

Level 14: The Chapel of Orcus

This level contains the last of three power centers for the evil temple of Orcus in the dungeon of Rappan Athuk. If the PCs are to have any hope of expunging the evil forces of this place, they must first succeed in the destruction of this place. The power of this final temple is far greater than that of the two above. Note that this level may only be accessed by the secret door on **Level 5**, and that that door may only be opened by the key held by the high priest on **Level 9**. A map of this level is depicted in **Map RA-14**.

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Equivalent Dungeon Level: 15

Entrances: Staircase from **Level 5, Area 5-11**, and from **Level 12, Area 12-25** (co-located entrance).

Exits: None.

Wandering Monsters: Check once every hour on 1d20:

1	2d3 acolytes of Orcus (see Area 14-8)
2	1d6 shadows
3	1d6 wraiths
4-5	1d3 Priests of Orcus and 1d4 Acolytes of Orcus (see Area 14-8)
6	1d2 vrock demons
7-20	No encounter

Detections: Strong evil emanates from the whole level.

Shielding: None.

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood (2 in. thick). All secret doors are made of stone (2 in. thick).

All attempts to turn undead suffer a -2 profane penalty due to the chaotic temple. No turning is possible in the chapel area itself. The entire level radiates a continuous *dispel good* (reverse of *dispel evil*) aura.

Humanoid bones litter all halls and rooms as well, crushed and gnawed on by some evil being.

Shadow: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

Vrock Demon: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12/18 (flying); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), immune to fire, darkness.

14-1. Entrance

This steep drop from **Level 5** seems to go on forever. The ladder descends fully 90 feet into a foul smelling black pit of a room, reeking of decay and filth. As the ladder is descended, the air warms then suddenly cools, as alternating currents of hot and cold air waft about. The tunnel continues to **Level 12**.

14-2. Empty Areas

The occasional piece of junk or debris litters those areas marked **14-2**. Referees should also roll a wandering monster check each time PCs enter areas designated "14-2."

14-3. The Great Golden Idol

This room contains a **huge statue**, made of solid gold, in the form of a demonic, boated toad (Tsathogga). The statue radiates evil to such a degree that anyone attempting to use a spell or ability to detect such on it must make a saving throw or be stunned for 2d4 hours from sheer mental overload. The statue itself is all but indestructible (only harmed by +3 weapons), and anyone successfully damaging it is cursed (saving throw to avoid) with a curse of rotting similar to mummy rot, but removable only by a *limited wish* or *wish* spell. Even paladins are affected. This statue allows chaotic priests and demons to commune with Tsathogga in cases where a "second opinion" is needed. Aid from this demon lord was needed to seal the crypt of Bofred. This vile deed required the powers of both avatars (Orcus and Tsathogga). If the statue is somehow disenchanting or destroyed, a story award of 10,000 XP should be awarded. The gold in the statue carries the curse as well (permanently), so while worth almost 1 million gp, it is truly of no value.

14-4. The Seven Seals

When the demon princes finally defeated Bofred, the high priest of Cuthbert, they created a nearly impenetrable set of wards to prevent his escape. Bofred was an extraordinarily powerful priest (26th level!), and while neither avatar could alone defeat him, Orcus and Tsathogga were able finally to entrap and imprison him behind **7 binding seals**, breakable only by people of diverse backgrounds and abilities. Bofred remained alive for many years in this prison, finally succumbing to old age and joining his god in the Seven Heavens. Writing on the floor provides some clue as to the opening of each seal. Written in fine lettering along the edges of the room in silver script is the following:

*"The first is passed by the quick and disorderly, selfish in his own right
The second by the seer who has studied the books to pass the colors, yet
only through order and self may the colors be faded*

*The third may be broken asunder by the man of the greenwood. Only a
good man may succeed.*

*The fourth barrier may only be crossed by the servant of nature. He
alone may pass the fires of hell with a mere touch of his hand.*

The fey warrior of no allegiance may sunder the fifth seal; only his

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songs may quiet the waves of chaos

The sixth seal is broken by the humble hands of the willing servant of his god and of humankind.

Only through slavery to his principles may a man break this seal

The last may be crossed by the blood of its creator's servants"

The Seals

Each seal has an area behind it leading into the stone that can be safely passed into once the curse is triggered. Each curse may affect each individual once. No method of bypassing the seals is allowed, due to the power of the binding put down by the demon lords. Remember, these seals contained a 26th level priest! Not even a *wish* spell can bypass them. The seven seals' effects and methods of breaking are as follows:

Seal 1: The first seal is a door with a lock, warded to allow only a thief of chaotic alignment to open by picking it at a -15% penalty. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with weakness (-6 strength), removable only by a *wish* or *limited wish* spell.

Seal 2: The second seal is a *prismatic wall* (per *prismatic sphere*, but in the form of a wall) warded to allow only a lawful magic-user to cast the counterspells to bring it down. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with a curse of stupidity (-6 intelligence) removable only by a *wish* or *limited wish* spell. This curse is in addition to the effects of the wall.

Seal 3: The third seal is a simple fence created from wood, which allows only a ranger of lawful alignment to chop down safely. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with clumsiness (-6 dexterity), removable only by a *wish* or *limited wish* spell.

Seal 4: The fourth seal is an illusion of a *wall of fire*, which can only be passed by a druid. Having the druid simply touch the *wall of fire*, dispelling it, can do this. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with ugliness (-6 charisma), removable only by a *wish* or *limited wish* spell.

Seal 5: The fifth seal is a wall of rushing air, creating a loud noise. Only an elf of neutral alignment chanting their elf songs loudly may break a hole in this wall of sound. Anyone else of an alternate race or alignment crossing the seal is cursed (saving throw avoids) with illness (-6 constitution), removable only by a *wish* or *limited wish* spell.

Seal 6: The sixth seal is a wall of stone, with bricks set without mortar. Only a lawful cleric may dismantle the wall and cross the threshold. This is easy and takes about 20 minutes. Anyone else of an alternate class or alignment crossing the seal is cursed (saving throw avoids) with foolishness (-6 wisdom), removable only by a *wish* or *limited wish* spell.

Seal 7: The seventh seal is a cloth curtain of pure white. It can only be passed by soiling it with the blood of a chaotic creature. Anyone attempting to pass the curtain without doing this finds themselves transported to the Astral plane (saving throw avoids, but does not allow passage), with no way to return. If the cloth is coated in chaotic blood, it may be easily passed, and **Area 14-6** accessed.

14-5. Shadow Boxing

This room contains many niches and wall cracks. The walls and ceilings look unstable and the occasional trickle of loose dirt falls from the roof. The room is unnaturally dim and shadowy, partly from the inherent darkness of the cave-like setting, but mostly from the presence of the **24 shadows** that inhabit this area. These creatures attack immediately. Remember, turning undead suffers a -2 penalty on this level. They have no treasure.

Shadows (24): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Tactics: These nasties are trained by their masters to attack in groups. Six will attack one individual, attempting to drain that person prior to attacking someone else. They will fight until slain, only retreating in the face of a *continual light* spell or its equivalent. If forced to flee, the shadows hang on the edges of the *light* effect, waiting until the spell wears off before resuming the attack.

14-6. Bofred's Tomb

This room contains the final resting place of **Bofred**, the high priest of Thyr who led the mighty army of good to destroy this place. Bofred nearly succeeded in this feat. He was imprisoned by the combined demonic forces of Tsathogga and Orcus, his tomb sealed by the wards described in **Area 14-4**. The room is simple, containing only a pile of moldering bones, some rusty metal, and dust. Hidden in the room, and warded with magic that prevents all non-lawful individuals from touching it, is *Thyr's Gavel*, a powerful artifact. Only a lawful individual may ever use the warhammer. Bofred has been dead for many years, his soul happily at peace at the right hand of his god. *Speak with dead* spells fail, though *commune* spells allow contact with this great priest. If contacted, he warns the party of the Avatar of Orcus present on **Level 15**, and also warns that only by praying to the fell god may one enter into his abode and finally slay the demon on this plane (see **Level 13**).

14-7. Transport to the Stoneheart Mountain Dungeon

The wall on this corridor shimmers with a silvery light. The surface appears to be polished steel, and little flashes of electric energy pulse constantly over the mirror. This wall is in reality a teleportal to **Level 5, Area 27** of the Stoneheart Mountain Dungeon, detailed in module *D1: The*

Major Artifact

Thyr's Gavel

Weight 8 lbs.

DESCRIPTION

The Lawgiver bestows this unique warhammer upon his greatest champion, typically a high priest or paladin, though warriors have been known to wield the weapon at times as well. The weapon currently sits deep underground, in a makeshift tomb of the last Champion of Thyr, a priest named Bofred. Thyr patiently bides his time, waiting for a new champion to rise up and claim the weapon.

Thyr's Gavel is a +4 warhammer. If the weapon is willingly picked up by an undead or chaotic outsider, that creature must make a save or be slain. If the creature is successful, a new save must be attempted every hour. The wielder of *Thyr's Gavel* can cast *light* at will. If the wielder is a follower of Thyr, she may add -1 [+1] to her armor class and to her saving throws.

DESTRUCTION

Thyr's Gavel will be cracked and powerless when all chaos is eliminated, and ultimate Law reigns.

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Tomb of Abysthor by **Necromancer Games**. Anyone touching the wall is instantly teleported to that location. The priests of Orcus from Rappan Athuk have expansion plans, and are seeking a great power contained in the Stoneheart Mountain Dungeon: A black monolith of ancient evil. They have sent a delegation there through this teleportal. See that module for more details.

14—8. The Chapel of Orcus

The final temple to Orcus in Rappan Athuk is manned by one of his demonic lieutenants, Maphistal, and his retinue of demons, undead, and priests. There are a total of **8 wraiths**, **12 shadows**, **8 acolytes**, **4 priests**, **2 9th-level clerics** (Wharaz and Gernaldra), and **2 mariliths** here. Unlike the other temples, the entrance to the Chapel of Orcus appears unguarded, and no gates or doors prohibit entrance into it. It appears to be a 40-ft. deep room, ending in an ornate altar to Orcus. This is a permanent image. The room is in fact a 200-ft. by 100-ft. long hall, ending in a vast onyx altar coated with blood and gore. The altar is flanked by pillars of pure bronze, and the tile inlaid floor contains scenes of horror and malaise, evil deeds beyond comprehension.

If the room is entered, the shadows and wraiths attack—appearing to come right through the back wall—giving the priests and demons a few rounds to cast spells. Then evil priests and demons seem just to appear from nowhere, passing through the illusory walls to attack.

Magical Protections: The chapel is under the effects of *dispel good*. Each pillar radiates an unholy aura, as does the altar itself and the statue of Orcus. In addition, the room is guarded with magic that prevents access by non-chaotic creatures. All these spells are as if cast by an 18th-level cleric.

Maphistal, Greater Demon: HD 20 (90 hp); AC -3 [22]; Atk +3 heavy mace (2d6) and bite (1d8 plus disease) or 2 claws (1d8) and bite (1d8 plus poison); Move 15 (Fly 30); Save 3; AL C; CL/XP 30/7400; Special: Bone knit, disease, spells (*animate dead*, *darkness*, *dispel magic*, *power word stun*, *suggestion*), summon undead (3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghosts, 1d6 wraiths or wights, or 1d4 spectres), +1 or better weapon to hit, immunity to electricity and poison, magic resistance (70%), telepathy 100 ft.

Wraiths (8): HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Shadows (12): HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point strength with hit, hit only by magic weapons.

Wharaz, Male Human Clr9 (Orcus): HP 25; Atk heavy mace (1d6) AC 1 [18]; Move 12; Save 7 (5 vs. paralysis and poison); AL C; Str 13; Dex 17; Con 15; Int 10; Wis 15; Cha 11; Special: Turn undead. Spells: 1st—*cure light wounds* (x2), *light*; 2nd—*hold person* (x2), *silence 15-ft. radius*; 3rd—*prayer*, *remove curse*, *speak with dead*; 4th—*cure serious wounds*, *sticks to*

snakes; 5th—*finger of death*, *insect plague*. Gear: Heavy mace, platemail, shield, gold unholy symbol (worth 65 gp).

Gernaldra, Female Human Clr9 (Orcus): HP 22; Atk heavy mace (1d6); AC 1 [18]; Move 9; Save 7 (5 vs. paralysis and poison); AL C; Str 13; Dex 13; Con 14; Int 10; Wis 15; Cha 14; Special: Turn undead. Spells: 1st—*cause light wounds*, *cure light wounds*, *light*; 2nd—*hold person* (x2), *silence 15-ft. radius*; 3rd—*bestow curse*, *cause disease*, *prayer*; 4th—*cause serious wounds*, *cure serious wounds*; 5th—*finger of death*, *insect plague*. Gear: Heavy mace, platemail, shield, gold unholy symbol (worth 65 gp).

Humans, Priests of Orcus, Male Clr5 (6): HP 25; AC 4 [15]; Atk 1 morningstar (1d6); Move 12; Save 11 (9 vs. paralysis and poison); AL C; CL/XP 5/240; Special: Turn undead. Spells: 1st—*cause light wounds*, *protection from good*; 2nd— *Bless*, *hold person*. Gear: Chainmail, shield, morningstar, unholy symbol, prayer book, fine black robe emblazoned with the symbol of Orcus.

Humans, Acolytes of Orcus, Male Clr2 (12): HP 9; AC 4 [15]; Atk 1 morningstar (1d6); Move 12; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Turn undead. Spells: 1st—*cause light wounds*. Gear: Chainmail, shield, morningstar, 3 vials of unholy water, unholy symbol, 3d10 gp, lantern, 3 flasks oil, flint and steel.

Mariliths (2): HD 8; AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Magic resistance (80%), fire immunity, +1 or better magic weapon required to hit, demonic magical powers.

Tactics: All priests and demons summon undead to delay and hamper PCs, focusing on spellcasters. Maphistal avoids combat until all his



Shrines of Power

The unholy shrines in this dungeon, of which this is the first, provide power to the demon prince Orcus and his avatar, the “Master.” To cleanse the area of evil, PCs must destroy and consecrate each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus’ avatar, making it possible for a high-level party to defeat him on **Level 15**.

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servitors are slain. The priests cast spells as needed, using all their protective spells before entering combat if possible. The acolytes relying on their god's protection. The priests' actions parallel that of the acolytes, but they also cast *bless* before joining combat. When the opportunity presents itself, each priest uses his *hold person* spell. As befits their chaotic nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with PC fighters). The mariliths use spells as well. Only after the PCs are all engaged do they enter combat. The wraiths and shadows simply attack until slain. None of the creatures in this room offers quarter or retreats. They all fight to the death. Remember, undead creatures cannot be turned or commanded in this room.

The True Altar: At the end of the long hall is a 20-ft. by 20-ft. block of solid onyx carved to contain a 2-ft. deep basin. This basin is 5 feet in diameter and is filled with hot, bubbling blood. Inscribed above the basin is the following: "Pure food for the great god." The only way that this shrine may be destroyed is for a lawful cleric to cast *purify food and drink* on the blood and then consecrate and hallow on the altar with rituals that take one hour. If this is done, Orcus' avatar is weakened as described below.

Treasure: Other than the priests' equipment, there is no real treasure here. All magical items are sacrificed to Orcus or used by the priests. Mundane items, if desired, may be found in relative abundance, though most are worn and useless.