

Level 14A: The Refugees of Tsar

Many, many years ago, the last great army of Tsar was locked in battle with the goodly forces in the army of Light. Untold numbers fell on both sides, and as the army of Light saw victory within their grasp, the fallen soldiers on both sides began rising up to continue the warfare for the forces of Evil. Redoubling their efforts, bolstered by the fact that if they lost, Good would be expunged from the earth and eventually from existence, the army of Light summoned their full might and threw themselves at the citadel of Tsar in an attempt to crush the evildoers once and for all. The forces of light and Good brought all their power to bear, and it was enough, for as the army of Light neared exhaustion, the last of the army of Twilight fell in defeat.

But total victory was not to be had. The Grand Cornu, high priest of Orcus in Tsar, had foreseen the fall of his army, and made arrangements to transport his remaining forces to a place of safety and security, so that he may rebuild, and plan a counterattack to destroy the holy warriors and regain control of the surrounding areas. However, the Grand Cornu's plan was not without flaws...

This level is the location where shattered remnants of the army of Tsar ultimately retreated to after the fall of that great citadel (for more information on the city of Tsar, see **Frog God Games'** *Slumbering Tsar*). This level is depicted on **Map RA-14A**.



LEVEL 14A

Level 14A

Equivalent Dungeon Level: 16

Entrances: Teleportal at **14A-1A**, ramp from surface (**Wilderness Area 28**).

Exits: Promenade to **Level 14**; teleportal at **Area 14A-3** to **Level 14C-1**.

Wandering Monsters: In **Areas 14A-3, 14A-4**, and **14A-5** only; check once every 15 minutes on 1d20:

1	1d3 vampire harlots
2	1d6 shadows
3	1d2 spectre noblemen
4	1 lich
5	1 devourer
6	1 nalfeshnee demon
7	2d4 shadows
8	2d6 wraiths
9	1d3 underpriests of Orcus (see Area 14A-4)
10-20	No encounter

Detections: Strong evil emanates from the entire level.

Shielding: The entire level is shielded, and no means of magical transport such as *teleport*, *dimension door*, *etherealness*, and so on functions beyond the Black Garrison (**Area 14A-2**), except in very specific areas (the Mall, **Area 14A-3**, the stage bearing the High Altar at **Area 14A-4**). In addition, no divine spells involving extraplanar contact of the non-evil planes, such as *summoning* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed, however, placing lawful PCs at a distinct disadvantage. The entire level radiates a *protection from good* spell.

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood.

Referee Note: This is a high-level area. The possible actions of the PCs at this level are too varied to plan for, so the level is much less structured than other locations. There are a lot of wandering groups on this level, and it is supposed to feel like an area in flux, where anything may change when you go around a corner. Please plan out a few encounters, but let the chips fall where they may. If the PCs are lucky, they may be able to walk away unscarred!

Vampire: HD 8; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Vampire abilities.

Shadow: 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 str with hit, hit only by magic weapons.

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

Lich: HD 12; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; Special:

Appearance causes paralytic fear, touch causes automatic paralysis, spells as 12th level magic-user.

Devourer: HD 12; AC -2 [21]; Atk 2 claws (1d8 + level drain); Move 12; Save 3; AL C; CL/XP 15/2900; Special: Trap essence of slain (cannot be raised from dead while trapped), spells (1/day—*confusion*, *magic missile*, *suggestion*; while essence is trapped), magic resistance (30%), spell deflection (as ring of *spell turning*).

Nalfeshnee Demon: HD 11; AC -1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; AL C; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

Wraith: 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.

14A-1. Grand Arrival

This cavernous area is the location the besieged army of Tsar retreated to after the fall of that great edifice (for more information on the city of Tsar, see **Frog God Games *Slumbering Tsar***). Pitch black, foreboding, and vast of proportion, the entire area appears to be built to withstand some monumental cataclysm. The ceiling soars some 100 ft. or better in the air. The air is chill, with faint, conflicting reeks of rotting flesh, old blood, a dank musty odor, and less identifiable scents. The dark stone walls and floor are oddly pliable and strangely smooth, and seem to absorb sound, making any that travel here feel even more insignificant. Should the PCs use a non-magical light source, the dark stone drinks in the light, causing all mundane light sources to shed their radiance in half the normal radius. Magical light sources shed light to their full extents, but one step darker (bright light is treated as normal light, normal light is treated as dim light).

The central teleportal (**Area 14A-1A**) is the one-way arrival point from Tsar (Referee's discretion if this portal may be linked to other places in the world) the army of Twilight used to establish their base here at Rappan Athuk. The arrival point is surrounded by black stone pillars capped with small bowls filled with some unknown substance which gives off a reddish steam emitting a ghastly red glow; these pillars light up a 40 ft. wide path that leads directly to the Black Garrison (**Area 14A-2**) across an immense 60 ft. long, 50 ft. wide iron-bound oak drawbridge. The pillars stop at the edge of the drawbridge.

A massive sunken pit roughly 10 ft. deep surrounds the center of the chamber. This depression (**Area 14A-1B**) is the domain of the **haunted choir** (**Area 14A-1B** on **Level 14A** map). These poor souls, survivors of the retreat but not their master's cruelty, have each offended one of the clergy of Orcus in some way. The haunted choir, all mindless zombies moaning in unison, fill the area with a dreadful dirge that causes any non-chaotic living being to make a saving throw or be stricken with *fear* for 1d6 minutes.

To the northwest (**Area 14A-1C**) a 50-ft. wide ramp rises gently in a vast spiral, corkscrewing its way to the surface (at **Wilderness Area 28**, currently buried under 50 ft. of earth and stone). Originally planned as the access route for the rebuilt army of Twilight, the Spiral to the Light (**Area 14A-1C** on **Level 14A** map) has since been abandoned, awaiting the day when the dark hordes of Orcus are once again ready to rise from the depths of Rappan Athuk to plague the world with a new age of darkness. While it can be accessed from the surface, it would take roughly 300 man-days of excavation to clear a 10 ft. passage through the debris, assuming it could even be found.


The Haunted Choir (Zombie Horde) (2): HD 20 (55 hp); AC 2 [17]; Atk 1 horde attack (4d6); Move 12; Save 3; AL C; CL/XP 21/4700; Special: Half damage from edged and piercing weapons, immune to mind control and fear, when destroyed there are 2d6 zombies from the horde remaining.

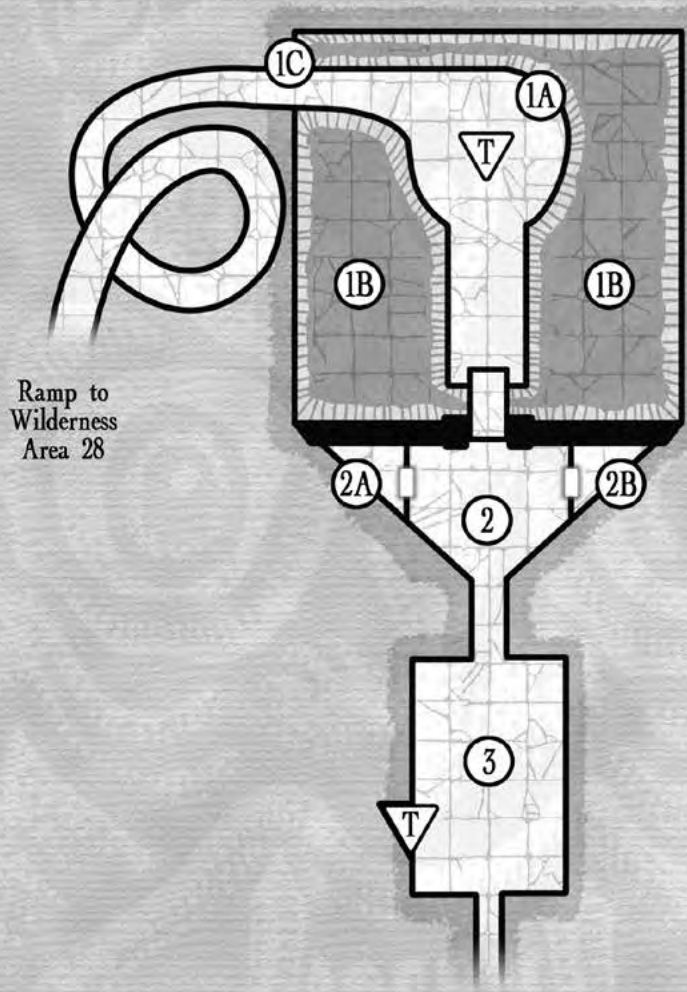
LEVEL 14A

Level 14A

Part 1

1 square = 50 feet

 = Teleportal



Ramp to
Wilderness
Area 28

Map 14A
Part 2



14A-2. The Black Garrison

This enormous gatehouse has been carved out of the strange black stone of the cavern itself; no seams or joints can be found along its face. This makes the towering walls (50 ft. tall) nearly impossible to scale. Nearly 25 ft. thick, and topped with machicolated battlements, the walls offer an excellent view of the surrounding area for the 3d6 **black skeletons** lurking atop the walls. The walls are composed of a strangely resilient, almost squishy-feeling black stone.

The massive drawbridge is tethered by huge iron chains, each link half the height of a man. The drawbridge is down unless an alarm has been sounded.

The courtyard behind the garrison leads to buildings to the east (**2B**) and west (**2A**), and to the Great Mall (**Area 14A-3**). The four-story building to the east holds undead troops of various types, ready to deploy at any time. As the occupants have no need of rest or refreshment, the building functions as a giant warehouse; consisting of 4 floors, each completely open with no furnishings other than weapons stored along the perimeter of the room. Each floor is dedicated to a different type of undead troop.

Packed in like terra-cotta soldiers, the first floor of the barracks contains **100 normal skeletons**; while the second floor is more sparsely populated with **50 normal zombies**. The third floor houses the elite guard, **50 black skeletons**, and the fourth floor holds another **30 black skeletons** armed with various missile weapons. The fourth floor has a staircase to the roof of the building, which in turn has a staircase to the battlements along the wall.

The building to the west (**Area 14A-2A**) serves as the headquarters of the Black Garrison. It has 3 stories, is much more elaborate than the eastern barracks, and is designed with a decorative style reminiscent of a noble's tomb. The first floor is the office of **patrol captain Luther**, a dwarf graveknight who controls the skeleton and zombie troops that patrol the courtyard (**Area 14A-2**) and makes certain nothing arriving at the teleportal (**Area 14A-1A**) gets by the drawbridge. The second floor is a wide open floor plan; the inhabitant is a marilith demon known as **Blayze**. She personally leads the elite black skeleton troops, deploying the archers along the battlements before meeting with her infantry to repel anyone in the courtyard. The third floor is a magnificently appointed greatroom, with maps of the wilderness for miles in all directions adorning the walls. Several tables show what look to be miniature scale troop movements in unknown lands. This area is the domain of the garrison captain, **Lord Naphrathoth, the fallen empyreal**, and former lieutenant to General Nimrod (see **Frog God Games Slumbering Tsar**, "ST 13", **Area 408**). Turned at the battle of Tsar, and tasked to keep the "back door" into Rappan Athuk secure, Naphrathoth takes his station VERY serious. He would rather die than lose this garrison position, and will fight any force to his utter destruction.

Normal Skeletons (100): HD 1; AC 7 [12]; Atk 1 strike or weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Normal Zombies (50): HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Black Skeletons (50): HD 6; AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

Black Skeleton Artillery (30): HD 6; AC 4 [15]; Atk 1 longbow (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek. Gear: Longbow, 40 arrows, immune to sleep and charm.

Patrol Captain Luther: HD 14 (66 hp); AC 1 [18]; Atk +1 battleaxe (1d8 + 9 + 1d6 cold damage); Move 9; Save 3; AL C; CL/XP 16/3200; Special: Radiates continuous protection from good 10-ft radius, immune to fear, reforms

1 day after "death" (see graveknight armor below), +1 or better weapon to hit, immune to acid, magic resistance (60%), devastating blast (3/day, cone 30-ft. long and 10 ft. wide, 3d6 acid damage), summon skeletal mount (1/hour), command undead as 14th level cleric. Gear: +1 battleaxe (+1d6 cold damage), +1 platemail, girdle of giant strength.

Graveknight Armor

In death, the graveknight's life force lingers on in its armor, not its corpse, in much the same way that a lich's essence is bound within a phylactery. Unless every part of a graveknight's armor is ruined along with its body, a graveknight can reform after it is destroyed. Merely breaking a graveknight's armor does not destroy it; it must be ruined, such as by being *disintegrated*, taken to the Positive Energy Plane, or thrown into the heart of a volcano.

Blayze, Marilith Demon: HD 8 (46 hp); AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), immune to fire, +1 or better magic weapon required to hit, demonic magical powers.

Lord Naphrathoth, Fallen Empyreal Commander: HD 13 (75 hp); AC -3 [22]; Atk +1 unholy two-handed sword (2d6 + ignore non-magical armor) or 2 slams (1d8 + level drain); Move 15 (Fly 30); Save 3; AL C; CL/XP 25/5900; Special: +1 or better weapon to hit, immune to level drain, acid, cold, death effects and petrification, resistance to electricity and fire (50%), magic resistance (65%), aura of death and evil (mindless undead will not attack, sentient undead must save to attack, lawful creatures must save or be unable to attack), unholy blast (1/day, cone 60 ft. long and 30 ft. wide, 6d6 damage and save or be blinded for 3d6 minutes, save halves damage), spells (at will—*dispel magic*, *fear*, *invisibility* (self); 3/day—*cause light wounds*; 1/day—*blade barrier*, *finger of death*).

Treasure: These troops care nothing for mundane treasure, and have little beyond their weapons and armor. The headquarters furnishings could fetch a combined total of 25,000 gp, with a total weight of 500 pounds.

14A-3. The Great Mall

This area is simply a vast open square with hundreds of beings milling about. Large abhorrent murals decorate the walls, with all manner of atrocities depicted. The depravity of the art is like none the PCs have ever seen (really play up the obscenity of the decoration here). Small kiosks litter the area, some for trading goods, some for selling slaves, body parts, magic items, books, poisons or even less savory items; groups of cowed figures gather together, hatching schemes and plots against their fellow conspirators; and occasionally, lesser priests of Orcus have gathered throngs of observers to hear their litany. Vampires rub shoulders with liches; demons push past undead as if they didn't exist; monstrous humanoids perform dark deals with underground aberrations. In all, the place is too vast and the throng too varied to describe accurately; the Referee is free to determine the specifics the PCs may find here. This is a central meeting and gathering place for the faithful of Orcus, and all manner of undead, demons, humans, humanoids, and other less-easily-defined being wander this area.

Nearly any evil item may be found here, and evil magic items may be acquired as well.

Located along the southwestern wall, part of the hideous mural depicts a great horned being with a gaping mouth. Anyone who draws to within 10 ft. of the mural must make a saving throw or avoid the area like the plague. The area wards away ALL creatures, fueled by the *anima engine* on **Level 14C**. The mouth is a teleportal to **Level 14C, The Architect's Workshop**.

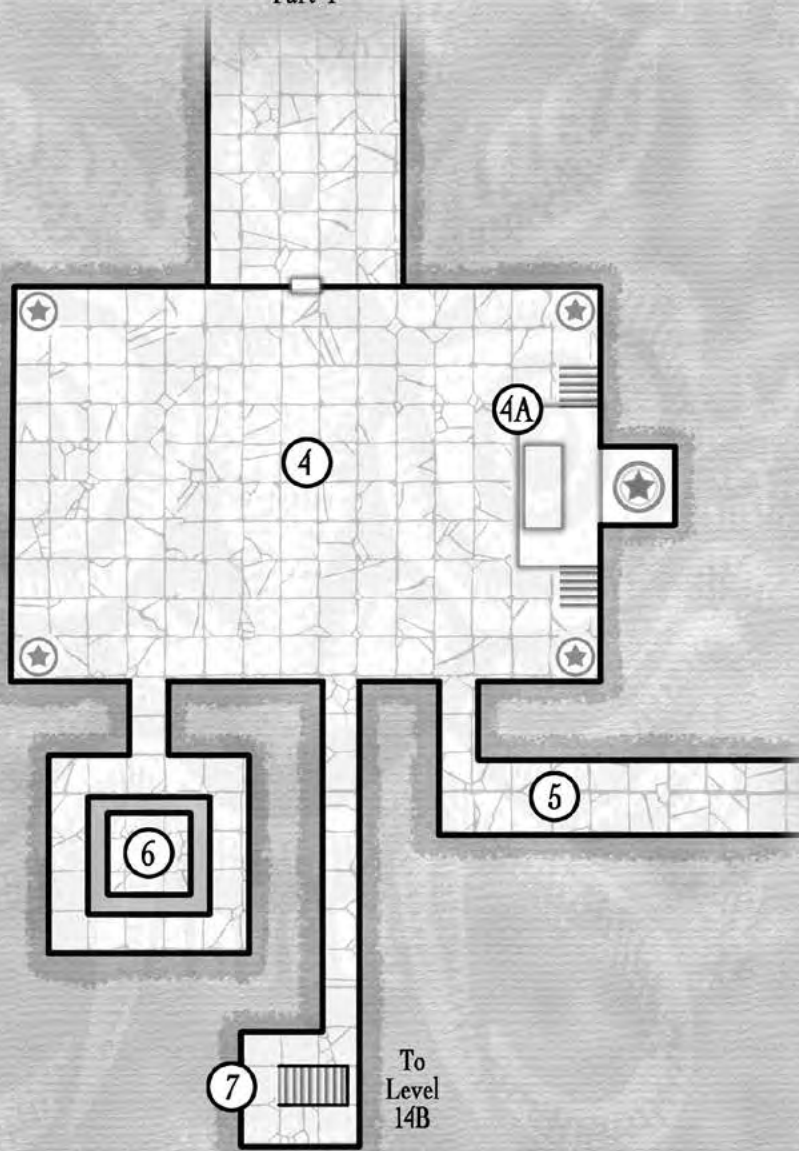
LEVEL 14A

Level 14A

Part 2

1 square = 10 feet

Map 14A
Part 1



14A-4. Grand Cathedral of Orcus

The seat of the High Altar of Orcus (the Demon Lord's primary point of worship), this area is the grandest temple anywhere in Rappan Athuk. With towering arched ceilings, gilt fixtures and lavish appointments everywhere to be seen, this sanctuary overflows with opulence. Lit by multitudes of black candles giving off shadows that dance and frolic as if they were alive (or undead), the cathedral looks like some deranged artists nightmarish rendition of a gothic chapel.

Usually, the cathedral appears empty save for the few **underpriests** tasked to replace the candles and keep the chamber immaculate. A **score of zombies**, swaying hypnotically in the northwest corner act as a morbid choir, replicating the loathsome cacophony of the haunted choir (**Area 14A-1B**). These zombies have orders to maintain this "singing," but will attack en masse if threatened or ordered by the underpriests.

Should the PCs appear in the cathedral during one of Orcus's unholy days, or when the Grand Cornu Lorvius is exhorting his congregation, the scene is much different; intelligent undead line up in ordered rows, all eyes facing the High Altar, in rapt awe. The PCs surprise on a roll of 1-3 on 1d6 if the Grand Cornu is in mid-sermon when they arrive; Lorvius can capture a crowd! However, should even one creature notice the PCs, heads slowly begin turning in their direction, as a ripple across a very still pond. As the last head turns, the PCs may notice the Grand Cornu has stopped speaking, and is staring directly at them. Time to run!

Area 14A-4A is the High Altar itself. This massive, jet-black, sarcophagus is roughly 4 ft. tall, fully 20 ft. long and nearly 10 ft. wide, and looks like nothing so much as a giant ebony coffin. Upon closer inspection (within 10 ft. of the altar), an observer notices that the top of the altar is a lid. Any being of non-chaotic alignment approaching the altar within 5 ft. must make a saving throw, or flee in absolute panic (as the *fear* spell). Should anyone except the Grand Cornu of Orcus attempt to raise the lid of the altar, they must make a saving throw or flee the entire level (beings of lawful alignment suffer a -6 penalty to the save). The lid is heavy, and requires an open doors check for anyone besides the Grand Cornu; for him, the lid rises easily.

Inside the altar is a most unusual sight; it is a delicate, desiccated elven corpse. What may have once been a beautiful drow noblewoman is now a dried and leathery husk. Silver jewelry and gossamer veils drape the body, with iron manacles at wrists and ankles. A silver dagger protrudes from the corpse's chest, acid slowly eating away at the body, but never fully destroying it, as if the corpse continues to fend off annihilation. Whatever this being once was, she must have great importance to the clergy of Orcus.

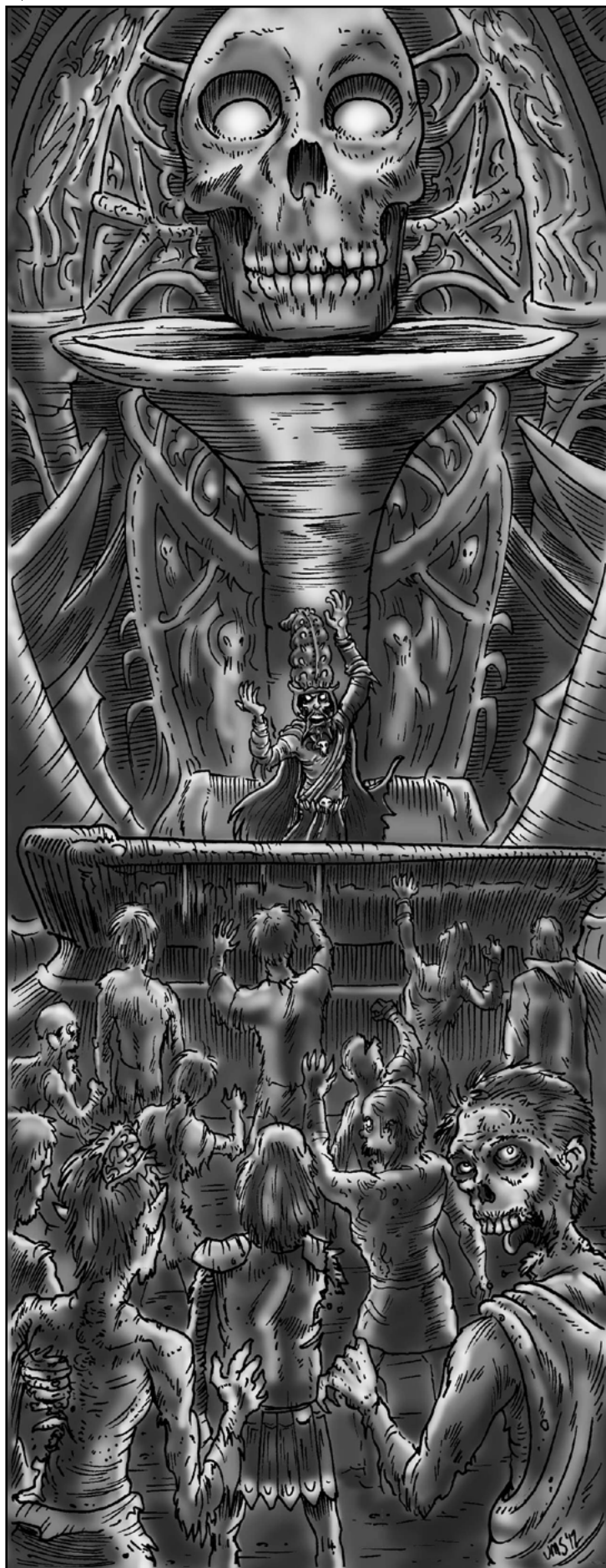
Behind the altar, a massive stone pillar bears a great, horned human skull nearly 20 ft. in diameter. Hellish light glows within the hollow pits of its eyes, and it seems to stare directly at anyone who enters the chamber. This pillar and skull is an accurate representation of the wand Orcus bears as his personal symbol.

The cathedral is never empty. **Shadows** fill nearly all the nooks in the ceiling, flickering in and out of sight as they please. As one of Orcus's favored undead, they enjoy some freedom of action, although they tend to stay close to the perimeter of the temple.

Underpriests (6), Cleric 6: HP 26; AC 2 [17]; Atk 1 heavy mace (1d6); Move 12; Save 10; AL C; CL/XP 8/800; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15-ft radius*; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: Platemail, shield, heavy mace, unholy symbol of Orcus, 18 gp.

Zombies (20): HD 2; AC 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Shadows (40): 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 str with hit, hit only by magic weapons.



LEVEL 14A

Treasure: All the gold appointments are highest quality, and worth a king's ransom (various candelabra, vessels, dishes, goblets, tapestries, etc. easily more than 200,000 gp). However, most have been bathed in evil for centuries, and retain the taint of wickedness. Anyone removing treasure or furnishings from this cathedral must make a saving throw or be subject to terrible nightmares that disrupt one's sleep (and ability to heal naturally or regain spells) until the items are returned or destroyed. If the items are given away or sold, the new owner suffers the nightmare effect (let the buyer beware!). If the items are destroyed in a temple dedicated to a lawful deity, by a priest of at least 12th level, the nightmares stop.

14A-5. Promenade

This wide corridor is painted with images of Orcus, various demons and undead, and scenes of atrocities galore. The scenes seem to become less abhorrent as one approaches **Level 14**, almost as if intentionally noting that **Level 14A** is more sinister and terrible. **Wraiths** haunt this promenade in packs (4-7), eagerly waiting for any non-priests to torment. The wraiths do not approach anyone wearing the unholy garb of Orcus.

Wraiths: 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.

14A-6. The High Reliquary

This dismal vault hangs heavy with an uneasy pall; something here drains the very life out of the air. Shelves made of solid, black wood line the walls, and each of the 3 ft. risers. Every shelf contains grisly and bizarre trophies; a skull here, a necklace made of bones there, goblets encrusted with blood and tissue, weapons of every make, a seemingly freshly-severed hand, etc. these items are the holy relics of the clergy of Orcus, gathered from across the land. Many of these items hold only "sentimental" or nostalgic value, but a few items bear mentioning.

A blackened, filthy chalice along the first tier is actually a potent magical item. Pouring any liquid into it creates either holy or unholy

water, depending on the alignment of the bearer. One of the less gaudy necklaces is a *necklace of firebaubles*. Two of the daggers presented, one on the first tier and one on the second, are actually +2 *daggers of venom* (those hit must save or be paralyzed for 1d6 rounds).

Upon the third tier, lying reverently on a pillow of blackest silk, sits a small, non-descript piece of jewelry. Any lawful being approaching the item is filled with dread, and unless a saving throw is made, the lawful being does not approach closer than 5 ft. The item is a *talisman of ultimate evil*, which gives a Chaotic cleric wielding the talisman the ability to banish any lawful-aligned divine spellcaster. The ground beneath the target opens and the victim falls into a pit, whereupon the crack slams shut behind them. There is no save, but the banished can be restored with *wish*.

If a lawful divine caster picks up the *talisman* they will suffer 2d6 points of damage per round until it is dropped. Anyone else may safely carry it if they make the initial saving throw.

The reliquary is a very popular location on this level, as many wish to bask in the glory of Orcus. Wandering monster checks are made every 5 minutes, and there are always **3 oblivion wraiths** stationed here to make sure items are not removed. These oblivion wraiths will pursue anyone removing any items from this room until they are retrieved or the wraiths are destroyed.

Oblivion Wraiths (3): HD 12; AC 1 [18]; Atk 1 touch (3d6 + attribute drain); Move 15 (Fly 30); Save 3; AL C; CL/XP 14/2600; Special: Drain attributes (each hit drains 1 point from the target's highest attribute for every "5" or "6" rolled on the damage dice), immune to non-magical weapons, disintegrates objects (any object used against the wraith is disintegrated; magic items may save to avoid destruction).

14A-7. Stairs to Level 14B

These stairs lead down to the High Cornu's private suites. Each step is graven with foul symbols, images, prayers to Orcus, and the like. If magic is checked for, no auras are discerned due to a magical "mask" cast over the area. This masks the *symbols of death* inscribed upon the third and the final steps of the staircase; both are triggered if a lawful creature passes over the step.