

RAPPAN A'THUK

Swords & Wizardry Addendum



Swords
& Wizardry



FROG GOD
GAMES

RAPPANATHUK

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**Swords
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Tribute

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

Over the years, it was my pleasure and privilege to get to know and even work with those heroes of my childhood. While I never met Professor Barker, he was kind enough to answer my emails and questions about the *Empire of the Petal Throne* setting. His faithful are just that, faithful. I have never seen a more dedicated and loyal pack of fans than the Tekumel crowd. Nice folks too. People should remember that this gentleman had created an entire alternate universe (and a complete language!) long before any notion of tabletop roleplaying games had been invented. The original box set (which sold for \$25 in 1975, or \$113.63 in 2017) is the standard of quality that my company tries to replicate today. M.A.R. Barker was what I term the “cultural” creator of this game, he allowed us to see an alternate race and culture as ourselves.

Dave Arneson and I met on several occasions. Mostly at Gencon and mostly with other folks we both knew. People will, I hope, realize that he was the rules behind all this madness, and without his insight, no one would have turned tabletop miniature battle rules into a roleplaying game. His *Blackmoor* setting was the “first fantasy campaign”, and his *Temple of the Frog* inspired well, me. Dave turned mass battle rules into man-on-man, and later man-on-monster combat, then personalized the idea so that each player was playing a character with a name and the ability to advance in power (from man-at-arms to hero and later superhero), creating a continuous role for each player. This was the foundation of the games we all play, and have played for the last 45 or so years. Dave was what I term the “method” creator of the game; he allowed us to turn imagination into a game that we all could play, using a set of mutually agreed mechanics.

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

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

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

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

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

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

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

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

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

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



PAV

Introduction

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

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

This adventure, *Rappan Athuk V*, is nothing more and nothing less than a good, old-fashioned, dungeon crawl updated for the Fifth Edition of the world most popular roleplaying game. Very difficult, it should strike fear into the hearts of the most stalwart adventurers. It offers an abundance of traps, tricks and monsters.

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

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





Introduction

Rappan Athuk is a sprawling adventure that occurs above and below ground, and possibly over multiple worlds. In addition, *Rappan Athuk* “sprawls” across several hundred pages and several editions of the world’s greatest roleplaying game. This chapter talks a little about both of these. The beginning of the chapter talks about the book itself — room numbering and descriptions, locations of monsters and magic items, and so forth. The middle gives some general information about the world, and the rest is about combining the fifth edition rules with an old school adventure.

Finding your way around the maps: Room and Level Numbering

Because Rappan Athuk is a complex dungeon with numerous levels, rooms are labeled with a level prefix and a room number suffix. For example, Zelkor’s lair is Area 3A-8, meaning room number 8 on Level 3A. Rappan Athuk also uses an old-style level numbering convention with “main” levels and “side” levels. The “main” levels are numbered consecutively, indicating relative depth below ground. The “side” levels (those marked with A, B, C, or D), often skip numbers. The numbers of the side levels indicate depth relative to the main levels. For example, Level 3A (beneath “the Well”) is approximately the same depth underground as Level 3. A cross-sectional view of the levels of Rappan Athuk is shown on the Rappan Athuk Side View map. This map also details the entrances and exits to various parts of the dungeon. These connections are also listed in the introduction to each level and are given in the Level Connections List. While the characters may get lost frequently, hopefully you will always know where they are.

The Levels of Rappan Athuk

Ground Level: The Sunken Graveyard and the Mausoleum

Level 0A: The Cavern of the Kraken Level

Level 0B: The Cloister of the Frog-God Level

Level 0C: Zelkor’s Ferry

Level 0D: Castle Calaelan

Level 0E: The Ruined Keep — The Tunnels of Terror

Level 0F: The Sea Cave Dungeon

Level 1: The Lair of the “Dung Monster”

Level 1A: The Temple of Final Sacrament

Level 1B: The Bastion

Level 1C: The Mouth of Doom

Level 2: Martheke’s Place and Ambro’s Base

Level 2A: Teleportals

Level 2B: The Demon’s Gullet

Level 3: “Beware of Purple Worms!”

Level 3A: “The Well”—Zelkor’s Lair

Level 3B: Down the Well

Level 3C: Fountain of Pestilence

Level 3D: The Gilded Demesne

Level 4: The Upper Temple of Orcus

Level 4A: The Basilisk Caverns

Level 4B: The Gut

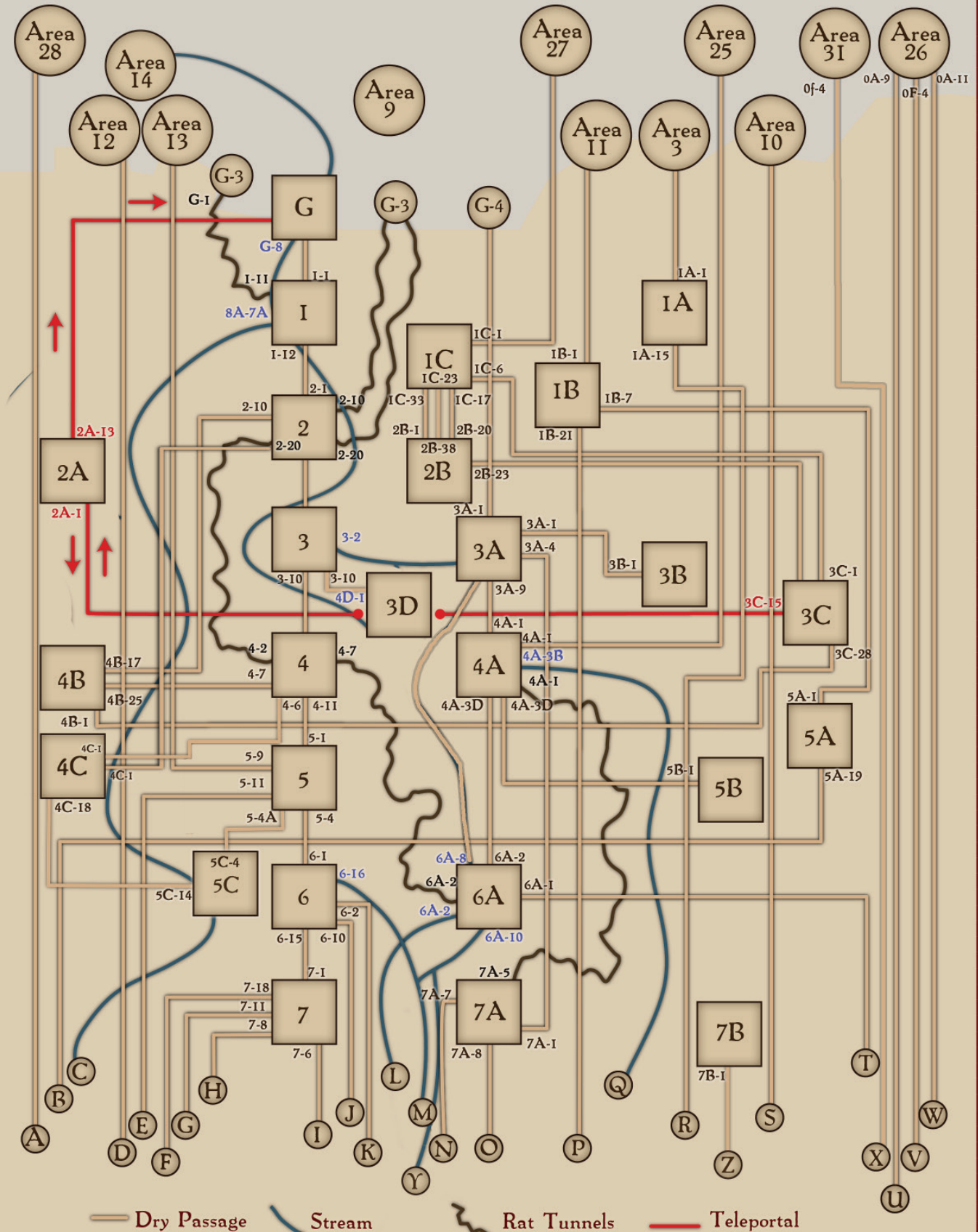
Level 4C: Last Stand

Level 5: Banth’s Lair and the Wight Catacombs

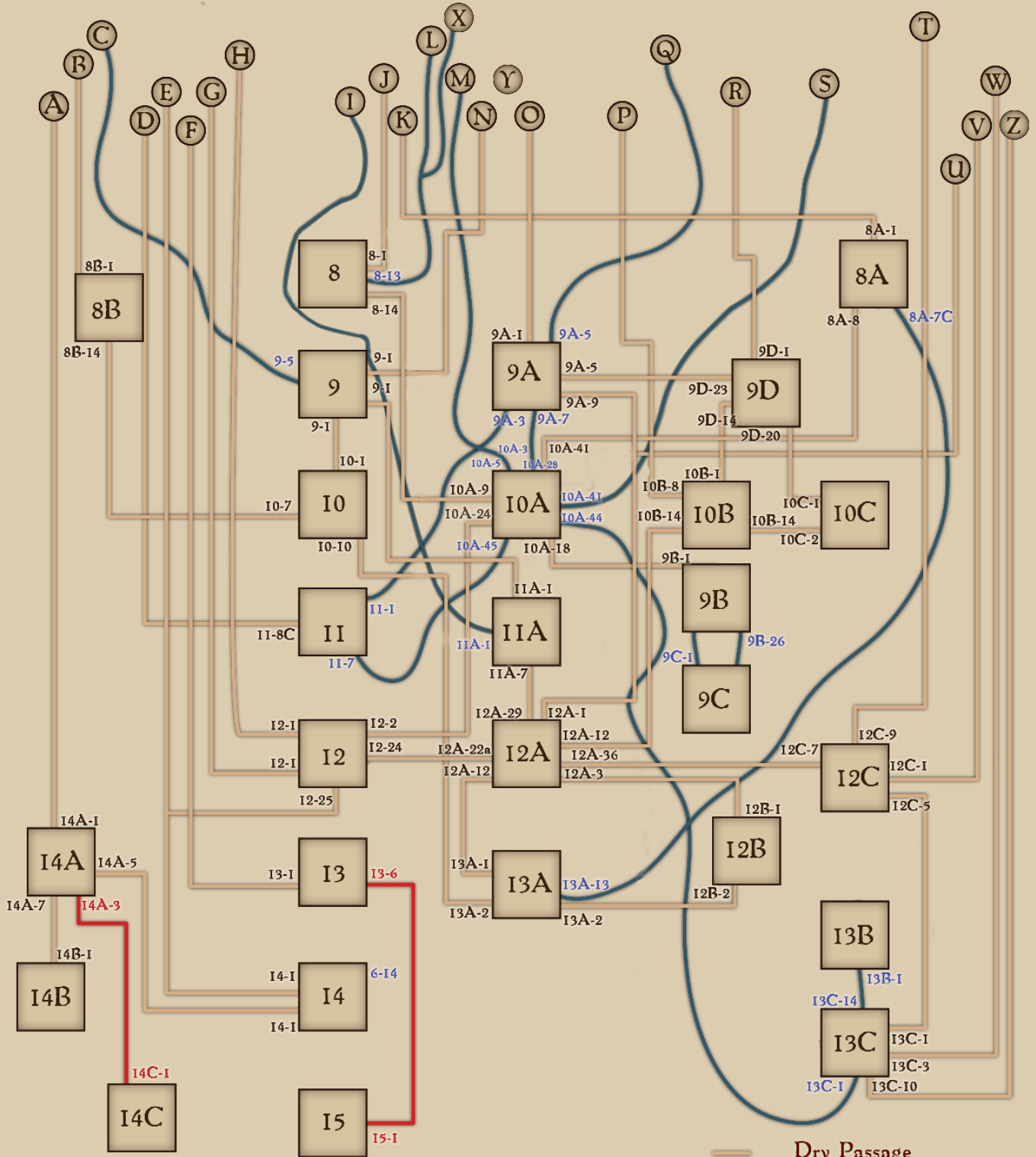
Level 5A: The Prison of Time

Level 5B: Alladin’s Torment

RAPPAN ATHUK Side View - Map I



RAPPAN ATHUK



RAPPAN ATHUK

Side View - Map 2

- Dry Passage
- ~ Stream
- Teleportal
- ~ Rat Tunnels

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Level 5C: Syanng a Song
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 7B: Caves and Caverns of the Ancient Gods
Level 8: Caves and Caverns — The Tomb of the Evil King
Level 8A: The Tomb of the Beacon
Level 8B: The Steam Jungles
Level 9: The Lower Temple of Orcus
Level 9A: Caves and Caverns — The Hydra's Lair
Level 9B: The Well of Agamemnon — Upper Level
Level 9C: The Well of Agamemnon — Lower Level
Level 9D: The Bloodways
Level 10: The Lava Pit
Level 10A: The Giant Cavern
Level 10B: The Goblin Outpost
Level 10C: The Talon of Orcus
Level 11: The Waterfall and Akbeth's Grave
Level 11A: The Gates to the Goblin City and the Vampire Lair
Level 12: The Slave Pits
Level 12A: Greznek
Level 12B: Tiamat's Puzzle
Level 12C: Beetle-Juice?
Level 13: The Portal of Darkness
Level 13A: The Goblin Barracks
Level 13B: The Dark River
Level 13C: Zombieland
Level 14: The Chapel of Orcus
Level 14A: The Refugees of Tsar
Level 14B: The Grand Cornu of Orcus
Level 14C: The Architect's Workshop
Level 15: The Den of the Master

Level Connections

Level oA:

Area 0A-11 to Area 13C-3
Area 0A-2 to Area 12C-1
River tunnel from Area 0A-9 to Area 10A-41

Level oB:

Surface to Dungeons (multiple locations)
Area DL2V to Area 4A-1 in Rappan Athuk

Level oE:

Surface to Area 0E1-1

Level oF:

River from Area 0F-14 to Area 8-13 in Rappan Athuk

Level r:

Area G-3 to Area 1-11
Area G-8 to Area 1-1
Area 1-12 to Area 2-1
River from Area 1-11 to Area 9-5

Level rA:

Area 1A-1 to Wilderness Area 3
Area 1A-15 to Area 9D-1

Level rB:

Area 1B-1 to Wilderness Area -11
Area 1B-21 to Area 10B-8
Area 1B-7 to Area 5A-1

Level rC:

Area 1C-1 up to Wilderness Area 27
Area 1C-17 pool down to Area 2B-20
Area 1C-23 pit down to Area 2B-38
Area 1C-33 stairs down to Area 2B-1
Area 1C-26 stairs down to Area 3C-1

Level 2:

Area 2-1 stairs up to Area 1-12
Area 2-7 stairs down to Area 3-1
Area 2-20 up to Area G-3 and Area 4-2
Area 2-10 to Area G-3
Area 2-10 to Area 4B-E17
Area 2-10 to Area 4C-1

Level 2A:

Area 2A-1 to Area 3C-15
Area 2A-1 to Area G1

Level 2B:

Area 2B-1 stairs down from Area 1C-33
Area 2B-23 stairs down to Area 3C-23
Area 2B-38 pit from Area 1C-23

Level 3:

River from the Under Realms to Area 3-2
River from Area 3-2 to Area 3A-7
Area 3-1 stairs up to Area 2-7
Area 3-2 to Area 3D-1
Area 3-10 stairs down to Area 4-1

Level 3A:

River from Area 3-2 to Area 3A-7
River from Area 3A-7 to Area 6A-10
Area 3A-1 from the well at Area G-4
Area 3A-1 to Area 3B-1
Area 3A-4 to Area 7A-1
Area 3A-9 to Area 4A-1

Level 3B:

Area 3B-1 from Area 3A-1

Level 3C:

Area 3C-1 stairs down from Area 1C-26
Area 3C-15 to Area 2A-1
Area 3C-23 stairs up to Area 2B-23
Area 3C-28 stairs down to Area 4B-1

Level 3D:

Area 3D-1 from Area 3-2
River to Wilderness Area 14

Level 4:

Area 4-1 stairs up to Area 3-10
Area 4-2 to Area 2-20
Area 4-7 to Area 6A-2
Area 4-7 to Area 4B-25
Area 4-11 to Area 5-1
Area 4-6 to Area 4C-1

Level 4A:

Area 4A-1 to Area 3A-9
Area 4A-1 to Area 5B-1
River from the Under Realms to Area 4A-1
River from Area 4A-1 to Area 9A-5
Area 4A-2C to Area 7A-5
Area 4A-3D to Area 6A-2

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Level 4B:

Area 4B-1 to Area 3C-28
Area 4B-17 to Area 2-10
Area 4B-25 to Area 4-7

Level 4C:

Area 4C-1 to Area 4-6
Area 4C-1 to Area 2-10
Area 4C-18 to Area 5C-14

Level 5:

Area 5-1 stairs up to Area 4-11
Area 5-9 to Wilderness Area 13
Area 5-11 to Area 12-25 and Area 14-1
Area 5-4A to Area 5C-1
Area 5-4 to Area 6-1

Level 5A:

Area 5A-1 from Area 1B-7
Area 5A-19 to Area 8B-1

Level 5B:

Area 5B-1 to Area 4A-1

Level 5C:

Area 5C-1 from Area 5-4A
Area 5C-6 to Area 5-4A
Area 5C-6 to Area 5C-7
Area 5C-14 to Area 4C-18

Level 6:

Area 6-1 to Area 5-4
River from the Under Realms to Area 6-14
River from Area 6-14 to the Under Realms
Area 6-2 to Area 8A-1
Area 6-15 to Area 7-1
Area 6-16 to Area 10A-5
Area 6-10 to Area 8-1

Level 6A:

Area 6A-2 to Area 4-7
Hole in floor from Area 6A-1 to Area 12C-9
Area 6A-2 to Area 4A-3D
Area 6A-2 to Area 8-13
River from Area 3A-7 to Area 6A-10
Area 6A-10 to Area 10A-3

Level 7:

Area 7-1 from Area 6-15
Area 7-8 to Area 12-1
Area 7-11 to Area 12-1
River from the Under Realms to Area 7-6
River from Area 7-6 to Area 11A-1
Area 7-18 to Area 13-1

Level 7A:

Area 7A-1 from Area 3A-4
River from the Under Realms to Area 7A-9
River from 7A-3 to the Under Realms
Area 7A-7 to Area 9-1
Area 7A-5 to Area 4A-2C
Area 7A-8 to Area 9A-1

Level 7B:

Area 7B-1 from Area 13C-10

Level 8:

Area 8-1 from Area 6-10
River from Area 8-2 to the Under Realms
Area 8-14 stairs down to Area 10A-9
River from Area 6A-2 to Area 8-13

Level 8A:

Area 8A-1 to Area 6-2
Waterfall from the Under Realms to Area 8A-2
Area 8A-7 to the Under Realms
Area 8A-7C to Area 13A-13
Area 8A-8 to the ceiling in Area 10A

Level 8B:

Area 8B-1 from Area 5A-19
Area 8B-14 to Area 10-7

Level 9:

Area 9-1 stairs up to Area 7A-7
Area 9-1 stairs down to Area 11A-1
Area 9-1 stairs down to Area 10-1
River from 1-11 to Area 9-5
River from Area 9-5 to the Under Realms

Level 9A:

Area 9A-1 from Area 7A-8
River from Area 4A-1 to Area 9A-5
River from Area 9A-3 to Area 11-1
River from Area 9A-5 to the Under Realms
Area 9A-5 to Area 9D-28
River from the Under Realms to Area 9A-7
River from Area 9A-7 to Area 10A-28
River from the Under Realms to Area 9A-6
River from Area 9A-6 to the Under Realms
Area 9A-9 to Area 12A-1



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Level 9B:

River from the Under Realms to 9B-2, 9B-12, 9B-13, 9B-15, to the Under Realms
River from the Under Realms to 9B-22, 9B-2, 9B-16, to the Under Realms
Area 9B-1 to Area 10A-18
Area 9B-26 to Area 9B-27

Level 9C:

Area 9B-27 to Area 9C-1

Level 9D:

Map 2: Area 9D-14 to Area 10B-1, Area 9D-1 to Area 1A-15

Map 3: Area 9D-14 to Area 10B-1, Area 9D-28 to Area 9A-5

Map 4: Area 9D-14 to Area 10B-1, Area 9D-20 to Area 10C-1, Area 9D-20 to the Under Realms

Level 10:

Area 10-1 from Area 9-1
Area 10-10 pit to Area 13A-2

Level 10A:

River from Area 6A-10 to Area 10A-3
River from Area 6-16 to Area 10A-5
Tunnel from Area 8-14 to Area 10A-9
Ladder from Area 10A-24 to Area 12-23
Area 10A-18 to Area 9B-1
Area 10A-45 to Area 11-7
Area 10A-44 to Area 13C-1
River from Area 9A-7 to Area 10A-28
River from Area 10A-41 to Wilderness Area 10
River from Area 10A-41 to Area 0A-9

Level 10B:

Area 10B-1 from Area 9D-14
Area 10B-14 to Area 12A-12 or Area 10C-2
Area 10B-8 to Area 1B-21

Level 10C:

Area 10B-14 to Area 10C-2
Area 10B-1 to Area 9D-20

Level 11:

Area 11-1 from Area 9A-3
Area 11-7 to Area 10A-45

Level 11A:

River from Area 7-6 to Area 11A-1
Stairs from Area 9-1 to Area 11A-1
Area 11A-7 to Area 12A-29

Level 12:

Chute from Area 7-11 to Area 12-1
Stairs up to Area 7-8 from Area 12-1, down to Area 12-21
Tunnel from Area 12-24 to Area 12A-22A
Ladder from Area 12-23 to Area 10A-24
Stairs from Area 12-25 to Area 14-1

Level 12A:

Map 1:

Area 12A-1 to the Under Realms
Area 12A-1 to Area 9A-9
River from the Under Realms to Area 12A-1, Area 12A-6, Area 12A-21, Area 12A-44
Area 12A-3 to Area 12B-1
Area 12A-12 to Area 10B-14 and Area 13A-1

Map 2:

Area 12A-29 to Area 11A-7 and to the Under Realms



River from the Under Realms to Area 12A-36, Area 12A-42, Area 12A-43, Area 12A-44

River at Area 12A-44 out to the Under Realms
Area 12A-22A to Area 12-24

Level 12B:

Area 12B-1 to Area 12A-3
Chute from Area 12B-2 to Area 13A-1

Level 12C:

Area 12C-1 to Area 0A-2
Area 12C-6 to the Under Realms
Chasm from Area 12C-5 to Area 13C-1
Ceiling hole from Area 12C-9 to Area 6A-1
Area 12C-7 to Area 12A-36

Level 13:

Area 13-1 to Area 7-18
Gate from level 13-6 to 15-1

Level 13A:

River from Area 8A-7C to Area 13A-13
River from Area 13A-13 to the Under Realms
Stairs from Area 12A-12 to Area 13A-1
Chute at Area 13A-2 from Area 10-10 and Area 12B-2

Level 13B:

River from Area 13C-14 to Area 13B-1
River to the Under Realms

Level 13C:

River from Area 10A-44 to Area 13C-1
Area 13C-1 to Area 12C-5
Area 13C-3 to Area 0A-11
River from Area 13C-14 to Area 13B-1

Level 14:

Area 14A-5 to Area 14-1 and 14-2
Ladder from Area 5-11 and stairs from Area 12-25 to Area 14-1

Level 14A:

Ramp from Wilderness Area 28 to Area 14A-1C
Teleportal at Area 14A-3 to Area 14C-1
Area 14A-5 to Area 14-1
Area 14A-7 to Area 14B-1

Level 14B:

Area 14B-1 to Area 14A-7

Level 14C:

Area 14C-1 teleportal to Area 14A-3

Level 15:

Gate from Area 13-6 to Area 15-1

Finding your way around the book: Monsters and NPCs, Magic Items and Spells, Diseases and Poisons

Rappan Athuk V contains dozens of spells, poisons, diseases, magic items, and, most of all, creatures that have not previously existed for 5th edition, at least not in this form. It also uses many items currently published under the 5th edition SRD. Magic items and spells are *italicized* in the text. Creatures (including NPCs) are typically **bold** the first time they are referenced in the description of the location where they are encountered. If there is no superscript after the mention of any of these things, information is available in the SRD. If there is a superscript, see the appropriate appendix for information about it.

Introductory Characteristics

Each level of the dungeon has a standard features section that details the following basic information:

Difficulty Level: Describes the average level of difficulty of the dungeon level. A party of 6 characters within the suggested tier should be properly challenged by this level of the dungeon. Tier 1 is levels 1–4, Tier 2 levels 5–10, Tier 3 levels 11–16, and Tier 4 level 17 and up. Within many of the areas, there are challenges both above and below the expected strength of the party, but a group of well-played characters of the right tier should have a chance of making it through.

Access: Details the various entryways into and exits from the level.

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

General Features

Atmosphere: Details results of general divination spells or obvious conditions on the level. Also details any interference with spell function and recovery due to magnetic influences or sheer evil detachment from the gods. May detail any effects that apply throughout the dungeon level, such as fear or extreme heat.

Ceiling Height: Gives detailed ceiling height in rooms and hallways, or rough dimensions for caverns.

Doors: Details standard dungeon doors, as well as locked and secret doors. Specifics are given in room descriptions where needed.

Shields and Wards: Details any material or magical barriers or shielding which prevents divination or other spells and effects from functioning.

Surfaces: Details information about the obvious construction of the surroundings.

Other: Provides additional information that is typical to the level. This may include poisonous mushrooms or powerful undead.

Book References and Notations

Superscript notations reference the following appendices:

^B = *Rappan Athuk Bestiary* (contains monsters and NPCs) – Appendix A

^{GM} = *Rappan Athuk GameMaster's Guide* (contains magic items, diseases, and poisons) – Appendix B

^{PG} = *Rappan Athuk Player's Guide* (contains spells) – Appendix C

Diseases

Rappan Athuk is not inhabited by a clean lot. It is full of rats and lycanthropes and the foulest creatures known. Many of them carry diseases, as do various fountains and waterways. Several diseases are detailed in Appendix B, and others are available in the SRD. In general, we have provided specific diseases that are caused by specific creatures or places, but in others (especially for the rats), the choice is up to you. Take your pick and enjoy them!

Stuck Doors and Wandering Monsters

Rappan Athuk comes from an old tradition of gaming. One thing that used to be true is that every door in a dungeon was stuck — but only for the characters. Another thing that was true was that wandering monsters could appear almost anywhere at any almost any time. A third, and surprisingly related rule, was that experience points used to be given for treasure. All of these were tied to a fourth part of how many players used to play: most characters needed torches or lanterns, and resource management could be an important aspect to surviving the dungeon. How did all of these work together? Opening stuck doors takes time and makes noise. Time and noise lure wandering monsters, and time burns resources. Wandering monsters carry no treasure, and generally weren't worth much experience in the grand scheme. All of these pieces together were a dial that could be used to make a dungeon more or less difficult and change the style of play between a gritty grind and a heroic romp. In keeping to the roots of *Rappan Athuk*, many of the levels have doors that require a Strength check to open, even if unlocked, and almost all have wandering monsters. If you don't find these fun, don't use them. If you're party is a little underpowered, leave them out. But if you need to turn up the heat, bring them on!

The main goal here is make your party's choices are meaningful. If they choose to bash through doors, they get one kind of adventure. If they prefer to sneak along the halls, avoiding monsters, they get another. If they try to clear every room and kill every monster, they probably get a short adventure...

Empty Rooms

Rappan Athuk is a big place and not every chamber or cavern is occupied. *Frog God Game's Tome of Adventure Design* can provide some nice ideas for dressing up the room and giving the party something to do. Some see this as a waste of time and prefer to keep them empty so that the party can get on to other rooms, keeping them only as a possible location for a rest. That, of course, is fine too. Finally, empty rooms are a great time for a random monster check — maybe it's not really empty! And if it's not, maybe you can spin the encounter into something even more interesting as the characters start to wonder just why the ogre is sitting in an empty room picking its teeth with a broken chair rail.

The Legend of Rappan Athuk

The Legend of Rappan Athuk is well known, told numerous times by bards, adventurers, sages, and loremasters. It is summarized below. The characters may know some or all of this legend.

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 Zekkor, a powerful wizard. The exact fate of these evil priests is unknown, for not only did the remnants of the followers of Orcus disappear from all human reckoning, but so did the army of light that followed after them disappear as well. Some said that in the eternal scales the loss of so many good men was a fair price to pay to rid the world of so much evil.

The evil cult, however, had not been destroyed. The surviving priests and their followers instead settled on a hill near the Forest of Hope, a sylvan woodland near the Coast Road. There they found a vast underground

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complex of caverns and mazes, carving out a volcanic intrusion beneath the hill. The priests of Orcus had 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 graveyard atop the hill. It is believed that these graves are the final resting place of the pursuing army of heroes that had been destroyed to a man. Soon after the mausoleum was erected the peaceful creatures of the wood began to disappear. Though many rangers and druids investigated these happenings, the cause of the creatures' disappearance was not immediately determined. Some years later a powerful group of adventurers, led by Bofred, a high priest of Thyrr, investigated the evil happenings and found the sunken graveyard leading

to a labyrinthine complex. Bofred and his companions found great hordes of evil creatures in the complex. Though some of his companions returned from their expedition, telling tales of fantastic treasure and ferocious monsters, Bofred was never seen again — lost in the catacombs beneath the cursed mausoleum.

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

Lost Lands Timeline of Rappan Athuk

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
			As newly forming world of Boros cools, Ymir's essence bursts forth from Ginnungagap as magma flows forming deep volcanic caverns in two places along shores of gathering world oceans: beneath what will become the Waldron Mountains of the Northlands and beneath what will become the Sinnar Coast of Akados, a single thread of magma connects them forming what will eventually erode into the northern end of the Neimbrall Trail
			c. 7 billion years ago
			c. 100 million years ago
			c. 85 million years ago
			c. 23 million years ago
			c. 20 million years ago
			c. 27,000 years ago
			c. 23,000 years ago
			c. 20,000 years ago
			c. 18,000 years ago
			c. 14,900 years ago
			c. 12,000 years ago
			c. 10,800 years ago

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
-7031			Subterranean city of Barakus constructed by Phoromyceae peoples under Duskmoon Hills
-6671			Arvonliet walks among mankind and elder races
-6650			Construction secretly begins on Arvonliet's Abyssal gate
-6632			Devron the necromancer swears himself to Arvonliet's true nature, transforms into lich and is imprisoned below Barakus; Kel provides means to destroy him
-6627			Devron summons <i>stone of madness</i> , city of Barakus falls
-6484			Arvonliet killed by the Three Gods, cast into Ginnungagap as Orcus; Stoneheart Mountains raised over Keltine Barrier; End of the Age of Kings; Age of Silence begins
-6470	15		Phoromyceae Sorcerer-King of Tharistra, Gremag, obtains lichdom and inters himself in hidden caverns beneath Stoneheart Mountains
-4483	2002		Harul of Estresia founds shrine in Stoneheart Mountains above Keltine Barrier
-4482	2003		Harul of Estresia petrifies the paragon troll, Three-Fang
-4481	2004		Harul of Estresia martyred, sainted by Thyr and Muir
-4232	2253		Beginning of War of King-Chieftain Aracor in Plains of Sull
-4227	2258		Arrival of <i>Obelisks of Chaos</i> in Sull; End of King-Chieftain's War
-1025	5460		Harul's Shrine discovered in vision by Beward of the Three Gods
-1013	5472		Beward establishes St. Harul's Hold on site of shrine
-629	5856		Cult of Orcus in guise of "Aurikas" rises in southern Libynos
-613	5872		Atrocities of Aurikas's priest Akruel Rathamon begin in lands along the Reaping Sea
-604	5881		Arden rallies followers in Khemit under Shah Rasalt to bring war to the burgeoning empire of Akruel Rathamon; Beginning of War of Divine Discord
-579	5906		Shah Rasalt of Arden defeats the armies of Aurikas at Al-Sifon, Akruel Ramathon slain by <i>Scepter of Faiths</i> ; End of War of Divine Discord
-573	5912		St. Harul's Hold becomes High Altar of Thyr and Muir
-488	5997		<i>Hammer of the Three Gods</i> crafted at St. Harul's Hold
-182	6070		Tsathogga unleashes horde of demons in Irkaina, Arden sacrifices himself to entrap horde and stop the invasion; Tropic of Arden created
-109	6376		Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados; Beginning of Hyperborean Age
-107	6378		Oerson discovers St. Harul's Hold and bestows gifts upon its patriarch
-27	6458		Rise of Valenthlis; Outbreak of elven civil war, last queen of Akadian wild elves slain
-26	6459		Wild elves withdraw to west in Second Exodus; Queen Vaissilune buried in caverns deep beneath eastern Akadonian Coast to protect her crypt from Hyperborean despoilers
1	6485		Battle of Hummaemidon; Birth of Imperial Record
542	7026		Mordecai, last patriarch of both Thyr and Muir, slain by curse at St. Harul's Hold
687	7171		Beginning of Pax Hyperborea
689	7173		City of Tsen founded at site of Arden's defeat of Tsathogga
909	7393		Unknown monks of Thyr dig crypts in Stoneheart Valley and construct Font of the Ancients
1020	7504		Thyrian clerics open ferry across Stoneheart River and build chapel on central island

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
1491	7975		Tsen destroyed; The Great Darkness covers waters of Gulf of Akados region for three years; Pax Hyperborea ends; Thyrian Stoneheart River ferry and chapel abandoned, construction begun on shrines to Thyr and Muir in upper Lyre Valley
1492	7976		Lost Thyrish catacombs discovered in Stoneheart Mountains, its builders vanished without a trace; Human cult of Tsathogga under Zodmer Adatres erects Cloisters in Dragonmarsh Lowlands and begins subjugation of surrounding lands
1495	7979		Zodmer Adatres sacks city of Tal Zun (modern-day Eastwych) and extends control of Frog-God's Cloister to Great Amrin River
2221	8805		Glazerel begins construction of <i>anima engine</i> for Lucifer before defecting and taking service with Orcus
2411	8895		Disciples of Orcus infiltrate St. Harul's and begin its corruption from within
2462	8946		Tam Xaverik, secret Disciple of Orcus, named Protector of the Hold at St. Harul's
2469	8953		<i>Accord of Tolerance</i> enacted by Protector of the Hold removes last vestiges of political power from clergy of Thyr and Muir at St. Harul's
2471	8955		Last clergy of Thyr and Muir depart St. Harul's; High Altar of Thyr moved to Tircople
2472	8956		Protector Xaverik renames the Hold as Tsarul and appoints himself Warlord; Tribes of humanoids, long massing in Dragon Hills, relocate into Tsarul as army conscripts
2473	8957		Crooked Tower appears in Tsarul
2476	8960		Caverssus, the eleventh Disciple of Orcus, arrives in Tsarul; Warlord Xaverik swears fealty to him and rescinds <i>Accord of Tolerance</i>
2490	8974		Blessed Well of St. Harul drained to reach the caverns of Keltine Barrier; Breeding of the Black Orog begins; Orcus begins seeking sources of primordial power to break Keltine Barrier Planetary Poles Shift
2491	8975		Poles of Boros shift; Goitre emerges forming Tempest Meridians; Ice sheet begins forming over continent of Boros and World Roof
2496	8980	1	Tower of Oerson destroyed; Wild fires ravage Curgantium and spread across Akados burning Plains of Suilley and Matagost Forest; St. Harul's Well sealed, hiding the Caverns of the Barrier
2499	8983	4	Imperial Court relocated to Tircople; Western empire abandoned by Hyperboreans
2502	8986	7	Glazerel founds college of magic in Tsar
2505	8989	10	Shrines to Thyr and Muir in Lyre Valley greatly expanded
2509	8993	14	Twelve Bloody Nights; Imperator and Pontifex roles combined; Trystecce the Ageless becomes imperatrix; High Altars of Thyr and Muir quietly moved to Lyre Valley
2516	9000	21	Hyperboreans withdraw from Akados; Heldring cross the Helwall, forts of Sylvos and Albor Broce destroyed
2541	9025	46	Orcus learns of residue of primordial power in caverns and tasks Grand Cornu Caverssus to establish a grand temple beneath Sinnar Coast in secret
2553	9037	58	Gaaros-Uaazath bursts forth from Ginnungagap into Cyclopean Deeps beneath tunnels of the Sinnar Coast through crease left long ago by Ymir, its foul influence and noxious dying exhalations cause woodland above to become known as Forest of Horrors
2555	9039	60	Goblins fleeing khryll invaders emigrate from Cyclopean Deeps and found city of Greznek far below Forest of Horrors
2560	9044	65	Daan forms his Cataphracts in service to Hyperborea
2581	9065	86	Daan's Legion marches on Tircople, passing through Plains of Suilley
2584	9068	89	Daan falls as he destroys the lich-queen Trystecce

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
2585	9069	90	Daanites withdraw to Ynys Cymmagh; Daanites name the rest of the world as Lloegyr—the Lost Lands
2632	9116	137	Last Hyperboreans quietly disappear from Tircople
2654	9138	159	Birth of Macobert of House Foere Rise of the Foerdewaith
2698	9182	203	King Macobert begins uniting Akados as Kingdom of Foere
2717	9201	222	Bandit King Rinos builds King's Bridge over Stoneheart River
2720	9204	225	Province of Aachen established extending to the Great Bridge
2731	9215	236	Swein Sigurdson discovers the Neimbrall Trail in Under Realms, leads his tribe of the Heldring through tunnel away from Helcynngae Peninsula to escape worship of Hel, narrowly bypassing lower tunnels of Rappan Athuk
2744	9228	249	Macobert crowned Overking of the Hyperborean Monarchy of the Foerdewaith
2748	9232	253	Bandit King defeated at King's Bridge by troupe of bards and peasant army led by Turlin; Construction begun on Lyre Bridge over Stoneheart River; Trademoot established at King's Bridge
2765	9249	270	Death of Macobert; Son Magnusson succeeds to the throne; Issuance of Eastreach Decree; Provinces of Eastreach and Pontus Tinigal established
2768	9252	273	Overking Magnusson completes imperial capital at Courghais
2776	9260	281	Death of Magnusson I; Grandson Magnusson II succeeds to the Throne
2781	9265	286	Red Plague strikes Kingdoms of Foere; One quarter of the population of the central lands dies including Magnusson II; Son Osbert I succeeds to the throne
2797	9281	302	Red Plague returns and strikes central Kingdoms of Foere again; Much of the kingdom's central territories are depopulated due to the high death toll; Plague claims Overking Osbert I who is succeeded by his son Osbert II
2799	9283	304	Orcus learns of residue of primordial power in caverns and tasks Grand Cornu of Tsar to establish a grand temple beneath the Forest of Horrors in secret
2808	9292	313	Cloister of the Frog-God decimated by Red Plague
2814	9298	319	Glazerel uses <i>anima engine</i> to begin construction of dungeons of Rappan Athuk among deep caverns beneath Forest of Horrors
2818	9302	323	Glazerel constructs Upper Temple as first of three temples to focus Orcus's power in Rappan Athuk
2871	9355	376	Glazerel constructs Lower Temple as second of three temples to focus Orcus's power in Rappan Athuk
2873	9357	378	Disciples of Orcus encounter goblins of Greznek in caverns below Lower Temple, King of Greznek orders Idol of Snurge cast down and rededicates goblin city to Orcus
2967	9451	472	Keep constructed at King's Bridge for protection of burgeoning market town
2970	9454	475	Huun besiege Tircople, overrun part of Crusader States; Overking Yurid gathers Crusader army at Pontus Tinigal and Tros Zoas to sail for Khemit, march overland to Tircople
2971	9455	476	Second Great Crusade breaks Siege of Tircople and drives Huun from Sacred Table
2974	9458	479	St. Barthomey of Orcus burned at the stake in Tircople but his ashes are smuggled to Tsar
2977	9461	482	Count Wynston Mathen returns from Second Great Crusade and given land grant in Moon Fog Hills; Mistwood silver lode discovered near Malthlyn; Cult of Tsathogga introduced to Sinnar Coast

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3030	9514	535	Founding of trade city of Bard's Gate at King's Bridge
3035	9519	540	Shengotha Plateau covered in unnatural glacier, decimating dwarven Clan Krazzadak; The Winter Lich drives remaining dwarves from plateau, city of Bryn Tuk Thull sealed; Year of the Hard Cold afflicts Stoneheart Valley, ruining the harvest, killing winter crops, and delaying spring planting
3036	9520	541	Famine strikes Stoneheart Valley and surrounding areas hard, starvation sets in across the region
3037	9521	542	Dwarven craftsman arrive in Bard's Gate from Halls of the Silverhelm and begin construction on retractable canal bridges
3039	9523	544	Silverhelm dwarves construct massive basilica temples to Thyr and Muir in Bard's Gate; High Altars moved from Valley of the Shrines into city
3119	9603	624	Guilds of Bard's Gate are formalized, city council becomes Council of Burghers to oversee trade and revenue for the city; Burgher Hest of Teamsters' Accord elected first Mayor of the Council; Duquaene the Bard elected first High Burgher of Bard's Gate
3169	9653	674	Crusader Coast overrun by Huun; Tircople sacked
3172	9654	675	Fleet gathers in Reme to transport Third Great Crusade to Crusader Coast
3173	9657	678	Third Great Crusader army lost at sea; Glazerel constructs Chapel of Orcus as final of three temples to focus Orcus's power in Rappan Athuk, The Master manifests within Rappan Athuk as avatar of Orcus
3181	9665	686	Karsh of Orcus creates the Zombiestone
3190	9674	695	Dwarf lord Durand Strong-Arm discovers gold and silver west of Blackflow River; Establishes Durandel mines under Fae Copse in Southvale
3199	9683	704	Overking Oessum VIII calls for Fourth Great Crusade; Armies and fleet gather at Endhome to sail for Crusader Coast
3207	9691	712	Huun defeated at Battle of The Sickles; Overking Oessum slain; Graeltor crowned overking
3208	9692	713	Army of Light marches on temple-city of Tsar; Desolation of Tsar Created
3209	9693	714	Tircople falls to Mguru tribes; Last Justicar of Muir slain; High Altar of Orcus secretly relocated from Tsar to Rappan Athuk; End of the Hyperborean Age
3210	9694	715	Army of Light defeats Tsar and pursues Disciples of Orcus into Forest of Hope; Grand Cornu Jervix dies in implementing Great Retreat; Baron Simrath slain in night battle east of Wild Edge River Ford; Army of Light lured into Bloodways and defeated; Praetor Aura Veng trapped in Tomb of the Beacon; Slavish the sorcerer deserts Army of Light and makes secret lair within dungeons to stalk Orcus's avatar The Master; Duke Aerim assassinated by Orcusite allies; Citadel of Orcus vanishes from Tsar; Beginning of the Age of Breaking (current age)
3211	9695	716	Construction begun in secret on Rappan Athuk sunken graveyard and mausoleum; Canon Lorvius raised as Grand Cornu of Orcus; Archbishop Pagonis establishes gate between Rappan Athuk and desert near Tircople; Archbishop Pagonis returns to Rappan Athuk from Tircople and assassinated by Lorvius in Great Purge
3213	9697	718	Foerdewaith Wars of Succession begin
3215	9699	720	Grand Admiral of Pontus Tinigal withdraws from Foere, declares himself Emperor of the Oceans Blue; Kingdom of Oceanus established on Pontos Island
3219	9703	724	Reconstruction begins on King's Bridge, expanding it to its modern dimensions; Pirates erect stronghold off coast of Eastreach while strife engulfs maritime powers of eastern Akados
3221	9705	726	Construction of Rappan Athuk's Bastion begun
3229	9713	734	Grand Cornu Lorvius first successful use of <i>mushroom of youth</i>

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3230	9714	735	Nadroj the wraith breaks Zelkor and makes him an undead minion of Orcus
3241	9725	746	The Camp first established on border of the Desolation of Tsar; Slavish achieves lichdom in his Rappan Athuk lair
3245	9729	750	Wandering companies of mercenaries and deserters increase in number as wars of the Sundered Kingdoms begin to wind down; Glazerel's apprentice Magerly achieves lichdom and disappears
3260	9744	765	Orphans of War Society of Bard's Gate established by famed orator Hegany Durgas on 50th anniversary of Army of Light debacle
3261	9745	766	Orphans of War Society rises to prominence, Durgas styles himself as "Gods Watcher"; Old temples of Bard's Gate begin to lose influence as Society's rhetoric turns on them over costs and failure of Tsar campaign
3263	9747	768	Grand Cornu Lorvius second successful use of <i>mushroom of youth</i>
3268	9752	773	Orphans of War Society forces vote through Council of Burghers to become an official guild of the city, Watcher Durgas becomes a burgher and is able to wrest position of Mayor of the Council from High Burgher Meriwot the Marred
3271	9755	776	Mayor Durgas manages to pass <i>Guildmasters' Act</i> , permanently removing Bard's Gate clergy from Council of Burghers, public outcry is stifled by club-wielding men wearing grain-sack hoods on every street corner; Temples of Thyr and Muir begin to divert their resources and High Altars in the Valley of the Shrine as church influence continues decline in the city
3272	9756	777	Shadow Masks founded in Bard's Gate
3299	9783	804	Mayor Hegany Durgas disappears, many church leaders in Bard's Gate implicated though none are ever formally charged with a crime after newly elected Mayor Feldrim of Teamsters Accord proposes amnesty for all city priests



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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3319	9803	824	Grand Cornu Lorvius unsuccessful use of <i>mushroom of youth</i> , ages decades and stricken ill
3326	9810	831	Grand Cornu Lorvius slowly recovers and third successful use of <i>mushroom of youth</i>
3339	9823	844	Oceanus and Foere sign non-aggression treaty
3380	9864	885	Knightly Order of Macobert largely destroyed in Courghais, the few survivors go into hiding
3387	9871	892	Bard's Gate Temple District in decay, religious center of city moves to King's Bridge
3392	9876	897	Tower of Bone appears in Fae Copse; Dwarven city of Durandel falls
3393	9877	898	Personal papers of deceased Mayor Feldrim implicate him and leaders of Teamsters Accord in murder of Mayor Durgas; High Burgess Laressa Underwood with support of Council of Burghers abolishes Teamsters Accord from city and has Mayor Lamar Hydenquel of the Teamsters stripped of office, with support of church leaders she manages to have office of Mayor of the Council again attached to office of the High Burgher/Burgess
3400	9884	905	Rappan Athuk: The Dungeon of Graves discovered in Forest of Hope; Booth Axlecrafters forms Wheelwrights Guild in Bard's Gate
3402	9886	907	Grand Cornu Lorvius fourth successful use of <i>mushroom of youth</i>
3403	9887	908	Crane the Sorcerer discovers tomb of Ereg Tal beneath Rappan Athuk, adds wards to protect it
3406	9890	911	Grand Cornu Lorvius forms alliance with coastal pirates, establishes gate between Rappan Athuk and their island fortress
3408	9892	913	Shekahn driven from Castorhage by The Fetch for taking Corinaria as consort, take refuge with the Underguild of Curgantium
3413	9897	918	Artolucor the archmage arrives at Rappan Athuk but disappears on the dungeon's first level before managing to plumb its depths
3414	9898	919	The Lyre Valley grows more wild and dangerous, High Altars of Thyr and Muir relocated back into city after too many parishioners and priests in the Valley of the Shrine go missing
3415	9899	920	Brotherhood of Arn establishes healing order in Mouths of Doom
3420	9904	925	Crane the Sorcerer disappears while warring against Tsathogga's Violet Brotherhood
3425	9909	930	Shandril of Freya founds village of Fairhill in Stoneheart Valley
3427	9911	932	Eralion constructs keep in Stoneheart Valley near Fairhill
3436	9920	941	Captain Aldrin Shaw of Eastwych deserts from the navy of Foere, relocates to Swordport; Begins to gather small fleet of freebooters; Shaw's estate at Stormshield seized by city of Eastwych
3437	9921	942	Zelkor's Ferry founded by Bristleback family
3438	9922	943	Bofred, Last Champion of Thyr, leads small army to destroy Rappan Athuk; Bofred overcome by combined might of Orcus and Tsathogga and entombed alive; Igri the Paladin defeated by The Master, avatar of Orcus, and cursed to unlife; Bofred's army scattered with few survivors emerging from dungeons
3439	9923	944	Unseasonal torrential rains begin to fall on the eastern slopes of the March of Mountains, the rains continue virtually nonstop causing extensive flooding, washout of roads, and undermining of city walls and building foundations; Duchy of the Rampart, Kingdom of Suille, County of Yourdon, Keston Province, and Count of Toullen are hardest hit
3441	9925	946	Shekahn and Corinaria sent by Underguild to infiltrate Rappan Athuk, establish lair in the Basilisk Cavern
3442	9926	947	Captain Shaw's fleet driven from Swordport by earl's dragoons; Flees to Razor Sea

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3443	9930	951	The rains have continued for four years; Casualties from flooding and mudslides have reached the tens of thousands, the destruction of property is on a massive scale, and trade on the South Road has virtually been brought to a halt causing economic recession in the lands east of the mountains; The noted scholar and philosopher Oscobar of Vermis declares the rains to be the work of the forces of Darkness and calls them the Fiend Rains, he predicts they will continue for another 13 years; The strange blind mystic Lun of the Mountain calls the rain Rynas' Tears, but she gives no explanation why; Lun says the rains will end in 6 more years
3445	9929	950	Bard's Gate west wall strengthened and expanded to current Dimensions; Coast Road Keep constructed to defend against pirates, bandits, and hostile warbands; Grand Cornu Lorvius fifth successful use of <i>mushroom of youth</i>
3449	9933	954	After 10 years the Fiend Rains come to an end
3461	9945	966	Dwarven hero Dargeleth Silverhelm disappears in Under Realms
3463	9947	968	Talon of Orcus constructed to oversee Bloodways
3469	9953	974	East wall of Bard's Gate erected to encompass the Outer Quarter
3480	9964	986	Dominion of Un established by Goov the Disfigured in Unclaimed Lands
3484	9968	990	King Goov sacrifices 500 maidens to Orcus and slain in popular revolt, rises as undead creature and flees to Rappan Athuk with captive Yokim of House Portia, consort of Helman "Hairfoot" Hillman
3485	9969	991	Helman "Hairfoot", Bannor the Paladin, Gaylon Swordsinger, Flail the Great, Bulviegh, and Spiegle the Mage enter Rappan Athuk to save Yokim of House Portia but fail to rescue the maiden
3487	9971	992	Pirate ship <i>Scarfish</i> runs aground south of Rappan Athuk
3488	9972	993	Red dragon Aragnak destroys Coast Road Keep, clears pirate stronghold and makes it his lair
3493	9977	998	Koraashag the Craven sent forth into tunnels beneath Rappan Athuk by Orcus to find the "pit of the abyss"
3494	9978	999	Koraashag discovers the bottomless pit beneath the Stoneheart Mountain Dungeon and builds a secret temple of Orcus in its Depths; Disciples of Orcus accidentally release Beast of Rappan Athuk into forest above
3495	9979	1000	Eralion seeks <i>mushrooms of youth</i> in Rappan Athuk but fails in quest, becomes convert of Orcus instead; Eralion constructs <i>gate</i> between Zekor's Lair and Stoneheart Valley; Disciples of Orcus construct <i>gate</i> between the Chapel of Orcus and the Stoneheart Mountain Dungeon, begin reinforcing secret temple there
3496	9980	1001	Juliello Broad-Toe makes fortune adventuring in Rappan Athuk, discovers unlinked <i>mirror portal</i> near "Gates of Hell"
3497	9981	1002	Abysthor, High Priest of Thyr, disappears in the Valley of the Shrines; Mailliw Catspar slays the Beast of Rappan Athuk and then disappears within the infamous dungeon
3499	9983	1004	Bofred the Just raised as the High Priest of Thyr in Bard's Gate; Eralion attempts to attain lichdom but fails, imprisoned beneath his keep in Stoneheart Valley
3500	9984	1005	Gnoll hordes attack Bard's Gate; Commander Avorill slain, Imril given command of Lyreguard; City's standing army instituted
3501	9985	1006	Cylyria leaves Lyreguard and takes a positon as provost of Bard's College; "Merinath" forms Fellowship of the Note
3505	9989	1010	Duloth Armitage becomes burgher of Wheelwrights Guild; "Fat" Juliello Broad-Toe establishes casino in Bard's Gate and links basement to Rappan Athuk through <i>mirror portal</i>

RAPPAN ATHUK

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3507	9991	1012	Gray Deacons disappear overnight, Slip-Gallows Abbey becomes a haunted place in the middle of Bard's Gate; Shrines of Thyr and Muir lost to hordes of Orcus out of Stoneheart Mountain Dungeon; Clan Silverhelm seals its halls to outside world
3508	9992	1013	Bofred the Just and Barahil the Faithful found the Order of the Sword of Retribution in Bard's Gate; Shadowguild rises as thieves' guild of Bard's Gate to replace Gray Deacons
3509	9993	1014	Cylyria elected High Burgess of Bard's Gate; The hero Corondel slays the green dragon Springdread in the Forest of Hope
3511	9995	1016	Balcoth the Wraith-mage breaks through the Wall of Sleep and travels from Leng to Stoneheart Mountain Dungeon in search of a source of immeasurable power
3513	9997	1018	Calthraxus the Black attacks Bard's Gate mines and makes them his lair; Yaza Mongro begins to hear whisperings of Ginnungagap; Coprophagi emigrant from Castorhage named Urovok becomes proprietor of Last One Inn in Rappan Athuk
3514	9998	1019	Armies of Huun lay siege to Bard's Gate
3515	9999	1020	King Ovar defeats Huun in Gulf of Akados and at Bard's Gate and pursues them into Irkainian Desert
3516	10,000	1021	Corondel leads an adventuring band into the Temple of Final Sacrament in Rappan Athuk but emerges alone and broken
3517	10,001	1022	Current year; Rumors of Ovar's return from Irkaina; The Seer arrives at Rappan Athuk in search of the <i>Staff of Artolucor</i> ; The Fire Hawks company enter Rappan Athuk

Keeping Time in the Lost Lands

Exact time is rarely important in a dungeon crawl, although there are certain parts of the adventure where time can play a critical role. For those interested in such matters, here is how time is handled specifically in Akados (and Libynos).

The length of the day in the Lost Lands is measured as 24 hours, and these are further divided into two 12-hour periods of Prime (counting from midnight) and Non (counting from noon). Hours are then designated by where they fall after one of those points: 1st hour prime (1:00 A.M.), 7th hour non (7:00 P.M.), etc. At sea, the hours are sometimes referred to as "bells" because of the practice of ringing the ship's bell on the hour, but the numbering convention is otherwise the same (e.g. 2nd bell non, 10th bell prime, and so on).

Our familiar modern concepts of minute and second increments are not recognized in the Lost Lands, but are instead based on lengths of spell durations as observed and meticulously recorded by court magi in the early days of the Kingdom of Khemit. These carefully measured time periods were later applied to the practice of commerce in the form of rented time on a public millstone.

–**Hours** are divided into 6 10-minute periods, each called a "turn" or "turn-of-the-glass" or just a "glass" (for turning over a 10-minute hourglass that was used to determine the usage/charging rates of a millstone).

–**Turns** are further divided into 10 1-minute periods, each called a "tenth" (both for 1/10th of a turn and for the number of times a standard* millstone turned in a 1-minute period).

–**Tenths** are divided into 10 6-second periods, each called a "round" (for the length of time it took a standard* millstone to complete one revolution).

–**Rounds** do not typically have subdivisions, since there are few applications in the everyday life of the Lost Lands where such time precision is necessary. Some clocks do, however, make tic marks on clock faces between rounds to divide them into sixths (i.e. a 1-second interval) to track more precise time units for activities such as horse racing, witch dunking, etc.

Official timekeepers in the Lost Lands are usually known as "Counters" from their original job of counting revolutions of the millstone.

*The Hyperborean Empire created a standardized millstone size and speed of rotation on which turns and rounds were based. Millstones since then often have great variability, but the standardized time units have remained in use for clocks.

The Fire Hawks – An Adventuring Company

The Fire Hawks are a band of experienced adventurers who journeyed into Rappan Athuk in the recent past (within the last month or so), accessing it via the Temple of Final Sacrament (Level 1A) and traveling to the Bloodways (Level 9D). There they came to a bad end when they encountered a group of priests from the Talon of Orcus (Level 10C) at Area 9D–3. Although they defeated the evil leader of the Talon, transforming him into 9D–3's current inhabitant, the members of the Fire Hawks were badly wounded and forced to flee, splitting up in the process. The members of the group and their fates are given here.

- **Azarthraine of Hallowfall** (male elf fighter/wizard): Party leader. Spells nearly exhausted, he came to an ignominious end in the clutches of several mustard jellies in Area 9D–9 (it is his headless skeleton there). His companion Mezuryk was able to retrieve his head, hoping to escape to the surface and have him resurrected. Instead, Mezuryk was captured (see below), and the skull of Azarthraine now decorates the Seer's private chambers in Area 10C-10.
- **Mezuryk** (male human thief): The Fire Hawks' trap disarmer and lock opener. Priests of Orcus captured him, and he has been tortured and driven insane. He remains a prisoner in the Talon of Orcus (Area 10C-13A).
- **Kalina** (female human cleric): A follower of Oghma, Kalina was separated from the rest of the group. She too was captured and tortured to death at the Talon of Orcus. Her lifeless corpse was then reanimated, and now stands ready to serve her former captors in the Talon as one of the zombies in Area 10C-7.
- **Oldaric** (male human fighter): He died early on in the Bloodways after a devouring mist sucked him dry. He has become one of the many vampire spawn that lurk within the labyrinth.

Rumors about Rappan Athuk

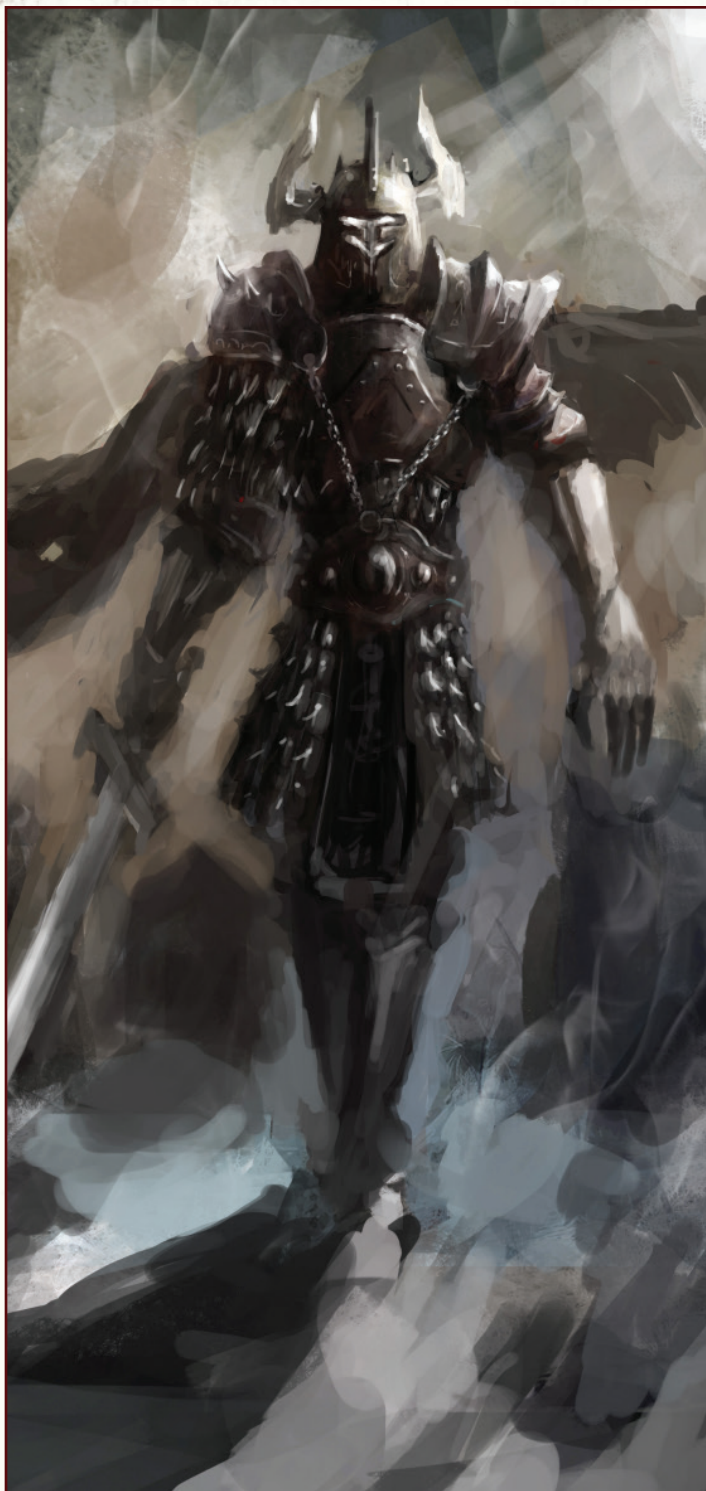
In addition to the Legend of Rappan Athuk, each character has a chance of knowing a few rumors about the complex from common legends. Each character can make 2 rolls on a 1d6: a roll of 1 or 2 earns the character a rumor. Spellcasters may make a third roll to check for rumors. Roll each rumor randomly on 1d100 on the table below or select an appropriate rumor as desired.

False Rumors

Rumors about Rappan Athuk and its environs include half-truths and falsehoods. Some have been propagated on purpose, and others have been transformed through happenstance. How is a player to know which rumors are true? Through their characters' actions, of course. This is up to you. The veracity of some rumors may be checked at Zelkor's Ferry. Others might need to be verified with individuals found in or around the dungeon, and some might require the vision of a certain oracle, or some magical investigation. Be creative with these, and remember that, especially for the false rumors, different sources might provide different information.

d100 Rumor

- | | |
|----|--|
| 1 | Zelkor, the good wizard of old, is now an evil lich living in the upper levels protecting the evil temple and the descent into it. (Partially true.) |
| 2 | A high priestess of Hecate, the goddess of magic, was turned into a statue of living ruby, and is entombed in the dungeon. She had a magic ring that allowed her to change shape. Her name is Akbeth. (True.) |
| 3 | A rich gold mine can be found if one can find a cavern with a man-made river channel and defeat the monsters there. (Mostly true.) |
| 4 | The temple of Orcus no longer exists within the dungeon. Its existence is a lie told by adventurers to keep others away. (False.) |
| 5 | A great oracle can be found beyond a massive cavern. He can tell all to anyone willing to pay his price. (Mostly true.) |
| 6 | A company of dwarves recently went to look for a gold mine said to be in the dungeon. None of them returned. (True.) |
| 7 | Orcus put a curse on the complex when he built it. Any that disturb his temple will become slaves of darkness, never to return. (False.) |
| 8 | A great city of goblins lies deep in the complex, and they are followers of Orcus. (True.) |
| 9 | The entrance to Hell lies deep in a maze complex. It can be found only by swimming through a pool of water. (True, though only in a figurative sense. The level is called Hell by any that have been in it.) |
| 10 | A great priest was entombed within the complex behind a door sealed with seven seals. If released, the powers of good would be greatly aided. (True.) |
| 11 | The dungeon was originally a good fortress built to protect against the advancing hordes of evil. Evil overcame its defenders. (False.) |
| 12 | Magical black skeletons inhabit the dungeon. They are greatly feared, as clerics cannot turn them. (Partially true. Clerics have difficulty turning them.) |



- **Andwyn** (male dwarf fighter): Andwyn died trying to hold off the priests so the rest of the group could escape area 9D-3. The fate of his remains is unknown.
- **Adrenai** (female elf thief): Adrenai was separated from the group and became lost in the labyrinth just before the priests of Orcus were encountered; she eventually became a snack for a shadow hunter serpent.
- **Marsenter** (male human fighter): Separated from his companions during the battle and hounded through the dungeons, he sought to evade his pursuers by hiding in a pool of water, using a magical ring to breathe like a fish. However, the chill temperature of the water induced hypothermia, and he ended up falling asleep and dying. His remains can now be found in Area 9D-8 of the Bloodways.

RAPPAN ATHUK

d100	Rumor
13	A powerful illusionist lives near the surface. Do not believe everything you see. He is cannibalistic and possesses great powers. (Mostly true. The "illusionist" is Scramge the rakshasa.)
14	There is a monster immune to everything on the first level. It is amorphous and smells terrible. A wise person flees from it. (This is very true.)
15	Inside a great labyrinth lies a strange mushroom that can restore youth to a human. They are blue with red spots and lie under a bridge. (Partially True. The mushrooms randomly reset the consumer's age, which for most means youth.)
16	Some of the tunnels dug by the giant rats of the complex lead to interesting places. Some lead nowhere. (Very True.)
17	A wise person uses the rivers to travel in this place. They are dangerous, though. Many who did not know the correct paths have drowned. (True.)
18	Deep in the dungeon lies a vast cavern with monsters of gigantic size. (True.)
19	A magical pool leads to a wishing well. A person who casts a magic item into it will get a wish. (False.)
20	There is a corridor of solid white stone, which is cursed. Anyone who walks its length is lost forever. (Almost true. Most, but not all, who walk the corridor die.)
21	On the fourth level, there are no monsters, but wondrous amounts of gems. (False. Give us a break.)
22	The caves are safer than the carved passages. The upper levels are also very tough in the carved areas. (False. The caves are no safer than the carved passages. Both are dangerous.)
23	As the great mage Speigle said, "Beware of purple worms." A wise person heeds his advice. (So true it's written on the wall on Level 3.)
24	In the lower levels, some spells cannot be regained due to the evil powers in this place. Conserve spells on deep treks. (True.)
25	Solid mithral gates bar the way into a great treasure horde guarded by a lich in the great cavern. If one can access them, they would be richer than an emperor. (Partially true.)
26	Deep within the hill lies a pool of lava guarded by demonic lizards. If one can defeat them, pure gold can be distilled from the liquid rock. (Partially true. There are salamanders but no gold.)
27	Giant scorpions guard the way to the tomb of a fell king. (True.)
28	It is said that the great paladin Bannor was overcome by a horde of enemies in the dungeon. His mighty holy sword, <i>Gurthdurial</i> , is rumored to have been lost in the Hall of the Cyclops King. (False.)
29	A new form of troll, a "swimmer," was seen to aid goblin miners in a deep cavern complex. (True. This sighting confirms the existence of river trolls on Level 8.)

d100	Rumor
30	The tomb of a fallen paladin is hidden near the goblin city. The paladin was corrupted by the sorceress, Deserach. (True. You 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 hydra, if wisely employed.)
32	Kazleth rules as Lord of the Maze. He is an abomination, with the head of a bull atop the body of an ogre. (True. He is the phase minotaur king of Level 7A.)
33	A demonic spider queen lurks near her pets. (Partially true. She is a wizard, not a demon.)
34	The goblin city's entrance lies unguarded. The goblins allow free trade with anyone who visits them. (False. Two shadow dragons guard the entrance and prevent the passage of non-goblins.)
35	A benevolent old wizard lives near the temple of Orcus. He reportedly offers refuge to those who kill the servants of the evil one. (False. Banth is possibly even more evil than the priests of Orcus. Banth will slay or transmute any character who crosses his path.)
36	There are caverns inhabited by living statues; one-time explorers transformed by evil, they ambush the unsuspecting. (False.)
37	A terrible dragon called Gath the Ravager was sealed long ago deep within the dungeon by powerful priests, whose spirits still guard his restless sleep. (False.)
38	A great library, once the property of the followers of Orcus, lies forgotten in a hidden level. Though it contains works of great evil, it also holds books that could be of great value to sages and adventurers as well. (True.)
39	A powerful adventuring group called the Dancing Blades were slain in the dungeon. Their restless spirits now wander its halls, attacking anyone they come across with their phantom weapons. (False.)
40	There is a level of flooded passages ruled by evil, lenticular, fishlike things who can take over your mind. They are the secret rulers of the dungeon. (False.)
41	A potent artifact called the <i>Seal of Power</i> was carried into the dungeon long ago by the mage-priest Donovan. He hoped to use it to seal away the evil, restless spirits of the dungeon. (False.)
42	The skeletons violently explode when they are brought down. The zombies dissolve into foul greenish goo that will eat your flesh and turn you into one of them! (False.)
43	There is an insane blackguard named Ian the All-Seeing who collects the eyes of all he meets. He is said to have thousands of eyeballs in his collection now. He can control them, make them move about, and see things for him. (False.)
44	The goblins of the dungeon are actually mutated giants. Although they are small and stunted in appearance, they are incredibly strong. (False.)

RAPPAN ATHUK

d100	Rumor	d100	Rumor
45	Recently the champion Corondel fought and defeated the green dragon Springdread in the Forest of Hope. Corondel subsequently disappeared. It is rumored that the dragon was merely badly wounded, and now lurks deep within the forest, killing all who stray too deep. (Partly true. Corondel did fight and kill a green dragon and then disappear.)	58	Deep within the dungeon there is said to be a place where the light of the noonday sun still shines; this place is abhorred by the foul creatures that live within the caves and caverns. (Partly true. There is a cave lit with sun by day, but it has its share of dangerous creatures.)
46	Gnolls have been spotted along the caravan route south of the Foothills. They are said to be holed up in a ruined keep overlooking the caravan route. (Partly true. The bugbears have been mistaken for gnolls.)	59	When the craven armies of Orcus fled from Zekor and his army long ago, a great lieutenant was instrumental in holding off the pursuers. He bought time for the priests to enter the dungeon and lick their wounds. For his valor, the dark champion was entombed. The halls around his burial chamber are filled with terrible creatures, red mist, and visions of ancient sins, long forgotten. (True.)
47	Pirates sometimes hazard the reefs along the coast to land at secret inlets and bays and stash great treasure; woe betide the adventurer caught spying upon them! (True.)	60	A group of adventurers calling themselves the Fire Hawks recently left on an expedition to Rappan Athuk and have not returned. It is said their leader carried with him an artifact of great power. (True about the adventurers. The fate of the leader and whether he carried an artifact is for you to determine.)
48	Outlaws sometimes hazard the dangers of the wilderness, seeking refuge from the law. It is said that some have even banded together, to start their own community. (True.)	61	A great wizard tried to build a tomb in the wilderness but couldn't manage the effort. (False. Rappan Athuk was built by Glazerel.)
49	Though some brigands attack caravans that pass through the area, others specialize in taking on adventurers exiting dungeons and lairs, weakened but fat with loot. (True.)	62	The monks of the small shrine off the Coast Road are helpful to passersby. (Partially True. The monks of the Cloister of the Frog God are not immediately hostile.)
50	A great red dragon has been seen flying about the region. It is said to lair somewhere to the east. (True.)	63	Beware of the coastline! A great and powerful sea serpent roams the coast, seeking to sink ships and hoard their gold. (False. The beast on the coast is a kraken.)
51	The Troll Fens are aptly named. They are brimming with trolls, poisonous snakes, quicksand, and other hazards. (True.)	64	The lost army of Tsar is still in the Forest of Hope, somewhere. (False. They are on Level 14A of Rappan Athuk.)
52	A druid is said to live within the Forest of Hope, and she is hostile to any who invade its bowers uninvited. (True.)	65	There is a vast underground cavern system populated by hideous beasts under the Forest of Hope called "The Barrows". (Partially True. It's called "The Gut" or the "Cyclopean Deeps.")
53	Three old crones are said to live along the coast, and for a price of gold and blood, they can let you see into the past and future. (True.)	66	It is said the frog worshippers seek some undiscovered evil, deep within the earth (True.)
54	A jet black temple is said to be hidden somewhere in the hills; those who enter its dark confines never return. (True.)	67	"I hear that them nice priests built a temple nearby to scourge the thralls of Orcus from this place, I say welcome to them!" (True, from a strange perspective, but they are not nice.)
55	Many back entrances to the most famous of dungeons are said to lie in the wilderness, but the hills are so riddled with caves that finding these entrances is all but impossible if one knows not where to look. (True.)	68	"Frogs, everywhere! I swear the river was brimming with them!" (True.)
56	A shrine to a foul god or demon is said to lie beneath the hills; its corridors are a gauntlet of terror and gruesome death. (True.)	69	"Deceivers and evil wizards I tell you, one of those priests even turned me into a frog! I got better." (False.)
57	One hot, sticky summer a score of years ago, a terrible beast came out of the wilderness and fell upon the surrounding lands, razing towns and ravaging farms. It killed many of the finest warriors and baffled the most potent wizards before finally being slain by the adventurer Mailliw Catspar and his comrades. Triumphant, these brave souls tracked it back to the Dungeon of Graves — and were never seen again. (True.)	70	"We lost six friends when we went near that old elven castle! Full of giants throwing rocks it was!" (False.)
		71	"I heard that old elf lord went crazy, something about swords and princes!" (True.)
		72	"Those green priests told me that the death head priests were moving into the castle to the west. Don't know about you, but I think it's time to leave this place." (Possible.)
		73	"I heard a giant black dragon was seen in the hills to the west. They say it serves a demon!" (False.)

d100 Rumor

- 74 "The elves have returned to the castle to the west, but I hear they shoot first and ask questions later. I always hated elves." (**False.**)
- 75 "The adventurers who uncovered the ruined keep are in fact brigand tomb robbers!" (**True.**)
- 76 "I heard that when the adventurers opened up the old keep, a balor came out and devoured them all!" (**False.**)
- 77 "It's said that some great evil lurks below the southern towers of the old keep. Only a fool would go wake it up." (**Possible.**)
- 78 "A great dwarven warrior is buried near that keep. I bet he took a bunch of treasure to his grave, and I heard he had an axe that actually talked to him! After all, you know how dwarves are." (**True.**)
- 79 "Those priests who wear those green robes were asking a lot of questions about the towers. They sure seem nice, but I am confused why they would care about a stinky old ruin." (**True.**)
- 80–100 "Rappan Athuk? Bah! No one ever gets out of that place alive! (**Partially True**)

Rules and Rulings

There is a common statement that older gaming was about rulings and newer gaming about rules. While probably not generally true, it is certainly true that different rules exist in the fifth edition than in previous editions, and that many dungeon effects that were previously covered by vague references to imprecisely defined spells or magic items may now be in direct contradiction to explicit rules. Never fear — the *anima engine*^{GM} is here. This powerful artifact sits near the bottom of Rappan Athuk pulling in souls and messing with the very rules of reality. If you absolutely must justify why *teleportation* doesn't work on this level or why nothing other than a specific key will open that door, the *anima engine* is your friend. This item was used to create Rappan Athuk, and its effects are not confined by rules. And, of course, the authors of Frog God Games also created *Rappan Athuk*, and they too are not confined by rules. They are confined by fun. Sometimes it is more interesting if *teleportation* doesn't work here or the party has to go looking for a certain key there. It is always with this in mind that various rules are broken.

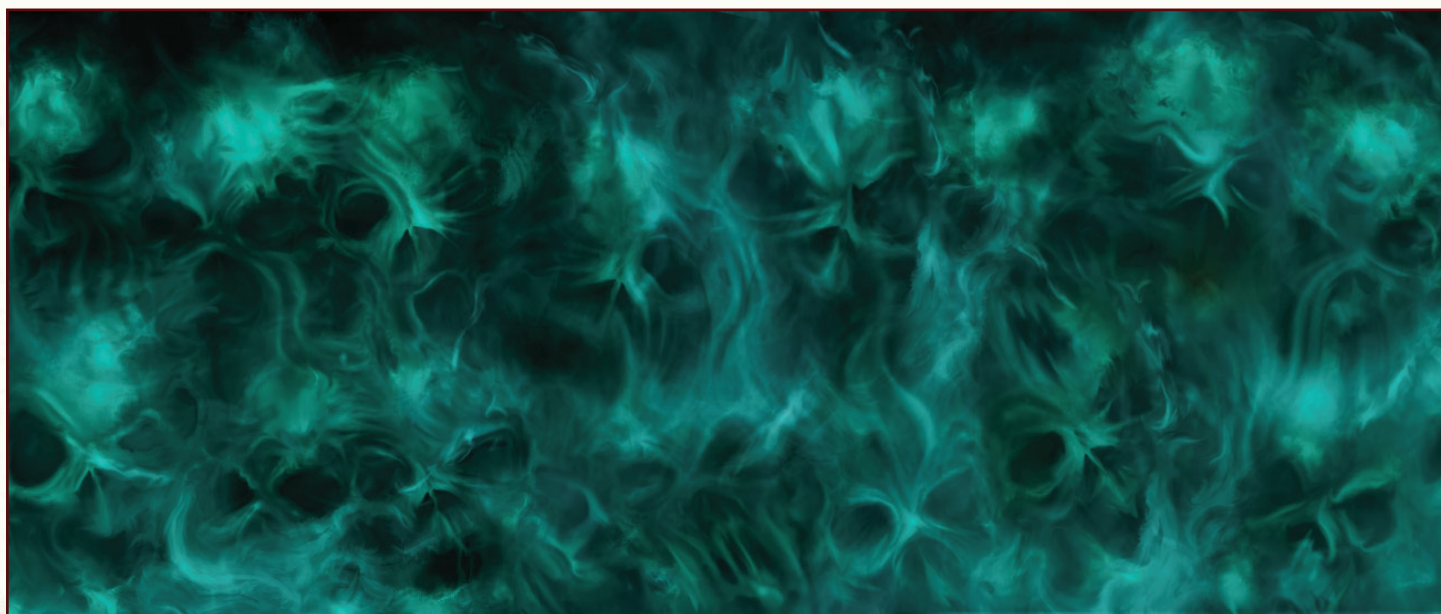
Skill Checks

Much of *Rappan Athuk* was written without skill checks in mind. If a player says their character knocks on the bottom of the chest, you might well tell them a hollow bottom is found. As part of bringing the adventure into the current edition, we have tried to provide DCs for climbing, swimming, finding secrets, etc. Feel free to ignore them if you and your players prefer another method of resolving these obstacles. Also, the DCs were written with idea that the characters often have advantage on the rolls. The characters use tools, magic, and knowledge to overcome the roadblocks set before them, and any of these may grant advantage on a roll. For example, the Strength checks for smashing open chests assume raw muscle. Imagine how much easier it should be with a crowbar! In addition, many of the obstacles are time and wandering monsters (see sidebar). If you're not interested in wandering monsters and guttering torches, you might want to eliminate many of the skill checks and just allow the characters to pass, with the idea that given enough time, they eventually get the door open or climb the wall. One word of caution, however — many of the really difficult obstacles are placed to protect a lower tier party from an overly powerful foe. Blithely letting the party knock down a *wall of stone* could well place them before a pair of mean-spirited lichs!

Rappan Athuk covers many miles and has had many architects and inhabitants over the millennia. As such, it is a varied place. One of the ways we have represented this is by varying DCs and consequences. You may discover that differentiating poisonous mushrooms from edible is easier on some levels than others, and that the effects of eating the toxic ones varies wildly. This is intentional and should help to keep the adventure exciting over years of play. However, you may want to bring your imagination to bear to help the players understand when and why their characters may have difficulty overcoming what otherwise seems like the same challenge they easily brushed by before. You might also keep track of how often they have figured out certain types of dangers, and grant advantage or change (or remove) the DC for certain puzzles and obstacles the characters have mastered.

Swimming, Drowning, and Quicksand

There are rules for many environmental hazards in the fifth edition. For many things that are encountered frequently, *Rappan Athuk* provides some simplified versions where a single skill check or saving throw is used rather than the series of rolls that would be required to follow them. As with everything else, these are provided in the hopes that they can help keep the game lively and interesting. If you prefer to follow the "real" rules, we try to provide information that you can easily do that as well. The alternates are our fifth edition equivalents to rulings made back when rules didn't exist.



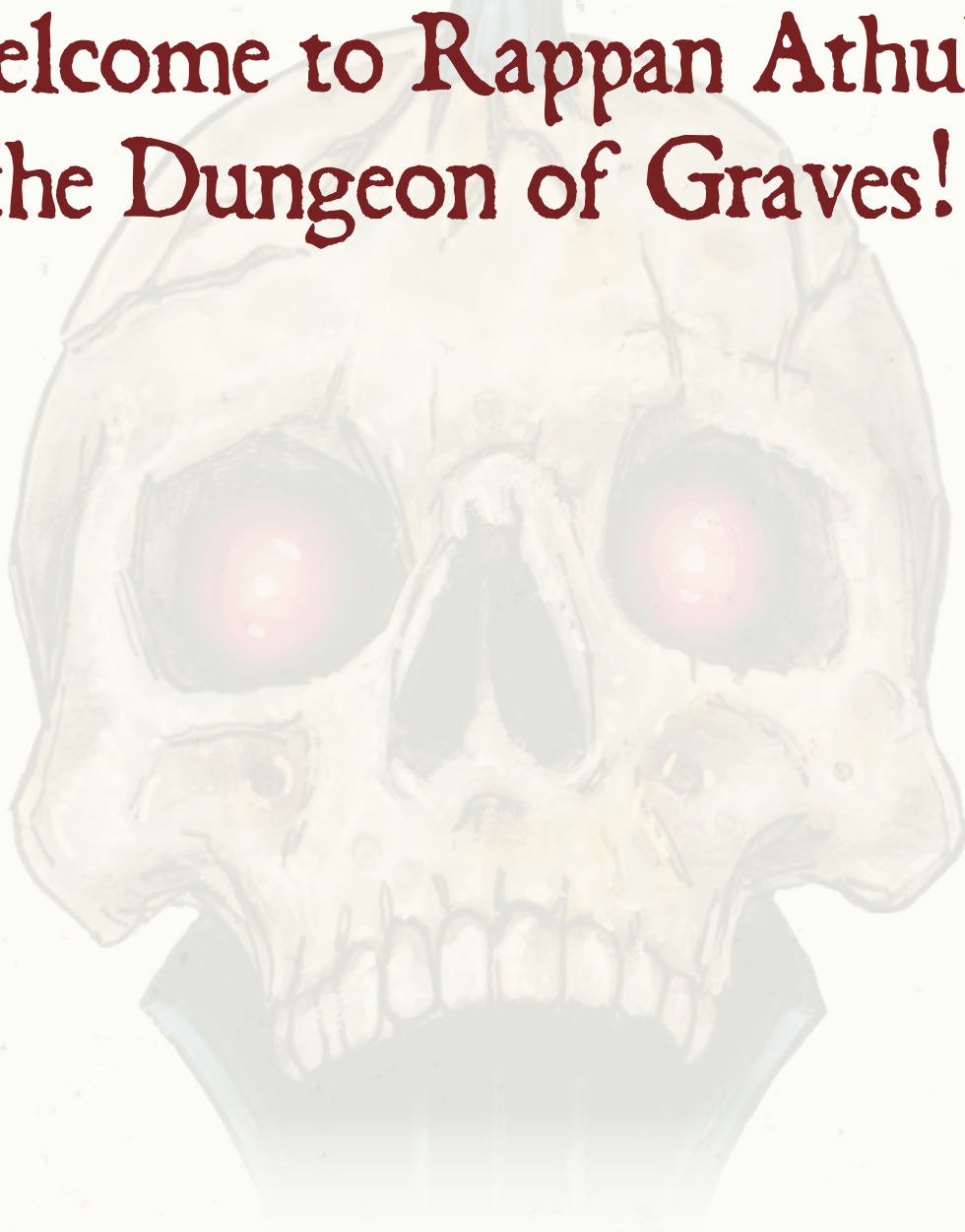
Good versus Evil

Rappan Athuk was created at a time in gaming when evil (Chaos) and good (Law) were two sides of great battle. Different powers and classes were available to each, as the two were different not just in terms of their goals for the world, but their underlying gaming mechanics. The fifth edition has changed this. The creation of spells like *detect evil and good* or the idea that all clerics use a holy symbol to channel divinity is new. We have taken the new and old together for this version. Thus, you will see unholy water and unholy symbols in the hands of the clergy of Orcus. What happens when a good character comes into contact with them? What happens if a good character tries to use them? What happens if unholy water gets splashed on an undead creature? These questions are for you to answer. Make it fun and make it memorable. On the other hand, the clergy has the same spells. They may cast *protection from evil and good* or *shield of faith*. Many of the temple areas are protected by the *hallow* spell effects. If you want to bring back a little more of the epic battle between Chaos and Law, and a little more of some of the older editions, feel free to color these effects darkly, and even, if you're up for it, to differentiate the effects a bit. Maybe Orcus really does provide his clerics with a different set of mechanics than Tyr.

Speaking of Evil

The inhabitants of Rappan Athuk represent the worst of humanity in a world where Evil literally exists. Torture, slavery, and all kinds of debasement are an everyday part of life in and around the dungeon. The book itself leaves most of this to your imagination, and the imaginations of your players. Certain areas and actions, where important mechanically, are described. If you concerned for yourself, there are some sections you may want to skip over. Perhaps more importantly, however, is please be aware of your players' enjoyment. If they are uncomfortable with any part of this, feel free to leave it aside, or occlude it. The adventure will survive, and hopefully the level of fun will increase.

Welcome to Rappan Athuk, the Dungeon of Graves!



Level 0F: The Sea Cave Dungeon

This sea cavern is another of the hidden entrance points into the deep levels of Rappan Athuk. This cave, like **Level 0A**, has an entrance that is exposed only at extreme low tides. The mouth of the cave system is covered by — or mostly covered by — seawater. During times of the full moon (extreme low tides), the entrance is exposed twice per day, with only a few inches of water blocking its mouth. The covey of sea hags (see **Wilderness Area 19**) has grown suspicious of sahuagin intrusion into the area and frequently spies on this entrance to determine if the threat is growing. Raiding sahuagin stole the magical *eye of Hecate*, a massive *crystal ball*, from the hags, and they seek its return. A clever party could ally with the three hags to defeat the creatures here. Should the characters aid the hags in retrieving the *Eye*, the hags allow characters a use from the *cauldron of blood*. This area is shown on the Sea Cave Dungeon map.

Level 0F

Difficulty Level: Level 5–6

Entrances: Cave from surface.

Exits: Ocean, river tunnel to **Area 8-13** from **Area 0F-14**.

Wandering Monsters: Check once every hour on 1d20:

Roll	Encounter
1	1 sea hag spy (avoids combat and attempts to flee, wears a <i>ring of invisibility</i>)
2	1 giant moray eel (in water only)
3	3d6 giant rats
4	1d3 sahuagin
5	1 black pudding
6	1 grey ooze
7	1 water naga (see Area 0F-4)
8	1d6 sahuagin and 1 sahuagin priest (see Area 0F-10)
9	1d3 piercers
10–20	No encounter

Detections: Strong evil emanates from the water at **Area 0F-10**. Minor evil emanates from **Area 0F-9**.

Shielding: None

Standard Features: Stalagmites and stalactites cover the floors and ceilings. Walls, columns and other features on this level are wet and slippery. This area is fungus-filled; 20% of the fungus is edible, while 10% is poisonous (save or take 1d6 x 4 points of damage over a 4-hour period). Shellfish encrustations are present everywhere.

Black Pudding: HD 10; HP 44; AC 6[13]; Atk attack (3d8); Move 6; Save 5; AL N; CL/XP 12/2000; **Special:** acidic surface, divides when hit with lightning, immune to cold. (*Monstrosities* 46)

Giant Moray Eel: HD 4; HP 19; AC 7[12]; Atk bite (2d6); Move 0 (swim 9); Save 13; AL N; CL/XP 4/120; **Special:** none. (*Monstrosities* 152)

Giant Rat: HD 1d4 hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** none are diseased. (*Monstrosities* 384)

Grey Ooze: HD 3; HP 12; AC 8[11]; Atk strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; **Special:** acid, immunities (spells, heat, cold, blunt weapons). (*Monstrosities* 229)

Piercer (2HD): HD 2; AC 3[16]; Atk drop and pierce (2d6); Move 1; Save 16; AL N; CL/XP 2/30; **Special:** drop. (*Monstrosities* 373)

Sahuagin: HD 2+1; AC 5[14]; Atk weapon (1d8); Move 12 (swim 18); Save 16; AL C; CL/XP 2/30. (*Monstrosities* 407)

Shralynn, Sea Hag Spy: HD 3; HP 12; AC 6[13]; Atk bite (1d4); Move 6 (swim 18); Save 14; AL C; CL/XP 5/240; **Special:** death gaze, weakness gaze. (*Wilderness Area 19*; *Monstrosities* 239)

Equipment: *ring of invisibility*.

0F-1. Entrance

On the side of a rock formation 20ft from shore is an underwater tunnel. The entrance is approximately 9ft wide and roughly oval shaped, with a 6ft ceiling leading 200ft up at a slight slope to the air-filled **Area 0F-3**. The entrance teems with marine life, and shellfish (mussels, clams, oysters) cover the sides of this long tunnel. These shellfish are used as a food source for the sahuagin and others that inhabit this area.

A druid or ranger notes that the floor is not covered with these encrustations — this is not natural. At extreme low tides, the tunnel entrance can be seen from the surface of the water and is exposed except for the bottom 2ft. At high tide, the water above the entrance is more than 20ft deep and cannot be seen except by someone in the water.

0F-2. Empty Caverns

This is a good time to roll for wandering monsters.

0F-3. Water and Rocks

This cave, approximately 70ft wide from the northeast to southwest, has a sunken floor that is filled with water that ranges from 10ft deep at low tide to 30ft deep at high tide. A narrow ledge wraps around the cavern, the stony walkway ranging from 5ft to 25ft above the water's surface, depending on the tide. The passages to the east to **Area 0F-4** and south to **Area 0F-6** are midway down the sides of the sunken floor, completely submerged or entirely open — again, depending on the tide.

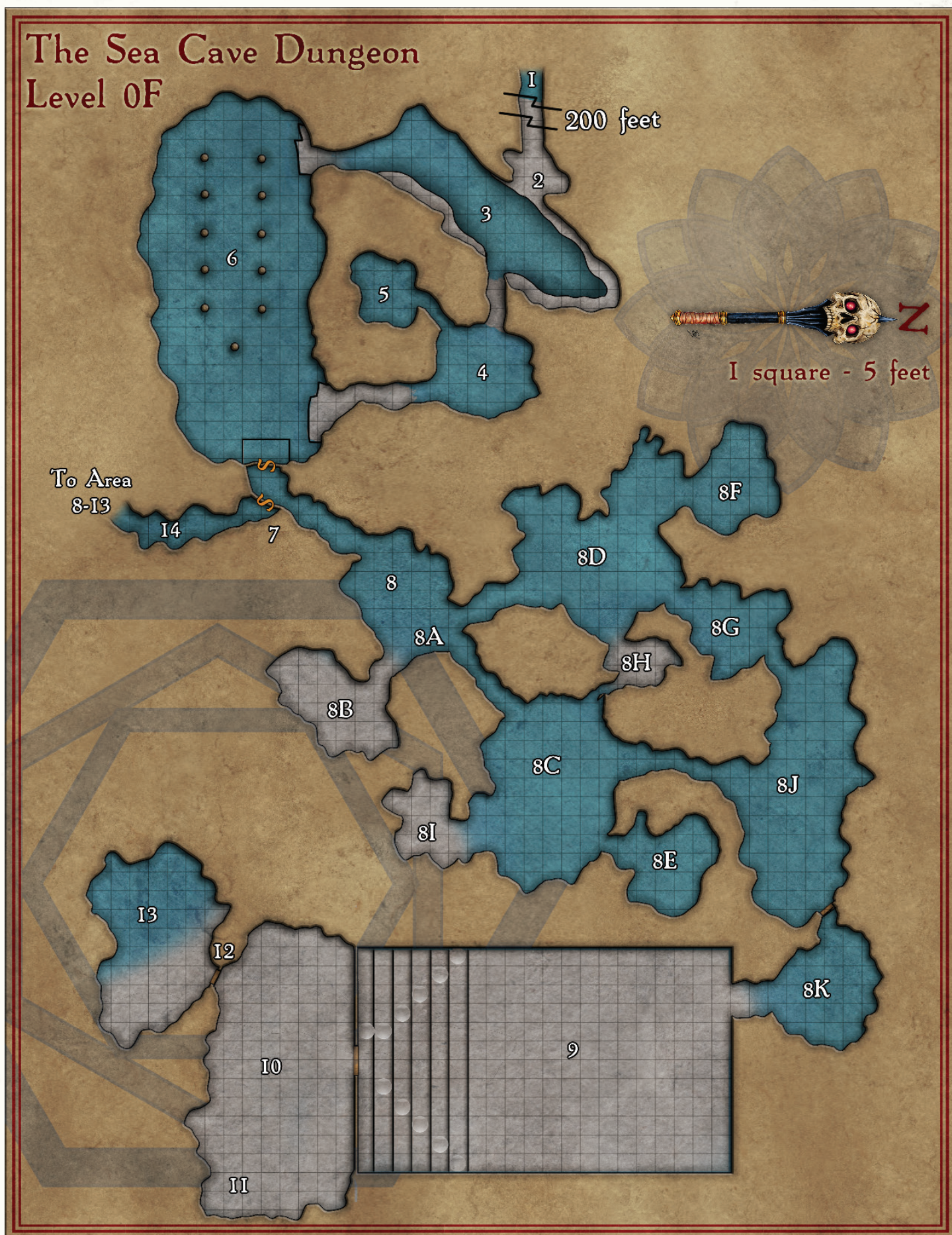
At the bottom of the pool are 4 giant oysters, each about 5ft across. Three of the 4 oysters contain fist-sized pearls, but they hold their prizes tightly. Forcing an oyster open requires an adequate tool, 2d4 rounds of labor, and a successful open door check by 2 different characters working together.

The third oyster the characters pry open contains a **ghast** that automatically attacks with surprise. A human treasure-hunter became trapped in the oyster, transforming into a ghast after drowning. Even though its

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The Sea Cave Dungeon

Level 0F



mollusk host died long ago, the undead horror has remained, waiting for release.

Ghast: HD 4; HP 22; AC 4[15]; Atk 2 claws (1d3), bite (1d6); **Move** 14; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralyzing touch, stench. (*Monstrosities* 189)

Tactics: The ghast is entirely crazed, attacking mindlessly and without pause. The chaos of combat churns the water, rousing the naga in **Area 0F-4**, who then alerts the sahuagin.

Treasure: The pearls are each worth 400gp. The ghast wears a ring on a rusty chain around its neck. The ring's signet is fashioned in the form of a ram's head. Though the ring isn't magical, the ram's head can be pivoted, revealing a tiny watertight cavity containing a pinch of highly toxic powder. If mixed in any liquid, this tasteless, odorless poison causes death if ingested, unless the imbiber succeeds in a saving throw.

oF-4. The False Messenger

This 15ft tunnel abruptly drops down 5ft into a pool of murky water that fills this 25ft x 25ft cave. The drop-off is difficult to see, so that anyone without a light source more powerful than a torch must make a save to avoid tumbling into the water.

This is the lair of **Qeemov the water naga**. The naga has tricked the sahuagin into believing it is a messenger of Set, whom they worship in its aspect of Sekolah. This clever deception ensures that Qeemov wants for nothing. The sahuagin bring the naga food and material offerings, enabling it to live a life of leisure. Qeemov is encountered here 100% of the time during daylight hours and 75% of the time at night. If the naga is away from its lair, there is a 25% chance it returns every 10 minutes.

Qeemov has no intention of disrupting its advantageous arrangement with the sahuagin, and it sees the characters as a threat to its position. Smart enough to avoid engaging a well-armed party in physical combat, the naga intends to parley until it can gain the upper hand. If Qeemov keeps the characters talking for 4 rounds, they are interrupted by a group of **2d6 sahuagin** who come bearing tribute.

Qeemov, Water Naga: HD 7; HP 36; AC 5[14]; Atk bite (1d4 plus poison); **Move** 12 (swim 20); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** poison, spells (4/2/1). (*Monstrosities* 345)
Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*mirror image*, *web*; 3rd—*lightning bolt*.

Sahuagin: HD 2+1; AC 5[14]; Atk spear (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30. (*Monstrosities* 407)

Tactics: Because Qeemov hasn't been forced to hunt or defend itself in years, it's become somewhat lazy, its reflexes dulled. The naga automatically loses initiative for the first 2 rounds of combat. It relies on its spells, using *charm person* and *mirror image* to gain the upper hand, followed by *lightning bolt*. Under no circumstances does Qeemov fight to the death, opting to swim out into open waters if seriously injured below 10hp.

oF-5. Bones and Bits

A completely submerged tunnel leads to a water-filled cavern where Qeemov keeps the treasure it has amassed throughout the years, most of it given as offerings by the sahuagin. The characters must spend 3d6 rounds searching through rocks, bones, and tangles of seaweed to locate all the naga's hoard. For every round spent here, there is a cumulative 10% chance that a group of **2d6 sahuagin** arrives at **Area 0F-4** to speak with Qeemov. If they discover signs of conflict, one of them swims to **Area 0F-8** to warn the colony, while the others come here to secure the naga's wealth.

Treasure: Sealed clay pot containing 352gp, 4 silver ingots (40gp each), a lacquered jewelry box holding 4 matching rubies (110gp each), 2 bolts of exotic silk brocade (160gp each), jade elephant figurine (75gp), conch shell holding 43 small imperfect pearls (10gp each), and a ceremonial knife with a mollusk-shell handle (40gp).

oF-6. The Submerged Pillars

This spacious cavern is 100ft across, with a pitched ceiling that was once carved with bas-relief images of crashing waves, though time and moisture have worn those sculptures mostly smooth. The characters enter on what was once a stone balcony that rings the room and looks down upon a sunken sanctuary below. Bits of the balcony railing remain, broken stone posts encrusted with salt. Water drips from the ceiling. At a brief point in the long history of these caves, a cabal of cultists used this area to perform sacred and unholy rites. The rituals that transpired here have long been forgotten, but a glimmer of dark energy remains.

Below the balcony, the sanctuary is entirely flooded, filled with water 10ft deep. There are **11 submerged pillars** here, 2 of which toppled over long ago. Each pillar is capped with a brass figure that has turned green with verdigris. These figures represent the Eleven Profane Tides once worshipped here, each a hideous visage of the same 11-faced demigod of old. The pillars are 9ft tall overall, being 1 foot below the water's surface. The only way to examine the pillars and the corroded brass figures is to enter the water.

Each brass figure bears a sigil from the language of the ancient prelates who once performed ceremonies here. Nine of the sigils contain a small remnant of magic, while the remaining 2 brass figures were damaged when their pillars collapsed. Anyone using a fingertip to trace the sigil's outline in the brass must make a saving throw. Failure means the offending character takes 4d6 points of electrical damage; the electricity moves instantly through the water, dealing 3d6 points of damage to anyone within 5ft, and 2d6 points of damage to anyone within 10ft. A successful save indicates that the character has temporarily contained the magic of the pillars, suffers no lightning damage, and can discharge the stored magical energy at any target within the next 12 hours, after which time it is lost. Each sigil can be used in this manner only once, and then its magic fades. A character may attempt to acquire multiple magical effects in this manner, but a saving throw is required each time.

Pillar	Magical Effect
1	protection from good
2	darkness, 15ft radius
3	detect good
4	(toppled and damaged) N/A
5	dispel magic
6	water breathing
7	confusion
8	curse (target suffers a -2 penalty to all rolls for 24 hours)
9	fear
10	(toppled and damaged) N/A
11	animate dead

The pillars are not the only things in the water here. On one side of the submerged sanctuary is an altar made entirely of glass. Because the underwater altar is transparent, characters on the balcony cannot see it without the aid of a *gem of seeing* or the like. Only by swimming to within 10ft can the altar be observed for what it is, a work of fantastic artisanship the size of a large desk. A deep bowl-shaped depression in the altar's top once was used to collect the blood of priests that worshipped the Eleven Profane Tides, but now it serves as the resting place of a **water weird**. The glass altar is not without its secrets. If the characters search it while submerged, with a successful secret door check they discover that the 2 rear legs are loose and may be slid free, causing the altar to tip backward. The glass altar legs are each 3 feet long. They may be screwed into each other to make a 6-foot magic staff known as the *staff of the shoreline dead* (see *Sidebox*).

Water Weird: HD 4; HP 19; AC 3[16]; Atk strike (1d6 plus grabbing and drowning); **Move** 12 (swim 12); **Save** 13; **AL** C;

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CL/XP 8/800; **Special:** control water elemental, resistance to damage, resistance to fire (50%), reform body. (**Appendix A**)

Further, if the altar is upended or otherwise moved, a submerged tunnel is revealed. After a few feet, the tunnel rises a bit, providing a pocket of breathable air above 5 feet of water. The tunnel eventually opens into **Area 0F-8**.

Tactics. A water weird normally attempts to drown its victims. However, characters exploring this room may be employing *water breathing* or similar magic, which renders them immune to the water weird's primary attack. The weird is an intelligent creature, and it releases a target that is clearly not suffering any drowning effects, preferring to move to a different victim.

[BEGIN SIDEBOX]

Staff of the Shoreline Dead

This staff's single purpose is to command the infamous Army of the Shoreline Dead. The members of this skeletal fighting force are believed to have been among the first settlers in the area around Rappan Athuk, and among its first victims. They died on or near the shore on which they arrived, falling prey to disease, in-fighting, native hazards, and sahuagin raids. The staff is 6ft long and made entirely of magically reinforced glass. Anyone holding it may expend charges to conjure skeletons from the Army; each charge causes 1d6 skeletons to appear within 10ft, to be commanded by the user for the next 1d4+1 turns, after which time they collapse into piles of bones. When discovered, the *staff of the Shoreline Dead* has 6d10 charges.

[END SIDEBOX]

0F-7. The Way Unseen

The tunnel connecting **Areas 0F-7** and **-8** is lined with rocks that have been rubbed smooth by the constant passage of water. Nothing untoward here hints at a secret tunnel, so the characters have no obvious reason to search for hidden passages should they traverse this route. However, such a passage does exist, hidden behind one of the many piles of submerged stones. If these rocks are cleared, which requires 1d3 turns, the effort reveals a clear, dry crawlspace leading up to **Area 0F-14**.

0F-8. Lair of the Shark-Men

Joined by seemingly random tunnels, these interconnected caves once were occupied by disciples of the Eleven Profane Tides, a faith that faded generations ago. Those long-forgotten clerics worshipped a water-borne demigod with 11 faces; each of these 11 caves was once dedicated to that immortal being. Each cave still contains evidence of the faded Profane faith.

A colony of sahuagin has controlled this cavern complex for many years. Though often viewed as crazed predators, they are members of a highly ordered, albeit violent, society. They subscribe to a rigid chain of command, one in which the strong rule the weak. They view all non-sahuagin races as physically inferior.

Traits: Sahuagin are masters of their domain and present a unique challenge to any intruders who attempt to usurp their control of these caverns: Sahuagin worship Set, whom they view as a voracious shark called Sekolah.

Their colony is hierarchal, with strict adherence to rank, which is usually determined by martial prowess and accumulated wealth.

Their superior underwater vision, hearing, and sense of smell prevent them from being surprised by intruders in all but the most extreme cases.

Order of Battle: Keep track of how many adversaries are defeated as the characters progress through the colony, subtracting from these totals:

- 34 sahuagin
- 3 4-armed sahuagin
- 6 sahuagin priests
- 1 sahuagin baron



- 2 large sharks

Consult the following statistics whenever an area's description indicates the presence of these creatures:

Sahuagin: **HD** 2+1; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30. (**Monstrosities** 407)

Sahuagin, Mutant Four-Armed: **HD** 4+1; **AC** 5[14]; **Atk** 4 claws (1d3) and bite (1d6+1) or weapon (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** fighting frenzy. (**Appendix A**)

Sahuagin, Priests: Refer to **Area 0F-10**.

Sahuagin, Baron: Refer to **Area 0F-8K**.

Large Sharks: **HD** 7; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** feeding frenzy. (**Monstrosities** 420)

Tactics: The sahuagin have full control of these caves and attack *en masse* if alerted to intruders. Keep track of their total number as the characters battle their way through the maze of caves, bearing in mind these sahuagin tactics:

They can communicate with sharks and use them effectively in battle.

They suffer no penalties when fighting in water.

They use natural attacks (bite and claw) or weapons, whichever is more advantageous.

Treasure: Sahuagin are fond of jewelry, using it to signify their rank. The more numerous and elaborate their adornments, the more respect they have in the colony. Each sahuagin can be found carrying or wearing one item from the table below. Jewelry worn by four-armed sahuagin has twice the listed value.

Roll Treasure

1d20	Treasure
1	Simple coral bracelet (5gp)
2	Platinum armband (10gp)
3	Silver bracer (15gp)
4	Lapis lazuli ring (25gp)
5	Pearl headband (50gp)
6	Turquoise necklace (60gp)
7	Silver arm guards (70gp)
8	Malachite ring (90gp)
9	Fancy coral bracelet (140gp)
10	Pearl choker (160gp)

1d20 Treasure

- | | |
|----|---------------------------------------|
| 11 | Heavy silver necklace (200gp) |
| 12 | Amethyst pendant (210gp) |
| 13 | Ivory amulet (240gp) |
| 14 | 2d4 large pearls in pouch (50gp each) |
| 15 | Gold torc (300gp) |
| 16 | Emerald necklace (350gp) |
| 17 | Sapphire ring (375gp) |
| 18 | Platinum crown (500gp) |
| 19 | Roll twice |
| 20 | Roll three times |

oF-8A Grim Guardians

The northeast portion of this cave is the colony's first line of defense. The floor is covered in 3ft of water, limiting the characters' ability to advance at their full movement rates. Stalagmites provide partial cover for the **6 sahuagin** who serve as guards here.

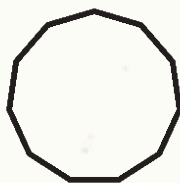
Sahuagin (6): HD 2+1; HP 11, 12x2, 9, 10, 7; AC 5[14]; Atk trident (1d8); Move 12 (swim 18); Save 16; AL C; CL/XP 2/30. (*Monstrosities* 407)

Tactics: The sahuagin make full use of the cave's features to their benefit. While characters are hampered by the 3ft of standing water, the sahuagin employ a combination of ranged attacks and underwater swim-bys to overwhelm them. They target intruders' light sources to leave them blind. After 2 rounds of combat, a single sahuagin uses a conch shell to sound a warning to the rest of the colony. Once the alarm is given, the sahuagin in other caves are prepared to ambush the characters upon arrival. From that point forward, gaining surprise on the denizens of these caves is all but impossible.

Treasure: Long ago, this cave was adorned with the accoutrements of the clergy; disciples came here to garb themselves in the raiment of the Eleven Profane Tides before entering the deeper warren. Their holy symbol, depicting a polygon with 11 sides, was known as a *hendecagon*. They kept their *hendecagons* in a secret niche that remains undisturbed to this day. The seams of this small secret compartment are filled with slime and sediment, rendering the door completely camouflaged. Even if discovered, the door must be chipped open, as it is held fast against the stone. Inside are four *hendecagons* on rusty chains. Each amulet is about 3in in diameter and made of beaten copper, protected against corrosion.

Hendecagon

This magic item serves as the holy symbol for followers of the Eleven Profane Tides, though it may be used by any cleric who successfully divines its powers. It grants the user access to the following magical abilities: *purify water* (1/day), *create water* (1/week), *water breathing* (1/month). However, using an item of chaos is not without its perils. Each time one of the *hendecagon*'s powers is used, there is an 11% chance that the spell misfires, filling the user's lungs with water. This causes 1d6 points of immediate damage and renders the character immobile for the next 2d4 rounds as they drop to their knees, violently expel the water, and recover from the experience.



oF-8B. War Room

A table carved from the rock itself dominates this dry, roughly 30ft x 30ft cave. The table is 6ft in diameter, with 11 sides, though time and moisture have smoothed those 11 faces so that the table appears circular

at first glance. Long ago, this table was sculpted from a large rock in the middle of the cave and used as a meeting room for the priests of the Eleven Profane Tides. Now the sahuagin, knowing nothing of those bygone cultists, use the table to plot against their foes. Unless the alarm is carrying throughout the warren, **6 sahuagin** are here, standing around the table and debating the details of their next surface raid. Atop the table is a crude diorama of the surrounding area crafted from shells.

Sahuagin (6): HD 2+1; HP 11, 10x2, 8, 12, 7; AC 5[14]; Atk trident (1d8); Move 12 (swim 18); Save 16; AL C; CL/XP 2/30. (*Monstrosities* 407)

Treasure: In addition to the usual jewelry carried by each sahuagin (refer to *Area 0F-8*, above), the diorama map itself may hold value for the characters, as it could show any number of interesting terrain features, outposts, or dungeon entrances, if they can decipher it, at the discretion of the Referee.

oF-8C. The Arena

When sahuagin males are ready to fight for their right to advance in rank, they are brought here to do battle. The walls are lined with brightly colored coral "chairs" where the sahuagin audience members recline while observing the contest. The cave is completely underwater at both high and low tide, patrolled by the gladiator master, a **4-armed sahuagin** who is the veteran of many engagements. He is always accompanied by **2 large sharks**. If the colony is under attack, the gladiator master arms himself and joins the fray. Otherwise, he is found here, preparing weapons for the next contest. The passage on the south rises several feet above the water line to *Area 0F-8I*.

Sahuagin, Mutant Four-Armed: HD 4+1; HP 30; AC 5[14]; Atk 4 claws (1d3+2) and bite (1d6+3) or longsword x4 (1d8+2); Move 12 (swim 18); Save 13; AL C; CL/XP 7/600; Special: +2 to hit and damage due to high strength, fighting frenzy. (*Appendix A*)

Large Sharks (2): HD 7; HP 35, 40; AC 6[13]; Atk bite (1d8+4); Move 0 (swim 24); Save 9; AL N; CL/XP 7/600; Special: feeding frenzy. (*Monstrosities* 420)

Long before the sahuagin arrived, this cave served as the main mess hall for the disciples of the Tides. The only thing that remains from that era is a discolored brass plaque fixed to the wall. The size of a shield, the plaque bears ancient writing that can be deciphered by *read languages* or similar means. A rough translation results in 3 words, only 2 of which are recognizable: *STAIRS SAFE SYNDORSYN*. The third word, "Syndorsyn," is the name of the cult's high priest and serves as the password that must be spoken aloud to open the doors safely in *Area 0F-9*.

Trap: The gladiator master keeps his personal possessions in a large sack made of heavy chain mesh. The sack is fastened to the stone floor and held shut with an intricate lock of merfolk design. The gladiator master holds the only key. All Delicate Tasks attempts made underwater are penalized by -10%. The lock cannot be smashed open by brute force, as the water entirely impedes such attempts. The lock's casing shields a small glass vial that is ruptured on any unsuccessful attempt to part the mechanism; the deadly liquid inside reacts instantly to water, turning a spherical area, 5 feet in diameter into a lethal toxin. Anyone in the area must make a saving throw or die.

Treasure: Inside the chain mesh sack is a human head. The head was severed a few days ago; 13 of its teeth are solid gold and worth 10gp each, but the gladiator master hasn't yet had time to remove them. Also in the sack are 94gp, a +1 *mace* with a head in the shape of fist, and a heavy iron grappling hook that weighs 10 pounds but increases by all attempts to throw and snag it successfully by +4.

oF-8D. Habitat

As many as **16 sahuagin** reside here when not hunting or performing other tasks necessary to the colony's survival. The cave is mostly



submerged, with about 2ft of air between the ceiling and the water's surface. Sahuagin "beds" consist of floating seaweed pallets, where a sahuagin lightly tethers itself during sleeping hours. There is a total of 16 such beds.

Tactics: If the characters managed to reach this cave without alerting the colony, they find 12 of the 16 sahuagin asleep. On the other hand, if the 16 sahuagin here are prepared to repel invaders, they ambush the characters from all directions — including from above as they swim over the top of their enemies. They use their overwhelming numbers to grapple and restrain their opponents, then bind them and strip them of all weapons and gear.

Sahuagin (16): HD 2+1; AC 5[14]; Atk trident (1d8); Move 12 (swim 18); Save 16; AL C; CL/XP 2/30. (*Monstrosities* 407)

Treasure: In addition to the individual jewelry carried by each sahuagin detailed under **Area 0F-7**, the beds can be searched, requiring 1 round of activity per bed. Each bed contains a variety of small loot (pearls, 4d6gp, dagger, etc.), as well as a *potion of invisibility* in a red steel bottle, the cap fused in place by rust and requiring an open door check at -1 to open.

On one side of the room is what appears to be an odd rock formation, about 6ft long and 2ft tall. This is a large copper sculpture, hundreds of years old and so plated with sediment and small mollusks that it appears to be stone. The disciples of the Profane Tides forged a hammerhead shark from copper and built a hinged door into the shark's belly so that sacrificial victims could be inserted into the hollow interior and then dropped into boiling water to be cooked alive. The sculpture has no real monetary value, expect perhaps to sages of history, but if cleared of debris and polished, it could be put to a variety of creative uses. It weighs 200 pounds and might be worth 1d6 x 500 gp to a true collector.

0F-8E. Armory

The sahuagin use this cave as their armory, constructing and storing their wicked tridents and barbed nets here. The cave is half submerged, with weapon racks and piles of components lining the walls. These components consist of long bones, sharpened shells, wire, rope, hooks, and sections of steel salvaged from the surface world. Normally, the armory

is guarded by 4 sahuagin warriors, though they are present if the general alarm has been sounded.

Several finished weapons hang from an odd metal ring that is suspended from the ceiling: 4 harpoons (barbed spears; one is a +1 harpoon), 4 nets, 2 tridents, and 5 spears. Though the metal ring looks like nothing more than one more convenient spot to store harpoons, it was once a chandelier that held 11 candles; now it is nothing more than a rusty ring with 10 empty sconces. Anyone looking closely at the chandelier sees one intact black candle. Having resisted the ravages of time, this minor magic item has been undisturbed for decades. If lit, instead of radiating light, the candle creates *darkness* in a 15ft radius. It burns for 6 hours before melting away entirely.

Sahuagin (4): HD 2+1; HP 12, 10, 11, 7; AC 5[14]; Atk weapon (1d8); Move 12 (swim 18); Save 16; AL C; CL/XP 2/30. (*Monstrosities* 407)

0F-8F. Captain's Quarters

This cave is filled with 3ft of water and contains a coral bed and a rusty steel locker salvaged from the surface world. The baron's aide-de-camp is a 4-armed sahuagin of above-average intellect.

The sahuagin captain has spent considerable time learning the basics of the common human tongue so that he can interrogate captives. If confronted by the characters, he boldly asserts his desire to parley. If the characters decline, he fights aggressively but attempts to flee if reduced to 5 or less hit points. If they accept his offer, the sahuagin captain engages them in a mostly open dialogue, eager to know why they have invaded his home. He is offended at their trespass and demands to know why the characters would assault a people who have done nothing to provoke such treatment. He does his best to shame them for their actions, especially if the party contains characters who clearly consider themselves agents of law and order. This conversation could result in many outcomes, with violence certainly among them, but strong roleplaying efforts should be rewarded with a result other than combat.

Sahuagin, Mutant Four-Armed: HD 4+1; HP 21; AC 5[14]; Atk 4 claws (1d3) and bite (1d6+1) or trident x2 (1d8); Move

12 (swim 18); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** fighting frenzy. (**Appendix A**)

Unbeknownst to the sahuagin, this cave was once the private chamber of a high priest who swore fealty to the Profane Tides. Slain by a wraith while he slept, the priest was interred in the floor directly below his bed. Though that bed and all other evidence of the priest's existence are gone, his spirit lingers. A successful search for secret doors reveals a section of mismatched stones in the floor, 6ft long by 2ft wide. Anyone spending half an hour with the proper tools can unearth a copper casket buried a few inches below the surface. The casket is sealed shut by time and moisture, requiring successful open door checks from 2 characters working together to lift the lid. Inside is a mostly crumbled skeleton ... and the **wraith** the priest became after death.

Wraith: HD 4; HP 28; AC 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** drain 1 level with hit, magic or silver weapon to hit. (**Monstrosities** 518)

Treasure: If the wraith is dispatched, the casket can easily be searched to reveal 11 copper tablets listing the fundamentals of the Profane faith, written in a language that must be deciphered through the usual means. Around the skeleton's neck is a *hendecagon* holy symbol. Additionally, the sahuagin captain wears 4 matching gold bracers on his upper arms, each worth 120gp. In his locker is a ceremonial and somewhat fragile trident with prongs made of mother-of-pearl (200gp).

oF-8G. The Stone Incubator

This cave is almost completely submerged, with a scant 6in of breathable air at the ceiling. Even if an alarm has been sounded to warn the colony of intruders, 2 **sahuagin** guards remain here, protecting dozens of sahuagin eggs.

Fully submerged in the center of the room is a dome made of tightly joined rocks, sealed together with sand and mud. The dome is 4ft high and 8ft wide. It has no entrance. The only way to access the incubator's interior is to spend 1d4 rounds prying and pounding until a section of the rocks collapses. Inside this protective hemisphere are 6d10 sahuagin eggs and 1d6 new hatchlings.

These eggs and hatchlings can be destroyed with little effort. However, there is always the chance that an enterprising character may decide to keep some of the young alive and return with them to the surface world, perhaps to raise them to adulthood for either altruistic or experimental reasons. Because a sahuagin's behavior, agenda, and moral outlook are primarily the product of being raised in a violent, highly competitive environment where savagery is rewarded and kindness unknown, it is potentially possible for a hatchling to develop a more benign outlook if raised under alternate circumstances. If any of the characters suggests such a course of action — in effect becoming the hatchling's adoptive parent — the proposal is not out of the question, depending on the nature of the campaign. Either way, such an undertaking requires years of dedication on the part of the "parent" and is beyond the scope of this adventure.

Like all other places in the sahuagin complex, this cavern was once under the control of cultists. A trace of that group remains here, in the form of a pair of manacles bolted high on one wall. Over the years, these magically reinforced manacles have turned the color of the stones around them, so they remain undiscovered unless someone states their desire to physically search the wall. Keep in mind that the room is almost entirely underwater, perhaps dissuading or at least hindering usual search activities. If discovered, the manacles can be unscrewed from the wall with a successful open door check. The simple magic placed on the manacles renders them immune to decay and — if used as shackles — they require an open door check at -2 to break free by brute force.

Sahuagin (2): HD 2+1; HP 11, 9; AC 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30. (**Monstrosities** 407)

oF-8H. Offal Pit

This cramped, dry cave features 4 10-inch holes in the floor, spaced evenly apart. A powerful, nauseating odor hangs in the air. When the sahuagin came upon this place, they found this latrine that had been used in the past. Though they know nothing of the disciples of the Profane Tides, the sahuagin had no problem using this pit as the original occupants intended. All 4 holes lead to the same place, a 30ft-deep pit that holds the colony's excrement. This horrible mess is kept in check by thousands of dung-eating insects that thrive in the offal, ensuring that the pit never overflows.

Anyone lowering a light source through one of the holes notices the glint of metal where a bracelet is partially buried in the moist mound 30ft below. This is a simple coral bracelet worth 45gp, accidentally dropped by one of the sahuagin. It should provide the characters with an interesting challenge if they attempt to fish it out.

oF-8I. Food Storage

Three prisoners are kept in this dry cave, lashed to the wall with chains made of braided seaweed threaded through the hollow middles of bones. A fourth prisoner is dead. All 4 will soon be eaten. The passage to the north descends sharply to the water-filled **Area 0F-8C**.

Captives. The living prisoners are well aware of the fate that awaits them, and each responds in a different way to the sudden appearance of the characters.

Nayvin Otwer is a human fisherman (Neutral male human commoner 2) who was captured 3 days ago. A simple and gods-fearing man, Nayvin knows little of the world and is completely overcome with a crippling despair. The terror of being devoured alive has shaken him psychologically. Even if he is rescued, he does little to aid his own cause, convinced that any hope of salvation is false. In fact, he is so terrified that he could prove a detriment to his own survival. If the characters attempt to lead him to freedom, he moves slowly and awkwardly, crying out at the least appropriate times.

The second prisoner is **Jalees**, a female halfling (Neutral female halfling commoner 1) who is under a *geas* placed on her by the hags that seek the return of the *eye of Hecate*. The hags sent Jalees into the sahuagin domain, fully intending for her to be captured, so that they can spy remotely on the cavern complex by way of a permanent *clairvoyance* spell that has been cast on Jalees' false left eye; the hags used her extracted eyeball as a component in the spell. Jalees knows that she is under the hags' sway but is unable to resist the commands of the *geas*. She offers all this information to the characters if asked how she came to be here, but otherwise she says nothing if not replying to a question. The *geas* prevents her from leaving the sahuagin complex of her own volition. She has no choice but to resist being rescued. Characters hoping to remove her from danger will need to be creative.

The third and final captive is the **Paladin's Squire**. A human youth of 14 summers, the Paladin's Squire gave up his name upon swearing his heart to the renowned knight, Sir Truvastor of Bard's Gate. The Squire has never lost faith, despite his imminent doom, and when the characters arrive, he beams in satisfaction and utters a bold thanks to Muir. Though his voice has yet to take on a man's timbre, the Squire speaks confidently, with the blind self-assurance shared by the very brave and the very foolish. Dangerously without fear, the Squire will do anything the characters ask, no matter the risks, so long as those actions are clearly lawful. His foremost goal is to return to the service of his liege.

The Paladin's Squire: HD 1; HP 5; AC 9[10]; **Atk** fist (1); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15.

Though the sahuagin use this cave of prisoners as "food storage," its original purpose was as a conjuration chamber. The clerics of the Tides never succeeded in summoning their demigod's avatar, but the marks of their attempts remain. Embedded in each corner is a copper nail; the 4 nail heads are about 1in in diameter and marked with a rune that any spell-caster can identify as serving a summoning ritual. The nails glow faintly if viewed with *detect magic*. Though they possess no magical powers

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individually, when used as anchor points during a summoning, any such spell is cast as if the magic-user or cleric were 1d4 levels higher than their actual level. The nails can be removed from the stone floor if an appropriate extracting tool is used by someone who succeeds on an open door check.

oF-8J. Shrine of Sekolah

An enormous shark skeleton dominates this extensive, partially submerged cave. The megalodon skeleton is 50ft long, its jaws large enough to swallow a warhorse. Its lower half rests in about 4ft of water. Its massive jaws feature as many as 276 teeth in 6 different rows; the largest of the teeth is 6in long. Though the skeleton may initially startle the characters when they arrive, it is inanimate and poses no direct threat.

The sahuagin consider this a holy site; only their priests are permitted to enter — with one exception. An albino, **4-armed sahuagin** serves as the shrine's caretaker. Since birth, the caretaker has faced many challenges from those who assumed him to be weak or deranged or somehow inferior due to his pearl-colored skin. By guile and ferocity, he overcame all who opposed him. At some point, the colony's high priest decided that this albino member of their community must be an agent of Sekolah. They have entrusted the caretaker with maintaining the sanctity of this place. The caretaker spends his days sharpening the skeleton's teeth and polishing its monumental bones.

The caretaker lurks behind the massive skeleton, using the water and the megalodon's ribs to conceal himself when the characters enter. A **stingray** that swims nearly invisibly in and out of the skeleton serves him.

Sahuagin, Albino Mutant Four-Armed: HD 4+1; HP 16; AC 5[14]; Atk 4 claws (1d3); Move 12 (swim 18); Save 13; AL C; CL/XP 5/240. (Appendix A)

Stingray: HD 5; HP 32; AC 7[12]; Atk sting (1d3 plus poison); Move 0 (swim 10); Save 17; AL N; CL/XP 2/30; Special: poison.

Tactics: The caretaker waits for the stingray to strike before revealing himself. The ray's poison inflicts 3d6 points of damage and renders the victim completely paralyzed for 3d6 turns unless a save is made. The caretaker then launches himself at whomever he perceives to be a spellcaster, as he fears magic. The ray continues to strike every round.

Treasure: The caretaker wears 2 bottles on a chain around his neck, each containing a *potion of extra healing*. The megalodon teeth, though not magical, make for excellent treasure. They can be used by craftsmen to fashion a variety of weapons, or they can be taken simply as trophies.

oF-8K. The Baron

A locked copper door protects this cave. The door opens toward the characters, rather than into the cave itself, positioned in a doorjamb of solid rock. All efforts to smash the metal door inward are impossible for those with a Strength score of less than 18. The lock can be picked normally. This is the personal quarters of the **sahuagin baron**.

Tactics: If the characters have announced themselves with the sounds of battle, the baron prepares an ambush. He grips a longsword in each of his 4 arms and stands directly behind the door. When he hears activity on the other side, he uses a charge from his ring to cast *haste* on himself. As soon as the door opens, he attacks a single target 8 times. Due to his position about 1ft inside the cave, the baron faces only a single attacker at a time in melee combat. He can drink his *potion* instead of four of his attacks in any round. His bulk prevents most characters from slipping by him. He fights to the death.

Sahuagin, Mutant Baron: HD 8; HP 45; AC 1[18]; Atk 4 longswords (1d8+2); Move 12 (swim 18); Save 8; AL C; CL/XP 11/1700. Special: +2 to hit and damage due to high strength, fighting frenzy. (Appendix A)

Equipment: +2 coral armor, 4 longswords, a *potion of extra healing*, a rusty iron ring with 4 charges of *haste*,

sharkskin pouch on his belt, knife with a whalebone handle (110gp), and 8 saltwater pearls worth 40gp each.

Treasure: Unbeknownst to the baron, this cave was once partially open to the sky-lit world above. A natural flue extended up to the surface, permitting fires to be burned safely in the cave. Over time, loose rocks and mud sealed the chimney shut, but if anyone searches the ceiling physically, they note the ill-fitting stones in a spot about 8in across. Pulling these free reveals a small cavity in which some former resident hid a multi-toothed, wooden key made of purple-dyed cedar and inlaid with black opal beads. How this key is used at some later date in the ongoing campaign is left up to the Referee's imagination.

oF-9. The Glass Cylinders

The passage rises from the water at this point, opening into a great hall of worked stone, 100ft long and 60ft wide. Half a dozen impressive stone risers lead up to double doors made of beaten copper and reinforced with a hardened ceramic lattice. Standing on these wide steps are 11 tall pillars made of glass; the pillars appear to support the ceiling. Each step has 2 such pillars except for the upper, sixth step, which features only one. Inside these transparent cylinders are 11 humanoid figures, black statues with arms crossed over their chests and heads slightly bowed. Each statue has a slightly different face but are otherwise identical.

The statues are **Embodiments of the Profane Tides**. If released from their stasis, they attack anyone who is not a disciple of their faith. Fortunately, they cannot escape confinement on their own; the glass pillars must be broken. Anyone attempting to open the copper doors without first uttering the correct password — "Syndorsyn," found on the brass plaque in **Area 0F-8C** — causes all 11 pillars to crack asunder. The sahuagin priests in **Area 0F-10** rush to these stairs and intentionally break the pillars if combat begins.

Embodiments of the Profane Tides

Armor Class: 0[20]
Hit Dice: 5 (30 hit points)
Attacks: longsword (1d8)
Saving Throw: 12
Special: magic resistance (25%)
Move: 9
Alignment: Chaotic
Number Encountered: 11
Challenge Level/XP: 8/800

These extraplanar beings are minor manifestations of a little-known demigod of water and chaos that has faded from memory. They always appear 11 at a time, wielding longswords and clad in black. Their skin is as impenetrable as stone. Their faces all appear as different expressions of fear, pain, or rage.

Embodiments of the Eleven Profane Tides: HD 5; HP 30; AC 0[20]; Atk longsword (1d8); Move 9; Save 12; AL C; CL/XP 8/800; Special: magic resistance (25%).

oF-10. Temple of the Shark-Men

This naturally spacious cavern has several interesting rock formations, carved by years of moving water, creating wave-like shapes along the walls and ceiling of this former lecture hall of the cult of the Tides. Many of the pews remain, cut from the rock itself. Nearly every other remnant of the

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faith has been lost, destroyed, or eroded, apart from the bright light in the center of the ceiling, 30ft above the floor. The cultists cast *continual light* on a large piece of limestone, and to this day, the magic persists. This well-lit, mostly dry cave is now used as a private temple of 6 **sahuagin priests**.

The priests have assembled a half-dozen ritual drums, the heads of which are made from the flesh of their victims. A few of the accompanying drumsticks are stained with blood. Two polished steel pots boil away over small but intense fires, the smoke swirling in serpentine patterns along the ceiling. The sahuagin priests have begun the process of brewing new potions when the characters arrive, though in these initial stages, the liquid in the pots is still inert. A poorly constructed altar dedicated to Sekolah draws the eyes of all visitors. The altar is black, made from a mix of mud, basalt, and wood, all of it stuck together with hardened pitch. The altar radiates powerfully of chaos. All lawful characters suffer a -2 to attack rolls and saving throws if within 20ft of the altar. The altar can sustain 40 points of damage before being destroyed (any attack hits), but this angers Sekolah and causes a **hezrou demon** with shark-like features to appear in 1d4 rounds. It concentrates its attacks on whom it deems to be the "holiest" of its adversaries. After the altar is destroyed, a secret tunnel to **Area 0D-11** is revealed.

Sahuagin Acolytes of Sekolah (Clr1; 3): HP 5, 3, 6; AC 5[14]; Atk claw (1d3); Move 12 (swim 18); Save 16; AL C; CL/XP 2/30; **Special:** command undead. (*Monstrosities* 407)

Equipment: unholy symbol, unholy water, and one of the required keys for the door at **Area 0F-12**.

Sahuagin Priests of Sekolah (Clr7; 2): HP 30, 39; AC 4[15]; Atk claw (1d3) or #1 has a +2 club (1d6+2); Move 12 (swim 18); Save 9; AL C; CL/XP 9/1100; **Special:** command undead, spells (2/2/2/1/1). (*Monstrosities* 407)

Spells: 1st—cause light wounds, protection from good; 2nd—hold person, silence, 15ft radius; 3rd—cause disease, prayer; 4th—cause serious wounds; 5th—finger of death.

Equipment: #1 has a shield and +2 club; #2 has a shield and a *potion of healing*. Each priest carries an unholy symbol, unholy water, and one of the required keys for the door at **Area 0F-12**.

Sahuagin High Priest of Sekolah (Clr8): HP 45; AC 5[14]; Atk +1 flail (1d8+1); Move 12 (swim 18); Save 8; AL C; CL/XP 10/1400; **Special:** command undead, spells (2/2/2/2/2). (*Monstrosities* 407)

Spells: 1st—cause light wounds, protection from good; 2nd—hold person (x2); 3rd—cause disease, prayer; 4th—cause serious wounds (x2); 5th—dispel good, finger of death.

Equipment: +1 flail, ring of fire resistance, serpent hood (see *Sidebox*), unholy symbol, unholy water, and one key to the door at **Area 0F-12**.

Demon, Hezrou: HD 9; HP 51; AC -2[21]; Atk 2 claws (1d3), bite (4d4); Move 6 (fly 12); Save 6; AL C; CL/XP 11/1700; **Special:** magic resistance (50%), magical abilities, summon. (*Monstrosities* 96)

Magical Abilities: at will—cause fear, detect invisibility, darkness 15ft radius.

Tactics: If the characters safely bypassed the Embodiments of the Eleven Profane Tides on the stairs at **Area 0F-9**, one of the sahuagin acolytes rushes through the double doors (possibly being attacked in the process) and attempts to smash the glass cylinders, 1 per round. The 2 priests stand in front of the high priest, holding up their shields as a protective barrier while he unleashes *finger of death*, followed by 2 attempts with *hold person*.

Parley with the Priests: If at least 1 of the priests is somehow forced to divulge information — and assuming the characters possess a means of ready communication — the sahuagin offer a few details of the surrounding locales. All the priests know the kraken that lairs in **Level 0A**, and they can describe **Areas 0A-1** through -3. Additionally, the high priest is familiar with the dragon Aragnak and its habitat in **Wilderness Area 24**.

Treasure. Each of the sahuagin has an unholy symbol of Sekolah, a vial of unholy water, and one of the required keys for the door at **Area 0F-12**. One of the priests has a *potion of healing*. The high priest has a +1 flail, a ring of fire resistance, and a serpent hood (see *Sidebox*).

0F-II. Treasure Pit

In addition to the equipment held personally by each of the priests, the sahuagin have collected several items during raids and deposited them into this 15ft pit. Some of this wealth is periodically given as tribute to the naga at **Area 0F-4**. The exact status of the treasure pit depends on if the priests had time to prepare for the characters' arrival:

If the priests were unprepared: The pit is open, 15ft deep, and contains the following items, accessed by a rope ladder that breaks 50% of the time if more than 200 pounds is placed on any given rung, resulting in 1d6 points of falling damage:

- A metal bucket containing 289gp
- A lidless wooden crate holding 832sp
- 2 crude earthenware jugs with 21 100gp pearls embedded in the clay
- A blood-splotched waterskin containing a foul-tasting *potion of healing*
- A black statuette of a humanoid figure with a large head and eleven faces worth 2d4 x 100 gp to a religious antiquities collector
- A belt with an oversized platinum buckle and "THELGONT" stamped in the leather worth 40 gp
- One boot; this is a left *boot of speed*; it does not function without its mated right boot

If the priests were prepared: The acolytes lower a false floor 7ft into the pit. Designed to fit neatly against the walls, this floor is wooden but covered in rock dust and stones so that it seems to be nothing more than the natural bottom of a 7ft pit. On top of this is a messy pile of 143gp, 429sp, and 14 varied gemstones worth 5d10gp each. Dwarves notice the false floor on a roll of 1 or 2 on a 1d6 (the Referee should make this roll in secret). For non-dwarves, the false floor is detected only if someone specifically states a search of the floor and rolls a 1 on a d6.

0F-12. Trapped Door

This door, like many in the warren, is made of copper that has turned green from decades of exposure to moisture. The door is unique in that it is hinged at the top, with a large pull-handle along the bottom near the floor. A total of 11 keyholes can be found on the right and left sides. Of these, 5 are permanently unlocked. The other 6 are locked, with each of the sahuagin priests from **Area 0F-10** holding a key. Opening the door safely requires 6 separate Delicate Tasks checks or the use of all 6 keys. However, if a key is inserted into the wrong lock, or if a Delicate Tasks check is failed or if the door is forced open, a **trap** is triggered, unleashing a *sticks to snakes* spell that instantly transforms all 8 drumsticks in **0F-10** into **venomous snakes**.

Serpent Hood

This rough burlap bag looks poorly stitched, embroidered with a crude caricature of a snake's head. This potent magic item is nearly indestructible, and it has been passed down through generations of malevolent owners. Anyone donning the hood can see through the snake's eyes with *darkvision* to a range of 60ft; they can hear through the snake's ears by sensing vibrations out to 120ft; finally, they can hiss with the snake's mouth, causing an illusory forked tongue to appear and a cone of *fear* affecting those up to 30ft away. The *serpent hood's fear* ability may be used once per day.

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Cobras (8): HD 1; AC 5[14]; Atk bite (1 plus poison); Move 16; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison. (*Monstrosities* 438)

oF-13. Priests Quarters

Beyond the locked copper door is the shared quarters of the sahuagin priests. Though the doorway is above the water line, a sunken area holds 10ft of water. The sahuagins' coral beds line the walls of this submerged pit. In the very middle of the pit, fixed into a socket in the floor below 10ft of water, is the *eye of Hecate*. The priests have been using the *eye's* power to spy on nearby rivals, including the kraken (see **Level 0A**). Hiding under one of the beds is an **electric eel** that discharges its electricity into the water if anyone touches the *eye*.

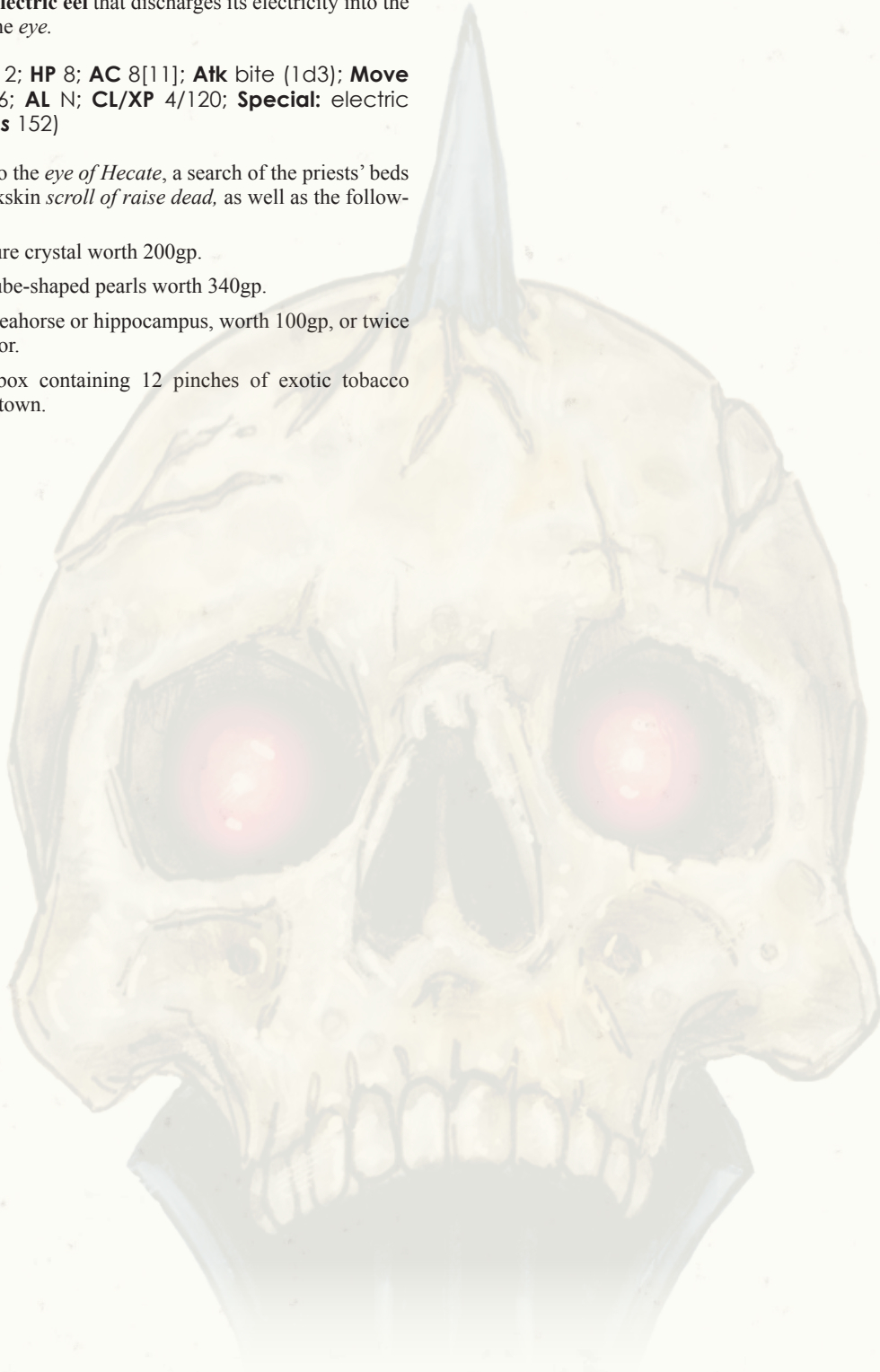
Giant Electric Eel: HD 2; HP 8; AC 8[11]; Atk bite (1d3); Move 0 (swim 9); Save 16; AL N; CL/XP 4/120; **Special:** electric shock. (*Monstrosities* 152)

Treasure: In addition to the *eye of Hecate*, a search of the priests' beds reveals a waterproof sharkskin *scroll of raise dead*, as well as the following items:

- A lobster made of pure crystal worth 200gp.
- A merfolk tiara of cube-shaped pearls worth 340gp.
- A bridle for a giant seahorse or hippocampus, worth 100gp, or twice that to a surface collector.
- A waterproof snuffbox containing 12 pinches of exotic tobacco worth 255gp in a large town.

oF-14. Passage Up

Fresh water flows down from this shallow passage from the upland side to the south. The stream itself is quite narrow, and a human-sized creature could wade it. The tunnel slopes gently upward and inland for approximately 15 miles, with only a few side branches and seeps of small size. In deeper sections, passage requires a strong swimmer or climbing along the walls to pass. With some effort, a party of adventurers could use this passage to traverse up, eventually ending up on Level 8, in the northernmost river shown on that map.



Level 3D: The Gilded Demesne

This cavern complex is governed by mated male and female wererats who refer to themselves as the **Marquis** and the **Marquessa**. They demand that their underlings address them as royalty. Their caves are known rather melodramatically as Gilded Demesne. Over the years, the wererats have carefully decorated their cavern home in what they consider to be lavish art. The outside world, however, would view the décor as garish at best and trashy at worst. The baubles, bric-a-brac, and bunting are brightly colored pieces of salvage stolen from the civilized world and repurposed as mismatched but eye-catching adornments. The Royal Couple brings swift punishment to anyone who questions their eye for design.

Because the Royal Couple command total authority among their subjects, the Gilded Demesne is well-prepared to repel interlopers. Though individually weak, wererats are formidable when working in concert, using their numbers and their native wit to overcome superior opponents. Their deadliest weapons are their blowguns, as they've managed to acquire venom from various snakes and arachnids, coating it liberally on their blow darts. All the wererats carry some sort of noise-making device that they use to alert the Demesne to invaders.

The Marquis and Marquessa, however, are not the true masters of these warrens. That title is held by **Vordoshad**, the transparent dragon, lairing in **Area 3D-4**. The Royal Couple routinely pays tribute to the dragon in the form of minor bits of wealth their subjects collect. This area is shown on the Gilded Demesne map.

Level 3D

Difficulty Level: Level 3

Entrance: Crawlspace from **Level 3, Area 3-2**.

Exit: River to **Wilderness Area 14**.

Wandering Monsters: Check once every hour on 1d20:

Roll	Encounter
1–5	1d4 wererats
6–8	2d6 giant rats
9	1d4 giant spiders
10–20	No encounter

Detections: None

Shielding: None

Standard Features: Stalactites cling to most ceilings, and the floors are bumpy and slick with moisture. Anyone moving at full speed must make a save to avoid slipping.

Giant Rats: HD 3; AC 6[13]; Atk 2 claws (1d3), bite (1d6); Move 12; Save 14; AL N; CL/XP 3/120; **Special:** 2 are diseased. (*Monstrosities* 384)

Giant Spiders: HD 1+1; AC 8[11]; Atk bite (1hp plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 saving throw). (*Monstrosities* 451)

Wererat: HD 3; AC 6[13]; Atk bite (1d3), or blowgun (1d2 plus poison); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise. (*Monstrosities* 307)

3D-1. Entrance

The wererats blocked off the narrow crack that leads to **Level 3** because they fear intruders. If the characters have excavated the tunnel, they find that the cave has been crudely decorated. Unmatched fabric streamers dangle from the ceiling. Old towels hang like tapestries on the walls. Cracked clay busts of unidentifiable people stand on pedestals made from old fence posts. The wererats looted these things from surrounding villages and consider them to be beautiful works of art, but in fact the place looks rather comical. None of the items has any monetary value. If unwanted visitors arrive here, the wererats have taken certain precautions:

1. The floor is littered with caltrops. The wererats have learned to manufacture these simple but effective steel foot traps, and the sentries are familiar enough with the placement of the caltrops to avoid stepping on them when moving swiftly through the cave. The caltrops are painted gray so that they blend with the rubble-strewn floor. The Referee should secretly roll 1d100 for anyone moving across through the cave. Those walking have a 25% of stepping on a caltrop. Those running have a 50% chance. A caltrop inflicts 1d4 points of damage and reduces movement rates by half for the next 24 hours unless treated with *cure light wounds* or greater magic.

2. Danger lurks overhead. Three holes in the ceiling, each about 3ft wide, allow 3 **giant spiders** to potentially surprise unwary visitors. Refer to **The Spider Loft**, below.

3. Two wererat sentries report intruders. Refer to the map for the sentries' positions.

Giant Spiders (3): HD 1+1; HP 6, 4, 7; AC 8[11]; Atk bite (1hp plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 saving throw). (*Monstrosities* 451)

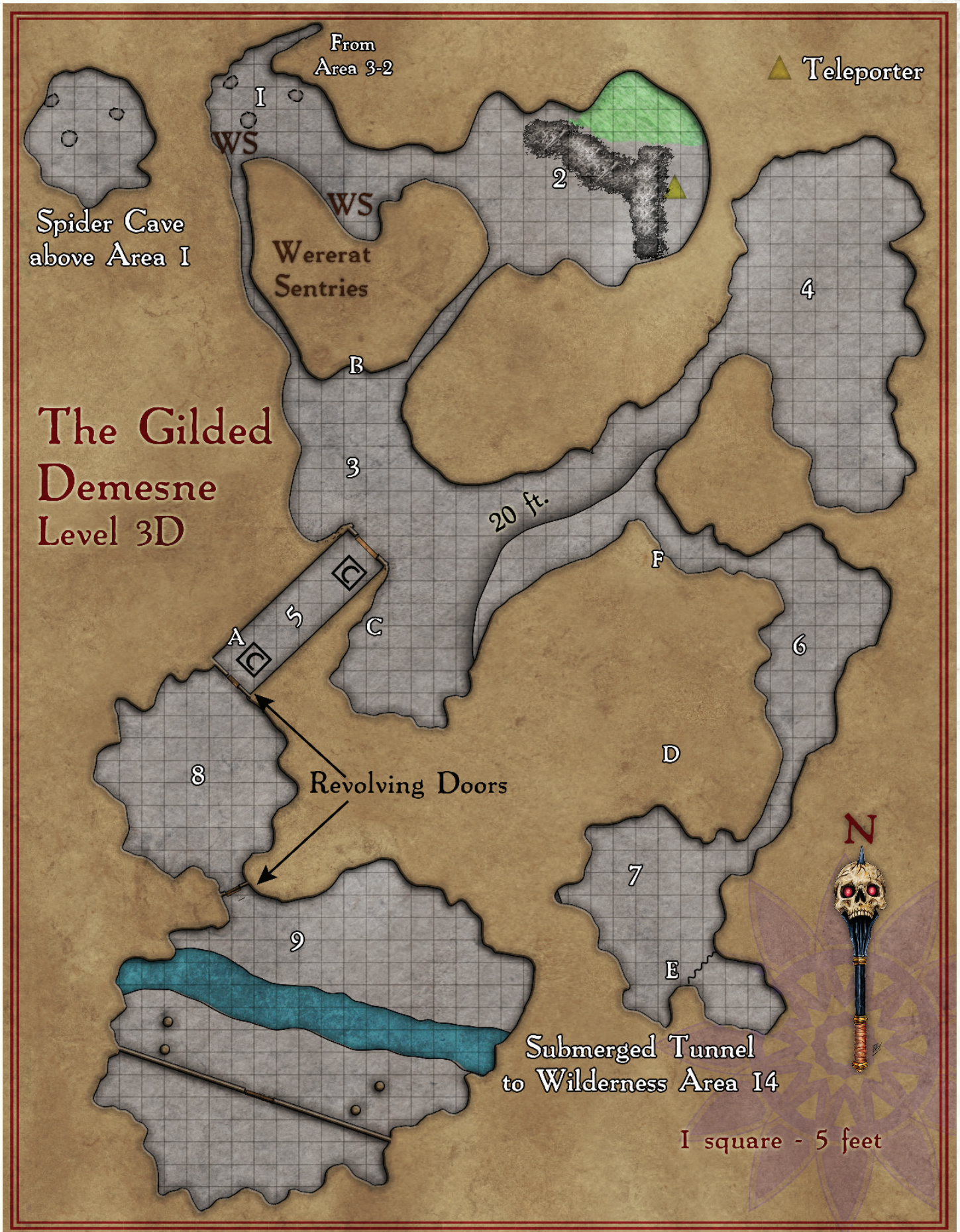
Wererats (2): HD 3; HP 11, 14; AC 6[13]; Atk bite (1d3), or blowgun (1d2 plus poison); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise. (*Monstrosities* 307)

Equipment: blowgun (range as per thrown dagger; 1d2 damage; save vs. poison or unconscious for 2d4 rounds), 6 needles, 2d6sp.

Tactics: One round after the characters enter the cave, the spiders take note of them and descend silently on their webs, attacking by surprise unless the characters specifically mention looking up into the cavern. Any sounds of combat alert the 2 wererat sentries, who hurry through the crawlspaces to alert the Marquis and Marquessa at **Area 3D-3**.

The Spider Loft: The ceiling in this cave-loft above **Area 3D-1** is low, with only a 4ft clearance, forcing some characters to stoop. Even accessing the loft is difficult, as only the 3 holes provide an entrance. Characters can reach the loft by boosting each other up, or by tossing up a hook. Once there, they must deal with a **giant spider** that attempts to bite any body part that appears in one of the holes, be it a hand or head. Though a single large spider isn't normally a formidable adversary, given its tactical advantage, it could make life difficult for characters trying to reach the loft.

Giant Spider: HD 1+1; HP 6; AC 8[11]; Atk bite (1hp plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 saving throw). (*Monstrosities* 451)



Treasure: The loft contains 3 bound bodies, each wrapped tightly in a silvery cocoon. Two of these bodies have been rotting here for days, while the third — at the Referee's option — contains someone hours away from death. If rescued, this hapless peasant (N commoner 1) swears fealty to the character and follows him or her as a hireling. Additionally, the loft contains 3d6 purplish spider eggs. These can be sold to a sage or other interested party for as much as 50gp each. Optionally, the contents of the eggs can be used in alchemical or magical processes.

3D-2. The Fetid Pond

The characters smell a foul stench long before they enter this cavern. For years, the wererats of the Gilded Demense have used this cave as a dumping ground. A small pond, about 15ft across, is completely obscured from sight by piles of picked-clean bones. Bird bones, animal bones, humanoid bones — they're all here, heaped about after being stripped of their nutritious value. Some of the mounds are 6–7ft tall, generations of things that have been killed and eaten by the wererats of **Area 3D-2** and the dragon in **Area 3D-4**. Even in this putrid place, the wererats have added their banal decorations, painting the walls with artless imagery. They've tied tattered ribbons around many of the room's stalagmites and placed mats of rotting straw in random places around the little pond. The entire place smells so horrible that it causes the characters' eyes to water unless they succeed on a saving throw. A **slime crawler** lurks here behind the bones and might surprise the characters when it scuttles out to attack.

Slime Crawler: HD 3; HP 17; AC 2[17]; Atk 4 tentacles (1d4+2 plus paralysis) and bite (1d6+2); **Move** 6; **Save** 14; **AL** N; **CL/XP** 4/1200; **Special:** paralysis. (*The Tome of Horrors Complete* 504)

The Pond: The water glows faintly green, the color of day-old pus. Though only 15ft across, it's 20ft deep. The surface is covered in a bacteria-rich film that is slightly sticky. The water reeks of contamination. Touching the water has no ill effect. However, entering the water completely forces a saving throw to avoid contracting a disease, the lethality of which depends on the character's constitution score:

Constitution Score	Effect
16–18	Minor skin rash; 1d4 points of damage
13–15	Stomach cramps; 1d6 points of damage; –25% movement for 24 hours
9–12	Fever; –2 on all ability scores and saving throws for 1d4 days
5–8	Slow internal bleeding; death in 1d4 days
3–4	Organ failure; death in 1d4 hours

Treasure: At the bottom of the pond is a metal cask. The cask is 2ft long and 1ft wide; a miniscule leak in its seal has poisoned the pond and turned the water slightly green. If the cask is retrieved (it weighs 30 pounds) the characters can open it at their peril. It still contains 28 cups worth of *nihiloplasm* (see **Sidebox**).

The Teleport Puzzle: Hidden behind several piles of bones on the eastern edge of the cavern is an old piece of magic that the wererats discovered years ago but have never been able to manipulate. At some point in the distant past, these caves were the winter retreat of a magic-user named Yenigelstron. Though no other trace of the old mage can be found, his teleportal remains. He designed it as a quick means to travel from one cave to the next, but he forced his apprentices to solve a simple puzzle to use it. That puzzle remains active.

The device consists of a metal platform shaped like a triangle, about 3ft wide. Mounted to a waist-high railing that wraps around 2 of the platform's 3 sides is a plaque made of an unknown grayish metal. Fixed to this plaque are 3 colored discs. These discs can be turned clockwise, like dials. The dials can only be turned if at least 50 pounds of pressure is placed on the platform; in other words, the teleportation effect will function only if someone is standing on the platform (or if a sufficient weight is placed

Nihiloplasm

Appearing as a dull green, viscous fluid that has the instant effect of *cause disease* when it contacts living flesh. No saving throw is allowed. Nihiloplasm may be used as an ingredient in any number of malign magic items, but its primary purpose is to create skeletons and infuse them with negative energy so that they seek retribution on the living. For every cup of nihiloplasm poured onto the ground, **2d4 skeletons** rise from the sizzling liquid, their eye sockets burning the same dull green color as the unusual material that created them. On the round following their appearance, the skeletons attack any living creature they see — including the person who summoned them. The skeletons behave as standard undead of their type. Despite the skeletons' tendency to attack the nihiloplasm's owner, clever users devise means of using the substance to their advantage.

there). The 3 dials are different colors: red, blue, and yellow. Anyone who turns the proper combination of 2 dials is automatically teleported to a predetermined location. Trying to turn all 3 dials simultaneously electrifies the platform, causing 6d6 points of damage to anyone standing on it, with a saving throw halving the damage.

Dials Turned	Platform Color	Teleport Destination
Red and Blue	Purple	Area 3D-3
Red and Yellow	Orange	Area 3D-4
Blue and Yellow	Green	Area 3D-5

3D-3. The Royal Couple

The only means of accessing this cave from the north is by way of 2 very cramped tunnels from **Areas 3D-1** and **3D-2**. These crawlspaces are just wide enough to accommodate human-sized characters; their exact size is thus left for the Referee to determine, based on how uncomfortable he wants to make the journey. Small characters such as halflings can traverse the tight tunnels by crawling on hands and knees. Larger characters, however, are forced onto their stomachs, moving worm-like through the narrow fissures. During their claustrophobic journey, they are beset by normal (harmless) spiders, cave crickets, dripping water, slugs, and anything else the Referee wants to make their experience an unpleasant one. Further, the wererats have poured oil in a shallow rivulet along the floor of each crawlspace; the characters do not initially notice the oil, given the slimy nature of the tunnels, but it can be used against them if negotiations fail.

The **Marquis** and **Marquessa** live here, along with **4 wererat bodyguards** and **4 giant rats**. The cave is brightly painted and festooned with filthy decorations. Odd lamps hang from the ceiling, some of them with leaning candles that drip wax like slow raindrops. The floor is covered in soiled rugs. Two paintings hang on the wall, slightly crooked. One painting is of an unknown human woman with a hooked nose and heavy earrings; the other painting is a quaint and surprisingly understated pastoral scene. Colored lanterns perch atop stalagmites with their peaks chopped off to provide a flat shelf. Oil fumes hang heavily in the air. A pair of ungainly wooden thrones occupies the center of the cave, built onto a dais of piled wooden pallets. The southern portion of the cave features a comically large 3-poster bed (one of the posts is missing), draped with overly perfumed curtains. A wardrobe made from salvaged driftwood stands on the far side of the bed, leaning slightly to the left.

Marquis and Marquessa, wererats (2): HD 4; HP 24, 22; AC 6[13]; Atk bite (1d3), blowgun (1d2 plus poison); **Move** 12; **Save** 15; **AL** C; **CL/XP** 5/160; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise. (*Monstrosities* 307)

Equipment: blowgun (range as per thrown dagger;

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1d2 damage; save vs. poison or unconscious for 2d4 rounds), 6 needles, 2d6gp, 3d6sp.

Wererats (4): HD 3; HP 20, 21, 18; AC 6[13]; Atk bite (1d3), blowgun (1d2 plus poison); **Move** 12; **Save** 14; AL C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise. (*Monstrosities* 307)

Equipment: blowgun (range as per thrown dagger; 1d2 damage; save vs. poison or unconscious for 2d4 rounds), 6 needles, 3d6sp.

Giant Rats (4): HD 3; HP 15, 18, 17, 12; AC 6[13]; Atk 2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; AL N; **CL/XP** 3/120; **Special:** 1 is diseased. (*Monstrosities* 384)

Tactics: If the alarm has been sounded by the sentries, the Marquis and Marquessa have prepared a reception for the intruders. They order their 4 wererat bodyguards to hastily fix metal grates over the ends of the crawlspaces, blocking the exits. These temporary barriers can be removed with an open door check, but they allow the Royal Couple time to speak with the characters before combat ensues. They address the first character to reach the end of either crawlspace; in such a cramped position, the character is at a tactical disadvantage, so conversing with the wererats may be the most prudent option. Refer to **The Parley**, below. Two of the guards stand ready with blowguns, while 2 hold torches, ready to set fire to the thin streams of oil that run the length of the crawlspaces, perhaps setting the characters aflame. Anyone caught in a burning crawlspace takes 1d6 points of damage per round. Any flammable objects they carry catch fire at the Referee's discretion.

If the characters manage to reach this cave without the alarm being sounded, all wererats engage in combat immediately but surrender if reduced to 25% of their hit points.

The Parley: The Marquis and Marquessa keep their distance during the conversation, standing partially behind their thrones for cover. They speak crude but serviceable common, eager to hear the characters' intentions. Ultimately the Royal Couple would like to be rid of the dragon in **Area 3D-4**, and if they think they can somehow talk the characters into removing the dragon, they are willing to offer almost anything in exchange. They know the answer to the teleportation puzzle in **Area 3D-2**. They also know the dangers of the revolving doors and gas trap at **Area 3D-5**. They can help the characters arrive safely at **Area 3D-8**. In exchange, they want to be left alone, their treasures intact. Though not necessarily honorable creatures, the wererats uphold their side of any truce — at least until the characters have worn out their usefulness.

Treasure: Surprisingly, one of the paintings is quite rare and expensive. The pastoral scene of farmland and a single wheat farmer was painted by the ill-fated half-orc prodigy known as Ruvegenstri. Though he died young, Ruvegenstri left behind 27 paintings of extraordinary skill. One of those paintings, an oil-on-canvas called *Lonely Harvest*, was stolen years ago from a nobleman's gallery. It now hangs on the wererats' wall. How much it is worth depends on the affluence of the Referee's campaign, but 1000gp is not out of the question. The wardrobe is not locked. It is crammed full of wererat-sized garments, each more flamboyant and tasteless than the last. The clothes are wedged tightly and without any sense of order. The wardrobe's floorboard — discovered only on a successful search for secret doors — can be raised to reveal a hidden cache of 12 black pearls, each worth 20gp.

3D-4. The Transparent Dragon

This is the lair of **Vordoshad the dragon**. The dragon is highly unusual in appearance. Due to its interaction with the *Maudra's music box* (see **Sidebox**), the dragon's skin has become completely transparent. In effect, Vordoshad's scales and skin are invisible, so that all the muscle, blood vessels, organs, nerves, and bones are visible. Vordoshad looks ghastly and unusual, fascinating and repulsive. The *music box* has corrupted the dragon to such an extent that Vordoshad's breath weapon had been altered from chlorine gas to shards of glass.

The dragon is obviously too large to be able to make use of the cavern's exit. Observant characters note that Vordoshad has no means of leaving

Maudra's music box

This cherrywood box, 4in x 6in, features meticulously wrought hinges and an intricate lock. Atop the box is pure crystal figure of a faceless humanoid female in a long gown. The crystal is perfectly transparent. Looking through it has the effect of making the view appear upside-down to the observer. Crafted by the by Un-Witch Maudra, this box can be opened only if a drop of the opener's blood is placed on the magic lock. When the box is opened, a haunting waltz begins to play, though the box is empty and contains no mechanism for music. While the music plays, the crystal figure slowly rotates, doing so for the next 3 rounds. While the figure moves, whoever holds *Maudra's music box* may call upon any combination of these powers, one per round:

- invisibility
- polymorph self
- project image

The box may be opened only once per day. It closes automatically after 3 rounds, the music fading. Maudra empowered the box with *bestow curse*, so that anyone who calls upon its powers might be met with a grim fate unless they succeed in a saving throw every time they attempt to use it. The curse has affected Vordoshad in such a way that the dragon's scales and skin are no longer visible, and its breath weapon has become a cone of sharpened glass shards. The curse may affect the characters in any way that the Referee sees fit, but it usually involves some sort of transparency or crystallization.

the immediate area, much less reach the surface world above. In fact, the dragon is careful to conceal its secret: by using *Maudra's music box*, the dragon can take on alternate forms through *polymorph self*.

Adult Transparent (formerly green) Dragon: HD 7; HP 28; AC 2[17]; Atk 2 claws (1d6), bite (2d10); **Move** 9 (fly 24); **Save** 9; AL C; **CL/XP** 9/1100; **Special:** breathes glass shards in a 30ft cone (save for half), spells (4/3). (*Monstrosities* 138)

Spells: 1st level—charm person, magic missile, protection from good, shield; 2nd level—detect invisibility, mirror image.

Tactics: How this encounter unfolds depends on the way the characters make their entrance:

Arrival via teleportation device in Area 3D-2: The teleporting character appears directly on top of the dragon's back. The Referee should determine surprise for the dragon and the character. The dragon attacks as quickly as it can, but it is also startled and spends every other combat rounds casting defensive spells on itself, such as *protection from good* and *mirror image*.

Arrival from Area 3D-3 after alarm is sounded: The dragon waits for the characters, having had time to cast defensive spells. Innately curious, Vordoshad is willing to converse with the characters (it speaks a variety of languages), though it eventually attacks with its breath weapon unless sufficiently bribed with riches and coddled with flattery.

Arrival from Area 3D-3 without sounding alarm: The characters have caught the dragon unaware. Vordoshad is automatically surprised.

Treasure: Vordoshad's wealth is kept in an unorganized pile in the south part of the cave. It consists of the following:

- 6459cp
- 1432sp
- 239gp
- Marionette doll with emeralds for eyes worth 148 gp
- Lyre with strings made of spider silk worth 72 gp
- Cracked porcelain serving plate with gold inlay worth 46 gp
- Bottle of rare Romarthian Port, 30 years old, worth 200 gp

- Astrolabe with fine details worth 255 gp
- Riding crop with decorative silver handle worth 53 gp
- *Maudra's music box* (see **Sidebox**)

1d2 damage; save vs. poison or unconscious for 2d4 rounds), 6 needles, fog muzzle (see **Sidebox**), 1d6sp, 3d6cp.

3D-5. The Gas Attack

This hallway is 10ft wide and approximately 40ft long. Unlike most of the Gilded Demesne, the hallway is made of carefully hewn stones, sealed together with an airtight mortar. The walls are painted orange and adorned with unusual pieces of art: colored bones, wreaths made of rotted leaves, and streamers of dried seaweed. The northwest wall features a poorly rendered mural of a male and female wererat wearing crowns. Four dim oil lamps rest in small niches along the length of the walls, providing a faint glow. The ceiling is 10ft high.

The hallway's most remarkable feature is the door at the southwest end. It is a revolving glass door (4 doors connected on edge to a central pivot pole) that spins to provide entrance and egress. When the characters arrive, this revolving door is wedged in place with an iron spike that can be removed after 1d4 rounds of wiggling and prying, with a successful open door check.

Two trapdoors in the ceiling have been cleverly painted to appear just like the stone blocks around them. In a crawlspace above the hall, 2 wererats play dice games, eat, and nap while awaiting a shift change. They are here to dispose of intruders with a special gas attack. Shortly after the characters enter, the wererats don their fog muzzles, open one of the trapdoors, and fire a deadly yellow gas into the hallway. One of the wererats holds a wide-mouthed hose while the other works a large bellows, pumping the gas from a vat. The toxin completely fills the corridor after 3 rounds, at which time the wererats slam the trapdoor shut and lock it.

Further, using a mechanism built into the wall, the wererats can close the northeast door through which the characters entered. Once the door slams shut, a bolt automatically falls into place, holding it secure. This traps the characters in the hallway. Because the ceiling is 10ft high, the characters might find it difficult to get up through one of the trapdoors to confront the wererat ambushers.

Trap: The poison gas burns the lungs, but it also contains a powerful sleep agent. Anyone caught in the hallway takes 2d6 points of damage per round, or half damage on a successful saving throw. A second saving throw is required to avoid unconsciousness. An unconscious character takes full damage from the gas, which lingers in the tightly sealed hallway for 3d4 rounds before losing its efficacy. If the entire party is incapacitated, the wererats — wearing their fog muzzles — descend on rope ladders to bind the characters and rob them of all possessions. Captives are taken directly to the Royal Couple (if they are still alive), fed to the dragon at **Area 3D-4**, or simply dumped in the river at **Area 3D-9**.

Wererats (2): HD 3; HP 19, 15; AC 6[13]; Atk bite (1d3), blowgun (1d2 plus poison); **Move** 12; **Save** 14; AL C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise. (**Monstrosities** 307)

Equipment: blowgun (range as per thrown dagger);

Fog Muzzle

One of the more ingenious non-magical gadgets the wererats have collected through the years, the fog muzzle is made of tanned hippogriff hide, carefully boiled and shaped to fit snugly over the face. The wearer's eyes are protected by 2 round glass lenses, sealed in their sockets with a watertight glue manufactured from a mixture of organic saps and honey bee propolis. In place of a mouth, the fog muzzle is fitted with several slots that are the gills of sahuagins. These gills filter the noxious effects of smoke and poisonous gasses, as well as the choking effects of sand and other particulates. The fog muzzle is bound to the head by 2 pairs of leather straps, tied behind the neck and head. The lenses are glass and easily damaged, and the fog muzzle provides no AC bonus. The gills must be cleaned daily to keep them in working order.

3D-6. The Walk of Faith

The ceiling of this cavern bristles with **piercers** waiting to fall. Long, sharp stalactites hang ominously overhead, formed by centuries of dripping, mineral-rich water. The ceiling is 20ft tall, and nearly every square inch of it is covered in a pointed stone — some of which are actually living creatures. When the characters enter, their light reveals a bit of slight movement from up above, a fair warning that danger awaits. A tunnel exit can be clearly seen on the cavern's south side, but getting there means tempting the piercers to release their grip on the ceiling. The cave is not quite silent, as water drips from numerous unseen sources.

The wererats know how to traverse this room safely. They walk single-file in a straight line to the southern tunnel. Any deviation from this path invites an attack from above. If the characters take a similar approach, the piercers allow them to pass. Any other tactic or any other route provokes the piercers.

Piercers (6): HD 1; HP 4x2, 3, 5x3; AC 3[16]; Atk drop and pierce (1d6); **Move** 1; **Save** 17; AL N; **CL/XP** 1/15; **Special:** drop. (**Monstrosities** 373)

Piercers (4): HD 2; HP 11, 8, 5, 9; AC 3[16]; Atk drop and pierce (2d6); **Move** 1; **Save** 16; AL N; **CL/XP** 2/30; **Special:** drop. (**Monstrosities** 373)

Piercers (2): HD 3; HP 19, 15; AC 3[16]; Atk drop and pierce (3d6); **Move** 1; **Save** 14; AL N; **CL/XP** 3/60; **Special:** drop. (**Monstrosities** 373)

Treasure: Characters gazing around the rubble-strewn floor can make a secret door check to notice a small glint of gold. A silver and malachite *ring of protection* +1 is partially wedged under a rock near one of the cave walls. The only way to reach this item is to veer from the path and prompt an attack from the piercers.

3D-7. The Wererat Trove

Anything the wererats consider to be treasure has been deposited here. Great mounds of refuse and random objects fill the cave. Knick-knacks, twisted pipes, bundles of thatch, boots, flatware, saddles, buckles, tools, seashells, empty bottles — the inventory of mundane items is practically endless. Any object the wererats find that is not of immediate value is tossed in here, creating junk piles the size of haystacks. At the Referee's option, every hour spent sifting through these hoarded "treasures" reveals a minor magic item such as a potion or other single-use item. Further, every character who dedicates time to a serious search of the room has a 25% chance of locating the only thing of considerable value, the *reckless ember sword* (see **Sidebox**).

A curtain conceals a small, secondary cave in the southeast corner. The curtain is made of long strings of colored metal discs, along with knucklebones, buttons, and human teeth. Beyond the curtain is a lopsided altar

Reckless Ember Sword

This black-bladed weapon is a *flaming short sword* +1. Using the weapon's fiery power is not without its dangers, however. Whenever the *ember sword* is carried in hand, the sword's wielder is overcome with a need to charge the nearest visible enemy. The wielder rushes forward, sword held high overhead, without regard to his or her own well-being, attacking immediately upon arrival. Once this initial attack is complete, the compulsion is gone, so that the wielder regains free will — at least until the next enemy appears.

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dedicated a wererat folk hero, a renegade who terrorized nearby villages a century ago. Like everything else in the Gilded Demesne, the altar is poorly built. It leans to one side and rattles if physically examined. Within the altar's only drawer is a religious tract titled *The Moon and Its Many Dark Devotions*.

3D-8. The False Box

The wererats use this cavern for storage and for a latrine. Random objects are piled along the walls, most of which have been stolen from the surface world: broken wheelbarrows, a bent plow, a ship's rudder, a scarecrow stuffed with smelly straw, an assortment of dented lanterns, a split shield, a box of horseshoes, and other similar items. An alcove in the west wall features a circular hole in the floor, from which wafts a powerfully foul stench. The pit below is half filled with years of wererat droppings. A revolving door separates this room from **Area 3D-9**. Though this door isn't wedged shut, its uncoiled pivot squeals loudly whenever the door is used, resulting in a 25% chance that the hydra in **Area 3D-9** is alerted.

Most of the items in this cave have little or no monetary value. One exception appears to be a large chest of eye-catching design. The chest is made of 2 types of wood: sandalwood and mahogany, expertly joined by a master craftsman. The corners are reinforced with bright brass flashing, and the lid is hinged by hidden pins. The entire chest has been painstakingly carved with detailed geometric figures, forming elaborate patterns. The grooves and spaces formed by these designs have been darkened with teak oil, emphasizing their 3-dimensional outlines and giving the chest further depth. There is no lock, just a simple latch of polished brass.

Though the characters might be wary of this container, it is neither locked nor trapped. Inside is a slightly smaller second chest, this one of plainer but nonetheless sturdy construction, its thick lid apparently nailed shut. This second chest is a **mimic**. The nail heads are the creature's sensory organs. It attacks if the characters attempt to lift it from the larger chest or open its lid.

Mimic: HD 7; HP 36; AC 6[13]; Atk smash (2d6); Move 2; Save 9; AL N; CL/XP 8/800; **Special:** glue, mimicry. (**Monstrosities** 329)

Treasure: Other than the large chest itself, which is worth 300 gp and weighs 40 pounds, there is no treasure here of any kind, nor anything else of interest.

3D-9. The Lost Temple

A slow-moving river courses from west to east in this spacious cavern. The water emerges from a tunnel on the west only briefly before disappearing into another submerged passage, twisting and winding before eventually emerging at **Wilderness Area 14**. The river is filled with blind fish; the water is 15ft deep and quite chilly.

A pair of very tall, regal statues stand on the south side of the river, their arms extended overhead and their mighty palms flattened against the ceiling as if to support it. Including their tall marble bases and extended arms, these impressive statues are 30ft tall. One is of a mostly nude human male, exquisitely muscled, wearing sandals and a crown of laurel leaves. On his face is an expression of thoughtful contemplation. The other statue is of a woman in battle dress, a shield on her back. Both statues are adorned with gold leaf, but much of that gold has worn away, revealing pure white marble beneath. In addition to the statues, the ceiling is supported by 4 tall fluted columns of a similar style, with great care taken in their construction. Though the statues are so well crafted that they appear almost lifelike, they contain no magical powers; they merely



support the ceiling.

The statues stand on either side of what appears to be a temple built into the southern portion of the room. Only the building's façade is visible, the rest of the structure part of the cavern around it. The wall is made of large, finely fitted granite blocks. The blocks are carved with images of chariots, acorns, and lyres. The temples 2 massive doors are open, pulled back along tracks in the floor.

Astute characters note that the grand statues and architecturally immaculate temple are quite out of place here in these wererat warrens. These structures harken back to antiquity, perhaps giving the false implication that they were built thousands of years ago and are now the last vestige of some forgotten society. The truth, however, can be found inscribed around the statues' large marble bases. Though the language is unknown to the characters, anyone who successfully deciphers the engravings with *read languages* can make sense of how these structures came to be here:

We, the Five Librarians of Elysium, designate this place our Literary Retreat, and cast it through the Astral plane to find a site of solace where it might reside until we join it one day to review the Celestial Index.

The Referee is free to invent the details of the *Index* or to replace this lore with a story befitting the cosmology and themes of his or her own campaign. Either way, the writings here allude to future events.

While the characters are exploring the room, the cave's primary occupant appears in the temple's doorway. This is a **5-headed hydra** that has come to dwell here after swimming through the river from **Wilderness Area 14**. The hydra periodically ventures outside to hunt, but it is mostly content to remain slumbering peacefully in the temple.

Hydra (5-headed): HD 5; HP 30; AC 5[14]; Atk 5 heads (1d6); Move 9 (swim 9); Save 12; AL N; CL/XP 7/600; **Special:** none. (**Monstrosities** 258)

Tactics: The hydra attacks very aggressively until it is reduced to 20% of its hit point total, at which time it lunges into the river and attempts to flee by swimming through the underground tunnel.

Treasure: If the hydra is defeated, the characters can enter the temple. Inside, the hydra has constructed a bed from deadfall, dried seaweed, and smooth stones. This giant nest fills much of the space. Inside the nest is a

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cracked-open egg about 4ft long. The egg's interior is still moist, implying that a baby hydra recently hatched . . . yet this creature is nowhere to be seen. If the characters assume that this new monster is out there somewhere, perhaps waiting to strike, the Referee should do nothing to assuage those fears.

Not far from the hydra's nest is a jumble of wealth, most of it in the form of silver pieces taken from a caravan of money lenders only days ago. The stockpile includes the following:

- 5392sp
- 13 crystal rods, each 4ft long worth 100gp each
- Wooden carving of an elk with ivory antlers worth 65gp
- Silver snuffbox with mother-of-pearl interior worth 110gp
- Hand mirror made of silver, the handle in the shape of an olive branch worth 35gp
- Ornamental tambourine worth 40gp
- Eyepatch with a tiger's eye gemstone mounted in the center worth 15gp

The hydra seized the crystal rods from a merchant bound for a buyer who wanted the items as part of a large alchemical apparatus he was constructing. Each rod weighs 10 pounds. Though cumbersome, the rods are of high quality and could be put to a variety of uses by imaginative characters.



Level 4C: Last Stand

When Tsathogga's followers infiltrated Rappan Athuk, Azraggad, a devout cleric of Orcus, swore his undying loyalty to the demon lord. To cement his pact, the priest joined the ranks of the undead as a vampire. Although he abandoned his mortal life for a subterranean existence forever cloaked in darkness, the haughty aristocrat could not forsake the trappings of wealth. The vampire's lair exudes style and sophistication unmatched anywhere else within the underground complex. Azraggad's home resembles a grand estate, but his fealty to Orcus shines through with his macabre décor, diabolic servants, and ingenious methods of inflicting death on trespassers. None is less welcome than the deranged servants of the Frog God, whom he despises more than the saintliest paladin or most-righteous do-gooder. To this end, he maintains some periodic contact with the Upper Temple of Orcus on **Level 4A**, though he is very careful not to leave any trail in his wake, as his isolated abode remains beyond the prying eyes of Tsathogga's servants. This area is shown on The Last Stand maps 1 and 2

Level 4C

Difficulty Level: Level 6–8

Entrances: Southern tunnel from **Level 4, Area 4-6**. Corridor from **Level 2, Area 2-10**.

Exits: Tunnel to **Level 5C, Area 5C-14**.

Wandering Monsters: Check once every hour on 1d20.

Roll	Encounter
1–6	1d3 slithering trackers
7–20	No encounter

Detections: Evil can be detected from **Areas 4C-9, -12, -17, and -17A**. Magic can be detected from **Area 4C-15**. No light sources are in the rooms and corridors unless otherwise specified in the area's description.

Shielding: Inlaid lead shields **Areas 4C-10, -11, and -12** against detection magic.

Standard Features: The walls, floors, and ceilings are made from cut stone. Slime coats the walls, columns, and other features from **Area 4C-1** through **Area 4C-7** inclusive, causing the areas to be treated as difficult terrain. The walls, columns, and other features in the remainder of this level are dry. Areas on the map noted by a boxed "X" contain a spiked pit trap that requires a successful secret door check or Delicate Tasks roll to detect. The spiked pit is 30ft deep. Creatures who fall into the spiked pit take 3d6 points of damage from the fall and another 1d6 points of damage from the spikes.

Slithering Tracker: HD 4; AC 5[14]; Atk none; Move 12; Save 13; AL N; CL/XP 6/400; **Special:** drain fluids, paralysis, transparent. (*Monstrosities* 435)

4C-1. Gated Community

The corridor connecting Level 4 to this one ends in a sturdy iron portcullis. Rat-sized creatures can squeeze through the bars with no effort, but all other creatures cannot. To enter the main passageway, the characters must circumvent the portcullis. In addition to using magical means such as *dimension door*, *teleport*, and similar spells to bypass the barrier, adventurers may try to smash through the portcullis with weapons. Inflicting 30hp of damage on the gate breaks it down, in addition to creating a horrendous amount of noise, unless precautions are taken. Of course, the act of repetitively pounding against the bars automatically ends in an encounter with a wandering monster. Alternatively, the character can resort to brute strength to either lift the portcullis or bends its bars without attracting unwanted attention from roaming **slithering trackers**. Accomplishing this feat requires 2 successful open door checks.

The network of corridors beyond the portcullis are painted dark red. Gilded images of leaves and golden crown molding adorn the walls, ceiling, and floor. The faint yet audible tone of a harpsichord echoes through the passageway. The music emanates from behind the door of **Area 4C-4**.

4C-2. Them Bones

Although a sturdy, wooden door blocks passage into this cramped chamber, a small piece of wood swings freely from a hinge built into the bottom of the door. The cut out is identical to a modern dog or cat door in both size and appearance. On the other side of the door is a **bone swarm**.

Bone Swarm: HD 6; HP 33; AC 5[14]; Atk swarm (2d6); Move 12; Save 11; AL N; CL/XP 7/600; **Special:** immune to cold, resist weapons. (*Tome of Horrors* 4 211)

Tactics. Composed of tiny bits of bone culled from the remnants of fallen undead monsters as well as Azraggad's past victims, the surprisingly intelligent creatures listen intently for any movement or disturbances outside the portal. If they detect living creatures other than the slithering trackers, the pair immediately moves through the swinging door and attack the intruder. Characters who reach the door undetected and open it discover an enormous pile of bones that spill into the adjacent corridor where they coalesce into 2 distinct sheets of bone. The swirling masses of bone fight until destroyed. If they defeat the adventurers, the fallen heroes' skeletal remains join their motley collective.

4C-3. Picture This

Six portraits of a dashing, handsome man hang from the walls, while a marble sculpture of the same man wearing ornate vestments stands in the center of the room. The portraits depict Azraggad at various stages in his mortal and immortal life. A character who examines the paintings and succeeds on a saving throw notes that the paintings depicting the subject as a young man are disproportionately much older than those showing an aging, yet still youthful man.

Treasure. The 6 paintings are worth 200gp each, while the statue has a value of 250gp, though it weighs almost 600 pounds.

The Last Stand

Level 4C, Map I

To
Area 4-6

To
Area 2-10

6A

To Map 2
Area I3

I2A

I2

I1

I0

7

7A

8

9

6

5

4

3

N

1 square - 5 feet



4C-4. Ebony and Ivory

When the characters approach the door, the harpsichord's melodic tune steadily grows louder. Inside the room illuminated by a *continual light* spell cast upon a candelabra atop the harpsichord, a **skeleton** wearing flashy robes flamboyantly plays the musical instrument. The undead servant ignores any interruption and continues playing unless physically restrained from doing so. Azraggad composed the piece as a triumphant march combined with a hymn to Orcus. The skeleton understands any conversations but cannot speak and divulges nothing about its vampiric master.

Skeleton: HD 1; HP 5; AC 8[11]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Tactics. The undead monster attacks only when attacked. If the music ceases for any reason, the event triggers a *magic mouth* spell cast on the mirror hanging from the opposite wall.

A booming voice declares, "Who dares stop the music?! Curse you trespassers! Damn you to perpetual silence!"

Treasure. The silver mirror is worth 100gp, while the golden candelabra is worth 200gp. The harpsichord weighs 150 pounds and has a value of 500gp.

4C-5. Reading is Fundamental

A *continual light* spell cast within a fireplace illuminates an impressive library. The bookshelves span the length of all 4 walls. Three comfortable chairs arranged into a semicircle surround the fireplace. The leather-bound tomes primarily focus on 2 divergent topics: macabre death rituals and trashy romance stories. The subject matter offers a glimpse into Azraggad's warped mind, but not a useful insight into the perils ahead of the characters. The secret door here is better concealed behind the bookshelf than those in the surrounding area. It takes a successful secret door check at -1 to detect it.

Treasure: The 183 books are worth an average of 1d4 gp each or 525 gp for the entire collection when sold as a set.

4C-6. Slither!

The slime in the corridor leading to this chamber is so thick that it intermittently drips from the ceiling onto the floor. Indeed, the slick mucus coats every square inch of stone, crossing the adjoining corridor and room requires a successful save to avoid slipping and falling. (Naturally, the slithering trackers are immune to this.) The reason for the proliferation of slime becomes apparent when the characters enter the chamber, as **12 slithering trackers** roil around the floor, walls, and ceiling. Whatever covered the surfaces prior to their arrival was either scrubbed clean or obscured beneath a layer of slime.

Slithering Trackers (12): HD 4; AC 5[14]; **Atk** none; **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** drain fluids, paralysis, transparent. (*Monstrosities* 435)

Tactics. The monsters immediately attack intruders and display unmistakable intelligence during their assault. They concentrate their efforts against 1 or 2 adventurers rather than spread out across the room. The slithering trackers fight to the death, and even though their numbers may dwindle, they know reinforcements are continuously on their way as the mysterious cube in neighboring **Area 4C-6A** regularly discharges new slithering tracker recruits at set intervals.

4C-6A. Trackers Cubed

A precisely cut pink crystal is the source of the complex's slithering trackers. The glowing cube spews out a slithering tracker every minute whenever the number of slithering trackers in the outer room drops below

12. Otherwise, the rate slows to one per day. When the cube releases a slithering tracker, it swells for one round and ejects slime, which coalesces into a slithering tracker.

Despite its crystalline structure, the cube proves very resistant to physical and magical damage. It takes half damage from acid and weapons, and is immune to cold, fire, and lightning. Any attack that hits the cube during the round when it swells inflicts double damage if the attacker is within 5ft of the cube. When the cube is reduced to 0 hp or less (it begins with 40hp), the crystal shatters and sprays an acidic goo onto all creatures and objects within 30ft. The viscous material deals 6d6 points of acid damage and paralyzes the creature for 1 minute. A successful saving throw halves the acid damage and negates paralysis. Each round at the end of its turn, the target can make another saving throw. On a success, the character is no longer paralyzed.

4C-7. Getting Ahead

During his youth, Azraggad spent countless mornings hunting with his father and older brothers, memories he fondly cherishes to this day. To commemorate these precious moments in time, he meticulously preserved the severed heads of his quarry and mounted them onto the walls. These prizes include a grizzly bear, a tiger, a lion, a rhinoceros, a hippopotamus, a buffalo, a moose, and a unicorn.

Unicorn Alarm. When a living creature enters the room, the intrusion triggers a *magic mouth* cast on the unicorn's head. The decapitated head emits a ghastly, unnerving death rattle for 20 seconds before falling silent. Azraggad programmed the sickening sound to startle and unnerve trespassers as well as to alert the will-o'-the-wisps in **Area 4C-8** and the bone swarms in -9 to the presence of intruders.

4C-7A. Color Scheme

The corridor connecting **Area 4C-7** and -8 contains the clues for the cryptic puzzle found in **Area 4C-10**.

When the characters view the passageway, they see a strange assortment of colored glass crystals imbedded into the walls. One cluster includes 8 green crystals, while another has 4 blue crystals. A pair of red crystals can be found near the door, while a lone yellow crystal occupies a niche on the opposite wall. The glass crystals have no monetary value and can easily be removed with a successful Delicate Tasks roll or by cracking a stone prong keeping the crystal in place. Each prong is AC 8[11] and has 5hp.

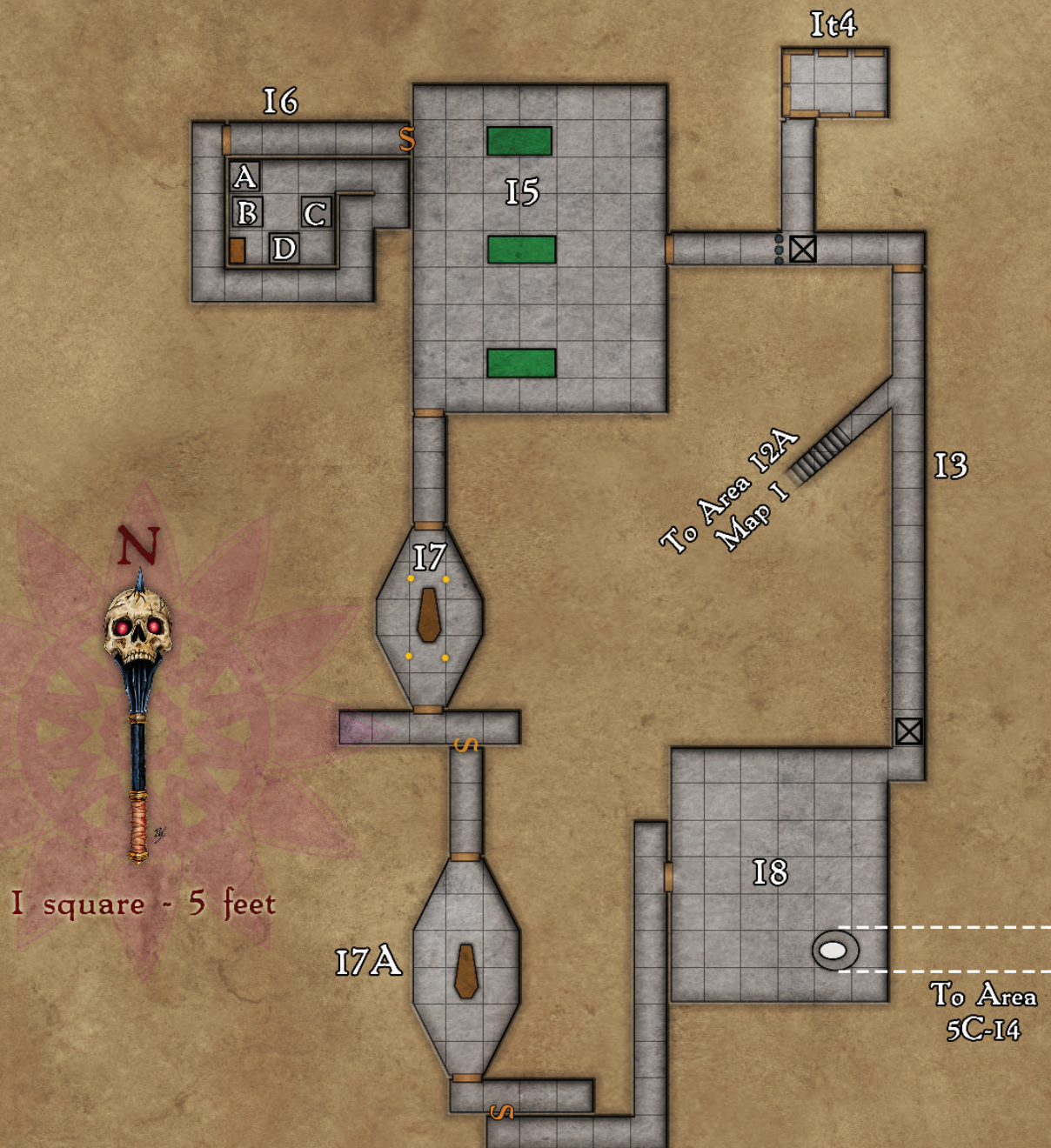
4C-8. In the Room, They Come and Go

When a creature other than Azraggad opens the door, a *phantasmal force* spell instantly springs into existence. Shadowy, genteel men and women stroll about an exquisitely decorated parlor, laughing merrily as they discuss the gossip of the day. The illusion continues for 5 minutes. The illusory figures largely ignore the intruder while they carry on their conversations, though a few conspicuous individuals turn an eye toward the trespassers and offer formal greetings. A character who physically interacts with the illusion and succeeds on saving throw sees the *programmed illusion* for what it is. The illusion serves as a distraction for the collapsing floor trap.

Floor Trap. The floor here appears as all others, but the "stone" is really a thin layer of glass. The cleverly disguised material holds up well against intense scrutiny, thus it takes a successful secret door check at -1 to detect the ruse. The trap cannot be deactivated or disarmed in any conventional manner, though replacing the floor with solid material would allow characters to safely traverse through the area. The floor supports a weight capacity of 4. A halfling-sized or smaller creature counts as 1; a human-sized creature as 2; and larger creatures as 4. When the floor's weight capacity is equaled or exceeded, the glass immediately shatters, forcing the creature to succeed on a saving throw or fall into the **quicksand** beneath the faux floor.

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Level 4C, Map 2



Quicksand. Despite its gritty consistency, the quicksand is actually water. A creature who falls into the quicksand sinks 1d4+1ft into the gooey material and is stuck. At the start of each of its turns, it sinks another 1d4ft. If the creature is not fully submerged in quicksand, it can escape by succeeding on an open door check. A creature completely submerged in quicksand cannot breathe and is blind. A creature can pull another creature within its reach to safety by succeeding on an open door check with a +1 bonus. Although the quicksand impedes the progress of most humanoids, the circumstances offer an ideal hunting opportunity for the chamber's previously invisible **3 will-o'-the-wisps**.

Will-o-the-wisps (3): HD 9; HP 32, 40, 22; AC -8[27]; Atk shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: lights. (*Monstrosities* 512)

Tactics. The monsters hover above the quicksand and pepper restrained targets in the quicksand with their shock attacks. When a character falls to 0 hp or less, the undead monsters gleefully feast on the dying creature's ebbing life force. The wisps never retreat and fight until destroyed.

Treasure. The corpses of a human, an elf, and a dwarf litter the bottom of the quicksand, but locating the submerged bodies proves extremely difficult. Only a tactile examination of the floor and a successful secret door check can locate one of these bodies. The human wears +1 leather armor and carries a +1 dagger. The elf has a ring of protection +1 and a +1 spear. The dwarf wears plate mail and carries a flawless emerald worth 2500gp.

4C-9. Touch and Doh!

After circumventing the preceding quicksand trap, the complex opens into a long hallway containing 28 stone pillars along the north and south walls. The 2 pillars closest to the entrance (marked with an "S" on the corresponding map) suddenly illuminate, while the others remain dark. Demonic carvings cover the surfaces of these basalt pillars.

The western branch of the hallway boasts a diabolic altar chiseled from black-red granite. Bone fragments, dried blood, and mummified tissue rest upon the altar. When a lawfully-aligned creature approaches within 5ft of the altar or any creature or object touches the altar, each of the illuminated pillars releases a pile of bones that fall to the floor and coalesce into **2 bone swarms**. Each minute thereafter, each of the lit pillars releases another bone swarm until the characters pass through the pillars and leave **Area 4C-9** or the characters cast *darkness* or other magic suppressing the illumination. The bone swarms do not pursue or attack creatures who leave **Area 4C-9**. Furthermore, if the characters shroud an illuminated pillar in darkness or physically destroy the pillar (they are AC 1[19] and have 60hp), a bone swarm in existence at the time crumbles into a pile of inanimate bones.

Bone Swarms (2): HD 6; HP 30, 28; AC 5[14]; Atk swarm (2d6); Move 12; Save 11; AL N; CL/XP 7/600; Special: immune to cold, resist weapons. (*Tome of Horrors* 4 211)

The other feature of the room is the secret door at the opposite end of the chamber. This hidden portal is also tied to the altar and can be opened only by placing a drop of willingly spilled human blood onto the altar along with a fragment of bone from the same creature (a tooth or finger bone would suffice). When this is done, the magic securing the secret door is suppressed for 10 minutes. Locating the secret door proves far easier than bypassing it, as it only requires a successful secret door check to detect its outline. A *detect magic* spell identifies the presence of a modified *hold portal* spell securing the portal. When the spell is removed, the door opens easily. The passage beyond leads to **Level 3A, Area 3A-2**.

4C-10. Color Me Bad

Eerie, phosphorescent light emanates from 4 oval crystals (red, yellow, blue, and green) placed within 4 vertical, recessed niches at the end of the hallway. The palm-sized crystals appear to fit into the 4 niches on the east wall at the eastern end of the corridor.

A bas-relief sculpture accompanies each niche. The top niche is inside of a gaping, bestial mouth. The second is found above a carving depicting a victorious gladiator standing over his fallen foe. The third appears near the bow of a ship carved into the stone. The final niche lies beneath the carving of a man and a building. An arrow sign pointing toward the building is sandwiched between the man and the structure.

The carved images and niches relate to the puzzle found in **Area 4C-7**. Each color corresponds with a related homophone. Thus, there were 8 (ate) green crystals, 4 (fore) blue crystals, 2 (to) red crystals, and 1 (won) yellow crystal. The solution is to place the green crystal into the niche within the bestial mouth; the yellow crystal above the gladiator carving; the blue crystal adjacent to the ship carving; and the red crystal into the hold beneath the carving of the man and the building. If the characters put the crystals into the correct positions, the secret door slides open, granting them access to **Area 4C-12** for 1 minute. On the other hand, characters who place the crystals into the wrong openings cause the secret door to instead open into **Area 4C-11** for 1 minute. However, creatures who enter **Area 4C-11**, discover a one-way door that prevents them from leaving.

Secret Door. It takes a successful secret door check to locate the secret door. However, a successful saving throw reveals that the door can be opened only by solving the puzzle. Creatures who attempt to bash the door open hit only solid stone (for no discernable damage). Instead, the door rotates in front of the opening in **Area 4C-11** and **-12** and then opens into either chamber.

4C-11. Nowhere to Run

Fourteen bodies in varying states of decomposition lie scattered about the floor of this hemispherical chamber. An examination of these corpses along with a successful intelligence check (roll 3d6 below the character's intelligence score) confirms the victims died from dehydration, malnutrition, and other natural causes instead of trauma. Many also suffered severe injuries on their hands and feet, presumably from trying to pound their way through the door. Azraggad stripped the corpses of their valuable possessions, literally leaving just the clothes on their backs.

Creatures attempting to escape must bypass or destroy the door to leave. The door can be *disintegrated*, or characters can *teleport* out of the room, but the *hold portal* cannot be dispelled, and the barrier also foils ethereal travel.

4C-12. Decisions, Decisions, Decisions

Characters who correctly solve the puzzle in **Area 4C-10** enter this diabolical chamber. Painted images of demons precariously balanced on scales cover the walls.

Although visible, the locked, stone door bearing demonic images cannot be bypassed by any magical means as it is protected by an *anti-magic shield*. Furthermore, a magical effect shields the key against all divination spells.

Captive #1. A pentagram within a circle drawn onto the floor binds a restrained **marilith demon**.

Marilith (Fifth-Category) Demon: HD 7; HP 41; AC 7[12]; Atk 6 strikes (1d2), tail (1d8); Move 12; Save 8; AL C; CL/XP 13/2300; Special: +1 or better magic weapon required to hit, gate (50% of success; roll 1d12 to determine the result [1-3] first-category, [4-6] second-category, [7-8] third-category, [9-10] fourth-category, [11] sixth-category, [12] a demon lord or demon prince), magic resistance (80%), magical abilities. (*Monstrosities* 101)

Magical Abilities: At will—charm person, levitate, polymorph self.

Captive #2: A **fidele angel** named Bayazid is chained to the far wall appears to suffer a similar dilemma, yet unlike the gregarious marilith, the incapacitated being appears catatonic. His adamantine chains are immune to all damage. The angel's incapacitation can be attributed to a *curse* cast against it and the fact that the key to **Area 4C-12A** is imbedded inside the angel's heart. Removing the *curse* allows the angel to telepathically

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communicate with the characters. Although the angel is no longer incapacitated, it is paralyzed in this state.

Bayazid, Fidele Angel: HD 6; HP 27 (currently 2); AC 5[14]; Atk +1 longsword (1d8+1) or +1 longbow (1d6+1) or 2 claws (1d4+1) and beak (1d6+1); Move 18 (fly 18); Save 11; AL L; CL/XP 11/1700; **Special:** change shape, companion, immune to acid and cold, magic resistance (20%), magical abilities. (Appendix A)

Development. In addition to physically restraining her, the adamantine shackles prevent the marilith from using her magical abilities. The demon tells the characters her shackles are immune to all damage except from lawful characters. She can still attack creatures within her tail though. Unable to escape her adamantine shackles without the characters' intervention, the wicked fiend offers the adventurers a bargain. The characters must free her in exchange for the key to **Area 4C-12A**. Of course, she insists on gaining her freedom before she turns over the key.

If the Characters Free the Demon. Naturally, when freed the devious marilith gladly tells the characters where to find the key before she attacks them.

Tactics. If she cannot kill the characters without endangering herself, she tries to escape, if possible. Otherwise she fights to the death.

Gaining the Key. The angel is aware the key lies within his heart. Physically removing the key from the creature's vital organ automatically kills it. If the characters can devise a nonintrusive way to remove the key without slicing through the angel's heart, the key can be retrieved without harming him. For instance, a character could run a catheter-like device through an artery or vein and retrieve the key in that manner. Alternatively, the adventurers could use a *clairvoyance* spell to see into the angel's heart, and a *teleport* spell to transport the key out.

If the characters successfully remove the key without killing the fidele, and free him from his shackles, Bayazid resumes acting normally and the *feeblemind* spell ends. (The key, rather than the shackles, paralyzes him; removing the shackles without removing the key ends the *curse*.) Bayazid explains that the vampire Azraggad imprisoned him centuries ago, but not before he forced the grieving angel to watch him slay his beloved partner. The angel agrees to heal any injured characters as well as accompany them for his revenge against Azraggad. On the other hand, lawful characters who dealt damage to or attacked Bayazid are in turn cursed. The character takes 1d6 points of damage at the beginning of each of its turns until the character succeeds on a saving throw at -4. The same character cannot suffer the same curse again for 24 hours.

Story Award. If the characters recover the key without having to fight or kill the marilith, they do not gain experience for defeating the marilith, but are entitled to at least some XP reward for their efforts. At the Referee's discretion, it is acceptable to award up to 1000 XP for an ingenious solution to the dilemma or 500 XP for a passable, yet lucky resolution.

4C-12A. Stairway to Hell

The doorway opens to stairs made from bony femurs, tibias, and radii harvested from numerous humanoids. Sticky, blood red paint coats the walls and ceiling as red globules periodically drip from the ceiling onto the floor. Despite the unsettling appearance and implications, the crimson liquid is paint, not blood. The stairway descends to **Area 4C-13**.

4C-13. Misty Stairway Hop

Billowing mist fills the corridor beyond the stairs, leaving the entire passageway heavily obscured. A solitary **ghostwalk spider** patrols the hall hoping to encounter the rare intruder.

Ghostwalk Spider: HD 7; HP 36; AC 4[15]; Atk bite (2d6 plus poison); Move 18 (climb 18); Save 9; AL C; CL/XP 11/1700; **Special:** darkvision 60ft, ghostwalk, lethal poison (save or die), snare. (Appendix A)



Tactics. While in ghostwalk form, the large, pale white spider passes through the door without opening it. The monster is not blinded while immersed in the fog. The monster attacks intruders on sight and fights until destroyed.

Although characters normally try to avoid the pit traps scattered throughout the complex, the pit appearing near the portcullis offers the only means of reaching the section of corridor leading to **Area 4C-15**. The portcullis and the passage beyond it can be found at the bottom of the preceding spiked pit.

4C-14. The Doors

With no obvious, logical place to proceed further in **Area 4C-13**, the resident vampire designed this room to befuddle intruders and confound Tsathogga's priests if they get this far.

False Doors and Trap. The room contains nine false doors. The doors lead nowhere and are intended to frustrate explorers. Opening any of these doors triggers a magical trap. If the trap is triggered, the magical runes deal 5d8 points of acid, cold, fire, or lightning damage (roll randomly) to all creatures in a 20ft radius sphere centered on the door. Any character who succeeds on a saving throw takes half damage.

4C-15. Thou Must Pass

In keeping with his upscale presentation, Azraggad has three table games of chance awaiting his opponents. The first table is a blackjack table, the second table is a craps table, and the third table is a roulette table. When the characters approach each table, the dealer, a **herald of darkness** (3 in all), gives them 3 bone coins, which the characters are free to distribute among themselves as they see fit. (A different set of coins is given for each game.) The statuesque, beautiful fiend wearing attire glittering with dark light and basking in an aura of pale green fire monitors the game and arbitrates its rules.

Heralds of Darkness (3): HD 5; HP 30 each; AC 4[15]; Atk shadow sword (1d6+2) or corrupting touch; Move 12 (fly 18); Save 12; AL C; CL/XP 8/800; **Special:** corrupting touch, immune to cold, lightning, paralysis, poison, shadow form. (Appendix A)

Blackjack. When one or more characters place at least 1 coin onto the blackjack table, the dealer gives each active player 2 cards. Follow each

game's standard rules, including the dealer stands on all 17s and higher, doubling down, and splitting pairs, but players cannot buy insurance and blackjack pays 2-to-1 instead of the standard 3-to-2 odds.

Craps. At the craps table, only the shooter can bet on the outcome of the game and that player can bet only on the pass line. The croupier gives the dice to the character when he or she places 1 or more coins on the pass line. The adventurer also cannot lay odds on his pass line bet. In craps, a roll of 7 or 11 on the game's opening or "come out" roll wins the pass line bet. A roll of 2, 3, or 12 on the game's opening roll loses. If the shooter rolls a 4, 5, 6, 8, 9, or 10, the shooter must roll that number again (referred to as the "point") before rolling a 7 to win the pass line bet. Rolling a 7 before rolling the point loses. The payout for a successful pass line bet is even money.

Roulette. When 1 or more characters place at least 1 coin onto the roulette table, the croupier spins the wheel. (If you do not have a roulette wheel, you may use an online program to simulate one or a standard deck of playing cards. For the purposes of this game, count out 38 cards ensuring there are 18 black cards, 18 red cards, 18 even-numbered cards and 18 odd-numbered cards, as well as 2 jokers.) The adventurers may bet only on black or red, and odd or even, which pay even money.

Tactics. The characters cannot start a new game until they finish their current game. Thus, if the characters are in the middle of a blackjack game, the croupiers at the craps and roulette table refuse to give them their starting coins. Whenever the characters accumulate 5 bone coins in an individual game, the characters win the challenge and that dealer/croupier immediately vanishes into nothingness. If the characters lose all their coins, that dealer/croupier and any remaining dealers/croupiers attack them. When the characters win 2 games, destroy 2 dealers/croupiers, or any combination thereof, the secret door leading into **Area 4C-16** opens. When the adventurers win the final game, or destroy the last dealer/croupier, the secret door to **Area 4C-17** opens. The bone coins instantly crumble into dust when transported out of this room.

Story Award. If the characters win any game of chance, award them XP equal to defeating a herald of darkness.

4C-16. Block and Tackle

Because of Azraggad's ability to assume gaseous form, his protective measures pose no danger to him, though treasure hunters prove less fortunate.

Block Trap. The sinister crushing block trap consists of 4 movable blocks of stone that slide across the floor in a set interval. Block A moves west to east and vice versa from the far wall up to the entrance. Block B moves from west to east until it collides with Block C at the midway point, where it then moves from east to west. Block C moves along an east to west track until it strikes Block B and then moves from west to east, though it moves faster than Block B. Block D moves slowly from west to east until it hits the east wall, which causes it to move from east to west though it always stops short of the treasure cache in the southwestern corner. Negotiating the correct path requires split-second timing. The character must closely follow Block A while it retreats from east to west. When the character reaches the small gap between B and C, he or she must enter the void between the two. When the character first enters the void, Block D is closer to the west wall, so a character who leaps in front of Block D faces its eastern side. A character in this predicament must make a successful saving throw or get squashed against the east wall by Block D or a retreating Block B. On a failed save, the character takes 10d6 points of damage and is stuck until the beginning of their next turn when the block moves again. On a success, the character escapes and appears in front of Block A.

Trap Solution. The correct solution is to wait for Block D to pass by the rapidly closing gap and slip in behind Block D on its west side as it moves past. However, accomplishing this feat demands precise timing. The character must make a saving throw. On a failure, the character waited too long and gets crushed by Blocks B and C, taking 10d6 points of damage and is stuck until the beginning of their next turn. The blocks then separate, and the character is free to slip past Block D without harm. If successful, the character reaches the treasure cache unharmed. A character can increase their chance of success by observing the pattern before leaping into the gap. There is no realistic chance of being harmed by Block A, so if the character observes at least 1 cycle, the adventurer

gains a +1 bonus on the saving throw. In addition to gaining a bonus on saves, a character who observes 3 or more cycles also discerns the correct path to take to reach the treasure.

Of course, the characters may employ alternate means of bypassing this trap. If the characters wedge an object between 1 or more blocks or a wall, the blocks automatically hit the object and deal the same amount of damage they deal to characters. If the object withstands the damage, the ploy works, though the object is unlikely to endure a second collision with the blocks. Characters may also try to use brute force to hold back 1 or more blocks. Unfortunately, the feat proves beyond the reach of all but the most herculean of creatures. It takes a successful open door check with a -5 penalty to impede the progress of a block each round. The block resumes its normal cycle when the creature fails its open door check.

Treasure. An open gilded wooden box akin to a coffin in the southwestern corner of the room contains 3012gp, and 623sp. There is also a *potion of gaseous form*, a *potion of healing*, a *wand of cold*, and *horseshoes of speed*.

4C-17. Defanged

The sly Azraggad built this false lair to dissuade vampire hunters and Tsathogga's followers from searching beyond this chamber. An empty white marble coffin occupies the center stage in this stately mausoleum. Four bronze candleholders imbued with *continual flame* spells illuminate the chamber.

In this gallows humor drama Bartholomew Ragusovitch, the **red jester**, serves as the vampire's understudy.

Red Jester: HD 12; HP 47; AC 2[17]; Atk +2 *mace of merriment* (1d6+1) or jester's deck; **Move** 9; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** fear cackle, jester's deck, merriment. (*The Tome of Horrors Complete* 457)

Tactics. Attired in a motley fool's costume, the skeletal abomination ridicules the rigors of life with mocking one-liners. During combat, he makes off-color remarks including the following and some other ghoulish remarks of your choice:

"Take my life ... please."
 "I'm dying here."
 "This conflict is killing me, but you first."
 "I'm a soulless man."

When he seriously wounds a character, he proclaims, "You need a grave man good sir (or madam). Wait, that's me." If he kills a character, the boastful Bartholomew shouts, "Alas, another one bites the dust. I'm deadlier than mercury."

Bartholomew relies predominately on his fear cackle and attacks his foes physically after discharging his deck. The grim jester fights until destroyed. As one of Orcus' few amusing creations, Bartholomew can be permanently destroyed only if the characters slay him while he is prone (Orcus granted him his deathly reward after accidentally breaking his neck in a pratfall.) Otherwise, Orcus restores him to undeath 1d20 days later in another section of this dungeon, such as **Level 4A**.

Treasure. The marble coffin is worth 2500gp, though it weighs a staggering 1000 pounds. The 4 bronze candleholders forged in the likeness of an upright lion are worth 100gp each.

4C-17A. Azraggad's Lair

Foul images of a 2-legged goat beast cover the corridor's walls. A successful intelligence check (roll 3d6 below the character's intelligence) identifies Orcus as the frescoes' subject.

Secret Door. The secret door built into the south wall proves extremely challenging to locate. It takes a successful secret door check at -2 to spot it because the only sign of its presence are 4 miniscule holes allowing Azraggad to pass into and out of the corridor in gaseous form. Opening the door presents its own difficulties as it takes a successful open door check at -1 to force open the long-sealed portal or a successful Delicate Tasks

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roll to find and activate a rusting spring mechanism.

The Lair. The cultured vampire's lair is an ostentatious display of wealth and style. Moldy dirt surrounds a mahogany coffin with gold inlays. Melodic notes emanate from **3 skeletons** playing violins in the far corner. Dressed in a robe befitting a king, **Azraggad**, the vampire, holds a quill pen while he stands behind a cherry wood desk. He appears deep in thought as he gazes down upon a new musical composition atop the desk, a decades-long attempt seeking to impress the Conductor on Level 5C. The piece titled "*Lamentations of Eternity*" is a melodramatic dirge displaying remarkable depth and talent. An onyx sculpture of the same goat-like being embedded into the frescoes in the antechamber outside his lair faces the entrance. Once again, the characters can identify the figure as Orcus with a successful intelligence check (roll 3d6 below the character's intelligence).

Azraggad, Vampire Cleric of Orcus (9HD): HD 9; HP 52; AC 2[17]; **Atk** 1 bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon rats or wolves, charm gaze, drain 2 levels with hit, spells (2/2/1/1). (**Monstrosities** 498)

Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person* x2; 3rd level—*cause disease*; 4th level—*cause serious wounds*.

Tactics. Azraggad summons swarms of rats to his aid. In addition to his vampire abilities, he also wields an arsenal of cleric spells, which he uses to strengthen himself and weaken his foes. The vampire shies away from melee combat. He prefers charming his adversaries while keeping them at more than arm's length from him. He also excels at planning. Although the coffin in his chamber bears the hallmarks of nobility, his true coffin lies in **Area 4C-18** beyond this room where his wight minions await in the Temple of Orcus. As in the case of the secret door leading to this room, the fleeing undead monster seeps through the cracks beneath this door, the secret door past this one, and the door beyond that one.

Treasure: The musical composition is worth 50gp, and the 3 violins are worth 25gp each. Although the 150-pound coffin, worth 500gp, is not Azraggad's final resting place, he kept 1512gp inside of it along with 6 shards of obsidian worth 50gp each and 2 chunks of onyx worth 50gp each. The onyx statue of Orcus demonstrates tremendous artistic quality. It weighs 800 pounds and is worth a staggering 5000gp. Likewise, the cherry wood desk weighs 100 pounds, yet it is worth 500gp. In addition to these monetary treasures, Azraggad also stores *boots of flying* inside his coffin.

4C-18. Temple of Orcus

An altar crafted from a massive dragon's skull acts as the temple's desecrated ground. Hundreds of humanoid bones, including several humanoid skulls, sit atop its surface, where it rests upon an elevated dais encircled within a pentagram mosaic embedded onto the black tile floor. If Azraggad retreated to the temple, he recovers inside the confines of the skull, which doubles as his coffin. To ensure his safety, **3 wights**, 2 human males and a half-elf female, take up defensive positions around the altar.

Wights (3): HD 3; HP 10, 16, 13; AC 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** drain 1 level. (**Monstrosities** 510)

Tactics. The vampire's minions lack his offensive firepower and versatility. Ideally, they must concentrate their melee attacks on one individual when the opportunity presents itself.

Altar. The altar benefits from a modified *protection from good* spell, though the spell extends to the full confines of the room. In addition, the spell grants worshippers of Orcus 50% resistance to fire. Furthermore, any creature other than a fiend or undead who touches the altar takes 1d6 points of damage. Despite its potent magic, the altar offers little resistance against physical damage. Destroying the altar (AC 4[15], 20hp) does not dispel the *protection from good* spell. However, creatures no longer take damage from touching the altar and adventurers gain easy access to the recovering Azraggad. The altar also conceals a secret door beneath it. It takes a successful secret door check to locate the hidden portal and a successful open door check to open it. The tunnel underneath the altar leads to **Level 5C, Area 5C-14**. Azraggad uses the tunnel to confer with the Conductor on musical matters.

Treasure: Naturally, Azraggad keeps his prized possessions safely tucked within the confines of his dragon coffin. They include a golden votive statue worth 1500gp, a scrimshaw talisman worth 1000gp, a pouch containing 6 garnets with 100gp each, and a fire opal worth 100gp.

Level 5C:

Syanngg a Song

This level incorporates three-dimensional travel in a series of tubes and an extended maze. If characters can navigate the maze and find its hidden secret, they may eventually stumble upon a great repository of musical knowledge (and a lich, who are we kidding!) This area is on the Syanngg a Song, Side View, and Labyrinth maps.

Level 5C

Difficulty Level: Level 10–12

Entrances: Secret door from **Level 5, Room 5-4**.

Exits: Tunnel from **Area 5C-14** to **Level 4C, Area 4C-18**.

Wandering Monsters: Check once every hour on 1d20:

Roll	Encounter
1	1 animated object
2	1 syanngg
3	3d6 shadow rats
4	1d3 wraiths
5–20	No encounter

Detections: Minor evil emanates from within **Area 5C-5**.

Shielding: **Areas 5C-12** to **-15** are shielded with magical wards and lead. No magical scrying or detection spells work in those areas.

Standard Features: The floors and ceilings are carved and smooth. Doors require standard checks to open and are unlocked, unless otherwise noted.

Animated Object, Book: HD 1; AC 8[11]; Atk slice (1d3); Move 0 (fly 9); Save 17; AL N; CL/XP 1/15; **Special:** vulnerable to fire. (*Monstrosities* 13)

Shadow Rat: HD 1; AC 3[16]; Atk bite (1d4 plus 1d3 strength); Move 15 (climb 9); Save 17; AL N; CL/XP 4/120; **Special:** disease, incorporeal, shadow blend, strength damage, surprise (1–3 on 1d6). (*The Tome of Horrors Complete* 454)

Syanngg: HD 8+20; HP 77; AC 2[17]; Atk up to 6 heads (1d4); Move 6; Save 7; AL C; CL/XP 14/2600; **Special:** magical ability from each head, magic resistance (25%). (*Monstrosities* 464)

Magical Abilities: 1—slow (range 40ft); 2—lightning bolt (5d6, range 60ft); 3—dispel magic (level 12, range 40ft); 4—flesh to stone (range 30ft); 5—hold monster (range 30ft, duration 3d6 turns); 6—charm monster (range 20ft).

Wraith: HD 4; AC 3[16]; Atk touch (1d6 plus level drain); Move 9 (fly 24); Save 13; AL C; CL/XP 8/800; **Special:** level drain (1 level), magic or silver weapon to hit. (*Monstrosities* 518)

5C-1. Entrance

This chamber can be accessed only by a special door in the cave east of **Area 5-4**. A successful search for secret doors reveals a wide drawer

that can be pulled out from the cave's southern wall. The drawer is empty. At 6ft wide and 3ft deep, it is large enough to accommodate human-sized characters. Anyone climbing into the drawer automatically activates a mechanism that causes the drawer to roll slowly shut. Moments later, the character is deposited safely into **Area 5C-1**. The drawer may be used in this manner repeatedly, delivering the characters one at a time. However, this is a one-way trip. Anyone passing through this secret door cannot return to **Area 5-4**. In fact, escape from **Level 5C** is now impossible unless using the magical portal on the south side of the maze at **Area 5C-6**. The characters must navigate the maze to leave this place. Fortified by potent magic, the drawer cannot be damaged by any means.

Other than multiple exits, the room contains nothing of note. There are no light sources, so characters without adequate means of illumination find themselves in utter, but natural, darkness.

5C-2. Vacancy

This is an empty and unused chamber. The door on the south wall is false.

5C-3. The Up Chute

The doors at the north end of this 15ft x 20ft room are false, meant only to lure travelers to the gravity trap marked by an **X** on the map. At that point, a powerful *reverse gravity* spell causes the characters to fall up through a trapdoor in the ceiling and plunge upward through a chute. Refer to the **Side View Map**. At the 120ft mark, the chute bends like a pipe, sending the character hurtling horizontally to the point marked **B** on the diagram where normal gravity resumes, causing the helpless victim to fall 55ft to the floor at **C** in **Area 5C-5**. Falling to the floor in **Area 5C-5** inflicts 5d6 points of damage.

5C-4. The Down Chute

An empty oaken chest and a false door in this small 10ft x 10ft room are empty, meant only to lure travelers to the gravity trap marked by an **X** on the map. At that point, a pit trap opens beneath their feet, causing the characters to plunge down into a chute. At the 10ft mark, the chute bends like a pipe, sending the character hurtling horizontally to the point marked **E** on the diagram, where a *reverse gravity* spell takes effect, causing the helpless victim to sail 90ft up to the ceiling at **F** in **Area 5C-5**. Falling to the ceiling in **Area 5C-5** inflicts 9d6 points of damage.

5C-5. The Gravity Master

There are two entrances to this chamber, both of which are gravity flues. This oddly put-together chamber features no furniture on the floor; indeed, everything is made to be accessible by an entity that floats, rather than walks. A semicircular sleeping nook is located halfway up one wall. Racks of weird tools — designed to be held in the mouth — are hung at similar elevations. Instead of books, 2 shelves contain hexagonal metal plates embossed with the characters of an intricate written language. A round steel door, 6ft in diameter, is tightly sealed. This valve-like door leads to the maze at **Area 5C-6**, but it cannot be opened unless the levers at **A** and **D** are pulled. These levers cannot be activated unless the characters possess

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means to fly, or if they successfully use pitons and rope to make the difficult climb. These levers release the locks on the circular door.

The most interesting thing about this room is the bisected gravity plane. Refer to the **Side View Map**. The ceiling is 20ft high. At the 10ft mark, gravity flips so that some of the characters can walk on the floor, while others are simultaneously walking on the ceiling. Anyone who climbs up and crosses the plane immediately falls as the opposite gravity takes over, sustaining 1d6 points of damage. The round steel door is on the lower half or "floor" of the room, on the east wall.

The entity who has devised this gravity trap is a syanngg that calls itself **Ixtakrys** (ICKS-ta-criss). A floating mass of deadly eyestalks, Ixtakrys has found this place to be a refuge where it can usually avoid unwanted visitors. Whenever it isn't exploring and hunting where the Cyclopean Deeps intersect around Rappan Athuk, the syanngg returns here to rest. Ixtakrys is chaotic and greedy but also highly intelligent. It doesn't attack without first assessing its opponent. This gives opportunistic characters a chance to avoid conflict when Ixtakrys floats into the room to confront them.

Ixtakrys, Syanngg: HD 8+20; HP 77; AC 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special:** magical ability from each head, magic resistance (25%). (*Monstrosities* 464)

Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

Motivation: Ixtakrys wants gold and treasure. If it can convince the characters to part with such things (the exact amount depends on the affluence of the Referee's campaign world), it divulges one piece of local lore they might find useful. For each such offering made, 1 more increment of knowledge is gained:

The only way to return to Rappan Athuk from here is to pass through a maze.

The round door to the maze can be opened only if levers **A** and **D** are activated.

Undead patrol the maze, which leads to a magical portal.

The maze contains a false wall (see **The Illusory Wall**).

Tactics: If the characters immediately attack, the syanngg responds in kind. Ixtakrys understands the danger that adventurers represent and tries to avoid instant confrontation. Though powerful, the syanngg has a keen sense of self-preservation. Unable to speak in the common tongue, Ixtakrys communicates by drawing words on the floor with its tentacles and ink. The characters can read these words and respond as they see fit; the syanngg fully understands the characters but lacks the vocal apparatus to reproduce their sounds. Ixtakrys uses its paralysis ray at obvious spellcasters while simultaneously bombarding others with its offensive powers. If pressed, it attempts to float upward, getting beyond the reach of anyone incapable of flight. Once out of immediate danger, it floats away to contemplate revenge.

Treasure: The syanngg has secreted its treasure in a hidden gravity well. A successful search for secret doors along the gravity plane at the 10ft mark reveals a circular outline, in the center of which is a small notched groove. The syanngg uses one of the specialized mouth-held tools on a nearby rack to grab this groove and pull out a heavy stone plug that caps its treasure cache. Beyond this cap is a weightless cavity, in which float the following items:

- 3284gp
- 8302sp
- 2d6 gems each worth 1d4 x 100gp
- small blackened sphere (when thrown, it explodes as a *fireball* for 9d6 points of damage)
- scroll of *protection from undead*

5C-6. The Labyrinth

The syanngg has created a maze in its own image. Instead of straight corridors and predictable right angles, the labyrinth is designed to match

its own alien shape and conform to its own movement patterns. Visitors unfamiliar with syanngg philosophy may find the maze daunting; indeed, it is meant to confound visitors. If the characters successfully pass through the maze, they exit on the south side and find themselves at **The Portal**.

Defeating the Maze: Refer to the **Maze Map**. The Referee may find it challenging to adjudicate the characters' actions in the maze given the need for constant descriptions of various distances and directional options. Likewise, after several minutes of going left, right, northeast, or southwest, the characters might also grow weary of the tedious process. At this point, the Referee can present the players with a printed copy of the maze, allowing them to "draw" their route through the winding corridors. Every minute of time spent with the printed copy equals 1 hour of game time, as the characters are assumed to be wandering the maze. Each hour, there is a 75% chance of an encounter (roll 1d6):

Roll	Encounter
1	2d4 shadow rats
2	1 wraith
3	1d4 feral undead cats
4	1d3 shadows
5	1 specter
6	1 will-o'-the-wisp

Feral Undead Cat: HD 1d4 hp; AC 8[11]; **Atk** 2 claws (1hp); **Move** 12; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** paralyzing scratch (after first 3 hits). (*Monstrosities* 57)

Shadow: HD 2+2; AC 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain (1 point strength with hit), magic weapons to hit. (*Monstrosities* 418)

Shadow Rat: HD 1; AC 3[16]; **Atk** bite (1d4 plus 1d3 strength); **Move** 15 (climb 9); **Save** 17; **AL** N; **CL/XP** 4/120; **Special:** disease, incorporeal, shadow blend, strength damage, surprise (1-3 on 1d6). (*The Tome of Horrors Complete* 454)

Specter: HD 6; AC 2[17]; **Atk** spectral weapon or touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** level drain (2 levels with hit), magic weapons to hit. (*Monstrosities* 445)

Will-o'-the-wisp: HD 9; AC -8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** lights. (*Monstrosities* 512)

Wraith: HD 4; AC 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** level drain (1 level), magic or silver weapon to hit. (*Monstrosities* 518)

The Illusory Wall: An unremarkable section of the maze wall is a powerful illusion. Unless the characters state that they are specifically searching this exact wall, they have no chance of detecting the illusion and discovering **Area 5C-7** and beyond. If they successfully exit the maze on the south side, they can pass through a portal to return to Rappan Athuk at **Area 5-4** without ever locating the library and its undead custodian. However, Ixtakrys the syanngg might elect to assist the characters and inform them of this hidden passage, as indicated above.

The Portal: A silvery membrane fills an archway on the southern side of the labyrinth. This is a magical teleportation device. Anything passing through this gateway is immediately transported to **Area 5-4** in Rappan Athuk.

5C-7. The Missing Tile

Beyond the illusory wall, a short flight of stairs leads down to a nondescript hallway located beneath the labyrinth. This short hall connects to a 4-way intersection. The hall is not illuminated, so the characters must bear their own light sources. Embedded in the floor in the middle of the

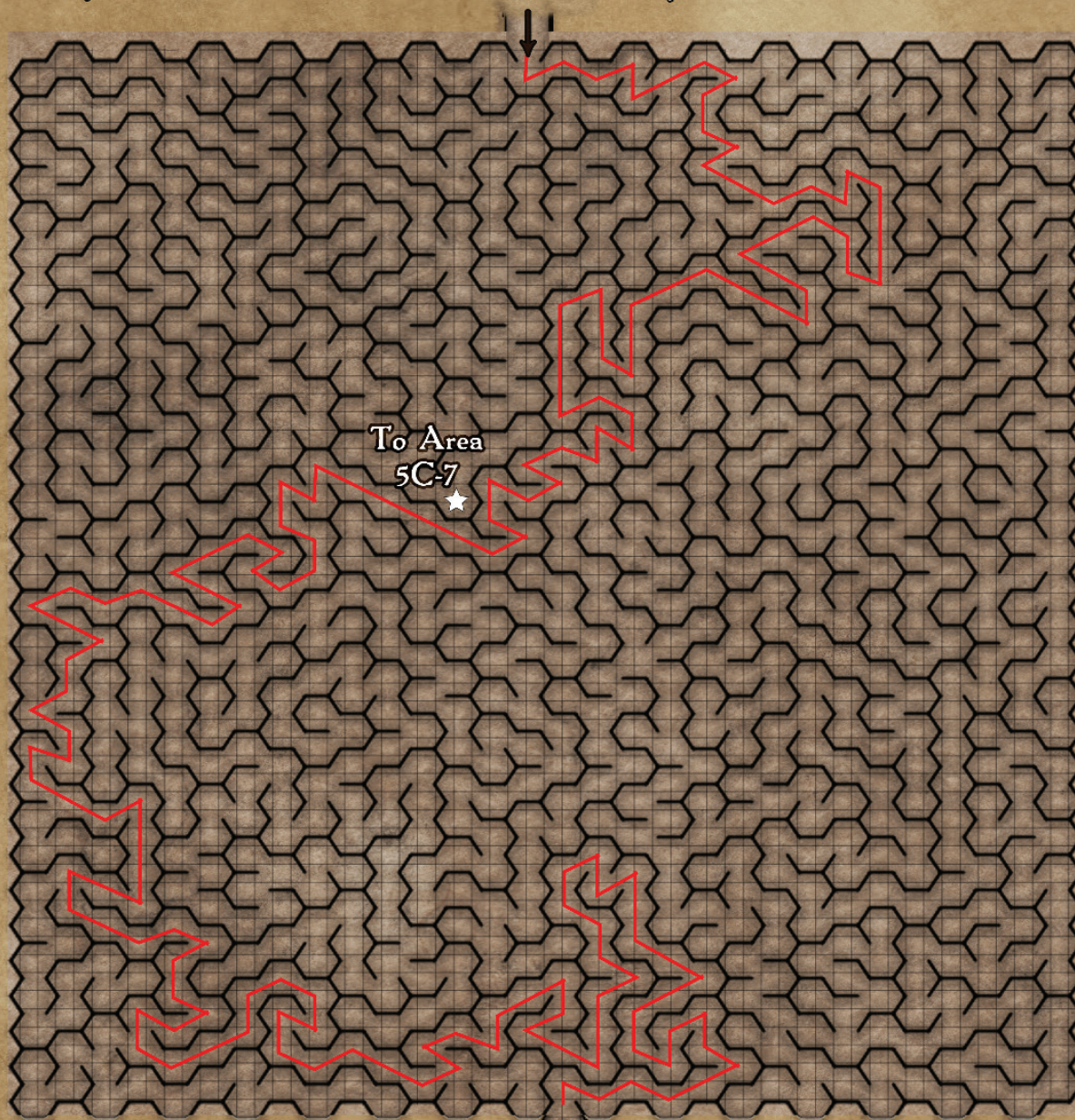
The Syanng's Labyrinth

Area 5C-6

Solution

★ Illusory Wall

The valve door at Area 5C-5 opens here.



Teleportal gate to Area 5-4A



LEVEL 5C: SYANNGG A SONG

intersection is the outline of a triangle, about 6in across. An impression in the stone indicates that something is supposed to fit there, perhaps a triangular-shaped tile. However, the tile is missing. There is nothing else here. The intersection is empty, with no clues to be found.

If the characters replace the various components and reconnect the tile, refer to **Area 5C-11**.

5C-8. Flesh and Stone

The floor of this room is a sunken pit, 10ft deep. A steel ladder leads down into the pit. Waiting solemnly against one of the pit's walls is a battered **stone golem**, its huge fists permanently clenched, its thick granite body chipped from countless conflicts. In the center of the golem's forehead is 1 of the 3 fragments required to complete the tile in **Area 5C-7**. The only means of removing the fragment is by defeating the golem in physical combat.

A force field over the pit prevents all non-living matter from entering; in addition to equipment, this also includes holy symbols, magic items, and material components. A man clad in armor could walk across the top of the pit, suspended by the invisible barrier. Should he remove his armor, gear, and weapons, he would fall naked into the pit, in which case the golem immediately animates and attacks. Particularly stalwart characters might opt to face the golem in this manner, *mano a mano*, but there is another option: down in the pit, opposite the stone golem, is a motionless **flesh golem**, a 7ft automaton of stitched-together and mismatched body parts. The flesh golem wears an iron band around its head. A matching iron band rests just inside the room's doorway. Anyone donning this control device immediately "sees" through the golem's eyes and controls its body. In effect, the wearer becomes the flesh golem and may engage the stone golem to secure the tile segment. A stone golem is naturally more powerful than its flesh-made counterpart, so the wearer may have to be cunning in combat to assure success. Optionally, the wearer may work in concert with other characters who elect to disrobe and fight the stone golem as a team. Note that these special golems lack immunity to non-magical weapons, so they can be injured by all standard, unarmed attacks.

Flesh Golem: HD 8; HP 40; AC 9[10]; Atk 2 fists (2d8); Move 8; Save 8; AL N; CL/XP 12/2000; **Special:** healed by lightning, immune to most magic. (*Monstrosities* 219)

Stone Golem: HD 15; HP 60; AC 5[14]; Atk fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; **Special:** immune to most magic. (*Monstrosities* 222)

5C-9. Fire and Water

Steam rolls out from this room, confronting the characters well before they enter. The steam is warm but not uncomfortably so. It reduces visibility to 5ft. Inside the room, the steam is even thicker, so that it's impossible to see more than 1ft in any direction. Waving shields or other suitable objects momentarily clears the steam and restores vision to 5ft, enabling the characters to make sense of the room as they investigate it.

Two piles of magically heated stones beneath the floor create the steam. An underground creek has been diverted across the stones, causing great sheets of steam to billow up through a pair of vents in opposite corners. Each vent is 5ft x 5ft. The steam can be contained if these vents are somehow covered. Many other means, both magical and mundane, exist for dealing with the steam. But the characters will need to clear enough of it to allow them to read a moisture-covered steel placard mounted to a column in the middle of the room:

*In the fog I woke to find
I'd lost the thing I sought.
I searched the room around me
but all was done for naught.*

*I wept a tear for lovers
lost and all I'd left undone.
Bound to fate I turned around*

to face the rising sun.

*For three full days I stumbled
toward a destiny unknown.
Wayward path I must make right
and walk one more day alone.*

*To the stars I reach my hand
and seek what can't be seen.
Close my fingers in the air
and find what's in between.*

This poem indicates how the characters can discover one of the 3 tile pieces required to complete the triangle in **Area 5C-7**. From the column in the center of the room, they should turn to the east ("face the rising sun") and take 3 steps ("three full days I stumbled"), then turn to the right ("wayward path I must make right"). At that point, they should lift a hand ("to the stars I reach my hand"). Hanging invisibly from the ceiling by a harpy's hair is one of the 3 tile segments. It dangles 1ft from the ceiling and 7ft from the floor, so that it goes unnoticed during a search unless one of the characters follows the plaque's instructions and reaches up to find it.

5C-10. Shadow and Dust

Standing at the back of this room, opposite the doorway, is a 7ft-tall figure in a tattered black robe, its deep cowl revealing a void where its face should be. The figure has no hands yet holds a balance in front of it. On one of the balance's trays is a pile of dust. On the other tray is one of the 3 fragments of the missing tile from **Area 5C-7**.

This unmoving figure is a **manifestation of Death**. If the balance of its scales is disrupted, it attacks. To retrieve the tile shard without provoking Death, the characters will need to find a creative solution for ensuring that equilibrium is maintained. The possibilities are manifold but include at least two obvious options:

The Fast Swap: The characters can guess the fragment's weight by rolling 4d6 below their intelligence, unless they already possess a fragment, in which case no check is required. If they use an item of equal



weight to the tile, rolling 4d6 below their dexterity allows them to grab the tile piece and rapidly replace it without inciting Death.

The Support Structure: The characters can rig a support of some kind below the dust tray so that it doesn't sink when the shard is removed. If the Referee deems that the characters have given this apparatus enough time and consideration, it works on a successful save.

Death: HD 8; HP 40; AC -5[24]; **Atk** invisible claw (2d10); **Move** 9; **Save** NA (always succeeds in saving throws); **AL** C; **CL/XP** 17/3500; **Special:** magic resistance (100%), always strikes last, never misses, anyone slain by Death cannot be restored to life by less than a wish.

Tactics: Death always attacks last in any combat round but never misses. It strikes methodically and without malice or sound. If the characters flee, Death pursues. Those killed by Death are permanently destroyed.

5C-11. The Cylindrical Staircase

When the third and final shard is placed in the impression in the floor and the triangular tile is restored, a spiral-shaped pit instantly appears. The character who places the tile must make a saving throw to jump back or tumble down the spiral staircase that appears in the pit a moment later, taking 6d6 points of damage until finally getting snared on one of the hard stone steps, about 60ft down. Whether they fall or take the stairs normally, the characters advance to **Area 5C-12**. The staircase remains once activated, so the characters may ascend and return to the maze and continue through Rappan Athuk at any time.

5C-12. The Never-Ending Journey

As the characters descend the stairs, they pass through a cool white mist that has no source and cannot be parted or dispelled. Weird sounds emanate from the distance, and observant characters perceive other subtle changes: the scent of old stone is replaced with one of fresh vegetation; the atmosphere feels lighter, crisper; a faint charge of static electricity excites the air. These sensations make it impossible to determine the exact distance traveled on the stairs. A few steps later, the characters emerge from the mist at the bottom of the steps in a forest.

This glade is deep green and ancient, with boughs bent overhead and blocking all but a few golden arrows of sunlight. The forest floor is soft underfoot, covered in layer upon layer of composted soil. The leaves of these massive trees are the size of shields. Small animals dart up and down 2 worn paths that vanish to the north and south into the shadowy but not unpleasant forest.

The characters may believe that they have traveled between worlds or moved to an extraplanar space. The Referee should reinforce these beliefs without going so far as confirming them. In fact, the "forest" is a series of powerful illusions placed here by the lich in **Area 5C-14**. The lich has had centuries to construct this trap and infuse it with a semblance of life, using combinations of *distance distortion*, *programmed illusion*, and *permanent illusion*, as well as more exotic spells like *tempus fugit* and *mirage arcane*. The lich intends for any unwelcome visitor to wander endlessly and eventually give up, returning by the stairs from which they came. In reality, this room and its two hallways are simple, unadorned stone.

Traveling the North Path: Both paths lead far into the woods. The game trail on the north winds lazily through the trees for miles, taking the characters on a tour of a peaceful and generations-old woodland. A freshwater stream is home to small, silvery fish. Deer bolt away when anyone draws too close, and if they are killed and field-dressed, their meat can be consumed to provide entirely false nourishment to those who eat it. Movement rates are trimmed by 25% in this thick environment. After traveling for what feels to be at least 5 miles, the characters discover humanoid footprints. Anyone successfully tracking these prints finds a hunting lodge built into the side of a grass-covered hill. A pair of huge toadstools flank the wide wooden door.

The toadstools — like everything else here — are not real, so the Referee may have them respond in any way if the characters probe them. Perhaps they expel spores that force a saving throw to avoid a powerful

sleep effect, or perhaps they simply remain motionless and nonthreatening. The door is not locked. The hunting lodge contains 6 comfortable cots, cooking implements, a handsome fireplace, and walls adorned with an artful display of furs, pelts, and antlers. The lodge's interior is utilitarian but charming. A trapdoor under a bearskin rug leads down to small tobacco cellar where 12 wooden boxes of fine tobacco are kept in a constant cool and natural humidior. If the characters leave the lodge and continue exploring, the Referee should fabricate similar encounters: crystal caves, brooks teeming with fish, and the campsites of long-gone soldiers. In theory, this could go on indefinitely. The characters will do one of 3 things: (1) backtrack and return to the stairs; (2) wander the illusory woods; (3) overcome the illusion (refer to **Defeating the Illusions**). The Referee should subtly give the characters the impression that this forest might indeed be limitless, as the planes are infinite in size; a traveler could literally walk forever and never reach the edge.

Traveling the South Path: After traveling a few hundred yards, the path becomes a neatly cobbled lane, and the forest gives way to a dry plain of low, pale grass. A metal sign ahead is painted in precise lettering: *JORCA WAY 12*. The plains extend in all directions for as far as the characters can see, even if one of them uses *fly* or similar means to gain a higher vantage point. Like the forest found along the northern path, this landscape is endless; anyone who wanders off the cobbled street could walk forever without finding anything but scrub plain, a few snakes, and field mice. The only way to progress is to follow the road.

The characters must march 12 miles in order to find anything but grass and the occasional prairie dog. On foot and without magical aid, this journey requires one full day. During this time, the sun barely moves across the sky. Travelers making camp after a day's travel need to sleep under a sunny, open sky. Clearly, something strange is afoot, but the powerful illusions will hold up to any scrutiny short of *true seeing* (as per a *gem of seeing*). The lich hopes to dissuade visitors simply by boring them to the point of turning back. If they persist, however, the characters eventually come to the point where the cobbled road terminates at the base of a bare granite hill. In the face of the hill is a door made of stone. Behind the door is a broom closet. The room is 3ft by 3ft, with wooden walls, floor, and ceiling, crammed from floor to ceiling with cleaning supplies, excess cookware, and hundreds of small household items. This tiny room is not an illusion, marking that point where the lich's magic gives way to reality. When the door is opened, half a dozen objects tumble out, including wooden tankards, metal serving trays, and 2 brooms. If the characters make it a point to clear out this collection of goods, they find no other doors in the tiny room, only the word *JORCA* painted on the wall. Nothing else is here.

Defeating the Illusions: Unless the characters specifically state their intention to use some sort of magic on their surroundings, the illusory landscapes remain perfectly intact and effective. Physical manipulation alone reveals nothing. The lich has applied various *magic mouth* spells — each commanded to never speak — thus causing certain portions of the false environments to glow if the characters use *detect magic*, so that the trees, fungi, or animals appear to be magical. This is intended to underscore the idea that the characters have traveled to a different plane of existence, one in which the very earth and sky might be magical — rather than the entire thing being a façade. Casting *dispel magic* causes the nearest *magic mouth* to fade. The only magical means of penetrating these layers of illusions is with a *gem of seeing* or similar magic, which reveals a mundane hallway and a plain door leading to either **Area 5C-13** (south path) or **Area 5C-14** (north path).

Each path, north and south, also contains one physical means of thwarting the illusions. Though the lich has spent several lifetimes perfecting his phantasmal environments, he overlooked 2 small places. In the hunting lodge, behind one of the tobacco boxes on the lowest shelf is a patch of wall that is blank — a white void that looks like clean paper. It's like something that is unfinished; it cannot be touched or manipulated, but it clearly indicates an anomaly and might be a clue that the lodge is not what it appears. If the characters suspect an illusion and actively state their intention to disbelieve what their eyes are telling them, the phantasms fall away, revealing the library of **Area 5C-13**. Likewise, in the broom closet, a successful search for secret doors reveals the outline of an exit obscured by the last of the lich's misdirection magic. Beyond this door is the amphitheater of **Area 5C-14**.

5C-13. The Library

This sizable library, 85ft by 65ft, features 3 levels of shelving that rise 30ft to the ceiling. The upper levels are accessible via a pair of rolling ladders. Aisles of books share space with half a dozen small desks and comfortable reading chairs. Blue-shaded lamps glow with muted *continual light*. Thousands upon thousands of volumes written in several different languages and featuring nearly every topic imaginable can be found here.

In the center of the room is a pedestal topped by an indestructible glass dome. Inside this protective display case is a floating, slowly rotating glass inkwell, half full of radiant ink. The dome is fastened permanently to the pedestal. It can be unlocked only via a tiny round keyhole. It looks like the key must be some long, narrow, needle-like object. The pedestal and its glass top are heavily fortified by magic and cannot be manipulated in any way without the proper key, which happens to be the baton held by the Conductor in **Area 5C-14**.

The library is attended by a **ghost**, the damned spirit of a scribe who came here to steal but was slain by the lich in **Area 5C-14**.

Ghost: HD 5; HP 25; AC 0[19]; **Atk** withering touch (2d6+3); **Move** 0 (fly 12); **Save** 12; **AL** C; **CL/XP** 7/1100; **Special:** horrifying visage (ages target 1d4 x 10 years unless save is made); possession (the ghost can take over a mortal body like a *magic jar* spell if a save at +1 is failed).

Tactics: The ghost attempts to frighten trespassers by whispering strange words or ruffling book pages. If the characters begin to explore the shelves and remove books to peruse them, the ghost tries to possess one of them, then attacks the rest in its hijacked body. If that fails, it relies on its horrifying visage to terrify or age the characters.

Treasure: The ink is magical, and can be used as the base material for scribing scrolls, or any other uses the Referee feels are appropriate to their campaign. The various magical texts here are scattered throughout the library, occupying random places on the many shelves. The only way to locate them is by using *detect magic* while the character walks the aisles and scans the spines. A complete tour of the library requires 1d4 x 10 minutes, which might exceed the duration of *detect magic*, thus requiring several uses of the spell to reveal all the magic books:

- *Mathematics and Manipulations* (this is a *manual of golems* [flesh])
- *"A Visionary's Delight" and other Poems* (the book is hollow and contains a pair of steel-rimmed spectacles that grant the ability to *read magic* 1/day)
- *The Picaresque Days of Montlin Geylvo* (embedded in this travelogue of purple prose and ill-conceived similes are the spells *passwall* and *rope trick*)
- *Religious Dogma Through the Ages: A Complete Treatise* (842 pages long; reading the entire tedious book increases wisdom permanently by +1)
- *A Volume of Vacuum* (opening this book creates a rift to the void of deep space; the opener must succeed on an open door check or be sucked into a weightless vacuum several thousand miles from the nearest world; the book shuts automatically after a few seconds)

5C-14. The Amphitheater

The door opens onto the upper level of a breathtaking, open-air amphitheater — though this bright sky is yet another illusion. The characters stand on the highest of 20 risers, each featuring stone benches that form a half-circle around an impressive stage. Though the seating could easily accommodate hundreds of spectators, the place is all but deserted. Three stairs connect one riser to the next, so the characters can descend to the stage at ground level.

Moments after the characters arrive, the heavy steel gates near the stage are drawn open by unseen capstans; chains can be heard grinding against the interior of the walls. As the gates part, musicians enter the amphitheater and make their way toward the stage. Nearly 50 of them enter, each clad in worn dresses and social finery that is long out of fashion. Among them are humans, elves, halflings, as well as humanoids from extraplanar realms and other worlds. They speak quietly among themselves, none meeting the gaze of the figure that awaits them on the conductor's pedestal. None seems particularly happy joining the orchestra. They take their seats with resignation, picking up their instruments and warming up to play.

A few minutes later, with a rap of a baton, the musicians begin to play. Powerful music, at times both compelling and mournful, shakes the amphitheater and fills the sky with sound. These musicians are truly masterful, guided by a relentless orchestral leader on the pedestal. But they are also clearly dispirited. Even while playing, they look at the characters with pleading eyes. If the characters take a seat in the vast theater, they can spend the remainder of the day watching the remarkable performance. If they interrupt in any way, the baton clicks several times, and the musicians fall silent while the interlopers are addressed.

The Conductor: The director of the symphony is a lich known as the **Conductor**. Unlike other ancient undead, whose decaying bodies are outward symbols of their damned souls, the Conductor appears as a fit middle-aged elf with gray at his temples and a few wrinkles around his lively eyes; these are illusions covering his horribly withered body.

He is dressed as a maestro, his black coat sporting tails, his ascot a cheerful red. Though his knuckles are a bit inflamed from arthritis, he is otherwise in proper form, his baton either pinched between his long fingers or tucked under his arm. The Conductor was born more than 5000 years ago in a land so distant that he can barely recall the scent of its golden shores, long before men and orcs populated this region. He amassed enough magical might that he was able to thwart death, and he has lived as a lich for millennia. After traveling the planes and beholding countless wonders and nightmares, he finally quenched his thirst for magic and settled down in these dark warrens to pursue his only 2 remaining passions: music and knowledge. He has little interest in the characters' affairs and views them as inconsequential insects. He wants them to go away and leave him in peace, but he will eradicate them as casually as he would swat a mosquito if they prove troublesome. If the Conductor is slain, all illusions in these areas disappear.

The Conductor, Lich (MU18): HP 40; AC -3[22]; **Atk** touch (1d10 plus automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 21/4700; **Special:** appearance causes paralytic fear, touch causes automatic paralysis, spells (6/6/6/6/6/5/2/2/1):

Spells: 1st—*detect magic*, *magic missile* (x2), *read languages*, *read magic*; 2nd—*invisibility* (x4), *mirror image*, *phantasmal force*; 3rd—*dispel magic*, *fireball* (x2), *fly*, *lightning bolt* (x2); 4th—*confusion*, *dimension door* (x2), *hallucinatory terrain*, *wall of fire*, *wall of ice*; 5th—*advanced illusion**, *conjunction of elementals*, *distance distortion**, *feeblemind*, *teleport*, *tempus fugit**; 6th—*disintegrate*, *mirage arcanic**, *permanent illusion**, *programmed illusion**, *project image*; 7th—*limited wish*, *power word, stun*; 8th—*permanency*, *power word, blind*; 9th—*time stop*.

Equipment: baton to open the glass case at **Area 5C-13**, *ring of protection* +3.

*see *The Conductor's Spellbook* at **Area 5C-16**.

Parley: If anyone uses *detect evil* or similar magic, the Conductor radiates such blackness that the character is hit with a powerful mental feedback that causes an instant headache. Despite his obvious megalomania, the Conductor is open to conversation, as he has few opportunities for discourse these days. He orders his musicians to return to their compound at **Area 5C-15** while he listens to whatever the characters say, which might

involve one or more of these topics:

1. Setting the Prisoners Free: The musicians are held here indefinitely, taken from their homes across the multiverse. If the characters express concern about this situation, the Conductor simply shrugs. He cannot perceive why his actions would be considered wrong. In his mind, he is no more guilty for imprisoning 50 innocent people than he would be for keeping a collection of ants in a box. He refuses all requests to release the captives.

2. Obtaining the Baton: If the characters have visited **Area 5C-13** and determined that they need the baton to unlock the glass dome and access the inkwell, they might try to persuade the Conductor to give it to them. He denies their request, as he simply doesn't wish to relinquish it.

3. Other Business: Creative players may devise various reasons for their characters to converse with the Conductor. They might seek knowledge of Rappan Athuk or simply be curious about the magical environment of this level of the dungeon. The Conductor is willing to exchange spells with magic-users or even items from his personal treasury, if he is receiving something fitting in return. He doesn't consider the characters a threat. But if they make demands, he sighs and orders them to leave. If they refuse, he disposes of them.

Sealing the Deal: The characters can offer the Conductor only two things that placate him: a book he hasn't read or a song he hasn't heard. If one of the characters has acquired a book during his travels and has that

book on hand, it can be traded to the Conductor in exchange for the baton or for the release of the prisoners. Optionally, a musically inclined character can volunteer to perform, in which case the Conductor gladly takes a seat to listen. After the performance, he gives the characters what they ask. Only these 2 trade items suffice. Anything else is simply ignored. If the characters bring arms against him or attempt to free the prisoners, the Conductor acts swiftly.

Tactics: The Conductor's first action is always to use *teleport* to a doorless, airless chamber below the stage, **Area 5C-16**. Once safely there, he casts *invisibility*. He then leaves the room via *dimension door* and hunts the characters down, attempting to kill them without revealing himself. He also depends heavily on illusions to misdirect the characters' attacks, especially *project image*. He hurls *fireball* and *lightning bolt* from far away to avoid immediate contact from melee attacks. If pressed, he uses *time stop* and then slays anyone frozen between ticks of the clock.

Guest Entrance: A hidden closet door hides an almost-unknown tunnel leading to Level 4C, Area 4C-18. Azraggad uses this narrow natural route to correspond with the Conductor on musical matters.

5C-15. Prisoner Enclave

This walled area encloses the community where the prisoners reside.

The Conductor's Spellbook

In addition to the listed spells, the Conductor also knows several unique illusions, all of which are recorded in a large book with glass covers.

Advanced Illusion

Spell Level: Magic-user, 5th level

Range: 60ft + 10ft per level

Duration: 1 round per level

This spell is an improved *phantasmal force* that doesn't require the caster's concentration. The spell has full audio, visual, tactile, thermal, and olfactory effects. Like *phantasmal force*, this spell can cause damage if not disbelieved. If used to duplicate a spell effect, it can cause up to 3d6 points of real damage.

Distance Distortion

Spell Level: Magic-user, 5th level

Range: 10ft per level

Duration: 1 turn per level

This difficult spell first requires the presence of an earth elemental, usually brought into service by the spell *conjunction of elementals*. The magic-user forces the elemental to alter the spatial geography of an area up to 100 square feet per level, either doubling or halving those dimensions. Thus, a 12th-level caster could transform a 10 x 120 hallway so that anyone passing through it would experience either a 10 x 60 hallway or a 10 x 240 hallway or any other combination of those dimensions. The change is impossible to detect short of *true seeing* (as per a *gem of seeing*). When the duration expires, the earth elemental returns to its home plane. This spell can be combined with *permanency*.

Mirage Arcane

Spell Level: Magic-user, 6th level

Range: 10ft per level

Duration: special

This powerful illusion allows the caster to redesign any interior or exterior space in a radius equal to 10ft per caster level. The limits of this design are subject only to the caster's imagination. Any scene can be fully simulated, down to the smallest detail. The illusion offers a full sensory experience so powerful that fabricated food provides

nourishment and a stream of water can cool a dry throat. If the caster doesn't maintain concentration, the *mirage arcane* fades after 6 turns + 1 turn per level. If the caster concentrates, the spell remains indefinitely. In either event, all attempts to disbelieve a *mirage arcane* are made at -2. This spell can be combined with *permanency*.

Permanent Illusion

Spell Level: Magic-user, 6th level

Range: 10ft per level

Duration: Permanent

This spell is an improved *phantasmal force* that is permanent, though still subject to *dispel magic*. The spell has full audio, visual, tactile, thermal, and olfactory effects. Like *phantasmal force*, this spell can cause damage if not disbelieved.

Programmed Illusion

Spell Level: Magic-user, 6th level

Range: 10ft per level

Duration: 1 round per level after being triggered

This spell allows the caster to arrange a predetermined *phantasmal force* that activates only when a specified action takes place, such as a visitor entering a certain room. This spell can be combined with *permanency*.

Tempus Fugit

Spell Level: Magic-user, 5th level

Range: 10ft

Duration: 1 hour per level

Anyone within 10ft when this spell is cast believes that time is moving at a much different rate. For every 1 turn in the spell's area of effect, affected creatures perceive the passing of 1 full hour. All bodily functions, food and water needs, healing, and spell memorization requirements subscribe to the accelerated time, so that 4 hours spent under the spell's effects feel like 1 complete day. The spell can be reversed so that 1 day seems like only 4 hours, and an hour feels like only 10 minutes have passed. In either case, those successfully disbelieving the illusion are not affected. This spell can be combined with *permanency*.

LEVEL 5C: SYANNGG A SONG

Like the “open-air” amphitheater itself, the sunny sky here is an illusion. Many of the musicians have been here for decades. Their living quarters are comfortable, and all their needs are met and even exceeded. The large compound includes comfortable living areas, spacious recreational grounds, a library, a woodshop, a nondenominational shrine, and several species of free-roaming animals — most of which are not depicted on the map. Artificial sunshine is provided by a magical light that automatically dims and brightens on a 24-hour cycle. The illusory weather is always perfect — maddeningly so.

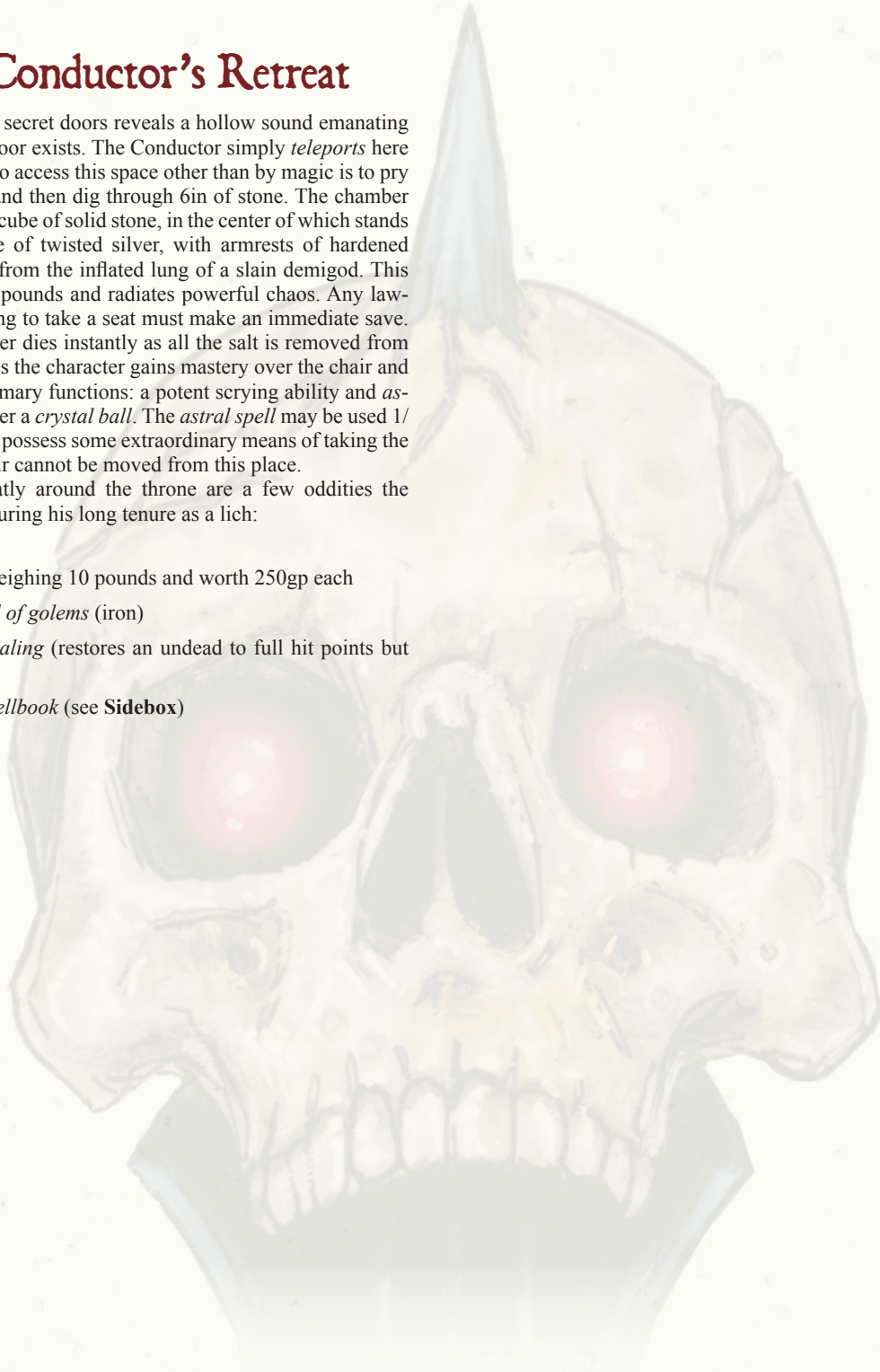
The musicians are not trained combatants and stand no chance against the Conductor, so the characters will not be able to persuade them to revolt. However, they are quite keen on the idea of escaping back to their homes, so they aid the characters as much as they can without catching the eye of their captor.

5C-16. The Conductor’s Retreat

A successful search for secret doors reveals a hollow sound emanating from the stage floor. No door exists. The Conductor simply *teleports* here as needed. The only way to access this space other than by magic is to pry up the stage floorboards and then dig through 6in of stone. The chamber itself is a plain 20ft x 20ft cube of solid stone, in the center of which stands an elaborate throne made of twisted silver, with armrests of hardened salt and a headrest made from the inflated lung of a slain demigod. This mighty chair weighs 740 pounds and radiates powerful chaos. Any law-aligned character daring to take a seat must make an immediate save. Failure means the character dies instantly as all the salt is removed from his body. Success indicates the character gains mastery over the chair and may command its two primary functions: a potent scrying ability and *astral spell*. The scrying is per a *crystal ball*. The *astral spell* may be used 1/day. Unless the characters possess some extraordinary means of taking the throne with them, the chair cannot be moved from this place.

Treasure: Stacked neatly around the throne are a few oddities the Conductor has acquired during his long tenure as a lich:

- 4923gp
- 17 gold alloy bars weighing 10 pounds and worth 250gp each
- metal-bound *manual of golems* (iron)
- *potion of undead healing* (restores an undead to full hit points but has no effect on others)
- *The Conductor’s Spellbook* (see **Sidebox**)



Appendix A: Bestiary

New Monsters

Angel, Fidele

Hit Dice: 6

Armor Class: 5[14]

Attacks: +1 longsword (1d8+1) or +1 longbow (1d6+1) or 2 claws (1d4+1) and beak (1d6+1)

Saving Throw: 11

Special: change shape, companion, immune to acid and cold, magic resistance (20%), magical abilities

Move: 18 (fly 18)

Alignment: Law

Number Encountered: 1

Challenge Level/XP: 11/1700

What appears to be a mated pair of animals changes shape into two angels. Their humanoid forms still bear some marks of their animal selves. They move in perfect harmony. Fidele angels form from souls so devoted to each other that their love transcends death. The angels can change shape between winged angel form, its original mortal form, and that of an eagle. Its statistics are the same in each form, with the exception of its attacks in eagle form (claws and beak). Fidele angels maintain awareness of their mate's disposition and health; damage taken by one is split evenly between both, with the original target of the attack taking the extra point when damage doesn't divide evenly. Any other baneful effect, affects both equally. If separated from its mate, each fidele angel can use both *plane shift* and *teleport* 1/day to reunite. Fidele angels are never voluntarily without their partners. No magical effect or power can cause a fidele angel to act against its mate, and no *charm* or magical effect can cause them to leave their side or to change their feelings of love and loyalty toward each other. Fidele angels can cast *light* and *purify food and drink* at will. 3/day they can cast *cure light wounds*, and 1/day cast *bless*, *detect evil* and *protection from evil*.

Fidele Angel: HD 6; AC 5[14]; Atk +1 longsword (1d8+1) or +1 longbow (1d6+1) or 2 claws (1d4+1) and beak (1d6+1); Move 18 (fly 18); Save 11; AL L; CL/XP 11/1700; **Special:** change shape, companion, immune to acid and cold, magic resistance (20%), magical abilities.

The Fidele Angel originally appears in *The Tome of Beasts 5E* from Kobold Press.

Embodiments of the Profane Tides

Armor Class: 0[20]

Hit Dice: 5 (30hp)

Attacks: longsword (1d8)

Saving Throw: 12

Special: magic resistance (25%)

Move: 9

Alignment: Chaotic

Number Encountered: 11

Challenge Level/XP: 8/800

These extraplanar beings are minor manifestations of a little-known demigod of water and chaos that has faded from memory. They always appear 11 at a time, wielding longswords and clad in black. Their skin is as impenetrable as stone. Their faces all appear as different expressions of fear, pain, or rage.

Embodiments of the Eleven Profane Tides: HD 5; HP 30; AC 0[20]; Atk longsword (1d8); Move 9; Save 12; AL C; CL/XP 8/800; **Special:** magic resistance (25%).

Herald of Darkness

Hit Dice: 5

Armor Class: 4[15]

Attacks: shadow sword (1d6+2) or corrupting touch

Saving Throw: 12

Special: corrupting touch, immune to cold, lightning, paralysis, poison, shadow form

Move: 12 (fly 18)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 8/800

Stunningly tall and beautiful fiends, the heralds of darkness resemble dark-haired fey wearing cloaks and armor glittering with dark light and often surrounded by a nimbus of pale green fire.

Heralds of darkness speak in fluid tones and sing with the voices of angels, but their hearts are foul and treacherous. Heralds of darkness typically attack with their shadow swords, inflicting terrible wounds with the dark blades and paralyzing foes for 1d6 rounds, unless they make a successful save. The touch of a herald rots wood, leather, copper, iron, or paper objects in 1d3 rounds; magic items must roll a 12 or higher on 1d20 to resist.

Herald of Darkness: HD 5; AC 4[15]; Atk shadow sword (1d6+2) or corrupting touch; Move 12 (fly 18); Save 12; AL C; CL/XP 8/800; **Special:** corrupting touch, immune to cold, lightning, paralysis, poison, shadow form.

The Herald of Darkness originally appears in *The Tome of Beasts 5E* from Kobold Press.

Sahuagin, Mutant

Hit Dice: 4+1
Armor Class: 5[14]
Attacks: 4 claws (1d4) and bite (1d6+1) or weapon (1d8)
Saving Throw: 13
Special: fighting frenzy
Move: 12 (swim 18)
Alignment: Chaos
Number Encountered: 1 or 1d10 (lair)
Challenge Level/XP: 6/400

Typical sahuagin are fish-men with a lamprey's round mouth filled with shark-like teeth. They live in salt water, sometimes at considerable depths, and raid the surface world for plunder and sport. However, 1 in 100 sahuagin are born with 4 arms, and (raising many questions) 1 in 100 sahuagin are born identical in all respects to a sea elf. The mutant, 4-armed sahuagin are taller, stronger, and more feral looking than others of their race. Four-armed sahuagin have great shark-like mouths and can bite a man-sized creature nearly in half! Many sahuagin mutants carry entangling nets used to ensnare opponents to save for later sport or food. If a sahuagin draws blood in combat, there is a 75% chance it flies into a fighting frenzy, gaining +1 on all attack rolls until all opponents are dead. The sahuagin in a frenzy cannot stop attacks.

Sahuagin mutants have between 4 and 8 hit dice, and many become leaders of their respective tribes.

Sahuagin, Mutant Four-Armed: HD 4+1; AC 5[14]; Atk 4 claws (1d3) and bite (1d6+1) or weapon (1d8); Move 12 (swim 18); Save 13; AL C; CL/XP 6/400; Special: fighting frenzy.

Spider, Ghostwalk

Hit Dice: 7
Armor Class: 4[15]
Attacks: bite (2d6 plus poison)
Saving Throw: 9
Special: darkvision 60ft, ghostwalk, lethal poison (save or die), snare
Move: 18 (climb 18)
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 11/1700

A pasty-white spider the size of a horse with dull eyes that fix on you as it fades from sight with a ghostly blue shimmer. Ghostwalk spiders are malevolent hunters that sprang from misguided experiments on phase spiders. They are spindly, emaciated things all but devoid of color. The spider is 8 feet in diameter (including legs) and weighs 500 pounds. A ghostwalk spider can shift out of phase with its surroundings similar to a phase spider. While out of phase, the ghostwalk spider can only be hit by ethereal creatures. While out of phase, instead of physically attacking with its poisonous bite, a ghostwalk spider may snare one target creature with a missile attack. If the attack succeeds, that target is covered in ghostly webbing and paralyzed until broken out of. It requires an open door check at -1, or the webs can be hacked through (AC 9[10], 5 hp) to free the target.

Ghostwalk Spider: HD 7; AC 4[15]; Atk bite (2d6 plus poison); Move 18 (climb 18); Save 9; AL C; CL/XP 11/1700; Special: darkvision 60ft, ghostwalk, lethal poison (save or die), snare.

The Ghostwalk Spider originally appears in *The Tome of Beasts 5E* from Kobold Press.

Water Weird

Hit Dice: 3-5
Armor Class: 2[17]
Attack: strike (1d6 plus grabbing and drowning)
Saving Throw: 14, 13, or 12
Special: control water elemental, resistance to damage, resistance to fire (50%), reform body
Move: 12 (swim 12)
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 7/600, 8/800, or 1100

The water weird is an evil watery, snake-like creature summoned to the Material Plane by a chaotic spellcaster. They are often employed as guards to watch over the spellcaster or his belongings. When summoned, a water weird appears in a large pool of water where it makes its lair, and it cannot leave this pool. The water weird appears as a 10ft long (or longer) snake-like creature composed entirely of water. Other than its snake-like body, its only distinguishing features are its slitted eyes and its large mouth.

Water weirds hate all living non-water-based creatures and attack them on sight. Though intelligent, water weirds never speak, at least to those of any other race. Whether they communicate with one another is completely unknown. The water weird can take control of a water elemental that is within 30ft by succeeding on a saving throw. If the elemental is being controlled by another creature, the water weird and current controller make opposed saving throws with the one rolling best gaining control of the elemental for that round. Victims struck by a water weird's attack must make a saving throw or be grappled and pulled into the water. Characters unable to breath underwater take 1d6 points of damage the first round, 3d6 the second, 6d6 the third, until they reach 0 hit points and die. Water weirds suffer only 1 hit point of damage from edged weapons; blunt weapons strike normally.

When the weird is reduced to 0 hit points or less, it collapses back into the water. Two rounds later, it reforms at full strength (minus any damage suffered from a *purify food and drink* spell). Cold-based effects *slow* the water weird (as the spell of the same name) for a number of rounds equal to the caster's level. A *purify food and drink* spell deals 1d4 points of damage per caster level to the water weird. These hit points are not regained when the water weird reforms.

Water Weird: HD 4; AC 3[16]; Atk strike (1d6 plus grabbing and drowning); Move 12 (swim 12); Save 13; AL C; CL/XP 8/800; Special: control water elemental, resistance to damage, resistance to fire (50%), reform body.

Appendix B:

Referee's Guide

New Magic Items

Hendecagon

This magic item serves as the holy symbol for followers of the Eleven Profane Tides, though it may be used by any cleric who successfully divines its powers. It grants the user access to the following magical abilities: *purify water* (1/day), *create water* (1/week), *water breathing* (1/month). However, using an item of chaos is not without its perils. Each time one of the *hendecagon's* powers is used, there is an 11% chance that the spell misfires, filling the user's lungs with water. This causes 1d6 points of immediate damage and renders the character immobile for the next 2d4 rounds as they drop to their knees, violently expel the water, and recover from the experience.

Maudra's music box

This cherrywood box, 4in x 6in, features meticulously wrought hinges and an intricate lock. Atop the box is pure crystal figure of a faceless humanoid female in a long gown. The crystal is perfectly transparent. Looking through it has the effect of making the view appear upside-down to the observer. Crafted by the by Un-Witch Maudra, this box can be opened only if a drop of the opener's blood is placed on the magic lock. When the box is opened, a haunting waltz begins to play, though the box is empty and contains no mechanism for music. While the music plays, the crystal figure slowly rotates, doing so for the next 3 rounds. While the figure moves, whoever holds *Maudra's music box* may call upon any combination of these powers, one per round:

- invisibility
- polymorph self
- project image

The box may be opened only once per day. It closes automatically after 3 rounds, the music fading. Maudra empowered the box with *bestow curse*, so that anyone who calls upon its powers might be met with a grim fate unless they succeed in a saving throw every time they attempt to use it. The curse has affected Vordoshad in such a way that the dragon's scales and skin are no longer visible, and its breath weapon has become a cone of sharpened glass shards. The curse may affect the characters in any way that the Referee sees fit, but it usually involves some sort of transparency or crystallization.

Reckless Ember Sword

This black-bladed weapon is a *flaming short sword* +1. Using the weapon's fiery power is not without its dangers, however. Whenever the *ember sword* is carried in hand, the sword's wielder is overcome with a need to charge the nearest visible enemy. The wielder rushes forward, sword held high overhead, without regard to his or her own well-being, attacking immediately upon arrival. Once this initial attack is complete, the compulsion is gone, so that the wielder regains free will — at least until the next enemy appears.

Serpent Hood

This rough burlap bag looks poorly stitched, embroidered with a crude caricature of a snake's head. This potent magic item is nearly indestructible, and it has been passed down through generations of malevolent owners. Anyone donning the hood can see through the snake's eyes with *dark-vision* to a range of 60ft; they can hear through the snake's ears by sensing vibrations out to 120ft; finally, they can hiss with the snake's mouth, causing an illusory forked tongue to appear and a cone of *fear* affecting those up to 30ft away. The *serpent hood's fear* ability may be used once per day.

Staff of the Shoreline Dead

This staff's single purpose is to command the infamous Army of the Shoreline Dead. The members of this skeletal fighting force are believed to have been among the first settlers in the area around Rappan Athuk, and among its first victims. They died on or near the shore on which they arrived, falling prey to disease, in-fighting, native hazards, and sahuagin raids. The staff is 6ft long and made entirely of magically reinforced glass. Anyone holding it may expend charges to conjure skeletons from the Army; each charge causes 1d6 skeletons to appear within 10ft, to be commanded by the user for the next 1d4+1 turns, after which time they collapse into piles of bones. When discovered, the *staff of the Shoreline Dead* has 6d10 charges.

New Items

Fog Muzzle

One of the more ingenious non-magical gadgets the wererats have collected through the years, the fog muzzle is made of tanned hippogriff hide, carefully boiled and shaped to fit snugly over the face. The wearer's eyes are protected by 2 round glass lenses, sealed in their sockets with a watertight glue manufactured from a mixture of organic saps and honey bee propolis. In place of a mouth, the fog muzzle is fitted with several slots that are the gills of sahuagins. These gills filter the noxious effects of smoke and poisonous gasses, as well as the choking effects of sand and other particulates. The fog muzzle is bound to the head by 2 pairs of leather straps, tied behind the neck and head. The lenses are glass and easily damaged, and the fog muzzle provides no AC bonus. The gills must be cleaned daily to keep them in working order.

Nihiloplasm

Appearing as a dull green, viscous fluid that has the instant effect of *cause disease* when it contacts living flesh. No saving throw is allowed. Nihiloplasm may be used as an ingredient in any number of malign magic items, but its primary purpose is to create skeletons and infuse them with negative energy so that they seek retribution on the living. For every cup of nihiloplasm poured onto the ground, **2d4 skeletons** rise from the sizzling liquid, their eye sockets burning the same dull green color as the unusual material that created them. On the round following their appearance,

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the skeletons attack any living creature they see — including the person who summoned them. The skeletons behave as standard undead of their type. Despite the skeletons' tendency to attack the nihiloplasm's owner, clever users devise means of using the substance to their advantage.

New Spells

Advanced Illusion

Spell Level: Magic-user, 5th level
Range: 60ft + 10ft per level
Duration: 1 round per level

This spell is an improved *phantasmal force* that doesn't require the caster's concentration. The spell has full audio, visual, tactile, thermal, and olfactory effects. Like *phantasmal force*, this spell can cause damage if not disbelieved. If used to duplicate a spell effect, it can cause up to 3d6 points of real damage.

Distance Distortion

Spell Level: Magic-user, 5th level
Range: 10ft per level
Duration: 1 turn per level

This difficult spell first requires the presence of an earth elemental, usually brought into service by the spell *conjunction of elementals*. The magic-user forces the elemental to alter the spatial geography of an area up to 100 square feet per level, either doubling or halving those dimensions. Thus, a 12th-level caster could transform a 10 x 120 hallway so that anyone passing through it would experience either a 10 x 60 hallway or a 10 x 240 hallway or any other combination of those dimensions. The change is impossible to detect short of *true seeing* (as per a *gem of seeing*). When the duration expires, the earth elemental returns to its home plane. This spell can be combined with *permanency*.

Mirage Arcane

Spell Level: Magic-user, 6th level
Range: 10ft per level
Duration: special

This powerful illusion allows the caster to redesign any interior or exterior space in a radius equal to 10ft per caster level. The limits of this design are subject only to the caster's imagination. Any scene can be fully simulated, down to the smallest detail. The illusion offers a full sensory experience so powerful that fabricated food provides nourishment and a stream of water can cool a dry throat. If the caster doesn't maintain concentration, the *mirage arcane* fades after 6 turns + 1 turn per level. If the caster concentrates, the spell remains indefinitely. In either event, all attempts to disbelieve a *mirage arcane* are made at -2. This spell can be combined with *permanency*.

Permanent Illusion

Spell Level: Magic-user, 6th level
Range: 10ft per level
Duration: Permanent

This spell is an improved *phantasmal force* that is permanent, though still subject to *dispel magic*. The spell has full audio, visual, tactile, thermal, and olfactory effects. Like *phantasmal force*, this spell can cause damage if not disbelieved (2d6 points of damage).

Programmed Illusion

Spell Level: Magic-user, 6th level
Range: 10ft per level
Duration: 1 round per level after being triggered

This spell allows the caster to arrange a predetermined *phantasmal force* that activates only when a specified action takes place, such as a visitor entering a certain room. This spell can be combined with *permanency*.

Tempus Fugit

Spell Level: Magic-user, 5th level
Range: 10ft
Duration: 1 hour per level

Anyone within 10ft when this spell is cast believes that time is moving at a much different rate. For every 1 turn in the spell's area of effect, affected creatures perceive the passing of 1 full hour. All bodily functions, food and water needs, healing, and spell memorization requirements subscribe to the accelerated time, so that 4 hours spent under the spell's effects feel like 1 complete day. The spell can be reversed so that 1 day seems like only 4 hours, and an hour feels like only 10 minutes have passed. In either case, those successfully disbelieving the illusion are not affected. This spell can be combined with *permanency*.

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