

Ground Level: The Graveyard and Mausoleum

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

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

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

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

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

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

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

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

G-1. Tombstone and Key

In the courtyard is a life-sized statue of a dwarf on a 4 ft. by 4 ft. stone block. He looks to have been a great warrior, and dwarven runes adorn the front of the pedestal. This rather large tombstone, crested with the statue of a dwarf, seems to have been visited frequently. The dwarven runes read "Blessed is he who spares these stones/And cursed be the man who

Ground Level

Equivalent Dungeon Level: 4

Entrances: This area is above ground

Exits: Mausoleum to Level 1; "the Well" to Level 3A; Rat tunnels to Level 1, Area 1-10, Level 2, Areas 2-10 and 2-10

Wandering Monsters: Check once every 30 minutes on 1d20:

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

Detections: The entire level detects faintly of evil.

Standard Features: Unless otherwise noted, all doors on this level are made of iron-reinforced wood.

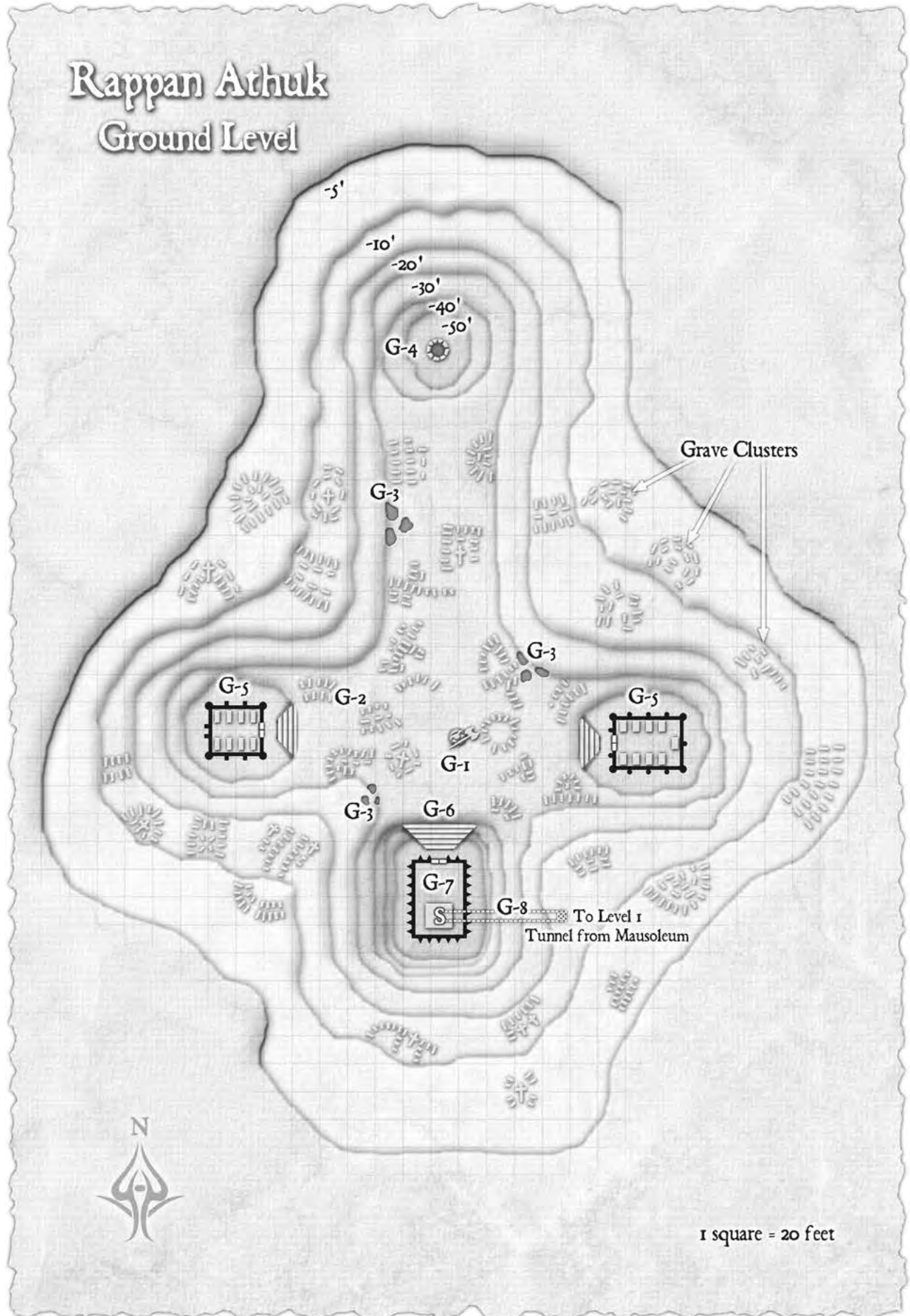
moves my bones." Examination of the base of the statue reveals a small compartment that is easily opened. It is not trapped. Inside is the magical iron key to Rappan Athuk that opens the doors to the Main Mausoleum at Area G-6 below. Once used to unlock the doors of the mausoleum, it teleports back to this compartment.

G-2. A Dire Warning

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

GROUND LEVEL

Rappan Athuk Ground Level





G-3. Rat Tunnels

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

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

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

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

Traveling the Rat Tunnels: These tunnels twist and turn, with numerous dead ends and side passages. Only halfling-size characters can use the tunnels. Anyone doing so has a 1-8 on 1d20 chance of encountering **2d6 giant rats** during the course of their journey. Because of the number of twists and turns, these passages do not lead to the same place reliably. Each time a person travels these tunnels, he winds up in one

of the following locations after 10 minutes (roll 1d20): 1-3 = back where he started; 4-8 = at another area marked G-3, different from the tunnel he entered; 9-14 = **Level 1 in Room 1-11**; 15-18 = **Level 2 in Room 2-10**; 19-20 = **Level 2 in Room 2-20**.

G-4. The Well

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

G-5. Empty Mausoleums

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

Rappan Athuk Graveyard — The Grave Markers

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

Some of the more famous markers are as follows:

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

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

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

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

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

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

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

Andrew Daley, *Gone, but not forgotten*

Lee Darby, *Entered into rest*

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

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

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

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

Andreas Lenhart, *In Sacred Memory*

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

Henrik Landervik, *Until We Meet Again*

James Johnson, *Hero, Legend, Friend*

Lyle LaRue, *One Man
Who Fought Like Two*

Scott Kehl, *Favored Son*

Boodro H Viperion, *He did it His way*

Nidor Dacson, *The good die young*

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

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

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

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

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

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

Greg Ragland, *Feaster of Blood*

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

Liz Courts, *Sweet Soul*

*IN MEMORY OF OUR PATRIARCH,
James Redmon*

JMEP Cornelius,
AT PEACEFUL REST LIES

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

Lordan Ironwolf, *OUR FRIEND
UNTIL THE END*

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

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

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

Erica Balsley, *Our Angel*

Phage Neurospora, *A loved one sleeping*

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

Marshall "leadjunkie" Mahurin,
A Man amongst men

Robb Lukasik, *He stood his ground*

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

John Ling, *Rolled Down the River*

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

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

Dragnmoon, *A crack shot And a Good Man*

Aarok Hawethorne,
Our Love knows No bounds

Ryan Simm, *Gave it his All*

Jerry Ward, *Lived and Died by the Sword*

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

John N. Caparso, *Nothing but the Best*

Johnathan L Bingham, *Trollfood*

Andy Reynolds, *Attacked by a Toilet*

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

Awsomer Lockwood,
Cookies for you in heaven

Thark, *Couldn't outrun Fate*

Mark Basgall, *Saved Soul*

Bracton, *Sings the Song of Sleeping*

Mark W. H. Lambe,
Saved all naught himself

Martin Britt, *Did not see that Coming!*

Scantrontb, *Until we meet in the Heavens*

Mainspur, *Our Silver Lining*

Zomblebees, *'ware the gargoyles!*

Michael Salt, *The Best among Us*

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

drnate29, *You drank what?*

Aelrik Ravenmane, *One room too many*

beasterbrook,
We never saw anything like it

Napoleon Einstein von Smith,
The prettiest Man I ever Saw

Scathaigh, *A song of heaven plays for you*

Paulon, *Mitra have Mercy*

Ralph Kelleners,
NEVER SWIM UNDERGROUND

Bob Keller, *One wish too many*

Thalendar, *One Step Too Slow*

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

Tholwon, *Doubled Down and Lost*

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

Mirth Mristar, *Still Smiling*

EOTB,
RIP DOA WTF

Sara Garda - daughter of Arlen,
Her Soul Is Eternal

Darien Reswald,
Stood Tall And Lost His Head

'Awsomer Lockwood',
God-Emperor of the Universe

Lisa Kellogg, *Loved One Lost*

David Caldwell,
Embraced by the Higher Planes

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

The Death Tribble,
In his Furry Embrace We find Warmth

GROUND LEVEL

G-6. The Main Mausoleum

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

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

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

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

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

The Front Doors of the Mausoleum

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

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

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

G-7. Inside the Main Mausoleum

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

The candles radiate magical evil. They are lit with *continual light* spells and are impossible to extinguish. An astute character may notice that there is an indentation in the ceiling of the mausoleum identical in dimension

to the stone sarcophagus. The *candles* are effectively minor artifacts; if destroyed or removed from the mausoleum, they reappear here, lit and fully intact, at the next sunset.

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

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

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

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

G-8. Hallway to Level One

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