

Level 10A: The Great Cavern

This level is comprised of one enormous cavern and numerous side caves, and is home to a wide variety of monsters, including goblins, giant ants, a massive purple worm, undead, and shambling mounds. Wandering monsters, however, are perhaps the greatest threat, as the PCs are going to spend most of their time in the “open” where the sound of their combat is likely to attract other creatures. A map of this level is depicted in **Map RA-10A**. Several areas are more finely mapped in **RA-10 Detail Maps 1-2**.

Caterprism: HD 6; AC 3 [16]; Atk 4 legs (1d8) and bite (1d6); Move 9; Save 11; AL N; CL/XP 8/800; Special: Crystal silk, crystalline mandibles.

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Giant Worker Ant: HD 2; AC 3 [16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Giant Warrior Ant: HD 3; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6

(save for 1d4 only).

Will-O'-Wisp: HD 9; AC -8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: Change appearance, lightning.

Gargoyle: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: None.

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

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Xorn: HD 7; AC -2 [21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; AL N; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

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Equivalent Dungeon Level: 12

Entrances: River channel from **Levels 6, 6A, 9A**; stairs from **Level 8**.

Exits: Tar pit ladder to **Level 12**; river to **Level 12**; secret passage to **Level 9B**; river passage to surface (**Area 10**).

Wandering Monsters: Wandering monsters are a constant threat in the Great Cavern. Roll every 30 minutes on 1d20 and consult the following chart. If combat occurs in the open — that is, not behind a closed door or in a side cave — the Referee should roll again on the same chart after five rounds of combat to see if the noise attracts other creatures.

1	1d2 caterprisms
2	1d3+1 trolls
3-6	3d6 worker ants and 2d4 warrior ants
7	1 will-o'-wisp
8	2d4 gargoyles
9	3d6 ghouls
10	2d6 stirges
11	1 xorn
12	2d4 goblin miners and 1 goblin leader (see Area 10A-22)
13-20	No encounter

Detection: Great evil is detectable in **Areas 10A-12** and **10A-19**.

Standard Features: In general, the roof of this enormous cavern is anywhere from 80 to 90 ft. high, except where noted and in the side caves. Fungus encrusts most

surfaces on this level; 20% of the fungus is edible, while 10% is poisonous. A dwarf or druid can determine which are edible.

Unless otherwise noted, all secret doors are made of stone.

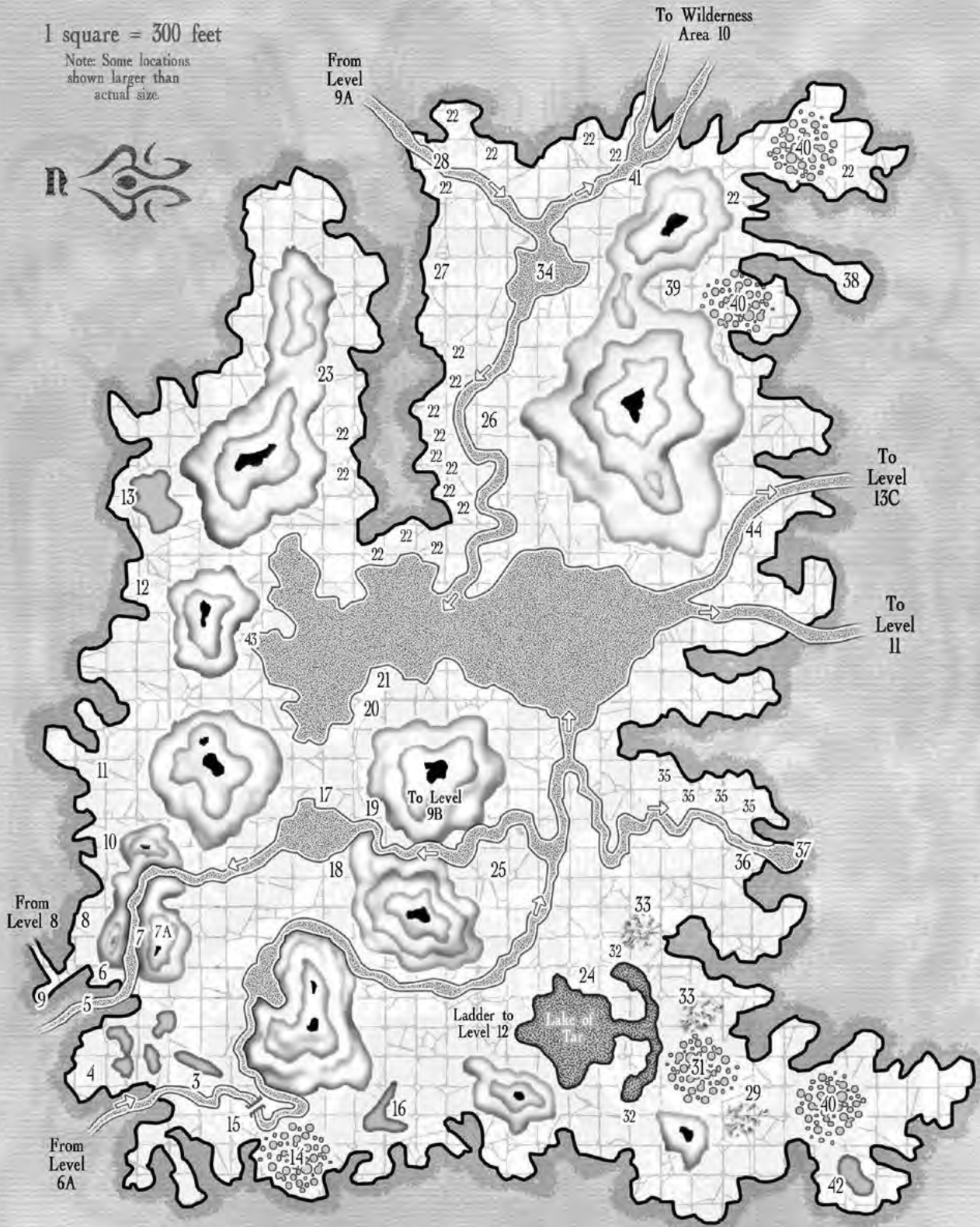
The River and Swimming: Unless PCs have some way to avoid swimming (e.g., flying, water walking), they will encounter difficulties navigating this level. For instance, all down-gradient movement (north of **Area 8-4**) is a lethal, one-way trip. The channel near **Area 10A-3** runs swift and deep, and no normal human could possibly swim against this current. This is the entrance area from **Level 6A**. The river entrance from **Level 6** is less hazardous and can be navigated, as the water stagnates and becomes fairly shallow near **Area 10A-5**. The river from **Level 7A** is also located here. The river passage from **Level 9A** is similarly easy to swim and can even be waded in many places. The river passage to **Level 11** flows from the huge central lake south and out of the cavern. It follows a relatively deep yet slowly flowing passage leading to the bottom of the lake in the center of **Level 11 (Area 11-7)**. The final 200 yards of this passage are underwater, requiring a PC to hold their breath to survive.

All other exits off the mapped area cannot be navigated and do not exit nor have adequate breathing space. If any PCs exit down one of these tunnels they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.

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1 square = 300 feet

Note: Some locations shown larger than actual size.

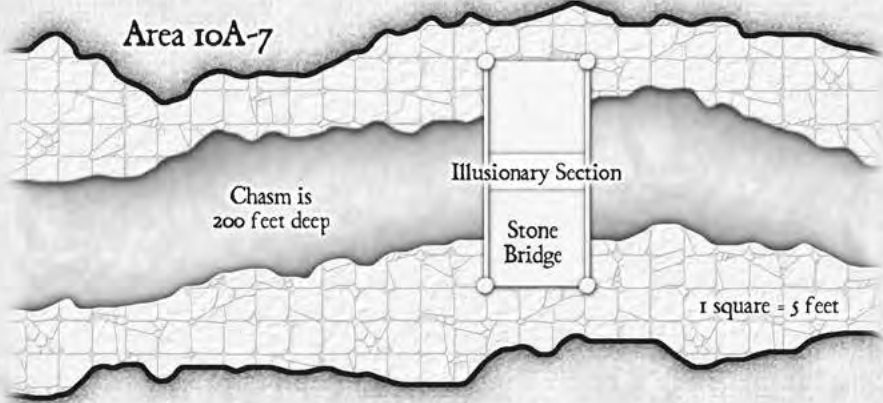
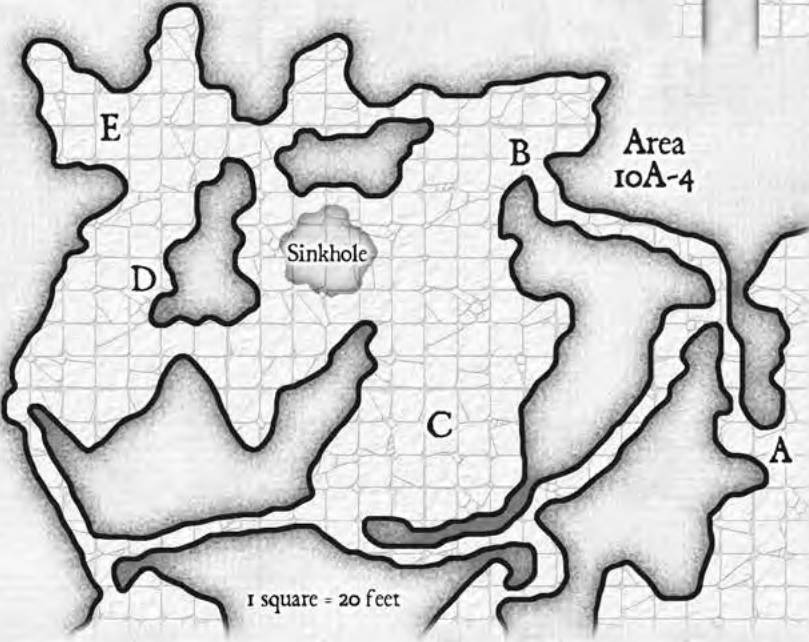
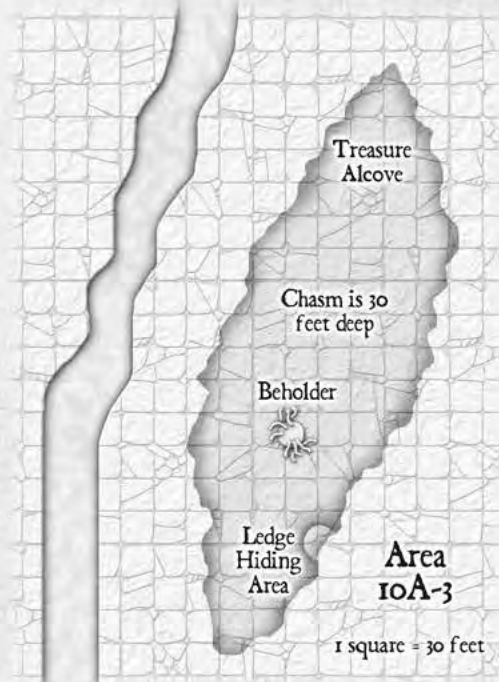


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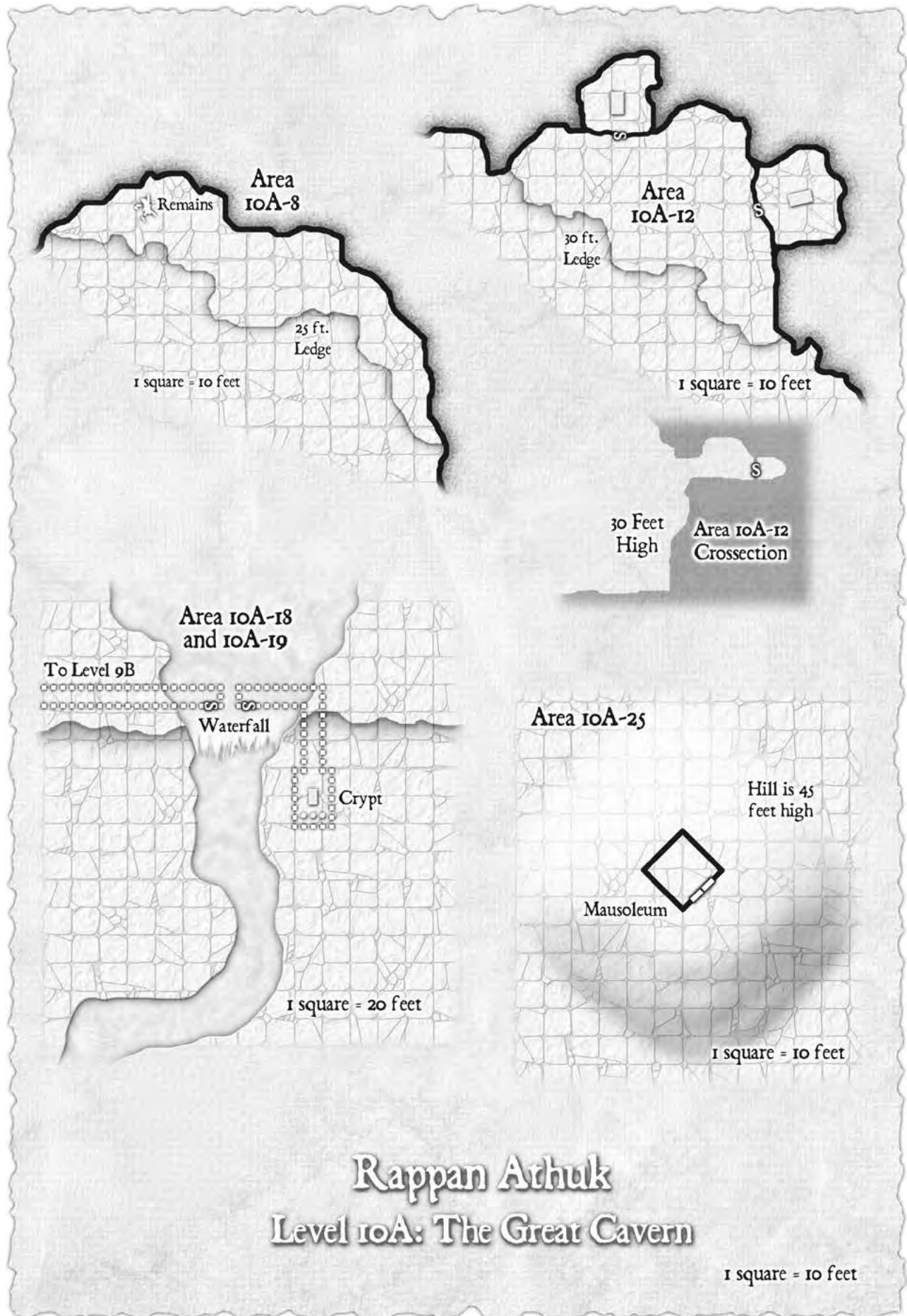
Rappan Athuk

Level 10A: The Great Cavern

1 square = 10 feet



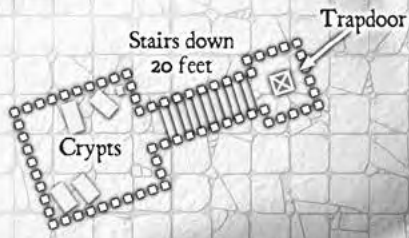
LEVEL 10A



Rappan Athuk
Level 10A: The Great Cavern

1 square = 10 feet

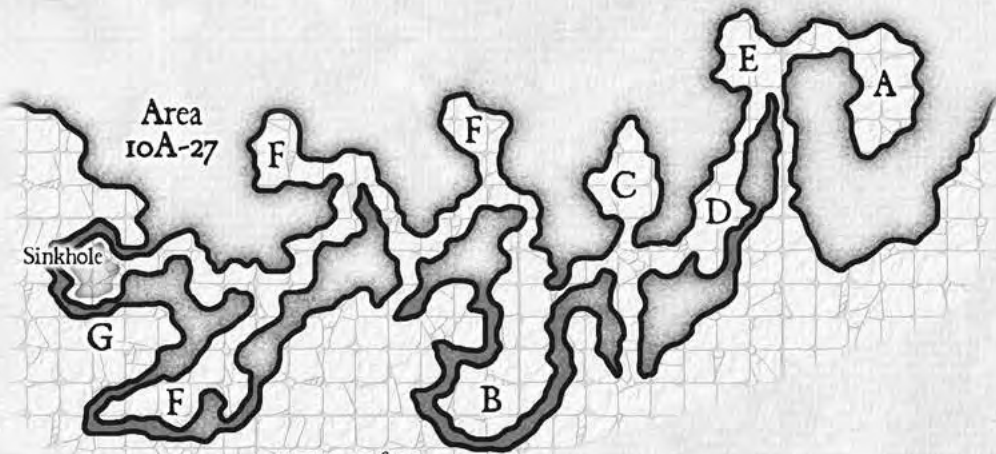
Area 10A-26



1 square = 10 feet

Rappan Athuk

Level 10A: The Great Cavern

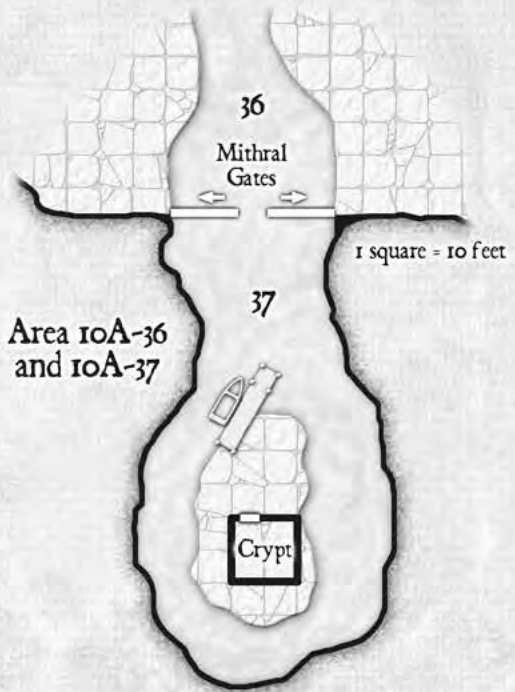


1 square = 20 feet



Area 10A-29

Entrance
Tunnels



1 square = 10 feet

10A-1. Tomb Entrance

The door to this side cave is locked. The ceiling here is low—only 4 1/2 ft. tall—forcing medium-sized creatures to crouch, reducing their movement by a third and incurring a +2 [-2] circumstance penalty to their AC. Large-sized creatures must crawl (half movement and +5 [-5] circumstance penalty to AC). Bigger creatures cannot enter this cave. Small-sized creatures (such as halflings) are unaffected.

Sharp Drop: The floor in the south drops down 20 ft. to a large pit filled with sharp rocks. Unless the PCs' light source is equal to daylight, they suffer a -2 penalty on their saving throw to avoid the trap.

Open Pit: There is also a 10 ft. pit against the southern wall near the entrance. The pit is 5 ft. square.

Secret Door: There is a stone **secret door** on the southern wall of the pit that leads to the tunnel to **Area 10A-2**.

10A-2. The Guarded Tomb

Three unmarked sarcophagi sit against the western wall of this cave. A **stone golem**, placed here centuries ago to guard the tomb's unnamed occupants, attacks anyone who enters.

Stone Golem: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

All three sarcophagi contain nothing but the bones of long-dead humans and dust.

Secret Compartment: The middle sarcophagus has a **secret compartment**. Unfortunately, opening this compartment causes the ceiling to collapse, burying the sarcophagi and everyone within 5 ft. of them in rocks for 6d6 points of damage. Once the **trap** has been triggered, the sarcophagi and any PCs who fail their saving throws are trapped beneath a pile of rocks that takes one hour to clear. The secret compartment contains the treasure.

Treasure: 1,300 gp; a silver box inlaid with gems worth 1,000 gp; 3 gold cat figurines with diamond eyes worth 500 gp each.

10A-3. River Entrance and Lesser Gibbering Orb Chasm

The chasm, whose steep rocky walls are 30 ft. high, is home to a lesser gibbering orb named **Villix**. Villix defends his chasm fiercely and attacks anyone attempting to climb into it (see Tactics below).

Villix is looking for someone or something to do a job for him. This lesser gibbering orb is a sworn enemy of Gundar, the lesser gibbering orb on **Level 8, Area 8-8**. Recently, Gundar sent four high-level goblins to the great cave to slay Villix. They failed and have since been devoured, but Villix himself was nearly killed in the combat and wants revenge. Thus, if he spies the PCs near his chasm, he flies up and offers them the following deal: For the eyes of Gundar (as proof of his death), he rewards the PCs with a *wand of cold* (see Treasure, below). If the PCs accept, Villix is true to his word and rewards them with the wand. If the PCs refuse, he leaves them alone, but warns them not to venture into this chasm.

Villix: HD 14 (56 hp); AC 0 [19]; Atk 6 bites (1d8) or 6 eye

Lesser Gibbering Orb Eye Rays

Lesser gibbering orbs are an immature or offshoot form of the great and terrible aberrations that are known to inhabit the dark recesses of the world. Created in some manner of magical nightmare, the orbs are as different as their underground realms. If the Referee so desires, these additional eye powers are presented as possible replacements.

Six of the eyes can each produce a magical ray each round, with each eye emulating a spell from among the list of spells below as if cast by a 14th-level caster. A gibbering orb has no directional limitations on where it can point its eye rays, because the eyes orbiting around its body drift and float wherever needed. However, a gibbering orb can never aim more than three rays at any single target, due to limitations of aiming. All rays have a range of 80 feet. Each of these effects functions as a ray, regardless of the normal parameters of the spell it resembles. That is, each is usable against a single target and requires a ranged touch attack.

A lesser gibbering orb can have up to 6 eye rays, each based on a 0-3rd level cleric or magic-user spell. The rays can be determined by the Referee or rolled randomly on the table below.

Roll	Eye Ray
1	<i>animate object</i>
2	<i>blindness</i>
3	<i>cause light wounds</i>
4	<i>cause serious wounds</i>
5	<i>charm person</i>
6	<i>cold</i> (per <i>wand of cold</i>)
7	<i>confusion</i>
8	<i>curse</i> (reverse of <i>bles</i>)
9	<i>dispel magic</i>
10	<i>fear</i>
11	<i>fireball</i>
12	<i>hold monster</i>
13	<i>lightning bolt</i>
14	<i>magic missile</i>
15	<i>phantasmal force</i>
16	<i>polymorph other</i>
17	<i>silence</i> (only effects the target)
18	<i>sleep</i>
19	<i>slow</i>
20	<i>weakness</i> (reverse of <i>strength</i>)

rays; Move 3 (Fly 12); Save 3; AL C; CL/XP 15/2900; Special: Magic resistance (35%), immune to surprise, gibbering (save vs. *confusion*), swallow whole (1d8 damage per round plus steal one spell per round and cast the next round), eye rays (*blindness*, *fireball*, *dispel magic*, *cold* (as *wand of cold*), *cause serious wounds*, *confusion*; each usable once per day).

Tactics: Villix attempts to attack intruders as they are making their way into the chasm. He is quite vicious and uses his eye rays first. If possible, of course, Villix positions himself so that all six rays can be used simultaneously. If Villix is reduced to half his hit points, he attempts to flee. If unable to flee, he bargains for his life, offering the **Treasure** in exchange for quarter. If no quarter is given, he fights to the death.

Treasure: Villix stored the goblins' more precious items in a nook in the northern wall of the chasm. Here can be found two small suits of chainmail, a small suit of ring armor, four light crossbows, sixty crossbow bolts, three short swords and a *wand of cold*.

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10A-4. Caterprism Lair

As the PCs near **Area 10A-4A** they notice a **caterprism** pacing back and forth in front of a cave entrance. The caterprism attacks anyone who approaches within 30 ft., but ignores anyone who keeps their distance and takes no hostile action. The caterprisms are wary of Villix (as are most of the other denizens of this level), and so do not guard the two cave entrances near his chasm.

Lair: The lair itself is a huge cavern with 40 ft. high ceilings. Two rock formations—one 35 ft. tall, the other 20 ft. tall—and a 40 ft. deep sinkhole dominate the center of the cave. Anyone falling into the sinkhole suffers 3d6 points of falling damage.

Inside the cave are a total of **13 caterprisms**, including the one stationed at the door at **Area 10A-4A**. They are scattered throughout: one caterprism at **B**, four at **C**, four at **D**, and three at **E**. If attacked, the caterprisms let out a high keening sound that alerts the other caterprisms that intruders have entered the cave. Once the alarm has been given, reinforcements arrive in 4 to 8 rounds, depending on how far they are from the sight of the combat.

Caterprisms (12): HD 6; AC 3 [16]; Atk 4 legs (1d8) and bite (1d6); Move 9; Save 11; AL N; CL/XP 8/800; Special: Crystal silk, crystalline mandibles.

10A-5. River Entrance

PCs exiting **Levels 6** and **7A** via the river channel are deposited here.

10A-6. Mithral Vein

Both entrances to these veins are hidden. In both locales can be found 1,000 pounds of 50%-grade mithral ore (25 gp value per pound). There is a 60% chance that 1–4 **caterprisms** from **Area 10A-4** are here. They love the ore and attack anyone who enters.

10A-7. Chasm and Bridge

The river, 8 to 15 ft. deep at this point, flows through a channel cut between mountainous rock formations. The rock formations rise 30 to 40 ft. into the darkness, and the western formations have steep ledges dropping 15 ft. The chasm is 200 ft. deep, and its walls are smooth and damp.

Stone Bridge and Illusion: There is a well-made stone bridge that spans the chasm; however, a 5 ft. wide portion in the middle of the bridge is actually illusory. Anyone unfortunate enough to fall through this section of the bridge drops 200 ft. to the river below, suffering 20d6 points of falling damage; a successful saving throw halves the damage. Like the spell *phantasmal force*, the nature of the floor becomes apparent once the PCs interact with it, though they continue to see the illusion unless they succeed at a saving throw.

10A-8. Gargoyle Ledge

A high ledge (25 ft.) is home to a wing of **30 gargoyles**, although only 20 to 25 (1d6+19) of them are ever present at one time. If the PCs pass within 30 ft. of the ledge at ground level, 2d4 gargoyles swoop down and attack. If the PCs prove too difficult (one or two gargoyles killed in the first three rounds), the monsters retreat to the ledge and warn the remaining gargoyles of the potential threat. All the gargoyles attack anyone attempting to scale the ledge walls or flying within 20 ft. of the ledge.

Gargoyles (30): HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: None.

Treasure: A character might find, squeezed between a pile of rocks in the northwest, the body of human priest of a Lawful Sun God. The gargoyles have not gotten around to eating this poor fellow, though they will soon. He wears a suit of plate mail, has a shield, a *+1 morningstar*, and, in his backpack, a small wooden box. The box is locked. It contains 55 gp and a *potion of fire resistance*.

10A-9. Entrance from Level 8

These stairs lead down from **Level 8** above. They are neither trapped nor dangerous in any way.

10A-10. Devil Horns

Both of these short passages are covered in hieroglyphs and paintings depicting devils and demons engaged in unspeakable atrocities. Though harmless, the PCs get a dark and unsettling feeling while viewing these hideous images.

10A-11. The Mother of All Purple Worms

This wide tunnel stretches north 100 ft. before opening into a huge cavern (200 ft. x 300 ft.), wherein lives a **purple worm** of massive proportions. If the worm bothers to notice the PCs, it attacks immediately. More than likely, though, it cannot be bothered with something as small as humanoids.

Purple Worm: HD 28 (140 hp); AC 6 [13]; Atk 1 bite (3d12), sting (2d8 + poison); Move 9; Save 3; AL N; CL/XP 30/7400; Special: Poison sting, swallow whole.

10A-12. The Mummies' Crypts

Thirty feet up on the northern wall is a ledge beyond which is a large cave. Unless they are flying, PCs must succeed on a find secret doors check to discover the ledge and cave in normal lighting. The cave itself, in addition to being quite large (15 ft. high ceiling), also appears to contain nothing but bones and dung, possibly from bats or stirges.

Secret Doors: There are, in fact, two secret doors. Both are very hard to detect (1 in 10; 2 in 10 for elves), locked, and **trapped** (see below), one with a poison gas explosion (save or die) and door B with a 10 dice *fireball*.

Inner Crypts: Beyond the secret doors lie two crypts, both homes to **powerful mummies**. The crypts are more or less identical: A stone sarcophagus on a raised marble platform, and smooth stone walls painted with swirls of red and black. A mummy rises from its sarcophagus and attacks as soon as its crypt is entered. Furthermore, when one crypt is entered the other mummy rises and joins the combat, probably surprising the PCs from the rear.

Referee Note: each mummy is able to open and close the door to his crypt without setting off the trap. The mummy in **Area 12A** is **Plethor**, who was in life a 15th-level cleric; the mummy in **Area 12b** is **Xillin**, who was in life a 15th-level magic-user.

Plethor: HD 15+4 (90 hp); AC 0 [19]; Atk 1 fist (1d12), +2 spear attack (1d6+2); Move 3; Save 11; AL C; CL/XP 19/4100; Special: Rot, hit only by magic weapons, spells (1st—*cause light wounds* x5; 2nd—*bless*, *hold person* x2, *silence* 15-ft *radius*, *snake charm*, *speak with animals*; 3rd—*bestow curse*

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(*r. of remove curse*), *cause disease* (*r. of cure disease*), *locate object*, *prayer*, *remove curse*, *speak with dead*; 4th—*cause serious wounds* x4, *protection from good* 10-ft radius; 5th—*dispel good* x2, *finger of death*, *insect plague*, *quest*; 6th—*animate object*, *blade barrier*). Gear: *Unholy symbol*, *chainmail*, +2 *spear*, *wand of hold person* (5 charges)

Xillin: HD 15+4 (75 hp); AC 3 [16]; Atk 1 fist (1d12); Move 3; Save 11; AL C; CL/XP 19/4100; Special: *Rot*, hit only by magic weapons, spells (1st—*charm person*, *magic missile* x2, *protection from good*, *shield*; 2nd—*darkness* 15-ft radius, *detect good*, *ESP*, *invisibility*, *stinking cloud*; 3rd—*fly*, *haste*, *lightning bolt*, *slow*, *suggestion*; 4th—*dimension door*, *ice storm*, *monster summoning II*, *polymorph other*, *wall of ice*; 5th—*animate dead*, *cloudkill*, *feeblemind*, *teleport*; 6th—*disintegrate*, *flesh to stone*, *invisible stalker*, *repulsion*; 7th—*monster summoning V*, *power word stun*). Gear: *Ring of protection* +2.

Tactics: What spells the mummies choose to cast depends greatly on which secret door is opened first. Plethor prefers spells to melee, but if engaged uses his spear over his slam attack. Xillin attempts to cast *haste*, *monster summoning V* and *shield* before casting his offensive spells.

10A-13. The Door to Nothing

A large shelf-cave lies 25 ft. up on the southern wall of this wide tunnel. On the southern wall of the cave is a pair of iron double doors set into a finely made stone wall. The room beyond the doors was once a vault that housed a fortune in mithral. Unfortunately, all of the mithral was eaten by a xorn. The vault is entirely empty now.

10A-14. Fungus Garden and Fungus Man Colony

A large fungus garden, spanning both sides of the river, grows in this corner of the Great Cavern. All varieties of bizarre, Under Realms fungus can be found here, most of which are edible, some of which are even tasty. If the PCs decide to experiment on their own with the fungus, assume there is a 10% chance every time they try a new variety that the mushroom is poisonous (lethal).

There is also a small colony of **fungus men** living here—75 common fungus men plus their **king**. As the PCs approach the garden, a dozen or so of the fungus men come shambling out to the perimeter of the fungus. The fungus men are not aggressive, and only attack if threatened or if the fungus garden is damaged. The fungus men have no known spoken language and do not understand Common or Undercommon, but they can communicate with crude hand gestures or via *speak with plants*. When attacked, they release spores which cause blindness for 1d3 rounds if a saving throw is failed.

Fungus Men (75): HD 3; AC 5 [14]; Atk 1 fist (1d6) or weapon; Move 12; Save 14; AL N; CL/XP 5/240; Special: Spores.

Fungus King: HD 6 (22 hp); AC 5 [14]; Atk 1 fist (1d6) or weapon; Move 12; Save 11; AL N; CL/XP 8/800; Special: Spores.

Treasure: Hidden in this fungus grove are several trinkets special to the king: *A potion of plant control*, a +2 *dagger*, and a velvet bag containing seven diamonds worth 50 gp each. In addition, the king wears a gold necklace inset with various gems worth 250 gp.

Development: If the PCs have the means to communicate with the fungus men, the fungus men are happy to tell them what they know. They warn the PCs not to cross the rope bridge to the north, and that there is a powerful “creature” living nearby. They also warn of an enormous worm to the northeast.



10A-15. Rope Bridge

A rickety rope bridge spans the river. There is a 50% chance every round that if more than 150 pounds is placed on the bridge that it collapses, sending all those on it into the river. Those who succeed at a saving throw may grab onto the broken strands of the rope bridge. Otherwise, they suffer 1d6 points of falling damage and must succeed at another saving throw or be swept along in the current.

10A-16. Heat Rift

A deep fissure continuously issues forth a hot mist. The rift is 30 ft. deep and gives way to a heated underground river. Those falling into the rift take 3d6 points of falling damage, plus an additional 1d6 points of fire damage every round they remain in the water.

10A-17. Glop Lake

This large subterranean lake bowls down to a depth of 100 ft. and is fed from a high waterfall in the south (see **Area 10A-18**). The water is cool, with a gentle current that flows north to the river. Should the PCs be inclined to swim or bathe in the waters of Glop Lake, they are likely (75%) to be attacked by 2-4 **giant gars** that hunt these waters. As blood fills the waters, a feeding frenzy occurs as another gar arrives every six rounds after the first blow is landed.

Giant Gar: HD 7; AC 6 [13]; Atk 1 bite (1d8+4); Move 0 (Swim 24); Save 9; CL/XP 7/600; Special: Feeding frenzy.

10A-18. Waterfall

A loud waterfall tumbles over a high cliff (30 ft.). PCs caught beneath the churn of the fall must succeed at an open doors check or be pinned beneath the water. A PC pinned beneath the water may make an additional check every round. A narrow ledge runs behind the waterfall. It is smooth

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and extremely slippery, and a PC must succeed at a saving throw to traverse it. A failed save prevents movement for that round; a failed save by 5 or more means the PC falls into the surging waterfall. The wall of the cliff behind the waterfall is likewise smooth.

Two Secret Doors: A stone **secret door** that is extremely well hidden (1 in 10 chance of finding) and *wizard locked* (19th magic-user) leads to a narrow set of stairs that wind down to the south. Another **secret door**, which is somewhat easier to find, is present on the other side of the waterfall. It leads to **Level 9B**.

10A-19. Tomb of Slavish, the Arch-Lich

The Door to the Tomb

The stairs terminate in what appears to be a solid stone wall crudely painted with the image of a set of double doors. No amount of searching, however, detects any seam or hinges. Those who successfully find secret doors can see that a portal exists where one is painted on the wall, but there appears to be absolutely no way to open it. *Detect invisibility*, though, reveals the following words written in Draconic above the image of the door: "Speak His Name and Enter." The name the PCs must speak is "Slavish." How they come to learn this is up to the PCs or the Referee. *Legend lore*, or *wish* would tell people about the powerful lich entombed beneath a waterfall in a giant cavern. Alternately, Villix, the lesser gibbering orb in **Area 10A-3**, might, at the Referee's discretion, know the name of the lich and, as payment for slaying his nemesis, be willing to part with the information. The PCs might also choose to consult **The Oracle** in **Area 3-7** in The Upper Levels. Lastly, destroying the lich and/or procuring his considerable fortune might be a quest the PCs took on before entering the Dungeon of Graves, perhaps after acquiring a map with the word "Slavish" scrawled across it. In any case, there is absolutely no way to open this portal without uttering the lich's name. The door is unbreakable, and *transmute rock to mud*, *stone to flesh*, *passwall*, or similar magic do not work on this door. Additionally, the chamber beyond is warded so that it may not be entered by *teleportation* or by astral or ethereal creatures.

Once the PCs speak the word "Slavish," the painted doors glow with a red light, seams appear where none had been, and the doors swing open, revealing the tomb of the arch-lich.

The Tomb

This small square chamber contains an open stone sarcophagus, and, in the south, three tall brass urns overflowing with gems and gold. As the doors to the crypt swing open, the lich, covered in dust and cobwebs, rises from the sarcophagus and says, "Who sent you?"

Slavish, an 18th-level Sorcerer-Lich, is entombed here behind the falls. Slavish—though a lich—is not a friend of Orcus. Slavish is just powerful enough that Orcus takes this rivalry reasonably serious. Slavish knows this, and does not to test the deity's patience. Thus, he remains hidden here surrounded by his fortune, safe, for the moment, from Orcus' considerable wrath.

Slavish, Lich: HD 18 (90 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 18th level magic-user. Gear: *Staff of harming*.

Tactics: Unless the PCs are extremely high-level, and somehow fully rested after fighting their way through ten levels of the Dungeon of Graves, they have no hope of defeating the lich. Slavish is aware of the PCs' presence once they approach his door he casts *ESP*, allowing him to know how many PCs there are, and what their general plans are. Once PCs seem to be on the verge of entering his chamber, Slavish casts *anti-magic*

shell as a precaution. As stated above, once the PCs enter his chamber, Slavish rises from his sarcophagus and asks who sent them. Slavish assumes no mortal would be so foolish as to challenge him. Thus, he does not attack immediately, choosing instead to question the PCs. He is specifically interested in determining if the PCs are agents of Orcus or, he hopes, agents sent to seek help from him to destroy Orcus. If the PCs are somehow able to convince him they have been sent or are aiming to kill Orcus, he tells them how they can reach **Level 15**. He may even provide them with *Demonbane* (see below and side box). Otherwise, he attacks.

Once combat has begun, Slavish opens with *time stop* and casts the following spells: *Monster summoning V*, *monster summoning VI* and then *protection from good*. He spends any remaining time positioning himself strategically in the room.

Slavish's first order of business once the *time stop* expires is to remove a spellcaster. He casts either *polymorph other* or *flesh to stone* on such a target. In the second round of combat, Slavish casts *suggestion* on an assassin, thief or fighter-type, seeking to gain a further advantage of numbers. In the third round of combat, he casts *feeblemind* on another caster. In the fourth and subsequent rounds, he reacts accordingly, all the while directing his minions to attack appropriately.

Treasure: The urns contain 75,000 gp in gems, jewels, and assorted coins. In addition, there are a handful of minor magical rings: a *ring of protection +1*, a *ring of mammal control*, and a *ring of poison resistance*. Lastly, Slavish possesses *Demonbane*, a powerful artifact. It is the fact that Slavish possesses *Demonbane* why he and Orcus currently are not on friendly terms.

Staff of Harming

This black, iron staff, the antithesis of a staff of healing, allows the user the following spells:

- *Cause disease* (1 charge)
- *Cause serious wounds* (1 charge)
- *Cause blindness* (1 charge)

The staff has 10 charges.

Demonbane (Major Artifact)

Demonbane was forged with one purpose in mind, to kill demons and specifically Orcus. Strangely, *Demonbane* was created not by paladins or clerics of Law, but rather by the arch-devil Baalzebul, who proposed to overthrow the Lord of the Undead. Because the arch-devil did not particularly care who used the sword against Orcus, he made it neutral, rather than chaotic.

Powers: This sword functions as a +3 *bastard sword*; **Alignment** Neutral; communicates telepathically; **Primary Powers** *detect evil* (at will), *strength* (30 minutes, 1/day), *holy word* (1/day), wielder gains a +2 bonus on all saves against attacks from demons, and the wielder of *Demonbane* is immune to the *Wand of Orcus*. If used against a minion or ally of Baalzebul, the sword becomes powerless and non-magical for 24 hours.

Method of Destruction: The sword melts into gold upon delivering the killing blow to Orcus; otherwise, there is no way to destroy *Demonbane*.

Once in the possession of a Lawful PC, the sword urges its wielder toward that end. It knows Orcus is "near" and can guide the PC by letting him know if he is getting closer or further away from the Demon Prince. If the wielder does not proceed directly toward Orcus, *Demonbane* asks to be handed over to a more dedicated warrior. If this fails, it attempts to control the PC (saving throw resists). A controlled PC follows *Demonbane's* directions and is allowed an additional saving throw every 24 hours.

LEVEL 10A

Slavish's Phylactery: The lich hides his phylactery in a small chamber 10 ft. beneath his tomb. The chamber was created over time through obscure magics and has no natural entrances; instead, should he ever need to go there (or, worst case, exit) Slavish uses *teleport* to make the journey. This hidden antechamber is empty save for the phylactery and five *potions of poison*. The entire area is protected by a magical *alarm* that warns Slavish if it is entered, and the phylactery itself is hidden by a *phantasmal force* spell, both of which Slavish renews regularly.

10A–20. Huge Fungus Garden

All varieties of small and large exotic subterranean fungi grow here. All movement through the fungus is at half normal rate, owing to the density of the growth and the soft damp ground. Seventy-five percent of the fungi are edible; the other 25% are poisonous (lethal). Scattered among the harmless fungi are **12 shriekers** which sound their alarm as the PCs approach. Roll once every minute that the shriekers are shrieking for a wandering monster, with this exception: a roll of 18–20 results in **2–5 shambling mounds** from **Area 10A–21** lumbering over to investigate.

Shriekers (12): HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

10A–21. Shambling Mound Lair

Nesting in this corner of the cave are **8 shambling mounds**. They attack en masse anyone wandering nearby. They have no treasure.

Shambling Mound (8): HD 8; AC 1 [18]; Atk 2 fists (2d8); Move 6; Save 8; AL N; CL/XP 11/1700; Special: Damage immunities, enfold and suffocate victims.

10A–22. Goblin Mining Camps

A **tribe of goblins** mines a number of different areas within the Great Cavern. Each site is worked by 10 goblin miners and 1 goblin leader. The goblins are more interested in harvesting gold and mithral than fighting, but they do protect themselves if attacked.

The goblins have not been mining long, so their tunnels are still relatively small: assume 30 ft. wide and 100 ft. long (except where noted on the map).

Goblin Miners (12): HD 2; AC 7 [12]; Atk 1 light mace (1d4+1); Move 9; Save 16; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Leather armor, light mace, mining equipment, 2 flasks of oil, 3d6 sp.

Goblin Leader: HD 3 (12 hp); AC 6 [13]; Atk 1 light mace (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Ring armor, light pick, light crossbow, 20 bolts, thieves' tools, *potion of healing*, 3 flasks of oil, brass key, 3d8 gp.

Treasure: Stored in locked wooden boxes is that day's harvest: 200 gp worth of 50%-grade mithral and gold ore (25 gp value per pound of ore).

10A–23. Large Gold Vein

Yet another **goblin tribe** mines this hillside. This tunnel is quite large—200 ft. deep and 40 ft. wide, with two branches, both 30 ft. wide and 60 ft. long—and lucrative. These goblins are understandably paranoid about attack and are therefore appropriately armed and prepared for combat. Although all the goblin miners are digging in the vein, their melee

weapons are always at their side and their missile weapons are never far off. Furthermore, the entrance to the mine is guarded by **two tough goblin guards**, who sound the alarm if intruders are spotted.

Goblin Miners(30): HD 2; AC 7 [12]; Atk 1 light mace (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: –1 to hit in sunlight. Gear: Leather armor, light mace, mining equipment, 2 flasks of oil, 3d6 sp.

Goblin Leaders(3): HD 3; AC 6 [13]; Atk 1 light mace or light crossbow (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: –1 to hit in sunlight. Gear: Ring armor, light pick, light crossbow, 20 bolts, thieves' tools, *potion of healing*, 3 flasks of oil, brass key, 3d8 gp.

Goblin Guards(2): HD 5; AC 6 [13]; Atk 1 short sword (1d6) or javelin (1d4); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Chainmail, short sword, javelins (3), *potion of healing*, 4 flasks of oil, 1d8 gp.

Tactics: At the first sign of trouble, the guards sound the alarm and two leaders and 10 miners arrive five rounds later. The goblins look to strike from afar first, firing poison bolts, throwing poison javelins, and lobbing burning oil. Once engaged, or if it appears their opponents are formidable, the third leader and the rest of the miners are called for. These reinforcements arrive in 1d4+1 rounds. While in melee, the leaders and the miners attempt to flank their opponents and gain a sneak attack whenever possible.

Referee Note: If the goblins have a chance to use their flaming oil, add 20% to the XP awarded in this encounter.

Treasure: As stated earlier, this is a very lucrative mine. Currently, there are dozens of wheelbarrows full of gold ore stored near the rear of the vein. In all, there is 10,000 gp worth of ore, weighing over 2,000 pounds. The ore is guarded at all times by one of the leaders. This leader only leaves his post at the ore if there is significant trouble at the entrance (see above).

10A–24. Huge Tar Pit

This massive, 40 ft. deep crater is filled with bubbling, steaming tar. A thin coating of water covers the tar, disguising its true nature somewhat—at first glance it appears to be a large lake, somehow superheated from below. The tar smell, however, is ripe in the air, and anyone investigating the water quickly learns what lies beneath it.

A tribe of **25 tar mephits** inhabits the crater. The mephits are protective of their tar, and any creature attempting to enter it or spending an inordinate amount of time investigating it (5 minutes or more) is attacked by 2d6 mephits (up to 25 total).

Tar Mephits (25): HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, spit steaming bolt of tar (1d6 fire damage), *stinking cloud* 1/day.

The Tar Pit Ladder

Hidden at the bottom of the tar pit is a secret channel leading to **Level 12, Area 12-23**. Should the PCs be inclined to dive into the tar, they suffer the following effects: 1/2 normal swim movement; 1d4 heat damage per round and zero visibility. The mephits, of course, suffer none of these effects. Magic, such as *water breathing* and *fire resistance* can all help while within the tar. Finding the channel requires a successful find secret doors check due to lack of visibility. Once discovered, it is a quarter mile swim to **Level 12**, with no chance for breathing.

10A-25. The Mausoleum

Atop this small hill stands a solid stone mausoleum. It is square, 20 ft. by 20 ft., and 10 ft. high. The doors to the mausoleum are made of iron and *wizard locked* (20th level magic-user). The doors are also **trapped**. If they are opened without the word “Arkbannon” being uttered first, a *meteor swarm* centered on the 5 ft. directly in front of the doors to the mausoleum reigns down on the hilltop.

Treasure: Within the mausoleum is a stone sarcophagus containing the remains of a long-dead warrior. On the skeleton’s right index finger is a *ring of protection* +2. In his bony hands is clutched a +2 *longsword*, and he wears a suit of +3 *chain mail* (50% resistance to fire damage).

10A-26. The Cursed Tomb

On top of this short hill is a **hidden, locked trapdoor**. Once opened, it reveals a narrow set of stairs that descends 20 ft. to a paved stone landing and an iron bound oak door. Written in Orc across the top of the door are the words, “*Those Who Enter Will Someday Return.*”

Beyond the door is a tomb, 30 ft. square, containing 4 **spectres** who attack immediately. Anyone who crosses the threshold of the tomb is instantly *cursed* (no saving throw; see below). While there are many open chests, sarcophagi, and urns throughout the chamber, all are empty.

Referee Note: The spectres cannot leave the tomb.

Spectres (4): HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

The Curse

A *cursed* PC is doomed to one day return to the tomb as a spectre. When that PC dies, he is immediately transformed into a spectre and begins journeying back to the tomb to guard it against intruders. A *cursed* PC who dies cannot be aided by a *raise dead* or *resurrection* spell. Moreover, a *cursed* PC cannot remove the *curse*, either on himself or another, with a *remove curse* spell; only a non-*cursed* cleric can do so. A *cursed* PC is not aware of his affliction while alive except that once a year, on the anniversary of the day he was *cursed*, the PC is overwhelmed with a sense of doom and hopelessness. The feeling passes the next day. Powerful divination magic is necessary to determine the source of this annual ennu.

10A-27. Gug Lair

The areas marked “27” are home to a group of 12 **gugs**. Each of the chambers contains the following:

- 27A: 2 gugs.
- 27B: 4 gugs.
- 27C: 2 gugs.
- 27D: 1 gug.
- 27E: 3 gugs.
- 27F: 50%-grade gold ore, worth 500 gp, piled about.
- 27G: 100 ft. deep sinkhole

Gugs (12): HD 15; AC -2 [21]; Atk 1 bite (1d8) and 4 claws (1d6); Move 15 (Climb 9); Save 3; AL C; CL/XP 16/3200; Special: Immune to poison and disease.

Tactics: The gugs attack intruders immediately. Gugs in adjacent chambers arrive 1d4 rounds after the start of combat.

10A-28. River Entrance from Level 9A

Anyone swimming from the river from **Level 9A** arrives here.

10A-29. Giant Ant Anthill

A large colony of **giant ants** (400+) works this area of the Great Cavern. The anthill is a 20 ft. tall cone of dirt and gravel. The hill is guarded by four warrior ants, which oversee the constant flow of worker ants going in and out of the hill (assume 2d6 worker ants on or near the hill at one time). The worker ants do not attack except to defend themselves; the warrior ants, however, attack all non-ants who attempt to enter the anthill.

The ants pay no attention to anyone or anything unless they are on the anthill itself, so the PCs can simply pass by the ant colony without incident. If they decide to enter the anthill, they find themselves in a labyrinthine series of tunnels and chambers all filled with busy ants. The tunnels are approximately 5-ft. high and 5 ft. wide, and so can be traversed easily by most PCs, though the constant comings and goings of the ants slows movement to ½ normal in most areas. Ninety percent of the ants are workers who ignore the PCs unless attacked. The remainder are warrior ants, who attack immediately and give off a burst of pheromones that attracts an additional 2d6 warriors within 3 rounds. There is a 25% chance every minute the PCs are in the anthill that 1-2 warrior ants are encountered.

Fighting in the anthill is a little difficult. PCs using two-handed slashing or bludgeoning weapons suffer a -2 penalty to attack rolls and a -1 penalty to damage rolls. PCs using one-handed slashing or bludgeoning weapons suffer a -1 penalty to attack rolls. Light weapons, ranged weapons, and piercing weapons suffer no penalties.

The ant colony connects with **Area 10A-30**. If the Referee wishes, he may draw a rough map of the passages and chambers, or, if he prefers, simply let the PCs wander and fight until he decides they come across the passage to **Area 10A-30**.

Giant Worker Ant: HD 2; AC 3 [16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Giant Warrior Ant: HD 3; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

Treasure: In their wanderings, the worker ants have picked up a number of small magical items. Once it was determined these could not be used to further the colony, they were discarded. There is a 5% chance every 10 minutes the PCs are in the colony that they come across a minor magical item.

10A-30: Giant Ant Anthill

This area is similar to **Area 10A-29**, with the following exceptions: tunnels within the colony connect to **Areas 10A-29** and **10A-33**, and the **queen ant** resides in the lowest chamber of this colony. The Queen Ant’s chamber is 20 ft. square and is guarded at all times by 10 **warrior ants**.

Giant Queen Ant: HD 10 (33 hp); AC 3 [16]; Atk Bite (1d6); Move 3; Save 3; AL N; CL/XP 8/800; Special: None.

Giant Warrior Ants (10): HD 3; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

LEVEL 10A

10A-31. Fungus Garden

This huge fungus garden is similar to **Area 10A-20**, except the **shriekers** here do not attract any shambling mounds. As well, the **ants** from **Areas 10A-29** and **30** frequent the garden, as the fungi herein are a source of food. Assume there are always 2d4 worker ants harvesting fungus at any one time. The ants know to avoid the shriekers.

Shriekers (12): HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

Giant Worker Ant: HD 2; AC 3 [16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

10A-32. Tar Pits

These two craters contain pits of steaming tar similar to **Area 10A-24**, except that there are no tar mephits nor is there a subterranean passage to another level of Rappan Athuk. There are, however, several dead or dying giants ants stuck on the surface of the tar pit.

10A-33. Giant Ant Anthill

This area is similar to **Area 10A-29**.

10A-34. Lake

This lake bowls down to a depth of 70 ft. and has a gentle current that flows from west to east. Should the PCs decide to swim or bathe in the lake, they are 75% likely to be attacked by 2-4 of the **giant gars** that hunt these waters. As blood fills the waters, a feeding frenzy occurs as another gar arrives every six rounds after the first blow is landed.

Giant Gar: HD 7; AC 6 [13]; Atk 1 bite (1d8+4); Move 0 (Swim 24); Save 9; CL/XP 7/600; Special: Feeding frenzy.

10A-35. Goblin Mining Camps

These camps are similar to **Area 10A-22**, except that the **goblins** here are quite scared of the giant ants and are therefore more prepared for combat. One goblin guard patrols each mine, and the remaining goblins respond quickly to sounds of combat (1-3 rounds).

Goblin Guards (2): HD 5; AC 6 [13]; Atk 1 short sword (1d6) or javelin (1d4); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Chainmail, short sword, javelins (3), *potion of healing*, 4 flasks of oil, 1d8 gp.

10A-36. False Mithral Gates

The river widens somewhat as it flows through what appears to be a set of mithral gates. These gates are similar to those on **Level 9A, Area 9A-3**. They stretch to the ceiling of the cave (now only 30 ft. from the cave floor), and a fine meshed grate allows the water to flow beneath the gates (the mesh extends through the water to the floor of the riverbed, so swimming beneath the gates is not an option). Unlike the portal on **Level 9A**, these doors are merely iron with mithral plating. They are, however, virtually indestructible (AC -1 [20], 400 hp) and locked with powerful magic—only a *wish* opens them, except as described below.

The gates are inscribed with ancient and obscure runes. A *read magic* spell translates these phrases, although what results is just about as incomprehensible as before.

The poem inscribed on the gates is as follows:
“*My life as a wanderer has met its end.
Doom—begetting a faithful friend—
Awaits the turns of the untraveled course. Now
Me and mine and upon a lame horse
Beyond the shadow of the rising dawn—
These arms, these eyes, are tired and drawn, these
Gates are empty; all hope is gone.*”

The poem is meaningless and meant to confuse those wishing to enter. If, however, the first word of each line is recited in order, *My doom awaits me beyond these gates*, the portals open.

10A-37. The Cursed Island

The river flows around a small island. There is a rectangular stone structure on the island and a dock with one rowboat moored to it. The structure is 15 ft. wide, 20 ft. long, and 12 ft. high. There is a wooden door on the north face of the building, and it is ajar. In the building reside **3 gorgons**, and they attack anyone who attempts to land on the island.

Gorgons (3): HD 8; AC 2 [17]; Atk 1 gore (2d6); Move 12; Save 8; CL/XP 10/1400; Special: Breath turns to stone.

Hecate's Curse: Anyone setting foot on the island is afflicted with a terrible *curse*. Within two weeks, a *curse* PC begins to have trouble remembering simple things: What day it is, if he ate breakfast, where he left his coin purse. Soon, however, it gets worse. The cursed victim can remember little beyond his own name, and that only on a good day. The character suffers a -1 penalty on attack rolls per week as he forgets how to fight, a thief's skills degrade by 1 level per day and a spellcaster's spell-casting ability by 1 level per week. Only a *remove curse* cast by someone other than a similarly *curse* spell caster restores the victim's memory. Note: Priestesses of Hecate will not cure this *curse*. Likewise, priestesses of Hecate are not affected by the *curse*.

10A-38. Will-O'-Wisp Lair

Down this gently sloping side tunnel lies the lair of **3 will-o'-wisps**. PCs lured into this dark crevasse by the lamp-like glow of these foul creatures are attacked immediately.

Will-O'-Wisps (3): HD 9; AC -8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: None.

10A-39. Roper Lair

A series of cliff face “steps,” each 10 ft. higher than the next, ascends into the darkness. Each step contains a cave opening that leads via a rough natural passage to a large cave that is home to **12 ropers**. Two ropers guard each passage leading to the cave; the remaining six await their victims in the main chamber.

Ropers (12): HD 10; AC 0 [19]; Atk 1 tentacle (weakness), bite (2d10); Move 3; Save 5; AL N; CL/XP 11/1700; Special: tentacles grab and cause weakness.

Tactics: In the passages, the two ropers are adjacent to one another and attack in tandem. In the main chamber, once combat has begun, the ropers attempt to position themselves so they are all within strand-range of the PCs. The ropers do not pursue the PCs out of the cave.

Treasure: The bones of three dead goblins can be found in the northeast corner of the cave. Piled among the bones are three change purses, each containing 50 gp. One skeleton wears a +2 *shield*, and another wears a *girdle of giant strength*.

10A-40. Fungus Garden

This large fungus garden contains no shriekers. There is a 50% chance, however, that some creature is here, eating or looking for prey (roll once on wandering monster chart, treating a result of “no encounter” as being **2d8 giant rats**).

10A-41. River Out

These narrow rivers flow in a generally easterly direction for 5 miles before emptying out in a deep river canyon. The walls of this canyon are 250 ft. high. Both branches of the river have banks that can be walked. This is a long way in or out of Rappan Athuk, but PCs not wishing to fight their way back up to get out, or back down to return, might want to take advantage of this exit/entrance.

10A-42. Phosphorescent Pool

The water of this large pool glows brightly in the dark of the cave. The pool contains no harmful creatures, and the water is potable, although the imbiber’s urine has an eerie glow to it for 24 hours after consumption. If removed from the pool, the water continues to glow for 2-9 days.

10A-43. Bubbling Shoreline

The water along the shoreline in this area is constantly churning and boiling, the result of an underground mixture of water and air through the tunnels to **Area 0A-9** in the Kraken’s Cove area. The churning water is fascinating to many of the creatures of the Great Cavern, and occasionally trolls and worse jump into the water to “play,” ending up in Kraken’s Cove.

10A-44. The Dark River

This offshoot of the great lake descends through **Level 13C**, **Areas 13C-1** and **13C-14**, then continues to **Level 13B**, finally creeping its way to some unknown locale in the Under Realms.