

Level 12: The Slave Pits

There may not be a more wretched and unfortunate place for a stranded adventurer to end up than here. Indeed, death in battle would be preferable to the future that awaits a slave of the powerful goblins that inhabit this level. Perhaps slaves is a misnomer, however, as these prisoners are asked to perform no labor; instead, they serve as guinea pigs in the goblins' diabolical experiments in torture, and, eventually, are sacrificed to Orcus himself. The goblins and their human priests are interested in torturing powerful creatures and so most of the slaves are captured adventurers awaiting their ignominious end. The PCs themselves could conceivably be brought to this level as slaves, particularly if they made dreadful mistakes on **Level 12A**.

There are two very powerful slaves currently in captivity (see **Areas 12-21M** and **21R**). Freeing one or both of these men might serve as a quest for the PCs. A map of this level is depicted in **Map RA-12**.

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Equivalent Dungeon Level: 11

Entrances: Spiral staircase from **Level 7**; twisting tunnel from **Level 12A**; tar pit ladder from **Level 10A**.

Exits: Stairs to **Level 14**.

Wandering Monsters: Check once every 30 minutes on 1d20 in the following areas only: **12-1**, **12-2**, **12-7** through **12-16**, and **12-18** through **12-20**.

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|------|---|
| 1-2 | 4 troll guards (see Area 12-1). |
| 3-4 | 1d4+1 goblin guards (see Area 12-5). |
| 5 | 2 goblin slavers (see Area 12-21A) leading 2 human slaves |
| 6 | 1 torturer (see Area 12-8). |
| 7-20 | No encounter. |

Detections: Great evil emanates from **Areas 12-2**, **12-17**, and **12-25**; moderate evil emanates everywhere else.

Spell Recovery: Clerics of any deity other than Orcus cannot recover spells while on this level.

Standard Features: The walls and floor are cut from the natural rock and are smooth and even. All doors, unless otherwise noted, are iron-bound wooden doors. The locks to the Slave Pits (**Areas 12-21D** through **21R**) are exceptionally tricky (-15% to open locks).

Light: All areas except **12-5**, **12-6**, **12-17**, and **12-25** are unlit.

Narrow Tunnel: The tunnel connecting **Areas 12-17** and **12-23** is 3 ft. wide. Small and Medium creatures can crawl through this passage; larger creatures cannot navigate this tunnel unless they are long and slender or flexible, and Huge creatures cannot pass at all. Medium creatures suffer a -8 penalty to all attack rolls, and Small creatures using all but thrusting weapons suffer a -4 penalty to attack.

12-1. Entrance Chamber

Slaves are brought to the pits via the trapdoor leading to **Level 7** and the long twisting passage (**Area 12-24**) to **Level 12A**. In the northeast corner of the chamber is a wide spiral staircase set in the floor, from which wafts a putrid odor. Prisoners are led directly down these stairs and to their cell. The guards, 4 trolls, are stationed here at all times. The trolls immediately attack anyone not accompanied by goblins or priests of Orcus.

Troll Guards (4): HD 11+3 (61 hp); AC 4 [15]; Atk 2 claws (1d4) and bite (1d8) or 1 longsword (1d10) and bite (1d8); Move 12; Save 11; AL C; CL/XP 13/2300; Special: Regenerate 3 hp/round. Gear: Chainmail haubergeon, shield, pouch with 100 pp.

12-2. Curtain of Evil

On the northern wall of this corridor is a 10 ft. wide shimmering black curtain of energy. The curtain emanates evil and strong necromantic magic. Anyone may pass through the energy field, but lawful PCs must succeed at a saving throw or lose 2,500 XP from the shock of evil. A *dispel evil* cast upon a PC allows him to pass through the curtain without harm.

12-3. Small Worship Area

Within the curved northern wall are set three statues of Orcus, each 2 ft. high. The statues are secured on cylindrical axes that descend into the wall, making removing them very difficult. Rotating the statues is possible, however, and is, in fact, the only way to open the secret door in the east. If the leftmost statue is turned to face west, the middle is turned to face north (that is, 90 degrees), and the right is turned to face east, a clicking sound is heard and the secret door may be opened. There is no other way to open this door aside from powerful magic (e.g., *stone to mud* and such spells).

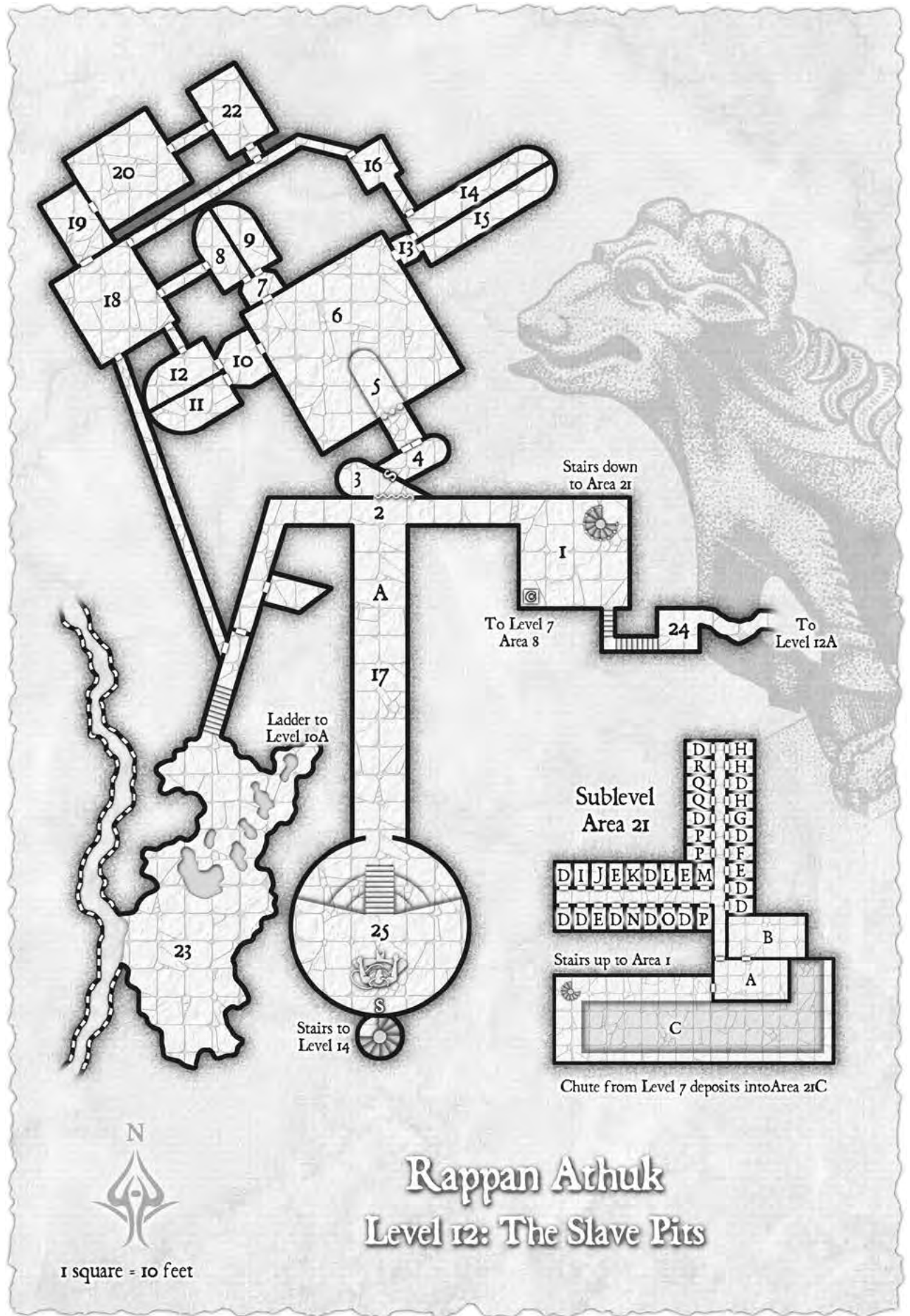
12-4. Guard Room

Standing watch over the entrance to the Viewing Area are 6 goblin guards. Only High Priests are allowed beyond the doors in the north. PCs disguised as goblins are told to leave, and non-goblins are attacked immediately. The iron-bound wooden double doors are locked and very sturdy.

Goblin Guards (6): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of healing*, 25 gp.

12-5. The Viewing Area

The double doors in the south open to reveal a chamber in which the northern portion is blocked by a portcullis. Beyond the portcullis is the Viewing Area: a platform with five high-back chairs set facing out



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1 square = 10 feet

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onto **Area 12-6**. The portcullis can only be raised by uttering the words “*culminus ovary*,” succeeding at an open doors check, or by casting a *knock* spell.

The actual viewing area stands 5 ft. above the chamber that surrounds it. Sconces in the walls contain everburning torches; **Area 12-6** is likewise lit.

If the occupants of **Area 12-6** see anyone other than the high priests enter **Area 12-5** they immediately spring into action (see **Area 12-6** for details).

12-6. Sacrifice Chamber

This ghastly room contains the means by which good-aligned men and women are put to death to feed Orcus' evil. Attached to the northern wall are three sets of manacles. Each set of manacles is placed such that a humanoid could be chained spread-eagle to the wall. Also by the north wall is a steel table containing several cruel-looking knives, needles, razors, and prongs. All these instruments, as well as the floor surrounding the manacles, are bloodstained. Within the chamber are The **Executioner**, The **Overseer**, and **3 Enforcers**.

The Executioner, Hobgoblin Assassin 10: HP 30; AC 5 [14]; Atk +1 rapier (1d6+1) or +1 light crossbow (1d4+1); Move 12; Save 6; AL C; CL/XP 12/2000; Special: Disguise, poison use, backstab (x4 damage), climb walls 92%, delicate tasks 50%, hear sounds 5 in 6, hide in shadows 55%, move silently 60%, open locks 55%. Gear: +1 leather armor, +1 rapier, +1 light crossbow, 20 bolts coated in poison (save or paralyzed 1d6 rounds, *ring of protection* +1).

The Overseer, Goblin Magic-User 10: HP 25; AC 9 [10]; Atk +2 dagger (1d4+2); Move 9; Save 6; AL C; CL/XP 12/2000; Special: -1 to hit in sunlight, magic-user spells (1st—*charm person*, *magic missile*, *shield*, *sleep*; 2nd—*invisibility*, *mirror image*, *web*; 3rd—*dispel magic*, *slow*; 4th—*fear*, *ice storm*). Gear: +2 dagger, wand of magic missile (9 charges), crystal worth 100 gp.

The Enforcers (3), Goblin Fighter 4: HP 19 each; AC 5 [14]; Atk 1 longsword (1d8+3; wielded with two hands); Move 9; Save 11; AL C; CL/XP 4/120; Special: -1 to hit in sunlight. Gear: Longsword, chainmail, 6 javelins, *claw of Orcus* (+2 to hit and damage).

Tactics: If the PCs attempt to enter the Sacrifice Chamber via **Area 12-5**, its occupants take the following actions:

First, if they are aware of the PCs before the portcullis is raised, the Executioner fires his poisoned bolt, the Overseer casts *shield*, and the Enforcers take up positions by the viewing area. As long as the PCs remain trapped behind the portcullis, and no more than two of the monsters are killed, the Executioner continues to fire his crossbow and the Enforcers hurl javelins while the Overseer casts his spells. What spells the Overseer actually casts may depend upon what actions the PCs take. If the PCs' magic and ranged weapons capabilities are such that it appears the monsters are likely to lose even while the portcullis remains closed, they retreat to **Area 12-7** to regroup.

Once the PCs have raised the portcullis, the Overseer casts *invisibility* on the Executioner who, assuming there are enough Enforcers left standing to protect the Overseer, attempt to observe a PC (whichever has been dealing the most damage to that point) and then deliver his backstab. The Overseer uses his prepared *magic missile* before his wand.

There is a 15% chance per round that the occupants of **Areas 12-8** and **12-12** (assuming they are still alive) hear the combat in the Sacrifice Chamber and hurry to investigate (roll separately for each area).

If the chamber is entered via **Areas 12-7**, **12-10**, or **12-13**, the Enforcers rush to form a line of defense while the Overseer casts *invisibility* on the Executioner and so on. The Overseer prefers to cast *shield* before casting

offensive spells, but he may not have that luxury depending on how the combat progresses.

Treasure: The execution tools are finely crafted and could fetch around 1,000 gp. Lawful PCs who destroy these, however, gain a 500 XP bonus.

Claw of Orcus

A claw of Orcus is a small gold pendant in the shape of a clenched claw. If a devoted worshiper of Orcus wears the pendant, he or she is granted a +2 bonus to hit and damage. Non-believers wearing a claw suffer a -3 penalty to hit and damage for as long as it remains around their neck. Unfortunately, these PCs must succeed at a saving throw or refuse to remove the claw, believing it is granting them great power.

About the Entrance Rooms

There are three entrance chambers described below, each adversely affecting different character classes. If a PC is multi-classed, the class in which he has the most levels should be used to determine which room affects him. If his levels are evenly distributed, then, unfortunately, he must save for each room in which he has levels. Monks and thieves are exempt from all the rooms.

12-7. Arcane Torture Chamber Entrance

This simple room appears to be nothing more than an antechamber between **Area 12-6** and **Areas 12-8** and **12-9**; however, the entire chamber radiates magic. Any magic-user who sets foot in this chamber must succeed at a saving throw or suffer 1d6+2 points of constitution damage. A magic-user who makes the save must continue to make saves each successive time he or she enters this area. A magic-user can only suffer the effects of this chamber once per day, however, so once he has failed, that spell caster is safe to pass through this chamber without further harm.

Referee Note: Worshipers of Orcus are immune to the effects of this area.

12-8. Wizard Torture Chamber

The goblins and High Priests are interested in whether clerics, magic-users, and warriors succumb to torture differently. Thus, they have built separate torture chambers for each class. This room is dedicated to the torture of magic-users. Aside from an iron maiden, rack, and whipping post, there is a bench containing alchemy paraphernalia, and a **locked hutch** (see **Treasure**). The **torturer** concocts evil brews to torment magic-users. There is only one completed brew on the table, a small vial containing a grayish liquid. Any magic-user who consumes this vile potion must succeed at a saving throw or go mad, suffering 2d6+2 points of permanent intelligence damage.

Torturer, Goblin Magic-User/Thief: HD 6 (19 hp); AC 8 [11]; Atk +1 dagger (1d4+1); Move 9; Save 10; AL C; CL/XP 8/800; Special: -1 to hit in sunlight, backstab for x3 damage, magic-user spells (1st—*charm person*, *detect magic*, *magic missile*, *shield*; 2nd—*invisibility*, *mirror image*; 3rd—*haste*, *slow*), climb walls 90%, delicate tasks 40%, hear sounds 4

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in 6, hide in shadows 35%, move silently 45%, open locks 35%. Gear: +1 dagger, ring of protection +1, potion of giant strength.

Tactics: If intruded upon, the torturer casts the following spells: *invisibility*, *haste*, and *shield*, and then swallows his *potion of giant strength*. If the party seems sufficiently weakened, he casts *slow*, and then attempts a backstab. If the PCs appear very strong, the torturer casts *alter self* and takes the form of a crippled halfling wizard left here to die. He keeps this ruse up for as long as possible, accepting healing and so on, and even giving false details about the slave pits. If asked, he agrees to accompany the PCs, but, of course, looks to escape or sneak attack the first chance he gets.

If the torturer joins the combat in **Area 12-6**, he prefers to cast *haste* on himself first. Once in combat, he uses his *slow* spell, and then attempts to backstab.

Treasure: The hutch (1 in. thick wood) holds a variety of potion-making ingredients contained in small glass vials and jars. In total, there are 40 vials and 22 jars. Each vial weighs about a quarter of a pound, and each jar weighs a pound. These ingredients are worth 2,500 gp altogether. Also, there is a 50% chance that the ingredients for any potion can be found in these containers. If the hutch is broken into by force, however, half the ingredients are lost, the value drops in half, and the chance to find the necessary ingredient for any potion drops to 25%.

12-9. Sorcerer Torture Chamber

This room contains an iron maiden, rack, and whipping post but nothing else.

12-10. Entrance to Fighter Torture Chamber

This chamber is similar in all ways to **Area 12-7** except that fighters, rangers and paladins must succeed at a saving throw or suffer 1d6+2 points of constitution damage.

12-11. Ranger and Paladin Torture Chamber

This room is identical to **Area 12-8**, but with the following exception: The torturer here has prepared a special brew for Sir Kingsly (see **Area 12-21R**). On the table is a vial containing a green liquid. If consumed, the imbiber must succeed at a saving throw or suffer 1d6+2 points of wisdom damage and 1d6+2 points of charisma damage.



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Torturer, Goblin Magic-User/Thief: HD 6 (19 hp); AC 8 [11]; Atk +1 dagger (1d4+1); Move 9; Save 10; AL C; CL/XP 8/800; Special: -1 to hit in sunlight, backstab for x3 damage, magic-user spells (1st—*charm person*, *detect magic*, *magic missile*, *shield*; 2nd—*invisibility*, *mirror image*; 3rd—*haste*, *slow*), climb walls 90%, delicate tasks 40%, hear sounds 4 in 6, hide in shadows 35%, move silently 45%, open locks 35%. Gear: +1 dagger, ring of protection +1, potion of strength.

Treasure and Tactics: As per Area 12–8, above.

12–12. Fighter Torture Chamber

This room is similar in all ways to Area 12–9, with one exception: There is a dead fighter strapped to the whipping post who the torturers have not yet disposed of. This poor man is stripped to the waist, his back and legs horribly scarred from the lash. *Speak with dead* reveals the following: His name is **Clafford**; he has been dead two days; he was blindfolded when led from the slave pits to the torture chamber; there are human priests somewhere nearby and the goblins obey them; there is at least one powerful human slave he believes he is still alive.

12–13. Entrance to Divine Spell Caster Torture Chamber

This room is identical to Area 12–7 except that clerics and druids must succeed at a saving throw or suffer 1d6+2 points of constitution damage.

12–14. Cleric Torture Chamber

This chamber is identical to Area 12–8 except that there is no torturer present, and there is a dead cleric on the rack. If *Speak with dead* is cast, **Sephron**, the cleric, reveals the same information as Clafford in Area 12–12, with the following additions: He has been dead one day; lawful clerics cannot regain spells on this level of the dungeon; lawful humanoids are sacrificed nearby to feed Orcus' strength and evil.

Treasure: Same as Area 12–8.

12–15. Druid Torture Chamber

This room is identical to Area 12–9 except that it is covered in dust. The goblins do not see many druids.

12–16. Guard Post

Three goblin guards are stationed here at all times. If the PCs enter via Area 12–14, one guard attempts to run for reinforcements from Area 12–18; if the PCs enter via the door in the north, one guard attempts to run for reinforcements from Area 12–14 and Area 12–6.

Goblin Guards (3): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of healing*, 25 gp.

12–17. Cursed Hall

This long, wide hall leading to the temple has been painted with swirls of red and black and is lit by everburning torches. Lawful- or neutral-aligned creatures crossing the spot marked "A" on the map must succeed

at a saving throw or be overcome with a sense of doom and suffer 1d6+1 points of wisdom damage. *Dimension door*, *teleport*, or similar magic avoids this effect; flying does not.

12–18. Goblin Chamber

The goblin guards and their priest are housed here. There are enough beds and footlockers for 12 guards, though at the moment only 6 guards and the priest are present.

Goblin Guards (6): HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of healing*, 25 gp.

Goblin Priest, Goblin Cleric 10: HP 35; AC 3 [16]; Atk +2 light mace (1d4+2); Move 9; Save 6; AL C; CL/XP 12/2000; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x3; 2nd—*hold person* x2, *silence 15-ft radius*; 3rd—*cause disease*, *prayer*, *Speak with dead*; 4th—*cause serious wounds* x2, *protection from good 10-ft radius*; 5th—*dispel good*, *finger of death*, *insect plague*). Gear: +2 light mace, +1 chainmail, shield.

Tactics: Very simply, the guards do everything they can to protect the priest, who focuses on casting spells. If combat is going poorly, the priest steps in and casts *finger of death* and then his other *cause wounds* spells.

Treasure: The footlockers (20 in all) contain the goblin guards' personal effects and a total of 2,500 gp. There is also a locked iron chest that belongs to the priest. The chest contains 1,900 gp, a gold drinking cup worth 1,000 gp, and a *necklace of firebaubles*. It is guarded with a *glyph of warding* that casts *hold person*.

12–19. Human Priests' Chambers

Both doors leading to this well-appointed room are locked. There is a four-poster bed, a nightstand, an armoire, and a locked, ironbound chest containing the treasure. The walls are decorated with three paintings plundered from the palaces of kings (see treasure below).

Treasure: The locked chest contains 3,750 gp, a diamond encrusted gold torque worth 2,500 gp, and a scroll of three cleric spells: *Neutralize poison*, *quest*, and *prayer*. Each painting could fetch between 2,500–5,000 gp, if an appropriate buyer was found, but their dimensions (4 ft. by 6 ft.) make transporting them difficult. Removing the paintings from their heavy, silver frames (100 gp value) requires a successful delicate tasks roll to avoid damaging the paintings and thereby diminishing the value by 10% for every 10 points by which the roll was failed.

12–20. Lower Human Priests' Chambers

Both doors to this chamber are locked. There are four nice beds—two in the north and two in the south—four chests, four nightstands, and a table with four chairs in the center of the room. The chests are unlocked and contain various personal effects of the lower priests and the treasure.

Treasure: 2,000 gp, and 7 gems worth 100 gp each.

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12–21. The Slave Pits

This small sub-level—really just **Level 12's** basement—contains the slave pits themselves. It is reached via the spiral staircase in **Area 12–1**.

12–21A. The Slavers

Three out of the four **slavers** who oversee the slave pits are lounging here playing cards around a circular wooden table. The room contains only the table and chairs, and a small side table upon which rests a jug of wine and four goblets (see treasure below).

Slavers (3), Hobgoblin Cleric 5: HD 5; AC 5 [14]; Atk 1 longsword (1d8) or heavy crossbow (1d6+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds*, *protection from good*; 2nd—*hold person* x2). Gear: Chainmail, longsword, heavy crossbow, 20 bolts, pouch with 50 gp.

Tactics: If the slavers hear the PCs in **Area 12–21C**, they prepare themselves for combat with the *protection from good* spell. They alert the fourth slaver patrolling the slave cells, and then, if the PCs are still in **Area 12–21C**, attempt to surprise them. If possible, the slavers start by casting *hold person*. Once in melee, the hobgoblins, alternate between sword attacks and *cause light wounds* spells.

If combat occurs in **Area 12–21A**, the fourth slaver arrives four rounds after combat starts, having already cast *protection from good*.

Treasure: The kitty for the card game totals 125 gp. The wine is of no value, but the four goblets are made of gold and worth 100 gp each.

12–21B. Slavers' Chambers

Within the room are four sturdy beds; four locked, iron trunks containing the treasure; and a small iron statue of Orcus against the east wall.

Treasure: Besides the slaver's personal effects, the trunks contain 3,250 gp, and three scrolls containing one cleric spell each.

12–21C. The Mass Grave

Piled within this large, 15 ft. deep, L-shaped pit are the **bodies of fallen slaves**. There are far too many to count, but the putrid stench attests to the volume and longevity of the decay. PCs entering this area must succeed at a saving throw or become nauseous and suffer 1d6+3 points of strength damage. The nausea lasts for as long as the PCs remain in **Area 12–21C** and for 1d6 rounds thereafter.

Referee Note: The Slavers are immune to the nausea.

12–21D through 21Q. The Slave Cells

Each cell door is made of iron and well locked. A **Slaver**, who patrols this hall at all times, possesses a ring that holds the keys to each cell. All prisoners are chained to the wall of their cells. The Slaver's key ring also holds the key to the chains.

Slaver, Hobgoblin Cleric 5: HD 5; AC 5 [14]; Atk 1 longsword (1d8) or heavy crossbow (1d6+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds*, *protection from good*; 2nd—*hold person* x2). Gear: Chainmail, longsword, heavy crossbow, 20 bolts, pouch with 50 gp.

Tactics: If the patrolling Slaver is surprised in this area, he attempts to cast *protection from good* before attacking.

12–21D. Empty Cells

If the PCs are thrown into the slave pits, each winds up in one of these cells, chained to the wall.

12–21E. Encephalon Gorgers

This cell contains **3 encephalon gorgers**, each at full hit points, even after months of torture, due to their innate healing ability.

Encephalon Gorgers (3): HD 8; AC 6 [13]; Atk 2 claws (1d6+1); Move 6; Save 8; AL C; CL/XP 9/1100; Special: Mindfeed, resists cold, haste, regenerate 3 hp/round.

Development: Although encephalon gorgers would normally shun or attempt to kill the PCs, they are smart enough to aid them for as long as it takes for them to escape the Slave Pits. If the PCs decide to befriend the encephalon gorgers, they agree to help in the assault on the temple (**Area 12–12A**), although they flee this or any other combat if their hit points are reduced to half. They know quite a bit about Rappan Athuk and are willing to trade this knowledge for their freedom. If the PCs attack, of course, they defend themselves as best they can.

Referee Note: If the PCs slay the gorgers while they are still in their chains, award no XP.

12–21F. Thiris, Elven Fighter

This cell contains a **wounded fighter**.

Thiris, Elf Fighter/Magic-User 4/4: HP 8 (normally 14); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 11; AL N; CL/XP 5/240; Special: Elf abilities, magic-user spells (1st—*charm person*, *read magic*, *sleep*; 2nd—*invisibility*, *mirror image*).

Development: If healed and provided with weapons and armor, Thiris gladly helps the PCs in any way he can. Otherwise, he wishes to be returned to the surface as quickly as possible.

12–21G. Dryot, Gnome Illusionist

This cell contains a **wounded gnome**.

Dryot, Gnome Magic-User 3: HP 4 (normally 6); AC 9 [10]; Atk 1 fist (1d2); Move 6; Save 13; AL L; CL/XP 3/60; Special: *Phantasmal force* 1/day, magic-user spells (none are memorized).

Development: Dryot's spellbook has been destroyed. Without it, he is of little use to the PCs.

12–21H. The Fallen Goblins

This cell contains **6 goblins** who have been declared traitors.

Goblin (6): HD 1d6 hp; AC 6 [13]; Atk 1 fist (1d2); Move 9; Save 18; CL/XP B/10; Special: –1 to hit in sunlight.

Development: These poor souls were once residents of Grezneck (**Level 12**). Now they have been left here to rot and die. If freed, they ask to be returned to the surface.

12–21I. Gabriel, Human Cleric

This cell contains a **captured cleric**.

Gabriel, Cleric 6: HP 12 (normally 22); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 10; AL L; CL/XP 7/600; Special: Turn/rebuke undead, cleric spells (1st—*cure light wounds*, *light*; 2nd—*bless*, *hold person*; 3rd—*remove curse*; 4th—*create water*).

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Development: If freed and taken from this level, Gabriel immediately prays for spells, heals himself (if the PCs have not already), and, if equipped with a weapon and armor, is quite willing to return to the pits to aid in the assault. Otherwise, he wishes to return to the surface as quickly as possible. Remember that he cannot regain spells as long as he remains on this level.

12-21J. Zildjin, Human Magic-User

An imprisoned **magic-user** languishes in this cell.

Zildjin, Magic-User 5: HP 1 (normally 11); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 11; AL L; CL/XP 4/120; Special: Magic-user spells (none memorized).

Development: Zildjin's spellbook has been destroyed. He lives in Bard's Gate (or a major city of the **Referee's** choice), however, and his master is a 14th level magic-user who gladly rewards the PCs with either a lesser magic wand, or the opportunity for a PC magic-user to copy spells from his spellbook.

12-21K. Barthum Cobb, Half-Orc Fighter

This cell is the prison of a **half-orc fighter**.

Barthum Cobb, Half-Orc Fighter 5: HP 12 (normally 25); AC 8 [11]; Atk 1 fist (1d2); Move 12; Save 10; AL N; CL/XP 5/240; Special: None.

Development: If the PCs can furnish Barthum with a weapon (preferably a battleaxe) and armor, this half-orc gladly helps them in the attack on the temple.

12-21L. Silas Barnes, Diamond Exporter

This cell contains a **non-adventurer**, a diamond merchant, Silas Barnes, captured in a surface raid.

Development: Silas is of little help to the PCs in the dungeon, but if returned to his home in Bard's Gate (or a large city of the **Referee's** choosing), he gladly rewards each PC with a diamond worth 500 gp.

12-21M. Elgar, Human Magic-User

A heavily-chained **mage** resides in this cell.

Elgar, Magic-User 10: HP 6 (normally 28); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 6; AL L; CL/XP 7/600; Special: Magic-user spells (1st—*magic missile* x3, *shield*; 2nd—*detect evil*, *ESP*, *phantasmal force*, *web*; 3rd—*dispel magic* x2, *fireball*; 4th—*dimension door*, *ice storm*; 5th—*feeblemind*, *monster summoning III*).

Development: Although Elgar's spellbook was destroyed, he has several spells memorized. The Slavers are wary of this cagey old wizard and never permit his hands to go unchained or his mouth to go ungagged at any time. Elgar is itching to exact revenge on his captors and, once healed, gladly joins the PCs in their assault on the slave pits. Afterwards, however, he is eager to return to the surface.

12-21N. Craven, Human Thief

An **unwilling thief** occupies this cell.

Craven, Thief 4: HP 2 (normally 12); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL N; CL/XP 4/120; Special: Climb walls 88%, delicate tasks 35%, hear sounds 4 in 6, hide in shadows 25%, move silently 35%, open locks 25%, backstab for x2 damage.

Development: Even fully healed and equipped with a rapier and armor, Craven is unwilling to aid in the assault; he knows he is in over his head, and he is a bit of a coward any way.

12-21O. Commoners

This cell contains **common slaves** (0 HD, 1 or 2 hp).

Development: The Slavers do not consider these poor men worth sacrificing or torturing. Thus, they are probably just going to be left in their cells to die of thirst and starvation.

12-21P. Dwarven Warriors

This cell contains a **pair of dwarven warriors**.

Dwarves (2): HD 1; AC 9 [10]; Atk 1 fist (1d2); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework.

Development: These two brothers are far too weak, even fully healed and equipped with weapons and armor, to be of service to the PCs. If returned to the dwarven kingdom from which they were snatched (**Referee's** choice), however, their king rewards the PCs with a +2 *shield*, +4 vs. *earth elementals*.

12-21Q. Sir Kingsly

This cell houses a **valiant paladin**.

Sir Kingsley, Paladin 12: HP 50; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 2; AL L; CL/XP 13/2300; Special: Lay on hands (1/day—heal 24 hp or cure disease), immune to disease, *dispel evil* 1/day, *detect evil* at will.

Development: Sir Kingsly is a recent arrival to the slave pits. Because of his *lay on hands* ability, he is still at full strength (starvation and dehydration have not yet begun to deteriorate his constitution). Needless to say, if the PCs free and arm Sir Kingsly, he gladly joins them in their efforts against the priests and slavers; in fact, he considers it his holy duty to wipe out this evil cult, and if the PCs are not up to the job, he returns to the surface in search of brave companions who are. Sir Kingsly, though not a man to grow attached to earthly possessions, is nonetheless curious as to the whereabouts of his sword, which, he says, "Cannot be held by evil hands" (it is, in fact, hidden in **Area 12-22**).

Freeing the Slaves

Obviously, if the PCs kill the Slavers and get their hands on the keys to the doors and chains, they will have a crowd of tired, hungry men and possibly encephalon gorgers on their hands. As noted above, some are willing, eager even, to join in the assault against the occupants of this level. One strategy the PCs might pursue is to "store" the weaker freed slaves somewhere relatively safe clear out the rest of the level with the stronger NPCs. This is probably the best strategy. The slaves are weak, however,

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and in some cases frightened, wishing to be brought to the surface as quickly as possible. A slave that is freed and brought successfully to the surface world is worth half his value in experience points with a minimum of 100 XP. If the PCs merely free the slaves and leave them to their own devices—i.e., let them try and escape Rappan Athuk on their own—not only should the Referee not award any experience, it is advised that lawful PCs suffer a loss of 100 XP per slave allowed to fend for himself in the Dungeon of Graves. As a cruel alternative, the Referee may turn slaves freed in this manner into undead and send them at the party—requiring PCs to confront their mistake face-to-face.

12–22. High Priest's Chambers

This lavishly adorned chamber contains a mahogany four-poster bed and nightstand, a teak armoire, and a solid oak desk and chair. The western door is flanked by two thick stone pillars carved with images of demons, dying virgins, decapitated kings, impaled paladins, and so on. Standing beside the bed is a **stone golem**, which animates and attacks anyone other than a priest of Orcus who enters the room. Both doors to this chamber are locked.

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.

Treasure: Hidden in a secret compartment in the nightstand is a black velvet bag containing 100 pearls worth 50 gp each. In addition a secret compartment in the desk contains a scroll inscribed with *anti-magic shell*.

Lastly, beneath the bed is a **secret trap door**. Under the trap door is a narrow depression containing Sir Kingsly's sword: a +2 *holy longsword*. The sword was taken and hidden here after Kingsly was imprisoned. The priest is searching for a way to destroy it and is contemplating throwing it into the lava pits on **Level 10**.

12–23. The Tar Pits and Home of Eloh, the Mad Storm Giant

This large cave is home to several pits of stinking, bubbling black tar, as well as **Eloh**, a mad, corrupted storm giant. How Eloh lost his mind and came to be evil is not known exactly. Once the change occurred, however, the giant sought out like-minded souls and ended up here in Rappan Athuk. The priests and goblins leave Eloh alone, although he does go to worship at the temple from time to time. If the temple comes under attack, it is possible that Eloh senses this (25%) and goes to aid the priests. If, on the other hand, Eloh is attacked here in the tar pits, the priests do not come to his aid—frankly, the giant worries them. He is a little crazy, and they are not entirely certain that he will not view them as enemies some day.

Though mad and evil, Eloh is not immediately hostile to intruders. Part of his insanity is the belief—well grounded, of course—that he is invincible. Thus, he does not rush to attack the PCs. Instead, he waits to see why they have come to pay him homage. Being a storm giant, the PCs should not automatically assume he is a potential threat. Have fun roleplaying this encounter. Eloh is crazy but lucid; he sees nothing odd about being deep beneath the earth surrounded by high-level worshipers of Orcus. He might decide to ask the PCs who they are and how they got here. He might grow bored and dismiss them. Of course, any hostile move on the PCs' part draws his immediate wrath.

Storm Giant: HD 15+5 (80 hp); AC 1 [18]; Atk 1 weapon (6d6); Move 15; Save 3; AL C; CL/XP 16/3200; Special: Throw boulders, control weather.

The Tar Pits: Anyone thrown into the tar pits suffers 1d6 fire damage every round spent in the tar. Once out of the tar, they continue to suffer 1d6 points of subdual damage every round from the heat until stripped of

their armor or clothing for 1d3 rounds after they are out of the tar.

Treasure: A narrow, 5 ft. deep stream flows through the eastern tip of the cave. Sunken at the bottom of the stream is a steel chest containing 7,568 sp, 5,500 gp, a silver box (150 gp) containing two emeralds worth 450 gp each, a small gold statue of a mermaid riding a dolphin (700 gp) and a *potion of extra healing*. Lifting the chest out of the water requires a successful open doors check. This cave may be reached via the “tar pit ladder” in the northern corner (see **Area 10A–24** on **Level 10A**).

12–24. Tunnel from Level 12A

Slaves are led to the slave pits from Grezneck by way of a narrow winding tunnel that terminates in a small square chamber. Here they are blindfolded and led down the stairs to **Area 12–1**, and then into the pits themselves.

12–25. The Temple

A set of wide marble steps ascends 10 ft. to a large, black dais dominated by an enormous (15 ft. high) statue of Orcus. Three tiers of bronze “steps” ring the front of the dais on either side of the marble stairs. Within the temple are **five human priests of Orcus**, four standing atop the dais, and one—either Tibor, Relnek, or Phesor—at the bottom of the steps keeping watch on **Area 12–17**. These powerful clerics spend their days devoutly worshipping the dark god and attending the occasional sacrifice in **Area 12–5**. For the most part, the priests are too busy to bother with any disturbances beyond the temple, but if a significant clamor is raised in **Areas 12–1, 12–2, or 12–17**, Theron sends Tibor, Relnek, or Phesor to investigate.

Theron, Cleric 16: HP 52; AC 0 [19]; Atk +2 *flaming heavy mace* (1d8+2 + 1d6 fire); Move 12; Save 4; AL C; CL/XP 18/3800; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x3, *detect good*, *detect magic*, *protection from good*; 2nd—*bless*, *hold person* x3, *silence* 15-ft radius, *snake charm*; 3rd—*cause disease* x3, *prayer*, *remove curse*, *speak with dead*; 4th—*create water*, *cause serious wounds* x3, *protection from good* 10-ft radius, *sticks to snakes*; 5th—*commune*, *dispel good* x2, *finger of death* x2, *insect plague*; 6th—*animate object*, *blade barrier*, *word of recall*). Gear: +2 *flaming heavy mace*, +1 *platemail*, *ring of protection* +2.

Celleen, Cleric 14: HP 39; AC 3 [16]; Atk +1 *frosty heavy mace* (1d8+1 + 1d6 cold); Move 12; Save 4; AL C; CL/XP 16/3200; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2, *defect good*, *detect magic*, *protection from good*; 2nd—*bless*, *hold person* x2, *silence* 15-ft radius, *snake charm*; 3rd—*cause disease* x2, *prayer*, *remove curse*, *speak with dead*; 4th—*create water*, *cause serious wounds* x2, *protection from good* 10-ft radius, *sticks to snakes*; 5th—*commune*, *dispel good*, *finger of death* x2, *insect plague*; 6th—*animate object*, *blade barrier*). Gear: +1 *frosty heavy mace*, +2 *chainmail*, *ring of x-ray vision*.

Tibor, Relnek, Phesor – Cleric 5: HP 22 each; AC 5 [14]; Atk 1 *heavy mace* (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds*, *protection from good*; 2nd—*bless*, *hold person*). Gear: *Heavy mace*, *chainmail*, *potion of extra healing*.

Priest Tactics

Celleen and Theron each cast *bless* on themselves while the three lower-level priests engage the PCs. Them, Celleen and Theron cast their more powerful spells, especially *finger of death*, while they have the chance.

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Tibor, Relnek and Phesor order their mohrg consorts into the fray.

It is possible the priests could be made aware of disturbances outside the temple and **Area 12–17**. For the most part, the monsters in the slave pits do not bother the priests unless absolutely necessary. If the PCs attack the slave pits, do significant damage, and then retreat to rest and regain spells, the priests attempt to summon a **baalroch** (see below), whom they put on guard in **Area 12–1**.

Summoning the Baalroch

If necessary, the priests, while in their temple, have the unique ability to *summon* a baalroch to aid them. This demon is a gift directly from Orcus, and the summoned demon obeys the priests faithfully until discharged, although he does not remain at their beck and call for more than three days. The priests are wary not to overuse this privilege and, whether they wish to or not, they cannot summon the baalroch more than once a month. To perform this ritual, three of the five priests must join hands beside the statue of Orcus, each casts planar ally, and then the trio begins a series of chants and prayers that lasts five minutes. At the end of this ritual, the baalroch arrives.

Baalroch Demon: HD 9 (60 hp); AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (Fly 15); Save 6; AL C; CL/XP 13/2300; Special: Magic resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Stairs to Level 14

Within the left leg of the statue of Orcus is a secret compartment that contains a small lever. If pulled, the lever opens a trapdoor behind the statue, revealing a set of spiral stairs descending into the darkness.