

Level 1: The Lair of the Dung Monster

This dungeon level stinks. Literally. Between the dung monster, the latrines, the rats and the ghastr, the entire level is full of foul air. Make this clear to the characters upon entering this level.

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Equivalent Dungeon Level: 4

Entrances: Hallway from ground level **Area G-8**.

Exits: Stairs to **Level 2**; River to **Level 9**; Rat tunnel to **Level 2** and to **G-3** on the Ground Level.

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

- | | |
|------|--|
| 1 | 3d6 giant rats with 1d2 wererats. If wererats are encountered, there is a 75% chance that they simply spy on the party rather than attack and report their observations to the wererats at Area 1-12 and 1-13 . |
| 2 | 2d6 ghouls and 25% chance of 1d3 ghastrs |
| 3 | 1 gelatinous cube |
| 4 | The " Dung monster " (see Room 1-9) |
| 5-20 | No encounter |

Detections: Faint evil from the whole place; slightly more to the south east.

Continuous Effects: The stench of this level requires all characters to make a saving throw at +2 upon entering the level and every 30 minutes thereafter or all saving throws, to-hit rolls, and damage rolls are made at -1 due to the distraction and slight nausea caused by the overpowering smell.

Standard Features: Unless otherwise noted, all doors on this level are made of iron-reinforced wood and all secret doors are made of stone with normal chances to detect.

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

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

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

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

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

lightning and cold.

I-1. Entrance Chamber

The room is strewn with bits of bones and loose dirt. A cool breeze blows by, and whispering can be heard off in the darkness. This room has several small piles of bones looted from the graveyard above. The air is drafty and rather fresh. A search of the bones reveals a rat corpse that has been eaten as if by acid and has some residual green slime.

Green Slime: Make saving throw or begin turning to green slime if touched; killed by fire.

Treasure: Hidden in the pile of bones are 22 cp, ignored by previous adventuring parties.

I-2. Empty Room

The worked passage opens into a small room. On the far end, near an archway leading to a passage beyond, rests a coffin without a lid. There is nothing in the coffin, having been looted long ago.

I-3. Collapsed Room

The passage ends in a cave-in. Unless the party desires to spend one week digging, which draws a possible wandering monster with twice the normal frequency, this is a dead end. If the party manages to find a way through the rubble (which fills the room to the ceiling), they come to a section of the room that has not collapsed. Inside this section of the room is an ornate coffin, not yet stripped of its finery. The silver edging may be removed and sold (10 gp). The wood of the casket is of fine quality. The coffin contains an inanimate skeleton. Beneath the skeleton, recessed into the lining of the coffin (which is automatically perceived if they move the skeleton) is a +1 *short sword* and an ivory scroll case worth 25 gp containing a scroll of 3 magic-user spells: *shield*, *mirror image*, and *levitate*.

I-4. Viewing Room

Broken candelabras and a worm-ridden red carpet have been left long ago by the undertaker in this viewing room. There is a wooden casket in the center of the room that has had its once decorative silver trim rudely pruned off. There is nothing of interest in this room. The casket is empty.

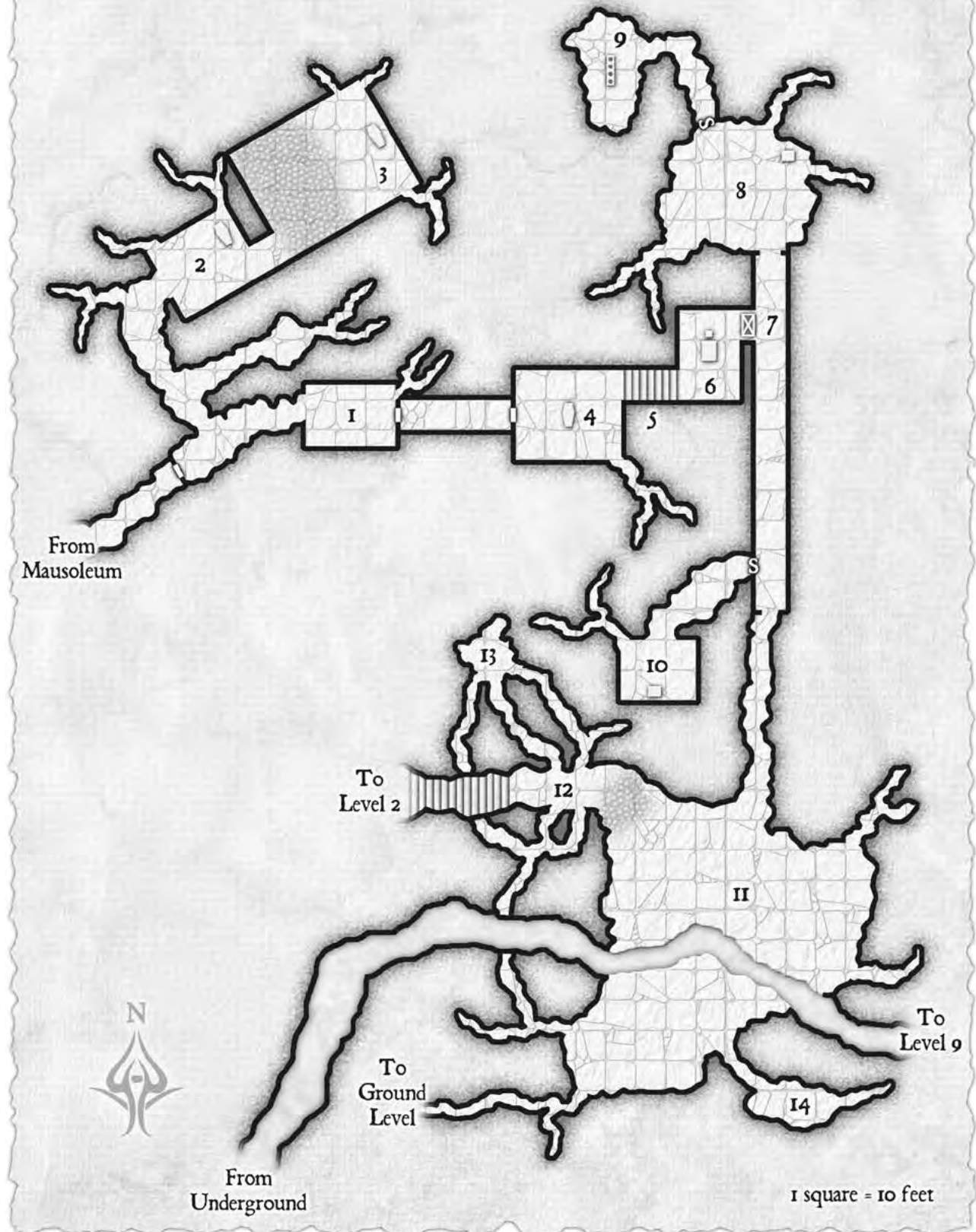
I-5. The Trapped Step

One stair within these stone steps is **trapped** to break away when 50 pounds of pressure or more is applied to it. Anyone of sufficient weight has a 1 in 6 chance of stepping on the trapped stair. Beneath the false breakaway stair are several downward-pointing spikes on the side wall of the false stair which are coated with poison. These downward spikes

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prevent removal of the trapped limb by any creature medium sized or larger. Smaller creatures may make a saving throw to remove a trapped limb safely. If trapped, the spikes must somehow be removed for the foot to be rescued. If the trap is triggered or disabled it is reset by the evil priests in 2 weeks.

Foot Catcher Trap with Poisoned Spikes: 1d3 poisoned spikes inflict 1hp each plus poison, but only if foot is pulled out. Thieves can remove the spikes, but this takes 1 turn and failure indicates being cut by a poisoned spike.

Note: When the trap is triggered immediately make a wandering monster check.

I-6. Poker Room

Broken furniture is everywhere, and a skeleton sits in a large chair facing you. Red, poisonous-looking ants crawl all over the skeleton and chair. On the table with the skeleton is a deck of cards. A tapping sound emanates from the hallway.

On the lap of the skeleton is a **trapped** deck of cards. Water drips from the ceiling into a tilted metal dish in the hallway area to **Area 1-6**, right next to the pit at **Area 1-5**, making a tapping sound.

Trap: The top card is the ace of spades. It is coated in contact poison; save or death in 1d4+1 turns).

Treasure: A broken sculpture of a horse (worthless, but value would be 25 gp if mended) rests under some debris in the corner of the room.

I-7. The Pit

At this location is a **covered pit**; the lid opens when 75 pounds of pressure or more is applied to it. The lid resets itself in 4 minutes. The pit can be detected by use of a pole, but it is well constructed and there is a 1 in 6 chance that this detection method will fail to reveal the trapdoor's presence.

I-8. Warning Room

Three broken arrows stick out of the wall in the entryway and a smashed wooden door lies at the entrance of the room. Two human-sized skeletons are here—one is headless and both show signs of extreme corrosion, as if by acid. Everything in the room is smashed and corroded except for a small desk in the north east corner. The room itself has walls of rough stone.

Treasure: The top drawer of the desk contains six vials: three are full of embalming fluid (poison), 4 and 5 are empty, and 6 is a bottle of holy water with a wax seal.

Secret Door: The secret door on the north wall is very easy to spot (automatic if area is searched, 1 in 6 chance per character simply to notice it), because it is open a crack. A horrible smell issues from **Area 1-9**, below.

I-9. The Lair of the "Dung Monster"

As the PCs enter the room, the smell of waste is overpowering. Three holes in the ground are regularly spaced in a line along one side of this room. They are latrines, as is obvious from the smell. One of them has a toilet seat of white stone, which appears to be very clean, installed over the hole.

This seat is in fact one of the strangest denizens of Rappan Athuk. Called "**the dung monster**" by those who have encountered it, this creature was once a killer mimic. When it devoured an archmage with a *staff of the magi*—who had stopped in response to the second highest calling—the energies released from the destruction of the *staff* caused its bizarre mutation. Though the dung monster is primarily found in its toilet form in this room, it is also frequently encountered wandering the halls of this level in its other form—a disgusting bubbling mass of vile feces and gurgling fluids. There is basically no way to kill it. Rumor has it a party once trapped it in a block of stone, but it somehow escaped. No matter what trick the party comes up with to contain the monster, it always somehow regrows or escapes within a few days.

Dungie is slow, but cannot be killed. This monster should be played not as a death-dealer, but instead as a nuisance. He is not really interested in killing the PCs, but thrives on eating their weapons and shields. If they persist in attacking him for a long period of time, so be it. He eats them. The experience points awarded for this encounter should depend on how the PCs handle the encounter, and is left to the discretion of the Referee.

Mutated Killer Mimic ("The Dung Monster"): HD as per 4HD monster; AC 4[15]; Atk strikes for 1d8; Move 6; Save 13; AL N; CL/XP n/a; Special: Immortal.

Beneath each of the holes in the floor is an 8 ft. x 8 ft. chamber. Two are mostly empty, containing only a concentrated mass of waste.



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Treasure: Latrine number 3, the one covered by the monster in his toilet guise, contains the remains of some of his victims. Halflings or small elves may descend into the latrine. The person descending must roll a saving throw and continue to succeed every two minutes they remain in the latrine, or be utterly incapacitated by nausea. In the latrine under all the dung, requiring a *detect magic* spell to locate, are the following: 417 gp in a *bag of holding* of the smallest size, a +3 *dagger* and an *efreeti bottle* that escaped destruction when the Dung Monster consumed their owners. The person coming out of the latrine has a Charisma of 1 for reaction purposes until thoroughly cleansed and the party never surprises any monster. Check for wandering monsters at twice the normal frequency until the person is cleansed.

I–10. The Trapped Ghast

Secret Door: The secret door in the corridor is actually a false stone door made of wood that slides upward. It feels false when touched.

The thin passage beyond leads to the often-neglected “horror” of this level: a **ghast**. He is so overjoyed to be discovered by adventurers that he shouts praises and congratulations to the party as he attacks them. He was once a wealthy merchant who dabbled in magic.

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

Treasure: In a small chest are 200 cp, 600 gold-covered lead coins. In a secret compartment in the lid of the chest (spot as a secret door if the chest is examined) is a scroll of three magic-user spells: *charm person*, *hold portal*, and *sleep*.

I–11. The Rat Spies

The passage opens into a large cavern. **Rats** are everywhere! A shrill female voice is heard from inside the cavern, crying for help. A stream runs through the room and leads two thirds of a mile through a fairly passable channel (never deeper than 5 ft. and the ceiling never impossibly low) to **Level 9**. Several rat tunnels lead from this room: one leads outside to the graveyard above ground at **G–3**, the second leads nowhere, and the third leads to **Area 1–14**. A pile of rubble blocks access to **Area 1–12**. The far southern section of the room beyond the river is scorched, as if a fireball spell had previously been cast here.

This room is the advanced outpost for some wererats and their **rat servants**. There are 4d10 normal rats, 2d10 giant rats and a 30% chance for each wererat listed below at **Area 1–12** to be present in rat form. If wererats are present, they retreat to **Area 1–12**, except for Fiilaar, as noted in the tactics discussion below.

Normal Rats: these do not fight, running away if combat begins.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Tactics: If the party does not appear to be extremely powerful, **Fiilaar** assumes humanoid form—that of a half-elf female in tattered and bloody robes, appearing to be a thief or a wizard. She pretends to be under attack from the rats. She screams for help and flees over the rock wall at **Area 1–12**, where the other wererats and more giant rats ambush the party, as described below.

I–12. Stairs to Level 2 and the Wererat Ambush

A large pile of rubble blocks access to the passage from the rat room. Once the rubble is negotiated, it can quickly be seen that there are stairs beyond. Past the rubble, the walls and floor are covered with spattering of blood, several broken weapons and marrow-sucked bones.

Five wererats in hybrid form, including the mated couple of Fiilaar (the female) and Jarvik are here along with 20 giant rats, which Fiilaar commands to attack the party. They attack in 4 groups of 5 rats each, one more group piling in per melee round. The wererats are perched in small cubbyholes 10 ft. up in the wall, connected to each other by rat tunnels. If they attack, they do so from positions of cover (see the **Tactics** section, below).

Fiilaar, Female Wererat: HD 3; HP 16; AC 6[13]; Atk 1 bite (1d3), 1 staff (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.

Gear: 2 pouches of *dust of sneezing and choking*, staff

Jarvik, Male Wererat (Ftr2): HD 3; HP 24; AC 6[13]; Atk 1 bite (1d3), 1 short sword (1d6) or 1 shortbow (1d6); Move 13; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.

Gear: poisoned short sword*, short bow, 19 normal arrows, 1 weakly-poisoned arrow**.

Wererats (3): HD 3; HP 12, 15, 14; AC 6[13]; Atk 1 bite (1d3), 1 short sword (1d6) or 1 shortbow (1d6) (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.

Gear: short sword, short bow, 19 normal arrows, 1 weakly-poisoned arrow**.

*Jarvik’s short sword is coated with purple worm poison. The poison will all have been smeared away after his first two hits with the sword, but on those two hits the victim must make a saving throw at +4 or die.

**These arrows are coated with purple worm poison, but it is old enough and in small enough quantity that the saving throw is made at +4, and the poison only has the effect of paralyzing the target for 1d6 turns.

Giant Rats (20): HD 0 (1d4hp); AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Tactics: Fiilaar assumes hybrid form after passing over the rubble. She takes up a position with the archers in the small cubbyholes overlooking the passage and continues to call out as if in peril to draw the party across the rubble. When the party crosses the pile of rubble, she throws one of her pouches of *dust of sneezing and choking* in an attempt to incapacitate the party. The wererat archers then rain their poisoned arrows down on the party. Jarvik, to prove his love for Fiilaar (an emotion which, as a rat, she does not understand), tries to impress her by demonstrating his hatred for humans by attacking them with his poisoned sword after the *dust of sneezing and choking* settles. The wererats scurry away through the various rat tunnels to their lair at **1–13** if the battle turns against them.

Encounter Modification: If the party is low level, this ambush will destroy them. In that instance, the wererats simply spy on the party and follow along behind them, hoping to loot their corpses when they meet their untimely end in the dungeon. Fiilaar and Jarvik are intelligent enough not to waste their *dust* and poison arrows on obviously weak parties. If the party is low level but has a large number of humans, Fiilaar has the wererats attack with normal arrows, saving their poisoned arrows and her *dust* for more deserving targets, allowing the 20 giant rats to attack. Her hatred for humans prevents her from allowing them to pass unharmed.

I-13. Wererat Den

This is the wererats' nest. It is made of strips of cloth and dried grass from the surface. It has the foul reek of vermin. The wererats keep their treasure here.

Treasure: Aside from their large collection of shiny objects and bits of metal, they have 143 gp, 901 sp, 2,929 cp. They also have a scroll of 1 magic-user spell: *antimagic shell* (left over from the corpse of the wizard consumed by the dung monster), and a pair of *boots of elvenkind*.

I-14. The Giant Rat Lair

The skeleton of a dwarf half blocks the tunnel into this place. He is missing his skull. There are **12** giant **rats** here. Next to the corpse's body is a *helm of reading magic and languages* with a broken chinstrap. The only other contents of the nest are innumerable worthless shiny things.

Giant Rats (12): HD 0 (1d4hp); AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.