

Level II: The Waterfall and Akbeth's Grave

This level contains the final resting place of Akbeth, high priestess of Hecate, who offended her goddess and was transformed into a statue of magical metal, known to the dwarves as living rock. The passage to this area is through the mithral gates from **Level 9A**, leading from the river to a huge waterfall and finally into a vast underground lake. The area is filled with vermin, as well as the odd troll that gets washed down some uncharted waterway (they cannot be drowned permanently). A nest of phase spiders finds good hunting here as well. The principle inhabitant of this level is a young neothelid, who feeds on the local vermin. Only one adventuring party ever found its way into these caves, and it never left. The remains of these individuals make up the only treasure present here, except the statue of Akbeth herself, of course. A map of this level is depicted in **Map RA-11**.

II-1. Entrance

This area leads from the mithral gates (**Level 9A, Area 9A-3**). It consists of a deep, swiftly flowing river leading to **Area 11-3**.

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Equivalent Dungeon Level: 9

Entrances: Waterfall from **Level 9A**.

Exits: Underwater passage to **Level 10A**, passage to surface in **Area 11-8C**.

Wandering Monsters: Check once every hour on 1d20:

1-2	1d6 fire beetles (monstrous crayfish in the wet caverns) (see Area 11-9A or 11-10B)
3	1d4 river trolls (see Area 11-8B)
4-5	3d6 giant rats
5	2d6 stirges
6	1 neothelid (see Area 11-4)
7	1d3 phase spiders (see Area 11-8A)
8-20	No encounter

Detections: None.

Shielding: None.

Continuous Effects: None.

Standard Features: Because the ground is slippery and uneven, each round of melee or running requires a saving throw (at +4) to avoid falling down. Monsters, more familiar with the terrain, enjoy normal movement. Fungus encrusts most surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (lethal). A druid, ranger or dwarf can determine which are edible.

II-2. Empty Cavern

These caves contain little of interest: a rat skull here, a beetle carcass there, etc. A check for wandering monsters should be made each time an area marked "II-2" is entered.

II-3. The Waterfall

This waterfall is an incredibly impressive structure, towering over the lake below. It consists of a 220 ft. drop from **Area 11-1** into a pool of water over 100 ft. deep. Anyone swept over the edge takes 20d6-10 points of damage, and must succeed at a saving throw or be drowned by the weight of water pounding down from above. The pool of water spreads out to fill the cavern, becoming less deep and more still as one moves away from the falls. Vision within 100 ft. of the bottom of the falls is limited to 20 ft. Note that non-magical light sources do not remain lit within 100 ft. of the bottom of these falls, due to the spray of water and misty conditions. Anyone inquiring about the area behind the falls should be told that there is a recessed ledge behind the waterfall, leading from shore to shore behind it, but should not be told of the entrance (see below) unless flying or climbing.

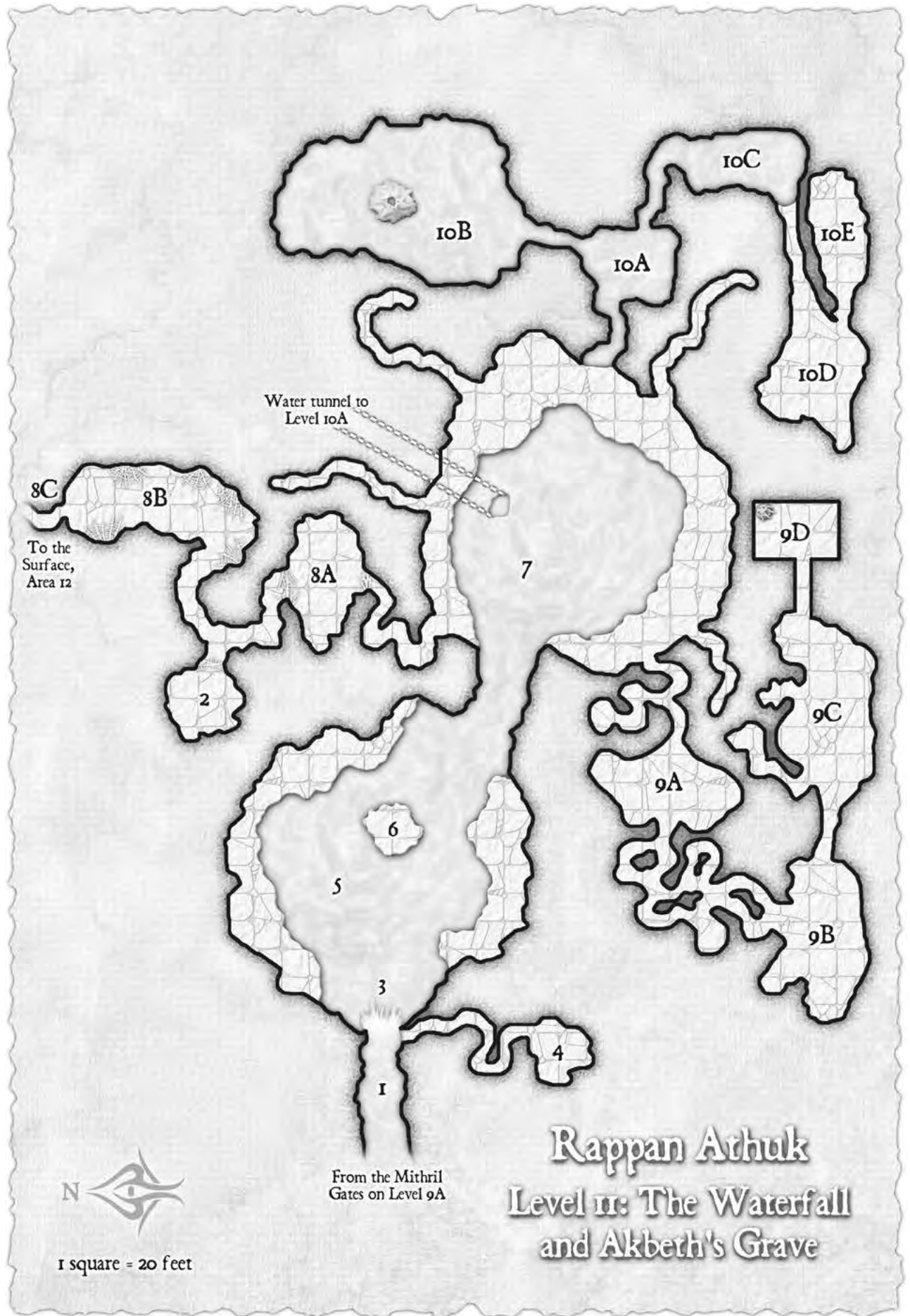
Cave Entrance: Approximately 40 ft. up, behind the falls (which can be flown to and/or climbed behind), is a small cave entrance (6 ft. in diameter) leading to **Area 11-4**. Failure results in a fall of 30 ft. (3d6-3 points of falling damage) and drowning, as above.

II-4. The Hidden Lair of Zaggothma the Neothelid

The cave entrance from **Area 11-3** leads to the lair of the young neothelid, **Zaggothma**. He was born with an innate ability for magic exceptional even in his race. **Zaggothma** harkens back to a time when neothelids ruled the world or represents the next step of neothelid evolution. Though **Zaggothma** has yet to reach full maturity, he already possesses incredible powers. Neothelids are large worm-like creature with tentacle-like tongues sprouting around his maw.

Any time someone comes to the area behind the waterfall, **Zaggothma** has a 2 in 6 chance to notice and ambush the intruder. If he fails these checks, he is either in his lair (1-4 on 1d6) or out hunting (5-6 on the 1d6 roll). If he is out, there is a 1-2 chance on a 1d6 of him returning every 10 minutes. **Zaggothma** is the undisputed king of this level and all other creatures avoid him. He selected this lair due to the natural advantages it affords him, and he uses the terrain effects to his advantage. He is a cunning fighter and even lets the PCs pillage his lair to gain the advantage of the narrow tunnel and steep drop. The cave itself is a narrow (12 ft. wide), flat passage, sloping slightly toward the entrance. It provides no cover for those inside, creating a sort of "shooting gallery" for the neothelid floating outside the cave, using his spells and psychic abilities on the "fish in a barrel" PCs.

Zaggothma: HD 20 (75 hp); AC -3 [22]; Atk 4 tongues (1d8 + swallow whole on natural '20' attack roll); Move 12 (Fly)



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24); Save 3; AL C; CL/XP 28/6800; Special: Silver or magic weapon to hit, breath weapon (3/day, cone 50 ft. long and 30 ft. wide at base, 12d6 points of acid damage, save for half damage), spells (at will—*charm monster*, *clairvoyance*, *clairvoyance*, *ESP*, *suggestion*, *telekinesis*, *teleport*; 3/day—*detect magic*, *dispel magic*, *fireball*, *invisibility*, *magic missile*, *shield*), mind thrust (one target within 60 ft., 13d6 damage, save negates damage), psychic crush (one target within 60 ft., save or drop to 0 hit points and die in 1d4+1 rounds).

Tactics: The neothelid levitates 40 ft. above the entrance (vision is limited to 20 ft., due to the waterfall) and allows the PCs to enter and loot the lair. While they do this he casts *invisibility* and *shield* on himself. He then floats down to the cave entrance, staying 15 ft. back, and casts spells into the tunnel. His first action is to use *psychic crush* against a fighter-type and then follow this with spells such *fireball*. He avoids close combat at all costs, levitating above the ground. Zaggothma uses his *mind thrust* and *psychic crush* on fighter types, focusing on those with missile weapons, but will also use *dispel magic* on any obvious spellcasters, especially those who are flying or levitating, plunging them into the waterfall below. He also uses his *telekinesis* to dislodge ropes or other climbing devices in order to drop PCs into the water below.

Treasure: In the cave lair of Zaggothma are the bodies of six adventurers who long ago found this lair and passed the mithral gates using a holy symbol of Hecate to turn the hydra aside. The neothelid is a poor housekeeper and merely leaves this stash lying all over the cave floor. The hoard contains 2 suits of platemail, rusty, but restorable (considered broken until restored); 1 gold holy symbol of Hecate, worth 120 gp; a suit of +2 *leather armor*; a *potion of heroism*, a +1 *shield*, 220 gp, 122 sp, and 5 small garnets worth 25 gp each, miscellaneous adventuring gear (ropes, spikes, etc.), and *Demonclaw* (see sidebox).

Demonclaw

Demonclaw is a two-handed sword +2/+4 vs. demons. *Demonclaw* is a chaotic intelligent weapon with **Int 11**, **Wis 12**, **Cha 16**; can communicate by speech and telepathy; knows Common and the language of demons. *Demonclaw* is a proud weapon, and as such will either select or reject a bearer based on their alignment (it will only accept a chaotic bearer). The sword appears as a two-handed sword made of rune encrusted superior quality metal, with a hilt made from the hand of a demon, withered and dried from age. It has the primary powers of granting the wielder an *anti-magic shell* ability vs. lawful creatures only; allows the bearer to fight as a berserker (two attacks per round), and has the extraordinary power of seeing through illusions and invisibility (at will). Its special purpose is to slay demons, and each successful hit on a demon reduces the creature's AC by 1 point permanently. The only drawback to wielding *Demonclaw* is that once grasped, it bonds to the left hand of the bearer and cannot be removed by any means short of a *wish*. It also compels (saving throw to avoid) the bearer to attack immediately any demon he encounters.

others (there are 12 total) and cannot be distinguished except by magic. Traversing this channel requires a saving throw. Failure requires a second saving throw, failure of which indicates death upon arrival at **Level 10A**.

II-6. The Isle of Akbeth

In the center of the great lake is a small island made of rough stone. The island measures 40 ft. in diameter and is adorned with a single feature. The statue of Akbeth stands in the very center of the island.

The Statue of Akbeth

The statue stands nearly 6 ft. tall and is composed of ruby-red rock that appears as a sort of rough gemstone material. This material resists in any attempts to harm, enchant, or move (e.g., *teleport*) it. The statue is a perfect image of a 30-ish woman, with long flowing hair and a well-proportioned body. She wears long, flowing robes and has a holy symbol



II-5. The Great Lake

This huge lake dominates much of this level. Numerous underground springs and rivers lead into and out of it. The lake is alive with fish and crustaceans, all blind and accustomed to the dark cave. Despite the usual Rappan Athuk tradition, most of these creatures are harmless. The one risk of being near the lake is that the trolls, beetles, and other predators present on this level feed here. Wandering monster checks are made every 10 minutes while within 30 ft. of the lake. On the south side of the lake, a subsurface channel leads to **Level 10A**. This channel looks like all of the

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of Hecate dangling from a fine chain around her neck. On her left hand is a large ring of gold set with a huge (100,000 gp value) square cut emerald. The ring, seemingly, is the only part of the statue not made of the strange rock. It is highly magical.

The statue itself is the once-living form of Akbeth, the high priestess of Hecate. She was cursed by her goddess for some long-forgotten transgression and *polymorphed* into this statue of living rock. This material is effectively 100% magic resistant, and can only be cut by magic weapons with a +2 or greater enchantment. Anything cutting this material must make a saving throw or be destroyed in the process. A new save must be made each round of cutting. The ring is a highly magical ring, allowing the wearer to *shape change* once per day. Anyone attempting to cut the ring off the statue (requires 2 rounds of cutting) or to harm it in any other way must make a saving throw or be *disintegrated*. This last effect is a divine curse on any that would disturb the priestess or the divine judgment laid upon her by Hecate.

II-7. The Nexus Cavern

This cavern provides access to the remainder of this level. Long tunnels lead from the lakeshore to caverns containing vermin and other denizens. This nexus looks like the entrance into a maze, as it contains many exits. Most of these are dead ends; however, three lead to areas of interest.

II-8. The Spider Caves

Examination of this area reveals that no beetle or rat tracks are present in the vicinity. This cave area contains a nest of phase spiders. There are finely strung webs covering the entrance to **Area 11-8B**.

II-8A. Greetings at the Gate

The webs can be seen prior to entry into the first cave on a successful find secret doors check. If they are not spotted, anyone entering this area trips on them, alerting the **12 phase spiders** within. All 12 immediately attack. They have no treasure, though many hours could be spent searching through their nests and webs, which contain only rat and beetle corpses.

Giant Phase Spider: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; Special: Lethal poison (+1 save or die), dimension phasing.

II-8B. The Nest

This area contains numerous caches of spider eggs and mummified corpses of rats and beetles. One cocoon contains a very sick yet still living troll, kind of a renewable resource for the spiders, who continue to feed on the trapped beast, even as he continues to regenerate. If freed, the troll, mad with the torture of being constantly fed upon, attacks with great rage. There is no treasure here, though 1d6 baby spiders hatch each week to replace losses unless this nest is destroyed.

River Troll: HD 6+3 (31 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 15); Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.



II-8C. The Hidden Exit

Hidden behind all the nasty webbing and egg nests is a large boulder. If this boulder is moved a long, winding tunnel may be found. This tunnel leads for about two miles, winding endlessly, becoming thin and difficult to pass through, and even looking like a dead end on several occasions. If the PCs are persistent and follow it to its end, they find themselves outdoors in a small clearing in a woods, a mile from the dungeon.

II-9A. The Beetle Caverns

These caverns contain numerous fire beetles, fire beetle nests, and fire beetle eggs. They are filled from wall to wall with the fungus on which these critters feed, and an eerie red light emits from this area from the glowing glands in the beetle's heads. Once every 10 minutes, **1d3 fire beetles** attack anyone near these caves.

Giant Fire Beetle: HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.

II-9B. Bugs!

This room contains much fungus and many vermin. Dozens of giant fire beetles swarm all over this cave, nibbling at the fungus and hoping for some more "fleshy" morsels. There are a total of **80 beetles** here, though only 2d12 attack every 10 minutes, the others are busy feasting. If beetle bodies (or any other bodies for that matter) are left here, they are devoured in 3d6 minutes. There is no treasure here.

Giant Fire Beetles (80): HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.

II-9C. The Crystal Cave

This cavern is filled from floor to ceiling with a vast array of growing, reflective crystals of all shapes, colors, and sizes. The light of the PCs' torches reflects weird patterns off all the walls, creating a rainbow hue of colors throughout the area. None of these are particularly valuable, netting anyone trying to market these stones around 5 gp per pound of material. The trolls living on this level find this room disturbing and do not willingly enter it. Likewise, if the neothelid attacks while the PCs are in this room, any ray spells that miss are reflected at another random target (including the neothelid itself).

II-9D. The Lost Altar of Hecate

This area was once the private shrine of Akbeth. In the far corner of the cavern is a fungus covered, brilliantly carved altar dedicated to the goddess of magic. It is not noticed unless someone makes a successful find secret doors check within 20 ft. due to the current state of disuse. The altar is carved from a block of pure white marble, inlaid with gold and silver. It stands 8 ft. tall and is 20 ft. wide along the rear of this cave. A large symbol of a many-headed hydra is etched into the back plate above the altar stone.

If the altar is cleaned and restored, the goddess blesses all who participate, causing them to automatically succeed on their next saving throw against any magical effect. The next spell cast by any spellcaster participating automatically has maximum effect. Each of these effects occurs only once for each individual. If a worshipper of Hecate of any class is involved with restoring this altar, that individual gains 1 level of experience as well. Likewise, anyone defacing the altar (e.g., prying out the 200 gp worth of precious metals, etc.) suffers the reverse fate (automatically fails next save, next spell is minimum effect, loses 1 level).

II-10A. The Wet Caverns

These caverns are either partially or totally flooded, depending on the season. For purposes of the adventure, the Referee should make them accessible the first time they are encountered. At the entrance to these caves lives a small group of **3 river trolls**. These trolls like the steady food source in these caves and fight off any intruders. They do not pursue anyone retreating away from these caves, however, as they have easy prey here and do not desire to fight to get food. They have no treasure.

River Trolls (3): HD 6+3 (31 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 15); Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

Tactics: These trolls, unlike most of the denizens of this level, actually employ a battle strategy when they fight. They fight until severely wounded, then retreat into the pool at **Area 11-10C**. The fish and the trolls have an uneasy truce: it bites hard, yet it is afraid of them as well (and they taste terrible). The trolls do not fight to the death unless cornered. Under no circumstances do they pursue opponents out of these caves, unless they may remain in a water area and retain the advantage. They typically grab their opponents and either throw them into the water or jump in while grappling them. This strategy prevents the use of fire against them and simultaneously allows them an opportunity to drown their victims, as it is unlikely that PCs can hold their breath as long as a troll can.

II-10B. Crayfish Boil

This area contains a warm, bubbling fumarole that jets hot water from **Level 10**. The high water temperature results in numerous minerals being deposited along the walls and floor of these pools. It also creates a warm, happy living area for a group of **10 monstrous crayfish**. These critters are always hungry, mindlessly attacking any that enter the cave.

Monstrous Crayfish (10): HD 4; AC 4 [15]; Atk 2 claws (1d6); Move 9 (Swim 15); Save 13; AL N; CL/XP 4/120; Special: Surprise (3 in 6).

II-10C. Big Fish, Little Fish

When this area is reached, the tunnel floor drops down and the water deepens to 20 ft. During periods of flooding, this area connects to the lake itself. Also during these periods, some critters normally living in the lake migrate here, only to become trapped later when the water level falls. Recently, a **giant gar** traveled from **Level 10A** to this level and became trapped when the water level declined. It is well fed (from crayfish and smaller prey), though anyone swimming in this murky water is immediately attacked. The giant gar retreats if wounded for over 50% of its hit points, hiding in an underwater cave jutting back 30 ft. under the northern lip of the pool.

Giant Gar: HD 6; AC 6 [13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Save 11; AL N; CL/XP 6/400; Special: None.

II-10D. The Beach

This sandy area rises up from **Area 11-10C** to form a shallow water beach area, no more than 2 ft. deep with water at any point. Most of the area is covered with large, clear eggs. Guarding these eggs are **6 monstrous crayfish**. If the eggs are not destroyed, crayfish are replaced at a rate of 10 per month, though most are eaten while still juveniles by the giant fish at **Area 11-10C**. The crayfish attack any that invade their nest.

Monstrous Crayfish (6): HD 4; AC 4 [15]; Atk 2 claws (1d6);

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Move 9 (Swim 15); Save 13; AL N; CL/XP 4/120; Special: Surprise (3 in 6).

II-10E. The Vein of Mithral

A very careful search of this cave wall reveals a vein of pure mithral along a seam in the wall. This vein contains 12 pounds of pure mithral, enough to make 3 Small, 2 Medium, or 1 Large weapon. There are also **3d6 giant bats** here at all times.

Giant Bat: HD 4; AC 7 [12]; Atk 1 bite (1d10); Move 4 (fly 18); Save 13; AL N; CL/XP 5/240; Special: 10% chance of disease.