

# Level 14B: The Grand Cornu of Orcus

In the clergy of Orcus, there are many high priests, beings holding power, prestige, and above all, an affinity for death and destruction. These high priests are often the most frightening and terrible forces of their particular area, combining and leading divergent masses bent only on spreading evil and atrocity. Taking down a high priest of Orcus and thwarting their plans is often the goal of any adventuring group, whatever their party's moral code. Evil fights evil, as well as everyone else. Only the strongest, smartest, and most ruthless reach the upper echelon of this clergy. And above all these demented individuals, sits the Grand Cornu of Orcus, the supreme authority of Orcus's will on the material plane. The level is shown on **Map RA-14A**.

## The Grand Cornu

The current Grand Cornu, Lorvius, has held the position since shortly after the fall of Tsar and the retreat to Rappan Athuk by the army of Twilight. Opening the gateway, thus allowing the army to get to their new garrison at Rappan Athuk, proved to be too much for then-Cornu Jeravix (see **Frog God Games *Slumbering Tsar*** for more information on Jeravix), and as the gate closed, and neither the Grand Cornu, nor any of the Voices of the Master arrived, then-Canon Lorvius took control of the situation. As second in command to the Seneschal of Tsar, Lorvius had tasted power in the past, and looked forward to solidifying his position.

After some immediate preparation, the army of Light found where the

survivors of Tsar had fled. In their haste, the army of Light split their forces; some remained in Tsar to cleanse that wicked place, while the rest pursued the refugees. Not knowing Jeravix's plan all along was to send the army of Twilight to Rappan Athuk, the army of Light was woefully unprepared for what awaited them upon their arrival.

After the defeat of the army of Light, Lorvius celebrated as only he knew how. Always a sadomasochistic and deviant man, he did not allow the army of Light to rest after death. Animating their bodies, Lorvius positioned many of the fallen army to posts in Rappan Athuk. Over time, as other undead and despicable beings were drawn to the Dungeon of Graves, Lorvius lost track of the army, and now only on occasion can a former soldier of the army of Light be recognized by a scrap of armor or a standard.

During the rebuilding, the Archbishop of Orcus, Pagonis, came to Rappan Athuk. Having attempted to create a center of worship in the city of Tircople, Pagonis was not part of the evacuation, and was looked upon as an "outsider" in Lorvius's eyes. In the years Lorvius served Seneschal Vrrius, Pagonis had always lorded his status over Lorvius and all the other disciples. Now that Lorvius had secured Rappan Athuk, and was preparing the coronation ceremony for the next Grand Cornu, who was Pagonis to come in and take control? Lorvius planned a very clever assassination to remove his rival. Successful, Lorvius had the archbishop's body brought to the Cathedral (**Area 14A-4**) and before his body was cold, Lorvius bathed the new High Altar with the former archbishops blood, thus elevating himself to High Cornu of Orcus.

After the ceremony, and upon returning to his own personal level of the dungeon, Grand Cornu Lorvius retired to his private lounge for relaxation. Upon entering, he was horrified to find the shadowy figure of Archbishop Pagonis standing there waiting for him. Upon his death, Orcus had decided to send the archbishop back to the material plane to act as an "advisor" to the new Grand Cornu, and maintain his position as Archbishop is his "new and improved" form. The archbishop is rarely far away from the Grand Cornu, always offering advice and observing his actions.

As the Canon of Orcus in Tsar, **Lorvius** was allowed to feed his taste for self-torture, mutilation, and other deviant acts. After his ascension to Grand Cornu, his devotion to personal abuse was elevated to a new level. Cornu Lorvius tests new concepts on victims in the Torturarium (**Area 14B-2**) before trying them out on himself, always seeking the next level of "devotion".

As an extremely busy man, Lorvius moves around this complex frequently. The Grand Cornu is either in the Torturarium (1-10, **Area 14B-2**), the Library (11-15, **Area 14B-5**), the Lounge (16-17, **Area 14B-6**), here (18), or elsewhere in the complex (19-20 on d20, Referees discretion where).

The Grand Cornu is never alone while on this level; the Dark Archbishop, **Pagonis**, is always near him offering advice on how to avoid being assassinated, how to run the clergy, etc., much to the Grand Cornu's chagrin. Lorvius is extremely cautious about anyone meeting him on this level (fear of assassinations) and never meets with outsiders without his retinue of **4 spectre bodyguards** he specifically created for the task and never leaves his side.

**Grand Cornu Lorvius, Cleric 19:** HP 51; AC 0 [19]; Atk +1 *unholy two-handed flail* (1d8 + 9); Move 9; Save 4; AL C; CL/XP 22/5000; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x5, *detect good*, *detect magic*, *protection from good*; 2nd—*bless*, *hold person* x4, *silence*

## Minor Artifact

### The Crown of the Grand Cornu

This impressive headpiece is the undisputed symbol of the Grand Cornu. It is large and imposing, composed of fluted iron and black opals, and is worth 100,000 gp for its materials and workmanship alone.

In addition to being a badge of office, the crown acts grants a +3 bonus to the wearer's wisdom and charisma scores. However, it also bears a terrible curse that strikes anyone who puts on the crown without having been sworn in as the Grand Cornu in an official ceremony in a major temple of Orcus. Creatures that have the crown forced upon their head gain a saving throw to avoid the curse; those who willingly don the headpiece, however, receive no save.


The crown's curse immediately turns the wearer's alignment to chaotic. The wearer's skin turns a darker shade, as if coated by a layer of shadows, and the irises of the eyes turn a smoky, roiling black. In addition to the alignment change, the wearer becomes a devoted servant of Orcus, seeking to further the demon lord's cause in whatever way possible. Likely this involves first disposing of any allies! Removing or even destroying the helm does not lift this curse; it can only be removed by a lawful cleric of 16th level or higher.

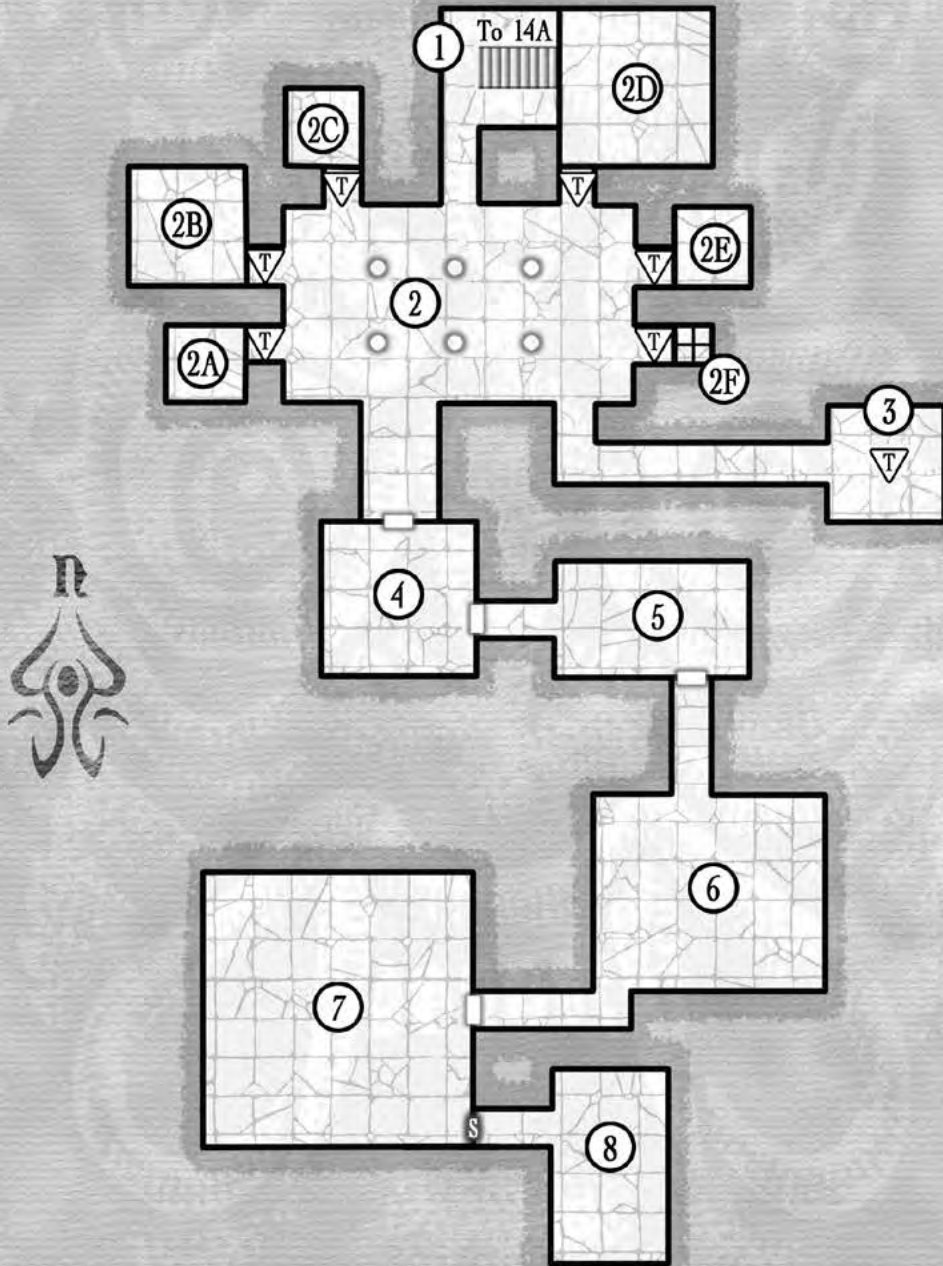
The crown may be destroyed by any cleric or paladin of Muir or Thyr consecrating it in a temple of one of those gods; otherwise it is indestructible.

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1 square = 10 feet

 = Teleportal



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15-ft radius, snake charm, speak with animals; 3rd—cause disease x5, locate object, prayer, speak with dead; 4th—cause serious wounds x5, protection from good 10-ft radius, sticks to snakes; 5th—commune, dispel good x2, finger of death x3, insect plague; 6th—animate object, blade barrier, speak with monsters, word of recall; 7th—symbol, unholy word). Gear: +3 platemail, +1 unholy mace (+3 vs. lawful creatures, protection from good on wielder), girdle of giant strength, Crown of the Grand Cornu, ring of spell turning.

**Archbishop Pagonis:** HD 19 (91 hp); AC -3 [22]; Atk 1 touch (1d8 strength damage); Move Fly 15; Save 3; AL C; CL/XP 21/4700; Special: Incorporate, +1 or better weapon to hit, magic resistance (35%), creatures killed by Pagonis rise as shadows under his control in 1d4 rounds.

**Spectres (4):** 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.

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**Equivalent Dungeon Level:** 17

**Entrances:** Stairs down from **Level 14A** at **Area 14-B1**.

**Exits:** None

**Wandering Monsters:** None.

**Detections:** Strong evil and magic emanates from the entire level.

**Shielding:** The entire level is shielded, and no means of magical transport such as *teleport* and *dimension door* functions except in very specific areas (the teleportal at **Area 14B-3**; the attuned teleportals in the Torturarium at **Area 14B-2**). In addition, no divine spells involving extraplanar contact of the non-Evil planes, such as *gate* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed (and encouraged!), placing lawful PCs at a distinct disadvantage. The entire level radiates *protection from good* and makes invisibility impossible. All permanent spells on this level operate as though cast by a 20th level caster. The Grand Cornu alone is not subject to the *teleportation* shielding, as he may use *word of recall* as normal to return to his chambers.

**Standard Features:** Unless otherwise noted, all doors on this level are made of locked, solid iron doors.

### 14B-1. Entry

These stairs lead down from **Level 14A**. Each step is graven with foul symbols, images, prayers to Orcus, and the like. If magic is checked for, no auras are discerned other than those present throughout the level. 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.

### 14B-2. Torturarium

The current Grand Cornu of Orcus, Lorvius, has a long history of sadomasochism and deeply deviant behavior. Much of this abuse is self-directed, but ever the vanguard of mutilation, Lorvius has been directing his attentions lately to testing new theories of torment on others before

inflicting the punishment on himself. To this end, he has enlisted the aid of a being called “**Doctor Tremble**”, an interlocutor chain devil. The “doctor” has worked with Lorvius and the master trapsmith Sourfang to develop this torture testing-ground for Lorvius’s entertainment and enlightenment.

In the central chamber stand six pillars, each 3 ft. tall, with a dark, smoothly polished crystal lens approximately the size of a small shield affixed to the top of each. These crystals are magical scrying devices allowing those activating them to gaze into the specialized torture rooms (**Areas 14B-2A** through **F**; see below). The crystals are permanently attached to the pillars; removing them destroys their magic. Each pillar bears a pair of hidden buttons concealed upon it. One button activates and deactivates the scrying crystal; the other activates or deactivates an effect within each associated chamber.

The six alcoves indicated on the map each holds a teleportal that transports any creature entering the alcove to the corresponding torture room. These teleportals are one-way transports.

In addition to Doctor Tremble, there are always **4 chain devil aides** in the room to “help” anyone with their observations and to try-out any room they like. Chain devils control their chains as if they were their own limbs. If any of the PCs are so unlucky as to be brought before the Grand Cornu, he initially tries to determine the characters weaknesses (with the aid of the doctor) and find a perfect torture for them. After a torture area is determined, the PC is placed on the attuned teleportal and shifted into the trap. Their reactions are then observed by anyone viewing the attuned crystal in **Area 14B-2**.

It is important to remember, the entire area is shielded (see **Level 14B**, **Shielding**), so no teleportation or planar travel is possible out of the traps. The various rooms are described below.

**Doctor Tremble:** HD 12; AC 0 [19]; Atk 2 chains (2d6); Move 12; Save 3; AL C; CL/XP 17/3500; Special: Regenerate 3 hp/round (unless damaged by silver), immune to cold and poison, magic resistance 30%, control chains, spells (3/day—*cause serious wounds*), unnerving gaze (save or victim is -1 to hit and damage).

**Chain Devil Aides (4):** HD 8; AC 0 [19]; Atk 2 chains (2d4); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Regenerate 2 hp/round (unless damaged by silver), immune to cold and poison, magic resistance 20%, control chains, unnerving gaze (save or victim is -1 to hit and damage).

**Tactics:** If the opposition from any intruders seems minimal, Doctor Tremble and his aides seek to immobilize their opponents, either through grappling or by trying to force them into one of the teleportal alcoves. Should they face more serious opposition, they animate the chains hanging throughout the room to cause general mayhem while Doctor Tremble focuses his attentions on one threat at a time. Any combat within this area can be heard throughout the level, and will likely bring the swift attention of the Grand Cornu if he is not already present.

**Area 14B-2A, Bathophobia:** Once the target is placed upon the teleportal, they are immediately transported into a room 20 ft. long and wide, and 200 ft. deep. The receiving point of the teleportal is inscribed on the ceiling of the room, and the target immediately begins to fall. At a distance of roughly 1 in. below the receiving teleportal, an *anti-magic shell* fills the room. As the target reaches the bottom, they notice another outlined teleportal fast approaching. Again, roughly 1 inch above the floor, the *anti-magic shell* stops, allowing the falling target to contact the opposite teleportal, only to be transported back to the top of the room! Not normally possible (without the use of the *anima engine* on **Level 14C**), the trap continues to cycle the target through as many revolutions as necessary to eventually starve to death. Once the target has expired, the *anti-magic shell* is suppressed by means of one of the hidden buttons on the scrying crystal pillar attuned to this chamber, and the body is removed.

**Area 14B-2B, Demophobia:** Creatures placed upon the teleportal are transported into a room 30 ft. long, wide, and deep. The receiving point of the teleportal is again inscribed on the ceiling of the room, and the

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target immediately falls to the floor (taking 2d6 points of damage). One in. below the teleportal the entire room is covered by an *anti-magic shell*. The stench of this room is so overwhelming the target must make a saving throw or become nauseous. Except for a five-foot diameter area directly beneath the teleportal, the floor of the chamber is packed by a horrid mass of shambling, moaning **zombies**. The instant the target lands, the zombies move forward with their grasping, rotted hands, seeking to tear the new arrival limb from limb.

**Zombie Horde:** 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.

**Area 14B-2C, Aquaphobia:** The teleportal accessing this area transports the target to a 20 ft. square room completely filled with water. The target may attempt to hold its breath, but eventually will begin to drown. Once the target has perished, the water is drained away by means of a hidden scrying pillar button (see 14-2A, above) and refilled from some unseen source.

**Area 14B-2D, Achulophobia:** Similar to other areas, the teleporter transports the target to a location on the ceiling, dropping the target to the floor 20 ft. below (for 1d6 points of damage). One inch below the receiver location, an *anti-magic shell* fills the room. This room is quite large (40 ft. square) and unlit. It is the home of **24 shadows** that love nothing more than to add to their ranks. Any targets drained by the shadows join their ranks in this room forever. The hidden button on the scrying pillar associated with this area (see 142A, above) activates and deactivates the *anti-magic shell*.

**Shadows (24):** 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.

**Area 14B-2E, Autophobia:** The teleporter transfers the target into a featureless room, well lit from an unseen source. However, by means of the button on the scrying pillar, a section of wall can slide open, revealing a *mirror of opposition*. There is nowhere in the chamber to avoid being reflected by the mirror. Any creature reflected within the mirror causes it to activate, producing an exact duplicate of the target, which emerges from the mirror and attacks its double using the best tactics possible, and fights to the death. If the reflection should win, it vanishes upon the death of its counterpart. However, if the victim should survive, they might be released from the chamber and tortured in some other fashion...or the wall might be reactivated, causing another reflection to appear. Those viewing the fun in this chamber always close the wall back over the mirror after activating it.

**Area 14B-2F, Claustrophobia:** This teleporter transfers the target to a 2 1/2 ft. wide by 2 1/2 ft. deep by 7 ft. tall space. The teleporter point is on an adamantine grate with 1 inch square spaces. Every minute the target is in the space, the ceiling lowers 3 inches. For human-sized targets, they are safe for approximately 8 to 10 minutes. Depending on armor worn, items carried, etc. the target runs out of space after this time. The ceiling can be slowed with a "delicate tasks" check, slowing the rate of descent to 1 inch per minute. The target is eventually squeezed completely through the grate, and the ground fluid and tissue is transported to other places in the dungeon. The hidden button on the scrying pillar activates and deactivates the crushing walls. As this chamber is only effective on human- or smaller sized creatures, Lorvius is currently considering having an additional chamber created to hold larger victims.

## 14B-3. Teleportal

The floor of this room is dominated by a massive circle of lines and runes permanently etched into the floor and inlaid with platinum, obviously a summoning circle of some kind. The area within this circle is one of the few locations on the level not shielded against magical transport.

The chamber is guarded at all times by **8 bodak priests** who defend it against any unauthorized intrusion.

The circle inscribed in the floor is frequently used in conjunction with *protection from good 10-ft radius* when Lorvius wishes to try to lure or force a lawful outsider into his domain, as a precursor to binding it and trying out his latest torture experiments upon it.

**Bodak Priests (8):** HD 9; AC 0 [19]; Atk 1 slam (1d8); Move 9; Save 7; AL C; CL/XP 12/2000; Special: +1 or better weapon to hit, immune to electricity, flee from sunlight, death gaze (30 ft. range, save or die), cast spells as 6th level cleric (2/2/1/1).

## 14B-4. Grand Cornu's Office

Entering this area from the previous debauchery is quite a shock to the senses; this is a very ordered and business-like den. A large darkwood desk sits along the southern wall, with just enough space for the overstuffed chair behind it, and a huge (10 ft. by 15 ft.) tapestry showing the landscape of Tsar. Paintings and tapestries cover the other walls, lending a warm, pleasant feel to the room. A large fireplace sits in the western wall, with a warm fire blazing merrily within. A dozen rather uncomfortable chairs are arrayed in a semicircle about the center of the room, surrounding a large bas relief set into the floor depicting a massive angelic figure, bound and suffering from the gleeful tortures of surrounding demons.

Lorvius only meets important underlings in this room for private conversations and official business requiring face-to-face discussion. If the Cornu wishes to meet with someone in a less formal manner, he meets them at the Torturarium (**Area 14B-2**) and they conduct their business there.

Lorvius remembers well the path he took to gain his position as the Grand Cornu, and is ever vigilant with his protections and defenders. The **animated darkwood desk** itself is a bodyguard, and a group of **6 shadows** lurk in the corners, and the bas relief set in the center of the floor is actually a **stone golem**. In addition, the set into the floor, and the illusory fireplace is an illusion that covers a *symbol of death* (Lorvius is attuned to the symbol, thus immune to its effect); it activates immediately should the fireplace be dispelled or disbelieved and the symbol seen. In addition, the tapestry behind Lorvius's chair covers another *symbol of death*, a *symbol of discord*, and a *symbol of stunning* (again, Lorvius is attuned to all of them and immune to their effects).

**Darkwood Desk:** HD 4 (19 hp); AC 5 [14]; Atk 1 slam (1d8); Move 9; Save 13; AL N; CL/XP 4/120; Special: None.

**Shadows (6):** 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.

**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:** The 8 paintings are all masterpieces, and will fetch 1,000 to 4,000 gp each to a collector. The 10 tapestries are all large and well-made and are worth 200 to 1,200 gp each. The paintings weigh 20 pounds each while the tapestries each weigh 40 pounds.

## 14B—5. Library

This area is crammed with many tomes, folios, scrolls and other media. There is a dizzying amount of information in this place. Floor to ceiling bookshelves groan under the weight of all the books. Volumes dedicated to torture, pain, healing, and alchemy compete with books of clerical dogma, humanoid sacrificial rites, while strange metal plates engraved with numerical ciphers lie stacked against, stone tablets with etched indecipherable scratches.

A small stack of parchment sheets and several journals lie on the floor near the center of the room, arranged in a small circle (Lorvius prefers to kneel on the hard stone floor to relax while reading). Two of the journals are written in strange, twisted sigils (Daemonic), while three others are written in Draconic, Aklo, and a third language of strange, serpentine script (Yithian). All these journals and notes seem to reference something known as the “Pain Trade,” although it is unclear what that is referring to. Many of the parchments are notes trying to knit together bits and pieces of the journals, but it is difficult to see if there is any success. Another of the notes looks like a half-completed draft of some sort, written in the Common tongue, with many scrapes and revisions visible on it (see side box).

Deciphering all this information in the library may be a difficult task, as the PCs are not alone! The librarian makes an appearance 1d6 rounds after anyone enters the library, *teleporting* in. The current librarian, **Ashfallen**, appears as a human-sized, cowed figure wearing a veiled face-wrap, his only clearly visible body parts being the wickedly sharp claws extending from his loose robes. Ashfallen is tasked with maintaining order here and documenting the Grand Cornu’s rise to power. He is not immediately hostile, although he is quite surprised to find the PCs here alone. Ashfallen is an ally of Glazerel on **Level 14C**, and possesses a *warden ring*, allowing him to *teleport* or *plane shift* while on this level (Lorvius keeps Ashfallen around for this reason; he still doesn’t understand how the annalist can perform this feat). If the PCs somehow manage to successfully befriend him, Ashfallen may be a useful source of information. Ashfallen has no loyalty to Lorvius, but uses his position to gather information for himself and Glazerel. If the PCs manage to make Ashfallen helpful, he may even allow the PCs draw from his *deck of many things*, if they are so inclined.

**Ashfallen, Denizen of Leng Magic-User 14:** HP 35; AC 0 [19]; Atk 1 bite (1d6 + paralysis 1d4 rounds) and 2 claws (1d4); Move 15; Save 5; AL C; CL/XP 10/1400; Special: Regenerate 2 hp/round, immune to poison, resistance to electricity (50%), magic resistance (25%), backstab for x3 damage, unusual anatomy grants Ashfallen a -4[+4] bonus to AC, spells (at will—*comprehend languages*; 3/day—*ESP*, *levitate*, *phantasmal force*; 1/day—*locate object*), shift planes once per day, magic-user spells (1st—*charm person*, *hold portal*, *magic missile*, *shield*, *sleep*; 2nd—*detect invisibility*, *ESP*, *mirror image*, *strength*, *web*; 3rd—*dispel magic*, *haste*, *lightning bolt*, *protection from evil* 10-ft radius, *suggestion*; 4th—*charm monster*, *dimension door*, *polymorph other*, *wizard eye*; 5th—*animate dead*, *feeblemind*, *monster summoning III*, *teleport*; 6th—*death spell*, *legend lore*, *repulsion*; 7th—*limited wish*). Gear: Bracers of Defense AC 4 [15], *deck of many things*, *warden ring*.

“It is with the uttermost sense of [scraped off] satisfaction that I chronicle the rise of Our Leader, the Grand Cornu Lorvius, the High Atrociter, the Hand of Orcus, the Dark Archbishop.

Grand Cornu Lorvius began his rise to power in the far city of Tsar, lo these many years ago. A [scraped off] man of humble beginnings, his rise to the High Altar has come not from privilege or station, but by the strict adherence to the doctrine of Orcus. The Horned Father selected the High Atrociter many years ago, and [scraped off] personally guided his growth and promotion through the ranks of His clergy.

[large area scraped off]

...and after the Canon led the advance guard from the treachery of Tsar at the hands of the Unnamed Heretic, the High Atrociter began to build, with [scraped off] only his faith in Our Horned Father, the new High Altar of Orcus in the depths below the Forest of Light.

Luring the remnants of the Fool’s Errand to the fortification, the High Atrociter and His Twilight Army decimated their foes, converting some to the One True Faith, while utterly annihilating the Unbelieving. It was over the course of many months, but final victory was assured.

After the Great Purge, when naught were left of the Fool’s Errand, but perhaps a few stragglers saved for later use, the High Atrociter declared the consecration of the High Altar to be nigh. The Time of Blackest Night was upon us, the greatest of holy days to Our Horned Father. The High Atrociter sought the Sign of Orcus in the sky, the waning moon with the Face of Death upon it, when he noticed [scraped off] the Betrayer returned to fortified Rappan Athuk!

Seeking to steal the High Altar and supplant our High Atrociter in the eyes of the Horned Father, the Betrayer made his intentions of becoming the new Grand Cornu known. Upon hearing the proclamation, our Leader knew the time for action in the name of Orcus was upon him. Seeing the Betrayer not as a challenge to his authority and rightful place as Grand Cornu, but as a gift from the Horned Father to be used in consecration of the High Altar, the High Atrociter used his [scraped off] righteous might to subdue the Betrayer, lash him to the Altar, and offer his soul to the Horned Father in supplication. The Blood Ceremony complete, the High Atrociter placed the Horned Crown upon his brow, declaring himself the new Grand Cornu of Orcus!

[Another large area scraped off]

These facts are documented for my Lord; the High Atrociter; the Hand of Orcus; the Will of Our Horned Father; the Dark Archbishop; the Flayed Canon; Lorvius, the Grand Cornu of Orcus

—Ashfallen, Annalist of the Grand Cornu

## 14B-6. The Lounge

Decorated in the plush style of the desert genies, the room is covered in lush throw rugs, satin pillows of various sizes, hanging draperies of gossamer silk, with iron braziers and golden stools punctuating the perimeter. Smoke drifts from the incense smoldering in the braziers, filling the air with stifling heat and cloying, exotic smells.

This area is the Grand Cornu's relaxation chamber, for his less abusive indulgences. While not on the level of his typical atrocities, the usual inhabitants of this room are no less deviant.

**Twelve chain devils** typically inhabit this room, indulging their own brand of abuses and abhorrent behaviors. Should the PCs enter this room unattended by the Grand Cornu or one of his minions, they are considered "fair game" by the chain devils, and they ply their expert ministrations upon the party. Chain devils can control their chains as if they were their own limbs.

**Chain Devil Courtesans (12):** HD 8; AC 0 [19]; Atk 2 chains (2d4); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Regenerate 2 hp/round (unless damaged by silver), immune to cold and poison, magic resistance 20%, control chains, unnerving gaze (save or victim is -1 to hit and damage).

**Treasure:** The silks, golden furnishings, and tapestries are worth a combined total of 20,000 gp, double that to a macabre collector. All the items combined weigh 500 pounds.

## 14B-7. The Grand Cornu's Suite

This is the bedchamber of Lorvius, although the furnishings certainly indicate a decorator of suspect taste and decorum. A raised platform 2 ft. off the ground is actually a bed of barbed nails; a large vanity mirror and table look to be coated in a sticky, coppery substance resembling dried blood; a 15 ft. tall statue of Orcus in the center of the room is alternately coated in blood, tissue and what looks like flowers. Scourges, whips, fine fillet knives, branding irons, braziers, and other hideous implements litter the room.

Cornu Lorvius tests new concepts on victims in the Torturarium (**Area 14B-2**) before trying them out on himself, always seeking the next level of "devotion."

The contents of the room, while disturbing, are all of excellent quality and quite valuable. In bulk, if all the implements of torture were gathered and removed from here, the PCs could fetch 15,000 gp from a collector of such items. Lawful clerics and paladins should surely frown on distributing these items outside this accursed place.

## 14B-8. Vault

Due to Grand Cornu Lorvius's increasing paranoia, he had his own personal vault created, and after its construction, he slew the builders and tasked their undead forms to guard the treasures within. The massive iron door of this vault has three superior locks (the keys are always with Lorvius) and each is protected with a *wizard lock*.

The vault door opens into a 20 ft. hallway, and terminates at a shimmering, rainbow-colored wall. This is a permanent *prismatic wall* (as *prismatic sphere*, but in the shape of a wall) that reforms 1 hour after all layers are disabled. Beyond



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the *wall* is the entrance to the Grand Cornu's treasury. Vast wealth fills this 30 ft. by 50 ft. chamber. Suits of armor, weapons and oddly-shaped items are stacked and placed upon the racks, stands and shelves that cover the walls. Coins, gems, statuettes, and even more obscure jewelry items litter the floor, are piled upon tables, and swept into corners. The value of this trove is obvious to anyone who sees it; indeed, it almost seems to whisper invitations to gather as much as one can carry away.

The treasure within the chamber is protected by the *grand curse* (see sidebar). Anyone entering the room, except Lorvius, must make a saving throw or be compelled to gather all the treasure they can. The compulsion is so strong that friends will turn on friends; partner will fight partner; and a group of adventurers will kill each other to be the last one to leave with everything.

In addition to the magical wards in the room, the former builders of the room are very angry with anyone able to bypass the protections and enter without Lorvius. The 10 builders have become powerful **allips**, and the wizard who created the *prismatic wall* is bound here as a horribly malignant **spectre**. As all their bones were ground to powder and included in the finishing touches of the room, their restless spirits cannot leave the room, nor pursue beyond the vault door.

Allips are shadowy, incorporeal undead that mutter and speak with the voice of madness from beyond the grave. The voice acts as a Suggestion spell upon anyone hearing the quiet mutterings: the suggestions of an allip are usually senseless but sinister. The allip's touch does not deal damage, but causes the victim to lose 1d4 points of wisdom. If a victim's wisdom falls to 0, it dies and will become an allip within 2d6 days. Allips can only be hit with magical or silver weapons.

**Allips (10):** HD 4; AC 5 [14]; Atk 1 strike (no damage, 1d4 points of wisdom lost); Move (Fly 6); Save 13; AL C; CL/XP 7/600; Special: Drains wisdom, hypnosis.

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

**Treasure:** It takes hours to gather all the items in this room, but the area contains the following:

1. Gems and jewelry worth a total of 60,000 gp.
2. 20,000 gp in fine clothing, furnishings, and art objects.
3. Coins, both loose and in stacks; in total there are 300,000 cp, 120,000 sp, 45,000 gp.

In addition, Lorvius has amassed a sizable hoard of magical items, mixed in within the valuables listed above:

1. Magic weapons: +1 *quarterstaff*, +2 *short sword*, +3 *spear*, two +1 *light crossbows* and a +3 *bastard sword*.
2. Magic armor: +2 *platemail*, +2 *chainmail*, +1 *platemail*, +1 *ring armor* and three +1 *shields*.
3. Six wands (choose randomly).
4. Two rings (choose randomly).
5. Ten potions (choose randomly).
6. Two scrolls (choose randomly).
7. Miscellaneous items: *bracers of defense AC 5 [14]*, a pair of *figurines of the golden lion*, a *carpet of flying* (5 ft. by 5 ft.), and a crystal jar holding a single red mushroom with yellow spots magically preserved within (the jar loses its magic if opened; the mushroom within is one of the famous "mushrooms of youth" from **Area 6-14 of Level 6**).

Feel free to place additional items here as you see fit, especially if they are tied in with a quest or unexplored location elsewhere within Rappan Athuk. For example, one of the dagger-keys unlocking the vault door that seals **Level 3B** could have found its way into the vault.

## Grand Curse

**Spell Level** Cleric, 8th level, Magic-User, 9th level

**Range** 30 feet

**Duration** Permanent

You lay a magnificent curse on the target, who must pass a saving throw to avoid it. Curses can include -6 penalties to ability scores, -4 penalties on attacks or saving throws, or the inability to move and attack in 1 out of 2 rounds.

If used to place a curse on an area, the caster may affect one 10 ft. by 10 ft. square per caster level. The nature of the *grand curse* is decided by the spellcaster upon conclusion of the ritual, which takes 1 hour to complete; any of the above effects may be placed upon the area, and any time a target comes into contact with the area they are subject to the curse. If another spell effect is desired, the grand curse may be a compulsion of some sort. The player should be creative with the types of curses available, but should be in line with the above restrictions.

**Example:** The *grand curse* used in **Area 14B-8** was created with an elaborately worded *suggestion* spell.