

Level 10: The Lava Pit

This level contains a huge lava pit, directly connected to a subterranean magma chamber linked to the Elemental Plane of Fire. Due to this link, numerous fire creatures live or visit this area. Great heat emanates from all corners of this complex, as well as to adjoining levels (the tar pits of **Level 10A**, the hot springs of **Level 9A**). The area is ruled by a pack of salamanders, evil elemental creatures that serve the demon god Orcus. There are an infinite number of salamanders available for the PCs to encounter, as the magma chamber of this level is linked to the Elemental Plane of Fire. The Referee should note that a large amount of treasure is present on this level, and should be very careful about letting PCs run off with any of it. Only very clever PCs should be able to escape with any of the gold found here, due to the inherent problems associated with the heat. A map of this level is depicted in **Map RA-10**.

Level 10

Equivalent Dungeon Level: 12

Entrances: Stairs from **Levels 7A** and **9**.

Exits: Stairs to **Level 13A**.

Wandering Monsters: Check once every 12 hours on 1d20:

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|------|--|
| 1-3 | 3d4 goblin warriors — 2d4 goblins accompanied by 1d2 goblin leaders — hurrying along their way to avoid the heat |
| 4-5 | 3d6 lava children |
| 5 | 1d6 acolytes of Orcus |
| 7-20 | No encounter |

Detections: None.

Shielding: None.

Continuous Effects: Most of this level radiates severe heat (**Areas 10-8, 10, 11, 13, 14, and 17** radiate extreme heat, making metal items largely unusable, and requiring saving throws once per 10 minutes to prevent severe burning (1d6 points of damage, cumulative -1 penalty to hit and save). Resting here is impossible. **Area 10-4** is uncomfortably cold, but not dangerously so.

Standard Features: Unless otherwise noted, all doors on this level are locked and made of iron. All secret doors are made of iron.

Goblin Warrior: HD 2; AC 7 [12]; Atk 1 handaxe (1d6) or shortbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Leather armor, handaxe, shortbow, 20 arrows, 3d4 sp, 2d4 cp.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Lava Child: HD 4; AC 3 [16]; Atk 2 claws (1d4) and bite (1d6); Move 12; Save 13; AL N; CL/XP 5/240; Special: Immunity to earth magic, fire and metal, double damage from cold.

Acolytes of Orcus, Cleric 3: HP 12 each; AC 5 [14]; Atk 1 light mace (1d6); Move 9; Save 13; AL C; CL/XP 4/240; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Ring armor, shield, light mace, unholy symbol of Orcus, 38 gp.

10-1. Entrance from Level 9

These stairs lead from **Level 9**. As the bottom of the stairs is reached, it becomes apparent that great heat permeates all of this level. See “Continuous Effects,” above.

10-2. Empty Rooms

The occasional piece of junk or debris litters those areas marked **10-2**. Only heat tolerant items are found. Paper, wood, and the like have long been destroyed. For such items, treat random items as “ash” or “nothing found.” Referees should also roll a wandering monster check each time PCs enter areas designated “**10-2**.”

10-3. The Bone Room

Piles of human and humanoid bones, charred and blackened from the heat, are piled knee-deep all over the room. There is nothing of value or interest here. All souls once found in the bones have been devoured (through demonic sacrifice). Hence, *Speak with Dead* and other like spells automatically fail.

10-4. The Cool Room

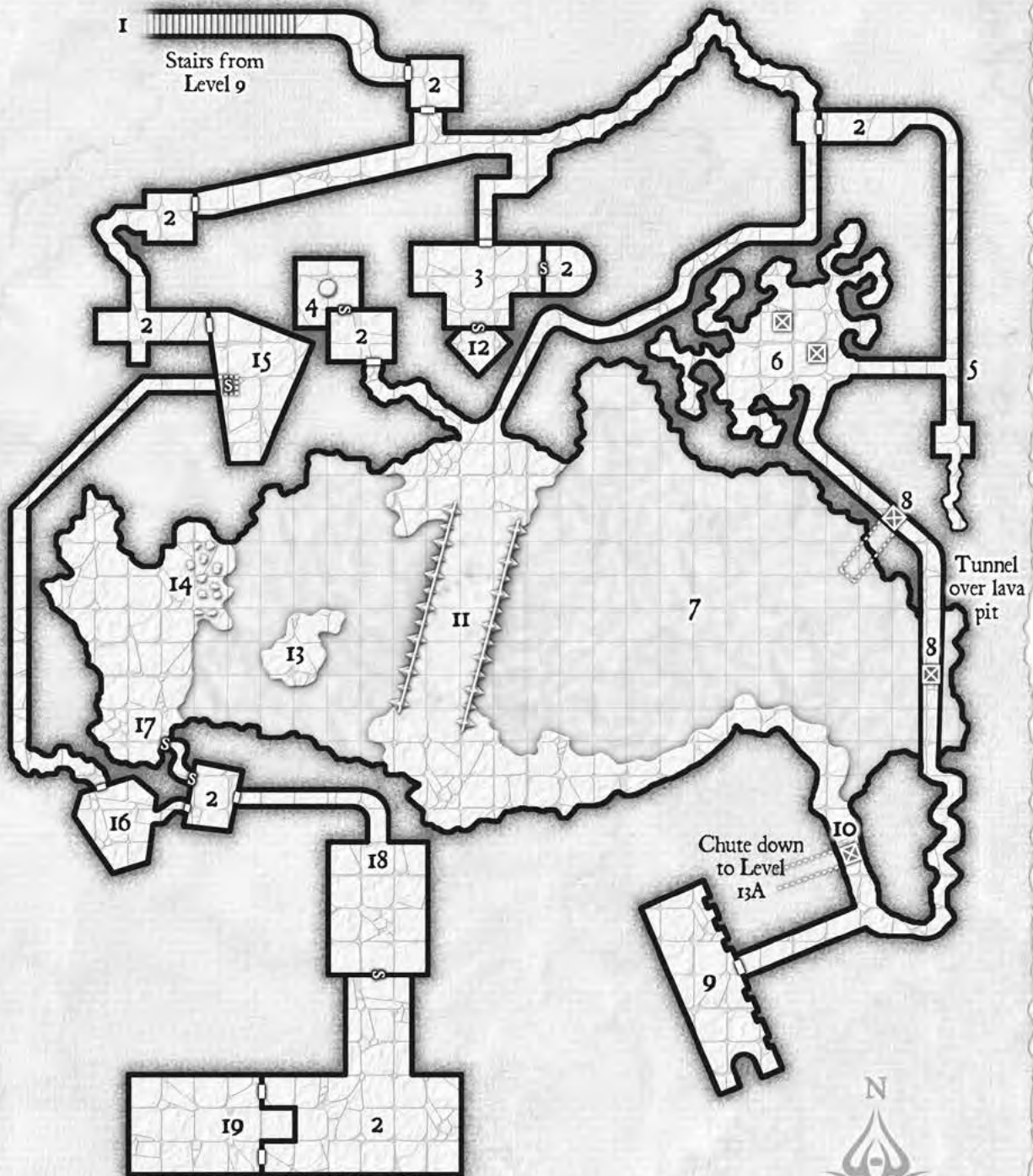
This room and this room alone is not affected by the heat effect of this level. Behind the **secret door** there is a permanent freezing effect. This was placed here so that priests of Orcus could move through this level without dying from the heat during their travels from **Level 9**. It is far too cold to sleep here; however, spending a few minutes in this room can allow a minute for minute prevention of the heat effects for up to 5 minutes.

10-5. The Shifting Wall

This hallway is initially open from the north to the south. If a character makes a careful examination of the floor, she discovers scrapings and detects the shifting wall. The wall cannot be triggered nor prevented from triggering in this room. If any of the pit traps (see **Areas 10-6 and 10-8**) are triggered, the corridor shifts, closing off the northern exit. It remains closed off for 2 weeks, then resets.

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1 square = 20 feet



10-6. Traps and Heat

This room contains many things that could cause the PCs to waste time and get overheated. Numerous alcoves contain loose bricks and stones, but none contain secret doors or exits. Two large **pit traps** (30-ft. deep) are on the floor.

10-7. The Salamander Cavern

This cavern contains a huge pit of lava and radiates even more heat than the surrounding areas. It is excruciatingly hot in here. There are **15 salamanders** in this cavern. These creatures are thoroughly evil and attack anyone who enters the cavern area. They have no treasure (though **Area 10-15** has some). They will also get help from those salamanders present in **Area 10-16**.

Salamanders (15): HD 7; AC 5 [14] (torso); 3 [16] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat, constrict.

Tactics: The salamanders attack as a group, pairing off to attack each PC until all have at least one attacker. If three or more can manage to attack a single PC, they will attempt to grapple and “swim” with their victim in the magma. They fight until reduced to 10 or fewer hp, at which point they jump into the lava and return to their home plane. Each 10 minutes, 1d3 salamanders arrive from the Elemental Plane of Fire to replace losses and/

or patrol the cavern. They are neither particularly bright nor organized.

Magma: Anyone falling or being pushed into the magma takes 20d6 points of fire damage per round immersed, continuing to take fire damage for 2 rounds after being removed. Anything flammable coming within 5 ft. of the magma must succeed on a save or be ruined (ignite, melt, boil away, etc.).

Gate to the Plane of Fire: In this cavern, 40 ft. under the magma surface is a gate to the Elemental Plane of Fire. If the Referee desires the PCs to adventure there, this access point is available; however, no details are provided here.

10-8. The Pits of Death

These **pit traps** are similar to those in **Area 10-6**; however, instead of emptying into a pit, they cause freefall into the lava pit (**Area 10-7**). The pits are 30 feet deep and the plunge into lava deals 20d6 points of damage.

10-9. Thoqqua Surprise

This small cavern radiates heat as does the rest of the level. Attracted to the heat are **6 thoqqua**, who burrow periodically into the magma to “keep warm.” They are relatively mindless vermin and fight until slain. They have no treasure.

Thoqqua (6): HD 3; AC 1 [18]; Atk 1 slam (1d6 + 2d6 fire);

Move 12 (Burrow 9); Save 14; AL N; CL/XP 4/120; Special: Immune to fire.

10-10. The Chute to the Goblin Barracks

This pit trap is similar to those from **Areas 10-6** and **8**. Instead of being a damaging trap, it simply opens into a slide that deposits the victims into **Area 13A-2** on **Level 13A**, the Goblin Barracks, where the PCs encounter some very surprised goblin guards.

10-11. The Infernal Bridge

This carved and beautiful bridge spans the cavern and passes over the magma pit detailed in **Area 7**. It appears to be made of solid gold (it is). The bridge is magically enchanted to resist all forms of fire and heat, and it cannot be melted by anything short of divine power. The bridge weighs over 200,000 pounds and is worth millions of gold pieces. Anyone taking it away will draw the enmity of the ruler of the Elemental Plane of Fire. This huge treasure, thus, is for show only. It is unlikely that the PCs will be capable of moving this bridge.

10-12. The Salamander Treasure House

Behind this secret door is a vast horde of monetary wealth. The room is filled with gold and silver bullion, dozens of gems, and other pretties. The only catch is that all of this material is superheated. If placed in any flammable container the material must succeed on a saving throw or ignite (or melt). Likewise, handling any of the material deals 1d6 points of damage to any exposed flesh it touches each round. This effect is treated as magical fire, so unseen servants and other summoned helpers not immune to fire are damaged as well. The treasure cannot be cooled while it remains on this level. If any material is actually taken out of the room, **2 efreeti** guards are called forth from the Elemental Plane of Fire to slay the intruders.

Efreet (2): HD 10; AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (Fly 24); Save 5; AL C; CL/XP 12/2000; Special: Wall of fire.

Tactics: The efreeti first call for help from **Area 10-7** and then commence their attacks. The efreeti create *walls of fire* in front of the treasure. One then wades into melee with a spellcaster, while the other summons aid from the numerous salamanders on this level.

Treasure: This room contains a total of 14,000 sp; 5,500 gp; and 38 gems of various shapes, sizes, and makes worth approximately 70,000 gp.

10-13. The Island of Heat

This island in the center of the lava pool contains the magical treasures of the salamanders. Anyone approaching the island within 20 ft. (assumed to be *flying*) is affected as if they were inside a *wall of fire* spell. On the island are several magical treasures for those who can brave the heat. These treasures, while very potent, should be almost impossible to retrieve.

Treasure: On the island in plain sight are a *flaming sword*, a suit of +2 *chainmail* (50% resistance to fire), and a *staff of striking* constructed of red dragon bone.

10-14. The Farthest Shore

This area contains a rocky beach along the shore of the lava lake, where **salamanders** sun themselves and practice combat. At any time, there are 2d6 salamanders present. They will aid those normally found in **Area 10-7**. There is a **secret door** leading to **Area 10-16**.

Salamanders: HD 7; AC 5 [14] (torso); 3 [16] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat, constrict.

10-15. The Secret Passage

In the floor of this chamber is a **secret back door** to the beach and surrounding areas. If the floor is searched, a passage may be discovered leading to **Area 10-19**.

10-16. The Salamander Guardians

This room contains the temple guardians. These **2 noble salamanders** prevent entry by any that would disturb **Areas 10-18** and **19**. They will always fight to the death, never asking for nor giving quarter. A large brass gong hangs from a rack in the center of the room. The first action taken by either salamander is to ensure that this gong is rung, warning the priests and sorcerer in the temple area. These salamanders have no treasure other than their spears.

Noble Salamanders (2): HD 15; AC 1 [18] (torso); -1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 3; AL C; CL/XP 16/3200; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day.

Secret Door: There is a stone **secret door** leading to/from **Area 10-14**.

10-17. The Back Door

This room provides a secret entrance to the inner areas of the Salamander Temple. The door is locked and **trapped** with a *fireball* (10d6 damage).

10-18. The Hall of the Salamanders

The **secret door** leading to this area is relatively easy to find. Once located, the hall may be entered.

Inside, the PCs encounter a strange and terrible sight: Bas-relief carvings of demonic fire creatures cover the walls and floors. Stale air and baking hot breezes waft through the room, smelling of sulfur and brimstone. If the gong from **Area 10-16** has been sounded, the salamander priests and sorcerer attack the party here (see **Area 10-19**).

10-19. The Salamander Temple

This is a temple dedicated to an evil fire god. Orcus tolerates its presence, as he and the fire god are sometime allies. In any case, the minions worshipping here also pay homage to the Lord of the Dead and serve to protect his interests as well. This room houses the leaders of the elemental forces present on this level. Inside this temple are **4 noble salamanders**, **3 noble salamander priests**, and **Irtuk** the salamander sorcerer. These creatures all fight to the death to protect the altar of their

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god, though Irtuk will temporarily flee to arrange aid if the battle looks like it is lost.

In the center of the chamber is a large block of gravity defying molten metal; seemingly held up by a strange force field. This altar is in reality a planar gate to the Elemental Plane of Fire. Anyone touching it must succeed on a saving throw or be transported to that plane. The Referee can either continue the adventure there (not described further in this text) or assume anyone transported is simply dead and gone. Anyone succeeding at the save takes 6d6 fire damage from contact with the molten metal and must succeed on another saving throw or permanently lose the use of the body part with which they touched the altar. The form and substance of this elemental worship is impossible for mortals to understand, though any prisoners captured are cast onto the altar and either burned alive or sent to the Elemental Plane of Fire. The only treasure present is the personal magic items of the NPCs.

Irtuk, Salamander Sorcerer: HD 15 (75 hp); AC 1 [18] (torso); -1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), +2 spear (1d8+2); Move 9; Save 3; AL C; CL/XP 18/3800; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day, spells as 17th level magic-user (1st—*charm person*, *hold portal*, *magic missile*, *shield*, *sleep*; 2nd—*darkness* 15-ft radius, *ESP*, *invisibility*, *mirror image*, *pyrotechnics*; 3rd—*fireball*, *haste*, *hold person*, *lightning bolt*, *suggestion*; 4th—*charm monster*, *confusion*, *dimension door*, *fear*, *polymorph other*; 5th—*cloudkill*, *conjunction of elementals*, *feeblemind*, *teleport*; 6th—*anti-magic shell*, *disintegrate*, *flesh to stone*, *monster summoning IV*; 7th—*conjunction of demons*, *delayed blast fireball*). Gear: +2 spear, platinum chain with star burst ruby pendant (1,500 gp).

Noble Salamander Priest: HD 15; AC 1 [18] (torso); -1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 3; AL C; CL/XP 18/3800; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day, spells as 10th level cleric (1st—*cause light wounds* x3; 2nd—*hold person* x2, *silence* 15-ft radius; 3rd—*prayer* x3; 4th—*cause serious wounds* x2, *protection from good* 10-ft radius; 5th—*dispel good*, *finger of death* x2). Gear: +2 spear, platinum chain with star burst ruby pendant (1,500 gp).

Noble Salamanders (4): HD 15; AC 1 [18] (torso); -1 [20] (serpent body); Atk 1 touch and constrict (2d8 + 1d6 heat), weapon (1d6); Move 9; Save 3; AL C; CL/XP 16/3200; Special: Heat, constrict, *fireball* 3/day, *wall of fire* 3/day, *dispel magic* 1/day, summon 8 HD fire elemental 1/day.

Tactics: The salamanders fight to the death. If the group hears the gong from the outer room, Irtuk casts *shield*. The priests cast *protection from good* and *prayer*. If there's still time, Irtuk casts *conjunction of demons* or *conjunction of elementals*.

When combat begins, Irtuk opens by targeting a melee-oriented target with *fireball*, hoping to add one more meat shield. If opponents seem to prefer to engage in melee combat, Irtuk casts *haste* to improve his group's abilities. If a single target seems to rely heavily on spellcasting (especially somebody who appears to be a magic-user), Irtuk moves in and casts *anti-magic shell* and engages that target in melee combat.

The elite salamanders simply attack, trying to keep the PCs away from the spellcasters until they are ready to join the fray.