

# Level 1A: The Temple of Final Sacrament

When the minions of Orcus were driven into the caves that became Rappan Athuk long ago, some of their rearguard, led by a powerful if insane warrior named Duke Aerim, entered the complex through this secondary access way. The Duke subsequently turned on his allies and was brought down by assassins, and the vault where he was buried eventually became the Bloodways (see **Level 9D**).

To protect this alternate point of entry, which leads deep into the dungeon complex, the priests of Orcus erected a dark temple on the surface (see **Wilderness Area 3** for details), and installed a gauntlet of guardians and deathtraps beneath it. Because of its obscure location in a dell north of the more famous entrance, relatively few bands of adventurers have come this way into Rappan Athuk—and of those that have, very few ever returned. However, in recent times, the adventurer Corondel, responsible for slaying a green dragon some years past in the Forest of Hope, led a band of adventurers into the Temple of Final Sacrament and returned, hollow-eyed, muttering about strange guardian creatures that devoured his party one by one.

Adventurers may discover this alternate entrance in one of several ways: they may come upon the nearby community of the Fethine on the surface (see **Wilderness Area 2**), who can inform them of it; they may meet Corondel, or discover a journal or the like from him or one of his men, that pinpoints its location; they may stumble upon it in their ramblings; they may hear of it from local bandits or brigands; or they may even enter it from below, through **Level 9D**. However they enter, the Temple is harsh and unrelenting, and is not for the inexperienced delver. The area is shown on **Map RA-1A**.

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**Equivalent Dungeon Level:** 8

**Entrances:** Passage to surface in **1A-1**.

**Exits:** Passage to **Level 9D** in **Area 1A-15**.

**Wandering Monsters:** None.

**Detection:** The entire temple radiates moderate enchantment magic if checked for.

**Shielding:** None.

**Continuous Effects:** The interior of the Temple is shrouded with perpetual gloom that limits all vision to 40 ft.; this is not a darkness effect, but a direct assault on the visual senses of those within the temple. The area within 40 ft. still seems to crawl with twitching shadows, and surprise occurs on a roll of 1 to 3 on 1d6. Attempts to find secret doors are rolled on a d8 instead of d6.

**Standard Features:** The Temple is constructed of black marble three feet thick, built into the native limestone. Ceiling height beneath the temple is 18 ft. The shrine's doors are constructed of black marble four inches thick. Unless locked, all doors open smoothly and silently on hidden hinges built within the stonework.

## 1A-1. Exterior

Beneath a black stone temple on the surface (see **Wilderness Area 3**), a 20 ft. wide passage slants down into darkness, descending 50 ft. to an intersection at **Area 1A-2**. Close inspection of the floor inside the temple reveals numerous scratch marks, as if bladed weapons had been drawn across the stone repeatedly, particularly on the ramp. Splinters of bone also litter the floor.

## 1A-2. Skin: The First Guardian

The 20 ft. wide passage from the surface temple comes to a T-intersection, with passages leading off left and right into the darkness, each continuing to descend in either direction at a 20 degree slope. The wall at the end of the passage is carved with a depiction of humanoids being flayed alive by bladed instruments; somehow, despite the unrelieved darkness of the stone and the shadowy nature of the Temple, the details of this carving stand out quite clearly. This section of carved wall is an *illusion*. Those searching the wall are allowed a saving throw to discern its true nature. Beyond the false wall is a 20 ft. square area holding the first guardian of the Temple: a **bone crawler**.

## The Epitaph of Final Sacrament

Chiseled into a stone marker on the surface is a set of cryptic writings, written in Abyssal. It is part of an obscure prayer liturgy to Orcus, and reads as follows:

*“Where for the glory of the Horned One does the true essence lie?*

*Not in the skin, that tattered rag that clothes us; strip it away.*

*Not in the flesh, mere meat to rot to nothing; let the worms feast upon it.*

*Not in the brain, for thought is fleeting, ever changing; crack the skull and suck it forth.*

*Not in breath, that most fragile of sighs so easily stolen; drown it in tears and pain.*

*Not in the belly, that furnace of power, for it so easily turns; dissolve it in acids of its own creation.*

*Not in the seed of man and woman, the agent but not the source of the spark; it shall waste away in the shadow of false hope.*

*Not in the bones, the final dancing relic of the dead; crush them to dust and let the wind take them.*

*Where then does the true spark hide?”*

The final line of the Epitaph has been chiseled away. This message was not placed idly; it is designed to mock and taunt intruders, while reminding the faithful of the dangers that lie beneath the black fane. Each of the lines is reflected in a guardian or challenge contained within the complex, and perspicacious characters may realize this to their advantage.

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The characters may have already encountered this beast previously if they attended the feast of the Fethine. If so, it will not have healed damage to its armor. Within the 20 ft. lair is a small collection of items looted from previous explorers. Azarthraine and his band bypassed this creature by stealth, and so never discovered its hidden valuables.

**Bone Crawler:** HD 12 (56 hp); AC 2 [17]; Atk Up to 12 bone blades (1d10) and whipfronds (1d6); Move 12 (Climb 9); Save 3; CL/XP 14/2600; Special: Bone armor, bone blades, magic resistance (10%), whipfronds, whirling frenzy.

**Treasure:** A pouch holding 23 gp and 8 pp, a +1 *shield*, and a scroll scribed by a cleric holding the spells *cure light wounds*, *sticks to snakes*, and *prayer*.

**Tactics:** The bone crawler waits until people come up to inspect the wall more closely, and then lurches out with surprise. It retreats if it loses its armor or 75% of its hit points, and fights anyone to the death who makes it past the *illusory wall* in pursuit. Victims of its slicing bone blades soon come to resemble the flayed victims depicted on the wall.

### 1A-3. Sloping Trap

At the 20 ft. mark of this passage, the ceiling of the passage is set with an *invisible* magical sensor that detects body heat of creatures passing beneath it. When body heat of a human-sized creature (or two halfling-sized creatures) passes beneath it, it triggers a **trap**. The entire passage suddenly slams downward to an 80-degree angle, flinging those within it forward to the corridor's end, which now opens into a 30 ft. deep shaft lined with barbed steel spikes at the base. If the trap is somehow not tripped, the passage simply slopes downward gently for 70 ft. and then ends.

To make matters worse, a **mordnaissant** lurks within a small alcove at the base of the pit.

**Mordnaissant:** HD 9 (30 hp); AC 5 [14]; Atk 2 claws (1) or ray; Move 3 (Fly 24); Save 7; CL/XP 12/2000; Special: Death curse, lash of fury, pain wail.

**Slide and Spiked Pit Trap:** Deals 8d6 points of damage from the fall and an additional 2d6 points of damage from the spikes. A saving throw avoids the fall and damage.

### 1A-4. Bile: The Second Guardian

After descending 60 ft., the rightward passage ends at a stone door. Beyond it is a foul-smelling, 20 ft. wide hallway **filled with greenish-black liquid** 3 ft. deep. A series of narrow walkways 10 inches wide run just above the liquid's surface, leading to a door to the left of the entry (going to **Area 1-4A**, see below); and to a set of double doors at the far end of the passage, 90 ft. away. Walking upon these walkways requires one to walk carefully (half normal movement rate) or pass a saving throw to avoid falling into the water.

The air within this hall is incredibly foul, with an acrid, rotted smell. Those breathing it must make a saving throw every minute or become nauseated for as long as they are within the room and for 1d4+1 rounds after leaving. Nauseated individuals suffer a -2 penalty to attack rolls and saving throws.

The liquid is an acidic broth that is harmful to anyone entering it, inflicting 1d6 points of acid damage per round. In addition, for each round of contact, a saving throw must be rolled or the victim contracts the disease *slimy doom*, with no initial incubation period. Slimy doom turns a person into goo from the inside out. Each day, the victim must pass a saving throw or lose 1d4 points of their constitution. At 0 constitution, they are nothing more than a fleshy bag of pus and bloody foam. Those who are cured by spell or who pass two daily saving throws in a row, must make

one additional saving throw for each day they took constitution damage. If these saves fail, the victim has permanently lost a point of constitution.

The two exit doors are both **traps**. If the door at **1-4A** is opened, the entire door and frame immediately swivels around its center point, knocking victims into the chamber beyond which is empty of all but the 3 ft. thick layer of polluted water. The door immediately locks in place, and does not unlock until disabled or a full day has passed.

If someone attempts to open the double doors at the far end of the hall, the walkways in the hall immediately sink into the water, immersing anyone standing upon them. The walkways rise one minute after they sink, and the trap resets. The double doors open out only an inch, no more; tearing them from the wall reveals only blank stone.

The northern wall near the end of the hall is an illusion, opening into **Area 1A-5**. The fleshy creature beyond is likely to attack at an opportune moment, perhaps when a PC has been knocked into the water or one of the traps has been triggered.

**Swiveling Door Trap:** This trap resets automatically each day. As a mechanical trap, it can be wedged open with iron spikes or the like.

**Sinking Ledge Trap:** This trap resets automatically each minute.

### 1A-5. Flesh: The Third Guardian

The room beyond the illusory wall is the home of a huge black creature formed of slime, with the embedded remains of past victims within it. This undead ooze attacks anyone who challenges it in its lair, and may exit the room to attack those struggling in **Area 1A-4**. The discarded bones of the **ebon ooze's** victims are harvested by the bone crawler to repair its armor. The ebon ooze has no treasure.

**Ebon Ooze:** HD 8 (40 hp); AC 9 [10]; Atk 1 crush (3d6 + 2d6 acid); Move 9; Save 8; CL/XP 9/1100; Special: Acid, engulf, immunities.

### 1A-6. Crypt of the Hallowed

This large chamber is lined with rows of red marble sarcophagi—a total of 20 each to the left and right. The tops of the sarcophagi have been carved with representations of warriors and explorers at rest. Unnervingly, several of these bear an uncanny resemblance to party members.

This resemblance is due to an illusion that causes sarcophagi to shift appearance to match anyone entering the room. Despite this ominous portent, the room holds no dangers. Moving a sarcophagus lid requires a successful open doors roll, and they are all completely empty. The sarcophagi lids have an Armor Class of 8 and 60 hit points each. All radiate moderate illusory magic.

At the far end of the room, an alcove in the north wall holds a circular shaft leading downward, with an iron ladder still in excellent shape descending along the side.

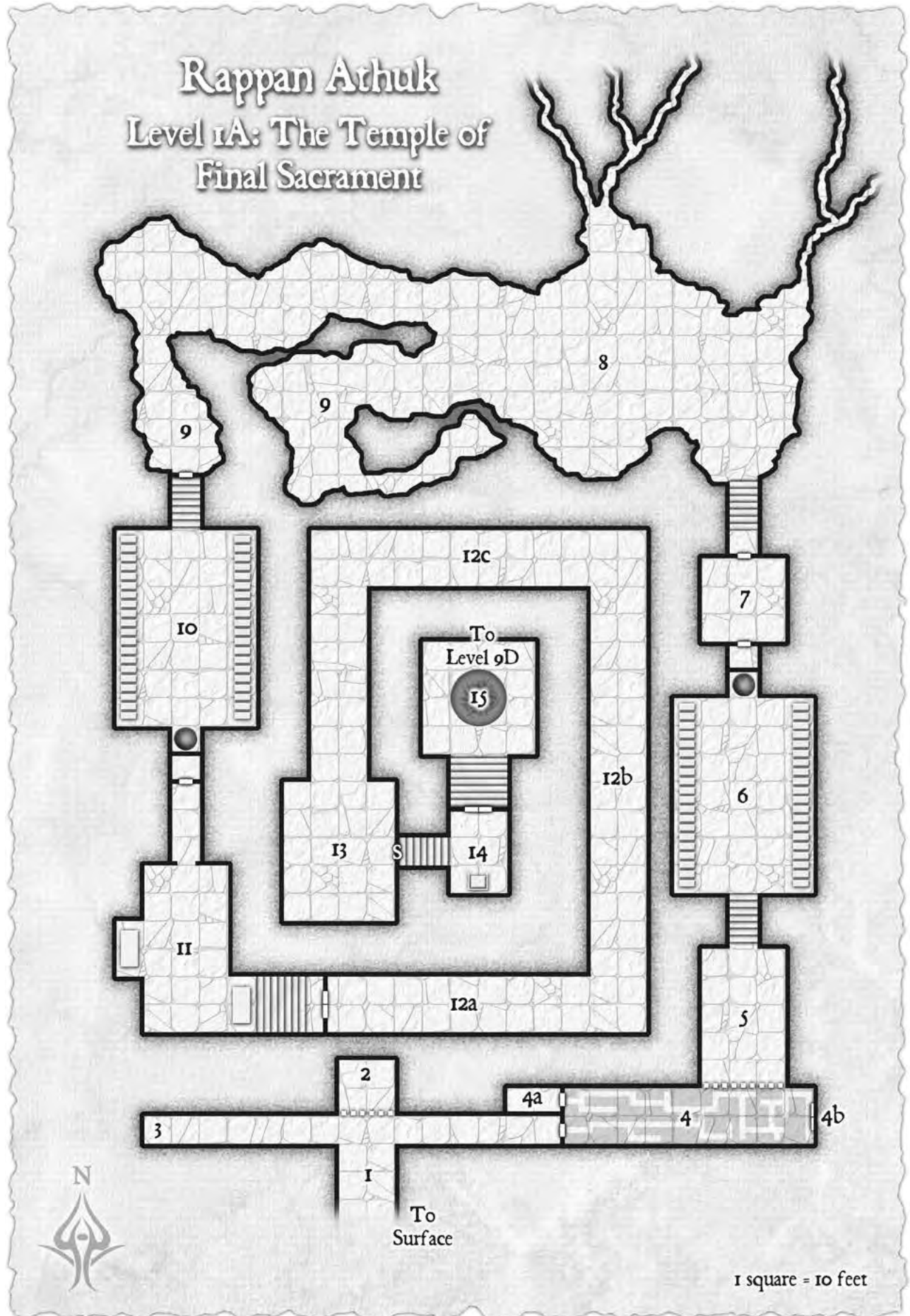
### 1A-7. Seed: The Fourth Guardian

This room is bedecked in a manner suitable for the most opulent of pleasure houses. Satin drapes line the walls, the floor is layered thickly with carpeting, and dozens of pillows of all sizes litter the carpets in comfortable mounds. Braziers burn fragrant oils that warm the chamber and fill it with a scent of sandalwood and balsam. A hookah rests comfortably near the center of the room. Lighting is provided by the braziers, and by ornate brass lanterns hanging from hooks in the ceiling that glow with warm flame.

This is nearly all an illusion. The actual contents of the room are similar, but in much worse shape: the lanterns are ancient and corroded; the carpets

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rotted and filled with rat dung, the pillows moth-eaten, and the air cold. Several corpses also lie amid the cushions, concealed by the illusion. The light however is real, coming from continual light spells cast within the lanterns. The scent is also real, and poses the room's true danger.

Anyone entering the room must make a saving throw or succumb to the scent's intoxicating effect. Those who make their save are immune to its effects for a day. It generates a feeling of pleasurable lassitude coupled with heightened lust. This prompts those affected to copulate again and again, exhausting themselves. Once they begin, victims sustain 1 point of constitution damage per ten minutes spent in this vigorous pursuit. When their constitution drops to 1 point, they become too weak to continue, though the drive remains; victims typically die of thirst or starvation even while they continue to feel the need to mate.

Additional saving throws are allowed for failed victims once every 30 minutes for as long as they remain within the room, or once per minute if they are removed from the chamber. The scent is produced by a specially bred form of **magical mold** infesting the cushions and carpet, and a thorough cleansing of the room with fire (at least 20 points of damage to all surfaces) eliminates the mold and the threat.

The bodies lying amid the cushions have been looted by past adventurers, and bear only tattered robes or ancient, non-magical armor that is in too poor of shape to function. Horribly, due to a necromantic taint on the room, infants created through this chamber's powers do not die if the mother dies in the room; her womb continues to expand, and eventually a **mordnaissant** bursts free. These creatures feel an instinctive urge to descend, and pass through the heart of the Temple into the Bloodways, where they may be encountered.

The door progressing further into the complex is hidden behind several layers of rotting tapestries. The door opens outward into a set of stairs that descend to **Area 1A-8**.

### 1A-8. Bones: The Fifth Guardian

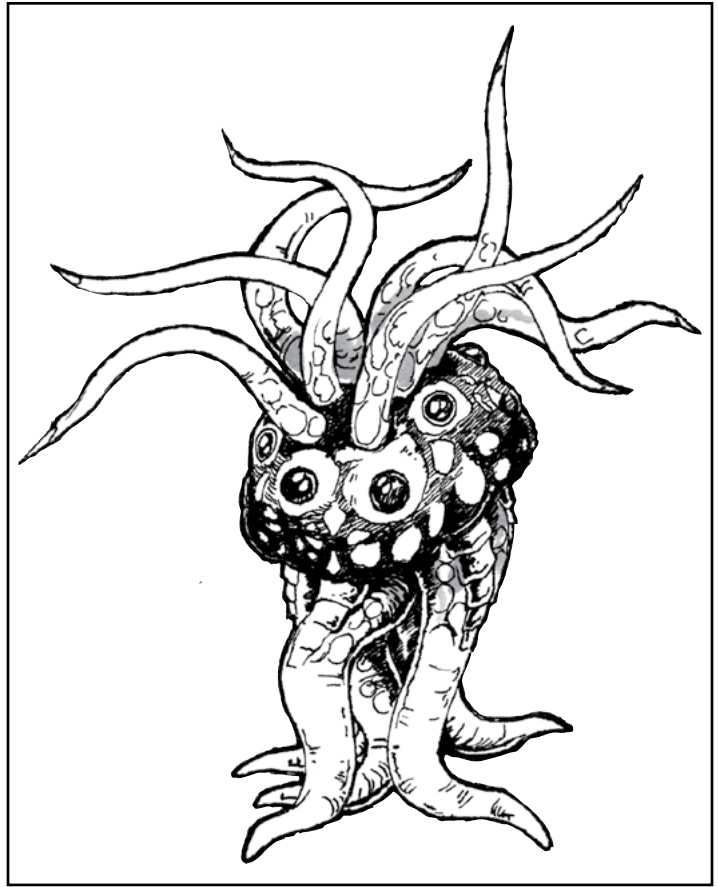
The base of the stairs open out onto a large, shadow-shrouded cavern filled with toadstools and fungus of all types. Strange, fluted chirping noises issue from the darkness deeper in the cavern, but no fauna can be seen on inspection. These sounds come from the three strange creatures known as **bonesuckers** that make their home here, and move to attack anyone passing through the room. At first glance they resemble toadstools ten ft. in height, with rubbery trunks and tentacles sprouting from their crown. The trunk is actually composed of five sturdy tentacles with which they can move around. They attack by grappling with their upper tentacles, inserting the tip into their victims' flesh, and liquefying and sucking out the bones. Enemies killed by this attack reanimate within the Temple as meat puppets 24 hours after dying.

At any given time, one of the three is resting and digesting a meal, while the other two are active. The room also holds **8 human meat puppets**, the legacy of past bonesucker victims. These shamble out of the shadows to throttle intruders, possibly fighting alongside the bonesuckers.

**Bonesuckers (2 or 3):** HD 8 (35 hp each); AC 3 [16]; Atk 4 tentacles (1d4+4 + liquefy bones); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Liquefy bones, +1 or better weapon to hit

**Meat Puppets (6):** HD 4 (18 hp); AC 7 [12]; Atk 1 slam (1d6); Move 12; Save 13; CL/XP 5/240; Special: Throttle, fleshknit, half damage from slashing and piercing weapons.

The cavern is about 60-80 ft. wide and well over 100 ft. long. Against the northern wall are several places where giant rats sometimes come in to nibble at the fungus, but they are shy and retreat from any loud noises or light, only attacking if their prey is helpless. The rest of the fungus in the room is likewise harmless. At the western end of the cavern, it divides into two 20 ft. wide passages that lead to **Area 1A-9**.



### 1A-9. Mind: The Sixth Guardian

The southwestern portion of the fungus caverns is carpeted with a luxurious black moss which includes several patches of **memory moss** in the eastern cave. Anyone coming within 60 feet is immediately targeted. At the southern end of the western cave is a stone door with a lock. The key to this lock is in the hand of a corpse lying at the end of an offshoot passage in the southeast corner of the eastern cave. The body also bears a pouch holding 40 gp and four bloodstones worth 50 gp each, a silver dagger, and a *ring of protection +1*.

**Memory Moss (4):** Memory moss appears as a 1-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms (though not often). Memory moss cannot abide the cold or the arid clime of the desert and is never encountered in such environments.

When a living creature moves within 60 ft. of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a saving throw or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours.

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. Any creature who loses its memories to the memory moss acts as if affected by a confusion spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a saving throw, with failure resulting in the creature being nauseated for 1d6 minutes and suffering 2d4 points of damage.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not

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the creature's own memories).

Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Fire and cold kills a single patch of memory moss.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly. When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets.

### 1A-10. Crypt of the Damned

This chamber bears a great resemblance to **Area 1A-6**, the Crypt of the Hallowed. It contains 20 red marble sarcophagi whose tops are carved to resemble warriors and adventurers—the same ones as seen in the previous crypt. However, this time they are depicted as suffering great agonies: one seems to be screaming as its flesh is devoured by burrowing worms; another stares out in madness while its skin has been stripped away in patches, exposing flesh and organs; a third is a shriveled husk; and so on. Those bearing images of PCs likewise show signs of torture and madness. This again is caused by an illusion.

Unlike the previous crypt, several of the sarcophagi in this room are occupied. The bodies bear signs of having died in the manner depicted on the lid—the sarcophagus depicted with a warrior being devoured alive by worms bears obvious signs of worm holes throughout its flesh, and so on.

The sarcophagi bear an additional enchantment that is only activated if someone is *teleported* into one from **Area 1A-14**. When this occurs, the person trapped within immediately undergoes the torture they were depicted as suffering in the illusion on the sarcophagus lid. No matter the form of doom, the victim must make a saving throw each round or sustain 1d4 points of constitution damage. When their constitution reaches zero they die, and the lid's surface transforms, so the depiction is no longer an illusion. Those trapped within a sarcophagus may attempt an open doors roll each round to move the lid and escape, though there is a -1 penalty to this roll due to the tight confines of the sarcophagus interior. The victim can also escape if the lid is destroyed (AC 18, hp 60).

Beyond the crypt, another ladder descends through a circular shaft in the floor, dropping 50 ft. to an antechamber facing a black marble door. This door opens inward, toward the person pulling it.

### 1A-11. Breath: The Seventh Guardian

Those passing through the doorway find themselves in a 30 ft. long hall that ends at an oval archway. This archway is inscribed with curving lines that suggest the movement of wind. The chamber beyond is surfaced with polished white marble, and has a 30 ft. high ceiling. The archway bears an enchantment if detected for, and the **trap** in the room beyond is triggered if the archway is passed through or if the magic is *dispelled*, unless a command phrase (“*arrek veltex*”) is first uttered.

When triggered, a stone panel concealing the western alcove slides away. This alcove is nearly filled with a thick slab of granite 20 ft. tall, leaving only a six-inch gap between it and the walls. Resting atop this slab on a small red velvet cushion is a glass bottle six inches in diameter. The alcove is protected from entry by a cage of pure magical force set with half inch gaps between them. These bars of force can be destroyed with a *disintegrate* spell, *anti-magic shell* or *dispel magic* against a caster level of 13th.

The bottle is highly magical, as it draws air into itself and devours it. As soon as the stone panel slides up, all air in the room is drawn into the

bottle and the stone door to the north slams closed and is sealed in place by the vacuum. If it has been jammed open previously, air from the complex beyond is pulled into this room, creating a constant, strong wind forcing light objects against the forceage.

If the door slams shut, everyone breathing within the room must immediately hold their breath or begin to suffocate. To escape, they have several options. They can attempt to force the northern door open, thieves can attempt a “delicate tasks” roll on the sliding stone partition, though this requires the disabler to move to the ceiling 30 ft. up, as the mechanism can only be accessed there. If they can find the triggering mechanism for it they can raise the stone block in the southeast corner, allowing access further into the complex, though this does not stop the air from being sucked away. They could also attempt to stopper the bottle or shatter it; the bottle has AC 4 [15], 10 hit points, and a body diameter of six inches, and the mouth diameter is one inch. Remember, the gaps between bars are only one half inch wide.

If the bottle is removed from its alcove it explodes in a blast of air, inflicting 3d6 points of slashing damage to all within 30 ft. from the glass fragments. A new bottle reforms inside the alcove in 1d3 days.

### 1A-12. Deathwalk and Riddles

Once the stone block in the southwest end of **Area 11** has been raised, a 20 ft. wide hall is revealed, descending black marble steps to a set of double doors, each of which is carved with a depiction of Orcus. These doors are neither locked nor trapped. They swing open majestically into a downward-sloping passage 20 ft. wide and 15 ft. tall that descends to **Area 1A-13**. The walls of this grand hall are coated with a layer of plaster upon which has been painted images of funerary rites. These rites begin normally enough, but as one continues downward they become increasingly morbid, until live interments, necrophilia, cannibalism, and other even less savory images are depicted.

Each section of the deathwalk (**1A-12A**, **B**, and **C**) is guarded by an invisible quasit that has the unique ability of being able to merge into the depictions. While so merged they can see out into the corridor, and can stay in this state indefinitely.

The quasits normally spend their time melded with the walls, and only emerge when intruders make themselves known. When this occurs, they come forth *invisibly* and state a riddle. If the riddle is correctly answered, they re-merge with the wall and allow the group to pass; if not, they fly at top speed for **Area 1A-13**, where they merge with the demon depictions there (see below). The three riddles are as follows:

**Quasit #1 (Thuxton):** “*Who is the greatest of all masters?*” (answer = Orcus)

**Quasit #2 (Virikkil):** “*What is the Third Sacrament?*” (answer = cracking open the skull and drawing forth the brains, as described in the Epitaph of Final Sacrament)

**Quasit #3 (Umborit):** “*For whom is our lord's mercy granted?*” (answer = this is a bit of a trick question; the answer is “for nobody.” Orcus is not known for his mercy)

Depending on how they answer these riddles, the characters may face between zero and three demons in **Area 13** beyond. Failing to answer the question within 30 seconds (5 rounds) is considered a false answer, and the quasit flies down to merge with the vrock as described above. You may wish to secretly time the players to see how long they come up with an answer.

**Demon, Quasit (3):** HD 3; AC 2 [17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities, invisibility.

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### 1A–13. Demonic Guardians

At the end of the Deathwalk, the hall widens into a 40 ft. wide, 50 ft. long room with a vaulted ceiling that reaches up to a height of 30 ft. The walls of this room are again coated with plaster, upon which is depicted an incredible array of cavorting demons inflicting pain and suffering upon screaming mortals. Sometimes the torturers are not demons, but humans themselves with a demonic aspect, bearing symbols of Orcus upon them. The entire wall radiates strong magic if it is detected for.

Amid the paintings, a total of 3 vrocks are depicted. Each of these images can be inhabited by one of the quasits of **Area 1A–12**, who bring it forth to attack intruders. In addition, if the plaster walls of this room are damaged in any way, all three demons step forth to do battle. Any plaster damaged repairs itself within one day. Vrocks that are slain fade away, and cannot return for 24 hours.

**Demon, Vrock (0-3):** HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.

In the center of the eastern wall, a **secret door** is cunningly concealed within the plaster. This can be opened by pushing the eyes of four nearby victims simultaneously. This door is specifically protected by a spell against detection by spells and effects of 3rd level or less, and must be found manually. The enchantment itself is shielded against magical detection.

**Secret Door:** Very tricky to spot (1 in 8 chance for most folk). If the plaster on the secret door is damaged, the vrocks animate as described above; opening the secret door using the proper trigger does not damage the plaster.

### 1A–14. The Last Respite

Beyond the secret door, stairs descend steeply 20 ft. to a 20 ft. x 30 ft. room. To the north is a large, circular steel vault door, while the southern end of the room holds a red stone throne bearing a humanoid figure swathed in a tattered black robe; skeletal hands protrude from the sleeves of the robe, and its face has long since rotted away, save for the glossy hair that cascades over its shoulders. This is **Aaphia**, a crypt thing and the final guardian of the Temple.

Aaphia does not move or act in any way unless the doors are touched, she is addressed, or she is approached within 10 ft. She allows undead and clerics of Orcus (who must present their holy symbols and make a rebuke undead attempt, though this automatically succeeds for them) to pass through the vault into the shaft room beyond. For all others, she defends herself and the entrance to the Shaft. She does not attack those leaving through the Shaft portal unless attacked first.

**Aaphia:** HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; CL/XP 10/1400; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster, cast spells as 5th level magic-user with the following prepared spells: 1st—*charm person, magic missile, protection from good, shield*; 2nd—*mirror image, stinking cloud*; 3rd—*lightning bolt*.

**Tactics:** If Aaphia senses the approach of guests, she prepares with a *shield* spell. Once battle begins, Aaphia starts off using her *teleport other* ability, then her offensive spells against those who remain or return. She prefers to immobilize opponents first, then focusing damaging spells on one foe at a time. She does not leave the throne willingly.

Due to the magic of the throne, Aaphia reforms within 1d4 days even if destroyed. The only way to truly end her existence is to slay her body and then destroy the throne and cast a *bless* spell on the wreckage. The

amulet she wears *teleports* back to her whenever she reforms, but the items hidden within the throne do not.

**Treasure:** The throne Aaphia sits upon is magical, and provides anyone seated upon it with the benefits of a *protection from evil, 10-foot radius* and *detect invisibility*, both as though cast by a 15th level magic-user. The throne is 10 ft. square, 6 ft. tall, and weighs 2,500 pounds. It loses all its magic if removed from this room. In a compartment on the inside left arm of the throne there is a stash of four vials of unholy water and a platinum urn (worth 5,000 gp) holding the ashes of Aaphia's long-dead lover.

**Development:** It is possible for characters to enter into a discussion with Aaphia. As long as they do not threaten her or attempt to pass into the Shaft (**Area 1A–15**), she does not attack, and may return conversation if she believes the person to be a faithful worshipper of Orcus.

Aaphia was once a sorceress of some repute who fell in love with a man named Deggin Tar. Deggin, a charming mercenary, ended up working for the forces of Orcus. When he fell in battle, she took up his cause, lashing out at those who defeated him. Now, centuries later, she serves them still, locked in eternal devotion to the memory of her dead love.

The steel vault door is massive, with a large spoked wheel at its center, and at the center of this a disc-shaped keyhole. The door opens when the face of Aaphia's amulet is set into the hole and turned counterclockwise, and the wheel then spun clockwise. The door and the walls surrounding **Area 1A–15** have been enchanted to prevent entry by ethereal means, though a gaseous creature could seep into the room beyond.

**Vault Doors:** AC 20, hp 600. Thieves suffer a -15% penalty to pick the lock.

### 1A–15 The Shaft

This 40 ft. square room lies at the nadir of the Temple of Final Sacrament. It is filled nearly completely with a circular shaft 30 ft. wide that descends into blackness. The stone beneath the floor's black marble is limestone, into which has been carved a series of footholds that allow one to climb down the 400 ft. shaft into a passage leading to **Level 9D: The Bloodways**. From this side, the vault door leading to **Area 1A–14** can be opened by rotating a wheel set in its center—no key is needed to unlock it from the inside.

Starting in this area, roll for wandering monsters using the random encounter table for **Level 9D**, checking once every eight hours.