doors on this level are locked and constructed of iron-reinforced wood (2 in. thick; Hardness 5; hp 20; Break DC18, Open Lock (DC 20).

randomly rolled items from the "Dungeon Dressing—Minor Features and Furnishings" table (table 4-6) in the DMG. DMs 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

If PCs search for secret doors (Search DC 20), they might note a 5-foot-wide metal section of the corridor wall. This door is *arcane locked* (caster level 11), providing access to a laboratory area and Banth's lair. The door pivots open along a central axis.

Arcane-Locked Secret Iron Door: 2 in. thick; Hardness 10; hp 80; Search (DC 20); Break (DC 30), Open Lock (DC32).

5-4. The Blackened Room

A huge, iron portcullis — flanked on either side by two pairs of black-stained, smooth-stone pillars — bars the PCs' 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

LEVEL 5: BANTH'S LAIR AND THE WIGHT CATACOMBS

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 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 causes 10d10 points of damage per round, no save allowed. Contact with the liquid causes 6d6 points of damage per round (Reflex save at DC 20 for half).

Iron Portcullis: 1 in. thick; Hardness 10; hp 40 per bar; Break (DC 38), Lift Gate (Str test at DC 25; a maximum of 3 PCs may combine their efforts).

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. Recognizing this material requires a Knowledge (arcana, mining, metalworking or blacksmith) check (DC 30). PCs need a +3 or better 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 antimagical qualities. A dagger-sized piece increases spell failure (or magic resistance) by 10% when touching a person's body. Larger pieces elevate this magic-nullifying percentage. A shortsword-size weapon (with a 20% antimagic effect — the equivalent of two daggers) might be fashioned from the living rock present here. Forging this material into a weapon requires magical fire and a Craft check (DC 30).

5-5. The Greater Wight Lair (EL 11)

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. One undead, an armored warrior, glares at them through red eyes and raises flaming hands.

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.

Strategy: The wights gang up on one character at a time; any PC thusly slain adds to their number and joins the fight on their side. The wights always attack a cleric or

paladin first. They fight until slain. The barrow wight actually climbs the wall and drops on a victim (Climb check DC 20), but does not join the fight until he sees all of the PCs engaged (he then targets unarmored foes).

Barrow Wight: CR 8; SZ M Undead; HD 12d12; hp 96; Init +1 (Dex); Spd 40 ft.; AC 23 (+4 natural, Dex, +8 armor); Atk +12/+7 melee (1d8+4, buffet plus energy drain); SA energy drain (2 levels); SQ spawn, turn resistance (+3), undead immunities; AL LE; SV Fort +6, Ref +6, Will +11; Str 18, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills: Climb +15, Hide +18, Listen +18, Move Silently +16, Search +17, Spot +18. Wights receive a +8 bonus to Move Silently checks. **Feats:** Blindfight, Multiattack, Power Attack, Cleave.

SA—Energy Drain (Ex): Every successful hit by a barrow wight inflicts two negative levels on a living creature. After 24 hours, the afflicted creature must make a Fortitude save (DC 16) to regain the level lost or it remains permanently lost.

Wights (12): CR 3; SZ M Undead; HD 4d12; hp 32; Init +1 (Dex); Spd 30 ft.; AC 15 (+4 natural, Dex); Atk +3 melee (1d4+1, buffet plus level drain); SA energy drain; SQ spawn, turn resistance (+1), undead immunities; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Wights receive a +8 bonus to Move Silently checks. **Feats:** Blindfight.

Treasure: The barrow wight wears a suit of full plate mail armor. In addition, his crypt contains a gold crown worth 5,000 gp, 2,300 sp and an ivory drinking horn (studded with garnets) worth 500 gp.

5-6. Banth's Laboratory (EL 12)

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 following table:

Banth's Laboratory

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
Golem	Making rounds	Room B	Room B, carrying food	Room B

Tactics for Banth: Unless Banth is surprised (unlikely), he meets the PCs in room 5-6A.

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 force* spell to block room 5-6C's door until he is properly prepared. Given the opportunity, Banth throws a *cloudkill* spell into room 5-6A or 5-6B (zombies and golems are unaffected). Before closing to fight, Banth always casts the following spells in this order: *stoneskin*, *displacement*, *mirror image*, *protection from arrows*, *improved invisibility*, *phantasmal killer* (from behind the *wall of force*), *slow*, *emotion* (hopelessness) and *repulsion*.

Banth attacks using his fire elemental and wand until all PCs are either dead or turned into mice (his favorite polymorph 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 *cloudkill* there if desperate.

If Banth is sure he will lose the fight, he retreats (or *teleports*) 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. If cornered and without an escape spell, Banth uses *Tenser's transformation* to fight the PCs.

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 *arcane lock* on the door and *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 evil — a fact that the monk, Sorates, can support, if he lives. She would make a fine apprentice for an up-and-coming PC wizard.

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 Sorates the Monk: Sorates, a monk (Mon5, LG), avoids the birds but joins the PCs to destroy the bad guys. He joins the party if it is of similar ethos.

Banth, Male Human, Wiz11 (transmuter): CR 11; SZ M Humanoid; HD 11d4+33; hp 59; Init +6; Spd 30 ft.; AC 15 (+3 *bracers*, Dex); +6 melee (1d4, dagger) or +8 missile (1d8, light crossbow, range 80 ft.); AL NE; SV Fort +8, Ref +5, Will +8; Str 10, Dex 14, Con 16, Int 18, Wis 13, Cha 9.

Skills: Alchemy +18, Concentration +17, Escape Artist +7, Heal +9, Knowledge (arcana) +17, Scry +13, Spellcraft +18, Spot +6. **Feats:** Combat Casting, Craft Wand, Empower Spell, Improved Initiative, Scribe Scroll, Quicken Spell, Run, Spell Mastery (4).

Arcane Spells Memorized (5/6/6/6/5/3/2): 0—dancing lights, daze (x2), flare, read magic; 1st—change self, mage armor, magic missile (x2), obscuring mist, shield; 2nd—darkness, invisibility, mirror image, protection from arrows, rope trick, see invisible; 3rd—dispel magic, displacement, fireball, gaseous form, haste, slow; 4th—emotion, improved invisibility, phantasmal killer, polymorph self, stoneskin; 5th—cloudkill, teleport, wall of force; 6th—repulsion, *Tenser's transformation*

Possessions: Robes, spellbook, journal, 2 daggers, *masterwork crossbow*, 12 bolts, *wand of polymorph others* (32 charges, cast at 9th level), +3 *bracers of deflection*, ring of *protection from petrification* (wearer gains +10 on all saves vs. *polymorph* and *stone to flesh* spells and effects), *potion of cure serious wounds*, *potion of invisibility*, 2 *potions of bull's strength*, 4 white mice (3 are polymorphed cockatrices, 1 is a polymorphed human monk [see below]), pouch with 11 gp.

Kupra, Female Human, Wiz3 (transmuter): CR 3; SZ M Humanoid; HD 3d4+6; hp 17; Init +3; Spd 30 ft.; AC 13; +2 melee (1d4+1, dagger); AL LN; SV Fort +3, Ref +4, Will +5; Str 13, Dex 16, Con 15, Int 16, Wis 14, Cha 17.

Skills: Alchemy +9, Concentration +8, Gather Information +2, Heal +5, Knowledge (arcana) +9, Spellcraft +9. **Feats:** Combat Casting, Empower Spell, Scribe Scroll, Spell Mastery (3).

Spells Prepared (5/4/3): 0—dancing lights, daze (x2), flare, read magic; 1st—change self, color spray, obscuring mist, spider climb; 2nd—darkness, invisibility, rope trick.

Possessions: Robes, spellbook, 2 daggers, silver dagger, pouch with 22 gp.

Flesh Golem: CR 7; SZ L Construct; HD 9d10; hp 65; Init -1; Spd 30 ft. (cannot run); AC 18; Atk +10 melee (2d8+5 [x2], slam); Reach 10 ft.; SA berserk, SQ construct, damage reduction (15/+1), magic immunity; AL (C)N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11; Cha 1.

Sorates, Male Human, Mon5: CR 5; SZ M Humanoid; HD 5d8+10; hp 17; Init +3; Spd 40 ft.; AC 16; Atk +6 melee (1d8+3, unarmed strike); AL LG; SV Fort +6, Ref +6, Will +7; Str 16, Dex 15, Con 14, Int 13, Wis 17, Cha 12.

Skills: Balance +8, Escape Artist +8, Hide +10, Jump +7, Listen +11, Move Silently +10, Tumble +10. **Feats:** Deflect Arrows, Dodge, Evasion, Fast Movement, Improved Unarmed Strike, Mobility, Purity of Body, Run, Still Mind, Stunning Attack, Slow Fall (20 ft.).

Possessions: Robes, worry stone, 3 cubes of incense.

Cockatrice (3): CR 3; SZ S Magical Beast; HD 5d10; hp 27; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14; Atk +4 melee (1d4-2, bite); SA petrification; SQ petrification immunity; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9.

Skills: Listen +7, Spot +7. **Feats:** Alertness, Dodge.

Fire Elemental: CR 7; SZ H Elemental [Fire]; HD 16d8+64; hp 136; Init +11; Spd 50 ft.; AC19; Atk +17/+12/+7 melee (2d6+8, slam, plus 2d8 fire damage); Face 10 ft. x 5 ft.; Reach 15 ft.; SA burn; SQ damage resistance (10/+2), elemental defenses, fire immunity, fire subtype; AL N; SV Fort +9, Ref +17, Will +5; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills: Listen +18, Spot +18. **Feats:** Dodge, Improved Initiative, Mobility, Weapon Finesse (slam).



5-6A The Entryway (EL 9)

The *arcane-locked* door opens into a large hallway. After the PCs cautiously 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 plate mail**, 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 *arcane locked* at 11th level. 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): CR 2; SZ M Undead; HD 2d12+3; hp 15; Init +0; Spd 30 ft.; AC 19; Atk +2 melee (1d10+1, halberd); SQ partial actions only, undead immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 13, Dex 10, Con –, Int –, Wis 10, Cha 11.

Feats: Toughness.

Arcane-Locked Secret Iron Door: 2 in. thick; Hardness 10; hp 80; Search (DC 20); Break (DC 38), Open Lock (DC 30).

Pit Trap (20 feet deep, leads to a chute): CR 3; no attack roll necessary (1d6+ fall into molten rock for 10d10); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

5-6B. Tigers and Monkeys and Rats, Oh My! (EL 0)

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 **huge female dire tiger**; 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 (Open Lock DC 20). 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 dire tiger attacks anyone who approaches her. If PCs address her through *speak with animals* or make an Animal Handling check (DC 25), she becomes a powerful ally against Banth and his minions. She hates Banth, as he dissected and killed her mate. She aids the PCs and then travels to the surface to freedom. If the PCs aid her in slaying Banth and reaching the surface, she always 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. She will not, however, become an animal companion.

The door to area 5-6D is *arcane locked* at 11th level. The other door (to 5-6E) is unlocked.

Huge Female Dire Tiger: CR 8; SZ H Animal [30 ft. long]; HD 16d8+48; hp 140; Init +2; Spd 40 ft.; AC 16; Atk +18 melee (2d4+8 [x2], claws), +13 melee (2d6+4, bite), +18 melee (4d4+8, rake); Reach 10 ft.; SA improved grab, pounce, rake; SQ scent; AL N; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 4, Wis 12, Cha 10.

Skills: Hide +0, Jump +11, Listen +5, Move Silently +9, Spot +5, Swim +11. Dire tigers receive a +4 to Hide and Move silently checks. In areas of tall grass or heavy undergrowth, the dire tiger's Hide bonus increases to +8.

Newborn Dire Tiger Cubs: CR 1; SZ S Animal; HD 2d8+2; hp 12; Init -1; Spd 10 ft.; AC 10; Atk none; AL N; SV Fort -1, Ref -1, Will +3; Str 8, Dex 8, Con 12, Int 2, Wis 8, Cha 12.

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 1d00):

- 1-12: Deadly poison; Fortitude save at DC 20 or lose 2d6/2d6 temporary Con
- 13-25: Imbiber goes into deep sleep for 2d100 days (Fortitude save at DC 30 to avoid)
- 26-35: Imbiber becomes delusional — believes that he is invisible, can fly, etc.
- 36-50: Imbiber *polymorphed* into a mouse (Will save at DC 20 to avoid)
- 51-80: No effect
- 81-95: Tastes great; the imbiber gains immunity to *polymorph* for 2 hours
- 96-99: Imbiber is either (1-3) *stoneskinned* as per the spell at 9th level casting or (4-6) weakened (-1d4 Str) for 8 hours
- 100: Imbiber gains 1 point of natural AC permanently

Treasure: A wizard 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 persons. On one bookshelf, amongst Banth's journals, which are full of his 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 makes 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 220 pp, 3,200 gp and 6 *potion bottles* (cure serious wound, cursed *potion of permanent polymorph self* [imbiber selects the animal but the effect never wears off], flying, gaseous form, hiding and *polymorph self*). 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 four spells each of levels 1 through 5 and two level 6 and two level 7 spells (to be determined by the DM). Banth's journal has various treatises on engineering mutations and several very useful pieces of information — namely, seven rumors from the full list of rumors provided in both this module and R1, as well as a full discussion of the mithril gates on Level 9A of Rappan Athuk. Banth believes (correctly) that the mithril gates demarcate the final resting place of Akbeth. He discovered that she was transformed to stone by a curse of Hecate, but had a *ring of shape change* 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. She has hidden a *potion of neutralize poison* in the desk. A stuffed toy bear sits on the bed.

5-7. Slimy Stuff (EL 4)

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 feet into the room. Thirty points of fire or cold damage totally destroy the colony.

Colony of Green Slime (CR4): A single patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. Extreme cold or heat, sunlight or a *cure disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 1d6 points of damage per round. It does not harm stone.

Treasure: A *figurine of wondrous power* (stone horse) lies buried in the debris (Search DC 12). Of course, searching the pile exposes the PC to the falling slime.

5-8. The Endless Pit (EL 8)

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* trapset 100 feet below the rim. The pit itself is only 110 feet deep, but nothing falling ever hits the bottom because of the *plane shift* effect. Magic has no effect after the 100-foot mark (this allows about 2 rounds for action). Anyone falling is lost on the astral plane. PCs can use their plane travel abilities to rescue fallen comrades.

Plane Shift Pit Trap: CR 8; no damage, person falling in is *plane shifted* to the astral plane after falling 100 feet and is trapped on that plane; Spot (automatic); Search (automatic); Disable Device (impossible; magic may only be removed by a *wish*).

5-9. The Beehive (EL 8)

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 nonaggressive, do not attack unless harassed or too much honey is taken (see below). Angry bees do not pursue PCs more than 100 feet 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): CR 1/2; SZ M Vermin; HD 3d8; hp 13; Init +2; Spd 20 ft., fly 80 ft. (good); AC 14; Atk +2 melee (1d4, sting, plus poison); SA poison; SQ vermin; AL N; SV Fort +3, Ref +3, Will +2; Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9.

Skills: Intuit Direction +6, Spot +6.

Treasure: These bees make a magical, healing honey. This honey cures 1d8 hit points and can cure poison (like 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 quits making honey and leaves the dungeon.

5-10. The Super-secret Door (EL 8)

PCs can only find this door if using *true seeing* or 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* or *miracle* spell will open 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.

Stone Secret Door: CR 8; 2 in. thick; Hardness 8; hp 80; Break (DC 40); Search (DC 30); Open Lock (DC 40 or with key); Damage Resistance (25/+5).

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 your eyes tear. You get the sinking feeling that something other than darkness awaits at the foot of the ladder before you.

Descending the ladder requires a successful Will save (DC 22) to overcome the magical *fear* power of the level below. Failing the save, a PC will not voluntarily descend the ladder but instead cower in fear, huddled in a corner. The ladder leads to Level 14. It is not trapped, and no harm will befall anyone who descends it—other than transporting him to one of the most vicious levels of the dungeon, that is...

Level 6: The Maze

This infamous level, the subject of cautionary tales spoken of in hushed tones by adventurers, proved fatal to a powerful group of adventurers that got lost and starved to death. Few monsters (other than random wanderers) populate this level. The chief difficulty offered by this level 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'-wisp and the undead storm giant, Kor, in the Hall of Ereg Tal. But even these trials are avoidable. The maze is not.

DM 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.”

6-1. The Portcullis

The portcullis from Level 5 closes itself after 2 turns. PCs returning to Level 5 must move it again.

Iron Portcullis: 1 in. thick; Hardness 10; hp 40 per bar; Break (DC 38), Lift Gate (Str check DC 25; maximum of 3 people may combine their efforts).

6-2. Mazes and Monsters (EL 7 per maze section)

The areas designated “6-2” on the map are maze sections. 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. DMs should intentionally give PCs wrong directions (i.e., left = right) at all times, unless the PCs make a successful Intuit Direction check (DC 30, cannot take 20). Actual maze descriptions are left to the DM. Though an example maze section is provided, DMs should improvise or alter each section to frustrate and bewilder their PCs. To provide a sufficient level of difficulty, require an hour of game time per maze section to locate the exit. 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 DMs a rare opportunity to toy with players; have fun!

Each time a maze is entered, a **mustard jelly** attacks after 1d8 rounds. Though it is not an intelligent monster, it instinctively divides itself to chase PCs if the party splits into separate groups to escape.

Mustard Jelly: CR 6; SZ H Ooze; HD 7d10+28; hp 76; Init +0; Spd 20 ft., Climb 20 (40 ft. when divided) ft.; AC 14 (-2 Size, +6 natural); Atk +6 melee (3d6+4, buffet,

Level 6

Difficulty Level: 8

Entrances: Stairs from Level 5

Exits: Stairs to Level 8; river channel to Level 10A; secret aquatic passage to Level 7

Wandering Monsters: Check once every hour on 1d20:

1. 1d3 **mustard jellies**
(see area 6-2 for stats)
2. 1d6 **medium-size monstrous spiders**
3. 2d6 **dire rats**
4. 1d3 **minotaurs**
5. 3d6 **normal rats**
6. 1d4 **wererats**
7. 1 **will-o'-wisp**
8. 2d6 **stirges**
9. 1d2 **mind flayers**
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. Climbing all features requires a Climb check (DC 12), unless otherwise noted. Fungus encrusts most surfaces in the natural cavern areas on this level; 20% of the fungus is edible, while 10% is poisonous (Fortitude save DC 16 or take 1d6 Con/1d6 Con). A Wilderness Lore check (DC 20, DC 14 for gnomes and other underground creatures) allows PCs to determine which are edible. Mazes and cut corridors are free of fungus.

Traveling in Small Tunnels: Smaller tunnels (solid lines) are less than 3 feet in diameter and require that even Small creatures crawl. Large creatures cannot navigate these tunnels unless they are long and slender or flexible. Huge creatures cannot pass at all. Medium-size creatures make all attack rolls at -8, and 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 make a swimming check (DC 12). Failed checks require a Fortitude save (DC 15); creatures failing this save drown and are dead on arrival at Level 10A. Swimming upstream is impossible, and leads nowhere in any case.

plus slow); SA constrict, grab, slow; SQ blindsight (60 ft.), damage resistance (30/+1), divide, magic immunities, ooze; AL N; SV Fort +6, Ref +2, Will +2; Str 17, Dex 10, Con 19, Int —, Wis 11, Cha 1.

SA—*Constrict (Ex)*: Opponents that the jelly successfully grabs automatically suffer buffet damage each round.

SA—*Grab (Ex)*: A mustard jelly can grab opponents of up to Large size. If a jelly makes a successful attack, it can make a free grappling check without provoking an attack opportunity.

SA—*Slow (Su)*: An opponent hit by the mustard jelly must make a Fortitude save (DC12) or be slowed (as per the spell cast at 7th level) as a result of a poison the jelly secretes. The effect is noncumulative.

SQ—*Divide (Ex)*: A mustard jelly can choose to divide into two parts as a full-round action. This increases its speed but halves its hit points (each jelly retains half). All other attack capabilities remain the same.

SQ—*Magic Immunities (Su)*: Immune to all fire spells, mustard jellies instead take normal damage from cold. Electricity and magic missiles do not harm them, instead adding one hit die (1d10+4) for each 10 points of damage received.

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 Reflex save (DC 14); failure means the character falls and takes 1d3 subdual damage. The ceiling is 30 feet 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 Search check (DC 12). Wandering monsters use the narrow path to their advantage.

6-4. The Cliff (EL 2)

An 80-foot-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. No Dexterity or shield bonuses may be used while climbing. Attacking rats have a 20% (1-4 on 1d20) 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. Climb checks must be made 4 times on the way up (every 20 feet [DC 15]) and twice on the way down (every 40 feet [DC 12]). Each point of damage taken before the Climb check adds 1 to the DC level. Any failure results in a fall. Climbing without ropes adds 5 to the DC roll. Wandering monsters will either be 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.

Normal Rats (100+): hp 1 each; SA disease.

6-5. The White Corridor (EL 7)

This corridor, seemingly constructed of seamless white stone, stretches 300 feet 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. The floor, walls and ceiling of the corridor constitute a **magically poisonous trap**. Touching these surfaces requires a Fortitude save (DC 20); a failure means the PC takes 1d3 points of temporary Strength damage per round of contact. PCs can drag their unconscious comrades free before they slowly starve to death. A similar Fortitude save must be made one minute later, whether or not the initial save was successful and regardless of whether the PC is within or outside the corridor. The DM 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 her 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.

DM Note: Any magical transport activated within this corridor (*dimension door*, *teleport*, etc.) immediately teleports a PC to the basement level of **The Sorcerer's Citadel** (as detailed in **Demons and Devils** from **Necromancer Games**). This citadel has a similarly constructed trap. 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.

Magically Poisonous Corridor Trap: CR 7; 1d3 temporary Str damage per round of contact plus a similar save one minute later; Fortitude save (DC 20) negates 1 round of damage, and a save must be made for each round of contact; Search (DC 30); Disable Device (not possible).

6-6. The Hall of Ereg Tal

You behold 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-foot-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-foot-tall statue, 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 Strength check (DC 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 Celestial. A successful Read Languages check (DC 30) deciphers them, as follows:

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
Nerull the Black did strike the fell 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.

To unravel the details of this story, PCs must make a Bardic Knowledge check (DC 30); a religion or ancient history Knowledge check (DC 30) reveals every detail except the golden torc. Success means that the PCs learn that these two figures represent a good-aligned titan and a storm giant. Nerull himself killed the titan during a great battle among the gods. (PCs making the Bardic Knowledge check 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, a story award of 2,000 XP should be awarded. *Note:* The golden torc detail will prove invaluable should the PCs open area 6-8.

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. The crypt lid weighs 3,000 pounds and can only be lifted with a Strength check of enormous difficulty (DC 35). This is not to say that intelligent but weak adventurers will not get it open; *rock to mud, stone to flesh* (messy but effective) and other contrivances may prove equally if not more effective.

Treasure: 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 (EL 15)

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. You can almost feel a faint and refreshing breeze. Suddenly, you gasp in horror as an apparition rises through the stone of the crypt and hurls a bolt of lightning at you!

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 will probably die. Kor retains all his abilities and has gained several new ones, making him a formidable opponent. Kor, though undead, is not evil.

Ghost of Kor the Storm Giant: CR 15; SZ G Undead [Incorporeal]; HD 19d12; hp 199; Init +2; Spd 50 ft., Fly 50 ft. (perfect); AC 27 (-2 size, +12 natural, +2 Dex, +5 breastplate); +29/+24/+19 melee (4d6+17, *mattock of the titans*); SA corrupting gaze, corrupting touch, frightful moan,

horrific appearance, malevolence, manifestation, storm giant spell-like abilities, telekinesis; SQ electricity immunity, free action, incorporeal, rejuvenation, rock catching, turn resistance (+4), undead immunities, unnatural aura, water breathing; AL CN(G); SV Fort +17, Ref +8, Will +9; Str 39, Dex 14, Con —, Int 16, Wis 16, Cha 19.

Skills: Climb +18, Concentration +12, Jump +12, Perform +7, Spot +8. **Feats:** Cleave, Combat Reflexes, Great Cleave, Power Attack, Sunder.

Note: All saves against Kor's special attacks are at DC 24 unless otherwise noted.

Tactics: Kor uses his spell-like abilities and special attacks first (*chain lightning*, *frightful moan*, *corrupting gaze* and *horrific appearance*), then his *telekinesis* ability to hurl someone off the cliff into the pool at area 6-10. Then, becoming ethereal, he disappears. At this point, Kor uses *magic jar* on a fighter character and attacks spellcasters using the fighter's body. Only after all remaining PCs have saved against the *magic jar* ability will he step forward, leaving the ethereal plane, and attack using his magical maul. He fights until slain, but does not pursue the PCs into areas 6-5 or -10. DMs 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 weighs 3,000 pounds and can only be lifted with a Strength test of enormous difficulty (DC 35). This is not to say that intelligent but weak adventurers will not get it open; *rock to mud*, *stone to flesh* (messy but effective) and other contrivances may prove equally if not more effective. The crypt contains a storm giant's bones and several items of interest. A *belt of titan strength* girds Kor's pelvis; though too large for a human to wear as intended, the belt could instead be used as a suit of leather armor. This belt grants its wearer +6 Str, but if worn as armor, it confers armor protection of +4. It cannot be worn under or over additional armor. The crypt also contains a *maul of the titans* (wielded by Kor) and an *iron horn of Valhalla*.

6-9. The Cavern Crossing

A wide chasm, 100 feet 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 feet. The chasm's sides are tough to climb, requiring a Climb check (DC 18). 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 a Swim check (DC 10); if the PCs are protected from the cold, no check is needed for 1 turn of swimming. Coincidentally, the swim to area 6-11 takes about 1 turn.

6-11. The Ambush (EL 6)

Under these circumstances, this encounter bodes ill. 1 *will-o'-wisp* attacks PCs in the water. 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 feet below the water's surface and requires a Spot check (DC 20) to notice. The water pools at the base of a 25-foot cliff that must be climbed (DC 15). Climbers are attacked by more *will-o'-wisps* once they reach area 6-12 (see below). PCs who can *fly* or *water walk* may fare better.

Tactics: The *will-o'-wisp* gains life energy by drowning people. It avoids combat, and unless *mazed* or *magic missiled* to death, it shocks everyone in the water every round for 2d8 points of damage (30-foot range in water, DC 20 Fortitude save for half damage).

Will-o'-Wisp: CR 6; SZ S Aberration; HD 9d8; hp 40; Init +13 (Improved Initiative, Dex); Spd Fly 50 ft. (perfect); AC 29 (+9 natural, Dex, +1 size); Atk +19 melee (2d8, shock); Reach 5 ft.; SQ natural invisibility, spell immunity; AL CE; SV Fort +3, Ref +12, Will +9; Str—, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills: Bluff +11, Listen +17, Spot +17, Search +14. **Feats:** Alertness, Blindfight, Dodge, Improved Initiative.

6-12. The Wisp Lair (EL 9)

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 -15.

Will-o'-Wisp (3 total): hp 40 each.

Tactics: 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 make a Reflex save (DC 12 plus damage done) or fall 40 feet (4d6 damage, no attack roll necessary) 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-foot-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 *masterwork full plate mail* and a *ring of intelligence* (+2 Int while worn); he also has a rotted sack containing 230 gp. The other, a monk, still has a pair of +1 *kamas* and wears a *vest of escape*.

6-13. The Wishing Rock

A large, red boulder divides the corridor in two. There is a 2-inch-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-inch hole extends 6 feet into the rock. Carefully wedged at the end of the hole is a magical *ring of three wishes*. Extraction of the ring (which cannot be seen without directed light) requires a Dex check (DC 30), assuming that a fishing hook and line (or their equivalents) are available. Rogues may use their Disable Device skill (same DC) 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. PCs can attempt a Wilderness Lore check (DC 30) to identify the following mushrooms, except for fungus 6:

1. Green with orange spots, this mushroom radiates necromantic magic. It is very poisonous (DC 25 Fortitude save, 2d6/2d6 Con damage). 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-foot radius), this mushroom also radiates necromantic magic. It acts as a dose of *Keoghtom's ointment* 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 necromantic magic, acts as a bane to undead; it adds +6 levels to any turning attempts when eaten by a cleric. Nonclerics who eat these mushrooms gain the 6th level cleric ability to turn undead. Its effects last for 3d6 minutes. 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 abjuration magic. If eaten, it provides complete immunity to psionics 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* or *miracle*, 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.

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-foot-diameter opening. This opening leads to a 30-foot tunnel, which constitutes the one-and-only entrance to Level 7 ("Hell").

6-16. The Lost Goblins, Part 2 (EL 12)

A party of goblins — 14 regular goblins, 4 goblin leaders and Ubar the goblin wizard — became lost in this

LEVEL 6: THE MAZE

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 wizard, this party defends its lair well. The wizard, using his set of *pipes of the sewers*, summons hordes of rats to both distract attacking monsters and supplement the goblins' diet.

Ubar, Male Goblin, Wiz9: CR 9; SZ M Humanoid [Goblinoid]; HD 9d4+21; hp 52; Init +8; Spd 40 ft.; AC 14; +5 melee or +8 ranged (1d4+1, dagger, range 10 ft.); SQ darkvision (90 ft.); AL NE; SV Fort +5, Ref +7, Will +10; Str 13, Dex 19, Con 15, Int 18, Wis 14, Cha 13.

Skills: Alchemy +12, Concentration +16, Diplomacy +9, Escape Artist +9, Knowledge (arcana) +14, Scry +16, Spellcraft +16. **Feats:** Combat Casting, Dodge, Improved Initiative, Iron Will, Run, Spell Mastery (4), Toughness.

Spells Prepared (5/6/6/5/4/2): 0—daze, detect magic, flare, read magic, resistance; 1st—color spray, mage armor, magic missile (x2), shield, shocking grasp; 2nd—invisibility (x2), Melf's acid arrow, mirror image, protection from arrows, see invisible; 3rd—blink, dispel magic, haste, lightning bolt, slow; 4th—fear, ice storm, improved invisibility, stonewall (expires in 24 hours); 5th—conjure fire elemental, transmute rock to mud.

Possessions: Robes, spellbook, dagger, *wand of cone of cold* (11 charges), *pipes of the sewers*, *scroll of two arcane spells (maze and freedom)*, sack with 19 gp.

Goblin Leader, Rog5 (4): CR 5; SZ S Humanoid [Goblinoid]; HD 1d8+1 plus 5d6+5; hp 26; Init +2; Spd 15 ft. (20 ft. base); AC 16 (17 with shield); Atk +3 melee (1d6, handaxe, crit x3), +3 melee (1d4+1, dagger, crit 19-20), +5 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+3d6); SQ darkvision (90 ft.), evasion, traps, uncanny dodge; AL NE; SV Fort +3, Ref +10, Will +2; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10.

Skills: Appraise +4, Balance +6, Bluff +1, Climb +4, Decipher Script +2, Diplomacy +1, Disable Device +4, Disguise +2, Escape Artist +6, Hide +16, Intimidate +2, Intuit Direction +2, Jump +2, Listen +10, Move Silently +12, Open Lock +5, Pick Pocket +6, Search +5, Sense Motive +1, Spot +9, Tumble +6, Use Magical Device +2, Use Rope +5. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows, handaxe, dagger, 1d4 sp, 2d4 cp, potions (see below).

Goblin Scouts, Rog3 (14): CR 3; SZ S Humanoid [Goblinoid]; HD 1d8 plus 3d6; hp 14; Init +1 (Dex); Spd

15 ft. (20 ft. base); AC 15/16 (+1 size, Dex, +3 armor/with shield); Atk +1 melee (1d6-1, handaxe, crit x3), +1 melee (1d4-1, dagger, crit 19-20), +1 melee (1d6-1, javelin) or +2 ranged (1d6-1, javelin, range 30 ft.), or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+2d6); SQ darkvision (60 ft.), evasion, traps, uncanny dodge; AL NE; SV Fort +1, Ref +7, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Appraise +2, Balance +5, Bluff +0, Climb +2, Disable Device +3, Disguise +0, Escape Artist +4, Hide +13, Intuit Direction +1, Jump +1, Listen +7, Move Silently +10, Open Lock +3, Pick Pocket +3, Search +2, Spot +5, Tumble +5, Use Rope +3. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows or javelins (3) or handaxe, dagger, 1d4 sp, 2d4 cp.

Tactics: After area 6-17's trap is sprung, Ubar summons rats using his *pipes*. He uses his *transmute rock to mud* spell to collapse the entryway into the cavern. The wizard casts *invisibility* on two of the goblin leaders and *improved invisibility* on himself. He *conjures a fire elemental* to engage the PCs, holding his other spells and his wand in reserve. The goblin leaders attempt a sneak attack, while the remaining goblins shoot arrows at the PCs. All goblins flee if attacked with melee weapons. All goblins have 50% cover until approached within 10 feet. They are spread out (more than 20 feet apart) to avoid area-effect spells and grenadelike missiles.

Treasure: In addition to the possessions listed, goblin leader #1 has a *potion of invisibility*, #2 has a *potion of cure serious wounds*, #3 has a *potion of swimming* and #4 has a *potion of bull's strength*. The DM determines their use. Ubar's traveling spellbook contains only those spells listed and one additional 5th level spell: *transmute mud to rock*.

6-17. The Goblin's Trap (EL 4)

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. 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.

Goblin Fire Trap: CR 4; no attack roll necessary (5d6 fire damage plus 1d6 fire damage per round for 1d6 rounds); Reflex save DC 18 for half damage; Search (DC 20), Disable Device (DC 20).

Level 7: The Gates of Hell

This extraordinarily difficult level houses a clan of mind flayers 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 mind flayers use this level's most unique feature, the teleports, to quickly traverse the area's twisting passages and tunnels. Due to the mind flayers' solitary and secretive nature and because the other dungeon denizens fear these treacherous creatures, many rooms remain empty.

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. DMs should spice up each of these areas with 1d4 randomly rolled items from the "Dungeon Dressing — Minor Features and Furnishings" table (table 4-6) in the DMG. DMs 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; Medium-size creatures must make an Escape Artist check (DC 20) to negotiate the twisting tunnels without getting stuck. Once stuck, the PC may attempt another Escape Artist check (DC 20) to become unstuck. A PC can always take 20 to become unstuck; however, should they choose to do so, a few **dire rats** arrive in the middle of the attempt 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 (EL 10)

A huge, iron gate dominates the eastern end of this chamber. The gate is locked; 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 a mind flayer who approaches within range of his breath weapon. The gate provides 75% 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

Level 7

Difficulty Level: 12

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 dire rats |
| 4. | 1d2 mind flayers
with 1d4 hell hounds |
| 5-20. | No encounter |

Detection: Characters will 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 requires a Search check (DC 20).

Spell Function and Recovery: Due to the proximity to so much evil, divine spells above 2nd level can't be recovered by rest. Priests are left with only the ability to memorize only the most basic spells.

The River and Swimming: The channel leading to Level 11A is swift and deep, and no human could possibly swim against this current (Swim check [DC 35]). 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.

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.

Revirax the Giant Abyssal 3-Headed Hell Hound: CR 10; SZ H Outsider [Chaos, Evil, Fire]; HD 12d8+12; hp 80; Init +7 (Dex, Improved Initiative); Spd 60 ft.; AC 27 (-2 size, +16 natural, Dex); Atk +15/+10 melee (2d8+8 [x3], bite, crit x3) and +12/+8 melee (1d8+8 [x2], claws); SA breath weapon, smite good (1/day attack good aligned creature doing additional +12 damage); SQ cold and fire resistance (20), damage reduction (15/+3), darkvision (60 ft.), fast healing (3), fire subtype, scent, spell resistance (24); AL CE; SV Fort +9, Ref +9, Will +8; Str 26, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +11, Listen +10, Move Silently +13, Spot +16, Wilderness Lore +0. Hell hounds receive a +5 racial



bonus to Hide and Move Silently checks. It also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to its keen sense of smell. *Feats*: Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Track.

SA—Breath Weapon (Su): The giant abyssal hell hound can exhale a cone of fire, 30 feet long, every 2d4 rounds from each head doing 3d4+4 damage; Reflex save (DC 16) for half. The fiery breath ignites any flammable materials within the cone. The giant abyssal hell hound can use his breath weapon while biting.

Heated Iron Gates of Hell: CR 3; Hardness 10; hp 60; Bend Bars (DC 25); Open Locks (DC 25). In addition, the gates are treated as if under the permanent effects of a *heat metal* spell, inflicting 2d4 damage per round on all who touch it—including those trying to pick the lock or bend the bars. This effect cannot be dispelled.

7-5. Teleportals

The six areas designated 7-5A through 7-5F 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 the next level. A PC with

a fantastic Swim skill might be able to reach the shore before being swept away (DC 35). In any case, PCs making a Fortitude save (DC 20) avoid drowning while being carried along by the current.

7-7 The Mind Flayer Shrine (EL 13)

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 mind flayers, is their unholy place of dark worship. The shrine's iron door is locked — bolted from the inside.

Locked Iron Door: Hp 30; hardness 15; Break DC 35; Open Locks DC 40.

Currently, six mind flayers, led by their priest, Gilth, are performing a Ritual of Melding, whereby the illithids commune psychically to enhance their power. Any disturbance outside the door disrupts this unholy ritual, thoroughly enraging the mind flayers who immediately prepare for battle.

Mind Flayer (6): CR 8; SZ M Aberration; HD 8d8+8; hp 44; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+3 natural, Dex); Atk +8 melee (1d4+1, [x4] tentacles); SA extract, improved grab, mind blast, psionics; SQ spell resistance 24, telepathy; AL LE; SV Fort +3, Ref +4, Will +9; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +12, Move Silently +7, Spot +12. **Feats:** Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle).

Gilth, Male Mind Flayer, Cle7: CR 9; SZ M Aberration; HD 8d8+8 (mind flayer) plus 7d8+11 (cleric); hp 84; Init +6; Spd 30 ft.; AC 15; Atk +13 (4 tentacles, 1d4+1); SA extract, improved grab, mind blast, psionics, spells; SQ spell resistance 30, telepathy; AL LE; SV Fort +8, Ref +6, Will +14; Str 12, Dex 14, Con 12, Int 19, Wis 20, Cha 17.

Skills: Bluff +8, Concentration +22, Hide +8, Intimidate +10, Knowledge (arcana) +19, Knowledge (religion) +19, Listen +12, Move Silently +7, Spellcraft +13, Spot +10. **Feats:** Alertness, Brew Potion, Combat Casting, Dodge, Improved Initiative, Mobility, Toughness, Weapon Finesse (tentacle).

Spells (6/5/4/3/2): 0—cure minor wounds (x2), detect magic, guidance, read magic, resistance; 1st—bane, cure minor wounds (x2), entropic shield, shield of faith; 2nd—cure moderate wounds, darkness, hold person, resist elements; 3rd—bestow curse, cure serious wounds, dispel magic; 4th—cure critical wounds, poison.

Domain Spells (Evil/Destruction): 1st—inflict light wounds; 2nd—shatter; 3rd—magic circle against good; 4th—unholy blight.

Granted Powers: Destruction—Smite; once per day +4 attack, +7 damage; Evil—evil spells cast at +1 caster level.

Possessions: Holy symbol, gold torque (1,000 gp value), wand of searing light (10th level, 15 charges).

Tactics: As soon as the mind flayers detect intruders trying to enter the temple, they position themselves 40 feet from the door. Then, depending on how long it takes the PCs to break through the door, the mind flayers take the following actions:

- Round 1: Mind flayers take up position; Gilth casts *shield of faith*.
- Round 2: One mind flayer casts *detect thoughts*; Gilth casts *entropic shield*.
- Round 3: The mind flayer casting *detect thoughts* determines the number and strength of the minds beyond the door and reports this information telepathically to the other mind flayers; Gilth casts *magic circle against good*.
- Round 4: The mind flayer casting *detect thoughts* reads the PCs' surface thoughts, taking note of any tactics they might be planning, and relays this information telepathically to the other mind flayers; Gilth casts *resist elements* (fire).

When the door opens, assuming that they have prepared themselves as above, the mind flayers hit the PCs with a volley of spells and psychic abilities, as follows:

- Four mind flayers cast *mind blast*.
- One mind flayer casts *suggestion* on the strongest-looking fighter, suggesting this battle is too tough and he should leave.
- One mind flayer casts *charm monster* on a different fighter or any other noncleric/non-magic user.
- Gilth casts *bane*.

For the remainder of combat, the mind flayers keep their distance from the PCs, using their *mind blast* and psionics; Gilth uses his wand and magic for as long as possible. Once the PCs are sufficiently subdued, the mind flayers move in to extract the PCs' brains.

If the PCs penetrate the door without alerting the mind flayers, the illithids immediately cast the same spells as listed above, but Gilth first casts *shield of faith*. Mind flayers always target fighters and clerics before more lightly armored foes; they consider Joe Platemail the 3rd more dangerous than his wizard friends (due to their spell resistance).

Treasure: Each mind flayer carries 1d8+12 pp; Gilth wears his gold torque and carries his wand of searing light. Hidden within the pedestal is a ring of wizardry III. To access this ring, 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 feet of the pedestal must make a Will save (DC 25) or fall unconscious for 1d4 hours and lose 1 point of Intelligence permanently. This magical trap cannot be disabled, although a rogue may detect the presence of a trap with a successful Search check (DC 30). Additionally, with a successful Disable Device check (DC 35), that rogue might be able to tell that something very bad will happen if the panels are not pressed in the correct order. Short of a *divination* spell, there is no way to

determine the buttons' correct order. 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.

Magic Panel Trap: CR 10; press in proper sequence or stunned and lose 1 point of Int permanently, Will save (DC 25) avoids; Search (DC 30), Disable Device (impossible).

7-8. Secret Staircase

Seemingly a simple, empty room, even the secret door to the west appears ordinary (Search DC 25). 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. PCs touching the water with bare skin will feel 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 make a Will save (DC 20) to avoid gulping down a full quart of the stuff. Immediately casting either a successful *dispel magic* (15th caster level) or a *remove curse* can cure the afflicted PC of his desire to drink. After consuming the water, the PC must make a Fortitude save (DC 25) or be *cursed* with a -4 to all subsequent Will saves. This curse can only be broken with a *remove curse*, *wish* or *limited 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 *mind blast* attacks 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 (EL 12)

These small, interconnected chambers house the mind flayers' 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): CR 3; SZ M Outsider; HD 4d8+4; hp 24; Init +5; Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Atk +5 melee (1d8+1); Reach 5 ft.; AL CE; SA breath weapon (30 ft. cone of fire every 2d4 rounds; damage 1d4+1; Reflex save for half, DC 14); SQ fire subtype; SV Fort +5, Ref +5, Will +4; Str 12, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +11, Listen +5, Move Silent +13, Spot +7*, Wilderness Lore 0* (* +8 racial bonus to Wilderness

Lore and Spot checks when tracking by scent). **Feats:** Improved Initiative, Track.

Den Mother Abyssal Hell Hound: CR 5; SZ L Outsider; HD 8d8+16; hp 55; Init +5; Spd 40 ft.; AC 18 (-1 Size, +1 Dex, +8 Natural); Atk +10 melee (1d8+2 bite); SA breath weapon, smite good (1/day can attack good aligned creature doing additional +8 damage); SQ cold and fire resistance (15), damage resistance (5/+2), darkvision (60 ft.), fire subtype, scent, spell resistance (16); AL CE; SV Fort +9, Ref +9, Will +8; Str 14; Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills: Hide +11, Listen +10, Move Silently +13, Spot +16, Wilderness Lore +0. **Feats:** Improved Initiative, Power Attack, Cleave, Great Cleave, Sunder, Track.

7-11. Entrance to the Slave Pits (EL 11)

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.

All the secret doors requires a Search check of DC 25.

Poisoned Crossbow Bolt Trap: CR 2; +12 ranged (1d8, crit 19-20/x2, plus purple worm poison (Fort save DC 24, 1d6/1d6 temporary Str)); Search (DC 25); Disable Device (DC 25).

Poison Gas Trap: CR 10; no attack roll necessary, releases burnt othur fumes (Fort Save DC 18, 1 permanent Con/3d6 temporary Con); Search (DC 25); Disable Device (DC 30).

Area 7-11D contains an eight-foot-diameter circular chute that descends 40 feet at a 70-degree angle to Level 12, area 12-38.

7-12. Pillars of Sacrifice

A Search check of DC 25 reveals 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 (Search check DC 20) 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 a 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 making a successful Listen check (DC 15) 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 teleports 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 Rappan Athuk wilderness free download.
- 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 upcoming *Bard's Gate* supplement by Necromancer Games.

7-14. The Hall of the Overmind (EL 15)

PCs can reach the Hall of the Overmind by one of two steep, stone stairwells that ascend through the floor of this enormous, arenalike chamber. The stairwells, 5 feet wide and 20 feet long, end at a landing that is flush with the floor of the hall itself. The ceiling arches 30 feet above the polished, stone floor, and 2 enormous braziers, both 10 feet 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 mind flayers.

Presently, 10 *mind flayers* and 8 *grimlock fighter slaves* attend to the Overmind's needs. Only mind flayers or their slaves may enter this sacred place. The Overmind automatically recognizes the identity (that is, illithid or otherwise) and intent of anyone setting foot on the stairs and immediately warns its minions telepathically of approaching danger. Once alerted, the mind flayers spring into action.

Tactics: First, the grimlocks position themselves, four to a stairwell, to block the chamber's entrances. Meanwhile, the mind flayers, divided evenly, position themselves 30 feet behind the grimlocks. While waiting for the intruders, the Overmind scans the minds of the PCs and relates their strength and numbers to the illithids. Once the PCs reveal themselves, the grimlocks attack with their battleaxes, while the mind flayers cast *mind blast*, *suggestion* and *charm monster*. (Grimlocks are immune to the *mind blast*'s effects.) The mind flayers' tactics: keep the grimlocks between themselves and the PCs for as long as possible, and wear the PCs down with wave after wave of *mind blasts* and spells. If necessary, the illithids retreat to within the circle of pillars surrounding the Overmind (see **The Overmind** below). Although a mind flayer normally abandons companions and treasure alike if its own life seems threatened, no illithid leaves the hall alive until all intruders are slain. Truly — it's a fight to the death!

Mind Flayers (10): CR 8; SZ M Aberration; HD 8d8+8; hp 44; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+3 natural, Dex); Atk +8 melee (1d4+1 [x4], tentacles); SA extract, improved grab, *mind blast*, psionics; SQ spell resistance 24, telepathy; AL LE; SV Fort +3, Ref +4, Will +9; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +8, Concentration, Hide +8, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +12, Move Silently +7, Spot +12. **Feats:** Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle).

Grimlock Fighter Slaves, Ftr4 (8): CR 4 SZ M Monstrous Humanoid; HD 2d8+2 plus 4d10+4; hp 38; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+1 Dex, +3 Studded Leather; +4 Natural); Atk +10/+5 (battleaxe, 1d8+5, crit x3); SA blindsight; SQ immunities, *mind blast* immunity; scent; SV Fort +5, Ref +5, Will +3; Str 16, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills: Climb +14, Hide +8, Listen +8, Search +7, Spot +3. **Feats:** Alertness, Improved Initiative, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, studded leather 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 mind flayers. Any non-evil being passing between the pillars that surround the Overmind must succeed at a Will save (DC 25) or lose 2 points of permanent Wisdom. These points can be regained either by magical means or with one week's bed rest in a good-aligned church and a successful Will save (DC 25). In addition to the wisdom drain, the Overmind emits a powerful *mind blast* that affects anyone within the pillars' perimeter. Unlike a normal *mind blast*, this attack requires a higher Will save (DC 25), and 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 *shocking grasp* attack (1d8+20, Fortitude save [DC 20] for

half). This attack automatically repeats every round that a PC remains in physical contact with the Overmind, no matter how slight.

To fully destroy an Overmind, PCs must secure it, in its entirety, in a solid-gold vessel forged in a *hallowed* smithy. The Overmind must then be transported to a *hallowed* church, where a cleric of no less than 15th level can destroy it with a *holy word*. Should the PCs accomplish this, award them experience for defeating a CR 18 monster. Removing the Overmind from the pool by any other means will fail; it automatically teleports itself back to its basin after five rounds.

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 (Search Check DC 25).

Treasure: PCs discover, at the bottom of the Overmind, a silver strongbox inlaid with diamonds (1,500 gp value) containing 5,000 pp; a *ring of spell storing* currently holding *invisibility*, *fireball* and *magic jar*; an *amulet of natural armor +5* and a *wand of cure moderate wounds* (7th level, 35 charges).

7-15. The Ziggurat of Faith (EL 8)

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 find themselves drained of all Strength (to 1 Str) upon touching the stone steps. 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 greatsword rises out of the darkness and steps toward the PC. The PC has two chances for success: disbelieve the creature (Will save DC 25) or 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 him, the skeleton vanishes

as above and, again, he may take the tome. Treat any other response — drawing a sword or casting a spell — as a wrong answer. 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 (i.e., *telekinesis*) affects the tome inside.

Treasure: *Tome of understanding +2*.

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 (EL 7)

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 +2*. 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 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: SZ L Giant; HD 10d8+20; hp 70; Init +3; Spd 40; AC 18; Atks +12/+7 (2 greatclubs, 1d10+6); Face/Reach 5 ft. x 5 ft./10 ft.; SA superior two-weapon fighting; SQ darkvision (90 ft.); SV Fort +9, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills: Listen +10, Search +0, Spot +10. **Feats:** Alertness, Improved Initiative, Power Attack.

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 feet into the darkness and stretching 60 feet across and 100 feet end-to-end is a

massive, oval crater. To reach the crater, however, PCs must first fly up or scale (Climb check DC 18 without rope) the sheer cliff face of the rock formation that contains the crater.

Dark, still water fills the crater, rising to within 20 feet of the crater's lip. The crater's interior slopes down sharply to the water, and PCs descending without ropes and climbing gear must make a Climb check (DC 25) or fall into the "lake." PCs taking the time to investigate might notice (Spot check DC 25) subtle ripples on the surface of water, betraying the presence of the **dire shark zombie** that protects the secret entrance to area 7-18, located at the base of the lake. The water is 45 feet deep, and there is no hope of either defeating the dire shark zombie or finding the secret entrance without securing a means to breath underwater. Even then, locating the hidden entrance (beneath a large rock, Strength check DC 22 to lift), requires a successful Search check (DC 30).

The dire shark zombie attacks PCs 1d3 rounds after they enter the water.

Dire Shark Zombie: CR 10; SZ H Undead Animal; HD 18d12+54; hp 170; Init -1; Spd Swim 90 ft.; Atk +17 (bite 2d6+9); Face/Reach 10 ft. x 50 ft./10 ft.; SA improved grab, swallow hole; SQ undead; SV Fort +14; Ref +10; Will +12; Str 23, Dex 9, Con 17, Int -, Wis -, Cha 10.

7-18. Trapped Tunnel, the Stone Crypt and the Stairway to Hell (EL 6)

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!

Poisoned Spear Trap: CR 6; +20 melee (2-5 short spears, 1d8+3, crit x3, plus deathblade poison (Fortitude save DC 20, 1d6 Con/2d6 Con); Search (DC 25); Disable Device (DC 35).

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 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 (Search check DC 20). The handholds for this door, however, have long since worn smooth, so a successful Strength check (DC 25) 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 which lead to Level 13, area 13-1.

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 manticores 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. A small beholder resides here as well.

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. DMs should spice up each of these rooms with 1d2 randomly rolled items from the "Dungeon Dressing—Minor Features and Furnishings" table (table 4-6) in the DMG. Also, roll a wandering monster check each time PCs enter a cave labeled "8-2." In one of the caves (DM's choice), a Spot check or Search check of 25 or more uncovers Elvish verse, composed by the famous bard, Gaylon SwordSinger, though now illegible due to age, scratched onto the cavern's wall.

8-3. The Scorpion Nest (EL 13)

The white sand of this broad, clean beach reflects your 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 you begin looking around, dozens of giant scorpions stream out of the caves toward you!

This beach area, surrounded by caves, forms the nest of 48 large, white, blind, monstrous cave scorpions. These 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.

Large, White, Blind Monstrous Cave Scorpions (48): CR 2; SZ L Vermin (10 ft. long, 5 ft. wide, 1 1/2 ft. tall); HD 4d8+8; hp 32; Init +0; Spd 50 ft., swim 20 ft.; AC 14 (-1 size, +5 natural); Atk +5 melee (1d6+3 [x2], claws) and +0 melee (1d6+1, sting plus poison); Face 5 ft. x 10 ft.; SA improved grab, poison, squeeze; SQ vermin; AL N; SV Fort +6, Ref +1, Will +1; Str 17, Dex 10, Con 14, Int —, Wis 10, Cha 2.

Skills: Climb +11, Hide +3, Spot +7, Swim +12. **Feats:** None.

Tactics: The scorpions swarm the nearest opponent until no more scorpions fit; the remainder move onto 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 foot in diameter. There are hundreds of them. If this nest is destroyed, scorpion losses are permanent; DMs should award 1,000 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 (DC 25) reveals intact mundane equipment for a party of 5: two fighters in plate, a priest of Heironeous in masterwork chainmail, a rogue in leather armor and a wizard in robes. All wood, paper and other soft material are useless. The wizard's skull still bears a *minor circlet of blasting*.

8-4. The Rope Bridge

Suspended 10 feet 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 feet high, is easily climbed (DC 10). The tunnel slopes up for 100 feet 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, will take two men three hours' work to clear away. This activity, generating a lot of noise, definitely attracts the beholder from area 8-8. Additionally, DMs should perform wandering monster checks at twice their normal frequency during de-construction activities. Beyond the wall, a 60-foot, winding tunnel leads to Yokim's tomb (area 8-9).

8-7. The Beholder's Doorstep

On the opposite wall of this rectangular cavern, a cliff leads down. A stone, dire rat statue, poised on the cliff's edge, seems to peer into the darkness. The cliff face — a descent of 40 feet (Climb at DC 20) — 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 Beholder's Lair (EL 11)

You descend the cliff from the cavern above and discover an even larger cave. The air is still, the cave silent. Even absent are the ubiquitous, chittering voices of bats and rats to which you had grown accustomed.

Gundar, a beholder, lurks here. 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 (Diplomacy check DC 25). If successful, he allows only one PC to approach within 50 feet. Any proposition must be to his benefit. This encounter offers DMs a good roleplaying opportunity beyond a more typical monster slugfest. Specifically, Gundar wants the PCs to slay the large beholder on Level 10A. This other beholder 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 the Beholder: CR 11; SZ M Aberration; HD 11d8+11; hp 60; Init +4; Spd 5 ft, fly 20 ft. (good); AC 20; Atk +8 ranged (ranged touch attack, eye rays), +8 melee (2d4, bite); SA eye rays; SQ all-around vision, antimagic cone, fly; AL LE; SV Fort +4, Ref +3, Will +11; Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15.

Skills: Hide +7, Listen +15, Knowledge (arcana) +10, Search +18, Spot +19. **Feats:** Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run.

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

Level 8

Difficulty Level: 9

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 beholder on this level, but effectively endless quantities of the other monsters. If the PCs slay the beholder 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	1 beholder
3	2d6 dire rats
4	1d3 river trolls (see area 8-16 for stats)
5	A company of goblin miners — 2d4 goblins with shortbows, 2d4 with javelins, and 2d4 with handaxes, all have daggers and picks, accompanied by 1d4 goblin leaders (see area 8-13 for stats)
6	1d6 large, monstrous 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, requiring a Climb check of DC 12, unless otherwise noted. Fungus encrusts this level's cave areas; 20% of the fungus is edible, while 10% is poisonous (Fortitude save DC 16 or take 1d6 Con/1d6 Con). A Wilderness Lore check (DC 20, DC 14 for gnomes and other underground-dwelling creatures) allows PCs to determine which are edible.

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) 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 (Swim check DC 35). Conversely, PCs can wade through the Level 6A entrance area (to the east) until reaching area 8-10. Also, PCs can easily swim (Swim check DC 10) across the wide, slow-current pool between areas 8-10, 8-4, and 8-3. Past area 8-3, to the north, all Swim checks are at DC 22. 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.



fatal rays on fighter types but concentrates his antimagic ray on any obvious spellcasters.

Treasure: Gundar's treasure lies hidden under a 500-pound rock in the cave's north wall, so DMs should treat this rock as a secret door. Moving the rock reveals the following items: a human skeleton wearing a set of *druid's vestment*; a pair of *wings of flying*, folded up in a blue silk cloth (worth 500 gp); a small coffer holding 3 *potions* (*truth*, *protection from elements* [cold] and *intelligence*); a pair of *gauntlets of swimming and climbing* and an ivory scroll case (worth 50 gp) containing a scroll of 3 *arcane spells* (11th level caster: *mind fog*, *repulsion* and *wall of ice*).

Secret Rock Door: CR 2; 2 in. thick; Hardness 8; hp 160; Roll aside (Str check DC 28); Search (DC 20).

8-9. Yokim's Tomb (EL 8)

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 will speak 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 will 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 the Banshee: CR 8; SZ M Undead [Incorporeal]; HD 7d12; hp 56; Init +7 (Improved Initiative, Dex); Spd 30 ft., Fly 60 ft. (good); AC 20 (+7 natural, +3 Dex); +7 melee (1d4, touch, plus 1d4 Str drain); SA strength drain, wail; SQ damage resistance (15/+1), incorporeal, turn resistance (+12), undead immunities, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +4; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills: Hide +11, Diplomacy +10, Intuit Direction +6, Listen +12, Search +10, Spot +12. **Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA—Strength Drain (Ex): Any living creature that a banshee touches must make a Fortitude save (DC 14) or suffer 1d4 points of Strength drain.

SA—Wail (Ex): Twice per day, a banshee may use a piercing wail, with the same effect as the 9th level spell *wail of the banshee*, covering a 30-foot radius. All living creatures within the area of effect must make a Fortitude save. Failing this save (DC 21), they die.

SQ—Incorporeal (Ex): Banshees are incorporeal, having no physical body. Nonmagical matter or energy has no effect on them. They are immune to all nonmagical attack forms, including normal fire, cold and acid. They cannot manipulate objects or exert physical force on objects, though they do have a tangible presence allowing touch attacks. Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons or by spells, spell-like or supernatural effects. Even when struck by magic or magic weapons, incorporeal creatures have a 50% chance of ignoring such damage (unless from a force effect,

such as *magic missile*). The touch attack of an incorporeal creature ignores all armor, including magic armor, unless that armor is made of force (such as *mage armor* or *bracers of defense*). Incorporeal creatures can move in any direction and can move through solid objects. They are inaudible unless they desire to make noise.

Treasure: Yokim's crypt contains rotted finery, a gold ring worth 50 gp (Goov was a notorious cheapskate) and a *potion of charisma*, 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 (EL 10)

You finally see those creatures responsible for rearranging the beach's appearance! Several large, lionlike monsters swoop out from the cave above and begin circling to attack. Horrifyingly, they possess human faces!

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 the beholder.

Manticores (5): CR 5; SZ H Magical Beast; HD 6d10+24; hp 60; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 16; Atk +9 melee (2d4+5 [x2], claws) and +7 melee (1d8+2, bite) or +6 ranged (1d8+2 [x6], spikes, crit 19-20, range 180 ft.); Face 10 ft. x 20 ft.; Reach 10 ft.; SA spikes; SQ scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills: Listen +9, Spot +9. Note: Manticores get a +4 to Spot checks in daylight. **Feats:** Multiattack.

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 *keen shortsword* and 2,100 gp worth of gold ore stolen from goblins (weighing 4,200 gp). Beneath skeletal remains, PCs will find a *magical golden flute* (Search check at DC 20). This instrument, when played by a bard (Performance check at DC 20), casts *hold monster* twice per day.

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 Reflex save of DC 20, DC 12 or DC 24, respectively (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 (EL 15)

Goblins laboring on Level 10A established and populate this mining camp. The goblins — **42 normal goblin scouts** 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 Leader, Rog5 (7): CR 5; SZ S Humanoid [Goblinoid]; HD 5d6+5; hp 26; Init +2; Spd 15 ft. (20 ft. base); AC 16 (17 with shield); Atk +3 melee (1d6, handaxe, crit x3), +3 melee (1d4+1, dagger, crit 19-20), +5 ranged (1d6+1, shortbow, crit x3, range 60 ft.); SA sneak attack (+3d6); SQ darkvision (90 ft.), evasion, traps, uncanny dodge; AL NE; SV Fort +3, Ref +10, Will +2; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10.

Skills: Appraise +4, Balance +6, Bluff +1, Climb +4, Decipher Script +2, Diplomacy +1, Disable Device +4, Disguise +2, Escape Artist +6, Hide +16, Intimidate +2, Intuit Direction +2, Jump +2, Listen +10, Move Silently +12, Open Lock +5, Pick Pocket +6, Search +5, Sense Motive +1, Spot +9, Tumble +6, Use Magical Device +2, Use Rope +5. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows, handaxe, dagger, mining tools, 1d4 sp, 2d4 cp.

Goblin Scouts, Rog3 (42): CR 3; SZ S Humanoid [Goblinoid]; HD 3d6; hp 14; Init +1; Spd 15 ft. (20 ft. base); AC 15 (16 with shield); Atk +1 melee (1d6-1, handaxe, crit x3), +1 melee (1d4-1, dagger, crit 19-20), +1 melee (1d6-1, javelin) or +2 ranged (1d6-1, javelin, range 30 ft.), or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+2d6); SQ darkvision (60 ft.), evasion, traps, uncanny dodge; AL NE; SV Fort +1, Ref +7, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Appraise +2, Balance +5, Bluff +0, Climb +2, Disable Device +3, Disguise +0, Escape Artist +4, Hide +13, Intuit Direction +1, Jump +1, Listen +7, Move Silently +10, Open Lock +3, Pick Pocket +3, Search +2, Spot +5, Tumble +5, Use Rope +3. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows, handaxe, dagger, 3 javelins, mining tools.

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 will withdraw only after all of the leaders and over half of the remaining goblins are dead. One leader, using a *ring of swimming*, will travel to and request 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 feet. At its terminus, a landing guides PCs to another set of stairs running switchback and descending another 100 feet. Goblin miners carved these stairs to reach the gold mine on Level 10A. On the switchback, a Spot check (DC 20) reveals a gold nugget worth 22 gp.

8-15. King Goov's Tomb (EL 10)

Forty feet below the pool's surface (Spot DC 30 from above the surface of the water, DC 20 below the surface), a manmade structure—a stone box 10 feet square—seems curiously out of place. An intricate lock and what is obviously a door together adorn one of its faces.

Locked Stone Door: 2 in. thick; Hardness 8; hp 40; Break (DC 25); Open Lock (DC 25).

The door opens into an upward-sloping corridor that terminates in the lair of the greater mummy, King Goov. Egotistical, thoroughly evil and incredibly stupid, King Goov ruled ineffectually. Lacking charisma—owing to his horrible personality and disfigured, pearlike 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 trysting 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 the Mummy: CR 10; SZ M Undead; HD 12d12; hp 96; Init -1; Spd 20 ft.; AC 26; Atk +12/+7 melee (1d6+3 [x2], buffet plus disease); SA despair, mummy rot, spell-like abilities; SQ damage reduction (15/+2), resistance to blows, spell resistance (25), turn resistance (+4), vulnerable to fire; AL CE; SV Fort +7, Ref +3, Will +8; Str 17, Dex 8, Con —, Int 8, Wis 12, Cha 3.

Skills: Concentration +12, Hide +5, Listen +5, Move Silently +9, Spot +8 (+13). **Feats:** Alertness, Armor Proficiency (heavy).

SA—Spell-like Abilities (Su): Twice per day, King Goov can cast *symbol of pain*, *fear* or *stunning*. Once per day, King Goov can *summon large scorpions*; 2d4 scorpions arrive in 1d6 rounds. Finally, he can exhale a swarm of insects as a free action once every 4 rounds (as an *insect swarm* spell). All spell-like abilities are cast at 12th level.

Possessions: Plate mail armor, *rod of rulership*, *pale lavender ioun stone* (absorbs up to 4th level spells), *incandescent blue ioun stone* (+2 Wis), *pink ioun stone* (+2 Con).

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 pain*. After King Goov *summons large 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 2,000 gp, might fetch 3,000 gp if melted down—the pure gold is more valuable than the horrid item created from it!

8-16. The Troll Lair (EL 8)

As you move up the shore, away from the swiftly flowing channel, three huge, green fishmen—with razorlike claws and long, daggerlike teeth—surge from a nearby cave!

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 Trolls (3): CR 5; SZ L Giant; HD 6d8+36; hp 68; Init +6 (Improved Initiative, Dex); Spd 40 ft., swim 30 ft.; AC 18 (+7 natural, Dex, -1 size); Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend (2d6+9); SQ darkvision (90 ft.), regeneration (5 hp/round), scent; AL CE; SV Fort +11, Ref +2, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 10, Cha 6.

Skills: Jump +8, Listen +5, Spot +5, Swim +14. **Feats:** Alertness, Improved Initiative, Iron Will, Multiattack.

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. The latter can be done successfully on an opposed Strength check, but only if the trolls are within 15 feet 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 (Con 23). The trolls can swim to area 8-4 without a Swim check. 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

RAPPANATHUK—THE DUNGEON OF GRAVES: THE MIDDLE LEVELS

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 feet 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:

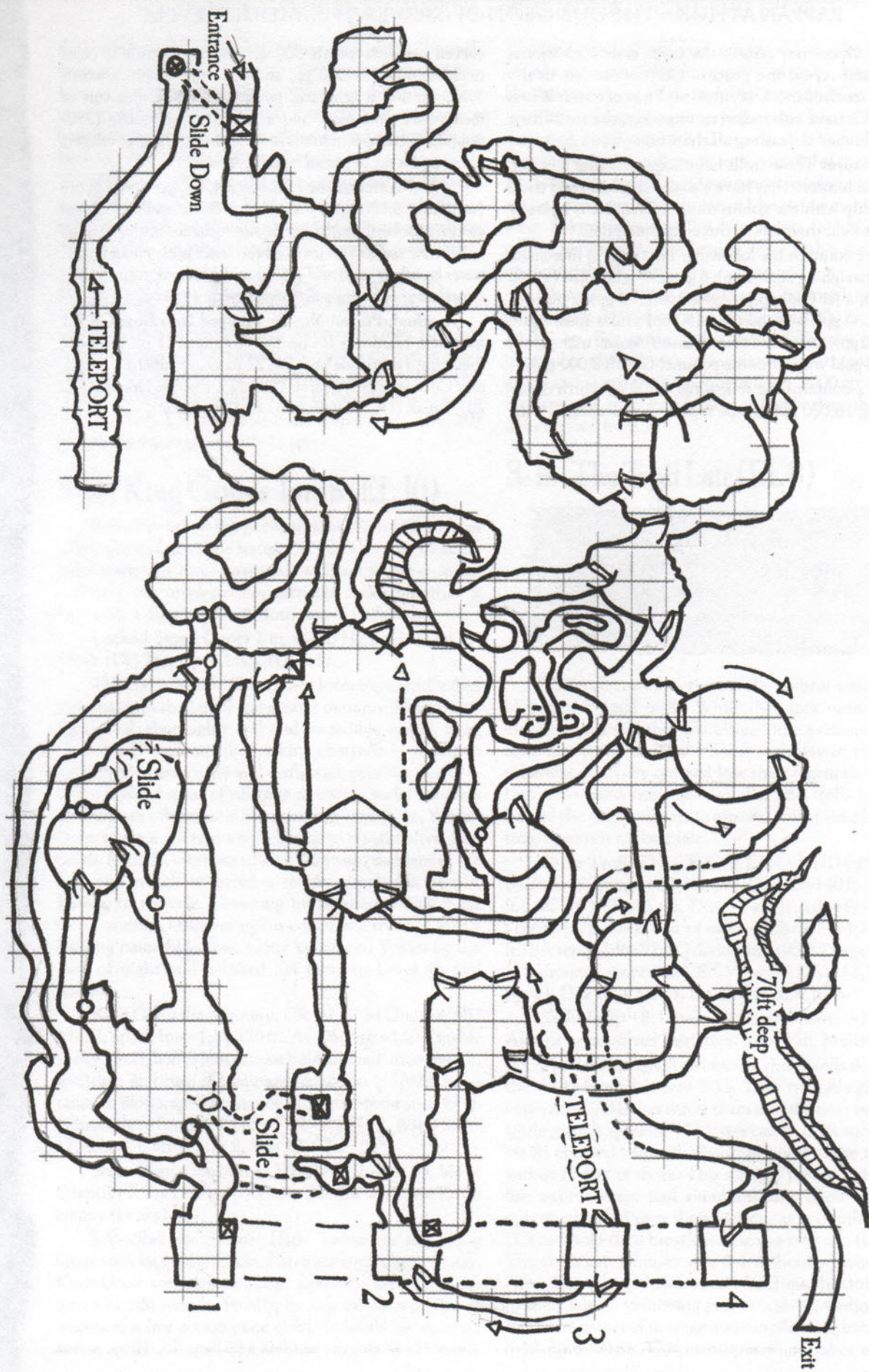
Pile 1 contains the following: 14,000 gp of fine-grade gold ore (weighing 28,000 gp); 6 gems — a fire opal (worth 1,000 gp), a jet (100 gp), a red spinel (100 gp), a piece of amber (100 gp), a bloodstone (50 gp) and a moss agate (worth 10 gp); and a *keen silver dwarven waraxe*, with garnet studs and gold wire set in the pommel (worth 2,000 gp).

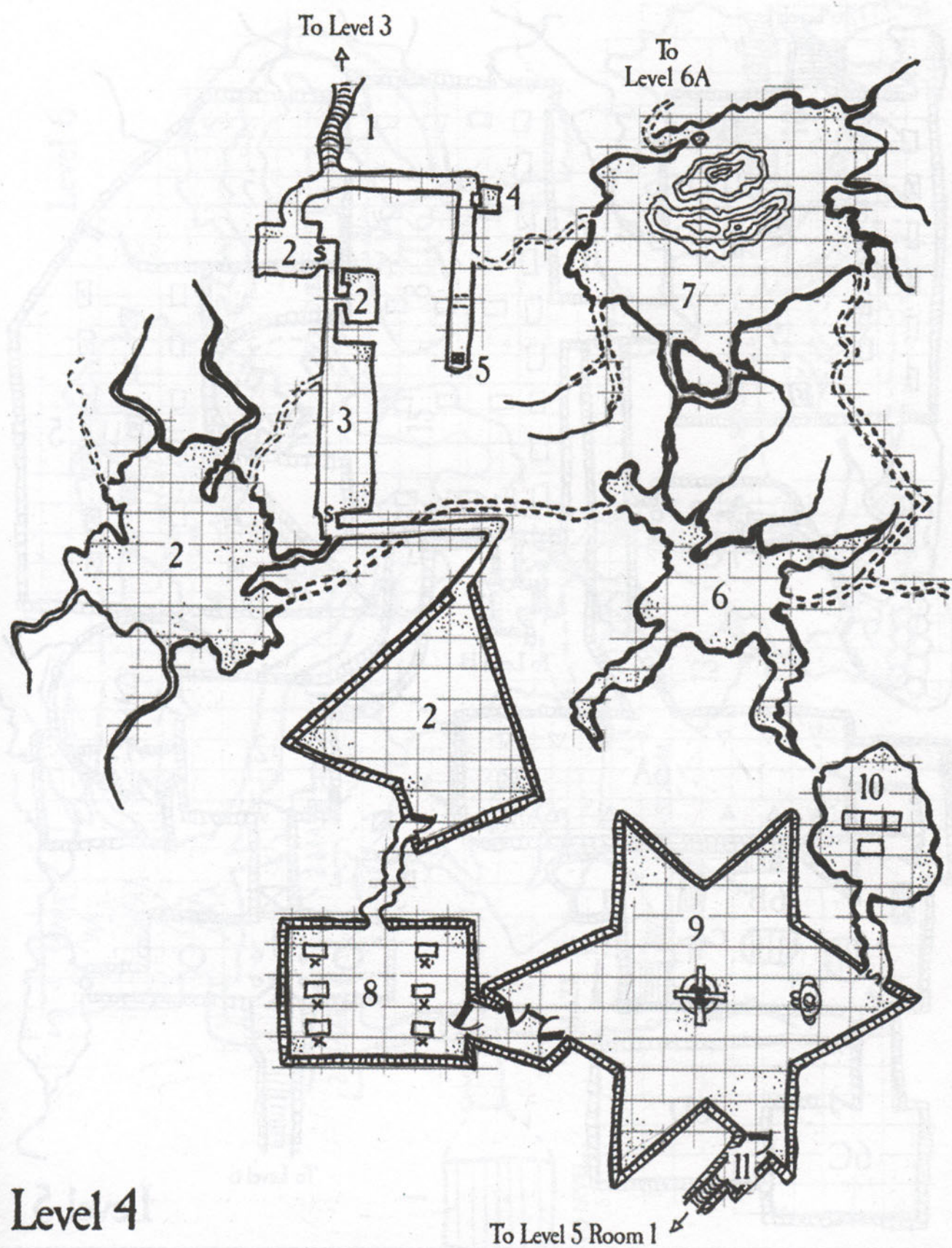
Pile 2 contains the following: 8,000 gp worth of ore (weighing 16,000 gp); a jade jewelry box decorated with

carved serpents worth 500 gp and containing a pearl necklace worth 2,000 gp, an uncut star sapphire worth 5,000 gp and a *periapt of proof against poison*; a suit of *masterwork plate mail*; and a small *bag of holding* (250-pound, 30-cubic-foot limits) containing a *robe of scintillating colors* and a set of *cursed boots of dancing*.

Pile 3 contains the following: 4,400 gp worth of ore (weighing 8,800 gp), a *scroll of 3 divine spells* (9th level caster: *dispel evil*, *healing circle* and *righteous might*), a *scroll of 5 arcane spells* (14th level caster: *lesser geas*, *minor image*, *water breathing*, *web* and *vision*) and a locked, trapped box containing a *manual of gainful exercise* (+2).

Locked, Poison Needle Trapped Iron Box: CR3; 1 in. thick; Hardness 10; hp 15; +8 ranged (1 plus Poison, requiring a Fortitude save DC 22 to avoid 1d6/1d6 temporary Con damage); Search (DC 22); Disable Device (DC 20); Break (DC 26); Open Lock (DC 22).

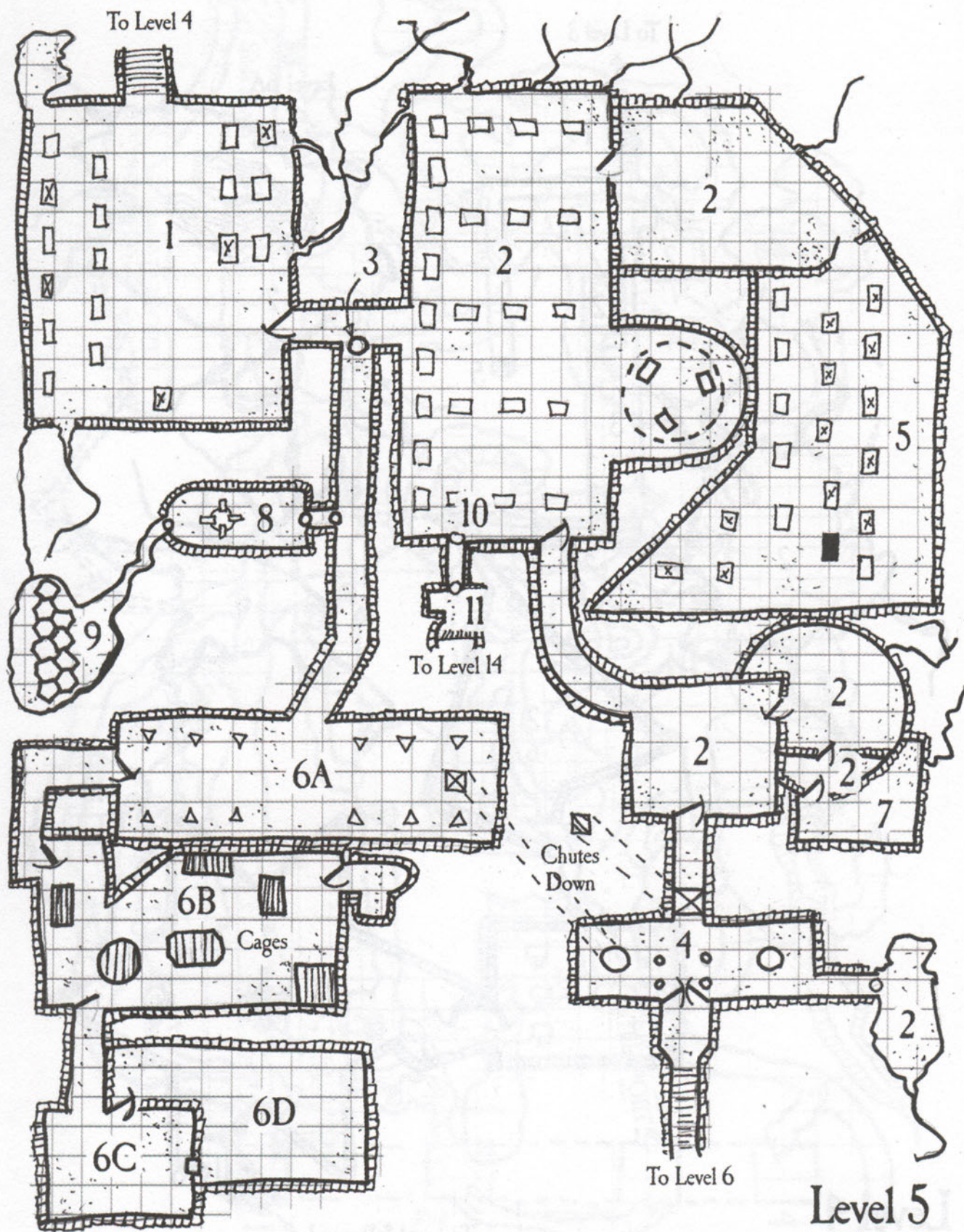




Level 4

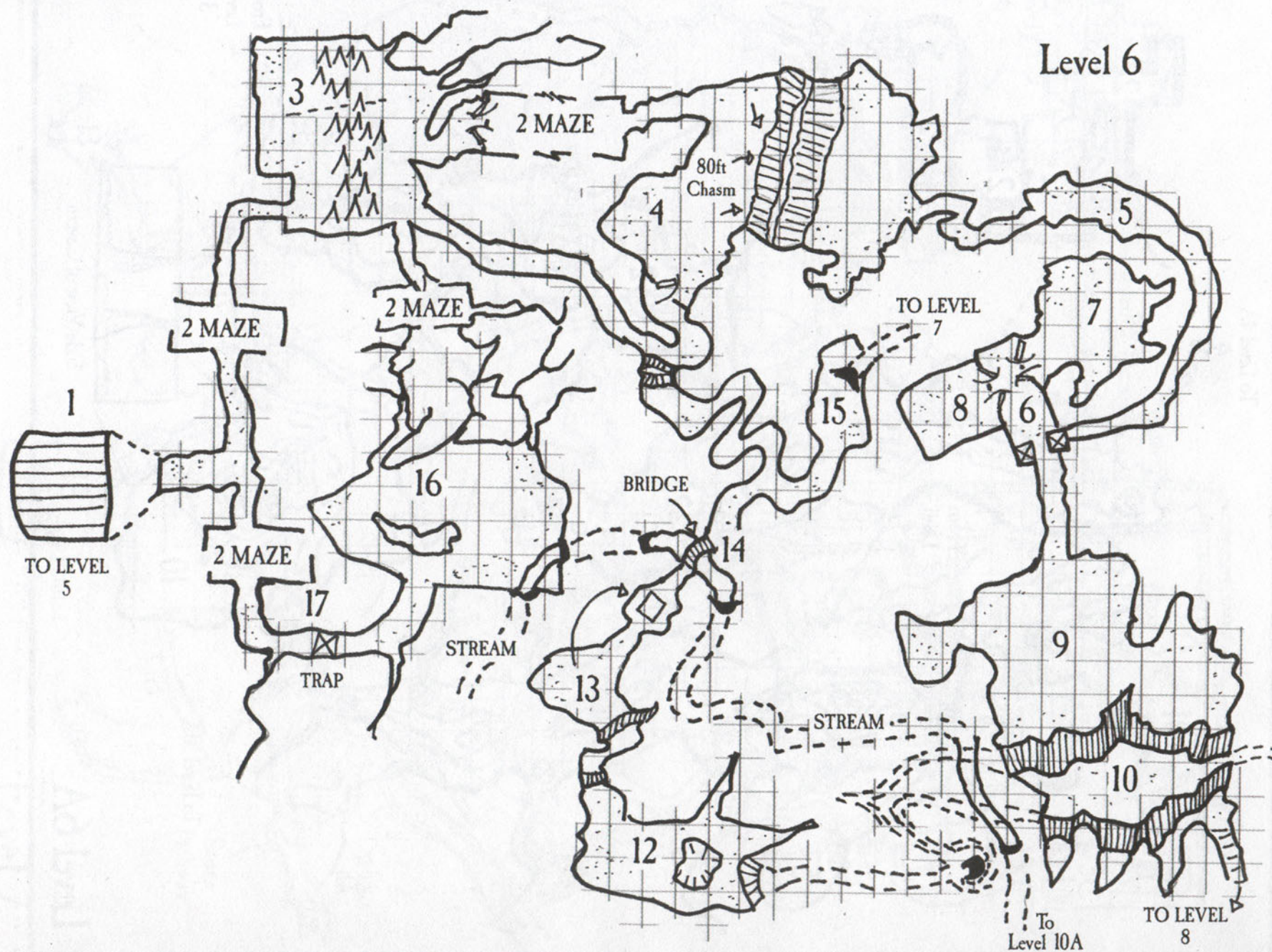
To Level 5 Room 1

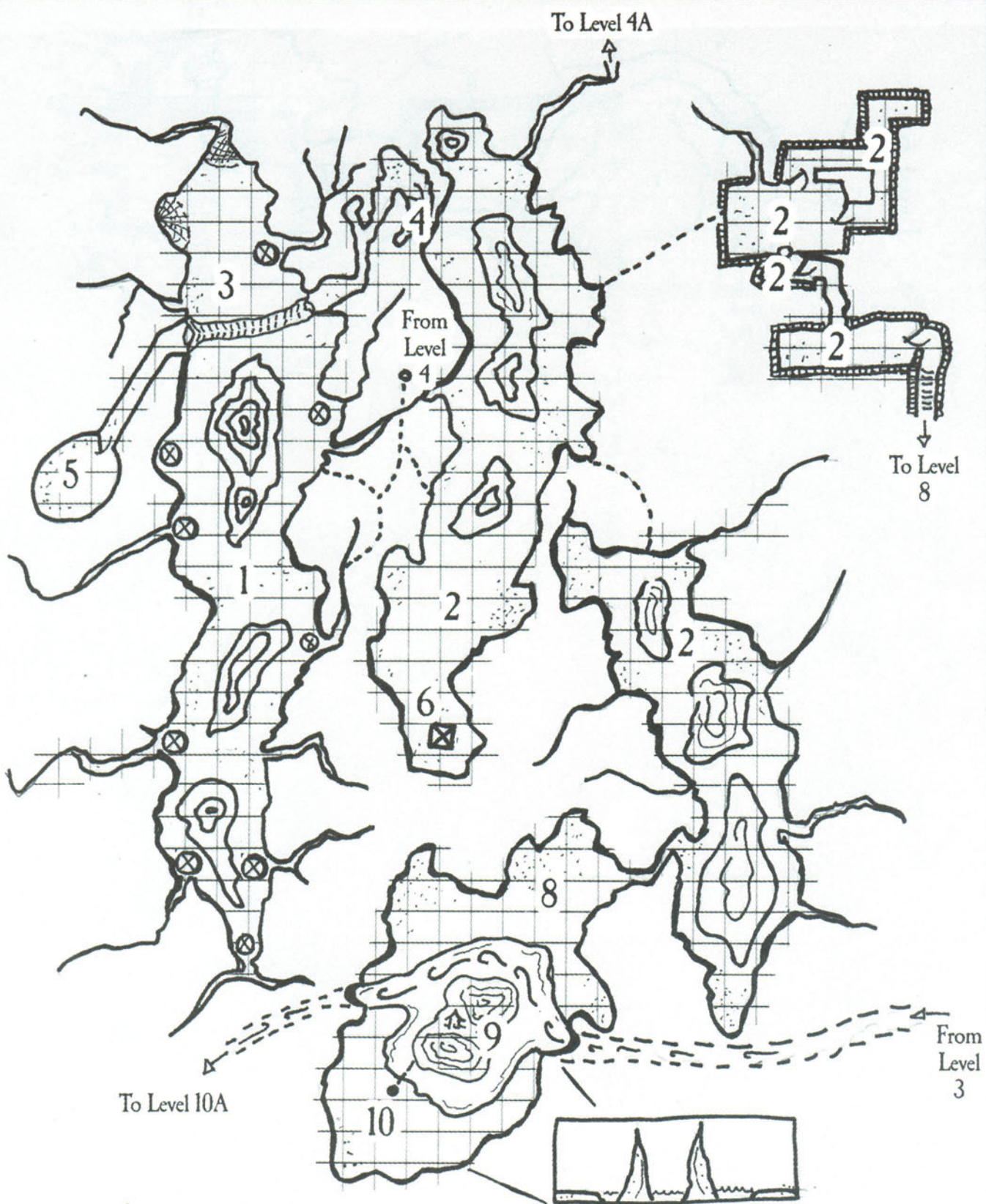
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Level 5

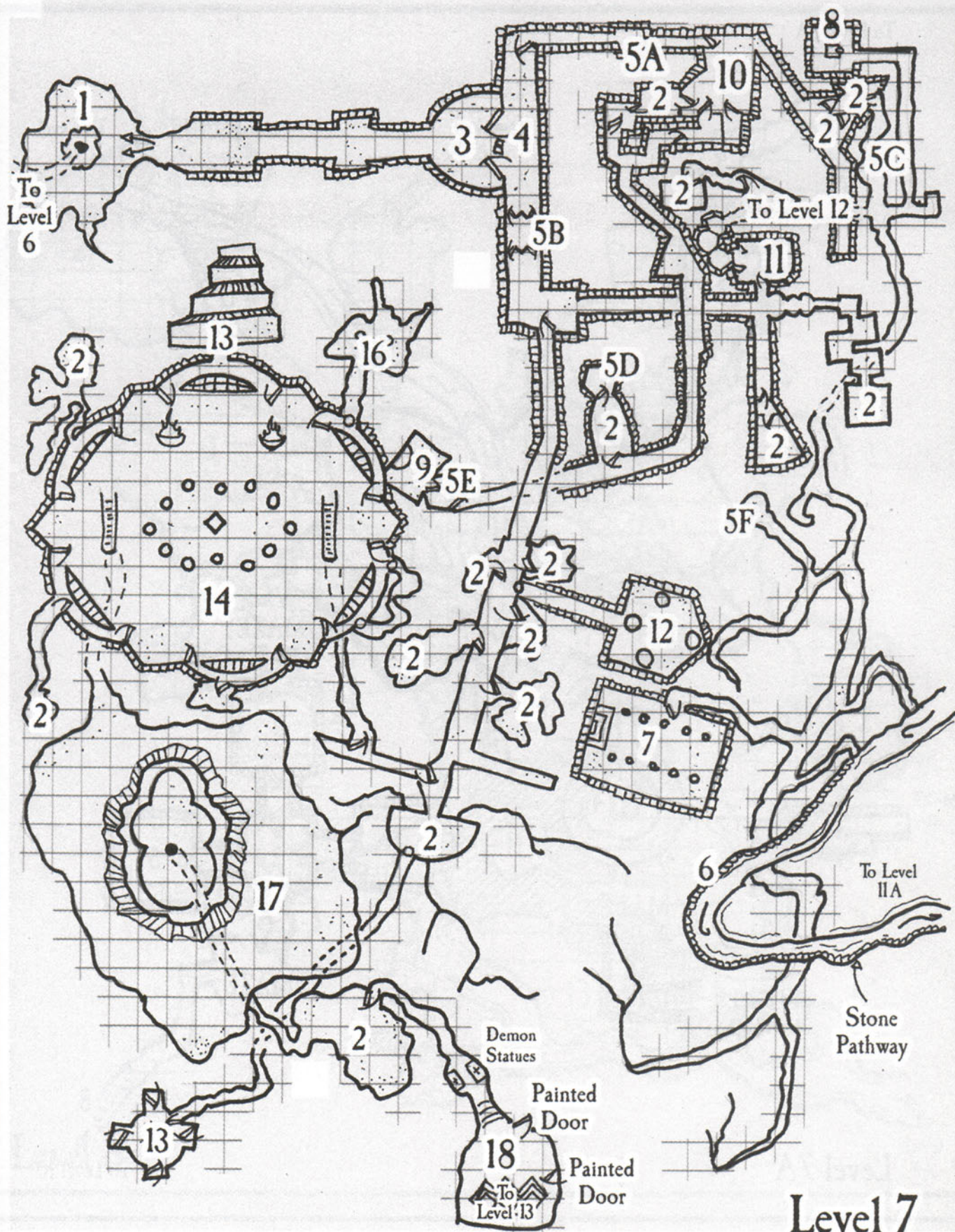
Level 6



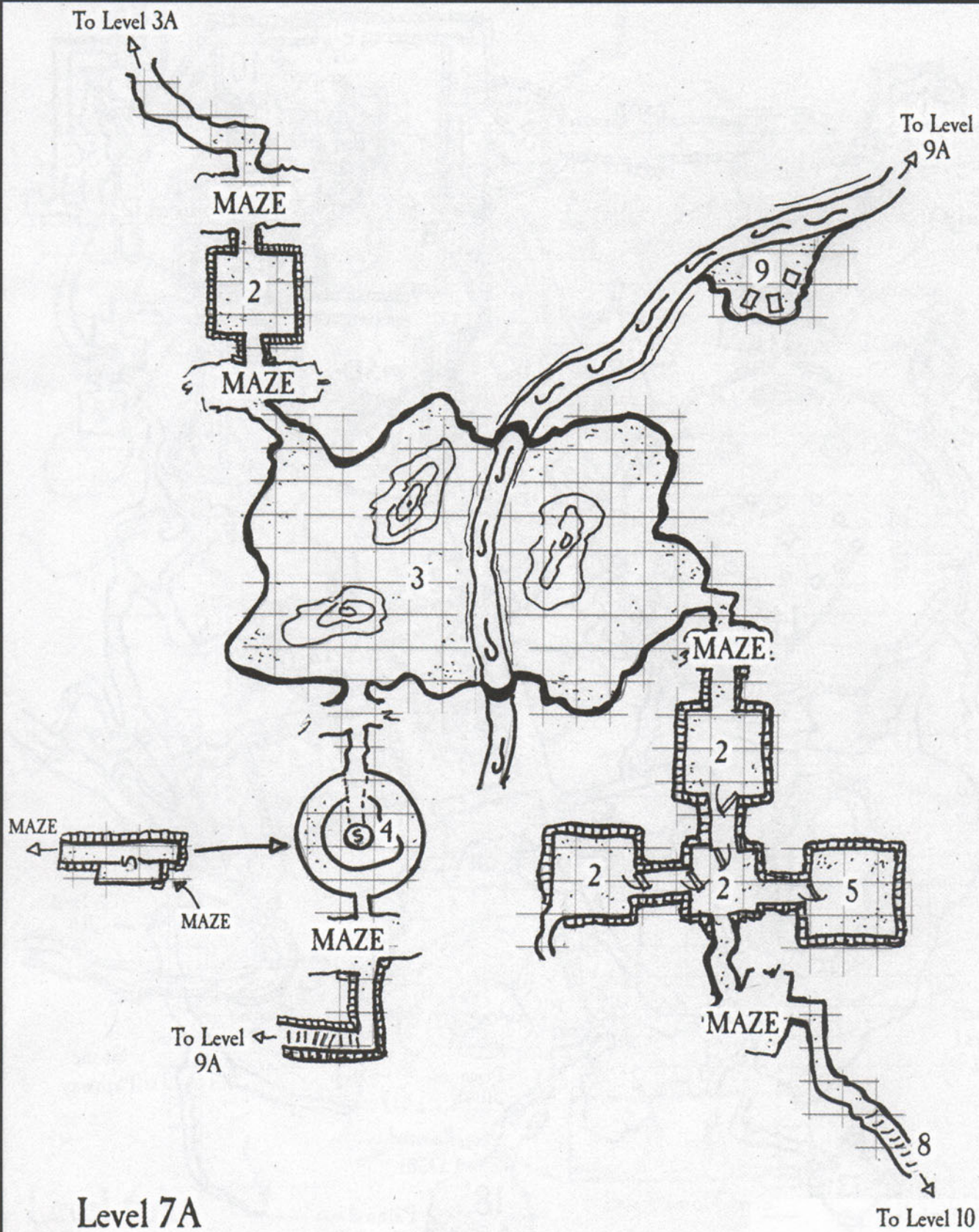


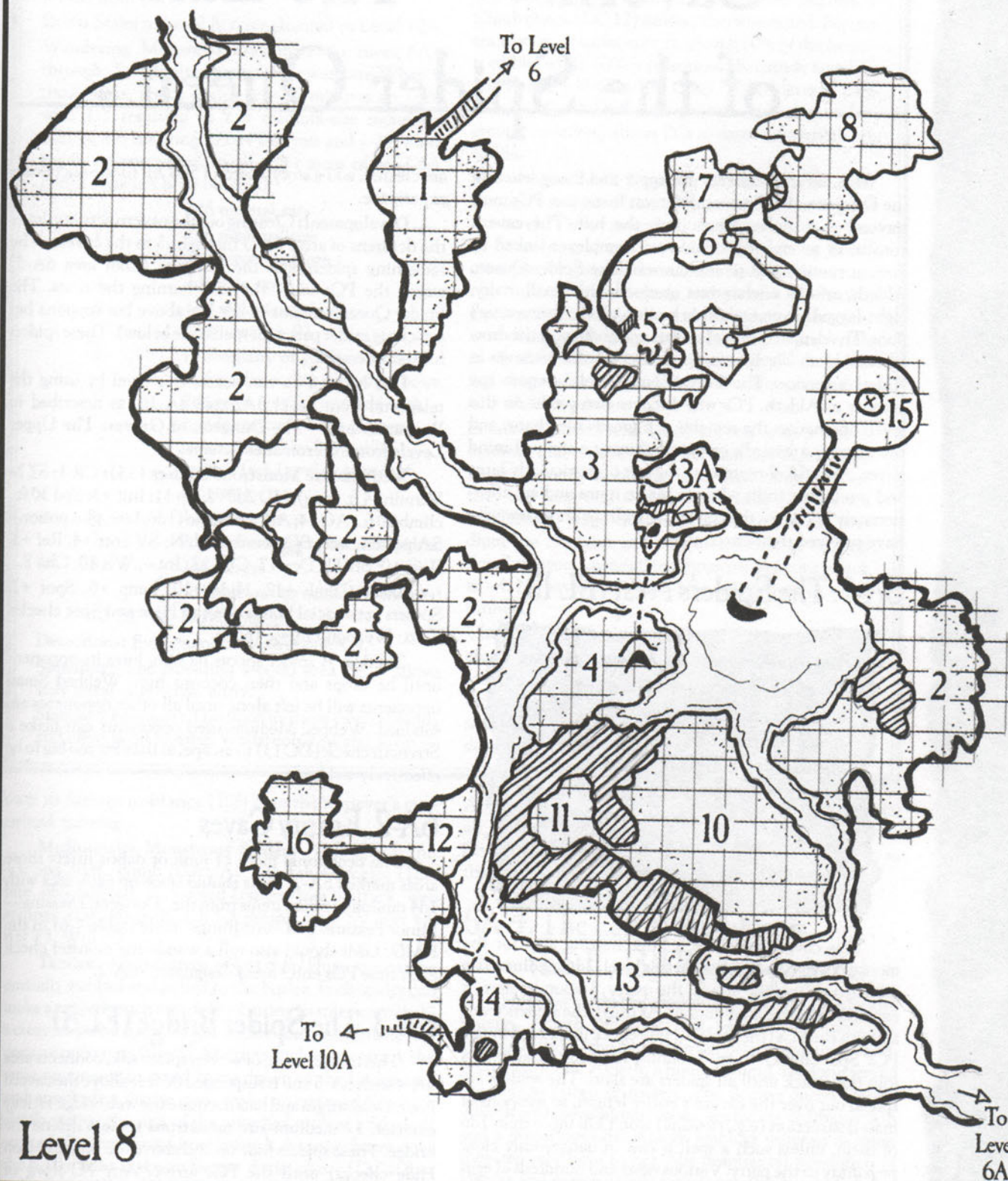
Level 6A

Side View of Cavern



Level 7





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 demon queen of spiders and goddess of the drow whom Aldeth worships has placed a demonic retriever in Aldeth's service. The wererats on Level 1 report any activity to Aldeth. PCs will 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 mind flayer. 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.

6A-1. The Spider's Nest (EL 11)

You finally exit the tight tunnels through which you have crawled, counting your blessings that rats — or worse — didn't steal a few free nibbles from your feet. You almost stumble through the opening into a large cavern. As you brush the dirt and sand off your clothes and work out the kinks in your back, you're glad to be able to stand up and stretch.

This cavern serves as a huge nesting area for the monstrous spiders that live on this level. **2d6 medium-size monstrous spiders** attack the party 3 rounds after it emerges from the small tunnel. As usual, the spiders try to ambush the PCs (the spiders' Hide check is opposed by the PCs' Spot check). 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 3 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 activity draws the denizens of areas 6A-3 through -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.

DM Note: PCs can access this level by using the teleportal from Level 3A, area 3A-10, as described in **Rappan Athuk—The Dungeon of Graves: The Upper Levels** from *Necromancer Games*.

Medium-size Monstrous Spiders (35): CR 1; SZ M Vermin (4 ft. long); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14; Atk +4 melee (1d6, bite, plus poison); SA poison, web; SQ vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2.

Skills: Climb +12, Hide +10, Jump +0, Spot +7. Spiders get a racial bonus of +4 to Hide and Spot checks. **Feats:** Weapon Finesse (bite).

Tactics: A spider shoots its web, bites its opponent until he drops and then cocoons him. Webbed Small opponents will be left alone until all other opponents are subdued. Webbed Medium-sized opponents can make a Strength check (DC 13) to escape, as they are too big to be effectively webbed.

6A-2. Empty Caves

The occasional piece of junk or debris litters those areas marked 6A-2. GMs should spice up each area with 1d4 randomly rolled items from the "Dungeon Dressing—Minor Features and Furnishings" table (table 4-6) in the *DMG*. GMs should also roll a wandering monster check each time PCs enter areas designated "6A-2."

6A-3. The Spider Bridge (EL 8)

This bridge, made of woven spider silk, connects area 6A-4 with 6A-5 and is suspended 80 feet above the cavern floor. Dead stirges and bats decorate the web bridge's sticky exterior. **12 medium-size monstrous spiders** defend the bridge. These spiders hide on and above the bridge (+6 on Hide checks) until the PCs arrive. Any PC *flying* or *levitating* near them will be webbed and reeled in. These spiders have no treasure. The bridge itself has 30 hp, has been treated with fire-resistant oil (fire resistance 5) and

Level 6A

Difficulty Level: 10

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 -5 are limited to spiders or wererats. When in those areas, check once every 15 minutes on 1d20, with 1-3 resulting in 2d6 medium-size monstrous 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 **medium-size monstrous spiders**
3. 2d6 **dire rats**
4. 1d3 **trolls** (not those from area 6A-9)
5. A **company of goblin scouts**—2d4 goblin scouts with shortbows, 2d4 with javelins and 2d4 with handaxes; each has a dagger; accompanied by 1d4 goblin leaders (see Level 6, area 6-16 for stats)
6. 1d4 **wererats**
7. 2d6 **medium-size monstrous spiders**
8. 2d6 **stirges**
9. 1d3 **piercers** (see module R1 for stats)
- 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. Climbing all features requires a Climb check (DC 12) unless otherwise noted. Fungus encrusts most surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (Fortitude save DC 16 or take 1d6 Con/1d6 Con). A Wilderness Lore check (DC 20, DC 14 for gnomes and other underground creatures) allows PCs to determine which are edible.

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 feet in diameter and can be walked through by Small creatures. Huge creatures cannot navigate these tunnels unless they are long and slender or flexible (spiders are unaffected), and Gargantuan creatures cannot pass at all. Large creatures make all attack rolls at -8, and Medium-size creatures using all but thrusting weapons attack at -4. All area affect saves are at -10 while in primary tunnels.

Smaller tunnels (solid lines) are less than 3 feet in diameter and require that even Small creatures crawl. Large creatures cannot navigate these tunnels unless they are long and slender or flexible (spiders are unaffected). Huge creatures cannot pass at all. Medium-size creatures make all attack rolls at -8, and 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 6A-9 is moderately hard to swim. Any creature attempting to swim to Level 10A must make a swimming check (DC 12). Failed checks require a Fortitude save (DC 15); creatures failing this save drown and are dead on arrival at Level 10A.

owes its damage resistance (10/+2) to the retriever's *masterwork spinning*.

Medium-size Monstrous Spiders (12): hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14; Atk +4 melee (1d6, bite, plus poison), +2 ranged (ranged touch attack, web spinner, max. range 30 ft.); SA poison, web; SV Fort +4, Ref +3, Will +0.

Tactics: Any creature of less than Huge size can be partially webbed and pulled to the bridge. Each spider can make a ranged touch attack at +2, using its spinner to snare a creature with a strand of silk. Each silk strand has 6 hp and damage resistance (fire/5). Multiple spiders can attack the same opponent; to avoid being drawn to the bridge area and attacked, a victim must make an opposed Strength check against the sum of the attached spiders' Strength scores (effective Str is 11 per spider). Anyone drawn onto the bridge must make an Escape Artist check (DC 20) or a Strength check (DC 26) 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 Small opponents will be webbed and left alone until all opponents are subdued. Webbed Medium-size opponents can make a Strength check (DC 13) to escape, as they are too big to be effectively webbed.

6A-4. The Lair of the Queen (EL 11, 13 if Boris is present)

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 pets, whom she considers her children. Aldeth, a human wizard, has long served the demon queen of spiders. The demon queen blessed Aldeth with several mutations, including chitinous skin and a poisonous bite. Aldeth 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. **Twelve medium-size monstrous spiders** currently tend to her. 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.

Note: All spiders and wererats are *hasted*!

Aldeth, the Spider Queen, Female Human-Spider Thing, Wiz11 (enchanter): CR 11; SZ M Humanoid; HD 11d4+22; hp 49; Init +6 (Improved Initiative, Dex); Spd 30 ft.; AC 18 (+3 Dex +5 natural); +10 melee (1d4, bite plus poison); SA poison; SQ damage resistance (5/+2), spider skin; AL NE; SV Fort +8, Ref +7, Will +8; Str 10, Dex 17, Con 14, Int 18, Wis 13, Cha 17.

Skills: Alchemy +11, Concentration +17, Hide+8, Knowledge (arcana) +17, Scrye +17, Spellcraft +18, Spot +8. **Feats:** Brew Potion, Combat Casting, Craft Ring, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Mastery (4), Spell Penetration.

SA—Poison (Ex): If Aldeth deals biting damage, the target must make a Fortitude save (DC 13) after 1 minute or take 1d3 points temporary Constitution damage.

SQ—Spider Skin (Ex): Blessed with a thick, chitinous hide, Aldeth adds +5 to her natural AC and has DR (5/+2) due to the demon queen of spiders' blessing.

Arcane Spells Memorized (5/6/6/6/5/3/2): 0—dancing lights, daze (x2), read magic, **resistance**; 1st—change self, charm person, obscuring mist, ray of enfeeblement (x2), **shield**; 2nd—darkness, invisibility, **protection from arrows**, see invisible, web (x2); 3rd—blink, **displacement**, gaseous form, slow, stinking cloud, suggestion; 4th—Belsameth's strife, confusion, **improved invisibility**, solid fog, **stoneskin**; 5th—dominate person, mind fog, wall of force; 6th—declaration of death, **mass haste**.

Possessions: Robes, spellbook, journal, *cloak of arachnida*, *ring of evasion*, *ring of spell turning*, *potion of oil of ethereality* (2 doses).

Medium-size Monstrous Spiders (12): CR 1; hp 11; AC 14; Atk +4 melee (1d6, bite, plus poison), +2 ranged (ranged touch attack, web spinner, max. range 30 ft.); SA poison, web.

Wererats (8): CR 1; SZ S Shapechanger; HD 2d8+3; hp 16; Init +3; Spd 40 ft., climb 20 ft.; AC 18; Atk +3 melee (1d4, bite), +3 melee (1d6, rapier, crit 18-20) or +3 ranged (1d6, shortbow, crit x3, range 60 ft.); SQ curse of lycanthropy, damage reduction (15/silver or +1), scent, shape shifting; AL NE; SV Fort +5, Ref +5, Will +5; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 10.

Skills: Climb +11, Hide +11, Listen +5, Move Silently +6, Spot +8. **Feats:** Weapon Finesse (bite), Weapon Finesse (rapier).

Possessions: Rapier, shortbow with 20 arrows, 2 gems (25 gp each), 3d12 cp, 2d6 sp, 1d8 gp.

Tactics: When Aldeth appears, all spells boldfaced in her profile have been cast before encountering the PCs, if time allows. She *mass hastes* her servitors, and they begin the attack while she remains hidden. The retriever is not *hasted*. 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* on the party, followed by *confusion*. She then uses her other enchantment spells to confuse and bewilder the PCs. If discovered and attacked directly, Aldeth uses her evasion ability to run to area 6A-4, protecting her flank with a *solid fog* or *wall of force*. As a final resort, she uses a potion to become ethereal and escape. 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 30,000 gp in the markets of Bard's Gate or a similarly large city. Much of it spider silk, it is very soft 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 memorized, as well as four extra spells of each level from 1 through 5, two of level 6 and two of level 7, as well as a 9th level *wish* spell. All other treasures and items are worn by Aldeth.

Note: Two of Aldeth's spells are detailed in **Relics & Rituals** by **Sword and Sorcery Studios**. If this volume is unavailable to the DM, replace those spells with others from *core rulebook I*.

6A-5. Demon Spider Nest (EL 10)

The Spider Queen's pet **retriever**, Boris, lives here. It attacks all nonspider, nonwererat, 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: CR 10; SZ H Construct; HD 10d10; hp 60; Init +1; Spd 50 ft.; AC 22; Atk +12 melee (2d6+7 [x4], claws), +12 melee (1d4+3, bite plus grab) or +6 ranged (eye rays, touch attack plus special); Face 10 ft. x 10 ft.; Reach 10 ft.; SA eye rays, find target, improved grab; SQ, construct, regeneration (5, can only be harmed permanently by holy or blessed weapons); AL CE; SV Fort +3, Ref +4, Will +3; Str 25, Dex 13, Con —, Int —, Wis 11, Cha 1.

Tactics: Boris shoots all 4 eye beams (2 per round for rounds 1 and 2) before closing to attack. Boris uses its eye beams every 6th and 7th round thereafter. Anyone grabbed loses all Dexterity and shield bonuses and is attacked with all 4 claws until slain.

6A-6. The Wizard's Crypt and Psychic Surprise (EL 8)

A 20- foot-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 trapped to prevent theft of the treasures within. Accessing the tomb requires astral or ethereal projection, as there is no mundane entrance. The 3-foot-thick stone of which the pyramid is constructed resists magic and has both damage resistance (15/+5) and spell resistance (30). The crypt's protective features once included a *temporal stasis* spell, but a **mind flayer** 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 mind flayer from its confinement. Battle then commences on the ethereal plane.

Note: If a creature ceases to be ethereal when inside the tomb and cannot reassume that state, it is forever trapped within the crypt!

Mind Flayer: CR 8; SZ M Aberration; HD 8d8+8; hp 44; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+3 natural, Dex); Atk +8 melee (1d4+1 [x4], tentacles); SA extract, improved grab, mind blast, psionics; SQ telepathy, SR 24; AL LE; SV Fort +3, Ref +4, Will +9; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +8, Concentration, Hide +8, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +12, Move Silently +7, Spot +12. **Feats:** Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle).

Tactics: The mind flayer is just as surprised as the PC who entered the tomb and triggered its release. Locked in stasis for over three years, the mind flayer is caught unaware during the first round of combat. Following the first round, the mind flayer mind blasts every round until all PCs are stunned. It then feeds. If directly engaged in melee, it becomes astral and retreats, repeating the blast/eat scenario. It does not willingly engage an opponent who is not stunned.

Treasure: The tomb contains a gold circlet set with a diamond (worth 3,300 gp), a robe of eyes, an arcane scroll of 5 spells (16th level; *antipathy*, *dismissal*, *fear*, *reverse gravity* and *wall of iron*), a book of knowledge and a necklace of immunity. Several of these items are detailed in *Relics & Rituals* published by Sword and Sorcery Studios. The mind flayer carries a journal (written in "mind flayer," 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 mind flayer'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. DMs 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 (EL 0, unless Nadroj is present...)

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 Strength check (DC 20). 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 will be permanently destroyed if he is subsequently slain on Level 4. Conversely, if Nadroj was previously "slain" by the PCs, he will be here at full strength (see Level 4, area 4-10).

Secret Trap Door: 2 in. thick; Hardness 5; hp 20; Spot (DC 30); Search (DC 20); Break (DC 20); Open Lock (DC 20).

Treasure: Hidden in a secret compartment in the crypt is an arcane scroll of 3 spells (16th level; *control weather*, *ethereal jaunt* and *prismatic wall*). The crypt contains jewelry worth 1,300 gp (a gold with sapphire necklace, a ring and broach). Nadroj's corpse wears a *Banje's turban of discernment* (a new magic item, detailed in *Relics & Rituals* published by Sword and Sorcery Studios).

Secret Wooden Compartment: 2 in. thick; Hardness 5; hp 20; Spot (DC 40); Search (DC 30); Break (DC 20).

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 feet thick at the base, ascend into the darkness above. 3 trolls (see below) make this island (area 6A-9) their home. The river runs from Level 3 above, down to Level 10A. Any creature attempting to swim to level 10A must make a Swim check (DC 12). Failed checks require a Fortitude save (DC 15); creatures failing this save drown and are dead on arrival at Level 10A.

6A-9. The "Naughty" Trolls (EL 12)

As you begin to cross the pool of water, moving toward the island, you see two large humanoids — each eight feet tall, with arms nearly as long. One carries a huge kite shield as if it were a toy. The other suddenly moves in a burst of unbelievable speed, and both race toward you! As the swift one draws near, you see his razor-sharp talons, green skin and huge pointy teeth!

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.

DM 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. They escape to fight later (actually, they hunt 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: CR 8; SZ Large Giant; HD 9d8+54; hp 108; Init +6 (Improved Initiative, Dex); Spd 80 ft., swim 30 ft.; AC 18 (+7 natural, Dex, -1 size); Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend (2d6+9); SQ darkvision (90 ft.), regeneration (5 hp/round), scent; AL CE; SV Fort +11, Ref +2, Will +8; Str 23, Dex 14, Con 23, Int 10, Wis 10, Cha 6.

Skills: Jump +18, Listen +5, Spot +5, Track +8. **Feats:** Alertness, Improved Initiative, Iron Will, Mobility, Multiattack, Spring Attack.

Possessions: *Boots of striding and springing* (note movement and jump skill above), *ring of great will* (+4 on all Will saves).

Warasch the Sneaky Troll: CR 8; SZ Large Giant; HD 9d8+54; hp 101; Init +6 (Improved Initiative, Dex); Spd 40 ft., swim 30 ft.; AC 18 (+7 natural, Dex, -1 size); Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend (2d6+9); SQ darkvision (90 ft.), regeneration (5 hp/round), scent; AL CE; SV Fort +11, Ref +2, Will +4; Str 23, Dex 14, Con 23, Int 11, Wis 10, Cha 6.

Skills: Jump +8, Listen +5, Spot +5, Hide +15, Track +12. **Feats:** Alertness, Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Skill Focus (hide).

Possessions: *Ring of elemental resistance* (fire, minor; 15 points), *cloak of chameleon power* (effect is the same as the ring of the same name).

Zoolbing the Scary Troll: CR 8; SZ Large Giant; HD 9d8+54; hp 128; Init +6 (Improved Initiative, Dex); Spd 40 ft., swim 30 ft.; AC 23 (+7 natural, Dex, -1 size, +5 shield); Atk +11/+11 melee (1d6+8 [x2], claws, right claw also causes rust) or if using his shield he is +11/+7 melee (1d6+8, claw, plus right claw also causes rust) and +6 melee (1d6+5, bite); Reach 10 ft.; SA rend (2d6+11, due to belt); SQ darkvision (90 ft.), regeneration (5 hp/round), scent; AL CE; SV Fort +11, Ref +2, Will +4; Str 26, Dex 14, Con 23, Int 9, Wis 10, Cha 6.

Skills: Jump +8, Listen +5, Spot +5. **Feats:** Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack, Sunder.

Possessions: +3 tower shield (treated as a large shield for the troll because of his size), +3 belt of giant strength, gauntlet of rust, 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 he 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 (weighing 35,000 gp but worth 12,250 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

searching the shoreline (Spot DC 30; Search DC 20). Inside the iron box are 14 alexandrite gems (each worth 500 gp) and a *wand of ice storm* (22 charges).

Locked Iron Box: 1 in. thick; Hardness 10; hp 15; Break (DC 26); Open Lock (DC 22).

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 Dexterity check (DC 5) to avoid falling into the river.



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.

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. DMs should spice up each of these rooms with 1d4 randomly rolled items from the "Dungeon Dressing—Minor Features and Furnishings" table (table 4-6) in *DMG*. Also, roll a wandering monster check each time PCs enter a room labeled "7A-2."

7A-3. The Hall of Kazleth (EL 14)

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. Full movement or running requires a Reflex save (DC 14), or the character falls and suffers 1d3 subdual damage. The ceiling is visible, 30 feet 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 a Search check (DC 12). The fallen rubble creates a mazelike effect within the cave.

A few yards away, a large, ogrelike creature, with the head of a bull, suddenly fades from view!

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): CR 5; SZ L Magical Beast; HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural); Atk +9/+4 melee (2d8+4, huge greataxe), +4 melee (1d8+2, gore); Reach 10 ft.; SA charge (4d6+6); SQ ethereal jaunt, natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8. **Feats:** Great Fortitude, Power Attack.

SQ—Ethereal Jaunt (Su): These minotaurs shift from the ethereal plane to the material plane as a free action, shifting back again as a move-equivalent action. The ability is otherwise identical to *ethereal jaunt* as cast by a 15th level sorcerer.

Possessions: Huge greataxe.

Kazleth the Phase Minotaur King: CR 12; SZ H Magical Beast; HD 16d8+64; hp 195; Init +0; Spd 30 ft.; AC 17 (-2 size, +8 natural); Atk +21/+16/+11/+6 melee (3d6+11, +3 huge greataxe), +14 melee (2d6+6, gore); Reach 10 ft.; SA charge (6d6+9); SQ ethereal jaunt, natural cunning, scent; AL CE; SV Fort +14, Ref +8, Will +9; Str 27, Dex 10, Con 18, Int 10, Wis 12, Cha 14.

Skills: Intimidate +15, Jump +12, Listen +12, Search +10, Spot +14. **Feats:** Cleave, Great Cleave, Great Fortitude, Multiattack, Power Attack, Sunder.

SQ—Ethereal Jaunt (Su): Kazleth can shift from the ethereal plane to the material plane as a free action, shifting back again as a move-equivalent action. The ability is otherwise identical to *ethereal jaunt* as cast by a 15th level sorcerer.

Possessions: +3 huge greataxe, ornate golden crown worth 1,500 gp.

Tactics: These vicious minotaurs always fight to the death. Their primary tactic: they phase out then reappear a few yards away from their adversary to use their charge attack. They fight normally for one round, 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, each having 2d4 items from the "Dungeon Dressing — Minor Features and Furnishings" table (table 4-6) in the *DMG*. Kazleth sleeps near a large throne's base. His bedding of soft debris contains the following: 4,100 gp worth of gold ore and nuggets (weighing 8,200 gp); an intricately carved jade statue of a three-eyed frog, fully 1 foot in diameter (worth 3,000 gp); 14 large uncut gems (250 gp value each); and a large ivory drinking horn, set with gold and emeralds

(5,000 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 10,000 gp, if it could be transported to the surface.

7A-4. The End of the Maze (EL 3)

This area's maze terminates in a 40-foot-diameter, circular room. Fixed in its ceiling, a secret trap door, if located (Spot DC 20, Search DC 20), offers access to a 60-foot-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 the room and heads for the PCs. It, like other zero Intelligence creatures, uses no tactics. PCs may not immediately notice the transparent cube.

Gelatinous Cube: CR 3; SZ H Ooze; HD 4d10+36; hp 76; Init -5; Spd 15 ft.; AC 3; Atk +1 melee (1d6+4, slam, plus 1d6 acid); Face 10 ft. x 10 ft.; Reach 10 ft.; SA acid, engulf, paralysis; SQ blindsight (60 ft.), electricity immunity, ooze, transparent; AL N; SV Fort +5, Ref -4, Will +1; Str 10, Dex 1, Con 19, Int —, Wis 11, Cha 1.

7A-5. The Entrance from Level 4A

This small (3-foot-diameter) tunnel leads from room 4A-C on Level 4A. This exit is not marked on the Level 4A map, though it is described in the text. [Oops! Thanks to the fans for spotting it!]

7A-6. The Goblin Outpost (EL 11)

Several very confused, very frightened goblins inhabit this area. They had become trapped in the maze and wish only to return to Level 9A. Because the minotaurs have eaten several of their comrades, the goblins will not willingly pass through the minotaur lair, even to escape. Nor will they go through Level 10 to return home. Thirteen goblins have survived—12 rogues and a priest. They always surprise PCs who use a light source. The goblins' strategy: they 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.

Shana, Female Goblin, Rog 7: CR 7; SZ S Humanoid [Goblinoid]; HD 7d6+14; hp 44; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+4 armor, Dex); +7 melee (1d4+2, *dagger of venom*); SA sneak attack (+4d6); SQ darkvision (90 ft.); ALLE; SV Fort +4, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 14, Wis 11, Cha 10.

Skills: Balance +2, Disable Device +12, Escape Artist +11, Hide +11, Jump +8, Listen +10, Move Silently +11, Pickpocket +11, Sense Motive +10, Spot +10, Tumble +11, Use Magic Device +9. **Feats:** Alertness, Dodge, Evasion, Improved Initiative, Mobility, Set Traps, Spring Attack, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked).

Possessions: Longsword, *potion of invisibility* (3 doses), leather armor, +2 *leather armor*, *dagger of venom*, pouch with 22 pp.

Level 7A

Difficulty Level: 10

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 **dire rats**
- 4-6. 1d3 **phase minotaurs**
(see area 7A-3 for stats)
7. 3d6 **normal rats**
8. A **company of goblin scouts**—
2d4 goblin scouts with shortbows,
1d4 with javelins and 1d4 with
handaxes; all have daggers;
accompanied by 1d2 goblin
leaders (see area 7A-6 for stats)
- 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 an immunity to its effects, however. This gas causes a loss of sense of direction. DMs should randomly reverse the PCs' directions every few turns within a maze. DMs 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, requiring a Climb check of DC 12, unless otherwise noted. Fungus encrusts this level's natural cavern areas; 20% of the fungus is edible, while 10% is poisonous (Fortitude save DC 16 or take 1d6 Con/1d6 Con). A Wilderness Lore check (DC 20, DC 14 for gnomes and other underground-dwelling creatures) allows PCs to 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 (DC 35). 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.

Oswald, Male Goblin, Cle7 (Orcus): CR 7; SZ S Humanoid [Goblinoid]; HD 7d8+21; hp 62; Init +0; Spd 20 ft.; AC 21 (+7 armor, Dex); +8 melee (1d8+2, heavy mace); SA death touch; SQ darkvision (90 ft.), increased evil spells; AL CE; SV Fort +8, Ref +2, Will +11; Str 13, Dex 11, Con 17, Int 12, Wis 18, Cha 12.



Skills: Concentration +7, Heal +14, Hide +2, Knowledge (religion) +5, Spot +6. **Feats:** Iron Will, Run, Silent Spell, Weapon Focus (heavy mace).

SA—Death Touch (Su): Once each day, Oswald may make a melee touch attack against a living opponent and, if successful, roll 7d6. If the total equals or exceeds his opponent's current hit points, his opponent dies. No save.

Unholy Spells Prepared (6/5/4/3/2): 0—cure minor wounds (x3), light, resistance (x2); 1st—cause fear (x2), cure light wounds (x3); 2nd—hold person (x2), silence, spiritual weapon; 3rd—deeper darkness, dispel magic, prayer; 4th—cure critical wounds, detect lie.

Domain Spells (Death/Evil): 1st—protection from good; 2nd—death knell; 3rd—animate dead; 4th—unholy blight.

Possessions: Heavy mace, half plate, scroll of 3 divine spells (at 14th level caster: *bestow curse*, *slay living*, *greater restoration*), bracers of freedom of movement, sack with 25 gp.

Goblin Leader, Rog5 (3): CR 5; SZ S Humanoid [Goblinoid]; HD 5d6+5; hp 26; Init +2; Spd 15 ft. (20 ft. base); AC 16 (17 with shield); Atk +3 melee (1d6, handaxe, crit x3), +3 melee (1d4+1, dagger, crit 19-20), +5 ranged (1d6+1, shortbow, crit x3, range 60 ft.); SA sneak attack (+3d6); SQ darkvision (90 ft.), evasion, traps, uncanny dodge; AL NE; SV Fort +3, Ref +10, Will +2; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10.

Skills: Appraise +4, Balance +6, Bluff +1, Climb +4, Decipher Script +2, Diplomacy +1, Disable Device +4, Disguise +2, Escape Artist +6, Hide +16, Intimidate +2, Intuit Direction +2, Jump +2, Listen +10, Move Silently +12, Open Lock +5, Pick Pocket +6, Search +5, Sense Motive +1, Spot +9, Tumble +6, Use Magical Device +2, Use Rope +5. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows, handaxe, dagger, 1d4 sp, 2d4 cp.

Goblin Scouts, Rog3 (8): CR 3; SZ S Humanoid [Goblinoid]; HD 3d6; hp 14; Init +1; Spd 15 ft. (20 ft. base); AC 15 (16 with shield); Atk +1 melee (1d6-1, handaxe, crit x3), +1 melee (1d4-1, dagger, crit 19-20), +1 melee (1d6-1, javelin) or +2 ranged (1d6-1, javelin, range 30 ft.), or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+2d6); SQ darkvision (60 ft.), evasion, traps, uncanny dodge; AL NE; SV Fort +1, Ref +7, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Appraise +2, Balance +5, Bluff +0, Climb +2, Disable Device +3, Disguise +0, Escape Artist +4, Hide +13, Intuit Direction +1, Jump +1, Listen +7, Move Silently +10, Open Lock +3, Pick Pocket +3, Search +2, Spot +5, Tumble +5, Use Rope +3. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows or javelins (3) or handaxe, dagger, 1d4 sp, 2d4 cp.

Tactics: The four highest-level rogues sneak up on one PC and position their daggers at his throat and other vital areas, taking that PC hostage. If the remaining PCs stop to negotiate, Oswald advances and offers the party a deal. If the PCs can bring him Kazleth's head, the goblins will release their hostage and both sides can go in peace. If the party refuses or attacks the goblins, the hostage suffers a full round of sneak attacks from Shana and three rogue goblins *before* initiative is rolled! They try to finish off the victim while Oswald casts *prayer* then a series of *hold person* and *cause fear* spells, especially targeting fighter types. The lower-level rogues focus their missile fire on mages, closing for combat only after the fighters are *held*. Goblins attacked by an armored fighter flee. If the PCs slay Oswald and Shana, the troupe scatters, fleeing into the maze.

7A-7. Passage to the Lava Pit

This very warm corridor's temperature increases as the PCs follow it to a locked door (Open Lock DC 18) that leads to Level 10.

7A-8. Passage to the Hydras' Lair

This passage, extending 50 feet into eerie darkness, ends at rough-carved stairs that lead down to Level 9A.

7A-9. The Secret Tombs (EL 10)

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 a Strength check (DC 15) to pry open and contain the remains of an evil sorcerer and his two apprentices. Deviating from standard Rappan Athuk protocol, the wizards are actually and completely dead; they neither reanimate nor attack PCs.

Which 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. Devouring 24 points of Constitution sates the creature. 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: CR 9; SZ M Aberration; HD 13d8+13; hp 71; Init +6 (Dex, Improved Initiative); Spd 60 ft., 30 ft. after feeding; AC 20 (Dex, +8 natural); +10 melee (1d6 2 tentacles); SA engulf; SQ damage resistance (20/+2), darkvision (60 ft), susceptibility, SR 31; AL NE; SV Fort +7, Ref +8, Will +13; Str 11, Dex 14, Con 12, Int 17, Wis 16, Cha 16.

Skills: Concentration +9, Hide +15*, Listen +12, Move Silently +11, Search +11, Spot +15. *The crimson death's pale and vaporous body grants it a +12 racial bonus to all Hide checks when in mist or fog.

Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Finesse (tentacle)

SA—Engulf (Ex): A crimson death envelops its victim with its vaporous tentacles and moves on top of him. A successful attack automatically engulfs one Medium-size or smaller creature without provoking an attack of opportunity. An engulfed creature takes 1d6 points of damage and 1d6 points of temporary Constitution damage per round. Engulfment constitutes a grapple attack. When a victim is reduced to zero Constitution, it dies; the crimson death only then releases its grip.

SQ—Susceptibility: After draining its victim's Constitution points, the crimson death, sated from its feeding, moves at half its normal speed, loses its racial bonus to Hide checks (because it flushes crimson, hence the name) and suffers a -4 penalty to its AC. These effects last for 1 hour.

Water Weirds (3): CR 4; SZ L Elemental [Water]; HD 3d8+3; hp 16; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (-1 size, Dex, +5 natural); +4 melee (1d6+3, slam); SA improved grab; SQ control water elemental, damage resistance (10/bludgeoning), drown, elemental, reform body, transparent, water mastery, water subtype; AL CE; SV Fort +4, Ref +3, Will +2; Str 17, Dex 14, Con 12, Int 12, Wis 14, Cha 11.

Skills: Hide +8, Intimidate +5, Listen +6, Move Silently +8, Spot +5. **Feats:** Improved Initiative.

SA—Improved Grab (Ex): If a water weird successfully hits with its slam attack, it may attempt to grapple a Medium-size or smaller opponent without provoking an attack of opportunity (see "Grapple," page 137 of *core rulebook I*). If a water weird's grapple check succeeds, it drags its prey beneath the surface and pins it underwater, attempting to drown him.

SQ—Control Water Elemental (Ex): By making a successful Intelligence check (DC 10), a water weird may assume control of a nearby (within 30 feet) water elemental. If another creature controls the elemental, the water weird must instead make a successful Intelligence check of DC 10 + Intelligence modifier of the caster controlling the elemental.

SQ—Drown (Ex): See the rules for drowning in *core rulebook II*. A successful Strength check (DC 17) means the victim breaks free.

SQ—Elemental: The water weird is immune to poison, sleep, paralysis and stunning attacks and not subject to critical hits.

SQ—Reform Body (Ex): When reduced to zero or fewer hit points, the water weird collapses back into the water. Two rounds later, it reforms at full strength.

SQ—Transparent (Ex): A water weird is effectively invisible in water until it attacks.

SQ—Water Mastery (Ex): A water weird gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is on land, the water weird suffers a -4 penalty to attack and damage. (The statistics block does not include these modifiers.)

SQ—Water Subtype (Ex): A water weird takes half damage from fire-based attacks and can save for no damage. Cold-based spells cause the water weird to act as if *slowed*. A *purify food and drink* spell deals 1d4 points of damage per caster level (maximum 10d4) that cannot be regained when the water weird reforms.

Tactics for the crimson death: The crimson death waits in silence (using its Hide ability) 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 (see their "Water Mastery" special quality).

Treasure: Most of the sorcerers' treasures have rotted. Hidden in the second tomb under several inches of silt (Search check DC 25) are a *bracelet of friends*, 435 gp and 3 gems (each worth 100 gp). Excavating these items requires significant effort.

Level 9A: Caves and Caverns — The Hydrá'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 (i.e., umber hulks and will-o'-wisp) or unknown (i.e., Lord Navarre). The goblins, unable to open the mithril 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.

9A-1. Entrance (EL 15)

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 (Listen check DC 12) 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): CR 4; SZ M Magical Beast [Earth]; HD 4d10+16; hp 45; Init +2; Spd 45 ft., fly 75 ft. (average); AC 16; Atk +6 melee (1d4+1 [x2], claws), +4 melee (1d6, bite) and +4 melee (1d6, gore); SQ damage reduction (15/+1), freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 13, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +4, Spot +4. Gargoyles receive a +8 to Hide checks when hiding against a background of worked stone. **Feats:** Multiattack, Weapon Finesse (claw, bite and gore).

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 nongoblin humanoids who enter the cavern through the passage from Level 7A. Gargoyles not swooping in immediately use their freeze

Level 9A

Difficulty 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; mithril gates to Level 11

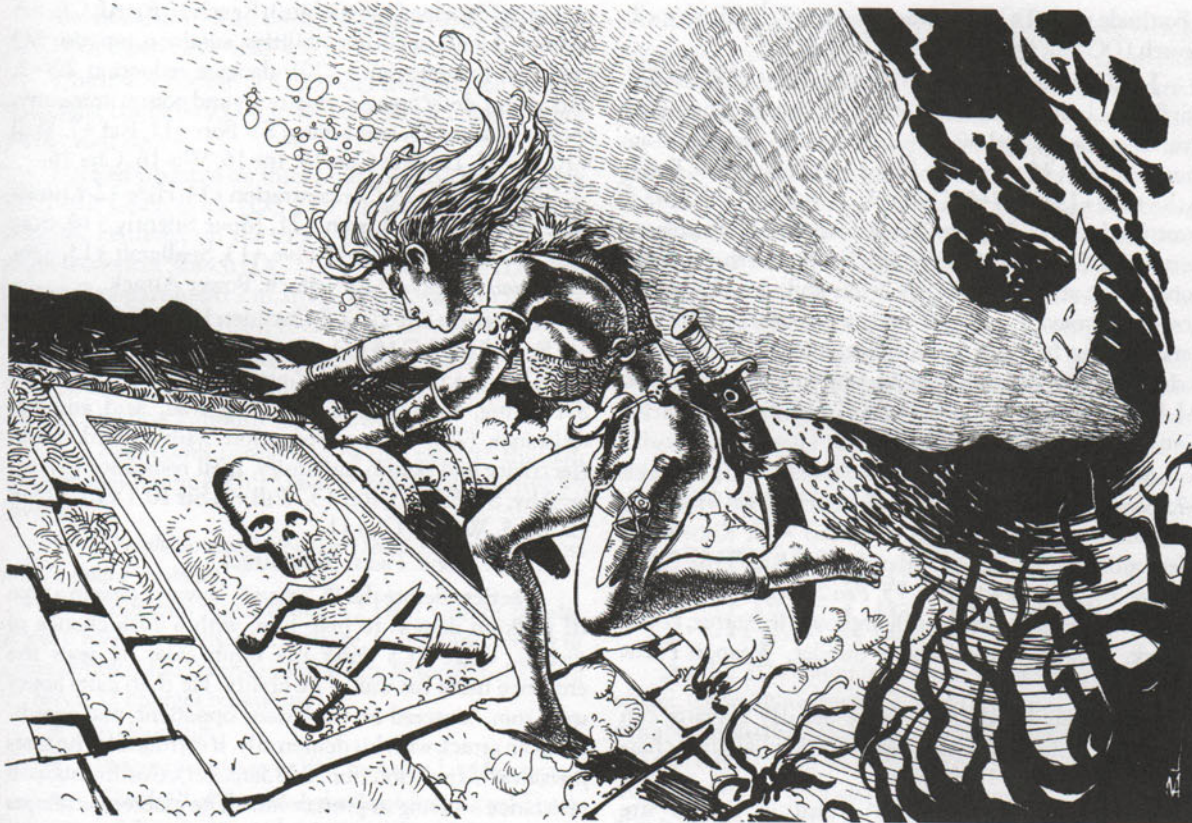
Wandering Monsters: Check once every hour on 1d20:

1. 1 purple worm
2. 1 umber hulk
3. 3d6 dire rats
4. 1d3 trolls
5. A company of goblin scouts—
4d4 goblin scouts with shortbows,
2d4 with javelins, 2d4 with
handaxes; all have daggers;
accompanied by 1d4 goblin leaders
(see Level 6, area 6-16 for stats)
6. 1d6 gargoyles
7. 1 will-o'-wisp
8. 2d6 stirges
9. 1d3 piercers
(see module R1 for stats)
- 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 mithril 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 Dex check (DC 5). 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 requires a Climb check at DC 15 unless otherwise noted. Mist enshrouds all areas east of the hot springs, limiting vision to 60 feet. The shadow 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 and umber hulks, which burrow up from below and cannot see the light source. Fungus encrusts most surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (Fortitude save DC 16 or take 1d6 Con/1d6 Con). A Wilderness Lore check (DC 20, DC 14 for gnomes and other underground creatures) allows PCs to determine which are edible.



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 feet. 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 feet per round.

Gargoyle Caves: The six caves that crown the cavern's entrance contain the gargoyle's nest areas. Because the caves are 40 feet off the ground, PCs must make a Climb check (DC 15) 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: 220 gp and 166 sp; a gold music box worth 2,500 gp; 3 uncut pieces of amber worth 200 gp each; a huge golden-yellow topaz worth 1,000 gp; a suit of +2 slick leather armor of silent movement; potions of blur, water breathing, cure serious wounds, gaseous form, heroism, aid and neutralize poison; and a scroll of three arcane spells (12th caster level: legend lore, non-detection and freedom). The numerous articles of nonmagical gear include 4 longswords, 2 maces, 6 daggers, 4 oil flasks, 5 vials of holy water, a suit of masterwork chainmail, a masterwork shield, a keen bastard sword, 2 suits of plate mail and holy symbols of Nerull, Hecate, St. Cuthbert and Heironeous. Hidden in one dagger's hilt is a ring of freedom of movement. The hidden catch can be found on a Search check (DC 25). The hollow, lead-lined hilt prevents magical detection.

9A-2. The Tomb of Lord Navarre (EL 19)

Special note to the DM: 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 Spot check (see below). Even if the PCs locate the lair, none will likely 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 Nerull. This symbol covers a secret door leading to the long-undisturbed tomb of **Lord Navarre**, a fallen paladin blackguard who has degenerated further, becoming a death 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-foot-long underwater passage that leads to an underground grotto featuring a cave opening. Sixty feet through that passage, the PCs enter a 50-foot-diameter cave that contains a single tomb. Opening the secret river door awakens Lord Navarre, and he will be awaiting the PCs' arrival.

Locked, Well-hidden and Symbol of Death-trapped Underwater Stone Secret Door: CR 9; 1 in. thick; Hardness 8; hp 20; Spot (DC 20 if underwater, DC 40 from the surface); Search (DC 20 if underwater, DC 40 from the surface); Break (DC 30, due to the water pressure); Open Lock (DC 30). **Symbol of Death Trap:** All characters passing through the door and all within a 60 foot radius (up to 150 HD) must make

LEVEL 9A: CAVES AND CAVERNS — THE HYDRA'S LAIR

a Fortitude save (DC 28) or die as per *symbol of death* spell; Search (DC 38); Disable Device (DC 38).

Lord Navarre the Death Knight, Pal 11/Blk 5: CR 18; SZ M Undead; HD 16d10; hp 128; Init +6 (Improved Initiative, Dex); Spd 30 ft. (unaffected by weight of armor); AC 28 (+5 natural, +11 for +3 *full platemail*, Dex); Atk +24/+19/+14/+9 (2d6+9, poisoned +2 *vorpal greatsword*, crit 17-20 [sever head], plus deathblade poison, Fort save DC 20 or 1d6/2d6 Con); SA divine spells, smite good, sneak attack (+4d6), spell-like abilities; SQ aura of despair, command undead, damage resistance (15/+1), dark blessing, frightful presence, gate, lay on hands, spell resistance (SR 23), spell turning, turn immunity, undead; AL CE; SV Fort +15, Ref +10, Will +11; Str 20, Dex 14, Con —, Int 15, Wis 15, Cha 16.

Skills: Concentration +5, Diplomacy +13, Disguise +7, Forgery +5, Handle Animal +7, Heal +8, Hide +7, Intimidate +13, Knowledge (religion) +13, Knowledge (demonology) +5, Move Silently +6, Ride +8, Sense Motive +4, Search +4, Spot +5. **Feats:** Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Power Attack, Cleave, Great Cleave, Sunder, Weapon Focus (greatsword).

SA—Smite Good (Su): Twice per day Navarre can attempt an enhanced attack against a good-aligned character at +3 to hit, +16 damage.

SA—Spell-like Abilities (Sp): As a death knight, Navarre can cast the following spells as a 20th level sorcerer: *dispel magic* (2/day), *fireball* (1/day), *power word* (1/day), *summon fiendish monster I* (1/day), *symbol of pain or fear* (1/day), *wall of ice* (at will).

SQ—Aura of Despair (Su): All enemies within 10 feet suffer a –2 morale penalty to all saves.

SQ—Command Undead (Su): Navarre commands undead as a 14th level cleric.

SQ—Frightful Presence (Ex): This creature's very presence unsettles his foes. When Navarre whirls his huge greatsword above his head, which is a free action, opponents (excepting creatures of 16 HD or greater) within 60 feet must make a Will save (DC 21) or be stricken as per the *fear* spell for 5d6 rounds.

SQ—Gate (Su): Once per day Navarre can gate in 4d10 dretches or 1d4 hezrous, but there is a 75% chance of gating in either a glabrezu or a nalfeshnee.

SQ—Lay on Hands (Su): Navarre can heal 48 points of damage per day, divided as he wishes.

SQ—Spell Turning (Su): Spells not resisted by Navarre have a 55% chance of being reflected back at the caster. Unlike a *ring of spell turning*, the entire spell is reflected back at the caster.

SQ—Turn Immunity (Su): Navarre cannot be turned or dispelled.

Divine Spells (2/2/2/1): 0—detect magic, light; 1st—bane, protection from good; 2nd—bull's strength, hold person; 3rd—dispel magic.

Possessions: +3 *plate mail*, poisoned +2 *vorpal greatsword*, greater ring of elemental resistance (fire/30).

Glabrezu: CR 15; SZ H Outsider; HD 10d8+45 (85 hp); Init +0; Spd 40 ft.; AC 27 (–2 size, +19 natural); Atk +15 melee (2d6+7, 2 pincers), +13 melee (1d3+3, 2

claws), +13 melee (1d4+3, bite); Reach 10 ft.; AL CE; SA improved grab, spell-like abilities, summon tanar'ri; SQ cold and fire resistance (20), damage reduction 20/+2, darkvision, detect magic, electricity and poison immunity, spell resistance 23, true seeing; SV Fort +11, Ref +7, Will +10; Str 25, Dex 10, Con 19, Int 16, Wis 16, Cha 16.

Skills: Bluff +13, Concentration +14, Hide +2, Knowledge (arcana) +13, Listen +21, Move Silently +10, Scry +13, Search +13, Sense Motive +13, Spellcraft +13, Spot +21. **Feats:** Cleave, Multiattack, Power Attack.

Dretches: CR 2; SZ S Outsider; HD 2d8 (9 hp); Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural); Atk +1 melee (1d4, bite), +3 melee (1d4, 2 claws); Reach 5 ft.; AL CE; SA gating, spell-like abilities; SQ cold, acid and fire resistance (20), damage reduction 5/silver, darkvision, electricity and poison immunity, spell resistance (5), telepathy; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int 5, Wis 11, Cha 11.

Skills: None. **Feats:** Multiattack.

Tactics: Before the PCs arrive, Navarre gates in a type III glabrezu demon 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 *power word stun*, centered on the closest opponent, and coordinates an attack with his demon ally. If surrounded, he casts *fireball* on his position (for 20d6 damage!), trusting his spell resistance and ring to protect him. The glabrezu attempts to gate in 4d10 dretches with a 50% chance of success; casts *mirror image* followed by *power word stun* spells, *reverse gravity* spells, *deeper darkness* spells and *confusion* spells; and attacks. Gated dretches attack as a swarm.

Treasure: Only after defeating the monsters may PCs search the lair. Navarre himself wields a poisoned +2 *vorpal greatsword* and wears +3 *plate mail*. He also has a greater ring of elemental resistance (fire/30).

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 *Leomund's chest* containing a terrible monster and a valuable treasure horde. Navarre's corrupter, **Deserach the mage** (now a demi-lich) 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*, *limited wish* or *wish* or *miracle*; it is a musical sequence of notes that must be played on a harp by someone of talent (Performance check DC 30). 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. There is no other way to open the chest.

Chest #1: Locked (DC 15), this chest contains 2,200 gp and 16 finely matched rubies worth 20,000 gp if sold as a set or 1,000 gp each if sold individually.

Locked Chest: 4 in. thick; Hardness 10; hp 80; Break (DC 45); Open Lock (DC 15).

Chest #2: Locked (DC 15), this chest contains a masterwork harp of silver and gold (worth 12,000 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 2,000 gp (5,000 gp if Deserach is recognized).

Locked Chest: 4 in. thick; Hardness 10; hp 80; Break (DC 45); Open Lock (DC 15).

Chest #3: Locked (DC 25) and trapped (see below), this chest contains 5,000 sp and the secret compartment mentioned above.

Locked Chest: 4 in. thick; Hardness 10; hp 80; Break (DC 45); Open Lock (DC 25). **Cloudkill Trap:** CR 5; *cloudkill*, centered on the chest, cast at 21st level as the chest is opened; Search (DC 35); Disable Device (DC 35). **Secret Compartment:** 2 in. thick; Hardness 5; hp 20; Spot (DC 40); Search (DC 30); Break (DC 20).

Deserach's Leomund's Chest: 1 in. thick; Hardness 100; hp 10; Break (impossible); Open Lock (impossible). Deserach's chest contains the following:

- Spellbooks containing twelve each 1st through 6th level spells, nine each 7th and 8th level spells and five 9th level spells.
- The *shadowstaff* (see the DMG for a description of this major artifact).
- Four *ioun stones* (pink, +2 Dex; vibrant purple, stores 6 levels of spells; pearly white, regenerate 1 point of damage/hour; and lavender and green, absorbs spells up to 8th level, 32 charges remaining).
- A *darks skull*.
- *Bracers of quickness* (+10 ft. base speed, +4 Initiative)
- The *skull of Deserach the demi-lich*. Oops! That's not treasure! Deserach attacks any that disturb her rest.

Deserach the Demi-Lich: CR 18; SZ T Undead; HD 10d8; hp 50; Init +0; Spd 0 ft., fly 20 ft.; AC 30 (+2 size, +18 natural); Atk +0 melee (1d2, bite); Reach 5 ft.; SA spell-like abilities; SQ damage reduction (25/+5), spell immunity, true seeing; AL NE; SV Fort +9, Ref +9, Will +20; Str 2, Dex 10, Con —, Int 25, Wis 25, Cha 10.

Skills: Concentration +20, Knowledge (arcana) +22, Listen +21, Move Silently +20, Scry +20, Search +10, Spellcraft +22, Spot +22. **Feats:** Doesn't need them.

SA—Spell-like Abilities (Sp): Demi-liches can use the following powers at will, as many times per day and once per round as a standard action, as many times as they wish: *bestow curse*, *imprisonment*, and *wail of the banshee* — all as a 20th level sorcerer.

SD—Damage Reduction (Ex): Only a paladin with a +4 or better weapon may damage the demi-lich normally.

SD—Spell Immunity (Ex): Only the following spells have any effect on a demi-lich: *dispel evil* (inflicts 5 points of damage), *holy word* (inflicts 20 points of damage), *power word kill* (cast by an ethereal or astral wizard, it will slay a demi-lich, no save) and *shatter* (inflicts 10 points of damage on a failed Fortitude save).

SD—True Seeing (Su): Demi-liches have the supernatural power of true seeing. This works as per the spell cast by a 20th level cleric, but continuously.

Tactics: Deserach casts *imprisonment* each round until all of her teeth (9) and eyes (2) are full. She then casts *wail of the banshee* and *bestow curse* every other round until all are slain (or, hypothetically, until she is slain).

The Tomb: Navarre's tomb contains nothing of value — rotted material and some burrowing grubs.

Burrowing Grubs (CR 4): These diminutive vermin crawl off carrion and infest living hosts. They cause fatal illnesses unless cured or killed. When first encountered, make a Spot check (DC 15) to avoid them entirely. If this save is failed, the grubs contact a living creature and penetrate the skin. Once this occurs, a successful Wisdom check (DC 15) allows the PC to noticed strange burrowing beneath his skin. Each turn after the first, the victim must make a Fortitude check (DC 17) or suffer 2d6 temporary Constitution damage. When the victim reaches 0 Con, he dies, and the grubs look for a new host. During the first 2 turns after infestation, applying a flame to or physically cutting the skin in the affected area can kill the grubs. Burning or cutting does 2d6 damage to the affected individual. A successful Heal check (DC 15) reduces cutting damage to 1d6. After the second turn, only a *cure disease* spell, which kills the grubs instantly, can save the victim.

9A-3. The Mithril Gates of Akbeth (EL 13)

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 feet 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* or *miracle* will open the doors, except as described below. This gateway is the only entrance to Level 11.

Hecate, the lawful neutral goddess of magic, accepts only virgin priestesses as her clerics. Hecate's priestesses are always dual-classed female wizard/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 wizards 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.

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 will open the gates only if a *healing potion* is spilled into the river or the water is *blessed*. Once the ritual is performed, the gates will slowly slide open of their own accord, revealing the room beyond.

Beyond the mithral gates lurks a **12-headed Lernaean pyrohydra**. Under no circumstances will it leave this room. The river bisects this 60-foot-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 will attack all intruders except priestesses of Hecate and can be turned (DC 10) by anyone dramatically wielding a holy symbol of Hecate.

12-headed Lernaean Pyrohydra: CR 13; SZ H Magical Beast; HD 12d10+60; hp 144; Init +1 (Dex); Spd 20 ft., swim 20 ft.; AC 15 (-2 size, +6 natural, Dex); Atk +13 melee (1d10+6 [x12], bite); Face/Reach 20 ft. x 20 ft./10 ft.; SA fire breath; SQ fire immunity, head regrowth, scent (90 ft.), weapon immunity; AL NE; SV Fort +13, Ref +9, Will +4 (each head gets a separate save); Str 23, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills: Listen +11, Spot +11. **Note:** Each head makes its own Listen and Spot checks. **Feats:** Combat Reflexes. **Note:** A pyrohydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity each round.

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 Umber Hulks (EL 10)

The cavern's stone changes form as you enter this tunnel. Torchlight gleams and refracts against the quartz crystals that bejewel the corridor. Telling scrape marks on the walls and ceiling suggest that something tore its way into this vein of rock.

Six umber hulks make this area their home. While the rest hunt for food, 2d3-1 umber hulks 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 will yield 200,000 gp of raw ore (weighing 10 times as much).

Umbur Hulk (6): CR 5; SZ L Aberration; HD 8d8+32; hp 68; Init +1 (Dex); Spd 20 ft., burrow 20 ft.; AC 17 (-1 size, +1 Dex, +7 natural); Atk +12 melee (2d4+6 [x2], claws) +10 melee (2d8+3, bite); SA confusion gaze; SD tremorsense (60 ft.); AL CE; SV Fort +10, Ref +7, Will +6; Str 23, Dex 14, Con 19, Int 9, Wis 11, Cha 13.

Skills: Climb +17, Listen +11, Jump +14. **Feats:** Multiattack.

Tactics: None to speak of. Umber hulks just attack. On a 1 on 1d6, checked once per turn, an additional umber hulk (up to a total of 6) arrives from below. Umber hulks automatically surprise anyone they attack from below.

9A-5. Sixteen Trolls with a Jug of Alchemy! (EL 14)

This cave's floor has collapsed, creating a 60-foot-deep sinkhole. 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-foot-diameter cave entrance, from which emanates grunting noises and a terrible smell, like rotting fish.

16 trolls, who guard this cavernous level for the goblin priests on Level 12A, inhabit this cave at any given time, while another 24 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-foot-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 nongoblins who enter the cave or sinkhole area. [Actually, they'll attack anyone.]

Trolls (40 total): CR 6; SZ L Giant; HD 6d8+36; hp 68; Init +6 (Improved Initiative, Dex); Spd 40 ft.; AC 18 (+7 natural, Dex, -1 size); Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend (hit with both claws does additional 2d6+9 damage); SQ darkvision (90 ft.), regeneration (5 hp/round), scent; AL CE; SV Fort +11, Ref +2, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 10, Cha 6.

Skills: Jump +8, Listen +5, Spot +5. **Feats:** Alertness, Improved Initiative, Iron Will, Multiattack.

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 check (DC 20) to unearth.

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 damage per ounce on a direct hit)
- Beer, 4 gallons
- Chlorine, 1 ounce
- Cyanide, 1/2 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 feet 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 feet of the pools due to steam, limiting visibility to 60 feet. Bats, rats and other small inhabitants of the level frequent this area, feeding off the overabundant fungus.

9A-7. The Shadow Dragon Lair (EL 16)

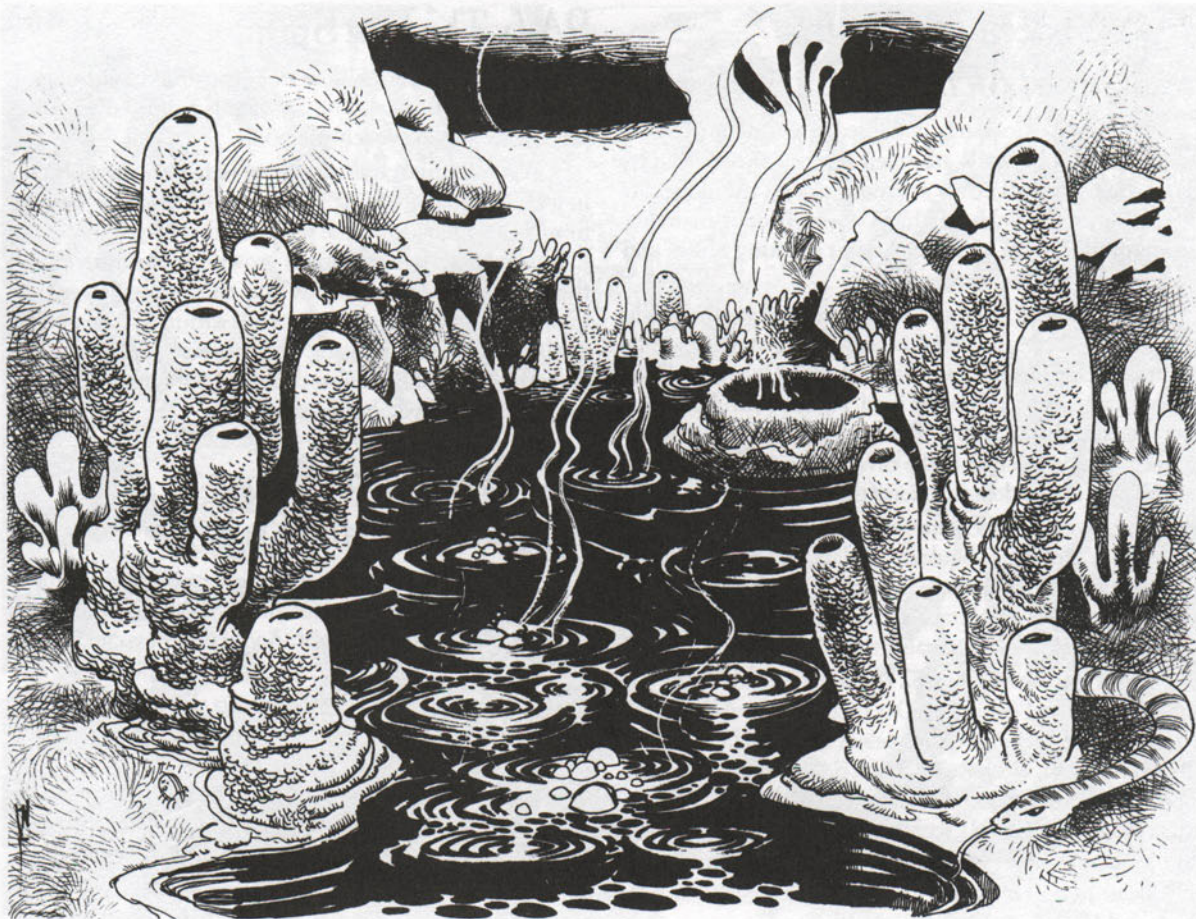
Torchlight loses some of its vigor, and the hot springs' swirling mists create a surreal effect of shimmering colors as they reflect the feeble light. A vast darkness can be seen moving against the distant, gloomy background.

The male shadow 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 12A 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 shadow dragons initially breathe on as many opponents as they can. They then cast *stoneskin* and engage opponents in melee. The female flies over the PCs and attacks from the rear, using her snatch and flyby attack abilities; the male holds the front. If severely wounded, the dragons retreat into their cave. Note: the female may use one spell-like ability per round as a free action. If the male is killed, the female retreats into the nest to guard the eggs, where she gains a +4 circumstance bonus on all rolls. If the female is killed, the male goes berserk, fighting until slain, using only breath and melee attacks (abandoning his spells) with a +4 morale bonus.

Mature Male Shadow Dragon: CR 15; SZ L Dragon; HD 22d12+88; hp 231; Init +0; Spd 80 ft., Fly 150 ft. (poor); AC 34 (+25 natural, -1 size); Atk +27 melee (2d6+7, bite), +22 melee (1d8+4 [x2], claws), +22 melee (1d6+4 [x2], wings), +22 melee (1d8+11, tail slap) or +27 melee (2d8+11+pin, crush); Reach 10 ft. x 20 ft., 10 ft.; SA breath weapon (4 level drain, DC 26), frightful presence (DC 26), spell-like abilities; SQ damage reduction (10/+1), darkvision (180 ft.), dimension door, energy drain immunity, mirror image, scent, shadow blend, spell resistance 25; AL CE; SV Fort +13, Ref +18, Will +13; Str 23, Dex 10, Con 19, Int 20, Wis 20, Cha 21.

Skills: Bluff +20, Concentration +20, Hide +24, Knowledge (arcana) +17, Listen +30, Spellcraft +21, Spot +30. **Feats:** Alertness, Cleave, Flyby Attack, Multiattack, Power Attack, Snatch.



Mature Female Shadow Dragon: CR 12; SZ L Dragon; HD 19d12+57; hp 180; Init +0; Spd 80 ft., Fly 150 ft. (poor); AC 31 (+22 natural, -1 size); Atk +22 melee (2d6+4, bite), +18 melee (1d8+2 [x2], claws), +18 melee (1d6+2 [x2], wings), or +22 melee (2d8+6+pin, crush); Reach 10 ft. x 20 ft., 10 ft.; SA breath weapon (3 level drain, DC 24), frightful presence (DC 24), spell-like abilities; SQ damage reduction (5/+1), darkvision (180 ft.), dimension door, energy drain immunity, mirror image, scent, shadow blend, spell resistance 22; AL CE; SV Fort +14, Ref +11, Will +16; Str 19, Dex 10, Con 17, Int 20, Wis 20, Cha 21.

Skills: Bluff +12, Concentration +12, Hide +26, Knowledge (arcana)+6, Listen +25, Spellcraft +18, Spot +25. **Feats:** Alertness, Flyby Attack, Multiattack, Quicken Spell-like Ability, Snatch.

Treasure: The shadow dragons maintain their horde in the far reaches of the cavern, having constructed their 60-foot-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 feet high (Climb check DC 15). Piled within the nest are the following items:

- Three shadow dragon eggs (to hatch in 1 month)
- Two suits of full plate armor
- One mighty composite longbow (+4 damage)
- Twelve flasks of holy water
- 22,000 gp and 167,000 sp

- Twelve gems (100 gp azurite; 500 gp garnet; 1,000 gp topaz; 1,000 gp emerald; six 100 gp red spinels; 5,000 gp blue diamond and 10,000 gp ruby)
- One fire opal pendant on a gold chain (1,750 gp)
- One platinum cup set with rubies (5,000 gp)
- One silver bracelet with diamonds (1,000 gp)
- 220 pieces of cheap jewelry, semiprecious gems and so on worth an average of 10 gp per item
- One +3 shield of lightning resistance (20)
- One scroll of protection from magic in a platinum tube (300 gp)
- One ring of djinni summoning
- One rod of lordly might

Note: Some items may require a large amount of time to locate. The magic ring, in particular, can only be found (using a *detect magic* spell) 5% of the time per turn of searching. In addition to all this loot, the pile contains numerous less-valuable, mundane objects (such as weapons, armor and packs).

Wandering monsters will approach eight hours after the dragons are slain. Each turn after the first eight hours that PCs spend here draws a wandering monster at double normal probability.

9A-8. The Will-o'-Wisp Lair (EL 9)

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-foot hill of mud that rises before the PCs requires a Climb check (DC30). The acrid, stagnant air (make a Con check [DC20] each turn, or lose 1d3 temporary Con) and poor footing limits movement to one third normal rates. One hundred feet past the mud-slide's nadir is a den of 3 will-o'-wisp. 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 feet 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 will 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-the Wisp (3 total): CR 6; SZ S Aberration; HD 9d8; hp 40; Init +13 (Improved Initiative, Dex); Spd Fly 50 ft. (perfect); AC 29 (+9 natural, Dex, +1 size); Atk +19 melee (2d8, shock); Reach 5 ft.; SQ natural invisibility, spell immunity; AL CE; SV Fort +3, Ref +12, Will +9; Str—, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills: Bluff +11, Listen +17, Search +14, Spot +17.
Feats: Alertness, Blindfight, Dodge, Improved Initiative.

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 feet 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 umber hulk, 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 feet, illuminate the way to the city.

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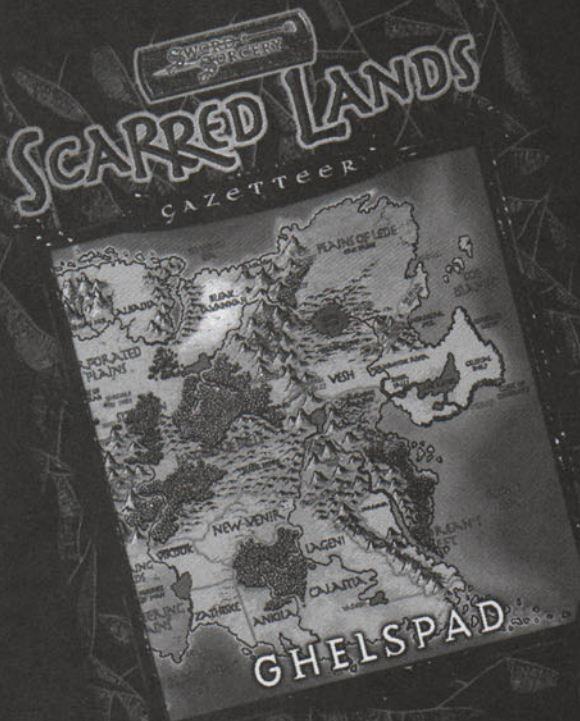
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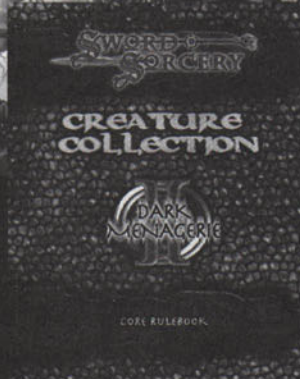
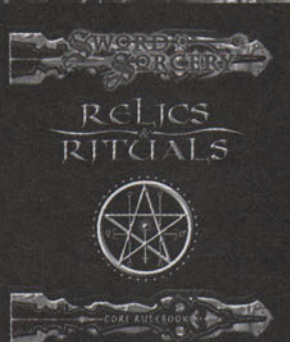
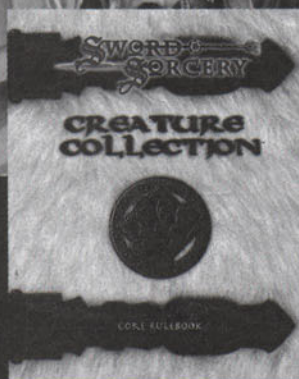
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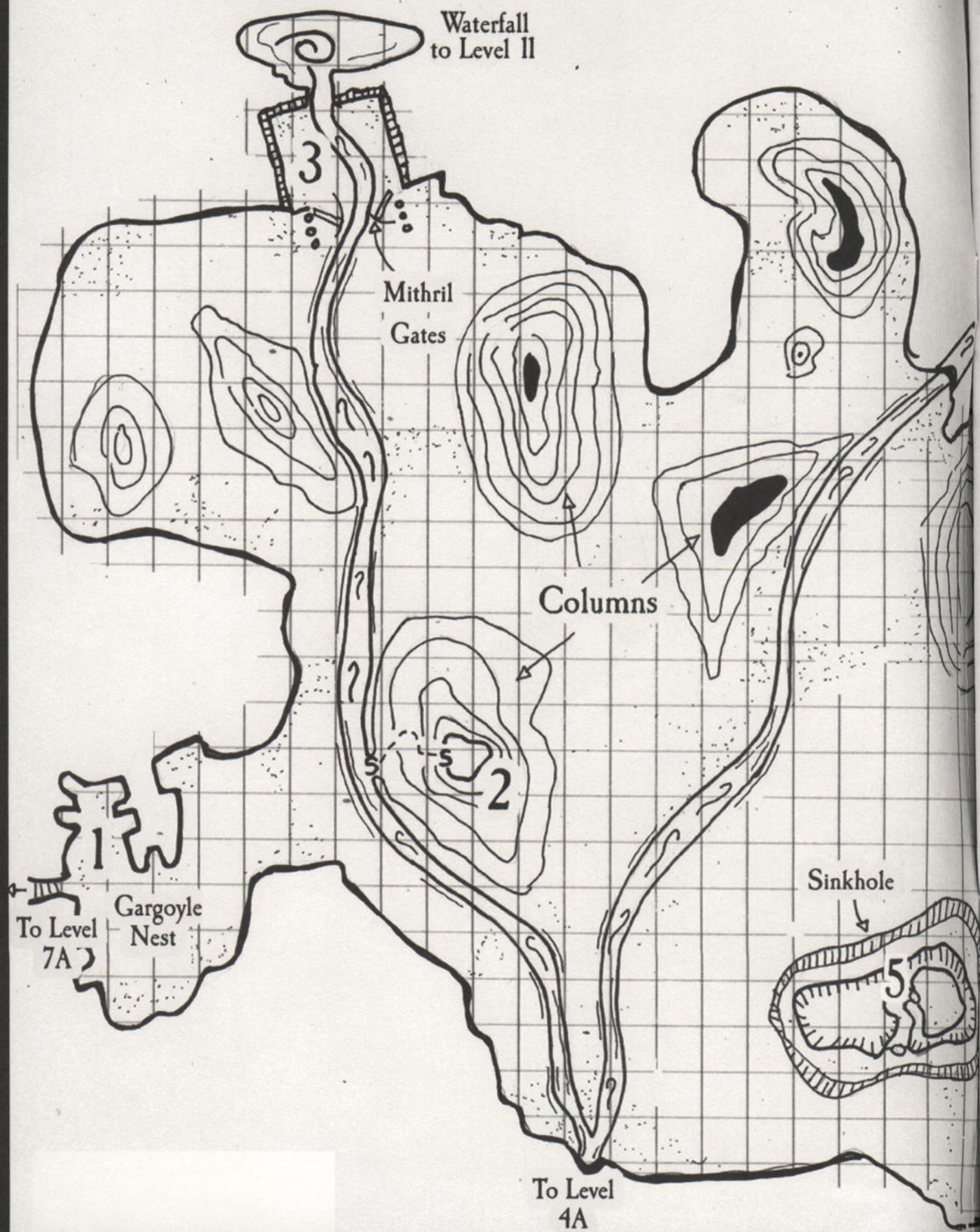
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Level 9A

To Level
10A

4

7

Chasm

9

To Level
12A

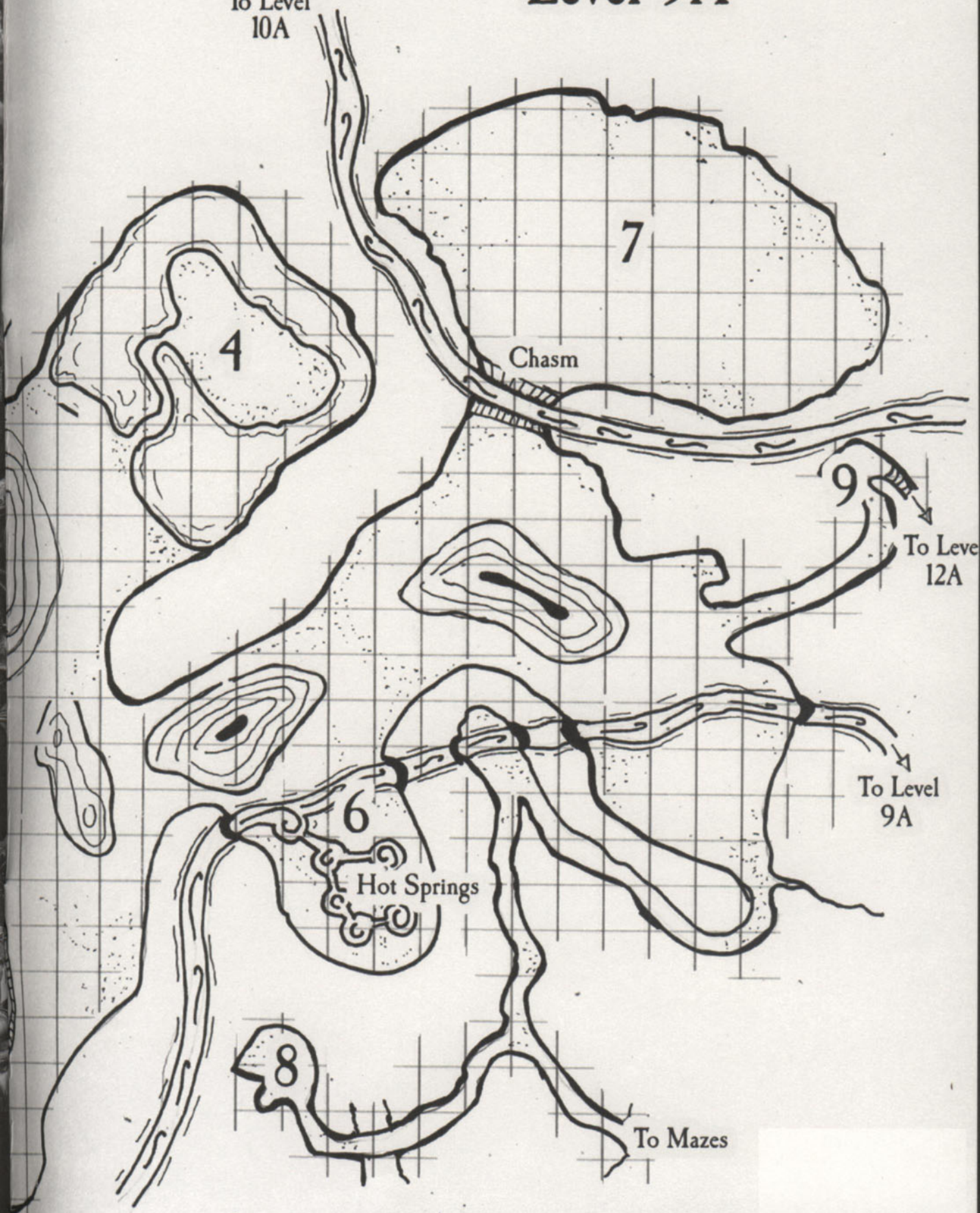
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Hot Springs

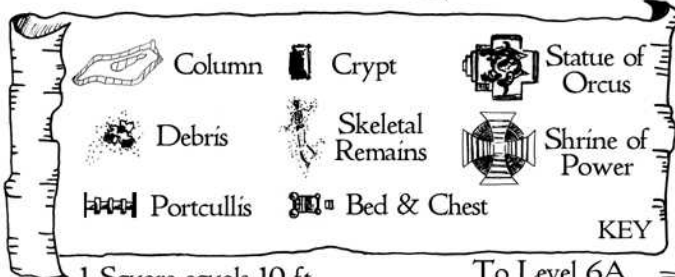
To Level
9A

8

To Mazes

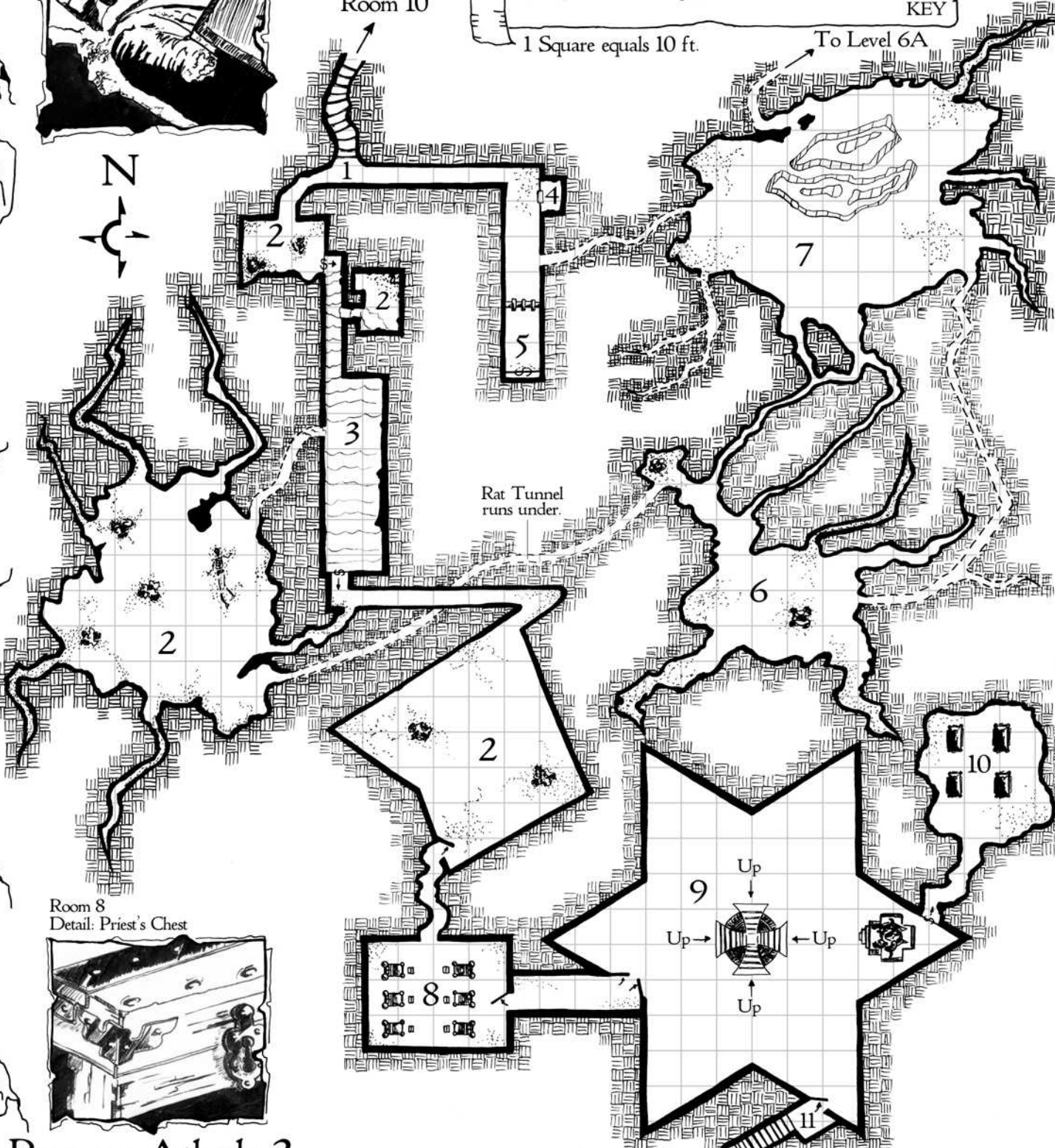


Room 10
Detail: Knight's Crypt

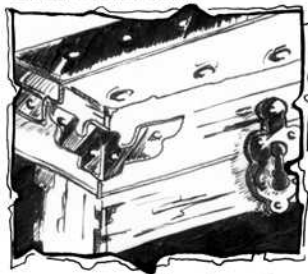


To Level 3
Room 10

To Level 6A



Room 8
Detail: Priest's Chest



Rappan Athuk 2

Level 4: The Upper Temple of Orcus

To Level 5
Room 1

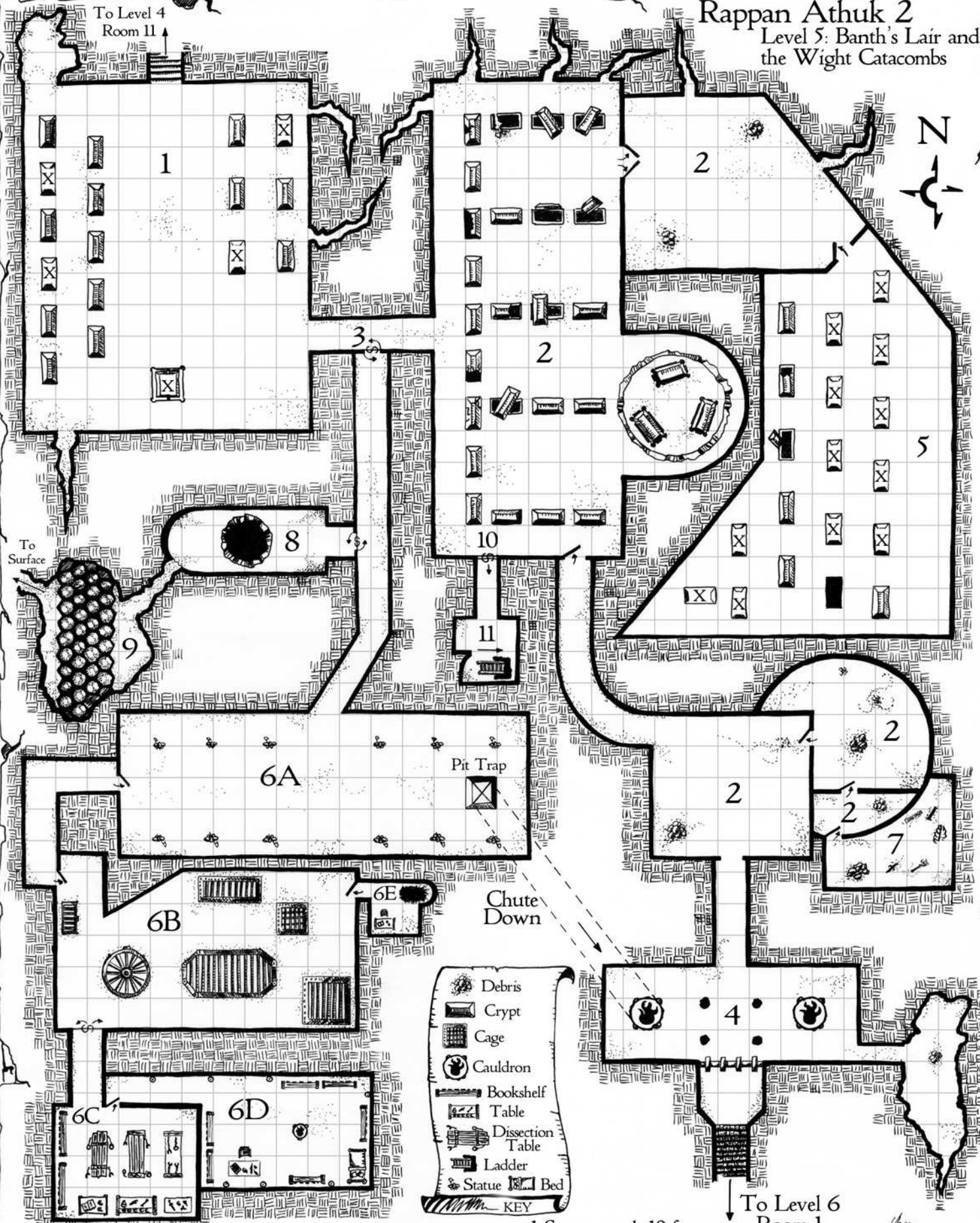
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Level 5: Banth's Lair and the Wight Catcombs

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To Level 4
Room 11



- Debris
- Crypt
- Cage
- Cauldron
- Bookshelf
- Table
- Dissection Table
- Ladder
- Statue
- Bed

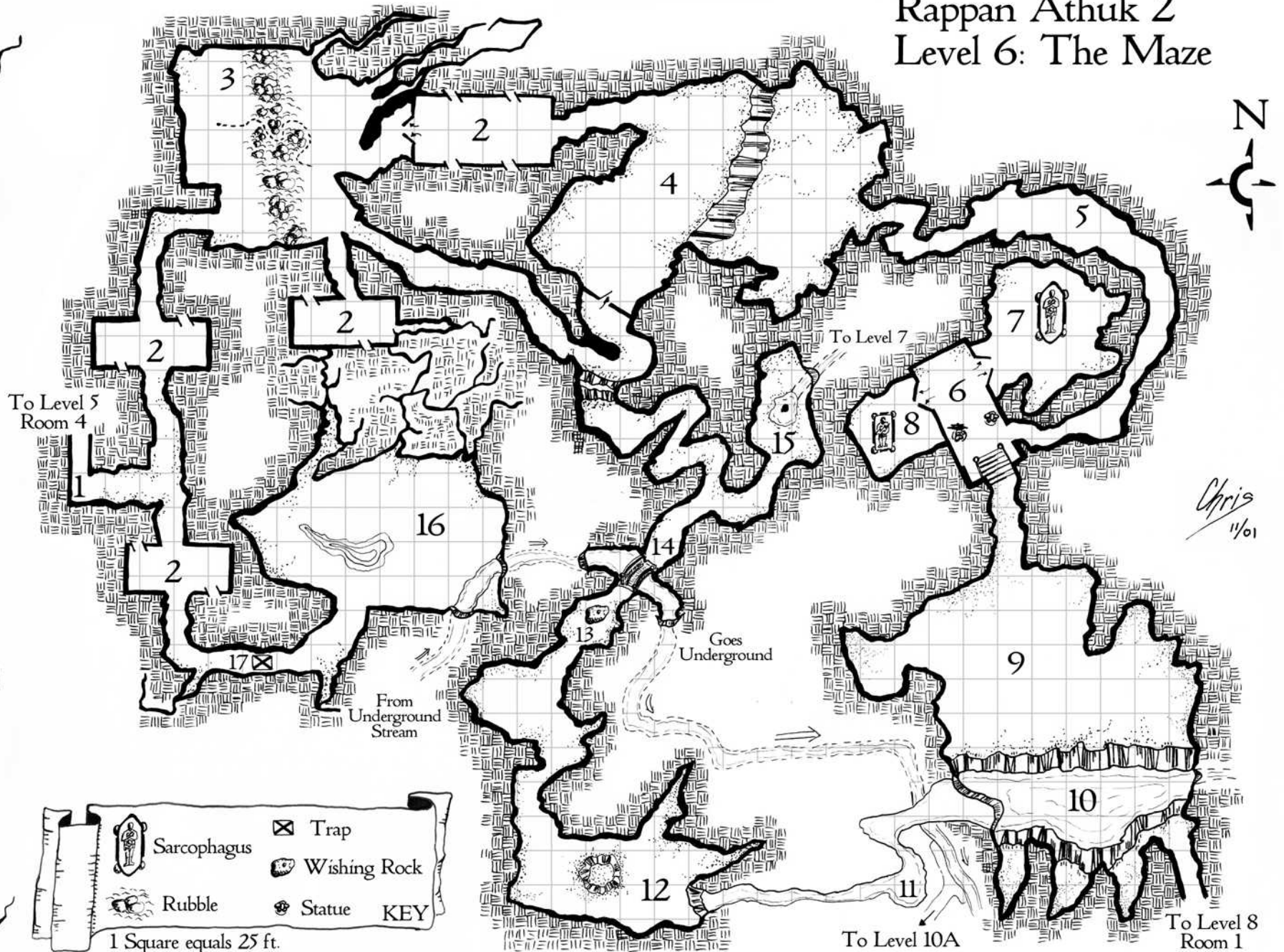
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1 Square equals 10 ft.

To Level 6
Room 1

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Rappan Athuk 2 Level 6: The Maze

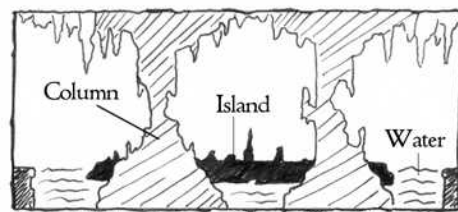
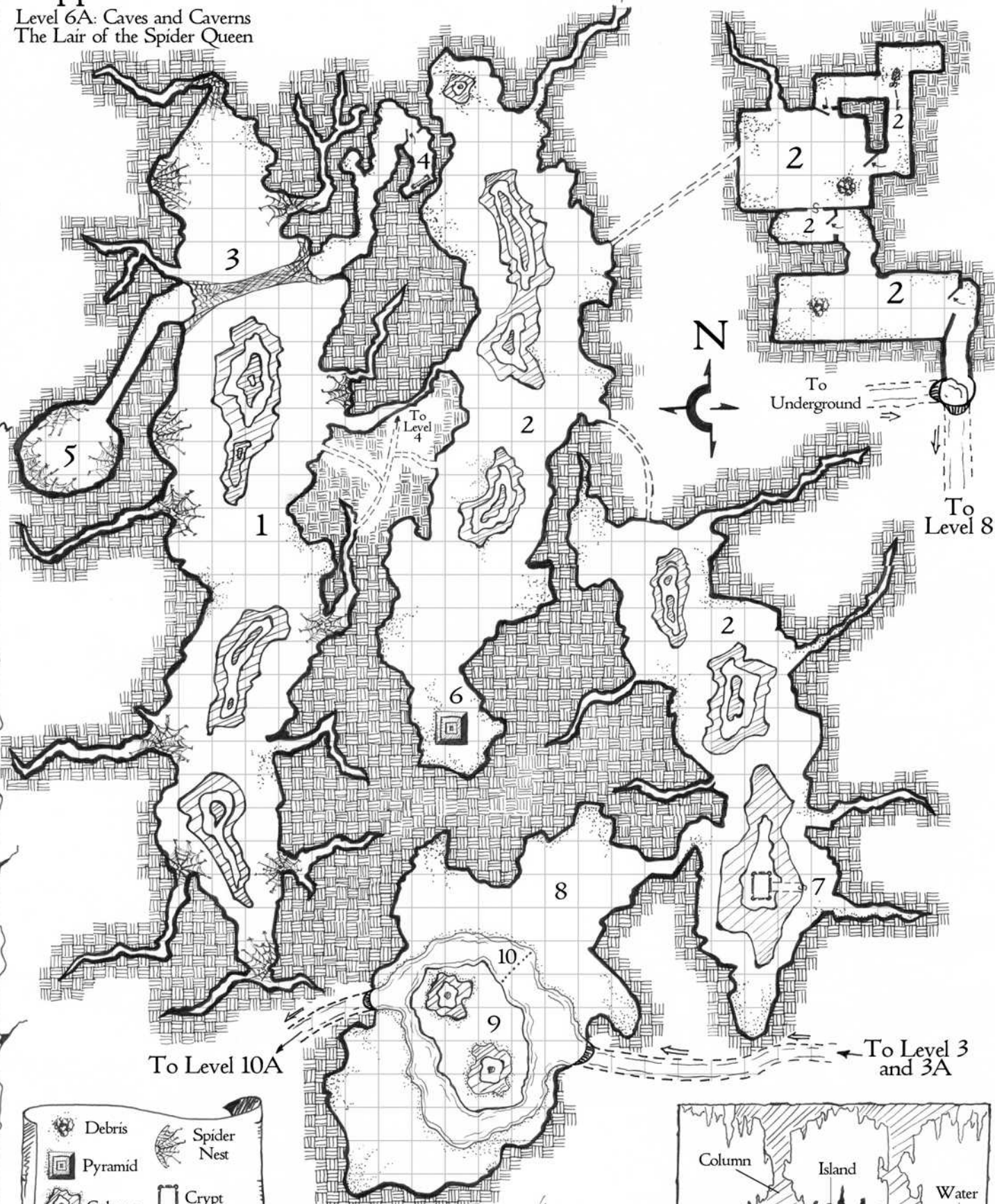


Cartographer's Note: Actual mazes are larger than the indicated areas.

Rappan Athuk 2

Level 6A: Caves and Caverns
The Lair of the Spider Queen

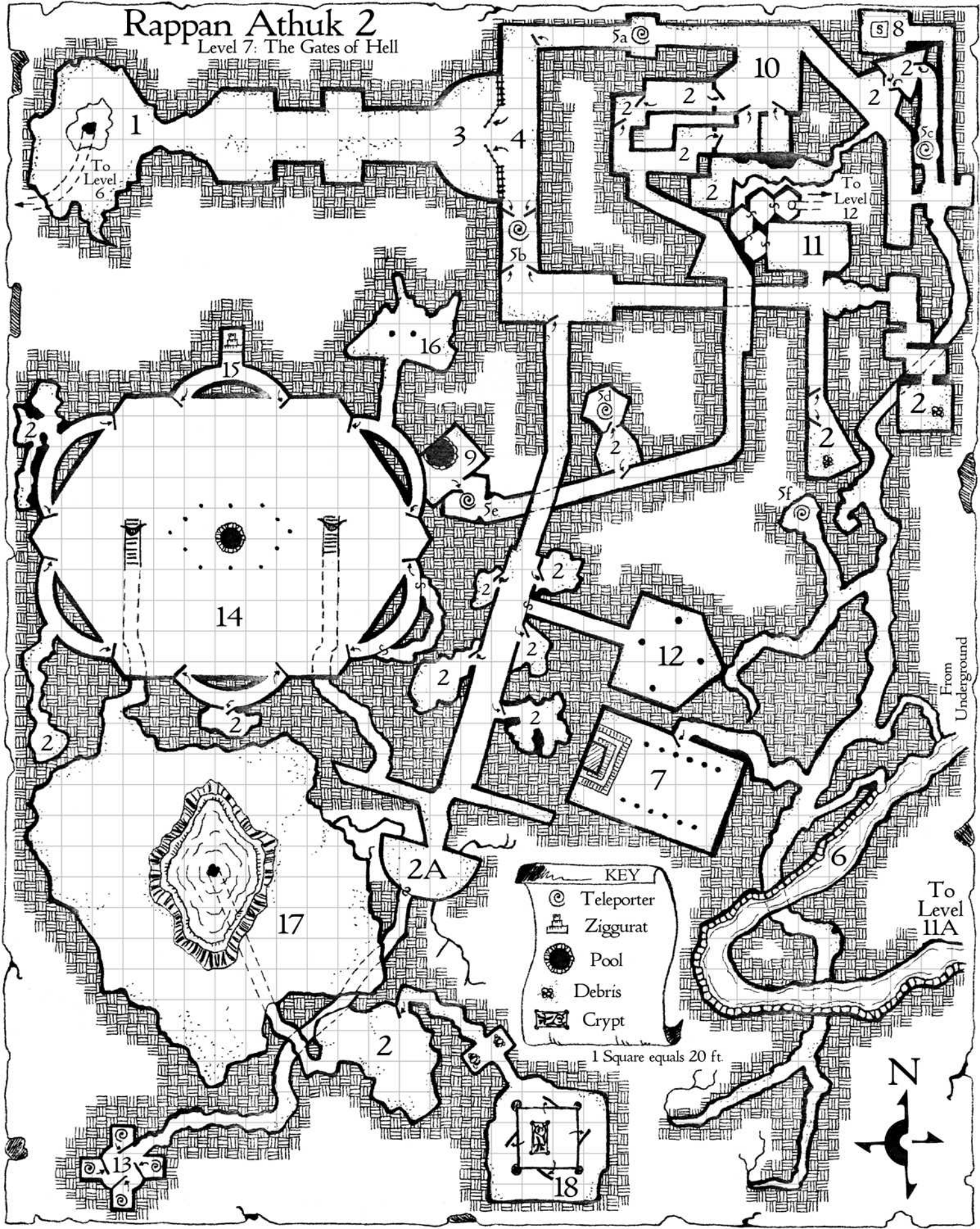
To Level 4a



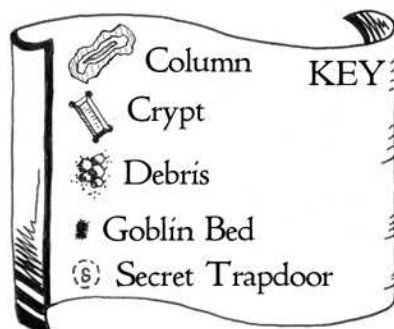
Room 8 The Cathedral Cave: Side View

Rappan Athuk 2

Level 7: The Gates of Hell

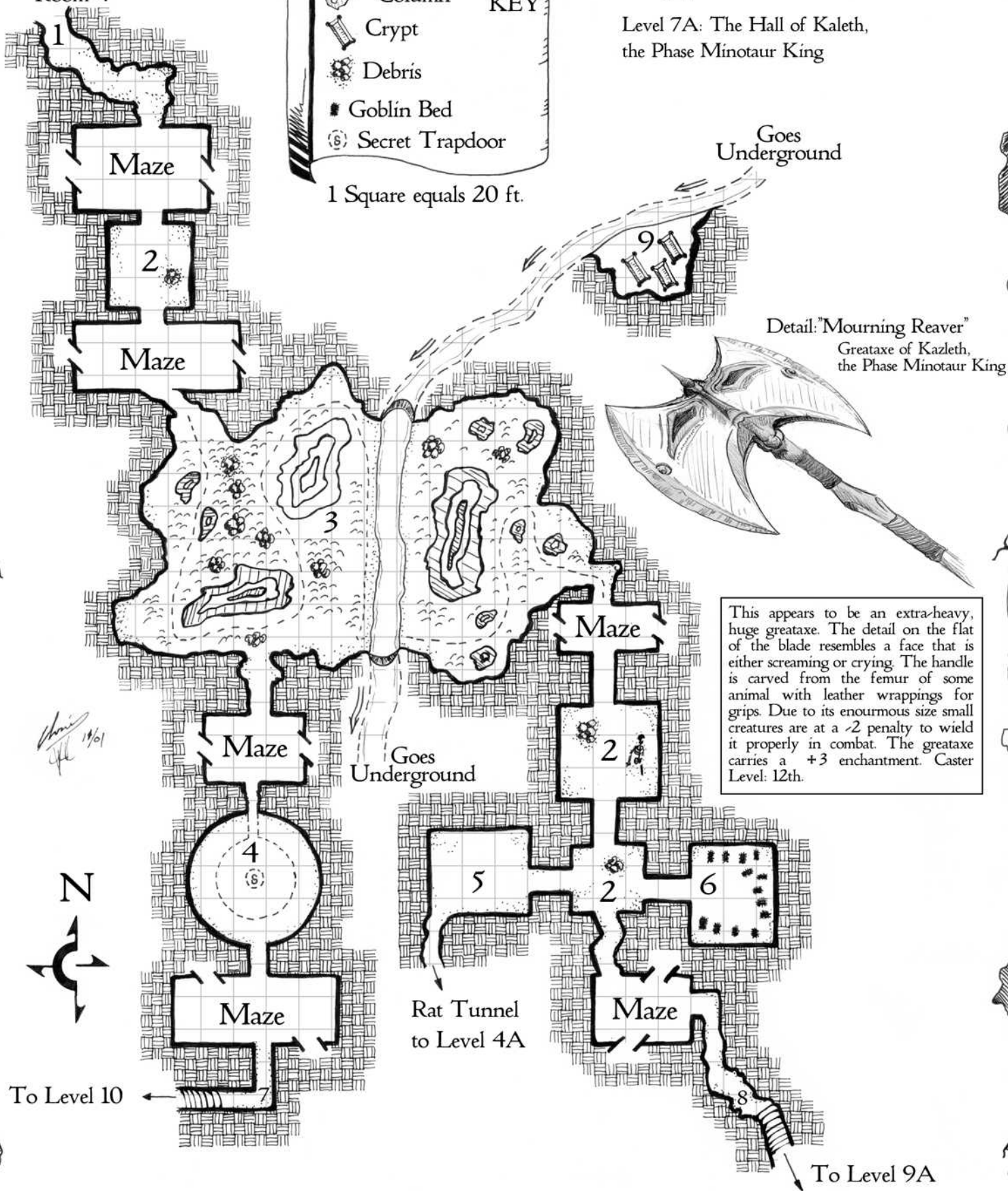


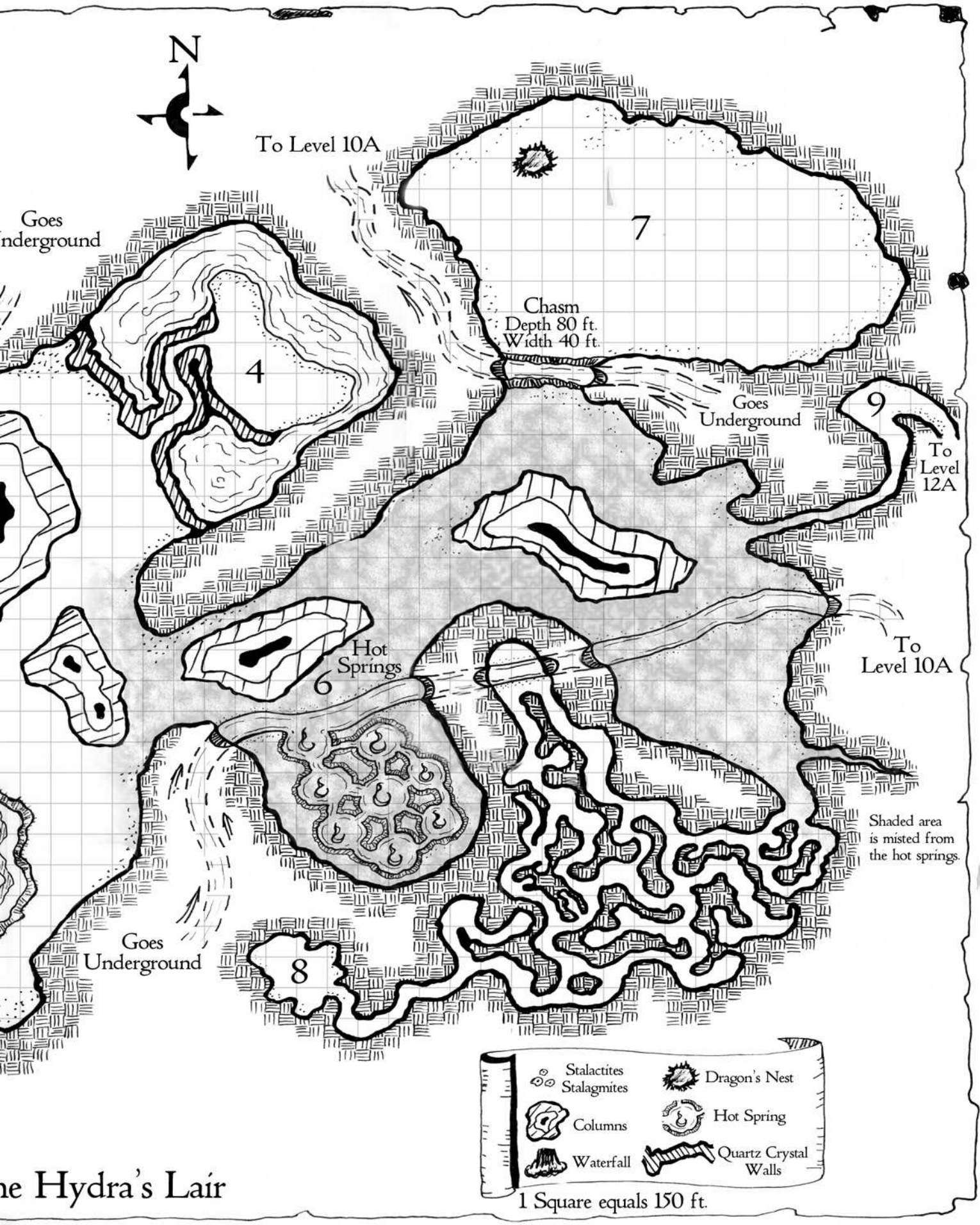
To Level 3A
Room 4



Rappan Athuk 2

Level 7A: The Hall of Kaleth,
the Phase Minotaur King





RAPPAN ATHUK 2

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